

Course objectives

During the growth of Civilization from Modern to Post modern Era, lots of changes, lots of things happened undoubtedly in the field Art & Culture, all over the world, the changing situation of urbanization spread out country to country and region to region. The endless cross cultural relationship and ethnicity are synthesized by one roof universal language i.e. ART EDUCATION. In any form of works, Subjects, Subjectivities, reality are intermingled with the main stream of ART Education.

Now a day's ART, DESIGN, TECHNOLOGY, all are related to the interdisciplinary subjects and interlinked social demand on the basis of unique production.

So, we can not negate the technological growth and Urban growth happening all over worlds and mainly Audio visual language diversifying day to day, as we the new generation is looking for their own reality. The Reality varies by time & space projecting innovation and ideas merging together .

In due course of time periods the utility design and artistic implications have been always recreating the social aspects and values and changing life styles. Art & Design are becoming more obvious for each & every part of our society and subjectivities.

There are ample scope to develop this new thought process and its application. Aesthetics and Philosophy are linked with science & technology and merging to the greater world of innovation where one can diversify his or her journey towards creations. Significantly this is the high time to intervene and take a positive gesture to create unfold reality by supporting state of art - design - technology pursuing the facinating invention.

Art design craft technologies are all about the ongoing process of creation and substantiality of the major aspects of financial expectations as a whole. Why this program will be introduced, it is a valuable question. The answer may be easy. After research this can be pointed out with the following specific areas which to be highlighted -

*Project Methodology to incorporate ideas and experiences with perceptions.
Application and integrity of the various methodological practice
Functioning and diversification of the materials and its experiemnts*



The following areas are significantly valuable for art & design education



- a. The definition and implication of Art design craft Technology
- b. *Mediums & methods are co - existing factors which to be implied by Rational Teaching - Learning process*
- c. Contemporary demand of the society
- d. Reflections of Urban growth and its technological *Development*
- e. Cultural synthesis *and adoption*
- f. *Acceptance and various mode of marketibilities*
- g. Tradition & Modernity - *a bridge in between*
- h. Necessary and utility - *a complex realities*
- i. Innovation & ideas - *a thought process to be implemented*
- j. *Indigenous quality*
- k. *Outcome of the Research*
- l. *Execution and perfection*
- m. *Collectiveness & unified working procedure*
- n. *Improvement methodology & practice*
- o. *Inventiveness and stability to recreate the Art Form*
- p. *Education and thorough knowledge accepting information Technology*



The answers are coming many ways and can satisfy the aforesaid course program if we take as a challenge accepting *global issues & possibilities*

Painting, Applied Graphics & Design in 2D/ 3D Format are exclusively contemporary outlook , focusing the areas of people's acceptance and fundamentally growing realities of unique creations ; in which creator's work are executed in the arena of world of existence of ' Time & Space' defining urban life style & necessity.