

DEPARTMENT OF COSTUME DESIGN AND FASHION TECHNOLOGY
GRADUATE PROGRAMME (2024 ONWARDS)

PROGRAM OUTCOMES

NAME OF THE PROGRAMME: BACHELOR OF COSTUME DESIGN AND FASHION TECHNOLOGY – PROGRAMME OUTCOME	
PO1	Gain proficiency in various technical aspects of costume design and fashion technology, including pattern making, sewing techniques, draping, garment construction, and textile manipulation.
PO2	A solid understanding of the history of fashion, costume design, and textiles is often a key outcome. Students should be able to analyse and draw inspiration from historical and contemporary fashion trends.
PO3	Efficient collaboration with other professionals in the industry, such as fashion designers, costume designers, stylists, and manufacturers. Strong communication skills are essential for working in a team environment.
PO4	An understanding of ethical and sustainable practices within the fashion industry, including sourcing materials responsibly, reducing environmental impact, and promoting fair labour practices.
PO5	Familiarity with relevant software tools used in the fashion industry, such as CAD (Computer-Aided Design) software, Adobe Creative Suite, and other digital design tools.
PO6	Development of creative abilities and design sensibilities through projects, workshops, and critiques. They should be able to conceptualize and develop original designs for costumes and fashion pieces.
PO7	Graduate with a comprehensive portfolio showcasing their best work, demonstrating their skills, creativity, and ability to execute design concepts.
PO8	Preparation for careers in costume design, fashion design, styling, textile design, costume supervision, and related fields. This may include internship opportunities, networking events, and career counselling services.

SEMESTER -1	
NAME OF THE PROGRAMME: BACHELOR OF COSTUME DESIGN AND FASHION TECHNOLOGY – COURSE OUTCOME	
CORE COURSE I - FASHION DESIGNING	<ol style="list-style-type: none"> 1. Understand the design types, elements and principles of design 2. Appraise the colour combinations with standard colour harmonies 3. Interpret the fashion cycles, consumer groups and fashion theories 4. Develop dress design for unusual figure types 5. Define and describe the fashion terminologies and fashion profiles
CORE COURSE II - FASHION DESIGNING PRACTICAL	<ol style="list-style-type: none"> 1. Develop Prang colour chart, value and intensity chart 2. Sketch garment designs following the various elements of design 3. Sketch garment designs following the various Principals of design 4. Apply the principles of design and colour harmonies in garments design 5. Create garment designs for various seasons
ELECTIVE- ALLIED I- b) FASHION APPRECIATION	<ol style="list-style-type: none"> 1. Remember the basics of fashion concepts 2. Understand fashion styling, role of fashion and forecasting 3. Apply the concepts of styling as freelancing and photo shooting. 4. Analyze the various cultural adoption and world art. 5. Create world art and writing based on fashion concepts
SKILL ELECTIVE COURSE- I APPAREL DESIGNING	<ol style="list-style-type: none"> 1. Describe the functions of a sewing machine and the tools needed for sewing 2. Compare the methods of preparing pattern 3. Appraise the types of sleeves 4. Analyze the types of yokes and pockets 5. Appraise the types of collars
SKILL ELECTIVE COURSE -2 FASHION ILLUSTRATION PRACTICAL	<ol style="list-style-type: none"> 1. Illustrate garment designs for children 2. Illustrate garment designs for women 3. Illustrate garment designs for men 4. Sketch the parts of the body in various perspectives 5. Sketch different views of male and female face
FOUNDATION COURSE- FIBER TO FABRIC	<ol style="list-style-type: none"> 1. Classify fibres and understand the manufacturing and properties of natural fibers 2. Discover the manufacturing process of manmade fiber 3. Understand the yarn types and its manufacturing process 4. Describe the weaving methods and its characteristic features 5. Gain an understanding of knitting and non-wovens

