



---

# Course outlines

## Semester – 2

1. Design history and theory
2. Geometry and drafting
3. Digital communication – II
4. Basic drawing – 2
5. Materials and models
6. Color theory



## University of Management and Technology

Lahore Campus

C-II, Johar Town, Lahore

### Course Description and Outline

#### Key course specifications

<b>Program</b>	Bachelor of Textile Design (BTD)
<b>Department</b>	School of Textile and Design (STD)
<b>Course title</b>	<b>Design history and theory</b>
<b>Course code</b>	DHT106-F2015218
<b>Credit hours</b>	2(Theory)
<b>Course level</b>	Foundation
<b>Duration in weeks</b>	16
<b>Semester</b>	2 <sup>nd</sup>
<b>Scheduled venue</b>	2S-47
<b>Resource Person</b>	Minaa Haroon
<b>Designation</b>	Visiting faculty
<b>Email</b>	minaa.haroon@hotmail.com
<b>Counseling hours</b>	9am –3: 30 pm (Thursdays)
<b>Course Pre-requisites</b>	–

#### Course description

*This course examines the history and theory of design through lectures on design history, pioneering designers and significant art/style movements in history. It will cover the evolution and changes which occurred in the history of design which will provide an understanding of shift in design practice. This course will further reflect on historical and contemporary theories and practices in design which will be relevant to students practical practice of design.*

#### Course outcome

*On successful completion of the course the participants will be able to demonstrate the ability to*

- A. Understand the history and theory of design disciplines which they can implement in their practice.*
- B. Learn about the relationship of design to the culture and society of the times and better understand how to identify styles, movements and artistic direction for their own work and from the work of others.*
- C. Develop their understanding about design through the lens of history and theory.*
- D. Produce a visual presentation based on research into a specific era of design history.*

**Materials and equipment requirement:** Notebooks and pen.

### **Teaching strategies**

*The course objectives are met by deploying variety of teaching and learning methods including lectures, group discussion, documentaries, slides and video presentations. The reference reading and visual materials are distributed according to the teaching unit/module requirements.*

*The study time allocated to each unit in the course incorporates a balance of formal teaching, and discussion on the relevant topic. The course is structured progressively to provide increased opportunities for the understanding of history and theory of disciplines in design.*

### **Reference reading sources**

*The following books are recommended as reference readings*

- a. Gardner's art through the ages: The western perspective by Fred Kleiner, 2016, Cengage Learning.
- b. Semiotics for Beginners by Litza Paul Cobley and Jansz, 1997, Totem Books.
- c. Ways of seeing by John Berger, 1972, British Broadcasting Corporation and Penguin Books Ltd.
- d. Graphic Design: A Concise History by Richard Hollis
- e. Megg's History of Graphic Design, by Philip Meggs. Fifth Edition.

### **ASSESSMENT**

*Assessment both provides a measure of your achievement, and also gives participants a regular feedback on their learning progress.*

*The following marks spread will be followed throughout the 16 weeks program.*

<b>Sr#</b>	<b>Project /Assignments</b>	<b>Marks</b>	<b>Total</b>
1	<b>Quiz 1</b>	<b>5</b>	<b>5</b>
2	<b>Quiz 2</b>	<b>5</b>	<b>5</b>
3	<b>Quiz 3</b>	<b>5</b>	<b>5</b>
4	<b>Quiz 4</b>	<b>5</b>	<b>5</b>
5	<b>Assignment 1</b>	<b>5</b>	<b>5</b>
6	<b>Assignment 2</b>	<b>5</b>	<b>5</b>
7	<b>Assignment 3</b>	<b>5</b>	<b>5</b>
8	<b>Assignment 4</b>	<b>5</b>	<b>5</b>
9	<b>Mid term</b>	<b>20</b>	<b>20</b>
11	<b>Final</b>	<b>35</b>	<b>35</b>
12	<b>Attendance/ class participation</b>	<b>5</b>	<b>5</b>
<b>Total Marks</b>			<b>100</b>

**Note:** *The number of assignments /projects varies depending upon scale of projects and time duration to complete the scheduled research and tasks.*

## Course schedule summary

*“Design History and Theory” course is taught through a split of 5 units with main titles and with a sequential of contents and sub contents.*

<b>UNIT A</b>	<b>Introduction to design</b>	<b>UNIT B</b>	<b>History and theory of graphic design</b>
<b>UNIT C</b>	<b>Evolution in the field of textile design</b>	<b>UNIT D</b>	<b>History of interior design</b>
<b>UNIT E</b>	<b>Fashion design’s history and theory</b>		

*This is a brief description of the course and is not definitive or exhaustive.*

*The course content may be subject to change without notice however the details above are intended to give a bird's eye view of information about module pathways. Course outlines provide a general summary of the contents and material to be covered during lessons. They are subject to change at the discretion of the teacher to meet the needs of learners and should not be regarded as prescriptive list of activities to be covered.*

*Please note that it is important to attend all scheduled sessions punctually. Participants should aim to arrive at class at least 5 minutes before the start so that you are ready to commence on time.*

*For an extra support and counseling attend to the resource person during mentioned counseling hours in “key course specifications”*

*Participants will be monitored and kept informed about their progress.*

## Course Schedule

UNIT A		Contents	Learning Outcomes
Week 1	<b>Introduction to design</b>	a	Participants will understand the meaning of design and its connection with theory and history.
		b	
		c	

**Lecture mode**

**Discussions, presentations, reading material**

*\*New module unit B in week 2*

UNIT B		Contents	Learning Outcomes
Week 2	<b>History and theory of graphic design</b>	a	Participants will learn about the origin of graphic design and about the invention of writing and use of graphics in ancient times.
		b	
		c	

**Lecture mode**

**Discussions, presentations, reading material**

*\*Continuation of unit B in week 3*

UNIT B		Contents	Learning Outcomes
Week 3	<b>History and theory of graphic design</b>	a	Invention of printing and typography specifically Gutenberg printer's theory. The use of graphic design in the renaissance times.
		b	
		c	

**Lecture mode**

**Discussions, presentations, reading material**

*\*Continuation of unit B in week 4*

UNIT B		Contents	Learning Outcomes
Week 4	<b>History and theory of graphic design</b>	a	Invention of photography and its pioneers. Understanding theory and invention of The Camera Obscura.
		b	
		c	

**Lecture mode**

**Discussions, presentations, reading material**

Continuation of unit B in week 5

UNIT B		Contents		Learning Outcomes
Week 5	History and theory of graphic design	a	The use of Camera Obscura	The use and theory of the Camera Obscura and discussion on the documentary.
		b	Documentary : Tim's Vermeer	
		c	Discussion on the documentary	

