

List of Interdisciplinary/Electives, Semesters 3rd and 5th, Spring 2025

No.	Course Code	Title	Credit/ Category	Introduction	Semester	Number of seats	Department
1	FA-2113	The World as a Muse	2/Studio	The course will explore the world as a source of inspiration for artistic creation. We will examine how artists, across various disciplines, have drawn inspiration from their surroundings, experiences, and observations to produce groundbreaking works of art. Through a combination of lectures, discussions, hands-on activities, screenings of artistic films, artist interviews and field trips, students will delve into the creative process and discover the myriad ways in which the world serves as a muse for artists. It will make them understand and apply these elements in their own artistic creations.	3rd	25	Fine Arts
2	ARCH-4101	Computer Applications	2/Studio	<p>This course aims to introduce students to computer aided architectural design and to equip students with the necessary skills required for conceiving a design as well as presenting it effectively.</p> <p>To achieve this, this course aims to teach students how to fully utilize the 2D and 3D design and presentation potentials of AutoCAD.</p>	3rd	20	Architecture
3	ARCH-2207	Architectonics	2/Theory	Architectural tectonics is the foundation of the profession. Starting from the absolute basics, It will explore the science upon which space is created. This includes scale, materials and their textures, the importance of light and colors,	5th	40	

				organization of spaces, etc. and how they come together within space itself. The course focuses on the fundamentals of architecture, and how they are used in the architectural design process. The course in its entirety will be encompassed by the human scale and we relate to each and every component, creating a connection between us and designed spaces.			
4	Arch-4108	Urban Design Project Typologies, Credit Hours	2/Theory	<p>This course is geared towards developing design skills in short intensive exercises that range from a few days to 2 weeks and presented in a concise manner.</p> <p>Each lecture will focus on one type of urban project and/or element and examine several theories and paradigms on the subject. The mode of instruction will be a modification of the "enquiry by design" method whereby students will be taught to use iterative design as a means of developing and responding to the program and adapting it to site conditions.</p> <p>Course Objectives</p> <p>At the successful completion of this course the students should have developed</p> <ul style="list-style-type: none"> - A basic knowledge on how various urban environments are assessed and why some are considered more successful than others. - a design vocabulary of various urban design paradigms and theories as these relate to numerous project types. - the basic skill needed to design urban elements, for instance the street, the square, neighbourhood, new town, and market square. - the ability to conduct targeted analyses that aid 	3 rd and 5 th	40	

				design.			
5	MUS-2110	Rhythm Ensemble Basics	2/ Studio	The aim of this course is to teach student how to perform rhythm in a group. The course gives them an opportunity to play different percussion instruments.	3rd	50	Music
6	THTR-3110	Puppetry as Theater	2/Studio	The course introduces students to the art of puppetry as a form of theater. It combines creative hands-on experience with performance skills, exploring various puppetry techniques such as classical, shadow, and neon puppetry. Students will learn all three techniques in preparation for their final performance, where they will work exclusively with one technique or create a hybrid performance.	5th	15	Theatre
7	THTR-2111	Musical III	2/Studio	Musical III course immerses students in the multidisciplinary craft of musical theatre, blending acting, singing, dancing, and theatrical production into a unified performance. Through a hands-on approach, students will explore every aspect of theatre production, from conceptualizing and writing scripts to executing a live performance. The course focuses on fostering collaboration, innovation, and a deeper understanding of the creative process, with emphasis on costume, set, lighting, music, and prop design.	3rd	15	
8	THTR-2110	Creative Mime through Somatics	2/Studio	The course will explore the art of mime through a somatic approach, starting with an intuitive connection to body movement. They will learn to use their bodies as tools for creative expression, sound, interaction, and reaction. Early sessions will focus on building control, precision, and	3rd	15	

				adaptability in physical performance, basics of mime and theatre, laying the foundation for effective non-verbal storytelling.			
9	DNC-2101	Kathak Practice	2/Studio	The course is designed for the intermediate level kathak learners. However, beginners can also take it. The idea is to enable students to choreograph their own dance performances using the skills and knowledge they will acquire through the semester. So, this is an ideal course for the individuals who wish to understand the close relationship of music, space, gestures, body movement, and structure.	5th	50	Dance
10	MUS-3107	Guitar Techniques and Repertoire	2/Studio	Guitar is a popular instrument used to practice, jam and compose music pieces or songs. Mastering it may help one to shape a career in the industry. This course initiates student into guitar repertoire by teaching guitar compositions. The students will learn the essential guitar playing techniques while mastering these compositions.	5th	15	Music
11	MUS-3113	Rap Music	2/Studio	Rap music is an important part of contemporary popular music everywhere. People who wish to express musically, but don't have a background in music, pick this genre to tell their stories. This course aims at teaching rap to the ones who attempt or wish to attempt it. It particularly motivates the students who want to do it professionally. The course also aims at smashing musical stereotypes by spreading this genre to the prospective female rappers as well.	5th	15	
12	FTV 2104	Digital Photography	2/Studio	This course will be an introduction to the theory and practice with the different fundamentals of	3rd	30	

