

GURU KASHI UNIVERSITY



Bachelor of Fine Arts

Session: 2024-25

Department of Fine Arts

GRADUATE OUTCOMES OF THE PROGRAMME:

The programme encompasses a diversity of disciplines including painting, printmaking, photography, writing, installation, video, sound, performance, and other expanded forms in contemporary art. The Master of Fine Arts program in Painting promotes the discipline in its varied manifestations as a fundamental form of artistic expression.

PROGRAMME LEARNING OUTCOMES:

After completion of the programme, the learner will be able to

1. Develop a personal and distinctive artistic voice through a series of original artworks.
2. Create paintings that convey emotions, ideas, and concepts effectively.
3. Apply principles of composition, balance, harmony, and rhythm to create visually compelling artwork.
4. Analyze and interpret historical and contemporary art movements, styles, and their influence on painting.
5. Demonstrate a deep understanding of art history, particularly as it relates to painting, and the ability to situate your work within a broader historical context.
6. Incorporate research findings into artwork, enhancing the depth and intellectual engagement of your creative work.

| Semester: I | | | | | | | |
|--|-------------|-----------------------|-------------------------|----|---|----|----------------|
| Sr. No. | Course Code | Course Name | Type of course | L | T | P | No. Of Credits |
| 1 | BFA101 | Principles of Arts | Core | 4 | 0 | 0 | 4 |
| 2 | BFA107 | Head Study for Modal | Core | 4 | 0 | 0 | 4 |
| 3 | BFA109 | Typography | Skill Based | 0 | 0 | 4 | 2 |
| 4 | BFA108 | Ceramics | Skill Based | 0 | 0 | 4 | 2 |
| 5 | BFA110 | Tattoo Making | VAC | 0 | 0 | 4 | 2 |
| 6 | BFA111 | Environmantal Studies | Multidisciplinary | 3 | 0 | 0 | 3 |
| Disciplinary Elective-I (Any one of the following) | | | | | | | |
| 7 | BFA105 | Colour Techniques | Disciplinary Elective-I | 0 | 0 | 6 | 3 |
| | BFA106 | Design 2D/Colour | | | | | |
| Total | | | | 11 | 0 | 18 | 20 |

| Semester: II | | | | | | | |
|---|-------------|---------------------------------------|--------------------------|----|----|----|----------------|
| Sr. No. | Course Code | Course Name | Type of course | L | T | P | No. Of Credits |
| 1 | BFA201 | History of Arts | Core course | 4 | 0 | 0 | 4 |
| 2 | BFA202 | Aesthetics | Core course | 4 | 0 | 0 | 4 |
| 3 | BFA203 | Clay Modelling | Skill Based | 0 | 0 | 6 | 3 |
| 4 | BFA208 | Nature Painting | Skill Based | 0 | 0 | 6 | 3 |
| 5 | BFA299 | XXXX | MOOC | - | - | - | 3 |
| Disciplinary Elective-II (Any one of the following) | | | | | | | |
| 6 | BFA205 | Design 3D | Disciplinary Elective-II | 0 | 0 | 6 | 3 |
| | BFA206 | Still Life in Water Colours (Level 2) | | | | | |
| Total | | | | 08 | 00 | 18 | 20 |

| Semester: III | | | | | | | |
|---|-------------|-------------------------------|---------------------------|---|----|----|----------------|
| Sr. No. | Course Code | Course Name | Type of course | L | T | P | No. Of Credits |
| 1 | BFA301 | Methods & Materials (Level 1) | Core course | 4 | 0 | 0 | 4 |
| 2 | BFA302 | Portrait in Pencil (Level 1) | Core course | 4 | 0 | 0 | 4 |
| 3 | BFA303 | Composition Painting | Skill Based | 0 | 0 | 4 | 2 |
| 4 | BFA312 | Drawing & Painting | Skill Based | 0 | 0 | 4 | 2 |
| 5 | BFA399 | XXXX | MOOC | - | - | - | 3 |
| Disciplinary Elective-III(Any one of the following) | | | | | | | |
| 6 | BFA305 | Element of Design | Disciplinary Elective-III | 0 | 0 | 6 | 3 |
| | BFA306 | Dimensional Design | | | | | |
| Open Elective Courses | | | | | | | |
| 7 | XXXX | | IDC | 0 | 0 | 4 | 2 |
| Total | | | | 8 | 00 | 18 | 20 |
| Open Elective Courses | | | | | | | |
| 8 | OEC023 | Mural Drawing | IDC | 0 | 0 | 4 | 2 |
| 9 | OEC012 | Design Sketching | | | | | |

| Semester: IV | | | | | | | |
|--|-------------|--------------------------------------|--------------------------|----|----|----|----------------|
| Sr. No. | Course Code | Course Name | Type of course | L | T | P | No. Of Credits |
| 1 | BFA401 | History of Art and Aesthetics | Core course | 4 | 0 | 0 | 4 |
| 2 | BFA402 | Modern Indian Architecture | Core course | 4 | 0 | 0 | 4 |
| 3 | BFA403 | Portrait in Water Colours (Level 2) | Skill Based | 0 | 0 | 4 | 2 |
| 4 | BFA409 | Occidental Aesthetics | Skill Based | 0 | 0 | 4 | 2 |
| 5 | BFA411 | Fundamental of Computer Applications | AEC | 0 | 0 | 4 | 2 |
| 6 | BFA412 | Punjabi Compulsory | Multidisciplinary | 3 | 0 | 0 | 3 |
| Disciplinary Elective-IV(Any one of the following) | | | | | | | |
| 7 | BFA405 | Composition Mural (Level 1) | Disciplinary Elective-IV | 0 | 0 | 6 | 3 |
| | BFA406 | Creative Painting | | | | | |
| Total | | | | 11 | 00 | 18 | 20 |

| Semester: V | | | | | | | |
|---|-------------|-----------------------------------|-------------------------|---|----|----|----------------|
| Sr. No. | Course Code | Course Name | Type of course | L | T | P | No. Of Credits |
| 1 | BFA501 | Western Art Sculpture & Paintings | Core course | 4 | 0 | 0 | 4 |
| 2 | BFA507 | Life Drawing | Core course | 4 | 0 | 0 | 4 |
| 3 | BFA502 | Portrait in Oil (Level 3) | Skill Based | 0 | 0 | 4 | 2 |
| 4 | BFA503 | Art Appreciation | Compulsory Foundation | 0 | 0 | 4 | 2 |
| 5 | BFA510 | Photography | VAC | 0 | 0 | 4 | 2 |
| 6 | BFA599 | XXXX | MOOC | 0 | 0 | 0 | 3 |
| Disciplinary Elective-V(Any one of the following) | | | | | | | |
| 7 | BFA505 | Elementary Composition | Disciplinary Elective-V | 0 | 0 | 6 | 3 |
| | BFA506 | Antique and Anatomy Study | | | | | |
| Total | | | | 8 | 00 | 18 | 20 |

| Semester: VI | | | | | | | |
|---|-------------|-------------------------------|--------------------------|---|---|----|----------------|
| Sr.No. | Course Code | Course Name | Type of course | L | T | P | No. Of Credits |
| 1 | BFA601 | Methods & Materials (Level-2) | Core course | 4 | 0 | 0 | 4 |
| 2 | BFA602 | Commercial Art | Core course | 4 | 0 | 0 | 4 |
| 3 | BFA611 | Installation | Skill Based | 0 | 0 | 4 | 2 |
| 4 | BFA612 | Advertising Profession | Elective Foundation | 0 | 0 | 6 | 3 |
| 5 | BFA613 | Basics of Architecture | Compulsory Foundation | 0 | 0 | 4 | 2 |
| 6 | BFA607 | Drawing & Sketch | Entrepreneurship | 0 | 0 | 4 | 2 |
| Disciplinary Elective-VI (Any one of the following) | | | | | | | |
| 7 | BFA605 | Art Business & Management | Disciplinary Elective-VI | 0 | 0 | 6 | 3 |
| | BFA606 | Design And Communication | | | | | |
| Total | | | | 8 | 0 | 20 | 20 |

| Semester: VII | | | | | | | |
|--|-------------|---------------------------------|---------------------------|---|----|----|----------------|
| Sr. No. | Course Code | Course Name | Type of course | L | T | P | No. Of Credits |
| 1 | BFA701 | Methods and Materials (Level 3) | Core course | 4 | 0 | 0 | 4 |
| 2 | BFA711 | Portrait in Oil Acrylic | Core course | 4 | 0 | 0 | 4 |
| 3 | BFA712 | Folk Art | Skill Based | 0 | 0 | 4 | 2 |
| 4 | BAF713 | Landscape Painting | Skill Based | 0 | 0 | 4 | 2 |
| 5 | BFA714 | Cartooning | VAC | 0 | 0 | 4 | 2 |
| 6 | BFA799 | XXXX | MOOC | - | - | - | 3 |
| Disciplinary Elective-VII (Any one of the following) | | | | | | | |
| 7 | BFA708 | Composition From Life | Disciplinary Elective-VII | 0 | 0 | 6 | 3 |
| | BFA710 | Fundamental of Visual Art | | | | | |
| Total | | | | 8 | 00 | 18 | 20 |

| Semester: VIII | | | | | | | |
|-----------------------|--------------------|--------------------------|-----------------------|----------|----------|----------|-----------------------|
| Sr. No. | Course Code | Course Name | Type of course | L | T | P | No. Of Credits |
| 1 | BFA801 | Internship (6 Months) | Skill Based | 0 | 0 | 0 | 20 |
| Total | | | | 0 | 0 | 0 | 20 |

Evaluation Criteria for Theory Courses**A.** Continuous Assessment: [25 Marks]

CA1: Surprise Test (Two best out of three) - (10 Marks)

CA2: Assignment(s) (10 Marks)

CA3: Term paper/Quiz/Presentations (05 Marks)

B. Attendance: [5 Marks]**C.** Mid Semester Test-1: [30 Marks]**D.** End-Term Exam: [40 Marks]

Course Content: Principles of Arts**Course Code: BFA101**

| L | T | P | Cr. |
|---|---|---|-----|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Demonstrate professional work habits, productive practices and a commitment to the field of fine arts.
2. Professionally evaluate personal artwork as it relates to global visual arts and the history of art.
3. Grow and develop, creating meaningful works of art, conceptually as well as technically.
4. Apply knowledge of art principles to analyse and interpret works of art, recognizing how artists have used these principles to convey meaning and evoke emotions.

