

BACHELOR OF INTERIOR DESIGN

Name of Program	BACHELOR OF INTERIOR DESIGN
Abbreviation	BID
Duration	4 Years
Eligibility Criteria	40% Aggregate marks in 12 th Std. in any stream Or 50% Aggregate marks in Diploma in Civil Engineering &/ Diploma in Architecture assistantship Passed from Gujarat State (reservation as per University Norms)
Objective of Program	The core objective of the BID programme is to prepare the students for productive career in construction industry and academia by providing an outstanding environment of teaching and research in the core and emerging areas of the discipline.
Program Outcome	<p>PO1 : Nurturing abilities through transforming imagination to build environment. Program trains students with the core values of interior design field. It also makes students capable of using core concepts like space perceptions, design principles, managements skills in the conceptualization of built environment and transfer imagination in to build environment.</p> <p>PO2 : Learning through experimentation with materials hands on. Hands-on learning is where instructors engage with students in direct experience and focused reflection to enhance students' knowledge, skillset and values. With this Students learn from partaking in activities rather than learning. The program develops the skills of critical thinking, problem solving, learning of various techniques, and understanding the essence of the materials.</p> <p>PO3 : Creating sensitivity towards environmental issues. The program trains students with the latest methods that are being used in the industry. The continuous syllabi review adds value to the program for the outgoing students and make them ready to face the environmental issues and demands of the industry.</p> <p>PO4 : Training an individual to create qualitative physical environment The program teaches the students to apply the related tools to solve real world problems resulting in to user friendly qualitative immediate physical environment.</p> <p>PO5 : Nurturing Project design Planning and Management related capabilities The program trains students for designing and conceptualizing the architecture, planning and managing the project development. it also makes students understand the decision making for selection of an appropriate project management capabilities.</p>

	<p>PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development Real world project/ Design Thesis provide the candidates exposure to work in the challenging and demanding environment like of the industry. The professional training and thesis project together makes students employable and industry ready.</p> <p>PO7 : Team Work and Leadership Development Trains students to work in a team and also to take leadership of the project as well as team.</p>								
Program specific Outcome	<p>PSO1 : Using resources responsibly. PSO2 : Teaching the process of problem solving. PSO3 : Understanding history and its application to modern times. PSO4 : To create value system and competence to assimilate the multiple dimensions of architectural task to govern a qualitative built interior environment. PSO5 : Train students to apply skills to develop business/ project. PSO6 : Train students to take-up the real world challenges to develop workable solution to a specific problem. PSO7 : Inculcate the passion for continuous learning and doing research for making a successful professional career.</p>								
Mapping between POs and PSOs									
Medium of Instruction	English								
Program structure	SEMESTER 1								
Marking Scheme for Bachelor of Interior Design (1st Year, Semester – I) (Effect from 2017)									
	SUBJECT	Couse Code	CONTACT HRS.	CREDITS	INTERNAL 60%			EXTERNAL 40%	Grand Total

			Lecture	Studio	Workshop	Total Hrs.	Credits	Presence	Continuous evaluation	Internal Test	Mid-Sem. jury	Total (H++J+K)	Passing (40% OF O)	Final Exam.	Final Jury	Portfolio Submission	External (N+O+P)	Passing (40% of S)	Total (M+R)	Passing (40% of U)
A	B		C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
								10% of S	30% of S	20% S		60% of S	24% of S	40% of S				16% S	100%	40% of S
Semester – I (Four year course)	Interior Design Studio - I	101001	2	6	-	8	5	50	150	-	100	300	120	-	200	-	200	80	500	200
	Colour & Light	102001	2	-	4	6	4	40	120	-	80	240	96	-	-	160	160	64	400	160
	Basic Structure – I	103001	2	-	-	2	2	20	60	40	-	120	48	80	-	-	80	32	200	80
	Interior Material Technology – I	104001	2	-	2	4	3	30	90	60	-	180	72	80	40	-	120	(32+16) 48	300	120
	Sketching & Drawing	105001	-	-	6	6	3	30	90	-	60	180	72	-	-	120	120	48	300	120
	Technical Representation Drawing – I	106001	2	2	2	6	3	30	90	60	-	180	72	80	40	-	120	(32+16) 48	300	120
	History – I	107001	2	-	-	2	2	20	60	40	-	120	48	80	-	-	80	32	200	80
	Communication Skills	108001	2	-	-	2	2	20	60	40	-	120	48	80	-	-	80	32	200	80
	Total					36	24						1440	576				960	384	2400
	R.S.P – I (Measure Dwg & Sketching)	109001					2													
							26													

Marking Scheme for Bachelor of Interior Design (1st Year, Semester – II) (Effect from 2017)

SUBJECT	Couse	CONTACT HRS..	CREDITS	INTERNAL 60%	EXTERNAL 40%	Grand Total
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A	B	Code	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
								10% of S	30% of S	20% S		60% of S	24% of S	40% of S				16% S	100%	40% of S
	Interior Design Studio - II	201001	2	7	-	9	6	60	180	-	120	360	144	-	240	-	240	96	600	240
	Sculpture & Ceramics Workshop	202001	-	-	4	4	2	20	60	-	40	120	48	-	-	80	80	32	200	80
	Basic Structure – II	203001	2	-	-	2	2	20	60	40	-	120	48	80	-	-	80	32	200	80
	Interior Material Technology – II	204001	2	-	3	5	3	30	90	60	-	180	72	80	40	-	120	(32+16)48	300	120
	Surface Finishes (Building Construction)	205001	1	-	1	2	2	20	60	40	-	120	48	-	-	120	80	32	200	80
	Drawing & Painting	206001	-	-	4	4	2	20	60	-	40	120	48	-	-	80	80	32	200	80
	Technical Representation Drawing – II	207001	2	4	-	6	3	30	90	60	-	180	72	80	40	-	120	(32+16)48	300	120
	Wood Bamboo & Cane Workshop	208001	-	-	2	2	2	20	60	-	40	120	48	-	-	80	80	32	200	80
	History – II	207001	2	-	-	2	2	20	60	40	-	120	48	80	-	-	80	32	200	80
	Total						36	24				1440	576				960	384	2400	960

- Total Credits of Sem – I & II Combined = 26+24 = 50.
- Passing credits of Sem –I & Sem –II Combined = 40.
- Allowed to Keep term (ATKT) if failing in subjects totaling to 10credits or less in Sem – I & Sem-II combined .
- Detained if failing in subjects totaling to more than 10 credits in Sem – I & Sem – II combined.

Marking Scheme for Bachelor of Interior Design (2nd Year, Semester – IV) (Effect from 2017)

	SUBJECT	Course Code	CONTACT HRS..				CREDITS	INTERNAL 60%						EXTERNAL 40%					Grand Total	
			Lecture	Studio	Workshop	Total Hrs.		Credits	Presence	Continuous evaluation	Internal Test	Mid.-Sem. Jury	Total (H+I+J+K)	Passing (40% OF O)	Final Exam.	Final Jury	Portfolio Submission	External (N+O+P)	Passing (40% of S)	Total (M+R)
A	B		C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
								10% of S	30% of S	20% S		60% of S	24% of S	40% of S				16% S	100%	40% of S
Semester –IV (Four year course)	Interior Desing Studio - IV	101001	2	8	-	10	6	60	180	-	120	360	144	-	240	-	240	96	600	240
	Furniture Design – II	102001	1	5	-	6	3	30	90	-	60	180	72	-	120	-	120	48	300	120
	Graphic Design – II	103001	1	2	-	3	2	20	60	-	40	120	48	-	-	80	80	32	200	80
	Interior Material Technology – IV	104001	2	3	-	5	3	30	90	60	-	180	72	80	40	-	120	(32+16)48	300	160
	Interior Services - II	105001	4	-	-	4	4	40	120	80	-	240	96	-	-	80	160	(32+32)64	400	160
	Digital Technology – II	106001	1	3	-	4	2	20	60	40	-	120	48	-	-	80	80	32	200	80
	Elective – II	107001	2	-	-	2	2	20	60	40	-	120	48	80	-	-	80	32	200	80
	Elective – III	108001	2	-	-	2	2	20	60	40	-	120	48	80	-	-	80	32	200	80
	Total						36	24					1440	576				960	384	2400

- Total Credits of Sem – III & Sem- IV Combined = 26+24 = 50.
- Passing credits of Sem –III & Sem –VI Combined = 40.
- Allowed to Keep term (ATKT) if failing in subjects totaling to 10credits or less in Sem – III & Sem-IV combined or any previous semester.
- Detained if failing in subjects totaling to more than 10 credits in Sem –III & Sem – IV combined or any previous semester.

Marking Scheme for Bachelor of Interior Design (3rd Year, Semester – V) (Effect from 2017)

A	SUBJECT	Course Code	CONTACT HRS..				CREDITS	INTERNAL 60%						EXTERNAL 40%					Grand Total	
			Lecture	Studio	Workshop	Total Hrs.		Credits	Presence	Continuous evaluation	Internal Test	Mid.-Sem. jury	Total (H+I+J+K)	Passing (40% OF o)	Final Exam.	Final Jury	Portfolio Submission	External (N+O+P)	Passing (40% of S)	Total (M+R)
B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T		
							10% of S	30% of S	20% S	60% of S	24% of S	40% of S				16% S	100%	40% of S		
Semester – V (Four year course)	Interior Desing Studio – V	101001	2	10	-	12	6	60	180	-	120	360	144	-	240	-	240	96	600	240
	Furniture Design – III	102001	2	4	-	6	3	30	90	-	60	180	72	-	120	-	120	48	300	120
	Interior Services - III	103001	4	-	-	4	4	40	120	80	-	240	96	80	-	80	160	(32+32)64	400	160
	Interior Lighting	104001	1	1	-	2	2	20	60	40	-	120	48	80	-	-	80	32	200	80
	Design Manegement – I	105001	4	-	-	4	3	30	90	60	-	180	72	80	40	-	120	(32+16)48	300	80
	Environment Graphics	106001	-	-	4	4	2	20	60	-	40	120	48	-	-	80	80	32	200	80
	Elective – IV	107001	-	-	2	2	2	20	60	-	40	120	48	-	-	80	80	32	200	80
	Elective – V	108001	-	-	2	2	2	20	60	-	40	120	48	-	-	80	80	32	200	80
	Total						36	24				1440	576				960	384	2400	960

Note: if students is failing in interior design studio –V than he or she cannot attempt IDS- VI in Sem –VI. The students has to first clear IDS – V in Sem- VI

Marking Scheme for Bachelor of Interior Design (3rd Year, Semester – VI) (Effect from 2017)

