

Major Paper – I - Fashion Designing

Unit I - Principles of Fashion

Fashion definition : Framework of Fashion, Nature of Fashion, Environment of Fashion. Movement of Fashion, Leaders of Fashion.

Unit II

a) Fashion & Fit:

Meaning of style; Fashion Figure proportions. Good Fit, Importance of Good Fit, How it is achieved, Recognizing the characteristics through good fit; Good fit through Fabric; Fit and social variables.

b) Silhouette :

Factors that determines the character & quality of silhouette – Structural details.

Unit III - Fashion art and Body Structure

Optical illusions of line. Relating Costume to Size and personality – Tall Figure, Short Figure, Medium height Figure. Balancing, out-of proportion Figure-Narrow, sloping shoulders, Small Chest. The stout Figure, Long & Short waistline, Hollow Back, large abdomen.

Unit IV

a) Face Framing Details :

Analysis of Head & Features, Hair arrangement, Hairdressing to modify irregularities, Hat lines, Necklines & Collars, Costume Jewellery.

b) Fashion Accessories :

Shoe, Hosiery, Hand bag, Gloves, Jewellers, others accessories, Accessory Designer.

Unit V

a) Costume Textures :

Properties that determine Fabric Textures, Personal standard which determine texture choice, Versatility of Textures. Unity of Texture & Design. Texture grouping choosing textures according to purpose.

b) Career in Fashion

Job opportunity & career path, Entrepreneurship.