Course Content**UNIT I****17 hours**

Art Education: Meaning, Scope. Meaning and concept of arts and its significance at secondary level for school education. Difference between Arts in education and Education in arts.

UNIT II**14 hours**

What is Art: Concept, Importance and Scope of Art. Importance of art Room, its organization and various requirements. New trends in teaching of Fine Arts.

UNIT III**18hours**

Aims and objectives of teaching Fine Arts at secondary level; Role of art in daily life. Principles of teaching Fine Arts, Qualities and professional competencies of fine arts teacher.

UNIT IV**12hours**

Art as an occupation. Design- Its meaning & types. Colour- Types and effects.

Transactional Mode

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- Chawla, S.S. (1986). *Teaching of Art, Patiala: Publication Bureau, Punjabi University.*

- *Harriet, Goldstein (1964) . Art in Everyday Life., Calcutta: Oxford and IBH Publishing Company.*
- *Margaret, Marie Deneck (1976). Indian ssArt, London: The Himalata Publication.*
- *Sharma, L. C., History of Art, Goal Publishing House, Meerut.*

Course Content: Head Study for Modal**Course Code: BFA107**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Demonstrate a comprehensive understanding of the anatomical structures and proportions of the human head.
2. Develop the ability to accurately observe and sketch the human head from different angles and under various lighting conditions.
3. Explore the symbolic and expressive aspects of the human head in art, considering how it can represent identity, emotion, and storytelling.
4. Analyze the historical and cultural significance of head studies in art, recognizing different styles and movements.

Course Content**UNIT I****15hours**

Structure of Human figure in full and parts.

UNIT II**14hours**

Drawing from life. Rendering in pencil, ink and colours.

UNIT III**15hours**

Understanding of different rendering techniques

UNIT IV**16hours**

Outdoor study of nature/man-made objects. Rendering in pencil and colour.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project, Based Learning

Suggested Readings :

- *Barrington Barber, Essential Guide to Drawing:*

Course Content: Typography**Course Code: BFA109**

| L | T | P | Cr. |
|---|---|---|-----|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Recognize and identify the basic parts of letterforms, such as serifs, stems, ascenders, and descenders.
2. Demonstrate proficiency in adjusting letter spacing (kerning) and word spacing (tracking) for optimal typographic balance.
3. Apply typography principles to editorial design, such as magazines and newspapers.
4. Analyze and discuss typographic trends, both historical and contemporary, in design and communication.

Course Content**30 hours**

Study of different styles of alphabets Creative writing of different styles
 Language: Any Medium: Poster Colours/Indian Ink Design (Textile) -
 Design should be based on natural, decorative and geometrical motifs
 (Border, Corner, allover designs should be submitted) . Medium - Fabric
 Colours on cloth. Candidates will submit: - 5 sheets of still life, 3 Designs
 on cloth, 3 sheets of letter writing on different creative styles Sketch book
 containing 50 sketches. The historic development or writing calligraphy
 (Indian & European script Gothic, humanistic, round hand and rush point) .
 Principles of letter forms, basic principles of typography, study of Type
 families, design suitability, legibility and readability of printed matter, Study
 of typography measurements and specifications. Free hand lettering and
 calligraphy practice, Logotype, signature writing, Creation of Font Design,
 Instrumental lettering practice in Gothic, sans serif & serif type. Italic
 & Script type. Stationary design (Letter head, Logo type, Visiting Card,
 envelop) Symbol, Pictogram, Monogram, Emblem, Icon, Mascot

Transaction Mode :

Video Based Teaching, Group Discussions, Open Talk, Team Teaching.

Suggested Readings :

- *Type and Typography* by Phil Baines, Andrew Haslam / Laurence King Publishing
- *Rookledge's Handbook of Type Designers: A Biographical Directory from the 15th Century* by Ron Easton, Sarah Rookledge, Phil Baines.

Course Content: Ceramics**Course Code: BFA108**

| L | T | P | Cr. |
|---|---|---|-----|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Memorize key terminology related to ceramics painting, including terms like bisque firing, sgraffito, and majolica.
2. Describe the properties of ceramic materials and how they interact with glazes and pigments during the firing process.
3. Apply principles of design and composition to create visually engaging and harmonious ceramic artworks.
4. Assess the effectiveness of different ceramics painting techniques and styles in conveying artistic ideas or narratives.

Course Content**UNIT I****8 hours**

Introduction to Ceramics-I. Historical Perspective. Development of Ceramics. Ceramic Processes in detail. Method and material. Study of great master's work. Discuss ceramic Terms and Definition. Studio policies, safety, and clean up.

UNIT II**9 hours**

Hand-building – Pinch Construction. Various forms of construction methods in Ceramics – focus on pinch construction. Historic know how and contemporary applications of pinch technique.

UNIT III**7 hours**

Hand-building – Coil Construction. Various forms of construction methods in Ceramics – focus on coil construction

UNIT IV**6 hours**

Historic know how and contemporary applications of coil construction technique.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project, Based Learning

Suggested Readings :

- *From Folk Art to Modern Design in Ceramics*, By) author (Edna Mitchell By) author (Robert Anderson.

Course Content: Tattoo Making**Course Code: BFA110**

| L | T | P | Cr. |
|---|---|---|-----|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Demonstrate proficiency in operating tattoo machines, including understanding voltage, needle configurations, and settings
2. Comply with bloodborne pathogens training and certification requirements, understanding the risks and precautions associated with tattooing.
3. Develop expertise in specific tattoo styles, such as traditional, neo-traditional, realism, or illustrative, as appropriate to the course.
4. Develop effective communication skills to address client questions, concerns, and expectations throughout the tattooing process.

Course Content**30 hours**

Advanced level tattoo stencils & application on various body parts. Creating various textures such as beard, hair, fur and leather etc. Introduction to Black & Grey Realism tattoos like sculptures, portraits, animals, etc. Introduction to water colour tattoos. Making realism tattoos using different needles on synthetic skin and real skin.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- Walker William, *Handbook of Drawing*, 2016
- Walter T. Foster, *The art of Basic Drawing*, Cadena Drive Laguna Hills, California, 2007

Course Title: Environmental Studies**Course Code: BFA111**

| L | T | P | Cr |
|----------|----------|----------|-----------|
| 3 | 0 | 0 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recognize the physical, chemical and biological components of the earth's system and show how they function.
2. Do Independent research on human interaction with the environment
3. Implement work improvement techniques in an organization where they undergo for in-plant training.
4. Understand about Social Issues and the Environment, which are essential for the employability

Course Content**UNIT-I****12 hours****The Multidisciplinary nature of environmental studies**

Definition, scope and importance

Need for public awareness.

Natural Resources:

Renewable and non-renewable resources:

Natural resources

a) Forest resources:

b) Water resources:

c) Mineral resources:

d) Food resources:

e) Energy resources:

f) Land resources:

UNIT-II**11 hours****Ecosystems**

Concept of an ecosystem.

Structure and function of an ecosystem.

Producers, consumers and decomposers.

Energy flow in the ecosystem.

Food chains, food webs and ecological pyramids.

Forest ecosystem

Desert ecosystem

UNIT- III**12 hours****Environmental Pollution**

Definition

Causes, effects and control measures of: -

Air pollution

Water pollution

Soil pollution

Marine pollution

Noise pollution

Thermal pollution

UNIT- IV

10 hours

Social Issues and the Environment

From Unsustainable to Sustainable development

Urban problems related to energy

Water conservation, rain water harvesting, watershed management

Resettlement and rehabilitation of people; its problems and concerns. Case studies.

Human Population and the Environment

Population growth, variation among nations.

Population explosion – Family Welfare Programme.

Environment and human health.

Transaction Modes:

Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- Agarwal, K. C. 2001, *Environment Biology*, Nidi Publ. Ltd. Bikaner.
- Jadhav, H & Bhosale, V.M. 1995. *Environment Protection & Laws*, Himalaya Pub House, Delhi 284p.
- Rao M. N. & Datta A.K. 1987, *Waste Water Treatment*, Oxford & IBH Publ. Co. Pvt. Ltd.

Course Content: Colour Techniques**Course Code: BFA105**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall the primary colors, secondary colors, and tertiary colors on the color wheel.
2. Apply knowledge of color theory to create color palettes for various design projects.
3. Analyze the use of color in artworks, designs, and advertisements to understand the intended emotional and visual impact.
4. Assess the effectiveness of color choices in achieving specific design objectives and conveying messages.

Course Content**UNIT I** **11 hours**

Dry and wet colour mixing. Light to dark with finishing.

UNIT II **13hours**

Using paper towel for painting. Bleed Colours into one another. Layering

UNIT III **10 hours**

Scumbling. Lifting the colour. Using salt for texture

UNIT IV **11 hours**

Negative painting. Using tapes

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- **The Arts Management Handbook: New Directions for Students and Practitioners By Meg Brindle, Constance DeVereau**

Course Content: Design 2D/Colour**Course Code: BFA106**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recognize and recall fundamental color theory concepts, such as primary, secondary, and tertiary colors.
2. Create 2D designs that effectively apply color theory principles, such as contrast, balance, and harmony.
3. Apply color manipulation techniques in digital design software to achieve desired visual effects.
4. Analyze the use of color in famous works of art and design, discussing the artist's intent and techniques.

