

FACULTY OF VISUAL ARTS & PERFORMING ARTS

SYLLABUS

FOR

BACHELOR OF DESIGN (SEMESTER: I – VIII)

Session: 2016

COURSE STRUCTURE

1st to 2nd Semester

FOUNDATION COURSE (COMMON TO ALL)

SPECIALIZATION (ANY ONE)

3rd TO 8th SEMESTER

FASHION DESIGN

TEXTILE DESIGN

INTERIOR DESIGN



GURU NANAK DEV UNIVERSITY AMRITSAR

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(ii) Subject to change in the syllabi at any time.

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*BACHELOR OF DESIGN (SEMESTER SYSTEM)***TOTAL MARKS IN EACH SEMESTER**

Sr.No.	Semester	Total Marks
1.	I	1000
2.	II	1100
3.	III	1050
4.	IV	900
5.	V	1000
6.	VI	900
7.	VII	650
8.	VIII	450
	Grand Total:	7050

*BACHELOR OF DESIGN (SEMESTER SYSTEM)***WORKING SCHEDULE**

8 SEMESTERS PER COURSE

2 SEMESTERS PER SESSION

19 WEEKS PER SEMESTER

30 HOURS PER WEEK

570 HOURS PER SEMESTER

*BACHELOR OF DESIGN (SEMESTER SYSTEM)***WORKING SCHEDULE**

8 SEMESTERS PER COURSE

2 SEMESTERS PER SESSION

19 WEEKS PER SEMESTER

30 HOURS PER WEEK

570 HOURS PER SEMESTER

SEMESTER–I: (Foundation)

Paper No.	Course	External Marks	Exhibition Marks	Theory Marks	Total Marks	Time
I.	Drawing–I (Practical)		35		200	3 Hrs. Each
	A. Still Life	55				
	B. Nature Study	55				
	C. Outdoor Sketching	55				
II.	Colour–I				200	
	(Theory)			100		3 Hrs.
	(Practical)	80	20			4 Hrs.
III.	Basic Design				150	
	(Theory)			50		3 Hrs.
	(Practical)	80	20			4 Hrs.
IV.	Workshop–I (Practical)	120	30		150	6 Hrs.
V.	History of Art–I (Theory)	–	–		100	3 Hrs.
VI.	Communication Skills in English	–	–		50	3 Hrs.
VII.	Punjabi Compulsory OR				50	3 Hrs.
	Basic Punjabi (Mudhli Punjabi)					
VIII.	Computer Application–I				100	
	(Theory)			50		3 Hrs.
	(Practical)	40	10			6 Hrs.
	Total Marks				1000	

*BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE***I. DRAWING–I (Practical)**

Total: 200 Marks
Practical: 165 Marks
Exhibition: 35 Marks

A: STILL LIFE**Time: 3 Hours****Marks: 55****Instruction for the Examiners (Practical):**

The examiner should set 2 questions out of which 1 has to attempted.

Introduction to meaning and importance of object. Drawing with reference to observation, proportion, balance, light and shade, form, colour, texture and perspective.

Study of different objects with pencil, crayon and Charcoal only in line drawing.

Study of transparent objects like glasses, bottles etc. with Drapery in pencil and crayon Showing light & shade.

Study of composition of different types of object in water colour, monochrome, half tone, Tempera, collage, mosaic texture etc. on different paper & surfaces.

*BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE***B: NATURE STUDY****Time: 3 Hours****Marks: 55****Instruction for the Examiners (Practical):**

The examiner should set 2 questions out of which 1 has to attempted.

Study of plants, its different parts and construction in line drawing, pencil shading and water colours.

Study of shrubs in pencil with textures.

Detailed study of the following with reference to its construction, characteristics, form, colour and texture from different angles, in pencil, pen and colours, flowers, vegetables, birds, feathers, fruits, creepers, shells, animals, butterflies, insects etc.

C: OUTDOOR SKETCHING**Time: 3 Hours****Marks: 55****Instruction for the Examiners (Practical):**

The examiner should set 2 questions out of which 1 has to attempted.

Visit to museum to appreciate various sculptures in stone and bronze casting and being able to draw them.

Study of ruin / monuments in and around New Delhi with a view to study structure and Architecture.

Visit to Zoo for detailed study of animals, birds etc.

Other outdoor locations like: Railway station, Market, Bus Stop, Restaurants etc.

*BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE***II. COLOUR–I (Practical & Theory)**

	Theory: 100 Marks	Total Marks: 200 Marks
External: 80 Marks	Total Practical: 100 Marks	
Exhibition: 20 Marks		

COLOUR–I (Theory)**Time: 3 Hrs****Marks: 100****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

A. Introduction to Colour and Colour wheels Primary, Secondary, Tertiary colours. Understanding Hue, Value, Tint & shade Meaning and understanding of colour intensity by making a chart. Physical and emotional reaction of colours.

Balance with Colour Achieving different Grades of colour: Pale, Light, Vivid, Bright, Dull, Deep. Colour Interpretation– Expression, Mood, Seasons, Colour schemes – Analogous, Complimentary, Monochrome, Achromatic, Adjacent, Warm and Cool Colours.

Understanding Colour Spectrum, Additive colour, Subtractive Colour, Newton’s Colour Theory, Theory of Chevreul.

*BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE***COLOUR–I (Practical)****Time: 4 Hours****Practical: 100 Marks****External: 80 Marks****Exhibition: 20 Marks****Instruction for the Examiners (Practical):**

The examiner should set 2 questions out of which 1 has to attempted.

Understanding of Methods – Pencil (all types), Soft Pastels, Oil Pastels, Chalk and Conte Crayon, Charcoal, Pen and Ink, Brush and Ink, Different Type of Brushes, Water Colours, Gouache, Oil Colours, Acrylic Colours, different types of papers.

*BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE***III. BASIC DESIGN (Practical & Theory)**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 150 Marks
Time: 4 Hrs.	External: 80 Marks Exhibition: 20 Marks	Total Practical: 100 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Basic Elements of Design
2. Basic shapes Man Made and Natural
3. Forms in relation to design
4. Movement, Transition, Mirror, Rotation, Extension
5. Stylization (Traditional, Decorative, Geometric)
6. Splitting (Abstract)
7. Texture and pattern and Repetition

*BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE***IV. WORKSHOP–I (Practical)****Time: 6 Hours****Practical: 150 Marks****External: 120 Marks****Exhibition: 30 Marks****Instruction for the Examiners (Practical):**

The examiner should set 2 questions out of which 1 has to attempted.

Demonstration and practical classes to be conducted on the following:

Clay modelling

Plaster of Paris

Paper Mache

Tin foil

Oil Colour

Acrylic colour

Fabric

Experimenting / innovating with above mediums and materials, submit projects at the end of Semester.

*BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE***V. HISTORY OF ART-I****Time: 3 Hrs.****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Indian Art:

Indus valley Civilization– Priest/ Dancing Girl

Mauryan Dynasty– Lion Capital/ Bull Capital

Kushana Dynasty– Chaulakaka Yakshini

Gupta Dynasty– Standing and Sitting Buddha

Mughal Miniature Paintings

Rajsthani Paintings – Kishangarh, Bundi, Mewar.

Pahari Paintings – Kangra, Basholi.

Bengal School – Nandlal Bose, Rabinderanath Tagore, Abinderanath Tagore. Post

Independence Art – Jammini Roy, Amrita Shergill.

Contemporary Art – K.G. Subramanyam, Bhupen Kakkar.

BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE

VI. Communication Skills in English (Theory)

Time: 3 Hours

Max. Marks: 50

Course Contents:

1. Reading Skills: Reading Tactics and strategies; Reading purposes–kinds of purposes and associated comprehension; Reading for direct meanings; Reading for understanding concepts, details, coherence, logical progression and meanings of phrases/ expressions.

Activities:

- a) Active reading of passages on general topics
- b) Comprehension questions in multiple choice format
- c) Short comprehension questions based on content and development of ideas

2. Writing Skills: Guidelines for effective writing; writing styles for application, resume, personal letter, official/ business letter, memo, notices etc.; outline and revision.

Activities:

- a) Formatting personal and business letters.
- b) Organising the details in a sequential order
- c) Converting a biographical note into a sequenced resume or vice-versa
- d) Ordering and sub-dividing the contents while making notes.
- e) Writing notices for circulation/ boards

Suggested Pattern of Question Paper:

The question paper will consist of five skill-oriented questions from Reading and Writing Skills. Each question will carry 10 marks. The questions shall be phrased in a manner that students know clearly what is expected of them. There will be internal choice wherever possible.

10x5=50 Marks

- i) Multiple choice questions on the language and meanings of an unseen passage.
- ii) Comprehension questions with short answers on content, progression of ideas, purpose of writing etc. of an unseen passage.
- iii) Personal letter and Official/Business correspondence
- iv) Making point-wise notes on a given speech/ technical report OR
Writing notices for public circulation on topics of professional interest
- v) Do as directed (10x1= 10 Marks) (change of voice, narration, combination of 2 simple sentences into one, subject-verb agreement, using appropriate tense, forms of verbs.

Recommended Books:

- 1. *Oxford Guide to Effective Writing and Speaking* by John Seely.
- 2. *English Grammar in Use* (Fourth Edition) by Raymond Murphy, CUP

BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE

VII. ਲਾਜ਼ਮੀ ਪੰਜਾਬੀ

ਸਮਾਂ : 3 ਘੰਟੇ

ਕੁਲ ਅੰਕ : 50

ਪਾਠ-ਕ੍ਰਮ ਅਤੇ ਪਾਠ-ਪੁਸਤਕਾਂ

1. **ਗਿਆਨ ਮਾਲਾ** (ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ-ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਦਾ ਸੰਗ੍ਰਹਿ),
(ਸੰਪਾ. ਡਾ. ਸਤਿੰਦਰ ਸਿੰਘ, ਪ੍ਰੋ. ਮਹਿੰਦਰ ਸਿੰਘ ਬਨਵੈਤ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।
ਲੇਖ : ਪਹੀਆ ਪ੍ਰਦੂਸ਼ਣ, ਭਰੂਣ ਹੱਤਿਆ ਦੇ ਦੇਸ਼ ਵਿਚ, ਨਾਰੀ ਸ਼ਕਤੀ, ਵਾਤਾਵਰਣੀ ਪ੍ਰਦੂਸ਼ਣ ਅਤੇ ਮਨੁੱਖ, ਏਡਜ਼ : ਇਕ ਗੰਭੀਰ ਸੰਕਟ।
2. **ਆਤਮ ਅਨਾਤਮ** (ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ)
(ਪ੍ਰੋ. ਮੋਹਨ ਸਿੰਘ, ਅੰਮ੍ਰਿਤਾ ਪ੍ਰੀਤਮ, ਸ਼ਿਵ ਕੁਮਾਰ ਬਟਾਲਵੀ, ਸੁਰਜੀਤ ਪਾਤਰ, ਪਾਸ਼)
ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।
3. **ਪੈਰੂ ਰਚਨਾ**
4. **ਪੈਰੂ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ।**
5. (ੳ) **ਪੰਜਾਬੀ ਧੁਨੀ ਵਿਉਂਤ** : ਉਚਾਰਨ ਅੰਗ, ਉਚਾਰਨ ਸਥਾਨ ਤੇ ਵਿਧੀਆਂ, ਸਵਰ, ਵਿਅੰਜਨ, ਸੁਰ।
(ਅ) **ਭਾਸ਼ਾ ਵੰਨਗੀਆਂ** : ਭਾਸ਼ਾ ਦਾ ਟਕਸਾਲੀ ਰੂਪ, ਭਾਸ਼ਾ ਅਤੇ ਉਪ-ਭਾਸ਼ਾ ਦਾ ਅੰਤਰ, ਪੰਜਾਬੀ ਉਪਭਾਸ਼ਾਵਾਂ ਦੇ ਪਛਾਣ-ਚਿੰਨ੍ਹ।
6. **ਮਾਤ ਭਾਸ਼ਾ ਦਾ ਅਧਿਆਪਨ**
(ੳ) ਪਹਿਲੀ ਭਾਸ਼ਾ ਦੇ ਤੌਰ ਉੱਤੇ
(ਅ) ਦੂਜੀ ਭਾਸ਼ਾ ਦੇ ਤੌਰ ਉੱਤੇ

ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ:

