

Revision 2019



**GOVERNMENT OF KERALA
DEPARTMENT OF TECHNICAL EDUCATION**

**Kerala Government Certificate Examination
in**

FINE ARTS AND ANIMATION

Prepared by
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GOVERNMENT OF KERALA
DEPARTMENT OF TECHNICAL EDUCATION

KERALA GOVERNMENT CERTIFICATE EXAMINATION
IN
FINE ARTS AND ANIMATION

(Revision 2019)

(As per GO(Rt) No.922/2020/H.Edn, Thiruvananthapuram dated 09/07/2020)

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KERALA GOVERNMENT CERTIFICATE EXAMINATION IN FINE ARTS & ANIMATION

(REVISION 2019)

THE PROGRAMME

Art is the universal language human beings understand and use to communicate without the use of any medium. As such the importance and involvement of art in human life need no explanation. The art education programmes in the country focus on the specific needs of the beneficiaries. This programme mainly focuses on communication art integrating fine arts and digital arts. The fine art is created for aesthetic and intellectual purpose and judged for its beauty and meaningfulness. Digital art is visual art created for specific purpose that also can be judged for its beauty, meaning etc. An artist or artisan is a skilled maker or practitioner of art, a work of art is the useful product of the skilled work. Through this programme students get exposed with various art forms and can specialize in painting, drawing, graphic designing, digital animation etc to be developed as an artist that will enable them to develop strong portfolio of creative works.

Fine arts study focus mainly on drawing and painting. Digital art studies comprises graphic designing and digital animation. Graphic design introduces to the field of visual design communication. Animation is the process of making the illusion of motion and illusion of change by means of a rapid succession of sequential images that minimally differ from each other.

The combination of fine arts and digital art enables to practice these art forms independently and combined to produce work of art. The integration of manual and digital tools in art education provides the students the conceptual understanding of both media and freedom to develop their own path in the vocation.

The programme is molded as students should be artists and be guided on their own individual artistic interests. Students develop their individual thought process whilst learning skills through guided learning and practical applications. They also work towards idea generation and development of their ideas and further engage in a comprehensive learning of fine arts and digital arts for expression. They develop their individual style throughout the programme. With assignments and workshops, have the opportunity to present their art exhibits or work on professional projects to enable them to progress into the industry

PROGRAMME EDUCATIONAL OBJECTIVES

The programme shall empower the participants with a variety of artistic skills thereby providing a sense of fulfillment and achievement. Knowledge and understanding of visual art shall lead to the development of aesthetic attitude, skill & ability. They are introduced to the elements and principles of design in a range of visual disciplines. They should develop an awareness of the power of images in various social and historical contexts, other cultures and historical eras. The programme promote active learning and excellence in fine arts, graphic designing and digital animation. The programe promotes creativity and the emphasis is on imagination, both in interpreting and creating art. The aspirants should be well versed in the application of digital tools for producing digital art works. The skills shall be suitable for graphic designing services and motion graphics animation services. Apart from the professional knowledge and skills, the students should develop the core skills required as a responsible citizen of the nation.

PROGRAMME OUTCOME

The programme will cultivate a strong desire among the students for seeing, interpreting, discovering appropriate marks to reproduce an observed phenomenon. It being a combination of fine arts and digital arts, the students develop the artistic skills in various visual art forms. They develop the skills in manual drawing and painting and thereby explore a powerful way of self satisfaction and achievement. Development of the knowledge and understanding of visual arts develop the skill, ability and aesthetic attitude.

Exposure to graphic designing enables to deliver professional competencies in making digital illustrations, lettering, layout preparations and many others that leads them for advertising and marketing of products and services.

Animation is created digitally with the use of computers. Working with 2D animation software develops the capacity to manipulate objects that are two dimensional. Clay animation introduces to 3D objects that are made of clay or any other malleable material to create stop motion animation. They will develop the core skills in dealing with their personal as well as societal interactions. They will be able to communicate with other people with ease and confidence. The programme will develop the skills for individuals aspiring to explore various disciplines within fine art and digital arts to further progress into the professional industry.

JOB ROLES

A qualified candidate can embrace visual culture as part of meaningful life and a professional career in the field of visual arts. Listed below are few job roles identified with the programme:

- i) Graphic design services (both print & digital/Web media)
(i.e., Catalogue design, logo design, Web graphics design – advertisement – etc.)
- ii) Text Animation Services or motion graphics animation services
- iii) Faculty at Art Institutions
- iv) Faculty at General Education Schools, Govt/Aided.
- v) Professional Painter/Illustration – free lance/Employed.
- vi) Entrepreneur – Painting Studio.
- vii) Entrepreneur – graphic design services
- viii) Art Gallery keeper
- ix) Sketch Artist (police work etc)

**RULES AND REGULATIONS FOR THE KERALA GOVERNMENT CERTIFICATE
EXAMINATION IN FINE ARTS AND ANIMATION (*Revision 2019*) UNDER THE STATE
BOARD OF TECHNICAL EDUCATION, KERALA**

1. Programme Title

The title of the programme shall be **KGCE "Fine Arts & Animation"**.

2. Duration of the programme

The duration of the programme shall be two Academic years.

3. Medium of Instruction

The medium of instruction shall be Malayalam for all subjects other than English & Workplace Skills, Graphic design and Digital Animation. The medium for subjects other than Malayalam shall be English.

4. Eligibility for admission

4.1 The candidates eligible for admission shall have successfully completed the Xth Standard examination conducted by the Board of Public Examinations, Kerala State or any other examination recognized equivalent by the Board of Public Examinations, Kerala State with eligibility for Higher Education.

4.2 Admission shall be on merit from the rank list prepared by considering 50% weightage for the total marks for the qualifying examination and 50% weightage for the marks secured in the in-house aptitude test

5. Registration

Every student admitted to the programme shall register with the State Board of Technical Education, Kerala immediately after joining the programme. The registration shall be valid for a maximum period of 5 years.

6. Instructional duration in an academic year

The academic year shall consist of a minimum of 36 weeks of instruction including intervening holidays, but excluding the period of examination and study holidays.

The programme shall follow annual pattern with end of the year examinations conducted by The Board of Technical Examinations, Kerala

There shall be 7 instructional periods of 55 minutes duration per day, and there shall be 5 working days per week from Monday to Friday and thereby 35 periods per week.

7. Minimum attendance for eligibility to appear the end of the year examination

A candidate must secure a minimum of 80% attendance in each year, in order to secure eligibility to appear for End of the Year Examination.

In the case of those students with 65% or more attendance, but could not attain 80% attendance due to medical reasons, the Principal/Head of the Institution, at his/her discretion, may grant the permission to appear for the examination, subject to the remittance of the "Condonation Fee", fixed by the Government from time to time.

Students who have secured less than 65% attendance are not eligible to apply for "Condonation", and will not be allowed to appear for the examination under any circumstance.

Students who have shortage of attendance, but not condoned, are not eligible to appear for the end of the year examination. They may seek readmission and repeat the classes. Application for readmission shall be entertained only for genuine cases on medical grounds and in doubtful cases; Principal/Head of institution shall seek report from the medical board. Request for Condonation for the first time can be entertained by the Principal/Head of institution. Condonation requested for second time, shall be entertained only by the Joint Director of the respective Regional Directorate/ Directorate of Technical Education under which the institution is situated, on the recommendations of the Principal/Head of Institution.

8. Continuous Absence, Removal from Rolls and Readmission

A student who is absent from the class for a continuous period of 15 working days will be removed from the rolls. Such student has the choice to seek readmission in the same academic year, submitting application to the Principal/Head of institution citing the reason for the absence. Permission for readmission shall be granted only on genuine cases and only if the student can attain the stipulated minimum of 65% attendance. Students who do not seek readmission in the current academic year can seek readmission in subsequent year. Students should remit the required fee for availing readmission whether it is in the same academic year or in the subsequent academic year.

9. Scheme of Evaluation

The scheme of evaluation shall consist of

- a. Internal Assessment.
- b. End of the Year examination.

