



GUJARAT TECHNOLOGICAL UNIVERSITY

Program Name: Diploma Engineering

Level: Diploma

Branch: Animation and Multimedia Technology

Subject Code : DI01067021

Subject Name : Drawing & Design Studio – I

w. e. f. Academic Year:	2026-27
Semester:	1 st
Category of the Course:	ESC

Prerequisite:	Basic interest in drawing, sketching, and visual creativity; ability to observe objects and surroundings carefully; familiarity with basic stationery and drawing tools; and willingness to practice regularly and develop creative skills. No prior formal training in art or design is required.
Rationale:	This course provides hands-on experience in drawing, colour studies, composition, and perspective techniques essential for Animation and Multimedia. It helps students develop observation skills, creativity, visual thinking, and artistic expression required for advanced design and animation subjects.

Course Outcome:

After Completion of the Course, Student will able to:

No	Course Outcomes	RBT Level
01	Apply basic drawing and sketching techniques to represent objects and forms accurately	Apply
02	Apply principles of design and colour theory to create balanced visual compositions	Apply
03	Develop perspective drawings demonstrating spatial depth and proportion.	Apply
04	Create artwork using shading, rendering, and composition techniques.	Apply
05	Prepare and present a portfolio showcasing creative and technical drawing skills.	Apply

**Revised Bloom's Taxonomy (RBT)*

Teaching and Examination Scheme:

Teaching Scheme (in Hours)			Total Credits L+T+ (PR/2)	Assessment Pattern and Marks				Total Marks
L	T	PR	C	Theory		Tutorial / Practical		
				ESE (E)	PA(M)	PA(I)	ESE (V)	
2	0	2	3	70	30	20	30	150



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Course Content:

Unit No.	Content	No. of Hours	% of Weightage
1.	Introduction to Design Studio Practice • Concept of design studio as a creative learning environment • Importance of studio-based learning in visual design education • Understanding workflow: ideation → sketching → development → final presentation • Studio discipline, material handling and cleanliness • Safety practices while using cutting tools, colours and equipment • Introduction to sketchbook culture and daily practice habits	5	17
2.	Basic Drawing Techniques • Freehand drawing development for hand–eye coordination • Line control exercises: thick/thin lines, straight and curved lines • Gesture drawing for capturing movement and form • Construction drawing: geometric solids (cube, cone, cylinder, sphere) • Object drawing from real life observation • Proportion study using measurement techniques (grid method, sighting method) • Introduction to shading: light source, highlights, mid-tones, shadows • Rendering techniques: smooth shading, hatching, cross-hatching, stippling • Composition of simple objects in space	6	20
3.	Principles of Design • Balance: symmetrical, asymmetrical, radial balance exercises • Rhythm: repetition, progression and movement in composition • Emphasis: focal point creation using contrast and isolation • Proportion: size relationships between objects and composition • Unity: achieving harmony among elements • Contrast: use of light-dark, large-small, rough-smooth differences • Harmony: maintaining consistency in visual language • Practical assignments applying multiple principles together	6	20
4.	Colour Studies • Colour theory fundamentals and colour wheel construction • Primary, secondary and tertiary colours • Colour relationships and schemes: – Monochromatic – Analogous	6	20



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	– Complementary – Triadic • Warm vs cool colour applications • Colour psychology and emotional impact • Colour mixing exercises (watercolour and poster colour) • Application of colour in composition and mood creation • Study of natural and man-made colour palettes		
5.	Perspective Drawing (Introduction Level) • Concept of perspective and spatial depth • Eye level (horizon line) understanding • Vanishing points and perspective construction • One-point perspective: interiors (rooms, corridors) • Two-point perspective: buildings, street views • Basic three-dimensional object placement in space • Scale and proportion in perspective drawing • Introduction to shading in perspective scenes	7	23
	Total	30	50

Suggested Specification Table with Marks (Theory):

Distribution of Theory Marks (in %)					
R Level	U Level	A Level	N Level	E Level	C Level
20	30	50	NA	NA	NA

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. Ernest R. Norling, "Perspective Made Easy", Dover Publications; Revised Edition (30 August 1999), ISBN-10: 0140390162, ISBN-13: 978-0140390162
2. Basic Rendering: Effective Drawing for Designers, Artists and Illustrators Thames & Hudson Publication (1 August 1991), ISBN-10: 9780500276341, ISBN-13: 978-0500276341
3. Sketching for Architecture and Interior Design: A Practical Guide on Sketching for Architecture and Interior Design Students by Stephanie Travis, Laurence King Publication (14 August 2015), ISBN-10: 178067564X, ISBN-13: 978-1780675640
4. DRAWING ON THE RIGHT SIDE OF THE BRAIN: A Course in Enhancing Creativity and Artistic Confidence: The Definitive 4th Edition by BETTY EDWARDS, PROFILE BOOKS Publication (4 December 2025), ISBN-10: 178816427X, ISBN-13: 978-1788164276



