



ALAGAPPA UNIVERSITY



(A State University Established in 1985)

Karaikudi - 630003. Tamil Nadu, India



FACULTY OF ARTS DEPARTMENT OF FINE ARTS



B.F.A., PAINTING

REGULATIONS AND SYLLABUS

(For the candidates admitted from the
Academic Year 2022 - 2023)

**DEPARTMENT OF FINE ARTS
B.F.A. PAINTING**

SYLLABUS

[For the candidates admitted from the Academic Year 2022 – 2023 onwards]



ALAGAPPA UNIVERSITY

(A State University Accredited with “A+” grade by NAAC (CGPA: 3.64) in the Third Cycle and
Graded as Category-I University by MHRD-UGC)
Karaikudi -630003, Tamil Nadu.

Broad Based Board of Studies

The panel of Members

<p>Chairperson: Prof. S. SenthamizhPavai, Professor & Head i/c, Department of Fine Arts, Alagappa University, Karaikudi - 3. TeachingExperience:26,ResearchExperience:25,AreaofResearch: Sangam Literature, Grammar, Epic & Modern Literature</p>	
<p>ForeignExpert:Prof. V.Inpamohan, Professor in Fine Arts, Eastern University, Sri Lanka, TeachingExperience:17,ResearchExperience:06,AreaofResearch: Esthetics, Folk arts, Indigenous studies</p>	
<p>IndianExpert:Prof. B. SHEELA, Professor, Department of Sculpture, Tamil University, Thanjavur TeachingExperience: 17,ResearchExperience: 17,AreaofResearch: Temple Studies, Art and Architecture, Indian Cultural Heritage</p>	
<p>IndianExpert:Dr.JustinSelvaraj, Assistant professor, Department of Fine art and Aesthetics, Madurai Kamaraj University, Madurai TeachingExperience:08,ResearchExperience:12,AreaofResearch: Kinship Studies, Community Studies, Folk Arts and Aesthetics</p>	
<p>IndustryExpert:Dr.GopalJayaraman, Professor, Regional Centre, Indira Gandhi National Centre for the Arts, Art and Craft Village Campus, Puducherry Teaching Experience:20, Research Experience:12, Area of Research:</p>	
<p>Members : Dr.K. Kavimani, Assistant Professor, Govt. college of Fine Arts,, E.V.R Highroad, periyamet, Chennai-3 Teaching Experience:----, Research Experience:-----, Area of Research:</p>	
<p>Members : Dr.P.StubertSibi, Teaching Assistant, Department of Fine Arts, Alagappa University, Karaikudi - 3. TeachingExperience:11,ResearchExperience:06,AreaofResearch: Mural Painting, Indian Painting, Modern Art</p>	

ALAGAPPA UNIVERSITY
DEPARTMENT OF FINE ARTS
Karaikudi -630003, Tamil Nadu.

SYLLABUS-(CBCS-University Department)
[For the candidates admitted from the Academic Year 2022 – 2023 onwards]

Name of the Department	: Fine Arts
Name of the Programme	: B.F.A. Painting
Duration of the Programme	: Full Time (Four Years)

Choice-Based Credit System

A choice-Based Credit System is a flexible system of learning. This system allows students to gain knowledge at their own tempo. The student shall decide on electives from a wide range of elective courses offered by the University Departments in consultation with the Department committee. Students undergo additional courses and acquire more than the required number of credits. They can also adopt an inter- disciplinary and intra-disciplinary approach to learn, and make the best use of the expertise of available faculty.

Programme

“Programme” means a course of study leading to the award of a degree in a discipline is BFA Painting.

Courses

‘Course’ is a component (a paper) of a programme. Each course offered by the Department is identified by a unique course code. A course contains lectures/ tutorials / laboratory / seminar / project / practical training / report writing / Viva-voce / internship or a combination of these, to meet effectively the teaching and learning needs.

Credits

The term “Credit” refers to the weightage given to a course, usually in relation to the instructional hours assigned to it. Normally in each of the courses credits will be assigned on the basis of the number of lectures/tutorials/practical and other forms of learning required to complete the course contents in a 15-week schedule. One credit is equal to one hour of lecture or tutorial per week. For practical /field work one credit is equal to two hours.

Semesters

An Academic year is divided into two Semesters. In each semester, courses are offered in 15 teaching weeks and the remaining 5 weeks are to be utilized for conduct of examination and evaluation purposes. Each week has 30 working hours spread over 6 days a week.

Departmental committee

The Departmental Committee consists of the faculty of the Department. The Departmental Committee shall be responsible for admission to all the programmes offered by the Department including the conduct of entrance tests/selection, verification of records, admission, and evaluation. The Departmental Committee determine the deliberation of courses and specifies the

allocation of credits semester-wise and course-wise. For each course, it will also identify the number of credits for lectures, tutorials, practicals seminars etc. The courses (Core/Discipline Specific Elective/Non-Major Elective) are designed by teachers and approved by the Departmental Committees. Courses approved by the Departmental Committees shall be approved by the Board of Studies. A teacher offering a course will also be responsible for maintaining attendance and performance sheets (CIA -I, CIA-II, assignments and seminar) of all the students registered for the course. The Non-major elective programme and MOOCs coordinator are responsible for submitting the performance sheet to the Head of the department. The Head of the Department consolidates all such performance sheets of courses pertaining to the programmes offered by the department. Then forward the same to be Controller of Examinations.

PROGRAMME EDUCATIONAL OBJECTIVES-(PEO)

PO – 1 Develop Technical Proficiency	To enable students to acquire a high level of technical skill and expertise in various painting media, including but not limited to oil, acrylic, watercolour, gouache, and mixed media.
PO – 2 Foster Artistic Expression	To encourage students to explore and develop their unique artistic vision and creative voice through painting, enabling them to effectively communicate ideas, emotions, and concepts through their artwork.
PO – 3 Cultivate Critical Thinking	To nurture students' ability to think critically, conceptually, and analytically about art and its role in contemporary society, thereby enriching the depth and meaning of their artistic practice.
PO – 4 Art Historical	To provide students with a comprehensive understanding of the history of painting, major art movements, influential artists, and cultural contexts, allowing them to contextualize their work within the broader scope of art history.
PO – 5 Encourage Creative Problem-Solving	To develop students' capacity to address artistic challenges creatively, promoting experimentation and innovation in their artistic process.
PO – 6 Foster Collaboration	To cultivate teamwork and effective communication skills, allowing students to participate constructively in group critiques and collaborative projects.
PO- 7 Social Responsibility	To emphasize the importance of ethical art-making practices and social responsibility, encouraging students to explore how art can engage with societal issues and contribute positively to the world.
PO – 8 Develop Professional Competence	To equip students with the necessary knowledge and skills for navigating the professional art world, including portfolio development, exhibition opportunities, self-promotion, and engagement with art galleries and the broader arts community.
PO -9 Lifelong Learning Mind-set	To foster a passion for continuous learning and self-improvement, inspiring graduates to remain curious, open-minded, and dedicated to their artistic development beyond the completion of the program.
PO- 10 Personal Growth and Self-Reflection	To encourage students to engage in self-reflection, artistic self-discovery, and personal growth throughout their artistic journey, leading to a deeper understanding of themselves as artists and individuals.

PROGRAMME SPECIFIC OBJECTIVES - (PSO)

PSO-1	Develop proficiency in using various painting media, such as oil, acrylic, watercolgouachee artworks with skill and precision.
PSO-2	Demonstrate a personal artistic style and visual language through the creation of original artworks that effectively communicate ideas, emotions, and concepts.

PSO-3	Acquire a comprehensive understanding of the history of painting, major art movements, influential artists, and cultural contexts to inform and enrich artistic practice.
PSO-4	Apply critical thinking and conceptual approaches to art-making, exploring innovative solutions to artistic challenges and pushing the boundaries of creative expression.
PSO-5	Utilize principles of composition, design, and spatial organization to create balanced, visually engaging, and aesthetically pleasing artworks.

PROGRAMME OUTCOME - (PO)

PO – 1 Technical Proficiency	Students will gain a high level of technical skill and proficiency in various painting media, including oil, acrylic, watercolour, gouache, and others. They will learn about colour theory, composition, brushwork, and other essential techniques.
PO – 2 Artistic Expression	Students will develop their artistic vision and ability to communicate ideas, emotions, and concepts through their paintings. They will explore different artistic styles and approaches to find their unique artistic voice.
PO – 3 Art Historical Knowledge	Students will study the history of painting, learning about influential artists, art movements, and cultural contexts. This knowledge will help them understand the evolution of painting as an art form and provide them with a broader perspective on their own work.
PO – 4 Conceptual Thinking	The program will encourage students to think critically and conceptually about their artwork. They will learn to articulate the ideas behind their paintings and understand the significance of their creative choices.
PO – 5 Creative Problem-Solving	BFA Painting programs often foster an environment that challenges students to tackle artistic problems creatively. They will learn to experiment with various approaches to find innovative solutions in their artwork.
PO – 6 Professional Development	Students will gain an understanding of the professional art world, including how to present their work in a portfolio, approach galleries, and participate in exhibitions. They may also receive guidance on networking and marketing their art.
PO- 7 Collaboration and Critique	Throughout the program, students will participate in group critiques and collaborative projects. This process helps them develop the ability to give and receive constructive feedback and learn from their peers.
PO – 8 Ethics and Social Responsibility	Some BFA programs emphasize the importance of ethical and socially responsible art-making. Students may explore the role of art in addressing societal issues and promoting positive change.
PO -9 Portfolio Development	By the end of the program, students will have compiled a strong portfolio showcasing their best work. This portfolio will be essential for pursuing further education or professional opportunities in the art world.
PO- 10 Life-long Learning	Engage in life-long learning for holistic development BFA Painting programs aim to instil a passion for continuous learning and growth in students. Graduates are encouraged to keep exploring new techniques, styles, and ideas throughout their artistic careers.

PROGRAMME SPECIFIC OUTCOME

PSO-1	Graduates will demonstrate proficiency in various painting media, including oil, acrylic, watercolour, gouache, and mixed media, as evident through the execution of technically skilled and well-crafted artworks.
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PSO-2	Graduates will exhibit a distinctive artistic style and a developed visual language, evident through a cohesive body of artwork that reflects their personal artistic vision and unique creative voice.
PSO-3	Graduates will display an understanding of the history of painting, major art movements, influential artists, and cultural contexts, as demonstrated through written analyses, discussions, or presentations of relevant artworks.
PSO-4	Graduates will apply conceptual thinking and critical analysis to their art-making process, showcasing their ability to articulate ideas and intentions behind their artworks.
PSO-5	Graduates will employ principles of composition, design, and spatial organization to create visually engaging and well-structured artworks that effectively communicate their artistic intentions.

Eligibility for admission

i) For Admission:

A pass in the Higher Secondary Examination (Academic / Vocations Stream) conducted by the Government of Tamilnadu, CBSE or an examination accepted as equivalent there to (like PUC) by the Syndicate, subject to such conditions as may be prescribed therefore.

The minimum qualifying marks in the +2 examination will be 50% for General, BC, MBC category, 45% for Physically Challenged and 40% for SC/ST candidates.

ii) Age limit:

The upper age limit for to BFA Painting degree Courses will be 21 years as on 1st July of every calendar year. However a relaxation of 5 years is permitted for differently able as per GO.MS.No.239 S.W.dated 3.9.93 and SC/ST/BC/MBC/DNC candidates and women candidates may be allowed the relaxation of 3 years beyond 21 years for the admission in to BFA Painting Programme.

iii) For the Degree:

The candidates shall have subsequently undergone the prescribed course of study in the Department of Fine Arts, Alagappa University for a period of not less than four academic years, passed the examinations prescribed and fulfilled such conditions as have been prescribed therefore.

iv) Entrance Examination

A Entrance Examination will be conducted for all eligible candidates. The following is the pattern of Entrance Examination.

Entrance Examination

- a. Portrait/ Watercolour - 100 Marks
- b. +2 Weightages - 100 Marks

The minimum qualifying marks in the +2 and Practical Examination will be 50% for General category, 45% for Physically Challenged and 40% for SC/ST candidates. The candidates those who qualify in the +2 and Practical Examination with the abovementioned qualifying marks, only will be allowed for admission.

Medium of Instruction

The medium of instruction for Bachelor of Fine Arts (B.F.A.) Programmes in Painting is English and Tamil. The students may select either English or Tamil.

Minimum Duration of programme

The programme is for a period of three or four years. Each year shall consist of two semesters viz. Odd and Even semesters. Odd semesters shall be from June / July to October / November and even semesters shall be from November / December to April / May.) For each semester, there shall be 90 working days consisting of 6 teaching hours per working day (5 days/week).

Components

A UG programme consists of a number of courses. The term “course” is applied to indicate a logical part of the subject matter of the programme and is invariably equivalent to the subject matter of a “paper” in the conventional sense. The following are the various categories of the courses suggested for the PG programmes:

A. Core Courses (CC)- “Core Papers” means “the core courses” related to the programme concerned including practical and project work offered under the programme and shall cover Core competency, critical thinking, analytical reasoning, research skill.

B. Discipline-Specific Electives (DSE) means the courses offered under the programme related to the major but are to be selected by the students and shall cover additional academic knowledge, critical thinking, and analytical reasoning.

Selection of students to the DSE:

The Department Committee shall follow a selection procedure on a first come first served basis, fixing the maximum number of students, giving counselling to the students etc. to avoid overcrowding to particular course (s) at the expense of some other courses. The Department shall provide all information relating to the ECs in each programme to all the students so as to enable them to choose their ECs.

C. Non-Major Electives (NME)- Exposure beyond the discipline

- Students have to undergo a total of two Non Major Elective courses (UG) with 2 credits offered by other departments (one in III semester another in IV Semester).
- A uniform time frame of 3 hours on a common day (Tuesday) shall be allocated for the Non-Major Electives.
- Non-Major Elective courses offered by the departments UG Programme pertaining to a semester should be announced before the end of the previous semester.
- Registration process: Students have to register for the Non-Major Elective course within 15 days from the commencement of the semester either in the department or NME Portal (University Website).

D. Self-Learning Courses from MOOCs platforms.

- MOOCs shall be on voluntary for the students.
- Students have to undergo a total of 2 Self Learning Courses (MOOCs) one in III semester another in IV semester.
- The actual credits earned through MOOCs shall be transferred in the credit plan of programmes as extra credits. Otherwise 2 credits/course be given if the Self Learning Course (MOOCs) is without credit.
- While selecting the MOOCs, preference shall be given to the course related to employability skills.

E. Skill Enhancement Courses:

In view of enhancing the employable skills of the students, four skill-oriented courses are given for students. First course in fifth Semester, Second course in Sixth semester, Third course in seventh semester and fourth course in eighth Semester.

F. Training Courses:

Train the students in specific field of the students, four training-oriented courses are given for students. First course in first Semester, Second course in third semester, Third course in fifth semester and fourth course in seventh Semester.

G. Study Tour

BFA Painting programme students are taken three educational excursions during the course of their study to visit various places of artistic or historical importance and interest; each tour shall have three weeks by train. The educational trip shall be organized of places covering different culture, museums, institutions and historical places of artistic and creative significance. First trip shall cover South India in fourth semester, second study tour shall cover Middle India in sixth semester and third study tour shall cover North India in eight semester.

H. Internships:

The duration of the Project/Dissertation/internship shall be a minimum of three months in the final semester.

The students who have opted for an Internship must undergo industrial training in the reputed organizations to accrue industrial knowledge in the final semester. The student has to find industry related to their discipline (Public limited/Private Limited/owner/NGOs etc.,) in consultation with the faculty in charge / Mentor and get approval from the head of the department and Departmental Committee before going for an internship.

Plan of work

The candidate shall undergo Internship Work during the final semester. The candidate should prepare a scheme of work for the Internship and should get approval from the guide. The candidate, after completing the dissertation /project work, shall be allowed to submit it to the university departments at the end of the final semester. If the candidate is desirous of availing the facility from other departments/universities/laboratories/organizations they will be permitted only after getting approval from the guide and HOD. In such a case, the candidate shall acknowledge the same in their Internship work.

❖ No. of copies of the internship report

The candidate should prepare three copies of the dissertation/project/internship report and submit the same for the evaluation of the examiners. After evaluation, one copy will be retained in the department library, one copy will be retained by the guide and the student shall hold one copy.

Internship Format

❖ Format to be followed for Internship report

The format /certificate for internship report to be followed by the student are given below

❖ **Title page -Format of the title page**

Title of internship report

Internship report submitted in partial fulfilment of the requirement for the
BFA degree into the Alagappa University, Karaikudi -
630003.

By (Student Name)

(Register Number)

University Logo

Department of Fine Arts

Alagappa University

(A State University Accredited with “A+” grade by NAAC (CGPA: 3.64) in the Third Cycle and Graded as Category-I University by MHRD-UGC, 2019: QS ASIA Rank- 216, QS BRICS Rank-104, QS India Rank-20)

Karaikudi - 630003 (Year)

❖ **Certificate-Format of certificate – faculty in-charge**

This is to certify that the Internship report entitled “-----”
submitted to Alagappa University, Karaikudi-630 003 in partial fulfilment for the B.F.A
Programmes in PAINTING by Mr/Mis (RegNo) under my supervision. This is based
on the work carried out by him/her in the organization M/S ----- . This Internship
report or any part of this work has not been submitted elsewhere for any other degree, diploma,
fellowship, or any other similar record of any University or Institution.

Place:

Date:

Supervisor

Research

❖ **Certificate (HOD)**

This is to certify that the Internship report entitled “ ” submitted by Mr/Mis.----- (Reg No
) to the Alagappa University, in partial fulfillment for the award of the B.F.A., Programmes
is a bonafide record of Internship report done under the supervision of -----, Assistant
Professor, Department of -----, Alagappa University and the work carried out by
him/her in the organization M/S ----- . This is to further certify that the thesis or
any part thereof has not formed the basis of the award to the student of any degree, diploma,
fellowship, or any other similar title of any University or Institution.

Place: Karaikudi

Date:

Head of the Department

❖ **Certificate-(Format of certificate – Company supervisor/ Head of the Organization)**

This is to certify that the report entitled “ ”submitted to Alagappa University, Karaikudi-630 003 in partial fulfilment for the B.F.A., Programmes in PAINTING by Mr/Mis (RegNo) under my supervision. This is based on the work carried out by him/her in our organization M/S --- ----- for the period of three months or--. This Internship report or any part of this work has not been submitted elsewhere for any other degree, diploma, fellowship, or any other similar record of any University or Institution.

Place:

Date:

Supervisor or incharge

❖ **Declaration (student)**

I hereby declare that the dissertation/project entitled “ ”submitted to the Alagappa University for the award of the B.A/B.Sc./B.F.A/ integrated programme in ----- has been carried out by me under the guidance of , Assistant Professor, Department of----- ----, Alagappa University, Karaikudi – 630 003. This is my original and independent work carried out by me in the organization M/S----- for the period of three months or and has not previously formed

the basis of the award of any degree, diploma, associateship, fellowship, or any other similar title of any University or Institution.

Place: Karaikudi

Date:

(-----)

- Acknowledgment
- Content as follows:

ChapterNo	Title	Pagenumber
1	Introduction	
2	Aim and objectives	
3	Organisation profile/details	
4	Methods / work	
5	Observation and knowledge gained	
6	Summary and outcome of the Internship study	
7	References	

Teaching methods

Learning can be made a challenging, engaging, and enjoyable activity. Learners should be encouraged to engage in a rigorous process of learning and self-discovery while focusing on key areas of the discipline and spending required time on practice. Experimentation and emphasis on the process would make learning meaningful. To achieve its objective of process-based learning, focused work, and holistic development, the Department/ University/Institution can use a variety of knowledge delivery methods. Use of Open Education Resources (OERs) would help students get exposure to a wider range of practices across the world:

Methodology for Fine Arts:

- Lectures
- Lecture-Demonstrations
- Guided Visualization & Seeing Sessions
- Analyses of Exhibitions
- Workshops – intensive & extensive
- Residencies with gurus
- Study tours
- Continuous Sketching & Drawings
- Tutorials - Assignments – Projects – Dissertations
- Presentations: Classroom Creations & Public Exhibitions

Attendance

Students must have earned 75% of attendance in each course for appearing for the examination. Students who have earned 74% to 70% of attendance need to apply for condonation in the prescribed form with the prescribed fee. Students who have earned 69% to 60% of attendance need to apply for condonation in the prescribed form with the prescribed fee along with the Medical Certificate. Students who have below 60% of attendance are not eligible to appear for the End Semester Examination (ESE). They shall re- do the semester(s) after completion of the programme.

Examination and Evaluation

The examinations shall be conducted separately for the orandy practical's to assess (remembering, understanding, applying, analyzing, evaluating, and creating) the knowledge required during the study. There shall be two systems of examinations viz., internal and external examinations. The internal examinations shall be conducted as Continuous Internal Assessment tests I and II (CIA Test I & II).

a. Internal Assessment

The internal assessments shall comprise a maximum of 25 marks for each subject. The following procedure shall be followed forward in internal marks.

Theory-25marks

S.No	Content	Marks
1	Average marks of two CI Attest	15
2	Seminar/group discussion/quiz	5
3	Assignment/fieldtrip report/casestudyreport	5
	Total	25

Practical-25 Marks

1	Presentation/ Class work	10marks
2	Test/ Submission	10marks
3	Assignment/ Seminar	5 marks
	Total	25 Marks

Internship–150 Marks(assess byincharge/HOD/ Organizationsupervisor)

1	Twopresentations(mid-term)	30Marks
2	Progressreport	20Marks
	Total	50Marks

B. External Examination

- There shall be examinations at the end of each semester, for odd semesters in the month of October / November; for even semesters in April / May.
- A candidate who does not pass the examination in any course(s) may be permitted to appear in such failed course(s) in the subsequent examinations to be held in October / November or April / May. However candidates who have arrears in Practical shall be permitted to take their arrear Practical examination only along with Regular Practical examination in the respective semester.
- A candidate should get registered for the first semester examination. If registration is not possible owing to shortage of attendance beyond condonation limit / regulation prescribed OR belated joining OR on medical grounds, the candidates are permitted to move to the next semester. Such candidates shall re-do the missed semester after completion of the programme.
- For the Project Report/ Dissertation Work / internship the maximum marks will be 75/150 percent for project report evaluation and for the Viva-Voce it is 25/50 percent (if in some programmes, if the project is equivalent to more than one course, the project marks would be in proportion to the number of equivalent courses).
- Viva-Voce: Each candidate shall be required to appear for Viva-Voce Examination (in defense of the Dissertation Work /Project/ internship).

C. SchemeofExternalExamination(Question PaperPattern)

Theory-Maximum75Marks

Section A	10 questions. All questions carry equal marks. (Objective type questions)	10 x 1 = 10 Marks	10 questions – 2 each from every unit
Section B	5 questions Either / or type like 1.a (or) b. All questions carry equal marks.	5 x 5 = 25	5 questions – 1 each from every unit
Section C	5 questions Either / or type like 1.a (or) b. All questions carry equal marks.	5 x 8 = 40	5 question –Should cover all units

Practical–Maximum 75 Marks

Section A	Sketches / Sketchbook/ Study	15Marks
Section B	Portfolio / Final Submission	15Marks
Section C	Final Exam Work	25 Marks
Section D	Presentation/ Viva	20Marks

Internship report Scheme of evaluation

Internship report	100 Marks
Vivo voce	50Marks

Results

The results of all the examinations will be published through the Department where the student underwent the course as well as through University Website.

Passing minimum

A candidate shall be declared to have passed in each course if he/she secures not less than 40% marks in the End Semester Examinations and 40% marks in the Internal Assessment and not less than 40% in the aggregate, taking Continuous assessment and End Semester Examinations marks together.

- The passing minimum for CIA shall be 40% out of 25 marks (i.e.10 marks) in Theory papers and 40% out of 25 marks (i.e. 10 marks) in Practical Examinations.
- The passing minimum for University Examinations shall be 40% out of 75 marks (i.e. 30 marks) for Theory and Practical papers.
- The candidates not obtained 40% in the Internal Assessment are permitted to improve their Internal Assessment marks in the subsequent semesters (2 chances will be given) by writing the CIA tests and by submitting assignments. Candidates, who have secured the pass marks in the End-Semester Examination and in the CIA but failed to secure the aggregate minimum pass mark (E.S.E + C I.A), are permitted to improve their Internal Assessment mark in the following semester and /or in University examinations.
- A candidate shall be declared to have passed in the Internship report if he / she get not less than 40% in each of the Report and Viva-Voce.
- A candidate who gets less than 40% in the Internship must resubmit the thesis. Such candidates need take again the Viva-Voce on their submitted report / thesis.

Grading of the Courses

The following table gives the marks, Grade points, Letter Grades and classifications meant to indicate the overall academic performance of the candidate.

