

Draft Copy

Report of the Expert Committee on
Curriculum Framework for
Visual Art & Design Courses

Submitted to
Karnataka State Higher Education Council
PrasannaKumar Block
Gandhinagara
Bengaluru-560 001

Expert Committee:

As per the Karnataka Government Order ED 260 UNE 2019 (part 1), Bengaluru dated 13/08/2021 & 31-08-2021, Following committee was constituted to prepare a model curriculum framework as per National Education Policy (NEP) -2020-2021 for Visual Arts.

1.	Prof. Jayakumar G Reddy Chairman, Department of Visual Arts, Jnanabharathi, Bangalore University, Bangalore 560056	Chairman
2.	Dr. Mohan Rao B. Panchal, (9448732568) Dept. of Visual Arts, Kannada University, Hampi	Member
3.	Prof. Tejendra Singh Baoni (080-22261816) Principal, Karnataka Chitrakala Parishat, Bengaluru	Member
4.	Prof. Ramesh N Rao (8147054141) Acharya School of Design, Bengaluru.	Member
5.	Sri U. S. Ramesh Kalkur, Dean, Srishti Manipal Institute of Art, Design & Technology, Bengaluru.	Member
6.	Sri K. Raghavendra (0821-2438931) Chamarajendra Govt. College of Visual Arts, Mysuru.	Member
7.	Shri C. C. Barakera Principal, Govt. Fine Arts College, Tumakuru.	Member
8.	Dr. B. L. Chauhan Principal, J.N. Chitrakala College, Gadag	Member
9.	Sri B.H. Kiriavar Principal, Govt. College of Fine Arts, Dharwad.	Member
10.	Prof. Prathibha T S (9341228300) Chairperson, BOS, College of Fine Arts, Karnataka Chitrakala Parishat, Bengaluru	Invited Member
11.	Prof. Ravindranath G Srishti Manipal Institute of Art, Design & Technology, Bengaluru.	Member
12.	Dr. K. Prasanna Kumar (9449830333) Special Officer, Karnataka State Higher Education Council	Member Convener

PREAMBLE

Pursuit of Art and Art education are distinct and different in their objectives and goals. Art, as it being the innate, therefore a solitary quest, aiming for universal communication and communing. Art education, on the other hand, consciously pursues the ideal of democratization of Art in a larger social context. That is to say Art education in its present situation is in need of re-questioning and re-discovering the collective aspirations and objectives.

If Art is defined, as it is generally done, as Truth with social responsibility – even being an active-force that brings about the social change, we have to resolve some fundamental questions that spring up in today's context of Global village. The question of changing 'Identity' and the amalgamation of excessive information and over stimulation is de-voiding us from our roots. Although this instantaneous knowledge on a global scale is good, the disintegrating sense of rootedness in one's cultural basis and the lack of familiarity with one's vernacular artistic language preempt us from synthesizing all this in any meaningful way, resulting in a sense of loss of 'Identity'.

India is one of the countries with large population whose people need quality of life with respect to the global living standards. India is also one among the few countries whose domestic Industrial production capability in many sectors has increased by many folds in the recent years. Also, service sector is rapidly growing according to the local and national demands. There is a dearth of skilled, innovative, and creative people to fulfill this growing demand. The vision of this curriculum structure is to enhance innovative and creative educational opportunities to the upcoming young generation who are spread out in urban, semi-urban, and remote rural areas of the Country. Today our efforts in understanding the need of quality Visual Education across the Indian continents are very essential while revisiting the rich Indian heritage and improvise with latest Technologies is the need of the hour.

The Visual Education embraces all faculties of human cultural development. The studies in Fine Arts target to fine tune the creative abilities in a student. We can create good opportunities for Visual Education and employability to our younger generation by incorporating various Art & Design specializations such as Painting, Sculpture, Printmaking, History of Art, Ceramics, Product Design, Furniture Design, Interior Design, Graphics Design, Animation Design, Textile Design etc. presently these Courses are imparted successfully as Four years Professional Degrees with features like; Discipline Specific Electives, skill enhancement, Vocational Training, Field study, student centric learning, Research components etc.,. The various combinations provide scope to develop finer personal aptitudes along with developing skills specific to the field for sustainability in employment. This curriculum structure equips them to face the challenges in the field with professional depth.

With this merit, Visual Specialization Program has adopted all the good features mentioned in the NEP framework and ready to be launched.

The following are the Courses offered in the four years Bachelor of Visual Art Programs are discussed in detail with the nature of the Course, objective, Course Outcome and the credits

prescribed. If revised in future, the new nationally approved NEP curriculum structure will be adapted accordingly.

- After discussing through several meetings with the various subject experts and BOS Chairpersons online and in person, the committee has structured the curriculum as per value based system of NEP.
- Bachelor of Visual Arts, under UGC is a nationally followed **4 years Under Graduate** programme.
- Being a professional course, which is already a 4-year degree program the exit and honors option, is not adaptable. This is because being a skill based course it requires continues four years to achieve the above mentioned objectives; hence it has always been a four year program all over the country and elsewhere.
- This curriculum structure will help the talented rural youth and other aspiring students to become competent to acquire higher knowledge and skill in the field of Visual Arts and Design and empower them.
- The NEP's suggestion of transfer to any other universities with required credits is appreciable and adapted
- NEP's value-based suggestions are appreciated and adapted.
- Kindly keep the regulation open for the revised and nationally accepted NEP curriculum to be adapted later.

BACHELOR OF VISUAL ARTS- BVA

Model Curriculum

Name of the Degree Program: Bachelor of VISUAL ARTS

Discipline Core: Visual arts

Total Credits for the Program: 187

Starting year of implementation: 2021-22

Program Outcomes:

By the end of the program the students will be able to:

(Refer to literature on outcomebased education (OBE) for details on Program Outcomes)

- 1.**Students are exposed to the Visual arts by learning the basics of various arts and focused deeper learning in the chosen field.
- 2.**The practice of Practical, Daily sketches from life, Journal, History of Art, along with the other compulsory papers equip them to tune their skills and be able to apply needfully.
- 3.**The practical's in the 8 semesters build abilities to recognize their potentials, value heritage and at the same reciprocate to the contemporary times
- 4.**History of art will help in understanding the changes each of these fields has undergone over the centuries. It will empower the students to pursue research and documentation, apart it will make them able to critically evaluate their own performances as well as that of the others.
- 5.** The technical theories will bring in technical understanding with deeper awareness.
- 6.** The versatility of the field provides job opportunities in various sectors in which creative visualizing and creative thinking is required. It will also equip them to be independent artists and also to generate jobs.

Assessment:

Weightage for assessments (in percentage)

Type of Course	Formative Assessment / IA	Summative Assessment
Theory	40%	60%
Practical	50%	50%
Projects	50%	50%
Experiential Learning (Internships etc.)	100%	

Semster	Title /Name ofthe course	Program outcomes that the course addresses (not more than 3 per course)	Pre-requisite course(s)	Pedagogy	Assessments
1	Foundation in Visual Arts	<p>1.Observational Drawings: The objective of this is to build a sensitive coordination between eyes, hands, seeing, touchingetc. Introduction to rendering skills and techniques.</p> <p>2.BasicDesign:Techni cal aspects of design and construction Introduction to tools and methodology to produce a work of art. Calligraphyis introduced.</p> <p>3.Art history Introduction to Indian art. It will make aware of one’s inheritances, growth of regional, national and international art practices. Holistically building an understanding of Art as a reflection of society at the core.</p>	<p>1Aptitude in drawing and rendering</p> <p>2Langu age ability</p>	<p>1Studio practice</p> <p>2Lecturer</p> <p>3Demonstration/</p>	Continuous assessment + Semester end Jury/Viva

2	Foundation In Visual Arts	<p>1. Observational Drawing: helps to promote deeper and keener observations along with rendering skills It is largely to develop finer perception. It is the initial step in understanding the intricacy of visual languages Aims to build visual vocabulary.</p> <p>2 Basic Design Involvement of technical abilities like: touch, construct, build, tear and paste, assemble, help to relate to the multiple materials and media. Soft skills help them understand technology as a media.</p> <p>3 Art History Brief introduction to the art forms of World Art from Pre-Historic time to Contemporary, focused on Europe. All of the above will gradually help them choose their specializations/preferences</p>		<p>1Studio practice 2Lecturer 3Demonstration/</p>	<p>Continuous assessment +Semester end Jury/Viva</p>

3	Visual Arts Painting Printmaking Sculpture Applied Art Art History etc.	Introduction to the chosen specialization The outcome of this learning will introduce various materials, media and techniques along with basics of the fundamental elements of the specific field and the Visual arts in general	Passing 2sem Aptitude in the chosen specialization	1Studio practice 2Lecturer 3Demonstration/ Critique	Continuous assessment + Semester end Jury/Viva
4	Visual Arts Painting Printmaking Sculpture Applied Art Art History etc.	Exploration of the various possibilities-material, techniques and visual language as a media of expression in the chosen field of specialization. In the technical application courses the use of various tools and techniques will be learnt.		1Studio practice 2Lecturer 3Demonstration/ Critique	Continuous assessment + Semester end Jury/Viva
5.	Visual Arts Painting Printmaking Sculpture Applied Art Art History etc.	Understanding of the different types of art schools, techniques that existed in the past including Folk and tribal art. This is to involve the students to value the inheritance which is the intrinsic of Indian art. Exploring newer material, subjects and applications is learnt.		1Studio practice 2Lecturer 3Demonstration/ Critique	Continuous assessment + Semester end Jury/Viva

6.	Visual Arts Painting Printmaking Sculpture Applied Art Art History etc.	Widening of the art language with its practical application be it personal or public. This could be by introducing many applications like mural painting, public art, monumental sculpture, Techniques of fine art photography etc.		1Studio practice 2Lecturer 3Demonstration/ Critique	Continuous assessment + Semester end Jury/Viva
7.	Visual Arts Painting Printmaking Sculpture Applied Art Art History etc.	Research Specific practice, To emphasize on individual language in the chosen specialization. Project: From basic designing to final execution of the project inclusive of writing content, application and proposals. Finally to be able express and communicate using various elements of their chosen field.		1Studio practice 2Lecturer 3Demonstration/ Critique/out door studies	Continuous assessment + Semester end Jury/Viva
8.	Visual Arts Painting Printmaking Sculpture Applied Art Art History etc.	Research Specific practice To emphasize on individual language in the chosen specialization Dissertation: Survey Documentation Data collection, Research and the presentation of the findings. Preparation to step		1Studio practice 2Lecturer 3Demonstration/ Critique/out door studies	Continuous assessment + Semester end Jury/Viva

		into the field professionally.			
--	--	--------------------------------	--	--	--

The learning in fine arts courses will be in succession and the outcome of each semester will be leading on to the next to gradually reveal the vast field.

The applied art specialization is similar to that of design with slight differences. It will enable a student to be able to design commodities needed for advertising. It will introduce and equip the students with different aspects of advertising components in each semester.

History of Art specialization will bring in the theoretical aspects of the practical practices of Fine arts It will bring in the deep relation of Art and Society that has existed in the centuries. Along with this the various philosophies involved will be dealt with in detail. This will empower the students to pursue research and documentation. This is the most needed aspect of any Visual art institution

Curriculum Structure for the Undergraduate Degree Program

BVA

Total Credits for the Program: 187

Starting year of implementation: 2021-22

Name of the Degree Program: Bachelor of Visual Arts Discipline/Subject: Visual Arts

Program Articulation Matrix:

This matrix lists only the core courses. Core courses are essential to earn the degree in that discipline/subject. They include courses such as theory, laboratory, project, internships etc. Elective courses may be listed separately

Pedagogy for student engagement is predominantly lectures. However, other pedagogies enhancing better student engagement to be recommended for each course. The list includes active learning/ course projects/ problem or project based learning/ case studies/self study like seminar, term paper or MOOC

Every course needs to include assessment for higher order thinking skills (Applying/ Analyzing/ Evaluating/ Creating). However, this column may contain alternate assessment methods that help formative assessment (i.e. assessment for learning).

BVA Semester 1

Course Title: Observational Drawing I	
Total Contact Hours: 192	Course Credits:6
Formative Assessment Marks: 100	Duration of ESA/Exam: Jury & viva
Model Syllabus Authors: Members of the NEP Curriculum Committee and BOS Chairpersons	Summative Assessment Marks: 150

Course Pre-requisite(s): *Mention only course titles from the curriculum that are needed to be taken by the students before registering for this course.*

Course Outcomes (COs):

At the end of the course the student should be able to:

(Write 3-7 course outcomes. Course outcomes are statements of observable student actions that serve as evidence of knowledge, skills and values acquired in this course)

1. It will bring in keen observation and grasping abilities. It aims to develop an understanding to transfer tactile and visual perception on to linear format.
2. It will equip them with rendering skills and hand grip is learnt.
3. Course also provides opportunity to learn from the interdisciplinary domains
4. This course allows students to deeply observe and study the nature and culture and develop visual sensibilities, perceptual skills, analytical skills and representational skills.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-12)

Course Outcomes (COs) / Program Outcomes (POs)	1	2	3	4	5	6	7	8	9	10	11	12
Completion of the course will enable student to apply the acquired knowledge in various creative fields.							7	8				
The Terminologies of art and design will bring in apt expression in their communication.			3	4								
Students will have enhanced observation and analytical skills.					5	6						

The course equips the students to know ways of seeing from simple to complex world.	1	2																	
---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Course Articulation Matrix relates course outcomes of course with the corresponding program outcomes whose attainment is attempted in this course. Mark 'X' in the intersection cell if a course

Course 1 Observational Drawings		Course 2 Basic Design		Course 3 History of Art	
Number of Practical Credits	Number of Teaching hours/semester	Number of Practical Credits	Number of Teaching hours/semester	Number of Theory credits	Number of Lecture hours/semester
6	192	6	192	3	48

outcome addresses a particular program outcome.

