



VIDYALAYA VISUALS

An Interdisciplinary collaborative project by
Class VII students of

**PM SHRI KENDRIYA VIDYALAYA
DHARMAPURI**

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Rajat Kumar Pandey

TGT - Art Education

PM SHRI Kendriya Vidyalaya Dharmapuri



पावती / ACKNOWLEDGEMENT

First and foremost, I thank Almighty God for His divine blessings and guidance throughout the journey of creating "Vidyalaya Visuals." Without His grace, this achievement would not have been possible.

I extend my sincere gratitude to Kendriya Vidyalaya Sangathan Headquarters (KVS HQ) for their continuous support and encouragement in promoting quality educational resources.

Special thanks to our esteemed Principal, Shri Shambhu Dayal Meena, for his inspiring leadership and unwavering support that motivated me to complete this project with dedication.

I am also deeply grateful to the students of Class 7, KVS Dharmapuri, whose enthusiasm and cooperation made this endeavor more meaningful and enjoyable.

Lastly, I would like to thank everyone who contributed directly or indirectly to the successful completion of this book.

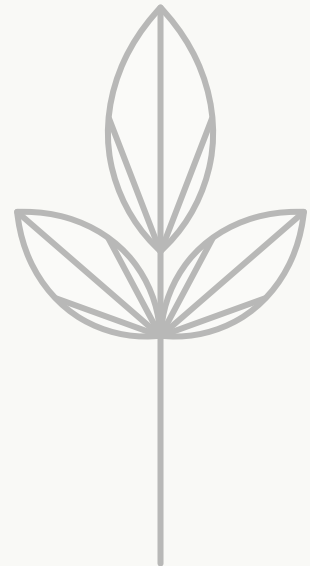
This work is dedicated to all learners and educators committed to the noble goal of education.

– Rajat Kumar Pandey





प्राचार्य का संदेश The Principal's Message



Shri Shambhu Dayal Meena The Principal

I am delighted to see the vibrant and creative interdisciplinary projects presented by our Class 7 students.

These projects beautifully integrate Art with subjects like Science, Math, History, and Language.

It is inspiring to witness how our young learners have expressed complex concepts through visual creativity.

Art is not just a subject; it is a powerful medium for expression, learning, and connection.

The efforts and imagination reflected in each project are truly commendable.

Our students have shown that learning becomes more meaningful when subjects blend together.

I appreciate the dedication of our teacher Mr Rajat Kumar Pandey in guiding and mentoring the students.

Such initiatives spark curiosity and holistic development in young minds.

Let us continue to encourage innovation, exploration, and artistic expression.

Congratulations to all students for their outstanding contributions!



प्राचार्य / Principal

कला शिक्षक का वैचारिक नोट

ART TEACHER'S CONCEPTUAL NOTE

"The goal of education is not to increase the amount of knowledge but to create the possibilities for a child to invent and discover."

– Jean Piaget

When I started studying art, my Teacher always pressurising on one thing and that was interdisciplinary integrated learning as well as continuous further development. Visual art also talks about this dimension. The new art book presented by NCERT has very well integrated every subject, has achieved innovative learning and learning by doing.

Creating icons for school labs and rooms is a meaningful visual art project that integrates design principles with practical application. This project enables students to develop their understanding of visual design's role in communication while applying key concepts such as symbolism, color theory, composition, and typography. By designing icons for various labs and rooms, students learn to convey complex ideas through simple, visually appealing symbols.

The process begins with research and brainstorming, where students identify the spaces that require icons and generate ideas for each. This stage encourages creativity and problem-solving as students consider how to effectively represent different areas of the school. As they sketch and refine their designs, students apply principles of visual art and design, ensuring their icons are both functional and aesthetically pleasing.

Once the designs are developed, students use digital tools to bring their ideas to life. This stage allows them to explore digital art skills and experiment with different software or tools. After creating their icons, students share and discuss their work, providing and receiving feedback that helps refine their designs.

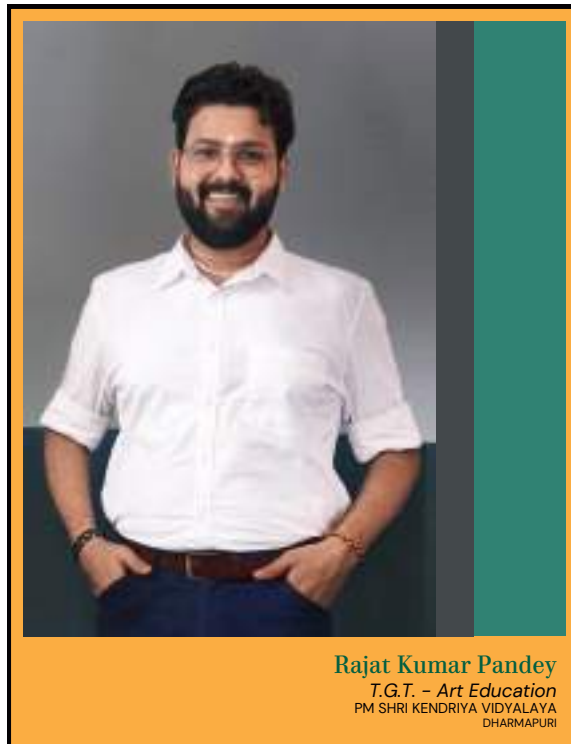
I faced several challenges while guiding the 75+ students of Class 7th in their icon-making project for school labs and rooms. With such a large number of students, managing individual creativity and ensuring uniformity in design quality was a daunting task. Some students struggled a lot with design concepts, while others had difficulty in minimalism of different object while transform it into icons. I had to balance providing individual attention with maintaining the project's overall timeline. Despite these challenges, I encouraged students to experiment and explore their artistic skills, resulting in a diverse and innovative collection of icons that reflected the school's spirit.

Under the enlightened leadership of our principal Sir, the Icon-making project flourished, showcasing the artistic prowess of our students. Their steadfast support and guidance enabled the students to excel, reflecting the KVS commitment to holistic education. We are deeply grateful for their vision and patronage, which have elevated the creative spirit of our school.

Through this project, students not only enhance their visual art skills but also develop critical thinking and creativity. They learn to iterate on their designs based on feedback, a valuable skill in both art and professional settings. The final icons can be used throughout the school, serving as a practical application of the students' work and reinforcing the importance of visual design in everyday life.

Overall, this project offers a comprehensive learning experience that combines artistic expression with technical skills, preparing students for future endeavors in design and beyond.

My best wishes to the children is this project will definitely give a new direction, learning and positive growth to the life of the students.



उत्पत्ति / GENESIS



VISUAL ARTS



कलानां प्रवरं चित्रं धर्मकामार्थ मोक्षदम्।
मङ्गल्यं परमं ह्येतद् गृहे यत्र प्रतिष्ठितम्॥

*kalānām pravaram chitraṁ
dharmakāmārtha mokṣadam ।
maṅgalyam paramaṁ hyetada grihe
yatra pratishṭhitam ॥*

*Among the arts, painting is the foremost; it
bestows dharma, artha, kama, and moksha.
Wherever it is established, it brings
auspiciousness.*

— Chitrāsutra from Vishnudharmottara
Purana, Ch: 43 shloka 38

OBJECTS IN ICONS AND SYMBOLS

15



Visuals help us communicate with one another. Examine the visuals on this page. Each one gives you information quickly and directly. Such visuals are called **icons**.

An icon is a simplified visual representation of an object, place or idea. Icons do not show too many details. For example, a mobile phone display has icons depicting the clock, remaining battery charge, network connections, applications, and so on. Below are a few other icons that you come across regularly.



In this chapter, you will learn how objects can be represented as icons and symbols to convey information. You will explore how these visual elements are used in logos, signages and even as emojis while texting. Through various activities, you will practise drawing objects to make them appear two-dimensional or three-dimensional and learn to convert them into icons.

You will also explore how objects take on other meanings when used as symbols.

Notice how the details in these objects have been removed to create icons.



ACTIVITY 15.1: UNDERSTANDING SIMPLE ICONS

Look at the two icons of the fork and spoon.

The **positive space** depicts the objects.

