

CAD FOR FASHION

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
CAD for Fashion	2	0	0	2	12th Pass	NIL

Learning Objectives

The Learning Objectives of this course are as follows:

- To understand the concept of fashion sketching and fabric rendering
- To learn different softwares for fashion designing and rendering

Learning outcomes

The Learning Outcomes of this course are as follows:

- After studying this course, students will be able to understand the basics of garmentsketching and fabric rendering manually.
- After studying this course, students will be able to gain the knowledge about variouscomputer design softwares – Adobe Photoshop, CorelDraw, Adobe Illustrator and Open source
- After studying this course, students will be able to learn the application of selectedcomputer design softwares for fashion sketching.
- After studying this course, students will be able to develop proficiency in CAD forthe creation of fabric textures and colour schemes.
- After studying this course, students will be able to Design a theme-based fashion collection using computer design software.

SYLLABUS

Unit I: Fashion sketching

(7 weeks)

Unit Description: Fashion sketching plays an important role in designing to preview and visualize designs before sewing actual clothing. Thus, this unit aims to help students develop the skills in designing apparel through flat sketching of garment components both manually and digitally.

Topics: Flat sketching of garment components by hand – necklines, collars, sleeves, skirts, tops, and trousers, Introduction to vector-based drawing softwares – CorelDraw, Adobe Illustrator and open-source software like Inkscape, Introduction to features and tools of CorelDraw/Illustrator/Inkscape, Project - Application of software tools for drawing technicalflats on any vector-based computer design software

Unit II: Fabric rendering

(8 weeks)

Unit Description: This unit will help students to develop skills to render the fabrics and silhouettes used in the garment. Students will be taught to imitate fabric textures in their drawing both manually and through computer aided design softwares. In addition, they will also learn to develop their own textile prints and their colour ways.

Topics: Learning to simulate textures of various fabrics manually - cotton, silk, fur, net, leather, velvet, denim, corduroy, georgette, chiffon, knit, crochet, lace, embroidery and prints. Understanding the basics of design repeat and how to create seamless prints manually.

Introduction to raster -based editing softwares –Adobe Photoshop and open-source software like GIMP, Photopea etc.

Introduction to features and tools of Photoshop/Photopea/GIMP Application of software tools for creating seamless patterns.

Project - Application of software tools for designing various textile products with different fabric textures in three different colour schemes

All the above work will be collated as a digital portfolio.

Essential Readings

- Abing, B., (2019). Fashion Sketchbook, Bloomsbury Publication, UK
- Aldrich, W., (1994). CAD in Clothing and Textiles, 2nd Edition, Wiley-Blackwell Publishing, USA
- Jain, S. & Geetha M. (2018). CorelDraw Training Guide, BPB Publications, India
- Lazear, M. Susan, (2007). Adobe Photoshop for Fashion Design, Pearson Publishing
- Callender, J. (2011). 2000 Pattern Collection, Anova Books Company Limited, London.

Suggested Readings

- CorelDraw tutorial: <https://www.youtube.com/watch?v=89VZfov7p8Q>
- Photoshop tutorial: <https://helpx.adobe.com/in/photoshop/tutorials.html>
- Shuffle Botham, R., 2014, Photoshop cc, In Easy Steps Limited, UK

Examination scheme and mode:

Total Marks: 100

Internal Assessment: 25 marks

Practical Exam (Internal): 25 marks

End Semester University Exam: 50 marks

The Internal Assessment for the course may include Class participation, Assignments, Class tests, Projects, Field Work, Presentations, amongst

Note: Examination scheme and mode shall be as prescribed by the Examination Branch, University of Delhi, from time to time.

Communication in Everyday Life

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Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
Communication in Everyday Life	2	0	0	2	12 th Pass	Nil.

Learning Objectives

The Learning Objectives of this course are as follows:

- To lay down a basic foundation for basic communication that is a part of a student's everyday life.
- To inculcate the fundamentals of communication with the aim to enhance listening, speaking and writing skills.
- To hone practical skills that can be used in day-to-day affairs.

Learning outcomes

The Learning Outcomes of this course are as follows:

- After studying this course, students will be able to improve mediation skills.
- After studying this course, students will be able to building human relationships.
- After studying this course, students will be able to foster societal understanding & develop an independent perspective.
- After studying this course, students will be able to enhance social communications skills of students.

SYLLABUS

UNIT 1

(2 Weeks)

Theory of Communication

- Meaning, Features, Uses, Cycle, Feedback, Advantages
- Barriers
- 7 C's of Communication

UNIT 2

(3 Weeks)

Listening Skills

- Netiquettes
- Audio-book Listening & Discussions
- Note-taking

UNIT 3

(4 Weeks)

Speaking Skills

- Oral Presentation- Audio-Visual aids, Audience & Feedback, Delivery of Presentation, Handling Questions
- Group Discussion- Culture & History, Current Affairs, Society-related
- Public Speaking- Public Speech, Extempore
- Interview- Personal, Conversational, Public