

Savitribai Phule Pune University, Pune.

Revised Syllabus for

BACHELOR OF VISUAL ARTS – SCULPTURE

B.V.A. (SCULPTURE)

Structure and Detailing of Semester V & VI

Choice Based Credit System Syllabus

NEP 2020

To be implemented from 2026-27

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Preamble of the Syllabus (Bachelor in Visual Arts - Sculpture)

Curriculum Enhancement for Contemporary Relevance

The proposed curriculum for the Bachelor in Visual Arts (Sculpture) aims to refine and elevate the existing syllabus to meet the evolving needs of society, industry, and global standards. The committee has critically analyzed the limitations of the current syllabus, considering feedback from industry experts, senior academicians, and faculty. This revision incorporates modern practices, emerging trends, and a balance between traditional and contemporary sculptural techniques. It is designed to prepare students for the professional art world, fostering both creativity and technical proficiency.

Global Standards and Professional Preparedness

In today's globalized world, where students aspire to pursue higher education and career opportunities internationally, it is essential to align the syllabus with international standards. This revision emphasizes practical skills, industry relevance, and the integration of technology in sculpture practice. It focuses on preparing students for professional scenarios, enhancing their employability, and supporting seamless transitions to postgraduate programs or multinational art organizations.

Industry Integration and Holistic Development

The updated syllabus emphasizes a holistic approach by incorporating hands-on learning experiences, including internships, live projects, and industry visits. Engaging with professionals in design, advertising, and production units will bridge the gap between academic learning and real-world applications. This structure ensures flexibility in teaching while maintaining clear learning objectives, offering students the freedom to explore and innovate within the dynamic field of sculpture₂

In alignment with the National Education Policy (NEP) 2020, this syllabus emphasizes a multidisciplinary, skill-based, and flexible approach to art education. It supports creative thinking, research orientation, and self-employment, fostering professionals who can contribute meaningfully to both local culture and global art landscapes.

Program Objectives: The Third year will prepare the advanced foundation in Sculpture.

- To introduce the learners to history of sculpture and its basic concepts.
- To understand and develop the skill of sketching and drawing from caste and life, natural and manmade objects, Modeling from life and sculptural design/ composition and structures in various medium like pencil, pen, ink, crayon, chalk, Colors , clay, wood, stone, metal etc.
- To develop the sense of structure, and understand how forms achieve its structural unity through adherence to principals of physical nature of the material being observed and studied (e.g. Plants, insects, minerals etc).
- To develop the sense of observation and capacity to retain and recall images and their co-ordination.
- To introduce the basic visual elements of 2-D design with emphasis on basic fundamentals of two-dimensional designs. Study of two-dimensional spaces and its organization.
- To introduce the basic visual elements of 3-D design with emphasis on basic fundamentals of three-dimensional designs.
- To develop the sense of structure, gravitational and mechanical principals.
- To be develop the capacity to use the traditional as well as modern tools.
- To acquaint the learners with various perspective drawing methods.
- To acquaint the learners with colour theory and its use in practical.
- To facilitate the student to gain all types of technical knowledge essential for sculpture's profession
- To provide the students a sound background of the traditional and representational form in sculpture and enable him to develop his own vision
- To encourage the student to gain an ability to integrate all the technical aspects of sculpture and modelling as means to realize his creative ideas to shape into concrete and significant art form.
- Understanding the methods and materials of sculpture clay, plaster, cement, wood, stone, bronze, enlarging and reducing devises, welding³ torch

Course Objectives (Per Subject):

1. To develop skills in sculpting realistic Full Figure by observing Human anatomy.
2. To understand volume, structure, and expression through 3D modeling in clay.
3. To explore sculptural materials like clay, plaster, wood, and metal creatively.
4. To apply carving, casting, and assembling techniques in sculptural design/ composition.
5. To study human anatomy (skeletal and muscular systems) for accurate representation.
6. To improve observation for figure drawing and sculpting.
7. To draw human figures from life with correct posture, gesture, and proportion.
8. To strengthen fundamental drawing skills for visual art practices.
9. To learn carving techniques and tool handling in materials like wood or stone.
10. To create expressive sculptural forms through subtractive processes.
11. Study key movements and artists in cultural and historical context.
12. Explore fundamental aesthetic theories to interpret and analyze art.
13. Promotes awareness of ecological issues and encourages sustainable, eco-friendly art practices.
14. Develops verbal, written, and presentation abilities essential for art-related discussions and professional growth.
15. Provides exposure to art spaces and historical sites, linking academic learning with real-world visual experiences.
16. Enhances language proficiency and cultural understanding for effective communication in both local and global art contexts.

Rule No.1: Eligibility and Admission

Third Year (Semester V) Bachelor of Visual Arts (Sculpture)

T.Y.B.V.A – Semester V (Sculpture): Lateral entry in Third Year (Semester V) Bachelor of Visual Arts (Sculpture) -)Pass S.Y.B.V.A (Sculpture)Examination or Equivalent Examination etc. F.Y.B.V.A (Sculpture)By eligibility by SPPU.