**Lecture mode** Discussions, presentations, reading material

\*New module unit C in week 6

UNIT C		Contents		Learning Outcomes
Week 6	Evolution in the field of textile design	a	What is textile design and the role of a textile designer	Participants will learn about the textile design and the role of a textile designer. Further its patterns and techniques.
		b	What is a pattern in textile design	
		c	Techniques of textile design	

**Lecture mode** Discussions, presentations, reading material

\* Continuation of unit C in week 7

UNIT C		Contents		Learning Outcomes
Week 7	Evolution in the field of textile designing	a	Evolution of textile for clothing	Historical use of textile design in ancient civilization.
		b	Use of textile in Prehistoric times and its invention	
		c	Textile in Egyptian and Roman civilization	

**Lecture mode** Discussions, presentations, reading material

\*Continuation of unit C in week 8

UNIT C		Contents		Learning Outcomes
Week 8	Evolution in the field of textile designing	a	Textiles in China	Participants will learn about the Shift and evolution of textile design.
		b	Textile in Medieval and Renaissance	
		c	Industrial age's textile designing	

**Lecture mode** Discussions, presentations, reading material

**WEEK 9**  
Mid Term Exam

New module unit D in week 10

UNIT D		Contents	Learning Outcomes
Week 10	History of interior design	a	Participants will learn about the origin of interior design and use of interior in ancient times.
		b	
		c	

**Lecture mode** Discussions, presentations, reading material

\*Continuation of unit D in week 11

UNIT D		Contents	Learning Outcomes
Week 11	History of interior design	a	Historical background of interior design.
		b	
		c	

**Lecture mode** Discussions, presentations, reading material

\*Continuation of unit D in week 11

UNIT D		Contents	Learning Outcomes
Week 12	History of interior design	a	Gothic and Renaissance's interior design overview.
		b	

**Lecture mode** Discussions, presentations, reading material

\*New module unit E in week 13

UNIT E		Contents	Learning Outcomes
Week 13	Fashion design's history and theory	a	Participants will learn about what is fashion design and its aspects.
		b	
		c	

**Lecture mode** Discussions, presentations, reading material

\*Continuation of unit E in week 14

UNIT E		Contents	Learning Outcomes
Week 14	Fashion design's history and theory	a	Insight about the evolution of fashion in the world .
		b	
		c	

**Lecture mode** Discussions, presentations, reading material

\*Continuation of unit E in week 15

<b>Week 15</b>	<b>UNIT E</b>		<b>Contents</b>	<b>Learning Outcomes</b>
	<b><i>Fashion design's history and theory</i></b>	a	<i>Beginning of fashion industry</i>	<i>Participants will get information about the biography of a fashion designer.</i>
		b	<i>Charles Frederick Worth</i>	

**Lecture mode** *Discussions, presentations, reading material*

**WEEK 16**

Final examination

<b>Course Specifications Developed By:</b>	<b>Reviewed By (Chairman):</b>
<b>Mina haroon, Visiting faculty</b>	<b>Adil Masood Qazi</b>
<b>Date: 11<sup>th</sup> Feb 2016</b>	<b>Date: 13<sup>th</sup> Feb 2016</b>





## University of Management and Technology

Lahore Campus

C-II, Johar Town, Lahore

### Course Description and Outline

#### Key course specifications

<b>Program</b>	Bachelor of Textile Design (BTD)
<b>Department</b>	School of Textile and Design (STD)
<b>Course title</b>	<b>Geometry and drafting</b>
<b>Course code</b>	MTH 101
<b>Credit hours</b>	1(Theory) + 1 (Practical)
<b>Course level</b>	Foundation
<b>Duration in weeks</b>	15
<b>Semester</b>	2 <sup>nd</sup>
<b>Scheduled venue</b>	Class room 2S 47
<b>Resource Person</b>	M. Naveed Akhtar
<b>Designation</b>	Assistant Professor
<b>Email</b>	Naveed .akhtar@umt.edu.pk
<b>Counseling hours</b>	3pm –5p m
<b>Course Pre-requisites</b>	-

#### Course description

*This course is about learning basic concepts of practical geometry. The participants will also explore different types of geometrical constructions which can be useful in tex tile, fashion, and interior design projects. In addition participants will learn to use measurement scales for drawing geometrical constructions. The participants will also be trained vigorously to understand perspective while drafting life drawings for interior and exterior enviornments.*

#### Course outcome

*On successful completion of th e course the participants will be able to*

- A. Demonstrate good knowledge of fundamentals of geometry.*
- B. Construct different geometrical shapes with accuracy.*
- C. Construct complex figures using basic geo metrical shapes.*
- D. Use geometrical knowledge in life drawing.*
- E. Use geo metrical knowledge in architecture.*

**Materials and equipment requirement:** *Drafting board, T square, set square, compass, divid er, protractor, lead pencils of differen t hardness, architectu ral scale set, and dra wing sheets.*

### **Teaching strategies**

The course objectives are met by deploying variety of teaching and learning methods including lecture presentations and practical work. The reference reading and visual materials are distributed according to the teaching unit/module requirements.

The study time allocated to each unit in the course incorporates a balance of formal teaching, tutorial support and individual study. The course is structured progressively to provide increased opportunities for independent learning as you reach later stages of the course.

### **Reference reading sources**

The following books are recommended as reference readings

- a) *Geometrical Drawing for Art Students* by I. H. Morris
- b) *The Geometry of Art and Life* by Matile Ghyka, Dover Publications, New York
- c) *Geometry* by Ann Xavier Gantert, Amsco School Publications, New York 2008
- d) *Perspective: From plan view to sketch* by Donald A Gerds

### **Assessment**

Assessment both provides a measure of your achievement, and also gives you a regular feedback on your learning progress.

Assessment will be based on a number of activities comprising of practical work during class; short tests; and a final end term examination. Emphasis will also be given to attendance and active participation in class.

The following marks scheme will be followed throughout the 15 weeks program.

