

Department of Technology Savitribai Phule Pune University

Syllabus For BFA [Bachelor of Fine arts – Painting (Technical)] I, II, III, & IV Year

(Under Faculty of Science and Technology)
Board- Electronics and Electrical Technology
From Academic Year 2022-2023



TAKSHA
Animation & Arts School

Savitribai Phule Pune University, Pune

Bachelor of Fine arts - Painting (Under Science and Technology Faculty)

(To be implemented from Academic year 2022-2023)

1. Title of Program: BFA (Bachelor of Fine arts - Painting)

2. Preamble: The systematic and planned curriculum from 1st year to 4th year shall motivate and encourage the students pursuing the highest education in the field of Fine arts - Painting.

3. Introduction:

At first year of under-graduation:

The history of arts is the backbone of any successful artist to make him/her liberated about the great history of arts so far in the world from the time of prehistoric art period. It will not only give them the right inspiration but also a sense of understanding their own style of art and how to approach for it. The subjects like painting, design and art project is the base of any form of art. As in the first year of BFA the students will get their hands on the techniques of painting and principles of design. This will help them greatly in their upcoming career to not only get strong in painting and designing their art. As design and art history is the major backbone of art industry having detailed knowledge about it will only make our students better and stronger artists in the market. For any artist it is most essential to draw well, unless the skills of drawing is acquired by any artist it will be a big struggle to portray, paint without it.

At second year under-graduation:

Arts has proven itself as the key element in the evolution of civilizations throughout the history of mankind. Apart from that art has become a big influence on cultural and political view of the society. Understanding the current situation of mankind and its arrangement of civilization and how things are working in today's society worldwide. Artists and art has always had value to the upmost stage in any

time period. In this year student will learn the art of composition, basics of drawing and painting. As drawing is the basis of any art form in this year students will learn the aesthetics of art which will help them improve their art to the true form of nature's laws of working. This will liberate them how to imprint nature in their art perfectly and correctly. Whereas art seminars will elaborate more on the current situation of market of artists worldwide and legendary artists in history of art.

At third year under-graduation:

In the third year of BFA fine arts students have art research, in this research they will not only understand a chosen art project, elaborate the various aspects and subjects of that particular art. The political point of view, social point of view and many more criteria's behind an art. In this year student will have art and cultural tour. This will give them the authentic and solid opportunity to witness the legendary and ancient art of India in person. This will be a great inspiration for them to pursue their subject for specialization and to choose their subject of art. In third year aesthetics of art, skills of drawing and painting will be taken to more professional level. More of complicated objects will be introduced in this year. World art history will give them the exposure to the art forms worldwide, the evolution of art from every corner of the world. Knowing and understanding world art history will give them the perfect push to challenge their artistic skills to push further more.

At Fourth year under-graduation:

Art of composition will take challenging and more profound level in this year. The compositions of a portrait or a painting which is a composition painting widely known as modern art. Students will choose specialization in this year and work towards it. Painting will be divided into two subjects' portrait and modern art. Art of composition will be taught accordingly. Also a common subject of print making will be introduced in this year. The subject research subject will make them dive deeper into the chosen subject of art. From Prehistoric art, Ancient Art, Medieval, Renaissance, Baroque, Realism, Impressionism to modern art students will chose their subject. This will help them exchange each other's POV as an artist and evolve more. In this visual art process is there to make them understand the evaluation of a particular art of any famous artist worldwide. Finally art and cultural tour will give them the actual knowledge and chance to understand the art.

Need for Launching BFA Degree Course:

- a) To give the right skilled artists to the current immensely growing market need of traditional and digital artists right now.
- b) Creative the right structure for students who wants to pursue BFA (or Arts) as their choice of career which will lead into preparing them and making them skilled in the various number of digital platform services required. We will create a perfect bridge between art in 21st century, artists required in today's time worldwide and smooth supply artists to the most repeated leading brands of not only India but Asia.

In this time that we are living right now, the employment has drastically changed from field to field, from industries to industries, creating the whole new world of digital platform, from AR, VR, Social media has become the main stream for so many businesses and putting it in literal words it has become the biggest part of everybody's life on this earth right now. Creating content has never been in need so much as before from manufacturing, medicine, education to entertainment and advertisement, representation of every brand depends of social media digital content creation. Whereas this course will the best and perfect option for students who wants to pursue art, wants to do freelancing and earn and work according to his/her capacity, there are too many number of choices that students will get to choose and switch and earn outstanding amount of money while enjoying their work to the fullest. The regular choice of industries of career has been set for a long time in India. By launching this course we are promoting art, artistic need for every business and the talent of India to keeping them and top most of the chain of artists or digital marketing artists in the world.

It is, therefore, the degree course will give the exact needed guidance to make tremendously successful career in the advertising world. Not only India but worldwide, Creating these kind of artists will be a contribution to India for making better, more and most efficient earning businesses not only in India but globally.

4. Objectives:

The objectives of BFA (Fine Arts) is to promote art and deliver rightly prepared rather created skilled artists for the constant and ever growing need of digital artists required in the current market. Students who wants to pursue Arts should be taught with different objects and more open mind set for the eye of art really necessary for today's mindset of various cultural and choice of life people leading their lives in today's time. Especially since so many businesses are online, the power of internet where your ability to connect to any person sitting any corner of the world in seconds. This power has boosted small scale businesses and large scale businesses has gone larger. The digital artists are in need more than EVER before. Training and preparing in versatile business in nature containing a powerful trail in almost each and every business in the world, small or large. Guiding and constant updating of changing industries rather changing need of advertising content is the key in the successful choice of leading career. Giving our students just that will make them bright enough to thrive in the advertising industry of not only India, Asia but Globally.

Program Objectives:

- The program will produce graduates who will be competent ideators in advertisement industry.
- The graduates will be able to adapt to the fast changing entertainment, education, advertising or any other digital platforms.
- The graduates will become effective collaborators and through innovative methodologies in advertising, they will be able to address the social, technical, artistic and business challenges and turn it into opportunities to make best of it for the client as well as the consumers.
- Graduates will be a good team players and in a certain course of time will be able to lead the team to find solutions and improvements in their field of expertise which includes design, technology and storytelling, communication and creating a brand.
- The graduates will be able to present ideas efficiently, effectively and with adequate confidence.
- The graduates will be able to function in multiple disciplinary teams
- Graduates will be able to understand the need for lifelong learning and technology up gradation, through taking up refresher programs.
- Graduates will be able to understand professional and ethical responsibilities.

5. B.F.A. (Bachelor in Fine arts - Painting) Program Structure:

- The Program is a Four Years (Eight semesters) Full Time Degree Program.
- Each week 4 lectures theory and practical together of 3 hours will be held.
- The program shall be based on **credit system** comprising of **194** credits.
- Semester I, II, V, VI, VII, VIII shall have four Courses and 24 credits each semester, and semester III and IV will have 25 credits each respective semesters.
- Theory Courses offered shall be of 4 credits and practical courses credits is of 6 credits each subject in each semester are given as per the requirement of the particular course.
- For Theory Course, one credit is equivalent to one clock hour direct teaching in a week and for Practical Course, one credit each is equivalent to one and half hours of laboratory work in a week.

6. Eligibility for Admission:

First year B.F.A. Fine arts - Painting

- Higher Secondary School Certificate (10+2) Arts, Commerce and Science stream students from all over India State Board of Secondary and Higher Secondary Education.
- GD Arts Diploma holder
- Any diploma in Art, students from all over India any of State Board

Note: Admissions will be given on the basis of the entrance exam score that students will score once applied for the course.

7. Medium of Instruction: English / Hindi

8. Award of Credits:

- Each course having 4 credits shall be evaluated out of 100 marks and student should secure at least 40 marks to earn full credits of that course.

- One credit is evaluated for 25 marks. This will be divided into 50 % internal assessment and 50 % end semester examination. The candidate appearing for the subject needs to pass in the internal assessment to be eligible to appear for end semester examination.
- The passing criteria for internal assessment is 30%, for end semester is 30%, but the combined passing (for internal plus end semester) is 40%.

9. Evaluation Pattern:

- As per SPPU CBCS norms

10. Completion of Degree Program:

A student, who earns 170 credits, shall be considered to have completed the requirements of the B.F.A. Degree program and CGPA will be calculated for such student as per the norms of Savitribai Phule Pune University.

