



SNDT Women's University, Mumbai

Faculty of Interdisciplinary Studies

**B. Design
(Lifestyle Accessory Design)**

As Per NEP – 2020

Semester – I to III

**Syllabus
(W.E.F. Academic Year 2025-26)**

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Terminologies

Abbreviation	Full-form	Remarks	Related to Major and Minor Courses
Major (Core)	Main Discipline		
Major (Elective)	Elective Options		related to the Major Discipline
Minor Stream	Other Disciplines (Inter/ Multidisciplinary) not related to the Major	either from the same Faculty or any other faculty	
OEC	Open Elective Courses/ Generic		Not Related to the Major and Minor
VSEC	Vocational and Skill Enhancement Courses		
VSC	Vocational Skill Courses		Related to the Major and Minor
SEC	Skill Enhancement Courses		Not Related to the Major and Minor
AEC	Ability Enhancement Courses	Communication skills, critical reading, academic writing, etc.	Not Related to the Major and Minor
VEC	Value Education Courses	Understanding India, Environmental science/education, Digital and technological solutions, Health & Wellness, Yoga education, sports, and fitness	Not Related to the Major and Minor
IKS	Indian Knowledge System	I. Generic IKS Course: basic knowledge of the IKS II. Subject Specific IKS Courses: advanced information pertaining to the subject: part of the major credit.	Subject Specific IKS related to Major
VEC	Value Education Courses		Not Related to the Major and Minor
OJT	On-Job Training (Internship/Apprenticeship)	corresponding to the Major Subject	Related to the Major

FP	Field projects	corresponding to the Major Subject	Related to the Major
CC	Co-curricular Courses	Health and Wellness, Yoga education sports, and fitness, Cultural Activities, NSS/NCC and Fine/ Applied/Visual/ Performing Arts	Not Related to the Major and Minor
CE	Community Engagement and service		Not Related to the Major and Minor
RP	Research Project	corresponding to the Major Subject	Related to the Major


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Programme Template

Programme Degree	B. Design
Specialization	Lifestyle Accessories
Preamble	<p>The Lifestyle Accessory Design course offers a comprehensive journey through the realms of lifestyle accessories, equipping students with foundational knowledge and practical skills essential for success in the dynamic Design industry. Across four years, students delve into fundamentals and principles of design, material and techniques exploration, digital tools, and market insights, preparing them to innovate and thrive as Lifestyle Accessory designers.</p> <p>It is discipline under design which creates accessories such as hats, jewellery, scarves, belts, handbags, and watches; all of the small details that complete an outfit and lifestyle. Jewellery and leather design are part of accessory design. The course curriculum of Lifestyle Accessory Design focuses on personal accessories, space accessories and comfort products.</p> <p>The students pursuing the Lifestyle Accessory Design courses get the advantage of creative technicalities therefore, they have scope in every domain such as Jewellery Design, Product design, Home accessories and Interior design. Lifestyle Accessory design course can be undertaken by students to design furniture, decorations, and other accessories such as art objects, Jewellery, etc. With a focus on hands-on experience in core subjects, specialized on-the-job training, and elective courses, the Lifestyle Accessory Design program empowers students to carve out distinctive careers in the vibrant world of Lifestyle Accessory Design</p>
Programme Specific	After completing this programme,

<p>Outcomes (PSOs)</p>	<ol style="list-style-type: none"> 1. The students will demonstrate a comprehensive understanding of the history of art and design, including the evolution of techniques, and their impact on society and the lifestyle accessory industry. 2. The students will acquire proficiency in utilizing appropriate construction techniques for the development of lifestyle accessory products, ensuring quality and functionality. 3. The students will be able to identify and select suitable materials and apply elementary techniques in the process of lifestyle accessory product development, gained through hands-on practical experience. 4. The students will demonstrate competence in using a variety of tools and machinery essential for accessory making, ensuring efficiency in production processes. 5. The students will master both traditional drawing techniques and digital skills, utilizing various methods to visualize and communicate lifestyle accessory design concepts effectively. 6. The students will exhibit conceptualization skills, integrating sustainable design practices into the development of modern-day lifestyle products, contributing to eco-friendly design solutions.
<p>Eligibility Criteria for Programme</p>	<p>1. Eligibility criteria for admitting students in First/Second/Third year in different Specializations of B. Design Program.</p> <p>1.1 B. Design- I Year</p> <ol style="list-style-type: none"> i. XII th Pass in any Stream – Arts/Commerce/Science/Home Science/ Minimum Competency Vocational Course (MCVC) including National Institute of Open Schooling (NIOS). ii. Maharashtra State Board of Technical Education (MSBTE)/ State Govt. Technical Education full-time diploma of minimum three years after SX (X (any stream) iii. For NRI & Foreign students with equivalence from the Association of Indian Universities (AIU), New Delhi

Criteria for selecting students for the 1st year (entry-level) college shall conduct aptitude tests based on general knowledge, language and creative testing through studio tests. Based on test performance, students may be considered for provisional admission. The provisional admitted students shall pass the 12th standard exam or equivalent as prescribed by the university with a minimum of 45%. Those colleges with fewer applications for seats may be filled up subject to availability; however, the concerned college will conduct the aptitude test. The benefits shall be parted for reservation criteria as per the Government of Maharashtra and SNDT University Mumbai. If the applicants are less for a particular college, the seats may be filled up subject to availability & interviews may be conducted.

THE CET IS NOT COMPULSORY. THE COLLEGE MAY CONDUCT THE SAME AT THEIR LEVEL. IN THE CASE OF THE COLLEGES NOT FOLLOWING CET CRITERIA THE SELECTION OF THE CANDIDATES SHALL BE GIVEN PREFERENCE FOR THE ACADEMIC RECORD. (Minimum Eligibility 45%).

1.2 B. Design- II Year

- i. Three-year Diploma, Dressmaking and Garment Manufacturing or Equivalent recognized by All India Council for Technical Education (AICTE) with Bridge course of 8 credits
- ii. Five-year Diploma in Fine Arts recognized by the State Technical Board with a Bridge course of 8 credits.
- iii. Successful completion of 1st year Degree from National Institute of Fashion Technology (NIFT)
- iv. Successful completion of 1st year Degree Of any B Design Fashion Or Equivalent Course offered by Indian Universities / Foreign university with equivalence from AIU.

1.3 BRIDGE COURSE

If the BRIDGE COURSE is suggested, details of the same. The following bridge courses are suggested.

- History of Art and Design - 4 Credits Theory 2 Practical 2 credits
- Material Studies – 2 Credits Practical.
- Fundamentals of design – 2 Credits Practical.

The candidate must complete the prescribed bridge course within 60 days from the date of admission.

Admission to such candidates will be given up to 30 days from the commencement of the Semester.

	<p>1.4 B. Design- III & IV Year</p> <p>i. Eligibility for admission to the third and fourth year of B. Design will be according to the passing criteria and rules for ATKT as prescribed by University (Controller of Examinations)</p> <p>1.5 CET Procedure</p> <p>ii. For the Institutes who conduct Common Entrance Test The Entrance Examination will consist of General Ability Test + Studio Test / Group Discussions + Personal Interview. All candidates must give all three tests.</p>
Intake	1 division of 30 (AICTE)

- **External Examination does not always mean Theory paper. It may be practical examination, Product submission, projects, etc. checked by external examiners.**
- **Internal evaluation should not be Written Theory papers like Unit tests. Internal marks will be acquired through practical, small group or individual Projects, activities, presentations, seminars, workshops, products, assignments, application-based work, reports, etc.**
- **Practical may be part of the main courses along with theory modules instead of having separate courses of practical work.**

Structure with Course Title

B. Design (Lifestyle Accessory Design)

S. No	Semester I	Type Of Course	Credit	Marks	Int	Ext
10144321	Product Drawing & Sketching (PR)	Major (Core)	4	100	50	50
10144302	History of Lifestyle Accessory (Th)	Major (Core) 2B	2	50	50	0
10444311	Understanding Design Vocabulary (Th)	OEC (Any One)	4	100	50	50
10444312	History of Accessories (Th)					
10644301	Material and Machinery Process -1(Basics)(PR)	VSC on major 1	2	50	50	0
10744321	Fundamentals of Data Management (Microsoft Office) (PR)	SEC	2	50	0	50
10810111	English For Academic Writing - Paper I (For Students of English Medium)	AEC (Any One)	2	50	0	50
10810112	English Language and Literature - I (For Students of Non-English medium)					
	AEC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf					
11051111	Inception of India Knowledge System IKS Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/iks-syllabus/ug-degree/inception-of-indian-knowledge-system.pdf (Available on Website)	IKS (Generic)	2	50	0	50

10952111	Introduction to Indian Constitution Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/introduction-to-indian-constitution.pdf (Available on Website)	VEC	2	50	0	50
11450121	Basics of National Service Scheme	CC (Any One)	2	50	50	0
11450221	National Cadets Corps. (NCC) Studies - I					
11450322	Health and Wellness					
11450421	Performing Arts Exploration					
	CC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-i-syllabus.pdf (Available on Website)					
			22	550	250	300

