

Programme Code: 18		B.Sc. COSTUME DESIGN AND FASHION		
Title of the Paper: Core Paper 1 – Fashion Designing				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 4	Skill Development

Course Objectives

1. To enable the students to develop the ability to create design through flat pattern technique.
2. To impart skills in draping and pattern manipulation.
3. To enable the students to learn the skills of standardizing body measurements.

Course Outcomes (CO)

K1 to K5	CO1	Remembering pattern making terminology and steps in taking body measurement.
	CO2	Understanding the pattern making techniques.
	CO3	Applying the Drafting/ Draping and Pattern alteration technique in Designing.
	CO4	Analyzing the grain of fabric and standards of good fit.
	CO5	Evaluating appropriate pattern alteration and layouts to minimize the wastage of fabrics.

Sub. Code: 26UCD1CL

Programme Code: 18		B.Sc. COSTUME DESIGN AND FASHION		
Title of the Paper: Core Practical 1 – Basics of Apparel Designing				
Batch 2026 – 2027	Hours / Week 6	Total Hours 90	Credits 3	Skill Development

Course Objectives

1. To impart practical exposure in sewing operation.
2. To acquaint students with the knowledge on basic sewing techniques.
3. To impart the knowledge and skills required for garment designing.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the concepts sewing operations.
	CO2	Understanding the procedures followed in stitching fabric samples.
	CO3	Applying basic sewing techniques.
	CO4	Analyzing the essential techniques for garment designing.
	CO5	Evaluating the material consumption, cost calculation and overall finished samples.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Allied Paper 1 – Fashion Sketching – Practical				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 5	Skill Development

Course Objectives

1. To enable the students to understand different sketching mediums.
2. To enable the students to gain practical skill in rendering fabric texture.
3. To enable the students to gain skill in drawing free hand croquis.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the shading techniques.
	CO2	Understanding the importance of elements and principles of design in fashion sketching.
	CO3	Illustrating different features by using various mediums and shading techniques.
	CO4	Applying garment detailing techniques.
	CO5	Evaluating the presentation of the uniqueness.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Paper 2 – Fiber to Fabric				
Batch 2026 – 2027	Hours / Week 6	Total Hours 90	Credits 4	Skill Development

Course Objectives

1. To impart the knowledge of fibers, their classification, properties, and identification.
2. To inculcate the knowledge of fiber manufacturing, spinning process, and conversion to yarn.
3. To enable the students to understand *fabric formation through weaving, knitting, and non-wovens.

Course Outcomes (CO)

K1 to K5	CO1	Can identify the types of natural and man-made fibers and their properties.
	CO2	Understanding the manufacturing process of natural and man-made fibers.
	CO3	Applying the key concepts and theories of spinning and yarn classification.
	CO4	Analyzing the mechanism of weaving and knitting.
	CO5	Assessing the characteristics, uses, and structure of non-woven fabrics.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Practical 2 –Apparel Designing - Children’s Apparel				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 3	Entrepreneurship

Course Objectives

1. To impart knowledge on designing garments for kids.
2. To enable the students practice skill in drafting and pattern making.
3. To educate the students on construction of selected kid’s garment design and calculating material consumption and cost of finished.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the construction procedures for different kid’s wear garments.
	CO2	Understanding the pattern drafting techniques of kid’s garments.
	CO3	Applying the practical skill in drafting pattern for selected kid’s garment design.
	CO4	Analyzing the fabric suitable for style and for the personality.
	CO5	Evaluating finishing and overall cost of constructed garment.

Programme Code : 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Allied Paper 2 – Personal Grooming & Beauty Care – Practical				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 5	Employability

Course Objectives

1. To enable the students to gain knowledge about personal grooming.
2. To enable the student to develop knowledge in dressing and makeup to the etiquettes.
3. To the student makeup to the etiquettes.

