PANDIT LAKHMI CHAND

STATE UNIVERSITY OF PERFORMING   AND VISUAL ARTS, ROHTAK

(A State University established under Haryana Act No. 24 of 2014)

FACULTY OF VISUAL ARTS
DEPARTMENT OF ANIMATION AND MULTIMEDIA
BACHELOR OF VIISUAL ARTS (ANIMATION AND MULTIMEDIA)
SCHEME OF EXAMINATION AND SYLLABUS
Programme Code: BVA
Duration – 4 Years Full Time
CHOICE BASED CREDIT SYSTEM
ACADEMIC SESSION 2019-20 ONWARDS

SCHEME OF EXAMINATION

SEMESTER - III

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total Marks	Duration of Examination
BVA/AM/301	Story Board –I	CORE	06	45	105	150	**Portfolio Submission/ Jury/Viva**
BVA/AM/302	Basic Drawing	CORE	06	45	105	150	
BVA/HA/303	History of Art-I (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/304	Aesthetics-I (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/305	Method & Materials-I (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/306	Material Study	SEC	05	40	85	125	**Portfolio Submission /Jury/Viva**
BVA/AM/307A	Clay Modelling **OR**	SEC	05	40	85	125	
BVA/AM/307B	Stop Motion-I **OR**						
BVA/AM/307C	Advance Perspective						
BVA/OE/310	Illustration	OE	02	15	35	50	
BVA/OE/311	Mural	OE	02	15	35	50	
Total			**32**	**245**	**555**	**800**	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

SEMESTER - IV

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total	Duration of Exam.
BVA/AM/401	Story Board –II	CORE	06	45	105	150	Portfolio Submission/ Jury/Viva
BVA/AM/402	Character Design – I	CORE	06	45	105	150	
BVA/HA/403	History of Art-II (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/404	Aesthetics-II(Theory)	DSE	02	15	35	50	2 hours
BVA/AM/405	Method and Materials-II(Theory)	DSE	02	15	35	50	2 hours
BVA/AM/406	Environment Design –I	SEC	05	40	85	125	Portfolio Submission/ Jury/Viva
BVA/AM/407A	Figure Drawing **OR**	SEC	05	40	85	125	
BVA/AM/407B	Stop Motion-II **OR**						
BVA/AM/407C	Graphic Design- I						
BVA/OE/410	Illustration	OE	02	15	35	50	
BVA/OE/411	Mural	OE	02	15	35	50	
Total			**32**	**245**	**555**	**800**	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

SEMESTER - V

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total Marks	Duration of Examination
BVA/AM/501	Basic Modelling	CORE	06	45	105	150	Portfolio Submission/ Jury/Viva
BVA/AM/502	Character Design – II	CORE	06	45	105	150	
BVA/HA/503	History of Art-III (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/504	Aesthetics-III (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/505	Method & Materials-III (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/506	Environment design-II	SEC	05	40	85	125	Portfolio Submission/ Jury/Viva
BVA/AM/507A	Dynamic Drawing **OR**	SEC	05	40	85	125	
BVA/AM/507B	Graphic Design-II						
BVA/OE/510	Illustration	OE	02	15	35	50	
BVA/OE/511	Mural	OE	02	15	35	50	
Total			**32**	**245**	**555**	**800**	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

SEMESTER – VI

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total Marks	Duration of Examination
BVA/AM/601	Advance Modelling	CORE	06	45	105	150	Portfolio Submission/ Jury/Viva
BVA/AM/602	Texturing & Rendering- I	CORE	06	45	105	150	
BVA/HA/603	History of Art-IV (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/604	Aesthetics-IV (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/605	Method & Materials-IV (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/606	Props & Weapon Design	SEC	05	40	85	125	Portfolio Submission /Jury/Viva
BVA/AM/607A	Photography-I OR	SEC	05	40	85	125	
BVA/AM/607B	Digital Painting						
BVA/OE/610	Illustration	OE	02	15	35	50	
BVA/OE/611	Mural	OE	02	15	35	50	
Total			32	245	555	800	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

ONE MONTH SUMMER TRAINING IN INDUSTRY AFTER 6TH SEMESTER TO BE CARRIED OUT WITH A REPORT SUBMISSION.

SEMESTER - VII

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total Marks	Duration of Examination
BVA/AM/701	Rigging Animation- I	CORE	08	60	140	200	Portfolio Submission/ Jury/Viva
BVA/AM/702	Texturing & Rendering- II	CORE	08	60	140	200	
BVA/HA/703	History of Art-V (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/704	Aesthetics-V (Theory)	DSE	02	15	35	50	2hours
BVA/AM/705	Method and Materials-V (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/706	Video Editing & VFX-I	SEC	05	40	85	125	Portfolio Submission/ Jury/Viva
BVA/AM/707A OR BVA/AM/707B	Photography- II OR Digital Sculpting- I	SEC	05	40	85	125	
Total			32	245	555	800	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

SEMESTER - VIII

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total Marks	Duration oof Examination
BVA/AM/801	Rigging Animation- II	CORE	08	60	140	200	Portfolio Submission/ Jury/Viva
BVA/AM/802	Video Editing & VFX-II	CORE	08	60	140	200	
BVA/HA/803	History of Art-VI (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/804	Aesthetics- VI (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/805	Method & Materials-VI (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/806	Digital Sculpting- II	SEC	05	40	85	125	Portfolio Submission/ Jury/Viva
BVA/AM/807A	Showreel **OR**	SEC	05	40	85	125	
BVA/AM/807B	Maya Dynamics						
			32	245	555	800	

