

Faculty of Vocational Studies

SYLLABUS

Of

Master of Science (Fashion Designing and Merchandising)

(Semester: I-IV)

(Under Credit Based Continuous Evaluation Grading system)

Session: 2026-27



The Heritage Institution
KANYA MAHA VIDYALAYA
JALANDHAR
(Autonomous)

KANYA MAHA VIDYALAYA, JALANDHAR (AUTONOMOUS)
SCHEME AND CURRICULUM OF EXAMINATION OF TWO-YEAR DEGREE PROGRAMME
Programme: Master of Science (Fashion Designing and Merchandising)
Credit Based Continuous Evaluation Grading System (CBCEGS)
(Session 2026-27)

Semester-I										
Course Code	Course Title	Course Type	Hours Per week L-T-P	Credits L-T-P	Total Credits	Marks				Examination Time in Hours
						Total	L	P	CA	
MFDL-1231	History of Indian Costumes	C	4-0-0	4-0-0	4	100	70	-	30	3
MFDM-1102	Communication Skills in English	C	3-0-2	3-0-1	4	100	50	20	30	3+3
MFDP-1233	Fashion Illustration	C	0-0-6	0-0-3	3	100	-	70	30	4
MFDP-1234	Product Development Workshop	C	0-0-6	0-0-3	3	100	-	70	30	5
MFDP-1235	Pattern Making and Grading	C	0-0-6	0-0-3	3	100	-	70	30	3
MFDP-1236	Computer Aided Fashion Designing-I	C	0-0-6	0-0-3	3	100	-	70	30	3
MFDP-1117	Basics of 3D Modeling and Materials	C	0-0-4	0-0-2	2	50	-	35	15	3
*Students can opt anyone of the following ID Course		IDE			4	100				3
TOTAL					22					
IDEC-1101 Communication Skills										
IDEM-1362 Basics of Music (Vocal)										
IDEH-1313 Human Rights and Constitutional DutiesBasics										
IDEI-1124 of Computer Applications										
IDEW1275 Indian Heritage: Contribution to the world										

Compulsory Course

IDE-Inter Disciplinary Elective Course

*ID is an optional Interdisciplinary course. Grade Points of these courses will not be included in the SGPA of Semester/Program

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Semester-II										
Course Code	Course Title	Course Type	Hours Per week L-T-P	Credits L-T-P	Total Credits	Marks				Examination Time in Hours
						Total	Th.	P	CA	
MFDL-2231	Fashion Merchandising and Marketing	C	4-0-0	4-0-0	4	100	70	-	30	3
MFDL-2232	Sustainable Fashion-Design for Change	C	4-0-0	4-0-0	4	100	70	-	30	3
MFDP-2233	Product Development Workshop	C	0-0-6	0-0-3	3	100	-	70	30	5
MFDP-2234	Pattern Development and Draping	C	0-0-6	0-0-3	3	100	-	70	30	3
MFDP-2235	Fashion Illustration	C	0-0-6	0-0-3	3	100	-	70	30	4
MFDP-2236	Computer Aided Fashion Designin-II	C	0-0-6	0-0-3	3	100	-	70	30	3
MFDP-2237	Traditional Indian Embroideries	C	0-0-6	0-0-3	3	100	-	70	30	3
MFDP-2118	Advanced 3D Modeling and Texturing	C	0-0-4	0-0-2	2	50	-	35	15	3
MFDI-2239	Industrial training and Report Writing	C	1 month training	0-0-6	6	50 (Viva + Report submission)	-	50	-	3
TOTAL					31					

C-Compulsory

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(Session 2026-27)

Master of Science (Fashion Designing and Merchandising) Semester-III										
Course Code	Course Title	Course Type	Hours Per week L-T-P	Credits L-T-P	Total Credits	Marks				Examination Time in Hours
						Total	Th.	P	CA	
MFDL-3231	Global Costumes	C	4-0-0	4-0-0	4	100	70		30	3
MFDL-3232	Research Methodology	C	4-0-0	4-0-0	4	100	70		30	3
MFDP-3233	Product Development Workshop	C	0-0-6	0-0-3	3	100		70	30	5
MFDP-3234	Advance Draping	C	0-0-6	0-0-3	3	100		70	30	3
MFDP-3235	Computer Aided Fashion Designing-III	C	0-0-6	0-0-3	3	100		70	30	3
MFDP-3236	Surface Ornamentation	C	0-0-6	0-0-3	3	100		70	30	3
MFDS-3237	Seminar-Indian Traditional Textiles	C	0-0-6	0-0-3	3	100		70	30	3
*Students can opt anyone of the following ID Course		IDE			4	100				3
TOTAL					23					
IDEDEC-3101	Effective Communication Skills									
IDEDEC-3362	Basics of Music (Vocal)									
IDEH-3313	Human Rights and Constitutional Duties									
IDEI-3124	Basics of Computer Applications									

C-Compulsory Course

IDE-Inter Disciplinary Elective Course

*Grade Points of these courses will not be included in the SGPA/CGPA of Semester/Programme.

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 SCHEME AND CURRICULUM OF EXAMINATION OF TWO-YEAR DEGREE PROGRAMME
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Semester-IV										
Course Code	Course Title	Course Type	Hours per week	Credits L-T-P	Total Credits	Marks				Examination Time in Hours
						Total	Th.	P	CA	
MFDL-4231	Fashion Merchandising and Retailing	C	4-0-0	4-0-0	4	100	70		30	3
MFDM-4102	Communication Skills in English	C	3-0-2	3-0-1	4	100	50	20	30	3
MFDP-4233	Portfolio Development	C	0-0-6	0-0-3	3	100		70	30	3
MFDP-4234	Product Development Workshop	C	0-0-6	0-0-3	3	100		70	30	5
MFDP-4235	Textile Chemistry	C	0-0-6	0-0-3	3	100		70	30	3
MFDD-4236	Project Report/Design Project	C	0-0-12	0-0-6	6	100		70	30	3
TOTAL CREDITS					23					

C-Compulsory

Master of Science (Fashion Designing and Merchandising)
Session-2026-27

Programme Specific Outcomes

PSO - 1: Programme will give deep knowledge about historic costumes of India and world to if understand evolution of clothing and journey of design elements in garments.

PSO - 2: This programme will focus on concepts of marketing, merchandising, distribution and retailing.

PSO - 3: students will learn about retail formats and promotion technology.

PSO - 4: Students will get knowledge about development of sustainable fashion with special focus on industrial and construction practices for sustainability.

PSO - 5: Programme will enable students to know about warrant market trends, sourcing, pattern marking, layouts and garment construction for different age groups and gender.

PSO - 6: Students will learn different techniques of surface ornamentation.

PSO - 7: Students will be shilled in various software for CAD and communication skill for better presentation of their design illustration. .

PSO -8: Programme will help students to learn about research process to undertake research project to have their analytical skill.

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

History of Indian Costumes

(Theory)

Course Code: MFDL-1231

Course Outcomes

- CO1. The course will help students to know about origin of clothing and costumes.
- CO2. They will learn about the ancient Indian civilization costumes.
- CO3. They will attain knowledge about traditional costumes of different states of India.
- CO4. Students will learn about dance costumes of India.

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

History of Indian Costumes

(Theory)

Course Code: MFDL-1231

Examination Time – 3 hrs.

L-T-P

4-0-0

Total Marks: 100

Theory: 70

CA: 30

Instructions for the Paper Setter:

Eight questions of equal marks (14 marks) are to be set, two in each of the four Sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any Section.

Unit –I

- **Origin of clothing:** Theories
- **Origin of Costumes** and their development according to social factors.

Unit –II

Ancient Indian Civilization Costumes:

- Mauryan and Sunga Period
- Satvanaha Period
- Gupta Period
- **Mughal Period:** - Costumes of Pre- Mughal, Mughal and Post- Mughal Period
- **British Period:** - Costumes of Pre- independence and Post Independence period

Unit –III

Traditional costumes of India

- **North Zone** – Punjab, Jammu and Kashmir
- **East Zone** – Assam, West Bengal
- **West Zone** – Maharashtra, Gujrat
- **South Zone** – Kerala, Karnataka

Unit –IV

Dance Costumes of India

- **Punjab** – Gidda and Bhangra
- **Gujrat-** Garba
- **Manipur** – Raslila
- **AndhraPradesh** – Kuchipudi
- **Orissa-Odisi**

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

Books Recommended:

Essential Reading

1. A.Biswas, Indian Costumes, (2003), Publication Division.
2. Parul Bhatnagar, Traditional Indian Costumes and Textiles, (2004), Abhishek Publications.

Further Reading:

3. J.R. Planche, History of British Costumes. (2001)
4. Indian Textile Prints, (2004) the Pepline Press Agile Rabbit Editions

M.Sc. Fashion Designing and Merchandising (Semester-I)
Session-2026-27
(Theory)

COMMUNICATION SKILLS IN ENGLISH
Course Code: MFDM-1102

COURSE OUTCOMES

CO1: It will help students to understand the basics of Communication Skills

CO2: It will enable the students to improve their reading skills

CO3: It will enable the students to improve their writing skills

CO4: It will enable the students for Article Writing

M.Sc. Fashion Designing and Merchandising (Semester-I)

Session-2026-27

(Theory)

COMMUNICATION SKILLS IN ENGLISH

Course Code: MFDM-1102

Examination Time: 3 Hrs

L-T-P

3-0-1

Total Marks: 100

Theory: 50

Practical: 20

CA: 30

Instructions for the Examiner:

- Question paper will have four sections.
- Examiner will set a total of 8 questions, two questions from each unit corresponding to each unit of the syllabus.
- Students are required to attempt five questions in all, choosing one question from each unit and fifth question from any unit.
- All questions carry equal marks.