<b>Sr#</b>	<b>Project /Assignments</b>	<b>Marks</b>	<b>Total</b>
1	Class assignments	Average	30
2	Short Test 1	15	35
3	Short Test 2	20	
4	Short Test 3	20	
5	Short Test 4	20	
6	Final Examination	35	35
7	Attendance	-	-
<b>Total Marks</b>			<b>100</b>

**Note:** The assignments will be taken on weekly basis and will have to be completed during class hours.

## Course schedule summary

*"Mathematics geometry and drafting" course is taught through a split of 6 units with main titles and with a sequential of contents and sub contents.*

<b>UNIT A</b>	<b>Introduction to geometry</b>	<b>UNIT B</b>	<b>Working with lines and angles</b>
<b>UNIT C</b>	<b>Working with polygons and star polygons</b>	<b>UNIT D</b>	<b>Working with curves, ellipses and spirals</b>
<b>UNIT E</b>	<b>Scales of measurements</b>	<b>UNIT F</b>	<b>Perspective in drawing</b>

*This is a brief description of the course and is not definitive or exhaustive.*

*The course content may be subject to change without notice however the details above are intended to give a bird's eye view of information module pathways. Course outlines provide a general summary of the contents and material to be covered during lessons. They are subject to change at the discretion of the teacher to meet the needs of learners and should not be regarded as prescriptive list of activities to be covered.*

*Please note that it is important to attend all scheduled sessions punctually. Participants should aim to arrive at class at least 5 minutes before the start so that you are ready to commence on time.*

*For an extra support and counseling attend to the resource person during mentioned counseling hours in "key course specifications"*

*You will be monitored and kept informed .*

## Course Schedule

UNIT A		Contents	Learning Outcomes
Week 1	Introduction to geometry	a	Participants will learn to understand the use of different tools in printing of alphabets and numerals.
		b	
		c	

Lecture mode

Discussions, visual presentations, reading material

\*New module unit B in week 2

UNIT B		Contents	Learning Outcomes
Week 2	Working with lines and angles	a	Participants will learn to draw line segments of specific lengths into equal parts. They will learn about drawing angles, and adding or subtracting them from each other.
		b	
		c	
		d	

Lecture mode

Discussions, visual presentations, reading material

\*New module unit C in week 3

UNIT C		Contents	Learning Outcomes
Week 3	Working with polygons and star polygons	a	Participants will learn about polygons and regular polygons. They will also learn to construct regular polygons with given side length, up-to 6 sides.
		b	
		c	

Lecture mode

Discussions, visual presentations, reading material

\*Continuation of unit C in week 4

UNIT C		Contents	Learning Outcomes
Week 4	Working with polygons and star polygons	a	Participants will learn to construct regular polygons inside circles. They will also learn to construct different polygons with a common side of given length.
		b	
		c	

Lecture mode

Discussions, visual presentations, reading material

Continuation of unit C in week 5

UNIT C		Contents		Learning Outcomes
Week 5	Working with polygons and star polygons	a	Constructing bigger regular polygons of up-to 12 sides	Participants will learn to make regular polygons of 10– 12 sides; how to make similar polygons by enlargement / reduction techniques; and to draw star polygons of up-to 7 sides
		b	Using templates of different regular polygons to construct similar polygons with reduced or enlarged sizes	
		c	Drawing star polygons (Polygram) of 3 – 7 sides with different step movements (skipping point method)	

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit C in week 6

UNIT C		Contents		Learning Outcomes
Week 6	Working with polygons and star polygons	a	Drawing star polygons (Polygram) of 8 – 11 sides with different step movements (skipping point method)	Participants will learn to make different types of star polygons of up-to 11 sides.
		b	Short Test 1	
		c		

**Lecture mode** Discussions, Visual Presentations, reading material

\*New module unit D in week 7

UNIT D		Contents		Learning Outcomes
Week 7	Working with curves, ellipses and spirals	a	Joining non-collinear points with smooth curves. Joining up-to 9 points	Participants will learn to join more than 2 non-collinear points by curves using ruler and compass.
		b	Joining in both directions of curves	
		c		

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit D in week 8

UNIT D		Contents		Learning Outcomes
Week 8	Working with curves, ellipses and spirals	a	Making an ellipse by Trammel method	Participants will learn how ellipses are different from circles, and how are these made without using compass.
		b	Short Test 2	
		c		

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit D in week 9

UNIT D		Contents	Learning Outcomes
Week 9	Working with curves, ellipses and spirals	a	Participants will learn to make different types of spirals using ruler, compass, and set squares. They will also learn to join 2 straight lines; a line and an arc; and two arcs using smooth curves.
		b	
		c	

**Lecture mode** Discussions, visual presentations, reading material

\*New module unit E in week 10

UNIT E		Contents	Learning Outcomes
Week 10	Scales of measurements	a	Participants will learn the use of different scales in drawing, They will learn the importance of Golden Mean Ratio in design, especially interior design.
		b	
		c	

**Lecture mode** Discussions, visual presentations, reading material

\*New module unit F in week 11

UNIT F		Contents	Learning Outcomes
Week 11	Perspective in drawing	a	Participants will learn about perspective in life drawing and how to draw with one point perspective.
		b	
		c	

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit F in week 12

UNIT F		Contents	Learning Outcomes
Week 12	Perspective in drawing	a	Participants will learn to draw two point perspective
		b	
		c	

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit F in week 13

UNIT F		Contents		Learning Outcomes
Week 13	Perspective in drawing	a	Drawing with two point perspective	Participants will learn to draw two point perspective
		b		
		c		

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit F in week 14

UNIT F		Contents		Learning Outcomes
Week 14	Perspective in drawing	a	Drawing Circles and ellipses when they are not parallel to observer's face	Participants will start using methodology of perspective drawing to draw circular objects
		b	Drawing a round table in perspective	
		c		

**Lecture mode** Discussion, visual presentations, reading material

\*Continuation of unit F in week 15

UNIT F		Contents		Learning Outcomes
Week 15	Perspective in drawing	a	Drawing a cube in perspective	Participants will draw cubical objects in two points perspective
		b	Drawing a chair with cubical seat in two point perspective	
		c		

**Lecture mode** Discussions, visual presentations, reading material

**WEEK 16**

Final examination

<b>Course Specifications Developed By:</b>	<b>Reviewed By (Chairman):</b>
M.Naveed Akhtar, Assistant Professor. (Chairperson)	Adil Masood Qazi
Date: 10 <sup>th</sup> Feb 2016	Date: 19 <sup>th</sup> Feb 2016



## University of Management and Technology

Lahore Campus

C-II, Johar Town, Lahore

### Course Description and Outline

#### Key course specifications

Program	Bachelor of Textile design (BTD)
Department	School of Textile and Design (STD)
Course title	<b>Digital communication -II</b>
Course code	
Credit hours	0+2(Lab)
Course level	Foundation
Duration in weeks	16
Semester	2 <sup>nd</sup>
Scheduled venue	
Resource Person	Tayyaba Sabir
Designation	Visiting faculty
Email	
Counseling hours	9am –3: 30 pm (Thursdays)
Course Pre-requisites	

#### Course description

*The Advance level course of digital communication offer students a learning experience of understanding and solving basic drawing and graphic problems with the help of digital software's. Focusing, understanding and learning digital software environment is the key focus of the digital communication – II.*

#### Course outcome

*On successful completion of the course the participants will be able to demonstrate the ability to*

- A. Communicate their concepts better both verbally and digitally.*
- B. Use CAD environments for creation and presentation of projects.*
- C. Use graphic design elements for visual story/concept building for textile, graphic, fashion and interior design.*

**Materials and equipment requirement:** Notebooks, lap tops.



### **Teaching strategies**

The course objectives are met by deploying variety of teaching and learning methods including lectures, group discussion, documentaries, slides and video presentations. The reference readings and visual materials are distributed according to the teaching unit/module requirements.

