

**DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY
LUCKNOW**



Evaluation Scheme & Syllabus

for

**Bachelor of Fine Art (BFA)
I, II, III & IV Year**

On

Choice Based Credit System

(For Batch 2020-21 Onwards)

SCHEME OF EVALUATION – BACHELOR OF FINE ARTS (BFA)

1st Year: Semester – I (Common to Applied Art & Painting)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KFA111	History & Appreciation of Art	2-1-0	70	20	10	100	3
2.	KFA112	Hindi	1-0-0	70	20	10	100	Com. Audit Cours
3.	KFA151	Design	0-2-4	70	20	10	100	3
4.	KFA152	Computer Graphics	0-1-4	70	20	10	100	3
5.	KFA153	Geometrical & Perspective Drawing	0-1-4	70	20	10	100	3
6.	KFA154	Drawing	0-2-4	50	40	10	100	3
7.	KFA155	Painting	0-2-4	50	40	10	100	3
8.	KFA156	Clay Modeling	0-1-2	70	20	10	100	2
9.	KFA157	Print Making	0-1-4	70	20	10	100	2
10.	KFA158	Art Project	0-1-2	50	-	50	100	2
Total							1000	24

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/Tutorial/Practical

1st Year: Semester – II (Common to Applied Art & Painting)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KFA221	History & Appreciation of Art	2-1-0	70	20	10	100	3
2.	KFA222	English for Professional Communication	1-0-0	70	20	10	100	Com. Audit Cours
3.	KFA251	Design	0-2-4	70	20	10	100	3
4.	KFA252	Computer Graphics	0-1-4	70	20	10	100	3
5.	KFA253	Geometrical & Perspective Drawing	0-1-4	70	20	10	100	3
6.	KFA254	Drawing	0-2-4	50	40	10	100	3
7.	KFA255	Painting	0-2-4	50	40	10	100	3
8.	KFA256	Clay Modeling	0-1-2	70	20	10	100	2
9.	KFA257	Print Making	0-1-4	70	20	10	100	2
10.	KFA258	Art Project	0-1-2	50	-	50	100	2
Total							1000	24

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/Tutorial/Practical

2nd Year III-SEMESTER (Stream: Applied Art)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KHV301	Universal Human Values & Professional Ethics	3-0-0	70	20	10	100	3
2.	KFAA301	History of Art-I	2-1-0	70	20	10	100	3
3.	KFAA302	Aesthetics-I	2-1-0	70	20	10	100	3
4.	KFAA303	Design & Communication Practices-I	2-1-0	70	20	10	100	3
5.	KFAA351	Communication Illustration-I	0-0-4	50	30	20	100	2
6.	KFAA352	Communication Design-I	0-0-4	50	30	20	100	2
7.	KFAA353	Advertising Art-I	0-0-4	50	30	20	100	2
8.	KFAA354	Computer Graphics-I	0-0-4	50	30	20	100	2
9.	KFAA355	Advertising Seminar	0-1-2	50	30	20	100	2
10.		Elective-I	0-1-3	50	30	20	100	3
Total							1000	25

CT: Class Test TA: Teacher Assessment L/T/P: Lecture/ Tutorial/ Practical

Elective-I:

- a. KFAA031 Photography-I
- b. KFAA032 Entertainment Design-I
- c. KFAA033 Animation-I

Note: Elective course opted in Semester III shall be applicable for all subsequent semester till end of the course (till 8th semesters). Further change of subject shall not be permitted.

2nd Year IV-SEMESTER (Stream: Applied Art)

S. No	Subject Code	Subject Name	L-T-P	ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KES401	Environment & Ecology	3-0-0	70	20	10	100	3
2.	KFAA401	History of Art-II	2-1-0	70	20	10	100	3
3.	KFAA402	Aesthetics-II	2-1-0	70	20	10	100	3
4.	KFAA403	Design & Communication Practices-II	2-1-0	70	20	10	100	3
5.	KFAA451	Communication Illustration-II	0-0-4	70	20	10	100	2
6.	KFAA452	Communication Design-II	0-0-4	70	20	10	100	2
7.	KFAA453	Advertising Art-II	0-0-4	50	30	20	100	2
8.	KFAA454	Computer Graphics-II	0-0-4	50	30	20	100	2
9.	KFAA455	Critical & Contextual Studies	0-1-2	50	30	20	100	2
10.		Elective-II	0-1-3	50	30	20	100	3
Total							1000	25

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Elective-II:

- a. KFAA041 Photography-II
- b. KFAA042 Entertainment Design-II
- c. KFAA043 Animation-II

3rd Year V-SEMESTER (Stream: Applied Art)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Mark	Sessional		Total	Credit
					CT	TA		
1.	KFAA501	History of Art-III	2-1-0	70	20	10	100	3
2.	KFAA502	Aesthetics-III	2-1-0	70	20	10	100	3
3.	KFAA503	Design & Communication Practices-III	2-1-0	70	20	10	100	3
4.	KFAA551	Communication Illustration-III	0-1-4	50	30	20	100	3
5.	KFAA552	Communication Design-III	0-1-4	50	30	20	100	2
6.	KFAA553	Advertising Art-III	0-1-4	50	30	20	100	2
7.	KFAA554	Computer Graphics-III	0-1-4	50	30	20	100	3
8.	KFAA555	Market Research	0-1-2	100	50	50	200	2
9.		Elective-III	0-1-3	50	30	20	100	3
10.	KUC002	Cyber Security	2-1-0	50	15	10	75*	-
Total							1000	24

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/ Tutorial/ Practical

Elective-III:

- a. KFAA051 Photography-III
- b. KFAA052 Entertainment Design-III
- c. KFAA053 Print Making-I
- d. KFAA054 Packaging-I
- e. KFAA055 Animation-III

* Cyber Security will be offered as a compulsory audit course for which passing marks are 30% in End Semester Examination and 40% in aggregate