9.1 The maximum marks for End of the year examinations and Internal Assessment for Theory subjects shall be 75 and 25 and for Practical subjects shall be 60 and 40 respectively.

9.2 The duration of end of the year examinations for each subject is listed with the subjects of study, scheme of examination & evaluation.

10. Internal Assessment

10.1 Theory: The award of internal assessment marks for theory subjects shall be on continuous evaluation method, based on tests, assignments and attendance in the proportion of 40% for tests, 40% for assignments and 20% for attendance. There shall be 3 tests and 3 assignments and all the 3 tests and assignments are to be considered for the award of internal Assessment marks.

10.2 Split up of internal assessment marks for attendance is detailed under table I

Sl No	% of Attendance	Marks to be awarded (out of 8)	Marks to be awarded (out of 5)
1	90 and above	8	5
2	80 to 89	7	4
3	70 to 79	5	3
4	65 to 69	3	2
5	Below 65	1	1

(Table I)

10.3 Practical: The practical subjects range from fine arts, digital arts, language & life skills. Since these subjects vary in content, application and nature, specific activity area and criteria are to be applied for internal assessment of each subject.

10.3.1 Internal assessment marks of practical subjects other than Graphic designing, Digital animation and English & Workplace Skills is to be based on the activity areas listed under table II and award of marks to be based on the criteria listed under table III.

Sl. No	Activity Area	Weightage
1	Class work	40%
2	Daily sketch book	40%
3	* Attendance	20%

*Percentage of attendance for the particular subject alone is to be considered
(Table II)

10.3.1.1 Class Work: Class work is the work of art completed by the student while attending the practical classes. For each subject, the student has to complete a minimum number of activities/ work of art, details given along with the course contents. The faculty has to maintain a register subject wise to record the details of the class work presented by the student.

10.3.1.2 Daily sketch book: Daily sketch book is the record of rough work done by the student each day. Each student has to attempt at least ten works in the daily sketch book in a day in accordance with the progress in the curriculum. It shall be maintained throughout the academic year. They have to present the sketch book weekly or as and when instructed by the authorities.

Sl no	Criteria Component	Marks to be Awarded
1	Application of Visual elements and principles	40%
2	Completeness/ rendering.	40%
3	Creativity/ Individuality	20%

(Table III)

10.4 FA 1915 Graphic designing: The award of internal assessment marks shall depend up on the activity area as detailed under table IV and evaluation to be based on the criteria listed under table III.

Sl no	Functional Area	Weightage	Remarks
01	Exercise	80%	To complete a minimum of 12 works/ 12 best works to be considered.
02	Attendance	20%	To comply with table I for corresponding marks

(Table IV)

10.5 FA 1925 Digital Animation: The award of internal assessment marks shall be based on the activity area listed under table IV, the criteria for evaluation of exercises is listed under table V.

Sl no	Criteria	Marks
01	Timely submission	20%
02	Completeness	40%
03	Individuality/ Creativity	40%

(Table V)

10.6 FA 1916 & FA1926 English and Workplace skills I&II: The breakup of internal assessment marks shall be based on the criteria furnished in table VI

Sl No	Criteria	Marks	Remarks
01	Teacher Assessment	40%	Involvement of the student in language learning activities. Timely submission of portfolio Neatness and genuineness of the work done
02	Class Test	40%	3 tests mandatory and all tests to be considered.
03	*Attendance	20%	To comply with table III for proportionate marks

(Table VI)

10.7 Record of internal assessment marks: Faculty concerned shall maintain record of all details regarding the Attendance, marks for tests and assignments, practical's etc. and internal assessment marks awarded in the prescribed log book and submit them to the Head of the Institution. It shall be published in the last week of the academic year. The student can represent their grievances, if any, in respect of marks awarded to the Head of the Institution for redress.

10.8 Internal Assessment Marks Register: The institutions shall record the internal assessment marks awarded to each student year wise and subject wise in a register. It is a classified document and should be kept under the custody of the Controlling Officer.

11. End of the year Examination

11.1 Eligibility:

11.1.1 All students enrolled for the programme for a particular year shall register for the year end examinations by remitting the prescribed fee as and when notified by the competent authority.

11.1.2 No candidate shall be permitted to register and appear for end of the year examination unless

11.1.2.1 Certified by the Controlling Officer to the effect that the student has attended 80% of the actual instructional hours for all the subjects put together in the particular year.

11.1.2.2 Completed the entire prescribed laboratory, practical, workshop practical or any other kind of practical including drawing, field work, project work etc. as prescribed in the curriculum and so certified by the Head of the Institution. Such certification shall be on the basis of the recommendations of the instructor handling the subject.

11.1.2.3 Declared eligible for Condonation as per clause 7 and remitted the prescribed Condonation fees.

11.3 Students who do not satisfy clause 11.1.2 shall have to seek readmission and repeat the classes. The permission for readmission shall be at the discretion of the Controlling Officer on being satisfied as to the genuineness of the request. If by chance there happens to be a revision of curriculum, then such candidate has to opt the revised curriculum by earning the additional subject/subjects as directed by the competent authority.

11.2 Conduct of the end of the year examination

11.2.1 For theory and practical subjects there will be an end examination in each year as per the pre announced notification of examination. The timetable for the examination will also be published ahead of its conduct.

11.2.2 There will not be any separate supplementary examination.

11.2.3 The question paper for each theory paper will consist of 3 parts.

Part A is for a maximum of 15 marks consisting of 15 fill in the blank / one word answer type questions, 3 questions from each unit and each question carrying one mark.

Part B is for a maximum of 30 marks consisting of fifteen short answer type questions to be answered in four or five sentences, three from each unit. Candidate has to answer any ten questions only; each question will carry three marks.

Part C is for a maximum of 30 marks consisting of ten paragraph type questions for which answers are to be given in not more than sixty words, two questions from each unit out of which candidate has to attend five questions, one from each unit. Each question carry 6 marks.

Part A, B & C will be given together in one question paper.

11.2.4 For Fine Arts practical subjects FA 1912, FA 1913, FA 1914, FA 1922, FA 1923 & FA 1924, student will have to draw/paint the given model/activity in the desired size and medium. For FA 1915 Graphic Designing, candidate will have to design and develop the given subject and for FA 1925 Digital Animation, candidate will have to complete the given animation activity with the use of computer.

The criteria for evaluation of practical subjects other than FA 1916& FA 1926 English and Workplace skills I&II, FA 1925 Digital Animation and is furnished in the table III. The criteria for FA 1916& FA 1926 English and Workplace skills I&II, FA 1925 Digital Animation and FA 1927 Project Work are furnished along with course contents.

11.3 The setting of question paper and valuation of answer sheet of all subjects other than those mentioned under table VII shall be done in the centralized mode.

Sl. No	Subject Code	Subject
1	FA 1915	Graphic Designing
2	FA 1916	English & Workplace Skills I
3	FA 1925	Digital Animation
4	FA 1926	English & Workplace Skills II
5	FA 1927	Project Work

(Table VII)

11.4. The setting of question paper and valuation of answer product of the subject mentioned under table VII shall be done at the examination centre itself. For that, the Board of Technical Examinations shall appoint internal and external examiners for every examination centers. Examination to be conducted in batches based on the availability of equipments at the examination centre. However the minimum number of students per batch should not be less than 10 nos. The examiners have to set the question paper jointly as per the guidelines issued by the Controller of Examinations and administer the examination. Internal and external examiners are bound to value the answer scripts jointly at the examination centre itself and submit the mark list and related documents to the Superintendent of the examination centre.

12. Related experience and practices: In the case of FA 1916 & FA 1926 English and Workplace skills I & II respectively, FA 1925 Digital Animation and FA 1927 Project Work, the student has to maintain the record of the exercises performed by them in the form of practical record/ portfolio. The record has to be certified by the Head of the Institution. The candidate shall present the record for attending the practical examination. **No candidate shall be allowed to attend the end of the year practical examination in the above subjects (i.e. FA 1916 & FA1926 English and Workplace skills I & II respectively, FA 1925 Digital Animation and FA 1927 Project Work) unless he/ she produce the certified record of the exercises.**

13. Promotion to the Second year

A candidate shall be promoted to the second year, if he/ she have attained the eligibility to appear for the end of the year examination as per clause 12.

