

**DESIGN**  
**FUNDAMENTAL**

## **INTRODUCTION**

The Course on Design Fundamentals is intended to introduce ideas, methodologies, principles, and skills that comprise a common knowledge base important to all design disciplines. These fundamentals will foster a multidisciplinary design experience among students and will prepare them to move to the next level. It will provide the participants with foundation and fundamentals skills in design. The program is designed to provide a pathway to a range of vocational qualifications, including diplomas of graphic design, visual merchandising, visual arts, digital design, screen and performing arts.

The program provides a comprehensive range of skills and knowledge required as preparation for entry level jobs. The course will benefit applicants who have little or no training or experience in art and design and who wish to begin formal education in this field.

**Class:XI**

**Design Fundamental**

**Unit 1: Occupational Health and Safety**  
**100**

**Total Marks:**

- a) Worksafe REVIEW MODULE
- b) Safety and Health Responsibilities
- c) Hazard Identification, Risk Assessment
- d) Manual Handling
- e) Hazardous Substances
- f) Noise
- g) Electricity
- h) Mechanical Equipment
- i) Personal Safety
- j) Personal Protective Equipment
- k) Dealing with an Emergency
- l) Safety and Health Laws
- m) Safety and Health Representative
- n) The Role of Inspector
- o) Safety and Health Problems
- p) Safety Poster Design
- q) Portable Fire Extinguishers

**Unit 2: Produce Drawings**

- a) Orientation, Drawing using Memory and Right side of the Brain
- b) Introduction to Continuous Line Contour Drawing
- c) Exploration of Mediums
- d) What is drawing
- e) Contour Drawing
- f) Composition and Perspective
- g) Shape and Line
- h) Tone and Value
- i) Tonal Techniques
- j) Texture/ Frontpage
- k) Revolving Still Life
- l) One-Point Perspective
- m) Composition and Outdoor Studies
- n) Dream sequence and Music
- o) Dream and Music

p) Automatic Drawing

**Cluster 3: Knowledge Workshop**

- a) Source and apply design industry knowledge
- b) Source and apply information on the history and theory of design
- c) Project 1: Research on a Contemporary designer
- d) Project 2: Photograph and Report on Signage and Window display
- e) Project 3: Critique the Design of a Product
- f) Project 4: Bauhaus and 20<sup>th</sup> Century Design
- g) Professional Presentation

**Cluster 4: Design Concepts Workshop**

- a) Design concepts workshop road signs
- b) Design concepts workshop zoological and botanical logo
- c) Design concepts workshop T-shirts design

**Cluster 5: Graphic Design Workshop**

- a) Produce Designs for Clothing Range, Shoes or CD Cover
- b) Color zones applied Colour assessment
- c) Poster Design for an Opera or Ballet

## Class XII

(Course Code: 772)

Level2

Design Fundamental

Total Marks: 100

### Section 10 Cluster 6: Three Dimensional Design Workshop

- a) Explore and apply the creative design process to 3D forms
- b) Produce Sculpture
- c) Project 1:3D Design hand cutting tool
- d) Project 2: 3D Design Maquette Construction
- e) Project 3: 3D Design Bridge Design
- f) Project 4: 3D Design Shop Refit

### Section 11 Cluster 7: Spatial Design Workshop

- a) Research and apply techniques for application to spatial design
- b) Explore the use of colour
- c) Project 1: Elements of Design
- d) Examples part A: Unity, Harmony etc.
- e) Project 2: Colour Sphere Model to explore Hue and Value
- f) Exhibition Design GRAFIQ

### Section 12 Cluster 8: Digital Workshop

- a) Apply techniques to produce digital images
- b) Digitise images for reproduction
- c) Project 1: Digital workshop Animorph
- d) Project 2:Magazine Cover
- e) Project 3: The World's Greatest Poster

### Course Committee Members

- 1) Shri. Anil Sinha, Principal Designer, F. CD, NID, Ahmedabad
- 2) Ms.JhoomkeeIyenger, Principal Consultant, UID, Pune
- 3) Ms.Butool Abbas, CEO, Thinking Threads, Kanpur