

SCHEME & SYLLABUS
*Certificate course in Workshop:Surface
Ornamentation*



Department of Sciences & Humanities

UISH

Sant Baba Bhag Singh University

2020

ABOUT THE DEPARTMENT

The Department of Fashion Designing offers development based market oriented demanding career in the field of Fashion development of a distinctive qualitative individual style in designing with innovation, understanding of market/ client, skill development and technical know-how are the kept points of the program. The highlighting feature is industrial internship opportunities with renowned Designers, Brands, Design and Export houses as well as being entrepreneurs.

SALIENT FEATURES OF THE DEPARTMENT

- Highly professional and well experienced faculty members.
- Advanced labs with world class facilities.
- Group assignments to inculcate team spirit in budding design professionals and thus making them aware of working methodology of design unit.
- Opportunities to interact with renowned professionals.
- Visual aids/site visits/field work/industrial training are an important part of curriculum.

Certificate course in Workshop: surface Ornamentation

The best and effective fashion Designing course not only improves your creative skills and knowledge, but also allows you to know about the changing trends. These are the most useful and significant skills that help you to obtain a bright future in this Fashion designing industry

VISION

Our vision is to create self reliant graduates, well verse in recent trends and quite affluent in the area of Fashion.

MISSION

The mission of fashion designing department is to provide education with innovative curriculum, up-to-date technology, pedagogy, industry & foreign collaborations, while pioneering in experimenting and nurturing creativity by incorporating both classic and innovative design concepts.

ELIGIBILITY CRITERIA

10+2 or its equivalent examination in any stream conducted by a recognized Board/ University/Council

DURATION

30 hours

CAREER PATHWAYS

Fashion designers create exclusive clothing, accessories and footwear. They typically work in a specific field, including haute couture(runway), ready-to-wear fashion (high fashion pieces that have been made for instant buy) or high-street fashion (mass production). Designers will choose to specialise in a specific niche, such as men's footwear, jeans and women's accessories.

PROGRAMME EDUCATIONAL OBJECTIVE (PEO)

PEO1: Confident young Entrepreneur or Designer with their indigenous designs.

PEO2: Garment industry professional or freelance consultant who will excel in the job responsibility entrusted on him or her.

PEO3: Confident and comprehensive academician having completed graduate design program with strong portfolio and sharing the acquired knowledge as an Educator or Trainer in Fashion schools or Organizations.

PEO4: learn to engage with the area of unique dyes and printings by stencils, screens and blocks.

PROGRAMME OUTCOMES (PO)

PO1: Fashion and Fabric Theory knowledge: Understanding theories and principles of behind fabric construction, Textile science, History of art, Textiles, Costumes, Fashion theories, Styles, Marketing and merchandising.

PO2: Design process knowledge: To apply the knowledge of elements and principles of design to create futuristic designs on various domains and develop prototypes using draping, Flat pattern Making and stitching.

PO3: Modern Tool Usage: Develop skill to apply software tools knowledge to design and create prototypes.

P04: Visual Communication: To visually communicate ideas in the form of artistic fashion illustrations, Graphic illustration, styling, Fashion photography and visual display of merchandise.

PROGRAMME SPECIFIC OUTCOMES (PSO)

PSO1: The students will have the basic foundation in designing and have the ability to visually represent it by illustration, photographs, Graphics and visual display of merchandise.

PSO2: The students will be able to convert their designs into garments using appropriate construction techniques.

PSO3: The student will have a strong foundation and understanding of the garment manufacturing process and procedures.

PSO4: Make it possible to find the solutions for complicating hardware and software problems.

INDEX

S.No.	Subject Code	Subject Name	Semester	Page No.
1		Course Scheme and Summary	All	1
2	FD001	Workshop: Surface ornamentation	1	2

1. Practical Subjects

Sr. No	Subject Code	Subject Name	Contact Hours (L:T:P)	Credits (L:T:P)	Total Contact Hours	Total Credit Hours
1	FD001	Workshop : Surface Ornamentation	0:0:30	0:0:15	30	15

Course Code	FD001
Course Title	Workshop: Surface Ornamentation I
Type of course	Practical
L T P	0 0 30
Credits	15
Course pre-requisite	10+2
Course Objectives (CO)	<ul style="list-style-type: none"> To enable students learn methods of surface ornamentation of fabric using different techniques to produce value-added products. To enable the students to develop practical skills in needle craft techniques.
Course Outcome(CO)	<ul style="list-style-type: none"> A one will be learn about the basic knowledge of embroidery stitches and with the help of them student will be able to create different traditional designs. After getting the knowledge of printing, painting and dyeing a one can create his or her social account for earning source.

SYLLABUS

Developed one sample each for the following techniques

1. NEEDLE CRAFT

- Basic 10 stitches
- Patch work and Quilting
- Appliqué
- Smocking

2. DYEING AND PRINTING

- Screen Printing
- Stencil Printing
- Fabric Painting

3. The above to be incorporated in the garment

RECOMMENDED BOOKS

S.No.	Name	Author	Publisher
1	Traditional Embroideries of India	Naik Shailaja	APH Publishing corporation
2	Creative Art of Embroidery	Snook Barbara	Numbly Pub. Group ltd, London
3	Vogue Dictionary of crochet Stitches	Mathew Anne	David and Charles, london
4	Textiles and Embroideries of india	Anand M.R.	Marg Publications, Bombay