Conversion of Marks to Grade Points and Letter Grade (Performance in Course / Paper)

RANGE OF MARKS	GRADE POINTS	LETTER GRADE	DESCRIPTION
90 - 100	9.0 – 10.0	O	Outstanding
80 - 89	8.0 – 8.9	D+	Excellent
75 - 79	7.5 – 7.9	D	Distinction
70 - 74	7.0 – 7.4	A+	Very Good
60 - 69	6.0 – 6.9	A	Good
50 - 59	5.0 – 5.9	B	Average
40 - 49	4.0 – 4.9	C	Satisfactory
00 - 39	0.0	U	Re-appear
ABSENT	0.0	AAA	ABSENT

- a) Successful candidates passing the examinations and earning GPA between 9.0 and 10.0 and marks from 90 – 100 shall be declared to have Outstanding (O).
- b) Successful candidates passing the examinations and earning GPA between 8.0 and 8.9 and marks from 80 - 89 shall be declared to have Excellent (D+).
- c) Successful candidates passing the examinations and earning GPA between 7.5 – 7.9 and marks from 75 - 79 shall be declared to have Distinction (D).
- d) Successful candidates passing the examinations and earning GPA between 7.0 – 7.4 and marks from 70 - 74 shall be declared to have Very Good (A+).
- e) Successful candidates passing the examinations and earning GPA between 6.0 – 6.9 and marks from 60 - 69 shall be declared to have Good (A).
- f) Successful candidates passing the examinations and earning GPA between 5.0 – 5.9 and marks from 50 - 59 shall be declared to have Average (B).
- g) Successful candidates passing the examinations and earning GPA between 4.0 – 4.9 and marks from 40 - 49 shall be declared to have Satisfactory (C).
- h) Candidates earning GPA between 0.0 and marks from 00 - 39 shall be declared to have Re-appear (U).
- i) Absence from an examination shall not be taken as an attempt.

From the second semester onwards the total performance within a semester and continuous performance starting from the first semester are indicated respectively by **Grade Point Average (GPA) and Cumulative Grade Point Average (CGPA)**. These two are calculated by the following formulate

$$\text{GRADE POINT AVERAGE (GPA)} = \frac{\sum_i C_i G_i}{\sum_i C_i}$$

$$\text{GPA} = \frac{\text{Sum of the multiplication of grade points by the credits of the courses}}{\text{Sum of the credits of the courses in a Semester}}$$

Classification of the final result

The final result of the candidate shall be based only on the CGPA earned by the candidate.

- a) Successful candidates passing the examinations and earning CGPA between 9.5 and 10.0 shall be given Letter Grade (O+) and those who earned CGPA between 9.0 and 9.4 shall be given Letter Grade (O) and declared to have First Class –Exemplary*.

- b) Successful candidates passing the examinations and earning CGPA between 7.5 and 7.9 shall be given Letter Grade (D), those who earned CGPA between 8.0 and 8.4 shall be given Letter Grade (D+) and those who earned CGPA between 8.5 and 8.9 shall be given Letter Grade (D++) and declared to have First Class with Distinction*.
- c) Successful candidates passing the examinations and earning CGPA between 6.0 and 6.4 shall be given Letter Grade (A), those who earned CGPA between 6.5 and 6.9 shall be given Letter Grade (A+) and those who earned CGPA between 7.0 and 7.4 shall be given Letter Grade (A++) and declared to have First Class.
- d) Successful candidates passing the examinations and earning CGPA between 5.0 and 5.4 shall be given Letter Grade (B) and those who earned CGPA between 5.5 and 5.9 shall be given Letter Grade (B+) and declared to have passed in Second Class.
- e) Successful candidates passing the examinations and earning CGPA between 4.0 and 4.4 shall be given Letter Grade (C) and those who earned CGPA between 4.5 and 4.9 shall be given Letter Grade (C+) and declared to have passed in Third Class.
- f) Absence from an examination shall not be taken as an attempt.

Final result

CGPA	Grade	Classification of Final Result
9.5 – 10.0	O+	FirstClass – Exemplary*
9.0 and above but below 9.5	O	
8.5 and above but below 9.0	D++	First Class with Distinction*
8.0 and above but below 8.5	D+	
7.5 and above but below 8.0	D	
7.0 and above but below 7.5	A++	First Class
6.5 and above but below 7.0	A+	
6.0 and above but below 6.5	A	
5.5 and above but below 6.0	B+	Second Class
5.0 and above but below 5.5	B	
4.5 and above but below 5.0	C+	Third Class
4.0 and above but below 4.5	C	
0.0 and above but below 4.0	U	Re-appear

$$\text{CUMMULATIVE GRADE POINT AVERAGE (CGPA)} = \frac{\sum_n \sum_i C_{ni} G_{ni}}{\sum_n \sum_i C_{ni}}$$

CGPA = Sum of the multiplication of grade points by the credits of the entire Programme

Sum of the credits of the course for the entire Programme

Where ‘Ci’ is the Credit earned for Course i in any semester; ‘Gi’ is the Grade Point obtained by the student for Course i and ‘n’ refers to the semester in which such courses were credited.

CGPA (Cumulative Grade Point Average) = Average Grade Point of all the Courses passed starting from the first semester to the current semester.

Note: * The candidates who have passed in the first appearance and within the prescribed Semesters of the UG Programme (Major, Allied and Elective courses alone) are alone eligible for this classification.

Maximum duration of the completion of the programme

The maximum period for completion of UG Degree in ----- shall not exceed Ten semesters continuing from the first semester.

Conferment of the Undergraduate Degree programme

A candidate shall be eligible for the conferment of the Degree only after he/ she has earned the minimum required credits for the Programme prescribed therefore credits for four years UG Programmes credits).

Village Extension Programme

The Sivaganga and Ramnad districts are very backward districts where a majority of people lives in poverty. The rural mass is economically and educationally backward. Thus the aim of the introduction of this Village Extension Programme is to extend out to reach environmental awareness, social activities, hygiene, and health to the rural people of this region. The students in their third semester have to visit any one of the adopted villages within the jurisdiction of Alagappa University and can arrange various programs to educate the rural mass in the following areas for three day based on the theme.1. Environmental awareness 2. Hygiene and Health. A minimum of two faculty members can accompany the students and guide them.



PROGRAMME STRUCTURE

COURSE CODE – 308

FIRST YEAR

SEMESTER	PART	COURSE	COURSE CODE	COURSE NAME	PRACTICAL/ THEORY	CREDITS	HOURS PER WEEK	MARKS		
								L-T-P	INTER NAI	EXTER NAI
SEM I	I	TLC-1	221T1	Tamil – 1/Other Languages	T	3	3-0-0	25	75	100
	II	ELC-1	921CE	Communicative English – I	T	3	3-0-0	25	75	100
	III	CC – 1	308101	Elements and Principles of Art	T	3	4-0-0	25	75	100
		CC - 2	308102	Life Study and Portrait	P	3	0-1-4	25	75	100
		CC - 3	308103	Observational Study	P	3	0-1-4	25	75	100
		AC - 1	308104	Clay Modeling	P	3	0-1-4	25	75	100
		TC-1	308105	Outdoor Studies	P	2	0-0-4	25	75	100
		AECC-I	91BPE A	Professional English for Arts and Social Sciences - I	T	4	5-0-0	25	75	100
			Library/ Yoga			1				
			7	TOTAL		20	30			800
SEM II	I	TLC-2	222T1	Tamil – 2/ Other Languages	T	3	3-0-0	25	75	100
	II	ELC-2	922CE	Communicative English - II	T	3	3-0-0	25	75	100
	III	CC- 4	308201	Methods and Materials	T	3	4-0-0	25	75	100
		CC- 5	308202	Anatomy Study	P	3	0-1-4	25	75	100
		CC- 6	308203	Nature Study	P	3	0-1-4	25	75	100
		AC -2	308204	Print Making	P	3	0-1-4	25	75	100
		AECC- II	92BPE A	Professional English for Arts and Social Science-II	T	4	5-0-0	25	75	100
	IV	EVS	4BES2	Environmental Studies	T	2	2-1-0	25	75	100
			Library/ Yoga			2				
			7	TOTAL		20	30			800

COURSE STRUCTURE

COURSE CODE – 308

SECOND YEAR

SEMESTER	PART	COURSE	COURSE CODE	COURSE NAME	PRACTICAL/ THEORY	CREDITS	HOURS PER WEEK	MARKS		
								L-T-P	INTE RNA	EXT ERN
SEM III	III	CC- 7	308301	History of Indian Art	T	4	4-0-0	25	75	100
		CC- 8	308302	Basic Composition	P	3	0-1-4	25	75	100
		CC- 9	308303	Folk & Tribal Painting	P	3	0-1-4	25	75	100
		AC- 3	308304	Photography	P	3	0-1-4	25	75	100
		EC - 1	308305A 308305B	2D Animation / Pattern Design	P	3	0-1-4	25	75	100
		TC-2	308306	Critical & Contextual Studies	P	2	0-1-2	25	75	100
	IV	NME- 1	-	NME	P/T	2	0-1-2	25	75	100
		SLC-1	-	MOOCs		Extra Credit	-	-	-	-
				Library/ Yoga		2				
			7	TOTAL		20	30			700
SEM IV	III	CC- 10	308401	History of Western Art	T	4	4-0-0	25	75	100
		CC - 11	308402	Pictorial Composition	P	3	0-1-4	25	75	100
		CC - 12	308403	Miniature Painting	P	3	0-1-4	25	75	100
		AC - 4	308404	Digital Illustration	P	3	0-1-4	25	75	100
		EC - 2	308405A 308405B	3D Modelling/ CAD Textile Design	P	3	0-1-4	25	75	100
	IV	ST-1	308406	Cultural Study Tour- South India	P	2	0-1-2	25	75	100
		NME- 2		NME	T/P	2	0-1-2	25	75	100
		SLC-2		MOOCs*		Extra Credits	-	-	-	
				Library/ Yoga						
			7	TOTAL		20	30			700

COURSE STRUCTURE

COURSE CODE – 308

THIRD YEAR

SEMESTER	PART	COURSE	COURSE CODE	COURSE NAME	PRACTICAL/ THEORY	CREDITS	HOURS PER WEEK	MARKS		
								INTER NAL	EXTER NAL	TOTAL
SEM V	III	CC - 13	308501	History of Modern Indian Art	T	4	4-0-0	25	75	100
		CC - 14	308502	Creative Composition	P	3	0-1-4	25	75	100
		CC - 15	308503	Kalamkari Painting	P	3	0-1-4	25	75	100
		AC - 5	308504	Digital Cartoon & Caricature	P	3	0-1-4	25	75	100
		EC - 3	308505 A	3D Texturing & Lighting/ Textile Printing	P	3	0-1-4	25	75	100
			308505 B							
		TC-3	308506	Art Practice and Discourse	P	2	0-1-2	25	75	100
SEC-1	308507	Art and Craft	P	2	0-1-2	25	75	100		
			7	TOTAL		20	30			700
SEM VI	III	CC - 16	308601	History of Modern Western Art	T	4	4-0-0	25	75	100
		CC - 17	308602	Modern Composition	P	3	0-1-4	25	75	100
		CC - 18	308603	Thanjavur Painting	P	3	0-1-4	25	75	100
		AC- 6	308604	Digital Story Board & Comic Drawing	P	3	0-1-4	25	75	100
		EC - 4	308605 A	3D Animation & Rendering/ Apparel Design	P	3	0-1-4	25	75	100
			308605 B							
	SEC -2	308606	Art Direction and Set Design	P	2	0-1-2	25	75	100	
IV	ST - 2	308607	Cultural Study Tour- Middle India	P	2	0-1-2	25	75	100	
			7	TOTAL		20	30			700

COURSE STRUCTURE

COURSE CODE – 308

FOURTH YEAR

SEMESTER	PART	COURSE	COURSE CODE	COURSE NAME	PRACTICAL/ THEORY	CREDITS	HOURS PER WEEK	MARKS			
								INTERNAL	EXTERNAL	TOTAL	
SEM VII	III	CC - 19	308701	History of Asian Art	T	4	4-0-0	25	75	100	
		CC - 20	308702	Creative Painting	P	3	0-1-4	25	75	100	
		CC - 21	308703	Mural Painting	P	3	0-1-4	25	75	100	
		AC - 7	308704	Digital Mate Painting	P	3	0-1-4	25	75	100	
		EC - 5	308705A 308705B	3 D Motion Graphics & VFX/ Fashion Accessories Design	P	3	0-1-4	25	75	100	
		SEC - 3	308706	Museology and Conservation	P	2	2-1-0	25	75	100	
		SEC - 4	308707	Art Education and Psychology	T	2	0-1-2	25	75	100	
			7	TOTAL		20	30			700	
SEM VIII	III	CC - 22	308801	Internship and Research	D	15	0-0-22	50	150	200	
		TC-4	308802	Exhibition and Presentation	P	3	0-1-4	25	75	100	
	IV	ST - 3	308803	Cultural Study Tour- North India	P	2	0-1-2	25	75	100	
			3	TOTAL		20	30			400	
Total Credits						160					5500

TLC: Tamil language Course
Course

ELC: English Language Course

CC: Core

AC: Allied Course

Add on Course: Extra Course

TC: Training Course

L/T/P: Lecture/ Tutorial/ Practical

* Voluntary basis

D : Dissertation

Semester -I					
Core COURSE -1	Course code: 308101	ELEMENTS AND PRINCIPLES OF ART	T	Credits: 3	Hours: 4
Unit -I					
Objective 1	To enhance the students in fundamental strategies, methods of contemporary making and painting.				
FUNDAMENTALS OF ART Art in World: What is Art, Art is Communication, The Purposes of Art, Art as a Lifelong Pursuit, Why Do Artists Create, and The Language of Art.					
Outcome 1	Learners understand the fundamental concepts of Arts.				K2
Unit -II					
Objective 2	To create an effect and to help convey the artist's intent.				
THE MEDIA AND PROCESSES OF ART Two-Dimensional Media: Drawing, Drawing Medium, Shading Techniques, Painting, Painting Media, Printmaking Three-Dimensional Media: Sculpture, The Medium of Sculpture, Crafts, Architecture Technological Medium: Photography, Film, Video, Computer, Multimedia Art.					
Outcome 2	Mastery of techniques, Innovation and experimentation.				K4
Unit -III					
Objective 3	Create and implement the concepts and basic principles of Creative Drawing & Still Life.				
ELEMENTS OF ART 1. Line, 2. Shape, 3. Form, 4. Colour, 5. Tone, 6. Texture 7. Space					
Outcome 3	Understanding the concept of shape, colour and texture.				K3
Unit -IV					
Objective 4	Implement the sound techniques of Creative Drawing & Still Life.				
PRINCIPLES OF COMPOSITION 1. Proportion 2. Rhythm 3. Dominance 4. Harmony 5. Unity 6. Balance 7. Verity					
Outcome 4	Understanding the concept of Proportion, Harmony and Dominance Composition.				K2
Unit -V					
Objective 5	Practical concepts and understanding in their practical work.				
Art Criticism and Aesthetic Judgment Art Criticism: Learning from a Work of Art, Why Study Art Criticism, The Steps of Art Criticism Aesthetics: Thinking About a Work of Art, Aesthetic Theories and the Quality of Art.					
Outcome 5	Enhanced appreciation of art and Critical thinking skills.				K4
Suggested Readings:- Joshua Field, Elements and Principles of Art + Design, Hot Iron Press Gerald F. Brommer, Illustrated Elements of Art and Principles of Design					
Online resources: https://www.khanacademy.org/humanities/art-history https://www.theartstory.org/ https://www.artsy.net/gene/art-terms					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -I					
Core COURSE -2	Course code: 308102	LIFE STUDY AND PORTRAIT	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To make the students demonstrate an ability to draw the human figure observationally.				
DRAWING FROM LIFE					
Drawing from life and nature in pencil, crayon or inks, Observation and rendering of proportion of human body and various forms of nature indoor and outdoor sketching from life and nature, Visits to Zoo and Museum.					
Outcome 1	Understand the Improved observational skills.				K2
Unit -II					
Objective 2	To learn the principles of drawing through careful study of the human form, gesture, proportion and artistic anatomy.				
HEAD STUDY FROM LIFE					
Study of the head through different directions and angles. Anatomical structure of the head, its plain, depth, raised portion and the parts of the head. Rendering to be done in pencil, charcoal, water, oil, acrylic and oil pastels.					
Outcome 2	Understanding facial anatomy and Improved observational skills.				K4
Unit -III					
Objective 3	To draw a conclusive opinion about the behaviour of colours in different environments.				
PAINTING FROM LIFE					
In water colour, coloured pencils or coloured inks. Extension of Painting Arrangements of figures and forms in pictorial space, expression of specific mood and emotions. Assignments should be based on realistic forms.					
Outcome 3	Understanding the Improved observation skills.				K3
Unit -IV					
Objective 4	To paint and handle different kinds of colours and mediums.				
ANATOMY STUDY					
Drawing from life (Human forms) Basic proportions, grace of the figure, structure and Construction, Plains of the body and drapery, shade and light, Making of finished drawings from different scribbling possibilities. Study of the anatomy of the entire human figure with the construction of muscles and bones.					
Outcome 4	Understanding the concept of Improved anatomical knowledge.				K5
Unit -V					
Objective 5	To understand the concept of colours				
PORTRAIT PAINTING					
Half-length studies of human figure, Bust of male and female in different age groups. Study of head and drapery and the plan of light and shade on it with water and oil media. Lectures and demonstrations on portrait painting.					
Outcome 5	Enhanced appreciation of Likeness and realism.				K2
Suggested Readings:-					
"Portrait Painting Atelier: Old Master Techniques and Contemporary Applications" by Suzanne Brooker.					
"Figure Drawing for Artists: Making Every Mark Count" by Steve Huston					

Online resources: https://www.proko.com/ https://www.nma.art/ https://www.ctrlpaint.com/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester -I					
Core COURSE -3	Course code: 308103	OBSERVATIONAL STUDY	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To develop the ability to draw observationally, appropriately applying an understanding of line, value, volume, proportion.				
OBSERVATION TECHNIQUES					
Principles of light and shade, Light and shade, Aware of depth, Illusion of depth, Emulate on a two-dimensional plane.					
Outcome 1	Improved attention to detail.			K2	
Unit -II					
Objective 2	To understand perspective in a unified composition.				
DIRECT OBSERVATION					
Study of composition (Principals), Placement of the elements on the surface, Identification of compositional problems of each type of painting Developing personal expression through any style (Indian / Western).					
Outcome 2	Deeper Understanding, Accurate and reliable data.			K3	
Unit -III					
Objective 3	To establishing hand-eye coordination while drawing any object.				
INDIRECT OBSERVATION					
Indirect observation variety, Form painting, Conceptual, Classical, Observation from Photographs, Pictures and more.					
Outcome 3	Accessibility to remote or inaccessible subjects.			K1	
Unit -IV					
Objective 4	During this module, the students are trained to understand the importance of proportion while drawing.				
MANMADE OBJECTS					
Study from manmade objects with emphasis on construction. Perspective and rendering in linear and massive drawing. Experience with material quality for feel. Values in grey, texture and colour in rendering.					
Outcome 4	Technological advancement, Infrastructure and architecture.			K3	
Unit -V					
Objective 5	This subject develops the sense of line, space and volume in the mind of an artist.				
NATURAL OBJECTS					
Study from natural objects with emphasis on construction. Perspective and rendering in linear and massive drawing. Use of media – pencil, charcoal, pen & ink, crayon etc.					
Outcome 5	Understanding the biodiversity and ecological balance.			K2	
Suggested Readings:-					
"Observational Research Methods" by Jerry W. Willis					
"Naturalistic Observation" by Pehr Granqvist and Fredrik Lindblom					
Online resources:					
https://www.qualres.org/HomeObse-3705.html					
https://www.simplypsychology.org/observational.html					
http://sru.soc.surrey.ac.uk/SRU19.html					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester -I					
Allied Course - 1	Course code: 308104	CLAY MODELLING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To develop a three-dimensional vision.				
INTRODUCTION TO CLAY MODELLING					
Introduction to Clay Modelling Sculpture, Eye, Nose, Lips modelling Hand material preparing, Exploring 3D form Emphasizes drawing for sculpture, concept development armature , expression - concepts and comprehension of 3D space, material preservation, making basic human forms, animal forms.					
Outcome 1	Improved Artistic expression and Hand-eye coordination.				K2
Unit -II					
Objective 2	To feel the objects and materials				
TOOLS AND HANDLING TECHNIQUE					
Techniques and tools, carving tools, modelling tools, wire tools, wooden tools, plastic tools, Adding technique, carving technique, Roughing out, Removing Clay, Manoeuvring, Repositioning and Detailing.					
Outcome 2	Precision and Accuracy, Efficiency and Productivity.				K3
Unit -III					
Objective 3	To explore the Students promotes creativity and help them to promote self-confidence, encourage self-expression and develops problem solving.				
MODELLING METHODS 2.0					
Pinch pot, coiling and slab techniques, Slab Method, modelling with armature, modelling in block clay, Relief modelling, low relief and high relief modelling, terracotta modelling, hollow modelling, and solid modelling.					
Outcome 3	Problem-solving, Prediction and Optimization.				K4
Unit -IV					
Objective 4	To understand the modelling techniques, clays, modelling tools, armatures for figure sculpture.				
MODELLING HUMAN 2.0					
Drawing for modelling, concept for sculpture, measurement of sculpture, armature design, pedestal design, choosing pose or movement, skeleton forms, adding muscles forms, face modelling, Body modelling, flowing anatomy, detailing, finishing,					
Outcome 4	Understanding human decision-making,Predicting consumer behaviour.				K4
Unit -V					
Objective 5	To develop a sense of proportion and volume in students.				
CREATURE MODELLING 2.0					
Idea, concept, scribble drawing, Drawing for modelling, adding extra features, creating new textures, measurement of sculpture, armature design, choosing pose or movement, skeleton forms, adding muscles forms, face modelling, Body modelling, flowing anatomy, detailing, finishing, weapons making.					
Outcome 5	Visual storytelling, Realistic simulations				K4

Suggested Readings:- "Clay Modelling for Beginners: An Essential Guide to Getting Started in Sculpting" by Emily Jo Gibbs "The Art of Clay Modelling" by Bernadette Madden					
Online resources: https://www.ultimatepapermache.com/ https://www.mybluprint.com/ https://www.instructables.com/craft/clay-modeling/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -I					
Training Course – 1	Course code: 308105	OUTDOOR STUDIES	P	Credits: 2	Hours: 4
Unit -I					
Objective 1	Cultivating sketching habits, both indoor and outdoor.				
Basic understanding of sketching Techniques- Outdoor					
Study of manmade objects based on shape and form. The 2-D and 3-D objects and the structural possibilities of Manmade objects.					
Outcome 1	Outdoor environments offer ever-changing lighting conditions, and plain air painters often aim to capture the effects of sunlight at various times of the day.				K2
Unit -II					
Objective 2	Sketching outside for Human and Animals.				
Composition Exercises working on nature study – Outdoor					
Sketching and the observation of man, animal and plant life. (100 Sketches each) - Study of Parts and Limbs of human body.					
Outcome 2	Working outdoors in nature requires artists to closely observe their surroundings, paying attention to the details of the landscape, lighting, colours, and textures.				K3
Unit -III					
Objective 3	Trees, plants or any part of the College building can be sketched.				
Composition still life, life and nature study – Outdoor					
The 2-D and 3-D objects and the structural possibilities, use of colour and textural values, form and content compositions, use of suitable objects. Exercises based on perspectives such as one point perspective, two point perspective, three point perspective.					
Outcome 3	Nature is full of diverse and complex forms, such as trees, rocks, flowers, and water bodies.				K3
Unit -IV					
Objective 4	To understand perspective techniques.				
Landscape/ Nature Study (outdoor)					
Observation, finding the right view to study, addition and elimination, simplification, eye level and perspective, balance and rhythmic presentation with a unique aesthetic value.					
Outcome 4	Outdoor landscape and nature study require artists to closely observe the natural environment, including details like light, shadow, texture, and colour.				K2
Unit -V					
Objective 5	To render illustration from their direct observation.				
Illustration					
Study of techniques of Illustration on given subjects and simple situations supported by drawing from life and outdoor sketching using media suitable for painting.					
Outcome 5	Illustrations are powerful tools for conveying narratives and stories. Whether in books, comics, graphic novels, or animations, illustrations help bring characters, scenes, and events to life, enhancing the storytelling experience.				K3
Suggested Readings:-					
"Silent Spring" by Rachel Carson					
"The Sixth Extinction: An Unnatural History" by Elizabeth Kolbert					