(5x10=50)

Unit - I

Introduction: Basic Communication, Basic forms of Communication, Principles, Concepts of effective Communication

Unit - II

Reading Skills: Models of Reading to learn – Reading tactics and strategies; Reading Purpose- Kinds of purpose and associated comprehension. Reading outcomes: Paraphrasing / Précis – writing and Summary writing.

Unit - III

Letter – Writing: Writing styles and formatting of letters, business letters, request letters, good news and bad news letters, Persuasive letters, sales letters, collection letters etc.

Unit - IV

Article Writing on Issues Related to Fashion, Style and Design: How to begin, the topic sentence and the controlling idea, structure, coherence, descriptive writing techniques and critical appreciation.

Books Recommended:

1. John Seely: *Oxford Guide to Effective Writing and Speaking* OUP
2. GeethaNagaraj – *A Course in Grammar and Composition*, Foundation Books, 2006
3. *A Course in Listening and Speaking I* by V. Sasikumaretal, Foundation Books.
4. *English Phonetics and Phonology* by Peter Roach, Cambridge University Press.
5. *Advance learner's Dictionary* (New Edition).
6. *English Pronouncing Dictionary*, By Daniel Jones, Cambridge University Press.

M.Sc. Fashion Designing and Merchandising (Semester-I)
Session-2026-27
(Practical)
COMMUNICATION SKILLS IN ENGLISH
Course Code: MFDM-1102

Examination Time: 3 hrs

Marks: 20

Instructions for the Examiner:

The Examiner will test pronunciation of the examinees by giving them oral exercises on Word-Stress and connected speech. The examiner will test the listening skills of the examinees by playing a recording by reading out a passage himself / herself and asking questions. He /she may also ask the examinees to take notes.

For Practical:

Pronunciation- Introduction of English sounds and their symbols, word- stress features of connected speech – Rhythm, Assimilation, Elision, Linking

Listening Skills

Principles of effective Listening, factors effecting Listening

- Listening to T.V. News / Audio Cassettes
- Note – Taking.

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

Fashion Illustration

(Practical)

Course Code: MFDP-1233

Course Outcomes

CO1. Students will gain knowledge about various art mediums like charcoal, steadlers , posters, water colors, pastels and ink.

CO2. Students will know about different color schemes.

CO3.Students will attain knowledge of different types of designs and their proper application.

CO4. They will gain knowledge about patterns and motifs.

CO5. Students will be skilled in rendering textures of various fabrics and materials.

CO6. They will lean about basic block figure and flesh figures of kids.

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

Fashion Illustration

(Practical)

Course Code: MFDP-1233

Examination Time – 4 hrs.

L-T-P

0-0-3

Total Marks: 100

Ext.70

CA: 30

Instructions to the Examiner:

- The Examiner will set 3 questions. One question from each unit, questions may have sub parts.
- Paper will be set on the spot jointly by internal and external examiner.

Note: All practical exercises are to be completed through freehand drawing and manual rendering on drawing sheets with different art media.

Unit – I

- **Basic drawing techniques** and sketching, nature study (Flowers and leaves).
- **Basic Block Figure** – Kids
- **Flesh figure** in different poses – Kids.

Unit – II

- **Rendering different mediums** – Pencil (Charcoal, Staedtler's), Poster, Water, Oil, Pastel and Ink.
- **Colour and Colour Wheel.**
- **Colour Schemes** – Monochromatic, Achromatic, Polychromatic, Adjacent, Complementary, Warm, Cool, Rainbow Pastels, Tints and Shades and using them in Geometrical, Abstract and Realistic Designs

Unit – III

- **Patterns and Motifs** suitable for kids wear
- **Creating various textures using different techniques and mediums** – Net, Knit, Denim, Velvet, Lace, Fur, Brocade, Tweed, Leather, Silk and Corduroy.

Books Recommended:

- 1) Abbing Bina, "Fashion Sketch Book", 2006 by Fairchild Publication
- 2) Stan Smith, "The Illustration handbook" 1984 by Macdonld Co.
- 3) Julian Seaman, "Professional Fashion Illustration" by B.T. Batsford Ltd.
- 4) Kathryn McKelvey "Illustrating Fashion" by Blackwell Science.
- 5) Ireland Patrick John, "Fashion Design Drawing Presentation", 1996 B.T. Batsford Ltd.
- 6) Allen and Seaman, "Fashion Drawing- The Basic Principles" 1994, B.T. Batsford, London.

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

Product Development Workshop

(Practical)

Course Code: MFDP-1234

Course Outcomes

CO1. The course will focus on the knowledge of design process in making a collection. CO2.

Students will learn about design research, design inspirations and sourcing.

CO3. Students will learn about placement and layouts.

CO4. Students will gain knowledge about pattern development.

CO5. Students will be able for construction and finishing of the garments.

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

Product Development Workshop

(Practical)

Course Code: MFDP-1234

Examination Time – 5 hrs.

Total Marks: 100

L-T-P

Ext.:70

0-0-3

CA: 30

PRODUCT DEVELOPMENT

Instructions to the Examiner:

Construction of any one garment from below mentioned kids wear:

- Party Wear
- Casual Wear
- Sports Wear
- Uniform (School)

Emphasis should be given to pattern development, placement on the fabric, design features, and finishing of the garment.

- Paper will be set on the spot jointly by internal and external examiner.

WORKSHOP

Instructions to faculty

Students to construct any three garments from the below mentioned kids wear collection:

- Party Wear
- Casual Wear
- Sports Wear
- Uniform (School)

Design Development

- Research
- Finalisation of Theme
- Sourcing
- Finalization of designs
- Design a garment using AI, generating at least three fabric options and three colour variations for the same garment design.
- Measurements and specification sheets.

Pattern Development

- Development of basic blocks
- Pattern making and layout.

Product Development

Construction on actual fabric.

- **Photo Shoot**

The Documentation of all processes in one report to be submitted in the department.

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

Books Recommended:

Essential Reading:

- 1) McCall's Sewing in Colour, 1971, Butterick Publishing Co.
- 2) Singer Sewing Book, 1943, Mary Brooks Picken, Kessinger Publishing.
- 3) Measure, Cut and Sew, Holt Rinehart and Winson. 1922, Mc Millian Publishing Company.
- 4) Bray N., Dress Pattern Designing, 2003 (5th edition) Willey Blackwell.
- 5) Pattern Making for Fashion Design by Helen Joseph Armstrong, 2005, Prentice Hall.
- 6) Tata Sharon Lee, "Inside Fashion Design", 1977, Francisco Canfield Press,
- 7) Ireland Patrick John, Fashion Design Drawing and Presentation, 1996, B.T. Batsford London,
- 8) Seaman, Julian, Professional Fashion Illustration, 1995, B.T. Batsford London,
- 9) Drake And Nicholas, "Fashion Illustration", 1994, Thames and Hudson London.

Master of Science (Fashion Designing and Merchandising)
Semester – I
Session-2026-27

**Pattern Making and Grading
(Practical)**

Course Code: MFDP-1235

Course Outcomes

- CO1. The students will gain knowledge about the importance of pattern development.
- CO2. They will learn as how to create structural design.
- CO3. Students will learn about various latest grading techniques used in the field of fashion design.
- CO4. They will gain knowledge about drafting of various sleeves, collars, skirts etc.
- CO5. They will attain knowledge about contoured patterns.
- CO6. Students will learn about dart manipulation.

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

**Pattern Making and Grading
(Practical)**

Course Code: MFD P-1235

Examination Time – 3 hrs.

L-T-P

0-0-3

Total Marks - 100

Ext. 70

CA- 30

Instructions to the examiner:

The examiner will set one question each from Unit II, III and IV.

Paper will be set on the spot jointly by internal and external examiner.

Unit – I

Introduction to Pattern Making

- Pattern making tools.
- Pattern making terms.

Anthropometric measurements (in cms and inches)

Study of various sizes and measurements: measurement charts, selection of right size.

Drafting of basic bodice block, sleeve block and skirt block

Unit - II

Dart Manipulation:

- Shifting of Darts by pivot method, slash and spread method on full scale.
(One Exercise for each of the following)
- Single Dart Series
- Two Dart Series
- Multiple Dart Series

Unit - III

Pattern making and designing using style lines and Fullness

- Princess Line and Empire Style Lines
- Style Darts
- Yokes
- Gathers
- Flanges
- Surplice (wrap) designs
- Off-shoulder
- Halters
- Cowls (low, mid-depth and twisted)
- Skirts with uneven hemlines

Unit – IV

Introduction to Grading-: Direct and Vector Method

- Grading of Adult Bodice Block
- Grading of Full Sleeve
- Grading of Skirt Block.

Students shall develop and present the final visualization of any of these designs using AI-assisted fashion illustration (croquis/final layout) to understand the translation of pattern making technique into finished garment designs.

Master of Science (Fashion Designing and Merchandising)

Semester – I

Session-2026-27

Books Recommended:

Essential Readings:

1. Bernard Zamkoff and Jeanne Price, Creative Pattern Skills for Fashion Design (f.i.t. Collection), 1990, Publisher: Fairchild Books & Visual.
2. Helen Joseph Armstrong, Pattern making for Fashion Design, 2000, Dorling Kindersley (India) Pvt. Ltd. India.
3. Sandra Betzina, Fast Fit – Easy Pattern Alterations for Every Figure, 2003 Taunton Pr.

