

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 Paper:								
Type of Course	Units in the VTC	Hours	Credits	Total Marks	Distribution of Marks (as per OC-8)			
Accessory Design - I					In-Semester		End-Semester	
					Theory	Practical	Theory	Practical
	Unit-I Theory (25 Marks)	15	4	100	25			
Unit-II to IV Theory (75 Marks)	90				15		60	
Marks Distribution		: Internal Assessment: 40						
		: External Assessment: 60						
Course Objectives		The course is designed to further hone the skills of the students and help them explore their creativity in design thinking, colour combination and self-expression.						
Course Learning Outcome		<p>After the completion of the course the students are able to:</p> <ul style="list-style-type: none"> • make use of the theoretical and practical knowledge about materials of accoutrements and apparels, textiles, fabric, leather and accessories. 						
Unit I: (Theory) 15 Hours		Elements of Design Primary Colours, Secondary Colours, Colour Wheel, Tints & 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) 30 Hours		Fashion Orientation Fashion and fashion cycles, Personality/Brand Icon, Fashion Capital, Costume of any state/country						
UNIT-III: (Practical) 30 Hours		Pattern Making Pockets (Patch, Slit, Slit with zipper), Bags (T-Base, Running 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) 30 Hours		Product Construction Understanding the Machine, Base Line Stitching, 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.						

<p>Suggested Readings</p>	<ol style="list-style-type: none"> 1. Brommer, Gerald F. 2010. <i>Illustrated Elements of Art and Principles of Design: Hands on Activities, Full-Color Reproductions, Descriptions of Each Concept</i>. Northbrook: Crystal Productions. 2. Cumming, Valerie. 2011. <i>Understanding Fashion History</i>. London: Batsford Ltd. 3. Donnanno, Antonio. 2019. <i>Fashion Pattern Making Techniques for Accessories: Shoes, Bags, Hats, Gloves, Ties, Buttons, and Dog Clothing</i>. United Kingdom: Editeur distribué par Interforum. 4. Ebster, Klaus & Garaus, Marion. 2011. <i>Store Design and Visual Merchandising: Creating Store Space That Encourages Buying</i>. 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. <i>Fashion & Sustainability</i>. London: Laurence King Publishing. 7. Rowland, Claire, Goodman, Elizabeth, Charlier, Martin, Light, Ann & Lui, Alfred. 2015. Foreword by Tom Igoe. <i>Designing Connected Products: UX for the Consumer Internet of Things</i>. Cambridge. 8. Singal, R. K. 2012. <i>Production Planning & Control</i>. 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.
<p>Requirements</p>	<ol style="list-style-type: none"> 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
<p>Qualified Instructors</p>	<ul style="list-style-type: none"> • Instructors with experience in Accessory Design • Certifications or relevant qualifications Accessory Design

Paper Title	: Accessory Design-II							
CODE	: VTC: 267.2							
Number of Credits	: 4							
Semester	: IV							
No. of Theory Hours Per Week	: One (1 hour)							
No. of Practical Hours per Week	: Three (3 Hours)							
Outline of the Paper:								
Type of Course	Units in the VTC	Hours	Credits	Total Marks	Distribution of Marks (as per OC-8)			
Accessory Design - II	Unit-I Theory (25 Marks)	15	4	100	In-Semester		End-Semester	
					Theory	Practical	Theory	Practical
	Unit-II to IV Theory (75 Marks)	90	4	100		15		60
Marks Distribution	: Internal Assessment: 40 : External Assessment: 60							
Course Objectives	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 Learning 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 their imagination and skills to produce and innovate designed products of assorted accessories necessary for meeting the demands of the fashion market.							
Unit I: (Theory) 15 Hours	Design Process & Prototyping and Material Manipulation Inspiration Board, Mood Board, Silhouette/Stylize, Colour Board, Swatch Board, Story/Theme Board, Finalization and construction of design collection of 3 prototypes. Manipulating products from any waste material or natural waste (Home décor, Head ornaments, Hand Bags, Packaging Design. Lab Sessions.							
UNIT-II: (Practical) 30 Hours	Range Design & Prototyping Boards (Inspiration, Mood, Silhouette/Stylize, Colour, Swatch, Story/Theme). Matching products from the same story/theme that is Bag, Footwear, Hat or Headgear. Costume Jewellery. Lab Sessions.							
UNIT-III: (Practical) 30 Hours	Collection Construction & Portfolio Construction Collection construction of Bags, Footwear, Hats, Head ornaments). Creation of a professional portfolio showcasing the fashion design work of the student. Presenting designs to make them visually appealing. Design aesthetic communication. Lab Sessions.							
UNIT-IV: (Practical) 30 Hours	Internship / Apprenticeship Assisting Designers. Support Production. Marketing & PR Support. Research & Trend Analysis. Administrative Tasks. Networking							

	Opportunities.
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Requirements	<ol style="list-style-type: none"> 1. Classrooms and Studios 2. Pattern Making Lab 3. Sewing and Construction Lab Various stitching machines. 4. Seam and stitching tools. 5. Trims and fasteners (magnetic buttons, zippers, eyelets, etc.). 6. Leather sewing machines. 7. Lasts for shoe making. 8. Tools for cutting, stitching, and assembling bags and footwear. 9. Materials: leather, fabric, synthetic materials, adhesives. 10. Drawing and Rendering Tools 11. Any other item as required
Qualified Instructors	<ul style="list-style-type: none"> • Instructors with experience in Accessory Design • Certifications or relevant qualifications Accessory Design

Paper Title	: Accessory Design-III							
CODE	:VTC: 367.2							
Number of Credits	: 4							
Semester	:VI							
No. of Theory Hours Per Week	: One (1 hour)							
No. of Practical Hours per Week	: Three (3 Hours)							
Outline of the Paper:								
Type of Course	Units in the VTC	Hours	Credits	Total Marks	Distribution of Marks (as per OC-8)			
Accessory Design III	Unit-I Theory (25 Marks)	15	4	100	In-Semester		End-Semester	
					Theory	Practical	Theory	Practical
	Unit-II to IV Theory (75 Marks)	90					15	
Marks Distribution	: Internal Assessment: 40 : External Assessment: 60							
Course Objectives	The course provides advanced knowledge in product development processes based on self-expression, cultural reflection and global trending models.							
Course Learning 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: (Theory) 15 Hours	Product Development Product development process, Importance of market research, trend analysis and costing. Lab Sessions.							
UNIT-II: (Practical) 30 Hours	Accessory Marketing & Merchandising Business aspects of accessory design. Accessory marketing strategies, retail operations and branding. Lab Sessions.							
UNIT-III: (Practical) 30 Hours	Accessory Production Manufacturing process and production techniques used in the accessory industry. Quality control and production management. Lab Sessions.							
UNIT-IV: (Practical) 30 Hours	Sustainability in Accessory Design Environmental and social impact of the accessory industry. Sustainable design practices, Ethics of manufacturing and responsible consumption. Lab Sessions. Accessory Show & Accessory Exhibition							
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