Title of the Course: BVA Semester I

Content of Course 1 Observational Drawing -I	192Hrs
Unit –1 Drawing	60/64
Chapter No. 1 sketches to drawing of human forms, animals in movement, simple portrait studies along with	
Chapter No. 2 Detailed studies from organic and inorganic forms	
Chapter No. 3 drawing of architectural structures, machinery, day-to-day utilities etc.	
Unit –2 Nature Study	60/64
Chapter No. 4. Studies in details and simplification, study of plants its details for Ex. grass, flowers, fruits on the plants.	
Chapter No. 5. Line drawing to mass drawings to develop an understanding of light & shade, character of nature and the like are to be done with the study of Trees.	
Chapter No. 6. Some studies in landscapes. (Pen & ink, Poster colors, Pencil, water color, charcoal, pastel) The basics of color are introduced.	
Unit –3 Still life	60/64
Chapter No. 7 Study of objects placed formally. Mono colors in various media	
Chapter No. 8. Study of objects from natural settings like the classroom corner, study table, store room etc	
Chapter No. 9. Multicolor studies of objects to understanding of composition, color and its properties, shape, form, contrast so forth.	

References: Chardin, Constable Rumale Chennabasappa, K Venkatappa
 Pedagogy Lecture presentations, Demonstrations, Assignment based learning

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	50
Daily sketches	25
Journal	25
Total	100

Date

Course Coordinator

Subject Committee Chairperson

Content of Course 2 -Basic Design -I	192Hrs
Unit –1 Clay Modeling 3D	60/64
Chapter No. 1 Explore the nature of form, geometric shapes, by using various materials like the Paper, board, etc. Introduction to the use of simple tools and techniques will be carried out.	
Chapter No. 2 Mass, organic and inorganic forms by using clay, thermocol, soap, wire,	
Chapter No. 3 Construction of simple forms in reference to nature. POP is introduced	
Unit –2 Printing	60/64
Chapter No. 4. Printing in fine arts is primary understanding of repetitive patterns, which are commonly used in creating effective printing images.	
Chapter No. 5. Impressions with the help of easily available materials like leaves, vegetables, wood, etc. Stencil cuts are also part of the study.	
Chapter No. 6. Study of Relief Printing (Wood/Lino) will be done while composing simple figurative forms. Creating repetitive printing patterns	
Unit –3 Calligraphy	60/64
Chapter No. 7 Simple calligraphic strokes in pencil to understand principles of spacing Introduction to types of pencils	
Chapter No. 8. The layout and basic construction of letter and forms are practiced. Ink is introduced.	
Chapter No. 9. Different characters and fonts are practiced. Multi color is practiced.	

Pedagogy Lecture presentations, Demonstrations, Assignment based learning

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	50
Daily sketches	25
Journal	25
Total	100

Date

Course Coordinator

Subject Committee Chairperson

Content of Course 3 – History of Art	48Hrs
Unit –1 History of Indian Genre	15/16
Chapter No. 1 Pre-historic Art in India : Introduction to Bhimbetka and related sites	
Chapter No. 2 Beginning of Civilization: Indus-Valley Culture-Harappa, Mohenjo-Daro, Lothal etc	
Chapter No. 3 Development of Early Buddhism and Symbolic depictions of the Buddha.	
Unit –2 Buddhist /Hindu Art & Architecture	15/16
Chapter No. 4. Development of Buddhist Sculpture and Stupa, Rock Cut Architecture, Murals at Ajanta.	
Chapter No. 5. Foundations of the Hindu Art and Architecture: Gupta and related periods from 300CE	
Chapter No. 6. Introduction to Regional Schools: Chalukya, Pallava, Rashtrakuta, Chola Temples and Bronzes, Hoysala, Khajuraho, Odisha, Gujarat Schools.	
Unit –3 Painting schools	15/16
Chapter No. 7 Introduction to origin and development of miniature school-Manuscripts, Rajasthani and Mughal Traditions	
Chapter No. 8. South Indian traditions: Vijayanagar School and Mysore-Tanjore paintings	
Chapter No. 9. Introduction to Colonial Art.	

Pedagogy: Lecture presentations, , Assignment based learning Visit to Museums

Course 4 Observational Drawings-II		Course 5 Basic Design -II		Course 6 History of Art	
Number of Practical Credits	Number of Teaching hours/semester	Number of Practical Credits	Number of Teaching hours/semester	Number of Theory credits	Number of Lecture hours/semester
6	192	6	192	3	48

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Writing assignments	20
Internal tests	10
Seminars ,Quiz, Visual Charts	10
Total	40

Date

Course Coordinator

Subject Committee Chairperson

Title of the Course: BVA Semester II

Content of Course 1 Observational Drawing -II	192Hrs
Unit –1 Drawing	60/64
Chapter No.1 Exercises of drawing human figures in groups, organic forms/landscapes.	
Chapter No. 2 Drawings of machineries and of floral designs from Indian paintings. It may be exercises in detail	
Chapter No. 3. Study from Indian classical sculptures- like jewellery and design.	
Unit –2 Pictorial Composition	60/64
Chapter No. 4. Execute simple exercises in Collages to understand visual elements-balance, contrast, color balance, perspective, rhythm, movement etc	
Chapter No. 5. To create simple compositions to simple jataka/Panchatantra	

narratives Use of different but naturally available colors. Chapter No. 6. Paintings are to be executed with simple subjects from the surroundings Use of poster colors, Watercolors and Acrylic colors etc	
Unit –3 Portraiture	60/64
Chapter No. 7 Study specifically related to the ‘head’ which would mean the observation of head in different angles. Pencil drawings	
Chapter No. 8. Studies of the sitter to understand proportion, structure, expression in color- Poster colors water colors	
Chapter No. 9. Study of self-portraits, of the family & friends in simple drawing can be done. A visual collection of different portraits in different media can be encouraged.	

Pedagogy Lecture presentations, Demonstrations, Assignment based learning

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	50
Daily sketches	25
Journal	25
Total	100

Date

Course Coordinator

Subject Committee Chairperson

Content of Course 2 -Basic Design -II	192 Hrs
Unit –1 Clay Modelling	60/64
Chapter No. 1 Sketches to make 2D and 3D sculptures	
Chapter No. 2 Building the armature to make permanent sculpture.	
Chapter No. 3. Molding and casting in plaster	

Unit –2 Soft Skills	60/64
<p>Chapter No. 4. Students will learn to use the tools and techniques of digital painting produce artwork with applications to the various fields</p> <p>Chapter No. 5. drawing skills and the traditional drawing concepts of basic composition, using shadow and highlight to create the illusion of volume, and the use atmospheric and linear perspective to create the illusion space</p> <p>Chapter No. 6. A comprehensive course on digital computer painting techniques. Using of computer drawing software. The basics of digital painting software.</p> <p>Create solid sketches, Color, shade and highlight</p>	
Unit –3 Typography	60/64
<p>Chapter No. 7 Basic Typography construction of basic letter forms– Type Terminology & design color, optical and mechanical spacing with type or letter form for visual message type specification for design. Hand drawn rough visuals, using various instruments along with basic design software tools of computer.</p> <p>Chapter No. 8 In-depth understanding of design elements such as typography, color layout, image and symbol/logo/icon, will be explored.</p> <p>Chapter No. 9 Understandings of conceptualizing and designing corporate identity, other communication materials.</p>	

Pedagogy Lecture presentations, Demonstrations, Assignment based learning

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	50
Daily sketches	25
Journal	25
Total	100

Date

Course Coordinator

Subject Committee Chairperson

Content of Course 3 – History of Art	48Hrs
Unit –1 History of World Art	15/16
Chapter No. 1 Prehistoric Art: Introduction to important prehistoric sites of Europe- Altamira, Lascaux etc.	
Chapter No. 2 Introduction to early Civilization: Egypt and Mesopotamia	
Chapter No. 3 Introduction to Greek Art: Early Vase Paintings, Sculptures and Architecture.	
Unit –2	15/16
Chapter No. 4. Roman Art: Architecture, Royal Portraits, Public Buildings, Roman Paintings	
Chapter No. 5. Development of Christian Art: introduction to early symbols and visual representations	
Chapter No. 6. Byzantine, Gothic periods (Painting, Sculpture and Architecture)	
Unit –3	15/16
Chapter No. 7 Renaissance Period: Paintings- Giotto, Masaccio, Leonardo, Michelangelo, Raphael, etc., Mannerism, Baroque (introduction to general features of painting, sculpture and Architecture)	
Chapter No. 8. Neo-Classicism and French Revolution: and Romanticism.	
Chapter No. 9. Introduction to Realism, Impressionism, Post Impressionism (For all Isms, Artists and place and their important art works should be introduced.	

Pedagogy: Lecture presentations, , Assignment based learning Visit to Museums

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Writing assignments	20
Internal tests	10
Seminars ,Quiz, Visual Charts	10
Total	40

Date

Course Coordinator

Subject Committee Chairperson

BACHELOR OF VISUAL ARTS

BVA/BDES- DESIGN Courses

Model Curriculum

Name of the Degree Program: BVA/BDES

Discipline Core: Animation & Game Art

Total Credits for the Program: 183 Starting year of implementation: 2021-22

Program Outcomes:

By the end of the program the students will be able to:

(Refer to literature on outcome-based education (OBE) for details on Program Outcomes)

1. Students acquire knowledge in basic Animation principles, Cell animation, Digital animation which is fundamental to the course
2. Students are enabled in Animation film making which encompass both traditional and digital knowledge which is the core training area in this course.
3. Students are capable of apply and work in Instructional Design for Educational contents, Corporate Training, HR training and all training process
4. This Course impart knowledge in Game Art which is one of the preproduction Component of the Game Design
5. The program enable student apply Visual Effects & Animation and to work in Live action Film industry
6. Students will be able to know how industry functions by exposing to many Industry case studies and visits
7. This Course empower students about technical terminologies by introducing respective theoretical studies

Assessment:

Weightage for assessments (in percentage)

Type of Course	Formative Assessment / IA	Summative Assessment
Theory	40	60
Practical	50	50
Projects	50	50
Experiential Learning (Internships etc.)	40	60

Curriculum Structure for the Undergraduate Degree Program

BVA/BDES

Total Credits for the Program: 183

Starting year of implementation:2021

Name of the Degree Program: Bachelors of Visual Arts/Design (BVA/BDES)

Discipline/Subject: Animation & Game Art

Program Articulation Matrix:

This matrix lists only the core courses. Core courses are essential to earn the degree in that discipline/subject. They include courses such as theory, laboratory, project, internships etc. Elective courses may be listed separately

Semester	Title /Name Of the course	Program outcomes that the course addresses(not more than3 per course)	Pre-requisite course(s)	Pedagogy##	Assessment
1	Design Fundamentals I	1.After completing this course students will be able to execute the design concepts using elements and principles of Design. They learn the design terminologies and its usage. 2.Students are enabled with observation and analytical skills. The course Students will be understanding and execute the Bio mimicry in Design projects. 3. The course provides end number of examples and references to know the ways of seeing from the simple to complex world.	1. Drawing Fundamentals, I 2. Design Language- I	Design Studio: Lecture/Demo/ Practice	Continuous Assessment + Semester end Jury/Viva
2	Design Fundamentals II	1. The course will provide insight and understanding of the visual culture and its	1. Drawing Fundamentals, I	Design Studio: Lecture/Demo / Practice	Continuous Assessment +

		<p>influence on Art and Design and vice versa.</p> <p>2. Production Technique: combining and processing cognitive skills on a continuum</p> <p>3. Problem Solving: inquiry, experimentation, application and transfer of knowledge</p>	2. Design Language I		Semester end Jury/Viva
3	Animation Foundation	<p>1. Understanding of Basic Principles of Animation. Understanding process of cell animation and learning line testing machine.</p> <p>2. How to identify arcs and overlapping actions on humans, creature, and props.</p> <p>3. Performance Acting with the character like interpretation of props.</p>	<p>1. Design Thinking</p> <p>2. Art for Animation I</p>	Design Studio: Lecture/Demo/ Practice	Continuous Assessment + Semester end Jury/Viva
4	2D-3D Digital Animation	<p>1. Understanding of Flash functionality and capability as a graphic editing program</p> <p>2. Performance acting with the human like interpretation of props & knowledge of tools such as brushes, palettes, paths, masks, transforms, layers, filters etc.</p> <p>3. Understand basic fundamental Principles of animation how it is applicable to 2D animation and 3D animation</p>	<p>1. Art for Animation II</p> <p>2. 3D CGI Foundation</p>	Design Studio: Lecture/Demo/ Practice	Continuous Assessment + Semester end Jury/Viva
5.	Preproduction ; Story Design-Script to Animatic	<p>1. Understanding of Storyboarding and shot planning camera angles & timing for shots</p> <p>2. Understanding 2D animatic and the timing for short clip</p> <p>3. Able to portray the Character, Plot and the</p>	<p>4. Character Design</p> <p>5. BG Design and Development</p> <p>6. Virtual Cinematogr</p>	Design Studio: Lecture/Demo/ Practice	Continuous Assessment + Semester end Jury/Viva

		conflicts in story with visual medium.	aphy		
6.	Game Design	<ol style="list-style-type: none"> 1. Courses enable student in fundamental skills in game theory 2. Provides knowledge Game design techniques & Proses of storytelling through game. 3. To provide knowledge to create a prototype of any game. 	<ol style="list-style-type: none"> 1. 3D Character Setup & Animation 2. Effects Animation 3. Postproduction I 	Design Studio: Lecture/Demo/ Project	Continuous Assessment + Semester end Jury/Viva
7.	Graduation Project - part 1	<ol style="list-style-type: none"> 1. Course enable student in Planning of the Project including preparing the budget 2. Understanding of Storyboarding and shot planning 3. Course enable student in brainstorming, story concept & development, storyboards and animatic / pre-visualizations, edited with sound FX, dialogue and music. 	<ol style="list-style-type: none"> 1. Postproduction II 2. Animation Studio Design & management 3. Specialization Electives 	Design Studio: Lecture/Demo/ Project	Continuous Assessment + Semester end Jury/Viva
8.	Graduation Project - part 2	<ol style="list-style-type: none"> 1. Graduation Project enable students to plan and execute a Project in their respective Specialization 2. Course enable student in executing the technical skills learnt in the Graduation Project 3. Graduation Project gives confidence to the students to work in the respective Industries 	<ol style="list-style-type: none"> 1. Specialization Electives 	Design Studio: Lecture/Demo/ Project	Continuous Assessment + Semester end Jury/Viva

#

Pedagogy for student engagement is predominantly lectures. However, other pedagogies enhancing better student engagement to be recommended for each course. The list includes active

learning/ course projects/ problem or project based learning/ case studies/self study like seminar, term paper or MOOC

\$ Every course needs to include assessment for higher order thinking skills (Applying/ Analyzing/ Evaluating/ Creating). However, this column may contain alternate assessment methods that help formative assessment (i.e. assessment for learning).

