

NIRMA UNIVERSITY

Institute:	INSTITUTE OF DESIGN
Name of Programme:	BACHELOR OF DESIGN
Course Code:	1DD104CC24
Course Title:	Drawing II
Course Type:	(<input checked="" type="checkbox"/> Core/ <input type="checkbox"/> Value Added Course/ <input checked="" type="checkbox"/> Departmental Elective/ <input type="checkbox"/> Institute Elective/ <input type="checkbox"/> University Elective/ <input type="checkbox"/> (Open Elective <input type="checkbox"/> Any other)
Year of introduction:	Academic Year 2024-25

L	T	Practical component				C
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Course Learning Outcomes (CLOs)

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

1. Develop keen observation of objects and spaces and reflect them accurately through orthographic and isometric projection drawing.
BL 2, BL 3
2. Visualise and represent objects and spaces through orthographic and isometric projection drawing.
BL3, BL 6
3. Experiment with drawing and sketching with digital tools.
BL3, BL 6
4. Comprehend the communication impact of digital tools in comparison with freehand drawing and apply them appropriately.
BL 2, BL 3

Total Teaching Hours: 90

Units	Contents	Teaching Hours
Unit 1	Introduction to Parallel Projection and Isometric Projection Constructing Lines, Surfaces and Solids in Isometric View Constructing Ellipses and Circles in Isometric View Surface, Edge and Corner Manipulation Constructing Curves in Isometric View Constructing simple objects in Isometric View	40
Unit 2	Introduction to Technical Drawing & Orthographic Projection First and Third Angle Projections Scaling and Dimensioning Technical drawing details like Line weight, Hidden lines, Dashed lines, Dotted lines etc. to visualise different parts of an object Constructing simple objects in Orthographic View	30
Unit 3	Introduction to Digital Drawing with Photoshop & Illustrator Introduction to interface and tools in Photoshop and Illustrator Sketching and Representation Techniques in Photoshop and Illustrator Image Manipulation in Photoshop	20



Self -Study	
Suggested Readings/References	<p>Reading list</p> <ol style="list-style-type: none"> 1. Critchlow, K. (2000). <i>Order in Space: A Design Source Book</i>. Hong Kong: Thames and Hudson. 2. Escher, M. C. (2000). <i>The Magic of M.C. Escher</i>. United Kingdom: Thames & Hudson. 3. Madsen, D. A. (2002). <i>Engineering Drawing and Design</i>. United States: Delmar Thomas Learning. 4. Palmer, W. K. (2017). <i>Mechanical Drawing - Projection Drawing, Isometric and Oblique Drawing, Working Drawings</i>. (n.p.): Read Books Limited. 5. Robertson, S., Bertling, T. (2013). <i>How to Draw: Drawing and Sketching Objects and Environments from Your Imagination</i>. United Kingdom: Design Studio Press. 6. Robertson, S., Bertling, T. (2014). <i>How to Render: The Fundamentals of Light, Shadow and Reflectivity</i>. United States: Design Studio Press.

w.e.f. Academic Year 2024-25 and onwards