	Semester II					
20144311	Understanding Materials (Clay, POP, Wood & Ceramic) (TH) /(PR)	Major (Core)3	4	100	50	50
20144322	AutoCAD Basics & Technical Drawing (PR)	Major (Core)2B	2	50	0	50
20644301	Introduction to Lifestyle Accessories (PR)	VSC on major 2	2	50	50	0
20644302	Introduction to Interior Design (PR)	VSC on major 3	2	50	50	0
20444311	History of Accessories (Th)	OEC (Any One)	4	100	50	50
20444312	History of Design And Visual Dictionary (Th)					
20744301	Computer Application - UI/UX (PR)	SEC	2	50	50	0
20810111	English For Academic Writing - Paper II (For Students of English Medium)	AEC (Any One)	2	50	0	50
20810112	English Language and Literature - II (For Students of Non-English medium)					
	AEC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/ability-enhancement-course.pdf (Available on Website)					

20952111	Environment Awareness Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/vec-syllabus/ug-degree/environment-awareness.pdf (Available on Website)	VEC	2	50	0	50
21450121	Volunteerism and National Service Scheme	CC (Any One)	2	50	50	0
21450221	National Cadets Corps. (NCC) Studies - II					
21450323	Yoga Education					
21450421	Fine Art					
	CC Link: https://www.sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-ii-syllabus.pdf (Available on Website)					
			22	550	300	250

Exit with UG Certificate with 4 extra credits (44 + 4 credits)

Semester III						
30144311	History of Design And Visual Dictionary (Th)	Major (Core)	4	100	50	50
30144312	Material Studies and Product Development (Th)/(PR)	Major (Core)	4	100	50	50
30144313	History of Accessories (Th)	Major (Core)	4	50	0	50
30344321	Product Digital Illustration (PR)	Minor Stream	2	100	50	50
30444321	Writing Skills (PR)	OEC (Any One)	2	50	0	50
30444322	Metal Studies for Jewellery (PR)					
	Modern Indian Language Ability Enhancement Course (AEC) Link: https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/aec-semester-iii.pdf (Available on Website)	AEC (Any One)	2	50	50	0
30810301	रचनात्मक लेखन (Hindi)					
30810401	मराठी भाषेचा परिचय - भाग १ (Marathi)					
30810501	Contemporary Sanskrit Nyaya (Sanskrit)					
30810201	શીખો ગુજરાતી - પ્રાથમિક ભાગ ૧: લિપિ પરિચય, શ્રવણ અને વાચન કૌશલ્ય (Gujarati)					
31344301	Analysis of Lifestyle Accessories Categories (Selling & Manufacturing perspective) (PR)	FP	2	50	50	0

	Co-Curricular Course (CC) Link: https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-iii-syllabus.pdf (Available on Website)	CC (Any One)	2	50	50	0
31450121	Social issues Advocacy and Action					
31450221	National Cadets Corps. (NCC) Studies – III					
31450321	Traditional Sports and Fitness					
31450421	Unfolding The Beauty of Indian Music					
			22	550	300	250

	Semester IV					
40144321	Technical drawing and 3D Digital Representation (PR)	Major (Core)	4	100	50	50
40144312	Leather Product Development (Th)/ (PR)	Major (Core)	4	100	50	50
40144313	Marketing and Merchandising (Th)	Major (Core)	4	100	50	50
40444321	Surface Development for Product (PR)	OEC (Any One)	2	50	0	50
40444322	Accessories Development (PR)					
40744321	Graphic & Visual Representation (PR)	SEC	2	50	0	50
	Modern Indian Language Ability Enhancement Course (AEC) Link: https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/aec-syllabus/ug-degree/aec-semester-iv.pdf (Available on Website)	AEC (Any One)	2	50	0	50
40810411	मराठी भाषेचा परिचय - भाग २ (Marathi)					
40810411	सूचना प्रौद्योगिकी और हिंदी भाषा (Hindi)					
40810511	वाल्मीकीकिरामयणे अयोध्याकाण्डः (Sanskrit)					
40810211	शीओ गुजराती - साध्मिक (Gujarati)					
41544301	Craft Cluster & Product Development (PR)	CE	2	50	50	0

	Co-Curricular Course (CC) Link: https://sndt.ac.in/pdf/academics/syllabus-as-per-nep/cc-syllabus/ug-degree/co-curricular-course-as-per-nep-2020-semester-iv-syllabus.pdf (Available on Website)	CC (Any One)	2	50	50	0
41450122	Personality and Leadership Development through National Service Scheme					
41450121	NSS Volunteers under National service scheme special camp					
41450221	National Cadets Corps. (NCC) Studies – IV					
41450421	Theatre & Dance					
			22	550	250	300

Exit with UG Certificate with 4 extra credits (44 + 4 credits)

Course Syllabus

Semester I (22Credits)

1.1 Major (Core)

10144311 Major (Core)	Product Drawing & Sketching (PR)		Crs-
Course Outcome	After going through the course, learners will be able to - - 1. Craft designs with accuracy using basic sketching techniques. 2. Explore and learn various drawing tools and mediums to effectively communicate ideas. 3. Engage in the exploration of drawing skills and their application in the fashion field. 4. Recognize the colour chart for developing textures and prints.		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Foundation in Drawing and Sketching		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- 1. Acquire and utilize fundamental drawing and sketching techniques. 2. Identify with the process of sketching and draw inspiration from their environment. 3. Work on sketches by observing mundane objects.	<ul style="list-style-type: none"> • Introduction to product drawing Tools and Materials • Basic drawing Techniques (acknowledge the different process of design: Scamper, 6-thinking hats) • Freehand sketching • Drawing from observation 	
Module 2	Product /Fashion Accessories Illustration Techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - - 1. Apply basic techniques in Product/ Accessories illustration. 2. Construct lifestyle accessories sketches with creative detailing. Acquire aesthetics sense for a developing personal style lifestyle accessories illustration.	<ul style="list-style-type: none"> • Detailed technical drawing for accessories • Drawing Techniques - Exploring various drawing styles and approaches. Techniques for creating dynamic and expressive sketches. • Rendering materials and texture- understanding different materials and textures commonly used in lifestyle accessory design techniques for accurately 	

		<p>rendering materials through shading and highlighting.</p> <ul style="list-style-type: none"> • Colour Theory and application of colour schemes • Rendering different mediums – 2b/4b/6b, colour pencil, water colour, poster colour 	
Module 3	Conceptual Sketching and Design Ideation		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Generate creative concepts through the design ideation process. 2. Familiarize themselves with the concept of mood boards and storyboards. 3. Apply visual narrative techniques to enhance creativity. 	<ul style="list-style-type: none"> • Brainstorming and Idea Generation in Lifestyle accessories • Mood Boards and Concept Presentation Creating illustration Boards, Color and Fabric Swatches, Storyboarding Techniques, Narrative in Design via sketches and illustration. (Study the method of design process in terms of Inspiration, mood, colour, client boards Study or analysis of illustrators works & repeating illustrations Recreate the illustration Design inspiration board). • Design Storyboarding and Visual Narratives. 	
Module 4	Applications and Visual Design Projects		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Get acquainted with the industry-level sketching and illustration 2. Explore rendering skills for lifestyle product development 3. Utilize the skill of technical drawing for their design projects 	<ul style="list-style-type: none"> ● Sketching for Lifestyle accessories Design Projects ● Industry Practices and Standards in Lifestyle accessory design Illustration ● Compilation of Product drawing & development of Technical drawings. 	

Assignments/ Activities towards CCE

1. Sketch a household item from different angles to practice observational skills.
2. Draw your idea for a new accessory, focusing on its features and style.
3. Use various tools and techniques to create a detailed sketch of your accessory design.
4. Compile your best sketches and designs into a visually appealing presentation to showcase your skills.

References

- Allen, M. (2019). *Drawing Essentials: A Complete Guide to Drawing* (4th ed.). Oxford University Press.
- Ford, S. (2018). *Sketching for Product Designers*. Laurence King Publishing.
- Landa, R. (2018). *Draw! Design! Create: A Master Class in Drawing and Design*. Rockport Publishers.
- Smith, G. (2020). *The Fundamentals of Drawing Portraits*. Walter Foster Publishing.
- Lee, S. (2022). *Advanced Techniques for Drawing Fashion Accessories*. Barron's Educational Series.

1.2 Major (Core)

10144312Major (Core)	History of Lifestyle Accessory (Th)		Crs-
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Identify key historical periods and styles in lifestyle accessories. 2. Describe the evolution and significance of different accessories over time. 3. Recognize the cultural and societal influences on accessory design 4. Investigate the impact of historical trends on the modern accessory designing. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Evolution of Lifestyle Accessories		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- <ol style="list-style-type: none"> 1. Identify important historical periods and their distinctive accessory styles. 2. Explain the cultural and societal influences on accessory design in ancient to 19th-century history. 3. Trace the timeline of the evolution and significance of accessories from ancient times to the 19th century. 	<ul style="list-style-type: none"> ● Ancient and Medieval Accessories ● Renaissance to Baroque Period ● 18th and 19th Century Accessories ● Eastern and Western world design History - Pyramids, Greek & Roman Palaces and Public Spaces. Stupas, Cave and Structural Temples; Jewellery and Ornamentation ● Pre industrial and Post-industrial design intervention. 	
Module 2	Modern and Contemporary Lifestyle Accessories		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- <ol style="list-style-type: none"> 1. Identify key trends and styles in 20th and 21st-century accessories 2. Explain the impact of cultural movements on modern accessory design 3. Describe the role of technology and new materials in contemporary 	<ul style="list-style-type: none"> ● Early 20th Century to Mid-Century Accessories ● Late 20th Century to Contemporary Accessories ● Current and emerging trends in accessory design ● Future Directions in Accessory Design 	

	<p>accessories</p> <p>4. Examine current and emerging trends in accessory design</p>		
<p>Assignments/ Activities towards CCE</p>			
<ol style="list-style-type: none"> 1. Select an ancient civilization (e.g., Egyptian, Mesopotamian, Indus Valley) and research the types of accessories used, their materials, techniques, and cultural significance. Prepare a presentation with visual aids. 2. Write a comparative analysis essay focusing on the design elements, materials, and cultural influences of accessories from these periods. Include at least three examples from each period. 3. Conduct a trend analysis on contemporary accessories, focusing on materials, design styles, and cultural influences. Prepare a written report with examples and images of current trends. 			