14. Grading system

The curriculum shall follow grade and credit system for reporting the performance of the students. The state Board of Technical Education shall award letter grade and grade points to candidates based on the marks secured by them during the end of the year examination for each course. Each letter grade indicates a qualitative assessment of the candidate's performance and has a corresponding grade point. All candidates will be allotted grades and grade points in accordance with the marks scored by them. Credit is a unit awarded to each subject based on the number of instructional periods. The allotment of grades and grade points based on marks is presented in the table-VIII

Sl. No.	Percentage of Marks	Grade	Description	Grade Point
1	90 & above	S	Outstanding	10
2	80 to 89	A	Excellent	9
3	70 to 79	B	Very Good	8
4	60 to 69	C	Good	7
5	50 to 59	D	Fair	6
6	40to49	E	Satisfactory	5
7	39&below	F	Failed	0

(Table- VII)

14.1 Minimum credits for pass

A candidate must secure a minimum of 40% marks for the end of the year examination in Theory and Practical subjects and a combined 40% marks for the end of the year examination and internal assessment put together to secure the minimum grade for successful completion of the programme.

14.2 Cumulative Grade Point Average (CGPA)

Cumulated grade point average is the weighted average of grade points obtained in all courses registered for the programme. CGPA is computed at the end of each year.

$$\text{CGPA} = \frac{\sum_{i=1}^n C_i G_i}{\sum_{i=1}^n C_i}$$

Where n is the number of courses registered up to that semester, C_i is the number of credits allotted to the i^{th} course as per the scheme and G_i is the corresponding grade point allotted based on the marks secured for the i^{th} course. CGPA shall be rounded off to the second place of the decimal and recorded as such for representation.

Converting CGPA into percentage of marks:

$$\% \text{ of marks} = \text{CGPA} \times 9.5$$

15. Classification of successful candidate:

15.1 A candidate should earn the requisite number of credits through the successful completion of the courses in order to be eligible for award of the certificate.

15.2 There will be 3 classifications of successful candidates namely.

First class with Distinction, First Class and Second Class

15.3 The score of courses in both years shall be considered to classify the successful candidates. The classification of successful candidates will be based on the Cumulative Credit Point Average (CGPA) secured by the candidate.

15.4 First Class with Distinction

A candidate will be declared to have successfully completed the programme in First Class with Distinction if he/ she secure 8 CGPA or above and passes all the subjects in the first appearance itself, within the validity of the registration.

15.5 First Class

A candidate will be declared to have successfully completed the programme in First Class if he/she secures 6.5 or above CGPA and passes all the subjects within two chances including the regular chance.

15.6 Second Class

All other successful candidates will be declared to have passed in the Second class.

16. INSTITUTIONAL REQUIREMENTS FOR THE CONDUCT OF THE PROGRAMME

16.1 APPROVAL

The programme shall be offered at approved institutions. The approval of institution and conduct of the programme is subject to the guidelines specified under the Code of Regulations for industrial schools 1965, Government of Kerala or as directed by the Govt. of Kerala/ Department of Technical Education, Kerala.

16.2 BATCH SIZE

The number of students that can be admitted in an academic year for an institution with an approval of one batch is limited to a maximum of 30.

16.3 FACULTY

16.3.1 Institutions conducting the programme shall have two qualified fulltime instructors for fine art & digital art subjects. The educational qualification for the Instructor is successful completion of KGCE Fine Arts or KGCE Fine Arts & Animation or equivalent.

16.3.2 Additional qualified faculty shall be made available for the conduct of English and Workplace skills subject. They have to be deployed from the beginning of the academic year.

16.3.3 Institutions shall try to provide classes on the latest developments in the vocation sourcing subject experts from outside the institution.

16.5 EQUIPMENTS

The following facilities are to be maintained by an institution conducting the programme.

1. Computer with required software – 10 Nos.
2. Programme related Software's
 - 2.1 Illustrator for digital illustration.
 - 2.2 Photoshop for digital image editing.
 - 2.3 Animate CC for 2D animation
 - 2.4 Stop motion for clay animation.
3. Pen Tablet/ Stylus- 10 nos (for digital illustration)
4. Digital Scanner – 1 No.
5. Colour Printer – 1 No.
6. Drawing Board – 1 per student
7. Geometric and other models
8. Internet connection.
9. Video library of films.
10. Library of reference books.
11. Soft Board – 2 no's (for placing the clay animation models)
12. Clay (Natural/Synthetic for clay animation model development)
13. Armature wire for creating models.
14. Shooting space for clay animation.

First year KGCE Fine Arts & Animation

Subjects of Study, Scheme of Examination & Evaluation

SI No	Subject Code	Subject	Periods/ Year		Duration of Examination	Evaluation (marks)				Credit
			Theory	Practical		Internal	Theory	Practical	Total	
01	FA 1911	Fundamentals of Visual Arts & History of World Art	108	--	3 hour	25	75	---	100	7
02	FA 1912	Nature study(Drawing & Painting)	--	360	5 hour	40	---	60	100	11
03	FA 1913	Life Study (Drawing)	--	252	5 hour	40	---	60	100	8
04	FA 1914	Compositional Drawing	---	180	5 hour	40	----	60	100	6
05	FA 1915	Graphic Designing	----	252	3 hour	40	---	60	100	8
06	FA 1916	English & workplace Skills I	---	108	3 hour	40	---	60	100	3

Subject Title : Fundamentals of Visual Arts & History of World Art
Subject Code : FA 1911
Periods per year : 108
No of Credits : 7

TIME SCHEDULE

UNIT	TOPIC	PERIODS
I	Elements & Principles of Visual Art	24
II	Introduction to Visual Culture	20
III	Pre Historic Art	20
IV	Renaissance & Pre modern Art	20
V	Art Movements	24

OBJECTIVES

To develop

Overall exposure to world art from pre-historic times to the modern art movements.

Awareness of the basic principles of art in students so that they can articulate in language.

Exposure to diverse visual culture among different civilizations to improve the aesthetic talent

To familiarize with the changes taken place in the art movements.

(It is suggested that lecture classes are supported with overhead projections of images, thereby historical information is conveyed effectively)

Specific Outcome

The student will be able to

Unit I

1. Demonstrate the various elements and principles of visual art.
2. Apply various fundamental elements and principles of visual art to create a visually pleasing work of art.

Unit II

1. Differentiate diverse visual culture developed during various civilizations.
2. Illustrate the various forms of visual art.

Unit III

1. To understand the human urge for creative art in accordance with the cognitive development.
2. To understand the ancient forms of documentation.

Unit IV

1. To understand how humans work as a collective guild and the democratic process in the society.
2. Exposure to the works of artists in the renaissance period.

Unit V

1. Innovation in human thoughts developed according to various socio political movements.
2. Exposure to various art practices during modern art movements.

Content details

UNIT I Elements & Principles of Visual Art:

Elements – Line, Shape, Form, Colour, Value, Texture & Space

Principles- Proportion, balance, harmony, Rhythm, Unity of form and Composition.

Suggestive Assignment:

- 1.1. Application of visual elements used in work of art.*
- 1.2. Application of visual principles used in work of art.*
- 1.3. Own understanding of the visual elements.*
- 1.4. Use of visual elements in daily life.*

UNIT-II Introduction to Visual Culture

- 2.1 Fine art – evolution of painting and sculpture- Michelangelo (Painting), Alberto Giacometti and Christo (sculpture)

View:

2.1.1 Vincent Van Gogh, Pablo Picasso, Salvador Dali etc for Painting

2.1.2 Auguste Rodin (The Thinker), Ramkinkar Baij etc for sculpture

2.1.3 Le Corbusier, Laurie Baker, B V Doshi etc for architecture

- 2.2 Photography- history, photography in journalism, fine art, advertising, etc. Photography as a tool of art, photography for social awareness and communication.

