

Bachelor of Fine Arts (HI)

PROGRAM OBJECTIVES

1. Create their own art works in a professional way.
2. To become a visual Artist
3. To equip students with the art career such as Advertising industry, Visual media industry, Art Direction, Freelance Artist, Entrepreneur etc.
4. Students to think fresh ideas, develop innovative use of material, techniques and technology.
5. Critically evaluate Art movements, masters as well as contemporary Artists. I .

COURSE OBJECTIVES

101 ENGLISH COMPREHENSION

- To teach students the basic building blocks of English.

102 ENGLISH WRITING AND GRAMMAR I

- Simple writing related to reading activities, paragraph writing, letter writing, making sentences, answering questions from passages etc.
- Basic Grammar: Introduction to parts of speech, short module lessons on vocabulary and prose lessons.

103 - ELEMENTARY MATHEMATICS I

- to give an understanding of important mathematical concepts such as Fundamental operations, LCM, HCF, average, Theory of numbers, Arithmetic mean, Geometric mean, mensuration etc and to introduce students to mathematical techniques which are relevant to the real world;
- to enhance those mathematical skills required for further studies in mathematics.

104 – SIGN LANGUAGE I

- To acquire signs for a basic functional vocabulary of 400+ words.
- To learn 100-150 conversational sentences including statements, questions and instructions.
- Basic communicative competence in Indian sign language.

201 – BUSINESS ENGLISH

- Ensure that the students have internalised the basics.
- To read, understand and write simple English.

202 ENGLISH WRITING AND GRAMMAR

- Introduction to phrases, clauses, sentences and grammar in detail.
Detailed writing: Letter writing, paragraph writing, answering questions, report writing etc.
- Detailed reading from newspaper, magazines, comprehension passages, stories, articles, digest etc.

203 - ELEMENTARY MATHEMATICS II

- to give an understanding of important mathematical ideas such as Fundamental operations, LCM, HCF, average, Theory of numbers, Arithmetic mean, Geometric mean, mensuration etc and to introduce students to mathematical techniques which are relevant to the real world;
- to enhance those mathematical skills required for further studies in mathematics.

204 – SIGN LANGUAGE II

- To acquire signs and become fluent in sign usage.
- To develop a standard signing among the students
- To reinforce the signs learnt in subject code 104
- Basic communicative competence in Indian sign language.

301 - COMMUNICATIVE ENGLISH I

- Understand the use of English in everyday life.
- Respond to communication in English in different contexts.

302 - FUNDAMENTALS OF VISUAL ART

- The Fundamental of Visual Art is to familiarize the students with the basic components of Art.

303 – DRAWING I

- The objective of including Practical is to help and enable the students to develop their skill of using drawing materials and develop their skills to draw.

304 CREATIVE PAINTING I

- to develop the students' Creativity, Observation skill, understanding of painting composition and to express the different feelings and moods of life and nature.

305 CREATIVE SCULPTURE I

- To improve the observation skill
- To improve the three dimensional sense.

306 CALLIGRAPHY AND LETTERING

- Develop an understanding of the basic terminology of calligraphy and deployment of its various strokes.
- Analyze a calligraphic letterform, identifying its distinctive features.

307 COMPUTER APPLICATIONS

- Use a standard word processing package exploiting popular features.
- Use a standard desktop publishing software package exploiting popular features.
- Use popular utilities on a PC such as file compressor, CD writer, Media Player etc.
- Browse the internet and search for required information successfully.

401 - COMMUNICATIVE ENGLISH II

- Understand the usage of English in everyday life
- Respond to communication in English in different contexts

402 ART HISTORY / AESTHETICS-I

- The objective of including Art history and aesthetics is to familiarize the students with the various styles and modes of art expressions from different parts of the world. This would enrich their vision and enable them to appreciate and develop an aesthetic sensibility to enjoy the beauty of nature and life.

403 DRAWING-II

- The objective of including Practical is to help and enable the students to develop their skill of using drawing materials and their skill to draw.