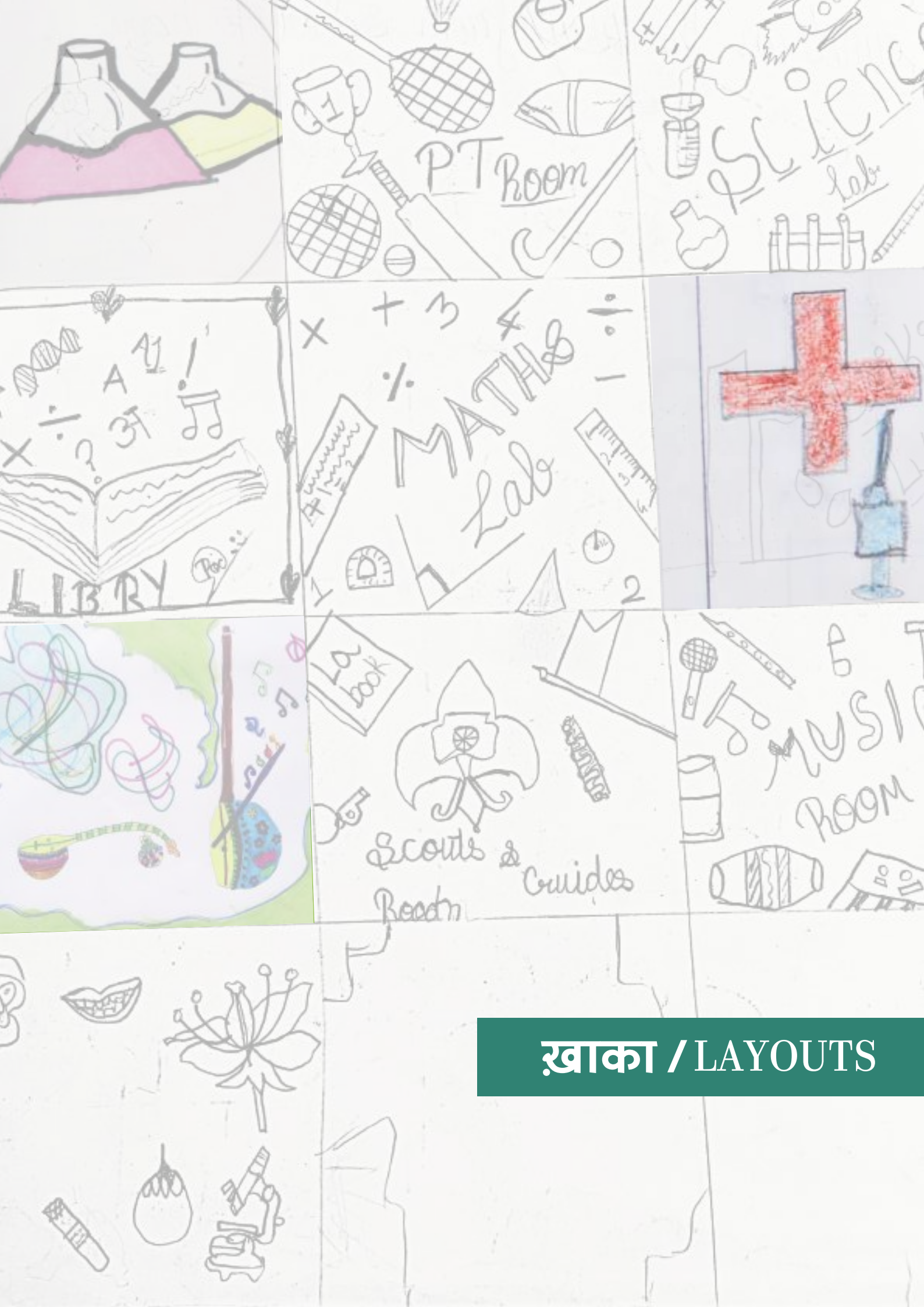
The **negative space** is the blank space.

Thus, black is positive in one image and negative in the other. Observe the positive and negative spaces in the other icons. Icons generally have a lot of **negative space**.

This helps the main object to be visible even in very small sizes.



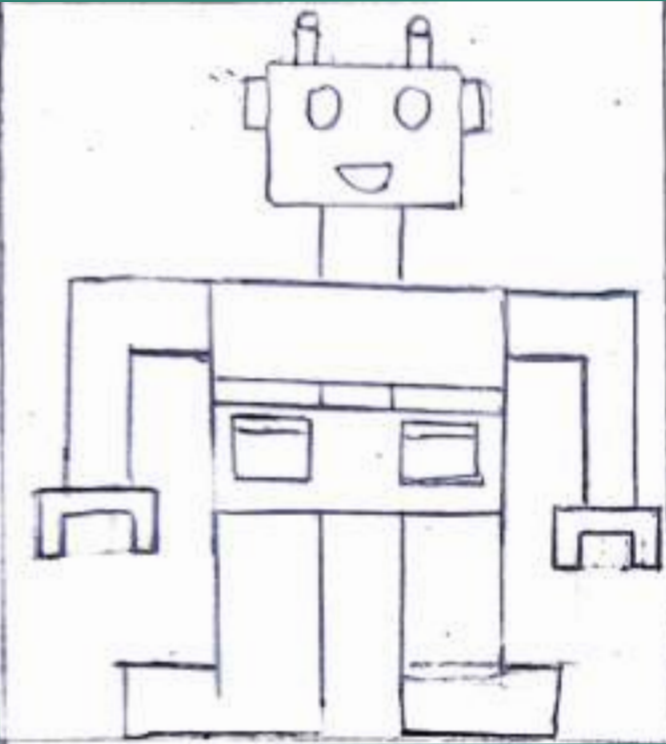
रचनात्मक प्रक्रिया / THE CREATIVE PROCESS >>>>>>>>>



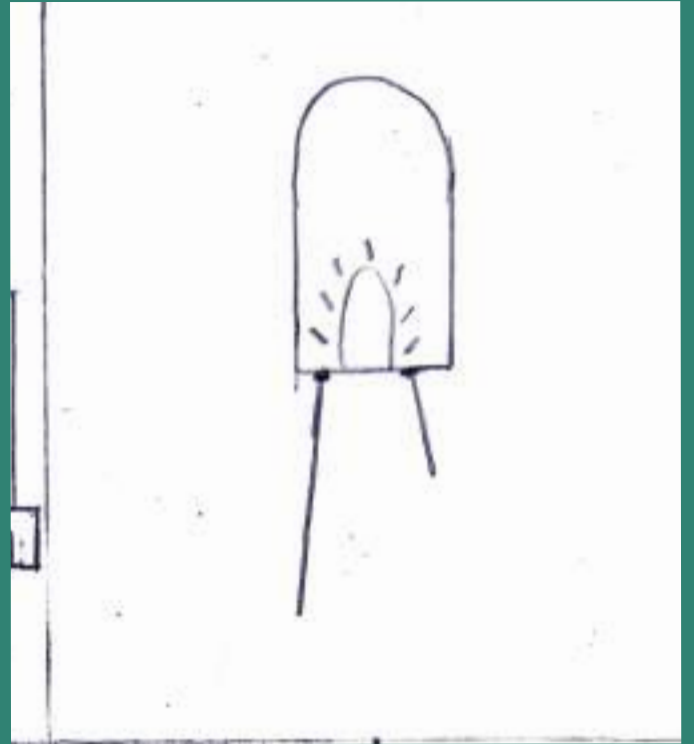
खाका / LAYOUTS

सागर से कुछ बूंदें

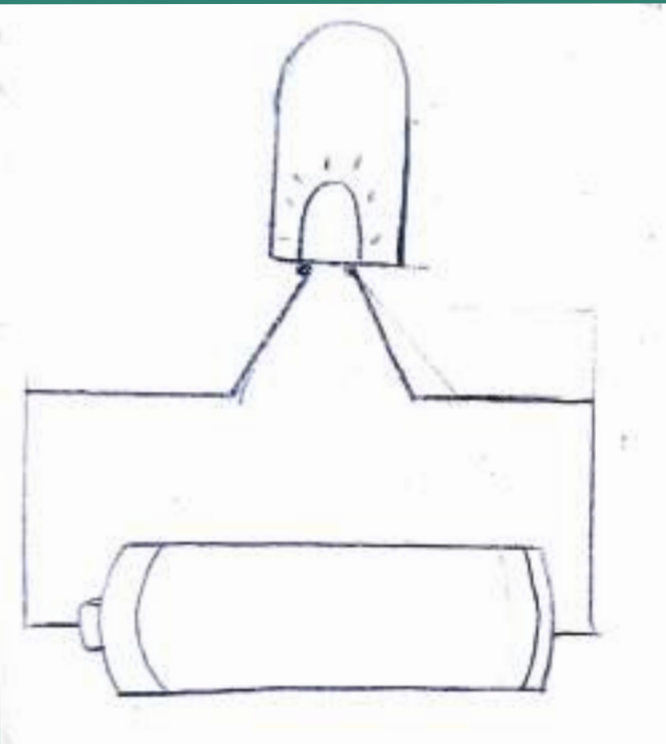
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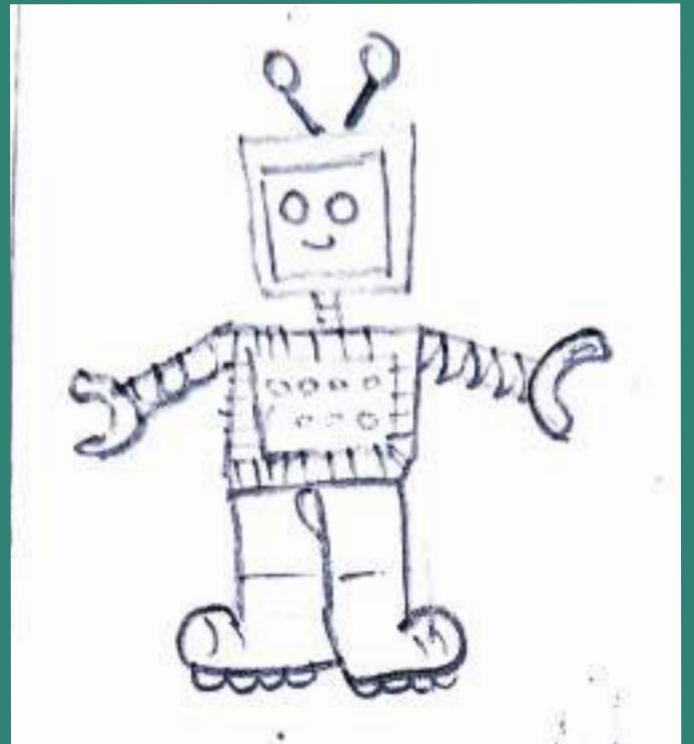
M.C. Dhaaniyashri - 7th A



