

**THE MAHATMA GANDHI UNIVERSITY
UNDERGRADUATE PROGRAMMES (HONOURS)
SYLLABUS**

MGU-UGP (Honours)

(2024 Admission Onwards)



Faculty: Fine Arts

Expert Committee: Animation and Graphic Design

Subject: Art and Design

**Mahatma Gandhi University
Priyadarshini Hills
Kottayam – 686560, Kerala, India**

Syllabus Index

Name of the Minor: **Art and Design**

Semester 1

Course Code	Title of the Course	Type of the Course DSC, MDC, SEC etc.	Credit	Hours/ week	Hour Distribution /week			
					L	T	P	O
MG1DSCADN100	Principles of Drawing	DSC B	4	5	0	3	2	0

Semester: 2

Course Code	Title of the Course	Type of the Course DSC, MDC, SEC etc.	Credit	Hours/ week	Hour Distribution /week			
					L	T	P	O
MG2DSCADN100	Colour & Strokes	DSC B	4	5	0	3	2	0

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Semester: 3

Course Code	Title of the Course	Type of the Course DSC, MDC, SEC etc.	Credit	Hours/ week	Hour Distribution /week			
					L	T	P	O
MG3DSCADN200	Sculpting & Installation	DSC B	4	5	0	3	2	0

Semester: 4

Course Code	Title of the Course	Type of the Course DSC, MDC, SEC etc.	Credit	Hours/ week	Hour Distribution /week			
					L	T	P	O
MG4DSCADN200	Sculpting & Installation	DSC C	4	5	0	3	2	0

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Mahatma Gandhi University Kottayam

Programme						
Course Name	PRINCIPLES OF DRAWING					
Type of Course	DSC B					
Course Code	MG1DSCADN100					
Course Level	100 -199					
Course Summary	The Fundamentals of Drawing course offers a comprehensive artistic journey, progressing from natural form exploration to mastering light, shade and complex compositions. Learners develop technical proficiency to confidently express artistic ideas.					
Semester	1	Credits			4	Total Hours
Course Details	Learning Approach	Lecture	Tutorial	Practical/ Practicum	Others	
		0	3	1	0	75
Pre-requisites, if any	Learners should have proficiency in basic drawing techniques and should have the ability to observe and analyse visual subjects accurately, including proportions, scale, proportions and spatial relationships.					

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome	Learning Domains *	PO No
1	Recognize and recall various organic and inorganic forms found in nature, including trees, plants, flowers and fruits.	K	1, 2
2	Comprehend the interplay of light and shadow on various objects and scenes, applying techniques to depict different shapes and forms realistically.	U	1, 3

3	Apply principles of geometric drawing and perspective techniques, demonstrating an understanding of vanishing points and orthogonal lines	A	2, 3
4	Execute representations of the human figure from live models, demonstrating understanding of human proportions and graphic representation in various postures	S, U	1, 10
5	Compare and contrast different drawing styles and techniques	An	10
*Remember (K), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C), Skill (S), Interest (I) and Appreciation (Ap)			

COURSE CONTENT

Content for Classroom transaction (Units)

Module	Units	Course description	Hrs	CO No.
Observational Drawing				
1	1.1	Learn to draw from surroundings – Trees, plants, creepers, leaves, flowers, flowering plants, plants with fruits etc.	5	1
	1.2	Study of organic and inorganic forms.	5	1
	1.3	Study of objects of different shapes and forms with proper light and shade – spherical, cuboids, globular, hexagonal objects – various methods online sketches, detailed study by using tones, textures, masses etc.	8	1
Everyday Scenes - Drawing Still Life and City Life				
2	2.1	Study from still life – Flower Vases – Fruit Bowls – Bottles – Glass utensils etc.	6	2
	2.2	Out-door study - Sketching of streets – market place – Bus station – Boat Jetty – places of public gathering etc.	8	2
Precision in Perspective				
3	3.1	Geometric Drawing – Perspective Drawing – Vanishing Point – Orthogonal lines	10	3
	3.2	Single point, Two point and Multipoint Perspectives. (Interior / Exterior) and isometric drawing.	20	3
Drawing People - Capturing the Human Form Simply				
4	4.1	Study from Life: Study of human figures (male & female of different ages) from live models.	7	4

	4.2	Basic anthropometrics - Measurements of human body in different postures - its proportion and graphic representation	6	4
Teacher's specific module				
5	5.1			
	5.2			
	5.3			

