

॥ सा विद्या या विमुक्तये ॥



# स्वामी रामानंद तीर्थ मराठवाडा विद्यापीठ, नांदेड

“ज्ञानतीर्थ” परिसर, विष्णुपुरी, नांदेड - ४३१६०६ (महाराष्ट्र)

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY NANDED**

“Dnyanteerth”, Vishnupuri, Nanded - 431606 Maharashtra State (INDIA)

Established on 17th September 1994 – Recognized by the UGC U/s 2(f) and 12(B), NAAC Re-accredited with 'A' Grade

## ACADEMIC (1-BOARD OF STUDIES) SECTION

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प्रस्तुत विद्यापीठाच्या ललीत व प्रयोगजीवी कला संकुलातील, आंतर विद्याशाखेतील पदवी स्तरावरील प्रथम वर्षाच CBCS Pattern नुसारचे अभ्यासक्रम शैक्षणिक वर्ष २०२०-२१ पासून लागू करण्याबाबत.

## प रि प त्र क

या परिपत्रकान्वये सर्व संबंधितांना कळविण्यात येते की, दिनांक २० जून २०२० रोजी संपन्न झालेल्या ४७व्या मा. विद्या परिषद बैठकीतील विषय क्र.१५/४७-२०२० च्या ठरावानुसार प्रस्तुत विद्यापीठातील ललीत व प्रयोगजीवी कला संकुलातील आंतर विद्याशाखेतील पदवी स्तरावरील प्रथम वर्षाचा खालील विषयाचा **C.B.C.S. (Choice Based Credit System) Pattern** नुसारच अभ्यासक्रम शैक्षणिक वर्ष २०२०-२१ पासून लागू करण्यात येत आहे.

01. B.V.A. I Year-(Bachelor of Visual Arts)

सदरील परिपत्रक व अभ्यासक्रम प्रस्तुत विद्यापीठाच्या [www.srtmun.ac.in](http://www.srtmun.ac.in) या संकेत-स्थळावर उपलब्ध आहेत. तरी सदरील बाब ही सर्व संबंधितांच्या निदर्शनास आणून द्यावी.

‘ज्ञानतीर्थ’ परिसर,

विष्णुपुरी, नांदेड - ४३१ ६०६.

जा.क्र.: शैक्षणिक-१/परिपत्रक/पदव्युत्तर (उपकेंद्र, लातूर)-

सीबीसीएस अभ्यासक्रम/२०२०-२१/७४९

दिनांक : ११.०९.२०२०.

प्रत माहिती व पुढील कार्यवाहीस्तव :

- १) मा. अधिष्ठाता, आंतर विद्याशाखा, प्रस्तुत विद्यापीठ.
- २) मा. संचालक, परीक्षा व मूल्यमापन मंडळ यांचे कार्यालय, प्रस्तुत विद्यापीठ.
- ३) मा. संचालक, ललीत व प्रयोगजीवी कला संकुल प्रस्तुत विद्यापीठ.
- ४) साहाय्यक कुलसचिव, पदव्युत्तर विभाग, प्रस्तुत विद्यापीठ.
- ५) सिस्टम एक्सपर्ट, शैक्षणिक विभाग, प्रस्तुत विद्यापीठ.

स्वाक्षरित / -

**उपकुलसचिव**

शैक्षणिक (१-अभ्यासमंडळ) विभाग

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY,  
NANDED.**

**SCHOOL OF FINE & PERFORMING ART'S**

**(BVA) Bachelor of Visual Art (Drawing & Painting)**

**8 Semesters / 4 Years Degree Course with CBCGS Pattern**

**W.E.F. 2020-21**

Art education in the SRTM University, Dept. of Visual & Performing Art aim at advancing knowledge and professional competence in the field of visual art.

The objective of its educational Programme is to imbibe in talent our youth the conceptual and technical excellence so vital to self-expression and competence in the field, and to help prepare students for rewarding careers as artists and designers or educationists in the subject of art.

**Eligibility:** The applicant for admission to the BVA (Drawing & Painting) course must satisfy the following basic criteria.

**Nationality:** Indian citizen, NRI & Foreign National (Set reserved as per university rules.)

**Age:** No age limit for admission to BVA Course has been prescribed.

**Educational Qualification:**

A) To be eligible for admission to the first year for the degree of Bachelor of visual art (Drawing & Painting), a candidate must passed the HSC Examination (any discipline) conducted by the Maharashtra Board of Secondary and Higher Secondary Education or any other board or recognized equivalent course with English as a subject.