BVA/ BDES

Semester 1

Course Title: Design Fundamentals- I	
Total Contact Hours: 160	Course Credits: 5
Formative Assessment Marks: 60	Duration of ESA/Exam: Jury & Viva
Model Syllabus Authors: Prof. Ramesh Narayana Rao, Members of the NEP Curriculum Committee and BOS Chairpersons	Summative Assessment Marks: 90

Course Pre-requisite(s): *Mention only course titles from the curriculum that are needed to be taken by the students before registering for this course.*

1. **Drawing Fundamentals- I**
2. **Design Language-I**

Course Outcomes (COs):

At the end of the course the student should be able to:

(Write 3-7 course outcomes. Course outcomes are statements of observable student actions that serve as evidence of knowledge, skills and values acquired in this course)

1. After completing this course students will be able to execute the design concepts using elements and principles of Design.
2. Students learn the design terminologies and its usage.
3. Students are enabled with observation and analytical skills.
4. Students will be able to understand and execute the Bio mimicry in Design projects.
5. The course provides end number of examples and references to know the ways of seeing from the simple to complex world.
6. Course also provides opportunity to learn from the interdisciplinary domains
7. This Course allow student to deeply observe and study the nature and culture and develop visual sensibilities, perceptual skills, analytical skills and Representational skills.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-12)

Course Outcomes (COs) / Program Outcomes (POs)	1	2	3	4	5	6	7
After completing this course students will be able to execute the design concepts using elements and principles of Design.	1						
Students learn the design terminologies and its usage.							7
Students are enabled with observation and analytical skills in the Core design subject chosen				4			
Students will be able to understand and execute the different concepts inspired from Nature in their Design projects.		2					
The course provides end number of examples and references to know the ways of seeing from the simple to complex world.						6	
Course also provides opportunity to learn from the interdisciplinary domains					5		
This Course allow student to deeply observe and study the nature and culture and develop visual sensibilities, perceptual analytical and Representational skills as required by the industry			3				

Course Articulation Matrix relates course outcomes of course with the corresponding program outcomes whose attainment is attempted in this course. Mark 'X' in the intersection cell if a course outcome addresses a particular program outcome.

BVA / BDES Semester 1

Title of the Course:

Course 1: Design Fundamentals I		Course 2: Drawing Fundamentals I		Course 3: Design Language I	
Number of Practical Credits	Number of Teaching hours/semester	Number of Practical Credits	Number of Teaching hours/semester	Number of Theory Credits	Number of lecture hours/semester
5	160	3	96	3	48

Content of Course 1 :Design Fundamentals- I	160Hrs
Unit –1 :Visual Elements & Communication 1 (Practical- Learning through Assignments)	50/53
Chapter No. 1 i. Conceptual Elements – Point, Line, Plane, Volume ii. Visual Elements- Shape, Form , Size, Color , Texture Chapter No. 2 i. Relational Elements – Direction, Position, Space and Gravity • Practical Elements – Representation, ii. Perception of Color –meaning, emotion and communication from everyday experiences. Color in Art and Design Chapter No. 3 i. Visual communication- through Image & Text – Meaning and associations	
Unit –2 :Visual Elements & Communication 2 (Practical- Learning through Assignments)	50/53
Instruction: To engage students to learn the Design Concepts through Design practice and Projects. Individual and Group Assignments are provided to the students to practice. Take home assignments are very essential to allow students to learn from their surroundings. To encourage Classroom activities such as Quiz, Design Competitions, student seminars, exhibitions, Critical and analytical writing. Chapter No. 4. study of Shapes& Forms: Types of Shapes- Study of Organic & Inorganic shapes -To study basic- 3Dimensional Forms- Study of Organic & Inorganic forms. Chapter No. 5. To create Basic Geometrical forms such as Cube, Pyramid, Sphere, Cone, Cylinder etc. using different materials such as Clay, Plaster and paper boards, Wire, straw , sticks etc Chapter No. 6. Texture: Study of Textures in 2D and 3 D To create simple composition ideas using, 1.Repetition 2. Structure 3. Similarity 4. Gradation 5. Radiation	
Unit –3 :Design Principles in 2D and 3 D	50/53

<p>Chapter No. 7 To study the Design Principles in 2D & 3D such as Balance, Harmony, Rhythm, Proportion, Scale, Unity, Dominance, Emphasis, Contrast, Movement and Space Using Design elements – such as Point, Line, Plane, Volume, Shape, Form, Size, Color & Texture.</p> <p>Chapter No. 8. To Create simple composition of Shapes and Forms in relation to Design using the above-mentioned principles and to study and work using tessellation, units and their shapes, transformations, and metamorphosis.</p> <p>Chapter No. 9. To create values in Design using Black & White pigments 1.Repetition 2. Structure 3. Similarity 4. Gradation 5. Radiation 6. Anomaly 7. Contrast 8. Concentration 9. Texture 10 Space.</p> <p>Chapter No. 10 To understand the Color through, Primary, Secondary and Tertiary Colors and Color wheel – gradations-Tints & Tones</p>	
--	--

References:

1. Principles of Form and Design by Wucius Wong John Wiley & Sons, New York, ISBN-10: 0471285528, ISBN-13: 978-0471285526.
2. Principles of Color Design by Wucius Wong, Publisher: Wiley, ISBN-10: 0471287083 ISBN-13: 978-0471287087.
3. Principles of Two-Dimensional Design, Wucius Wong, and Publisher: Wiley, ISBN-10: 0471289604 ISBN-13: 978-0471289600
4. Basic Design Principles and Practice by Kenneth F Bates

Pedagogy: Lecture presentations, Demonstrations, assignment based learning

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	20
Design Projects	10
Design related activities like, Quiz, seminar, writing, Team activities	10
Total	40

Date

Course Co-Ordinator

Subject Committee Chairperson

Content of Course 2 : Drawing Fundamentals I	96 Hrs
Unit –1 :Visual Thinking Course Outline: (Lecture Presentations)	30/32
<p>Chapter No. 1 How do we see? - To discuss the basic process of seeing. Act of perception.</p> <p>Chapter No. 2 : What We Can Easily See: To study the Visual pop up of shapes, forms, arrangements, colors and other visual elements in different contexts and backgrounds</p> <p>Chapter No. 3 Visual Dimension and Perception of SPACE - Representation of SPACE in linear language. Positive and negative space. Understanding light, shadow, Space defined in painting, photography and 3D Models.</p>	
Unit –2 :Observational Drawing	30/32
<p>Chapter No. 4. Introduction to the drawing - Pencil grips, Exploring line and the line qualities and effects. To study Line and Mass as linear expression.</p> <p>Chapter No. 5. Observational Drawing: To develop the ability to draw by observation, to draw what is seen through keen observations. Learn to represent the world in two dimensions. Contour Drawing of simple shapes & forms from surroundings.</p> <p>Chapter No. 6. Drawing from Nature –To study visual elements from Nature. Organic quality, symmetry, asymmetry. Outdoor study of flora and fauna. To study through drawing the relation between built and natural environment.</p>	
Unit –3 : Study of human Figures	30/32
<p>Chapter No. 7 Basic Principles of Perspective. To learn to draw from surroundings – objects, spaces using basic Perspective principles To learn to draw Planes & volumes. To study Orthographic projections, Positive and Negative Shapes</p> <p>Chapter No. 8. Gesture Drawing: Introduction to human figure drawing – quick Sketching of human figure from observation. To study the gestures and different poses of the human figure.</p> <p>Chapter No. 9. Study of human body parts such as Head study, eyes, nose, ear, lips, hands and legs to understand the basic structure, scale and proportion.</p>	

Chapter No. 10.

Study of Human figure from different Eye levels and angles. Study of group of figures and interaction of figures .

Text Books:

- i. Complete Book of Drawing Technique - Peter Stanyer.
- ii. Fun with the Pencil – Loomis. 3) Dynamic Figure Drawing – BurneHogart
- iii. Anatomy and Drawing by Victor Perard

References

- i. Drawing on the Right Side of the Brain - by Betty Edwards
- ii. Keys to Drawing by Bert Dodson

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	20
Drawing Projects	10
Drawing related activities like, Quiz, seminar, Team activities	10
Total	40

Date

Course Coordinator

Subject Committee Chairperson

BVA/ BDES Semester 1

Content of Course 3: Design Language I	48 Hrs
Unit –1 : Introduction to Design language & evolution	15/16
<p>Chapter No. 1</p> <ul style="list-style-type: none"> • Introduction to Pre-Historic activities such as tool making, earlier constructions (natural resources and building techniques), pottery, cave paintings etc and how availability of materials and functional need shaped the human life. <p>Chapter No. 2</p> <ul style="list-style-type: none"> • A brief Journey and highlights of Human activities from Civilization to Industrial revolution <p>Chapter No. 3</p> <ul style="list-style-type: none"> • Académie des Beaux Arts: Institutional shaping of Art and Design production in architecture & plastic arts. 	
Unit –2 : Evolution of Design Language through history	15/16
<p>Chapter No. 4.</p> <ul style="list-style-type: none"> • Age of Enlightenment & Industrial Revolution shaping Innovations and paving way to arrival of Modernism in the West: Printing press, steam engines, power loom, etc influencing the change. <p>Chapter No. 5.</p> <ul style="list-style-type: none"> • Gothic Revival, 19th Century art and crafts movements in Britain, establishing of various schools like Chicago School in USA, Eurocentric Design and Rationalism in Europe <p>Chapter No. 6.</p> <ul style="list-style-type: none"> • Furniture Design, architecture revival, book design by Designers like AWN Pugin, William Morris etc, Art Nouveau (Victor Horta, Arthur Macmurdo, Hector Guimard etc) 	
Unit –3 : New Schools of Design	15/16
<p>Chapter No. 7</p> <ul style="list-style-type: none"> • Bauhaus School: first design institution & the changed image of Design, its philosophy, its role in revolutionising productions with designs for modern homes-furniture, architecture, new materials such as glass, stainless steel, etc. <p>Chapter No. 8.</p> <ul style="list-style-type: none"> • Influence on Typography and Graphic Design at Bauhaus, later schools such as Ulm School: evolution of Human factor science of ergonomics, anthropometry, social and cultural anthropology, linguistics & semiotics for designers, design as language. <p>Chapter No. 9.</p> <ul style="list-style-type: none"> • Modern Design: Post war society, Culture of Pop, Design in America, Britain and Europe and Memphis Group. 	

- 1) **Text Book:** *Design the International Movement with Indian Parallel* by H Kumar Vyas, published by SID Research Cell, School of Interior Design, CEPT University, ISBN – 978-81-904096-2-9

References

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Writing Assignments	20
Internal Test	10
Quiz, Visual Charts, Diagrams, Seminars etc	10
Total	40

Date

Course Coordinator

Subject Committee Chairperson

BVA/ BDES Semester2

Title of the Course:

Course 4		Course 5		Course 6	
Number of Credits	Number of hours/ semester	Number of Credits	Number of hours/ semester	Number of Theory Credits	Number of hours/ semester
3	160	3	96	3	96

Content of Course 4 :Design Fundamentals II	160 Hrs
Unit –1	50/53
Chapter No. 1 <ul style="list-style-type: none"> Introduction to Visual Culture- Influences of Visual Art, Architecture. 	
Chapter No. 2 <ul style="list-style-type: none"> Brief History of print media, illustrations, comics etc., and influences on our senses and impact on Visual Culture. 	

Chapter No. 3 Study of photography, Cinema, Television and media impact on our visual consciousness contributing to Visual Culture.	
Unit –2	50/53
Chapter No. 4. <ul style="list-style-type: none"> To study complex / hybrid and fusion of 3Dimensional Organic & Inorganic forms. To learn to create designs using Polyhedral Structures and planes Chapter No. 5. <ul style="list-style-type: none"> To Study and develop knowledge of the principles of design in relationship to form, space and mass. Identify relationships in form, space, and color. Chapter No. 6. <ul style="list-style-type: none"> To explore concepts in 3dimension such as Repetition, Radiations, Gradations, Similarity, Concentration, Contrast, Anomaly. 	
Unit - 3	50/53
Chapter No. 7 <ul style="list-style-type: none"> Texture study in 3 dimensions: To create natural and manmade textural surfaces on Clay, POP etc. Chapter No. 8. <ul style="list-style-type: none"> Study of Color: To study the seven Color contrasts (Hue, Light / Dark, Cold. Warm, Complementary Contrast, Simultaneous Contrast, Saturation, Extension).To study Subtractive and additive colors. Chapter No. 9. <ul style="list-style-type: none"> To create color compositions using different color schemes like; Color Harmony / color balance complementary, warm, cool etc.in 3-dimensional Design . 	

Text Books

1. Albers, Joseph, Interaction of Color, Yale Press.
2. Wong, Wucius, Principles of Color Design.
3. PANTONE: The 20th Century in Color. Leatrice Eiseman and Keith Recker
4. Color by Betty Edwards

References

Pedagogy: presentations, demonstrations, Practical assignments, and Research projects. Activities Such as Quiz, Design Competitions, student Seminars, Field Visits.

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	30
Design Projects	15
Design related activities like, Quiz, seminar, writing, Team activities	15
Total	60

Date

Course Coordinator

Subject Committee Chairperson

Content of Course 5 :Drawing Fundamentals II	96 Hrs
Unit –1	30/32
<p>Chapter No. 1</p> <ul style="list-style-type: none"> To study different drawing Techniques using different drawing materials and papers. <p>Chapter No. 2</p> <ul style="list-style-type: none"> Understanding of Pictorial systems. Understanding of Principles of perspectives, one point two point and three-point perspective. To study Orthographic drawings with multi projections and views <p>Chapter No. 3</p> <ul style="list-style-type: none"> Measure drawings of the objects and furniture. Representation of the same in plans and elevations and Perspective views. 	
Unit –2	30/32
<p>Chapter No. 4.</p> <ul style="list-style-type: none"> To study different surfaces and learn to visually represent them in different mediums. <p>Chapter No. 5.</p> <ul style="list-style-type: none"> Study of light and shadow of objects and analyze the impact like change in mood, surface quality, density, drama and represent them in drawing . <p>Chapter No. 6.</p> <ul style="list-style-type: none"> Drawing from Nature: outdoor study of plants and trees, flowers and leaves and 	

learn to express them in drawing	
Unit - 3	30/32
Chapter No. 7 <ul style="list-style-type: none"> To study Human form, Expressions of the face and body, study of anatomy, weight , balance ,Rhythm and proportion and perspective Chapter No. 8. <ul style="list-style-type: none"> Anatomy study of human forms of different gender and age. Study of bone joints, Muscles, and skeleton in detail Chapter No. 9. <ul style="list-style-type: none"> To study dynamic poses of figures, figures in action and in movement. Detailed study of parts of the human body in relation to anthropometric study. 	