- | | |
|---|------------|
| 1. ਕਿਸੇ ਨਿਬੰਧ ਦਾ ਸਾਰ ਜਾਂ ਉਸਦਾ ਵਿਸ਼ਾ ਵਸਤੂ (ਦੋ ਵਿਚੋਂ ਇਕ) । | 10 ਅੰਕ |
| 2. ਆਤਮ ਅਨਾਤਮ : ਸਾਰ, ਵਿਸ਼ਾ-ਵਸਤੂ, ਪ੍ਰਸੰਗ ਸਹਿਤ ਵਿਆਖਿਆ, ਕਲਾ ਪੱਖ | 10 ਅੰਕ |
| 3. ਪੈਰੂ ਰਚਨਾ : ਤਿੰਨ ਵਿਸ਼ਿਆਂ ਵਿਚੋਂ ਕਿਸੇ ਇਕ ਉੱਤੇ ਪੈਰੂ ਲਿਖਣ ਲਈ ਕਿਹਾ ਜਾਵੇ । | 05 ਅੰਕ |
| 4. ਪੈਰੂ ਦੇ ਕੇ ਉਸ ਬਾਰੇ ਪੰਜ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ। | 05 ਅੰਕ |
| 5. ਨੰਬਰ 5 ਉੱਤੇ ਦਿੱਤੀ ਵਿਆਕਰਣ ਦੇ ਆਧਾਰ 'ਤੇ ਵਰਣਨਾਤਮਕ ਪ੍ਰਸ਼ਨ। | 10 ਅੰਕ |
| 6. ਨੰਬਰ 6 ਵਿਚ ਮਾਤ ਭਾਸ਼ਾ ਦੇ ਪਹਿਲੀ ਭਾਸ਼ਾ ਅਤੇ ਦੂਜੀ ਭਾਸ਼ਾ ਵਜੋਂ ਅਧਿਆਪਨ, ਮਹੱਤਵ ਅਤੇ ਸਮੱਸਿਆਵਾਂ ਬਾਰੇ ਚਾਰ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ, ਜਿਨ੍ਹਾਂ ਵਿਚੋਂ ਵਿਦਿਆਰਥੀ ਨੇ ਦੋ ਦਾ ਉੱਤਰ ਦੇਣਾ ਹੋਵੇਗਾ। | 5×2=10 ਅੰਕ |

BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE

VII. ਮੁੱਢਲੀ ਪੰਜਾਬੀ
(In lieu of Punjabi Compulsory)

ਸਮਾਂ : ਤਿੰਨ ਘੰਟੇ

ਕੁੱਲ ਅੰਕ : 50

ਪਾਠ-ਕ੍ਰਮ

- | | | |
|----|---|--------|
| 1. | ਪੰਜਾਬੀ ਭਾਸ਼ਾ
ਗੁਰਮੁਖੀ ਲਿਪੀ
ਗੁਰਮੁਖੀ ਲਿਪੀ : ਬਣਤਰ ਅਤੇ ਤਰਤੀਬ | 20 ਅੰਕ |
| 2. | ਗੁਰਮੁਖੀ ਆਰਥੋਗ੍ਰਾਫੀ
ਸੂਰਾਂ ਦੀ ਵੰਡ ਅਤੇ ਉਚਾਰਨ
ਵਿਅੰਜਨਾਂ ਦੀ ਵੰਡ ਅਤੇ ਉਚਾਰਨ | 15 ਅੰਕ |
| 3. | ਪੰਜਾਬੀ ਸ਼ਬਦ-ਬਣਤਰ ਅਤੇ ਰਚਨਾ
ਸਾਧਾਰਨ ਸ਼ਬਦ
ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ | 15 ਅੰਕ |

ਯੂਨਿਟ ਅਤੇ ਥੀਮ:

- ਪੰਜਾਬੀ ਭਾਸ਼ਾ : ਨਾਮਕਰਣ ਅਤੇ ਸੰਖੇਪ ਜਾਣ ਪਛਾਣ, ਗੁਰਮੁਖੀ ਲਿਪੀ : ਨਾਮਕਰਣ, ਗੁਰਮੁਖੀ ਵਰਣਮਾਲਾ; ਪੈਂਤੀ ਅੱਖਰੀ, ਅੱਖਰ ਕ੍ਰਮ, ਸੂਰ ਵਾਹਕ (ੳ ਅ ਏ), ਲਗਾਂ ਮਾਤਰਾਂ, ਪੈਰ ਵਿਚ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣ, ਪੈਰ ਵਿਚ ਪੈਣ ਵਾਲੇ ਵਰਣ, ਬਿੰਦੀ, ਟਿੱਪੀ, ਅੱਧਕ।
- ਗੁਰਮੁਖੀ ਆਰਥੋਗ੍ਰਾਫੀ ਅਤੇ ਉਚਾਰਨ ; ਸੂਰਾਂ ਦੀ ਵੰਡ ਅਤੇ ਉਚਾਰਨ (ਲਘੂ-ਦੀਰਘ ਸੂਰ) ; ਸੂਰ ਅਤੇ ਲਗਾਂ ਮਾਤਰਾਂ ; ਵਿਅੰਜਨਾਂ ਦੀ ਵੰਡ ਅਤੇ ਉਚਾਰਨ ; ਪੈਰ ਵਿਚ ਪੈਣ ਵਾਲੇ ਵਰਣਾਂ (ਹ, ਰ, ਵ) ਦਾ ਉਚਾਰਨ ; ਲ ਅਤੇ ਲ ਦਾ ਉਚਾਰਨ ; ਭ,ਧ,ਢ,ਝ,ਞ ਦਾ ਉਚਾਰਨ; ਪੈਰ ਵਿਚ ਬਿੰਦੀ ਵਾਲੇ ਵਰਣਾਂ ਦਾ ਉਚਾਰਨ।
- ਪੰਜਾਬੀ ਸ਼ਬਦ-ਬਣਤਰ ਅਤੇ ਰਚਨਾ: ਸਾਧਾਰਨ ਸ਼ਬਦ; ਇਕੱਲਾ ਸੂਰ (ਜਿਵੇਂ ਆ) ; ਸੂਰ ਅਤੇ ਵਿਅੰਜਨ (ਜਿਵੇਂ ਆਰ) ; ਵਿਅੰਜਨ ਅਤੇ ਸੂਰ (ਜਿਵੇਂ ਪਾ) ; ਵਿਅੰਜਨ ਸੂਰ ਵਿਅੰਜਨ (ਜਿਵੇਂ ਪਾਰ) ; ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ ; ਲਿੰਗ-ਪੁਲਿੰਗ, ਇਕ ਵਚਨ-ਬਹੁ ਵਚਨ; ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ; ਖਾਣ-ਪੀਣ ਅਤੇ ਸਾਕਾਦਾਰੀ ਨਾਲ ਸੰਬੰਧਿਤ।

*BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE***ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ:**

1. ਪਹਿਲੇ ਯੂਨਿਟ ਵਿੱਚੋਂ ਪੰਜਾਬੀ ਭਾਸ਼ਾ ਅਤੇ ਗੁਰਮੁਖੀ ਲਿਪੀ ਦੀ ਬਣਤਰ ਅਤੇ ਤਰਤੀਬ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਚਾਰ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇਕ-ਇਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
2. ਦੂਜੇ ਯੂਨਿਟ ਵਿੱਚੋਂ ਗੁਰਮੁਖੀ ਆਰਥੋਗ੍ਰਾਫੀ ਅਤੇ ਉਚਾਰਨ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਤਿੰਨ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇਕ-ਇਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
3. ਤੀਜੇ ਯੂਨਿਟ ਵਿੱਚੋਂ ਪੰਜਾਬੀ ਸ਼ਬਦ-ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਦੋ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇਕ-ਇਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
4. ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ ਨਾਲ ਸਬੰਧਿਤ ਇਕ-ਇਕ ਅੰਕ ਦੇ ਪੰਜ (ਆਬਜੈਕਟਿਵ) ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
5. ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਭਾਸ਼ਾ ਸਰਲ ਅਤੇ ਸਪਸ਼ਟ ਰੱਖੀ ਜਾਵੇ।

*BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE***VIII. COMPUTER APPLICATION–I
(Practical & Theory)**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 6 Hrs.	External: 40 Marks Exhibition: 10 Marks	Total Practical: 50 Marks	

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt five questions to all. Question No. 1 will be compulsory based on 10 objective type questions (10x1=10). All questions carry equal marks.

5 Projects for Design work in computer prints for paint brush package and other packages to be submitted for Exhibition.

A. Computer Fundamentals and DOS – Module I

1. Introduction to Computer.
2. Application of Computer in the Fashion/Textile/Graphic Design etc.
3. Logical Sections of CPU.
4. Difference between Hardware & Software.
5. Booting
6. Type of Memory.

B.

1. Difference between DOS and Windows
2. Operating Systems and its Major Functions

C. Windows

1. Introduction to Windows.
2. Different between a single tasking and multi-tasking operating systems.
3. Manipulating a Windows Opening, Closing, Moving, Maximizing and Minimizing a Window.

BACHELOR OF DESIGN (SEMESTER – I) FOUNDATION COURSE

4. Accessories Group: Clock, Calendar, Notepad, Calculator.

5. MS– Paint

Creating BMP files in Paint using drawing aids available

Kerning and Tracking.

Changing fonts and Type styles.

Transforming objects

Rotating and Skewing Objects

Cropping Graphics

Text – Wrap

Importing Files

D. Computer Internet Applications and its Practical

1. Services, Advantages and disadvantages

2. Search Engines

3. Net Surfing,

4. Opening an e–mail account, receiving and sending mails, deleting mail, CC, BCC, Mail Attachment.

*BACHELOR OF DESIGN (SEMESTER SYSTEM)***SEMESTER–II: (Foundation)**

Paper No.	Course	External Marks	Exhibition Marks	Theory Marks	Total Marks	Time
I.	Drawing & Illustration (Practical)				200	6 Hrs. Each
	A. Life Study	80	20			
	B Illustration	80	20			
II.	Colour–II (Practical)	80	20		100	6 Hrs.
III.	Design & Communication					
	(Theory)			50	150	3 Hrs.
	(Practical)	80	20			6 Hrs.
IV.	Liberal Arts (Theory)			50	50	3 Hrs.
V.	Workshop–II					.
	(Theory)			60	200	3 Hrs.
	(Practical)	115	25	140		6 Hrs.
VI.	Aesthetics & Art Appreciation (Theory)			100	100	3 Hrs.
VII.	History of Art–II (Theory)			100	100	3 Hrs.
VIII.	Computer Application–II					
	(Theory)			50	100	3 Hrs.
	(Practical)	40	10			
IX.	Communication Skills in English			Th. 35 Prac. 15	50	3 Hrs.
X.	Punjabi Compulsory OR					
	Basic Punjabi (Mudhli Punjabi)			50	50	3 Hrs.
	Total Marks:				1100	

*BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE***I. DRAWING AND ILLUSTRATION (Practical)**

Total: 200 Marks
Practical: 160 Marks
Exhibition: 40 Marks

A: LIFE STUDY**Time: 6 Hours****Marks: 80****Instruction for the Examiners (Practical):**

The examiner should set 2 questions out of which 1 has to attempted.

Knowledge and proportion of human figure and various parts of the body and its proportion, planes masses, postures, rhythmic unity of body parts.

Study of human figure in different mediums like: Pencil, charcoal, poster, water colours, pen and inks etc. to develop illustration techniques and skills.

Study of full human figure in different postures with reference to live models i–e Male/Female

The students are required to sketch regularly and submit a hundred free hand – quick sketches (out door/Indoor situations and compositions) every week.

Exhibition: 20**B: ILLUSTRATION****Time: 6 Hours****Marks: 80****Instruction for the Examiners (Practical):**

The examiner should set 2 questions out of which 1 has to attempted.

Improving Drawing skills and composing different scenes

Understanding illustration and techniques with subject to communication and narration

Simplification/ Stylization/ manifestation of drawing into/ for illustration

Exhibition: 20

BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE

II. COLOUR–II (Practical)

Time: 6 Hours

Total: 100 Marks

External: 80 Marks

Exhibition: 20 Marks

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Traditional and ethnic colour

Modern colour scheme

One point colour scheme & effect of colours placements

Colour – ways of specific Design

Exercise based on Application in the Disciplines:

Discussion of collage Exercises

Group project based on Subject **Colour–2** and Subject **Design Co–ordination of all Exercises**

*BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE***III. DESIGN & COMMUNICATION**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 150 Marks
Time: 6 Hrs.	External: 80 Marks Exhibition: 20 Marks	Total Practical: 100 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Note: * Practical Exercise only not for Theory Exams.

1. Principles of Design
2. Design and Environment
3. Visualization of an Idea & its meaning & process. *
4. Visualization of a Word. *
5. Study of an area in relation to its surroundings seeking out a problem, analysis and formulation basic design. *
6. Flexibility of design in relation to adaptation. *
7. Meaning of Communication
8. Elements of Communication
9. Importance of Communication
10. Communication through Abstraction in / with constraints. **Exercise:** visualization of an Idea (Rhythm and chaos) *
11. Process of Visualization.*
 - a. The Emerging Concept
 - b. The Analysis
 - c. The Constraints
 - d. The Synthesis
 - e. The Option
 - f. Simplification
12. Mediums of Communication (Electronic media, Print media, Film, Television and Radio)
13. Exercise based on Combination of Ideas, Medium of Collage Etc. *

*BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE***IV. LIBERAL ARTS (Theory)****Time: 3 Hours****Theory: 50 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Liberal Arts – Definition, Importance Features, Impact on Society and life of people in General. Meaning & significance of the term “Symbology”. The role of Visual Identity. Manmade and Natural symbols and communication.

