

**SavitribaiPhule Pune University, Pune.**  
**Structure and Content of the Syllabus**  
**For**  
**BACHELOR OF VISUAL ARTS – SCULPTURE**  
**B.V.A. (Sculpture)**  
**Semester I & II**  
**ASPERNEP 2020 NORMS**  
[To be implemented from 2024-25]



**Savitribai Phule Pune**  
**University**

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### **Preamble of the syllabus:**

With the view to enhance the existing syllabus and make it more practical based, industry affable and suitable to cater the needs of society and nation in present day context, the committee examined the drawbacks of the existing syllabus and after browsing through various other curricula of the existing universities in respective subjects in terms of content, quality and pattern of teaching and examination has completed the proposed curriculum. After guidance from industry professionals and senior faculty, feedbacks from the core faculty and intensive discussions the syllabus was completed. Globalisation has reduced distances. Many of our students aspire to seek admissions and jobs overseas, or even in India in multinational corporations. Thus there is an urgent need to elevate the syllabus to International levels, to facilitate easier transitions for Post Graduate Courses and Job prospects, overseas.

The syllabus needs revision in terms of preparing the student for the professional scenario with relevance to practical needs and requirements. The number of assignments also requires re-consideration with reference to learning objects for every subject and the time available

The modern world seems to be growing exponentially in the digital domain, and yet the print is also evolving like never before. Thus the syllabus needs to be structured with balance in learning skills in both the domains of design The syllabus needs to be made to promote the flexibility and freedom of approach in teaching, within the structure of learning objectives. Overall the syllabus needs to work on holistic developments. This can be achieved by incorporating internships, visits to advertising agencies, design houses, printing and packaging industries, artists' studios etc

**Program Objectives: The first year will prepare the foundation in Sculpture.**

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

**Pattern: Semester Pattern Credit System**

***Structure & Examination Pattern of First Year B.V.A.(SULPTURE)***

## **Rule No.1: Eligibility and Admission**

### First Year (Semester I) Bachelor of Visual Arts (Sculpture)

F.Y.B.V.A – Semester I (Sculpture): Pass H.S.C. Examination or Equivalent Examination from any stream (Arts/Science/Commerce) with minimum 45% aggregate marks (40% for reserved category) and clear Entrance Exam conducted College. The admissions shall be carried out by merit list prepared on the basis of marks obtained in the Common Entrance Test by College.

Note : *Eligibility Criteria*: Students seeking admission to First year (Semester I) of Bachelors Degree Course in Visual Art must fulfill the eligibility criteria laid down by Academic Council of SPPU as applicable from time to time.

## **Rule No.2: Duration and stages of the course (as per UGC)**

- The Fine Art course shall be of minimum duration of 4 academic years (8 semesters) of approximately 15 working weeks or 90 days in each semester.
- The course contains practical training and Internship of 2 months between the vacation of VI and VII semesters.

## **Rule No. 3: Granting of Academic Term**

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

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

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

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

## **Rule No. 4: Rules of ATKT**

- A student shall be allowed to get admitted to Second Year B.V.A. (Sculpture) course if he/she has a backlog of not more than **Four Subjects** of passing at First year B.V.A. (Sculpture) (semester I and II considered together). which may include theory/practical or both subject's.
- A student shall be allowed to get admitted to Third Year B.V.A. (Sculpture) course if he/she has a backlog of not more than **Three Subjects** of passing at Second year B.V.A. (Sculpture) (semester III and IV considered together). which may include theory/practical or both subject's. & cleared all subjects of First year B.V.A

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

## **Rule No 5: Examinations**

### **6.1. Conduct of Examinations**

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

### **6.2. Pattern of Examination:** The evaluation scheme for B.V.A. (Sculpture) comprises of;

University Examination (UE)

Internal Assessment (IA)

#### **5.2.1: University Examination**

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

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

50% of total marks are reserved for University examination

50% of total marks are reserved for Internal Assessment

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

#### **5.2.2: Structure of Examination**

##### **A. Compulsory Paper**

All papers are compulsory.

##### **B. Optional papers**

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

### C. Question paper

#### Theory subject: Written Exam

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

(5 Question X 5 = 25\*)

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

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

**Question 3**

**Question 4**

**Question 5**

} **Descriptive Questions (Word Limit: 500-700)**

#### Practical: Jury Pattern

### 5.2.3: *Internal Assessment*

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

50% marks reserved for internal assessment.

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

Abided by all ATKT rules mentioned in rule no. 5, if a student fails in IE

at least **two** and a maximum **four** of the below mentioned components of continuous assessment can be used for re-assessment.

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

- Written Test /Open Book
- Essays / Tutorials
- Short answer questions
- Multiple choice questions/Quiz
- Dissertation/Research Project
- Report writings
- Practical Projects/ Group projects
- Reflective Practical assignments / Industry work / Field work
- Drawing Portfolios

- Learning logs/diaries
- Seminar / Workshop / Exhibition
- Reviews / presentation
- Study of best practices

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

#### **5.2.4: Verification / Revaluation**

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

#### **5.3: Assessment of Term work**

- In respect of term work, "due date" shall be fixed for the completion of each assignment and the same shall be collected on the mentioned date.
- At the end of the semester term work shall be assessed by the internal and external examiners from amongst the panel approved by the University.
- Performance of a candidate in jury shall be assessed on basis of the depth of understanding of the principles involved.
- An examiner for any of the subjects of examinations shall have a minimum of 3 years teaching/ professional experience in his/her field of study.

### **Rule No.6: Criteria for Passing**

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

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

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

Or

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

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

**Rule No 7: Completion**

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

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

**Rule No.8: Medium of Instruction & Examination**

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

Level	Seme-ster	Major		Minor	Opes Elective (OE)	Vocational Skill Courses (VSC)/ Skill Enhancement Courses (SEC)/ Vocational Skill & Skill Enhancement Courses (VSEC)	Ability Enhancement Courses (AEC)/ Value Education Courses (VEC)/ Indian Knowledge system (IES)	On Job Training (OJT) /Field Projects (FP)/ Community Engagement Courses (CEP)/ Co-curricular courses (CC)/ Research Projects (RP)	Cum. Cr./ Sem.	Degree / Cum. Cr.
		Mandatory	Elective							
		(4 - 6)			(2 – 2)	VSC: 2 SEC:2	AEC:2 IKS:2	CC:2	20-22	