Note: **Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)**

SYLLABUS

SEMESTER - III

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total	Duration of Examination
BVA/AM/301	Story Board –I	Core	06	45	105	150	Portfolio Submission/ Jury/Viva
BVA/AM/302	Basic Drawing	Core	06	45	105	150	
BVA/HA/303	History of Art-I (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/304	Aesthetics-I (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/305	Method and Materials-I (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/306	Material Study	SEC	05	40	85	125	Portfolio Submission /Jury/Viva
BVA/AM/307	Clay Modelling	SEC	05	40	85	125	
BVA/AM/308	Stop Motion-I						
BVA/AM/309	Advance Perspective						
BVA/OE/310	Illustration	OE	02	15	35	50	
BVA/OE/311	**Mural**	OE	02	15	35	50	
	Total		32	245	555	800	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

Paper–1 : Story Board-I

Paper Code : BVA/AM/301   **Course Credits : 06**

Course content:
- Introduction to storyboard, basic training, comic/book storyboard, camera angle, organized project, basic drawing, Illustration skills

Paper–2 : Basic Drawing

Paper Code : BVA/AM/302   **Course Credits : 06**

Course content:
- Fundamentals of Drawing
- Form Understanding
- Value & Lighting
- Shapes, Silhouettes
- Composition

Paper–3 : History of Art - 1 (Theory)

Paper Code : BVA/HA/303   **Course Credits : 02**

Course Objective:

- The objective of teaching history of art is to acquaint the students with visual cultures from the earliest time to the present. The course is designed on the conviction that the learners can understand its relation to his own time and the technology at his command through an awareness of the relationship to his artistic predecessors.

Course Contents:

Module I:

- Mauryan Period, Sunga Period, Kushan Period, Gandhara Period

Module II :

- Ceylon, Cambodia

Module III:

- Early Christian Period

Textbooks & References:

1.   Dasgupta, S.N. : Fundamentals of Indian Art.
2.   Coomaraswamy, A.K. : History of Indian and Indonesian Art.
3.   Janson : History of Art.
4.   Gardener, Helen : Art through the ages.
5.   Rowland, Benjamin : The Art and Architecture of India.
6.   Bhattacharya, S,,K, : The Story of Indian Art.
7.   Shivaramaurti : 5000 Years of Indian Art.
8.   Tomory, Edith : A History of Fine Arts in India and West.
9.   Coomaraswamy, A.K. : Dance of Shiva.
10.   Coomaraswamy, A.K. : Transformation of Nature in Art.
11.   Croce, Beneditto : Aesthetics.
12.   Bosanquet : History of Aesthetics.
13.   Van Loon : Art of Mankind.
14.   Van Loon : Civilization of Mankind.
15.   Bazin, Gerrmain : Concise History of Art. Vol. 1 & 2.
16.   Binyon, Lawrence : Introduction of Chinese Art.
17.   Rowland, Benjamin : History of Indian and Indonesian Art.
18.   Berenson, Bernard : Italian Painters of the Renaissance.
19.   Read, Herbert : Art Now
20.   Read, Herbert : Grassroot of Art.
21.   Arnason, H.H. : History of Modern Art.
22.   Janson : History of Painting.
23.   Newton, Eric : History of Western Painting.

Paper–4 : Aesthetics-I (Theory)

Paper Code : BVA/AS/304   **Course Credits : 02**

Course Objective:
- This course is essential for all the students acquiring fine arts skill to improve their sense of beauty. An artist must have a clear concept regarding theory of beauty to execute their idea in proper way.

Course Contents:

Module I :
- The importance of Aesthetics for a fine artist; Introduction to Indian Aesthetics and its brief historical background; Concept of beauty based on ancient scriptures and their relevance of art.

Module II:
- Elements of art- Five Schools of Indian Aesthetics; Inter-relationship of Visual and performing art.

Textbooks & References:
1. Hospers, John : Introductory Reading in Aesthetics.
2. Croce, Beneditto : Aesthetics.
3. Bosanquet : History of Aesthetics.
4. Carritt, E. F. : Philosophy of Beauty.
5. Read, Herbert : Art Now.

Paper–5 : Method & Materials-I (Theory)

Paper Code : BVA/AM/305   **Course Credits : 02**

Course objective:
The objective of the course is to deliver the basics of computer and its application in terms of theoretical knowledge.

Course Content:
- Different Art Forms of Animation.
- Role of Elements and Principals of Art.
- Role of Animation in Advertising.

Paper–6 : Material Study

Paper Code : BVA/AM/306   **Course Credits : 05**

Course Content:
- Understanding Materials
- Rendering Materials
- Light & Color
- Creating Different Material Textures
- Coloring with digital software
- Lighting colors, creating focus, area of details, texture, contrast and edge type

Paper–7 : Clay Modelling

Paper Code : BVA/AM/307   **Course Credits : 05**

Course content:
- Clay Modelling Explained
- Material Used in Clay Modelling
- Basic Technique of Clay Modelling
- Creating Basic shapes
- Creating Basic Head
- Creating Basic Anatomy

Paper–8 : Stop Motion-I

Paper Code : BVA/AM/308   **Course Credits : 05**

Course content:
- Stop Motion Explained
- Material Required in Stop Motion
- Basic Technique of Stop Motion
- Creating a Basic Stop Motion

Paper–9 : Advance Perspective

Paper Code : BVA/AM/309   **Course Credits : 05**

Course content:
- Introduction
- Fundamentals of Perspective
- Scale in Perspective
- Working in a different kind of Perspectives
- Creating shapes in Perspective

