SWAMI VIVEKANAND SUBHARTI UNIVERSITY
UGC Approved Meerut

ORDINANCE GOVERNING

BACHELOR OF FINE ARTS (Research)

Applied Art/Painting/ Sculpture

4-Year Degree Programme (FYDP)

AS PER NEP-2020

Swami Vivekanand
SUBHARTI UNIVERSITY
Meerut

ORDINANCE GOVERNING

Effective from Session 2024-25

Ordinance V-126-B

Academic Council held on Thursday, 29th December 2023

UG Programme/ Class

BFA - Semester 1st

Major Course I- 2D Design

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** First
Subject: Major Course		
Course Code: BFA-FA 111	**Course Title:** 2D Design	

Course Out Come:

1. **Block Letter Design** can play a significant role in enhancing the overall presentation and readability of students' work. Using appropriate fonts, font sizes, and line spacing can make the text easier to read.
2. Creating **polygon** art can be a fun and creative way for students to explore geometry, design, and artistic expression.Students can deepen their understanding of geometric shapes, angles, and symmetry as they work with polygons to create their art.
3. Creating **2D portraits** can be a rewarding and enriching experience for students, allowing them to explore their artistic abilities and express their creativity.Drawing a portrait requires keen observation of facial features, proportions, and expressions, which can enhance students' ability.
4. Engaging in **2D illustration** projects can offer students a wide range of benefits, allowing them to explore their creativity, develop artistic skills, and express themselves visually. Engaging in 2D illustration projects can offer students a wide range of benefits, allowing them to explore their creativity, develop artistic skills, and express themselves visually.

Credits: 6	**Major Course I**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-12

Unit	Topic	No. of Practical	Hours
Unit 1	Block Letter Design- Letter Design	2 Work	32
Unit 2	Polygon Art	1 Work	30
Unit 3	2D Portrait	2 Work	32
Unit 4	2D Illustration	1 Work	30

Suggested Readings:

1. Free Font Index 3 – The Pepin Press
2. Calligraphy Technique- Mary Noble
3.

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Suggested Equivalent online Course:
Further suggestion: None

Minor Course I- Fundamentals and Principles of Art

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** First
Subject: Minor Course I		
Course Code: BFA-FA101	**Course Title:** Fundamentals and Principles of Art	

Course Out Come:

1. Work with students to develop their individual drawing techniques. To understand role of forms in art. Use texture to develop depth and dimension. Students come to know about variation of brush stroke.
2. To make student clear that how we can enhance the power of color and their psychological impact.
3. For developing their design skills and visual communication abilities. Typography is the art and technique of arranging type to make written language legible, readable, and visually appealing.
4. Express students that how can we make intuitive and spontaneous art work. Balance in art contributes to the aesthetic potency of visual image. Rhythm in art represent the easy moment of viewer eye. Students need to focus on this so that the viewer will appreciate the art image.
5. Teach student that in art perspective is a system of representing the way that objects appear to get smaller and closer together the further away they are in the scene.
6. Proportions and layout play a crucial role in various design disciplines, including graphic design, architecture, interior design, and even photography.

Credits: 3	**Minor Course I**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture-PPT-Demonstration-Written description (in hours per week) 04 hours

Unit	Topic	No. of Practical (Total Hours - 48)
Unit-I	**Elements of Art** Dot & Line, Shape, Form, Space, Value and Texture.	04
Unit-II	**Colour** Introduction to RYB mode, hue, value, saturation, Colour Wheel, Colour harmony, Colour Schemes, Colour Blending (Additive model & Subtractive model) &Colour Psychology.	12
Unit-III	**Typography** Elements of typography- Essentials of Typography –Type style, Usage, Bit Mapped Fonts, Post Script fonts.	08
Unit-IV	**Principles of Art** Balance, Emphasis, Movement, Rhythm, Unity, Variety and Proportion.	10
Unit-V	**Perspective** Types of Perspective views – Linear perspectives vs. Aerial Perspective, Perspective terminology – horizon line/eye level, station point , picture plane, vanishing point – linear Perspective	06

OFFICE
Subharti College of Fine Arts
(SCFF)

	construction methods - one point perspective, two point perspective, three point perspective.	
Unit-VI	**Proportions & Layout** Kinds of proportion, Golden mean proportion, Liner proportion, Ariel proportion, Human figure proportion, Portrait proportion. Layout production Process- Page-makeup & Layout. Typeface design, copy fitting, special designs.	08

Suggested Readings:

1. चित्रकलाकेमूलाधार(विविधपक्ष) - डॉ. जूहीशुक्ला
2. Fundamentals of visual Art - Dr. Anju Choudhary.
3. An introduction to Art Techniques – The DK Art School.
4. Art Fundamentals (Theory and Practice) Twelfth Edition – Ocvirk, Stinson, Wigg, Bone, Cayton.
5. Basics of Design (Layout & Typography for Beginners) Second Edition – Lisa Graham

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Multi-Disciplinary I- Basic of Computer Applications

BFA Applied / Class: UG Certificate in Fine Arts	Year: First	Semester: First
Subject: Multi-Disciplinary I		
Course Code: BFA-FA 112	Course Title: Basic of Computer Applications	

Course Out Come:

1. Understanding the fundamental components of computer hardware, software, and operating systems. They will be familiar with file management and organization techniques and know how to use computer peripherals effectively.
2. Proficient in using word processing software, such as Microsoft Word or Google Docs. They will be able to create, edit, and format text documents with ease. Students will understand how to work with fonts, styles, and formatting options to produce well-structured and visually appealing documents. They will also learn to insert images, tables, and other visual elements to enhance the content of their documents.
3. Proficient in using spreadsheet software like Microsoft Excel or Google Sheets. They will be able to create, edit, and format spreadsheets efficiently. Students will gain a solid understanding of using formulas, functions, and calculations to perform data analysis and automate complex tasks. They will also learn sorting, filtering, and analyzing data to derive valuable insights and present the information effectively using charts and graphs.
4. Students will have acquired the skills to create engaging and visually appealing slide presentations using software like Microsoft PowerPoint or Google Slides. They will be able to

OFFICE
Subharti College of Fine Arts

edit and format slides effectively, incorporating text, images, and multimedia elements seamlessly. Students will learn to apply themes, layouts, and transitions to make their presentations professional and impactful. Furthermore, they will develop effective presentation and public speaking skills to confidently deliver their content in front of an audience.

5. Students will have a solid grasp of the basics of computer networks and the internet. They will understand the role of search engines and how to effectively use web browsers to navigate the World Wide Web. Students will be familiar with URLs and various web browsing techniques. Additionally, they will gain knowledge about email and messaging formats, enabling them to communicate efficiently and securely online.

Credits: 3	Multi-Disciplinary
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 6

Unit	Topic	No. of Practical
Unit : 1	Introduction to Computers • Overview of computer hardware, software, and operating systems. Introduction to file management and organization. Understanding computer peripherals and their functions. Basics of computer security and data backup. • Introduction to Operating Systems and File Management. Introduction to various operating systems (Windows, macOS, Linux). File and folder management techniques. Creating, renaming, moving, and deleting files and folders. Customizing the desktop and system settings.	6Hours
Unit : 2	Word Processing and Document Formatting • Introduction to word processing software (Microsoft Word, Google Docs) • Creating, editing, and formatting text documents • Working with fonts, styles, and formatting options • Inserting images, tables, and other visual elements • Page setup, headers, footers, and pagination	12Hours
Unit : 3	Spreadsheet and Data Analysis • Introduction to spreadsheet software (Microsoft Excel, Google Sheets) • Creating, editing, and formatting spreadsheets • Working with formulas, functions, and calculations • Sorting, filtering, and analyzing data • Creating charts and graphs for data visualization	12Hours
Unit : 4	Presentation Design • Introduction to presentation software (Microsoft PowerPoint, Google Slides) • Creating, editing, and formatting slide presentations • Working with text, images, and multimedia elements • Applying themes, layouts, and transitions	12 Hours

OFFICE
Subharti College of Fine Arts

	• Delivering effective presentations and public speaking skills.	
Unit : 5	Introduction to Internet, WWW & Web Browsers • Basic of Computer Networks • Internet Search Engines, URLs, How to use web Browser • Basic of Email, Messaging, format	6Hours
Suggested Readings: 1.The Microsoft Office 365 Bible: The Most Updated and Complete Guide to Excel, Word, PowerPoint, Outlook, OneNote, OneDrive, Teams, Access, and Publisher from Beginners to Advanced by James Holler (Author)Independently published (December 11, 2022)		
This course is Multi- Disciplinary Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Skill Enhancement Course I – Drawing & Sketching

Programme/ Class: UG Certificate in Fine Arts	Year: First	Semester: First
Subject: Skill Enhancement Course-I		
Course Code: BFA-SEC 113	Course Title: Drawing & Sketching	
Course Out Come: 1. Students will justify their use of color and composition during 2. Students will create frescoes using proper terminology. 3. The students will know about ajanta fresco , jaipur fresco to technique, handling and process. 4. They know about different techniques of Mosaic. 5. Students will know about Direct and Indirect technique. 6. Development of a workable concept of what it means to dry colors.		
Credits: 3	Skill Enhancement Course	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials- 96 hours		
Unit	Topic	No. of Practical
Unit - 1	Colour Knowledge:- Hue; Value Chrome, Tint, Shade and Tone, Gray Scale, Chromatic value Scale and color value scale.	32 Hours

OFFICE
Subharti College of Fine Arts

Unit – 2	Textures:- Creative textures will be new experiment with media	20 Hours
Unit – 3	Painting -Still life from natural objects (vegetables and fruits):- To develop the proper view on proportion , balance and color composition	44 Hours
Suggested Readings: 1. 2. 3. 4. 5.		
This course is Skill Enhancement Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Value Added Course I- 3D Modelling

Programme/ Class: UG Certificate in Fine Arts	Year: **First**	Semester: **First**
Subject: Value Added Course I		
Course Code: BFA-VAC-1	Course Title: **3D Modelling**	

Course Out Come:

1. Know about Fundamentals of 3D Design(Sculpture) like the elements of sculptural design(Mass & Space) and their relation to create 3D forms.
2. Know about basics of 3D forms and all the core materials and their techniques to create forms.
3. Practically know about clay and its preparation and process of creating forms through clay modeling.
4. Practically know about relief sculpture(process, techniques, importance and uses).
5. Practically know about pottery and create pots through clay(Red clay preparation, Coil and slab methods).
6. Students practically know about to create pots on wheel(Clay preparation, center the clay on wheel, basic pots make and brief description about terracotta).

Credits: 3	**Value Added Course I**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	
Total No. of Lecture- Tutorials-Practical (in hours per week- 6 hours) (72 Hours)		
Unit	**Topic**	**No. of Practical Total- 96 Hours**
I	Basic Fundamentals of 3D Design • Introduction of 3D Design or sculpture, (forms, composition and importance)	8 Hours

OFFICE
Subharti College of Fine Arts

II	3D Forms & Materials • Basic 3D forms process according to materials and its techniques.	8 Hours
III	Clay Modelling • Clay preparation, learn about creative forms like basic clay modeling	24 Hours
IV	Relief in clay • Create relief in clay using tools and learn embossing and depth in clay.	16 Hours
V	Pottery • Clay preparation for terracotta pottery, coil and slab method pottery, create tea cup/flower pot.	24 Hours
VI	Pottery Wheel • Clay preparation for work on pottery wheel, clay centering on wheel and create simple Diyas.	16 Hours

Suggested Readings:

1. Sculpting Techniques Bible -Claire Brown, Chartwell Books. Inc - 2006
2. Pottery- the essential manual- Doug Wensle, The Crowood Press- 2002

This course is Value Added Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

BFA- II Semester

Major Course II – Colour Composition

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Major Course II		
Course Code: BFA- FA 211	**Course Title:** Colour Ccomposition	
Course Out Come: 1. Students will justify their use of color and composition during 2. Students will create frescoes using proper terminology. 3. The students will know about ajanta fresco , jaipur fresco to technique, handling and process. 4. They know about different techniques of Mosaic. 5. Students will know about Direct and Indirect technique. 6. Development of a workable concept of what it means to dry colors.		
Credits: 6	Major Course II	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials- 192 hours		

Unit	Topic	No. of Practical
Unit - 1	Colour Techniques:- Opaque colors (Poster color, glass colour, acrylic colour etc) Quick result of opaque on OHP sheet	50 Hours
Unit – 2	Composition on given topic:- realistic and creative composition , To know about the color sense; proportion negative and positive aspects	82 Hours
Unit – 3	Composition on given topic:- realistic and creative composition , To know about the color sense; proportion negative and positive aspects	60 Hours

Suggested Readings:
1.
2.
3.
4.
5.

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Minor Course II -History of Indian Art

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Minor Course II		
Course Code: BFA-FA 201	**Course Title:** History of Indian Art	

Course Out Come:

1. They know about the information about art of prehistoric age and characteristics of painting, sculpture an architecture of Indus valley civilization.
2. To know the art style of Shaishunaak & Nand period and about Jogimara cave paintings.
3. They know about the characteristics Gandhara art and Ajanta cave paintings.
4. Analyze the differences and similarities between Bagh, Badami, Sittanvasal, Ellora, Elephanta Cave paintings.
5. They know about the characteristics of Chola art and Introduction of Company school of Painting.

Credits: 3	Minor Course II
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 3-0-0

Unit	Topic	No. of Theory class: 45 Hours
1.	Prehistoric Age , Indus Valley Civilisation	6 Hours
2.	Shaishunaak & Nand period, Jogimara caves	6 Hours
3.	Gandhara Art, Ajanta Caves	6 Hours
4.	Bagh, Badami, Sittanvasal, Ellora & Elephanta Caves	4 Hours
5.	Chola Art, Pal School, Rajasthan School, Mughal School	13 Hours
6.	Pahari School, Company School of Art.	14 Hours

Suggested Readings:

1. Outlines of Indian Arts (Architecture, Painting, Sculpture, Dance & Drama), R.N. Mishra
2. अजंता का वैभव, अरुण प्रकाश, सूचना एवं प्रसारण मंत्रालय, भारत सरकार
3. Historical Development of Contemporary Indian Art 1880-1947, Lalit Kala Akademi, New Delhi
4. Roots of Indian Art, S.P. Gupta
5. Indian Art, Partha Mitter
6. Indian Art and Culture Nitin Singhania
7. The History of Indian Art, Sandhya Ketkar

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

OFFICE
Subharti College of Fine Arts

Multi-Disciplinary II -Advance of Computer Application (Coral Draw)

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Multi- Disciplinary II		
Course Code: BFA-FA 212	**Course Title:** Advance of Computer Application (Coral Draw)	

Course Out Come:

1. Understanding of Corel DRAW and its applications in graphic design. They will be familiar with the user interface and workspace, enabling them to navigate the software efficiently. Students will be proficient in creating and manipulating basic shapes like rectangles, circles, and polygons. They will also be able to apply fill and outline colors to objects and arrange and align objects in their designs.
2. Students will be skilled in adding and formatting text elements in Corel DRAW. They will know how to apply text effects and typography styles, including creating path text and text in columns. Students will be able to convert text to curves and work with text containers and paragraph formatting, including wrap paragraph text. They will also understand how to use the Envelop tool for typographical design, allowing them to create artistic text layouts and effects.
3. Students will have a comprehensive understanding of color modes (RGB, CMYK) and color models. They will be able to apply and manage color swatches effectively. Students will gain proficiency in creating gradients and blends for visual effects, enabling them to enhance their designs. Additionally, they will explore color harmony and color theory to create visually appealing and cohesive designs.
4. Students will be adept at importing and manipulating raster images in Corel DRAW. They will understand how to use the PowerClip feature for image masking, allowing them to integrate images seamlessly into their designs. Students will also learn to apply special effects and filters to images, enhancing their visual impact. They will use transparency and blending modes creatively to achieve various design effects.
5. Students will be able to create layouts for various print and digital media, including logos, posters, brochures, business cards, and other print materials. They will have the skills to design visually appealing and professional-looking layouts, incorporating text and images cohesively.
6. Students will be proficient in exporting designs for both print and digital media. They will understand different file formats (PDF, JPEG, PNG, etc.) and how to prepare files for commercial printing. Students will also know how to optimize designs for web and digital platforms, ensuring their work displays correctly across various devices and screen resolutions.

Credits: 3	Multi- Disciplinary II
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6

Unit	Topic	No. of Practical
Unit :1	Introduction to CorelDRAW • Overview of CorelDRAW and its applications in graphic design. Understanding the user interface and	6 Hours

OFFICE
Subharti College of Fine Arts

	workspace. Exploring basic tools and features of CorelDRAW. File management and project organization • Creating and manipulating basic shapes (rectangles, circles, polygons) • Applying fill and outline colors to objects. Arranging and aligning objects in the design • Drawing tools like freehand tool, Bezier tool, Pen tool, Poly line tool and 3-point curve tool. • Transformation, order, combine, break apart, Shaping (weld, trim, intersect, simplify, convert outline to object).	
Unit: 2	Working with Text • Adding and formatting text elements in CorelDRAW • Applying text effects and typography styles. Create a path text, columns. • Creating text outlines and converting text to curves • Working with text containers and paragraph formatting, wrap paragraph text • Using Envelop tool for typographical design.	6 Hours
Unit :3	Color Management and Gradients • Understanding color modes (RGB, CMYK) and color models • Applying and managing color swatches • Creating gradients and blends for visual effects • Exploring color harmony and color theory in design	6 Hours
Unit: 4	Working with Images and Effects • Importing and manipulating raster images in CorelDRAW • Using the PowerClip feature for image masking • Applying special effects and filters to images • Using transparency and blending modes for visual impact	6 Hours
Unit :5	Designing Layouts and Templates • Creating layouts for various print and digital media • Designing Logos, posters, brochures, business cards, and other print materials • Exploring typography hierarchy and layout principles and creating typographic design.	6 Hours
Unit :6	Exporting and Outputting Designs • Exporting designs for print and digital media • Understanding file formats (PDF, JPEG, PNG, etc.) • Preparing files for commercial printing • Optimizing designs for web and digital platforms	6 Hours

OFFICE
Bubbani College of Fine Arts

Suggested Readings: 1. Corel Draw Training Guide by Satish Jain (Author), M. Geetha (Author)		
This course is Multi- Disciplinary Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Skill Enhancement Course II- Print Making

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Skill Enhancement Course II		
Course Code: BFA- FA 213	**Course Title: Print Making**	

Course Out Come:

1.Logo design projects offer valuable learning opportunities and outcomes for students, encouraging creativity, problem-solving, and visual communication skills. Students learn and practice graphic design principles, such as composition, balance, color theory, and typography.

2. Engaging in **Graffiti design** projects can provide students with unique and valuable learning experiences that go beyond typical classroom activities.Students gain an understanding and appreciation for street art as a legitimate art form and a form of cultural expression.

3. **Doodle art** often characterized by its whimsical and spontaneous nature, can offer numerous positive outcomes for students.Doodle art, often characterized by its whimsical and spontaneous nature, can offer numerous positive outcomes for students.

4.Studying products, whether physical items or digital services, can offer valuable insights and outcomes for students across various fields.Studying products, whether physical items or digital services, can offer valuable insights and outcomes for students across various fields.

Credits: 3	**Skill Enhancement Course II**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6

Unit	Topic	No. of Practical	Hours
Unit 1	Logo Design- Monogram, Symbol, Logotype	3 Work	48
Unit 2	Graffiti- Social Issue	1 Work	08
Unit 3	Doodle Art	1 Work	16
Unit 4	Product Study- Any Product Study	1 Work	16

Suggested Readings:

1. 999 Logo Design Elements- Daniel Donnelly
2. The World of Symbols/Logos & Trademarks India-2- SudarshanDheer

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFFD)

3.
This course is Skill Enhancement Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Value Added Course II- Pottery

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Value Added Course II		
Course Code: BFA-VAC-2	**Course Title:** Pottery	

Course Out Come:

1. Develop advance creativity through Paper sculpture and & paper Mache to create 3D Form.
2. To create interest among children towards decorative sculpture and enable them to convert their innovative ideas into 3D artworks.
3. Students will learn about plaster and its uses and practical how they are used for casting in sculpture?
4. Students will learn about tile casting in plaster to learn about carving.
5. Practically will know about carving tools and process of tile carving on plaster tile
6. Students will learn about mold and casting and mold their own hands as a plaster replica.

Credits: 3	**Value Added Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical – 0-0-6

Unit	Topic	No. of Practical **Total- 96 Hours**
I	Paper sculpture & Paper Mache • Create a sculpture using paper, foil, fevigum, adhesive tape etc.	20 Hours
II	Craft based sculpture/ Decorative sculpture • Craft based Sculpture like paper, card board, wood & craft materials	20 Hours
III	Plaster casting • Simple plaster casting using Solid forms and colour it.	12 Hours
IV	Plaster tile making • Create plaster tile slab in square or rectangle size	8 Hours
V	Plaster tile carving • Create plaster tile slab and carve 2 d relief	24 Hours

OFFICE
Subharti College of Fine Arts
& Fashion

	composition like geometrical pattern or floral design.	
VI	Caste your hand in plaster • Clay mould, Hand Casting in plaster	12 Hours
Suggested Readings: 1. Sculpting Techniques Bible -Claire Brown, Claire Brown 2. Sculpting the human figure – John Mills – The Crowood Press- 2006		
This course is Value Added Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

UG Diploma of Painting (Fine Arts)

BFA -III Semester

Major Course III- Drawing & Painting I

Programme/ Class: UG Diploma of Painting	**Year: Second**	**Semester: Third**
Subject: Major Course III		
Course Code: BFA-PT 311	**Course Title: Drawing and Painting I**	
Course Out Come: 1. Reinforcing the principles of monocrome, drawing skills and more drawing detail. 2. Students learn about the Loomis method of head construction 3. Identify The elements of drawing and study them 4. Students learn about Light and Shadow – Rendering, values, rendering texture. 5. Knowledge of Subject Matter (visual library and observational skills) 6. Students know about Perspective, Proportion, Linework, Edge and Form 7. Students learn Elements of Expression in Drawing an ,Happy/excited and content ,Sadness ,Anger		

OFFICE

and rage ,Blushing, Crying/distress ,Shock/feelings of surprise ,Charming ,Confident ,Concern ,Hurt and in pain ,Disgust/being appalled ,Drawing Anime and Manga expressions – Conclusion		
Credits: 5	Major Course III	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10		
Unit	Topic	No. of Practical **TOTAL -:120 Hours**
Unit 1	Principles of drawing	8Hours
Unit 2	Head study with Loomis method	22 Hours
Unit 3	Elements of drawing	16 Hours
Unit 4	Light, Shadow, values.	14 Hours
Unit 5	Perspective, Proportion, Linework, Edge and Form	16 Hours
Unit 6	Expression in Drawing	10 Hours
Unit 7	Observational skills	10 Hours
Suggested Readings: 1. **The complete book of Drawing & Painting** by **Mike Chaplin.** 2. **Complete Anatomy and Figure Drawing** by **John Raynes**. 3. **Creative Drawing & Illustration a sourcebook of Inspirational skills** by **peter gray.** 4. **The Beginners Guide Figure Drawing** by **Patricia Monahan** with **Albany Wiseman.** 5. **Essential Techniques Drawing & Painting** by **N.A .**		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Major Course IV- Composition I

Programme/ Class: UG Diploma of Painting	**Year: Second**	**Semester: Third**
Subject: Major Course IV		
Course Code: BFA-PT 312	**Course Title: Composition I**	
Course Out Come: 1 Indian miniature illustration he will get to learn its important point students 2. Students will learn about the color scheme of miniature illustration, they will also understand color as well as drawing. 3. We will teach the students how to represent the emotions of the main circle within the miniature composition.		

OFFICE
Subharti College of Fine Arts

4. He will also tell how his architecture jungle scene will be shown in miniature. 5. Explaining to the student about the beauty and clothing decoration of miniature painting .		
Credits: 4	Major Course IV	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-8		
Unit	Topic	No. of Practical
		Total - 90
Unit -1	**Rajasthan miniature style** Mewar style , kishangarh style , jaipur style	30 hours
Unit -2	**Mugal miniature style** Persian style , Jahangir style	20 hours
Unit -3	**Pahari miniature style** Kangra style ,basohli style , guler style	20 hours
UNIT - 4	**Important Features of miniature painting** Figures, dress, architecture, perspective	10 hours
UNIT -5	**Importance of color application** Flat color , tonal value , earth color	10 hours
Suggested Readings: 1.**masterpieces of Indian art** Dr alka pandey 2.**rajput painting** Ananda kumarswamy 3.**the spirit of Indian painting** b.n . goswamy 4.**court painting in rajasthan** Andrew topsfiled		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks		
Suggested Equivalent online Course: www.arts.ac.uk , www.memeraki.com www.udemy.com www.domestika.org		
Further suggestion: None		

Minor Course III : HISTORY OF WESTERN ART

Programme/ Class: UG Diploma in Fine Arts (Applied Art/ Painting/ Sculpture)	**Year:** Second	**Semester:** Third
Subject: Minor Course III		
Course Code: BFA-PT 301	**Course Title**: History of Western Art	
Course Out Come: 1. Provide the information about the power of the church and the philosophy of that period (2 Century To 18 Century.)		

OFFICE
Subharti College of Fine Arts
& Fashion

2. Describe characteristics of painting, sculpture and architecture from Early Christian Art To Romanticism.
3. Explain the economical and political critical points in the history of Europe
4. explain how changes in the history of Europe affected Western Art
5. Explain how the art education was conducted in Renaissance.
6. Discuss the movements with the artists of each one by making correlations with other periods.
7. analyze the differences and the similarities of these movements.

Credits: 3	**Minor Course III**
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture-Tutorials-Practicals- 3-0-0

Unit	Topic	No 36 **Hours**
Unit 1	• **Early Christian Art**	2 Hour
Unit 2	• **Byzantine Art**	2 Hour
Unit 3	• **Romanesque Art**	2 Hour
Unit 4	• **Gothic Art**	2 Hour
Unit 5	• **Early Renaissance** Giotto Masaccio Ghirlandaio Donatello Perugino	5 Hours
Unit 6	• **High Renaissance** Leonardo Michael Angelo Raphael	12 Hours
Unit 7	• **Baroque** Caravaggio Rembrandt Peter Paul Rubens	8 Hours
Unit 8	• **Rococo** Jean Honore Fragonard Jean Antoine Watteau Francisco de Goya	6 Hours
Unit 9	• **Romanticism** J.M.W. Turner John Constable	6 Hours

Suggested Readings:

1.ART PAST ART PRESENT
By - David G . Wilkins
- Bernard Schultz

OFFICE
Subharti College of

2. THE ART OF ITALIAN RENAISSANCE
By - Rolf Toman

3.ACCADEMIA GALLERY,THE OFFICIAL GUIDE OF THE WORKS
By - Augusta Tosone

4.SACRED ART
By - Jenni Davis

5. THE STORY OF ART
By- E.H.Gombrich

6. ROMANESQUE
By - Norbert Wolf

7. HISTORY OF ITALIAN ART
By - Claire Dorey

8ण पाष्चात्य कला–
लेखक –ममता चतुर्वेदी

9ण पाष्चिम की कला
लेखक– अषोका

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

- https://www.edx.org/learn/art/universidad-carlos-iii-de-madrid-european-paintings-from-leonardo-to-rembrandt-to-goya
  - History of Western Art and Civilization: Prehistory through the Middle Ages with Beth Harris and Steven Zucker of Smarthistory
- https://smarthistory.org/what-is-art-history/
- https://smarthistory.org/christianity-an-introduction/
- https://www.mooc-list.com/course/early-christian-and-byzantine-art-saylororg
- https://www.coursera.org/learn/age-of-cathedrals
- https://www.mooc-list.com/tags/rococo
- https://www.mooc-list.com/tags/baroque-art
- https://www.udemy.com/course/high-renaissance-art-in-italy/
- https://www.mooc-list.com/tags/romanticism

Further suggestion: None

OFFICE
Kalabharti College of Fine Arts

Multi- Disciplinary Course III- Graphic Designing Software (Adobe Photoshop)

Programme / Class: UG Diploma in Fine Arts (Applied Art/ Painting/ Sculpture)	**Year:** Second	**Semester:** Third
Subject: Multi- Disciplinary III		
Course Code: BFA-PT 313	**Course Title:** Graphic Designing Software (Adobe Photoshop)	

Course Out Come:

1. Students will have a comprehensive understanding of Adobe Photoshop and its applications in graphic design. They will be familiar with the user interface and workspace of Photoshop, enabling them to navigate the software efficiently. Students will explore basic tools and features of Photoshop, gaining the skills necessary to work on image editing and design projects.
2. Students will possess essential image editing and retouching skills. They will be capable of performing tasks like cropping, resizing, and straightening images. Students will understand how to adjust image colors, levels, and exposure to enhance the visual quality of their images. They will be skilled in removing imperfections and retouching images effectively
3. Students will have a solid understanding of masks and their significance in design. They will be proficient in creating and editing layer masks for selective editing and adjustments.
4. Students will have developed strong typography skills in Photoshop. They will be capable of adding and formatting text elements, applying text effects, and utilizing layer styles to create visually appealing text compositions. Students will explore creative text effects and typographic manipulation techniques, enabling them to design unique and engaging text-based elements in their projects.
5. Students will possess advanced image manipulation skills. They will be skilled in combining multiple images to create cohesive compositions, including surreal and conceptual imagery. Students will work with Smart Objects and Filters, understanding how to use them for non-destructive editing and creative effects. They will also explore third-party filters and plugins, expanding their creative options.
6. Students will have a deep understanding of color modes and color spaces. They will be proficient in correcting and enhancing colors in images, ensuring accurate and vibrant visual representation. Students will know how to utilize adjustment layers for precise color adjustments, allowing them to achieve the desired visual effects while maintaining control over the editing process.
7. Students will be equipped with the skills to design effectively for web and digital platforms. They will understand the specific considerations required for designing graphics and banners for web use.
8. Students will have a foundational understanding of digital painting in Photoshop. They will explore various brush presets and customization options, allowing them to apply digital painting techniques and styles effectively. Students will be capable of creating digital artwork and illustrations, utilizing the power of Photoshop's brush tools to bring their creative visions to life.

