



GUJARAT TECHNOLOGICAL UNIVERSITY

Program Name: Diploma Engineering

Level: Diploma

Branch: Fashion and Design

Subject Code: DI01069031

Subject Name: Drawing & Design Studio – I

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

Prerequisite:	NA
Rationale:	The course is designed to bridge the gap between imagination and execution. The subject plays an important role in building a bridge between technical knowledge and creative expression, which is essential in modern interdisciplinary professional environments.

Course Outcome:

After Completion of the Course, Student will able to:

No.	Course Outcomes	RBT Level
1	Use pencil shading techniques for basic texture and rendering effects.	U
2	Identify basic elements of design such as line, shape, form, color, texture, space, and value.	R
3	Understand principles of orthographic projection including top view, front view, and side view.	U
4	Recall and understand human body proportions and basic measurement systems used in fashion figure drawing.	U
5	Understand basic principles of perspective drawing.	U

**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.	Hand Control, Pencil Exploration & Line Quality 1.1 Line Discipline: Practicing absolute line weight control without a ruler. Executing continuous, non-breaking horizontal, vertical, and diagonal grids. 1.2 Media Conditioning: Understanding the micro-characteristics of dynamic graphite weights (\$2H\$ for layout, \$HB\$ for medium details, \$2B\$/\$4B\$ for deep structural weights and profile outlines). 1.3 Rendering & Texture Work: Mastery of physical shading profiles—including precise <i>stippling</i> (dots), uniform <i>cross-hatching</i> , <i>scribbling</i> , <i>circling</i> , and smooth blending to establish physical depth on flat sheets.	6	20
2.	Form Transformation & Design Elements 2.1 Physical environment into abstract geometry, analyzing how primitive structures occupy space. 2.2 Primary Elements: Practical exploration of the architectural hierarchy: <i>Point</i> (dots establishing location), <i>Line</i> (direction and path), <i>Plane</i> (overhead, wall, and ground surface bounds), and <i>Volume</i> (3D spatial depth). 2.3 Form Evolution: Executing form transformations by taking standard shapes (cubes, cylinders, prisms) and applying subtractive (carving out) or additive (combining) maneuvers. 2.4 Visual Expressions: Creating deliberate abstract layout compositions on grid frameworks to communicate physical concepts like <i>hierarchy</i> , <i>rhythm</i> , <i>static balance</i> , and <i>dynamic movement</i> .	6	20
3.	Orthographic Projections & Technical Drafting 3.1 Drawing Conventions: Enforcing strict adherence to IS: 962 Code of Practice for Architectural Drawings . Mastery of distinct lettering, dimensioning formats, and standard material hatching symbols (concrete, brick, glass, earth). 3.2 First Angle Projections: Mapping complex 3D objects onto 2D planes by accurately extracting the Plan (top view), Front Elevation, and Side Elevations. 3.3 Solids & Intersections: Drafting sections of solid volumes and understanding <i>surface development</i> —the precise layout geometry required to fold a flat 2D sheet into an accurate 3D model.	6	20



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4.	Proportions, Anthropometry & Spatial Perception Dimensional reality of the human body and natural geometry. 4.1 The Human Form: Freehand sketching of the human figure to map true anatomical proportions. 4.2 Anthropometrics: Analyzing the exact spatial clearance the human body requires to execute everyday actions (sitting, reaching, walking). This acts as the direct link to sizing single spatial units like rooms, alcoves, or simple basic shelters. 4.3 Geometric Rules: Practical application of classical layout math, including the Fibonacci spacing arrays, and structural scale rules.	6	20
5.	Perspective, Environment Sketching & Color Theory 5.1 Perspective Rules: Constructing physical space using One-Point, Two-Point, and Three-Point perspectives to mimic human sightlines. 5.2 On-Site Spatial Studies: Indoor and outdoor location drafting. Students render real environments (living rooms, courtyards, streetscapes) to accurately capture real-world scale, natural light distribution, and deep shadows. 5.3 Color Systems: Mastering the structural mechanics of the <i>Color Wheel</i> . Exploring Hue, Value (lightness vs. darkness), Intensity, and intentional color matching schemes (monochromatic, analogous, complementary structural balance).	6	20
Total		30	10

Suggested Specification Table with Marks (Theory):

Distribution of Theory Marks (in %)					
R Level	U Level	A Level	N Level	E Level	C Level
30%	40%	20%	5%	5%	-

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. Drawing, Sketching & Illustration - Edith Young – The Complete Book of Drawing



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2. Drawing, Sketching & Illustration - Kathryn McKelvey & Janine Munslow – Fashion Design Drawing Course
3. Sketching for Architecture & Interior Design – various authors
4. Fashion Illustration & Design Development- Julian Seaman – Professional Fashion Illustration
5. Architectural Drawing Practice Books (basic level references)
6. Color Theory & Rendering- Johannes Itten – The Art of Color
7. Color Theory & Rendering- Stephen Quiller – Color Choices
8. Design Basics – David A. Lauer & Stephen Pentak
9. Drawing on the Right Side of the Brain – Betty Edwards
10. Basic Rendering – Robert W. Gill

(b) Open source software and website:

1. Digital & Online Learning Resources- https://www.domestika.org?utm_source=chatgpt.com
2. https://www.adobe.com/learn.html?utm_source=chatgpt.com
3. https://www.domestika.org?utm_source=chatgpt.com

Suggested Course Practical List:

Sr. No.	Practical outcomes	No. of Hours	% of Weightage
1.	Object drawing (still life setup)	04	10
2.	Basic fashion garment sketches (tops, skirts, dresses)	04	20
3.	Fabric fold studies (draping effects on form)	04	20
4.	Fashion illustration with pencil rendering	04	10
5.	Measurement-based technical drawings	04	10
6.	Color wheel construction (primary, secondary, tertiary)	04	10
7.	Fashion illustration with basic color rendering	04	10
8.	Mini design board presentation (theme-based)	04	10
Total		32	100

List of Laboratory/Learning Resources Required:

1. Basic drawing sheets
2. Shape and form studies
3. Texture rendering exercises
4. Human figure sketches
5. Fashion croquis development
6. Garment illustrations
7. Colour rendering sheets
8. Design compositions



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Suggested Project List:

1. Perspective Drawing Project
2. Theme-based posters (environment, safety, awareness, education)

Suggested Activities for Students:

1. Maintain a sketchbook for regular freehand drawing
2. Sketch objects from daily surroundings
3. Quick gesture sketches to improve observation skills
4. Drawing geometric solids and household objects
5. Composition of still life using multiple objects
6. Study of light, shadow and tonal values
7. Line variation exercises (thick, thin, curved, straight)
8. Shape and form transformation studies
9. Abstract compositions using only lines and shapes
10. Colour wheel preparation and colour mixing practice
11. Creation of monochrome and complementary compositions
12. Mood-based colour studies (warm vs cool themes)
13. Creating balanced visual compositions
14. Poster making using design principles
15. Layout exercises with focus on visual hierarchy
16. One-point perspective of rooms and interiors
17. Two-point perspective of buildings and streets
18. Outdoor sketching with depth representation
19. Hand lettering exercises using different styles
20. Typographic composition of words and phrases
21. Poster design using typography focus
22. Collage making using paper, magazine cutouts and textures

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