



Deccan Education Society's

Fergusson College (Autonomous), Pune-4

Department of FASHION TECHNOLOGY



**Deccan Education Society's
FERGUSSON COLLEGE (AUTONOMOUS),
PUNE**

**Syllabus
for
T. Y. B. Voc. (FASHION TECHNOLOGY)
[NEP 1.0]
(B.Voc. Semester-V and VI)**

**With Effect From
2025-2026**

Syllabi NEP 1.0 Implemented from Academic Year 2025-26

T.Y. BVoC Semester: V & VI

Program Outcomes (POs)

Program outcomes (POs) for B.Voc. Programme	
PO 1	Disciplinary Knowledge: (i) Demonstrate comprehensive knowledge of one or more discipline that form a part of an undergraduate B.Voc programme (ii) Execute strong theoretical and practical understanding generated from the chosen B.Voc programme.
PO 2	Critical Thinking and Problem solving: Exhibit the skill of critical Design thinking and use them to predict a range of creative solutions towards a Design problem, evaluate them and chose the most appropriate options.
PO 3	Social competence and Communication skills: (i) Exhibit thoughts and ideas effectively in writing and orally; communicate with others using appropriate media, build effective interactive and presenting skills to meet global competencies. (ii) Able to connect to people individually or in group settings.
PO 4	Research-Related Skills: (i) Demonstrate a sense of inquiry and capability for asking relevant/appropriate questions; ability to plan, execute and report the results of an experiment (ii) Employ knowledge of the avenues for research and higher academic achievements in the chosen field and allied subjects and aware about research ethics, intellectual property rights and issues of plagiarism.
PO 5	Personal and professional competence: (i) Able to actively work individually and participates in team activities and demonstrates co-operation. (ii) Integrate enthusiasm and commitment to improve personal and team performance levels and build skills to achieve the goals.
PO 6	Effective Citizenship and Ethics : Demonstrate empathetic social concern and equity centred national development; ability to act with an informed awareness of moral and ethical issues and commit to professional ethics and responsibility.
PO 7	Environment and Sustainability: Understand the impact of the scientific solutions in societal and environmental contexts and demonstrate the knowledge of, and need for sustainable development.
PO 8	Self-directed and Life-long learning: Acquire the ability to engage in independent and life-long learning in the broadest context of socio-technological changes.
PO 9	Trans-disciplinary research competence: Create new conceptual, theoretical, methodological innovations that integrates and transcend beyond discipline-specific approaches to address a common problem

Program Specific Outcomes (PSOs)

Program Specific Outcomes (PSOs) for B. Voc. Fashion Technology:	
PSO 1	Academic Competence i) Develop expertise in fashion design principles, garment construction, pattern making, and textile science , ensuring a strong theoretical and practical foundation . ii) Utilize advanced digital tools such as CAD software, 3D visualization, and fashion technology applications to enhance the design and production process . iii) Stay updated with global fashion trends, innovations, and sustainable design solutions to ensure alignment with international fashion industry standards . iv) Apply scientific and technical knowledge in fabric manipulation, dyeing techniques, and textile testing for enhanced product performance.
PSO 2	Personal & Professional Competence i) Cultivate critical thinking, problem-solving, and leadership skills to excel in fashion industry roles such as designers, merchandisers, and fashion technologists. ii) Develop strong communication and collaboration skills to effectively work with cross-functional teams, industry professionals, and clients . iii) Maintain high standards of ethics, professionalism, and sustainability , ensuring responsible decision-making in fashion production and business practices. iv) Adapt to the evolving industry landscape by integrating technology, AI-driven fashion solutions, and digital marketing strategies .
PSO 3	Research Competence i) Engage in trend analysis, consumer behavior studies, and market research to develop innovative and user-centered fashion solutions . ii) Conduct experimentation with textiles, sustainable materials, and smart fabrics , pushing the boundaries of fashion technology and functionality . iii) Analyze and document the impact of cultural influences, historical references, and sustainable practices on modern fashion. iv) Contribute to academic and industry research by publishing papers, presenting findings, and participating in fashion technology conferences and competitions .
PSO 4	Entrepreneurial & Social Competence i) Foster entrepreneurial thinking by developing business models, branding strategies, and retail innovations for independent fashion ventures. ii) Implement sustainable fashion initiatives , promoting ethical sourcing, upcycling, and zero-waste practices to reduce environmental impact. iii) Engage in community-driven projects by collaborating with artisans, NGOs, and ethical fashion brands to preserve heritage crafts and support fair trade . iv) Utilize digital commerce platforms and fashion tech startups to create new-age business solutions, expanding opportunities in the global fashion marketplace .