Credits: 3	Multi- Disciplinary III
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6

Unit	Topic	No. of Practical
Unit :1	Introduction to Adobe Photoshop	6 Hours

OFFICE
Subharti College of Fine Arts

	• Overview of Adobe Photoshop and its applications in graphic design Understanding the user interface and workspace. Exploring basic tools and features of Photoshop. • Understanding the concept of layers and their importance in design. Creating, managing, and organizing layers in Photoshop.	
Unit: 2	Image Editing and Retouching • Basic image editing techniques (cropping, resizing, straightening) • Adjusting image colors, levels, and exposure • Removing imperfections and retouching images • Applying filters and effects for creative enhancements	12 Hours
Unit :3	Working with Masks and Channels • Understanding the concept of masks and their importance in design • Creating and editing layer masks for selective editing • Utilizing adjustment layers and blending modes with masks • Exploring alpha channels for advanced selections and compositing	12 Hours
Unit: 4	Typography and Text Effects • Adding and formatting text elements in Photoshop • Applying text effects and layer styles • Creating custom typography compositions • Exploring creative text effects and typographic manipulation	12 Hours
Unit :5	Image Manipulation and Compositing • Utilizing advanced image manipulation techniques • Combining multiple images into a cohesive composition. Creating surreal and conceptual imagery. Exploring photo manipulation and collage techniques • Working with Smart Objects and Filters understanding the benefits and uses of smart objects • Non-destructive editing using smart filters • Applying and customizing filters for creative effects • Exploring third-party filters and plugins	12 Hours
Unit :6	Color Correction and Adjustment • Understanding color modes and color spaces. Correcting and enhancing colors in images	12 Hours

OFFICE

	• Utilizing adjustment layers for precise color adjustments	
Unit :7	Designing for Web and Digital Media • Design considerations for web and digital platforms • Creating web graphics and banners • Optimizing images for web and screen resolution • Exploring responsive design and interactive elements	12 Hours
Unit: 8	Digital Painting and Brush Techniques • Introduction to digital painting in Photoshop • Exploring brush presets and customization options • Applying digital painting techniques and styles • Creating digital artwork and illustrations • Creating projects and assignments	18 Hours
Suggested Readings: 1. Photoshop® CS6 BIBLE by Lisa DaNaeDayley Brad Dayley Published by John Wiley & Sons, Inc. 10475 Crosspoint Boulevard		
This course is Multi- Disciplinary Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Skill Enhancement Course III- Sketching

Programme/ Class: UG Diploma of Painting	**Year:** Second	**Semester:** Third
Subject: Skill Enhancement Course III		
Course Code: BFA-PT 314	**Course Title: Sketching**	
Course Out Come: 1 knowledge in order to develop, evaluate, & implement in effective mural. 2 They know history and importance about the traditional Mural Design of the specific Indian state. 3 To know about the different kind of the Mural techniques. 4 They know and understand the use of various types of scrap materials and their use. 5 Knowledge in order to know unique art and wall décor murals.		
Credits: 3	Skill Enhancement Course III	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6		
Unit	**Topic**	**No. of Practical**

OFFICE
Subharti College of Fine A
& F

I	Basics of Mural Design :Generate a Theme • Brainstorm Content and Imagery • Create a Shape Proportional to Your Wall • Create Sketches of the Imagery • Arrange the Composition • Consider Foreground, Middle Ground, and Background • Draft the Composition.	34 Hrs.
II	Traditional Mural Design: Warli, Madhubani, Phad, Gond, Kalamkari,Tanjore,Kalighat Paintings,Patachitra,	20 Hrs.
III	Discuss/ Demonstration about various type of Murals, Fresco, mosaic, Encaustic, stained glass, or photography.	22Hrs.
IV	Discuss/ Demonstration about scrap Mural: Unique Art & Wall Decor and Murals by rising artists around Bergara. Find original art such as wall tapestries, wood art, ceramic sculptures,	20 Hrs.

Suggested Readings:

1. Myati,Gari ,Designing and Painting Murals, The Cordwood Press. (27 May 2019)
2. Grund, Charles . North Light Books; 1st edition (2 January 2003)
3. Mitra, Debala . Ajanta .Archaeological Survey of India,2003

This course is Skill Enhancement Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:https://www.classcentral.com/course/get-started-with-mural-66108

Further suggestion: None

BFA-IV Semester

Major Course V - Drawing & Painting -II

Programme/ Class: UG Diploma of	**Year:** Second	**Semester:** Fourth

OFFICE Subharti College

Painting		
Subject: Major Course V		
Course Code: BFA-PT 411	**Course Title:** Drawing & Painting - II	

Course Out Come:

1. Students learn step by step lesson about how to shade portrait with color pencils , dry pastel, Oil pastel , water color, oil color and acrylic color .
2. Students learn about different type of head position in various medium.
3. Students learn about Quick sketches (rapid sketches) .
4. Students learn about Light and Shadow – Rendering, values, with color wheel.
5. Live model drawing - Better understanding of human portrait .the human portrait is going to help your live portrait drawing skills tremendously.
6. Students know about Perspective, Proportion, Line work, Edge and Form
7. Students learn Elements of Expression in Drawing.

Credits: 5	Major Course V
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10

Unit	Topic	No. of Practical **TOTAL -:120 Hours**
Unit 1	• Portrait In different type of medium .	22 Hours
Unit 2	• Head study in color with Lomis method	22 Hours
Unit 3	• Quick sketches about portrait study	10Hours
Unit 4	• Light, Shadow, values with color wheel	14 Hours
Unit 5	• Perspective, Proportion, Linework, Edge and Form	16 Hours
Unit 6	• Expression in Drawing & observational skills	12 Hours

Suggested Readings:

1. Creative Drawing & Illustration a sourcebook of Inspirational skills by peter gray.
2. The Beginners Guide Figure Drawing by Patricia Monahan with Albany Wiseman.
3. Essential Techniques Drawing & Painting by N.A .
4. The complete book of Drawing & Painting by Mike Chaplin.
5. Complete Anatomy and Figure Drawing by John Raynes.
6. Figure Study Made Easy by Aditya Chari

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Major Course VI -Composition-II

Programme/ Class: UG Diploma of Painting	**Year:** Second	**Semester:** Fourth
Subject: Major Course VI		
Course Code: BFA-PT 412	**Course Title:** Composition-II	

Course Out Come:

1 Art work will be improved by different art style and fantasy creation.
2 Ajanta style compositions will improve tempera technique and line.
3 From the khajuraho art style you will learn to make idols art techniques and new shapes .
4 Will learn the technique of European style shadow lighting from company style
5 The European Indian style would develop from the Bengal style.
6 Will learn the techniques of contemporary art from Delhi shilpi chakra

Credits: 5	Major Course VI
Max. Marks: 30+ 70	Max. Marks: 30+ 70

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10

Unit	Topic	No. of Practical
Unit -1	Content analysis fictional creation on various topics .	15 hours
Unit -2	Ajanta style compositions	15 hours
Unit -3	Khajuraho style Different style figures	15 hours
UNIT - 4	Company style Light and shade	15 hours
UNIT -5	Modern art of Bengal	15 hours
Unit - 6	Delhi shilpi charka, various techniques and style .	15 hours

Suggested Readings:

1 **Contemporary Indian art other realities** yashodhara dalmia
2 **company paintings** Indian paintings of the british period
Mildred archer
3 **Ajanta** amine okada , jean- Louis nou ,
4 **Defining contemporary art 25 years in 200pivotal art works** phaidon

This course is Major Course as compulsory for the students

Further suggestion: None

Major Course VII - Mural Design

Programme/ Class: UG Diploma in Painting	**Year:** Second	**Semester:** Forth
Subject: Major Course VII		
Course Code: BFA-PT 413	**Course Title:** Mural Design	

Course Out Come:

Co:1 To know andunderstand materials and surface of the techniques like outdoor/ Indoor wall murals

scraps murals, mosaic, cement, tiles. **Co: 2**To know about the use of clay, terracotta relief outdoor Indoor wall Mural and making process. **Co:3**They learn and understand about POP murals and the process of POP mural. **Co: 4**They know and understand the use of cement, relief work making process.		
Credits: 5	Major Course	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0- 10		
Unit	**Topic**	**No. of Practical**
I	Discuss/ Demonstration about various type of Murals. • To understand and the use of various types materials and surface like walls, boards etc and techniques like outdoor/ Indoor wall murals, scraps murals, mosaic, cement, tiles, etc.	33 Hrs.
II	Discuss/ Demonstration about Mural made by Terracotta Mural:	20 Hrs.
III	Discuss/ Demonstration about Mural made by POP: Theoretically and practically understand 2D Mural made by POP	23 Hrs.
IV	Discuss/ Demonstration about Mural made by cement: The use of cement, Relief work making process by cement.	20 Hrs.
Suggested Readings: 1. Seth ,Mira, The Great Mural Tradition, Harry N. Abrams (1 June 2006) 2. Grund, Charles. North Light Books; 1st edition (2 January 2003) 3. Mitra, Debala. Ajanta .Archaeological Survey of India, 2003 4. J.C. Nagpa .Mural Paintings In India A Historical Technical And Archaeological Perspective,Gyan Publishing House (1 January 1988) 5.Cristophe, Munier-Gallar,Mural Art Studies On Paintings In Asia,River Books,9th Feb 2022		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course: https://www.classcentral.com/course/get-started-with-mural-66108		
Further suggestion: None		

Minor Course IV- Aesthetics

Programme/ Class: UG Diploma in Fine Arts (Applied Art/ Painting/ Sculpture)	**Year:** Second	**Semester:** Forth

Subject: Minor Course IV	
Course Code: BFA-PT 401	**Course Title:** Aesthetics

Course Out Come:(**Aesthetics)**

Co: 1 They know about the Indian arts and their Aesthetic values.

Co: 2 They know about the Six limbs of Indian Art and their Aesthetic values.

Co: 3 They know about the Rasa in Indian arts Dhwani Siddhant Philospher and Rasa Niahpathi and their Aesthetic values.

Co: 4 They know about the concept of sub-conscious and German Philosopher.

Co: 5 They know about the varied concepts of the philosopher on beauty and its relationship to ideas about art.

Credits: 3	Minor Course IV
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0- 3

Unit	Topic	No. of Lectures
I	Nature of beauty: Plato, Aristotle, Kant , Hegal, Schopenhauer, Nietzsche	05 Hours.
II	Imitation play and Intuition: Croce	10 Hours.
III	Role of sub-conscious in artistic creation: Sigmund freud	08 Hours.
IV	An introduction to Indian Aesthetics and its brief historical background	10 Hours.
V	Details studies related to Rasa Niahpathi, Sadanga- The Six limbs of Indian Art.	5 Hours.
VI	Fundamentals of Indian Art based on Hindu Silpa texts Such as Vishnudharmotar- Puran, Samaranana, Sutracharana, Sukranitisara and Silparatham.	10 Hours.

Suggested Readings:

1. Art Beauty & Creativity: Indian & Western Aesthetic- Shyamla Gupta
2. Camparative Aesthrtic Vol. I- Prof. Dr. Kanti Chandra Pandey
3. Foundation of Indian Aesthetics- Vidyanivas
4. Aesthetic- PrakeshVireshwer, Nupur Sharma

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course: https://www.britannica.com/topic/aesthetics

Further suggestion: None

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Bachelor of Fine Arts (Painting)

BFA-V Semester

Major Course VIII: Creative Composition-I

Programme/ Class: Bachelor of Fine Arts (Painting)	**Year:** Third	**Semester:** Fifth
Subject: Major Course VIII		
Course Code: BFA-PT- 511	**Course Title:** Creative Composition-I	
Course Out Come: 1. They learn about composition and draw various layout 2. They learn about the drawing style, forms/motifs made in realism and create different types of paintings 3.They learn about the painting and illustration style, forms/motifs of the artists of impressionism and create different types of layouts and paintings 4.They learn about painting techniques and forms/motifs made in symbolism and make various layouts 5. They learn about the painting and illustration style, forms/motifs made in post-impressionism and create different types of paintings		
Credits: 5	**Major Course VIII**	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture: 120 Hours		

Unit	Topic	No. Of Theory Class : **TOTAL -:90 Hours**
Unit 1	• Advancement of previous experience towards a complete pictorial interpretation	10 Hour
Unit 2	• Realism style artworks • introduction realism artists • 4 layout for finalizing final copy work. • 1 copy work from realism art movement	16 Hour
Unit 3	• Introduction Impressionism style artworks • Impressionism style artworks • introduction r Impressionism artists	16 Hour

	• 4 layout for finalizing final copy work. • 1 copy work from Impressionism art movement	
Unit 4	• Introduction Symbolism style artworks • Impressionism Symbolism style artworks • introduction r Symbolism artists • 4 layout for finalizing final copy work. • 1 copy work from Impressionism art movement	16 Hour
Unit 5	• Introduction Post- Impressionism style artworks • Impressionism Post- Impressionism style artworks • introduction r Post- Impressionism artists • 4 layout for finalizing final copy work. • 1 copy work from Post- Impressionism art movement	16 Hours
Unit 6	• Introduction Cubism style artworks • Impressionism Cubism style artworks • introduction r Cubism artists • 4 layout for finalizing final copy work. • 1 copy work from Cubism art movement	16 Hours

Suggested Readings:

1.The world's Greatest Art
By – Author: Tarmisn Pickeral

2. The Pre- Raphaelites
By – Michael Robinson

3.Van Gogh
By – Melessa Mcquillan

4.The Battle For Realism
By – James Hyman

5. The world of Art
By- Sandra forty

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:
- https://www.skillshare.com/browse/realism?page=2

OFFICE
Subharti College of Fine Arts
& Fashion

https://www.oxfordartonline.com/page/1623 • https://www.skillshare.com/en/browse/symbolism https://www.barnesfoundation.org/classes/post-impressionism-barnes-collection-online • https://www.mooc-list.com/tags/romanticism
Further suggestion: None

Major Course IX: Life study

Programme/ Class: Bachelor of Fine Arts (Painting)	Year: Third	Semester: Fifth
Subject: Major Course IX		
Course Code: BFA- PT- 512	Course Title: **Life study**	
Course Out Come: 1. Reinforcing the principles of color tone, drawing skills and more drawing detail. 2. Knowledge of figure anatomy and view and light & dark shades, arranged compositions. 3. Students learn step by step lesson about how to shade model study with water color, oil color, acrylic color.		
Credits: 5	Major Course IX	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10		

Unit	Topic	No. of Practical **120 Hours**
Unit 1	Quick Sketches	56
Unit 2	Full Figure Model Study (Dry Medium)	34
Unit 3	Full Figure Model Study (Wet Medium)	32

Suggested Readings:

1. The complete book of Drawing & Painting
   By - Mike Chaplin.
2. Complete Anatomy and Figure Drawing
   By - John Raynes.
3. Creative Drawing & Illustration a sourcebook of Inspirational skills
   By - peter gray.
4. sketching the countryside
   By – frank j.lohan

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)

Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Minor Course V: History of Modern Western Art

Programme/ Class: Bachelor in Fine Arts	**Year:** Third	**Semester:** Fifth
Subject: Minor Course V		
Course Code: BFA-PT- 501	**Course Title:** History of Modern Western Art	

Course Out Come:

1. Representational art depicts something a person, a landscape, a vase of flowers or whatever. Even if the vase, the person, etc are distorted, they are still depicted.
2. Increasing abstraction led toward future styles of the twentieth century, especially Cubism. That can help viewers Understand a deeper meaning of "Post-Impressionism" in terms of fine art and traditional art applications.
3. Fauvists had moved on to explore other styles
4. Symbolism will strive for the character and implication of internationalized, outrageously-understood and enigmatic artists conjured by their genius and musically iconoclastic counterparts
5. Dadaism into a minimal form, a moderate form, and robust form has been put forward in the literature.

Credits: 3	**Minor Course V**	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture: 36 Hours		
Unit	Topic	No. Of Theory Class : **36 Hours**
Unit 1	Impressionism Impressionism Claude Monet Édouard Manet Edgar Degas Pierre-Auguste Renoir Camille Pissarro	8 Hour
Unit 2	New- Impressionism Georges Seurat Post impressionism Paul Cézanne Eugène Henri Paul Gauguin Vincent Willem van Gogh Henri de Toulouse-Lautrec	10 Hour
Unit 3	Symbolism	9 Hour

	Odilon Redon Maurice Denis Pierre Bonnard Fauvism Henri Matisse Maurice de Vlaminck Andre Derain Raoul Dufy Kees van Dongen	
Unit 4	Cubism Pablo Picasso Georges Braque Juan Gris Albert Gleizes Futurism	8 Hour
Unit 5	Dadaism Marcel Duchamp Francis Picabia Surrealism Salvador Dalí Max Ernst Joan Miró	10 Hours

Suggested Readings:

1. आधुनिक चित्रकला का इतिहास - डॉ. रवि शाखलाकर
2. पश्चिम की कला - डॉ. ममता चतुर्वेदी
3. Great Masters of Western art – Jordi Vigue

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

1. https://www.udemy.com/topic/impressionism/?utm_source=adwords&utm_medium=udemyads&utm_campaign=DSA_Catchall_la.EN_cc.INDIA&utm_content=deal4584&utm_term=_.ag_82569850245_.ad_533220805577_.kw_.de_c_.dm_.pl_.ti_aud-669140681723:dsa-48415828271_.li_9303870_.pd_.&matchtype=&gclid=CjwKCAjw29ymBhAKEiwAHJbJ8m7sXZRVvzw147e-QjTNdVJNi_JVL4Uk7LcxSDQMR1eA0E3q3q_pbBoCHIUQAvD_BwE
2. https://www.skillshare.com/en/browse/impressionism
3. https://alison.com/course/symbolism-in-the-gothic-novels
4. https://education.christies.com/online/courses/continuing-education/online-courses/modern-

art 5. https://www.skillshare.com/en/browse/cubism a. https://www.skillshare.com/en/browse/surrealism
Further suggestion: None

Minor Course VI : Methods & Materials

Programme / Class: Bachelor of Fine Arts (Painting)	**Year:** Third	**Semester:** Fifth
Subject: Minor Course VI		
Course Code: BFA- PT-502	**Course Title:** Methods and Materials	
Course Out Come: 1. knowledge of Maintain or improve his work quality 2. Developing new ways of thinking, seeing, and creating. 3. knowledge of Techniques, texturing , mixing, and materials 4. Develop the knowledge of colors, lines, shades, shapes, materials and techniques that can be used in designing artifacts for personal and professional surroundings 5. Creating a brilliant kaleidoscope of colors and designs in its paintings. 6. Developing new ways of thinking, seeing, and creating. 7. Used in printing and finishing textiles, as a sizing for flow chart.		
Credits: 3	**Minor Course VI**	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture: 36 Hours		

Unit	Topic	No. Of Theory Class : **TOTAL -:36 Hours**
Unit 1	Importance of methods and materials	2 Hour
Unit 2	Permanence- Beautiful maître, deterioration of paint	2 Hour
Unit 3	Nature and characteristics of Drawing and Painting Media such as Pencil , Crayon, Charcoal Pen & ink Watercolor, Gouache, Pastel and Oil paint	15 Hour
Unit 4	Introduction of Mural and print Making media, Fresco-Buono, Fresco-Seeco, mosaic, and silk-screen, Etching, Lithography and weaving respectively and weaving	6 Hour
Unit 5	Folk Art: Madhubani , Kalamkari and Pat-Chitra.	6 Hours
Unit 6	Miniature Painting. • Rajasthan • Pahari	6 Hours

Unit 7	Drying Oil, Thinners	2 Hours

Suggested Readings:

1. chitrakala ke mulaadhaar (kala evan saundary) tattv , siddhaant aur takaneek
By – Dr. shukadev shrotriy

2. bhaarateey granth chitr kee saamagree evan paddhati
By - Dr. shukadev shrotriy
3.Painting techniques and Material
By – Dr. Sharma , Dr. kshrotriy

4.A Report on Garhwali art and culture
By – Dr. Pooja Gupta

5. Kala aur Kalam
By- Dr. Girraj Kishori Agarwal

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

- https://www.udemy.com/topic/painting/
- https://www.udemy.com/topic/watercolor-painting/
- https://www.flipkart.com/pens-stationery/art-supplies/paints/gouaches/pr?sid=dgv%2Cj6t%2Cale%2Cqp7
- https://www.skillshare.com/en/browse/printmaking
- https://frescoschool.net/about-fresco-school-online-apprentice-program-2/
- https://www.skillshare.com/en/browse/printmaking
- https://www.skillshare.com/en/browse/lithography
- https://onlinecourses.nptel.ac.in/noc23_hs153/preview

Further suggestion: None

Internship

Major Course- Internship (Industrial Training)

Programme / Class: Bachelor of Fine Arts (Painting)	**Year:** Third	**Semester:** Fifth
Subject: INT-I		

Course Code: BFA-INT 513	**Course Title:** Industrial Training

Course Out Come:

1. Students gain practical exposure to real-world design projects, enhancing their ability to apply theoretical knowledge in practical scenarios. Refine skills such as visual design, illustration, typography, layout, effective communication, and critical problem-solving. It will build confidence and competence by working on projects that simulate real industry demands, preparing them for professional roles.
2. Students enhance their ability to convey ideas, provide updates, and receive feedback effectively, fostering better working relationships. Experience collaborative dynamics, learn to leverage diverse skills, and appreciate teamwork's value in achieving project goals. Students become adaptable communicators, capable of navigating diverse working environments and building rapport with stakeholders.
3. Students develop skills in organizing information, showcasing their achievements, and reflecting on their growth throughout the training. Enhance their visual communication skills, effectively presenting their journey, challenges overcome, and accomplishments. Students build confidence in public speaking, receive feedback on their experiences, and establish connections with industry experts.

Credits: 4	**Major Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-8

Unit	**Topic**	**No. of Practical Total Hours: 72**
Unit 1	Practical Experience and Skill Development 1. Engaging in hands-on projects and tasks under the guidance of industry professionals. 2. Developing and applying skills related to applied art, design, communication, and problem-solving. 3. Gaining practical experience in real-world design projects and industry practices.	22 Hours
Unit :2	Communication and Collaboration 1. Developing effective communication skills while working with colleagues, supervisors, and clients. 2. Collaborating with multidisciplinary teams to contribute to design projects and solutions. 3. Learning to adapt to different communication styles and work cultures within the industry.	20 Hours
Unit: 3	Training Report and Presentation 1. Compiling a comprehensive training report documenting the experiences, projects, and skills acquired during the training. 2. Creating a visual presentation summarizing the key aspects of the training, including highlights	30 Hours

OFFICE

	and challenges. 3. Presenting the training report and insights gained to faculty, peers, and industry professionals.	
Suggested Readings: 1. 2.		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 30		
Suggested Equivalent online Course:		
Further suggestion: None		

BFA- VI Semester

Major Course X : Creative Composition II

Programme/ Class: Bachelor of Fine Arts (Painting)	**Year:** Third	**Semester:** Six
Subject: Major Corse X		
Course Code: BFA-PT- 611	**Course Title:** Creative Composition II	

Course Out Come:

1. They learn about composition and draw various layout
2. They learn about form/ motifs and draw various layout
3. They learn about various world famous art trends/ styles
4. They try to develop self expression and style
5. They try to develop self expression and style
6. Expanding viewers for contemporary and modern Western art , enhancing opportunities for artists, and art and knowing

Credits: **4**	**Major Course X**	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture: 90 Hours		
Unit	Topic	No. Of Theory Class : **TOTAL -:90 Hours**
Unit 1	Advancement of previous experience towards a complete pictorial interpretation	10 Hour

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Unit 2	Theme and expression of mood, introduction realism artists	16 Hour
Unit 3	Dramatization	16 Hour
Unit 4	Distortion for emotional effect: projects with emphasis on independent creative work	16 Hour
Unit 5	Contemporary and modern art	16 Hours
Unit 6	Abstract Expressionism art	16 Hours

Suggested Readings:

1.Moder Art Impressionism to Post Modernism
By – David Britt

2. Impression Quickly in France – 1860-1890
By – Richard R Brettell

3.100 Contemporary Artists
By – hans Werner Holzwarth

4.The Battle For Realism
By – James Hyman

5. The world of Art
By- Sandra forty

6. Communication with Pantone
By- Leatrice Eiseman

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

https://www.skillshare.com/browse/realism?page=2
https://www.oxfordartonline.com/page/1623
https://www.barnesfoundation.org/classes/post-impressionism-barnes-collection-online
https://www.mooc-list.com/tags/romanticism
https://www.coursera.org/moma
https://www.abbierabinowitz.com/shop-artwork-abbie-rabinowitz/workshop/abstract-expressionism-online/
https://www.sothebysinstitute.com/online/premier/introduction-to-contemporary-art

OFFICE

Further suggestion: None

Major Course XI: Landscape

Programme/ Class: Bachelor in Fine Arts (Painting)	Year: Third	Semester: **Sixth**
Subject: Major Corse XI		
Course Code: BFA- PT- 612	Course Title: **Landscape**	
Course Out Come: 1 The outdoor landscape will focus on a perspective and develop how to see distant and near by objects. 2 learn the finer points of architecture in outdoor landscape such as house ,ghat ,temple, building . 3 In outdoor landscape reduce the subjects to more detail and create a single location such as a shop , a market , a railway station , 4 By copy the painting of older artists you will learn their technique and the prominence of the subject 5. Learning the finer points of landscape such as space division composition learning and understanding colors at different times.		
Credits: 5	Major Course XI	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10		

Unit	Topic	No. of Practical **Total - 120**
Unit -1	Drawing	18 hours
Unit -2	Perspective	18 hours
Unit -3	Outdoor architecture	18 hours
UNIT - 4	Outdoor daily life	18 hours
UNIT -5	Old master copy work	18 hours

Suggested Readings:

1.The Complete Book of Drawing and painting & Painting
By - Mike Chaplin
2.Complete Anatomy and figure drawing
By- John Raynes
3.Creative Drawing & illustration
By- Peter Gray
4. Water color landscape
By Jhon pike
5.Water color landscape
By -millind malik

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)

Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course: https://ifaaonline.com/ifaa-advance-diploma-in-painting/?gclid=EAIaIQobChMI0MiCgv7vgAMVkZFmAh22ownCEAAYBCAAEgJP4fD_BwE https://www.udemy.com/topic/perspective-drawing/ https://www.udemy.com/topic/landscape-architecture/ https://www.etsy.com/in-en/market/copy_old_masters
Further suggestion: None

Major Course XII: Traditional Graphic Art

Programme/ Class: Bachelor in Fine Arts (Painting)	Year: Third	Semester: **Sixth**
Subject: Major Corse XII		
Course Code: BFA-PT- 613	Course Title: **Traditional Graphic Art**	

Course Out Come:

1. Develop a comprehensive understanding of the tools, materials, and processes specific to each printmaking technique.
2. Execute each printmaking process with technical skill and precision, including preparing printing plates, inking, and transferring images onto various surfaces.
3. Design and create original works that reflect personal artistic ideas, themes, or narratives, utilizing printmaking as a medium for expression.
4. Follow safety protocols for handling tools, inks, chemicals, and equipment, understanding the environmental and health considerations associated with traditional printmaking.
5. Present a final portfolio with artist statements and reflections on the creative process behind each piece, explaining the evolution of ideas and techniques.

