



Raja Mansingh Tomar Music & Arts University, Gwalior, M.P.  
DIPLOMA - FASHION DESIGN - SYLLABUS 2025-26 01 YEAR

**Raja Mansingh Tomar Music & Arts University, Gwalior, M.P.  
DIPOMA - Fashion Design Syllabus ( One Year)**

**DIPLOMA - Fashion Design**

**YEARLY EXAMINATION : Duration 01 Years**

**Syllabus 2025-26**

नादब्रह्म शब्दब्रह्म  
रूपब्रह्म उपास्महे



## DIPLOMA FASHION DESIGN

### SCHEME OF EXAMINATION

Paper	Time	Size	Ext. Marks	C.C.E.	Total
Fashion from History to Today	3Hrs.	-	100	00	100
				<b>Total</b>	<b>100</b>
Practical			Ext. Marks	Internal Assignment	
Advanced Fashion Illustration and CAD	3 Hrs.	A3	100	0	100
Advanced Pattern making & Garment Design	6 Hrs.	A3	100	0	100
Surface Design	6 Hrs.	A3	100	0	100
				<b>Total</b>	<b>300</b>
				<b>GRANDTOTAL</b>	<b>400</b>

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## DIPLOMA FASHION DESIGN - THEORY

### FASHION FROM HISTORY TO TODAY

#### UNIT I — ANCIENT FASHION - What men and women of past wore.

- Indus Valley Civilization - Art & Styles. Famous Sculptures. Fabrics.
- Gupta Period - Military Dresses, Royal Dresses, Other dresses, Footwear, Hair Styles, etc.
- Mughal Period - Dresses, Hairstyles, Footwear, Make Up, Textiles.
- Rome, Egypt & Greek - - Dresses, Hair Styles, Foot Wear, Make Up

#### UNIT 2 - MIDDLE AGE FASHION

- Victorian Fashion - The Renaissance - Textiles, Costumes for men and women
- Victorian Era - The great exhibition of Crystal Palace, The Industrial Revolution, The early Victorian Era, The late Victorian Era
- British Raj influence on Indian Fashion
- Fashion of the 1850 to 1900

#### UNIT 3 - MODERN FASHION

- Fashion from 1900 to 1920.
- Fashion during 1920 to 1947 - effect of world wars on fashion
- Fashion During 1950 to 1980
- Fashion During 1980 to 2000

#### UNIT 4 - FASHION OF MODERN INDIA Traditional Fashion of States of India - Dresses, Headwear, Footwear, Styles, weaves etc

- East — Jammu & Kashmir: Punjab, Rajasthan, Gujarat, Maharashtra
- West — Orissa, Bihar, Arunachal Pradesh
- Central — Madhya Pradesh, Chhattisgarh
- North - Himachal Pradesh, Assam, Manipur, Meghalaya, Sikkim, Nagaland
- South — Tamil Nadu, Andhra Pradesh. Kerala

#### UNIT 5 - DYEING & PRINTING

- Introduction and significance of dyes. Classification of Dyes.
- The Dyeing And Printing: Singeing, Desizing, And Boiling. Scouring. Souring, Bleaching and Mercerization
- Printing: Introduction, Equipment process Advantages, disadvantages and end uses.
- Methods of printing: Direct, resist. discharge
- Styles of Printing: Block, stencil, screen, roller, transfer, flock, warp, yarn, resist (tie and dye and batik), duplex printing and its application in fashion

#### SUGGESTED READING

1. Traditional Indian Costumes and Textiles by Parul Bhatnagar
2. Ancient Indian Costume - by Roshen Alkazi
3. A History of Costume in the West by Francois Boucher Racinet
4. Fashion: The Definitive History of Costume and Style by DK The History of Modern Fashion: From 1850 by Daniel James Cole, Nancy Delhi
5. Handbook of Synthetic Dyes and Pigments - Vol I, 2, & 3 b K. NI. Shah
6. Dyeing and Screen printing On Textiles by Joanna Kinnersly Tae lor
7. **Suggested Activities:** Field trip to Dyeing & Printing Units can be arranged



## DIPLOMA - FASHION DESIGN - PRACTICAL

### PRACTICAL 1 —ADVANCED FASHION ILLUSTRATION CAD

#### FASHION ILLUSTRATION

- Fashion Poses for Women, Men & Kids fashion.
- Face, Eyes, Nose, Lips & Hair Styles for Men & Women.
- Rendering of Silk, Chiffon, Denim, Velvet, Leather, Satin, Lace, Net, Wool, Fur - use Water color pencils, Pen & Ink, Sketch Pen etc.
- Rendering Different Stripes, Checks, Dots, Plaids, Floral prints, Geometrical Prints.
- Illustrating Western Wear Garment Components – Skirts, Tops, Dresses, Women's Shirts, Women's Trousers, Hats, Footwear, belts, Eye wear
- Illustrating Men's Shirts, Trousers, Foot wear, Hats & Eyewear.
- Create design idea collection for men & women using 1. Stripes. 2. Prints 3 dots or checks - minimum 10 design ideas per collection.