3rd Year VI-SEMESTER (Stream: Applied Art)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KFAA601	History of Art-IV	2-1-0	70	20	10	100	3
2.	KFAA602	Aesthetics-IV	2-1-0	70	20	10	100	3
3.	KFAA603	Design & Communication Practices-IV	2-1-0	70	20	10	100	3
4.	KFAA651	Communication Illustration-IV	0-1-4	50	30	20	100	3
5.	KFAA652	Communication Design-IV	0-1-4	50	30	20	100	2
6.	KFAA653	Advertising Art-IV	0-1-4	50	30	20	100	2
7.	KFAA654	Computer Graphics-IV	0-1-4	50	30	20	100	3
8.	KFAA655	Educational Tour	0-1-2	100	50	50	200	2
9.		Elective-IV	0-1-3	50	30	20	100	3
Total							1000	24

CT: Class Test

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L/T/P: Lecture/ Tutorial/ Practical

Elective-IV:

- a. KFAA061 Photography-IV
- b. KFAA062 Entertainment Design-IV
- c. KFAA063 Print Making-II
- d. KFAA064 Packaging-II
- e. KFAA065 Animation-IV

4thYear VII-SEMESTER (Stream: Applied Art)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KFAA701	History of Art-V	2-1-0	70	20	10	100	3
2.	KFAA702	Aesthetics-V	2-1-0	70	20	10	100	3
3.	KFAA703	Design & Communication Practices-V	2-1-0	70	20	10	100	3
4.	KFAA751	Communication Illustration-V	0-1-4	50	30	20	100	3
5.	KFAA752	Communication Design-V	0-1-4	50	30	20	100	2
6.	KFAA753	Advertising Art-V	0-1-4	50	30	20	100	2
7.	KFAA754	Computer Graphics-V	0-1-4	50	30	20	100	3
8.	KFAA755	Training	0-1-2	100	50	50	200	2
9.		Elective-V	0-1-3	50	30	20	100	3
Total							1000	24

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/ Tutorial/ Practical

Elective-V:

- a. KFAA072 Entertainment Design-V
- b. KFAA073 Print Making-III
- c. KFAA074 Packaging-III
- d. KFAA075 Animation-V

4thYear VIII-SEMESTER (Stream: Applied Art)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KFAA801	History of Art-VI	2-1-0	70	20	10	100	3
2.	KFAA802	Aesthetics-VI	2-1-0	70	20	10	100	3
3.	KFAA803	Design & Communication Practices-VI	2-1-0	70	20	10	100	3
4.	KFAA851	Communication Illustration-VI	0-1-4	50	30	20	100	3
5.	KFAA852	Communication Design-VI	0-1-4	50	30	20	100	2
6.	KFAA853	Advertising Art-VI	0-1-4	50	30	20	100	2
7.	KFAA854	Computer Graphics-VI	0-1-4	50	30	20	100	3
8.	KFAA855	Subject Research	0-1-2	100	50	50	200	2
9.		Elective-VI	0-1-3	50	30	20	100	3
Total							1000	24

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/ Tutorial/ Practical

Elective-VI:

- a. KFAA081 Photography-VI
- b. KFAA082 Entertainment Design-VI
- c. KFAA083 Print Making-IV
- d. KFAA084 Packaging-IV
- e. KFAA085 Animation-VI

2nd Year III-SEMESTER (Stream: Painting)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KHV301/ KES301	Universal Human Values & Professional Ethics/ Environment & Ecology	3-0-0	70	20	10	100	3
2.	KFAA301	History of Art-I	2-1-0	70	20	10	100	3
3.	KFAA302	Aesthetics-I	2-1-0	70	20	10	100	3
4.	KFAP301	Visual Art Process & Practices-I	2-1-0	70	20	10	100	3
5.	KFAP351	Drawing-I	0-0-4	50	30	20	100	2
6.	KFAP352	Painting-I	0-0-4	50	30	20	100	2
7.	KFAP353	Composition-I	0-0-4	50	30	20	100	2
8.	KFAP354	Digital Art-I	0-1-3	50	30	20	100	3
9.	KFAP355	Mural-I	0-0-4	50	30	20	100	2
10.	KFAP356	Art Seminar	0-1-2	50	30	20	100	2
Total							1000	25

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/ Tutorial/ Practical

2nd Year IV-SEMESTER (Stream: Painting)

S. No	Subject Code	Subject Name	L-T-P	ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KES401/ KHV401	Environment & Ecology/ Universal Human Values & Professional Ethics	3-0-0	70	20	10	100	3
2.	KFAA401	History of Art-II	2-1-0	70	20	10	100	3
3.	KFAA402	Aesthetics-II	2-1-0	70	20	10	100	3
4.	KFAP401	Visual Art Process & Practices-II	2-1-0	70	20	10	100	3
5.	KFAP451	Drawing-II	0-0-4	50	30	20	100	2
6.	KFAP452	Painting-II	0-0-4	50	30	20	100	2
7.	KFAP453	Composition-II	0-0-4	50	30	20	100	2
8.	KFAP454	Digital Art-II	0-1-3	50	30	20	100	3
9.	KFAP455	Print Making	0-0-4	50	30	20	100	2
10.	KFAP456	Critical & Contextual Studies	0-1-2	50	30	20	100	2
Total							1000	25

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/ Tutorial/ Practical

3rd Year V-SEMESTER (Stream: Painting)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KFAA501	History of Art-III	2-1-0	70	20	10	100	3
2.	KFAA502	Aesthetics-III	2-1-0	70	20	10	100	3
3.	KFAP501	Visual Art Process & Practices-III	2-1-0	70	20	10	100	3
4.	KFAP551	Drawing-III	0-1-4	50	30	20	100	3
5.	KFAP552	Painting-III	0-1-4	50	30	20	100	3
6.	KFAP553	Composition-III	0-1-4	50	30	20	100	2
7.	KFAP554	Print Making-I	0-1-3	50	30	20	100	2
8.	KFAP555	Art Research	0-1-4	100	50	50	200	2
9.		Elective-I	0-1-2	50	30	20	100	3
10.	KUC002	Cyber Security	2-1-0	50	15	10	75*	-
Total							1000	24

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/ Tutorial/ Practical

Elective-I:

- a. KFAP051 Mural-I
- b. KFAP052 Ceramics-I
- c. KFAP053 Photography-I
- d. KFAP054 Computer Graphics-I

Note: Elective course opted in Semester V shall be applicable for all subsequent semester till end of the course (till 8th semesters). Further change of subject shall not be permitted.