4.5	I	History of Arts [Indian – I] (1x15=15 Hrs.) Fundamental of Arts – I (1x15=15 Hrs.) Drawing from Manmade & Nature – I (2x30= 60 Hrs.) Drawing from Cast – I (2x30=60 Hrs.)			2D Design- I (2x30- 60 Hrs.) Memory Drawing- I (2x30 = 60 Hrs.)	VSC: 6 Modeling from Cast – I (2x30 = 60 Hrs.) SEC:2 3D Design – I (2x30 = 60 Hrs.)	AEC:2 English-I (2x15= 30 Hrs.) IKS:2 Marathi/Hindi – I (2x15 =30 Hrs.)	CC:2 Experiential Learning (P) Material Knowledge Yoga,NSS/NCC, Sports, Performing Arts.		<b>UG Certificate 40-44</b>
	II	(4 - 6)		2	(2 – 2)	VSC: 2 SEC:2	AEC:2 IKS:2	CC:2	20-22	
		History of Arts [Indian – II] (1x15=15 Hrs.) Material and Methods– II (1x15=15 Hrs.) Drawing from Manmade & Nature – II (2x30= 60 Hrs.) Drawing from Cast – II (2x30= 60 Hrs.)		Landscape Mural Clay Modelling	2D Design- II (2x30-60 Hrs.) Memory Drawing- II (2x30 = 60 Hrs.)	VSC: 6 Modeling from Cast – II (2x30 = 60 Hrs.) SEC:3 3D Design – II (2x30 = 60 Hrs.)	AEC:2 English-II (2x15= 30 Hrs.) IKS:2 Marathi/Hindi – II (2x15 =30 Hrs.)	CC:2 Experiential Learning (P) Material Knowledge Yoga,NSS/NCC, Sports, Performing Arts.		
	<b>Cum. Cr.</b>	<b>(8-12)</b>		<b>(2)</b>	<b>( 4-4)</b>	<b>(4-4)</b>	<b>(4-4)</b>	<b>(4)</b>	<b>40-44</b>	



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**Structure and Content of the Syllabus**  
**For**  
**BACHELOR OF VISUAL ARTS – SCULPTURE**  
**B.V.A. (Sculpture)**

**Semester I & II**  
**ASPER NEP 2020 NORMS**  
[To be implemented from 2024-25]



**Savitribai Phule Pune**  
**University**

**Detailed Syllabus - SEM I AND II**

**First year Bachelor of Visual Arts – Sculpture**

**Semester - I**



Savitribai Phule Pune  
University

Model Curriculum(Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR		Semester/ Department	First Semester SCULPTURE
Subject Title:	<b>History of Arts</b> [Indian – I]		Subject Type:	Mandatory (Theory)
Course Code:		Total Marks:	25	
Contact hours	(1x15=15 Hrs.)	No. of Credits	1	
Formative Assessment Marks	12.5	Summative Assessment Marks	12.5	

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- \*Gain a comprehensive understanding of the rich and diverse cultural heritage of India.
- \*Recognize the significance of art in the broader context of Indian history and society.
- \*Identify and analyze distinctive artistic styles from different regions of India.
- \*Explore the influences of religion, patronage, and cultural exchange on artistic expression.
- \*Outcome of the course and subject will give a broader idea and understanding about Indian art, Folk art, Culture & Folk tradition, their relation and differences.

**Course Description:**

In this course, students are introduced to the history of Indian architecture. Emphasis will be on architectural styles, and paintings.

**Contents**

15 Hrs.

**Unit 01: Pre historic art:**

\* Bhimbetka Rock Period Paintings.

(Period, Purpose, Subjects, Material, Features and Relation to Tribal Art)

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**Unit 02: Indus valley civilization:**

\*Beginning of civilization: Indus Valley culture and Art- Harappa, Mohenjo-Daro, Lotha etc.

(Terracotta- Sculpture & Pottery, Seals- Images of bull, Sculptures- Mother goddesses, Priest, Torso, Dancing figure, Architecture- Town planning, great bath)

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**Unit 03: Mauryan art and stupa architecture:**

(Sculptures- Yaksh, Pillars- Saranath, Inscriptions, Architecture- Lomas Rishi cave, Stupa- barhoo, Sanchi and Amaravati, Relief Jatakas)

**Learning Objectives:**

\*To introduce the learners to history of painting and its basic concepts.

\*Understanding art in relation to its socio-political, cultural, economic and material context.

**Pedagogy:** Lectures, Presentations, Seminars, discussions, and museum/site visits



Savitribai Phule Pune  
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Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR		Semester/ Department	First Semester SCULPTURE
Subject Title:	<b>Fundamental of Arts – I</b>		Subject Type:	Mandatory (Theory)
Course Code:		Total Marks:	25	
Contact hours	(1x15 = 15 Hrs.)	No. of Credits	1	
Formative Assessment Marks	12.5	Summative Assessment Marks	12.5	

**Course Outcomes (COs):** Studying the fundamentals of art typically involves exploring various aspects of visual art, including techniques, principles, history, and theory.

\*Understand the definition and significance of art as well as to explore the role of art in culture and society.

\*Study the fundamental elements of art: line, shape, form, color, value, texture, and space. Also to Learn how these elements are used to create visual compositions.

\*Explore the principles of art, including balance, contrast, emphasis, rhythm, unity, and proportion. And to Apply these principles to analyze and create artworks.

\*Familiarize yourself with a variety of art materials, including pencils, paints, and brushes.

**Course Description:** In this course, Student will develop the appropriate skill of Drawing, using various drawing tools and to develop the sense of observation and co-ordination.

**Contents**

15 Hrs.

**Unit 01: Line:**Types of line & Its representation.

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**Unit 02: Shape-** Contour – Form, Definition, Dimension, Negative & Positive Space, Important of Negative Space, Closed Form / open form, Visual Illusion.

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**Unit 03: Tone-**Definition - Gray scale – High Key, Middle key, Low Key

\*Shade and light- High Light, Light, Middle Light, Shadow, Reflected light, Cast Shadow.

\*Contrast - High Contrast, Middle Contrast, Low Contrast.

–

**Unit 04: Color-**Color Theory- Artist color theory (CMYK), Newton's Light color theory (RGB)

\*Color pigment - Mineral, Vegetable, Metallic, Biotic, chemical.

\*Color Binder- oil, gum, egg, acrylic, wax.

\*Definition - Hue, chromatic, value, tint

\*Color wheel- Primary, Secondary, Tertiary, and Quaternary.

\*Color scheme-Achromatic, monochromatic, Polychromatic, Complementary, Split complementary,

\*Double split complementary, Analogous, Warm and cool.

–

**Unit 05: Texture-** Surface texture & visual texture rendering methods of visual textures-

Wash, broken, impasto, Super imposition etc. Surface texture- Types of taxes of paper & canvas.

