

BACHELORS OF DESIGN / BACHELORS OF VISUAL ARTS

BVA / B.Des

FOUNDATION COURSE

Revised Course Matrix & Syllabus applicable from 2019 onwards

BANGALORE CENTRAL UNIVERSITY

SEMESTER I

	Subject Code	Title of the Paper	Instruction hrs/week	Duration of Exam (hrs)	Marks			Credits
					IA	Exam	Total	
Part 1	University Code	Language I	4	3	30	70	100	2
	University Code	Language II	4	3	30	70	100	2
Part 2		CORE THEORY	-	-				
	F11	Story of Art –I (Theory)	4	3	30	70	100	2
		CORE STUDIO COURSE						
	F12	Fundamentals of Drawing - I (Practical)	6		30	70	100	2
	F13	Design Foundation I	6		50	100	150	3
	F14	Inter Design studies- I (Practical)	6		30	70	100	2
Part 3	Foundation/ SD Course	Constitution of India and Human Rights	3	3	30	70	100	2
	CC/ EC	Co-curricular / Extra Curricular Activities - workshop / Project / Journal writing -	-	-	50	-	50	1
		Total	33	12			800	16

FOUNDATION STUDIES COURSE MATRIX FOR B.Des
SEMESTER II

	Subject Code	Title of the Paper	Instruction Hrs/ week	Duration of Exam (hrs)	Marks			Credits
					IA	Exam	Total	
Part 1	University Code	Language I (Theory)	4	3	30	70	100	2
	University Code	Language II (Theory)	4	3	30	70	100	2
Part 2		CORE THEORY	-	-				
	F21	Story of Art –II (Theory)	4	3	30	70	100	2
		CORE STUDIO COURSE						
	F22	Fundamentals of Drawing -II (Practical)	6		30	70	100	2
	F23	Design Foundation II	6		50	100	150	3
	F24	Inter Design studies- II (Practical)	6		30	70	100	2
Part 3	Foundation/ SD Course	Ability Enhancement compulsory Course- Environmental Studies	3	3	30	70	100	2
	Co-curricular / Extra Curricular Activities	workshop / Project / Journal writing	-	-	50	-	50	1
		Total	33	12			800	16

Note: Semester I & II are common for all the Art and Design programs.

SEMESTER I

Year 1 / SEMESTER I/ FOUNDATION

Program: BDF (Foundation Studies)

Course Title: Language I

Course Code: University Code

Course Credit: 2 credits

As per the Fashion and Apparel Design Syllabus from the University

Year 1 / SEMESTER I/ FOUNDATION

Program: BDF (Foundation Studies)

Course Title: Language II

Course Code: University Code

Course Credit: 2 credits

As per the Fashion and Apparel Design Syllabus from the University

Year 1 / SEMESTER I/ FOUNDATION

Program: BDF (Foundation Studies)

Course Title: Story of Art - I

Course Code: F11

Course Credit: 2 credits

Brief Description of the Course:

This course provides brief introduction to the Pre historic activities at different parts of the world. Here students are given exposure to the evolving cultures, ritualistic practices, artistic activities. Course briefs about the environment, tools and other materials, which were parts of their evolving life.

Learning Objectives:

- (a) Develops deep sense of understanding of the creative activities by the pre historic man.
- (b) Ability to distinguish between the strengths and limitations of Prehistoric man and the culture as a whole.
- (c) Ability to interpret the Pre historic culture in the present day context.

Pedagogy: Instruction consists of lectures demonstrations Practical assignments, studio projects, quizzes

Course Outline:

Module I:

- Introduction to the meaning of Civilization, Culture and Art. Exploring communication

Module II:

- The Evolution of Human Culture: Time -Space Systematic and Major Transformations. Evolution of art forms based on the necessity and changes in the life as a whole.

Module III:

- Constructing Meaning: The Process of Representation- Brief study of the Pre history of Paleolithic, Mesolithic and Neolithic periods. Study of cave paintings, Sculptures and architectural forms.

