

4 -Year U.G. Degree Syllabus

B Design - Fashion Design

Semester – VII

Subject	Credits	Total Hours	Marks			
Fashion Styling and Costume Designing	4	90	Th 25	Pr 25	Th 50	Pr -
Theory and Practical			Internal		External	Total

OBJECTIVE:

The learner will be able to

1. Study, identify and analyze various fashion eras that influence today's fashion.
2. Explore different ISM's applied in different eras of history in clothing.
3. Depict the same to evaluate and understand costume design for contemporary movies and drama.

CONTENT:

Block No	Objective	Topic/Content Analysis	ASSIGNMENT	Marks
1	To be able to explain and compare the different looks & fashions for each era including the cultural & social influences.	Identification of looks in fashion for the different era's in detail (1900-2000)	? Group assignment Develop a presentation on the bases of the era given & its details	25
2	To be able to describe and relate the effect of the different "ISM's" on the fashion & develop a collection	Analyze the influences of the different periods and ISM's on Fashion & apply the research in developing a collection: <ul style="list-style-type: none"> ? Renaissance ? Baroque ? Rococo ? Romanticism ? Neo- Classism ? Modernism ? Impressionism ? Realism ? Cubism ? Futurism ? Art Deco ? Dadaism ? Abstraction ? Art Nouveau ? Expressionism ? Bauhaus 	? Group presentation Develop a presentation based on the ISM received Individually develop a collection with the ISM as inspiration. ? Content : * Inspiration board * Mood board * Color pallet * Client board Design development sheets * Final designs	25

		? Op Art ? Pop Art ? Post modernism		
3	To be able to Explain contemporary fashion trends in terms of trade magazines & trade shows.	Analysis of contemporary fashion trends reviewing the trade magazines & trade shows.	Student will analyze the trade magazines & trade shows 5 each & develop the overall contemporary style that has been reflected through these shows & magazines.	25
4	To be able to describe and relate costumes on the bases of character & develop costumes with design development process.	Analyze the costumes for any one historical & contemporary movie	To present the costume collection for 3 to 4 characters	25

Evaluation pattern –

Internal Assessment: Class Assignments and Class Test –(Theory 25, Practical 25) To Be

Converted In To 25 marks

External Assessment: Final Exam - 50Marks. (Theory)

REFERENCE BOOKS:

1. Aspelund K. (2009), *"Fashioning Society"*, Fairchild Pub.
2. Athaiya B., *"The Art of Costume Design"*, Collins Publications.
3. Boucher F. (1997), *"A History of Costume in West"*, Thames & Hudson.
4. Engelmeier P.W. (1997), *"Fashion in Film"*, P. Restel-Verlag, Munich.
5. Laver J. (2002), *"Costume & Fashion- A concise History"*, Thames & Hudson.
6. Tortora P. and Embark K., (2010), *"Survey of Historic Costume"*, Fairchild.
7. Boucher F., (1997), *"A History of Costume in West"* Thames & Hudson.