Course Content**UNIT I****13 hours**

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 colour, Basic design problems.

UNIT II**16hours**

Study of various types of objects (natural and man-made) with a view to transform them into flat pictorial images. Developing as awareness of pictorial space – division of space, form with and its relation with space- observation of primitive folk and miniature as Designs well as graphic designs. Developing an awareness of inter-relationship of different shapes and MS-relative values. Activation of space through form and colour- Optical illusions.

UNIT III**8hours**

COLOUR: - To understand the formal structure of colour through analysis of colour Theory and notation. Experience of colour through experiments in Various. Media: Transparent colours (Water colour, Waterproof ink etc.) Opaque colours (Poster colour act.) Pastels Wax crayons. Transparent papers (Cellophane) Experience of colour as: Visual effect ... What is light? What is colour? Function of Eye. Physical properties- Hue: value, chromo: tint, Shade and tone, Gray Scale, Chromatic value scale and Colour value Scale.

UNIT IV

8 hours

Experience of colour in :Primary) Pigment and light theory . (Secondary, Tertiary, Quaternary, Achromatic, Monochromatic, Polychromatic, High, Average and low key.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- *Walker William, Handbook of Drawing, 2016*
- *Walter T. Foster, The art of Basic Drawing, Cadena Drive Laguna Hills, California*
- *Wong Wucius, Principles of Two-Dimensional Design ,1st Edition, Kindle Edition*

Semester II**Course Content: History of Arts****Course Code: BFA201**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Identify basic terminology and conceptual understanding of how art is defined realistically.
2. Describe the significance of religious, social, and political factors in shaping Indian artistic traditions.
3. Apply knowledge of Indian art history to analyze and interpret specific artworks, sculptures, or architectural structures.
4. Assess the contributions of individual artists and artistic movements to the evolution of Indian art.

Course Content**UNIT I****13 hours**

Introduction to Indian Art, Various cults, Schools (Buddhist, Jain, Brahmanical) Pre-historic Period: Bhimbetka Caves- (Rock Paintings, Location, Discovery, Phases of Development)

UNIT II**14 hours**

Indus Valley Civilization: Sculptures and seals (Dancing Girls in Bronze, Pashupati Shiva seal, Terracotta figurines) Art during Mauryan Dynasty- Lion capital from Sarnath.

UNIT III**17 hours**

Sunga Period-terms related to Buddhist architecture of stupas, chaityas & viharas. Bharhut Stupa – Mahakappi Jataka Katha, Kuber Yaksha.

UNIT IV**16 hours**

Early Satavahanas- Sanchi & Amravati

Transaction Mode

Video Based Teaching, Group Discussions, Quiz, Project Based Learning.

Suggested Readings

- Harle J. C, *The Art and Architecture of Indian Sub-Continent*, The Yale University Press Pelican
- Roy C. Craven, *Indian Art: A Concise History (World of Art)*.

Course Content: Aesthetics**Course Code: BFA202**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Recall key concepts in aesthetics, such as beauty, taste, and aesthetic judgments.
2. Summarize the relationship between aesthetics and other branches of philosophy, such as ethics and metaphysics.
3. Apply aesthetic principles to analyze and critique works of art, design, literature, or other forms of creative expression.
4. Analyze the impact of different aesthetic choices (e.g., color, form, composition) on the interpretation and emotional resonance of artworks

Course Content**UNIT I****16 hours**

Art Definition, Functions and Aims of Art Categories of Art–Visual and Performing Arts. Inter-relationship between the visual and performing arts

UNIT II**14 hours**

Difference between art and craft, Branches of Art and their interrelation Applied Art, Architecture, Decorative Art, Drawing and Painting, Sculpture.

UNIT III**17hours**

Elements of Art–Line, form, color, texture, tone Point.

UNIT IV**13hours**

Principles of Art–balance, Harmony, Perspective, Proportion, Emphasis, Rhythm, Movement.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, ProjectBasedLearning

Suggested Readings :

- Harle J. C, *The Art & Architecture of Indian Sub-Continent.* (The Yale University Press Pelican History of Arts Series)
- Roy C. Craven, *Indian Art: A Concise History*
- Tomory, *History of Fine Arts in India & the West*

Course Title: Clay Modeling**Course Code: BFA203**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 30**Learning Outcomes :**

After completion of this course, the learner will be able to

1. Demonstrate proficiency in basic clay handling techniques, including kneading, pinching, coiling, and slab building.
2. Develop the ability to conceptualize and plan clay projects, considering themes, symbolism, and artistic intent.
3. Reflect on ethical considerations in clay modelling, such as cultural sensitivity, appropriation, and the responsible use of materials.
4. Operate and maintain kilns for firing clay sculptures, ensuring safety and appropriate firing temperatures.

Course Content**30 hours**

Clay modeling on the basis of study of Visual Objects like human limbs (eyes, ears, nose and hands). Sessional Work MM 10 Three and four each specific model related with practical paper-II and 100 sketches. Clay Modelling in round as medium of imaginative presentation of: Animal forms like bull, elephant, horse, camel, buffalo etc.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- *Blake Wendon, 2006, Clay Modeling : A Step-By-Step Clay Instruction Book*

Course Content: Nature Painting**Course Code: BFA208**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Recall the basic principles of painting, including color mixing, brush techniques, and layering.
2. Summarize the historical and contemporary context of watercolor in the tradition of nature art and scientific illustration.
3. Apply principles of color theory, perspective, and composition to create compelling nature study watercolor artworks.
4. Develop a portfolio of professional-quality nature paintings that showcase advanced technical skills and creative expression.

Course Content**45 hours**

Basic introduction with theory. Detail study of different trees, leaves, flowers. Medium – Pencil, Oil Pastel, Pencil Colour, Water Colour. Diagram of colour wheel

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- *Nature Painting was written in 1911 by "Anna Botsford Comstock",*
- *Nature Painting, I love this quote by Charlotte Mason, "Every child has a natural interest in living.*
- *Things about him, which it is the business of his parents to encourage."*

Course Content: Design 3D**Course Code: BFA205**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Recognize and recall fundamental color theory concepts, such as primary, secondary, and tertiary colors .
2. Create 3D designs that effectively apply color theory principles, such as contrast, balance, and harmony.
3. Apply color manipulation techniques in digital design software to achieve desired visual effects .
4. Analyze the use of color in famous works of art and design, discussing the artist's intent and techniques .

Course Content**45 hours**

DESIGN 3D: Experiment through various types of materials: To develop the sense of structure in clay (Basic form like Spherical, Conical and Cylindrical) Terracotta mural/cement.M-seal/Shilpkar work in relief sculpture.3D Design in thermocol.

Note: Students must submit 4 works at the end of Semester.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning .

Suggested Readings :

- *Chopine Ami, 2011, D Art Essentials :The Fundamentals of 3D Modeling, Texturing, & Animation"*

Course Content: Still Life in Water Colours (Level 2)**Course Code: BFA206**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes :**

After completion of this course, the learner will be able to :

1. Recall the basic principles of watercolor painting, including color mixing, brush techniques, and layering.
2. Summarize the historical and contemporary context of watercolor in the tradition of nature art and scientific illustration.
3. Apply principles of color theory, perspective, and composition to create compelling nature study watercolor artworks.
4. Develop a portfolio of professional-quality still life watercolor paintings that showcase advanced technical skills and creative expression.

Course Content**UNIT-I****12 hours**

Introduction to various techniques. Study of foreground and background with drapery.

UNIT-II**14 hours**

Texture study with different materials like cloth, wood, glass, bronze, mirror, china clay, terracotta, etc. Selection and arrangement of objects.

UNIT-III**11 hours**

Eye level, source of light, tonal variation, composition. Drawing from different angles.

UNIT-IV**8 hours**

Details about light & shades. Medium – Water Colours.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning.

Suggested Readings :

- *Barrington Barber, Essential Guide to Drawing: Still Life*

SEMESTER-III**Course Content: Methods and Materials- (Level I)****Course Code: BFA301**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Recall and identify different types of materials commonly used in the field of study.
2. Describe the basic methods and techniques used for working with different materials in the field.
3. Apply knowledge of material properties to select appropriate materials for specific projects or applications.
4. Synthesize knowledge of materials and methods to propose innovative solutions or improvements in materials and processes.

Course Content**UNIT I****16 hours**

Importance of the Study of method and materials Permanence: Beautiful Material, Deterioration of Painting.

UNIT II**14 hours**

Nature and characteristics of various drawing and Painting Media, Pencil Drawing

UNIT III**13 hours**

Crayon black and red Chalk-Drawing, Pen Drawing, Charcoal Drawing

UNIT IV**17 hours**

Water Colour Painting, Oriental Ink Painting and Water Colour, Pastel Gouche, Oil Painting.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning.

Suggested Readings :

- *Mau-Kun Yim, 2017, Lessons in Masterful Portrait Drawing: A Classical Approach to Drawing*
- *Blake Wendon, 2006, PortraitDrawing: A Step-By-Step Art Instruction Book*

Course Content: Portrait in Pencil (Level 1)**Course Code: BFA302**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. List the materials and tools commonly used in pencil portrait painting, such as oil paints, brushes, canvases, and mediums.
2. Describe the importance of lighting, composition, and expression in creating lifelike and emotionally engaging portrait paintings.
3. Analyze and evaluate the use of color, brushwork, and texture in portrait paintings, considering their emotional and aesthetic impact.
4. Develop a portfolio of professional-quality portrait paintings that showcase advanced technical skills and creative expression.

Course Content**UNIT I****16 hours**

Construction of skull, planes, masses of the head, understanding and creating details such as the eyes, the mouth, the nose etc.

UNIT II**14 hours**

Bust from different angles and eye levels, adding of details, and finishing.