**Learning Objectives:**

\*To provide a comprehensive overview of what students can expect to learn in a fundamental art course. The course may also include hands-on projects, readings, discussions, and visits to art-related events and locations to enhance the learning experience.

**Pedagogy:** Lectures,Presentations,Seminars,discussions,andmuseum/sitevisits



Savitribai Phule Pune University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	First Semester SCULPTURE
Subject Title:	<b>Drawing from Manmade &amp; Nature – I</b>	Subject Type:	Mandatory (Practical)
Course Code:		Total Marks:	50
Contact hours	(2x30= 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

**Course Outcomes (COs):** Studying drawing from nature and manmade can be an enriching experience for anyone interested in art and creativity. Here's a breakdown of potential outcomes to consider when studying this subject:

\*Develop acute observational skills to accurately represent the details, textures, and proportions of natural objects. You learn to perceive and capture subtle nuances in color, light, and shadow.

\*Gain proficiency in various drawing techniques, such as line drawing, shading, and cross-hatching, stippling, and blending.

\*Explore how objects can be simplified into basic geometric forms as a foundation for more complex drawings.

\*Learn how to arrange objects in a visually pleasing manner within the frame. While Understanding the principles of composition, such as balance, contrast, focal points, and unity.

**Course Description:** In this course, Student will Understand how these form achieve their structural Unity through adherence to principals consistent with physical nature of the material being observed and studied through various rendering media and techniques in various light Conditions.

**Contents**

60 Hrs.

**Unit 01: Nature Drawing:**

- \*Transparent Nature, (Capsicum, Tomato, Grapes etc.
- \*Opaque Nature (Brinjal, Apple etc.)
- \*Peeled fruits (Banana, Orange, Sweet lime, Pomegranate etc.)
- \*Various Textures (Bitter guard, Pine apple, Stone etc.)
- \*Vegetable Like (Radish, Spring Onion etc.)

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**Unit 02: Drawing from Man-made:**

- \*Basic Shapes – ( Cone, Square, Circle )
- \*Second Basic Shapes ( Cone, Rectangle Pyramid, Cylinder )
- \*Opaque Objects
- \*Transparent Object
- \*Various Material ( Wood, cloth )

–

**Unit 03: Groups-Nature & Man-made:**

- \*Soft & Hard Man- Made & Nature
- \*Stone.
- \*Various Keys –
- \*Transparent Nature & opaque man –made,
- \*Related Groups.

**Learning Objectives:**

- \* Through practice and exploration, develop a unique artistic style that reflects your perspective and creativity. You embrace individual expression and creative interpretation when drawing from nature and objects.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune  
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Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	First Semester SCULPTURE
Subject Title:	<b>Drawing from Cast – I</b>	Subject Type:	Mandatory (Practical)
Course Code:		Total Marks:	50
Contact hours	(2x30= 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

**Course Outcomes (COs):** Studying drawing from cast can be an enriching experience for anyone interested in art and clay. Here's a breakdown of potential outcomes to consider when studying this subject:

\*Gain a deep understanding of human or object anatomy, including proportions, muscle structure, and skeletal anatomy.

\*Enhance your ability to observe and analyze complex forms, shapes, and details in the cast.

\*Learn to accurately depict the three-dimensional aspects of the cast, including foreshortening, perspective, and depth.

\*Learn various rendering techniques, including hatching, cross-hatching, stippling, and blending, to create realistic textures and shading.

**Course Description:** Drawing from Cast is an introductory-level art course that focuses on the fundamental principles of drawing through the study of plaster casts of classical sculptures. This course is designed to help students develop their drawing skills, including observation, line work, shading, and proportion, by working with three-dimensional forms.

**Contents**

60 Hrs.

**Unit 01: Introduction to Cast Drawing:**

- \*Introduction to basic drawing materials and techniques.
- \*Initial observational drawing exercises using simple geometric shapes.

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**Unit 02: Understanding Form:**

- \*Study of basic forms (spheres, cubes, cylinders) and their representation.
- \*Introduction to shading techniques to convey form and volume.
- \*Students begin working on plaster casts of basic forms. (Nose, Lips, Eye, Ear, Foot, Planes Head)

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**Unit 03: Cast Study:**

- \*Introduction to plaster casts of classical sculptures or objects.
- \*Focus on proportion, anatomy, and capturing the essence of the cast.
- \*Experimentation with various drawing materials to achieve different effects.

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**Unit 04: Advanced Techniques:**

- \*Exploration of advanced shading techniques.
- \*Study of more complex casts with intricate details.
- \*Emphasis on achieving a high level of realism in drawings.

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**Unit 05: Live Session:**

- \*Drawing From Figure (Head Study)
- \*Drawing From Figure (Side profiles)
- \*Drawing From Figure (Standing Position)
- \*Drawing From Figure (Sitting on Bench)
- \*Student Should draw from different angles.

**Learning Objectives:**

This subject typically focuses on developing foundational drawing skills by working from plaster casts of classical sculptures or other three-dimensional objects. This helps students improve their observational drawing abilities, understand form, proportion, and gain a deeper appreciation for the classical elements of art.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR		Semester/ Department	First Semester SCULPTURE
Subject Title:	<b>2D Design- I</b>		Subject Type:	Opes Elective (OE) (Practical)
Course Code:		Total Marks:	50	
Contact hours	(2x30 = 60 Hrs.)	No. of Credits	2	
Formative Assessment Marks	25	Summative Assessment Marks	25	

<p><b>Course Outcomes (COs):</b> After the successful completion of the course, the student will be able to:</p> <ul style="list-style-type: none"> <li>*Fundamental theories and principals of design as well as hands on training and practices.</li> <li>*Understand the formal structure of color through analysis of color theory and notation. Experience of color through experiments in various.</li> <li>*Study of two dimensional space and its organizational possibilities.</li> <li>*Elements of pictorial expression related to concepts of space and forms Developing an awareness of pictorial elements such as point line, shape, volume texture.</li> </ul>	
<p><b>Course Description:</b> 2D Design is a fundamental art and design subject that focuses on the creation and manipulation of two-dimensional visual elements. Students will explore principles of composition, color theory, line, shape, texture, and pattern to develop their skills in creating visually engaging and impactful artworks.</p>	
<b>Contents</b>	60 Hrs.

**Unit 01: Introduction to 2D Design:**

- \*Understanding the principles of design (balance, contrast, rhythm, unity, etc.)
- \*Overview of 2D design tools and materials (pencils, paper, digital software)
- \*The role of 2D design in various fields (graphic design, fine arts, illustration)

**Unit 02: Line and Shape:**

- \*Exploring the use of line in design.
- \*Creating and manipulating shapes in 2D design.
- \*Understanding the relationship between line, shape, and composition.