Development of Indian Folk Art forms (J &K, West Bengal, Rajasthan, Gujrat, Karnatka) their contribution in day to day life.

Brief notes on the following:–

1. Radio as a audio form
 2. T.V. as a visual form
 3. Advertisement & Commercial Art
 4. Fashion Industry – scope of Artistic expression.
- Folk Art and craft of Punjab.

*BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE***V. WORKSHOP-II**

Time: 3 Hrs.		Theory: 60 Marks	Total Marks: 200 Marks
Time: 6 Hrs.	External: 115 Marks Exhibition: 25 Marks	Total Practical: 140 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Note: * Practical exercise only, not for Theory Exam.

(a) Print Making:

Introduction to importance of print making

Use of line/ wood and cutters*

Cutting techniques and line texture, dots and shapes etc.*

Different methods of making blocks with Linonium and wood

Innovation by using wire, coarse fabric, cord etc.*

Trail and proofs

Registration methods for using trial and proof and multicolor printing.

Practical Work:

Basic techniques in surface printing in one colour*

Composition – non-figurative using line, five or more shapes, one and more colour techniques according to composition (black & white, colour – maximum three)*

Composition – landscape in colour*

(b) Photography:

Importance of Photography in relation to Design and Communication Handling the camera, understanding different kinds of camera and exposures Taking pictures in different light conditions

Compositions: Figurative, Architectural, Street Photography, Object Study in various Light conditions, Creative Photography.*

BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE

VI. AESTHETICS AND ART APPRECIATION (Theory)

Time: 3 Hours

Theory: 100 Marks

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Elements of Art with reference to fashion/textile/interior design

The concept of Beauty

Aesthetic to Experience

Communication: – Feeling and Understanding

Shilpa Text

*BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE***VII. HISTORY OF ART–II (Theory)****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Western Art:

Prehistoric Art

Greek Art

Roman Art

Impressionism (Monet, Manet, Degas, Renoir)

Expressionism (Munch, Ensor, Die Brucke, Dev Blave Reiter)

Post Impressionism (Van Gogh, Paul Gauging, Paul Cezanne)

Fauvism (Hennery Matisse)

Cubism (Picasso, Peit Mondrian)

(relate the western art with Architecture, costumes & textiles of the particular period)

*BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE***VIII. COMPUTER APPLICATION–II**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 3 Hrs.	External: 40 Marks	Total Practical: 50 Marks	
	Exhibition: 10 Marks		

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt five questions to all. Question No. 1 will be compulsory based on 10 objective type questions (10x1=10). All questions carry equal marks.

5 Projects for Design work in computer prints for paint brush package and other packages to be submitted for Exhibition.

A. MS–Office:

1. **MS–WORD**
 Various operations on a file
 Toolbars (Standard, Format)
 Page setup
 Boarder and Shading
 Mail merge
2. **MS–Power Point:**
 Operations on a file
 Application
 Various views of slides

B. Desktop Publishing:

1. What is DTP
2. Computer Graphics and its types
3. Difference Between Vector and Raster

C. Introduction to Photoshop:

1. Understanding image size & resolution
2. Relation between resolution, File sizes & output
3. Using Menu & Colour palettes
4. Working with Photoshop Tools
5. Working with Layers, Channels & paths, Actions, History
6. Importing & Exporting images

BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE

IX. Communication Skills in English (Theory)

Time: 3 Hours

Max. Marks: 50

Theory Marks: 35

Practical Marks: 15

Course Contents:

- 1. Listening Skills:** Barriers to listening; effective listening skills; feedback skills. Attending telephone calls; note taking.

Activities:

- a) Listening exercises – Listening to conversation, News and TV reports
- b) Taking notes on a speech/lecture

- 2. Speaking and Conversational Skills:** Components of a meaningful and easy conversation; understanding the cue and making appropriate responses; forms of polite speech; asking and providing information on general topics.

The study of sounds of English, stress

Situation based Conversation in English

Essentials of Spoken English

Activities:

- a) Making conversation and taking turns
- b) Oral description or explanation of a common object, situation or concept
- c) Giving interviews

Suggested Pattern of Question Paper:

The question paper will consist of seven questions related to speaking and listening Skills. Each question will carry 5 marks. The nature of the questions will be as given below:-

Two questions requiring students to give descriptive answers.

Three questions in the form of practical exercises requiring students to give an appropriate response to a question, a proposal, a proposition, an invitation etc. For example, the paper setter may give a proposition and ask the students to agree or disagree with it or introduce a character giving invitations and ask the students to accept or refuse it etc.

Two questions requiring students to transcribe simple words in IPA symbols, marking stress.

PRACTICAL / ORAL TESTING

Marks: 15

Course Contents:

1. Oral Presentation with/without audio visual aids.
2. Group Discussion.
3. Listening to any recorded or live material and asking oral questions for listening comprehension.

Questions:

1. Oral Presentation will be of 5 to 10 minutes duration. (Topic can be given in advance or it can be of student's own choice). Use of audio visual aids is desirable.
2. Group discussion comprising 8 to 10 students on a familiar topic. Time for each group will be 15 to 20 minutes.

Note: Oral test will be conducted by external examiner with the help of internal examiner.

BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE

X. ਪੰਜਾਬੀ (ਲਾਜ਼ਮੀ)

ਸਮਾਂ : 3 ਘੰਟੇ

ਕੁਲ ਅੰਕ : 50

ਪਾਠ-ਕ੍ਰਮ ਅਤੇ ਪਾਠ-ਪੁਸਤਕਾਂ

1. **ਗਿਆਨ ਮਾਲਾ** (ਵਿਗਿਆਨਕ ਤੇ ਸਮਾਜ-ਵਿਗਿਆਨਕ ਲੇਖਾਂ ਦਾ ਸੰਗ੍ਰਹਿ)
(ਸੰਪ. ਡਾ. ਸਤਿੰਦਰ ਸਿੰਘ, ਪ੍ਰੋ. ਮਹਿੰਦਰ ਸਿੰਘ ਬਨਵੈਤ), ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ, 2007
ਲੇਖ : ਸਾਹਿਤ ਤੇ ਲੋਕ ਸਾਹਿਤ, ਅੱਖਾਂ, ਅਚੇਤਨ ਦਾ ਗੁਣ ਤੇ ਸੁਭਾਅ, ਕੰਪਿਊਟਰ ਅਤੇ ਇੰਟਰਨੈੱਟ, ਮਨੁੱਖੀ ਅਧਿਕਾਰ।
2. **ਆਤਮ ਅਨਾਤਮ** (ਸੰਪ. ਸੁਹਿੰਦਰ ਬੀਰ ਅਤੇ ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ) (ਕਹਾਣੀਆਂ)
ਪਠਾਣ ਦੀ ਧੀ (ਸੁਜਾਨ ਸਿੰਘ), **ਸਾਂਝੀ ਕੰਧ** (ਸੰਤੋਖ ਸਿੰਘ ਧੀਰ), **ਉਜਾੜ** (ਕੁਲਵੰਤ ਸਿੰਘ ਵਿਰਕ), **ਘੋਟਣਾ** (ਮੋਹਨ ਭੰਡਾਰੀ), **ਦਲਦਲ** (ਵਰਿਆਮ ਸਿੰਘ ਸੰਧੂ)
ਗੁਰੂ ਨਾਨਕ ਦੇਵ ਯੂਨੀਵਰਸਿਟੀ, ਅੰਮ੍ਰਿਤਸਰ।
3. **ਸ਼ਬਦ-ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ** : ਪਰਿਭਾਸ਼ਾ, ਮੁੱਢਲੇ ਸੰਕਲਪ
4. **ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ**
5. **ਪੈਰ੍ਹਾ ਰਚਨਾ**
6. **ਪੈਰ੍ਹਾ ਪੜ੍ਹ ਕੇ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ**
7. **ਮੁਹਾਵਰੇ ਅਤੇ ਅਖਾਣ**

ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ:

- | | | |
|------|--|--------|
| 1. | ਕਿਸੇ ਨਿਬੰਧ ਦਾ ਸਾਰ ਜਾਂ ਉਸਦਾ ਵਿਸ਼ਾ ਵਸਤੂ (ਦੋ ਵਿਚੋਂ ਇਕ) । | 10 ਅੰਕ |
| 2. | ਆਤਮ ਅਨਾਤਮ : ਸਾਰ, ਵਿਸ਼ਾ ਵਸਤੂ, ਪਾਤਰ ਚਿਤਰਣ, ਸਾਹਿਤ ਨੂੰ ਦੇਣ | 10 ਅੰਕ |
| 3-4. | 3-4 ਨੰਬਰ ਉੱਤੇ ਦਿੱਤੀ ਵਿਆਕਰਣ ਦੇ ਆਧਾਰ ਤੇ ਵਰਣਨਾਤਮਕ ਪ੍ਰਸ਼ਨ। | 10 ਅੰਕ |
| 5. | ਪੈਰ੍ਹਾ ਰਚਨਾ : ਤਿੰਨ ਵਿਸ਼ਿਆਂ ਵਿਚੋਂ ਕਿਸੇ ਇਕ ਉੱਤੇ ਪੈਰ੍ਹਾ ਲਿਖਣ ਲਈ ਕਿਹਾ ਜਾਵੇ । | 05 ਅੰਕ |
| 6. | ਪੈਰ੍ਹਾ ਦੇ ਕੇ ਉਸ ਬਾਰੇ ਪੰਜ ਪ੍ਰਸ਼ਨਾਂ ਦੇ ਉੱਤਰ | 05 ਅੰਕ |
| 7. | ਨੰਬਰ 7 ਵਿਚ ਅੱਠ ਅਖਾਣ ਅਤੇ ਅੱਠ ਮੁਹਾਵਰੇ ਪੁੱਛੇ ਜਾਣਗੇ, ਜਿਨ੍ਹਾਂ ਵਿਚੋਂ ਵਿਦਿਆਰਥੀ ਨੇ ਪੰਜ-ਪੰਜ ਨੂੰ ਵਾਕਾਂ ਵਿਚ ਵਰਤ ਕੇ ਅਰਥ ਸਪੱਸ਼ਟ ਕਰਨੇ ਹੋਣਗੇ। | |

5+ 5=10 ਅੰਕ

BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE

X. ਮੁੱਢਲੀ ਪੰਜਾਬੀ
(In lieu of Punjabi Compulsory)

ਪਾਠ-ਕ੍ਰਮ

ਸਮਾਂ : ਤਿੰਨ ਘੰਟੇ

ਕੁਲ ਅੰਕ : 50

- | | | |
|----|---|--------|
| 1. | ਪੰਜਾਬੀ ਸ਼ਬਦ-ਬਣਤਰ
ਸੰਯੁਕਤ ਅਤੇ ਮਿਸ਼ਰਤ ਸ਼ਬਦ
ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ | 20 ਅੰਕ |
| 2. | ਪੰਜਾਬੀ ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ ਦੀ ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ:
ਨਾਂਵ, ਪੜਨਾਂਵ ਵਿਸ਼ੇਸ਼ਣ, ਕਿਰਿਆ, ਕਿਰਿਆ ਵਿਸ਼ੇਸ਼ਣ | 15 ਅੰਕ |
| 3. | ਪੰਜਾਬੀ ਵਾਕ-ਬਣਤਰ
ਸਾਧਾਰਨ ਵਾਕ : ਕਿਸਮਾਂ
ਸੰਯੁਕਤ ਵਾਕ : ਕਿਸਮਾਂ
ਮਿਸ਼ਰਤ ਵਾਕ : ਕਿਸਮਾਂ
ਪੰਜਾਬੀ ਵਾਕਾਂ ਦੀ ਵਰਤੋਂ ਦੇ ਵਿਭਿੰਨ ਸਮਾਜਿਕ ਪ੍ਰਸੰਗ | 15 ਅੰਕ |