Note : Eligibility Criteria: Students seeking admission to First year (Semester I) of Bachelors Degree Course in Visual Art must fulfill the eligibility criteria laid down by Academic Council of SPPU as applicable from time to time. Rule No.2: Duration and stages of the course (as per UGC)

Rule No. 3: Granting of Academic Term

Each semester shall comprise of 15 weeks (Minimum 90 working days).

The candidate will be permitted to appear for semester examination only if he/she has,

- 75% attendance in each course that constitute a head of passing, prescribed by the university.
- Satisfactory completion of the 100% term work prescribed for each course.
- Satisfactory conduct as a bonafide student

The Principal/ Director of the institution shall have the right to withhold the student from appearing for examination of a specific course if the above requirements are not fulfilled.

Rule No. 4: Rules of ATKT

- A student shall be allowed to get admitted to Second Year B.V.A. (Sculpture) course if he/she has a backlog of not more than **Four Subjects** of passing at First year B.V.A. (Sulpture) (semester I and II considered together) which may include theory/practical or both subject's.
- A student shall be allowed to get admitted to Third Year B.V.A. (Sculpture) course if he/she has a backlog of not more than **Three Subjects** of passing at Second year B.V.A. (Sculpture) (semester III and IV considered together).which may include theory/practical or both subject's & cleared all subjects of First year B.V.A
- A student shall be allowed to get admitted to Fourth Year B.V.A. (Sculpture) course if he/she has a backlog of not more than **Two Subjects** of passing at Third year B.V.A. (Sculpture)(semester V and VI considered together) which may include theory/practical or both subject's & cleared all subjects of First & Second year B.V.A. (Sculpture)
- **Class Improvement** – Make-up exam jury within 2 months (Only for Final Year-VII & VIII Semesters)

Rule No 5: Examinations

5.1. Conduct of Examinations

The university examinations for all the 8 semesters shall be conducted at the end of each semester by the University.

- 5.2. Pattern of Examination:** The evaluation scheme for B.V.A. (Sculpture) comprises
- of;
 - University Examination (UE)
 - Internal Assessment (IA)

5.2.1: University Examination

UE will be conducted by the University and will be based on the entire syllabus. UE will be based on two parts 'Academic Class work & Presentation of the same in front of Jury'. Assessment would be undertaken by the panel of internal and external examiner (Jury) jointly in equal weightage. Jury may call for on the spot Studio Test if required.

The nature of assessment will vary depending upon the subject and its delivery and whether it is practical-based studio work or theory based. Refer to detailed syllabus on the format of UE for individual subjects.

50% of total marks are reserved for University examination

50% of total marks are reserved for Internal Assessment

To pass the candidate must obtain at least 40% in individual subjects, in University examination each in all theory and practical subjects.

5.2.2: *Structure of Examination*

A. Compulsory Paper

All papers are compulsory.

B. Optional papers

V, VI, VII, VIII terms have a choice / option in elective subjects as well as in Skill Based Subjects.

C. Question paper

Theory subject: Written Exam

Total five question having equal marks (5 marks each question)

(5 Question X 5 = 25*)

Question 1 – Objectives (Fill in the Blanks/Answer in One sentence/Match the following)

Question 2 – Short Notes (Word Limit: 200-300)

Question 3
Question 4
Question 5 } **Descriptive Questions (Word Limit: 500-700)**

Practical: Jury Pattern

5.2.3: *Internal Assessment*

IA will be conducted by the Institution imparting B.V.A. (Sculpture) course. IA will be done by the teacher teaching the course through a continuous assessment system that is spread through the duration of course.

50% marks reserved for internal assessment.

To pass the candidate must obtain at least 40% in individual subjects, in internal assessment each in all theory and practical subjects.

In

Abided by all ATKT rules mentioned in rule no. 5, if a student fails in IE at least **two** and a maximum **four** of the below mentioned components of continuous assessment can be used for re-assessment.

Individual faculty member shall have the flexibility to design the continuous assessment in a manner so as to evaluate students' capabilities across knowledge, skills and attitudes. IA may be undertaken through any or combination of the methods stated below:

- Written Test /Open Book
- Essays / Tutorials
- Short answer questions
- Multiple choice questions/Quiz
- Dissertation/Research Project
- Report writings
- Practical Projects/ Group projects
- Reflective Practical assignments / Industry work / Field work
- Drawing Portfolios
- Learning logs/diaries
- Seminar / Workshop / Exhibition
- Reviews / presentation
- Study of best practices

The faculty shall announce in advance the units based on which continuous assessment shall be conducted. This progressive assessment for the IA must be communicated by the Institute to the university as per the schedule declared by the university. Detailed records of final assessment shall be maintained by the Institute. The student does not have facility of grade improvement, if he/she does not pass at IA in a course. (Applicable only for VII and VIII Semester)

5.2.4: Verification / Revaluation

- Verification will be done by panel appointed by University.
Revaluation will be done only for theory papers by panel appointed by University. Revaluation system is not applicable to practical subjects.

