

ABOUT THE COURSE

COURSE NAME:	Digital Fashion Design
TOTAL DURATION:	45 Hrs
MODE OF DELIVERY	PHYSICAL CLASSROOM TRAINING AT RESPECTIVE COLLEGES
TRAINER TO STUDENT RATIO:	1:50
TOTAL MARKS:	75

TABLE 1

OVERALL COURSE OBJECTIVE:	Trainees explore different aspects of the techniques in Designing and transferring of skills to develop a pool of skilled manpower for industries, and leading to their career growth & benefiting society at large.
LEARNING OUTCOME:	<ul style="list-style-type: none"> • Drawing and sketching techniques to design garments with application of elements and principles of design using various color media. • Fabric rendering and drawing texture and selection of Dresses. • Design and demonstrate fashion croquis and attire the garment designs, make technical drawings of garments • Develop own illustration styles of formal wear, casual wear, school uniform etc. • Design and demonstrate of fashion croquis and attire the garment designs, make technical drawings of garments, colorize the designed garment by using Coral Draw.

TABLE 2: MODULE WISE COURSE CONTENT AND OUTCOME

SL .N O	MODULE NAME	MODULE CONTENT	MODULE LEARNING OUTCOME	DURATION (HRS)	
				Theory	Practical

1	Fashion Studies	Introduction to Fashion Studies	Brief knowledge of fashion trends, trade fairs, fashion show, boutique, garment production unit.	3	2
		Definition of fashion			
		Terminologies of fashion			
		Fashion Lifecycle & Fashion Markets			
		Theories of Fashion			
		Fashion Forecasting	Fashion styling based on cultural and regional differences, Personal Style, Dressing for events.		
2	Drawing and sketching techniques	Identification of Drawing Tools & Equipment	Depicting Principles of design	2	7
		Charcoal, watercolor, poster color, oil and acrylic, photo color..etc	principles of design using various color media.		
		Advanced Drawing and sketching techniques	Color wheel, Greyscale, Tints and Shades etc.		
		Fall of Curtain Trees leaves natural fall	Advanced techniques to design garments		
3	Creating textures and patterns	Fabric rendering and drawing texture	Trims and accessories for fashion	3	8
		Selection of Material types	Dresses according to (age, occasion, climate, personality, age & sex)		
		Sketching /Designing of fashion accessories	Age group relation to design various categories of men's wear. women's wear, kids wear		

		Demonstrate and develop own styles	Fabric rendering according to weight, fall and opacity.		
4	Fashion Drawings	Block Figure, Stick Figure	Design and demonstrate fashion croquis and attire the garment designs, make technical drawings of garments.	2	8
		Front, 3/4half			
		Back view			
		Fleshing out			
		Poses and Composition			
		Body movements			
		Casual Wear, Part Wear , Office Wear	Demonstrate and develop own illustration styles of formal wear, casual wear, school uniform etc		
5	Creation Design and presentation Working using software's	Fashion Drawings On adobe Illustrator / Coral Draw	Illustration Fashion Drawings on Photoshop /coral draw / illustrator With Different Prints and effects	2	8
		Fashion Drawings on Photoshop			
		Working with Tools Shapes	Applications of tools shapes and menu commands		
		Menu commands and their application			
Total				12	33

TABLE 3: OVERALL COURSE LEARNING OUTCOME ASSESSMENT CRITERIA AND USECASES		
LEARNING OUTCOME	ASSESSMENT CRITERIA	USECASES
Brief knowledge of fashion trend, trade fairs, fashion show,	Illustrate design of fashion croquis and attire the garments	Use Case 1: Free hand sketches