References

Brown, C. (2021). Fashion Accessories Through History: A Visual Guide to Hats, Bags, and Shoes. Thames & Hudson.

Clark, E. (2020). A History of Jewellery: Five Thousand Years. University of California Press.

Evans, C. (2019). The Evolution of Handbags: A History of the Purse. Yale University Press.

Jones, M. (2023). Watches: A History of Timekeeping Innovation. Bloomsbury Visual Arts.

Smith, R. (2022). Shoes: A History from Sandals to Sneakers. Thames & Hudson.

1.3 OEC

10444311 OEC	Understanding Design Vocabulary		Crs-
Course Outcome	<p>After going through the course, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Explore and articulate fundamental fashion terminology 2. Apply fashion vocabulary in professional communication and writing. 3. Distinguish between different fashion terms and their appropriate contexts 4. Assess the historical and cultural relevance of fashion terms. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Design Glossary & Jargons		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Apply and use design terminology in real-world situations. 2. Conceptualize content using appropriate design terminology. 	<ul style="list-style-type: none"> ● Importance of Design Vocabulary <ul style="list-style-type: none"> ○ Explore the value of a well-rounded design vocabulary in the industry. ● Evolution of Design Terms and Jargons <ul style="list-style-type: none"> ○ Discover how design terminology has transformed over time. ● Cultural Influences on Design Terms Over Time <ul style="list-style-type: none"> ○ Examine how cultural shifts shape the language used in design. ● Origins of Key Design Terms and Their Evolution <ul style="list-style-type: none"> ○ Trace the roots of key design terms and how they have developed. ● Significant Periods in Design History <ul style="list-style-type: none"> ○ Explore influential design eras such as the Renaissance, Victorian period, 1920s, and 1960s, and their impact on design vocabulary. ● Key Design Terms <ul style="list-style-type: none"> ○ Learn essential terms like silhouette, couture, prêt-à-porter, 	

		<p>haute couture, bespoke, and fast fashion.</p> <ul style="list-style-type: none"> ● Design Categories <ul style="list-style-type: none"> ○ Differentiate terms for various clothing types (e.g., blouse vs. tunic), design styles (e.g., bohemian vs. punk), and fabric types (e.g., chiffon vs. denim). ● Communicating Using the Glossary in Design Writing <ul style="list-style-type: none"> ○ Apply design terminology in writing and presentations effectively. ● Presentations & Group Discussions <ul style="list-style-type: none"> ○ Participate in activities where design terms are used in group discussions and presentations. 	
Module 2	Professional Usage of Design Vocabulary		1
	<p>Learning Outcomes</p> <p>After learning the module, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Appreciate and explain the significance of design terms in a professional setting. 2. Use design vocabulary accurately in professional writing, such as articles, blogs, and social media posts. 3. Integrate correct design terms into cohesive written documents, such as press releases. 	<p>Module Content</p> <ul style="list-style-type: none"> ● The Role of Design Vocabulary in Professional Practices <ul style="list-style-type: none"> ○ Learn how design terminology impacts industry communication and overall practice. ● Marketing and Sales <ul style="list-style-type: none"> ○ Explore how the correct use of design terms affects product descriptions and marketing strategies. ● Industry Standards of Design Vocabulary <ul style="list-style-type: none"> ○ Dive into the standard vocabulary used in design, manufacturing, and retail sectors. ● Writing Technical Documents <ul style="list-style-type: none"> ○ Master writing 	

		<p>technical documents like specification sheets, style guides, and product descriptions using precise design terms.</p> <ul style="list-style-type: none"> ● Tailoring Design Vocabulary for Various Audiences <ul style="list-style-type: none"> ○ Learn how to adapt design vocabulary for different audiences: clients, customers, or industry professionals. ● Using Design Glossary in Press Releases and Media Kits <ul style="list-style-type: none"> ○ Gain skills in crafting press releases, media kits, and promotional materials with the correct use of design vocabulary. ● Case Studies & Presentations <ul style="list-style-type: none"> ○ Examine real-world case studies and present how design terminology is used in professional settings. 	
Module 3	Advanced Application of Design Vocabulary in Media & Branding		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Incorporate design terms into media and branding materials effectively. 2. Write compelling media content, such as blogs, press articles, and product descriptions, using correct design terminology. 	<ul style="list-style-type: none"> ● Media & Branding in the Design Industry ● Crafting Compelling Media Content ● The Impact of Design Vocabulary on Brand Image ● Adapting Design Terms to Different Platforms ● Case Studies on Media & Branding ● Group Presentations on Media Strategy 	
Module 4	Design Terminology in Creative & Technical Writing		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Utilize design terminology in both creative and technical writing formats. 	<ul style="list-style-type: none"> ● Creative Writing in Design ● Technical Writing in the Design Industry ● The Role of Design Vocabulary in Proposals & Reports ● Crafting User Guides and 	

	2. Create well-written documents, proposals, and guides that incorporate the correct design vocabulary.	Instruction Manuals <ul style="list-style-type: none"> • Building Design Vocabulary for Content Creation • Group Writing Exercises & Peer Review 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Select a fashion magazine, website, or social media account and analyse the use of fashion terminology, jargons, evaluating their effectiveness and impact. 2. Create a blog post or a WordPress piece or a website article using appropriate fashion terms for a fashion-centric topic. Use visuals to support your writing. 3. Develop a marketing campaign or script for a fashion show, incorporating the fashion terms accurately and creatively. Presentations to be done in the class. give one more assignment like this using above data. 			

References

- Barnard, M. (2002). Fashion as communication. Routledge.
- Fashionary International Limited. (2016). Fashionpedia: The visual dictionary of fashion design. Fashionary International Limited.
- Hines, T., & Bruce, M. (2007). Fashion marketing. Routledge.
- McNeil, P., & Miller, S. (2014). Fashion writing and criticism: History, theory, practice. Berg Publishers.
- Picken, M. B. (1973). The fashion dictionary. Dover Publications.

1.3 OEC

10444312 OEC	History of Accessories (OEC)		Crs.
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Design the prototypes of different accessories with the help of raw material 2. Acquire knowledge on fashion accessories, their types and hands-on techniques 		04
Sr. No.	Module Outcomes	Course Contents	
Module 1	Introduction and Evolution of Accessories		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Illustrate and differentiate the evolution of fashion accessories from civilization up to the present. 	<ul style="list-style-type: none"> • History and Development of Accessories and their Production • Evolution – ornamentation and need • Functionality, aesthetics, attributes of accessories • Period accessories – Stone age – Bronze age – Iron age – Middle age – Modern age • Challenges in the making of accessories 	
Module 2	Accessory Types and Inspiration Sources		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Get acquainted with the the basic factors influencing fashion. 2. Describe the materials, tools, and equipment in making fashion accessories; 	<ul style="list-style-type: none"> • Study of different fashion accessories, Bags, Footwear, Jewellery, Belts, Headgears Stoles / Scarves • Identify Sources of Inspiration for Accessories Designing. • Experiment with different textures, colours, and other techniques to create various designs. • Decoding trends and forecast interpretations. • Design and develop fashion accessories for women. • Restyling the accessories with creative techniques 	
Module 3	Materials & Tools in Accessories		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Identify materials, tools and equipment in making fashion 	Introduction to different materials, their properties and use of them in making of accessories <ul style="list-style-type: none"> • Leather • Wood 	

	accessories. 2. Explore own individual style to the full, creating breath-taking accessories	<ul style="list-style-type: none"> • Stones • Shells • Metal • Different Fabrics 	
Module 4	Accessories of 21st century		
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Sketch, render and incorporate designs, styles in 2 D & 3D format 2. Gain knowledge of the maintenance and care of different accessories	<ul style="list-style-type: none"> • Role of Accessory Designers – focusing on individual expression/ signature style of the most prominent accessory designers (international & national) • Illustrations with rendering, mood boards & inspiration boards • Period movie accessories analysis and review, both Bollywood and Hollywood 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Group presentation by students of individual eras including one prototype of accessory from each era. 2. Creating prototype of any one from choices like – leather bag, wood box of jewellery, stone jewellery, headgear, unique accessories from metal recycle or innovative fashion accessory with fabric stole. 3. Individual case study presentation on one national and one international accessory designer. 4. Detailed sketching and rendering of accessories used in iconic Bollywood / Hollywood movies of any 3 characters of choice. 			