* Cyber Security will be offered as a compulsory audit course for which passing marks are 30% in End Semester Examination and 40% in aggregate

3rd Year VI-SEMESTER (Stream: Painting)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KFAA601	History of Art-IV	2-1-0	70	20	10	100	3
2.	KFAA602	Aesthetics-IV	2-1-0	70	20	10	100	3
3.	KFAP601	Visual Art Process & Practices-IV	2-1-0	70	20	10	100	3
4.	KFAP651	Drawing-IV	0-1-4	50	30	20	100	3
5.	KFAP652	Painting-IV	0-1-4	50	30	20	100	3
6.	KFAP653	Composition-IV	0-1-4	50	30	20	100	2
7.	KFAP654	Print Making-II	0-1-3	50	30	20	100	2
8.	KFAP655	Art & Culture Tour	0-1-4	100	50	50	200	2
9.		Elective-II	0-1-2	50	30	20	100	3
Total							1000	24

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/ Tutorial/ Practical

Elective-II:

- a. KFAP061 Mural-II
- b. KFAP062 Ceramics-II
- c. KFAP063 Photography-II
- d. KFAP064 Computer Graphics-II

4thYear VII-SEMESTER (Stream: Painting)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KFAA701	History of Art-V	2-1-0	70	20	10	100	3
2.	KFAA702	Aesthetics-V	2-1-0	70	20	10	100	3
3.	KFAP701	Visual Art Process & Practices-V	2-1-0	70	20	10	100	3
4.	KFAP751	Drawing-V	0-1-4	50	30	20	100	3
5.	KFAP752	Painting-V	0-1-4	50	30	20	100	3
6.	KFAP753	Composition-V	0-1-4	50	30	20	100	2
7.	KFAP754	Print Making-III	0-1-3	50	30	20	100	2
8.	KFAP755	Training	0-1-4	100	50	50	200	2
9.		Elective-III	0-1-2	50	30	20	100	3
Total							1000	24

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/ Tutorial/ Practical

Elective-III:

- a. KFAP071 Mural-III
- b. KFAP072 Ceramics-III
- c. KFAP073 Photography-III
- d. KFAP074 Computer Graphics-III

4thYear VIII-SEMESTER (Stream: Painting)

S. No	Subject Code	Subject Name	L-T-P	Th/Lab ESE Marks	Sessional		Total	Credit
					CT	TA		
1.	KFAA801	History of Art-VI	2-1-0	70	20	10	100	3
2.	KFAA802	Aesthetics-VI	2-1-0	70	20	10	100	3
3.	KFAP801	Visual Art Process & Practices-VI	2-1-0	70	20	10	100	3
4.	KFAP851	Drawing-VI	0-1-4	50	30	20	100	3
5.	KFAP852	Painting-VI	0-1-4	50	30	20	100	3
6.	KFAP853	Composition-VI	0-1-4	50	30	20	100	2
7.	KFAP854	Print Making-IV	0-1-3	50	30	20	100	2
8.	KFAP855	Subject Research	0-1-4	100	50	50	200	2
9.		Elective-IV	0-1-2	50	30	20	100	3
Total							1000	24

CT: Class Test

TA: Teacher Assessment

L/T/P: Lecture/ Tutorial/ Practical

Elective-IV:

- a. KFAP081 Mural-IV
- b. KFAP082 Ceramics- IV
- c. KFAP083 Photography-IV
- d. KFAP084 Computer Graphics-IV

1st Year: Semester – I & II

(Common to Applied Art and Painting)

Objectives

The Foundation course of the four-year BNFA program is common for both painting and applied arts. This course emphasizes on a student's imaginative engagement with the world to understand visual elements and various principles of art. Students admitted to Fine Arts programs come from varied educational backgrounds and skill levels. They need fundamental and methodological training to improve their practical and analytical skills.

The primary focus in foundation course is on creating awareness in the students about the use of art materials and technical processes which are used in creating visual art and ideas.

1stYear: Semester – I (Common to Applied Art and Painting)

KFA111: HISTORY AND APPRECIATION OF ART

Objectives

This module is designed to weave the concept of Art in the mind of a student. It is very important to understand the nature of art and its scope in the factual world. Art as an expression of thoughts, ideas and communication needs to be understood to make a solid foundation for the course.

Desired outcome of the course

From this module, student shall be able to understand the immensity and role of art in their daily life. It shall establish the concept of Art in their consciousness. Students shall be acquainted with art from an expansive viewpoint. They shall be able to comprehend the elements and principles of art.

Syllabus

Unit 1: What is Art

What is art?

What is the relationship between Art and the Artist?



The basic concept of beauty that is involved in the creation of Art.

Art as an essential part of the real world.

Art as a powerful medium of self-expression

Unit 2: Art concepts

Role of forms in art.

Content and style as the essence of art.

Meaning and definition of Iconography.

Unit 3: Theme and purpose of art

Role of art in the society



Relationship between art and nature as a complement to each other

Role of Imagination and fantasy as an important phenomenon for the creation of art

Unit 4: The Visual Elements

Lines

Types of lines and their functions in art

Formation of shapes and their role in art

Importance of Light and colour

Usage of tones and textures to create an effective body of art work

Importance of space, time and motion in understanding art

Unit 5: Principles of Design in Art

Definition and principles of design- o Balance o

Proportion o Harmony o Emphasis o Rhythm

Role of elements of design in creating an effective design

Evaluation Methodology

Written test

Assignments

KFA112: HINDI

Objectives

To enable the students to read and comprehend complex texts, write logical, coherent and grammatically correct Hindi.

Desired outcome of the course

Students will be able to

Read, write, speak and comprehend Hindi.