Text Books

1. Perard, Victor, Anatomy and Drawing, 2004
2. McDaniel, Richard
3. The Drawing Book: Materials and Techniques for Today's Artists, 1995 / 3. Albala, Mitchell,.
4. Dynamic Figure Drawing, Burne Hogarth
5. Perspective Drawing Handbook by Joseph D'Amelio
4. Design Drawing by Francis D.K.Ching
5. Force -Dynamic Life Drawing for animators by Michael D.Mattesi

References

1. Drawing from the right side of the brain

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	20
Drawing Projects	10
Drawing related activities like, Quiz, seminar, Team activities	10
Total	40

Date

Course Coordinator

Subject Committee Chairperson

Content of Theory Course 6: Design Language II	48 Hrs
Unit –1	15/16
<p>Chapter No. 1</p> <ul style="list-style-type: none"> • Introduction to the Concept of ‘Kalaa’ in Indian Context <p>Chapter No. 2</p> <ul style="list-style-type: none"> • Evolution of Design <p>Chapter No. 3</p> <ul style="list-style-type: none"> • Design Parameters in Indian Context: Auchitya (appropriate to purpose) and Maryada (exercising discretion) 	
Unit - 2	15/16
<p>Chapter No. 4.</p> <ul style="list-style-type: none"> • Concept of Itihaasa: Providing a glimpse into the typically Indian Perception of the historical past <p>Chapter No. 5.</p> <ul style="list-style-type: none"> • Earliest Record of skills for constructing built forms and spaces by manipulating and employing various kinds of materials from nature: Pottery, structures, tools, Images from Pre-Historic times to be used as a reference for studying the past. <p>Chapter No. 6.</p> <ul style="list-style-type: none"> • Arrival of Modernism in India: Impact of Imperial rule on Indian Environment, changes in architecture, paintings, clothing, impact on traditional crafts and craftsmen. 	
Unit - 3	15/16
<p>Chapter No. 7</p> <ul style="list-style-type: none"> • Colonial idea of art, craft and design introduced to Indian Context, British Art Education system. <p>Chapter No. 8. Modern Design in India: Post Independence developments, Modern Design bringing ‘Machine Aesthetics’ from Industrial Revolution,</p> <p>Chapter. No. 9.</p> <ul style="list-style-type: none"> • Le Corbusier, Design Idioms inspired by traditional crafts, Art and Design Institutes shaping and influencing productions in art, architecture and design. 	

Text Book

- 1) *Design the International Movement with Indian Parallel by H Kumar Vyas, published by SID Research Cell, School of Interior Design, CEPT University, ISBN – 978-81-904096-2-9*

References

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Writing Assignments	20
Internal Test	10
Quiz, Visual Charts, Diagrams, Seminars etc	10
Total	40

Date

Course Coordinator

Subject Committee Chairperson

REGULATIONS FOR VISUAL ART PROGRAMS UNDER NEP FRAMEWORK

The following guidelines are drafted in addition to the NEP Regulations draft to bring more clarity while implementing the Visual Arts programs which emphasize more on practical based learning. These guidelines are added as annexure to the NEP Regulation draft, which is already in place.

ANNEXURE:

1. ADMISSION CRITERIA:

Admissions Criteria to all BVA Programs are as suggested by the Regulations under NEP Framework

2. GENERAL ELECTIVES

2.1 General Electives offered to disciplines other than Design Courses are of 3 credits with more practical components

2.2 One General Elective can be chosen by student per semester out of the given pool of subjects

3. LANGUAGE SUBJECTS

Syllabus for Language subjects are prescribed by the respective Language Boards for the BVA Program shall be followed for teaching

4. CHANGE OF DISCIPLINE & TRANSFER TO OTHER INSTITUTION/ UNIVERSITY

4.1 A student opting to change the Major discipline shall be permitted if the student studied 50 % of the relevant content from either minor subjects or Elective subjects from the previous semester

4.2 It is permitted to change the Major subject in the year 2 if, the condition mentioned in 4.1 is satisfied

4.3 A student opting to transfer to another Institution shall have studied the same subjects of the discipline to which the transfer is opted and shall have passed in the Course.

4.4 A student opting to change the discipline after 1st year is permitted only if the student clears all the subjects in the previous examinations

5. ATTENDANCE

5.1 Minimum of 75% of attendance shall be secured in all the subjects by the student for appearing for the Examination.

5.2 Revision classes shall be conducted to the students with less attendance, to make up their attendance up to 75% at the end of the semester before the examinations.

6. PROMOTION OF STUDENTS

6.1 A student has to secure minimum of 176 credits to declare passed in the BVA Program

6.2 A student shall pass in all the Core Practical subjects of one and two semester to promote to the semester three.

6.3. A student shall pass in all the subjects from the previous semesters from semester one to semester six before promoting to seventh semester.

7. INTERNAL AND EXTERNAL ASSESSMENTS

7.1 A student shall secure 35% marks in both theory and Practical subjects, also both in Internal and External Examinations with an aggregate of 40% marks to declare passed the semester Examinations.

7.2 Considering the Internal marking given by the respective trainer faculty for the vocational courses no external Examinations shall be required for the Vocational Courses.

7.3 Internal marking process by the respective subject faculty shall be transparent and judicial. Internal marks for every subject shall be published on the notice board immediately after the assessment. If a student secure the lesser marks required to pass the subject, the student shall be given one more opportunity to present his/her works for assessment.

7.4 Second time, the Internal assessment shall be conducted through a separate appointed committee.

7.5. Online Examination shall be conducted for a student in extreme situation in which a student unable to attend the physical Examinations.

7.6. Relative Grading shall be adopted in both Internal and External Examinations

7.7 Class room involvement, Interaction with Teachers and Peer learning, Group activity, Group Projects, Students seminars, Quiz, field works study tours and other academic activities shall be considered for Internal Marking.

BVA/ BDES

Semester 1

Course Title: Design Fundamentals- I	
Total Contact Hours: 150	Course Credits: 5
Formative Assessment Marks: 75	Duration of ESA/Exam: Jury & Viva
Model Syllabus Authors: Prof. Ramesh Narayana Rao, Members of the NEP Curriculum Committee and BOS Chairpersons	Summative Assessment Marks: 75

Course Pre-requisite(s): *Mention only course titles from the curriculum that are needed to be taken by the students before registering for this course.*

- 1. Drawing Fundamentals- I**
- 2. Design Language-I**

Course Outcomes (COs):

At the end of the course the student should be able to:

(Write 3-7 course outcomes. Course outcomes are statements of observable student actions that serve as evidence of knowledge, skills and values acquired in this course)

1. After completing this course students will be able to execute the design concepts using elements and principles of Design.
2. Students learn the design terminologies and its usage.
3. Students are enabled with observation and analytical skills.
4. Students will be able to understand and execute the Bio mimicry in Design projects.
5. The course provides end number of examples and references to know the ways of seeing from the simple to complex world.
6. Course also provides opportunity to learn from the interdisciplinary domains
7. This Course allow student to deeply observe and study the nature and culture and develop visual sensibilities, perceptual skills, analytical skills and Representational skills.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-12)

Course Outcomes (COs) / Program Outcomes (POs)	1	2	3	4	5	6	7
After completing this course students will be able to execute the design concepts using elements and principles of Design.	1						
Students learn the design terminologies and its usage.							7
Students are enabled with observation and analytical skills in the Core design subject chosen				4			
Students will be able to understand and execute the different concepts inspired from Nature in their Design projects.		2					
The course provides end number of examples and references to know the ways of seeing from the simple to complex world.						6	
Course also provides opportunity to learn from the interdisciplinary domains					5		
This Course allow student to deeply observe and study the nature and culture and develop visual sensibilities, perceptual analytical and Representational skills as required by the industry			3				

Course Articulation Matrix relates course outcomes of course with the corresponding program outcomes whose attainment is attempted in this course. Mark 'X' in the intersection cell if a course outcome addresses a particular program outcome.

BVA / BDES Semester 1

Title of the Course:

Course 1: Design Fundamentals I		Course 2: Drawing Fundamentals I		Course 3: Design Language I	
Number of Practical Credits	Number of Teaching hours/semester	Number of Practical Credits	Number of Teaching hours/semester	Number of Theory Credits	Number of lecture hours/semester
5	150	3	90	3	45

Content of Course 1 :Design Fundamentals- I	150Hrs
Unit –1 :Visual Elements & Communication 1 (Practical- Learning through Assignments)	50
Chapter No. 1 i. Conceptual Elements – Point, Line, Plane, Volume ii. Visual Elements- Shape, Form , Size, Color , Texture Chapter No. 2 i. Relational Elements – Direction, Position, Space and Gravity • Practical Elements – Representation, ii. Perception of Color –meaning, emotion and communication from everyday experiences. Color in Art and Design Chapter No. 3 i. Visual communication- through Image & Text – Meaning and associations	
Unit –2 :Visual Elements & Communication 2 (Practical- Learning through Assignments)	50
Instruction: To engage students to learn the Design Concepts through Design practice and Projects. Individual and Group Assignments are provided to the students to practice. Take home assignments are very essential to allow students to learn from their surroundings. To encourage Classroom activities such as Quiz, Design Competitions, student seminars, exhibitions, Critical and analytical writing. Chapter No. 4. study of Shapes& Forms: Types of Shapes- Study of Organic & Inorganic shapes -To study basic- 3Dimensional Forms- Study of Organic & Inorganic forms. Chapter No. 5. To create Basic Geometrical forms such as Cube, Pyramid, Sphere, Cone, Cylinder etc. using different materials such as Clay, Plaster and paper boards, Wire, straw , sticks etc Chapter No. 6.	

<p>Texture: Study of Textures in 2D and 3 D</p> <p>To create simple composition ideas using, 1.Repetition 2. Structure 3. Similarity 4. Gradation 5. Radiation</p>	
<p>Unit –3 :Design Principles in 2D and 3 D</p>	50
<p>Chapter No. 7 To study the Design Principles in 2D & 3D such as Balance, Harmony, Rhythm, Proportion, Scale, Unity, Dominance, Emphasis, Contrast, Movement and Space Using Design elements – such as Point, Line, Plane, Volume, Shape, Form , Size, Color& Texture.</p> <p>Chapter No. 8. To Create simple composition of Shapes and Forms in relation to Design using the above-mentioned principles and to study and work using tessellation, units and their shapes, transformations, and metamorphosis.</p> <p>Chapter No. 9. To create values in Design using Black & White pigments 1.Repetition 2. Structure 3. Similarity 4. Gradation 5. Radiation 6. Anomaly 7. Contrast 8. Concentration 9. Texture 10 Space.</p> <p>Chapter No. 10 To understand the Color through, Primary, Secondary and Tertiary Colors and Color wheel – gradations-Tints & Tones</p>	

References:

1. Principles of Form and Design by Wucius Wong John Wiley & Sons, New York, ISBN-10: 0471285528 , ISBN-13: 978-0471285526.
2. Principles of Color Design by Wucius Wong, Publisher: Wiley, ISBN-10: 0471287083 ISBN-13: 978-0471287087.
3. Principles of Two-Dimensional Design, Wucius Wong, and Publisher: Wiley, ISBN-10: 0471289604 ISBN-13: 978-047128960
4. Basic Design Principles and Practice by Kenneth F Bates

Pedagogy: Lecture presentations, Demonstrations, assignment based learning

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	30%
Design Projects	10%
Design related activities like, Quiz, seminar, writing, Team activities	10%

Total	50%
--------------	-----

Date

Course Co-Ordinator

Subject Committee Chairperson

Content of Course 2 : Drawing Fundamentals I	90 Hrs
Unit –1 :Visual Thinking Course Outline: (Lecture Presentations)	30
Chapter No. 1 How do we see? - To discuss the basic process of seeing. Act of perception.	
Chapter No. 2 : What We Can Easily See: To study the Visual pop up of shapes, forms, arrangements, colors and other visual elements in different contexts and backgrounds	
Chapter No. 3 Visual Dimension and Perception of SPACE - Representation of SPACE in linear language. Positive and negative space. Understanding light, shadow, Space defined in painting, photography and 3D Models.	
Unit –2 :Observational Drawing	30
Chapter No. 4. Introduction to the drawing - Pencil grips, Exploring line and the line qualities and effects. To study Line and Mass as linear expression.	
Chapter No. 5. Observational Drawing: To develop the ability to draw by observation, to draw what is seen through keen observations. Learn to represent the world in two dimensions. Contour Drawing of simple shapes & forms from surroundings.	
Chapter No. 6. Drawing from Nature –To study visual elements from Nature. Organic quality, symmetry, asymmetry. Outdoor study of flora and fauna. To study through drawing the relation between built and natural environment.	
Unit –3 : Study of human Figures	30
Chapter No. 7	

<p>Basic Principles of Perspective. To learn to draw from surroundings – objects, spaces using basic Perspective principles To learn to draw Planes & volumes. To study Orthographic projections, Positive and Negative Shapes</p> <p>Chapter No. 8.</p> <p>Gesture Drawing: Introduction to human figure drawing – quick Sketching of human figure from observation. To study the gestures and different poses of the human figure.</p> <p>Chapter No. 9.</p> <p>Study of human body parts such as Head study, eyes, nose, ear, lips, hands and legs to understand the basic structure, scale and proportion.</p> <p>Chapter No. 10.</p> <p>Study of Human figure from different Eye levels and angles. Study of group of figures and interaction of figures .</p>	
--	--

Text Books:

- i. Complete Book of Drawing Technique - Peter Stanyer.
- ii. Fun with the Pencil – Loomis. 3) Dynamic Figure Drawing – BurneHogart
- iii. Anatomy and Drawing by Victor Perard