ਯੂਨਿਟ ਅਤੇ ਥੀਮ

- ਪੰਜਾਬੀ ਸ਼ਬਦ ਬਣਤਰ: ਸੰਯੁਕਤ ਸ਼ਬਦ ; ਸਮਾਸੀ ਸ਼ਬਦ (ਜਿਵੇਂ ਲੋਕ ਸਭਾ) ; ਦੋਹਰੇ ਸ਼ਬਦ/ਦੁਹਰੁਕਤੀ (ਜਿਵੇਂ ਧੂੜ ਧਾੜ/ਭਰ ਭਰ), ਮਿਸ਼ਰਤ ਸ਼ਬਦਾਂ ਦੀ ਬਣਤਰ/ਸਿਰਜਨਾ; ਅਗੇਤਰਾਂ ਰਾਹੀਂ (ਜਿਵੇਂ ਉਪ-ਭਾਸ਼ਾ), ਪਿਛੇਤਰਾਂ ਰਾਹੀਂ (ਜਿਵੇਂ ਰੰਗਲਾ), ਪੰਜਾਬੀ ਸ਼ਬਦ ਰਚਨਾ; ਪੜਨਾਵੀਂ ਰੂਪ, ਕਿਰਿਆ/ਸਹਾਇਕ ਕਿਰਿਆ ਦੇ ਰੂਪ ; ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਪੰਜਾਬੀ ਸ਼ਬਦਾਵਲੀ ; ਰੁੱਤਾਂ, ਮਹੀਨਿਆਂ, ਮੌਸਮਾਂ, ਗਿਣਤੀ ਨਾਲ ਸਬੰਧਿਤ।
- ਦੂਸਰੇ ਯੂਨਿਟ ਵਿੱਚ ਸ਼ਬਦ-ਸ਼੍ਰੇਣੀਆਂ ਦੀ ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਚਾਰ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇੱਕ-ਇੱਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿੱਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।

BACHELOR OF DESIGN (SEMESTER – II) FOUNDATION COURSE

3. ਪੰਜਾਬੀ ਵਾਕ-ਬਣਤਰ : ਕਰਤਾ ਕਰਮ ਕਿਰਿਆ; ਸਾਧਾਰਨ ਵਾਕ, ਬਿਆਨੀਆ, ਪ੍ਰਸ਼ਨਵਾਚਕ, ਆਗਿਆਵਾਚਕ; ਸੰਯੁਕਤ ਅਤੇ ਮਿਸ਼ਰਤ ਵਾਕਾਂ ਦੀਆਂ ਕਿਸਮਾਂ ; ਸੁਤੰਤਰ ਅਤੇ ਅਧੀਨ ਉਪਵਾਕ ; ਸਮਾਨ (ਤੇ/ਅਤੇ) ਅਤੇ ਅਧੀਨ (ਜੋ/ਕਿ) ਯੋਜਕਾਂ ਦੀ ਵਰਤੋਂ; ਪੰਜਾਬੀ ਵਾਕਾਂ ਦੀ ਵਰਤੋਂ ਦੇ ਵਿਭਿੰਨ ਸਮਾਜਕ/ਸਭਿਆਚਾਰਕ ਪ੍ਰਸੰਗ ; ਘਰ ਵਿਚ, ਬਾਜ਼ਾਰ ਵਿਚ, ਮੇਲੇ ਵਿਚ, ਸ਼ੌਪਿੰਗ ਮਾਲ/ਸਿਨੇਮੇ ਵਿਚ, ਵਿਆਹ ਵਿਚ, ਧਾਰਮਿਕ ਸਥਾਨਾਂ ਵਿਚ, ਦੋਸਤਾਂ ਨਾਲ ਆਦਿ।

ਅੰਕ-ਵੰਡ ਅਤੇ ਪਰੀਖਿਅਕ ਲਈ ਹਦਾਇਤਾਂ

1. ਪਹਿਲੇ ਯੂਨਿਟ ਵਿੱਚੋਂ ਪੰਜਾਬੀ ਸ਼ਬਦ ਬਣਤਰ ਅਤੇ ਸ਼ਬਦ ਰਚਨਾ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਤਿੰਨ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇੱਕ-ਇੱਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
2. ਨਿੱਤ ਵਰਤੋਂ ਦੀ ਸ਼ਬਦਾਵਲੀ ਨਾਲ ਸਬੰਧਿਤ ਇੱਕ-ਇੱਕ ਅੰਕ ਦੇ ਪੰਜ (ਆਬਜੈਕਟਿਵ) ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ।
3. ਦੂਸਰੇ ਯੂਨਿਟ ਵਿੱਚ ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ ਦੀ ਪਛਾਣ ਅਤੇ ਵਰਤੋਂ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਚਾਰ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇੱਕ-ਇੱਕ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
4. ਤੀਜੇ ਯੂਨਿਟ ਵਿੱਚ ਪੰਜਾਬੀ ਵਾਕ-ਬਣਤਰ ਨਾਲ ਸਬੰਧਿਤ 5-5 ਅੰਕਾਂ ਦੇ ਦੋ ਵਿਹਾਰਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛੇ ਜਾਣਗੇ। ਅੰਕਾਂ ਦੀ ਵੰਡ ਅੱਗੋਂ ਇੱਕ-ਇੱਕ ਜਾਂ ਦੋ-ਦੋ ਅੰਕਾਂ ਦੇ ਛੋਟੇ ਪ੍ਰਸ਼ਨਾਂ ਵਿਚ ਕੀਤੀ ਜਾ ਸਕਦੀ ਹੈ।
5. ਪੰਜਾਬੀ ਵਾਕਾਂ ਦੀ ਵਿਹਾਰਕ ਵਰਤੋਂ ਨਾਲ ਸਬੰਧਿਤ 5 ਅੰਕਾਂ ਦਾ ਇੱਕ ਪ੍ਰਸ਼ਨ ਪੁੱਛਿਆ ਜਾਵੇਗਾ ਜਿਸ ਵਿਚ ਵਿਦਿਆਰਥੀ ਨੂੰ ਕਿਸੇ ਸਮਾਜਕ/ਸਭਿਆਚਾਰਕ ਪ੍ਰਸੰਗ ਵਿਚ ਵਰਤੇ ਜਾਂਦੇ ਪੰਜ ਵਾਕ ਲਿਖਣ ਲਈ ਕਿਹਾ ਜਾਵੇਗਾ।
6. ਪ੍ਰਸ਼ਨਾਂ ਦੀ ਭਾਸ਼ਾ ਸਰਲ ਅਤੇ ਸਪਸ਼ਟ ਰੱਖੀ ਜਾਵੇ।

*BACHELOR OF DESIGN (SEMESTER SYSTEM)***SEMESTER–III: (Specialization)**

Paper No.	Course	External Marks	Exhibition Marks	Theory Marks	Total Marks	Time
I.	Design Development–I (Practical)	240	60	-	300	12 Hrs.
II.	Workshop–I (Practical)	200	50	-	250	12 Hrs.
III.	Computer Aided Design (Practical) (Common with Fashion & Textile)	80	20	-	100	2 Shifts
IV.	Market Survey(Practical)	80 Viva	20	-	100	3 Hrs.
V.	Technical Theory (Theory)	-	-	100	100	3 Hrs.
VI.	History (Theory)	-	-	100	100	3 Hrs.
VII.	Advertising & Marketing (Common to all) (Theory)	-	-	50	50	3 Hrs.
VIII.	* Environmental Studies-I (Compulsory) (Theory) (Common to all)	-	-	50	50	3 Hrs.
	Total Marks:				1050	

* Marks of Paper EVS will not be included in Grand Total.

*BACHELOR OF DESIGN SPECIALIZATION (SEMESTER–III) FASHION DESIGN***I. Design Development–I (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Fashion Art–I:

1. Understanding the fashion figure
2. Figure analysis (3 different postures–front, 3 quarters, profile)
3. Understanding style lines in fashion figure
4. Analysis of hands, feet and face
5. Draping the fashion figure with
 - Princess seam line blouse
 - Full Sleeve front placket opening Blouse
 - Pleated trouser
 - Contour trouser
 - One piece dress with princess seam
 - one piece dress with fish dart
6. Rendering Croquis with coloured pencil
7. Fashion Details Pockets Sleeves Cuffs Collars Necklines Skirts Pants Silhouettes
 - Garment decorative details (embroidery, quilting etc.)

*BACHELOR OF DESIGN SPECIALIZATION (SEMESTER–III) FASHION DESIGN***II. Workshop–I (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

- Introduction to Sewing Machine
 - Common repairs & maintenance
 - Different types of opening
 - Different types of Necklines & Finishes
 - Different types of Collars & Sleeves
 - Different Types of Fasteners
 - Various kind of hand stitches, seams, and seam finishing.
 - Study of Anthropometry
 - Samples of Tie & Dye, Block printing, screen printing and Batik.
 - Construction of Kids garments
1. A line frock
 2. Gathered frock

*BACHELOR OF DESIGN SPECIALIZATION (SEMESTER–III)***III. COMPUTER AIDED DESIGN (Practical)
(COMMON TO FASHION/TEXTILES)**

Time: 2 Shifts	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Project of Corel Draw 12 with 10 prints should be submitted as internal assessment.
COREL DRAW 12– MODULE–5

1. An Introduction to Corel Draw 12

- Difference between Corel and Paintbrush
- Understanding of pixel based and vector based images
- Overview of Coral Draw

2. Working with Corel Draw

- Opening a new Graphics
- Modifying and Existing graphics
- Saving a file

3. Introduction to Drawing tools

- Use of free and Bezier tools
- Use of square, ellipse and polygon tools
- Use of pencil tool to draw straight lines
- Understanding of an open and closed shapes

4. Changing attributes of Graphical objects i.e. Fill and Outline colour and styles.**5. File Menu**

- Create your own colours
- Use of making plates to create colours
- Use of fountain and 2 colour fill patterns
- Texture file

6. Working with text

- Use of Artistic Text
- Edit text using Text–Character Commands
- Converting text into Curved object

7. Creating special effects

- Add perspective
- Use envelop to create different shaped objects
- Blending two objects to create transformations
- Creating a 3D object using “Extrude” effect.
- Add contours

*BACHELOR OF DESIGN SPECIALIZATION (SEMESTER–III)***8. Working with Objects:**

- Group/Ungroup objects
- Separate objects
- Weld and Trim
- Send to Back/Send to Front
- Combine two objects
- Cut, Copy and Paste
- Break apart

Note: fashion design students should work on Fashion Details like

Trousers –

Jackets –

Collars –

Necklines –

Skirts

Sleeves

Note: textile design students should work on Following Details like

Repeats/placements

Motifs

Patterns

Documentation and Presentation:

- Importance, Meaning & Principles of Documentation
- Different types of paper–British/American/Standard
- Different methods of layout golden rectangle/grid/margins/2,3 & 4 columns
- Role of TEXT and visual in documentation–(Heading, Sub–Heading)
- Composition with in grid
- Role of letter styles
- Selection of letter size, colour of letters, colour of paper and how to emphasize.
- Different alignments and techniques of visuals and text.
- Important element of continuity, composition and alignment.

*BACHELOR OF DESIGN (SEMESTER–III) FASHION DESIGN***IV. Market Survey (Practical)**

Time: 3 Hrs.	External: 80 Marks (Viva)	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

Only viva to be conducted.

Make a visit to Textile Industry and do survey on

Fibres and Filaments

Yarns

Weaves

Knits

Non–woven

Handloom and power looms

Dying units

Printing Units

*BACHELOR OF DESIGN SPECIALIZATION (SEMESTER–III) FASHION DESIGN***V. Technical Theory (Theory)****Time: 3 Hrs.****Total: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

- Fashion Vocabulary
- Fashion Forecasting
- Fashion Details– Pockets, Sleeves, Cuffs, collars, necklines, skirts, pants, silhouettes and garment decorative details (embroidery, quilting etc.)
- Fibers – Classification – Properties, Characteristics
- Vegetable Fibers – Cotton, Linen, Jute
- Animal Fibers – Wool, Silk
- Synthetic & Man-made – Fibers– Nylon, Polyesters, Accetate, Rayon/Viscose, Acrylic.

*BACHELOR OF DESIGN SPECIALIZATION (SEMESTER–III) FASHION DESIGN***VI. HISTORY (Theory)****Time: 3 Hours****Total: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Introduction to Traditional Costumes of States:

1. Jammu–Kashmir (Kashmiri Pandits & Muslims)
2. Punjab (Folk wear)
3. Himachal Pradesh (Folk wear & Gaddi Tribe)
4. Rajasthan (Folk wear & Bheel)
5. Gujrat (Folk wear)
6. West Bengal (Folk wear)
7. Orissa (Folk wear & Bstar Tribe)
8. Tamil Nadu (Folk wear & Toda Tribe)

Origin of Clothing

Indus Valley

Vedic Period

Maurya & Shunga Period

*BACHELOR OF DESIGN (SEMESTER–III)***VII. Advertising & Marketing (Theory)**
(Common to all specializations)**Time: 3 Hrs****Total: 50 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Definition of Marketing

- The Marketing Concepts and its Evolution
(Production Concept, Selling Concept, Marketing Concept)
- Product and Societal Marketing
- Benefits of the Marketing Concepts

2. The Marketing Mix

- The concept and elements of the Marketing mix the 4P's and their sub elements – Factors considered for designing an appropriate marketing mix.

3. Market Segmentation and Targeting

- Concepts and base of Segmentation
- Benefits of Segmentation
- Characteristics of Profitable Segments – Market Targeting Strategies.

4. Products

- Basic Concept
- Product Life Cycle
- Marketing Strategies for different stages of PLC
- 6. **Product Branding**
- Important Branding
- Purpose of Branding
- Branding Strategies
- Characteristics of good brand names

5. Product Packaging

- Basic Purpose Types of Packages
- Important decision areas– size, shape, materials, colours, dual use of packages changes in package design, pre-testing of package.