Course Outcomes (CO)

K3	CO3	Applying suitable makeup for occasion
K4	CO4	Analyzing right procedure for personalities
K5	C05	Evaluating overall appearance

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Paper 3 - Fabric Structure and Quality				
Batch 2026 – 2027	Hours / Week 4	Total Hours 60	Credits 3	Skill Development

Course Objectives

1. To acquaint students with the knowledge on different types of fabric formation techniques.
2. To enable students gain knowledge on fabric preparation for dyeing, and printing methods.
3. To understand fabric finishes and their effects on fabric performance and appearance.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the fabric structure, properties, quality control, and testing concepts.
	CO2	Understanding preparatory processes used in textile finishing.
	CO3	Applying dyeing methods, dye classification, and mordanting techniques.
	CO4	Analyzing printing methods, processes, and printing materials.
	CO5	Evaluating the properties and applications of chemical and mechanical finishes.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Practical 3 - Fabric Structure and Quality Analysis				
Batch 2026 – 2027	Hours / Week 4	Total Hours 60	Credits 3	Skill Development

Course Objectives

1. To impart practical knowledge in analyzing different fabrics and their construction parameters.
2. To enable the students to identify and interpret fabric structures, weave designs, and knit types.
3. To analyze structural parameters including design, draft, peg plan, density, and fabric weight.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the basic structures of different woven, knitted, and non-woven fabrics.
	CO2	Understanding different types of weave and knit designs and their derivatives along with draft and peg plan.
	CO3	Applying design, draft and peg plan for woven, knit, and fancy weaves.
	CO4	Analyzing the structure and construction parameters of fabric samples.
	CO5	Examining the fabrication techniques of fabric and its structure including non-woven methods.

Sub. Code: 26UCD3AN

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Allied Paper 3 – Apparel Designing –Women’s Wear – Practical				
Batch	Hours / Week	Total Hours	Credits	
2026 – 2027	6	90	5	Entrepreneurship

Course Objectives

1. To equip students to design and construct different styles of women’s garment.
2. To impart practical knowledge in drafting and pattern making.
3. To enable students to construct women’s wear for selected design, calculate material consumption and cost of the finished garments.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the construction procedures for different women’s wear garments.
	CO2	Understanding the pattern drafting techniques of women’s garments.
	CO3	Applying the practical skill in drafting pattern for selected women’s garment.
	CO4	Analyzing the fabric for different style and personality.
	CO5	Evaluating the finishing and overall cost of the garments.

Sub. Code: 26UCD404

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper : Core Paper 4 - Eco Friendly Textiles and Sustainability				
Batch	Hours / Week	Total Hours	Credits	
2026 – 2027	5	75	4	Skill Development

Course Objectives

1. To enable the students to gain knowledge of eco-friendly textiles and sustainable practices.
2. To educate the students on eco-friendly finishes and effluent treatment methods.
3. To impart knowledge on sustainable fashion and textile processing.

Course Outcomes (CO)

K1 to K5	CO1	Recollecting the concepts of eco-friendly textiles and sustainability.
	CO2	Understanding eco-friendly finishes and their applications.
	CO3	Applying sustainable practices in textile and fashion processing.
	CO4	Analyzing sustainable fashion concepts and environmental impacts.
	CO5	Evaluating effluent treatment methods and sustainable textile systems.

Sub. Code: 26UCD4CO

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper : Core Practical 4 – Sample Development				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 4	Entrepreneurship

Course Objectives

1. To enable students to gain practical skills in fabric processing techniques.
2. To familiarize students with dyeing, printing, and finishing processes.
3. To impart knowledge in textile product development and costing.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the principles of fabric processing and pretreatments.
	CO2	Understanding various dyeing, printing, and finishing techniques.
	CO3	Implementing textile processing methods for sample preparation.
	CO4	Determining suitable dyeing and printing techniques for fabric development.
	CO5	Evaluating textile processing outcomes and product costing.

Sub. Code: 26UCD4A1

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Allied Paper 4 - Apparel Marketing and Merchandising				
Batch 2026 – 2027	Hours / Week 4	Total Hours 60	Credits 5	Employability

Course Objectives

1. To impart knowledge on marketing function.
2. To enable the students to know various marketing concepts in Apparel Industry.
3. To educate on costing and sales promotion.

