



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 Sculpture

5th to 6th 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

V - SEMESTER								
Course Code	Title of the Course	Course Category	Credits	Per Week	Exam Hours	Exam Marks	IA	Total Marks
Major Courses								
BVA SC V.1	Creative Composition-I	P	6	8	10	100	100	200
BVA SC V.2	Modelling Full Figure-I	P	4	4	5	50	50	100
BVA SC V.3	Wood & Stone Carving-I	P	4	4	5	50	50	100
Minor Courses								
BVA MA V.4	Modern Indian Art	T	3	3	3	80	20	100
BVA SC V.5	Photography	P	3	3	5	50	50	100
Total			20	34		330	270	600

Note:

- BVA** - Bachelor of Visual Arts
SC - Sculpture
V - Fifth Semester
1 - Course One
T - Theory
P - Practical


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


Registrar
Davangere University
Shivagangotri, Davangere.


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Faculty of Arts
Davangere University
Shivagangotri, Davangere-07

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

Bachelor of Visual Arts (BVA)
BVA V Semester Course Content Onwards 2024-25

Program Name	BVA Sculpture	Semester	Fifth Semester
Course Title	Creative Composition-I (Practical)		
Course Code	BVA SC V.1	Total Marks	200
Contact hours	128 Hours	No. of Credits	06
Internal Marks	100	Exam Marks	100

Learning Objectivities: 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 creative compositions using every day sketches of objects, nature studies, human figures and animals etc.
- Creative Compositional exercises based on studies of objects and groups in space.

Contents	8 Hours per week
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Compositions abstract or based on relevant subjects and the environment with creativity and supported by preparatory studies and techniques for developing individual creative expression.

Students are expected to explore the composition various media including mix media utilizing the freedom and understanding of sculptural composition. Further, this sense of composition can be applied to derive and construct various dimensions with figurative and nonfigurative forms.

Explore materials like terracotta, wood, stone carving, metal casting, metal sheets and other industrial and man-made material, Digital Sculpting.

Scope: The student will explore Environmental and interior-exterior sculpture. One can facilitate the development of an understanding of architectural art, its history and technical concept of the site-specific and contemporary sculpture practice.

Guideline: The student should study and work with contemporary industrial products, creative process of making a design, representational, voluminous and architectonic nature of architecture, utilization of space as in site-specific art and the like.

Medium: Clay, Terracotta, Stone, Wood, Metal, Cement, Mix 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 creative composition.
- Enhancing the skill of using clay and creative compositional values.
- Using different mediums to get knowledge of materials character, handling techniques and able to choose mediums according to the ideas of thoughts.

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	55
Subject related Projects	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
Total	100

Bachelor of Visual Arts (BVA)
BVA V Semester Course Content Onwards 2024-25

Program Name	BVA Sculpture	Semester	Fifth Semester
Course Title	Modelling Full Figure-I (Practical)		
Course Code	BVA SC V.2	Total Marks	100
Contact hours	64 Hours	No. of Credits	04
Internal Marks	50	Exam Marks	50

Learning Objectivities: The students will be able to:

- Understanding the anatomical structure of human body as well as animals' anatomy.
- Get an idea to build an armature according to the model posture and size, using wire, iron, bamboo, wood etc.
- Students expose the body language and facial expressions of the model.

Contents	4 Hours per week
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Animal Sculpture Introduction: Closely aligned with the figurative animal forms, allows more freedom of expression, both in term of materials, techniques, and styles. Using an animal theme within sculpture means that a greater range of forms is available. References to traditional, folk representations help in stylization.

Contents: Detailed Animal-study to be undertaken, insisting on the 'resemblance' of animals i.e. naturalistic studies. At the same, bring out the inner character that tend towards realistic or semi realistic forms. The study material should involve animals domesticated as pets (cats, dogs etc.) to semi-domesticated animals such as horses, birds or wild animals. Various industrial product and materials could be involved in such exercises.

