

**BTU**  
**Department Of Fashion & Apparel Design**  
**Course/Syllabus**

**NAME OF THE PROGRAM**  
**BACHELOR OF FASHION AND APPAREL DESIGN--BFAD**  
**(DURATION FOUR YEARS /EIGHT SEMESTERS**

**Program objectives:**

1. To provide a comprehensive understanding of the fundamentals of design and fashion, including the history of costumes and fashion and basics of design in programs framework that underpin artistic practice.
1. Equip students with the essential skills and technique in the fashion design field fostering their ability in the fashion design market.
2. Cultivating creativity and individual expression, enabling students to identify market needs in the fashion design field and students can create unique styles of their own, and they will be able to analyze market needs.
3. Students will get knowledge about historical and contemporary fashion and narratives on our Indian traditional textiles, crafts and clothing to a global platform .
4. Students will be able to collect data related to market trends, resources in the market, and information about textile and apparel industries. To provide a comprehensive understanding of the fundamentals of design and fashion, including the history of art & craft in the Indian fashion market.
5. Students will gain knowledge about various types of business ideas in fashion and apparel design fields with internships in their course time.
6. Students will get different career options in apparel and fashion design fields, i.e., fashion designer, merchandiser, content creator ,fashion predictor, grader, etc.
7. Develop effective communication skills, including knowledge of the latest softwares ,and industrial production systems in the fashion industry.
8. Offer specialized courses in Indian knowledge systems or Anandam, broadening students' cultural and philosophical perspectives and enriching their artistic practice.
9. Prepare students for careers as educators or professionals in the design and fashion field by providing them with a solid foundation in artistic theory, practical skills and professional ethics.

**ELIGIBILITY FOR THE ADMISSION OF THE COURSE:**

Candidates for admission to the bachelor of Fashion and apparel design shall be required to have completed the 10 +2 standard [senior secondary] examinations.

**TOTAL CREDITS OF THE COURSE: 168**

**Assessment- Theory paper-**

100 Marks in each paper

End Semester Examination - 70 Marks

Internal Assessment - 30 Marks

First Mid Term Exam- 10 Marks

Second Mid Term Exam - 10 Marks

Assignment/Presentation - 10 Marks

**Studio Courses / Practical**

100 Marks in each paper

External Examination - 40 Marks

Internal Assessment- 60 Marks

*J. Lenin*  
06/11/2024





Bachelor of Fashion & Apparel Design (BFAD)  
Semester-I

S. No.	Category	Course Code	Course Title	Theory	Hours			Marks			Credit
				Studio Course	L	T	P	IA	ETE	Total	
1	Departmental core		Fundamental of Textile-I	Theory	2	-	-	30	70	100	2
2	University core		Fundamental of Arts/ Design and study of art Appreciation-I	Theory	4	-	-	30	70	100	4
3	Departmental core		Basics & History of Fashion-I	Theory	2	-	-	30	70	100	2
4	Departmental core		Basics Sewing Techniques	Studio Course	-	-	4	60	40	100	2
5	Departmental core		Drafting & Pattern Making-I	Studio Course	-	-	4	60	40	100	2
6	Departmental core		Fashion Drawing & Illustration-I	Studio Course	-	-	6	60	40	100	3
7	Departmental core		Computer Application-I	Studio Course	-	-	6	60	40	100	3
8	Departmental core		Surface Ornamentation-I	Studio Course	-	-	4	60	40	100	2
9	University core		Communication Skills-I	Studio Course	-	-	2	60	40	100	1
<b>Total</b>										<b>1000</b>	<b>21</b>

L = Lecture, T = Tutorial, P = Practical, IA = Internal Assessment, ETE = End Term Exam, Cr = Credits

*Diya*  
6/4/24

*Diya*  
6/4/24

*Shubhe*  
6/4/24

*सैमरा*  
6.4.24

*Yrisa*  
6/4/24

*S. Veer*  
06/4/24





Bachelor of Fashion & Apparel Design (BFAD)

II-Semester

S. No.	Category	Course Code	Course Title	Theory	Hours			Marks			Credit
				Studio Course	L	T	P	IA	ETE	Total	
1	Departmental core		Fundamental of Textile-II	Theory	2	-	-	30	70	100	2
2	University core		Fundamental of Arts/ Design and study of art Appreciation-II	Theory	4	-	-	30	70	100	4
3	Departmental core		Basics & History of Fashion-II	Theory	2	-	-	30	70	100	2
4	Departmental core		Basics of Apparel Making-II	Studio Course	-	-	4	60	40	100	2
5	Departmental core		Drafting & Pattern Making-II	Studio Course	-	-	4	60	40	100	2
6	Departmental core		Fashion Drawing & Illustration-II	Studio Course	-	-	6	60	40	100	3
7	Departmental core		Computer Application-II	Studio Course	-	-	6	60	40	100	3
8	Departmental core		Surface Ornamentation-II	Studio Course	-	-	4	60	40	100	2
9	University core		Communication Skills-II	Studio Course	-	-	2	60	40	100	1
<b>Total</b>										<b>1000</b>	<b>21</b>

L = Lecture, T = Tutorial, P = Practical, IA = Internal Assessment, ETE = End Term Exam, Cr = Credits

*Dr. S. S. Singh*  
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*Y. Singh*  
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*Dr. S. S. Singh*  
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*Shubhe*  
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*P. Singh*  
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*Dr. S. S. Singh*  
6.4.24



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150

I YEAR I SEMESTER BACHELORS OF FASHION AND  
APPAREL DESIGN

P. S. S. S. S.  
26/11/24

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**FUNDAMENTAL OF TEXTILES I**

CREDIT: 2 MAX

L-2+T-0+P-0

MARKS: IA-30 ETE-70

END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

Textile Fundamentals, our most popular course, provides you with a comprehensive, in-depth study of the entire textile process from fibre formation through finishing.

