

Program Name : Diploma in Dress Designing & Garment Manufacturing

Program Code : DD

Semester : First

Course Title : Design Softwares

Course Code : 24007

1. RATIONALE

Digital designing has become an increasingly **important** area. This course will enable the students to develop, enhance and create innovative **designs digitally** using softwares like Photoshop & Illustrator.

2. COMPETANCY

The aim of the course is to make students adapt to

- **Use basic tools of design software's for Fashion designing.**

3. COURSE OUTCOMES (COs)

The theory and practical experiences associated with this course will allow the student to demonstrate the following industry oriented COs associated with the above mentioned competency:

1. Create an interface and document with Photoshop.
2. Use basic tools of photoshop.
3. Create an interface and document with illustrator.
4. Use basic tools of illustrator.

4. TEACHING AND EXAMINATION SCHEME

Teaching Scheme			Credit (L+T+P)	Examination Scheme											
L	T	P		Theory						Practical					
				Paper Hrs.	ESE		PA		Total		ESE		PA		Total
			Max		Min	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min
--	1	4	5	--	--	--	--	--	--	50#	20	50~	20	100	40

**:10 marks of theory PA is for micro-project assessment to facilitate attainment of COs and the remaining 10 marks for tests and assignments given by the teacher.*

Legends: L-Lecture; T – Tutorial/Teacher Guided Theory Practice; P - Practical; C– Credit, ESE - End Semester Examination; PA - Progressive Assessment

5. COURSE MAP (with sample COs, Learning Outcomes i.e.LOs and topics)

This course map illustrates an overview of the flow and linkages of the topics at various levels of outcomes (details in subsequent sections) to be attained by the student by the end of the course, in all domains of learning in terms of the industry/employer identified competency depicted at the centre of this map.