UNIT III**14 hours**

Character of the solid shapes of different parts and their modeling.
Submission and display:

UNIT IV**16hours**

Size of the portrait should not be less than half imperial. Portrait drawings in (pencil. At least 3 portrait studies on canvas in Pencil.

Transaction Mode :

Video Based Teaching, Group Discussions, Open Talk, Team Teaching.

Suggested Readings :

- *Mau-Kun Yim, 2017, Lessons in Masterful Portrait Drawing: A Classical Approach to Drawing.*
- *Blake Wendon, 2006, Portrait Drawing: A Step-By-Step Art InstructionBook.*

Course Content : Composition Painting**Course Code : BFA303**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Recall the basic techniques and principles of using oil pastels, such as blending, layering, and texture creation.
2. Describe the differences between oil pastels and other traditional drawing or painting mediums.
3. Assess the effectiveness of different oil pastel techniques and approaches in conveying ideas, emotions, or narratives in artworks.
4. Synthesize knowledge of oil pastel techniques and composition to create original and innovative artworks that explore new possibilities within the medium.

Course Content**30 hours**

The two dimensional surface and its structural possibilities elements of plastic expression related to the concepts of space and form and use of colors and textural values; form and contents; compositional exercises based on objects, forms and animals; various media. Exercises based on compositional studies of objects (singular and in groups), consideration of space in composition, study on locales or surroundings. Analysis of compositions in paintings along with the use of colours and textures

Submission and Display: 10 compositions on sheets in any medium (pencil and dry/soft and oil pastels, charcoal, water and poster colours etc.) at-least. Size should not be less than half imperial. 3 compositions on canvas in any medium (acrylic, oil colors, mix media) at Least. Size should not be less than 24x36 inches. At-least 300 sketches in any medium not less than 1/4 imperial.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- Blake Wendon, 2006, *Clay Modeling: A Step-By-Step Clay Instruction Book*

Course Content: Drawing & Painting**Course Code: BFA312**

| L | T | P | Cr. |
|---|---|---|-----|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes:****After completion of this course, the learner will be able to**

1. Demonstrate archive-based investigation as a method of art practice.
2. Analyze the notion of archive in contemporary art.
3. Evaluate the archival qualities in artworks
4. Produce art works with archival qualities.

Course Content**30 hours**

Introduction to Drawing of Plan, Elevation and UNIT of simple objects (Chair, Table, Stool, Podium etc.) Parallel and Angular Perspective of simple solids (Cube, Slab and Pyramid) Out Door Sketching: Different places (Street, Market, Station act.), Animal, Birds (Zoo) Tree Vehicle Statues Human Figure Drawings Form Old Masters.

Transaction Mode:

Video Based Teaching, Group Discussions, Open Talk, Team Teaching.

Suggested Readings:

- Walker William, *Handbook of Drawing*
- Walter T. Foster, *The art of Basic Drawing*, Cadena Drive Laguna Hills,
- California Wong Wucius, *Principles of Two-Dimensional Design 1st Edition*,

Course Content: Element of Design**Course Code: BFA305**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Innovate and experiment with design elements to create unique and compelling visuals or products.
2. Formulate informed judgments about design solutions, considering aesthetics, functionality, and user experience.
3. Apply design projects that incorporate specific design elements to achieve defined goals.
4. Interpret the impact of design choices on user experience and perception.

Course Content**UNIT I****15 hours**

Elements of Design-Line- Different types of line, application of line in designing (effect of length and thickness to create illusion) Texture- Factors affecting textures, Form-Shape/silhouettes, Color- Color Dimensions of color- hue, Intensity, value, Aspects of color- warm cool, Advancing, receding, dark, pale and bright. Color wheel-4.4.4. Primary colors, secondary colors, and tertiary colors. Basic color schemes- achromatic, analogues, monochromatic, complimentary, and neutral Space.

UNIT II**12hours**

Principles of Design-Balance, Rhythm, Emphasis, Harmony/ unity, proportion, Selection of clothing according to the Element and Principal of design. Define collage- types of collage. Designing of clothes for different age groups using principles and elements of design and its advantages on appears.

UNIT III**11hours**

Design concept- Definition and understanding aspects of design
Classification of design: Applied-Painting, Embroidery, Dyeing, Printing and Finishing Structural-Through variation in fibre, yarn, fabric formation and Development Types of motifs- Natural, Stylised, abstract/ modern, Religious. Designs in Fabric- Motifs and patterns Importance of fabric design in garment construction, Effect of fabric design on body appearance Understanding layouts and repeats of patterns in garments

UNIT IV**7 hours**

Design process, Research in relation to design, Exploration and Conceptualization of design, Design development and design

worksheetFactors affecting the choice of Clothing for Different age groups (infant, creeper, School child, pre-adolescence, adolescents, adults, old-age group), occasions, personality and Seasons, Various types of figures, selecting and designing clothing according to figure types.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- *Bustanoby. J. H., 1947 Principles of colour&colour mixing., Mc Graw Hill Book Company, New York, London,*
- *Gupta Sushma and Garg Neeru ,2018 Text book of clothing & textile, publisher Kalyani.*

Course Content : Dimensional Design**Course Code : BFA306**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours : 45**Learning Outcomes :**

1. After completion of this course, the learner will be able to:
2. Recognize and understand the properties and characteristics of various materials commonly used in dimensional design, such as wood, metal, plastic, and ceramics.
3. Demonstrate knowledge of safety protocols and best practices when working with tools, machinery, and materials in a three-dimensional studio.
4. Explore innovative and experimental approaches to dimensional design, pushing the boundaries of traditional design conventions.
5. Apply principles of scale and proportion to create harmonious and appropriately sized designs.

Course Content**45 hours**

Cantilever construction. Flexibility and ability to stretch. Geometrical regularity. Arched structure. Control of tensions. Hinge construction. Sculptural experience (round and relief) in various light conditions (Natural as well as artificial) : – Carved. Modeled. Perforated (bored through) Mobile. Various methods of joining such as interlocking, pasting etc. A Coordinated series and basic design problems with analytical approach. Colour should be introduced at various stages of experiments. Experiments through various types of material and their Combinations such as: – Paper, Cardboard, wood block, wire, clay, plasticize, plaster of Paris, metal sheets, plastic from thermo-Cole, string, gums and adhesives, wax found objects etc.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- Walker William, *Handbook of Drawing*
- Walter T. Foster, *The art of Basic Drawing*, Cadena Drive Laguna Hills, California
- Chopine Ami, 2011, *D Art Essentials: The Fundamentals of 3D Modeling, Texturing, & Animation*.

Course Content: Mural Drawing**Course Code: OEC023**

| L | T | P | Cr. |
|---|---|---|-----|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall the basic principles of mural composition, including balance, scale, and spatial organization.
2. Summarize the impact of murals on the communities they serve and the potential for social change and empowerment.
3. Apply principles of color theory, perspective, and visual hierarchy to create compelling and meaningful mural compositions.
4. Synthesize knowledge of mural composition and techniques to create original and innovative mural projects that respond to unique contexts and challenges.

Course Content**UNIT I****8 hours**

Sketching: Geometrical (shapes. Forms, Designs. etc.) Free hand (fruits, vegetables, flowers, birds, animals, human figures Figurative, caricatures, line drawing, stick Drawing, cartoons, Perspective drawings, building plans, elevations etc.,

UNIT II**6 hours**

Block Printing (vegetable printing, etc,) Hand printing, Finger printing Monoprinting, (leaf, leno, coins etc) Stencil printing (spray...paper cutting...)

UNIT III**9 hours**

Collage: Paper collage, Mixed collage. Mask Making: Paper mask Human, Animal etc. Mixed material masks 3d mask etc.

UNIT IV**7hours**

Drawing and Paintings: Basic Knowledge of Art...Color ... theory...Compositions Colorings. Memory Drawings.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- Walker William, *Handbook of Drawing*, 2016
- Walter T. Foster, *The art of Basic Drawing*, Cadena Drive Laguna Hills, California, 2007

Course Content: Design Sketching**Course Code: OEC012**

| L | T | P | Cr. |
|---|---|---|-----|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall and identify basic terminology related to design sketching, such as line weight, perspective, and shading.
2. Interpret design briefs or concepts and translate them into visual sketches.
3. Apply knowledge of sketching techniques to create sketches that accurately represent design concepts and ideas.
4. Assess the effectiveness of design sketches in communicating design ideas, aesthetics, and functionality.

Course Content**30 hours**

Stick Figure, Free hand drawing, Pop Art, Mints drawing of an object Hair Style, Mandala Art- Basic Pattern, Cubism Art, Perspectives of Art Pointillism, Combination of lines, OP Art, continues drawing, Stylized object, Fauvism Art

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- Walker William, *Handbook of Design Sketching*.
- Walter T. Foster, *The art of Basic Design Sketching*, Cadena Drive Laguna Hills, California

SEMESTER-IV**Course Content: History of Art & Aesthetics****Course Code: BFA401**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Identify basic terminology and conceptual understanding of how art is defined realistically.
2. Describe the significance of religious, social, and political factors in shaping Indian artistic traditions.
3. Apply knowledge of Indian art history to analyze and interpret specific artworks, sculptures, or architectural structures.
4. Assess the contributions of individual artists and artistic movements to the evolution of Indian art.

Course Content**UNIT I****13 hours**

Western Art: Early Renaissance–Giberti, Donatello, Masaccio, Botticelli

UNIT II**14hours**

High Renaissance–Michelangelo, Leonardo–da–vinci, Baroque– Rembrandt, Rubens.

UNIT III**17hours**

Classicism–David, Ingres

UNIT IV**16 hours**

Romanticism–Delacroix, J. M. W. Turner

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning.

