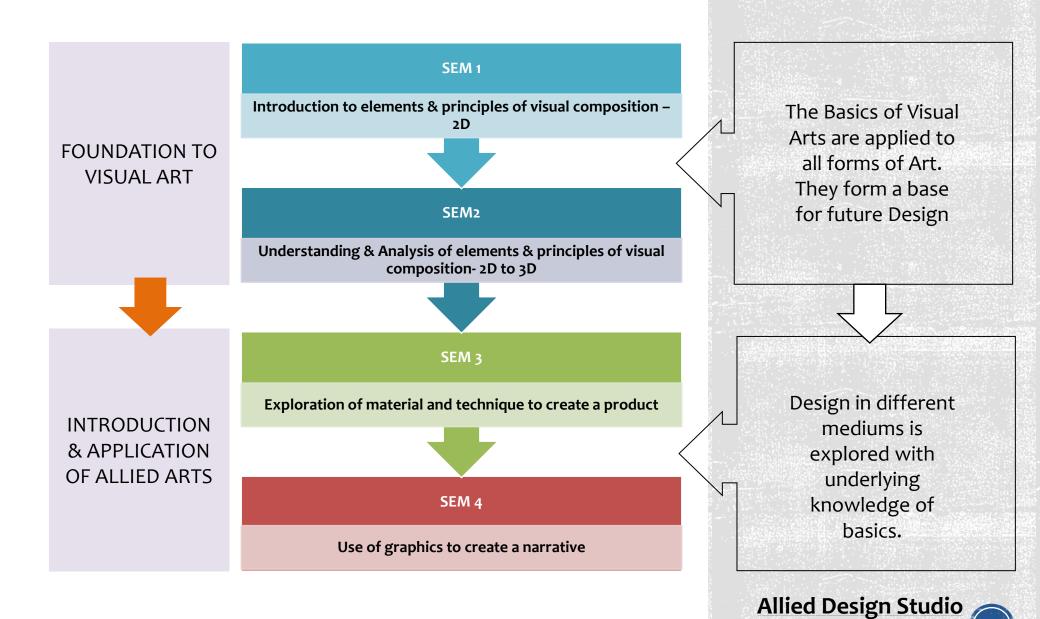
Allied Design Studio is the synchronization of Design Education with all Allied fields of Design.

Through this subject the students are exposed to all Allied Arts thus making their experiences richer and they are equipped with a diverse tool kit for design.



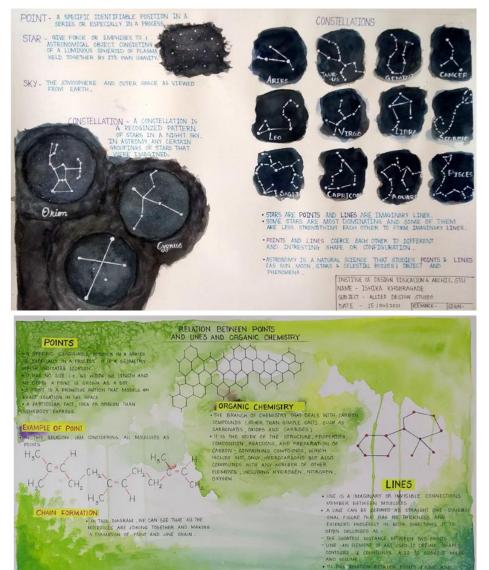
Other that the first two semesters, there is no specified syllabus for Allied Design Studio. This provides **freedom** for both the students and the faculty to explore various fields of design.





