



PREM CHAND MARKANDA SD COLLEGE FOR WOMEN, JALANDHAR CITY

Re-accredited 'A' grade (2nd Cycle) by NAAC Bangalore

A unique prestigious Post Graduate Institution of Northern India

DEPARTMENT OF FASHION DESIGNING TEACHING PLAN
(Session 2025-26)

Program: B.Voc. Fashion Technology

Program Outcome: PO No.	Upon Completion of the B.Voc. Fashion Technology Programme, the graduates will be able to:
PO.1	Graduates will foster creativity and innovation in designing, integrating traditional and contemporary design elements, including the use of digital tools like CAD.
PO.2	Students will gain proficiency in pattern making, sewing, draping, and knitting techniques, ensuring the ability to produce high-quality garments.
PO.3	Learners will acquire in-depth knowledge of fibers, fabrics, and leather, along with their properties and applications in fashion and textile industries.
PO.4	Learners will understand fashion marketing, industry operations, and digital marketing strategies, equipping them to manage brands and promote products effectively.
PO.5	Students will learn to conduct surveys, analyze data, and prepare project reports, enhancing their ability to evaluate trends and make informed decisions.

Teaching Plan
Session 2025-26
Odd Semester
CLASS: B.VOC. FASHION TECHNOLOGY SEM I
SUBJECT: BASICS OF SEWING TECHNIQUES-1
Faculty Name: Miss Beenu

TOPIC	DURATION	TEACHING TOOLS
Introduction to different parts of sewing machine and their care and maintenance Basic hand stitches Seams and seam finishes	July-August	Group discussion Class room learning Demonstration Activity based learning Skill based learning
Neckline finishes Pleats- box pleats, inverted pleats, gathers	September	Group discussion Class room learning Demonstration Activity based learning Skill based learning
continuous, two-piece placket, extended bodice trimming Fullness - Darts, tucks	October	Group discussion Class room learning Demonstration Activity based learning Skill based learning
Pockets- patch, welt inseam, bound, flap, kurta	November	Group discussion Class room learning experimental Demonstration Activity based learning Skill based learning

Course outcome

CO.1	To impart knowledge of machines and other basic sewing techniques used for garment formation.
CO.2	Learn how to accurately measure the body for garment creation
CO.3	Understand basic fabric properties and their suitability for different types of garment.
CO.4	Students will understand basic safety practice when using sewing machine and handling sewing tools to prevent accidents and injuries
CO.5	Students will develop proficiency in using a sewing machine, including threading, stitching straight line, curves, corner and troubleshooting common sewing machine issues.

Teaching Plan
Session 2025-26
Odd Semester
CLASS: B.VOC. FASHION TECHNOLOGY SEM I
SUBJECT: FASHION ART AND DESIGN DEVELOPMENT
Faculty Name: Dr. Jasleen Kaur

TOPIC	DURATION	TEACHING TOOLS
• Introduction to basic sketching techniques • Enlargement and reduction of motifs	July-August	Class Room Learning/ Group Discussion/ Demonstration/ Assignments/ Skill Based Learning
• Freehand sketching- flowers, flowerpots, leaves, landscapes (using different art media like pencils, crayons, poster colours, acrylic colours and oil pastels) • Composition of floral, geometrical and abstract designs	September	Class Room Learning/ Group Discussion/ Demonstration/ Assignments/ Skill Based Learning
• Preparation of colour wheel showing primary, secondary and tertiary colours • Preparation of grey scales, tints and shades	October	Class Room Learning/ Group Discussion/ Demonstration/ Assignments/ Skill Based Learning
Development of designs using various colour schemes – Monochromatic, Analogous/ Adjacent, Complementary- double and split complementary, Triadcolour scheme, – Placement of motifs in repeat	November	Class Room Learning/ Group Discussion/ Demonstration/ Assignments/ Skill Based Learning

Course outcome

CO.1	To enable students to gain knowledge of figure sketching and drawing.
CO.2	To understand the fashion design concepts.
CO.3	Students will learn basic colour theory concepts.
CO.4	Gain basic skills in representing different types of fabrics and textures in your illustrations.
CO.5	Learn different rendering techniques such as marker rendering, digital illustration.