T.Y. B. Voc. NEP 1.0						
Semester	Paper	Paper Code	Title	Type	Credits	Exam Type
V	Major	BFT-301	VISUAL MERCHANDISING II	Theory	2	CE+ESE
		BFT-302	FASHION COMMUNICATION II	Theory	2	CE+ESE
		BFT-303	COSTUME DESIGN AND COSPLAY	Theory	2	CE+ESE
	Elective OR	BFT-304	SPECIALIZED FASHION COMMUNICATION I	Theory	2	CE+ESE
		BFT-305	COMPUTER-AIDED PATTERN MAKING AND DESIGNING I	Practical	2	CE+ESE
	Elective	BFT-306	SPECIALIZED FASHION VISUAL MERCHANDISING I	Theory	2	CE+ESE
		BFT-307	FASHION ILLUSTRATION AND PORTFOLIO DEVELOPMENT I	Practical	2	CE+ESE
	Major	BFT-311	SPECIALIZED PATTERN MAKING AND DRAPING I	Practical	2	CE+ESE
		BFT-312	SPECIALIZED GARMENT CONSTRUCTION I	Practical	2	CE+ESE
	VSC	BFT-331	MATERIAL ANALYSIS AND QUANTIFICATION	Theory	2	CE
	Minor	BFT-321	SOFT SKILLS	Practical	2	CE+ESE
		BFT-322	APPAREL DRAPING II	Practical	2	CE+ESE
	FP	BFT-345	FIELD PROJECT	Practical	2	CE
VI	Major	BFT-351	PRODUCT MANUFACTURING AND BUSINESS MANAGEMENT	Theory	2	CE+ESE
		BFT-352	FASHION COMMUNICATION III	Theory	2	CE+ESE
		BFT-353	FASHION ETHICS AND INTERVIEW TECHNIQUES	Theory	2	CE+ESE
	Elective	BFT-354	SPECIALIZED FASHION COMMUNICATION II	Theory	2	CE+ESE
		BFT-355	COMPUTER-AIDED PATTERN MAKING AND DESIGNING II	Practical	2	CE+ESE
		BFT-356	SPECIALIZED FASHION VISUAL MERCHANDISING II	Theory	2	CE+ESE
		BFT-357	FASHION ILLUSTRATION AND PORTFOLIO DEVELOPMENT II	Practical	2	CE+ESE
	Major	BFT-361	SPECIALIZED GARMENT CONSTRUCTION II	Practical	2	CE+ESE
		BFT-362	SPECIALIZED PATTERN MAKING AND DRAPING II	Practical	2	CE+ESE
	Minor	BFT-371	FASHION EVENT PLANNING AND MANAGEMENT	Theory	2	CE+ESE
		BFT-372	GARMENTS MAKING FOR GRADUATION FASHION SHOW	Practical	2	CE+ESE
	OJT	BFT-395	ON JOB TRAINING	Practical	4	CE

T. Y. B. Voc. Fashion Technology SEM V		
	BFT-301-Visual Merchandising II Major-Theory	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	discuss how it impacts consumer behavior.	2
CO2	demonstrate their ability to create effective visual displays	3
CO3	compare their effectiveness in different retail settings	4
CO4	plans that integrate multiple design elements, branding, and consumer psychology	5

**BFT-301-Visual Merchandising II
(Major- Theory)**

Unit No.	Title of Unit and Contents	No. of hours
1	Advanced Concepts of Visual Merchandising Evolution and trends in visual merchandising. Advanced visual merchandising principles: storytelling, sensory engagement, and interactivity. Role of visual merchandising in omnichannel retailing. Global visual merchandising practices and innovations	6
2	Advanced Window Display Techniques Conceptualization and planning of themed window displays. Technical considerations: lighting, props, and material selection. Seasonal and promotional window displays. Sustainability in window display design.	8
3	Space Planning and Layout Design Advanced floor plan designs: grid, loop, free-flow, and mixed layouts. Space zoning: hot and cold zones, focal points, and impulse zones. Traffic flow analysis and shopper navigation. Integration of digital and physical retail space	8
4	Advanced Use of Lighting and Color Psychology Types of lighting and their applications in visual merchandising. Color theory and its emotional/psychological impact on customers. Layering lighting for visual effects: accent, ambient, and task lighting.	8

Sr. No.	References
1.	Swati Bhalla & AnuraagSingha , Visual Merchandising
2.	Robert Colborne, Visual Merchandising: The Business of Merchandise Presentation
3.	Paul J. Russell, Field Visual Merchandising Strategy: Developing a National In-store Strategy Using a Merchandising Service Organization

	BFT-302-Fashion Communication II Major-Theory	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Remember the role of different communication channels in the fashion industry.	1
CO2	Explain the principles of effective communication in the context of fashion.	2
CO3	Apply principles of visual communication in creating fashion presentations.	3
CO4	Analyze fashion media coverage to evaluate its impact on brand image.	4

BFT-302-Fashion Communication II
(Major- Theory)

Unit No.	Title of Unit and Contents	No. of hours
I	Fashion Journalism Principles of journalism applied to fashion. Writing for fashion publications. Fashion reporting and criticism	6
II	Visual Communication in Fashion Understanding visual communication principles. Photography and styling for fashion. Graphic design for fashion media	6
III	Digital and Social Media in Fashion Impact of digital media on the fashion industry. Social media platforms and strategies. Content creation and management	6
IV	Fashion Public Relations Role of public relations in the fashion industry. Media relations and press releases. Event planning and management	6
V	Ethics and Diversity in Fashion Communication Ethical issues in fashion communication. Diversity and inclusivity in fashion media. Responsible fashion communication practices	6

Learning Resources- References

Sr. No.	References
1.	Fashion Marketing Communications, Gaynor Lea-Greenwood, by Wiley Blackwell (first published January 1st 2012)
2.	Uncovering Fashion: Fashion Communications Across the Media, Marian Frances Wolbers

