



# University of Rajasthan Jaipur

## SYLLABUS

(Three/Four Year Under Graduate Programme in B.Des. – Jewellery Design)

I & II Semester

Examination-2023-24

*Rj Vas*  
By Registrar (Acad.)  
University of Rajasthan  
Jaipur


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**CURRICULUM FOR B.DES (JEWELLERY DESIGN)**

**PROGRAM CODE UG0504**

S.No.	COURSE CATEGORY	TYPE	COURSE CODE	COURSE NAME	L	T	P	TOTAL CREDIT
<b>YEAR 1</b>								
<b>SEMESTER I</b>								
1	DCC-1L	MJR	JEW-51L-101	History Of Art & Design	4	0	0	4
2	DCC 1P	MJR	JEW-51P-102	History Of Art & Design	0	0	2	2
3	DCC-2L	MJR	JEW-51L-103	Fundamental of Design & Methods	2	0	0	2
4	DCC 2P	MJR	JEW-51P-104	Fundamental of Design & Methods	0	0	4	4
5	DCC-3P	MJR	JEW-51P-105	Visualisation & Ideation	0	0	6	6
6	AECC-1			Hindi + English	2+2	0	0	4
7	VAC-1			Value Added Course-I	2	0	0	2
8	SEC-1			Skill Enhancement course - I	2	0	0	2
<b>TOTAL CREDITS ACHIEVED AFTER SEMESTER I</b>								<b>26</b>
<b>SEMESTER II</b>								
1	DCC-4L	MJR	JEW-52L-201	Overview & Evolution of Jewellery Industry	4	0	0	4
2	DCC 4P	MJR	JEW-52P-202	Overview & Evolution of Jewellery Industry	0	0	2	2
3	DCC-5P	MJR	JEW-52P-203	Jewellery Drawing & Techniques	0	0	6	6
4	DCC-6L	MJR	JEW-52L-204	Material & Form Exploration	2	0	0	2
5	DCC 6P	MJR	JEW-52P-205	Material & Form Exploration	0	0	4	4
6	AECC-2			English + Hindi	2+2	0	0	4
7	VAC-2			Value Added Course-II	2	0	0	2
8	SEC-2			Skill Enhancement course -II	2	0	0	2

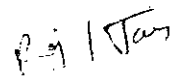
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**CURRICULUM FOR B.DES (JEWELLERY DESIGN)  
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S.No	COURSE CATEGORY	TYPE	COURSE CODE	COURSE NAME	L	T	P	TOTAL CREDIT
<b>YEAR 1</b>								
<b>SEMESTER I</b>								
1	DCC-1L	MJR	JEW-51L-101	History Of Art & Design	4	0	0	4
2	DCC 1P	MJR	JEW-51P-102	History Of Art & Design	0	0	2	2
3	DCC-2L	MJR	JEW-51L-103	Fundamental of Design & Methods	2	0	0	2
4	DCC 2P	MJR	JEW-51P-104	Fundamental of Design & Methods	0	0	4	4
5	DCC-3P	MJR	JEW-51P-105	Visualisation & Ideation	0	0	6	6
6	AECC-1			Hindi	4	0	0	4
7	VAC-1			Value Added Course-I	2	0	0	2
8	SEC-1			Skill Enhancement course - I	2	0	0	2
<b>TOTAL CREDITS ACHIEVED AFTER SEMESTER I</b>								<b>26</b>
<b>SEMESTER II</b>								
1	DCC-4L	MJR	JEW-52L-201	Overview & Evolution of Jewellery Industry	4	0	0	4
2	DCC 4P	MJR	JEW-52P-202	Overview & Evolution of Jewellery Industry	0	0	2	2
3	DCC-5P	MJR	JEW-52P-203	Jewellery Drawing & Techniques	0	0	6	6
4	DCC-6L	MJR	JEW-52L-204	Material & Form Exploration	2	0	0	2
5	DCC 6P	MJR	JEW-52P-205	Material & Form Exploration	0	0	4	4
6	AECC-2			English	4	0	0	4
7	VAC-2			Value Added Course-II	2	0	0	2
8	SEC-2			Skill Enhancement course -II	2	0	0	2

