

# **BACHELOR OF FASHION TECHNOLOGY**

# PROGRAMME OUTCOME

**PO 1: Socialization:** To accomplish with a positive response to socialization.

**PO 2: Holistic Development:** To acquire all round development through diverse academic and non-academic activities.

**PO 3: Creativity:** To expand the mental horizon of the student community with innovative programs and projects.

**PO 4: Entrepreneurship:** To reach out to the domain of entrepreneurship by means of multi-disciplinary learning.

**PO 5: Moral and Social Values:** To mold one intellectually strong, physically fit, morally upright and spiritually inspired, imbibing the spirit of social values & professional ethics.

## **PROGRAMME SPECIFIC OUTCOMES**

**PSO 1:** Equips students to pursue a wide range of career prospects as designers in apparel manufacturing, merchandising, marketing management, quality assurance, production planning & control and product engineering.

**PSO 2:** Improves student's entrepreneurial skills to set up their own manufacturing units and export start-ups.

**PSO 3:** Achieve proficiency in professional presentations and demonstrate ability to work with creative hand skills

**PSO 4:** Introduce the methods of garments construction which includes drafting, cutting and sewing of garments.

**PSO 5:** Explore the creative skills of learners and guide them to sketch and sew any styles of apparels.

# **COURSE OUTCOMES**

# Semester I

## **COURSE 1-1: FINE TUNE YOUR ENGLISH (T)**

- CO 1** Devise different parts of speech and elements of effective writing
- CO 2** Experiment with the key elements of English grammar and formal writing.
- CO 3** Prepare idiomatic language and appropriate words in communication.
- CO 4** Integrate academic writing skills in various fields.
- CO 5** Construct fine English usage avoiding the common errors

## **COURSE 1-2: FT1CRP01- INTRODUCTION TO FASHION ART [P]**

- CO 1** To introduce the basic steps to drawing and sketching techniques
- CO 2** Connect and understand the Mediums and basics of Art
- CO 3** Introducing the fundamentals of fashion drawing
- CO 4** To know the face drawing techniques & facial features
- CO 5** To understand & analyse the body proportions, balance & movements

## **COURSE 1-3: FT1CRP02- SEWING FUNDAMENTALS [P]**

- CO 1** To introduce about basics of Sewing machine & its parts.
- CO 2** Develop excellence in knowing types of needles and threads.
- CO 3** Construct basic hand stitches and their classifications
- CO 4** Develop different types of seams & Seam finishes
- CO 5** Develop hem Finishes & fullness

## **COURSE 1-4: FT1CRP03 - SURFACE ORNAMENTATION [P]**

- CO 1** Create knowledge about the basic tools used for embroidery
- CO 2** Formulate basic skills to incorporate different hand stitches
- CO 3** Asses the styles of traditional embroidery and design the concept.
- CO 4** Construct designs on the basis of smoking , quilting etc.
- CO 5** Adopt printing techniques to compose in fabric.

### **COURSE 1-5: FT1CMT04- TEXTILE SCIENCE [T]**

- CO 1** To gain knowledge about textile fibers and their properties, identification and uses
- CO 2** To develop knowledge about yarn formation, their characteristics and various kind of yarns and their uses.
- CO 3** To develop an understanding about various kinds of fabrics, their structure and the utility.
- CO 4** To gain knowledge about the type of finishes given to textiles.
- CO 5** To impart knowledge about textile dyeing and printing.

### **COURSE 1-6: FT1CMT05 - INTRODUCTION TO FASHION BUSINESS [T]**

- CO 1** Formulate basic knowledge on fashion terms and terminologies.
- CO 2** To introduce students to growth of fashion industry and also to familiarize students with all major international and Indian Fashion designers and their styles of work.
- CO 3** Develop knowledge on fashion centers and seasons.
- CO 4** To be aware about various organizations involved in fashion business
- CO 5** Attain improvement in gaining knowledge on fashion accessories.

## **Semester II**

### **COURSE 2-1: ISSUES THAT MATTER [T]**

- CO 1** Perceive some of the significant cultural crisis the world faces.
- CO 2** Assess the consequences of war, freedom of expression, cultural encroachments on minority identities, extinction of species and condition of refugees.
- CO 3** Evaluate how contemporary issues are dealt with in articles, memoirs, short stories and poems.
- CO 4** Critique the voices of dissent in literature and develop critical opinions.
- CO 5** Create a more imaginative and impactful writing stimulated by various works of eminent writers.