Teaching and Learning Approach	<p>Classroom Procedure (Mode of transaction)</p> <p>CD - 1 Classroom Lectures, Demonstrations and Practical Exercises: Classroom sessions cover geometric drawing principles, perspective techniques and hands-on exercises to practice single point, two-point and multipoint perspectives for both interior and exterior scenes.</p> <p>CD - 2 Still Life Drawing Workshops: Conduct workshops where learners draw from real-life setups, including flower vases, fruit bowls, bottles and glass utensils. Emphasize proper observation of light and shade.</p> <p>CD - 3 Outdoor Sketching Workshops: Organize workshops where learners visit botanical gardens, parks, or natural surroundings for hands-on sketching sessions focusing on trees, plants, leaves, flowers, etc.</p> <p>CD - 4 Application-based Assignments: Assign projects where learners create compositions, interior perspectives and design elements' showcases, applying learned principles</p> <p>CD - 5 Portfolio Development: Guide learners in developing portfolios showcasing their mastery in design concepts, emphasizing interior perspective creations.</p>
Assessment Types	<p>MODE OF ASSESSMENT</p> <p>A. Continuous Comprehensive Assessment (CCA) Assignments, Small Group Activities, In-class Exercises and workshop, Portfolio Development for 30 marks</p>

	B. End Semester Evaluation (ESE)
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	Final Portfolio Submission, Practical Application Test for 70 marks
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References

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2. Norling, E. (1999). *Perspective Made Easy (Dover Art Instruction)*. Dover Publications Inc..
3. Baker, L. (2018). *The Science and Art of Model and Object Drawing (Classic Reprint)*. Forgotten Books..
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6. Chari, A. (2001). *Portrait Techniques Made Easy*. Grace Prakashan. Chari, A. (2008). *Figure Study Made Easy*. Grace Prakashan..
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8. Vanderpoel, J. H. (2016). *The Human Figure*. Echo Point Books & Media.
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10. Boucher, K. (2021). *Drawing with Charcoal*. The Crowood Press Ltd.
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23. Laws, J. M. (2016). *The Laws Guide to Nature Drawing and Journaling*. Heyday



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Syllabus



Mahatma Gandhi University Kottayam

Programme						
Course Name	COLOUR & STROKES					
Type of Course	DSC B					
Course Code	MG2DSCADN100					
Course Level	100 -199					
Course Summary	This course aims to cultivate diverse painting techniques and nurture artistic skills. Starting with foundational tools, learners explore various mediums like watercolours' to oils, progressing to studying nature and objects for expressive painting.					
Semester	2	Credits			4	Total Hours
Course Details	Learning Approach	Lecture	Tutorial	Practical/ Practicum	Others	
		0	3	1	0	75
Pre-requisites, if any	Learners should have previously completed fundamentals of drawing course or should have proficiency in basic drawing which includes understanding shapes, lines, shading and proportions. Learners should be familiar with colour theory, understand the colour wheel, primary and secondary colours, complementary colours and how they interact.					

COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome	Learning Domains *	PO No
1	Demonstrate knowledge of different painting mediums, painting tools and equipment, and apply various painting techniques effectively	A	1, 10
2	Understand the various methods and techniques in painting, such as wash, impasto and opaque techniques.	U	1,2,10

3	Understand and apply observational skills to study and recreate natural elements in oil pastels, watercolours and oil/acrylic paints	K, A	2, 10
4	Recall and demonstrate the basic painting techniques, including flat washes, graded washes and dry brush techniques.	K, A	1, 2
5	Analyse and appreciate landscape art techniques, applying them creatively to produce original artworks.	An, A	1,3
*Remember (K), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C), Skill (S), Interest (I) and Appreciation (Ap)			

COURSE CONTENT

Content for Classroom transaction (Units)