**Unit 03: Value and Contrast:**

- \*Introduction to grayscale and value in 2D design.
- \*Creating contrast for emphasis and visual interest.
- \*Using shading techniques to represent form and volume.

**Unit 04: Color Theory:**

- \*Understanding the color wheel and color relationships.

**Learning Objectives:**

Study of two-dimensional space and its organizational possibilities.

\*Elements of pictorial expression related to concepts of space and forms. Developing an Awareness of pictorial elements such as point, line, shape, volume texture, light and color, Basic design problems.

\*Study of various types of objects (natural and man-made) with a view to transform them into flat pictorial images.

\*Developing an awareness of pictorial space-division of space form and its relation with space observation of primitive, folk and miniature paintings as well as graphic designs.

\*Developing an awareness of inter-relationship of different shapes and forms –relative values.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune  
University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR		Semester/ Department	First Semester SCULPTURE
Subject Title:	<b>Memory Drawing- I</b>		Subject Type:	Opes Elective (OE) (Practical)
Course Code:			Total Marks:	50
Contact hours	(2x30 = 60 Hrs.)		No. of Credits	2
Formative Assessment Marks	25		Summative Assessment Marks	25

**Course Outcomes (COs):** "Memory Drawing" is a technique that involves drawing or sketching from memory, often used to enhance an artist's ability to recall and reproduce images without direct visual reference. Here are some key points and goals that students may aim to achieve:

- \*Enhance observational skills to better perceive and retain details of objects, scenes, and subjects for future drawing from memory.
- \*Improve memory capacity and recall abilities through repeated practice of drawing from memory.
- \*Develop the ability to visualize objects and scenes accurately in the mind's eye, making it easier to draw them from memory.
- \*Learn to judge and reproduce the correct proportions and scale of objects and scenes without visual reference.

**Course Description:** This subject will provide you with the fundamental knowledge and practical techniques to draw confidently and accurately from memory, enhancing your ability to create stunning artworks without relying solely on references.

**Contents**

60 Hrs.

**Unit 01: Understanding Memory Drawing:**

- \*What is memory drawing?
- \*Benefits and applications of memory drawing
- \*Common misconceptions

—

**Unit 02: Observational Drawing as a Foundation:**

- \*Importance of observation in memory drawing
- \*Gesture drawing and contour drawing
- \*Still life and figure drawing exercises

—

**Unit 03: Developing Visual Memory:**

- \*Memory exercises and games
- \*Sketching from observation and recalling details
- \*Creating a mental library of forms and shapes

—

**Unit 04: Imprinting and Recall:**

- \*Strategies for imprinting images in memory
- \*Techniques for recalling complex subjects
- \*Practicing with simple objects and shapes

**Learning Objectives:**

This subject aim to provide students with a comprehensive understanding of memory drawing, including both the technical and conceptual aspects of the discipline, and to help them develop their artistic abilities in this unique and challenging field.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune  
University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	First Semester SCULPTURE
Subject Title:	<b>Modelling from Cast – I</b>	Subject Type:	Vocational Skill Courses (VSC) (Practical)
Course Code:		Total Marks:	50
Contact hours	(2x30 = 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

<p><b>Course Outcomes (COs):</b></p> <p>*Students will learn about the properties of clay, including its texture, plasticity, and shrinkage, and how to manipulate these properties to achieve desired results.</p> <p>*Students will gain a strong foundation in clay sculpting techniques, including hand-building, coiling, and slab construction.</p> <p>*Enhance observational skills to better perceive and retain details of objects, scenes, and subjects for future drawing from memory. Students will develop skills in conceptualizing and planning sculptural compositions, considering elements such as form, balance, proportion, and texture.</p>	
<p><b>Course Description:</b> Students will develop the ability to analyze and critique their own work and the work of their peers, fostering a critical eye for artistic improvement. The subject will encourage students to express their creativity and individual artistic voice through clay sculpture.</p>	
<b>Contents</b>	60 Hrs.

**Unit 01: Introduction to Clay Modeling:**

- \*Overview of clay as a material for modeling.
  - \*Types of clay (e.g., water-based clay, oil-based clay) and their characteristics.
  - \*Safety precautions when working with clay.
  - \*Basic tools and equipment for clay modeling (e.g., sculpting tools, armatures)
- 

**Unit 02: Hand-Building Techniques:**

- \*Pinch, coil, and slab construction methods.
  - \*Creating basic forms and shapes using hand-building techniques.
  - \*Surface textures and finishes for hand-built clay sculptures.
- 

**Unit 03: Sculpting in Relief:**

- \*Introduction to sculpting in relief (creating a three-dimensional image on a two-dimensional surface).
- \*Techniques for creating depth and dimension in relief sculptures.
- \*Examples of historical and contemporary relief sculptures.

**Learning Objectives:**

Learning how to model clay allows individuals to express their creativity and artistic vision. Students can develop their skills in sculpting and shaping clay to bring their ideas to life. Understanding the properties of clay, including its texture, drying, firing, and glazing processes, is crucial. Students gain knowledge of the materials they work with and how to use them effectively.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune  
University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	First Semester SCULPTURE
Subject Title:	<b>3D Design – I</b>	Subject Type:	Skill Enhancement Courses (SEC) (Practical)
Course Code:		Total Marks:	50
Contact hours	(2x30 = 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

<p><b>Course Outcomes (COs):</b></p> <p>*Students will learn about the properties of clay, including its texture, plasticity, and shrinkage, and how to manipulate these properties to achieve desired results.</p> <p>*Students will gain a strong foundation in clay sculpting techniques, including hand-building, coiling, and slab construction.</p> <p>*Enhance observational skills to better perceive and retain details of objects, scenes, and subjects for future drawing from memory. Students will develop skills in conceptualizing and planning sculptural compositions, considering elements such as form, balance, proportion, and texture.</p>	
<p><b>Course Description:</b> Students learn about design principles such as balance, proportion, contrast, and unity, and how to apply these principles in 3D design projects. Studying 3D design can open up various career opportunities in industries such as animation, film and television, video game development, virtual reality (VR), augmented reality (AR), industrial design, architecture, and more.</p>	
<b>Contents</b>	60 Hrs.