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(b) Open source software and website:

1. GIMP (GNU Image Manipulation Program) – <https://www.gimp.org>
2. Inkscape (Vector Graphics Editor) – <https://inkscape.org>
3. Krita (Digital Painting Software) – <https://krita.org>
4. Blender (3D Design and Animation Software) – <https://www.blender.org>
5. Pencil2D (2D Animation Software) – <https://www.pencil2d.org>
6. Canva Design School – <https://www.canva.com/designschool>
7. Behance (Creative Portfolio Platform) – <https://www.behance.net>
8. Dribbble (Design Community and Inspiration) – <https://dribbble.com>
9. NPTEL Online Courses – <https://nptel.ac.in>
10. SWAYAM Learning Platform – <https://swayam.gov.in>
11. Adobe Learn – <https://www.adobe.com/learn>
12. Pixabay (Royalty-Free Images and Design Resources) – <https://pixabay.com>

Suggested Course Practical List: If any

1. Identification and use of drawing materials, tools, and sketchbook maintenance.
2. Freehand drawing exercises for line control and hand-eye coordination.
3. Gesture drawing and quick sketching exercises.
4. Drawing geometric solids (cube, cone, cylinder, sphere) using construction techniques.
5. Object drawing from real-life observation.
6. Proportion study using measurement and sighting methods.
7. Shading exercises using light and shadow concepts.
8. Rendering techniques using hatching, cross-hatching, stippling, and blending.
9. Still-life composition drawing using multiple objects.
10. Composition based on symmetrical, asymmetrical, and radial balance.
11. Composition demonstrating rhythm, emphasis, contrast, and unity.
12. Preparation of a colour wheel showing primary, secondary, and tertiary colours.
13. Colour scheme exercises using monochromatic, analogous, complementary, and triadic colours.
14. Warm and cool colour composition studies.
15. Colour mixing and mood-based composition exercises.
16. One-point perspective drawing of an interior scene.
17. Two-point perspective drawing of a building or street scene.
18. Perspective drawing with shading and rendering.
19. Theme-based poster design applying design principles and colour concepts.
20. Preparation and presentation of a portfolio containing selected sketches, compositions, colour studies, and perspective drawings.

List of Laboratory/Learning Resources Required:

1. Drawing boards/tables with proper lighting facilities.
2. Sketchbooks, drawing sheets, and portfolio folders.
3. Pencils, erasers, sharpeners, rulers, and geometry instruments.
4. Colour pencils, poster colours, watercolours, brushes, and markers.
5. Geometric solids and still-life objects for observation drawing.
6. Easels, display boards, and presentation materials.



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7. Computer systems with graphic design software.
8. Scanner, colour printer, and internet connectivity.
9. LCD projector / Smart Board for demonstrations and presentations.
10. Art and design reference books, magazines, and digital learning resources.

Suggested Project List:

- **Perspective Drawing Project**
 - Development of one-point and two-point perspective drawings demonstrating spatial depth, scale, and proportion.
- **Still-Life Drawing and Rendering Project**
 - Creation of a still-life composition applying observation, shading, and rendering techniques.
- **Colour Composition Project**
 - Development of a visual composition using colour schemes, colour harmony, and colour psychology concepts.
- **Design Principles Composition Project**
 - Creation of a composition demonstrating balance, rhythm, emphasis, contrast, proportion, and unity.
- **Theme-Based Poster Design Project**
 - Design of a poster on environmental, social awareness, safety, health, or educational themes using appropriate visual hierarchy and communication principles.
- **Portfolio Development Project**
 - Compilation, presentation, and documentation of selected studio works completed during the course.

Suggested Activities for Students:

1. Maintain a sketchbook for regular freehand drawing and visual journaling.
2. Practice observation drawing of objects, natural forms, and surrounding environments.
3. Perform line control, gesture drawing, and shading exercises to improve drawing skills.
4. Create compositions using various principles of design such as balance, rhythm, contrast, and unity.
5. Prepare colour wheels and experiment with different colour schemes and colour mixing techniques.
6. Participate in still-life drawing and rendering activities using different media.
7. Practice one-point and two-point perspective drawing of interior and exterior scenes.
8. Design posters based on social, environmental, educational, or awareness themes.
9. Analyze and discuss artworks, illustrations, and design compositions to understand visual communication.
10. Participate in peer review, critique sessions, and portfolio presentations.
11. Visit art galleries, exhibitions, museums, or design studios and prepare observation reports.
12. Participate in drawing, painting, poster-making, and design competitions at institute or external

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