**COLLEGE OF FASHION DESIGN AND MERCHANDISING (CFDM)**
**BACHELORS OF DESIGN (Life style and Accessory Design) [BFLAD]**

Four Year Degree Programme

Academic Curriculum (2016-17 Onwards)

Second Year      AUTUMN SEMESTER

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Contact Hours per Week</th>
<th>Credits</th>
<th>ETE Duration hrs.</th>
<th>Weightage (%)</th>
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<td>AD 203</td>
<td>Form Realization</td>
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<td>AD 213</td>
<td>Technical Design-I</td>
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<td>AD 223</td>
<td>Visual Dictionary-Design principles</td>
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<td>AD 233</td>
<td>Design synthesis –I</td>
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<td>AD 243</td>
<td>Material Exploration -III</td>
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<td>CAD –I</td>
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<td>AD 263</td>
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<td>Design Studio-II (Linear, planer, solid, Granular)</td>
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**Note:** - Inclusive of Jury Award
1/* - C.W. Jury
2/@ - M.T.E Jury
3/# - E.T.E Jury
4/$ - As decided by Academic Council from time to time

**Practice hours required per week (Autumn Semester)**
- Visual Dictionary: 2 Hrs
- Design Studio-I: 2 Hrs.
- Design Studio-II: 2 Hrs.
- Form Realization: 2 Hrs.
- Technical Design-I: 2 Hrs.
- CAD-1 Hr
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<th>Course Code</th>
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<th>Credits</th>
<th>ETE Duration hrs.</th>
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<td>AD 224</td>
<td>Fashion Studies-Introduction</td>
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<td>AD 234</td>
<td>Advanced Computers-3 D Design</td>
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<td>AD 244</td>
<td>Introduction to Craft</td>
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<td>AD 264</td>
<td>Design Studio –III (Theater based Accessories)</td>
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Note:- Inclusive of Jury Award

1/* - C.W. Jury
2/@ - M.T.E Jury
3/# - E.T.E Jury
4/$ - As decided by Academic Council from time to time

Practice hours required per week (Spring Semester)
- Technical Design - II: 2 Hrs.
- Design Studio –II (Ready to wear Accessories): 2 Hrs.
- Design Studio –III (Ramp based Accessories): 2 Hrs.
- Advanced Computers- 3D Design: 2 Hrs.
Title of Course: Form Realization
Course Code: AD 207
Pre-requisite(s): Material Exploration and Design Thinking

Course Objectives:

- To understand entire product realization process
- To understand the relationship between spaces, object, development of relevant design aesthetics.
- To understand human body structures and application of basic elements and principles accordingly.
- To Develop skills of visualization, presentation and actualization of body types, adding fullness, contour, realization of form.

Course Description:

- Introduction to Interior and form, form and aesthetics in fashion and everyday life.
- Engage with Form exploration, experimentation and manipulation.
- Explore Creative techniques of construction of form
- Explore Creative methods and application of materials
- Analyze Design, creative elements of each design and help determine construction techniques required to develop form
- Transform 2D explorations into 3D forms.

Learning Outcomes:

- Demonstrate complete knowledge and understanding of relationship between space, object through material handling and development of relevant aesthetics.
- Apply learning through exploration and building concepts.
- Exhibit, adapt, utilize & investigate the process of form exploration.

Reference Books:

1. The Design of Everyday Things by Don Norman
3. Lateral Thinking: Creativity Step by Step, by Edward De Bono
4. Design for the Real World, Victor Papa Nek
5. Biography of fashion designer Yves Saint Laurent
Evaluation Process:

• Course Work: 25% weightage. It includes Quiz, Power Point Presentations, and Class Assignments.
• Mid Term Examinations: 25% weightage. Examinations of 25 mark each. Viva and Presentation
• End Term Examination: 50% weightage. Final Practical Examination with Portfolio submission and Viva.