**SUBJECT LEARNING OUTCOMES (SLOS)**

After completing this subject, the learner will be able to :-

1. The fibres' origins, environmental impact, durability, and performance, visual and textural qualities.
2. Learning about fibres obtaining sources: plants, animals, minerals, and synthetics.
3. Classification of textile fibres and identification test for detailed study.
4. Detailed study of fibre's physical, chemical, biological, thermal, and microscopic properties.

S.NO.	CONTENTS	HOURS
1.	<b>CLASSIFICATION OF TEXTILE FIBRES OF</b> Definition of Textile fibres- Staple fibre, filament fibre. Introduction of yarn & Fabric. General properties of Textile fibres, microscopic appearance of Textile fibres cotton, jute, flax, hemp, wool, silk, viscose, acrylic, polyester, nylon etc. 1.1 Meaning and definition of Fibre and Textile 1.2 Classification and types of Fibre 1.3 Properties of Fibre and fabric	5
2.	<b>NATURAL FIBRES</b> Characteristics, manufacturing process and uses of the listed below Fibres 2.1 Vegetable or Cellulosic Fibres – Cotton, Linen, Jute, Flax 2.2 Animal or Protein Fibres - Wool Fibre, Silk Fibre, Hair Fibre, 2.3 Mineral Fibre - Asbestos Fibre	10
3.	<b>MANMADE FIBRES</b> Characteristics, manufacturing process and uses of the listed below Fibres 3.1 Regenerated Fibres, Viscose Rayon Fibre, Cuprammonium Rayon Fibre, Acetate Fibre, Triacetate Fibre. 3.2 Synthetic Fibre, Polyamides- Nylon 6 and Nylon 6,6 Fibre, Polyacrylonitrile - Acrylic and Modacrylic Fibre, Polyester Fibre-Dacron	10
4.	<b>IDENTIFICATION TEST OF THE ABOVE LISTED FIBRES</b> 4.1 Microscopic test, Physical test, Chemical test, Burning test.	5

**REFERENCE BOOKS**

1. Textiles: Fibre to Fabric by Bernard P. Corbman
2. Essentials of Textiles by Hollen and Saddler
3. Textile Science by E.P.G. Gohl and L.D. Vilensky

C.P. Verma  
06/11/2024





**BASICS AND HISTORY OF FASHION I**

CREDIT: 2 MAX

L-2+T-0+P-0

MARKS: IA-30 ETE-70

END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

The aim is to learn about the history of Indian clothing and textile of various periods and understanding the difference and the changes occurred during the invasions or any other circumstances impact on it. The objective behind this subject is to know different variety of clothing in different periods helps from some of the oldest textiles to reform that art. The aim of learning about the basics of fashion is in which the student will be able to learn about the nature, terms used, elements and principle etc. of fashion.

**SUBJECT LEARNING OUTCOMES (SLOs)**

After studying the learner will gain a positive impact related to:

1. Understanding in a very systematic way, about the various types of history Indian clothing and costumes according to periods mentioned in detail which is the successful characteristic of visual perception.
2. It also explains the elements and principles around which fashion revolves and the role that economic, sociological, and psychological elements play in the cyclical nature of fashion. It also covers the fashion growth and expansion.
3. Understanding how fashion moves, factors affecting, fashion adoption theories, fashion leaders and followers
4. Fashion as an Expression of Individuality.

S.NO.	CONTENTS	HOURS
1.	<b>HISTORY OF INDIAN CLOTHINGS-1</b> 1.1 Indus Valley Civilization Period 1.2 Ancient and Classical Periods 1.3 Vedic Period	10
2.	<b>HISTORY OF INDIAN CLOTHINGS-2</b> 2.1 Early classical and classical Period 2.2 Medieval period 2.3 Modern Period 2.4 Post-Independence Period	10
3.	<b>BASICS OF FASHION-1</b> 3.1 NATURE OF FASHION: Importance and misconceptions of Fashion, Terminology of Fashion Components and Principles of Fashion, Fashion Cycle and intangibles of Fashion	5
4.	<b>BASICS OF FASHION-2</b> 4.1 MOVEMENT OF FASHION - Factors influencing Fashion Movement Accelerating Factors Retarding Factors Predicting the Movement of Fashion	5



	4.2 ADOPTION THEORIES- Fashion Leaders and Fashion Followers Fashion as an Expression of Individuality	
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**REFERENCE BOOKS**

1. Individuality a guide for the consumers by Mary Kefgen and Phyllis Touchie- Specht
2. Ancient Indian Costumes by Roshan Alkazi
3. Indian Textiles and Clothing by Dr. Bhau Daji
4. Textiles in Ancient India by Dr. Kiran Singh





**BASICS SEWING TECHNIQUES**

CREDIT: 2 MAX  
L-0+T-0+P-4

MARKS: IA-60 & ETE-40  
END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

This subject considered as the backbone, strength and foundation for the students of fashion. Learning new sewing techniques improves the projects and makes sewing more enjoyable. These sewing guides to find out how to master simple but essential sewing skills by following easy step-by-step instructions Contents are distinct and particularly related with basic hand & machine sewing techniques.

