

VALUE-ADDED COURSE
DEPARTMENT OF COMMUNICATION
MEDIA IN COLLABORATION WITH DOT IMAGINE INSTITUTE
VACVCFA22 - FUNDAMENTALS OF ART: PAINTING AND DRAWING

Course Code	Title of The Course	Hours
VACVCFA22	Fundamentals of Art: Painting and Drawing	30

Course Learning Outcomes:

- To develop the basic skills in Art through Drawing and modeling in the students and to enable them to expand their visual expression through portraying of skills.

Course Syllabus:

Unit I: Basic Drawing (6 hours)

Basic structure of objects, drawing straight lines, the foundation of perspective, angles of lights and eye view. Elements of Drawing, Perspective Drawing, Level /Distance/ Direction & Angles, Types of color, color mixing, water color, poster color (K1, K2, K3)

Unit II: Light and Shades (6 hours)

Pencil drawing and shading, Pen drawing, Composition Drawing, Material Maintenance, Lights and dimension – lines and curves of different thickness-creative patterns – effects of lights –and differences-landscape. (K1, K2, K3, K4)

Unit III: Perspective (6 hours)

Principles of Design-Balance-Emphasis, Proportion, Variety and Unity, Tree, Birds, Flowers, Animals, Human figure, (K1, K2, K3, K4)

Unit IV: Still Life Techniques (6 Hours)

Caricature drawing, Portrait drawing, live portrait, Oil pastel techniques, color filling techniques, still life drawing, Object drawing, Design, Outdoor Drawing, Clay modeling, Memory Drawing, Enlarge and Reduce drawing. (K1, K2, K3, K4)

Unit V: Practical Exercises (6 hours)

1. Alphabets and numbers
 2. Overlaying (Geometrical Shapes, Irregular shapes)
 3. Patterns and structure in day-to-day life
 4. Perspectives
- Cognitive level: K1, K2, K3, K4, K5

The drawing record should contain exercise completed by each student on every practical class. All exercises must be in pencil and different medium – water color, poster color