Suggestive Assignment:

2.2.1 Iconic photographs and its impact.

2.2.2 Advertising photography and its impact

- 2.3 Files – raw, tiff, jpg. Formats- classification and use. Calligraphy & typography – introduction & history,

Suggestive Assignment:

2.3.1 Collection of old calligraphy visuals.

2.3.2 History of movable types.

2.3.3 Collection of Chinese calligraphy.

2.3.4 Collection of Arabian calligraphy.

2.3.5 Preparation of templates.

2.3.6 Contemporary type faces/ brush script.

2.4 Folk& performing arts-national- international – folk performing art and contemporary performing art,

Suggestive Assignment:

2.4.1 Collect specific folk printing, study and identify the motif used in it.

2.4.2 Select motif, rearrange& recompose to suit your style.

2.4.3 Add external elements to make own composition

2.4.4 Explain “ theyyam”, “ padayani”. Kuchippudi, Kadhakali, shadow puppetry etc.

View:

2.4.5 Art of Australian Aborigines

2.4.6 Contemporary performing art view Marina Abramovic

2.4.7 Nikhil Chopra

2.4.8 Muraly Cheeroth

2.5 Film& theatre arts- evolution – Mile stones in world cinema

View:

2.5.1 Bicycle Thieves (1948) Italian, by Vittorio de sica

2.5.2 Battleship Potemkin (1925) Russian by Sergei Eisenstein

2.5.3 Ivan`s Childhood (1962) Russian by Andrei Tarkovsky

2.5.4 Dreams (1990) Japanese- American by Akira Kurosawa.

2.5.5 Pather Panchali (1955) Indian – Bengalee by Satyajit Ray

2.5.6 Meghe Dhaka Tara (1960) bengalee by Ritwik Ghatak

2.5.7 Swayamvaram (1972) Malayalam by Adoor Gopalakrishnan

2.5.8 Olavum Theeravum (1970) by P N Menon

2.5.9 Vigathakuamaran (1928) by J C Daniel.

2.5.10 Theatre Arts adukalayil ninnu arangathekku by V T Bhattathirippadu

2.5.11 Ningalenne communistakki by Thoppil Bhasi

2.5.12 Contemporary Theatre

2.5.13 New Theatre form in practice

UNIT–III Pre Historic Art

Content Details:

Art produced in pre literate, pre historical cultures- “Altamira” caves, Paleolithic Venuses, Neolithic pottery, ‘Magico-religions’ functions of art, Greek Art, Roman architecture and sculpture, Early Christian Art, Byzantine art, Art of the middle ages, Gothic art.

Suggestive Assignment

- 3.1. Visit Edakal cave, document the inscriptions and present the document in the class.
- 3.2. Create a slide show on images of cave art.
- 3.3. Prepare a portfolio of Neolithic pottery.

UNIT IV- Renaissance & Pre modern art

Renaissance in Italy and Northern European Countries (Leonardo da Vinci, Michael Angelo, Raphael etc.)

Dutch realists of 17th Century, Romanticism, Realism in 19th Century.

Suggestive Assignment:

- 4.1. Create a portfolio of five Painters with short description
- 4.2. Create a portfolio of five sculptures with short description
- 4.3. Develop a slideshow of the above two activities.

UNIT V- Art Movements.

Contemporary art practice- installation- public art, performance art

Impressionism- colour & light in painting

Cubism > form- synthetic cubism & analytical cubism

Surrealism > imagery- automatism and metaphysical art

Fauvism > colour

Expressionism > Texture

Futurism > movement

Abstract > self expression

Dadaism > Absurdity

Pop art > Popular images in art

Suggestive Assignment:

- 5.1. Compile the collection of contemporary artistic works into a portfolio for presentation
- 5.2. Compile the collection of public art works into a portfolio for presentation
- 5.3. Public art by Valsan Koleri
- 5.4. Earth art by Robert Smithson- Spiral Jetty

Subject Title	: Nature Study (Drawing and Painting)
Subject Code	: FA 1912
Periods per year	: 360
No of Credits	: 11

OBJECTIVES:

Training in observation of nature and natural objects and expressing them through series of free and elaborate exercises.

Training on rendering nature and objects in a variety of colour and medium.

Specific Outcome

Able to present various forms found in nature in simple lines.

Able to render the various forms in nature in various mediums and different perspectives.

Develop the skills in observation, what they see and where they see.

Content Details:

Study of forms in nature - in line, tone, colour, texture, light and shade. Landscape, Cityscape and Seascape, in various mediums like pencil, Charcoal, pastels pen & ink, water colour and acrylic in paper/ canvas of ¼ th imperial size.

Activity

Practice nature study in one, two, three & multipoint perspective views in half imperial size paper.

Refer to works of Masters like Michelangelo, Vincent Van Gogh, John Constable, David Hockney, Hokusai Horoshiye, Paramjit Singh etc.

Minimum number of class work to be completed: 25

Suggested reference books/viewing:

1. Google Art Project.

2. *From Gainsborough to Constable – The emergence of naturalism in British landscape painting- 1750-1810*

Subject Title : Life Study (Drawing)

Subject Code : FA 1913

Periods per year : 252

No of Credits : 8

OBJECTIVES:

To develop the capability to observe and grasp the anatomical features and present the same in simple lines.

Specific Outcome

To improve the general drawing skills

Ability to create a 2D picture looking at 3D person.

Able to grasp the anatomical features of human being and present the imagination in simple lines.

Able to depict full/ partial human figure in drapery.

Able to depict different human postures and actions in simple lines.

Content Details:

Study of human head and limbs from various angles, grasping facial structure, character and expressions, Male and female faces, children, young and elderly people.

Study of full figure, anatomical drawings with drapery, line drawings with different actions and postures from life model.

Refer to works of Leonardo da Vinci, Michelangelo, Auguste Rodin, Rembrandt, Egon Schiele etc

Drawing medium:-different types of pencils, charcoal, pen & ink in ½ imperial size paper.

Minimum number of class work to be completed: 18

Suggested reading/ viewing: Google Art Project

Subject Title : Compositional Drawing
Subject Code : FA 1914
Periods per year : 180
No of Credits : 6

OBJECTIVES:

Development of student's individual pictorial vision in figurative language.

Develop the understanding about the visual aspects of composition, division of space, rhythm, texture, tonal gradation and expressive value of line.

Specific Outcome

Will be able to compose their imagination in figurative language.

Will be able to apply the visual elements and principles in individual creation.

Will be able to visualize the relation of elements of the picture and arrange them to make it to see them as a whole.

Will be able to balance the elements.

Content Details:

Creative drawing from life or from imagination. Compositional exercise with knowledge of space, line, form, texture, proportion, balance, harmony, contrast, emphasis, rhythm etc. by incorporating conceptual as well as artistic/ aesthetic values.

Medium: Pencil, Charcoal, Pen & Ink.

Refer to works of Pablo Picasso, Salvador Dali, Vincent Van Gogh, Henri Matisse etc,

Activity: Make composition in paper (½ imperial size) and preparatory sketches in A4 size.

Minimum number of class work to be completed: 10

Suggested reading/ viewing: Google Art Project

Subject Title : Graphic designing
Subject Code : FA 1915
Periods per year : 252
No of Credits : 8

TIME SCHEDULE

UNIT	TOPIC	PERIODS
I	Elements & Principles of designing	36
II	Illustration & Image Editing	144
III	Layout & Graphic designing	72

OBJECTIVES

1. Develop basic skills of creating drawings in digital media.
2. Instill in depth knowledge and skill in selected software's.
3. Classification of different types with their names and character, weight, orientation, position and size.
4. To become familiar with digital media tools and use the same in producing art works.

Specific Outcome

Unit I:

Able to demonstrate and apply the design elements and principles for developing work of art.