	SUBJECT	Course Code	CONTACT HRS..				CREDITS	INTERNAL 60%						EXTERNAL 40%					Grand Total	
			Lecture	Studio	Workshop	Total Hrs.		Credits	Presence	Continuous evaluation	Internal Test	Mid.-Sem. jury	Total (H+H+J+K)	Passing (40% OF o)	Final Exam.	Final Jury	Portfolio Submission	External (N+O+P)	Passing (40% of S)	Total (M+R)
A	B		C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
								10% of S	30% of S	20% S		60% of S	24% of S	40% of S				16% S	100%	40% of S
Semester –VI (Four year course)	Interior Desing Studio – VI	101001	2	12	-	14	8	80	240	-	160	480	192	-	320	-	320	128	800	320
	Design Execution Drawing	102001	2	4	-	6	3	30	90	-	60	180	72	-	120	-	120	48	300	120
	Furniture Design – IV	103001	2	4	-	6	3	30	90	-	60	180	72	120	-	-	120	48	300	120
	Design Manegement – I	104001	2	-	-	2	2	20	60	40	-	120	48	80	-	-	80	32	200	80
	Sustainable Interior Design Approach	105001	2	-	-	2	2	20	60	40	-	120	48	-	80	-	80	32	200	80
	Design Research Seminar	106001	2	-	2	4	4	40	120	-	80	240	96	-	-	160	160	64	400	160
	Elective – VI	107001	-	-	2	2	2	20	60	-	40	120	48	-	-	80	80	32	200	80
	Total						36	24				1440	576				960	384	2400	960

Marking Scheme For Bachelor Of Interior Design (4th Year, Semester-VII)

	SUBJECT	INTERNAL (60%)				EXTERNAL (40%)	GRAND TOTAL	
		Presence	Continuous evaluation	Portfolio Submission	Total	Jury/VIVA Total	Total	Passing (40% of H)
A	B	C	D	E	F (C+D+E)	G	H (F+G)	I
		10%	30%	20%	60%	40%	100%	40%
Semester-VII (FOUR YEAR COURSE)	Professional Training	10	30	20	60	40	100	40

Marking Scheme for Bachelor of Interior Design (4th Year, Semester – VIII) (Effect from 2017)

A	SUBJECT	Course Code	CONTACT HRS..				CREDITS	INTERNAL 60%						EXTERNAL 40%					Grand Total	
			Lecture	Studio	Workshop	Total Hrs.		Credits	Presence	Continuous evaluation	Internal Test	Mid.-Sem. jury	Total (H+I+J+K)	Passing (40% OF o)	Final Exam.	Final Jury	Portfolio Submission	External (N+O+P)	Passing (40% of S)	Total (M+R)
	B		C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
								10% of S	30% of S	20% S		60% of S	24% of S	40% of S				16% S	100%	40% of S
Semester –VIII (Four year course)	Interior Desing Studio – VIII	101001	8	20	-	28	18	180	540	-	360	1080	432	-	720	-	720	288	1800	720
	Interior Landscape	102001	2	2	-	4	2	20	60	-	40	120	48	-	80	-	80	32	200	80
	Elective – VII	103001	-	1	1	2	2	20	80	-	40	120	48	-	-	80	80	32	200	80
	Elective – VIII	104001	-	1	1	2	2	20	80	-	40	120	48	-	-	80	80	32	200	80
	Total						36	24					1440	576				960	384	2400

BID_1st year_1st Semester

BID1_SEM 1: INTERIOR DESIGN STUDIO-I

Course Code									
Course Title	INTERIOR DESIGN STUDIO-I								
Credit	5								
Teaching per Week	8 Hrs								
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)								
Effective From	June 2014								
Purpose of Course	The purpose of the course is to make the student capable of understanding visual perception, basic design principles, and antropometrics.								
Course Objective	<ul style="list-style-type: none"> Visual perception Anthropometrics Expression Techniques 								
Course Outcomes	<p>CO1 : Explain students the insight of the fundamental aspects of the basic design process.</p> <p>CO2 : learn various design principles and theories supporting this.</p> <p>CO3 : Train students to apply various methods/cues of designing to develop concept.</p> <p>CO4 : Expose the students with the scale and human perception.</p> <p>CO5 : Explain students the Influence of all this on built form and its expressions.</p> <p>CO6: basics of space planning.</p>								
Mapping between COs with PSOs		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	
	CO1								
	CO2								
	CO3								
	CO4								
	CO5								
Pre-requisite	Basic understanding of space and design principles								
Course Content	<p>Design process by observation, assimilation, analysis and synthesis .</p> <ul style="list-style-type: none"> Visual perception of forms analyzed through point, line, plane and solids, and their combinations. 								

	<ul style="list-style-type: none"> • Gestalt's principles of visual perception. • Scale and Human Perception. • Composition: Symmetrical/Asymmetrical, Balanced/Unbalanced, and Steady/Dynamic. • Anthropometrics and related design issues.(Perception of Forms through movement in space (can be explored through sketching/photography . • Built Form and its expression, light-air and views as issues. • Understanding man and his basic living activity. Analysis of functions, and Space planning for the living activities. • Materials and use of structural systems. • Space and light/ Color/ Texture. • Expression techniques : 2D & 3D drawings, sketches, collage and models.
Reference Books	<ol style="list-style-type: none"> 1. Christopher Alexander: The timeless way of building 2. Christopher Alexander : A pattern language 3. Jaya Jetli : Craft atlas of India 4. SID research cell : Interior design tradition in India 5. Ahmed Kasu : Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design. 6. Paul oliver : Built to meet needs- cultural issues in vernacular architecture
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<p>Establishment of vocabulary through basic space generating elements and to spatial words they create.</p> <ul style="list-style-type: none"> • Study of order and pattern set in nature/geometry . • Visual perception of spatial elements through graphic tools and 3D explorations. Synthesis of elements in abstract forms to understand space and form, variation, issues of geometry, principles of perception, proximity, Closure similarity (Gestalt types) form in context, reference frame, figure and ground relationship, visual mass, static and dynamic aspect of spaces. • Study of living habitat of any characterized entity either than just human • Exercises in anthropometrics and scales relevant human activity. • Establish a limited spatial envelope to suit basic functions of living and working. <ol style="list-style-type: none"> a. Disciplines underlying the combinative principles of spatial vocabulary, spatial geometry, issues of direction, position, enclosure, openness, movement, linkages and space perception. b. Light, color, texture and material add another interface to understanding of space giving it varied scales and proportions, giving new dimensions to the space.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries.etc.</p> <p>40% External based on semester end University examination in the form of juries.</p>

BID1_SEM 1: BASIC STRUCTURE-I

Course Code																																																	
Course Title	BASIC STRUCTURE-I																																																
Credit	2																																																
Teaching per Week	2 Hrs.																																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																																
Effective From	2017																																																
Purpose of Course	Exposure to build forms through behaviour of materials and Basic Structural systems.																																																
Course Objective	To provide Exposure students in ref to build forms through behaviour of materials and Basic Structural systems.																																																
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the structure/ and structure design.</p> <p>CO2 : Structural properties of basic materials like masonry, timber, concrete and steel..</p> <p>CO3 : Introduction to basic structural systems such as post-beam, bearing wall system, Trusses, rigid frames and their behaviour. Study of distribution of loads through the elements of these systems.</p> <p>CO4 : Effect of simple geometric forms on the overall structural behaviour</p> <p>CO5 : make student capable of executing individual furniture piece, makes industry ready.</p>																																																
Mapping between COs with PSOs	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO2</td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO3</td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> <tr> <td>CO4</td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> <tr> <td>CO5</td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3								CO4								CO5							
	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7																																										
CO1																																																	
CO2																																																	
CO3																																																	
CO4																																																	
CO5																																																	
Pre-requisite	Basic understanding of furniture and design principles																																																
Course Content	<ul style="list-style-type: none"> • Glossary of technical words. • Natural structures and their intuitive behavior, their relationship with man-made structures, with various examples through models and analysis _ • Functions of structures. • Primary and secondary forces acting on structures - gravitational force i.e. dead load, live load, and environment loads like wind, temperature variation, earthquake etc. • Basic elements of structure and study of their behaviour through models. • Characteristic requirements of structural design - strength, stiffness and stability 																																																

	<ul style="list-style-type: none"> -Structural properties of basic materials like masonry, timber, concrete and steel. Introduction to basic structural systems such as post-beam, bearing wall system, Trusses, rigid frames and their behaviour. Study of distribution of loads through the elements of these systems with the help of case Studies. Effect of simple geometric forms on the overall structural behaviour .
Reference Books	<ol style="list-style-type: none"> 1. Jeffery Cook - Seeking Structures from Nature 2. Ching - Building Structure Illustrated. 3. Forrest Wilson -Structure : The Essence of Architecture
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Presentations, models, case studies, and analysis of structural systems in the above- mentioned framework.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries, etc.</p> <p>40% External based on semester end University examination in the form of juries.</p>

BID1_SEM 1: COLOR AND LIGHT

Course Code	
Course Title	COLOR AND LIGHT
Credit	4
Teaching per Week	6 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2014
Purpose of Course	The purpose of the course is to make the student understand the fundamentals of Colour as an element of Interior Design and colour as Science.
Course Objective	<ul style="list-style-type: none"> • Color as an element of Interior Design and color as Science • Physics: Light and the Spectrum. Different Wave lengths of color light. • Physiology : The eye, optic nerve and brain perception. Harmony in vision and the basic principles. Modifying effect of juxtaposed colors - color interaction etc. • Psychology: Color as a psychological stimulant - cool, warm, natural, etc.
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the Color as an element of Interior Design and color as Science</p> <p>CO2 : Various methods to Study, comparison and application of color systems.</p> <p>CO3 : Learn Different compositions: As manifest in various cultures and Geographic Regions: Peculiarities, usage, Effect of climate, Color symbolism universally accepted values</p>

