

Fashion Design & Garment Development

01 / CORE PROGRAMME / FIRST LAUNCH

DURATION	FORMAT	PROPOSED COHORT
24 months	Full-time	16 per annual intake

Develop an original design voice and the construction discipline to take a clothing brief through research, fitting, sampling and production handover.

Entry: Class 12 or equivalent; interview, observational drawing and a simple making task. Beginners welcome. Portfolio assessed for curiosity and process, not polish.

Workload: 72 studio weeks: 24 guided + 12 independent hours/week; then 12 industry weeks at 35 hours/week. Total: 1,728 guided + 864 independent + 420 industry = 3,012 hours. Remaining calendar time: breaks and transitions.

CURRICULUM & PROGRESSION

Term 1 / 18 weeks	Shared design foundation: observation, drawing, colour, form, design history and critique. Textile behaviour, hand stitches, machine safety, seams, measurements and basic blocks.
Term 2 / 18 weeks	Design and construction taught together: pattern manipulation, draping, fit corrections, garment finishing, fashion illustration and technical flats. Make and refit four garment types.
Term 3 / 18 weeks	Collection research, Indian textile/craft contexts, surface development, introductory knit/stretch construction, digital patterns and 3D sampling. Sourcing, costing, quality and repairability.
Term 4 / 18 weeks	Self-directed six-look collection: iterative toiles, fittings and final construction. Tech packs, size specifications, range planning, photography, authorship/IP and a small-label business brief.
Industry / 12 weeks	Supervised placement or an institute-run live client studio with an external mentor. Maintain a work log, deliver production files and defend the final portfolio before a mixed faculty/industry jury.

REQUIRED GRADUATION PORTFOLIO

Six finished collection looks; four earlier assessed garments; pattern/toile archive; three complete tech packs; costing sheet; process journal and photographed portfolio. Document personal work within team projects.

CAREER DIRECTION

Junior fashion designer, design/sampling assistant or product-development assistant; further mentored practice for independent label ownership.

DELIVERY REQUIREMENTS

People: Fashion lead + pattern/construction tutor; dedicated fashion technician during practical work. Add visiting textile, merchandising and digital-fashion specialists.

Spaces: Fashion floor C: 16 lockstitch stations, specialist machines, cutting, pressing, fitting and secure project storage. Shared CAD on B. Split cutting/fitting rotations into groups of 8.

Launch: First launch alongside Product Design. Share foundation seminars, not machine time. Reserve weekday studios for enrolled students; youth workshops use supervised spare slots.

Learning rhythm: Weekly guided time: 6 hours theory/research + 14 hours studio/technical practice + 4 hours critique. Independent practice is additional; technician cover is required for workshop access.

PRACTICAL READINESS TEST

Independently draft, cut, sew and fit an unfamiliar garment brief. Final collection must demonstrate construction quality, a coherent concept and a usable production handover.

Rubric: technical craft 25%, research 15%, iteration 20%, final project 30%, professional practice 10%. Graduate at 70% overall, with technical craft and final project each at least 70%; all safety checks passed and 85% guided attendance. Rework before progression.

Curriculum references: SAIC Fashion: paired design and construction | SAIC Contemporary Practices: foundation approach. Proposed content and durations are our recommendations; no institutional endorsement.

Proposed institute certificate; no degree equivalence or university affiliation is claimed. Durations, intakes and curriculum are recommendations for academic-board approval. Employment is not guaranteed.

ACADEMIC PLANNING DRAFT | 19 OCTOBER 2026

Product Design & Prototyping

02 / CORE PROGRAMME / FIRST LAUNCH

DURATION	FORMAT	PROPOSED COHORT
24 months	Full-time	16 per annual intake

Prepare designers to investigate a user need, develop and test a physical product, and communicate a credible manufacturing proposal.

Entry: Class 12 or equivalent; interview, observation exercise and simple model-making task. No prior CAD required; numeracy and spatial reasoning reviewed at admission.

