



ALAGAPPA UNIVERSITY



(A State University Established in 1985)

Karaikudi - 630003. Tamil Nadu, India



FACULTY OF ARTS DEPARTMENT OF FINE ARTS



D.F.A., DRAWING AND PAINTING REGULATIONS AND SYLLABUS

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

DIPLOMA IN FINE ARTS

DFA - DRAWING AND PAINTING

Under

CHOICE BASE CREDIT SYSTEM (CBCS)

PROGRAMME STRUCTURE

(2022-23 Batch onwards)



DEPARTMENT OF FINE ARTS

ALAGAPPA UNIVERSITY

(Accredited with A+ Grade by NAAC (CGPA 3.64))

Graded as Category-I University and Granted Autonomy by MHRD – UGC

2019: QS India Rank – 20, QS BRICS Rank – 104, QS ASIA Rank – 216)

**KARAIKUDI,
TAMILNADU**

The panel of Members-Broad Based Board of Studies

<p>Chairperson: Prof. S. Senthamizh Pavai Professor & Head i/c, Department of Fine Arts, Alagappa University, Karaikudi. 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: <u>Esthetics, Folk arts, Indigenous studies</u></p>	
<p>IndianExpert: Dr. 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. Justin Selvaraj 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. Gopal Jayaraman Professor & Director Regional Centre, Indira Gandhi National Centre for the Arts, Art and Craft Village Campus, Puducherry Teaching Experience:20, Research Experience:12, Area of Research: Fine Arts. Painting.</p>	
<p>Members : Dr.K. Kavimani Assistant Professor, Govt. college of Fine Arts, Chennai-3. Teaching Experience:12, Research Experience:6, Area of Research: Painting, Modern Art.</p>	

REGULATIONS

(For Diploma in Fine Arts (D.F.A.) Programme in Drawing and Painting

(Applicable to all the candidates admitted from the academic year 2022-2023 onwards)

1. ELIGIBILITY

i) For Admission:

A pass in the Secondary Examination (SSLC). or an examination accepted as equivalent there to (CBSC) by Syndicate, subject to such conditions as may be prescribed therefore.

The preference will be given to those who have been completed Technical Teacher Certificate (TTC) and Free hand Outline Model Drawing in Higher grade conducted by Technical Education, Govt of Tamilnadu.

Age limit: No age limit

ii) Admission Procedure - Entrance exam

A proper entrance examination should be conducted for DFA Drawing and Painting programme admission. There are three components in Entrance exam, first one is Practical exam second one is Academic merit and third one is Interview. The interview mark should include other qualification rather than mark weight, portfolio and interview performance. The rank list will be published according to the mark obtained in the entrance exam, Academic Merit and Interview.

Distribution of marks for the Admission Test	
Practical test-1 (Full Figure/ Composition)	100 Mark
Academic Merit	50 Mark
Interview / Portfolio Presentation	50 Mark
Total	200 Mark

The interview board should be constituted including Head of the Department and two senior most teaching staff from departments (in the unavailability of two senior teaching staff, at least one senior teaching staff should be included). The board may decide to conduct practical examination either full figure or Composition.

iii) **For the Diploma:** 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 one academic years, passed the examinations prescribed and fulfilled such conditions as have prescribed therefore.

2. DURATION:

The course is for a period of One year.

Each academic year shall comprise 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. There shall be not less than 36 working days which shall comprise 216 teaching clock hours for each semester. (Exclusive of the days for the conduct of University end - semester examinations).

3. MEDIUM OF INSTRUCTION

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

4. THE CBCS SYSTEM:

Diploma in Fine Arts (D.F.A.) Programme in Drawing and Painting shall be run on **Choice Based Credit System (CBCS)**. It is an instructional package developed to suit the needs of students to keep pace with the developments in higher education and the quality assurance expected of it in the light of liberalization and globalization in higher education.

5. COURSES IN PROGRAMME:

The **D.F.A.** programme consist many numbers 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.