	CO4 : Expose the students with the concept of Perception of color and form: Basic characteristics of various hues							
Mapping between COs with PSOs		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
	CO1							
	CO2							
	CO3							
	CO4							
Pre-requisite	Basic understanding of colour and basic skills							
Course Content	<ul style="list-style-type: none"> • Study, comparison and application of color systems : Pluto, Munsell, Prang , Pantone and others. • Colour in Nature. Colour and materials: Colour and Textures of various natural materials (Various types of dyes, pigments and paints.) • The modifying factors <ol style="list-style-type: none"> 1. Light: Quality and .quantity of light. 2. Surface quality: Natural verses artificial light. 3. Distance: Ability to reflect I absorb light. Diminishing effect of light. Effect to perception of hue according to varying Chroma content. 4 Scale : Effect of changing eye - levels. The proportions of colours as related to the field of vision of eye: <ul style="list-style-type: none"> • As manifest in various cultures and Geographic Regions: Peculiarities, usage, Effect of climate, Color symbolism universally accepted values. • Perception of color and form: Basic characteristics of various hues 							
Reference Books	<ol style="list-style-type: none"> 1. Harriet Goldstein- Art in Everyday Lif 2. Jonathan Itten- Art of Color 3. Jonathan Itten- Elements of Color 4. Jeane Allen-Designers guide to Color Jonathan Poore-Interior Color by Design 5. Tina Sutton and Bride H. Whelam -The Complete Color Harmony 							
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.							
Projects	<ul style="list-style-type: none"> • Study of colors from nature and its abstraction. • Understanding aspects of color: Hue, Value, Intensity. • Color wheel - color chart from black to white with color. • ColN schemes: Monochromatic, complimentary, split complimentary , analogous, triad and tetrad. • Techniques of using colors to create different effects such as harmony, discordant, etc. Understanding manipulation of scale and distance through color. • Experimenting light color theory and comparing additive and subtractive color theory . 							
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>							

BID1_SEM 1: COMMUNICATION AND VISUAL SKILLS

Course Code																																	
Course Title	COMMUNICATION AND VISUAL SKILLS																																
Credit	2																																
Teaching per Week	2 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	June 2014																																
Purpose of Course	The purpose of the course is to make the student understand the fundamentals of The Art of communicating in English in the professional world.																																
Course Objective	<ul style="list-style-type: none"> • Introduction to communication strategies and verbal /non-verbal communication, development of communication skills to improve professional expertise. • Empowering students to independently handle job applications, interviews and project presentations. 																																
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the communication.</p> <p>CO2 : Various methods and strategies of communications in professional word.</p> <p>CO3 : To make student industry ready by Empowering students to independently handle job applications, interviews and project presentations.</p>																																
Mapping between COs with PSOs	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <th>CO1</th> <td></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO2</th> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO3</th> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7																										
CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of English as language.																																
Course Content	<p>Introduction to communication :</p> <ul style="list-style-type: none"> • Kinds of communication • Importance and benefits of effective communication Components/Process of communication <p>Development of skills:</p> <ul style="list-style-type: none"> • Listening Skills • Reading Skills • Speaking Skills • Writing Skills 																																

	<p>Verbal communication :</p> <ul style="list-style-type: none"> • Linguistic Skills • Face-to-face integrations • Group interaction <p>Presentation Skills</p> <ul style="list-style-type: none"> • Oral presentation and verbal interaction w. r.t. visual representations . • Use of technical terms in oral presentations. • Introduction to public speaking • Job interviews <p>Written Communication :</p> <ul style="list-style-type: none"> • Grammar • Beginning, composing and ending a message • Resume and cover letter to resume • Business letters • Planning and writing documents/reports <p>Applications :</p> <ul style="list-style-type: none"> • Elocution • Debate • Group discussion • Presentation/Technical seminar • Extempore
Reference Books	<ol style="list-style-type: none"> 1. Communication Skills for Technical Students Krishna Mohan & Meera Banerji- Developing Communication Skills 2. Bill Scott-Skills of Communicating
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Elocution • Debate • Group discussion • Presentation/Technical seminar • Extempore
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>

BID1_SEM 1: INTERIOR MATERIALS & TECHNOLOGY-I

Course Code																																	
Course Title	INTERIOR MATERIALS & TECHNOLOGY-I																																
Credit	3																																
Teaching per Week	4 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	June 2014																																
Purpose of Course	<ul style="list-style-type: none"> • Understanding Building as a system . • Introduction of basics of building material and construction methods 																																
Course Objective	<ul style="list-style-type: none"> • Understanding Building as a system . • Introduction of basics of building material and construction methods 																																
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the MTERILS AND TECHNOLOGY.</p> <p>CO2 Introduction of basics of building material and construction methods</p> <p>CO3 : To make student industry ready by clearing concept of same.</p>																																
Mapping between COs with PSOs	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <th>CO1</th> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO2</th> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO3</th> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7																										
CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of materials,market.																																
Course Content	<ul style="list-style-type: none"> • Introduction to the various components of building like floors, roofs,openings, stairs, over hangs, partitions,ceilings,structural members etc. • Study various properties of basic building construction materials such as sand, cement, lime, • brick, stone,wood and wooden products, various metals, glass, plastic etc. • Structural and physical behavior of materials with respect to their pr9perties and applications in building. • Appropriate use of materials with respect to building techniques . • Study of brick and st.one masonry. • Study of Brick partition and infill walls . • Light weight/ concrete blocks constructions . 																																
Reference Books	<ol style="list-style-type: none"> 1. Mackay W . I.- Building Construction - Volume - I-II-III 2. Building Construction Illustrated - D.K. Ching. 3. Barry R - The Construction of Building 4. Cowan Henry - Handbook of Architectural Technology 																																

	5. Atten Edward - Fundamentals of Building Construction
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Drawings for each of the above mentioned for any project such as a residence, commercial or institutional. • Market survey of products, specifications, costs, etc.
Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc. 40% External based on semester end University examination in the form of juries/viva/ portfolio submission.

BID1_SEM 1: SKETCHING AND DRAWING

Course Code																																	
Course Title	SKETCHING AND DRAWING																																
Credit	3																																
Teaching per Week	6 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	June 2014																																
Purpose of Course	the purpose of the course is to make the student capable of drawing and sketch as medium of expression.																																
Course Objective	<ul style="list-style-type: none"> • To understand the techniques of sketching. • To develop skill with sketching and drawing. • To present ones design with the help of same skill. 																																
Course Outcomes	CO1 : Explain students the fundamental of computer aided drawings. CO2 : Various commands , various components and steps involved in software to develop the drawings/presentation. CO3 : To make student industry ready by developing skill with such software.																																
Mapping between COs with PSOs	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <th>CO1</th> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td></td> </tr> <tr> <th>CO2</th> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> </tr> <tr> <th>CO3</th> <td></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
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CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of drawing skill.																																
Course Content	Object drawing,																																

	<ul style="list-style-type: none"> •Study of characteristics of various elements in nature. Introduction of light and shade in nature drawing. Perspective drawing in pencil and kitta. •Line drawing of interior and exterior of building, furniture, structure . <p>Using colouring technique in different mediums -pastels, pencils, water colours etc.</p>
Reference Books	<ol style="list-style-type: none"> 1. Barrington Barber-The Complete Fundamental of Drawing 2. Milind Mulick Sketchbook
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Sketching and drawings related to this.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>

BID1_SEM 1: TECHNICAL REPRESENTATION OF DRAWING-1

Course Code	
Course Title	TECHNICAL REPRESENTATION OF DRAWING-1
Credit	3
Teaching per Week	6 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2014
Purpose of Course	The purpose of the course is to give students hands on experiences on manual drawings and introduction of related softwares.
Course Objective	<ul style="list-style-type: none"> • Learning drawing skill for design thinking, visualization and representation. • Facilitating visualization and 3D perception and putting them on paper in form of technical drawings.
Course Outcomes	<p>CO1 : Explain students the different types of drawing techniques.</p> <p>CO2 : Learning drawing skill for design thinking, visualization and representation</p> <p>CO3 : Facilitating visualization and 3D perception and putting them on paper in form of technical drawings.</p> <p>CO4: introduction to cad software.</p>

Mapping between COs with PSOs		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
	CO1							
	CO2							
	CO3							
	CO4							
Pre-requisite	Basic understanding of technique related drawings.							
Course Content	<p>Familiarization with drawing materials and equipment.</p> <ul style="list-style-type: none"> Point and line, straight and curvilinear lines, lettering. Principles of plane geometry, scale, and orthographic projection of solids and then relating) these principles with basic furniture/interior elements. Sections of simple and complex solids. Development of surfaces of solids. Learning CAD/CAM skills as a drafting tool. 							
Reference Books	<ol style="list-style-type: none"> Ching, Frances D. K. - Graphics in Architecture Bhatt, N.O.- Engineering Drawings K. Venugopal- Engineering Drawings and AutoCAD 							
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.							
Projects	<ul style="list-style-type: none"> Line exercise: drawing of horizontal and vertical lines, free hand and with instruments. Lettering and textures Construction of Basic Shapes- various polygons, spiral, ellipse etc. Orthographic Projection of basic solids in the three dimensions, leading to drafting of basic furniture/interior elements to understand plan and elevation. Section of Solids- Sections of simple and complex solids. Isometric of basic solids and furniture/interior elements. Model making skills - development of surfaces of basic solids through models. Study of graphical representation of materials and symbols. Introduction to Basic concepts in CAD related to 2D drafting- the work area; toolbars and menus, settings, File creation and management, Units and drawing sizes Basic drafting tools and commands like- Draw tools, Modify tools, Inquiry tools, Selection techniques, Additional working support, Blocks, Layers, properties, line types, Text and dimensioning, Plotting and plot settings. Different drafting exercises on digital media to implement the principles learned of orthographic projections and sections of solids. Basic furniture/interior element as an object can be given for better understanding. 							
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>							

BID1_SEM 1: HISTORY –I

Course Code																																																	
Course Title	HISTORY –I																																																
Credit	2																																																
Teaching per Week	2 Hrs.																																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																																
Effective From	June 2014																																																
Purpose of Course	The purpose of the course is to give students insight in architectural history.																																																
Course Objective	Elementary concept of civilization, society, settlements and house-form, culture and its articulation in built-form and design																																																
Course Outcomes	CO1: To enables students to understand Design as an outcome of worldview. CO2: The main objective of the course is to develop student visual perception through historical examples. Basically it is visual based course. CO3: It is the main course develops student visual memory and this visual memory enhances the student creativity in design. CO4: The course focuses on to Study of : Prehistoric shelters CO5: This course helps students to consider the history as sequences of a collective memory.																																																
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CO1																																																	
CO2																																																	
CO3																																																	
CO4																																																	
CO5																																																	
Pre-requisite	-----																																																
Course Content	<ul style="list-style-type: none"> • Design as an outcome of worldview, society, culture, economy, religion, geographical context and technology • Study of spatial order, formal abstraction, construction technology, use of materials, symbols and meanings. • Introduction to societal institutions, sacred and secular spaces, public and private spaces, and other building types. • Study of : Prehistoric shelters <ul style="list-style-type: none"> • Ancient civilizations: Indus valley, Egypt, Mesopotamia, Minoan and Mycenaean Greek and Roman Architectural and Design traditions 																																																

