Syllabus on Vocational Education and Training Course (VTC)

Paper Title			: Accessory Design -I						
CODE			: VTC: 247.2						
Number of Credits			:4						
Semester			: III						
No. of Theory Hours Per Week			: One (1 hour)						
No. of Practical Hours per Week			: Three	(3 Hours)				
Outline of the		1		T				0.00	
Type of Course	Units in the VTC	Hour	s Credits	Total Marks	Distribution of Marks (as per OC-8)				
Accessory	, VIC				In-Semester End-Semester		nester		
Design - I					Theory Practical		Theory Practical		
	Unit-I Theory	15			25				
	(25 Marks)		4	100					
	Unit-II to IV	90				15		60	
	Theory (75 Marks)								
Marks Distrib		1	: Internal	Assessme	ent: 40			1	
Walks District			: External						
Course Objec	tives					further ho	ne the sl	kills of the	
3					•			in design	
			thinking, c	olour con	nbination	and self-ex	pression.		
Course Learn	ing Outcome		After the completion of the course the students are able to:						
			• make use of the theoretical and practical knowledge						
								d apparels,	
			textiles, fabric, leather and accessories.						
Unit I: (Theor	·v)		Elements of Design						
15 Hours	y)		Primary Colours, Secondary Colours, Colour Wheel, Tints &						
10 110015			Shades, Shapes (Line & Form), Combination of shape/form						
			with lines, Object drawing and rendering, Paper craft						
			(coiling, layering, quilling, rolling, exploration). Lab						
			sessions.						
UNIT-II: (Practical)			Fashion Orientation Fashion and fashion avalas Parsonality/Prand Ioan						
30 Hours			Fashion and fashion cycles, Personality/Brand Icon,						
			Fashion Capital, Costume of any state/country						
UNIT-III: (Pr	actical)		Pattern Making						
30 Hours	actical)		Pockets (Patch, Slit, Slit with zipper), Bags (T-Base, Running						
0 110 111			Gusset, Run Round, Raise Gusset, Piano Gusset), Footwear						
			(Sandal, Basic Shoe, Exploration), Hats (Round Top, Panel						
			Hat), Belt (Basic, Exploration) Lab Sessions.						
UNIT-IV: (Practical)			Product Construction						
30 Hours				_				ning, Seam	
			Stitching (Plain, French, Flat-felled, Seam binding with tape,						
			Bias Bound), Pockets (Patch, Slit, Slit with zipper), Trims						
			(Magnetic buttons, Zipper, Dog hook, Eyelets & Lace, Adjuster), Bags (T-Base, Running Gusset, Run Round,						
			Raised Gusset, Piano Gusset), Footwear (Sandal, Basic Shoe). Lab Sessions.						
			,						

Suggested Readings	1. Brommer, Gerald F. 2010. Illustrated Elements of
buggested Readings	Art and Principles of Design: Hands on Activities,
	Full-Color Reproductions, Descriptions of Each
	Concept. Northbrook: Crystal Productions.
	2. Cumming, Valerie. 2011. Understanding Fashion
	History. London: Batsford Ltd.
	3. Donnanno, Antonio. 2019. Fashion Pattern Making
	Techniques for Accessories: Shoes, Bags, Hats,
	Gloves, Ties, Buttons, and Dog Clothing. United
	Kingdonm: Editeur distribué par Interforum.
	4. Ebster, Klaus & Garaus, Marion. 2011. Store Design
	and Visual Merchandising: Creating Store Space That Encourages Buying. New York: Business
	Expert Press.
	5. Fashionary. 2016. <i>Bag Design</i> . United Kingdom:
	Fashionary International Limited.
	6. Fletcher, Kate & Grose, Lynda. 2012. Foreword by
	Paul Hawken. Fashion & Sustainability. London:
	Laurence King Publishing.
	7. Rowland, Claire, Goodman, Elizabeth, Charlier
	Martin, Light, Ann & Lui, Alfred. 2015. Foreword
	by Tom Igoe. Designing Connected Products: UX
	for the Consumer Internet of Things. Cambridge.
	8. Singal, R. K. 2012. Production Planning & Control
	New Delhi: S.K. Kataria & Sons.
	9. Ulrich, Karl T., Eppinger, Steven D & Yang, Maria C. 2020. <i>Product Design and Development</i> (7th
	Edition). Noida: McGraw Hill.
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Requirements	1. Classrooms and Studios:
	2. Pattern Making Lab:3. Sewing and Construction Lab:
	4. Various stitching machines.
	5. Seam and stitching tools.
	6. Trims and fasteners (magnetic buttons, zippers,
	eyelets, etc.).
