

Objective:

The main aim of this subject is to teach the digital aspect of textile design. The students are taught the computer skills required for the textile industry. As the skills involve knowledge of software that are used in the industry to successfully print, weave and produce textiles in different manners. So the students are made aware of the software's that are used for it.

Contents:

Different Design software's are following:

Adobe Photoshope.

Adobe Illustrator.

Design Dobby.

C-Design Fashion.

Flic Tex Pro

Garment Design.

Vetigraph.

Coral Draw

Weave.It

Concept Draw Pro

Ned Graphic.

Course work plan: (16 weeks)

The 16 weeks may be divided according to the teacher's convenience and choice at 1 week per assignment or 2 weeks per assignment leading to 16 assignments or 8 assignments respectively. It is a flexible method of time division and the only focus is on the proper impartation of course objectives and the contents as stated above.

Suggested Reading:

Smart Textiles and Their Applications by ValdanKoncar, 2000

Designing with Smart Textiles by Sarah Kettley, 2003

Smart Textiles for Protection by RM Chapman , 2013

Handbook of Smart Textiles by Xiaoming Tao, 2006