Course Structure of B.F.A. - Fine arts - painting

SEM-I (Stream: Fine arts - Painting)

Course	Title of Course	Credits		Lectures/Week			Evaluation		
		Th	Pr.	Th	Tu	Pr.	CA	ES	Total
101	History & Appreciation of Art I	4	-	4	-	-	50	50	100

102	Design I	4	-	4	-	-	50	50	100
103	Painting I	-	4	-	-	8	50	50	100
104	Art Project I	-	4	-	-	8	50	50	100
105	Geometrical & Perspective Drawing	-	4	-	-	8	50	50	100
	Total	8	12	8	-	24	250	250	500

SEM-II (Stream: Fine arts - Painting)

Course	Title of Course	Credits		Lectures/Week			Evaluation		
		Th	Pr.	Th	Tu	Pr.	CA	ES	Total
201	Drawing –I	-	4	-	-	8	50	50	100
202	Painting II	-	4	-	-	8	50	50	100
203	Art Project II	4	-	3	-	2	50	50	100
204	History & Appreciation of Art II	4	-	4	-	-	50	50	100
205	Design & Communication Practices	-	4	-	-	8	50	50	100
	Total	8	12	7	-	26	250	250	500

SEM-III (Stream: Fine arts - Painting)

Course	Title of Course	Credits		Lectures/Week			Evaluation		
		Th	Pr.	Th	Tu	Pr.	CA	ES	Total
301	Composition-I	-	4	-	-	8	50	50	100
302	Art Seminar	4	-	4	-	-	50	50	100

303	Drawing-II	-	4	-	-	8	50	50	100
304	Aesthetics-I	4	-	4	-	-	50	50	100
305	Painting III	-	4	-	-	8	50	50	100
	Total	8	12	8	-	24	250	250	500

SEM-IV (Stream: Fine arts - Painting)

Course	Title of Course	Credits		Lectures/Week			Evaluation		
		Th	Pr.	Th	Tu	Pr.	CA	ES	Total
401	World Art History –I	4	-	4	-	-	50	50	100
402	Aesthetics-II	4	-	4	-	-	50	50	100
403	Painting IV	-	4	-	-	8	50	50	100
404	Composition-II	-	4	-	-	8	50	50	100
405	Clay modeling	-	4	-	-	8	50	50	100
	Total	8	12	8	-	24	250	250	500

SEM-V (Stream: Fine arts - Painting)

Course	Title of Course	Credits		Lectures/Week			Evaluation		
		Th	Pr.	Th	Tu	Pr.	CA	ES	Total
501	World Art History –II	4	-	4	-	-	50	50	100

502	Art Research I	4	-	-	-	8	50	50	100
503	Composition III	-	4	-	-	8	50	50	100
504	Drawing III	-	4	-	-	8	50	50	100
505	Visual Art Process & Practices I	4	-	3	1	-	50	50	100
	Total	12	8	4	1	24	250	250	500

SEM-VI (Stream: Fine arts - Painting)

Course	Title of Course	Credits		Lectures/Week			Evaluation		
		Th	Pr	Th	Tu	Pr.	CA	ES	Total
601	Drawing IV	-	4	-	-	8	50	50	100
602	Painting-V	-	4	-	-	8	50	50	100
603	Art & Culture Tour I	4	-	4	-	-	50	50	100
604	Aesthetics-III	4	-	2	2	-	50	50	100
605	Composition IV	-	4	-	-	8	50	50	100
	Total	8	12	6	2	24	250	250	500

SEM-VII (Stream: Fine arts - Painting)

		Credits	Lectures/Week	Evaluation
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Course	Title of Course	Th	Pr.	Th	Tu	Pr.	CA	ES	Total
701	History of Art	4	-	4	-	-	50	50	100
702	Visual Art Process & Practices II	4	-	3	1	-	50	50	100
703	Painting VI	-	4	-	-	8	50	50	100
704	Composition V	-	4	-	-	8	50	50	100
705	Drawing V	-	4	-	-	8	50	50	100
	Total	8	12	7	1	24	250	250	500

SEM-VIII (Stream: Fine arts - Painting)

Course	Title of Course	Credits		Lectures/Week			Evaluation		
		Th	Pr	Th	Tu	Pr.	CA	ES	Total
801	Print Making / Composition	-	4	-	-	8	50	50	100
802	Painting VII	-	4	-	-	8	50	50	100
803	Visual Art Process & Practices III	4	-	4	-	-	50	50	100
804	Subject Research	4	-	4	-	-	50	50	100
805	Digital Art	-	4	-	-	8	50	50	100
	Total	8	12	2	-	24	250	250	500

Note: Compulsory

Students must produce their own paintings, drawings and art pieces during the time period of their course. Their choice of portrait or landscape for painting stream will not affect the number of assignments neither the subjects in respective semesters. Considering all the major factors required

to have successful career in this industry in lined up in perfect order. Students will be encouraged to create and update their artist profile on all the top trending platforms in digital world right now.

Seminars and workshops any one activity per course from the following

B.F.A. Fine arts - Painting Syllabus

Sr. No.	Subjects of Study
1	Calligraphy
2	Clay Modelling
3	Color Theory & Color Composition
4	Drawing
5	Geometrical Drawing & Perspective Drawing
6	History of Art in India
7	Indoor & Outdoor Drawing & Sketching
8	Language: English/Hindi
9	Still Life
10	History of Modern Western Art
11	History of Modern Indian Art
12	History of Western Art
13	Aesthetics
14	Photography Black & White
15	Portfolio Development & Digital Manipulation

B.F.A. Painting Syllabus

Syllabus of Painting as prescribed by various Universities and Colleges.

Sr. No.	Subjects of Study
1	History of Art
2	Fundamental of Art
3	Drawing from manmade & Nature
4	Drawing from Memory
5	Drawing from Life
6	Drawing from Outdoor Sketching and Landscape
7	Computer Graphics

B.F.A. Drawing & Painting Syllabus

Sr. No.	Subjects of Study
1	Calligraphy
2	Clay modeling
3	Collage Painting & Print Media
4	Color Theory & Color Composition
5	Drawing
6	Geometrical Drawing & Perspective Drawing
7	History of Art in India
8	Indoor & Outdoor Drawing & Sketching
9	Language: English/Hindi
10	Still Life

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-I

Course Code: 101 (Theory sub) Course Title: History & Appreciation of Art I

Total Contact Hours: 60 Total Credits: 04 Total Marks: 100

Objectives:

In this subject students will start with exploring one of the world's best arts from history. This module is designed to weave the concept of Art in the mind of a student. It is very important to understand the nature of art and its scope in the factual world. Art as an expression of thoughts, ideas and communication needs to be understood to make a solid foundation for the course.

Desired outcome of the course

From this module, student shall be able to understand the immensity and role of art in their daily life. It shall establish the concept of Art in their consciousness. Students shall be acquainted with art from an expansive viewpoint. They shall be able to comprehend the elements and principles of art.

Syllabus

Unit 1: What is Art?

1. What is art?
2. What is the relationship between Art and the Artist?
3. The basic concept of beauty that is involved in the creation of Art.
4. Art as an essential part of the real world.
5. Art as a powerful medium of self-expression

Unit 2: Art concepts Role of forms in art.

1. Content and style as the essence of art.
2. Meaning and definition of Iconography.

Unit 3: Theme and purpose of art

1. Role of art in the society
2. Relationship between art and nature as a complement to each other
3. Role of Imagination and fantasy as an important phenomenon for the creation of art

Unit 4: The Visual Elements

1. Lines
2. Types of lines and their functions in art
3. Formation of shapes and their role in art
4. Importance of Light and color
5. Usage of tones and textures to create an effective body of art work
6. Importance of space, time and motion in understanding art

Unit 5: Principles of Design in Art

1. Definition and principles of design-o Balance, Proportion, Harmon, Emphasis, Rhythm
2. Role of elements of design in creating an effective design
3. Evaluation Methodology
4. Written test Assignments

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-I

Course Code: 102 (Theory sub)

Course Title: Design I

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Objectives

When it comes to art design is an arrangement of various forms and shapes for a specific purpose in a given space. It establishes the coordination of different forms with the available space in a harmonious way. Different articles, objects and shapes are used to create an arrangement and establish a relationship, which is pleasant to the eye of a viewer. During this module, student will be able to understand the concept of design, its elements and the principals involved in making a good design.

Desired outcome of the course

Students will be able to understand the concept of design. They will be able to design, taking ideas from natural objects and their surroundings. They will learn different types of designs and their purpose in everyday life. They will be able to understand the quality of lines, shapes, forms and their behavior when they are in proximity to each other. It will help students to create a sense of intuitive balance and rhythm with the help of designs. Students will be trained to use their eyes to see a good design.

List of Practical's

Unit-1. Line

1. Creation of different effects and moods using different types of lines
2. Exercises of different kinds of line in a square format

Unit 2. Forms

1. Forms and their types, role of forms in design
2. Exercises on creating a design in square format using basic geometrical forms

Unit 3. Design embedding within a form

1. Creation of a design with animal images
2. Implanting the above design into basic forms such as triangles, squares and circles.
- 3.

Unit 4. Design based on study of form objects

1. Using and overlapping of designs for creating interesting forms
2. Exercises to design using the different object available in the environment

Unit 5. Design based on study of nature

1. Use of elements from nature to create a good design
2. Exercises on arrangement of elements in a square format

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-I

Course Code: 103 (practical sub)

Course Title: Painting I

Total Contact Hours: 60 hrs.

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objectives

As an artist painting is the ability of applying color and understanding of space distribution, shapes, light and shadow etc. The knowledge of painting and accurate handling of colors is the fundamental need for the development of an artist. The core learning of the course is to see colors in different lights and study the change that results according to the intensity of light. This course aims at developing a sense of harmony and the concepts of opposite and complimentary colors and use them appropriately.

Desired outcome of the course

In this module the students will be able to understand the concept of colors. They will be able to paint and handle different kinds of colors and mediums. Students will be able to see the colors in natural as well as artificial light. They will be able to draw a conclusive opinion about the behavior of colors in different environments.