Online resources: https://www.nps.gov/ https://lnt.org/ https://outdoorindustry.org/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester -II					
Core Course - 4	Course code: 308201	METHODS AND MATERIALS	T	Credits: 3	Hours: 4
Unit -I					
Objective 1	To create the learners, understand the basic tools techniques and concept to finished product including knowledge of paints and surfaces.				
ART MATERIALS					
Drawing and Painting equipment's materials tools their uses, and techniques-Lead Pencils, Charcoal, Crayons, Pastels, Erasers, Brushes, Boards, Board pins & Colours etc. Oil Painting, Its equipment, Tools, Materials, Methods, Techniques and manufacture. Tools and equipment Palette, Dippers, Brushes, Care of Brushes, Knives, Easels, Brush, and Cleaning cans.					
Outcome 1	Using pencils and graphite allows artists to create precise and detailed drawings.				K1
Unit -II					
Objective 2	To enhance the Students to make out the traditional painting techniques, colouring materials and pigments.				
TECHNIQUE AND PROCESS					
Technique and process of fixing, distemper, Gouache, Water Colour, Oil Painting, Acrylic Painting, Wax Painting, Collage Painting, Colour Pigments-Chemical Properties, Physical Properties Manufacture. The whites, Permanence of pigments, Varnishes, Soft, Resin, Varnishes, Wax Varnishes, Gum Resins, Mastic Varnish, preservation of varnish and etc.					
Outcome 2	Utilizing precise techniques such as fine brushwork or detailed pencil shading can result in artworks that are realistic and highly accurate representations of the subject matter.				K3
Unit -III					
Objective 3	To understand the nature and behaviour of material in visual art. Every material reacts differently on different surfaces.				
TRADITIONAL PAINTING TECHNIQUES					
Place and Importance of technique in Traditional Indian Art., Meaning of Tempera, Miniature Painting, Types of Mural Painting, Uses and Limitations of Tempera Painting., Supports or Carriers and grounds of Tempera Painting, plywood, wood Pulp material, sizing gesso, Application of gesso, Scraping the gesso, Testing the scrapping, Stoning, Methods of Drawing for Tempera Painting. Pigments and Brushes for Tempers Painting.					
Outcome 3	Traditional techniques like impasto (thickly applied paint) in oil painting or gesso relief in tempera can add textures and interesting surfaces to the artwork.				K3
Unit -IV					
Objective 4	To experimentation and development of self-stylization in art.				
PAINTING COMPOSITIONS					
Different types of compositions- Traditional, Idealistic, Symbolic, Illustrative, Realistic, Modern, Impressionistic, Cubistic, Expressionistic, Surrealistic, Fantasy, Abstract, Constructive, Free and Creative compositions, Minimal composition.					
Outcome 4	An effective painting composition guides the viewer's gaze to a focal point, which is the main area of interest in the artwork.				K4

Unit -V	
Objective 5	To learn the different material and their handling for creative rendering of the art subject imagery.
COLOURING MATERIALS AND PIGMENTS	
Colouring materials and pigments, colour mediums (such as pastel, Water colours, oil colours, temporary colours, Encaustic colours, casein colours, Poster Colours, Acrylic colours etc. colour sensation, colour systems (Newton, Lambent, Hearing, Cherwell, Helmholtz. Maxwell, Munsell, Ostwald, Ridgeway, Birren Busiano by etc.)	
Outcome 5	Colouring materials and pigments offer a vast array of vibrant and diverse colours, allowing artists to create visually striking and captivating artworks.
	K3
Suggested Readings :-	
"The Materials and Techniques of Painting" by Jonathan Stephenson	
"The Elements of Graphic Design" by Alex W. White	
Online resources:	
www.coursera.org	
www.khanacademy.org	
ocw.mit.edu	
K1-Remember	K2-Understand
K3-Apply	K4-Analyse
K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)



Semester -II					
Core Course - 5	Course code: 308202	ANATOMY STUDY	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To enrich the students oil painting materials and techniques in relation to portrait painting the gained confidence in future practice.				
ANATOMY FORM STUDY					
All human and animals body shape in geometrical form, Stick drawing, Cylinder form drawing.					
Outcome 1	Using pencils and graphite allows artists to create precise and detailed drawings.				K2
Unit -II					
Objective 2	Studying anatomy allows artists to accurately depict the proportions, muscles, bones, and other anatomical details in their artwork.				
HUMAN ANATOMY STUDY					
Studying for all ages of humans. Skull form study, Bone study and Muscles study.					
Outcome 2	In the field of medicine, a thorough understanding of human anatomy is crucial for healthcare professionals, such as doctors, surgeons, nurses, and medical researchers.				K2
Unit -III					
Objective 3	Student shall learn the finer points of Drawing through Human anatomy.				
MOVEMENT STUDY					
Moving Humans study, stick drawing study, Outdoor sketching, market, Road side Sketching.					
Outcome 3	Movement study is essential in sports and athletics to analyse and improve athletes' performance.				K4
Unit -IV					
Objective 4	Student shall learn various types of illustration techniques with historical perspective.				
ANIMALS ANATOMY STUDY					
Introduction to the medium of oil & acrylic. Detail of animals, faces, expressions, street animals. Nature of natural light, nature of studio light. Nature of reflection on animal body, study of shadows. Study of relationship of light and colour. Medium: Acrylic colour, oil pastels & watercolour, pen & Ink on Paper					
Outcome 4	Veterinarians rely on knowledge of animals' anatomy to diagnose illnesses, perform surgeries, and provide medical care for a wide range of animal species.				K4
Unit -V					
Objective 5	To imitate great masters to understand their focal point concepts of drawing and illustration.				
HUMAN ANATOMY STUDY					
Detail of human figure, Faces, expressions, Nature of natural light, nature of studio light. Nature of reflection on human body, study of shadows. Study of relationship of light and colour. Medium: Poster colour, oil pastels & watercolour, pen & Ink on Paper, Feelings and Expressions study, colours , tone, variation , texture and value.					

Outcome 5	A thorough understanding of human anatomy is crucial for healthcare professionals, including doctors, surgeons, nurses, and medical researchers. It aids in accurate diagnosis, surgical procedures, and treatment planning.	K2
Suggested Readings:- "Gray's Anatomy for Students" by Richard Drake "Atlas of Human Anatomy" by Frank H. Netter		
Online resources: www.kenhub.com www.teachmeanatomy.info www.anatomyzone.com		
K1-Remember	K2-Understand	K3-Apply
K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -II					
Core Course - 6	Course code: 308203	NATURE STUDY	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To make students demonstrate paper stretching, flat and graded washes, wet into wet, lifting-out.				
UNDERSTANDING OF NATURE					
Principles of light and shade, Light and shade, Aware of depth, Illusion of depth, Emulate on a two-dimensional plane.					
Outcome 1	Understanding nature helps people recognize the value and importance of the natural world.			K2	
Unit -II					
Objective 2	Detailing techniques in combination with basic colour principles such as hue, value, temperature, intensity, complementary, analogous, and split-complementary.				
OBJECT STUDY					
Study of composition (Principals), Placement of the elements on the surface, Identification of compositional problems of each type of painting Developing personal expression through any style (Indian / Western).					
Outcome 2	By studying objects from different time periods, historians can gain a deeper understanding of past civilizations, cultures, and societies.			K2	
Unit -III					
Objective 3	To create the learners, understand nature including light and shade.				
HUMAN AND ANIMAL STUDY					
Indirect observation variety, Form painting, Conceptual, Classical, Observation from Photographs, Pictures and more.					
Outcome 3	Human and animal studies play a crucial role in medical research. They help researchers understand the mechanisms of diseases, test potential treatments, and develop new therapies and medications.			K4	
Unit -IV					
Objective 4	To understand the importance of proportion while drawing.				
OUTDOOR STUDY					
Study from manmade objects with emphasis on construction. Perspective and rendering in linear and massive drawing. Experience with material quality for feel. Values in grey, texture and colour in rendering.					
Outcome 4	Outdoor study fosters a deeper appreciation and understanding of the natural world.			K4	
Unit -V					
Objective 5	To develop the sense of line, space and volume in the mind of an artist.				
LANDSCAPE STUDY					
Study from nature such as Landscapes, Seascapes. Use of media – pencil, charcoal, pen & ink, crayon etc.					
Outcome 5	Landscape study helps individuals and communities gain a deeper understanding of the places they inhabit.			K2	
Suggested Readings:-					
"A Sand County Almanac" by Aldo Leopold "Silent Spring" by Rachel Carson					
Online resources:					
www.inaturalist.org www.nationalgeographic.com www.birds.cornell.edu					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester -II					
Allied Course - 2	Course code: 308204	PRINT MAKING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	This is an inclusive course that offers an expanded study of traditional printmaking processes through experimental print media.				
INTRODUCTION AND MATERIALS					
Anticipatory and imaginative use of gathering impressions, Fundamentals of various methods of taking prints. Observation of intrinsic texture of various surfaces and the textures of natural and manmade things.					
Outcome 1	The introduction sets the stage for the research by providing background information on the topic.				K2
Unit -II					
Objective 2	Students will participate in a comprehensive range of technical and aesthetic approaches centered in a range of strategies including the art work as multiple, digital and cultural production.				
MONO-PRINTING					
Explore a variety of traditional and new media approaches to mono printing. Candidates should work in a range of different materials, not just glass, metal or plastic.					
Outcome 2	The primary outcome of mono-printing is the creation of individual and original artworks.				K6
Unit -III					
Objective 3	To develop vocabulary of printmaking terms and techniques.				
RELIEF PRINTING					
Using traditional or new media, or a combination of both, candidates should be encouraged to explore a variety of approaches. Candidates may employ a range of different materials, mixed media or use improvised or found materials to create work.					
Outcome 3	One of the significant outcomes of relief printing is the ability to produce multiple copies of the same image.				K6
Unit -IV					
Objective 4	To develop an understanding of the principles of design and composition in relation to the printmaking process.				
ETCHING					
Candidates should be encouraged to explore the use of line, tone, texture and composition when using this process. Traditional and / or new media approaches should be encouraged when using metal or plastic plates.					
Outcome 4	Etching allows artists to achieve fine details and intricate lines in their artwork.				K3

Unit -V		
Objective 5	To effectively experiment with a variety of materials and techniques in printmaking.	
SERIGRAPHY		
Explore a variety of traditional and/or new media approaches to screen printing. Using traditional and/or digital processes, candidates should demonstrate an expressive and personal response in their work. extra-large works and mixed media presentations. Medium: Acrylics, Collage, Oil etc.		
Outcome 5	Serigraphy is well-known for its ability to produce prints with vibrant colours and bold, sharp graphics.	K2
Suggested Readings:-		
"Printmaking: A Complete Guide to Materials & Processes" by Beth Grabowski and Bill Fick "The Printmaking Bible: The Complete Guide to Materials and Techniques"		
Online resources:		
www.sgcinternational.org www.printmakersnetwork.com www.printcenter.org		
K1-Remember	K2-Understand	K3-Apply
K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)



Semester -III					
Core Course – 7	Course code: 308301	HISTORY OF INDIAN ART	T	Credits: 4	Hours: 4
Unit -I					
Objective 1	To know its potential and progress in different times from an architectural, social, and economical point of view.				
MAURYAN PERIOD					
Understanding of Mauryan art. Understanding social, political and economical scenarios. Mauryan Architecture. Mauryan sculptures. Mauryan popular art forms.					
Outcome 1	Connect own artistic practice with a history of the material, experiment, and social relation.				K2
Unit -II					
Objective 2	To develop the student, understand the various history in different periods.				
SUNGA PERIOD					
Understanding of Sunga art. Understanding social, political and economical scenarios. Role of Buddhism. Sunga Architecture. Sunga Sculptures.					
Outcome 2	Trace historicity of the images that the students refer to and use in their works.				K2
Unit -III					
Objective 3	To create an awareness among different art periods and enrich their creativity.				
KUSHAN PERIOD					
Understanding of Kushan art. Understand social, political and economical scenarios. Role of Buddhism. Kushan Architecture. Kushan Sculptures.					
Outcome 3	Articulate about tangible and intangible inherited artistic practice.				K4
Unit -IV					
Objective 4	To articulate about tangible and intangible inherited artistic practice.				
GANDHARA PERIOD					
Understanding of Gandhara art. Understand social, political and economical scenarios. Role of Buddhism. Gandhara Architecture. Gandhara Sculptures.					
Outcome 4	Read and analyze the images from the past in the context. Questions: Compare, Distinguish, Examine, Interpret, Generate.				K4
Unit -V					
Objective 5	To read and analyze the images from the past in the context.				
GUPTA PERIOD					
Understanding of Gupta art. Understand social, political and economical scenarios. Role of Buddhism. Gupta Architecture. Gupta Sculptures.					
Outcome 5	Use the resources of images from the past more thoughtful and meaningful way.				K2
Suggested Readings:- Christensen. History of Art Iyer Bharat. K. Indian Art Somnath Chakraverty -Early Rock Art and Tribal Art in India: An Anthropological Revelation.					
Online resources: Archaeological Survey of India (ASI) website. National Museum, New Delhi: The National Museum's website.					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -III					
Core Course - 8	Course code: 308302	BASIC COMPOSITION	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To develop a greater knowledge of oil painting materials and techniques in relation to portrait painting and gained confidence in painting techniques to use in future practice.				
UNDERSTANDING & HANDLING OF 2-D SURFACE					
Different kinds of surfaces, Preparation of surfaces and their handling. Study of examples of great masters.					
Outcome 1	Identify the dynamics of working in a shared studio space.				K2
Unit -II					
Objective 2	Develop the ability to explore and understand digital modes and practices in relation to artistic expressions.				
FORMS AND STRUCTURAL POSSIBILITIES					
Learning division of space. Different types of forms, their behaviour and nature, structural possibilities. Theory of odds, Rules of third, foreground and background. Negative and positive space, study of examples of great masters.					
Outcome 2	Discuss their ideas and concerns with faculty and peers in a clear manner.				K2
Unit -III					
Objective 3	Deepen knowledge and skills in digital technology. Adapting new medium/materials to conceptualize artistic expressions.				
SIMPLE COMPOSITIONS:					
Arranging elements from sketches of daily life. Still life objects, study of examples of great masters. Medium: Poster colour, oil pastels & watercolour, pen & Ink on Paper.					
Outcome 3	Experiment with techniques and visual language.				K4
Unit -IV					
Objective 4	Exploring alternative Art practices beyond conventional studio spaces/premises/audiences.				
HUMAN FIGURES					
Detail of human figure. Faces, expressions. Nature of natural light, nature of studio light. Nature of reflection on the human body, study of shadows. Study of the relationship of light and colour. Medium: Poster colour, oil pastels & watercolour, pen & Ink on Paper.					
Outcome 4	Express their concerns and concepts through practice.				K4
Unit -V					
Objective 5	Enhance the ability to create Perceptive/Interactive/Performative/Sensorial Art works.				
ANIMAL FIGURES					
Detail of animals. Faces, expressions, street animals. Nature of natural light, nature of studio light. Nature of reflection on animals body, study of shadows. Study of the relationship of light and colour. Medium: Poster colour, oil pastels & watercolour, pen & Ink on Paper.					
Outcome 5	Develop skill to work in a collaborative atmosphere.				K2

Suggested Readings:-Rao. *Khajuraho*Arasse. *Leonardo Da Vinci*Various. *Mannerism*Susan. *Midnight To The Boom: Painting In India After Independence (Hb)*Coornarasooam. *Indian Craftsman*Mitchell. *India Colour*Myneni Krishnak. *Iconography Art Religion and Culture*Kleiner. *Gardners Art Through The Ages The Western Perspective***Online resources:**<https://helpx.adobe.com/creative-cloud/tutorials.explore.html><https://www.skillshare.com/>

K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create
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Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -III				
Core Course- 9	Course code: 308303	FOLK AND TRIBAL PAINTING	P	Credits: 3 Hours: 5
Unit -I				
Objective 1	Students will experiment with a variety of painting surfaces in order to describe and explain how paint reacts to different surface qualities.			
WARLI PAINTING Village View, Traditional Festival , marriage scenario				
Outcome 1	Connect own artistic practice with a history of the material, experiment, and social relation.			K2
Unit -II				
Objective 2	To serve as a major resource centre for the arts, especially written, oral and visual source materials			
MADHUBANI PAINTING Techniques of Madhubani King's Palace seen Ancient Epic story's				
Outcome 2	Elucidate the formative and dynamic factors in the complex web of interactions between Diverse social strata, communities and regions.			K2
Unit -III				
Objective 3	To undertake research and publication programmes of reference works, glossaries, dictionaries and encyclopaedia concerning the arts and the humanities.			
PATTACHITRA PAINTING Odisha and Bengal Styles Pattachitra Theme and Techniques Reproduction in Pattachitra paintings				
Outcome 3	Promote a network with national and international institutions.			K4
Unit -IV				
Objective 4	To establish a tribal and folk arts division with a core collection for conducting systematic scientific studies and for live presentations.			
CHITHRA PADDAM Techniques of Tanjore paintings , spiritual Characters , Contemporary Tanjore painting				
Outcome 4	Conduct related research in the arts, humanities and culture.			K4
Unit -V				
Objective 5	To provide a forum for a creative and critical dialogue through performances, exhibitions, multi-media projections, conferences, seminars and workshops between and amongst the diverse arts, traditional and contemporary.			
KURUMBA PAINTING History and Artist, Techniques of Kurumba Paintings, Elements of Kurumba Paintings Theme and Concept				
Outcome 5	Provide a forum for a creative and critical dialogue through performances, exhibitions, multi-media projections, conferences, seminars and workshops.			K2

Suggested Readings:- Santra, Folk Arts Of West Bengal And The Artist Community Layton, Australian Rock Art A New Synthesis Creative Colouring For Adults Ching, Drawinga Creative Process Rachel Storm, Legends & Myths India,Egypt,China & Japan					
Online resources: https://artsandculture.google.com/ http://www.indiafolkarts.com/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester -III					
Allied Course - 3	Course code: 308304	PHOTOGRAPHY	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To make students learn the finer points of photography, camera handling skills; technology and techniques.				
INTRODUCTION OF CAMERA					
Introduction to the Camera: History and types of cameras, Camera lenses – fixed focal length versus zoom lenses, common lens filters, Technicalities of photography – composition, exposure, light sensitivity, depth of field, Portraiture – landscape, product in advertisements, photo feature, Electronic imaging devices – Photo Conductive Tube, Charge Coupled Device					
Outcome 1	Compose balanced & visually appealing images.				K2
Unit -II					
Objective 2	To enhance the Student shall learn about various types of cameras, photography equipment and techniques from historical perspective.				
PRINCIPLES OF COMPOSITION					
Composition methods, Using grids. Balancing elements. Theory of odds. Rule of third, Headroom. Distractions, Floating heads. Look at the space & walk room. Angles, leading lines. Principles of Composition, unity and variety, balance, emphasis, contrast, rhythm, repetition, proportion and scale.					
Outcome 2	Analyze different lighting conditions and set up camera parameters accordingly.				K2
Unit -III					
Objective 3	To analyze different lighting conditions and set up camera parameters accordingly				
LIGHTING TECHNIQUES					
Psychology of light Human Vision, Light Sources Setting Mood through Lighting. Lighting as a Story Element, Colour and Colour Temperature of Light, Three-point lighting, High-Key lighting & Low Key lighting Indoor and Outdoor Lighting Reflectors, Role of reflectors Techniques.					
Outcome 3	Explain various principles of Photography.				K4
Unit -IV					
Objective 4	To Illustrate the different camera movement techniques.				
INDOOR AND OUTDOOR SHOOT					
Point light source, Reflectors, Wide light sources, Light banks, Umbrellas, soft boxes, honeycombs, snoots, etc. Outdoor and Portrait Lighting using in product Photography. Diffuser, Reflector, Mirror etc., working with white balance settings.					
Outcome 4	Illustrate the different camera movement techniques.				K4
Unit -V					
Objective 5	To develop their own personal style of Photography.				
AUTOMATED AND ASSISTED SETTINGS:					
Shooting modes. Flash Modes. Image enhancement settings. Video mode. Manual Settings. Shoot with different Automated modes. Shoot with manual settings. Shoot with different lenses. Shoot with Flash. Shoot with natural light. Shoot with filters.					
Outcome 5	Develop their own personal style of Photography.				K2

Suggested Readings:- Richard Zakia, Leatie Stroebel, “The encyclopaedia of photography” , Focal Press – London, 3rd edition -1993). Ralph E Jacobson/Geoffrey G Attridge/Sidney F Ray, “The Manual of Photography”, Focal Press, 9th Edition (2000).					
Online resources: https://digital-photography-school.com/ https://photographylife.com/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester -III					
EC – 1	Course code: 308305A	2D ANIMATION	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To make the students understand the basic usage of computers.				
FUNDAMENTAL OF ANIMATION					
Introduction to animation production process, Basic Principles in animation, The Body language, Squash and stretch, Anticipation, Staging, Straight ahead and pose to pose, Follow through and overlapping action, Slow in and slow out, Arcs, Secondary action, Timing, Exaggeration, Solid drawing, Appeal, Mass and weight, Character acting, Volume, Line of action, Path of action, Walk cycles-animal and human.					
Outcome 1	Understand how animation works.				K2
Unit -II					
Objective 2	To enhance the Students in the field of graphic design and software.				
INTRODUCTION OF SOFTWARE					
Application Interface, Vector graphics, Flash layout & interface. Shapes & objects, Transformation tools, Colors, palettes, text. Frame, key frames, layering. Sounds & video. Shape tween, symbols, Motion tween, Masking, Action script, Publishing & exporting.					
Outcome 2	Knowledge about using animation principles.				K2
Unit -III					
Objective 3	The objective of this course is to teach the students the fundamentals of Animation.				
CHARACTER AND BACKGROUND DESIGN					
Character design using shapes, character model sheets, 2D environment and background layout.					
Outcome 3	Learn 2D digital and cut-out animation.				K4
Unit -IV					
Objective 4	They will get to learn all the principles which will help them to learn and understand how actual animation works.				
CHARACTER ANIMATION					
Animating in Flash: symbols, twining, layers, -frame animation, Morph Animation, Cartoon Physics and Ball Bounce, secondary motion on bouncing ball, Walk Cycle, Rotoscope.					
Outcome 4	Produce traditional style animation as well as puppet animation and the knowledge of the principles of animation to be built upon in subsequent courses leading up to the Portfolio course.				K4
Unit -V					
Objective 5	Learning principles also help them in many other fields of animation.				
POST PRODUCTION					
Sound for Animation, Premiere and audio, Animating a character, simple object with character traits, Lip sync Animation, creating a puppet in Flash assignment, create animatic. Final Project.					
Outcome 5	Apply skills learned in this class in other areas including motion graphics, stop motion and basic traditional animation.				K2
Suggested Readings:-					
Multimedia and Animation, V.K. Jain, Khanna Publishing House. "The Animator's Survival Kit" by Richard Williams.					

