



# GUJARAT TECHNOLOGICAL UNIVERSITY

Program Name: Diploma Engineering

Level: Diploma

Branch: Computer Aided Costume Design & Dress Making

Subject Code: DI04051061

Subject Name: World Costume

<b>w. e. f. Academic Year:</b>	2025-26
<b>Semester:</b>	4 <sup>th</sup>
<b>Category of the Course:</b>	Professional Elective - I

<b>Prerequisite:</b>	Native Textile
<b>Rationale:</b>	Fashion is a cultural language that reflects history, geography, and human creativity. This course introduces students to the evolution of world costumes, exploring how societies across centuries expressed identity through clothing, accessories, and craftsmanship. This course develops creative thinking, cultural understanding, visual communication, and artistic expression—through hand illustration, and costume analysis. It helps students to understand world heritage, interpret historical designs, and translate them into creative costume ideas while developing strong visualization and manual rendering skills.

### Course Outcome:

After Completion of the Course, Student will able to:

No.	Course Outcomes	RBT Level
01	State the historical development of world costumes across civilizations	R
02	Identify the Ancient civilizations costumes and accessories.	A
03	Identify the Middle Ages and Renaissance costumes and accessories.	A
04	Analyze Oriental and Asian costumes and accessories.	N
05	Explain costume styles from the 18th to 20th centuries.	U

*\*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)	
3	0	2	4	70	30	20	30	150

## Course Content:

Unit No.	Content	No. of Hours	% of Weightage
1.	<b>Introduction to World Costume</b> 1.1 Origin of World Costume 1.2 Role of climate, geography, and trade 1.3 Clothing as identity and social status 1.4 Classification of costumes – Ancient, Medieval, Renaissance, Modern.	6	14
2.	<b>Ancient Civilizations and Costumes</b> 2.1 <b>Egyptian costumes:</b> tunics, draped garments, ornaments, head Gear etc. 2.2 <b>Greek costumes:</b> Chiton, peplos, himation, sandals and wreaths etc. 2.3 <b>Roman costumes:</b> Toga, stola, tunic, footwear, hairstyles etc. 2.4 <b>Mesopotamian &amp; Persian costumes:</b> Tunics, embroidered borders, headgear etc.	10	24
3.	<b>Costumes of the Middle Ages and Renaissance</b> 3.1 <b>Early Christian and Eastern Roman Costumes:</b> Luxurious Fabrics, gold embroidery, religious motifs, ceremonial robes etc. 3.2 <b>Medieval Europe:</b> Layered garments, long robes, veils, Gothic Silhouettes etc. 3.3 <b>Renaissance Fashion:</b> Corsets, farthingales, doublets, ruffs, hose, Evolution of tailoring etc.	10	24
4.	<b>Oriental and Asian Costumes</b> 4.1 <b>Indian costumes:</b> sari, dhoti, turban, regional variations etc. 4.2 <b>Japanese costumes:</b> Kimono, obi, hakama etc. 4.3 <b>Chinese costumes</b> – hanfu, cheongsam, dragon robes etc. 4.4 <b>Middle Eastern costumes</b> – abaya, kaftan, jalabiya, turbans etc.	9	19



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5.	<b>18<sup>th</sup> to 20<sup>th</sup> Century Costumes: Industrial and Colonial Influence</b> 5.1 Rococo & Baroque fashion. 5.2 Victorian and Edwardian costumes. 5.3 Early 20th century (flapper style, world war influences). 5.4 Mid to late 20th century fashion evolution (hippie, punk, disco).	10	19
<b>Total</b>		<b>45</b>	<b>100</b>

## Suggested Specification Table with Marks (Theory):

Distribution of Theory Marks (in %)					
R Level	U Level	A Level	N Level	E Level	C Level
30	40	20	10	-----	-----

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

## References/Suggested Learning Resources:

### (a) Books:

1. Indian Costumes A. Biswas- ISBN - 978-81-230-1055-9
2. History of World Costume and Fashion - Daniel Delis Hill (Author)-ISBN-13-978-0-13- 099223-9
3. A History of Costume (Dover Fashion and Costumes) -Carl Kohler (Author)-ISBN-978-0-48- 621030-8
4. Encyclopedia of World Costume - Doreen Yarwood (Author)-ISBN-978-0-517-61943-8
5. 5. Costume through the Ages, Laver, James Simon and Schuster, New York (1968).ISBN-978-0671165215

### (b) Open source software and website:

1. <https://articles.wifd.in/evolution-and-history-of-american-french-egyptian-and-greek-costumes>
2. <https://www.jdoinstitute.edu.in/fashion-history-of-costumes/>
3. <https://maggiemayfashions.com/calicoball/>
4. <https://fashionhistory.fitnyc.edu/1867-2/>
5. <https://fashiondesignbooks.com.ng/product/a-history-of-fashion-and-costume-volume-1-the-ancient-world/>

## Suggested Course Practical List:

Sr. No.	Practical List	Hours
1.	Illustrate any one costumes from Egyptian country with accessories. <ul style="list-style-type: none"><li>• One Male</li><li>• One Female</li></ul>	4



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2.	Illustrate any one costumes from Greek country with accessories. <ul style="list-style-type: none"><li>• One Male</li><li>• One Female</li></ul>	4
3.	Illustrate any one costumes from Eastern Roman Country with using religious motifs. <ul style="list-style-type: none"><li>• One Male</li><li>• One Female</li></ul>	4
4.	Illustrate any one costumes from Renaissance Fashion with accessories. <ul style="list-style-type: none"><li>• One Male</li><li>• One Female</li></ul>	4
5.	Illustrate any one costumes from any one Asian Country with accessories. <ul style="list-style-type: none"><li>• One Male</li><li>• One Female</li></ul>	4
6.	Design and construct any one garment from given list of practical. (Practical 1 to 5)	10
<b>Minimum Practical Hours</b>		<b>30</b>

## List of Laboratory/Learning Resources Required:

- Design lab with drawing tables and stools
- Drawing tools

## Suggested Project List:

1. Collect Pictures of Various draping techniques used in different countries.
2. Create your own draping style by taking inspiration from any two different costume periods — Ancient, Medieval, Renaissance, or Modern — and demonstrate innovation while maintaining the essence of historical design.
3. Design and develop a collection of accessories such as jewellery, headgear, footwear, or belts, inspired by any two different costume periods — Ancient, Medieval, Renaissance, or Modern — to showcase creativity and cultural fusion.
4. Illustrate fashion garment and give historical touch to that garment with reference of silhouette, color, and motif.

## Suggested Activities for Students:

1. Collect and paste images of world costumes in a scrapbook.
2. Arrange visits to museums and art galleries to understand historical costumes.
3. Watch historical movie clips for three-dimensional impact of historical costumes.
4. Sketch 2–3 basic silhouettes from prehistoric/early costumes.



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5. Collect and Compare pictures- Between any two early civilizations.
6. Draw Motifs of an 18<sup>th</sup> century to 20<sup>th</sup> century of different civilization like-Egypt, China, Japan, Africa, Rome etc.

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