Workload: 72 studio weeks: 24 guided + 12 independent hours/week; then 12 industry weeks at 35 hours/week. Total: 1,728 guided + 864 independent + 420 industry = 3,012 hours. Remaining calendar time: breaks and transitions.

CURRICULUM & PROGRESSION

Term 1 / 18 weeks	Shared design foundation: drawing, colour, form, history, research and critique. Measurement, basic mechanisms, materials exploration, hand-tool authorisation and physical model-making.
Term 2 / 18 weeks	User observation and interviews, ergonomics, inclusive design, CAD solids/surfaces, technical drawings and tolerances. Foam/card models, FDM printing and repeated usability tests.
Term 3 / 18 weeks	Material/process selection, design for manufacture and assembly, fasteners, repairability, packaging and costed bills of materials. Supplier visits; outsourced machining and moulding trials.
Term 4 / 18 weeks	Integrated product brief: research, concepts, working prototypes and documented test iterations. Manufacturing drawings, supplier quotations, commercial positioning and portfolio presentation.
Industry / 12 weeks	Supervised placement or live manufacturer/start-up brief. Record decisions, test evidence, procurement and revisions; submit a handover pack and defend the final outcome to an external reviewer.

REQUIRED GRADUATION PORTFOLIO

Four substantial case studies, including one functioning final prototype; user-research records; CAD/drawing pack; bill of materials, costing, testing log and design-for-repair rationale.

CAREER DIRECTION

Junior industrial/product designer, CAD/prototyping assistant or design-development associate. Regulated product certification remains a separate specialist process.

DELIVERY REQUIREMENTS

People: Product-design lead + CAD/materials tutor; workshop technician whenever making occurs. Visiting manufacturing engineer, ergonomics practitioner and supplier mentors.

Spaces: Light-making floor A and CAD/project floor B; controlled FDM room. Split tool sessions into groups of 8. Heavy CNC, metalwork, casting and production moulding through vetted external workshops.

Launch: First launch alongside Fashion. Secure supplier access before admissions. Keep second-year project storage and workshop capacity available before admitting a second annual cohort.

Learning rhythm: Weekly guided time: 6 hours theory/research + 14 hours studio/technical practice + 4 hours critique. Independent practice is additional; technician cover is required for workshop access.

PRACTICAL READINESS TEST

Reproduce a specified part from a drawing, then defend a redesigned product using user evidence and measured prototype tests. A polished render alone cannot pass the final project.

Rubric: technical craft 25%, research 15%, iteration 20%, final project 30%, professional practice 10%. Graduate at 70% overall, with technical craft and final project each at least 70%; all safety checks passed and 85% guided attendance. Rework before progression.

Curriculum references: NID Product Design: users, ergonomics and manufacture | SAIC Contemporary Practices: interdisciplinary foundation. Proposed content and durations are our recommendations; no institutional endorsement.

Proposed institute certificate; no degree equivalence or university affiliation is claimed. Durations, intakes and curriculum are recommendations for academic-board approval. Employment is not guaranteed.

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Spatial & Furniture Design

03 / CORE PROGRAMME / SECOND LAUNCH

DURATION	FORMAT	PROPOSED COHORT
24 months	Full-time	16 per annual intake

Develop practical designers who can translate human needs into spatial proposals, detailed furniture and coordinated drawings for a project team.

Entry: Class 12 or equivalent; interview, spatial observation and model-making task. Basic maths required; applicants do not need prior architecture or CAD training.

Workload: 72 studio weeks: 24 guided + 12 independent hours/week; then 12 industry weeks at 35 hours/week. Total: 1,728 guided + 864 independent + 420 industry = 3,012 hours. Remaining calendar time: breaks and transitions.