Teaching Plan
Session 2025-26
Odd Semester
CLASS: B.VOC. FASHION TECHNOLOGY SEM I
SUBJECT: CAD – I (PR)
Faculty Name: Ms. Dolly

TOPIC	DURATION	TEACHING TOOLS
Adobe-Photoshop:-introduction - Photoshop Environment; Toolbox and Tools; Bitmap images and Vector graphics; Image size and resolution: Pixel Dimension, Image resolution, Monitor Resolution, Printer Resolution, Screen Frequency, File Size; Working with Image Files: Open the image files, Print Resolution, Save the Image Files; Duplication and Cropping the Image; File Compression; Image File Formats; Photoshop Images In Other Applications; Object Linking And Embedding (OLE); Palettes in Photoshop: Layer Palette, Channels Palette, Path Palette, History Palette, Action Palette, Picker Palette, Swatches Palette, Scratch.	July-August	Classroom Learning/ Demonstrations/ Assignments/ E-learning/ Group Discussion/ interactive Learning
Palette, Info Palette Working with Colour:-Colour modes and models: HSB model; RGB model: RGB mode; CMYK model: CMYK mode; * a * b model; Lab model; Bitmap mode; Grayscale mode; Dutone mode; Indexed color mode; Multichannel Mode; Colour gamut's; Monitor display: Channel and bit depth; Conversion between bit depths; Conversion between Colour modes; Conversion between color modes: Conversion between Grayscale and Bitmap mode, Grayscale image to bitmap mode, Predefine bitmap conversion method, Halftone screens	September	Classroom Learning/ Demonstrations/ Assignments/ E-learning/ Group Discussion/ interactive Learning

for bitmap-mode Images, Custom halftone screen for Bitmap-mode Image; Conversion to Indexed color; Conversion option for indexed color images; Indexed color tables Drawing and Editing:-Shapes; Work path; Shape layer; Creating a work path; Creating rasterized shapes; Using the shape tools; Saving custom shapes; PEN TOOL: Drawing a straight segments; Drawing curve; Freeform tool; The magnetic pen; Overlapping; Path palette: Editing Path; Selection of path segment; Moving; reshaping; deleting of path segments; Moving; reshaping; copying; and deleting path components; Aligning and distributing path components; Editing of anchor points; Managing paths (Photoshop); Converting paths to selection borders; Adding color to paths (photoshop); Painting tools; Brush tool; Customizing brush libraries; Creating and editing brushes; Setting brush options; Selecting a blending mode; Specifying opacity; pressure; exposure; Art history brush tool; Retouching tool; Smudge tool; Focus tools; Toning tools; Sponge tool; Erasing; Eraser tool; Magic eraser tool; Background eraser tool; Auto Erase option; Gradient filling; Applying a gradient fill; Creating gradient fills; Intermediate colors to a gradient; Gradient transparency; Noise gradient fills; Managing gradients; Paint Bucket Tool; Filling & Stroking; Filling Patterns; To fill the work canvas; To fill a selection with a pattern; Transforming and Manipulating objects; Transforming objects in two dimensions; Transforming objects in three dimensions; Transforming perspective; Specifying the Transform; Applying transformations;		
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Freely transforming and previewing effects Layers, Channels, Masks:-Layers; Layers sets; Layer Palette: Viewing and Selection of Layers; Linking Layers; Creating a Layered image; Adding Layers; Duplicating of Layers; Grouping of Layers; Moving; Aligning the contents of Layers; Aligning & Distributing the contents of Linked; Editing of Layers; Locking of Layers; Clipping of Layers; Specifying Layer properties; Layer Style dialog box; Blending Options: Specifying Fill Opacity;-Specifying Knock Options; Blending of Channels; Grouping Blend effects; Specifying range of Blend Layers; Layer Style;		
Displaying Layer Styles; Palette Styles; Managing Layer Style; Applying Layer Style; Channels and Masks; Channel palette; Selecting and Editing Channels; Managing Channels: Changing the order of Channels; Duplicating of channels; Splitting of Channels; Merging of Channels; Deleting of Channels; Mixing of Colour Channels; Adding Spot colors; Creating spot Channel~; Modifying of Spot Channels; Channel Calculations to blend Layers and Channels; Blending Modes; Masks; Quick Mask Mode; Quick Mask Options; Storing Masks; Saving a Masks Selection; Alpha Channels. Filters for special effects:-Plug-in Filters; Blending Filter Effects; Loading Images and textures; Types of Filters; Lighting Effects type; Choosing a Lighting Effects type; Lighting Effects; Texture Text in Image Editing:- Type tool; Paragraph Type: Type layers; Rasterizing	October	Classroom Learning/ Demonstrations/ Assignments/ E-learning/ Group Discussion/ interactive Learning

