Name of University	University of Rajasthan, Jaipur
Name of Faculty	Fine Arts
Name of Discipline	BVA Sculpture
Type of Discipline	Major
List of Programme were offered as Minor Discipline	Nil
Offered to Non-Collegiate Students	No

SEMESTER-WISE PAPER TITLES WITH DETAILS

	BVA-Sculpture-Common with Painting and Applied Arts-Semester I And II											
	[UG0511]-Sculpture											
				BVA-Sculpture		C	redit	S				
#	Level	Semester	Туре	Title	L	т	Р	Total				
1.	5	I	MJR	BVA-51T-101 [Fundamentals of visual arts] Common with Applied arts and Painting	2	0	0	2				
2.	5	I	MJR	UG0511-[PAI-51P-101] [Disipline-1 Basic drawing] Common with Applied arts and Painting	0	0	4	4				
3.	5	I	MJR	UG0511-[APL-51P -101] [Disipline-2 Basic Design -Applied arts] Common with Applied arts and Painting	0	0	6	6				
4.	5	I	MJR	[UG0511] - [SCU-51P-101]	0	0	6	6				



BVA-Sculpture-Common with Painting and Applied Arts-Semester I And II [UG0511]-Sculpture

				BVA-Sculpture		С	redit	S
#	Level	Semester	Туре	Title	L	т	Р	Total
				[Disipline-3 Basic clay modelling 3D] Common with Applied arts and Painting				
5.	5	II	MJR	BVA-52T-102 [Visual Culture of Rajasthan] Common with Applied arts and Painting	2	0	2	2
6.	5	II	MJR	[UG0511] - [PAI-52P-102] [Elementary Painting] Common with Applied arts and Painting	0	0	4	4
7.	5	II	MJR	[UG0511] - [APL-52P-102] [Elementary Design- Applied Arts] Common with Applied arts and Painting	0	0	6	6
8.	5	II	MJR	[UG0511] - [SCU-52P-102] [Elementary Sculpture] Common with Applied arts and Painting	0	0	6	6

Examination Scheme

- 1. 1 credit = 25 marks for examination/evaluation
- 2. For Regular Students there will be Continuous assessment, in which sessional work and the terminal examination will contribute to the final grade. Each course in Semester Grade Point Average (SGPA) has two components- Continuous assessment (20% weightage) and (End of end-semester examination) EoSE (80% weightage).
- 3. For Regular Students,75% Attendance is mandatory for appearing in the EoSE.
- 4. To appear in the EoSE examination of a course/subject a regular student must appear in the mid-semester examination and obtain at least a C grade in the course/subject.



- 5. Credit points in a Course/Subject will be assigned only if, the regular student obtains at least a C grade in the CA and EoSE examination of a Course/Subject.
- 6. In the case of Non-Collegiate Students there will be no Continuous assessment and credit points in a course/subject will be assigned only if, the non-collegiate student obtains at least a C grade in the EoSE examination of a Course/Subject.

Examination Scheme for Continuous Assessment (CA)

DISTRIBUTION OF CONTINUOUS ASSESSMENT (CA) MARKS

		Weightage (out of total internal marks)			THEOF	RY			PRACTI	CAL	
S. No.	CATEGORY			CORE (Theory)	AEC	SEC	VAC		CORE (Practical)	SEC	VAC
	Max Internal Marks		(out c		20	10	10	30	20	10	10
1	Mid-term Exam/ submission		50%	5	10	5	5	15	10	5	5
2	Assignment	2	25%	2.5	5	2.5	2.5	7.5	5	2.5	2.5
		2	25%	2.5	5	2.5	2.5	7.5	5	2.5	2.5
		.e	= 75%	1	1	1	1	3	2	1	1
3	Attendance	r Cla danc	75-80%	1.5	1.5	1.5	1.5	4	3	1.5	1.5
		Regular Class Attendance	80-85%	2	2	2	2	5	4	2	2
		Re	> 85%	2.5	2.5	2.5	2.5	7.5	5	2.5	2.5

Note:

- 1. Continuous assessment will be the sole responsibility of the teacher concerned.
- 2. For continuous assessment no remuneration will be paid for paper setting, Evaluation, Invigilation etc.
- 3. For continuous assessment Paper setting and Evaluation responsibility will be of teacher concern.
- 4. For continuous assessment no Answer sheets/question papers etc. will be provided by the University.
- 5. Colleges are advised to keep records of continuous assessment, attendance etc.



Examination Scheme for EoSE

CA – Continuous Assessment EoSE – End of Semester Examination

[UG0511]-[BVASemester I]Sculpture [Common with Painting and Applied Arts]

Type of Examination	Course Code and Nomenclature	Duration Examin	-	Maxin	num Marks	Minim	um Marks
	[UG0511]BVA-51P-101	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory	[Fundamentals of visual arts] Common with Applied arts and Painting	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks
	UG0511-[APL-51P -101]		*	CA	20 Marks	CA	8 Marks
Practical	[Disipline-2 Basic Design -Applied arts] Common with Applied arts and Painting	EoSE	10 Hrs	EoSE	80 Marks	EoSE	32 Marks
	UG0511-[PAI-51P-101]	CA	*	CA	30 Marks	CA	12 Marks
Practical	[Disipline-1 Basic drawing] Common with Applied arts and Painting	EoSE	10 Hrs	EoSE	120 Marks	EoSE	48 Marks
	UG0511-[SCU-51P -101]	CA	*	CA	30 Marks	CA	12 Marks
Practical	[Disipline-2 Basic clay modelling 3D] Common with Applied arts and Painting	EoSE	10 Hrs	EoSE	120 Marks	EoSE	48 Marks

^{*} Continuous Assessment shall be done on the basis of the submissions at the end of term as per the criteria of mark distribution prescribed by the university



Theory question paper format

The question paper of End of semester will consist of **two** parts **A&B** covering all five units.

Maximum Mark 40

Part A shall consist of 4 choice based questions each carrying 5 marks each to be answered briefly.

Part B consists of 2 choice based questions carrying 10 marks each to be answered elaborately.

The questions shall be structured to understand the students overall understanding of the subject.

Practical Examination

Continuous Assessment (CA)

Continuous Assessment shall be done on the basis of the submissions at the end of the term as per the criteria of mark distribution prescribed by the university.

Class participation and Attendance: 25%

Weekly Assignments and Studio Work: 25%

Final submission: 50%

The following are the minimum requirements of submission for the practical papers

[PAI-51P-101] [Disipline-1 Basic drawing]

Minimum 2 works covering each unit's exercises. Size: Half Imperial sheet

[APL-51P -101] [Disipline-2 Basic Design -Applied arts]

2 works each based on aforementioned units -Total 10 works.

Medium- Poster colour, water colour.

Paper- Ivory or cartridge paper Size- Half / quarter imperial

[SCU-51P-101] [Disipline-3 Basic clay modelling 3D]



Minimum 5 works in clay as per the assignments given- Size: less than 1 ft.

End of Semester Examination (EoSE):

[PAI-51P-101] [Disipline-1 Basic drawing]

Students will be required to create an arranged still life using any black and white medium

Duration: 10 hours

Size: Half Imperial sheet

[APL-51P -101] [Disipline-2 Basic Design -Applied arts]

Students will be required to create designs based on the questions that cover the course material.

Duration: 10 hours

Size: Half Imperial sheet

[SCU-51P-101] [Disipline-3 Basic clay modelling 3D]

Students will be required to create one sculpture in clay, choosing from the given options that cover the course material.

Duration: 10 hours

Size: less than 1 ft.



Syllabus

[UG 0511] [BVA-51T-101]

[Fundamentals of visual arts]

I-Semester [Sculpture]

[Common with Painting and Applied Arts]

Semester	Code of the Course		Title of the	per	NHEQF Level	Credits				
I	[BVA-51T-101]	Fundamei	ntals of visual	5	2					
Level of	Type of the	Cre	edit Distribu	tion	Offered to	Course	Delivery			
Course	Course	Theory	Practical	NC Student		thod				
5	Theory	2	0	No	Lecture					
List of Program Offered as Min	ime Codes in which or Discipline	Nil								
Prerequisites		Nil	Nil							
Objectives of th	overvie of visua shape, o movem develop prepari visual a will gair express	w of the fundants. Stude colour, texturents and the ovisual literang students for the colons and cultilized by classifications and cultilized by classifications.	damental onts will exported the control of the cont	provides a concepts, printolore key element, as well as sold analysis, and ed studies in visual and apprecences in visual actures, Multir	ciples, and nents such a significant a e course air creative this various discind critiques, ciation of the arts. The co	techniques as line, rt ms to nking skills, plines of students a diverse ourse shall				



[UG0511] [BVA-51T-101] [Fundamentals of visual arts]

Unit-1 Elements of Visual arts

Learners are introduced to the Elements of Visual Art such as Line, Shape, Form, Space, Texture, Value and Colour. They are to understand the importance of each of these above mentioned aspects in context to building a visual imagery.

Unit-2 Principals of Visual arts

Learners are given visual examples and exercises to grasp the compositional structure of visuals by thinking in terms of Balance, Contrast,

Emphasis, Movement, Pattern, Rhythm, Unity/Varietyand so forth.

Unit-3 Contextual understanding of Visual making

Learners are made aware of the various contexts, constructs and concepts that underlie the intention and function of visual making in the human context. Factors likeMythology, Religion- ideas about the relationship between science and religion, Rituals, National Identity, Anthropology, Sociology, Psychology, History, and such motivators which contribute to the ambience of visual making are to be touched upon.

Unit-4 Visual Culture Studies

Visual Culture Studies involves an analysis of contemporary culture, media and society

Learners are made aware of how societies construct their visual perspectives through

knowledge, beliefs, art, morals, laws, and customs, amongst other things. This unit includes
anything from: Painting Sculpture Installation Video art Digital art Photography

Film Television The Internet Mobile screening devices Fashion Medical & scientific
imaging Architecture & Urban design Social spaces of museums, galleries, exhibitions,
and other private and public environments of the everyday.

Course Learning Outcomes



Upon completing this course, students will be able to:

Understand Key Concepts: Grasp fundamental concepts and principles of visual arts.

Analyze Art Techniques: Critically analyse various artistic techniques and their applications.

Identify Art Movements: Recognize significant art movements and their historical significance.

Enhance Visual Literacy: Interpret and discuss artworks with improved visual literacy.

Foster Creative Thinking: Apply creative thinking and problem-solving skills in visual arts.

Appreciate Diversity: Understand and appreciate the cultural diversity in artistic expressions.

Articulate Critiques: Formulate and express informed critiques of artworks.

Suggested Books and References:-

- 1. Fundamentals of Visual Art; Dr.Anjuchaudhar; 2021, Anu book
- 2. Fundamentals of Visual Arts; Muneesh Kumar & Munish Kumar; 2020; Doaba Publications
- 3. Art Fundamentals Theory And Practice With Core Concepts In Art;2005; McGraw-Hill Higher Education
- 4. ChitrakalaKeMoolAadhar; by Muneesh Kumar; 2012; Doaba Publications
- 5. चित्रकलाकेम्लआधार ; Mohan Singh Mawdi;2017;TakshilaPrakashan

E-Resources:-

- 1. https://study.com/academy/lesson/visual-arts-types-characteristics-examples.html
- 2. <a href="https://human.libretexts.org/Bookshelves/Art/A World Perspective of Art Appreciation (Gustlin n and Gustlin)/01%3A A World Perspective of Art Appreciation/1.06%3A What Are the Elements of Art and the Principles of Art
- 3. https://open.umn.edu/opentextbooks/textbooks/374
- 4. https://www.aicte-india.org/sites/default/files/HINDI_BOOKS/BOOK%205.pdf

Syllabus



UG0511

I-Semester [Sculpture] [PAI-51P-101]

[Disipline-1 Basic drawing]

[Common with Painting and Applied Arts]

Semester	Code of the Course		Title of the	per	NHEQF Level	Credits				
ı	[PAI-51P-101]	Disipline-1	1 Basic drawi	5	4					
Level of	Type of the	Cre	edit Distribu	tion	Offered to	Course	Delivery			
Course	Course	Theory	Practical	Total	NC Student		thod			
5	Practical	0	4	4	No		ctical Practice			
List of Program Offered as Min	nme Codes in which or Discipline	Nil								
Prerequisites		Nil								
Objectives of the	ne Course:	foundation of structure coordinate include set still life of drawing. perspecting encourage artistic visual A course and inverse.	onal techniquered exercises tion, observation, remphasis is ve, tonal valuing personal sion. In freehand tive skills in tike Charco	ues and cores, students ational skills capid sketch placed on ues, texture expression drawing data all drawing data and data a	undergradual cepts of draw will develop s, and creative with crumpled aing of life mounderstanding e, and compost and the development and the development of the deve	ving. Throughand-eye expression paper, nat dels, and constitution, while elopment of the phasize purchasize pu	gh a series n. Units ure studies, onceptual ns, e f a unique erceptual explore			



[UG0511][PAI-51P-101] [Disipline-1 Basic drawing]

Unit-1

Drawing Exercises using crumpled (crushed) paper leading to object studies for handeyeco-ordination.

Unit-2

Nature study- Exercises leading to understanding how to perceive one's Field of Vision on to a 2D surface further leading to nature study. Learning to observe and create different lighting, atmospheric conditions while also compositionally tackle visual elements.

Unit-3

Still life- Learning to develop visual stillness in intently looking at a chosen object, leading to cultivate an observational skill or perceiving proportions, perspective, tonal values, texture, negative space and such attributes leading to an understanding of relation between and within objects

Unit-4

Rapid sketch- Rapid sketching of life models shall be based on careful observation; recording as much information about the pose, proportion and form as much possible in a very short amount of time.

Unit-5

Conceptual Drawing-Exploring various themes, materials, concepts and styles of drawing. Students may take the opportunity to develop personal, subjective images within the boundaries of given assignments. Focus is on the expansion and utilization of drawing skills to access and develop personal creative vision.



Course Learning Outcomes:

Upon completing this course, students will be able to:

Improve Hand-Eye Coordination: Execute precise and controlled drawings through structured exercises.

Enhance Observational Skills: Accurately observe and translate objects, nature, and human figures onto a 2D surface.

Apply Drawing Fundamentals: Utilize principles of proportion, perspective, tonal values, and texture effectively.

Express Creatively: Develop and articulate personal themes and styles in their drawings.

Execute Rapid Sketches: Capture essential details of poses, proportions, and forms quickly and efficiently.

Establish a Drawing Foundation: Build a strong base for future study and practice in visual arts.

Syllabus



UG0511 I-Semester- [Sculpture] [APL-51P -101]

[Disipline-2 Basic Design -Applied arts] [Common with Painting and Applied Arts]

Semester	Code of the Course		Title of the	per	NHEQF Level	Credits			
ı	[APL-51P -101]	Disipline-2	2 Basic Desigr	5	6				
Level of	Type of the	Cre	edit Distribut	tion	Offered to	Course	Delivery		
Course	Course	Theory	Practical	Total	NC Student		thod		
5	Practical	0	6	No	_	ctical Practice			
List of Program Offered as Min	nme Codes in which or Discipline	Nil							
Prerequisites		Nil							
Objectives of th	ne Course:	design in such as sl to create the conce and three design an hands-on	applied art. hape, line, spacesthetically epts of form, e-dimensional grid system assignment	Students wo pace, form, pleasing of function, a al contexts, ms in organ s, students	to the founda vill explore the texture, value compositions. and beauty in and understa tizing visual co will develop and visual comr	e basic visually and color They will do both two-cond the role ontent. Through strong grant astrong grant color will be strong gr	al elements c, and learn elve into dimensional e of graphic ough		

Detailed Syllabus



[UG 0511] [APL-51P -101] [Disipline-2 Basic Design -Applied arts]

Unit 1 Introduction to Visual Elements and Aesthetic Representation

Exercises exploring the basic visual elements of art like shape, line, space, form, texture, value, and colour. These elements help in developing an understanding of a designer's vision.

Assignments- Students will prepare visual compositions combining and organizing the above elements (one element or more elements) in monochromatic and achromatic and polychromatic schemes.

Unit 2 Form, Function, and Beauty

Understanding Form in two dimensional and three dimensional contexts. Exploring how a form can be created by combining shapes and how it can be enhanced by colour or texture.

Assignments- Students will make form-driven compositions and designs. They will make designs based on various two and three dimensional forms.

Unit 3 Fundamentals of Graphic Design and Grid

Learners explore the prevalence of graphic design in their daily lives, both the digital world and the printed world. They are introduced to preliminary design ideation using grids. A grid can be used to organize graphic elements in relation to a page, in relation to other graphic elements on the page, or relation to other parts of the same graphic element or shape. A grid is a structure (usually two-dimensional) made up of a series of intersecting straight (vertical, horizontal, and angular) or curved lines (grid lines) used to structure content.

Assignments

Graphic Design- Students will create compositions using various natural and manmade objects in black & white and colour.

Grid Designs- Students will create compositions using various grid patterns in black & white and colour. They will be exposed to the problems making Grids in page layout and composition of magazine page layout and design.