**Unit 01: Introduction to 3D Design:**

- \*Basic principles of 3D design.
  - \*Understanding form, space, and volume.
  - \*Exploration of various 3D materials and techniques.
- 

**Unit 02: Drawing and Sketching:**

- \*Developing drawing skills to conceptualize 3D designs.
  - \*Sketching 3D objects from different angles.
  - \*Understanding shading and perspective.
- 

**Unit 03: Design Fundamentals:**

- \*Principles of design, including balance, contrast, harmony, and rhythm.
- \*Color theory and its application in 3D design.
- \*Composition and layout in three dimensions.

**Learning Objectives:**

Studying 3D design can provide a well-rounded skill set that is not only valuable in various creative industries but also fosters critical thinking, creativity, and adaptability in a rapidly evolving technological landscape.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



**Savitribai Phule Pune  
University**

**Detailed Syllabus - SEM I AND II**  
**First year Bachelor of Visual Arts – Sculpture**  
**Semester - II**



Savitribai Phule Pune  
University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	Second Semester SCULPTURE
Subject Title:	<b>History of Arts</b> [Indian – II]	Subject Type:	Mandatory (Theory)
Course Code:		Total Marks:	25
Contact hours	(1x15 = 15 Hrs.)	No. of Credits	1
Formative Assessment Marks	12.5	Summative Assessment Marks	12.5

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- \*Gain a comprehensive understanding of the rich and diverse cultural heritage of India.
- \*Recognize the significance of art in the broader context of Indian history and society.
- \*Identify and analyze distinctive artistic styles from different regions of India.
- \*Explore the influences of religion, patronage, and cultural exchange on artistic expression.
- \*Outcome of the course and subject will give a broader idea and understanding about Indian art, Folk art, Culture & Folk tradition, their relation and differences.

**Course Description:** In this course, students are introduced to the history of Indian architecture. Emphasis will be on architectural styles, Sculptures and paintings.

**Contents** 15 Hrs.

**Unit 01: Gupta Period:**

- \*Evolution of Temples: AiholeBadami, Pattadakal, bhittargoan.
- \*Sculptures- Standing Buddha from Mathura and Sarnath, Bodhisatva.
- \*Copper Buddha from Sultanganj.
- \*Avalokiteshavar.

**Unit 02: Medieval Period:**

- \*Indo- Aryan temples.
- \*Orissa, Bhuvaneshwar, konark, Khajuraho, Rajaputana, Gujrat.
- \*Modhera Sun Temple.

**Unit 03: Dravidian Architecture:**

- \*Pallava Period, SaptrathaMandir, Descent of Ganga (Mamallapuram), Sculptures.
- \*Kailashnath Temple (Ellora).
- \*Chola Period, Raj Rajeshawar Temple, ShrirangamVijaynagara Style,
- \*Great Temple of Madhurai.
- \*Somnath Temple Halebid.
- \*Bronzes of South India, Nataraj.

**Learning Objectives:**

- \*To introduce the learners to history of painting and its basic concepts.
- \*Understanding art in relation to its socio-political, cultural, economic and material context.

**Pedagogy:** Lectures, Presentations, Seminars, discussions, and museum/site visits



Savitribai Phule Pune  
University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR		Semester/ Department	Second Semester SCULPTURE
Subject Title:	<b>Material and Methods– II</b>		Subject Type:	Mandatory (Theory)
Course Code:		Total Marks:	<b>25</b>	
Contact hours	(1x15 = 15 Hrs.)	No. of Credits	1	
Formative Assessment Marks	12.5	Summative Assessment Marks	12.5	

**Course Outcomes (COs):** The course is designed to help students develop a foundational understanding of various art materials and techniques. Here are some possible course outcomes:

\*Students should gain a comprehensive understanding of the various materials used in visual art, including paints, drawing materials, sculpture materials, and digital media.

\*Encourage students to experiment with different materials to discover their unique qualities and possibilities for creative expression.

\*Develop the ability to choose appropriate materials and techniques to solve creative challenges and realize artistic concepts.

\*Gain insight into how different materials and methods have been used throughout art history and how they have influenced artistic movements and styles.

**Course Description:** This subject will help student, to understand the ethical considerations associated with art materials and methods, including environmental sustainability and responsible sourcing of materials.

**Contents** 15 Hrs.

**Unit 01: Introduction to Medium:**

- \*Methods, Techniques, Types, History.
- \*Water Color- Wash Technique, Transparent
- \*Poster Color.
- \*Tempura – Egg, Gosh.
- \*Oil Color- Impasto, Under Color, All Primer, Glazing Etc.
- \*Acrylic Color.
- \*Pastels –Oil, Wax, Dry.

**Unit 02: Surface Types:**

- \*Types Of Pencils, Pain, Crook Well, Cross Hatching, Stippling Etc.
- \*Pigment And Adhesive- Earthworm, Vegetable, Animal, Metal, Chemical.
- \*Paper, Handmade Paper, Acid Free, Texture Etc.
- \*Canvas- Grain, Priming Oil, Gesso, Emulsion.
- \*Wall Type Of Fresco
- \*Fixative Varnish, Framing, Brushing, Packing Etc. \*Camlin Factory/ Color Company, Handmade Paper Factory, Restoration Studio, Framing Shop Etc.

**Learning Objectives:**

- \*Explore the historical and cultural significance of different materials and methods in art. Understand how artistic materials and techniques have evolved over time and their impact on artistic expression.
- \*Develop critical thinking skills to analyze and critique artworks based on their materials and methods. Understand how artistic choices can influence the message and meaning of an artwork.

**Pedagogy:** Lectures, Presentations, Seminars, discussions, Studio practice and museum/site visits



Savitribai Phule Pune  
University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	Second Semester SCULPTURE
Subject Title:	<b>Drawing from Manmade &amp; Nature – II</b>	Subject Type:	Mandatory (Practical)
Course Code:		Total Marks:	50
Contact hours	(2x30= 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

**Course Outcomes (COs):** Studying drawing from nature and manmade can be an enriching experience for anyone interested in art and creativity. Here's a breakdown of potential outcomes to consider when studying this subject:

\*Develop acute observational skills to accurately represent the details, textures, and proportions of natural objects. You learn to perceive and capture subtle nuances in color, light, and shadow.

\*Gain proficiency in various drawing techniques, such as line drawing, shading, and cross-hatching, stippling, and blending.

\*Explore how objects can be simplified into basic geometric forms as a foundation for more complex drawings.

\*Learn how to arrange objects in a visually pleasing manner within the frame. While Understanding the principles of composition, such as balance, contrast, focal points, and unity.

**Course Description:** In this course, Student will Understand how these forms achieve their structural Unity through adherence to principals consistent with physical nature of the material being observed and studied through various rendering media and techniques in various light Conditions.