M.C. Dhaaniyashri - 7th A

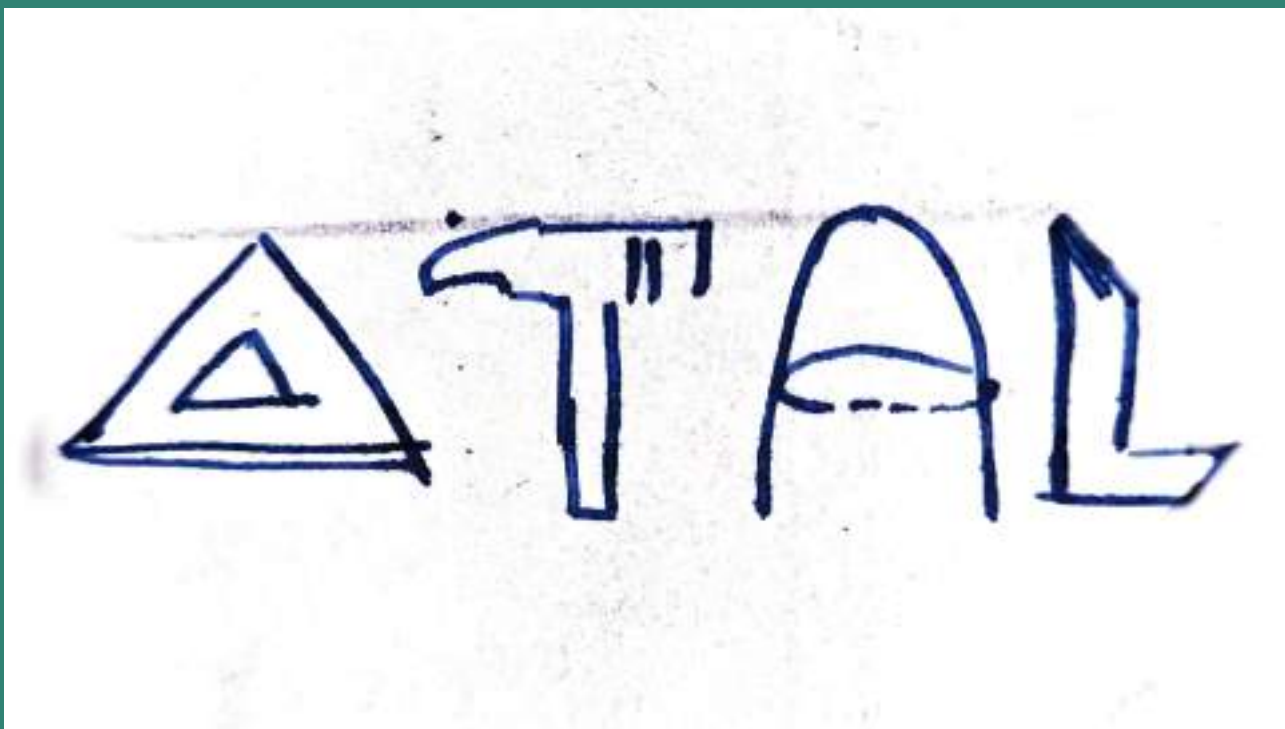


M.C. Dhaaniyashri - 7th A



T. Kavyasri - 7th A

अंतिम रूप देना / FINALIZING PROCESS



डिजिटल ड्राइंग / DIGITAL DRAWING



M. Mohamed Zeeshan - 7th A

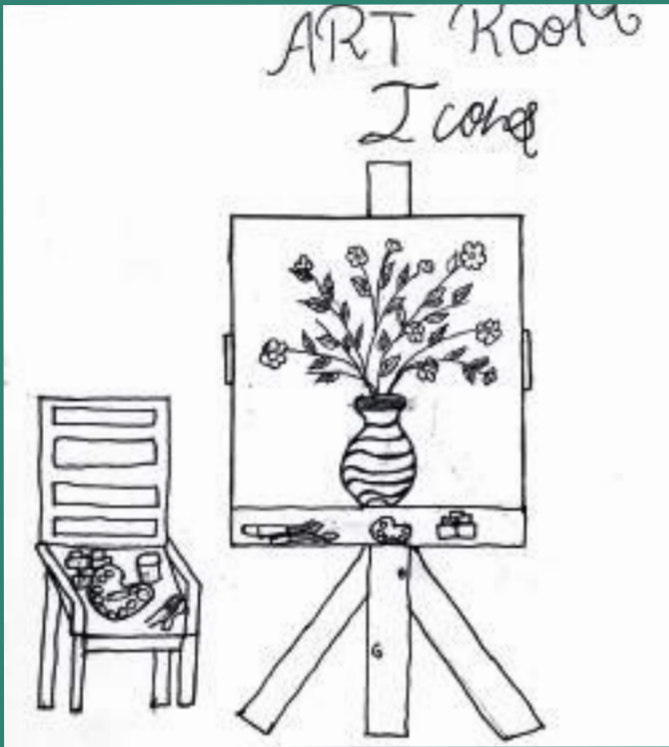
अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

सागर से कुछ बूंदें

A FEW DROPS FROM THE OCEAN



M. Devashri - 7th A



S. Shwethambari - 7th A



B. Shanmukhnath - 7th A



Harith C. - 7th A

अंतिम रूप देना / FINALIZING PROCESS



डिजिटल ड्राइंग / DIGITAL DRAWING



M. Pavan - 7th A

अंतिम प्लेसमेंट / FINAL PLACEMENT



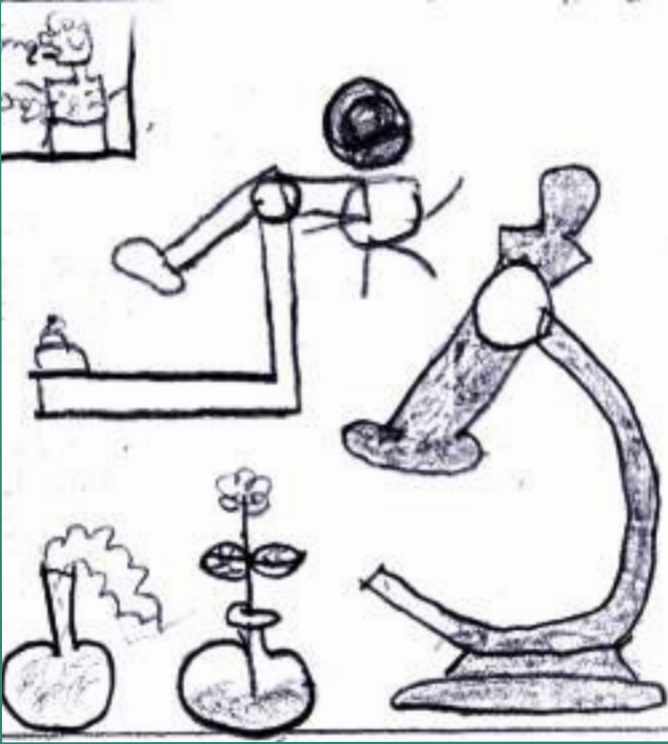
"SCAN, CREATE, INSPIRE."

अंतिम प्लेसमेंट / FINAL PLACEMENT

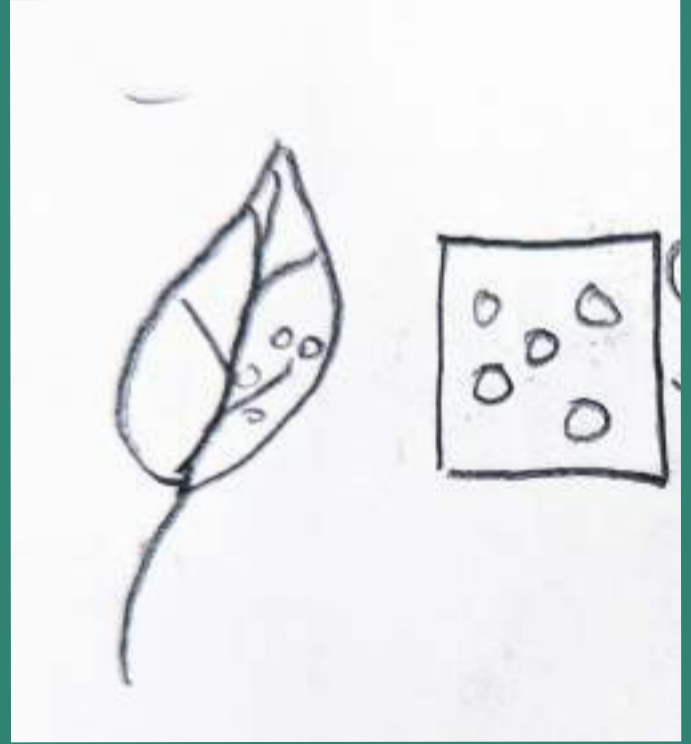


सागर से कुछ बूंदें

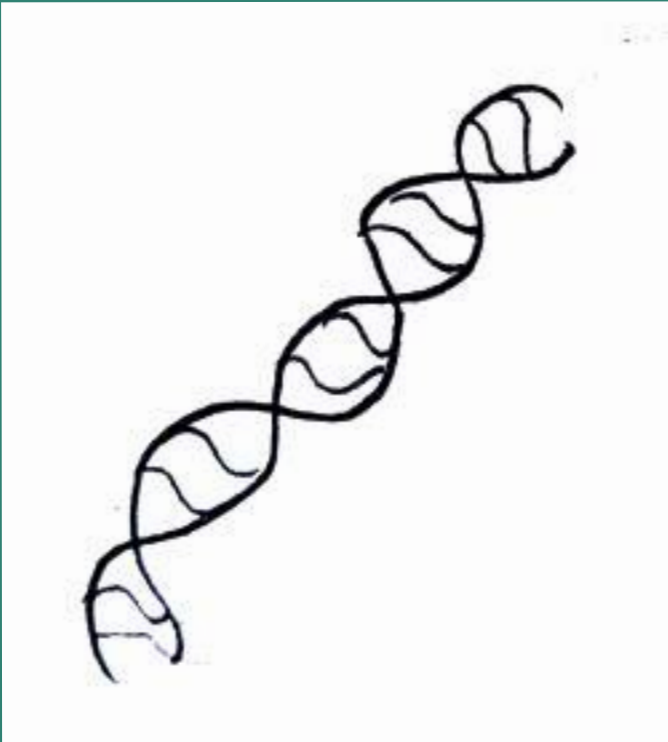
A FEW DROPS FROM THE OCEAN



M. Mohamed Zeeshan - 7th A



P. Yallnie - 7th A



P. Yallnie - 7th A



P. Yallnie - 7th A

अंतिम रूप देना / FINALIZING PROCESS



डिजिटल ड्राइंग / DIGITAL DRAWING



Preethi C.D. - 7th B

अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

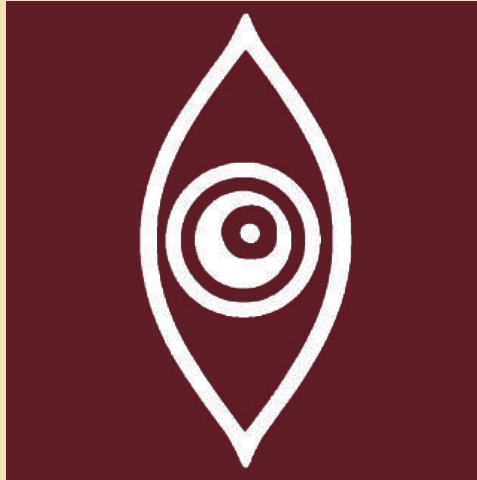
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डिजिटल ड्राइंग / DIGITAL DRAWING