### **COURSE 2-2: FT2CRP06 -ELEMENTS OF FASHION AND ADVANCED DRAWING [P]**

- CO 1** Adapt professional fashion poses and faces.
- CO 2** Create various fashion hairstyles and footwear's.
- CO 3** Create knowledge on principles of draping garments on croqui.
- CO 4** Construct lingerie drawings on fashion figures.
- CO 5** Examine fashion construction in detail

### **COURSE 2-3:FT2CRP07- GARMENT CONSTRUCTION [P]**

- CO 1** To teach students the construction methods of different neck lines.
- CO 2** Construct various forms of Plackets.
- CO 3** Explain about the different types of Sleeves.
- CO 4** Define the garment finishing.
- CO 5** To identify the components in garment construction.

### **COURSE 2-4:FT2CRP08- FUNDAMENTALS OF FLAT PATTERN MAKING [P]**

- CO 1** Define and acquaint the students with the importance of taking body measurements and size chart.
- CO 2** To understand the language of pattern making and develop the ability to create designs through the flat pattern method.
- CO 3** Classify and gain knowledge about drafting sleeves and its variations.
- CO 4** To enable the students to draft basic skirt block.

### **COURSE 2-5:FT2CRT09- ELEMENTS OF DESIGN AND ITS APPLICATION [T]**

- CO 1** To familiarize students with the design elements and principles and its application in fashion designing
- CO 2** To familiarize students with type of silhouettes, texture and its selection and combination in clothing.
- CO 3** To expertise the learners about color theory and its application in clothing.  
To induce an organized methodology in developing a successful collection.
- CO 4** To familiarize the students about the trimmings used in apparels.

### **COURSE 2-6:FT2CMT10- TRADITIONAL INDIAN TEXTILES AND COSTUMES [T]**

- CO 1** To introduce the history of Indian Textile production
- CO 2** Attain knowledge on the different textiles of Western & Southern parts of India
- CO 3** Route the details on the different textiles of Western & Southern parts of India
- CO 4** Provide knowledge on the historic clothing & accessories of Ancient India
- CO 5** To know the Indian Costumes & accessories of different eras

# Semester III

## **COURSE 3-1: FT3CRP11-FASHION STYLIZATION AND DESIGNING [P]**

- CO 1** To introduce the Stylization of Croquis & its importance
- CO 2** Find the use of different papers & mediums for fashion Stylization
- CO 3** Introducing & developing Print patterns & Print renderings
- CO 4** To develop different fabric textures & fabric rendering

## **COURSE 3-2: FT3CRP12-ADVANCED GARMENT CONSTRUCTION [P]**

- CO 1** To gain the knowledge about the Basic garment Techniques.
- CO 2** Explain about the Fundamental components of Garment construction.
- CO 3** To teach students various techniques and application of fasteners, zippers etc.
- CO 4** Construct various forms of Pockets
- CO 5** Gain advanced proficiency in Constructing various forms of Pockets

## **COURSE 3-3: FT3CRP13 -PATTERN MANIPULATION [P]**

- CO 1** To teach students more advanced methods of pattern making.
- CO 2** Classify and gain knowledge about drafting skirt and its variations.
- CO 3** Explain and they would have acquired knowledge on creation of pleats and godets.
- CO 4** Draft basic collar and its variations.
- CO 5** Attain proficiency in drafting trouser and its variations.

## **COURSE 3-4: FT3CRT14 – WORLD COSTUME [T]**

- CO 1** Give light to the very beginning of clothing development & body decorations
- CO 2** Costumes of Ancient Mesopotamian & Egyptian people
- CO 3** Information on Clothing & Accessories of Roman & Greek Cultures
- CO 4** Costumes & Clothing Styles of Early China, Japan & Byzantium
- CO 5** To put on the details on Costumes of Medieval times to the 20<sup>th</sup> Century

### **COURSE 3-5: FT3CRP15- WORLD ART APPRECIATION [P]**

- CO 1** Develop aesthetic judgement based on past art and culture.
- CO 2** Construct contemporary art designs inspired by art depiction through ages.
- CO 3** Examine the different styles of modern art.
- CO 4** Generate art works based on inspired artistic styles

### **COURSE 3-6:FT3CRP16- DRAPING [P]**

- CO 1** Create knowledge about principles and techniques in draping.
- CO 2** Generate observational skills and implement various techniques used.
- CO 3** Formulate basic skills to incorporate designs for draping.
- CO 4** Construct designs inspired by the techniques used in draping.
- CO 5** Construct a garment on the basis of the techniques observed.