References

- i. Drawing on the Right Side of the Brain - by Betty Edwards
- ii. Keys to Drawing by Bert Dodson

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	30%
Drawing Projects	10%
Drawing related activities like, Quiz, seminar, Team activities	10%
Total	50%

Date

Course Coordinator

Subject Committee Chairperson

BVA/ BDES Semester 1

Content of Course 3: Design Language I	45 Hrs
Unit –1 : Introduction to Design language & evolution	15
<p>Chapter No. 1</p> <ul style="list-style-type: none"> • Introduction to Pre-Historic activities such as tool making, earlier constructions (natural resources and building techniques), pottery, cave paintings etc and how availability of materials and functional need shaped the human life. <p>Chapter No. 2</p> <ul style="list-style-type: none"> • A brief Journey and highlights of Human activities from Civilization to Industrial revolution <p>Chapter No. 3</p> <ul style="list-style-type: none"> • Académie des Beaux Arts: Institutional shaping of Art and Design production in architecture & plastic arts. 	
Unit –2 : Evolution of Design Language through history	15
<p>Chapter No. 4.</p> <ul style="list-style-type: none"> • Age of Enlightenment & Industrial Revolution shaping Innovations and paving way to arrival of Modernism in the West: Printing press, steam engines, power loom, etc influencing the change. <p>Chapter No. 5.</p> <ul style="list-style-type: none"> • Gothic Revival, 19th Century art and crafts movements in Britain, establishing of various schools like Chicago School in USA, Eurocentric Design and Rationalism in Europe <p>Chapter No. 6.</p> <ul style="list-style-type: none"> • Furniture Design, architecture revival, book design by Designers like AWN Pugin, William Morris etc, Art Nouveau (Victor Horta, Arthur Macmurdo, Hector Guimard etc) 	
Unit –3 : New Schools of Design	15
Chapter No. 7	

<ul style="list-style-type: none"> Bauhaus School: first design institution & the changed image of Design, its philosophy, its role in revolutionising productions with designs for modern homes- furniture, architecture, new materials such as glass, stainless steel, etc. <p>Chapter No. 8.</p> <ul style="list-style-type: none"> Influence on Typography and Graphic Design at Bauhaus, later schools such as Ulm School: evolution of Human factor science of ergonomics, anthropometry, social and cultural anthropology, linguistics & semiotics for designers, design as language. <p>Chapter No. 9.</p> <ul style="list-style-type: none"> Modern Design: Post war society, Culture of Pop, Design in America, Britain and Europe and Memphis Group. 	
--	--

1) **Text Book:** *Design the International Movement with Indian Parallel* by H Kumar Vyas, published by SID Research Cell, School of Interior Design, CEPT University, ISBN – 978-81-904096-2-9

References

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Writing Assignments	20%
Internal Test	10%
Quiz, Visual Charts, Diagrams, Seminars etc	10%
Total	40%

Date

Course Coordinator

Subject Committee Chairperson

BVA/ BDES Semester 1

Content of Course : 4: Skill Enhancement: Digital Fluency	45 Hrs
As per the University Prescribed Syllabus	

Date

Course Coordinator

Subject Committee Chairperson

BVA/ BDES Semester2

Title of the Course:

Course 4		Course 5		Course 6	
Number of Credits	Number of hours/ semester	Number of Credits	Number of hours/ semester	Number of Theory Credits	Number of hours/ semester
3	150	3	90	3	45

Content of Course 4 :Design Fundamentals II	150 Hrs
Unit –1	50
Chapter No. 1 <ul style="list-style-type: none"> • Introduction to Visual Culture- Influences of Visual Art, Architecture. Chapter No. 2 <ul style="list-style-type: none"> • Brief History of print media, illustrations, comics etc., and influences on our senses and impact on Visual Culture. Chapter No. 3 Study of photography, Cinema, Television and media impact on our visual consciousness contributing to Visual Culture.	
Unit –2	50
Chapter No. 4. <ul style="list-style-type: none"> • To study complex / hybrid and fusion of 3Dimensional Organic & Inorganic forms. To learn to create designs using Polyhedral Structures and planes Chapter No. 5.	

<ul style="list-style-type: none"> To Study and develop knowledge of the principles of design in relationship to form, space and mass. Identify relationships in form, space, and color. <p>Chapter No. 6.</p> <ul style="list-style-type: none"> To explore concepts in 3dimension such as Repetition, Radiations, Gradations, Similarity, Concentration, Contrast, Anomaly. 	
Unit – 3	50
<p>Chapter No. 7</p> <ul style="list-style-type: none"> Texture study in 3 dimensions: To create natural and manmade textural surfaces on Clay, POP etc. <p>Chapter No. 8.</p> <ul style="list-style-type: none"> Study of Color: To study the seven Color contrasts (Hue, Light / Dark, Cold. Warm, Complementary Contrast, Simultaneous Contrast, Saturation, Extension).To study Subtractive and additive colors. <p>Chapter No. 9.</p> <ul style="list-style-type: none"> To create color compositions using different color schemes like; Color Harmony / color balance complementary, warm, cool etc.in 3-dimensional Design . 	

Text Books

1. Albers, Joseph, Interaction of Color, Yale Press.
2. Wong, Wucius, Principles of Color Design.
3. PANTONE: The 20th Century in Color. Leatrice Eiseman and Keith Recker
4. Color by Betty Edwards

References

Pedagogy: presentations, demonstrations, Practical assignments, and Research projects. Activities Such as Quiz, Design Competitions, student Seminars, Field Visits.

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	30%
Design Projects	10%

Design related activities like, Quiz, seminar, writing, Team activities	10%
Total	50%

Date

Course Coordinator

Subject Committee Chairperson

Content of Course 5 :Drawing Fundamentals II	90 Hrs
Unit –1	30
Chapter No. 1 <ul style="list-style-type: none"> To study different drawing Techniques using different drawing materials and papers. 	
Chapter No. 2 <ul style="list-style-type: none"> Understanding of Pictorial systems. Understanding of Principles of perspectives, one point two point and three-point perspective. To study Orthographic drawings with multi projections and views 	
Chapter No. 3 <ul style="list-style-type: none"> Measure drawings of the objects and furniture. Representation of the same in plans and elevations and Perspective views. 	
Unit –2	30
Chapter No. 4. <ul style="list-style-type: none"> To study different surfaces and learn to visually represent them in different mediums. 	
Chapter No. 5. <ul style="list-style-type: none"> Study of light and shadow of objects and analyze the impact like change in mood, surface quality, density, drama and represent them in drawing . 	
Chapter No. 6. <ul style="list-style-type: none"> Drawing from Nature: outdoor study of plants and trees, flowers and leaves and learn to express them in drawing 	
Unit – 3	30
Chapter No. 7	

<ul style="list-style-type: none"> To study Human form, Expressions of the face and body, study of anatomy, weight , balance ,Rhythm and proportion and perspective 	
<p>Chapter No. 8.</p> <ul style="list-style-type: none"> Anatomy study of human forms of different gender and age. Study of bone joints, Muscles, and skeleton in detail 	
<p>Chapter No. 9.</p> <ul style="list-style-type: none"> To study dynamic poses of figures, figures in action and in movement. Detailed study of parts of the human body in relation to anthropometric study. 	

Text Books

1. Perard, Victor, Anatomy and Drawing, 2004
2. McDaniel, Richard
3. The Drawing Book: Materials and Techniques for Today's Artists, 1995 / 3. Albala, Mitchell,.
4. Dynamic Figure Drawing, Burne Hogarth
5. Perspective Drawing Handbook by Joseph D'Amelio
4. Design Drawing by Francis D.K.Ching
5. Force -Dynamic Life Drawing for animators by Michael D.Mattesi

References

1. Drawing from the right side of the brain

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	30%
Drawing Projects	10%
Drawing related activities like, Quiz, seminar, Team activities	10%
Total	50%

Date

Course Coordinator

Subject Committee Chairperson

Content of Theory Course 6: Design Language II	
Unit –1	45 Hrs
	15

<p>Chapter No. 1</p> <ul style="list-style-type: none"> • Introduction to the Concept of 'Kalaa' in Indian Context <p>Chapter No. 2</p> <ul style="list-style-type: none"> • Evolution of Design <p>Chapter No. 3</p> <ul style="list-style-type: none"> • Design Parameters in Indian Context: Auchitya (appropriate to purpose) and Maryada (exercising discretion) 	
<p>Unit – 2</p>	<p>15</p>
<p>Chapter No. 4.</p> <ul style="list-style-type: none"> • Concept of Itihaasa: Providing a glimpse into the typically Indian Perception of the historical past <p>Chapter No. 5.</p> <ul style="list-style-type: none"> • Earliest Record of skills for constructing built forms and spaces by manipulating and employing various kinds of materials from nature: Pottery, structures, tools, Images from Pre-Historic times to be used as a reference for studying the past. <p>Chapter No. 6.</p> <ul style="list-style-type: none"> • Arrival of Modernism in India: Impact of Imperial rule on Indian Environment, changes in architecture, paintings, clothing, impact on traditional crafts and craftsmen. 	
<p>Unit – 3</p>	<p>15</p>
<p>Chapter No. 7</p> <ul style="list-style-type: none"> • Colonial idea of art, craft and design introduced to Indian Context, British Art Education system. <p>Chapter No. 8.</p> <p>Modern Design in India: Post Independence developments, Modern Design bringing 'Machine Aesthetics' from Industrial Revolution,</p> <p>Chapter. No. 9.</p> <ul style="list-style-type: none"> • Le Corbusier, Design Idioms inspired by traditional crafts, Art and Design Institutes shaping and influencing productions in art, architecture and design. 	

Text Book

- 1) *Design the International Movement with Indian Parallel* by H Kumar Vyas, published by SID Research Cell, School of Interior Design, CEPT University, ISBN – 978-81-904096-2-

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Writing Assignments	20%
Internal Test	10%
Quiz, Visual Charts, Diagrams, Seminars etc	10%
Total	40%

Date

Course Coordinator

Subject Committee Chairperson

BVA/ BDES Semester 2

Content of Course : 4: Skill Enhancement: II	45 Hrs
As prescribed by the University syllabus	

A6 MODEL PROGRAMME STRUCTURE FOR BACHELOR OF VISUAL ARTS

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
COMMON TO ALL STREAMS OF SPECIALIZATION								
I	Observational Drawings -1(6) Basic Design -1 (6) Introduction to History of Indian Art (3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art (3)		L1-2, L2-2(3) (4hrs 3credits each)	Environment Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	25
SPECIALIZATION IN THE CHOSEN SPECIALIZATION -PAINTING								
III	Painting - Pictorial Composition -1 (6) Drawing from Life -1 (4) History of Indian Genre C-3 (3)	Painting elective-1 (3) Any one of the below mentioned or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
IV	Painting- Pictorial Composition -2 (6) Painting From Life -2 (4) Survey of Indian Sculpture C-4 (3)	Painting elective-2 (3) Any one of the below mentioned or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
V	Study of Indian Miniature Schools -3 (6) Life study -3 (4) Survey of Indian Paintings C-5 (3)	OE -1 (3) Painting elective-3 (3) Any one of the below mentioned or any other			SEC-3: Cyber Security or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VI	Mural Design (6) Life study/Painting (4) Modern Art of India C-6(3)	OE -2 (3) Painting elective-4 (3) Any one of the below mentioned or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VII	Painting C-5 (6) Modern and Contemporary Art of West C-7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Painting C-6 (6) Contemporary Indian Art C--8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in PAINTING with completion of course with minimum of 180 credits in 4 years								
<p>Discipline specific elective (DSE) are offered in 3rd,4th, & 5th semesters to provide additional skills. Subjects offered: Printmaking/Sculpture/Ceramics/Animation/Photography OR any suggested by the institution</p> <p>Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre</p>								

A6 MODEL PROGRAMME STRUCTURE FOR BACHELOR OF VISUAL ARTS

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
COMMON TO ALL STREAMS OF SPECIALIZATION								
I	Observational Drawings 1(6) Basic Design -1 (6) Introduction to History of Indian ArtC1(3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art C- 2(3)		L1-2, L2-2(3) (4hrs 3credits each)	Environment Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	25
SPECIALIZATION IN THE CHOSEN SPECIALIZATION – SCULPTURE								
III	Sculptural Composition:C-1 (6) Head Study C-1 (4) History of Indian Genre C-3 (3)	Sculpture elective-1(3) Any one of the below mentioned or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	26
IV	Sculptural Composition: C-2 (6) Portrait C-2 (4) Survey of Indian Sculpture C-4 (3)	Sculpture elective-2(3) Any one of the below mentioned or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	26
V	Sculptural Composition.C-3 (6) Full Figure life C-3 (4) Survey of Indian Paintings C-5 (3)	OE -1 (3) Sculpture elective-3(3) Any one of the below mentioned or any other			SEC-3: Cyber Security or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	23
VI	Sculptural Composition. C-4 (6) Full Figure life C-4 (4) Modern Art of India C-6 (3)	OE -2 (3) Sculpture elective-4(3) Any one of the below mentioned or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	23
VII	Site Specific/Installation Art C-5 (6) Modern and Contemporary Art of West C7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Site Specific/Installation ArtC-6 (6) Contemporary Indian Art C-8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in SCULPTURE with completion of course with minimum of 180 credits in 4 years								189
Discipline specific elective (DSE) are offered in 3 rd ,4 th , & 5 th semesters to provide additional skills. Subjects offered: Printmaking/Painting/Ceramics/Animation/Photography OR any suggested by the institution								
Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre								