Core Course (CC)

Core courses are the basic courses compulsorily required for each of the programme of study. These will be related to the subject of programme in which the candidate gets his / her Diploma. **The number of total Core Courses shall be 12. There are 8 Practical courses and 4 theory courses shall be for Diploma in Fine Arts (D.F.A.) Programme Drawing and Painting.**

6. SEMESTER:

An academic year is divided into two semesters. In each semester, courses are offered in 18 teaching weekends and the remaining 2 weeks are to be utilized for conduct of examinations and evaluation purposes. Each week has 12 working hours spread over every weekend of the month (Saturday and Sunday)

7. CREDITS:

The term ‘credit’ refers to the weightage given to a course, usually in relation to the instructional hours to it. For instance, a two hour course per week is assigned one credits for Practical and six hour course is assigned six credits for theory, however, in no instance the credits of a course can be greater than the hours allotted to it.

The total minimum credits, required for completing Diploma in Fine Arts (D.F.A.) Programme in Drawing and Painting is 32. The details of credits for individual components and individual courses are given in Table – 1.

8. COURSE:

Each course is to be designed variously under lectures / tutorials / laboratory or field work / seminar / practical training / Assignments / Term paper or Report writing etc., to meet effective teaching and learning needs.

9. EXAMINATIONS:

- i. There shall 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) shall be permitted to appear in such failed

- courses in the subsequent examinations to be held in October / November or April / May.
- ii. A candidate should get registered for the first semester examination. If registration is not possible owing to shortage of attendance beyond condonation limit / regulations 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.
 - iii. The results of all the examinations will be published through the Department where the student underwent the course as well as through University Website.

10. CONDONATION:

Students must have 75% of attendance in each course for appearing the examination. Students who have 74% to 70% of attendance shall apply for condonation in the prescribed form with the prescribed fee. Students who have 69% to 60% of attendance shall apply for condonation in 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 examination. They shall re-do the semester(s) after completion of the programme.

11. QUESTION PAPER PATTERN:

Theory Paper

Part A

Ten questions (No choice) 10 X 2 = 20 marks 10 X 2 = 20 marks

Two questions from each unit

Part B

Five questions (either or type) 5 X 5 = 25 marks 5 X 5 = 25marks

One question from each unit

Part C

Three questions out of five 3 X 10 = marks 3 X 10 = 30marks

One question from each unit

Distribution of marks between Theory and Practical

<u>Core / Elective</u>	<u>Int.</u>	<u>Ext.</u>	<u>Total</u>
Theory papers	25	75	100
Practical papers	25	75	100

12. EVALUATION:

The performance of a student in each course is evaluated in terms of percentage of marks with a provision for conversion to grade points. Evaluation for each course shall be done by a continuous internal assessment by the concerned course teacher as well as by an end semester examination and will be consolidated at the end of the course. The components for continuous internal assessment are:

Two tests	- 15 marks (third / repeat test for genuine absentees)
Seminar / Quiz	- 5 marks
Assignments	- 5 marks

Total - 25 Marks

Attendance need not be taken as a component for continuous assessment, although the students should put in a minimum of 75% attendance in each course. In addition to continuous evaluation component, the end semester examination, which will be a written type examination of at least 3 hours duration, would also form an integral component of the evaluation. The ratio of marks to be allotted to continuous internal assessment and end semester examination is 25 : 75. The evaluation of laboratory component, wherever applicable will also be based on continuous internal assessment and on an end-semester practical examination.

13. PASSING MINIMUM:

The passing minimum for CIA shall be 40% out of 25 marks (i.e.10 marks) in Theory and Practical Examinations.

Failed candidates in the Internal Assessment are permitted to improve their Internal Assessment marks in the subsequent semesters. (2 chances will be given) by writing test and by submitting Assessments.

The passing minimum for University Examinations shall be 40% out of 75 marks (i.e.30 marks) for Theory and Practical papers.

14. Grading of the Courses

The following table gives the marks, Grade points, Letter Grades and classifications meant to indicate the over all 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

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

GPA = Sum of the multiplication of grade points by the credits of the courses
Sum of the credits of the courses in a Semester

15. 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 9.0 and above but below 9.5	O+ O	First Class – Exemplary*
8.5 and above but below 9.0 8.0 and above but below 8.5 7.5 and above but below 8.0	D++ D+ D	First Class with Distinction*
7.0 and above but below 7.5 6.5 and above but below 7.0 6.0 and above but below 6.5	A++ A+ A	First Class
5.5 and above but below 6.0 5.0 and above but below 5.5	B+ B	Second Class
4.5 and above but below 5.0 4.0 and above but below 4.5	C+ C	Third Class
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.