Other Study Material:

• Handouts: As indicated by course tutor/instructor
• Magazines: will be informed by course tutor.
Title of Course: Technical Design I
Course Code: AD 209
Pre-requisite(s): Study of Drawing and Color II

Course Objectives:

- To introduction of the different type of technical drawings with dimensions.
- To understand the basic of isometric drawing and orthographic projection.
- To understand the basic sections - half sections and cross sections drawings.
- Introduction to basic assembly drawing with specifications.
- Introduction to the 2D and 3D geometry and its constriction.

Course Description:

- Introduction and exploration of Isometric drawing, orthographic projection (first and third angle).
- Working with half sections and cross sections drawings in details with hatching
- Learning the product assembly drawing in details.
- Making familiar with the geometry and its constriction.

Learning Outcomes:

- Demonstrate technical drawing /sketching to communicate ideas,
- Familiarize the technical terms
- Demonstrate the product sections - half sections and cross sections drawings.
- Demonstrate basic knowledge of isometric drawing and orthographic projection.
- Demonstrate basic knowledge of 2D and 3D geometry and its constriction.

Reference Books:

- Drawing for Product Designers (Portfolio Skills) by Kevin Henry (Author)
- McGibbons Pictorial Drawing Book By J. G. Hollyburn & J.J Seaton

Evaluation Process:

- Course Works: 25% weightage: It includes the compilation of all classroom assignments in digital format.
- Mid Term Examination: 25% weightage Practical exam and viva
- End Term Examination: 50% weightage: Practical exam and viva
Other Study Material:

**Handouts:** As indicated by course instructor

**Website references:**

- [https://design.tutsplus.com/articles/technical-drawing-for-beginners-one-point-perspective--vector-21839](https://design.tutsplus.com/articles/technical-drawing-for-beginners-one-point-perspective--vector-21839)
- [http://www.engineeringdrawing.org/category/basics](http://www.engineeringdrawing.org/category/basics)
Title of Course: Visual Dictionary- Design Principles
Course Code: AD 215
Pre-requisites – Basic and Advance Design

Course Objectives:

- To introduce the terms used frequently within the design industry.
- To point out the importance of Design Principles from the perspective of visual appeal.
- To trace the importance of aesthetics in Design beside function.

Course Description:

- Engage with and explore the terms used frequently within the design industry.
- Study and document the terms used frequently within the design industry.
- Explore the relationships between aesthetics and function.
- Analyze the design principles in relation to aesthetics and function.

Learning Outcomes:

- Demonstrate complete knowledge and understanding of the use of design terms used in the industry.
- Apply learning through effective application, presentations & documentation of the overall understanding of Design Principles in relation to aesthetics and function.
- Exhibit, adapt, utilize & investigate the role of aesthetics in Design in appropriate context.

Reference Books:

Evaluation Process:

- Course Work: 25% weightage. It includes Quiz, Power Point Presentations, and Class Assignments.
- Mid Term Examinations: 25% weightage. Examinations of 20 mark each.
- End Term Examination: 50% weightage. Final Examination with Portfolio submission.

Other Study Material:

- Websites: http://www.visualdictionaryonline.com/
- Handouts: As indicated by course tutor/instructor
- Magazines: will be informed by course tutor.
Title of Course: Design synthesis-I
Course Code: AD 217
Pre-requisite(s): Basic Design, study of drawings and color’s

Course Objectives:

- To embrace the Fundamentals and the methodology of Human-Centered Design.
- To introduce design process in relation to system thinking.
- To introduce all phases of design thinking will from asking right question/s to empathizing to ideating to prototyping and to testing.
- To trace the importance to integrate the needs of people, the possibilities of technology, and the requirements in relation to Innovation & Creativity.

Course Description:

- Engage in learning of Fundamentals and the methodology of Human-Centered Design and impact of design thinking in innovation and advanced problem solving.
- Reading, Study, writing, effective brainstorming, peer discussion, interviewing and taking feedback for design development.
- Active participation in synthesis and analysis seminars, as well as group presentations and projects.