5.3: Assessment of Term work

- In respect of term work, "due date" shall be fixed for the completion of each assignment and the same shall be collected on the mentioned date.
- At the end of the semester term work shall be assessed by the internal and external examiners from amongst the panel approved by the University.

- Performance of a candidate in jury shall be assessed on basis of the depth of understanding of the principles involved.
- Students can be allowed to use computer from 4th semester onwards.
- An examiner for any of the subjects of examinations shall have a minimum of 3 years teaching/ professional experience in his/her field of study.

Rule No.6: Criteria for Passing

To pass in every semester examination and earn the assigned credits, a candidate must obtain minimum 40% marks in each head of passing.

- a) For all courses, both UE and IA constitute separate heads of passing. In order to pass in such courses and earn the assigned credits.

The student must obtain minimum grade point of 5.0 (40% marks) at UE and also minimum grade point of 5.0 (40%) marks at IA.

Or

If he/she fails in IA, the student passes in the course provided he/she obtains a minimum of 25% in IA and grade point average (GPA) for course is at least 6.0 (50%in aggregate) the GPA for a course will be calculated only if student passes at UE.

- b) A student who fails at UE in a course has to reappear at UE as a backlog candidate and clear the head of passing. Similarly, a student who fails in a course at IA has to reappear only at IA as a backlog and clear head of passing.
- c) Students with backlog in IA will have to present themselves and their work for progressive marking throughout the semester for which they intend to appear.

Rule No 7: Completion

Degree of Bachelors in Visual Arts shall be awarded only after successful completion of 4 years/8 semesters.

Earned credits: A candidate who has successfully completed all the Core courses and elective courses, not less than minimum number of credits prescribed shall be eligible to receive the degree.

Rule No.8: Medium of Instruction & Examination

- Medium of Instruction for the course will be English/Hindi/Marathi
 - Medium of Examination for the course will be English/Hindi/Marathi

Credit Distribution Structure and Subject Titles

TYBVA SCULPTURE – Semester V & VI

Sr. No.	Subject Type	Subject Code & Title	Credits (Hours)		
			Theory (15)	Practical (30)	Total Credits (Hours)
Semester – V					
1	Major Core (MJP)	BVA-SCU P501 MJP – Modeling From Life (Full Figure in clay) – III (4cr) (P)	-	4	4 120)
2	Major Core (MJP)	BVA-SCU P502 MJP – Sculptural Design/ Composition (Clay, Plaster, wood, Metal) – III (4cr) (P)	-	4	4 (120)
3	Open Elective (OE)	BVA-SCU P503 OE Experiential learning- Community work.(2cr) (P)		2	2 (60)
4	Open Elective (OE)	BVA-SCU T501 OE Presentation Skills/ Resume Writing/ E-Portfolio Making. (2cr) (T)	2		2 (30)
5	Minor (MN)	BVA-SCU T502 MN – History of Art (Indian)- V (2cr.) (T)	2	-	2 (30)
6	Minor (MN)	BVA-SCU T503 MN – Aesthetics (Western)- III (2cr.) (T)	2	-	2 (30)
7	Skill Enhancement Course (VSC / SEC)	BVA-SCU P504 SEC – Drawing From Life III (2cr) (P)	-	2	2 (60)
8	Field Project (OJT/FP/CC/RM/RP)	BVA-SCU P504 FP Graphic Design (2 cr.) (P)	-	2	2 (60)
9	Field Project (OJT/FP/CC/RM/RP)	BVA-SCU P505 FP Study Tour (2 cr.) (P)	-	2	2 (60)
					Total Credits – 22
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Abbreviations -

MJ – Major Subject, MJP - Major Subject Practical, T – Theory

P – Practical, VSC - Vocational Skill Course, IKS – Indian Knowledge System, FP – Field Project,

OJT – On Job Training, CEP – Community Engagement Project, MN – Minor Subject,

GE/OE – General Elective / Open Elective, SEC - Skill Enhancement Course,

AEC – Ability Enhancement Course, VEC – Value Education Course, CC - Co-curricular Courses