boutique, garment production unit.		Scenario: Apply different techniques to create free hand sketches.
Fashion styling based on cultural and regional differs, Personal Style, Dressing for events.	Demonstrate technical drawings	Task: Students Apply will use different techniques of free hand sketches to create designs
Depicting Principles of design	Create croquis in different postures	Use Case 2: Create Patterns & Textures
principles of design using various color media.	Apply different techniques of free hand sketches to create designs	Scenario: Pattern & Textures according to various conditions.
Color wheel, Greyscale, Tints and Shades etc.	Develop sketch of draped design with texture and rendering	Task: Students will create patterns according to age, occasion, climate, personality, age etc..
Advanced techniques to design garments	Appraise and illustrate the Fashion Dictionary	
Trims and accessories for fashion	Recognize the elements and principle of designing in Fashion Designing	Use Case 3: Designs using Software
Dresses according to (age, occasion, climate, personality, age & sex)	Illustrate textures, patterns and their features	Scenario: Designs based on requirement. Task: Students will create designs using Corel/Photoshop/illustrator according to client requirement
Age group relation to design various categories of men's wear, women's wear, kids wear	Fashion trend, trade fairs, fashion show, boutique, garment production unit	

Fabric rendering according to weight, fall and opacity.	Illustrate trims and accessories for fashion Fashion styling	
Demonstrate and develop own illustration styles of formal wear, casual wear, school uniform etc	Creating Accessories Illustration on Coral, Sketching / Designing of fashion accessories.	
Illustration Fashion Drawings on Photoshop /coral draw / illustrator With Different Prints and effects	Designing through computers Fashion Presentation & Design Sampling Fabric rendering	

TABLE 4: LIST OF FINAL PROJECTS

SL.NO	FINAL PROJECT
1	Conduct market research for trends and forecast from sources like WGSN, catalogues, etc. for garment design
2	Designing of fashion Illustration on Coral/Photoshop/illustrator
3	Create Fashion Illustration croquis in different postures.
4	Free hand sketches to create designs - Rough sketching
5	Free hand sketches to create designs - Refined sketching
6	Draw a series of poses within a set time limit (e.g., 30 seconds or 1 minute per pose)
7	Recognize the elements and principle of designing in Fashion Designing
8	Illustrate textures, patterns using illustrator.

9	Develop illustration style for Formal Wear
10	Develop illustration style for Casual Wear & Business casuals.
11	Develop illustration style for ethnic, Traditional and party wear.
12	Creating Accessories Illustration on Coral, Sketching /
13	Designing the dresses through computers
14	Illustrate design of fashion croquis and attire the garments.
15	Fabric rendering for different body types.
16	Fashion Drawings on Corel DRAW
17	Fashion Drawings on Photoshop
18	Develop a mood/theme board based on the market research
19	Demonstrate technical drawings like CAD, Fashion Flat, or Technical Flat
20	Demonstration of fashion croquis and attire the garment designs.

TABLE 5: COURSE ASSESSMENT RUBRICS (TOTAL MARKS: 75)				
ASSESSMENT CRITERIA	DESCRIBE THE CRITERIA OF THE BELOW CATEGORY			TOTAL MARKS
	PERFORMANCE			
	FAIR	GOOD	EXCELLENT	
Illustrate design of fashion croquis and attire the garments	3	4	5	5
Demonstrate technical drawings	3	4	5	5
Create croquis in different postures	3	4	5	5

Apply different techniques of free hand sketches to create designs	3	4	5	5
Develop sketch of draped design with texture and rendering	3	4	5	5
Appraise and illustrate the Fashion Dictionary	3	4	5	5
Recognize the elements and principle of designing in Fashion Designing	3	4	5	5
Illustrate textures, patterns and their features	3	4	5	5
Fashion trend, trade fairs, fashion show, boutique, garment production unit	3	4	5	5
Illustrate trims and accessories for fashion	3	4	5	5
Fashion styling	3	4	5	5
Creating Accessories Illustration on Coral, Sketching / Designing of fashion accessories.	3	4	5	5
Designing through computers	3	4	5	5
Fashion Presentation & Design Sampling	3	4	5	5
Fabric rendering	3	4	5	5
Total				75