

Foundation Programme



Saintgits
Design School

DESIGN YOUR FUTURE @ SAINTGITS



At Saintgits Design School, the first year of B Des. is called the **Foundation programme**. This rigorous programme divided into two semesters is used to unlearn what they have learnt by rote before and learn how to think visually and creatively, while polishing up already acquired skills. Each twenty-week semester has seven courses with durations between 2–4 weeks. Courses are run in block modules to ensure undivided attention.



Acquiring basic skills and thought processes

Students learn drawing and sketching, while exploring various mediums, materials, forms, structures and spaces in classrooms and workshops. Learning geometry, colour and elements of design like balance, symmetry, proportions they learn the alphabet of design. The assignments and projects are designed to make them acquire the necessary skills and thought processes needed for a designer. Continuous evaluation and feedback helps students to improve their work steadily over the year.



They are also exposed to the history of art and design to build the context and learn about pioneers in design through lectures, presentations and films. They will watch dozens of films which are known for their design aspects. They will listen to design practitioners and learn their methods first hand.

Varied insights

They will also have short modules and field visits to sensitise them to the nuances of art, craft and design. Students will also have short courses to improve their writing and presenting skills in English.

Having acquired hand skills, towards the end of the year, they are also introduced to basic design software, typography and photography. A course on design thinking and design process is followed by an exposure to the highlights of the three design disciplines from which they have to choose one to specialise in the next three years.

The foundation programme ends with an exhibition where they exhibit their works and the jury grades them according to their work quality and learnings.

Specialisations
Product design
Communication design
Interaction design

SEMESTER 1

1. Introduction to Design

- Definitions of Design
- Design Terminology
- Design Philosophies
- Pioneers, Inspirations



2. History of Art

- Origins of Art
- Art movements
- Art styles
- Aesthetics, Beauty, Art
- Indian and Western aesthetics

3. Design Drawing

- Sketching
- Natural form drawing
- Human anatomy drawing
- Man-made form drawing
- Different mediums and tools



4. Elements of Design

- Dot, line, shape, volume
- Harmony, contrast, rhythm, balance, emphasis
- Gestalt laws
- Golden ratio, Fibonacci sequence

5. Material Studies

- Clay, Plaster of Paris
- Paper, Paper mache
- Wood, Metal, Plastics
- Properties and uses of materials



6. Design Geometry 1

- Polygon, circle, ellipse
- Symmetry, Tessellation and Patterns
- Fractal geometry– appreciating complex geometry in nature
- Perspective drawing

7. Communication Skills

- Listening and Comprehension
- Presentation skills
- Proposal writing, Report writing
- Creative writing

SEMESTER 2

1. Design Geometry 2

- Platonic solids
- Archimedian solids
- Orthographic projection
- Isometric projection

2. History of Design

- Industrialisation
- Design movements
- Bauhaus, Ulm and Basel Schools
- American, Scandinavian, Japanese, Indian design

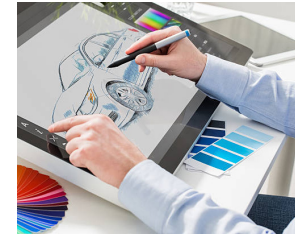


3. Colour Studies

- Newton, Goethe, Munsell, Itten, Albers interpretations
- Additive colours, Subtractive colours
- Colour harmony, Colour Interactions, Colour illusions
- Colour and culture, Colour and meanings
- Digital colour

4. Design Software

- Presentation graphics
- Image editing
- Vector graphics
- Layout software
- Digital formats



5. Basic Typography

- History of typography
- Anatomy, terminology, classification, identification of typefaces
- Compositions and layouts
- Indic typography



6. Basic Photography

- Types of cameras
- Shutter speed, exposure, film speed, focal length, depth of field
- Types of lenses, uses
- Indoor, outdoor photography



7. Design Process

- Linear vs. Lateral thinking
- Double diamond model
- Convergent and divergent thinking
- Design methods
- Design thinking



Foundation courses

- Design drawing
- Design geometry
- History of Art & Design
- Material studies
- Colour theory
- Film appreciation
- Communication skills
- Science of everyday things
- Ethnography
- Elements of design
- Elements of form, space and structure
- Exposure to design software
- Exposure to design disciplines
- Basic typography
- Basic photography
- Design process
- Design thinking



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