Online resources: https://www.animationmentor.com/ https://learn.toonboom.com/ http://animationresources.org/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester -III					
EC-1	Course code: 308305B	PATTERN DESIGN	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To make students learn the wide spectrum of the design process.				
INTRODUCTION					
Introduction to Pattern Making, Importance of pattern making in fashion industry, Tools and instruments used, Terminology and indications used.					
Outcome 1	Students will gain proper understanding of the basics of pattern making.				K2
Unit -II					
Objective 2	To make students understand the concept of design, its element and principle involved in making a good design.				
TRADITIONAL PATTERN					
Inspiration and research for design, Individual measurement, Pattern Making Principals. Based on Mono colour and multicolour.					
Outcome 2	Students will develop patterns by using the acquired knowledge of pattern making.				K2
Unit -III					
Objective 3	To make students learn the wide spectrum of the design process.				
NATURAL PATTERN					
Patterns from nature; such as trees, leaves and textures.					
Outcome 3	Students will use basic pattern making principles to create design variations.				K4
Unit -IV					
Objective 4	To create the Students understand the concept of design, its elements and make a good design.				
GEOMETRICAL PATTERN					
Pattern from Geometrical forms such as Square, circle and rectangle.					
Outcome 4	Students will develop patterns by using the acquired knowledge of geometrical pattern making.				K4
Unit -V					
Objective 5	To introduce pattern making technique as it is a vital tool in creating garments.				
CONCEPTUAL PATTERN					
Creative pattern, concept for dress materials such as baby wears, ladies wares, men's wears.					
Outcome 5	Students will be able to use the appropriate terminology to develop different patterns.				K2
Suggested Readings:-					
Sumathi, G. J.2002 Elements of Fashion and Apparel Design. New age International (P) Ltd.					
Harriet Me jimsey: 1973. Art and Fashion in Clothing Selection. [Second Edition). Low a State University Press, Ames.					
Das, A.K... Traditional Textiles of North East India.					
Fiona McDonald, Textile A History					

Online resources: https://www.spoonflower.com/ https://patternobserver.com/ https://www.skillshare.com/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -III					
Training Course – 2	Course code: 308306	CRITICAL & CONTEXTUAL STUDIES	P	Credits: 2	Hours: 3
Unit -I					
Objective 1	Identify the socio-economic and cultural aspects of art production.				
Scope of Critical and Contextual studies					
Critical and Contextual Studies are based upon the active and individual response(s) of students on works of art and design. Student shall identify suitable artists, designers, crafts people or art movements and carry out the study of one of the following topics listed below. Students shall elaborate on the topic by critically analyzing the subject, context, treatment or stimuli. They shall create piece of art work and write a critical note by evaluative work.					
Outcome 1	Students will gain proper understanding of the basics of pattern making.				K2
Unit -II					
Objective 2	Criticize the modes of contemporary art production.				
Exercise					
Great Masters • Art movements • Portraits • Nature • Design • Architecture • Machinery • Entertainment • New media • Contemporary art • Digital Art • War and conflict • Art, Culture and Society • Environment • Social Practices • Art and Mythology • Art and Economy					
Outcome 2	Students will develop patterns by using the acquired knowledge of pattern making.				
Unit -III					
Objective 3	Analyze the possibility of doing research-based practice.				
Evaluation Methodology					
• Individual's Participation • Project Review: Mid Semester • Project Report Submission & Viva: End of the Semester					
Outcome 3	Students will use basic pattern making principles to create design variations.				K4
Unit -IV					
Objective 4	Develop capacity to integrate skill and knowledge across disciplines.				
GEOMETRICAL PATTERN					
Pattern from Geometrical forms such as Square, circle and rectangle.					
Outcome 4	Students will develop patterns by using the acquired knowledge of geometrical pattern making.				K4
Unit -V					
Objective 5	Define their practices in relation to contemporary art making.				
CONCEPTUAL PATTERN					
Creative pattern, concept for dress materials such as baby wears, ladies wares, mens wears.					
Outcome 5	Students will be able to use the appropriate terminology to develop different patterns.				K2
Suggested Readings:-					
Sumathi, G. J.2002 Elements of Fashion and Apparel Design. New age International (P)Ltd.					
Harriet Me jimsey: 1973. Art and Fashion in Clothing Selection. [Second Edition). Low a State University Press, Ames.					
Das, A.K.. Traditional Textiles of North East India.					
Fiona Mcdonald, Textile A History					

Online resources: https://www.spoonflower.com/ https://patternobserver.com/ https://www.skillshare.com/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -IV					
Core Course-10	Course code: 308401	HISTORY OF WESTERN ART	T	Credits: 4	Hours: 4
Unit -I					
Objective 1	To make the students pay attention in the field of western art.				
PRE — RENAISSANCE					
Prehistoric paintings of France and Spain. Egyptian, Aegean Art, Greece and Roman painting, Byzantine, Gothic.					
Outcome 1	The dominant artistic style of the Pre-Renaissance was Gothic art, characterized by its use of pointed arches, ribbed vaults.				K2
Unit -II					
Objective 2	To know its potential and progress in different time from architectural, social and economical point of view.				
RENAISSANCE PERIOD					
Proto Renaissance- Ghiberti, Giotto. Early Renaissance- Donatello, Masaccio. High Renaissance- Leonardo da Vinci, Michelangelo, Raphael. Baroque — Bernini, Caravaggio.					
Outcome 2	The Renaissance promoted humanism, an intellectual movement that focused on the study of classical literature, philosophy, and art.				K2
Unit -III					
Objective 3	To identify salient features of artworks and material culture.				
Masters Mind					
Mannerism, Baroque, Rococo, Neoclassicism, Romanticism, Realism. Impressionism - Edouard Manet, Claude Monet, Edgar Degas. Post- Impressionism- Georges Seurat, Paul Cezanne, Paul Gauguin, Vincent Van Gogh.					
Outcome 3	Students will understand their minds.				K4
Unit -IV					
Objective 4	To interpret historical artworks and objects from their perspective.				
The Colourful Revolution					
Fauvism- Henri Matisse, Andre Derain, Maurice Vlaminck Symbolism-Cubism- Pablo Picasso, Georges Braque, Ferdinand Leger. Futurism- Umberto Boccioni, Marcel Duchamp, Giacomo Balla Dada -Surrealism- Jean (Hans) Arp, Joan Miro, Salvador Dali. Expressionism- Edward Munch, James Ensor, Franz Marc. Abstract Expressionism.					
Outcome 4	Fauvist artists used bold and non-representational colors in their works, often applying them directly from the tube without much mixing or shading.				K4
Unit -V					
Objective 5	To analyze artworks across regions and cultures.				
Various Periods of Arts					
Op and Pop Art, Minimal Art & Post Modern Trends, New Media, Installation and Illusory Hyper Realism, etc.					
Outcome 5	Students will be able to understand Op Art focused on creating optical illusions and visual effects that play with viewers' perceptions.				K2
Suggested Readings:- Na, Art In The Usa, Almin-Pablo Piacsso 43 Ob Ras Angela Gair, Artist Handbook Small, Jereb, Arts And Crafts Of Morocco, Ormiston, Rembrandt His Life And Works In 500 Images PP					

Online resources: https://www.khanacademy.org/humanities/art-history https://www.metmuseum.org/toah/ https://smarthistory.org/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -IV					
Core Course - 11	Course code: 308402	PICTORIAL COMPOSITIONS	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To make the learners compose, paint natural, manufactured form and layout.				
HANDLING OF THE PICTORIAL SPACE					
Create a Composition from Elements, Interrelation of elements within space, Study Learning division of space, Examples of great masters, Methods of creating relationship between elements, Method of creating relationship of objects with background space.					
Outcome 1	Create and implement the concepts and basic principles of Composition Painting.				K2
Unit -II					
Objective 2	To apply colour principles, paint manipulation techniques, value, volume, spatial relationships, composition and chiaroscuro.				
FORMS					
Create a Composition from Figures o Different types of forms, Behaviour and nature of forms, Figurative approach in painting. Relationship between figures and forms, Arranging elements from sketches of daily life.					
Outcome 2	Formulate the sound techniques of Composition Painting and practical concepts and understanding in their practical work.				K2
Unit -III					
Objective 3	Create and implement the concepts and basic principles of Composition Painting.				
FIGURES					
Human life subject in relation with still life, Composition of human figure and animals, Faces, expressions, depiction of moods, Expression and role of light.					
Outcome 3	Perform some of common & unique values/knowledge of Composition Painting taught during the course simultaneously to meet professional requirements.				K4
Unit -IV					
Objective 4	Formulate the sound techniques of Composition Painting and practical concepts and understanding in their practical work.				
NATURE					
Create a Composition from Nature of Detail landscape studies, Study of water, river. Gardens, mountains, relationship of light and colour. Study of nature of natural light, nature of reflection, study of shadows of Study.					
Outcome 4	Fauvist artists used bold and non-representational colours in their works, often applying them directly from the tube without much mixing or shading.				K4
Unit -V					
Objective 5	Perform some of common & unique values/knowledge of Composition Painting taught during the course simultaneously to meet professional requirements.				
INDIVIDUAL TEMPERAMENT					
From own imagination, Nature and reflection of your temperament, Create a Subject of your art, Unique thought process of your painting o Application of your thought.					
Outcome 5	Apply colour principles, paint manipulation techniques, value, volume, spatial relationships, composition and chiaroscuro.				K4

Suggested Readings:- Sarah, A Masterclass In Drawing & Painting The Human Figure. Eliza E. Rathbone, Art Beyond Isms: Masterworks From ElGreco To Picasso In The Phillips Collection.					
Online resources: https://www.compositionstudies.com/ https://magazine.artland.com/tag/composition-in-art/ https://www.creativelive.com/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -IV					
Core Course - 12	Course code: 308403	MINIATURE PAINTING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Demonstrate an understanding of how to use elements of design and composition, materials, technologies, processes and the organizational principles of miniature.				
INTRODUCTION AND TECHNIQUES					
Introduction of miniature paintings, Tools and materials, painting Techniques, Jaipur miniature paintings, Udaipur miniature paintings, Jodhpur miniature paintings.					
Outcome 1	Create your very own miniature painting showcasing the variety of techniques you have learned.				K2
Unit -II					
Objective 2	Acquired a foundational knowledge of the basic miniature painting techniques.				
MUGHAL MINIATURE PAINTING					
Jahangir stories miniature paintings, Akbar period miniature painting, and Mughal style today.					
Outcome 2	Acquired a foundational knowledge of the basic miniature painting techniques.				K2
Unit -III					
Objective 3	Been exposed to a variety of different paper preparation and tracing and transferring techniques.				
RAJASTHANI MINIATURE PAINTING					
Krishna and Ratha in a pavilion, Technique of pahari paintings.					
Outcome 3	Been exposed to a variety of different paper preparation and tracing and transferring techniques.				K4
Unit -IV					
Objective 4	Developed confidence in brushwork techniques including different ways of brush handling.				
ODISHA MINIATURE PAINTING					
Odisha Pattachitra, Divine characters.					
Outcome 4	Developed confidence in brushwork techniques including different ways of brush handling.				K4
Unit -V					
Objective 5	A basic understanding of colour, composition and framing theory and ideas how to develop this further.				
CONTEMPORARY MINIATURE					
Indian miniature painting sketches, Create own miniature composition, Contemporary miniature paintings.					
Outcome 5	A basic understanding of colour, composition and framing theory and ideas how to develop this further.				K2
Suggested Readings:-					
Shahida Munsuri, Museums Museology and New Museology Richer, No 1 First Works By 362 Artists GOSWAMY, B.N, OXFORD READINGS IN INDIAN ART Daljeet, Rajasthani Miniatures The Magic Of Strokes and Colours Jain, Rapture: The Art Of Indian Textiles Archer, W.G. Indian miniature, New York, Graphic Society, 1960.					

Online resources: YouTube Channels like Brushstroke Miniac Tabletop Minions					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester -IV					
Allied Course - 4	Course code: 308404	DIGITAL ILLUSTRATION	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Drawing and illustration is a core medium of expression.				
INTRODUCTION OF DIGITAL ILLUSTRATION					
Introduction of Painter, Brush Variants, The Brush CatLog, Painting with a stylus- preferred method Painting with a mouse- Manually setting the pressure, tilt, bearing, and wheel.					
Outcome 1	It is intended to interweave spontaneous drawing skills.				K2
Unit -II					
Objective 2	In this module students shall learn the finer points of Drawing through Human anatomy.				
TECHNIQUES AND CONCEPT					
Different techniques of drawing and illustration. Developing an illustration style. Convert a photograph into stylized colour illustration. Stylization methods and application.					
Outcome 2	Have a good understanding of the various techniques used in digital illustration.				K2
Unit -III					
Objective 3	It is intended to interweave spontaneous drawing skills.				
SKETCHING AND PAINTING					
Brush stroke, ruler and grid, Rule of third, gradients, Light , shadow, Layers concept, smudge blur, Overlays, texture, various shape and size of brushes, working with paint tools, mask and layer adjustments.					
Outcome 3	Gain valuable experience using your Wacom tablet.				K4
Unit -IV					
Objective 4	Have a good understanding of the various techniques used in digital illustration.				
IMAGE COMPOSITION					
Background making in paint material and software layer distribution, Image composting, understanding the Depth of field, Multi-plane set up in composting, matte layers extractions Matching with 3d objects or live action.					
Outcome 4	Be able to apply your learning in different contexts such as vector and isometric illustration, illustrating for the screen, hand-drawing.				K4
Unit -V					
Objective 5	Gain valuable experience using your Wacom tablet.				
MAGAZINE AND BOOK COVER ILLUSTRATION					
Create Book cover or Magazine Cover Illustration, Need and Usage of Magazine & Book Cover Illustration o Techniques of Magazine & Book Cover Illustration, Types of Magazine & Book Cover illustration.					
Outcome 5	Create effects as well as basic animation techniques using GIF.				K2
Suggested Readings:-					
Martin, Botanical Illustration Course With The Eden Project Scala, Flemish And Dutch Painting Balchin, Flower Designs (Design Library) (Pp) Tillotson, Painting & Photography At The Jaipur Court					

Online resources: YouTube Channels like Proko The Virtual Instructor Jazza					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester -IV					
EC-2	Course code: 308405A	3D MODELLING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Work with and navigate the unique features of the digital 3D modelling workspace to create 3D objects.				
TOOLS AND TECHNIQUES					
Interface, Understanding the concept of four view ports, Aligning objects in each view port in X, Y, Z axis, Hot keys, User defined hotkeys, Using the menus, Floating and docking. Command panel, customizing the interface, Using drag and drop feature, Introduction to different workspaces.					
Outcome 1	Work with and navigate the unique features of the digital 3D modelling workspace to create 3D objects.				K2
Unit -II					
Objective 2	To create students to understand the tools and techniques in 3D modelling.				
BASIC MODELLING					
Creating geometric forms utilizing points, vectors and polygons and curves. Discussing the application of OpenGL and how pixels, light and RGB colours are displayed on a computer screen. Manipulating objects quickly in perspective, top, side and front views simultaneously.					
Outcome 2	Identify characteristics of rendering 3D objects for optimal system processing and analysis.				K2
Unit -III					
Objective 3	To enrich students to Create geometric forms and basic modelling.				
POLYGON					
Utilizing primitive shapes to model 3D forms. Describing the difference between non-uniform rational B splines (NURBS), polygons and sub division surfaces and applying these techniques to create 3D forms. Using Boolean functions and Maya polygonal modelling toolset (extrude, lattices etc.) to create 3D forms.					
Outcome 3	Create a 3D environment featuring lighting and textures.				K4
Unit -IV					
Objective 4	Gained basic concepts and understanding of tools related to 3D production.				
NURBS					
Manipulating points, vertices, edges and faces to create 3D forms. Utilizing Mesh Topology at different mesh resolutions. Demonstrate knowledge of polygon modelling. Creating and using loft, planar, lathe and other NURBS surface tools. Creating complex geometric forms from curves. Creating a 3D object in Maya from a sketch.					
Outcome 4	Create basic 3D models and animations.				K4
Unit -V					
Objective 5	Become comfortable with basics of modelling, lighting, texturing and rendering.				
ADVANCED MODELLING (Z BRUSH)					
UI, Approaching Sculpting, Concepting, Refine and polish, Detailing and FX, Model preparation, texture and Poly paint, Scene Preparation, Render Setup.					
Outcome 5	Evaluate digital 3D projects, identify items for improvement, and implement changes.				K2

Suggested Readings:-					
<ul style="list-style-type: none"> • "The Art of 3D Computer Animation and Effects" by Isaac Kerlow • "Learning Blender: A Hands-On Guide to Creating 3D Animated Characters" by Oliver Villar • "3D Computer Graphics: A Mathematical Introduction with OpenGL" by Samuel R. Buss 					
Online resources:					
YouTube Channels like, Blender Guru,, CG Cookie, Autodesk 3ds Max					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -IV					
EC-2	Course code: 308405B	CAD TEXTILE DESIGN	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To develop an understanding of the digital tools and learn raster image format through Adobe applications.				
INTRODUCTION					
Introduction to computers —Organization of Computers -Input Unit, Output Unit, Central processing Unit, Memory Devices, Working Principles of Printer-Scanner, Digitizer & Plotter.					
Outcome 1	Students will be able to learn about developing patterns manually and well as on CAD.			K2	
Unit -II					
Objective 2	To make students understand tools which help to rectify and add minute details in designs and visuals.				
COMPUTER APPLICATION IN TEXTILE DESIGNING-					
Weaving- Software used — Types of woven Design- Dobby and Jacquard- Techniques Used. Knitting -software's used — Types of knitting. Printing — Creation of Printed Design — Simulation Technique.					
Outcome 2	Students will be prepared to work in the fashion industry and as entrepreneurs in the field of garment construction and pattern making.			K2	
Unit -III					
Objective 3	To learn about developing patterns manually and well as on CAD.				
COMPUTER APPLICATION IN FASHION DESIGNING					
Design Creation- Theme Rendering- 3D Modelling- Body Scanning-Texture Mapping-Design Studio-Fashion Studio- Fashion Multimedia Concepts.					
Outcome 3	Students will be able to develop and create patterns for mass and niche markets.			K4	
Unit -IV					
Objective 4	To work in the fashion industry and as an entrepreneur in the field of garment construction and pattern making.				
COMPUTER APPLICATION IN PATTERN MAKING					
Process involved in Pattern Making Grading-Marker Planning-Laying-Cutting- Labelling- Duplicating. Computerized Sewing Machine.					
Outcome 4	Students can explore their creativity by learning the concept of pattern making.			K4	
Unit -V					
Objective 5	To familiarize the students with advancements in pattern making techniques and its use in Industry.				
COMPUTER AIDED MANUFACTURING					
Concepts of Computer Integrated Manufacturing — Definition and Functions of CAD, CAM, CIM, CAA, PDC. Computerized Embroidery Machines. Computerized colour Matching System. Brief study of Designing Software's used in textile industry.					
Outcome 5	Make them understand the importance of CAD in the fashion and Garment industry.			K2	

Suggested Readings:-

Groover, MP and E.W.Zinimmers. (1984).CAD/CAM computer aided design and manufacture, , prentichall, India

Taylor,P.(1990).Computers in the fashion industry, Heinemann publications.

Bezant, C.E.(1983).Computer aided design and manufacture, Ellis Horwood, England, CAD in clothing and textiles, Winfred Aldrich, Blackwel science, 1994.

Computer aided drafting and design —concept and application, Veinsinet DO, 1987.

Computer Fundamentals — P K Sinha , BPB Publications, Delhi (1992)

Pattern Grading for Women's Clothes The Technology of sizing - Gerry Cooklin, Blackwell Science Ltd (1990)

Online resources:

Kaledo by LECTRA, PatternSmith, Textile Design Lab

K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create
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Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -IV					
Study Tour – 1	Course code: 308406	CULTURAL STUDY TOUR – SOUTH INDIA	P	Credits: 2	Hours: 3
Unit -I					
Objective 1	<p>Scope of Educational Tour Educational field trips contribute to the development of students into educated young citizens who possess more knowledge about art, have developed critical-thinking skills, imbibe increased historical compassion, display higher levels of patience, open-mindedness and have a greater taste for appreciating art and culture. They gather a great amount of factual details and improve recall value about work of art.</p> <p>Educational Tour Guidelines The educational trip shall be organized in places covering different cultures, museums, institutions and historical places of artistic and creative significance. Teachers are advised to create instructional material and clearly lay down the learning objectives before the tour. The discussions shall be student directed with the museum educator or guide who is facilitating the discourse. These facilitators shall be well versed with the subject and their commentary shall go beyond the name, brief description of the work of art. At the end of the tour students shall submit a project report with tour details, historical understanding and critical analysis. The student shall be judged on the basis of following criteria.</p> <p>1. Project Report 2. Tour details 3. Critical thinking 4. Historical understanding 5. Level of interest 6. Patience of listening the Critics</p>				
Exercise					
In this module students are expected to conduct an Exhibition either One Man Show or Group Show to take a Research on his artworks and art style and make a project report on his works.					
Outcome	<p>Better demonstrate their practice to audiences and institutions. Extend their art practice outside studio spaces. Define their practice in relation to contemporary art making. Develop capacity to integrate skill and knowledge across disciplines. Develop and finalize the exhibits and create space for the final display.</p>				k2

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-V					
Core Course - 13	Course code: 308501	HISTORY OF MODERN INDIAN ART	T	Credits: 4	Hours: 4
Unit -I					
Objective 1	Historical perspective is an integrated part of understanding any subject.				
COMPANY SCHOOL OF PAINTING					
Advent of Modernism with Raja Ravi Varma, E.B. Havell, A.K. Coomaraswamy, Stella Kramrisch, Abanindranath Tagore.					
Outcome 1	Write a program/script to solve the History of Ancient Indian Art's problems.				K2
Unit -II					
Objective 2	This will set a parameter for the artist to consider the art objectively.				
BENGAL SCHOOL OF ART					
Madras School of Art, Abanindranath Tagore, Gaganendranath Tagore, Rabindranath Tagore, Nandalal Bose, Amrita Sher Gil, Benodebehari Mukherjee and Ramkinkar Baij.					
Outcome 2	Implement the historical concepts and techniques mentioned there in their practical papers.				K2
Unit -III					
Objective 3	To know its potential and progress in different times from architectural, social, and economical point of view.				
PROGRESSIVE ARTIST GROUPS					
Calcutta Group (Kolkata), Progressive Artists Group (Mumbai), Delhi Shilpi Chakra (Delhi), Cholamandal Artists' Village (Chennai); Baroda School — Baroda.					
Outcome 3	Perform some of common & unique knowledge explained in the paper simultaneously to meet professional requirements.				K4
Unit -IV					
Objective 4	To set a parameter for the artist to consider the art objectively.				
ART SCHOOLS					
Bombay School, .K.Hebbar, Akbar Padamsee, Tyeb Mehta, Delhi School - B.C. Sanyal, Biren De, Rameshwar Broota, Baroda School, Bhupen, Khakhar, N.S.Bendre and Calcutta, School.					
Outcome 4	It shall establish the concept of Art in Indian stylistic context.				K4
Unit -V					
Objective 5	To know its potential and progress in different times from architectural, social, and economical point of view.				
MADRAS SCHOOL					
Madras School, D.P.Roy Choudha Anthony Doss, Alphonso, Adimooramaniyam, Ganesh Pyne, Bikash Bhattacharjeery, K.C.S.Panicker, Dhanapal, A.P.Santhanaraj, Nandagopal.					
Outcome 5	Acquainted with art chronologically, socially, and ideologically from an expansive viewpoint.				K2
Suggested Readings:-					
"Indian Art" by Partha Mitter.					
"The Dalit Movement in India" by D. R. Nagaraj.					
"Indian Art and Culture" by Nitin Singhania.					

Online resources:

Google Arts & Culture.

National Gallery of Modern Art (NGMA) India.

Sarmaya Arts Foundation.