Suggested Readings:

- Harle J. C, *The Art & Architecture of Indian Sub–Continent*, The Yale University Press Pelican
- Roy C. Craven, *Indian Art: A Concise History (World of Art)*
- Tomory E, *History of Fine Arts in India & the West*

Course Content: Modern Indian Architecture**Course Code: BFA402**

| L | T | P | Cr. |
|---|---|---|-----|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Analyze the importance and achievements of the artifacts, architecture and art of prehistoric times, ancient Mesopotamia, Egypt, India, China, Japan, Greece and Roman civilizations.
2. Identify the historical development of western civilization and in its formative stages.
3. Identify basic knowledge of use of visual expression to our modern concept of art and architecture.
4. Analyze and evaluate the architectural elements, proportions, and symbolism in specific Indian structures and temples.

Course Content**UNIT I** **13 hours**

Modern Indian Architecture, Principle of Modern Indian Architecture

UNIT II **17 hours**

Architecture styles: Temple architecture, Mughal architecture, Indo-Saracenic Revival Architecture, Colonial architecture.

UNIT III **14 hours**

Portuguese, French architecture in India, British architecture.

UNIT IV **16 hours**

The Lotus Temple, Iberian Style, Indo-Gothic Style, French Influence, Portuguese Influence

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- *Modern Architecture in India (1947-1993)* By Sarbjit Singh Bahg

Course Content: Portrait in Water Colours (Level 2)**Course Code: BFA403**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. List the materials and tools commonly used in water portrait painting, such as oil paints, brushes, canvases, and mediums.
2. Describe the importance of lighting, composition, and expression in creating lifelike and emotionally engaging portrait paintings.
3. Analyze and evaluate the use of color, brushwork, and texture in portrait paintings, considering their emotional and aesthetic impact.
4. Develop a portfolio of professional-quality portrait paintings that showcase advanced technical skills and creative expression.

Course Content**30 hours**

Construction of skull, planes, masses of the head, understanding and creating details such as the eyes, the mouth, the nose etc., bust from different angles and eye levels, adding of details, and finishing. Character of the solid shapes of different parts and their modeling. Submission and display: Size of the portrait should not be less than half imperial. Portrait drawings in water Colour. At least 3 portrait studies on canvas in Water Colour.

Transaction Mode:

Video Based Teaching, Group Discussions, Open Talk, Team Teaching.

Suggested Readings:

- *Mau-Kun Yim, 2017, Lessons in Masterful Portrait Drawing: A Classical Approach to Drawing.*
- *Blake Wendon, 2006, Portrait Drawing: A Step-By-Step Art Instruction Book.*

Course Content: Occidental Aesthetics**Course Code: BFA409**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes:****After completion of this course, the learner will be able to:**

1. Memorize key historical periods and movements in Western art and aesthetics, such as the Renaissance or Romanticism.
2. Describe the historical and cultural contexts that have influenced Western aesthetic thought and artistic expression.
3. Apply Occidental aesthetic theories to analyse and interpret works of art, literature, or cultural artifacts.
4. Assess the contributions of different philosophical and artistic movements to the evolution of Western aesthetics.

Course Content**Unit I****8 hours**

Introduction to Aesthetics and its scope. Theories relating to the origin and creation of art by Greek Philosophers, Communication expression and release of emotions: imitation, play and intuition, inspiration, imagination and the role of the subconscious.

Unit II**7 hours**

Theories relating to the work of art (Neo Classicism to Modern Art) : Organic structure content and form expressiveness.

Unit III**8 hours**

Theories relating to the aesthetic response and appreciation: Psychic distance, Pleasure-Art in relation to Society. Art of surrealists.

Unit IV**7 hours**

Psycho- analytic art theories - Propositions of Sigmund Freud. Study of works on Leonardo Davinci, Michelangelo.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- *The Creative Drawing Course*, by- Richard Taylor, edition-1st Reprint, David and Charles Ltd, Cincinnati, Ohio

Course Content: Fundamental of Computer Applications
Course Code: BFA411

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Recall and identify key computer hardware components, such as CPU, RAM, and storage devices.
2. Demonstrate proficiency in using common software applications, such as word processors or web browsers.
3. Analyze and troubleshoot common computer hardware and software issues.
4. Assess the security risks and measures associated with computer usage, including data protection and online safety.

Course Content

UNIT I

7 hours

Computer Fundamentals: Block diagram of a computer, characteristics of computers and generations of computers. Number System: Bit, byte, binary, decimal, hexadecimal, and octal systems, conversion from one system to the other, representation of characters, integers and fractions. Binary Arithmetic: Addition, subtraction and multiplication.

UNIT II

8 hours

Computer Codes: weighted and non-weighted code, BCD, EBCDIC, ASCII, Unicode. Input Devices: Keyboard, Mouse, Joy tick, Track Ball, Touch Screen, Light Pen, Digitizer, Scanners, Speech Recognition Devices, Optical Recognition devices – OMR, OBR, OCR Output Devices: Monitors, Printer and its Types.

UNIT III

7 hours

Memories: Units of Memory, Main Memories – RAM, ROM and Secondary Storage Devices – Hard Disk, Compact Disk, DVD. Introduction to Computer Terms like Hardware, Software

UNIT IV

8 hours

Computer languages: Machine language, assembly language, higher levellanguage,4GL. Introduction to Compiler, Interpreter, Assembler, Assembling, System Software, Application Software. Internet: Basic Internet terms: Web Page, Website, Home page, Browser, URL, Hypertext, Web Server, Applications: WWW, e-mail, Instant Messaging, Videoconferencing.

Transaction Mode :

Open talk, Quiz, Video Based Teaching, Question, Group Discussion

Suggested Readings :

- *Norton's Peter, 2000 Introduction to Computers, 4th Edition...* By Peter Norton TM

Course Title: Punjabi Compulsory**Course Code: BFA412**

| L | T | P | Cr |
|---|---|---|----|
| 3 | 0 | 0 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Education their native language briefly.
2. Communicate official letter writing & notice writing
3. Write prissy writing.
4. Determine Punjabi grammar and category of word.
5. Narrate the socio, economic condition of Punjab under the rule of Sikh culture.

Course Content**UNIT I****12 hours**

ਇਕਾਂਗੀ ਯਾਤਰਾ

1. ਮਾਂ ਦਾ ਡਿਪਟੀ - (ਆਈ.ਸੀ. ਨੰਦਾ)
2. ਦੂਜਾ ਵਿਆਹ - (ਸੰਤ ਸਿੰਘ ਸੇਖੋਂ)
3. ਮਨ ਦੀ ਮਨ ਵਿੱਚ - (ਹਰਚਰਨ ਸਿੰਘ)
4. ਉਧਲੀ ਹੋਈ ਕੁੜੀ - (ਕਪੂਰ ਸਿੰਘ ਘੁੰਮਣ)

UNIT II**11 hours**

ਸੂਫੀ ਕਾਵਿ

5. ਸ਼ੇਖ ਫਰੀਦ
6. ਸ਼ਾਹ ਹੁਸੈਨ
7. ਬੁੱਲ੍ਹੇ ਸ਼ਾਹ
8. ਹਾਸਮ ਸ਼ਾਹ

UNIT III**10 hours**

9. ਪੈਰਾ ਰਚਨਾ

10. ਦਫਤਰੀ ਚਿੱਠੀ ਪੱਤਰ
11. ਇਸਤਿਹਾਰ
12. ਨਿਬੰਧ ਰਚਨਾ (250-300 ਸ਼ਬਦਾਂ ਵਿੱਚ)

UNIT IV**12 hours**

13. ਭਾਸ਼ਾ ਅਤੇ ਪੰਜਾਬੀ ਭਾਸ਼ਾ

14. ਨਾਵ, ਪੜਨਾਵ, ਕਿਰਿਆ, ਵਿਸ਼ੇਸ਼ਣ, ਕਿਰਿਆ ਵਿਸ਼ੇਸ਼ਣ
15. ਸ਼ਬਦ ਸ਼੍ਰੇਣੀਆਂ
16. ਪੰਜਾਬੀ ਦੀਆਂ ਧੁਨੀਆਂ ਦਾ ਵਰਗੀਕਰਨ

Transaction Modes:

Group Discussions, Questions, Project Based Learning, Video Based Teaching.

Suggested Readings:

- *Kesher Dr. K.S., Punjab Kabh, Edition 2012*
- *Dugal N. S & Jasvir Kaur, Punjabi Grammar & Essay writing, 13th Edition: 2013*

Course Title: Composition Mural (Level-1)**Course Code: BFA405**

| L | T | P | Cr |
|---|---|---|----|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Recall the basic principles of mural composition, including balance, scale, and spatial organization .
2. Summarize the impact of murals on the communities they serve and the potential for social change and empowerment .
3. Apply principles of color theory, perspective, and visual hierarchy to create compelling and meaningful mural compositions .
4. Synthesize knowledge of mural composition and techniques to create original and innovative mural projects that respond to unique contexts and challenges .

Course Content**45 hours**

Study of principles of design as applied to mural considering size situation and material and material concept of space and dissertation as applied to mural, Create 4x3 ft. mural with any medium .

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- *James Gurney, Color & Light*

Course Content: Creative Painting**Course Code: BFA406**

| L | T | P | Cr . |
|----------|----------|----------|-------------|
| 0 | 0 | 6 | 3 |

Learning Outcomes :

After completion of this course, the learner will be able to:

1. List the materials and tools commonly used in painting, such as brushes, canvases, and various types of paint
2. Summarize the cultural and contextual factors that have influenced the evolution of painting throughout history.
3. Analyze and evaluate the use of color, form, and texture in paintings, considering their emotional and aesthetic impact.
4. Develop a portfolio of professional-quality paintings that showcase advanced technical skills and creative expression.