15. CONFERMENT OF THE DIPLOMA'S DEGREE

A candidate shall be eligible for the conferment of the Degree of Diploma in Fine Arts (D.F.A.) in Drawing and Painting only if he / she earned the minimum required credits for the program prescribed therefore (i.e.32 credits).

16. GRIEVANCE REDRESSAL COMMITTEE

The College shall form a Grievance Redress Committee for each course in each department with the Course Teacher and the HOD as the members. This Committee shall solve all grievances relating to the Internal Assessment marks of the students.

17. REVISION OF REGULATIONS AND CURRICULAM

The University may from time to time revise, amend and change the Regulations and Curriculum, if found necessary.

Table – 1

**Details on the number of courses and credits per course in
Diploma in Fine Arts (D.F.A. Programme in Drawing and Painting for one Year / Two
Semesters**

S. No.	Study Components	D.F.A.			
		Number of Courses	Credits hours Course	Total Credits	Total 36 weekly hours
1.	Core Theory Course (CC)	4	2	8	40
2.	Core Practical Course (CC)	8	3	24	120
TOTAL				32	160

Distribution of Marks:

(1) Core Theory and Practical

	Internal	External	Total
Theory papers	25	75	100
Practical papers	25	75	100

DEPARTMENT OF FINE ARTS
ALAGAPPA UNIVERSITY, KARAIKUDI

COURSE STRUCTURE UNDER CBCS PATTERN
DFA –DRAWING AND PAINTING

(2022-23 ONWARDS)

COURSE CODE – 233

SEMESTER	CORSES	SUBJECT CODE	SUBJECT NAME	T/P	CREDITS	HOURS PER WEEK		MARKS		
						L	P	Int.	Ext.	TOTAL
I	CC - 1	233101	Elements and Principles of Art	T	3	3		25	75	100
	CC - 2	233102	History of Indian Painting	T	3	3		25	75	100
	CC - 3	233103	Free hand Drawing	T	3		6	25	75	100
	CC - 4	233104	Observational Drawing	T	3		6	25	75	100
	CC - 5	233105	Still life Painting	T	3		6	25	75	100
	CC - 6	233106	Life Study and Portrait	T	3		6	25	75	100
					18	30				600
II	CC - 7	233201	Methods and Materials	T	3	3		25	75	100
	CC - 8	233202	History of Western Art	T	3	3		25	75	100
	CC - 9	233203	Oil Painting	T	3		6	25	75	100
	CC - 10	233204	Water colour Painting	T	3		6	25	75	100
	CC - 11	233205	Tamilnadu Mural Painting	T	3		6	25	75	100
	CC - 12	233206	Illustration	T	3		6	25	75	100
TOTAL					18	30				600
ALL OVER					36	60				1200

Semester -I					
Core	Course code: 233101	ELEMENTS AND PRINCIPLES OF ART	T	Credits: 3	Hours: 3
Unit -I					
Objective 1	To enhance the students in fundamental strategies, methods of contemporary 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>

<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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(On what level the COs & POs correlated each other -based on the marks given.)

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 code: 233102	HISTORY OF INDIAN PAINTING	T	Credits: 3	Hours: 3
Unit -I					
Objective 1	Historical perspective is an integrated part of understanding any subject.				
PRE-HISTORIC ART					
Prehistoric Paintings in India, A comprehensive study of pre-historic painting					
Outcome 1	Understanding the concept of Proportion				K2
Unit -II					
Objective 2	This will set a parameter for the artist to consider the art objectively.				
MURAL PAINTING					
Wall paintings at Ajanta and later mural tradition (Bagh, Badami, Ellora, Sittanvasal, Lepakshi, Kerala murals such as Mattancherry palace etc.					
Outcome 2	Understanding the concept of Proportion, Harmony and Dominance Composition				K2
Unit -III					
Objective 3	To know its potential and progress in different times from architectural, social, and economical point of view.				
MANUSCRIPT PAINTING					
Eastern and Western Indian manuscripts					
Outcome 3	Enhanced appreciation of art and Critical thinking skills.				K4
Unit -IV					
Objective 4	To identify key features To know its potential and progress in different times from social, and economical point of view.				
MINIATURE PAINTING					
Sultanate painting (the Chaurpanchasika and pre-Mughal schools), Mughal miniature painting from Akbar to Shah Jahan. Rajasthani miniature painting Pahari miniature painting: Deccani painting (Ahmednagar, Bijapur and Golconda).					
Outcome 4	Enhanced appreciation of art and Critical thinking skills.				K4
Unit -V					
Objective 5	To critically assess the socio-cultural aspects of Folk And Tribal Art art practices.				
INDIAN FOLK AND TRIBAL ART					
Phad, Pichhwai and Kavadi painting (Rajasthan); Paia painting in Bengal and Orissa; Madhubani, Mithila painting (Bihar), Warli painting (Maharashtra), Pithora painting (Gujarat): Dhokra.					
Outcome 5	Understanding the concept of Proportion, Harmony and Dominance Composition.				K2