Learning Outcomes:

- Demonstrate complete knowledge and understanding the Fundamentals and the methodology of Human-Centered Design.
- Application of the Design Process (Discovery, Interpretation, Ideation, Refining ideas, Design Evaluation, Design Evolution)
- Apply learning through effective brainstorming, application, presentations & documentation of the overall understanding of Design Process in relation to Innovation & Creativity.
Reference Books:

2. Nigel Cross, Design thinking: Understanding how Designers think and work, Published Bloomsbury Pub
5. Tim Brown Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation by Harper Business
7. Michael Michalko, Thinker toys: A Handbook of Creative-Thinking Techniques, Published by Ten Speed Press

Evaluation Process:

- Course Work: 25% weightage. It includes Quiz, Power Point Presentations, and Class Assignments.
- Mid Term Examinations: 25% weightage. Examinations of 20 mark each.
- End Term Examination: 50% weightage. Practical Final Examination with Portfolio submission.

Other Study Material:

- Websites: https://www.nngroup.com/articles/design-thinking/
- Handouts: As indicated by course tutor/instructor
- Magazines: will be informed by course tutor.
Title of Course: Material & Exploration -III
Course Code: AD 219
Pre-requisite(s): Art and Craft Studies and Appreciation of Art

Course Objectives:

- To understand the philosophy of Art and Aesthetic.
- Complete understanding of Aesthetic Texts and Theories.
- To understand needs of the sense of beauty to create art of mankind.
- To understand and analysis the use of Elements and Principles of Art in great masters work.
- To understand the Concepts of Beauty, Truth, Functionality as they relate to the perception of Creation.
- To explore the Identity and role of aesthetic in socio-cultural context.

Course Description:

- Definition of Art as it relates to aesthetics, ideology, emotion and memory and the temperament of an Artist in thought process.
- Establishing the Elements and Principles of Art (Line, Shape, Form, Value, Color, Texture, Space, Time etc.) and Balance, Emphasis, Rhythm, Perspective, Scale & Proportion as they relate to a work of Art.
- Observing the characteristic methods of expression Style, Form, Content & Symbolism: in Art in relation to emotional expression.
- Material approach: Understanding the basic methods, materials & its processes (Drawing, Painting, Sculpture, Printmaking, Digital media etc.) and establishing its history from prehistory to modern era.

Learning Outcomes:

- Development in complete knowledge and in depth understanding, expression of art and philosophy of aesthetics.
- Apply learning through a detailed study, documentation, presentation of the above knowledge.
- Exhibit, adapt, utilize & investigate the process of art, aesthetic philosophy in material & design application.
- To find out the implementation of art and aesthetic in socio cultural and everyday life.
- The aspects of art and aesthetic value are painting, poetry writing, essay writing, story writing, poem recitation, drama, debate.

Reference Books:

1. Art as Experience, Book by John Dewey, published: 1934
3. Book by John Dewey Bonnie
4. Bhava and Rasa from Bharat’s Natya Sastra
5. Philosophy of the arts, Textbook by Gordon Graham
**Evaluation Process:**

- Class Works: 25% weightage. Presentation hard and soft copy.
- MTE: 25% Theory and Presentation
- End Term Examination: 50% weightage Jury with Portfolio and Power Point Presentation.

**Other Study Material:**

- Websites: As indicated by course instructor
- Handouts: As indicated by course instructor
- Magazine & Other Reading Material: As indicated by course instructor
Title of Course: CAD-I
Course Code: AD 221
Pre-requisite(s): Basic and Advance Computer Application

Course Objectives:
- To introduce the basics of 3D modelling software.
- To understand the interface and navigation of Rhino3D.
- To understand the use of a Cartesian coordinate space.

Course Description:
- Introduction to the interface and navigation of Rhino3D.
- Engage in Drawing, creating and editing geometry using curves, arcs and using 2D commands in Rhino.
- Introduction to Methods of generating 3D geometry and editing using proper tools.
- Making familiar with the building blocks of geometry that form NURBS models.
- Learning "Surface" modelling versus "Solid" modelling and then combine techniques.

Learning Outcomes:
- Demonstrate basic knowledge of the interface and 3D understanding of Rhinoceros software.
- Apply learning through effective application of 2D curves, Lines, surface.
- Demonstrate basic knowledge of applications to combine surface and solids.

