

SPECIALIZATION COURSE -BVA

The field of Fine Arts is brought under humanities as it embraces all faculties of human cultural development. It answers the individual need, promotes search and research in the professional field apart from providing ample opportunities of sustaining livelihood.

The studies in Fine Arts target to fine tune the creative abilities in a student; this very nature makes it an adaptable subject, providing plenty of scope to apply this creative aspect into various areas like Design, Advertising, Publishing, Print, Multi-media. Teaching, etc.

The Specialization course offers Core subjects of the respective department along with Art History and one Open Elective which will be the choice of the student from a number of subjects listed usually covering all the departments. This will ensure lateral movement. Journal are mandatory to all the semesters.

Non-Core Subjects like Constitution of India & Human Rights, Environment and Public health are compulsory papers prescribed by the UGC which are compulsory in the III&IV Semester while during the V to VIII semester one subject must be chose from a pool of subjects listed. Co- Curricular and Extra Curricular Activities is compulsory in all semesters III to VIII

The specialization course offers a deeper insight in the specific field of Painting, Sculpture, Printmaking, Applied Art, Art History, Ceramics & the various combinations (Elective, Non-Core subjects) provides scope to develop finer personal aptitudes along with building skills specific to the field for sustainability in Jobs /employment The various subjects provided equip them to face the challenges in the field with profession in depth.

DEPARTMENT OF APPLIED ARTS

Applied Art degree programs attract people fascinated with the visual world. Graphic designers create new visual realities, integrating an array of media such as Digital Imaging, Illustration, Logo, Symbol and Photography. Applied Art emphasises the required skills such as conceptual development, presentation, strategic thinking and technique, all with an environment that stimulates innovation.

The demanding, rich and diverse curriculum helps students to achieve a high degree of competence in the areas of Branding and Identity, Motion graphics, Packaging, Print Media and Electronic Media and much more.

Photography today falls into Visual art form a must skill required for Visual art. The primary objective is to impart the history of photography and also mastering the students with the medium of traditional and digital photography, its techniques and scale them as professionals to the future digital art world. This would enable them enhance their skills and gear them to compete and excel in the field of Advertising.

Upon graduation with a degree in Applied art students will have the knowledge and skill it takes to create original striking and useful designs that make a real difference.

The syllabi consists of

Core-subjects

Practical: consists of three subjects of the main specialization subjects. Drawing being mandatory

Theory: Art of Advertising/History Communication theories is of one paper in each semester.

Open Elective subject: is one subject which is the option of the student from the departments other than their own. (A list would be provided) This is to give the students an added edge to their regular subjects.

Non-Core: Two papers stipulated by the UGC are compulsory in the III and IV semester. During the remaining semesters that is from V Semester to VIII Semester a choice of one subject from a list provided. These subjects are designed to allow the student to acquire abilities and skill the will enable better performance in their professional field or employments.

Co-Curricular and Extra-curricular: Participation in Workshops, Study tours, short trips, Seminars intercollegiate cultural fests, collective/group art and cultural activities arranged by the college.

Participation is NSS, Red Cross and Swach Bharat, Preservation of heritage, awareness programs -Indoor and Out-door inter-collegiate sports, mount to Extra-curricular activities

Journal: This is a mandatory exercise which must be carried through the 6 semesters. It must cover all the practical subjects. It is to be a part of every practical submission. The journal must comprehensively carry out a record of the visual growth in the sense it must exhibit the development, reference, exposure, experience in the course of learning. It can contain visuals and writings.

Assignment: All the assignments mentioned are the minimum required

Workshop will be conducted by the Department in each /alternate semester

Daily practice of sketching is compulsory as it is a continuous process of visually and conceptually perceiving the world around.

DEPARTMENT OF PAINTING

During the six semesters of the specialization in "Painting" the students are introduced to the basics of visual grammar. It targets to equip them with a sound understanding of interpretation, manipulation of a flat surface to bring out meanings of expression. In other words to be able to read into the dimensions of painting. Along with this they will also be introduced to creative thinking and its responsibilities equipping them to apply its logic to various possibilities. This ability will teach them life sustaining skills, thereby making them adaptable to various societal needs be it employment or establishing themselves as individual/professional artists.

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DEPARTMENT OF SCULPTURE

The art of manipulating material to create three dimensional forms is extremely a pleasurable, intense and rewarding experience. It is concerned with the organization of mass or volumes, planes & contours, light & dark areas and textures. The term is today employed in a wider and more inclusive sense and embraces an abundance of material and methods. Generally, methods of sculpture fall into categories of: Sculpting, moulding, mould making, joining, fixing, repair, colouring and the like. Contemporary Sculpture is a broad area which utilizes a range of methods and media. Apart from conventional material like stone, metal, wood and terracotta, an endless man made and industrial products are in practices. This reflects the open ended flexible approach to Sculpture today. It focuses on Studio practice supported by the theoretical studies. Contemporary practices like the New Media, Installations, Site Specific art etc. are also encouraged. Traditional, folk and conventional methods of sculpting, constructing, metal casting and the like are introduced to the students through workshops and demonstrations.

The adaptable nature of visual arts allows plenty of scope/opportunities for sustainable employment. A course in sculpture exposes a student to apply their knowledge to industrial modelling, Visual Merchandising, Interior decorators, Exhibition display and architectural settings.

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DEPARTMENT OF GRAPHIC ART

The term 'Graphic' means write or draw or repetitive impressions. This describes the activity of artistic expression through a system of using lines, points, and planes in the appropriate materials enabling it to be reproductive printing process.

This potential and creative media of Graphic Art (Printmaking) was initially used as an additional media of expression by the painters. But as more refined practices and research developed, Graphic Art gain its own individuality and now stands as specialized section in Visual Arts. The development of electronic / digital media and its compatibility in fine arts was most applicable in the area of print technology. Today the field of Graphic Art has undergone profound changes, it is a link between art and design.

This is a practical course covering both practical and theory. Elementary methods are introduced as basic knowledge of Printing in the early semesters. The following semesters address the creative and advanced techniques of Printing Making. Students are encouraged to engage in visual discovery to convey the ideas, conduct research and to achieve creative standards.

Graphic Art has many scopes for instance

Professional printmaking, Art teaching, Art administration, Professional photography, Computer graphics, Textile industry ,Design units and other various creative fields.

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DEPARTMENT OF ART HISTORY

Art History is the basis for all theoretical inputs for Visual Arts. There are no visuals without words. The department imparts theoretical aspects of various visual and public arts. The syllabus covers the general history of world art, India and Western Art History from prehistoric to contemporary times and that of far eastern art as well. Historiography or history makes one aware of the relation between aesthetics and politics. Both critical and analytical approaches to art are applicable leading to creative writing and aesthetic thinking. Visual aids like, print, photographs, slides and video (CDs, DVDs). Films and cassettes about artworks, art movements, artists and museum studies are used to kindle the interest in students towards a better understanding and experience of art. The department conducts regular study tours covering historical monuments, folk traditions, art galleries and museums. Students are also assigned project work for internal submission. Various well known visiting scholars and artists are invited for constant interaction through dialogues and slide lectures. Degrees available in the stream are B.V.A., M.V.A.

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DEPARTMENT OF CERAMICS

Each semester this class focuses on a specific aspect of ceramics, the goal of which is to learn more about clay as a material, different surface treatments, and its significance in art, design, industry and cultural history. We will be experimenting with various surface treatments this semester, exploring the integration of surface and form, and considering the impact of surface on content. These investigations naturally include learning basic and more advanced forming techniques, understanding the transformation from the raw, mined, material to vitrified finished ceramic, and studying the history of ceramics. The semester's instruction will include the following: Hand building skills, including methods of forming such as slab building and coiling. Throwing on the wheel. This includes centering the clay, forming bowls and cylinders... and trimming and burnishing on the wheel. Assignments will cover functional vessels as well as abstracted vessels, where form and function will be questioned. Sculptural techniques covered include slab construction, press and drape mold use, extrusion and carving. Surface Explorations include texturing and coloring clay, color used in clay and slips, engobes, oxides, stains, and underglazes as well as non-traditional decorative techniques including acrylic paint, waxes and dyes. Glazing techniques and process. The function of glazes and how they are made, simple glaze testing... proper application, health and safety. Firing... Firing methods introduced include oxidation, raku, and reduction.

Undergraduate students in ceramics are engaged in a rigorous program that simultaneously develops their conceptual, technical, and formal skills as artists. There is a natural progression of courses, beginning with more structured assignments and skill development, working towards more independent projects at the advanced level. At all levels, students engage in lively critiques and develop their formal language as they learn to look carefully and discuss one another's work.

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