	BFT-303-Costume Design and Cosplay Major-Theory	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Recall and list key concepts and principles of costume design	1
CO2	Explain the role of costume design in storytelling and character development. Describe the costume design process from concept to production.	2
CO3	Analyze characters and scripts to determine appropriate costume designs. Evaluate historical and cultural research for its impact on costume design decisions.	3
CO4	Evaluate the effectiveness of costume designs in conveying character traits and story themes. Critique costume designs based on historical accuracy, cultural sensitivity, and aesthetic appeal	4

BFT-303 -Costume Design and Cosplay
(Major- Theory)

Unit No.	Title of Unit and Contents	No. of hours
I	Introduction to Costume Design Role of costume design in theatre, film, and television. Overview of the costume design process. Key concepts and terminology Character Analysis and Research Analyzing characters to inform costume design. Historical and cultural research for period costumes. Creating character sketches and mood boards	6
II	Fabric Selection and Costume Construction Understanding different types of fabrics and their properties. Techniques for costume construction and sewing. Fabric manipulation and distressing for character authenticity Costume Rendering and Sketching Techniques for sketching costume designs. Rendering fabrics and textures Creating costume design presentations contexts in costume choices	6
III	Collaboration and Communication Working with directors, producers, and other designers. Communicating costume ideas and concepts effectively. Managing a costume design team Portfolio Development Selecting and organizing costume design work for portfolio. Creating a digital portfolio using industry-standard software. Presenting and showcasing portfolio to potential employers or clients.	6
IV	Professional Practices Understanding industry standards and expectations Networking and career development in costume design Resume writing and job search strategies Advanced Costume Design Techniques Creating costumes for fantasy and science fiction genres Designing costumes for specific body types and movement requirements. Incorporating special effects and technology into costume design	6

V	Critique and Feedback Providing and receiving constructive feedback on costume designs Evaluating the effectiveness of costume designs in storytelling Revising and refining costume designs based on feedback Ethics and Diversity in Costume Design Ethical considerations in costume design practices Promoting diversity and inclusivity in costume design Respecting cultural and historical	6
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Sr. No.	References
1.	The Costume Designer's Handbook: A Complete Guide for Amateur and Professional Costume Designers" by Rosemary Ingham and Liz Covey.
2.	"Costume Design" by Deborah Nadoolman Landis
3.	"Fashion Design Portfolio" by Anna Kiper
4.	Online resources and industry publications

	BFT-304-Specialized Fashion Communication I Elective-Theory	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Remember the role of different communication channels in the fashion industry.	1
CO2	Explain the principles of effective communication in the context of fashion with the help of fashion styling .	2
CO3	Apply principles of visual communication in creating fashion presentations using Photography	3
CO4	Analyze fashion media coverage to evaluate its impact on brand image.	4

**BFT-304-Specialized Fashion Communication I
(Elective- Theory)**

Unit. No.	Subject Name	No. of Lectures
Content	Students will learn and utilize the skills in Fashion Journalism, Photography, Styling, Makeup, and Fashion Relations in depth.	6
		8
		8
		7

Sr. No.	References
1.	Fashion Marketing Communications, Gaynor Lea-Greenwood, by Wiley Blackwell (first published January 1st 2012)
2.	Uncovering Fashion: Fashion Communications Across the Media, Marian Frances Wolbers

	BFT-305-Computer-Aided Pattern Making and Designing I Elective-Practical	
	Number of Credits: 02 No. of Hours:60	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Visualizing and applying basic drafting fundamentals.	1
CO2	Preparing and editing pattern drawings.	2
CO3	Calculating part features using math skills	3
CO4	Creating dress drafts and grading them.	4

**BFT-305-Computer-Aided Pattern Making and Designing I
(Elective-Practical)**

Unit No	Subject Name	No. of Lectures
Content	Students will utilize the software knowledge gained on pattern making and portfolio development	60

Sr. No.	References
1.	Various software manuals for pattern making and designing

	BFT-306-Specialized Fashion & Visual Merchandising I	
	Elective-Theory	
	Number of Credits: 02	
	No. of Hours:30	
Course Outcomes (COs) On completion of the course, the students will be able to:		Bloom's cognitive level
CO1	Discuss the impact of different layout designs on customer behavior.	1
CO2	Analyze traffic flow patterns in real-life retail settings.	2
CO3	Develop a floor plan incorporating advanced zoning and layout techniques.	3
CO4	Critique lighting and color schemes used in retail case studies.	4

BFT-306
SPECIALIZED FASHION & VISUAL MERCHANDISING I
(Elective-Theory)

Unit. No.	Title of Units and Content	No. of Lectures
Content	Students will apply their Visual Merchandising insights gained in further depth with field visits.	30

Sr. No.	References
1.	Swati Bhalla & AnuraagSingha , Visual Merchandising
2.	Robert Colborne, Visual Merchandising: The Business of Merchandise Presentation
3.	Paul J. Russell, Field Visual Merchandising Strategy: Developing a National In-store Strategy Using a Merchandising service Organizationn

	BFT-307-Fashion Illustration and Portfolio Development I Elective-Practical	
	Number of Credits: 02 No. of Hours:60	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Recall and list key principles of fashion illustration and design for specialized area	1
CO2	Explain the role of fashion illustration in conveying design concepts and ideas.	2
CO3	Analyze fashion illustrations to understand the techniques and styles used.	4
CO4	Evaluate the effectiveness of fashion illustrations in communicating design concepts.	5

