



Gyanmanjari
Innovative University

Course Syllabus
Gyanmanjari Institute of Design
Semester-2

Subject: Basic of Illustration- BDETD12305

Type of course: Major

Prerequisite: Understanding and basic knowledge of drawing, sketching techniques, design principles and garment construction.

Rationale: This course provides students with the ability to express their creative ideas through professional sketching techniques, focusing on figure proportions, fabric rendering, and fashion detailing. It bridges the gap between conceptualization and production, enabling students to effectively convey their design ideas to clients, manufacturers, and fashion houses. By mastering various illustration techniques and digital tools, students will develop a strong foundation for careers in fashion design, styling, and trend forecasting.

Teaching and Examination Scheme:

Teaching Scheme			Credits	Examination Marks					Total Marks
CI	T	P		C	Theory Marks		Practical Marks (E)		
			ESE		MSE	V	P	ALA	
0	2	4	4	00	00	10	40	50	100

Legends: CI-Classroom Instructions; T – Tutorial; P - Practical; C – Credit; ESE - End Semester Examination; MSE- Mid Semester Examination; V – Viva; CA - Continuous Assessment; ALA- Active Learning Activities.



Course Content:

Sr. no.	Course content
1	Unit –1 Introduction to Illustration 1.1 What is fashion Illustration 1.2 Importance of Fashion Illustration 1.3 Anatomy of Female & Male 1.4 Photo Analyses
2	Unit -2 Basic of Illustration 2.1 Different Line and shape practice 2.2 Tools for Sketching and Illustration 2.3 Proportion of Basic Human Figure 2.4 Proportion of Model Body
3	Unit - 3 Anatomy Sketching 3.1 Stylized Illustration 3.2 Types of fashion Illustration 3.3 Skin Rendering 3.4 Model Posture 3.5 Detailed Feet, Hand & Other Body part
4	Unit– 4 Garment Details 4.1 Garment Components 4.2 Trimming Details 4.3 Draping Details 4.4 Accessories Details 4.5 Hairstyle and Styling Details
5	Unit–5 Texture & Printings 5.1 Texture Hatching 5.2 Prints Rendering 5.3 Mood Board 5.4 Research Board 5.5 Fabric Rendering



Continuous Assessment:

Sr. No.	Active Learning Activities	Marks
1	Basic Illustration – Make a Sheets Of Particular Topics given by subject faculty and upload sheet on the GMIU web portal.	10
2	Stylized Illustration – Make your own stylized Illustration Using wastage material and upload photo on the GMIU web portal.	10
3	Live Sketch – Sketching from live models or using photo reference to capture natural poses. And upload in the GMIU web portal.	10
5	Silhouette Collection - Make a Silhouette Board and a group of models using your research board and upload on the GMIU web portal.	10
4	Attendance	10
	Total	50

Suggested Specification table with Marks (Theory): NA

Distribution of Theory Marks (Revised Bloom's Taxonomy)						
Level	Remembrance(R)	Understanding(U)	Application(A)	Analyze (N)	Evaluate (E)	Create (C)
Weightage	NA	NA	NA	NA	NA	NA

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

Course Outcome:

After learning the course, the students should be able to:	
CO1	Understand the importance of Fashion Illustration
CO2	Understanding the detailed Model posture
CO3	Hands on Practice of Shades, Strokes, Texture and Prints
CO4	Visualize while designing garment.
CO5	Acquire hand skills for fashion drawing.



List of Practical

Sr. No	Description	Unit No	Hrs.
1	Research a Designer's technique of Stylized Illustration and Analysis Model Posture	1	2
2	Practice sheet of Lines & Shape with Light & Shadow	1	2
3	Draw fashion figure for child.	2	2
4	Draw 8" head croquis for female figure	2	2
5	Draw 10" head croquis female figure.	2	2
6	Draw 8" head croquis for male figure.	2	2
7	Draw 10" head croquis female figure.	2	2
8	Make a 2 sheet of Croquis with skin rendering	3	2
9	Color schemes apply on garment (monochromatic ,analogous ,complementary, split, complementary , triadic ,tartaric)	3	4
10	Stylized the figure – process from front and back for female.	3	2
11	Different technique of Skin Rendering by using color medium	3	2
12	Stylized the figure – process from front ,back and side for male	3	2
13	Stylized the figure – process from front, back and side for Child.	3	2
14	Draw a detailed Feet Posture with heels on a sheet	4	2
15	Draw a Styling and Fashion Accessories in detailed	4	2
16	Draw a detailed Hand Posture with Hand Accessories on a sheet	4	2
17	Draw a Detailed Head Posture with Ear and Neck Accessories on a sheet	4	2
18	Draw & Render A different fabric flow with different color medium	4	2
19	Draw a different model head with different hairstyle and makeup Female/Male	4	2
20	Make a Different Silhouette on Different body shape	4	2
21	Draw Croquis and highlight other garment component on 2 sheets	4	2
22	Copy Live Texture on sheet with different color medium within campus and make out new Texture	4	4
23	Find a Different Fabric swatch of Prints and Copy exactly on Silhouettes	5	4
24	Evaluate your mood of fashion theme into mood board	5	2



25	Find an Inspiration & Concept, Research on it and Make a Board	5	4
26	Apply the different lines, checks, print design in dress template (each any 3)	5	2
Total			60

Instructional Method:

The course delivery method will depend upon the requirement of content and need of students. The teacher in addition to conventional teaching method by black board, may also use any of tools such as demonstration, role play, Quiz, brainstorming, MOOCs etc.

From the content 10% topics are suggested for flipped mode instruction.

Students will use supplementary resources such as online videos, NPTEL/SWAYAM videos, e-courses, Virtual Laboratory

The internal evaluation will be done on the basis of Active Learning Assignment

Practical/Viva examination will be conducted at the end of semester for evaluation of performance of students in laboratory.

Reference Books:

- [1] Fashion Illustration & Design - By Manuela Brambatti
- [2] Master Fashion Illustration - By Fashion Figure Drawing by Lekha
- [3] Fashion & Appeal – By Janice Hallett

