

Foundation- 1 year (2 semesters)

1<sup>st</sup> Semester

**Knowledge Enhancement and Capacity Building**

No	Weeks	Time slots	Module name	Core /Electives	Module Type	Module description
1.	Week 1	Pre & Post Lunch	Orientation Program	Core	Studio	Introduction to design discipline, industry visits, workshops and creative activities.
2.	Week 2-3	Pre Lunch	Introduction to the Design	Core	Lecture	History of Art and design, different design movements', contemporary art and design world.
		Post Lunch	Nature Drawing		Studio	
3.	Week 4-5	Pre Lunch	Design Geometry and Tessellations	Core	Studio	Polygon construction, solid construction, tessellations and geometric patterns
		Post Lunch	Object Drawing			Drawing of various 3 dimensional objects with various views
4.	Week 6-7	Pre Lunch	Color and rendering	Core	Lecture	Introduction to the various methods of the colors, color systems such as Subtractive, Additive, CMYK, color philosophy and rendering methods
		Post Lunch	Human Drawing and Fashion illustrations		Studio/workshop	Drawing of human figures with anatomical understanding, anthropometric studies, fashion sketching and rendering

5.	Week 8-9	Pre & Post Lunch	Material handling and Workshop practices	Core	Studio/ workshop	Introduction of various materials, tools and techniques and processes, working with Clay, POP, Wood, Acrylic etc.
6.	Week 10-11	Pre Lunch	Elements and Principle of Design	Core	Studio	Understating of various elements of art and design. Principle of art and design, Gestalt theory
		Post Lunch	Tech. Drawing (manual)		Studio	Orthographic projection, Plan, Elevation, Section, Component Drawing etc.
7.	Week 12-13	Pre Lunch	Design Esthetics	Core	Lecture	Understanding of Indian and western esthetics and its application in art and design
		Post Lunch	Analytical Drawing		Studio	Drawing of various situations and experiences, Visualization and conceptualization.
8.	Week 14	Pre Lunch	Workshops A.	Core	Workshop	Lac craft
		Post Lunch	Workshops B.			Tie and dye
9.	Week 15	Pre & Post Lunch	Documentation and Presentation Techniques	Core	Lecture / Workshop	Understanding of various documentation and compilation methods using relevant digital tools.
10.	Week 16	Pre & Post Lunch	Final Submission and Semester Jury	Core	End semester Examinations	Overall assessment of the semester work
			<b>Total</b>			

## Intellectual Engagement & Professional Contribution

No	Weeks	Module type	Module name	Core /Electives	Module description
1.	Week 1-2	Studio	Design Process and exposure to the context	Core	Exposure of the various issues and problems related to the environment and society
2.	Week 3-4-5	Studio /workshop /Industry visits	Essential learning	Core	Identification of scope of work, developing project brief working on a specific subject oriented project to make some tangible product of art and design.
			The Making		
3.	Week 6-7-8	Studio /workshop /cluster visits	Essential learning	Core	Identification of scope of work, developing project brief working on community development task/project.
			Design and Human culture		
4.	Week 9-10-11	Studio /workshop /Industry visits	Essential learning	Core	Understanding of working pattern of the Industry understanding their product line and product range and develop required product for the identified industry.
			Design for the Industry		
5.	Week 12	Lecture/ workshop	Documentation and Presentation skills closer to the Project completion	Electives	Understanding of advance documentation and compilation methods using advance digital tools.
6.	Week 13-14		Workshops 1	Electives	Black smithy
			Workshops 2		Block printing
	Week 15-16		Final Submission and Semester Jury	End semester Examinations	Overall assessment of the semester work

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### 1<sup>st</sup> Semester

#### Knowledge Enhancement and Capacity Building

**Orientation Program**, Introduction to the Design, Nature Drawing, Design Geometry and Tessellations, Object Drawing, Color and rendering, Human Drawing and Fashion illustrations, Material handling and Workshop practices, **Elements and Principle of Design**, Tech. Drawing (manual), Design Esthetics, Analytical Drawing, **Documentation and Presentation Techniques**, Craft workshops, Semester Jury.

### 2<sup>nd</sup> Semester

#### Intellectual Engagement & Contribution to the Society

Design Process and exposure to the context, Studio 1- **Making of things** along with Essential learning for the project, Studio 2- **Design and Human culture** along with Essential learning for the project, Studio 3- **Design for the Industry** along with Essential learning for the project, Documentation and Presentation skill/Project completion, Craft workshops, Semester Jury.