List of Practical's

Unit 1. Exercise with Basic Colors

1. Colors and their behavior
2. Basic Colors and different Color models

Unit 2. Exercise with Secondary Colors

1. Secondary Colors and their preparation using basic Colors
2. Number of secondary Colors that can be made from basic Colors
3. Color wheel, Color scheme

Unit 3. Exercise with Colors and tones

1. Importance of Colors and tones
2. using tones in creating an art object

Unit 4. Exercise with Color wheel

1. Types of Color wheel
2. Importance of Color wheel in understanding the nature and harmony among Colors

Unit 5. Exercise with Colors expression

1. Usage of Colors to create an expression in art
2. Effect of Colors on moods
- 3.

Evaluation Methodology

1. Individual's daily performance
2. Project Review: Mid Semester
4. Project Submission: End of the Semester

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-I

Course Code: 104 (practical sub)

Course Title: Art Project I

Total Contact Hours: 60 hrs.

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objectives:

In this we will be experimenting in art Project, which will give an in depth idea and principles used to make an art. From the style, intentions of the artist, who paid for the art is equally important too? Art project will give them the sense of execution when it comes to following the correct pipeline. It will build a sense of building an art project and how to go about it. How previously it was attempted by other various artists from everywhere.

Unit 1. Creating 3d form with paper or cloth

1. Using paper and cloth to make different objects
2. Creation of forms from simple to complex
3. Behavior and usage of materials
4. Choosing appropriate material based on the object

Unit 2. Creating 3d form with cardboard

1. Cardboard and its types
2. Use of cardboard to create a 3D object
3. Tools used in cardboard cutting
4. Creating a 2D or 3D object with the help of cardboard

Unit 3. Creating 3D form using Everyday Objects

1. Choose everyday object.
2. Create utility or decorative object using everyday object

Evaluation Methodology

1. Individual's daily performance
2. Project Review: Mid Semester
3. Project Submission: End of the Semester

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-I

Course Code: 105 (practical sub) Course Title: Geometrical & Perspective Drawing

Total Contact Hours: 60 hrs. Total Credits: 04 Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objectives

Orthographic Projection is a way of drawing a 3D object from different perspectives. Usually a front, side and plane view are drawn so that a person looking at the drawing can perceive it from all the angles. Orthographic drawings are useful especially when a design has been developed to a stage where it is almost ready to manufacture. In this module student will be able to learn different types of geometrical planes and their usage. During this module student will be able to understand the concept of orthographic projections, their types, elements and principals involved. The course trains a student to present 3D visuals on 2D surfaces

Desired outcome of the course

From this module student will be able to understand the 2D and 3D projection. They will be able to draw orthographic projections of the objects available. They will learn the different types of planes and their purpose in professional and daily life. They will be able to understand the focal length, optics, projections, and their relationship with 2D objects.

List of Practical's

Unit 1. Introduction to plane Geometry

1. Plane, its types and purposes.
2. Historical background of geometrical planes.
3. Make a simple geometrical plane of an object
4. Make Multi view orthographic projection

Unit 2. Orthographic projection

1. Meaning of orthographic projection
2. Multi view orthographic projection and their need
3. Role of focal point and focal length
4. Relationship between optics and orthographic projection
5. Making an orthographic projection of an object.

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-II

Course Code: 201 (practical sub)

Course Title: Drawing-I

Total Contact Hours: 60 hrs.

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective

When it comes to being an artist drawing and illustration is a core medium of expression. In this module student shall learn the finer points of Drawing through Human anatomy. It is intended to interweave the spontaneous drawing skills; proportions and volumes through very rapid sketches. Student shall learn various types of illustration techniques with historical perspective. They shall also learn to imitate great masters to understand their focal point concepts of drawing and illustration. It shall make them understand the application of illustration techniques, its element and principle.

Desired outcome of the course

From this module student will be able to understand the drawing through human anatomy. They shall be able to draw fast. They shall learn the different types of Illustration techniques and their purpose in everyday life. They will be able to understand the quality of illustration, inks, papers, and their behavior when they are in applied on different surfaces. It will help student understand drawing as a medium of artistic expression. After this they shall be able draw to create expressive illustration and apply different techniques accordingly.

LIST OF PRACTICALS

UNIT-I

1. Basic line work practice assignments
2. Making shading box of three different values
3. Create a sense of proportion in their mind.
4. Learn to draw intuitively.

UNIT-II Line Drawing from Human Anatomy:

1. Life model.
2. Drawing a human figure with rapid speed.
3. Proportion of the human body.
4. Volume, and structure with Human torso.

UNIT-III Life study – Pencil and shades:

1. Detailed life drawing form life model.
2. Develop a sense of proportion in their mind.
3. Learn to draw anatomical structure.
4. Study with pencil and shade, emphasis on volumes.
5. Medium: Pencil, Pen & Ink, Conte, White Chalk, Glass marking pencils, Charcoal, etc.

UNIT-IV Life study – Color and shades: Life model.

1. Drawing a human figure with rapid speed.
2. Proportion of the human body.
3. Volume, and structure with Human torso.
4. Medium: Oil Pastels Colors, Color Pencils, Soft Crayons

UNIT-V Outdoors study: Nature outdoors study.

1. Historical site or monument drawing and Illustration.
2. Focal points of drawing in great details with understanding of ideal proportions, volume, and structure.
3. Emphasis will be drawing.

4. Medium: Pencil, Pen & Ink, Conte, White Chalk, Glass marking pencils, Charcoal, etc.

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-II

Course Code: 202 (practical sub)

Course Title: Painting II

Total Contact Hours: 60 hrs.

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective

As an artist painting is the ability of applying color and understanding of space distribution, shapes, light and shadow etc. The knowledge of painting and accurate handling of colors is the fundamental need for the

development of an artist. The core learning of the course is to see colors in different lights and study the change that results according to the intensity of light. This course aims at developing a sense of harmony and the concepts of opposite and complimentary colors and use them appropriately.

Desired outcome of the course

From this module student will be able to understand the concept of Color. They will be able to paint and handle different kind of Colors and mediums. It will help student see the Color in natural as well as artificial light. They will be able to draw a conclusive opinion upon the behavior of Color in different environment.

LIST OF PRACTICALS

UNIT-I

Painting from Object

Draw and paint an object. Apply the understanding of the 3rd semester regarding Color and its behaviour. Introduction to the medium of oil & acrylic.

- *Medium: Acrylic Color, Oil Pastels & waterColor*

UNIT-II

Painting from Life

Draw and paint life drawing. Apply the understanding of the 3rd semester regarding Color and its behaviour. How light changes the properties of Colors. Introduction to the medium of oil & acrylic.

- *Medium: Acrylic Color, Oil Pastels & waterColor*

UNIT-III

Handling of Colors

Introduction to the medium of oil & acrylic. How Color behaves in different opacity? How these of Colors are used to create expression in the art? How Color changes the mood? How to use transparency and opacity of the Color?

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-II

Course Code: 203 (Theory Sub)

Course Title: Art Project II

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

List of Practical's

Unit 1. Creating 3d form with paper or cloth

1. Using paper and cloth to make different objects

2. Creation of forms from simple to complex
3. Behavior and usage of materials
4. Choosing appropriate material based on the object

Unit 2. Creating 3d form with cardboard

1. Cardboard and its types
2. Use of cardboard to create a 3D object
3. Tools used in cardboard cutting
4. Creating a 2D or 3D object with the help of cardboard

Unit 3. Creating 3D form using Everyday Objects

1. Choose everyday object.
2. Create utility or decorative object using everyday object

Unit 4. Composition using different materials

1. Creating a 2D or 3 D composition using different materials

Evaluation Methodology

Individual's daily performance

Project Review: Mid Semester

Project Submission: End of the Semester

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-II

Course Code: 204 (Theory Sub)

Course Title: History Appreciation of Art II

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective

This module is designed to weave the concept of Art in the mind of a student. It is very important to understand the nature of art and its scope in the factual world. Art as an expression of thoughts, ideas and communication needs to be understood to make a solid foundation for the course.

Desired outcome of the course

From this module, student shall be able to understand the immensity and role of art in their daily life. It shall establish the concept of Art in their consciousness. Students shall be acquainted with art from an expansive viewpoint. They shall be able to comprehend the elements and principles of art.

Syllabus

Unit 1: Art concepts

1. Role of forms in art.
2. Content and style as the essence of art.
3. Meaning and definition of Iconography.

Unit 2: Theme and purpose of art

1. Role of art in the society
2. Relationship between art and nature as a complement to each other
3. Role of Imagination and fantasy as an important phenomenon for the creation of art

Unit 3: The Visual Elements

1. Lines
2. Types of lines and their functions in art
3. Formation of shapes and their role in art
4. Importance of Light and Color
5. Usage of tones and textures to create an effective body of art work
6. Importance of space, time and motion in understanding art

Unit 4: Principles of Design in Art

1. Definition and principles of design-o Balance
2. Proportion, Harmony, Emphasis, Rhythm
3. Role of elements of design in creating an effective design

First Year B.F.A. Fine Arts (Under Science & Technology Faculty) Semester-II

Course Code: 205 (Practical Sub)

Course Title: Design & Communication Practices

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective

Advertising is a form of communication used to encourage or persuade an audience to continue or take some new action. This module is designed to introduce the concept of communication. It is very important to understand the advertising as tool for communication. Advertising Art as expression of thoughts, ideas, and communication need to be understood to make a solid foundation for the course.