	<ul style="list-style-type: none"> India: Gupta and Maryann period Hindu, Jain and Buddhist Art and Architecture Pro-Islamic medieval cultures Early Islamic cultures of Middle East China and early Japanese Developments
Reference Books	<ol style="list-style-type: none"> Encyclopaedia of Vernacular Architecture - Vol. I History of Architecture - Sir Banister Fletcher Sir Banister Fletcher-History of Architecture Percy Brown-Encyclopaedia of Indian Architecture Ahmed Kasu-Elements of Design Win Swaan-Art & Architecture of Late Middle Ages J. M. Roberts-History of The World Yatin Pandya-Elements of Space Making
Teaching Methodology	Classwork in form of lectures, studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> Lectures, case studies and analysis of built form in the above-mentioned framework.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>

BID_2nd year_ 3rd Semester

BID2_SEM 3: INTERIOR DESIGN STUDIO-III

Course Code	
Course Title	INTERIOR DESIGN STUDIO-III
Credit	6
Teaching per Week	10 Hrs
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2014
Purpose of Course	The purpose of the course is to make the student capable of implementing the concepts, various types, size and scale of dwelling design and learn their implementation in habitat design in reference to cultural influence and social context.
Course Objective	<p>Influence of traditional art and craft forms in various cultures with respect to dwelling.</p> <p>Interiors of dwellings in urban and modern societies.</p> <p>Awareness of social context and its influence in design</p>
Course Outcomes	<p>CO1 : Explain students the insight of the fundamental aspects of the dwelling design from simple to complex.</p> <p>CO2 : Trains students to see beyond the visible, in form of clients need to social and economic context/ complexity/</p>

	<p>aspects involved with it.</p> <p>CO3 : Train students to apply various methods/cues of designing for ex. Derivations/ analysis from case study, concept development,</p> <p>CO4 : Expose the students with the Awareness of social context and its influence in design.</p> <p>CO5 : Explain students the Influence of traditional art and craft forms in various cultures with respect to dwelling.</p>																																																
Mapping between COs with PSOs	<table border="1"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO4</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO5</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3								CO4								CO5							
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CO1																																																	
CO2																																																	
CO3																																																	
CO4																																																	
CO5																																																	
Pre-requisite	Basic understanding of space and design principles																																																
Course Content	<ul style="list-style-type: none"> • Living unit of various geographical locations and cultures. Influences of crafts in reference to quality techniques and form of the living unit. • Influence of the need, realities and value system, with undercurrent of culture and profession of the residents in designing interior residential environment. • Application of various streams such as architecture, building technology, product & furniture design, graphics, arts & crafts, in arriving at a cohesive interior design solution. 																																																
Reference Books	<ol style="list-style-type: none"> 1. Christopher Alexander: The timeless way of building 2. Christopher Alexander : A pattern language 3. Jaya Jetli : Craft atlas of India 4. SID research cell : Interior design tradition in India 5. Ahmed Kasu : Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design. 6. Paul oliver : Built to meet needs- cultural issues in vernacular architecture 																																																
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.																																																
Projects	<ul style="list-style-type: none"> • Expression of traditional Indian arts & crafts, including their reinterpretation to match with the contemporary life style. • Designing residential interior with appropriate spatial organization and use of appropriate materials, construction technologies and crafts. The design solution should be in response to the resident's social, cultural, psychological and professional needs. 																																																
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries.etc.</p> <p>40% External based on semester end University examination in the form of juries.</p>																																																

BID2_SEM 3: FURNITURE DESIGN -II

Course Code																																																									
Course Title	FURNITURE DESIGN-III																																																								
Credit	3																																																								
Teaching per Week	6 Hrs.																																																								
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																																								
Effective From	June 2014																																																								
Purpose of Course	The purpose of the course is to make the student capable Designing a single piece of furniture by applying principles of ergonomics, material technology & visual perception in a given space for the specific function / activity.																																																								
Course Objective	Analysing the function & form of furniture. Designing a single piece of furniture by applying principles of ergonomics, material technology & visual perception in a given space for the specific function / activity.																																																								
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the furniture design, principle of ergonomics, anthropology, materials technologies, from simple to complex.</p> <p>CO2 : Trains students to see beyond the visible, in form of clients need to social and economic context/ complexity/ aspects involved with it.</p> <p>CO3 : Train students to apply various methods/cues of designing for ex. Derivations/ analysis from case study, concept development, project development, estimation of studies and designed furniture.</p> <p>CO4 : Expose the students with the Awareness of social context and its influence in design.</p> <p>CO5 : Explain students the Influence of traditional art and craft forms in various cultures with respect to design.</p> <p>CO6 : make student capable of executing individual furniture piece, makes industry ready.</p>																																																								
Mapping between COs with PSOs	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO2</td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> </tr> <tr> <td>CO3</td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> </tr> <tr> <td>CO4</td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> </tr> <tr> <td>CO5</td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO6</td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3								CO4								CO5								CO6							
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CO5																																																									
CO6																																																									
Pre-requisite	Basic understanding of furniture and design principles																																																								
Course Content	<ul style="list-style-type: none"> Analysis of an existing piece of furniture with respect to its function, technical aspects and skills required materials, flexibility, 																																																								

	<p>comfort, ergonomics, aesthetics, transportation, economics, etc.</p> <ul style="list-style-type: none"> • Application of the above study to design a new piece of furniture.
Reference Books	<ol style="list-style-type: none"> 1. Time Savers Standards for Interior Design and Space Planning. 2. Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design. 3. Linley David: Classical furniture 4. Adriana Boidi Sassone: Furniture from Rocco to Art Deco. 5. Charlotte: 1000 chairs. 6. Robert W. Lang :The furniture in southern style
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Report on history of furniture forms from early days to the present. • Study and report of materials and techniques of various crafts related to furniture making, such as lacquered furniture in Gujarat, carved furniture in Rajasthan, flat saw carving and inlay in wood of Saharanpur, walnut furniture and papier Mache' furniture of Jammu & Kashmir, carved furniture in rose wood and sandal wood of Karnataka and Tamilnadu, cane furniture of Kerala, cane, bamboo & grass woven furniture of West Bengal, Assam & Eastern States. • Measure drawing and analysis of the existing piece of furniture. • Design furniture as a single unit and also as part of a system in a given interior space. • Prepare a model / prototype for the designed piece of furniture. • Detailed estimate of the above.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries, etc.</p> <p>40% External based on semester end University examination in the form of juries.</p>

BID2_SEM 3: GRAPHIC DESIGN-I

Course Code	
Course Title	GRAPHIC DESIGN-I
Credit	2
Teaching per Week	3 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2014
Purpose of Course	The purpose of the course is to make the student understand the fundamentals of visual perception in graphics.

Course Objective	<ul style="list-style-type: none"> To learn Visual perception of forms, patterns and design. Forms as entity, individuals, identity and beauty. Tessellation. Different compositions: Balanced / Unbalanced, Static / Dynamic, Symmetrical / Asymmetrical. Abstraction. 																																								
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the graphic design, and principle of designs.</p> <p>CO2 : Various methods to develop graphics for relevant context.</p> <p>CO3 : Learn Different compositions: Balanced / Unbalanced, Static / Dynamic, Symmetrical / Asymmetrical.</p> <p>CO4 : Expose the students with the concept of abstraction and its importance in design.</p>																																								
Mapping between COs with PSOs	<table border="1"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO4</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3								CO4							
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Pre-requisite	Basic understanding of design principles.																																								
Course Content	<ul style="list-style-type: none"> Analysis of an existing piece of furniture with respect to its function, technical aspects and skills required materials, flexibility, comfort, ergonomics, aesthetics, transportation, economics, etc. Application of the above study to design a new piece of furniture. 																																								
Reference Books	<ol style="list-style-type: none"> Neil Leonard: Basic Graphic Design Max Weber : Layout Book -2 Elena Stanic And Cornia Lipavsky: Atlas Of Graphic Designers 																																								
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.																																								
Projects	<ul style="list-style-type: none"> Search for forms through exercises on “Geometrical Grid” as base, develop variations in grid, superimpose grid to evolve new forms, develop patterns using variations and / or repetitions of forms, derived from grids and / or natural forms. Search for natural order in various forms. Using natural form as motif to apply on various surfaces. Exercise on exploration of tessellation, involving transforming and / or morphing of images. E.g. Escher’s work. Exploration of visual balance and understanding of figure & ground relation through compositions. Graphic as a tool for communication of ideas / emotions / adjectives through simplification and abstractions, using simple elements such as lines, circles, squares, triangles, etc. Exploration of the above through the medium of various hand skills. 																																								
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>																																								

BID2_SEM 3: INTERIOR MATERIALS & TECHNOLOGY-III

Course Code																																	
Course Title	INTERIOR MATERIALS & TECHNOLOGY-III																																
Credit	3																																
Teaching per Week	5 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	June 2014																																
Purpose of Course	The purpose of the course is to make the student understand the fundamentals of Construction of horizontal & vertical planes such as flooring, partitions, false ceilings, roofs and staircases.																																
Course Objective	<ul style="list-style-type: none"> • To understand the methods of construction and materials involved in making of horizontal and verticals planes. • To understand different requirements of same. • To study Construction methods, various construction stages and materials involved in. • To learn execution of same, dealing of various working agencies involved in. 																																
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the construction.</p> <p>CO2 : Various methods and materials involved in construction of various planes.</p> <p>CO3 : To make student industry ready by clearing concept of execution on site, Appropriate technology used for design and construction, Incorporation of services in the design</p>																																
Mapping between COs with PSOs	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <th>CO1</th> <td></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO2</th> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO3</th> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
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Pre-requisite	Basic understanding of materials, construction technologies and principles.																																
Course Content	<ul style="list-style-type: none"> • Terminology, understanding of components, design parameters, requirements & methods of construction, criteria for selection of materials of all of the above. • Floors: Dry & wet floors, timber, wooden, steel, pre-cast R.C.C. floors, metal decks, etc. • False ceilings: Suspended, Plaster of Paris, cement sheet, gypsum board, fibre board, metal, etc. • Roofs: Basic introduction and design consideration. • Staircases: Various types of staircases and their detailing with various materials used namely metal, wood, glass, etc. • Appropriate technology used for design and construction. • Incorporation of services in the design of the above. 																																

