

FIRST YEAR FUNDAMENTAL

SUBJECT	Teaching Hours (per academic year)			Marks		
	Th.	Pr.	Total	Sess	Final	Total
1. INTRODUCTION TO VISUAL ARTS: A: Elements of Arts: <ul style="list-style-type: none"> Line, Shape, Volume, Light, Texture, Color, Perspective, Composition, Importance, quality and application to the Arts using visual references B: Principal of Design: <ul style="list-style-type: none"> Rhythm, Contrast, Continuity, Harmony, Emphasis, Balance, Unity, Importance, quality and application to Design using visual references C: Terminology used in Art + Design <ul style="list-style-type: none"> Terms and process used in Art and Design explained with the aid of visual references D: Media of visual Arts: <ul style="list-style-type: none"> Fine Arts: <ul style="list-style-type: none"> Drawing, Painting, Sculpture, Printmaking, Photography, Film Applied Arts <ul style="list-style-type: none"> Architecture, Graphic Design, Comp. Graphics, Product / Textile Design, Ceramics & Glass <p>Brief history of each discipline and introduction to use of visual language</p>	50	--	50	40	60	100
2. DRAWING: <ul style="list-style-type: none"> Perspective – One point, two points, three points & Ariel perspective studies in the studio Still Life – studies simple geometric and organic objective including plant forms Basic Anatomy - Simple bio machines: basic structure and movement of the body using skeleton & model Life-long and short studies of simple poses 	100	400	500	180	270	450
3. BASIC DESIGN: <ul style="list-style-type: none"> Applied Element of Visual art - short exercises exploring each element with special emphasis on color Typography (Lettering and Calligraphy - introduction to basic techniques typeface) 3D Design - basic packaging techniques and introduction to product design Textile Design --- Graphic representation of natural elements 	50	200	250	40	60	100
4. DRAFTING: <ul style="list-style-type: none"> Handling and use of instruments, Solid geometry, Isometric Perspective, Basic techniques 	30	120	150	40	60	100
5. SCULPTURE (Materials & Processes): <ul style="list-style-type: none"> Concepts: Three dimensionality, use of media, Introduction to concepts of carving, modeling, construction and assemblage. Techniques: Clay, Wax, Plaster of Paris, Cardboard and other simple media, Ceramics. Simple exercises based on Realistic and abstract studies 	40	160	200	40	60	100
6. HISTORY OF ART: <ul style="list-style-type: none"> Overview of major periods of World Art and Architecture - A concise study of World Art from the perspective of the changing role of the Artist and the evolution of human dwellings. 	50	--	50	40	60	100
7. SKETCH BOOK: <ul style="list-style-type: none"> To be submitted weekly, Work must be original. 	--	--	--	20	30	50
Total:	320	880	1200	400	600	1000