Scope: Execution of different forms in motion, building of balanced structures will be best understood with animal studies. At the same, one can bank upon this exercise for his/her creative or contemporary sculptural practice. With the aid of closer study of samples from Animal-studies, one can avail opportunities as animators, modelling in various new technology as well as to establish as an expert sculptor of animal forms.

Guideline: Study Naturalistic (in order to bring in eye hand coordination in reference to the life around) and symbolic animal sculpture from tribal & folk practice from a cross section of time and space, from Indian, Greek, Roman, Classical, Modern and Contemporary animal-sculpture work
6th SEMESTER
BVA. SCULPTURE

Medium: Terracotta, POP, Fiber glass, Metal, Wood etc.

Submission: 4 nos. finished works

Size: Suitable to the media.

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

- Students able to characteristic portraiture and life size full figure sculpture in various mediums like clay, pop, fiber glass, bronze etc.
- Gain knowledge to display public sculpture in outdoor complete idea of pedestal installation and fixing techniques of statue in different places.

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	25
Attendance / Classroom Participation	05
Total	50

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

Program Name	BVA Sculpture	Semester	Fifth Semester
Course Title	Wood & Stone Carving-I (Practical)		
Course Code	BVA SC V.3	Total Marks	100
Contact hours	64 Hours	Credits	04
Internal Marks	50	Exam Marks	50

Learning Objectivities: The students will be able to:

- In this removing proses like carving, chiseling, hammering they get knowledge to use naturalistic materials.
- Use electronic machines to cutting, chiseling and finishing.
- Work with different kind of wood like smooth & hard soft stone to granite stone.
- Plan according to the material size & shape.

Contents	4 Hours per week
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Wood Carving:

Marquette for carving and elaborate practice for skillful handling of tools and materials. Preparation the Marquette is for the wood carving work, wood inlay, drawing handling the tools study of different types of wood from a design one composition using bird, animal or human figure in round and relief suitable for wood.

Advanced study of Marquette for wood carving and elaborate practice for skillful preparation of the Marquette in wood inlay and study of different types of wood from a design, composition using in round and relief styles suitable for wood.

Stone Carving:

1. Nature of stone soft and hard: types of stone, carving by direct method indirect carving by pointing device and in cage method for processional experience.

2. Nature of Stone and its possibilities in sculpture in round and relief composition suitable for open air Marquette's foster visualizing of a composition within a given black, exercises with plaster and clay blocks methods of carving by stages.

Advanced study of - nature of stone soft and hard: types of stone, carving by direct method indirect carving by pointing device and in cage method for processional experience. Nature of Stone and its possibilities in sculpture in round and relief composition suitable for open air Marquette's foster visualizing of a composition within a given black, exercises with plaster and clay blocks methods of carving by stages.

Scope: Students will explore environmental and interior, exterior sculpture one can facilities the development of an understanding of carving techniques use the electric machines.

Guideline: The student should work with contemporary naturalistic, design, products, creative process of carving a design forms and figurative and animal structures.

Medium: Stone, wood, cement block, thermocol block etc.

Submission: 4 nos. finished works

Size: According to the media & time line

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

- Carving techniques to get knowledge use electrical machinery.
- Like CNC machine, 2D, 3D printing method chance to shape their ideas in easy way with new vision.
- Without mould and casting produce direct work.

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	25
Attendance / Classroom Participation	05
Total	50

Bachelor of Visual Arts (BVA)
BVA V Semester Course Content Onwards 2024-25

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

Learning Objectivities: The Students will be able to:

- To recognize different visual art styles & techniques of Modern Indian Art.
- Understand different ideologies which established in Modern Indian Art.
- Understand the different Modern technologies which are appearing in Modern Indian Art.