6. Direct Marketing

- Nature
- Growth
- Advantages
- Major Decisions

7. Advertising

- Need & Importance to wholesalers, retailers and consumers
- Advantages
- Role of advertising in the marketing mix.

*BACHELOR OF DESIGN (SEMESTER-III)***VIII. ESL-221: ENVIRONMENTAL STUDIES-I (Compulsory)****(Theory)****(Common to all specializations)****Theory Lectures: 1.5 Hours/ Week****Max. Marks: 50****Time of Examination: 3 Hours**

Section A (15 Marks): It will consist of five short answer type questions. Candidates will be required to attempt three questions, each question carrying five marks. Answer to any of the questions should not exceed two pages.

Section B (20 Marks): It will consist of four essay type questions. Candidates will be required to attempt two questions, each question carrying ten marks. Answer to any of the questions should not exceed four pages.

Section C (15 Marks): It will consist of two questions. Candidate will be required to attempt one question only. Answer to the question should not exceed 5 pages.

1. The multidisciplinary nature of environmental studies:

- Definition, scope & its importance.
- Need for public awareness.

2. Natural resources:

- Natural resources and associated problems:
 - a) **Forest resources:** Use of over exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forests and tribal people.
 - b) **Water resources:** Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems.
 - c) **Mineral resources:** Use and exploitation, environmental effects of extracting and using mineral resources, case studies.
 - d) **Food resources:** World food problems, change caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problem, salinity, case studies.
 - e) **Energy resources:** Growing of energy needs, renewable and non-renewable energy resources, use of alternate energy sources, case studies.
 - f) **Land resources:** Land as a resource, land degradation, soil erosion and desertification.
 - Role of an individual in conservation of natural resources.
 - Equitable use of resources for sustainable lifestyles.

3. Ecosystem:

- Concept of an ecosystem.
- Structure and function of an ecosystem.
- Producers, consumers and decomposers.
- Energy flow in the ecosystem.
- Ecological succession.

BACHELOR OF DESIGN (SEMESTER–III)

- Food chains, food webs and ecological pyramids.
- Introduction, types, characteristic features, structure and function of the following ecosystems:
 - a. Forest ecosystem
 - b. Grassland ecosystem
 - c. Desert ecosystem
 - d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

4. Social Issues and Environment:

- From unsustainable to sustainable development.
- Urban problems related to energy.
- Water conservation, rain water harvesting, watershed management.
- Resettlement and rehabilitation of people; its problems and concerns. Case studies.
- Environmental ethics: Issues and possible solutions.
- Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies.
- Wasteland reclamation.
- Consumerism and waste products.
- Environmental Protection Act:
 - Air (prevention and Control of Pollution) Act.
 - Water (prevention and Control of Pollution) Act.
 - Wildlife Protection Act.
 - Forest Conservation Act.
- Issues involved in enforcement of environmental legislation.
- Public awareness.

References/Books:

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2. Bharucha, E. 2005. Textbook of Environmental Studies, Universities Press, Hyderabad.
3. Down to Earth, Centre for Science and Environment, New Delhi.
4. Jadhav, H. & Bhosale, V. M. 1995. Environmental Protection and Laws. Himalaya Pub.
5. Joseph, K. and Nagendran, R. 2004. Essentials of Environmental Studies, Pearson Education (Singapore) Pte. Ltd., Delhi.
6. Kaushik, A. & Kaushik, C. P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi.
7. Miller, T. G. Jr. 2000. Environmental Science, Wadsworth Publishing Co.
8. Sharma, P. D. 2005. Ecology and Environment, Rastogi Publications, Meerut.
9. Booklet on Safe Driving. Sukhmani Society (Suvidha Centre), District Court Complex, Amritsar
10. Kanta, S., 2012. Essentials of Environmental Studies, ABS Publications, Jalandhar.

*BACHELOR OF DESIGN (SEMESTER–III) TEXTILE DESIGN***I. DESIGN DEVELOPMENT–I (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Understanding Design Composition and Patterns

Understanding and Developing of Traditional Designs (Centreline Ogee, Paisley, Grapewine, Jalli)

Different types of placements/repeats

Colour ways

Development of Carpet Designs

- a. Traditional Carpet Designs
- b. Traditional Carpets (Mughal, Persian, French, Italian)
- c. Contemporary Designs

*BACHELOR OF DESIGN (SEMESTER–III) TEXTILE DESIGN***II. WORKSHOP–I (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Print Samples of:

Stencil
Hand block
Tie & Dye
Batik

Application of above printing into products

Weave Samples of:

Plain Weave
Rib Weave
Basket Weave
Twill Weave & its variations
Satin & Sateen Weave
Cut pile and uncut pile

Basic Stiches

Hemming Stitch
Slip Stitch
Blanket Stitch
Back Stitch
Buttonhole Stitch
Running Stitch
Satin Stitch
Herringbone Stitch
Chain Stitch
Feather Stitch
Fly Stitch
Stem stitch

*BACHELOR OF DESIGN (SEMESTER–III) TEXTILE DESIGN***IV. MARKET SURVEY (Practical)**

Time: 3 Hrs.	External: 80 Marks (Viva)	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted

Students Will Survey the Market and survey on and collect samples of

Yarns

Weaves

Knits

Woven and Non–woven

Dyed fabrics

Printed fabrics

Embroidered fabrics

Narrow fabrics

Project Report on the Basis of Industrial Visit.

*BACHELOR OF DESIGN (SEMESTER–III) TEXTILE DESIGN***V. TECHNICAL THEORY (Theory)****Time: 3 Hrs.****Total: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Fibre:

- Terms Related to Textiles
- Classification of Fibres
- Properties of Fibres [Physical & Chemical] Manufacturing
- Process of Cotton, Wool, Silk & Polyester Bonds
- Crystallinity

Yarns:

- Classification of Yarns
- Simple Yarns, Novelty Yarns, Ply Yarns, Textured Yarns
- Spinning Process
- Yarn Count
- Thread Count and Methods of Determining Thread Count
- Blends, Mixture and Combination

Fabric:

- Weaving
- Introduction to Handloom and its Parts, Frame loom, Pit Loom, Fly shuttle loom, Draw loom.
- Operation of loom.
- Introduction to Basic Weaves, Plain and its Variations [Rib & Basket], Twill and its Variations, Satin, Sateen, Jacquard, Dobby, Pile.

*BACHELOR OF DESIGN (SEMESTER–III) TEXTILE DESIGN***VI. HISTORY (Theory)****Time: 3 Hrs****Total: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Study of Woven Traditional Fabrics:

Assam Handlooms

Brocades

Baluchari

Tangail

Jamdani

Bomkai

Ikat

Chanderi

Dharamavaram

Paithani

Kangiveram

Temple

Kullu Shawls

Manipuri Cloth

Tanchoi

Tassar Silk

Malmal

Poochampalli

Ilkal

*BACHELOR OF DESIGN (SEMESTER–III) INTERIOR DESIGN***I. DESIGN DEVELOPMENT – I (Practical)
DRAFTING & RENDERING**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

– Free Hand Lines

–Alphabets and Numbers

–Architectural Symbols

–Types of Line

–Depiction of Principles of Design (Rhythm, Balance, Proportion etc.)

–Isometric View

–Axonometric View

Orthographic Projection of simple

solids – Plan, Elevation and Section

Drafting of furniture – Stool, Table and Chair.

*BACHELOR OF DESIGN (SEMESTER–III) INTERIOR DESIGN***II. WORKSHOP–I (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

- Introduction to carpentry tools & their functions
- Wood – Cutting, Sawing, Planning, Drilling, Polishing, Finishing
- Joineries – 16 Different Types
- Lengthening, Widening & Bearing

*BACHELOR OF DESIGN SPECIALIZATION (SEMESTER–III) INTERIOR DESIGN***III. COMPUTER AIDED DESIGN
(INTERIOR DESIGN)**

Time: 2 Shifts	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Introduction to Auto CAD 2D

1. Introduction to AutoCAD Definition application

2. Basic concepts:

- Opening a file
- Saving a file
- Closing a file
- Using tools

3. Setting up the documents:

- Viewing documents
- Using rulers
- Changing sizes

4. Working with graphics:

- Drawing figures
- Using rulers
- Adjusting segments
- Colouring the text
- Modifying shapes
- Using transformation tools

5. Adding text to drawing

- Working with styles
- Creating and modifying textiles
- Using line text

*BACHELOR OF DESIGN SPECIALIZATION (SEMESTER–III) INTERIOR DESIGN***6. Dimensioning Concepts**

- Linear Dimension
- Radial Dimension
- Angular Dimension
- Aligned Dimension
- Continued Dimension
- Diameter Dimension
- Drawing Leaders

7. Hatching Drawings

- Hatchings
- Hatch Patterns
- Creating Associative Hatch
- Hatch EDIT Command
- Trimming the hatch patterns
- Hatching Match Properties

8. Raster Images

- Editing Raster images
- Using with polyline
- Using with splines
- Using with arcs

*BACHELOR OF DESIGN (SEMESTER–III) INTERIOR DESIGN***IV. MARKET SURVEY (Practical)**

Time: 3 Hrs.	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted

1. Study and Survey of rates, estimates and varieties of:

- Wood Finishes
- Laminates
- Paints
- Accessories and hardware
- Furnishings and Floor coverings (Soft)

2. Visit to exclusive showrooms.

3. Students will submit a project report and material board based on survey conducted.

*BACHELOR OF DESIGN (SEMESTER–III) INTERIOR DESIGN***V. TECHNICAL THEORY****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

- Introduction to carpentary tools & their functions
- Different types of wood and their properties
- Different types of finishes and polishes
- Hardwares, fittings, metal sections & Accessories for furniture
- Different types of boards – plywood, commercial boards, novateak and laminates
- Furnishings and Floor Coverings (Soft)
- Different types of joineries, stools, tables and chairs
- Ergonomics and Anthropometry.

*BACHELOR OF DESIGN (SEMESTER–III) INTERIOR DESIGN***VI. HISTORY****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Period furniture

- Egyptian
- Greek
- Roman
- Romanesque
- Gothic
- Renaissance
- Baroque
- Neo–classism
- Chippendale
- Imperial
- Romanticism

2. Modern Furniture

- Art Noveu movement
- Modern movement
- Art deco movement
- Post modern movement

*BACHELOR OF DESIGN (SEMESTER SYSTEM)***SEMESTER–IV: (Specialization)**

Paper No.	Course	External Marks	Exhibition Marks	Theory Marks	Total Marks	Time
I.	Design Development–II (Practical)	240	60		300	12 Hrs.
II.	Workshop–II (Practical)	160	40		200	12 Hrs.
III.	Computer Aided Design (Common with Textile & Fashion)					
	(Theory)			50	100	3 Hrs.
	(Practical)	40	10			2 Shifts
IV.	Market Survey (Practical)	40 Viva	10		50	3 Hrs.
V.	Technical Theory (Theory)			100	100	3 Hrs.
VI.	History (Theory)			100	100	3 Hrs.
VII.	Business Studies–I (Common to all) (Theory)			50	50	3 Hrs.
VIII.	*Environmental Studies-II (Compulsory) (Theory) (Common to all)			50	50	3 Hrs.
	Total Marks				950	

* Marks of Paper EVS will not be included in Grand Total.

*BACHELOR OF DESIGN (SEMESTER–IV) FASHION DESIGN***I. DESIGN DEVELOPMENT –II (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

1. Fashion Art–II

- a. Office Wear
- b. Resort Wear
- c. Casual Wear
- d. Occasion Wear
- e. Club Wear
- f. Kids Wear
 - Mood Board
 - Fashion Illustration
 - Colour Board and Swatch Board
 - Garment Specification Sheet
 - Costing

*BACHELOR OF DESIGN (SEMESTER–IV) FASHION DESIGN***II. WORKSHOP–II (Practical)**

Time: 12 Hrs.	External: 160 Marks	Total Practical: 200 Marks
	Exhibition: 40 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

1. Pattern making of adult bodice block.
2. Dart manipulating through pivot and slash and spread method.
3. Construction of Fashion Details –Frills, tucks, pleats.
4. Attachment of trimming & accessories.
5. Construction of different types of pockets.
6. Construction of women's top
7. Construction of Sundress.
8. Basic embroidery stitches and Construction of samples of Indian Traditional embroideries (at least six).

