



GUJARAT TECHNOLOGICAL UNIVERSITY

Program Name: Bachelor of Architecture

Level: UG

Branch: Architecture

Subject Code: BA01050041

Subject Name: Basic Design and Visual Arts-I

w. e. f. Academic Year:	2026-27
Semester	1st
Category of the Course:	Professional Core Courses (PCC)

Prerequisite:	Understanding of basic geometric as well as free form shapes, line drawing free hand as well as guided, basic understanding of colours primary, secondary warm, cool and basic visual composition or pattern identification in objects and sense of back and forth in order of arrangements in 2D and 3D cluster of shapes and objects.
Rationale:	In Architecture, the capacity to communicate ideas graphically is fundamental, as it fosters critical thinking and facilitates the effective visualization of concepts. This subject's course should cultivate aptitude to establish a strong base for the generation articulation of visuals as basic design through a structured foundation in freehand drawing of objects and well-designed buildings The skills developed through this course will support studio in representation of their ideas in concurrent preliminary architectural studio projects.

Course Outcome:

After Completion of the Course, Student will able to:

No	Course Outcomes
01	Prepare and demonstrate different types of points and lines using a variety of sketching Tools, shading techniques, and drawing materials to achieve diverse visual effects.
02	Sketch different views of buildings and monuments, effectively representing light, Shadow, and surface textures to enhance depth and realism.
03	Illustrate different colour theory in composition
04	Identify key visual elements features & Prepare the transformation of shapes and 3D models taught in this course
05	Propose different designs using various basic design principles

Teaching and Examination Scheme:

Teaching Scheme (in Hours)			Total Credits	Assessment Pattern and Marks				Total Marks
L	T	P		Theory		Tutorial / Practical		
			ESE (E)	PA/CA (M)	PA/CA (I)	ESE (V)		
2	0	4	6	0	0	50	50	100



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Course Content (Theory):

Unit No.	Content	No. of Hours	% of Weightage
1.	Introduction of Elements of Design	4	14%
	1.1 Understanding of different types of points, lines in varied scale, intensity and generate Composition with their use. 1.2 Understanding different objects by using points and lines.		
2.	Essentials of Visual Representation	6	20%
	2.1 Principles of Light and Shadow 2.2 Rendering Geometrical Solid forms Study to understand three-dimensional volume. 2.3 Detailed observation and rendering of organic textures found in the natural environment 2.4 Techniques for representing brick, stone, concrete, wood, and glass using pencil. 2.5 Understanding of Freehand sketching of Human Figures, Vegetation & Trees to add environmental context, Vehicles &		
3.	Colour Theory with Chromatic Relief Analysis	4	14%
	3.1 Colour wheel 3.2 Hue, Tint, Shade and Tone Composition 3.3 Colour Scheme Composition 3.3.1 Monochromatic 3.3.2 Analogous 3.3.3 Complementary 3.3.4 Split-Complementary 3.3.5 Triadic 3.3.6 Tetradic 3.4 Use High Contrast, Low Contrast, Cool Receding Tones and Warm Advancing Tones for application on architectural Effect in relief compositions		
4.	Introduction to Principles of design	8	26%
	4.1 Unity and Variety 4.2 Symmetry, Asymmetry & Radial Balance 4.3 Emphasis 4.4 Focal point 4.5 Proportion		
5.	Form, Space, and Colour: The Evolution of Sculptural Voids	8	26%
	5.1 Exploring Light, Shade, and Colour in Architectural Mass 5.2 Developing Sculptural Form through Solids and Voids 5.3 Techniques of 3D composition by using of Shading Techniques		
	Total	30	100



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Suggested Specification Table with Marks (Theory):

Unit No.	Unit Title	Distribution of Theory Marks						Total
		R Level	U Level	A Level	N Level	E Level	C Level	
I	Introduction of Elements of Design	1	3	3	0	0	0	07
II	Essentials of Visual Representation	2	4	4	0	0	0	10
III	Colour Theory with Chromatic Relief	1	3	3	0	0	0	7
IV	Principles of design	3	5	5	0	0	0	13
V	Form, Space, and Colour: The Evolution of Sculptural Voids	3	5	5	0	0	0	13
Total		10	20	20	0	0	0	50
%		20	40	40	0	0	0	100

