GUJARAT TECHNOLOGICAL UNIVERSITY, AHMEDABAD, GUJARAT

Course Curriculum

DIGITAL ILLUSTRATION

(**Code: 3335106**)

Diploma Programmes in which this course is offered	Semester in which offered
Computer Aided Costume Design and Dress Making	3rd Semester

1.   RATIONALE

This course will provide opportunities for exploration of graphic design software & to do digital illustrations with detailing of fashion model drawing applications. This is required for designing for real life applications in the field of fashion design. This course is specially to provide the students with an exploration of computer graphics software tools of Photoshop, Illustrator and Corel draw. The main emphasis would be, how the software should be used as an important tool for illustrations and garment designing. These software are also used for presentation work for Fashion Design. This Software application would provide Graphic based platform as per demands of fashion industry.

2.   COMPETENCY (Programme Outcome according to NBA Terminology):

The course content should be taught and with the aim to develop different types of skills so that students are able to acquire following competency:

- **Use appropriate software such as Adobe Illustrator, Photo Shop and Corel Draw for digital illustration & design development.**

3.   TEACHING AND EXAMINATION SCHEME

Teaching Scheme (In Hours)			Total Credits (L+T+P)	Examination Scheme				Total Marks
				Theory Marks		Practical Marks		
L	T	P	C	ESE	PA	ESE	PA	100
0	0	4	4	0	0	40	60	

Legends: L-Lecture; **T** – Tutorial; **P** -Practical; **C** – Credit; **ESE** -End Semester Examination; **PA** - Progressive Assessment.

4.   DETAILED COURSE CONTENT

Unit	Major Learning Outcomes (Course Outcomes as per NBA terminology)	Topics and Sub-topics

Unit – I
 	
Exploration of Adobe Illustrator
	1a. Draw a human figure (Minimum Five related to each category) for Fashion model drawing.
	  i. For Teenager girls
	  ii. For Teenager boys
	  iii. Advance Presentation of above Fashion model drawing with special effect & other detailing
		1.1 Exploration of Drawing tools, Pen Tools and Path Editing
		1.2 Exploration of pencil Tools
		1.3 Exploration of Drawing with Brushes
		1.4 Exploration of special effect, colour, gradient, blending, layer masking tools

Unit–II **Exploration of Photoshop**	2a. Scan Five Manual Fashion Model drawing and sketches in suitable mode and reproduce the images with detailing of colour tone, retouching tools with rendering and special effect.	2.1 Exploration of Retouching and color adjustment tools • Healing brush tool • Spot healing brush tool • Patch tool • Colour replacement tool • Brush tool • Pencil tool • Clone stamp tool • Pattern stamp tool • Art history brush tool • Gradient tool • Paint bucket tool • Blur tool • Sharpen tool • Smudge tool • Dodge tool • Burn tool • Sponge tool • Mask tool • Pen tool • Colour balancing • Different colour modes 2.2 Exploration of Layer Management and special effect • Blending modes • Opacity settings • Add mask 2.3 Exploring Photoshop pallets • Colour palettes • Swatches palettes • Style palettes

Unit	Major Learning Outcomes (Course Outcomes as per NBA terminology)	Topics and Sub-topics
		• Layer palettes
Unit– III **Exploration of Corel Draw**	3a. Develop Five design of Flat Drawing of the garment i. Shirt ii. Trouser iii. T-Shirt iv. Texture Mapping of above garment design by using Fabric Sample/Texture/Pattern v. Development of Tech. pack for Design Garment	3.1 Exploration of Drawing tools Freehand, Bezier, Artistic media to create shapes. Exploration of forms with the shapes tools. Exploration of shapes with sizes scaling, rotating copying pasting mirroring shapes (Basic transformation) tools 3.2 Special Effects – Blend – Contour – distort – Shadow -Transparency – Envelop –Extrude Power clip effect - Extrude on path Working with Dockers shaping tools (Weld / Trim / Intersect / Simplify etc) Working with Fillet / Scallop/Chamfer Exploration Text tools with special effects
Unit -IV Combined Application of Photoshop/ CorelDraw/ Illustrator	4a. Creating Corporate print material for Product Development and promotion related to Fashion Design i. Poster ii. Brochures/Catalogue iii. Logo Design iv. Flyers v. Label vi. Packaging design	**4.1** Exploration of UNIT 1 , 2 & 3 tools of Photoshop/ CorelDraw/illustrator

5.   SUGGESTED SPECIFICATION TABLE WITH HOURS & MARKS (Theory)

   --NA—

6.   SUGGESTED LIST OF EXERCISES/PRACTICAL

The practical/exercises should be properly designed and implemented with an attempt to develop different types of practical skills **(Course Outcomes in psychomotor and affective domain)** so that students are able to acquire the competencies (Programme Outcomes). Following is the list of practical exercises for guidance.