Unit II:

Understand typography, colour, layout, photo editing, composition, graphics, vector and raster application.

Able to navigate Photoshop workspace, create & setup documents.

Understand layers and maskings.

Able to work with filters and adjustments.

Understand difference in files, types and colour profiles.

Unit III

Able to design various form of digital art works.

Work with types, colour profile etc.

Able to develop suitable layout formats based on the content.

Content Details.

Unit I Elements and Principles of Designing.

Elements of designing - Line, shape, forms, colour, value, texture & space

Assignment:

- *1. Analyse and present the application of design elements used in various house hold articles.*
- *Prepare a presentation on the application of design elements of an advertisement and present in the class.*

Principles of designing- proportion- balance, harmony, rhythm, unity of form and composition

Assignment:

- *Analyse and present the application of design principles in various household articles.*
- *Prepare a presentation on the application of design principles of an advertisement and present in the class.*

Unit II Illustration and Image Editing.

2.1 Illustration

Getting Familiar with the work space – Work area basics – Customizing the workspace – Tools – Files and Templates – Cropping Artwork – Viewing Artwork – Rulers, grids and guides – Setting Preferences

Understanding drawing tools & techniques – Drawing basics – Drawing simple lines and shapes – Drawing flares – Drawing with the pencil tool – Drawing with the pen tool – Editing paths – Tracing artwork – Symbols – Symbol tools and symbol sets

Using Colors – About Color – Selecting Colors – Using and Creating Swatches – Managing Swatches – Working with color groups – Adjusting Colors

Color Management – Understanding color management – Keeping colors consistent – Color – managing imported images - Color managing documents for online viewing - Proofing colors – Color managing documents when printing – Working with Color profiles – Color settings

Using Painting tools & Options – Painting with fills and strokes – Live Paint groups – Brushes – Transparency and blending modes – Gradients, meshes, and color blends – Patterns

Selecting and arranging objects – Selecting objects – Grouping and expanding objects – Moving, aligning and distributing objects – Rotating and reflecting objects – Using Layers – Locking, hiding, and deleting objects – Stacking objects – Duplicating Objects

Reshaping Objects – Transforming objects – Scaling, shearing and distorting objects – Reshape using envelopes – Combining objects – Cutting and dividing objects – Clipping masks – Blending objects – Reshaping objects with effects – Creating 3D objects

Type Features – Creating and importing type – Working with area type – Working with type on a path – Scaling and rotating type – Spelling and language dictionaries – Fonts – Formatting type – Line and Character Spacing – Special Characters - Formatting Paragraphs – Hyphenation and line breaks – Tabs – Character and paragraph styles – Exporting Text – Formatting Asian Characters – Creating Composite Fonts – Updating text from Illustrator 10

Creating Special Effects – Appearance attributes – Working with effects and filters – Summary of effects and filters - Drop shadows, glows, and feathering – Creating ~~sketches~~ and mosaics – Changing vector graphics to bitmap images – Graphic styles

Importing, Exporting and Saving – Importing files – Importing bitmap images – Importing Adobe PDF files – Importing EPS, DCS, and AutoCAD files – Importing artwork from Photoshop – Saving artwork – Exporting artwork – Creating Adobe PDF files – Adobe PDF options – File information and metadata

Assignment:

- *Illustrate landscape, flower, household articles on computer*
- *Illustrate a greeting card/ Christmas card.*
- *Design a visiting card.*
- *Design a logo for promoting a product.*
- *Design an information graphic.*

2.2 Image editing.

2.2.1 Work space- menu bar, application bar, options bar, tools panel, panel dock on right- difference on PC and Mac- different ways to zoom- hidden tools on tool bar.

2.2.2 Basic selections- geometric selections- freehand selections- edge based selections, colour based selections.

2.2.3 Adjustment panel- making colour and tonal adjustments- creating an adjustment layer- adjustment presets- common image corrections- saving adjustment as a preset- deleting adjustment layer- applying adjustment layer to another layer.

2.2.4 Tool Bar Tools- blur tool- sharpen tool- smudge tool- dodge tool- burn tool- sponge tool.

2.2.5. Basic Photo Corrections- image menu- colour mode- image resolution and size- straighten and crop image- rotate cropped image- automatic adjustments- auto colour removes colour cast- manually adjusting tonal range- replacing colour- clone tool- spot healing brush- healing brush- patch tool.

2.2.6 Layers- Background layer- isolating part of image- hide, view, reposition, delete, rename, merge- lock layers-convert background layer to regular layer-convert regular layer to background layer – layer styles- applying layer styles to multiple layers.

2.2.7 Gradients- Gradient tool- gradient styles- editing colours- saving gradients.

2.2.8 Masks- Difference between masks and selection tools- save time consuming selections- quick mask mode- using brush tool- channels panel- loading mask as a selection.

2.2.9 Correcting/ enhancing digital photographs- shadows and highlights adjustment- correcting red eye- sharpening edges- correct image distortion- adding depth of field.

Assignment:

- *Retouch a photograph to restore/colour correction.*
- *Manipulate the colour of a photograph to monochrome/ditone/ triton etc.*
- *Design a brochure/ folder/ catalogue/ souvenir/ magazine.*

Unit III Layout and Graphic designing.

3.1 Layout

3.1.1 Size & format- contents determine format- folds & binding.

3.1.2 Grid & margins- margin proportion- grid underlying order.

3.1.3 Styles of layout- symmetrical & asymmetrical- integrating both styles.

3.2 Typography.

3.2.1 Basic type terms- type anatomy- type faces- type styles & type family.

3.2.2 Type size and weight

3.2.3 Type character- letter spacing, leading, kerning etc.

3.2.4 Type alignments.

Assignment:

Design a logo type, birth day wish card, event advertisement, print and present in the class.

3.3 Colour

Colour definitions- hue, tone, saturation etc. Colour wheel- primary, secondary, tertiary. Colour differences and legibility. Colour association, Colour contrast and harmony- proportions.

Assignment:

- *Design a colour wheel and explain the applications*
- *Design a colour palette for a particular occasion/ event.*

3.4 Graphic designing.

3.4.1 Graphic designing and print production fundamentals.

3.4.2 Designing process- briefing- designing- art work- production.

Assignment:

- *Design and develop a sign board for an upcoming factory of your choice.*
- *Design a window display / shop display/ regarding festival sales.*
- *Design a flex board for a temple festival.*
- *Poster design on “BEAT PLASTIC” and/or “BEAT AIR POLLUTION”*
- *Hoarding design for a restaurant.*
- *Press advertisement for discount sales*

Minimum number of class work to be completed: 15

End of the year examination: Candidates will have to design a given subject in the given size with the use of computer software. Design material in digital format and body copy in text format will be given. The criteria for evaluation are listed under table III.

Reference:

Graphic design School- The Principles and Practices of Graphic Design. David Dabner-Thames & Hudson ltd. ISBN- 978-0-500-28526-8.

Subject Title : English & Work Place Skills I
Subject Code : FA 1916
Periods per Year : 108
No of Credits : 3

TIME SCHEDULE

UNIT	TOPIC	PERIODS
I	English for day to day life	28
II	Description	20
III	Developing self confidence	20
IV	Positive thinking	20
V	Goal setting	20
TOTAL		108

OBJECTIVES

The course intends to develop both the communicative and soft skills of the learners thus developing him/her to be more productive at the workplace. The course follows the task based, process to product and activity oriented curriculum. Here learning is knowledge construction and learners interact with the study materials, with the teachers and the peer groups and with his surroundings to generate knowledge. The main objectives are:

1. To enable students to communicate in English in their day to day activities
2. To develop self confidence.
3. To cultivate positive attitude.
4. To enable them to describe a person, object, process accurately.
5. To help the students set life goals.

Specific outcomes

Unit I

The learners

Use appropriate language forms/structures for various functions and situations.
Learn correct vocabulary and apply them in meaningful contexts.

Unit II

Describe a person, object and process

Unit III

Cope more easily with the daily affairs of life, bring constructive changes into life and be more successful.