404 CREATIVE PAINTING –II

- The objective of Creative Painting is to develop the students Creativity , Observation skills, understanding of painting composition and to express the different feelings and moods of life and nature.

405 CREATIVE SCULPTURE-II

- To improve the imaginary power
- To develop an idea

406 DESIGN AND COLOR

- Create color harmonies based on geometric connections of the color wheel.
- Use color value and saturation to create moods relevant to specific products or design needs.
- Create "mood boards" or color studies that illustrate specific types of color combinations.
- Effectively apply the various illusions created by interactions of hue, contrast, value, and saturation.
- Develop color compositions in which a color appears different based on its surroundings and two colors appear the same based on their surroundings.
- Identify the primary colors of light and pigment.

407 TYPOGRAPHY -I

- Compose various letter forms to demonstrate an understanding of calligraphic elements.
- Develop a basic proficiency in creating various graphic forms and objects using calligraphic lettering skills.

408 COMPUTER GRAPHICS-I

- Analyze and manipulate the dimensions and resolution of an image.
- Use basic selection tools to silhouette and edit parts of an image.
- Paint images and parts of an image using the Brush tool, blend modes, and gradients.
- Evaluate and correct exposure and contrast problems using histograms and Levels.
- Use the full range of retouching tools to correct or alter portions of an image.
- Create composite images that demonstrate advanced selection and layering techniques.
- Set and modify typography using the full range of type tools, the Character panel, and the Paragraph panel.
- Apply special effects to typography using masks, paths, and layer styles.
- Create a clear, readable typography design on a photographic background.
- Apply filters that enhance the appearance of photos and give images an illustrated or artistic appearance.

501 - COMMUNICATIVE ENGLISH III

- Understand the use of English in everyday life.
- Respond to communication in English in different contexts.

502- ART HISTORY / AESTHETICS-II

- The objective of including Art history and aesthetics is to familiarize the students with the various styles and modes of art expressions from different parts of the world. This would enrich their vision and enable them to appreciate and develop an aesthetic sensibility to enjoy the beauty of nature and life. The history of Indian Art is a long one. Hence the students would be acquainted with brief glimpses of the development of Indian Visual Art as they are required for concept formation. Examples included in the course of

study are selected because of their aesthetic qualities and are intended purely as guidelines.

503 ADVERTISING ART & IDEAS I

- History of advertising & advertising art and ideas

504 DRAWING-III

- The objective of including Practical is to help and enable the students to develop their skill of using drawing materials and develop their skills to draw.

505 CREATIVE PAINTING-III

- The objective of Creative Painting is to develop the students Creativity , Observation skills, understanding of painting composition and to express the different feelings and moods of life and nature.

506 CREATIVE SCULPTURE –III

- To develop the imaginary power ,skill, idea etc..
- To develop the concept
- To experiment with different mediums.
- Students should learn about the technique of firing clay. (Terracotta)

507 GRAPHIC DESIGN –I

- Develop graphic design work and concepts based on a series of professional creative approaches and techniques.
- Apply traditional and digital design techniques to create polished graphic design

508 PHOTOGRAPHY-I

- Students understanding Life Study Photography and depth of lighting
- Develop the students' understanding of Aperture - Shutter speed - Usage - Depth of Field - Focal Length - Basics of design - Photo composition - Rule of Third - Angle of View.

509 COMPUTER GRAPHICS –II

- Work efficiently in the vector drawing environment with various modes, panels, and settings.
- Use the full range of shape drawing and freehand drawing tools to build illustrations.
- Apply fill and stroke colors to objects created with the drawing tools.
- Develop attractive illustrations using advanced selection, organization, and drawing tools.
- Use the full range of transformation and distortion tools to accurately modify objects' shapes.
- Draw accurate vector objects using the Pen tool and its associated features.
- Use the various type tools, and apply wrap, flow, shape, and path modifications to typography.
- Design an advertisement using appropriate typography, drawing tools, and a clipping mask to contain the art within a shape.
- Align multiple objects with the Align panel and create complex shapes from simple objects with the Pathfinder panel and Shape Builder tool.
- Design a logo using the appropriate tools and features covered throughout the course.