References

- Revere, A. (2006). Masters: Gemstone. Lara Books.
- Schaffer, J., & Saunders, S. (2012). Fashion design course: Accessories: Design practice and processes for creating hats, bags, shoes, and other fashion accessories. Barron's Educational Series.
- Sigal, P. (n.d.). Costume jewellery for haute couture. Thames and Hudson.
- Wells, W. (2008). Masters: Bead weaving. Lara Books.
- Schaffer Jane, Saunders Sue (2012), Fashion Design Course: Accessories: Design Practice and Processes for Creating Hats, Bags, Shoes, and Other Fashion Accessories, Barron's Educational Series.
- SigalP., "Costume jewellery for haute couture", Thames and Hudson.

1.4 VSC

10644301(VSC)	Material and Machinery Process-1 (Basics) (PR)		Crs-
Course Outcome	After going through the course, learners will be able to - - <ol style="list-style-type: none"> 1. Recognize different materials and their features in context to the machine for their processing / designing 2. Develop skill in different machine applications and their technicalities. 3. Explore the materials and develop designs as per the contemporary trends. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Materials and Tools		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - - <ol style="list-style-type: none"> 1. Identify various materials commonly used in accessory design 2. Demonstrate proficiency in using basic hand and power tools 3. Appreciate the properties and characteristics of different materials 4. Equate safety procedures and best practices when working with tools and materials 	<ul style="list-style-type: none"> • Overview of materials in Lifestyle Accessories • Basic workshop tools and equipment • Knowledge of sewing machines • Documentation on materials and machine • Definition & knowledge of different seams and stitches. • Swatches of various stitching techniques. 	
Module 2	Processing Techniques and Applications		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - - <ol style="list-style-type: none"> 1. Explain various material processing techniques used in accessory design 2. Operate basic machinery for shaping and joining materials 3. Select appropriate processing techniques based on material properties 4. Develop simple prototypes using learned processing techniques. 	<ul style="list-style-type: none"> • Processing techniques for materials • Machine and fabrication Equipment • Textile and Leather Working Machines demonstration • Material Selection and Project Development • Theoretical knowledge about Types of Material and their Properties. • Uses of different types of materials. • Difference between inches, CMs, yards & meters and how to take measurements. 	

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Assignments/ Activities towards CCE

1. Demonstrate the correct usage of selected hand tools (e.g., hammer, pliers, screwdriver) and power tools (e.g., drill, saw, sander) in a supervised workshop setting. Perform tasks such as cutting, shaping, and joining materials using appropriate tools.
2. Choose a specific fabrication process (e.g., metal casting, plastic injection moulding, textile sewing) and create a comprehensive documentation including step-by-step instructions, illustrations, and safety guidelines.
3. Provide examples of real-world applications where the chosen process is commonly used.
4. Design and develop a prototype of a lifestyle accessory using the materials and processing techniques learned in class. Document the entire process from initial concept sketches to final prototype creation, including material selection, fabrication process, and finishing techniques.

References

Anderson, L. (2021). *Materials and Tools for Fashion Design*. Bloomsbury Visual Arts.
 Carter, M. (2020). *Understanding Materials: A Comprehensive Guide for Fashion Design*. Laurence King Publishing.
 Harris, J. (2019). *Fashion Design Essentials: Tools and Techniques for Apparel Design*. Fairchild Books.
 Thomas, G. (2022). *Fashion Materials: A Guide to Fabrics for Designers*. Laurence King Publishing.

1.5 SEC

10744301 (SEC)	Fundamentals of Data Management (Microsoft Office) (PR)		Crs-
Course Outcome	After going through the course, learners will be able to - - 1. Operate desktop computers to carry out computational tasks 2. Recognize working of hardware and software and the importance of operating systems. 3. Design and deliver presentations using spreadsheet and Google sheets. 4. Acquire skills to present ideas digitally and manage digital content effectively.		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Computer Hardware and File Management		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - - 1. Recognize fundamental concepts of computer hardware and software. 2. Manage files and folders effectively using different operating systems. 3. Generate, edit, and format documents using word processing and Google doc.	<ul style="list-style-type: none"> • Overview of computer basics: (processing power, memory & storage space, High-Quality Monitor; Graphic tablet, scanner, printer, external hard disk, Wacom stylus) • Introduction to different types of computers (desktop, laptop, tablet, etc.). • Introduction to operating systems: Windows, macOS, and Linux • Creating, organizing, and managing files and folders • Learning file formats and extensions • Using cloud storage for file backup • Creating and formatting documents • Using templates and styles • Inserting images, tables, and charts • Using track changes and comments for collaboration • Basic functionalities mirroring word processor 	
Module 2	Spreadsheets, Presentation and Email fundamentals		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - - 1. Produce and manage spreadsheets using spreadsheet and google sheet. 2. Design and deliver presentations using open	<ul style="list-style-type: none"> ● Basics of spreadsheets and data entry ● Formatting cells and using formulas ● Creating charts and graphs ● Basic data analysis and pivot tables • Basic functionalities mirroring spreadsheet • Creating and designing presentations • Using themes and templates • Adding multimedia elements (images, audio, video) • Presentation techniques and tips ● Basic functionalities mirroring slide 	

	<p>source like Google slide /Canva.</p> <p>3. Demonstrate effective use of email, internet, and online collaboration tools.</p>	<p>presentation</p> <ul style="list-style-type: none"> ● Setting up and managing email accounts ● Email etiquette and professional communication ● Using search engines effectively for research ● Basics of online collaboration tools (e.g., Google Drive, Google Docs) ● Common computer issues and their solutions ● Maintaining system performance: updates, antivirus, and backupsBasic network troubleshooting 	
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Assignments/ Activities towards CCE

1. Produce a 2-page newsletter for a fashion and accessories product using word processor. The newsletter should include: A header with the event title and date. At least two images related to the event. Text formatted in different styles (e.g., headings, subheadings, body text). A table showing the event schedule. A footer with page numbers. Save both documents as PDF files and submit them.
2. Generate a spreadsheet in Microsoft Excel containing hypothetical data for a fashion retail store. The data should include: Product names, Categories Prices, Quantities sold in the past month
3. Perform the following tasks: Calculate the total sales for each product. Identify the top-selling product category using a pivot table. Create a bar chart showing the sales figures for each product. Save both spreadsheets as PDF files and submit them.
4. Develop a 15-slide presentation about the latest trends in product design using Microsoft PowerPoint. The presentation should include: A title slide with your name and the presentation title. Slides with text and images illustrating different fashion trends. A conclusion slide summarizing the key points. Use of animations and transitions to enhance the presentation.

References

- Brown, B. (2019). *Microsoft PowerPoint 2019 in 90 pages*. Belleyre Books.
- Jackson, L. (2013). *PowerPoint surgery: How to create presentation slides that make your message stick*. Engaging Books.
- Jordan, J. (2021). *Excel 2020 for beginners: The complete dummy to expert illustrative guide with examples that teaches everything you need to know about Microsoft Excel 2020 (Formulas and functions inclusive)*. Independently Published.
- Lewis, C. M., Chatfield, C., & Johnson, T. (2019). *Microsoft Project 2019 step by step*. Microsoft Press.
- Professor, M. O., & Nordell, R. (2019). *Microsoft Outlook 365 complete: In practice, 2019 edition*. McGraw-Hill Education.
- Weverka, P. (2018). *Office 2019 all-in-one for dummies*. John Wiley & Sons.
- Weverka, P. (2019). *Office 365 all-in-one for dummies*. John Wiley & Sons.

Semester II (22 Credits)

2.1 Major (Core)

20144311 Major (Core)	Understanding materials (Clay, POP, Wood & Ceramic) (Th/PR)		Crs-
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Recognize and name the properties of clay, POP, wood, and ceramic 2. Learn to use and shape clay, POP, wood, and ceramic in different projects 3. Explore techniques to Mold and finish each material 4. Apply decision-making ability for material selection for different design projects 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Materials		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Recognize the difference between natural and synthetic materials 2. Identify with the methodologies for handling these materials 3. Create basic safety precautions while working with various materials 	<ul style="list-style-type: none"> ● Overview of Natural and Synthetic Materials (Understanding Natural vs. Synthetic Materials) ● Historical overview in correlation to Clay, POP, Wood, and Ceramic ● Properties and characteristics of Materials ● Physical and Chemical Properties ● Advantages and Disadvantages of Each Material ● Basic Handling Techniques - safety precautions, overview of tools and equipment 	
Module 2	Working with Clay		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Identify different types of clay and their usage 2. Demonstrate basic clay shaping techniques like pinching, coiling, and wheel throwing 3. Demonstrate surface treatments and methods to clay projects 	<ul style="list-style-type: none"> ● Types of Clay and their uses ● Air clay and traditional clay product making ● Ideation and innovation ● Clay shaping with different techniques 	
Module 3	Working with Plaster of Paris (POP)		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to -</p> <ol style="list-style-type: none"> 1. Recognize the properties of Plaster of Paris (POP) 2. Learn Molds and casts using POP for intricate designing 3. Examine techniques for smoothing, sanding, and finishing POP projects 4. Decorate and paint POP surfaces effectively 	<ul style="list-style-type: none"> • Understanding POP • Composition and Properties and its application in Lifestyle Accessories • Ideation and innovation • Moulding and casting with POP • Finishing process of POP with smoothing and sanding, painting and surface decoration 	
Module 4	Working with Wood and Ceramic		1
	<p>Learning Outcomes</p> <p>After learning the module, learners will be able to -</p> <ol style="list-style-type: none"> 1. Differentiate between hardwood and softwood and their applications. 2. Perform basic woodworking techniques such as cutting, shaping, and joining wood 3. Explore ceramic and its industrial applications. 	<p>Module Content</p> <ul style="list-style-type: none"> • Exploring wood and its nature in relation to product-making • Hardwoods vs. softwoods, • Wood for fashion accessories • Woodworking techniques - cutting, shaping, and joining wood, carving and inlay techniques) • Introduction to ceramic - history and new-age trends • Integrating materials in accessories design • Combining clay, POP, wood, and ceramic in projects, • Case studies of Lifestyle Accessories designers 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Write a report comparing the properties, uses, and safety precautions of clay, POP, wood, and ceramic. 2. Create a small project using clay (e.g., a simple pot, sculpture, or decorative item) employing techniques like pinching, coiling, or slab building. 3. Create a detailed Mold and cast using Plaster of Paris, such as a decorative piece or functional item. 4. Design and construct a simple woodworking project, such as a small box, frame, or sculpture. 			