Unit IV

Tackle life's challenges with more certainty, maintain a positive mental attitude and eliminate fear factors from their lives.

Unit V

Develop an action plan, motivate and guide him /her towards achieving the goal

CONTENT DETAILS

Unit I. English for day to day life

- 1.1 Basic language functions – greeting others, introducing oneself and others, expressing reasons, stating preferences and structures used for comparing and contrasting
- 1.2. Dialogues, Telephone Conversation.
- 1.3 Etiquettes, Art of talking in small groups.
- 1.4. Correct usage of English language.

Activity

- *Interact with a stranger-report the experience*
- *Bargaining with the shopkeeper for purchasing a product*

Unit II. Description

- 2.1. Describe physical features of person.
- 2.2 Describe objects, gadgets and devices accurately.
- 2.3 Describe a process using passive structures.
- 2.4 Use of modals.

2.5 Formation of negatives and their use in real life situations.

Activity:

- *Describe the physical features of friends / students work of art.*
- *Describe the general features of work of art developed by a fellow student.*
- *Describe briefly the various drawing mediums.*

Unit.III. Developing Self Confidence.

- 3.1. Creating self-awareness – What is self-awareness, advantages of having self-awareness, Steps to increase self-awareness- Defining core values, keeping journals, engaging in self-reflections, knowing habits and emotions
- 3.2. Self Confidence: what is self confidence- factors affecting self confidence- self image- sense of achievement-, direction, recognizing strength, fear of failure- how to develop self confidence- knowing personal strength and weakness, belief in self, sticking to goals- how to manage introvert attitude.
- 3.3. Understanding others- Understanding the current state of mind through Non-verbal aspects of communication– Facial expressions, Eyes, postures and gestures, body language and touch, Understanding micro expressions and attempts at deceit.
Knowing the lasting traits with attributions. - Kelly's explanation of attribution, Errors of attributions
- 3.4. Managing Impressions – Self enhancement strategies and other enhancement strategies.

Activity

- SWOT Analysis – Strengths, Weaknesses, Opportunities and Threats
- Make a product/work of art of own choice and explain its qualities/ convey the concept.
- Each presenting what /he /she know about herself before others and everyone else contribute by expressing what they know about the person.

Unit IV- Positive thinking and decision making

- 4.1. Positive thinking – What is positive thinking, Impact of positive thinking on work, health and life,
- 4.2 .Decision making –Brain storming, Problems of decision making overcoming problems

Activity:

- *Analyse a case study and report how to manage the situation with positive solutions.*
- *Choose a situation with conflicting interests from real life and try to come out with a good decision (follow decision making process)*
- *Narrate an unforgettable experience in your life that brought about a positive change*

Unit V. – Goal setting

- 5.1- Goals-short term goals & long term goals, Advantages of setting goals, How to set goals, Group goals
- 5.2- Need, Drive and Motivation, Primary and secondary motives, intrinsic motives and extrinsic motives, Hierarchy of motives

Activity

- *Identify the short term and life goals in personal life, prepare and present a chart in the class.*
- *Presenting the life history of famous personalities especially those in fine arts, animation etc.*
- *Write down a perfect schedule for a day in detail and compare it with the real one.*

Related experiences and practices: Students shall maintain a record of the above activities .The candidate has to present the record/ portfolio certified by the charge instructor of the institution for the end of the year viva voice practical examination.

End of the year practical examination: Viva voice end of the year practical examination will carry a total of 60 marks. The criteria for evaluation is as follows.

Viva voce	30 marks.
Portfolio Assessment	25 marks
Student Assessment	5 marks

Second Year Fine Arts & Animation

Subjects of Study, Scheme of Examination & Evaluation

Sl. No	Subject Code	Subject	Period/year		Duration of examination	Examination(marks)				Credit
			Theory	Practical		Internal	Theory	Practical	Total	
01	FA1921	History of Indian Art & Principles of Animation	108	--	3 hour	25	75	--	100	7
02	FA1922	Still Life (Painting)	--	198	5 hour	40	--	60	100	6
03	FA1923	Life Study (Painting)	--	198	5 hour	40	--	60	100	6
04	FA1924	Composition(Paintings)	--	288	5 hour	40	--	60	100	9
05	FA1925	Digital Animation	--	288	3 hour	40	--	60	100	9
06	FA1926	English&WorkplaceSkills II	--	108	3 hour	40	--	60	100	3
07	FA1927	Project Work	--	72	3 hour	--	--	100	100	5

Subject Title : History of Indian Art & Principles of Animation
Subject Code : FA 1921
Periods per year : 108
No of Credits : 7

TIME SCHEDULE

UNIT	TOPIC	PERIODS
I	Indus Valley Civilization to Medieval Indian Art	24
II	Introduction to Indian art	20
III	Modern Indian art	20
IV	Contemporary Indian art	20
V	Principles of Animation	24

OBJECTIVES

1. To develop the skills in identifying different styles and schools of visual presentation.
2. To understand the historical evolution of Indian art.
3. Appreciate the importance of Indian art in contemporary society.
4. Exposure to various art works that leads to development of aesthetic ideas and subsequently into a fruitful work of art.
5. To develop the concept of animation and its evolution and methods
6. To appreciate various methods of animation

(It is suggested that lecture classes are supported with overhead projections of images, thereby historical information is conveyed effectively)

Specific Outcome

The student will be able to

Unit I

differentiate the artifacts of Gupta and post Gupta period.

correlate the relevance of art to human habitation, Indus valley to medieval period.

understand the aesthetic attributes of excavated artifacts from Harappa and Mohenjodaro.

Unit II

Appreciate the important art traditions in India

Unit III

Appreciate the contribution of individual Indian artists in the 20th century.

Unit IV

Illustrate visual sensibility at par with global art scene

Unit V

Explain the process of animation

Explain the evolution of animation

Illustrate the various techniques of animation

Differentiate animated film based on various methods of production

Identify different personalities contributed to the development of animation

Identify prominent studio/production House contributed to the development of animation

Identify different categories of animation

Content details

UNIT I: Indus Valley Civilization to Medieval Indian Art

Excavation ruins and artifacts from Mohenjo-Daro, Harappa- bronze figuring's from late Harappa- Mauryan Art – Buddhist Stupas and pillars –Life of Buddha sculptures-Evolution of Buddha image – Ajanta paintings – Gupta architecture and sculpture – Classical period in Indian Art (from Amaravati to Gupta) Post-Gupta period – Medieval Hindu Temples, Chola, Pandya, Pallava, Vijayanagara architecture,

Suggestive Assignment:

Make replicas of seals & stamps of Indus valley civilization period in various mediums (wood, clay, paper, pulp etc.)

View: Dancing Girl (Sculpture)

UNIT II Introduction to Indian Art

Jain Manuscript painting – Mughal miniature – Rajasthani Mewari paintings – pahari paintings – Patna and Murshidabad Court paintings-Company painting – Indo Islamic architecture.

Suggestive Assignment: Make a recopy of miniature paintings referred above.

UNIT III Modern Indian Art

Raja Ravi Varma –Bengal School – “Progressive Group” – ‘Group 1890’- South Indian Modern Art –Narrative painters in Baroda – Indian radical painters and sculptors association,

Suggestive Assignment: Prepare a digital presentation of collection of five images from each one of the above genre.

Suggestive view: KCS Panicker. Cholanmandalam Art Village, Abanindranath Tagore, M F Hussein etc.

Unit IV Contemporary Indian art

Post-modern Art in India, - Contemporary art and its premises.

View: Art of K G Subrahmanyam, Gulam Mohammed Sheikh, Bhupen Khakhar, Vivan Sundaram, N N J Rimzon etc.

Suggestive Assignment: Prepare a digital presentation of collection of five images from each one of the above artist.

UNIT-V Principles of Animation

4.1 Animation – Process – persistence of vision – frame per second (FPS)

4.2 Principles of animation- squash & stretch, anticipation, staging, straight ahead action & pose to pose, follow through & overlapping action, slow in & slow out, arc, secondary action, timing, exaggeration, solid drawing and appeal.