Further Readings:

4. Gale Grigg Hazen, Fantastic Fit for Every Body, 1998, Published by Rodale Press
5. Pati Palmer and Marta Alto Palmer, Fit for real People, 1998., Pletsch Inc.,
6. Kathleen Maggio, Altered Clothing.
7. Pati Palmer and Susan Pletsch, Easy, Easier, Easiest Tailoring,; 2000., Published by Palmer/Pletsch Inc.,

Master of Science (Fashion Designing and Merchandising)

(Semester I)

Session-2026-27

Computer Aided Fashion Designing-I

(Practical)

Course Code: MFDP-1236

Course Outcomes

- CO1.** Students will learn about the application of CAD in pattern making.
- CO2.** They will gain knowledge of latest software used for Grading in Fashion Industry.
- CO3.** Students will learn about Marker Making in CAD.
- CO4.** They will learn to design the basic design details like sleeves, collars, skirts.
- CO5.** Students will gain knowledge about layouts of different garments.

Master of Science (Fashion Designing and Merchandising)

(Semester I)

Session-2026-27

Computer Aided Fashion Designing-I

(Practical)

Course Code: MFDP-1236

Examination Time- 3 hrs.

Total Marks - 100

L-T-P

Ext.: 70

0-0-3

CA: 30

Instructions to the Examiner:

- The examiner will set one question covering the whole syllabus. The question will have subparts
- Question paper will be set on the spot jointly by the internal and external examiners

Pattern Making (Using any Software)

- Introduction
- Notches and Darts
- Pleats, Tucks, yokes, Godets
- Dart manipulation

Grading

- Grading the patterns to various sizes

Marker Making

- Marker Making and piece plotting of various product types and printing on A4 sheets.

Project 1:

Pattern

- Child bodice block and sleeve Block.
- Adult Bodice Block and Sleeve Block (Male and Female)
- Sleeves
- Collars
- Skirts

Project 2:

- Grading of Adult Bodice Block
- Grading of Sleeve
- Grading of Skirt
- Marker setting of all Graded garments.

Books Recommended:

1. Software Manuals
2. Joseph, Helen, Pattern Making for Fashion Designing
3. Coklin. Gerry, Pattern Grading for Women's Clothes.

**Master of Science (Fashion Designing and Merchandising)
(Semester I)**

Session-2026-27

**Basics of 3D Modeling and Materials
(Practical)**

Course Code: MFDP-1117

Course Outcomes

After successful completion of this course, the student will be able to:

CO1: Understand the interface of Autodesk Maya (3D Modeling software)

CO2: Understanding of working with basic 3d modeling objects

CO3: Knowledge about materials and textures to be used on 3d models

CO4: knowledge about rendering output in 3d.

Master of Science (Fashion Designing and Merchandising)
(Semester I)

Session-2026-27
Basics of 3D Modeling and Materials
(Practical)
Course Code: MFDP-1117

Examination Time- 3 hrs.

Total Marks - 50

L-T-P

Ext.: 35

0-0-2

CA: 15

Instructions to the Examiner:

- Question paper will be set on the spot jointly by the internal and external examiners

Unit I

Introduction to Maya: Understanding User Interface, understanding 3D Concept, creating reference images, setting up image planes and working in multiple viewports. Learning the difference between NURBS and Polygon modeling, using curves and Boolean techniques to create basic shapes.

Unit II

Polygon Modeling: Introduction to polygon modeling, Making hard surface objects and props like guitars, speakers, pen, watches and various household objects.

Unit III

Materials & Shaders: Introduction to Materials and shaders, working with Shader - Blinn, Phong and Lambert etc. Working with Shader Properties - Ambient, Diffuse, Specular, gloss, opacity. Working with Maps Bump and Opacity, Reflection & Refraction. Creating custom materials and shaders in Maya using the hyper shade.

Unit IV

Rendering: Understanding the Rendering Basics, Introduction to ARNOLD in Autodesk Maya. Understanding Arnold lighting, Arnold preview rendering. Rendering different types of materials under various light setups.

Practical Exercises

Create Jewelry

Create bag

Create Scarf

Create Belt

Create Head gears / Hair Accessory

Apply Material or Texture on 3d modeled Assets

Recommended Books / Suggested Readings:

1. Autodesk Maya 2022 Basics Guide Book by Kelly L. Murdock
2. Derakhshani, Dariush, Introducing Autodesk Maya 2014, Autodesk Official Press.

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27
Fashion Merchandising and Marketing
(Theory)
Course Code: MFDL-2231

Course Outcomes

CO1. Students will learn about marketing, various aspects of planning and development of research, they will also gain knowledge of Indian and

CO2. The course will help students to have depth knowledge about fashion business, merchandising and range development.

CO3. Students will learn about digital marketing and fashion forecasting.

CO4. The course will also help students to learn about various sales promotional techniques used in fashion industry and photography.

Master of Science (Fashion Designing and Merchandising)

(Semester II)

Session-2026-27

Fashion Merchandising and Marketing

(Theory)

Course Code: MFDL-2231

Examination Time – 3 hrs

L-T-P

4-0-0

Total Marks: 100

Theory: 70

CA: 30

Instructions for the Paper Setter:

Eight questions of equal marks (14 Marks) are to be set, two in each of the four sections (A-D). Questions of sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one from each section. The fifth question may be attempted from any section.

Unit –I

Understanding Marketing and Marketing Process: Nature and scope **Strategic Planning in the Markets:** The fashion markets and the marketing environment.

Introduction and Development of Fashion Market: Fashion market size and structure.

Market Research: Consumer market and behaviour of consumers. **International and Domestic**

Fashion Markets: Haute Couture, Prêt – a- Porter, Mass production.

Fashion Markets of World: Italy, Paris, India.

Unit –II

Fashion Business: Introduction, Scope, Forms of Business Organization. **Fashion**

Merchandising: Introduction, role and responsibility of Merchandiser. **Range Development:**

Product and range development on the basis of fashion calendar, market research.

Unit –III

Digital marketing and its importance Types of Digital platforms

Advertisements, promotions and management on these platforms SWOT Analysis

Fashion Forecasting: Trend Analysis, Merchandize planning, Role of AI in Fashion Forecasting

Unit –IV

Advertising - Role and types of Advertising.

Sales Promotion: Techniques, Promotional stores.

Fashion Photography – Design Studios.

Collection Shows, Fashion Shows, Publicity

Practical development of Digital platforms (atleast 2) and proposal of a business model with assisted use of AI.

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27

Books Recommended:

Essential Reading:

1. Merchandise Buying & Management, John Donnellan, 2001, Fairchild Books,.
2. Kitty G. Dickerson, Inside The Fashion Business, 7th Edition, 2003 Prentice hall
3. Elaine Stone, The Dynamics of Fashion, 2004, Fairchild.
4. Jay Diamond; Ellen Diamond, The World of Fashion, 2007, Fairchild.

Further Reading:

5. Gini Stephens Frings, Fashion from Concepts to Consumer, 1982, Prentice hall,.
6. Tony Hines, Fashion Marketing, 2006, Butter Worth – Heinemann.
7. Rosemary Varley, Retail Product Management: Buying and Merchandising, 2005, Routledge.
8. John Giacobello, Careers in fashion Industry, 2000, Rosel Pub. Group.

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27

Sustainable Fashion- Design for change

(Theory)

Course Code: MFDL-2232

Course outcomes

- CO1: Students will gain knowledge about importance of sustainability, sustainable fibres and carbon footprints.
- CO2: The course will also help students to learn about sustainable garments and consumer best practices.
- CO3: They will understand about natural dyes, terminologies and support Local Initiatives while looking at the concept of Sustainability.
- CO4: They also come to know about Importance of a designer as communicator, good design practices and sustainable fashion designers.

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27

Sustainable Fashion- Design for change

(Theory)

Course Code: MFDL-2232

Examination Time – 3 hrs

L-T-P

4-0-0

Total Marks: 100

Theory: 70

CA: 30

Instructions for the Paper Setter:

Eight questions of equal marks (14 Marks) are to be set, two in each of the four sections (A-D). Questions of sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one from each section. The fifth question may be attempted from any section.

Unit – I

- 1) Sustainability, 3 P's of Sustainability, Importance of Sustainability
- 2) Types of Sustainable Fibres:
Renewable Fibres, Biodegradable Fibres, People Friendly Fibres, Low Chemical Use Fibres, Low Energy Use Fibres, Low Water Use Fibres
- 3) Carbon Footprint, Types of sustainable assessment tools,
Disposal, Take back schemes, Reuse, Reconditioning, Recycling, Redesign, Multifunctional Garments

Unit – II

- 4) Types of Sustainable Garments Trans-seasonal garments Modular Garments
- 5) Consumer Best Practices
No Wash, Low Iron/ Low energy wash and dry, Care labels, Green Washing Repair services, Leasing System, Cloth Swaps, Sharing

Unit - III

- 6) Support Local Initiatives
Local Production, Just and fair labour, Designing for local culture
- 7) Biomimicry, Natural Dyes
- 8) Terminologies
Fast Fashion, Slow Fashion, Disposal, Upcycling, Take back schemes, Reuse, Reconditioning, Recycling, Redesign, Multifunctional Garments

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27

Unit – IV

9) Importance of Designer as Communicator-educator

10) Good Design Practices

Co-design, Zero Waste Cutting, Multifunctional garments

11) Study of Five Sustainable Fashion Designers (International/ National)

12) Artificial Intelligence in Sustainable Fashion: Design Innovation, Circularity, Consumer Intelligence and Future Perspectives.