K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create
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Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-V					
Core Course - 14	Course code: 308502	CREATIVE COMPOSITION	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Studies the language of painting through colour, form, materials, and techniques.				
HANDLING OF THE PICTORIAL SPACE					
Create a Composition from Elements, Individual composition style, Interrelation of elements within space o Study Learning division of space, creating relationship between elements.					
Outcome 1	Identify the dynamics of working in a shared studio space.				K2
Unit -II					
Objective 2	Aspects of traditional and modern pictorial composition are studied including proportion, space, and colour theory through the representation of a variety of subjects.				
FORMS AND FIGURES					
Create a Composition from Figures, Individual composition style, Arranging of elements from sketches of daily life. Human life subject in relation with still life, Figurative approach in painting, Relationship between figures and forms, Faces, expressions, depiction of moods.					
Outcome 2	Discuss their ideas and concerns with faculty and peers in a clear manner.				K3
Unit -III					
Objective 3	Express their concerns and concepts through practice.				
NATURE					
Create a Composition from nature, Individual composition style, Detail landscape gardens, mountains, Study of nature of natural light, nature, Study of relationship of light and colour.					
Outcome 3	Experiment with techniques and visual language.				K4
Unit -IV					
Objective 4	Develop skill to work in a collaborative atmosphere.				
INDIVIDUAL TEMPERAMENT					
Imagination, Individual composition style, Nature and Create a composition from your own Subjects of your art, Unique thought process of your reflection of your temperament painting, Application of your thought.					
Outcome 4	Express their concerns and concepts through practice.				K4
Unit -V					
Objective 5	Discuss their ideas and concerns with faculty and peers in a clear manner.				
INDIVIDUAL COMPOSITION					
Create a Composition from nature, Individual composition style, Detail landscape gardens, mountains, Study of nature of natural light, nature, Study of relationship of light and colour.					
Outcome 5	Develop skill to work in a collaborative atmosphere.				K2
Suggested Readings:-					
<ul style="list-style-type: none"> ● Sadasiba Pradha, Silent Rock's An Eloquent Testimony: Rock art Heritage of Odisha. ● Michell, Temple Architecture and Art Of The Early Chalukyas. 					
Online resources:					
Udemy, Skillshare, Coursera					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester-V					
Core Course – 15	Course code: 308503	KALAMKARI PAINTING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To become acquainted with the historical background of Kalamkari.				
INTRODUCTION OF KALAMKARI					
Meaning-History, Ancient art of Kalamkari, Types of Kalamkari: Srikalahasti, Machilipatnam and Sickinaikkenpet. Themes: Mythological scenes- religious symbols- floral motifs- tree of life-musical instruments-birds, animal's etc. earthy color: mustard, indigo, rust, green and black. Scenes from the epics Ramayana and Mahabharata. Andhra Pradesh Kalamkari design forts, palaces, temples, animals and bird motifs.					
Outcome 1	Acquainted with the historical background of Kalamkari.				K2
Unit -II					
Objective 2	To understand the different styles of Kalamkari.				
TECHNIQUES AND TOOLS:					
Traditional techniques-Free-Hand method- Block-printing method- Digital techniques. Process of making Kalamkari fabric: Bleaching, softening-Sun hot drying, preparing natural dyes-air drying- washing. Fabrics used for making Kalamkari: cotton fabric silk- Mulmul- Synthetic kalamkari fabric. Cow dung and bleach method. Process: Avoid smudging of dyes. Alum dyeing process-Kasim kaaram preparation- Kalam-Kalamkari tools:Bamboo pen - date palm stick pointed pens- burned tamarind stems- kalamkari magma-- Preparation method.					
Outcome 2	Understand the different styles of Kalamkari.				K2
Unit -III					
Objective 3	Gain an understanding about the raw materials, preparation of colours and the production process of Kalamkari.				
COLOURS PREPARATION AND TECHNIQUE					
Natural dyes: extracting colors from various plant materials - yellow / greenish yellow colour: Karakha pindhi-procedure, Black colour: Kasim kaaram,Indigo blue/blueIndigofera tinctoria, Golden yellow: Pomegranate, Rosemary: Catechu, Gray:Alum mix, Brush making – materials-procedure, dyeing process: Preparation of Chanderi / cotton cloth.					
Outcome 3	Understanding about the raw materials, preparation of colours and the production process of Kalamkari.				K4
Unit -IV					
Objective 4	To create different types of kalamkari designs as per the market trend for different kalamkari products.				
KALAMKARI REPLICATES					
Rapid sketches, Continuous drawing study, Reproduction of master artist's work.					
Outcome 4	Create different types of kalamkari designs as per the market trend for different kalamkari products.				K4
Unit -V					
Objective 5	To identify and prepare different types of earthy colours/dyes for kalamkari paintings from various natural sources.				
KALAMKARI FINAL PROJECT					
Creative sketches, Proposal for creating your own Kalamkari painting, production, Project Presentation.					
Outcome 5	Identify and prepare different types of earthy colours/dyes for kalamkari paintings from various natural sources.				K2

Suggested Readings:- Kalamkari & Traditional Design Heritage of India by Shakuntala Ramani -2007 Kalamkari: Figures and Designs by K. Prakash -2003 Kalamkari Temple Hangings by Anna L. Dallapiccola (Author), Rosemary Crill (Author)					
Online resources: "Kalamkari fabric painting" "Kalamkari painting tutorial"					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester-V					
Allied Course – 5	Course code: 308504	DIGITAL CARTOON & CARICATURE	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Develop a cartoon from an idea to a finished strip or series of single panels.				
INTRODUCTION OF DIGITAL TOOLS					
Introduction of Painter, Brush Variants, The Brush Catalog, Painting with a stylus- preferred method Painting with a mouse- Manually setting the pressure, tilt, bearing, and wheel.					
Outcome 1	Use words and images together for maximum effect.				K2
Unit -II					
Objective 2	Have an overview of the history of cartoons, the difference between comics & cartoons, various formats etc...				
CORE CONCEPTS OF CARICATURE					
Exaggeration, Rough Sketching, Reilly Abstraction, Final Shaded Drawing, Caricaturing the Body, Memory Sketching, Caricature of a Caricature, Opposition Sketching, Spirit Animal.					
Outcome 2	Understand composition and know how to place cartoons within the frame and across the entire page.				K2
Unit -III					
Objective 3	Understand the difference between drawing from observation and drawing with symbols.				
CARICATURE					
Create caricature illustration, Need and Usage of caricature and cartoon illustration, Techniques of caricature illustration. Types of caricature and cartoon illustration. Digital Paint Sketching, Studying the Masters, Conscious Shape Design.					
Outcome 3	Tackle basic form and perspective to give extra weight and dimension to drawingsi.				K4
Unit -IV					
Objective 4	Recognize the relationship between Realism, Abstraction & Cartoons.				
CORE CONCEPTS OF CARTOON ILLUSTRATION					
History, Famous artists and their cartoons, The art of Humour, Cartoon layouts, Children, Animals & birds in cartoons, Figure drawing, Heads & eyes, Features & expressions, Character identification, Main Joke formats, Strip cartoons, political cartoons.					
Outcome 4	Use lines in a variety of ways for a variety of effects.				K4
Unit -V					
Objective 5	Understand how stories are told with still images to create a sense of time, place, mood, atmosphere, etc...				
CARTOON ILLUSTRATION					
Principles of Cartooning, Face, Hair, Ears, Nose, Mouth, Eyes. Body Arming our Character, Clothes and accessories, Hands, Weight and dynamics, New dolls of sticks. Final project, Classic cartoon. Digital Cartoon.					
Outcome 5	Use a range of materials to bring your cartoons up to a finished quality.				K2
Suggested Readings:-					
<ul style="list-style-type: none"> Martin, Botanical Illustration Course With The Eden Project Scala, Flemish And Dutch Painting Balchin, Flower Designs (Design Library) (Pp) Tillotson, Painting & Photography At The Jaipur Court 					

Online resources:

YouTube Tutorials, Online Art Courses

Proko, Caricature Drawing with Jason Seiler

K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create
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Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)**Course Outcome VS Programme Specific Outcomes**

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-V					
EC-3	Course code:	3D TEXTURING & LIGHTING	P	Credits: 3	Hours: 5
		308505A			
Unit -I					
Objective 1	In this paper the student is taught how to model a shape in 3D with basic parameters.				
Introduction to texturing, working with Diffuse, Opacity and Reflection, Basics of UV unwrapping, Creating texture maps, Bump and Displacement Mapping, Introduction to Video post, Introduction to standard lights.					
Outcome 1	Students will gain proficiency by following class examples as well as creating projects and exercises.				K2
Unit -II					
Objective 2	Building a set modelling or modelling an automotive and giving texturing to the product.				
Introduction to basic material types & Procedurals. Study of concepts: Opacity, Smoothness, Specularity, and color, Working with Maya Surface Nodes-Blinn, Phong & Lambert, Working with Transparency, Reflection & Refraction, Bump & Displacement Maps, Introduction to unwrapping, Unwrapping the maps for various 3D characters.					
Outcome 2	To all relevant aspects of CG creation with 3D Application with an eye toward giving the student a base foundation from which to explore and expand.				K2
Unit -III					
Objective 3	This course introduces students to all the major features of 3D Application.				
Working with 2D and 3D Texture, Introduction to the mapping and advanced texturing techniques, Shadow maps; ray traced shadows and radiosity, Creating photo real environments and textures, Basics of Utilities-Reverse, Stencil, Condition, Sampler Information.					
Outcome 3	Gained basic concepts and understanding of tools related to 3D production.				K4
Unit -IV					
Objective 4	Introduction, Modelling, Texturing Rendering and popular workflow.				
Advanced Maps for Games, Diffuse, Bump, Specular, Alpha, Displacement, Normal Maps. Point lighting, standard lights, shadows and shadow maps, DMaps and Raytraced Shadows, Mental Ray Ambient Occlusion Override.					
Outcome 4	Become comfortable with basics of modeling, lighting, texturing and rendering.				K4
Unit -V					
Objective 5	Concepts are quickly reviewed and explained and then demonstrated using 3D Application.				
Mental Ray Render Engine, Global Illumination, Final Gathering, Caustics, Physical Sun and Sky, Image Based Lighting and HDRI Rendering Mental Ray shaders and more Procedural Shaders.					
Outcome 5	Understand the fundamentals of strong 3D design.				K2
Suggested Readings:-					
"Digital Texturing and Painting" by Owen Demers					
"Texturing and Modeling: A Procedural Approach" by David S. Ebert					
"Texturing & Modeling: A Procedural Approach" by David S. Ebert, F. Kenton Musgrave.					

Online resources: Substance Academy, CGSociety, Art Station					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester-V					
EC-3	Course code: 308505B	TEXTILE PRINTING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To familiarize with various classes of dyes and suitability of dyeing different fabrics with them.				
INTRODUCTION Definition of printing, difference between dyeing and printing, different steps involved in printing-viz., preparation of materials, preparation of printing paste, ingredients of printing paste, different thickeners, their chemical and rheological behaviors, drying of print, fixation of print, washing and drying of printed materials.					
Outcome 1	Students will develop the creative skill of developing designs for different products.				K2
Unit -II					
Objective 2	To introduce various techniques of surface enhancement through dyeing and printing.				
THE & DYE To print the cotton fabric by Batik printing in single and multi-colour. To print the silk fabric by tie and dye techniques in single and multi-colour, Introduction to fabric and surface manipulation techniques.					
Outcome 2	Students can explore different fabrics to create innovative designs with different dyeing and printing methods.				K2
Unit -III					
Objective 3	To enhance the creative skills through innovative use of dyeing and printing techniques for designing.				
HAND BLOCK PRINTING Direct printing : Block printing — Brief History , Preparation of design , Blocks, table, print paste and printing process Stencil printing — Brief history , preparation of fabric , stencils (For one or more colour) Materials used for preparing stencils, process involved and techniques used .					
Outcome 3	Students will be able to understand different methods of dyeing and printing.				K4
Unit -IV					
Objective 4	To introduce students with different dyeing and printing techniques.				
SCREEN-PRINTING Screen printing — brief history, Flat screen and Rotary screen printing, Preparation of screen, print paste, screen printing process, Discharge printing — chemicals used, process involved.					
Outcome 4	Students will develop an understanding to create commercial products by using techniques of dyeing and printing.				K4
Unit -V					
Objective 5	To enable students to develop articles using dyeing and printing techniques.				
DIGITAL PRINTING Computer-aided design (CAD), T-Shirt Printing, and Logo Printing. Tag Printing, Box Printing.					
Outcome 5	To enable students to develop articles from natural and synthetic dyes.				K2
Suggested Readings:- Textiles — Ninth edition ,Sara J Radolph and Anna L Langford, Prentice hall, New Jersey (2002). Textile processing — JL. Smith, Abhishek publications, Chandigarh (2003). Textile Chemistry — Peters RH, Vol I, & I, Textile Institute Manchester (1970) Beginners Guide to fabric dyeing and printing — Stuart & Robinson, Technical books, London (1982), Thickening agents and Emulsion thickenings in textile printing — Herbert Barthm, New Delhi, (1994)					

Online resources: Substance Academy CGSociety Art Station					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester-V					
Training Course-3	Course code: 308506	ART PRACTICE AND DISCOURSE	P	Credits: 2	Hours: 3
Unit -I					
Objective 1	To familiarize with various classes of dyes and suitability of dyeing different fabrics with them.				
INTRODUCTION					
Definition of printing, difference between dyeing and printing, different steps involved in printing-viz., preparation of materials, preparation of printing paste, ingredients of printing paste, different thickeners, their chemical and rheological behaviors, drying of print, fixation of print, washing and drying of printed materials.					
Outcome 1	Students will develop the creative skill of developing designs for different products.				K2
Unit -II					
Objective 2	To introduce various techniques of surface enhancement through dyeing and printing.				
THE & DYE					
To print the cotton fabric by Batik printing in single and multi-colour. To print the silk fabric by tie and dye techniques in single and multi-colour, Introduction to fabric and surface manipulation techniques.					
Outcome 2	Students can explore different fabrics to create innovative designs with different dyeing and printing methods.				K2
Unit -III					
Objective 3	To enhance the creative skills through innovative use of dyeing and printing techniques for designing.				
HAND BLOCK PRINTING					
Direct printing : Block printing — Brief History , Preparation of design , Blocks, table, print paste and printing process Stencil printing — Brief history , preparation of fabric , stencils (For one or more colour) Materials used for preparing stencils, process involved and techniques used .					
Outcome 3	Students will be able to understand different methods of dyeing and printing.				K2
Unit -IV					
Objective 4	To introduce students with different dyeing and printing techniques.				
SCREEN-PRINTING					
Screen printing — brief history , Flat screen and Rotary screen printing , Preparation of screen , print paste , screen printing process, Discharge printing — chemicals used , process involved.					
Outcome 4	Students will develop an understanding to create commercial products by using techniques of dyeing and printing.				K2
Unit -V					
Objective 5	To enable students to develop articles using dyeing and printing techniques.				
DIGITAL PRINTING					
Computer-aided design (CAD), T-Shirt Printing, Logo Printing. Tag Printing, Box Printing.					
Outcome 5	To enable students to develop articles from natural and synthetic dyes.				K2

Suggested Readings:- "Ways of Seeing" by John Berger The Practice of Everyday Life" Textile Chemistry — Peters RH, Vol I, & I, Textile Institute Manchester (1970) "Art & Fear: Observations on the Perils "Seven Days in the Art World" by Sarah Thornton					
Online resources: https://www.khanacademy.org/humanities/art-history https://art21.org/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-V					
SEC-1	Course Code: 308507	ART AND CRAFT	P	Credits: 2	Hours: 3
Unit -I					
Objective 1	Enables to communicate what they see, feel and think through the use of colour, texture, form, pattern and different materials and processes.				
Handicraft Traditional crafts, basketry, Fancy jewellery works.					
Outcome 1	Students will understand the problem, issues and other important conditions of craftsmen working on traditional textiles of different regions of India.				K2
Unit -II					
Objective 2	To develop the handicraft sector, increase handicraft exports and welfare of artisans.				
Toy making & Carving					
Outcome 2	Students will conduct research on crafts of India and present their research in a practical industry accepted format.				K2
Unit -III					
Objective 3	To develop understanding regarding the research and documentation of various crafts by visiting and meeting the craftsmen and artisans personally.				
Tapestry & Embroidery & Batik Batik Jewellery making, Weaving					
Outcome 3	Students will build an understanding and confidence to give design solutions to the artisans for further evolution of the crafts.				K4
Unit -IV					
Objective 4	To sensitize students about the existing condition of the handicraft sector.				
Soft sculpture & Puppetry & Model making Introduction to Paper Mache Crafts, Prepare the Fashion Jewelry components, Art metalwork, Soft sculpture, Pottery - ceramics, Puppetry.					
Outcome 4	Students use handicraft techniques and apply the same in their collections.				K4
Unit -V					
Objective 5	Make direct them to contribute to increase handicraft exports and work for the welfare of artisans.				
Traditional crafts Block printmaking Marketing and Export Screen printing, Leatherwork, Book crafts, Mixed media sculpture, Model Making, Toymaking Carving, Fabric print.					
Outcome 5	Students will be able to use a variety of brainstorming techniques to generate novel ideas of value to solve problems.				K2
Suggested Readings:- "The Art Book" by Phaidon Press. "The Craftsman's Handbook: The Il Libro dell'Arte" by Cennino Cennini. "The Natural Way to Draw" by Kimon Nicolaidis.					
Online resources: Craft gawker, Instructorless, Deviant Art					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VI					
Core Course-16	Course code: 308601	HISTORY OF MODERN WESTERN ART	T	Credits: 4	Hours: 4
Unit -I					
Objective 1	Identify and analyse the main western art styles, movements, artists and art works; appreciating.				
REALISM					
Social and historical background of 20th century art. Background of Romanticism, Impressionism, Post-Impressionism, Symbolism and Realism. Ideological position of Realism. Bohemianism, Realism in allied fields. Class awareness in Realism and Courbet. Millet, Corot, Rousseau and Barbizon school.					
Outcome 1	Locate artworks within their larger socio-cultural scenario.				K2
Unit -II					
Objective 2	Understanding and critically thinking about modern art.				
IMPRESSIONISM					
Ideological premise. Techniques of painting. Impressionist Manet, Monet, Degas, Renoir, Marry Cassatt, Berthe Morisot.					
Neo impressionism: ChromoLuminarism, Pointillism, Cloisonnism, Synthetism.					
Post Impressionism: Different Approaches, Influence on 20th century art. Van Gogh, Gauguin, Lautrec, Seurat and Cezanne.					
Outcome 2	Express individual perspectives on the historical artworks and objects.				K2
Unit -III					
Objective 3	To Develop their ability to discuss artworks.				
FAUVISM & EXPRESSIONISM					
Fauvism: Notable Artists: Henri Matisse, André Derain, Georges Rouault, Raoul Dufy.					
Expressionism: Edvard Munch, Wassily Kandinsky, Ernst Ludwig Kirchner, Egon Schiele, Lucian Freud, Amadeo Modigliani					
Abstract Expressionism:					
Influences of Abstract Art, Notable Artists: Jackson Pollock, Willem de Kooning, Mark Rothko, Franz Kline, Lee Krasner.					
Outcome 3	Analyze and write about historical visual culture.				K4
Unit -IV					
Objective 4	Synthesize art historical knowledge into their individual practice and research.				
CUBISM & FUTURISM					
Influence of Post-Impression on Cubism. Analytic cubism and Synthetic Cubism. Prominent artists -Pablo Picasso, Georges Braque, Fernand Leger, Juan Gris.					
Futurism: Notion of a manifesto. Artists - Filippo Tommaso Marinetti, Umberto Boccioni, Carlo Carrà, Giacomo Balla, Gino Severini.					
Outcome 4	Develop their ability to discuss artworks.				K4
Unit -V					
Objective 5	Analyze the palaces and the relationship between the palaces and the art.				
DADAISM & SURREALISM					
Dada art as a prelude to Surrealism. Study on the work of André Breton, Marcel Duchamp, Hugo Ball, Hans Arp, Francis Picabia, Hannah Hoch					
Surrealism: Surrealist characteristics in pre-surrealist art, Surrealism and the subconscious. Notable Artists: Salvador Dalí, René Magritte, Frida Kahlo, Joan Miró, Meret Oppenheim.					
Outcome 5	Synthesize art historical knowledge into their individual practice and research.				K2

Suggested Readings:- History of Western Art - Pro.Jayprakash Jagtap Herbert Read - A concise history of Modern Painting Janson - A History of Western Art					
Online resources: The Metropolitan Museum of Art The Museum of Modern Art (MoMA) Khan Academy					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VI					
Core Course - 17	Course code: 308602	MODERN COMPOSITION	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Students will analyze and depict spatial relationships in a composition using both realistic and abstract representation.				
PAINTING FROM OBJECT					
Draw and paint an object. Apply the understanding of the 3rd semester regarding colour and its behaviour. Introduction to the medium of oil & acrylic.					
Outcome 1	It will help students see the colour in natural as well as artificial light.				K2
Unit -II					
Objective 2	To accurately handle colour is needed to develop in art work.				
PAINTING FROM LIFE					
Draw and paint life drawing. Apply the understanding of the 3rd semester regarding colour and its behaviour. How light changes the properties of colours. Introduction to the medium of oil & acrylic.					
Outcome 2	Express individual perspectives on the historical artworks and objects.				K2
Unit -III					
Objective 3	To be trained to see colours in different lights and study their change of behaviour according to the intensity of light.				
HANDLING OF COLOURS					
Introduction to the medium of oil & acrylic. How colour behaves in different opacity. How these colours are used to create expression in the art. How does colour change the mood? How to use transparency and opacity of the colour.					
Outcome 3	Understand the concept of colours and colour schemes.				K4
Unit -IV					
Objective 4	To understand the concept of colour and tone.				
PAINTING FROM OBJECT					
Draw and paint an object, Apply the understanding of the 2 TM year regarding colour and behaviour, Planning foreground and Background Space, Technique of handling near and distant.					
Outcome 4	They will be able to paint and handle different kinds of colours and mediums.				K4
Unit -V					
Objective 5	It should develop the sense of harmony, concept of opposite and complementary colours in the mind of the artist				
PAINTING FROM LIFE					
Draw and paint life drawing, App and behaviour, Planning foreground and distant abjectly the understanding of the 2" year regarding colour d and Background Space, Technique of handling near.					
Outcome 5	They will be able to draw a conclusive opinion upon the behaviour of colour in different environments.				K2
Suggested Readings:-					
Principles of Form and Design by Wucius Wong John Wiley & Sons, New York, ISBN-10: 0471285528 , ISBN-13: 978-0471285526.					
Principles of Colour Design by Wucius Wong, Publisher: Wiley, ISBN-10: 0471287083, ISBN-13: 978-0471287087.					
Principles of Two-Dimensional Design, Wucius Wong, Publisher: Wiley, ISBN-10: 0471289604, ISBN-13: 978-047128960					
Online resources:					
The Metropolitan Museum of Art: Heilbrunn Timeline of Art History					
Tate Modern					
The Art Story					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VI					
Core Course - 18	Course code: 308603	THANJAVUR PAINTING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To understand traditional materials and art making.				
INTRODUCTION AND HISTORY					
Introduction, History, Vijayanagara Rayas, Thanjavur Nayaks, Marathas, Style and Technique, Artists, Influences, Tanjore and Mysore paintings, Tanjore paintings in Company style.					
Outcome 1	Learning Tanjore painting will allow you to explore classical regional styles.			K2	
Unit -II					
Objective 2	To create paintings and sketches from their own ideas.				
MATERIALS AND TECHNIQUES					
Plywood, Canvas, Jaipur Stones - Sizes and shapes as needed, Arabic gum, Chalk Powder for muck preparation, 22 carat Gold foil, Poster Colors, Brush Set and important materials.					
Outcome 2	It will enable you to be creative.			K2	
Unit -III					
Objective 3	Experiment with a variety of materials in order to make their own Thanjavur Paintings.				
PREPARATION AND EMBOSING					
Board Preparation, Tracing Work, Stone Fixing, Base Mukk Work, Brush Design and more.					
Outcome 3	Tanjore style art is a great way to learn & practice art detailing.			K4	
Unit -IV					
Objective 4	To creative compositions based on Indian Mythology, Mahabharatham, Ramayanam.				
COLOURING AND GOLD FOILING					
Fixing Of Gold Foil, Body Colouring, lining work, washing Work, Curtains And Garland (Mala) Work, Final Lining Work, Face And Final Touch.					
Outcome 4	Use a lot of vibrant colours and decorate your art as you like.			K4	
Unit -V					
Objective 5	Marketing their Paintings through online and shops.				
MARKETING AND SALE					
Creative composition, Indian Mythology, Mahabharatham, Ramayanam, Thasavatharam, Thalapuram, Siva Puranam, Sakthi ritual and Tradition lifestyle and more.					
Outcome 5	Students will display their final work.			K2	
Suggested Readings:-					
"Thanjavur: A Cultural History" by Pradeep Chakravarthy.					
"Thanjavur Paintings in Koviloor" by R. Srinivasan.					
"Thanjavur Paintings" by Dr. R. Kalaikkovan.					
Online resources:					
Virtual Exhibitions and Museum Websites					
Wikimedia Commons					
Craftsvilla					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VI					
Allied Course-6	Course code: 308604	DIGITAL STORYBOARD & COMIC DRAWING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Present oral reports on the assigned cartoonist and his/her work.				
INTRODUCTION OF DIGITAL TOOLS					
Introduction of Painter, Brush Variants, The Brush Catalog, Painting with a stylus- preferred method Painting with a mouse- Manually setting the pressure, tilt, bearing, and wheel.					
Outcome 1	Work creatively with comic art data, using it to develop principles of comic art.				K2
Unit -II					
Objective 2	Provide a written critical in-depth analysis of a short-comics story.				
COMIC ILLUSTRATION					
What's a comic? Brief history of comics and storytelling The most important comic authors and comics Reading and understanding the script. Developing the storyboard Searching for reference Character and location design Concept and style research Building the secondary storyboard.					
Outcome 2	Recognize and appraise patterns in historical phenomena.				K2
Unit -III					
Objective 3	Act together with a professional cartoonist.				
COMIC ILLUSTRATION					
Reference research, objects/locations, Black and white Clean lines, masses of black Inking composition, Creating the character color cards Applying flat colors Basics of color and light Tone/hue/saturation Opposites: warm/cold, positive/negative Complementary colors, different color schemes Getting pages ready for the printing.					
Outcome 3	Assess the ways in which a comic is affected by our own vantage point.				K4
Unit -IV					
Objective 4	Identify comic artwork, and relate facts and ideas about these works of art in exam format.				
STORYBOARD					
Introduction to storyboarding, Pre Production process, Basic of Storyboards, screenplay and picturing, shots and storyboard panels., script, one line order, types of storyboard technique, Thumbnail storyboards, and the planning processes of visual storytelling.					
Outcome 4	Recognize and discriminate among various styles of comic art.				K4
Unit -V					
Objective 5	Research, plan, compose, edit and revise short papers.				
STORYBOARD					
Shot types, continuity, pacing, transitions and sequence, cinematic, storyboard.					
Outcome 5	Trace the development of comic art from one period to another.				K2
Suggested Readings:-					
Martin, Botanical Illustration Course With The Eden Project Scala, Flemish And Dutch Painting Balchin, Flower Designs (Design Library) (Pp) Tillotson, Painting & Photography At The Jaipur Court					
Online resources:					
Webcomic Platforms Clip Studio Paint Tutorials Digital Art Communities					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VI					
EC-4	Course code: 308605A	3D ANIMATION & RENDERING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Students will be able to demonstrate all the major features of Maya. Introduction, Animation, Lip Movement Rendering and popular workflow.				
CONCEPT OF RIGGING					
Understanding the rigging IK and FK Constraints. Forward Vs. Inverse Kinematics, Adding Pole Vector constraints to the elbows and Constraining the wrists to locators. Testing the character, Rigging Methods and Process. Create the IK handles, Restricting the heel rotation, Build a foot control hierarchy.					
Outcome 1	Rigging a 3D character for animation.				K2
Unit -II					
Objective 2	Demonstrate competency in the use of technology for each of the 3D Animation units.				
BASIC ANIMATION					
Animation Principles and Process, Basic Animation with types of Balls. Working with Animation Editor and Tools. Key frame Animation, Nonlinear Animation, Path Animation.					
Outcome 2	Animate your 3D objects with keyframes.				K2
Unit -III					
Objective 3	Explain how current and ongoing technology in 3D Animation affects hardware and software.				
ADVANCED ANIMATION					
Advanced Character Animation with Two Leg Animation (walk, run, Jump, Wight lifting etc.).Motion Capture Animation.					
Outcome 3	Rendering your projects for high quality playback.				K5
Unit -IV					
Objective 4	Apply current technology to solve 3D Animation problems.				
FACIAL EXPRESSION AND LIP SYNC					
Foundation of good facial expression, expression chart and voice recording, how to create lip-synch, subtle facial expressions to suit the personality of the character and the accent style of the pre-recorded dialogue.					
Outcome 4	Rigging a 3D character for animation.				K5
Unit -V					
Objective 5	To plan, develop and execute a series of effective and believable animation sequences.				
LIGHTING AND RENDERING					
Working with Advanced Modelling and Light Tracing with Radiosity, Using Atmospheric and Render Effects .Retracing and mental ray effects with Batch and Network Rendering.					
Outcome 5	Simulating dynamic effects like water, cloth, and smoke.				K2
Suggested Readings:-					
Kelly L. Murdock , “Kelly L. Murdock's Autodesk 3ds Max 2015 Complete Reference Guide”- Perfect Paperback ,2014.					
Kelly L. Murdock, “Autodesk Maya Basics Guide 2015”, 2014.					
Susan JolliffeNapier, “Anime from Akira to Princess Monoke: Experiencing Contemporary Japanese Animation” , Palgrave Macmillan Limited, 2007.					
Multimedia and Animation, V.K. Jain, Khanna Publishing House					
Online resources:					
https://www.blenderguru.com/					
https://www.youtube.com/user/MayaHowTos					
https://www.cinema4dbasecamp.com/					
https://www.udemy.com/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VI				
EC-4	Course code: 308605B	APPAREL DESIGN	P	Credits: 3 Hours: 5
Unit -I				
Objective 1	To familiarize with the growing menswear market, with special reference to local, national & international brands.			
FUNDAMENTALS OF DESIGNING				
Types of Design __ - Structural and Decorative design, Requirements of Structural And Decorative, Design, Elements of Design - Line, Size, and Shape. Colour and Texture. Application of principles of design in dress design.				
Outcome 1	Students will gain insight about the fashion industry.			K2
Unit -II				
Objective 2	To understand different categories of kids wear to conduct a market survey.			
FASHION ILLUSTRATION				
Casual-wear for Men, Women and Children (each 2) - Illustrating casual wear with suitable accessories, Party-wear and Bridal wear (each 1) – Illustrating party wear for Men, Women and Children with suitable accessories Illustrating Bridal wear (Any 3 Religions).				
Outcome 2	Students will develop a comprehensive understanding of the fashion industry, its markets, and the particular role of the fashion product designer and developer within the industry.			K2
Unit -III				
Objective 3	contemporary design in terms of style details, colours, fabrics, trims, sizes and price.			
CHILD APPAREL				
Recall the style aspects of child garment based on fashion trend, Illustrate designs for child outfits, Develop patterns for the garment design, Formulate economical layouts and propose the suitable fabric for various garment styles, Construct various garments for Child, incorporating different style aspects.				
Outcome 3	Students will understand the importance of labels, its making as well as its connectivity with consumers.			K4
Unit -IV				
Objective 4	Students will gain a basic understanding of garments, machines and their use in the apparel and fashion industry.			
MEN'S APPAREL				
Recall the style aspects of men's garment based on fashion trends, Illustrate designs for men's outfits, Develop patterns for the garment design, Formulate economical layouts and propose the suitable fabric for various garment styles.				
Outcome 4	Students will be able to understand the working of various departments of the fashion industry.			K4
Unit -V				
Objective 5	To impart awareness of quality parameters required for apparel quality products.			
WOMEN'S APPAREL				
Recall the style aspects of women's garments based on fashion trends, Illustrate designs for women's outfits, Develop patterns for the garment design, Formulate economical layouts and propose the suitable fabric for various garment styles, Construct various garments for women, incorporating different style aspects.				
Outcome 5	Acquaint students with the working atmosphere of the fashion and apparel industry.			K2
Suggested Readings:-				
Marsh, J.T., An Introduction to Textile Finishing, B.I. Publishers, 1979				
Corbman,P.B., Textiles-Fibre to Fabric, Gregg Division/McGraw Hill Book Co.,US, 1985.				
Joseph M.L.,Essentials of Textiles (5th Edition), Holt, Rinehart and Winston Inc.,Florida, 1988.				