Type Layers; Warping Type layers; Creating work path from type; Converting type to shapes; Formatting characters; Changing the case; Formatting Paragraphs; Aligning and Justifying type; Indenting Paragraphs; Paragraph Space; Hyphenation and Justification; Adjusting Hyphenation; Preventing unwanted word breaks; Adjusting spacing; Working with composition; Every line Composer; Single-line Composer		
Section B Photoshop: (A) Study tools in detail (B) Simulate any 5 designs of kids on any one theme. (casual wear, night wear or party wear) (C) Design mood board of the collection based on the theme selected.	November	Classroom Learning/ Demonstrations/ Assignments/ E-learning/ Group Discussion/ interactive Learning

Course outcome

CO.1	To develop portfolio for different type of audiences through Computer Aided Designing.
CO.2	To enable students to learn the application of pattern making software
CO.3	Develop skills in drafting, modeling, and rendering digital designs with precision and detail.
CO.4	Explore techniques for editing and refining designs, incorporating feedback and revisions.
CO.5	Build a portfolio showcasing CAD designs, demonstrating technical skill and creativity.

Teaching Plan Session 2025-26

Odd Semester
CLASS: B.VOC. FASHION TECHNOLOGY SEM I
SUBJECT: CONCEPT OF FASHION AND TEXTILES
Faculty Name: Ms. Jyotsna Grover

TOPIC	DURATION	TEACHING TOOLS
- Fashion Terminology- Style, Haute Couture, Pret-a-Porter, Mass Production, FAD, Silhouette, Boutique, Croquie, Mannequin. - Fashion Definition and its Importance. - Factors affecting Fashion	July-August	Classroom Learning Assignments Group Discussion/ Debate Interactive Learning PPT visuals
- Difference between Fashion and anti-fashion. - Introduction to different methods of fabric construction.	September	Timeline Charts/ mind maps PPT visuals Classroom Learning Assignments Group Discussion
- Loom- Definition, Principle, Parts, Types (Shuttle and shuttle less loom) and operation. - Introduction and manufacturing process of yarn.	October	Classroom Learning Assignments Group Discussion Interactive Learning PPT visuals
- Types of yarns- simple, fancy, texture - Weaving- Definition, Principle and Process ➤ Basic weave-Plain weave, Twill weave, Satin weave, Sateen weave. ➤ Novelty/ Fancy weave -Pile weave and its types	November	Group Discussion Interactive Learning Classroom Learning Assignments PPT visuals

Course outcome

CO.1	Understand key fashion terms and their definitions.
CO.2	Define fashion and explain its cultural, economic, and social significance.
CO.3	Identify external and internal factors (e.g., culture & economy) influencing fashion trends.
CO.4	Understand the concept of anti-fashion and its relationship with mainstream fashion.
CO.5	Understand the basic yarn manufacturing process, from raw material to finished product.

Teaching Plan
Session 2025-26

Odd Semester
CLASS: B.VOC. FASHION TECHNOLOGY SEM V
SUBJECT: PATTERN DRAPING
Faculty Name: Ms. Beenu

TOPIC	DURATION	TEACHING TOOLS
Basic bodice - Front, back Basic sleeve	July-August	Class room learning Group discussion Skill based learning Demonstration
Basic skirt- Front, Back Basic torso- Front, back	September	E-learning Class room learning Demonstration Assignments
Dart manipulations Single Double Multiple Princess line	October	Class room learning Group discussion Skill base learning Demonstration Assignments
Arm hole and neck variations Deep armhole Square armhole Broad neck Cowl neck	November	Class room learning Group discussion Skill based Assignments

Course outcome

CO.1	To understand the draping aspects of pattern making
CO.2	To apply the knowledge of draping in developing pattern and designs by draping
CO.3	Explore various draping methods and tools using in fashion industry to create different garment styles.
CO.4	To understand the draping aspects of pattern making
CO.5	To apply the knowledge of draping in developing patterns and designs by draping

Teaching Plan
Session 2025-26

Odd Semester
CLASS: B.VOC. FASHION TECHNOLOGY SEM V
SUBJECT: PATTERN CAD
Faculty Name: Ms. Manpreet Kaur

Topic	Duration	Teaching Tools
Pattern Making and Grading Basic Bodice • Front • back	January	Class Room Learning/ Group Discussion/ Experimental Learning/ Demonstration / Assignments / ICT learning
. Pattern Making and Grading Basic Skirt • Front • back	February	Group Discussion/ Class Room learning/ Experimental Learning/ Demonstration/ Activity based learning
Pattern Making Basic Sleeve	March	Interactive Learning/ Class Room Learning/ Hands on Experience/ Demonstration/ Assignments
Pattern Making Basic Torso • Front • back	April	Assignments/ Class room learning/ Group discussion/ Hands on Experience/ Demonstration

Course Outcome-

CO.1	Learn to create accurate digital patterns using software tools
CO.2	Save time and reduce errors compared to manual pattern making.
CO.3	Understand how to arrange patterns on fabric digitally to minimize waste.
CO.4	Learn to size up or down patterns digitally for all garment sizes.
CO.5	Modify and adjust patterns quickly for new designs or changes.

