Marks	Grade Point	Letter Grade	Marks	Grade Point	Letter Grade
80>	4.00	A+	55-59	2.75	B-
75-79	3.75	Α	50-54	2.50	C+
70-74	3.50	A-	45-49	2.25	С
65-69	3.25	B+	40-44	2.00	D
60-64	3.00	В	0-39	0.00	F



Subject Teacher	: Sabina Yasmin (Instructor)
Subject Name	: Fashion and Design
Subject Code	1974
Technology	: Textile & GDPM
Semester	: 7th
Reference Book	: Fashion and Design (Publisher: Technical Prokashoni)

Mark Dist	Mark Distribution (for 150 Marks)			
Theory M	Theory Marks Practical Marks			
Midterm	20	РС	20	
Class	10	PF	00	
test	10	PF	00	
Quiz test	05	-	-	
Final	80	-	-	
Total	115	Total	20	

INTENTION

Class Time Distribution (90 Minutes)						
Follow up absent students	5					
Previous class review	10					
Present class topic discussion	60					
Present class topic review	10					
Next class topic	5					
Total	90					

AIMS

- **1.** To develop basic knowledge regarding fashion.
- **2.** To develop knowledge of design.
- **3.** To familiarize with fashion accessories.
- **4.** To acquire knowledge in fashion drawing.
- **5.** To develop skill, knowledge and market promotion of apparels.

SHORT DESCRIPTION

Basic concept of fashion style and accessories; Product and design development; Fashion merchandising and market promotion; Fashion drawing from life; Fabric representation; Fashion illustration.

Lec.	Chapter	Class Supporting Equipment's	Learning Area	Learning Outcome
01	1. Understand the style and fashion.	White board, Marker pen, Plain paper, Graph paper Projector, Internet, Computer. Youtube Link:	 History of fashion. State the importance of style and fashion in human life. Mention the classification of fashion. State the importance of hair style to fashion. State the importance of make-up to fashion. State the importance of costume to fashion. 	 * After the Class, Students will be able: to learn about the basic concepts of style and fashion in human life. to learn about the classification of fashion. to learn about the importance of hair style to fashion. to learn about the importance of make-up & costume to fashion.
02	1. Understand the style and fashion.	White board, Marker pen, Plain paper, Graph paper Projector, Internet, Computer. Youtube Link:	 7. State the importance of body fitness to fashion. 8. State the importance of contact lance to fashion. 9. State the importance of jewelry to fashion. 10. State the importance of footwear to fashion. 11. Define the term style and fashion. 	 * After the Class, Students will be able: to learn about the importance of body fitness to fashion. to learn about the importance of contact lance to fashion. to learn about the importance of footwear to fashion. to learn about the importance of footwear to fashion.

			12. National & religion festival to fashion.	festival to fashion. And so on.
03	2. Understand the international fashion centers.	White board, Marker pen, Plain paper, Graph paper Projector, Internet, Computer. Youtube Link: • Top 5 Fashi	 Name the well known international fashion creators. Explain the reasons for French fashion leadership. Discuss the growth and importance of the pret-a-porter. List the reasons for the importance of New York as a fashion center. Discuss the role of international and domestic fashion centers. 	 * After the Class, Students will be able: to learn about the international fashion creators. to learn about the French fashion leadership to learn about the importance of the pret-a-porter. to learn about the role of international and domestic fashion centers. And so on.
	Quiz Contest 1		Theory Base. Chapter 1 & 2	Be confident on examinations.
04	Discuss about previous class topics and solve their problems about these chapters.	White board, Marker pen, Plain paper, Graph paper Projector, Internet, Computer.	Problem Solve	* After the Class, Students will be able to: - solve the problem
05	3. Understand the product and design development.	White board, Marker pen, Plain paper, Graph paper Projector, Internet,	 Describe line development by item or by group. Explain the important elements and principles of design and their application to development. 	* After the Class, Students will be able: - to learn about the basic concepts of line development

		Computer. Youtube Link: <u>How to make</u> <u>repeat pattern in</u> <u>photoshop in</u> <u>minimum time</u> <u>Textile Design</u> <u>Digital Design</u>	3. Describe the process of creating a sample garment.	 to learn about the important elements and principles of design to learn about the process of creating a sample garment. And so on.
06		Review class	Regarding students' problems.	Be confident of this chapter.
07	Class Test -01		Chapter 1 to 3	Be confident on examinations.
08	4. Understand the fashion accessory and fur manufacturin g.	White board, Marker pen, Plain paper, Graph paper Projector, Internet, Computer. Youtube Link: <u>How to make repeat</u> <u>pattern in</u> <u>photoshop in</u> <u>minimum time</u> <u>Textile Design</u> <u>Digital Design</u>	 Discuss the unique design considerations of various accessories. List the fashion accessories. Describe production methods for the major accessories. Explain accessory design and production centers. Discuss the marketing aspects for accessories. Explain fur garment production. Explain the threads, elastic, interfacing, narrow fabrics, zippes, button, belt are produced and used 	 * After the Class, Students will be able: - to learn about unique design considerations of various accessories. - to learn about the production methods for the major accessories. - to learn about the marketing aspects for accessories. - to learn about the threads, elastic, interfacing, narrow fabrics, zippes, button, belt are produced and used - to learn about fur garment production.
09	5. Understand the wholesale markets, sales	White board, Marker pen, Plain	1. List the major international markets of apparel.	* After the Class, Students will be able to:

	promotion and distribution.	paper, Graph paper Projector, Internet, Computer. Youtube Link: <u>The</u> <u>Science of Light</u> <u>and Color for Kids:</u> <u>Rainbows and the</u> <u>Electromagnetic</u> <u>Spectrum -</u> <u>FreeSchool</u>	 2. Discuss collection openings, line releases and market weeks. 3. Describe distribution policies. 4. Discuss various aids to selling. 5. Mention the forms of sales promotion. 6. Explain the use of EDI in distribution. 	 learn about the effect of luster and color of fabric to light. learn about the physical basis of color and color of matters. learn about the theory of color. learn about the Brewster circle and explain pigment theory of color .
	Quiz Contest 2		Theory Base.	Be confident on examinations.
			Chapter 4 & 5	
10	6. Understand	White board,	1.Explain Today's retail	* After the Class, Students
	the retail	Marker pen, Plain	situation and trends.	will be able to:
	stores.	paper, Graph paper		- learn about the
		paper	2. Discuss the various types of	classification of color with
		Projector,	retail store.	their definition and uses.
		Internet,	3. Explain the organizational	- learn about the young-
		Computer.	differences between single-unit	Helmholtz theory.
		Youtube Link: Color Theory	and multiple-unit stores.	- learn about the circle and
		Basics	and multiple-unit stores.	state the technique of
			4.Mention the major	drawing a chromatic circle.
			international stores and famous	
			shopping areas.	- learn about the primary
				and secondary color & uses of color.
			5. Distinguish between the	
			organizational structure of a	
			small store with that of a large	
			store.	
			6. Explain the growing	
			importance of non-store	
			retailing.	
l. l			Totaling.	
			7. Explain the store's fashion	

Mid127. Und the dr from 1127. Und the dr from 11314148. Und the failed of the fail			groups and manifested in store policies.	
12 7. Und 12 7. Und from I from I 13 14 14 8. Und	11 Class Test -02		Chapter 4 to 6	Be confident on examinations.
the dr from 113148. Und the fail	Mid Exam		Theory Base.	Be confident on examinations.
14 8. Uno the fai	12 7. Understand the drawing from life.	White board, Marker pen, Plain paper, Graph paper Projector, Internet, Computer. Youtube Link: <u>Color Theory</u> <u>Basics</u>	 Chapter 1 to 10 1. Mension proportion-natural, elongated figures (men's and women's). 2. Mension women's, men's and children's poses. 3.Mension children's, women's and men's heads. 4.Mension proportion-heads, hands and feet. 5.Mension women's and men's hands. 6.Mension children's hands and feet 7.Mension women's and men's feet. 8.Mension women's men's, children's and babies boots and shoes. 	 * After the Class, Students will be able to: - learn about the harmony and contrast of color. - learn about the modifications of color. - learn about the factors, modifying the coloring of Textile fabrics. etc
the fa	13	Review class	Regarding students' problems.	Be confident of this chapter.
n.	the fabric representatio	l White board, Marker pen, Plain paper, Graph paper Projector, Internet,	 Describe depth and shine. Describe faux fur and wool and lace. Describe wool and faux fur. 	 * After the Class, Students will be able to: - learn about the harmony and contrast of color. - learn about the

		Computer. Youtube Link: <u>Color Theory</u> <u>Basics</u>	4. Describe folds and fringing.5.Describe highlights and pleats.6.Describe lace and embroidery.	- learn about the factors, modifying the coloring of Textile fabrics. etc
15	9. Understand the sketch book.	White board, Marker pen, Plain paper, Graph paper Projector, Internet, Computer. Youtube Link:	 Describe Ideas and concept of sketch look. State Shop or reports. Describe design development. 	 * After the Class, Students will be able to: - learn about the effects of color and weave effects - learn about the factors of color. - learn about the factors to be considered for the selection of weave for stripe and check designs. etc
16	10.Understan d the fashion illustration.	White board, Marker pen, Plain paper, Graph projector, Internet, Computer. Youtube Link:	 State composition of fashion illustration. Describe stylization. Describe drawing for promotion. Describe drawing children. Describe children as cartoons. Describe children's wear. 	 * After the Class, Students will be able to: - learn about the importance of a dark room for screen preparation. - learn about the role of a camera for screen preparation. - learn about the process of making a screen. etc

17	11.Understan	White board,	11.1	List the basic equipment	* After the Class, Students
	d the drawing	Marker pen, Plain	of draw	ving.	will be able to:
	for manufacture.	paper, Graph paper Projector, Internet, Computer. Youtube Link:	 11.2 11.3 11.4 11.5 	Describe the drawing from the dress stand. Describe developing the template. Describe developing the stencil. Describe design with a template of stencil.	 learn about the importance of a dark room for screen preparation. learn about the role of a camera for screen preparation. learn about the process of making a screen. etc
				Explain the garment construction.	of making a screen. etc
18	12.Understan d the	White board, Marker pen, Plain	1. Desc	cribe active sportswear.	* After the Class, Students will be able to:
	specialist areas.	paper, Graph paper Projector, Internet, Computer. Youtube Link:	2. Desc accesso	cribe drawing ories.	- learn about active sportswear and drawing accessories.
	Final Exam			Theory Base. Chapter 1 to 10	Be confident on examinations.