Semester – VI

1	Major Core	BVA-SCU P601 MJC – Modeling from Life (Full figure)- IV (4cr) (P)	-	4	4 (120)
2	Major Core	BVA-SCU P602 MJC – Sculptural Design (Clay, Plaster, wood, Metal) IV 4 cr.) (P)	-	4	4 (120)
3	Open Elective (OE)	BVA-SCU P603 MN – Drawing from Life IV (3 cr.) (P)	-	3	3 (90)
4	Open Elective (OE)	BVA-SCU P604 OE – Graphic Design (1 cr.) (P)	-	1	1 (30)
5	Minor (MN)	BVA-SCU T601 MN – History of Art (Western) VI (2 cr.) (T)	2	-	2 (30)
6	Minor (MN)	BVA-SCU T602 MN – Aesthetics (Western) IV (2 cr.) (T)	2	-	2 (30)
7	Field Project (OJT/FP/CC/RM/RP)	BVA-SCU P605 FP – Experiential learning- Outdoor work. (2cr) (P)	-	2	2 (60)
8	Field Project (OJT/FP/CC/RM/RP)	BVA-SCU P606 FP – Workshop/ Seminar/ Exhibition. (2cr) (P)	-	2	2 (60)
Total Credits – 20					

Subject Titles and Details
TYBVA sculpture – Semester V & VI

Fifth Semester		
V-1 : Modeling From Life (Full Figure in clay) – III (P) (Major Core) 04 Credit		
120 Hours Marks 100		
Title	Modeling From Life (Full Figure) – III	
Course Outcome		
CO1	The students will understand the proportion of the human Figure.	
CO2	The students will learn tonal values and volume of human Figure.	
CO3	Introduce student with the limitations of three dimensional representations with special focus on its technicalities and aesthetic aspects.	
CO4	The students will understand the complex plans of human Figure	
Course Content		Hours
Unit 1.	Human Figure Proportion Study	30
Unit 2.	Structural Study of Human Figure	30
Unit 3.	Full Figure Composition and Angular Study	30
Unit 4.	Mannequin and Life Modeling	30
Learning Outcome		
LO1	Students will be better understanding of human Full Figure proportions, Male and Female figure structure and Balance, students also do clay work.	
LO2	The student will concentrate only on study of Tonal Values, Highlight, Cast shadow, Reflected light.	
LO3	Students will be understand the development make appropriate use of the human Figure and complex plans	
LO4	student should try to create her own style in practical work	

Fifth Semester		
V-1 : Sculptural Design/ Composition (Clay, Plaster, wood, Metal) - III Major Core -P		
04 Credit 120 Hours Marks 100		
Title	Sculptural Design/ Composition (Clay, Plaster, wood, Metal) – I (4cr)	
Course Outcome		
CO1	To develop the skill and understanding of sketching and drawing from nature.	
CO2	To enhance creative and technical skills in clay, plaster, wood, and metal with emphasis on proportion, balance, rhythm, and spatial organization.	
CO3	To enable students to explore thematic and conceptual sculptural compositions with aesthetic and contemporary approaches.	
CO4	To develop professional competency in three-dimensional design, surface treatment, texture handling, and presentation techniques in sculptural compositions.	
	Course Content	Hours
Unit 1.	Human Figure Creation of sculptural composition based on human figures Study of gesture, movement, proportion, and balance in composition	30
Unit 2.	Animal & Nature Based Sculptural composition inspired from animal and natural forms Study of organic rhythm, texture, and dynamic arrangement	30
Unit 3.	Abstract & Geometric Sculptural Design Composition through abstract and geometric forms Exploration of positive-negative space and structural design	30
Unit4	Experimental sculptural composition using clay, plaster, wood, and metal Surface finishing, texture development, and aesthetic presentation	30
Learning Outcome		
LO1	Students will understand advanced sculptural composition techniques and spatial arrangements in three-dimensional forms.	
LO2	Students will develop creative thinking and technical proficiency in handling different sculptural materials and media.	
LO3	Students will demonstrate a strong understanding of the principles of Composition through	
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LO4	Students will acquire skills in finishing, texture treatment, presentation, and professional execution of sculptural artworks.
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Fifth Semester		
V-1 : Experiential learning – Community Work (2cr) (P) Open Elective (OE) 02 Credit 60 Hours Marks 50		
Title	Experiential learning – Community Work (2cr) (P)	
Course Outcome		
CO1	To develop basic understanding of community participation through sculpture and creative art activities.	
CO2	To improve practical skills in clay modeling, craft, and simple sculptural work through community engagement.	
CO3	To encourage awareness of local culture, environment, and social values through field-based activities.	
CO4	To develop teamwork, communication, and presentation skills through community-oriented art projects.	
	Course Content	Hours
Unit 1.	Community Observation & Field Visit	30
Unit 2.	Simple clay modeling workshops with school or community participation Preparation of basic decorative and educational sculptural forms	30
Learning Outcome		
LO1	Students will understand the importance of community work and social participation through art activities.	
LO2	Students will develop basic practical skills in sculpture, clay modeling, and creative teamwork.	
LO3	Students will gain awareness about local culture, environment, and socially relevant artistic practices.	
LO4	Students will acquire skills in presentation, documentation, and execution of simple community-based projects.	