Unit-1:

- हिंदी व्याकरण
- संज्ञा, सर्वनाम, विशेषण, क्रिया, क्रियाविशेषण, कारक
- संधि, समास, उपसर्ग, प्रत्यय, पर्यायवाची, विलोमशब्द, मुहावरा, लोकोक्ति, अनेक शब्दों के एक शब्द

Unit-2: पत्रलेखन

Unit-3: अंग्रेजी अनुच्छेदों का हिंदी में अभ्यास

Unit-4: निबंधलेखन

Unit-5: काव्यसंग्रह

- बादल राग सूर्यकांत त्रिपाठी - 'निराला'
- अग्निपथ हरिवंश राय बच्चन -
- नदी के द्वीप सच्चिदानंद हीरानंद वात्स्यायन - 'अज्ञेय'

Unit-6: गद्यसंकलन

- बेटी का धन प्रेमचंद -
- गेहूं और गुलाब रामवृक्ष बेनीपुरी -
- धर्मयुद्ध यशपाल -

Evaluation Methodology

- Test
- Assignment

KFA151: DESIGN

Objectives

Design is an arrangement of various forms and shapes for a specific purpose in a given space. It establishes the coordination of different forms with the available space in a harmonious way. Different articles, objects and shapes are used to create an arrangement and establish a relationship, which is pleasant to the eye of a viewer. During this module, student will be able to understand the concept of design, its elements and the principles involved in making a good design. This subject develops a sense of arrangement and movement in the mind of an artist.

Desired outcome of the course

From this module, students will be able to understand the concept of design. They will be able to design, taking ideas from natural objects and their surroundings. They will learn different types of designs and their purpose in everyday life. They will be able to understand the quality of lines, shapes, forms and their behaviour when they are in proximity to each other. It will help students to create a sense of intuitive balance and rhythm with the help of designs. Students will be trained to use their eyes to see a good design. Their hand and eye will be synchronized and work in tandem to create any piece of art.

List of Practicals

Unit-1. Line

Creation of different effects and moods using different types of lines
Exercises of different kinds of line in a square format

Unit 2. Forms

Forms and their types, role of forms in design
Exercises on creating a design in square format using basic geometrical forms

Unit 3. Design embedding within a form

Creation of a design with animal images
Implanting the above design into basic forms such as triangles, squares and circles.

Unit 4. Design based on study of form objects

Using and overlapping of designs for creating interesting forms

Exercises to design using the different object available in the environment

Unit 5. Design based on study of nature

Use of elements from nature to create a good design Exercises
on arrangement of elements in a square format

Evaluation Methodology

Individual's daily performance

Project Review: Mid Semester

Project Submission: End of the Semester

KFA152: Computer Graphics

Objectives

Computer is a basic tool used in modern world. It is important for the students to have a basic learning and usage of computers. This will create a foundation for future use of graphic application and professional career building. This learning is an asset for the artist to come at par with the modern technology. They should be able to learn and work on the computer with ease.

Desired outcome of the course

From this module student will be able to understand computer technology used in the area of art. They will be able to operate computers and use them for their artistic purpose. They will learn the different types of basic software and graphic software, which are widely used for the graphical representation.

List of Practicals

Make a project file using diagram and text on following units

Unit 1: Introduction to Computers

- Introduction to Computers
- Definition, Characteristics and history and evolution
- Types of computers and their Classification and application

- Components of Computers

Unit 2: Hardware

- Hardware: Input/Output Devices, Hardware Optimization
Processors, Ports, Cables
Types of Storage Device, Backup Devices
- Memory, Cache, Display, Resolutions, Graphic Cards, VRAM

Unit 3: Software and OS

- Introduction to Windows, Internet Explorer
- Introduction to OSX (Apple)
- Introduction to Graphic Software
- Window Accessories: Paint Brush, Notepad and WordPad

Unit 4: Adobe Photoshop

- ADOBE PHOTOSHOP: Introduction to Photoshop - new document, saving files, saving new and existing images, export, import, changing work canvas, rotating.
- Menu bar options
- Tool Bar Options (Move tool, hand tool, zoom tool. Pencil and pen tool, crop tool, magic wand, lasso and eraser tools. Type tool)
- Colors, Layers and Filters (Back ground and foreground, Eyedropper-colour sampler, erasing, blending modes, gradients, working with brushes, Burn-dodge-sponge, Blur-sharpen- smudge)
- Restoration of photos ((red eye tool, patch tool, clone stamp pattern stamp, spot healing brush tool, retouch tool, colour replacement tool).
- Photo enhancement and colour correction

Do the following exercise

Exercise for configuring Display, Resolutions

Exercise for Managing Files and Folders

Exercise for creating backups and using external storage

Evaluation Methodology

Individual's daily performance

Project Review: Mid Semester

Project Submission: End of the Semester

KFA153: GEOMETRICAL AND PERSPECTIVEDRAWING

Objectives

Orthographic Projection is a way of drawing a 3D object from different perspectives. Usually a front, side and plane view are drawn so that a person looking at the drawing can perceive it from all the angles. Orthographic drawings are useful especially when a design has been developed to a stage where it is almost ready to manufacture. In this module student will be able to learn different types of geometrical planes and their usage. During this module student will be able to understand the concept of orthographic projections, their types, elements and principles involved. The course trains a student to present 3D visuals on 2D surfaces.

Desired outcome of the course

From this module student will be able to understand the 2D and 3D projection. They will be able to draw orthographic projections of the objects available. They will learn the different types of planes and their purpose in professional and daily life. They will be able to understand the focal length, optics, projections, and their relationship with 2D objects.

List of Practicals

Unit 1. Introduction to plane Geometry

- Plane, its types and purposes.
- Historical background of geometrical planes.
- Make a simple geometrical plane of an object
- Make Multi view orthographic projection

Unit2. Orthographic projection

- Meaning of orthographic projection
- Multi view orthographic projection and their need
- Role of focal point and focal length
- Relationship between optics and orthographic projection
- Making an orthographic projection of an object.

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

KFA154: DRAWING

Objectives

Drawing is the basis of any art course. The subject aims at establishing hand-eye coordination while drawing any object. During this module, the students are trained to understand the importance of proportion while drawing. This subject develops the sense of line, space and volume in the mind of an artist.

Desired outcome of the course

From this module student will be able to understand the concept of line. They will be able to draw the objects using different types of lines. Students exhibit capacity to create volume with the help of lines and draw with intuitive attitude. Synchronization of hand and eye will be well established and students can work in tandem to create any piece of art.