Paper–10 : Illustration

Paper Code : BVA/OE/310   **Course Credits : 02**

Paper–11 : Mural

Course Code : BVA/OE/311   **Course Credits : 02**

SEMESTER - IV

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total	Examination (Hrs.)
BVA/AM/401	Story Board –II	Core	06	45	105	150	Portfolio Submission/Jury /Viva
BVA/AM/402	Character Design – I	Core	06	45	105	150	
BVA/HA/403	History of Art-II (Theory)	DSE	02	15	35	50	2 Hours
BVA/AS/404	Aesthetics-II (Theory)	DSE	02	15	35	50	2 Hours
BVA/AM/405	Method & Materials-II (Theory)	DSE	02	15	35	50	2 Hours
BVA/AM/406	Environment design –I	SEC	05	40	85	125	
BVA/AM/407	Figure Drawing	SEC	05	40	85	125	Portfolio Submission/Jury /Viva
BVA/AM/408	Stop Motion-II						
BVA/AM/409	Graphic Design- I						
BVA/OE/410	Illustration	OE	02	15	35	50	
BVA/OE/411	Mural	OE	02	15	35	50	
Total			32	245	555	800	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

Paper–1 : Story Board-II

Paper Code : BVA/AM/401   **Course Credit : 06**

Course Content :
- Introduction to storyboard, advanced training, types of shots, camera angle, organized project, basic drawing, Illustration skills

Paper–2 : Character Design –I

Course Code : BVA/AM/402   **Course Credit : 06**

Course Content :
- Fundamentals of Character Design
- Shape Language
- Silhouettes
- Character Archetypes
- Forms and Anatomy
- Coloring with digital software
- Lighting colors, creating focus, area of details, texture, contrast and edge type

Paper–3 : History of Art -I1 (Theory)

Paper Code : BVA/HA/403   **Course Credits : 02**

Course Objective:
- The objective of teaching history of art is to acquaint the students with visual cultures from the earliest time to the present. The course is designed on the conviction that the learners can understand its relation to his own time and the technology at his command through an awareness of the relationship to his artistic predecessors.

Course Contents:
Module I:
- Gupta Period: Mathura, Sarnath, Deogarh, Udaygiri and other centres in Western, Central and Eastern India.

Module II:
- Java Art

Module III:
- Byzantine period, Romanesque period: Architecture - c. 1050 - 1200- Western Europe with regional variation, increase in structural solidity.

Textbooks & References:
1. Dasgupta, S.N. : Fundamentals of Indian Art.
2. Coomaraswamy, A.K. : Dance of Shiva.
3. Coomaraswamy, A.K. : Transformation of Nature in Art.
4. Janson : History of Art.
5. Van Loon : Art of Mankind.
6. Van Loon : Civilization of Mankind.
7. Gardener, Helen : Art through the ages.
8. Rowland, Benjamin : The Art and Architecture of India.
9. Bhattacharya, S,,K, : The Story of Indian Art.
10. Shivaramaurti : 5000 Years of Indian Art.
11. Coomaraswamy, A.K. : History of Indian and Indonesian Art.
12 Tomory, Edith : A History of Fine Arts in India and West.
13. Croce, Beneditto : Aesthetics.
14. Bosanquet : History of Aesthetics.
15. Bazin, Gerrmain : Concise History of Art. Vol. 1 & 2.
16. Binyon, Lawrence : Introduction of Chinese Art.
17. Rowland, Benjamin : History of Indian and Indonesian Art.
18. Berenson, Bernard : Italian Painters of the Renaissance.
19. Read, Herbert : Art Now
20. Read, Herbert : Grassroot of Art.
21. Arnason, H.H. : History of Modern Art.
22. Janson : History of Painting.
23. Newton, Eric : History of Western Painting.
24. Binyon, Lawrence : Introduction to Chinese Art.

Paper–4 : Aesthetics-II (Theory)

Paper Code : BVA/AS/404   **Course Credits : 02**

Course Objective:
- This course is essential for all the students acquiring fine arts skill to improve their sense of beauty. An artist must have a clear concept regarding theory of beauty to execute their idea in proper way.

Course Content:

Module I:
- Development of theories of Rasa, Dhvani, Bhava, Alankar, Auchitya, Riti, Guna-Dosh, Vyanjana etc.

Module II:
- Detail study on the applications of Rasa theories in Indian Art. Related study on Western art.

Textbooks & References:
Textbooks:
1.   Hospers, John : Introductory Reading in Aesthetics.
References:
1.   Croce, Beneditto : Aesthetics.
2.   Bosanquet : History of Aesthetics.
3.   Carritt,E. F. : Philosophy of Beauty.
4.   Read, Herbert : Art Now.

Paper–5 : Method & Materials-II (Theory)

Paper Code : BVA/AM/405   **Course Credits : 02**

Course objective:
- The objective of the course is to deliver the basics of computer and its application in terms of theoretical knowledge.

Course Content:
- Fundamentals of computer
- Basics of 2D animation
- Introduction to storyboard, basic training, comic/book storyboard, camera angle, organized project, basic drawing, illustration skills.

Paper–6 : Environment Design-I

Paper Code : BVA/AM/406   **Course Credit : 05**

Course Content :
- Fundamental of Environment design
- Work with traditional medium
- Use of the Perspective in design a environment
- Understanding the material of environment and rendering the materials
- Understanding of environment Lighting
- Understanding the composition rules
- Environment thumbnails, etc.