601 - COMMUNICATIVE ENGLISH IV

- Understand the use of English in everyday life.
- Respond to communication in English in different contexts.

602 ART HISTORY / AESTHETICS-III

- The objective of including Art history and aesthetics is to familiarize the students with the various styles and modes of art expressions from different parts of the world. This would enrich their vision and enable them to appreciate and develop an aesthetic sensibility to enjoy the beauty of nature and life. The students will also have an opportunity to observe and study the evolution of its mutations and synthesis with other styles and the rise of an altogether new style.

603 DRAWING IV

- The objective of including Practical is to help and enable the students to develop their skill of using drawing materials and develop their skills to draw.

604 CREATIVE PAINTING -IV

- The objective of Creative Painting is to develop the students Creativity , Observation skills, understanding of painting composition and to express the different feelings and moods of life and nature.

605 POTTERY

- Pottery refers to the art or craft of the potter. A sculptor can easily design new products according to his taste and skill. In this semester students start to learn centering, opening and throwing.

606 GRAPHIC DESIGN -II

- Select and set typography to communicate a specific message in logo designs and page layouts.
- Use knowledge of the anatomy and spacing of type to create cohesive and expressive logo designs.

607 PHOTOGRAPHY-II

- Students understanding Lens -Types and Usage. Lights-Types and Usage. Filters-Types and usage. Film-Types and Film Speed and Size. Tripod - Types and Usage. Basic Techniques for Better Image – Lights: types and functions. Basic Lighting - Key Light - Fill Light - Low Key and High Key Picture -Light Meter- Usage. Flash: Types and Usage- Electronic Flash and Other Accessories.

608 SERIGRAPHY I

- Students understand The history of stencils ,Silk screen, Stencil Methods, Squeeze, Sealing, Registration for colour, Work and preparation for printing, Solvents for cleaning, Printing inks, Mounting and finishing the print.

609 COMPUTER GRAPHICS-III

- Create graphics using drawing tools, and modify objects with fills and strokes, gradients, transformations, groups, and other tools.
- Use layers and symbols to organize and reuse graphics, and create and edit symbol instances to produce complex artwork.
- Use frames, keyframes, and the timeline to control when graphics appear on the stage.
- Apply motion tweens to animate changes in the appearance and location of objects.
- Create complex animation with text or using nested animation, shape tweens, and masks.

701 - COMMUNICATIVE ENGLISH V

- Understand the use of English in everyday life.
- Respond to communication in English in different contexts.

