

## FIRST YEAR FUNDAMENTAL

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