				<p>photography with emphasis on the DSLR camera, basic photography techniques, composition, and presentation.</p> <p>Students are required to get their own DSLR camera The College will provide all other equipment and supplies of a Conventional and modern photo lab.</p>			Film Television
13	FTV-3108	Illustration with Visual Design		The elective aims to help students understand how illustration can be integrated with visual design principles to create compelling visual content and how illustration and design can aid their respective practices.	5th	25	
14	FTV-2104	Artificial Imagination	2/Studio	The aim of this course is to develop a personal artistic voice that incorporates technology and narrative. Additionally, the course will foster the critical skills necessary to analyze and Critique the use of new media in contemporary artistic practices.	5th	For students of Fine Arts only (25)	
15	TEXD-2210	Basics of Fashion Design	2/Studio	The introductory course will enable students to learn how to create ideas and design a product through research and exploration.	3rd	35	Textile Design
16	TEXD-2209	Block Printing	2/Theory	The course introduces the students to one of the traditional technique of textiles by using acramine pigment. Block printing is the process of printing patterns by means of engraved wooden blocks. It is the earliest, simplest and	5th	20	

				slowest of all methods of textile printing.			
17	Prod-2102	Drawing I	2/Studio	The main focus of the course is to teach students the anatomy of basic shapes in 2D followed by formation of internal and external features of product design. It focuses on the interaction of medium with design through proper practice. It also concerns the study of form with its elevations through perspective and tonal gradations. The students will be introduced to convey ideas through design in the light of contemporary knowledge and market trends. They will be encouraged to think innovatively.	3rd	20	Product Design
18	Prod-2104	Material and Fabrication I	2/theory	The most essential component of Industrial Design is understanding of Materials and Manufacturing prior conceiving any designed product. The course therefore aims at developing the intellectual skills of students in coordination with their ability to conceive and execute. The course also inculcates the idea that the purpose of drawing is to keep constantly in touch with latest technologies and materials, keeping in view modern accessories and industrial technologies.	3rd	20	

19	Prod-3102	Drawing III	2/Studio	<p>The most essential method in drawing is observation of objects and study within minutes, develop fluency in gestural method, study the form and source of light and contours. The perfection comes through grip on medium and observational practice. The course therefore aims at developing the observation skills of students in coordination with their ability to draw. The course develops the feeling of organic and inorganic things as inspiration for any product designer or artist because it connects the inner senses through seeing. The course also inculcates the idea that the purpose of drawing is to keep constantly in touch with sketching practices, keeping in view modern accessories and industrial technologies.</p>	5th	20	
20	Prod-3105	Rapid prototyping I	Theory-studio/2	<p>Students will obtain hands-on exposure to processes commonly used to rapidly fabricate prototypes. Classroom time covers an introductory-level review of the principles that govern the technologies, design for manufacturing, and best practices. Between lectures and lab time, participants will work in groups to model and design the components that will then be fabricated during the lab time. Laboratory time includes observation of fabrication by NCA faculty/staff, assembly, and measurement/inspection of the resulting parts. Time permitting; participants will obtain safety and basic use training for a subset of the</p>	5th	20	

				processes covered in the class.			
21	VCD-3101	Photography III	2/Studio	This course is designed to familiarize the students with the different fundamentals of photography including: camera operations, the physics of light, exposure and metering, film types, processing, photographic printmaking, photo history, design, composition, manipulation, presentation. They will be required to keep notes of all assignments and produce a final portfolio.	5th	30	Visual Communication Design
22	CULTS-2101	Cultural Studies; Popular Culture and Everydayness	2/Theory	The course aims to identify, evaluate and critically analyse cultural, historical and theoretical practices in everydayness of popular culture. It will also equip students with advanced level critical examination and articulation of reading texts and images within the larger cultural studies theoretical frameworks.	3rd	Open	Cultural Studies
23	CULTS-2202	Academic writing I	2/Theory	This course is designed to introduce students to the practice of writing for academic purposes. Students will be provided with key techniques, guidelines and suggestions for varying assignments, all with a focus on improving composition skills. Micro skills such as grammar, punctuation and sentence structure will be discussed, but greater emphasis will be on macro skills such as paragraph and assignment structure for coherent and effective relaying of	5th	Open	

				information. Basic research skills including conducting research, note taking, paraphrasing and summarizing, quotations, positioning and citation will also be discussed.			
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