B.Voc

Bachelor of Vocation

Fashion Technology AND Garment Designing

PART II

Session- 2026-27, 2027-28

SEMESTER-IV

Semester IV								
Paper Code	**Name of the Paper**	**Internal**	**External**	**Total**	**Credit**	**Contact Hours. Per week**		
						L	**T**	**P**
BVFT/GDB2207 P	Computer Aided Fashion Design (Practical)	00	100	100	4	0	0	8

Sandhya Mishra

Geeta

Deepali

BVFT/GDB2207P: COMPUTER AIDED FASHION DESIGN (Practical)

Time Allowed: 3hours.
Pass Percentage: 35%
Credit: 4

External Examination: 100
Max. Marks: 100

Course Objective

- To introduce students to computer-aided design software used in fashion and graphic designing.
- To develop skills in creating digital illustrations, layouts, and fashion presentations using CorelDraw and Photoshop.
- To familiarize students with tools, techniques, and functions of vector and raster graphics.
- To enhance creativity in digital fashion illustration, textile designing, and portfolio development.

Course Outcomes

- Create digital fashion illustrations, motifs, textile patterns, logos, and layouts effectively.
- Apply image editing, rendering, and color manipulation techniques for professional presentations.
- Develop creative design concepts using vector and raster graphic software.
- Prepare fashion portfolios, brochures, posters, and promotional materials digitally.

Content-

- Introduction to Corel draw and tools.
- Importance and Uses of Corel Draw for Designers.
- Bitmap and Vector Images
- Application of various textures and Patterns.
- Drawing of fashion figure using different tools.
- Knowledge of export/save graphics.
- Create textures, prints design in Corel.
- Color Palette and printing
- Introduction to Photoshop and its importance
- Tools of Photoshop
- Opening the Photoshop
- Concept of Path, layers
- Creating logos, collage, brochures, fliers, story board, mood board, labels, and visiting cards.

Recommended Books:

- "Introduction to Computers" By Norton, Peter.
- "Introduction to Computer Fundamentals" By Bright.
- "Fundamentals of Computer Graphics" By Peter Shirley.
- "Adobe Photoshop and Textile Design" By Frederich L Chipkin.