Reference Books	<ol style="list-style-type: none"> 1. Neil Leonard: Basic Graphic Design 2. Max Weber : Layout Book -2 3. Elena Stanic And Cornia Lipavsky: Atlas Of Graphic Designers
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Minimum 1 case study of each of the element above mentioned in the contents. • Drawings and models. • Construction site visits. • Market survey.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>

BID2_SEM 3: INTERIOR SERVICES-III

Course Code	
Course Title	INTERIOR SERVICES-II
Credit	2
Teaching per Week	2 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2014
Purpose of Course	The purpose of the course is to make the student understand the fundamentals of operation of the building in reference to building services like Electrification, Plumbing & Drainage.
Course Objective	<ul style="list-style-type: none"> • To understand the methods of planning and detailing out the services like electrification, plumbing, sanitation and drainage. • To understand different types of projects and requirements of services in ref to different projects. • To study laying out methods, various stages and materials involved in. • To learn execution of same, dealing of various working agencies involved in.
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the interior services.</p> <p>CO2 : Various methods, various components and materials involved in services of electrifications, plumbing and drainage.</p> <p>CO3 : To make student industry ready by clearing concept of execution of services on site, Appropriate technology used for design and construction, Incorporation of services in the design.</p>

Mapping between COs with PSOs	<table border="1" data-bbox="863 188 1654 337"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO2</td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO3</td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
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CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of materials, construction technologies and principles.																																
Course Content	<p>Electrification:</p> <ul style="list-style-type: none"> • Brief introduction to electricity, generation, transmission, distribution. • Terminology such as volt, watt, ampere, etc. • Power distribution, wire distribution, types of wiring 3-phase & single phase, understanding phase, neutral and earth, looping and parallel connections, conduits & trays for wiring. • Control panels, switches. <p>Plumbing:</p> <ul style="list-style-type: none"> • Requirement of water for various usages. • Sources of water supply for various usages. • Types, requirements and functioning of underground and overhead water storage facilities. • Plumbing diagrams, various components, and types of plumbing pipes. • Various types of sanitary wares, sanitary fixtures, accessories, etc. <p>Drainage:</p> <ul style="list-style-type: none"> • Different forms of refuse, garbage, toilet waste, storm water disposal. • General principles of drainage, drainage system, connection to outdoor drainage system or septic tank and soak pits. • Various types of chambers such as gully trap, inspection, and sewer trap chambers, etc. • Calculations of required sizes. 																																
Reference Books	<ol style="list-style-type: none"> 1. Time saver standards for Interior Design and space planning. 2. Uppal : Electrical wiring estimating and costing. 3. Mackey, W. L. : Building Construction Volumes II & IV. 4. Barry, R. : The construction of Building Volume V. 																																
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.																																
Projects	<ul style="list-style-type: none"> • Drawings for each of the above mentioned service for any project such as a residence, commercial or institutional. • Market survey of products, specifications, costs, etc. 																																
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>																																

BID2_SEM 3: DIGITAL TECHNOLOGY-I

Course Code																																	
Course Title	DIGITAL TECHNOLOGY-I																																
Credit	2																																
Teaching per Week	2 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	June 2014																																
Purpose of Course	The purpose of the course is to make the student understand the fundamentals of digital software as a technological tool to express, specially CAD – 3D Modelling. Also study the software related to Graphics.																																
Course Objective	<ul style="list-style-type: none"> • To understand the software related to Graphics. • To develop skill with software like CAD -3D MODELLING. • To present ones design with the help of digital software. 																																
Course Outcomes	<p>CO1 : Explain students the fundamental of computer aided drawings.</p> <p>CO2 : Various commands , various components and steps involved in software to develop the drawings/presentation.</p> <p>CO3 : To make student industry ready by developing skill with such software.</p>																																
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CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of computers																																
Course Content	<ul style="list-style-type: none"> • CAD–3D drafting through software’s like Auto CAD, Sketch Up, etc. • Basic concepts of 3D modeling: the UCs, Modeling Tools techniques and commands, extrusion of solids, editing of solids, viewpoints and perspectives, surface creation and modifications, and exporting the model in to other software for further work. • Presentation and editing software’s such as Corel, Adobe Photoshop, etc. 																																
Reference Books	<ol style="list-style-type: none"> 1. Alan Jefferis & David : Architectural Drafting & Design. 2. A. Madsen : Virtual Architecture. 3. Software User’s Guide. 4. Elys john : Cad Fundamentals for Architecture 5. Danial Tal: Rendering in Sketch Up. 																																
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.																																
Projects	<ul style="list-style-type: none"> • 3D Drawings and presentation drawings for any one project. 																																

Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc. 40% External based on semester end University examination in the form of juries/viva/ portfolio submission.
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BID2_SEM 3: METAL WORKSHOP

Course Code																																	
Course Title	METAL WORKSHOP																																
Credit	2																																
Teaching per Week	4 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	June 2014																																
Purpose of Course	The purpose of the course is to give students hands on experiences and allow exploration with different metals.																																
Course Objective	<ul style="list-style-type: none"> Comparative analysis of various metals and exploring their design parameters. 																																
Course Outcomes	CO1 : Explain students the different types of metals and their handling. CO2 : Various techniques and methodology involved in working with metals. CO3 : To make student industry ready by developing skill with such materials.																																
Mapping between COs with PSOs	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <th>CO1</th> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td></td> </tr> <tr> <th>CO2</th> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> </tr> <tr> <th>CO3</th> <td></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
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CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of material.																																
Course Content	<ul style="list-style-type: none"> Types & properties of metals, definitions, various methods of working, fixing and joinery, finishing treatments, standard specifications. Metals in “built form” activity in horizontal, vertical & inclined surfaces in interior & exterior environments. Products, furniture forms and elements in metal namely doors, windows, grills, railing, stairs, etc. Combination of metals and other materials in terms of forms and joinery. 																																
Reference Books	1. Mackey, W. L. : Building Construction Volumes I & II.																																

Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Theory: Various types of metals and properties. • Practical: Prototype/Model of any 2 or more designed elements. • Visits to various metal related plants, factories, workshops and craftsmen.
Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc. 40% External based on semester end University examination in the form of juries/viva/ portfolio submission.

BID2_SEM 3:HISTORY –III

Course Code	
Course Title	HISTORY –III
Credit	2
Teaching per Week	2 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2014
Purpose of Course	The purpose of the course is to give students insight of different movements happened in architectural history. That gives an understanding of the ideas that were important to and shaped past societies.
Course Objective	<ul style="list-style-type: none"> • Late 19th century and early 20th century history of architecture, interior and furniture design in context to the lifestyle. • Understanding historical, cultural, socio-economic, scientific and technological factors that have influenced development of design in the late 19th century and 20th century. • Understanding characteristics, context and periods of modernism, post modernism and other contemporary movements in architecture and design
Course Outcomes	<p>CO1: To enables students to understand the society and culture they represent which is very useful when working as a contemporary designer.</p> <p>CO2: The main objective of the course is to develop student visual perception through historical examples. Basically it is visual based course.</p> <p>CO3: It is the main course develops student visual memory and this visual memory enhances the student creativity in design.</p> <p>CO4: The course focuses on to develop student intellectual level with the discussions on different fragment of history; try to compare different periods of historical interiors in their social, aesthetical and technical context.</p>

	CO5: This course helps students to consider the history as sequences of a collective memory.																																
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CO2																																	
CO3																																	
Pre-requisite	History-I and II																																
Course Content	<p>1. Modernism Context: Industrial revolution, evolution of new materials and technologies particularly glass, steel and concrete and resultant change in expression of design elements and furniture. Characteristics: Machine Aesthetics, Expression of Structure, Form Follows Function, Simplicity And Clarity of Forms, Less Is More, Rationalism, Truth To Materials Etc. Works: <ul style="list-style-type: none"> • Early modern: Sullivan, Horta, Antonio Gaudi, Mackintosh, Frank Lloyd Wright • Modern: Mies , Le-Corbusier, Alver Alto, Walter Gropius, Marcel Breuer, Louis Kahn, Charles Eames, I.M.Pei, Oscar Nieyemier, Richard Neutra, Tadao Ando, Etc. • Modern works in Asian context: Charles Correa, B.V.Doshi, Raj Reval, Anant Raje. Nari Gandhi, Etc. Related styles: Bauhaus, International style, Expressionism, Futurism, Constructivism, Brutalism, Minimalism, Etc.</p> <p>2. Post- modern Context: Failure Of Modernism, Contextuality, Response To Culture Characteristics: Pluralism, Irony, Ambiguity, Sculptural forms, Ornamentation, Complexity and Contradiction, Less is Bore, Symbolism, Juxtaposition of Styles, Etc Works: <ul style="list-style-type: none"> • Post Modern: Peter Eisenmann, Frank-o-Gehry, Michael Graves, Charles Moore, Arata Isozaki, Robert venture, Richard Rogers, Renzo Piano, Santiago Calatrava, Zaha Hadid Etc. • Post Modern works in Asian context: Christopher Charles Benninger, Geoffrey Bawa, Lauri Baker, Etc. Related Styles: Hi-tech, Deconstructivism, Individualism, Structuralism, Formalism, Aesthetic Movements, Etc.</p> <p>3. Contemporary attitudes in architecture and design.</p>																																
Reference Books	<ol style="list-style-type: none"> 1. Roberts, J. M.: History of the World. 2. Calloway, Stephan: Elements of style- An Encyclopedia of Domestic Architectural details. 3. Whitford, Frank: Bauhaus. 4. Marco Bussagri: Understanding Architecture. 5. Francis D.K. Ching: A Global History of Architecture. 6. Michal Fazio, Marian: A World History of Architecture. 																																
Teaching Methodology	Classwork in form of lectures, studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.																																

Projects	<ul style="list-style-type: none"> Project report/s on any 3 of the above.
Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc. 40% External based on semester end University examination in the form of juries/viva/ portfolio submission.

BID2_SEM 3: ELCTIVE-I

Course Code																																	
Course Title	ELECTIVE																																
Credit	2																																
Teaching per Week	2 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	2017																																
Purpose of Course	The purpose of the course is to provide the students' flexibility to Explore the subject of their choice under the guidance of subject experts.																																
Course Objective																																	
Course Outcomes	CO1 : Explain students the fundamental aspects of the subject. CO2 : to learn / explore/ understand Various methods and techniques, principles, theories and materials involved in particular subject. CO3 : To make student industry ready by clearing concept of execution on site, Appropriate technology used for design and construction, Incorporation of services in the design																																
Mapping between COs with PSOs	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <th>CO1</th> <td></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> <tr> <th>CO2</th> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> <tr> <th>CO3</th> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7																										
CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of materials, construction technologies and principles.																																
Course Content	These are broad subject list defined under the main categories. <ul style="list-style-type: none"> Presentation skills Photography Digital Technology Weaving & textile Workshop 																																

	<ul style="list-style-type: none"> • Art appreciation • Product design • Set design • Wall relief work • Tensegrity forms • Dance and architecture • Film Appreciation • Appreciation of Indian classical music • Materiality • Learning by reading • Heritages conservation • Revitalization of arts and craft • Analytical Understand with sketching • Professional Ethics in interior design • Print making • Techniques of model making • Puppet making. • Kite making
Reference Books	Past students work portfolios/ case studies.
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies as and if subject requires.
Projects	Exercise related to subject.
Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc. 40% External based on semester end University examination in the form of juries/viva/ portfolio submission.