Reference Books:
- Pattern Background material
- Fashion Pattern
- Inside Rhinoceros 5 Paperback by Ron Cheng
- Rhino 5.0 for Jewelry Paperback by Dana Buscaglia (Author)
- Rhino NURBS 3D Modeling Paperback by McNeil & Associates (Author)

Evaluation Process:
- Course Works: 25% weightage: It includes the compilation of all classroom assignments in digital format.
- Mid Term Examination: 25% weightage: Practical exam and viva
- End Term Examination: 50% weightage: Practical exam and viva
Website references:

- https://www.rhino3d.com/tutorials
- https://www.rhino3d.com/training/India/
- http://www.digitaltutors.com/lesson/54475-Setting-up-our-scene
- https://vimeo.com/rhino
- https://in.pinterest.com/pin/385761524305755919/
- https://www.rhino3d.com/tutorials

Pre requisite:

1. Rhinoceros 3D Software (https://www.rhino3d.com)
2. Key shot 3D rendering and animation software (https://www.keyshot.com/)
3. Laser Cutting Machine
4. 3d Prototyping Machine
Title of Course:  Design Studio – I (Material Properties & Manipulation)
Course Code: AD 223
Pre-requisite(s): Basic and Advance Design

Course Objectives:

- To develop understanding of behavior, characteristic, properties, dimensionality, physical and visual potential of various materials.
- To develop an instinct for material and their potential through manipulation.
- To apply the fundamentals and concepts of organizing forms in three-dimensions.

Course Description:

- Introduction to construction of volumetric forms.
- Exploration & Manipulation of various materials and their properties.
- Exploring Different Joinery techniques in relation to construction of volumetric forms.

Learning Outcomes:

- Demonstrate complete knowledge and understanding about properties and behavior of various materials.
- Learning of effective use of material properties in process of problem solving and product development.
- Develop ability to apply & utilize the appropriate material.

Reference Books:


Evaluation Process:

- Course Work: 50% weightage. It includes portfolio of all works, Power Point Presentations and Internal Jury.
- Mid Term Examinations: No Mid Term Examinations.
- End Term Examination: 50% weightage. External Jury.
Other Study Material:

- Handouts: As indicated by course tutor/instructor
- Magazines: will be informed by course tutor.
Title of Course: Design Studio-II (Linear, Planner, Solid and Granular)  
Course Code: AD 225  
Pre-requisite(s): Material and Exploration I & II

Course Objectives:

- To develop understanding of behavior, characteristic, properties, dimensionality, physical and visual potential of material (Linear, Planner, Solid, and Granular)
- To develop abilities in perception, creative problem solving, decision-making, risk-taking and personal expression in relation to material handling.
- To use materials conceptually for a sequence of design problems by exploring line, plane and volume with modeled and constructed forms.

Course Description:

- Exploration and application of material and the properties of linear, planner, solid and granular material.
- Study and document various Linear, Planner, Solid and Granular materials.
- Analyze various aspects of materials in relation to creative problem solving.

Learning Outcomes:

- Demonstrate complete knowledge, understanding, properties and behavior, physical and visual potential of Linear, Planner, Solid and Granular materials.
- Apply learning through effective application in process and product development in relation to concept.
- Exhibit, adapt, apply & utilize the study of materials.
- Ability to make prototypes along with complete documentation.

Reference Books:

Evaluation Process:

- Course Work: 50% weightage. It includes portfolio of all works, Power Point Presentations and Internal Jury.
- No Mid Term Examinations
- End Term Examination: 50% External Jury Viva and Submission.

Other Study Material:

- Handouts: As indicated by course tutor/instructor
- Magazines: will be informed by course tutor.
SPRING SEMESTER SYLLABUS
Title of Course: Technical Design II
Course Code: AD 202
Pre-requisite(s): Technical Design I

Course Objectives:

- To introduction of the different type of technical drawings with dimensions.
- To understand the advance isometric drawing and orthographic projection.
- To understand advance sectioning with holes, ribs, etc.
- Introduction to product assembly drawing with specifications.
- Introduction to the 2D and 3D geometry and its constriction link to the product.

