

GANPAT UNIVERSITY										
FACULTY OF ARCHITECTURE DESIGN & PLANNING										
Programme	Bachelor of Design				Branch/Spec.	INSTITUTE OF DESIGN				
Semester	I				Version	3.0.0.0				
Effective from Academic Year	2021-22				Effective for the batch Admitted in	June 2021				
Subject code	3IA02BD		Subject Name	BASIC DESIGN - I						
Teaching scheme					Examination scheme (Marks)					
(Per week)	Lecture (DT)		S/W/T		Total		CIE	SE	UE	Total
	L	TU	S/W/T	TW						
Credit	-	-	6	-	6	Theory	-	-	-	-
Hours	-	-	6	-	6	Jury/Viva /TW/TW	40	20	40	100
Objective:										
<ul style="list-style-type: none"> The Basic design as an important process, which aims to shape the design sensitivities of students and to develop their communicative abilities as well as their problem-solving skills. In the Foundation Design Studio, first-year architecture, interior and fine arts students are introduced to fundamental design principles, methods, visual judgment, and the creative process. Studio exercises are intended to provide hands-on practice in ordering a design inquiry and structuring conceptual and visual arguments. 										
Learning Outcome:										
After the completion of the studio the student will be able to develop a set of fundamental skills:										
LO1: Visual (seeing, looking, observing);										
LO2: Manual (making); and										
LO3: Intellectual (comparing, contrasting, abstracting, and assessing)										
LO4: Students are introduced to a broad range of media and methods to help build confidence in their cognitive, conceptual, and technical skills. A significant component of the studio is dedicated to element of design.										
CONTENT & TEACHING UNITS										
Unit	Content									HRS
I	Students will explore the nature of design. Emphasis is given to the elements and principles of design and visual relationships between them. Students will develop skills in the application of diverse approaches to creative problem solving based on methodologies and conceptual frameworks in contemporary design processes through series of exercises.									18
	Developing Visual Literacy 1.A Learning visual language Outdoor sketching Perspective drawing/ Freehand scaled drawings Exploring various art materials like water colour, ink, pastels, acrylic etc.									
	1.B Warm-up exercise focused on Disciplined observation, Iterative process, and									18

	Critical graphic and verbal interrogation of ideas.	
II	Introduction to Design Principle (Foundation) The fundamental principles of design: Emphasis, Balance, Alignment, Contrast, Repetition, Rhythm, Proportion, Movement.	24
III	Introduction to Composition 2.A From Design Perspective- Approach to 3D Composition: The subjects of composition and order should move from two-dimensional considerations of shape, line, surface, and value, to three-dimensional investigations of form, space, light, motion/time, and colours.	12
	2.A1 From Design Perspective- Approach to 2D Composition: Exploring the basic elements of design and creating 2 D compositions keeping the principles of Design in consideration.	12
IV	Composition 3.A Adding narratives to composition	12
	3.A1 Introduction to colour theory- adding colours to composition.	12
Text Books		
1	Principles of Basic Design - Vol. 1 to 4 – Maier Manfred	
Reference Books		
1	Broadbent, G., 1973. Design in Architecture - Architecture and Human Science. John Wiley and Sons., New York.	
2	Chauhan, P., 2005. Learning Basic Design. Rizvi College of Architecture, Mumbai.	
3	Ching, F. D. K., 1997. Design Drawing. John Wiley & Sons., Hoboken	
4	Ching, F. D. K., 2012. Architecture: Form, Space and Order. 3rd Ed. Hoboken: John Wiley & Sons	
5	Roger, K. L., 1998. Architect? A Candid Guide to the Profession. The MIT Press, Cambridge.	
6	Rasmussen, S., 1962. Experiencing Architecture. 2nd Rev. Ed. MIT Press, Cambridge.	

Note: Continuous Internal Evaluation shall be divided into A. 20% -Attendance B. 80% -Periodic Evaluation

CIE- Continuous Internal Evaluation, SE-Summative Evaluation (Jury/Viva/TW/Theory Exam), UE- University Exams (Jury/Viva/TW/Theory Exam)