Module IV:

- Context, Form and Symbols in Australia and Southern African prehistory.

Module V:

- Civilizations: Study of Civilizations on river valleys. Materials and the art-Symbols and narrative representations. Architecture and sculpture study.

Module VI:

- Indus valley civilization-sculptures and Architecture. Study of Harappa and Mohenjo-Daro and other places

Recommended Text:

1 Prehistoric Painting Of Bhimbetka - Yashodhar Math pal by Abhinav Publications, 01-Jan-1984 - 236 pages

Year 1 / SEMESTER I/ FOUNDATION SYLLABUS

Program: BDF (Foundation Studies)

Course Title: Fundamentals of Drawing - I

Course Code: F 12

Course Credit: 2 credit

Brief Description of the Course:

Course introduces ways of seeing in the visual world, Sensitizing and analyzing the visual experiences and the visual data. Course introduces novel methods to understand the meaning and interpretations of visual images from our environment. The course provides end number of examples and references to know the ways of seeing from the simple to complex world. Student will also learn about linear thinking and representation through series of drawing exercises. Course provides conceptual and technical knowledge to resolve problems of representation. Course helps to engage in self exploration using drawing as a medium.

Learning Objectives:

- (a) Develops the ability to observe, analyze and understand the visual information received from the world around.
- (b) Helps in identifying the problems of visual representation and provides solutions through visual codes, symbols and narrative diagrams.
- (c) Helps to cross the limitations laid by the textual reality and to develop the visual reality for art and design context.

- (d) This course enables the students to learn the medium of Drawing and its importance in visualization.
- (e) This course allow student to learn observation skills , visualization skills and visual experience through linear visual shapes and forms
- (f) In this course students learn the basic grammar and visual representations

Teaching and learning Pedagogy:

Instruction consists of lecture presentations of the Visual Thinking module and Practical Demonstrations, and Interactions,

PART I: Visual Thinking

Course Outline:

- **Module 1:** How do we see? - To discuss the basic process of seeing. Act of perception.
- **Module II:** Visual Queries: Understanding of Maps, Charts, Diagrams and other graphical designs . Discussions with suitable examples
- **Module III:** What We Can Easily See: To study the Visual pop up of shapes, forms, arrangements, colours and other visual elements in different contexts and backgrounds
- **Module IV:** Visual Dimension and Perception of SPACE - Representation of SPACE in linear language. Positive and negative space. Understanding light, shadow, Space defined in painting, photography and 3D Models.
- **Module V:** Perception of Colour –meaning, emotion and communication from everyday experiences. Colour in Art and Design
- **Module VI:** To understand the communication through Image & Text – Meaning and associations

PART II: Drawing

Practical Drawing skills mentioned in this syllabus Part I and Part II are based on these following five basic perceptual skills. Practical study has to be created involving these principles.

One: the perception of edges

Two: the perception of spaces

Three: the perception of relationships

Four: the perception of lights and shadows

Five: the perception of the whole, or gestalt

Course Outline:

- Introduction to the drawing - Pencil grips, Exploring line and the line qualities and effects To study Line and Mass as linear expression.
- Observational Drawing: To develop the ability to draw by observation, to draw what is seen through keen observations. Learn to represent the world in two dimensions. Contour Drawing of simple forms from surroundings.
- To learn to draw surroundings –objects, spaces using basic Perspective. Basic Principles of Perspective. To learn to draw Planes & volumes. To study Orthographic projections, Positive and Negative Shapes

- Drawing from Nature –To study visual elements from Nature. Organic quality, symmetry, asymmetry. Out door study of flora and fauna. To study relation between built and natural environment.
- Introduction to human figure drawing – quick Sketching of human figure from out door, indoor.
- To study the gestures and different poses of the human figure. Study of human body parts such as eyes, nose, ear, lips, hands and legs to understand the basic structure, scale and proportion. Visualization of Human figures from different angles etc.