*Practical submission of Project on Zero Waste Fashion Design. (One Garment)

References: Text Books:

1. Subramanian Senthilkannan Muthu ,(2018). Sustainable Innovations in Textile Fibers, Springer publications, Singapore.
2. Thomas and Hudson, (2012). The Sustainable Fashion Handbook, Sandy Black publishers, London.
3. Jennifer Farley Gordon, Collean hill, (2014) Sustainable fashion: Past, Present and Future, Bloomsbury Publishing, London.
4. Alison Gwilt, Timo Rissanen, Shaping Sustainable Fashion, Earthscan publishing for a sustainable future, London.
5. Alison Gwilt, A Practical Guide To Sustainable Fashion, Bloomsbury Publishing, London.
6. Kate Fletcher, Lynda Grose, Fashion & Sustainability , Laurence King Publishing ltd., London.
7. Timo Rissanen, Holly Mcquillan, Zero Waste Fashion Design, Bloomsbury Publishing, London.
8. Anet Hethorn, Connie Ulasewicz, Sustainable fashion, Bloomsbury Publishing, London.
9. Sass Brown, Ecc Fashion, Laurence King Publishing ltd., London.

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27

Product Development Workshop

(Practical)

Course Code: MFDP-2233

Course Outcomes

- CO1. The course will focus on the knowledge of design process in making a collection.
- CO2. Students will learn about design research, design inspirations and sourcing.
- CO3. Students will learn about placement and layouts.
- CO4. Students will gain knowledge about pattern development.
- CO5. Students will be able for construction and finishing of the garments.

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27
Product Development-Workshop
(Practical)
Course Code: MFDP-2233

Examination Time-5 hrs.

Total Marks: 100

L-T-P

Ext.:70

0-0-3

CA: 30

Instructions to the Examiner

Construction of any one garment from the list given below.

- Casual wear
- Party wear (Traditional / Western / Fusion)
- Executive wear
- Night wear

Emphasis should be given to the pattern development, placements on the fabric, design features and finishing of the garment

- Paper will be set jointly by the internal and external examiner on the spot.

WORKSHOP

Instructions to the faculty:

Students to construct three garments from the below mentioned adult female wear collection.

- Casual wear
- Party wear (Traditional / Western / Fusion)
- Executive wear
- Night wear

Design Development

- Research
- Finalisation of Theme
- Sourcing
- Design a garment using AI, generating at least three fabric options and three colour variations for the same garment design.
- Finalization of designs
- Measurements and specification sheets.

Pattern Development

- Development of basic blocks
- Pattern making and layout

Product Development

- Construction on actual fabric

Photo Shoot

Documentation of all processes in one report to be submitted in the department.

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27

Books Recommended:

Essential Reading:

1. Connie Amaden-Crawford, A Guide to Fashion to Sewing, Fourth Edition, 1992, Fairchild publications.
2. Dorothy Wood, The Practical Encyclopedia of Sewing, 1999, Lorenz Books, Anness Publishing Ltd., New York.
3. Connie Long, Clarke Barre, Easy Guide to Sewing Blouses (Sewing Companion Library), 1997, The Taunton Press, Inc.
4. McCall's Sewing in Colour, 1971, Butterick Publishing Co.
5. Singer Sewing Book, 1943, Mary Brooks Picken, Kessinger Publishing.
6. Measure, Cut and Sew; Holt Rinehart and Winson. 1922, Mc Millian Publishing Company.
7. Bray N., Dress Pattern Designing, , 2003(5th edition) Wiley Blackwell
8. Pattern Making for Fashion Design by Helen Joseph Armstrong, 2005, Prentice Hall.
9. Tata Sharon Lee, "Inside Fashion Design", 1977, Francisco Canfield Press,.
10. Ireland Patrick John, Fashion Design Drawing and Presentation", 1996, B.T.Batsford, London,.
11. Seaman, Julian Professional Fashion Illustration, 1995, B.T. Batsford, London,.
12. Drake And Nicholas, Fashion Illustrations", 1994, Thames and Hudson, London"

Further Reading:

13. Wendy Gardiner, The Encyclopedia of Sewing Techniques a Step-by Step Visual Directory within Inspirational Gallery of Finished pieces, 2003, Piers Spence Search Press Limited Kent.
14. Complete Book of Sewing – A Practical step-by-step Guide to Sewing Techniques, 1996, Dorling Kindersley Publishing Inc. London.
15. Basic Pattern Skills for Fashion Design by Bernard Zamkoff, 1997, Fairchild Publication,.
16. Ernestine Koff, Design Apparel Through Flat Pattern, 2006, Cole Publishing Co.
17. Martin Shoben, Pattern Cutting & Making Up, 1987, Butter Worth, heimeneman.
18. Hilde Jaffe, Draping for Fashion Design, 2007, Claudia Barbara.
19. Ireland, Patrick John, Fashion Design Drawing and Presentation 1996, " , B.T. Batsford, London,.
20. Elisabetta Drudi, T.Paci, "Figure Drawing for Fashion", 2002, The Pepin Press.
21. Bina Abling, Fashion Illustrations , 2008, Fairchild publication, 22. Bina Abling, Fashion rendering with Color, 2000, Fairchild Publication.
23. Thames & Hudson, Vogue Sketch Catalogue, 1911, Si New House

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27
Pattern Development and Draping
(Practical)
Course Code: MFDP-2234

CO1: Students will gain knowledge about draping aspects of pattern making.

CO2: They will learn about the draping techniques.

CO3: Students will attain knowledge about draping of various elements of garment.

CO4: Students will gain knowledge of draping in developing patterns and designs by draping

CO5: Students will learn to design garments using various features with draping technique.

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27
Pattern Development and Draping
(Practical)
Course Code: MFDP-2234

Examination Time- 3 hrs.

Total Marks: 100

L-T-P

Ext.: 70

0-0-3

CA: 30

Instructions to the Examiner:

- Question paper will be set on the spot jointly by the internal and external examiners.

Unit – I

Draping basic bodice block: Front, Back:

- Preparation of muslin, Draping steps, Marking and Trueing.
- Block with waist dart
- Block with Armhole and Waist dart
- Dart less Block

Draping of Sleeve

- Basic sleeve

Unit – II

Draping of Collars

- Convertible collar
- Mandarin collar
- Notched collar
- Shawl collar

Draping of Torso block using following features:

- Fish dart
- Princess line

Draping of Bodice with following features:

- Stylized neckline and armholes
- Cowl Neckline: Basic or Cowl with yoke
- Turtle neckline
- Yokes and stylized hemlines.

Students shall develop and present the final visualization any of these draped garment designs using AI-assisted fashion illustration (croquis/final layout) to understand the translation of draping into finished garment designs.

Books Recommended:

1. Helen Joseph- Armstrong, Draping for Apparel Design, Oct. 1999 Publisher: Fairchild Books & Visual.
2. Connie Amaden – Crawford, The art of fashion Draping, 2nd edition (Oct. 1995) Publisher: Fairchild Books, K Visual.
3. Hilde Jaffe, Jurie Reus, Draping for Fashion Design, 1993, Prentice Hall Carrer & technology.

Master of Science (Fashion Designing and Merchandising)

Semester – II

Session-2026-27

Fashion Illustration

(Practical)

Course Code: MFDP-2235

Course Outcomes

- CO1. Students will learn about how to draw female and male fashion figures.
- CO2. They will learn how to draw fashion figures in various postures.
- CO3. Students will gain knowledge about drawing of facial features.
- CO4. They will learn to draw dress details in different mediums.
- CO5. Students will gain knowledge about different apparels and their variations.
- CO6. They will learn about basic block figures of male and female.

Master of Science (Fashion Designing and Merchandising)

Semester – II

Session-2026-27

Fashion Illustration

(Practical)

Course Code: MFDP-2235

Examination Time– 4 hrs.

L-T-P

0-0-3

Total Marks: 100

Ext.: 70

CA: 30

Instructions to the examiner:

The examiner will set one question from each unit. Questions may have sub-parts. Question paper will be set on the spot jointly by the internal and external examiners.

Note: All practical exercises are to be completed through freehand drawing and manual rendering on drawing sheets with different art media.

Unit-I

- Basic Block Figure- Female.
- Geometric Fashion model with movable ball joints.
- Sketching of Facial features – Eye, Ear, Nose.
- Sketching of Faces & Hair Styles. Sketching of hands, Arms, Legs, Feet.

Unit-II

- Basic Block Figure –Male.
- Geometric Fashion model with movable ball joints.
- Figure Drawing in different postures.

Unit-III

The following details may be illustrated on Male /Female Figure.

- To illustrate detailing of pleats, tucks, darts, yokes and godets.
- Detailing of hemlines, edging, pockets, fasteners, trimmings and accessories.
- To illustrate variations in skirts, dresses, trouser, coats, and jackets.

Books Recommended: Essential

Reading:

1. Tata Sharon Lee, “Inside Fashion Design”, 1977, Francisco Canfield Press.
2. Ireland Patrick John, Fashion Design Drawing and Presentation”, 1996, B.T. Batsford, London.
3. Seaman, Fashion Drawing – The Basic Principles”, 1994, B.T.Batsford, London,.
4. Seaman Julian, Professional Fashion Illustration”, 1995, Batsford, London,.
5. Drake And Nicholas, “Fashion Illustrations” , 1994, Thames and Hudson, London,.
6. Abling Bina, Fashion Sketch Book”, 2006, Fairchild publication

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27

Computer Aided Fashion Designing -II
(Practical)
Course Code: MFDP-2236

Course Outcomes

- CO1. Students will learn about design software.
- CO3. Students will learn how to create fashion and design illustrations in CAD.
- CO5. Students will learn to make various fashion details.
- CO6. Students will learn about draping simulation.