**SUBJECT LEARNING OUTCOMES (SLOS)**

After completing this subject, the learner will be able to:

1. Begin with accurate cutting, progress with accurate pressing and end with accurate sewing.
2. Understand about sewing m/c parts and functions, defects, and remedies etc. and operation.
3. This work as a manual in an introduction to sewing.
4. It is designed to give information quickly and easily of different threads and needles for various fabrics.
5. The drawings and descriptions will help to understand the most important steps and ideas. Firstly, will learn about the basic tools, terms, and techniques of sewing and then develop skills by completing a few simple projects.

S.NO.	CONTENTS	HOURS
1.	<b>1.1 BASIC HAND STITCHES</b> Temporary Stitches: Even basting, Uneven basting, Diagonal & Slip basting, Thread marking or Tailor's tack Permanent Stitches: Running stitch, Hemming stitch, Slip stitch, Back stitch, Run and Back stitch, prick stitch, over casting stitch, over handing stitch, Whipped stitch. <b>1.2 SEAMS, SEAM AND HEM FINISHES</b> Seams - Types of seams working of common seams Plain seam, Top stitched seam Welt seam, Lapped seam, Slot seam, Flat fell seam, French seam, Mantua maker's seam, Piped seam, Bound seam Seam finishes- Pinked, Edge stitch, Double stitched, Overcast, Herring bone stitch, Bound seam Hem finishes- Stitched and Turned hem finish, Binding Hem finish, Narrow Machine Stitched Hem finish, Rolled or Whipped Hem finish. Hem finish on circular edges.	10
2.	<b>CONTROLLING FULLNESS</b> 2.1 Darts-Functional darts, Princess line 2.2 Pleats- Knife Pleats, Box Pleats, Inverted Pleats, Kick Pleats, 2.2 Tucks- Pin Tucks - Piped or Corded tucks, Cross Tucking, Wide tucks - Blind Tucks, Spaced Tucks, Group Tucking with Scalloped effect, 2.3 Gathers- Gathering by Hand, Gathering by Machine, waffles, and shirring 2.4 Frill or Ruffles, flounce	10





	2.5 Hem finishes- Stitched and Turned hem Seam, Binding Hem Finish, Narrow Machine Stitched Hem, Rolled or Whipped Hem.	
3.	<b>FACING AND BINDINGS</b> 3.1 Facing & Piping - Bias facing, Shaped facing, Decorative facing 3.2 Piping or binding on different types of Necklines	10
4.	<b>PLACKETS, OPENINGS AND FASTENERS</b> 4.1 Plackets-Centre Front Opening and placket, Continuous Bound Placket, Bound and Faced Placket or Two-Piece Placket, Zipper Placket, Tailored Placket, Shirt Sleeve Placket, Openings, 4.2 Fasteners- Button & Buttonholes, Hooks & Eyes, Snaps, Zip, Velcro.	10
5.	<b>SLEEVES &amp; COLLARS AND POCKETS</b> 5.1 Sleeves-Set-In sleeve- Bell sleeve, Puff sleeve, Petal sleeve, Leg 'O' mutton sleeve Raglan sleeve Kimono sleeve -Magyar sleeve, Dolman sleeve 5.2 Collars- Flat collar- Peter pan collar, Sailor collar Stand collar-Mandarin collar Rolled collar- Shawl collar & Shirt collar 5.3 Pockets- Patch Pockets, Inseam Pockets, Cut Pockets	20

**REFERENCE BOOKS:**

1. Sew It by Nancy Bruning
2. Sewing of Golden Hands by Marshal Cavendish
3. Sewing by Jean Kimmod
4. Singer Sewing Book- Singing Sewing Company
5. Sewing by Ana Ladbury
6. Introduction to Dress Making by Marshall Cavendish
7. The Art of Sewing by Anna Jacob



DRAFTING AND PATTERN MAKING I

CREDIT: 2 MAX  
L-0+T-0+P-4

MARKS: IA-60 & ETE-40  
END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

In sewing and fashion design, a pattern is an original garment templates from which other garments of a similar style are copied, traced, cut and assembled to convert into three-dimension form. Pattern development is used for preliminary patterns drafting and development of the final pattern. Manipulating darts is one of the most creative ways to develop sewing patterns, or even get creative with patterns. Geometrical approximation of the garment is achieved by reshaping the surfaces of the flat pattern. trying mathematically to rectify and overcome the problems occurring in fitting of the individual garment.

**SUBJECT LEARNING OUTCOMES [SLOs]:**

This will ensure them to discover clear impression about the subject and able to attain by

1. Learning basic garment parts such as various types of sleeves, collars and pockets pattern design and the development from the standard draft.
2. Learn to describe the general principles of pattern development of skirts and frocks.
3. Understanding and use of the Drafting and fitting Techniques, layout and estimation on various types of fabric.