**Contents**

60 Hrs.

**Unit 01: Introduction to Advanced Drawing:**

- \*Review of fundamental drawing techniques and principles.
- \*Discussion of the importance of observation and perception.
- \*Introduction to materials and tools for advanced drawing.
- \*Setting personal goals for the course.

**Unit 02: Natural Subjects:**

- \*Observational drawing of plants, flowers, and botanical subjects.
- \*Capturing the essence of natural landscapes, including trees, mountains, and bodies of water.
- \*Exploring the role of light and shadow in rendering natural forms.
- \*Introduction to techniques for drawing animals and wildlife.

**Unit 03: Still Life Composition:**

- \*Setting up and arranging still life setups with manmade and natural objects.
- \*Focusing on composition, balance, and visual storytelling.
- \*Exploring texture, surface quality, and reflective objects.
- \*Advanced shading and rendering techniques.

**Learning Objectives:**

- \* Through practice and exploration, develop a unique artistic style that reflects your perspective and creativity. You embrace individual expression and creative interpretation when drawing from nature and objects.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	Second Semester SCULPTURE
Subject Title:	<b>Drawing from Cast – II</b>	Subject Type:	Mandatory (Practical)
Course Code:		Total Marks:	50
Contact hours	(2x30= 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

<p><b>Course Outcomes (COs):</b> Studying drawing from cast can be an enriching experience for anyone interested in art and clay. Here's a breakdown of potential outcomes to consider when studying this subject:</p> <ul style="list-style-type: none"> <li>* Gain a deep understanding of human or object anatomy, including proportions, muscle structure, and skeletal anatomy.</li> <li>* Enhance your ability to observe and analyze complex forms, shapes, and details in the cast.</li> <li>* Learn to accurately depict the three-dimensional aspects of the cast, including foreshortening, perspective, and depth.</li> <li>* Learn various rendering techniques, including hatching, cross-hatching, stippling, and blending, to create realistic textures and shading.</li> </ul>	
<p><b>Course Description:</b> Drawing from Cast is an introductory-level art course that focuses on the fundamental principles of drawing through the study of plaster casts of classical sculptures. This course is designed to help students develop their drawing skills, including observation, line work, shading, and proportion, by working with three-dimensional forms.</p>	
<b>Contents</b>	60 Hrs.

**Unit 01: Introduction to Cast Drawing:**

- \* Overview of the course and its objectives.
- \* Introduction to cast drawing and its historical significance.
- \* Materials and tools used in cast drawing.
- \* Basic principles of proportion and measurement.
- \* Rendering basic geometric forms (spheres, cylinders, cones) found in casts.

**Unit 02: Cast Drawing Fundamentals:**

- \* Further exploration of geometric forms and their application to casts.
- \* Introduction to shading and value relationships.
- \* Learning to observe and replicate subtle value transitions.
- \* Developing hand-eye coordination for accurate rendering.

**Unit 03: Antiques and Still Life Drawing:**

- \* Transition from cast drawing to antique and still life subjects.
- \* Exploring various antique objects and their historical context.
- \* Setting up and arranging still life compositions.
- \* Continuing to refine shading and rendering skills.

**Unit 04: Advanced Casts and Antiques:**

- \* Tackling more challenging cast subjects.
- \* Experimenting with different drawing styles and approaches.
- \* Critiques and feedback sessions to improve work.
- \* Further exploration of composition and design principles.

**Unit 05: Live Session:**

- \* Drawing From Full Figure (Sitting Position)
- \* Drawing From Full Figure (Sitting Position on chair)
- \* Drawing From Full Figure (Standing Position )
- \* Drawing From Full Figure (Sitting on Bench)
- \* Drawing From Full Figure (Reclining Position)
- \* Student Should draw from different angles.

**Learning Objectives:**

This subject typically focuses on developing foundational drawing skills by working from plaster casts of classical sculptures or other three-dimensional objects. This helps students improve their observational drawing abilities, understand form, proportion, and gain a deeper appreciation for the classical elements of art.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune  
University

Model Curriculum (**Revised for: 2024-25**)

Program Name	BVA 1 <sup>ST</sup> YEAR	Semester/ Department	Second Semester SCULPTURE
Subject Title:	<b>2D Design- II</b>	Subject Type:	Opes Elective (OE) (Practical)
Course Code:		Total Marks:	50
Contact hours	(2x30- 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

<p><b>Course Outcomes (COs):</b> After the successful completion of the course, the student will be able to:</p> <ul style="list-style-type: none"> <li>*Fundamental theories and principals of design as well as hands on training and practices.</li> <li>*Understand the formal structure of color through analysis of color theory and notation. Experience of color through experiments in various.</li> <li>*Study of two dimensional space and its organizational possibilities.</li> <li>*Elements of pictorial expression related to concepts of space and forms Developing an awareness of pictorial elements such as point line, shape, volume texture.</li> </ul>	
<p><b>Course Description:</b> 2D Design is a fundamental art and design subject that focuses on the creation and manipulation of two-dimensional visual elements. Students will explore principles of composition, color theory, line, shape, texture, and pattern to develop their skills in creating visually engaging and impactful artworks.</p>	
<b>Contents</b>	60 Hrs.

**Unit 01: Color Theory:**

- \*Understanding the color wheel and color relationships
- \*Exploring color harmonies (complementary, analogous, triadic)
- \*Using color effectively in 2D design compositions.

**Unit 02: Texture and Pattern:**

- \*Creating and representing texture in 2D design.
- \*Designing patterns and motifs.
- \*Incorporating texture and pattern into compositions.

**Unit 03: Typography:**

- \*Introduction to typography and type design.
- \*Font selection, hierarchy, and legibility.
- \*Layout and composition with text.

**Unit 04: Composition and Layout:**

- \*Principles of visual hierarchy and organization.
- \*Grid systems and layout design.
- \*Applying composition techniques to real-world design projects.

**Learning Objectives:**

Study of two-dimensional space and its organizational possibilities.

\*Elements of pictorial expression related to concepts of space and forms. Developing an Awareness of pictorial elements such as point, line, shape, volume texture, light and color, Basic design problems.

\*Study of various types of objects (natural and man-made) with a view to transform them into flat pictorial images.

\*Developing an awareness of pictorial space-division of space form and its relation with space observation of primitive, folk and miniature paintings as well as graphic designs.

