

Bachelor of Fine Arts

Programme Outcomes (POs)

PO1: Creative Proficiency

Demonstrate proficiency in various artistic techniques and mediums, applying these skills to produce innovative and original works of art.

PO2: Conceptual Thinking

Develop strong conceptual and critical thinking skills to analyze, interpret, and critique artworks within historical, social, and cultural contexts.

PO3: Professional Portfolio Development

Create a professional portfolio that effectively showcases artistic achievements, creative processes, and technical skills.

PO4: Art History and Theory

Acquire a comprehensive understanding of art history, aesthetics, and theoretical frameworks, and apply this knowledge to inform artistic practice.

PO5: Problem-Solving and Experimentation

Utilize problem-solving skills and experimentation to overcome artistic challenges and explore new techniques, materials, and forms of expression.

PO6: Communication and Presentation

Develop strong verbal and visual communication skills to present artistic concepts, processes, and finished works to diverse audiences.



PO7: Ethical and Cultural Awareness

Demonstrate ethical responsibility by respecting cultural diversity, intellectual property, and the social impact of artistic practices.

PO8: Technological Competence

Apply modern tools and digital technologies in the creative process to produce contemporary and innovative artworks.

PO9: Entrepreneurship and Career Preparedness

Develop an entrepreneurial mindset to navigate the art industry, including freelancing, marketing, exhibitions, and grant writing.

PO10: Lifelong Learning

Embrace lifelong learning and adaptability to stay relevant in a rapidly evolving art and design landscape, continuously improving creative skills.

Course Outcomes

Semester:1

Subject	Course	e Outcome
Fundamenta	CO1	Students will be able to recall and describe the
l Of Art &		fundamental elements of art and principles of design,
Colour		and explain the basic concepts of color theory,
Theory		including color harmonies, contrast, and the color
		wheel.
	CO2	Students will demonstrate the ability to apply color
		theory in the creation of art, utilizing appropriate
		techniques for mixing and combining colors to achieve
		desired effects and accurately representing chosen
		color schemes.
	CO3	Students will be able to analyse the use of colour in
		historical and contemporary works of art, identifying
		the strategies employed by various artists and the
		impact of color choices on viewer perception and
		interpretation.
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	CO4	Students will synthesize their knowledge and skills to create original works of art that effectively integrate the elements of art and principles of design, showing proficiency in selecting and applying color to convey thematic and conceptual ideas.
	CO5	Students will evaluate and critique their own artwork and that of their peers, assessing the use of color and design principles in terms of aesthetic quality, conceptual depth, and overall effectiveness of communication.
DRAWING & PAINTING	CO1	Understand the fundamental concepts of drawing and apply various drawing techniques using different mediums.
	CO2	Demonstrate basic skills in colour mixing, paint application, and the creation of composition in painting.
	CO3	Develop observational skills through still life and figure drawing exercises.
	CO4	Critique and analyse artwork using appropriate vocabulary and concepts.
	CO5	Explore creativity and personal expression in visual art through thematic projects.
2D and 3D Design	CO1	At the end of this course, students will be able to analyze various design elements and principles in both 2D and 3D art forms
	CO2	Upon completing the course, students will demonstrate the ability to create original 2D and 3D artworks using a variety of techniques and mediums.
	CO3	By the end of this course, students will be able to evaluate and critique their own work and the work of their peers in terms of composition, aesthetics, and technical execution.
	CO4	Students will apply 2D and 3D design principles to solve creative problems and communicate ideas effectively through visual art.
	CO5	Upon successful completion of the course, students will be able to explain the historical and cultural significance of selected 2D and 3D artworks, recognizing their impact on society.



Clay	CO1	Handling Clay
Modelling		 Learn to work with clay effectively. Shape clay into basic forms and structures. Use basic clay modeling techniques.
	CO2	3D Thinking
		 Develop the ability to visualize 3D objects. Turn 2D ideas into 3D clay sculptures. Understand proportions and size in clay modeling.
	CO3	Creativity
		 Express your creative ideas in clay. Find your own artistic style. Create original clay artworks.
	CO4	Techniques
		 Master various clay modeling techniques. Use support structures when needed. Add details and finish clay sculptures.
	CO5	Art Critique
		 Learn to review and discuss clay sculptures. Use art terms to talk about art. Understand clay modeling in art history.
Print	CO1	Proficiency in Print Making Techniques
Making		Develop proficiency in various print making techniques such as etching, linocut, woodcut, and screen printing.
		Demonstrate the ability to create prints using different methods.
		Execute basic and advanced print making techniques with precision.
	CO2	Creative Expression in Print
		Express creativity and artistic sensibility through print making.
		Develop a personal artistic style in print creation.
		Create original prints that convey artistic concepts and ideas.