CURRICULUM & PROGRESSION

Term 1 / 18 weeks	Shared design foundation: observation, form, colour, history and critique. Human scale, measured drawing, spatial composition, model-making, material literacy and workshop safety.
Term 2 / 18 weeks	Survey and documentation, residential/small commercial layouts, furniture ergonomics, joinery and hardware. CAD plans/sections, digital models, material specification and inclusive circulation.
Term 3 / 18 weeks	Furniture prototyping, production drawings, lighting/acoustics principles and building-services coordination. Read applicable access/fire requirements with specialists; prepare quantities, costs and schedules.
Term 4 / 18 weeks	Resolve one real small-space brief and one furniture family. Detail junctions, finishes, fixture schedules and budget; build a full-size piece, test it and revise before final presentation.
Industry / 12 weeks	Placement or externally mentored live studio with a design practice/fabricator. Join supervised site reviews, document changes and hand over drawings, specifications and a project report.

REQUIRED GRADUATION PORTFOLIO

Three spatial case studies; two furniture designs with one full-size prototype; measured survey; coordinated drawing/specification pack; quantity/cost schedule and fabrication/test journal.

CAREER DIRECTION

Junior interior/spatial designer, furniture-design assistant or detailing associate. This programme does not confer architect registration or statutory sign-off authority.

DELIVERY REQUIREMENTS

People: Spatial/furniture lead + CAD/detailing tutor; fabrication technician for practical sessions. Visiting architect, services specialist, estimator and furniture manufacturer.

Spaces: Floor D for spatial/furniture studio and light assembly; share B CAD and A model shop. Provide large project storage. Full-size cutting, welding and dusty fabrication outsourced initially.

Launch: Open after floor D, faculty and fabrication partners are ready. Share selected foundation teaching with the core programmes; reserve dedicated model storage and weekly CAD slots.

Learning rhythm: Weekly guided time: 6 hours theory/research + 14 hours studio/technical practice + 4 hours critique. Independent practice is additional; technician cover is required for workshop access.

PRACTICAL READINESS TEST

Produce a consistent plan-section-detail set and a buildable furniture drawing. Check dimensions, access and user fit; defend a tested prototype and budget against the original brief.

Rubric: technical craft 25%, research 15%, iteration 20%, final project 30%, professional practice 10%. Graduate at 70% overall, with technical craft and final project each at least 70%; all safety checks passed and 85% guided attendance. Rework before progression.

Curriculum references: NID Furniture & Interior: materials, context and studio practice | SAIC Contemporary Practices: foundation approach. Proposed content and durations are our recommendations; no institutional endorsement.

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Pattern-Making, Garment Construction & Fit

04 / TECHNICAL CAREER PATHWAY / STAGGERED LAUNCH

DURATION	FORMAT	PROPOSED COHORT
12 months	Full-time	12 per annual intake

Train technically dependable makers who can interpret a design, develop patterns, construct accurate samples and resolve fit problems through repeated practice.

Entry: Class 12 or equivalent; interview, measurement/numeracy check and manual-dexterity exercise. Beginners accepted. Experienced makers may seek module exemptions only through practical assessment.

Workload: 40 studio weeks: 24 guided + 12 independent hours/week; then 8 industry weeks at 35 hours/week. Total: 960 guided + 480 independent + 280 industry = 1,720 hours; approximately 4 weeks of breaks/transitions.

CURRICULUM & PROGRESSION

Block 1 / 10 weeks	Machine setup and safe operation, hand finishing, fabric identification, cutting discipline, seam samples and pressing. Measurements, garment terminology and basic pattern drafting.
Block 2 / 10 weeks	Bodice, skirt, sleeve and trouser blocks; pattern manipulation and draping. Toile construction, fittings on varied bodies, balance and ease; structured correction records.
Block 3 / 10 weeks	Shirts, trousers, dresses and simple jackets; linings, closures, facings and pockets. Introductory stretch construction, pattern digitisation, grading principles and cutting layouts.
Block 4 / 10 weeks	Work from technical flats/specifications; build a graded pattern set and repeatable sample. Size charts, material estimates, quality checks, alteration workflow and production documentation.
Industry / 8 weeks	Sampling-room placement or externally mentored production brief. Complete tracked samples to agreed specifications and deadlines, with fit review and an independent practical examination.