S.NO.	CONTENTS	HOURS
1.	<b>SLEEVES</b> 1.1. Sleeves-Set – in, Puff sleeve, Bell sleeve, Petal sleeve, Bishop sleeve, Leg-o-Mutton sleeve, Raglan sleeve, Kimono sleeve	10
2.	<b>COLLARS</b> 2..1 Peter Pan collar, Sailor collar, Stand collar, Stand Tie collar, Convertible collar, Shirt collar, Shawl collar Lapel collar	10
3.	<b>POCKETS</b> 3.1 Patch pocket, In-seam pocket, Cut pocket	10
4.	<b>SKIRTS</b> 4.1- A- Line skirt, Straight skirt, Half-Circular skirt, Full Circular skirt	15
5.	<b>BASIC FROCKS</b> 5.1. Straight frock, A- Line frock, Semi-Circular frock, Full Circular frock	15

**REFERENCE BOOKS**

1. Cutting & Tailoring Part – 1- 2 Ishwari & Anwani
2. Pattern Making for Fashion Design by Helen Joseph Armstrong
3. Zarapkar System of Cutting Zarapkar
4. Basic Pattern Skills for Fashion Design by Bernard Zamkoff
5. Readers Digest- Complete Guide of Sewing. The Readers Digest Association Ltd. London







FASHION DRAWING AND ILLUSTRATION I

CREDIT: 3 MAX  
L-0+T-0+P-6

MARKS: IA-60 ETE-40  
END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

This subject is designed to develop the skill of fashion drawing to visualize and analyse, observe and communicate ideas and concepts. A fashion sketch consists of the figurative fashion drawing of a slightly exaggerated, idealized and stylized human figure, along with the clothes and accessories adorning it. The key to great illustrations for fashion design lies in a good knowledge of the human physique and the mastery of various drawing techniques. The observation and study of the human body is vital to every fashion designer, the delicate curves and structures are the origin of all apparel and the perfect setting and surroundings to present them.

**SUBJECT LEARNING OUTCOMES [SLOS]:**

After completing this subject, the learner will be able to:

1. Drawing the fashion figure and communicate apparel design details using a variety of media.
2. Able to illustrate all sorts of poses, stands and materials.
3. Fashion sketching helps in experimentation and refining the drawing abilities, knowledge of basic figures.
4. Introduction to various medium for stylization of croquis.
5. To illustrate texture and design on fabrics.
6. To develop the ability to render fabric movement, fabric draping and light reflection by using the appropriate mediums for each garment.
7. The anatomy of arms, legs, faces, eyes etc.
8. Light & shadow, different angles, different drapes inspiration.

S.NO.	CONTENTS	HOURS
1.	<b>RENDERING OF PRINTS INTO FLAT ILLUSTRATION WITH USE OF DIFFERENT COLOUR MEDIUMS</b> Rendering prints with different colour mediums as per the requirement, Study in pencil with light and shade of different types of folds and gathers; use of different colour mediums- shading pencils, oil and dry pastels, pencil colours and steadtlers, water and poster colours, charcoal pencil, waterproof inks & innovative colour mediums	20
2.	<b>STUDY OF HUMAN ANATOMY IN RELATION TO FASHION PROPORTIONS</b> Introduction to the basic 8 head figures and then the 10 Head figures - drawing through observation	10
3.	<b>SKETCHING OF BLOCK AND FLESH FIGURES (FEMALE)</b> Front view, Back view, 3/4th view, and Side view	10
4.	<b>TILTED FIGURES (FEMALE) &amp; MOVEMENT FASHION FIGURES (FEMALE)</b> The basic block and flesh figures, sketching of nude figures with pencil- front pose, back pose, one fourth turned, half turned, three- fourth turned etc, Concept of movement in figures- Arms and legs.	10





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5.	<b>SKETCHING OF BLOCK AND FLESH FIGURES (FEMALE)</b> Drawing of various facial features & hairstyles in relation to garments	10
6.	<b>DETAILED DRAWING OF BASIC STYLES</b> Styles of necklines and collars; sleeves, silhouettes; skirts and trousers; yokes & waistlines and its details; tucks, frills and pleats; cuffs and construction; pockets; neckwear; seams, finishes and fastenings.	15
7.	<b>INTRODUCTION TO GARMENT DRAWING</b> Drawing of basic tops, skirts, dresses, lingerie, coats, and waistcoats	15

**REFERENCE BOOKS**

1. Fashion Design Illustrations Ritu
2. Foundation in fashion design and illustration Julian Seaman
3. Fashion Illustration Techniques Zeshu Takamura

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COMPUTER APPLICATION I

CREDIT: 3 MAX

L-0+T-0+P-6

MARKS: IA-60 & ETE-40

END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

A computer is a programmable electronic device that takes data, perform instructed arithmetic and logical operations, and gives the output. The essential part of our lives, we must know about the basic computer introduction. A computer is a device that accepts information (in the form of digitalized data) and manipulates it for some result based on a program, software, or sequence of instructions on how the data is to be processed. Use of Computer is increasing for precise and speedy work, so it is useful to provide computer knowledge to the students. The course content is designed to give an overview and understand working of computer components and Operating System. The course also focuses on basic application Software for office automation.

**SUBJECT LEARNING OUTCOMES (SLOS)**

After studying the subject, the students will be able to

1. Computer education is essential because it gives the skills to think critically and solve problems as well as preparing them for a digital future.
2. Appreciate the role of Computer Technology, more specifically computer hardware, software and its application in the present social and economic scenario.
3. Computers are used actively in education to improve the quality and learning outcomes.
4. . Student can use audio, video and graphics aids through computer to prepare lesson plans. The use of Microsoft Power Point to prepare and deliver electronic presentations to the audiences is a very good aspect of interactive pedagogy.
5. These electronic presentations will be displayed on multimedia projectors in the classrooms where everyone will be engaged in the modern teaching methodology. This will be interesting and easy to learn by the students.
6. These presentations save a lot of efforts and time and ensure increase productivity in the overall classroom management.
- 7.