Course Description:

- Introduction and exploration linked with product Isometric drawing, orthographic projection.
- Working with advance sectioning with holes and ribs with hatching.
- Learning the product assembly drawing with specifications.
- Making familiar with the geometry and its constriction link to the product.

Learning Outcomes:

- Demonstrate the product related technical drawing /sketching to communicate ideas,
- Demonstrate advance product sectioning with inside details.
- Effectively apply the product assembly drawing with specifications.
- Demonstrate advance knowledge of isometric drawing and orthographic projection.

Reference Books:

- Technical drawing,: Including aeronautical drafting, by Frederick E. Giesecke, Alva Mitchell [and] Henry Cecil Spencer (Engineering science series) by Frederick Ernest Giesecke (Author)
- A Textbook of Machine Drawing Paperback by P.S. Gill (Author)

Evaluation Process:

- Course Works: **25% weightage**: It includes the compilation of all classroom assignments in digital format.
- Mid Term Examination: **25% weightage** Practical exam and viva
- End Term Examination: **50% weightage**: Practical exam and viva

Other Study Material: Handouts: As indicated by course instructor
Website references:

- https://www.google.co.in/search?q=isometric&espv=2&source=lnms&tbm=isch&sa=X&ved=0ahUKEwj1p_Syu7_TAhVFOI8KHYcfCVMQ_AUIBigB&biw=1280&bih=904#tbm=isch&q=isometric+drawing+with+orthographic+view&imgrc=00VrbLH_tE-8mM:
- https://www.google.co.in/search?q=product+technical+design&espv=2&source=lnms&tbm=isch&sa=
Title of Course – Design Studio- II (Ready to Wear Accessories)  
Course code: AD 204  
Pre-requisite(s): Design Thinking and Visual Dictionary Design Principles.

Course Objectives:

- Importance of fashion accessories in apparel industry
- History and overview of accessory design
- Role of an accessory designer
- Leading contemporary accessory designers and brands

Course Description:

1. Brief history, common styles, components, materials used and production methods of select accessories:
   1. Handbags
   2. Footwear
   3. Hats.
2. Common styles and production methods of other accessories – Jewelry, Belts, Gloves, Scarves
3. Coordinating accessories and outfits
4. Creative Design Development of accessories
   - Inspiration and Research
   - Trend forecasting of fashion accessories
   - Design development
   - Developing a range
5. Presentation techniques
6. Using Illustration, colouring and rendering techniques for fashion accessories, handbags, footwear and jewelry.
7. Designing of a Tote bag.
8. Restyling project- restyling of plain accessories using creative techniques.
9. Final project- Based on inspiration the students are required to make a project on accessories.

Learning Outcomes:

- To make different ready to wear accessories..
- To learn to coordinate accessories and outfits.
- Restyling from a plain accessory
- Designing and illustrating accessories.

Evaluation Process:

Class Work – 50%, Internal Jury  End Term Exam - 50%, External Jury
References:

1 Oliver Gerval, Fashion Accessories
2 Jane Schaffer & Sue Saunders, Fashion Design Course: Accessories
3 John Peacock, Fashion Accessories the complete 20\textsuperscript{th} Century Sourcebook
Title of Course: Fashion Studies- Introduction
Course code: AD 208
Pre-requisite(s)- Visual Dictionary and Design Principles

Course Objectives:

- To introduce the students to fashion terminologies, fashion scenario and fashion industry pertaining to life style products & fashion accessories.
- To introduce the students to products enhancing the fashion industry

Course Contents:

- Study of Fashion and lifestyle Accessories.
- Fashion terminology, Fashion Cycles, Fashion Adoption, and Fashion Movements like (Belle époque, Flapper etc.)
- Fashion Consumers.
- Fashion Global History.
- Designer’s USP, Brands for Men, Women and Kids.
- Basics of forecasting process
- Survey and analysis
- Steps and types of forecasting
- Forecasting study process and agencies
- Plethora of design
- Importance of forecasting

Learning Outcomes:

Evaluation Process:
Class Work – 25%. Hard and Soft copy presentation and viva
MTE- 25% Hard and Soft copy presentation and viva
ETE-50% Hard and Soft copy presentation and viva

References:

7. Sharpe Enterprises Inc, (2005), The Fashion Bible: The 10 things you need to know about the Fashion industry, Bloomington IN USA, AuthorHouse Publishing company.