BFT-307-Fashion Illustration and Portfolio Development I
(Elective - Practical)

Unit No	Subject Name	No. of Lectures
	Advanced Fashion Illustration Techniques Exploring advanced drawing techniques (e.g., shading, rendering, texture). Creating fashion figures with dynamic poses and expressions. Experimenting with different mediums and styles in fashion illustration. Illustration for Haute Couture and High Fashion Understanding the principles of haute couture fashion illustration. Creating illustrations for high fashion collections and runway presentations. Using illustration to convey luxury, sophistication, and creativity in fashion design. Costume Design and Illustration Exploring costume design principles for theatre, film, and television. Creating costume illustrations for characters and narratives. Incorporating historical and cultural references into costume design illustrations. Technical Drawing and Illustration Developing technical drawing skills for fashion design. Creating detailed technical illustrations for garment construction. Using illustration software for technical drawing and specification sheets.	60

Sr. No.	References
1.	"Fashion Illustration: Inspiration and Technique" by Anna Kiper
2.	"Illustrating Fashion: Concept to Creation" by Steven Stipelman
3.	Additional readings and resources provided by the instructor

	BFT-311-Specialized Pattern Making and Draping I Major-Practical	
	Number of Credits: 02 No. of Hours:60	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Recall and list advanced pattern-making, draping, and garment construction techniques.	1
CO2	Describe the differences between basic and advanced techniques in specialized garment creation	2
CO3	Analyze specialized garment designs to determine the most suitable pattern-making, draping, and construction techniques	4
CO4	Critique garment fitting and construction methods for specialized garments	5

**BFT-311-Specialized Pattern Making and Draping I
(Major -Practical)**

Unit No	Subject Name	No. of Lectures
I	Pattern Drafting for Specialized Garments Swimwear and lingerie pattern drafting Tailoring techniques for suits and coats Pattern drafting for eveningwear and couture garments Fabric Selection and Handling Understanding fabric properties and behaviour Selecting appropriate fabrics for specific garment styles Handling delicate and specialty fabrics in pattern making and draping Industry Applications and Trends Industry standards and practices in pattern making and draping Trends in pattern making technology and techniques Career paths and opportunities in advanced pattern making and draping	60

Sr. No.	References
1.	"Patternmaking for Fashion Design" by Helen Joseph-Armstrong
2.	Pattern Making for Women's Wear- Winifred Aldrich
3.	"Draping: The Complete Course" by Karolyn Kiisel
4.	Additional readings and resources provided by the instructor

	BFT-312-Specialized Garment Construction I Major-Practical	
	Number of Credits: 02 No. of Hours:60	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Remember key principles of fabric selection and handling for advanced garment construction.	1
CO2	Explain the relationship between pattern-making, draping, and garment construction	2
CO3	Apply advanced pattern-making techniques to create complex garment styles.	3
CO4	Analyze garment designs to determine the most suitable pattern-making and draping techniques	4
CO5	Evaluate the effectiveness of advanced pattern-making and draping techniques in achieving desired garment designs.	5
CO6	Develop innovative garment designs through creative draping techniques	6

**BFT-312-Specialized Garment Construction I
(Major-Practical)**

Unit No	Subject Name	No. of Lectures
I	Stretch Women's wear Garments	15
II	Stretch Kids Wear Garment	15
III	Fashion Show Personal Garment	15
IV	Pattern Making for Graduation Show Theme	15

Sr. No.	References
1.	"Patternmaking for Fashion Design" by Helen Joseph-Armstrong
2.	Pattern Making for Women's Wear- Winifred Aldrich
3.	"Draping: The Complete Course" by Karolyn Kiisel
4.	Additional readings and resources provided by the instructor

	BFT-331-Material Analysis and Quantification (VSC-Theory)	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Recall different types of materials, their properties, and applications in fashion	1
CO2	Develop marker plans for efficient material usage in garment production.	2
CO3	Analyze the impact of material choice on garment quality and cost.	3
CO4	Design a material analysis and quantification plan for a garment collection	4

**BFT-331-Material Analysis and Quantification
(VSC-Theory)**

Unit. No.	Title of Units and Content	No. of Lectures
I	Introduction to Fashion Materials Types of materials used in fashion: fabrics, trims, and accessories. Classification of fabrics: natural, synthetic, and blended. Properties of materials: physical, mechanical, and aesthetic. Basic material testing techniques (e.g., strength, drapability, and durability).	6
II	Material Analysis for Fashion Applications Analyzing materials for specific garment types (e.g., activewear, evening wear). Suitability of materials for different climates and uses. Sustainability in material selection and analysis. Innovations in textiles: smart fabrics, performance materials, and eco-friendly options.	6
III	Quantification Techniques Understanding fabric consumption and wastage. Techniques for calculating material requirements for different garments. Marker planning and layout optimization. Managing material inventory and cost estimation.	6
IV	Material Sourcing and Costing Overview of material sourcing: local and global markets. Evaluating suppliers based on quality, cost, and sustainability. Costing methods for materials and trims. Impact of material choice on garment pricing and profitability.	6
V	Practical Applications in Material Quantification Case studies in material selection for large-scale production. Ethical and sustainable material sourcing practices. Strategies for minimizing fabric waste in production. Preparing technical specifications for material requirements.	6