Course Content**45 hours**

The student has to develop his/her own style and ideas in the field. Creative expression in figurative or non-figurative Style on social, political, Mythological, intuitional and contemporary thought etc. with oil/Acrylic/Mix media Study of Color/Form/Texture on Canvas. Medium: Oil/Water/Acrylic color on canvas etc. Minimum Size: 30" x 36" Session Works: 10 Finished Painting (Minimum) . 200 Sketches (Minimum)

Transaction mode :

Quiz, Project Based Learning, Video Based Teaching, Group Discussions, Open Talk

Suggestion Readings :

- *The Creative Drawing Course*, by- Richard Taylor, edition-1st Reprint, David and Charles Ltd, Cincinnati, Ohio
- *Prakriti and Prakritisth Paramjeet Singh ki Kala* by- Vinod Bharadwaj, Edition 1st Rajkamal Prakashan Ltd., New Delhi

Semester V

Course Content: Western Art Sculpture & Paintings

Course Code: BFA501

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60

Learning Outcomes :

After completion of this course, the learner will be able to:

1. Recognize and describe the basic characteristics and elements of different artistic styles .
2. Apply art historical knowledge to analyze and interpret specific sculptures and paintings
3. Analyze the formal elements of art (e.g., composition, color, texture) in individual artworks .
4. Assess the impact of Western art movements on the broader art world and culture .

Course Content**UNIT I****12 hours**

Pre Historic Art: Pre Historic and Proto Historic Art – Stone ages – Proto Historic art

UNIT II**14 hours**

Egyptian Art: Introduction to Egyptian Art –Art of Old Kingdom– Middle Kingdom – New Kingdom–Egyptian pyramids– Evolution of pyramid – paintings, sculptures.

UNIT III**17 hours**

Greek Art: Introduction to Greek Art – Archaic Period– Classical Period– Hellenistic Period – paintings, sculptures

UNIT VI**16 hours**

Roman Art: Introduction to Greek Art – paintings, sculptures. Christian Art: Work of art examples. Mosaic works– in the basilicas– study of the visual language Byzantine paintings – Gothic Art paintings, sculptures.

Transaction Mode :

Video Based Teaching, Group Discussions, Open Talk, Team Teaching .

Suggested Readings :

- *E.H. Gombrich., The story of Art, Phaidon series. 2010*
- *A.G. Gardner, Art through the Ages, Thompson Wordsworth.*

- *Regent Wharf, 10,000 years of Art, Phaidon, 2009.*
- *Edit Tomory, A History of Fine Arts in India and the West. Orient Longmann.*
Sir Lawrence Gowing, A History of Art, Andromeda 2002

Course Content: Life Drawing**Course Code: BFA507**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Demonstrate archive-based investigation as a method of art practice.
2. Analyze the notion of archive in contemporary art.
3. Evaluate the archival qualities in artworks
4. Produce art works with archival qualities.

Course Content**Unit-I****15 hour**

Study from life model to develop understanding of the human structure; volume in perspective and foreshortening proportion of male and female.

Unit-II**14 hours**

Rhythmic curves as uniting factors in all parts of the body; balance of parts, study of anatomy; various media. Submission and Display: 5 life study Drawings in any medium (pencil, and dry/soft and oil pastels, charcoal etc.) at least. Size should not be less than half imperial.

Unit-III**15 hours**

3 life studies (Full figure with the understanding and practice of human anatomy, proportions, planes and masses, posture and rhythmic unity of body parts) in any medium (water, acrylic, oil colors, mixed media).

Unit-IV**16 hours**

Size should not be less than 24inches x 36inches on Canvas. At-least 100 sketches in any medium. Size should not be less than 1/4 imperial.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning.

Suggested Readings:

- *Barrington Barber, Essential Guide to Drawing: Still Life.*

Course Content : Portrait in Oil (Level 3)**Course Code : BFA502**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. List the materials and tools commonly used in oil portrait painting, such as oil paints, brushes, canvases, and mediums.
2. Describe the importance of lighting, composition, and expression in creating lifelike and emotionally engaging portrait paintings.
3. Analyze and evaluate the use of color, brushwork, and texture in portrait paintings, considering their emotional and aesthetic impact.
4. Develop a portfolio of professional-quality portrait paintings that showcase advanced technical skills and creative expression.

Course Content**30 hours**

Construction of skull, planes, masses of the head, understanding and creating details such as the eyes, the mouth, the nose etc., bust from different angles and eye levels, adding of details, and finishing. Character of the solid shapes of different parts and their modeling. Submission and display: Size of the portrait should not be less than half imperial. Portrait drawings in oil colours. At least 3 portrait studies on canvas in Oil colours.

Transaction Mode :

Video Based Teaching, Group Discussions, Open Talk, Team Teaching.

Suggested Readings :

- *Mau-Kun Yim, 2017, Lessons in Masterful Portrait Drawing: A Classical Approach to Drawing.*
- *Blake Wendon, 2006, Portrait Drawing: A Step-By-Step Art Instruction Book.*

Course Content : Art Appreciation**Course Code : BFA503**

| L | T | P | Cr. |
|---|---|---|-----|
| 0 | 0 | 4 | 2 |

Total Hours : 30**Learning Outcomes :**

After completion of this course, the learner will be able to :

1. Recall and identify key artists, artworks, and art movements from different periods and cultures .
2. Describe how different artistic elements (e.g., color, composition, texture) contribute to the overall meaning and impact of artworks .
3. Demonstrate an understanding of art appreciation principles by providing reasoned interpretations of art .
4. Evaluate the artistic quality and significance of specific artworks, considering factors like originality, craftsmanship, and artistic intent .

Course Content**UNIT I****9 hours**

Introduction to Art, relationship between Art and the Artist, the basic concept of beauty that is involved in the creation of Art . Art as an essential part of the real world . Art as a powerful medium of self-expression

UNIT II**8 hours**

Art Concepts: Role of forms in art . Content and style as the essence of art . Meaning and definition of Iconography .

UNIT III**7 hours**

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

UNIT IV**6hours**

The Visual Elements, Lines Types of lines and their functions in art . Formation of shapes and their role in art . Importance of Light and colour . Usage of tones and textures to create an effective body of art work . Importance of space, time and motion in understanding art, Principles of Design in Art, Definition and principles of design-o Balance, Proportion, Harmony, Emphasis, Rhythm .

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning .

Suggested Readings

- *Bustanoby.J.H., 1947 History of Art Apprecation., Mc Graw Hill Book Company, New York, London,*

Course Title: Photography**Course Code: BFA510**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Demonstrate the concept of film exposure, print development and print presentation
2. Identify and understand the basic components of a camera
3. Setup and evaluate the use and functions of a 4x5 camera
4. Explore and implement advanced digital exposure methods

Course Content**UNIT I****8 hours**

Camera as a Tool : Evolution of camera . Camera technology . Film formats . Camera design, Optical lenses, accessories .

UNIT II**7 hours**

Camera Techniques – Observation, Selection of subject : Observing light, light temperature . Selection of subject . Exposures, apertures . Choice of lens, filters . Choice of shot .

UNIT III**8 hours**

Know your digital Camera : Camera Parts . Body . Sensor/lenses/digital technology/CPU . Automated and Assisted settings : Shooting modes . Flash Modes . Image enhancement settings . Video mode . Manual Settings .

UNIT IV**7 hours**

Automated and Assisted settings : Shooting modes . Flash Modes . Image enhancement settings . Video mode . Manual Settings . Shoot with different Automated modes . Shoot with manual settings . Shoot with different lenses . Shoot with Flash . Shoot with natural light . Shoot with filters . Project Submission : End of the Semester . Still Life with Studio Flash Lights) Table Top(Outdoor based Lighting exercise) Shooting in Different Lighting Condition(Lighting Techniques : Outdoor, Artificial/Mixed, Creative photography) abstract, texture, architectural etc . Lab Work : Color correction and Manipulation of photographs . Sessional works : 10 Prints of photographs in approximate Size : 12 "x 18) "Minimum.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- *Complete Introduction to photography by J. Harris Gable, Illustrated, Read Books*
- *The art of digital photography by John Hedgerow, Dorling Kindersley Ltd*
- *Outdoor photography: Portraits by Cathy Joseph, Illustrated, Bloomsbury Academic*

Course Content: Elementary Composition**Course Code: BFA505**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall the basic techniques and principles of using oil pastels, such as blending, layering, and texture creation.
2. Describe the differences between oil pastels and other traditional drawing or painting mediums.
3. Assess the effectiveness of different oil pastel techniques and approaches in conveying ideas, emotions, or narratives in artworks.
4. Synthesize knowledge of oil pastel techniques and composition to create original and innovative artworks that explore new possibilities within the medium.

Course Content**45 hours**

Developing basic idea of various types of compositions. Study of human relation with environment through physical studies of locations. Drawings/Sketches made from the study to be translated into compositions in Transparent Water Colour, opaque watercolour, Wash, mixed media etc. on paper/ mounted paper. Submission of class works: at least four with five preparatory drawings/sketches for each.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning.

Suggested Readings:

- *James Gurney, Color & Light*

Course Content: Antique and Anatomy Study**Course Code: BFA506**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Demonstrate the basic structure of the human figure.
2. Recognize and identify complex anatomical aspects of the human form and its muscular-skeletal system.
3. Represent and compose in space, the human figure using measuring techniques.
4. Explore the symbolic and expressive aspects of the human head in art, considering how it can represent identity, emotion, and storytelling.

Course Content**45 hours**

Antique study in Pencil, charcoal, conti, pen & ink on paper with detailed drawing, tonal variations and modulation. Animal, Human figure drawing in Pencil, charcoal, conti, pen & ink on paper with detailing in drawing, tonal variations and modulation. Figurative Sketch (single/ group figures). Submission of class works: at least four. Submission of at least ten Free-hand sketches.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- Roy C. Craven, *Indian Art: A Concise History*
- Tomory, *History of Fine Arts in India and the West*.