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Fifth Semester		
V-1 : Presentation Skills – Resume Writing, Portfolio Making (2cr) (T) Open Elective (OE) 02 Credit 30 Hours Marks 50		
Title	Presentation Skills – Resume Writing, Portfolio Making (2cr) (P)	
Course Outcome		
CO1	To develop effective communication and presentation skills for academic and professional purposes.	
CO2	To enhance students’ ability to prepare professional resumes, artist profiles, and creative portfolios.	
CO3	To introduce digital tools and techniques for developing e-portfolios and visual presentations.	
CO4	To build confidence in self-presentation, documentation, and professional representation in the field of art and sculpture.	
	Course Content	Hours
Unit 1.	Presentation Skills & Professional Communication	15
Unit 2.	Resume Writing & E-Portfolio Making : Preparation of professional resume, bio-data, and artist statement Portfolio organization for sculpture and visual art works Digital documentation, photography, and layout design for e-portfolio	15
Learning Outcome		
LO1	Students will develop effective communication and professional presentation skills.	
LO2	Students will gain the ability to prepare resumes, artist profiles, and creative portfolios professionally.	
LO3	Students will learn digital documentation and e-portfolio development techniques for artistic presentation.	
LO4	Students will acquire confidence in presenting their creative work in academic, exhibition, and professional environments.	

Fifth Semester		
V-1 : History of Art (Indian) – V (Minor - T) 02 Credit 30 Hours Marks 50		
Title	History of Art – V (2cr) (T)	
Course Outcome		
CO1	• The students understand the geographical, social, political, technical & cultural events and their impact on Indian Art.	
CO2	• The students will able to understand the development of style.	
CO3	• The students understand the chronological historical development	
CO4	• The students will understand cultural scenario through the Art.	
	Course Content	Hours
Unit 1.	Wall painting of Ajanta Caves, Bagh, Sittanvasal 1) In the North: • Ajanta (200 B.C. – 200 A.D) and • 4th – 6th Century A.D) • Bagh (5th – 6th Century A.D) • Badami (c. 578 A.D) • Ellora (750 – 800 A.D) 2) In the South: • Sittanavasal (9th Century A.D) • Tanjavur (10th – 11th Century A.D)	10
Unit 2.	3) Jain / Pal Miniature: • Manuscripts with Jain KalpaSūtra, • Kālakācārya-kathā, • Vasant Vilas (1450). 4) Mughal School of Art: • Humayum (1530 – 1556 A.D) • Akbar (1556- 1605 A.D) • Jahangir (1605 – 1627 A.D) • Shah Jahan (1627- 1657 A.D)	10
Unit 3.	5) Rajput School of Painting: • Bundi (17th – 18th Century)	10

	• Basohli (17th – 18th Century) • Kishangarh (18th Century) • Kotah (18th – 19th Century) 5) Pahadi: Guler, Kangra. [Look for : Paintings, Sculptural Evolution, Architecture Style & Artist]	
Learning Outcome		
LO1	• Students will be able to identify and apply the fundamentals of art.	
LO2	• Period, Purpose, Subjects, Object, Material, Features, Casting process, Relevance between Artefacts and social life, Trade, Religion, Style.	

Fifth Semester			
V-1 : Aesthetics (Western) – III (Minor - T) 02 Credit 30 Hours Marks 50			
Title	Aesthetics (Western) – III (2cr)		
Course Outcome			
CO1	To learn the basic principle of Art and Aesthetics.		
CO2	To study Western Tradition of Aesthetics.		
CO3	The students will learn the Western appreciation of Art and its sensibility towards various art forms.		
CO4	What is Art? What is aesthetical beauty? To understand the difference between Art and Craftsmanship.		
	Course Content		Hours
Unit 1.	1) The Comparison and inter relationship among the visual, literally and performing art. • Theories relating to origin and creation of art.		10
Unit 2.	2) Socrates on Art and Artists.		10
Unit 3.	3) Plato’s Theory of Ideal World, • Theory of Imitation 4) Aristotle’s Doctrine is in relation to the Visual arts and performing arts.		10

	Absolute beauty	
Learning Outcome		
LO1	What is Art?	
LO2	Purpose of Art, Various views on aesthetics.	
LO3	Theory of Beauty and Theory of Imitation	
LO4	ancient texts on visual arts	

Fifth Semester		
V-1 : Drawing form life III (VSE/ SEC - P) 02 Credit 60 Hours Marks 50		
Title	Drawing form life – I (2cr)	
Course Outcome		
CO1	The students will learn to capture full human figure’s anatomical structure.	
CO2	The student will understand the rendering tonal values, highlight, Cast shadow, Reflected light, Volume of human body.	
CO3	By doing life study the students illustrate their thoughts by positive work of creating.	
	Course Content	Hours
Unit 1.	The study of Human figure in action and anatomical structure by using pencil, char-coal, crayon, pestle, dry pestles, as a medium of expression.	20
Unit 2.	The student will concentrate only rendering with study of tonal values, highlight, Cast shadow, Reflected light, Volume of human body.	20
Unit 3.	Students are required to make study of antique piece Visual Aesthetics, compositions, basic elements only	20
Learning Outcome		