Master of Science (Fashion Designing and Merchandising)

(Semester II)

Session-2026-27

Computer Aided Fashion Designing-II

(Practical)

Course Code: MFDP-2236

Examination time:- 3 hrs.

Total Marks: 100

L-T-P

Ext.: 70

0-0-3

CA: 30

Instructions to the Examiner:

- Question paper will have one question from each unit.
- Each question will carry equal marks.
- Paper will be set on the spot jointly by internal and external examiner.

Unit I

Design Software:

- Introduction Vector Graphic and Bitmap Graphic.
- Opening, Closing and saving a file.
- Tool Box
- Grids and Guideline
- Ruler Setting
- Paths – With all options
- Importing and Exporting
- Printing a document
- Filters
- Layers
- All Menus

Project 1:

Drawing the below given Fashion Details by applying various textures and effects.

Fashion Details:

- **Collars:** Turtle, Tuxedo, Cape, Convertible, Shirt, Sailors, Chelsea, Coat, Cowl Neckline.
- **Sleeves:** Raglan, Ruffle, Dolman, Virago, lantern, Leg-O-Mutton, Bell.
- **Bodice:** Basic, Halter Style, Off shoulder, Double Breasted
- **Skirts:** Basic, A-Line, Flared, Fishtail, Petal, Peplum, Puff ball, Divided.
- **Trousers:** Basic, Dungarees, Hipster, Capri, Bell Bottom, Jodhpurs, Fisherman Pants, Cargo.
- **Pockets:** Patch, Inseam, Welt, Bound and Pouch.
- **Accessories:** Bags, Belts, Caps, Bows, Jewellery, Scarves.

Project 2:

- **Figure Drawing:** Male, Female and Kids.
- **Mood Board and story Board** based on Theme.
- **Design and Drape:** Kids wear

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27

Unit-II

Adobe Photoshop

- Introduction: Vector Graphic and Bitmap Graphic.
- Opening, closing and saving a file.
- Tool Box
- Importing and Exporting
- Printing a document
- Image size and Resolution
- Colour Palettes
- All Menus

Project 3:

Draping Simulation:

Books Recommended:

1. Software manuals

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27
Traditional Indian Embroideries
(Practical)

Course Outcomes

Course Code: MFDP-2237

- CO1.** Students will gain knowledge about traditional art and craft of India
- CO2.** Students will learn various stitches, motifs, threads, colours and fabrics used in traditional embroideries of India.
- CO3.** Students will learn to incorporate traditional embroideries in apparels.
- CO4.** Students will visit craft rich areas which will help them to know about rich heritage of Indian textiles and other crafts.
- CO5.** Students will come to know about present status of traditional art and craft of India and role of today's fashion designers and industry to uplift the craft.

Master of Science (Fashion Designing and Merchandising)
(Semester II)
Session-2026-27
Traditional Indian Embroideries
(Practical)
Course Code : MFDP-2237

Examination Time – 3 hrs.

Total Marks: 100

L-T-P

Ext: 70

0-0-3

CA : 30

Instructions for Examiner:

- Question paper will be set on the spot jointly by the internal and external examiners .
- One question will be set from unit I.
- Viva will be conducted by examiner from unit II.

Unit-I

Samples for Traditional Embroideries.

- Kantha
- Kasuti
- Kashida
- Kutch
- Chikankari
- Chamba Rumal
- Sindhi
- Phulkari
- Manipuri

Note: Students to incorporate the above in their Apparels.

- Students shall develop and present the final visualization of any of these embroideries using AI-assisted fashion illustration (croquis/final layout) to understand the translation of traditional embroidery technique into three finished garment/ lifestyle product designs in both traditional and contemporary variants.

Unit-II

A visit to any textile museum / Craft cluster / Craft area. Survey and documentation of the selected craft situation as it exists and how it has evolved, to study:

- The textile craft and handicraft of the area in detail.
- The technicalities as well as the present status of the craft.
- Role of designer to uplift the craft
- Study the consumer choice, the marketing channels and outlets.
- Students make a detailed documentation of the implements, materials and process used.
- They will submit the document in the form of Oral Presentation or Display.

Books Recommended:**Essential Reading:**

1. Rustarm; J. Mehta, "Masterpieces of Indian Textiles", (1970), D.B. Taraporewala Sons & Co., Pvt.Ltd.
2. Joyee Storey, The Thames and Hudson- Manual of Textile Printing.' (1974), Thames and Hudson – London.
3. Anu H. Gupta and Shalina Mehta "Phulkari from Punjab: Embroidery in Transition" 2019.
4. Abraham T.M., Handicraft of India, Graphics Columbia, New Delhi, 1964, Mulk Raj Anand Marg, Vol. VIII, 1954.
5. Harvey and Janet, "Traditional Textiles of central Asia with 262 illustration,212 colour 2 maps" 2009.
6. Das AK , "Traditional Textiles of North East India: A Catalogue of the IGNCA Collection" 2018.

Further Reading:

7. Bhushan Brij Jamila , The Costumes and Textiles of India, 1958, D.B. Taraporewala Sons and Co., Ltd, Bombay.
8. Bhattacharyya A.K, Chamba Rumal, 1968, Indian Museum, Calcutta.
9. Dongerkery, Kamala S., Romance of Indian Embroidery, 1951, Thacker & Co. Ltd. Bombay.
10. Dhamija Jasleen., The Kanthas of Bengal, 1971, The Times of India Annual.
11. Irwin John and Schwartz P.R., Studies in Indo-European textiles, 1966, Calico Museum of textile, Ahmedabad.
12. Irwin and Hall, Indian Embroideries, Published by S.R. Bastikar, P.B. 28, Ahmedabad.
13. Joshi Indira, Kasuti of Karnatak, Popular Prakashan, Bombay 1963.

Indian Embroidery – Savitri Pandit.

Master of Science (Fashion Designing and Merchandising) (Semester II)
Session-2026-27
Advanced 3D Modeling and Texturing
(Practical)
Course Code: MFDP-2118

Course Outcomes

After successful completion of this course, the student will be able to:

CO1: Working with advance techniques of 3d modelling.

CO2: working with marvelous designer to create 3d objects and models.

CO3: Understanding about textures and shaders, using them on 3d models.

CO4: Rendering final output for presentation.

Master of Science (Fashion Designing and Merchandising) (Semester II)
Session-2026-27

Advanced 3D Modeling and Texturing
(Practical)

Course Code: MFDP-2118

Examination Time- 3 hrs.

L-T-P

0-0-2

Total Marks - 50

Ext.: 40

CA: 10

Instructions to the Examiner:

- Question paper will be set on the spot jointly by the internal and external examiners

Unit I

Advance 3d Modeling, Polygon vs NURBS Modeling, Understanding Surfaces, Understanding Edit Nurbs, Understanding Edit Curves, nCloth, nCloth Simulations, Input & Output meshes, Advanced constraints, Understanding mesh flow, topology, low poly and high poly modeling

Unit II

Introduction to Marvelous Designer: Overview of the software interface – UI, Windows and modes, view control, importing files. Working with the tools to create cloth seams and stitches. Working with sewing and Drape, creating Pants, shirts, etc.

Unit III

Texturing & Shading: Shader components, Textures, creating custom Textures, Understanding UVW Map, Unwrapping Complex Meshes, Working with Maps Bump and Opacity, Reflection & Refraction, Difference between Bump and Displacement map, Creating light maps, Importance of normal maps. Transfer maps to other objects

Unit IV

Rendering: Understanding the Rendering Techniques in Autodesk Maya and Marvelous Designer, 3d Model Representation, 360 degree view, Rendering final output.

Practical Exercises

Create Footwear

Create Traditional / western occasion wear

Create Casual wear

Create Corporate wear

Create Sports wear

Apply Material or Texture on 3d modeled Assets

Recommended Books / Suggested Readings:

1. Autodesk Maya 2022 Basics Guide Book by Kelly L. Murdock
2. Derakhshani, Dariush, Introducing Autodesk Maya 2014, Autodesk Official Press.
3. Lori Griffiths, Understanding Marvelous Designer: A Guide for CG Artists, 2016, Wild Web Works

Master of Science (Fashion Designing and Merchandising)

Semester – III

Session-2026-27

Global Costumes

(Theory)

Course Code: MFDL-3231

Course Outcomes

- CO1. The course will provide knowledge about the history of global costumes.
- CO2. Students will learn about costumes of different era's of world history.
- CO3. Students will get the knowledge of evolution of the world costumes.
- CO4. The course will focus on historic costumes and their influence on modern costumes.
- CO5. Students will be aware of rich heritage of the world history.

Master of Science (Fashion Designing and Merchandising)

Semester – III

Session-2026-27

Global Costumes

(Theory)

MFDL-3231

Examination Time: 3 Hrs

L-T-P : 4-0-0

Total Marks: 100

Ext.:70

CA:30

Instructions to the Examiner:

Eight questions of equal marks (14 Marks) are to be set, two in each of the four sections (A-D). Questions of sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one from each section. The fifth question may be attempted from any section.

Unit - I

Babylonian Costumes

Persian Costumes

Unit-II

Egyptian Costumes

Greek period

Unit-III

Roman Period

Byzantine Period

Renaissance Costumes

Unit-IV

Victorian Period

French Revolution

20th Century Fashions

Books Recommended:

Essential Reading:

1. Bradley, Carolyn G., Western World Costume, 1955, British Commonwealth.

Further Reading:

2. The Victoria and Albert Museum's Textile Collection British Textiles from 1850 to 1900 by Linda Parey V and A Publications.
3. The Complete Costumes History (Tashon) Auguste Rachinet (1825-1893)

Master of Science (Fashion Designing and Merchandising)
Semester – III
Session-2026-27
Research Methodology
(Theory)
Course Code: MFDL-3232

Course Outcomes

- CO1. The course will focus on preparing the students for research projects.
- CO2. The course will help the students to know about the importance of research.
- CO3. Students will learn about research methodology.
- CO4. It will provide the knowledge about research process i.e. data collection, analysis and result findings.
- CO5. Students will be able to know statistical techniques used in data analysis.