Course Outcomes (CO)

K1 to K5	CO1	Recognize the concepts of marketing function.
	CO2	Understanding the various methods involved for successful retailing.
	CO3	Applying the key concepts for marketing.
	CO4	Analyzing the various methods of branding for types of apparel and costing.
	CO5	Evaluating SWOT analysis and sales promotion techniques.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Paper 5 - Textile Testing and Quality Control				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 3	Skill Development

Course Objectives

- 1.To enable students to understand the need and importance of testing.
- 2.To familiarize students with the different testing equipment's, their principles, quality standards and test methods.
- 3.To acquaint the students with the knowledge of quality control in textile testing.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the concepts of textile testing and quality control.
	CO2	Understanding the principles of testing to meet the standards.
	CO3	Applying testing methods for achieving the quality.
	CO4	Inspecting quality from raw material to product.
	CO5	Valuing the techniques used for quality control.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Practical 5 - Textile Testing				
Batch 2026 – 2027	Hours / Week 4	Total Hours 60	Credits 3	Skill Development

Course Objectives

- 1.To impart practical knowledge on testing of fibers, yarns, and fabric.
- 2.To familiarize students with the different testing equipment.
- 3.To understand methods and techniques used to analyze textile fibers, yarns and fabrics for end-use performance.

Course Outcomes (CO)

K1 to K5	CO1	Remembering microscopic view of different fibers.
	CO2	Understanding the importance of textile testing.
	CO3	Applying different methods for testing textile raw material.
	CO4	Analyzing the properties of fiber, yarn and fabric.
	CO5	Evaluating the quality of raw material to meet the standards.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Practical 6 - Apparel Designing - Men's wear				
Batch 2026 – 2027	Hours / Week 6	Total Hours 90	Credits 4	Entrepreneurship

Course Objectives

- 1.To design garments for men's wear.
- 2.To gain practical skill in drafting various patterns for men's wear.
- 3.To enable students to construct men's wear for selected design, calculate material consumption and cost of the finished garments.

Course Outcomes (CO)

K1 to K5	CO1	Rememberingtheconstructionproceduresfordifferentmen'swear garments.
	CO2	Understandingthepattern draftingtechniquesofmen'sgarments.
	CO3	Applyingthelayouttechniqueforefficientusage ofmaterial.
	CO4	Analyze the appropriated style, material, colour and embellishment for different occasion.
	CO5	Evaluatingconsumptionofmaterial,constructed garmentandoverallcost.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Practical 7 - Computer Aided DesignI				
Batch 2026 – 2027	Hours / Week 6	Total Hours 90	Credits 4	Skill Development

Course Objectives

1. To impart computer skill to the students in designing
2. To enable the students to acquire knowledge about how to design garment and develop different styles
3. To impart knowledge in computerized pattern drafting, grading, marker planning &marker efficiency

Course Outcomes (CO)

K1 to K5	CO1	Rememberingthe toolsand itsfunctions usedfor CADdesigning.
	CO2	Understandingtheconceptusedin designingfashiongarments.
	CO3	Applyingcomputerskillindesigning.
	CO4	Analyzingappropriatetoolfordesigning.
	CO5	Evaluatingthe efficiencyandpresentation.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: One Point Credit Programme – Skill Sets for Apparel Industry				
Batch 2026 – 2027	Hours / Week 2	Total Hours 30	Credits 1	Employability

Course Objectives

1. To impart knowledge in skill sets in the apparel industry.
2. To enable the students to acquire knowledge about quality standards and production control methods.
3. To impart knowledge in documentation procedures used in the apparel industry.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the Basic spinning and processing operations.
	CO2	Understanding the concept of quality standards.
	CO3	Applying quality control tools.
	CO4	Analyzing appropriate tool for quality control.
	CO5	Evaluating the production planning and shipment documents.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Paper 6 – Technical Textiles				
Batch 2026 – 2027	Hours / Week 4	Total Hours 60	Credits 4	Employability

