SYLLABI OF COURSES FOR DIPLOMA PROGRAMME IN GARMENT TECHNOLOGY, LEVEL I-V

4

			1050 - ART &	& DES	IGN				
	0 1 1 1 D	Week	Due maggine		Exa	minatio	on Schedu	le (Ma	rks)
Teaching Schedule Per Week			Progressive Assessment				Practical Ex.		Total
Lectures	Practical	Credit	Assessment		Theory				150
1	5	6	50	-	ł	-	100		
	L	Source		heory	Test	Tota	I TW	PR	Gr Total
Pre-requisite		Source	Semester				50	50	100
Nil		GAT	Semester		-				af art and

Rationale- This course is meant to develop in the encessary tools and materials and later create garment designs of her own choice and apply it in garment construction.

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COURSE CONTENTS 1 N. TOOLS & MATERIALS 1 Rulers, pencils, colour, media, paper, brush, palettes, tracing pads, portfolios, pens and erasers. 1 Definitions and use of art and design with relation to garments. 1 Definitions and use of art and design with relation to garments. 4 S. ELEMENTS OF DESIGN 4 Dot, line, form and shape, texture value, space and colour. 4 HRINCIPLES OF DESIGN 4 Balance, proportion, emphasis, rhythm and harmony 6 Methods of design (structural and decorative design, details of decorative design) types of design (natural, stylized, folk, abstract geometric, nursery-border, lettering on fabric). 10 I. Collection of pictures of tools and materials used for art and design. 2 7 2. Swatches pertaining to elements of design on fabrics. 10 10 3. Swatches pertaining to principles of design on fabrics. 10 10 4. Creating designs of their own (students) with reference to different types of designs. 34 40 5. Assignments on elements and principles of design as adapted in garment. 10 10 6. The use of leaf and vegetable to form prints. [Combinations of colour and texture] 10 10 7. Types of design in fabrics with swatche			Hrs					
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REFERENCE BOOKS 1. Design Basics by David A. Lavel 2. Elements of Design by Line Jack Selleck 3. Balance & Unity by George F. Hom 4. Principles of Design by EMPHASIS Joseph A. Gatto 5. Principles of Design by MOVEMENT & RHYTHM – Gerald F. Brommer