Desired outcome of the course

This module will prepare students for industry-oriented environment. It shall establish the concept of Advertising Art and its role in communication, and the way it affect our daily life. Student shall be acquainted with advertising art from liberal viewpoint. They shall be able to comprehend the process and principle of advertising.

SYLLABUS

UNIT 1: Introduction to Advertising

What is advertising? Understanding Advertising: Historical Survey. Origin and development of advertising.

UNIT 2: Advertising as tool of Communication

Tool of communication. Advertising Communication theory. Relationship between advertising and marketing. Advertising media and approaches.

UNIT 3: Understanding Advertising Art

What is advertising art? Devolvement in human history. Forms of advertising art. Relationship between advertising art and Visual art.

UNIT 4: Study of behavior of color and usages

Understanding Color as visual perception. Physics behind Color. Understanding spectral Color. Monochrome Colors, Duo chrome. Color and light. Colors in shadow. Nature of Color, and their psychological perception. Usage of Color in advertising design.

UNIT 5: Typography

The origin and development of typography. Types of typography. Text typography. Display typography. Kinetic typography. Graffiti, and calligraphy. Type design.

Evaluation Methodology

- Written test
- Assignments

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-III

Course Code: 301(practical sub)

Course Title: Composition-I

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective

In the visual arts – in particular painting– composition is the placement or arrangement of visual elements or ingredients in a work of art or a photograph, as distinct from the subject of a work. It can also be thought of as the organization of the elements of art according to the principles of art. During this module student will go through the process of setting different element in given space and surface. Understanding of forms and their behavior will be studied in great detail.

Desired outcome of the course

From this module student will be able to understand the concept of composition in painting. They will be able to paint and arrange different kind of forms in given 2D surface. It will help student divide space skillfully and apply Colors in harmonious manner. They will be able to compose and draw different element in cohesive manner using principles of composition

LIST OF PRACTICALS

UNIT-I Understanding & handling of the 2-D surface:

1. Different kind of surfaces.
2. Preparation of surfaces and their handling.
3. Study of examples of great masters.

UNIT-II Understanding forms and Structural possibilities:

1. Learning division of space.
2. Different types of forms, their behaviour and nature, structural possibilities.
3. Theory of odds, Rules of third, foreground and background.
4. Negative and positive space, study of examples of great masters

UNIT-III Simple compositions:

1. Arranging of element from sketches of daily life.
2. Still life objects, study of examples of great masters.
3. Medium: Poster Color, oil pastels & waterColor, pen & Ink on Paper

UNIT-IV Nature studies: Detail nature studies.

1. Study of trees, leaves, houses.
2. Study of nature of natural light, nature of reflection, study of shadows.
3. Study of relationship of light and Color.
4. Medium: Poster Color, oil pastels & waterColor, pen & Ink on Paper

UNIT-V Human figures & animal's figures:

1. Detail of human figure and animals.
2. Faces, expressions, street animals.
3. Nature of natural light, nature of studio light.
4. Nature of reflection on human body, study of shadows.
5. Study of relationship of light and Color.
6. Medium: Poster Color, oil pastels & waterColor, pen & Ink on Paper

Evaluation Methodology

- Individual's daily performance

- Project Review: Mid Semester
- Project Submission: End of the Semester

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-III

Course Code: 302(Theory sub)

Course Title: Art Seminar

Total Contact Hours: 60 hrs.

Total Credits: 4

Total Marks: 100

Focus of the Seminar

Seminar is the one occasion in which all faculty, students and art professionals can meet and discuss new developments in their respective field. This gives a student special opportunity to learn how to present and

discuss, to think and develop individualistic approach, and to demonstrate his/her ability as an Artist. External Speakers shall be invited to share their knowledge. This shall fosters unity and mutual respect among the participants and provides an atmosphere that promotes research activities and collaborative information. Seminar shall focus on practical ideas to create, demonstrate, exhibit and sell art. Discuss great masters, contemporary artists of national or international repute, their life and work. Learn what you can apply to your own style and art Seminar shall discuss why and what is driving this contemporary art and how artists, galleries and critics are approaching and evaluating the art by participating in this seminar, student shall understand the aesthetics behind any art, its medium, and techniques.

Policy Statements for Seminar

Attendance at all Departmental seminars and at seminars given by visitors to the Department is mandatory. Each student is expected to attend every seminar and students are expected to participate actively by asking questions, contributing to the discussion, etc. The topic for presentation and the date of the seminar must be approved by the faculty member in charge of the seminar program.

Suggested List of Topics for Seminar

1. Creative Thinking Process
2. Aesthetics
3. Art and Philosophy
4. Art and Society
5. Art and Culture
6. Pop Art
7. Public Art
8. Street Art
9. Digital Art
10. Great Masters and their work
11. Art Trends
12. Art Criticism
13. Art History
14. Art Museums
15. Mediums and techniques
16. Anything or everything in art

Evaluation Methodology

- Individual's Participation
- Project Review: Mid Semester
- Project Report Submission & Viva: End of the Semester

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-III

Course Code: 303 (Practical sub)

Course Title: Drawing-II

Total Contact Hours: 60 hrs.

Total Credits: 4

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

As artist the more control over ones drawing and illustration is a core medium of expression. In this module student shall learn the finer points of Drawing through Human anatomy. It is intended to interweave the spontaneous drawing skills; proportions and volumes through very rapid sketches. Student shall learn various

types of illustration techniques with historical perspective. They shall also learn to imitate great masters to understand their focal point concepts of drawing and illustration. It shall make them understand the application of illustration techniques, its element and principle.

Desired outcome of the course

From this module student will be able to understand the drawing through human anatomy. They shall be able to draw fast. They shall learn the different types of Illustration techniques and their purpose in everyday life. They will be able to understand the quality of illustration, inks, papers, and their behavior when they are in applied on different surfaces. It will help student understand drawing as a medium of artistic expression. After this they shall be able draw to create expressive illustration and apply different techniques accordingly.

LIST OF PRACTICALS

UNIT-I Life study- Head Life model.

1. Drawing a human rough figure with rapid speed.
2. Create a sense of proportion of the human Face.
3. Ideal proportions, volume, and structure with Human face.
4. Example of drawing from the masters.

UNIT-II Life study – Volume and Masses

1. Detailed life drawing form life model.
2. Develop a sense of volume and mass in their mind.
3. Draw anatomical structure.
4. Study with pencil and shade, emphasis on volumes.
5. Medium: Pencil, Pen & Ink, Conte, White Chalk, Glass marking pencils, Charcoal, etc.

UNIT-III Life study – Skull study

1. Drawing a human face with rapid speed.
2. Create a sense of proportion of the human Face/Skull.
3. Ideal proportions, volume, and structure with Human face/Skull.
4. Example of drawing from the masters.

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-III

Course Code: 304 (Theory sub)

Course Title: Aesthetics-I

Total Contact Hours: 60 hrs.

Total Credits: 4

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

Aesthetics is a branch of philosophy dealing with the nature of beauty, art, and taste, with the creation and appreciation of beauty. This module is designed to entwine the concept of Art aesthetics in the artistic consciousness. It is very important to understand the nature of art and its scope in the factual world. Art as

expression of thoughts, ideas, and communication need to be understood to make a solid foundation for the course.

Desired outcome of the course

From this module student shall be able to understand the immensity and role of art in our daily life. It shall establish the concept of Art in their in their consciousness. Student shall be acquainted with art from expansive viewpoint. They shall be able to comprehend the element and principle of aesthetics.

SYLLABUS

UNIT-I Aestheticism in Art

1. What is aesthetics?
2. Art and Aesthetics.
3. Relationship of Art and Aesthetics.
4. Relationship of Artist, Art and Aesthetics.

UNIT-II Indian Aesthetics – Introduction and Historical Perspective

1. Understanding Indian aesthetics.
2. Indian historical perspective.
3. Origin and development.

UNIT-III Indian Aesthetics- Philosophy Five Schools of Indian Aesthetics.

1. Study of their emergence.
2. Role in development of art.
3. Theory of Rasa and Bhava.
4. Rasa in different form of artistic expressions.
5. Understanding of viewer experience.

Evaluation Methodology

- Written test
- Assignments

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-III

Course Code: 305(Practical sub)

Course Title: Painting-III

Total Contact Hours: 60 hrs.

Total Credits: 4

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

Painting is the ability of applying Color and tone to any given space. The knowledge of painting is very fundamental and accurate handling of Color is needed to develop in the student. Their eye should be trained to see Colors in different lights and study their change of behaviour according to the intensity of light. This is the core learning of the course. During this module student should be able to understand the concept of

Color and tone. It should develop the sense of harmony, concept of opposite and complimentary Colors in the mind of the artist.

Desired Learning Outcome

From this module student will be able to understand the concept of Color. They will be able to paint and handle different kind of Colors and mediums. It will help student see the Color in natural as well as artificial light. They will be able to draw a conclusive opinion upon the behaviour of Color in different environment.