Analyze works by influential printmakers, understanding how traditional graphic art has impacted visual culture, communication, and contemporary art practices.

Credits: 5	Major Course XII
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10		
Unit-I	Basic Introduction of Printmaking/Graphic Art	18 hours
Unit-II	Relief Print: Woodcut & Linocut	18 hours
Unit-III	Silk Screen Printmaking	18 hours
Unit-IV	Intaglio Printmaking: Dry point, Colography, Line Etching, Etching Aquatint.	18 hours
Unit-V	Surface Printmaking: Stone Lithography & Plate Lithography	18 hours
Unit-I	Basic Introduction of Printmaking/Graphic Art	18 hours

Suggested Readings:

1:**"The Complete Printmaker: Techniques, Traditions, Innovations"**- *Authors:* John Ross, Clare Romano and Tim Ross.

2:**"Printmaking: A Complete Guide to Materials & Processes"** - *Authors:* Beth Grabowski and Bill Fick

3: **"The Printmaking Bible: The Complete Guide to Materials and Techniques"** -*Authors:* Ann d'Arcy Hughes and Hebe Vernon-Morris. 4:**"Printmaking: History and Process"** - *Author:* Donald Saff and Deli Sacilotto. 5: "भारतीय छापाकला का इतिहास: आदि से आधुनिक तक" – लेखक: प्रोफेसर सुनील कुमार। 6 "छापाकला" -लेखक:श्याम शर्मा।
This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 30 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks)
Suggested Equivalent online Course: https://www.domestika.org/en/courses/3161-contemporary-printmaking-with-linoleum https://www.khanacademy.org/humanities/special-topics-art-history/creating-conserving/printmaking/v/moma-printmaking-01 https://www.oca.ac.uk/subject-areas/printmaking/ https://www.udemy.com/topic/perspective-drawing/ https://www.etsy.com/in-en/market/copy_old_masters
Further suggestion: None

Minor Course VII: History of Modern Indian Art

Programme/ Class: Bachelor in Fine Arts (Applied Art/Painting/Sculpture)	**Year:** Third	**Semester:** Sixth
	Subject: Minor Course VII	
Course Code: BFA- PT- 601	**Course Title:** History of Modern Indian Art	

Course Out Come:

1. They know about the Tanjor, Maisur style ,pattachitra, Kalighat,.
2. They know about the Company school Equally popular as themes for analysis by historians of imperialist mindset.
3. They know about the Renaissance Raja Ravi Verma, Bangal School And Artist.
4. They know about Indian Artist and groups Delhi Silpa Chakra Art and Artist
5. The use of western ideas of perspective and realism by contemporary artists

Credits: 3	Minor Course VII
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0- 3

Unit	Topic	No. of Practical
I	• **Tanjor art,Tanjor Style, Maisoor style, Pattachitra of Orrissa, Kalighat, Patna.**	05 Hours.
II	• **Company school** • Equally popular as themes for analysis by historians of imperialist mindset.	10 Hours.
III	• **Renaissance:** • Raja Ravi Verma,Bangal School And its Artist	08 Hours.

IV	• **Indian Artist and groups,** • Progressive Artist Group • Delhi Shilpi chakra	10 Hours.
V	• Contemporary Indian Artists	15 Hours.

Suggested Readings:

1. आधुनिक चित्रकला–ममताचतुर्वेदी
2. भारतीय समकालीनकला–ममता चतुर्वेदी
3. वृहद आधुनिक कला कोश–विनोदभारद्वाज
4. A brief History of Indian Paintings- lokesh chandra Sharma
5. A History of Fine Arts In India & The West- Edith Tomory

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course: https://www.jstor.org/stable/44147835

Further suggestion: None

Minor Course VIII: Methods & Materials II

Programme/ Class: Bachelor in Fine Arts (Painting)	**Year:** Third	**Semester:** Sixth
	Subject: Minor Course VIII	
Course Code: BFA- PT- 602	**Course Title:** Methods and Materials-II	

Course Out Come:

1. To gain the knowledge of canvas fabric, and priming of canvas
2. knowledge of canvas fabric, and priming of canvas ,woods for stretcher
3. The students will try to identify them, then we'll mix the paint and create a painting using the egg tempera
4. Students to gain working understanding of essential print medium
5. be able to apply core concepts in Materials Science to solve painting problems
6. knowledgeable of contemporary issues relevant to Materials Science and painting
7. be able to work both independently and as part of a tea

Credits: 3	**Minor Course VIII**
Max. Marks: 30+ 70	Min. Passing Marks:

OFFICE
Subharti College of Fine Arts

Total No. of Lecture: 36 Hours		
Unit	Topic	No. Of Theory Class : **TOTAL -:36 Hours**
Unit 1	• Preparation of Canvas • Canvas stretched on wooden frame Splined canvas, stretched canvas and Canvas boards	2 Hour
Unit 2	• Egg Tempera • Technique • Tempera grassa • Pigments • Application • Ground	4 Hour
Unit 3	• Advanced lithography • The principle of lithography • Lithography on limestone • Modern lithographic process • Origins • Introduction Silk-Screen • Silk-Screen Method • Introduction Etching • Etching Method • Etching Technique	10 Hour
Unit 4	• Classification of color • Color abstractions • Historical background • Traditional color theory • Complementary colors • Warm vs. cool colors	6 Hours
Unit 5	• Course of changing colors • Introduction changing colors	4Hours
Unit 6	Cataloguing/Art Galleries and auction houses • Introduction Cataloguing • Types of galleries • Contemporary galleries	3 Hours

OFFICE

	• Non-profit galleries • Temporary galleries	
Unit 7	• Fresco (Seeco/Buono) Painting • Glaze and distemper • Wall Painting • Plastering • Painting colors • design and cartoon making	16 Hours

Suggested Readings:

1. chitrakala ke mulaadhaar (kala evan saundary) tattv , siddhaant aur takaneek
By – Dr. shukadev shrotriy

2. bhaarateey granth chitr kee saamagree evan paddhati
By - Dr. shukadev shrotriy
3.Painting techniques and Material
By – Dr. Sharma , Dr. kshrotriy

4.A Report on Garhwali art and culture
By – Dr. Pooja Gupta

5. Kala aur Kalam
By- Dr. Girraj Kishori Agarwal

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

- https://www.palomar.edu/tutoringservices/preparing-for-your-online-class-with-canvas-zoom/
- https://www.skillshare.com/en/browse/lithography
- https://www.udemy.com/course/graphic-design/?gclid=Cj0KCQjwrMKmBhCJARIsAHuEAPQFDqFskCZGIJS4T2mMEVcJyBreWbpmQ4lDponjHrgLYV_0LXeXMTUaAugfEALw_wcB&matchtype=b&utm_campaign=LongTail_la.EN_cc.INDIA&utm_content=deal4584&utm_medium=udemyads&utm_source=adwords&utm_term=_.ag_80573521873_.ad_533133858930_.kw_color+theory+course_.de_c_.dm_.pl_.ti_aud-1738475842996%3Akwd-562865563811_.li_9040169_.pd_.
- https://www.skillshare.com/en/browse/printmaking
- https://www.goodnewsnetwork.org/fresco-school-goes-online/

Further suggestion: None

OFFICE
Sub Govt College of Fine Arts

Bachelor Honors (Research) in Fine Arts

BFA-VII Semester

Major Course XIII -Basics of Research

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Seven
Subject: Major Course XIII		
Course Code: BFA-PT-701	**Course Title:** Basics of Research	

Course Out Come:

1. Students who complete this course will be able to understand and comprehend the basics in research methodology and applying them in research/ project work. This course will help them to select an appropriate research design.
2. With the help of this course, students will be able to take up and implement a research project/ study.
3. The course will also enable them to collect the data, edit it properly and analyse it accordingly. Thus, it will facilitate students' prosperity in higher education.
4. The Students will develop skills in qualitative and quantitative data analysis and presentation.
5. Students will be able to demonstrate the ability to choose methods appropriate to research objectives.

Credits: 5	Major Course
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 10-0-0

Unit	Topic	No. of Lectures
I	• Research 1. Definition 2. Characteristics 3. Objectives 4. Research and Scientific method	9
II	• Types of Research 1. Descriptive vs. Analytical Research 2. Applied vs. Fundamental Research 3. Quantitative vs. Qualitative Research 4. Conceptual vs. Empirical Research	9
III	• Research Methodology: An Introduction • Research Process	9

	1. Basic Overview 2. Formulating the Research Problem 3. Defining the Research Problem	
IV	• Research Questions • Research Methods vs. Research Methodology	9
Suggested Readings: 1. 2. 3. 4. 5.		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Major Course XIV - Copy Right / IPR

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Seven
Subject: Major Course XIV		
Course Code: BFA- PT-702	**Course Title:** Copy Right / IPR	
Course Out Come: 1. Understand that today's world is controlled by Computer, Information Technology, but tomorrow world will be ruled by ideas, concept, and creativity. 2. Understand research problem formulation & Analyze research related information and Follow research ethics. 3. Correlate the results of any research article with other published results. Write a review article in the field of engineering. 4. Appreciate the importance of IPR and protect their intellectual property. Understand that IPR protection provides an incentive to inventors for further research work and investment in R & D, which leads to creation of new and better products, and in turn brings about, economic growth and social benefits		
Credits: 5	Major Course XIV	
Max. Marks: 30+ 70	Min. Passing Marks: 40%	
Total No. of Lecture- Tutorials-Practical (in hours per week) 5-0-0		

Unit	Topic	No. of Lectures
I	• INTELLECTUAL PROPERTY RIGHTS-	15

	1. 6 Nature of Intellectual Property 2. Patents 3. Designs 4. Trade Mark 5. Copyright	
II	Process of Patenting and Development: Technological research Innovation, Patenting Development.	15
III	Procedure for grants of patents, Patenting under PCT.	6
Suggested Readings: 1. 2. 3. 4. 5.		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Major Course XV– Practical –I (Painting Specialization)

Programme/ Class: Bachelor Honors (Research)in Fine Arts (Painting)	Year: Forth	Semester: Seven
Subject: Major Corse XV		
Course Code: BFA-PT-711	Course Title: Practical-I (Painting Specialization)	
Course Out Come: • Develop a working concept of what it means to be an artist and create paintings. • Exercise sets and lessons to develop your painting and skills.		
Credits: 6	Major CourseXV	
Max. Marks: 30+ 70	Min. Passing Marks: 40	
Total No. of Lecture- Tutorials- Practical 0-0 12		

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Unit	Topic	No. of Practical
Unit - 1	Compose the Dummy on the topic -Daily life	19 hrs
Unit – 2	Compose the Dummy on the topic -Nature	19 hrs
Unit – 3	Compose the Dummy on the topic -Music	19 hrs
Unit – 4	Compose the Dummy on the topic -Spirituality	19 hrs
Unit – 5	Compose the Dummy on the topic -Traditional	20 hrs

Suggested Readings:
1.modern art impressionism to post modernism by – david britt
2.impression quickly in France by – rechard R brettell
3.100 contemporary artist by – hans Werner holzwarth
4.communication with pantone by - leatrice eiseman
5.masters of Indian painting 1100 to 1650 by – miloc. Beach ebertard fischer .B.N goswamy

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Minor Course IX- Practical- II (Portfolio)

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester**: Seven
Subject: Minor Course IX		
Course Code: BFA- PT-712	**Course Title:** Practical- II (Portfolio)	

Course Out Come:

1. Its help to creative and practical skill that encompasses elements of art, design, marketing, and communication.
2. Its can provide them with a comprehensive understanding of how visual elements and design principles contribute to creating a consistent and impactful brand image. Identity systems encompass a range of design elements beyond just logos, including typography, colors, imagery, patterns, and more.
3. Its help to develop their design skills, encourage creative thinking, and deepen their understanding of visual communication.
4. Its offers a unique opportunity to combine artistic creativity with practical digital design skills.
5. To help them develop their design skills while addressing real-world communication needs.

Credits: 04	**Minor Course IX**
Max. Marks: 30+ 70	**Min. Passing Marks: 40%**

Total No. of Demonstration-Lecture-Practical (in hours per week) 08 hours

Unit	**Topic**	**No. of Practical (Total Hours - 96)**
Unit-I	**Steps to Creating a Portfolio**	8

OFFICE
Subharti College of Fine Arts

	• Determine if a paper or electronic portfolio best meets your needs. • Gather relevant artifacts and examples of your skills, values, abilities, work, and achievements. ... • Create a structure that best highlights your skills and achievements based on your career objective.	
Unit-II	Composition	10
Unit-III	Life Study	8
Unit-IV	Sketching	12
Unit-V	Extra work	10
Suggested Readings: 1. That Portfolio Book by Dann Petty & Friends. 2. Design Portfolios: Innovative Concepts for Presenting Your Work by Sara Eisenman.		
This course is Minor Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

BFA-VIII Semester

Major Course XVI–Specialization- Painting

Programme/ Class: Bachelor honors (Research) of Fine Arts (Painting)	Year: Forth	Semester: Eight
Subject: Major Course XVI		
Course Code: BFA-PT- 811	Course Title: Specialization- Painting	
Course Out Come: • Develop a working concept of what it means to be an artist and create paintings. • Exercise sets and lessons to develop your painting and skills.		
Credits: 4	Major Course	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials- 102 hours		
Unit	Topic	No. of Practical

OFFICE
Subharti College of Fine Arts

Unit - 1	Series of selected topic form previous semester work to develop the style of the student.	102 hrs
Suggested Readings: 1. 1.modern art impressionism to post modernism by – david britt 2.impression quickly in France by – rechard R brettell 3.100 contemporary artist by – hans Werner holzwarth 4.communication with pantone by - leatrice eiseman 5.masters of Indian painting 1100 to 1650 by – miloc. Beach ebertard fischer .B.N goswamy		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Minor Course X - Portfolio

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Eight
Subject: Minor Course X		
Course Code: BFA- PT- 812	**Course Title:** Portfolio	
Course Out Come: 1. It's them with skills in creating, shaping, and maintaining the visual identities of businesses, organizations, and even personal projects. Branding design encompasses a range of elements, from logos and typography to color palettes and marketing collateral 2. Its help to students is a highly relevant and valuable educational endeavor in today's digital world. UX and UI design focus on creating user-friendly, visually appealing, and functional digital experiences. 3. The skills to visually convey complex information and data in a clear, organized, and engaging manner. 4. To learn about involves blending creativity, strategy, and communication to engage target audiences and drive desired actions. 5. To help them develop skills in creating innovative, functional, and visually appealing packaging solutions for various products. 6. Its helps to students is a crucial aspect of their education, as it equips them with the skills and knowledge to effectively showcase their work, skills, and accomplishments to potential employers, clients, or educational institutions.		
Credits: 04	**Minor Course X**	

OFFICE
Fine

Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Demonstration-Lecture-Practical (in hours per week) 08 hours		
Unit	**Topic**	**No. of Practical (Total Hours - 48)**
Unit-I	Portfolio on the whole year work	08
Unit-II	IPR/ Copyright Works	09
Unit-III	Specialization works	11
Unit-IV	Landscape	08
Unit-V	Annual Art Exhibition	08
Unit-VI	Portfolio Presentation	04
Suggested Readings: 1. Creating Your Digital Portfolio: The Essential Guide to Showcasing Your Design Work Online by Ian Clazie.		
This course is Minor Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Research Project I- Dissertation

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Eight
Subject: Research Project I		
Course Code: BFA-PT-813	**Course Title:** Dissertation	
Course Out Come: 1. To understand the developing of campaigning in the field of advertising with some creative effects for making Graphic designing interesting as well as attractive. 2. To gain advance knowledge regarding Project Presentation. 3. Identify goals, develop strategies and determine further actions for personal growth. explore new possibilities, embrace new challenges and adapt to new roles. 4. Work in professional & constructive manner. 5. Develop computer & information literacy		
Credits: 12	Research Project I	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 6-0-6		
Unit	Topic	No. of Lectures
I	As a part of the curriculum, every student of BFA. IV year is required to submit a Dissertation. This is an important assignment and carries weight age of 100 marks. The project	216

OFFICE
Subharti College of Fine Arts

	should not be a simple collection of data from multiple published sources, but great importance should be given to major data justifying a fair problem of the art field. The work should indicate student's ability to systematically define and analyze the problem. Any contemporary issue of the art world could be taken as an area of study. Each student has to make 3 copies of the dissertation. One for the University, one for our College and one for self. Also submit a CD for authentication of data.	

Suggested Readings:

1.
2.
3.
4.
5.

This course is Research Project as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

UG Programme/ Class

BFA - Semester 1st

Major Course I- 2D Design

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** First
Subject: Major Course		
Course Code: BFA-FA 111	**Course Title:** 2D Design	

Course Out Come:

1. **Block Letter Design** can play a significant role in enhancing the overall presentation and readability of students' work. Using appropriate fonts, font sizes, and line spacing can make the text easier to read.
2. Creating **polygon** art can be a fun and creative way for students to explore geometry, design, and artistic expression.Students can deepen their understanding of geometric shapes, angles, and symmetry as they work with polygons to create their art.
3. Creating **2D portraits** can be a rewarding and enriching experience for students, allowing them to explore their artistic abilities and express their creativity.Drawing a portrait requires keen observation of facial features, proportions, and expressions, which can enhance students' ability.
4. Engaging in **2D illustration** projects can offer students a wide range of benefits, allowing them to explore their creativity, develop artistic skills, and express themselves visually. Engaging in 2D illustration projects can offer students a wide range of benefits, allowing them to explore their creativity, develop artistic skills, and express themselves visually.

Credits: 6	**Major Course I**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-12

Unit	Topic	No. of Practical	Hours
Unit 1	Block Letter Design- Letter Design	2 Work	32
Unit 2	Polygon Art	1 Work	30
Unit 3	2D Portrait	2 Work	32
Unit 4	2D Illustration	1 Work	30

Suggested Readings:

1. Free Font Index 3 – The Pepin Press
2. Calligraphy Technique- Mary Noble
3.

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

OFFICE
Sahibganj College of Fine Arts

Suggested Equivalent online Course:
Further suggestion: None

Minor Course I- Fundamentals and Principles of Art

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** First
Subject: Minor Course I		
Course Code: BFA-FA101	**Course Title:** Fundamentals and Principles of Art	

Course Out Come:

1. Work with students to develop their individual drawing techniques. To understand role of forms in art. Use texture to develop depth and dimension. Students come to know about variation of brush stroke.
2. To make student clear that how we can enhance the power of color and their psychological impact.
3. For developing their design skills and visual communication abilities. Typography is the art and technique of arranging type to make written language legible, readable, and visually appealing.
4. Express students that how can we make intuitive and spontaneous art work. Balance in art contributes to the aesthetic potency of visual image. Rhythm in art represent the easy moment of viewer eye. Students need to focus on this so that the viewer will appreciate the art image.
5. Teach student that in art perspective is a system of representing the way that objects appear to get smaller and closer together the further away they are in the scene.
6. Proportions and layout play a crucial role in various design disciplines, including graphic design, architecture, interior design, and even photography.

Credits: 3	**Minor Course I**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture-PPT-Demonstration-Written description (in hours per week) 04 hours

Unit	Topic	No. of Practical (Total Hours - 48)
Unit-I	**Elements of Art** Dot & Line, Shape, Form, Space, Value and Texture.	04
Unit-II	**Colour** Introduction to RYB mode, hue, value, saturation, Colour Wheel, Colour harmony, Colour Schemes, Colour Blending (Additive model & Subtractive model) &Colour Psychology.	12
Unit-III	**Typography** Elements of typography- Essentials of Typography –Type style, Usage, Bit Mapped Fonts, Post Script fonts.	08
Unit-IV	**Principles of Art** Balance, Emphasis, Movement, Rhythm, Unity, Variety and Proportion.	10
Unit-V	**Perspective** Types of Perspective views – Linear perspectives vs. Aerial Perspective, Perspective terminology – horizon line/eye level, station point , picture plane, vanishing point – linear Perspective	06

OFFICE
Sushama College of Fine Arts
& Fashion Design (SCFF)

	construction methods - one point perspective, two point perspective, three point perspective.	
Unit-VI	**Proportions & Layout** Kinds of proportion, Golden mean proportion, Liner proportion, Ariel proportion, Human figure proportion, Portrait proportion. Layout production Process- Page-makeup & Layout. Typeface design, copy fitting, special designs.	08

Suggested Readings:

1. चित्रकलाकेमूलाधार(विविधपक्ष) - डॉ. जूहीशुक्ला
2. Fundamentals of visual Art - Dr. Anju Choudhary.
3. An introduction to Art Techniques – The DK Art School.
4. Art Fundamentals (Theory and Practice) Twelfth Edition – Ocvirk, Stinson, Wigg, Bone, Cayton.
5. Basics of Design (Layout & Typography for Beginners) Second Edition – Lisa Graham

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Multi-Disciplinary I- Basic of Computer Applications

BFA Applied / Class: UG Certificate in Fine Arts	Year: First	Semester: First
Subject: Multi-Disciplinary I		
Course Code: BFA-FA 112	Course Title: Basic of Computer Applications	

Course Out Come:

1. Understanding the fundamental components of computer hardware, software, and operating systems. They will be familiar with file management and organization techniques and know how to use computer peripherals effectively.
2. Proficient in using word processing software, such as Microsoft Word or Google Docs. They will be able to create, edit, and format text documents with ease. Students will understand how to work with fonts, styles, and formatting options to produce well-structured and visually appealing documents. They will also learn to insert images, tables, and other visual elements to enhance the content of their documents.
3. Proficient in using spreadsheet software like Microsoft Excel or Google Sheets. They will be able to create, edit, and format spreadsheets efficiently. Students will gain a solid understanding of using formulas, functions, and calculations to perform data analysis and automate complex tasks. They will also learn sorting, filtering, and analyzing data to derive valuable insights and present the information effectively using charts and graphs.
4. Students will have acquired the skills to create engaging and visually appealing slide presentations using software like Microsoft PowerPoint or Google Slides. They will be able to

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

edit and format slides effectively, incorporating text, images, and multimedia elements seamlessly. Students will learn to apply themes, layouts, and transitions to make their presentations professional and impactful. Furthermore, they will develop effective presentation and public speaking skills to confidently deliver their content in front of an audience.

5. Students will have a solid grasp of the basics of computer networks and the internet. They will understand the role of search engines and how to effectively use web browsers to navigate the World Wide Web. Students will be familiar with URLs and various web browsing techniques. Additionally, they will gain knowledge about email and messaging formats, enabling them to communicate efficiently and securely online.

Credits: 3	Multi-Disciplinary
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 6

Unit	Topic	No. of Practical
Unit : 1	Introduction to Computers • Overview of computer hardware, software, and operating systems. Introduction to file management and organization. Understanding computer peripherals and their functions. Basics of computer security and data backup. • Introduction to Operating Systems and File Management. Introduction to various operating systems (Windows, macOS, Linux). File and folder management techniques. Creating, renaming, moving, and deleting files and folders. Customizing the desktop and system settings.	6Hours
Unit : 2	Word Processing and Document Formatting • Introduction to word processing software (Microsoft Word, Google Docs) • Creating, editing, and formatting text documents • Working with fonts, styles, and formatting options • Inserting images, tables, and other visual elements • Page setup, headers, footers, and pagination	12Hours
Unit : 3	Spreadsheet and Data Analysis • Introduction to spreadsheet software (Microsoft Excel, Google Sheets) • Creating, editing, and formatting spreadsheets • Working with formulas, functions, and calculations • Sorting, filtering, and analyzing data • Creating charts and graphs for data visualization	12Hours
Unit : 4	Presentation Design • Introduction to presentation software (Microsoft PowerPoint, Google Slides) • Creating, editing, and formatting slide presentations • Working with text, images, and multimedia elements • Applying themes, layouts, and transitions	12 Hours

OFFICE
Kalabharti College of Fine Arts
& Fashion Design (SCFF)

	• Delivering effective presentations and public speaking skills.	
Unit : 5	Introduction to Internet, WWW & Web Browsers • Basic of Computer Networks • Internet Search Engines, URLs, How to use web Browser • Basic of Email, Messaging, format	6Hours
Suggested Readings: 1.The Microsoft Office 365 Bible: The Most Updated and Complete Guide to Excel, Word, PowerPoint, Outlook, OneNote, OneDrive, Teams, Access, and Publisher from Beginners to Advanced by James Holler (Author)Independently published (December 11, 2022)		
This course is Multi- Disciplinary Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Skill Enhancement Course I – Drawing & Sketching

Programme/ Class: UG Certificate in Fine Arts	Year: First	Semester: First
Subject: Skill Enhancement Course-I		
Course Code: BFA-SEC 113	Course Title: Drawing & Sketching	
Course Out Come: 1. Students will justify their use of color and composition during 2. Students will create frescoes using proper terminology. 3. The students will know about ajanta fresco , jaipur fresco to technique, handling and process. 4. They know about different techniques of Mosaic. 5. Students will know about Direct and Indirect technique. 6. Development of a workable concept of what it means to dry colors.		
Credits: 3	Skill Enhancement Course	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials- 96 hours		
Unit	Topic	No. of Practical
Unit - I	Colour Knowledge:- Hue; Value Chrome, Tint, Shade and Tone, Gray Scale, Chromatic value Scale and color value scale.	32 Hours

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Unit – 2	Textures:- Creative textures will be new experiment with media	20 Hours
Unit – 3	Painting -Still life from natural objects (vegetables and fruits):- To develop the proper view on proportion , balance and color composition	44 Hours
Suggested Readings: 1. 2. 3. 4. 5.		
This course is Skill Enhancement Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Value Added Course I- 3D Modelling

Programme/ Class: UG Certificate in Fine Arts	Year: **First**	Semester: **First**
Subject: Value Added Course I		
Course Code: BFA-VAC-1	Course Title: **3D Modelling**	
Course Out Come: 1. Know about Fundamentals of 3D Design(Sculpture) like the elements of sculptural design(Mass & Space) and their relation to create 3D forms. 2. Know about basics of 3D forms and all the core materials and their techniques to create forms. 3. Practically know about clay and its preparation and process of creating forms through clay modeling. 4. Practically know about relief sculpture(process, techniques, importance and uses). 5. Practically know about pottery and create pots through clay(Red clay preparation, Coil and slab methods). 6. Students practically know about to create pots on wheel(Clay preparation, center the clay on wheel, basic pots make and brief description about terracotta).		
Credits: 3	**Value Added Course I**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	
Total No. of Lecture- Tutorials-Practical (in hours per week- 6 hours) (72 Hours)		
Unit	**Topic**	**No. of Practical Total- 96 Hours**
I	Basic Fundamentals of 3D Design • Introduction of 3D Design or sculpture, (forms, composition and importance)	8 Hours

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

II	3D Forms & Materials • Basic 3D forms process according to materials and its techniques.	8 Hours
III	Clay Modelling • Clay preparation, learn about creative forms like basic clay modeling	24 Hours
IV	Relief in clay • Create relief in clay using tools and learn embossing and depth in clay.	16 Hours
V	Pottery • Clay preparation for terracotta pottery, coil and slab method pottery, create tea cup/flower pot.	24 Hours
VI	Pottery Wheel • Clay preparation for work on pottery wheel, clay centering on wheel and create simple Diyas.	16 Hours

Suggested Readings:

1. Sculpting Techniques Bible -Claire Brown, Chartwell Books. Inc - 2006
2. Pottery- the essential manual- Doug Wensle, The Crowood Press- 2002

This course is Value Added Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

BFA- II Semester

Major Course II – Colour Composition

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Major Course II		
Course Code: BFA- FA 211	**Course Title:** Colour Ccomposition	
Course Out Come: 1. Students will justify their use of color and composition during 2. Students will create frescoes using proper terminology. 3. The students will know about ajanta fresco , jaipur fresco to technique, handling and process. 4. They know about different techniques of Mosaic. 5. Students will know about Direct and Indirect technique. 6. Development of a workable concept of what it means to dry colors.		
Credits: 6	Major Course II	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials- 192 hours		

Unit	Topic	No. of Practical
Unit - 1	Colour Techniques:- Opaque colors (Poster color, glass colour, acrylic colour etc) Quick result of opaque on OHP sheet	50 Hours
Unit – 2	Composition on given topic:- realistic and creative composition , To know about the color sense; proportion negative and positive aspects	82 Hours
Unit – 3	Composition on given topic:- realistic and creative composition , To know about the color sense; proportion negative and positive aspects	60 Hours

Suggested Readings: 1. 2. 3. 4. 5.
This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

OFFICE
Subhash College of Fine Arts

Minor Course II -History of Indian Art

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Minor Course II		
Course Code: BFA-FA 201	**Course Title:** History of Indian Art	

Course Out Come:

1. They know about the information about art of prehistoric age and characteristics of painting, sculpture an architecture of Indus valley civilization.
2. To know the art style of Shaishunaak & Nand period and about Jogimara cave paintings.
3. They know about the characteristics Gandhara art and Ajanta cave paintings.
4. Analyze the differences and similarities between Bagh, Badami, Sittanvasal, Ellora, Elephanta Cave paintings.
5. They know about the characteristics of Chola art and Introduction of Company school of Painting.

