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The consideration of Art as a serene and significant form of knowledge

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Abstract:

The history of design is a visual consideration of ancient knowledge in a cross-disciplinary approach. The evolution of Design is about 40,000 yrs. old, and its contribution is vast to mankind. The very first Evidence of designs was discovered in old cave paintings that have shown vital bequest of our forefather's lifestyles, inventions, and surroundings. In continuation to that in recent times we have built comparatively new approach and even employability in this sector. which embraces the conjunction of professional and non-professional practices, digital and analog artifacts, and the de-cantering of art and design practice away from the singular object to complex ecologists, objects, and systems. So, in this context, we are going to elaborate on all the aspects of the History of design.

Keywords: design history, Design theory

Introduction

The design history is an in-depth analysis of the:

Social, cultural, political, economic, and technical aspects of design. It allows us to observe the change over a longer period. It acts as the navigational pathway in understanding the prehistoric events that happened in the past. The technology we invent is someplace a reference model given by our ancestors. Just imagine what if we never came across the invention of design. In that case, we wouldn't have invented elements and principles of design. Then there would have been no evidence of the past. And the



fields we have in today dates like architecture, fashion, crafts, interiors, textiles, graphic design, industrial design, and product design. Would have never been coming to light. Art has been a means of expression since the evolution of mankind. The discovery of art was indeed a boon to innovation and development. The prehistoric sculpture and cave art suggests that different forms of arts have been practiced since the beginning of human history.

Ultimately, it appears that design history for practice-based courses is rapidly becoming a branch of social and cultural studies, leaving behind its art historical roots. This has led to a great deal of debate as the two approaches forge distinct pedagogical approaches and philosophies. The future of the world is someplace in the indispensable precept of ancient knowledge and it is very essential for the upcoming generation to understand the authenticity of the information already given to us we only need to put more efforts to innovate and get a good outcome.

SCOPE OF ART: Usually the form of art is divided into two major parts. These parts play distinguish function. There are different forms of art. We consider these two classes: visual art and performing art.

The Visual art comprehend paintings, sculpture, literature, calligraphy, photography and architecture. Whereas Performing arts are all forms of dance, music, theatre and films. Art can also be classified as fine art, commercial art, and applied art. And Visual art can be explained as a form of art that uses any medium to represent the artist's ideas, emotions,, and imagination. Visual arts can be further classified as: drawing, sculpture, paintings, architecture, applied art, Calligraphy photography, Performing arts, and much more. And there are also subcategories among these categories. Art is an outlet of expression usually influenced by culture. The physical indication of art involves dance, music, acting, ceramics, film and so on.

These are the outcomes of performing art They are distinct from the visual forms, which include the creation of tangible or static works of art using paint, canvas, or other materials. Acting, poetry, music, dance, and painting are just a few examples of the arts that are incorporated into performing arts, a time-based art form that frequently involves a live performance to an audience or to spectators (such as on the street). More often than not, it is an experience rather than an artifact. Religious dances as well as dances honoring harvests, battles, growing seasons, and other facets of life in the past are also common. This includes acting, singing, dancing, music, puppetry, and pantomime are all common in the theater. Fashion designers, prop designers, theater artists, choreographers, art directors, and other artists all participate in performing art.

Research And Development:

The objective of academic and institutional R&D is to obtain new knowledge, which may or may not be applied to practical uses. Research and development (R&D) is a process intended to create new or improved technology that can provide a competitive advantage at different levels. While the rewards can be very high, the process of technological innovation (of which R&D is the first phase) is complex, but it's a essential step to understand the entire concept. Research and development (R&D) is an integral part

of any product design process. From concept to completion, R&D teams help bring ideas to life by testing the feasibility of new products and features.

Through research activities such as market analysis, surveys, prototype testing, and data collection from competitors' products or services, designers gain valuable information about what their target audience wants and how best to deliver it. This knowledge can then be used to inform decisions about product features, materials selection, and manufacturing processes, resulting in improved designs that better meet user requirements.

Employability:

A career in design and technology involves developing creative, tech-based solutions to existing problems. Alignment, repetition, contrast, hierarchy and balance. These are five words that any designer needs to be incredibly familiar with—they makeup what we call the Design Principles, which should be used on every design project you work on. They are key in creating any successful design.

The field of DESIGNING has a vast spectrum of work which varies from industry to industry since everything that can be seen or touched has been designed in the initial stage before the final outcomes appear. Graphics designers, illustrators, web designers, animators, VFX artist, covers the media and film industry across the globe. Architects take care of all the buildings and concrete work. Product designers play a crucial role in designing every piece of household items, from the color of the wrapper to the product itself. And they have good scope in today's world. A designer and the design team has always been an integral part of any construction work. The facts and stats give evidence in support of designers and the crucial role they play. Their work gives a vision to the future via prototypes or dummy work.

Future Scope of Design:

This century relates to innovation and creativity. The way we live is a lot changed from what it used to be earlier. Our commitment to shaping our future has become pervasive and intense. Every phase of life demands a new approach, a new solution, a new way of looking. We design our tomorrow with a more prominent thrust on making the event regularly better. We lead more relevant lives. The world of industry and business requires people with fresh perspectives. Specialized education combined with creative powers will be the best alliance in the job market. If you believe you have a productive edge, consider pursuing a career in design without annoying about job possibilities. Design has a glowing future in India, so students have the independence to design a career of their choice in this field. If you have the ability and desire for an offbeat job, and then pick your preferred field and explore mentoring to achieve your dream.

Designers are contributing to the whole visual world. There is gigantic scope for designers in almost every industry. More and more industrial companies are employing the services of product designers as their information often lead to added benefits in terms of improved usability, reduced production costs, and more engaging products. The design is, therefore, an emerging career option. For the amazingly

skilled designers, be it in fashion, interior, product communication and animation, there is no lack of productive opportunities today. With businesses becoming more ambitious, they wish to draw more consumers with engaging designs. How great it looks things a lot, along with how good it is.

Experts Of Design:

the design experts are influential design leaders who advocate for design at a national and global level, influencing policy and industry-led change. They are designers who are renowned in their fields. They contribute their experience and skills to our pool of knowledge about design that works, design practice knowledge and programme delivery. Tom Lonsdale · Ada Yvars Bravo · Adam Brown · Adam Towle · Alan Berman · Alexander Matthams · Alexandra Steed · Alexia Sawyer are some well know experts in the field of design.

Achievements In Design:

World Design Day aims to inspire and raise general awareness of the value of design. Far from an abstract concept, design can change the world. History has ample examples. Great design is everywhere in our immediate environments. We only need to pause and take notice. Think innocuous objects like the stairs, tiles on the ground, or the packaging of our favorite items.

On World Design Day, designers everywhere celebrate their profession. The day calls on designers to harness their talents to improve public well-being. To channel their abilities to innovative solutions that meet the needs of their families, friends, and local environment.

Here are some remarkable and great achievements in design.

In the year 1498 The First Illustrated Book The evocative power of illustration comes to life in Brecht Dürer's "The Apocalypse."

In 1637 **The Birth of Information Graphics** René Descartes first develops analytic geometry with the x-axis and y-axis.

In 1895 **The Art Nouveau Revolution** Architecture and fashion styles evolve into organic expressions of texture and color.

From 1987 to 1988 **Photoshop is Born** John and Thomas Knoll developed Photoshop and sold the distribution license to Adobe Systems Incorporated.

Great design is all around us. From grand architecture to objects in nature — inspiration is everywhere for anyone who seeks it.

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