BID_2nd year_ 4th Semester

BID2_SEM 4: INTERIOR DESIGN STUDIO-IV

Course Code	
Course Title	INTERIOR DESIGN STUDIO-III
Credit	6
Teaching per Week	10 Hrs
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)

Effective From	June 2014																																								
Purpose of Course	The purpose of the course is to make the student capable of implementing the concepts, various types, size and scale of commercial projects and learn their implementation in design.																																								
Course Objective	<ul style="list-style-type: none"> • Design for commercial activities in urban and semi-urban areas. • Study of evolution of pockets of commercial activities. • Design of visual merchandizing with respect to targeted economic group. 																																								
Course Outcomes	<p>CO1 : Explain students the insight of the fundamental aspects of the commercial design from simple to complex.</p> <p>CO2 : Trains students to see importance of visual merchandizing with respect to targeted economic group.</p> <p>CO3 : Train students to apply various methods/cues of designing for ex. Derivations/ analysis from case study, concept development,</p> <p>CO4 : Expose the students with the Awareness of economical context and its influence in design.</p>																																								
Mapping between COs with PSOs	<table border="1"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO4</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3								CO4							
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CO1																																									
CO2																																									
CO3																																									
CO4																																									
Pre-requisite	Basic understanding of space and design principles																																								
Course Content	<ul style="list-style-type: none"> • Different types of commercial activities, their characteristics in relation to the targeted socio-economic-cultural environment. • Types of shopping, manufacturing of products and their grouping, display, signage, storage and sale within the premises and at the street level. 																																								
Reference Books	<ol style="list-style-type: none"> 7. Pegler, Martin M.: Contemporary Restaurants & Bars. 8. Weathersby, John P. William: International Clubs & Resorts. 9. Yee, Roger: Corporate Interiors-6. 10. Design Media: World Shop Front Design. 11. Designer Books: Working Is Fun. 12. Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design. 13. Time Savers Standards for Interior Design and Space Planning. 																																								
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.																																								
Projects	<ul style="list-style-type: none"> • Creating an appropriate spatial experience and visual language in response to the given commercial activity as well as the 																																								

	<p>immediate site context such as residential, commercial, industrial, religious, etc.</p> <ul style="list-style-type: none"> • Comprehensive study and analysis of global economy, commerce and corporate world. • Design of commercial establishments such as café, restaurants, banks, offices, markets, shops, showrooms, retail outlets, etc.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries.etc.</p> <p>40% External based on semester end University examination in the form of juries.</p>

BID2_SEM 4: FURNITURE DESIGN -III

Course Code																																																	
Course Title	FURNITURE DESIGN-III																																																
Credit	3																																																
Teaching per Week	6 Hrs.																																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																																
Effective From	June 2014																																																
Purpose of Course	The purpose of the course is to make the student capable Designing a system of furniture by applying principles of ergonomics, material technology & visual perception in a given space for the specific function / activity.																																																
Course Objective	<ul style="list-style-type: none"> • To learn Furniture systems: Storage and Seating. • To understand Various systems, styles and products available in the market. 																																																
Course Outcomes	<p>CO1 : Explains to students the fundamental aspects of the furniture design, principle of ergonomics, anthropology, materials technologies, from simple to complex.</p> <p>CO2 : Trains students to see beyond the visible, in form of clients need to social and economic context/ complexity/ aspects involved with it.</p> <p>CO3 : Train students to apply various methods/cues of designing for ex. Derivations/ analysis from case study, concept development, project development, estimation of studied and designed furniture.</p> <p>CO4 : Expose the students with the Awareness of economical context and its influence in design.</p> <p>CO5 : make student capable of executing individual furniture piece, makes industry ready.</p>																																																
Mapping between COs with PSOs	<table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO2</td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO3</td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO4</td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO5</td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3								CO4								CO5							
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Pre-requisite	Basic understanding of furniture and design principles
Course Content	<ul style="list-style-type: none"> • Analysis of an existing piece of furniture with respect to its function, technical aspects and skills required materials, flexibility, comfort, ergonomics, aesthetics, transportation, economics, etc. • Application of the above study to design a new piece of furniture.
Reference Books	<ol style="list-style-type: none"> 7. Time Savers Standards for Interior Design and Space Planning. 8. Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design. 9. Linley David: Classical furniture 10. Adriana Boidi Sassone: Furniture from Rocco to Art Deco. 11. Charlotte: 1000 chairs. 12. Robert W. Lang :The furniture in southern style
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Report on history of furniture forms from early days to the present. • Study and report of materials and techniques of various crafts related to furniture making, such as lacquered furniture in Gujarat, carved furniture in Rajasthan, flat saw carving and inlay in wood of Saharanpur, walnut furniture and papier Mache' furniture of Jammu & Kashmir, carved furniture in rose wood and sandal wood of Karnataka and Tamilnadu, cane furniture of Kerala, cane, bamboo & grass woven furniture of West Bengal, Assam & Eastern States. • Measure drawing and analysis of the existing piece of furniture. • Design furniture as a single unit and also as part of a system in a given interior space. • Prepare a model / prototype for the designed piece of furniture. • Detailed estimate of the above.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries, etc.</p> <p>40% External based on semester end University examination in the form of juries.</p>

BID2_SEM 4: GRAPHIC DESIGN-II

Course Code	
Course Title	GRAPHIC DESIGN-II
Credit	2
Teaching per Week	3 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2014

Purpose of Course	The purpose of the course is to make the student understand Graphics and way of communications.								
Course Objective	<ul style="list-style-type: none"> Graphics as a perceived image & a tool for visual communication. 								
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the graphic design, and principle of designs as a means of communication.</p> <p>CO2 : Various methods to develop graphics for communication.</p> <p>CO3 : Learn Different compositions to transfer graphics into information.</p> <p>CO4 : Expose the students with the concept of abstraction and its importance in design.</p>								
Mapping between COs with PSOs		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	
	CO1								
	CO2								
	CO3								
	CO4								
Pre-requisite	Basic understanding of design principles.								
Course Content	<ul style="list-style-type: none"> Graphics and Communication System: Letters, forms, calligraphy, typography and signage systems. Graphics and Information Organization: Display boards, posters, book layouts, web interface, etc. Exploring visual and sensorial value of a graphic / abstract image. 								
Reference Books	<ol style="list-style-type: none"> Shaoqiang, Wang: This Way please. Gengli, Lin: Way finding & signage system. Holmes, Nigel: Designing Pictorial Symbols. Arthur, Paul & Zlamalik, Braininair: Way finding. Samara, Timothy: Design Elements- A Graphic Style Manual. One Club : I am this book PG Elena Stanic And Cornia Lipavsky: Atlas Of Graphic Designers 								
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.								
Projects	<ul style="list-style-type: none"> Word play: Selection of appropriate font/s and their composition to enhance communication. Achieving abstraction by the method of elimination of details. Depicting the narrative through visual reinterpretation, using new vocabulary and exploring various graphic illustrative skills. Slogans and/or motto to express the idea graphically in the form of posters, display boards, etc. Use of various media of exploration: Through hand skills, and software's such as Photoshop, Corel, illustrator etc. 								
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>								

BID2_SEM 4: INTERIOR MATERIALS & TECHNOLOGY-IV

Course Code																																	
Course Title	INTERIOR MATERIALS & TECHNOLOGY-IV																																
Credit	3																																
Teaching per Week	5 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	June 2014																																
Purpose of Course	<ul style="list-style-type: none"> Construction of service areas: Toilet and Kitchen 																																
Course Objective	<ul style="list-style-type: none"> To understand the methods of construction, materials and complexities involved in making of service areas: Toilet and Kitchen. 																																
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the construction.</p> <p>CO2 : Various methods and materials involved in construction of various services areas, in reference to overlapping of services in same area.</p> <p>CO3 : To make student industry ready by clearing concept of execution on site, Appropriate technology used for design and construction, Incorporation of services in the design</p>																																
Mapping between COs with PSOs	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <th>CO1</th> <td></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO2</th> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO3</th> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7																										
CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of materials, construction technologies and principles.																																
Course Content	<ul style="list-style-type: none"> Toilets & Kitchens: Sequences and interrelationships of service areas. Design criteria, space planning and parameters of various types. Readymade kitchens. Segregation of dry area and wet area. Gadgets, equipment and their application. Exposure to specialized kitchens and toilets: Hotels, Hospitals, Colleges, residential, commercial, etc. Application of related services namely plumbing and drainage system, electrification, artificial ventilation system, etc. in design. Construction technology and sequence of events in execution. 																																
Reference Books	<ol style="list-style-type: none"> Ching, F.D.K.: Interior design Illustrated. Neufert : Architect Data. Time Savers Standards for Interior Design and Space Planning. 																																

	4. Donald Watson: Time saver standers for building material and systems.
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Case studies of different types specialized and large scale kitchens and toilets. • Drawings & details of minimum 2 types and sizes of Toilets / Toilet Blocks and Kitchens. • Market survey of materials & costs.
Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc. 40% External based on semester end University examination in the form of juries/viva/ portfolio submission.