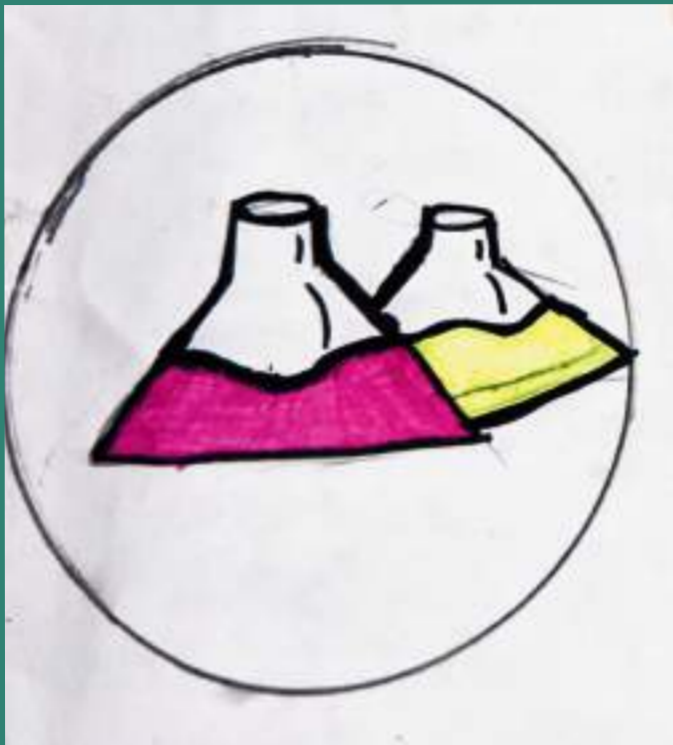
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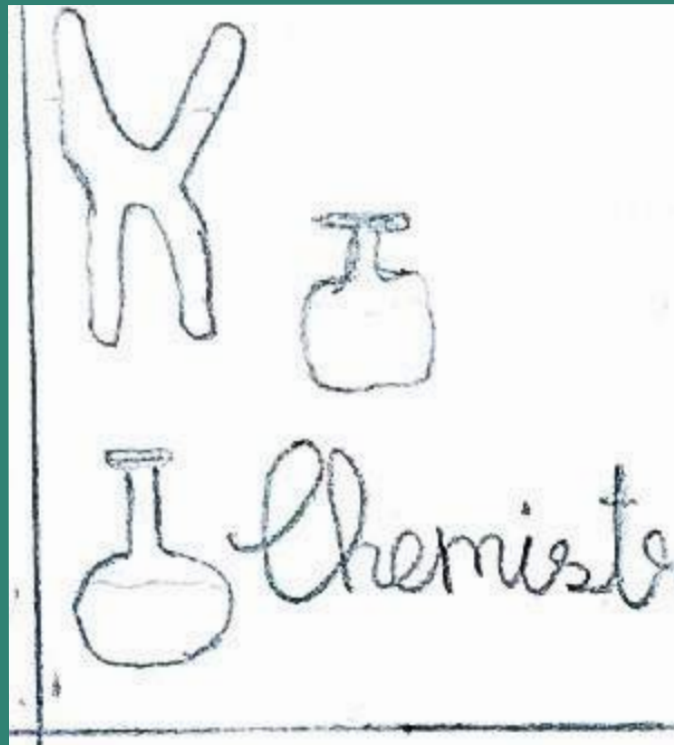
"SCAN, CREATE, INSPIRE."

सागर से कुछ बूंदें

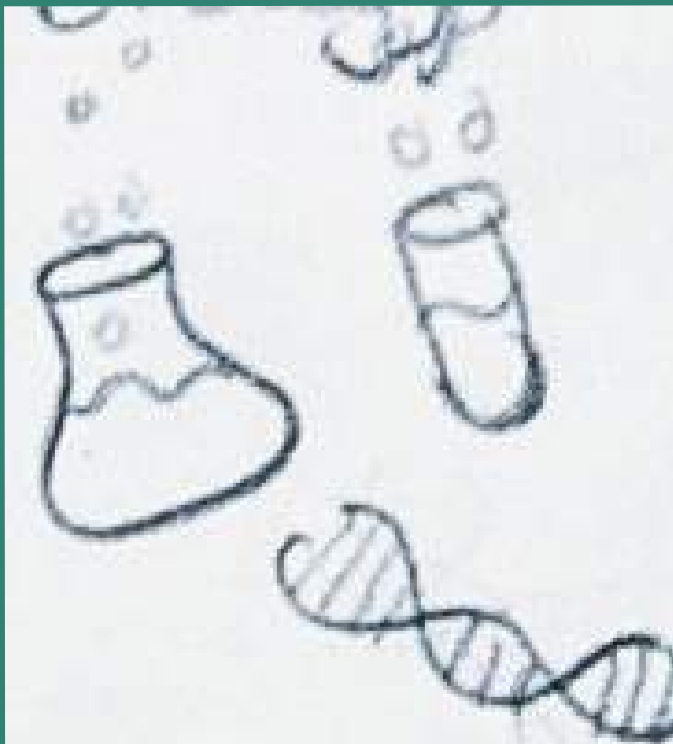
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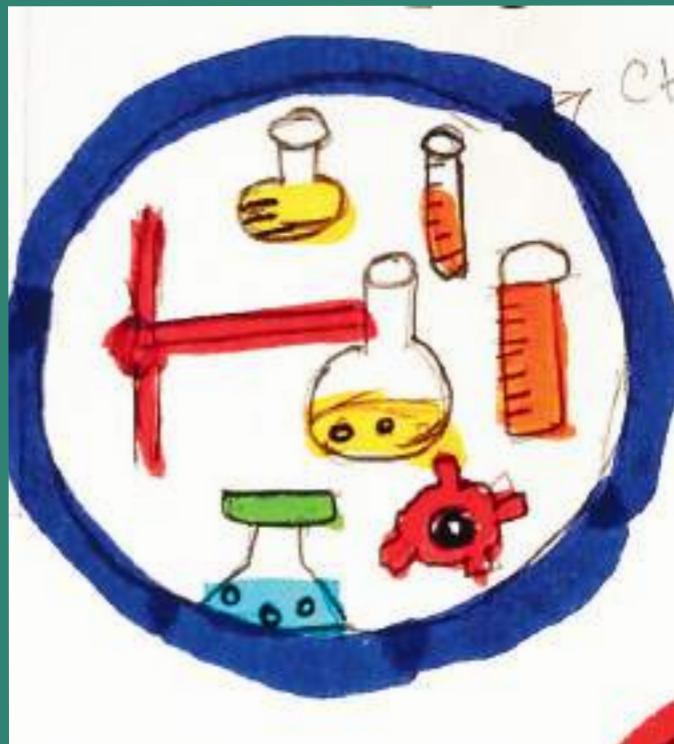
S. Nethra - 7th B