Module	Units	Course description	Hrs	CO No.
Foundations of Painting				
1	1.1	Practice of applying the basic techniques of painting Tools & Equipment, Brushes, Knives, Palettes. Surface preparation according to mediums of choice.	8	1
	1.2	Different mediums of painting – watercolour, poster colour, Acrylic, oil, Tempera, colour ink, glass paint, enamel etc.	8	2
	1.3	Different Methods & Techniques of Painting – Wash – Impasto Opaque etc.	8	1
Observational Studies and Object Representation				
2	2.1	Study from nature	6	3
	2.2	Study of objects in different mediums – Oil Pastels, Water Colours, Oil or Acrylics.	12	3
Hands-On Exercises and Techniques				
3	3.1	Exercises in basic techniques - Flat washes – Graded washes – Dry brush techniques	8	4
	3.2	Landscape Painting – Sky & Cloud Studies – Land & Grass Studies – Painting Trees & Rocks using Watercolour & Oil Colour	10	5
Innovative Expression and Artistic Showcase				
4	4.1	Creative innovation and transformation show.	15	5

Teacher's specific module				
5	5.1			
	5.2			
	5.3			

Teaching and Learning Approach	<p>Classroom Procedure (Mode of transaction)</p> <p>CD -1 Lecture and Demonstration: Conduct lectures to explain the properties of different painting tools and mediums and demonstrate the proper use of tools, surface preparation techniques and various painting methods.</p> <p>CD – 2 Hands-on Practice: Provide hands-on sessions for learners to practice using different tools and mediums. Assign practical exercises to reinforce the application of basic painting techniques.</p> <p>CD –3 Portfolio Development: Guide learners in developing portfolios showcasing their mastery in design concepts, emphasizing interior perspective creations.</p> <p>CD – 4 Individual Projects: Assign individual projects where learners showcase creative innovations. Encourage learners to transform their learned skills into unique, original artworks.</p>
Assessment Types	<p>MODE OF ASSESSMENT</p> <p>A. Continuous Comprehensive Assessment (CCA) In-class Exercises, Portfolio Development, Presentations, Assignments, Small Group Projects for 30 marks</p>
	<p>B. End Semester Evaluation (ESE) Final Portfolio Submission, Practical Application Test for 70 marks Time: 2 hours</p>

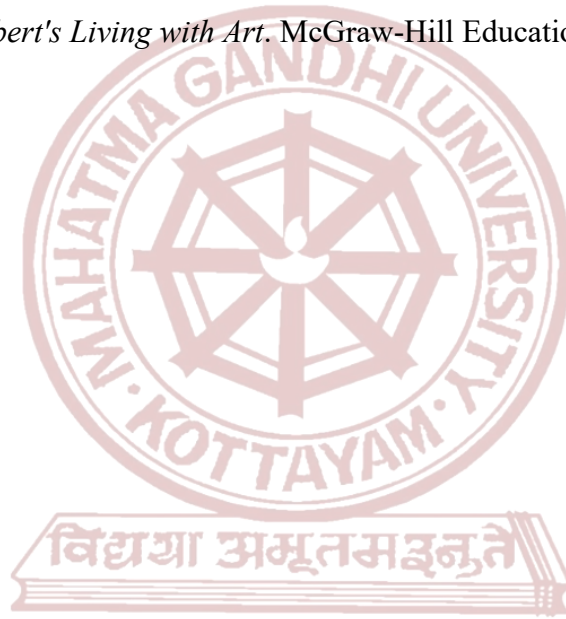
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Syllabus

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Programme						
Course Name	SCULPTING AND INSTALLATION					
Type of Course	DSC B					
Course Code	MG3DSCADN200					
Course Level	200 -299					
Course Summary	This course cultivates a diverse skill set in sculpture, encompassing various techniques and materials. Learners master form, space and texture interplay, refining critical analysis for effective assessment. Through self-reflection and showcasing, learners translate conceptual ideas into impactful sculptures, fostering proficiency, artistic depth, critical thinking and creativity.					
Semester	3	Credits			4	Total Hours
Course Details	Learning Approach	Lecture	Tutorial	Practical/ Practicum	Others	
		0	3	1	0	75
Pre-requisites, if any						

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COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome	Learning Domains *	PO No
1	Demonstrate proficiency in sculptural methods, from foundational principles to advanced techniques.	A	1,3
2	Demonstrate original and expressive sculptures utilizing a variety of techniques and materials, including both additive and subtractive methods, to generate sculptures in the round.	A	1,5
3	Analyse the principles of kinetic sculpture and apply them in your own work.	An	1,2

4	Comprehend the principles of sculpture, including the relationship between form, space and texture.	U	1
5	Recall and apply learned techniques for studying objects and executing safe clay firing procedures.	K	2
6	Compare and analyse sculptures based on compositional elements and artistic choices, while critically assessing one's own creative process and the effectiveness of sculptural compositions.	An	2
*Remember (K), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C), Skill (S), Interest (I) and Appreciation (Ap)			

