

SENIOR SCHOOL CURRICULUM

2017-18

DESIGN & INNOVATION

Introduction

The Course on Design Fundamental is intended to introduce ideas, methodologies, principles, and skills that comprise a common knowledge base important to all design disciplines. These fundamental 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 ELECTIVE DESIGN & INNOVATION (772) THEORY

Time: 3 Hours

*Total: 100 Marks
Theory: 60 Marks
Practical: 40 Marks*

Unit–1: Introduction to Design

Session–1: Concept of Design

- Design Definition.
- Design versus Art.
- Design and Environment.
- The basis of Design Process.
- Use Design in today's scenario.

Session–2: Design Fundamental

- Principles of Design.
- Elements of Design.
- Colour Theory.

- Understanding of Color wheel.
- To increase and build sensitivity to the forms around them.
- To identify the revolving still life and outdoor in vicinity of environment.
- To relate the elements of design to understand design process for their projects.
- Understanding the colour quality, intensity, relationship with other colours, textures, shape.

Unit-2: Design Tools and Techniques

Sessions-1: Produce Drawing

- Defining Drawing.
- Different techniques of drawing.
- Exploration of medium.
- Compositions and Perspectives.
- Tonal Techniques.
- Use of Dreams and Music for creative Drawing.
- To identify the use of tone and value, Texture/Frottage.
- Identify to use contour line drawing (continuous or cross contour).

Unit-3: Occupational Health and Safety

Session-1: Work Safe Review Module

- Safety and Health responsibility.
- Role of Work safe Inspector.
- Hazard identification, Risk assessment and Risk control.
- PPE.
- Dealing with emergency.
- Design a promotional poster advertising what students need to know about Safety and Dangers, or be warned about while working at College.

Unit-4: Practical Workshop

Session-1: Knowledge Workshop

- Source and apply design industry knowledge.
- Source and apply information on the history and theory of design.
- Project 1: Research on a Contemporary designer.
- Project 2: Photograph and Report on Signage and Window display.
- Project 3: Critique the Design of a Product.

Session-2: Design Concepts Workshop

- Design concepts workshop road signs.
- Design concepts workshop zoological and botanical logo.
- Design concepts workshop T-shirts design.

Session–3: Graphic Design Workshop

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

CLASS–XII ELECTIVE DESIGN & INNOVATION (772) THEORY

Time: 3 Hours

*Total: 100 Marks
Theory: 60 Marks
Practical: 40 Marks*

Unit–1: Three Dimensional Design

10

Session–1: Introduction to Fundamentals of 3-Dimensional Design

- Differentiate 2-dimensional and 3-dimensional design.
- Explore and apply the creative design process to 3D forms.
- Produce Sculpture using Three Dimensional.
- To apply creative design process to the development of 3-dimensional forms.

Session–2: Three Dimensional Design Workshop

10

- Project 1: 3D Design hand cutting tool.
- Project 2: 3D Design Maquette Construction.
- Project 3: 3D Design Bridge Design.
- Project 4: 3D Design Shop Refit.

Unit–2: Three Dimensional Design Applied

15

Session–1: Introduction to Spatial Design

- Principles and Elements of 3-D Design Applied.
- Research and apply techniques for application to spatial design.
- Explore the use of colour in 3-D Design.

Session–2: Spatial Design Workshop

- Project 1: Exploration and use of 3-D Elements of Design.

- Project 2: Colour Sphere Model to explore Hue and Value
- Project 3: To create a Exhibition Design on any theme; Examples part A: Unity, Harmony

Unit-3: Design Tools and Techniques – Digital

10

Session-1: Introduction to 3-D Design Digital Tools

- Methods of developing 3-dimensional design.
- Brief study on software applications like Photoshop, AutoCAD, Flash, Corel and Maya

Unit-4: Digital Workshop

15

- Apply techniques to produce digital images.
- Digitise images for reproduction.
- Project 1: Digital workshop Animorph.
- Project 2: Magazine Cover.
- Project 3: The World's Greatest Poster.

LAB REQUIREMENT FOR TWENTY STUDENTS

S. No.	List of Items
1.	Technical Drawing Equipment <ul style="list-style-type: none"> • Computer station Licensed software (Autocad by Autodesk or Adobe Creative Suite CS6 or higher). • Printer. • Photography supplies, digital photo frame, access to photo printers.
2.	Drawing Equipment and Materials <ul style="list-style-type: none"> • Soft boards All around the walls. • Stools. • Black board. • White board. • Crayons, pastels, charcoal. • Colored pencils, pens, washable markers, calligraphy pens, erasers. • Variety of paper, cardboard. • Dry-erase boards, markers. • Chalk, chalk board, erasers. • Non-toxic paint (tempera, acrylic, oil, water colour, finger paint). • Colored ink, stamps, wood blocks, natural materials, cardboard. • Paint brushes, rollers, squeeze bottles, spray bottles, sponges, paint scrapers. • Glue, paste, glue sticks, pots, brushes, spreaders. • Paper scraps, magazines, cards, wrapping paper, ribbon, cellophane, newspapers. • Cardboard tubes, boxes, rolls.

- Pair of scissors.
- Staplers.
- Geometry sets.
- Paper punches.
- Clips, thumb tacks.
- Adhesive tapes, glue, craft glue.
- Sandpaper, cloth, string, wire.