Recommended Books

- 1) *Complete Book of Drawing Technique - Peter Stanyer.*
- 2) *Fun with the Pencil – Loomis.*
- 3) *Dynamic Figure Drawing – Burne Hogart*

Year 1 / SEMESTER 1/ FOUNDATION SYLLABUS
Program: BDF (Foundation Studies)

Course Title: Design Foundation I

Course Code: F13

Course Credit: 2 credit

Brief Description of the Course:

Course Introduces the elements and Principles of Design on which the designed objects, spaces and graphics are developed to empower student for effective communication and finding solutions to the simple to complex problems found in our surroundings. This course also help developing design sensibilities, to appreciate and create Design for different contexts. The course provides end number of examples and references to know the ways of seeing from the simple to complex world. Course also provides opportunity to learn from the interdisciplinary domains.

Course to build basic hands on experience in 2 & 3 Dimensional design solutions to the b problems and helps to solve using different concepts and ideas using different mediums such as drawing, painting, collage and other materials etc. This Course allow student to look at the subject in a broader perspective and provide a solid theoretical base for the specialization program.

Learning Objectives:

- (a) After completing this course students will be able to understand the elements and define all the principles of Design through appropriate examples.
- (b) Students will be capable of interpret different Design problems and explain the solutions.
- (c) Students will be capable to create and explain the 2 and 3 dimensional design the concepts from their visual thinking abilities
- (d) Students will be able to relate their surroundings and the design ideas , able to develop a design process.
- (e) Students can apply the design principles independently and create new designs
- (f) Students are exposed to the basic visual communication skills through interpretation and explanation of Art works.

Pedagogy:

Lecture, Demonstrations, Presentations, Discussions and Seminars. Instruction consists of demonstrations, Practical assignments, and studio projects

PART I

Course Outline:

To discuss the following topics using presentations, lectures and discussions with appropriate examples from Design works as well as from immediate surroundings.

- Conceptual Elements – Point, Line, Plane, Volume
- Visual Elements- Shape, Form , Size, Colour , Texture
- Relational Elements – Direction, Position, Space and Gravity
- Practical Elements – Representation, Meaning and Function

PART II:

- **Shapes and Form study**
- To study the following Principles of Design using appropriate examples and Assignments. as applicable for 2D & 3D design.

1.Repetition 2. Structure 3. Similarity 4. Gradation 5. Radiation 6. Anomaly
7. Contrast 8. Concentration 9. Texture 10 Space.

Two Dimensional Form

Aspects of Form --Visualization of Form - Types of Forms – Types of Shapes –

- ❖ To learn to design 2dimensional and 3 dimensional shapes and forms – composition: Grouping of Shapes and forms in a given space to understand their relationships, behavior and visual impact.
- To study the basic Visual qualities of Form and Shapes such as Symmetry –Asymmetry, Partially Symmetrical Linear-Non Linear.
- To Create the composition of Shapes and Forms in relation to Design using the above mentioned principles and to study and work using tessellation, units and their shapes, transformations, and metamorphosis.
- To explore Poster black and white, colour papers, grained papers to create 2 dimensional designs.
- To understand different materials like Clay, Card board, Thermo coal to create 3dimensional forms from surroundings
- To make Basic Geometrical forms such as Cube, Pyramid, Sphere, Cone, Cylinder etc. using materials
- To understand the Foundation for colours – Primary, Secondary and Tertiary Colours and Colour wheel

Reference Books:

- i. *Principles of Form and Design* by Wucius Wong John Wiley & Sons, New York, ISBN-10: 0471285528 , ISBN-13: 978-0471285526.
- ii. *Principles of Color Design* by Wucius Wong, Publisher: Wiley, ISBN-10: 0471287083 ISBN-13: 978-0471287087.
- iii. *Principles of Two-Dimensional Design*, Wucius Wong, Publisher: Wiley, ISBN-10: 0471289604 ISBN-13: 978-047128960

Year 1 / SEMESTER 1/ FOUNDATION SYLLABUS

Program: BDF (Foundation Studies)

Course Title: Inter Design studies I

Course Code: F14

Course Credit:2 credit

Brief description of the Course:

Course introduces about the 'questioning' since the question is the basis for information or knowledge acquiring. Enquiry for the fundamental details will bring revelation. This course will instigate the enthusiasm within and takes student to the next stage.

