

4-Year U.G. Degree Syllabus

B Design - Fashion Design

Semester –IV

Subject	Credits	Total Hours	Marks	
Computer Aided Rendering Technique In Fashion	4	120	100	-
Practical		Internal	External	Total

OBJECTIVES:

The learner will be able to-

1. Use Raster Graphics software as a tool to represent and create visuals, using image editing and object creation.
2. Explain and use manipulation of Raster Graphics software.

CONTENT:

Block No.	Objective	Topic/Content Analysis	Assignments	Marks
1	To be able to use the knowledge of Raster based software and to use it effectively in making layouts, designs and images editing for fashion designing.	Introduction about Raster Based Software. ☐ Introduction color and color gradations. ☐ Development of various color Schemes.	To create colour gradations <ul style="list-style-type: none"> • Gray Scale • Color Wheel • Complimentary color Scheme • Contrast Color Scheme • Cool Color Scheme • Warm Color Scheme 	25
2		Advance Image Editing with help of all features, Tools and technics	Image editing (One Each) Background Changing Garment Exchange Hair and features Body Tracing Body Rendering Garment Tracing Garment Rendering	25
3	To be able to operate Vector based software for	Vector based Software - Introduction of Vector based software - Introduction about Elements Of	1. To create Elements of fashion. (5 each) 1. Collar	25

	making layouts and developing drawings and designs for fashion.	Fashion (Digital) - Understanding and implementation of various Features, Tools and technics. Motif Development and implementation on garments.	2. Neckline 3. Plackets 4. Cuffs 5. Pockets 6. Fasteners (Zipper, button etc.) 7. Sleeves 8. Yokes 9. Pleats 10. Tucks 2. Motif Development for women's wear. (Party wear, Casualwear, Traditional wear etc.) 3. Implementing the elements of fashion and the developed motif design a women's wear garment.	
4	To be able to use advance tools and features related to design.	Development and rendering of fashion garments.	Development and rendering of fashion garment for men with details. (At least 2 complete attires)	25

Evaluation pattern –

Internal Assessment: 100 marks continuous evaluation which includes Class Assignments (75 Marks) and Test (25 Marks)

REFERENCE BOOK:

1. Steve Bain & Nick Wilkison, (2002), *“Corel Draw (12)- The Official Guide”*, Corel Press, 1st Edition.
2. Steven Heller & Talario Lita, 2010, *“Graphic”*, Thames and Hudson Publication, 1st Edition.
3. Pateo Jones, 2010, *“Graphic Design for Fashion”*, Lawrence King Publication Ltd., 1st Edition.
4. Paula J. Myers and Mac Devitt, 2010, *“Complete Guide to size specification Technical Design”*, Fairchild Book Publication, 2nd Edition.
5. Basia Szkutnicka, 2010, *“Technical Drawing for Fashion”*, Lawrence King Publication Ltd., 1st Edition.
6. Deke McClelland, 2002, *“A Guide to Adobe”*, Wiley Dreamtech Publication, 1st Edition.