

KURUKSHETRA UNIVERSITY, KURUKSHETRA

**Scheme of Examinations for Under-Graduate Programme
Under multiple Entry-Exit, Internship & CBCS-LOCF-CCF in accordance to NEP 2020 w.e.f. 2025-26**

**Bachelor of Vocation in Textile & Fashion Designing/ Bachelor of Vocation in Fashion Technology/ Bachelor of Vocation in
Interior Designing / Bachelor of Science in Fashion Designing**

SEMESTER V								
Course	Paper (s)	Nomenclature of Paper (s)	Credits	Hours/ Week	Internal Marks	External Marks	Total Marks	Exam Duration
CC-M5 (V) @4 Credits	B25-VOC-146	Advanced Software Designing Techniques –I	2	2	15	35	50	3 Hrs
		Advanced Software Designing Techniques –I -Practical	2	4	15	35	50	4 Hrs

Session: 2025-26			
Part A - Introduction			
Subject	Bachelor of Vocation in Textile & Fashion Designing/ Bachelor of Vocation in Fashion Technology/ Bachelor of Vocation in Interior Designing / Bachelor of Science in Fashion Designing		
Semester	V		
Name of the Course	Advanced Software Designing Techniques –I		
Course Code	B25-VOC-146		
Course Type: (CC/MCC/MDC/CC- M/DSEC/VOC/DSE/PC/AEC/VAC)	CC-M5 (V)		
Level of the course (As per Annexure-I	300-399		
Pre-requisite for the course (if any)	NA		
Course Learning Outcomes(CLOs):	After completing this course, the learner will be able : 1. To understand basics of Tuka Design software in pattern making & basic principles of AutoCad . 2. To understand the tools of Tuka Design software & types & structure of drawings in AutoCad 3. To know grading, seam allowances, layout in Tuka Design and different steps in Sketch Up software. 4. To understand the darts, its types , pattern manipulation & tools of Lumion software. 5*. To get practical knowledge of drafting, pattern grading & pattern manipulation of child's, lady's & man's bodice block & modeling of project by using Sketch Up/ Lumion software.		
Credits	Theory	Practical	Total

	2	2	4
Contact Hours	2	4	6
Max. Marks:100 Internal Assessment Marks:15(T)+15(P)=30 End Term Exam Marks:35(T)+35(P)=70		Time: 3hrs (T) 4hrs (P)	
Part B- Contents of the Course			
<u>Instructions for Paper- Setter:</u> The examiner will set nine questions in all, selecting two questions from each unit and one compulsory objective type question.			
<u>Instructions for the Candidate:</u> The candidates will attempt five questions in all, selecting at least one question from each unit as well as compulsory questions.			
Unit	Topics		Contact Hours
I	- Basics of Tuka Design software. - Advantages of Tuka Design software - Pattern making through Tuka Design Software - Meaning , importance & types of AutoCad. - Basic principles & basic drawing tools in AutoCad - User interface in AutoCad, set up tips in AutoCad.		07
II	- Tuka Design Software tools and their uses. - Symbols used in drafting, standard tool bar, traditional tool bar, professional tool bar, piece tool bar, file menu, edit menu, piece menu, view menu in Tuka Design software. - Types & structure of drawings, attaching image & adjusting scale , modification of commands, changing the image of objects in AutoCad, - Rendering environment and exposure palette, zooming & panning around drawing, orthographic projections, products of AutoCad & documentation.		08

III	- Grading, seam allowances., layout and its types., summary card, layout of pattern for cutting and marker making for efficient fabric consumption in Tuka Design software. - Meaning, significance, types , basic tools, concepts , dimensions and different steps in Sketch Up software .	07
IV	- Darts and its types. - Pattern manipulation – Shifting and relocating of darts, yoke manipulation- different styles- pivot, slash and measurement method. - Fullness and its types. - Meaning & significance of Lumion software . - Basic principles & tools of Lumion. - New rendering technologies in Lumion & Tips for effective rendering .	08

V*	1) Drafting of following : - Basic pattern of lady's bodice block. - Basic pattern of man's bodice block. - Different styles of pockets. 2) Grading of following pattern : - Lady's bodice block. - Man's bodice block. - Layout planning. 3) Pattern Manipulation of - Lady's bodice block. - Man's bodice block. 4) Modeling of any project of student choice by using Sketch Up/ Lumion software & making a project file.	60
Suggested Evaluation Methods		

KURUKSHETRA UNIVERSITY, KURUKSHETRA

**Scheme of Examinations for Under-Graduate Programme
Under multiple Entry-Exit, Internship & CBCS-LOCF-CCF in accordance to NEP 2020 w.e.f. 2025-26**

**Bachelor of Vocation in Textile & Fashion Designing/ Bachelor of Vocation in Fashion Technology/ Bachelor of Vocation in
Interior Designing / Bachelor of Science in Fashion Designing**