Course aims to introduce Culture as a whole and Community and its practices within. Culture will have multiple communities that address the various needs of a society. Course introduces to the emotional and functional aspects of communities and their practices and their contribution to the growth of the society and culture as whole.

Learning Objectives:

- (a) Students will be capable of understanding the communities and their Practices
- (b) Students will be able to interact with different communities and drive their projects based on the information.
- (c) Students are capable of representing their research and findings in a systematic Visual data.
- (d) Students are capable of communicating their design solutions through a series of project works like image, photographs, illustrations, write up etc.

Pedagogy: Instruction consists of presentations, demonstrations, Field visits, Interactions and Practical assignments

Course Outline:

- Students shall be introduced to calligraphy using calligraphy nibs and flat brushes
- Students shall learn to illustrate single frame story boards using either story / Incidents
- Students shall learn to measure furniture and spaces and learn to represent them in drawings such as plans, front and side views, multiple angles.
- Students shall learn colouring the above.

DESIGN PROJECT

- Each student shall interact with one of the local crafts community and study the process and making of the artifacts, tools, materials and the final product and Document the entire experience using illustrations, text narrations etc.
- To study their habitat, culture & sustainability in today's context. (Ex: Potter community/ Weavers Community/ Goldsmiths/ Artists / Theater Professionals)
- Students can also study a Vendor on the street, interact with him and understand how his/her profession works.
- Student can visit a construction site, a Carpenter and similar skilled persons and study , profession, tools, materials, Work process, the supporting team
- Students can also visit a small Industry and study the product, materials used, tools and machines and skills required etc.

- Any one of the above experiences and shall be designed as a chart / folder / book using drawings, text narrations
- The whole exercise shall be on one week duration

Reference books:

1. *Design Research : Methods and Perspectives* by Brenda Laurel
2. *Principles of Research Design in the Social Sciences (Social Research Today)* by Frank Bechhofer (Author), Lindsay Paterson (Author)

Year 1 / SEMESTER 1/ FOUNDATION SYLLABUS

Program: BDF (Foundation Studies)

Course Title: Non Core

Course Code: University Code

Course Credit: 2 credits

This Course will be conducted as per the University Syllabus

Year 1 / SEMESTER 1/ FOUNDATION SYLLABUS

Program: BDF (Foundation Studies)

Course Title: CC/ EC / Workshop / Project /Journal writing

In this Course Co-Curricular activity/ Extra Curricular Activity / Workshop / Project /Journal writing will be conducted

SEMESTER 2

Year 1 / SEMESTER 2/ FOUNDATION SYLLABUS

Program: BDF in (Foundation Studies)

Course Title: Language I

Course Code: University Code

Course Credit: 2 credit

As per the Fashion and Apparel Design Syllabus from the University

Year 1 / SEMESTER 2/ FOUNDATION SYLLABUS

Program: BDF (Foundation Studies)

Course Title: Language II

Course Code: University Code

Course Credit: 2 credit

As per the Fashion and Apparel Design Syllabus from the University

Year 1 / SEMESTER 2/ FOUNDATION SYLLABUS

Program: BDF (Foundation Studies)

Course Title: Story of Art –II

Course Code: F 21

Course Credit: 2 credit

Brief description of the Course:

This course introduces the important civilizations marked in the history. In this course, Literature, Philosophy and the religion are elaborately discussed. Course briefs the characteristic features of Art, design and culture practiced during this period. Course also explains in detail, about the materials used and the Architecture designs and motives, Art panels etc. Communication systems and life style developed by the community are specially focused.