Tortora, G,Phyllis, Understanding Textiles (2nd Edition), McMillan Co.,USA, 1987.					
Bains, S. and Hutton, J., Singer Sewing Book, Hamlyn, London, 1972					
Patternmaking for Fashion Designers, Lori A. Knowles, 2006, Fairchild Publications Inc.					
Online resources:					
Fashionary					
Lynda.com					
WGSN					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VI					
SEC-2	Course code: 308606	ART DIRECTION & SET DESIGN	P	Credits: 2	Hours: 3
Unit -I					
Objective 1	The course emphasizes hands-on training in various aspects of art direction and production design.				
Students learn the basics of film technique and develop a better understanding of the film-making process by participating in the common module, after which the specialization begins.					
Outcome 1	Students will have learnt the skills and principles of Art Direction.				K2
Unit -II					
Objective 2	To understand different categories of kids wear to conduct a market survey.				
Theory and practical work include storyboarding, design principles for moving images, set design, costume and property to suit the narrative. The study of various software used for drafting, designing and effects, virtual set designing etc. Occurs concomitantly in theory classes and practical.					
Outcome 2	Able to effectively respond to a client brief.				K2
Unit -III					
Objective 3	To learn the fundamental Art Direction skills				
The practical include sessions on carpentry, painting, moulding and set construction. In addition, students work with film and television exercises and projects as art directors.					
Outcome 3	Develop your confidence in generating creative ideas and communicating these visually in a successful, unique and professional manner.				K4
Unit -IV					
Objective 4	Idea generation and development by making your own concept board.				
Regular interactions with eminent art directors, study tours, workshops on special effects, animation techniques and set analysis enhance the students' potential to undertake independent work.					
Outcome 4	Demonstrate the ability to do oral presentations, both to small and large audiences.				K4
Unit -V					
Objective 5	To create concepts for photo-shoots and TV adverts.				
Tours to shooting locales are also organized for a closer study of set design and construction. Classrooms are equipped with drafting aids and computers with high-end software.					
Outcome 5	Gain an awareness of important historical work that has played a role in the evolution of cinema.				K2
Suggested Readings:- "Patternmaking for Fashion Design" by Helen Joseph Armstrong "Fashion Design Course: Principles, Practice, and Techniques" by Steven Faerm "Draping for Fashion Design" by Jaffe and Gonzalez-Zuniga					
Online resources: Fashion Revolution The Business of Fashion PatternReview					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VI					
Study Tour-2	Course code: 308607	CULTURAL STUDY TOUR MIDDLE INDIA	P	Credits: 2	Hours: 3
Unit -I					
Objective 1	<p>Scope of Educational Tour</p> <p>Educational field trips contribute to the development of students into educated young citizens who possess more knowledge about art, have developed critical-thinking skills, imbibe increased historical compassion, display higher levels of patience, open-mindedness and have a greater taste for appreciating art and culture. They gather a great amount of factual details and improve recall value about work of art.</p> <p>Educational Tour Guidelines</p> <p>The educational trip shall be organized in places covering different cultures, museums, institutions and historical places of artistic and creative significance. Teachers are advised to create instructional material and clearly lay down the learning objectives before the tour. The discussions shall be student directed with the museum educator or guide who is facilitating the discourse. These facilitators shall be well versed with the subject and their commentary shall go beyond the name, brief description of the work of art. At the end of the tour students shall submit a project report with tour details, historical understanding and critical analysis. The student shall be judged on the basis of following criteria.</p> <p>1. Project Report, 2. Tour details, 3. Critical thinking, 4. Historical understanding 5. Level of interest, 6. Patience of listening the Critics</p>				
Exercise					
In this module students are expected to conduct an Exhibition either One Man Show or Group Show to take a Research on his artworks and art style and make a project report on his works.					
Outcome	<p>Better demonstrate their practice to audiences and institutions.</p> <p>Extend their art practice outside studio spaces.</p> <p>Define their practice in relation to contemporary art making.</p> <p>Develop capacity to integrate skill and knowledge across disciplines.</p> <p>Develop and finalize the exhibits and create space for the final display.</p>				K2
Evaluation Methodology					
♣ Individual's daily performance ♣ Project Review: Mid Semester ♣ Project Submission + viva-voce: End of the Semester.					

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VII					
Core Course - 19	Course code: 308701	HISTORY OF ASIAN ART	T	Credits: 4	Hours: 4
Unit -I					
Objective 1	Historical perspective is an integrated part of understanding any subject.				
ART OF ANCIENT NEAR-EAST					
Visual expression from ancient Mesopotamia (Sumer, Akkad, Babylonia, Assyria); art in Achaemenid and Sasanian Persia.					
Outcome 1	Identify key features of Asian art.			K2	
Unit -II					
Objective 2	This will set a parameter for the artist to consider the art objectively.				
CHINA					
Ancient China (Shang, Zhou, and Han dynasties); Buddhist sculpture from up to Tang dynasty; Six Dynasties and Tang painting; Chinese landscape tradition from Song to Qing.					
Outcome 2	Critically assess the socio-cultural aspects of contemporary art practices.			K2	
Unit -III					
Objective 3	To know its potential and progress in different times from architectural, social, and economical point of view.				
JAPAN					
Japan (Haniwa pottery figures; Buddhist sculptures from Nara to Kamakura periods); late Heian Ijii Monogatari Emaki scrolls; and Kamakura painting including the Tale of Genji and the He do Japanese scroll painting in the Momoyama & Edo periods; ukiyo-e woodblock prints from the Edo period).					
Outcome 3	Write about art, curation, and museum practices.			K2	
Unit -IV					
Objective 4	To identify key features of Asian art.				
TIBET, NEPAL AND SRI LANKA					
Tibet (Buddhist icons and the thangka painting tradition); Nepal (Buddhist and Brahmanical sculptures and painting); Sri Lanka (sculpture and painting — including Sigiriya murals).					
Outcome 4	Explain their artworks and research in relation to the ongoing art practice in Asia.			K4	
Unit -V					
Objective 5	To critically assess the socio-cultural aspects of contemporary art practices.				
CAMBODIA, JAVA, MYANMAR, THAILAND					
Cambodia (sculpture and architecture, especially Angkor Wat and Angkor Thom); Java (sculpture and architecture, including the Dieng plateau candi-s, the Borobudur stupa, and Prambanan complex); Buddhist art in Myanmar/Burma and Siam/Thailand etc...					
Outcome 5	Synthesize art historical knowledge into their individual practice and research.			K2	
Suggested Readings:-					
"Art in China" by Craig Clunas: The Arts of China" by Michael Sullivan "The Arts of Japan: An Illustrated History" "A History of Japanese Art: From Prehistory to the Taisho Period" by Noritake Tsuda					
Online resources:					
https://www.metmuseum.org/toah/ https://www.britishmuseum.org/collection/galleries/asia					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VII					
Core Course - 20	Course code: 308702	CREATIVE PAINTING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	How to acquire critical discursive skills, for presenting their work, explaining their concepts and critically engaging the work of others.				
PAINTING FROM OBJECT					
Individual painting style, Draw and paint an object, Apply the understanding of the colour and its behaviour, Planning foreground and Background Space, Technique of handling near and distant objects.					
Outcome 1	Include painting along with any medium of your interest for making installations.				K2
Unit -II					
Objective 2	Criticize their own as well as their peers' art practice.				
PAINTING-OWN STYLE					
Individual painting style, Draw and paint life drawing, Apply the understanding of the colour and its behaviour, Planning foreground and Background Space, Technique of handling near and distant objects.					
Outcome 2	Develop keen knowledge and interest to do works in various expanded media.				K2
Unit -III					
Objective 3	Locate their art making in contemporary art practice.				
PAINTING-OWN STYLE					
Developing Individual painting style, Advance understanding of importance of colour and tone, Application of colour hue and intensity.					
Outcome 3	Analyze production and reception of artworks.				K4
Unit -IV					
Objective 4	Analyse the possibility of doing research-based practice.				
PAINTING-OWN STYLE					
Advance understanding of handling ding opaque colours, Application of using transparency. Developing Individual painting style, transparencies, Advance understanding of colour, Technique of handling near and distant objects.					
Outcome 4	Locate their practice within the larger socio-cultural scenario.				K4
Suggested Readings:-					
"The Creative License: Giving Yourself Permission to Be the Artist You Truly Are" by Danny Gregory.					
The Artist's Way" by Julia Cameron.					
"Steal Like an Artist: 10 Things Nobody Told You About Being Creative" by Austin Kleon					
Online resources:					
Skill share					
Proko					
Deviant Art					
1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VII					
Core Course - 21	Course code: 308703	MURAL PAINTING	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Students will experiment with a variety of painting surfaces in order to describe and explain how paint reacts to different surface qualities.				
ELEMENTS OF TRADITIONAL MURAL					
Buddhist, Jain and Hindu Iconography, Gods and Goddess, Bava and Muthrai, Different possess, Vaganam, Mythological animals and Birds, Flowers and leaves, Freehand designs.					
Outcome 1	Demonstrate visual literacy, including competency in the nonverbal languages of art and design.			K2	
Unit -II					
Objective 2	Knowledge and skills in the use of basic tools, techniques, and processes sufficient to work from concept to finished product, including knowledge of paints and surfaces.				
INDIAN TRADITIONAL MURAL					
Masterpieces of Indian murals, Ajantha, Ellora, Baga Mural.					
Outcome 2	Demonstrate competency in critical analysis and verbal and written responses to visual phenomena.			K2	
Unit -III					
Objective 3	The development of solutions to aesthetic and design problems should continue throughout the degree program.				
TAMILNADU MURAL STYLE					
Pallava Mural, Sittanavasal Mural, Chola mural and more.					
Outcome 3	Demonstrate competency in skills necessary for mural painting including large scale rendering, wall preparation and safety protocols.			K4	
Unit -IV					
Objective 4	The ability to explore the expressive possibilities of various media, and the diverse conceptual modes available to the painter.				
STREET ART AND GRAFFITI					
Definition and History, Public Art, Redevelopment & Public Space, Social Activism & Public Art, Final Project including topics, analytic tools and questions, Brainstorm public art ideas and bring a graphite and a color sketch on paper, Final Project.					
Outcome 4	Preparation of natural materials.			K4	
Unit -V					
Objective 5	Progress toward developing a consistent, personal direction and style.				
CERAMICS & TERRACOTTA					
Historical Perspective, Development of Ceramics, Ceramic Processes in detail, Study of great masters work, Encaustic, Ceramic & glass, Various methods of firing in Ceramics.					
Outcome 5	The ability to work independently.			K2	
Suggested Readings:-					
"Mural Painting Secrets for Success" by Gary Lord					
"The Muralist's Bible" by Rainer Maria Latzke					
"Mexican Muralism: A Critical History" by Alejandro Anreus					
Online resources:					
https://muraljoe.com/					
http://www.streetartutopia.com/					
https://www.widewalls.ch/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VII				
Allied Course - 7	Course code: 308704	DIGITAL MATE PAINTING	P	Credits: 3 Hours: 5
Unit -I				
Objective 1	Students will experiment with a variety of painting surfaces in order to describe and explain how paint reacts to different surface qualities.			
INTRODUCTION TO MATTE PAINTING				
Introduction about Matte Painting , Understanding the difference between Concept Art and Fantasy Art, thumbnail sketching and ideation, layout sketching by hand drawing, working in software using the Wacom Tablet , converting paper to Digital, file format and file size, Aspect Ratio, 2K Resolution.				
Outcome 1	Demonstrate visual literacy, including competency in the nonverbal languages of art and design.			K2
Unit -II				
Objective 2	Knowledge and skills in the use of basic tools, techniques, and processes sufficient to work from concept to finished product, including knowledge of paints and surfaces.			
SKETCHING AND PAINTING				
Brush stroke, ruler and grid,Rule of third, gradients, Light , shadow, Layers concept, smudge , blur,Overlays, texture, various shape and size of brushes, working with paint tools, mask and layer adjustments.				
Outcome 2	Demonstrate competency in critical analysis and verbal and written responses to visual phenomena.			K2
Unit -III				
Objective 3	The development of solutions to aesthetic and design problems should continue throughout the degree program.			
PERSPECTIVE CONCEPTS				
Concept of Perspective, types of perspective, understanding the significance vanishing point, Linear Perspective with one point, two points and three points, above eye level, below eye level, Collage techniques, working with atmospheric perspective.				
Outcome 3	Demonstrate competency in skills necessary for mural painting including large scale rendering, wall preparation and safety protocols.			K4
Unit -IV				
Objective 4	The ability to explore the expressive possibilities of various media.			
COLOUR CONCEPTS				
Understanding the colour composition, colour perspective, colour shades by atmosphere lighting, highlight, mid tone, shadow, hue and saturation, creating canvas, working with colour correction, merge by colour tone and proportion.				
Outcome 4	Preparation of natural materials.			K4
Unit -V				
Objective 5	The diverse conceptual modes available to the painter.			
IMAGE COMPOSITION				
Background making in paint material and software layer distribution, Image composting, understanding the Depth of field, Multi-plane set up in composting, matte layers extractions Matching with 3d objects or live action.				
Outcome 5	Plan, research and design digital matte paintings matching live action footage.			K2
Suggested Readings:-				
David B.Mattingly, “The Digital Matte Painting Handbook “,Sybex publications, 1986 David Luong, Damien Mace, Milan Schere, “d’artiste Matte Painting 3”, Ballistic,2013. Brian Sum,ShaddySafadi, Levi Hopkins, “Digital Painting Techniques: Volume 5”, 3D Total Publishing, 2013. John Montague, “Basic Perspective Drawing: A Visual Approach”, John Wiley publication,6th Edition, 2013.				

Online resources: https://www.pluralsight.com/ https://cgsociety.org/ https://www.artstation.com/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VII					
EC-5	Course code: 308705A	3D Motion Graphics & VFX	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	Compositing is the combining of visual elements from separate sources into single images.				
CONCEPTS FOR BROADCAST ANIMATION FOR LOGOS					
Channel IDs and montages, Multi-layer compositing, Special effects, Super imposition and titling, Exporting various file formats outputs as per the end user requirements.					
Outcome 1	Identify common visual effects used in motion graphics. Use various techniques for simulating realistic optical effects.			K2	
Unit -II					
Objective 2	To create the illusion that all those elements are parts of the same scene.				
INTRODUCTION TO BATCH RENDER & WORK GROUP					
Adding cameras & lights to a simple scene to make a complex compositing, Adding 2D background and elements into a 3D character layers, Creating object, material IDs for further adding special effects, Effects for digital video 2D layers and 3D layers for more effective outputs, adding particle effects into a scene.					
Outcome 2	Combine techniques to create rich environments.			K2	
Unit -III					
Objective 3	Digital compositing is an essential part of visual effects that are everywhere in the entertainment industry today.				
INTRODUCTION TO COLOUR CHARACTER AND KEYING					
"Editing the real time video with CG based scene and merging both of them to create a final output, Exporting various file formats, output as per the end user requirements.					
Outcome 3	Internship and Placement Opportunities with Well-Known Animation & VFX Studios.			K4	
Unit -IV					
Objective 4	The program (VFX Course) includes fundamentals of film making, with Chroma shoot, 3D modeling, creating photo realistic lighting, and particle effects.				
INTRODUCTION TO THE BATCH RENDERING AND WORK GROUPS					
Introduction to the concepts of editing in terms of compositing, Adding special effects in built in compositing software to make a simple shot into a perfect output.					
Outcome 4	Training and Assistance in Building Portfolios, Show-reel and Resume.			K4	
Unit -V					
Objective 5	Focus on seamless integration of CGI and live action.				
KEYING					
Chroma keying, Luma key, Blue screen, Keyframe text & layer animation & 3D particles, Effects etc. Color correction, Introduction to 3D compositing concepts i.e. Layers and masking, Rotoscoping, Rig removal, Morphing.					
Outcome 5	Students will learn to develop visual effects in tandem with characters and story.			K2	
Suggested Readings:-					
"The Art and Science of Digital Compositing" by Ron Brinkmann					
"Digital Modeling" by William Vaughan					
"The Animator's Survival Kit" by Richard Williams					
Online resources:					
https://greyscalegorilla.com/					
https://cgsociety.org/					
https://www.redgiant.com/universe/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VII					
EC-5	Course code: 308705B	FASHION ACCESSORIES DESIGN	P	Credits: 3	Hours: 5
Unit -I					
Objective 1	To impart knowledge about the significance of accessories and styles available.				
BAGS AND BELT					
History, significance, top brands, anatomy, Classification, raw materials used in making them. Fashion using bags and belts. Factors involved in selection of bags and belts.					
Outcome 1	Students will gain knowledge about different themes required in the field of fashion.			K2	
Unit -II					
Objective 2	To understand the history and fashion using the accessory, To enable them to understand about care for skin and hair.				
FOOTWEAR AND HOSIERY					
Footwear: History, types, materials used, anatomy of shoe, styles of footwear for men and women, Types of heels, types of foot styles in footwear. Problems with foot wear-blister and foul odor – remedy. Factors to remember while selecting footwear. Fashion using footwear, care for footwear. Hosiery: Socks, stockinet, Panty hose – styles, care and fashion using hosiery.					
Outcome 2	They will be able to draw different clothing lines based on selected/ particular themes.			K2	
Unit -III					
Objective 3	To design a clothing line for men and children by understanding different themes and occasions.				
Minor Fashion accessories:					
Glove and scarf: History, materials used, styles available, fashion using gloves and scarf, care and maintenance. Hats, Umbrellas – History component parts, size and construction, style and care. Watches and Eyewear: Introduction, parts, fashion, suitability based on body (watches) and face type (eyewear) and care.					
Outcome 3	Students will develop an approach through ideation.			K4	
Unit -IV					
Objective 4	To explore and design different fashion accessories and footwear to give a complete look to the garment.				
Jewellery and fragrance:					
History, significance, types of jewellery – traditional and latest styles of jewellery. Major and minor jewellery types. Fragrance: For men and women. Formats and imitators.					
Outcome 4	They will be able to conceptualize their ideas and amalgamation of different accessories with the garments.			K4	
Unit -V					
Objective 5	Articulate an awareness of the social and community contexts within their disciplinary field.				
Care for skin and hair:					
Basic structure of skin and hair, Products available, skin and hair care, makeup for face and hairstyles.					
Outcome 5	Design technical drawings for the creation and the prototyping of bags and shoes.			K2	
Suggested Readings:-					
"Fashionary Bag Design" by Fashionary "The Fundamentals of Fashion Accessories" by Susan M. Gustaitis "The Little Book of Fashion Accessories" by Patrick John Ireland					
Online resources:					
https://www.coursera.org/ https://fitdil.fitnyc.edu/ https://makersrow.com/					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VII				
SEC-3	Course code: 308706	MUSEOLOGY AND CONSERVATION	P	Credits: 2 Hours: 3
Unit -I				
Objective 1	The course is intended to explicate the fundamentals of Museum and Conservation.			
Introduction to Museum and Museology Definitions, purposes and social relevance of museums. Functions of museum. Role of museums in tourism. Types of museums. History of museum movement in India and Abroad. Introduction to selected museums in India and Abroad.				
Outcome 1	Students will demonstrate knowledge of works of cultural resources in archaeology, art, and architecture in a range of historical, sociopolitical, and cultural contexts.			K2
Unit -II				
Objective 2	The particulars of museum display including various aspects of designing and lighting are also to be taught in the course.			
Museum Exhibition Exhibition policy. Ethics of exhibitions. Types of exhibitions. Exhibition planning. Designing of exhibitions. Designing of exhibition furniture and accessories. Exhibition lighting - types of light. Exhibition text – meaning, purpose, format and language. Critical analysis of exhibitions.				
Outcome 2	Students will demonstrate knowledge of analysis of conservation problems from different perspectives, including anthropology, archaeology, art history, chemistry, and studio art.			K2
Unit -III				
Objective 3	This course is intended to elucidate on the scope and applicability of conservation.			
Introduction to Conservation Conservation – concept and significance. Terms commonly used in conservation. Principles/Basics of conservation. Specific role of curator and conservator in conservation. Types of museum collections. Materials of collections, their nature and role in deterioration. Methodology of conservation. Requirements for conservation. Introduction to various tools and equipment used in conservation.				
Outcome 3	Students will communicate effectively about works of art and architecture both orally and in written forms.			K2
Unit -IV				
Objective 4	Students will learn the importance of preserving cultural resources in archaeology, art, and architecture.			
Preventive Conservation Meaning and significance of preventive conservation. Professional conservation versus curatorial conservation: specific roles of curator and conservator in preventive conservation. Introduction to museum environment and its effects on organic and inorganic materials.				
Outcome 4	Students will demonstrate artistic skills in working with two-dimensional and three-dimensional materials.			K2