S.NO.	CONTENTS	HOURS
1.	<b>OVERVIEW OF THE WORKING OF A COMPUTER</b> Basic concepts in stored program execution, Input, output, storage devices, RAMS, ROM etc	15
2.	<b>HISTORY OF COMPUTERS AND ITS EMERGENCE</b> Includes Emergence of computers, generation of computers, classification of computers etc.	15
3.	<b>MS OFFICE: MS WORD AND EXCEL</b> Working knowledge of Microsoft Word & Excel	30
4.	<b>MS OFFICE: MICROSOFT POWERPOINT</b> Working knowledge of PowerPoint and learn making presentation in PPT	30



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**REFERENCE BOOKS**

1. Computer Fundamentals P.K. Sinha and P. Sinha, BPB publication.
2. Data Communications and Networking Forouzan TMH
3. Internet for Everyone Alexis Leon & Mathews Leon, Vikas Publishing House, New Delhi.

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SURFACE ORNAMENTATION I

CREDIT: 2 MAX  
L-0+T-0+P-4

MARKS: IA-60 ETE-40  
END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

Embroidery, the one of the surface ornamentation techniques gives creative, decorative and ornamental effect on the different fabric surfaces such as woven, knitted, nonwoven and mesh and even the student learns variety of stitches and can adorn a costume with the application of various stitches. It gives knowledge about appropriate tools, equipment and suitable fabrics for embroidery to create designs through various transferring methods.

**SUBJECT LEARNING OUTCOMES (SLOS)**

After completing this subject, the learner will be able to: -

1. Gain first hand practical knowledge about basic hand embroidery stitches such as working direction, starting, and ending method, transferring method, appropriate selection of needle and thread, motifs, placement of motifs to create pattern etc.
2. Acquire knowledge about techniques, tools, equipment used for surface ornamentation.
3. Selection and ideal use of various stitches of motifs arranged pattern.

S.NO.	CONTENTS	HOURS
1.	<b>STUDY OF BASIC HAND EMBROIDERY STITCHES:</b> <b>OUTLINE STITCHES</b> Running stitch, Holbein stitch, Chain stitch, Stem stitch, Back stitch, Split stitch, Scroll stitch, Couching stitch, Pekinese stitch, Trailing stitch, Back stitch-whipped	15
2.	<b>LOOPED STITCHES</b> Blanket stitch, Buttonhole stitch, Feather stitch, Fly stitch, Ox-head stitch, Wheat ear stitch, Cable chain stitch, Rosette chain stitch, Closed Buttonhole stitch, Knotted buttonhole stitch, Lazy daisy stitch, Chain stitch-laced, Twisted chain stitch	15
3.	<b>FLAT STITCHES</b> Straight stitch, Satin stitch, Long & short stitch, Fish bone stitch, Leaf stitch, Flat stitch, Cretan stitch, Herring bone stitch, Cross stitch, Seed stitch, Chevron stitch, Double back stitch, VanDyke stitch, Surface Satin stitch, Bundle stitch, Rumanian stitch, Bokhara couching stitch	15
4.	<b>KNOTTED STITCHES</b> French knot stitch, Bullion stitch, Double knot stitch, Spanish Knotted feather stitch, Danish knot stitch, Coral stitch, Peking knot stitch, Knotted chain stitch	15



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**REFERENCE BOOKS:**

1. Embroidery by Ksenia Marko
2. Teaching Needle Craft by Wan Nostrand Rembold Co.
3. Embroidered Textile by Thomas Hudson Ltd. London
4. Beginner's Guide to Crewel Embroidery by Jane Rainbow
5. The Encyclopaedia of Embroidery Techniques by Pauline Brown
6. Encyclopaedia of Needlework Therese de Dillmont

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**I YEAR II SEMESTER BACHELORS OF FASHION AND  
APPAREL DESIGN**

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FUNDAMENTAL OF TEXTILES II

CREDIT: 2 MAX

L-2+T-0+P-0

SUBJECT OBJECTIVES

MARKS: IA-30 ETE-70

END TERM EXAM: 3 HOURS

Provides a broad overview of textile fabrics and their components- fibres and yarns and how fibres, yarns and fabrics are constructed or produced and processed. It explains the principles formation, details the basic constructions and related terminology of woven, knitted, and nonwoven fabrics. Yarn technology deals with the manufacture of various types of yarns consisting of different fibres and fibre arrangements, and the properties of these yarns. The fundamentals of yarn technology cover basic topics on yarn count, twist, yarn structures, and yarn types.

**SUBJECT LEARNING OUTCOMES (SLOs)**

After studying the learner will gain a positive impact related to:

1. To understand, develop and apply the major concept related to textile yarn in clothing construction.
2. Obtaining the knowledge related to characteristic of yarn, spinning processes given, types of yarn simple, complex and textured yarn.
3. To identify the basic components fibre and yarn of fabric and their application.
4. To create a broad awareness of textile yarn uses in apparel, home and commercial furnishings and industry.