**PROGRESSIO** 

# ALLIED DESIGN I





Exercise 1 Elements of Visual Composition

POINTS AND LINES

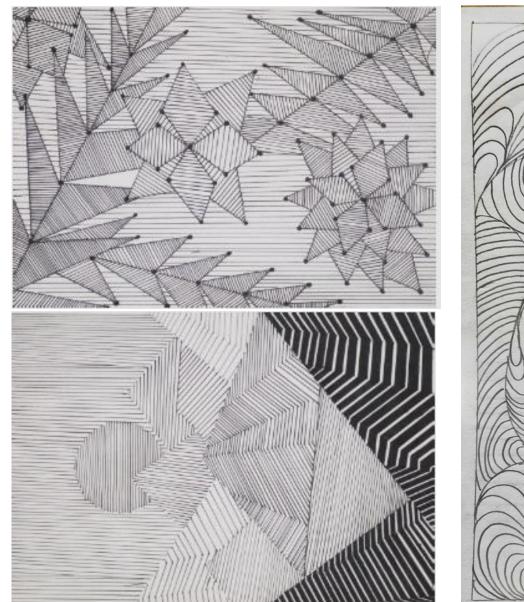
INSTITUTE OF DESIGN EDUCATION AND ARCHITECTURAL STUDIES

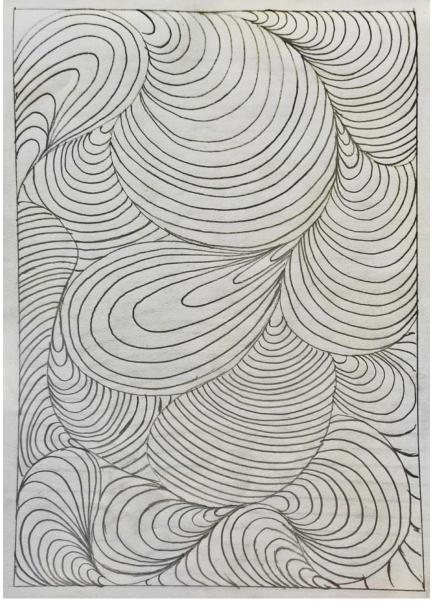
REMARK

NAME - MANSI KEDAR

SUBJECT - DESIGN

Allied Design Studio Semester I





Exercise 1 Elements of Visual Composition

Allied Design Studio Semester I



# SYMMETRICAL BALANCE

SYMMETRICAL BALANCE OCCURS WHEN YOU HAVE TWO IDENTICAL SIDES OF A DESIGN WITH A CENTRAL POINT OF AXIS—50 IF YOU CUT THE DESIGN IN HALF, THE LEFT AND RIGHT ARE MIRROR IMAGES OF EACH OTHER. TO BE CONSIDERED PERFECTLY SYMMETRICAL, A DESIGN NEEDS TO HAVE EQUALLY NEIGHTED VISUALS ON EITHER SIDE.



## \_\_ASSYMMETRICAL BALANCE

AGSYMMETRICAL BALANCE OCCURS WHEN YOU HAVE DIFFERENT VISUAL IMAGES ON EITHER SIDE OF A DESIGN, AND YET THE IMAGE STILL SEEMS BALANCED. TO BE CONSIDERED ASSYMMETRICAL, A DESIGN NEEDS TO HAVE UNEQUAL VISUAL WEIGHT ON EITHER SIDE, BUT THOSE UNEQUAL VISUALS NEED TO BALANCE EACH OTHER.

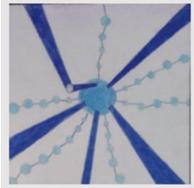


# RADIAL BALANCE

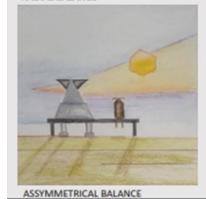
PADIAL BALANCE IS SYMMETRY IN SEVERAL DIRECTIONS, VISUAL ELEMENTS ARE ARRANGED AROUND A CENTRAL POINT IN THE COMPOSITION, LIKE THE SPOKES ON A BICYCLE WHEEL, OFTEN, RADIALLY BALANCED DESIGNS ARE CIRCULAR. OTHER SHAPES LEND THEMSELVES TO RADIAL BALANCE AS WELL - SQUARES, HEXAGON, OCTAGONS, STARS, ETC.