Paper–7 : Figure Drawing

Paper Code : BVA/AM/407   **Course Credit : 05**

Course Content :
- Gesture
- Structure
- Balance
- Proportion
- Shading

Paper–8 : Stop Motion-II

Paper Code : BVA/AM/408   **Course Credit : 05**

Course Content :
- What is Stop Animation
- Concept of Stop Motion Animation
- Elements of the Digital Camera Used in Stop Motion
- Techniques Used in Stop Motion

Paper–9 : Graphic Design-I

Paper Code : BVA/AM/409   **Course Credit : 05**

Course Content :
- Introduction to COREL DRAW
- Main tools of COREL DRAW
- Shape panel, drawing panel, drawing panel, basic shapes
- Selecting and Manipulating Objects
- Drawing and Shaping Objects
- Using of color and text
- Outlining and filling objects
- Using symbols and clipart
- Creating Output, exporting drawings, printing

Paper–10 : Illustration

Paper Code : BVA/OE/410   Course Credits : 02

Paper–11 : Mural

Paper Code : BVA/OE/411   Course Credits : 02

SEMESTER - V

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total	Duration of Examination
BVA/AM/501	Basic Modelling	Core	06	45	105	150	Portfolio Submission /Jury/Viva
BVA/AM/502	Character Design –II	Core	06	45	105	150	
BVA/HA/503	History of Art-III (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/504	Aesthetics-III (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/505	Method & Materials-III (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/506	Environment Design-II	SEC	05	40	85	125	Portfolio Submission/ Jury/Viva
BVA/AM/507	Dynamic Drawing	SEC	05	40	85	125	
BVA/AM/508	Graphic Design- II						
BVA/OE/510	Illustration	OE	02	15	35	50	
BVA/OE/511	Mural	OE	02	15	35	50	
Total			**32**	**245**	**555**	**800**	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

Paper–1 : Basic Modelling

Paper Code : BVA/AM/501   **Course Credits : 06**

Course content:
- Fundamental of MAYA
- Understanding the MAYA user interface or tools
- Create basic shapes, making things with basic shapes
- Creating primitive objects, moving objects in space, chanal box, grouping, parenting, creative curve surface
- Creating complex objects

Paper–2 : Character Design –II

Paper Code : BVA/AM/502   **Course Credits : 06**

Course content:
- Fundamentals of Character Design
- Shape Language
- Silhouettes
- Character Archetypes
- Forms and Anatomy
- Coloring with digital software
- Lighting colors, creating focus, area of details, texture, contrast and edge type

Paper–3 : History of Art-III

Paper Code : BVA/HA/503   **Course Credits : 02**

Course Objective:
- The objective of teaching history of art is to acquaint the students with visual cultures from the earliest time to the present. The course is designed on the conviction that the learners can understand its relation to his own time and the technology at his command through an awareness of the relationship to his artistic predecessors.

Course Content:
Module I:
- Pallava Period, Chola Period, Chalukya Period, Rastrakuta Period, Chandela Period

Module II:
- Gothic Period: The age of Cathedrals- Political background Spread of the architectural style- through France to other parts of Europe; Early Gothic, High Gothic- Functional study of prominent architectural elements through cross sectional plans, understanding weight bearing mechanism and notion of verticalism.
- Sculptures and Paintings- Figures placed in architectural framework; symmetry and clarity , in tympanum spaces, pillars; Classic High Gothic

Textbooks & References:
1.   Dasgupta, S.N. : Fundamentals of Indian Art.
2.   Coomaraswamy, A.K. : Dance of Shiva.
3.   Coomaraswamy, A.K. : Transformation of Nature in Art.
4.   Janson : History of Art.
5.   Van Loon : Art of Mankind.
6.   Van Loon : Civilization of Mankind.
7.   Gardener, Helen : Art through the ages.
8.   Rowland, Benjamin : The Art and Architecture of India.
9.   Bhattacharya, S,,K, : The Story of Indian Art.
10.   Shivaramaurti : 5000 Years of Indian Art.
11.   Coomaraswamy, A.K. : History of Indian and Indonesian Art.
12.   Tomory, Edith : A History of Fine Arts in India and West.
13.   Croce, Beneditto : Aesthetics.
14.   Bosanquet : History of Aesthetics.
15.   Bazin, Gerrmain : Concise History of Art. Vol. 1 & 2.
16.   Binyon, Lawrence : Introduction of Chinese Art.
17.   Rowland, Benjamin : History of Indian and Indonesian Art.
18.   Berenson, Bernard : Italian Painters of the Renaissance.
19.   Read, Herbert : Art Now
20.   Read, Herbert : Grassroot of Art.
21.   Arnason, H.H. : History of Modern Art.
22.   Janson : History of Painting.
23.   Newton, Eric : History of Western Painting.

Paper–4 : Aesthetics-III

Paper Code : BVA/AS/504   **Course Credits : 02**

Course Objective:
* This course is essential for all the students acquiring fine arts skill to improve their sense of beauty. An artist must have a clear concept regarding theory of beauty to execute their idea in proper way.

Course Content:
Module I:
* Brief introduction to the basic principles of Indian philosophy as related to the arts-Evolution of the Aesthetic Concepts-Natayashastra of Bahrat Muni.
* **Module II:**
* Detail studies related to Rasa- Nishpathi
* **Module III:**
* Fundamentals of Indian art based on Hindu Silpa Texts.

Textbooks & References:
Textbooks:
1. Hospers, John : Introductory Reading in Aesthetics.
2. Croce, Beneditto : Aesthetics.
3. Bosanquet : History of Aesthetics.
4. Carritt,E. F. : Philosophy of Beauty.
5. Read, Herbert : Art Now.

Paper–5 : Method And Materials-III

Paper Code : BVA/AM/505   **Course Credits : 02**

Course objective:
* The objective of the course is to deliver the basics of computer and its application in terms of theoretical knowledge.