SEMESTER VI								
Course	Paper (s)	Nomenclature of Paper (s)	Credits	Hours/ Week	Internal Marks	External Marks	Total Marks	Exam Duration
CC-M7 (V) @4 Credits	B25-VOC-347	Advanced Software Designing Techniques - II	2	2	15	35	50	3 Hrs
		Advanced Software Designing Techniques - II -Practical	2	4	15	35	50	4 Hrs

Session: 2025-26	
Part A - Introduction	
Subject	Bachelor of Vocation in Textile & Fashion Designing/ Bachelor of Vocation in Fashion Technology/ Bachelor of Vocation in Interior Designing / Bachelor of Science in Fashion Designing
Semester	VI
Name of the Course	Advanced Software Designing Techniques - II
Course Code	B25-VOC-347
Course Type: (CC/MCC/MDC/CC-M/DSEC/VOC/DSE/PC/AEC/VAC)	CC-M7 (V)
Level of the course (As per Annexure-I)	300-399
Pre-requisite for the course (if any)	NA
Course Learning Outcomes(CLOs):	After completing this course, the learner will be able : 1. To understand benefits of Tuka Studio & meaning & significance of 3ds max. 2. To understand the colour separation, repeats, colour ways, story board, and fabric rendering in Tuka Studio and interface & files used in 3ds Max.. 3. To know the knits, jacquard and weaves and fundamentals of 3 D modeling . 4. To understand the graf card and its uses and estimation of costing & time in modeling interior of a building. 5*. To gain practical knowledge about creating different motifs and sheets in repeats, colour separate and colour ways, jacquard ,story board ,weaves, and knits by using Tuka Studio/Ned Graphics and about 3ds max with V-Ray. rendering.

Credits	Theory	Practical	Total
	2	2	4
Contact Hours	2	4	6
Max. Marks:100 Internal Assessment Marks:15(T)+15(P)=30 End Term Exam Marks:35(T)+35(P)=70		Time: 3hrs (T) 4hrs (P)	

Part B- Contents of the Course

Instructions for Paper- Setter: The examiner will set nine questions in all, selecting two questions from each unit and one compulsory objective type question.

Instructions for the Candidate: The candidates will attempt five questions in all, selecting at least one question from each unit as well as compulsory questions.

Unit	Topics	Contact Hours
I	- Meaning & Benefits of Tuka Studio in textile & fashion designing industry. - Scope of Tuka Studio in textile & fashion designing industry. - Tools of Tuka Studio & their uses. - Meaning, significance, features, concepts, elements & tools of 3ds Max in interior designing. - Types of modeling in 3ds Max. - Basic steps in using 3ds Max.	08
II	- Introduction & uses of the colour separation, repeats, colour ways & story board. - Interface, files used, fundamentals of 2 dimensional modeling & rendering of 2 dimensional shapes in 3ds Max .	07
III	- Introduction and uses of knits, jacquard, weaves & fabric rendering. - Fundamentals of 3 D modeling, rendering of 3 dimensional shapes, assigning materials and textures & rendering with V-Ray.	08

IV	- Introduction and uses of the graf card, colour palette, textures. & print. - Estimation of costing & time in modeling (2 D & 3 D) interior of a building, factors to be considered in estimating cost & time & tips for a more precise estimation.	07
V*	1) Study in detail about the different tools of Tuka Studio/NedGraphics. 2) Design household linens using Tuka Studio /NedGraphics 3) Create different motifs and sheets of each of the following by using Tuka Studio/Ned Graphics: i. Design repeats/checks. ii. Colour separate and colour ways. iii. Jacquard. iv. Story board. v. Weaves- Plain/ Twill/ Sateen. vi. Knits. 4) Make any 3 projects with 3ds max with V-Ray rendering.	60
Suggested Evaluation Methods		
Internal Assessment: ➤ Theory - Class Participation: 04 - Seminar/presentation/assignment/quiz/class test etc.:04 - Mid-Term Exam: 07 ➤ Practicum - Class Participation: 05 - Seminar/Demonstration/Viva-voce/Lab records etc.:10 - Mid-Term Exam: NA		End Term Examination: 35 35
Part C-Learning Resources		

Recommended Books/e-resources/LMS:

- **Aldrich W**- CAD in Clothing and Textiles, Blackwell Science, 1994.
- **Rao PN**- CAD / CAM Principles & Applications, The McGraw Hill Companies.
- **Taylor P**- Computers in Fashion Industry, Heinemann Pub,1990.
- **Veisinet DD**- Computer Aided Drafting and Design - Concept and Application, 1987.
- **Zeid I**- Mastering CAD / CAM, The Mc Graw Hall Companies, 2006.
 - **Culbertson W** - 3ds Max Basics For Modeling Video Game Assets: Volume 1: Model A Complete Game Environment and Export to Unity or Other Game Engines 2019 .
 - **Murdock KL** - Autodesk 3ds Max 2025 Basics Guide, 2025.
 - **Sorthaw H** - 3Ds Max Complete 2024 Guide For Beginners: Mastering 3D Art From Basics to Advanced Techniques , 2023.
 - **Sunday S** - Complete Beginner to Master Step-by-Step Practical Guide for 3D Modeling, Animation and Visualization, 2023.

*Applicable for courses having practical component.