Where R: Remember; U: Understanding; A: Application, N: Analyze and E: Evaluate C: Create (as Per Revised Bloom's Taxonomy)

References/Suggested Learning Resources:

(a) Books:

1. Learning Basic Design by Pradnya Chauhan Abhivikas Niketan Publications Mumbai, 2023.
2. Architecture: Form, Space, and Order by Francis D. K. Ching, Wiley
3. V. S. Pramar, Design fundamentals in Architecture, Somaiya Publications Pvt. Ltd., New Delhi, 1973
4. Webb, Frank, "The Artist's Guide to Composition," David & Charles, U.K., 1994
5. Drawing a Creative Process", Ching Francis, Van Nostrand Reinhold, New York, 1990
6. Architecture: A Visual History, Jonathan Glancey, DK, Penguin Random House, 2017
7. How to Paint & Draw, Jaxheimer
8. Architectural Rendering, Philip Crowe

(b) Open source software and website:

1. www.nptel.iitm.ac.in
2. www.khanacademy
3. <https://in.pinterest.com>
4. <https://swayam.gov.in>
5. www.strathmoreartist.com

Suggested Course Practical List:

Sr. No	Practical Outcome (Pro) / Assignment	Unit No.	Approx. Hrs. required
1.	Point and Line Studies: Create exercises using points and lines of varying scale and intensity to understand visual weight.	1	02
2.	Graphic Composition: Generate a 2D composition using only points and lines to create a balanced visual field.	1	02



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3.	Object Sketching: Sketch everyday objects using points and lines to define form and volume.	1	02
4.	Geometrical Solid Rendering: Render 3D geometric solids (cubes, spheres, etc.) to study light, shadow, and three-dimensional volume.	2	02
5.	Natural Texture Study: Detailed observation and rendering of organic textures found in the natural environment.	2	04
6.	Material Rendering: Pencil rendering techniques for representing architectural materials like brick, stone, concrete, wood, and glass.	2	04
7.	Entourage Sketching: Freehand sketching of human figures, vegetation, vehicles, and streetscape elements to add context.	2	04
8.	Colour Theory Basics: Prepare a standard colour wheel and charts for Hue, Tint, Shade, and Tone.	3	04
9.	Colour Scheme Compositions: Create compositions using specific schemes (Monochromatic, Analogous, Complementary, Triadic, etc.).	3	04
10.	Chromatic Relief Analysis: Use receding cool tones and advancing warm tones to create depth in relief compositions.	3	02
11.	Balance & Symmetry: Create compositions demonstrating Symmetry, Asymmetry, and Radial Balance.	4	04
12.	Unity and Variety: Prepare a visual study illustrating the relationship between unity and variety in design.	4	04
13.	Emphasis & Focal Point: Design exercises that identify and create a clear focal point and emphasis within a field.	4	04
14.	Proportion Exercises: Studies on architectural proportion and the relationship between different visual parts.	4	06
15.	Architectural Massing: Explore light, shade, and colour application on architectural masses through 2D sketching.	5	04
16.	Solid and Void Model: Develop a 3D sculptural form by exploring the evolution of solids and voids.	5	04
17.	3D Shading Composition: Prepare a final sketch of 3D composition using advanced shading and rendering techniques.	5	04
Total			60



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List of Laboratory/Learning Resources Required:

Sr. No.	Equipment Name with Broad Specifications
1.	1 Portable A1 or A2 Drawing Board, A Metal Ruler with A Cutting Edge. Black Lead Drawing Pencils in HB to 8B, Charcoal, Various Pens for Sketching i.e. Fine liners, Felt Tips & Colour Markers. Sketchbooks in A5, A4 & A3 Sizes. Colour i.e. Pencil and water colour etc.

Suggested Project List:

- Document campus activities through live, outdoor sketching to capture human scale and movement.
- Curate a photography portfolio focusing on the elements of architecture (Line, Form, Texture and Light).
- Curate a photography portfolio demonstrating the principles of architecture (Balance, Rhythm, Contrast and Unity).

Suggested Activities for Students:

- Visit historical and modern sites to document monuments through on-site sketching.
- Participate in and organize live-sketching trips and collaborative drawing workshops.
- Attend art exhibitions to analyze diverse visual styles and creative techniques.
- Engage in hands-on model-making workshops to translate 2D concepts into 3D forms.
- Compile a professional portfolio of basic design sketches to showcase progress.

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