Credits: 3	Minor Course II
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 3-0-0

Unit	Topic	No. of Theory class: 45 Hours
1.	Prehistoric Age , Indus Valley Civilisation	6 Hours
2.	Shaishunaak & Nand period, Jogimara caves	6 Hours
3.	Gandhara Art, Ajanta Caves	6 Hours
4.	Bagh, Badami, Sittanvasal, Ellora & Elephanta Caves	4 Hours
5.	Chola Art, Pal School, Rajasthan School, Mughal School	13 Hours
6.	Pahari School, Company School of Art.	14 Hours

Suggested Readings:

1. Outlines of Indian Arts (Architecture, Painting, Sculpture, Dance & Drama), R.N. Mishra
2. अजंता का वैभव, अरुण प्रकाश, सूचना एवं प्रसारण मंत्रालय, भारत सरकार
3. Historical Development of Contemporary Indian Art 1880-1947, Lalit Kala Akademi, New Delhi
4. Roots of Indian Art, S.P. Gupta
5. Indian Art, Partha Mitter
6. Indian Art and Culture Nitin Singhania
7. The History of Indian Art, Sandhya Ketkar

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

OFFICE
Subharti College of
& Fa

Multi-Disciplinary II -Advance of Computer Application (Coral Draw)

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Multi- Disciplinary II		
Course Code: BFA-FA 212	**Course Title:** Advance of Computer Application (Coral Draw)	

Course Out Come:

1. Understanding of Corel DRAW and its applications in graphic design. They will be familiar with the user interface and workspace, enabling them to navigate the software efficiently. Students will be proficient in creating and manipulating basic shapes like rectangles, circles, and polygons. They will also be able to apply fill and outline colors to objects and arrange and align objects in their designs.
2. Students will be skilled in adding and formatting text elements in Corel DRAW. They will know how to apply text effects and typography styles, including creating path text and text in columns. Students will be able to convert text to curves and work with text containers and paragraph formatting, including wrap paragraph text. They will also understand how to use the Envelop tool for typographical design, allowing them to create artistic text layouts and effects.
3. Students will have a comprehensive understanding of color modes (RGB, CMYK) and color models. They will be able to apply and manage color swatches effectively. Students will gain proficiency in creating gradients and blends for visual effects, enabling them to enhance their designs. Additionally, they will explore color harmony and color theory to create visually appealing and cohesive designs.
4. Students will be adept at importing and manipulating raster images in Corel DRAW. They will understand how to use the PowerClip feature for image masking, allowing them to integrate images seamlessly into their designs. Students will also learn to apply special effects and filters to images, enhancing their visual impact. They will use transparency and blending modes creatively to achieve various design effects.
5. Students will be able to create layouts for various print and digital media, including logos, posters, brochures, business cards, and other print materials. They will have the skills to design visually appealing and professional-looking layouts, incorporating text and images cohesively.
6. Students will be proficient in exporting designs for both print and digital media. They will understand different file formats (PDF, JPEG, PNG, etc.) and how to prepare files for commercial printing. Students will also know how to optimize designs for web and digital platforms, ensuring their work displays correctly across various devices and screen resolutions.

Credits: 3	Multi- Disciplinary II
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6

Unit	Topic	No. of Practical
Unit :1	Introduction to CorelDRAW • Overview of CorelDRAW and its applications in graphic design. Understanding the user interface and	6 Hours

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

	workspace. Exploring basic tools and features of CorelDRAW. File management and project organization • Creating and manipulating basic shapes (rectangles, circles, polygons) • Applying fill and outline colors to objects. Arranging and aligning objects in the design • Drawing tools like freehand tool, Bezier tool, Pen tool, Poly line tool and 3-point curve tool. • Transformation, order, combine, break apart, Shaping (weld, trim, intersect, simplify, convert outline to object).	
Unit: 2	Working with Text • Adding and formatting text elements in CorelDRAW • Applying text effects and typography styles. Create a path text, columns. • Creating text outlines and converting text to curves • Working with text containers and paragraph formatting, wrap paragraph text • Using Envelop tool for typographical design.	6 Hours
Unit :3	Color Management and Gradients • Understanding color modes (RGB, CMYK) and color models • Applying and managing color swatches • Creating gradients and blends for visual effects • Exploring color harmony and color theory in design	6 Hours
Unit: 4	Working with Images and Effects • Importing and manipulating raster images in CorelDRAW • Using the PowerClip feature for image masking • Applying special effects and filters to images • Using transparency and blending modes for visual impact	6 Hours
Unit :5	Designing Layouts and Templates • Creating layouts for various print and digital media • Designing Logos, posters, brochures, business cards, and other print materials • Exploring typography hierarchy and layout principles and creating typographic design.	6 Hours
Unit :6	Exporting and Outputting Designs • Exporting designs for print and digital media • Understanding file formats (PDF, JPEG, PNG, etc.) • Preparing files for commercial printing • Optimizing designs for web and digital platforms	6 Hours

OFFICE
Subharti Colleg

Suggested Readings: 1. Corel Draw Training Guide by Satish Jain (Author), M. Geetha (Author)		
This course is Multi- Disciplinary Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Skill Enhancement Course II- Print Making

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Skill Enhancement Course II		
Course Code: BFA- FA 213	**Course Title: Print Making**	
Course Out Come: **1.Logo design** projects offer valuable learning opportunities and outcomes for students, encouraging creativity, problem-solving, and visual communication skills. Students learn and practice graphic design principles, such as composition, balance, color theory, and typography. **2.** Engaging in **Graffiti design** projects can provide students with unique and valuable learning experiences that go beyond typical classroom activities.Students gain an understanding and appreciation for street art as a legitimate art form and a form of cultural expression. 3. **Doodle art** often characterized by its whimsical and spontaneous nature, can offer numerous positive outcomes for students.Doodle art, often characterized by its whimsical and spontaneous nature, can offer numerous positive outcomes for students. **4.**Studying products, whether physical items or digital services, can offer valuable insights and outcomes for students across various fields.Studying products, whether physical items or digital services, can offer valuable insights and outcomes for students across various fields.		
Credits: 3	**Skill Enhancement Course II**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6

Unit	Topic	No. of Practical	Hours
Unit 1	Logo Design- Monogram, Symbol, Logotype	3 Work	48
Unit 2	Graffiti- Social Issue	1 Work	08
Unit 3	Doodle Art	1 Work	16
Unit 4	Product Study- Any Product Study	1 Work	16

Suggested Readings:
1. 999 Logo Design Elements- Daniel Donnelly
2. The World of Symbols/Logos & Trademarks India-2- SudarshanDheer

OFFICE

3.
This course is Skill Enhancement Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Value Added Course II- Pottery

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Value Added Course II		
Course Code: BFA-VAC-2	**Course Title:** Pottery	

Course Out Come:

1. Develop advance creativity through Paper sculpture and & paper Mache to create 3D Form.
2. To create interest among children towards decorative sculpture and enable them to convert their innovative ideas into 3D artworks.
3. Students will learn about plaster and its uses and practical how they are used for casting in sculpture?
4. Students will learn about tile casting in plaster to learn about carving.
5. Practically will know about carving tools and process of tile carving on plaster tile
6. Students will learn about mold and casting and mold their own hands as a plaster replica.

Credits: 3	**Value Added Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical – 0-0-6

Unit	Topic	No. of Practical Total- 96 Hours
I	Paper sculpture & Paper Mache • Create a sculpture using paper, foil, fevigum, adhesive tape etc.	20 Hours
II	Craft based sculpture/ Decorative sculpture • Craft based Sculpture like paper, card board, wood & craft materials	20 Hours
III	Plaster casting • Simple plaster casting using Solid forms and colour it.	12 Hours
IV	Plaster tile making • Create plaster tile slab in square or rectangle size	8 Hours
V	Plaster tile carving • Create plaster tile slab and carve 2 d relief	24 Hours

OFFICE

	composition like geometrical pattern or floral design.	
VI	Caste your hand in plaster • Clay mould, Hand Casting in plaster	12 Hours

Suggested Readings:

1. Sculpting Techniques Bible -Claire Brown, Claire Brown
2. Sculpting the human figure – John Mills – The Crowood Press- 2006

This course is Value Added Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

UG Diploma of Sculpture (Fine Arts)

BFA -III Semester

Major Course III- Composition-I

Programme/ Class: UG Diploma of Sculpture	Year: Second	Semester: Third
Subject: Major Course III		
Course Code: BFA-SC 311	Course Title: Composition I	

Course Out Come:

1. Every form is origin from Geometrical Shapes so student will learn geometry-based composition in this unit in sculpture in relief or complete 3D form.
2. Sculpture and Architecture complement each other, so Student will learn to create Architect based form for understand the relation between architecture and sculpture.
3. Student will develop their skill to know about balance and proportion with a subjective based composition in which human and animal form composed with each other in sculpture.

4. Know about high relief composition and techniques.and rage ,Blushing, Crying/distress ,Shock/feelings of surprise ,Charming ,Confident ,Concern ,Hurt and in pain ,Disgust/being appalled ,Drawing Anime and Manga expressions – Conclusion

Credits: 5	Major Course III
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10

Unit	Topic	No. of Practical **TOTAL -:120 Hours**
Unit 1	Architectural Design (Relief/3D) Sketch ideas and forms, Understand their structure and balance, compose your imaginative creativity with these forms in clay then mould and caste.	8Hours
Unit 2	Geometrical Forms Composition Sketch your ideas, Geometrical solid forms composite with each others according to the Aesthetically balanced. Mould and caste.	22 Hours
Unit 3	Human Figure & Bird or animal compose with a subject. Full Figure Drawing, Armature, Study in clay with anatomy proportion. Then mould and caste	16 Hours
Unit 4	High Relief Composition Traditional, Realistic or Geometrical based High relief in clay.	14 Hours

Suggested Readings:

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006
2. Sculpting the human figure – John Mills – The Crowood Press- 2006
3. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005
4. Anatomy for sculptors- Uldis Zarins
5. Modeling the Figure in Clay- Bruno Lucchesi
6. Sculpture Basics: Armature, Clay, Tools & Instruction- Karen Rechardson
7. Animal Anatomy for Artists- Eliot Goldfinger

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Major Course IV- Life Study- I

Programme/ Class: UG Diploma of Sculpture	Year: Second	Semester: Third
Subject: Major Course IV		
Course Code: BFA-SC 312	Course Title: **Life Study- I**	
Course Out Come: 1. Understanding the Human Head anatomy(Male), proportion, expression and represent it in clay to learn realistic way of visual art. 2. Female head is different than male head and all the features like anatomy, expression etc. so student will study about both heads features to develop their skill about portraiture in sculpture. 3. Student will learn to create child portraiture in sculpture, which is cute but hard to express in sculpture because Child face anatomy is different than adult male or female face. Practically know about relief sculpture(process, techniques, importance and uses).		
Credits: 4	Major Course IV	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-8		

Unit	Topic	No. of Practical
		Total - 90
Unit -1	**Unit-I** Live Head study- Male Anatomy of Head, Armature, Armature making, Head sculpting in clay, 2 sided drawing of Head, Making Mould in plaster and casting in plaster	30 hours
Unit -2	**Unit-II** Live Head study- Female Anatomy of Head, Armature, Armature making, Head sculpting in clay, 2 sided drawing of Head, Making Mould in plaster and casting in plaster	20 hours
Unit -3	**Unit-III** Head study- Child Anatomy of Head, Armature, Armature making, Head sculpting in clay, 2 sided drawing of Head, Making Mould in plaster and casting in plaster	20 hours
UNIT - 4	**Unit-IV** Human body Parts Drawing of related study on paper, Armature based Hand study, leg study, Torso study in clay, Making Mould in plaster and casting in plaster	20 hours

Suggested Readings:

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006
2. Sculpting the human figure – John Mills – The Crowood Press- 2006
3. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005

OFFICE
Sambhalti College of

This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks
Suggested Equivalent online Course: www.arts.ac.uk , www.memeraki.com www.udemy.com www.domestika.org
Further suggestion: None

Minor Course III : HISTORY OF WESTERN ART

Programme/ Class: UG Diploma in Fine Arts (Applied Art/ Painting/ Sculpture)	**Year:** Second	Semester: Third
Subject: Minor Course III		
Course Code: BFA-SC 301	**Course Title**: History of Western Art	

Course Out Come:

1. Provide the information about the power of the church and the philosophy of that period (2 Century To 18 Century.)
2. Describe characteristics of painting, sculpture and architecture from Early Christian Art To Romanticism.
3. Explain the economical and political critical points in the history of Europe
4. explain how changes in the history of Europe affected Western Art
5. Explain how the art education was conducted in Renaissance.
6. Discuss the movements with the artists of each one by making correlations with other periods.
7. analyze the differences and the similarities of these movements.

Credits: 3	**Minor Course III**
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture-Tutorials-Practicals- 3-0-0

Unit	Topic	No 36 Hours
Unit 1	• **Early Christian Art**	2 Hour
Unit 2	• **Byzantine Art**	2 Hour
Unit 3	• **Romanesque Art**	2 Hour
Unit 4	• **Gothic Art**	2 Hour
Unit 5	• **Early Renaissance** Giotto Masaccio Ghirlandaio Donatello Perugino	5 Hours

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Unit 6	• **High Renaissance** Leonardo Michael Angelo Raphael	12 Hours
Unit 7	• **Baroque** Caravaggio Rembrandt Peter Paul Rubens	8 Hours
Unit 8	• **Rococo** Jean Honore Fragonard Jean Antoine Watteau Francisco de Goya	6 Hours
Unit 9	• **Romanticism** J.M.W. Turner John Constable	6 Hours

Suggested Readings:

1.ART PAST ART PRESENT
By - David G . Wilkins
- Bernard Schultz

2. THE ART OF ITALIAN RENAISSANCE
By - Rolf Toman

3.ACCADEMIA GALLERY,THE OFFICIAL GUIDE OF THE WORKS
By - Augusta Tosone

4.SACRED ART
By - Jenni Davis

5. THE STORY OF ART
By- E.H.Gombrich

6. ROMANESQUE
By - Norbert Wolf

7. HISTORY OF ITALIAN ART
By - Claire Dorey

OFFICE
Subharti College of Fine Arts

8ण पाष्चात्य कला– लेखक –ममता चतुर्वेदी 9ण पाष्चिम की कला लेखक– अषोका
This course is Minor Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course: • https://www.edx.org/learn/art/universidad-carlos-iii-de-madrid-european-paintings-from-leonardo-to-rembrandt-to-goya o History of Western Art and Civilization: Prehistory through the Middle Ages with Beth Harris and Steven Zucker of Smarthistory • https://smarthistory.org/what-is-art-history/ • https://smarthistory.org/christianity-an-introduction/ • https://www.mooc-list.com/course/early-christian-and-byzantine-art-saylororg • https://www.coursera.org/learn/age-of-cathedrals • https://www.mooc-list.com/tags/rococo • https://www.mooc-list.com/tags/baroque-art • https://www.udemy.com/course/high-renaissance-art-in-italy/ • https://www.mooc-list.com/tags/romanticism
Further suggestion: None

Multi- Disciplinary Course III- Computer Application (Adobe Photoshop)

Programme / Class: UG Diploma in Fine Arts (Applied Art/ Painting/ Sculpture)	**Year:** Second	**Semester:** Third
Subject: Multi- Disciplinary III		
Course Code: BFA-SC 313	**Course Title:** Computer Application(Adobe Photoshop)	
Course Out Come: 1. Students will have a comprehensive understanding of Adobe Photoshop and its applications in graphic design. They will be familiar with the user interface and workspace of Photoshop, enabling them to navigate the software efficiently. Students will explore basic tools and features of Photoshop, gaining the skills necessary to work on image editing and design projects. 2. Students will possess essential image editing and retouching skills. They will be capable of performing tasks like cropping, resizing, and straightening images. Students will understand how to adjust image colors, levels, and exposure to enhance the visual quality of their images. They will be skilled in removing imperfections and retouching images effectively 3. Students will have a solid understanding of masks and their significance in design. They will be proficient in creating and editing layer masks for selective editing and adjustments. 4. Students will have developed strong typography skills in Photoshop. They will be capable of adding and formatting text elements, applying text effects, and utilizing layer styles to create		

OFFICE

visually appealing text compositions. Students will explore creative text effects and typographic manipulation techniques, enabling them to design unique and engaging text-based elements in their projects.

5. Students will possess advanced image manipulation skills. They will be skilled in combining multiple images to create cohesive compositions, including surreal and conceptual imagery. Students will work with Smart Objects and Filters, understanding how to use them for non-destructive editing and creative effects. They will also explore third-party filters and plugins, expanding their creative options.
6. Students will have a deep understanding of color modes and color spaces. They will be proficient in correcting and enhancing colors in images, ensuring accurate and vibrant visual representation. Students will know how to utilize adjustment layers for precise color adjustments, allowing them to achieve the desired visual effects while maintaining control over the editing process.
7. Students will be equipped with the skills to design effectively for web and digital platforms. They will understand the specific considerations required for designing graphics and banners for web use.
8. Students will have a foundational understanding of digital painting in Photoshop. They will explore various brush presets and customization options, allowing them to apply digital painting techniques and styles effectively. Students will be capable of creating digital artwork and illustrations, utilizing the power of Photoshop's brush tools to bring their creative visions to life.

Credits: 3	Multi- Disciplinary III	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6		
Unit	Topic	No. of Practical
Unit :1	Introduction to Adobe Photoshop • Overview of Adobe Photoshop and its applications in graphic design Understanding the user interface and workspace. Exploring basic tools and features of Photoshop. • Understanding the concept of layers and their importance in design. Creating, managing, and organizing layers in Photoshop.	6 Hours
Unit: 2	Image Editing and Retouching • Basic image editing techniques (cropping, resizing, straightening) • Adjusting image colors, levels, and exposure • Removing imperfections and retouching images • Applying filters and effects for creative enhancements	12 Hours
Unit :3	Working with Masks and Channels • Understanding the concept of masks and their importance in design • Creating and editing layer masks for selective editing • Utilizing adjustment layers and blending modes with	12 Hours

OFFICE
Subharti College of Fine Arts

	masks • Exploring alpha channels for advanced selections and compositing	
Unit: 4	Typography and Text Effects • Adding and formatting text elements in Photoshop • Applying text effects and layer styles • Creating custom typography compositions • Exploring creative text effects and typographic manipulation	12 Hours
Unit :5	Image Manipulation and Compositing • Utilizing advanced image manipulation techniques • Combining multiple images into a cohesive composition. Creating surreal and conceptual imagery. Exploring photo manipulation and collage techniques • Working with Smart Objects and Filters understanding the benefits and uses of smart objects • Non-destructive editing using smart filters • Applying and customizing filters for creative effects • Exploring third-party filters and plugins	12 Hours
Unit :6	Color Correction and Adjustment • Understanding color modes and color spaces. Correcting and enhancing colors in images • Utilizing adjustment layers for precise color adjustments	12 Hours
Unit :7	Designing for Web and Digital Media • Design considerations for web and digital platforms • Creating web graphics and banners • Optimizing images for web and screen resolution • Exploring responsive design and interactive elements	12 Hours
Unit: 8	Digital Painting and Brush Techniques • Introduction to digital painting in Photoshop • Exploring brush presets and customization options • Applying digital painting techniques and styles • Creating digital artwork and illustrations • Creating projects and assignments	18 Hours
Suggested Readings: 1. Photoshop® CS6 BIBLE by Lisa DaNaeDayley Brad Dayley Published by John Wiley & Sons, Inc. 10475 Crosspoint Boulevard		
This course is Multi- Disciplinary Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks)		

OFFICE
Subharti College of Fine Arts

Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Skill Enhancement Course III- Wood Carving

Programme/ Class: UG Diploma of Sculpture	**Year:** Second	**Semester:** Third
Subject: Skill Enhancement Course III		
Course Code: BFA-SC-314	**Course Title: Wood Carving**	

Course Out Come:

1. Know about the tools of wood carving, different types of woods nature, wood carving techniques etc.
2. Know about figurative composition like Human, Animal, Bird or the natural form of wood and its beauty convert in a nature form like leave, flower or floral curve etc. in wood through carving and advance tools uses.
3. Know about the geometrical carving in wood and create a new shape with the help of geometrical shape.
4. Know about abstract form to carve in wood like multiple wood blocks and compose them with each other and experiment with the natural texture of wood and form etc. or add metal or Mix media experiment with wood.

Credits: 3	Skill Enhancement Course III
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6

Unit	Topic	No. of Practical
I	Simple Composition according to wood block • Knowledge about wood & carving tools • Suitable Carving Techniques	34 Hrs.
II	Figurative or Nature based composition Human figure, bird or animal or Nature form based composition	20 Hrs.
III	Geometrical composition Use of geometrical shapes and convert them in a elegant form	22Hrs.
IV	Abstract Composition • Abstract form carved in wood block or • Use wood and compose it with metal form with each other.	20 Hrs.

OFFICE
Subharti College

	or Use multiple wood blocks, Mix mediums etc. use them or add them with each other and create sculpture	

Suggested Readings:

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006
2. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005
3. Animal Anatomy for Artists- Eliot Goldfinger
4. Encyclopedia of Sculpting Techniques: A Unique Visual Directory, with Step-By-Step- John Plowman
5. Direct Wood Sculpture: Creativity: Techniques, Innovation, Creativity- Milt Liebson

This course is Skill Enhancement Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:https://www.classcentral.com/course/get-started-with-mural-66108

Further suggestion: None

BFA-IV Semester

Major Course V - Composition-II

Programme/ Class: UG Diploma of Sculpture	**Year:** Second	**Semester:** Fourth
Subject: Major Course V		
Course Code: BFA-SC 411	**Course Title: Composition-II**	

1. Student will study about tradition style of Indian sculpture and their techniques and composition.
2. Student will study about function based sculpture, which is use in daily life like sitting or decorative purpose.
3. Fountain is a very important part of sculpture, so student will learn how it works and what composition techniques apply for this.
4. Student develop their skill to know about different type of mediums in sculpture and create

OFFICE
Subharti Coll

something new form to add them with each other because Sculpture is mainly based on different type of mediums like clay, plaster, fiberglass, cement and concrete, metal, stone, wood, paper etc.		
Credits: 5	Major Course V	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10		
Unit	Topic	No. of Practical **TOTAL -:120 Hours**
Unit 1	Traditional Sculpture Composition • A sculpture composition based on Indian traditional Style in clay	22 Hours
Unit 2	Functional Sculpture • A sculpture which can use for daily life like public sitting. • Use direct or indirect method and select the medium according to functional use.	22 Hours
Unit 3	Fountain sculpture • Different Posture with Draped/ Undraped in Clay with proper armature (Life Size). • Use direct or indirect method and select the medium according to functional use.	10Hours
Unit 4	Mix media Sculpture • Study different types medium and their nature, Sketch your ideas, Create your art work	14 Hours

Suggested Readings:

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006
2. Sculpting the human figure – John Mills – The Crowood Press- 2006
3. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005
4. Anatomy for sculptors- Uldis Zarins
5. Modeling the Figure in Clay- Bruno Lucchesi
6. Sculpture Basics: Armature, Clay, Tools & Instruction- Karen Rechardson
7. Animal Anatomy for Artists- Eliot Goldfinger
8. **Indian Sculpture and Iconography - Forms and Measurements**

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

OFFICE
Sulbhanti College of Fine Arts

Suggested Equivalent online Course:
Further suggestion: None

Major Course VI - Life Study- II

Programme/ Class: UG Diploma of Sculpture	**Year:** Second	**Semester:** Fourth
Subject: Major Course VI		
Course Code: BFA-SC 412	**Course Title: Life Study- II**	

Course Out Come:

1. Student will study of full figure study of male body to know shape, proportion, balance and advance techniques of clay modeling, mould and casting .
2. Full figure study of female body to know shape, proportion, balance and advance techniques of clay modeling, mould and casting .
3. Practically know to study in clay of full figure Child anatomy and all the techniques of mould and casting in different material.

Animal Anatomy is different than Human anatomy so in this unit student will learn about animal figure in different type of posture.

Credits: 5	Major Course VI
Max. Marks: 30+ 70	Max. Marks: 30+ 70

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10

Unit	Topic	No. of Practical
Unit -1	Male Human Full Figure study • Different Posture with Draped/ Undraped in Clay with proper armature(Life Size). Mould making in plaster and casting	15 hours
Unit -2	Female Human Full Figure study • Different Posture with Draped/ Undraped in Clay with proper armature (Life Size). Mould making in plaster and casting	15 hours
Unit -3	Child Human Full Figure study • Different Posture with Draped/ Undraped in Clay with proper armature (Life Size). Mould making in plaster and casting	15 hours
UNIT - 4	Animal Full Figure study • Different Posture in Clay with proper armature (Life Size). Mould making in plaster and casting	15 hours

Suggested Readings:

3. Sculpting Techniques Bible -Claire Brown, Claire Brown
4. Sculpting the human figure – John Mills – The Crowood Press- 2006

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

5. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005
This course is Major Course as compulsory for the students
Further suggestion: None

Major Course VII - Stone Carving

Programme/ Class: UG Diploma in Sculpture	**Year:** Second	**Semester:** Forth
	Subject: Major Course VII	
Course Code: BFA-SC 413	**Course Title: Stone Carving**	

Course Out Come:

1. Student will know about different types of Stone, their nature, the tools of Stone carving, & Stone carving techniques etc.
2. Know about figurative composition like Human, Animal, Bird or the natural form of Stone and its beauty convert in to a nature form like leave, flower or floral curve etc. in Stone through carving and advance tools uses.
3. Student will know about the geometrical carving in Stone and create a new shape with the help of geometrical shape.
4. Know about abstract form to carve in Stone like multiple Stone blocks and compose them with each other and experiment with the nature of Stone and form etc. or add metal or Mix media experiment with Stone.

Credits: 5	Major Course
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0- 10

Unit	Topic	No. of Practical
I	Simple Composition according to Stone block • Knowledge about Stone & carving tools • Suitable Carving Techniques	33 Hrs.
II	Figurative or Nature based composition Human figure, bird or animal or Nature form based composition	20 Hrs.
III	Geometrical composition Use of geometrical shapes and convert them in a elegant form	23 Hrs.
IV	Abstract Composition • Abstract form carved in Stone block or • Use Stone and compose it with metal form with each other. or Use multiple Stone blocks, Mix mediums etc. use them or add them with each other and create sculpture	20 Hrs.