Contents	3 Hours per week
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Unit-1: Arrival of British academic art in India. Raja Ravi Varma- Bengal art movement- Nandalal Bose, Avanindranath Tagore, Asit kumar Aldar, Gaganedranath Tagore. British academic style v/s Indian Nationalist movement in art. Amrita Shergil's influence on Indian art- progressive artists groups- Calcutta group, Bombay progressive artists group, Delhi shilpichakra.

Unit-2: Establishment of Cholamandala Kala grama (Cholamandala artists' village)- its impact on visual artists of South India- Special reference to K.C.S Panikkar and his followers. Modern art in Karnataka- We 4 group, modern art in art education of Karnataka's art schools / art collages – Ken school, Karnataka Chitrakala Parishath, Ideal Fine Art School / MMK College of Visual Arts, Kalburgi, CAVA- Mysuru, Visual Arts College, Davangere etc.

Unit-3: Role of Visual art colleges in introducing modern art in India- Shantiniketan, Fine Art Dept- M.S. University Baroda, Fine Art College Delhi, J.J.School of Art Mumbai, Role of National Lalitkala Academy New Delhi, AIFACS, NGMA New Delhi- Its regional centers, Lalitkala Academies / Fine Art academies of the states.

Unit-4: Introduction to Animation- Basics & Fundamentals Definition of Animation, 12 principles of animation, Live Action, Illusion of Motion. Types of Animation 2D Animation, 3D Animation, Stop Motion, Cut-out Animation, Motion Graphics, Experimental Animation. Animation software history Industry Standards Software's Milestones and Digital Revolution Adobe software, Ton Boom, Cinema AI.

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

- Recognize styles & techniques of the Modern Indian Art.
- Understand the different ideologies of the Indian modern art.
- Recognize the themes of different modern visual art trends in visual arts schools / colleges of modern India.
- Recognize technological elements used in Indian Modern Art.

Pedagogy: Lectures, Presentations, Seminars, discussions, workshop and museum/gallery/site visits

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

References	
1	History of fine arts in India and the west- Edith Tomorry
2	Art and Visual Culture in India, 1857-2007 Gayatri Sinha
3	Contemporary Indian Art and other Realities-Yashdthara Dalmia
4	Trends in Indian Painting by Manohar Kaul.
5	Lalitkala Contemporary Series published by National Lalitkala Academy- New Delhi.
6	Contemporary Art in India- Pranath Mago
7	Books published by Karnataka Lalitkala Academy, B'lore- Impressionism, Expressionism, Post-impressionism, Modern art etc.
8	Kalavarthe- published by Karnatkaka lalitkala academy, B'lore.

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

Program Name	BVA Sculpture	Semester	Fifth Semester
Course Title	Photography (Practical)		
Course Code	BVA SC V.5	Total Marks	100
Contact hours	64 Hours	Credits	04
Internal Marks	50	Exam Marks	50

Learning Objectivities: The students will be able to:

- Demonstrate by creating images that evoke an emotional response.
- Apply the principles of lighting and color theory to a variety of photographic scenarios by evaluating and adjusting light and color to create quality images.
- Apply the mechanics of exposure to control light and influence the final product.
- Apply principles of composition to produce professional images.
- Select and use photographic equipment and technologies appropriate to the task.
- Work effectively individually and as a member of team, demonstrating time management, organizational, and interpersonal skills.

Contents	4 Hours per week
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Introduction to photography, History of Photography, Introduction to advanced photography, Evolution of cameras, Photography as Industry, Importance of Photography. Introduction to Light and Advanced Lighting, Introduction to composition and its complexities, Introduction to Different types Cameras & Accessories. Understanding different kinds of Lenses, Mastering Exposure Triangles, Advanced Camera controls, Professional approach for Shooting People, product and places. Sports, Travel, Environment, Photo journalism, Fashion, Science photography, Wedding photography, Model, Product, planning photograph, Advanced Digital workflow. (Post production techniques - Introduction to soft wares, file formats and understanding color.