References

- Ashby, M. F., & Johnson, K. (2013). *Materials and design: The art and science of material selection in product design* (3rd ed.). Butterworth-Heinemann.
- Bruce, H. (2002). *The woodworker's bible: A complete guide to woodworking*. Rodale Press.
- Hamer, F., & Hamer, J. (2004). *The potter's dictionary of materials and techniques* (5th ed.). A & C Black Publishers.
- Peterson, S. (2000). *The craft and art of clay: A complete potter's handbook* (4th ed.). Laurence King Publishing.
- Shackelford, J. F. (2015). *Introduction to materials science for engineers* (8th ed.). Pearson.

2.2 Major (Core)

20144312Major (Core)	Auto CAD Basics and Technical Drawing (PR)		Crs-
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Efficiently use the AutoCAD interface, tools, and commands for creating precise drawings. 2. Develop and modify detailed 2D technical drawings using layers, dimensions, text, and hatching. 3. Implement standard projection techniques and proper dimensioning with tolerances in technical drawings. 4. Develop complete technical drawing sets for product design projects and effectively communicate design concepts. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to 2D Drawing and AutoCAD		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Apply sketching techniques to create well measured technical sketches of any given product. 2. Recognise AutoCAD interface and basic drawing tools and apply precision techniques in drafting. 3. Apply simple 2D drawings using AutoCAD. 	<ul style="list-style-type: none"> • Introduction to AutoCAD • Overview of AutoCAD Interface • Drawing Precision Techniques • Using OSNAP, GRID, ORTHO, Polar Tracking • Introduction to Coordinates System: Absolute, Relative, Polar • Text and Dimensioning • Layer Management • Hatching and Gradients • Blocks and Templates • Plotting and Printing 	
Module 2	Technical drawing Skills		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Develop technical drawing skills for product design. 2. Recognise and apply projection techniques and dimensioning standards. 3. Utilize AutoCAD tools for complex object creation and 3D modelling. 	<ul style="list-style-type: none"> • Technical Drawing Fundamentals • Standard Symbols and Notations • Dimensioning Standards and Practices • AutoCAD Techniques • Introduction to 3D Modelling in AutoCAD • Rendering Objects • Project Work and Practical Applications 	

Assignments/ Activities towards CCE

1. Create basic drawing tools by creating simple 2D shapes and objects.
2. Design a simple product (e.g., a small piece of furniture, a gadget, or a household item). Create a full set of technical drawings including: Detailed 2D drawings of all individual parts
3. Create technical drawing of objects using proper dimensions of the product.
4. Develop technical sketches and design various products such as bags, jewellery, shoes, bottles, and lighting products using AutoCAD software.

References

- Basia, S. (2010). *Technical drawing for fashion*. Laurence King Pub.
- Bielefeld, B., & Skiba, I. (2013). *Basic technical drawing (Fundamentals of presentation)*. Birkhauser.
- CAD Artifex. (2023). *AutoCAD 2024: A power guide for beginners and intermediate users* (9th ed.). Cad Artifex.
- Gordan, R. (2008). *Perspective drawing: A designer's method*. Fairchild Books Publications.

2.3 VSC S2

2034431 1 VSC	Introduction to Lifestyle Accessories (Th)		Crs -
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Identify various types of lifestyle accessories and their functions 2. Comprehend the historical and cultural significance of different accessories 3. Apply design principles to create innovative and marketable lifestyle accessory designs. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Overview of Lifestyle Accessories		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to; <ol style="list-style-type: none"> 1. Identify key historical periods and their distinctive accessory styles 2. Appreciate the significance of accessories in daily life and fashion field 3. Explore the diversity of various accessories in enhancing personal expressions. 	<ul style="list-style-type: none"> ● Historical overview of accessory ● Evolution and cultural influences on accessory design ● Definition and significance of lifestyle accessories ● Types and categories of lifestyle accessories - utility accessories & aesthetic accessories 	
Module 2	Design and Market Trends		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Identify and Investigate current market trends in lifestyle accessories 2. Apply design principles to create accessories that align with market demands 3. Explore new materials and technologies to incorporate into accessory design for enhanced creativity and market competitiveness. 	<ul style="list-style-type: none"> ● Design principles for Lifestyle Accessories ● Introduction to design elements and principles in accessory design, ● Application of design principles in creating functional and aesthetically pleasing accessories ● Market trends 	

		<ul style="list-style-type: none"> ● and innovation ● Analysis of current market trends with case studies and presentations 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Choose three different types of lifestyle accessories (e.g., bags, jewellery, tech accessories) and analyse their design, materials, and functionality. 2. Research and analyse current market trends in lifestyle accessories, focusing on specific categories (e.g., sustainable fashion, minimalist design). 			

References

- Brown, E. (2021). Current market trends in lifestyle accessories. *Trends in Fashion Accessories*, 25(4), 78-92.
- Johnson, S. (2020). The importance of lifestyle accessories in fashion. *Fashion Journal*, 15(2), 45-58.
- Smith, A. R. (2019). Understanding the significance of accessories in daily life. *Accessories Studies Quarterly*, 8(3), 112-125.
- Williams, J. K. (2018). Innovation and adaptation in accessory design. *Journal of Design Innovation*, 12(1), 30-42.

2.4 VSC S3

20644311(VSC)	Introduction to Interior Design (Th/PR)		Crs-
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Apply the basic principles of interior design on lifestyle accessories 2. Identify various types of lifestyle accessories and their roles in enhancing interior spaces. 3. Develop skills in selecting and coordinating accessories to create cohesive design themes. 4. Recognize current trends and innovations in interior design and accessories 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Foundations of Interior Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Identify and apply basic design principles such as balance, harmony, and rhythm in interior spaces. 2. solve and use various elements of design, including line, shape, colour, and texture, in creating aesthetically pleasing environments. 3. Recognize different interior design styles and their historical contexts. 4. Develop foundational skills in creating cohesive and functional interior layouts. 	<ul style="list-style-type: none"> ● Principles of interior design- balance, harmony, and Rhythm proportion ● Role of space and layout in interior design ● Elements of Interior Design - line, shape, and form, ● Color theory and Psychology ● Texture and patterns) ● Overview of major interior design styles ● Enhancing interior spaces 	
Module 2	Space Planning & Styling		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Identify with spatial concepts of interiors and exteriors 2. Apply contemporary design techniques to space planning 3. Integrate sustainable and eco-friendly practices in interior design. 	<ul style="list-style-type: none"> ● Developing acquaintance with spaces both interior and exterior ● Spatial interior design - balancing functionality and aesthetics. ● Organizing elements like colour, texture, and lighting for visually appealing spaces ● Introduction to Floor 	

		<ul style="list-style-type: none"> ● Plan - landscape & living Case studies and projects 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Select an interior space (such as a room in your home or a public space) and analyse it in terms of design principles. Write a 1000-word report detailing your observations and suggestions for improvement. 2. Conduct research on current trends in interior design and present creatively with details like, popular styles, materials, and colour palettes. Discuss how these trends influence lifestyle accessory design. 3. Create a mood board that represents a contemporary interior design style. Include images, colour swatches, and material samples. Write a 200-word 			

References

- Ball, V., & Nystrom, C. (2014). *Introduction to Interior Design*. Pearson.
- Ching, F. D. K., & Binggeli, C. (2018). *Interior design illustrated* (4th ed.). Wiley.
- Pile, J. F. (2005). *Interior design*. Prentice Hall.
- Sparke, P. (2013). *An introduction to design and culture: 1900 to the present* (3rd ed.). Routledge.
- Trupin, R. (2017). *The interior design handbook: How to be your own decorator*. Ten Speed Press.