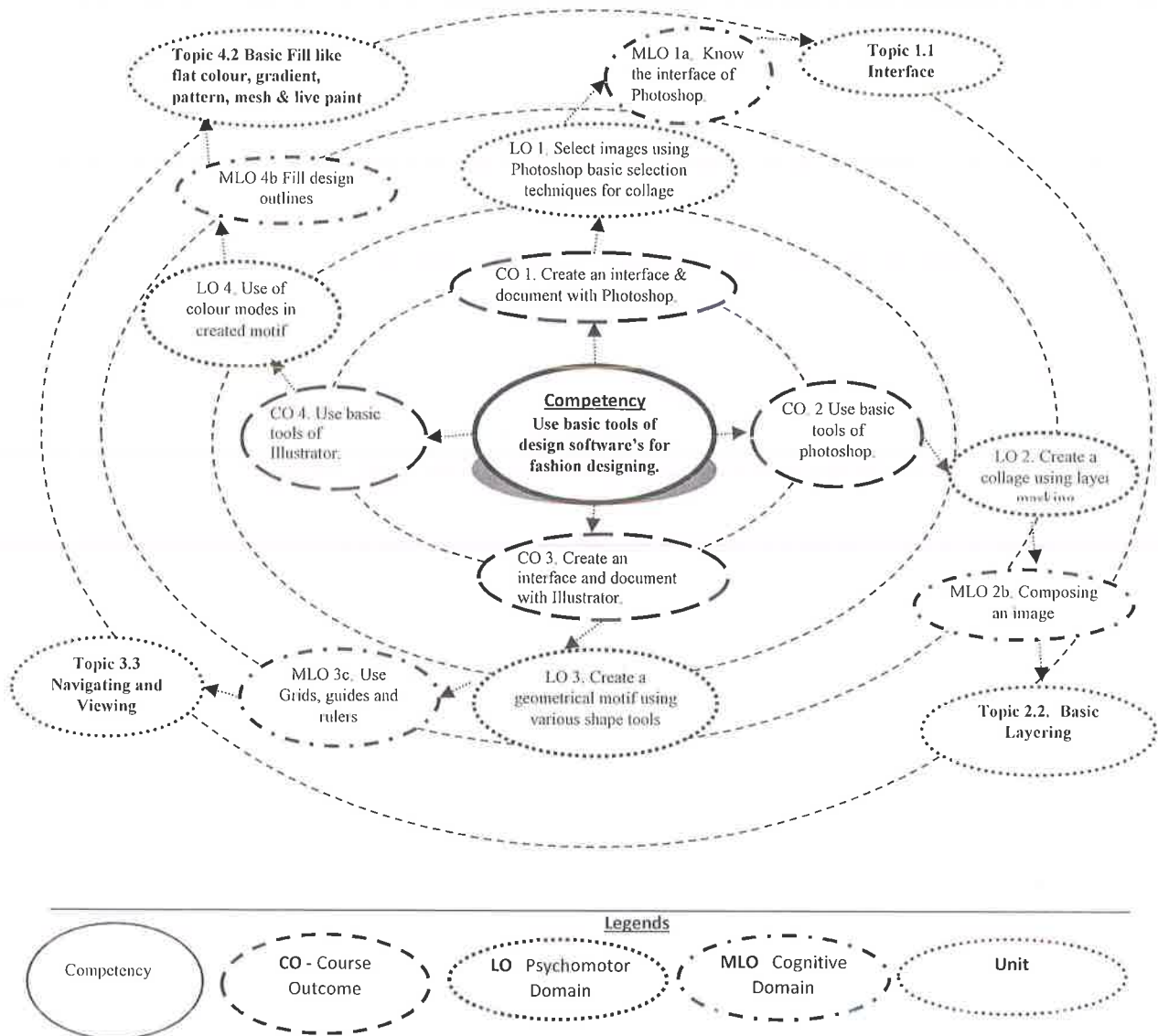


Figure 1 - Course Map

6. SUGGESTED PRACTICALS / EXERCISES

The practical/exercises/tutorials in this section are psychomotor domain LOs (i.e.sub-components of the COs) are to be developed and assessed in the student to lead to the attainment of the competency.

S. No.	Practical Exercises (Learning Outcomes in Psychomotor Domain)	Unit No.	Approx. Hrs. Required
Photoshop :			
1	Collect images from internet for making collage	I	2 hrs
2	Select images using Photoshop basic selection techniques for collage	I	2 hrs
3	Create a collage using layer mode	II	2 hrs
4	Create a collage using layer masking	II	2 hrs



5	Using advance selection techniques to improvise on Collage	II	2 hrs
6	Using layer options like linking, merging opacity etc. to improvise on collage	II	2 hrs
7	Using transform options to improvise on collage	II	2 hrs
8	Scan outline image / motif	II	2 hrs
9	Fill colour in the outline image	II	2 hrs
10	Complete the colour filling in the outline image	II	2 hrs
11	Fill gradient colour in the outlined image	II	2 hrs
12	Prepare your own colour palette with gradient	II	2 hrs
13	Create pattern & fill the outline image	II	2 hrs
14	Create brand with different types of typeface with respect to font, size and style eg. Bold, Italics	II	2 hrs
15	Create brand with leading, kerning, tracking, subscript, superscript etc.	II	2 hrs
	Illustrator :		
1	Create a geometrical motif using various shape tools	III	2 hrs
2	Create a Floral motif using lines, arc, spiral, rectangular grid and polar grid	III	2 hrs
3	Create a Floral motif using lines, arc, spiral, rectangular grid and polar grid	III	2 hrs
4	Transform created motif to various scale, rotations, skew, reflect options	III	2 hrs
5	Transform created motif to various scale, rotations, skew, reflect options	III	2 hrs
6	Use of colour modes in created motif	IV	2 hrs
7	Use of gradient and clipping mask on the motif	IV	2 hrs
8	Use of gradient and clipping mask on the motif	IV	2 hrs
9	Create symbols and utilise them in flat sketches	IV	2 hrs
10	Create flat sketch of ladies top	IV	2 hrs
11	Create flat sketch of ladies top	IV	2 hrs
12	Create flat sketch of skirt	IV	2 hrs
13	Create flat sketch of skirt	IV	2 hrs
14	Practice session	IV	2 hrs
15	Create Tech-pack of any one garment using Excel program	IV	2 hrs
16	Complete Tech-pack as per the industrial standards	IV	2 hrs
17	Compile portfolio of all the assignments	IV	2 hrs
Total			64 hrs

Note: To attain the COs and competency, a judicious mix from the above listed LOs need to be performed to achieve up to the 'Precision Level' of Dave's 'Psychomotor Domain Taxonomy'. Assessment of the 'Process' and 'Product' related skills in the laboratory/workshop/field work should be done as per suggested sample below:

S No.	Performance Indicators	Weightage in %
1	Use of measurement tools.	10



2	Use cutting & stitching tools.	20
3	Use of pattern making tools properly.	20
4	Indicate the symbols in pattern drafting.	10
5	Presentation of output.	20
6	Submit samples in time.	10
7	Neatness of samples.	10
Total		100

Additionally, the following affective domain LOs (social skills/attitudes), are also important constituents of the competency which can be best developed through the above mentioned laboratory/field based experiences:

- a. Follow safety practices.
- b. Practice good housekeeping.
- c. Demonstrate working as a leader/a team member.
- d. Maintain tools and equipment.
- e. Follow ethical Practices.