List of Practicals

Unit-I : Sketching

Rapid sketches

Role of proportion in drawing



Drawing intuitively

Unit-II. Exercise of different types of lines

Different types of lines, their nature, emotions and effects.

Creation of art work using different types of lines.

Unit-III. Drawing from still objects

Drawing a still life using different objects of different sizes and shapes

Concept of materials and shapes

Unit 4. Drawing of foliage (plants)

Study of nature using lines

Creating volume through lines

Use of pressure to create the required effect of light and shade

Unit 5. Drawing from model

- Drawing a human figure with rapid speed
- Ideal proportions of human body
- Examples of drawings of great masters

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester
-

KFA155: PAINTING

Objectives

Painting is the ability of applying colour and tone to any given space. The knowledge of painting and accurate handling of colours is the fundamental need for the development of an artist. The core learning of the course is to see colours in different lights and study the change that results according to the intensity of light. This course aims at developing a sense of harmony and the concepts of opposite and complimentary colours and use them appropriately.

Desired outcome of the course

In this module the students will be able to understand the concept of colours. They will be able to paint and handle different kinds of colours and mediums. Students will be able to see the colours in natural as well as artificial light. They will be able to draw a conclusive opinion about the behaviour of colours in different environments.

List of Practicals

Unit 1. Exercise with Basic colours

- Colours and their behaviour
- Basic colours and different colour models Unit

2. Exercise with Secondary colours

- Secondary colours and their preparation using basic colours

Number of secondary colours that can be made from basic colours

Colour wheel, colour scheme

Unit 3. Exercise with Colours and tones

Importance of colours and tones

using tones in creating an art object Unit

4. Exercise with Colour wheel

Types of Colour wheel

Importance of colour wheel in understanding the nature and harmony among colours

Unit 5. Exercise with colours expression

Usage of colours to create an expression in art

Effect of colours on moods

Evaluation Methodology

Individual's daily performance

Project Review: Mid Semester

Project Submission: End of the Semester

KFA156: CLAY MODELING

Objectives

Art is to see an object in 2D as well as 3D perspective. Clay modelling will help the students to develop a three-dimensional vision. Students will be able to feel the objects and materials. This exercise is designed to develop a sense of proportion and volume in students.

Desired outcome of the course

In this module, students will be able to understand the concept of modelling and volume in the given time and space. They will be able to make 2D and 3D miniatures of objects available in the nature and their surroundings. They will learn the different types of clays modelling and materials that are used for the same. They will develop skills to use the tools available, the quality of material, their behaviour, maintenance and durability. Their hand and eye will be synchronized with the proportion and volume of the object.

List of Practicals:

Unit 1. Creating 3d form with clay

Creation of simple 3D objects in clay

Usage and preparation of clay for modelling

Types of clay and usages

Unit 2. Creating 3d form with Plaster of

Creation of simple 2D and 3D objects using Plaster of Paris.

Plaster of Paris and its behaviour

Maintenance and durability of plaster of Paris (POP)

Evaluation Methodology

Individual's daily performance
 Project Review: Mid Semester
 Project Submission: End of the Semester

KFA157: PRINT MAKING

Objectives

Printmaking is as ancient as human civilization. Print is about taking multiple impressions of similar objects or patterns. Print is a medium of expression used for communicating to masses. Students, in this module, will learn various types of printmaking techniques. They will also learn how prints are being created for the purpose of art and beauty. During this module, students will be able to understand the concept of print, its elements and principles involved in making a good print. Students will develop a sense of materials, methods and their usage.

Desired outcome of the course

From this module, students will be able to understand the concept of Printmaking. They will be able to make prints, taking ideas from objects in nature and their surroundings. They will learn different types of printing techniques and their usage in everyday life. They will be able to understand the quality of prints, inks, papers, and their behaviour when they are applied on different surfaces. It will help students to understand print as a medium of artistic expression. They will also be able to create blocks and print them accordingly.

List of Practicals

Unit 1. Making of mono prints with Lino cut

- Printing techniques
- Exercise on creating a Lino cut mono print

Unit 2. Making block print with objects selected at random in one's environment

- Students will be encouraged to look for various objects around them and use their impressions as blocks for printing
- Students will collect objects of different textures both natural as well as man-made to use as blocks for printing

Unit 3. Making a stencil print

- Stencil and evolution of stencil printing
- Stencil graffiti
- Find stencils from everyday life

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

KFA158: Art Project

List of Practicals

Unit 1. Creating 3d form with paper or cloth

- Using paper and cloth to make different objects
- Creation of forms from simple to complex
- Behaviour and usage of materials
- Choosing appropriate material based on the object

Unit 2. Creating 3d form with cardboard

- Cardboard and its types
- Use of cardboard to create a 3D object
- Tools used in cardboard cutting
- Creating a 2D or 3D object with the help of cardboard

Unit 3. Creating 3D form using Everyday Objects

- Choose everyday object.
- Create utility or decorative object using everyday object

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

1stYear: Semester – II (Common to Applied Art and Painting)

KFA221: HISTORY AND APPRECIATION OF ART

Objective

This module is designed to weave the concept of Art in the mind of a student. It is very important to understand the nature of art and its scope in the factual world. Art as an expression of thoughts, ideas and communication needs to be understood to make a solid foundation for the course.

Desired outcome of the course

From this module, student shall be able to understand the immensity and role of art in their daily life. It shall establish the concept of Art in their consciousness. Students shall be acquainted with art from an expansive viewpoint. They shall be able to comprehend the elements and principles of art.

Syllabus

Unit 1: What is Art

What is art?

What is the relationship between Art and the Artist?

The basic concept of beauty that is involved in the creation of Art.

Art as an essential part of the real world.

Art as a powerful medium of self-expression

Unit 2: Art concepts

Role of forms in art.

Content and style as the essence of art.

Meaning and definition of Iconography.