	7. Leather sewing machines.
	8. Lasts for shoe making.
	9. Tools for cutting, stitching, and assembling bags and
	footwear.
	10. Materials: leather, fabric, synthetic materials,
	adhesives. 11. Drawing and Rendering Tools
	12. Paper Craft Supplies: Paper, glue, scissors, quilling
	tools, and materials for coiling, layering, and rolling.
	13. Any other item as and when required
Qualified Instructors	Instructors with experience in Accessory Design
	Certifications or relevant qualifications Accessory
	Design Design

Paner Title		• A cc	occory D	ecian_II					
Paper Title CODE		: Accessory Design-II : VTC: 267.2							
Number of Credits		: V1C: 267.2							
Semester Semester		: 4 : IV							
No. of Theory Hours Per			e (1 hour))					
Week			o (1 mour)	•					
No. of Practical Hours per		r : Thi	ree (3 Ho	urs)					
Week		`	,						
Outline of th	e Paper:								
Type of		Hours Credits Total Dis			Distribu	Distribution of Marks (as per OC-8)			
Course	VTC			Marks					
Accessory					In-Seme		End-Sen		
Design - II	Unit-I Theory	15			Theory 25	Practical	Theory	Practical	
	(25 Marks)	13			23				
	Unit-II to IV	90	4	100		15		60	
	Theory (75								
	Marks)								
Marks Distri	bution		al Assess						
G 011		: Exteri	nal Assess	ment: 6	<u>U</u>				
Course Obje	ctives	The ear	:	4 امیسینی	- f	مام دام دام	سداديد	40	
		The course is designed to further provide the students with the							
		knowledge, skills, and practical experience in designing accessories							
		through the use of the design board in creating, composing and							
		constructing design material.							
Course Lear	ning Outcome	After completion of the course students are able to:							
		1. develop the necessary skills and sense to help in the design							
		and production of clothing and fashion accessories.							
		2.	apply the	ir imagin	ation and	l skills to p	roduce aı	nd innovate	
		2.	apply the designed	ir imagin products	nation and s of asso	l skills to ported access	roduce an sories ne		
		2.	apply the designed	ir imagin products	nation and s of asso	l skills to p	roduce an sories ne	nd innovate	
Linit I. (These		2.	apply the designed meeting t	ir imagin products he demar	nation and s of asso nds of the	l skills to p rted access fashion ma	roduce ar sories ne rket.	nd innovate cessary for	
Unit I: (Theo	ory)	2. Design	apply the designed meeting the Process &	ir imaging products the demander of the demand	nation and s of asso nds of the yping and	l skills to ported access fashion ma	roduce ai sories ne rket. Manipula	nd innovate cessary for ation	
Unit I: (Theo	ory)	2. Design Inspirati	apply the designed meeting the Process & on Board	ir imaging products the demandary prototy, Mood	ation and s of asso nds of the yping and Board, Si	skills to ported access fashion ma Material I	roduce and sories new rket. Manipulary lize, Co.	nd innovate cessary for ation lour Board,	
	ory)	Design Inspirati	apply the designed meeting the process & on Board, Store apply the	products he deman very Prototy, Mood ory/Then	ation and s of asso ds of the vping and Board, Sine Board,	skills to p rted access fashion ma Material I Ilhouette/Sty Finalization	roduce and sories near thet. Manipular ylize, Contained contained and contained sories are sories and contained sories are sories and contained sories are sories a	ation lour Board, struction of	
	ory)	Design Inspiration Swatch design of	apply the designed meeting to Process & on Board Board, Stephen Collection	products he deman	ration and as of assorted of the vping and Board, Sine Board, otypes. Moreover, and the state of	skills to purted access fashion ma Material I lihouette/Sty Finalization I anipulating	roduce and sories near thet. Manipular ylize, Con and congress product	ation lour Board, struction of s from any	
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·	ory)	Design Inspirati Swatch design of waste n	apply the designed meeting the Process & on Board Board, Step collection material o	products he demand the	antion and as of assorted of the vping and Board, Sine Board, otypes. Manual control of the vaste (I skills to p rted access fashion ma I Material I Ilhouette/Sty Finalization Ianipulating Home déco	roduce and sories near thet. Manipular ylize, Con and congress product	ation lour Board, struction of s from any	