Master of Science (Fashion Designing and Merchandising)

Semester – III

Session-2026-27

**Research Methodology
(Theory)**

MFDL-3232

Exam. Time: 3 hrs.

L-T-P : 4-0-0

Total Marks: 100

Ext. : 70

CA: 30

Instructions to the paper setter:

Seven questions of equal marks (14 marks) are to be set, two in each of the three sections (A-C), one in section D. Questions of section A-C should be set from Units I-III of the syllabus respectively. Questions may be subdivided in parts (not exceeding four). Question in section D should be from Unit-IV. Candidates are required to attempt five questions, selecting at least one question from each section (A-C), fourth question may be attempted from any section (A-C) and fifth question from section D is compulsory to attempt.

UNIT-I

Research and its importance

Objectives of research

Types of Research

Research process:-

- a) Formulating the research problem
- b) Introduction
- c) Review of Literature
- d) Development of hypothesis.

UNIT-II

Preparing the Research Design: Exploratory, Descriptive, Diagnosis, Experimentation

Sampling Design: Deliberate Sampling, Simple Random Sampling, Stratified Sampling,

Cluster Sampling.

Collecting the data Measurements and Scaling Techniques- Nominal, Ordinal, Interval and Ratio.

UNIT-III

Processing and analysis of data: Coding and tabulation.

Introduction and application of measures of central tendency: Mean, Median and mode, Percentage, Chi-square, z-test, t-test.

How to write Bibliography

Writing key-words and abstract of your research document

Bibliography/Reference Writing – APA and MLA style

Master of Science (Fashion Designing and Merchandising)
Semester – III
Session-2026-27

UNIT-IV

Plan a quantitative research project using a minimum sample of 30 respondents and make a comprehensive layout of the research project.

Or

Plan a qualitative Research project or case study and make comprehensive layout of the research project

Or

Plan a Mixed Method Research Project using Qualitative and Quantitative methods and make comprehensive layout of the research project

Suggested Readings:

1. Cooper, D. R. and Schindler, P.S., “*Business Research Methods*”, 9th Edition, Tata McGraw Hill, New Delhi.
2. Levine, D.M., Krehbiel T.C. and Berenson M.L., “*Business Statistics*”, 12th Edition (2012), Pearson Education, New Delhi.
3. Kothari, C. R., “*Research Methodology*”, 2nd Edition (2008), New Age International.
4. Anderson, D.R.; Sweeney, D.J. and Williams, T.A., “*Statistics for Business and Economics*”, 2nd Edition (2011), Thompson, New D

Master of Science (Fashion Designing and Merchandising)

Semester – III

Session-2026-27

Product Development-Workshop

(Practical)

Course Code: MFDP-3233

Course Outcomes

CO1. The course will focus on design development.

CO2. Students will learn about pattern development and layout.

CO3. Students will learn design inspiration and sourcing.

CO4. Students will be able to construct male garments.

CO5. The course will enable students to learn about various design features and finishing of the male garment.

Master of Science (Fashion Designing and Merchandising)
Semester – III
Session-2026-27
Product Development Workshop
(Practical)
MFDP-3233

Total Marks: 100

Time for Paper: 5 Hrs

Ext.:70

L-T-P : 0-0-3

CA:30

Instructions to the Examiner:

- Paper will be set on the spot by external and internal examiner.

Construction of any one Male garment from the list given below.

- Casual wear
- Traditional Indian wear
- Street wear
- Formal wear

Emphasis should be given to pattern development, placements on the fabric, design features and finishing of the garment.

WORKSHOP

Instructions to Faculty

Students to construct three Garments from the below mentioned garments for Male.

- Casual wear
- Traditional Indian wear
- Street wear
- Formal wear

Design Development

- Research
- Finalisation of Theme
- Sourcing
- Finalization of designs
- Design a garment using AI, generating at least three fabric options and three colour variations for the same garment design.
- Measurements and specification sheets.

Pattern Development

- Development of basic blocks
- Pattern making and layout

Master of Science (Fashion Designing and Merchandising)
Semester – III
Session-2026-27

Product Development

Construction of garment on fabric

Photo Shoot

Documentation of the process to be submitted in the department

Books Recommended:

Essential Reading:

- 1) McCall's Sewing in Colour, 1971, Butterick Publishing co.
- 2) Singer Sewing Book, 1943, Mary Brooks Picken, Kessinger Publishing.
- 3) Measure, Cut and Sew, Holt Rinehart and Winson.1922, Mc Millain Publishing Company.
- 4) Bray N., Dress Pattern Designing, 2003 (5th edition) Willey Blackwell.
- 5) Helen Joseph Armstrong, Pattern Making for Fashion Design 2005, Prentice Hall.
- 6) Tata Sharon Lee, "Inside Fashion Design", 1977, Francisco Canfield Press,
- 7) Ireland Patrick John, Fashion Design Drawing and Presentation, 1996, B.T. Batsford London,
- 8) Seaman, Julian, Professional Fashion Illustration, 1995, B.T. Batsford London,
- 9) Drake And Nicholas, "Fashion Illustration", 1994, Thames and Hudson London.

Further Reading

- 10) Basic Pattern Skills for Fashion Design by Bernard Zamkoff, 1997, Fairchild Publication,.
- 11) Ernestine Koff, Design Apparel through Flat Pattern, 2006, Cole Publishing Co.
- 12) Martin Shoben, Pattern Cutting & Making Up, 1987, Butterworth, Heimeneman.
- 13) Hilde Jaffe, Draping for Fashion Design, 2007, Claudia Barbara.
- 14) Ireland, Patrick John, Fashion Design Drawing and Presentation 1996," B.T. Batsford, London,.
- 15) Elisabetta Drudi, T.Paci, "Figure Drawing for fashion", 2002, The Pepin Press.
- 16) Bina Abbing, Fashion Illustration, 2008, Fairchild Publication.
- 17) Bina Abbing, Fashion Rendering with Color, , 200, Fairchild Publication.
- 18) Thames & Husdon, Vogue Sketch Catalogue, 1911, Si New House.

Master of Science (Fashion Designing and Merchandising)
(Semester III)
Session-2026-27
Advance Draping
(Practical)
Course Code: MFDP-3234

Course Outcomes

- CO1.** It will provide them the knowledge of advanced draping.
- CO2.** Students will understand the aspects of draping in detail.
- CO3.** This course will give knowledge about the draping of designer skirts and yokes.
- CO4.** It will provide them the knowledge of developing various patterns with draping.
- CO5.** Students will be able to learn about making a complete garment with design elements using draping technique.

Master of Science (Fashion Designing and Merchandising)
(Semester III)
Session-2026-27
Advance Draping
(Practical)

Course Code: MFDP-3234

Examination Time:3 Hrs

L-T-P : 0-0-3

Total Marks: 100

Ext.:70

CA:30

Instructions to the Examiner:

- Examiner will set one question from each unit.
- Paper will be set on the spot by external and internal examiner.

Unit – I

Draping of Skirts

- Basic Skirt with two darts front and back
- A- line skirt with flair
- Gathered skirt with yoke
- Pleated skirt
- Circular skirt
- Skirt with Frills, Flounces or Ruffles.

Unit-II

- Draping of Pants
- Draping of Bustier
- Draping and stitching any one garment

Students shall develop and present the final visualization of any of these draped garment designs using AI-assisted fashion illustration (croquis/final layout) to understand the translation of draping into finished garment designs.

Books Recommended:

1. Helen Joseph- Armstrong, Draping for Apparel Design, Oct. 1999 Publisher: Fairchild
2. Books & Visual.Connie Amaden – Crawford, The Art of Fashion Draping, 2nd edition (Oct. 1995)
Publisher: Fairchild Books, K Visual.
3. Hedde Jeffe, Jurie Reus, Draping for Fashion Design, 1993, Prentice Hall Carrer & Technology.
4. Connie Amaden, The Art of Fashion Draping Crawford Fairchild.

Master of Science (Fashion Designing and Merchandising)
Semester – III
Session-2026-27
Computer Aided Fashion Designing-III
(Practical)
Course Code: MFDP-3235

Course Outcomes

- CO1. Students will be able to make a collection based on theme.
- CO2. They will learn to create mood board, ideation and swatch board on different themes.
- CO3. They will learn to create their own curriculum vita.
- CO4. The course will provide knowledge of patterns and layout using advanced software.
- CO5. They will develop portfolio using CAD.

Master of Science (Fashion Designing and Merchandising)
Semester – III
Session-2026-27
Computer Aided Fashion Designing-III
(Practical)
MFDP-3235

Total Marks: 100

Examination Time:3 Hrs

Ext.:70

L-T-P : 0-0-3

CA:30

Instructions to the Examiner:

- Examiner to set one theme and students to make one mood board and one design sheet.
- Paper will be set on the spot by external and internal examiner.

Instructions to the Faculty:

The art portfolio is an expression of a graduating student's creativity, design/ ability, technical expertise, illustration and presentation skills. It should exhibit the student's inclination towards the particular segment of the industry by identifying the target customers, design requirements and pricing.