COURSE CONTENT

Content for Classroom transaction (Units)

Module	Units	Course description	Hrs	CO No.
Introduction to Basic Principles and Techniques				
1	1.1	Practice of applying the basic principles	6	1
	1.2	Languages and techniques of sculpture.	4	2
Techniques and Methods in Sculpture				
2	2.1	Clay modelling –various techniques of modelling	8	2
	2.2	Sculpture in round – materials and methods	8	2
	2.3	Additive sculpture – subtractive sculpture – special organization	8	2
	2.4	Compositions in High and low relief – Kinetic sculpture	6	3
Forms, Texture, and Materials in Sculpture				
3	3.1	Forms in Sculpture – Sculpture and space	5	4
	3.2	Texture surface – Wall mounted sculpture	7	4
	3.3	Sculpture with various materials	8	5,6
Creative Innovation and Transformation Showcase				

4	4.1	Creative innovation and transformation show.	15	6
Teacher's specific module				
5	5.1			
	5.2			
	5.3			

Teaching and Learning Approach	<p>Classroom Procedure (Mode of transaction)</p> <p>CD - 1 Workshop and Demonstration: Conduct workshops to elucidate foundational sculpturing principles, languages and techniques. Demonstrate proper usage of sculpting tools, materials and various methods, fostering a comprehensive understanding of the basics.</p> <p>CD - 2 Practical Sessions: Facilitate hands-on sessions, allowing learners to actively apply sculptural techniques learned in class. Assign practical exercises to reinforce skills, promoting a mastery of additive and subtractive sculpting methods, as well as proficiency with diverse materials.</p> <p style="text-align: center;">MGU-UGP (HONOURS)</p> <p>CD - 3 Creative Exploration: Guide learners in exploring their creativity through sculptural forms. Emphasize the development of personal artistic expressions and experimentation with various materials, encouraging innovative approaches to sculptural compositions.</p> <p>CD - 4 Project-Based Learning: Assign individual and group projects that challenge learners to apply learned techniques in real-world scenarios. Encourage the creation of original sculptures, fostering critical thinking and problem-solving skills in the context of sculpturing and installation art.</p> <p>CD - 5 Portfolio Development: Support learners in compiling a portfolio that showcases their progression, from foundational exercises to advanced sculptural</p>
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	<p>expressions. Emphasize the importance of documenting the creative process and evolution of their work.</p> <p>CD - 6 Exhibition Preparation: Guide learners in preparing for the Creative Innovation and Transformation Show. Provide insights on curating, presenting and communicating their artistic intent effectively in a public exhibition setting.</p>
Assessment Types	<p>MODE OF ASSESSMENT</p> <p>1. Continuous Comprehensive Assessment (CCA) In-Class Sculpture Presentations, Material Exploration, Presentations, Small Group activity for 30 marks</p>
	<p>2. End Semester Evaluation (ESE) Sculpture Analysis and Viva for 70 marks</p> <p>Time: 2 hours</p>

References


1. Slobodkin, L. (1974). *Sculpture: Principles and Practice (Dover Art Instruction)*. Dover Publications Inc.
2. Scott, J. (2014). *The Language of Mixed-Media Sculpture*. The Crowood Press Ltd.
3. Lanteri, E. (1986). *Modelling and Sculpting the Human Figure (Dover Art Instruction)*. Dover Publications Inc.
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11. Smith, T. (2012). *What Is Contemporary Art?*. University of Chicago Press.

12. Unwin, M. L. H. (2018). *A Manual of Clay-Modelling (Yesterday's Classics)*. Yesterday's Classics.
13. George, A. (2015). *The Curator's Handbook: Museums, Commercial Galleries, Independent Spaces*. Thames & Hudson.