Unit 4 Colour Theory, Composition, and Interactions

Students will mix paint and hues to create and use colours. They shall learn to identify colour schemes and systems and to apply them appropriately. They will understand colour wheel and the phenomena and operation of light, colour and the properties, capabilities,



and structures of color with tint and shade. Also they will recognize and apply colour interactions. Eventually they explore and apply the associative, cultural, expressive, and psychological aspects of colour.

Assignments- Students will prepare sheets of quarter imperial size based on color balance, colour unity, harmony of colour, shapes with light and shadows etc.

Unit 5 Basic Lettering and Typography design

This unit focuses on the exploration of typographic studies. Students will apply previously learned design theory to conceptualize solutions to more complex visual communication problems. This intense focus in graphic design will further a student's production skills and knowledge, extend the student's capacity for conceptual thinking and visual problem solving, and allow for the further exploration of the creative and practical aspects of typography and the special relationship between type and image.

Students will study the basic characteristics of type, understanding of letter/alphabet as a form. Simultaneouslythey learn to judge the composition of letters/alphabets, its spacing, organization, intuitive and logical planning.

Course Learning Outcomes:

Upon completing this course, students will be able to:

Utilize basic visual elements to create cohesive designs.

Develop aesthetically pleasing compositions in various color schemes.

Design effective two-dimensional and three-dimensional forms.

Apply grid systems to organize visual content in graphic design.

Generate innovative design ideas and compositions.

Communicate visually through well-structured design principles.

Establish a foundation for advanced studies in applied art and design.

[UG0511]
I-Semester [Sculpture]
[SCU-51P-101]
[Disipline-3 Basic clay modelling 3D]
Common with Painting and Applied Arts



Semester	Code of the Course		Title of the	NHEQF Level	Credits					
ı	[SCU-51P-101]	Disipline-3	3 Basic clay n	5	6					
Level of	Type of the	Cre	edit Distribu	tion	Offered to	Course	Delivery			
Course	Course	Theory	Practical	Total	NC Student	Me	thod			
5	Practical	0	6	6	No		ctical Practice			
List of Program Offered as Min	ime Codes in which or Discipline	Nil								
Prerequisites		Nil								
Objectives of th	ne Course:	focusing of objects. Signodel cladevelopm assignmento clay signores into clay signores.	on creating to Students will ay, emphasiz ment. The counts aimed at sculptures.	hree-dime explore va ing observa urse will ind enhancing	to clay model nsional works rious method ation, creativit clude practica g skills in trans expected to b	inspired by s and appro sy, and form I exercises a lating natu	natural paches to nand ral forms			

[UG 0511] [SCU-51P-101]
[Disipline-3 Basic clay modelling 3D]

Unit 1: Introduction to Clay and Basic Techniques

Introduction to different types of clay and their properties.



Basic hand-building techniques: pinch, coil, and slab methods.

Simple exercises to familiarize students with clay handling and tools.

Assignment: Create a small sculptural form using basic techniques.

Unit 2: Studying Natural Forms

Observational drawing and sculpting from natural objects (e.g., leaves, shells, stones).

Techniques for capturing textures and details in clay.

Assignment: Model a clay sculpture based on a natural object, focusing on detail and texture.

Unit 3: Developing Forms from Nature

Translating natural forms into abstract or stylized clay sculptures.

Exploration of form, balance, and proportion.

Assignment: Create an abstract or stylized sculpture inspired by a natural form, experimenting with different shapes and compositions.

Unit 4: Experimenting with Surface Techniques

Techniques for texturing and decorating clay surfaces (e.g., carving, stamping, glazing).

Exploration of surface finishes and their impact on the overall sculpture.

Assignment: Apply various surface techniques to enhance the previously created sculpture.

Unit 5: Integrating and Refining

Integrating multiple clay elements into a cohesive sculpture.

Techniques for joining and assembling clay pieces.

Final project: Create a complete sculpture that integrates techniques learned throughout the course.

Assignment: Complete a final clay sculpture, incorporating elements from all previous units and presenting it for critique.



Course Learning Outcome:

Students will develop foundational skills in clay modelling, gain the ability to interpret and translate natural forms into three-dimensional clay sculptures, and apply various techniques to create detailed and cohesive works.

[UG 0511] II-Semester [Sculpture] Common with Painting and Applied Arts

Type of Examination	Course Code and Nomenclature	Duration of Examination		Maxim	num Marks	Minimum Marks	
	[UG0511][BVA-52T-102]	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory	[Visual Culture of Rajasthan] Common for Painting, Applied arts	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks



	and Sculpture						
	[UG0511] - [APL-52P-102] [Elementary Design- Applied Arts]	CA	*	CA	20 Marks	CA	8 Marks
Practical	Common with Painting and Sculpture	EoSE	10 Hrs	EoSE	80 Marks	EoSE	32 Marks
	[UG0511] - [PAI-52P-102]	CA	*	CA	30 Marks	CA	12 Marks
Practical	[Elementary Painting] Common with Applied arts and Sculpture	EoSE	10 Hrs	EoSE	120 Marks	EoSE	48 Marks
	[UG0511] - [SCU-52P-102]	CA	*	CA	30 Marks	CA	12 Marks
Practical	[Elementary Sculpture] Common with Painting and Applied Arts	EoSE	10 Hrs	EoSE	120 Marks	EoSE	48 Marks

^{*} Continuous Assessment shall be done on the basis of the submissions at the end of term as per the criteria of mark distribution prescribed by the university

Theory question paper format

The question paper of End of semester will consist of two parts A&B covering all five units.

Maximum Mark 40

Part A shall consist of 4 choice based questions each carrying 5 marks each to be answered briefly.

Part B consists of 2 choice based questions carrying 10 marks each to be answered elaborately.



The questions shall be structured to understand the students overall understanding of the subject.

Practical Examination

Continuous Assessment (CA)

Continuous Assessment shall be done on the basis of the submissions at the end of the term as per the criteria of mark distribution prescribed by the university.

Class participation and Attendance: 25%

Weekly Assignments and Studio Work: 25%

Final submission: 50%

The following are the minimum requirements of submission for the practical papers

[PAI-52P-102] [Elementary Painting]

Minimum 2 works covering each unit's exercises. Size: Half Imperial sheet

[APL-52P -102] [Elementary Design - Applied arts]

2 works each based on aforementioned units -Total 10 works.

Medium- watercolour, poster colour, pen and ink

Size- Half/quarter Imperial Ivory sheet

[SCU-52P-102] [Elementary Sculpture]

5 works in clay not bigger than 1 cub ft., one each from the topics covered.

End of Semester Examination (EoSE):

[PAI-52P-102] [Elementary Painting]

Students will be required to create an arranged still life using any black and white medium

Duration: 10 hours

Size: Half Imperial sheet



[APL-52P -102] [Elementary Design - Applied arts]

Students will be required to create designs based on the questions that cover the course material.

Duration: 10 hours

Size: Half Imperial sheet

[SCU-52P-102] [Elementary Sculpture]

Students will be required to create one sculpture in clay, choosing from the given options that cover the course material.

Duration: 10 hours

Size: less than 1 ft.

Syllabus

[UG 0511] II-Semester [Sculpture] [BVA-52T-102]

[Visual Culture of Rajasthan] Common with Painting and Applied Arts

Semester	Code of the Course	Title of the Course/Pap	per	NHEQF Level	Credits
II	BVA-52T-102	Visual Culture of Rajasth	5	2	
Level of	Type of the	Credit Distribution	Course	Delivery	



Course	Course	Theory	Practical	Total	NC Student	Method		
5	Theory	2 0 2 No Lecture						
List of Program Offered as Mine	Nil							
Prerequisites		Nil						
Objectives of th	Objectives of the Course:			ory throug and festival stylistic ele	h miniature s s. Students w ments, histor	e of Rajasthan, chools, folk traditions, will gain an rical context, and s from the region.		

[UG 0511] -[BVA-52T-102] [Visual Culture of Rajasthan]

Unit 1: Miniature Schools

Explore the distinct styles and historical contexts of the major Rajasthani miniature schools:

Mewar Style: Udaipur

Marwar Style: Jodhpur, Kishangarh, Bikaner

Dundhar Style: Alwar, Jaipur

Hadothi Style: Kota, Bundi

Lecture-8



Unit 2: Folk Traditions

Study Rajasthan's rich folk art forms such as Phad, Kawad, Mandna, and Mehndi.

Understand their historical development, cultural significance, and visual characteristics.

Lecture-6

Unit 3: Traditional Practices

Examine Rajasthan's traditional art forms including terracotta, marble carving, metalwork, woodwork, leatherwork, Jaipur fresco, and block printing.

Learn about their historical evolution, techniques, and cultural contexts.

Lecture-8

Unit 4: Festivals and Fairs

Analyze the visual and cultural aspects of major Rajasthani festivals and fairs:

Teej: Worship of Goddess Teej

Gangaur Festival: Symbolizing the union of Lord Shiva and Goddess Parvati

Pushkar Camel Fair: A significant camel trade fair

Benshwar Fair: Dungarpur

Ramdevra Fair: Jaisalmer

Gogaji Fair: Gogamedi

Kaila Devi Fair: Kalia Village

Tejaji Fair: Parbatsar

Lecture-8

Course learning outcome:

Students will:

Identify and differentiate between the major Rajasthani miniature art schools and their stylistic characteristics.

Understand and describe the rich folk traditions and their visual representations.

Explain the techniques and cultural contexts of traditional Rajasthani art forms and crafts.

Analyse the visual and cultural significance of key Rajasthani festivals and fairs.

Integrate their understanding of Rajasthani visual culture into practical projects that reflect its diverse artistic heritage.



Suggested Books and References:-

- 1. History and Culture of Rajasthan; Kishan Gopal Sharma; 2020; RG GROUP
- 2. Rajasthani Miniatures: The Magic of Strokes and Colours ;Daljeet ;2018; Niyogi Books Private Limited
- 3. The Ragachitras of Mewar:: Indian Musical Modes in Rajasthani Miniature Painting; AnupaPande ;2020; Aryan Books International
- 4. Rajasthan, an Oral History: Conversations with Komal Kothari;RustomBharucha;2003;Penguin Books India.
- 5. Kaavad Tradition Of Rajasthan; Sabnani Nina;

E-Resources:-

- 1. https://www.granthaalayahpublication.org/Arts-Journal/ShodhKosh/article/view/266/355
- 2. Chromeextension://efaidnbmnnnibpcajpcglclefindmkaj/https://ncert.nic.in/textbook/pdf/lefa102.pdf
- 3. https://www.artisera.com/blogs/expressions/phad-paintings-of-rajasthan?srsltid=AfmBOoocKBw-kB7BLj6QYHXMHpolMY4maylr5hw1UjioKZDN5iN24sux

Syllabus

[UG 0510] II-Semester-[Sculpture] [PAI -52P-102] [Elementary Painting]

[Common with Painting and Applied arts]

Semester	Code of the Course	Title of the Course/Pap	NHEQF Level	Credits
II	[PAI -52P-102]	Elementary Painting	5	4
Level of	Type of the	Credit Distribution	Course	Delivery



Course	Course	Theory	Practical	Total	NC Student	Method				
5	Practical	0	Practical Studio Practice							
List of Program Offered as Mine	me Codes in which or Discipline	Nil								
Prerequisites		Nil								
	investigat training t	Two-dimensional form, colour structure, and composition are investigated here through many ideas and principles. Emphasis is on training the perception of the way colour relationships affect optical as well as psychological dynamics.								
Objectives of th	Objectives of the Course:			A primary component of the course is the study of the many ways that light modulates our perception of colour and form. Using art and nature as sources, students employ a variety of mediums to explore sensory and emotional, as well as intellectual, aesthetic concepts.						
	This course covers multi-dimensional visualization and delineation as well as drawing as a process of perception and projection. Students also explore visual structures and concepts in historical and contemporary contexts. Still life, nature study, architectural forms etc. shall be explored in colour.									

[UG 0510] [PAI -52P-102] [Elementary Painting]

Unit 1: Color Relationships and Perception

Focus: Explore how different colour relationships impact optical and psychological dynamics.

Activities: Create colour studies using various colour schemes (complementary, analogous, etc.) and analyse their effects on perception.



Unit 2: Light and Form

Focus: Study how light affects the perception of color and form.

Activities: Paint still life compositions under different lighting conditions to understand

light's role in colour modulation and form representation.

Unit 3: Multi-Dimensional Visualization

Focus: Develop skills in visualizing and delineating multi-dimensional forms.

Activities: Create paintings that represent three-dimensional objects on a two-dimensional

plane, emphasizing depth and perspective.

Unit 4: Nature Study and Still Life

Focus: Apply painting techniques to natural and still life subjects.

Activities: Produce paintings of natural objects and still life arrangements, focusing on

capturing textures, proportions, and colour variations.

Unit 5: Architectural Forms and Contexts

Focus: Explore painting techniques for depicting architectural forms.

Activities: Create artworks that represent various architectural structures, incorporating

historical and contemporary visual structures and concepts.

Course Learning Outcome:

Students will be able to effectively use color relationships and light modulation to enhance their perception and representation of two-dimensional forms. They will demonstrate proficiency in capturing multi-dimensional visualization through still life, nature studies,

and architectural forms, while integrating historical and contemporary visual concepts into

their painting practice.



Syllabus

UG0509 II-Semester[Sculpture] [APL-52P -102]

[Elementary Design - Applied Arts] [Common with Painting and Applied arts]

Semester	Code of the Course	Title of the Course/Paper				NHEQF Level	Credits
II	[APL-52P -102]	Ele	mentary Des	5	6		
Level of	Type of the	Credit Distribution Offered to				Course	Delivery
Course	Course	Theory	Practical	Total	NC Student	Method	
5	Practical	0 6 6 No				ctical Practice	
List of Programme Codes in which		Nil					



Offered as Minor Discipline	
Prerequisites	Nil
Objectives of the Course:	This course delves into advanced visual design principles, focusing on transforming objects into two-dimensional and three-dimensional images. Students will explore various grids for effective design organization and composition, and develop a deep understanding of shapes, forms, and spaces. Emphasis is placed on creative typography, its role in visual communication, and its integration with 2D and 3D designs. The course also covers color application, perspective, and optical illusions, with practical assignments on primary, secondary, and
	Sketching exercises enhance observational skills and the expressive quality of line, with both indoor and outdoor activities. The course concludes with techniques in illustration and poster-making, focusing on perspective, human figure construction, and shading principles, providing a foundation for advanced illustration studies.

[UG0509][APL-52P -102] [Elementary Design - Applied Arts]

Unit 1: Study of Two and Three-Dimensional Forms and Space with Different Grids

Students will explore various types of objects, both natural and man-made, to transform them into flat pictorial images. This process will help them understand the interrelationship between different shapes and forms. Additionally, they will be introduced to four types of grids—manuscript, column, modular, and hierarchical grids—enhancing their skills in design organization and composition

Unit 2: Understanding Creative Typography and its various applications

Students are introduced to creative typography and its role in visual communication. They explore various letter forms, styles, and arrangements to create impactful designs, developing a deeper understanding of the relationship between typography and overall design composition. Additionally, students practice integrating typography with both two-dimensional and three-dimensional forms. The course covers a range of typographic styles, including Roman, Gothic, Italic, serif, sans serif, script, and display typefaces.

Assignment- Students will practice 2D and 3D typography fonts in black & white and colour



Unit 3: Application of Colour and Perspective in design

Students are expected to explore visual effects, tint, shade, and the physical properties of colour and value while developing an understanding of and making charts for primary, secondary, and complementary colours. Also they shall explore color harmony and the use of analogous, warm and cool colours. Apart from the above mentioned they shall be examining optical illusions and techniques for creating advancing and receding colors. Further they are to explore the use of various systems of perspective and their applications to drawing which are based on linear perspective and more on their use in the representation of three-dimensional forms.

Unit 4: Sketching Quick & rapid sketches from Human figure Animal & Birds Nature Drawing

Students are encouraged to engage in drawing exercises to study nature to observe and acquire skills for its graphic representation. They take exercises to explore the expressive quality of line using different media like pencil, charcoal, crayon, pen and ink, brush and ink etc. Furthermore they are to develop skills to be able to draw from imagination. Students are expected to cultivate sketching habits, both indoor and outdoor sketching.

Unit 5: Illustration and Poster making

Students are introduced to illustration techniques, skills, and concepts using various media. Emphasis is given on perspective, construction of the human figure, and principles of shading as they pertain to the illustration industry. This includes study of one and two point perspective, fundamental construction of the human head, figure, and the principles of shading. Their exercises shall be emphasizing on natural and technical drawing, and working in both the studio and the outdoor environment. This shall be a foundation for advanced courses in illustration.

Students are introduced to concepts of what a poster is, as in how it should be eyecatching, containing a brief message and understood at a glance. Students will learn how to create attractive and effective posters.

Learning Outcome:

By the end of this course, students will be able to:

Analyze and Utilize Visual Elements: Identify and effectively use basic visual elements such as shape, line, space, form, texture, value, and color to create cohesive and compelling designs.