\*Developing an awareness of inter-relationship of different shapes and forms –relative values.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune  
University

Model Curriculum (**Revised for: 2024-25**)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	Second Semester SCULPTURE
Subject Title:	<b>Memory Drawing- II</b>	Subject Type:	Opes Elective (OE) (Practical)
Course Code:		Total Marks:	<b>50</b>
Contact hours	(2x30 = 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

<p><b>Course Outcomes (COs):</b> "Memory Drawing" is a technique that involves drawing or sketching from memory, often used to enhance an artist's ability to recall and reproduce images without direct visual reference. Here are some key points and goals that students may aim to achieve:</p> <ul style="list-style-type: none"> <li>*Enhance observational skills to better perceive and retain details of objects, scenes, and subjects for future drawing from memory.</li> <li>*Improve memory capacity and recall abilities through repeated practice of drawing from memory.</li> <li>*Develop the ability to visualize objects and scenes accurately in the mind's eye, making it easier to draw them from memory.</li> <li>*Learn to judge and reproduce the correct proportions and scale of objects and scenes without visual reference.</li> </ul>	
<p><b>Course Description:</b> This subject will provide you with the fundamental knowledge and practical techniques to draw confidently and accurately from memory, enhancing your ability to create stunning artworks without relying solely on references.</p>	
<b>Contents</b>	30 Hrs.

**Unit 01: Observational Drawing Techniques:**

- \*Importance of observation in memory drawing
- \*Gesture drawing and contour drawing
- \*Still life and figure drawing exercises

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**Unit 02: Advanced Memory Drawing:**

- \*Portraits and facial features.
- \*Anatomy and figure drawing.
- \*Architectural and environmental details.

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**Unit 03: Creative Applications:**

- \*Memory drawing for concept art.
- \*Developing your unique style.
- \*Combining memory drawing with other techniques.

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**Additional Topics (Optional)**

- \*Exploring digital memory drawing tools and techniques
- \*Memory drawing challenges and exercises
- \*Guest lectures or artist interviews on memory drawing experiences

**Learning Objectives:**

This subject aim to provide students with a comprehensive understanding of memory drawing, including both the technical and conceptual aspects of the discipline, and to help them develop their artistic abilities in this unique and challenging field.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune  
University

Model Curriculum (Revised for: 2024-25)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	Second Semester SCULPTURE
Subject Title:	<b>Modelling from Cast – II</b>	Subject Type:	Vocational Skill Courses (VSC) (Practical)
Course Code:		Total Marks:	50
Contact hours	(2x30 = 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

**Course Outcomes (COs):**

\*Students will learn about the properties of clay, including its texture, plasticity, and shrinkage, and how to manipulate these properties to achieve desired results.

\*Students will gain a strong foundation in clay sculpting techniques, including hand-building, coiling, and slab construction.

\*Enhance observational skills to better perceive and retain details of objects, scenes, and subjects for future drawing from memory. Students will develop skills in conceptualizing and planning sculptural compositions, considering elements such as form, balance, proportion, and texture.

**Course Description:** Students will develop the ability to analyze and critique their own work and the work of their peers, fostering a critical eye for artistic improvement. The subject will encourage students to express their creativity and individual artistic voice through clay sculpture.

**Contents**

60 Hrs.

**Unit 01: Introduction to Cast and Antique Sculpture:**

- \*Overview of the historical significance of cast and antique sculpture.
- \*Understanding the importance of studying and replicating classical forms.
- \*Introduction to different casting techniques and materials.

—

**Unit 02: Materials and Tools:**

- \*Discussion of various sculpting materials (clay, plaster, wax, etc.).
- \*Explanation of tools used for modeling and carving.
- \*Safety precautions when working with materials and tools.

—

**Unit 03: Anatomy and Proportions:**

- \*In-depth study of human and animal anatomy.
- \*Learning to accurately depict proportions and muscle structures.
- \*Analyzing classical sculptures for anatomical accuracy.

—

**Historical Context:**

- \*Studying different historical periods of sculpture (e.g., Ancient Greece, Rome, Renaissance).
- \*Analyzing the cultural and artistic influences on classical sculpture.

**Learning Objectives:**

- \*To develop a deep understanding of advanced sculpting techniques specific to working with cast and antique subjects. This could include mastering intricate details, textures, and nuances in the subject matter.
- \* Develop a deep understanding of human and/or animal anatomy, depending on the subject matter, to create highly realistic and accurate sculptures. Study proportion, bone structure, and muscle groups to achieve lifelike results.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits



Savitribai Phule Pune  
University

Model Curriculum (**Revised for: 2024-25**)

Program Name	BVA 1 <sup>st</sup> YEAR	Semester/ Department	Second Semester SCULPTURE
Subject Title:	<b>3D Design – II</b>	Subject Type:	Skill Enhancement Courses (SEC) (Practical)
Course Code:		Total Marks:	50
Contact hours	(2x30 = 60 Hrs.)	No. of Credits	2
Formative Assessment Marks	25	Summative Assessment Marks	25

**Course Outcomes (COs):**

\*Students will learn about the properties of clay, including its texture, plasticity, and shrinkage, and how to manipulate these properties to achieve desired results.

\*Students will gain a strong foundation in clay sculpting techniques, including hand-building, coiling, and slab construction.

\*Enhance observational skills to better perceive and retain details of objects, scenes, and subjects for future drawing from memory. Students will develop skills in conceptualizing and planning sculptural compositions, considering elements such as form, balance, proportion, and texture.

**Course Description:** Students learn about design principles such as balance, proportion, contrast, and unity, and how to apply these principles in 3D design projects. Studying 3D design can open up various career opportunities in industries such as animation, film and television, video game development, virtual reality (VR), augmented reality (AR), industrial design, architecture, and more.

**Contents**

60 Hrs.

**Unit 01: Sculpture Techniques:**

- \*Hands-on experience with sculptural materials like clay, wood, metal, or plaster.
- \*Learning different sculpting techniques such as carving, modeling, and casting.

**Unit 02: Digital 3D Modeling:**

- \*Introduction to computer-aided design (CAD) software.
- \*Creating 3D models on a computer.
- \*Basic 3D rendering and visualization.

**Unit 03: Texturing and Materials:**

- \*Advanced material creation.
- \*Procedural textures.
- \*UV mapping and unwrapping.
- \*Texture painting.
- \*PBR (Physically Based Rendering) materials.
- \*Shader creation and customization.