A6 MODEL PROGRAMME STRUCTURE FOR BACHELOR OF VISUAL ARTS

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
COMMON TO ALL STREAMS OF SPECIALIZATION								
I	Observational Drawings 1(6) Basic Design -1 (6) Introduction to History of Indian Art (3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art (3)		L1-2, L2-2(3) (4hrs 3credits each)	Environment Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	25
SPECIALIZATION IN THE CHOSEN SPECIALIZATION -PRINTMAKING								
III	Graphic Images C-1 (6) Relief printing/intaglio C-1 (4) History of Indian Genre -3 (3)	Printmaking elective-1(3) Any one of the below mentioned or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	26
IV	Graphic Images C-2 (6) Relief printing/intaglio C-2 (4) Survey of Indian Sculpture C-4 (3)	Printmaking elective-2(3) Any one of the below mentioned or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	26
V	Graphic composition C-3 (6) Relief printing, Intaglio, Lithography, Silkscreen C-3 (4) Survey of Indian Paintings C-5 (3)	OE -1 (3) Printmaking elective-3(3) Any one of the below mentioned or any other			SEC-3: Cyber Security or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	23
VI	Graphic composition C-4 (6) Relief printing, Intaglio, Lithography, Silkscreen C-4 (4) Modern Art of India C-6 (3)	OE -2 (3) Printmaking elective-4(3) Any one of the below mentioned or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	23
VII	Creative Printmaking C-5 (6) Modern and Contemporary Art of West C7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Creative Printmaking C-6 (6) Contemporary Indian Art C-8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in PRINTMAKING with completion of course with minimum of 180 credits in 4 years								189
<p>Discipline specific elective (DSE) are offered in 3rd, 4th, & 5th semesters to provide additional skills. Subjects offered: Painting/Sculpture/Ceramics/Animation/Photography OR any suggested by the institution</p> <p>Open Elective is chosen from a pool of subjects preferably from Fashion & Apparel Design/Interior Design & Decoration /Theatre</p>								

A6 MODEL PROGRAMME STRUCTURE FOR BACHELOR OF VISUAL ARTS

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
COMMON TO ALL STREAMS OF SPECIALIZATION								
I	Observational Drawings -1(6) Basic Design -1 (6) Introduction to History of Indian Art (3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art (3)		L1-2, L2-2(3) (4hrs 3credits each)	Environme nt Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	25
SPECIALIZATION IN THE CHOSEN SPECIALIZATION – APPLIED ARTS								
III	Typography / Visual Design -(6) Illustration 1 /Outdoor Media (Adv) 1, (4) Fundamentals of Advertising C-3 (3)	Applied Art elective-1(3) Any one of the below mentioned or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constituti on of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
IV	Environmental Graphics -2 (6) Illustration-2 / Outdoor Media (Adv) 2, (4) Fundamentals of Marketing C-4 (3)	Applied Art elective-2(3) Any one of the below mentioned or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
V	Package Design -3 (6) Illustration-3/ Outdoor Media (Adv) 3, (4) Computer Fundamentals and Graphic Design C- 5 (3)	OE -1 (3) Applied Art elective-3(3) Any one of the below mentioned or any other			SEC-3: Cyber Security or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VI	Advertising Campaign (6) Illustration -4 / Outdoor Media (Adv) 1, (4) Modern and Contemporary Art & Design in India C-6(3)	OE -2 (3) Applied Art elective-4(3) Any one of the below mentioned or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VII	Design Project/Promotional DesignC-5 (6) Advertising Media & Consumer Behaviour C- 7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Design Project Work C-6 (6) Advertising Brand Management C--8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in APPLIED ART with completion of course with minimum of 180 credits in 4 years								189
Discipline specific elective (DSE) are offered in 3 rd ,4 th , & 5 th semesters to provide additional skills. Subjects offered: Painting/Sculpture/Ceramics/Animation/Printmaking OR any suggested by the institution								
Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre								

A6 MODEL PROGRAMME STRUCTURE FOR BACHELOR OF VISUAL ARTS

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE)Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits)(L+T+P)	Value Based (Credits) (L+T+P)		
COMMON TO ALL STREAMS OF SPECIALIZATION								
I	Observational Drawings 1(6) Basic Design -1 (6) Introduction to History of Indian Art (3)		L1-1, L2-1(3) (4hrs 3creditseach)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art (3)		L1-2, L2-2(3) (4hrs 3credits each)	Environment Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	25
SPECIALIZATION IN THE CHOSEN SPECIALIZATION -HISTORY OF ART								
III	Indian Art C-1 (3) History of Art History C-1 (3) Art History & Modes of Communication (3) History of Indian Genre C-3 (3)	History of Art elective-1(3) Any one of the below mentioned or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	25
IV	Indian Art C-2 (3) Western Art-C-2 (3) Survey of Asian Art (3) Survey of Indian Sculpture C-4 (3)	History of Art elective-2(3) Any one of the below mentioned or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or any other(2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	25
V	Indian Art C-3 (3) Western Art C-3 (3) Indian Folk & Tribal Art (3) Survey of Indian Paintings C-5 (3))	OE -1 (3) History of Art elective-3(3) Any one of the below mentioned or any other			SEC-3: Cyber Security or any other (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	22
VI	History of Art Criticism C-4 (3) Introduction to Museology & Curation C-4 (3) Art of Karnataka (3) Modern Art of India C-6 (3)	OE -2 (3) History of Art elective-4(3) Any one of the below mentioned or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	22
VII	Indian Miniature Paintings C-5 (3) Research Methodology-(3) Modern and Contemporary Art ofWestC7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Mural Tradition in India C-6 (3) Colonial art and Architecture (3) Contemporary Indian Art C--8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in ART HISTORY with completion of course with minimum of 180 credits in 4 years								185
Discipline specific elective (DSE) are offered in 3 rd ,4 th , & 5 th semesters to provide additional skills. Subjects offered: Painting/Sculpture/Ceramics/Animation/Photography/Printmaking OR any suggested by the institution								
Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre								

B.V.A. Fine Arts

Painting

Print Making

Sculpture

Applied Art

History of Art

Model Programme structure for 4 years Bachelor of Visual Arts Degree in CERAMICS

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses(SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
COMMON TO ALL STREAMS OF SPECIALIZATION								
I	Observational Drawings 1(6) Basic Design -1 (6) Introduction to History of Indian Art C1(3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art C- 2(3)		L1-2, L2-2(3) (4hrs 3credits each)	Environm ent Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	25
III	Hand building & Glaze Development:C-1 (6) Design project, C-1 (4) History of Indian Genre C-3 (3)	Ceramics elective-1(3) Any one of the below mentioned or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constituti on of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
IV	Wheel throwing& Surface decorations: C-2 (6) Design project C-2 (4) Survey of Indian Sculpture C-4 (3)	Ceramics elective-2(3) Any one of the below mentioned or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or any other (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
V	Mid and High fire Ceramics C-3 (6) Wheel Throwing C-3 (4) History of Ceramic Indian, Eastern C-5 (3)	OE -1 (3) Ceramics elective-3(3) Any one of the below mentioned or any other			SEC-3: Cyber Security or any other (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VI	Surface decoration C-4 (6) Wheel throwing C-4 (4) Modern & western Ceramics C-6 (3)	OE -2 (3) Ceramics elective-4(3) Any one of the below mentioned or any other			SEC -4: Professional Communicatio n (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VII	Crockery molding & casting methods C-5 (6) History of Ceramic Design C-7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Digital Media /Research Project C-6 (6) Trends in Contemporary Ceramics C--8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in CERAMICS with completion of course with minimum of 180 credits in 4 years								189

Discipline specific elective (DSE) are offered in 3rd, 4th, & 5th semesters to provide additional skills. Subjects offered: **Painting/Sculpture/Ceramics/Animation/Photography OR any suggested by the institution**

Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre

**GENERAL / OPEN ELECTIVE SUBJECTS OFFERED BY VISUAL ARTS & DESIGN
STREAMS TO OTHER DISCIPLINE STUDENTS**

ELECTIVE SUBJECTS BY DESIGN STREAM

SEMESTER 1

SI no	TITLE OF THE OPEN ELECTIVE	TEACHING HRS/ WEEK	INTERNAL MARKS	EXAMINATION	TOTAL MARKS	CREDITS
1	DESIGN FOUNDATION -2D	6	50	50	100	3
2	DIGITAL DESIGN I	6	50	50	100	3

SEMESTER 2

SI no	TITLE OF THE OPEN ELECTIVE	TEACHING HRS/ WEEK	INTERNAL MARKS	EXAMINATION	TOTAL MARKS	CREDITS
1	DESIGN FOUNDATION - 3D	6	50	50	100	3
2	DIGITAL DESIGN II	6	50	50	100	3

GENERAL ELECTIVE / SEMESTER 1 / Syllabus of Course 1 : DESIGN FOUNDATION -2D	90 hrs
Unit – 1 : Visual Elements & Communication 1	45 hrs
<p>Instruction: To engage students to learn the Design Concepts through Design practice and Projects. Individual and Group Assignments are provided to the students to practice. Take home assignments are very essential to allow students to learn from their surroundings. To encourage Classroom activities such as Quiz, Design Competitions, student seminars, exhibitions, Critical and analytical writing.</p> <p>Chapter No. 1 – Introduction to Design foundation Visual communication- Meaning and associations /A brief discussion using presentation</p>	
Unit – 2 : Visual Elements & Communication 2 (Practical- Learning through Assignments)	45 hrs
<p>Chapter No. 2. study of Shapes & Forms: Types of Shapes- Study of Organic & Inorganic shapes -To study basic-3Dimensional Forms- Study of Organic & Inorganic forms.</p> <p>Chapter No. 3. Texture: Study of Textures in 2D and 3 D To create simple Design composition ideas using, 1.Repetition 2. Structure 3. Similarity 4. Gradation 5. Radiation</p>	

Reference Books:

Principles of Form and Design by Wucius Wong John Wiley & Sons, New York, ISBN-10: 0471285528 , ISBN-13: 978-0471285526.

ii.Principles of Color Design by Wucius Wong, Publisher: Wiley, ISBN-10: 0471287083 ISBN-13: 978-0471287087.

iii.

Principles of Two-Dimensional Design, Wucius Wong, Publisher: Wiley, ISBN-10: 0471289604 ISBN-13: 978-047128960

iv. Basic Design Principles and Practice by Kenneth F Bates

Pedagogy :

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	20
Design Projects	15
Design related activities like, Quiz, seminar, writing, Team activities	15
Total	50

Date Course Co-Ordinator Subject Committee Chairperson
30.09.2021 Prof. Ramesh Narayana Rao Prof. Jayakumar

GENERAL ELECTIVE / SEMESTER 1 / Syllabus of Course 2 : Content of practical Course 2: Digital Design I	90
Unit – 1	30
Introduction : Digital Design is a Computer Lab based Course. This requires proper system configuration and the software	
Chapter No. 1 - Introduction to Graphics Concept of digital computer, Computer Basics, Hardware and Software, Hardware Sub Modules, Various Platforms, Workstations, Dedicated Machines Software, Operating Systems, BIOS, Firmware Utilities, Application Software.	
Chapter No. 2 - Elements of a Multimedia Application	
Unit – 2	30
Chapter No. 3	
IMAGE AND FILE FORMATS : Vector format, Pixel format, File Compression Image formats, File formats, File compression, (Lossy and non lossy compression)	
Chapter No. 4. Properties of Bitmap Images, Monitor resolution, Image resolution, Resolution for	

printing, Resolution for display, Pixilation, Interpolation. Chapter No. 5. COLOR REPRESENTATION IN COMPUTERS: RGB, HLS, CMYK, Greyscale, Colour pallets. Graphics packages Image formats, Vector Formats, Pixel format	
Unit - 3	30
Chapter No. 6 Introduction to Vector Shapes and Bitmaps, Exploring the Photoshop Environment, Using the File Browser Basic Photo Corrections	
Chapter No. 7. Working with Selection Tools Layer Basics, Masks and Channels Retouching and Repairing, Working with Brushes, Customizing Brushes, Speed Painting, Matte Painting, creating a workspace for painting, Using Colour Palette, Painting and Editing.	

Text Book :

- I. *Principles of Form and Design* by Wucius Wong John Wiley & Sons, New York.

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Writing Assignments	20
Internal Test	15
Quiz, Visual Charts, Diagrams, Seminars etc	15
Total	50

Date

Course Co-ordinator

Subject Committee Chairperson

GENERAL ELECTIVE / SEMESTER 2 / Syllabus of Course 1 : Design Foundation 3D	90 Hrs
Unit – 1	45
<p>Chapter No. 4. study of 3 Dimensional forms: Study of Organic & Inorganic forms - To create Basic Geometrical forms such as Cube, Pyramid, Sphere, Cone, Cylinder etc. using different materials such as Clay, Plaster and paper boards, Wire, etc</p> <p>Chapter No. 4.</p> <ul style="list-style-type: none"> • To study complex / hybrid and fusion of 3Dimensional Organic & Inorganic forms. To learn to create designs using Polyhedral Structures and planes 	
Unit – 2	45
<p>Chapter No. 5.</p> <ul style="list-style-type: none"> • To Study and develop knowledge of the principles of design in relationship to form, space and mass. Identify relationships in form, space, and color. <p>Chapter No. 7</p> <ul style="list-style-type: none"> • Texture study in 3 dimensions : To create natural and manmade textural surfaces on Clay, POP etc. <p>Chapter No. 8.</p> <ul style="list-style-type: none"> • Study of Colour: To study the seven Color contrasts (Hue, Light / Dark, Cold. Warm, Complementary Contrast etc • To create colour compositions using different colour schemes like; Color Harmony / colour balance complementary, warm, cool etc.in 3-dimensional Design 	

References :

Principles of Form and Design by Wucius Wong John Wiley & Sons, New York, ISBN-10: 0471285528 , ISBN-13: 978-0471285526.

ii.Principles of Color Design by Wucius Wong, Publisher: Wiley, ISBN-10: 0471287083 ISBN-13: 978-0471287087.

iii.