15 Hours UNIT-II: (Pr		Design Inspirati Swatch design of waste in Hand Ba	apply the designed meeting the Process & on Board Board, Stepollection material of ags, Packa	r imaging products the demandary of A Prototy, Mood ory/Then of 3 programmer and aging Designer Prototyp	wping and Board, Sine Board, Sine Waste (sign. Lab	skills to purted access fashion ma Material I llhouette/Sty Finalization I anipulating Home décords Sessions.	roduce ar sories near ket. Manipula ylize, Con a and con g product or, Head	ation lour Board, struction of s from any ornaments,	
15 Hours		Design Inspirati Swatch design of waste in Hand Ba	apply the designed meeting to Process & on Board Board, Stocollection naterial or ags, Packa Design & (Inspiration)	products he deman Prototy , Mood ory/Then of 3 pro r natural aging Des	ration and as of assorted as of assorted as of the rational and as o	skills to parted access fashion ma Material I Ilhouette/Sty Finalization I I I I I I I I I I I I I I I I I I I	Manipula ylize, Con and con g product or, Head	ation lour Board, struction of s from any ornaments, ur, Swatch,	
15 Hours UNIT-II: (Pr		Design Inspiration Swatch design of waste in Hand Barrange I Boards Story/Th	Process & on Board, Stephens and Stephens an	products he demand the	wping and Board, Sine Board, Otypes. Maste (Sign. Lab	skills to ported access fashion ma Material I dihouette/Sty Finalization Ianipulating Home décor Sessions.	Manipular ylize, Con and con y product product pro, Head	ation lour Board, struction of s from any ornaments, ar, Swatch, neme that is	
15 Hours UNIT-II: (Pr		Design Inspiration Swatch design of waste in Hand Barrange I Boards Story/Th	Process & on Board, Stephens and Stephens an	products he demand the	wping and Board, Sine Board, Otypes. Maste (Sign. Lab	skills to parted access fashion ma Material I Ilhouette/Sty Finalization I I I I I I I I I I I I I I I I I I I	Manipular ylize, Con and con y product product pro, Head	ation lour Board, struction of s from any ornaments, ar, Swatch, neme that is	
UNIT-II: (Pr 30 Hours	ractical)	Design Inspiration Swatch design of waste in Hand Barrange I Boards Story/Th Bag, Footbaster Story/Th Bag, Footbaster Story/The Bag, Footbaster Stor	Process & on Board Board, Steellection haterial or ags, Packa (Inspiratineme). Macotwear, H	ir imaging products the demandary of 3 prototy of 3 prototy on, Mood atching pat or Hear	wping and Board, Sine Board, Sign. Lab	I skills to parted access fashion ma I Material I allhouette/Sty Finalization I anipulating Home déco Sessions. Sessions are the same of	Manipula ylize, Con and con y product or, Head	ation lour Board, struction of s from any ornaments, ar, Swatch, neme that is	
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UNIT-II: (Pr 30 Hours	ractical) Practical)	Design Inspiration Swatch design of waste in Hand Barrel Boards Story/Tl Bag, For Collection Creation work of appealin Internst	Process & on Board Board, Stocollection naterial or ags, Packa October (Inspiration on Construction of a profit the study of the study of the study of App	ruction of fessional dent. Pre aesthetic	ration and a so of assortion and a so of assortion and a so of assortion and a so of the angle o	I skills to parted access fashion ma I Material I Ilhouette/Sty Finalization I I I I I I I I I I I I I I I I I I I	Manipular ylize, Communication, Head of the story/thellery. Later the session of	ation lour Board, struction of s from any ornaments, ar, Swatch, neme that is b Sessions. ornaments). hion design	

	Opportunities.
Suggested Readings	 Brommer, Gerald F. 2010. Illustrated Elements of Art and Principles of Design: Hands on Activities, Full-Color Reproductions, Descriptions of Each Concept. Northbrook: Crystal Productions. Cumming, Valerie. 2011. Understanding Fashion History. London: Batsford Ltd. Donnanno, Antonio. 2019. Fashion Pattern Making Techniques for Accessories: Shoes, Bags, Hats, Gloves, Ties, Buttons, and Dog Clothing. United Kingdonm: Editeur distribué par Interforum. Ebster, Klaus &Garaus, Marion. 2011. Store Design and Visual Merchandising: Creating Store Space That Encourages Buying. New York: Business Expert Press. Fashionary. 2016. Bag Design. United Kingdom: Fashionary International Limited. Fletcher, Kate & Grose, Lynda. 2012. Foreword by Paul Hawken. Fashion & Sustainability. London: Laurence King Publishing. Rowland, Claire, Goodman, Elizabeth, Charlier, Martin, Light, Ann & Lui, Alfred. 2015. Foreword by Tom Igoe. Designing Connected Products: UX for the Consumer Internet of Things. Cambridge. Singal, R. K. 2012. Production Planning & Control. New Delhi: S.K. Kataria & Sons. Ulrich, Karl T., Eppinger, Steven D & Yang, Maria C. 2020. Product Design and Development (7th Edition). Noida: McGraw Hill.
