



॥ सा विद्या या विमुक्तये ॥

स्वामी रामानंद तीर्थ मराठवाडा विद्यापीठ, नांदेड

'ज्ञानतीर्थ', विष्णुपुरी, नांदेड - ४३१ ६०६ (महाराष्ट्र राज्य) भारत

SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY, NANDED

'Dnyanteerth', Vishnupuri, Nanded - 431 606 (Maharashtra State) INDIA

Established on 17th September, 1994, Recognized By the UGC U/s 2(f) and 12(B), NAAC Re-accredited with 'B++' grade

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प्रस्तुत विद्यापीठाच्या ललीत व प्रयोगजीवी कला संकुलातील, आंतर विद्याशाखेअंतर्गत बी.पी.ए. व बी.व्ही.ए. अभ्यासक्रम शैक्षणिक वर्ष २०२०-२१ लागू करण्याबाबत.

प रि प त्र क

या परिपत्रकान्वये सर्व संबंधितांना कळविण्यात येते की, दिनांक २१ सप्टेंबर २०२१ रोजी संपन्न झालेल्या ५२ व्या मा. विद्या परिषद बैठकीतील ऐनवेळचा विषय क्र.०६/५२-२०२१ च्या ठरावानुसार प्रस्तुत विद्यापीठातील ललीत व प्रयोगजीवी कला संकुलातील आंतर विद्याशाखेतील पदवी अभ्यासक्रम खालील प्रमाणे लागू करण्यात येत आहे. 1) BPA प्रथम वर्ष अभ्यासक्रमाच्या संरचना (Structure) मध्ये इंग्रजी English Communication व मराठी - अक्षरलेणी, या विषयाचा अंतर्भाव करून अभ्यासक्रम शैक्षणिक वर्ष २०२०-२१ पासून लागू करण्यात येत आहे. 2) BPA द्वितीय तृतीय वर्षाचा अभ्यासक्रम शैक्षणिक वर्ष २०२१-२२ पासून लागू करण्यात येत आहे. 3) BVA द्वितीय, तृतीय व चतुर्थ वर्षाचा अभ्यासक्रम शैक्षणिक वर्ष २०२१-२२ पासून लागू करण्यात येत आहे.

सदरील परिपत्रक व अभ्यासक्रम प्रस्तुत विद्यापीठाच्या www.srtmun.ac.in या संकेतस्थळावर उपलब्ध आहेत. तरी सदरील बाब ही सर्व संबंधितांच्या निदर्शनास आणून द्यावी.

'ज्ञानतीर्थ' परिसर,

विष्णुपुरी, नांदेड - ४३१ ६०६.

जा.क्र.: शैक्षणिक-१/पदवी/बी.पी.ए./बी.व्ही.ए./सीबीसीएस

अभ्यासक्रम/२०२१-२२/१८५

दिनांक : १०.११.२०२१.

प्रत माहिती व पुढील कार्यवाहीस्तव :

- १) मा. अधिष्ठाता, आंतर विद्याशाखा, प्रस्तुत विद्यापीठ.
- २) मा. सहयोगी, आंतर विद्याशाखा, प्रस्तुत विद्यापीठ.
- ३) मा. कुलसचिव, यांचे कार्यालय, प्रस्तुत विद्यापीठ.
- ४) मा. संचालक, परीक्षा व मूल्यमापन मंडळ यांचे कार्यालय, प्रस्तुत विद्यापीठ.
- ५) मा. संचालक, ललीत व प्रयोगजीवी कला संकुल प्रस्तुत विद्यापीठ.
- ६) सिस्टम एक्सपर्ट, शैक्षणिक विभाग, प्रस्तुत विद्यापीठ यांना देवून कळविण्यात येते की, सदरील परिपत्रक विद्यापीठाच्या संकेत स्थळावर प्रकाशित करावे.