2.5 OEC

20444311 (OEC)	History of Accessories (OEC)		Crs.
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Design the prototypes of different accessories with the help of raw materials 2. Acquire knowledge on fashion accessories, their types and hands-on techniques 		04
Sr. No.	Module Outcomes	Course Contents	
Module 1	Introduction and Evolution of Accessories		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Illustrate and differentiate the evolution of fashion accessories from civilization up to the present. 	<ul style="list-style-type: none"> • History and Development of Accessories and their Production • Evolution – ornamentation and need • Functionality, aesthetics, attributes of accessories • Period accessories – Stone age – Bronze age – Iron age – Middle age – Modern age • Challenges in the making of accessories 	
Module 2	Accessory Types and Inspiration Sources		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Get acquainted with the basic factors influencing fashion. 2. explore the materials, tools, and equipment in making fashion accessories; 	<ul style="list-style-type: none"> • Study of different fashion accessories, Bags, Footwear, Jewellery, Belts, headgear Stoles / Scarves • Identify Sources of Inspiration for accessory design. • Experiment with different textures, colors, and other techniques to create various designs. • Decoding trends and forecast interpretations. • Design and develop fashion accessories for women. • Restyling the accessories with creative techniques 	
Module 3	Materials & Tools in Accessories		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Identify materials, tools and equipment in making fashion accessories. 2. Explore own individual style to 	Introduction to different materials, their properties and use of them in making of accessories <ul style="list-style-type: none"> • Leather • Wood • Stones • Shells • Metal 	

	the full, creating breath-taking accessories	<ul style="list-style-type: none"> • Different Fabrics 	
Module 4	Accessories of 21st century		
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Sketch, render and incorporate designs, styles in 2 D & 3D format 2. Gain knowledge of the maintenance and care of different accessories 	<ul style="list-style-type: none"> • Role of Accessory Designers – focusing on individual expression/ signature style of the most prominent accessory designers (international & national) • Illustrations with rendering, mood boards & inspiration boards • Period movie accessories analysis and review, both Bollywood and Hollywood 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Group presentation by students of individual eras including one prototype of accessory from each era. 2. Creating prototype of any one from choices like – leather bag, wood box of jewellery, stone jewellery, headgear, unique accessories from metal recycle or innovative fashion accessory with fabric stole. 3. Individual case study presentation on one national and one international accessory designer. 4. Detailed sketching and rendering of accessories used in iconic Bollywood / Hollywood movies of any 3 characters of choice. 			

References

- Revere, A. (2006). Masters: Gemstone. Lara Books.
- Schaffer, J., & Saunders, S. (2012). Fashion design course: Accessories: Design practice and processes for creating hats, bags, shoes, and other fashion accessories. Barron's Educational Series.
- Sigal, P. (n.d.). Costume jewellery for haute couture. Thames and Hudson.
- Wells, W. (2008). Masters: Bead weaving. Lara Books.

2.5 OEC

20444312 (OEC)	History of Design And Visual Dictionary (Th)		Crs
Course Outcome	<i>After completion of the course, the learners will be able to</i> <ol style="list-style-type: none"> 1. Recognize the evolution of movements in both western and Indian contexts throughout history 2. Relate with the history of design and its influence on other forms of Art. 3. Identify and get familiar with the terminology that are used in design trends and innovations 4. Accumulate various cultural art forms through images to generate an overview of the topic. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Ancient art Medieval art (western Art)		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Review the evolution of Ancient and Medieval art movements throughout western history. 2. Acquire knowledge of the artistic styles, techniques and cultural influence. 3. Critical analyzation of the Ancient and Medieval art 	<ul style="list-style-type: none"> • Understanding art forms of Ancient and Medieval history in Western movements – • Ancient Art Ancient Egypt Ancient Greek Ancient Rome • Medieval Art Early Christian Art Byzantine Romanesque Art and Gothic Art 	
Module 2	Introduction to Modern art (Western Art)		
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Summarize the evolution of Modern art 2. Knowledge of the artistic styles, techniques and cultural influence. 3. Critical analyzation of the modern art. 	<ul style="list-style-type: none"> • Classify Modern art forms in Western movements – • Modern Art Renaissance art Impressionism Post Impressionism Rococo Op art Pop art Art deco 	
Module 3	Indian Craft and Culture		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Identify the key characteristics and 	<ul style="list-style-type: none"> • Research presentations on selected crafts and their application in lifestyle accessories. 	

	<p>techniques of various regional crafts in India.</p> <p>2. Collaborate effectively with artisans and fellow students in craft-based projects.</p>		
Module 4	A Visual Dictionary of Decorative, Domestic Arts and Terminologies- (Product Design, Interior Space Design, Fashion Accessories)		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Identify the terminologies specific to Product Design 2. Utilize visual dictionary as a valuable resource for brainstorming, ideation, and conceptualization of design 	<ul style="list-style-type: none"> ● Terminologies of product design, interior design, interior space, fashion accessory design including materials and techniques ● A Visual Dictionary of Decorative and Domestic Arts ● Examination of the theories and concepts of visual images ● Study and survey of current market trends 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Students will submit a creative slide presentation on any art or craft and their application in lifestyle accessory design product development. 2. Students will submit a creative slide presentation on current market design trends. 			

References

- Brooker, G., & Stone, S. (2016). *Form and structure in interior architecture*. Bloomsbury Publishing.
- Gilliatt, M. (2012). *Dictionary of Architecture and Interior Design*. Pan.
- Hill, A. (1974). *A visual dictionary of art*. New York Graphic Society.
- Ketkar, S. (2019). *The history of Western art*. Jyotsna Publisher.
- Odegaard, N., & Wagner Crouse, G. (2023). *A visual dictionary of decorative and domestic arts*. American Alliance of Museums.
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2.6 SEC

20744301 (SEC)	Computer Application-UI/UX (Pr.)		Crs-
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Recognise the principles and importance of UI/UX design in product development. 2. Learn basic concepts and terminology related to UI/UX design. 3. Acquire practical skills in creating wireframes, prototypes, and visual designs for digital interfaces. 4. Apply usability principles to assessment and improve UI/UX designs. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to UI/UX Design Principles		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Recognize the fundamental principles and importance of UI/UX design in product development. 2. Acquire basic concepts and terminology related to UI/UX design and Build insight into user needs and behaviours for product interfaces. 	<ul style="list-style-type: none"> • Introduction to UI/UX Design • Understanding User Needs • Basics of user research and user personas. • Identifying user needs and behaviours for product interfaces. • Hands-on exercises: conducting user interviews and creating personas. 	
Module 2	Practical Application of UI/UX Design		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Develop practical skills in wire-framing, prototyping, and visual design for digital interfaces. 2. Integrate UI/UX design principles into product development workflows. 	<ul style="list-style-type: none"> • Wireframing and Prototyping • Visual Design Principles for Product Interfaces • Interaction Design and Usability • Integration and Project Work • Integrating UI/UX design principles into product development workflows • Final project: Designing a digital interface for a physical product, incorporating UI/UX best practices. 	
Assignments/ Activities towards CCE			

1. Conduct user research through interviews, surveys, or observations to gather insights into potential users' demographics, behaviours, and needs. Interpret the research data to identify common patterns and characteristics among users.
2. Based on the research findings, create detailed user personas representing different user segments, including demographic information, goals, motivations, and pain points. Use the provided template or format to organize and present the user personas effectively.
3. Design a digital prototype for a product interface using wireframing and prototyping tools (e.g., Figma free plan). Include key interactions and functionalities in the prototype to demonstrate the user experience.
4. Develop a usability testing plan outlining objectives, tasks, participant criteria, and testing methodology. Conduct usability testing with real users and gather feedback on the prototype.

References

- Clark, N. (2018). UI/UX Design Basics and Fundamentals. Independently Published.
- Garrett, J. J. (2010). The elements of user experience: User-Centred Design for the Web and Beyond. Pearson Education.
- Klein, L. (2018). UX for Lean Startups: Faster, Smarter User Experience Research and Design. "O'Reilly Media, Inc."
- Krug, S. (2009). Don't make me think: A Common-Sense Approach to Web Usability. Pearson Education.
- Pattinson, R. (2018). Basics of UI/UX design and Fundamentals. Independently Published.

Semester III (22 Credits)

3.1 Major (Core)

30144311 Major(core)	History of Design And Visual Dictionary (Th)		Crs
Course Outcome	<i>After completion of the course, the learners will be able to</i> <ol style="list-style-type: none"> 1. Recognize the evolution of movements in both western and Indian contexts throughout history 2. Relate with the history of design and its influence on other forms of Art. 3. Identify and get familiar with the terminology that are used in design trends and innovations 4. Accumulate various cultural art forms through images to generate an overview of the topic. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Ancient art Medieval art (western Art)		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Review the evolution of Ancient and Medieval art movements throughout western history. 2. Acquire knowledge of the artistic styles, techniques and cultural influence. 3. Critical analyzation of the Ancient and Medieval art 	<ul style="list-style-type: none"> • Understanding art forms of Ancient and Medieval history in Western movements – • Ancient Art Ancient Egypt Ancient Greek Ancient Rome • Medieval Art Early Christian Art Byzantine Romanesque Art and Gothic Art 	
Module 2	Introduction to Modern art (Western Art)		
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Summarize the evolution of Modern art 2. Knowledge of the artistic styles, techniques and cultural influence. 3. Critical analyzation of the modern art. 	<ul style="list-style-type: none"> • Classify Modern art forms in Western movements – • ModernArt Renaissance art Impressionism Post Impressionism Rococo Op art Pop art Art deco 	
Module 3	Indian Craft and Culture		1
	Learning Outcomes	Module Content	

	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Identify the key characteristics and techniques of various regional crafts in India. 2. Recognize the influence of Indian crafts on contemporary lifestyle accessories. 3. Collaborate effectively with artisans and fellow students in craft-based projects. 	<ul style="list-style-type: none"> ● Research presentations on selected crafts and their application in lifestyle accessories. 	
Module 4	A Visual Dictionary of Decorative, Domestic Arts and Terminologies- (Product Design, Interior Space Design, Fashion Accessories)		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Identify the terminologies specific to Product Design 2. Utilize visual dictionary as a valuable resource for brainstorming, ideation, and conceptualization of design 3. 	<ul style="list-style-type: none"> ● Terminologies of product design, interior design, interior space, fashion accessory design including materials and techniques ● A Visual Dictionary of Decorative and Domestic Arts ● Examination of the theories and concepts of visual images ● Study and survey of current market trends 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Research of current market trends with case studies and present work on a brand of choice with elaborate product range. 			