Create and Integrate Typography: Design and integrate various typographic styles and forms into visual compositions, demonstrating an understanding of their impact on overall design communication.



Apply Advanced Color Theory and Perspective: Employ advanced color theory techniques, including color harmony and the creation of optical illusions, and apply various perspective systems to enhance the depth and realism of their designs.

Execute Rapid and Detailed Sketches: Perform quick and detailed sketches from observation and imagination, capturing the essence of natural and man-made objects, human figures, animals, and birds with various media.

Develop Professional Illustrations and Posters: Create professional-quality illustrations and posters, applying principles of perspective, human figure construction, and shading to convey clear and effective visual messages.

Students will leave the course with a robust skill set in visual design, ready to tackle more advanced challenges and projects in their academic and professional careers

Syllabus

[UG 0511] II-Semester- Sculpture [SCU-52P-102]

[Elementary Sculpture] [Common with Painting and Applied arts]

Semester	Code of the Course		Title of the	NHEQF Level	Credits		
II	[SCU-52P-102]		Elementar	5	6		
Level of	Type of the	Credit Distribution Offered t				Course Delivery	
Course	Course	Theory	Practical	Total	NC Student	Method	
5	Practical	0	6	6	No		ctical Practice
List of Programme Codes in which Offered as Minor Discipline		Nil					
Prerequisites		Nil					



	This course is designed for undergraduate sculpture students to
	advance their skills in clay modeling, focusing exclusively on the
	medium of clay. Students will engage in a deeper exploration of
Objectives of the Course:	form, texture, weight, and mass through various projects. The
	course will enhance their observational skills, refine their
	techniques, and foster creative expression by combining multiple
	elements to create cohesive sculptures.

[UG 0511] [SCU-52P-102] [Elementary Sculpture]

Unit 1: Architectural Observation and Practice

Topics: Detailed observation of architectural elements, interpreting and translating architectural forms into clay, learning proportions and spatial relationships.

Exercises: Create a series of sculptures based on architectural elements, focusing on accurate representation and personal interpretation.

Unit 2: Organic Modeling of Human, Animal, and Bird Forms

Topics: Understanding forms spontaneously and organically, capturing movement and essence of human, animal, and bird forms.

Exercises: Model detailed studies of human, animal, and bird forms in clay, emphasizing anatomical accuracy, movement, and expressive qualities.

Unit 3: Understanding and Creating Textures of Various Forms

Topics: Techniques for creating different textures in clay, using tools and natural materials to mimic surfaces, exploring the tactile qualities of clay.

Exercises: Produce a series of textured panels and sculptures, experimenting with various techniques to achieve realistic and abstract textures.



Unit 4: Understanding and Creating Weight and Mass of Various Objects

Topics: Principles of weight and mass in sculpture, creating balanced and stable forms, understanding the physical properties of clay.

Exercises: Sculpt forms that convey a sense of weight and mass, focusing on balance, stability, and the physical presence of the objects.

Learning Outcomes:

By the end of the course, students will be able to:

Accurately observe and replicate architectural details in clay, enhancing their spatial awareness and proportional understanding.

Model dynamic and expressive human, animal, and bird forms, demonstrating a deep understanding of anatomy and movement.

Create a variety of textures in clay, using both tools and natural materials to achieve desired surface qualities.

Sculpt objects that convey a sense of weight and mass, ensuring stability and physical presence.

Combine architectural elements, organic forms, textures, and principles of weight and mass to create unified and expressive sculptures, reflecting their unique artistic vision.



			[UG	60511]-[BVA-Sculpture] Semester III And	IV						
				[SCULPTURE]	Credits						
#	Level	Semester	Туре	Title	L	т	Р	Total			
9.	6	III	MJR	[UG0511] - [SCU-63T-201] [Indian art- Prehistory to Ancient] Common with Painting and Applied arts	2	0	0	2			
10	6	III	MJR	[UG0511] - [SCU-63T-202] [Introduction to Creative thinking and Aesthetics] Common with Painting	2	0	0	2			
1	6	III	MJR	[UG0511] - [SCU-63P-203] [Creative Exploration in sculpture]	0	0	6	6			
1	6	III	MJR	[UG0511] - [SCU-63P-204] [Introduction to life drawing]	0	0	4	4			
1:	6	III	MJR	[UG0511] - [SCU-63P-205] [Study :Human face parts -including moulding and casting]	0	0	4	4			
14	6	IV	MJR	[UG0511] - [SCU-64T-206] [Western art- Prehistory to Egyptian] Common with Painting and Applied arts	2	0	0	2			
1!	6	IV	MJR	[UG0511] - [SCU-64T-207] [Indian Aesthetics and Classical Traditions in Painting and Sculpture] Common with Painting	2	0	0	2			
1	6	IV	MJR	[UG0511] - [SCU-64P-208] [Creative Exploration with found objects]	0	0	6	6			
1	6	IV	MJR	[UG0511] - [SCU-64P-209] [Study :Antiques and classical sculptures -including	0	0	4	4			



	[UG0511]-[BVA-Sculpture] Semester III And IV								
[SCULPTURE] Credits									
#	Level	Semester	Туре	Title	L	т	P	Total	
				moulding and casting]					
13	6	IV	MJR	[UG0511] - [SCU-64P-210] [Digital sculpting-I- Organic forms]	0	0	4	4	

Examination Scheme

- 1. 1 credit = 25 marks for examination/evaluation
- 2. For Regular Students there will be Continuous assessment, in which sessional work and the terminal examination will contribute to the final grade. Each course in Semester Grade Point Average (SGPA) has two components- Continuous assessment (20% weightage) and (End of end-semester examination) EoSE (80% weightage).
- 3. For Regular Students,75% Attendance is mandatory for appearing in the EoSE.
- 4. To appear in the EoSE examination of a course/subject a regular student must appear in the mid-semester examination and obtain at least a C grade in the course/subject.
- 5. Credit points in a Course/Subject will be assigned only if, the regular student obtains at least a C grade in the CA and EoSE examination of a Course/Subject.
- 6. In the case of Non-Collegiate Students there will be no Continuous assessment and credit points in a course/subject will be assigned only if, the non-collegiate student obtains at least a C grade in the EoSE examination of a Course/Subject.



Examination Scheme for Continuous Assessment (CA)

DISTRIBUTION OF CONTINUOUS ASSESSMENT (CA) MARKS

			s)		THEOR	Y		PRACTICAL			
CATEGORY S. No.			Weightage (out of total internal marks)	CORE (Theory)	AEC	SEC	VAC		CORE (Practical)		VAC
	Max Internal Marks		(out	10	20	10	10	30	20	10	10
1	Mid-term Exam/ submission		50%		10	5	5	15	10	5	5
2	Assignment	2	25%	2.5	5	2. 5	2.5	7.5	5	2.5	2.5
		2	25%	2.5	5	2. 5	2.5	7.5	5	2.5	2.5
			= 75%	1	1	1	1	3	2	1	1
3	3 Attendance	Regular Class Attendance	75-80%	1.5	1.5	1. 5	1.5	4	3	1.5	1.5
			80-85%	2	2	2	2	5	4	2	2
		Re	> 85%	2.5	2.5	2. 5	2.5	7.5	5	2.5	2.5

Note:

- 6. Continuous assessment will be the sole responsibility of the teacher concerned.
- 7. For continuous assessment no remuneration will be paid for paper setting, Evaluation, Invigilation etc.
- 8. For continuous assessment Paper setting and Evaluation responsibility will be of teacher concern.
- 9. For continuous assessment no Answer sheets/question papers etc. will be provided by the University.
- 10. Colleges are advised to keep records of continuous assessment, attendance etc.



Examination Scheme for EoSE

CA – Continuous Assessment

EoSE - End of Semester Examination

[UG0511]-[BVA-Sculpture] Semester III

Type of Examination	Course Code and Nomenclature	Duration Examin	_	Maxin	num Marks	Minimum Marks	
	[SCU-63T-201]	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory	[Indian art- Prehistory to Ancient] Common with Painting and Applied arts	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks
	[SCU-63T-202]	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory	Introduction to Creative thinking and Aesthetics Common with Painting	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks
	[SCU -63P-203]	CA	*	CA	30 Marks	CA	12 Marks
Practical	Creative Exploration in Sculpture	EoSE	10 Hrs	EoSE	120 Marks	EoSE	48 Marks
Practical	[SCU -63P-204]	CA	*	CA	20 Marks	CA	8 Marks
Practical	Introduction to life drawing	EoSE	#	EoSE	80 Marks	EoSE	32 Marks
	[SCU -63P-205]	CA	*	CA	20 Marks	CA	8 Marks
Practical	Study :Human face parts - including moulding and casting	EoSE	10 Hrs	EoSE	80 Marks	EoSE	32 Marks

^{*} Continuous Assessment shall be done on the basis of the submissions at the end of term as per the criteria of mark distribution prescribed by the university



[#] There won't be an examination; Evaluation shall be done on the basis of the submitted works.

Theory question paper format

The question paper of End of semester will consist of **two** parts **A&B** covering all five units.

Maximum Mark 40

Part A shall consist of 4 choice based questions each carrying 5 marks each to be answered briefly.

Part B consists of 2 choice based questions carrying 10 marks each to be answered elaborately.

The questions shall be structured to understand the students overall understanding of the subject.

Practical Examination

Continuous Assessment (CA)

Continuous Assessment shall be done on the basis of the submissions at the end of the term as per the criteria of mark distribution prescribed by the university.

Class participation and Attendance: 25%

Weekly Assignments and Studio Work: 25%

Final submission: 50%

The following are the minimum requirements of submission for the practical papers

[SCU-63P-203] Creative Exploration in Sculpture

Minimum 5 (FIVE) works done in clay and 10 self-studies- maquette

[SCU-63P-204] Introduction to life drawing

Minimum 5 (FIVE) drawings done in half imperial size paper and 10 self-studies

[SCU-63P-205] Study: Human face parts -including moulding and casting

Minimum 5Plaster of Paris casts from the clay models- Size: less than 1 ft.

End of Semester Examination (EoSE):



[SCU -63P-203] Creative Exploration in Sculpture

Studentsrequired to create a composition on a given subject in clay.

Duration: 10 hours; Size: 1 cub ft.

[SCU -63P-204] Introduction to life drawing

There won't be an examination

Evaluation shall be done on the basis of the submitted works.

[SCU -63P-204] Study: Human face parts -including moulding and casting

Students required to create one human face part (Nose, Eyes, Lips, Ears) of a life model in clay;

Duration: 10 hours; Size: Life size



Syllabus

[UG0511]

III-Semester- [Sculpture] [SCU-63T-201]

[Indian art- Prehistory to Ancient]

[Common with Painting and Applied arts]

Semester	Code of the Course		Title of the	NHEQF Level	Credits			
Ш	[SCU -63T-201]	Indian art- Prehistory to Ancient [Common with Painting and Applied arts]				6	2	
Level of	Type of the	Credit Distribution Offered to				Course	Delivery	
Course	Course	Theory	Practical	Total	NC Student	Method		
6	Theory	2	0	2	No	Lecture		
List of Program Offered as Min	nme Codes in which or Discipline	Nil						
Prerequisites		BVA semester II completed						
Objectives of tl	The course intends to present a broad overview of Indian Art from pre-historical and ancient times to make the students aware of the rich heritage of Indian art. This course will help the students to understand various art forms, more specifically visual arts such as sculptures, paintings, architecture and monuments etc. This course will help the students to appreciate Indian artistic traditions not merely for their aesthetic values but also for the historical processes associated with their creation.							



Detailed Syllabus

[UG0511]-[SCU -63T-201] [Indian art- Prehistory to Ancient]

[Common with Painting and Applied arts]

Unit -1

Bhimbetka and other Prehistoric Rock Arts of India

Bhimbetka Caves, Foothills of Vindhya, Madhya Pradesh

Jogimaracaves, Amarnath, Madhya Pradesh

Rock Art Sites of the Chambal Valley

Early Rock Art in Hadoti or Harauti Plateau - South-Eastern Rajasthan

(4 Lectures)

Unit -2

Art and culture of Indus valley civilization

Geographical understanding of the Indus valley region, important sites

People and their way of living

Metal sculptures

Stone Sculptures

Terracotta

Pottery and pottery paintings

Seals and its motifs

Architecture and other important cultural aspects.

Late/ post Harapan sites like, Sinauli etc.

(5 Lectures)

Unit -3

Vedic period- Janapadas and MahaJanapadas

A general understanding of the material culture and archeological studies of this period focusing on the major sites like Taxila (Takshashila), Rajgir (Rajagriha) Ahichchhatra, Hastinapura, Kaushambi, Ujjaini, Shravasti, Vaishalietc

(4 Lectures)

Unit-4



Pre Mauryan, Mauryan period and Post Mauryan period Introduction to the Pre-Mauryan Period Transition to the Mauryan Period Mauryan Architecture and Sculpture Influence of Religion on Visual Arts Overview of the socio-political changes in the Post Mauryan Period. Impact on art and architecture. **Development of Stupas** Definition and significance of stupas as Buddhist commemorative monuments. **Prominent stupas:** Bharhut (Madhya Pradesh) Sanchi (Madhya Pradesh) Amravati (Andhra Pradesh) Nagarjunkonda (Andhra Pradesh) Transition from wood and brick to stone. Shunga dynasty's introduction of torans (decorated gateways). **Early Temple Architecture** Emergence of Brahmanical temples. Integration of myths from the Puranas into temple narratives. Decoration of temples with deity images. Basic structure of temples: Hall

Important temple sites:

Veranda

Shrine



Deogarh (Uttar Pradesh)

Nachna-Kuthara (Madhya Pradesh)

Udayagiri (Madhya Pradesh)

Types of temple shrines:

Sandhara (without pradikshinapatha)

Nirandhara (with pradikshinapatha)

Sarvatobhadra (accessible from all sides)

Schools of Sculpture

Development of various schools of sculpture.

Peak achievements in sculptural art.

(11 Lectures)

Suggested Books and References -

- 1. ["Indian Art: A Concise History"],[Roy C. Craven][1997],[Thames and Hudson]
- 2. [Art Of India Through The Ages],[Stella Kramrisch][1987],[MotilalBanarsidass Publishing House]
- 3. [Recent perspectives on prehistoric art in India][Dr. R.K. Sharma][1996][Aryan Books International]
- 4. [Pre-historic art of India],[Amiya Chandra & Jagpal Singh][2012],[Research India Press]
- 5. [Prehistory And Protohistory Of India An Appraisal],[V K Jain],[2006],[D.K. Print World Ltd]
- 6. [The Art of Ancient India: Buddhist, Hindu, Jain],[Susan L. Huntington, John C. Huntington], [MotilalBanarsidss]
- 7. [The Vedic Age: The History And Culture Of The Indian People] [R. C. Majumdar] [MotilalBanarsidss]
- 8. [वेदऔरभारतीयसंस्कृति: Vedas and Indian Culture][Kireet Joshi][2012][Standard publishers]
- 9. [भारतीयपुरातैहासिकपुरातत्व: Archaeological History of India][ShriDharampalAgrawal and ShriPannalalAgrawal][2014][Exotic India Art][Uttar Pradesh Hindi Sansthan, Lucknow]
- 10. [भारतीयकलाएवंसंस्कृति] [Dr. Manish Rannjan][2023][PrabhatPrakashanPvt. Ltd]
- 11. [प्राचीनभारत] [डी. एन. झा] [पीपुल्सपब्लिशिंगहाउस]
- 12. [A People's History of India 7:- Society and Culture in Post Mauryan India][IrfanHabib][2015][Tulika Books]



Suggested E-resources:

- 1. https://www.harappa.com
- 2. https://smarthistory.org/bhimbetka-cave-paintings-2/)
- 3. https://whc.unesco.org/en/tentativelists/6732/
- 4. https://www.britannica.com/place/Bhimbetka-rock-shelters
- 5. https://brewminate.com/mahajanapadas-independent-monarchies-and-republics-in-ancient-india/
- 6. https://factsanddetails.com/india/History/sub7 1a/entry-4104.html
- 7. https://explore.yatraehind.com/art-and-culture/art-and-architecture-of-mauryan-empire/

Course Learning Outcomes:

By the end of this course, students will be able to:

- 1. Understand the development of Indian art from prehistory to ancient times.
- 2. Analyze the historical, cultural, and social contexts of major Indian art forms.
- 3. Evaluate significant artworks and architectural contributions from ancient Indian civilizations.
- 4. Appreciate the evolution of Indian aesthetics and artistic techniques.
- 5. Communicate insights about Indian art history effectively.

Syllabus
[UG0511]
III-Semester- [Sculpture]



[SCU -63T-202] [Introduction to Creative Thinking and Aesthetics]

[Common with Painting]

Semester	Code of the Course		Title of the	NHEQF Level	Credits			
III	[SCU -63T-202]	Aesthetic	tion to Creat cs with Painting]	6	2			
Level of	Cre	edit Distribut	tion	Offered to	Course	Delivery		
Course	Type of the Course	Theory	Practical	Total	NC Student	Method		
6	Theory	2	0	2	No	Lecture		
List of Program Offered as Min	ime Codes in which or Discipline	Nil						
Prerequisites		BVA seme	ester II comp	leted				
Objectives of th	This course explores various thinking processes, models for creative thinking, and themes behind these models. It also delves into the concept of knowledge, leading to an understanding of aesthetic knowledge, and provides an overview of the history and development of Artificial Intelligence, including deep learning and convolutional neural networks.							