Medium: Photo Print

Submission: 10 nos. finished works.

Course Outcomes (COs): After the successful completion of the course, the student will be able to: Student can work as a wildlife photographer, fashion photographer, wedding photographer, travel photographer, commercial photographer and much more. Photographers can work in the advertising industry for newspaper publishers, press and magazines.

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	25
Attendance / Classroom Participation	05
Total	50



DAVANGERE UNIVERSITY

Course: ELEMENTARY RESEARCH METHODOLOGY BA/BSW/BVA Programs as per SEP-2024

Course Credit	No. of Hours Per Week	Total No. of Teaching Hours
2 Credits	2 Hrs	32 Hrs

Course Objectives

1. To gain understanding of nature and relevance of social science research and its application in the study of social phenomena
2. To learn steps and process of formulation of research design and carry out the same
3. To develop familiarity with qualitative and quantitative research methods
4. To learn how to prepare tools for collection of data
5. To learn process of data collection, organization, presentation, analysis and report writing

Learning Outcomes

1. Able to conduct research, and to do this with an understanding of the application of different methods and tools
2. Able to develop skills of data collection, organization, presentation, analysis and report writing

Unit I: Introduction to Research:

Chapter-1: Research: Concepts, Meaning, Definitions, Objectives, Characteristics, and Scope.

Chapter-2: Basic Elements and types of Research: Concepts, Constructs, Variables, Hypothesis. Types of Research: Pure (basic, fundamental) and applied research, qualitative and quantitative.

Chapter-3: Research Process: Identification and Formulating a Research Problem, Research objectives, Review of literature, Research designs, Sampling, Data Collection, Analysis & Interpretation

Unit II: Research Design and Sampling:

Chapter-4: Research Design: Concept and its importance in research, Features of a good research design. Types of Research Design – Exploratory, Explanatory, Descriptive, Experimental and Case study method

Chapter-5: Sampling Framework – Universe, Population, Sample, and Sampling Techniques

Chapter-6: Types of Sampling: Probability and Non-Probability Sampling

Unit III: Sources of data and Data Collection:

Chapter-7: Sources of Data: Primary and Secondary

(P.T.O)

Chapter-8: Tools and Techniques of Data Collection: Quantitative: Survey, Interview Schedule, Interview Guide and Questionnaire

Chapter-9: Qualitative: Observation, In-depth Interview and Focus Group Discussion, and Case Study

Unit IV: Data Processing and Report Writing:

Chapter-10: Processing and Presentation of Data (Analysis and Interpretations)

Chapter-11: Statistics: Meaning, Definition, Scope, Functions and Limitations, Application of Basic statistics in research

Chapter-12: Research Report: Significance of Research report, abstract and keywords, structure and contents.

REFERENCES:

An Introduction to Research Methodology: Authored by B.L. Garg, R. Karadia, F. Agarwal, and U.K. Agarwal (2002),

Black, J. and Champion, D. (1976). Methods and Issues in Social Research. New York, N.Y.: Wiley.

Bryman, Alan (2016), Social Research Methods. 5th Edition. London: Oxford University Press.

Cook, Thomas D Cook and Reichardt, eds (1979). Qualitative and Quantitative Methods in Evaluation Research. CA: Sage

Creswell, JW (1994). Research Design: Qualitative and Quantitative Approaches. CA: Sage Publications.

Denzin, N.K. and Lincoln, Y.S. Eds (2017). The Sage Handbook of Qualitative Research. Sage

Gupta, S.C., (2012), Fundamentals of Statistics, 7th revised ed., Himalaya Publishing House, New Delhi.

Kerlinger, F. (1986). Foundations of Behavioral Research. New York: Holt, Rinehart and Winston.

Kothari, C.R., (2004), Research Methodology – Methods and Techniques, 2nd ed.,


Kumar, R., (2006), Research Methodology, 2nd ed., Pearson Education, New Delhi.

