



GUJARAT TECHNOLOGICAL UNIVERSITY

Bachelor of Design Syllabus (Design)

Subject Code : 10140205

Subject Name : Fashion Illustration

WEF Academic Year :	2024-25
Semester :	4
Category of the Course :	PCC

Prerequisite :	
Rationale :	Human Anatomy as the basis of Drawing & Difference between normal figure and fashion figure. To express blend of Pattern making, Draping, Garment Construction & Surface development Techniques in a garment. Learning to use digital technology and tools to express creative thinking and design solutions.

Course Outcome:

After Completion of the Course, Student will able to:

No	Course Outcomes	RBT Level*
01	Pencil & Colours as a medium of expressions and importance of the skill.	U, A
02	Expression well composed garment with possible skills and esthetics to enhance fashion values.	A
03	To understand implementing of production methodology.	A

*Revised Bloom's Taxonomy (RBT)

Teaching and Examination Scheme :

Teaching Scheme (In Hours)			Total Credits L+T+(PR/2)	Assessment Pattern and Marks				Total Marks
L	T	PR	C	Theory		Practical		
				ESE (E)	PA/CA (M)	ESE (V)	PA / CA (I)	
0	0	4	2	0	30	50	20	100



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Course Content:

Sr. No.	Course Content	No. of Hours	% of Weightage
01	Fashion Illustration & Design-1 Understand of Human anatomy on the basis of drawing: <ul style="list-style-type: none">● Hand movement● Leg movement● Standing pose● Sitting pose	20	32
02	Differences between a normal figure and a fashion figure proportions, learning front, side & three fourth figures in different postures by using different mediums of drawing tool.	20	32
03	Prototype Development-1 <ul style="list-style-type: none">● Learn about fashion trends and forecast.● Inculcate elements and principles of design.● Create a fashion collection by using design process.● Create the fashion boards and garments too.	20	36
Total		60	100

Suggested Specification Table with Marks:

Distribution of Marks (in %)					
R Level	U Level	A Level	N Level	E Level	C Level
30	15	15	15	10	15

Where R: Remember; U: Understanding; A: Application, N: Analyze and E: Evaluate C: Create (as per Revised Bloom's Taxonomy)



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References/Suggested Learning Resources:

(a) Books:

1. Pérard, V. S. (2004). *Anatomy And Drawing*. Mineola, Dover Publications, NY.
2. John, R., & Raynes, J. (2002). *How To Draw The Human Figure: A Complete Guide*. Bath, Eng.: Paragon.
3. Raynes, J., & Raynes, J. (2003). *How To Draw The Human Figure: A Complete Guide*. Bath: Paragon.
4. Martin, D. (2011) *Great Big Book Of Fashion Illustration*, Anovabooks, Hong Kong.
1. [1] Rahul Dubey, "An Introduction to Internet of Things: Connecting Devices, Edge Gateway, and Cloud with Applications", Cengage India Publication
2. [2] Raj Kamal, "Internet of Things: Architecture and Design Principles, Mc Graw Hill Education
3. [3] Hanes et al "IoT Fundamentals", Cisco Press
4. [4] Vijay Madisetti and Arshdeep Bahga, "Internet of Things (A Hands-on-Approach)", , Paperback, 2015.
5. [5] A. McEwen, H. Cassimally, "Designing the Internet of Things", Wiley, 2013.
6. [6] Yashwant Kanetkar, "21 Internet of Things Experiments", Kindle edition
7. [7] Adeel Javed, "Building Arduino projects for Internet of Things", Apress publication
8. [8] Donald Noris, "The Internet of Things: Do it yourself Projects with Arduino, Raspberry PI and BeagleBone Black" Mc Graw Hill Publication
9. [9] Adrian McEwen & Hakim Cassimally, "Designing the Internet of things", Willey publication
10. [1] Rahul Dubey, "An Introduction to Internet of Things: Connecting Devices, Edge Gateway, and Cloud with Applications", Cengage India Publication
11. [2] Raj Kamal, "Internet of Things: Architecture and Design Principles, Mc Graw Hill Education
12. [3] Hanes et al "IoT Fundamentals", Cisco Press
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20. [2] Raj Kamal, "Internet of Things: Architecture and Design Principles, Mc Graw Hill Education
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