List of Practical's:

Unit 1. Painting from Object

1. Draw and paint an object
2. Apply the understanding of the 2nd year regarding Color and its behavior
3. Planning foreground and Background Space
4. Technique of handling near and distant object
5. Medium: Poster Color, Oil Pastels & watercolor

Unit 2. Painting from Life-I

1. Draw and paint life drawing
2. Apply the understanding of the 2nd year regarding Color and behavior
3. Planning foreground and Background Space
4. Technique of handling near and distant object
5. Medium: Poster Color, Oil Pastels & watercolor

Unit 3. Painting from Life-II

1. Draw and paint from Life around you
2. Advance understanding of importance of Color and tone
3. Application of Color hue and intensity
4. How tones are used in creating and art object
5. Planning foreground and Background Space with Color
6. Technique of handling near and distant object with Color
7. Medium: Poster Color, Oil Pastels & watercolor

Unit 4. Painting from Life-III

1. Draw and paint from Life around you
2. Advance understanding of handling transparencies
3. Application of Color
4. Technique of handling near and distant object with using transparency

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-IV

Course Code: 401 (Theory Sub)

Course Title: World Art History -I

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective

Historical perspective is an integrated part of understanding any subject. This will set a parameter for the artist to consider the art objectively, to know its potential and progress of in different times form architectural, social, and economical point of view. This module is focused on ancient Indian art history before the invasion of Moughal in India. It covers the art prevalent in post Buddhist time representing an important transition in Indian art from use of wood to stone and refinement in pottery.

Desired outcome of the course

From this module student shall be able to examine and analysis the sequence of events in prehistoric Indian Art, and attempts to investigate art objectively the patterns of cause and effect that determine events. It shall establish the concept of Art in Indian stylistic context. Student shall be acquainted with art chronologically, socially, and ideologically from expansive viewpoint. They shall be able to comprehend the art movement, which fashioned the expansion of art throughout history.

SYLLABUS

UNIT-I Mauryan Period

1. Understanding of Mauryan art.
2. Understanding social, political and economic scenario.
3. Mauryan Architecture.
4. Mauryan sculptures.
5. Mauryan popular art forms.

UNIT-II Sunga period

1. Understanding of Sunga art.
2. Understanding social, political and economic scenario.
3. Role of Buddhism.
4. Sunga Architecture.
5. Sunga Sculptures.

UNIT-III Kushan Period

1. Understanding of Kushan art.
2. Understand social, political and economic scenario.
3. Role of Buddhism. Kushan Architecture.
4. Kushan Sculptures.

UNIT-IV Gandhara Period

1. Understanding of Gandhara art.
2. Understand social, political and economic scenario.
3. Role of Buddhism.
4. Gandhara Architecture.
5. Gandhara Sculptures.

UNIT-V Gupta Period Understanding of Gupta art.

1. Understand social, political and economic scenario.
2. Role of Buddhism.
3. Gupta Architecture.
4. Gupta Sculptures.

Evaluation Methodology

- Written test
- Assignments

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-IV

Course Code: 402 (Theory Sub)

Course Title: Aesthetics-II

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

Aesthetics is a branch of philosophy dealing with the nature of beauty, art, and taste, with the creation and appreciation of beauty. This module is designed to entwine the concept of Art aesthetics in the artistic consciousness. It is very important to understand the nature of art and its scope in the factual world. Art as

expression of thoughts, ideas, and communication need to be understood to make a solid foundation for the course.

Desired outcome of the course:

From this module student shall be able to understand the immensity and role of art in our daily life. It shall establish the concept of Art in their in their consciousness. Student shall be acquainted with art from expansive viewpoint. They shall be able to comprehend the element and principle of aesthetics.

SYLLABUS

UNIT-I Theory of Rasa What is Rasa.

1. Understanding of Navrasa.
2. Nātyasāstra. Relationship of Art and Aesthetics with Rasa.
3. Anubhava.

UNIT-II Elements of Aesthetics Understanding Dhvani.

1. Bhāva. Alankār. Auchitya. Riti. Guna-Dosh.
2. Vyanjana.

UNIT-III Nātyasāstra theory Study of relationship of visual and performing Arts.

1. Theories of Abhinav Gupta and Bhartmuni.

Evaluation Methodology

- Written test
- Assignments

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-IV

Course Code: 403 (Practical Sub)

Course Title: Painting –IV

Total Contact Hours: 60 hrs.

Total Credits: 4

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

Painting is the ability of applying Color and tone to any given space. The knowledge of painting is very fundamental and accurate handling of Color is needed to develop in the student. Their eye should be trained to see Colors in different lights and study their change of behavior according to the intensity of light. This is the core learning of the course. During this module student should be able to understand the concept of Color

and tone. It should develop the sense of harmony, concept of opposite and complimentary Colors in the mind of the artist

Desired Learning Outcome:

From this module student will be able to understand the concept of Color. They will be able to paint and handle different kind of Colors and mediums. It will help student see the Color in natural as well as artificial light. They will be able to draw a conclusive opinion upon the behavior of Color in different environment.

List of Practical's:

Unit 1. Painting from Object-II

1. Draw and paint an object
2. Apply the understanding of the 2nd year regarding Color and behavior
3. Planning foreground and Background Space
4. Technique of handling near and distant object
5. Medium: Poster Color, Oil Pastels & waterColor

Unit 2. Painting from Life-V

1. Draw and paint life drawing
2. Apply the understanding of the 2nd year regarding Color and behavior
3. Planning foreground and Background Space
4. Technique of handling near and distant object
5. Medium: Poster Color, Oil Pastels & waterColor

Unit 3. Painting from Life-VI

1. Draw and paint from Life around you
2. Advance understanding of handling transparencies
3. Advance understanding of importance of Color and tone
4. Medium: Poster Color, Oil Pastels & waterColor

Unit 4. Painting from Life-VII

1. Draw and paint from Life around you
2. Advance understanding of handling opaque Colors
3. Application of Color and detailing
4. Technique of handling near and distant object with using detailing

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-IV

Course Code: 404 (Practical Sub)

Course Title: Composition II

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

In the visual arts – in particular painting– composition is the placement or arrangement of visual elements or ingredients in a work of art or a photograph, as distinct from the subject of a work. It can also be thought of as the organization of the elements of art according to the principles of art. During this module student will

go through the process of setting different element in given space and surface. Understanding of forms and their behavior will be studied in great detail.

Learning Outcome:

From this module student will be able to understand the concept of composition in painting. They will be able to paint and arrange different kind of forms in given 2D surface. It will help student divide space skillfully and apply Colors in harmonious manner. They will be able to compose and draw different element in cohesive manner using principles of composition

List of Practical's:

Unit 1: Composition-I: Handling of the Pictorial Space

1. Create a Composition from Elements
2. Interrelation of elements with in space
3. Study Learning division of space
4. Examples of great masters
5. Methods of creating relationship between elements
6. Method of creating relationship of objects with background space

Unit 2: Composition-III: Forms and figures

1. Create a Composition from Figures
2. Different types of forms
3. Behavior and nature of forms
4. Figurative approach in painting
5. Relationship between figures and forms
6. Arranging of element from sketches of daily life,
7. Human life subject in relation with still life
8. Composition of human figure and animals
9. Faces, expressions, depiction of moods
10. Expression and role of light
11. Medium: Poster Color, oil pastels & waterColor, pen & Ink on Paper

Unit 3: Composition-III: Nature

1. Create a Composition from Nature
2. Detail landscape studies
3. Study of water, river, gardens, mountains
4. Study of nature of natural light, nature of reflection, study of shadows
5. Study of relationship of light and Color
6. Medium: Poster Color, oil pastels & waterColor, pen & Ink on Paper

Unit 4: Composition-IV: Individual temperament

1. Create a composition from own imagination
2. Nature and reflection of your temperament
3. Subjects of your art
4. Unique thought process of your painting
5. Application of your thought
6. Medium: Poster Color, oil pastels & waterColor, pen & Ink on Paper

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Second Year B.F.A. Painting (Under Science & Technology Faculty) Semester-IV

Course Code: 405 (Practical Sub)

Course Title: Clay modeling

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objectives

Art is to see an object in 2D as well as 3D perspective. Clay modelling will help the students to develop a three-dimensional vision. Students will be able to feel the objects and materials. This exercise is designed to develop a sense of proportion and volume in students.

Desired outcome of the course

In this module, students will be able to understand the concept of modelling and volume in the given time and space. They will be able to make 2D and 3D miniatures of objects available in the nature and their surroundings. They will learn the different types of clays modelling and materials that are used for the same. They will develop skills to use the tools available, the quality of material, their behavior, maintenance and durability. Their hand and eye will be synchronized with the proportion and volume of the object.

List of Practical's:

Unit 1. Creating 3d form with clay

Creation of simple 3D objects in clay²

Usage and preparation of clay for modelling²

Types of clay and usages²

Unit 2. Creating 3d form with Plaster of

Creation of simple 2D and 3D objects using Plaster of Paris.²

Plaster of Paris and its behavior²

Maintenance and durability of plaster of Paris (POP)²

Evaluation Methodology

Individual's daily performance²

Project Review: Mid Semester²

Project Submission: End of the Semester²

Third Year B.F.A. Painting (Under Science & Technology Faculty) Semester-V

Course Code: 501 (Theory Sub)

Course Title: World Art History –II

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

Historical perspective is an integrated part of understanding any subject. This will set a parameter for the artist to consider the art objectively, to know its potential and progress of in different times form architectural, social, and economical point of view. This module is focused on ancient Indian art history before the invasion

of Moughal in India. It covers the art prevalent in post Buddhist time representing an important transition in Indian art from use of wood to stone and refinement in pottery.