Sr. No.	References
1.	"The Business of Fashion: Designing, Manufacturing, and Marketing" by Leslie Davis Burns.
2.	2. "Fabric for Fashion: The Swatch Book" by Clive Hallett and Amanda Johnston

	BFT-321-Soft Skills (Minor-Theory)	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Recall the definitions, importance, and types of soft skills.	1
CO2	Apply time management techniques to prioritize tasks.	2
CO3	Evaluate the impact of emotional intelligence on workplace relationships.	3
CO4	Critique the effectiveness of communication and teamwork in simulated activities	4

**BFT-321-Soft Skills
(Minor- Theory)**

Unit No	Subject Name	No. of Lectures
I	Introduction to Soft Skills and importance of soft skills in personal and professional life. Difference between hard skills and soft skills. Core soft skills: communication, teamwork, adaptability, and emotional intelligence. Benefits of soft skills in career advancement and workplace success	7
II	Teamwork and Collaboration Building trust and relationships within a team. Understanding team roles and dynamics. Conflict resolution and negotiation skills. Importance of diversity and inclusion in teamwork.	8
III	Emotional Intelligence and Interpersonal Skills Definition and components of emotional intelligence (EI) Managing emotions and stress effectively. Empathy and relationship management. Building a positive attitude and resilience	7
IV	Professional and Career Development Skills Time management and prioritization. Goal setting and self-motivation. Personal branding and networking. Preparing for job interviews and workplace etiquette.	8

Sr. No.	References
1.	"Soft Skills: The Software Developer's Life Manual" by John Sonmez.
2.	"Soft Skills Training: A Workbook to Develop Skills for Employment" by Frederick H. Wentz.

	BFT-322-Apparel Draping II Minor-Practical	
	Number of Credits: 02 No. of Hours:60	
Course Outcomes (COs) On completion of the course, the students will be able to:		Bloom's cognitive level
CO1	Using appropriate tools for draping	1
CO2	Inculcate a deep aesthetics and functional approach to design and enable students to come up with more consumer-friendly commercial design solutions	2
CO3	Experiment with different kinds of designs in draping understand the technical aspects of the art of fashion draping.	5
CO4	develop design creativity and new patterns for garment in draping	6

**BFT-322-Apparel Draping II
(Minor -Practical)**

Unit. No.	Subject Name	No. of Lectures
I	Collars variations	6
II	Pattern for Women's Tops	6
III	Pattern for Women's Bottoms	6
IV	Design Variations Gathers Pleats Cowls Twist	6
V	Variations in Yokes	6

Sr. No.	References
1.	The Art of Fashion Draping, Connie Amaden
2.	Draping for Fashion Design, Hilde Jaffe & Nurie Relis
3.	Cutting and Drapping special occasion clothes, Dawn Cloake

	BFT-345-Field Project II FP-Theory/Practical	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Identify key fashion industry problems, trends, and client needs.	1
CO2	Develop mood boards, sketches, and digital renderings	3
CO3	Justify decision-making strategies in production, branding, and marketing.	5
CO4	Develop a final report documenting the entire field project journey.	6

**BFT-345Field Project II
(FP-Theory/Practical)**

Unit. No.	Subject Name	No. of Lectures
I	Project Conceptualization & Planning -Introduction to Field Projects in Fashion Design. Market Research & Consumer Analysis. Project Ideation & Brainstorming Techniques. Feasibility Study & SWOT Analysis. Proposal Writing & Presentation Skills.	6
II	Research & Data Collection -Methods of Fashion Research (Qualitative & Quantitative).Data Collection Techniques (Surveys, Interviews, Field Observations)Consumer Behavior & Market Trends Analysis. Competitor Study & Benchmarking. Research Report Writing & Interpretation	6
III	Design & Prototyping -Concept Development & Sketching. Fabric & Material Selection. Garment Prototyping & Testing. Digital Design & CAD Applications. Iterative Design Process & Refinement	6
IV	Industry Collaboration & Execution -Working with Industry Partners & Mentors. Costing & Budgeting for Fashion Projects. Production & Supply Chain Coordination. Ethical Practices & Sustainability Considerations. Project Execution & Time Management	6
V	Presentation, Reflection & Evaluation -Fashion Project Documentation & Report Writing. Portfolio Development & Digital Presentation. Self-Assessment & Peer Review Techniques. Industry & Faculty Feedback Integration. Final Exhibition or Client Presentation	6

Sr. No.	References
1.	Fashion Research and Analysis – Julia Gaimster
2.	The Fundamentals of Fashion Design – Richard Sorger & Jenny Udale
3.	The Business of Fashion: Designing, Manufacturing, and Marketing – Leslie Davis Burns & Nancy O. Bryant
4.	Portfolio Presentation for Fashion Designers – Linda Tain

T. Y. B. Voc. Fashion Technology SEM VI		
	BFT-351-Product Manufacturing and Business Management Major-Theory	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	List the various stages involved in the product manufacturing process.	1
CO2	Describe the role of quality control in product manufacturing.	2
CO3	Apply principles of inventory management to ensure efficient production.	3
CO4	Assess the impact of new technologies on the efficiency of product manufacturing.	5