REQUIRED GRADUATION PORTFOLIO

Eight assessed garments across different construction problems; corrected block library; seam/finish sample book; one style graded across three sizes; fit logs, costing and production specification pack.

CAREER DIRECTION

Assistant pattern maker, sample machinist, garment-construction technician or fit/alteration assistant. Progression to senior pattern roles requires production experience.

DELIVERY REQUIREMENTS

People: Senior pattern/construction tutor + garment technician; visiting production and fit specialists. Assess every learner individually; experienced students cannot bypass safety authorisation.

Spaces: Fashion floor C: 12 reserved machines, shared specialist machines, cutting and pressing stations, fitting space and indexed pattern storage. CAD access for digitising and specification sheets.

Launch: Start only with a separate machine timetable or added fashion capacity. This is a complete technical pathway, not an extra full-time enrolment for students already taking the fashion core.

Learning rhythm: Weekly guided time: 6 hours theory/research + 14 hours studio/technical practice + 4 hours critique. Independent practice is additional; technician cover is required for workshop access.

Curriculum references: SAIC Fashion construction: pattern, drape, fit and craftsmanship. Proposed content and durations are our recommendations; no institutional endorsement.

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Digital Fashion & Production Tech Packs

05 / ADVANCED SPECIALISATION / AFTER FOUNDATIONS

DURATION	FORMAT	PROPOSED COHORT
6 months	Part-time intensive	12 per intake

Convert established garment knowledge into reliable digital samples and clear production information, with physical checks to expose simulation and specification errors.

Entry: Prior garment/pattern training or equivalent professional experience. Admission requires a garment, a pattern set and an explanation of fit corrections; basic computer fluency required.

Workload: 24 teaching weeks: 12 guided + 12 independent hours/week = 288 guided + 288 independent = 576 hours. Includes a 4-week industry-reviewed final brief; approximately 2 weeks for breaks/transitions.

CURRICULUM & PROGRESSION

Weeks 1-4	Audit pattern and construction knowledge; digital file hygiene, measurements, technical flats and specification conventions. Establish a baseline physical sample for comparison.
Weeks 5-10	CLO or equivalent 3D garment workflow: pattern import/editing, sewing, avatars, fabric settings and fit review. Compare digital behaviour against physical fabric and garment tests.
Weeks 11-16	Tech packs: dimensions/tolerances, construction details, bill of materials, colourways, size specifications, grading rules, labels and revision control. Introduction to supplier/PLM handover.
Weeks 17-20	Build a digital capsule, plan variants and validate one physical sample. Review costing, sampling approvals, supplier feedback, file exchange and limitations of AI-assisted imagery.
Weeks 21-24	Externally reviewed production brief: submit digital garments and complete tech packs, respond to sample-room questions, correct discrepancies and defend the final handover.

REQUIRED GRADUATION PORTFOLIO

Six digital garment samples; three complete production tech packs; one physical validation sample; material/fit comparison records and a supplier-ready versioned file package.

CAREER DIRECTION

Junior 3D apparel developer, digital sampling assistant or technical-design assistant. This is an advanced extension of garment knowledge, not a beginner fashion qualification.

DELIVERY REQUIREMENTS

People: Digital-fashion tutor with sample-development experience; pattern/fit reviewer and shared lab support. Supplier or sample-room reviewer for the final brief.

Spaces: 12 suitably specified CAD workstations with licensed software; access to fashion cutting/sewing/fitting for validation. Book the shared CAD floor outside core-course reservations.

Launch: Offer to qualified external learners once lab time is available, and later to fashion graduates. Schedule three 4-hour guided blocks weekly; protect 12 hours of independent work time.

