

Faculty of Design

Bachelor of Design (Fashion Design)

(Semester-I)

With Effect from-2026-27

Branch Name:	Faculty of Design
Program Code:	FD102
Course Name:	Basics of Drawing & Sketching
Course Code:	2FD1020105
Pre-requisite Course:	

Course Objectives:

- Introduces students to the fundamentals of drawing and sketching as tools for visual communication and design expression.
- Develops observation skills to accurately interpret and represent objects, forms, and ideas.
- Enhances understanding of line, shape, form, and proportion in drawing.
- Builds skills in perspective drawing to create depth and spatial understanding.

Teaching and Examination Scheme:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)								Total (Marks)
Lecture (L)	Tutorial (T)	Practical (P)	Credit	Theory (Marks)				Practical (Marks)				
				University Assessment		Continuous Assessment		University Assessment		Continuous Assessment		
				Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
-	-	4	2	-	-	-	-	09	25	09	25	50

Subject Contents:

Sr.No	Topic	Total Hours	Weightage (%)
1	Introduction to Drawing Fundamentals 1. Introduction to drawing and sketching as a visual communication tool. 2. Types of lines and line quality in drawing. 3. Basic shapes and forms (circle, square, triangle, cube, cylinder, sphere). 4. Tools and materials used in drawing (pencils, charcoal, ink, paper).	6	25%
2	Understanding Proportion and Perspective 1. Concept of proportion and scale in drawing. 2. Basic human and object proportions. 3. Introduction to perspective drawing. 4. One-point and two-point perspective.	6	25%
3	Light, Shadow, and Texture 1. Understanding light source and shadow formation. 2. Techniques of shading (hatching, cross-hatching, stippling, blending). 3. Creating depth and volume using tonal values. 4. Rendering different textures (metal, wood, fabric, glass).	6	25%
4	Creative Sketching and Visual Expression 1. Concept sketching and idea visualization. 2. Gesture drawing and quick sketch techniques. 3. Composition in drawing and arrangement of elements. 4. Portfolio development and presentation of sketching work.	6	25%

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Reference Books:

Sr. No.	Books
1	Drawing on the Right Side of the Brain, TarcherPerigee, 2012.
2	Rendering in Pen and Ink, Watson-Guption, 1997
3	Fashion Illustration Techniques, Rockport Publishers, 2007.

Course Learning Outcomes (CLO): On completion of this course, the students will be able to:

CLO	Description	Bloom's Taxonomy Level
CLO1	Demonstrate fundamental drawing and sketching techniques using appropriate tools and materials.	1 Remembering
CLO2	Observe and accurately represent objects, forms, and spaces through freehand drawing.	2 Understanding
CLO3	Apply principles of proportion, perspective, and composition in visual representations.	3 Applying
CLO4	Utilize shading, light, and shadow techniques to create depth, volume, and realism in sketches.	4,5 Evaluate, Analyse
CLO5	Develop and communicate design ideas effectively through creative sketching and visualization methods.	6, Creative
CLO6	CLO 6: Create original design drawings and presentations that reflect observation, creativity, and technical proficiency.	3, Applying

Mapping of CLOs with Pos & PSOs

Course	Program Outcomes(POs)										Program Specific Outcomes (PSOs)	
Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PSO1	PSO2
CLO1		M			L						M	
CLO2	M			H		H						M
CLO3	M		M				L				H	
CLO4		H				H		M				M
CLO5			H		M			H		M	M	
CLO6	M			H		H	M					M

H:High, M:Medium, L:Low