DETAILED SYLLABUS FOR THE POST OF DESIGNER IN ARCHAEOLOGY DEPARTMENT (CATEGORY NO.270/2025)

(Total 100 Marks)

MODULE – 1 (10 Marks)

Fundamentals of Visual Art
Basic concepts Line, Colour, Form, Texture, Space, Volume, Movement, Light and Shade.
Elements of Design – Unity, Harmony, Balance, Proportion, Contrast, Variety, Emphasis, Pattern and Rhythm
Different types of Perspectives
Linear Perspective, Aerial Perspective or Atmospheric Perspective, Curvilinear Perspective.
Elements of Perspectives
View Point, Horizon Line, Vanishing Point, Orthogonal Lines, Ground Plane.
Philosophical aspects of Perspective.
Concept of Gestalt Theory.
Chiaroscuro and its important artists.
Form and content in art.

MODULE – 2 (10 Marks)

Different Methods and Techniques of Painting
Process and techniques of important artists of Italian wet fresco.
Various techniques of oil painting, especially Alla Prima and Sfumato and the important artists.
Process and techniques of traditional Kerala mural paintings and Ajanta paintings.
Techniques and methods of various miniature traditions in India.
European stained-glass paintings.
Process and importance of early natural pigments like Red, Blue, Yellow, Purple, Green, Black and White.
Important mural paintings of Nandalal Bose, Benod Bihari Mukherjee and K. G. Subramanyam
Concept and process of Mexican Muralists.

MODULE – 3 (10 Marks)

Process and techniques of various print making methods
Lino cut, Wood cut, Engraving, Intaglio, Mezzotint, Screen printing, Etching, Lithograph, Cyanotype, Collagraph.
History Printmaking
Japanese Printmaking and its important artists.
Oleographs of Raja Ravi Varma
Process of Lithograph printmaking.

MODULE – 4 (10 Marks)

Introduction to Archaeology
Definition of Archaeology

History of Archaeology
Scope and Ethics of Archaeology
Important Archaeological sites in India

MODULE – 5 (10 Marks)

Photography
Complete process of black and white photography.
Evolution of Photography,
What is pin hole camera.
Exposure triangle: ISO, Shutter Speed, Aperture
White balance, focus and metering modes
Composition techniques (Rule of thirds, framing etc)
Light modifiers and reflectors
Backdrop setup and maintenance
Tripod, light stand and grip equipment usage
Photo retouching techniques
Colour correction and grading
Background removal and replacement
Layer management and masking 9Photoshop or similar tools)
Knowledge of file formats (JEPG, TIFF, PNG, RAW)
Basic knowledge of vector and raster image differences.
Importance of Bauhaus School

MODULE – 6 (10 Marks)

Illustration
History of illustration, Important Illustrators in India and Kerala, Illustration for news paper and magazines, new techniques of stylised illustration, Illustrations for outdoor medias like posters and hoardings, Story board, Merits and demerits of AI illustrations.

MODULE – 7 (10 Marks)

Lettering and Typography
History of scripts, Different types of fonds in English and Malayalam, Importance of fonds in designing, Developments of typography, Importance of typography in a design, Serif and Sans – Serif Fonds, History of Calligraphy.

MODULE – 8 (10 Marks)

Graphic Design
Indoor Design, Out Door Design, Computer Graphics
History of Graphic Design
History of Advertising
Lay out
History and developments Posters in Europe

MODULE – 9 (10 Marks)

European Art – Mannerism to Modernism

Mannerism – Jacopo Pontormo, Rosso Florentino, Parmagianino, Antonio da Correggio, Giulio Romano, Agnolo Bronzino, Jacopo Tintoretto, El Greco, Benvenuto Cellini.
Baroque – Caravaggio, Rembrandt, Peter Paul Rubens, Diego Velasquez, Frans Halls, Gian Lorenzo Bernini, Johannes Vermeer, Nicolas Poussin, Claude Lorrain.
Rococo – Thomas Gainsborough, Francois Boucher, Jean-Honore Fragonard, Giovanni Battista Tiepolo,
Characteristics of Rococo architecture and design.
Neoclassicism – Jacques – Louis David, Ingres, Antonio Canova, Giovanni Paolo, Giovanni Battista Piranesi, Angellica Kauffman.
Romanticism – Caspar David Friedrich, Eugene Delacroix, Philip Otto Runge, J. M. W. Turner, John Constable, William Blake, Theodore Gericault, Francisco Goya, Thomas Cole.
Academic Art.
Realism – Jean – Baptiste- Simeon Chardin, Gustave Courbet, Jean – Francois Millet, Camille Corot, Honore Daumier, Thomas Eakins.
Impressionism – Claude Monet, Pierre- Auguste Renoir, Edward Manet, Alfred Sisley, Camille Pissarro, Berthe Morisot, Mary Cassatt.
Post Impressionism – Paul Gaugin, Vincent Van Gogh, George Seurat, Odilon Redon, Paul Signac,
 Henri de Toulouse – Lautrec, Pierre Bonnard, Edouard Vuillard, Edgar Degas.
Modernism - Fauvism, Cubism, Conceptual Art, Dadaism, Der Blaue Reiter, Expressionism, Abstract Expressionism, Futurism, Surrealism, Minimalism, Naïve Art, Pop Art, Op Art

MODULE – 10 (10 Marks)
Software Knowledge
Various software using in Design
Graphic Design and Illustration – Adobe Photoshop, Adobe Illustrator, CorelDRAW, Affinity Designer, Affinity Photo etc
Layout and Publishing – Adobe InDesign, Affinity Publisher, QuarkXPress etc
Web Design – Figma, Adobe XD, Sketch, Framer, Web flow etc
Motion Graphics, Video Editing and Animation – Adobe After Effects, Adobe Premier Pro, Final Cut Pro, DaVinci Resolve, Blender etc
3D Modelling, Animation and Rendering – Blender, Autodesk Maya, Autodesk 3ds Max, Cinema 4D, ZBrush, etc
Typography and Fond Creation – FontLab, Glyphs, RoboFont, Calligraphr
Presentation and Visual Communication – Microsoft Power Point, Keynote, Canva, Visme etc

NOTE: - It may be noted that apart from the topics detailed above, questions from other topics prescribed for the educational qualification of the post may also appear in the question paper. There is no undertaking that all the topics above may be covered in the question paper.