Desired outcome of the course:

From this module student shall be able to examine and analysis the sequence of events in prehistoric Indian Art, and attempts to investigate art objectively the patterns of cause and effect that determine events. It shall establish the concept of Art in Indian stylistic context. Student shall be acquainted with art chronologically, socially, and ideologically from expansive viewpoint. They shall be able to comprehend the art movement, which fashioned the expansion of art throughout history.

SYLLABUS

UNIT-I Early Christian Art Understanding of Christian art.

1. Understand social, political and economic scenario.
2. Stylistic approach.
3. Architecture, churches, palaces.
4. Sculptures.
5. Popular art forms.
6. Paintings.

UNIT-II Byzantine Art

1. Understanding of Byzantine Art.
2. Christian art influence.
3. Understand social, political and economic scenario.
4. Stylistic approach.
5. Architecture, churches, palaces.
6. Sculptures.
7. Popular art forms.
8. Iconoclasm, Macedonian Art, Mosaics Art.

UNIT-III Romanesque Period

1. Understanding of Romanesque Art.
2. Christian art influence.
3. Understand social, political and economic scenario.
4. Stylistic approach.
5. Architecture, churches, palaces. Sculptures.
6. Popular art forms.
7. Enamel Work.

UNIT-IV Art of Ceylon, Cambodia and java

1. Understanding of south eastern art.
2. Role of Buddhism in stylistic approach.
3. Understand social, political and economic scenario.
4. Stylistic approach.
5. Architecture, palaces. Sculptures.

Evaluation Methodology

- Written test
- Assignments

Third Year B.F.A. Painting (Under Science & Technology Faculty) Semester-V

Course Code: 502 (Theory Sub)

Course Title: Art Research I

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Approach of Art Research

The objective of this exercise is to expose student to the theoretical and analytical framework of art research. This will elaborate on the components that links the consumers' types, success of the advertisement, and public to the marketer through information. This information is further used to identify and define marketing opportunities and problems; generate, refine, and evaluate marketing actions; monitor marketing performance; and improve understanding of marketing as a process.

Exercise

In this module student are expected to take a Research case study and make a project report on "The Art research process" comprised of following

1. Problem definition
2. Research approach to the problem,
3. Research design
4. Data collection
5. Data analysis and
6. Report preparation and presentation

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission& Viva: End of the Semester

Third Year B.F.A. Painting (Under Science & Technology Faculty) Semester-V

Course Code: 503 (Practical Sub)

Course Title: Composition-III

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

In the visual arts – in particular painting– composition is the placement or arrangement of visual elements or ingredients in a work of art or a photograph, as distinct from the subject of a work. It can also be thought of as the organization of the elements of art according to the principles of art. During this module student will go through the process of setting different element in given space and surface. Understanding of forms and their behavior will be studied in great detail.

Desired outcome of the course:

From this module student will be able to understand the concept of composition in painting. They will be able to paint and arrange different kind of forms in given 2D surface. It will help student divide space skillfully and apply Colors in harmonious manner. They will be able to compose and draw different element in cohesive manner using principles of composition.

LIST OF PRACTICALS

UNIT-I Simple compositions

1. Introduction to the medium of oil & acrylic.
2. Arranging of element from sketches of daily life.
3. Still life objects, study of examples of great masters.
4. Medium: Acrylic Color, oil pastels & waterColor, pen & Ink on Paper

UNIT-II Nature studies

1. Introduction to the medium of oil & acrylic.
2. Detail nature studies, trees, leaves, houses.
3. Nature of natural light, nature of reflection, study of shadows.
4. Study of relationship of light and Color.
5. Medium: Acrylic Color, oil pastels & waterColor, pen & Ink on Paper

UNIT-III Human figures & animal's figures

1. Introduction to the medium of oil & acrylic.
2. Detail of human figure and animals, faces, expressions, street animals.
3. Nature of natural light, nature of studio light.
4. Nature of reflection on human body, study of shadows.
5. Study of relationship of light and Color.
6. Medium: Acrylic Color, oil pastels & waterColor, pen & Ink on Paper

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Third Year B.F.A. Painting (Under Science & Technology Faculty) Semester-V

Course Code: 504 (Practical Sub)

Course Title: Drawing III

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

Drawing and illustration is a core medium of expression. In this module student shall learn the finer points of Drawing through Human anatomy. It is intended to interweave the spontaneous drawing skills; proportions and volumes through very rapid sketches. Student shall learn various types of illustration techniques with historical perspective. They shall also learn to imitate great masters to understand their focal point concepts of drawing and illustration. It shall make them understand the application of illustration techniques, its element and principle.

Learning Outcome:

From this module student will be able to understand the drawing through human anatomy. They shall be able to draw fast. They shall learn the different types of Illustration techniques and their purpose in everyday life. They will be able to understand the quality of illustration, inks, papers, and their behaviour when they are in applied on different surfaces. It will help student understand drawing as a medium of artistic expression. After this they shall be able draw to create expressive illustration and apply different techniques accordingly.

List of Practical's:**Unit 1: Rapid Sketching**

1. Rapid sketches
2. Create a sense of proportion in their mind
3. Learn to draw intuitively

Unit 2. Line Drawing from Human Anatomy- Head

1. Life model Drawing
2. Drawing a human head with rapid speed
3. Proportion of the human body and head
4. Volume, and structure with Human head

Unit 3: Life study – Pencil and shades- Head

1. Detailed life drawing form life model
2. Develop a sense of proportion in their mind
3. Learn to draw anatomical structure of Head
4. Study with pencil and shade, emphasis on volumes
5. Medium: Pencil, Pen & Ink, Conte, White Chalk, Glass marking pencils, Charcoal, etc.

Unit 4. Life study – Head in Color and shades

1. Drawing a human head with rapid speed
2. Proportion of the human head
3. Volume, and structure with Human head
4. Medium: Oil Pastels Colors, Color Pencils, Soft Crayons

Unit 5. Portrait study

1. Life model
2. Drawing a character sketch with rapid speed
3. Features study of the human head
4. Expression study of Human head
5. Focal points of portrait drawing in great details with understanding of ideal proportions, volume, and structure.

6. Emphasis will be features
7. Medium: Pencil, Pen & Ink, Conte, White Chalk, Glass marking pencils, Charcoal, etc.

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Third Year B.F.A. Painting (Under Science & Technology Faculty) Semester-V

Course Code: 505 (Practical Sub)

Course Title: Visual Art Process & Practices I

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

It is very essential to understand the nature and behavior of material in visual art. Every material reacts differently on different surfaces. It is key to experimentation and development of self-stylization in art.

Usage and application of material is unique to every artist. It is important to learn the different material and their handling for creative rendering of the art subject imagery. This module is focusing on different type of material, their nature and application.

Desired outcome of the course:

From this module student shall be able to understand the role of methods and material in art. It shall establish the concept of material application in the style of artist. Student shall be acquainted with different material from expansive viewpoint. They shall be able to comprehend their nature and usages aesthetically.

SYLLABUS

UNIT-I

Importance of methods & materials

Permanence – Beautiful material. Deterioration of paint. Nature & characteristics of drawing & painting media such as pencil, crayon, Charcoal, Pen & ink, waterColor, gouache, pastel & oil paint.

UNIT-II

Introduction to Mural & print making media, Material Study

Fresco-Buono, Fresco-secco, Mosaic. Silk-screen, Etching, Lithography. Weaving. Folk Art: Madhubani, Kalamkar i& Pat-citra, Miniature Painting. Gums & Glues, Resin & Varnishes. Drying Oils, Thinners & Siccatives.

Evaluation Methodology

- Written test
- Assignments

Third Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VI

Course Code: 601 (Practical Sub)

Course Title: Drawing-IV

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

Drawing IV and illustration is a core medium of expression. In this module student shall learn the finer points of Drawing through Human anatomy. It is intended to interweave the spontaneous drawing skills; proportions and volumes through very rapid sketches. Student shall learn various types of illustration

techniques with historical perspective. They shall also learn to imitate great masters to understand their focal point concepts of drawing and illustration. It shall make them understand the application of illustration techniques, its element and principle.

Learning Outcome:

From this module student will be able to understand the drawing through human anatomy. They shall be able to draw fast. They shall learn the different types of Illustration techniques and their purpose in everyday life. They will be able to understand the quality of illustration, inks, papers, and their behavior when they are in applied on different surfaces. It will help student understand drawing as a medium of artistic expression. After this they shall be able draw to create expressive illustration and apply different techniques accordingly.

List of Practical's:

Unit 1: Rapid Sketching

1. Rapid sketches
2. Create a sense of proportion in their mind
3. learn to draw intuitively

Unit 2. Line Drawing from Human Anatomy- body parts

1. Study from Life model
2. Drawing body parts with rapid speed
3. Inter-proportion of the human body parts
4. Volume, and structure with Human body parts

Unit 3: Life study – Pencil and shades- body parts

1. Detailed life drawing form life model
2. Develop a sense of proportion in their mind
3. Learn to draw anatomical structure of different body parts in details
4. Study with pencil and shade, emphasis on volumes
5. *Medium: Pencil, Pen & Ink, Conte, White Chalk, Glass marking pencils, Charcoal, etc.*

Unit 4. Life study – body parts in Color and shades

1. Life model
2. Drawing a human parts with rapid speed
3. Proportion of the human body parts
4. Volume, and structure with Human body parts
5. *Medium: Oil Pastels Colors, Color Pencils, Soft Crayons*

Unit 5. Portrait study

1. Study from Life model
2. Drawing a character sketch with rapid speed
3. Features study of the human head
4. Expression study of Human head
5. Focal points of portrait drawing in great details with understanding of ideal proportions, volume, and structure. Emphasis will be features
6. *Medium: Pencil, Pen & Ink, Conte, White Chalk, Glass marking pencils, Charcoal, etc.*

Evaluation Methodology

1. Individual's daily performance
2. Project Review: Mid Semester
3. Project Submission: End of the Semester

Third Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VI

Course Code: 602 (Practical Sub)

Course Title: Painting-V

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

In Painting IV the ability of applying Color and tone to any given space. The knowledge of painting is very fundamental and accurate handling of Color is needed to develop in the student. Their eye should be trained to see Colors in different lights and study their change of behavior according to the intensity of light. This is the core learning of the course. During this module student should be able to understand the concept of Color and tone. It should develop the sense of harmony, concept of opposite and complimentary Colors in the mind of the artist.