Note: Here only Course Outcomes in psychomotor domain are listed as practical/exercises. However, if these practical/exercises are completed appropriately, they would also lead to development of **Programme Outcomes/Course Outcomes in affective domain** as given in a common list at the beginning of curriculum document for this programme. Faculty should refer to that common list and should ensure that students also acquire those Programme Outcomes/Course Outcomes related to affective domain.

S. No.	Unit No.	Practical/Exercises (Course Outcomes in Psychomotor Domain according to NBA Terminology)	Approx. Hours Required
1	I	Draw a human figure (Minimum Five related to each category) for Fashion model drawing. 1.1 For Teenager girls 1.2 For Teenager boys	8
2	I	Prepare advance Presentation of above Fashion model drawing with special effect & other detailing	8
3	II	Scan Five Manual Fashion Model drawing sketches in suitable mode and reproduce the images with detailing of colour tone, retouching tools with rendering and special effect.	12
4	III	Develop Five design of Flat Drawing of the garment • Shirt • Trouser • T-Shirt	8
5	III	Prepare texture mapping of above garment design by using Fabric Sample/Texture/Pattern	4
6	III	Develop Tech. pack for Design Garment	4
7	IV	Create Corporate print material for Product Development and promotion related to Fashion Design • Poster • Brochures/Catalogue • Logo Design • Flyers • Label • Packaging design	12
		TOTAL	**56**

7.   SUGGESTED LIST OF STUDENT ACTIVITIES

    i.   Students will maintain sketch books related to fashion model drawing practical exercises.

    ii.   Students may be asked to collect pictures of prevailing related to Texture mapping and cooperate print material assignments

8.   SPECIAL INSTRUCTIONAL STRETAGIES (If Any)

    i.   Show samples of good illustrations of garments done by experts or past students.

    ii.   Development of such practical skills require intensive and immediate feedback on the work being done by students so teachers should maintain close observation while students are working and should keep interacting with students to motivate and guide them .

9.   SUGGESTED LEARNING RESOURCES

A.   **List of Books**

Sr. No.	Title of Book	Author	Publication
1.	Corel Draw-X5	M. C Sharma	BPB Publications
2.	Adobe Photo CS-5 Simple steps	Shufflebothamrober	In easy steps
3.	Adobe CS-5 crash course	Kloskowski, Matt	Landmark limited
4.	Complete digital design	Mark Batch	Mcgrawhill
5.	CorelDRAWX5	Gary David Bouton	McGrill Hall-
6	Adobe Illustrator CS6 Classroom in a Book	-	By Adobe Creative Team
7	Adobe Illustrator CS6 Learn by Video	-	By Chad Chelius, Angie Taylor, video2brain

B.   List of Major Equipment/ Instrument

    --N.A.--

C.   List of Software/Learning Websites

    i.   1 CorelDraw Graphics Suite X5& Photoshop CS-5Video tutorial Lynda.com

    ii.   2. http://www.insidegraphics.com/corel_draw/

    iii. www.softwaretrainingtutorials.com/coreldraw

    iv.   http://www.clicknlearn.com/

    v.   http://www.crazyleafdesign.com/blog/40-awesome-photoshop-cs5-tutorials/

    vi.   http://apex.vtc.com/illustrator10.php

    vii. www.marvelousdesigner.com

viii.   www.optitex.com

  ix.   www.Fashionchalkboard.com

   x.   www.nedgraphics.com

10.   COURSE CURRICULUM DEVELOPMENT COMMITTEE

Faculty Members from Polytechnics

- **Prof.(Ms) Nirja Atrey**, Lecturer CACDDM, GGP Ahmedabad
- **Prof.(Ms) K. P. Shah**, I/C HOD CACDDM, C U SHAH Poly, Surendranagar
- **Prof.(Ms) R. O. Yadav**, Lecturer CACDDM, C U SHAH Poly, Surendranagar
- **Prof.(Ms) F. G. Kugasiya**, Lecturer CACDDM, GGP, Ahmedabad

Faculty Members from NIFT Gandhinagar.

- **Dr. Amar Tiwari**, Associate Professor**,** Fashion Technology
- **Prof. Ravi Joshi,** Assistant Professor, Fashion Design

Coordinator and Faculty Members from NITTTR Bhopal

- **Prof. (Mrs.) Chanchal Mehra**, Associate Professor, Department of Vocational Education and Entrepreneurship Development
- **Dr Shashi Kant Gupta,** Professor and Coordinator for State of Gujarat**.**