Suggested Readings:

OFFICE

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006 2. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005 3. Animal Anatomy for Artists- Eliot Goldfinger 4. Encyclopedia of Sculpting Techniques: A Unique Visual Directory, with Step-By-Step- John Plowman 5. **Sculpture in Stone-** Josepmaria Texido & Jacinto Santamera-2001 6. Introduction to Stone Carving- Dj Garrity
This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course: https://www.classcentral.com/course/get-started-with-mural-66108
Further suggestion: None

Minor Course IV- Aesthetics

Programme/ Class: UG Diploma in Fine Arts (Applied Art/ Painting/ Sculpture)	**Year:** Second	**Semester:** Forth
	Subject: Minor Course IV	
Course Code: BFA- SC 401	**Course Title:** Aesthetics	
Course Out Come:(**Aesthetics)** **Co: 1**They know about the Indian arts and their Aesthetic values. **Co: 2**They know about the Six limbs of Indian Art and their Aesthetic values. **Co: 3**They know about the Rasa in Indian arts Dhwani Siddhant Philospher and Rasa Niahpathi and their Aesthetic values. **Co: 4**They know about the concept of sub-conscious and German Philosopher. **Co: 5**They know about the varied concepts of the philosopher on beauty and its relationship to ideas about art.		
Credits: 3	Minor Course IV	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0- 3		

Unit	Topic	No. of Lectures
I	Nature of beauty: Plato, Aristotle, Kant , Hegal, Schopenhauer, Nietzsche	05 Hours.
II	Imitation play and Intuition: Croce	10 Hours.
III	Role of sub-conscious in artistic creation: Sigmund freud	08 Hours.

OFFICE

IV	An introduction to Indian Aesthetics and its brief historical background	10 Hours.
V	Details studies related to Rasa Niahpathi, Sadanga- The Six limbs of Indian Art.	5 Hours.
VI	Fundamentals of Indian Art based on Hindu Silpa texts Such as Vishnudharmotar- Puran, Samaranana, Sutracharana, Sukranitisara and Silparatham.	10 Hours.

Suggested Readings:

1. Art Beauty & Creativity: Indian & Western Aesthetic- Shyamla Gupta
2. Camparative Aesthrtic Vol. I- Prof. Dr. Kanti Chandra Pandey
3. Foundation of Indian Aesthetics- Vidyanivas
4. Aesthetic- PrakeshVireshwer, Nupur Sharma

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course: https://www.britannica.com/topic/aesthetics

Further suggestion: None

Bachelor of Fine Arts (Sculpture)

BFA-V Semester

Major Course VIII: Creative Composition-I

Programme/ Class: Bachelor of Fine Arts (Sculpture)	**Year:** Third	**Semester:** Fifth
Subject: Major Course VIII		
Course Code: BFA-SC- 511	**Course Title:** Creative Composition-I	

Course Out Come:

1. Students will learn to develop their skill to compose different types of figurative forms relation and their composition.
2. Learn how a exact form convert in abstract form in sculpture and all thoughts changed with forms.

OFFICE
Subharti College of Fine Arts

3. How the concrete form and the abstract form combine with each other to create a new form? Students learn to develop their concept and express them through the nature of material.		
Credits: 5	**Major Course VIII**	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture: 120 Hours		
Unit	Topic	No. Of Theory Class : **TOTAL -:90 Hours**
Unit 1	Figurative or figure based • Draw your ideas and use your imagination to compose some figurative form (People, Nature & Object) with each other. • Enlarge the maquiett or drawing.	10 Hour
Unit 2	Abstract • Compositional Exercises Emphasizing on Division Space. Enlarge the maquiett or drawing according to related subject in any material.	16 Hour
Unit 3	Figurative & Abstract • Draw your ideas with figurative and abstract composed with each other. Enlarge the maquiett or drawing according to related subject in any material.	16 Hour
Unit 4	Conceptual • Develop your concept for express in sculpture through the mediums nature. Enlarge the maquiett or drawing according to related subject in the medium which is relate to your concept.	16 Hour

Suggested Readings:

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006
2. Sculpting the human figure – John Mills – The Crowood Press- 2006
3. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 200
4. Sculpture Since 1945 (Oxford History of Art)- Andrew Causey
5. Evolution of Modern Sculpture- Albert Edward Elsen

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

- https://www.skillshare.com/browse/realism?page=2
  https://www.oxfordartonline.com/page/1623
- https://www.skillshare.com/en/browse/symbolism

OFFICE
Subhani College

https://www.barnesfoundation.org/classes/post-impressionism-barnes-collection-online • https://www.mooc-list.com/tags/romanticism
Further suggestion: None

Major Course IX: Metal Casting

Programme/ Class: Bachelor of Fine Arts (Sculpture)	Year: Third	Semester: Fifth
Subject: Major Course IX		
Course Code: BFA- SC- 512	Course Title: **Metal Casting**	

Course Out Come:

1. Know about metal sheet and its technique to create 3D forms.
2. Practically know about the bronze casting and its techniques.
3. Learn direct metal sculpture method- welding, brazing etc.

Credits: 5	Major Course IX
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10

Unit	Topic	No. of Practical **120 Hours**
Unit 1	Exercise With Hard Paper to Make 3Dimensional Forms from Metal Sheet.	56
Unit 2	Composition Based on The Techniques of Bronze Casting.	34
Unit 3	Direct Method of Metal Sculpture • Use Scrap metal and experiment with them to create direct metal sculpture.	32

Suggested Readings:

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006
2. Sculpting the human figure – John Mills – The Crowood Press- 2006
3. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005
4. Principles Of Metal Casting (India Higher Education Engineering Mechanical Engineering)

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40

OFFICE

Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Minor Course V: History of Modern Western Art

Programme/ Class: Bachelor in Fine Arts	**Year:** Third	**Semester:** Fifth
Subject: Minor Course V		
Course Code: BFA-SC- 501	**Course Title:** History of Modern Western Art	

Course Out Come:

1. Representational art depicts something a person, a landscape, a vase of flowers or whatever. Even if the vase, the person, etc are distorted, they are still depicted.
2. Increasing abstraction led toward future styles of the twentieth century, especially Cubism. That can help viewers Understand a deeper meaning of "Post-Impressionism" in terms of fine art and traditional art applications.
3. Fauvists had moved on to explore other styles
4. Symbolism will strive for the character and implication of internationalized, outrageously-understood and enigmatic artists conjured by their genius and musically iconoclastic counterparts
5. Dadaism into a minimal form, a moderate form, and robust form has been put forward in the literature.

Credits: 3	**Minor Course V**	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture: 36 Hours		
Unit	Topic	No. Of Theory Class : **36 Hours**
Unit 1	Impressionism Impressionism Claude Monet Édouard Manet Edgar Degas Pierre-Auguste Renoir Camille Pissarro	8 Hour
Unit 2	New- Impressionism Georges Seurat Post impressionism Paul Cézanne Eugène Henri Paul Gauguin Vincent Willem van Gogh Henri de Toulouse-Lautrec	10 Hour

OFFICE

Unit 3	Symbolism Odilon Redon Maurice Denis Pierre Bonnard Fauvism Henri Matisse Maurice de Vlaminck Andre Derain Raoul Dufy Kees van Dongen	9 Hour
Unit 4	Cubism Pablo Picasso Georges Braque Juan Gris Albert Gleizes Futurism	8 Hour
Unit 5	Dadaism Marcel Duchamp Francis Picabia Surrealism Salvador Dalí Max Ernst Joan Miró	10 Hours

Suggested Readings:

1. आधुनिक चित्रकला का इतिहास - डॉ. रवि शाखलाकर
2. पश्चिम की कला - डॉ. ममता चतुर्वेदी
3. Great Masters of Western art – Jordi Vigue

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

1. https://www.udemy.com/topic/impressionism/?utm_source=adwords&utm_medium=udemyads&utm_campaign=DSA_Catchall_la.EN_cc.INDIA&utm_content=deal4584&utm_term=_.ag_82569850245_.ad_533220805577_.kw_.de_c_.dm_.pl_.ti_aud-669140681723:dsa-48415828271_.li_9303870_.pd_.&matchtype=&gclid=CjwKCAjw29ymBhAKEiwAHJbJ8m7sXZRVvzw147e-QjTNdVJNi_JVL4Uk7LcxSDQMR1eA0E3q3q_pbBoCHIUQAvD_BwE
2. https://www.skillshare.com/en/browse/impressionism

OFFICE
Subharti College of Fine Arts

3. https://alison.com/course/symbolism-in-the-gothic-novels 4. https://education.christies.com/online/courses/continuing-education/online-courses/modern-art 5. https://www.skillshare.com/en/browse/cubism a. https://www.skillshare.com/en/browse/surrealism
Further suggestion: None

Minor Course VI : Methods & Materials

Programme / Class: Bachelor of Fine Arts (Sculpture)	**Year:** Third	**Semester:** Fifth
Subject: Minor Course VI		
Course Code: BFA- SC-502	**Course Title:** Methods and Materials	

Course Out Come:

1. Clay is the core material of sculpture and easily available. In this theory student will know everything about clay uses in sculpture.
2. Plaster of Paris (POP) was a revolutionary material for 3D art & industry. Student will know about plaster and its uses in sculpture.
3. Without armature there is no any object (Living or non- living) which is stand properly, so student will know the process, uses and techniques of an armature.
4. Stone is a natural source and permanent medium of sculpture. In this topic student will know about stone carving and its techniques.
5. Student will know about Wood and wood carving techniques and their preservation.
6. Students will know about construction and their materials like cement and its fondue composition for different types of necessities in sculpture.

Credits: 3	**Minor Course VI**
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture: 36 Hours

Unit	Topic	No. Of Theory Class : **TOTAL -:36 Hours**
Unit 1	A brief Introduction about Sculpture.Mediums and its nature- Clay • Types of clay • Clay storage & Shrinkage • Clay Preparation Technique Clay modeling Tools	2 Hour
Unit 2	Plaster of Paris (POP)	2 Hour

OFFICE

	• Types of plaster • Tools and their usage Modeling, Texture and finishes	
Unit 3	Armature • Armature materials Armature making process for different mediums	15 Hour
Unit 4	Stone • Types of stone • Carving tools & Their techniques *Use of machinery tools*	6 Hour
Unit 5	Wood • Types of wood and their nature • Wood carving tools Finishing & polishing	6 Hours
Unit 6	Cement & Cement fondue • Cement & Cement fondue Material & their composition • Modeling, Casting and finishing techniques	6 Hours

Suggested Readings:

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006
2. Sculpting the human figure – John Mills – The Crowood Press- 2006
3. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005
4. The Technique of Sculpture- John W. Mills
5. The Sculptors way, A guide to modeling and sculpture- Brenda Putnam

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

- https://www.udemy.com/topic/painting/
- https://www.udemy.com/topic/watercolor-painting/
- https://www.flipkart.com/pens-stationery/art-supplies/paints/gouaches/pr?sid=dgv%2Cj6t%2Cale%2Cqp7
- https://www.skillshare.com/en/browse/printmaking
- https://frescoschool.net/about-fresco-school-online-apprentice-program-2/
- https://www.skillshare.com/en/browse/printmaking
- https://www.skillshare.com/en/browse/lithography
- https://onlinecourses.nptel.ac.in/noc23_hs153/preview

Further suggestion: None

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Internship

Major Course- Internship (Industrial Training)

Programme / Class: Bachelor of Fine Arts (Sculpture)	**Year:** Third	**Semester:** Fifth
Subject: INT-I		
Course Code: BFA-INT 513	**Course Title:** Industrial Training	

Course Out Come:

1. Students gain practical exposure to real-world design projects, enhancing their ability to apply theoretical knowledge in practical scenarios. Refine skills such as visual design, illustration, typography, layout, effective communication, and critical problem-solving. It will build confidence and competence by working on projects that simulate real industry demands, preparing them for professional roles.
2. Students enhance their ability to convey ideas, provide updates, and receive feedback effectively, fostering better working relationships. Experience collaborative dynamics, learn to leverage diverse skills, and appreciate teamwork's value in achieving project goals. Students become adaptable communicators, capable of navigating diverse working environments and building rapport with stakeholders.
3. Students develop skills in organizing information, showcasing their achievements, and reflecting on their growth throughout the training. Enhance their visual communication skills, effectively presenting their journey, challenges overcome, and accomplishments. Students build confidence in public speaking, receive feedback on their experiences, and establish connections with industry experts.

Credits: 4	**Major Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-8

Unit	Topic	No. of Practical Total Hours: 72
Unit 1	Practical Experience and Skill Development 1. Engaging in hands-on projects and tasks under the guidance of industry professionals. 2. Developing and applying skills related to applied art, design, communication, and problem-solving. 3. Gaining practical experience in real-world design projects and industry practices.	22 Hours
Unit :2	Communication and Collaboration 1. Developing effective communication skills while working with colleagues, supervisors, and clients. 2. Collaborating with multidisciplinary teams to	20 Hours

OFFICE

	contribute to design projects and solutions. 3. Learning to adapt to different communication styles and work cultures within the industry.	
Unit: 3	Training Report and Presentation 1. Compiling a comprehensive training report documenting the experiences, projects, and skills acquired during the training. 2. Creating a visual presentation summarizing the key aspects of the training, including highlights and challenges. 3. Presenting the training report and insights gained to faculty, peers, and industry professionals.	30 Hours
Suggested Readings: 1. 2.		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 30		
Suggested Equivalent online Course:		
Further suggestion: None		

BFA- VI Semester

Major Course X : Creative Composition II

Programme/ Class: Bachelor of Fine Arts (Sculpture)	**Year:** Third	**Semester:** Six
Subject: Major Course X		
Course Code: BFA-SC- 611	**Course Title:** Creative Composition II	
Course Out Come: **1.** Experiment with previous learning and develop your own concept. **2.** Learn about repose in art and comes them with the help of elements of composition. **3.** Develop conceptual subject and explore and transfer them in sculpture. **4.** Students are develop their knowledge about material experiment according to concept.		
Credits: **4**	**Major Course X**	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture: 90 Hours		

OFFICE

Unit	Topic	No. Of Theory Class : **TOTAL -:90 Hours**
Unit 1	Furthering the Experiment gained from The Previous Year.	10 Hour
Unit 2	Elements of Composition, Subjective Abstract Sculpture , and Repose.	16 Hour
Unit 3	Understanding and execution of Conceptual Sculpture in Clay and Convert into permanent Material .	16 Hour
Unit 4	Free to experiment and explore their ideas to use different types of medium.	16 Hour

Suggested Readings:

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006
2. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005
3. Craft and Conceptual art- Megan N. Liberty
4. World Of Art Series Modern Sculpture: A Concise History- Herbert Read
5. Masters of Contemporary Fine Art Book Collection - Volume 1 (Painting, Sculpture, Drawing, Digital Art) - Art Galaxie

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

https://www.skillshare.com/browse/realism?page=2
https://www.oxfordartonline.com/page/1623
https://www.barnesfoundation.org/classes/post-impressionism-barnes-collection-online
https://www.mooc-list.com/tags/romanticism
https://www.coursera.org/moma
https://www.abbierabinowitz.com/shop-artwork-abbie-rabinowitz/workshop/abstract-expressionism-online/
https://www.sothebysinstitute.com/online/premier/introduction-to-contemporary-art

Further suggestion: None

Major Course XI: Fiber Casting

Programme/ Class: Bachelor in Fine Arts (Sculpture)	Year: Third	Semester: **Sixth**
Subject: Major Corse XI		

OFFICE

Course Code: BFA- SC- 612	Course Title: **Fiber Casting**	
Course Out Come: 1. Student will learn about fiberglass material and their composition for casting. 2. Student will practically know about mould making and casting in fiberglass. 3. Practically know about different type of surface and fiber material behave on them for mould and caste.		
Credits: 5	Major Course XI	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10		
Unit	Topic	No. of Practical **Total - 120**
Unit -1	Basic knowledge about Fiber casting Material etc.	18 hours
Unit -2	Fiber Mould • 2 Peace Mould • Multiple Peace Mould Casting	18 hours
Unit -3	Knowledge about Various instructions About fiber Casting. Etc. • Fiber casting material reaction on different type of surfaces. • Different type of casting	18 hours
Suggested Readings: 1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006 2. Sculpting the human figure – John Mills – The Crowood Press- 2006 3. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005 4. Mould making and Casting- Nick Brooks		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course: https://ifaaonline.com/ifaa-advance-diploma-in-painting/?gclid=EAIaIQobChMI0MiCgv7vgAMVkZFmAh22ownCEAAYBCAAEgJP4fD_BwE https://www.udemy.com/topic/perspective-drawing/ https://www.udemy.com/topic/landscape-architecture/ https://www.etsy.com/in-en/market/copy_old_masters		
Further suggestion: None		

Major Course XII: Traditional Graphic Art

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

Programme/ Class: Bachelor in Fine Arts (Sculpture)	Year: Third	Semester: **Sixth**
Subject: Major Corse XII		
Course Code: BFA-SC- 613	Course Title: **Traditional Graphic Art**	

Course Out Come:

1. Develop a comprehensive understanding of the tools, materials, and processes specific to each printmaking technique.
2. Execute each printmaking process with technical skill and precision, including preparing printing plates, inking, and transferring images onto various surfaces.
3. Design and create original works that reflect personal artistic ideas, themes, or narratives, utilizing printmaking as a medium for expression.
4. Follow safety protocols for handling tools, inks, chemicals, and equipment, understanding the environmental and health considerations associated with traditional printmaking.
5. Present a final portfolio with artist statements and reflections on the creative process behind each piece, explaining the evolution of ideas and techniques.

Analyze works by influential printmakers, understanding how traditional graphic art has impacted visual culture, communication, and contemporary art practices.

Credits: 5	Major Course XII
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-10

Unit-I	Basic Introduction of Printmaking/Graphic Art	18 hours
Unit-II	Relief Print: Woodcut & Linocut	18 hours
Unit-III	Silk Screen Printmaking	18 hours
Unit-IV	Intaglio Printmaking: Dry point, Colography, Line Etching, Etching Aquatint.	18 hours
Unit-V	Surface Printmaking: Stone Lithography & Plate Lithography	18 hours
Unit-I	Basic Introduction of Printmaking/Graphic Art	18 hours

Suggested Readings:

1:**"The Complete Printmaker: Techniques, Traditions, Innovations"**- *Authors:* John Ross, Clare Romano, and Tim Ross.

2:**"Printmaking: A Complete Guide to Materials & Processes"** - *Authors:* Beth Grabowski and Bill Fick.

3: **"The Printmaking Bible: The Complete Guide to Materials and Techniques"** -*Authors:* Ann d'Arcy Hughes and Hebe Vernon-Morris.

4:**"Printmaking: History and Process"** - *Author:* Donald Saff and Deli Sacilotto.

5: "भारतीय छापाकला का इतिहास: आदि से आधुनिक तक" – लेखक: प्रोफेसर सुनील कुमार।

6 "छापाकला" -लेखक:श्याम शर्मा।

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 30
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)

Suggested Equivalent online Course:
https://www.domestika.org/en/courses/3161-contemporary-printmaking-with-linoleum
https://www.khanacademy.org/humanities/special-topics-art-history/creating-

conserving/printmaking/v/moma-printmaking-01 https://www.oca.ac.uk/subject-areas/printmaking/ https://www.udemy.com/topic/perspective-drawing/ https://www.etsy.com/in-en/market/copy_old_masters
Further suggestion: None

Minor Course VII: History of Modern Indian Art

Programme/ Class: Bachelor in Fine Arts (Applied Art/Painting/Sculpture)	**Year:** Third	**Semester:** Sixth
	Subject: Minor Course VII	
Course Code: BFA- SC- 601	**Course Title:** History of Modern Indian Art	

Course Out Come:

1. They know about the Tanjor, Maisur style ,pattachitra, Kalighat,.
2. They know about the Company school Equally popular as themes for analysis by historians of imperialist mindset.
3. They know about the Renaissance Raja Ravi Verma, Bangal School And Artist.
4. They know about Indian Artist and groups Delhi Silpa Chakra Art and Artist
5. The use of western ideas of perspective and realism by contemporary artists

Credits: 3	Minor Course VII
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0- 3

Unit	Topic	No. of Practical
I	• **Tanjor art,Tanjor Style, Maisoor style, Pattachitra of Orrissa, Kalighat, Patna.**	05 Hours.
II	• **Company school** • Equally popular as themes for analysis by historians of imperialist mindset.	10 Hours.
III	• **Renaissance:** • Raja Ravi Verma,Bangal School And its Artist	08 Hours.
IV	• **Indian Artist and groups,** • Progressive Artist Group • Delhi Shilpi chakra	10 Hours.
V	• Contemporary Indian Artists	15 Hours.

Suggested Readings:

1. आधुनिक चित्रकला–ममताचतुर्वेदी
2. भारतीय समकालीनकला–ममता चतुर्वेदी
3. वृहद आधुनिक कला कोश–विनोदभारद्वाज

4- A brief History of Indian Paintings- lokesh chandra Sharma

5- A History of Fine Arts In India & The West- Edith Tomory

This course is Minor Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course: https://www.jstor.org/stable/44147835
Further suggestion: None

Minor Course VIII: Methods & Materials II

Programme/ Class: Bachelor in Fine Arts (Sculpture)	**Year:** Third	**Semester:** Sixth
Subject: Minor Course VIII		
Course Code: BFA- SC- 602	**Course Title:** Methods and Materials-II	

Course Out Come:

1. Clay modeling is the base of sculpture. Student will gain knowledge about all types of clay modeling and their possibilities.
2. Mould making is a important chapter in sculpture. In this chapter students will know about mould making process and their materials.
3. Casting is a output in sculpture which is define the exact medium which is convert in final output from mould. Student will learn all about casting method and material.
4. Students will know about direct modeling process in sculpture and its output.
5. Student will know about Terracotta and its techniques.
6. In this chapter students will learn about modern mediums and technology uses in sculpture.

Credits: 3	**Minor Course VIII**
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture: 36 Hours

Unit	Topic	No. Of Theory Class : **TOTAL -:36 Hours**
Unit 1	Clay Modeling Techniques • Relief and 3D • Solid Modeling • Hollow Modeling • Surface modeling Clay modeling on an armature (Portrait and life in different sizes according to transfer medium)	2 Hour

OFFICE
Subharti College of Fine Arts
& Fashion

Unit 2	Mould Making • Types of Mould • Mould Materials and their possibilities • 2 Piece mould making technique Multiple piece mould technique in different material	4 Hour
Unit 3	Casting • Solid Casting & hollow Casting • Plaster, Cement, Fiber casting Metal (Bronze) Casting technique	10 Hour
Unit 4	Direct modeling and construction • Plaster, cement, fiber, Wax, Paper etc. techniques and uses of different modern and traditional materials. Construction (metal sheet and scrap metal)	6 Hours
Unit 5	Terracotta and Firing • Terracotta pots or sculpture modeling methods Kilns and firing techniques	4Hours
Unit 6	Assemblage and New media • Assemble different material with each other (paper, wood, metal, raw material etc) • Figurative and abstract • New media usage in sculpture like Installation • Contemporary techniques and artist	3 Hours

Suggested Readings:

1. Sculpting Techniques Bible- Claire Brown, Chartwell Books. Inc – 2006
2. Sculpting the human figure – John Mills – The Crowood Press- 2006
3. Encyclopedia of sculpture- John W. Mills- Batsford Publication- 2005
4. The Technique of Sculpture- John W. Mills
5. The Sculptors way, A guide to modeling and sculpture- Brenda Putnam

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

- https://www.palomar.edu/tutoringservices/preparing-for-your-online-class-with-canvas-zoom/
- https://www.skillshare.com/en/browse/lithography
- https://www.udemy.com/course/graphic-design/?gclid=Cj0KCQjwrMKmBhCJARIsAHuEAPQFDqFskCZGIJS4T2mMEVcJyBreWbomQ4iDponj

OFFICE
Subharti College of Fine Arts

HrgLYV_0LXeXMTUaAugfEALw_wcB&matchtype=b&utm_campaign=LongTail_la.EN_cc.INDIA&utm_content=deal4584&utm_medium=udemyads&utm_source=adwords&utm_term=_.ag_80573521873_.ad_533133858930_.kw_color+theory+course_.de_c_.dm_.pl_.ti_aud-1738475842996%3Akwd-562865563811_.li_9040169_.pd_. • https://www.skillshare.com/en/browse/printmaking • https://www.goodnewsnetwork.org/fresco-school-goes-online/
Further suggestion: None

Bachelor Honors (Research) in Fine Arts

BFA-VII Semester

Major Course XIII -Basics of Research

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Seven
Subject: Major Course XIII		
Course Code: BFA-SC- 701	**Course Title:** Basics of Research	
Course Out Come: 1. Students who complete this course will be able to understand and comprehend the basics in research methodology and applying them in research/ project work. This course will help them to select an appropriate research design. 2. With the help of this course, students will be able to take up and implement a research project/ study. 3. The course will also enable them to collect the data, edit it properly and analyse it accordingly. Thus, it will facilitate students' prosperity in higher education. 4. The Students will develop skills in qualitative and quantitative data analysis and presentation. 5. Students will be able to demonstrate the ability to choose methods appropriate to research objectives.		
Credits: 5	Major Course	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 10-0-0		

Unit	Topic	No. of Lectures
I	• Research 1. Definition 2. Characteristics 3. Objectives	9

OFFICE
Subhatti College of Fine Arts
& Fashion Design (SCFD)

	4. Research and Scientific method	
II	• Types of Research 1. Descriptive vs. Analytical Research 2. Applied vs. Fundamental Research 3. Quantitative vs. Qualitative Research 4. Conceptual vs. Empirical Research	9
III	• Research Methodology: An Introduction • Research Process 1. Basic Overview 2. Formulating the Research Problem 3. Defining the Research Problem	9
IV	• Research Questions • Research Methods vs. Research Methodology	9
Suggested Readings: 1. 2. 3. 4. 5.		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Major Course XIV - Copy Right / IPR

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Seven
	Subject: Major Course XIV	
Course Code: BFA- SC- 702	**Course Title:** Copy Right / IPR	
Course Out Come: 1. Understand that today's world is controlled by Computer, Information Technology, but tomorrow world will be ruled by ideas, concept, and creativity. 2. Understand research problem formulation & Analyze research related information and Follow		

research ethics.

3. Correlate the results of any research article with other published results. Write a review article in the field of engineering.
4. Appreciate the importance of IPR and protect their intellectual property. Understand that IPR protection provides an incentive to inventors for further research work and investment in R & D, which leads to creation of new and better products, and in turn brings about, economic growth and social benefits

Credits: 5	Major Course XIV
Max. Marks: 30+ 70	Min. Passing Marks: 40%

Total No. of Lecture- Tutorials-Practical (in hours per week) 5-0-0

Unit	Topic	No. of Lectures
I	• INTELLECTUAL PROPERTY RIGHTS- 1. 6 Nature of Intellectual Property 2. Patents 3. Designs 4. Trade Mark 5. Copyright	15
II	Process of Patenting and Development: Technological research Innovation, Patenting Development.	15
III	Procedure for grants of patents, Patenting under PCT.	6

Suggested Readings:

1.
2.
3.
4.
5.

