



GUJARAT TECHNOLOGICAL UNIVERSITY

Bachelor of Design Syllabus (Communication Design)

Subject Code : 10130101

Subject Name : Drawing and Illustration

WEF Academic Year :	2024-25
Semester :	3
Category of the Course :	Core

Prerequisite : Basic drawing skills.

Rationale : The course aims to provide understanding of the use of digital medium to create drawings and illustrations using digital tools.

Course Scheme :

Teaching Scheme			Total Credits	Assessment Pattern and Marks				Total Marks
L	T	PR	C	Theory		Practical		
				ESE (E)	PA(M)	ESE (V)	PA (I)	
0	2	4	4	0	30	50	20	100

Course Content:

Sr. No.	Course Content	No. of Hours	% of Weightage
1	Unit I: Exploration with the skill of drawing and color. Students will explore different techniques in line, shapes, forms in black & white and color media	21	25
2	Unit II: Concept development Identify a character and develop various stages and expressions of character journey.	21	25
3	Unit III: Study samples Study various forms of illustrations used across mediums.	21	25
4	Unit IV: Final Project Executing the final character into a selected medium of expression.	21	25
	Total	84	100



GUJARAT TECHNOLOGICAL UNIVERSITY

Bachelor of Design Syllabus (Communication Design)

Subject Code : 10130101

Subject Name : Drawing and Illustration

- Reference Book :List of Books & References
- Basic Figure Drawing Techniques by Greg Albert
- Basic Coloured Pencil Techniques by Bet Bergeson
- Constructive Anatomy by George B. Bridgman
- Art & Illusion: A Study in the Psychology of Pictorial Representation by Gombrich, E. H.
- The Hidden Order of Art : A Study In the Psychology of Artistic Imagination by Ehrenzweig
- Drawing for the Absolute and Utter Beginner Book by Claire Watson Garcia
- Les clés du dessin Book by Bert Dodson
- Drawing on the Right Side of the Brain Book by Betty Edwards
- Figure drawing for all it's worth Book by Andrew Loomis
- Drawing the Head and Hands Book by Andrew Loomis

Course Outcome:

After Completion of the Course, Student will able to:

No	Course Outcomes	RBT Level*
01	Develop an increased 2 Dimensional awareness, visual imagination and discover various techniques of developing and drawing complex objects, characters and their surroundings.	
02	Develop visual storytelling skills with an ability to draw with correct proportions, perspective, depth and volume .	
03	Demonstrate knowledge of the Basic Theories and Principles of graphic Design and Colour theories.	
04	Demonstrate an inquisitive, explorative, experimenting and self motivated attitude in nurturing one's own learning through this design process .	
05	To enable design aspirants to illustrate their ideas with more accuracy and details by creating a protagonist and antagonist world.	

*RM: Remember, UN: Understand, AP: Apply, AN: Analyze, EL: Evaluate, CR: Create

* * * * *