Principles of Two-Dimensional Design, Wucius Wong, Publisher: Wiley, ISBN-10: 0471289604 ISBN-13: 978-0471289600

iv. Basic Design Principles and Practice by Kenneth F Bates

Pedagogy :

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Practical Assignments	20
Design Projects	15
Design related activities like, Quiz, seminar, writing, Team activities	15
Total	50

Date Course Co-Ordinator Subject Committee Chairperson
30.09.2021 Prof. Ramesh Narayana Rao Prof. Jayakumar

GENERAL ELECTIVE / SEMESTER 2 / Syllabus of Course 2 Digital Design II	90 hrs
Unit – 1	45
<p>Chapter No. 1</p> <ul style="list-style-type: none"> Understanding Colour Modes-Working with different colour modes. Image Adjustments Levels, Histogram Exposure Variations, Threshold Equalize Calculations. <p>Chapter No. 2</p> <ul style="list-style-type: none"> Using Photoshop as an artistic tool-Colour, Symbolism, Ink and Painting, Colorizing, Artistic Filters. <p>Chapter No. 3 Abstract Design-Creating Abstract and Thematic Designs, Creating Abstract Brushes, Multilayered Background Design using Blend Modes</p>	
Unit – 2	45

<p>Chapter No. 4.</p> <ul style="list-style-type: none"> Filters and its Use- Blending Modes - Lighting Blends, Additive Blends, Subtractive Blends, Colour Blends and Transparency Blends <p>Chapter No. 5.</p> <ul style="list-style-type: none"> .Text Design-Creating work paths, Warping Text, Applying filter effects, Perspective transformation of text, SFX in text, Masking, Bonsai. <p>Chapter No. 6.</p> <ul style="list-style-type: none"> Contemporary and Hi –Tech Interface Design. Studying different interfaces, Working with multilayered colour blend. To learn Props and Material design. 	
--	--

Text Book

- 1 *The Visual Display of Quantitative Information*, 2nd edition by Edward R. Tufte (Hardcover - May 2001)
- 2 *Envisioning Information* by Edward R. Tufte (Hardcover - May 1990)
- 3 *Visual Explanations: Images and Quantities, Evidence and Narrative* by Edward R. Tufte

Pedagogy

Formative Assessment	
Assessment Occasion/ type	Weightage in Marks
Writing Assignments	20
Internal Test	15
Quiz, Visual Charts, Diagrams, Seminars etc	15
Total	50

Date

Course Co-ordinator

Subject Committee Chairperson

30.09.2021

Prof. Ramesh Narayana Rao

Prof. Jayakumar

Model Programme structure for 4 years Bachelor of Visual Arts Degree in PAINTING

aSEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
I	Observational Drawings -1(6) Basic Design -1 (6) Introduction to History of Indian Art (3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art (3)		L1-2, L2-2(3) (4hrs 3credits each)	Environment Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	25
III	Painting - Pictorial Composition -1 (6) Drawing from Life -1 (4) History of Indian Genre C-3 (3)	(DSE-1) (3) Pm/Scup/Ceramics Animation/Photography Any one of the above or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
IV	Painting- Pictorial Composition -2 (6) Painting From Life -2 (4) Survey of Indian Sculpture C-4 (3)	(DSE-2) (3) Pm/Scup/Ceramics Animation/Photography Any one of the above or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
V	Study of Indian Miniature Schools -3 (6) Life study -3 (4) Survey of Indian Paintings C-5 (3)	OE -1 (3) (DSE-3) (3) Pm/Scup/Ceramics Animation/Photography Any one of the above or any other			SEC-3: Cyber Security or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VI	Mural Design (6) Life study/Painting (4) Modern Art of India C-6(3)	OE -2 (3) (DSE-4) (3) Pm/Scup/Ceramics Animation/Photography Any one of the above or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VII	Painting C-5 (6) Modern and Contemporary Art of West C-7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Painting C-6 (6) Contemporary Indian Art C--8(3)	Internship/Research (12)						21

Award of Degree in bachelors of VISUAL ARTS in PAINTING with completion of course with minimum of 180 credits in 4 years

Discipline specific elective are offered in 3rd,4th, & 5th semesters to provide additional skills

Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre

Model Programme structure for 4 years Bachelor of Visual Arts Degree in SCULPTURE

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
I	Observational Drawings 1(6) Basic Design -1 (6) Introduction to History of Indian Art C1(3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art C-2(3)		L1-2, L2-2(3) (4hrs 3credits each)	Environment Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	25
III	Sculptural Composition: C-1 (6) Head Study C-1 (4) History of Indian Genre C-3 (3)	(DSE-1) (3) Pm/Painting/Ceramics Animation/Photography Any one of the above or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	26
IV	Sculptural Composition: C-2 (6) Portrait C-2 (4) Survey of Indian Sculpture C-4 (3)	(DSE-2) (3) Pm/Painting/Ceramics Animation/Photography Any one of the above or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	26
V	Sculptural Composition. C-3 (6) Full Figure life C-3 (4) Survey of Indian Paintings C-5 (3)	OE -1 (3) (DSE-3) (3) Pm/Painting/Ceramics Animation/Photography Any one of the above or any other			SEC-3: Cyber Security or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	23
VI	Sculptural Composition. C-4 (6) Full Figure life C-4 (4) Modern Art of India C-6 (3)	OE -2 (3) (DSE-4) (3) Pm/Painting/Ceramics Animation/Photography Any one of the above or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	23
VII	Site Specific/Installation Art C-5 (6) Modern and Contemporary Art of West C7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Site Specific/Installation Art C-6 (6) Contemporary Indian Art C--8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in SCULPTURE with completion of course with minimum of 180 credits in 4 years								189
Discipline specific elective are offered in 3 rd ,4 th , & 5 th semesters to provide additional skills Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre								

Model Programme structure for 4 years Bachelor of Visual Arts Degree in PRINT MAKING

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
I	Observational Drawings 1(6) Basic Design -1 (6) Introduction to History of Indian Art (3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art (3)		L1-2, L2-2(3) (4hrs 3credits each)	Environment Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	25
III	Graphic Images C-1 (6) Relief printing/intaglio C-1 (4) History of Indian Genre -3 (3)	(DSE-1) (3) Painting/Scup/Ceramics Animation/Photography Any one of the above or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	26
IV	Graphic Images C-2 (6) Relief printing/intaglio C-2 (4) Survey of Indian Sculpture C-4 (3)	(DSE-2) (3) Painting/Scup/Ceramics Animation/Photography Any one of the above or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	26
V	Graphic composition C-3 (6) Relief printing, Intaglio, Lithography, Silkscreen C-3 (4) Survey of Indian Paintings C-5 (3)	OE -1 (3) (DSE-3) (3) Painting/Scup/Ceramics Animation/Photography Any one of the above or any other			SEC-3: Cyber Security or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	23
VI	Graphic composition C-4 (6) Relief printing, Intaglio, Lithography, Silkscreen C-4 (4) Modern Art of India C-6 (3)	OE -2 (3) (DSE-4) (3) Painting/Scup/Ceramics Animation/Photography Any one of the above or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S &G)/ Cultural (1) (0+0+2)	23
VII	Creative Printmaking C-5 (6) Modern and Contemporary Art of West C7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Creative Printmaking C-6 (6) Contemporary Indian Art C--8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in PRINTMAKING with completion of course with minimum of 180 credits in 4 years								189
Discipline specific elective are offered in 3 rd , 4 th , & 5 th semesters to provide additional skills Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre								

Model Programme structure for 4 years Bachelor of Visual Arts Degree in APPLIED ART

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
I	Observational Drawings -1(6) Basic Design -1 (6) Introduction to History of Indian Art (3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art (3)		L1-2, L2-2(3) (4hrs 3credits each)	Environme nt Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	25
III	Typography / Visual Design -(6) Illustration 1 /Outdoor Media (Adv) 1, (4) Fundamentals of Advertising C-3 (3)	(DSE-1) (3) Pm/Scup/Ceramics Animation/Painting Any one of the above or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constituti on of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
IV	Environmental Graphics -2 (6) Illustration-2 / Outdoor Media (Adv) 2, (4) Fundamentals of Marketing C-4 (3)	(DSE-2) (3) Pm/Scup/Ceramics Animation/Painting Any one of the above or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
V	Package Design -3 (6) Illustration-3/ Outdoor Media (Adv) 3, (4) Computer Fundamentals and Graphic Design C- 5 (3)	OE -1 (3) (DSE-3) (3) Pm/Scup/Ceramics Animation/Painting Any one of the above or any other			SEC-3: Cyber Security or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VI	Advertising Campaign (6) Illustration -4 / Outdoor Media (Adv) 1, (4) Modern and Contemporary Art & Design in India C-6(3)	OE -2 (3) (DSE-4) (3) Pm/Scup/Ceramics Animation/Painting Any one of the above or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VII	Design Project/Promotional DesignC-5 (6) Advertising Media & Consumer Behaviour C- 7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Design Project Work C-6 (6) Advertising Brand Management C--8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in APPLIED ART with completion of course with minimum of 180 credits in 4 years								189
Discipline specific elective are offered in 3 rd ,4 th , & 5 th semesters to provide additional skills Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre								

Model Programme structure for 4 years Bachelor of Visual Arts Degree in ART HISTORY

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE)Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill Based (Credits)(L+T+P)	Value Based (Credits) (L+T+P)		
I	Observational Drawings 1(6) Basic Design -1 (6) Introduction to History of Indian Art (3)		L1-1, L2-1(3) (4hrs 3creditseach)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art (3)		L1-2, L2-2(3) (4hrs 3credits each)	Environment Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	25
III	Indian Art C-1 (3) History of Art History C-1 (3) Art History & Modes of Communication (3) History of Indian Genre C-3 (3)	(DSE-1) (3) Pm/Scup/Ceramics/Painting Animation/Photography Any one of the above or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	25
IV	Indian Art C-2 (3) Western Art-C-2 (3) Survey of Asian Art (3) Survey of Indian Sculpture C-4 (3)	(DSE-2) (3) Pm/Scup/Ceramics/Painting Animation/Photography Any one of the above or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or any other(2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	25
V	Indian Art C-3 (3) Western Art C-3 (3) Indian Folk & Tribal Art (3) Survey of Indian Paintings C-5 (3))	OE -1 (3) (DSE-3) (3) Pm/Scup/Ceramics/Painting Animation/Photography Any one of the above or any other			SEC-3: Cyber Security or any other (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	22
VI	History of Art Criticism C-4 (3) Introduction to Museology & Curation C-4 (3) Art of Karnataka (3) Modern Art of India C-6 (3)	OE -2 (3) (DSE-4) (3) Pm/Scup/Ceramics/Painting Animation/Photography Any one of the above or any other			SEC -4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R &R(S&G)/ Cultural (1) (0+0+2)	22
VII	Indian Miniature Paintings C-5 (3) Research Methodology-(3) Modern and Contemporary Art ofWestC7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Mural Tradition in India C-6 (3) Colonial art and Architecture (3) Contemporary Indian Art C--8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in ART HISTORY with completion of course with minimum of 180 credits in 4 years								185
Discipline specific elective are offered in 3 rd ,4 th , & 5 th semesters to provide additional skills. Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre								

B.V.A. Fine Arts

Painting

Print Making

Sculpture

Applied Art

History of Art

Model Programme structure for 4 years Bachelor of Visual Arts Degree in CERAMICS

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) Open Elective (OE) Credits	Ability Enhancement Compulsory Courses (AECC) Languages (Credits) (L+T+P)		Skill Enhancement Courses(SEC)			Total Credits
					Skill Based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
I	Observational Drawings 1(6) Basic Design -1 (6) Introduction to History of Indian Art C1(3)		L1-1, L2-1(3) (4hrs 3credits each)		SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health &Wellness (0+0+2)	25
II	Observational Drawings 2(6) Basic Design -2 (6) Introduction to History of Western Art C- 2(3)		L1-2, L2-2(3) (4hrs 3credits each)	Environme nt Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	25
III	Hand building & Glaze Development: C-1 (6) Design project, C-1 (4) History of Indian Genre C-3 (3)	(DSE-1) (3) Pm/Scup/Painting/Animation/ Photography Any one of the above or any other	L1-3, L2-3(3) (4hrs 3credits each)	Constitutio n of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
IV	Wheel throwing& Surface decorations: C- 2 (6) Design project C-2 (4) Survey of Indian Sculpture C-4 (3)	(DSE-2) (3) Pm/Scup/Painting/Animation/ Photography Any one of the above or any other	L1-4, L2-4(3) (4hrs 3credits each)		SEC-2: Artificial Intelligence or any other (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
V	Mid and High fire Ceramics C-3 (6) Wheel Throwing C-3 (4) History of Ceramic Indian, Eastern C-5 (3)	OE -1 (3) (DSE-3) (3) Pm/Scup/Painting/Animation/Photo graphy Any one of the above or any other			SEC-3: Cyber Security or any other (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VI	Surface decoration C-4 (6) Wheel throwing C-4 (4) Modern & western Ceramics C-6 (3)	OE -2 (3) (DSE-4) (3) Pm/Scup/Painting/Animation/Photo graphy Any one of the above or any other			SEC -4: Professional Communicat ion (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	23
VII	Crockery molding & casting methods C-5 (6) History of Ceramic Design C-7(3)	OE-3(3) Project/Thesis (8)						20
VIII	Digital Media /Research Project C-6 (6) Trends in Contemporary Ceramics C--8(3)	Internship/Research (12)						21
Award of Degree in bachelors of VISUAL ARTS in CERAMICS with completion of course with minimum of 180 credits in 4 years								189
Discipline specific elective are offered in 3 rd ,4 th , & 5 th semesters to provide additional skills Open Elective is chosen from a pool of subjects preferably from Fashion& Apparel Design/Interior Design & Decoration /Theatre								

BACHELORS OF VISUAL ARTS – DESIGN SPECIALIZATIONS

PROGRAM STRUCTURE AS PER NEP -2020-21

ANIMATION & GAME ART

GRAPHICS & COMMUNICATION DESIGN

PRODUCT DESIGN

INTERIOR & SPATIAL DESIGN

TEXTILE DESIGN

A6 MODEL PROGRAM STRUCTURE FOR THE BACHELORS OF VISUAL ARTS - DESIGN

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSCE) / Open Elective (OE) (Credits)	Ability Enhancement Compulsory Courses (AECC)	Skill Enhancement Courses(SEC)			Total Credits	
				Skill based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)			
COMMON FOUNDATION FOR ALL SPECIALIZATION COURSES								
I	Design Fundamentals- I C-1(6) Drawing Fundamental- I C-1 (4) Design Language I C-1 (4)		L1-1(3), L2(3) 4 hrs each		SEC-1: (Digital Fluency) (2) (1+0+2)	YOGA (1) (0+0+2)	Health & Wellness(1) (0+0+2)	24
II	Design Fundamentals- I C-2(6) Drawing Fundamental- I C-2 (4) Design Language I C-2 (4)		L1-2(3), L2-2(3) 4 hrs each	Environmenta l Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
SPECIALIZATION IN ANIMATION & GAME ART								
III	Animation Foundation C -3 (4) Art for Animation-I C-3 (4) Computer Graphics Fundamentals C-3(3)	AGA-E 1(3)	L1-3(3), L2-3(3) 4 hrs each	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
IV	3D CGI Foundation C-4 (4) 2D-3D Digital Animation C-4 (4) Art for Animation II C-2 (3)	AGA-E 2(3)	L1-4(3), L2-4(3) 4 hrs each		SEC-2 Artificial Intelligence (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
V	Preproduction; Script to Animatic C-5 (6) Character Animation C-5 (4) BG Design and Development C-5 (4)	OE 1(3) AGA-E 3(3)			SEC-3, UI&UX (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
VI	Postproduction C-6 (6) Character Design and Development C-6 (4) Game Art C-6 (4)	OE 1(3) AGA-E 4(3)			SEC-4 Professional Communication (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
VII	Major Specialization - Animation/ 3D CGI/ Preproduction / VFX - (8) Graduation Project - part 1 C-7 (6) Portfolio Development C-7 (4)	2OE-3(3) Animation Studio Design & management (3)						24
VIII	Graduation project-part 2 (8)	Internship – (12)						20
Award of Degree in Bachelors of Visual arts /Design with completion of Courses with minimum of 180 credits in 4 years . Open Elective subjects are chosen from the list of Performing Arts, Fashion & Apparel Design &Interior Design. <u>Student shall choose one elective from the discipline Specific Electives offered as below;</u> 3 rd Semester : Digital Design I (3) / Animation Design Thinking (3) / Graphic Design –I (3) 4 th Semester : Concept Art (3) / Photography (3)/ Art appreciation (3) 5 th Semester: Story Design & Visual narratives (3) / Motion Graphics (3) /Virtual Cinematography (3) 6 th Semester : 3D Character Setup (3) / Film Appreciation(3) / Effects Animation (3)								188