**BFT-351-Product Manufacturing and Business Management
(Major-Theory)**

Unit. No.	Title of Units and Content	No. of Lectures
I	Introduction to Fashion Product Manufacturing Overview of the fashion manufacturing process. Understanding different types of fashion products. Role of manufacturing in the fashion industry Fashion Product Development Concept development and design process. Pattern making and garment construction. Prototyping and sampling	6
II	Quality Control and Assurance Importance of quality control in fashion manufacturing. Quality assurance processes and techniques .Ensuring product quality throughout the manufacturing process Production Planning and Management Production planning process. Capacity planning and resource allocation Production scheduling and control	6
III	Supply Chain Management Overview of supply chain management in fashion, Supplier selection and management, Logistics and distribution Costing and Pricing Strategies Costing methods for fashion products. Pricing strategies and pricing models. Profit margin analysis	6
IV	Technology in Fashion Manufacturing Use of technology in product design and development. Automation in manufacturing processes. Digital tools for managing fashion manufacturing Regulatory Compliance Overview of regulations and standards in fashion manufacturing, Compliance requirements for product safety and labelling, International trade regulations	6
V	Business Management in Fashion Business models in the fashion industry ,Financial management for fashion manufacturing. Marketing and branding strategies for fashion products Case Studies and Industry Projects Analysis of real-world fashion manufacturing scenarios. Industry collaborations and projects. Application of course concepts to practical situations	6

Sr. No.	References
1.	Fashion Supply Chain Management: Industry and Business Analysis" edited by Tsan-Ming Choi
2.	"Fashion Entrepreneurship: Retail Business Planning" by Michele M. Granger and Tina Sterling
3.	Fashion Marketing and Merchandising" by Mary G. Wolfe
4.	"The Business of Fashion: Designing, Manufacturing, and Marketing" by Leslie Davis Burns, Nancy O. Bryant, and Kathy K. Mullet

	BFT-352-Fashion Communication III	
	Major-Theory	
	Number of Credits: 02	
	No. of Hours:30	
	Course Outcomes (COs)	Bloom's cognitive level
	On completion of the course, the students will be able to:	
CO1	Remember the role of different communication channels in the fashion industry.	1
CO2	Explain the principles of effective communication in the context of fashion.	2
CO3	Apply principles of visual communication in creating fashion presentations.	3
CO4	Analyze fashion media coverage to evaluate its impact on brand image.	4

BFT-352-Fashion Communication III
(Major- Theory)

Unit. No.	Subject Name	No. of Lectures
I	Public Relations in Fashion Communication Building a fashion PR strategy. Managing brand reputation through media relations. Event planning for brand communication (fashion shows, launches). Crisis communication in the fashion industry.	6
II	Semiotics and Fashion Communication Basics of semiotics and its relevance in fashion. Decoding visual and verbal messages in fashion campaigns. Role of cultural and social contexts in communication.	6
III	Fashion Blogging and Content Creation Blogging platforms and content management. Writing fashion blogs: language, tone, and audience engagement. Photography and video content for blogs. Monetizing fashion blogs through partnerships and ads	6
IV	Cultural Diversity in Fashion Communication Understanding cultural influences on fashion messaging. Addressing inclusivity in campaigns and storytelling. Cross-cultural communication in a global fashion market. Ethical considerations in representing diverse cultures	6
V	Event-Based Fashion Communication Fashion events: runway shows, pop-ups, and launches. Communicating brand identity through events. Role of media and influencers in fashion events. Measuring the impact of event-based communication	6

Sr. No.	References
1.	Fashion Marketing Communications, Gaynor Lea-Greenwood, by Wiley Blackwell (first published January 1st 2012)
2.	Uncovering Fashion: Fashion Communications Across the Media, Marian Frances Wolbers

	BFT-353-Fashion Ethics and Interview Techniques	
	Major-Theory	
	Number of Credits: 02	
	No. of Hours:30	
	Course Outcomes (COs)	Bloom's cognitive level
	On completion of the course, the students will be able to:	
CO1	Explain the importance of ethical practices in fashion design and production.	1
CO2	Apply ethical principles to analyze case studies and propose solutions.	3
CO3	Analyze the strengths and weaknesses of personal interview performance.	4
CO4	Develop an ethical policy framework for a hypothetical fashion business.	6

BFT-353-Fashion Ethics and Interview Techniques
(Major- Theory)

Unit No	Subject Name	No. of Lectures
I	Introduction to Fashion Ethics Definition and importance of ethics in the fashion industry. Ethical issues in fashion: sustainability, labor rights, and animal welfare. Corporate social responsibility (CSR) in fashion. Case studies on ethical and unethical practices in fashion.	6
II	Sustainability in Fashion Principles of sustainable fashion design and production. Understanding circular fashion and zero-waste strategies. Impact of fast fashion on the environment and society. Role of designers in promoting sustainable fashion.	8
III	Professional Ethics and Workplace Conduct Code of conduct for fashion professionals. Understanding plagiarism and intellectual property rights in fashion. Workplace ethics: respect, integrity, and accountability. Handling ethical dilemmas in the workplace	8
IV	Building a Professional Portfolio Creating a digital and physical portfolio for fashion careers. Selecting work samples to highlight skills and experience. Writing a professional resume and cover letter. Networking strategies and follow-up after interviews	8