Requirements	 Classrooms and Studios Pattern Making Lab Sewing and Construction LabVarious stitching machines. Seam and stitching tools. Trims and fasteners (magnetic buttons, zippers, eyelets, etc.). Leather sewing machines. Lasts for shoe making. Tools for cutting, stitching, and assembling bags and footwear. Materials: leather, fabric, synthetic materials, adhesives. Drawing and Rendering Tools Any other item as required
Qualified Instructors	 Instructors with experience in Accessory Design Certifications or relevant qualifications Accessory Design

		I								
Paper Title		: Accessory Design-III								
CODE		:VTC: 367.2								
Number of Credits		: 4								
Semester No. of Theory Hours Por Wook		:VI : One (1	l hours)							
No. of Theory Hours Per Week No. of Practical Hours per			(3 Hours)	1						
Week	icai Hours per	· Imcc	(5 Hours)							
Outline of th	e Paper:									
Type of Course		Hours Credits Total Distribution of Marks (as per OC-8) Marks					OC-8)			
Accessory					In-Seme					
Design III	** ** *	1.5			Theory	Practical	Theory	Practical		
	Unit-I Theory (25 Marks)	15			25					
	Unit-II to IV	90	4	100		15		60		
	Theory (75 Marks)									
Marks Distri	,	·Intor	nal Asses	sment. 1	<u> </u>	<u> </u>	<u> </u>			
Mai KS DISUI	valivii		nal Asses							
Course Obje	ctives					nowledge in	product	development		
		processes based on self-expression, cultural reflection and global trending models.								
Course Lear	ning Outcome	After completion of the course students are able to:								
		make use of accessories ideation and production by developing								
		individual talent, indigenous systems of material management and								
		cultural contouring.								
Unit I: (Theo	ory)	Product Development								
15 Hours	•	Product development process, Importance of market research, trend								
		analysis and costing. Lab Sessions.								
UNIT-II: (Practical)		Accessory Marketing & Merchandising								
30 Hours		Business aspects of accessory design. Accessory marketing								
		strategies, retail operations and branding. Lab Sessions.								
UNIT-III: (P	ractical)	A googgowy Droduction								
30 Hours	i acticai <i>j</i>	Accessory Production Manufacturing process and production techniques used in the								
30 Hours		accessory industry. Quality control and production management. Lab								
		Sessions.								
UNIT-IV: (Practical)		Sustainability in Accessory Design								
30 Hours		Environmental and social impact of the accessory industry.								
		Sustainable design practices, Ethics of manufacturing and responsible								
		consumption. Lab Sessions.								
		A								
		Accessory Show & Accessory Exhibition								
Suggested Re	eadings	1.	Bromme	r, Geralo	F. 2010). Illustrated	d Elemen	ts of Art and		
		Principles of Design: Hands on Activities, Full-Color								
		Reproductions, Descriptions of Each Concept. Northbrook:								
		Crystal Productions.								

	 Cumming, Valerie. 2011. Understanding Fashion History. London: Batsford Ltd. Donnanno, Antonio. 2019. Fashion Pattern Making Techniques for Accessories: Shoes, Bags, Hats, Gloves, Ties, Buttons, and Dog Clothing. United Kingdonm: Editeur distribué par Interforum. Ebster, Klaus &Garaus, Marion. 2011. Store Design and Visual Merchandising: Creating Store Space That Encourages Buying. New York: Business Expert Press. Fashionary. 2016. Bag Design. United Kingdom: Fashionary International Limited. Fletcher, Kate & Grose, Lynda. 2012. Foreword by Paul Hawken. Fashion & Sustainability. London: Laurence King Publishing. Rowland, Claire, Goodman, Elizabeth, Charlier, Martin, Light, Ann & Lui, Alfred. 2015. Foreword by Tom Igoe. Designing Connected Products: UX for the Consumer Internet of Things. Cambridge. Singal, R. K. 2012. Production Planning & Control. New Delhi: S.K. Kataria & Sons. Ulrich, Karl T., Eppinger, Steven D & Yang, Maria C. 2020. Product Design and Development (7th Edition). Noida: McGraw Hill.
Requirements	 Classrooms and Studios: Pattern Making Lab: Sewing and Construction Lab: Various stitching machines. Seam and stitching tools. Trims and fasteners (magnetic buttons, zippers, eyelets, etc.). Leather sewing machines. Lasts for shoe making. Tools for cutting, stitching, and assembling bags and footwear. Materials: leather, fabric, synthetic materials, adhesives. Drawing and Rendering Tools Paper Craft Supplies: Paper, glue, scissors, quilling tools, and materials for coiling, layering, and rolling. Any other item as required
Qualified Instructors	 Instructors with experience in Accessory Design Certifications or relevant qualifications Accessory Design