Learning Objectives:

- (a) In this course students will develop knowledge about the Life and cultures of the people during civilizations.
- (b) Students will be able to understand and interpret the literature, Art, Architecture, and other artistic practices of this period.
- (c) Students will be able to understand relate the Art and philosophy of this period.

Pedagogy: Instruction consists of lectures presentations, assignments, projects, Seminars etc.

Course Outline:

- **Ingredient of Civilizations:** Aegean, Crete, Mycenaean, and Minoans – art and architecture, Frescos
- Study of Art, literature, philosophy and the Religion practiced by the Greeks. Architecture Theater sculpture, Paintings practiced in this period
- Archaic, classical, Hellenistic periods and paintings of the vases.

- Roman Culture and life style. Civilization: Architectural and Engineering marvels –mosaics and Mural paintings of Pompeii War memorials.
- **Indian Art:** To discuss the artistic traditions during Maurya, Sunga dynasty. The course briefs about the developments of Buddhist art and its influences on Hindu traditions. Narratives of Jataka story. Rock cut sculptures and Architectures of this period

Textbooks:

1. *Understanding Early Civilizations: A Comparative Study* Bruce G. Trigger
Cambridge University Press, 05-May-2003
2. *Early Civilizations: Ancient Egypt in Context* Bruce G. Trigger
American University in Cairo Press, 1993

Year 1 / SEMESTER 2/ FOUNDATION SYLLABUS
Program: BDF (Foundation Studies)
Course Title: Fundamentals of Drawing -II

Course Code: F22

Course Credit: 2 credit

Brief description of the Course:

In this course further advance drawing techniques are taught. Course will provide more scope for perspective studies. Course will reveal the importance of Human figure study through anatomy and also dynamic poses.

Learning Objectives:

- (a) Students will be able to visualize their drawings using principles of perspective
- (b) In this course students will be able learn object study and shading techniques
- (c) The course will enable Students to draw Human anatomy, Dynamic poses.

Pedagogy: Instruction consists of presentations, demonstrations, Practical assignments and projects

Course Outline:

- Perspective Drawing. Principles of perspectives, one point two point and three point perspective. Perspective as applied to objects, furniture, interior and exteriors of the buildings etc.
- To study Objects from surroundings, to study the form, surface
- Introduction of light and shadow on objects and an assessment of the impact of light on simple forms and objects - change in mood, surface quality, density, drama, and impact.
- Drawing from Nature: outdoor study of plants and trees. continues
- To study Human form, anatomy , weight , balance ,Rhythm and proportion and perspective applied to figures.
- Anatomy study of human forms of different gender and age
- To study, bone joints, Muscles and skeleton.
- To study dynamic poses of figures, figures in action and in movement.
- Detailed study of parts of the human body in relation to anthropometric study.

Textbooks:

1. *Perard, Victor, Anatomy and Drawing, 2004*

2. McDaniel, Richard, *The Drawing Book: Materials and Techniques for Today's Artists*, 1995
3. Albala, Mitchell, *Landscape Painting: Essential Concepts and Techniques for Plein Air*, 2009
4. *Dynamic Figure Drawing*, Burne Hogarth
5. *Perspective Drawing Handbook* by Joseph D'Amelio

Year 1 / SEMESTER 2/ FOUNDATION SYLLABUS

Program: BDF (Foundation Studies)

Course Title: Foundation Design -II

Course Code: F23

Course Credit: 3 credit

Brief description of the Course:

This Course introduces visual culture in Part I, and thematically reveals how the world is filled with, printed images in books, Magazines, posters, advertisements, cut outs, Photograph, cinema and Television etc. The course also conduct enquiry about how this visual world influences and creates impact on our sensibilities.

Course introduces to practical applications of the Design Principles in compositions of different combinations forms and shapes of complex nature.