702 PERSONALITY DEVELOPMENT

- To develop qualities such as self esteem, perseverance, hard work, sincerity, integrity in personal life. Also develop self confidence in interacting with people, facing interviews. Learn social etiquettes in public interactions.
- 703 ADVERTISING ART & IDEAS II
- The social and economic aspects of advertising (role of advertising in society. Buyers guide and information)
- 704 Art History/ Aesthetics V
- The objective of including Art history and aesthetics is to familiarize the students with the various styles and modes of art expressions from different parts of the world. This would enrich their vision and enable them to appreciate and develop an aesthetic sensibility to enjoy the beauty of nature and life. The students should be made aware of art as a human experience. The teachers should be able to expose them to the wide range of artistic expressions, the media and the tools used.
- 705 Computer Graphics V
- Use Local Coordinates in 3D
 - Create 3D objects using different types of modelling.
 - Use key frame and timeline to control an animation.
 - Use different modifiers such as bevel, extrude, lathe, Mesh Smooth etc
 - Use Light, Camera, Shapes ,Geometry etc in 3D modelling and animation
- 706 VISUAL COMMUNICATION DESIGN I
- Use a layout grid and professional layout rules to design engaging magazine covers, magazine article spreads, book covers and book chapter pages.
 - Create magazine and book layout designs with a clear visual hierarchy of information.
 - Select appropriate papers and printing treatment for print designs, and emboss paper by hand.
 - Create a basic three-dimensional product packaging design working from a client brief.
 - Incorporate existing brand rules into product packaging designs and other graphic design project
- 707 ILLUSTRATION/ANIMATION I
- Upon successful completion of this course, the student will be able to: Create grids and apply them to their design, Make masks and create compounds, Use the four brush different styles, Use Illustrator's Transformation Techniques to place objects in a specific pattern relative to one another and to repeat objects symmetrically, Create advanced designs with vector and raster images, Create custom graphics.
- 708 Portrait / Life Painting I
- The objective of including Portrait / Life Painting is to help the students to develop their: composition skill, Anatomical drawing, Texture, Light & Shade, Proportion and Character.
- 709 Creative Painting V
- The objective of Creative Painting is to develop the student's Creativity , Observation skill, understanding of painting composition and to express the different feelings and moods of life and nature.
- 710 Creative Sculpture IV
- To develop the concept
 - To experiment with different mediums
 - To encourage the social responsibility

- To develop new concept
- 711 Portrait / life study I
- To understand the changes of the forms , character, proposition, formulation of muscles,changes of wrinkles etc etc
- 712 PHOTOGRAPHY III
- Photography used for communication design.
 - Portraiture
 - Product Photography
 - Advanced exercise in professional digital photography.
- 713 SERIGRAPHY II
- Prepare own designs and printing with an experimental approach.
- 714 PACKAGING DESIGN I
- Different kinds of folding and dye cutting. Artificial and functional model cartons.
- 715 TYPOGRAPHY II
- Develop an understanding of the basic terminology of typography and the historical origins of typographical terms and concepts.
 - Analyze a letterform, identifying its distinctive features.
 - Present an analysis of letterform to demonstrate an understanding of letterform elements.
 - Develop a basic proficiency in identifying and classifying type by looking for the main features in a typeface.
- 716 EXHIBITION DESIGN & DISPLAY I
- Plan and elevation; Preparing models, mechanized display, use of different materials, bringing life in the display, cost estimating and model making.
- 717 ILLUSTRATION / ADVANCE DRAWING I
- Illustrations and advanced drawings.
- 718 PRINTMAKING I
- Lithography
- 719 WOOD CRAFT I
- To introduce hand tools
 - To introduce the technique of carving
 - To introduce different types of wood and its nature
- 720 METAL EMBOSSING I
- To learn the technique of embossing and welding
 - To visualize design concept
- 721 STONE CARVING I
- Introduction about the hand tools and power tools,e.g. angle grinder, circular saw, large chisel, raps and riffers. To learn about the safety aids and certain other essential require in the process of carving
- 801 COMMUNICATIVE ENGLISH VI
- Understand the use of English in everyday life.
 - Respond to communication in English in different contexts.
- 802 ADVERTISING ART & IDEAS III
- Selection of advertising media (Newspaper, Magazines, Outdoor/Indoor ads , Adfilm, Radio, Television, Window display)
 - Various types of advertising (Visualization, Executing the theme Creatively, Symbology.