Title of Course: Advanced Computer Design 3D Design
Course Code: AD 210
Pre-requisite(s): Introduction to Computers -3D Design

Course Objectives:

- To introduce the Advance of 3D modelling software.
- To understand the NURBS modeling and Solid creating and editing.
- To understand the use of a surface, solid.
- To understand the proper application of transform and rendering methods.

Course Description:

- Introduction to the Solid tools.
- Engage in Drawing, creating and editing solid geometry using curves, arcs and using 3D commands in Rhino.
- Introduction to Methods of generating 3D geometry and editing using proper tools.
- Making familiar with the building blocks of geometry that form NURBS models.
- Learning "Surface" modelling versus "Solid" modelling and then combine techniques to construct.
- Learning proper rendering techniques.

Learning Outcomes:

- Demonstrate basic knowledge of the interface.
- Demonstrate basic knowledge of 2D and 3D understanding of Rhinoceros software.
- Apply learning through effective application of 2D curves, Lines, surface, solid and rendering in 3D interface.
- Demonstrate Advance knowledge of applications to combine surface and solids in the process of making constructive virtual forms.

Reference Books:

- Pattern Background material
- Fashion Pattern
- Inside Rhinoceros 5 Paperback by Ron Cheng
- Rhino 5.0 for Jewelry Paperback by Dana Buscaglia (Author)
- Rhino NURBS 3D Modeling Paperback by McNeel & Associates (Author)

Evaluation Process:

- Course Works: 25% weightage: It includes the compilation of all classroom assignments in digital format.
- Mid Term Examination: 25% weightage:
- End Term Examination: 50% weightage: Practical exam and viva
Other Study Material:

Handouts: As indicated by course instructor

Website references:

- https://www.rhino3d.com/tutorials
- https://www.rhino3d.com/training/India/
- http://www.digitaltutors.com/lesson/54475-Setting-up-our-scene
- https://vimeo.com/rhino
- https://in.pinterest.com/pin/385761524305755919/
- https://www.rhino3d.com/tutorials

Pre requisite

5. Rhinoceros 3D Software (https://www.rhino3d.com)
6. Keyshot 3D rendering and animation software (https://www.keyshot.com/)
7. Laser Cutting Machine
8. 3d Prototyping Machine
Title of Course: Introduction to Craft
Course code: AD 214
Pre-requisite(s)- Art & Craft Studies, Art appreciation and Aesthetics

Course Objectives:

- To understand the critical role of the crafts community and its integral relationship to Indian society
- To enable students to understand the relation between crafts traditions and contemporary India.
- To learn different crafts of India and the difficulties the artisans face.
- Learn to design the craft from start to finish.

Course Description:

1. Introduction to crafts and tradition
2. Different crafts like working on clay, stone, metal, terracotta, bamboo, wood, fibers, textiles and glass.
3. Jewelry for different body parts.
5. Types of mural painting and other painting.
6. Theatre crafts.

Learning Outcomes:

- To learn about the crafts and the artisans
- Learn to explore different materials as in craft

Evaluation Process:

Class Work – 50% Hard and Soft copy presentation and viva. Internal Jury

ETE – 50% Hard and Soft copy presentation and viva. External Jury

References:

1. Aditi Ranjan, MP Ranjan, Crafts of India: Handmade in India.
Title of Course: Design Synthesis - II
Course code: AD 216
Pre-requisite(s)- NIL

Course Objectives:

- Bringing Life to ideas
- Central area of design research
- Synthesis as design problem and solution generation and synthesis as exploration,
- Design representation, composition, design generation, design interpretation and re-interpretation, design evaluation, search and optimization.
- At the early phases of the design process, you employ inspiration, research, and discovery, in order to come up with ideas. Later on, at the closing stages, you somehow manage to turn the ideas you choose into finished designs.