Detailed Syllabus

[UG0511] -[SCU-63T-202]

[Introduction to Creative thinking and Aesthetics]

[Common with Painting]



Unit 1: (A) Different Kinds of Thinking Processes; Definition and characteristics

- (i) Analytical Thinking
- (ii) Critical Thinking
- (iii) Vertical Thinking
- (iv) Lateral Thinking

(B) Models for the Creative Process

- (i) Different models of creative process
- (ii) Graham Wallas' Model

Preparation: Definition of issue, observation, and study

Incubation: Laying the issue aside for a time

Illumination: The moment when a new idea finally emerges

Verification: Checking it out

(iii) Robert Fritz's Process for Creation

Overview of Fritz's creative process

Comparison with Wallas' model

Practical examples and applications

Lecture-10

Unit 2: Common Themes behind the Models of the Creative Process

Identifying recurring themes in different creative process models

Importance of preparation and incubation

The role of intuition and spontaneous idea generation

Verification and practical application of new ideas

Comparative analysis of various models

Lecture-6

Unit 3: Understanding the Term 'Knowledge' Leading to Aesthetical Knowledge

Definition and types of knowledge

Theoretical perspectives on knowledge



Relationship between knowledge and creativity

Concept of aesthetic knowledge

Definition and importance

Role in creative thinking and problem-solving

Lecture-6

Unit 4: The History of Artificial Intelligence

Origins and Early Development

Key milestones in the history of AI

Influential figures and their contributions

Deep Learning

Definition and significance

Key concepts and algorithms

Convolutional Neural Networks (CNNs)

Structure and function of CNNs

Applications of CNNs in various fields

Recent advancements and future directions

Lecture 8

Suggested Books and References:

- 1. [Art of Thought][Graham Wallas][2014][Solis Press]
- 2. [Path of Least Resistance][Robert Fritz][1989][Ballantine Books]
- 3. [Lateral Thinking] [Edward de Bono][2016][Penguin UK]
- 4. [Knowledge and Human Interests][JurgenHabermas][1978][Heinemann Educational Publishers]
- 5. Introduction to Artificial Intelligence: The history, modern-day components, applications and impact, and future development of Artificial Intelligence by Thomas James
- Al for Everyone: A Non-Technical Introduction to Artificial Intelligence; Sreekumar V T;2023;

Suggested E-resources:

- 1. https://www.interaction-design.org/literature/article/what-are-the-stages-of-creativity
- 2. https://www.wework.com/ideas/professional-development/creativity-culture/understanding-the-four-stages-of-the-creative-process
- 3. http://www.directedcreativity.com/pages/WPModels.html
- 4. https://www.diva-portal.org/smash/get/diva2:1493904/FULLTEXT01.pdf



- 5. https://www.tandfonline.com/doi/pdf/10.1080/14681369700200019
- 6. http://physicsed.buffalostate.edu/danowner/habcritthy.html
- https://www.researchgate.net/publication/373708217 Aesthetics as Knowledge An A spect of the Future of Knowledge Management/link/64f8956a1d35626f9f44a9fa/do wnload? tp=eyJjb250ZXh0Ijp7ImZpcnN0UGFnZSI6InB1YmxpY2F0aW9uliwicGFnZSI6InB1Y mxpY2F0aW9uln19
- 8. https://www.iberdrola.com/innovation/history-artificial-intelligence#:~:text=John%20McCarthy%20coined%20the%20term,with%20a%20boost%20in%20funding.
- 9. https://ourworldindata.org/brief-history-of-ai
- 10. https://www.thats-ai.org/en-GB/units/a-brief-history-of-ai

Course Learning Outcomes:

Upon successful completion of this course, students will be able to:

Differentiate Various Thinking Processes:

Define and compare analytical, critical, vertical, and lateral thinking.

Identify practical applications of each thinking process in problem-solving and decision-making.

Analyze Models of the Creative Process:

Explain Graham Wallas' four stages of creativity: preparation, incubation, illumination, and verification.

Describe Robert Fritz's process for creation and compare it with Wallas' model.

Evaluate the effectiveness of different creative process models through practical examples.

Identify Common Themes in Creative Process Models:

Recognize recurring themes such as preparation, incubation, intuition, and verification in various creative models.

Analyze the importance of these themes in fostering creativity and innovation.

Understand and Apply the Concept of Knowledge:

Define different types of knowledge and theoretical perspectives.

Explain the concept of aesthetic knowledge and its role in creative thinking.

Apply knowledge and aesthetic principles to creative problem-solving scenarios.

Comprehend the History and Development of Artificial Intelligence:

Outline key milestones in the history of AI, including significant figures and contributions.

Explain the principles of deep learning and convolutional neural networks (CNNs).

Discuss recent advancements in AI and their implications for future developments.



Integrate Knowledge and Skills for Creative Problem-Solving:

Synthesize knowledge from various thinking processes and creative models to address complex problems.

Demonstrate enhanced critical and lateral thinking skills through projects and case studies.

Utilize AI concepts in practical applications, understanding their impact on modern technology and society.

Syllabus [UG0511] III-Semester- [Sculpture] [SCU-63P-203] [Creative Exploration in Sculpture]

Semester	Code of the Course	Title of the Course/Paper	NHEQF Level	Credits
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III	[SCU-63P-203]	Cre	ative Explora	6	6		
Level of	Type of the	Cre	edit Distribu	tion	Offered to	Course Delivery	
Course	Course	Theory	Practical	Total	NC Student		ethod
6	Practical	0	6	6	No		ctical Practice
List of Program Offered as Min	nme Codes in which or Discipline	Nil					
Prerequisites		BVA semester II completed					
Objectives of ti	ne Course:	three-din exploration narrative skills and translate Students Understa Develop s Explore v and emot Foster ind sculptura	nensional scoons. Student s, stories, the creative exp abstract idea will learn to nd the principalities sourcations. dividual creatlart.	ulptures wis will deve oughts, and ression, the as into tangle iples and to ing theme es of inspir	iduate student ith clay, focusing lop sculptures delings. Emple course encourse encourse encourse echniques of subased sculpturation, including ersonal expression to the expression of the expr	ing on them inspired by phasizing to jurages stud culpting wi ires. ng stories, t	ne-based y echnical dents to ith clay. choughts, ugh

Detailed Syllabus [UG0511] -[SCU-63P-203] Creative Exploration in Sculpture

Unit1: Introduction to Theme-Based Sculpture

Overview of sculptural art and its thematic possibilities

Introduction to clay as a medium for thematic exploration

Unit 2: Developing Ideas and Themes



Finding inspiration: narratives, stories, thoughts, and emotions
Techniques for brainstorming and conceptualizing themes
Sketching and planning thematic sculptures
Translating abstract ideas into three-dimensional forms

Unit 3: Basic Techniques in Clay Modeling

Hand-building techniques: pinch, coil, and slab construction
Understanding and creating armatures for support
Surface treatments and texturing methods
Introduction to additive and subtractive sculpting methods

Unit 4: Sculpting Narratives and Stories

Techniques for visual storytelling through sculpture

Creating characters and scenes from narratives

Developing a cohesive story through multiple sculptures

Integrating literary and visual elements in sculptural works

Unit 5: Expressing Thoughts and Emotions

Understanding context and meaning in thematic sculptural practice
Representing thoughts and feelings in three-dimensional forms
Exploring symbolism and metaphor in sculpture
Personal expression and introspection through clay art
Comparative study of historical and contemporary thematic sculptures

Course Learning Outcomes:

By the end of this course, students will be able to:

Create theme-based three-dimensional sculptures using clay.

Apply various sculpting techniques and effectively use sculpting tools.

Express personal and cultural themes through their sculptural works.

Analyse and refine their artistic processes and finished sculptures.

Communicate their artistic vision and themes through their sculptures.



Syllabus [UG0511] III-Semester- [Sculpture] [SCU-63P-204] [Introduction to life drawing]

Semester	Code of the Course	Title of the Course/Paper	NHEQF Level	Credits
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III	[SCU-63P-204]		Introduction	6	4		
Level of	Type of the	Cre	edit Distribu	tion	Offered to	Course Delivery Method	
Course	Course	Theory	Practical	Total	NC Student		
6	Practical	0	4	4	No		ctical
	o Hactical		"	•	140	Studio	Practice
List of Programme Codes in which Offered as Minor Discipline							
Prerequisites		BVA seme	ester II comp	leted			
Objectives of th	This course provides an in-depth exploration of life drawing techniques, focusing on the human form. Students will develop their observational skills, anatomical understanding, and technical proficiency in capturing the nuances of the human body through various drawing methods. Students will learn to:- Develop a strong foundation in drawing the human figure from life. Understand and apply anatomical knowledge to drawing practices. Experiment with various drawing techniques and media. Enhance observational skills and artistic expression.						

Detailed Syllabus [SCU-63P-204] Introduction to life drawing

Unit 1: Introduction to Life Drawing and understanding Proportions

Overview of the course objectives and expectations.

Introduction to basic drawing tools and materials.

Gesture drawing exercises to capture proportion.



Study of basic human proportions and landmarks.

Exercises in drawing the figure in simple poses and angles.

Unit 2: Anatomy ,Structure, Space, Value and Tone

Introduction to skeletal and muscular anatomy.

Focus on basic anatomy studies and their application to drawing.

Techniques for placing the figure within the drawing space.

Exercises in composition and spatial relationships.

Exploration of light and shadow on the human form.

Techniques for creating depth and dimension through value.

Unit 3: Working with Charcoal

Introduction to charcoal techniques.

Exercises in creating dynamic and expressive drawings using charcoal.

Unit 4: Long Poses and Extended Studies

Working with longer poses to capture more detail and subtlety.

Development of a more comprehensive drawing of the human figure.

Unit-5: Dynamic Poses and Movement

Study of action poses and dynamic movement.

Exercises to capture movement and energy in drawing.

Learning outcome:

By the end of this course, students will be able to:

Accurately draw the human figure from observation.

Apply fundamental techniques of life drawing, including proportion, gesture, and anatomy.

Develop strong observational skills to capture the form and movement of the human body.

Improve their drawing techniques through practice and critique.

Effectively communicate their understanding of the human form in their drawings.



Syllabus [UG0511] III-Semester [Sculpture] [SCU-63P-205]

[Study: Human face parts -including moulding and casting]

Semester	Code of the Course		Title of the	NHEQF Level	Credits		
III	[SCU-63P-205]	Study: H	uman face pa and o	6	4		
Level of	Type of the	Cre	edit Distribu	tion	Offered to	Course Delivery Method	
Course	Course	Theory	Practical	Total	NC Student		
6	Practical	0	4	4	No	Practical Studio Practice	
List of Programme Codes in which		Nil					



Offered as Minor Discipline	
Prerequisites	BVA semester II completed
Objectives of the Course:	This course provides an in-depth exploration of three-dimensional sculpture, focusing on the study of human body parts such as hands, legs, and facial features like the nose, eyes, lips, and ears, using clay as the primary medium. Students will engage in detailed observation, analysis, and replication of these body parts from life models. Additionally, they will learn the fundamental techniques of molding and casting. Students will learn:- To enhance skills and technical proficiency in creating three-dimensional forms. To master techniques in clay modeling. To develop detailed observation and replication skills of human body parts from life models. To understand the historical and cultural significance of the studied human body parts.

Detailed Syllabus [UG0511] [SCU-63P-205] Study: Human face parts -including moulding and casting

Unit-1 Sculpting Human Body Parts: Hands and Feet

Study of the anatomical structure of hands and feet

Techniques for sculpting realistic hands and feet

Capturing gestures and expressions in hand and foot sculptures

Exploring different poses and movements

Unit-2 Sculpting Parts of human face: nose, eyes, lips and ears

Anatomy and structure of the nose, eyes, lips and ears.

Understanding these part's role in facial expressions.

Capturing the texture and subtleties of those parts



Experimenting with different styles and interpretations

Unit-3 Integrating Facial Features

Techniques for combining sculpted features into a cohesive face

Understanding the interplay and proportions between features

Unit-4 Mould making (using plaster of paris)

To understand the fundamental techniques of mold making using plaster of Paris.

To learn how to create molds from clay models of facial features.

To develop skills in mixing and applying plaster of Paris for mold making.

To practice safely and effectively removing molds from clay models.

To understand the use of molds for casting in various materials.

Unit-5 Cast making (using Plaster of paris)

To understand the fundamental techniques of casting from the mould using plaster of Paris.

To understand the methods and processtopreparePoPmoulds for casting.

To practice safely and effectively removing casts from molds.

To refine and finish plaster casts for detailed and accurate representations.

Learning outcome:

By the end of this course, students will be able to:

Accurately sculpt human body parts using clay.

Create moulds and castings using plaster of Paris.

Understand and apply anatomical details in their sculptures.

Employ mould-making and casting techniques proficiently.

Critically evaluate and refine their moulding and casting processes.



[UG0511]-[BVA-Sculpture] Semester IV

Type of Examination	Course Code and Nomenclature	Duration of Examination		Maximum Marks		Minimum Marks	
	[SCU-64T-206]	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory	Western art- Prehistory to Egyptian Common with Painting and Applied arts	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks
	[SCU-64T-207]	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory	Indian Aesthetics and Classical Traditions in Painting and Sculpture Common with Painting	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks
Practical	[SCU -64P-208]	CA	*	CA	30 Marks	CA	12 Marks
	Creative Exploration with found objects	EoSE	10 Hrs	EoSE	120 Marks	EoSE	48 Marks



	[SCU -64P-209]	CA	*	CA	20 Marks	CA	8 Marks
Practical	Practical Study :Antiques and classical sculptures -including moulding and casting	EoSE	10 Hrs	EoSE	80 Marks	EoSE	32 Marks
Practical	[SCU -64P-210] Digital sculpting-I- Organic forms	CA	*	CA	20 Marks	CA	8 Marks
		EoSE	#	EoSE	80 Marks	EoSE	32 Marks

^{*} Continuous Assessment shall be done on the basis of the submissions at the end of term as per the criteria of mark distribution prescribed by the university

Theory question paper format

The question paper of End of semester will consist of two parts A&B covering all five units.

Maximum Mark 40

Part A shall consist of 4 choice based questions each carrying 5 marks each to be answered briefly.

Part B consists of 2 choice based questions carrying 10 marks each to be answered elaborately.

The questions shall be structured to understand the students overall understanding of the subject.

Practical Examination

Continuous Assessment (CA)

Continuous Assessment shall be done on the basis of the submissions at the end of the term as per the criteria of mark distribution prescribed by the university.

Class participation and Attendance: 25%

Weekly Assignments and Studio Work: 25%



[#]There won't be an examination; Evaluation shall be done on the basis of the submitted works.

Final submission: 50%

The following are the minimum requirements of submission for the practical papers

[SCU -64P-208] Creative Exploration with found objects

Minimum 5 (FIVE) 3D creative works done with found objectsSize: Minimum 12" any

direction

[SCU -64P-209] Study: Antiques and classical sculptures -including moulding and casting

Minimum 3 (Three) works in Plaster of Paris. Size: Minimum 12" any direction

[SCU -64P-2010] Digital sculpting- Organic forms

Minimum 3 (three) works done in a professional digital sculpting software which will be modelled from specific references given by the concerned teacher. The student will submit documentation of the various stages of their work, including screenshots of final work as a printed assignment document and also submit the same along with the final digital 3d file

in electronic format (CD/Pen drive).

End of Semester Examination (EoSE):

[SCU -64P-208] Creative Exploration with found objects

Students will have to create a composition with found objects;

Duration: 10 hours; Size: 1 cub ft.

[SCU -64P-209] Study: Antiques and classical sculptures -including moulding and casting

Students will have to make a given antique model in clay; Duration: 10 hours

[SCU -64P-2010] Digital sculpting- Organic forms

There will not be any examination.

The evaluation shall be done based on the submitted works.

Syllabus [UG0511] IV Semester [Sculpture] - [SCU-64T-206] [Western Art- Prehistory to Egyptian]

[Common with Painting and Applied arts]

Semester	Code of the Course	Title of the Course/Paper				NHEQF Level	Credits	
IV	[SCU-64T-206]	Western Art- Prehistory to Egyptian [Common with Painting and Applied arts]				6	2	
Level of	Cre	edit Distribut	ion	Offered to	Course	Delivery		
Course	Course	Theory Practical Total Student			Method			
6	Theory	2	0	2	No	Theory		
List of Program Offered as Min	me Codes in which or Discipline	Nil						
Prerequisites BVA Sculpture semester III completed								



This course provides an in-depth exploration of Western art from Prehistory through to the Egyptian period. Students will examine key artworks, architectural developments, and cultural contexts that shaped the early foundations of Western art. Emphasis will be placed on understanding the evolution of artistic techniques, styles, and symbolism within these historical periods. Students will gain a comprehensive understanding of the major art forms and cultural achievements from Prehistory to the Egyptian period. Analyse the stylistic and technical developments in early Western art. Understand the cultural, religious, and societal influences on the art and architecture of these periods.

Detailed Syllabus [UG0511]-[SCU-64T-206]

[Western Art- Prehistory to Egyptian]

[Common with Painting and Applied arts]

Unit 1: Palaeolithic Art and Neolithic Art

Examination of prehistoric art: cave paintings, petroglyphs, and early sculptures.

In-depth study of Palaeolithic cave art (e.g., Lascaux, Chauvet).

Discussion of materials, techniques, and symbolism.

The role of art in early human societies.

Transition from nomadic to settled societies.



Examination of Neolithic art: pottery, megalithic structures (e.g., Stonehenge).

The significance of early agricultural communities.

Lecture 6

Unit2: The Art of Mesopotamia

Introduction to Mesopotamian civilizations (Sumerians, Akkadians).

Study of early writing systems and cylinder seals.

Architectural developments: ziggurats and temples.

Examination of Assyrian and Babylonian art.

Iconography and narrative relief sculptures.

The impact of political and religious power on art.

Lecture 6

Unit-3: Early Egyptian Art, Old Kingdom Art and Middle Kingdom Art

Introduction to the geography and culture of ancient Egypt.

Study of Pre-dynastic and Early Dynastic periods.

The development of hieroglyphics and early tomb art.

Examination of pyramid construction and funerary complexes.

Study of Old Kingdom sculpture and portraiture.

The significance of the Pharaohs and religious beliefs.

Analysis of Middle Kingdom statuary and reliefs.

Architectural innovations: rock-cut tombs.

Changes in artistic styles and themes.

Lecture 6

Unit4: Egypt: Art and Architecture of New Kingdom and Late Period

The expansion of the Egyptian empire and its influence on art.



Study of monumental architecture: temples of Karnak and Luxor.

The role of religious practices in art and architecture.

Examination of the Amarna Period and its artistic revolution.

Study of Tutankhamun's tomb and its treasures.

The decline of the New Kingdom and its impact on art.

Overview of the Late Period in Egyptian art history.

The continuity and change in artistic traditions.

Lecture 12

Suggested Books and References:

- 1. History of Art; Janson, H. W; 1995-01; Harry N. Abrams
- 2. Story of Art by E. H. Gombrich;1950; Phaidon
- Origins of Western Art: Egypt, Mesopotamia, the Aegean (Universe History of Art and Architecture)Walther Wolff; 1989; St Martins Press
- 4. Art of Mesopotamia; ZainabBahrani; 2017; Thames & Hudson
- 5. प्राचीनसभ्यताएँ- Ancient Civilizations; Nemisharan Mittal;2012; Research Publications, Jaipur

Suggested E-resources:

- 1. https://archive.org/details/history-of-art-janson (History of Art by HW Janson)
- 2. https://archive.org/details/in.ernet.dli.2015.29158 (Story of Art by E. H. Gombrich)
- 3. https://louis.pressbooks.pub/exploringarts/chapter/approaches-to-analyzing-art/
- 4. https://boisestate.pressbooks.pub/arthistory/chapter/mesopotamia/

Learning outcome:



By the end of this course, students will be able to:

Identify major artworks and artistic styles from Prehistory to the Egyptian period.

Analyse the historical and cultural contexts influencing these art forms.

Evaluate the development and significance of early Western art.

Communicate their understanding of the evolution of Western art effectively.

Syllabus [UG0511] IV Semester- [Sculpture] [SCU-64T-207]

[Indian Aesthetics and Classical Traditions in Painting and Sculpture] [Common with Painting]

Semester	Code of the Course	Title of the Course/Paper				NHEQF Level	Credits	
IV	[SCU-64T-207]	Indian Aesthetics and Classical Traditions in Painting and Sculpture [Common with Painting]				6	2	
Level of	Type of the	Credit Distribution Offered to				Course Delivery		
Course	Course	Theory Practical Total			NC Student	Method		
6	Theory	2	0	2	No	Th	eory	
List of Program Offered as Min	nme Codes in which or Discipline	Nil						
Prerequisites	BVA Sculpture semester III completed							



Objectives of the Course:	This course delves into the rich heritage of Indian aesthetics, focusing on classical painting and sculpture traditions. Students will explore Shadanga theory, Rasa theory, and other significant developments in Indian art, examining how these theories have influenced and shaped the creation and appreciation of Indian painting and sculpture up to, but not including, the modern era. Course Objectives: Understand the fundamental concepts of Indian aesthetics. Explore Shadanga theory and Rasa theory in depth. Examine classical Indian painting and sculpture traditions. Analyse the impact of aesthetic theories on the development of Indian art.
	art. Develop critical thinking skills through the study of theoretical texts and artworks.

Detailed Syllabus [UG0511] - [SCU-64T-207]

[Indian Aesthetics and Classical Traditions in Painting and Sculpture] [Common with Painting]

Unit 1: Introduction to Indian Aesthetics and Foundations of Indian Aesthetics

Overview of course objectives and expectations.

Introduction to the concept of aesthetics in Indian philosophy.

Discussion on the significance of art and beauty in Indian culture.

Historical context of Indian aesthetic theories.

Key texts and authors in the field of Indian aesthetics.

Introduction to the concept of "Satyam, Shivam, Sundaram" (Truth, Godliness, Beauty).

Lecture 6

Unit2: (A)Rasa Theory - The Essence of Emotions and in Classical Indian Art

Introduction to Rasa theory and its origins in the Nātyaśāstra.



Detailed study of the eight primary Rasas: Śṛngāra, Hāsya, Karuṇā, Raudra, Vīra, Bhayānaka, Bībhatsa, and Adbhuta.

The concept of the ninth Rasa: Śānta.

Application of Rasa theory in classical Indian painting and sculpture.

Analysis of Rasas in key works of art.

The role of emotions and aesthetics in Indian artistic traditions.

(B) Shadanga Theory - The Six Limbs of Painting

Introduction to the Shadanga (Six Limbs) theory.

Detailed study of the six limbs: Rūpa-bheda, Pramāṇa, Bhāva, Lāvanya-yojana, Sādṛśya, Varnikā-bhanga.

Application of Shadanga theory in classical Indian painting.

Lecture12

Unit3: Classical Indian Painting Traditions

Overview of major painting styles: Ajanta, Ellora, and other mural traditions.

Examination of iconography and symbolism.

Study of miniature painting traditions: Mughal, Rajput, Pahari, and Deccan schools.

Evolution and characteristics of each school.

Analysis of significant works and their aesthetic principles.

Lecture 6

Unit-4: Classical Indian Sculpture Traditions

Examination of key works and their aesthetic significance.

Aesthetic study of Hindu temple sculptures of importance

Iconography and symbolism in Hindu sculpture.

Study of Jain and other regional sculpture traditions.

Analysis of significant works and their aesthetic principles.

Lecture 6

Suggested Books and References:



- 1. Foundations Of Indian Aesthetics; VidyaNiwasMisra; Shubhi Publications
- 2. Indian Aesthetics And The Philosophy Of Art; ArindamChakrabarty
- A Student's Handbook Of Indian Aesthetics; Neeraj A Gupta; Cambridge Scholars
 Publishing
- 4. स्वतन्त्रकलाशास्त्रः Indian and Western Aesthetics; डा. कान्तिचन्द्रपाण्डेय; 1978; Chowkhamba Sanskrit Series Office
- 5. Sadanga, Or, The Six Limbs of Painting; Abanindranath Tagore · 1921; Indian Society of Oriental Art
- 6. Some notes on Indian artistic anatomy and Sadanga, or, The six limbs of painting;
 Abanindranath Tagore 1921; Indian Society of Oriental Art
- 7. [भारतीयचिन्तनपरम्परा] [केदामोदरन] [2011] [पीप्ल्सपब्लिशिंगहाउस]

Suggested E-resources:

- 1. https://www.scribd.com/presentation/527046739/Sadang-A
- 2. https://criticalcollective.in/ArtistGInner2.aspx?Aid=278&Eid=263 (Sadanga, Or, The Six Limbs of Painting; Abanindranath Tagore)
- https://archive.org/details/cu31924020549725/page/n7/mode/2up (Some notes on Indian artistic anatomy and Sadanga, or, The six limbs of painting; Abanindranath Tagore)

Learning outcome:

By the end of this course, students will be able to:

Identify key concepts and principles of Indian aesthetics in painting and sculpture.

Analyze the historical and cultural contexts of classical Indian art forms.

Evaluate the influence of classical traditions on Indian artistic practices.

Articulate insights into the significance of Indian aesthetics effectively.



Syllabus [UG0511] IV Semester [Sculpture] [SCU-64P-208]

[Creative Exploration with Found Objects]

Semester	Code of the Course	Title of the Course/Paper			NHEQF Level	Credits	
IV	[SCU-64P-208]	Creative Exploration with Found Objects 6				6	6
Level of	Type of the	Credit Distribution Offered to			Course Delivery		
Course	Course	Theory	Practical	Total	NC Student	Method	
6	Practical	0	6	6	No	Practical Studio Practice	
List of Program Offered as Min	Nil						
Prerequisites		BVA Sculpture semester III completed					
Objectives of the Course:		This practical course explores the potential of found objects as a medium for creative expression in sculpture. Students will investigate the artistic possibilities of everyday materials, transforming them into meaningful and innovative sculptural works. Emphasis will be placed on conceptual development, material experimentation, and technical proficiency. Students will:-					



Develop an understanding of the use of found objects in contemporary sculpture. Explore the creative potential of repurposing materials. Enhance skills in conceptualizing and executing sculptural projects. Foster critical thinking and problem-solving through material
experimentation.
Encourage personal expression and originality in sculptural practice.

Detailed Syllabus [UG0511] - [SCU-64P-208] [Creative Exploration with Found Objects]

Unit-1:Material Exploration and Collection of Found Object Art

Overview of course objectives and expectations.

Introduction to the history and theory of found object art.

Discussion of key artists and movements (e.g., Marcel Duchamp, Assemblage, Dada).

Guidelines for collecting and selecting found objects.

Group discussion and brainstorming on potential materials.

Field trip or individual assignment to collect found objects.

Unit-2: Concept Development and Sketching; Basic Construction Techniques

Techniques for brainstorming and developing sculptural concepts.

Sketching and planning sculptures using found objects.

Individual consultations on project ideas.

Introduction to basic construction techniques (e.g., fastening, joining, adhering).

Hands-on practice with tools and materials.

Unit-3: Creating Small-Scale Sculptures including thematic Exploration

Execution of small-scale projects using found objects.



Emphasis on experimentation and material manipulation.

Group critique and feedback session.

Discussion on thematic development in sculpture.

Exploration of personal themes and narratives.

Planning and sketching larger projects based on selected themes.

Unit-4: Mixed Media and Assemblage

Exploration of mixed media techniques in sculpture.

Combining found objects with other materials (e.g., wood, metal, fabric).

Creation of mixed media assemblages.

Unit-5: Experimental Approaches

Encouragement of experimental and unconventional approaches.

Exploration of kinetic, interactive, or sound elements.

Individual consultations and project development.

Course Learning outcome:

By the end of this course, students will be able to:

Create innovative sculptures using found objects.

Apply techniques for assembling and transforming materials.

Develop original artistic concepts with unconventional materials.

Effectively communicate their creative processes and outcomes.



Syllabus

[UG0511] IV-Semester- [Sculpture] [SCU -64P-209]

Study: Antiques and classical sculptures -including moulding and casting

Semester	Code of the Course	Title of the Course/Paper			NHEQF Level	Credits	
Ш	[SCU -64P-209]	Study :Antiques and classical sculptures - including moulding and casting			6	4	
Level of	Type of the	Credit Distribution Offered to			Course Delivery		
Course	Course	Theory	Practical	Total	NC Student	Method	
6	Practical	0	4	4	No		ctical Practice
List of Program Offered as Min	nme Codes in which or Discipline	ch Nil					
Prerequisites		BVA Sculpture semester III completed					
Objectives of the Course:		This practical course offers an in-depth exploration of classical sculpture techniques, focusing on the study and replication of antique and classical sculptures using clay modeling and casting in Plaster of Paris. Students will develop skills in sculpting detailed forms in clay and learn the process of creating durable plaster casts. Students will: Understand the historical significance of antique and classical sculptures. Develop proficiency in clay modeling techniques. Learn the process of creating molds and casting in Plaster of Paris. Enhance skills in detailing, finishing, and replicating classical					



sculptures. Foster an appreciation for the craftsmanship of classical sculpture.

Detailed Syllabus

[UG0511] -[SCU -64P-209]

[Study: Antiques and classical sculptures -including moulding and casting]

Unit 1: Detailed Study of Classical / antique Sculpture selected

Analysis of selected classical sculptures.

Sketching and planning sculptural projects.

Unit2: Creating Preliminary Models and Advanced Clay Modeling Techniques

Techniques for studying and replicating details.

Techniques for creating detailed and refined clay models.

Hands-on practice with advanced clay modeling techniques.

Execution of preliminary models based on classical sculptures.

Emphasis on capturing accurate proportions and details.

Unit-3: Introduction to piece Moulding Techniques

Overview of different molding materials and methods.

Demonstration of piece mould making methods.

Techniques for capturing fine details in molds.

Hands-on practice with advanced molding techniques.



Unit-4: Plaster Casting from piece mould

Overview of casting materials and processes.

Demonstration of basic plaster casting techniques.

Safety protocols and best practices.

Techniques for achieving smooth and detailed casts in plaster.

Hands-on practice with plaster casting.

Finishing and refining plaster casts.

Unit-5: Replicating the surface finishes of the original

Techniques for getting surface finishes on plaster casts.

Application of different finishes to cast sculptures.

Hands-on practice with finishing techniques.

Learning outcome:

By the end of this course, students will be able to:

Create accurate clay models of antiques and classical sculptures.

Apply plaster casting techniques effectively.

Interpret and replicate historical and stylistic elements in their work.

Demonstrate their understanding of classical sculpture through their models and casts.



Syllabus

[UG0511]

IV-Semester- [Sculpture] [SCU -64P-210]

Digital sculpting-I- Organic forms

Semester	Code of the Course		Title of the	NHEQF Level	Credits			
III	[SCU -64P-210]	Digital sc	ulpting-I- Or	6	4			
Level of	Type of the	Cre	edit Distribut	tion	Offered to	Course	Delivery	
Course	Course	Theory	Practical	Total	NC Student	Method		
6	Practical	0	4	4	No	No Practical Studio Practice		
List of Program Offered as Min	nme Codes in which or Discipline	Nil						
Prerequisites		BVA Sculpture semester III completed						
Objectives of the	emphasiz knowledg explore the structure and express Students	ting the creating of digital sets of digital sets of the complexite. The course essiveness in will:	tion of orga culpting sc ies of mod will cover digital scu	I digital sculpt anic forms. Bu oftware and to eling natural, various meth lpture. I sculpting, fo	ilding on fo ools, studer fluid, and I ods to achi	oundational its will ifelike eve realism		



Detailed Syllabus

[UG0511]- [SCU -64P-210] [Digital sculpting-I- Organic forms]

Unit1: Introduction to Organic Forms and digital Sculpting Basics Revisited

Overview of course objectives and expectations.

Study of organic forms in nature: anatomy, structure, and movement.

Review of digital sculpting techniques from the previous course.

Refresher on digital sculpting tools and interface.

Basic sculpting exercises focusing on organic shapes.

Introduction to reference gathering and its importance in organic sculpting.

Hands-on practice with anatomical models.

Unit 2: Sculpting Natural Forms

Techniques for sculpting plants, trees, and other botanical forms.

Exploration of fluid and dynamic forms found in nature.

Practice exercises with botanical models.

Unit 3: Texturing and Detailing

Introduction to digital texturing tools and methods.



Techniques for creating realistic surface and other textures.

Hands-on practice with texturing and detailing organic models.

Unit 4: Advanced Sculpting Techniques

Exploration of advanced sculpting tools and features.

Techniques for achieving high levels of detail and realism.

Individual project development and consultation.

Unit 5: Digital Creative Exploration

Encouragement of experimental and creative approaches to organic sculpting.

Techniques for abstract and stylized organic forms.

Individual project development and consultation.

Learning outcome:

By the end of this course, students will be able to:

Create detailed organic forms using digital sculpting techniques.

Utilize digital tools effectively for sculptural design.

Develop realistic and intricate models of organic shapes.

Communicate their digital sculpting process and results clearly.



	[UG0511]-[BVA-Sculpture] Semester V And VI										
				[SCULPTURE]	Credits						
#	Level	Semester	Туре	Title	L	т	P	Total			
1	6	V	MJR	[UG0511] - [SCU-75T-301] [Indian art- Gupta period onwards to Late Medieval India] Common with Painting and Applied arts	2	0	0	2			
2	6	V	MJR	[UG0511] - [SCU-75T-302] [Western Aesthetics: Greek period to the Enlightenment Period] Common with Painting	2	0	0	2			
3	6	V	MJR	[UG0511] - [SCU-75P-303] [Creative Exploration in Sculpture: Concepts through Conventional Materials]	0	0	6	6			
4	6	V	MJR	[UG0511] - [SCU-75P-304] [Portrait study]	0	0	4	4			
5	6	V	MJR	[UG0511] - [SCU-75P-305] [Digital sculpting-II- Character and Concept Development	0	0	4	4			
6	6	VI	MJR	[UG0511] - [SCU-76T-306] [History of Western Art: Greek Art to Gothic] Common with Painting and Applied arts	2	0	0	2			
7	6	VI	MJR	[UG0511] - [SCU-76T-307] [Indian Aesthetic Ideas (Modern)] Common with Painting	2	0	0	2			
8	6	VI	MJR	[UG0511] - [SCU-76P-308] [Creative Exploration in Sculpture: Concepts through Non-Conventional Materials]	0	0	6	6			
9	6	VI	MJR	[UG0511] - [SCU-76P-309] [Portrait and Torso Study – Moulding and Casting]	0	0	4	4			
10	6	VI	MJR	[UG0511] - [SCU-76P-310] [Digital Sculpting III – Virtual Maquette & Sculptural Ideation]	0	0	4	4			



Examination Scheme

- 1. 1 credit = 25 marks for examination/evaluation
- 2. For Regular Students there will be Continuous assessment, in which sessional work and the terminal examination will contribute to the final grade. Each course in Semester Grade Point Average (SGPA) has two components- Continuous assessment (20% weightage) and (End of end-semester examination) EoSE (80% weightage).
- 3. For Regular Students,75% Attendance is mandatory for appearing in the EoSE.
- 4. To appear in the EoSE examination of a course/subject a regular student must appear in the mid-semester examination and obtain at least a C grade in the course/subject.
- 5. Credit points in a Course/Subject will be assigned only if, the regular student obtains at least a C grade in the CA and EoSE examination of a Course/Subject.
- 6. In the case of Non-Collegiate Students there will be no Continuous assessment and credit points in a course/subject will be assigned only if, the non-collegiate student obtains at least a C grade in the EoSE examination of a Course/Subject.



Examination Scheme for Continuous Assessment (CA)

DISTRIBUTION OF CONTINUOUS ASSESSMENT (CA) MARKS

			ks)		THEOR	Y			PRACTI	CAL	
S. No.	CATEGORY	Weightage (out of total internal marks)		CORE (Theory)	AEC	SEC	VAC		CORE (Practical)	SEC	VAC
Max Internal Marks			(out	10	20	10	10	30	20	10	10
1	Mid-term Exam/ submission	50%		5	10	5	5	15	10	5	5
2	Assignment	2	25%	2.5	5	2. 5	2.5	7.5	5	2.5	2.5
		2	25%	2.5	5	2. 5	2.5	7.5	5	2.5	2.5
		10	= 75%	1	1	1	1	3	2	1	1
3	3 Attendance	Regular Class Attendance	75-80%	1.5	1.5	1. 5	1.5	4	3	1.5	1.5
			80-85%	2	2	2	2	5	4	2	2
		Re	> 85%	2.5	2.5	2. 5	2.5	7.5	5	2.5	2.5

Note:

Continuous assessment will be the sole responsibility of the teacher concerned.

For continuous assessment no remuneration will be paid for paper setting, Evaluation, Invigilation etc.

For continuous assessment Paper setting and Evaluation responsibility will be of teacher concern.

For continuous assessment no Answer sheets/question papers etc. will be provided by the University.

Colleges are advised to keep records of continuous assessment, attendance etc.



Examination Scheme for EoSE

CA – Continuous Assessment

EoSE - End of Semester Examination

[UG0511]-[BVA-Sculpture] Semester V

Type of Examination	Course Code and Nomenclature	Duration Examin	_	Maxin	num Marks	Minimum Marks	
	[SCU-75T-301]	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory	[Indian art- Gupta period onwards to Late Medieval India] Common with Painting and Applied arts	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks
	[SCU-75T-302]	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory [Western Aesthetics: Greek Period to the Enlightenment Period] Common with Painting	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks	
	[SCU-75P-303]	CA	*	CA	30 Marks	CA	12 Marks
Practical	[Creative Exploration in Sculpture: Concepts through Conventional Materials]	EoSE	10 Hrs	EoSE	120 Marks	EoSE	48 Marks
	[SCU-75P-304]	CA	*	CA	20 Marks	CA	8 Marks
Practical	[Portrait study]	EoSE	10 Hrs	EoSE	80 Marks	EoSE	32 Marks
Practical	[SCU-75P-305] [Digital sculpting-II- Character	CA	*	CA	20 Marks	CA	8 Marks
i idetical	and Concept Development]	EoSE	#	EoSE	80 Marks	EoSE	32 Marks

^{*} Continuous Assessment shall be done on the basis of the submissions at the end of term as per the criteria of mark distribution prescribed by the university



[#] There won't be an examination; Evaluation shall be done on the basis of the submitted works.

Theory question paper format

The question paper of End of semester will consist of two parts A&B covering all five units.

Maximum Mark 40

Part A shall consist of 4 choice based questions each carrying 5 marks each to be answered briefly.

Part B consists of 2 choice based questions carrying 10 marks each to be answered elaborately.

The questions shall be structured to understand the students overall understanding of the subject.

Practical Examination

Continuous Assessment (CA)

Continuous Assessment shall be done on the basis of the submissions at the end of the term as per the criteria of mark distribution prescribed by the university.

Class participation and Attendance: 25%

Weekly Assignments and Studio Work: 25%

Final submission: 50%

The following are the minimum requirements of submission for the practical papers

[SCU-75P-303] [Creative Exploration in Sculpture: Concepts through Conventional Materials]

Minimum 3 (Three) works done in different materials as mentioned in the syllabus and 10 self-studies- maquette (clay)

[SCU-75P-304][Portrait study]

Minimum 3 (Three) Portrait studies in permanent medium as mentioned in the syllabus and 10 self-studies (Portrait drawings)

[SCU-75P-305] [Digital sculpting-II- Character and Concept Development]



Minimum 1 composition in high-resolution renders, model breakdown sheet compiled as a PDF report submitted as digital file and print out.

* 30-second turntable video render submitted digitally

End of Semester Examination (EoSE):

[SCU-75P-303] [Creative Exploration in Sculpture: Concepts through Conventional Materials]

Students required to create a composition on a given subject in clay.

Duration: 10 hours; Size: 1 cub ft.

[SCU-75P-304] [Portrait study]

Students required to create a Portrait from a live model in clay;

Duration: 10 hours; Size: Life size

[SCU-75P-305] [Digital sculpting-II- Character and Concept Development]

There won't be an examination

Evaluation shall be done on the basis of the submitted works.

Syllabus



[UG0511] V Semester [Sculpture] [SCU-75T-301]

[Indian Art: Gupta Period onwards to Late Medieval India]

[Common with Painting and Applied arts]

Semester	Code of the Course		Title of the	oer	NHEQF Level	Credits	
v	[SCU-75T-301]	Indian Art: Gupta Period onwards to Late Medieval India [Common with Painting and Applied arts]				7	2
Level of Course	Type of the	Credit Distribution Offered to Theory Practical Total Student			Delivery		
Course	se Course		Practical	Total	Student	IVIE	tilou
7	Theory	2 0 2 No		Th	eory		
List of Program Offered as Min	nme Codes in which or Discipline	Nil					
		Sculpture semester IV completed					
Objectives of the Course:		the Gupta regions. Study of K Pallava, Ch sculpture, Religion and Buddhism Transition variations, Fusion of I Turkish, ar periods. Colonial Ir art, partical Ap	ey Dynasties and Mug and painting and Society's Ir , and Islam or of Artistic Sty , including the Indian and Fo and indigenous	e Medieval and Styles: E thal dynastic mpact on Ar a artistic dev les: Explore Pallava-Cho reign Influer art during t dian Art: Int mpany School	changes in articola, Chandela, ances: Discuss the Delhi Sultar croduce early cool of painting. for critically ar	ing major dy outions of the on architectu nfluence of istic styles are and Mughal ne blend of F nate and Mu olonial impa	rnasties and le Gupta, lire, Hinduism, la regional traditions. Persian, ghal ct on Indian

Detailed Syllabus



[UG0511]-[SCU-75T-301]

[Indian Art: Gupta Period onwards to Late Medieval India]

[Common with Painting and Applied arts]

Unit 1: Early Medieval Art (Gupta Period to Early Chalukya and Pallava Art)

- Gupta Period (4th–6th Century CE):
 - Architecture: The Gupta temples, including the Dasavatara Temple at Deogarh, and their contributions to temple architecture.
 - Sculpture: The development of Gupta sculpture, especially in reliefs like the Buddha images at Sarnath, and iconic figures such as Vishnu and Shiva.
 - Mural Paintings: Notable examples of Gupta frescoes, especially from Ajanta Caves.
- Early Chalukya and Pallava Art (6th-9th Century CE):
 - Pallava'sratha temples and Shore Temple at Mahabalipuram.
 - Early examples of sculpture with a focus on detailed iconography, particularly in the Pallava dynasty.

Unit 2: High Medieval Art (9th–11th Century CE)

- Chola Contributions (9th–11th Century CE):
 - Chola Temple Architecture: The Brihadisvara Temple at Tanjore and its impact on Dravida temple architecture.
 - o **Chola Bronzes**: The **Nataraja** bronzes and their spiritual significance.
- Early Chandela Art (Khajuraho):
 - Sculpture: The temples of Khajuraho featuring highly detailed relief sculptures.
 - Architectural and sculptural themes covering both religious and erotic art.
- Solanki Dynasty (10th–11th Century CE):
 - Modhera Sun Temple: A landmark example of the Nagara style, and its architectural and iconographic significance.

Unit 3: Late Medieval Art (12th-13th Century CE)

- Vijayanagara and Hoysala Art:
 - The rise of Vijayanagara art and its distinctive temple architecture with exquisite sculpture (example: Virupaksha Temple, Hampi).
 - Hoysala architecture: The Chennakesava Temple at Somanathapura with highly detailed sculpture.
- Mughal Influence on Indian Art (Early Mughals, 16th Century CE):
 - Introduction of Persian influences into Indian art during the reign of Akbar.



- Mughal miniature paintings (e.g., Akbarnama) and architectural developments like the Red Fort.
- The growing fusion of Indian and Persian aesthetics.

Unit 4: (A) The changes of Indigenous Styles and the Rise of New Forms (13th–15th Century CE)

- Delhi Sultanate (13th–15th Century CE):
 - Architectural developments under the Delhi Sultanate, with a focus on the OutbMinar and Alai Darwaza.
 - The development of Indo-Islamic architecture: fusion of Persian, Turkish, and indigenous elements.
- Rajasthani and Pahari Art (14th–16th Century CE):
 - The emergence of **miniature painting** traditions in Rajasthan and the Pahari region, featuring themes of court life, Rajput kings, and religious narratives.

(B) Transition to Modernity and the Impact of Colonialism (17th Century onwards)

- Early Colonial Influence on Indian Art (17th–18th Century CE):
 - Introduction of European artistic traditions to India, particularly in portraiture,
 landscape painting, and architectural style (e.g., Company School paintings).
- The British Influence on Indian Art:
 - The British Raj and the rise of academic painting with oil paintings and Western artistic conventions.
 - Modern Indian Artists: Early responses to colonialism and the introduction of European academic art training in the Indian subcontinent.

Suggested Books and References:

- 1. [Indian Art-A Concise History]; [Roy C. Craven]; [1985]; [Thames and Hudson]
- 2. [Architecture of Mughal India]; [Catherine B. Asher]; [1992], [Cambridge University Press]
- 3. [Temples of Deccan India: Hindu and Jain 7th to 13th Centuries]; [George Michell]; [2021]; [ACC Art Books]
- 4. [Art Of India Through The Ages],[Stella Kramrisch][1987],[MotilalBanarsidass Publishing House]
- 5. [A Handbook of INDIAN ART]; [EB Havell];[2023]; [MJP publishers]



- [The Art of Gupta India: Empire and Province];[Joanna Gottfried Williams];[1982];[Princeton University Press]
- 7. [Gupta Sculpture (Indian Sculpture of the Fourth to the Sixth Centuries A.D.)];[J C Harle]; [1996];[MunshiramManoharlal Publishers Pvt Ltd]
- 8. [The Art of Ancient India: Buddhist, Hindu, Jain], [Susan L. Huntington, John C. Huntington], [MotilalBanarsidss]
- 9. [Chola: Sacred Bronzes of Southern India];[VidyaDehejia];[2006];[Royal Academy of Arts]
- 10. [Bronzes of South India];[p R Srinivasan];[1994];[Pandian Offset, Madras]
- 11. [South Indian Bronzes];[C Shivaramamurty];[2006];[Lalit Kala Akademi]
- 12. [The Great Tradition-Indian Bronze Masterpieces];[Asha Rani Mathur];[1988];[Festival of India]
- [South India Under VijayanagaraArt and Archaeology]; [AnilaVerghese, Anna Dallapiccola]; [2011]; [OUP India]
- 14. [Reflections on Mughal Art & Culture]; [RodaAhluwalia]; [2021]; [Niyogi Books Pvt. Ltd]
- 15. [Indian Painting-From Cave Temples to the Colonial Period];[Joan Cummins];[2006];[MFA Publications]
- 16. [The Spirit of Indian Painting-Close Encounters with 101 Great Works, 1100-1900];[B N Goswamy];[2014];[Penguin Books]
- 17. [British Art and the East India Company]; [Geoff Quilley]; [2020]; [Boydell Press]
- [The Indian Portrait V: Colonial influence on Raja Ravi Varma and his Contemporaries]; [Anil Relia]; [2014]; [Archer Art Gallery]



Suggested E-resources:

- 5. https://www.mahitoshnm.ac.in/studyMaterial/1118Singh,%20Upinder.%20 A%20Histo ry%20of%20Ancient%20and%20Early%20Medieval%20India,%202nd%20Ed.%20[Easy% 20Reading] -1.pdf
- 6. https://archive.org/details/in.ernet.dli.2015.282143/page/n185/mode/2up

7.

8. https://www.tnarch.gov.in/Library%20BOOk%20PDF/Chola%20Bronzes.pdf

9.

Learning outcome:

By the end of the course, students will:

- 1. Understand the Evolution of Indian Art: Gain a thorough knowledge of the historical, cultural, and religious contexts that shaped Indian art from the Gupta period to Late Medieval India.
- 2. Analyze Major Art Periods and Styles: Be able to analyze and compare the artistic developments and regional styles from key dynasties like Gupta, Pallava, Chola, and Mughal.
- 3. **Critically Assess Artworks**: Develop skills to critically evaluate and interpret significant artworks from various periods, with an understanding of their aesthetic, cultural, and social significance.
- 4. **Apply Art Historical Methods**: Learn to apply art historical methodologies to analyze art and architecture, drawing connections between periods, regions, and artistic practices.
- 5. **Cultivate Appreciation for Indian Art**: Foster an appreciation for the diversity and richness of Indian artistic traditions and their impact on the broader history of world art.

Syllabus
[UG0511]
V Semester [Sculpture]
[SCU-75T-302]

[Western Aesthetics: Greek period to the Enlightenment Period]
[Common with Painting]



Semester	Code of the Course		Title of the	per	NHEQF Level	Credits		
V	[SCU-75T-302]	Western Aesthetics: Greek Period to the Enlightenment Period [Common with Painting]				7	2	
Level of	Type of the	Cre	edit Distribu	tion	Offered to	Course	Delivery	
Course	Course	Theory	Practical	Total	NC Student	Method		
7	Theory	2 0 2 No		Theory				
List of Program Offered as Min	me Codes in which or Discipline	Nil						
Prerequisites		BVA Sculpture semester IV completed						
Objectives of th	from the 0	Greek classica rs who shape	period thro	esthetic ideas ough the Enligh standing of art,	tenment, hi	ghlighting		

Detailed Syllabus

[UG0511]-[SCU-75T-301]

[Western Aesthetics: Greek Period to the Enlightenment Period] [Common with Painting]

Unit 1: Foundations of Aesthetic Thought - Ancient Greece

- Plato: Art as imitation (mimesis), suspicion of art's emotional appeal.
- Aristotle: Defense of art, catharsis, distinction between history and poetry.



Unit 2: Aesthetics in the Medieval World

- St. Augustine: Beauty, divine order, spiritual emphasis.
- St. Thomas Aquinas: Beauty's conditions—integrity, proportion, clarity; fusion of classical philosophy and Christian theology.

Unit 3: Early Modern Shifts – Renaissance to Seventeenth Century

- Influence of humanism and empirical inquiry on art and aesthetics.
- Francis Bacon: Empiricism and sensory experience.
- René Descartes: Rationalism, mind-body dualism and its aesthetic implications.

Unit 4: The Emergence of Aesthetics as a Discipline and Enlightenment

- Alexander Baumgarten: Origin of "aesthetics" as a formal field of knowledge.
- Sensory perception as a valid form of understanding.
- Immanuel Kant: Disinterested aesthetic judgment, universal beauty, and the sublime.
- Foundations for modern aesthetic theory.