Sr. No.	References
1.	"Patternmaking for Fashion Design" by Helen Joseph-Armstrong
2.	Pattern Making for Women's Wear- Winifred Aldrich
3.	"Draping: The Complete Course" by Karolyn Kiisel
4.	Additional readings and resources provided by the instructor

	BFT-354-Specialized Fashion Communication II Elective-Theory	
	Number of Credits: 02 No. of Hours:30	
Course Outcomes (COs) On completion of the course, the students will be able to:		Bloom's cognitive level
CO1	Remember the role of different communication channels in the fashion industry.	1
CO2	Explain the principles of effective communication in the context of fashion with the help of fashion styling .	2
CO3	Apply principles of visual communication in creating fashion presentations using Photography	3
CO4	Analyze fashion media coverage to evaluate its impact on brand image.	4

BFT-354-Specialized Fashion Communication II
(Elective- Theory)

Unit. No.	Subject Name	No. of Lectures
Content	Students will learn and utilize the skills in Fashion Journalism, Photography, Styling, Makeup, and Fashion Relations in depth.	30

Sr. No.	References
1.	Fashion Marketing Communications, Gaynor Lea-Greenwood, by Wiley Blackwell (first published January 1st 2012)
2.	Uncovering Fashion: Fashion Communications Across the Media, Marian Frances Wolbers

	BFT-355-Computer-Aided Pattern Making and Designing II Elective- Practical	
	Number of Credits: 02 No. of Hours:60	
Course Outcomes (COs) On completion of the course, the students will be able to:		Bloom's cognitive level
CO1	Visualizing and applying basic drafting fundamentals.	1
CO2	Preparing and editing pattern drawings.	2
CO3	Calculating part features using math skills	3
CO4	Creating dress drafts and grading them.	4

BFT-355-Computer-Aided Pattern Making and Designing II
(Elective-Practical)

Unit No	Subject Name	No. of Lectures
Content	Students will utilize the software knowledge gained on pattern making and portfolio development	60

Sr. No.	References
1.	Software manuals will be referred for various softwares.

	BFT-356-Specialized Fashion Visual Merchandising II Elective-Theory	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	discuss how it impacts consumer behavior.	2
CO2	demonstrate their ability to create effective visual displays	3
CO3	compare their effectiveness in different retail settings	4
CO4	plans that integrate multiple design elements, branding, and consumer psychology	5

**BFT-356-Specialized Fashion Visual Merchandising II
(Elective-Theory)**

Unit. No.	Title of Units and Content	No. of Lectures
Content	Students will apply their Visual Merchandising insights gained in further depth with field visits.	30

Sr. No.	References
1.	Swati Bhalla & AnuraagSingha , Visual Merchandising
2.	Robert Colborne, Visual Merchandising: The Business of Merchandise Presentation
3.	Paul J. Russell, Field Visual Merchandising Strategy: Developing a National In-store Strategy Using a Merchandising service Organizationn

	BFT-357-Fashion Illustration and Portfolio Development II Elective-Practical	
	Number of Credits: 02 No. of Hours:60	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Recall and list key principles of fashion illustration and design for specialized area	1
CO2	Explain the role of fashion illustration in conveying design concepts and ideas.	2
CO3	Evaluate the effectiveness of fashion illustrations in communicating design concepts.	5
CO4	Create original fashion illustrations for haute couture, costume design, or technical design.	6

**BFT-357-Fashion Illustration and Portfolio Development II
(Elective-Practical)**

Unit No	Subject Name	No. of Lectures
	Advanced Fashion Illustration Techniques Exploring advanced drawing techniques (e.g., shading, rendering, texture). Creating fashion figures with dynamic poses and expressions. Experimenting with different mediums and styles in fashion illustration. Illustration for Haute Couture and High Fashion Understanding the principles of haute couture fashion illustration. Creating illustrations for high fashion collections and runway presentations. Using illustration to convey luxury, sophistication, and creativity in fashion design. Costume Design and Illustration Exploring costume design principles for theatre, film, and television. Creating costume illustrations for characters and narratives. Incorporating historical and cultural references into costume design illustrations. Technical Drawing and Illustration Developing technical drawing skills for fashion design. Creating detailed technical illustrations for garment construction. Using illustration software for technical drawing and specification sheets.	60

Sr. No.	References
1.	"Fashion Illustration: Inspiration and Technique" by Anna Kiper
2.	"Illustrating Fashion: Concept to Creation" by Steven Stipelman
3.	Additional readings and resources provided by the instructor

	BFT 361-Specialized Garment Construction II Minor-Practical	
	Number of Credits: 02/ No. of Hours:30/60	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Remember key principles of fabric selection and handling for advanced garment construction.	1
CO2	Explain the relationship between pattern-making, draping, and garment construction	2
CO3	Apply advanced pattern-making techniques to create complex garment styles.	3
CO4	Analyze garment designs to determine the most suitable pattern-making and draping techniques	4
CO5	Evaluate the effectiveness of advanced pattern-making and draping techniques in achieving desired garment designs.	5
CO6	Develop innovative garment designs through creative draping techniques	6

**BFT 361-Specialized Garment Construction II
(Minor-Practical)**

Unit No	Subject Name	No. of Lectures
I	Stretch Women's wear Garments	15
II	Stretch Kids Wear Garment	15
III	Fashion Show Personal Garment	15
IV	Pattern Making for Graduation Show Theme	15