3

  
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TOTAL CREDITS ACHIEVED AFTER SEMESTER II			26
	Year 1	Internship	Total
Credits Offered for 1 year Certificate	52	4	56
Exit Level 5 - Credits Acquired - 52 - Award - Certificate in Jewellery design			
<p>"For EXIT AFTER 1st year minimum credits requirements is 52 from course and 4 credits from the internship,  hence certificate @ 56 Credits  Career Opportunities:  Freelance Designer  Design Consultant  Design Assistant  CAD Technician  Sales executive, merchandiser</p>			

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## B.Des Semester

(Fashion Design, Interior Design, Jewellery Design, Communication Design, Product Design)

### Examination Scheme

Time: Three Hours

Maximum Marks :80

No supplementary Answer book will be given to any candidate. The candidates should write the answers precisely in the main answer book only.

किसी भी परीक्षार्थी को एक उत्तर-पुस्तिका नहीं दी जायेगी। परीक्षार्थियों को समस्त प्रश्नों के उत्तर मुख्य उत्तर पुस्तिका में ही लिखने चाहिए।

Answers to short answer-type questions must be given in sequential order. Similarly, all the parts of one question of descriptive part should be answered in one place in the answer-book.

लघुत्तरात्मक प्रश्नों के उत्तर प्रश्नों के क्रमानुसार ही दें। इसी प्रकार किसी भी एक वर्णनात्मक प्रश्न के अन्तर्गत पूरे गर विभिन्न प्रश्नों के उत्तर उत्तर-पुस्तिका में एक ही स्थान पर क्रमानुसार हल करने चाहिए।

Write your roll number on the question paper before start writing the answers to questions.

प्रश्नों के उत्तर लिखने से पूर्व प्रश्न-पत्र पर रोल नम्बर अवश्य लिखिए।

Part A is compulsory having 10 very short answer-type questions (with a limit of 20 words) of two marks each. The first question is based on knowledge, understanding, and applications of the topics/text covered in the syllabus.

भाग अ में दो अंक के 10 अति लघु उत्तरीय प्रश्न (20 शब्दों की सीमा के साथ) अनिवार्य हैं। पहला प्रश्न पाठ्यक्रम में शामिल विषयों/पाठ के ज्ञान, समझ और अनुप्रयोगों पर आधारित है।

Part B of the question paper is divided into four units comprising question numbers 2-5. There is one descriptive question from each unit with internal choice. Each question will carry 15 marks.

भाग ब के प्रश्न पत्र को प्रश्न संख्या 2-5 सहित चार इकाइयों में विभाजित है। प्रत्येक इकाई से आंतरिक विकल्प के साथ एक वर्णनात्मक प्रश्न है। प्रत्येक प्रश्न 15 अंकों का है।

Raj Jain

Dy. Registrar

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(17)

## B.Des Semester

(Fashion Design, Interior Design, Jewellery Design, Communication Design, Product Design)

### Examination Scheme

Time:- Three Hours

Maximum Marks :- 40

No supplementary Answer book will be given to any candidate. The candidates should write the answers precisely in the main answer book only.

किसी भी परीक्षार्थी को पूरक उत्तर-पुस्तिका नहीं दी जाएगी। परीक्षार्थियों को समस्त प्रश्नों के उत्तर मुख्य उत्तर पुस्तिका में ही लिखने चाहिए।

Answers to short answer-type questions must be given in sequential order. Similarly, all the parts of one question of descriptive part should be answered in one place in the answer-book.

लघुत्तरात्मक प्रश्नों के उत्तर प्रश्नों के क्रमानुसार ही दें। इसी प्रकार किसी भी एक वर्णनात्मक प्रश्न अन्तर्गत पूछे गए विभिन्न प्रश्नों के उत्तर उत्तर-पुस्तिका में एक ही स्थान पर क्रमानुसार हल करने चाहिए।

Write your roll number on the question paper before start writing the answers to questions.