Uniform Format: It is important to keep all the sheets of the same size to maintain visual continuity. Sheets should be grouped separately and systematically either horizontally or vertically. This ensures uniformity of presentation. The presentation of the portfolio depends on the contents and also on layouts. The end result should look very neat and professional.

Introduction

- Theme of the project
- Mood board
- Story board
- Ideation Board
- Swatch Board

Project

Create a portfolio, incorporate all the skills of textiles and fashion details through Computer Aided Designing.

The Portfolio must include:

- Curriculum Vita
- Page of Contents
- Theme of the project
- Mood board, Story Board, Ideation Board, Swatch Board
- Design for men, women and children
- Pattern Layout

Book Recommended

1. Software Manuals

Master of Science (Fashion Designing and Merchandising)

Semester – III

Session-2026-27

Surface Ornamentation

(Practical)

Course Code: MFDP-3236

Course Outcomes

- CO1. The course will provide knowledge of different types of printing.
- CO2. Students will know about dyeing and painting as ornamentation technique.
- CO3. Students will learn about needle craft.
- CO4. The course will provide knowledge about quilting, macrame and crocheting also.
- CO5. Students will be able to embellish their apparels by incorporating all these fabric ornamentation techniques.

Master of Science (Fashion Designing and Merchandising)
Semester – III
Session-2026-27
Surface Ornamentation
(Practical)
MFDP-3236

Examination Time : 3 hrs
L-T-P : 0-0-3

Total marks: 100
Ext. : 70
CA-30

Instructions to the Examiner:

- The examiner will set two questions, one from each unit.
- Paper will be set on the spot by external and internal examiner.

Instructions to the Faculty:

Students to learn the techniques and prepare samples of the following:

Unit-I

- Block printing
- Screen printing.
- Stencil printing
- Tie & Dye
- Fabric painting

Unit-II

- Gold & Silver embroidery
- Mirror work
- Sequin work
- Patch work
- Appliqué work
- Quilting
- Macrame
- Crochet.

Students shall develop and present the final visualization of any of these techniques using AI-assisted fashion illustration (croquis/final layout) to understand the translation of the techniques into finished garment/ lifestyle product designs in both traditional and contemporary variants.

Note: Students to incorporate the above in their Apparels.

Books Recommended:

- Indian Embroidery – Savitri Pandit
- Bhatnagar, Parul – Traditional Indian Textiles.
- Irwin and Hall Indian Embroideries, Published by S.R. Bastikar, P.B. 28, Ahmedabad.

Master of Science (Fashion Designing and Merchandising)
Semester – III
Session-2026-27
Seminar -Indian Traditional Textiles
Course Code: MFDS-3237

Course Outcomes

- CO1. It will provide the knowledge of different textiles of India.
- CO2. It will give the knowledge of rich heritage of textiles.
- CO3. The course will focus on different traditional weaving techniques of India.
- CO4. It will provide the knowledge of rich traditional embroideries of India.
- CO5. It will enable the students to know more about Indian fabrics with emphasis on texture design and colours.

Master of Science (Fashion Designing and Merchandising)
Semester – III
Session-2026-27
Seminar- Indian Traditional Textiles
MFDS-3237

Examination Time: 3 hrs
L-T-P : 0-0-3

Total Marks: 100
Ext. : 70
CA : 30

Instruction to faculty: -

To give an overview of traditional fabrics of different states of India with emphasis on texture design and color.

- Kashmir – Shawls
- Punjab – Phulkari, Bagh.
- Bengal – Baluchari and Jamdani.
- Uttar Pradesh – Brocades, Tanchoi
- Bihar_ Mahhubani
- Gujrat – Patolas
- Rajasthan – Bandhani, Kota doria
- Andhra Pradesh – Pochampali, kalamkari .
- Orissa –Ikat
- Karantaka – Kasuti, Iikal
- Himachal Pradesh – Chamba Rumal
- Manipur – Embroidery
- Madhya Pradesh – Chanderi Saree, Maheshwari saree.
- Maharashtra – Paithani
- Tamil Nadu – Kanchipuram

Students to present seminar/powerpoint presentation/ or seminar on any one of the above.

Students shall develop and present the final visualization of any to these traditional textiles using AI-assisted fashion illustration (croquis/final layout) to understand the translation of traditional textiles into finished garment/ lifestyle product designs in both traditional and contemporary variants

Master of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27
Fashion Merchandising and Retailing
(Theory)
Course Code: MFDL-4231

Course Outcomes

- CO1.** Students will get the knowledge of various components of organisational structure of retail stores.
- CO2.** Students will learn about merchandising and retailing in fashion market.
- CO3.** The course will focus on store operations, merchandising and management.
- CO4.** Students will learn various promotional techniques in retail world.
- CO5.** Students will get knowledge about retailing and various retail outlets.

Master of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27
Fashion Merchandising and Retailing
(Theory)
Course Code: MFDL-4231

Exam Time: 3 hrs
L-T-P:
4-0-0

Total Marks: 100
Ext.:70
CA: 30

Instructions to the examiner:

Eight questions of equal marks (14 Marks) are to be set, two in each of the four sections (A-D). Questions of sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one from each section. The fifth question may be attempted from any section.

Unit-I

- **Retail Organisational structure store;** Buying, Selling, Line and Staff function, Retailing formats, Role and Responsibility of Retail Fashion Buyer.
- **Customer identification, Customer, Planning and role of Buyer.**
- **Store Operations, Store merchandise, stores management, Fashion supply changes** – store retailing, non-store retailing.

Unit -II

Retail Fashion Promotion

- Marketing Channels
- Planning and Direction
- Retail Advertising and Role of AI in Digital Advertising
- Publicity
- Special Events
- Visual merchandise
- Personal Selling
- Relationship Marketing

Unit-III

- **Retail store chains** – National (Fab India, Ritu Wears, Shoppers Stop) and International (Tommy Hilfiger, Espirit)
- **Brands and labels**
- **Purchase Term:** Discount, Purchase Order, Payment Terms.
- **Costing:** Cost Price, Selling Price, Backward costing.

Master of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27

Unit -IV

- **Speciality store:** Single line stores, Single Brand Stores and Multiple line Stores.
- **Departmental Stores**
- **Mass Merchants:** Discounters, Off Price Retailing, Outlet Stores.

Books Recommended:

Essential Reading:

1. John Donnellan, Merchandise Buying & Management, 2001, Fairchild Books.
2. Kitty G. Dickerson, Inside The Fashion Business, 7th Edition, 2003 Prentice Hall
3. Elaine Stone, The Dynamics of Fashion, 2004, Fairchild.
4. Jay Diamond; Ellen Diamond, The World of Fashion, 2007, Fairchild.
5. John Donnellan, Merchandise Buying & Management, 2001, Fairchild Books.
6. Kitty G. Dickerson, Inside the Fashion Business, 7th Edition, 2003, Prentice Hall.
7. Elaine Stone, The Dynamics of Fashion, 2004, Fairchild.
8. Jay Diamond; Ellen Diamond, The World of Fashion, 2007, Fairchild.

Further Reading:

9. Gini Stephens Frings, Fashion from Concepts to Consumer, 1982, Prentice Hall.
10. Tony Hines, Fashion marketing, 2006, Butter Worth – Heinemann.
11. Rosemary Varley, Retail Product Management : Buying and Merchandising, 2005, Routledge.
12. John Giacobello, Careers in fashion Industry, 2000, Rosel Pub. Group.
13. Gini Stephens Frings, Fashion from Concepts to Consumer, 1982, Prentice Hall.
14. Tony Hines, Fashion Marketing, 2006, Butter Worth- Heinemann.
15. Rosemary Varley, Retail Product Management: Buying and Merchandising 2005, Routledge.
16. John Giacobello, Careers in Fashion Industry, Rosel Pub. Group, 2000.

Master of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27
Communication Skills in English
Course Code: MFDM-4102

COURSE OUTCOMES

At the end of this course, the students will develop the following Skills:

- CO 1:** It will enable the students to improve their speaking skills
- CO 2:** It will make the students capable of effective writing skills and presenting themselves well during a job interview
- CO 3:** It will help students to draft professional documents and reports both in audio – visual form and written form
- CO 4:** Writing skills of students which will make them proficient enough to express ideas in clear and grammatically correct English

Master of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27
Communication Skills in English (Theory)
Course Code: MFDM-4102

Time: 3 hrs
L-T-P
3-0-1

Total Marks: 100
Theory: 50
Practical: 20
CA 30

Instructions for the paper setter and distribution of marks:

Eight questions are to be set, two from each of the four Units (I-IV). Questions may be subdivided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each Section. The fifth question may be attempted from any Section. Each question will carry 10 marks.

(10 x 5 = 50)

Unit-I

Introduction to Video Communication and Conferencing. Application of Video Conferencing in business management and marketing.

Unit-II

Resume – Writing and Job Applications (Resume Writing)

Unit-III

Modern Forms of Communication: E-mails, Advertisements, Tender notices, Public Notices, Report Writing: (Technical report – style, arrangements, Illustration, main section and appendices, conclusion, list references, table of contents, synopsis, revision.)

Fashion Terms : Pliable, Psychedelic, Vogue, Beau (boh) (Pl. beaux), Retro, Queen size, Rag Business/ Rag Trade, Private label/ Private label brand, Merchandise, Art Deco print, Art Nouveau, Print, Dandy and others.