- Period of Scientific Development, Period of Business and Social Integration, Direct and Indirect Advertising, Qualities of Modern Advertising.
- 803 Art History/ Aesthetics V
- The objective of including Art history and aesthetics is to familiarize the students with the various styles and modes of art expressions from different parts of the world. This would enrich their vision and enable them to appreciate and develop an aesthetic sensibility to enjoy the beauty of nature and life. The history of Indian Mural paintings is a long one.
- 804 COMPUTER GRAPHICS V
- Analyze and manipulate the dimensions and resolution of the videos.
 - Use different tracks, adding and deleting tracks.
 - Use basic tools for editing videos.
 - Apply special effects, effects control, video transitions
 - Render edited videos, render effects in the work area etc.
 - Import and export different types of videos.
 - Adding different titles in video.
 - Different types of transitions and effects in titles.
 - Superimposing and Compositing Animating a Clip
- 805 VISUAL COMMUNICATION DESIGN (S8 A-03)
- Select and set typography to communicate a specific message in logo designs and page layouts.
 - Use knowledge of the anatomy and spacing of type to create cohesive and expressive logo designs
- 806 ILLUSTRATION/ANIMATION (S8 A-07)
- Create successful Character Design page layouts with type and graphics. Edit paths by fine-tuning the curves, segments, and anchor points. Create grids and apply them to their design. Make masks and create compounds. Design with blends. Design with gradient meshes. Use the four brush styles: Calligraphic, Scatter, Art and Pattern. Create advanced designs with vector and raster Character images.
- 807 CREATIVE PAINTING VI
- The objective of Creative Painting is to develop the students Creativity , Observation skills, understanding of painting composition and to express the different feelings and moods of life and nature.
- 808 PORTRAIT / LIFE PAINTING II
- The objective of including Portrait / Life Painting is to help the students to develop their: composition skill, Anatomical drawing, Texture, Light & Shade, Proportion and Character. In this semester students should do sculpture compositions suitable for the environment. In this sector they should learn the techniques of structure making. The work should be large in size.
- 809 Creative Sculpture V
- Students should learn the techniques of structure making. The work should be large in size.
 - Awareness about the size of works
 - Awareness about the materials
- 810 Portrait/life study II
- Awareness about the basic theory of modelling

- Awareness about ,how to achieve the resemblance of the model
 - Awareness about the technique of moulding and castings
- 811 PHOTOGRAPHY IV
- Introduction to Digital Imaging Photo editing – Photoshop - Workspace. Palettes, Buttons. Choosing Color, Brush Shape. Operations and Usage of Tools- Pencil Tool, Paint Brush Tool, Air Brush Tool, Text Tool, Paint Bucket Tool, Gradient Tool, Smudge Tool, Focus Tool, Toning, Eye Dropper, Zoom Tool, Morgue Tool, Lasso Tool. Magi Wand, Art Marks, Art Layers, Layer Mark, Create Layer.
- 812 SERIGRAPHY III
- Work and preparation for printing, Solvents for cleaning, use and characteristics of printing inks, Mounting and finishing the print.
- 813 PACKAGING DESIGN II
- Different kinds of folding and dye cutting. Artificial and functional model cartons.
- 814 TYPOGRAPHY III
- Develop an understanding of the basic terminology of typography and the historical origins of typographical terms and concepts.
 - Analyze a letterform, identifying its distinctive features.
 - Present an analysis of letterform to demonstrate an understanding of letterform elements.
 - Develop a basic proficiency in identifying and classifying type by looking for the main features in a typeface.
- 815 EXHIBITION DESIGN & DISPLAY II
- Plan and elevation; Preparing models, mechanized display, use of different materials, bring life to the display and cost estimating and model making.
- 816 ILLUSTRATION / ADVANCE DRAWING II
- Illustrations and advanced drawings.
- 817 PRINTMAKING
- Lithography
- 818 WOOD CRAFT II
- To understand the difference between round and relief
 - To develop the carving skill
 - To understand the use of hand tools and power tools
 - To understand the nature of wood and its possibilities in carving
- 819 METAL EMBOSSING II
- students should study to emboss their creations in brass sheets. Also they should learn the techniques of enameling.
 - To understand the technical side and achieve its possibilities in sculpture perfectly.
- 820 STONE CARVING II
- study about the nature of stone
 - study about the hand tools and power tools
 - study about the finishing techniques
 - study about the difference between round and relief sculptures
- 901 COMMUNICATIVE ENGLISH VII
- Understand the use of English in everyday life.
 - Respond to communication in English in different contexts.
- 902 ADVERTISING ART & IDEAS IV
- Methods of Production (Print media and Audio Video media)