प्रश्नों के उत्तर लिखने से पूर्व प्रश्न-पत्र पर रोल नम्बर अवश्य लिखिए।

Part A is compulsory having 10 very short answer-type questions (with a limit of 20 words) of One marks each. The first question is based on knowledge, understanding, and applications of the topics/text covered in the syllabus.

भाग अ में एक-अंक के 10 अति लघु उत्तरीय प्रश्न (20 शब्दों की सीमा के साथ) अनिवार्य हैं। पहला प्रश्न पाठ्यक्रम में शामिल विषयों/पाठ के ज्ञान, समझ और अनुप्रयोगों पर आधारित है।

Part B of the question paper is divided into four units comprising question numbers 2-5. There is one descriptive question from each unit with internal choice. Each question will carry 7.5 marks.

भाग ब के प्रश्न पत्र को प्रश्न संख्या 2-5 सहित चार इकाइयों में विभाजित हैं। प्रत्येक इकाई से आंतरिक विकल्प के साथ एक वर्णनात्मक प्रश्न है। प्रत्येक प्रश्न 7.5 अंक का है।

Raj Jain

Dy. Registrar

(Academic)

University of Rajasthan

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**JEW-51L-101: History Of Art & Design**

NSQF LEVEL: 5/SEM I	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS.	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80
DELIVERY: LECTURE, TUTORIAL	MIN	08	32

**DCC-1P**

**JEW-51P-102: History Of Art & Design**

NSQF LEVEL: 5/SEM I	EOSE :-	4 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: TUTORIAL	MIN	04	16

**PRE-REQUISITE OF THE COURSE:** None

**OBJECTIVE:** The objective of this course is to provide students with a comprehensive understanding of the history of art and design and its influence on contemporary design. The course will explore various art movements, design styles, and influential designers throughout history. Students will analyse and interpret art and design within their historical and cultural contexts and apply this knowledge to inform their design practice.

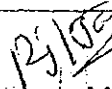
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**SYLLABUS :**

UNITS	TOPIC	TEACHING HOURS
UNIT I	<p><b>INTRODUCTION TO ART AND DESIGN HISTORY</b></p> <ul style="list-style-type: none"> <li>● Importance of studying art and design history in Product design</li> <li>● Overview of major art movements and design styles</li> <li>● Understanding the relationship between art, design, and culture</li> <li>● Social, historical and cultural context of key art and design movements, theories and practices</li> <li>● Use primary and secondary research methods to investigate an area of practice, with consideration of research ethics</li> </ul> <p><b>ANCIENT ART AND DESIGN</b></p> <ul style="list-style-type: none"> <li>● Indian Art, Craft and Culture</li> <li>● Egyptian, Greek, and Roman art and architecture</li> <li>● Prehistoric art and cave paintings</li> <li>● Byzantine and Islamic art and design influences</li> </ul>	20 Hours
UNIT II	<p><b>RENAISSANCE AND BAROQUE ART</b></p> <ul style="list-style-type: none"> <li>● Italian Renaissance art and architecture</li> <li>● Northern Renaissance and its impact on design</li> <li>● Baroque art and architecture</li> </ul> <p><b>ART AND DESIGN OF THE 18TH AND 19TH CENTURIES</b></p> <ul style="list-style-type: none"> <li>● Neoclassical and Romantic movements</li> <li>● Industrial Revolution and its impact on design</li> <li>● Arts and Crafts movement, Art Nouveau, Modernism, Futurism</li> </ul>	20 Hours
UNIT III	MODERN ART AND DESIGN MOVEMENTS	20 Hours

