

## **B.Voc. (TEXTILE & FASHION TECHNOLOGY)**

**Title of the Programme:** Bachelor of Vocation in Textile and Fashion Technology leading to degree “B.Voc. (Textile and Fashion Technology)”

**Preamble:** The programme is designed to provide students with the necessary skills and knowledge to work in the textile and fashion industry. It covers various aspects of the industry, including design, production, and marketing. The programme is structured to provide a comprehensive understanding of the industry and to equip students with the skills and knowledge needed to succeed in their careers.

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**Semester 3**

| Paper Code | Title        | Generic/Skill Component | Theory/ Practical | Internal (Theory) | External (Theory) | Internal (Practical) | External (Practical) | Credits |
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|            | C n App      |                         |                   |                   |                   |                      |                      |         |
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**Semester 5**

| Paper Code | Title                 | Generic/Skill Component | Theory/ Practical | Internal (Theory) | External (Theory) | Internal (Practical) | External (Practical) | Credits |
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|            | Computer Applications |                         |                   |                   |                   |                      |                      |         |
|            | Information Systems   |                         |                   |                   |                   |                      |                      |         |
|            | Business Law          |                         |                   |                   |                   |                      |                      |         |
|            | Business App          |                         |                   |                   |                   |                      |                      |         |
|            | CA                    |                         |                   |                   |                   |                      |                      |         |
|            | Business Mathematics  |                         |                   |                   |                   |                      |                      |         |



**Semester 6**

| <b>Paper Code</b> | <b>Title</b>                 | <b>Generic/Skill Component</b> | <b>Theory/ Practical</b> | <b>Internal (Theory)</b> | <b>External (Theory)</b> | <b>Internal (Practical)</b> | <b>External (Practical)</b> | <b>Credits</b> |
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**References**

- [1] J. D. Jackson, *Classical Electrodynamics*, Wiley, 1975.
- [2] D. J. Griffiths, *Introduction to Quantum Mechanics*, Wiley, 2005.
- [3] L. D. Landau and E. M. Lifshitz, *Classical Theory of Fields*, Butterworths, 1962.
- [4] R. Feynman, *QED: The Strange Theory of Light and Matter*, Princeton University Press, 1985.
- [5] C. A. J. Hoeve, *Quantum Electrodynamics*, North-Holland, 1984.
- [6] S. Weinberg, *Gravitation and Cosmology*, Wiley, 1973.

**FUNDAMENTALS OF FINANCIAL ACCOUNTING**

**Course Objectives**

On completion of this course, students should be able to:

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- n e n on n on n
- n n o n on n on n n on



**References**

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### Objective,

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### Job Roles:-

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**TFT-111- TEXTILE DESIGNING & PRINTING**

*Course Objective*



## **TFT-112- INDUSTRIAL TRAINING**





## **TFT-203- ACCESSORY DESIGNING**

***Course Objective***

## TFT-204- BASIC DRAPING

### Course Objective

After completing this course, the student will be able to:

- 1. Understand the basic principles of draping.
- 2. Identify the different types of draping techniques.
- 3. Apply the basic draping techniques to create a garment.
- 4. Understand the importance of fit and comfort in draping.

### Job Roles:-

After completing this course, the student will be able to:

- 1. Work as a draper in a fashion design studio.
- 2. Work as a pattern maker in a garment manufacturing unit.
- 3. Work as a fashion designer in a fashion design studio.
- 4. Work as a fashion merchandiser in a retail store.

### UNIT-I

Introduction to Draping, Basic Principles of Draping, Draping Techniques.

### UNIT-II

Draping Techniques for Neckline, Sleeve, Waist, Hem, Collar, Yoke, Pocket, Placket, Closure, Pocket, Placket, Closure, Pocket, Placket, Closure.

### UNIT-III

Draping Techniques for Skirt, Trousers, Jacket, Coat, Dress, Blouse, Saree, Dupatta, Scarf, Hat, Glove, Bag, Shoes, Accessories.

### UNIT-IV

Draping Techniques for Wedding Saree, Wedding Dress, Wedding Jacket, Wedding Coat, Wedding Blouse, Wedding Saree, Wedding Dupatta, Wedding Scarf, Wedding Hat, Wedding Glove, Wedding Bag, Wedding Shoes, Wedding Accessories.

### Reference

- 1. *Textile Technology* by C. N. S. Rao
- 2. *Draping and Pattern Making* by A. J. G. Jones
- 3. *Draping and Pattern Making* by B. J. G. Jones



## TFT-206- INDUSTRIAL TRAINING

*Object ve ,*

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## SEMESTER-IV



**TFT-210-CAD-I**

## TFT-211-WOMEN'S APPAREL

### *Course Objective*

Through this course students will explore the progressive stages involved in the manufacturing process, and the influence of the process on design decisions.

### **Instructions:**

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- **NINE**



## TFT-212- INDUSTRIAL TRAINING

### Objective,

After completion of this module, the student should be able to:

### Job Roles:-

1. To understand the importance of industrial training.  
2. To identify the various types of industrial training.  
3. To understand the role of industrial training in the development of a country.  
4. To understand the importance of industrial training in the development of a student.

After completion of this module, the student should be able to:



**References**

- [1] J. K. Knowlton, "A simple algorithm for the control of a complex system," *IEEE Transactions on Systems, Man, and Cybernetics*, vol. 13, no. 1, pp. 101-113, 1983.
- [2] J. K. Knowlton, "A simple algorithm for the control of a complex system," *IEEE Transactions on Systems, Man, and Cybernetics*, vol. 13, no. 1, pp. 101-113, 1983.

**TFT- 303- FASHION PORFOLIO DEVELOPMENT & FASHION SH**



## TFT-305-CAD-II

### Course Objective

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### Job Roles:-

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### UNIT-I

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### UNIT-II

Grading o op -

### UNIT-III

Marker Making: n on n n o / o n n n  
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### UNIT-IV

Use of Software: n CA CA-

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## TFT-306- INDUSTRIAL TRAINING

### Objective,

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### Job Roles:-

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**TFT 309- FABRIC SCIENCE**

**Time: 3 Hrs.**

**Objectives:**

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**Job Roles:-**

**UNIT I**

**UNIT II**

**UNIT-III**

**UNIT IV**

**TFT 310- ADVANCE GARMENT CONSTRUCTION TECHNIQUE**

**Time: 3 Hrs.**



## TFT-312- INDUSTRIAL TRAINING

### Objective,

After completion of this module, the student should be able to:

### Job Roles:-

1. To understand the role of a technician in the industry.

2. To understand the role of a technician in the industry.