### **COURSE 3-7:FT3CMT17- FASHION MARKETING [T]**

- CO 1** To gain knowledge on retailing and types of stores and ownership.
- CO 2** To develop an idea about the role of fashion buyer and type of sourcing method in retailing.
- CO 3** To introduce the aspects of Marketing, Marketing Calendar, Marketing Mix and strategy planning
- CO 4** To impart knowledge about Consumer behaviour, Customer profile, Market research and Visual Merchandising

# SEMESTER IV

## **COURSE 4-1: FT4CRP18- ADVANCED FASHION ILLUSTRATION [P]**

- CO 1** Introduction to Male figure & Fashion Croqui drawing
- CO 2** Development of Kids figure & stages of growth
- CO 3** Imparting flat sketches, its accuracy & its importance
- CO 4** To render women's wear with surface ornamentation techniques
- CO 5** To introduce inspirational collection & pre-collection planning

## **COURSE 4-2: FT4CRP19 - GARMENT ASSEMBLING [P]**

- CO 1** To create layout marking, spreading, cutting the fabric and finishing-trimming and ironing.
- CO 2** To enable the student to construct a Shirt.
- CO 3** To enable the students to construct a Trouser.
- CO 4** To enable the students to construct a Jacket
- CO 5** To teach various manufacturing methods of Indian Garments and construction of Salwar Kurtha, KalidarKurtha, Choli, and Churidhar.

## **COURSE 4-3:FT4CRP20- ADVANCED PATTERN MAKING AND GRADING [P]**

- CO 1** To enable the students about the types and methods of identifying added fullness.
- CO 2** To teach the foundation and types of Hoods and Capes.
- CO 3** To enable the students to create types of Front and Back Cowls.
- CO 4** To make student proficient at grading the pattern to different sizes using nested grading.
- CO 5** To teach industrial methods of pattern grading.

## **COURSE 4-4:FT4CRP21- COMPUTER GRAPHICS [P]**

- CO 1** Introduction to Microsoft Word
- CO 2** Working on Microsoft PowerPoint
- CO 3** Learning about the Internet
- CO 4** Familiarizing with Adobe Photoshop

## **COURSE 4-5: FT4CMT22- FUNDAMENTALS OF APPAREL PRODUCTION [T]**

- CO 1** Perceive knowledge about the clothing industry and its history.
- CO 2** Asses pre-production sampling process in the industry
- CO 3** Evaluate the production process in the industry.
- CO 4** Examine in detail about the sewing room techniques.
- CO 5** Familiarize with the functions and procedures within an apparel production unit.

## **COURSE 4-6: FT4CMT23- EXPORT MERCHANDISING [T]**

- CO 1** Develop knowledge on merchandising and communication skills.
- CO 2** Examine the organizational structure and functions of textile industry.
- CO 3** Explain the significance and process in textile industry.
- CO 4** Evaluate how showroom is organised and perceive the techniques.
- CO 5** Develop awareness in export trade.

# **Semester V**

## **COURSE 5-1: FT5CRP24- THEATRE COSTUME DESIGNING [P]**

- CO 1** Introduction to evolution of theatre costume.
- CO 2** Study and Develop Greek & Egyptian theatre.
- CO 3** Study and Develop Roman, Chinese, Japanese and 19thcentury.
- CO 4** Adapt the need theatre costume from that of everyday costume.
- CO 5** To enable the students to take up costume for the movie, theatre and advertisement industry.

## **COURSE 5-2:FT5CRP25 – KID’S WEAR AND MEN’S WEAR [P]**

- CO 1** Enable students to do the proper layout of paper drafts on the fabric and to make maximum usage of fabric with minimum wastage in kids wear collections.
- CO 2** Enable students to do the proper layout of paper drafts on the fabric and to make maximum usage of fabric with minimum wastage in men’s wear collections.
- CO 3** Teach students basic fundamentals of kid’s wear and men’s wear. The students are required to make a collection of any 3 garments in kid’s and men’s wear and make a presentation of it. And construct one complete garment for each.