The study time allocated to each unit in the course incorporates a balance of formal teaching, and discussion on the relevant topic. The course is structured progressively to provide increased opportunities for the understanding of history and culture in relation to visual arts.

### **Reference reading sources**

The following books are recommended as reference readings

- a. *Critical Terms for Art History* by:  
S. Robert Nelson, 1996, Chapter 11, Appropriation, pp 161-173, University of Chicago Press.
- b. *Gardner's art through the ages. The western perspective* by  
Fred Kleiner, 2016, Cengage Learning.

### **ASSESSMENT**

Assessment both provides a measure of your achievement, and also gives participants a regular feedback on their learning progress.

The following marks spread will be followed throughout the 16 weeks program.

Sr#	Project /Assignments	Marks	Total
1	Project 1	10	10
2	Project 2	10	10
3	Project 3	10	10
4	Project 4	10	10
5	Project 5	10	10
	Mid term	20	20
	Final	30	30
<b>Total Marks</b>			<b>100</b>

**Note:** The number of assignments/projects varies depending upon scale of projects and time duration to complete the scheduled research and tasks.

## Course schedule summary

*“Digital communication -II” course is taught through a split of 4 units with main titles and with a sequential of contents and sub contents.*

<b>UNIT A</b>	<b>Photoshop for textile design</b>		<b>UNIT B</b>	<b>Photoshop for graphic design</b>
<b>UNIT C</b>	<b>Photoshop for fashion design</b>		<b>UNIT D</b>	<b>Photoshop for interior design</b>

*This is a brief description of the course and is not definitive or exhaustive.*

*The course content may be subject to change without notice however the details above are intended to give a bird's eye view of information about module pathways. Course outlines provide a general summary of the contents and material to be covered during lessons. They are subject to change at the discretion of the teacher to meet the needs of learners and should not be regarded as prescriptive list of activities to be covered.*

*Please note that it is important to attend all scheduled sessions punctually. Participants should aim to arrive at class at least 5 minutes before the start so that you are ready to commence on time.*

*For an extra support and counseling attend to the resource person during mentioned counseling hours in “key course specifications”*

*Participants will be monitored and kept informed about your progress.*

## Course Schedule

UNIT A		Contents		Learning Outcomes
Week 1	Photoshop for textile design	a	Creating new files for print	Participants will learn to create new files. Digital reference libraries and basics of developing motifs from reference drawings.
		b	Developing digital reference library	
		c	Understanding basic motif development	

**Lecture mode**

*Discussions , visual presentation, reading material*

*\*Continuation of unit A in week 2*

UNIT A		Contents		Learning Outcomes
Week 2	Photoshop for textile design	a	Extracting motifs from drawings	Participants will learn to digitally create textile patterns through repeats.
		b	Creating patterns through repeat	
		c	Understanding print ready files	

**Lecture mode**

*Discussions , visual presentation, reading material*

*\*Continuation of unit A in week 3*

UNIT A		Contents		Learning Outcomes
Week 3	Photoshop for textile design	a	Understanding color in textile design	Participants will learn to use color in textile patterns through Photoshop tools.
		b	Coloring textile motifs and patterns	
		c	Basics of creating digital portfolio	

**Lecture mode**

*Discussions , visual presentation, reading material*

*\*New module unit B in week 4*

UNIT B		Contents		Learning Outcomes
Week 4	Photoshop for graphic design	a	Understanding the term graphic	Participants will learn the basics of graphics and the use of digital software's in graphic design.
		b	Graphic design and digital media	
		c	Basics of graphic design	

**Lecture mode**

*Discussions , visual presentation, reading material*

\* Continuation of module unit B in week 5

UNIT B		Contents		Learning Outcomes
Week 5	Photoshop for graphic design	a	Understanding typography	Participants will understand digital media, color. Typography and type of graphics.
		b	Introduction to color use in graphics	
		c	Understanding types of graphics	

**Lecture mode** Discussions, visual presentation, reading material

\*Continuation of unit B in week 6

UNIT B		Contents		Learning Outcomes
Week 6	Photoshop for graphic design	a	Understanding types of printing	Participants will understand basics of printing formats, cooperate identity and print media.
		b	Introduction to cooperate identity	
		c	Graphic design for print media	

**Lecture mode** Discussion, Visual presentation, reading material

\* Continuation of unit B in week 7

UNIT B		Contents		Learning Outcomes
Week 7	Photoshop for graphic design	a	Graphics for movies	Participants will understand graphics for different medias.
		b	Graphics for games	
		c	Graphics for web	

**Lecture mode** Discussions, visual presentation, reading material

\*New module unit C in week 8

UNIT C		Contents		Learning Outcomes
Week 8	Photoshop for fashion design	a	Photoshop for fashion design	Participants will understand digital software for fashion design and digital basics for drawing fashion illustrations.
		b	Making digital fashion illustrations	
		c	Making digital fashion accessories	

**Lecture mode** Discussions, visual presentations, reading material

**WEEK 9**

Mid Term Exam

\*Continuation of unit C in week 10

	UNIT C		Contents	Learning Outcomes
Week 10	Photoshop for fashion design	a	Rendering scanned fashion illustrations	Participants will understand and learn to render fashion images and making fashion ads for magazines.
		b	Rendering scanned accessories	
		c	Creating digital fashion ads	

**Lecture mode** Discussions, visual presentation, reading material

\*Continuation of unit C in week 11

	UNIT C		Contents	Learning Outcomes
Week 11	Photoshop for fashion design	a	Creating fashion design holding ads	Participants will understand and learn to create attractive fashion portfolios.
		b	digital fashion portfolios	
		c		

**Lecture mode** Discussions, visual presentation, reading material

\*New module unit D in week 12

	UNIT D		Contents	Learning Outcomes
Week 12	Photoshop for interior designers	a	Understanding interior design	Participants will understand the basics of interior design, creating libraries and floor plans.
		b	Creating basic libraries for interior	
		c	Digitally creating interior floor plans and elevations	

**Lecture mode** Discussions, visual presentation, reading material

\*Continuation of unit D in week 13

	UNIT D		Contents	Learning Outcomes
Week 13	Photoshop for interior designers	a	Understanding rendering styles	Participant will learn to render plans, elevations and furniture models.
		b	Rendering plans and elevations	
		c	Creating and rendering basic furniture models	