Suggested Readings :- SASTRI K.A.NILAKANTA; R.CHAMPAKALAKSHMIA, <i>HISTORY OF SOUTH INDIA.</i>					
Online resources: YouTube Channels like Brushstroke Miniac Tabletop Minions					
<i>K1-Remember</i>	<i>K2-Understand</i>	<i>K3-Apply</i>	<i>K4-Analyze</i>	<i>K5-Evaluate</i>	<i>K6-Create</i>

(On what level the COs & POs correlated each other -based on the marks given.)

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 Code: 233103	FREEHAND DRAWING (Core Practical Paper)	T	Credits:3	Hours:6
Unit -I					
Objectives 1	1. To develop the ability to draw observationally, appropriately applying an understanding of line, value, volume, proportion. 2. To make student understand the concept of design, its element and principle involved in making a good design.				
ELEMENTS OF FREE HAND DRAWING					
Freehand drawing in pencil or pen, Observation and studying of different freehand drawing from Indian temple architecture. Important elements of freehand drawing. Floral, linear, Famine, Birds, Animals, Creative creature and different types.					
Outcome 1	Improved attention to detail.				K2
Unit-II					
Objectives 2	create the Students, understand the concept of design, its elements and making a good design.				
OBSERVATION OF FREEHAND DRAWING					
Study of the floral designs and pattern from the temples and architectural monuments which belong different styles, Field visit and spot sketching, Reproduction, Tracing, and creating new designs.					
Outcome 2	Deeper Understanding, Accurate and reliable data.				K3
Unit III					
Objectives 3	The subject also aims to develop the students' skills using different means in freehand drawing with a focus on visualization techniques colored pencil, ink pens, water colors, and other techniques.				
TECHNIQUES OF FREEHAND DRAWING					
Techniques of Enlarge picture, Reduce picture size, Composition techniques, Design Balance, Symmetrical Design, Asymmetrical Design, Radial Design, Emphasis, Subordination and Rhythm.					
Outcome 3	Accessibility to remote or inaccessible subjects.				K1
Unit IV					
Objectives 4	During this module, the students are trained to understand the importance of proportion while drawing.				
STYLES OF FREE HAND DRAWING					
Free hand design in India, Chinese free hand design, Arabic free hand design, Roman free hand design, Difference between region, different elements for each style.					
Outcome 4	Technological advancement, Infrastructure and architecture.				K3

Unit V					
Objectives 5	This subject develops the sense of line, space and volume in the mind of an artist				
FREEHAND DESIGN					
Indian God and Goddess, Mandala Design, Traditional Architectural Design, Pillar Design, Pattern Design, Floral Design, Door Design, Grill and Gate Design, Pattern for textile and things of daily use.					
Outcomes	Demonstrate an understanding of form, geometry, proportion, scale, structure and function.				K2
Suggested Readings :-					
"Free Hand Drawing Methods" by Jerry W. Willis					
"Naturalistic Observation" by Pehr Granqvist and Fredrik Lindblom					
<i>K1-Remember</i>	<i>K2-Understand</i>	<i>K3-Apply</i>	<i>K4-Analyze</i>	<i>K5-Evaluate</i>	<i>K6-Create</i>

(On what level the COs & POs correlated each other -based on the marks given.)