Semester VI**Course Content: Materials & Methods (Level 2)****Course Code: BFA601**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours:60**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall and identify different types of materials commonly used in the field of study.
2. Describe the basic methods and techniques used for working with different materials in the field.
3. Apply knowledge of material properties to select appropriate materials for specific projects or applications.
4. Synthesize knowledge of materials and methods to propose innovative solutions or improvements in materials and processes.

Course Content**UNIT I****13 hours**

The Glues . Varnishes

UNIT II**17hours**

Preparation of Canvases

UNIT III**12hours**

Oil Paints and Oil, Drying oils, Thinners and siccatives

UNIT IV**18hours**

Gesso Grounds, Gesso Panels

Transactional Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning.

Suggested Readings:

- Mayer Ralph, 1991 *The Artist's Handbook of Materials & Techniques*, Fifth Edition University Press Pelican

Course Content: Commercial Art**Course Code: BFA602**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall and identify fundamental design principles, such as balance, contrast, alignment, and proximity.
2. Summarize the historical development of commercial art and its impact on advertising and branding.
3. Apply design principles and concepts to create visually appealing and effective advertisements, logos, packaging, and other marketing materials.
4. Innovate and adapt design approaches to address unique challenges and trends in the commercial art field.

Course Content**60 hours**

Drawing from Still-Life and Nature, medium-pencil monochrome/colour. Lettering. Study of lettering of Roman and Devnagri Scripts, Identification of some type-faces and their sizes. Layout: Making a simple layout with lettering as the main component Poster, Making a poster with specified data and slogan on a given subject in two or three colours.

Transactional Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- *Mau-Kun Yim, 2017, Lessons in Masterful Portrait Drawing: A Classical Approach to Drawing*
- *Blake Wendon, 2006, Portrait Drawing: A Step-By-Step Art*

Course Content: Installation**Course Code: BFA611**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Develop strong observational skills to accurately perceive and represent the proportions, shapes, and details in installation art.
2. Apply principles of composition such as balance, contrast, focal points, and unity to create visually engaging and harmonious installation artworks.
3. Explore the use of color, texture, materials, and space to add depth and meaning to installation art.
4. Build a portfolio of installation compositions that demonstrate growth, technical proficiency, and creative exploration.

Course Content**45 hours**

- Create and Install from Life Around You: Engage in direct observation and representation of the environment and objects to create installations.
- Advanced Understanding of Color and Tone in Installations: Explore the importance of color and tone in creating installation art.
- Application of Color Hue and Intensity: Learn how different hues and intensities convey mood and depth in installations.
- Using Tones in Installation Art: Understand how tones contribute to the overall composition of an installation.
- Spatial Planning for Installations: Develop skills in planning and using color to define space within installation art.
- Techniques for Near and Distant Elements: Techniques for handling near and distant objects in installation art using color and transparency.
- Mediums and Materials: Utilize a variety of materials such as poster color, oil pastels, watercolor, found objects, and mixed media.
- Handling Transparencies and Layers: Techniques for applying color and creating transparency effects in installation elements.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- *Barrington Barber, Essential Guide to Drawing: Still Life*
- *Claire Bishop, Installation Art: A Critical History*
- *Nicolas de Oliveira, Nicola Oxley, and Michael Petry, Installation Art in the New Millennium: The Empire of the Senses.*

Course Content: Advertising Profession**Course Code: BFA612**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Identify and describe the basic elements of design, including color, typography, and composition.
2. Describe the principles of effective advertising design, including visual hierarchy and readability.
3. Apply design principles to create visually appealing and effective advertising materials, such as print ads, digital banners, or social media graphics.
4. Synthesize advertising knowledge and design skills to develop original advertising concepts and campaigns for diverse products or services.

Course Content**UNIT I****11 hours**

Introduction to advertising and its applications in everyday life. Concept of Advertising; Advertising Objectives, Budget; DAGMAR; AIDA; Advertising Media; Classifications of Advertising; Internet Advertising; Advertising Appeals; Role and Impact of Advertising on the Indian Economy; Advertising and Indian Art & Culture; Advertising and Indian Society; Misleading and Deceptive advertisements.

UNIT II**13 hours**

Introduction to Marketing Management II: Marketing Mix; Concept of Product; Product Mix; Product Planning and New Product Development; Product Life Cycle; Product Packaging and Labelling; Pricing; Distribution; Promotion; Direct, Marketing, History of advertising

UNIT III**10 hours**

Media Planning and Research; various survey, measurement and study methods of Media performance; Media Selection, 2. Media Scheduling; Evaluation of Advertising Effectiveness; Advertising Agencies; Advertising Department, Social and economic impact of advertising

UNIT IV**11 hours**

Importance and role in Marketing; Forms of Sales Promotion; Major tools of Sales Promotion; Developing, Sales Promotion Programme; Implementing and evaluating the results; Integration of Sales Promotion with Advertising, Concept of Brand, Role of Social Media in Marketing Brands; Important concepts of Brand Management; Branding Decisions, Marketing and market research

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- *Esther Thorson. Shelly Rodgers., 1955 Advertising Theory Book.*

Course Content : Basics of Architecture**Course Code : BFA613**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours : 30**Learning Outcomes :**

After completion of this course, the learner will be able to :

1. Describe the evolution of architectural styles and regional variations in India, such as Indo-Aryan, Dravidian, Mughal, and colonial influences .
2. Apply an understanding of architectural history to identify and appreciate the historical and cultural value of specific Indian architectural sites .
3. Analyze and evaluate the architectural elements, proportions, and symbolism in specific Indian structures and temples .
4. Synthesize knowledge of Indian architectural history to discuss and compare architectural styles and innovations across different periods

Course Content**UNIT I****7 hours**

Introduction to elements of design like point, line, plane, solid and void .
Understanding the importance of design principles like balance, harmony, rhythm, contrast, symmetry, scale, proportions, colours, tones, textures etc .

UNIT II**8 hours**

Study of solids & voids to evolve sculptural forms & spaces; explore play of light & shade and application of colour .

UNIT III**8 hours**

Introduction to external & internal forms, analytical appraisal of forms, their quality; Concept of space, interrelationship between space, volume and order; Variations in forms with planer juxtapositions .

UNIT IV**7 hours**

Anthropometric study and ergonomics of human figure (including physically handicapped persons) , dimensions of furniture – relationship with human anthropometrics (like in kitchens, toilets, bedrooms, staircases etc .) with freehand drawing of human figures, vehicles, trees, buildings etc . to have a better understanding of proportion .

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- *Broadbent, G. (1973) . Design in Architecture – Architecture and Human Science. New York: John Wiley and Sons.*
- *Chauhan, P. (2005) . Learning Basic Design.Mumbai: Rizvi College of Architecture*

Course Title: Drawing & Sketch**Course Code: BFA607**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall fundamental drawing materials and tools, such as pencils, charcoal, and sketchbooks.
2. Apply knowledge of drawing techniques to create original sketches and drawings that demonstrate proficiency in capturing subjects and conveying ideas.
3. Analyze and evaluate the use of line, form, texture, and value in drawings, considering their emotional and aesthetic impact.
4. Formulate creative solutions to artistic challenges in drawing, pushing the boundaries of the medium to convey unique narratives and emotions.

Course Content**UNIT I****7 hour**

Sketching & Drawing. Elements of Design: Geometry, Color. Material Exploration I, Engineering Graphics. Sketching & Drawing II, Computer Applications I, Geometry II, Visual Composition.

UNIT II**8 hours**

Introduction to Photography, Material Exploration II, Principles of Design, Narrative Skills I, 2D Animation I, Narrative Skills I, Desktop Publishing, Introduction to imaging tool & techniques, Introduction to game design, Desktop publishing, Introduction to Typography, Digital imaging, Narrative Skills II, 2D animation II

UNIT III**8 hours**

Introduction to game design II, Brand Communication, Introduction to 3D Computer Animation. Introduction to digital tools and techniques, Website Design I, Digital sound design I, Elements of video production, 3D animation and modelling I, Visual effects & motion graphics, MEL scripting for artists Level Design in games

UNIT IV**7 hours**

Environment Design. Portfolio Design. Elements of video production II

Transactional Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- *Complete Introduction to Digital Art by J. Harris Gable, Illustrated, Read Books*
- *The art of digital by John Hedgerow, Dorling Kindersley Ltd*

Course Title: Art Business & Management**Course Code: BFA605**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Develop a solid foundation in art history to contextualize and appreciate various art movements, styles, and artists.
2. Analyze market trends, pricing strategies, and the factors influencing the value of art.
3. Explore opportunities for entrepreneurial ventures in the art sector, such as starting an art gallery, consultancy, or online platform.
4. Adhere to ethical standards and professional conduct within the art business.

Course Content**45 hours**

Work Placement in an arts organization, Business Strategies for the Arts (Marketing, Finance and Business Planning). Creative Learning: Arts, Heritage and Education. Professional Practice Live Project.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- *The Arts Management Handbook: New Directions for Students and Practitioners* by Meg Brindle, Constance DeVereaux
- *Visual Arts and the Law: A Handbook for Professionals* by Judith B Prowda
- *The Arts Management Handbook: New Directions for Students and Practitioners* by Meg Brindle, Constance DeVereaux

Course Title: Design and Communication**Course Code: BFA606**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Express the importance of the symbols and visual elements and use them effectively in their design concepts
2. Interact with people from social, cultural and corporate backgrounds to derive what people are looking for and their visual literacy level.
3. Explore and experiment with representational designs and abstract designs to achieve their Concepts.
4. Effectively interact with their clients and communicate their ideas.