**Lecture mode** Discussions, visual presentation, reading material

\*Continuation of unit D in week 14

	UNIT D		Contents	Learning Outcomes
Week 14	Photoshop for interior designers	a	Understanding rendering styles	Participants learn to render plans, elevations and furniture models.
		b	Rendering plans and elevations	
		c	Rendering basic furniture models	

**Lecture mode** Discussions, visual presentation, reading material

\*Continuation of unit D in week 15

UNIT D		Contents	Learning Outcomes
Week 15	Photoshop for interior designers	a	Participants will learn to present their work and create effective portfolio.
		b	
		c	

**Lecture mode** Discussions, visual presentations, reading material

**WEEK 16**

Final examination

Course Specifications Developed By:	Reviewed By (Chairman):
Miss Tayyaba sabir, (visiting faculty)	Adil Masood Qazi
Date: 20 <sup>th</sup> Feb 2016	Date: 23 <sup>rd</sup> Feb 2016



## University of Management and Technology

Lahore Campus

C-II, Johar Town, Lahore

### Course Description and Outline

#### Key course specifications

<b>Program</b>	Bachelor of Textile design (BTD)
<b>Department</b>	School of Textile and Design (STD)
<b>Course title</b>	<b>Basic Drawing - 2</b>
<b>Course code</b>	DRW-153
<b>Credit hours</b>	1(Theory) + 2 (Practical)
<b>Course level</b>	Foundation
<b>Duration in weeks</b>	16
<b>Semester</b>	2nd
<b>Scheduled venue</b>	Drawing Lab-1
<b>Resource Person</b>	Amna Manaoor
<b>Designation</b>	Lectur er
<b>Email</b>	Amna.manzoor@umt.edu .pk
<b>Counseling hours</b>	12:00pm – 4:00pm (Monday and Friday)
<b>Course Pre-requisites</b>	None

#### Course description

*The course explores the mediums used in drawing and their applications. Participants will focus on drawing subject matters with reference to exploring techniques, styles of drawings, study of nature, light and shades and forms in environments. Studying angles freehand and choosing mediums from the drawing kit. The advance module of drawing textures and learning to apply them in objects is one of the key areas of focus and interest.*

#### Course outcome

*On successful completion of the course the participants will be able to demonstrate the ability to*

- A. Draw surface and textures in nature.*
- B. Draw natural objects and their details.*
- C. Draw manmade objects and details.*
- D. Observe nature in depth.*
- E. Observe pattern in nature.*
- F. Understand role of compositions and positioning in drawing.*

**Materials and equipment requirement:** Drawing tool kit

### **Teaching strategies**

The course objectives are met by deploying variety of teaching and learning methods including lectures, group critiques, slides and video presentations. The reference reading and visual materials are distributed according to the teaching unit/module requirements.

The study time allocated to each unit in the course incorporates a balance of formal teaching, tutorial support and individual practice of drawing. The course is structured progressively to provide increased opportunities for independent learning as you reach later stages of the course.

### **Reference reading sources**

The following books are recommended as reference readings

- a) Design comprehension & visualization

### **ASSESSMENT**

Assessment both provides a measure of your achievement, and also gives you a regular feedback on your learning progress.

The following marks spread will be followed throughout the 16 weeks program.

<b>Sr#</b>	<b>Project /Assignments</b>	<b>Marks</b>	<b>Total</b>
1	1	10	10
2	2	10	10
3	3	10	10
4	4	10	10
5	5	10	10
6	Mid term	20	20
7	Final	30	30
8	Attendance	-	-
<b>Total Marks</b>			<b>100</b>

**Note:** The number of assignments/projects varies depending upon scale of projects and time duration to complete the scheduled research and tasks.



## Course schedule summary

*“Basic Drawing 2” course is taught through a split of 7 units with main titles and with a sequential of contents and sub contents.*

<b>UNIT A</b>	<b>Study of surface and textures</b>	<b>UNIT B</b>	<b>Study of open and close forms in nature</b>
<b>UNIT C</b>	<b>Bird’s eye view and worm eye view</b>	<b>UNIT D</b>	<b>Positioning and proportions in drawing</b>
<b>UNIT E</b>	<b>Study of nature</b>	<b>UNIT F</b>	<b>Man made objects drawing</b>
<b>UNIT E</b>	<b>Project</b>		

*This is a brief description of the course and is not definitive or exhaustive.*

*The course content may be subject to change without notice however the details above are intended to give a bird’s eye view of information module pathways. Course outlines provide a general summary of the contents and material to be covered during lessons. They are subject to change at the discretion of the teacher to meet the needs of learners and should not be regarded as prescriptive list of activities to be covered.*

*Please note that it is important to attend all scheduled sessions punctually. Participants should aim to arrive at class at least 5 minutes before the start so that you are ready to commence on time.*

*For an extra support and counseling attend to the resource person during mentioned counseling hours in “key course specifications”*

*You will be monitored and kept informed about your progress.*

## Course Schedule

UNIT A		Contents		Learning Outcomes
Week 1	<b>Study of surfaces and textures</b>	a	Study of texture in nature	Participants will learn to observe and draw textures present in nature.
		b	Observational texture drawings	
		c	Applying texture on drawing sheet	

**Lecture mode** Discussions, visual presentations, reading material

\*New module unit B in week 2

UNIT B		Contents		Learning Outcomes
Week 2	<b>Open and close form in nature</b>	a	Observing and experiencing division in nature	Participants will learn to draw by observing natural objects and the surfaces that exist in nature.
		b	Surfaces in nature	
		c	Using water color to replicate surface and color in nature	

**Lecture mode** Discussions, visual presentations, reading material

\*New unit C in week 3

UNIT C		Contents		Learning Outcomes
Week 3	<b>Bird's eye view and worm eye view</b>	a	Defining bird's eye view	Participants will learn to draw bird's eye view and drawing interesting compositions.
		b	Observational drawing of angles freehand	
		c	drawing interesting compositions	

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit C in week 4

UNIT C		Contents		Learning Outcomes
Week 4	<b>Bird's eye view and worm eye view</b>	a	Defining worm's eye view	Participants will learn to draw bird's eye view and drawing interesting compositions.
		b	Observational drawing of angles freehand	
		c	drawing interesting compositions	

**Lecture mode** Discussions, visual presentations, reading material

\*New module unit D in week 5

UNIT D		Contents		Learning Outcomes
Week 5	Positioning and proportions in drawing	a	Importance of positioning in drawing	Participants will learn to draw free hand with exact proportions and will also learn the importance of positioning in drawing.
		b	Drawing compositions with different positioning	
		c	Drawing 3d forms in relation with each other	

**Lecture mode** Discussions, visual presentations, reading materia l

\*Continuation of unit D in week 6

UNIT D		Contents		Learning Outcomes
Week 6	Positioning and proportions in drawing	a	Importance of positioning in drawing	Participants will learn to draw free hand with exact proportions and will also learn the importance of positioning in drawing.
		b	Drawing compositions with different positioning	
		c	Drawing 3d forms in relation with each other	