References

- Brooker, G., & Stone, S. (2016). *Form and structure in interior architecture*. Bloomsbury Publishing.
- Gilliatt, M. (2012). *Dictionary of Architecture and Interior Design*. Pan.
- Hill, A. (1974). *A visual dictionary of art*. New York Graphic Society.
- Ketkar, S. (2019). *The history of Western art*. Jyotsna Publisher.
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- Smith, A. G. (2007). *Snowflake Designs Stained Glass Colouring Book*. Courier Corporation.

Tomory, E. (1998). *History of fine arts in India & the West (CC)*. Orient BlackSwan.
Turner, J. (1989). *From Renaissance to Impressionism: Styles and movements in Western art, 1400-1900*. Orient BlackSwan.

3.2 Major (Core)

30144312 Major(core)	Material Studies and Product Development (PR)		Crs
Course Outcome	<p><i>After going through the course, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Summarize the Importance of Materials used in Lifestyle product designing 2. Adapt the knowledge of hand tools, power tools and machineries. 3. Build experience by using hand tools, power tools and machineries to explore different ways of manipulating materials. 4. Demonstrate proficiency in prototyping, and development of product. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Materials and their Properties		1
	Learning Outcomes	Module Content	
	<p>After going through the course, learners will be able to-</p> <ol style="list-style-type: none"> 1. Summarize the Importance of Materials used in Lifestyle product designing 2. Adapt the knowledge of hand tools, power tools and machineries. 3. suitability of materials for specific product 4. Demonstrate proficiency in prototyping, and development of product. 	<ul style="list-style-type: none"> ● Material like -MDF, Ciment, Resin, Metal ● Material Properties Advantages and limitations of using these materials. 	
Module 2	Process of product development and Usage of tools		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Techniques of hand tools and machinery tools. 2. Build knowledge of Material handling, its Shape, structure and moulding. 3. Explain the composition of 	<ul style="list-style-type: none"> ● Environmental impact on materials ● Steps of product development ● Hand tools -Hammers and Mallets, Files and Rasps, carvingtools and wooden carving clawed chisels, flat chisels for pop carving, pitchers, etc ● Power Tools-, Grinders, Jigsaws, Drill Presses ● Heavy Machinery- Lathes, 	

	<p>material and how its formed.</p> <ol style="list-style-type: none"> 4. Differentiate the processes involved in working with each material, such as the preparation, moulding, drying, cutting, grinding and finishing & polishing stages. 5. Development of miniature products in different styles. 	<p>Welding Equipment</p> <ul style="list-style-type: none"> ● Safety Equipment 	
Module 3	Sustainable Practices & material exploration and prototype		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Compare current design trends in the market use of these materials. 2. Contemplate sustainable alternatives and eco-friendly materials for lifestyle accessory product 3. Experiment with combining different materials to explore new textures, strengths, and aesthetic qualities. 4. 	<ul style="list-style-type: none"> ● Aesthetic properties: colour, texture, finish ● Mechanical properties: strength, elasticity, hardness ● Swatch explorations of products ● Identify areas for improvement and refine designs accordingly. ● Development of prototypes and final products from these materials. 	

Module 4	Product development	1
	Learning Outcomes	Module Content
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> 1. Design Process Introduction and Steps from concept to final product 2. Rational thinking for the design process, including ideation, sketching, modeling, research, and final design. 3. Identifying constraints for each material and Problem-solving strategies 4. Focusing on details and ensuring the product is both functional and aesthetically pleasing. 5. Develop product for lifestyle accessories 	<ul style="list-style-type: none"> ● Ideation and research techniques. ● Product range development using MDF, Cement, Resin and Metal. ● Contemporary Design Trends ● Final finishing of the Product ● Documentation of the design process, demonstration of how each step contributes to the development of their final product.
Assignments/ Activities towards CCE		
<ol style="list-style-type: none"> 1. Develop a range of six lifestyle accessory products, each using a different material (MDF, Cement, Resin, Metal and a mix-material design) 2. Documentation on any one material in detail. Presenting the final products. 		

References

- Biederman, C. (n.d.). *The beginner's handbook of woodcarving: The Tahiti journal of Paul Gauguin*. Dover Publications Inc
- Freer, A. (n.d.). *Accessory handbook: A costume designer's secrets for buying, wearing, and caring for accessories*. Ten Speed Press.
- Gagg, R. (2019). *Basics interior architecture 05: Texture + materials*. Ava Publishing.
- Irish, L. S. (n.d.). *Relief carving workshop: Techniques, projects & patterns*. Fox Chapel Publishing.
- Jaiswal, S., Singh, N., & Sahani, J. (n.d.). *Visual art (Contents, methods & materials in terms of activities)*. Prachi [India] Pvt. Ltd.
- Rich, J. C. (2000). *Materials & methods of sculpture*. Dover Publications Inc.
- Sayers, C. M. (2023). *The book of wood carving*. Dover Publications Inc
- Su, D. (Ed.). (n.d.). *Sustainable product development: Tools, methods and examples*. Springer Nature Switzerland AG.

3.3 Major (Core)

30344311	History of Accessories (Th/PR)		Crs
Major(core)			
Course Outcome	<i>After going through the course, learners will be able to -</i> <ol style="list-style-type: none"> 1. Acquire knowledge on fashion accessories, their types and techniques. 2. Prototypes development of different accessories with the help of raw material 3. Creation and construction of functional accessories that are anatomically and ergonomically correct. 4. Application of advanced techniques from decorative hand-stitching and embroidery to braiding, hand-quilting, ruffles and patchwork. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Accessories		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Gain knowledge on the evolution of accessories and timeline. 2. Illustrate and differentiate the evolution of fashion accessories from civilization up to the present. 3. Develop categories of fashion accessories and create prototypes 	History and Development of Accessories and their Production <ul style="list-style-type: none"> • Evolution of ornamentations. • Functionality, aesthetics, attributes of accessories • Period accessories – Stone age – Bronze age – Iron age – Middle age – Modern age • Challenges in accessory making 	
Module 2	Accessory Types and Inspiration Sources		1
	Learning Outcomes	Module Content	
	<i>After learning the module, learners will be able to</i> <ol style="list-style-type: none"> 1. Describe the materials, tools, and equipment's used in making fashion accessories 2. Acquaint the students with the basic factors influencing fashion. 3. Learn about the traditional costumes of different states of India 	Study of different fashion accessories <ul style="list-style-type: none"> • - Bags • - Footwear • - Jewellery • - Belts • - Headgears • - Stoles / Scarves Identify Sources of Inspiration for Accessories Designing <ul style="list-style-type: none"> • Experiment with different materials to create various designs. • Experiment with different textures, colours, and other techniques to create various designs. 	

		<ul style="list-style-type: none"> Decoding trends and forecast interpretations. Design and develop fashion accessories. Restyling the accessories with creative techniques. 	
Module 3	Materials & Tools in Accessories		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> Identify materials, tools and equipment in making fashion accessories. Exploration of individual styles, and creating accessories. 	<p>Classification of Materials, Tools & Equipments</p> <p>Introduction to different materials, their properties and use in making of accessories</p> <ul style="list-style-type: none"> Leather Wood Stones Shells Metal Fabrics 	
Module 4	Accessories of 21st century		1
	Learning Outcomes	Module Content	
	<p><i>After learning the module, learners will be able to</i></p> <ol style="list-style-type: none"> Review the national and international influences on fashion accessories in the present scenario. Explore the Maintenance knowledge of different accessories. Sketch, render, and incorporate designs, styles in 2D 	<p>21 st Century - Emergence of a new-age Accessories</p> <ul style="list-style-type: none"> Role of Accessory Designers – focusing on individual expression/signature styles of the most prominent international & national accessory designers. Rendered illustrations with mood boards & inspiration boards Period movie accessories analysis and review. (Bollywood and Hollywood 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> Group presentation by students of individual eras including one prototype of accessory from each era. Creating a prototype of any one from choices like – leather bag, wood box of jewellery, stone jewellery, headgear, unique accessories from metal recycle or innovative fashion accessory with fabric stole. Individual case study presentation on one national and one international accessory designer. Detailed sketching and rendering of accessories used in iconic Bollywood / Hollywood movies of any 3 characters of choice. 			

References

Schaffer Jane, Saunders Sue (2012), Fashion Design Course: Accessories: Design Practice and Processes for Creating Hats, Bags, Shoes, and Other Fashion Accessories, Barron's Educational Series.

Revere A., (2006), "Masters – Gemstone", Lara books.

Wells W., (2008), "Masters – bead weaving", Lara books.

SignalP., "Costumejewellery for haute couture", Thames and Hudson.