4.3 Evolution

4.3.1 Traditional animation – CEL animation – process – John Bray Studio & Earl Hurd

Suggested visual

- Steam Boat Willie – 1928 – Walt Disney Studio
- Flowers and Trees – 1932 – Walt Disney Studio
- Snow white and Seven Dwarfs – 1937 – Walt Disney Studio
- The tale of Princess Kaguya (2013)
- Spirited away (2001) – Japan

4.3.2 Stop motion animation

Suggested Visual

- *The new Gulliver 1935*
- *Chicken run*

4.3.3 Pixellation – Norman Mc Larens Neighbours (1952)

4.3.4 Cutout Animation – Lotte Reiniger

Suggested visual

- Adventures of prince Achmed (1926)

4.4 Oil on Glass – experimental animation – Alexander Petrov & Caroline Leaf

Suggested Visual

- *Old man and the Sea*
- *Monalisa Descending Stairs*

4.5 Sand on Glass – experimental animation – Caroline Leaf

Suggested Visual

- The Metamorphosis of Mr. Samsa (NFB Canada)

4.6 CG Animation – Process – Advantage

- difference between traditional and CG animation
- different category of animation 2D & 3D
- difference between 2D & 3D
- suitability of 2D & 3D
- 2D software's – zinfing, Adobe animate, tv paint, toon boon studio
- studio Ghibli – spirited Away – Grave of the Flier flies
- 3D software – Maya, 3D Max, Blender – John Lassette & Chris Landreth.
- Pixar studio – Toy story, Finding Nemo, Up
- Blue sky studio – Ice Age films
- Sony Pictures Animations

Suggested visual

- *Luxo Jr. (1986)..... 3D*
 - *Earnest & Celestine 2012*
 - *Song of the Sea 2014*
 - *Chota Bheem (TV Serial)*
- } 2D

Reference:

1. *The World History of Animation – Stephen Cavalier*
2. *Cartoons, one hundred years of Cinema Animation – Giannalberto Bendazzi*
3. *12 principles of animation. Alan Baker, (YouTube Video)*

Subject Title : Still Life (Painting)
Subject Code : FA 1922
Periods per year : 198
No of Credits : 6

Objective:

To study and draw basic shapes and volume of objects in individual and groups.

Specific Outcome

Will be able to render non moving objects in colour in various perspectives.

Content Details.

Understanding of basic shape and forms, proportion, angles and textural quality, application in various perspectives.

(1) Round objects- Bottles and vessels in glass, metal, wood, plastic, terracotta and steel etc. (2)

Geometrical forms – sphere, cylinder, cube, prisms and pyramids

(3) Organic models- vegetables, fruits etc.

Medium: Water colour, acrylic, on handmade paper of ½ imperial size.

Minimum number of class work to be completed: 12

Subject Title : Life Study (Painting)
Subject Code : FA 1923
Periods per year : 198
No of Credits : 6

OBJECTIVE: To train students in creative rendering of a full human body in his/her own individual style and character.

Specific Outcome

Will be able to render human body fully or partially in various postures and situations.

Will be able to render human expressions from observation.

Content details.

Training in portrait and full figure painting of human models of various age and gender in different postures and actions with simple coloring methods.

Medium: Water colour, acrylic, on handmade paper of ½ imperial size.

Minimum number of class work to be completed: 12

Subject Title : Composition (Painting)
Subject Code : FA 1924
Periods per year : 288
No of Credits : 9

OBJECTIVES:

To impart skill to integrate visual elements and principles with technical knowledge in creating work of art.

To bring out the creative ability in a student without stifling his/her individuality.

Specific Outcome:

Will be able to bring out work of art in his/ her individual style and method.

Will be able to combine visual elements and principles with own creativity in developing work of art.

Content Details

To create a pictorial composition or work of art by incorporating various methods and applications covering the surface with blob, patches, strikes, dabs, splatters and accidental drawings.

The selection and use of color and painting methods with meaning and purpose according to own aesthetic understanding. To work with harmony and contrast of colour having various drawing and painting materials such as pencils, pastels, water and oil colour, acrylic, ink etc.

Medium = Watercolor, acrylic, pastels on hand made paper or canvas in ½ imperial size.

Minimum number of class work to be completed: 15

Suggested reading/ viewing:

Bio Epic Movie Lust for Life (Vincent Van Gogh)
Agony & Ecstasy (Michelangelo Buonarroti)
Pollock (Jackson Pollock)

Subject Title : Digital Animation
Subject Code : FA 1925
Periods per year : 288
No of Credits : 9

Unit	Topics	Period
Unit I	Animation pre-production	80
Unit II	2D Animation	118
Unit III	Audio & Combining with Animation	54
Unit IV	Clay Animation	36

Objective:

1. To develop the observation skills of the participant
2. Skills in appreciating animated film
3. Understanding animation production process
4. To develop the skill in creating an animated film with computer and software
5. Explain the 12 principles of animation
6. Demonstrate the properties of matter, time and space
7. Able to explain the principles of movement
8. Able to demonstrate simplification and exaggeration of movement.

Specific Outcome:

Unit - I

1. Introduced to story/ concept development
2. Introduced to script development
3. Introduced to Story Board
4. Introduced to animate with rough sound
5. Develop the skills to visualize 3D character

Unit – II

1. Can work with 2D Animation software in producing animation visual

Unit – III

1. Develop the skill in export of documents in the desired format
2. Can work with Audio Software's
3. Can integrate visual with sound

Unit- IV

1. Develop the skills in 3D model creation.
2. Skills in application of animation principles on 3D character.
3. Skills in lighting and miniature set up.

Content Details

Unit – I Animation preproduction

1. Introduction to software- basic tools for drawing& painting and interface introduction.
2. Story or concept Development
3. Script for animation – to describe specification – formats
4. Story Board
5. Animatic with rough sound

***Activity:** Develop/ visualise a story board for the given script. (Script to be selected by the institution)*

Unit II – 2D Animation

1. Advanced inputs in animation software- animation tools, different types of tweens- work space- time line- layers
2. Character Design – mannerism, front, size, 3/4th specification, dress, hair style, bag, features (facial & other) – expression sheet.
3. Lay out Design (Back ground) –feel, layout
4. Final look & feel of the movie
5. Animation production

Activity:

1. *Bouncing Ball*
2. *Simple Pendulum*
3. *Whip (C & S Curve)*
4. *Feather Fall*
5. *Bird Fly*
6. *Human Walk Cycle – Cyclic & Progressive*
7. *Run Cycle*
8. *Lip Sync (Animating lip & facial movement synchronizing with sound)*
9. *Fire*
10. *Smoke*
11. *Water ripple*

Unit III – Audio & Combining with Animation

1. Audacity – Free open source sound editing and recording software
2. Incompetech.com – royalty free music
3. Integrating sound – Aesthetics of sound – export edited audio- import audio file to animation software- integrate visuals with sound or vice versa.
4. Final Visual – exporting final movie – deciding the format – TV- Big Screen – Web site – mobile phone

Activity: *Integrate sound with the given visual*

Unit IV- Clay Animation

1. Animation pre production
2. Production with clay animation- armature making- creation of model on armature (flesh add) - properties (props) - costumes, makeup etc- lighting.
3. Stage design- background elements.
4. Shooting with mobile phone with the aid of stop motion software.
5. Editing (deletion of unwanted frames)
6. Exporting movie with final sound.
7. Screening and feedback.

(Note: Clay animation can be practiced on android based mobile phone loaded with stop motion animation software. If interested, students can also practice clay animation by use

of camera and later on develop the frames on computer supported with stop motion animation software)

View:

1. *The Gumby Show.*
2. *Dimensions of Dialogue (Czechoslovakia 1982)*
3. *The Trap Door (UK 1984)*
4. *The Curse of the were- Rabbit (2005)*
5. *Chicken Run*
6. *The Adventures of Mark Twain.*

Related experience in practices: Student has to maintain video files and source files of activities in separate folders and it shall be presented for the year end practical examination. A power point presentation of the clay motion animation film production/ making to be attached.