**Lecture mode** Discussions, Visual Presentations, r eading material

\*New module unit E in week 7

UNIT E		Contents		Learning Outcomes
Week 7	Nature study	a	Nature study through drawing	Participants will learn to study nature in depth and understand organic forms.
		b	Use of differen t mediums	
		c	Drawing 3d forms in nature	

**Lecture mode** Discussions, visual presentations , reading material

\*Continuation of unit E in week 8

UNIT E		Contents		Learning Outcomes
Week 8	Nature study	a	Drawing to complex forms in nature	Participants will learn to study nature in depth and understand organic forms.
		b	Use of different viewpoints to understand form	
		c	Understanding complex fo rms through inner study of natural objects	

**Lecture mode** Discussions, visual presentations, reading material

**WEEK 9**

MID TERM PROJECT / ASSIGNMENT

*\*New module unit E in week 10*

UNIT E		Contents		Learning Outcomes
Week 10	Nature study	a	Introduction of different forms of flowers	Participants will learn to study nature in depth and understand organic forms.
		b	Detail study of flower through scientific terminology	
		c	Understanding 3d forms in nature	

**Lecture mode** *Discussions, visual presentations, reading material*

*\*Continuation of unit E in week 11*

UNIT E		Contents		Learning Outcomes
Week 11	Nature study	a	Drawing Sea shells in nature	Participants will learn to study nature in depth and understand organic forms.
		b	Detailed study of Shell through x-ray image	
		c	Understanding patterns in nature	

**Lecture mode** *Discussions, visual presentations, reading material*

*\*New module unit F in week 12*

UNIT F		Contents		Learning Outcomes
Week 12	Drawing manmade objects	a	Drawing simple objects	Participants will have better understanding of objects around them and they will also understand the form of these object.
		b	Quick sketches of objects	
		c	Drawing furniture and daily use objects	

**Lecture mode** *Discussions, visual presentations, reading material*

*\*Continuation of unit F in week 13*

UNIT F		Contents		Learning Outcomes
Week 13	Drawing manmade objects	a	Intro to complex objects.	Participants will learn about complex objects made by man and it will also improve their drawing skills .
		b	Detail study of complex objects	
		c	Drawing of car engine or motorcycle or cycle	

**Lecture mode** *Discussions, visual presentations, reading material*

\*New module unit G in week 14

Week 14	UNIT G		Contents	Learning Outcomes
	Project	a	Project brief	Participants will learn to understand planning and explore ideas related to the project and evaluate them.
		b	Analyzing project details	
		c	discussion	

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit G in week 15

Week 15	UNIT G		Contents	Learning Outcomes
	Project	a	Documentation and Presentation	Participants will finalize the project.
		b	Project execution	
		c	discussions	

**Lecture mode** Discussions, visual presentations, reading material

**WEEK 16**

Final examination

Course Specifications Developed By:	Reviewed By (Chairman):
Amna Manzoor (Lecturer)	Adil Masood Qazi
Date: 11 <sup>th</sup> Feb 2016	Date: 20 <sup>th</sup> Feb 2016



## University of Management and Technology

Lahore Campus

C-II, Johar Town, Lahore

### Course Description and Outline

#### Key course specifications

<b>Program</b>	Bachelor of Textile design (BTD)
<b>Department</b>	School of Textile and Design (STD)
<b>Course title</b>	<b>Materials and Models</b>
<b>Course code</b>	
<b>Credit hours</b>	1(Theory) + 2 (Practical)
<b>Course level</b>	Foundation
<b>Duration in weeks</b>	16
<b>Semester</b>	2 <sup>nd</sup>
<b>Scheduled venue</b>	
<b>Resource Person</b>	Sidra Batool
<b>Designation</b>	Assistant Professor
<b>Email</b>	Sidra.batool@umt.edu.pk
<b>Counseling hours</b>	pm – p m
<b>Course Pre-requisites</b>	

#### Course description

*The course explores the means of communication through the study of materials, styles, techniques and models. Participants solve problems spread through multi disciplinary pathways of design and arts. Participants will learn to tackle different techniques of model making using appropriate materials. Both conventional and contemporary methods of making and presenting work/projects will be focused.*

#### Course outcome

*On successful completion of the course the participants will be able to demonstrate the ability to*

- A. Visualize and present design concepts.*
- B. Understand materials, models and styles.*
- C. Communicate through 2D & 3D models.*
- D. Use analytical and critical thinking.*
- E. Understand scale, proportions and project management through appropriate means of communications.*

**Materials and equipment requirement:** *Personal laptops, material will be notified before project.*

### **Teaching strategies**

The course objectives are met by deploying variety of teaching and learning methods including lectures, group critiques, slides and video presentations. The reference reading and visual materials are distributed according to the teaching unit/module requirements.

The study time allocated to each unit in the course incorporates a balance of formal teaching, tutorial support and individual study. The course is structured progressively to provide increased opportunities for independent learning as you reach later stages of the course.

### **Reference reading sources**

The following books are recommended as reference readings

- a) Design comprehension & visualization  
Author: Reeta Betala
- b) Introduction to fashion design (2<sup>nd</sup> edition), 2005, Batsford Publishers
- c) Author: Patrick, John
- d) The Art of interior design: Selecting elements of distinctive styles  
Author: Suzanne Woloszynska

### **ASSESSMENT**

Assessment both provides a measure of your achievement, and also gives you a regular feedback on your learning progress.

The following marks spread will be followed throughout the 16 weeks program.

<b>Sr#</b>	<b>Project /Assignments</b>	<b>Marks</b>	<b>Total</b>
1	1	10	10
2	2	10	10
3	3	10	10
4	4	10	10
5	Mid term	20	20
6	Final	40	40
7	Attendance	-	-
<b>Total Marks</b>			<b>100</b>

**Note:** The number of assignments/projects varies depending upon scale of projects and time duration to complete the scheduled research and tasks.