Laldas, D. K., (2000), Practice of Social Research, Rawat Publication, New Age International (P) Ltd., New Delhi.

Neuman, W. L. (2014). Social Research Methods- Qualitative and Quantitative Approach. 7th Edition. New Delhi: Pearson Education India.

Note; Elementary Research Methodology course shall be allotted by the Principal, considering the workload of the faculty members of different streams and within the faculty.


Registrar
Davangere University
Shivagangotri, Davangere


30/5/2026
DEAN
Faculty of Arts
Davangere University
Shivagangotri, Davangere-07

DAVANGERE UNIVERSITY
UNIVERSITY COLLEGE OF VISUAL ARTS
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Bachelor of Visual Arts (BVA) Semester Scheme


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

BVA SCULPTURE COURSE

VI - SEMESTER								
Course Code	Title of the Course	Course Category	Credits	Per Week	Exam Hours	Exam Marks	IA	Total Marks
Major Courses								
BVA SC VI.1	Creative Composition-II	P	6	8	10	100	100	200
BVA SC VI.2	Modelling Full Figure-II	P	4	4	5	50	50	100
BVA SC VI.3	Wood & Stone Carving-II	P	4	4	5	50	50	100
Minor Courses								
BVA MA VI.4	Modern Western Art	T	3	3	3	80	20	100
BVA SC VI.5	Computer Graphic Design	P	3	3	5	50	50	100
Total			20	34		330	270	600

Note:

- BVA** - Bachelor of Visual Arts
SC - Sculpture
VI - Sixth Semester
1 - Course One
T - Theory
P - Practical


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

Bachelor of Visual Arts (BVA)
BVA VI Semester Course Content Onwards 2024-25

Program Name	BVA Sculpture	Semester	Sixth Semester
Course Title	Creative Composition-II (Practical)		
Course Code	BVA SC VI.1	Total Marks	200
Contact hours	128 Hours	No. of Credits	06
Internal Marks	100	Exam Marks	100

Learning Objectivities: 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 creative compositions using every day sketches of objects, nature studies, human figures and animals etc.
- Creative Compositional exercises based on studies of objects and groups in space.

Contents	8 Hours per week
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Student will undertake individual project work to arrive at a self-derived style of composition. Hence they will begin to apply the newly learnt representational skill to communicate their ideas.

Students are expected to experiment with variety of materials and techniques, extend their experience and understanding to their chosen creative composition.

Scope: Understanding of material and method with individual outlook is insisted in this case. Students should explore their concept and ideas in the field of fine art as well as its commercial & industrial applications.

Guidelines: The student shall study the development of Modern sculpture after 1960s, experimented through conventional, industrial, and man-made products. Contemporary works of Indian, Western, American, Asian and Australian sculptor's works are to be thoroughly grasped.

Medium: Clay, Terracotta, Stone, Wood, Metal, Cement, Mix 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 creative composition.
- Enhancing the skill of using clay and creative compositional values.

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	55
Subject related Projects	10
Subject related activities like, Quiz, seminar, Team activities	10
Attendance / Classroom Participation	05
Total	100

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

Program Name	BVA Sculpture	Semester	Sixth Semester
Course Title	Modelling Full Figure-II (Practical)		
Course Code	BVA SC VI.2	Total Marks	100
Contact hours	64 Hours	No. of Credits	04
Internal Marks	50	Exam Marks	50

Learning Objectivities: The students will be able to:

- Understanding the anatomical structure of human body as well animals' anatomy.
- Get an idea to build an armature according to the model posture and size, using wire, iron, bamboo, wood etc.
- Students expose the body language and facial expressions of model.

Contents	4 Hours per week
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Introduction: A figure study is important to understand the human, animal and birds, their bodies, inner structures & characters. Human form has been the basis of art since the beginning of time, across cultures. A diverse range of sculptures is produced nowadays, ranging from the classically inspired to figures constructed by new materials and technology, as well as by contemporary issues.