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Major Course XV– Sculpture Specialization

Programme/ Class: Bachelor Honors (Research)in Fine Arts (Painting)	Year: Forth	Semester: Seven
Subject: Major Corse XV		
Course Code: BFA-SC- 711	Course Title: Sculpture Specialization	
Course Out Come: • Develop a specific concept of what it means to be an Artist and create sculpture. • Practically work regularly and learn modern techniques to enhance your skill.		
Credits: 6	Major CourseXV	
Max. Marks: 30+ 70	Min. Passing Marks: 40	
Total No. of Lecture- Tutorials- Practical 0-0 12		

Unit	Topic	No. of Practical
Unit - 1	Develop students' personal style based on a series of themes selected from previous semester artwork.	288 hrs

Suggested Readings:

1. Beyond Modern Sculpture: The Effects of Science and Technology on the Sculpture of This Century- Jack Burnham.
2. Contemporary Sculpture: Artist's Writings & Interview- Jon Wood and Julia Kelly
3. Masters of Modern Sculpture Part I & 2: The Pioneers- Michael Blackwood
4. From Rodin to Plensa: Modern Sculpture at the Meadows Museum- Steven A. Nash, Laura Wilson

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Minor Course IX- Practical- II (Portfolio)

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Seven
Subject: Minor Course IX		
Course Code: BFA- SC-712	**Course Title:** Practical- II (Portfolio)	
Course Out Come: 1. Its help to creative and practical skill that encompasses elements of art, design, marketing, and communication. 2. Its can provide them with a comprehensive understanding of how visual elements and design principles contribute to creating a consistent and impactful brand image. Identity systems encompass a range of design elements beyond just logos, including typography, colors, imagery, patterns, and more. 3. Its help to develop their design skills, encourage creative thinking, and deepen their		

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)

understanding of visual communication. 4. Its offers a unique opportunity to combine artistic creativity with practical digital design skills. 5. To help them develop their design skills while addressing real-world communication needs.		
Credits: 04	**Minor Course IX**	
Max. Marks: 40 + 60	**Min. Passing Marks: 40%**	
Total No. of Demonstration-Lecture-Practical (in hours per week) 08 hours		
Unit	**Topic**	**No. of Practical (Total Hours - 96)**
Unit-I	**Steps to Creating a Portfolio** • Determine if a paper or electronic portfolio best meets your needs. • Gather relevant artifacts and examples of your skills, values, abilities, work, and achievements. ... • Create a structure that best highlights your skills and achievements based on your career objective.	8
Unit-II	Composition	10
Unit-III	Life Study	8
Unit-IV	Sketching	12
Unit-V	Extra work	10
Suggested Readings: 1. That Portfolio Book by Dann Petty & Friends. 2. Design Portfolios: Innovative Concepts for Presenting Your Work by Sara Eisenman.		
This course is Minor Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

BFA-VIII Semester

Major Course XVI–Specialization- Sculpture

Programme/ Class: Bachelor honors (Research) of Fine Arts (Sculpture)	Year: Forth	Semester: Eight
Subject: Major Course XVI		
Course Code: BFA-SC-811	Course Title: Specialization- Sculpture	

OFFICE
Subharti College of Fine Arts

Course Out Come: Students will know about the currently ongoing art activities and their artists and develop themselves in their direction.		
Credits: 4	Major Course	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials- 102 hours		
Unit	Topic	No. of Practical
Unit - 1	Enhance the students individual style and encouraged to study about contemporary and present artist work for academic and professional growth.	102 hrs
Suggested Readings: 1. Beyond Modern Sculpture: The Effects of Science and Technology on the Sculpture of This Century- Jack Burnham. 2. Contemporary Sculpture: Artist's Writings & Interview- Jon Wood and Julia Kelly 3. Masters of Modern Sculpture Part I & 2: The Pioneers- Michael Blackwood 4. From Rodin to Plensa: Modern Sculpture at the Meadows Museum- Steven A. Nash, Laura Wilson 5. From the Sculptor's Studio: Conversations with 20 Seminal Artists - Ina Cole		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Minor Course X - Portfolio

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Eight
Subject: Minor Course X		
Course Code: BFA- SC- 812	**Course Title:** Portfolio	
Course Out Come: 1. It's them with skills in creating, shaping, and maintaining the visual identities of businesses, organizations, and even personal projects. Branding design encompasses a range of elements, from logos and typography to color palettes and marketing collateral 2. Its help to students is a highly relevant and valuable educational endeavor in today's digital world. UX and UI design focus on creating user-friendly, visually appealing, and functional digital experiences.		

OFFICE

3. The skills to visually convey complex information and data in a clear, organized, and engaging manner. 4. To learn about involves blending creativity, strategy, and communication to engage target audiences and drive desired actions. 5. To help them develop skills in creating innovative, functional, and visually appealing packaging solutions for various products. 6. Its helps to students is a crucial aspect of their education, as it equips them with the skills and knowledge to effectively showcase their work, skills, and accomplishments to potential employers, clients, or educational institutions.		
Credits: 04	**Minor Course X**	
Max. Marks: 40 + 60	**Min. Passing Marks:**	
Total No. of Demonstration-Lecture-Practical (in hours per week) 08 hours		
Unit	**Topic**	No. of Practical (Total Hours - 48)
Unit-I	Portfolio on the whole year work	08
Unit-II	IPR/ Copyright Works	09
Unit-III	Specialization works	11
Unit-IV	Landscape	08
Unit-V	Annual Art Exhibition	08
Unit-VI	Portfolio Presentation	04
Suggested Readings: 1. Creating Your Digital Portfolio: The Essential Guide to Showcasing Your Design Work Online by Ian Clazie.		
This course is Minor Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Research Project I- Dissertation

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Eight
Subject: Research Project -I		
Course Code: BFA-SC- 813	**Course Title:** Dissertation	
Course Out Come: 1. To understand the developing of campaigning in the field of advertising with some creative effects for making Graphic designing interesting as well as attractive. 2. To gain advance knowledge regarding Project Presentation. 3. Identify goals, develop strategies and determine further actions for personal growth. explore new possibilities, embrace new challenges and adapt to new roles. 4. Work in professional & constructive manner.		

OFFICE
Subharti College of Fine Arts

5. Develop computer & information literacy		
Credits: 12	Research Project I	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 6-0-6		
Unit	Topic	No. of Lectures
I	As a part of the curriculum, every student of BFA. IV year is required to submit a Dissertation. This is an important assignment and carries weight age of 100 marks. The project should not be a simple collection of data from multiple published sources, but great importance should be given to major data justifying a fair problem of the art field. The work should indicate student's ability to systematically define and analyze the problem. Any contemporary issue of the art world could be taken as an area of study. Each student has to make 3 copies of the dissertation. One for the University, one for our College and one for self. Also submit a CD for authentication of data.	216
Suggested Readings: 1. 2. 3. 4. 5.		
This course is Research Project as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

OFFICE
Subharti College of Fine Arts
& Fashion

NEP Syllabus 2024-25

Applied Art

UG Programme/ Class

BFA - Semester 1st

Major Course I- 2D Design

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** First
Subject: Major Course		
Course Code: BFA-FA 111	**Course Title:** 2D Design	

Course Out Come:

1. **Block Letter Design** can play a significant role in enhancing the overall presentation and readability of students' work. Using appropriate fonts, font sizes, and line spacing can make the text easier to read.
2. Creating **polygon** art can be a fun and creative way for students to explore geometry, design, and artistic expression.Students can deepen their understanding of geometric shapes, angles, and symmetry as they work with polygons to create their art.
3. Creating **2D portraits** can be a rewarding and enriching experience for students, allowing them to explore their artistic abilities and express their creativity.Drawing a portrait requires keen observation of facial features, proportions, and expressions, which can enhance students' ability.
4. Engaging in **2D illustration** projects can offer students a wide range of benefits, allowing them to explore their creativity, develop artistic skills, and express themselves visually. Engaging in 2D illustration projects can offer students a wide range of benefits, allowing them to explore their creativity, develop artistic skills, and express themselves visually.

Credits: 6	**Major Course I**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-12

Unit	Topic	No. of Practical	Hours
Unit 1	Block Letter Design- Letter Design	2 Work	32
Unit 2	Polygon Art	1 Work	30
Unit 3	2D Portrait	2 Work	32
Unit 4	2D Illustration	1 Work	30

Suggested Readings:
1. Free Font Index 3 – The Pepin Press
2. Calligraphy Technique- Mary Noble
3.

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Minor Course I- Fundamentals and Principles of Art

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** First

OFFICE

Subject: Minor Course I	
Course Code: BFA-FA101	**Course Title:** Fundamentals and Principles of Art

Course Out Come:

1. Work with students to develop their individual drawing techniques. To understand role of forms in art. Use texture to develop depth and dimension. Students come to know about variation of brush stroke.
2. To make student clear that how we can enhance the power of color and their psychological impact.
3. For developing their design skills and visual communication abilities. Typography is the art and technique of arranging type to make written language legible, readable, and visually appealing.
4. Express students that how can we make intuitive and spontaneous art work. Balance in art contributes to the aesthetic potency of visual image. Rhythm in art represent the easy moment of viewer eye. Students need to focus on this so that the viewer will appreciate the art image.
5. Teach student that in art perspective is a system of representing the way that objects appear to get smaller and closer together the further away they are in the scene.
6. Proportions and layout play a crucial role in various design disciplines, including graphic design, architecture, interior design, and even photography.

Credits: 3	**Minor Course I**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture-PPT-Demonstration-Written description (in hours per week) 04 hours

Unit	Topic	No. of Practical (Total Hours - 48)
Unit-I	**Elements of Art** Dot & Line, Shape, Form, Space, Value and Texture.	04
Unit-II	**Colour** Introduction to RYB mode, hue, value, saturation, Colour Wheel, Colour harmony, Colour Schemes, Colour Blending (Additive model & Subtractive model) &Colour Psychology.	12
Unit-III	**Typography** Elements of typography- Essentials of Typography –Type style, Usage, Bit Mapped Fonts, Post Script fonts.	08
Unit-IV	**Principles of Art** Balance, Emphasis, Movement, Rhythm, Unity, Variety and Proportion.	10
Unit-V	**Perspective** Types of Perspective views – Linear perspectives vs. Aerial Perspective, Perspective terminology – horizon line/eye level, station point , picture plane, vanishing point – linear Perspective construction methods - one point perspective, two point perspective, three point perspective.	06
Unit-VI	**Proportions & Layout** Kinds of proportion, Golden mean proportion, Liner proportion, Ariel proportion, Human figure proportion, Portrait proportion. Layout production Process- Page-makeup & Layout. Typeface design, copy fitting, special designs.	08

Suggested Readings:

1. चित्रकलाकेमूलाधार(विविधपक्ष) - डॉ. जूहीशुक्ला
2. Fundamentals of visual Art - Dr. Anju Choudhary.
3. An introduction to Art Techniques – The DK Art School.
4. Art Fundamentals (Theory and Practice) Twelfth Edition – Ocvirk, Stinson, Wigg, Bone, Cayton.
5. Basics of Design (Layout & Typography for Beginners) Second Edition – Lisa Graham

This course is Minor Course as compulsory for the students

OFFICE
Sahibarti College of Fine Arts

Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Multi-Disciplinary I- Basic of Computer Applications

BFA Applied / Class: UG Certificate in Fine Arts	Year: First	Semester: First
Subject: Multi-Disciplinary I		
Course Code: BFA-FA 112	Course Title: Basic of Computer Applications	

Course Out Come:

1. Understanding the fundamental components of computer hardware, software, and operating systems. They will be familiar with file management and organization techniques and know how to use computer peripherals effectively.
2. Proficient in using word processing software, such as Microsoft Word or Google Docs. They will be able to create, edit, and format text documents with ease. Students will understand how to work with fonts, styles, and formatting options to produce well-structured and visually appealing documents. They will also learn to insert images, tables, and other visual elements to enhance the content of their documents.
3. Proficient in using spreadsheet software like Microsoft Excel or Google Sheets. They will be able to create, edit, and format spreadsheets efficiently. Students will gain a solid understanding of using formulas, functions, and calculations to perform data analysis and automate complex tasks. They will also learn sorting, filtering, and analyzing data to derive valuable insights and present the information effectively using charts and graphs.
4. Students will have acquired the skills to create engaging and visually appealing slide presentations using software like Microsoft PowerPoint or Google Slides. They will be able to edit and format slides effectively, incorporating text, images, and multimedia elements seamlessly. Students will learn to apply themes, layouts, and transitions to make their presentations professional and impactful. Furthermore, they will develop effective presentation and public speaking skills to confidently deliver their content in front of an audience.
5. Students will have a solid grasp of the basics of computer networks and the internet. They will understand the role of search engines and how to effectively use web browsers to navigate the World Wide Web. Students will be familiar with URLs and various web browsing techniques. Additionally, they will gain knowledge about email and messaging formats, enabling them to communicate efficiently and securely online.

Credits: 3	Multi-Disciplinary
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 6

Unit	Topic	No. of Practical
Unit : 1	Introduction to Computers • Overview of computer hardware, software, and operating systems. Introduction to file management and organization. Understanding computer peripherals and their functions. Basics of computer security and data backup. • Introduction to Operating Systems and File Management. Introduction to various operating systems (Windows, macOS, Linux). File and folder management techniques. Creating, renaming, moving, and deleting files and folders. Customizing	6Hours

	the desktop and system settings.	
Unit : 2	Word Processing and Document Formatting • Introduction to word processing software (Microsoft Word, Google Docs) • Creating, editing, and formatting text documents • Working with fonts, styles, and formatting options • Inserting images, tables, and other visual elements • Page setup, headers, footers, and pagination	12Hours
Unit : 3	Spreadsheet and Data Analysis • Introduction to spreadsheet software (Microsoft Excel, Google Sheets) • Creating, editing, and formatting spreadsheets • Working with formulas, functions, and calculations • Sorting, filtering, and analyzing data • Creating charts and graphs for data visualization	12Hours
Unit : 4	Presentation Design • Introduction to presentation software (Microsoft PowerPoint, Google Slides) • Creating, editing, and formatting slide presentations • Working with text, images, and multimedia elements • Applying themes, layouts, and transitions • Delivering effective presentations and public speaking skills.	12 Hours
Unit : 5	Introduction to Internet, WWW & Web Browsers • Basic of Computer Networks • Internet Search Engines, URLs, How to use web Browser • Basic of Email, Messaging, format	6Hours
Suggested Readings: 1.The Microsoft Office 365 Bible: The Most Updated and Complete Guide to Excel, Word, PowerPoint, Outlook, OneNote, OneDrive, Teams, Access, and Publisher from Beginners to Advanced by James Holler (Author)Independently published (December 11, 2022)		
This course is Multi- Disciplinary Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Skill Enhancement Course I – Drawing & Sketching

Programme/ Class: UG Certificate in Fine Arts	Year: First	Semester: First
Subject: Skill Enhancement Course-I		
Course Code: BFA-SEC 113	Course Title: Drawing & Sketching	
Course Out Come:		

1. Students will justify their use of color and composition during 2. Students will create frescoes using proper terminology. 3. The students will know about ajanta fresco , jaipur fresco to technique, handling and process. 4. They know about different techniques of Mosaic. 5. Students will know about Direct and Indirect technique. 6. Development of a workable concept of what it means to dry colors.		
Credits: 3	Skill Enhancement Course	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials- 96 hours		
Unit	Topic	No. of Practical
Unit - 1	Colour Knowledge:- Hue; Value Chrome, Tint, Shade and Tone, Gray Scale, Chromatic value Scale and color value scale.	32 Hours
Unit – 2	Textures:- Creative textures will be new experiment with media	20 Hours
Unit – 3	Painting -Still life from natural objects (vegetables and fruits):- To develop the proper view on proportion , balance and color composition	44 Hours
Suggested Readings: 1. 2. 3. 4. 5.		
This course is Skill Enhancement Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Value Added Course I- 3D Modelling

Programme/ Class: UG Certificate in Fine Arts	Year: **First**	Semester: **First**
Subject: Value Added Course I		
Course Code: BFA-VAC-1	Course Title: **3D Modelling**	
Course Out Come: 1. Know about Fundamentals of 3D Design(Sculpture) like the elements of sculptural design(Mass & Space) and their relation to create 3D forms. 2. Know about basics of 3D forms and all the core materials and their techniques to create forms. 3. Practically know about clay and its preparation and process of creating forms through clay modeling. 4. Practically know about relief sculpture(process, techniques, importance and uses). 5. Practically know about pottery and create pots through clay(Red clay preparation, Coil and slab methods). 6. Students practically know about to create pots on wheel(Clay preparation, center the clay on wheel, basic pots make and brief description about terracotta).		
Credits: 3	**Value Added Course I**	

OFFICE

Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week- 6 hours) (72 Hours)		
Unit	**Topic**	**No. of Practical Total- 96 Hours**
I	Basic Fundamentals of 3D Design • Introduction of 3D Design or sculpture, (forms, composition and importance)	8 Hours
II	3D Forms & Materials • Basic 3D forms process according to materials and its techniques.	8 Hours
III	Clay Modelling • Clay preparation, learn about creative forms like basic clay modeling	24 Hours
IV	Relief in clay • Create relief in clay using tools and learn embossing and depth in clay.	16 Hours
V	Pottery • Clay preparation for terracotta pottery, coil and slab method pottery, create tea cup/flower pot.	24 Hours
VI	Pottery Wheel • Clay preparation for work on pottery wheel, clay centering on wheel and create simple Diyas.	16 Hours
Suggested Readings: 1. Sculpting Techniques Bible -Claire Brown, Chartwell Books. Inc - 2006 2. Pottery- the essential manual- Doug Wensle, The Crowood Press- 2002		
This course is Value Added Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

BFA- II Semester

Major Course II – Colour Composition

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Major Course II		
Course Code: BFA- FA 211	**Course Title:** Colour Ccomposition	
Course Out Come:		

OFFICE

1. Students will justify their use of color and composition during 2. Students will create frescoes using proper terminology. 3. The students will know about ajanta fresco , jaipur fresco to technique, handling and process. 4. They know about different techniques of Mosaic. 5. Students will know about Direct and Indirect technique. 6. Development of a workable concept of what it means to dry colors.		
Credits: 6	Major Course II	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials- 192 hours		
Unit	Topic	No. of Practical
Unit - 1	Colour Techniques:- Opaque colors (Poster color, glass colour, acrylic colour etc) Quick result of opaque on OHP sheet	50 Hours
Unit – 2	Composition on given topic:- realistic and creative composition , To know about the color sense; proportion negative and positive aspects	82 Hours
Unit – 3	Composition on given topic:- realistic and creative composition , To know about the color sense; proportion negative and positive aspects	60 Hours
Suggested Readings: 1. 2. 3. 4. 5.		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Minor Course II -History of Indian Art

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Minor Course II		
Course Code: BFA-FA 201	**Course Title:** History of Indian Art	
Course Out Come: 1. They know about the information about art of prehistoric age and characteristics of painting, sculpture an architecture of Indus valley civilization. 2. To know the art style of Shaishunaak & Nand period and about Jogimara cave paintings. 3. They know about the characteristics Gandhara art and Ajanta cave paintings. 4. Analyze the differences and similarities between Bagh, Badami, Sittanvasal, Ellora, Elephanta Cave paintings. 5. They know about the characteristics of Chola art and Introduction of Company school of Painting.		
Credits: 3	Minor Course II	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 3-0-0		

Unit	Topic	No. of Theory class: 45 Hours
1.	Prehistoric Age , Indus Valley Civilisation	6 Hours
2.	Shaishunaak & Nand period, Jogimara caves	6 Hours
3.	Gandhara Art, Ajanta Caves	6 Hours
4.	Bagh, Badami, Sittanvasal, Ellora & Elephanta Caves	4 Hours
5.	Chola Art, Pal School, Rajasthan School, Mughal School	13 Hours
6.	Pahari School, Company School of Art.	14 Hours

Suggested Readings:

1. Outlines of Indian Arts (Architecture, Painting, Sculpture, Dance & Drama), R.N. Mishra
2. अजंता का वैभव, अरुण प्रकाश, सूचना एवं प्रसारण मंत्रालय, भारत सरकार
3. Historical Development of Contemporary Indian Art 1880-1947, Lalit Kala Akademi, New Delhi
4. Roots of Indian Art, S.P. Gupta
5. Indian Art, Partha Mitter
6. Indian Art and Culture Nitin Singhania
7. The History of Indian Art, Sandhya Ketkar

This course is Minor Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Multi-Disciplinary II -Advance of Computer Application (Coral Draw)

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Multi- Disciplinary II		
Course Code: BFA-FA 212	**Course Title:** Advance of Computer Application (Coral Draw)	

Course Out Come:

1. Understanding of Corel DRAW and its applications in graphic design. They will be familiar with the user interface and workspace, enabling them to navigate the software efficiently. Students will be proficient in creating and manipulating basic shapes like rectangles, circles, and polygons. They will also be able to apply fill and outline colors to objects and arrange and align objects in their designs.
2. Students will be skilled in adding and formatting text elements in Corel DRAW. They will know how to apply text effects and typography styles, including creating path text and text in columns. Students will be able to convert text to curves and work with text containers and paragraph formatting, including wrap paragraph text. They will also understand how to use the Envelop tool for typographical design, allowing them to create artistic text layouts and effects.
3. Students will have a comprehensive understanding of color modes (RGB, CMYK) and color models. They will be able to apply and manage color swatches effectively. Students will gain proficiency in creating gradients and blends for visual effects, enabling them to enhance their designs. Additionally, they will explore color harmony and color theory to create visually appealing and cohesive designs.

4. Students will be adept at importing and manipulating raster images in Corel DRAW. They will understand how to use the PowerClip feature for image masking, allowing them to integrate images seamlessly into their designs. Students will also learn to apply special effects and filters to images, enhancing their visual impact. They will use transparency and blending modes creatively to achieve various design effects.
5. Students will be able to create layouts for various print and digital media, including logos, posters, brochures, business cards, and other print materials. They will have the skills to design visually appealing and professional-looking layouts, incorporating text and images cohesively.
6. Students will be proficient in exporting designs for both print and digital media. They will understand different file formats (PDF, JPEG, PNG, etc.) and how to prepare files for commercial printing. Students will also know how to optimize designs for web and digital platforms, ensuring their work displays correctly across various devices and screen resolutions.

Credits: 3	Multi- Disciplinary II	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6		
Unit	Topic	No. of Practical
Unit :1	Introduction to CorelDRAW • Overview of CorelDRAW and its applications in graphic design. Understanding the user interface and workspace. Exploring basic tools and features of CorelDRAW. File management and project organization • Creating and manipulating basic shapes (rectangles, circles, polygons) • Applying fill and outline colors to objects. Arranging and aligning objects in the design • Drawing tools like freehand tool, Bezier tool, Pen tool, Poly line tool and 3-point curve tool. • Transformation, order, combine, break apart, Shaping (weld, trim, intersect, simplify, convert outline to object).	6 Hours
Unit: 2	Working with Text • Adding and formatting text elements in CorelDRAW • Applying text effects and typography styles. Create a path text, columns. • Creating text outlines and converting text to curves • Working with text containers and paragraph formatting, wrap paragraph text • Using Envelop tool for typographical design.	6 Hours
Unit :3	Color Management and Gradients • Understanding color modes (RGB, CMYK) and color models • Applying and managing color swatches • Creating gradients and blends for visual effects • Exploring color harmony and color theory in design	6 Hours
Unit: 4	Working with Images and Effects • Importing and manipulating raster images in CorelDRAW • Using the PowerClip feature for image masking • Applying special effects and filters to images • Using transparency and blending modes for visual impact	6 Hours

Unit :5	Designing Layouts and Templates • Creating layouts for various print and digital media • Designing Logos, posters, brochures, business cards, and other print materials • Exploring typography hierarchy and layout principles and creating typographic design.	6 Hours
Unit :6	Exporting and Outputting Designs • Exporting designs for print and digital media • Understanding file formats (PDF, JPEG, PNG, etc.) • Preparing files for commercial printing • Optimizing designs for web and digital platforms	6 Hours

Suggested Readings:

1. Corel Draw Training Guide by Satish Jain (Author), M. Geetha (Author)

This course is Multi- Disciplinary Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Skill Enhancement Course II- Print Making

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Skill Enhancement Course II		
Course Code: BFA- FA 213	**Course Title: Print Making**	

Course Out Come:

1.Logo design projects offer valuable learning opportunities and outcomes for students, encouraging creativity, problem-solving, and visual communication skills. Students learn and practice graphic design principles, such as composition, balance, color theory, and typography.

2. Engaging in **Graffiti design** projects can provide students with unique and valuable learning experiences that go beyond typical classroom activities.Students gain an understanding and appreciation for street art as a legitimate art form and a form of cultural expression.

3. **Doodle art** often characterized by its whimsical and spontaneous nature, can offer numerous positive outcomes for students.Doodle art, often characterized by its whimsical and spontaneous nature, can offer numerous positive outcomes for students.

4.Studying products, whether physical items or digital services, can offer valuable insights and outcomes for students across various fields.Studying products, whether physical items or digital services, can offer valuable insights and outcomes for students across various fields.

Credits: 3	**Skill Enhancement Course II**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-6

Unit	Topic	No. of Practical	Hours
Unit 1	Logo Design- Monogram, Symbol, Logotype	3 Work	48
Unit 2	Graffiti- Social Issue	1 Work	08

Unit 3	Doodle Art	1 Work	16
Unit 4	Product Study- Any Product Study	1 Work	16

Suggested Readings:
1. 999 Logo Design Elements- Daniel Donnelly
2. The World of Symbols/Logos & Trademarks India-2- SudarshanDheer
3.

This course is Skill Enhancement Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Value Added Course II- Pottery

Programme/ Class: UG Certificate in Fine Arts	**Year:** First	**Semester:** Second
Subject: Value Added Course II		
Course Code: BFA-VAC-2	**Course Title:** Pottery	

Course Out Come:

1. Develop advance creativity through Paper sculpture and & paper Mache to create 3D Form.
2. To create interest among children towards decorative sculpture and enable them to convert their innovative ideas into 3D artworks.
3. Students will learn about plaster and its uses and practical how they are used for casting in sculpture?
4. Students will learn about tile casting in plaster to learn about carving.
5. Practically will know about carving tools and process of tile carving on plaster tile
6. Students will learn about mold and casting and mold their own hands as a plaster replica.

Credits: 3	**Value Added Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical – 0-0-6

Unit	Topic	No. of Practical Total- 96 Hours
I	Paper sculpture & Paper Mache • Create a sculpture using paper, foil, fevigum, adhesive tape etc.	20 Hours
II	Craft based sculpture/ Decorative sculpture • Craft based Sculpture like paper, card board, wood & craft materials	20 Hours
III	Plaster casting • Simple plaster casting using Solid forms and colour it.	12 Hours
IV	Plaster tile making • Create plaster tile slab in square or rectangle size	8 Hours
V	Plaster tile carving • Create plaster tile slab and carve 2 d relief composition like geometrical pattern or floral design.	24 Hours
VI	Caste your hand in plaster • Clay mould, Hand Casting in plaster	12 Hours

Suggested Readings:

OFFICE

1. Sculpting Techniques Bible -Claire Brown, Claire Brown 2. Sculpting the human figure – John Mills – The Crowood Press- 2006
This course is Value Added Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

SEMESTER-III (Applied Art)

Major Course- Press Ad-I (MJC-2)

Programme/ Class: UG Diploma of Applied Art	**Year: Second**	**Semester: Third**
Subject: Major Course		
Course Code: BFA-AA 311	**Course Title: Press Ad-I**	
Course Out Come: 1. Engaging in magazine advertisement design projects can provide students with a valuable learning experience that combines creativity, marketing, and visual communication. Designing magazine advertisements hones students' ability to convey messages and information visually. 2. Participating in book cover design projects can offer students a creative and rewarding experience while honing their design skills. Designing book covers helps students develop the ability to convey the essence of a story through visual elements. 3. Participating in newspaper advertisement design projects can provide students with practical experience in creating effective print advertisements. Through newspaper advertisements, students learn how to create attention-grabbing messages that effectively promote products, events, or services.		
Credits: 5	**Major Course**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	
Total No. of Lecture- Tutorials-Practical (in hours per week) 5-1-0		

Unit	**Topic**	**Hours**
Unit I	Magazine Advertisement	32 Hours
Unit II	Book Cover Design	16 Hours
Unit III	News Paper Advertisement	32 Hours

Suggested Readings: 1. Eighty Tears of Book Cover Design- Joseph Connolly 2. The Best of Newspaper Design 3. Color in Design 4. Design Ideas
This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40

Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Major Course- Poster Design-I (MJC-4)

Programme/ Class: UG Diploma of Applied Art	**Year: Second**	**Semester: Third**
Subject: Major Course		
Course Code: BFA-AA 312	**Course Title: Poster Design-I**	

Course Out Come:

1. Engaging in movie poster design projects can provide students with a creative and dynamic learning experience. Engaging in movie poster design projects can provide students with a creative and dynamic learning experience.
2. Engaging in social issue poster design projects can be a powerful way for students to raise awareness, spark conversations, and advocate for meaningful change. Engaging in social issue poster design projects can be a powerful way for students to raise awareness, spark conversations, and advocate for meaningful change.
3. Creating product posters can offer students a practical and engaging learning experience that combines design, marketing, and communication skills. Creating product posters can offer students a practical and engaging learning experience that combines design, marketing, and communication skills.
4. Creating promotional posters offers students a chance to develop various skills while promoting events, causes, or products. Through promotional posters, students learn how to effectively communicate the value and benefits of an event or product.