Learning Outcome:

From this module student will be able to understand the concept of Color. They will be able to paint and handle different kind of Colors and mediums. It will help student see the Color in natural as well as artificial light. They will be able to draw a conclusive opinion upon the behavior of Color in different environment.

List of Practical's:

Unit 1. Painting from Object-III

1. Individual painting style
2. Draw and paint an object
3. Apply the understanding of the 3rd year regarding Color and its behavior
4. Planning foreground and Background Space
5. Technique of handling near and distant object
6. Medium: Poster Color, Oil Pastels & waterColor

Unit 2. Painting-own style-I

1. Individual painting style
2. Draw and paint life drawing
3. Apply the understanding of the 3rd year regarding Color and its behavior
4. Planning foreground and Background Space
5. Technique of handling near and distant object
6. Medium: Poster Color, Oil Pastels & waterColor

Unit 3. Painting-own style-II

1. Developing Individual painting style
2. Advance understanding of importance of Color and tone
3. Application of Color hue and intensity
4. Medium: Poster Color, Oil Pastels & waterColor

Unit 4. Painting-own style-III

1. Developing Individual painting style
2. Advance understanding of handing transparencies

3. Advance understanding of handling opaque Colors
4. Application of Color
5. Technique of handling near and distant object with using transparency

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Course Code: 603 (Theory Sub)

Course Title: Art & Culture Tour I

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Scope of Educational Tour

Educational field trips contribute to the development of students into educated young citizen who possess more knowledge about art, have developed critical-thinking skills, imbibe increased historical compassion, display higher levels of patience, open-mindedness and have a greater taste for appreciating art and culture. They gather a great amount of factual details and improve recall value about work of art.

Educational Tour Guidelines

The educational trip shall be organized of places covering different culture, museums, institutions and historical places of artistic and creative significance. Teachers are advised to create instructional material and clearly lay down the learning objectives before the tour. The discussions shall be student directed with the museum educator or guide who is facilitating the discourse. These facilitator shall be well verse with the subject and their commentary shall go beyond the name, brief description of the work of art. At the end of the tour student shall submit a project report with tour details, historical understanding and critical analysis. The student shall be judge on the basis of following criteria:

1. Project Report
2. Tour details
3. Critical thinking
4. Historical understanding
5. Level of interest
6. Patience of listening the critics
7. Behavioral study
8. Team work

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission& Viva-voce: End of the Semester

Third Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VI

Course Code: 604 (Theory Sub)

Course Title: Aesthetics-III

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objectives:

Aesthetics is a branch of philosophy dealing with the nature of beauty, art, and taste, with the creation and appreciation of beauty. This module is designed to entwine the concept of Art aesthetics in the artistic consciousness. It is very important to understand the nature of art and its scope in the factual world. Art as expression of thoughts, ideas, and communication need to be understood to make a solid foundation for the course.

Desired outcome of the course:

From this module student shall be able to understand the immensity and role of art in our daily life. It shall establish the concept of Art in their in their consciousness. Student shall be acquainted with art from expansive viewpoint. They shall be able to comprehend the element and principle of aesthetics.

Syllabus

Unit 1: Fundamentals of Indian art

1. In reference to Hindu Shilpa texts
2. Vishnudharmotara-puran
3. Samaranana,
4. Sutrarachana,
5. Sukranitisara
6. Silparatham.
7. Indian Art and Aesthetics
8. Relationship of Artist, Art and Aesthetics

Unit 2: Indian Aesthetics – Theory of Rasa

1. Advance Understanding Rasa theory
2. Origin and development
3. Nishpathi

Unit 3: Indian Aesthetics- Six limbs

1. Origin and development of Sadanga
2. Role in Sadanga in development of art
3. Applications of Six limbs in Indian Aesthetics

Evaluation Methodology

- Written test
- Assignments

Third Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VI

Course Code: 605 (Theory Sub)

Course Title: Composition-IV

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

In the visual arts – in particular painting– composition is the placement or arrangement of visual elements or ingredients in a work of art or a photograph, as distinct from the subject of a work. It can also be thought of as the organization of the elements of art according to the principles of art. During this module student will go through the process of setting different element in given space and surface. Understanding of forms and their behavior will be studied in great detail.

Learning Outcome:

From this module student will be able to understand the concept of composition in painting. They will be able to paint and arrange different kind of forms in given 2D surface. It will help student divide space skillfully and apply colors in harmonious manner. They will be able to compose and draw different element in cohesive manner using principles of composition

List of Practical's:

Unit 1: Composition-I: Handling of the Pictorial Space

1. Create a complex and abstract Composition from Elements
2. Create a complex and unique Interrelation of elements with in space
3. Playing with various playout principles
4. Examples of great masters 3
5. In depth the methods of creating relationship between elements
6. Manipulating the traditional method of creating relationship of objects with background space

Unit 2: Composition-II: Forms and figures

1. Create a Composition from Figures for complex
2. Different types of forms
3. Behavior and nature of forms
4. Figurative approach in painting
5. Relationship between figures and forms
6. Arranging of element from sketches of daily life,
7. Human life subject in relation with still life
8. Composition of human figure and animals
9. Faces, expressions, depiction of moods
10. Expression and role of light
11. Medium: Poster color, oil pastels & waterColor, pen & Ink on Paper

Unit 3: Composition-III: Nature

1. Create a Composition from Nature
2. Detail landscape studies
3. Study of water, river, gardens, mountains
4. Study of nature of natural light, nature of reflection, study of shadows
5. Study of relationship of light and color
6. Medium: Poster color, oil pastels & waterColor, pen & Ink on Paper

Unit 4: Composition-IV: Individual temperament

1. Create a composition from own imagination
2. Nature and reflection of your temperament
3. Subjects of your art
4. Unique thought process of your painting
5. Application of your thought
6. Medium: Poster color, oil pastels & waterColor, pen & Ink on Paper

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VII

Course Code: 701 (Theory Sub)

Course Title: History of Art

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Scope of Educational Tour:

Educational field trips contribute to the development of students into educated young citizen who possess more knowledge about art, have developed critical-thinking skills, imbibe increased historical compassion, display higher levels of patience, open-mindedness and have a greater taste for appreciating art and culture. They gather a great amount of factual details and improve recall value about work of art.

Educational Tour Guidelines:

The educational trip shall be organized of places covering different culture, museums, institutions and historical places of artistic and creative significance. Teachers are advised to create instructional material and clearly lay down the learning objectives before the tour. The discussions shall be student directed with the museum educator or guide who is facilitating the discourse. These facilitator shall be shall be well verse with the subject and their commentary shall go beyond the name, brief description of the work of art. At the end of the tour student shall submit a project report with tour details, historical understanding and critical analysis. The student shall be judge on the basis of following criteria:

1. Project Report
2. Tour details
3. Critical thinking
4. Historical understanding
5. Level of interest
6. Patience of listening the critics
7. Behavioral study
8. Team work

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission& Viva-voce: End of the Semester

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VIII

Course Code: 702 (Theory Sub) Course Title: Visual Art Process & Practices II

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

It is very essential to understand the nature and behavior of material in visual art. Every material reacts differently on different surfaces. It is key to experimentation and development of self-stylization in art. Usage and application of material is unique to every artist. It is important to learn the different material and their handling for creative rendering of the art subject imagery. This module is focusing on different type of material, their nature and application.

Learning Outcome

From this module student shall be able to understand the role of methods and material in art. It shall establish the concept of material application in the style of artist. Student shall be acquainted with different material from expansive viewpoint. They shall be able to comprehend their nature and usages aesthetically.

Syllabus**Unit 1: Visual Art: Methods-I**

1. Color application in Painting
2. Cause of changing Colors

Unit 2. Visual Art: Material-I

1. Preparation for painting
2. Advance concepts of surface preparation
3. Choice of Canvas
4. Preparing and stretching of Canvas
5. Framing Concepts

Unit 3. Visual Art: Contemporary Painting

1. Territory and practice
2. Influence Study
3. Issues and Challenges

Evaluation Methodology

- Written test
- Assignments

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VII**Course Code: 703 (Practical Sub)****Course Title: Painting VI****Total Contact Hours: 60****Total Credits: 04****Total Marks: 100****Teaching Scheme: Practical -01 Practical's/Week****Objective:**

Painting is the ability of applying Color and tone to any given space. The knowledge of painting is very fundamental and accurate handling of Color is needed to develop in the student. Their eye should be trained to see Colors in different lights and study their change of behavior according to the intensity of light. This is the core learning of the course. During this module student should be able to understand the concept of Color and tone. It should develop the sense of harmony, concept of opposite and complimentary Colors in the mind of the artist

Learning Outcome:

From this module student will be able to understand the concept of Color. They will be able to paint and handle different kind of Colors and mediums. It will help student see the Color in natural as well as artificial light. They will be able to draw a conclusive opinion upon the behaviour of Color in different environment.