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Syllabus

	<h1 style="margin: 0;">Mahatma Gandhi University</h1> <h2 style="margin: 0;">Kottayam</h2>
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Programme						
Course Name	SCULPTING AND INSTALLATION					
Type of Course	DSC C					
Course Code	MG4DSCADN200					
Course Level	200 -299					
Course Summary	This course cultivates a diverse skill set in sculpture, encompassing various techniques and materials. Learners master form, space and texture interplay, refining critical analysis for effective assessment. Through self-reflection and showcasing, learners translate conceptual ideas into impactful sculptures, fostering proficiency, artistic depth, critical thinking and creativity.					
Semester	4	Credits			4	Total Hours
Course Details	Learning Approach	Lecture	Tutorial	Practical/ Practicum	Others	
		0	3	1	0	75
Pre-requisites, if any						

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COURSE OUTCOMES (CO)

CO No.	Expected Course Outcome	Learning Domains *	PO No
1	Demonstrate proficiency in sculptural methods, from foundational principles to advanced techniques.	A	1,3
2	Demonstrate original and expressive sculptures utilizing a variety of techniques and materials, including both additive and subtractive methods, to generate sculptures in the round.	A	1,5
3	Analyse the principles of kinetic sculpture and apply them in own work.	An	1,2

4	Comprehend the principles of sculpture, including the relationship between form, space, and texture.	U	1
5	Recall and apply learned techniques for studying objects and executing safe clay firing procedures.	K	2
6	Compare and analyse sculptures based on compositional elements and artistic choices, while critically assessing one's own creative process and the effectiveness of sculptural compositions.	An	2
*Remember (K), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C), Skill (S), Interest (I) and Appreciation (Ap)			

COURSE CONTENT

Content for Classroom transaction (Units)

Module	Units	Course description	Hrs	CO No.
Introduction to Basic Principles and Techniques				
1	1.1	Practice of applying the basic principles	6	1
	1.2	Languages and techniques of sculpture.	4	2
Techniques and Methods in Sculpture				
2	2.1	Clay modelling –various techniques of modelling	8	2
	2.2	Sculpture in round – materials and methods	8	2
	2.3	Additive sculpture – subtractive sculpture – special organization	8	2
	2.4	Compositions in High and low relief – Kinetic sculpture	6	3
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3	3.1	Forms in Sculpture – Sculpture and space	5	4
	3.2	Texture surface – Wall mounted sculpture	7	4
	3.3	Sculpture with various materials	8	5,6
Creative Innovation and Transformation Showcase				

4	4.1	Creative innovation and transformation show.	15	6
Teacher's specific module				
5	5.1			
	5.2			
	5.3			

Teaching and Learning Approach	<p>Classroom Procedure (Mode of transaction)</p> <p>CD - 1 Workshop and Demonstration: Conduct workshops to elucidate foundational sculpturing principles, languages and techniques. Demonstrate proper usage of sculpting tools, materials and various methods, fostering a comprehensive understanding of the basics.</p> <p>CD - 2 Practical Sessions: Facilitate hands-on sessions, allowing learners to actively apply sculptural techniques learned in class. Assign practical exercises to reinforce skills, promoting a mastery of additive and subtractive sculpting methods, as well as proficiency with diverse materials.</p> <p>CD - 3 Creative Exploration: Guide learners in exploring their creativity through sculptural forms. Emphasize the development of personal artistic expressions and experimentation with various materials, encouraging innovative approaches to sculptural compositions.</p> <p>CD - 4 Project-Based Learning: Assign individual and group projects that challenge learners to apply learned techniques in real-world scenarios. Encourage the creation of original sculptures, fostering critical thinking and problem-solving skills in the context of sculpturing and installation art.</p> <p>CD - 5 Portfolio Development: Support learners in compiling a portfolio that showcases their progression, from foundational exercises to advanced sculptural expressions. Emphasize the importance of documenting the creative process and evolution of their work.</p>
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	CD - 6 Exhibition Preparation: Guide learners in preparing for the Creative Innovation and Transformation Show. Provide insights on curating, presenting and communicating their artistic intent effectively in a public exhibition setting.
Assessment Types	<p>MODE OF ASSESSMENT</p> <p>A. Continuous Comprehensive Assessment (CCA) In-Class Sculpture Presentations, Material Exploration, Presentations, Small Group activity for 30 marks</p>
	<p>B. End Semester Evaluation (ESE) Sculpture Analysis and Viva for 70 marks</p> <p>Time: 2 hours</p>

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2. Scott, J. (2014). *The Language of Mixed-Media Sculpture*. The Crowood Press Ltd.
3. Lanteri, E. (1986). *Modelling and Sculpting the Human Figure (Dover Art Instruction)*. Dover Publications Inc.
4. Verhelst, W. (1988). *Sculpture: Tools, Materials and Technique*. Prentice Hall.
5. Pepper, R. (2021). *The Artist's Manual*. DK.
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