End of the year practical examination: Candidate will be provided a picture plane with direction to create various activities.

Criteria for evaluation:

Application of Animation Principles	30 marks
Completeness	14 marks
Cleanliness	10 Marks
Record	6 Marks

Reference

1. *Drawn to Life – Walt Stahchfield*
2. *Animators survival Kit – Richard Williams*
3. *Illusion of Life – Frank Thomas and Ollie Johnston*
4. *How to make Animated Films – Tony White*
5. *Animation from Pencil to Pixel – Tony White*
6. *Thinking Animation, Bridging the gap between 2D & 3D – Angie Jones and Jamie Oliff*

Subject Title : English And Work Place Skills- II
Subject Code : FA 1926
Periods per Year : 108
No of Credit : 3

TIME SCHEDULE

UNIT	TOPIC	PERIODS
I	Presentation skills & Narrating events	20
II	Assertiveness & Creativity	20
III	Employability skills	28
IV	Reading and Writing skills	20
V	Language Functions	20
TOTAL		108

OBJECTIVES

The course intends to develop both the communicative and soft skills of the learners thus developing him/her to be more productive at the workplace. The course follows the task based, process to product and activity oriented curriculum. Here learning is knowledge construction and learners interact with the study materials, with the teachers and the peer groups and with his surroundings to generate knowledge. The major objectives are

1. Enhance the presentation skills by improving the proficiency in English and also Increase the personal potential.
2. Cultivating team work culture among students.
3. Developing assertive quality.
4. Develop skills in self management
5. Enhance the capability in self presentation.
6. Develop English reading and writing skills.

Specific outcome

The learners will be able to:

Unit I

Collaborate both with the employer and colleagues and develop professionalism,

Face people confidently, and understands the body language of their own as well as that of others.

Narrate an event/ incident that happened in their life and thereby well versed in the art of presentation.

Unit II

Maintain relationships with others and with one's self.

Learn to operate from a position of equality and respect.

Unit III

Realize their potential and see to it that they are rewarded for their efforts.

Unit IV.

Read and comprehend various descriptions identifying the language, style of brochures, notices, blogs and leaflets.

Write descriptions based on the given visual input.

Unit V

Use appropriate language forms for agreeing, disagreeing, suggesting, permitting, requesting etc.

Unit - I Presentation skills & Narrating Events.

- 1.1. Past tense and past participle forms of both regular and irregular verbs.
- 1.2. Narrate events and incidents
- 1.3. Language structures and vocabulary for making presentations.

Activity:

- ❖ *Prepare a ppt. presentation on a topic of relevance and present before an audience, record the event and critically analyse the video with the aim of encouraging the student.*
- ❖ *Practice presentations in front of the mirror so as to increase confidence.*
- ❖ *Narrate an exhibition that the student has taken part.*

Unit II Assertiveness & Creativity

- 2.1 What is assertiveness, Difference between assertiveness and aggressiveness, How to be assertive, Advantages of being assertive.
- 2.2. What is a team? Core components of a good team, Advantages of working in a team
- 2.3. What is time management? Value of managing time, ABC analysis, Tips for managing time.
- 2.4 Definition Stages and types, characteristics of creative people (fluency, flexibility, originality, elaboration, complexity, risk taking, curiosity, imagination) How to improve creativity.

Activity:

- ❖ *Co ordinating a function (Art exhibition) in the institution.*
- ❖ *Narrate an incident from real life with aggressive reaction and assertive reactions.*
- ❖ *Narrate an incident whereby you lost control of yourself and how you regained.*

Unit III. Employability skills

- 3.1. Self-management– What is self- management? Advantages of self-management, managing emotions, accepted behavior in society, coping with stress, Self control
- 3.2. What is an interview? Different types Interviews, How to face interviews, what is a Group discussion, Traits being assessed in a GD
- 3.3 Managing work and family- Setting values, Goals, Priorities, Get organised, communicate effectively.

Activity:

- ❖ *Coordinate mock interview, Group Discussion etc and encourage students to attend the same.*

Unit IV: Reading and Writing skills

- 4.1 General strategies for reading.
- 4.2 Basic writing skills.
- 4.3 Writing e mails.
- 4.4 Art manifesto.

Activity:

- ❖ *Prepare brochure for an art show.*
- ❖ *Send an e mail to the manager of an art firm requesting for permission to visit the firm.*

Unit V- Language functions

5.1 Language functions used in everyday life.

Activity:

❖ *Role play/ simulation based on different situations in everyday life*

Related experiences and practices: Students shall maintain a record of the above activities and present the record/ portfolio certified by the charge instructor of the institution for the end of the year practical examination.

End of the year practical examination: Viva voice end of the year practical examination will carry a total of 60 marks. The criteria for evaluation are as follows.

Viva voce	30 marks
Portfolio Assessment:	25 marks
Student Assessment:	5 marks

Subject Title : Project Work
Subject Code : FA1927
Periods per Year : 72
No. of Credits : 5

Objectives

To develop overall skills in creating and presenting a work of art. The work will be the manifestation of the skills achieved by the student as part of the curriculum.

Topic: Each student has the choice to undertake a project work in either (a) Fine art or (b) Animation. It can be a public art/design project or a short animation film.

- (a) In the case of animation, each student has to animate a short film of 60 second duration (including credits) in video format. The project work should accompany the record of the activities undertaken (the documents regarding the process of making the film) to complete the document in A4 size with usual introduction. The same has to be certified by the Head of the Institution and shall be presented for the end of the year evaluation.
- (b) In the case of public art or design project, each student has to undertake an art work on public place. It can be a painting or drawing or both. It can also be the display of a design work at public place. The photographs of the work and the preparatory/ backend activities carried out as a part of the project shall be organized in separate portfolio in print and video format.

The project work, photographs of the project work and documents of preparatory work has to be certified by the Head of the Institution and shall be presented at the end of the year evaluation.

The criteria for evaluation are as follows:

Evaluation	
Composition/ Visual	50 marks
Viva Voce	40 marks
Record	10 marks

Reference Books

1. Art fundamentals : Theory and Practice : 12th Edition
David Cayton, Otto G. Ocvirk, Philip Wigg, Robert Bone, and Robert Stinson
Publisher McGraw – Hill Education
2. The story of art – 16th Edition – *EH Gombrich*
Phaidon Publishing
3. Janson’s History of Art, 7th Edition
Antony Janson and H W Janson
4. നവീന ചിത്രകല - കേസരി എ ബാലകൃഷ്ണപിള്ള
5. ആധുനിക കലാരൂപം - വിജയകുമാർ മേനോൻ
6. Anatomy for the Artist, by *JenoBarcsay*
Metro Books Publishers
7. The Art of Still Life – A Contemporary Guide to Classical Techniques, Composition, and Painting in oil, *Todd M. Casey*
The Monacelli Press
8. Landscape Painting Now- *Bradway Todd*
Distributed Art Publishers (DAP)
9. Landscape Painting : Essential Concepts and techniques for Plein Air and studio Practice
By *Mitchell Albala*
Watson – Guptill Publishers
10. New Media art (Taschen Basic Series) – *Mark Tribe* Taschen Publishers
11. Indian Art (Oxford History of Art) – *Partha Mitter*, Oxford University Press.
12. Naveena Chitrakala- *Kesari Blakrishna Pillai*
13. Chithrakala oru samagra padanam – *R.Ravindhranadh* (Malayalam)
14. Contemporary Art in India “A Perspective” – *Prannathmago*
15. The Meaning of Art – *Herbert Read*
16. Anatomy and Drawing – *Victor Perard*
17. Understanding Art – *Mittler Ragans*
18. Chithra lakshana – *Mulkraj Anand*
19. Looking again at Indian Art – *Vidya Deheia*
20. Cartoon Animation- *Presston Blair*.



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