Course Objectives

1. To impart knowledge on fibers used for technical textiles.
2. To enable the students to understand the classification of technical textiles.
3. To familiarize them with application of technical textiles.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the application of technical textiles.
	CO2	Understanding the requirements of textile materials and its application in various field.
	CO3	Applying appropriate fibers and fabrics for developing technical textile products.
	CO4	Analyzing fiber properties for suitable end uses.
	CO5	Assessing the properties of conventional and technical textiles.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Paper 7- Visual Merchandising				
Batch 2026 – 2027	Hours / Week 3	Total Hours 45	Credits 4	Skill Development

Course Objectives

1. To enable the students to know the components of the store.
2. To impart knowledge on the types of displays.
3. To impart the skills on selecting materials for successful display.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the concepts of Visual merchandising.
	CO2	Understanding the concepts of display in store.
	CO3	Applying the techniques of visual merchandising.
	CO4	Analyzing the materials and techniques to be used in visual Merchandising for successful display.
	CO5	Examining different methods of floor planning and fixtures.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Core Practical 8 – Computer Aided Design – II				
Batch 2026 – 2027	Hours / Week 6	Total Hours 90	Credits 4	Skill Development

Course Objectives

1. To impart computer knowledge in Fashion and garment designing.
2. To understand the various tools and implement in garment designing.
3. To equip the students with basics of computerized pattern making and grading.

Course Outcomes (CO)

K1 to K5	CO1	Recollecting the tools used in fashion designing.
	CO2	Understanding these sequential drafting procedures.
	CO3	Applying computer skill in designing.
	CO4	Analyzing appropriate tool for designing.
	CO5	Evaluating the efficiency and presentation.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper : Core Practical 9 – Boutique and Brand Study				
Batch 2026 – 2027	Hours / Week 4	Total Hours 60	Credits 5	Entrepreneurship

Course Objectives

1. To managing a small-scale business establishment.
2. To implementation of design and marketing their brands.
3. To understand the marketing research and promotion.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the fundamentals of fashion design.
	CO2	Understanding the concepts of boutique management.
	CO3	Applying the new ideas for a business.
	CO4	Analyzing the market research for promoting business.
	CO5	Assessing the properties for suitable boutique business.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Project Portfolio				
Batch 2026 – 2027	Hours / Week 6	Total Hours 90	Credits 5	Skill Development

Course Objectives

1. To enable the students to design for theme.
2. To impart the skills on selecting materials for designing and construct the garments for the same.
3. To enable students to prepare and present portfolio.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the concept of portfolio presentation.
	CO2	Understanding the importance of fashion portfolio.
	CO3	Applying design skills for personality and occasion.
	CO4	Analyzing the techniques used for presentation.
	CO5	Evaluating the overall presentation.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Major Elective: Home Furnishing - Practical				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 5	Entrepreneurship

Course Objectives

1. To enable students to gain skill in designing home furnishing.
2. To impart skill in construct different household products.
3. To gain knowledge in material consumption and estimating the cost of soft furnishing.

Course Outcomes (CO)

K1 to K5	CO1	Recollecting different types of home furnishing materials.
	CO2	Understanding the drafting procedure to construct home furnishing products.
	CO3	Implementing different patterning designs and layout.
	CO4	Applying material, colour, texture, surface embellishments suitable for the Products.
	CO5	Examining the material consumption, cost, finishing aspects of the products and finished product.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Major Elective Paper: Fabric Care				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 5	Employability

Course Objectives

1. To impart knowledge on clothing care practices
2. To acquaint the students with the knowledge of care symbols.
3. To enable them know about care label symbols used to maintain different types of fabric.

Course Outcomes (CO)

K1 to K5	CO1	Outlining the general care given to common textile items or recall the symbols of common care.
	CO2	Understanding the proper care and simple laundry of fabric, clothes and household articles.
	CO3	Applying appropriate clothing care practices.
	CO4	Analyzing the suitable laundry methods for different fabrics.
	CO5	Assessing the correct techniques to care and maintain the textile materials.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the paper: Major Elective Paper: Historic Costumes and Textiles of India				
Batch	Hours / Week	Total Hours	Credits	Employability
2026 – 2027	5	75	5	Employability

Course Objectives

1. To impart knowledge about of historic costumes of India
2. To acquaint students with different types of traditional embellishment used.
3. To enhance the students' knowledge regarding accessories and Jewellery of different status of India.