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	<ul style="list-style-type: none"> <li>• Art Deco, Bauhaus, Surrealism, Streamlining, Organic Design</li> <li>• Scandinavian Modern, Contemporary, Pop Art</li> <li>• Impressionism and Post-Impressionism</li> <li>• Art Nouveau and Jugendstil</li> <li>• Cubism, Futurism, and Constructivism</li> <li>• Bauhaus and the International Style</li> </ul> <p>CONTEMPORARY ART AND DESIGN</p> <ul style="list-style-type: none"> <li>• Space Age, Minimalism, Postmodernism, Memphis, Deconstructivism</li> <li>• Postmodernism and its influence on design</li> <li>• Contemporary art movements and design trends</li> <li>• Sustainable and socially responsible design practices</li> </ul>	
UNIT IV	<p>FIELD VISITS TO MUSEUMS AND GALLERIES</p> <ul style="list-style-type: none"> <li>• Visit local museums and galleries to observe and analyze artworks and design objects in person</li> <li>• Analyze historical and contemporary design elements and influences</li> </ul> <p>INTEGRATION OF ART AND DESIGN HISTORY INTO PRODUCT DESIGN</p> <ul style="list-style-type: none"> <li>• Applying knowledge of art and design history to inform design decisions</li> <li>• Incorporating historical design styles and elements into contemporary projects</li> <li>• Creating design concepts inspired by specific art movements or periods</li> </ul>	30 Hours

**SUGGESTED BOOKS AND REFERENCES:**

1. "A World History of Art" by Hugh Honour and John Fleming

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2. "5000 Years of Jewellery" by Hugh Tait
3. "Jewelry: From Antiquity to the Present"
4. "The History of Jewelry: Joseph Saidian & Sons"
5. "The Story of Art" by E.H. Gombrich

#### LEARNING OUTCOMES:

By the end of the course, students should be able to:

1. Demonstrate knowledge of major art movements and design styles throughout history.
2. Analyse and interpret artworks and design objects within their historical and cultural contexts.
3. Understand the impact of historical art and design on contemporary jewellery design.
4. Apply historical design elements and styles to inform their design concepts and projects.
5. Recognize and appreciate the contributions of influential designers throughout history.
6. Conduct visual analysis and critical interpretation of art and design works.
7. Communicate the historical and cultural significance of art and design in written and oral presentations.

**MOOC:** Students are encouraged to enrol in the following MOOCs to supplement their learning:

1. "Art and Ideas: Teaching with Themes" on Coursera
2. "Design Thinking: Creativity for the 21st Century" on edX

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DCC-2L

JEW-51L-103: Fundamental Of Design & Methods

NSQF LEVEL: 5/SEM I	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

DCC-2P

JEW-51P-104: Fundamental Of Design & Methods

NSQF LEVEL: 5/SEM I	EOSE :-	4 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	20	80
DELIVERY: TUTORIAL	MIN	08	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to introduce students to the fundamental principles of design and design methods. Through hands-on practice and experimentation, students will learn how to generate and refine design concepts, create visual representations of their ideas, and develop a critical understanding of the design process.

(9)

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**SYLLABUS:**

UNITS	TOPIC	TEACHING HOURS
UNIT I	<b>INTRODUCTION TO DESIGN THINKING</b> <ul style="list-style-type: none"><li>• Understanding design as problem-solving</li><li>• Introduction to design thinking and its application</li><li>• Case studies on successful designs</li></ul> <b>ELEMENTS AND PRINCIPLES OF DESIGN</b> <ul style="list-style-type: none"><li>• Basic elements of design: line, shape, form, texture, colour</li><li>• Principles of design: balance, proportion; rhythm, contrast, unity</li><li>• Examples of designs that demonstrate effective use of elements and principles</li></ul>	20 hours
UNIT II	<b>SKETCHING AND VISUAL COMMUNICATION</b> <ul style="list-style-type: none"><li>• Techniques for sketching and drawing</li><li>• Principles of visual communication</li><li>• Basic principles of composition</li></ul> <b>DESIGN PROCESS AND METHODOLOGIES</b> <ul style="list-style-type: none"><li>• Overview of design process and methodology</li><li>• User-centred design process</li><li>• Prototyping and testing</li></ul>	20 hours
UNIT III	<b>DESIGN TOOLS AND TECHNOLOGIES</b> <ul style="list-style-type: none"><li>• Introduction to design tools and software</li><li>• Selecting appropriate tools for design projects</li></ul>	20 hours
UNIT IV	<b>FIELD WORK</b> <ul style="list-style-type: none"><li>• Visiting design studios, exhibitions, and design shows.</li><li>• Collecting reference material for projects.</li></ul>	30 hours

