

SYLLABUS :-

Study of fundamentals of visual arts -- line, form, texture, colour, tones, visual relationships, proportion; simple perspective of various geometric forms; study of objects in light and shade (still life), three dimensional composition of spaces and their graphic expression.

Free-hand sketching skills and techniques -- rendering in ink and colour, thermocole and clay modeling; Introduction of reductive logic in Graphic design -- Interpretation and visual/iconic representation of various ideas, emotions and human activities; Introduction to visual cognition, psychological responses to art and art appreciation; Hands-on experience in using graphics software in computers for creating, manipulating, doctoring images; Exposure to life and works for famous artists, art forms and movements.