## Course schedule summary

*“Materials and Models” course is taught through a split of 5 units with main titles and with a sequential of contents and sub contents.*

<b>UNIT A</b>	<b>Introduction to materials and models</b>	<b>UNIT B</b>	<b>Introduction to art &amp; design disciplines</b>
<b>UNIT C</b>	<b>Professional practices</b>	<b>UNIT D</b>	<b>Portfolio development &amp; presentation</b>
<b>UNIT E</b>	<b>Project</b>		

*This is a brief description of the course and is not definitive or exhaustive.*

*The course content may be subject to change without notice however the details above are intended to give a bird's eye view of information module pathways. Course outlines provide a general summary of the contents and material to be covered during lessons. They are subject to change at the discretion of the teacher to meet the needs of learners and should not be regarded as prescriptive list of activities to be covered.*

*Please note that it is important to attend all scheduled sessions punctually. Participants should aim to arrive at class at least 5 minutes before the start so that you are ready to commence on time.*

*For an extra support and counseling attend to the resource person during mentioned counseling hours in “key course specifications”*

*You will be monitored and kept informed about your progress.*



## Course Schedule

UNIT A		Contents	Learning Outcomes
Week 1	<b>Introduction to materials &amp; models</b>	a	Defining materials
		b	Defining models
		c	Role of materials in transforming concepts into models
			Participants will learn to understand the materials and how to explore materials to develop models.

**Lecture mode**

**Discussions, Visual Presentations, reading material**

*\*New module unit B in week 2*

UNIT B		Contents	Learning Outcomes
Week 2	<b>Introduction to art &amp; design disciplines</b>	a	Introduction to textile design
		b	Role of materials in textile design
		c	Role of software's in textiles design
		d	Textile art installations
			Participants will learn textile design, software, techniques and materials and model making for projects.

**Lecture mode**

**Discussions, Visual Presentations, reading material**

*\*Continuation of unit B in week 3*

UNIT B		Contents	Learning Outcomes
Week 3	<b>Introduction to art &amp; design disciplines</b>	a	3D model making in textile design
		b	Exploring textile design installations
		c	Application of materials
			Participants will learn to develop soft textile sculptures and installation art by deploying textile materials.

**Lecture mode**

**Discussions, Visual Presentations, reading material**

*\*Continuation of unit B in week 4*

UNIT B		Contents	Learning Outcomes
Week 4	<b>Introduction to art &amp; design disciplines</b>	a	Introduction to fashion design
		b	Role of materials & models in fashion design
		c	Role of software's and presentations in fashion design
			Participants will learn fashion design, software's, techniques and materials to explore models.

**Lecture mode**

**Discussions, Visual Presentations, reading material**

\* Continuation of unit B in week 5

UNIT B		Contents		Learning Outcomes
Week 5	Introduction to art & design disciplines	a	3D model making in fashion design	Participants will learn to illustrate and draw a pattern for fashion accessories and apply material to develop a sample/model.
		b	Exploring fashion accessories models	
		c	Application of materials	

**Lecture mode** Discussions, Visual Presentations, reading material

\*Continuation of unit B in week 6

UNIT B		Contents		Learning Outcomes
Week 6	Introduction to art & design disciplines	a	Introduction to graphic design	Participants will learn to explore the possibilities of 3D model/dummy making.
		b	Role of Software's and materials in 3D graphic design	
		c	Model making techniques	

**Lecture mode** Discussions, Visual Presentations, reading material

\* Continuation of unit B in week 7

UNIT B		Contents		Learning Outcomes
Week 7	Introduction to art & design disciplines	a	Introduction to interior design	Participants will learn Interior design, software's, techniques and materials to explore models.
		b	Role of materials in interior design	
		c	Software's to develop virtual models	

**Lecture mode** Discussions, Visual Presentations, reading material

\*Continuation of unit B in week 8

UNIT B		Contents		Learning Outcomes
Week 8	Introduction to art & design disciplines	a	3D model making in interior design	Participants will learn Interior design, software's, techniques and materials to explore models.
		b		
		c		

**Lecture mode** Discussions, Visual Presentations, reading material

**WEEK 9**

**MID TERM PROJECT / ASSIGNMENT**

\*New module unit C in week 10

UNIT C		Contents	Learning Outcomes
Week 10	Professional Practices	a	Participants will learn the specifications of textile and fashion materials and models.
		b	
		c	

**Lecture mode** Discussions, Visual Presentations, reading material

\*Continuation of unit C in week 11

UNIT C		Contents	Learning Outcomes
Week 11	Professional Practices	a	Participants will learn about the specifications, material and model requirements for graphic and interior design projects.
		b	
		c	

**Lecture mode** Discussions, Visual Presentations, reading material

\*New module unit D in week 12

UNIT D		Contents	Learning Outcomes
Week 12	Portfolio development and presentation	a	Participants will learn how to compile and present work through presentations of prototypes on client brief.
		b	
		c	

**Lecture mode** Discussions, Visual Presentations, reading material

\*Continuation of unit E in week 13

UNIT E		Contents	Learning Outcomes
Week 13	Project	a	Participants will learn to understand the design brief and execute projects following standard operating procedures.
		b	
		c	

**Lecture mode** Discussions, Visual Presentations, reading material

\*Continuation of unit E in week 14

Week 14	UNIT E		Contents	Learning Outcomes
	Project	a	Discussion on the project	Participants will explore ideas related to the project and evaluate them.
		b	Development & execution	
		c		

**Lecture mode** Discussions, Visual Presentations, reading material

\*Continuation of unit E in week 15

Week 15	UNIT E		Contents	Learning Outcomes
	Project	a	Project execution	Participants will finalize the project finishing stages.
		b		
		c		

**Lecture mode** Discussions, Visual Presentations, reading material

**WEEK 16**

Final examination

Course Specifications Developed By:	Reviewed By (Chairman):
Sidra Batool, Assistant professor	Adil Masood Qazi
Date: 2 <sup>nd</sup> Feb 2016	Date: 7 <sup>th</sup> Feb 2016



## University of Management and Technology

Lahore Campus

C-II, JoharTown, Lahore

### Course Description and Outline

#### Key course specifications

<b>Program</b>	Bachelor of Textile Design (BTD)
<b>Department</b>	School of Textile and Design (STD)
<b>Course title</b>	<b>Color Theory</b>
<b>Course code</b>	
<b>Credit hours</b>	1 (Theory) + 2 (Practical)
<b>Course level</b>	Basic
<b>Duration in weeks</b>	16
<b>Semester</b>	2 <sup>nd</sup>
<b>Scheduled venue</b>	
<b>Resource Person</b>	Syeda Sidra Batool
<b>Designation</b>	Assistant professor
<b>Email</b>	sidra.batool@umt.edu.pk
<b>Counseling hours</b>	pm – p m
<b>Course Pre-requisites</b>	

#### Course description

*The course is designed to teach the participants about color, one of the most important ingredients of design and arts. The course offers basic information about color theory, its types and uses in different domains of arts and design. Participants through class lectures and studio based exercises will learn to use color with respect to offered projects.*

#### Course outcome

*On successful completion of the course the participants will be able to demonstrate the ability to*

- A. *Develop sensitive color sense and its use.*
- B. *Handle color use according visual problems at hand.*
- C. *Creatively use color and evaluate trends.*

**Materials and equipment requirement:** *Personal laptops, multimedia, boards etc.*

### **Teaching strategies**

The course objectives are met by deploying variety of teaching and learning methods including lectures, group critiques, slides and video presentations. The reference reading and visual materials are distributed according to the teaching unit/module requirements.