BACHELOR OF DESIGN (SEMESTER–IV)

**III. COMPUTER AIDED DESIGN
(COMMON TO TEXTILE & FASHION DESIGN SPECIALIZATION)**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 2 Shifts	External: 40 Marks	Total Practical: 50 Marks	
	Exhibition: 10 Marks		

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Introduction to Adobe Photoshop:

- Introduction to photoshop
- Working with tools
- Using menu and colour palettes
- Working with mask and histogram
- Concept of path (segment, anchor, curved, closed, open, sub path)
- Importing and exporting images
- Working with layers, channels and paths, actions, history
- Using navigators and Photoshop plug-in
- Applying effects
- Photo Editing
- Filters

Make minimum of 10 assignments

*BACHELOR OF DESIGN (SEMESTER–IV) FASHION DESIGN***IV. MARKET SURVEY (Practical)**

Time: 3 Hrs.	External: 40 Marks	Total Practical: 50 Marks
	Exhibition: 10 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted.

Trimming and Notions

1. Market survey of

Laces, braids and their types

Buttons and fastener

Labels

Patches

Lining, interlining and underlining–felted units and exclusive showroom

2. Visit to various manufacturing and retailing and exclusive showrooms

3. How does market survey help fashion designer.

Note: Project reports to be submitted at the end of the Semester.

*BACHELOR OF DESIGN (SEMESTER–IV) FASHION DESIGN***V. TECHNICAL THEORY****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

- (1) Types of yarns
 - (i) Classification
 - (ii) Properties
 - (iii) Blends, mixture, combination
- (2) Fabric construction basic weaves—plain, rib, basket, twill, satin, dobby. Jacquard & pile.
- (3) Introduction to power loom & handloom—names and definitions (1 line definitions)
spit loom, draw loom, fly shuttle loom, repier loom, airjet loom, water jet loom, circular loom and sulzer loom.
- (4) Finishes—chemical, mechanical & special purpose finishes.
- (5) Dyeing—classification of dyes, acid, basic, direct, reactive , vat, disperse, pigment
(only definitions)
- (6) Prints
 - (a) types of prints—duplex, discharge, flock, resist, engineered, blotch, burnt out
(only definitions)
 - (b) Printing techniques—block, screen, resist, roller, stencil & transfer (only definitions)

*BACHELOR OF DESIGN (SEMESTER–IV) FASHION DESIGN***VI. HISTORY****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Egyptian
2. Greek
3. Roman
4. Byzantine
5. Gothic
6. Renaissance

17th, 18th, 19th, 20th, Century of Contemporary Designer

1. Chanel
2. YSL
3. Versace
4. Jean Paul Gaultier
5. Any two Indian designers

*BACHELOR OF DESIGN (SEMESTER–IV)***VII. BUSINESS STUDIES–I (Theory)**
(Common to all specialization)**Time: 3 Hours****Total: 50 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Basics of Business

- Concept of Business, Nature of Business,
- Objectives of Business and Scope of Business
- Social responsibilities of Business
- Business system and its environment

2. Organizing A Business

- Forms of Business ownership & Organization
- Choice of a suitable form of organization
- Business Combination

3. Production Function

- Production Management
- Production Planning & Control

4. Marketing Function

- Nature & functions of Marketing
- Marketing Research
- Product Planning (product life cycle and marketing strategies; new product development process)
- Promotion Planning (promotion mix and its component, factors effecting promotion mix)
- Channel discussions (patterns of channel and types of intermediaries)

BACHELOR OF DESIGN (SEMESTER-IV)

VIII. ESL-222: ENVIRONMENTAL STUDIES-II (Compulsory)
(Theory) (Common to all Specialization)

Theory Lectures: 1 ½ Hours/ Week
Time of Examination: 3 Hours

Max. Marks: 50

Section A (15 Marks): It will consist of five short answer type questions. Candidates will be required to attempt three questions, each question carrying five marks. Answer to any of the questions should not exceed two pages.

Section B (20 Marks) : It will consist of four essay type questions. Candidates will be required to attempt two questions, each question carrying ten marks. Answer to any of the questions should not exceed four pages.

Section. C (15 Marks): It will consist of two questions. Candidate will be required to attempt one question only. Answer to the question should not exceed 5 pages.

1. Biodiversity and its Conservation:

Definition: Genetic, species and ecosystem diversity.

Biogeographical classification of India.

Value of Biodiversity: Consumptive use; productive use, social, ethical, aesthetic and option values.

Biodiversity of global, National and local levels.

India as mega-diversity nation.

Hot-spots of biodiversity.

Threats to Biodiversity: Habitat loss, poaching of wild life, man wildlife conflicts.

Endangered and endemic species of India.

Conservation of Biodiversity: In situ and Ex-situ conservation of biodiversity.

2. Environmental Pollution:

Definition, causes, effects and control measures of:

- a) Air Pollution
- b) Water Pollution
- c) Soil Pollution
- d) Marine Pollution
- e) Noise Pollution
- f) Thermal Pollution
- g) Nuclear Hazards
- h) Electronic Waste

Solid Waste Management: Causes, effects and control measures of urban and industrial wastes.

Role of an individual in prevention of pollution.

Pollution case studies.

Disaster Management: Floods, Earthquake, Cyclone and Landslides.

*BACHELOR OF DESIGN (SEMESTER-IV)***3. Human population and the environment**

Population growth, variation among nations.

Population explosion-Family welfare programme.

Environment and human health.

Human rights.

Value education.

HIV/AIDS.

Women and child welfare.

Role of information technology in environment and human health.

Case studies.

Road Safety Rules & Regulations: Use of Safety Devices while Driving, Do's and Don'ts while Driving, Role of Citizens or Public Participation, Responsibilities of Public under Motor Vehicle Act, 1988, General Traffic Signs.

Accident & First Aid: First Aid to Road Accident Victims, Calling Patrolling Police & Ambulance.

4. Field Visits:

Visit to a local area to document environmental assets—river/forest/grassland/hill/ mountain.

Visit to a local polluted site—Urban/Rural/Industrial/Agricultural.

Study of common plants, insects, birds.

Study of simple ecosystems—pond, river, hill slopes etc.

Note: In this section the students will be required to visit and write on the environment of an area/ ecosystem/village industry/disaster/mine/dam/agriculture field/waste management/hospital etc. with its salient features, limitations, their implications and suggestion for improvement.

References/Books:

1. Agarwal, K. C. 2001. Environmental Biology, Nidhi Publications Ltd. Bikaner.
2. Bharucha, E. 2005. Textbook of Environmental Studies, Universities Press, Hyderabad.
3. Down to Earth, Centre for Science and Environment, New Delhi.
4. Jadhav, H. & Bhosale, V. M. 1995. Environmental Protection and Laws. Himalaya Pub.
5. Joseph, K. and Nagendran, R. 2004. Essentials of Environmental Studies, Pearson Education (Singapore) Pte. Ltd., Delhi.
6. Kaushik, A. & Kaushik, C. P. 2004. Perspective in Environmental Studies, New Age International (P) Ltd, New Delhi.
7. Miller, T. G. Jr. 2000. Environmental Science, Wadsworth Publishing Co.
8. Sharma, P. D. 2005. Ecology and Environment, Rastogi Publications, Meerut.
9. Booklet on Safe Driving. Sukhmani Society (Suvidha Centre), District Court Complex, Amritsar
10. Kanta, S., 2012. Essentials of Environmental Studies, ABS Publications, Jalandhar.

*BACHELOR OF DESIGN (SEMESTER–IV) INTERIOR DESIGN***I. DESIGN DEVELOPMENT – II (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

- One and two point perspective
- Furniture design (sofa, couch, table, storage cabinet etc.)
- Partition and Room dividers
- Design of conference hall, wall elevation.
- Furniture design for a lobby / lounge / reception

*BACHELOR OF DESIGN (SEMESTER–IV) INTERIOR DESIGN***II. WORKSHOP – II (Practical)**

Time: 12 Hrs.	External: 160 Marks	Total Practical: 200 Marks
	Exhibition: 40 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

– Model making (2 of each)

Wood Accessory

- Table
- Chair
- Room Dividers

*BACHELOR OF DESIGN (SEMESTER–IV)***III. COMPUTER AIDED DESIGN
(INTERIOR DESIGN)**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 2 Shifts	External: 40 Marks	Total Practical: 50 Marks	
	Exhibition: 10 Marks		

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

AutoCAD 2d Advanced**1. Working with drawing aids**

- (i) Working with layers
- (ii) Object properties
 - Changing colour
 - Line type
 - Line-weight
 - LTS factor for plotting

2. Working g with blocks

- The concepts of Blocks
- Advantages of using blocks
- Formation of blocks
- Inserting blocks
- Block Editor
- Word Block
- Exploding the Blocks
- Layers, Colours, Line types and Line weights for Blocks

3. The user Coordinate system

- The world coordinate system
- Controlling the visibility of the UCS icon defining the new UCS.

BACHELOR OF DESIGN (SEMESTER–IV)

4. Model Space viewports, paper space viewports and layouts

- Model space and paper space/ layouts
- Model space, viewports (tiled viewports)
- Creating tiled viewports
- Making a viewport current
- Joining two adjacent viewports
- Converting an existing closed objects into a viewport
- Paper space viewports
- Creating polygonal viewports
- Controlling the display of objects in viewports
- Locking the display of objects in viewports
- Clipping existing viewports

5. Plotting Drawings:

- Plotting drawings in AutoCAD
- Plotting drawing using the plot dialog box
- Adding plotter
- Plotting with PDF/ JPEG
- Plotting sheets in a sheet set

GOOGLE SKETCH UP

- Introduction to the Google sketch up
- Sketch up screen
- Viewing tools
- Shortcut keys
- Drawing tools
- Manipulation tools

*BACHELOR OF DESIGN (SEMESTER–IV) INTERIOR DESIGN***IV. MARKET SURVEY (Practical)**

Time: 3 Hrs.	External: 40 Marks	Total Practical: 50 Marks
	Exhibition: 10 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted.

1. Study and survey, estimates of varieties of

- Bricks
- Stones
- Glass
- Types of flooring
- Panelling and Cladding

2. Visit to exclusive showrooms.

3. Students will submit a project report and material board on the basis of survey conducted.

*BACHELOR OF DESIGN (SEMESTER–IV) INTERIOR DESIGN***V. TECHNICAL THEORY****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

- Definition, Importance & use of paneling and cladding.
- Introduction to Foundations and its types.
- Brick – Bonding, Types and walls
- Stone Masonry
- Arches and Lintels
- Section through a load bearing brick wall
- Cavity Wall
- Partition Wall
- Types of Room Dividers
- Floor and flooring
- Roofs

*BACHELOR OF DESIGN (SEMESTER–IV) INTERIOR DESIGN***VI. HISTORY****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Indus Valley Civilization (Harappa and Mohenjodaro)

2. Hindu Architecture:

- The Shunga dynasty – Chaityas, Viharas and stupas
- The South Indian period – Pallavas, Cholas and Hoysalas
- Jain Period

3. Islamic Architecture

- Akbar Period
- Shahjahan Period
- Lodhi Style

*BACHELOR OF DESIGN (SEMESTER–IV) TEXTILE DESIGN***I. DESIGN DEVELOPMENT–II (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Understanding of Traditional Woven Designs

florals from the nature to fabric repeat in full scale.

Understanding and Development of Contemporary designs [stripes, checks, dots, diapers, abstract]

Colorways

*BACHELOR OF DESIGN (SEMESTER–IV) TEXTILE DESIGN***II. WORKSHOP–II (Practical)**

Time: 12 Hrs.	External: 160 Marks	Total Practical: 200 Marks
	Exhibition: 40 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

- Understanding and Development of Screens.

Make three Different layouts: Decorative and utility print any one. [Screen print]

- Applications of Weaves into Product.
- Hand Knitting samples

*BACHELOR OF DESIGN (SEMESTER–IV) TEXTILE DESIGN***IV. MARKET SURVEY (Practical)**

Time: 3 Hrs.	External: 40 Marks	Total Practical: 50 Marks
	Exhibition: 10 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted.

- Market survey of handloom and power loom fabrics.
- Students will go for market survey and submit a project report.
- Visit to various showrooms.
- Visit to Machine embroidery workshops and collection of samples for the same

*BACHELOR OF DESIGN (SEMESTER–IV) TEXTILE DESIGN***V. TECHNICAL THEORY****Time: 3 Hrs****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Fabric:

Introduction to power looms: Rapier, Circular, Airjet, Waterjet and Sulzer.
Bolt information.
Fabric Weight and Quality.
Fabric Grading.

Finishes:

Introduction to Finishes.
Classification of Finishes: Mechanical, Chemical, Special purpose finishes.
Preliminary Treatments.
Importance of Finishes.

Methods of fabric construction:

Felt.
Knitting.
Bonded.
Knotted.
Braiding.
Lace.

*BACHELOR OF DESIGN (SEMESTER–IV) TEXTILE DESIGN***VI. HISTORY****Time: 3 Hrs****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Study of traditional Indian fabrics.

Printed: Sanganeri, Kalamkari, Phads, Azrakh and Bagru.