**SUGGESTED BOOKS AND REFERENCES:**

1. Design Thinking: Understanding How Designers Think and Work by Nigel Cross
2. The Design of Everyday Things by Don Norman
3. A Designer's Art by Paul Rand
4. Design Basics by David A. Lauer and Stephen Pentak

**LEARNING OUTCOMES OF THE COURSE:**

1. Understand the basic principles of design and design thinking

10

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DCC-3P

JEW-51P-105: Visualisation & Ideation

NSQF LEVEL: 5/SEM I	EOSE :-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL	MIN	12	48

PRE-REQUISITE OF THE COURSE: None

**OBJECTIVE:** This course aims to provide students with fundamental drawing techniques and visual communication skills used in the field of design. By the end of the course, students will be able to sketch, draw, and present their ideas visually using various tools and techniques.

SYLLABUS:

UNITS	TOPIC	TEACHING HOURS
UNIT I	INTRODUCTION TO VISUAL COMMUNICATION  Introduction to the basics of visual communication and its significance in design, an overview of the course content and objectives.  DRAWING BASICS  Line, Shape, Form, and Proportion: Introduction to basic drawing techniques including line work, geometric shapes, freehand	20 hours

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2. Develop a critical understanding of the design process and methodologies.
3. Demonstrate an ability to generate and refine design concepts.
4. Develop visual communication and presentation skills.
5. Understand the importance of user-centred design and prototyping.
6. Be able to select and use appropriate design tools and technologies.
7. Gain exposure to the design industry through fieldwork and studio visits.

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12

	sketching, and understanding the proportions and forms of objects.	
UNIT II	<p>PERSPECTIVE DRAWING TECHNIQUES</p> <p>Introduction to 1-point, 2-point, and 3-point perspective drawing techniques and how to use them to create 3D visualisations.</p>	40 hours
UNIT III	<p>RENDERING TECHNIQUES</p> <p>Introduction to different rendering techniques such as hatching, cross-hatching, stippling, and shading, and how to use them to create realistic textures and materials.</p> <p>COMPOSITION AND LAYOUT DESIGN</p> <p>Introduction to the principles of composition and layout design, and how to apply them to create effective visual communication.</p>	40 hours
UNIT IV	<p>PRESENTATION TECHNIQUES</p> <ul style="list-style-type: none"> <li>• Introduction to presentation techniques and how to use them to present design ideas effectively.</li> <li>• Introduction to Technologies of Virtuality</li> <li>• Producing VR and AR Experiences!: Design Overview</li> </ul>	10 hours

#### SUGGESTED BOOKS AND REFERENCES:

1. "Drawing for Designers" by Alan Pipes
2. "Design Drawing" by Francis D.K. Ching and Steven P. Juroszek
3. "Sketching: Drawing Techniques for Product Designers" by Koos Eissen and Roselien Steur

#### LEARNING OUTCOMES:

1. Develop fundamental drawing techniques used in the field of design.
2. Apply perspective drawing techniques to create 3D visualisations.
3. Use rendering techniques to create realistic textures and materials.
4. Communicate design ideas visually through freehand sketching.

13

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5. Create effective compositions and layouts.
6. Understand colour theory and application in design.
7. Present design ideas effectively through visual aids.