Learning Resources- References

Sr. No.	References
1.	"Patternmaking for Fashion Design" by Helen Joseph-Armstrong
2.	Pattern Making for Women's Wear- Winifred Aldrich
3.	"Draping: The Complete Course" by Karolyn Kiisel
4.	Additional readings and resources provided by the instructor

	BFT-362-Specialized Pattern Making And Draping II Major-Practical	
	Number of Credits: 02 No. of Hours:60	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Remember key principles of fabric selection and handling for advanced garment construction.	1
CO2	Explain the relationship between pattern-making, draping, and garment construction	2
CO3	Apply advanced pattern-making techniques to create complex garment styles.	3
CO4	Analyze garment designs to determine the most suitable pattern-making and draping techniques	4
CO5	Evaluate the effectiveness of advanced pattern-making and draping techniques in achieving desired garment designs.	5
CO6	Develop innovative garment designs through creative draping techniques	6

**BFT-362-Specialized Pattern asking And Draping II
(Major-Practical)**

Unit No	Subject Name	No. of Lectures
I	Stretch Women's wear Garments	15
II	Stretch Kids Wear Garment	15
III	Fashion Show Personal Garment	15
IV	Pattern Making for Graduation Show Theme	15

Sr. No.	References
1.	"Patternmaking for Fashion Design" by Helen Joseph-Armstrong
2.	Pattern Making for Women's Wear- Winifred Aldrich
3.	"Draping: The Complete Course" by Karolyn Kiisel
4.	Additional readings and resources provided by the instructor

	BFT-371-Fashion Event Planning and Management Minor-Theory	
	Number of Credits: 02 No. of Hours:30	
	Course Outcomes (COs) On completion of the course, the students will be able to:	Bloom's cognitive level
CO1	Define different types of fashion events	3
CO2	Create mood boards and event concept proposals.	4
CO3	Analyze and justify the allocation of event funds based on priorities	5
CO4		4

**BFT-371-Fashion Event Planning and Management
(Minor-Theory)**

Unit No	Subject Name	No. of Lectures
I	Introduction to Fashion Event Planning Definition and types of fashion events (runways, pop-ups, fashion shows, etc.) Event planning process and stages. Overview of roles in fashion event management (event coordinator, designer, model, etc.) Event goals and objectives	6
II	Event Concept and Theme Development Importance of a theme or concept for an event. Developing a vision, brand identity, and event message Creating mood boards and visual representations. Aligning event themes with target audience and brand objectives.	6
III	Event Logistics and Coordination Venue selection and layout planning. Scheduling and timeline management. Coordinating with vendors, designers, and models. Managing on-site operations (e.g., seating, security, catering)	6
IV	Budgeting and Resource Management Developing a comprehensive event budget. Sourcing sponsors, partners, and vendors. Managing expenses and contingencies. Negotiation and procurement strategies for event materials	6
V	Marketing, Public Relations, and Event Promotion Strategies for promoting fashion events (social media, influencers, media partners). Public relations tactics for fashion events (press releases, media outreach). Building brand partnerships and sponsorships. Measuring event success through metrics (attendance, press coverage, social engagement)	6

Sr. No.	References
1.	"Event Marketing: The 5 Stages of Event Marketing" by Leonard H. Hoyle
2.	"Fashion Marketing: Theory, Principles and Practice" by Mike Easey
3.	"The Complete Guide to Successful Event Planning" by Shannon Kilkenny
4.	"The Business of Event Planning" by Judy Allen

	BFT-372-Garments Making for Graduation Fashion Show Minor-Practical	
	Number of Credits: 02 No. of Hours:60	
Course Outcomes (COs) On completion of the course, the students will be able to:		Bloom's cognitive level
CO1	Remember the fashion show guidelines and requirements.	1
CO2	Explain the importance of theme development and cohesion in a fashion collection.	2
CO3	Demonstrate proficiency in styling and presentation techniques for the fashion show	3
CO4	Evaluate the effectiveness of different fabrics, colors, and silhouettes in conveying the collection's theme.	4
CO5	Evaluate the success of the fashion show in meeting its objectives.	5
CO6	Create a cohesive fashion collection that reflects personal style and design philosophy	6

**BFT-372-Garments Making for Graduation Fashion Show
(Minor-Practical)**

Unit No	Subject Name	No. of Lectures
I	The students will make their 9 Garments Theme for Graduation Fashion and Manage the Arrangements of the Entire event	60

Sr. No.	References
1.	"Patternmaking for Fashion Design" by Helen Joseph-Armstrong
2.	Pattern Making for Women's Wear- Winifred Aldrich
3.	"Draping: The Complete Course" by Karolyn Kiisel
4.	Additional readings and resources provided by the instructor

	BFT-395-On Job Training FP- Theory/Practical	
	Number of Credits: 04 No. of Hours:60	
Course Outcomes (COs) On completion of the course, the students will be able to:		Bloom's cognitive level
CO1	Apply theoretical knowledge in real-world situations.	1
CO2	To develop skills in project management, teamwork, and communication	2
CO3	Implementing community projects.	3

**BFT-395-On Job Training
FP-Theory/Practical**

Unit. No.	Subject Name	No. of Lectures
I	Students will take up on job training in their elective fields.	60
Reference Book: Notes Provided to the students		

Sr. No.	References
1.	Research work books and notes