Name of Faculty	:	Faculty of Design
Name of Program	:	Diploma in Design (D. Des.) - Animation, VFX & Gaming
Course Code	:	1DAG01
Course Title	:	Sketching and Body Anatomy
Type of Course	:	Professional Core
Year of Introduction	:	2023-24

Prerequisite	:	Basic knowledge of Sketching
Course Objective	:	Sketching and Body Anatomy course is to provide students with the foundational skills and knowledge necessary to accurately depict the human body through sketching. The course aims to develop students' understanding of anatomy, proportions, and the various techniques used in sketching human figures.
Course Outcomes	:	At the end of this course, students will be able to:
	CO1	Develop basic drawing skills and techniques
	CO2	Understand and apply the principles of perspective and proportion
	CO3	Foster creativity and personal expression through sketching
	CO4	Explore various approaches to composition and design
	CO5	Remembrance with different materials and tools used in sketching
	CO6	Analyse a range of shading techniques to create depth and form

Teaching and Examination Scheme

Teaching Scheme (Contact Hours)			Credits	Examination Marks				
				Theory Marks		Practical Marks		Total Marks
L	T	P	C	SEE	CIA	SEE	CIA	
2	0	6	5	70	30	30	20	150

*Legends: **L**-Lecture; **T**–Tutorial/Teacher Guided Theory Practice; **P**– Practical,**C** – Credit, **SEE** – Semester End Examination, **CIA** - Continuous Internal Assessment (It consists of Assignments/Seminars/Presentations/MCQ Tests, etc.))*

Course Content

Module No.	Topics	Teaching Hours	Weightage	Mapping with COs
1	**Introduction to Sketching,** Course overview and expectations, Introduction to basic sketching materials and tools, Understanding line and shape **Perspective and Proportion,** Principles of one-point and two-point perspective, Drawing basic objects in perspective, Proportions and scale in sketching	8	17%	CO2 CO6

2	**Composition and Design**, Elements and principles of composition, Rule of thirds and golden ratio, Thumbnail sketching for composition planning **Observational Skills,** Developing keen observation skills, Sketching from still life objects, Capturing basic forms and textures	8	17%	CO1 CO3
3	**Shading Techniques,** Introduction to different shading techniques (hatching, cross-hatching, stippling), Creating value scales and gradients, Applying shading to add depth and form to sketches **Sketching from Reference,** Working with reference photos, Capturing different subjects (landscapes, portraits, still life) in sketch form, Exploring different styles and approaches to sketching	7	17%	CO1 CO5
4	**Exploring Different Mediums**, Introduction to different sketching mediums (graphite, charcoal, ink, coloured pencils), Experimenting with different tools and techniques **Sketching Landscapes,** Understanding the elements of landscape sketching, Creating depth and perspective in landscape sketches, Exploring atmospheric effects and textures	7	16%	CO4 CO5
c	**Sketching People and Portraits,** Basics of sketching the human figure, Capturing facial features and expressions, Proportions and anatomy in figure sketching	8	17%	CO1 CO3
6	**Final Project and Review,** Applying skills learned throughout the course to complete a final sketching project, Peer review and feedback session, Wrap-up and course evaluation	7	16%	CO1 CO3

Suggested Distribution of Theory Marks Using Bloom's Taxonomy					
Level	Remembrance	Understanding	Application	Analyse	Evaluate	Create
Weightage	**16**	**32**	**16**	**16**	**0**	**20**

NOTE: This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Reference Books

Sr. No.	Name of Reference Books
1	Animator's Survival Kit, The Paperback

List of Journals / Periodicals / Magazines / Newspapers / Web resources, etc

Sr. No.	Nameof Journals / Periodicals / Magazines / Newspapers / Web resources, etc
1	Human body anatomy