A6 MODEL PROGRAM STRUCTURE FOR THE BACHELORS OF VISUAL ARTS - DESIGN

SEM	Discipline Core (DSC) (Credits)	Discipline Elective(DSCE) / Open Elective (OE) (Credits)	Ability Enhancement Compulsory Courses (AECC)	Skill Enhancement Courses(SEC)			Total Credits
				Skill based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
COMMON FOUNDATION FOR ALL SPECIALIZATION COURSES							
I	Design Fundamentals- I C-1(6) Drawing Fundamental- I C-1 (4) Design Language I C-1 (4)		L1-1(3), L2(3) 4 hrs each		SEC-1: (Digital Fluency) (2) (1+0+2)	YOGA (1) (0+0+2) Health & Wellness(1) (0+0+2)	24
II	Design Fundamentals- I C-2(6) Drawing Fundamental- I C-2 (4) Design Language I C-2 (4)		L1-2(3), L2-2(3) 4 hrs each	Environmental Studies (2)		Sports (1) (0+0+2) NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
SPECIALIZATION IN GRAPHICS AND COMMUNICATION DESIGN							
III	Graphic Design and Communication I C-3 (4) Basic Typography C-3 (4) Digital Media-I C-3(3)	GD-E 1 (3)	L1-3(3), L2-3(3) 4 hrs each	Constitution of India (2)		Sports (1) (0+0+2) NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
IV	Graphic Design and Communication II C-4 (4) Advance Typography C-4 (4) Digital Media-II C-4 (3)	GD-E 2 (3)	L1-4(3), L2-4(3) 4 hrs each		SEC-2 Artificial Intelligence (2) (1+0+2)	Sports (1) (0+0+2) NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
V	Graphic Design for Print , Web C-5 (6) Instructional Design C-5 (4) Advertising Design Theory - C-5 (4)	OE- 1 (3) GD-E 3 (3)			SEC-3 (2) (1+0+2)	Sports (1) (0+0+2) NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
VI	Advertising Design & Media C-6 (6) Packaging Design and Printing Technology C-6 (4) Theory Visual communication & Media - C-6 (4)	OE 2 (3) GD-E 4 (3)			SEC-4 Professional Communication (2) (1+0+2)	Sports (1) (0+0+2) NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
VII	Graduation Project - part 1 C-7 (8) Portfolio Development C-7 (4) Design & management (3)	Design Thesis - (6) OE- 3 (3)					24
VIII	Graduation project-part 2 (8)	Internship – (12)					20
Award of Degree in Bachelors of Visual arts /Design with completion of Courses with minimum of 180 credits in 4 years Open Elective subjects are chosen from the list of Performing Arts, Fashion & Apparel Design &Interior Design . Student shall choose one elective from the discipline Specific Electives offered as below; 3 rd Semester : Graphic Design Thinking (3)/ Drawing for Designers (3)/ Graphic Design Theory –I (3) 4 th Semester : Digital Animation (3) / Photography (3) /Videography (3) 5 th Semester: Video editing (3) / Motion Graphics (3)/ Game Design (3) 6 th Semester : UI&UX (3)/ (3) / Film Appreciation(3) / Interaction Design (3) (3)							188

A6 MODEL PROGRAM STRUCTURE FOR THE BACHELOR OF VISUAL ARTS - DESIGN

SEM	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) / Open Elective (OE) (Credits)	Ability Enhancement Compulsory Courses (AECC)		Skill Enhancement Courses (SEC)			Total Credits
					Skill based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)		
COMMON FOUNDATION FOR ALL SPECIALIZATION COURSES								
I	Design Fundamentals- I C-1(6) Drawing Fundamental- I C-1 (4) Design Language I C-1 (4)		L1-1(3), L2(3) 4 hrs each		SEC-1: (Digital Fluency) (2) (1+0+2)	YOGA (1) (0+0+2)	Health & Wellness(1) (0+0+2)	24
II	Design Fundamentals- I C-2(6) Drawing Fundamental- I C-2 (4) Design Language I C-2 (4)		L1-2(3), L2-2(3) 4 hrs each	Environment al Studies(2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
SPECIALIATION IN INTERIOR & SPATIAL DESIGN								
III	Form & Space - Furniture Design C-3 (4) Interior Design Materials and Applications I C-3 (4) Technical Drawing C-3(3)	ISD-E 1(3)	L1-3(3), L2-3(3) 4 hrs each	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
IV	Design Studio: Space & Planning C-4 (4) Interior Design Materials and Applications II – Metal and Glass C-4 (4) Architectural Elements and Services C-4 (3)	ISD-E 2(3)	L1-4(3), L2-4(3) 4 hrs each		SEC-2 Artificial Intelligence (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
V	Interior Design Studio II – Inhabitations C-5 (6) User Element Design C-5 (4) Advance Visualization Methods - C-5 (4)	OE 1 (3) ISD-E 3(3)			SEC-3, UI&UX (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
VI	Interior Design Studio: III C-6 (6) Complex Furniture Systems C-6 (4) Estimation and Project Management C-6 (4)	OE 2(3) ISD-E 4(3)			SEC-4 Professional Communication (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
VII	Graduation Project - part 1 C-7 (8) Portfolio Development C-7 (4) Sustainable Practices in Design (3)	OE- 3 (3) Design Thesis - (6)						24
VIII	Graduation project-part 2 (8)	Internship(12)						20
Award of Degree in Bachelors of Visual arts /Design with completion of Courses with minimum of 180 credits in 4 years Open Elective subjects are chosen from the list of Performing Arts, Fashion & Apparel Design & Interior Design . Student shall choose one elective from the discipline Specific Electives offered as below: 3 rd Semester : Digital Design I (3) / Interior Design Thinking (3) /Graphic Design –I (3) 4 th Semester : Vernacular Interior Material (3) / Photography (3)/ History of Interior Design (3) 5 th Semester: Video editing (3) / Handicrafts (3) / Digital Illustration Technique (3) 6 th Semester : Landscape Design (3) / Signage Graphics (3) / Interaction Design (3)								188

A6 MODEL PROGRAM STRUCTURE FOR THE BACHELOR OF VISUAL ARTS - DESIGN

SEM	Discipline Core (DSC) (Credits)	Discipline Elective(D SCE) / Open Elective (OE) (Credits)	Ability Enhancement Compulsory Courses (AECC)	Skill Enhancement Courses(SEC)			Total Credits	
				Skill based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)			
COMMON FOUNDATION FOR ALL SPECIALIATION								
I	Design Fundamentals- I C-1(6) Drawing Fundamental- I C-1 (4) Design Language I C-1 (4)		L1-1(3), L2(3) 4 hrs each		SEC-1: (Digital Fluency) (2) (1+0+2)	YOGA (1) (0+0+2)	Health & Wellness(1) (0+0+2)	24
II	Design Fundamentals- I C-2(6) Drawing Fundamental- I C-2 (4) Design Language I C-2 (4)		L1-2(3), L2-2(3) 4 hrs each	Environmenta I Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
SPECIALIATION IN PRODUCT DESIGN								
III	Product Design thinking C-3 (4) Models, Mockups and PrototypesC-3 (4) Technical Drawing C-3(3)	PD-E 1(3)	L1-3(3), L2-3(3) 4 hrs each	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
IV	Design Ideation C-4 (4) Materials and Manufacturing Processes C-4 (4) Digital Methods C-4 (3)	PD-E 2(3)	L1-4(3), L2-4(3) 4 hrs each		SEC-2 Artificial Intelligence (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
EXIT OPTION WITH CERTIFICATE IN VISUAL ARTS- PRODUCT DESIGN (With the completion of courses equal to a minimum of 96 Credits)								
V	Design Ethnography C-5 (6) Human Factors, Ergonomics and Interface C-5 (4) 1 Product Digital Rendering - C-5 (4)	OE- 1 (3) PD-E 3(3)			SEC-3, UI&UX (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
VI	Sustainable Product Design C-6 (6) History of Industrial Design C-6 (4) Packaging Design (4)	OE 1(3) PD-E 4(3)			SEC-4 Professional Communicatio n (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
EXIT OPTION WITH PREDEGREE IN VISUAL ARTS- PRODUCT DESIGN (With the completion of courses equal to a minimum of 140 Credits)								
VII	Graduation Project - part 1 C-7 (8) Portfolio Development C-7 (4) Design studio Management (3)	OE- 3 (3) Design Thesis - (6)						24
VIII	Graduation project-part 2 (8)	Internship12)						20
Award of Degree in Bachelors of Visual arts /Design with completion of Courses with minimum of 180 credits in 4 years Open Elective subjects are chosen from the list of Performing Arts, Fashion & Apparel Design &Interior Design Student shall choose one elective from the discipline Specific Electives offered as below: 3 rd Semester : Digital Design I (3) / Drawing for Designers (3)/ Basic Electronics and Electricals (3) 4 th Semester : Handicraft Design (3) / Photography (3)/ Basic Mechanical and Mechanisms (3) 5 th Semester: Video editing (3) /Toy Design (3)/ Digital Illustration Technique (3) 6 Th Semester : Lighting Design (3)/ Furniture Design (3) / Decorative Interior Design(3)								188

A6 MODEL PROGRAM STRUCTURE FOR THE BACHELOR OF VISUAL ARTS -TEXTILE DESIGN

SEM	Discipline Core (DSC) (Credits)	Discipline Elective(DSCE) / Open Elective (OE) (Credits)	Ability Enhancement Compulsory Courses (AECC)	Skill Enhancement Courses(SEC)			Total Credits	
				Skill based (Credits) (L+T+P)	Value Based (Credits) (L+T+P)			
COMMON FOUNDATION FOR ALL SPECIALIZATION								
I	Design Fundamentals- I C-1(6) Drawing Fundamental- I C-1 (4) Design Language I C-1 (4)		L1-1(3), L2(3) 4 hrs each		SEC-1: (Digital Fluency) (2) (1+0+2)	YOGA (1) (0+0+2)	Health & Wellness(1) (0+0+2)	24
II	Design Fundamentals- 2 C-2(6) Drawing Fundamental- 2 C-2 (4) Design Language 2 C-2 (4)		L1-2(3), L2-2(3) 4 hrs each	Environment al Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
SPECIALIATION PROGRAM IN TEXTILE DESIGN								
III	Fabric Science C-3 –(4) Textile Processing-I C -3 (4) Structural Fabric Design-I I C-3 (3)		L1-3(3), L2-3(3) 4 hrs each	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
IV	Fabric Science C-4 –(4) Textile Processing-II C -4 (4) Fabric Manufacturing C-4 (3)		L1-4(3), L2-4(3) 4 hrs each		SEC-2 Artificial Intelligence (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
EXIT OPTION WITH CERTIFICATE IN VISUAL ARTS- TEXTILE DESIGN (With the completion of courses equal to a minimum of 96 Credits)								
V	Textile wet processing I C-5 (6) Entrepreneurship development C-5 (4) CAD in Textiles - C-5 (4)	OE 1(3)			SEC-3, UI&UX (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
VI	Textile wet processing IIC-6 (6) Fabric Design & Garment Construction I C-6 (4) Textile Testing C-6 (4)	OE 2(3)			SEC-4 Professional Communication (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G) / Cultural (1) (0+0+2)	24
EXIT OPTION WITH CERTIFICATE IN VISUAL ARTS- TEXTILE DESIGN (With the completion of courses equal to a minimum of 140 Credits)								
VII	Needle Craft- C-7 (8) Textile Finishing C-7 (6)	OE- 3 (3) Design Thesis - (6)						23
VIII	Graduation project-part 2 (8)	Internship – (12)						20
Award of Degree in Bachelors of Visual arts /Design with completion of Courses with minimum of 180 credits in 4 years Open Elective subjects are chosen from the list of Performing Arts, Fashion & Apparel Design &Interior Design . Student shall choose one elective from the discipline Specific Electives offered as below; 3 rd Semester : Colour & Texture (3) / Fabric Manipulation (3) / Textile Finishing (3) 4 th Semester : Denim Finishes (3) / Active Wear (3) / Non Woven Textile (3) 5 th Semester: Clothing culture & Communication(3) / Visual Merchandising & Store merchandising (3) / Technical Textile (3) 6 th Semester : Apparel Production (3) / Fashion Accessory (3) / Knitted Design (3)								188

NOTE : OPEN ELECTIVE LIST FOR VISUAL ART STUDENTS FROM OTHER STREAMS

Semester V

1. **Performing Arts - Street Theatre & Theatre Arts** – Acting for Stage
2. **Fashion Technology – Fashion & Apparel Design** – Textiles and Costumes of India
3. **Interior Design & Decoration** - Basics of Interior Design

Semester VI

- 1 Interior Design & Decoration - Landscape
2. Interior Design & Decoration - Home Decore
3. Theatre Arts – Play Production