**MOOCS:**

1. "Drawing for Designers" by Alan Pipes - Online Course available on Udemy (<https://www.udemy.com/course/drawing-for-designers/>)
2. "Introduction to Sketching for Product Designers" - Online Course available on Coursera (<https://www.coursera.org/learn/sketching>)
3. "Color Theory for Designers" - Online Course available on Skillshare (<https://www.skillshare.com/classes/Color-Theory-for-Designers-Core-Concepts-and-Exercises/1675562632>)

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14



AECC-1

Hindi

\*Syllabus Prescribed by the University of Rajasthan

VAC-1

Value Added Course-I

\*Select a course from the list provided by the University of Rajasthan for the Value Added Course.

SEC-1

Skill Enhancement Course-I

\*Select a course from the list provided by the University of Rajasthan for the Skill Enhancement Course.

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DCC-4L

JEW-52L-201: Overview and Evolution of Jewellery Industry

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80
DELIVERY: LECTURE, TUTORIAL	MIN	08	32

DCC - 4P

JEW-52P-202: Overview and Evolution of Communication Design Industry

NSQF LEVEL: 5/SEM II	EOSE :-	2 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: TUTORIAL	MIN	04	16

PRE-REQUISITE OF THE COURSE: None

**OBJECTIVE:** The aim of this unit is to extend knowledge and understanding of the research, analysis and application of historical and contextual skills to a selected field of study. Establish a clear link between art, craft and design movements and how they have impacted Jewellery. Knowing various periods, time zones and prevailing socio-cultural conditions impacted the transition and development of Jewellery. Understand that the happenings in a

16

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society at a given period of time and the major events lead to the development of art, craft and design.

**SYLLABUS:**

UNITS	CONTENT	TEACHING HOURS
UNIT I	<p>INTRODUCTION TO JEWELLERY INDUSTRY &amp; DESIGN STAGES</p> <ul style="list-style-type: none"> <li>• Overview of the jewellery design industry</li> <li>• Historical evolution of jewellery- DESIGN ERAS</li> <li>• Current trends in the industry</li> <li>• Pre-design phase: Research and client brief</li> <li>• Design development phase: Inspiration, Concept development, CAD and material selection phase</li> <li>• Prototype Creation, Production, Quality Control and Finishing</li> <li>• Costing and pricing</li> <li>• Packaging and Presentation</li> </ul>	25
UNIT II	<p>DESIGN STYLES &amp; VARIOUS CAREER OPPORTUNITIES IN THE CREATIVE INDUSTRY</p> <ul style="list-style-type: none"> <li>• Traditional</li> <li>• Modern</li> <li>• Contemporary</li> <li>• Minimalist</li> <li>• Eclectic</li> <li>• Overview of various career paths in jewellery design and related fields</li> <li>• Entrepreneurship and freelancing opportunities</li> <li>• Collaboration with other design professionals (retailers, wholesalers, etc.)</li> </ul>	40
UNIT III	<p>STUDY OF PROMINENT DESIGNERS &amp; THEIR JOURNEY</p> <ul style="list-style-type: none"> <li>• Key Players and Competition</li> <li>• Challenges and Opportunities: Sustainability and Ethics, Digital Transformation, Changing Consumer Preferences</li> </ul>	25

17

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	<ul style="list-style-type: none"> <li>• Exploration of influential jewellery designers and their design philosophies</li> <li>• Case studies of renowned jewellery brands</li> </ul>	
UNIT IV	<p><b>SUSTAINABILITY IN JEWELLERY DESIGN</b></p> <ul style="list-style-type: none"> <li>• Green design principles</li> <li>• Sustainable materials and technologies</li> <li>• LEED certification</li> <li>• Sustainable and ethical jewellery certifications</li> </ul>	10

**REFERENCES:**

- <http://www.erasofelegance.com/history/georgian.html>
- <http://www.modernsilver.com/artnouveau deco.html>
- <http://www.victorianweb.org/art/design/craftintro.html>
- Indian jewellery (book) - M. L. Nigam

**LEARNING OUTCOMES OF THE COURSE:**

1. Understand the role of jewellery designers and their responsibilities in the industry.
2. Explain the evolution of the jewellery industry and current trends.
3. Recognize various design styles, layouts, materials and market.
4. Demonstrate effective communication and presentation skills.
5. Understand the importance of sustainability in jewellery design and identify sustainable materials and technologies.