Unit -V		
Objective 5	Students will learn how to analyze conservation problems from different perspectives, including anthropology, archaeology, art history, chemistry and studio art.	
Curative Conservation. Meaning and significance of curative conservation. Identification of different materials. Examining type and extent of deterioration. Basic method of conservation of Inorganic objects such as metals, stones and ceramic. Basic method of conservation of organic and composite objects such as wood, textile, leather, manuscripts and paintings.		
Outcome 5	Students will produce senior theses demonstrating their ability to define a problem; use the resources readily available.	K2
Suggested Readings:- Dr.V.Jayaraj, Government Museum, Chennai, 2002 Bedekar, V.H. New Museology for India. National Museum Institute of History of Art, Conservation, and Museology, New Delhi, 1995. Nigam, M.L. Fundamentals of Museology. Navhind Prakashan, Hyderabad, 1966. Baxi, S. J. and Dwivedi, V. P. Modern Museums. Abhinav Publications, Delhi, 1973.		
Online resources: https://icom.museum/en/ https://www.getty.edu/conservation/ https://www.culturalheritage.org/		
K1-Remember	K2-Understand	K3-Apply
K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)



Semester-VII					
SEC-4	Course code: 308707	ART EDUCATION AND PSYCHOLOGY	T	Credits: 2	Hours: 3
Unit -I					
Objective 1	To acquaint the Teacher with the methods of teaching Art & Craft and to encourage creativity in school children.				
Understanding Arts and Arts in Education					
Importance of Art Education					
Meaning and Concept of Arts					
Understanding aesthetics and its educational relevance					
Arts as Pedagogy of learning and development					
Art Integrated Learning.					
Outcome 1	Art Education students will be taught as art educators.				K2
Unit -II					
Objective 2	To equip them with the latest techniques of evaluating student's achievement in Art & Craft.				
Philosophy					
Study of relationship between Philosophy and Education					
Aims of Education					
Universal free and Compulsory Education					
Use of Audio visual aids for teaching					
Importance of work experience in Education.					
Outcome 2	Students will be able to prepare for and mount an exhibition of their artwork.				K2
Unit -III					
Objective 3	To enable them to know how to teach Art & Craft to the talented children.				
Methods of Teaching					
Factors of Teaching and learning					
Principles (Maxims) of Teaching					
Steps in lesson planning					
Methods of Teaching					
Outcome 3	Students will be able to estimate expenses and establish prices for their artworks.				K4
Unit -IV					
Objective 4	To apply appropriate critical language to artworks verbally and in writing.				
Psychology					
Methods and advantages of Educational Psychology					
Laws of learning					
Types of Intelligence					
Intelligence Quotient					
Personality Traits, Factors responsible.					
Outcome 4	Students will develop a professional quality portfolio.				K4

Unit -V		
Objective 5	Art education students will be able to apply critical language appropriate to the developmental stages of the children with whom they are working.	
Educational thinkers on Arts in Education		
Tagore		
Devi Prasad		
Elliot W.Eisner		
Victor Lowenfeld		
John Dewey		
Howard Earl Gardner.		
Outcome 5	Students' artworks will communicate concepts effectively.	K2
Suggested Readings:-		
Prasad, Devi (1998). Art as the Basis of Education, NBT, New Delhi.		
Sahi, Jane and Sahi, R., Learning Through Art, Eklavya, 2009.		
Online resources:		
https://www.arteducators.org/		
https://arttherapy.org/		
https://www.atcb.org/		
K1-Remember	K2-Understand	K3-Apply
K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	M (2)	S (3)	L (1)	M (2)	M (2)		L (1)	S (3)
CO2	M (2)	M (2)	M (2)	S (3)	M (2)	S (3)	M (2)	L (1)	L (1)	S (3)
CO3	M (2)		M (2)		L (1)	M (2)				L (1)
CO4	S (3)		M (2)	S (3)	M (2)	M (2)	S (3)	S (3)		L (1)
CO5	S (3)	M (2)	S (3)		S (3)	S (3)	M (2)	M (2)		S (3)
W.AV	2.6	1.2	2.2	1.8	1.8	2.4	1.8	1.2	0.4	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)		S (3)	M (2)
CO2	S (3)	S (3)	L (1)	S (3)	L (1)
CO3	S (3)	S (3)		S (3)	L (1)
CO4	S (3)	S (3)	M (2)	S (3)	
CO5	S (3)	S (3)	M (2)	S (3)	
W.AV	2.8	3	1	3	0.8

S –Strong (3), M-Medium (2), L- Low (1)



Semester-VIII				
Core Course - 22	Course code: 308801	INTERNSHIP AND RESEARCH	Credits: 15	Hours: 22
Unit -I				
Objective 1	<p>Training programme is about students working under the supervision of professional organizations or under the supervision of Professional individual or attending any art workshop.</p> <p>After such training a student shall submit the training report and certificate to the effect that he/she has undergone professional training.</p> <p>Develop critical ability to evaluate their own strengths and weaknesses as artists.</p>			
THE TRAINING PROGRAMME FOCUS				
<p>The student shall craft "Vision & Mission Statement "according to the task assigned to them with a pre-defined objective, work plan and specific deliverables. The student shall be involved in a specific functional area, to become part of the operations of a department or function according to their subject and ability. The student shall craft "Internship Objective" according to vision while introducing the student to a range of professions and areas/functions within the company/organization. The student might be inducted on rotation basis between different functions, or invited to participate in seminars and training programs, or might join one or more managers and assist them as trainees.</p>				
Outcome 1	<p>Will acquire skills to document, systematize and archive their visual output</p> <p>Will be able to discern the visual trajectories of their works and practice.</p> <p>Develop critical ability to evaluate their own strengths and weaknesses as artists.</p>			K2
Unit -II				
Objective 2	<p>Situate their practice amidst the larger contexts of historical and contemporary art worlds.</p> <p>Acquire employment contacts leading directly to a full-time job following graduation from the department.</p>			
INDICATIVE STRUCTURE OF THE REPORT OR PRESENTATION				
<p>1. Abstract 2. Summary 3. Acknowledgements 4. Introduction about organization 5. Vision and Mission 6. Context analysis 7. Methodology 8. Key Results 9. Observations 10. Conclusion 11. Bibliography & References.</p>				
Outcome 2	<p>Situate their practice amidst the larger contexts of historical and contemporary art worlds.</p> <p>Increase conceptual clarity, confidence and professional competence in the field.</p>			K2
EVALUATION METHODOLOGY				
<p>♣ Individual's daily performance ♣ Project Review: Mid Semester Project Submission And Viva-voce: End of the Semester</p>				

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester-VIII					
Training Course - 4	Course code: 308802	EXHIBITION AND PRESENTATION	P	Credits: 2	Hours: 3
Unit -I					
Objective	Scope of Subject Research The objective of this exercise is to expose students to the theoretical and analytical framework of researching any predefined area within his art works. This will elaborate on the philosophy that links the subject and style or medium of the creative in his work. This information is further used to identify and define aesthetic values, elemental values. Experimental opportunities in his/her art to improve understanding and critical submission of his/her work. Planning your own exhibit or archive, from start to finish.				
Exercise	In this module students are expected to conduct an Exhibition either One Man Show or Group Show to take a Research on his artworks and art style and make a project report on his works.				
Outcome	Better demonstrate their practice to audiences and institutions. Extend their art practice outside studio spaces. Define their practice in relation to contemporary art making. Develop capacity to integrate skill and knowledge across disciplines. Develop and finalize the exhibits and create space for the final display.				K2
Evaluation Methodology	♣ Individual's daily performance ♣ Project Review: Mid Semester ♣ Project Submission + viva-voce: End of the Semester.				

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)



Semester-VIII					
Study Tour- 3	Course code: 308803	CULTURAL STUDY TOUR- NORTH INDIA	P	Credits: 2	Hours: 3
Unit -I					
Objective	<p>Scope of Educational Tour Educational field trips contribute to the development of students into educated young citizens who possess more knowledge about art, have developed critical-thinking skills, imbibe increased historical compassion, display higher levels of patience, open-mindedness and have a greater taste for appreciating art and culture. They gather a great amount of factual details and improve recall value about work of art.</p> <p>Educational Tour Guidelines The educational trip shall be organized in places covering different cultures, museums, institutions and historical places of artistic and creative significance. Teachers are advised to create instructional material and clearly lay down the learning objectives before the tour. The discussions shall be student directed with the museum educator or guide who is facilitating the discourse. These facilitators shall be well versed with the subject and their commentary shall go beyond the name, brief description of the work of art. At the end of the tour students shall submit a project report with tour details, historical understanding and critical analysis. The student shall be judged on the basis of following criteria. 1. Project Report, 2. Tour details, 3. Critical thinking, 4. Historical understanding 5. Level of interest, 6. Patience of listening the Critics, 7. Behavioural study 8. Team work</p> <p>Evaluation Methodology Individual's daily performance Project Review: Mid Semester Project Submission And Viva-voce: End of the Semester</p>				
Exercise					
In this module students are expected to conduct an Exhibition either One Man Show or Group Show to take a Research on his artworks and art style and make a project report on his works.					
Outcome	<p>Better demonstrate their practice to audiences and institutions. Extend their art practice outside studio spaces. Define their practice in relation to contemporary art making. Develop capacity to integrate skill and knowledge across disciplines. Develop and finalize the exhibits and create space for the final display. Questions:How, Classify, Compare, Summaries, Explain.</p>				K2
Evaluation Methodology					
♣ Individual's daily performance ♣ Project Review: Mid Semester ♣ Project Submission + viva-voce: End of the Semester.					

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W. AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)

Semester -I					
AECC – I	Course code: 91BPEA	PROFESSIONAL ENGLISH FOR ARTS AND SOCIAL SCIENCES - 1	T	Credits: 4	Hours: 5
Unit -I					
Objective 1	To develop the language skills of students by offering adequate practice in professional contexts				
COMMUNICATION					
Listening: Listening to audio text and answering questions- Listening to Instructions Speaking: Pair work and small group work.					
Reading: Comprehension passages –Differentiate between facts and opinion Writing: Developing a story with pictures.					
Vocabulary: Register specific - Incorporated into the LSRW tasks					
Outcome 1	Improved English language skills enable individuals to communicate more effectively and precisely in both written and verbal forms, enhancing their ability to express complex ideas and concepts.				K2
Unit -II					
Objective 2	To enhance the lexical, grammatical and socio-linguistic and communicative competence of the students.				
DESCRIPTION					
Listening: Listening to process description.-Drawing a flow chart. Speaking: Role play					
Reading: Skimming/Scanning- Reading passages on products, equipment and gadgets.					
Writing: Process Description –Compare and Contrast Paragraph-Sentence Definition and Extended definition- Free Writing.					
Vocabulary: Register specific -Incorporated into the LSRW tasks.					
Outcome 2	Proficiency in professional English is crucial for academic success in arts and social sciences disciplines, including research papers, essays, presentations, and discussions.				K2
Unit -III					
Objective 3	To focus on developing students’ knowledge of domain specific registers and the required language skills				
NEGOTIATION STRATEGIES					
Listening: Listening to interviews of specialists / Inventors in fields (Subject specific)					
Speaking: Brainstorming. (Mind mapping).					
Small group discussions: (Subject- Specific)					
Reading: Longer Reading text.					
Writing: Essay Writing (250 words)					
Vocabulary: Register specific - Incorporated into the LSRW tasks					
Outcome 3	Students and scholars with strong English language skills have increased opportunities to publish their work in prestigious academic journals and other publications.				K2

Unit -IV					
Objective 4	To develop strategic competence that will help in efficient communication.				
PRESENTATION SKILLS					
Listening: Listening to lectures. Speaking: Short talks.					
Reading: Reading Comprehension passages					
Writing: Writing Recommendations Interpreting Visuals inputs					
Vocabulary: Register specific - Incorporated into the LSRW tasks					
Outcome 4	English serves as a common language for communication and collaboration among scholars from diverse linguistic backgrounds, fostering interdisciplinary research and dialogue.				K2
Unit -V					
Objective 5	To sharpen students' critical thinking skills and make students culturally aware of the target situation.				
CRITICAL THINKING SKILLS					
Listening: Listening comprehension- Listening for information.					
Speaking: Making presentations (with PPT- practice).					
Reading: Comprehension passages –Note making.					
Comprehension: Motivational article on Professional Competence, Professional Ethics and Life Skills)					
Writing: Problem and Solution essay– Creative writing –Summary writing					
Vocabulary: Register specific - Incorporated into the LSRW tasks					
Outcome 5	Proficient English allows individuals to engage in international conferences, workshops, and collaborations, expanding their professional network on a global scale.				K2
Suggested Readings:-					
"Writing for Academic Success" by Gail Craswell and Megan Poore					
"The Craft of Research" by Wayne C. Booth, Gregory G. Colomb, and Joseph M. Williams					
Online resources:					
https://owl.purdue.edu/					
https://www.cambridge.org/us/cambridgeenglish/catalog/english-social-sciences					
http://www.phrasebank.manchester.ac.uk					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	M (2)	L (1)	M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	M (2)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	S (3)
CO3	S (3)			M (2)	M (2)				L (1)	L (1)
CO4	S (3)			M (2)	M (2)	S (3)	S (3)	S (3)	M (2)	L (1)
CO5	S (3)	M (2)		S (3)	S (3)		M (2)	M (2)	S (3)	S (3)
W.AV	3	1.2	0.4	2.4	2.2	1.8	1.8	1.2	1.8	2.2

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	S (3)	M (2)	S (3)	
CO2	S (3)	S (3)	L (1)	M (2)	L (1)
CO3	S (3)	S (3)	L (1)	M (2)	
CO4	S (3)	S (3)		S (3)	M (2)
CO5	S (3)	S (3)		S (3)	M (2)
W.AV	2.8	3	0.8	2.6	1

S –Strong (3), M-Medium (2), L- Low (1)

Semester -II					
AECC-II	Course code: 92BPEA	PROFESSIONAL ENGLISH FOR ARTS AND SOCIAL SCIENCE-II	T	Credits: 4	Hours: 5
Unit -I					
Objective 1	Develop their competence in the use of English with particular reference to the workplace situation.				
Communicative Competence					
Listening: Listening to two talks/lectures by specialists on selected subject specific topics - (TED Talks) and answering comprehension exercises (inferential questions)					
Speaking: Small group discussions (the discussions could be based on the listening and reading passages- open ended questions					
Reading: Two subject-based reading texts followed by comprehension activities/exercises					
Writing: Summary writing based on the reading passages.					
Outcome 1	Individuals with communicative competence can convey their intended message clearly and accurately to others.				K2
Unit -II					
Objective 2	Enhance the creativity of the students, which will enable them to think of innovative ways to solve issues in the workplace.				
Persuasive Communication					
Listening: listening to a product launch- sensitizing learners to the nuances of persuasive communication					
Speaking: debates – Just-A Minute Activities					
Reading: reading texts on advertisements (on products relevant to the subject areas) and answering inferential questions					
Writing: dialogue writing- writing an argumentative /persuasive essay.					
Outcome 2	Persuasive communication can lead to a shift in the audience's attitudes and beliefs about a particular issue, product, or idea.				K2
Unit -III					
Objective 3	Develop their competence and competitiveness and thereby improve their employability skills.				
Digital Competence					
Listening to interviews (subject related)					
Speaking: Interviews with subject specialists (using video conferencing skills) Creating Vlogs (How to become a vlogger and use vlogging to nurture. interests – subject related)					
Reading: Selected sample of Web Page (subject area)					
Writing: Creating Web Pages					
Reading Comprehension: Essay on Digital Competence for Academic and Professional Life. The essay will address all aspects of digital competence in relation to MS Office and how they can be utilized in relation to work in the subject area					
Outcome 3	Individuals with digital competence possess essential digital literacy skills, including the ability to use digital devices.				K4
Unit -IV					
Objective 4	Help students with a research bent of mind develop their skills in writing reports and research proposals.				
Unit 4 - Creativity and Imagination					
Listening to short (2 to 5 minutes) academic videos (prepared by EMRC/ other MOOC videos on Indian academic sites – E.g. https://www.youtube.com/watch?v=tpvicScuDy0) Speaking:					

Making oral presentations through short films – subject based					
Reading Essay on Creativity and Imagination (subject based)					
Writing – Basic Script Writing for short films (subject based) - Creating blogs, flyers and brochures (subject based)					
Poster making – writing slogans/captions (subject based)					
Outcome 4	Creativity and imagination lead to the generation of novel and ground-breaking ideas that challenge conventional thinking and inspire progress.				K4
Unit -V					
Objective 5	To effectively experiment with a variety of materials.				
Workplace Communication & Basics of Academic Writing (18 hrs) Speaking:					
Short academic presentation using PowerPoint					
Reading & Writing: Product Profiles, Circulars, Minutes of Meeting. Writing an introduction, paraphrasing					
Punctuation (period, question mark, exclamation point, comma, semicolon, colon, dash, hyphen, parentheses, brackets, braces, apostrophe, quotation marks, and ellipsis) Capitalization.					
Outcome 5	Clear and open communication fosters better collaboration among employees and teams.				K2
Suggested Readings:-					
"Effective Academic Writing 2: The Short Essay" by Alice Savage and Patricia Mayer					
The Craft of Research" by Wayne C. Booth, Gregory G. Colomb, and Joseph M. Williams					
Online resources:					
www.coursera.org					
www.edx.org					
www.khanacademy.org					
K1-Remember	K2-Understand	K3-Apply	K4-Analyse	K5-Evaluate	K6-Create

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S (3)	S (3)		M (2)	M (2)	S (3)	M (2)		L (1)	S (3)
CO2	S (3)	S (3)	L (1)	S (3)	M (2)	S (3)	M (2)	L (1)	M (2)	M (2)
CO3	S (3)	S (3)		M (2)	M (2)	L (1)			L (1)	M (2)
CO4	S (3)	S (3)	M (2)	M (2)	M (2)	L (1)	S (3)	S (3)	M (2)	S (3)
CO5	S (3)	S (3)	M (2)	S (3)	S (3)	S (3)	M (2)	M (2)	S (3)	S (3)
W.AV	3	3	1	2.4	2.2	2.2	1.8	1.2	1.8	2.6

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S (3)	M (2)	M (2)	S (3)	L (1)
CO2	S (3)	M (2)	L (1)	S (3)	L (1)
CO3	S (3)		L (1)		
CO4	S (3)			S (3)	
CO5	S (3)	M (2)			
W.AV	2.8	1.2	0.8	1.8	0.4

S –Strong (3), M-Medium (2), L- Low (1)



மொழி பாடம்	221T1	பொதுத் தமிழ் தற்காலக் கவிதையும் உரைநடையும்	T	கற்றல் அளவெண் 3	நேரம்:. மணி 6
அலகு-I					
நோக்கம் 1	தற்காலக் கவிதைகளையும் கவிஞர்களையும் அறிமுகப்படுத்துதல்.				
அ) மரபுக்கவிதை					
1. பாரதியார் - பாரததேசமென்று பெயர் சொல்லுவார் (பாரததேசம்)					
2. பாரதிதாசன் - கனியிடை ஏறிய சளையும் முற்றல் கழையிடை ஏறிய சாறும்					
3. நாமக்கல் கவிஞர் - காந்தியக் கவிஞர் (காந்தியஞ்சலி)					
4. கண்ணதாசன் - மனிதரைப் பாட மாட்டேன் (கவிதைகள்)					
5. முடியரசன் - தொழிலாளி					
6. ஜீவானந்தம் - காலுக்கு செருப்புமில்லை ..கால்வயிற்றுக் கூழுமில்லை					
ஆ) புதுக்கவிதை					
1. அப்துல் ரகுமான் - வீட்டுக்கொரு மரம் வளர்ப்போம் (கூடு துறக்கும் பறவை)					
2. மு.மேத்தா - கண்ணீர் பூக்கள்					
3. சக்திஜோதி - தேடித்தீராத தெரு					
பயன் 1	மரபுக்கவிதை மற்றும் புதுக்கவிதையின் இலக்கிய வடிவங்களைத் தெரிந்து கொள்வார்கள்.மரபுக் கவிதைக்கும் புதுக்கவிதைக்கும் உள்ள வேறுபாட்டை மாணவர்கள் புரிந்து கொள்வார்கள்				K1
அலகு -II					
நோக்கம் 2	உரைநடையின் வடிவத்தையும், எழுத்தாளரையும் தெரிந்து கொள்ளுதல்.				
உரைநடை					
1. சவால் விடு - சாதனை செய் - இராமையா இ.ஆ.ப.,					
பயன் 2	எழுத்தாளர் இராமையா பற்றித் தெரிந்து கொள்வார்கள்.சவால்கள் நிறைந்த வாழ்க்கையில் சாதிப்பது எவ்வாறு என மாணவர்களை உணர்ந்து கொள்வார்கள்.				K1
அலகு-III					
நோக்கம் 3	எழுத்து பற்றிய அடிப்படை இலக்கணத்தைத் தெரிந்து கொள்ளுதல்.				
இலக்கணம்					
எழுத்திலக்கணம்: எண்-பெயர்-முறை- பிறப்பு-வடிவம்-மாத்திரை-மொழி முதல் எழுத்துக்கள் - மொழியிறுதி எழுத்துகள்- மெய்யக்கம்- உருபுமயக்கம்					
பயன் 3	மாணவர்களுக்கு அடிப்படை இலக்கணத்தை நினைவுறுத்தல்.				K1
அலகு-IV					
நோக்கம் 4	மரபுக்கவிதை, புதுக்கவிதை தொடர்பான தோற்றம் வளர்ச்சி வடிவம் பற்றி தெரிந்து கொள்ளுதல்.				
இலக்கிய வரலாறு					
மரபுக்கவிதை, புதுக்கவிதை தொடர்பான இலக்கிய வரலாறு					
பயன் 4	மரபுக்கவிதையின் தோற்றம் வளர்ச்சி பற்றி அறிந்து கொள்வார்கள். புதுக்கவிதையின் பாடுபொருளையும், அதன் தோற்றம் வளர்ச்சியையும் தெரிந்து கொள்வார்கள்.				K1
அலகு-V					
நோக்கம் 5	மாணவர்களின் படைப்பாற்றலை வெளிப்படுத்துதல், மற்றும் பயிற்சியளித்தல்.				
படைப்பும் பயிற்சியும்					
கட்டுரை எழுதுதல்					
பயன் 5	மாணவர்களின் படைப்பாற்றல் திறனைப் பெறுவார்கள்.மாணவர்களுக்கு கட்டுரை எழுதப் பயிற்சியளிப்பதன் மூலம் சிறந்த கட்டுரையாளர்களாக உருவாவார்கள்.				K6
பார்வை நூல்கள்:					
பாரதியார் கவிதைகள், நியூசெஞ்சுரி புக் ஹவுஸ், சென்னை					
பாரதிதாசன் கவிதைகள், நியூசெஞ்சுரி புக் ஹவுஸ், சென்னை					
நாமக்கல் கவிஞரின் கவிதைகள்,நியூசெஞ்சுரி புக் ஹவுஸ், சென்னை					
கண்ணதாசன் கவிதைகள்,நியூசெஞ்சுரி புக் ஹவுஸ், சென்னை					
முடியரசன் கவிதைகள், தமிழ்மண் பதிப்பகம், தியாகராயர் நகர், சென்னை - 17					
ஜீவானந்தம் கவிதைகள்,நியூசெஞ்சுரி புக் ஹவுஸ், சென்னை					
அப்துல் ரகுமான் கவிதைகள், யுனிவர்சல் பப்ளிசிங், சென்னை					
மு.மேத்தா கவிதைகள்,நியூசெஞ்சுரி புக் ஹவுஸ், சென்னை					
சக்திஜோதி கவிதைகள்					
சவால்விடு - சாதனை செய், இராமையா இ.ஆ.ப., தாமரை பதிப்பகம், சென்னை - 98					
அடிப்படைத் தமிழ் இலக்கணம், எம்.ஏ.நு.:மான், யுனி ஆர்ட்ஸ் (பிரைவேட்) லிமிடெட், கொழும்பு					
இணைய முகவரி: www.tamildigitallibrary.in					
K1-Remember	K2 - Understand	K3 - Apply	K4- Analyze	K5 - Evaluate	K6 – Create
பாடத்திட்ட வடிவமைப்பு: முனைவர் சி.தன்மாணம்					

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S(3)	S(3)	M(2)	M(2)	S(3)	S(3)	M(2)	S(3)	S(3)	M(2)
CO2	M(2)	M(2)	S(3)	S(3)	S(3)	M(2)	S(3)	M(2)	S(3)	S(3)
CO3	S(3)	M(2)	M(2)	M(2)	M(2)	S(3)	S(3)	M(2)	S(3)	S(3)
CO4	S(3)	S(3)	M(2)	S(3)	M(2)	M(2)	M(2)	M(2)	M(2)	M(2)
CO5	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)
W.AV	2.8	2.6	2.4	2.6	2.6	2.6	2.6	2.4	2.8	2.6