B) The Candidate must have pass University Dept. CET / Aptitude test or intermediate drawing grade examination conducted by directorate of Art Maharashtra State, Mumbai.

**Objectives and outcomes:**

1. **History of art** (obj.) to understand development of painting sculpture and architecture in different periods in Indian and western art (Early to modern art).

**Outcomes:** By studying history of art, art students can express their thought and art more creatively, powerful and effectively.

2. **Color and fundamentals of art** (obj.) to understand all about colors and all main basics of visual arts.

**Outcomes:** studying by color and fundamentals of art students can understand all color knowledge, application, basic principal, and fundamental of visual art theoretical and practical.

3. **Nature and object study** (obj.) to understand how to Draw and Paint nature and manmade object practically with color perfections.

**Outcomes:** Studying by this subject student can draw and paint nature and manmade object practically and use this knowledge skills in professional visual designs.

- 4. 2D and 3D Design** (obj.) to understand differences between 2D and 3D design and create design, model practically.

**Outcomes:** Student can create new designs and model practically.

- 5. Mehendi and Rangoli** (obj.) making of Mehendi and Rangoli designs.

**Outcomes:** Studying by this subject professionally create / making traditional and modern Mehendi and Rangoli design for Self employment

- 6. Drawing from cast and figure** (obj.) drawing and rendering of cast statues and human body practically.

**Outcomes:** Realistic drawing skills adaptation.

- 7. Technical theory of medium** (obj.) study of different medium in visual art.

**Outcomes:** By studying of different medium students can create their art work more effectively and professionally.

- 8. Spray painting** (obj.) study of spray painting with tools, material and techniques.

**Outcomes:** By spray painting skills student can paint many different surfaces professionally and it helps employability.

- 9. Memento Designing / Making** (obj.) study of movement to designing and making with different mediums.

**Outcomes:** Studying by this subject students can design and make movement to professionally for self-employment.

**BVA / Bachelor of visual Art – 1<sup>st</sup> Semester circular (Drawing & Painting)**

Course	Sq. No.	Subject	Credit	Teaching Hours	No. of assignment of tutorial	Internal Mark	Exam Mark	Exam Hours	Total Marks
Foundation Course	01	History of Art (Th) (Indian and Western)	04	60	02	20	80	3	100
	02	Color & Fundamentals of Art (TH)	04	60	02	20	80	3	100
Course Course	03	Color & Fundamentals of Art (PR)	04	60	10 (5 each)	50	50	12	100
	04	Nature & Object study (PR)	08	120	10 (5 each)	50	50	12	100
	05	2D & 3D Design (PR)	08	120	10 (5 each)	50	50	12	100
Elective Course	06	Mehendi & Rangoli Making (PR)	04	60	10	50	50	06	100
			32	480	44	240	360		600

**01. Sem = 90 days x 6 hours daily = 540 working hours - 480 hours = 60 hours other activity just as library, study tour, exhibition, seminar, outdoor study etc.**

**TH = Theory; PR = Practical**

**01. History of Art (TH / 04 Credit / 80+20 = 100 Marks)**

Indian art (study of painting, sculpture and architecture)

01. Indus valley civilization art

02. Art of Maurya period.

03. Art of Shunga

04. Satvahana art

Western art (study of painting, sculpture & Architecture)

05. Prehistoric art

06. Egyptian art

07. Mesopotamian Art (Sumerian, Akkadian, Babylonian Art & Assyrian)

08. Aegean civilization art (create and Mycenae)

**02. Color and Fundamentals of Art (TH - 04 Credit, 80 + 20 = 100 Marks)**

Color theory & schemes, Point line, Texture, Shape, Mass, Form, Tone, Principal of design, Balance, Rhythm, Harmony, Proportion etc.

Golden mean in design, liner and massive, rendering, perception through eye emotional aspect in forms and form arrangement, expression in art, creation and appreciation in visual art, social and religious aspects involved in visual art.

**03. Color and Fundamental of Art (Practical - 04 Credit, 50+50 = 100 Mrk, Min.10 assignments.)**

05 minimum practical assignments based on color theory.

05 minimum practical assignments based on fundamentals of Art theory.

**04. Nature & object study (Practical -08 credit, 50+50=100 Marks, Min.10 (5+5) assignments compulsory as class work / seasonal work)**

Study from man-made objects and Nature with emphasis on and construction, perspective, rendering in liner and massive drawing. Experience with material quality for feel, value in gray, texture and color rendering use of various media, like pencil, charcoal, ink, pen, crayon, etc. and their technique.