Course Content**45 hours**

Publication Design. Press Layout Designing: Study of different spatial arrangement, Collage and contour drawings for rearrangements of the layouts, Layout elements in gray scales, Context based Press layouts. To design posters and other display materials: To design poster and other layout designs for the themes such as, environmental, social issues. Commercial aspects of posters: Poster as publicity materials for promoting different commercial and state activities.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- *Design for Communication: Conceptual Design Basics* by Elizabeth Resnick /John Wiley & Sons.
- *Design & Visual Communication* John W. Cataldo International Textbook Company, 1966

SEMESTER-VII**Course Content: Methods and Materials (Level 3)****Course Code: BFA701**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall and identify different types of materials commonly used in the field of study.
2. Describe the basic methods and techniques used for working with different materials in the field.
3. Apply knowledge of material properties to select appropriate materials for specific projects or applications.
4. Synthesize knowledge of materials and methods to propose innovative solutions or improvements in materials and processes.

Course Content**UNIT I** **14 hours**

Classification of colours

UNIT II **17 hours**

Sources, characteristics and durability of pigments

UNIT III **14 hours**

Causes of colours changing

UNIT IV **15 hours**

Priming and ground recipes

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- Mayer Ralph, 1991, The Artist's Handbook of Materials & Techniques,

Course Content: Portrait in Oil Acrylics**Course Code: BFA711**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 4 | 0 | 0 | 4 |

Total Hours: 60**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. List the materials and tools commonly used in acrylics portrait painting, such as oil paints, brushes, canvases, and mediums.
2. Describe the importance of lighting, composition, and expression in creating lifelike and emotionally engaging portrait paintings.
3. Analyze and evaluate the use of color, brushwork, and texture in portrait paintings, considering their emotional and aesthetic impact.
4. Develop a portfolio of professional-quality portrait paintings that showcase advanced technical skills and creative expression.

Course Content**60 hours**

Construction of skull, planes, masses of the head, understanding and creating details such as the eyes, the mouth, the nose etc., bust from different angles and eye levels, adding of details, and finishing. Character of the solid shapes of different parts and their modeling. Submission and display: Size of the portrait should not be less than half imperial. Portrait drawings in acrylics. At least 3 portrait studies on canvas in acrylics.

Transaction Mode:

Video Based Teaching, Group Discussions, Open Talk, Team Teaching.

Suggested Readings:

- *Mau-Kun Yim, 2017, Lessons in Masterful Portrait Drawing: A Classical Approach to Drawing.*
- *Blake Wendon, 2006, Portrait Drawing: A Step-By-Step Art Instruction Book.*

Course Content: Folk Art**Course Code: BFA712**

| L | T | P | Cr . |
|----------|----------|----------|-------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Recall and identify different types of materials commonly used in Folk Art.
2. Describe the basic methods and techniques used for working with different materials in Folk Art.
3. Apply knowledge of material properties to select appropriate materials for specific Folk Art projects or applications.
4. Synthesize knowledge of materials and methods to propose innovative solutions or improvements in Folk Art materials and processes.

Course Content**UNIT I****8 hours****Classification of Colours in Folk Art:**

Overview of traditional color palettes used in various forms of Folk Art.
Symbolism and cultural significance of colors in Folk Art traditions.

UNIT II**7 hours****Sources, Characteristics, and Durability of Pigments in Folk Art:**

Natural and synthetic pigments historically used in folk art.
Techniques for sourcing and preparing pigments.
Assessing the longevity and preservation of pigments in folk art.

UNIT III**8 hours****Causes of Colour Changing in Folk Art:**

Environmental factors affecting color stability.
Chemical reactions and aging processes in traditional Folk Art materials.
Strategies for maintaining and restoring original color.

UNIT IV**7 hours****Priming and Ground Recipes in Folk Art:**

Traditional recipes for preparing surfaces in Folk Art.
Techniques for applying primers and grounds to various substrates.
Case studies of priming methods in different Folk Art traditions.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- Mayer Ralph, 1991, The Artist's Handbook of Materials & Techniques, Fifth Edition .

Course Content: Landscape Painting**Course Code: BFA713**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall and identify different types of materials commonly used in Landscape Painting.
2. Describe the basic methods and techniques used for working with different materials in Landscape Painting.
3. Apply knowledge of material properties to select appropriate materials for specific Landscape Painting projects or applications.
4. Synthesize knowledge of materials and methods to propose innovative solutions or improvements in Landscape Painting materials and processes.

Course Content**UNIT I****8 hours****Classification of Colours in Landscape Painting:**

Overview of traditional color palettes used in various forms of Landscape Painting.

Symbolism and aesthetic significance of colors in Landscape Painting traditions.

UNIT II**7 hours****Sources, Characteristics, and Durability of Pigments in Landscape Painting:**

Natural and synthetic pigments historically used in landscape painting.

Techniques for sourcing and preparing pigments.

Assessing the longevity and preservation of pigments in landscape painting.

UNIT III**8 hours****Causes of Colour Changing in Landscape Painting:**

Environmental factors affecting color stability.

Chemical reactions and aging processes in traditional Landscape Painting materials.

Strategies for maintaining and restoring original colors.

UNIT IV**7 hours****Priming and Ground Recipes in Landscape Painting:**

Traditional recipes for preparing surfaces in Landscape Painting.

Techniques for applying primers and grounds to various substrates.

Case studies of priming methods in different Landscape Painting traditions.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- *Mayer Ralph, 1991, The Artist's Handbook of Materials & Techniques, Fifth Edition.*

Course Content: Cartooning**Course Code: BFA714**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 4 | 2 |

Total Hours: 30**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Memorize safety precautions and best practices for working with oil paints.
2. Apply basic oil painting techniques, such as underpainting, glazing, and impasto, to create a foundation for cartoon artwork.
3. Analyze the composition and arrangement of elements in a cartoon scene, considering principles of design, balance, and visual hierarchy.
4. Reflect on your artistic process and decision-making while creating cartoon illustrations in oil paints.

Course Content**UNIT I****8 hours**

Study various forms in nature and their simplified, exaggerated versions suitable for cartooning. Focus on forms such as pods, shells, butterflies, flowers, plants, insects, minerals, and human bones.

Understand how these forms can be stylized and exaggerated to create cartoon characters and elements.

UNIT II**7 hours****Structural Unity in Cartoon Elements: -**

Examine how natural forms achieve their structural unity and how these principles can be applied to cartooning.

Study and practice rendering various media and techniques in different light conditions to achieve desired effects in cartoon illustrations.

UNIT III**8 hours**

Practice drawing from basic geometric shapes like cubes, cones, and cylinders, transforming them into cartoon elements.

Create cartoon still life setups and practice drawing these setups with a focus on stylization and simplification.

UNIT IV**7 hours****Perspective and Texture in Cartooning:**

Learn and practice the perspective of near and far objects in a cartoon context. Study the texture, physical appearance, and quality of various objects, and how light affects different surfaces.

Practice various drawing methods such as shading, rendering, hatching, cross-hatching, line drawing, stippling, and other techniques tailored for cartooning.

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings:

- *Walker William, Handbook of Drawing, 2016, Walter T. Foster, The Art of Basic Drawing, Cadena Drive Laguna Hills, California, 2007.*

Course Content: Composition from Life**Course Code: BFA708**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes :**

After completion of this course, the learner will be able to:

1. Develop strong observational skills, including the ability to accurately perceive and represent the proportions, shapes, and details of the human form.
2. Apply composition principles, such as balance, contrast, focal points, and unity, to create visually engaging and harmonious artworks.
3. Explore the use of color, texture, and brushwork to add depth and meaning to the artwork.
4. Build a portfolio of figure compositions that demonstrates growth, technical proficiency, and creative exploration.

Course Content**45 hours**

Draw and compose from Life around you. Advance understanding of importance of colour and tone, Application of colour hue and intensity, how tones are used in creating an art object, Planning foreground and Background Space with colour, Technique of handling near and distant object with colour, Medium: Poster colour, Oil Pastels & water colour. Advance understanding of handling transparencies, Application of colour o Technique of handling near and distant object with using transparency.

Transaction Mode :

Video Based Teaching, Group Discussions, Quiz, Project Based Learning

Suggested Readings :

- *Barrington Barber, Essential Guide to Drawing: Still Life*

Course Content: Fundamental of Visual art**Course Code: BFA710**

| L | T | P | Cr. |
|----------|----------|----------|------------|
| 0 | 0 | 6 | 3 |

Total Hours: 45**Learning Outcomes:**

After completion of this course, the learner will be able to:

1. Recall and identify basic art elements and principles, such as line, shape, color, texture, balance, contrast, and unity.
2. Analyze and deconstruct artworks to identify the use of art elements and principles by artists.
3. Apply critical thinking skills to assess the effectiveness of different visual art forms and techniques.
4. Critique and assess artworks, both your own and those of others, in terms of their success in achieving artistic goals.

Course Content**UNIT I 11 hours**

Art, Fundamental of Art, saturation

UNIT II 12 hours

Types of Art Fundamental, Lines, center lines, contour lines

UNIT III 11 hours

Placement of objects, colour and value, perspective

UNIT IV 12 hours

Color theory, symmetry, and proportion

Transaction Mode:

Video Based Teaching, Group Discussions, Quiz, Project Based Learning.

Suggested Readings:

- *365 Days of Art* Author: Lorna Scobie Publisher: Hardie Grant Books Published: 2017 Format.
- *The Addictive Sketcher* Author: Adebajji Alade Publisher: Search Press Published: January 2020 Format

Semester VIII**Course Title: Internship (6 Months)****Course Code: BFA801**

| L | T | P | Cr |
|----------|----------|----------|-----------|
| 0 | 0 | 0 | 20 |

Learning Outcomes:

After completion of this course, the learner will be able to:

1. Demonstrate practical and professional skills to operate the industrial machinery and equipment of garment construction and will be able to manage work.
2. Critique the quality of one's own work and contributions during the internship, identifying areas of strength and areas for improvement.
3. Reflect on personal and professional growth during the internship, identifying future goals and career development opportunities.
4. Compile and maintain records of internship-related activities, tasks, and experiences.

Course Content

Modules: Art portfolio

Transaction Mode

Video Based Teaching, Group Discussions, Quiz, Project Based Learning