BID2_SEM 4: INTERIOR SERVICES-II

Course Code	
Course Title	INTERIOR SERVICES-II
Credit	4
Teaching per Week	4 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2014
Purpose of Course	The purpose of the course is to make the student understand the fundamentals of operation of the building in reference to building services like Climatology and human comfort, basics of day lighting and HVAC.
Course Objective	<ul style="list-style-type: none"> • To learn various concepts related to human comfort and climatology. • To understand the methods of planning and detailing out the services like day lighting and HVAC. • To understand different types of projects and requirements of services in ref to different projects. • To study laying out methods, various stages and materials involved in execution of HVAC.
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the interior services.</p> <p>CO2 : Various methods, various components and materials involved in services of HVAC.</p> <p>CO3 : To make student industry ready by clearing concept of execution of services on site, Appropriate technology used for design and construction, Incorporation of services in the design.</p>

Mapping between COs with PSOs								
		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
	CO1							
	CO2							
	CO3							
Pre-requisite	Basic understanding of building operations and previous semester knowledge of services.							
Course Content	<ul style="list-style-type: none"> • Climatology and human comfort • Elements of climate. • Appropriate climatic design of traditional and contemporary buildings in different climatic zones. • Implications of climatic forces in nature of spaces and forms, patterns of organizations and elements of build form. • Design parameters for achieving physiological and thermal comfort in interior spaces. • Site analysis, application of comfort diagrams, basic thermal units, thermal properties of various materials, theory of heat flow and transmission, solar orientation, human heat balance. • Day lighting: Introduction, daylight factor, sky component, externally and internally reflected components, design criteria's for openings and shadings to control light, heat, wind and rain. • HVAC: Principles of air-conditioning, chilled water cooling system, air handling package unit and their installation. • Supply and return air ducting systems, VRF system, window a.c., split a.c., floor standing a.c., other types of a.c. 							
Reference Books	<ol style="list-style-type: none"> 1. Neufert : Architect data. 2. Time Savers Standards for Interior Design and Space Planning. 3. O.H.Koenigsberger : Manual of tropical housing and buildings 							
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.							
Projects	<ul style="list-style-type: none"> • Case studies of different types of day lighting and HVAC systems. • Drawings & details of minimum 2 types of systems incorporated in the Interior Design Studio project. • Market survey of materials & costs. 							
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>							

BID2_SEM 4: DIGITAL TECHNOLOGY-II

Course Code																																	
Course Title	DIGITAL TECHNOLOGY-II																																
Credit	2																																
Teaching per Week	4 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	June 2014																																
Purpose of Course	The purpose of the course is to make the student understand the fundamentals of digital software as a technological tool to express, especially CAD – 3D Modelling. Also study the software related to rendering and presentations.																																
Course Objective	<ul style="list-style-type: none"> • To understand the software related to presentations. • To develop skill with software like 3D MODELLING- 3d studio max. • To render ones design with the help of digital software. 																																
Course Outcomes	<p>CO1 : Explain students the fundamental of computer aided drawings.</p> <p>CO2 : Various commands , various components and steps involved in software to develop the drawings/presentation.</p> <p>CO3 : To make student industry ready by developing skill with such software.</p>																																
Mapping between COs with PSOs	<table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO2</td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> </tr> <tr> <td>CO3</td> <td></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
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CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of computers and digital technology -1																																
Course Content	<ul style="list-style-type: none"> • Software: 3D Studio Max. • Importing & working with CAD generated models. • Material application, colours, textures, mapping, lighting, and advanced lighting. • Rendering for different types of output and printing options. 																																
Reference Books	<ol style="list-style-type: none"> 1. Mastering AutoCAD Release 12. 2. 3D Studio Max-IV. 3. 3D Studio. 4. Elys John : Cad fundamentals for architecture. 																																
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.																																
Projects	<ul style="list-style-type: none"> • 3D Drawings and presentation drawings for any one project. 																																
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>																																

BID2_SEM 4: ELCTIVE-II & III

Course Code																																	
Course Title	ELECTIVE																																
Credit	2																																
Teaching per Week	2 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	2017																																
Purpose of Course	The purpose of the course is to provide the students' flexibility to Explore the subject of their choice under the guidance of subject experts.																																
Course Objective																																	
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the subject.</p> <p>CO2 : to learn / explore/ understand Various methods and techniques, principles, theories and materials involved in particular subject.</p> <p>CO3 : To make student industry ready by clearing concept of execution on site, Appropriate technology used for design and construction, Incorporation of services in the design</p>																																
Mapping between COs with PSOs	<table border="1"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CO3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7																										
CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Basic understanding of materials, construction technologies and principles.																																
Course Content	<p>These are broad subject list defined under the main categories.</p> <ul style="list-style-type: none"> • Presentation skills • Photography • Digital Technology • Weaving & textile • Workshop • Art appreciation • Product design • Set design • Wall relief work • Tensegrity forms 																																

	<ul style="list-style-type: none"> • Dance and architecture • Film Appreciation • Appreciation of Indian classical music • Materiality • Learning by reading • Heritages conservation • Revitalization of arts and craft • Analytical Understand with sketching • Professional Ethics in interior design • Print making • Techniques of model making • Puppet making. • Kite making
Reference Books	Past students work portfolios/ case studies.
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies as and if subject requires.
Projects	Exercise related to subject.
Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc. 40% External based on semester end University examination in the form of juries/viva/ portfolio submission.

BID_3rd year_ 5th Semester

BID3_SEM 5: INTERIOR DESIGN STUDIO-V

Course Code	
Course Title	INTERIOR DESIGN STUDIO-V
Credit	6
Teaching per Week	12 Hrs
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2017

Purpose of Course	The purpose of the course is to make the student capable of implementing the concepts, various types, size and scale of institutional projects and learn their implementation in design.								
Course Objective	<ul style="list-style-type: none"> Creating an interior environment of an institute in response to its functions, need of society and the nature of the institute. 								
Course Outcomes	<p>CO1 : Explain students the insight of the fundamental aspects of the institutional design from simple to complex.</p> <p>CO2 : to make understand to see importance of ideal institutional environment.</p> <p>CO3 : develop students to apply various methods/cues of designing for ex. Derivations/ analysis from case study, concept development,</p> <p>CO4 : Expose the students in Creating an interior environment of an institute in response to its functions, need of society and the nature of the institute.</p>								
Mapping between COs with PSOs		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	
	CO1								
	CO2								
	CO3								
	CO4								
Pre-requisite	Understanding of space and design principles								
Course Content	<ul style="list-style-type: none"> Formulation of program through relevant case studies. Understanding social and psychological behaviour patterns of individuals, groups and communities. Understanding the functional requirements of an institute and the specialized services it provides. . Resolving services and incorporating it in design. Generating typologies and prototypes. (E.g.: developing a typological unit /module of a classroom, hospital room, laboratory, operation theatre, waiting area etc) Appropriate use of materials, Language development through materials. 								
Reference Books	<ol style="list-style-type: none"> Pegler, Martin M.: Contemporary Restaurants & Bars. Weathersby, John P. William: International Clubs & Resorts. Yee, Roger: Corporate Interiors-6. Design Media: World Shop Front Design. Designer Books: Working Is Fun. Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design. Time Savers Standards for Interior Design and Space Planning. 								
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.								
Projects	<ul style="list-style-type: none"> Real projects with actual parameters should be taken. 								

	<ul style="list-style-type: none"> Scale of project: <ol style="list-style-type: none"> Health organizations : Public / Private /Specialized /General Educational institutes: Kindergarten / Schools / Colleges of various kinds
Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries.etc. 40% External based on semester end University examination in the form of juries.

BID3_SEM 5: FURNITURE DESIGN -IV

Course Code																																																	
Course Title	FURNITURE DESIGN-IV																																																
Credit	3																																																
Teaching per Week	6 Hrs.																																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																																
Effective From	June 2014																																																
Purpose of Course	The purpose of the course is to make the student capable Designing a system of furniture																																																
Course Objective	<ul style="list-style-type: none"> System design approach and space planning through furniture as elements of design. 																																																
Course Outcomes	<p>CO1 : Explains to students the advanced aspects of the furniture design, and its impact on space planning.</p> <p>CO2 : Trains students to see beyond the visible, along with basic consideration of designs student will learn to achieve space planning through furniture.</p> <p>CO3 : Train students to apply various methods/cues of designing for ex. Derivations/ analysis from case study, concept development, project development, estimation of studied and designed furniture.</p> <p>CO4 : Expose the students with the Awareness of economical context and its influence in design.</p> <p>CO5 : make student capable of executing individual furniture piece, makes industry ready.</p>																																																
Mapping between COs with PSOs	<table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <td>CO1</td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO2</td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO3</td> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO4</td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <td>CO5</td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3								CO4								CO5							
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CO1																																																	
CO2																																																	
CO3																																																	
CO4																																																	
CO5																																																	
Pre-requisite	Good understanding of furniture, inter dependency of furniture and space.																																																

Course Content	<p>Modular 1n furniture design, its relationship to human economics.</p> <ul style="list-style-type: none"> • Doing survey of various modular systems available for different functions in market. • Modular system of storage elements - closets, kitchen cabinets, displays, sitting systems etc. with reference to material end its structure. • Modular approach in setting elements styles and types of units available in market. • Modular approach and multiple uses of furniture f orms. • Exploration of wood, metal, glass, plastics and F.R.P. as materials for system design. • Harmony through module, through materials, through details - evolving coordinated system for entire space. • Cost criteria of design, furniture for lower income sectors of society.
Reference Books	<ol style="list-style-type: none"> 4. Time Savers Standards for Interior Design and Space Planning. 5. Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design. 6. Linley David: Classical furniture 7. Adriana Boidi Sassone: Furniture from Rocco to Art Deco. 8. Charlotte: 1000 chairs. 9. Robert W. Lang :The furniture in southern style
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Drawings, details. • Prepare a model / prototype for the designed piece of furniture. • Detailed estimate of the above.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries, etc.</p> <p>40% External based on semester end University examination in the form of juries.</p>

BID3_SEM 5: ENVIRONMENTAL GRAPHIC

Course Code	
Course Title	GRAPHIC DESIGN-II
Credit	2
Teaching per Week	4 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	2017

Purpose of Course	The purpose of the course is to make the student understand Graphics and impact on space making.																																								
Course Objective	<ul style="list-style-type: none"> Understanding graphics as space making element. 																																								
Course Outcomes	<p>CO1 : Explain students graphic design, and principle of designs as a means of communication.</p> <p>CO2 : Understanding graphics as an image maker as well as a visual communicator.</p> <p>CO3 : Learn Different compositions to transfer graphics into space making, Space transformation through graphics.</p> <p>CO4 : Exploring graphics in interior spaces through existing/functional elements that make an interior space.</p>																																								
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CO1																																									
CO2																																									
CO3																																									
CO4																																									
Pre-requisite	Basic understanding of design principles.																																								
Course Content	<ul style="list-style-type: none"> Art/craft forms of various cultures, religions and traditions in graphic design. Its reflection in interior spaces. Space transformation through graphics - use of linear patterns, planer patterns or solid forms. Graphics and its application on architectural I interior Elements - on hard surfaces and soft surfaces. Color, texture and material application. Graphics for varied functional spaces - commercial, institutional, restaurants, hotels, etc. Graphics in space organizing elements as a link of coordinating various design elements. Understanding graphics as an image maker as well as a visual communicator. 																																								
Reference Books	<ol style="list-style-type: none"> Shaoqiang, Wang: This Way please. Gengli, Lin: Way finding & signage system. Holmes, Nigel: Designing Pictorial Symbols. Arthur, Paul & Zlamalik, Braininair: Way finding. Samara, Timothy: Design Elements- A Graphic Style Manual. One Club : I am this book PG Elena Stanic And Cornia Lipavsky: Atlas Of Graphic Designers 																																								
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.																																								
Projects	<ul style="list-style-type: none"> Exploring graphics in interior spaces through existing/functional elements that make an interior space. Analysis of existing photographs of interiors as well as on-site photography to understand graphic nature of spaces and their elements. To understand its intention, relevance and execution. Introducing color-graphic exercise. in interiors where appropriate use of colour is 'paramour to the final visual outcome Exploring graphics in exterior spaces. Introduction to street graphics. Photography of visually interesting, 																																								

	<p>communicative/non-communicative elements in the Surrounding environment. Analysis of few existing mega graphics. E.g.: hoardings in terms of size, color, composition vis-a-vis intended message (other than product advertising) .</p> <ul style="list-style-type: none"> Introducing a graphic exercise 1n exteriors like designing graphics for a hoarding, designing mobile graphics (for a vehicle), or architecture super graphics. <ol style="list-style-type: none"> Signage Design: signage in urban context, community/ directional/ indicative. Architectural signage (retail/institutional) to explore exterior architectural space. Communicative signage's in interiors. Medium of exploration: Through hand skills, 3d model making, photography and software's like AutoCAD, 3d max, Photoshop, Corel, illustration, etc.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>

BID3_SEM 5: INTERIOR LIGHTING.