Course Content:
* Fundamentals of computer, advance aspect related to 2D and 3D animation.
* History of 2D and 3D animation
* Introduction to storyboard, basic training, comic/book storyboard, camera angle, organized project, basic drawing, Illustration skills.

Paper–6 : Environment Design- II

Paper Code : BVA/AM/506   **Course Credits : 05**

Course content:
- Fundamental of Environment design
- Work with traditional medium
- Thumbnails
- Use of the Perspective in design a environment
- Understanding the material of environment and rendering the materials
- Understanding of environment Lighting
- Understanding the composition rules
- Environment thumbnails, etc.

Paper–7 : Dynamic Drawing

Paper Code : BVA/AM/507   **Course Credits : 05**

Course content:
- Introduction
- Fundamental of dynamic drawing
- Poses
- Foreshortening
- Drawing from imagination

Paper–8 : Graphic Design-II

Paper Code : BVA/AM/508   **Course Credits : 05**

Course content:
- Introduction to Corel DRAW
- Main tools of Corel DRAW
- Shape panel, drawing panel, drawing panel, basic shapes
- Selecting and Manipulating Objects
- Drawing and Shaping Objects
- Using of color and text
- Outlining and filling objects
- Using symbols and clipart
- Creating Output, exporting drawings, printing

ONE MONTH SUMMER TRAINING IN INDUSTRY AFTER 6TH SEMESTER TO BE CARRIED OUT WITH A REPORT SUBMISSION.

Paper–10 : Illustration

Course Code : BVA/OE/410   **Course Credits : 02**

Paper–11 : Mural

Course Code : BVA/OE/411   **Course Credits : 02**

SEMESTER – VI

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total Marks	Duration of Examination
BVA/AM/601	Advance Modelling	Core	06	45	105	150	Portfolio Submission/ Jury/Viva
BVA/AM/602	Texturing & Rendering- I	Core	06	45	105	150	
BVA/HA/603	History of Art-IV (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/604	Aesthetics-IV (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/605	Method & Materials-IV (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/606	Props & Weapon Design	SEC	05	40	85	125	Portfolio Submission/ Jury/Viva
BVA/AM/607	Photography- I	SEC	05	40	85	125	
BVA/AM/608	Digital Painting						
BVA/OE/610	Illustration	OE	02	15	35	50	
BVA/OE/611	Mural	OE	02	15	35	50	
Total			32	245	555	800	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

ONE MONTH SUMMER TRAINING IN INDUSTRY AFTER 6TH SEMESTER TO BE CARRIED OUT WITH A REPORT SUBMISSION.

Paper–1 : Advance Modelling

Paper Code : BVA/AM/601   **Course Credits : 06**

Course content:
- Setting up our projects
- Importing Blueprints
- Creating basic meshes for different thing and models
- Head modeling, Eye modeling
- Creating advanced structures of cars & machines
- Creating UV's
- Finalizing the models

Paper–2 : Texturing & Rendering-I

Paper Code : BVA/AM/602   **Course Credits : 06**

Course content:
Shading and texturing are critical skills when it comes to taking a finished model and creating a polished, realistic render of the asset. This course will teach you the fundamentals of shading and texturing in Maya.
- Introduction of texturing
- Introduction to materials
- Using outliners for texturing
- Applying different materials
- Using hyper shape editor
- Understanding work area
- Using Maya Arnold materials
- Making advance material
- Using Maya Arnold for rendering
- Complete scene setup for Maya light and Arnold rendering

Paper - 3 : History of Art-IV

Paper Code : BVA/HA/603   **Course Credits : 02**

Course Objective:
- To acquaint the students with cultures from the past to the present.
- The course is designed on the conviction that the learners can understand its relation to his own time bringing awareness about his artistic predecessors

Course Content:
Module I:
- Indian Art History –Orissa, Hoysala, Rajput Miniature, Mughal Miniature
- **Module II:**
- Western Art History - Renaissance [Proto, Early, High] Painters and Sculptors

Textbooks & References:
1.   Dasgupta, S.N. : Fundamentals of Indian Art.
2.   Coomaraswamy, A.K. : Dance of Shiva.
3.   Coomaraswamy, A.K. : Transformation of Nature in Art.
4.   Janson : History of Art.
5.   Van Loon : Art of Mankind.
6.   Van Loon : Civilization of Mankind.
7.   Gardener, Helen : Art through the ages.
8.   Rowland, Benjamin : The Art and Architecture of India.
9.   Bhattacharya, S,,K, : The Story of Indian Art.
10.   Shivaramaurti : 5000 Years of Indian Art.
11.   Coomaraswamy, A.K. : History of Indian and Indonesian Art.
12.   Tomory, Edith : A History of Fine Arts in India and West.
13.   Croce, Beneditto : Aesthetics.
14.   Bosanquet : History of Aesthetics.
15.   Bazin, Gerrmain : Concise History of Art. Vol. 1 & 2.
16.   Binyon, Lawrence : Introduction to Chinese Art.
17.   Rowland, Benjamin : History of Indian and Indonesian Art.
18.   Berenson, Bernard : Italian Painters of the Renaissance.
19.   Read, Herbert : Art Now
20.   Read, Herbert : Grassroot of Art.
21.   Arnason, H.H. : History of Modern Art.
22.   Janson : History of Painting.
23.   Newton, Eric : History of Western Painting.
.
19.   Janson : History of painting.

Paper 4 : Aesthetics-IV

Paper Code : BVA/AS/604   **Course Credits : 02**

Course Objective:
- The objective is to teach about fundamentals of Indian art based on Hindu silpa texts such as Vishnudharmotara-puran, Samaranaa, Sutracharana, Sukranitisara and Silparatham.