Unit 3: Theme and purpose of art

Role of art in the society

Relationship between art and nature as a complement to each other

Role of Imagination and fantasy as an important phenomenon for the creation of art

Unit 4: The Visual Elements

- Lines
- Types of lines and their functions in art
- Formation of shapes and their role in art
- Importance of Light and colour
- Usage of tones and textures to create an effective body of art work
- Importance of space, time and motion in understanding art

Unit 5: Principles of Design in Art

- Definition and principles of design-
 - o Balance
 - o Proportion
 - o Harmony
 - o Emphasis
 - o Rhythm
- Role of elements of design in creating an effective design

Evaluation Methodology

- Written test
- Assignments

KFA222: ENGLISH FOR PROFESSIONAL COMMUNICATION

Objective of the Course:

To impart basic skills of communication in English through intensive practice to the first year UG students of engineering so as to enable them to function confidently and effectively in that language in the professional sphere of their life.

Desired Entry Behaviour:

The student must have some basic command of English that is must be able to:

- Write reasonably grammatically.
- Understand (if not use) at least some 2500 general-purpose words of English.

- Use some 2000 (at least 1500) general-purpose words of English to express himself in writing and 1500 such words to talk about day to day events and experiences of life.
- Understand slowly-delivered spoken material in Standard Indian English, and
- Speak reasonably clearly (if not fluently) on routine matters with his fellow students.

Teaching Method:

The topics must be covered essentially through plenty of examples; lecture classes must be conducted as lecture-cum-tutorial classes.

It is a course that aims to develop skills. It is therefore “practical” in orientation plenty of exercises of various kinds must be done by the students both inside and outside the classroom.

The teacher must not depend on a single or a set of two or three textbooks. He must choose his materials from diverse sources.

Keeping in view the requirements of his students, the teacher may have to prepare some teaching and exercise materials.

For practice in listening, good tape recorders can be used if the more advanced facilities (for example, language laboratory) are not available. In fact they can be used very fruitfully. The teacher must function as a creative monitor in the classroom.

Minimum time should be spent in teaching phonetic symbols, stress, information, etc. The aim should be to enable the student to find out for himself the correct pronunciation of a word from a learner’s dictionary. In teaching speaking, emphasis should be on clarity, intelligibility and reasonable fluency rather than on “correct” pronunciation of words. Classroom presentation and group discussion sessions should be used to teach speaking.

Key concepts

1. Language/Communication in context: communication as a means of sharing information, speakers-listener and reader-writer relationship, process, importance, purpose, features of communication (accuracy, brevity, clarity and appropriateness in communication), barriers to communication, personal and interpersonal communication.

2. Writing Skills: Learning words for general purpose, use through situations, sentence formation and use of given set of words in different contexts, usages of words in different tenses, aspect and moods, narrative in first, second and third person, meaning and usages of connectives, modifiers and models, phrasal verbs, connotations, various types of sentences and paragraphs, features of paragraph (cohesion and coherence).

3. Speaking Skills: Speech and verbal communication, articulation (pronunciation of different sounds and words i.e. vowels, consonants, diphthongs, (IPA Chart) and words), paralinguistic features, formal informal speaking, extempore, discussion and presentation.

4. Reading Comprehension: kinds and types of reading texts, basic steps to effective reading, abstracting, précis writing and summarizing taking example from different texts.

5. Listening Comprehension: process and types of listening, steps of listening, barriers to listening, Fluency & speed, impact of pronunciation on comprehension through various texts, intelligent listening.

Practice exercises I: vocabulary and conversation exercises on the newly learnt words, transcription of words, understanding of tenses, enhancing conversation skills, reading & listening Comprehension of simple passages with exercises

Practice exercises II: conceptual inputs on presentation skills and conducting presentations.

Note: 90 days of working/teaching (including internal assessment)

KFA251: DESIGN

Objectives

Design is an arrangement of various forms and shapes for a specific purpose in a given space. It establishes the coordination of different forms with the available space in a harmonious way. Different articles, objects and shapes are used to create an arrangement and establish a relationship, which is pleasant to the eye of a viewer. During this module, student will be able to understand the concept of design, its elements and the principles involved in making a good design. This subject develops a sense of arrangement and movement in the mind of an artist.

Desired outcome of the course

From this module, students will be able to understand the concept of design. They will be able to design, taking ideas from natural objects and their surroundings. They will learn different types of designs and their purpose in everyday life. They will be able to understand the quality of lines, shapes, forms and their behaviour when they are in proximity to each other. It will help students to create a sense of intuitive balance and rhythm with the help of designs. Students will be trained to use their eyes to see a good design. Their hand and eye will be synchronized and work in tandem to create any piece of art.

List of Practicals

Unit 1. Composition using basic shapes

Composition using different types of forms in Mono colour

Creation of forms in different colour

Relationship of colour and form

Exercises on creating a design in square format using basic geometrical forms

Unit 2. Lines, forms and colours

Creation of a design using line, form and colours

Implanting the above design into basic forms such as triangles, squares and circles. Using colour overlapping and transparency to create forms

Unit 3. Line, Forms, Colours, tones and textures

Creation of a design using line forms, colours, tones and textures.

Exercise to design using different objects available in the environment.

Using colour overlapping and transparency to create forms

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

KFA252: COMPUTERS GRAPHICS

Objectives

Computer is a basic tool used in modern world. It is important for the students to have a basic learning and usage of computers. This will create a foundation for future use of graphic application and professional career building. This learning is an asset for the artist to come at par with the modern technology. They should be able to learn and work on the computer with ease.

Desired outcome of the course

From this module student will be able to understand computer technology used in the area of art. They will be able to operate computers and use them for their artistic purpose. They will learn the different types of basic software and graphic software, which are widely used for the graphical representation.

List of Practicals

Unit 1: Making PowerPoint presentation

- Overview of Presentation
- Use of PowerPoint
- Different types of Slide Layouts
- Applying Background and Design Templates
- Transitions and Custom Animation Effects.
- Printing Slides

Unit 3: Microsoft office

- Making Office Document
- Formatting Documents
- Working with Page Setups, Tables and shapes

Formatting Tables, Header and Footer
Printing Procedures
Spell Checker and Thesaurus

Unit 4: Basics Networking

- Introduction to Networks
- Advantages of Network
- Types of Network, Wireless, Bluetooth, Ethernet, VPN
- Cloud Computing
- Sharing devices, networks

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

KFA253: GEOMETRICAL AND PERSPECTIVE DRAWING

Objectives

Orthographic Projection is a way of drawing a 3D object from different perspectives. Usually a front, side and plane view are drawn so that a person looking at the drawing can perceive it from all the angles. Orthographic drawings are useful especially when a design has been developed to a stage where it is almost ready to manufacture. In this module student will be able to learn different types of geometrical planes and their usage. During this module student will be able to understand the concept of orthographic projections, their types, elements and principles involved. The course trains a student to present 3D visuals on 2D surfaces.

