



GUJARAT TECHNOLOGICAL UNIVERSITY

Program Name: Engineering

Level: Diploma

Branch: Computer Aided Costume Design & Dress Making

Course / Subject Code: DI03051011

Course / Subject Name: Digital Fashion

w. e. f. Academic Year:	2024-25
Semester:	3 rd
Category of the Course:	ESC

Prerequisite:	Computer Application in Fashion Design (DI01051051)
Rationale:	<p>This course will provide hands on experiences to students to explore current graphic design softwares. Digital design is crucial in fashion and garment industries for its ability to accelerate design processes, enhance creativity, improve cost-effectiveness, and drive innovation. Digital tools also play a vital role in material innovation, trend forecasting, and personalized customization. It will help students to create digital illustrations with detailing of fashion model drawing, which is required for designing and editing real life applications in the field of fashion design. This course will give knowledge & practice with a fundamental understanding of the advance software viz. Adobe Illustrator and Adobe Photoshop which is used for designing and editing purpose. The main emphasis is to provide Graphic based platform to the students, so that they can cater the need of the fashion designing industry as per the requirement.</p>

Course Outcome:

After Completion of the Course, Student will able to:

No	Course Outcomes	RBT Level
01	Develop fashion figures using Auto CAD software.	A
02	Develop weave patterns using Auto CAD software.	A
03	Create Mood board using Photoshop software.	C
04	Develop flat drawing and specification sheet of garment using Illustrator/Photoshop/Corel Draw software.	A
05	Design fashion illustrations with special effect using Illustrator/Photoshop/Corel Draw software.	C

*Revised Bloom's Taxonomy (RBT)



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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		Tutorial / Practical		
				ESE (E)	PA(M)	PA(I)	ESE (V)	
0	0	06	03	00	00	50	50	100

References/Suggested Learning Resources:

(a) Books:

1. Photoshop CC: Visual Quick Start Guide by Elaine Weinmann, Peachpit Press; ISBN-13: 978-0134308890 ISBN-10: 0134308891
2. Adobe Photoshop: A Complete Course and Compendium of Features by Stephen Laskevitch Published by: Rocky Nook; Illustrated edition (June 2, 2020) ISBN-13: 978-1681985152 ISBN-10: 1681985152
3. Adobe Illustrator Classroom in a Book by Brian Wood Published by Adobe Press; 1st edition (December 27, 2021) ISBN-13: 978-0137622153 ISBN-10: 0137622155
4. Creating Pattern Brushes in Adobe Illustrator: Easy to Follow Step-By-Step Instructions by Susan Rutledge, Published by Willow Bend Press (September 4, 2020) ISBN-10: 1950019160 ISBN-13: 978-1950019168
5. Learn Adobe Illustrator Cc for Graphic Design and Illustration by Robe Schwartz Published by Pearson India ISBN- 9789389552393
6. Adobe illustrator for beginners 2021: learn graphic design with illustrator by Hector Grant, Independently published (January 17, 2021) ASIN: B08T4885YN ISBN-13: 979-8596295214
7. Rendering Fashion, Fabric and Prints with Adobe Photoshop by M Kathleen Colussy, Published by Pearson India ISBN-10: 8131709973 ISBN-13: 978-8131709979
8. AutoCAD by Berghauser /schlieve, BPB Publication, new Delhi.
9. Corel Draw Training Guide by Satish Jain, BPB; First edition (1 January 2018) ISBN-13: 978-9387284005
10. CorelDRAW 12: The Official Guide (Corel Press) by Steve bain, Published by McGraw-Hill Education (16 February 2004) ISBN-13: 978-0072231915

(b) Open-source software and website:

1. <https://youtu.be/dAm08pDLBvI>
2. https://youtu.be/IyR_uYsRdPs
3. <https://youtu.be/xRUxEqD2D5c>
4. https://youtu.be/uwalf_yHW2E
5. <https://youtu.be/WFQA1KGKOVg>



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6. <https://youtu.be/Ckk-NjTMCx8>
7. <https://www.idrawfashion.com/>
8. <https://tips.clip-studio.com/en-us/articles/6861#fce00e01>

Suggested Course Practical List: If any

Pr. No.	List of Practical	Hours
1.	Draw Fashion figure (10 ½ head) of female using Auto CAD software. Draw Fashion figure (12 ½ head) of female using Auto CAD software.	18
2.	Draw Basic Weaves (Plain, Rib, Basket, Twill, Satin and Sateen) using AutoCAD Software.	12
3.	Prepare Mood board/Theme board using Adobe Photoshop software.	18
4.	Design Flat garments using Illustrator/Photoshop/Corel Draw software. <ul style="list-style-type: none">• T-shirt and Capri• T- shirt and Short• Shirt and Trouser• Top and Skirt• Traditional garment for male• Traditional garment for female	12
5.	Create specification sheet by using Adobe Illustrator/Adobe Photoshop/Corel Draw software.	6
6.	Design garments with suitable accessories using Adobe Illustrator/ Adobe Photoshop/Corel Draw software. <ul style="list-style-type: none">• Evening Gown• Kurta with Chudidar / Salwar / Palazzo /Pant• Traditional wear for Female (for e.g. Saree/Sharara suit/ Choli suit, etc.)• Traditional wear for Male (for e.g. Kurta with Pyjama/Dhoti, Sherwani suit, etc.)• Formal wear for Male and Female• Fusion wear for Male and Female	24
	Minimum Practical Hours	90

List of Laboratory/Learning Resources Required:

- Personal Computers
- Latest version of AutoCAD software, CorelDraw Software , Photoshop Software and Illustrator Software



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Suggested Project List:

1. **Croquis preparation:** Prepare croquis of fashion figure with different poses.
2. **Decorative weaves:** Create any two decorative weaves using any graphic design software.
3. **Texture on garment:** Apply texture on any 05-garment using any graphic design software.
4. **Fabric embellishment:** Create fabric for dress material as per current trend using any graphic design software.
5. **Household Articles:** Create any 03 Home furnishing articles using any graphic design software.
6. **Texture board:** Create texture board of various fabric design.
7. **Tech pack:** Prepare tech pack of given garment.

Suggested Activities for Students:

1. Power point presentation
2. Internet based assignments
3. Teacher guided self-learning activities
4. Library/internet/lab based mini-project etc.

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