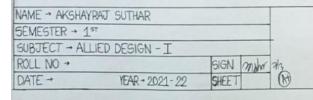


SYMMETRICAL BALANCE

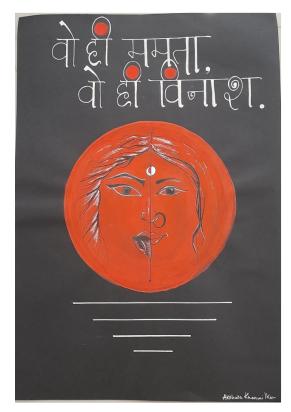


RADIAL BALANCE



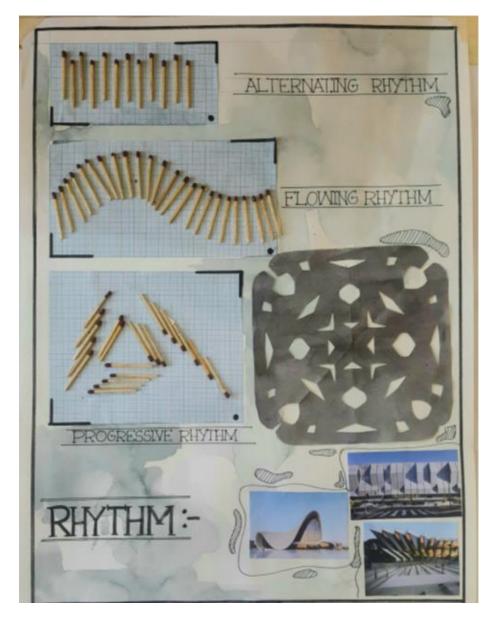


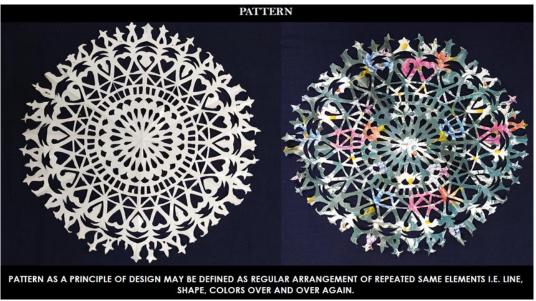
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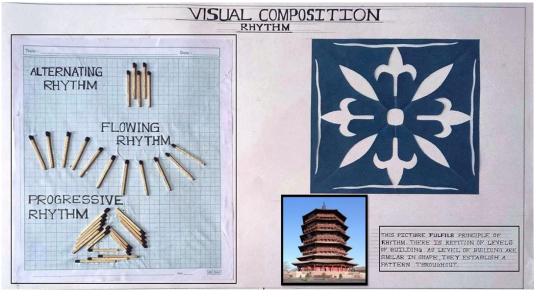












Exercise 2 Principles of Visual Composition

Allied Design Studio Semester I





## SR'NO FACE PARTS GIR FACE MY FACE FACE WIDTH / FOREHEAD WIDTH 1:618 0.748 LIPS TO CHIN NOSE TO LIPS WIDTH OF NOSE 10 WIDTH OF LIPS 1:618 B EYES TO NOSE 0.51 9 EYEBROWS TO 10 EYEBROWS TO 11 FOREHEAD TO 1.208

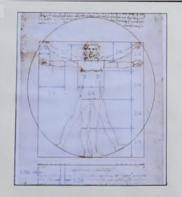
## GOLDEN RATTO⇒ GOLDEN RATIO = 1-618033988749 (Phi) Ø = 1+ 15

NOT IN A PROPER PROPORTION. AS SEEN EVERY RATIO IN MY FACE IS DIFFERENT FROM THE RATIO OF REFERENCE IMAGE EXCEPT THE FACE WIDTH LIPS TO CHIN AND WIDTH OF NOSE RATIO THESE RATIOS ARE ONLY EQUAL IN BOTH FACES SAME RATIO 1:0 WHEN COMPARED TO REFERRED IMAGE FROM HEAD TO CHIN IS 1072 WIDTH OF LOWER FACE ISO 15 1 189 EYES TO NOSE IS 1:163 . IF MEASURED FROM EYEBROWS TO EYES IS 0-51 FROM EYEBROWS TO NOSE 1679 AND FROM FOREHEAD TO FROM ABOVE OBSERVATION I CAME
TO THE CONCLUSION THAT MY FACE IS NOT IN A PROPORTION AS OF THE REFERRENCE IMAGE