Course Description:

- Understanding of product design synthesis is process; guidelines, methods, tools, etc. are developed and evaluated to better support product design synthesis.
- Design Creativity is the ability to identify, visualize and interpret a problem in unusual and interesting ways and to synthesize and develop novel and interesting ideas and solutions
- The role ‘synthesis’ play in the design process. It’s the missing link, halfway between discovering an original idea and using it to make something new.
- Sense making
- Making Meaning Out of Data
- Gaining Empathy
- User-centered design research activities for producing an enormous quantity of raw data, which must be systematically and rigorously analyzed in order to extract meaning and insight.
- Design synthesis methods can be taught, and when selectively applied, visual, diagrammatic synthesis techniques can be completed relatively quickly
- These visualizations can then be used to communicate to other members of a design team, or can be used as platforms for the creation of generative sketching or model making.
- The action of diagramming is a way to actively produce knowledge and meaning.
- Focusing on the target audience, Design researchers, Designers, Marketers, Product managers, Developers
Learning Outcomes:

- Enable them to analyze designs, think between and beyond the concept, innovate ideas, writing work process, execution and time management.
- Enabling to accept criticism to take designs execution and presentation to commercial viable level.

Evaluation Process:

Class Work: 25% assessment. Presentation and Viva  
Mid Term Examination: 25% Assessment. Presentation and Viva  
End Term Examination: 50% Presentation and Viva

References:
7. Sharpe Enterprises Inc, (2005), The Fashion Bible: The 10 things you need to know about the Fashion industry, Bloomington IN USA, AuthorHouse Publishing company.
Title of Course – Design Studio- III (Theater based Accessories)  
Course code: AD 218  
Pre-requisite(s)- Basic and Advance Design, Design Thinking, and Technical Design

Course Objectives:

- Importance of fashion accessories in apparel industry
- History and overview of accessory design
- Role of an accessory designer
- Learning to make a total ensemble with accessories.

Course Description:

- Introduction, common styles, components, materials used and production methods of select accessories:
  - Handbags, Footwear, Headgears, Jewelry
  - Belts, Gloves, Scarves
  - Accessories to be thematic.
  - Accessories to be visible from distance and should contribute to the given theme.
  - Coordinating accessories and outfits
  - Significance of any one or two element apart from the garment to give a dramatic look.
  - Accessories should complete the look of ensemble.
  - Design range to go with garments and presentation.

Learning Outcomes:

- To make different ramp based accessories..
- To learn to coordinate accessories and outfits.
- To give a dramatic look.
- To make a bold statement through accessories..

Evaluation Process:

Class Work- 50%. Presentation and Viva. Internal Jury

End Term Exam-50%. Presentation and Viva. External Jury

References:

1. Oliver Gerval, Fashion Accessories
2. Jane Schaffer & Sue Saunders, Fashion Design Course: Accessories
3. John Peacock, Fashion Accessories the complete 20th Century Sourcebook
Title of Course: Accessories Design Synthesis  
Course code: AD 220  
Pre-requisite(s) - Visual Dictionary and Design Principles

Course Objectives:

- To impart knowledge of fashion Accessories
- To provide opportunity and to design and to develop fashion

Course Description:

1. Fashion accessories - Introduction, definition. History, Classification
2. Accessory types - Head gears, Foot wear, Bows, ties and belts, Hand bags, Gloves, Scarves, Stoles, Shawls,.

Learning Outcomes:

- To learn sketching and rendering of headgear, hand wear, foot wear, hand bags, belts, scarves and gloves

Evaluation Process:

Class Work – 25%. Hard and Soft copy presentation and viva  
MTE- 25% Hard and Soft copy presentation and viva  
ETE-50% Hard and Soft copy presentation and viva

References:

2. 3. John Peacock, "The complete 20th Century Source Book", Thames and Hudson,