LO1	Students will understand and applying key principles and concepts related to graphic design, page layout, or spatial organization in various contexts Students will be proficient in creating and applying grid systems to organize content and maintain consistency in their layouts.
LO2	Students will demonstrate the ability to apply principles of composition, such as balance, symmetry, and proportion, when arranging basic shapes within a given space.
LO3	Students will understand of visual aesthetics, identifying and applying principles such as balance, contrast, harmony, and unity in design compositions. Students will be able to analyze and apply composition principles, such as the rule of thirds, focal points, and visual hierarchy, to guide viewer attention and convey messages effectively in their layouts.

Fifth Semester		
V-1 : Graphic Design (P) Field Projects (OJT/FP/CC/RM/RP 02 Credit 60 Hours		
Marks 50		
Title	Graphic Design (P) (2cr)	
Course Outcome		
CO1	To develop fundamental understanding of graphic design principles and visual communication in Art.	
CO2	To enhance creative skills in typography, layout, color schemes, and digital design applications.	
CO3	To introduce students to design software and digital tools for creating posters, brochures, exhibition panels, and visual presentations.	
CO4	To develop professional competency in designing promotional and presentation materials.	
	Course Content	Hours
Unit 1.	Introduction to graphic design and visual communication Elements and principles of design	20
Unit 2.	Introduction to graphic design software and tools digital illustration and image editing basics designing invitation cards, exhibition catalogues, banners, and portfolios	20

Unit 3.	Creative Design Project and Printing formats and digital presentation methods Final presentation and evaluation of design projects	20
Learning Outcome		
LO1	Students will understand the basic principles and applications of graphic design in visual arts.	
LO2	Students will develop creative and technical skills in typography, layout, and digital design processes.	
LO3	Students will gain practical knowledge of software-based graphic design and visual presentation techniques.	
LO4	Students will acquire skills in preparing professional promotional materials, portfolios, and digital presentation.	

Fifth Semester			
V-1 : Study Tour - (P)		Field Projects (OJT/FP/CC/RM/RP)	02 Credit 60 Hours Marks 50
Title	Study Tour (2 cr.) (P)		
Course Outcome			
CO1	Introduction: • Purpose: Clearly state the purpose of the study tour and its relevance to the topic or field of study. • Background: Provide context, including any relevant research or background information. • Objectives: Outline the specific goals and learning objectives of the study tour.		
CO2	Itinerary: • Detailed Schedule: List all destinations, activities, and events in chronological order, including dates, times, and locations.		

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	• Logistics: Include information about transportation, accommodation, and any relevant logistical details.	
CO2	Observations: • Specific Examples: Include specific examples of what was learned, observed, or experienced. • Photos and Images: Use high-resolution photos and images to enhance the report and provide visual documentation of the experience.	
	Course Content	Hours
Unit 1.	A student study tour is a trip taken by a group of students for educational purposes, often focusing on a specific subject or area of study.	30
Unit 2.	These tours can take place locally, nationally, or even internationally, and offer students a chance to experience learning in a more immersive and interactive way, often outside the traditional classroom setting.	30
Learning Outcome		
LO1	Study tours can expose students to different cultures, historical sites, and perspectives, broadening their understanding of the world.	
LO2	Experiencing new environments and interacting with new people can foster personal growth, independence, and confidence in students	
LO3	Study tours can be a valuable tool for enhancing student learning and promoting personal growth, offering students an opportunity to learn in a more immersive and interactive environment. By carefully planning and executing study tours, educators can create enriching and memorable learning experiences for students	

Sixth Semester			
V-1 : Modeling From Life (Full Figure) – IV (P) (Major Core) 04 Credit 120 Hours			
Marks 100			

Title	Modeling From Life (Full Figure) – IV	
Course Outcome		
CO1	The students will understand the proportion of the human Figure.	
CO2	The students will learn tonal values and volume of human Figure.	
CO3	Introduce student with the limitations of three dimensional representations with special focus on its technicalities and aesthetic aspects.	
CO4	The students will understand the complex plans of human Figure	
Course Content		Hours
Unit 1.	Human Figure Proportion Study	30
Unit 2.	Structural Study of Human Figure	30
Unit 3.	Full Figure Composition and Angular Study	30
Unit 4.	Mannequin and Life Modeling	30
Learning Outcome		
LO1	Students will be better understanding of human Full Figure proportions, Male and Female figure structure and Balance, students also do clay work.	
LO2	The student will concentrate only on study of Tonal Values, Highlight, Cast shadow, Reflected light.	
LO3	Students will be understand the development make appropriate use of the human Figure and complex plans	
LO4	student should try to create her own style in practical work	

Sixth Semester		
V-1 : Sculptural Design/ Composition (Clay, Plaster, wood, Metal) – IV Major Core -P		
04 Credit	120 Hours	Marks 100

