CLASS XI

A: THEORY

Story of Design

1. What is Graphic Design?
   a. General Introduction to Design
   b. General Introduction to Graphic Design
2. Role of Design in Society
   a. Impact/function of Design
   b. Indigenous Design Practices
3. Graphic Communication Techniques
   a. Memorization to block printing to Digital

B. PRACTICAL

1. Sketching and Drawing

a. **Sketching of natural and man made objects and environment**: To enhance observation and sketching skills among students.

b. **Construction Drawing**: Understand the structure of the object and construct drawing based on the structure to be able to draw different orientations of the object.

c. **Representational Drawing**: Representation drawing will help in understanding the characteristics of the objects, its material and texture including color and form.

d. **Simplification Drawing**: Drawing complete details to represent a particular object but reduce/ simplify the complex character of the object to make the perception simpler.

2. Calligraphy &Typography

Calligraphy: Practice of writing by hand on the basis of study of traditional way of hand writings and scripts like Indian manuscripts, Persian, Chinese, Japanese and roman etc.

3. Society and Articulation

Study, interact, observe and document the socio – cultural, prejudices and beliefs to form clear understanding of the role of motif and place in communication system.

4. Introduction to Computer: Creation, Modification and Presentation

a. Expression of aesthetic and artistic skills using different suitable software for producing simple digital images.

C. PORTFOLIO

Year end submission of portfolio consisting of selected works (min. no.20) produced during the year. The works should be rich in terms of material exploration and visual impact.