S.NO.	CONTENTS	HOURS
1.	<b>INTRODUCTION TO TEXTILE YARN</b> Introduction, Classification of textiles yarns based on structure and end use, Brief description of ring spinning process, open end spinning Introduction to texturing.	5
2.	<b>SPUN YARNS</b> Appearance, properties, and end use of various spun yarn: Ring, Rotor, friction, Ply yarn, Sewing threads: Types, construction, and properties of various sewing threads.	10
3.	<b>NOVELTY YARNS</b> Introduction, appearance, properties and end use of core spun yarn, Multifilament yarns, textured yarn Fancy Yarns-Crepe yarn, Slub yarn, spiral yarn, snarl yarn, chenille yarn, Boucle yarn, gimp yarn and loop yarns, Melange yarn	10
4.	<b>YARNS CHARACTERIZATION</b> Yarn linear density: Direct and Indirect system of yarn count system Ticket Number of sewing threads Yarn twist; direction of twist, amount of twist and its effect on fabric, yarn size.	5

**REFERENCE BOOKS**

1. Textiles: Fibre to Fabric by Bernard P. Corbman
2. Essentials of Textiles by Hollen and Saddler
3. Textile Science by E.P.G. Gohl and L.D. Vilensky



**BASICS AND HISTORY OF FASHION II**

CREDIT: 2 MAX

L-2+T-0+P-0

SUBJECT OBJECTIVES

MARKS: IA-30 ETE-70

END TERM EXAM: 3 HOURS

Indian traditional textile and costumes and clothing periods of various era which elaborates a wide range of variety of fabrics. The objective behind this subject is to know different variety of traditional costumes, fabrics and get help from some of the oldest textiles to reform that art on the hand learning about the fashion which has intensity, vigour, energy, and motion. In the changing world of fashion, it explains how fashion evolves and changes and also about its emerging environment.

**SUBJECT LEARNING OUTCOMES (SLOs)**

After studying the learner will gain a positive impact related to:

1. Understanding in a very systematic way, about the various types of traditional Indian textiles and costumes according to zone and the clothing period eras in detail which is the successful characteristic of visual perception.
2. Acquires knowledge about the elements of design, the basic building blocks of any piece of art, and can be thought of as the ingredients used in visual presentation and the principles as the recipe for a good work of art.
3. Learn about the contemporary textiles and costumes which reflect their spirit, consciousness, and the vibrancy of the society in which they live. The preservation, revival and study of the best of the textiles and costumes are necessary to provide a guide to good craftsmanship.
4. It also explains the principles around which fashion revolves and the role that economic, sociological, and psychological elements play in the cyclical nature of fashion. It also covers the business scope of the industry including growth and expansion.

S.NO.	CONTENTS	HOURS
1.	<b>CLOTHING PERIODS -1</b> 1.1 Renaissance era 1.2 Grecian era 1.3 Victorian era	5
2.	<b>CLOTHING PERIODS -2</b> 2.1 Roman or Byzantine era 2.2 Egyptian era	10
3.	<b>TRADITIONAL INDIAN COSTUMES OF INDIA</b> 3.1 West zone 3.2 East zone 3.3 Central	10
4.	<b>ENVIRONMENT OF FASHION</b> 4.1 Market Segmentation 4.2 Economic Environment 4.3 Sociological Environment 4.4 Psychological Environment	5



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REFERENCE BOOKS

1. Individuality a guide for the consumers by Mary Kefgen and Phyllis Touchie- Specht
2. Ancient Indian Costumes by Roshan Alkazi
3. Indian Textiles and Clothing by Dr.. Bhau Daji

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**BASICS OF APPAREL MAKING I**

CREDIT: 2 MAX

L-0+T-0+P-4

MARKS: IA-60 & ETE-40  
END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

In sewing and fashion design, a pattern is an original garment templates from which other garments of a similar style are copied, traced, cut and assembled to convert into three-dimension form. Pattern development is used for preliminary patterns drafting and development of the final pattern for sewing. Geometrical approximation of the garment is achieved by reshaping the surfaces of the flat pattern. trying mathematically to rectify and overcome the problems occurring in fitting of the individual garment.

**SUBJECT LEARNING OUTCOMES [SLOs]:**

This will ensure them to discover clear impression about the subject and able to attain by

1. Learning basic garment pattern design and the development of dresses without waistline for the standard figure.
2. Learn to describe the general principles of pattern development and stitching of torso of child's bodice block.
3. Understanding and use of the Drafting, sewing and fitting techniques, layout and estimation on various types of fabric.

S.NO.	CONTENTS	HOURS
1.	<b>PATTERNS OF CHILDS BODICE BLOCK- Torso draft</b> 1.1 Combined bodice and skirt to produce torso draft 1.2 Torso Front and Torso Back	10
2.	<b>PATTERNS OF DRESSES WITHOUT WAISTLINE SEAMS</b> 2.1 Close fitting dress block (Sheath silhouette) 2.2 Semi fitted dress block (Shift silhouette) 2.3 Straight line dress block (Box fitting silhouette)	10
3.	<b>PATTERNS FOR DRESSES OF CHILDREN</b> Estimation and Layout cutting of all the garments: 4.1 Yoke Jhabla 4.2 Frock- Panelled 4.3 Night Suit 4.4 Jump Suit 4.5 Dungaree	40

**REFERENCE BOOKS**

1. Cutting & Tailoring Part – 1- 2 Ishwari & Anwani
2. Pattern Making for Fashion Design by Helen Joseph Armstrong
3. Zarpkar System of Cutting Zarpkar
4. Basic Pattern Skills for Fashion Design by Bernard Zamkoff
5. Readers Digest- Complete Guide of Sewing. The Readers Digest Association Ltd. London





DRAFTING AND PATTERN MAKING II

CREDIT: 2 MAX  
L-0+T-0+P-4

MARKS: IA-60 & ETE-40  
END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

In sewing and fashion design, a pattern is an original garment templates from which other garments of a similar style are copied, traced, cut and assembled to convert into three-dimension form. Pattern development is used for preliminary patterns drafting and development of the final pattern. Manipulating darts is one of the most creative ways to develop sewing patterns, or even get creative with patterns. Geometrical approximation of the garment is achieved by reshaping the surfaces of the flat pattern. trying mathematically to rectify and overcome the problems occurring in fitting of the individual garment.