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					
Core	Course code: 233104	OBSERVATIONAL STUDY	P	Credits: 3	Hours: 6
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>

<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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(On what level the COs & POs correlated each other -based on the marks given.)

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					
Core	Course code: 233105	<i>STILL LIFE STUDY</i>	P	Credits: 3	Hours: 6
Unit -I					
Objective 1	Cultivating sketching habits, both indoor and outdoor.				
GEOMETRIC SHAPES AND STILL LIFE					
Composition within the geometric shapes, The construction of the geometric shapes, linear perspective, shading.					
Outcome 1	Improved attention to detail				K2
Unit -II					
Objective 2	Sketching outside for Human and Animals.				
ORGANIC OBJECTS AND STILL LIFE					
Composition within the organic shapes, The construction of the organic shapes, Atmospheric perspective, silhouette and composition.					
Outcome 2	Construct, Identify, Practice, Develop, Discover.				K3
Unit -III					
Objective 3	Trees, plants or any part of the College building can be sketched.				
POSITIVE AND NEGATIVE SHAPE					
Definition of Positive and negative shapes, Positive and negative revolt, ground and shape relationship. The effective way of drawing – from general shapes into the details					
Outcome 3	Deeper Understanding, Accurate and reliable data.				K3
Unit -IV					
Objective 4	To understand perspective techniques.				
STILL LIFE COMPOSITION					
Study of various objects (Natural and manmade and groups with background) rendering to be done in pencil, charcoal, water and oil. Study of light fallen on various objects arranged on still life platform with the relative proportion between each other					
Outcome 4	Understanding the concept of Proportion				K2
Unit -V					
Objective 5	To render illustration from their direct observation.				
STILL LIFE & EXPRESSIVE PAINTING					
An intro to abstract art, and various exercises to practice this approach, watercolour technique by painting a still life, abstract watercolour painting using glue resist and salt to create interesting texture and shapes.					
Outcome 5	Working outdoors in nature requires artists to closely observe their surroundings, paying attention to the details of the landscape, lighting, colours, and textures.				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/>

<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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(On what level the COs & POs correlated each other -based on the marks given.)

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					
Core	Course code: 233106	LIFE STUDY AND PORTRAIT	P	Credits: 3	Hours: 6
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/>

<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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(On what level the COs & POs correlated each other -based on the marks given.)

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 -II					
Core	Course code: 233201	METHODS AND MATERIALS	T	Credits: 3	Hours: 3
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, Lambert, Hearing, Cherwell, Helmholtz. Maxwell, Munsell, Ostwald, Ridgeway, BirrenBusiano 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					
<i>K1-Remember</i>	<i>K2-Understand</i>	<i>K3-Apply</i>	<i>K4-Analyze</i>	<i>K5-Evaluate</i>	<i>K6-Create</i>

(On what level the COs & POs correlated each other -based on the marks given.)

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 code: 233202	HISTORY OF WESTERN ART	T	Credits: 3	Hours: 3
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 Piacso 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-Analyze	K5-Evaluate	K6-Create

(On what level the COs & POs correlated each other -based on the marks given.)

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 code: 233203	OIL PAINTING (Core Practical Paper)	P	Credits: 3	Hours: 6
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.				
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	Develop the ability to explore and understand digital modes and practices in relation to artistic expressions.				
FORMS AND FIGURES					
Create a Composition from Figures, Individual composition style, Arranging of element from sketches of daily life. o 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.				K2
Unit -III					
Objective 3	Deepen knowledge and skills in digital technology. Adapting new medium/materials to conceptualize artistic expressions.				
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	Exploring alternative Art practices beyond conventional studio spaces/premises/audiences.				
INDIVIDUAL TEMPERAMENT					
Imagination, Individual composition style, Nature and Create a composition from 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	Enhance the ability to create Perceptive/Interactive/Performative/Sensorial Art works.	
LANDSCAPE STUDY		
Study from natural such as Landscape, Seascape. Use of media – pencil, charcoal, pen & ink, crayon etc.		
Outcome 5	Develop skill to work in a collaborative atmosphere.	K2
Suggested Readings :-		
SadasibaPradha, Silent Rock's an Eloquent Testimony: Rock art Heritage of Odisha		
Michell, Temple Architecture and Art Of The Early Chalukyas		
Susan. <i>Midnight To The Boom: Painting In India After Independence (Hb)</i>		
Coornarasooam. <i>Indian Craftsman</i>		
Mitchell. <i>India Colour</i>		
MyneniKrishnak. <i>Iconography Art Religion and Culture</i>		
Kleiner. <i>Gardners Art Through The Ages The Western Perspective</i>		
Online resources:		
https://helpx.adobe.com/creative-cloud/tutorials.explore.html		
https://www.skillshare.com/		
<i>K1-Remember</i>	<i>K2-Understand</i>	<i>K3-Apply</i>
<i>K4-Analyze</i>	<i>K5-Evaluate</i>	<i>K6-Create</i>