NAME - CHETAN S RAUT SUBJECT- ALLIED DESIGN STUDIO-I ROLL NO







THE VITRUVIAN MAN ORIGINALLY KNOWN AS'LE PROPORZIONI DEL CORPO UMANO SECONDO VITRUVIO IS A DRAWING MADE BY THE ITALIAN POLYMATH LEONARDO DA VINCI IT DEPICTS A MAN IN TWO SUPERIMPOSE POSITIONS WITH HIS ARMS AND LEGS APART AND INSCRIBED INA CIRCLE AND SQUARE. THE DRAWING REPRESENT LEONARDO'S CONCEPT OF THE IDEAL HUMAN BODY PROPORTIONS ITS INSCRI PTIONS IN A SQUARE AND A CIRCLE COME FROM A DESCRIPTION BY THE ANCIENT ROMAN ARCHITECT VITRUVIUS IN BOOK III OF HIS TREATISE DE ARCHITECTURA

# -PROPORTION-

IF COMPARED TO VITRUVIAN MAN WITH MY BODY. IT IS UNEVEN AND NOT IN A PROPORTION THE LEGS ARE GOING OUT OF SQUARE AND CIRCLE EVEN THE HANDS ARE ALSO NOT IN PROPORTION IF WE PUT A CENTRE FROM NAVEL AND DRAW A CIRCLE THE HANDS AND LEGS GO OUT OF THE CIRCLE THUS, THEIR IS A MAJOR DIFFERENCE BETWEEN PROPORTIONS OF VIRUVIAN MAN AND MY BODY

SR-	BODY PARTS	VITRUVIAN	MYSELF
1.	MIDDLE FINGER TO WRIST	1/10	1-15/10
2.	FOREHEAD TO SHOULDER	1/4	20 /4
3	HEAD TO SHOULDER	1/6	1.05/ 6
4:	MIDDLE-FINGER TO	1/4	104/4
	ELBOW-		
5	SHOULDER TO	1/4	2.6/4
	SHOULDER		
6.	HEAD TO CHEST	1/4	1-03/4
7.	CHEST TO WAIST	1/4	1. 19/4
8.	WAIST TO KNEES	1/4	1.13/4
9.	KNEES TO TOES	1/4	1-2/4

ASSUMED HEIGHT OF VITRUVIAN MAN = 6FT (182 CA) HEIGHT OF CHETAN = 6 OFT (185CM)