Course Content:
Module I:
- Sadanga-the six limbs of Indian Art- relevance to Vishnudharmottara Purana.

Module II:
- Inter-relationship amongst the arts.
- Theories relating to the origin and creation of Art, namely, communication, expression, and release of emotion.

Textbooks & References:
1. Hospers, John : Introductory Reading in Aesthetics.
2. Croce, Beneditto : Aesthetics.
3. Bosanquet : History of Aesthetics.
4. Carritt,E. F. : Philosophy of Beauty.
5. Read, Herbert : Art Now.

Paper 5 : Method And Materials-IV

Paper Code : BVA/AM/605   **Course Credits : 02**

Course objective:
- The objective of the course is to deliver the basics of computer and its application in terms of theoretical knowledge.

Course Content:
- Principles of Animation
- History of 2D and 3D animation in terms of software, Hardware and its application

Paper–6 : Props & Weapons Design

Paper Code : BVA/AM/606   **Course Credits : 05**

Course content:
- Learn the fundamentals of prop and weapon design for games and movie. This course presents the fundamentals for creating weapons, props, and vehicles for video games. Students will learn to deliver artistically creative models optimized for real-time engines, as well as general professional game development skills. Lectures and exercises cover low-poly geometry, design concepts, texturing and rendering, and how to create a final project.

Paper–7 : Photography-I

Paper Code : BVA/AM/607   **Course Credits : 05**

Course content:
- Introduction
- Camera Basics (Camera Controls, Camera modes, Metering Modes, White Balance, ISO, Resolution)
- Camera Lens Guide (Lens Basics, Focusing Basics, Focusing Modes, Filters.
- Camera Accessories
- Maintenance

Paper - 8 : Digital Painting

Paper Code : BVA/AM/608   **Course Credits : 05**

Course content:
- Overview of Digital Painting
- Photoshop Basics
- Photoshop Brushes
- Selecting and Masking
- Painting Techniques
- Project

Paper–10 : Illustration

Paper Code : BVA/OE/410   **Course Credits : 02**

Paper–11 : Mural

Paper Code : BVA/OE/411   **Course Credits : 02**

SEMESTER - VII

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total Marks	Duration of Examination
BVA/AM/701	Rigging Animation- I	Core	08	60	140	200	Portfolio Submission/ Jury/Viva
BVA/AM/702	Texturing & Rendering- II	Core	08	60	140	200	
BVA/HA/703	History of Art- V (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/704	Aesthetics-V (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/705	Method and Materials-V (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/706	Video Editing & VFX-I	SEC	05	40	85	125	Portfolio Submission/ Jury/Viva
BVA/AM/707	Photography-II	SEC	05	40	85	125	
BVA/AM/708	Digital Sculpting- I						
Total			32	245	555	800	

Note: Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)

Paper–1 : Rigging & Animation-I

Paper Code : BVA/AM/701   **Course Credits : 08**

Course content:
Character Rigging and Animation is a specialty course for the 3D Animation curriculum. This course provides students technical skills needed to set up, rig, alter and support character animations effectively for all 3D Animation classes. Students can also apply skills learned in this class in other areas including game art, motion graphics and 2D animation.

- Understanding is rigging
- Generate conceptual skeleton for 3D models
- Create and edit joint deformers to create a skeleton rig for 3D models
- Apply a skin to bind joints to geometry
- Modify the bind and skin weights with editing tools
- Create rigging controls for joint chain skeleton
- Test / troubleshoot custom character rigs
- Design custom character rigs for animations
- Create basic animation

Paper–2 : Texturing & Rendering- II

Paper Code : BVA/AM/702   **Course Credits : 08**

Course content:
Now these days advanced techniques are used in PBR texturing. We will use advanced texturing Software like Substance Painter for this course. And foe Advanced rendering we use Substance Painter IRAY, and rendering in Maya. We will use Maya Arnold.

- PBR
- Importing Meshes
- Importing Textures
- Texture Sets
- Baking Textures
- Working With Layers
- Understanding Materials
- Painting Brush Settings
- Using particle Brushes
- Masking
- Using Generator and Filters
- Smart Materials
- Exporting Textures

Paper–3 : History Of Art-V (Theory)

Paper Code : BVA/HA/703   **Course Credits : 02**

Course Objective:
*   The objective of teaching history of art is to acquaint the students with visual cultures from the earliest time to the present. The course is designed on the conviction that the learners can understand its relation to his own time and the technology at his command through an awareness of the relationship to his artistic predecessors.

Course Content:
Module I: Indian Art
*   **Company School Paintings**: (a) General overview of the political scenario and the decline in royal patronage and emergence of new patrons - East India Company Bengal 1757 and others; emergence of new centres of art;(b) Documentation purpose topographical, architectural, archaeological and natural history drawings.
*   **Kalighat Paintings :** (a) Patuas (traditional scroll painters);(b) Secular themes over traditional religious ones accompanied by songs c. Availability of cheap local paper
*   **Raja Ravi Verma:**(a) Academic realist style (Victorian Salon style) and a new body of Indian imagery;(b) Portraits of Indian aristocracy and British officials;(c) First Indian artist to break the monopoly of the British artists as portrait travelling artist;(d). Influence of theatre - Impressed by the realistic rendering of the persons, background, lights, objects,etc..;(e) Women from their social milieu regional, national and feminine ideals; ancient Indian epics and literary classics;(f) Theatrical realism g. Oleographs, Amrita Shergil.
Module II: Western Art
*   Mannerism (El Greco, Tintoretto); Baroque (Rembrandt, Vermeer, Rubens)
Module III:
*   Rococo (Reynolds, Hogarth), Classicism (David, Ingres)