3.4 Minor Stream

30644301 Minor Stream	Product Digital Illustration (PR)		Crs
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Develop Illustration skills in a digital environment with the set techniques and tools. 2. Apply visual storytelling principles and effective communication through digital illustration medium 3. Acquire knowledge to translate hand drawn items into digital products 4. Execute digital illustration skills to various phases of product development, including concept generation, prototyping and marketing 		2
Sr. No.	Module Outcomes	Course Contents	
Module 1	Introduction to Digital Illustration		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Acquire basic digital illustration tools and techniques. 2. Recognise the principles of design, colour theory, and composition. 3. Develop the ability to create sketches and basic illustrations digitally. 	<ul style="list-style-type: none"> ● Overview of digital illustration tools and their interface. ● Creating and adjusting documents (format, area). ● Comparing digital illustration with manual illustration basics. ● Introduction to tools for creating and transforming shapes. ● Techniques for creating and editing linear and curved vectors. ● Pattern creation and editing vectors. ● Creating and applying colour palettes. ● Working with CMYK and RGB colour modes. ● Optimizing illustrations with colours and text 	
Module 2	Digital Illustration Techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Produce digital illustration skills to produce detailed and professional product illustrations. 2. Recognise user-centred design principles in 	<ul style="list-style-type: none"> ● Overview of various illustration styles (flat illustrations, illustrations with gradients). ● Techniques for adding volume and tracing elements. ● Working with layers effectively. ● Detailed brushwork and 	

	<p>illustrations.</p> <p>3. Integrate digital illustrations into product development and marketing strategies.</p>	<p>texture creation.</p> <ul style="list-style-type: none"> ● Use of gradients, meshes, and other advanced tools. ● Realistic rendering techniques. ● Principles of user-centered design. ● Creating illustrations for product packaging and advertising. ● Branding strategies using digital illustrations 	
<p>Assignments/ Activities towards CCE</p>			
<ol style="list-style-type: none"> 1. Use the illustration tools introduced in class to create a simple digital illustration of a household object. Focus on using basic shapes, lines, and colours. 2. Create a digital illustration that incorporates a custom colour palette and text elements. Ensure the use of CMYK or RGB modes as appropriate. 3. Design a product illustration based on user-centred design principles. Gather user feedback, incorporate it into your design, and highlight the changes made based on the feedback. 4. Choose one illustration style (flat, gradient, or volumetric) and create a detailed product illustration along with a flat sketch from all views. Use layers and rendering techniques. 			

References

- Bloom, S. R. (2012). Digital painting in Photoshop. In *Routledge eBooks*.
- Brill, M. H. (1998). Color appearance models. *Color Research & Application/Color Research and Application*, 23(4), 248–250.
- Caplin, S., Banks, A., & Holmes, N. (2003). *The complete guide to digital illustration*. Watson-Guptill.
- Dawson, P. (2014). *The art of digital design: An introduction to the principles, processes, and techniques of digital illustration*. Roto vision.
- Houston, G. (2016). *Illustration that works: Professional techniques for artistic & commercial success*. The Monacelli Press.
- Lardner, J. (2007). *The digital illustration handbook*. Barron's Educational Series.
- Wood, B. (2021). *Adobe Illustrator classroom in a book (2021 release)*. Adobe Press

3.5 OEC

3044321 (OEC)	Writing Skills (Pr)		02
Course Outcome	After going through the course, learners will be able to 1. Challenging preconceived assumptions and biases in writing and ideate creatively 2. Demonstrate their language skills for an enhanced reading experience		
Sr. No.	Module Outcomes	Course Contents	01
Module 1	Writing Introduction & Ideation Development		
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Classify the key components of introductory, body and concluding paragraphs. 2. Examine narrative, descriptive, and expository content types using critical reading skills and evaluates and simplify them	<ul style="list-style-type: none"> • The concept of ideas – from fire to fashion the evolution of ideas – from mundane everyday ideas • Elements of writing • Importance of Title / Heading (The hook) • Opening Lines and introduction • Writing dialogues, poetry styles • Writing the main body and the endgame • Writing short stories, developing plot and characters 	
Module 2	Specialized and Promotional Writing		01
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to 1. Structure paragraphs using different patterns of development to facilitate a clear flow of ideas 2. Define basic skills of CAD tools for developing basic elements of fashion.	<ul style="list-style-type: none"> • Power of themes and their influence on readers • Framework study and analysis • Selecting simple scenes – • Descriptive scenes, Fantasy scenes, Humorous scenes, Horror scenes, • Romantic scenes, Sad / Emotional scenes • Designing and creating leaflets / mastheads / tabloid promotional page, Fashion and lifestyle product description writing • Developing content and elaborate writing with keywords 	

Assignments/ Activities towards CCE
<ol style="list-style-type: none">1. A manifest, about your first fashion memory, was it a photograph, a video, a sound or a fashion show (400 words required)2. Describing 5 -10 images in different writing styles3. Writing in 250 words about 10 different topics from day today life and experiences.

References

Pat Francis (2009). Inspiring Writing in Art and Design: Taking a Line for a Write. Intellect Books.

M. Clarke (2007). Verbalising the Visual: Translating art and design into words. Ava Publishing.

Marsh C, Guth D and Short B., (2008), "Strategic Writing: Multimedia Writing for Public Relations, Advertising and More (2nd Edition)", Pearson.

3.5 OEC

3044322 (OEC)	Metal Studies for Jewelry - (PR)		Crs
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Examine the basic principles of metalworking as applied to jewellery design. 2. Identify and work with different types of precious metals and alloys. 3. Create simple jewellery designs using gold, silver, and other metals. 4. Develop an understanding of metal properties and their influence on jewellery design. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Metals & Alloys in Jewelry Design		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Explore the properties of various metals used in jewellery. 2. Learn how alloys are created and their importance in designing jewellery. 3. Discover the role of metal density and karat levels in jewellery creation. 4. Gain an overview of heat treatment techniques and their impact on jewellery design. 5. Recognize common defects in jewellery and ways to address them. 	<ul style="list-style-type: none"> • Introduction to Precious Metals in Jewelry Design • What is Metal and What is an Alloy? • Crystalline Structures in Metals • Raising and Lowering the Karat in Gold Alloys • Gold Alloys: Composition and Density • Master Alloys for Different Colors and Carats • Heat Treatment: Quenching, Annealing, Hardening, and Tempering • Common Jewelry Defects: Soldering, Setting, Polishing • Importance of Quality Control in Jewelry Design 	
Module 2	Jewelry Manufacturing and Crafting Techniques		1
	Learning Outcomes	Module Content	
	<ol style="list-style-type: none"> 1. Learn about various casting methods used in jewellery making. 2. Learn how to plan and interpret the steps involved in jewellery manufacturing. 3. Develop skills in basic metalworking techniques like shaping, cutting, and polishing. 4. Gain hands-on experience in refining 	<ul style="list-style-type: none"> • Overview of Casting Methods: Investment, Sand Casting • Jewelry Manufacturing Flowchart and Process Planning • Shaping, Drawing, Cutting, and Polishing Jewelry • Recovery, Refining, and Recycling Gold • Dust Collection and Workshop Hygiene • Assaying and Hallmarking 	

	and recycling precious metals.	in Jewelry <ul style="list-style-type: none"> • Role of BIS in Hallmarking • Sustainability Practices 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Practice the formulas for raising and lowering karat levels in alloys. 2. Prepare a presentation on a jewellery topic of choice. 3. Complete a multiple-choice question (MCQ) quiz on jewellery metal properties and techniques. 			

References

- Callister, W. D. (2007). Materials Science and Engineering: An Introduction (7th ed.). Wiley.
- Davis, J. R. (Ed.). (1993). Heat Treatment of Metals. ASM International.
- McCreight, T. (1991). The Complete Metalsmith: An Illustrated Handbook. Davis Publications.
- Van M L." Masters Gold: Major Works by Leading Artists" Lark Books 2006
- Mann S." Design and Make Colored Aluminum Jewellery" A & C Black 2010.


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3.7 FP

31344301 FP	Analysis of Lifestyle Accessories Categories (Selling & Manufacturing perspective) (PR)		Crs
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Identify and describe the parts of a sewing machine. 2. Operate a sewing machine effectively to perform basic stitching tasks. 3. Examine market trends and consumer preferences in lifestyle accessories. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to sewing Machine and their parts		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Recognize and explain the function of various parts of a sewing machine. 2. Properly set up a sewing machine for different types of sewing tasks. 3. Demonstrate basic hand sewing stitches such as running stitch, backstitch, and slip stitch. 	<ul style="list-style-type: none"> ● Basics of Sewing Machines ● Sewing Machine Components ● Detailed study of sewing machine parts (needle, presser foot, bobbin, feed dogs, etc.) 	
Module 2	Basic sewing techniques (Hand & Machine)		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - <ol style="list-style-type: none"> 1. Demonstrate hand sewing techniques for mending and creating simple fabric projects. 2. Execute basic machine stitches like straight stitch, zigzag stitch, and overlocking. 	<ul style="list-style-type: none"> ● Introduction to hand sewing tools and materials ● Introduction to sewing machine stitches ● Working with different fabrics and materials 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Complete a series of sewing exercises on the machine, such as sewing straight lines, curves, and different stitch patterns. Submit samples of the completed exercises. 2. An Assignment that combines hand and machine sewing techniques (e.g., a tote bag with hand-sewn embellishments). Submit the completed project along with a brief explanation of the techniques and materials used. 			

References

Reader's Digest Complete Guide to Sewing, The Reader's Digest Association, Inc., 2010.
Singer, *The Complete Photo Guide to Sewing*, Creative Publishing International, 2011.
Simplicity. *Sewing Book: The Best Sewing Book*, Simplicity Pattern Co., 2012.


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