Contents: Apart from academic studies, students are expected to explore the human body language with different organic and industrial materials. Direct application of materials and techniques will encourage figure-study. It shall also take into consideration the progress of the overall composition.

Scope: Apart from making statues for public spaces, one can create abstract forms of human figure. And then, they can focus upon a developing a constructive approach towards the profession of architectural related sculpture and environmental sculpture. This study will also help towards figurative visual merchandising, window designing and set designing.

Guideline: Reference can be taken from various Indian, Western and American master sculptor.

Contemporary figurative works of Cubism, Constructivism, and Postmodern figurative sculpture to be studies.

Medium: Terracotta, POP, Fiber glass, Metal, Wood etc.

Submission: 4 nos. finished works

Size: Suitable to the media.

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

- Students able to do the dignified, characteristic model in different media & size.
- Get perspective knowledge, pedestal design, installation & fixing techniques.

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	25
Attendance / Classroom Participation	05
Total	50

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

Program Name	BVA Sculpture	Semester	Sixth Semester
Course Title	Wood & Stone Carving-II (Practical)		
Course Code	BVA SC VI.3	Total Marks	100
Contact hours	64 Hours	Credits	04
Internal Marks	50	Exam Marks	50

Learning Objectivities: The students will be able to:

- Free hand carving and use machines and software fully electronic machineries in creative and commercial world.
- Laser machine, CNC, 2D & 3D models and decorative moving designs to different architecture designs.
- Learn figurative & geometrical forms and use different media like stain steel, iron, bronze in contemporary art.

Contents	4 Hours per week
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Wood Carving:

Marquette for carving and elaborate practice for skillful handling of tools and materials. Preparation the Marquette is for the wood carving work, wood inlay, drawing handling the tools study of different types of wood from a design one composition using bird, animal or human figure in round and relief suitable for wood.

Advanced study of Marquette for wood carving and elaborate practice for skillful preparation of the Marquette in wood inlay and study of different types of wood from a design, composition using in round and relief styles suitable for wood.

Stone Carving:

1. Nature of stone soft and hard: types of stone, carving by direct method indirect carving by pointing device and in cage method for processional experience.

2. Nature of Stone and its possibilities in sculpture in round and relief composition suitable for open air Marquette's foster visualizing of a composition within a given black, exercises with plaster and clay blocks methods of carving by stages.

Advanced study of - nature of stone soft and hard: types of stone, carving by direct method indirect carving by pointing device and in cage method for processional experience. Nature of Stone and its possibilities in sculpture in round and relief composition suitable for open air Marquette's foster visualizing of a composition within a given black, exercises with plaster and clay blocks methods of carving by stages.

Scope:

- Student will explore interior & exterior architecture design, decorative, folk and traditional impact.
- Same time software and technology use in art work.

Guideline:

- Observe our surroundings, nature & society.
- Sensitive, beauty & aesthetics knowledge is more importance to create new things.

Medium: Stone, wood, cement block, thermocol block etc.

Submission: 4 nos. finished works

Size: According to the media & time line

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

- Carving techniques to get knowledge use electrical machinery.
- Like CNC machine, 2D, 3D printing method chance to shape their ideas in easy way with new vision.
- Without mould and casting produce direct work.

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	25
Attendance / Classroom Participation	05
Total	50

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

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

Learning Objectivities: The Students will be able to:

- Learn to recognize modern art styles of the West.
- Understand western art insights with in depth learnings.
- Understand art in relation to its socio-political, cultural, economic and material context.

Contents	3 Hours per week
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Unit-1: Background of the birth of modern art. Socio-political development in Europe in the 19th Century. Redefinition of meaning, purpose and functions of art. Impressionism & Post impressionism background study on the master painters of Impressionism & post impressionism Pissavo, Auguste Renoir, Barthe Marisot, Paul Cezanne, Paul Gaugin, Vincent Van Gogh etc.

