



# CVM UNIVERSITY

Aegis: Charutar Vidya Mandal (Estd.1945)

## FACULTY OF ENGINEERING & TECHNOLOGY

Effective from Academic Batch: 2022-23

Programme: Bachelor of Technology (Automobile Engineering)

Semester: II

Course Code: 900009902

Course Title: Painting

Course Group: Labral Arts

### 900009902: PAINTING

I. Number of Credits : Two (02)

II. Teaching & Evaluation

Contact Sessions / Hours per week			Examination Marks (Maximum / Passing)		
Theory	Practical	Contact Sessions	Internal (T/P)	External (T/P)	Total
	2		40	60	100
* T-Theory / P-Practical [J: Jury; V: Viva; P: Practical, O: Other, Pl. Specify]					

III. Course Objectives

The objectives of this course are:

- To encourage/ foster creativity among the students
- To introduce students to the fundamental processes of visual perception and artistic expression
- To cultivate / spawn awareness among students about the significance of art history, art criticism and aesthetics
- To help the students understand the meanings of concept, designs, shapes, colors, medium, and format
- To give the students the firsthand experience of design, painting, colors, light, shapes, shades and other important aspects of painting
- To develop in students an understanding of major styles and contemporary issues in painting

IV. Course Outline

Module No.	Title/Topic	Contact Sessions
1	<b>An Introduction to Painting</b> <ul style="list-style-type: none"><li>• An Introduction to PAINTING</li><li>• Principles of Composition</li><li>• Medium AND Techniques of PAINTING</li><li>• History of PAINTING: Folk INDIAN PAINTING/ Western PAINTING</li><li>• 2D AND 3D PAINTING</li></ul>	2
2	<b>Drawing from Nature and Object</b> <ul style="list-style-type: none"><li>• Objects of DRAWING: NATURE AND MANMADE / Artificial Objects</li><li>• DRAWING Still / Live Objects</li><li>• DRAWING from Memory</li><li>• DRAWING from Life</li></ul>	4
3	<b>Colour Design and Colour Value</b> <ul style="list-style-type: none"><li>• <b>Color Theory:</b> Color wheel (primary/secondary, complementary), TRANSPARENCY/OPACITY, hue, value (intensity),</li></ul>	6



	<p>brightness), chromA (sATURATION, purity) &amp; temperATURE (WARM/cold)</p> <ul style="list-style-type: none"><li>• <b>Color Contrast &amp; Attributes:</b> InterACTion, hARMony, psychology/mood, culture &amp; expression</li><li>• <b>Media Characteristics &amp; Surfaces:</b> Acrylic, oil, PAPER, wood &amp; CANVAS (primed/unprimed)</li></ul>	
4	<p><b>Composition and Perspective</b></p> <ul style="list-style-type: none"><li>• <b>Composition:</b> SPACE, movement, bALANCE, ASymmetry, rhythm, shAPES, proportion &amp; lighting</li><li>• <b>Perspective:</b> An APPROXIMATE reproduction</li><li>• <b>Types of Perspectives:</b> LineAR Perspective, One-point Perspective, Two-point Perspective, Three-point Perspective, Four-Point Perspective</li></ul>	6
5	<p><b>Figure Drawing and Proportion</b></p> <ul style="list-style-type: none"><li>• Proportions of the HUMAN Body</li><li>• Three views – <b>Anterior (front), Lateral (side) and Posterior (back)</b></li><li>• FundAMEN TAL Proportion – The Big Three</li></ul>	4
6	<p><b>Sketching</b></p> <ul style="list-style-type: none"><li>• Sketching AND FreehAND</li><li>• Sketching Techniques</li><li>• Sketch AND DRAWING Medium</li></ul>	4
7	<p><b>Contemporary Issues in Painting</b></p> <ul style="list-style-type: none"><li>• ContemporARy IndLAN Art</li><li>• Pioneers of ContemporARy IndLAN Art</li><li>• ContemporARy Issues in PAINTing</li></ul>	4
<b>Total Hours</b>		<b>30</b>

#### V. Pedagogy

Teaching will be practical based on the hands-on experiences, live and interactive sessions. It will run in the workshop mode. Four Workshops (each of a day) will be organised during the semester.

#### VI. Internal Evaluation

Students' performance in the course will be evaluated on a continuous basis through the following components:

Sl. No.	Component	Number	Marks per incidence	Total Marks
1	Participation	-	05	05
2	Performance/ Activities	-	15	15
3	Project	-	15	15
4	Attendance	-	05	05
<b>Total</b>				<b>40</b>



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## VII. External Evaluation

University Practical examination will be for 60 marks and will test the performance, activities and creative presentations of the students with reference to the course selected:

Sl. No.	Component	Number	Marks per incidence	Total Marks
1	Viva / Practical / Demonstration	-	60	60
<b>Total</b>				<b>60</b>

## VIII. Learning Outcomes

**At the end of the course, a student will**

- have cultivated a sense of creativity.
- be appreciative of art history, art criticism and aesthetics.
- be able to recognize the elements of arts in painting.
- have better cognizance and association of meaning of colors, shapes, and composition.
- be able to acknowledge the principles of painting as in design and colors, concept, medium and formats.
- have instantaneous painting experience about designing, lights, shades and colors and such other important aspects.

TMUniversity, Vallabh Vidyanagar, Anand, Gujarat, India.