

**SYLLABI AND SCHEME OF
EXAMINATIONS
FOR
SKILL ENHANCEMENT COURSES
FOR UNDER GRADUATE
PROGRAM (B.F.A. (Painting))
(Based on Curriculum and Credit Framework for UG Programs under NEP)**



**WITH EFFECT FROM
THE
SESSION 2024-25**

**MAHARSHI DAYANAND UNIVERSITY
ROHTAK (HARYANA)**

SYLLABI AND SCHEME OF EXAMINATIONS FOR SKILL ENHANCEMENT COURSES FOR UNDER GRADUATE SINGLE MAJOR/MULTIDISCIPLINARY PROGRAMS/ SINGLE MAJOR PROGRAM AFTER 2nd SEMESTER OF MULTIDISCIPLINARY PROGRAM

B.F.A. (Painting)

Skill Enhancement Course (SEC)	Nomenclature of Course	Course Code	Credits Distribution			Total Credits	Workload			Total Workload	Marks	
			L	T	P			L	T			
SEMESTER 1 (2024-25)												
SEC 1 @ 3 credits	Perspective & Drawing	24VIS401SE01			3	3			3	3	75	75
SEMESTER II (2024-25)												
SEC 2 @ 3 credits	Clay Modelling (Part - I)	24VIS402SE01			3	3			3	3	75	75
SEMESTER III (2025-26)												
SEC 3 @ 3 credits	Paper Mache	25VIS403SE01			3	3			3	3	75	75
SEMESTER VI (2026-27)												
SEC 6 @ 2 credits	Clay Modelling (Part-II)	26VIS406SE01			2	2			2	2	50	50
SEMESTER VIII (2028-29)												
SEC 8 @ 3 credits	Paper Mache (Part-II)	28VIS408SE01			4	4			4	4	100	100

L: Lecture; T: Tutorial; P: Practical

Syllabi for Skill Enhancement Course

Semester 1

Session: 2024-25

Name of Program	B.F.A. (Painting)	Program Code	USVDPD
Name of the Course	Perspective & Drawing	Course Code	24VIS401SE01
Hours per Week	3	Credits	3
Maximum Marks	75	Time of Examinations	For details see formative assessment evaluation process details at the end of the course.
Course Learning Outcomes (CLO): CO1: - Students would gain methods of making perspective Drawing. CO2: - Students would gain knowledge of making the outdoor scenes like street scene. CO3: - Students would gain the wide use of perspective in landscape. Parallel perspective and in Angular architecture perspective drawings and <i>market, road and wide use of perspective in landscape;</i> understanding the outdoor scenes perspective like street scene. Medium: Pencil and ink			
Unit 1: Introduction Geometry			
Unit 2: Parallel Perspective.			
Unit 3: Angular Perspective.			
Unit 4: Application of Parallel Perspective and Angular Perspective in drawing.			
References: Perspective Made Easy Error! Reference source not found. Perspective Drawing Handbook Error! Reference source not found. Drawn to Life: 20 Golden Years of Disney Master Classes: Volume 1: The Walt Stanchfield Lectures Error! Reference source not found.			

Formative Assessment Evaluation Program

	Marks Distribution
Regular Assessment through observation and class discussion	10
Lab Work (Practical file)/ Field work (report)/ Portfolio	30
Assignment/Case study/ Mini project (2X10)	20
Seminar/Presentation	10
Attendance	05
Total	75

Syllabi for Skill Enhancement Course

Semester II

Session: 2024-25

Name of Program	B.F.A. (Painting)	Program Code	USVDPD
Name of the Course	Clay Modelling	Course Code	24VIS402SE01
Hours per Week	3	Credits	3
Maximum Marks	75	Time of Examinations	For details see formative assessment evaluation process details at the end of the course.
Course Learning Outcomes (CLO): Principles of weight, volume, mass, space CO1: - Students would familiarize to understand the CO2: - Students will be benefited to use colour of material. CO3: - Students would gain studies of understanding the Aesthetics of three dimensional forms. Clay Modeling will be taught to develop visual awareness clay and plaster etc. Simple composition in clay with the help of three basic forms in solid and with the quail plates and tiles of clay, technique of baking and use of Plaster of Paris in low and high relief. Studies of understanding of materials. Principles of weight, volume, mas in three sic forms in low relief and high relief dimensions, through manipulative skills in the medium will be taught.			
Unit 1: Simple composition in clay			
Unit 2: Basic form in clay			
Unit 3: Low Relief			
Unit 4: POP Carving			
References: A MANNUAL OF CLAYMODELLING , HERMIONE UNWIN			