Title	Sculptural Design/ Composition (Clay, Plaster, wood, Metal) – IV (4cr)	
Course Outcome		
CO1	To develop the skill and understanding of sketching and drawing from nature.	
CO2	To enhance creative and technical skills in clay, plaster, wood, and metal with emphasis on proportion, balance, rhythm, and spatial organization.	
CO3	To enable students to explore thematic and conceptual sculptural compositions with aesthetic and contemporary approaches.	
CO4	To develop professional competency in three-dimensional design, surface treatment, texture handling, and presentation techniques in sculptural compositions.	
	Course Content	Hours
Unit 1.	Human Figure Creation of sculptural composition based on human figures Study of gesture, movement, proportion, and balance in composition	30
Unit 2.	Animal & Nature Based Sculptural composition inspired from animal and natural forms Study of organic rhythm, texture, and dynamic arrangement	30
Unit 3.	Abstract & Geometric Sculptural Design Composition through abstract and geometric forms Exploration of positive-negative space and structural design	30
Unit4	Experimental sculptural composition using clay, plaster, wood, and metal Surface finishing, texture development, and aesthetic presentation	30
Learning Outcome		
LO1	Students will understand advanced sculptural composition techniques and spatial arrangements in three-dimensional forms.	
LO2	Students will develop creative thinking and technical proficiency in handling different sculptural materials and media.	
LO3	Students will demonstrate a strong understanding of the principles of Composition through	
LO4	Students will acquire skills in finishing, texture treatment, presentation, and professional execution of sculptural artworks.	

Sixth Semester		
V-1 : Drawing form life - IV Open Elective (OE - P) Credit 03 Hours 90 Marks 75		
Title	Drawing form life – IV (3cr)	
Course Outcome		
CO1	The students will learn to capture full human figure’s anatomical structure.	
CO2	The student will understand the rendering tonal values, highlight, Cast shadow, Reflected light, Volume of human body.	
CO3	By doing life study the students illustrate their thoughts by positive work of creating.	
	Course Content	Hours
Unit 1.	The study of Human figure in action and anatomical structure by using pencil, char-coal, crayon, pestle, dry pestles, as a medium of expression.	30
Unit 2.	The student will concentrate only rendering with study of tonal values, highlight, Cast shadow, Reflected light, Volume of human body.	30
Unit 3.	Students are required to make study of antique piece Visual Aesthetics, compositions, basic elements only	30
Learning Outcome		
LO1	Students will understand and applying key principles and concepts related to graphic design, page layout, or spatial organization in various contexts Students will be proficient in creating and applying grid systems to organize content and maintain consistency in their layouts.	
LO2	Students will demonstrate the ability to apply principles of composition, such as balance, symmetry, and proportion, when arranging basic shapes within a given space.	
LO3	Students will understand of visual aesthetics, identifying and applying principles such as balance, contrast, harmony, and unity in design compositions. Students will be able to analyze and apply composition principles, such as the rule of thirds, focal points, and visual hierarchy, to guide viewer attention and convey messages effectively in their layouts.	

Sixth Semester		
V-1 : Graphic Design (P) Open Elective (OE) Credit 01		
Hours 30		Marks 25
Title	Graphic Design (P) (1cr)	
Course Outcome		
CO1	To develop fundamental understanding of graphic design principles and visual communication in Art.	
CO2	To enhance creative skills in typography, layout, color schemes, and digital design applications.	
CO3	To introduce students to design software and digital tools for creating posters, brochures, exhibition panels, and visual presentations.	
CO4	To develop professional competency in designing promotional and presentation materials.	
	Course Content	Hours
Unit 1.	Introduction to graphic design and visual communication Elements and principles of design	10
Unit 2.	Introduction to graphic design software and tools digital illustration and image editing basics designing invitation cards, exhibition catalogues, banners, and portfolios	10
Unit 3.	Creative Design Project and Printing formats and digital presentation methods Final presentation and evaluation of design projects	10
Learning Outcome		
LO1	Students will understand the basic principles and applications of graphic design in visual arts.	
LO2	Students will develop creative and technical skills in typography, layout, and digital design processes.	
LO3	Students will gain practical knowledge of software-based graphic design and visual presentation techniques.	
LO4	Students will acquire skills in preparing professional promotional materials, portfolios, and digital presentation.	