Learning rhythm: Weekly guided time: 3 hours theory/demonstration + 7 hours digital/technical practice + 2 hours critique. Independent practice is additional; reserve supervised access for physical sampling.

PRACTICAL READINESS TEST

A pattern/sampling professional must be able to interpret the final pack without missing essential information. Reconcile digital and physical fit; trace every revision and verify dimensions manually.

Rubric: technical craft 25%, research 15%, iteration 20%, final project 30%, professional practice 10%. Graduate at 70% overall, with technical craft and final project each at least 70%; all safety checks passed and 85% guided attendance. Rework before progression.

Curriculum references: SAIC Fashion: construction and fit as the technical foundation. Proposed content and durations are our recommendations; no institutional endorsement.

Proposed institute certificate; no degree equivalence or university affiliation is claimed. Durations, intakes and curriculum are recommendations for academic-board approval. Employment is not guaranteed.

Interaction Design & Physical Computing

06 / ADVANCED PROFESSIONAL PROGRAMME / LATER PHASE

DURATION	FORMAT	PROPOSED COHORT
12 months	Full-time	16 per annual intake

Prepare designers to research, prototype and test interactive products and installations that connect digital interfaces with physical behaviour.

Entry: Completed design/engineering study or equivalent portfolio-based experience. Assess research, logical reasoning and basic digital skills. Programming beginners receive a bridge within Block 1.

Workload: 40 studio weeks: 24 guided + 12 independent hours/week; then 8 industry weeks at 35 hours/week. Total: 960 guided + 480 independent + 280 industry = 1,720 hours; approximately 4 weeks of breaks/transitions.

CURRICULUM & PROGRESSION

Block 1 / 10 weeks	Human-centred research, interaction principles, interface/accessibility basics and prototyping. Programming foundations, low-voltage circuit literacy, tool safety and systematic debugging.
Block 2 / 10 weeks	Microcontrollers, sensors, outputs and simple actuators; state-based behaviour and data capture. Physical/interface sketches, breadboards, soldering authorisation and rapid user tests.
Block 3 / 10 weeks	Integrate enclosure, electronics and interface; connectivity fundamentals, privacy, consent and reliability. Prototype connected services; critically test any AI component and design failure states.
Block 4 / 10 weeks	Build an interactive product or installation for a real context. Define success measures, conduct usability and accessibility testing, log faults and prepare repeatable assembly/documentation.
Industry / 8 weeks	Externally mentored live deployment trial or placement. Track field behaviour, maintenance and user feedback; revise the system and present a working demonstration with handover documentation.

REQUIRED GRADUATION PORTFOLIO

Three interaction case studies; two physical prototypes; one field-tested final system; interface flows, code repository, wiring/BOM, assembly guide, user-test evidence and demo video.

CAREER DIRECTION

Junior interaction designer, creative-technology associate or prototyping assistant. Further engineering validation is needed before selling a regulated or safety-critical product.

DELIVERY REQUIREMENTS

People: Interaction/creative-technology lead + embedded-systems tutor; electronics technician during practical work. Visiting accessibility, UX research and product-engineering reviewers.

Spaces: Floor E: 8 paired low-voltage electronics benches for 16 students, extracted soldering stations and safe component storage; share B CAD/printing. Individual assessment despite paired bench work.

Launch: Launch only after the electronics lab and technical team are ready. Connect briefs to product/fashion/spatial cohorts; keep admissions separate from the post-Class-12 core programmes.

Learning rhythm: Weekly guided time: 6 hours theory/research + 14 hours studio/technical practice + 4 hours critique. Independent practice is additional; technician cover is required for workshop access.

Curriculum references: NID Interaction Design: interdisciplinary interaction practice. Proposed content and durations are our recommendations; no institutional endorsement.

Proposed institute certificate; no degree equivalence or university affiliation is claimed. Durations, intakes and curriculum are recommendations for academic-board approval. Employment is not guaranteed.

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