Course also introduces physical, psychological attributes of colours, behavior of colour in different contexts, different colour schemes their visual impact. Course will brief Aesthetics of colour compositions through visual analysis

Learning Objectives:

- (a) The course will provide students good insight and understanding of the visual culture and its influence on Art and Design and vice versa.
- (b) Students will be able to understand the visual impact of Two and Three dimensional Design
- (c) Students will be able to demonstrate considerable skills in colour mixing, blending and application.
- (a) Students will be able to demonstrate simple Colour designs and compositions, value of colours in a given composition colour vocabulary.

Pedagogy: Instruction consists of presentations, demonstrations, Practical assignments and projects

PART I

Course Outline:

- Influences of Visual Art, Architecture, Print media, illustrations, comics, photography, Cinema, Television and media impact on our visual consciousness contributing to Visual Culture

PART II

- To learn to design forms using geometrical and organic forms from our surroundings.
- To learn from forms and subjects and make compositions from, Repetitions, Radiations, Gradations, Similarity, Concentration, Contrast, Anomaly.

Introduction to three dimensional Design:

- Serial Planes, Wall structures, Prisms and Cylinders, Repetitions of forms to create various three dimensional compositions.
- To learn to create compositions using Polyhedral Structures and planes

- To learn to use various materials and techniques to create the mentioned three dimensional forms and structures.

Colour Compositions:

- Practical understanding of mixing color, handling paint and artist materials.
- To study the seven Color contrasts (Hue, Light / Dark, Cold. Warm, Complementary Contrast, Simultaneous Contrast, Saturation, Extension). To study Subtractive and additive colours.
- To create colour compositions using different colour schemes like; Color Harmony / colour balance complementary, warm, cool etc.

Textbooks:

1. *Albers, Joseph, Interaction of Color, Yale Press.*
2. *Wong, Wucius, Principles of Color Design.*
3. *PANTONE: The 20th Century in Color. Leatrice Eiseman and Keith Recker*
4. *Color by Betty Edwards*

Year 1 / SEMESTER 2/ FOUNDATION SYLLABUS

Program: BDF Foundation

Course Title: Inter Design Studies II

Course Code : F 24

Course Credit: 2 credit Hours

Brief Description of the Course:

This course aims to introduce the fundamentals of Design Thinking ideas and application which is continued in the advanced courses of Design. The course allows the students to do research and identify the problems at the gross root level with their immediate surroundings and learn to solve the problems with the help of the Guide.

Learning Objectives:

- (a) Students will be able to understand their immediate surroundings and its importance in life
- (b) Students will develop the keen observation and Design Thinking strategies
- (c) Students will be able to identify the problems at gross root level learn to provide solutions

Pedagogy: Instruction consists of lectures presentations, case studies, field studies, Practical assignments, studio projects

Course Outline:

To Introduce to the Design Thinking process

- Why the Design Thinking?
- What is Design Thinking?
- Design Thinking Tools.
- To introduce to the seven steps of Design Thinking - Intentional -- Explorative – Analytical – Categorical -- Synthetic -- abductive – Reflective

- Faculty shall conduct Interactive sessions, hold discussions and brain storming sessions on Design thinking strategies (Total duration to conduct Part I will be two weeks)
- PART II

Students will be spending remaining two weeks in the specialization departments chosen by them, learning the basics under the guidance of the respective specialization faculties.

Textbooks:

1. *Design Research : Methods and Perspectives* by Brenda Laurel
2. *Principles of Research Design in the Social Sciences (Social Research Today)* by Frank Bechhofer (Author), Lindsay Paterson (Author)

Year 1 / SEMESTER 2/ FOUNDATION SYLLABUS

Program: BDF (Foundation Studies)

Course Title: None Core

Course Code: University Code

Course Credit: 2 credit Hours

This Course will be conducted as per the University Syllabus

Year 1 / SEMESTER 2/ FOUNDATION SYLLABUS

Program: BDF (Foundation Studies)

In this Course Co- Course Title:– CC/ EC /Workshop/Project/ journal writing
Curricular activity/ Extra Curricular Activity / Workshop / Project /Journal writing will be conducted