Credits: 4	**Major Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 3-1-0

Unit	**Topic**	**No. of Practical (Total Hours - Hours**
Unit I	Movie Poster	32 Hours
Unit II	Social Issue Poster	32 Hours
Unit III	Product Poster	16 Hours
Unit IV	Promotional Poster	16 Hours

Suggested Readings:
1. Color in Design
2. Design Ideas

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:
Further suggestion: None

Minor Course: HISTORY OF WESTERN ART (MIC-3)

Programme/ Class: UG Diploma in Fine Arts	**Year:** Second	**Semester:** Third
Subject: Minor Course		
Course Code: BFA-AA 301	**Course Title:** History of Western Art	

Course Out Come:

1. Provide the information about the power of the church and the philosophy of that period
2. (2 Century To 18 Century.)
3. Describe characteristics of painting, sculpture and architecture from Early Christian Art To
4. Romanticism.
5. Explain the economical and political critical points in the history of Europe
6. explain how changes in the history of Europe affected Western Art
7. Explain how the art education was conducted in Renaissance.
8. Discuss the movements with the artists of each one by making correlations with other periods.
9. Analyze the differences and the similarities of these movements.

Credits: 3	**Minor Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture-Tutorials-Practical- 4-1-0

Unit	**Topic**	**No. of Practical (Total Hours - 45)**
Unit I	• Early Christian Art	2 Hour
Unit II	• Byzantine Art	2 Hour
Unit III	• Romanesque Art	2 Hour
Unit IV	• Gothic Art	2 Hour
Unit V	• Early Renaissance Giotto Masaccio Ghirlandaio Donatello Perugino	5 Hours
Unit VI	• High Renaissance Leonardo Michael Angelo Raphael	12 Hours
Unit VII	• Baroque Caravaggio Rembrandt Peter Paul Rubens	8 Hours
Unit VIII	• Rococo Jean Honore Fragonard Jean Antoine Watteau Francisco de Goya	6 Hours
Unit IX	• Romanticism J.M.W. Turner John Constable	6 Hours

Suggested Readings:

1. ART PAST ART PRESENT By - David G . Wilkins Bernard Schultz
2. THE ART OF ITALIAN RENAISSANCE By - Rolf Toman
3.ACCADEMIA GALLERY,THE OFFICIAL GUIDE OF THE WORKS By - Augusta Tosone

4.SACRED ART By - Jenni Davis **5. THE STORY OF ART** By- E.H.Gombrich **6. ROMANESQUE** By - Norbert Wolf **7. HISTORY OF ITALIAN ART** By - Claire Dorey **8. पाष्चात्य कला**–लेखक –ममता चतुर्वेदी **9. पाष्चिम की कला** लेखक– अषोका
This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course: • https://www.edx.org/learn/art/universidad-carlos-iii-de-madrid-european-paintings-from-leonardo-to-rembrandt-to-goya ○ History of Western Art and Civilization: Prehistory through the Middle Ages with Beth Harris and Steven Zucker of Smarthistory • https://smarthistory.org/what-is-art-history/ • https://smarthistory.org/christianity-an-introduction/ • https://www.mooc-list.com/course/early-christian-and-byzantine-art-saylororg • https://www.coursera.org/learn/age-of-cathedrals • https://www.mooc-list.com/tags/rococo • https://www.mooc-list.com/tags/baroque-art • https://www.udemy.com/course/high-renaissance-art-in-italy/ • https://www.mooc-list.com/tags/romanticism
Further suggestion: None

Multidiscipline Course – Computer Application Photoshop) (MDC-3)

Programme / Class: UG Diploma of Applied Art	**Year:** Second	**Semester:** Third
Subject: Multidiscipline Course		
Course Code: BFA-AA 313	**Course Title:** Graphic Designing Software (Adobe Photoshop)	
Course Out Come: 1. Students will have a comprehensive understanding of Adobe Photoshop and its applications in graphic design. They will be familiar with the user interface and workspace of Photoshop, enabling them to navigate the software efficiently. Students will explore basic tools and features of Photoshop, gaining the skills necessary to work on image editing and design projects. 2. Students will possess essential image editing and retouching skills. They will be capable of performing tasks like cropping, resizing, and straightening images. Students will understand how to adjust image colors, levels, and exposure to enhance the visual quality of their images. They will be skilled in removing imperfections and retouching images effectively		

3. Students will have a solid understanding of masks and their significance in design. They will be proficient in creating and editing layer masks for selective editing and adjustments.
4. Students will have developed strong typography skills in Photoshop. They will be capable of adding and formatting text elements, applying text effects, and utilizing layer styles to create visually appealing text compositions. Students will explore creative text effects and typographic manipulation techniques, enabling them to design unique and engaging text-based elements in their projects.
5. Students will possess advanced image manipulation skills. They will be skilled in combining multiple images to create cohesive compositions, including surreal and conceptual imagery. Students will work with Smart Objects and Filters, understanding how to use them for non-destructive editing and creative effects. They will also explore third-party filters and plugins, expanding their creative options.
6. Students will have a deep understanding of color modes and color spaces. They will be proficient in correcting and enhancing colors in images, ensuring accurate and vibrant visual representation. Students will know how to utilize adjustment layers for precise color adjustments, allowing them to achieve the desired visual effects while maintaining control over the editing process.
7. Students will be equipped with the skills to design effectively for web and digital platforms. They will understand the specific considerations required for designing graphics and banners for web use.
8. Students will have a foundational understanding of digital painting in Photoshop. They will explore various brush presets and customization options, allowing them to apply digital painting techniques and styles effectively. Students will be capable of creating digital artwork and illustrations, utilizing the power of Photoshop's brush tools to bring their creative visions to life.

Credits: 3	**Discipline Specific**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	
Total No. of Lecture- Tutorials-Practical (in hours per week) 4-1-0		
Unit	**Topic**	**No. of Practical (Total Hours - 96)**
Unit I	Introduction to Adobe Photoshop • Overview of Adobe Photoshop and its applications in graphic design Understanding the user interface and workspace. Exploring basic tools and features of Photoshop. • Understanding the concept of layers and their importance in design. Creating, managing, and organizing layers in Photoshop.	6 Hours
Unit: II	Image Editing and Retouching • Basic image editing techniques (cropping, resizing, straightening) • Adjusting image colors, levels, and exposure • Removing imperfections and retouching images • Applying filters and effects for creative enhancements	12 Hours
Unit III	Working with Masks and Channels • Understanding the concept of masks and their importance in design • Creating and editing layer masks for selective editing	12 Hours

OFFICE
Subharti College of

	• Utilizing adjustment layers and blending modes with masks • Exploring alpha channels for advanced selections and compositing	
Unit: IV	Typography and Text Effects • Adding and formatting text elements in Photoshop • Applying text effects and layer styles • Creating custom typography compositions • Exploring creative text effects and typographic manipulation	12 Hours
Unit V	Image Manipulation and Compositing • Utilizing advanced image manipulation techniques • Combining multiple images into a cohesive composition. Creating surreal and conceptual imagery. Exploring photo manipulation and collage techniques • Working with Smart Objects and Filters understanding the benefits and uses of smart objects • Non-destructive editing using smart filters • Applying and customizing filters for creative effects • Exploring third-party filters and plugins	12 Hours
Unit Vi	Color Correction and Adjustment • Understanding color modes and color spaces. Correcting and enhancing colors in images • Utilizing adjustment layers for precise color adjustments	12 Hours
Unit VII	Designing for Web and Digital Media • Design considerations for web and digital platforms • Creating web graphics and banners • Optimizing images for web and screen resolution • Exploring responsive design and interactive elements	12 Hours
Unit: VIII	Digital Painting and Brush Techniques • Introduction to digital painting in Photoshop • Exploring brush presets and customization options • Applying digital painting techniques and styles • Creating digital artwork and illustrations • Creating projects and assignments	18 Hours
Suggested Readings: 1. Photoshop® CS6 BIBLE by Lisa DaNaeDayley Brad Dayley Published by John Wiley & Sons, Inc. 10475 Crosspoint Boulevard		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		

OFFICE
Bharati College of Fine Arts

Further suggestion: None

Ability Enhancement Course on Disaster Risk Management

Skill Enhancement Course-3
(Photography & Reproduction) SEC-3

Programme/ Class: UG Diploma of Applied Art	**Year:** Second	**Semester:** Fourth
Subject: Skill Enhancement Course- 3		
Course Code: BFA-AA 312	**Course Title:** Photography and Reproduction	

Course Out Come:

1. To get knowledge about the analysis about the perspective view helps in clear points in drawing.
2. To gain knowledge about the analysis about the perspective view helps in clear points in drawing.
3. To offers a unique opportunity to combine photography skills with cultural exploration and storytelling. Market photography involves capturing the vibrant and dynamic scenes of local markets, showcasing the diverse array of products, people, and interactions.
4. To get knowledge of photography and sharp mind in this field and they click various type of Indoor outdoor photography.
5. To gain knowledge of our subject photography inspires your imagination. Photography as a career is possible for anyone with a true passion for it. Photography is a wonderful, safe, and natural.
6. To encourages them to appreciate the cultural, historical, and architectural significance of the landmarks around them.

Credits: 03	**Skill Enhancement Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 1-0-3

Unit	Topic	No. of Practical (Totai Hours - 96)
Unit-I	Perspective View - Outdoor Images & Product related images	16 Hours
Unit-II	Expression captured -Portrait images &Swaach Bharat related images	16 Hours
Unit-III	Market Photography	16 Hours
Unit-IV	Poverty Photography	16 Hours
Unit-V	Product Composition Photography	16 Hours
Unit-VI	Monuments of our city Photography	16 Hours

Suggested Readings:

1. (Steve Edwards) PHOTOGRAPHY: A Very Short Introduction – Oxford University Press.
2. The Fundamentals of Creative Photography - David Prakel

This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

SEMESTER-IV (Applied Art)

Major Course- Press Ad-II (MJC-5)

Programme/ Class: UG Diploma of Applied Art	**Year:** Second	**Semester:** Fourth
	Subject: Core Course	
Course Code: BFA-AA 411	**Course Title:** Press Ad-II	

Course Out Come:

1. Engaging in magazine advertisement design projects can provide students with a valuable learning experience that combines creativity, marketing, and visual communication.Designing magazine advertisements hones students' ability to convey messages and information visually.
2. Engaging in DVD cover design projects can offer students a hands-on opportunity to apply their creative skills while learning about visual communication and packaging design. Designing DVD covers allows students to creatively interpret and visually represent the themes and mood of the content.
3. Participating in newspaper advertisement design projects can provide students with practical experience in creating effective print advertisements. Through newspaper advertisements, students learn how to create attention-grabbing messages that effectively promote products, events, or services.

Credits: 5	**Major Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 5-1-0

Unit	Topic	Total Hours:96
Unit I	Magazine Advertisement	16 Hours
Unit II	DVD Cover Design	16 Hours
Unit III	News Paper Advertisement	48 Hours

Suggested Readings:

1. Eighty Tears of Book Cover Design- Joseph Connolly
2. The Best of Newspaper Design
3. Color in Design
4. Design Ideas

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:
Further suggestion: None

Major Course -Poster Design-II (MJC-6)

Programme/ Class: UG Diploma of Applied Art	**Year:** Second	**Semester:** Fourth
Subject: Major Course		
Course Code: BFA-AA 412	**Course Title:** Poster Design-II	

Course Out Come:

1. Creating **new media posters** provides students with a platform to explore digital design, technology, and communication trends.Creating new media posters provides students with a platform to explore digital design, technology, and communication trends.
2. Engaging in **social issue poster** design projects can be a powerful way for students to raise awareness, spark conversations, and advocate for meaningful change. Engaging in social issue poster design projects can be a powerful way for students to raise awareness, spark conversations, and advocate for meaningful change.
3. Creating **product posters** can offer students a practical and engaging learning experience that combines design, marketing, and communication skills. Creating product posters can offer students a practical and engaging learning experience that combines design, marketing, and communication skills.
1. 4. Designing **service posters** offers students an opportunity to promote and raise awareness about various services or causes. Creating service posters hones students' graphic design skills, including layout, typography, color, and visual hierarchy.

Credits: 5	**Major Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-8

Unit	Topic	(Total Hours - 96)
Unit I	New Media Poster	32
Unit II	Social Issue Poster	32
Unit III	Product Poster	16
Unit 4	Service Poster	16

Suggested Readings:
1. Color in Design
2. Design Ideas

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:
Further suggestion: None

Major Course -Graphic Designing Software (Adobe Illustrator) MJC-7

Programme / Class: UG Diploma of Applied Art	**Year:** Second	**Semester:** Forth
Subject: Major Specific		
Course Code: BFA-AA 413	**Course Title:** Graphic Designing Software (Adobe	

	Illustrator)

Course Out Come:

1. Students will be proficient in creating and manipulating shapes and paths using Adobe Illustrator. They will understand how to use Illustrator's shape tools to generate basic shapes and transform them as needed. They will be skilled in utilizing the Pen tool to create and edit paths, including working with anchor points, handles, and Bezier curves. They will also learn how to combine shapes and employ Pathfinder operations to create complex and precise designs.
2. Students will have a comprehensive understanding of color modes and color spaces in Illustrator. They will be proficient in applying fill and stroke colors to objects, creating and managing color swatches, and utilizing gradient and pattern fills for various visual effects. Students will also possess skills in using type tools to create text in Illustrator, formatting text, applying typography styles, and designing typographic compositions and layouts. They will be capable of creating text effects and working with text on paths to create dynamic and engaging designs.
3. Students will be skilled in understanding the concept of layers in Illustrator. They will be proficient in creating, managing, and organizing layers in complex designs. Students will understand how to utilize opacity masks for non-destructive editing, apply layer effects, and experiment with blending modes for creative outcomes. They will also possess proficiency in Illustrator's drawing tools for freehand illustration, including creating detailed illustrations using the Pen tool and shape tools. Students will explore techniques for creating smooth curves and intricate details, as well as utilizing brushes and customizing brush settings for diverse illustration styles.
4. Students will have a solid grasp of creating and utilizing symbols for efficient design workflows. They will understand how to create and modify patterns for repeated elements, and explore advanced techniques for seamless patterns. Students will be capable of applying symbols and patterns effectively to design projects. Additionally, they will possess skills in importing and vectorizing raster images in Illustrator. They will understand the Image Trace feature and how to convert images to vectors, refine and edit traced artwork, and apply color and adjustments to vectorized images for high-quality results.
5. Students will have a deep understanding of logo design and branding principles. They will be proficient in creating memorable and effective logos, applying design elements to convey brand identity, and creating visual identity guidelines for a brand. Students will understand the requirements and considerations for print design, including designing packaging and label artwork. They will have the skills to create print-ready files, understand printing processes, and explore die-cutting and mockup techniques for packaging design.
6. Students will have hands-on experience applying the concepts and techniques learned throughout the course. They will be able to create a variety of designs, illustrations, logos, and branding materials using Adobe Illustrator. These practical assignments will enhance their skills and creativity, preparing them for real-world design projects and scenarios.

Credits: 5	**Major Specific**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 5-1-0

Unit	Topic	No. of Practical (Total Hours - 96)
Unit :I	Introduction to Adobe Illustrator • Overview of Adobe Illustrator and its applications in graphic design. Understanding the user interface and workspace	12Hours

OFFICE
Maharashtra College of Fine Arts

	• Exploring basic tools and features of Illustrator • Working with Shapes and PathsCreating and manipulating basic shapes using Illustrator's shape tools. • Utilizing the Pen tool for creating and editing paths • Working with anchor points, handles, and Bezier curves. Combining shapes and utilizing Pathfinder operations	
Unit: II	Working with Color & Swatches, Typography and text layout • Understanding color modes and color spaces in Illustrator. Applying fill and stroke colors to objects • Creating and managing color swatches • Utilizing gradient and pattern fills for visual effects • Working with type tools and creating text in Illustrator. Formatting text and applying typography styles. Designing typographic compositions and layouts. Creating text effects and working with text on paths	12 Hours
Unit :III	Working with Layers and Masks&Drawing and Illustration Techniques • Understanding the concept of layers in Illustrator • Creating, managing, and organizing layers in complex designs • Utilizing opacity masks for non-destructive editing. Applying layer effects and blending modes • Utilizing Illustrator's drawing tools for freehand illustration. Creating detailed illustrations using the Pen tool and shape tools. • Exploring techniques for creating smooth curves and intricate details. Utilizing brushes and customizing brush settings	12Hours
Unit IV	Working with Symbols and Patterns & Vectorizing and Tracing Images • Creating and utilizing symbols for efficient design workflows. Creating and modifying patterns for repeated elements • Exploring advanced techniques for creating seamless patterns. Applying symbols and patterns to design projects. • Importing and vectorizing raster images in Illustrator • Utilizing the Image Trace feature for converting images to vectors. Refining and editing traced artwork. Applying color and adjustments to vectorized images	12 Hours
Unit V	Logo Design and Branding for Print and Packaging • Understanding the principles of logo design and branding. Exploring techniques for creating memorable and effective logos • Applying design elements to convey brand identity.	48Hours

OFFICE

	Creating visual identity guidelines for a brand • Understanding the requirements and considerations for print design. Designing packaging and label artwork • Creating print-ready files and understanding printing processes. Exploring die-cutting and mockup techniques for packaging design • Assignments and projects	

Suggested Readings: 1.Adobe Illustrator CC Classroom in a Book, 2018 release
This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Minor Course- Aesthetics (MIC-3)

Programme/ Class: UG Diploma in Applied Art	**Year:** Second	**Semester:** Forth
	Subject: Minor Course/Major	
Course Code: BFA-AA 401	**Course Title:** Aesthetics	

Course Out Come:(**Aesthetics)**

1. They know about the Indian arts and their Aesthetic values.
2. They know about the Six limbs of Indian Art and their Aesthetic values.
3. They know about the Rasa in Indian arts Dhwani Siddhant Philospher and Rasa Niahpathi and their Aesthetic values.
4. They know about the concept of sub-conscious and German Philosopher.
5. They know about the varied concepts of the philosopher on beauty and its relationship to ideas about art.

Credits: 3	**Core Course/Major**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0- 4

Unit	Topic	No. of Lectures
Unit I	Nature of beauty: Plato, Aristotle, Kant , Hegal, Schopenhauer, Nietzsche	05 Hours.
Unit II	Imitation play and Intuition: Croce	10 Hours.
Unit III	Role of sub-conscious in artistic creation: Sigmund freud	08 Hours.
Unit IV	An introduction to Indian Aesthetics and its brief historical background	10 Hours.
Unit V	Details studies related to Rasa Niahpathi, Sadanga- The Six limbs of	5 Hours.

	Indian Art.	
Unit VI	Fundamentals of Indian Art based on Hindu Silpa texts Such as Vishnudharmotar- Puran, Samaranana, Sutracharana, Sukranitisara and Silparatham.	10 Hours.
Suggested Readings: 1. Art Beauty & Creativity: Indian & Western Aesthetic- Shyamla Gupta 2. Camparative Aesthrtic Vol. I- Prof. Dr. Kanti Chandra Pandey 3. Foundation of Indian Aesthetics- Vidyanivas 4. Aesthetic- PrakeshVireshwer, Nupur Sharma		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course: https://www.britannica.com/topic/aesthetics		
Further suggestion: None		

Ability Enhancement (Course on NCC/NSS/NGO'S/SCOUT GUIDES/Sports)

Major Course- Ad. Campaign –I (MJC-8)

BFA Applied Arts / Class: Bachelor of Fine Arts (Applied Art)	**Year:** Third	**Semester:** Fifth
Subject: Major Course		
Course Code: BFA-AA- 511	**Course Title:** Ad. Campaign -I	
Course Out Come: 1. Students gain a solid understanding of what advertising campaigns are and their role in marketing and communication. They comprehend the creative and strategic components that drive successful ad campaigns. Students develop skills in analyzing existing campaigns to extract insights on effective strategies and messaging. Students learn how campaigns can deeply influence and engage target audiences. 2. Students learn to create a comprehensive plan that aligns messaging across various media channels.Students develop design skills for print, digital, and social platforms, ensuring consistency and effectiveness. Students learn to tailor messages to suit the characteristics and preferences of different media channels. They practice coordinating various components of a campaign to ensure a cohesive outcome.Students present their integrated campaign package professionally, showcasing their strategic and creative decisions. 3. Students become aware of critical social and environmental issues that require attention. Students understand the power of design in communicating messages that inspire change and advocacy. Students learn to visually narrate the importance of social causes, fostering empathy and understanding.Students grasp the responsibility that designers have in using their skills for positive change.Students gain experience in implementing real-world campaigns that contribute to societal betterment.		
Credits: 5	**Major Course**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	
Total No. of Lecture- Tutorials-Practical (in hours per week) 5-1-0		

OFFICE

Unit	Topic	No. of Practical Total hours : 240
Unit I	Product Campaign Design: Introduction to advertising campaigns, Use of appeals and USP in designing advertising campaigns for products and services, knowledge of the principles and stages in designing campaigns. Product or service ad. Campaign • Logo, Brand Identity and taglines product ad campaign • Press Ad (Newspaper, Magazine) • Poster Design • Hoarding, design • Accessories Design (Letter Head, Visiting Card, Business card, Envelop) • Dangler design • Bunting design • Social media ad design • Packaging • Specialty Media Ad Design (T-Shirt, bag, calendar)	120 Hours
Unit: II	Social Campaign Design: Collection of data regarding social issues and problems, designing advertising campaigns on these issues and problems, designing campaigns for creating social awareness. Social issue ad. Campaign : • Logo, Brand Identity and taglines of ad campaign • Press Ad (Newspaper, Magazine) • Poster Design • Hoarding, design • Accessories Design (Letter Head, Visiting Card, Business card, Envelop) • Dangler design • Bunting design • Social media ad design • Specialty Media Ad Design (T-Shirt, bag, calendar)	120 Hours

Suggested Readings:

1. Advertising Next 150 Winning Campaigns For The New Communications by TOM HIMPE Published by Thames & Hudson
2. Graphic Design Essentials: Skills, Software and Creative Solutions by Joyce Walsh Macario Published By Laurence King Publishing Ltd
3. Introduction to Graphic Design : A Guide to Thinking, Process, and Style by AarisSherin published by Bloomsbury Visual Art, London
4. Advertising Now. TV Commercials by Taschen

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)

Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Major Course- Web Designing (MJC-9)

Programme/ Class: Bachelor of Fine Arts (Applied Art)	**Year:** Third	**Semester:** Fifth
Subject: Major Course		
Course Code: BFA- AA- 512	**Course Title:** Web Designing	
Course Out Come: 1. To equip them with the foundational skills needed to create functional and visually appealing websites. 2. Layer masking enables designers to blend and reveal specific parts of images or content seamlessly, adding depth and creativity to their designs. 3. It can help them develop their writing, communication, and digital literacy abilities. 4. It can help them showcase their work, accomplishments, and skills to potential employers, clients, or educational institutions. 5. To help them develop their writing skills, introduce themselves to a wider audience, and gain experience in the world of blogging.		
Credits: 05	**Core Course (Major Practical)**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	
Total No. of Lecture- Tutorials-Practical (in hours per week) 5-1-0		

Unit	Topic	No. of Practical (Total Hours - 72)
Unit-I	Introduction to web design – about the work area – using the painting and editing tools – using the selection tools	14 **Hours**
Unit-II	Layer masking – brush shape dynamics and scattering – adjustment layers – understanding paths – setting layer blending mode	12 **Hours**
Unit-III	Create a blog	12 **Hours**
Unit-IV	Create a digital portfolio with a minimum of 20 blog posts (designs, photograph, etc.)	18 **Hours**
Unit-V	Create an introduction (flash presentation) for the blog	16 **Hours**

Suggested Readings:

6. Adobe Photoshop CS5 Classroom in a Book by Adobe Creative Team, Adobe Press , 2010
7. Adobe Flash CS5 Classroom in a Book by Adobe Creative Team, Adobe Press, 2010
8. Adobe Dreamweaver CS5 Classroom in a Book by Adobe Creative Team, Adobe Press, 2010
9. The Principles of Beautiful Web Design by Jason Beaird, SitePoint; 1 edition, 2007)
10. Web Design For Dummies, 2nd Edition by Lisa Lopuck, For Dummies, 2006)

This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

Minor Course: History of Modern Western Art (MIC-5)

Programme/ Class: Bachelor in Fine Arts	**Year:** Third	**Semester:** Fifth

Subject: Core Course		
Course Code: BFA-AA- 501	**Course Title:** History of Modern Western Art	

Course Out Come:

1. Representational art depicts something a person, a landscape, a vase of flowers or whatever. Even if the vase, the person, etc are distorted, they are still depicted.
2. Increasing abstraction led toward future styles of the twentieth century, especially Cubism.
3. That can help viewers Understand a deeper meaning of "Post-Impressionism" in terms of fine art and traditional art applications.
4. Fauvists had moved on to explore other styles
5. Symbolism will strive for the character and implication of internationalized, outrageously-understood and enigmatic artists conjured by their genius and musically iconoclastic counterparts 5. Dadaism into a minimal form, a moderate form, and robust form has been put forward in the literature.

Credits: 3	**Core Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 4-1-0

Unit	**Topic**	No. Of Theory Class : **45 Hours**
Unit I	Impressionism Impressionism Claude Monet Édouard Manet Edgar Degas Pierre-Auguste Renoir Camille Pissarro	8 Hour
Unit II	New- Impressionism Georges Seurat Post impressionism Paul Cézanne Eugène Henri Paul Gauguin Vincent Willem van Gogh Henri de Toulouse-Lautrec	10 Hour
Unit III	Symbolism Odilon Redon Maurice Denis Pierre Bonnard Fauvism Henri Matisse Maurice de Vlaminck Andre Derain Raoul Dufy Kees van Dongen	9 Hour
Unit IV	Cubism Pablo Picasso Georges Braque	8 Hour

	Juan Gris Albert Gleizes Futurism	
Unit V	Dadaism Marcel Duchamp Francis Picabia Surrealism Salvador Dalí Max Ernst Joan Miró	10 Hours

Suggested Readings:

1. आधुनिक चित्रकला का इतिहास - डॉ. रवि शाखलाकर
2. पश्चिम की कला - डॉ. ममता चतुर्वेदी
3. Great Masters of Western art – Jordi Vigue

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

1. https://www.udemy.com/topic/impressionism/?utm_source=adwords&utm_medium=udemyads&utm_campaign=DSA_Catchall_la.EN_cc.INDIA&utm_content=deal4584&utm_term=_.ag_82569850245_.ad_533220805577_.kw__.de_c_.dm__.pl__.ti_aud-669140681723:dsa-48415828271_.li_9303870_.pd__&matchtype=&gclid=CjwKCAjw29ymBhAKEiwAHJbJ8m7sXZRVvzw147e-QiTNdVJNi_JVL4Uk7LcxSDQMR1eA0E3q3q_pbBoCHIUQAvD_BwE
2. https://www.skillshare.com/en/browse/impressionism
3. https://alison.com/course/symbolism-in-the-gothic-novels
4. https://education.christies.com/online/courses/continuing-education/online-courses/modern-art
5. https://www.skillshare.com/en/browse/cubism
    a. https://www.skillshare.com/en/browse/surrealism

Further suggestion: None

Minor Course- Advertising Theory –I (MIC-6)

BFA Applied Arts / Class: Bachelor of Fine Arts	**Year:** Third	**Semester:** Fifth
Subject: Minor Course		
Course Code: BFA-AA 502	**Course Title:** Advertising Theory -I	

Course Out Come:

1. Understand the fundamental concepts and principles of advertising as a communication tool.Learn about the historical evolution of advertising and its role in modern business.Develop awareness of the ethical considerations and social responsibilities in advertising practices.
2. Explore different advertising media, including print, television, radio, outdoor, and digital platforms.Understand the advantages and limitations of each media channel for conveying messages effectively.
3. Learn the fundamental design principles such as balance, contrast, alignment, proximity, and repetition.Understand the key design elements, including typography, color, imagery, and

layout.Develop skills in applying design principles to create visually appealing and effective advertising materials.Acquire the ability to manipulate design elements to convey specific messages and evoke desired emotions.