Teaching Plan
Session 2025-26
Odd Semester

CLASS: B.VOC. FASHION TECHNOLOGY SEM V
SUBJECT: SURFACE ORNAMENTATION TECHNIQUES
Faculty Name: Ms. Manpreet Kaur

Topic	Duration	Teaching Tools
• Make 5 samples with different techniques of tie & dye. • Prepare one article using any technique of tie & dye. • Various weaving techniques such as Plain, Twill, Satin, Basket and Rib.	January	Group Discussion/Class Room learning/Demonstration /Activity based learning /Skill based Learning
• Crochet • Basic Knitting • Knotting • Prepare one article using combination of any of these techniques • Block Printing • Screen Printing	February	Group Discussion/Class Room learning/Demonstration /Activity based learning
• Stencil Printing • Spray Printing • Prepare one article using combination of any of these techniques. • Using different textures • Fabric painting	March	Group Discussion/Class Room learning/Demonstration/Activity based learning /Skill based Learning
• Free hand style of fabric painting • Prepare one article using combination of any of these techniques.	April	Group Discussion/Class Room learning Experimental Learning /Demonstration /Activity based learning /Skill based learning

Course Outcome-

CO.1	To acquaint the students with different types of costumes.
CO.2	To provide opportunity for skill development in designing accessories.
CO.3	Learn how clothes have changed over time and why.
CO.4	Learn to appreciate the skill and artistry behind historical clothing.
CO.5	Discover what people wore in ancient times, the Middle Ages, the Renaissance, and beyond.

Session 2025-26
Odd Semester

CLASS: B.VOC. FASHION TECHNOLOGY SEM V
SUBJECT: INTERNSHIP
Faculty Name: Ms. Jyotsna Grover

TOPIC	DURATION	TEACHING TOOLS
Students to undergo 4-week training in clothing industry.	July-August	Field visit Hands-on Activities Case Study Research Project Workshops
Submission of Article 1	September	Field visit Hands-on Activities Case Study Research Project Workshops
Submission of Article 2	October	Field visit Hands-on Activities Case Study Research Project Workshops
Submission of Internship File.	November	Field visit Hands-on Activities Case Study Research Project Workshops

Course outcome

CO.1	Gain practical exposure to industry working methods and processes.
CO.2	Develop hands-on skills relevant to fashion and garment production.
CO.3	Understand workplace discipline, teamwork, and professional ethics.
CO.4	Apply classroom knowledge in a real-world industrial environment.
CO.5	Build confidence in problem-solving and adaptability at the workplace.

Session 2025-26
Odd Semester

CLASS: B.VOC. FASHION TECHNOLOGY SEM V
SUBJECT: TRADITIONAL TEXTILES (PR)
Faculty Name: Ms. Dolly

TOPIC	DURATION	TEACHING TOOLS
Kutch of Gujarat Phulkari of Punjab	July-August	Classroom Learning/ Demonstrations/ Assignments/ E-learning/ Group Discussion/ interactive Learning
Kantha of Bengal Kasuti of Karnataka	September	Classroom Learning/ Demonstrations/ Assignments/ E-learning/ Group Discussion/ interactive Learning
Kashida of Kashmir Chikankari of Uttar Pradesh	October	Classroom Learning/ Demonstrations/ Assignments/ E-learning/ Group Discussion/ interactive Learning
New embroidery techniques using Ribbon work and mirror work	November	Classroom Learning/ Demonstrations/ Assignments/ E-learning/ Group Discussion/ interactive Learning

Course outcome

CO.1	Practicing various traditional Indian embroidery techniques, such as Kantha, Chikankari, Zardozi, and others.
CO.2	Learning about the history and cultural significance of different embroidery styles in India.
CO.3	Understanding the symbolism and motifs commonly used in Indian embroidery designs.
CO.4	Enhancing creativity and craftsmanship through hands-on embroidery projects.
CO.5	Recognizing the role of embroidery in Indian fashion, textiles, and cultural expression.