M. Virat - 7th A



N. Mukelan - 7th A



R. Risitha - 7th A

अंतिम रूप देना / FINALIZING PROCESS



Thansika M. - 7th B

डिजिटल ड्राइंग / DIGITAL DRAWING



Thansika M. - 7th B

अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

सागर से कुछ बूंदें

A FEW DROPS FROM THE OCEAN



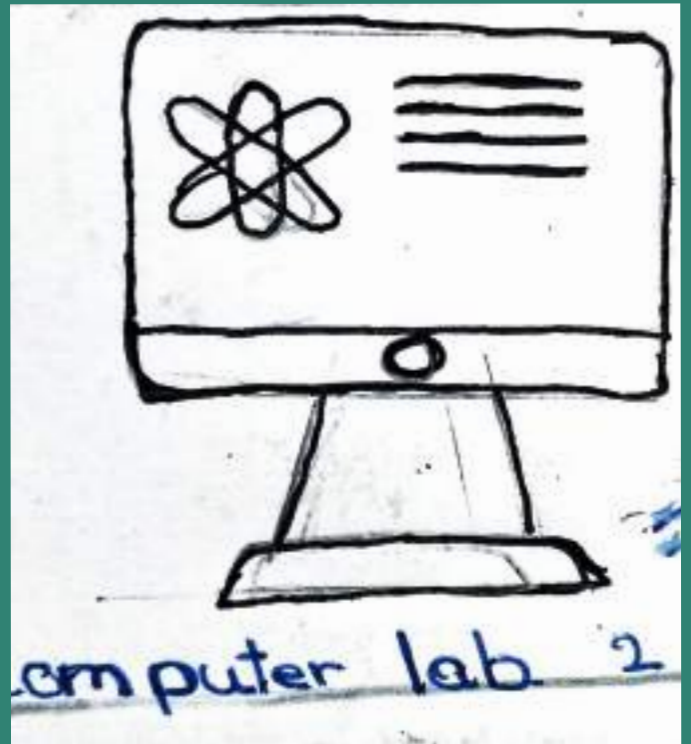
S. Poovizhikannan - 7th A



T. Kavyasri - 7th A

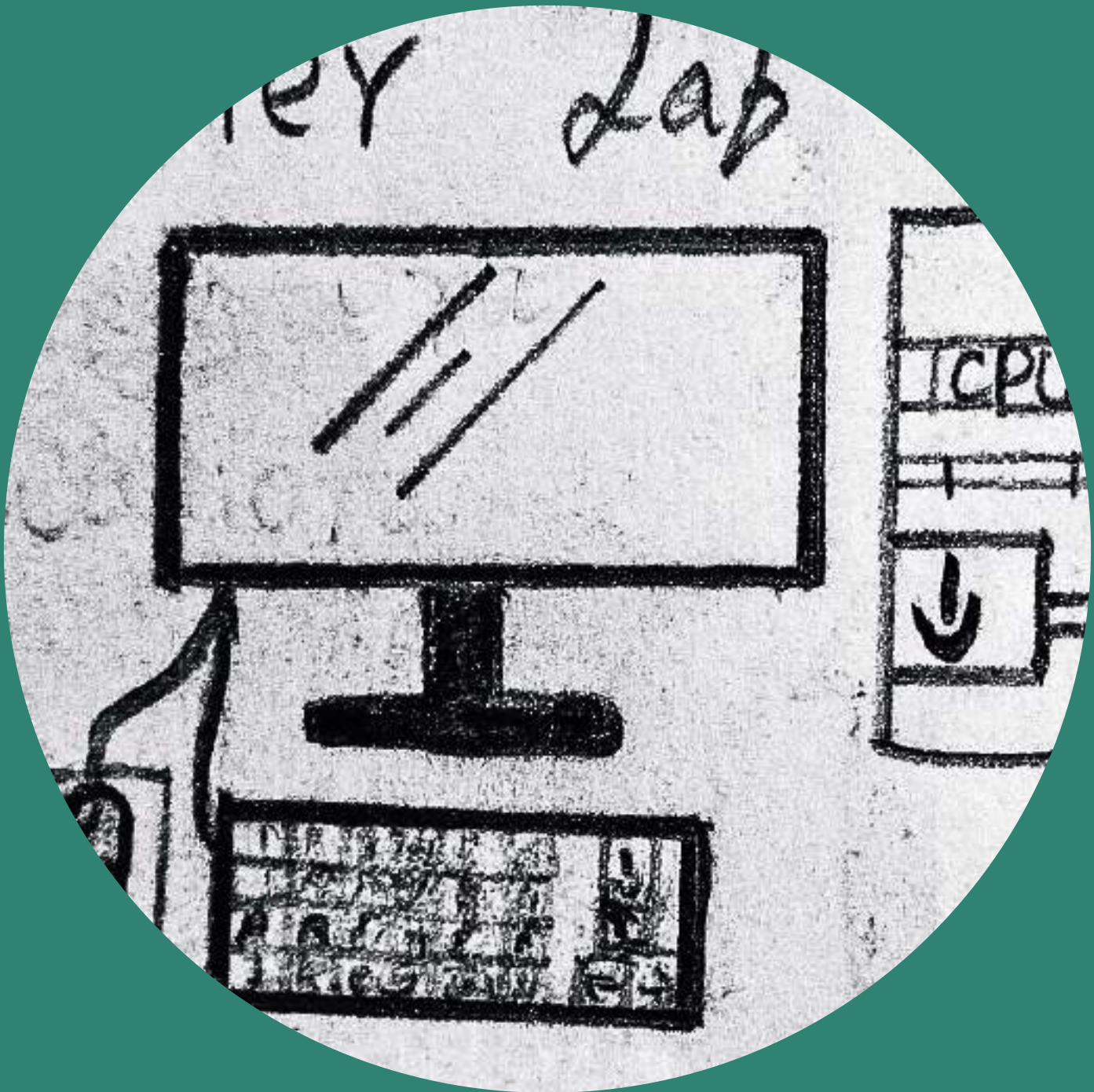


M. Virat - 7th A



V.K. Agshaya - 7th A

अंतिम रूप देना / FINALIZING PROCESS



डिजिटल ड्राइंग / DIGITAL DRAWING



A. Iniya - 7th A

अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

अंतिम रूप देना / FINALIZING PROCESS

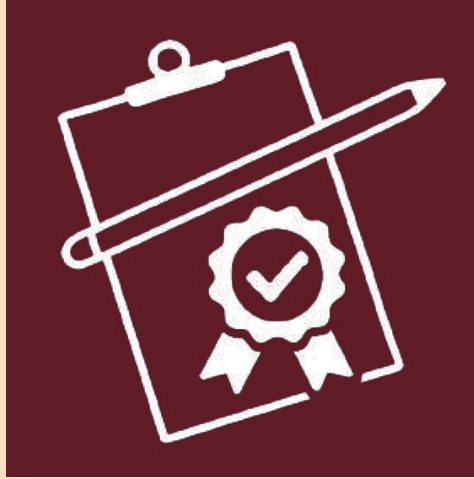


डिजिटल ड्राइंग / DIGITAL DRAWING



S. Poovizhikannan - 7th A

अंतिम प्लेसमेंट / FINAL PLACEMENT

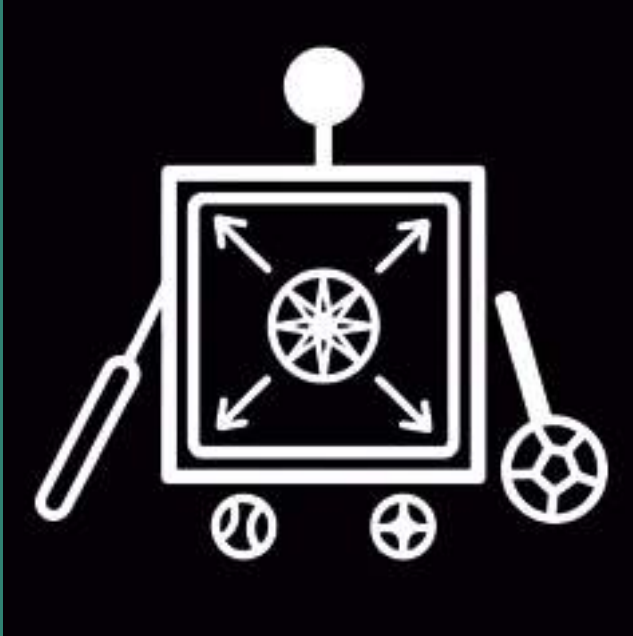


"SCAN, CREATE, INSPIRE."

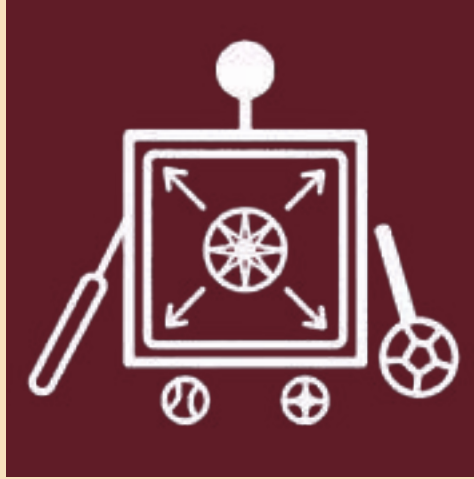
अंतिम प्लेसमेंट / FINAL PLACEMENT



डिजिटल ड्राइंग / DIGITAL DRAWING



अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

अंतिम रूप देना / FINALIZING PROCESS



डिजिटल ड्राइंग / DIGITAL DRAWING



अंतिम प्लेसमेंट / FINAL PLACEMENT



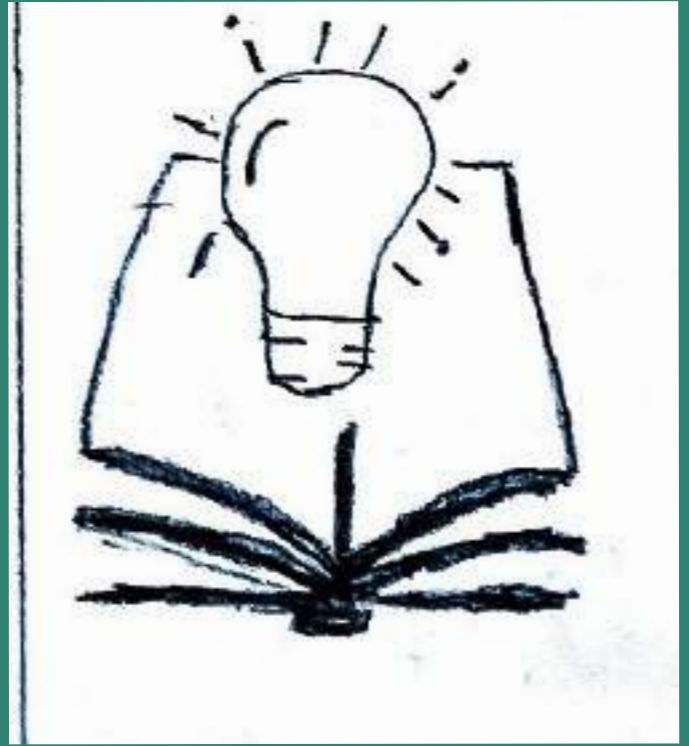
"SCAN, CREATE, INSPIRE."

