

MAHARASHTRA STATE BOARD OF VOCATIONAL EDUCATION EXAMINATION, MUMBAI

1	Name of Syllabus	C. C. IN Sculpture and Moulding (412203)																																																														
2	Max.Nos of Student	25 Students																																																														
3	Duration	1 year																																																														
4	Type	Full Time																																																														
5	Nos Of Days / Week	6 Days																																																														
6	Nos Of Hours /Days	7 hrs.																																																														
7	Space Required	1) Practical Lab = 1000 sq. feet 2) Class Room = 200 sq. feet TOTAL = 1200 sq. feet																																																														
8	Entry Qualification	S.S.C																																																														
9	Objective Of Syllabus/ introduction	To understand the basic technical knowledge essential for sculptor’s profession and to develop his own vision.																																																														
10	Employment Opportunity	As a drawing/ art teacher in training schools/ institutes and own business.																																																														
11	Teacher’s Qualification	Diploma/Certificate in concern subject																																																														
12	Training System	<table><tr><th colspan="4">Training System Per Week</th></tr><tr><td>Theory</td><td>Practical</td><td colspan="2">Total</td></tr><tr><td>12hrs</td><td>30hrs</td><td colspan="2">42hrs</td></tr></table>							Training System Per Week				Theory	Practical	Total		12hrs	30hrs	42hrs																																													
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Theory I Drawing

Drawing- life and objects

Analysis of object as line, form, planes, color

Objects to be seen through light

Transformation of objects into variety of simple and complex planes, tones and organizations

Drawing from life models, nature and man-made objects

Actuality and visual perception of objects

Drawing through retaining and recalling experiences from memory,

Rendering complexities of vision through light and shade, indoor and outdoor sketching

Drawing elements of perspective problems based on terms used perspective

Practical I Drawing

Drawing- life and objects

Analysis of object as line, form, planes, color

Objects to be seen through light

Transformation of objects into variety of simple and complex planes, tones and organizations

Drawing from life models, nature and man-made objects

Actuality and visual perception of objects

Drawing through retaining and recalling experiences from memory,

Rendering complexities of vision through light and shade, indoor and outdoor sketching

Drawing elements of perspective problems based on terms used perspective

Drawing from life and nature in pencil, crayons, pastels etc

Observations and rendering of proportions of human body and various forms of mass, volume and structure

Study of human anatomy

Outdoor sketching

Museum visits

Theory II Moulding

Understanding the principles of modelling methods

Study of parts human body from cast

Head study from cast

Relief and round bloc construction of head study from life

Modelling and casting

Practical II Moulding

Understanding the principles of modelling methods

Study of parts human body from cast

Head study from cast

Relief and round bloc construction of head study from life

Modelling and casting

Small sketches in clay plaster and wax

Moulding and casting in plaster and lead

Theory III History of Western Art

Pre-historic Art

Paintings on the cave walls

Neolithic Art

Carving in low relief-menhires, passage grave.

Ceramics- Susa ware, Samarra ware

Ancient Egypt

Old kingdom

Pyramids with carved and painted scenes

Pyramids of Giza- paintings sculpture

Middle and New kingdom-temples paintings sculpture

Paintings – Tomb painting- women musicians

Mesopotamia including Persia

Summer- samaria ware, ziggurat, golden harp with bull head, goat stand bronze head of king sargoan

Babylon stele of king hammurabi with first law-code

Persia- ruins of persepolis – stairway to the Royal audience hall. Bull capital, luritan bronzes

Greece-geometric period, votive figures, block type and spread type

Archaic period Classical period Hellenistic period – sculpture, painting

Roman Art-sculpture architecture, paintings

Gothic-cathedrals- carving on columns, stained glass windows

Various Isms

Practical III Design (Sculptural)

Construction and manipulation of varied materials into coherent 3- D organization

Constructing simple compositions and designs in clay, plaster, stone, wood, wax, metal, cardboard, thermocol and wire materials etc

Exercises in relief and round, exposure to greater variety 3- D forms through observation of nature and man-made objects

Development of sculptural designs

Introduction to expressive treatment of mass and organization