Desired outcome of the course

From this module student will be able to understand the 2D and 3D projection. They will be able to draw orthographic projections of the objects available. They will learn the different types of planes and their purpose in professional and daily life. They will be able to understand the focal length, optics, projections, and their relationship with 2D objects.

List of Practicals

Unit 1. Draw Plan and elevation

Draw a simple geometrical plan of an object

Draw elevation drawing

Draw isometric projection of an object

Make a project file from following units

Unit 2. Isometric projection

Isometric projection and its need

Role of focal point and focal length

Relationship to orthographic projection

Unit 3. Parallel and Angular Perspective

Parallel and Angular perspective and its need

Role of perspective in drawing

Relationship between different types of projections

Evaluation Methodology

Individual's daily performance

Project Review: Mid Semester

Project Submission: End of the Semester

KFA254: DRAWING

Objectives

Drawing is the basis of any art course. The subject aims at establishing hand-eye coordination while drawing any object. During this module, the students are trained to understand the importance of proportion while drawing. This subject develops the sense of line, space and volume in the mind of an artist.

Desired outcome of the course

From this module student will be able to understand the concept of line. They will be able to draw the objects using different types of lines. Students exhibit capacity to create volume with the help of lines and draw with intuitive attitude. Synchronization of hand and eye will be well established and students can work in tandem to create any piece of art.

List of Practicals:

Unit 1: Sketching

Rapid sketches, Drawing intuitively

Structural drawings

Unit 2. Exercise of different types of lines

Different types of lines, their nature, emotions and effects.

Creation of drawing using different types of lines.

Mood and expression in human form Unit

3. Drawing from still objects

Drawing a still life using different objects of different sizes and shapes

Concept of materials and shapes

Draw with light, shade and volume

Unit 4. Drawing of foliage (plants)

Study of nature using lines

Creating volume through lines

Use of pressure to create the required effect of light and shade

Draw, showing the effect of light, shade and volume

Unit 5. Drawing from model

Drawing a human figure with rapid speed

Ideal proportions of human body

Examples of drawings of great masters. Anatomy and structure.

Evaluation Methodology

Individual's daily performance

Project Review: Mid Semester

Project Submission: End of the Semester

KFA255: PAINTING

Objectives

Painting is the ability of applying colour and tone to any given space. The knowledge of painting and accurate handling of colours is the fundamental need for the development of an artist. The core learning of the course is to see colours in different lights and study the change that results according to the intensity of light. This course aims at developing a sense of harmony and the concepts of opposite and complimentary colours and use them appropriately.

Desired outcome of the course

In this module the students will be able to understand the concept of colours. They will be able to paint and handle different kinds of colours and mediums. Students will be able to see the colours in natural as well as artificial light. They will be able to draw a conclusive opinion about the behaviour of colours in different environments.

List of Practicals:

Unit 1. Painting from object using colours and tones

- Draw and paint an object with water colours
- Colour and its behaviour
- Ways of using tones in creating an art object

Unit 2. Landscape

- Draw landscape and paint with water colours
- Effect of light on properties of colours

Unit 3. Transparency and opaqueness of colour

- Draw a colour wheel, Meaning and types of colour wheel
- Understanding colour wheel in relation to nature and harmony among colours
- Overlapping, transparency and opacity of colours
- Importance of colours and tones
- Colour, hue and intensity

Unit 4. Use of opaque and tempera colours

- Draw a still life in tempera
- and behaviour of colours in different opacities
- Use of colours to create volume and depth
- Effect of colours on moods

Evaluation Methodology

- Individual's daily performance
- Project Review: Mid Semester
- Project Submission: End of the Semester

KFA256: CLAY MODELING

Objectives

Art is to see an object in 2D as well as 3D perspective. Clay modeling will help the students to develop a three-dimensional vision. Students will be able to feel the objects and materials. This exercise is designed to develop a sense of proportion and volume in students.

Desired outcome of the course

In this module, students will be able to understand the concept of modeling and volume in the given time and space. They will be able to make 2D and 3D miniatures of objects available in the nature and their surroundings. They will learn the different types of clays modeling and materials that are used for the same. They will develop skills to use the tools available, the quality of material, their behaviour, maintenance and durability. Their hand and eye will be synchronized with the proportion and volume of the object.

List of Practicals

Unit 1. Creating 3d form with clay

- Creation of complex 3D objects in clay
- Usage and preparation of clay for modeling

Types of clay available

Use of different types of clay for different purposes

Unit 2. Creating 3d form with Plaster of Paris

- Plaster of Paris and its behaviour
 Creation of complex 2D and 3D objects using Plaster of Paris.
Maintenance and durability of plaster of Paris.

Evaluation Methodology

Individual's daily performance

Project Review: Mid Semester

Project Submission: End of the Semester

KFA257: PRINT MAKING

Objectives

Printmaking is as ancient as human civilization. Print is about taking multiple impressions of similar objects or patterns. Print is a medium of expression used for communicating to masses. Students, in this module, will learn various types of printmaking techniques. They will also learn how prints are being created for the purpose of art and beauty. During this module, students will be able to understand the concept of print, its elements and principles involved in making a good print. Students will develop a sense of materials, methods and their usage.

Desired outcome of the course

From this module, students will be able to understand the concept of Printmaking. They will be able to make prints, taking ideas from objects in nature and their surroundings. They will learn different types of printing techniques and their usage in everyday life. They will be able to understand the quality of prints, inks, papers, and their behaviour when they are applied on different surfaces. It will help students to understand print as a medium of artistic expression. They will also be able to create blocks and print them accordingly.

