

MAHARASHTRA STATE BOARD OF VOCATIONAL EDUCATION EXAMINATION, MUMBAI

1	Name of Syllabus	C C in Art of Textile Design- Printing and Dyeing (412206)																														
2	Max.Nos of Student	25 Students																														
3	Duration	1 year																														
4	Type	Full Time																														
5	Nos Of Days / Week	6 Days																														
6	Nos Of Hours /Days	7 hrs.																														
7	Space Required	1) Practical Lab = 1000 sq. feet <u>2) Class Room = 200 sq. feet</u> TOTAL = 1200 sq. feet																														
8	Entry Qualification	S.S.C.																														
9	Objective Of Syllabus/ introduction	This course shall provide a systematic training in fabric design in the traditional contemporary processes and design concepts.																														
10	Employment Opportunity	After completion of course can take projects and execute them and various job opportunities in fabric dying																														
11	Teacher's Qualification	Diploma or Certificate course in concern field.																														
12	Training System	<table><tr><th colspan="8">Training System Per Week</th></tr><tr><th colspan="2"></th><th>Theory</th><th>Practical</th><th colspan="4">Total</th></tr><tr><th colspan="2"></th><th>12hrs</th><th>30hrs</th><th colspan="4">42hrs</th></tr></table>							Training System Per Week										Theory	Practical	Total						12hrs	30hrs	42hrs			
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13	Exam. System	Sr. No.	Paper Code	Name of Subject		TH/PR	Hours	Max. Marks	Mini. Marks																							
		1	41220611	Drawing and Design		TH-I	3 hrs.	100	35																							
		2	41220612	Printing & Dyeing Materials and Design		TH-II	3 hrs.	100	35																							
		3	41220613	History of Western and Indian Art		TH-III	3 hrs.	100	35																							
		4	41220621	Drawing and Design		PR-I	3 hrs.	100	50																							
		5	41220622	Design		PR-II	3 hrs.	100	50																							
		6	41220623	Design Application		PR-III	3 hrs.	100	50																							
				Total I				600	255																							

Theory - I - Drawing and Design

Analytical study of natural and other objects as line, form, plane texture and color
Transformation of objects into variety of simple and complex planes,
Tones and organization, study from the natural and environmental sources
The forms of organizations as aids to visualization
Study of design concepts with their functional implication

Various design problems and methods and processes of fabric printing on colors
Silk and synthetic materials color chemistry
Methods and treatments of fixing colors on fabrics
Cost and estimation

Theory - II - Printing & Dyeing Materials and Design

Tools
Equipments
Materials
Colors and solutions
Methods and processes of dyeing and printing
Dye color methods
Batik process colors
Solutions and treatment
Color scheme
Design principles

Various design problems and methods and processes of fabric printing on colors
Silk and synthetic materials color chemistry
Methods and treatments of fixing colors on fabrics
Cost and estimation

Theory - III - History of Western and Indian Art

Pre-historic Art
Paintings on the cave walls

Neolithic Art
Carving in low relief-menhires, passage grave.
Ceramics- Susa ware, Samarra ware

Ancient Egypt
Old kingdom
Pyramids with carved and painted scenes
Pyramids of Giza- paintings sculpture
Middle and New kingdom-temples paintings sculpture
Paintings – Tomb painting- women musicians
Mesopotamia including Persia
Summer- samaria ware, ziggurat, golden harp with bull head, goat stand bronze head of king sargoan
Babylon stele of king hammurabi with first law-code
Persia- ruins of persepolis – stairway to the Royal audience hall. Bull capital, luritan bronzes
Greece-geometric period, votive figures, block type and spread type

Archaic period Classical period Hellenistic period – sculpture, painting
Roman Art-sculpture architecture, paintings
Gothic-cathedrals- carving on columns, stained glass windows
Various Isms

History of art and pertinent to Textile design of India

Indus valley civilization- 2500 B C- 1500 B C
Mauryan Empire-
Sunga period
Kushan period
Gandhara school
Gupta period
Medieval period
Mogul period
Study of above periods with ref to design form, techniques adopted

Practical - I - Drawing and Design

Analytical study of natural and other objects as line, form, plane texture and color
Transformation of objects into variety of simple and complex planes,
Tones and organization, study from the natural and environmental sources
The forms of organizations as aids to visualization
Study of design concepts with their functional implication

Study of basic forms and functions as found in nature and environment
Study of human, animals, birds
Exposure to a variety of 2-D and 3-D forms through observation

Practical - II - Design

Evolving forms and their organization into designs in view of technical scope and limitations with color rendering
Visualization of design concepts for objects of printed and dyed fabrics with limited colors

Exploring vivid possibilities of design organization in view of printing processes
Visualization of design for various kinds of fabrics- dress and furnishing materials

Exploring vivid possibilities of design organization in view of batik processes
Visualization of design for various kinds of fabrics- dress and furnishing materials

Practical - III - Design Application

Practical in dying in one and two colors
Stenciling and printing, block prints and batik two colors. Silk screen printing with one color
Realization of visualized design concepts,
Preparation of solutions for dying and printing
Practical in preparing on silk screen, fixing the design
Use of various printing colors- Naphthol, direct, disperse and discharge and obtaining the required result
Realization of visualized design concepts Visualized
Practical in tie and dye and batik processes to obtain various results
Realization of visualized design in batik processes