4. Explore the creative process in advertising, from idea generation to execution.Develop techniques for brainstorming and generating innovative ideas for advertising campaigns.Learn to apply creative thinking to solve communication challenges in advertising.
5. Gain an understanding of various printing processes, including offset, digital, and screen printing.Learn about the stages involved in the printing process, from prepress to finishing.Understand the types of paper, inks, and materials used in different printing techniques.Develop the ability to prepare files for print, ensuring accuracy and quality in the final output.
6. Explore the intersection of advertising and digital marketing in the modern landscape.Understand the principles of online advertising, including display ads, social media ads, and search engine marketing.Learn about targeting strategies, ad formats, and measurement metrics in digital advertising.Develop skills to plan and execute effective digital advertising campaigns across various platforms.Gain insights into the role of data analytics and optimization in digital advertising success.

Credits: 3	**Minor Core Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 4-1-0

Unit	**Topic**	**No. of Practical Total hours: 24**
Unit I	Introduction to Advertising • Definition and scope of advertising • Historical overview of advertising • Evolution of advertising techniques and mediums • Role of advertising in society and culture • Advertising ethics and regulations	4 Hours
Unit II	Advertising Media and Channels • Traditional advertising channels (print, television, radio, outdoor, Direct Mail Advertising, Cinema Adv, Purchase point Adv, Specialty Adv& Video Adv.) • Digital advertising channels (online display, search engine marketing, social media) • Mobile advertising and location-based marketing • Miscellaneous Media(Internet, Specialty or Novelty advertising, Point of Purchase, Window Display, Yellow Pages Advertising. etc.) • Factors Influencing Choice of Media, concept of Media Planning	4 Hours
Unit III	Design principal and Elements • Principal and Elements of Design. • Color - Its theory and importance in advertising in all media • Layout and design principles Factors and elements of layouts • Typography and branding in advertising.	4 Hours
Unit IV	Advertising Creativity • The creative process in advertising	4 Hours

	• Advertising theme- Its meaning & selection process • Advertising Copy writing techniques and principles,	
Unit V	Printing Proccess and Technique • Types of Printing: Relief printing (letterpress, flexography)Planography printing (offset lithography) recess printing (gravure/intaglio) stencil printing (screen)Digital printing (toner and inkjet) flexography, thermography, xerography & laser printing • Stages of Printing (composition, Imposition, Prepress, Plate Making, Printing, Finishing, Quality Control).	4 Hours
Unit VI	Advertising and Digital Marketing • Online advertising trends and innovations • Social media advertising strategies • Content marketing and native advertising • Influencer marketing and brand partnerships • Data-driven advertising and personalization	4Hours
Suggested Readings: • 1. King's Advertising Management –Verma & Agrawal • Advertising & sales Promotion—SHH Kazmi & Satish K Batra • Advertising Management –Rajeev Batra, John G. Myers & David A. Aaker • Advertising and Personal Selling—C.B.Gupta • Vigypan Prapandh—Narendra Singh Yadav		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Traditional Grafic

SEMESTER-VI (Applied Art)
Major Course- Ad. Campaign –II MJC-10

Programme / Class: Bachelor of Fine Arts (Applied Art)	**Year:** Third	**Semester:** Sixth
Subject: Major Course		
Course Code: BFA-AA- 611	**Course Title:** Ad. Campaign -II	
Course Out Come: 1. Students develop the ability to strategically plan and execute a product launch campaign, considering the teaser, reveal, and post-launch phases. They learn to generate creative ideas for building anticipation and excitement around a new product.Through designing print, online, and outdoor advertisements, students gain skills in coordinating messages across different media platforms. They understand how to engage target audiences through compelling visuals, messaging, and interactive elements. 2. Students learn to assess existing brands, identifying strengths, weaknesses, and opportunities		

for rebranding. They develop skills in creating new logos, visual identities, and messaging that align with a brand's values. Through presenting the rebranding concept, students gain experience in communicating complex ideas effectively.Students understand how a successful rebranding campaign can differentiate a brand and reposition it in the market. Students explore how rebranding can influence consumer perception, loyalty, and purchasing behavior. They gain expertise in creating a consistent and compelling brand image through visual and verbal elements.

Credits: 4	**Major Course**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-20		
Unit	**Topic**	**No. of Practical Total hours: 240**
Unit 1	Product Launch Campaign • Create an advertising campaign for the launch of a new product in the market. • Develop a teaser phase; reveal phase, and post-launch phase of the campaign. • Design materials for print, online, and outdoor advertisements to generate buzz. Assignments: • Logo, Brand Identity and taglines product ad campaign • Press Ad (Newspaper, Magazine) • Poster Design • Hoarding, design • Accessories Design (Letter Head, Visiting Card, Business card, Envelop) • Dangler design • Bunting design • Social media ad design • Packaging • Specialty Media Ad Design (T-Shirt, bag, calendar)	120 Hours
Unit :2	Rebranding Campaign • Select an existing brand and design a rebranding campaign to give it a fresh image. • Develop new logo, visual identity, and messaging that aligns with the brand's values. • Present the rebranding concept and how it revitalizes the brand's perception. Assignment: • Logo, Brand Identity and taglines product ad campaign • Press Ad (Newspaper, Magazine) • Poster Design • Hoarding, design • Accessories Design (Letter Head, Visiting Card, Business card, Envelop) • Dangler design • Bunting design	120 Hours

	• Social media ad design • Packaging • Specialty Media Ad Design (T-Shirt, bag, calendar)	

Suggested Readings:

1. Advertising Next 150 Winning Campaigns For The New Communications by TOM HIMPE Published by Thames & Hudson
1. Graphic Design Essentials: Skills, Software and Creative Solutions by Joyce Walsh Macario Published By Laurence King Publishing Ltd
2. Introduction to Graphic Design : A Guide to Thinking, Process, and Style by AarisSherin published by Bloomsbury Visual Art, London
3. Advertising Now. TV Commercials by Taschen

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Major Course - Video Editing (MJC-1)1

Programme/ Class: Bachelor of Fine Arts (Applied Art)	**Year:** Third	**Semester:** Sixth
Subject: Major Course		
Course Code: BFA- AA- 612	**Course Title:** Video Editing	

Course Out Come:

1. To enhance their creative and technical skills. Video editing is an essential aspect of modern media production and can be applied across various fields, from filmmaking to marketing.
2. For help them develop a deep understanding of cinema as an art form and equip them with the skills needed to create compelling stories for the screen.
3. Cinematography plays a crucial role in storytelling, setting the tone, and conveying emotions within a visual narrative.
4. To enhance their creative and technical skills of Operations and Movements techniques are fundamental to creating dynamic and visually engaging shots.
5. To enhance valuable skills in motion graphics, visual effects, and animation. After Effects is versatile software widely used in the film, television, advertising, and digital media industries.
6. This approach equips students with both creative storytelling skills and the technical knowledge required to bring their ideas to life on screen.

Credits: 05	**Core Course (Major Practical)**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Demonstration in Studio-Outdoor (in hours per week) 06 hours 5-1-0

Unit	Topic	No. of Practical (Total Hours - 72)
Unit-I	Principles of Editing	12
Unit-II	Film Appreciation, Screenplay and Direction	12
Unit-III	Cinematography	6
Unit-IV	Operations and Movements (Pan, Lilt, Trolley, Dolly, Crane)	12
Unit-V	Adobe After-Effects	18
Unit-VI	Digital Filmmaking and Post Production Tools	12

OFFICE

Suggested Readings: 1. Zettl, Hebert; Video Basics. Wadsworth. Thompson Learning, 2001 2. Viera, Dave, Lighting for Film and Electronic Cinematography 3. Television Production by Gerald Millerson and Jim Owens, Focal Press 2009 4. Grammar of Shot by Roy Thompson and Christopher Bowen, Focal Press 2009 5. Video Basics by Herbert Zettl, Wadsworth Publishing Co. 2007 6. Video Production by Vasuki Belavadi, Oxford University Press, 2008		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Major Course-(Traditional Graphic Art) (MJC-12)

Programme/ Class: Bachelor of Fine Arts (Applied Art)	**Year:** Third	**Semester:** Sixth
Subject: Major Course		
Course Code: BFA-AA- 613	**Course Title:** Traditional Graphic Art	
Course Out Come: 1. Develop a comprehensive understanding of the tools, materials, and processes specific to each printmaking technique. 2. Execute each printmaking process with technical skill and precision, including preparing printing plates, inking, and transferring images onto various surfaces. 3. Design and create original works that reflect personal artistic ideas, themes, or narratives, utilizing printmaking as a medium for expression. 4. Follow safety protocols for handling tools, inks, chemicals, and equipment, understanding the environmental and health considerations associated with traditional printmaking. 5. Present a final portfolio with artist statements and reflections on the creative process behind each piece, explaining the evolution of ideas and techniques. 6. Analyze works by influential printmakers, understanding how traditional graphic art has impacted visual culture, communication, and contemporary art practices.		
Credits:5	**Major Course**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	
Total No. of Demonstration-Lecture-Practical (in hours per week) 05 hours		

Unit	Topic	No. of Practical (Total Hours - 48)
Unit-I	Basic Introduction of Printmaking/Graphic Art	18 hours
Unit-II	Relief Print: Woodcut & Linocut	18 hours
Unit-III	Silk Screen Printmaking	18 hours
Unit-IV	Intaglio Printmaking: Dry point, Colography, Line Etching, Etching Aquatint.	18 hours
Unit-V	Surface Printmaking: Stone Lithography & Plate Lithography	18 hours

Suggested Readings: 1:**"The Complete Printmaker: Techniques, Traditions, Innovations"**- *Authors:* John Ross, Clare Romano, and Tim Ross. 2:**"Printmaking: A Complete Guide to Materials & Processes"** - *Authors:* Beth Grabowski and Bill Fick. 3: **"The Printmaking Bible: The Complete Guide to Materials and Techniques"** -*Authors:* Ann d'Arcy Hughes and Hebe Vernon-Morris. 4:**"Printmaking: History and Process"** - *Author:* Donald Saff and Deli Sacilotto. 5: "भारतीय छापाकला का इतिहास: आदि से आधुनिक तक" – लेखक: प्रोफेसर सुनील कुमार। 6 "छापाकला" -लेखक:श्याम शर्मा।
This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 30 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks)
Suggested Equivalent online Course: https://www.domestika.org/en/courses/3161-contemporary-printmaking-with-linoleum https://www.khanacademy.org/humanities/special-topics-art-history/creating-conserving/printmaking/v/moma-printmaking-01 https://www.oca.ac.uk/subject-areas/printmaking/ https://www.udemy.com/topic/perspective-drawing/ https://www.etsy.com/in-en/market/copy_old_masters
Further suggestion: None

Minor Course: History of Modern Indian Art

Programme/ Class: Bachelor in Fine Arts (Applied Art)	**Year:** Third	**Semester:** Sixth
Subject: Minor Course		
Course Code: BFA- AA- 601	**Course Title:** History of Modern Indian Art	
Course Out Come:**(History of Modern Indian Art)** **1.**They know about the Tanjor, Maisur style ,pattachitra, Kalighat,. **2.**They know about the Company school Equally popular as themes for analysis by historians of imperialist mindset. **3.** They know about the Renaissance Raja Ravi Verma, Bangal School And Artist. **4.** They know about Indian Artist and groups Delhi Silpa Chakra Art and Artist **5.** The use of western ideas of perspective and realism by contemporary artists		
Credits: 3	Minor Course	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0- **4**		

Unit	Topic	No. of Practical
I	• **Tanjor art,Tanjor Style, Maisoor style, Pattachitra of Orrissa, Kalighat, Patna.**	05 Hours.
II	• **Company school** • Equally popular as themes for analysis by historians of imperialist mindset.	10 Hours.

OFFICE

III	• **Renaissance:** • Raja Ravi Verma,Bangal School And its Artist	08 Hours.
IV	• **Indian Artist and groups,** • Progressive Artist Group • Delhi Shilpi chakra	10 Hours.
V	• Contemporary Indian Artists	15 Hours.

Suggested Readings:

1- vk/kqfud fp=dyk&eerkpr qosZnh
2- Hkkjrh; ledkyhudyk&eerk prqos Znh
3- o`gn vk/kqfud dyk dks"k&fouksnHkkj}kt
4- A brief History of Indian Paintings- lokesh chandra Sharma
5- A History of Fine Arts In India & The West- Edith Tomory

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course: https://www.jstor.org/stable/44147835

Further suggestion: None

Minor Course- Advertising Theory –II

Programme / Class: Bachelor of Fine Arts (Applied Art)	**Year:** Third	**Semester:** Sixth
Subject: Minor Course		
Course Code: BFA- AA- 602	**Course Title:** Advertising Theory -II	

Course Out Come:

1. Understand the structure, functions, and roles of advertising agencies in the industry.Learn about the various departments within an agency and their contributions to campaign development.Develop awareness of the workflow, processes, and timeline involved in executing successful advertising campaigns within an agency setting.
2. Acquire skills in developing comprehensive advertising strategies that align with business goals.Learn to identify target audiences, analyze market trends, and define campaign objectives.Develop the ability to create strategic advertising plans that encompass message, media, and creative execution.
3. Explore the principles of marketing and how they relate to advertising campaigns.Understand consumer behavior theories and their application in crafting effective messages.Learn to segment target audiences, identify consumer needs, and create messages that resonate.
4. Explore emerging digital platforms and technologies shaping the advertising landscape.Understand the unique opportunities and challenges of advertising on social media, mobile apps, and online video platforms.Learn about influencer marketing, content marketing, and user-generated content in new media advertising.
5. Gain insights into the relationship between advertising and brand building.Understand the role of advertising in shaping brand identity, values, and perception.Learn to create consistent brand messaging and imagery across different advertising channels.

6. Analyze real-world case studies of successful advertising campaigns from various industries.Understand the strategies, creative concepts, and execution that contributed to their success.Learn to assess the impact of these campaigns on consumer perception, brand awareness, and market positioning.Acquire the ability to extract lessons and insights from these case studies for application in future campaigns.

Credits: 3	**Minor Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Lecture- Tutorials-Practical (in hours per week) 2-0-0

Unit	**Topic**	**No. of Practical Total hours: 24**
Unit: 1	Advertising Agency • Meaning of Advertising Agency • Types of Advertising Agency • Organization, Structure, Functions & Departments of Advertising Agency • Selection of an Advertising Agency • Role of Art Studio in the agency.	4 Hours
Unit:2	Advertising Strategies and Campaign Planning • Advertising Campaign planning, appeal, objectives, continuity. • Segmentation, targeting, and positioning (STP) • Developing advertising objectives and goals • Creative strategy development • Media planning and buying	4 Hours
Unit:3	Marketing and Consumer Behavior in Advertising • Consumer behavior and market research • Importance of Consumer behavior in advertising. • Social and Cultural influences on consumer behavior.	4 Hours
Unit :4	Advertising and New Media • Emerging advertising technologies • Virtual reality (VR) and augmented reality (AR) in advertising • Artificial intelligence (AI) and machine learning in advertising • Voice search and smart devices in advertising • Ethical considerations in the use of new media in advertising.	4 Hours
Unit :5	Advertising and Branding, Brand Awareness, • Brand Awareness Branding strategies and brand image • Brand identity and personality, Brand Attitudes and Feelings • Relationship between advertising and brand building	4 Hours
Unit : 6	• Case studies on successful advertising campaigns and their impact on brand perception	4 Hours

Suggested Readings:

- 1. King's Advertising Management –Verma & Agrawal
- Advertising & sales Promotion—SHH Kazmi & Satish K Batra

OFFICER
College of Fine Arts
(SCFF)

• Advertising Management –Rajeev Batra, John G. Myers & David A. Aaker • Advertising and Personal Selling—C.B.Gupta • Vigypan Prapandh—Narendra Singh Yadav
This course is Major Course as compulsory for the students
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)
Suggested Equivalent online Course:
Further suggestion: None

SEMESTER-VII (Applied Art)

Major Course -Basics of Research (MJC-13)

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Seven
	Subject: Major Course	
Course Code: BFA-AA-701	**Course Title:** Basics of Research	
Course Out Come: 1. Students who complete this course will be able to understand and comprehend the basics in research methodology and applying them in research/ project work. This course will help them to select an appropriate research design. 2. With the help of this course, students will be able to take up and implement a research project/ study. 3. The course will also enable them to collect the data, edit it properly and analyse it accordingly. Thus, it will facilitate students' prosperity in higher education. 4. The Students will develop skills in qualitative and quantitative data analysis and presentation. 5. Students will be able to demonstrate the ability to choose methods appropriate to research objectives.		
Credits: 5	Core Course	
Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Lecture- Tutorials-Practical (in hours per week) 5-1-0		

Unit	Topic	No. of Lectures
I	• Research 1. Definition 2. Characteristics 3. Objectives 4. Research and Scientific method	9
II	• Types of Research 1. Descriptive vs. Analytical Research 2. Applied vs. Fundamental Research 3. Quantitative vs. Qualitative Research	9

OFFICE
Subharti College of Fine Art

	4. Conceptual vs. Empirical Research	
III	• Research Methodology: An Introduction • Research Process 1. Basic Overview 2. Formulating the Research Problem 3. Defining the Research Problem	9
IV	• Research Questions • Research Methods vs. Research Methodology	9

Suggested Readings:
1.
2.
3.
4.
5.

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Major Course - Copy Right / IPR (MJC-14)

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Eight
	Subject: Major Course	
Course Code: BFA- AA-702	**Course Title:** Copy Right / IPR	

Course Out Come:

1. Understand that today's world is controlled by Computer, Information Technology, but tomorrow world will be ruled by ideas, concept, and creativity.
2. Understand research problem formulation & Analyze research related information and Follow research ethics.
3. Correlate the results of any research article with other published results. Write a review article in the field of engineering.
4. Appreciate the importance of IPR and protect their intellectual property. Understand that IPR protection provides an incentive to inventors for further research work and investment in R & D, which leads to creation of new and better products, and in turn brings about, economic growth and social benefits

Credits: 5	Major Course
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 5-1-0

Unit	Topic	No. of Lectures
I	• INTELLECTUAL PROPERTY RIGHTS-	15

	1. 6 Nature of Intellectual Property 2. Patents 3. Designs 4. Trade Mark 5. Copyright	
II	Process of Patenting and Development: Technological research Innovation, Patenting Development.	15
III	Procedure for grants of patents, Patenting under PCT.	6
Suggested Readings: 1. 2. 3. 4. 5.		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Major Course -Specializations Applied Art-I (MJC-15)

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Seven
Subject: Core Course		
Course Code: BFA-AA-711	**Course Title: Core Course Specializations Applied Art**	
Course Out Come: 1. Students develop the ability to strategically plan and execute a Promotional Advertising campaign for product or services.Students will understand how to strategically design and implement discounts, deals, or special offers to drive sales within a specified time frame. Improve the ability to tailor campaigns to prompt immediate responses from consumers. Develop the ability to craft campaigns that leverage time-sensitive offers to engage customers effectively. 2. Students will learn how to design campaigns that actively involve consumers, resulting in increased participation and interest. Through the incorporation of quizzes, contests, polls, or challenges, students will acquire skills in developing creative and interactive content. By encouraging engagement, interaction, and sharing, students will understand how to create campaigns that foster a stronger connection between the brand and the consumers.		
Credits: 6	**Major Course**	
Max. Marks: 30+ 70	**Min. Passing Marks:**	
Total No. of Lecture- Tutorials-Practical (in hours per week) 6-1-0		
Unit	**Topic**	**No. of Practical Total hours: 288**

OFFICE

Unit :1	Promotional Advertising Campaign • Offer discounts, deals, or special offers to boost sales in a specific period. • Encourage immediate action from consumers. • Emphasize limited-time availability to create a sense of urgency.	72 Hours
Unit :2	Interactive Advertising Campaign • Involve consumers in a participatory experience. • Incorporate quizzes, contests, polls, or challenges. • Encourage engagement, interaction, and sharing.	72 Hours
Unit :3	Counter Display	72 Hours
Unit :4	Digital Illustrations	72 Hours
Suggested Readings: 1. 1.Advertising Next 150 Winning Campaigns For The New Communications by TOM HIMPE Published by Thames & Hudson 2. 2.Graphic Design Essentials: Skills, Software and Creative Solutions by Joyce Walsh Macario Published By Laurence King Publishing Ltd 3. 3.Introduction to Graphic Design : A Guide to Thinking, Process, and Style by AarisSherin published by Bloomsbury Visual Art, London 4. Advertising Now. TV Commercials by Taschen		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Minor Course- Practical- II (Portfolio) (MIC-9)

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Seven
Subject: Minor Course		
Course Code: BFA- AA-712	**Course Title:** Practical- II (Portfolio)	
Course Out Come: 7. Its help to creative and practical skill that encompasses elements of art, design, marketing, and communication. 8. Its can provide them with a comprehensive understanding of how visual elements and design principles contribute to creating a consistent and impactful brand image. Identity systems encompass a range of design elements beyond just logos, including typography, colors, imagery, patterns, and more. 9. Its help to develop their design skills, encourage creative thinking, and deepen their understanding of visual communication. 10. Its offers a unique opportunity to combine artistic creativity with practical digital design skills. 11. To help them develop their design skills while addressing real-world communication needs.		
Credits: 04	**Major Course (Major Practical)**	

OFFICE

Max. Marks: 30+ 70	Min. Passing Marks:	
Total No. of Demonstration-Lecture-Practical (in hours per week) 4-0-1		
Unit	**Topic**	**No. of Practical (Total Hours - 48)**
Unit-I	Logo Design	8
Unit-II	Brand Identity System	10
Unit-III	Book/eBook Cover Redesign	8
Unit-IV	Album Art Cover/Spotify Graphic	12
Unit-V	Event Poster or Email Announcement	10

Suggested Readings:

1. That Portfolio Book by Dann Petty & Friends.
2. Design Portfolios: Innovative Concepts for Presenting Your Work by Sara Eisenman.

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

SEMESTER-VIII (Applied Art)

Major Course -Specializations Applied Art-II (MJC-16)

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Eight
Subject: Core Course		
Course Code: BFA-AA- 811	**Course Title:** Specializations Applied Art	

Course Out Come:

1. Students will develop an understanding of how to select, research, and advocate for social or environmental causes through campaigns. Develop the ability to create campaigns that communicate the importance of the chosen cause and inspire action among the target audience.Students will gain skills in crafting compelling messaging and utilizing various channels for maximum impact.

2. Students will learn to identify and harness emotional triggers that resonate with the target audience. Develop the ability to create campaigns that evoke genuine emotions, fostering a deeper connection between the brand and consumers. Through the study of emotional storytelling techniques, students will develop skills in crafting narratives that engage and move audiences.

3. Students will learn to create innovative and humorous campaign concepts that capture attention and engage the audience. Students will gain skills in effectively capturing and maintaining the audience's interest and successfully hold the audience's attention and encourage interaction.

Credits: 4	**Major Course**
Max. Marks: 30+ 70	**Min. Passing Marks:**
Total No. of Lecture- Tutorials-Practical (in hours per week) 0-0-24	

OFFICE

Unit	Topic	No. of Practical Total hours: 288
Unit :1	Cause-Related Campaigns: 1. Advocate for a social or environmental cause. 2. Raise awareness and encourage support or action. 3. Align the brand with a meaningful purpose to resonate with socially conscious consumers.	72 Hours
Unit :2	Emotional Appeal Campaigns: 1. Evoke emotions such as empathy, happiness, or nostalgia. 2. Create a strong connection between the brand and consumers on an emotional level. 3. Often used to build a loyal customer base. or Humor-Based Campaigns: 1. Utilize humor to capture attention and entertain audiences. 2. Memorable and relatable content can lead to increased brand recall. 3. Effective for enhancing positive brand associations.	72 Hours
Unit: 3	Counter Display	72 Hours
Unit: 4	Book Design for kids	72 Hours
Suggested Readings: 1. 1.Advertising Next 150 Winning Campaigns For The New Communications by TOM HIMPE Published by Thames & Hudson 2. 2.Graphic Design Essentials: Skills, Software and Creative Solutions by Joyce Walsh Macario Published By Laurence King Publishing Ltd 3. 3.Introduction to Graphic Design : A Guide to Thinking, Process, and Style by AarisSherin published by Bloomsbury Visual Art, London 4. Advertising Now. TV Commercials by Taschen		
This course is Major Course as compulsory for the students		
Evaluation Method: Max. Marks 40 Assessment Type : Assignments (20 Marks) Assessment Type : Class Test (10 Marks) Assessment Type : Attendance (10 Marks)		
Suggested Equivalent online Course:		
Further suggestion: None		

Minor Course -Practical- IV (Portfolio) MIC-10

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Eight
Subject: Minor Course		
Course Code: BFA- AA- 812	**Course Title:** Practical- IV (Portfolio)	
Course Out Come:		

OFFICE

1. It's them with skills in creating, shaping, and maintaining the visual identities of businesses, organizations, and even personal projects. Branding design encompasses a range of elements, from logos and typography to color palettes and marketing collateral
2. Its help to students is a highly relevant and valuable educational endeavor in today's digital world. UX and UI design focus on creating user-friendly, visually appealing, and functional digital experiences.
3. The skills to visually convey complex information and data in a clear, organized, and engaging manner.
4. To learn about involves blending creativity, strategy, and communication to engage target audiences and drive desired actions.
5. To help them develop skills in creating innovative, functional, and visually appealing packaging solutions for various products.
6. Its helps to students is a crucial aspect of their education, as it equips them with the skills and knowledge to effectively showcase their work, skills, and accomplishments to potential employers, clients, or educational institutions.

Credits: 04	**Minor Course (Practical)**
Max. Marks: 30+ 70	**Min. Passing Marks:**

Total No. of Demonstration-Lecture-Practical (in hours per week) 04 hours

Unit	Topic	No. of Practical (Total Hours - 48)
Unit-I	Branding design	08
Unit-II	UX / UI design	09
Unit-III	Information design	11
Unit-IV	Marketing and advertising design	08
Unit-V	Packaging design	08
Unit-VI	Portfolio Presentation	04

Suggested Readings:

1. The Graphic Designer's Guide to Portfolio Design (Third Edition) by Debbie Rose Myers.
2. Creating Your Digital Portfolio: The Essential Guide to Showcasing Your Design Work Online by Ian Clazie.

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

Compulsory Course – Research Project /Dissertation (RP-I)

Programme/ Class: Bachelor Honors (Research)in Fine Arts(Applied Art/ Painting/Sculpture)	**Year:** Fourth	**Semester:** Seven
Subject: RP-I		
Course Code: BFA-AA- 813	Course Title: Project Report	

Course Out Come:

1. To understand the developing of campaigning in the field of advertising with some creative effects for making Graphic designing interesting as well as attractive.
2. To gain knowledge regarding research.
3. Describe how the Project/Program generated an outcome and/or made or contributed to an impact. Outcomes/Impacts can be changes in: (1) Learning: Knowledge, awareness, or skills

OFFICE

gained by others. (2) Action: New methods/tools or behaviors/practices adopted by others.

4. The events, occurrences, or changes in conditions, behavior, or attitudes that indicate progress toward a project's goals.
5. Outcome evaluation is a method of determining how well a program achieved its objectives by measuring results.

Credits: 12	RP-1
Max. Marks: 30+ 70	Min. Passing Marks:

Total No. of Lecture- Tutorials-Practical (in hours per week) 3-0-3

Unit	Topic	No. of Lectures
I	The project study is to be based on the aesthetical area (such as History, Artists, Modern Art, and Technique & Style). Prepared project report related to the campaigning/ aesthetical area covering the broad aspects on which the data is proposed to be collected and analysis is to be conducted, maximum 20 typed pages for presenting and discussion with the examiner panel. It may be noted that the chosen functional area is not preventive. Each student has to make 3 copies of the report. One for the University, one for our College and one for self. Also submit a CD for authentication of data.	72

Suggested Readings:

1.
2.
3.
4.
5.

This course is Major Course as compulsory for the students

Evaluation Method: Max. Marks 40
Assessment Type : Assignments (20 Marks)
Assessment Type : Class Test (10 Marks)
Assessment Type : Attendance (10 Marks)

Suggested Equivalent online Course:

Further suggestion: None

OFFICE
Subharti College of Fine Arts
& Fashion Design (SCFF)