



GUJARAT TECHNOLOGICAL UNIVERSITY

Bachelor of Design Syllabus

Subject Code:1110001

Subject Name : Drawing- I

WEF Academic Year :	2023-2024
Semester :	1
Category of the Course :	Compulsory

Rationale :

The main purpose of the course is to equip the students to develop basic drawingskills for visualization and representation of their concepts with particular attention to experiment withdifferent mediums, methods and techniques. It deals with enhancing hand eye coordination and to explore drawing as a medium of expression.

Course Scheme :

Teaching Scheme			Total Credits	Assessment Pattern and Marks				Total Marks
L	T	PR		Theory		Practical		
			ESE (E)	PA(M)	ESE (V)	PA (I)		
0	3	0	3	0	30	50	20	100

Course Content:

Sr. No.	Course Content	No. of Hours	% of Weightage
1	Unit I: Hand Control, Pencil Exploration - Explore the medium of pencil sketching and understand the various aspects of its application. Practicing line control by sketching free hand horizontal lines, vertical lines, diagonal lines, grids, etc. Exploring different sketching mediums and exploring creation of textures and patterns. Learning how to control line weight and maintain a good line quality.	15	33.33
2	Unit II: Human & Life Drawing - Develop skills and visual judgment for graphic representation through free hand pencil sketching of nature, human form and objects capturing proportions and structure.	15	33.33



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3	Unit III: Environment Drawing - Develop your ability to perceive and represent the world around you through the medium of 2D sketching by understanding one, two and three point perspectives. Learning the basics of representing forms and space using orthographic and isometric projections.	15	33.33
Total		45	100

Reference Book:

1. Rankin, David, 2000, Fast sketching techniques: capture the fundamental essence of elusion, Ohio: Northlight, ISBN 1-5818-005-3
2. Raynes, J., 1998, Figure drawing and anatomy for the artist, London, Chancellor.
3. Seamn, Julian, 1996, Fashion illustration: basic techniques, London, B T Batsford, ISBN 0713476982
4. Krisztian, Gregor and Schlempp-Ulker, Nesrin, 2006, Visualising ideas from scribbles to storyboards, London, UK, Thames and Hudson Ltd.
5. Zappaterra, Yolanda, Illustration : real world illustration projects : from brief to finished solution, Switzerland: Rotovision, 1998, ISBN 2-888046-330-0
6. Hodge, Susie and Sidaway, Ian, 2005, How To Draw People : A step -by -step guide for beginners with 10 projects, UK: New Holland.
7. Gill, Robert W. ed, 1999, Basic rendering, London: Thames & Hudson.
8. Rankin, David, 2000, Fast sketching techniques: capture the fundamental essence of elusion, Ohio: Northlight, ISBN 1-5818-005-3
9. Hernandez, Lea, 2005, Manga Secrets : Over 50 quick lessons in drawing the world's most popular art style, Singapore, ISBN 981-245-227-3
10. Raynes, J., 1998, Figure drawing and anatomy for the artist, London, Chancellor.
11. Edward Betty, 1999, Drawing on the Right Side of the Brain, Harper Collins Publishers
Flint Tom, 2003, Anatomy for the Artist-The dynamic of the Human Form, Arcturus Publishing

Course Outcome:

After Completion of the Course, Student will able to:



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No	Course Outcomes	RBT Level*
01	Develop an ability to sketch in perspective from actual views, 2-D & 3-D awareness and visual imagination.	NA
02	Inculcate visual judgment of proportions, planes and orientation of objects and spaces.	NA
03	Enable Internalization of capabilities of visualization of 3 dimensional forms and spaces.	NA
04	Establish drawing and sketching as a critical tool to explore and articulate design ideas with clarity.	NA

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

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