Textbooks & References:
1.   Dasgupta, S.N. : Fundamentals of Indian Art.
2.   Coomaraswamy, A.K. : Dance of Shiva.
3.   Coomaraswamy, A.K. : Transformation of Nature in Art.
4.   Janson : History of Art.
5.   Van Loon : Art of Mankind.
6.   Van Loon : Civilization of Mankind.
7.   Gardener, Helen : Art through the ages.
8.   Rowland, Benjamin : The Art and Architecture of India.
9.   Bhattacharya, S,,K, : The Story of Indian Art.
10.   Shivaramaurti : 5000 Years of Indian Art.
11.   Coomaraswamy, A.K. : History of Indian and Indonesian Art.
12.   Tomory, Edith : A History of Fine Arts in India and West.
13.   Croce, Beneditto : Aesthetics.
14.   Bosanquet : History of Aesthetics.
15.   Bazin, Gerrmain : Concise History of Art. Vol. 1 & 2.
16.   Binyon, Lawrence : Introduction to Chinese Art.
17.   Rowland, Benjamin : History of Indian and Indonesian Art.
18.   Berenson, Bernard : Italian Painters of the Renaissance.
19.   Read, Herbert : Art Now
20.   Read, Herbert : Grassroot of Art.
21.   Arnason, H.H. : History of Modern Art.
22.   Janson : History of Painting.
23.   Newton, Eric : History of Western Painting.

Paper–4 : Aesthetics-V (Theory)

Paper Code : BVA/AS/704   **Course Credits : 02**

Course Objective:
- Students will be acquainted with the theory relating to the origin of art.

Course Content:
Module I:
- Nature of Beauty - Plato, Aristotle, Longinus, Descartes etc.

Module II:
- Imitation play and Intuition, Role of the Sub-conscious in artistic creation

Module III:
- Theories relating to works of art, Organic Structure, Content and FormExpressiveness.

Textbooks & References:
Textbooks:
1.   Hospers, John : Introductory Reading in Aesthetics.
References:
1.   Croce, Beneditto : Aesthetics.
2.   Bosanquet : History of Aesthetics.
3.   Carritt,E. F. : Philosophy of Beauty.
4.   Read, Herbert : Art Now.

Paper–5 : Method And Materials-V

Paper Code : BVA/AM/705   **Course Credits : 02**

Course objective:
- The objective of the course is to deliver the basics of computer and its application in terms of theoretical knowledge.

Course Content:
- Stages of 2D & 3D Animation
- Software related to Animation its uses, knowledge of tools, all menus, shortcuts etc.

Paper–6 : Video Editing & VFX- I

Paper Code : BVA/AM/706   **Course Credits : 05**

Course content:
- Understanding Video Editing and VFX
- Understanding Tools and UI
- Importing files
- Keyframe Velocity for animation
- Trimming, Modes, Masks, Mattes & Stencils
- Composting 3d Randers
- Using Effects
- Create Project-I

Paper–7 : Photography-II

Paper Code : BVA/AM/707   **Course Credits : 05**

Course content:
- Introduction
- Camera Basics (Camera Controls, Camera modes, Metering Modes, White Balance, ISO, Resolution)
- Camera Lens Guide (Lens Basics, Focusing Basics, Focusing Modes, Filters.
- Camera Accessories
- Maintenance

Paper–8 : Digital Sculpting-I

Paper Code : BVA/AM/708   **Course Credits : 05**

Course content:
Digital Sculpting is an alternative method of mesh manipulation that aims to be more artistically intuitive. It emulates traditional sculpting tools in the form of "brushes" and can even function as an "unlimited clay" approach to shape building. If you'reartistic and you like to build organic models, I highly recommend you try digital sculpting!
- Digital Sculpting Basics
- Understanding Tools
- Sculpting Normal Details
- Sculpting Hard Surface Models
- Painting Your Model
- Dividing Model
- Re-meshing
- Brush settings

SEMESTER - VIII

Paper Code	Course Title	Course Category	Total Credit	Internal Evaluation	External Evaluation	Total Marks	Duration of Examination
BVA/AM/801	Rigging Animation- II	Core	08	60	140	200	Portfolio Submission/ Jury/Viva
BVA/AM/802	Video Editing & VFX-II	Core	08	60	140	200	
BVA/HA/803	History of Art-VI (Theory)	DSE	02	15	35	50	2 hours
BVA/AS/804	Aesthetics- VI (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/805	Method and Materials-VI (Theory)	DSE	02	15	35	50	2 hours
BVA/AM/806	Digital Sculpting- II	SEC	05	40	85	125	Portfolio Submission/ Jury/Viva
BVA/AM/807	Showreel	SEC	05	40	85	125	
BVA/AM/808	Maya Dynamics						
Total			32	245	555	800	

Note: **Portfolio Submission/Jury/Viva; One OR Two External Members (from outside OR other Department of the University to act as External Member); One OR Two Internal Members (from the Department or Faculty of Visual Arts)**

Paper–1 : Rigging & Animation-II

Paper Code : BVA/AM/801   **Course Credits : 08**

Course content:

This course covers the basic principles of animation, and provides students with the basic understanding of timing. Students learn the fundamentals of weight and its direct relation to timing. They also learn to animate basic bouncing, wave motion, and a simple jump. Students are introduced to the animation toolsets in Maya

- Create advanced rigs
- Create bland shapes
- The principals of animation.
- Practical animation workflow
- Postposes and straight forward animation
- Lip-syncing and facial animation

Paper–2 : Video Editing & VFX- II

Paper Code : BVA/AM/802   **Course Credits : 08**

Course content:
- Understanding Video Editing and VFX
- Understanding Tools and UI
- Importing files
- Keyframe Velocity for animation
- Trimming, Modes, Masks, Mattes & Stencils
- Composting 3d Randers
- Using Effects
- Create Project-II

Paper–3 : History of Art-VI

Paper Code : BVA/HA/803   **Course Credits : 02**

Course Objective:
- The objective of teaching history of art is to acquaint the students with visual cultures from the earliest time to the present. The course is designed on the conviction that the learners can understand its relation to his own time and the technology at his command through an awareness of the relationship to his artistic predecessors.