	CO3	Visual Communication through Print		
		Use print making as a medium for effective visual communication.		
		Explore how prints can convey messages and emotions.		
		Understand the role of visual elements in print communication.		
	CO4	Technical Skill and Craftsmanship		
		Master the technical aspects and craftsmanship involved in print making.		
		Achieve proficiency in ink application, registration, and printing quality.		
		Understand the use of different print making tools and equipment.		
	CO5	Artistic Critique and Analysis in Print		
		Develop the ability to critique and analyze prints, both individuall and in group settings.		
		Use appropriate vocabulary and concepts to discuss the aesthetics, form, and meaning of prints.		
		Understand the historical and contemporary context of print making in art.		
Perspective		Drawing Skills		
And Geomentry	C01	 Learn how to draw objects with depth and dimension using perspective techniques. Master the art of one-point, two-point, and three-point perspective drawing. Gain precision and accuracy in perspective drawing. 		
		Creative Geometry		
	CO2	 Use geometric shapes to express creativity in your artwork. Develop a unique artistic style that combines geometry and artistic concepts. Create original artworks that blend geometry and artistic 		



CO3	 Visual Communication Understand how to use perspective and geometry to convey messages and emotions in art. Learn how visual elements like lines, shapes, and proportions communicate ideas visually.
CO4	 Technical Proficiency Perfect the technical aspects of perspective drawing and geometric design. Become skilled at accurately representing objects and spaces through perspective. Use various tools, including digital ones, for perspective drawing and geometric design.
CO5	 Art Analysis Critique and analyze artworks with a focus on perspective and geometry. Use art vocabulary to discuss the aesthetics, form, and meaning of such artworks. Explore the historical and contemporary context of perspective and geometry in art.

Semester:2

Subject	Course Outcome	
Colour Harmonies and	CO1	Understand and apply fundamental and advanced concepts of colour theory.
Aesthetic Formulation	CO2	Create colour harmonies that enhance the aesthetic value of artworks.
	CO3	Analyse and critique the use of colour in various historical and contemporary contexts.
	CO4	Develop a personal approach to colour selection and application in artistic practice.
	CO5	Employ colour theory in a practical project to demonstrate its influence on aesthetics and viewer perception.



3D Design and Conceptualizatio n	CO1	Understand the fundamental principles of geometric design in a 3D context
	CO2	Apply geometric concepts to create 3D forms and structures.
	CO3	Analyse and implement symmetry, proportion, and pattern in 3D design.
	CO4	Utilize various materials and techniques to construct geometric 3D models.
	CO5	Develop a unique 3D design project that incorporates geometric principles.
	CO1	Demonstrate advanced hand-building techniques
	CO2	Employ wheel-throwing techniques to create complex pottery
Advanced Clay Modelling Techniques	CO3	Analyse and apply various surface treatments and textures
Techniques	CO4	Synthesize finishing techniques such as glazing and firing
	CO5	Design and complete a series of clay works reflecting individual artistic vision
Life Drawing and Painting	CO1	Recognize and reproduce accurate anatomical structures in drawing
	CO2	Apply various drawing and painting techniques to life studies
	CO3	Analyse the effects of light and shadow on the human form
	CO 4	Evaluate figure drawings and paintings, incorporating artistic critique
	CO5	Synthesize knowledge and skills to produce a cohesive body of figurative
Advanced Printmaking	C01	Understand and apply intermediate printmaking techniques
	CO2	Apply principles of mixed-media to enhance printmaking projects



	CO3	Analyze and compare different printmaking styles and methods
	CO4	Apply principles of design and concept development in creating a print series
	CO5	Assemble a portfolio showcasing personal growth in printmaking
Perspective Techniques and Architectural Geometry	CO1	Understand and apply the principles of one-point, two- point, and three-point perspective drawing.
	CO2	Create accurate architectural renderings using perspective techniques.
	CO3	Analyse and construct complex geometric shapes and forms.
	CO4	Apply the rules of light, shadow, and reflection to enhance the realism of perspective drawings.
	CO5	Develop comprehensive environmental designs with advanced perspective methods.