- Advertising reduces selling costs, Advertising creates employment, Advertising an Art, a Science, a Business, a Profession
- 903 Art History/ Aesthetics VI
- The objective of including Art history and aesthetics is to familiarize the students with the various styles and modes of art expressions from different parts of the world.
- 904 COMPUTER GRAPHICS VI
- Create buttons using the four button states.
 - Write and understand basic ActionScript to control the playhead on the timeline for navigation and to load external images and animations.
- 905 VISUAL COMMUNICATION DESIGN III
- Use a layout grid and professional layout rules to design engaging magazine covers, magazine article spreads, book covers, and book chapter pages.
 - Create magazine and book layout designs with a clear visual hierarchy of information.
 - Select appropriate papers and printing treatments for print designs, and emboss paper by hand.
 - Create a basic three-dimensional product packaging design working from a client brief.
 - Incorporate existing brand rules into product packaging designs and other graphic design projects.
- 906 ILLUSTRATION/ANIMATION III
- Use the type tools and functions to create and control text within projects, Create successful Story Board with type and graphics, Edit paths by fine-tuning the curves, segments, and anchor points, Create grids and apply them to their design, Make masks and create compounds, Design with blends, Use Illustrator's Transformation Techniques to place objects .
- 907 PORTRAIT / LIFE PAINTING III
- The objective of including Portrait / Life Painting is to help the students to develop their: composition skill, Anatomical drawing, Texture, Light & Shade, Proportion and Character.
- 908 CREATIVE PAINTING VII
- The objective of Creative Painting is to develop the students Creativity , Observation skill, understanding of painting composition and to express the different feelings and moods of life and nature.
- 909 Creative Sculpture VI
- Awareness about new trends
 - Experimenting with new materials
 - Change of style.
- 910 Portrait/life study III
- Learn about to enlarge the work
 - Learn about the method of different types of mould making(piece moulding, latex moulding, silicon moulding)
- 911 PHOTOGRAPHY V
- Advanced exercise in professional digital photography- a) News oriented professional photography. b) Advertising uses product & modeling photography. C) Photographs - Foods and Beverage.
- 912 SERIGRAPHY IV

- Screen printing process- Concept of Stencils-Frame-Masking –Squeeze and Ink- High Speed Presses Machine. Gravure-Concepts-Cylinder preparations-Printing Process Flexographic printing-Concept-Printing Process registration for colour, work and preparation for printing.
- 913 PACKAGING DESIGN III
- Different kinds of folding and dye cutting. Artificial and functional model cartons.
- 914 TYPOGRAPHY IV
- Develop an understanding of the basic terminology of typography and the historical origins of typographical terms and concepts.
 - Analyze a letterform, identifying its distinctive features.
 - Present an analysis of letterform to demonstrate an understanding of letterform elements.
 - Develop a basic proficiency in identifying and classifying type by looking for the main features in a typeface.
- 915 EXHIBITION DESIGN & DISPLAY III
- Plan and elevation; Preparing models, mechanized display, use of different materials, bring life to the display and cost estimating and model making.
- 916 ILLUSTRATION / ADVANCE DRAWING III
- Illustrations and advanced drawings.
- 917 PRINTMAKING III
- Etching, Batik painting
- 918 WOOD CRAFT III
- students should do round wood sculptures in hard wood,like Teak, Red wood etc etc. The work should be large in size,and should learn different types of carving.
 - Awareness about new styles, new techniques,
- 919 METAL EMBOSSING III
- students should study to emboss their creations in copper sheet. Also they should learn the techniques of patination.
 - Awareness about new styles, new techniques,
- 920 STONE CARVING III
- students should learn to carve round sculptures in stone and learn the technique of polishing to give finish to sculptural objects.
 - Awareness about new styles, new techniques,
- 1001 ADVERTISING ART & IDEAS V
- Advertising in operation (Advertising department, The market and policy, Creative advertising, The studio, Marketing and Advertising plan, Media planning, Advertising agency & operation, List of positions in Advertising agency).
 - b) Truth in Advertising, Advertising tries to raise the Standard of living, Role of Advertising in Society.
- 1002 ART HISTORY/ AESTHETICS VII
- The objective of including the Art history and aesthetics is to familiarize the students with the various styles and modes of art expressions from different parts of world
- 1003 VISUAL COMMUNICATION DESIGN IV
- Students understanding Digital Press, Digital color Process. Page Lay Out-Fonts, Body, Measurements, Spacing, Point systems, and families. Essentials of Typography –Type style, Usage, Bit Mapped Fonts, Postscript fonts. Illustrations and Images. Editing