स्वाक्षरित / -

सहा.कुलसचिव

शैक्षणिक (१-अभ्यासमंडळ) विभाग



Swami Ramanand Teerth Marathwada University, Nanded

School of Fine & Performing Arts

Syllabus

BVA (Bachelor of Visual Arts)

Year (Ist Sem. To VIIIth Sem.)

w.e.f. 2021-22

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

SCHOOL OF FINE & PERFORMING ART

(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 recognised 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 colours 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 colour 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 adoption.

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. **Movement Designing / Making** (obj) study of movement designing and making with different mediums.

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

BVA / Bachelor of visual Art - I-st Semester curriculum (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. Satvahan 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 (Crete and Mycenae)

02. Color and Fundamentals of Art (TH - 04 Credit, 60 + 40 = 100 Marks)

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

Golden mean in design, linear 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. Colour and Fundamental of Art (Practical - 06 Credit, 50+50 = 100 Mrk, Min.08 assignments.)

05 minimum practical assignments based on color theory.

05 minimum practical assignments based on fundamentals of Art theory.

04. Nature & object study (Practical -06 credit, 50+50=100 Marks, Min.08 (5+5) assignments compulsory as class work / seasonal work)

Study from man-made objects and Nature with emphasis on and construction, perspective, rendering in linear 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, 06 Credits, 50+50=100 marks, minimum 08 each. 04 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 Balance, Rhythm and proportionality 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, cardboard, soap, plasticine, 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.

Mehendi : 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 - II-nd Semester caricluam (Drawing & Painting)

Course	Sr. No.	Subject	Credit	Teachin g Hours	No. of assignme nt of tutorial	Internal Mark	Exam Mark	Exam Hours	Total Marks
Foundatio n Course	01	History of Art (Th) (Indian and Western)	04	60	04	40	60	3	100
	02	Technical theory of medium	04	60	04	40	60	3	100
Course Course	03	Drawing from cast & figure (PR)	04	60	08	50	50	16	100
	04	Nature & Object study (PR)	06	90	08	50	50	12	100
	05	2D & 3D Design (PR)	06	90	08	50	50	12	100
Elective Course	06	Spray painting or Movementto designing & Making (PR)	04	60	08	50	50	12	100
			28	420	40	280	320		600

540 working hurs - 420 hurs = 120 hours other activity just as library, study tour, exhibition, seminar, outdoor study etc.

TH = Theory; PR = Practical

01. History of Art (TH / 04 Credit / 60+40 = 100 Marks, 04 tutorial)

Indian art (study of parining, sculpture and architecture)

Indian : 1) Kushan periods art.

2) Gupta periods (Painting, Sculpture & architecture, shading)

Western : 1) Grees / Greek Art.

2) Etruscan and roman art.

02. Technical theory of mediums (TH - 04 Credit, 60+40 = 100 Marks)

1) **Painter's mediums** - Transparent and non transparent color, Pencil, ink, charcoal, acrylic color, fresco, frasco secco, tempera, excostic method collage.

2) **Sculptures medium** : Clay, wood, stone, metal.

3) **Graphic or printing process** : Relife 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 Mrk, Min.08 assignments.)

Rendering of cast and status for construction and proportion of human bodies, anotomy of human body from nature, animal and human figure with line, masses, effect of light and shade.

04. Nature and object study (Practical -06 credit, 50+50=100 Marks, Min.08 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 fel values in gray, texture and colour rendering. use of various media like pencil, charcole, ink, pen, cryon, and their technique.

05. 2D & 3D Design (Practical, 06 Credits, 50+50=100 marks, minimum 08 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 Design/ Making (Practical, 04 Credit, 50+50= 100 Marks)

08 assignment

Spray Painting : Study of spray painting tools, material, techniques different, surface & color with creation of art work, plane coating texture and different eafacts.

Movement Designing / Making : Study of movement design and making with tools, material, technique, eafacts with new creation and professional view.