सागर से कुछ बूंदें

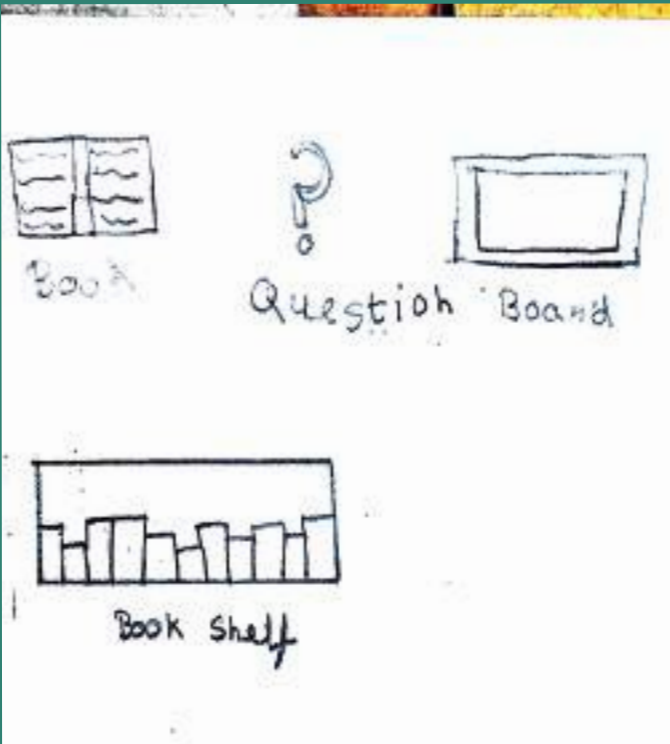
A FEW DROPS FROM THE OCEAN



S. Poovizhikannan - 7th A



Rishi R. - 7th A

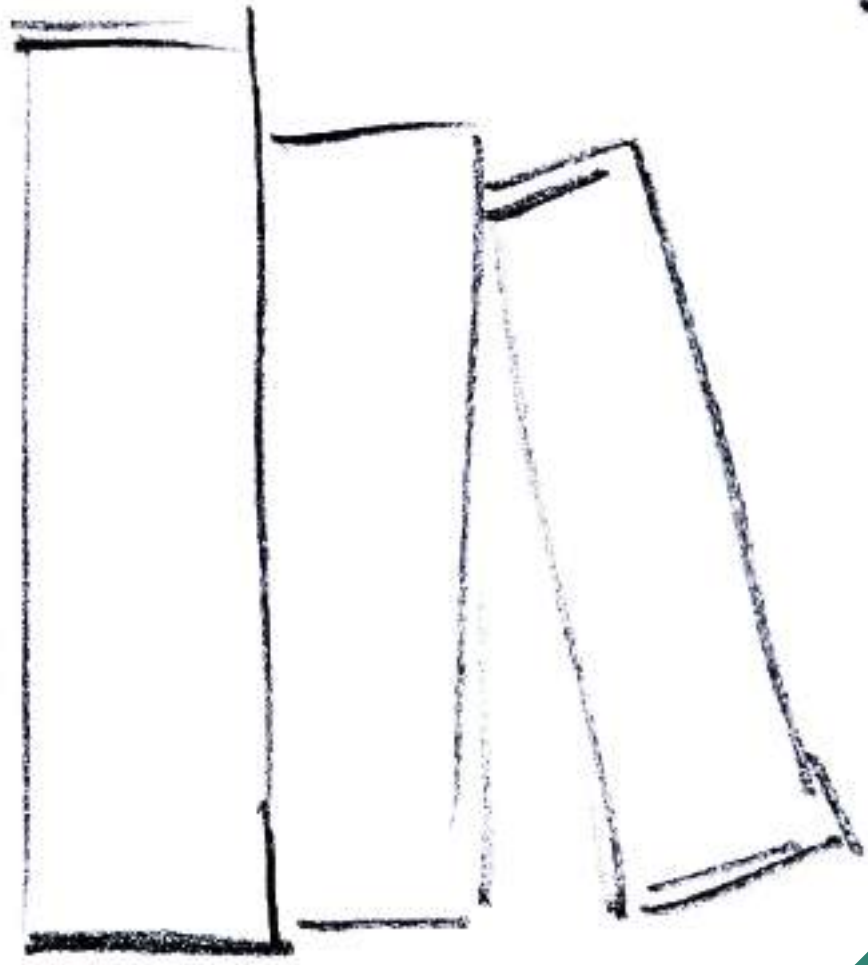


Rithika L - 7th A



T. Kavyasri - 7th A

अंतिम रूप देना / FINALIZING PROCESS



Shri Hari Prasanth - 7th B

डिजिटल ड्राइंग / DIGITAL DRAWING



Shri Hari Prasanth - 7th B

अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

अंतिम प्लेसमेंट / FINAL PLACEMENT

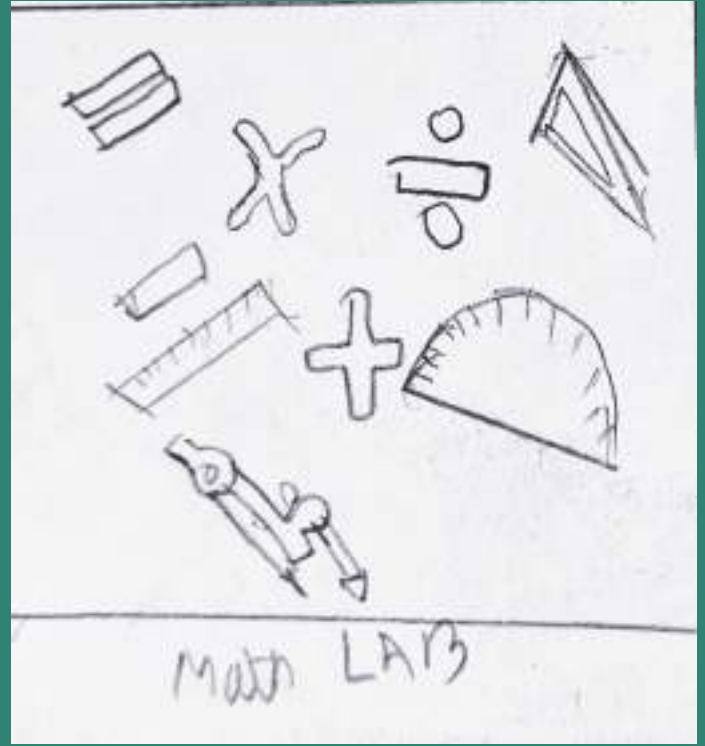


सागर से कुछ बूंदें

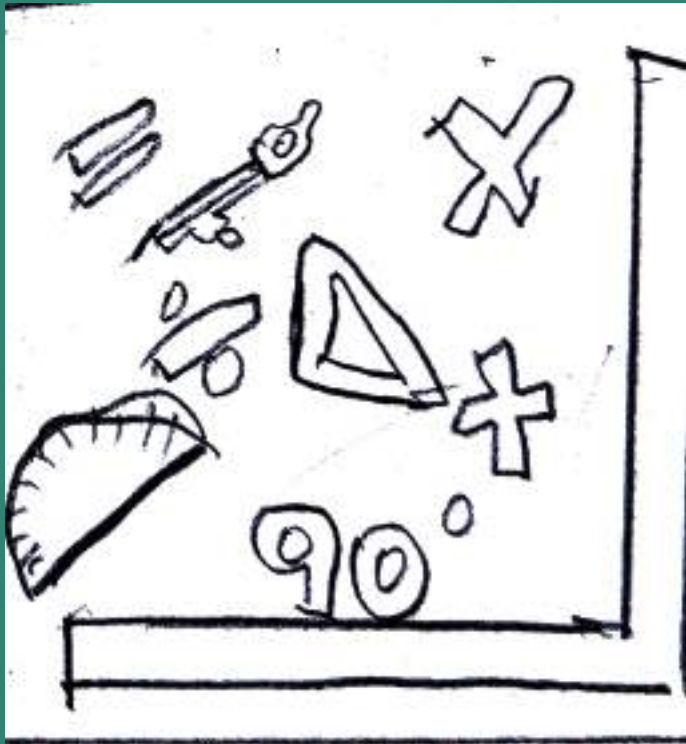
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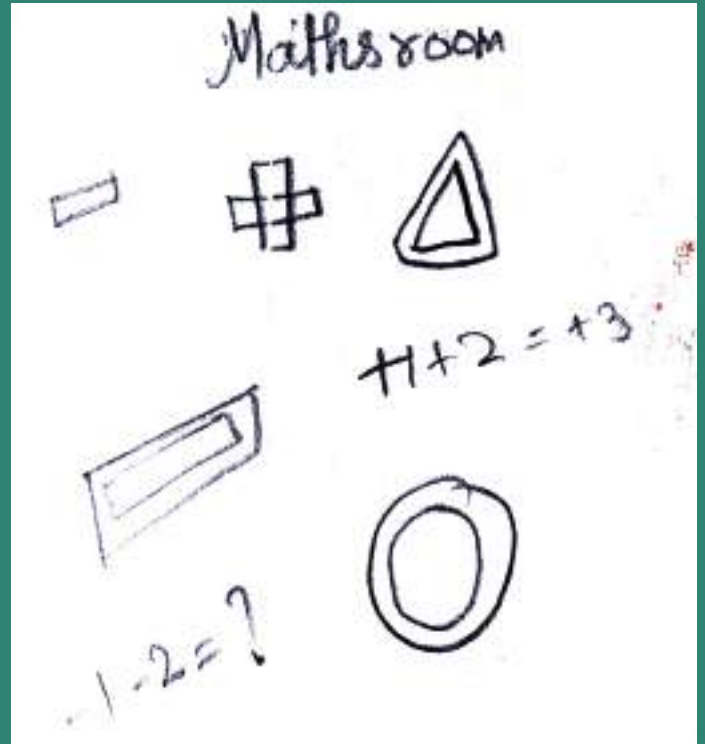
S. Poovizhikannan - 7th A