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DCC-5P

JEW-52P-203: Jewellery Drawing & Techniques

NSQF LEVEL: 5/SEM II	EOSE :-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL	MIN	12	48

PRE-REQUISITE OF THE COURSE:

- The learner should know the basics of line drawing, use of set squares, etc.
- The learner should have a fair understanding of colour wheel and colour compositions.

**Objective:** Learn to choose when to use a specific tool while designing and drawing so that you can speed up and bring industry accepted quality in your design. Represent different cuts and shapes of stones (faceted & cabochon).

Know different types of settings and their representation on paper. Understand different types of chains and how to render them. Render different metal surfaces and forms and shadow formation, Rendering of faceted and cabochon stones, beads and drops.

SYLLABUS:

UNITS	CONTENT	TEACHING HOURS
UNIT I	<p><b>GRAPHICAL REPRESENTATION OF METALS</b></p> <ul style="list-style-type: none"> <li>● Materials required for drawing of Jewellery</li> <li>● Color Rendering (Basic Rendering Technique)</li> <li>● Metal forms (Representation of Metal Colors, Types of Textures &amp; Decoration)</li> </ul>	20

(19)

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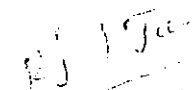
UNIT II	<b>GRAPHICAL REPRESENTATION OF STONES</b> <ul style="list-style-type: none"> <li>• Graphic representation of Gemstones (Drawing of Faceted Stones, Colour and Rendering of Faceted Stones and cabochon stones )</li> </ul>	30
UNIT III	<b>MECHANISMS IN JEWELLERY</b> <ul style="list-style-type: none"> <li>• Chain, Clasps and its representation (Types of Chain, Representation of Chain, Types of Clasps, Representation of Clasps)</li> <li>• Settings (Representation of different types of Settings)</li> </ul>	30
UNIT IV	<ul style="list-style-type: none"> <li>• Freehand Drawing Techniques</li> <li>• Orthographic Representation</li> </ul>	50

**SUGGESTED BOOKS AND REFERENCES:**

- [www.gemstonejewellerydesigns.co.uk](http://www.gemstonejewellerydesigns.co.uk)
- [www.angara.com](http://www.angara.com)
- [www.jewellerygemstone.com](http://www.jewellerygemstone.com)

**LEARNING OUTCOMES**

- To build an understanding of jewellery drawing and rendering techniques
- To demonstrate and practise the graphical representation of Gemstones and cuts.
- To employ professional colour rendering techniques in developing a product.
- Be able to use drawing and sketching techniques to ideate a jewellery product.

  
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DCC-6L

JEW-52L-204: Material & Form Exploration

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

DCC-6P

JEW-52P-205: Material & Form Exploration

NSQF LEVEL: 5/SEM II	EOSE :-	4 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	20	80
DELIVERY: TUTORIAL	MIN	8	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to provide students with a comprehensive understanding of the interplay between materials and form in design. The course will focus on developing students' skills in exploring and manipulating form while integrating material properties. By integrating material and form exploration, students will learn to create innovative and sustainable design solutions.