Embroidered: Kantha, Phulkari, Kutch, Chikankari, Suzni, Ariwork of Kashmir, Appliqué, Chamba Rumal, Zardozi, Kasuti, Putkali Shawls [Toda Tribes]

*BACHELOR OF DESIGN (SEMESTER SYSTEM)***SEMESTER–V: (Specialization)**

Paper No.	Course	External Marks	Exhibition Marks	Theory Marks	Total Marks	Time
I.	Design Process–I (Practical)	240	60		300	12 Hrs.
II.	Workshop–III (Practical)	200	50		250	12 Hrs.
III.	Computer Aided Design					
	(Theory)			50	100	3 Hrs.
	(Practical)	40	10			2 Shifts
IV.	Market Survey (Practical)	80 Viva	20		100	3 Hrs.
V.	Technical Theory (Theory)			100	100	3 Hrs.
VI.	History (Theory)			100	100	3 Hrs.
VII.	Business Studies–II (Theory) (Common to all)			50	50	3 Hrs.
	Total Marks				1000	

*BACHELOR OF DESIGN (SEMESTER–V) FASHION DESIGN***I. DESIGN PROCESS–I (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

A. Introduction to Design Process

Understanding of concepts

Research on respective concepts/ideas

Time Planning

Project proposals

Exploring design by sampling (embroidery/printing/stitching/construction etc.), draping and sketches

B. Design Projects

Design Project–I– Domestic Market

Design Project–II– International Market

Each design project should comprise of following:

1. Design explorations
2. Fabrics
3. Boards(Mood, concept, trend)
4. Colours
5. Market study and analysis(of domestic and international markets respectively)
6. Illustrations

Compilation and Submission of portfolio 50% compilation 50% portfolio

Log books showing design process, explorations and documentation should be maintained

*BACHELOR OF DESIGN (SEMESTER–V) FASHION DESIGN***II. WORKSHOP–III Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

1. Drafting & construction of Indian Traditional garments– Kalidar Kurta, Kalidar Lehnga, Salwar Suit, Churidar Pajami, Sari Blouse & Choli cut blouse
2. Drafting & construction of:
 - Basic Skirt
 - Pleated Skirt

*BACHELOR OF DESIGN (SEMESTER–V) FASHION DESIGN***III. COMPUTER AIDED DESIGN**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 2 Shifts	External: 40 Marks	Total Practical: 50 Marks	
	Exhibition: 10 Marks		

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Introduction to Adobe Illustrator

Application of Illustrator in Fashion Designing

2. Basic Concepts

Opening and closing documents

Saving documents

Setting preferences

Using the Toolbars

Using Palettes

3. Viewing & setting up Documents

Viewing Documents

Using Rulers

Changing the Artboard size

4. Working with Graphic & Color

About vector Graphics bitmap images

About color Models

About Paths & Anchor Points

Drawing with Pen & Pencil Tool

Adjusting path segments

Drawing Rectangles, Ellipses, Polygons etc.

5. Modifying shapes & Applying Special Effects

Using the Transformation Tools

Blending Shapes

Working with Compound paths

About the Ink Pen Filter

6. Make at least 10 computerized specification sheets

*BACHELOR OF DESIGN (SEMESTER–V) FASHION DESIGN***IV. MARKET SURVEY (Practical)**

Time: 3 Hrs.	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted.

Market Survey of:

- Famous brands available in market (Kids wear, teenager, women and men)
- Latest trends in Fashion.
- Visit to various garment manufacturing units

Note: Project reports are to be submitted at the end of semester.

*BACHELOR OF DESIGN (SEMESTER–V) FASHION DESIGN***V. TECHNICAL THEORY****Time: 3 Hrs.****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

–Grading/Commercial paper pattern –Layout & Consumption

1. Merchandising
2. Selection of clothing for following age groups
 - Infants
 - Toddlers
 - Adolescents
 - Adults
 - Elderly
 - Socio–psychological factors affecting clothing choices
 - Wardrobe planning, budgeting and inventory planning, decision making
 - Fashion vocabulary
 - Fashion trends and fashion coordination
 - Forecasting and its application in fashion industry

*BACHELOR OF DESIGN (SEMESTER–V) FASHION DESIGN***VI. HISTORY (Theory)****Time: 3 Hrs.****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Traditional Indian Textiles:

Indian traditional textiles (embroided –kasida, chickenkari, kantha, phulkari)

Traditional embroideries of Chamba rumal, Gujarati (kathiawar, kutch & sindhi), gold and silver work embroidery.

Fabric, colours, motifs, stitches used in Indian traditional embroidery.

Indian traditional Woven textiles– (Kota, baluchaar, brocade, kangiveram, chanderi, tangail)

Brief history of these textiles.

Colours and motifs used in these Indian traditional textiles. Production processes of various woven Indian textiles.

Printed – (hand block printing–sanganeri), Indian traditional textiles. Indian traditional Dyed textiles–(Ikkat, patolam tie and dye)

Indian traditional Painted textiles – (Kalamkari) Brief history of these textiles

Colours, motifs, stiches used in these Indian textiles

Production processes of various dyed, printed and painted Indian textiles.

*BACHELOR OF DESIGN (SEMESTER-V)***VII. BUSINESS STUDIES-II
(COMMON TO ALL SPECIALIZATION)****Time: 3 Hrs.****Theory: 50 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Finance Function

- Objectives and scope of Financial Management
- Financial Planning
- Sources of Finance

2. Personnel Functions

- Nature & Scope of Personnel Management
- Manpower Planning

3. Management Planning Functions

- Meaning
- Aim & Importance
- Limitations
- Characteristics of a good plan
- Types of plans
- Steps in the planning process

4. Sales Function

- Traditional & Modern Concepts
- Steps in the selling process
- Sales Forecasting
- Sales Promotion
- Sales Force Management

*BACHELOR OF DESIGN (SEMESTER–V) INTERIOR DESIGN***I. DESIGN PROCESS – I (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

1. Design process– Complete interiors of a residence
2. Staircase design
3. Design of rooms (Bedroom, Kitchens, Toilet)
4. Design Project – Residential
5. Measured Drawings
6. Sanitary and Electrical Drawings

*BACHELOR OF DESIGN (SEMESTER–V) INTERIOR DESIGN***II. WORKSHOP – III (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Wood/ Steel/ Glass furniture piece for residence or office.

- Beds
- Couch
- Storage Cabinets (2 of each)

*BACHELOR OF DESIGN (SEMESTER–V) INTERIOR DESIGN***III. COMPUTER AIDED DESIGN
(INTERIOR DESIGN)****AUTOCAD – 3D**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 2 Shifts	External: 40 Marks Exhibition: 10 Marks	Total Practical: 50 Marks	

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Drawing solids Modifying solids Surfaces Rendering/ Shades

Perspectives/ View ports

*BACHELOR OF DESIGN (SEMESTER–V) INTERIOR DESIGN***IV. MARKET SURVEY (Practical)**

Time: 3 Hrs.	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted.

1. Collecting samples, rates and varieties of electrical fitting accessories and lighting, False Ceiling.
2. Visit to exclusive showrooms
3. Students will submit a project report and material board on the basis of survey conducted.

*BACHELOR OF DESIGN (SEMESTER–V) INTERIOR DESIGN***V. TECHNICAL THEORY****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Types & construction of False Ceiling
2. Services – Electrical and Sanitary
3. Interior Landscaping
4. Types of Doors and Windows
5. Lighting in Interiors
6. Air Conditioning

*BACHELOR OF DESIGN (SEMESTER-V) INTERIOR DESIGN***VI. HISTORY (Theory)****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Greek Architecture
2. Roman Architecture
3. Renaissance
4. Gothic Architecture
5. English Baroque
6. Modern Architecture

*BACHELOR OF DESIGN (SEMESTER–V) TEXTILE DESIGN***I. DESIGN PROCESS–I (Practical)**

Time: 3 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Understanding of Design Process:

- Developments of moodboard, colour board, concept board
- Understanding of sponsors brief and designer's brief
- Trend analysis and forecast study
- Concept exploration

Project 1: Development of Printed and Woven Designs for the following.

- 🕒 **Residential** : According to the various age groups(kids, Adult). Minimum two designs for each category.

Project 2: Development of Printed and Woven Designs for any one of the following.

- 🕒 **Commercial** : Restaurants and Hotels. Minimum two designs for each category.

Documentation of the Design Process.

Color Illustration.

Layout with Costing.

Finished products.

*BACHELOR OF DESIGN (SEMESTER–V) TEXTILE DESIGN***II. WORKSHOP–III (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Printing & Weaving Practical

Printing & Weaving of Design Project 1 Printing & Weaving Practical.

Printing & Weaving of Design Project 2.

Dyeing with Direct Dyes, Acid Dyes, Naphthol Dyes, Natural Dyes, and Reactive Dyes.

Embroidering the Traditional embroideries: Kantha, Kutch, Kasuti, Chikankari (Shadow),

Phulkari and Appliqué of Gujarat

Burning test of different types of fabrics/yarns.

*BACHELOR OF DESIGN (SEMESTER–V) TEXTILE DESIGN***III. COMPUTER AIDED DESIGN**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 2 Shifts	External: 40 Marks	Total Practical: 50 Marks	
	Exhibition: 10 Marks		

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Introduction to Cad Wantage Win Jacquard:

- Draw tools
- Enhance tools
- Utility tools
- Colours
- Editing and creating designs
- Graph mode
- Set up a new work area, hooks and ends

*BACHELOR OF DESIGN (SEMESTER–V) TEXTILE DESIGN***IV. MARKET SURVEY (Practical)**

Time: 3 Hrs.	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted.

1. Visit to Various Furnishing Stores.
2. Latest Trends in Textiles
3. Textile brands (home furnishing, suiting & shirting, dress material)
4. Survey of textile accessories

*BACHELOR OF DESIGN (SEMESTER–V) TEXTILE DESIGN***V. TECHNICAL THEORY****Time: 3 Hrs.****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Dyeing:

A) Classification of Dyes.

B) Stages of Dyeing.

Solution Dyeing.

Fibre Dyeing.

Yarn Dyeing.

Piece Dyeing.

Garment Dyeing.

Methods of Dyeing.

Jet Dyeing.

Package Dyeing.

Pad Dyeing.

Winch Dyeing.

- C) Market Planning
- D) Market forecasting
- E) Merchandising

*BACHELOR OF DESIGN (SEMESTER–V) TEXTILE DESIGN***VI. HISTORY (Theory)****Time: 3 Hrs.****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Macramé**Leading textile designers and their creations**

Satya Paul.

Ritu Kumar.

Abu Jani.

J.J Valaya

Meera and Muzaffar Ali

Krishna Mehta

Anshu Arora Sen

Niki Mahajan

Aneeth Arora

Pankaj and Nidhi

Abraham Thakore

Neeru Kumar

*BACHELOR OF DESIGN (SEMESTER SYSTEM)***SEMESTER–VI: (Specialization)**

Paper No.	Course	External Marks	Exhibition Marks	Theory Marks	Total Marks	Time
I.	Design Process–II (Practical)	240	60		300	12 Hrs.
II.	Workshop–IV (Practical)	200	50		250	12 Hrs.
III.	Computer Aided Design				100	2 Shifts
	(Practical)	80	20			
IV.	Technical Theory (Theory)			100	100	3 Hrs.
V.	Entrepreneurship Development Program (Common to all Specialization) (Theory)			50	50	3 Hrs.
VI.	Exhibition Design & Display				100	
	(Theory)			50		3 Hrs.
	(Practical)	40 (Viva)	10			3 Hrs.
	Total Marks				900	

*BACHELOR OF DESIGN (SEMESTER–VI) FASHION DESIGN***I. DESIGN PROCESS–II (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

- Inspirational Designing and Presentation
- Research on respective concepts/themes/ideas
- Designing on innovative Themes like prose, poetry, historic moments, current issues, special days and occasions, festivals, celebrations, events, movements, historic periods, culture, traditional costumes, traditional textile designs etc.
- Line Planning on different themes, using different fabrics, (e.g. silk, velvet , satin, lace, chiffon, jute, leather) accessories–(e.g, hats bells, jewellery, tattooing, shoes, bows and belts), silhouettes–(e.g– barrel, funnel, a line, straight, capsule, circular, boat etc.) colours (e.g–monochromatic, rainbow, neutrals black and white, warm, cool, analogous, complimentary) designs etc.
- Stylisation of croquis according to personal choice
- Innovative portfolio presentation techniques
- Log books showing design exploration and documentation to be maintained

*BACHELOR OF DESIGN (SEMESTER–VI) FASHION DESIGN***II. WORKSHOP–IV (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Pattern making and construction of

- Shirt
- Trouser
- Minimum 2 innovative lower garments (skirts/trousers etc.)
- Minimum 2 Draped garments (tops/dresses etc.)

BACHELOR OF DESIGN (SEMESTER–VI) FASHION DESIGN

**III. COMPUTER AIDED DESIGN
(FASHION DESIGN)
(Practical)**

Time: 3 Hrs.	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Note: During this semester the students shall be using the lab (Computer) to prepare their thesis and design projects. They would implement all their computer skills to prepare their projects.