List of Practical's: Major Painting portfolio

Unit 1. Painting from Object

1. Individual painting style
2. Draw and paint individual style drawing
3. Apply the understanding of the 3rd year regarding Color and its behaviour
4. Planning foreground and Background Space
5. Technique of handling

Unit 2. Painting from Life

1. Individual painting style
2. Draw and paint individual style drawing
3. Apply the understanding of the 3rd year regarding Color and its behaviour
4. Planning foreground and Background Space
5. Technique of handling

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VII

Course Code: 704 (Practical Sub)

Course Title: Composition V

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

List of Practical's:

Unit 1: Composition-I: Handling of the Pictorial Space

1. Create a Composition from Elements
2. Interrelation of elements with in space
3. Study Learning division of space
4. Examples of great masters
5. Methods of creating relationship between elements
6. Method of creating relationship of objects with background space

Unit 2: Composition-III: Forms and figures

1. Create a Composition from Figures
2. Different types of forms
3. Behavior and nature of forms
4. Figurative approach in painting
5. Relationship between figures and forms
6. Arranging of element from sketches of daily life,
7. Human life subject in relation with still life
8. Composition of human figure and animals
9. Faces, expressions, depiction of moods
10. Expression and role of light
11. Medium: Poster Color, oil pastels & waterColor, pen & Ink on Paper

Unit 3: Composition-III: Nature

1. Create a Composition from Nature
2. Detail landscape studies
3. Study of water, river, gardens, mountains
4. Study of nature of natural light, nature of reflection, study of shadows
5. Study of relationship of light and Color
6. Medium: Poster Color, oil pastels & waterColor, pen & Ink on Paper

Unit 4: Composition-IV: Individual temperament

1. Create a composition from own imagination
2. Nature and reflection of your temperament
3. Subjects of your art
4. Unique thought process of your painting
5. Application of your thought
6. Medium: Poster Color, oil pastels & waterColor, pen & Ink on Paper

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VII

Course Code: 705 (Practical Sub)

Course Title: Drawing V

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

List of Practical's:

Unit 1: Rapid Sketching

Rapid sketches

Create a sense of proportion in their mind

Learn to draw intuitively

Unit 2. Line Drawing from imagination

Drawing: expression individual style

Drawing ideas

Drawing with rapid speed

Developing ideas

Unit 3: Individual drawing style

Detailed drawing form life figures

Develop a sense of proportion in their mind

Learn to draw with ideas

Communicating with drawing

Study with pencil and shade, emphasis on imagery

Medium: Pencil, Pen & Ink, Conte, White Chalk, Glass marking pencils, Charcoal, etc.

Unit 4. Individual Drawing style – imagination in Color and shades

Detailed drawing form life figures

Develop a sense of proportion in their mind

Learn to draw with ideas

Communicating with drawing

Study with pencil and shade, emphasis on imagery

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VIII

Course Code: 801 (Practical Sub)

Course Title: Print Making/ Composition

Total Contact Hours: 60 hrs.

Total Credits: 04

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

Screen-printing (occasionally known as "silkscreen", or "serigraphy") creates prints by using a fabric stencil technique; ink is simply pushed through the stencil against the surface of the paper, most often with the aid of a squeegee. The print is the medium of expression used for communication for masses. Student in this module will learn silk-screen printmaking technique. They will also learn how silk-screen prints are being created for the purpose of art and beauty. During this module student should be able to understand the concept of print, its element and principle involved in making a good print. It should develop the sense of materials, methods, and their usages in the student.

Desired outcome of the course:

From this module student will be able to understand the concept of Screen-printing. They will be able to make Screen-printing and learn the different types of printing techniques and their purpose in art and visual media. They will be able to understand the quality of prints, inks, papers, and their behavior when they are in applied on different surfaces. It will help student understand Screen-printing as a medium of artistic expression.

LIST OF PRACTICALS

Unit 1: Introduction to process

1. What is screen-printing?
2. Historical perspective,
3. Process of printing,
4. Stencil making.

Unit 2: Materials and Equipment

1. Type of Cloths,
2. Types of emulsion,
3. Types of inks,
4. Exposing technique,
5. Paper.

Unit 3: Converting design for printing

1. Stenciling method, converting design for printing, braking different colures, accuracy,
2. Registration techniques, overlapping methods.

Unit4: Printing Exercise: Monochrome

1. Making of a Screen-printing design in monochrome using learning from previous units.

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission & Viva: End of the Semester

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VIII

Course Code: 802 (Practical Sub)

Course Title: Painting-VII

Total Contact Hours: 60 hrs.

Total Credits: 4

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

Painting is the ability of applying Color and tone to any given space. The knowledge of painting is very fundamental and accurate handling of Color is needed to develop in the student. Their eye should be trained to see Colors in different lights and study their change of behavior according to the intensity of light. This is the core learning of the course. During this module student should be able to understand the concept of Color and tone. It should develop the sense of harmony, concept of opposite and complimentary Colors in the mind of the artist

Learning Outcome:

From this module student will be able to understand the concept of Color. They will be able to paint and handle different kind of Colors and mediums. It will help student see the Color in natural as well as artificial light. They will be able to draw a conclusive opinion upon the behavior of Color in different environment.

List of Practical's:

Major Painting portfolio

Unit 1. Painting from Object

Individual painting style

Draw and paint individual style drawing

Apply the understanding of the 3rd year regarding Color and its behavior

Planning foreground and Background Space

Technique of handling

Unit 2. Painting from Life

Individual painting style

Draw and paint individual style drawing

Apply the understanding of the 3rd year regarding Color and its behavior

Planning foreground and Background Space

Technique of handling

Evaluation Methodology

Individual's daily performance

Project Review: Mid Semester

Project Submission: End of the Semester

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VIII

Course Code: 803 (Theory Sub) Course Title: Visual Art Process & Practices III

Total Contact Hours: 60 hrs.

Total Credits: 4

Total Marks: 100

Teaching Scheme: Practical -01 Practical's/Week

Objective:

It is very essential to understand the nature and behavior of material in visual art. Every material reacts differently on different surfaces. It is key to experimentation and development of self-stylization in art. Usage and application of material is unique to every artist. It is important to learn the different material and their handling for creative rendering of the art subject imagery. This module is focusing on different type of material, their nature and application.

Learning Outcome:

From this module student shall be able to understand the role of methods and material in art. It shall establish the concept of material application in the style of artist. Student shall be acquainted with different material from expansive viewpoint. They shall be able to comprehend their nature and usages aesthetically.

Syllabus

Unit 1: Unit 1. Visual Art: Methods-I

Color application in Painting

Cause of changing colors

Unit 2. Visual Art: Material-I

Preparation for painting

Advance concepts of surface preparation

Choice of Canvas

Preparing and stretching of Canvas

Framing Concepts

Unit 3. Visual Art: Contemporary Painting

Territory and practice

Influence Study

Issues and Challenges

Evaluation Methodology

Written test

Assignments

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VIII

Course Code: 804 (Theory Sub)

Course Title: Subject Research

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Scope of Subject Research

The objective of this exercise is to expose student to the theoretical and analytical framework of about researching a product, service or any predefined area. This will elaborate on the components that links the effectiveness of the creative content in the consumer mind space. This information is further used to identify and define communication strategies, opportunities and threats; generate, refine, and evaluate actions areas; monitor effectiveness of communication; and improve understanding of communication as a process.

Exercise

In this module student are expected to take a Research case study about any area of advertising communication or product or services and make a project report on any chosen subject.

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission + viva-voce: End of the Semester

Fourth Year B.F.A. Painting (Under Science & Technology Faculty) Semester-VIII

Course Code: 805 (Practical Sub)

Course Title: Digital Art

Total Contact Hours: 60

Total Credits: 04

Total Marks: 100

Objectives:

Computer is a basic tool used in modern world. It is important for the students to have a basic learning and usage of computers. This will create a foundation for future use of graphic application and professional career building. This learning is an asset for the artist to come at par with the modern technology. They should be able to learn and work on the computer with ease.

Desired outcome of the course:

From this module student will be able to understand computer technology used in the area of art. They will be able to operate computers and use them for their artistic purpose. They will learn the different types of basic software and graphic software, which are widely used for the graphical representation.

LIST OF PRACTICALS

UNIT-I Computer technology: Graphic Software Digital Technology.

1. Introduction to different OS and platforms used in graphic.
2. Introduction to graphic software.
3. Understanding, simple Vector and bitmaps software.

UNIT-II Bitmap Graphics Introduction to Photoshop.

1. Preference settings.
2. Default Plug-in. Default Presets.
3. Colour settings.
4. Working with Simple Image.
5. Create Bitmap Graphic in Photoshop.

UNIT-III Vector Graphics Introduction to illustrator.

1. Preference Settings.
2. Working with Simple Objects.
3. Create Vector Graphics in illustrator.
4. Evaluation

Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester