



ದಾವಣಗೆರೆ ವಿಶ್ವವಿದ್ಯಾಲಯ  
Davangere University



ಸತ್ಯಂ ಶಿವಂ ಸುಂದರಂ

ವಿಶ್ವವಿದ್ಯಾಲಯ ದೃಶ್ಯಕಲಾ ಮಹಾವಿದ್ಯಾಲಯ  
(ಘಟಕ ಕಾಲೇಜು)

ದಾವಣಗೆರೆ 577 004. ಕರ್ನಾಟಕ.

**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)  
Davanagere 577 004. Karnataka.

Curriculum frame work for  
**Bachelor of Visual Art**

**BVA in Applied Art**  
**3<sup>rd</sup> to 4<sup>th</sup> Semester**

**2024-25 Onwards**

**Course Structure and Syllabus for Under Graduation (UG)**



**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA) Semester Scheme**

**Course Structure, Scheme of Teaching and Evaluation**  
**Onwards 2024-25**

**BVA APPLIED ART COURSE**

III SEMESTER								
Course Code	Title of the Course	Course Category	Credits	Per Week	Exam Hours	Exam Marks	IA	Total Marks
Major Courses								
BVA AA III.1	Corporate Design-I	P	5	8	10	75	75	150
BVA AA III.2	Illustration-I	P	3	4	5	50	50	100
BVA AA III.3	Calligraphy-I	P	3	4	5	50	50	100
Minor Courses								
BVA AA III.4	Introduction of Advertising Art	T	3	3	3	80	20	100
Elective / Optional (Other than Applied Art Students)								
BVA AA III.5	Stationary Design-I	P	2	4	5	25	25	50
Compulsory								
BVA AA III.6	Computer Basic	P	2	3	--	--	50	50
Languages								
BVA L III.1	Kannada / Hindi	T	3	4	3	80	20	100
BVA L III.2	English	T	3	4	3	80	20	100
Total			24	34		440	310	750

**Note:**

BVA	-	Bachelor of Visual Arts
AA	-	Applied Art
III	-	Third Semester
1	-	Course One
T	-	Theory
P	-	Practical

English Language is mandatory.

  
BOS Chairman  
UG-PG in Visual Arts,  
University College of Visual Arts,  
Davangere.

  
Registrar  
Davangere University  
Shivagangotri, Davangere





**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
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**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art III Semester Course Content Onwards 2024-25**

Program Name	BVA Applied Art	Semester	Third Semester
Course Title	Corporate Design-I (Practical)		
Course Code	BVA AA III.1	Total Marks	150
Contact hours	128 Hours	No. of Credits	05
Internal Marks	75	Exam Marks	75

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- ❖ Students are capable to apply and work in Corporate design for Educational contents, Corporate Training, HR training and all training process
- ❖ This Course allow student to deeply observe and study the nature, culture and develop visual sensibilities, perceptual skills, analytical skills and Representational skills.

**Contents**

**8 Hours per week**

Introduction to Design: Principals of design & Color, Corporate Design and its purpose study of its application to the various subjects or manufacturing products or consumer products or service – motif. To prepare logo type, monogram and emblem etc. Preparation of designs related to the stationary products like, label, visiting card, letterhead, envelop and cartoon box designs, wrapper, all types of packaging designs etc.

**Medium:** Black & white, color & mixed media. Manual & System work.

**Submission:** 10 nos. finished works (size: suitable to the product)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Execute the corporate design concepts using elements and principles of design.
- ❖ Students learn the corporate design terminologies and its usage.
- ❖ Students are enabled with observation and analytical skills of corporate design.
- ❖ Enhancing the skill of using colours and corporate Design values. Improves emotional intelligence by using colour & forms

**Pedagogy:** Demonstrations, PPT and visit to Corporate Company

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-10 + C2-10=20
Practical Assignments	30
Subject related Projects	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>75</b>



**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Illustration-I (Practical)		
<b>Course Code</b>	BVA AA III.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- ❖ Execute the Illustration concepts using elements and principles of Illustration/Drawing
- ❖ Students learn the Illustration design terminologies and its usage.
- ❖ Students are enabled with observation and analytical skills.
- ❖ The creative process of imagination special emphasis on drawing & ideas in relation to product is to be focused.

**Contents**

**4 Hours per week**

Drawing study of full figure from life model (different age of Male and Female) and from printed magazines and Study of proportion, anatomy and perspective angles with gestures, positions, rendering with different Medias and finished with concept of specific purpose suitable to press advertising designs. Exercises will be continued.

**Medium:** Pencil, pen & ink, monochrome color and mix-media with different techniques, etc.

**Submission:** 10 nos. finished works (half imperial size) 400 sketches

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Studies of human figures.
- ❖ Anatomical study of Different age groups, partial study of face using real.
- ❖ Perspective study of head from 360 degree angle and the parts of the face.
- ❖ Full figure study, partial study of the body, 360 degree angle perspective study of the model posing in different postures.
- ❖ Emphasis is given on the process of drawing, study and experimentation of the medium Studies of human figures in group, organic forms

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows.

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>



**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Calligraphy-I (Practical)		
<b>Course Code</b>	BVA AA III.3	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- ❖ Thinking thorough knowledge and Exploration to enhance ability of creative skill.
- ❖ This Subject encourages the students to apply problems-solutions suitable to various design Industries.
- ❖ Implementation of creative approach in the form of digital generated image is also part of the study.
- ❖ The course is supported by adequate theoretical knowledge.

**Contents**

**4 Hours per week**

Introduction to calligraphy- fundamentals of calligraphy- study of alphabets in calligraphy pen with free-hand practice of upper & lower case.

**Exercises:** Study of calligraphic- lettering construction of alphabetic (Roman & Gothic) characters, Study of creating 3D letter-forms, Study of captions / slogans with calligraphic different style

**Medium:** Pen & Ink / brush and colour.

**Submission:** 10 nos. finished works. (Half imperial size)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on visual Design.
- ❖ Enhancing the skill of using colours and Design values.
- ❖ Creative calligraphy composition. Sketches in direct colour with brushes.
- ❖ Students learn the corporate design terminologies and its usage.
- ❖ Knowledge of legibility of writing, spacing, and readability of calligraphy.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Introduction of Advertising Art (Theory)		
<b>Course Code</b>	BVA AA III.4	<b>Total Marks</b>	100
<b>Contact hours</b>	48 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- ❖ Understand the basic concepts of advertising and asses the marketing environment.
- ❖ Analyze the consumer behavior in the present scenario of advertising and marketing segmentation.
- ❖ Discover the new advertising development.
- ❖ Judge the impact of promotional techniques on the customers & importance of channels of distribution. Outline the recent developments in the field of advertising and marketing

**Contents**

**3 Hours per week**

**Unit-1:** Introduction to Advertising - Village economy- post industrial revolution economy- advertising mass production & transportation- advertising effects everybody- communication, marketing, advertising- advertising is a part of marketing- direct & indirect advertising- description of advertising- qualities of a modern advertising man- advertising & publicity- definition of advertising- advertising an art, a science, a business & a profession- advertising to sell ideas to a nation.

**Unit-2:** History of Advertising - Preprinting period: prior to 15<sup>th</sup> century- early printing period: from 15<sup>th</sup> century to 1840- period of expansion: from 1840 to 1900-period of consolidation: from 1900 to 1925- period of scientific development: from 1925 to 1945- period of business & social integration: from 1945 to the present.

**Unit-3:** The Social and Economic Aspects of Advertising - Advertising business offer employment- advertising promotes freedom of the press- functions of advertising: informative, assurance, convenience, freedom of choice, buyers guide- is the cost of advertising justified?- advertising creates demand and consequently sales- advertising reduces selling cost- advertising can reduce selling price- advertising creates employment- advertising establish reputation and prestige- truth in advertising- advertising tries to raise the standard of living- role of advertising in the society.

**Unit-4:** History of Indian Advertising - Advertising for religion-village economy in India- birth of newspaper & advertising- birth of advertising agency- emerge of foreign advertising agency- the growth of Indian advertising agency- growth of commercial art and printing- commercial art influence by the west- scope of creativity in advertising- various organizations connected with advertising- present & future of advertising in India.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ The objective of this course is to familiarize the students with the basic concepts, tools and techniques of advertising used in marketing.
- ❖ Understand the basic concepts of Advertising and Advertising environment.
- ❖ Analyze the systematic process of Advertising in the present scenario of marketing Decisions.
- ❖ Evaluate the Modern Advertising strategies & identify the factors affecting the Advertising system.
- ❖ Inculcate the recent developments in the field of Advertising, media plans, decisions and Strategies

Formative Assessment for Theory C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**References:**

- Advertising Art & Ideas Dr. G.M. Rege -
- Applied Art Handbook Dr. S. Luthra
- Applied art hand book S.k.luthrakareer polytechnic publication.
- Advertising art & Ideas Dr. G.M.RegeAshutosh Prakashan.
- Foundations of Advertising Theory & practice S.A.Chunawalla & K. C Sethia  
Himalaya publishing House Jan-1985
- Keys to Drawing by Bert Dodson
- Drawing on the Right Side of the Brain by Betty Edwards

**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art III Semester Course Content Onwards 2024-25**

**Elective / Optional** (Other than Applied Art Students)

Program Name	BVA Applied Art	Semester	Third Semester
Course Title	Stationary Design-1 (Practical)		
Course Code	BVA AA III.5	Total Marks	50
Contact hours	64 Hours	No. of Credits	02
Internal Marks	25	Exam Marks	25

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- ❖ Thinking thorough knowledge and Exploration to enhance ability of creative skill on open Elective paper/design.
- ❖ This Subject encourages the students to apply problems-solutions suitable to various design Industries & skill based Industries
- ❖ Implementation of creative approach in the form of digital generated image is also part of the study.
- ❖ The course is supported by adequate theoretical & Practical knowledge of current art Marketing

**Contents**

**4 Hours per week**

**Unit -1** The Study of fundamental of different type faces and have the knowledge of legibility of writing, spacing, and readability of typography. Exercises of simple layout as the aspect of composition and perceptive sense of typographic layout.

**Unit -2** Introduction to Corporate Identity and its purpose study of its application to the various subjects or manufacturing products or consumer products or service – motif. To prepare logo type, monogram and emblem etc. Preparation of designs related to the stationary products like, label, visiting card, letterhead, envelop.

**Course Outcomes (COs): After the successful completion of the course, the student will be able to:**

- ❖ Imparting knowledge with Practical Assignments on visual Design.
- ❖ Enhancing the skill of using colours and Design values.
- ❖ Creative calligraphy composition. Sketches in direct colour with brushes.
- ❖ Students learn the corporate design terminologies and its usage.
- ❖ Knowledge of legibility of writing, spacing, and readability of calligraphy.

**Medium:** Black & White Color

**Submission:** 8 nos. finished works. (Manual and digital print)

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visit

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-5 + C2-5=10
Practical Assignments	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>25</b>



**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art III Semester Course Content Onwards 2024-25**

**Compulsory Subjects**

Program Name	BVA Applied Art	Semester	Third Semester
Course Title	Computer Basics (Practical)		
Course Code	BVA AA III.6	Total Marks	50
Contact hours	48 Hours	No. of Credits	02
Internal Marks	50	Exam Marks	---

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- ❖ Thinking thorough knowledge and Exploration to enhance ability of creative skill on computer art
- ❖ The importance of technology in the field of visual art
- ❖ And also to answer the urge so If expressing yourself in computer / digital art.
- ❖ It begins with the focus on the understanding of basic elements of computer art.
- ❖ Develop the individual capacity in the process of Digital art.

**Contents**

**3 Hours per week**

**Unit-1:** Introduction of computer and Study of the fundamentals of the computers. Study of basic knowledge about windows, Software and Hardware and etc. Introduction of computer application. Study of basics in Drawing, paints etc., practices should be presentation and exercises will be continued.

**Unit-2:** Introduction to Illustrator & Photoshop - practicing the tools and to develop skills in creating images, photographs, layout designs for press media, poster and others media etc. Creative Visualization for the better understanding of Print and Publishing Media. Exercises to be continued.

**Submission:** System Work 08

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ It helps to understand modern life as a sensitive expression in itself.
- ❖ It helps the students to understand the quality of digital art skill & life.
- ❖ It aims to develop confidence to self-employ ability.
- ❖ It Develops skill and its use to express thoughts.

**Pedagogy:** Demonstrations, PPT and visit to Digital Studio

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art III Semester Course Content Onwards 2024-25**

**LANGUAGES**  
**(ALL DISCIPLINE)**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Kannada/Hindi (Theory)		
<b>Course Code</b>	BVA L III.1	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 3rd Semester Half of the syllabus

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	English (Theory)		
<b>Course Code</b>	BVA L III.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Theory No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 3rd Semester Half of the syllabus

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA) Semester Scheme**

**Course Structure, Scheme of Teaching and Evaluation**  
**Onwards 2024-25**


**BVA APPLIED ART COURSE**

<b>IV SEMESTER</b>								
<b>Course Code</b>	<b>Title of the Course</b>	<b>Course Category</b>	<b>Credits</b>	<b>Per Week</b>	<b>Exam Hours</b>	<b>Exam Marks</b>	<b>IA</b>	<b>Total Marks</b>
<b>Major Courses</b>								
BVA AA IV.1	Corporate Design-II	P	5	8	10	75	75	150
BVA AA IV.2	Illustration-II	P	3	4	5	50	50	100
BVA AA IV.3	Calligraphy-II	P	3	4	5	50	50	100
<b>Minor Courses</b>								
BVA AA IV.4	Introduction of Visual Communication	T	3	3	3	80	20	100
<b>Elective / Optional</b> (Other than Applied Art Students)								
BVA AA IV.5	Stationary Design-2	P	2	4	5	25	25	50
<b>Compulsory</b>								
BVA AA IV.6	Presentation of Art Works	P	2	3	--	--	50	50
<b>Languages</b>								
BVA L IV.1	Kannada / Hindi	T	3	4	3	80	20	100
BVA L IV.2	English	T	3	4	3	80	20	100
<b>Total</b>			<b>24</b>	<b>34</b>		<b>440</b>	<b>310</b>	<b>750</b>

**Note:**

- BVA** - Bachelor of Visual Arts  
**AA** - Applied Art  
**IV** - Fourth Semester  
**1** - Course One  
**T** - Theory  
**P** - Practical

English Language is mandatory.

  
BOS Chairman  
UG-PG in Visual Arts,  
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**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Corporate Design-II (Practical)		
<b>Course Code</b>	BVA AA IV.1	<b>Total Marks</b>	150
<b>Contact hours</b>	128 Hours	<b>No. of Credits</b>	05
<b>Internal Marks</b>	75	<b>Exam Marks</b>	75

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- ❖ Students are capable of apply and work in Corporate Print media design for Educational contents, Corporate Training, HR training and all training process
- ❖ This Course allow student to deeply observe and study the Corporate Design and develop visual sensibilities, perceptual skills, analytical skills.

**Contents**

**8 Hours per week**

**Unit-1:** Introduction and study of Press Ads. The basic elements and components of press ads / layout design and practice of preparation of press ad - designs of simple products or consumer durable etc., finish the same suitable media for press or magazine advertisement.

**Unit-2:** Introduction to basic components of poster designs. Study of the basic elements and of Poster design and practice of preparation of poster designs with simple products or consumer durable or different subject. Finish the same with different technique and medium for print media (with new technique like vinyl process).

**Medium:** color & mixed media. Manual & System work.

**Submission:** 10 nos. finished works (size: suitable to the Subjects)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Execute the corporate design concepts using elements and principles of Design.
- ❖ Students learn the corporate design terminologies and its usage.
- ❖ Students are enabled with observation and analytical skills of indoor & Out door design.
- ❖ Enhancing the skill of using colours and Print media Design values. Improves emotional intelligence by using colour & forms

**Pedagogy:** Demonstrations, PPT and visit to Printing press Digital Studio

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	30
Subject related Projects	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>75</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Illustration-II (Practical)		
<b>Course Code</b>	BVA AA IV.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- ❖ Execute the Illustration concepts using elements and principles of Illustration/Drawing
- ❖ Students learn the Illustration design terminologies and its usage.
- ❖ Students are enabled with observation and analytical skills.
- ❖ The creative process of imagination special emphasis on drawing & ideas in relation to product is to be focused.

**Contents**

**4 Hours per week**

Advanced study of different products / consumer durables and the same to be finish. Rendering with colour tones / flat tones / half tone / mixed media, etc. With reference to actual consumer products in different techniques and its application for press advertising design and reproduction purpose are finished with manually and computer graphic.

**Medium:** Pencil, pen & ink, monochrome color and mix-media with different techniques, etc.

**Submission:** 10 nos. finished works (1/2 or half imperial size) with 600 sketches

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Study of different products
- ❖ Study of Rendering with color tones
- ❖ Study of different techniques and its application for press advertising design
- ❖ Study of Reproduction purpose with manually and computer graphic

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows.

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Calligraphy-II (Practical)		
<b>Course Code</b>	BVA AA IV.3	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- ❖ Thinking thorough knowledge and Exploration to enhance ability of creative skill.
- ❖ This Subject encourages the students to apply problems-solutions suitable to various design Industries.
- ❖ Implementation of creative approach in the form of digital generated image is also part of the study.
- ❖ The course is supported by adequate theoretical knowledge.

**Contents**

**4 Hours per week**

Introduction to calligraphy- importance of calligraphy- creating new calligraphic font's style (in various languages of Kannada, Hindi, English, Tamil and Telugu or available literature etc.,) - Exercises of designing calligraphic layouts, for greeting cards, menu, certificates etc., with decorative style. Study of creating 3D letter-forms, Study of captions / slogans with calligraphic different style

**Medium:** Pen & Ink / brush and color. With different technique)

**Submission:** 16 nos. finished works. (Half imperial size)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on visual Design.
- ❖ Enhancing the skill of using colors and Design values.
- ❖ Creative calligraphy composition. Sketches in direct color with brushes.
- ❖ Students learn the corporate design terminologies and its usage.
- ❖ Knowledge of legibility of writing, spacing, and readability of calligraphy.

**Pedagogy:** Demonstrations, PPT and visit to Printing press Digital Studio

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Introduction of Visual Communication (Theory)		
<b>Course Code</b>	BVA AA IV.4	<b>Total Marks</b>	100
<b>Contact hours</b>	48 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- ❖ Understand the basic concepts of Communication
- ❖ Analyze the consumer behavior in the present scenario of the society
- ❖ Discover the new advertising development.

**Contents**

**3 Hours per week**

**Unit-1:** Introduction to Communication - What is communication? –Definition of communication- evolution of communication- system of communication- types of communication- process of communication- functions of communication- status of communication in the society-

**Unit-2:** Introduction to Visual Communication - Verbal & non -verbal - audio & video communication- the formula- the purpose of communication etc.

**Unit-3:** Picture Writing – Ideographic Writing – Transitional Writing – Phonetic Writing – Alphabetic Writing – Calligraphy – Calligraphy in India.

**Unit-4:** Historical background of the Poster – The advent of the Modern Poster – The Character and Functions of Posters – Conclusion

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ The objective of this course is to familiarize the students with the basic concepts, tools and techniques of communication used the society.
- ❖ Understand the basic concepts of communication and Judge the environment.
- ❖ Analyze the systematic process of communication in the present scenario of marketing Decisions.

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**References:**

- The World of Visual Communication Dr. G.M. Rege -
- Advertising Art & Ideas Dr. G.M. Rege -
- Applied Art Handbook Dr. S. Luthra
- Applied art hand book S.k.luthrakareer polytechnic publication.
- Advertising art & Ideas Dr. G.M.RegeAshutosh Prakashan.
- Foundations of Advertising Theory & practice S.A.Chunawalla & K. C Sethia  
Himalaya publishing House Jan-1985
- Keys to Drawing by Bert Dodson
- Drawing on the Right Side of the Brain by Betty Edwards



**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art IV Semester Course Content Onwards 2024-25**  
**Elective / Optional**  
 (Other than Applied Art Students)

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Stationary Design-2 (Practical)		
<b>Course Code</b>	BVA AA IV.5	<b>Total Marks</b>	50
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	02
<b>Internal Marks</b>	25	<b>Exam Marks</b>	25

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Thinking thorough knowledge and Exploration to enhance ability of creative skill on open Elective paper/design.
- This Subject encourages the students to apply problems-solutions suitable to various design Industries & skill based Industries
- Implementation of creative approach in the form of digital generated image is also part of the study.
- The course is supported by adequate theoretical & Practical knowledge of current art Marketing

**Contents**

**4 Hours per week**

**Unit -1** Introduction to calligraphy- importance of calligraphy- creating new calligraphic font's style (in various languages of Kannada, Hindi, English, Tamil and Telugu or available literature etc.) - Exercises of designing calligraphic layouts.

**Unit -2** Preparation of designs related to the greeting cards, menu, certificates etc., with decorative style. stationary products like, cartoon box designs, wrapper, all types of packaging designs etc.

**Medium:** Black & white, color & mixed media.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on visual Design.
- ❖ Enhancing the skill of using colors and Design values.
- ❖ Students learn the corporate design terminologies, stationary design and its usage.
- ❖ Knowledge of legibility of writing, spacing, and readability of calligraphy.

**Medium:** Black & White Color

**Submission:** 8 nos. finished works. (Manual and digital print)

**Pedagogy:** Demonstrations, PPT and visit to Printing press Digital Studio

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-5 + C2-5=10
Practical Assignments	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>25</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art IV Semester Course Content Onwards 2024-25**  
**Compulsory Subjects**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Presentation of Art Works (Practical)		
<b>Course Code</b>	BVA AA IV.6	<b>Total Marks</b>	50
<b>Contact hours</b>	48 Hours	<b>No. of Credits</b>	02
<b>Internal Marks</b>	50	<b>Exam Marks</b>	---

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Thinking thorough knowledge and Exploration to enhance ability of creative skill on computer art
- The importance of technology in the field of visual art
- And also to answer the urge so If expressing yourself in computer / digital art.
- It begins with the focus on the understanding of basic elements of computer art.
- Develop the individual capacity in the process of Digital art.

**Contents**

**3 Hours per week**

**Unit-1:** Key features of an artist statement include: Your name. Your media, such as clay sculptures, turquoise jewelry, paintings and textiles. Your reason for making art. Your process for making art if it's unconventional or important to understand the work.

**Unit-2:** How can I explain artwork? How to Write the Perfect Artwork Description What inspired you to create the piece? What techniques did you use and why? What does it mean to you? What does it represent in terms of your artistic work as a whole?

**Unit-3:** How to start a speech: Use a quote. One method of starting a speech and gaining the audience's attention is to use a famous or relatable quote. Tell a joke. Find a commonality with your audience. Ask a survey question. Pose a problem. Offer a relatable statistic. Tell a fictional story. Describe a personal experience.

**Unit-4:** How do you introduce your art? These might include brief background and explanatory information about what your art signifies or represents, what being an artist means to you, what drives you to create art, where your ideas or inspirations originate, how you incorporate them into your work, what your creative process is like and so on.

**Submission:** One PPT Presentation & One Assignment minimum 15 pages about art work.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ It helps to understand modern life as a sensitive expression in itself.
- ❖ It helps the students to understand the quality of digital art skill & life.
- ❖ It aims to develop confidence to self-employ ability.
- ❖ It Develops skill and its use to express thoughts.

**Pedagogy:** Demonstrations, PPT and visit to Printing press Digital Studio.

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Applied Art IV Semester Course Content Onwards 2024-25**

**LANGUAGES**  
**(ALL DISCIPLINE)**

<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Kannada/Hindi (Theory)		
<b>Course Code</b>	BVA L IV.1	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 4th Semester Half of the syllabus

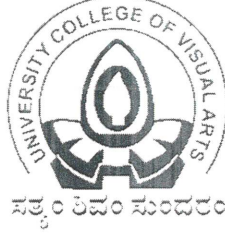
<b>Program Name</b>	<b>BVA Applied Art</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	English (Theory)		
<b>Course Code</b>	BVA L IV.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Theory No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 4th Semester Half of the syllabus

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>



ದಾವಣಗೆರೆ ವಿಶ್ವವಿದ್ಯಾನಿಲಯ  
Davangere University



ವಿಶ್ವವಿದ್ಯಾನಿಲಯ ದೃಶ್ಯಕಲಾ ಮಹಾವಿದ್ಯಾಲಯ  
(ಘಟಕ ಕಾಲೇಜು)

ದಾವಣಗೆರೆ 577 004. ಕರ್ನಾಟಕ.

**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)  
Davanagere 577 004. Karnataka.

Curriculum frame work for  
**Bachelor of Visual Art**

**BVA in Painting**  
**3<sup>rd</sup> to 4<sup>th</sup> Semester**

**2024-25 Onwards**

**Course Structure and Syllabus for Under Graduation (UG)**

**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA) Semester Scheme**

**Course Structure, Scheme of Teaching and Evaluation**  
**Onwards 2024-25**


**BVA PAINTING COURSE**

<b>III - SEMESTER</b>								
<b>Course Code</b>	<b>Title of the Course</b>	<b>Course Category</b>	<b>Credits</b>	<b>Per Week</b>	<b>Exam Hours</b>	<b>Exam Marks</b>	<b>IA</b>	<b>Total Marks</b>
<b>Major Courses</b>								
BVA PA III.1	Pictorial Composition-I	P	5	8	10	75	75	150
BVA PA III.2	Portrait Study	P	3	4	5	50	50	100
BVA PA III.3	Reproduction of Master Painting	P	3	4	5	50	50	100
<b>Minor Courses</b> (Common to Painting, Sculpture & Animation Departments)								
BVA AH III.4	History of Indian Art	T	3	3	3	80	20	100
<b>Elective / Optional</b> (Other than Painting Students)								
BVA PA III.5	Karnataka Folk Painting	P	2	4	5	25	25	50
<b>Compulsory</b>								
BVA PA III.6	Computer Basic	P	2	3	--	--	50	50
<b>Languages</b>								
BVA L III.1	Kannada / Hindi	T	3	4	3	80	20	100
BVA L III.2	English	T	3	4	3	80	20	100
<b>Total</b>			<b>24</b>	<b>34</b>		<b>440</b>	<b>310</b>	<b>750</b>

**Note:**

<b>BVA</b>	-	<b>Bachelor of Visual Arts</b>
<b>PA</b>	-	<b>Painting</b>
<b>III</b>	-	<b>Third Semester</b>
<b>1</b>	-	<b>Course One</b>
<b>T</b>	-	<b>Theory</b>
<b>P</b>	-	<b>Practical</b>

English Language is mandatory.

  
**BOS Chairman**  
**UG-PG in Visual Arts,**  
**University College of Visual Arts,**  
**Davangere.**

**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**

(Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA)**

**BVA Painting III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Pictorial Composition-I (Practical)		
<b>Course Code</b>	BVA PA III.1	<b>Total Marks</b>	150
<b>Contact hours</b>	128 Hours	<b>No. of Credits</b>	05
<b>Internal Marks</b>	75	<b>Exam Marks</b>	75

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Recapturing the fundamentals of expression with colour affected by the source of light and various surfaces it falls on, through exercises in forms & composition.
- Understanding the 2-D surface and its structural possibilities and its basic relation the desired form and content. Exercises based on simple compositions using every day sketches of objects, nature studies, human figures and animals etc.
- Compositional exercises based on studies of objects and groups in space, on studies of the local scene. Study in Indian miniature and folk art. Compositional analysis of paintings: exercises in the use of colour and textural values.

**Contents**

**8 Hours per week**

Development of pictorial design into content oriented painting with representational aspect. Study of Indian folk festival scenery, day today life styles of Indian folk including rural & urban areas, nature, human, animals & birds forms in decorative pattern by observing Indian miniatures and convert those forms into purana stories and contemporary subjects.

**Medium:** Poster Colour, Water Colour & Acrylic Colour.

**Submission:** 8 nos. finished works (size: suitable to the composition) 01 Sketch books (200 pages), 01 Digital Art works.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on Indian Traditional Miniature art.
- ❖ Explore charcoal, pencil and conte in object-based compositions.
- ❖ Enhancing the skill of using colours and compositional values.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	30
Subject related Projects/daily sketches	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>75</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Portrait Study (Practical)		
<b>Course Code</b>	BVA PA III.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Portrait Study; Construction of the skill: planes and masses of the head, bust from different angles and eye levels: adding of details and finishing.
- After completing this Course students are capable of drawing portrait of a live model.
- Students can capture the mood of the seated model and transfer it in their painting.
- Students will perfect in drawing in unusual angles and perspectives and projects

**Contents**

**4 Hours per week**

A study of the 'Head Study' (Black & White tone tints with different media) from all angles which must be to grasp the total structure of the seated model. Studies of human head is to be undertaken to understand expression and modelling keeping in view the light and shade tonal values, likeness and its contemporary needs. Linear drawings will be exercised using different media with an understanding of graphic quality. Exercises in:

- Exploration of various possibilities of expression.
- Study of human head in detail male & female with different age.
- Practice of structural drawing different angles of head.

**Medium:** Pencil, Charcoal, Glass marking pencil etc.

**Submission:** 10 nos. finished works (half imperial size) 01 Sketch books (200 pages), 01 Digital Art works.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Explore charcoal, pencil and cont. in model based compositions.
- Enhancing the skill of using Verities of Black and White Media and compositional values in portrait drawing & painting.
- Using art journals to create small sketches & outline of practice. Portrait study from multiple angles.
- Study of portraits done by old masters and recreating them through personal interpretations.  
Increase patience and philosophical values through art.
- Anatomical Portrait study of Different age groups, partial study of face using real /plaster models.
- Perspective study of head from 360-degree angle and the parts of the face.



**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments & daily sketches	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting III Semester Course Content Onwards 2024-25**

Program Name	BVA Painting	Semester	Third Semester
Course Title	Reproduction of Master Painting (Practical)		
Course Code	BVA PA III.3	Total Marks	100
Contact hours	64 Hours	Credits	03
Internal Marks	50	Exam Marks	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Construction of the skill: study of planes and masses of master paintings.
- After completing this Course students are capable of painting subjects in difference angles.
- Students can capture the mood of the master paintings and transfer it in their painting.

**Contents**

**4 Hours per week**

Study in western masters painting like pre- historic art, rococo romantic, realism paintings and modern artist styles, cubism, fauvism, expressionism ets. Western famous artists painting and in Indian masters painting, like Raja Ravivarma, K.Venkatappa, Nandalal Bose and others, Modern trend arts by R.H. Raza, Amrita Sher-Gil, Tyeb Mehata, Satish Gujral, M.F.Hussian, Jamini Roy, K.G.Subramanyam and other art masters.

**Medium:** Oil colour, water colour, poster colour, pastel colours or mixed media.

**Submission:** 6 nos. finished works. (full imperial size) 01 Sketch books (200 pages), 01 Digital Art works.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- In this subject student develop the understanding to relate all the basic painting techniques. This subjecthelps the students to solve the compositional problems regarding space arrangements and color distributions, proportions etc.
- It helps to build a language of visual understanding. It is the initial step of expressing oneself with a deeper insight, and to answer the urges of expressing oneself in visual media. It aims to search answers and indulge in humanity's indisputable need to look beyond surfaces and appearances in order to know and understand.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-10 + C2-10=20
Practical Assignments & daily sketches	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting III Semester Course Content Onwards 2024-25**

Program Name	BVA Painting / Sculpture / Animation	Semester	Third Semester
Course Title	History of Indian Art (Theory)		
Course Code	BVA AH III.4	Total Marks	100
Contact hours	48 Hours	No. of Credits	03
Internal Marks	20	Exam Marks	80

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Recognize Indian Painting styles, Indian mural styles, Indian Iconography, Indian sculptures (Buddist, Hindu, Jain etc.).
- Recognize the characteristics of North & South Indian Schools of painting, sculpture, architectures.
- The study of this course gives a deep insights & understanding of Indian Art.

**Contents**

**3 Hours per week**

**Unit-1:** Prehistoric art of India special reference to Bimbetka, Indus valley civilization, art of vedic period.

**Unit-2:** Buddhist art in India art & architectures of Mourya period stupas of sanchi, Amaravati Pillar at Sarnath, Yaksha-yakshini sculptures, shunga period- Barhut stupa, cave temples at Bhaja, Karle, Udaigiri, Khandgiri etc.

**Unit-3:** Art in Kushan age- special focus on Gandhara and Mathura style sculptures, art & architecture in Gupta period- Art of Ajanta, Art & architecture in western chalukya period- Badami, Aihole, Pattadakal, Rastrakuta period- Kailasa temple, Ellora, Elephanta.

**Unit-4:** Pala miniatures, chala art, Nataraja idol, chola bronzes, Architecture in Ganga period- special reference to konark temple, Hoysala art & architecture- special reference to Belur, Halebeedu.

**Unit-5:** Art & architecture of Vijayanagara empire- special reference to Hampi, Brief survey of Indian miniature paintings- Jain, Rajasthani, Deccani, Tanjore, Mysore, surpur art and architectures of Davangere & Chitradurga regions.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Explain Indian Art, architectures & sculptures with deep insight.
- Proper Understanding on Indian art & culture.
- This course contributes to strengthen the visual literacy required in Indian Art.

Formative Assessment for Theory C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**References:**

- Fine Arts in India & the West – Edith Tomorrry
- ಶಿಲ್ಪದರ್ಶನ - ಸಂಪುಟ 1 & 2 ಲೇಖಕರು: ಜಿ.ಜ್ಞಾನಾನಂದ, ಪ್ರಕಾಶಕರು: ಕನ್ನಡ ವಿವಿ ಹಂಪಿ.
- The History of Indian Art Author – Soudhya Ketkar publishers: Jyotsna Prakashan, Pune.

**Bachelor of Visual Arts (BVA)**  
**BVA Painting III Semester Course Content Onwards 2024-25**

**Elective / Optional** (Other than Painting Students)

Program Name	BVA Painting	Semester	Third Semester
Course Title	Karnataka Folk Painting (Practical)		
Course Code	BVA PA III.5	Total Marks	50
Contact hours	64 Hours	No. of Credits	02
Internal Marks	25	Exam Marks	25

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Demonstrate and achieve mastery on folk painting.
- Handled materials, tools and processes from varieties of Medias related to Folk art.
- Enhance knowledge of folk paintings of Karnataka and understanding the folk culture of Karnataka.

**Contents**

**4 Hours per week**

Karnataka Folk Art forms: To create artwork by taking inspiration from Karnataka's folk-art forms like; Hase Chitra, Shigi painting, Hachhe Chitra, Kavi art, Koudikale, and other unknown visual forms like Leather puppetry, Sootrada gombe, Kinnala kale, bidiri kale, String puppetry, Ganjeefa art, etc. Study of above mentioned folk art forms by using new media.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- To draw and paint in folk styles.
- Application of folk style in line drawing, color application, composition pattern etc.
- By the end of this course, student may be hired by the museum or art galleries for the private and corporate collection, work in colleges as folk art teaching faculty, or run private workshops.
- The visual arts programme of this course have a variety of career options available to them, including working in art studios, advertising firms, publishing houses, manufacturing departments, product design firms, magazines, television, graphic design firms, schools, & theatre productions..
- Inculcation of visual communication by using folk art forms.

**Medium:** Water colour, Poster Colour, Acrylic Colour, Oil Colour, Mix media and In addition, natural colours can also be prepared and painted on a practical basis as per folk painting.

**Submission:** 04 nos. Paintings. 01 Sketch books (200 pages), 01 Digital Art works.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visit

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-5 + C2-5=10
Practical Assignments/daily sketches	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>25</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting III Semester Course Content Onwards 2024-25**

**Compulsory Subjects**

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Computer Basics (Practical)		
<b>Course Code</b>	BVA PA III.6	<b>Total Marks</b>	50
<b>Contact hours</b>	48 Hours	<b>No. of Credits</b>	02
<b>Internal Marks</b>	50	<b>Exam Marks</b>	---

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Thinking thorough knowledge and Exploration to enhance ability of creative skill on computer art
- The importance of technology in the field of visual art
- And also to answer the urge so If expressing yourself in computer / digital art.
- It begins with the focus on the understanding of basic elements of computer art.
- Develop the individual capacity in the process of Digital art.

**Contents**

**3 Hours per week**

**Unit-1:** Introduction of computer and Study of the fundamentals of the computers. Study of basic knowledge about windows, Software and Hardware and etc. Introduction of computer application. Study of basics in Drawing, paints etc., practices should be presentation and exercises will be continued.

**Unit-2:** Introduction to Illustrator & Photoshop - practicing the tools and to develop skills in creating images composition mural designs, for the better understanding of The visuals and own concept the illustrated on digital format Exercises to be continued.

**Submission:** System Work 08 (Digital Format)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ It helps to understand modern life as a sensitive expression in itself.
- ❖ It helps the students to understand the quality of digital art skill & life.
- ❖ It aims to develop confidence to self-employ ability.
- ❖ It Develops skill and its use to express thoughts.

**Pedagogy:** Demonstrations, PPT and visit to Digital Studio

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments/daily sketches	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting III Semester Course Content Onwards 2024-25**

**LANGUAGES**  
**(ALL DISCIPLINE)**

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Kannada/Hindi (Theory)		
<b>Course Code</b>	BVA L III.1	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 3rd Semester Half of the syllabus

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	English (Theory)		
<b>Course Code</b>	BVA L III.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Theory No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 3rd Semester Half of the syllabus

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
 (Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA) Semester Scheme**

**Course Structure, Scheme of Teaching and Evaluation**  
**Onwards 2024-25**

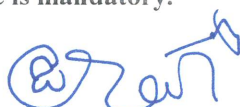
**BVA PAINTING COURSE**

<b>IV - SEMESTER</b>								
<b>Course Code</b>	<b>Title of the Course</b>	<b>Course Category</b>	<b>Credits</b>	<b>Per Week</b>	<b>Exam Hours</b>	<b>Exam Marks</b>	<b>IA</b>	<b>Total Marks</b>
<b>Major Courses</b>								
BVA PA IV.1	Pictorial Composition-II	P	5	8	10	75	75	150
BVA PA IV.2	Portrait Painting	P	3	4	5	50	50	100
BVA PA IV.3	Traditional Painting	P	3	4	5	50	50	100
<b>Minor Courses</b> (Common to Painting, Sculpture & Animation Departments)								
BVA AH IV.4	History of Western Art	T	3	3	3	80	20	100
<b>Elective / Optional</b> (Other than Painting Students)								
BVA PA IV.5	Karnataka Traditional Painting	P	2	4	5	25	25	50
<b>Compulsory</b>								
BVA PA IV.6	Presentation of Art Works	P	2	3	--	--	50	50
<b>Languages</b>								
BVA L IV.1	Kannada / Hindi	T	3	4	3	80	20	100
BVA L IV.2	English	T	3	4	3	80	20	100
<b>Total</b>			<b>24</b>	<b>34</b>		<b>440</b>	<b>310</b>	<b>750</b>

**Note:**

**BVA** - Bachelor of Visual Arts  
**PA** - Painting  
**IV** - Fourth Semester  
**1** - Course One  
**T** - Theory  
**P** - Practical

English Language is mandatory.

  
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**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
 (Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA)**  
**BVA Painting IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	<b>Pictorial Composition-II (Practical)</b>		
<b>Course Code</b>	<b>BVA PA IV.1</b>	<b>Total Marks</b>	<b>150</b>
<b>Contact hours</b>	<b>128 Hours</b>	<b>No. of Credits</b>	<b>05</b>
<b>Internal Marks</b>	<b>75</b>	<b>Exam Marks</b>	<b>75</b>

**Learning Objectives:**

- Recapturing the fundamentals of expression with colour affected by the source of light and various surfaces it falls on, through exercises in forms & composition.
- Understanding the 2-D surface and its structural possibilities and its basic relation the desired form and content. Exercises based on simple compositions using every day sketches of objects, nature studies, human figures and animals etc.
- Compositional exercises based on studies of objects and groups in space, on studies of the local scene. Study in Indian miniature and folk art. Compositional analysis of paintings: exercises in the use of colour and textural values.

**Contents**

**8 Hours per week**

Study of Indian folk festival scenery, day today life styles of Indian folk including rural & urban areas. Pictorial space and horizon line arrangement 2D & 3D, sub division and grouping, composition- based on objects, figures interiors & landscape development of pictorial design into content oriented painting with representational aspect. Group composition study of human, animals, birds forms with proper anatomy proportion and study of basoli, kangra, rajasthani, mugal, vijayanagar style and surapur style & different folk festival of India, creative study by using these traditional & folk painting styles.

**Medium:** Poster Colour, Water Colour, Acrylic Colour & Oil Colour.

**Submission:** 8 nos. finished works (size: suitable to the composition) 01 Sketch books (200 pages), 01 Digital Art works.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on Indian Traditional Miniature art.
- ❖ Explore charcoal, pencil and conte in object-based compositions.
- ❖ Enhancing the skill of using colours and compositional values.



**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	30
Subject related Projects/daily sketches	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>75</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Portrait Painting (Practical)		
<b>Course Code</b>	BVA PA IV.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectives:**

- Portrait Painting; Construction of the skill: planes and masses of the head, bust from different angles and eye levels: adding of details and finishing.
- After completing this Course students are capable of drawing portrait of a live model.
- Students can capture the mood of the seated model and transfer it in their painting.
- Students will perfect in drawing in unusual angles and perspectives and projects

**Contents**

**4 Hours per week**

Study of human head, specially the head on colour delineation of character of expression, gesture and posture individual interpretation. Rendering of drapery, manner of execution advance studies complete with foreground and background, character and expression, composition of different aged models including males & females in different angles.

**Medium:** Poster colour, water colour, acrylic colour, oil colour, mixed media.

**Submission:** 6 nos. finished works (full imperial size) 01 Sketch books (200 pages), 01 Digital Art works.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Enhancing the skill of using Verities of Colour Media and compositional values.
- Using art journals to create small sketches and outline of practice. Portrait painting from multiple angles.
- Painting of portraits done by old masters and recreating them through personal interpretations. Increase patience and philosophical values through art.
- Anatomical Portrait painting of Different age groups, partial study of face using real /plaster models.
- Perspective study of head from 360-degree angle and the parts of the face.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments/daily sketches	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Traditional Painting (Practical)		
<b>Course Code</b>	BVA PA IV.3	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectives:**

- Exercise and demonstrate use and mastery of the elements of traditional design
- Use materials, tools and processes from a variety of media (Traditional art) Handle materials effectively
- Create original Traditional art in a specific medium.
- Select appropriate media relative to concepts and forms of art
- Describe, analyze and interpret created Traditional art
- Recognize elements of design in works of art
- Analyses, interpret and evaluate the form and content of works of art.

**Contents**

**4 Hours per week**

Traditional forms of Indian various miniatures, study of technical characteristics, pattern of ornaments, dress system, nature, lines themes of Indian traditional paintings, ragamala scenery of Rajasthani miniatures, court scenery, hunting scenery of mugal & deccani miniatures, jain thirantakaras, humans & animals forms of vijayanagara styles, peculiar features of surapura (Garudadri) line drawing & color applications of surapura miniatures.

**Medium:** Poster colour, water colour, acrylic colour.

**Submission:** 6 nos. finished works (full imperial size) 01 Sketch books (200 pages), 01 Digital Art works.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- To draw and paint through traditional way.
- To applying an understanding of line, volume, proportion, and space in a unified design.
- By opportunity in the field of painting, by the end of this course, student may be hired by the museum or art galleries for the private and corporate collection. You may also works in colleges as faculty, or run private workshops and classes.
- The visual arts programme of this course have a variety of career options available to them, including working in art studios, advertising firms, publishing houses, manufacturing departments, product design firms, magazines, television, graphic design firms, schools & theatre productions.
- Inculcation of visual communication by using traditional art forms.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments/Daily sketches	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting IV Semester Course Content Onwards 2024-25**

Program Name	BVA Painting / Sculpture / Animation	Semester	Fourth Semester
Course Title	History of Western Art (Theory)		
Course Code	BVA AH IV.4	Total Marks	100
Contact hours	48 Hours	No. of Credits	03
Internal Marks	20	Exam Marks	80

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Recognize Western Painting, Sculpture & architecture styles, techniques, (Greek, Roman, Byantine, Gothic etc.).
- Recognize the characteristics of different art & architectural styles & techniques.
- The study of this subject gives a deep insights & understanding of Western Art.

**Contents**

**3 Hours per week**

**Unit-1:** Prehistoric art of the west, Art of Mesopotemia, Sumeria, Assiria, Egyptian art architecture & sculpture- it's influence on the west.

**Unit-2:** Greek art, sculpture & architecture- art of crete Koras-Kore statues, Helenistic art, Roman art & architecture.

**Unit-3:** Byzantine Art of Renaissance study on the art of Giotto, Maichalengelo, Leonardo-da-vinci, Raphael.

**Unit-4:** Gothic art- it's influence on the western art & architecture mannerism.

**Unit-5:** Barogne art- Rubens, Rem brandt, Barnini, Rococo art.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Explain Western Art, architectures & sculptures with deep insight.
- Proper Understanding on Western art & culture.
- This subject contributes to strengthen the visual literacy required in Western Art.

Formative Assessment for Theory C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**References:**

- Fine Arts in India & the West – Edita Tomorry
- ಪಾಶ್ಚಾತ್ಯ ದೃಶ್ಯಕಲೆಗಳು- ಡಾ. ಡಿ.ಎ. ಉಪಾಧ್ಯ.
- ಕಲಾಚರಿತ್ರೆ, ಸಂಪುಟ - ಪ್ರ: ಕರ್ನಾಟಕ ಶಿಲ್ಪಕಲಾ ಅಕಾಡೆಮಿ.
- Great artists- Series of books

**Bachelor of Visual Arts (BVA)**  
**BVA Painting IV Semester Course Content Onwards 2024-25**

**Elective / Optional** (Other than Painting Students)

Program Name	BVA Painting	Semester	Fourth Semester
Course Title	Karnataka Traditional Painting (Practical)		
Course Code	BVA PA IV.5	Total Marks	50
Contact hours	64 Hours	No. of Credits	02
Internal Marks	25	Exam Marks	25

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Exercise and demonstrate use and mastery of the elements of traditional painting.
- Use materials, tools & processes from a variety of media (Traditional art) Handle materials effectively.
- Create original Traditional painting in a specific medium.
- Select appropriate media relative to concepts and forms of art Describe, analyze and interpret created Traditional painting Recognize elements of design in works of art
- Analyses, interpret and evaluate the form and content of works of art

**Contents**

**4 Hours per week**

Creation of artworks by taking inspiration from Karnataka traditional art forms like; Vijaynagara, Surapur, Mysore, Vijayapura (Daccan miniature paintings), composition, style of forms, elements of design, animals & birds forms of above mentioned styles for study.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- To draw and paint through traditional way.
- To applying an understanding of line, volume, proportion, and space in a unified design.
- By opportunity in the field of painting, by the end of this course, student may be hired by the museum or art galleries for the private and corporate collection. You may also works in colleges as faculty, or run private workshops and classes.
- The visual arts programme of this course have a variety of career options available to them, including working in art studios, advertising firms, publishing houses, manufacturing departments, product design firms, magazines, television, graphic design firms, schools, & theatre productions.
- Inculcation of visual communication by using folk art forms.

**Medium:** Water colour, Poster Colour, Acrylic Colour, Oil Colour, Mix media and In addition, natural colours can also be prepared and painted on a practical basis as per traditional painting.

**Submission:** 04 nos. Paintings. 01 Sketch books (200 pages), 01 Digital Art works.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visit

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-5 + C2-5=10
Practical Assignments/daily sketches	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>25</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting IV Semester Course Content Onwards 2024-25**

**Compulsory Subjects**

Program Name	BVA Painting	Semester	Fourth Semester
Course Title	Presentation of Art Works (Practical)		
Course Code	BVA PA IV.6	Total Marks	50
Contact hours	48 Hours	No. of Credits	02
Internal Marks	50	Exam Marks	---

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Narrate / explain on art work and to enhance the ability of presentation of art work.
- Development of individual capacity in the field of visual art.
- Develop the individual talent by using technology in the presentation of art work.

**Contents**

**3 Hours per week**

**Unit-1:** Key features of an artist statement include: Artist's name, artist's media, such as clay sculptures, turquoise jewelry, paintings and textiles. Artist's reason for making art. Artist's process for making art if it's unconventional or important to understand the work.

**Unit-2:** How can I explain artwork? How to Write the Perfect Artwork Description What inspired artist to create the art work? What techniques did he/she use and why? What does it mean? What does it represent in terms of artistic work as a whole?

**Unit-3:** How to start a speech: Use a quote. One method of starting a speech and gaining the audience's attention is to use a famous or relatable quote. Find a commonality with concentration. Questioning the audience. Tell a fictional story. Describe a personal experience.

**Unit-4:** Introduction method of art? Brief explanation of background of art (artist's art work), what being artist's mean according to individual students level, Ideas, inspirations, impacts in creation of art work, creative process etc.

**Submission:** One PPT Presentation & One Assignment minimum 15 pages about art work.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ It helps to understand modern life as a sensitive expression in itself.
- ❖ It helps the students to understand the quality of any media art work.
- ❖ It aims to develop confidence to self-employ ability.
- ❖ It Develops creativity, skill and to express thoughts in society with confidence.

**Pedagogy:** Demonstrations, PPT and visit to Printing press Digital Studio.

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-10 + C2-10=20
Practical Assignments/daily sketches	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Painting IV Semester Course Content Onwards 2024-25**

**LANGUAGES**  
**(ALL DISCIPLINE)**

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Kannada/Hindi (Theory)		
<b>Course Code</b>	BVA L IV.1	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 4th Semester Half of the syllabus

<b>Program Name</b>	<b>BVA Painting</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	English (Theory)		
<b>Course Code</b>	BVA L IV.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 4th Semester Half of the syllabus

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>



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Davangere University



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ವಿಶ್ವವಿದ್ಯಾಲಯ ದೃಶ್ಯಕಲಾ ಮಹಾವಿದ್ಯಾಲಯ  
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**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)  
Davanagere 577 004. Karnataka.

Curriculum frame work for  
**Bachelor of Visual Art**

**BVA in Sculpture**  
**3<sup>rd</sup> to 4<sup>th</sup> Semester**

**2024-25 Onwards**

**Course Structure and Syllabus for Under Graduation (UG)**



**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA) Semester Scheme**

**Course Structure, Scheme of Teaching and Evaluation**  
**Onwards 2024-25**

**BVA SCULPTURE COURSE**

<b>III - SEMESTER</b>								
<b>Course Code</b>	<b>Title of the Course</b>	<b>Course Category</b>	<b>Credits</b>	<b>Per Week</b>	<b>Exam Hours</b>	<b>Exam Marks</b>	<b>IA</b>	<b>Total Marks</b>
<b>Major Courses</b>								
BVA SC III.1	Composition-I	P	5	8	10	75	75	<b>150</b>
BVA SC III.2	Portrait Antique Study	P	3	4	5	50	50	<b>100</b>
BVA SC III.3	Mural Design	P	3	4	5	50	50	<b>100</b>
<b>Minor Courses</b> (Common to Painting, Sculpture & Animation Departments)								
BVA AH III.4	History of Indian Art	T	3	3	3	80	20	<b>100</b>
<b>Elective / Optional</b> (Other than Sculpture Students)								
BVA SC III.5	Modelling & Techniques-1	P	2	4	5	25	25	<b>50</b>
<b>Compulsory</b>								
BVA SC III.6	Computer Basic	P	2	3	--	--	50	<b>50</b>
<b>Languages</b>								
BVA L III.1	Kannada / Hindi	T	3	4	3	80	20	<b>100</b>
BVA L III.2	English	T	3	4	3	80	20	<b>100</b>
<b>Total</b>			<b>24</b>	<b>34</b>		<b>440</b>	<b>310</b>	<b>750</b>

**Note:**

**BVA** - Bachelor of Visual Arts  
**SC** - Sculpture  
**III** - Third Semester  
**1** - Course One  
**T** - Theory  
**P** - Practical  
**AH** - Art History

English Language is mandatory.

  
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**DAVANGERE UNIVERSITY**  
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 (Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA)**

**BVA Sculpture III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Composition-I (Practical)		
<b>Course Code</b>	BVA SC III.1	<b>Total Marks</b>	150
<b>Contact hours</b>	128 Hours	<b>No. of Credits</b>	05
<b>Internal Marks</b>	75	<b>Exam Marks</b>	75

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Understanding the two & three dimensional surface and its structural possibilities and its basic relation the desired form and content. Exercises based on simple compositions using every day sketches of objects, nature studies, human figures and animals etc.
- Compositional exercises based on studies of objects and groups in space.

**Contents**

**8 Hours per week**

Compositions are to be created based on sketches, drawing from the life and the nature around. Understanding of fundamental of three-dimensional language is focused here, to realise these students are allowed to exercise in paper, wood, stone, metal, cement, moulding and casting techniques. Designing the basic structure and armature are also introduced in this semester.

**Medium:** Clay, POP, fiber glass, terracotta, ceramic, paper pulps siporex cement block, thermocol Wood, stone, new media etc.

**Submission:** 4 nos. finished works (size: suitable to the composition)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on composition.
- ❖ Explore charcoal, pencil and content in object-based compositions.
- ❖ Enhancing the skill of using clay and compositional values.
- ❖ Creative drawing composition. Sketches in moquet.
- ❖ Display and Discussion with mentors.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	30
Subject related Projects	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>75</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Portrait Antique Study (Practical)		
<b>Course Code</b>	BVA SC III.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Portrait Antique Study; Construction of the skull, outline mussels of the head, bust from different angles and eye levels: adding of details and finishing.
- After completing this Course students are capable of sculpture portrait of a live model.
- Students can capture the mood of the seated model and transfer it in their clay model.
- Students will perfect in drawing in unusual angles and face expression.

**Contents**

**4 Hours per week**

Drawing from Antique and other objects from different angles. Analysis of Antique and objects as line, form, plane and light, transformation of the objects into variety of simple and complex, tones and organization. Drawing from Indian icons and antiques study of anatomy.

Principles of modeling a head in clay in the round additive method. Study from portrait of different age groups. Showings characteristics expression character, inner feeling, handling treatment of the model.

**Medium:** Clay, POP, Paper Pulp, Fiber Glass, Wood, new media etc.

**Submission:** 4 nos. finished works (size: suitable to the model works)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Explore charcoal, pencil and cont. in object-based antique model.
- ❖ Small sketches and outline of practice. Portrait study from multiple angles.
- ❖ Enhancing the skill of using Verities of materials & techniques values.
- ❖ Anatomical Portrait study of Different age groups, partial study of face using real /plaster models.
- ❖ Perspective study of head from 360-degree angle and the parts of the antique model.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Mural Design (Practical)		
<b>Course Code</b>	BVA SC III.3	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Understanding the two dimensional surface and its structural possibilities and its basic relation the desired form and content. Exercises based on simple compositions using every day sketches of objects, nature studies, human figures and animals etc.
- Compositional exercises based on studies of objects and groups in space.

**Contents**

**4 Hours per week**

Study of different mural techniques and their presentational limitation. Study of methods and media technical exercises preparatory exercises, to classify each student's methods of visualization. Enlargement from preparation and scaled drawing exercises in different materials. Exercise in low and high relief. Various techniques and materials to be prescribed. Folk, Tribal, Traditional, Contemporary sculptors may be taken as an example to understand the change of 2D language in history.

**Medium:** Terracotta, wood, fiber glass, metal sheets, cement, mix media etc.

**Submission:** 4 nos. finished works (size: suitable of the media)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Explore new media and content in object-based compositions.
- ❖ Enhancing the skill of using clay and compositional values.
- ❖ Creative drawing composition. Sketches for making mural sculpture.
- ❖ Display and Discussion with mentors.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture III Semester Course Content Onwards 2024-25**

Program Name	BVA Painting / Sculpture / Animation	Semester	Third Semester
Course Title	History of Indian Art (Theory)		
Course Code	BVA AH III.4	Total Marks	100
Contact hours	48 Hours	No. of Credits	03
Internal Marks	20	Exam Marks	80

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Recognize Indian Painting styles, Indian mural styles, Indian Iconography, Indian sculptures (Buddist, Hindu, Jain etc.).
- Recognize the characteristics of North & South Indian Schools of painting, sculpture, architectures.
- The study of this course gives a deep insights & understanding of Indian Art.

**Contents**

**3 Hours per week**

**Unit-1:** Prehistoric art of India special reference to Bimbetka, Indus valley civilization, art of vedic period.

**Unit-2:** Buddhist art in India art & architectures of Mourya period stupas of sanchi, Amaravati Pillar at Sarnath, Yaksha-yakshini sculptures, shunga period- Barhut stupa, cave temples at Bhaja, Karle, Udaigiri, Khandgiri etc.

**Unit-3:** Art in Kushan age- special focus on Gandhara and Mathura style sculptures, art & architecture in Gupta period- Art of Ajanta, Art & architecture in western chalukya period- Badami, Aihole, Pattadakal, Rastrakuta period- Kailasa temple, Ellora, Elephanta.

**Unit-4:** Pala miniatures, chala art, Nataraja idol, chola bronzes, Architecture in Ganga period- special reference to konark temple, Hoysala art & architecture- special reference to Belur, Halebeedu.

**Unit-5:** Art & architecture of Vijayanagara empire- special reference to Hampi, Brief survey of Indian miniature paintings- Jain, Rajasthani, Deccani, Tanjore, Mysore, surpur art and architectures of Davangere & Chitradurga regions.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Explain Indian Art, architectures & sculptures with deep insight.
- Proper Understanding on Indian art & culture.
- This course contributes to strengthen the visual literacy required in Indian Art.

Formative Assessment for Theory C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**References:**

- Fine Arts in India & the West – Edith Tomorry
- ಶಿಲ್ಪದರ್ಶನ - ಸಂಪುಟ 1 & 2 ಲೇಖಕರು: ಜಿ.ಜ್ಞಾನಾನಂದ, ಪ್ರಕಾಶಕರು: ಕನ್ನಡ ವಿವಿ ಹಂಪಿ.
- The History of Indian Art Author – Soudhya Ketkar publishers: Jyotsna Prakashan, Pune.

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture III Semester Course Content Onwards 2024-25**

**Elective / Optional** (Other than Sculpture Students)

Program Name	BVA Sculpture	Semester	Third Semester
Course Title	Modelling & Techniques-1 (Practical)		
Course Code	BVA SC III.5	Total Marks	50
Contact hours	64 Hours	No. of Credits	02
Internal Marks	25	Exam Marks	25

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Understanding the two & three dimensional surface and its structural possibilities and its basic relation the desired form and content. Exercises based on simple compositions using every day sketches of objects, nature studies, human figures and animals etc.
- Compositional exercises based on studies of objects and groups in space.

**Contents**

**4 Hours per week**

Clay modelling to develop visual awareness in two dimensions & three dimensions through manipulative skills in clay method and principals of clay modelling & techniques of mould & casting with the using of different material like POP, fiber glass, terracotta, ceramic, paper pulps and other material, study and rendering of natural and manmade object in wood, siporex cement block, thermocol etc.

**Medium:** Clay, POP, fiber glass, terracotta, ceramic, paper pulps siporex cement block, thermocol etc.

**Submission:** 4 nos. finished works (size: suitable of the media)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on composition.
- ❖ Explore charcoal, pencil and content in object-based compositions.
- ❖ Enhancing the skill of using clay and compositional values.
- ❖ Creative drawing composition. Sketches in maquet.
- ❖ Display and Discussion with mentors.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visit

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-5 + C2-5=10
Practical Assignments	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>25</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture III Semester Course Content Onwards 2024-25**

**Compulsory Subjects**

Program Name	BVA Sculpture	Semester	Third Semester
Course Title	Computer Basics (Practical)		
Course Code	BVA SC III.6	Total Marks	50
Contact hours	48 Hours	No. of Credits	02
Internal Marks	50	Exam Marks	---

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Thinking thorough knowledge and Exploration to enhance ability of creative skill on computer art
- The importance of technology in the field of visual art
- And also to answer the urge so If expressing yourself in computer / digital art.
- It begins with the focus on the understanding of basic elements of computer art.
- Develop the individual capacity in the process of Digital art.

**Contents**

**3 Hours per week**

**Unit-1:** Introduction of computer and Study of the fundamentals of the computers. Study of basic knowledge about windows, Software and Hardware and etc. Introduction of computer application. Study of basics in Drawing, paints etc., practices should be presentation and exercises will be continued.

**Unit-2:** Introduction to Illustrator & Photoshop - practicing the tools and to develop skills in creating images, photographs, layout designs for press media, poster and others media etc. Creative Visualization for the better understanding of Print and Publishing Media. Exercises to be continued.

**Submission:** System Work 08

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ It helps to understand modern life as a sensitive expression in itself.
- ❖ It helps the students to understand the quality of digital art skill & life.
- ❖ It aims to develop confidence to self-employ ability.
- ❖ It Develops skill and its use to express thoughts.

**Pedagogy:** Demonstrations, PPT and visit to Digital Studio

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture III Semester Course Content Onwards 2024-25**

**LANGUAGES**  
**(ALL DISCIPLINE)**

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Kannada/Hindi (Theory)		
<b>Course Code</b>	BVA L III.1	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 3rd Semester Half of the syllabus

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	English (Theory)		
<b>Course Code</b>	BVA L III.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Theory No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 3rd Semester Half of the syllabus

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>



**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA) Semester Scheme**

**Course Structure, Scheme of Teaching and Evaluation**  
**Onwards 2024-25**


**BVA SCULPTURE COURSE**

<b>IV - SEMESTER</b>								
<b>Course Code</b>	<b>Title of the Course</b>	<b>Course Category</b>	<b>Credits</b>	<b>Per Week</b>	<b>Exam Hours</b>	<b>Exam Marks</b>	<b>IA</b>	<b>Total Marks</b>
<b>Major Courses</b>								
BVA SC IV.1	Composition-II	P	5	8	10	75	75	<b>150</b>
BVA SC IV.2	Portrait Head Study	P	3	4	5	50	50	<b>100</b>
BVA SC IV.3	Multiple Casting	P	3	4	5	50	50	<b>100</b>
<b>Minor Courses</b>								
<b>(Common to Painting, Sculpture &amp; Animation Departments)</b>								
BVA AH IV.4	History of Western Art	T	3	3	3	80	20	<b>100</b>
<b>Elective / Optional</b>								
<b>(Other than Sculpture Students)</b>								
BVA SC IV.5	Modelling & Techniques-2	P	2	4	5	25	25	<b>50</b>
<b>Compulsory</b>								
BVA SC IV.6	Presentation of Art Work	P	2	3	--	--	50	<b>50</b>
<b>Languages</b>								
BVA L IV.1	Kannada / Hindi	T	3	4	3	80	20	<b>100</b>
BVA L IV.2	English	T	3	4	3	80	20	<b>100</b>
<b>Total</b>			<b>24</b>	<b>34</b>		<b>440</b>	<b>310</b>	<b>750</b>

**Note:**

**BVA** - Bachelor of Visual Arts  
**SC** - Sculpture  
**IV** - Fourth Semester  
**1** - Course One  
**T** - Theory  
**P** - Practical  
**AH** - Art History

English Language is mandatory.

  
BOS Chairman  
UG-PG in Visual Arts,  
University College of Visual Arts,  
Davangere

**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
 (Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Composition-II (Practical)		
<b>Course Code</b>	BVA SC IV.1	<b>Total Marks</b>	150
<b>Contact hours</b>	128 Hours	<b>No. of Credits</b>	05
<b>Internal Marks</b>	75	<b>Exam Marks</b>	75

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Understanding the two & three dimensional surface and its structural possibilities and its basic relation the desired form and content. Exercises based on simple compositions using every day sketches of objects, nature studies, human figures and animals etc.
- Compositional exercises based on studies of objects and groups in space.

**Contents**

**8 Hours per week**

Compositions are to be created based on sketches, drawing from the life and the nature around. Understanding of fundamental of three-dimensional language is focused here, to realise these students are allowed to exercise in paper, wood, stone, metal, cement, moulding and casting techniques. Designing the structure also introduced in this semester.

**Medium:** Clay, POP, fiber glass, terracotta, ceramic, paper pulps siporex cement block, thermocol Wood, stone, new media etc.

**Submission:** 4 nos. finished works (size: suitable to the composition)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on composition.
- ❖ Explore clay, fiber glass, terracotta, wood stone, siporex block etc. content in object-based compositions.
- ❖ Enhancing the skill of using various materials and compositional values.
- ❖ Creative drawing composition. Sketches in moquet.
- ❖ Display and Discussion with mentors.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	30
Subject related Projects	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>75</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Portrait Head Study (Practical)		
<b>Course Code</b>	BVA SC IV.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Portrait Head Study; Construction of the skull, outline mussels of the head, bust from different angles and eye levels: adding of details and finishing.
- After completing this Course students are capable of sculpture portrait of a live model.
- Students can capture the mood of the seated model and transfer it in their clay model.
- Students will perfect in drawing in unusual angles and face expression.

**Contents**

**4 Hours per week**

Drawing from live model and other objects from different angles. Analysis of model and objects as line, form, plane and light, transformation of the objects into variety of simple and complex, tones and organization. Drawing from Indian icons and antiques study of anatomy.

Principles of modeling a head in clay in the round additive method. Study from portrait of different age groups. Showings characteristics expression character, inner feeling, handling treatment of the model.

**Medium:** Clay, POP, Paper Pulp, Fiber Glass, Wood, new media etc.

**Submission:** 4 nos. finished works (size: suitable to the model works)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Explore clay, POP, wax etc. content in object-based portrait model.
- ❖ Small sketches and outline of practice. Portrait study from multiple angles.
- ❖ Enhancing the skill of using Verities of materials & techniques values.
- ❖ Anatomical Portrait study of Different age groups, partial study of face using real /plaster models.
- ❖ Perspective study of head from 360-degree angle and the parts of the live potrait model.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Multiple Casting (Practical)		
<b>Course Code</b>	BVA SC IV.3	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Understanding the three dimensional surface and its structural possibilities and its basic relation the desired form and content. Exercises based on simple art models using every day sketches of objects, angles human shape figures and animals etc.
- Compositional exercises based on studies of objects and groups in space.

**Contents**

**4 Hours per week**

Flexible mould with the help of gelatin roller composition rubber etc., Process of piece moulding taking a caste of it, plaster of cement designing of sculpture in relation to architecture relief and three Dimensional.

**Medium:** Clay, POP, Cement, Paper Pulp, Fiber Glass, new media etc.

**Submission:** 4 nos. finished works (size: suitable to the model works)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on multiple casting.
- ❖ Explore POP, cement, paper pulp etc. material and content in object-based multiple casting.
- ❖ Enhancing the skill of using clay and compositional values.
- ❖ Creative drawing model composition. Sketches for the making multiple casting.
- ❖ Display and Discussion with mentors.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Painting / Sculpture / Animation</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	History of Western Art (Theory)		
<b>Course Code</b>	BVA AH IV.4	<b>Total Marks</b>	100
<b>Contact hours</b>	48 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Recognize Western Painting, Sculpture & architecture styles, techniques, (Greek, Roman, Byantine, Gothic etc.).
- Recognize the characteristics of different art & architectural styles & techniques.
- The study of this subject gives a deep insights & understanding of Western Art.

**Contents**

**3 Hours per week**

**Unit-1:** Prehistoric art of the west, Art of Mesopotemia, Sumeria, Assiria, Egyptian art architecture & sculpture- it's influence on the west.

**Unit-2:** Greek art, sculpture & architecture- art of crete Koras-Kore statues, Helenistic art, Roman art & architecture.

**Unit-3:** Byzantine Art of Renaissance study on the art of Giotto, Maichalengelo, Leonardo-da-vinci, Raphael.

**Unit-4:** Gothic art- it's influence on the western art & architecture mannerism.

**Unit-5:** Barogne art- Rubens, Rem brandt, Barnini, Rococo art.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Explain Western Art, architectures & sculptures with deep insight.
- Proper Understanding on Western art & culture.
- This subject contributes to strengthen the visual literacy required in Western Art.

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**References:**

- Fine Arts in India & the West – Edita Tomorry
- ಪಾಶ್ಚಾತ್ಯ ದೃಶ್ಯಕಲೆಗಳು- ಡಾ. ಡಿ.ಎ. ಉಪಾಧ್ಯ.
- ಕಲಾಚರಿತ್ರೆ, ಸಂಪುಟ - ಪ್ರ: ಕರ್ನಾಟಕ ಶಿಲ್ಪಕಲಾ ಅಕಾಡೆಮಿ.
- Great artists- Series of books

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture IV Semester Course Content Onwards 2024-25**

**Elective / Optional** (Other than Sculpture Students)

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Modelling & Techniques-2 (Practical)		
<b>Course Code</b>	BVA SC IV.5	<b>Total Marks</b>	50
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	02
<b>Internal Marks</b>	25	<b>Exam Marks</b>	25

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Understanding the two & three dimensional surface and its structural possibilities and its basic relation the desired form and content. Exercises based on simple compositions using every day sketches of objects, nature studies, human figures and animals etc.
- Compositional exercises based on studies of objects and groups in space.

**Contents**

**4 Hours per week**

**Clay Modelling & Techniques:** Clay modelling to develop visual awareness in two dimensions & three dimensions through manipulative skills in clay method and principals of clay modelling & techniques of mould & casting with the using of different material like POP, fiber glass, terracotta, ceramic, paper pulps and other material, study and rendering of natural and manmade object in wood, siporex cement block, thermocol etc.

**Medium:** Clay, POP, fiber glass, terracotta, ceramic, paper pulps siporex cement block, thermocol etc.

**Submission:** 4 nos. finished works (size: suitable of the media)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Imparting knowledge with Practical Assignments on composition.
- ❖ Explore charcoal, pencil and content in object-based compositions.
- ❖ Enhancing the skill of using clay and compositional values.
- ❖ Creative drawing composition. Sketches in maquet.
- ❖ Display and Discussion with mentors.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-5 + C2-5=10
Practical Assignments	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>25</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture IV Semester Course Content Onwards 2024-25**

**Compulsory Subjects**

Program Name	BVA Sculpture	Semester	Fourth Semester
Course Title	Presentation of Art Works (Practical)		
Course Code	BVA SC IV.6	Total Marks	50
Contact hours	48 Hours	No. of Credits	02
Internal Marks	50	Exam Marks	---

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Narrate / explain on art work and to enhance the ability of presentation of art work.
- Development of individual capacity in the field of visual art.
- Develop the individual talent by using technology in the presentation of art work.

**Contents**

**3 Hours per week**

**Unit-1:** Key features of an artist statement include: Artist's name, artist's media, such as clay sculptures, turquoise jewelry, paintings and textiles. Artist's reason for making art. Artist's process for making art if it's unconventional or important to understand the work.

**Unit-2:** How can I explain artwork? How to Write the Perfect Artwork Description What inspired artist to create the art work? What techniques did he/she use and why? What does it mean? What does it represent in terms of artistic work as a whole?

**Unit-3:** How to start a speech: Use a quote. One method of starting a speech and gaining the audience's attention is to use a famous or relatable quote. Find a commonality with concentration. Questioning the audience. Tell a fictional story. Describe a personal experience.

**Unit-4:** Introduction method of art? Brief explanation of background of art (artist's art work), what being artist's mean according to individual students level, Ideas, inspirations, impacts in creation of art work, creative process etc.

**Submission:** One PPT Presentation & One Assignment minimum 15 pages about art work.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ It helps to understand modern life as a sensitive expression in itself.
- ❖ It helps the students to understand the quality of any media art work.
- ❖ It aims to develop confidence to self-employ ability.
- ❖ It Develops creativity, skill and to express thoughts in society with confidence.

**Pedagogy:** Demonstrations, PPT and visit to Printing press Digital Studio.

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-10 + C2-10=20
Practical Assignments/daily sketches	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Sculpture IV Semester Course Content Onwards 2024-25**

**LANGUAGES**  
**(ALL DISCIPLINE)**

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Kannada/Hindi (Theory)		
<b>Course Code</b>	BVA L IV.1	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 4th Semester Half of the syllabus

<b>Program Name</b>	<b>BVA Sculpture</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	English (Theory)		
<b>Course Code</b>	BVA L IV.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 4th Semester Half of the syllabus

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>





ದಾವಣಗೆರೆ ವಿಶ್ವವಿದ್ಯಾನಿಲಯ  
Davangere University



ಸತ್ಯಂ ಶಿವಂ ಸುಂದರಂ

ವಿಶ್ವವಿದ್ಯಾನಿಲಯ ದೃಶ್ಯಕಲಾ ಮಹಾವಿದ್ಯಾಲಯ  
(ಘಟಕ ಕಾಲೇಜು)

ದಾವಣಗೆರೆ 577 004. ಕರ್ನಾಟಕ.

**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)  
Davanagere 577 004. Karnataka.

Curriculum frame work for  
**Bachelor of Visual Art**

**BVA in Animation**  
**3<sup>rd</sup> to 4<sup>th</sup> Semester**

**2024-25 Onwards**

**Course Structure and Syllabus for Under Graduation (UG)**

**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
 (Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA) Semester Scheme**

**Course Structure, Scheme of Teaching and Evaluation**  
**Onwards 2024-25**


**BVA ANIMATION COURSE**

<b>III - SEMESTER</b>								
Course Code	Title of the Course	Course Category	Credits	Per Week	Exam Hours	Exam Marks	IA	Total Marks
<b>Major Courses</b>								
BVA AN III.1	Fundamentals of Animation & Drawing	P	5	8	10	75	75	150
BVA AN III.2	Computer Graphics & Animation	P	3	4	5	50	50	100
BVA AN III.3	Traditional Painting	P	3	4	5	50	50	100
<b>Minor Courses</b> (Common to Painting, Sculpture & Animation Departments)								
BVA AH III.4	History of Indian Art	T	3	3	3	80	20	100
<b>Elective / Optional</b> (Other than Animation Students)								
BVA AN III.5	Digital Art-I	P	2	4	5	25	25	50
<b>Compulsory</b>								
BVA AN III.6	Computer Basic	P	2	3	--	--	50	50
<b>Languages</b>								
BVA L III.1	Kannada / Hindi	T	3	4	3	80	20	100
BVA L III.2	English	T	3	4	3	80	20	100
<b>Total</b>			<b>24</b>	<b>34</b>		<b>440</b>	<b>310</b>	<b>750</b>

**Note:**

- BVA - Bachelor of Visual Arts  
 AN - Animation  
 III - Third Semester  
 I - Course One  
 T - Theory  
 P - Practical

English Language is mandatory.

  
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**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
(Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA)**  
**BVA Animation III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Fundamentals of Animation & Drawing (Practical)		
<b>Course Code</b>	BVA AN III.1	<b>Total Marks</b>	150
<b>Contact hours</b>	128 Hours	<b>No. of Credits</b>	05
<b>Internal Marks</b>	75	<b>Exam Marks</b>	75

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Understanding the 2d surface and its structural possibilities and its basic relation the desired form and content, exercises based on simple composition using every day sketches of objects, nature studies, human figures and animals etc..
- Understand and apply the 12 Principles of Animation for natural and expressive motion on paper, system tool.
- Develop Strong Observation and Drawing Skills: Practice gesture drawing, analyze real-life movement, and improve key frame posing for better storytelling and Design create hand-drawn and/or computer-generated drawings using principles of art, design and composition.
- Technical skill is mandatory, Understand Animation Software tools, Workflow, and follow industry-standard production processes.

**Contents**

**8 Hours per week**

- Basic anatomy is the focus, along with exploring different elements of the human body and how they relate to each other. Students also discuss and practice additional techniques for improving proportions and simplifying gesture lines.
- Animation principles: Learning the 12 principles of animation, frame by frame drawing, timing & spacing, squash and stretch, anticipation, follow through, overlapping, arcs, ease in and ease out, solid drawing, exaggeration.
- Basics Animation Techniques: Exploring frame by frame drawing.
- Foundation Art: Learning the fundamentals of art, including colour theory, composition and perspective.
- Bouncing Ball, Pendulum, Bipedal Walk Stationary, Bipedal Walk Progressive, Quadruped Walk Nose/ Mouth/ Eyes Study, Anatomical Hand Study, Anatomical Foot Study, Anatomical Head Study, Triceps/ Biceps Study, Animation for Social, Awareness, Animation for entertainment.
- Software: As per the popular industry standard.

**Medium:**

- Pencil, pen & ink, monochrome color and mix-media with different techniques, etc.
- Black & white, color & mixed media. Manual & System work.

**Submission:**

- For the Internal Submission Students should submit Minimum 24 works on each practical's. Students must produce the works in studio hours.
- Students must record observation and final output on record book/ Journal and posters
- All observations and planning should be sketched on paper before using software's
- Daily Min 10 - 30 sketches to be maintained on a sketch book
- Workshop: Drama workshop.
- Submit: open file, digital print art work & hand works with file.
- Subject wise assignment, PPT presentation and show reels submit per semester.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Upon completion of a fundamentals of animation and drawing course students should be able to understand and apply core animation principles utilize animation software and demonstrate creative and technical skill in creating animated content
- As a graduate, you will be prepared to reliably demonstrate the ability to: Design, create and animate objects and characters with naturalistic and expressive movements and poses. Design and create hand-drawn and/or computer-generated drawings using principles of art, design and composition.
- Students should have a foundational understanding of animation principles, drawing techniques, and be able to apply these skills to create basic animations and drawings, potentially pursuing careers in animation or related fields.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-10 + C2-10=20
Practical Assignments	30
Subject related Projects	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>75</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Animation III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Computer Graphics & Animation (Practical)		
<b>Course Code</b>	BVA AN III.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Technical skill is mandatory in the present course.
- Students are encouraged to explore repetitive images
- Colour theory image processing & study for animation technique.
- Software introduction interface, tools, layer, masking & learn sequence image.
- Understanding the 2-D surface and its structural possibilities and its basic relation the desired form and content. Exercises based on simple compositions using every day sketches of objects, nature studies, human figures and animals etc.

**Contents**

**4 Hours per week**

- Concept of digital computer, Computer Basics, Hardware and Software, Hardware Sub Modules, Various Platforms, Workstations, Dedicated Machines Software, Operating Systems, BIOS, Firmware Utilities, Application Software.
- **Image And File Formats:** Vector format, Pixel format, File Compression Image formats, File formats, File compression, (Lossy and non-lossy compression) Properties of Bitmap Images, Monitor resolution, Image resolution, Resolution for printing, Resolution for display, Pixilation, Interpolation.
- **Colour Representation in Computers:** RGB, HLS, CMYK, Grey scale, Colour pallets. Graphics packages Image formats, Vector formats, Pixel format.
- **Digital Imaging** –Introduction to Vector Shapes and Bitmaps, Exploring the Photoshop Environment, Using the File Browser Basic Photo Corrections
- Working with Selection Tools Layer Basics, Masks and Channels Retouching and Repairing, Working with Brushes, Customizing Brushes, Speed Painting, Matte Painting, Creating a workspace for painting, Using Colour Palette, Painting and Editing, Basic Pen Tool, Techniques, Vector Masks, Paths and Shapes, Advanced Layer Techniques. Creating Special Effects, Preparing Images for Printing
- Vector Graphics, Pixel Graphics, Matte Painting, 3D Fundamentals, Progressive walk with ball, character, Stylized walk cycle, Visual FX Medical/Industrial Animation. 10 types of poster design.

- Logo(10), Icons(25), Patterns(25) Flyers(10), Posters(10), Billboard(10) Vector Portrait (5), Background(5) Game Characters (10), Text fx(15) Photo Manipulation (10)
- 5Nos + Comics (5) 6-10 frames Bouncing ball (2), Pendulum (2) Vanilla walk(3) Min 120 frames 1 Nos Min 120frames. 3 Nos Min 120frames, Motion Graphics (2), VFX (5)

**Medium:**

- Pencil, pen & ink, monochrome color and mix-media with different techniques, etc.
- Black & white, color & mixed media. Manual & System work.

**Submission:**

- For the Internal Submission Students should submit **Minimum 24 works** on each practical's. Students must produce the works in studio hours.
- Students must record observation and final output on record book/ Journal and posters
- All observations and planning should be sketched on paper before using software's
- Daily Min 10 - 30 sketches to be maintained on a sketch book
- Workshop: Drama workshop, Submit: open file, digital print art work & hand works with file.
- Subject wise assignment, PPT presentation and show reels submit per semester.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Learn to understand and apply fundamental concepts, algorithms, and techniques for creating and manipulating images and visual content, enabling you to design and implement interactive graphics.
- Students will learn to collaborate effectively with other artists and technicians in a production environment, aim to develop confidence to self-employed ability and professional skills
- Students will learn to visual communication, animation and graphic designs principles, and industry-standard software, enabling them to create compelling animated content and graphic designs for various media

**Pedagogy:** Demonstrations, PPT / slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Animation III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Traditional Painting (Practical)		
<b>Course Code</b>	BVA AN III.3	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Exercise and demonstrate use and mastery of the elements of folk and traditional design Use materials, tools and processes from a variety of media (Folk art and Traditional art) Handle materials effectively. Create original Folk art and Traditional art in a specific medium. Select appropriate media relative to concepts and forms of art Describe, analyze and interpret created Folk art and Traditional art Recognize elements of design in works of art
- Analyses, interpret and evaluate the form and content of works of art.
- Plastic arts & paper craft, folklore with local story and modern shadow puppets.
- Character poses puppets methods Hindu epic story.
- Recreate Indian traditional painting styles on a computer using digital painting and techniques.
- Using popular digital software with graphics tablet and styles pen are useful for creating digital painting.

**Contents**

**4 Hours per week**

**Unit-1:** Line drawing composition based on Jain Paintings, Rajput Painting, Mysore Paintings, Thanjavur Paintings and surapura miniature paintings. Style with emphasis on forms and using a media for expression.

**Unit-2:** Development of miniature and Folk painting into content oriented painting with representational aspect, students should be expose of Deccan miniature paintings, Mughal miniature paintings and to various Folk Indian Paintings (like Madhubani Paintings, Kalighat Pat Paintings, Warli Paintings). Style with emphasis on forms and using a media for expression.

**Medium:** Water colour, Poster Colour, Acrylic Colour, Oil Colour, Mix media and In addition, natural colour scan also be prepared and painted on a practical basis as per folk and traditional art & in software also.

**Submission:** 8 no Well finished works Indian Traditional Paintings & Digital Paintings. 02 Sketch books.

**Software's and Tools:** Adobe Photoshop / Illustrator / Corel draw.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- To draw and paint through traditional way & digital painting.
- To applying an understanding of line, volume, proportion, and space in a unified design.
- By opportunity in the field of traditional painting & digital painting, by the end of this course, student may be hired by the museum or art galleries for the private and corporate collection. You may also work in colleges as faculty, or run private workshops and classes.
- The visual arts programme of this course have a variety of career options available to them, including working in art studios, advertising firms, publishing houses, manufacturing departments, product design firms, magazines, television, graphic design firms, schools, and theatre productions..
- Inculcation of visual communication by using folk and traditional art forms.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>



**Bachelor of Visual Arts (BVA)**  
**BVA Animation III Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Painting / Sculpture / Animation</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	History of Indian Art (Theory)		
<b>Course Code</b>	BVA AH III.4	<b>Total Marks</b>	100
<b>Contact hours</b>	48 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Recognize Indian Painting styles, Indian mural styles, Indian Iconography, Indian sculptures (Buddist, Hindu, Jain etc.).
- Recognize the characteristics of North & South Indian Schools of painting, sculpture, architectures.
- The study of this course gives a deep insights & understanding of Indian Art.

**Contents**

**3 Hours per week**

**Unit-1:** Prehistoric art of India special reference to Bimbetka, Indus valley civilization, art of vedic period.

**Unit-2:** Budhist art in India art & architectures of Mourya period stupas of sanchi, Amaravati Pillar at Sarnath, Yaksha-yakshini sculptures, shunga period- Barhut stupa, cave temples at Bhaja, Karle, Udaigiri, Khandgiri etc.

**Unit-3:** Art in Kushan age- special focus on Gandhara and Mathura style sculptures, art & architecture in Gupta period- Art of Ajanta, Art & architecture in western chalukya period- Badami, Aihole, Pattadakal, Rastrakuta period- Kailasa temple, Ellora, Elephanta.

**Unit-4:** Pala miniatures, chala art, Nataraja idol, chola bronzes, Architecture in Ganga period- special reference to konark temple, Hoysala art & architecture- special reference to Belur, Halebeedu.

**Unit-5:** Art & architecture of Vijayanagara empire- special reference to Hampi, Brief survey of Indian miniature paintings- Jain, Rajasthani, Deccani, Tanjore, Mysore, surpur art and architectures of Davangere & Chitradurga regions.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Explain Indian Art, architectures & sculptures with deep insight.
- Proper Understanding on Indian art & culture.
- This course contributes to strengthen the visual literacy required in Indian Art.

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**References:**

- Fine Arts in India & the West – Edith Tomorry
- ಶಿಲ್ಪದರ್ಶನ - ಸಂಪುಟ 1 & 2 ಲೇಖಕರು: ಜಿ.ಜ್ಞಾನಾನಂದ, ಪ್ರಕಾಶಕರು: ಕನ್ನಡ ವಿವಿ ಹಂಪಿ.
- The History of Indian Art Author – Soudhya Ketkar publishers: Jyotsna Prakashan, Pune.

**Bachelor of Visual Arts (BVA)**  
**BVA Animation III Semester Course Content Onwards 2024-25**

**Elective / Optional** (Other than Animation Students)

Program Name	BVA Animation	Semester	Third Semester
Course Title	Digital Art-1 (Practical)		
Course Code	BVA AN III.5	Total Marks	50
Contact hours	64 Hours	No. of Credits	02
Internal Marks	25	Exam Marks	25

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Thinking thorough knowledge and Exploration to enhance ability of creative skill on Digital art
- It is the initial step of expressing oneself with a deeper insight, and also to answer the urge so If expressing yourself in Digital art. It begins with the focus on the understanding of basic elements of Digital art Composition. And like building up of grammar to be able to use it in the individual capacity in the process of Digital art.
- Digital Motion graphics, types of banners & posters.

**Contents**

**4 Hours per week**

Introduction to Corporate Identity and its purpose study of its application to the various subjects or manufacturing products or consumer products or service – motif. To prepare **logo type, monogram and emblem** etc. **Preparation of designs related to the stationary products like, label, visiting card, letterhead, envelop and cartoon box designs, wrapper, all types of packaging designs etc.**

The curriculum is taught in a highly motivated and supportive environment such as introduction on history of type, Type designer's role in visual communication context. Understanding of the application of art and design, Logo set. And form of their study a basic skill in Anatomy of Type & its elements, Type face and construction. Development of ideas and practices.

**Course Outcomes (COs): After the successful completion of the course, the student will be able to:**

- It helps to understand modern life as a sensitive expression in itself.
- It helps the students to understand the quality of digital art skill & life.
- It aims to develop confidence to self-employ ability.

- It Develops skill and its use to express thoughts
- To demonstrate basic learning, understanding and its application in Type Design, Logo Design, Icon Design. Visual relevance encourages students to explore and innovative approaches in type and design emphasis to study skills for communication in a most effective form.

**Medium:** Paper, Black & white, color & mixed media. Manual & System work.

**Submission:** 8 nos. finished works. (Manual and digital print) & 02 Sketch books of each 200 pages.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-5 + C2-5=10
Practical Assignments	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>25</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Animation III Semester Course Content Onwards 2024-25**

**Compulsory Subjects**

Program Name	BVA Animation	Semester	Third Semester
Course Title	Computer Basics (Practical)		
Course Code	BVA AN III.6	Total Marks	50
Contact hours	48 Hours	No. of Credits	02
Internal Marks	50	Exam Marks	---

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Thinking thorough knowledge and Exploration to enhance ability of creative skill on computer art
- The importance of technology in the field of visual art
- And also to answer the urge so If expressing yourself in computer / digital art.
- It begins with the focus on the understanding of basic elements of computer art.
- Develop the individual capacity in the process of Digital art.

**Contents**

**3 Hours per week**

**Unit-1:** Introduction of computer and Study of the fundamentals of the computers. Study of basic knowledge about windows, Software and Hardware and etc. Introduction of computer application. Study of basics in Drawing, paints etc., practices should be presentation and exercises will be continued.

**Unit-2:** Introduction to Illustrator & Photoshop - practicing the tools and to develop skills in creating images, photographs, layout designs for press media, poster and others media etc. Creative Visualization for the better understanding of Print and Publishing Media. Exercises to be continued.

**Submission:** System Work 08

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ It helps to understand modern life as a sensitive expression in itself.
- ❖ It helps the students to understand the quality of digital art skill & life.
- ❖ It aims to develop confidence to self-employ ability.
- ❖ It Develops skill and its use to express thoughts.

**Pedagogy:** Demonstrations, PPT and visit to Digital Studio

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Animation III Semester Course Content Onwards 2024-25**

**LANGUAGES**  
**(ALL DISCIPLINE)**

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	Kannada/Hindi (Theory)		
<b>Course Code</b>	BVA L III.1	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 3rd Semester Half of the syllabus

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Third Semester</b>
<b>Course Title</b>	English (Theory)		
<b>Course Code</b>	BVA L III.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Theory No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 3rd Semester Half of the syllabus

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
 (Constituent College of Davangere University)

**Bachelor of Visual Arts (BVA) Semester Scheme - CBCS**

**Course Structure, Scheme of Teaching and Evaluation**  
**Onwards 2024-25**


**BVA ANIMATION COURSE**

<b>IV - SEMESTER</b>								
<b>Course Code</b>	<b>Title of the Course</b>	<b>Course Category</b>	<b>Credits</b>	<b>Per Week</b>	<b>Exam Hours</b>	<b>Exam Marks</b>	<b>IA</b>	<b>Total Marks</b>
<b>Major Courses</b>								
BVA AN IV.1	Character Creations	P	5	8	10	75	75	<b>150</b>
BVA AN IV.2	2D & 3D Assets and Animation	P	3	4	5	50	50	<b>100</b>
BVA AN IV.3	Motion Graphics & Stop Motion	P	3	4	5	50	50	<b>100</b>
<b>Minor Courses</b> (Common to Painting, Sculpture & Animation Departments)								
BVA AH IV.4	History of Western Art	T	3	3	3	80	20	<b>100</b>
<b>Elective / Optional</b> (Other than Animation Students)								
BVA AN IV.5	Digital Art-2	P	2	4	5	25	25	<b>50</b>
<b>Compulsory</b>								
BVA AN IV.6	Presentation of Art Work	P	2	3	--	--	50	<b>50</b>
<b>Languages</b>								
BVA L IV.1	Kannada / Hindi	T	3	4	3	80	20	<b>100</b>
BVA L IV.2	English	T	3	4	3	80	20	<b>100</b>
<b>Total</b>			<b>24</b>	<b>34</b>		<b>440</b>	<b>310</b>	<b>750</b>

**Note:**

**BVA** - Bachelor of Visual Arts  
**AN** - Animation  
**IV** - Fourth Semester  
**1** - Course One  
**T** - Theory  
**P** - Practical

English Language is mandatory.

  
**BOS Chairman**  
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**DAVANGERE UNIVERSITY**  
**UNIVERSITY COLLEGE OF VISUAL ARTS**  
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**Bachelor of Visual Arts (BVA)**  
**BVA Animation IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Character Creations (Practical)		
<b>Course Code</b>	BVA AN IV.1	<b>Total Marks</b>	150
<b>Contact hours</b>	128 Hours	<b>No. of Credits</b>	05
<b>Internal Marks</b>	75	<b>Exam Marks</b>	75

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Character creation design fundamentals animation principles & industry standard software, allowing learners to frame to create dynamic & engaging animation.
- Understanding character design principles, creating original character animation, anatomy & proportion facial expressions and emotions.
- Industry standard software, drawing tools and techniques.
- Creating compelling characters involves a combination of artist technical & storytelling skills.

**Contents**

**8 Hours per week**

- Introduction to Character Creation - Form of the character -Silhouette- Archetypes - Style of the character- Considerations to shapes and colour and pose - Proportions that make up a normal human being - Joints of a human being. Human anatomy is useful in designing a character.
- Physique of the character (age, weight, size, posture)-clothes and accessories he wears (dress, taste, neatness, theme) - Personality (Mannerism, gesture, voice, diction, habit, strength, weakness, self-esteem, etc.) Thumbnail - model sheet- purpose of a turnaround -poses is employed in a model sheet- rotating the character
- Props and Accessories on a Character - Understanding of Accessories - Functionality Diagrams - functions per accessory - purpose of using the functionality diagram.
- Understanding Character Design Principles: Develop skills in silhouette design, proportion, and anatomy to create visually appealing characters and Learn to design characters with distinct shapes, colors, and features that reflect their personality and role. Mastering Facial Expressions and Emotions: Practice creating expressive face poses to convey emotions like joy, anger, fear, etc. and understand how subtle changes in eyebrows, eyes, and mouth enhance storytelling.

- Creating Effective Character Poses: Focus on gesture drawing to build dynamic and natural-looking poses and Learn line of action techniques to improve character movement and flow.
- Creating Effective Character Poses, Focus on **gesture drawing**, Learn **line of action** techniques and Developing Costume and Accessory Design
- **Works:** Low Poly assets Automotive model Character Topology Character setup Character Surfacing Character Lighting Set Design and Model and Min 60 Sec- Max 120 Sec
- **Ideas:** Indian Monuments, science lab, transport station, health care, future etc
- **Software:** Including industry standard Software Blender 3D and Unreal Mini Project movie and Foam board Live model

**Medium:** Poster Colour, Water Colour, Acrylic Colour & hand drawing (manual) digital software.

**Submission:** 20 nos. finished works (size: suitable to the composition)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Character creation in animation aims to bring characters to life with movement, expression, and personality, creating a believable and engaging experience for the audience. The outcome is a dynamic, emotionally resonant character that drives storytelling and connects with viewers.
- Immersive to create Characters memorable, and impactful viewing experience, also Practical Challenges with a Growth, Career Pathways and Opportunities, Industry modern Trends, Character Development.
- Developing creativity, technical skills, storytelling abilities, and an understanding of industry practices. It's an opportunity to learn, experiment, collaborate, and ultimately build a foundation for a career in a dynamic and ever-evolving field.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visits

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-10 + C2-10=20
Practical Assignments	30
Subject related Projects	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>75</b>



**Bachelor of Visual Arts (BVA)**  
**BVA Animation IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	2D & 3D Assets and Animation (Practical)		
<b>Course Code</b>	BVA AN IV.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectives:**

- Develop Strong Drawing Skills for Animation : Master gesture drawing, silhouette design, and pose clarity to create expressive and dynamic character movements and Implement Visual Storytelling and Composition
- Apply Visual Design and Asset Optimization Develop skills in designing, texturing, and optimizing assets for efficient animation workflows.
- Animation Techniques, Build immersive scenes by combining animated assets, backgrounds, and visual effects and Software Proficiency: Gain hands-on experience with industry tools
- Asset Design and Development: Understand the fundamentals of 2D drawing and 3D modeling. Develop skills in creating characters, character walk cycles, object interactions, props, and environments with proper proportion and detailing.

**Contents**

**4 Hours per week**

- Using digital painting, vector graphics or traditional drawing methods to create 2D & 3D assets.
- Sprites, textures, UI elements, Icons vector graphics.
- Textures for 2D & 3D models game design, animation.
- 2D & 3D assets or elements in a three dimensional space, having length, widths and depts.
- Props, Vehicles, characters drawing.
- Anamorphic drawing or specific angle or isometric drawing.

**Work:** Life Study 3D sculpt, Semi Nude 3D Sculpt, Fantasy Character, Drama/video ref, Acting, Advance Acting, Quadrupeds walk, Aerial Locomotion, Social Awareness clip, Entertainment clip.

**Software:** Industry standard software.

**Medium:**

1. Pencil, pen & ink, monochrome color and mix-media with different techniques, etc.
2. Black & white, color & mixed media. Manual & System work.

**Submission:**

1. For the Internal Submission Students should submit **Minimum 24 works** on each practical's. Students must produce the works in studio hours.
2. Students must record observation and final output on record book/ Journal and posters
3. All observations and planning should be sketched on paper before using software's
4. Daily Min 10 - 30 sketches to be maintained on a sketch book
5. Workshop: Drama workshop, Submit: open file, digital print art work & hand works with file.
6. Subject wise assignment, PPT presentation and show reels submit per semester.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Foundation to work in both the traditional animation and modern digital industries. By mastering these skills, students are prepared for careers as **character designers, 3D modelers, animators, texture artists, environment designers**, 2D & 3D low poly, and more.
- Equip students with **problem-solving abilities, technical expertise**, and the **creative vision** necessary for succeeding in the highly competitive world of animation and game production.
- Imparting knowledge with practical assignments, 2d and 3d assets animation and explore software skills techniques, methods for enabling them to produce professional-quality graphics for various applications and career opportunities in the animation and game industries.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Animation IV Semester Course Content Onwards 2024-25**

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Motion Graphics & Stop Motion (Practical)		
<b>Course Code</b>	BVA AN IV.3	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>Credits</b>	03
<b>Internal Marks</b>	50	<b>Exam Marks</b>	50

**Learning Objectives:**

- Motion graphics: equip students with the skills to create engaging animated visuals, focusing on animation principles, software proficiency and effective communication through motion.
- Stop motion: Fundamental of the technique including types of materials, camera technique, editing software & storytelling.

**Contents**

**4 Hours per week**

**Motion Graphics**

- Learn a technique that utilizes motion in order to bring characters, objects, props, and more to life, 3D animation is added sparsely to enhance visual interest.
- Fundamental animation principles software skills.
- Introduction: Understanding what motion graphics are their role in multimedia & applications
- Animation principles: Learning key animation, concepts like a timing spacing, easing & anticipation etc.
- Visual Communication, Story boarding, kinetic typography with software skill.
- Interface software, key framing, effects compositing, layer, video, audio, output and rendering.
- The Animator's Survival Kit, Design for Motion: Fundamentals and Techniques of Motion Design, Motion Graphics: Principles and Practices from the Ground Up, the Art of Aardman, Stop Motion Filmmaking: The Complete Guide to Fabrication and Animation, Stop Motion: Craft Skills for Model Animation

**Stop Motion**

- Learn technique, where the frames are made out of any medium and then joined together to create the illusion of movement.

- 1. Clay animation- using clay or plasticine, 2. Cutout animation- using flat two dimensional object paper & cardboard. 3. Object animation- using object & styles. 4. Puppet animation- using paper craft, 5. Silhouette animation- using against a light background. 6. Illusion of movement using object change position taken photography frame by frame. 7. Flip book, zoetrope.

**Materials:** Cameras, smart phones, tripod, lighting, equipment, editing software.

**Medium:** Submit digital art work- open file, software supported file, JPG, PNG, video format and dimensions.

**Submission:** Submission should be in the form of Posters, crafts works and Video format (MP4)

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Students will be able to create and animate various graphic elements, including text, shapes, and images.
- Students will be able to design and implement motion graphics projects for different media, such as film, television and the web.
- Students will be able to communicate effectively using motion graphics, conveying messages and stories in a clear and engaging way.

**Pedagogy:** Demonstrations, PPT /slide shows and museum/gallery visit

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Animation IV Semester Course Content Onwards 2024-25**

Program Name	BVA Painting / Sculpture / Animation	Semester	Fourth Semester
Course Title	History of Western Art (Theory)		
Course Code	BVA AH IV.4	Total Marks	100
Contact hours	48 Hours	No. of Credits	03
Internal Marks	20	Exam Marks	80

**Learning Objectivities:** On successful completion of the course, the Students will be able to:

- Recognize Western Painting, Sculpture & architecture styles, techniques, (Greek, Roman, Byantine, Gothic etc.).
- Recognize the characteristics of different art & architectural styles & techniques.
- The study of this subject gives a deep insights & understanding of Western Art.

**Contents**

**3 Hours per week**

**Unit-1:** Prehistoric art of the west, Art of Mesopotemia, Sumeria, Assiria, Egyptian art architecture & sculpture- it's influence on the west.

**Unit-2:** Greek art, sculpture & architecture- art of crete Koras-Kore statues, Helenistic art, Roman art & architecture.

**Unit-3:** Byzantine Art of Renaissance study on the art of Giotto, Maichalengelo, Leonardo-da-vinci, Raphael.

**Unit-4:** Gothic art- it's influence on the western art & architecture mannerism.

**Unit-5:** Barogne art- Rubens, Rem brandt, Barnini, Rococo art.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- Explain Western Art, architectures & sculptures with deep insight.
- Proper Understanding on Western art & culture.
- This subject contributes to strengthen the visual literacy required in Western Art.

Formative Assessment for Theory C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**References:**

- Fine Arts in India & the West – Edita Tomorry
- ಪಾಶ್ಚಾತ್ಯ ದೃಶ್ಯಕಲೆಗಳು- ಡಾ. ಡಿ.ಎ. ಉಪಾಧ್ಯ.
- ಕಲಾಚರಿತ್ರೆ, ಸಂಪುಟ - ಪ್ರ: ಕರ್ನಾಟಕ ಶಿಲ್ಪಕಲಾ ಅಕಾಡೆಮಿ.
- Great artists- Series of books

**Bachelor of Visual Arts (BVA)**  
**BVA Animation IV Semester Course Content Onwards 2024-25**

**Elective / Optional** (Other than Animation Students)

Program Name	BVA Animation	Semester	Fourth Semester
Course Title	Digital Art-2 (Practical)		
Course Code	BVA AN IV.5	Total Marks	50
Contact hours	64 Hours	No. of Credits	02
Internal Marks	25	Exam Marks	25

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Thinking thorough knowledge and Exploration to enhance ability of creative skill on Digital art
- It is the initial step of expressing one self with a deeper insight,
- And also to answer the urges of expressing your self in Digital art.
- It begin with the focus on the understanding of basic elements of Digital art Composition. Andlike building up of grammar to be able to use it in the individual capacity in the process of Digital art

**Contents**

**4 Hours per week**

Introduction to Corporate Identity and its purpose study of its application to the various subjects or manufacturing products or consumer products or service – motif. To prepare Outdoor Media design like Posters. The advent of the Modern Poster the Character and Functions of Posters etc. Preparation of designs related to the Indoor Media Print media: Comic Books - Booklets - Leaflets Merchandising Media & all types of printing designs like Caricatures, Cartoons, book cover design, Magazine etc. Digital Art Media- Prepare Composition Realistic, Traditional, Folk, Tribble and Modern paintings. Matt painting. Etc.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- It helps to understand modern life as a sensitive expression in itself.
- It helps the students to understand the quality of digital art skill & life.
- It aims to develop confidence to self-employ ability.
- It Develops skill and its use to express thoughts,

**Medium:** Paper, Black & white, color & mixed media. Manual & System work.

**Submission:** 8 nos. finished works. (Manual and digital print) & 02 Sketch books of each 200 pages.

**Pedagogy:** Studio and outdoor work, demonstrations, slide shows and museum/gallery visit

Formative Assessment for Practical C1 & C2	
Assessment Occasion/ type	Marks
Internal Test	C1-5 + C2-5=10
Practical Assignments	10
Attendance / Classroom Participation	05
<b>Total</b>	<b>25</b>

**Bachelor of Visual Arts (BVA)**  
**BVA Animation IV Semester Course Content Onwards 2024-25**

**Compulsory Subjects**

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Presentation of Art Works (Practical)		
<b>Course Code</b>	BVA AN IV.6	<b>Total Marks</b>	50
<b>Contact hours</b>	48 Hours	<b>No. of Credits</b>	02
<b>Internal Marks</b>	50	<b>Exam Marks</b>	---

**Learning Objectivities:** On successful completion of the course, the Students will be able to

- Students will learn to create original animations from scratch. This includes developing ideas, storyboarding, designing characters, and producing final animated files & videos.
- A strong focus will be placed on building a creative portfolio. This will showcase their animation skills. Thinking thorough knowledge and Exploration to enhance ability of creative skill on computer art, the importance of technology in the field of visual art & animation.
- Students will also prepare for creative interviews. They will learn how to present their work clearly and answer technical questions with confidence.
- A key part of the training is learning to explain the creative process. Students should be able to describe their workflow, design choices, and problem-solving methods.
- Finally, they are encouraged to be honest about their strengths and areas for improvement. This shows professionalism and a mindset for growth.

**Contents**

**3 Hours per week**

**Unit-1:** Key features of an artist statement include: Your name. Your media, such as fundamental of animation, character creation, 2D & 3D assets and computer graphics. Your reason for making art. Your process for making art if it's unconventional or important to understand the work.

**Unit-2:** How can I explain artwork? How to Write the Perfect Artwork Description What inspired you to create the piece? What techniques did you use and why? What does it mean to you? What does it represent in terms of your artistic work as a whole?

**Unit-3:** Practical Display Format: You can present this on a wall, shell stands, notice board, custom exhibition stand, Modular Exhibition Stalls, Demo Reel or Show Reel, or digital display stall. Tell a fictional story. Manual hand work, A3/A2 size printed posters and digital display, Include Show reel projects and PPT, Title cards: Name, Project Title, Software, Clean, organized file structure for submission and Describe a personal experience.

**Unit-4: Mock Interview Round:** Portfolio Presentation / Portfolio Review (Animations, Storyboards, and Sketches, with all subject), Technical Questions Software Knowledge Test (Software, Tools, and Workflow), Problem-Solving Scenario Creative Round (Scenario-based questions), Creative Thinking Teamwork/Communication Check & Attitude.

**Unit-5:** How do you introduce your art? These might include brief background and explanatory information about what your art signifies or represents, what being an artist means to you, what drives you to create art, where your ideas or inspirations originate, how you incorporate them into your work, what your creative process is like and so on.

**Submission:** One PPT Presentation & One Assignment minimum 15 pages about art work.

**Course Outcomes (COs):** After the successful completion of the course, the student will be able to:

- ❖ Students will learn how to generate original ideas and develop strong animation concepts from scratch.
- ❖ It helps the students to understand the quality of digital art, animation skill & life.
- ❖ It aims to develop confidence to self-employ ability. It Develops skill and its use to express thoughts.
- ❖ They will be trained to confidently present their creative work, explain their process, and respond to questions during face-to-face interviews and viva exams.

**Pedagogy:** Demonstrations, PPT Project Show reel, Portfolio, Resume and visit to Digital Studio,

<b>Formative Assessment for Practical C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-10 + C2-10=20
Practical Assignments	25
Attendance / Classroom Participation	05
<b>Total</b>	<b>50</b>



**Bachelor of Visual Arts (BVA)**  
**BVA Animation IV Semester Course Content Onwards 2024-25**

**LANGUAGES**  
**(ALL DISCIPLINE)**

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	Kannada/Hindi (Theory)		
<b>Course Code</b>	BVA L IV.1	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 4th Semester Half of the syllabus

<b>Program Name</b>	<b>BVA Animation</b>	<b>Semester</b>	<b>Fourth Semester</b>
<b>Course Title</b>	English (Theory)		
<b>Course Code</b>	BVA L IV.2	<b>Total Marks</b>	100
<b>Contact hours</b>	64 Hours	<b>No. of Credits</b>	03
<b>Internal Marks</b>	20	<b>Exam Marks</b>	80

Prescribed as per Davangere University BA 4th Semester Half of the syllabus

<b>Formative Assessment for Theory C1 &amp; C2</b>	
<b>Assessment Occasion/ type</b>	<b>Marks</b>
Internal Test	C1-05 + C2-05=10
Theory Assignments	05
Attendance / Classroom Participation	05
<b>Total</b>	<b>20</b>

**Theory & Languages Question Paper Pattern  
(All Discipline)**

**III & IV Semester BVA Degree Examination, 20\_\_**

**QP Code:**

**Title of the Course:.....**

**Time: 03 hours**

**Max: marks: 80**

**Section-A**

**1. Answer all questions. Each question carries TWO marks.**

**10X2=20**

- a)
- b)
- c)
- d)
- e)
- f)
- g)
- h)
- i)
- j)

**Section-B**

**Answer any six of the following. Each question carries FIVE marks.**

**6X5=30**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

**Section-C**

**Answer any three of the following. Each question carries TEN marks.**

**3X10=30**

- 8.
- 9.
- 10.
- 11.

**Note:** While setting the question paper, select **at least two** questions from each unit for section A, **exactly two** questions from each unit for section B and **one** question from each unit for section C to maintain uniform distribution of questions.

**Dumb & Duff**

**Theory & Languages Question Paper Pattern  
(All Discipline)**

**III & IV Semester BVA Degree Examination, 20\_\_**

**QP Code:**

**Title of the Course:.....**

**Time: 03 hours**

**Max: marks: 80**

**Section-A**

**Answers All Questions  
(Multiple choice question)**

**10X2=20**

- |     |    |    |    |    |
|-----|----|----|----|----|
| 1.  | a) | b) | c) | d) |
| 2.  | a) | b) | c) | d) |
| 3.  | a) | b) | c) | d) |
| 4.  | a) | b) | c) | d) |
| 5.  | a) | b) | c) | d) |
| 6.  | a) | b) | c) | d) |
| 7.  | a) | b) | c) | d) |
| 8.  | a) | b) | c) | d) |
| 9.  | a) | b) | c) | d) |
| 10. | a) | b) | c) | d) |

**Section-B**

**Answer any six of the following. Each question carries FIVE marks. 6X5=30**

- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.

**Section-C**

**Answer any three of the following. Each question carries TEN marks. 3X10=30**

- 19.
- 20.
- 21.
- 22.
- 23.

**Elective / Optional Question Paper Pattern  
(All Discipline)**

**III & IV Semester BVA Degree Examination, 20\_\_**

**Course Code:**

**Title of the Course:**.....

**Time:** \_\_\_\_ hours

**Max: marks:** \_\_\_\_

**Instructions to the candidates:**

**Question:** \_\_\_\_\_

**Topics:**

**Medium:** .....

**Size:** .....

**(Below Process is Compulsory)**

- a) B/W key sketch            (Process-I/ Stage -I)
- b) Color key sketch        (Process-II/ Stage -II)
- c) Pre Final work           (Process-III/ Stage -III)
- d) Well finished Final work / Final presentation

\*\*\*\*\*

**Practical Question Paper Pattern  
(All Discipline)**

**III & IV Semester BVA Degree Examination, 20\_\_**

**Course Code:**

**Title of the Course:**.....

**Time: ..... hours**

**Max: marks: .....**

**Instructions to the candidates:**

**Question:** \_\_\_\_\_

**Topics:**

**Medium: .....**

**Size: .....**

**(Below Process is Compulsory)**

- a) B/W key sketch                      (Process-I/ Stage -I)
- b) Color key sketch                    (Process-II/ Stage -II)
- c) Pre Final work                      (Process-III/ Stage -III)
- d) Well finished Final work / Final presentation

Note: BOE Chairman or Examiner should be prepare the Practical Question Paper

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**Registrar**  
**Davangere University**  
**Shivangotri, Davangere**