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Sixth Semester		
V-1 : History of Art (Western) – VI (Minor - T) 02 Credit 30 Hours Marks 50		
Title	History of Art (Western) – VI (2cr) (T)	
Course Outcome		
CO1	• The students understand the geographical, social, political, technical & cultural events and their impact on Indian Art.	
CO2	• The students will able to understand the development of style.	
CO3	• The students understand the chronological historical development	
CO4	• The students will understand cultural scenario through the Art.	
	Course Content	Hours
Unit 1.	1) Baroque Art, Architecture & Artist: • Gian Lorenzo Bernini (Sculptor) • Caravaggio • Velazquez • Rubens • Frans Hals • Rembrandt	10
Unit 2.	2) Rococo Art, Architecture & Artist: • François Boucher • William Hogarth • Giovanni Battista Bernero (Sculptor)	10
Unit 3.	3) Impressionism: • Claude Monet • Edgar Degas 4) Post-Impressionism: • Paul Cézanne • Vincent van Gogh • Paul Gauguin	10

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Learning Outcome	
LO1	Students will be able to identify and apply the fundamentals of art.
LO2	Period, Purpose, Subjects, Object, Material, Features, Casting process, Relevance between Artefacts and social life, Trade, Religion, Style.

Sixth Semester		
V-1 : Aesthetics (Western) – IV (Minor - T) 02 Credit 30 Hours Marks 50		
Title	Aesthetics (Western) – III (2cr)	
Course Outcome		
CO1	To learn the basic principle of Art and Aesthetics.	
CO2	To study Western Tradition of Aesthetics.	
CO3	The students will learn the Western appreciation of Art and its sensibility towards various art forms.	
CO4	What is Art? What is aesthetical beauty? To understand the difference between Art and Craftsmanship.	
	Course Content	Hours
Unit 1.	1) Medieval Aesthetics - Plotinus on Intellectual Beauty. - St. Augustine Aesthetical thoughts - St. Thomas Aquinas	10
Unit 2.	2) Renaissance movement Hegel (1770 – 1831) Benedetto Croce (1866 - 1952)	10
Unit 3.	3) 20th Century Aesthetic Thinkers Conscious, Sub-conscious and Pre conscious Mind Theory of Sigmund Frued.	10
Learning Outcome		
LO1	What is Art?	
LO2	Purpose of Art, Various views on aesthetics.	

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LO3	Students will be acquainted with the theory relating to the origin of art.
LO4	This course is designed to provide a good sense of beauty and related theoretical aspects.

Sixth Semester		
V-1 : Experiential learning – Outdoor Work (2cr) (P) Field Projects (OJT/FP/CC/RM/RP)		
02 Credit 60 Hours Marks 50		
Title	Experiential learning – Outdoor Work (2cr) (P)	
Course Outcome		
CO1	To develop practical experience in studio and outdoor sculptural work through professional and collaborative activities.	
CO2	To improve practical skills in clay modeling, craft, and simple sculptural work material handling, sculptural processes, and workshop practices in professional environments.	
CO3	To encourage understanding of professional concepts, order work execution, installation methods, and project management in sculpture.	
CO4	To develop professional competency in teamwork, creative problem-solving, presentation, and execution of sculptural assignments.	
	Course Content	Hours
Unit 1.	Observation & Field Visit	30
Unit 2.	Professional studio work experience and workshop discipline handling of clay, plaster, fiber, metal, wood, and mixed media materials, tools, safety measures, and maintenance of sculptural workspace	30
Learning Outcome		

LO1	Students will develop practical understanding of studio work, outdoor activities, and professional sculptural practices.
LO2	Students will gain technical skills in material handling, tool usage, and sculptural execution processes.
LO3	Students will understand professional concepts, order work procedures, and installation techniques in sculpture.
LO4	Students will acquire teamwork, presentation, documentation, and project management skills required for professional sculptural practice.

Sixth Semester		
V-1 : Workshop/ Seminar/ Exhibition (2cr) (P) Field Projects (OJT/FP/CC/RM/RP		
02 Credit 60 Hours Marks 50		
Title	Workshop/ Seminar/ Exhibition (2cr) (P)	
Course Outcome		
CO1	To develop practical and professional understanding of workshops, seminars, and exhibitions in the field of sculpture and visual arts.	
CO2	To enhance technical, creative, and presentation skills through active participation in art-related academic and professional events..	
CO3	To encourage communication, teamwork, and interaction with artists, experts, and audiences through seminars and exhibitions.	
CO4	To develop organizational and professional competencies in planning, displaying, documenting, and managing sculptural events and activities.	
	Course Content	Hours
Unit 1.	Participation in sculpture workshops and demonstration	20
Unit 2.	Participation in seminars, artist talks, and academic discussions Preparation and presentation of sculptural concepts and creative ideas	20
Unit 3	Exhibition Planning & Display preparation and display of sculptural works for exhibitions installation methods, lighting, labeling, and	20

	arrangement techniques group work for exhibition setup and management	
Learning Outcome		
LO1	Students will understand the professional importance of workshops, seminars, and exhibitions in sculpture practice.	
LO2	Students will develop practical, technical, and communication skills through participation in creative and academic activities.	
LO3	Students will gain experience in exhibition display, seminar presentation, and collaborative event management.	
LO4	Students will acquire professional skills in documentation, portfolio preparation, organization, and presentation of sculptural works.	