Course Content:
Module I: Indian Art
- **The Bengal School and other artists** – Abanindranath Tagore, Abdur Rehman Chughtai, Gaganendranath Tagore-Modernism, Rabindranath Tagore
- **Progressive Artist Group**: (a) Study of the post-independence political, social and cultural scenario. Reference to other mediums of expression literature, films, theatre progressivegroups from different fields theatre, writers, etc.;(b) Detail study of the works of the members of the group - F. N. Souza, K. H. Ara, S. H. Raza, M. F. Husain, S. K. Bakre, H. A. Gade; (c) Role of Critics and collectors - Rudy von Leyden, Walter Langhammer, and E. Schlesinger.
- **Other Progressive Schools/ Groups:** (a) Cholamandal Artists' Village : K. C. S. Paniker, M. Reddeppa Naidu, J. Sultan Ali, P. V. Janakiraman, C. Dakshinamurthy, S. Nandagopal, S. G. Vasudev, Vidhyashankar Stapathy;(b). Delhi Silpi Chakra: B. C. Sanyal and P. N. Mago, other artists - Shankar Pillai, Kanwal Krishna, K. S. Kulkarni, Dhanraj Bhagat, Harkrishan Lall, Satish Gujral, Ram Kumar, Jaya Appasamy, Bishamber Khanna, Krishen Khanna

Module II: Western Art
- Impressionism, Post-Impressionism,

Module III:
- Cubism, Fauvism, Dadaism, Surrealism & Abstract Expressionism, op art, land art, pop art

Textbooks & References:
1. Dasgupta, S.N. : Fundamentals of Indian Art.
2. Coomaraswamy, A.K. : Dance of Shiva.
3. Coomaraswamy, A.K. : Transformation of Nature in Art.
4. Janson : History of Art.
5. Van Loon : Art of Mankind.
6. Van Loon : Civilization of Mankind.
7. Gardener, Helen : Art through the ages.
8. Rowland, Benjamin : The Art and Architecture of India.
9. Bhattacharya, S,,K, : The Story of Indian Art.
10. Shivaramaurti : 5000 Years of Indian Art.
11. Coomaraswamy, A.K. : History of Indian and Indonesian Art.
12. Tomory, Edith : A History of Fine Arts in India and West.
13. Croce, Beneditto : Aesthetics.
14. Bosanquet : History of Aesthetics.
15. Bazin, Gerrmain : Concise History of Art. Vol. 1 & 2.
16. Binyon, Lawrence : Introduction of Chinese Art.
17. Rowland, Benjamin : History of Indian and Indonesian Art.
18. Berenson, Bernard : Italian Painters of the Renaissance.
19. Read, Herbert : Grassroot of Art.
20. Arnason, H.H. : History of Modern Art.
21. Janson : History of Painting.
22. Newton, Eric : History of Western Painting.

Paper–4 : Aesthetics-VI

Paper Code : BVA/AS/804   **Course Credits : 02**

Course Objective:
- This course is designed to provide a good sense of beauty and related theoretical aspects.

Course Content:
Module I:
- Theories relating to the origin of art its response and appreciation, Empathy, Psychical Distance, Pleasure

Module II:
- Immanuel Kant - 18th Century-prime importance-mental faculty of reason, Benedetto Croce-art an Intuition, Psychoanalysis Sigmund Freud-Interpretation of Dreams, free association, dreams and transference, Id, Ego and Super Ego.

Textbooks & References:
Textbooks:
1. Hospers, John : Introductory Reading in Aesthetics.

References:
1. Croce, Beneditto : Aesthetics.
2. Bosanquet : History of Aesthetics.
3. Carritt,E. F. : Philosophy of Beauty.
4. Read, Herbert : Art Now.
5. Story of Philosophy by will Durant.

Paper–5 : Method And Materials-VI

Paper Code : BVA/AM/805   **Course Credits : 02**

Course objective:
- The objective of the course is to deliver the basics of computer and its application in terms of theoretical knowledge.

Course Content:
- Knowledge of Z-Brush, Maya, Substance painter
- Knowledge of Rigging and Animation, VFX.

Paper–6 : Digital Sculpting-II

Paper Code : BVA/AM/806   **Course Credits : 05**

Course content:
- DynaMesh
- FiberMesh™
- MicroMesh
- NanoMesh
- Array Mesh
- Posing Your Model
- Topology
- Exporting Your Model
- Undo History

Paper–7 : Showreel

Paper Code : BVA/AM/807   **Course Credits : 05**

Course content:
- Manage Portfolio
- Understanding Showreel
- Finalizing Work for Showreel
- Create 3d Work Showreel
- Create Aftereffect Showreel

Paper–8 : Maya Dynamics

Paper Code : BVA/AM/808   **Course Credits : 05**

Course content:
- Introduction to Maya Dynamics
- Smoke Simulation
- N cloth Simulation
- Water Simulation
- Air System