The development of the attitude related LOs of Krathwohl's 'Affective Domain Taxonomy', the achievement level may reach:

- 'Valuing Level' in 1st year
- 'Organising Level' in 2nd year
- 'Characterising Level' in 3rd year.

7. MAJOR EQUIPMENT/ INSTRUMENTS REQUIRED

The major equipment with broad specification mentioned here will usher in uniformity in conduct of experiments, as well as aid to procure equipment by authorities concerned.

Sr. No.	Equipment/Instruments/Other resources name with Broad Specifications	Experiment S.No.
1.	Computer with windows 10 / Photoshop / Illustrator	all
2.	Scanner, Laser Printer & Injet printer	all
3.	Internet facility	all

8. UNDERPINNING THEORY COMPONENTS

The following topics/subtopics should be taught and assessed in order to develop LOs in cognitive domain for achieving the COs to attain the identified competency.

Unit	Unit Outcomes (UOs) (in cognitive domain)	Topics and Sub - topics
Unit- I Introduction to Photoshop	1a. Know the interface of Photoshop 1b. Create and save documents	1.1 Interface 1.2 Creating a document 1.3 Navigating and Viewing
Unit II Basic tools of	2a. View the image in different proportions	2.1 Use tools like move selection (all options)



Photoshop	2b. Composing an image 2c. Improve on composed image 2d. Fill the outlined design with different fill options 2e. Manipulate fonts with respect to size, colour and style	Editing options – resize, rotate reflect etc 2.2 Basic Layering 2.3 Basic Filling like flat colour & gradient 2.4 Basic Text Tool
Unit III Introduction to Illustrator	3a. Know the interface of Illustrator 3b. Create and save documents 3c. Use Grids, guides and rulers	3.1 Interface 3.2 Creating a document 3.3 Navigating and Viewing
Unit IV Basic tools of Illustrator	4a. Create a geometrical motif 4b. Fill design outlines 4c. Create a basic flat sketch 4d. Create artistic, paragraph and text on path	4.1 Use tools like shapes move, Select, resize, rotate reflect objects 4.2 Basic Fill like flat colour, gradient, pattern, mesh & live paint 4.3 Pen Tool with all options 4.4 Basic Text tool with all options

9. SUGGESTED SPECIFICATION TABLE FOR QUESTION PAPER DESIGN -Not Applicable –

10. SUGGESTED STUDENT ACTIVITIES

Other than the classroom and laboratory learning, following are the suggested student-related co-curricular activities which can be undertaken to accelerate the attainment of the various outcomes in this course: Students should conduct following activities in group and prepare reports of about 5 pages for each activity, also collect/ record physical evidences for their students) portfolio which will be useful for their placement interviews:

- Poster making based on a given topic.
- Do exercise with tools taught in the class to develop various motifs with different colour variation.

11. SUGGESTED SPECIAL INSTRUCTIONAL STRATEGIES

These are sample strategies, which the teacher can use to accelerate the attainment of the various outcomes in this course:

- Demonstrate most of the assignment.
- Guide students in using softwares.

12. SUGGESTED LIST OF MICRO PROJECTS

Compile a project of 2 Exercises each on Photoshop & Illustrator for practice



13. SUGGESTED LEARNING RESOURCES :

Sr. No.	Title of Book	Author	Publication
1.	Abode Photoshop CS4 Classroom in a Book	Abode Creative Team	Pearson
2.	PC software made simple	R. N. Raxali	Hill Publishing Co. Ltd.

14. SUGGESTED SOFTWARE / LEARNING WEBSITES

- a. <https://helpx.adobe.com/in/photoshop/tutorials.html>
- b. <https://www.guru99.com/photoshop-tutorials.html>
- c. <https://helpx.adobe.com/in/illustrator/tutorials.html>
- d. https://www.pgdsd.org/cms/lib07/PA01916597/Centricity/Domain/202/illustrator_f or_beginners_tastytuts.pdf
- e. <http://lam-ictm.weebly.com/photoshop-assignment-ideas.html>
- f. <http://www.techworkbooks.dmlogodesign.com/>
- g. <http://www.pgdsd.org/>