Course Outcomes (CO)

K1 to K5	CO1	Recollectingthetraditionalfabric embellishmenttechniques.
	CO2	Differentiatingthe cultureandstatecostumesofIndia.
	CO3	Applyingthe knowledgeoftraditional garment designing.
	CO4	Analyzingtheoutfitsofstatesof India.
	CO5	Examiningthetraditionalcolours,motifsandfabricsofdifferents states in India.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Major Elective Paper-Fashion Forecasting				
Batch	Hours / Week	Total Hours	Credits	Employability
2026 – 2027	5	75	5	Employability

Course Objectives

1. To enable the students to Understand fashion frameworks.
2. To develop a holistic understanding of trend in a global setting.
3. To Increase their abilities in applying forecasting skills.

Course Outcomes (CO)

K1 to K5	CO1	Rememberingthetrendforecastingterminologies.
	CO2	Understandingoffashion trendsinbothvisual andwrittenform.
	CO3	Applyingto real-lifebusinessmarketorprofessionalpracticesfor eachof theforecastingdisciplines.
	CO4	Analyzingthepastandpresentinfluencesandforecastfuture Influence.
	CO5	Valuingthe currentscenarioinFashionforecasting.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Major Elective Paper – Automation in Textile Industry				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 5	Employability

Course Objectives

1. To enable the students to Understand the computers and devices used in garment industry.
2. To impart a knowledge in weaving pattern developing software.
3. To understand the computer in manufacturing.

Course Outcomes (CO)

K1 to K5	CO1	Rememberingtheconcepts ofcomputerapplication.
	CO2	Understandingtheapplicationofsoftware.
	CO3	Applying appropriate software in garment industry for Designing.
	CO4	Analyzingthecreation fashiongarments.
	CO5	Assessingthe applicationofsoftwarein textileindustry.

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Major Elective Paper: Organization of Garment Unit				
Batch 2026 – 2027	Hours / Week 5	Total Hours 75	Credits 5	Employability

Course Objectives

1. To develop entrepreneurship skills among the students.
2. To familiarize the students with the process and procedure of setting up new enterprises.
3. To impart knowledge about various institutions supporting entrepreneur.

Course Outcomes (CO)

K1 to K5	CO1	Rememberingthe conceptsin entrepreneurshipand export
	CO2	Understandingthe method to improveworkingcondition and Productivity
	CO3	Executingexportorderprocedure
	CO4	AnalyzingSWOT of the textile unit
	CO5	Examiningthestepsfollowed toorganizea garmentunit

Sub. Code: 26UCD4SL

Programme Code: 18	B.Sc. COSTUME DESIGN AND FASHION			
Title of the Paper: Skill Based Subject 2 - Basics of Computers - Practical				
Batch 2026 – 2027	Hours / Week 2	Total Hours 30	Credits 3	Skill Development

Course Objectives

1. To impart basics of computer applications.
2. To help students to acquire knowledge about how to mail and prepare a presentation
3. To enable the student to understand the Corel draw application in designing.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the tools and its functions used for CAD designing.
	CO2	Understanding the concept used in designing fashion garments.
	CO3	Applying computer skill in designing.
	CO4	Analyzing appropriate tool for designing.
	CO5	Evaluating the efficiency and presentation.

Sub. Code: 26UCD5X1

Programme Code: 18	FOR ALL UG STUDENTS			
Title of the paper: EDC - Fashion Designing				
Batch 2026 – 2027	Hours / Week 2	Total Hours 30	Credits 3	Employability

Course Objectives

1. To impart Knowledge in Fashion designing concepts.
2. To enable students gain Knowledge in Wardrobe planning and scope of fashion designing.

Course Outcomes (CO)

K1 to K5	CO1	Remembering the fashion terminologies
	CO2	Understanding the fashion design and concepts
	CO3	Applying the elements and principles of design in designing concepts
	CO4	Analyzing the Wardrobe planning for different age groups
	CO5	Assessing the application of colour harmony for wardrobe planning