List of Practicals:

Unit 1. Making of mono woodcut print

Print and its origin, Printing techniques
Exercise on creating a mono print

Unit 2. Making of woodcut print in colour

Woodcut colour printing process and tools
Exercise on woodcut printing with colour

Unit 3. Making a print with silk screen

Silkscreen colour printing process and tools

Types of silk screen printing
Exercise on silk screen printing with single and multi colour

Evaluation Methodology

Individual's daily performance

Project Review: Mid Semester
Project Submission: End of the Semester



KFA258: ART PROJECT

List of Practicals

Unit 1. Creating 3d form with paper or cloth

- Using paper and cloth to make different objects
- Creation of forms from simple to complex
 - Behaviour and usage of materials
 - Choosing appropriate material based on the object

Unit 2. Creating 3d form with cardboard

-  Cardboard and its types
- Use of cardboard to create a 3D object
-  Tools used in cardboard cutting
- Creating a 2D or 3D object with the help of cardboard



Unit 3. Creating 3D form using Everyday Objects

- Choose everyday object.
- Create utility or decorative object using everyday object

Unit 4. Composition using different materials

- Creating a 2D or 3 D composition using different materials

Evaluation Methodology

- Individual's daily performance
-  Project Review: Mid Semester
-  Project Submission: End of the Semester

List of Web Resources for semester I and II

<http://en.wikipedia.org/wiki/Painting>
http://en.wikipedia.org/wiki/History_of_painting
http://en.wikipedia.org/wiki/20th-century_Western_painting
http://en.wikipedia.org/wiki/Chinese_painting
http://en.wikipedia.org/wiki/History_of_Chinese_art
<http://www.ngmaindia.gov.in/index.asp>
<http://www.sothebys.com/en.html>
<http://www.googleartproject.com/http://www.christies.com/>
http://en.wikipedia.org/wiki/Indian_art
http://en.wikipedia.org/wiki/Cave_paintings_in_India

<http://www.wondermondo.com/Best/As/IndMedCavePaint.htm>
<http://www.culturalindia.net/indian-art/paintings/index.html>
<http://www.colourlovers.com/palettes> <http://www.colormatters.com/color-and-design/basic-color-theory> <http://www.worqx.com/color/>
<http://www.smashingmagazine.com/2010/01/28/color-theory-for-designers-part-1-the-meaning-of-color/>

http://en.wikipedia.org/wiki/Color_theory#Color_abstractions
<http://www.beautifulife.info/web-design/10-best-typography-tutorials/>
<http://www.creativebloq.com/graphic-design-tips/typography-tutorials-1232719>
<http://www.creativebloq.com/tag/graphic-design>
www.ideastraining.com/PDFs/TypographyBasics.pdf <http://designinstruct.com/tools-basics-the-basics-of-typography/> <http://abduzeedo.com/tutorials>
<http://www.aiga.org/guide-what-is-graphic-design/> <http://www.aiga.org/design-for-good/>
http://en.wikipedia.org/wiki/Graphic_design
http://en.wikipedia.org/wiki/Communication_Design <http://www.drawspace.com/>

<http://en.wikipedia.org/wiki/Drawing>

<http://nasonart.com/writing/ondrawing2.html> <http://www.art-drawing.ru/terms-and-concepts/2360-drawing>
<http://www.artgraphica.net/free-art-lessons/drawing-pencil-tutorial.html>
<http://en.wikipedia.org/wiki/Printmaking>
<http://www.moma.org/interactives/projects/2001/whatisaprint/flash.html>
<http://lecomtedominique.com/techan.html>
http://en.wikipedia.org/wiki/Modelling_clay
<http://www.gcflearnfree.org/computerbasics>

http://graphicssoft.about.com/od/videotutorials/Video_Tutorials_for_Learning_Graphics_Software.htm

<http://graphicssoft.about.com/od/photoshop/l/blps5out.htm>

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History of Art – by Christensen □
- Art through the ages – By Gardner, Helen □
Story of Art, London – By Gombrich, E.H. □
Folk painting of India – by Idwin, V. □
- The picture history of Painting – By Janson, H.W. and Janson, D. □
Understanding the Art – by Myers, Bernard S. □
Art of the World Series – By Newton, Eric □
Art in East & West – By Rowland, Benjamin U. □
Art of Asia – By Rubissow, H. □
An History of Far Eastern Arts – By Sherman, E. Lee □
History of Art – By Vincent, Jean A. □
Indian miniature – By Archer, W.G. □
Painting in India – By Barret, D. and Gray, Basil □
Indian Painting – By Brown, Percy □
Art of Mughul India – By Born, Wash and Bailey, Gordon. □
History of Indian and Indonesian Art – By Coomaraswamy, Anand. □
Indian Art – By Iyer K. Bharat. □
Indian Sculpture – By Kramrisch Stella. □
Kangra Paintings of Love – By Randhava M.S. □
Art in the East and West – By Rowland, Benjamin □
The Art and Architecture of India – By Rowland Benjamin □
Indian Painting from Ajanta Caves – By Singh, M. □
South Indian Painting – By Sivaramamurti, C. □
Fine Art in Indian and Ceylon – By Smith □
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Masters of Modern Art – By Fabri, Charles □
Foundation of Modern Art – By Fant, Ozen □
The age of Baroque – By Kiston, Michael. □
Painting in the Far West – By Laurence, Bonyon. □
Man and the Renaissance – By Martindale, Andrew □
Contemporary Sculpture – By Welcher C.G. □
Art Today – By Ziegfeld, Edwin. □
Abanindranath Tagore and the Art of his time – By Appasamy, Jaya. □
Masters of Modern Art – By Barr, Alfred (Ed.) □
The History of Western Art – By Chirstensen, Erwin □
Foundation of modern Art – By Fant, Ozen. □
Contemporary Indian Artsits – By Kapoor, Geeta. □
Trends in Indian Paintings – By Kaul, □
The New Drawing on the Right Side of the Brain- By Betty Edwards □
Exploring Drawing - By Brommer, Gerald F. □
Modern master drawings - By Bodley Gallery □
Pen & Ink Techniques - By Frank Lohan □
Drawing Realistic Textures in Pencil - By J. D. Hillberry □
Take a line for a walk: A Creativity Journal - By Landa, Robin □

- The Creative Eye - Spears, Heather □
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