09ARC 2.3: GRAPHICS-II

Written by Administrator Saturday, 31 October 2009 14:16 -

CONTACT PERIODS : 4 (STUDIO) PER WEEK
PROGRESSIVE MARKS :: 50
TERM WORK MARKS 100
OBJECTIVE:
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OUTLINE:

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-	Section of solids, true shapes of sections
-	Development of surfaces
- cylinde	Inter-penetration of geometric solids, prism with prism, cylinder with cylinder, cone with r, cylinder with prism.
-	Perspective – principles and visual effects of three dimensional objects
- variatio	Study of picture plane, station point, vanishing point, eye level, ground level, their n and their resultant effects.
- cylinder	Perspective drawings of simple geometrical objects like pyramids, cubes, prisms, cones and their combinations.
-	Freehand perspectives of simple objects.
-	Principles of drawing shade and shadow with source of light being Sun.

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