Unit-2: Pointalism-Pissari, Fauvism Henri Matisse, Andre Derain, Futurism Umbretto Boccion, Marcel Duchamp Expressionism- Edvard munch, Paul klee, Wassily Kandinsky, Mark Rothko, Franz mark. Francis Picabia, Andre Breton, Surrealism-Max Ernst, Salvador Dali, Giorgiod; Chirico, Abstract Art-Kandinsky, Paul Klee, Henry Moor.

Unit-3: Abstract Expressionism- Arshile Gorky, Jackson Pollock, William di Kooning, Cubism-George Broque, Pablo Picasso, Pop Art, Op Art, Collage art, Action painting, conceptual art, Installation Art etc.

Unit-4: Pre-Animation & Early Motion Devices- Before Cinema Era: Cave paintings & sequential art, Shadow puppetry, Folk & miniature paintings (India & World) Optical devices- Thaumatrope, Phenakistoscope, Zoetrope, Praxinoscope and Flipbook. National Film Award for Best Animated Film and Animation in Films, TV, Games, Advertising. 21st century Specialized top Modern animation Director, Editor and VFX artist, type of film production, 2D & 3D pipeline

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

- Recognize modern paintings, sculptures, architectures styles of the West.
- Find out the difference between the various western art styles & techniques.
- Understand various modern art styles of the western countries like England, France & Germany etc.

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

References	
1	History of fine arts in India and the west- Edith Tomorry
2	Essential History of Art- published by paragon book
3	The History of Western Art- Prof. Jayprakash Jagtap
4	Lalitkala Contemporary Series published by National Lalitkala Academy- New Delhi.
5	Contemporary Art in India- Pranath Mago
6	Books published by Karnataka Lalitkala Academy, B'lore- Impressionism, Expressionism, Post-impressionism, Modern art etc.

Bachelor of Visual Arts (BVA)
BVA VI Semester Course Content Onwards 2024-25

Program Name	BVA Sculpture	Semester	Sixth Semester
Course Title	Computer Graphics Design (Practical)		
Course Code	BVA SC VI.5	Total Marks	100
Contact hours	64 Hours	Credits	04
Internal Marks	50	Exam Marks	50

Learning Objectivities: The students will be able to:

- Computer graphics within an Applied Art program focuses on developing practical design skills using digital tools for various commercial applications like advertising, branding, and illustration.
- Techniques for translating anatomical accuracy into expressive visual forms and creating digital illustrations for various platforms.
- To familiarize students with the diverse professional applications of computer graphics, such as advertising design, packaging, corporate identity, animation, web design, and multimedia art.
- To develop the practical and entrepreneurial skills needed to produce work for commercial and social contexts, ensuring designs meet professional standards and can be developed for various media, including web-based platforms, print, and video.

Contents	4 Hours per week
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Unit-1: Introduction to Corel draw, Adobe illustrator - practicing the tools & creating special effects. The most impressive art work in the digital media, like drawings, vector arts, designs, logos and corporate designs, etc. The visuals and own concept the illustrated on digital format.

Unit-2: Introduction to Adobe Photoshop - practicing the tools and to develop skills in creating images, photographs, Image creation, manipulation, photo retouching, and digital painting. Layout designs for press media, poster and others media etc. Creative Visualization for the better understanding of Print and Publishing Media.

Unit-3: Introduction to Adobe InDesign- For page layout and desktop publishing.

Unit-4: Introduction to web designing - the presentation, web page designing, basics web designing, Portfolio designing.

Medium: Computer / Laptop


Submission: 08 works with open files.

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

- Understand the basics computer graphic design, different graphics systems and applications of computer graphic design.
- Use of geometric transformations on graphics objects and their application in composite form.
- Extract scene with different clipping methods and its transformation to graphics display device.

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	25
Attendance / Classroom Participation	05
Total	50


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