**SUBJECT LEARNING OUTCOMES [SLOs]:**

This will ensure them to discover clear impression about the subject and able to attain by

1. Learning basic garment pattern design and the development of dresses without waistline for the standard figure.
2. Learn to describe the general principles of pattern development and torso draft of child's bodice block.
3. Understanding and use of the Drafting and fitting Techniques, dart manipulation suppression methods etc. layout and estimation on various types of fabric.

S.NO.	CONTENTS	HOURS
1.	<b>PATTERNS OF CHILDS BODICE BLOCK- Torso draft</b> 1.1 Combined bodice and skirt to produce torso draft 1.2 Torso Front and Torso Back	10
2.	<b>PATTERNS OF DRESSES WITHOUT WAISTLINE SEAMS</b> 2.1 Close fitting dress block (Sheath silhouette) 2.2 Semi fitted dress block (Shift silhouette) 2.3 Straight line dress block (Box fitting silhouette)	10
3.	<b>DART MANIPULATION AND YOKES</b> 3.1 Other forms of suppression dart folds, dart tucks, gathers, pleats, flares etc. 3.2 Development of styles through dart manipulation 3.3 Connecting darts to create seam lines e.g. princess line and other style developments. 3.4 Shoulder, midriff & hip yoke	15
4.	<b>PATTERNS FOR DRESSES OF CHILDREN</b> Estimation and Layout cutting of all the garments: 4.1 Yoke Jhabla 4.2 Frock- Panelled 4.3 Night Suit 4.4 Jump Suit 4.5 Dungaree	25



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**REFERENCE BOOKS**

1. Cutting & Tailoring Part – 1- 2 Ishwari & Anwani
2. Pattern Making for Fashion Design by Helen Joseph Armstrong
3. Zarpkar System of Cutting Zarpkar
4. Basic Pattern Skills for Fashion Design by Bernard Zamkoff
5. Readers Digest- Complete Guide of Sewing. The Readers Digest Association Ltd. London

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**FASHION DRAWING AND ILLUSTRATION II**

CREDIT: 3 MAX

L-0+T-0+P-6

SUBJECT OBJECTIVES

MARKS: IA-60 ETE:40

END TERM EXAM: 3 HOURS

This subject is designed to develop the skill of fashion drawing to visualize and analyse, observe and communicate ideas and concepts. A fashion sketch consists of the figurative fashion drawing of a slightly exaggerated, idealized and stylized human figure, along with the clothes and accessories adorning it. The key to great illustrations for fashion design lies in a good knowledge of the human physique and the mastery of various drawing techniques. The observation and study of the human body is vital to every fashion designer, the delicate curves and structures are the origin of all apparel and the perfect setting and surroundings to present them.

**SUBJECT LEARNING OUTCOMES [SLOS]:**

After completing this subject, the learner will be able to:

1. Drawing the male fashion figure and communicate apparel design details using a variety of media.
2. Able to illustrate all sorts of poses, stands and materials of male figure.
3. Fashion sketching helps in experimentation and refining the drawing abilities, knowledge of basic figures.
4. Introduction to various medium for stylization of male croquis.
5. Illustrate texture and design on fabrics.
6. Develop the ability to render fabric movement, fabric draping and light reflection by using the appropriate mediums for each garment.
7. The anatomy of arms, legs, faces, eyes etc.
8. Light & shadow, different angles, different drapes inspiration.

S.NO.	CONTENTS	HOURS
1.	<b>QUICK SKETCHES</b> Quick Sketches of Models in Pencil Shading and Black Ink	10
2.	<b>DRAWING WITH VARIOUS POSTURES</b> Drawing various postures-S, X & T poses, and their suitability to the garment	10
3.	<b>DRAPING OF DIFFERENT TYPES OF GARMENTS ON VARYING SILHOUETTES</b> Draping of casual and formal dresses using various silhouettes like triangular, inverted triangular, bouffant, square or rectangular	10
4.	<b>USE OF TEXTURES &amp; COLOUR MEDIUMS</b> Use of textures and its use in illustrating different fashion garments such as Silk, Satin, Cottons, Denims, Chiffons, Crepes, Georgettes, Organza, Jute, Wool, Leather etc. Different dresses using different colour mediums – pencil colours, steadlers, water and poster colours, dry and oil pastels, waterproof inks, colour pens and charcoal pencils.	20
5.	<b>SKETCHING OF BLOCK AND FLESH FIGURES OF MALE</b> Front view, Back view, three fourth view and Side view	10



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6.	<b>MALE TILTED FIGURES</b> Basic block and flesh figures, Sketching of male figures with pencil- front pose, back pose, one fourth turned, half turned , three- fourth turned etc.	10
7.	<b>DRAPING OF CLOTHES ON MALE FIGURES</b> Draping of clothes on male figures in various postures.	20