M. Virat - 7th A

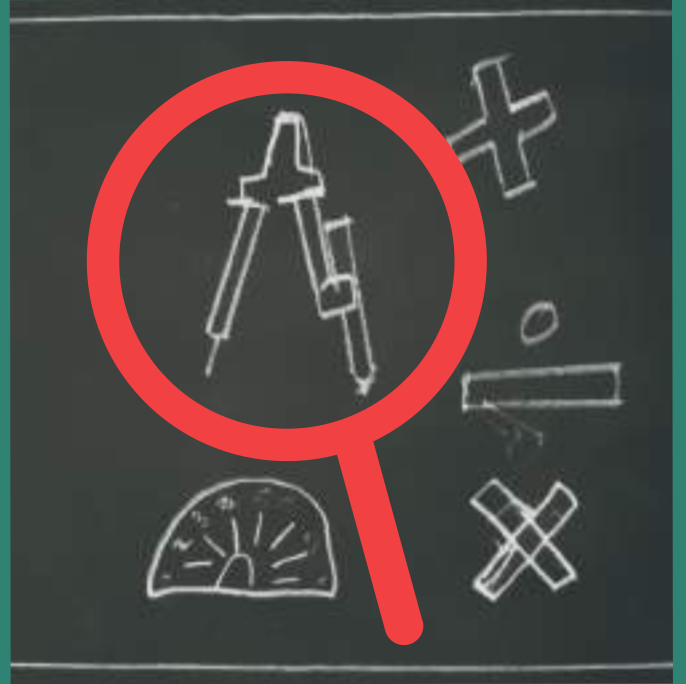
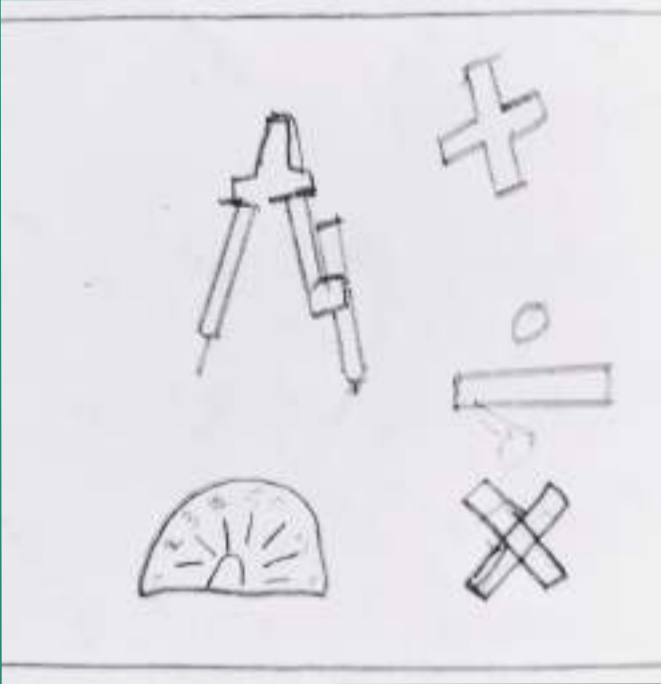