Softwares. -Software for Image Solutions and Page Layouts, Printing accuracy, Image assembly, Digital Proofing, Moving and Storing Data.

- Students understanding Concept, Script, Storyboard, Shots, Basic lighting techniques Capturing - Rendering – Storage Media- Transitions, Film editing, Titling, TV commercial

1004 ILLUSTRATION/ANIMATION IV

- Create successful page layouts with type and BG graphics, Edit paths by fine-tuning the curves, segments, and anchor points, Create grids and apply them to their design, Make masks and create compounds, Design with blends, Use Illustrator's Transformation Techniques to place objects in a specific pattern relative to one another and to repeat objects.

1005 CREATIVE PAINTING VIII

- The objective of Creative Painting is to develop the students Creativity , Observation skills, understanding of painting composition and to express the different feelings and moods of life and nature.

1006 PORTRAIT / LIFE PAINTING IV

- The objective of including Portrait / Life Painting is to help the students to develop their: composition skill, Anatomical drawing, Texture, Light & Shade, Proportion and Character.

1007 Creative Sculpture VII

- Students should make their works in wax and cast it in bronze and finish with patination. They should exercise with all stages of bronze casting.

1008 Portrait / life study / Nude study IV

- students should study the nude figures of males and females in different age groups. The finished work should be cast in cement/fiber glass
- Awareness about the anatomy in detail

1009 PHOTOGRAPHY VI

- News oriented professional photography. b) Advertising uses product & modeling photography. C) Photographs - Foods and Beverage. Advanced exercise in professional digital photography.

1010 SERIGRAPHY V

- Screen printing process- Concept of Stencils-Frame-Masking – Squeeze and Ink- High Speed Presses Machine. Gravure-Concepts-Cylinder preparations-Printing Process Fabric printing-Concept-Printing Process, registration for colour, work and preparation for printing.

1011 PACKAGING DESIGN IV

- Different kinds of folding and dye cutting. Artificial and functional model cartons.

1012 TYPOGRAPHY V

- Develop an understanding of the basic terminology of typography and the historical origins of typographical terms and concepts.
- Analyze a letterform, identifying its distinctive features.
- Present an analysis of letterform to demonstrate an understanding of letterform elements.
- Develop a basic proficiency in identifying and classifying type by looking for the main features in a typeface.

1013 EXHIBITION DESIGN & DISPLAY IV

- Plan and elevation; Preparing models, mechanized display, use of different materials, bring life to the display and cost estimating and model making.
 - Students have to do a project report on a topic of the students choice.
 - Students should exhibit their works before the public examination.
- 1014 ILLUSTRATION / ADVANCE DRAWING IV
- Illustrations and advanced drawings.
- 1015 PRINTMAKING IV
- Etching, Batik painting
- 1016 WOOD CRAFT IV
- students should do round sculptures in hard wood,like Teak, Red wood etc etc. The work should be large in size,and should learn different types of carving.
- 1017 METAL EMBOSSING IV
- students should study to emboss their creations in copper sheets. Also they should learn the techniques of patination.
- 1018 STONE CARVING IV
- students should learn to carve round sculptures in stone in large size and learn the technique of polishing to give finish to sculptural objects.