**REFERENCE BOOKS**

1. Innovative fashion sketching by Gersten Rita,
2. Model drawing Abling Bina,
3. Pepin Press, Figure Drawing for Fashion Design- Pepin Press
4. Rendering with Pen & Ink by Hudson Thames
5. Fashion Drawing in Vogue by William Packers
6. Advanced Fashion sketch book by Abling Bina

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**COMPUTER APPLICATION II**

CREDIT: 3 MAX  
L-0+T-0+P-6

MARKS: IA-60 & ETE-40  
END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

Development of today's digital technology, the digital Fashion Illustration is changing the traditional way of fashion illustration creation with its innovative attitude. This course will help students to create digital fashion illustrations. The digital fashion illustration helps designers to create new concepts by introducing their unique and authentic ideas practically. This gives life to new fashion trends. To develop digital fashion illustrations Corel draw is the most popular vector design software in the professional computer-aided fashion design industry. It allows the designer to update, reproduce & edit visual information very easily & quickly.

**SUBJECT LEARNING OUTCOMES (SLOS)**

After completing this subject, the learner will be able to:

1. Learn Technical and stylized drawings and understand its application in Fashion Illustrations & Presentation Techniques.
2. Develop the skill of digital fashion illustrations, to visualize and analyse, observe and communicate ideas and concepts.
3. Acquire Knowledge of figure drawing and rendering techniques through Corel DRAW 4.
4. Understand the concept of range development.

S.NO.	CONTENTS	HOURS
1.	<b>DESIGN SOFTWARE- COREL DRAW</b> Introduction to the design software, tool introduction and its usage	10
2.	<b>INTRODUCTION TO TOOL BAR AND ITS USAGE</b> Functions of tools and its usage	10
3.	<b>FIGURE DRAWING</b> Block figure and Flesh figure	20
4.	<b>WORKING WITH LAYOUTS</b> Creating Backgrounds, importing images, creating texts etc.	20
5.	<b>CREATING PRINTS AND TEXTURES</b> Creating motifs, mesh with colour, using brushes, fills, outlines etc.	20
6.	<b>DRAPING AND RENDERING</b> To render the developed print on draped fashion croqui	10

**REFERENCE BOOKS**

- 1 Computer Fundamentals P.K. Sinha and P. Sinha, BPB publication.
2. Data Communications and Networking Forouzan TMH
3. Internet for Everyone Alexis Leon & Mathews Leon, Vikas Publishing House, New Delhi.
- Corel DRAW by Ramesh Bangia
4. Computer Aided Drafting and Design- Concept and Application by Veisinet DD
5. CAD for Fashion Design by Rene Weiss Chase 1997
6. CAD in Clothing and Textiles by Winfred Aldrich

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SURFACE ORNAMENTATION II

CREDIT: 2 MAX  
L-0+T-0+P-4

MARKS: IA-60 ETE-40  
END TERM EXAM: 3 HOURS

**SUBJECT OBJECTIVES**

Embroidery, the one of the surface ornamentation or embellishment techniques gives creative, decorative, and ornamental effect on fabric surface. The student learns variety and basics of stitches and can adorn a costume with the application. It gives knowledge about appropriate tools, equipment, and suitable fabrics for embroidery to create designs through various transferring methods to create fascinating designs. Embroidery can also be defined as an art of using stitches as an adorning feature by embellishing fabric or other material with designs, stitches in strands of threads on yarn using a needle a craft of enhancing fabric. Embroidery can be classified according to what degree the design considers the nature of the base material and by the relationship of stitch placement to the fabric.

**SUBJECT LEARNING OUTCOMES (SLOS)**

After completing this subject, the learner will be able to: -

1. Enhancing practical knowledge about related traditional and typical embroideries.
2. Acquire knowledge about methods, techniques and various tools, equipment used for traditional and typical embroideries.
3. Suggest motifs and pattern ideal stitches used in traditional and typical embroideries.

S.NO.	CONTENTS	HOURS
1.	PREPARE A SAMPLE OF THE FOLLOWING TRADITIONAL EMBROIDERIES OF INDIA Brief knowledge of the Embroidery such as Introduction, origin, material used, transferring method, techniques and uses. NORTH ZONE – 2.1 Kashidakari of Jammu and Kashmir 2.2 Chamba Rumal of Himachal Pradesh 2.3 Phulkari of Punjab- Bagh Phulkari, Chope Phulkari, Sanchi Phulkari, Shishedar Phulkari 2.4 Chikankari of Lucknow – Shadow with Jalli work, Applique Chikankari	30
2.	PREPARE A SAMPLE OF THE FOLLOWING TYPICAL EMBROIDERIES Brief knowledge of the Embroidery such as Introduction, origin, material used, transferring method, techniques and uses. 1.1 White Work - Cut work, Drawn thread work, Drawn or Pulled work, Shadow work, Swiss Embroidery 1.2 Ribbon Work	30

**REFERENCE BOOKS:**

1. Embroidery by Ksenia Marko
2. Teaching Needle Craft by Wan Nostrand Rembold Co.
3. Embroidered Textile by Thomas Hudson Ltd. London
4. Beginner's Guide to Silk Ribbon Ann Cox
5. Paisleys by R.M. Lehri

P. K. S. /  
26/4/2024



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6. Phulkari from Punjab Anu by H. Gupta & Shalina Mehta
7. Needle Lore
8. The Encyclopaedia of Embroidery Techniques by Pauline Brown
9. Encyclopaedia of Needlework Therese de Dillmont
10. Beginner's Guide to Silk Ribbon Ann

P. Devi

06/4/2024