N. Mukelan - 7th A

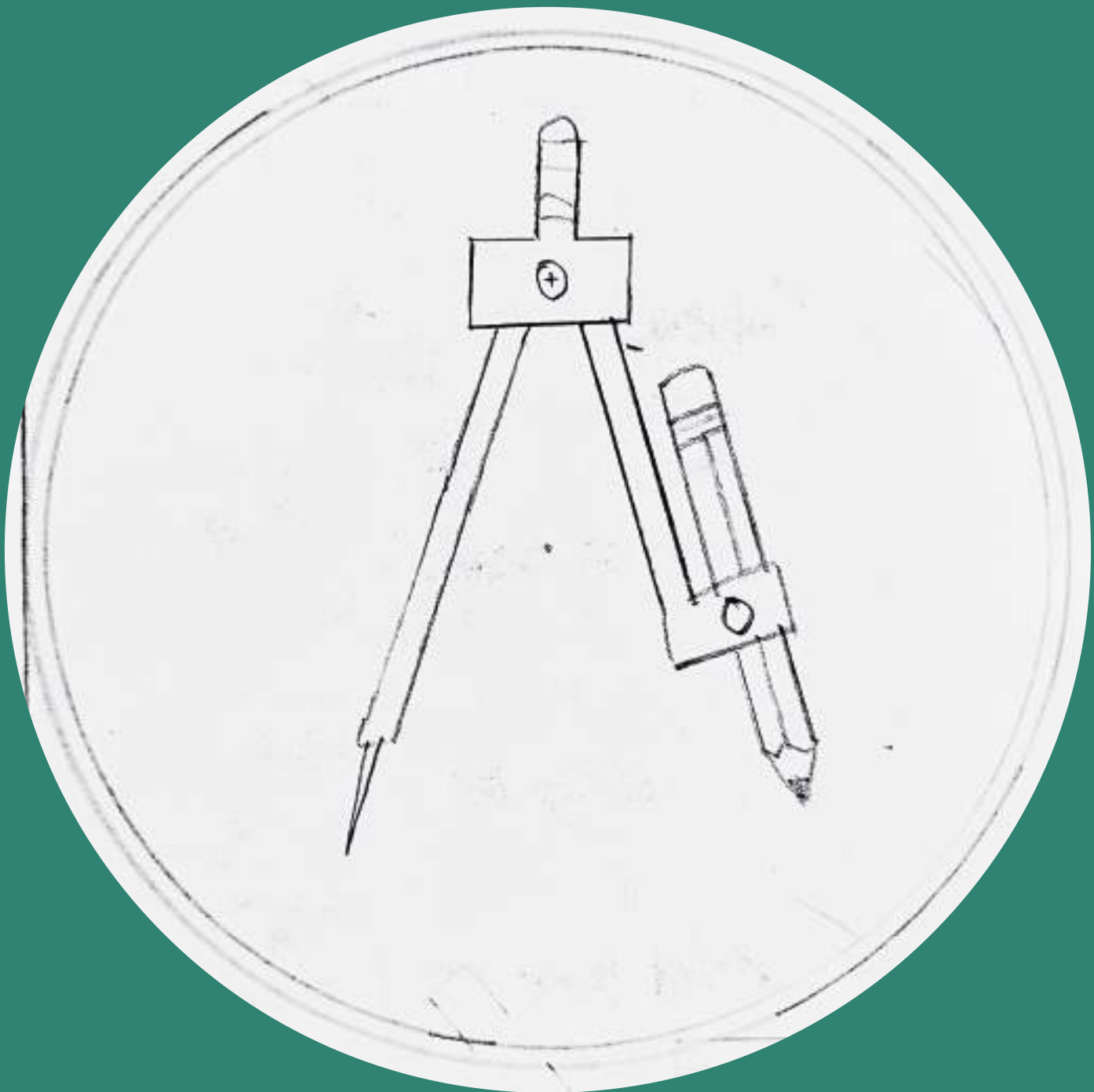


M. Shathvika - 7th A

सागर से सुई ढूँढना / FIND THE NEEDLE FROM THE OCEAN



अंतिम रूप देना / FINALIZING PROCESS



डिजिटल ड्राइंग / DIGITAL DRAWING



Shri Hari Prasanth - 7th B

अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

अंतिम प्लेसमेंट / FINAL PLACEMENT



सागर से कुछ बूंदें

A FEW DROPS FROM THE OCEAN



V.K. Agshaya - 7th A



Pranesh S. - 7th A

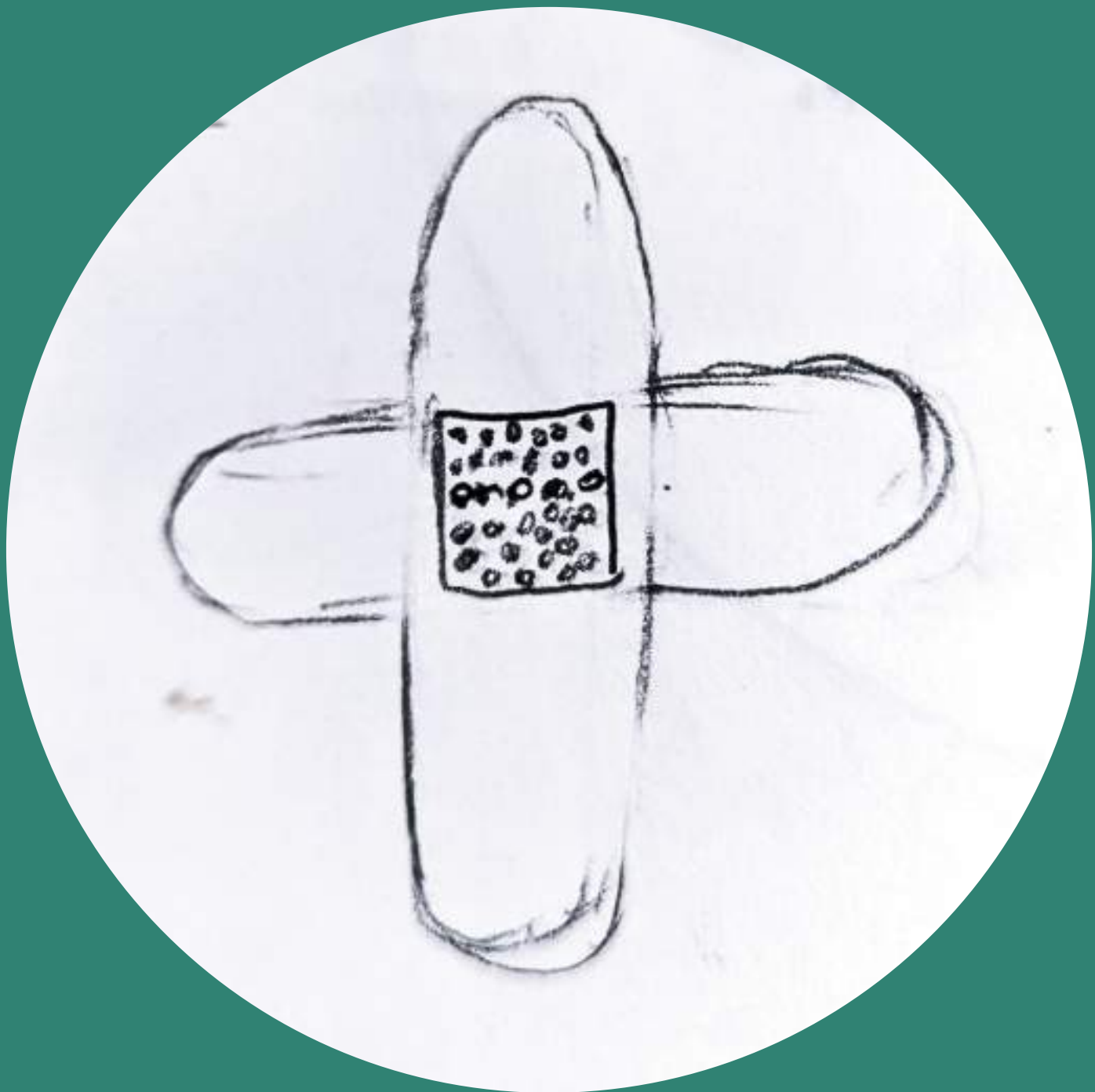


A. Iniya - 7th A

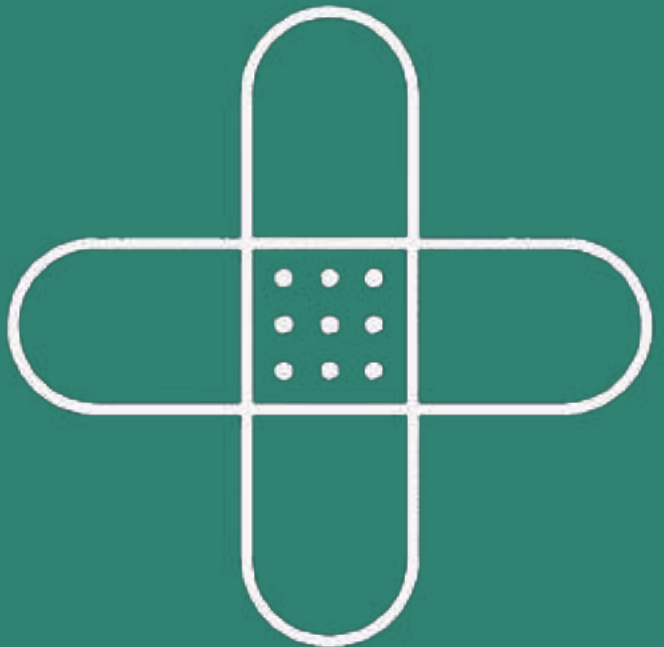


V.K. Agshaya - 7th A

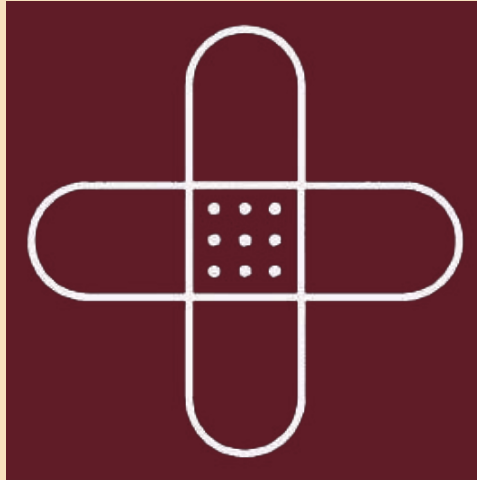
अंतिम रूप देना / FINALIZING PROCESS



डिजिटल ड्राइंग / DIGITAL DRAWING



अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

अंतिम रूप देना / FINALIZING PROCESS



डिजिटल ड्राइंग / DIGITAL DRAWING



अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

अंतिम प्लेसमेंट / FINAL PLACEMENT



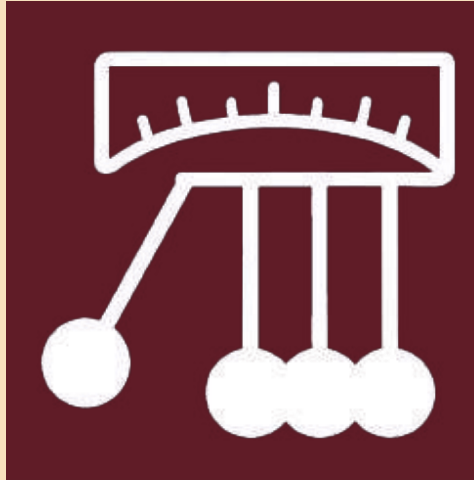
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डिजिटल ड्राइंग / DIGITAL DRAWING

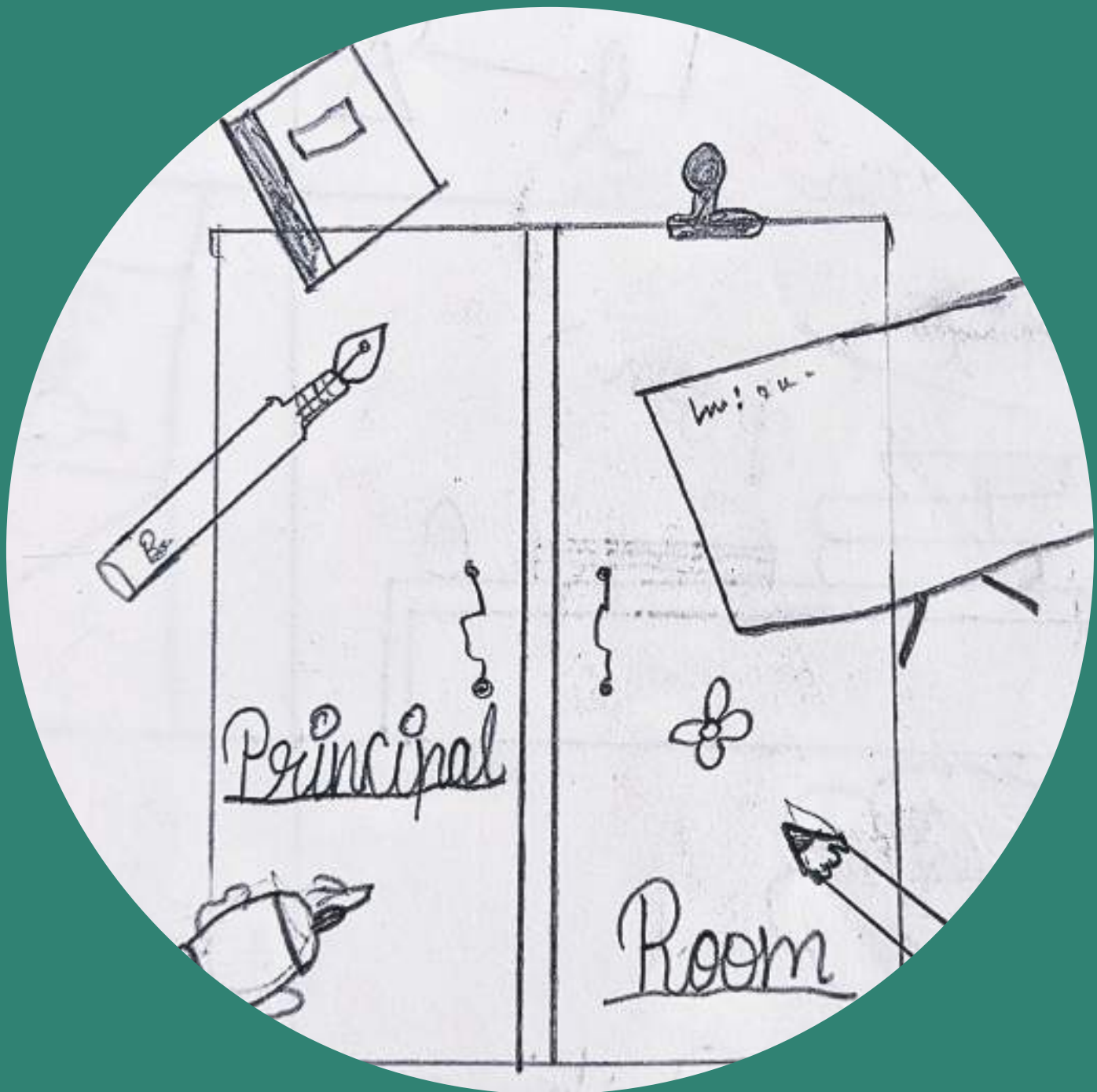


अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

अंतिम रूप देना / FINALIZING PROCESS



डिजिटल ड्राइंग / DIGITAL DRAWING



S. Poovizhikannan - 7th A

अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

अंतिम प्लेसमेंट / FINAL PLACEMENT



डिजिटल ड्राइंग / DIGITAL DRAWING



अंतिम प्लेसमेंट / FINAL PLACEMENT



"SCAN, CREATE, INSPIRE."

अंतिम प्लेसमेंट / FINAL PLACEMENT



अनुभवात्मक शिक्षा EXPERIENTIAL LEARNING



S. Nethra 7th B

From this I learn myself how deep I can go. From this my Brain learn there is a theme alway better way. My Brain start think in a different way that I didn't see. I am feel more creative now more than before And I seached why we make Seon and they.



C.D. Preethi 7th B

I learnt about Icon and symbol and Why they are used. It used to Identify A Room or a thing. I have maked Many Icons like:Art room, Maths lab, Parking area, computer lab, Chemistry lab



Joshua A. 7th B

I learn about how to the draw the Icon in easy way. I learn about use and importance of Icon. we identity every thing. first time I learn how to draw the Icon in class VII B.



S.R. Kaniarasan 7th A

Recently I had task on visual art abouting making icon for rooms and labs of I got ideas froms my friends, family 9 increased My desinging ställ teachers 2

Thank you!



Jishnuvika 7th B

I learnt about the icon and symbol in school. I had tried many icon. I had drawn 10 icons, I learnt creative ideas and ways to draw the icon. Name of the icons which I drawn I.e. Examroom, language lab, Library, Gamesroom, office room, chemistry lab, Art room, computer lab, Parking area etc.



We put together a
wonderful booklet
full of great memories and learning.
Congratulations to all of you.