#### CAD – CorelDraw or Illustrator

- Understanding Basic Interface of the software
- Introduction to Graphics, Graphics Devices, Graphics Output Devices, Graphics Input Devices.
- Understanding Vector principles, file types, opening & saving files, importing & exporting files.
- Introduction Page Setup & Software Menus, Color Modes. Intro to various tools of the software
- Understanding and using various tools for drawing, coloring, rendering placing, replicating and creating desired designs as practiced manually.
- Use of either of the software to create the above course guideline

#### PRACTICAL SUBMISSION -All to be done on A3 Size Sheets

- Illustration of poses - 5 sheets minimum for women & 5 sheet minimum for men
- Face & features – 5 sheets minimum
- Garment Components – Minimum 10 sheets
- Fabric & Print Rendering - Minimum 10 sheets.
- Design Idea Development - Minimum 10 Sheets
- CAD – A3 color print outs of Design Idea Collection – Minimum 10 Sheets

#### Suggested Reading

1. Fashion Designer's Handbook for Adobe Illustrator by Marianne Center
2. Corel DRAW in Simple Steps by Kogent Learning Solutions Inc.
3. Illustrating Fashion by Kathryn McKelvey and Janine Munslow
4. Illustrating Fashion: Concept to Creation by Steven Stipelman

### PRACTICAL 2 – ADVANCED PATTERN MAKING & GARMENT DESIGN

#### UNDERSTANDING WESTERNWEAR

- **Pattern Making Terminology**, - Drafting, Pattern Making, Grading, Laying Out, Cutting. Techniques, procedures, Precautions & Quality Control
- Basic Skirt Block, Basic Bodice Block. Basic Sleeve Block. Basic Collar Block
- Adaptation of Different Skirts from Basic Skirt Block - Fitted, A- Line, Circular etc.
- Dart rotation techniques in Basic Bodice Block
- Creating various Garments with techniques learnt in sewing to design Skirts, Tops, Dresses & Gowns for Women.
- Basic Men's Shirt



### **PRACTICAL SUBMISSION**

1. Skirt – Minimum 2 styles
2. Women's Party Dress – minimum 1 dress
3. Women's Fashion Tops with use of creative neckline and / or sleeves – Minimum 3
4. Men's Shirt - Minimum 1 shirt.

### **Suggested Reading**

1. Metric Pattern Cutting for Menswear by Winifred Aldrich
2. Patternmaking for Fashion Design by Armstrong

### **PRACTICAL 3 - SURFACE DESIGN**

#### **Understanding Surface Design**

- Introduction to motif. Development of a motif from Flowers, Leaves, Trees, Geometrical Shapes and Still life objects.
- Understanding Color separation of motif. Techniques of transferring final motif on to surface.
- Enlarging and reducing Motif.

#### **Understanding Embroidery Stitches**

- Practicing Basic Embroidery Stitches to create motifs & borders – Basting, Backstitch, Chain Stitch, Buttonhole, Lazy Daisy, Herring Bone, Satin Stitch, French knot, Shadow Stitch, Long & Short Stitch, Cross Stitch, Pekinese Stitch, Cast-on-Stitch, Rose Stitch, Eyelet Stitch, Blanket Stitch
- Other Techniques of Surface Design using stitches - Mirror Work, Patchwork, Beads & stones etc.

#### **Understanding Dyeing & Printing Techniques**

- Tie & Dye
- Block Printing
- Screen Printing

### **PRACTICAL SUBMISSION**

1. Tie & Dye - Sample File and minimum 1 Textile article or 1 Dress
2. Embroidery Stitches - Sample File and minimum 1 Article
3. Block Printing - Minimum 2 Textile Article or Dress
4. Motif - Design Idea sheets – Minimum 10 sheets A3.

### **Suggested Reading**

1. Embroidery Designs by Nirmala C Mistry
2. Ethnic Embroidery of India by Usha Shrikant

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