### **COURSE 5-3: FT5CRT26 – SUSTAINABLE TEXTILES AND ENVIRONMENT [P]**

- CO 1** Perceive the need for public awareness in environmental issues and basic understanding on the concept of eco system.
- CO 2** Evaluate the biodiversity and its conservation and Design strategies to counter ecological and environmental problems
- CO 3** Determine the pollution problems related to the ecosystems.
- CO 4** To help the students in acquiring the basic knowledge about environment and the social norms that provides unity with environmental characteristics and create positive attitude about the environment.
- CO 5** Design and Plan strategies for preservation of human rights.

### **COURSE 5-4: FT5CMP27 -- TEXTILE DESIGN (P)**

- CO 1** Perceive basic layouts, motifs and styles.
- CO 2** Compose designs from exploring nature.
- CO 3** Adapt techniques of repeats and implement on nature designs.
- CO 4** Create thematic textile designs for kids, women and men.
- CO 5** Prepare design with colour way and colour wheel.

### **COURSE 5-5: FT5CMP28- COMPUTER AIDED TEXTILE DESIGNING (P)**

- CO 1** To Introduce learners to Motif designing
- CO 2** Formulate skill to develop motifs to layouts and patterns.
- CO 3** Create stripes & checks.
- CO 4** Develop skill about Construction methods of Dobby designing.
- CO 5** Experiment with Color combinations and color ways.

### **COURSE 5-6: PROMOTIONAL DESIGN(P) OPEN COURSE**

- CO 1** Understand elements and principles of design for print promotion and commercial gadgets.
- CO 2** Apply the design concepts and sketch for print promotion and commercial gadgets.
- CO 3** Learn the basics of digital software in creating print promotion and commercial gadgets.
- CO 4** Apply the digital software for creating the print promotion and commercial gadgets.
- CO 5** Create the print promotion and commercial gadgets for an event organised by the students and display their output.

# Semester VI

## **COURSE 6-1:FT6CRP30-FINAL COLLECTION [P]**

- CO 1** To develop creative design sensibilities in creating fashion ensembles
- CO 2** To find, analyze, reform, convert & translate- Creation of representation
- CO 3** To learn the process of thematic line development
- CO 4** To understand the exploration of a matter through the idea & its conceptualization
- CO 5** To introduce students as individual fashion designers

## **COURSE 6-2:FT6CRP31 - ACCESSORY DESIGNING [P]**

- CO 1** Develop knowledge about fashion accessories and types.
- CO 2** Construct fashion accessories thematically.
- CO 3** Create knowledge on the materials used and construct aesthetically.
- CO 4** Construct accessories with eco-friendly materials.
- CO 5** Develop a theme based accessory collection.

## **COURSE 6-3:FT6CRP32 - PORTFOLIO MAKING [P]**

- CO 1** Adapt their artistic abilities to support future careers.
- CO 2** Develop a systematic, critical approach to problem solving at all levels of the design process.
- CO 3** Articulate design ideas verbally, visually and digitally.

## **COURSE 6-4:FT6CRP33 -CRAFT DOCUMENTATION(P)**

- CO 1** Adapt a specific region and are required to study and document it.
- CO 2** Designed for students to create familiarity to crafts. Better understand the real working scenario of craft cultures.
- CO 3** To understand the core values, ethics related to craft and its artisans.
- CO 4** Derive and construct a garment.

## **COURSE 6-5:FT6CBP01- COMPUTER AIDED PATTERN MAKING AND GRADING [P]**

- CO 1** To teach the students basics of computerized pattern making and grading which is useful in industrial garment production.
- CO 2** To exhibit the software applications, digitizing and drafting basic pattern set.
- CO 3** Develop digitizing and drafting garments.
- CO 4** Formulate software applications, digitizing and grading system used in textile industries.

## **COURSE 6-6:FT6PRP35 – INTERNSHIP (PROJECT)**

- CO 1** To familiarize students with the different concepts and processes of the Apparel Industry.
- CO 2** To make students understand the relevance, specifications and importance of quality in apparel industries.
- CO 3** Introduce the basic concepts related to processing and production techniques of fibres, yarns, fabrics and other textiles products
- CO 4** To expose students to experience and gain knowledge about the work atmosphere on textile industry.