Unit-IV

Vocabulary Skills:

Accurate use of prepositions, conjunctions, adverbs, adjectives

Single words for Phrases and Sentences: Small words for Big Ones: Figurative Expressions: Proverbs and idiomatic expressions

Words frequently misspelt

Books Recommended:

- John Silly: *Oxford Guide to Effective Writing and Speaking* OUP.
- M. Raman, *Technical Communication* OUP.
- Geetha Nagaraj – *A Course in Grammar and Composition*, Foundation Books, 2006
- V. Sasi Kumar – *A Course in Listening and Speaking*
- *Video Communication* by James R. Wilcox and David K. Gibson – CMP Books, CMP Media. Inc. 600 Harrison, San Francisco CA 94107USA E Book
- *E-Book Video Conferencing Hardware and Software Market* IGI Consulting, Inc. 214, Harvard Avenue Boston MA 02134 USA.

Master of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27
Communication Skills in English (Practical)
Course Code: MFDM-4102

Time: 3 Hours

Practical: 20

Practical Exam

Instructions to the Examiner for Practical/Oral Exam

Oral presentation with /without audio visual aids on a topic already prepared by the examinee.

- Written Presentation / Preparation **(10 Marks)**
- Group Discussion **(10 Marks)**

Masters of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27
Portfolio Development
(Practical)
Course Code: MFDP-4233

Course Outcomes

- CO1.** Students will learn to create their own curriculum vita.
- CO2.** Students will be able to work on themes.
- CO3.** Students will knowledge to create mood board, story board, ideation board, colour palette on each theme.
- CO4.** Students will learn flat working drawing, specification sheet, fabric indication, fabric consumption details etc.
- CO5.** Students will learn how to create different embroideries and surface textures.
- CO6.** Students will learn to create portfolio.

Master of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27
Portfolio Development
(Practical)
Course Code: MFDP -4233

Examination Time: 3 hrs

L-T-P 0-0-3

Total Marks - 100

Ext.:70

CA: 30

Instructions to the Examiner:

- The examiner will set one theme based question. Emphasis should be given to the theme, design features and presentation.
- Paper will be set on the spot by external and internal examiner.

Instructions to the Faculty:

The art portfolio is an expression of a graduating students creativity, design/ ability, technical expertise, illustration and presentation skills. It should exhibit the students inclination towards the particular segment of the industry by identifying the target customers, design requirements and pricing. It should ideally comprise of 30 -35 sheets keeping the following points in mind.

Uniform Format: It is important to keep all the sheets of the same size to maintain visual continuity. Sheets should be grouped separately and systematically either horizontally or vertically. This ensures uniformity of presentation. The presentation of the portfolio depends on the contents and also on layouts. The end result should look very neat and professional.

The Portfolio must include:

Unit- I: Design Research and AI-Assisted Concept Development

- Curriculum Vita
- Page of Contents
- Theme of the project
- Mood board, Story Board, Ideation Board, Colour Palette and Fabric Chart.

Unit- II: All practical exercises are to be completed through freehand drawing and manual rendering on drawing sheets with different art media.

- There should be inclusion of designs for Male/ Female/ Kids.
- Thumbnails.
- Flat working drawings, specification sheets showing technical strength are vitally important. Line planning, Fabric Indications, Fabric Consumption detailed measurement charts etc are all essential. These are to be used in conjunction with croquies.
- The Collection is to be based on innovative fabric combinations, surface texture and ornamentation. It is very important that the designs and embroidery motifs be original.

Books Recommended

1. Tata Sharon Lee, "Inside Fashion Design", 1977, Francisco Canfield Press.
2. Ireland, Patrick John, Fashion Design Drawing and Presentation, 1996, B.T. Batsford London.

Further Reading:

3. Allen and Seaman, Fashion Drawing – the Basic Principles, 1994, B.T. Batsford, London.
4. Seaman, Julian, Professional Fashion Illustration, 1995, B.T. Batsford, London.
5. Drake and Nicholas, "Fashion Illustrations", 1995, Thames and Husdon, London.
6. Abbing Bina, Fashion Sketch Book, 2006, by Fairchild publication.
7. Vogue Sketch Catalogue.

Master of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27
Product Development- Workshop
(Practical)
Course Code: MFDP-4234

Course Outcomes

- CO1.** Students will learn design development.
- CO2.** Students will learn about pattern development and layout.
- CO3.** The course will focus on construction of garments for various age groups.
- CO4.** Students will create a line taking inspiration from a theme.
- CO5.** Students will create accessories along with garment on each theme.

Master of Science (Fashion Designing and Merchandising)
(Semester IV)
Session-2026-27
Product Development Workshop
(Practical)
Course Code: MFDP -4234

Examination Time: 5 hrs
L-T-P : 0-0-3

Total Marks: 100
Ext.:70
CA: 30

Instructions to the Examiner:

- The Examiner will set one theme based question for construction. The emphasis should be given to design features, pattern development, placements on the fabric and finishing of the garments.
- Paper will be set on the spot by external and internal examiner.

WORKSHOP

Instructions to the Faculty:

Students to design a line taking inspiration from a theme and construct three garments with at least three accessories for Kid's / Male/ Female.

Design Development

- Research -
- Finalisation of Theme
- Sourcing
- Finalization of designs
- Design a garment using AI, generating at least three fabric options and three colour variations for the same garment design.
- Measurements and specification sheets.

Pattern Development

- Development of basic blocks
- Pattern making and layout

Product Development

- Construction on actual fabric

Photo Shoot

Accessories

Books Recommended:

Essential Reading:

- 1) McCall's Sewing in Colour, 1971, Butterrick Publishing Co.
- 2) Singer Sewing Book, 1943, Mary Brooks Picken, Kessinger Publishing.
- 3) Measure, Cut and Sew, Holt Rinehart and Winson.1922, Mc Millain Publishing Company.
- 4) Bray N., Dress Pattern Designing, 2003 (5th edition) Willey Blackwell.
- 5) Helen Joseph Armstrong, Pattern Making for Fashion Design, 2005, Prentice Hall.
- 6) Tata Sharon Lee, "Inside Fashion Design", 1977, Francisco Canfield Press,.
- 7) Ireland Patrick John, Fashion Design Drawing and Presentation", 1996, B.T.Batsford London,.
- 8) Seaman, Julian, Professional Fashion Illustration, 1995, B.T. Batsford London,
- 9) Drake and Nicholas, "Fashion Illustartion", 1994, Thames and Hudson London.

Master of Science (Fashion Designing and Merchandising) (Semester IV)
Session-2026-27

Further Reading

- 10) Bernard Zamkoff, Basic Pattern Skills for Fashion Design 1997, Fairchild Publication,
- 11) Ernestine Koff, Design Apparel through Flat Pattern, 2006, Cole Publishing Co.
- 12) Martin Shoben, Pattern Cutting & Making Up, 1987, Butterworth, Heimeneman.
- 13) Hilde Jaffe, Draping for Fashion Design, 2007, Claudia Barbara.
- 14) Ireland, Patrick John, Fashion Design Drawing and Presentation 1996,” B.T. Batsford, London.
- 15) Elisabetta Drudi, T.Paci, “Figure Drawing for Fashion”, 2002, The Pepin Press.
- 16) Bina Abbing, Fashion Illustration, 2008, Fairchild Publication.
- 17) Bina Abbing, Fashion Rendering with Color, , 200, Fairchild Publication.
- 18) Thames & Husdon, Vogue Sketch Catalogue, 1911, Si New House.

Master of Science (Fashion Designing and Merchandising)
Semester – IV
Session-2026-27 Textile chemistry
(Practical)
Course Code: MFDP-4235

Course Outcomes

- CO1. It will provide them the knowledge of Textile Testing
- CO2. Students will understand the aspects of dyeing of various fabrics.
- CO3. This course will give knowledge about fibre identification
- CO4. It will provide them the knowledge of fabric identification
- CO5. Students will be able to learn about making a complete garment with design elements using draping technique.

Master of Science (Fashion Designing and Merchandising)

Semester – IV

Session-2026-27

Textile Chemistry

(Practical)

Course Code: MFDP -4235

Exam Time : 3 Hrs

L-T-P : 0-0-3

Total Marks: 100

Ext. 70

CA: 30

Instructions to the Examiner:

- The examiner will set one question from each unit.
- Paper will be set on the spot by external and internal examiner.

Unit – I

Fibre Identification of cotton, wool, acrylic, Silk, Jute, Nylon, Polyester using the following.

- Burning
- Microscopic
- Solubility

Unit – II

Woven fabric analysis:

- Identification of warp and weft, ends per inch, picks per inch, crimp of warp and weft and GSM of the fabric.
- Thread Count

Collection and identification of yarns

- Simple
- Novelty
- Textured

Collection and identification of fabric types

- Woven
- Non- Woven
- Knitted

Unit – III

Dyeing of Fabric

- Cotton with natural dyes and Direct dyes.
- Wool with acid dyes.
- Silk with acid dyes,

Note: Students to visit knitting industry/ textile dyeing/ textile testing unit.

Master of Science (Fashion Designing and Merchandising)

Books Recommended:

Essential Reading:

1. Norman Hollen and Jane Saddler, "Textiles" Second Edition. (1949), The Macmillan Company, New York. Collee- Macmillan, Limited London.
2. Bernard P. Corbman, Textiles Fiber to Fabric, Mc Graw, Hill International Editions, (1993), Cataloging Publications.

Further Reading:

1. Isabel, B. Wingate Textile Fabrics and their Selection, (1976) Prentice- Hall Inc., Engle Wood Cliffs, N.J.
2. Katarine Paddock, Textile Fibres and their Use-Sixth edition, (1954) –Oxford & IBH Publishing Co., Calcutta, Bombay, New Delhi.
3. Dorothy Siegert Lyle, Modern Textiles – (1971) John Wiley and Sons Inc., New York, London, Sydney, Toronto.
4. Kanwar Varinder Pal Singh, Introduction to Textile, Kalyani Publish