SYLLABUS:

(21)

*Pg 1/1*  
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UNITS	TOPICS	TEACHING HOURS
UNIT I	<p>INTRODUCTION TO FORM AND MATERIAL EXPLORATION</p> <ul style="list-style-type: none"> <li>• Understanding the relationship between form and material in design</li> <li>• Overview of techniques for form exploration</li> <li>• Introduction to different materials and their properties</li> </ul> <p>SKETCHING AND DOODLING FOR FORM EXPLORATION</p> <ul style="list-style-type: none"> <li>• Techniques for sketching and doodling to explore form</li> <li>• Developing observational skills and hand-eye coordination</li> <li>• Integrating materials into sketching exercises</li> </ul>	20 hours
UNIT II	<p>MODEL MAKING AND MATERIAL MANIPULATION</p> <ul style="list-style-type: none"> <li>• Introduction to materials used in model making</li> <li>• Techniques for constructing models and manipulating materials</li> <li>• Exploring form through physical models</li> </ul> <p>DIGITAL TOOLS FOR FORM EXPLORATION</p> <ul style="list-style-type: none"> <li>• Introduction to 3D modelling software (e.g., SketchUp)</li> <li>• Techniques for generating and manipulating forms digitally</li> <li>• Integrating material properties and textures in digital models</li> </ul>	20 hours
UNIT III	<p>EVALUATION, REFINEMENT, AND MATERIAL SELECTION</p> <ul style="list-style-type: none"> <li>• Methods for evaluating and refining different form options</li> <li>• Critique sessions for evaluating student work</li> <li>• Consideration of material properties in form selection and refinement</li> </ul> <p>MATERIAL APPLICATION AND INTEGRATION IN DESIGN</p>	20 hours

(22)

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	<ul style="list-style-type: none"> <li>• Hands-on exploration of different materials and their applications</li> <li>• Experimentation with material combinations to enhance form</li> <li>• Integrating materials and form into design projects</li> </ul>	
UNIT IV	<p>SUSTAINABLE MATERIAL PRACTICES</p> <ul style="list-style-type: none"> <li>• Introduction to sustainable materials and their role in design</li> <li>• Exploring eco-friendly material options and considerations</li> <li>• Future trends in sustainable material exploration</li> </ul> <p>MATERIAL AND FORM INNOVATION</p> <ul style="list-style-type: none"> <li>• Introduction to new and emerging materials in design</li> <li>• Case studies of innovative material applications</li> <li>• Discussion on future directions of material and form exploration</li> </ul>	30 hours

#### SUGGESTED BOOKS AND REFERENCES:

1. Design Thinking: Understanding How Designers Think and Work by Nigel Cross
2. Form, Function, and Design by Paul A. Heskett
3. Sketching: The Basics by Roselien Steur and Koos Eissen
4. Material Revolution: Sustainable and Multi-Purpose Materials for Design and
5. Architecture by Sascha Peters

#### MOOCS AND SELF-LEARNING INSTRUCTIONS:

1. Sketching for Product Designers:  
<https://www.udemy.com/course/sketching-for-product-designers/>
2. 3D Modeling for Beginners:  
<https://www.udemy.com/course/3d-modeling-for-beginners-learn-to-create-3d-models-from-scratch/>

23

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3. "Materials Science and Engineering: A Comprehensive Introduction" offered by MIT OpenCourseWare
4. "Sustainable Materials for Emerging Technologies" offered by Coursera

#### SELF-LEARNING INSTRUCTIONS:

1. Practice sketching and doodling to explore different forms and integrate material elements.
2. Experiment with different materials for model making and document the outcomes.
3. Explore and learn different 3D modelling software to create digital models that incorporate both material and form.
4. Visit material suppliers and manufacturers to gain hands-on experience with materials and understand their properties.
5. Conduct material testing experiments to explore the physical properties and behaviour of materials.
6. Explore online resources, case studies, and industry publications to stay updated.

#### Learning Outcomes:

- Understanding the relationship between form and material.
- To explore and manipulate form while integrating material properties
- To create innovative and sustainable design solutions.
- To critically evaluate, refine and select material and their properties.

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(24)

AECC-2

English

\*Syllabus Prescribed by the University of Rajasthan

VAC-2

Value Added Course-II

\*Select a course from the list provided by the University of Rajasthan for the Value Added Course.

SEC-2

Skill Enhancement Course-II

\*Select a course from the list provided by the University of Rajasthan for the Skill Enhancement Course.

(25)

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