Suggested Books and References:

- [The Origins of Aesthetic Thought in Ancient Greece: Matter, Sensation, and Experience]; [James I. Porter]; [2016]; [Cambridge University Press]
- 2. [Greek Aesthetic Theory (RLE: Plato): A Study of Callistic and Aesthetic Concepts in the Works of Plato and Aristotle];[J Warry];[2014];[Routledge]
- 3. [Aristotle's Theory of Poetry and Fine Art: With A Critical Text And Translation Of The Poetics];[Aristotle, SH Butcher];[2006];[Kessinger Pub Co]
- 4. [Medieval Aesthetics: 002 (History of Aesthetics)];[C Barrett];[1971];[De Gruyter Mouton]
- 5. [Renaissance Theory];[James Elkins, Robert Williams];[2008];[Routledge]
- 6. [The Civilization of the Renaissance in Italy];[Jacob Burckhardt];[1990];[Penguin]
- 7. [The Origins of Kant's Aesthetics]; [Robert R. Clewis]; [2024]; [Cambridge UnivPr]
- 8. [Baumgarten's Aesthetics: Historical and Philosophical Perspectives];[J Colin McQuillan];[2021];[Rowman& Littlefield]
- 9. [Kant's Aesthetic Theory];[Donald W Crawford];[1974];[University of Wisconsin Press]
- 10. [स्वतन्त्रकलाशास्त्र: Indian and Western Aesthetics];[डा. कान्तिचन्द्रपाण्डेय];[1978];[Chowkhamba Sanskrit Series Office]
- 11. [पाश्चात्यदर्श्नकीरूपरेखा];[Badrinath Singh];[2024];[MotilalBanarsidass]
- 12. [पाश्चात्पदर्शनकाइतिहासभाग-1];[Dr. Dayakrishna];[2010];[Rajasthan Hindi Granth Academy]
- 13. [पाश्चात्यसौंदर्यशास्त्रकाइतिहास];[सूनृतकुमारवाजपेयी];[2005];[RadhaPrakashan]

Suggested E-resources:

1. https://philosophy.institute/aesthetics/ancient-greek-aesthetics-artistic-foundation/#google vignette



- 2. https://iep.utm.edu/medieval-theories-of-aesthetics/
- 3. https://www.ijaresm.com/materialization-of-aesthetic-perception-in-renaissance-period
- 4. https://nerd.wwnorton.com/ebooks/epub/westciv6br/EPUB/content/16.6-chapter16.xhtml
- 5. https://www.ipl.org/essay/Compare-And-Contrast-Descartes-And-Francis-Bacon-F36MJ336C4D6
- 6. <a href="https://brill.com/display/book/9789004409231/BP000017.xml?language=en-wsrsltid=AfmBOoqp9FCLc7ifH2mL16ar0Hy7-yMUztbO-j-ot_ROQ_YFDvUT5ri-www.mcg.nc-j-vs-ri-ws
- 7. https://press.rebus.community/intro-to-phil-aesthetics/chapter/aesthetics-and-politics/
- 8. https://philarchive.org/archive/LOPBTP-2
- 9. https://ia903401.us.archive.org/35/items/Soundarya 201801/Soundarya.pdf
- 10. https://egyankosh.ac.in/bitstream/123456789/95014/1/Unit-5.pdf

Learning Outcome:

By the end of the course, students will be able to:

- Understand the major developments in Western aesthetic thought from antiquity to the Enlightenment.
- Critically analyze the philosophical arguments related to art, beauty, and perception.
- Contextualize the role of aesthetics in broader cultural, intellectual, and historical movements.

Syllabus
[UG0511]

V Semester [Sculpture]

[SCU-75P-303]

[Creative Exploration in Sculpture:
Concepts through Conventional Materials]

Semester	Code of the Course	Title of the Course/Paper	NHEQF Level	Credits



V	[SCU-75P-303]	Creative Exploration in Sculpture: Concepts through Conventional Materials					6
Level of	Type of the	Cre	Credit Distribution Offered to				Delivery
Course	Course	Theory	Practical	Total	NC Student	Course Delivery Method	
7	Practical	0	0 6 6 No		Theory		
List of Program Offered as Min	nme Codes in which or Discipline	Nil					
Prerequisites		BVA Sculpture semester IV completed					
Objectives of tl	To develop students' creative and conceptual abilities in sculpture using traditional materials, encouraging them to explore beyond skill and technique to focus on personal expression, innovation, and material sensitivity.						

Detailed Syllabus [UG0511]- [SCU-75P-303] [Creative Exploration in Sculpture: Concepts through Conventional Materials]

Unit 1: Conceptual Thinking in Sculpture

- Understanding the importance of idea generation.
- Brainstorming, mind-mapping, and visual research.
- Introduction to contemporary concept-based sculpture practices.

Unit 2: Conceptual Approaches in Traditional Sculptural Materials



- Generating ideas beyond figurative or realistic approaches.
- Sketching and planning conceptual sculptures.
- Understanding how conventional materials influence meaning.
- Small conceptual projects using clay.

Unit 3: Exploration in Stone/Wood

- Direct carving: improvisational methods and intuitive decision-making.
- Stone and wood's inherent qualities (grain, density, texture) as conceptual triggers.
- Creating sculptures focusing on dialogue with material.

Unit 4: Exploration in Metal / Fiberglass

- Fabrication techniques: welding, cutting, molding.
- Balancing strength and delicacy.
- Using metal/fiberglass to create abstract, conceptual forms.

Unit 5: Personal Conceptual Project

- Selection of material(s) based on concept.
- Realization of an independent sculpture.
- Emphasis on presentation, critical feedback, and self-reflection.

Learning Outcome: By the end of the course, students will:

- Understand the creative possibilities of conventional sculptural materials.
- Develop personal ideas into sculptural forms with greater material sensitivity.
- Learn to conceptualize, plan, and execute sculptures with traditional methods.
- Gain confidence in presenting and discussing their artistic intentions.

Syllabus [UG0511] V Semester [Sculpture] [SCU-75P-304] [Portrait study]

Semester	Code of the Course	Title of the Course/Paper	NHEQF Level	Credits
V	[SCU-75P-304]	Portrait study	7	4



Level of	Type of the	Cre	edit Distribut	ion	Offered to	Course Delivery		
Course	Course	Theory	Practical	Total	NC Student	Method		
7	Theory	0	4	4	No	Theory		
List of Program Offered as Mine	ime Codes in which or Discipline	Nil						
Prerequisites		BVA Sculpture semester IV completed						
Objectives of th	To develop students' ability to observe, interpret, and sculpt the human face with anatomical accuracy and expressive sensitivity, through working from live models, mold-making, and casting in a permanent medium.							

Detailed Syllabus [UG0511]- [SCU-75P-304] [Portrait study]

Unit 1: Fundamentals of Portraiture

- Study of human skull structure and facial anatomy.
- Understanding proportions, planes, and major landmarks of the head.
- Exercises: Quick sketches and small studies from different angles.

Unit 2: Live Model Observation and Clay Modeling

• Working from a live model to create a full portrait in clay.



- Capturing likeness, expression, and individual character.
- · Techniques of surface detailing and finishing.

Unit 3: Preparing for Mold-Making

- Basics of mold preparation: planning divisions, keys, and mold thickness.
- Introduction to materials and tools for mold-making (PoP Plaster of Paris).
- Safety measures and mold-making demonstrations.

Unit 4: Moulding and Casting

- Step-by-step making of PoP mold from the clay model.
- De-moulding and cleaning.
- Casting the final piece in a permanent medium (e.g., cement, resin, fiberglass, etc).

Unit 5: Finishing and Presentation

- Surface refinement and finishing techniques (polishing, painting, etc.).
- Mounting and installation methods for portrait sculptures.
- Reflective assessment: understanding strengths and areas for improvement.

Learning Outcome:

By the end of the course, students will:

- Accurately model human portraits with proper anatomical structure and expressive qualities.
- Understand and perform the technical processes of mold-making and casting.
- Produce a finished, durable portrait sculpture ready for exhibition or portfolio use.
- Gain professional practice skills relevant to sculpture production and display.

Syllabus [UG0511] V Semester [Sculpture] [SCU-75P-305] [Digital sculpting-II-Character and Concept Development]



V	[SCU-75P-305]	Digital	sculpting-II-C Devel	7	4		
Level of	Type of the	Cre	edit Distribut	tion	Offered to	Course	Delivery
Course	Course	Theory	Practical	Total	NC Student	Course Delivery Method	
7	Practical	0	4	4	No	Theory	
List of Program Offered as Min	nme Codes in which or Discipline	Nil					
Prerequisites		BVA Sculpture semester IV completed					
Objectives of th	ne Course:	To build on foundational digital sculpting skills by guiding students into character design, hybrid forms, and imaginative concept sculpting, integrating anatomy, storytelling, and creativity.					

Detailed Syllabus [UG0511]- [SCU-75P-304] [Digital sculpting-II-Character and Concept Development]

Unit 1 Advanced Anatomy & Form Integration

- In-depth study of human and animal anatomy for sculpting
- Morphing anatomy with imaginative elements (hybrids, fantasy creatures, cartoons)



- Gesture, balance and rhythm in complex forms
- Practice with anatomical mash-ups and dynamic poses

Unit 2 Character Sculpting: From Concept to Form

- Principles of character development for digital sculpting
- Designing personalities: body language, facial expressions, stylisation
- Sculpting full characters (bust and full-body) from rough block-out to refinement

Unit 3 Hard-Surface & Prop Modelling: Man-Made Objects & Accessories

- Workflow differences between organic and hard-surface sculpting
- Blocking-out and refining props: tools, weapons, furniture, wearables
- Edge control, panel lines, bevels and simple mechanical joints

Unit 4 Environment Sculpting: Landscapes, Rooms & Sets

- Fundamentals of terrain sculpting and large-scale forms (cliffs, valleys, caves)
- Interior space modelling: architectural basics, modular workflows, set dressing
- Storytelling through environmental details (damage, weathering, material break-up)

Unit 5 Capstone Composition & Showcase

- Students assemble a small scene that integrates:
 - One character (minimum) (Unit 2)
 - A curated set of props/accessories (Unit 3)
 - An environment or room segment (Unit 4)

•

- Focus on coherent scale, narrative and final composition
- Deliverables: high-resolution renders, model breakdown sheet, 30-second turntable video render

Learning Outcome:

By the end of the course, students will:

- Master advanced digital sculpting techniques for organic and imaginative forms.
- Design and sculpt original characters or creatures integrating anatomical knowledge and creativity.
- Understand professional approaches to detailing, posing, texturing, and presenting digital sculptures.



•	Develop strong portfolio pieces ready for further academic work or industry applications



[UG0511]-[BVA-Sculpture] Semester VI

Type of Examination	Course Code and Nomenclature	Duration Examin	_	Maxin	num Marks	Minim	um Marks
	[SCU-76T-306]	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory	[History of Western Art: Greek Art to Gothic] Common with Painting and Applied arts	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks
	[SCU-76T-307]	CA	2 Hrs	CA	10 Marks	CA	4 Marks
Theory	[Indian Aesthetic Ideas (Modern)] Common with Painting	EoSE	3 Hrs	EoSE	40 Marks	EoSE	16 Marks
	[SCU-76P-308] [Creative Exploration in Sculpture:	CA	*	CA	30 Marks	CA	12 Marks
Practical	Concepts through Non- Conventional Materials]	EoSE	10 Hrs	EoSE	120 Marks	EoSE	48 Marks
	[SCU-76P-309]	CA	*	CA	20 Marks	CA	8 Marks
Practical	[Portrait and Torso Study – Moulding and Casting]	EoSE	10 Hrs	EoSE	80 Marks	EoSE	32 Marks
Dunatical	[SCU-76P-310]	CA	*	CA	20 Marks	CA	8 Marks
Practical	[Digital Sculpting III – Virtual Maquette & Sculptural Ideation]	EoSE	#	EoSE	80 Marks	EoSE	32 Marks

^{*} Continuous Assessment shall be done on the basis of the submissions at the end of term as per the criteria of mark distribution prescribed by the university

#There won't be an examination; Evaluation shall be done on the basis of the submitted works.

Theory question paper format



The question paper of End of semester will consist of **two** parts **A&B** covering all five units.

Maximum Mark 40

Part A shall consist of 4 choice based questions each carrying 5 marks each to be answered briefly.

Part B consists of 2 choice based questions carrying 10 marks each to be answered elaborately.

The questions shall be structured to understand the students overall understanding of the subject.

Practical Examination

Continuous Assessment (CA)

Continuous Assessment shall be done on the basis of the submissions at the end of the term as per the criteria of mark distribution prescribed by the university.

Class participation and Attendance: 25%

Weekly Assignments and Studio Work: 25%

Final submission: 50%

The following are the minimum requirements of submission for the practical papers

[SCU-76P-308] [Creative Exploration in Sculpture: Concepts through Non-Conventional Materials]

Minimum 3 (Three) works done in different materials as mentioned in the syllabus and 10 self-studies- maquette

[SCU-76P-309] [Portrait and Torso Study – Moulding and Casting]

Minimum 3 (Three) Portrait cum Torso Study in permanent medium as mentioned in the syllabus and 10 self-studies (Portrait cum Torso drawings)

[SCU-76P-310] [Digital Sculpting III – Virtual Maquette & Sculptural Ideation]

Minimum 1 Digital sculpture-High-resolution still images (3 orthographic + 2 perspective eye level views) compiled as a full process journal (PDF) outlining concept, references, workflow and material intentions. Submitted as digital file and printout.

* ≤ 45-second turntable or fly-through video render submitted digitally



End of Semester Examination (EoSE):

[SCU-76P-308] [Creative Exploration in Sculpture: Concepts through Non-Conventional Materials]

Students will have to create a composition with found objects;

Duration: 10 hours; Size: 1 cub ft.

[SCU-76P-309] [Portrait and Torso Study – Moulding and Casting]

Students will have to make a Portrait cum Torso Study in clay from the life model;

Duration: 10 hours

[SCU-76P-310] [Digital Sculpting III – Virtual Maquette & Sculptural Ideation]

There will not be any examination.

The evaluation shall be done based on the submitted works.

Syllabus [UG0511] VI Semester [Sculpture]



[SCU-76T-306]

[History of Western Art: Greek Art to Gothic]

[Common with Painting and Applied Arts]

Semester	Code of the Course		Title of the	NHEQF Level	Credits		
VI	[SCU-76T-306]	History of Western Art: Greek Art to Gothic [Common with Painting and Applied arts]				7	2
Level of	Type of the	Cre	dit Distribut	tion	Offered to	Course	Delivery
Course	Course	Theory	Practical	Total	NC Student	Method	
7	Theory	2	0	2	No	Th	eory
List of Program Offered as Min	ime Codes in which or Discipline	Nil					
Prerequisites	Prerequisites BVA Sculpture semester V completed						
Objectives of th	To introduce students to the major developments of Western art from Greek antiquity through the Gothic period, focusing on the evolution of form, symbolism, and aesthetics in relation to cultural, religious, and historical contexts.					olution of	

Detailed Syllabus [UG0511]-[SCU-76T-306]

[History of Western Art: Greek Art to Gothic]

[Common with Painting and Applied Arts]



Unit 1: Foundations of Western Art – Greek Art

- Classical ideals of beauty, balance, and proportion.
- Study of Greek Art: Archaic, Classical, and Hellenistic periods.
- Sculpture (e.g., Kouros, Kritios Boy, Discobolus, Laocoön Group), architecture (Parthenon), and pottery.
- Mythology and humanism in Greek visual expression.

Unit 2: Expansion of Classical Traditions – Etruscan and Roman Art

- Etruscan Art: Tomb paintings, bronze and terracotta works, influence on Roman art.
- **Roman Art:** Adaptation of Greek-Etruscan elements, innovations in sculpture, portraiture, architecture (Pantheon, Colosseum), mosaics, and frescoes.

Unit 3: (A) Early Christian and Byzantine Art

- Emergence of Christian symbolism; break from classical naturalism.
- Catacomb paintings, mosaics, and icons.
- Byzantine art and architecture: Hagia Sophia and the sacred aesthetic.

(B) Art of Transition – Early Medieval and Romanesque Styles

- Migration Period Art: Hiberno-Saxon, Carolingian, Ottonian.
- Development of illuminated manuscripts (Book of Kells, Lindisfarne Gospels).
- Romanesque art and architecture: heavy stone churches, narrative reliefs, semi-circular arches.

Unit 4: The Rise of Gothic Art

- Gothic architecture: pointed arches, ribbed vaults, flying buttresses (Notre-Dame, Chartres Cathedral).
- Emphasis on verticality, light, and stained glass.
- Evolution of Gothic sculpture and painting toward naturalism and emotional expressiveness.
- Spiritual symbolism and the move towards Renaissance ideals.