Formative Assessment Evaluation Program

	Marks Distribution
Regular Assessment through observation and class discussion	10
Lab Work (Practical file)/ Field work (report)/ Portfolio	30
Assignment/Case study/ Mini project (2X10)	20
Seminar/Presentation	10
Attendance	05
Total	75

Syllabi for Skill Enhancement Course

Semester 3

Session: 2025-26

Name of Program	B.F.A. (Painting)	Program Code	USVDPD
Name of the Course	Paper Mache	Course Code	25VIS403SE01
Hours per Week	3	Credits	3
Maximum Marks	75	Time of Examinations	For details see formative assessment evaluation process details at the end of the course.
Course Learning Outcomes (CLO): 1, Students would gain theoretical knowledge of the basics of Paper Mache. 2. - Students would familiarize to understand the method in Paper Mache. 3: - Students would gain theoretical knowledge of Paper Mache. 4. students are gain process of paper Mache raw materials used in paper Mache ,equipment's required in paper etc			
Unit 1: Basic Knowledge of Paper Mache, and Discuss Paper Mache Historical development of paper Mache in India and Around the world			
Unit 2: Process of Making Paper Mache pulp.			
Unit 3: Design and Make a utility item (like a pen stand or lamp etc.) using paper Mache technique.			
Unit 4: Make wall- Hanging using Paper Mache and make Paper Mache Mask inspired by any Tribel or Folk Art Form.			
References: • "Papier Mache: A Step-By-Step Guide to Creating More Than a Doze Adorable Projects!" by Sarah Hand • "Paper Mache: The Ultimate Guide to Learning How to Make Paper Mache Sculptures, Animals, Wildlife and More!" by Andrea Gundrum • "Papier-Mache for Kids" by Sheila McGraw For General Techniques & Creative Inspiration: • "The Contemporary Craft of Paper Mache: Techniques, Projects, Inspirations" by Helga Muller • "The Art and Craft of Papier Mache" by Juliet Bawden • "Discover Paper Mache" by Liz Manson			

Formative Assessment Evaluation Program

	Marks Distribution
Regular Assessment through observation and class discussion	10

Syllabi and S.O.E. for Skill Enhancement Course(s) for UG Programs w.e.f. 2024-25 session

Lab Work (Practical file)/ Field work (report)/ Portfolio	30
Assignment/Case study/ Mini project (2X10)	20
Seminar/Presentation	10
Attendance	05
Total	75

Syllabi for Skill Enhancement Course

Semester 6th

Session: 2025-26

Name of Program	B.F.A. (Painting)	Program Code	USVDPD
Name of the Course	Clay Modelling (Part-II)	Course Code	26VIS406SE01
Hours per Week	2	Credits	2
Maximum Marks	50	Time of Examinations	For details see formative assessment evaluation process details at the end of the course.
Course Learning Outcomes (CLO): CO1: Understand the basic properties and handling techniques of clay. CO2: Develop skills in basic clay modelling and form construction. CO3: Apply techniques of proportion, texture, and surface treatment in clay work. CO4: Create simple three-dimensional compositions and sculptural forms using clay.			
Unit 1: This course introduces students to the fundamentals of clay modelling through practical exercises and creative exploration.			
Unit 2: Students will learn the properties, preparation, and handling of clay along with basic modelling techniques such as pinching, coiling, slab construction, and additive and subtractive methods.			
Unit 3: Emphasis will be placed on understanding form, volume, proportion, texture, and surface treatment while developing observational and creative skills.			
Unit 4: The course encourages experimentation with three-dimensional forms and provides foundational knowledge necessary.			
References: N/A			