**Learning Objectives:**

Studying 3D design can provide a well-rounded skill set that is not only valuable in various creative industries but also fosters critical thinking, creativity, and adaptability in a rapidly evolving technological landscape.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits

First Semester		
<b>V-1 : Experiential Learning -I (P) (Co-curricular Courses P) 4.5/ 100 (I) 02 Credit 60 Hours</b>		
<b>Title</b>	<b>Experiential Learning -I (P)</b>	
<b>Course Outcome</b>		
CO1	This study should facilitate students understanding of Material experimentation and handling through variety of materials like handmade paper, clay, paper pulp, POP, flex, PVC etc.	
CO2	This study should facilitate students to explore outside the classroom for maximum Understanding in context to different subjects.	
	<b>Course Content</b>	<b>Hours</b>
Unit 1.	Material experimentation	30

Unit 2.	Visit	30
<b>Learning Outcome</b>		
LO1	Student will Explore various kind of materials and for creating a platform for further Communication design subjects.	
LO2	Student will Explore through visit, observation and presentation of the understanding.	

<b>Second Semester</b>		
<b>V-1 : Experiential Learning -II (P) (Co-curricular Courses P) 4.5/ 100 (I) 02 Credit 60 Hours</b>		
<b>Title</b>	<b>P2011 CC – Experiential Learning -II (P)</b>	
<b>Course Outcome</b>		
CO1	To introduce the learners to application oriented course focusing on report writing, observations, analysis of given Contextual content.	
CO2	To introduce the learners to justify its use for communication purpose.	
	<b>Course Content</b>	<b>Hours</b>
Unit 1.	Collecting various specimens of materials required for future understanding of the subject to explore through handling the same.	30
Unit 2.	Implementation of the material through various projects. Understanding the role of these materials in communication.	30
<b>Learning Outcome</b>		
LO1	Students will be able to do Finding various kind of materials and its use through different specimen (Eg. Bags, boxes, cards, posters)	
LO2	Students will be able to do learned to make use or how the different elements can be used for communication purpose.	

<b>Second Semester</b>		
<b>V-1 : Landscape Painting (Minor P) 4.5/ 100 (I) 02 Credit 60 Hours</b>		
<b>Title</b>	<b>P205 MINP – : Landscape /Clay Modeling / Digital Painting</b>	
<b>Course Outcome</b>		

CO1	Students will demonstrate proficiency in landscape painting drawing techniques, showcasing the ability to translate observational skills into detailed and expressive renditions of natural scenes.	
CO2	Students will demonstrate proficiency in landscape painting, specifically in the application of perspective and shade light techniques, showcasing the ability to create visually engaging and spatially accurate depictions of natural scenes.	
CO3	Students will demonstrate proficiency in landscape painting, specifically in color rendering and technique, showcasing the ability to evoke mood and atmosphere through a nuanced application of color.	
	<b>Course Content</b>	<b>Hours</b>
Unit 1.	Drawing technique	20
Unit 2.	Perspective and shade light	20
Unit 3.	Colour rendering and technique	20
<b>Learning Outcome</b>		
LO1	Students will develop advanced drawing skills specific to landscape painting, refining techniques such as rendering varied textures, depicting atmospheric perspective, and capturing the nuances of light and shadow in natural landscapes.	
LO2	Students will demonstrate proficiency in landscape painting, specifically in the application of perspective and shade light techniques, showcasing the ability to create visually engaging and spatially accurate depictions of natural scenes.	
LO3	Students will develop advanced skills in color theory and painting techniques, refining their ability to render landscapes with a harmonious and expressive use of color, contributing to their overall proficiency in creating visually captivating landscape paintings.	

<b>Second Semester</b>	
<b>V-1 : Clay Modeling (Minor P)      4.5/ 100 (I)    02 Credit    60 Hours</b>	
<b>Title</b>	<b>P205 MINP – : Landscape /Clay Modeling / Digital Painting</b>
<b>Course Outcome</b>	
CO1	Students will demonstrate proficiency in clay modeling, specifically in clay handling techniques, showcasing the ability to manipulate, shape, and sculpt clay with precision and expressiveness.
CO2	Students will showcase proficiency in clay modeling, specifically in the use of tools and armature, demonstrating the ability to select, manipulate, and incorporate supportive structures to enhance the sculpting process.
CO3	Students will demonstrate proficiency in clay modeling, specifically in creating both round and relief sculptures, showcasing the ability to sculpt three-dimensional forms and manipulate surface textures.
CO4	Students will showcase proficiency in clay modeling, specifically in mold making,

	demonstrating the ability to create reusable molds for replicating intricate sculptures.	
	<b>Course Content</b>	Hours
Unit 1.	Clay handling technique	15
Unit 2.	Tools and armature	15
Unit 3.	Round and relief sculpture	15
Unit 4	Mold making	15
<b>Learning Outcome</b>		
LO1	Students will develop advanced skills in the handling of clay, refining their techniques to effectively convey details and nuances in their sculptures, contributing to their overall mastery of the medium in clay modeling.	
LO2	Students will develop expertise in utilizing various tools and armature techniques, refining their skills to effectively plan, construct, and execute clay sculptures, contributing to their mastery of both technical and conceptual aspects in clay modeling.	
LO3	Students will develop a versatile skill set, refining their ability to express artistic ideas through both round and relief sculptures in clay, enhancing their understanding of spatial relationships and surface detailing.	
LO4	Students will develop advanced skills in mold making, refining their techniques to reproduce clay models, contributing to their proficiency in producing multiple iterations of complex and detailed sculptures.	

<b>Second Semester</b>		
<b>V-1 : Digital Painting (Minor P)                    4.5/ 100 (I)    02 Credit    60 Hours</b>		
<b>Title</b>	<b>P205 MINP – : Landscape /Clay Modeling / Digital Painting</b>	
<b>Course Outcome</b>		
CO1	Students will showcase proficiency in digital tools and basics, acquiring the ability to navigate software interfaces and apply foundational techniques for digital creation.	
CO2	Students will demonstrate proficiency in the foundations of form and light, showcasing the ability to render three-dimensional objects convincingly through shading and illumination techniques.	
CO3	Students will exhibit proficiency in color theory and mixing, showcasing the ability to create harmonious color schemes and effectively manipulate colors in various artistic contexts.	
	<b>Course Content</b>	Hours
Unit 1.	Digital Tools and Basics	15

	Brush Techniques and Customization	
Unit 2.	Foundations of Form and Light Composition and Design Principles	15
Unit 3.	Color Theory and Mixing Character Design or Environment Painting	15
<b>Learning Outcome</b>		
LO1	Students will develop expertise in brush techniques and customization, refining their skills to manipulate digital brushes effectively and customize them to achieve diverse and expressive artistic outcomes.	
LO2	Students will develop a comprehensive understanding of composition and design principles, refining their skills to create visually compelling and well-balanced artworks with a strong emphasis on artistic arrangement and visual hierarchy.	
LO3	Students will develop expertise in either character design or environment painting, refining their skills to convey narrative and mood through compelling characters or immersive visual environments, contributing to their overall proficiency in digital art.	