(On what level the COs & POs correlated each other -based on the marks given.)

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	Subject Code: 233204	WATER COLOUR PAINTING (Core Practical Paper)	P	Credits: 3	Hours: 6
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 OF NATURE					
Principles of light and shade, Light and shade, Aware of depth, Illusion of depth, Emulate on a two-dimensional plane.					
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.				
OBJECT STUDY					
Study of composition (Principles), 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	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.				
HUMAN AND ANIMAL STUDY					
Indirect observation variety, Form painting, Conceptual, Classical, Observation from Photographs, Pictures and more.					
Outcome 3	Experiment with techniques and visual language.				K4
Unit -IV					
Objective 4	Exploring alternative Art practices beyond conventional studio spaces/premises/audiences. Enhance the ability to create Perceptive/Interactive/Performative/Sensorial Art works.				
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	Express their concerns and concepts through practice. Develop skill to work in a collaborative atmosphere.				K4

Unit -V

LANDSCAPE STUDY

Study from natural such as Landscape, Seascape. Use of media – pencil, charcoal, pen & ink, crayon etc.

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*

MyneniKrishnak. *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-Analyze	K5-Evaluate	K6-Create
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(On what level the COs & POs correlated each other -based on the marks given.)

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 code: 233205	TAMILNADU MURAL PAINTING (Core Practical Paper)	P	Credits: 3	Hours: 6
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 OF MURAL PAINTING					
Discuss Mural Terms and Definition. studio policies, safety, and clean up, Method and material. Study of great master's work.					
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.				
NATURAL COLOURS AND METHODS					
Various forms of fresco methods– focus on wall painting, Fresco-Buono, Fresco-secco, Mosaic, Glazing & Distemper, Plastering, Preservation Techniques, Historic know how and contemporary applications of fresco technique, Create a fresco wall painting.					
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.				
PANDIYAR MURAL STYLE					
Traditional Method and material. Discuss, Mural and Politics, Mural in interior designing, Social influence and mural, Public art and mural.					
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.				
PALLAVAR MURAL STYLE					
Various forms of: fresco methods— focus on wall painting, Fresco-Buono, Fresco-secco, Mosaic, Glazing & Distemper, Plastering, Preservation Techniques, Historic know how and contemporary applications of fresco technique, Create a fresco wall painting.					
Outcome 4	Preparation of natural materials.				K4

Unit -V					
Objective 5	Progress toward developing a consistent, personal direction and style.				
CHOLAR MURAL STYLE					
Contemporary Method and material, Mural and Politics, Mural in interior designing, Social influence and mural, Public art and mural, Encaustic, Ceramic & glass, Terra-cotta tiles, Display of & lighting for Art Works					
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-Analyze	K5-Evaluate	K6-Create

(On what level the COs & POs correlated each other -based on the marks given.)

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

Semester -II					
Core	Course code: 233206	ILLUSTRATION (Core Practical Paper)	P	Credits: 3	Hours: 6
Unit -I					
Objective 1	Drawing and illustration is a core medium of expression.				
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	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 a 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.				
CARICATURE AND CARTOON ILLUSTRATION					
Create caricature illustration, Need and Usage of caricature and cartoon illustration, Techniques of caricature illustration. Types of caricature and cartoons illustration.					
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.				
COMIC ILLUSTRATION					
Create comic illustration, Need and Usage of comic illustration o Techniques of comic illustration, Types of comic illustration.					
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

<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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(On what level the COs & POs correlated each other -based on the marks given.)

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)



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