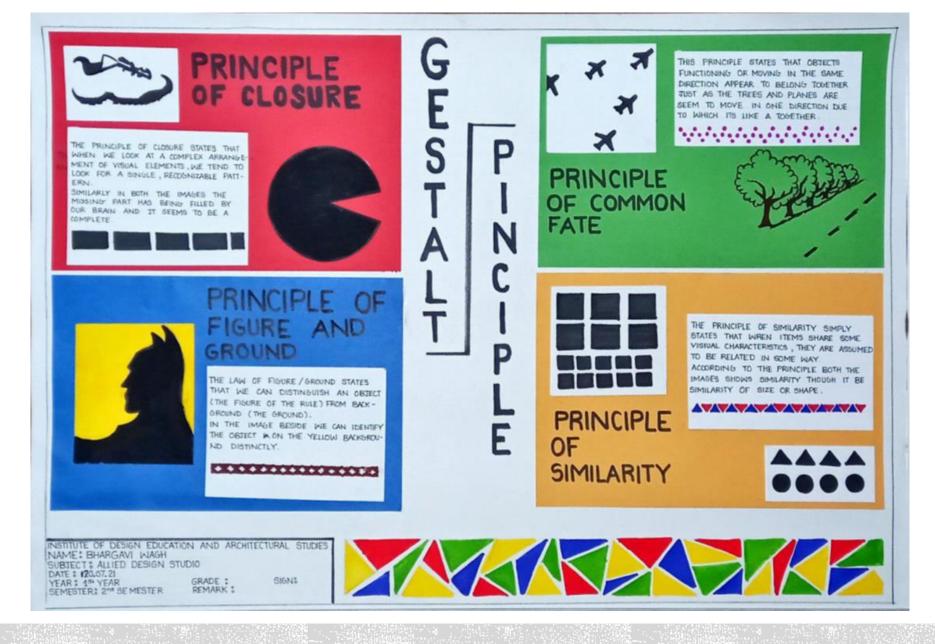
NAME- CHETAN S RAUT SEMESTER- I SUBJECT- ALLIED DESIGN STUDIO-I ROLL NO DATE-

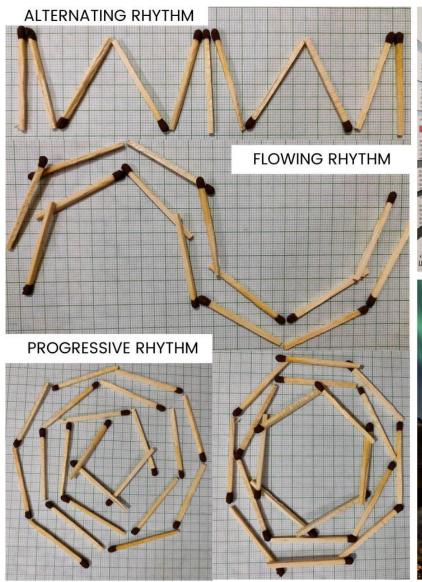






# ALLIED DESIGN STUDIO II











The following image is of aurora borealis aka northern lights.

The flow of colors and pattern of the light gives the image its rhythmic allure.

INSTITUTE OF DESIGN EDUCATION

& ARCHITECTURAL STUDIES

TAIKHUM. M .RATLAMWALA

SEMESTER; 2ND

I ALLIED DESIGN STUDIO





THE TREE OF LIFE - UNITY HARMONY AND VARIETY

# Scale

"Bad Dog," by artist Richard Jackson, is a sculpture installed at the Orange County Museum of Art in Newport Beach



Real scale



Enhanced scale

Here, Artist have increased scale of the 'dog' to grab attention of the audience and to create some drama.





Our favorite animated characters usually have exaggerated facial features to make them seem more expressive, like large eyes and mouths, a head that's too disproportionate to the rest of the body, arms and legs that are way too thin, and more.

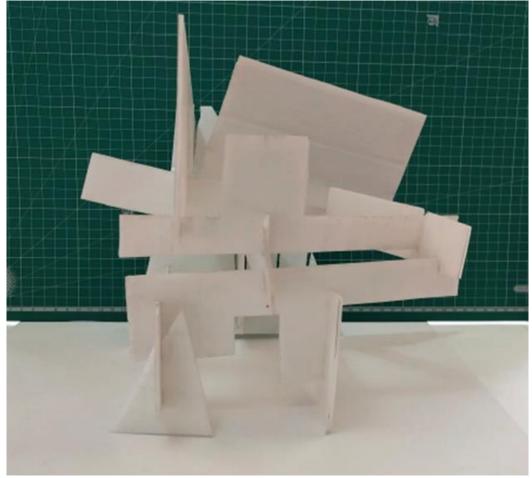
But what if their features were more realistic?