Suggested Books and References:

- 1. [History of Art];[Janson, H. W];[1995-01];[Harry N. Abrams]
- 2. [Story of Art]; [E. H. Gombrich]; [1950]; [Phaidon]
- 3. [The Art and Culture of Early Greece, 1100-480 B.C];[Jeffrey Hurwit];[1987];[Cornell University Press]
- [Emergence of the Classical Style in Greek Sculpture]; [Richard Neer]; [2010]; [University of Chicago Press]



- 5. [Archaic and Classical Greek Art];[Robin Osborne];[OUP Oxford];[1998]
- 6. [Hellenistic Sculpture];[Guy Dickins];[2018];[Forgotten Books]
- 7. [Etruscan Art];[Otto J. Brendel];[1995];[Yale University Press]
- 8. [ART OF ROMAN EMPIRE 2E OHA P: AD 100-450];[JaśElsner];[2018];[OUP Oxford]
- [Understanding Early Christian Art];[Robin M Jensen];[2023];[Routledge]
- 10. [Byzantine Art];[Robin Cormack];[2000];[OUP Oxford]]
- 11. [Early Medieval Art: Carolingian, Ottonian, Romanesque (World of Art)];[John Beckwith];[1985];[Thames & Hudson]
- 12. [Romanesque Art];[Rolf Toman];[1997];[Konemann UK Ltd]
- 13. [Medieval Art in Europe: Romanesque Art Gothic Art 987-1489];[Victoria Charles];[2011];[Sirrocco-Parkstone International]

Suggested E-resources:

- 1. https://www.metmuseum.org/-/media/files/learn/for-educators/publications-for-educators/greek.pdf
- 2. https://www.metmuseum.org/essays/etruscan-art
- 3. https://www.metmuseum.org/-/media/files/learn/for-educators/publications-for-educators/roman.pdf
- 4. https://guides.lib.umich.edu/c.php?g=282813&p=1888143
- 5. https://arthistoryteachingresources.org/lessons/byzantine-art-and-architecture/
- 6. https://www.metmuseum.org/-/media/files/learn/for-educators/publications-for-educators/publications-for-educators/byzantine.pdf
- 7. https://www.metmuseum.org/essays/romanesque-art
- 8. https://ima.princeton.edu/digital-image-collections/collection/romanesque/intro
- https://www.vam.ac.uk/articles/the-gothic-style-anintroduction?srsltid=AfmBOopRc2eszwYxzh3w2XfYj7Mjv7At7k58F2XqjSOvc WbXkO1Qz8

Learning Outcome: By the end of the course, students will:

- Understand the historical development of Western art from ancient Greece to the Gothic era.
- Identify stylistic characteristics and major works from each period.
- Analyze how cultural, religious, and philosophical shifts shaped artistic expression.
- Build foundational knowledge to connect early Western art history with later Renaissance and modern developments.

Syllabus
[UG0511]
VI Semester [Sculpture]
[SCU-76T-307]
[Indian Aesthetic Ideas (Modern)]



[Common with Painting]

Semester	Code of the Course		Title of the	NHEQF Level	Credits			
VI	[SCU-76T-307]	Indian Aesthetic Ideas (Modern) [Common with Painting]			7	2		
Level of	Type of the	Credit Distribution Offered to NC					Delivery	
Course	Course	Theory	Practical	Total	Student	Method		
7	Theory	2 0 2 No				Th	eory	
List of Program Offered as Min	nme Codes in which or Discipline	Nil						
Prerequisites		BVA Sculp	oture semest	er V comp	leted			
Objectives of tl	ne Course:	This course aims to explore the reinterpretation and development of Indian aesthetic thought in the modern period through the writings of ke thinkers such as AnandaCoomaraswamy, Rabindranath Tagore, K.C. Bhattacharya, Mulk Raj Anand, E.B. Havell, and Stella Kramrisch. It seeks to provide students with a critical understanding of how traditional India philosophical and artistic principles were adapted, challenged, and reimagined in response to modernity, colonial influence, and evolving cultural identities. Students will engage with core aesthetic concepts such as symbolism, intuition, spiritual expression, metaphysical representation and the notion of 'Swaraj in ideas.'					ritings of key , K.C. th. It seeks tional Indian , and evolving ncepts such	

Detailed Syllabus [UG0511]-[SCU-76T-307] [Indian Aesthetic Ideas (Modern)]

[Common with Painting]

Unit 1: Ananda Coomaraswamy – Traditional Wisdom and Modern Reflection



Core Texts:

- o The Dance of Shiva
- The Transformation of Nature in Art

Focus Topics:

- Art as symbolic and metaphysical language
- Art and cosmic order (Rta and Dharma)
- o Indian tradition vs. Western modernity
- Transformation of natural forms in traditional Indian art

Unit 2: Rabindranath Tagore – Art, Freedom, and the Inner Life

Core Texts:

- Selected essays from The Religion of Man and Sadhana
- Art lectures from Visva-Bharati writings

Focus Topics:

- o Art as spontaneous and spiritual expression
- o Intuition, creativity, and universality in Indian aesthetic thought
- Relationship between art and the moral imagination

Unit 3: Mulk Raj Anand – Reinterpreting Indian Aesthetics in the Modern World

Core Texts:

- o The Hindu View of Art
 - Chapter II: The Aesthetic Hypothesis
 - Chapter III: Principles of Artistic Practice

• Focus Topics:

- o Modern articulation of traditional Indian aesthetics
- o Artistic practice in Indian cultural context
- o Bridging Indian philosophy and contemporary concerns

Unit 4: E.B. Havell and Stella Kramrisch – Spiritual and Symbolic Dimensions of Indian Art

Core Texts:

- The Ideals of Indian Art E.B. Havell (selected chapters)
- The Hindu Temple: An Introduction to its Meaning and Forms Stella Kramrisch (selected chapters)
- Indian Sculpture Stella Kramrisch (for understanding form and symbol)

Focus Topics:

- Indian art as spiritual symbolism
- o Idealism vs. realism in Indian aesthetics
- o Art as embodiment of metaphysical principles

Suggested Books and References:

1. [The Dance of Shiva: Fourteen Essays]; [AnandaCoomaraswamy]; [2013]; [Rupa Publications India]



- 2. [The Transformation of Nature in Art];[AnandaCoomaraswamy];[2016];[Ingram short title]
- 3. [The Religion of Man];[: Rabindranath Tagore];[2005];[Rupa]
- [The Philosophy of Rabindranath Tagore: Thinking Across Cultures];[RaminJahanbegloo];[2025];[Bloomsbury USA Academic]
- 5. [Rabindranath Tagore's Aesthetics];[Kailash K Sharma];[2008];[Abhinav Publications]
- [Fundamentals of K.C. Bhattachary s Philosophy];[Kalidas Bhattacharyya];[2016];[D.K. PrintworldPvt. Ltd]
- 7. [Studies in Philosophy Vol I];[Krishnachandra Bhattacharyya];[2013];[Nabu Press]
- 8. [The Hindu View of Art];[Mulk Raj Anand];[2020];[Routledge]
- 9. [The Ideals of Indian Art];[E. B. Havell];[2020];[Life Span Publishers & Distributors]
- [The Hindu Temple];[Stella Kramrisch];[2015];[MOTILAL BANARSIDASS PUBLISHERS PVT. LTD.]

Suggested E-resources:

- 1. https://tfreeman.net/resources/Phil-300/18.-The-Dance-of-Shiva.pdf
- 2. https://archive.org/details/in.gov.ignca.38423/page/n121/mode/2up
- 3. https://www.cambridge.org/core/journals/journal-of-the-american-philosophical-association/article/courageous-love-k-c-bhattacharyya-on-the-puzzle-of-painful-beauty/1C2AFE30511D2B1764935F94B7DC627D
- 4. https://archive.org/details/rkas.1738.hinduviewofart0000mulk y7v3/mode/2up
- 5. https://online.ucpress.edu/jsah/article-abstract/38/3/276/57125/Review-The-Hindu-Temple-An-Introduction-to-Its?redirectedFrom=PDF

Learning Outcome:

By the end of this course, students will:

- Demonstrate a comprehensive understanding of the major modern Indian thinkers on aesthetics and their philosophical contributions.
- Analyze the interaction between traditional Indian aesthetic ideals and modern intellectual movements.
- Critically reflect on the metaphysical, spiritual, and symbolic dimensions of Indian art in modern reinterpretations.
- Develop the ability to articulate nuanced views on how Indian aesthetics continues to influence contemporary artistic practices and thought.
- Strengthen comparative skills to distinguish Indian aesthetic frameworks from Western approaches to art and beauty.



Syllabus [UG0511] VI Semester [Sculpture] [SCU-76P-308]

[Creative Exploration in Sculpture: Concepts through Non-Conventional Materials]

Code of the Course	Title of the Course/Paper	NHEQF Level	Credits
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V	[SCU-76P-308]		e Exploration ugh Non-Con	7	2		
Level of	Type of the	Credit Distribution Offered to				Course	Delivery
Course	Course	Theory	Practical	Total	NC Student	Method	
7	Practical	0	6	6	No	Theory	
List of Program Offered as Min	nme Codes in which or Discipline	Nil					
Prerequisites		BVA Sculp	oture semest	er V comp	leted		
Objectives of the	he Course:	To expand students' understanding of sculpture by encouraging experimental, process-based, and conceptual explorations using non-traditional, soft, fragile, and everyday materials, pushing the boundaries of form, space, and meaning.					

Detailed Syllabus [UG0511]-[SCU-76P-308]

[Creative Exploration in Sculpture: Concepts through Non-Conventional Materials]

Unit 1: Understanding Non-Conventional Approaches

- Introduction to the evolution of material use in modern and contemporary sculpture.
- Rethinking sculpture: soft, fragile, ephemeral, found, and industrial materials.
- Case studies: Eva Hesse, Joseph Beuys, AnishKapoor (early works).



Unit 2: Soft and Malleable Materials

- Working with cloth, latex, rubber, foam, wax, etc.
- Exploring ideas of fragility, movement, and tactility.
- Experimentation: creating forms that respond to gravity, tension, and texture.

Unit 3: Found and Everyday Materials

- Assemblage, collage, and transformation of mundane objects.
- Exploring the symbolic and narrative potential of found materials.
- Small projects focusing on re-contextualizing everyday life.

Unit 4: Temporary and Ephemeral Sculptures

- Works made to exist temporarily: paper, biodegradable materials, ice, natural elements.
- Time, decay, and change as sculptural processes.
- Documentation (photography/video) as part of practice.

Unit 5: Independent Conceptual Project

- Development of a personal project using non-conventional material(s).
- Emphasis on meaning, process, and form over permanence.
- Group critique, installation/display exploration, reflective writing on process.

Learning Outcome: By the end of the course, students will:

- Understand and apply experimental and non-traditional material practices in sculpture.
- Develop sensitivity to process, impermanence, and material meaning.
- Push conceptual thinking beyond conventional object-making.
- Articulate their artistic choices and document ephemeral works effectively.

Syllabus [UG0511] VI Semester [Sculpture] [SCU-76P-309] [Portrait and Torso Study – Moulding and Casting]

Semester Course	Title of the Course/Paper	NHEQF Level	Credits
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V	[SCU-76P-309]	Portra	it and Torso S Cas	7	2			
Level of	Type of the	Cre	edit Distribut	tion	Offered to	Course	Delivery	
Course	Course	Theory	Practical	Total	NC Student	Method		
7	Practical	0	6	6	No	Theory		
List of Programme Codes in which Offered as Minor Discipline								
Prerequisites		BVA Scul	oture semest	er V comp	leted			
Objectives of tl	expressive study of a from live r further de course str	human portr natomy, form, models, refine velop profess	aits includir structure, techniques ional mould ig a cohesiv	nts' skills in sculping the torso, em and surface detain observation demaking and case artistic represerm.	phasizing a ail. Student and model sting practi	deeper s will work ing, and ces. The		

Detailed Syllabus [UG0511]-[SCU-76P-309] [Portrait and Torso Study – Moulding and Casting]

Unit 1: Advanced Observation and Study of the Human Head and Torso

- Intensive observation of head and torso proportions.
- Study of anatomy (musculature, bone structure, posture).
- Sketching exercises to understand structure and flow.



Unit 2: Portrait and Torso Sculpting – Advanced Modeling

- Detailed modeling techniques for facial features and torso forms.
- Working with planes, surface modulation, and textures.
- Achieving character, vitality, and anatomical accuracy.

Unit 3: Preparing for Moulding

- Preparing sculptures for mould-making (finishing, sectioning).
- Introduction to more complex mould-making techniques (multi-piece moulds if required).
- Application of release agents, PoP (Plaster of Paris) moulds.

Unit 4: Casting Process and Techniques

- Casting in a selected permanent medium (resin, cement, PoP, etc.).
- Surface finishing techniques after casting (repairing seams, final surfacing).
- Safety and professional practices in moulding and casting.

Unit 5: Artistic Refinement and Presentation

- Final refinement of cast sculptures (patina, surface treatments).
- Display preparation: bases, mounting, and professional presentation.
- Group critique sessions to develop critical and reflective skills.

Learning Outcome: By the end of this course, students will:

- Demonstrate an advanced understanding of human facial and torso anatomy in sculpture.
- Execute a complete portrait and torso sculpture from live observation, with enhanced realism, character, and expression.
- Create professional-grade moulds and successful casts of their sculptures in a chosen permanent material.
- Develop critical thinking in refining form, surface, and aesthetic expression in threedimensional portraiture.
- Understand the integration of head and torso as a cohesive sculptural unit, balancing technical and artistic demands.



Syllabus [UG0511] VI Semester [Sculpture] [SCU-76P-310]

[Digital Sculpting III – Virtual Maquette & Sculptural Ideation]

Semester	Code of the Course	Title of the Course/Paper				NHEQF Level	Credits		
VI	[SCU-76P-310]	Digital	Digital Sculpting III – Virtual Maquette & Sculptural Ideation				2		
Level of	Type of the	Credit Distribution Offered to				Credit Bistribution		Course	Delivery
Course	Course	Theory	Practical	Total	NC Student	Method			



7	Practical	0	4	4	No	Theory
List of Program Offered as Mine	Nil					
Prerequisites		BVA Sculp	oture semest	er V compl	eted	
Objectives of th	ne Course:	by focusi sculptura technical hybrid in placed on materialit strategies process, p	ng on the creation and skills such a tegration of a developing ty, site context. The course preparing stu	eation of vired project destropology digital and promplete sext, structurate encourages dents to bri	tual maquette evelopment. Soptimization, ohysical sourceulptural com al planning, an	ncy in digital sculpting es as a means of tudents will refine surface detailing, and ees. Emphasis will be apositions, considering and presentation and critical design etween digital on.

Detailed Syllabus [UG0511]- [SCU-76P-310]

[Digital Sculpting III – Virtual Maquette & Sculptural Ideation]

Unit 1 Topology & Model Optimisation

- Retopology strategies, adaptive remeshing, manual quad flow
- Decimation and LOD management for heavy scenes
- Precision scale, measurement and proportion checks inside the sculpting tool
- Clean export/archival formats (OBJ, FBX, PLY)

Unit 2 Surface Strategy & Digital Material Studies

- Sculpted surface noise, micro-detail and displacement extraction
- Polypaint / vertex-colour passes to explore patinas, glazes, metal skins



• Annotated screenshots to communicate tactile intent

Unit 3 Hybrid Source Integration & Assemblage

- Photogrammetry / 3-D scanning of found objects and handmade maquettes
- Boolean, kit-bash and array workflows for intricate structures
- Armature planning: designing internal support structures, balance points and detachable segments for safe construction and handling
- Context mock-ups: dropping maquettes into gallery or site photos for scale tests

Unit 4 Virtual Staging, Critique & Iteration

- Setting sculptures in virtual rooms, plinths or outdoor backdrops
- Iterative pose and silhouette studies: duplicating mesh states, experimenting with scale shifts, weight distribution and negative space
- Building peer-review boards: combining stills, sketches and notes in a single PDF

Unit 5 Sculptural Composition Project

Students produce a **fully resolved digital composition** that serves as an almost-final statement for their ongoing studio practice. It must:

- 1. Integrate forms or fragments developed in earlier coursework
- 2. Demonstrate coherent scale, balance and narrative intent
- 3. Include a contextual base or site mock-up (plinth, wall, floor, landscape, etc.)

Deliverables

- High-resolution still set (3 orthographic + 2 perspective eye level views)
- ≤ 45-second turntable or fly-through video
- Process journal (PDF) outlining concept, references, workflow and material intentions

Learning Outcomes

By the end of the semester students will be able to:

- 1. **Optimise digital models for clarity and efficient iteration** within a critique-driven workflow.
- 2. **Investigate surface and material ideas digitally** through sculpted micro-detail, polypaint and annotated stills rather than photoreal renders.
- 3. **Plan internal armatures and structural strategies** for multipart digital assemblies, anticipating balance, support and safe handling.
- 4. **Refine pose, silhouette, scale relationships and negative space** through iterative virtual studies and mesh duplication.



documentation that can guide subsequent physical realisation.

Pi Jaw Dy. Registrar (Academic) University of Rajasthan JAIPUR

5. Assemble and present a resolved digital composition supported by visual