

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

DIPLOMA - Fashion Design

YEARLY EXAMINATION : Duration 01 Years

Syllabus
2026-27

Diya

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Shubhada

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Raja Mansingh Tomar Music & Arts University, Gwalior, M.P.
DIPLOMA - FASHION DESIGN - SYLLABUS 2026-27

DIPLOMA FASHION DESIGN
SCHEME OF EXAMINATION

THEORY	Time	Size	Ext. Marks	C.C.E.	Total
Fashion from History to Today	3Hrs.	-	50	00	50
				Total	50
PRACTICAL			Ext. Marks	Internal Assignment	
Advanced Fashion Illustration and CAD	3 Hrs.	A3	50	--	50
Advanced Pattern making & Garment Design	6 Hrs.	A3	50	--	50
Surface Design	6 Hrs.	A3	50	--	50
				Total	150
				GRANDTOTAL	200

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DIPLOMA FASHION DESIGN 01Year

PAPER - 1 (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, Foot wear, Styles, weaves etc

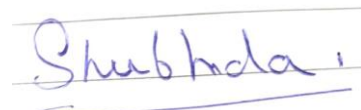
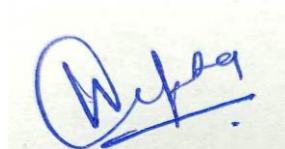
- East — Jammu & Kashmir: Punjab, Rajasthan, Gujarat, Maharashtra
- West — Orissa, Bihar, Arunachal Pradesh
- Central — Madhya Pradesh, Chhattisgarh
- North - Himachal Pradesh, Assam, Manipur, Meghalaya, Sikkim, Nagaland
- South — Tamil Nadu, Andhra Pradesh. Kerala

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



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7. **Suggested Activities:** Field trip to Dyeing & Printing Units can be arranged

DIPLOMA - FASHION DESIGN 01Year - 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, Rendering 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 – CorelDrwa or Illustrator

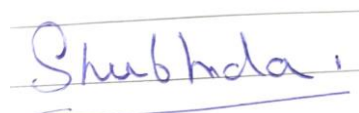
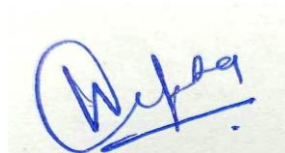
- Understanding Basic Interface of the software
- Introduction to Graphics, Graphics Devices, Graphics Output Devices, Graphics Input Devices.
- Understanding Vector principles, file types, opening & saving files, importing & exporting files.
- Introduction Page Setup and Software Menus. Color Modes. Introduction 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



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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

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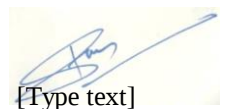
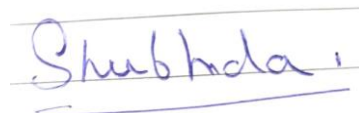
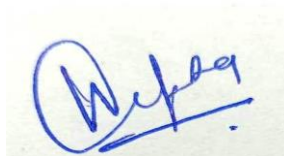
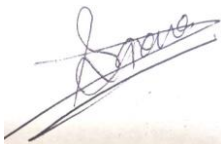
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PRACTICAL SUBMISSION

1. Tye & 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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