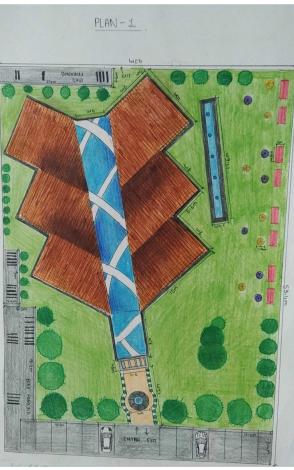








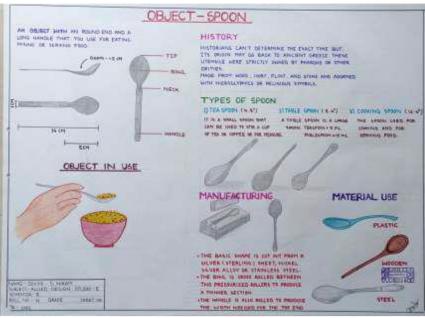


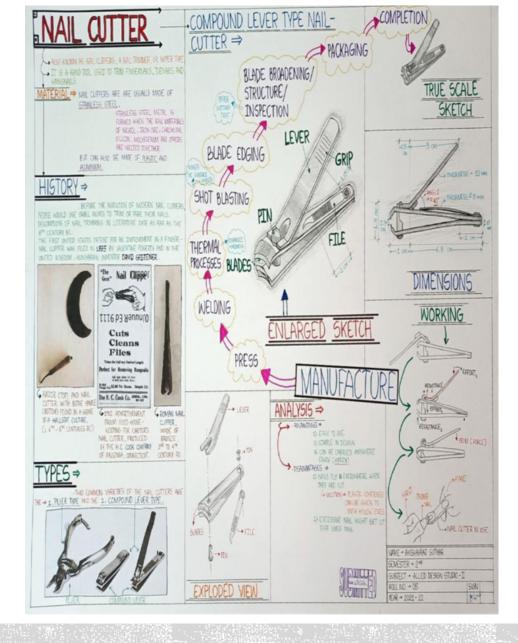






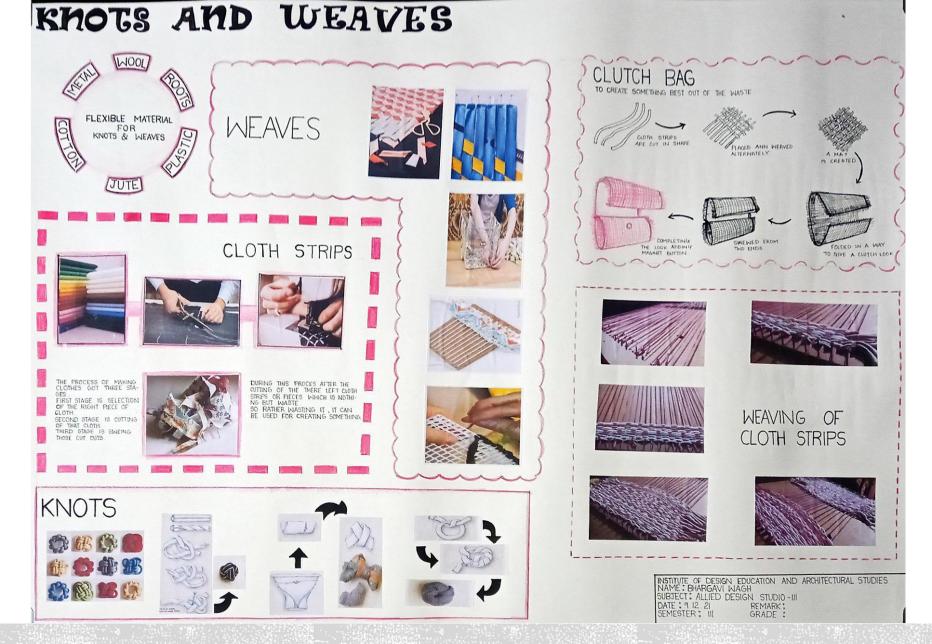






# ALLIED DESIGN STUDIO III





Exercise1-3

Allied Design Studio
Semester III



• Exercise1-3

Allied Design Studio Semester III

# ALLIED DESIGN STUDIO IV