Painting:

About painting in Adobe Illustrator

Setting Paint Attributes

Using the Color & Swatches Palette

Painting by Dragging & Dropping

Setting the Attributes

1. Creating Gradients & Patterns:**2. Using Layers:**

Using the Layer Palette

Creating Layers and Setting Layer Options

Moving objects within Layers

Changing the order of Layers

Displaying layers in Artwork view

3. Using Type:**4. Importing & Exporting Artworks:**

Using the Clipboard to Import and Export Artworks

Using the drag and drop Features to Import and Export Artwork

About Graphic File Formats

Printing Documents

Producing Colour Separations

Making Computerized Fashion Folio

*BACHELOR OF DESIGN (SEMESTER–VI) FASHION DESIGN***IV. TECHNICAL THEORY****Time: 3 Hrs.****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Fashion Merchandising

Overview of the garment industry–design, production and marketing Introduction to fashion merchandising– the activities involved

Role of merchandiser, qualities of a merchandiser Responsibility of the fashion merchandiser

Visual merchandising and its advantages for the buyer and setter today Fashion calendar

The planning cycle Merchandise planner

Trend prediction–fashion forecasting, trend/colour forecasting Sales forecasting

Product selection and mix Distribution mix

Distribution channels, from producer, to ultimate consumer Fashion supply chains–store retailing, non–store retailing Buying calendar

Buying strategy

Role and responsibility of the retail fashion buyer

Customer identification –customer profiling and role of buyer Sourcing & global sourcing

Range planning and range building

*BACHELOR OF DESIGN (SEMESTER–VI)***V. ENTREPRENEURSHIP DEVELOPMENT PROGRAMME
(COMMON TO ALL SPECIALIZATION)****Time: 3Hrs.****Total: 50 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

The Course is designed for 30 hours duration and would deal with the subject on entrepreneurship including Project Management. The course will assist the person to develop and insight into entrepreneurship understand and develop the traits that make a successful entrepreneur. It will assist him/her to formulate his/her venture and launch the same. The details of topics alongwith duration are given below:

Entrepreneurship and its Traits

Why entrepreneurship, who is an entrepreneur

(Characterstics of a good entrepreneur)

Entrepreneurship Motivation training

(development entrepreneur's traits through behaviour excercises)

Project concept and Planning

Method of Product Identification and Procedures and formalities

Concept of Project Report–covering aspects like management,

Site selection, and Building Technology and Technical Know–how

Selection of Plant and Machinery, Plant Capacity, Utilities requirements etc.

Project Financing and Viability

Project Cost and Capital Structure

Estimating Cost of Production and Profitability

Estimating Financial Rating like BEP, Paybook, Period DSCR, HTV, IRR etc.

*BACHELOR OF DESIGN (SEMESTER–VI) FASHION DESIGN***VI. EXHIBITION DESIGN & DISPLAY**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 2 Shifts	External: 40 Marks (Viva)	Total Practical: 50 Marks	
	Exhibition: 10 Marks		

Instruction for Examiners: (Practical)

Only Viva to be conducted

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Theory:

Introduction to Exhibition and Display

Different Modes of Exhibition and Display

Objectives of Exhibition Design and Display

The Benefits in Promotion of Marketing by Display and Exhibition of the Commercial

Value of Displays.

The Importance of Exhibitions and Garments fairs for Fashion Designer.

Practical:

Layout Design and Illustration for different kinds of Design and Displays

Window Displays for a specific store Boutique or a shop

Mood Board and Story

Boards Prop Development

*BACHELOR OF DESIGN (SEMESTER–VI) TEXTILE DESIGN***I. DESIGN PROCESS–II (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Project – 1 : Development of Woven, Printed and surface ornamentation designs for the commercial / office.

Project – 2 : Development of Woven, Printed and surface ornamentation designs for Dress material, according to the latest trends i.e for Kids wear, Men wear, Women wear

*BACHELOR OF DESIGN (SEMESTER–VI) TEXTILE DESIGN***II. WORKSHOP–IV (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Project – 1 : Weaving and printing of Designs : Samples of Furnishings Printed Products for the office

Project – 2 : Weaving and printing of Designs of design project 2

Project – 3 : Create interesting and innovative surface ornamentation

*BACHELOR OF DESIGN (SEMESTER–VI) TEXTILE DESIGN***III. COMPUTER AIDED DESIGN (Practical)**

Time: 2 Shifts	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Generate the weaves (CAD WANTAGE WIN JACQUARD)

Plain Weave Warp Rib Regular Warp Rib Irregular Weft Rib Regular Weft Rib

Irregular Hopsack Regular Hopsack Irregular Twill Regular Sateen Regular Sateen

Extended

Generate a Weave Repeat

Save and repeat as Weave

Utilities

Colour separation

Colour palette

Exchange colour

*BACHELOR OF DESIGN (SEMESTER–VI) TEXTILE DESIGN***IV. TECHNICAL THEORY****Time: 3 Hrs.****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Printing

Auxiliary used in Printing Paste

Printing Recipes

2. Pretreatments of Printing

Degumming

Bleaching

Scouring

3. Post Treatments

Heat Setting

Steaming

Washing

4. Types of Prints

Blotch

Flock

Duplex

Burnt Out

Engineered

Rubber Prints

5. Methods of Printing

Block

Roller

Screen

Stencil

Microjet

6. Styles of Printing

Direct

Discharge

Resist

7. Types of Printing

Roller

Rotary

Transfer

8. Colour Fastness to Light, Washing, Perspiration, Crocking, Bleaching [chlorine]

9. Printed Fabrics Imperfections

*BACHELOR OF DESIGN (SEMESTER–VI) TEXTILE DESIGN***VI. EXHIBITION DESIGN & DISPLAY**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 2 Shifts	External: 40 Marks (Viva) Exhibition: 10 Marks	Total Practical: 50 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Theory:

Interaction of Exhibition Design & Display

Detail Study of Different Mediums and Grades of Exhibition of Textile Products The Benefits of

Promoting Marketing by Display & Exhibition

Commercial Value of Display in Different Areas of domestic and Export Market The Premier

Textile Units Participating in Different Exhibitions and Display of Specialized Fabrics

*BACHELOR OF DESIGN (SEMESTER–VI) INTERIOR DESIGN***I. DESIGN PROCESS – II (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Note: Atleast one Project in the semester should be done using sustainable methods.

1. Design Project – Residential
- 2 Design Project – Commercial
- 3 Compilation and Submission of Portfolio – 50% Compilation, 50% Portfolio

*BACHELOR OF DESIGN (SEMESTER–VI) INTERIOR DESIGN***II. WORKSHOP – IV (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

1. Furniture Models of Project I and II.
2. Design Project Model I and II.

BACHELOR OF DESIGN (SEMESTER–VI) INTERIOR DESIGN

**III. COMPUTER AIDED DESIGN
(INTERIOR DESIGN)
(Practical)**

Time: 3 Hrs.	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

3D MAX

Application of 3 – D studio in interior design 3D Geometry

3D Orientation Lighting Material Texture Modification Using Cameras Walk throughs

Design Project – Residential

Design Project – Commercial

*BACHELOR OF DESIGN (SEMESTER–VI) INTERIOR DESIGN***IV. TECHNICAL THEORY****Time: 3 Hours****Theory: 100 Marks****Instruction for the Examiners (Theory):**

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

1. Estimation and Costing
2. Project Management
 - CPM
 - PERT
 - ACTIVITY
3. Anti – Termite Treatment.
4. Fire Protection
5. Prevention of Cracks in Buildings
6. Planning of Buildings
7. Green Buildings
 - Concept and Benefits
 - Sustainability and Green buildings
 - Rating System
 - Energy efficiency
8. Waste water management

*BACHELOR OF DESIGN (SEMESTER–VI) INTERIOR DESIGN***VI. EXHIBITION DESIGN AND DISPLAY**

Time: 3 Hrs.		Theory: 50 Marks	Total Marks: 100 Marks
Time: 2 Shifts	External: 40 Marks (Viva) Exhibition: 10 Marks	Total Practical: 50 Marks	

Instruction for Examiners: (Practical)

Only Viva to be conducted

Instruction for the Examiners (Theory):

Eight questions are required to be set giving equal weightage to all the units. The candidates will have to attempt any five. All questions carry equal marks.

Theory

- Introduction to Exhibition and Display System
- Modes of Exhibition and Display System
- Types of Display Systems
- Objectives of Exhibition Design
- Lighting in Exhibition
- Objectives of Display

Practical

- Lighting in Exhibition
- Types of Display
- Layout Design for Exhibitions

*BACHELOR OF DESIGN (SEMESTER SYSTEM)***SEMESTER–VII: (Specialization)**

Paper No.	Course	External Marks	Exhibition Marks	Total Marks	Time
I.	Design Process–III (Practical)	240	60	300	12 Hrs.
II.	Workshop–V (Practical)	200	50	250	12 Hrs.
III.	Computer Aided Design (Practical)	80	20	100	2 Shifts

*BACHELOR OF DESIGN (SEMESTER–VII) FASHION DESIGN***I. DESIGN PROCESS–III (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Designing for a Fashion Show Conceptual Designing (2concepts)

Minimum 6 garments in line planning

Research report

Mood board

Colour board

Swatch board

Fashion illustrations

Garment specifications

Costing sheets.

Log book showing entire documentation and design explorations to be maintained.

*BACHELOR OF DESIGN (SEMESTER–VII) FASHION DESIGN***II. WORKSHOP–V (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Construction of minimum 6 garments designed for the fashion show.

*BACHELOR OF DESIGN (SEMESTER–VII) FASHION DESIGN***III. COMPUTER AIDED DESIGN (Practical)**

Time: 12 Hrs.	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Introduction to Rich peace software.

Design fashion illustrations with various tools.

*BACHELOR OF DESIGN (SEMESTER–VII) TEXTILE DESIGN***I. DESIGN PROCESS–III (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Development of designs for the followings:

Tapestries

Murals

Macramé

Crochet

Wall hangings (Embroidery, Appliqué, Patch work)

*BACHELOR OF DESIGN (SEMESTER–VII) TEXTILE DESIGN***II. WORKSHOP–V (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Weaving of designs for the followings:

Tapestries

Murals

Macramé

Crochet

Wall hangings (Embroidery, Appliqué, Patch work)

*BACHELOR OF DESIGN (SEMESTER–VII) TEXTILE DESIGN***III. COMPUTER AIDED DESIGN**

Time: 2 Shifts	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

Introduction to Textronics Software

Working with Design Dobby Software

Working with Jacquard Pro Software

1. Dobby

Making design for stripes and checks Working with different weaves Colourways and calculation sheet

2. Jacquard

Create designs using different tools for Furnishings/Jacquard fabrics.

Introduction to Wilcom 12 (embroidery) Software

Drawing tools

Rooting

Coloring

Effects

Punching of design (application of stitches)

*BACHELOR OF DESIGN (SEMESTER–VII) INTERIOR DESIGN***I. DESIGN PROCESS (Practical)**

Time: 12 Hrs.	External: 240 Marks	Total Practical: 300 Marks
	Exhibition: 60 Marks	

Instruction for the Examiners (Practical):

The examiner should set 3 questions out of which 2 has to attempted.

Design Process–III:

Design Project – School

Design Project – Landscaping (indoor & outdoor)

Design Project – Hotel

*BACHELOR OF DESIGN (SEMESTER–VII) INTERIOR DESIGN***II. WORKSHOP–V (Practical)**

Time: 12 Hrs.	External: 200 Marks	Total Practical: 250 Marks
	Exhibition: 50 Marks	

Instruction for the Examiners (Practical):

The examiner should set 2 questions out of which 1 has to attempted.

Furniture on a concept Model with soft board

*BACHELOR OF DESIGN (SEMESTER–VII) INTERIOR DESIGN***III. COMPUTER AIDED DESIGN (Practical)**

Time: 2 Shifts	External: 80 Marks	Total Practical: 100 Marks
	Exhibition: 20 Marks	

Instruction for Examiners: (Practical)

The examiner should set 2 projects out of which one has to be done in specified time.

- Photoshop C4
- Basics of Revit software (latest version)
2D &3D with Revit

BACHELOR OF DESIGN (SEMESTER SYSTEM)
(Fashion, Textile and Interior Design)

SEMESTER–VIII:

Paper No.	Course	Exhibition Marks
I.	Design & Display (Practical)	200
II.	Industrial Training	250
	Total Marks:	450

BACHELOR OF DESIGN (SEMESTER SYSTEM)
(Fashion, Textile and Interior Design)

SEMESTER – VIII:

DESIGN AND DISPLAY

Total Marks: 200

Any commercial production and output of the training with report.

Note: The report will be submitted to the concerned college teacher and practical examination will be conducted by the university.

INDUSTRIAL TRAINING

Total Marks: 250

Industrial training for minimum 8–10 weeks.

Report certified by the Industry to be submitted