Passing Rules :

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

BVA IIIrd Semester Circulem (Drawing & Painting)

Course	Sr. 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	04	40	60	3	100
	02	Aesthetics (Indian and Western)	04	60	04	40	60	3	100
Course Course	03	Head Study & Drawing from Life	04	60	08 (4 each)	50	50	12	100
	04	Pictorial Design	06	90	08	50	50	12	100
	05	Print-Making	06	90	08	50	50	12	100
Elective Course	06	Colage or caryun	04	60	08 (4 each)	50	50	12	100
			28	420	40	280	320		600

540 working hurs - 420 hurs = 120 hours other activity

BVA IVth Semester Circulem (Drawing & Painting)

Course	Sr. No.	Subject	Credit	Teaching Hours	No. of assignment of tutorial	Internal Mark	Exam Mark	Exam Hours	Total Marks
Foundation Course	01	History of Art (Indian and Western)	04	60	04	40	60	3	100
	02	Aesthetics (Indian and Western)	04	60	04	40	60	3	100
Course Course	03	Head Study & Drawing from Life	04	60	08 (4 each)	50	50	18	100
	04	Pictorial Design	06	90	08	50	50	18	100
	05	Print-Making	06	90	08	50	50	18	100
Elective Course	06	Landscape Parting or Photoshop (Computer)	04	60	08 (4 each)	50	50	12	100
		Total	28	420	40	280	320	--	600

540 working hurs - 420 hurs = 120 hours for other activity

BVA Vth Semester Circulem (Drawing & Painting)

Course	Sr. No.	Subject	Credit	Teaching Hours	No. of assignment of tutorial	Internal Mark	Exam Mark	Exam Hours	Total Marks
Foundation Course	01	History of Art	04	60	04	40	60	3	100
	02	Aesthetics	04	60	04	40	60	3	100
Course Course	03	Portrait panting & Drawing	04	60	08 (4 each)	50	50	18	100
	04	Pictorial composition	06	90	08	50	50	18	100
	05	Print-Making	06	90	08	50	50	18	100
Elective Course	06	Play modeling & coral Draw	04	60	08	50	50	12	100
		Total	28	420	40	280	320	--	600

540 working hurs - 420 hurs = 120 hours for other activity

BVA VIth Semester Circulem (Drawing & Painting)

Course	Sr. No.	Subject	Credit	Teaching Hours	No. of assignment of tutorial	Internal Mark	Exam Mark	Exam Hours	Total Marks
Foundation Course	01	History of Art (Indian and Western)	04	60	04	40	60	03	100
	02	Aesthetics	04	60	04	40	60	03	100
Course Course	03	Portrait panting	06	90	06	50	50	24	100
	04	Composition	06	90	06	50	50	24	100
	05	Print-Making	06	90	06	50	50	24	100
Elective Course	06	Mural making fiber or mix media	04	60	06	50	50	24	100
		Total	30	450	32	280	320	--	600

540 working hurs - 450 work load = 90 hours for other activity

BVA VIIth Semester Circulem (Drawing & Painting)

Course	Sr. No.	Subject	Credit	Teaching Hours	No. of assignment of tutorial	Internal Mark	Exam Mark	Exam Hours	Total Marks
Foundation Course	01	History of Art (Indian and Western)	04	60	04	40	60	3	100
	02	Aesthetics	04	60	04	40	60	3	100
Course Course	03	Portrait panting	06	90	06	50	50	24	100
	04	Composition	06	90	06	50	50	24	100
	05	Print-Making	06	90	06	50	50	24	100
Elective Course	06	Mural making pop or Glass etching	04	60	06	50	50	24	100
		Total	30	450	32	280	320	--	600

540 working hurs - 450 work load = 90 hours for other activity

BVA VIII th Semester Circulem (Drawing & Painting)

Course	Sr. No.	Subject	Credit	Teaching Hours	No. of assignment of tutorial	Internal Mark	Exam Mark	Exam Hours	Total Marks
Foundation Course	01	Dissertation	12	180	01	--	100	--	100
	02	Viva-Voce	--	--	--	--	100	-- (30mints)	100
Course Course	03	Professional Practice	12	180	10	100	--	--	100
Total			24	360	11	100	200	--	300

540 working hurs - 360 work load = 180 hours for other activity