**05. 2D & 3D Design (Practical, 08 Credits, 50+50=100 marks, minimum 10 each. 05 Assignments compulsory of class work / seasonal works)**

**2D Design** - Study and exploration through organization of elements and principles of design point line, texture, shape / mass form, tone, color and By lance, Rhythm and proportional respectively.

**3D Design**, - Constructional and or modeling of 3Dimensional geometrical forms such as cubes, cones, sphere, cylinders, slab etc. and organization forms for 3D Design. Use of paper, card board. Soap, plasticiane, wire etc. to construct 3D design, Use of elements and principles of the art for 3Design.

**06. Mehendi or Rangoli Making (Practical, 04 Credit, 50+50= 100 Marks)**

It is optional to student can select & study any one of above subject. Minimum 10 assignment compulsory as a part of class work / seasonal work.

**Mehandi:** Study of Mehendi design with different traditional pattern and decorative design, study of material with professional view.

**Rangoli making:** Study of Rangoli with modern and traditional view. Study of different material, surfaces, pattern, beauty of composition and impact with professional axes.

**Passing Rules:**

Passing rules as per UGC and SRTM University CBCGS Guidelines (10 point later grade system)

**BVA / Bachelor of visual Art – 2<sup>nd</sup> Semester circular (Drawing & Painting)**

Course	Sq. No.	Subject	Credit	Teaching Hours	No. of assignment of tutorial	Internal Mark	Exam Mark	Exam Hours	Total Marks
Foundation Course	01	History of Art (Th) (Indian and Western)	04	60	02	20	80	3	100
	02	Technical theory of medium	04	60	02	20	80	3	100
Course Course	03	Drawing from cast & figure (PR)	04	60	10	50	50	16	100
	04	Nature & Object study (PR)	08	120	10	50	50	12	100
	05	2D & 3D Design (PR)	08	120	10	50	50	12	100
Elective Course	06	Spray painting or Memento designing & Making (PR)	04	60	10	50	50	12	100
			32	480	44	240	360		600

540 working hrs. - 480 hrs. = 60 hrs. other activity just as library, study tour, exhibition, seminar, outdoor study etc.

**TH = Theory; PR = Practical**

**01. History of Art (TH / 04 Credit / 80+20 = 100 Marks, 02 tutorial)**

Indian art (study of paringing, sculpture and architecture)

- Indian:**
- 1) Kushan periods art.
  - 2) Gupta periods (Painting, Sculpture & architecture, shading)

- Western:**
- 1) Greece / Greek Art.
  - 2) Etruscan and roman art.

**02. Technical theory of mediums (TH - 04 Credit, 80 + 20 = 100 Marks)**

- 1) **Painter's mediums** - Transparent and non-transparent color, Pencil, ink, charcoal, acrylic color, fresco, frasco secco, tempera, exotic method collage.
- 2) **Sculptures medium:** Clay, wood, stone, metal.

- 3) **Graphic or printing process:** Relief printing, Intaglio printing, Plan graphic printing,, serigraphy or stencil printing, stamp printing, mono print, linocut, wood cut, Drypoing, mezzotint, etching, Aquatint.
- 03. Drawing from Cast and Figure (Practical - 04 Credit, 50+50 = 100 Marks., Min.10 assignments.)**  
Rendering of cast and status for construction and proportion of human bodies, anatomy of human body from nature, animal and human figure with line, masses, effect of light and shade.
- 04. Nature and object study (Practical -08 credit, 50+50=100 Marks, Min.10 Assignments)**  
Study from nature and object manmade, nature with emphasis on and construction, perspective, rendering in liner and massive drawing experience with material quality for fell values in gray, texture and color rendering. Use of various media like pencil, charcoal, ink, pen, crayon, and their technique.
- 05. 2D & 3D Design (Practical, 08 Credits, 50+50=100 marks, minimum 10 Assignments)**  
**2D Design** - Study and exploration through organization of elements and principles of design.  
**3D Design** - Modeling of 3Dimensional geometrical forms such as cubes, cones, sphere, cylinders, slab etc. and organization forms for 3D Design. Use of paper, card board. Soap, plasticiane, wire etc. to construct 3D design, Use for elements and principles of the 3D.
- 06. Spray Painting or Movement to Design/ Making (Practical, 04 Credit, 50+50= 100 Marks)**  
**Spray Painting:** Study of spray painting tools, material, techniques different, surface & color with creation of art work, plane coating texture and different effects.  
**Movement to Designing / Making:** Study of movement to design and making with tools, material, technique, effects with new creation and professional view.

### **Passing Rules:**

Passing rules as per UGC and SRTM University CBCGS Guidelines (10 point later grade system)