

1050 - ART & DESIGN									
Teaching Schedule Per Week			Progressive Assessment	Examination Schedule (Marks)					
Lectures	Practical	Credit		Theory			Practical Ex.		Total
1	5	6	50	-	-	-	100		150
Pre-requisite		Source	Semester	Theory	Test	Total	TW	PR	Gr Total
Nil		GAT		-	-	-	50	50	100

Rationale- This course is meant to develop in the student the understanding and basic knowledge of art and design. As a result she will be able to handle the necessary tools and materials and later create garment designs of her own choice and apply it in garment construction.

COURSE CONTENTS		Hrs
1. TOOLS & MATERIALS		1
Rulers, pencils, colour, media, paper, brush, palettes, tracing pads, portfolios, pens and erasers.		
2. INTRODUCTION		1
Definitions and use of art and design with relation to garments.		
3. ELEMENTS OF DESIGN		4
Dot, line, form and shape, texture value, space and colour.		
4. PRINCIPLES OF DESIGN		4
Balance, proportion, emphasis, rhythm and harmony		
5. KINDS OF DESIGN		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).		
Total		16
PRACTICALS		2 7
1. Collection of pictures of tools and materials used for art and design.	4	13
2. Swatches pertaining to elements of design on fabrics.	10	10
3. Swatches pertaining to principles of design on fabrics.	34	40
4. Creating designs of their own (students) with reference to different types of designs.	10	10
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 swatches of each	80	100
Total		

REFERENCE BOOKS

1. Design Basics by David A. Layel
2. Elements of Design by Line Jack Selleck
3. Balance & Unity by George F. Horn
4. Principles of Design by EMPHASIS Joseph A. Gatto
5. Principles of Design by MOVEMENT & RHYTHM -- Gerald F. Brommer