The study time allocated to each unit in the course incorporates a balance of formal teaching, tutorial support and individual study. The course is structured progressively to provide increased opportunities for independent learning as you reach later stages of the course.

### **Reference reading sources**

The following books are recommended as reference readings

- a) *Color*  
Author: Betty Edwards
- b) *Color Theory*  
Author: Patti Mollica
- c) *Design Elements: Color Fundamentals*  
Author: Aaris Sherin

### **ASSESSMENT**

Assessment both provides a measure of your achievement, and also gives you a regular feedback on your learning progress.

The following marks spread will be followed throughout the 16 weeks program.

<b>Sr#</b>	<b>Project /Assignments</b>	<b>Marks</b>	<b>Total</b>
1	1	10	10
2	2	10	10
3	3	10	10
4	4	10	10
5	5	10	10
6	6	10	10
7	Mid term	20	20
8	Final	20	20
<b>Total Marks</b>			<b>100</b>

**Note:** The number of assignments/projects varies depending upon scale of projects and time duration to complete the scheduled research and tasks.

## Course schedule summary

*“Color Theory” course is taught through a split of 8 units with main titles and with a sequential of contents and sub contents.*

<b>UNIT A</b>	<b>Introduction to color theory</b>	<b>UNIT B</b>	<b>Understanding and applying color theory</b>
<b>UNIT C</b>	<b>Basics of colors</b>	<b>UNIT D</b>	<b>Pigments and paints</b>
<b>UNIT E</b>	<b>Communication with colors</b>	<b>UNIT F</b>	<b>Organizing with color</b>
<b>UNIT G</b>	<b>Rules for working with colors</b>	<b>UNIT F</b>	<b>Project</b>

*This is a brief description of the course and is not definitive or exhaustive.*

*The course content may be subject to change without notice however the details above are intended to give a bird's eye view of information module pathways. Course outlines provide a general summary of the contents and material to be covered during lessons. They are subject to change at the discretion of the teacher to meet the needs of learners and should not be regarded as prescriptive list of activities to be covered.*

*Please note that it is important to attend all scheduled sessions punctually. Participants should aim to arrive at class at least 5 minutes before the start so that you are ready to commence on time.*

*For an extra support and counseling attend to the resource person during mentioned counseling hours in “key course specifications”*

*You will be monitored and kept informed about your progress.*

## Course Schedule

UNIT A		Contents		Learning Outcomes
Week 1	<b>Introduction to color theory</b>	a	Defining colors	The participants will understand the basic color definition and importance of color in history.
		b	Color and art history	
		c	Color and moods	

**Lecture mode** *Discussions, visual presentations, reading material*

\* Continuation of unit A in week 2

UNIT A		Contents		Learning Outcomes
Week 2	<b>Introduction to color theory</b>	a	Importance of color	Participants will learn the use and importance of color in design communication.
		b	Role of color in design	
		c	Importance of color in design	

**Lecture mode** *Discussions, visual presentations, reading material*

\* New module unit B in week 3

UNIT B		Contents		Learning Outcomes
Week 3	<b>Understanding and applying color theory</b>	a	Color theory	Participants will learn color systems and the application of color in arts.
		b	Color symbolism	
		c	Applying color theory in art	

**Lecture mode** *Discussions, visual presentations, reading material*

\* New module unit C in week 4

UNIT C		Contents		Learning Outcomes
Week 4	<b>Basics of colors</b>	a	Introduction to color wheel	Participants will learn color vocabulary.
		b	Learning the vocabulary of colors	
		c	Primary, secondary and tertiary colors	
		d	Analogous and complementary colors	

**Lecture mode** *Discussions, visual presentations, reading material*



\*Continuation of unit C in week 5

UNIT C		Contents	Learning Outcomes
Week 5	Basics of colors	a	Participants will learn color and its values, hue, saturation and temperature.
		b	
		c	

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit C in week 6

UNIT C		Contents	Learning Outcomes
Week 6	Basics of colors	a	Participants will learn color balance techniques and basics of color scheme.
		b	
		c	

**Lecture mode** Discussions, visual presentations, reading material

\*New module unit D in week 7

UNIT D		Contents	Learning Outcomes
Week 7	Pigments and paints	a	Participants will learn about pigments and minerals and their properties.
		b	
		c	

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit D in week 8

UNIT D		Contents	Learning Outcomes
	Pigments and paints	a	Participants will learn color mixing techniques.
		b	
		c	

**Lecture mode** Discussions, visual presentations, reading material

**WEEK 9**

MID TERM PROJECT / ASSIGNMENT

\*New module unit E in week 10

	UNIT E		Contents	Learning Outcomes
Week 10	Communication with colors	a	Moving from theory to practice	Participants will understand and learn to paint color in a composition using light and shades.
		b	Painting light and shadow	
		c	Color and composition	

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit E in week 11

	UNIT E		Contents	Learning Outcomes
Week 11	Communication with colors	a	Color and psychology	Participants will learn the color psychology.
		b	Mood and symbolism	
		c	Personal approaches to color	

**Lecture mode** Discussions, visual presentations, reading material

\*New module unit F in week 12

	UNIT F		Contents	Learning Outcomes
Week 12	Organizing with color	a	How to catch viewers attention through color	Participants will learn about the use of color in info graphics and organizing colors.
		b	Series and structures	
		c	info graphics	

**Lecture mode** Discussions, visual presentations, reading material

\*Continuation of unit F in week 13

	UNIT F		Contents	Learning Outcomes
Week 13	Organizing with color	a	Introduction to layouts	Participants will understand the use of color in layouts and in different medias.
		b	Color in motion and media	
		c		

**Lecture mode** Discussions, visual presentations, reading material

\*New module unit G in week14

	UNIT G		Contents	Learning Outcomes
Week 14	Rules for working with colors	a	Rules for working with colors	Participants will understand and learn the basic rules of color application while working on a specific project.
		b	Strategies for working with clients	
		c		

**Lecture mode** Discussions, visual presentations, reading material

\*New module unit H in week 15

	UNIT H		Contents	Learning Outcomes
Week 15	Project	a	Project brief	Participants will learn to understand the design brief and execute project following standard operating procedures.
		b	Analyzing project details	
		c		

**Lecture mode** Discussions, visual presentations, reading material

**WEEK 16**

Final examination

Course Specifications Developed By:	Reviewed By (Chairman):
Syeda Sidra Batool, Assistant professor	Adil Masood Qazi
Date: 12 <sup>th</sup> Feb 2016	Date: 15 <sup>th</sup> Feb 2016