S-Strong (3), M-Medium (2), L-Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S(3)	S(3)	S(3)	S(3)	S(3)
CO2	S(3)	S(3)	S(3)	S(3)	S(3)
CO3	S(3)	M(2)	M(2)	S(3)	S(3)
CO4	M(2)	M(2)	S(3)	S(3)	S(3)
CO5	S(3)	S(3)	S(3)	S(3)	S(3)
W.AV	2.8	2.6	2.8	3	3

S-Strong (3),M-Medium (2), L-Low(1)

பருவம் -II					
மொழி பாடம்	222T1	இடைக்கால இலக்கியமும் சிறுகதையும்	T	கற்றல் அளவெண் 3	நேரம்: மணி 6
அலகு-I					
நோக்கம் 1	இடைக்கால இலக்கியத்தையும் சிந்தனையையும் வெளிப்படுத்துதல்				
அ) திருஞானசம்பந்தர் - திருமறைக்காடு (முதல் இரண்டு பாடல்கள்) ஆ) திருநாவுக்கரசர் - திருவதிகை வீரட்டானம் (முதல் இரண்டு பாடல்கள்) இ) சுந்தரர் - திருவெண்ணைநல்லூர் பதிகம் (முதல் இரண்டு பாடல்கள்) ஈ) மாணிக்கவாசகர் - திருவெம்பாவை (முதல் பாடல்) உ) குலசேகர ஆழ்வார் - பெருமாள் திருமொழி (முதல் இரண்டு பாடல்கள்) ஊ) ஆண்டாள் - திருப்பாவை (முதல் பாடல்) எ) சிற்றிலக்கியம் 1. நந்திக்கலம்பகம் - முதல் ஐந்து பாடல்கள் 2. கலிங்கத்துப்பரணி - முதல் ஐந்து பாடல்கள்					
பயன் 1	இடைக்கால இலக்கியத்தின் வடிவங்களையும் சிந்தனைகளையும் மாணவர்கள் உணர்வார்கள். சிற்றிலக்கியங்களையும், அவற்றின் இலக்கிய வடிவங்களையும் மாணவர்கள் தெரிந்து கொள்வார்கள்.				K1
அலகு-II					
நோக்கம் 2	சிறுகதையின் வகைகளையும் பாடுபொருளையும் உணர்த்துதல்.				
சிறுகதை நவரத்தினக் கதைகள்					
புயன் 2	சிறுகதையின் பாடுபொருளைக் கற்றுக் கொள்வார்கள். சிறுகதை இலக்கணங்களைப் பயின்று கொள்வார்கள்.				K2
அலகு-III					
நோக்கம் 3	அடிப்படைச் சொல்லிலக்கணத்தை மாணவர்களுக்கு உணர்த்துதல்				
இலக்கணம் சொல்வகை - பெயர்ச்சொல் - வினைச்சொல் - இடைச்சொல் - உரிச்சொல் - வேற்றுமை மயக்கம் - ஆகுபெயர்					
பயன் 3	சொல்லிலக்கணம் பற்றித் தெரிந்து கொள்வார்கள். சொல் வகைகளைத் தெரிந்து கொள்வார்கள்.				K1
அலகு -IV					
நோக்கம் 4	பக்தி இலக்கியம் மற்றும் சிற்றிலக்கியம் தொடர்பான இலக்கிய வரலாற்றை எடுத்தியம்புதல்.				
இலக்கிய வரலாறு பக்தி இலக்கியம் மற்றும் சிற்றிலக்கியம் தொடர்பான இலக்கிய வரலாறு					
பயன் 4	பக்தி இலக்கியத்தின் தோற்றம் வளர்ச்சி பற்றித் தெரிந்து கொள்வார்கள். சிற்றிலக்கியத்தின் தோற்றம் வளர்ச்சி பற்றி அறிந்து கொள்வார்கள்.				K1
அலகு-V					
நோக்கம் 5	மாணவர்களின் படைப்பாற்றல் திறனை வெளிப்படுத்துதல்				
படைப்பாற்றல் சிறுகதை படைத்தல்					
பயன் 5	சிறுகதை எழுதப் பயிற்சியளித்தல். சிறுகதை படைப்பாளர்களை உருவாக்குதல்.				K6
பார்வை நூல்கள் பன்னிரு திருமுறைகள், அன்னை சாரதா பதிப்பகம், அண்ணா நகர், சென்னை - 40 நாலாயிர திவ்விய பிரபந்தம், அன்னை சாரதா பதிப்பகம், அண்ணா நகர், சென்னை - 40 நந்திக் கலம்பகம், உலகத் தமிழாராய்ச்சி நிறுவனம், சென்னை கலிங்கத்துப்பரணி, உலகத் தமிழாராய்ச்சி நிறுவனம், சென்னை நவரத்தினக் கதைகள், முனைவர் நயினார், அறிவுப் பதிப்பகம், சென்னை - 14 அடிப்படைத் தமிழ் இலக்கணம், எம். ஏ. ரு. மான், யுனி ஆர்ட்ஸ் (பிரைவேட்) லிமிடெட், கொழும்பு					
இணைய முகவரி www.tamildigitallibrary.in					
பாடத்திட்ட வடிவமைப்பு முனைவர் சி.தன்மான்					

Course Outcome VS Programme Outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S(3)	S(3)	S(3)	M(2)	M(2)	M(2)	M(2)	M(2)	M(2)	M(2)
CO2	S(3)	S(3)	S(3)	M(2)	M(2)	S(3)	M(2)	M(2)	M(2)	S(3)
CO3	S(3)	S(3)	S(3)	M(2)	S(3)	M(2)	M(2)	M(2)	S(3)	M(2)
CO4	M(2)	S(3)	M(2)	M(2)	M(2)	S(3)	M(2)	M(2)	M(2)	M(2)
CO5	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)	S(3)
W.AV	2.8	3	2.8	2.2	2.4	2.6	2.2	2.2	2.4	2.4

S-Strong(3), M-Medium(2), L-Low(1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S(3)	S(3)	S(3)	S(3)	M(2)
CO2	S(3)	S(3)	S(3)	S(3)	M(2)
CO3	S(3)	S(3)	S(3)	S(3)	S(3)
CO4	S(3)	S(3)	M(2)	M(2)	M(2)
CO5	S(3)	S(3)	S(3)	S(3)	S(3)
W.AV	3	3	2.8	2.8	2.4

S-Strong(3), M-Medium(2), L-Low(1)

Semester – I						
L	912CE	Communicative English -I	T	Credits:	3	
					Hours:	6
Unit – I						
Objective 1	Apply and analyse the right kind of pronunciation with regards to speech sounds and able to get different types of pronunciations.					
<p>1. Listening and Speaking</p> <p>a. Introducing self and others</p> <p>b. Listening for specific information</p> <p>c. Pronunciation (without phonetic symbols)</p> <p> i. Essentials of pronunciation ii. American and British pronunciation</p> <p>2. Reading and Writing</p> <p>a. Reading short articles – newspaper reports / fact based articles</p> <p> i. Skimming and scanning</p> <p> ii. Diction and tone</p> <p> iii. Identifying topic sentences</p> <p> b. Reading aloud: Reading an article/report</p> <p> c. Journal (Diary) Writing</p> <p>3. Study Skills - 1</p> <p> a. Using dictionaries, encyclopaedias, thesaurus</p> <p>4. Grammar in Context:</p> <p>Naming and Describing</p> <p> • Nouns & Pronouns , Adjectives</p>						
Outcome1	Students develop exposure to the channels and levels of communication.				K4	
Unit –II						
Objective 2	To enhance the LSRW Skills.					
<p>1. Listening and Speaking</p> <p>a. Listening with a Purpose</p> <p>b. Effective Listening</p> <p>c. Tonal Variation</p> <p>d. Listening for Information</p> <p> e. Asking for Information</p> <p> f. Giving Information</p> <p>2. Reading and Writing</p> <p>1. a. Strategies of Reading:</p> <p> Skimming and Scanning</p> <p> b. Types of Reading : Extensive and Intensive Reading</p> <p> c. Reading a prose passage</p> <p> d. Reading a poem</p> <p> e. Reading a short story</p> <p>2. Paragraphs: Structure and Types</p> <p> a. What is a Paragraph?</p> <p> b. Paragraph structure</p> <p> c. Topic Sentence</p> <p> d. Unity</p>						

e. Coherence f. Connections between Ideas: Using Transitional words and expressions g. Types of Paragraphs 3. Study Skills II: Using the Internet as a Resource a. Online search b. Know the keyword c. Refine your search d. Guidelines for using the Resources e. e-learning resources of Government of India f. Terms to know 4. Grammar in Context Involving Action-I a. Verbs b. Concord		
Outcome2	Listening and asking for information, structure and types of paragraphs and using of internet as a resource.	K3
Unit –III		
Objective 3	To encourage the descriptive writing and to identify point of view and perspective.	
1. Listening and Speaking a. Giving and following instructions b. Asking for and giving directions c. Continuing discussions with connecting ideas 2. Reading and writing a. Reading feature articles (from newspapers and magazines) b. Reading to identify point of view and perspective (opinion pieces, editorials etc.) c. Descriptive writing – writing a short descriptive essay of two to three paragraphs. 3. Grammar in Context: Involving Action – II <ul style="list-style-type: none"> • Verbals - Gerund, Participle, • Infinitive • Modals 		
Outcome 3	Writing essay reading newspaper articles.	K3
Unit - IV		
Objective 4	To develop cognitive Skills and narrative writing.	
1. Listening and Speaking a. Giving and responding to opinions 2. Reading and writing a. Note taking b. Narrative writing – writing narrative essays of two to three paragraphs 3. Grammar in Context: Tense • Present • Past • Future		
Outcome 4	Writing narrative essays.	K6

Unit - V					
Objective 5	To enrich participation in group discussion and interpretations of diagrammatic information.				
1. Listening and Speaking a. Participating in a Group Discussion 2. Reading and writing a. Reading diagrammatic information – interpretations maps, graphs and pie charts b. Writing short essays using the language of comparison and contrast 3. Grammar in Context: Voice (showing the relationship between Tense and Voice)					
Outcome 5	Interpretation of diagrammatic information and Group discussion. K2				
Suggested Readings: Tamil Nadu State Council For Higher Education (Tansche)					
K1-Remember	K2 - Understand	K3 - Apply	K4- Analyze	K5 - Evaluate	K6 – Create
Course designed by: Dr. G.					
Aiswarya					

Course outcome VS Programme outcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L (1)	L (1)	L (1)	L (1)	L (1)	L (1)	S (3)	S (3)	S (3)	S (3)
CO2	L (1)	M (2)	L (1)	M (2)	L (1)	L (1)	S (3)	S (3)	S (3)	S (3)
CO3	M (2)	M (2)	L (1)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	S (3)
CO4	M (2)	L (1)	M (2)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	S (3)
CO5	L (1)	L (1)	M (2)	M (2)	L (1)	L (1)	S (3)	S (3)	S (3)	S (3)
W.AV	1.4	1.4	1.4	1.8	1.4	1.4	3	3	3	3

S - Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	L (1)	L (1)	L (1)	L (1)	S (3)
CO2	L (1)	L (1)	L (1)	L (1)	S (3)
CO3	L (1)	L (1)	L (1)	L (1)	S (3)
CO4	M (2)	M (2)	M (2)	M (2)	S (3)
CO5	M (2)	M (2)	M (2)	M (2)	S (3)
W.AV	1.4	1.4	1.4	1.4	3

S –Strong (3), M-Medium (2), L- Low (1)

Semester – II					
L	922CE	Communicative English - II	T	Credits:	Hours:
				3	6
Unit– I					
Objective 1	To Apply the concepts of accurate English while writing and become equally at ease in using good vocabulary and language skills.				
<p>1. Listening and Speaking</p> <p>a. Listening and responding to complaints (formal situation)</p> <p>b. Listening to problems and offering solutions (informal)</p> <p>2. Reading and writing</p> <p>a. Reading aloud (brief motivational anecdotes)</p> <p>b. Writing a paragraph on a proverbial expression/motivational idea.</p> <p>3. Word Power/Vocabulary</p> <p>a. Synonyms & Antonyms</p> <p>4. Grammar in Context</p> <p>Adverbs , Prepositions</p>					
Outcome 1	Students learn the concepts of accurate English while writing and become equally at ease in using good vocabulary and language skills.				K6
Unit- II					
Objective 2	Apply the strategies and techniques learnt in carrying out conversations in different contexts and analyze the different parameters and formats of written technical communication and apply in everyday work and life.				
<p>1. Listening and Speaking</p> <p>a. Listening to Famous Speeches and Poems</p> <p>b. Making Short Speeches- Formal: welcome speech and vote of thanks. Informal Occasions- Farewell party, Graduation Speech</p> <p>2. Reading and Writing</p> <p>a. Writing Opinion Pieces (could be on travel, food, film / book reviews or on any contemporary topic)</p> <p>b. Reading poetry</p> <p>i) Reading aloud: (Intonation and Voice Modulation)</p> <p>ii) Identifying and using figures of speech - Simile, Metaphor, Personification etc.</p> <p>3. Word Power</p> <p>a. Idioms & Phrases</p> <p>4. Grammar in Context</p> <p>Conjunctions and Interjections</p>					
Outcome 2	Learners develop knowledge on different parameters and formats of written technical communication and apply in everyday work and life.				K2
Unit - III					
Objective 3	To provide the students with a first- hand knowledge of short and formal presentation.				
<p>1. Listening and Speaking</p> <p>a. Listening to Ted talks</p> <p>b. Making Short Presentations – Formal Presentation with PPT, Analytical Presentation of Graphs and Reports of Multiple kinds</p> <p>c. Interactions during and after the Presentations</p> <p>2. Reading and writing</p> <p>a. Writing e-mails of Complaint</p>					

b. Reading aloud Famous Speeches			
3. Word Power			
a. One Word Substitution			
4. Grammar in Context: Sentence Patterns			
Outcome 3	Students learn first- hand knowledge of short and formal presentation.		K6
Unit - IV			
Objective 4	To provide Students knowledge on reading visual text and preparing first drafts of short assignments.		
1. Listening and Speaking			
a. Participating in a meeting: face to face and online			
b. Listening with courtesy and adding ideas and giving opinions during the meeting and making concluding remarks.			
2. Reading and Writing			
a. Reading visual texts – advertisements			
b. Preparing first drafts of short assignments			
3. Word Power			
a. Denotation and Connotation			
4. Grammar in Context: Sentence Types			
Outcome 4	Students acquire knowledge on reading visual text and preparing first drafts of short assignments.		K2
Unit -V			
Objective 5	To enrich writing skills and responding to questions at a formal interview.		
1. Listening and Speaking			
a. Informal interview for feature writing			
b. Listening and responding to questions at a formal interview			
2. Reading and Writing			
a. Writing letters of application			
b. Readers' Theatre (Script Reading)			
c. Dramatizing everyday situations/social issues through skits. (writing scripts and performing)			
3. Word Power			
a. Collocation			
4. Grammar in Context: Working With Clauses			
Outcome 5	Students develop writing skills and responding to questions at a formal interview.		K6
Reference and Textbooks:			
Tamil Nadu State Council For Higher Education(Tansche)			
<i>K1-Remember</i>	<i>K2 - Understand</i>	<i>K3-Apply</i>	<i>K4-Analyze</i>
<i>K5-Evaluate</i>	<i>K6-Create</i>		
Course designed by: Dr. G. Aiswarya			

Course outcome VS Programme outcomes

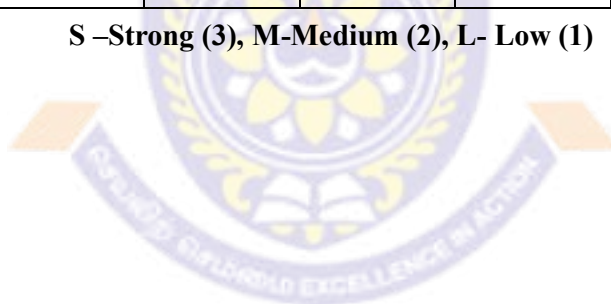
CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L (1)	L (1)	L (1)	L (1)	L (1)	L (1)	S (3)	S (3)	S (3)	S (3)
CO2	L (1)	M (2)	L (1)	M (2)	L (1)	L (1)	S (3)	S (3)	S (3)	S (3)
CO3	M (2)	M (2)	L (1)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	S (3)
CO4	M (2)	L (1)	M (2)	M (2)	M (2)	M (2)	S (3)	S (3)	S (3)	S (3)
CO5	L (1)	L (1)	M (2)	M (2)	L (1)	L (1)	S (3)	S (3)	S (3)	S (3)
W.AV	1.4	1.4	1.4	1.8	1.4	1.4	3	3	3	3

S –Strong (3), M-Medium (2), L- Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	L (1)	L (1)	L (1)	L (1)	S (3)
CO2	L (1)	L (1)	L (1)	L (1)	S (3)
CO3	L (1)	L (1)	L (1)	L (1)	S (3)
CO4	M (2)	M (2)	M (2)	M (2)	S (3)
CO5	M (2)	M (2)	M (2)	M (2)	S (3)
W.AV	1.4	1.4	1.4	1.4	3

S –Strong (3), M-Medium (2), L- Low (1)



Semester –II					
SEC-II	22BES2	Environmental Studies	T	Credits: 2	Hours: 2
Unit–I					
Objective 1	To understand the multidisciplinary nature of environmental Studies with as forest, water, mineral and energy and land resources.				
The Multidisciplinary Nature of Environmental Studies: Definition, Scope, and importance – need for public awareness.					
Outcome 1	Students will be aware of the environment and its need.They will understand and gain knowledge about what renewal offers are.				K1
Unit–II					
Objective 2	To Know different types of Natural resources.				
Natural Resources: Renewable and non-renewable resources:					
A) Forest Resources: Use and Over-Exploitation, Deforestation, Case Studies, Timber Extraction, Mining, Dams and Their Effect on Forests and Tribal people.					
B) Water Resources: Use and Over-Utilization of Surface and Ground Water, Floods, Drought, Conflicts over Water, Dams- Benefits and Problems.					
C) Mineral Resources: Use and Exploitation, Experimental Effects of Extracting and Using Mineral Resources, Case Studies.					
D) Food Resources: World Food Problems, Changes, Caused by Agriculture and Overgrazing, Effects of Modern Agriculture, Fertilizer-Pesticide Problems, Water Logging, Salinity, Case Studies					
E) Energy Resources: Growing Energy Needs, Renewable and Non-Renewable Energy Sources, Use of Alternate Energy Resources, Case Studies.					
F) Land Resources: Land as a Resource, Land Degradation, Main Induced landsides, Soil-Erosion and Desertification.					
➤ Role of Individual in Conservation of Natural Resources					
➤ Equitable Use of Resources for Sustainable Lifestyle					
Outcome 2	Think how to conserve non-renewable resources.Students will understand the interaction and need of food for each living thing in the ecological zone.				K1
Unit- III					
Objective 3	To Know Various types of Biodiversity.				
ECO SYSTEMS, BIO-DIVERSITY AND ITS CONSERVATION					
Ecosystems: Concept of an Ecosystem, Structure and Function of an Ecosystem, Energy Flow in the Ecosystem, Food Chains, Food Webs and Ecological Pyramids.					
Biodiversity and Its Conservation: Introduction – Definition: Genetic, Species and Ecosystem Diversity, Bio-Geographical Classification of India, Value of Biodiversity: Consumptive Use, Productive Use, Social Ethical, Aesthetic and Option Values, Biodiversity at Global, National and Local Levels, India as a Mega-Diversity Nation, Hot Spots of Biodiversity, Threats to Biodiversity: Habitat loss, Poaching of Wildlife, Man-wildlife Conflicts, Endangered and Endemic Species of India, Conservation of Biodiversity: In-Situ And Ex-Situ Conservation of Biodiversity.					
Outcome 3	Understand the need for biodiversity conservation in India and around the world.				K1

Unit- IV		
Objective 4	To Know about Different types of Pollution.	
Environmental Pollution: Causes, Effects and Control Measures of: A) Air Pollution, B) Water Pollution, C) Soil Pollution, D) Marine Pollution, E) Noise Pollution, F) Thermal Pollution, G) Nuclear Hazards		
Outcome 4	Thoughts on how pollution is created in the environment in which they live and how to eliminate pollution. Land, water, air. They will strive to eliminate radioactive pollution.	K1
Unit-V		
Objective 5	Student Visit Nearby Areas Know about pollution – Field Work and Project Work.	
Field Work		
<ul style="list-style-type: none"> • Visits to a Local Area to Document Environmental Assets- River/Forest/Grassland/Hill/Mountain • Visit to a local Polluted Site- Urban/Rural/Industrial/Agricultural • Study of Commend Plants, Insects, Birds • Study of Simple Ecosystem- Pond, River, Hill Slopes, etc 		
Outcome 5	They identify the pollution of the places around them and strive to remove them. By learning these lessons they will gain awareness about the environment.	K6
Suggested Reading:		
<p>Agarwal, K. C. (2001) Environmental Biology Nids Publication Ed</p> <p>Bharucha, I. (2002). The Biodiversity of India (Vol. 1). Mapin Publishing Pvt Ltd, Ahamedabad, India.</p> <p>Brunner, C.R. (1993). Hazardous waste incineration Mcgraw Hill Inc.</p> <p>Clark, R. B. Frid, C., & Attrill, M. (2001). Marine pollution (Vol. 5). Oxford: Oxford university press</p> <p>Cunningham, W. P. Cooper, T. H., Gorham, E., & Hepworth, M. T. (1998) Enviromental encyclopedia.</p> <p>De. A K. (1990) Environmental Chemistry. Wiley Eastern Ltd.</p> <p>Gleick, H.P. (1993), Water In Crisis, Pacific Institute For Studies In Dev. Environment & Security, Stockholm</p> <p>Env: Institute, Oxford University Press.</p> <p>Goel, P. K. & Trivedi. R. K. (1998). An introductionto air pollution. Technoscience Publication, India.</p> <p>Hawkins, R. E. Ewlopedia of Indian Natural History, Bombay Natural History Society, Bombay.</p> <p>Heywood, V. H. & Watson, R. T. (1995). Global biodiversity assessment (Vol. 1140), Cambridge: Cambridge university press.</p> <p>Jadhav, H.V., & Bhosale, V. M. (2006). Environmental Protection and laws. Himalaya Publishing House</p> <p>McKinney, M. L., & Schoch, R. M. (1996). Environmental Science: Systems and Solutions (St. Paul, MN).</p> <p>Mhaskar, A. K. Matter Hazardous. Techno-Science Publications. Miller, T. G. (1989). Environmental Science: Working with the earth (2 nd). Wadsworth Publicing Co.</p> <p>Narain, S., Mahapatra, R., Das, S., Misra, A., Parrey, A. A.. Pandey, K., & Banerjee, S. (2014). Downto Earth, Centre for Science and Environment</p> <p>Odum. E. P. & Barrett, G. W. (1971), Fundamentals of ecology (Vol. 3. p. 5). Philadelphia: Saunders.</p> <p>Rao, M.N., & Datta, A.K. (1987). Waste Water Treatment. Oxford & Ibh Publ, Co.Pvt. Ltd.</p> <p>Sharma, B. K. (2001). Environmental Chemistry-6 Revised Edition.</p> <p>Townsend, C.R.. Begon, M., & Harper, J.L. (2008). Essentials of Ecology (3rd edition). Oxford: Blackwell Publishing.</p> <p>Trivedi, R. K. (2010). Handbook of Environmental Laws, Rules, Guidelines, Compliances and</p>		

Standards. Vol.I and II, Enviro Media.

Wanger, K.D. (1998). Environmental Management. Saunders Co. Philadelphia, USA.

<i>K1-Remember</i>	<i>K2 - Understand</i>	<i>K3-Apply</i>	<i>K4-Analyze</i>	<i>K5-Evaluate</i>	<i>K6-Create</i>
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Course designed by: Dr. S.Thanmanam

MappingCourseOutcomeVSProgrammeOutcomes

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S(3)	S(3)	S(3)	M(2)	M(2)	M(2)	M(2)	M(2)	M(2)	M(2)
CO2	S(3)	S(3)	S(3)	M(2)	M(2)	S(3)	M(2)	M(2)	M(2)	S(3)
CO3	S(3)	S(3)	S(3)	M(2)	S(3)	M(2)	M(2)	M(2)	S(3)	M(2)
CO4	M(2)	S(3)	M(2)	M(2)	M(2)	S(3)	M(2)	M(2)	M(2)	M(2)
CO5	S(3)	S(3)	S(3)	M(2)	M(2)	M(2)	M(2)	M(2)	M(2)	M(2)
W.AV	2.8	3	2.8	2	2.2	2.4	2	2	2.2	2.2

S–Strong (3), M-Medium (2), L-Low (1)

Course Outcome VS Programme Specific Outcomes

CO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S(3)	S(3)	S(3)	S(3)	M(2)
CO2	S(3)	S(3)	S(3)	S(3)	M(2)
CO3	S(3)	S(3)	S(3)	S(3)	S(3)
CO4	S(3)	S(3)	M(2)	M(2)	S(3)
W.AV	3	3	2.8	2.8	2.6

S–Strong (3), M-Medium (2), L-Low (1)



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