

NIRMA UNIVERSITY

Institute of Architecture and Planning

Bachelor of Architecture

Semester-I

L	W	S	C
2	4	-	4

Course Code	2AR176
Course Title	Basic Design - I

Course Learning Outcomes (CLO):

At the end of the course, students will be able to –

- Interpret visual literacy and visual expression
- Interpret elements and principles of design
- Develop the basic skills & abilities to design
- Construct representation and cognitive skills

**Syllabus: 15 weeks (4 hours/week)
Hr**

Total Teaching hours: 60

Unit No.	Syllabus: Topic	Sub Topic	Teaching hours:
1	Representation skill development	<ul style="list-style-type: none">• Sketching, 2D & 3D drawings, painting, graphic• Model making skills• Exploration of various materials for drawing and models	8 hours
2	Cognitive skill development	<ul style="list-style-type: none">• Observation, perception, registration and expression• Critical thinking and application of cognitive skills in design	20 hours
3	Elements of design	<ul style="list-style-type: none">• The visual components of color, form, line, shape, space, texture, and value• Compositions using elements of design	
4	Principles of design	<ul style="list-style-type: none">• The design principles - Balance, emphasis, movement, proportion, rhythm, unity, and variety• Compositions using principles of design	

w.e.f. academic year 2020-21 and onwards

5	Abstraction and Simplification	<ul style="list-style-type: none"> • Simplification / abstraction of an object using basic principles and elements of design • Use of foreground- background / contrast / color • Design attributes 	24 hours
6	Design vocabulary	<ul style="list-style-type: none"> • Analytical reasoning and design decisions • Criteria for judgment of design and developing vocabulary of design subject 	8 hours

L= Lecture, W= Workshop, S= Studio, C= Credit

Suggested Readings:

1. Ching, Francis D. K., and James Eckler. Introduction to Architecture. Print.
2. Ching, Francis D. K. Architectural Graphics. New York: Van Nostrand Reinhold, 1975. Print.
3. Ching, Francis D. K., and Steven P. Juroszek. Design Drawing. New York: Van Nostrand Reinhold, 1998. Print.
4. Ching, Francis D. K., Architecture: Form, Space, and Order. Hoboken, N.J: John Wiley & Sons, 2007. Print.
5. Aldo Tanchis and Huw Evans. Bruno Munari, Design as Art. Cambridge: MIT Press, 1987
6. Gombrich, E H. The Story of Art. New York: Phaidon Publishers; distributed by Oxford University Press, 1966
7. Berger, John. Ways of Seeing. New York, Viking Press, 1972
8. Lidwell, William; Kritina Holden; Jill Butler (2010). Universal Principles of Design (2nd ed.). Beverly, Massachusetts: Rockport Publishers. ISBN 978-1-59253-587-3.
9. White, Alex (2011). The Elements of Graphic Design. New York, NY: Allworth Press. pp. 81–105. ISBN 978-1- 58115-762-8.
10. Arthur L Guptill; Rendering with Pen and Ink; Watson-Guption Publications, 1997. ISBN 0823045293, 9780823045297
11. William Wilson Atkin; Architectural Presentation Techniques; Van Nostrand Reinhold Co., 1976. ISBN 0442203616, 9780442203610
12. Anja Hartmann; Unusual Architectural Presentation Drawings; Page One Publishers, 2007. ISBN 9812452141, 9789812452146
13. Frank Lohan; Pen and Ink Techniques; Contemporary books, 1978. ISBN 0486157686, 9780486137681
14. International library of Technology; Elements of Pen and Ink Rendering, Rendering with Pen and Brush,
15. BiblioBazaar, 2010. ISBN 1171598823, 9781171598824
16. Mike W Lin, Architectural Rendering Techniques: A Color Reference; John Wiley and Sons, 1985. ISBN 0471289396, 9780471289395
17. Tibor K Karsai, The Airbrush in Architectural Illustration; Van Nostrand Reinhold, 1989. ISBN 0442246900, 9780442246907
18. Arthur L Guptill, Drawing with Pen and Ink: And a word about the brush; Literary Licensing, LLC, 2013.
19. Arthur L Guptill, Drawing and Sketching in Pencil; Courier Corporation 2012. ISBN 0486136485, 9780486136486