Course Code	
Course Title	INTERIOR LIGHTING
Credit	2
Teaching per Week	2 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2014
Purpose of Course	<ul style="list-style-type: none"> Understanding elements, criteria and process of lighting design. As with interior design and architecture, lighting design is neither an art nor a science, but a synthesis of both.
Course Objective	<p>Establishing objectives keeping in mind functionality and with sensitivity, dealing with performance, appearance , comfort, health and safety One needs to understand lighting with two broad categories:</p> <ul style="list-style-type: none"> Theory of light - physics of light, human factors, natural light and electric light Lighting principles- lighting for interiors and architecture and its design process
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the lighting.</p> <p>CO2 : Technical aspects involved in design / consideration of good lighting.</p> <p>CO3 : To make student industry ready by clearing concept of lighting, Appropriate technology used for its design and Incorporation of lighting as services in the design.</p>

Mapping between COs with PSOs		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
	CO1							
	CO2							
	CO3							
Pre-requisite	Understanding of human need, services of various kind and ability to synthesis.							
Course Content	<p>Light, science of light:</p> <ul style="list-style-type: none"> • Understanding physics of light such as- reflection, refraction, shadows, filter, lenses, light meters, luminous flux and its calculations • Different sources of light (natural and artificial) • Parameters of lighting (units of measurements and terminology) <p>light and its effect on human and built environment:</p> <ul style="list-style-type: none"> • Quality of light, its effects (visual, emotional, psychological and biological) • Standard lighting values for different indoor and outdoor activities • Lighting design principles - understanding layers of light, controlling lights • Introduction to atomization • Different ways to optimize energy efficiency in interiors (daylight and artificial light) 							
Reference Books	<ol style="list-style-type: none"> 1. Lighting for Interior Design by Malcolm Innes 2. Ching, F.D.K.: Interior design Illustrated. 3. Neufert : Architect Data. 4. Time Savers Standards for Interior Design and Space Planning. 5. Donald Watson: Time saver standards for building material and systems. 							
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.							
Projects	<ul style="list-style-type: none"> • Case studies with different interior space concepts - public spaces, commercial spaces, residential, hospitality spaces etc. • Market survey of products/ fixtures, specifications, costs, etc. • Introducing computer aided software's for visualizing lighting and rendering. • Exercise to be given to the students to Design small scale office, retail, residence etc. 							
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>							

BID3_SEM 5: INTERIOR SERVICES-III

Course Code	
Course Title	INTERIOR SERVICES-III
Credit	4

Teaching per Week	4 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	June 2014																																
Purpose of Course	The purpose of the course is to make the student understand the advanced operation of the building in reference to building services.																																
Course Objective	<ul style="list-style-type: none"> • Sound control as major problem in creating comfortable, functional Interior Environment & Public spaces. • Building Acoustics and noise control by Interior Elements in Space organization. • Fire safety and vertical transport in building. 																																
Course Outcomes	<p>CO1 : Explain students the detailed aspects of the interior services.</p> <p>CO2 : learn the synthesis of various services required and interdependency of same.</p> <p>CO3 : To make student industry ready by clearing concept of execution of services on site, Appropriate technology used for design and construction, Incorporation of services in the design.</p>																																
Mapping between COs with PSOs	<table border="1"> <thead> <tr> <th></th> <th>PSO1</th> <th>PSO2</th> <th>PSO3</th> <th>PSO4</th> <th>PSO5</th> <th>PSO6</th> <th>PSO7</th> </tr> </thead> <tbody> <tr> <th>CO1</th> <td style="background-color: #cccccc;"></td> <td></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO2</th> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td></td> </tr> <tr> <th>CO3</th> <td></td> <td style="background-color: #cccccc;"></td> <td></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> <td style="background-color: #cccccc;"></td> </tr> </tbody> </table>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	CO1								CO2								CO3							
	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7																										
CO1																																	
CO2																																	
CO3																																	
Pre-requisite	Knowledge of all previous semester, ability to analyse the complex problems.																																
Course Content	<p>Vertical transportation:</p> <ul style="list-style-type: none"> • Lifts, grouping of lifts, return-travel time, design of lift well, carrying capacity, installation requirements. • Design of specialized lifts for heavy loads • Concept of moving walks and escalators and their design concerns. • Fire safety in Buildings: • Theory of combustion • Spreading of fire within the building and surrounding premises • Active and passive means to control fire • Study of fire regulations • Fire extinguishing systems • Fire resistance of different building materials • Fire escapes <p>Acoustics:</p> <ul style="list-style-type: none"> • Properties of sound, process of hearing, behaviour of sound • Acoustics for various spaces/ functional areas, noise control, outdoor and indoor sound input/output systems • Noise control of building materials, prediction methods and calculations. Noise reduction, insulation through 																																

	<p>partitions. Floor and ceilings.</p> <ul style="list-style-type: none"> • False ceiling and acoustics. • Various materials, their properties and sound insulation, testing. room acoustics, reverberation time in functional areas.
Reference Books	<ol style="list-style-type: none"> 4. Master handbook of acoustics by Alton Everest 5. Time saver standards for architectural design data by Calendar 6. Fire safety in buildings by V.K .Jain 7. Mechanical and electrical equipment for buildings: Stein/ Reynolds/McGuinness
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	<ul style="list-style-type: none"> • Onsite study of cinema halls, auditoriums, recording studios, lecture halls • Market survey of surfacing products and fixtures, acoustical building materials, finishes. • Case study of different buildings with reference to: fire protection measures, Vertical transportation and air conditioning systems. • Market survey of various fire fighting devices. • Integrated application of services with respect to some project.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>

BID3_SEM 5: DESIGN MANAGEMENT-I

Course Code	
Course Title	DESIGN MANAGEMENT-I
Credit	3
Teaching per Week	4 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	2017
Purpose of Course	The purpose of the course is give student to Introduction to professionalism.
Course Objective	<ul style="list-style-type: none"> • To understand the design practice and working of a design organization. • To develop skill related to it.

Course Outcomes	<p>CO1 : Explain students the fundamental of design practice.</p> <p>CO2 : to learn legal and financial aspects of design and execution.</p> <p>CO3 : To make student industry ready by developing knowledge base for estimating, costing, design execution drawing.</p> <p>CO4 : also prepares students for documentation of projects and preparation of various reports as a legal documents abide by laws.</p>								
Mapping between COs with PSOs		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	
	CO1								
	CO2								
	CO3								
	CO4								
Pre-requisite	Basic understanding of computers								
Course Content	<p>Issues of Professional Practice courses. such as :</p> <ul style="list-style-type: none"> Professional behaviour, Ethics. Types of Clients. Contracts. Tenders. Arbitration is redefined in terms of Interior Design field and current day context. The role of Interior Designer as a professional and carrier opportunities are discussed. A variety of new topics; Different styles of Interior Design practices, Nature of relationship between a Client and the professional. Types of fees, Process of fee negotiations. Billing methods and tax liabilities, ore included. BOQ of Material - commercial technical names, sizes, wastages, BIS and codes for material testing, fabrication. Commercial methods of pricing, billing etc. As a precursor to actual estimating students ore introduced to the different types of monetary and other estimates. Liabilities caused by estimate schedules or reports and difference between cost and value of a thing. To inculcate a professional attitude in their work project profile reports and relevance of various types of documents in a design practice is shown. Documentation of projects to deduct information. 								
Reference Books	<ol style="list-style-type: none"> Mastering AutoCAD Release 12. 3D Studio Max-IV. 3D Studio. Elys John : Cad fundamentals for architecture. 								
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.								
Projects	<ul style="list-style-type: none"> Market survey of various materials. integrated application of subject with respect to some project/ exercise. 								
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>								

BID2_SEM 4: ELCTIVE-IV & V

Course Code																																	
Course Title	ELECTIVE																																
Credit	2																																
Teaching per Week	2 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	2017																																
Purpose of Course	The purpose of the course is to provide the students' flexibility to Explore the subject of their choice under the guidance of subject experts.																																
Course Objective	Explore various subjects other than or related design field to expand horizon of knowledge.																																
Course Outcomes	CO1 : Explain students the fundamental aspects of the subject. CO2 : to learn / explore/ understand Various methods and techniques, principles, theories and materials involved in particular subject. CO3 : To make student industry ready by clearing concept of execution on site, Appropriate technology used for design and construction, Incorporation of services in the design																																
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CO2																																	
CO3																																	
Pre-requisite																																	
Course Content	<p>These are broad subject list defined under the main categories.</p> <ul style="list-style-type: none"> • Presentation skills • Photography • Digital Technology • Weaving & textile • Workshop • Art appreciation • Product design • Set design • Wall relief work • Tensegrity forms 																																

	<ul style="list-style-type: none"> • Dance and architecture • Film Appreciation • Appreciation of Indian classical music • Materiality • Learning by reading • Heritages conservation • Revitalization of arts and craft • Analytical Understand with sketching • Professional Ethics in interior design • Print making • Techniques of model making • Puppet making. • Kite making
Reference Books	Past students work portfolios/ case studies.
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies as and if subject requires.
Projects	Exercise related to subject.
Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc. 40% External based on semester end University examination in the form of juries/viva/ portfolio submission.

BID_4th year_ 7th Semester

BID4_SEM 7: PROFESSIONAL TRAINING

Course Code	
Course Title	PROFESSIONAL TRAINING
Credit	
Training per Week	As per institute employed with.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	June 2017
Purpose of Course	To make student industry ready.

Course Objective	The purpose of the course is to make the student capable of implementing all the knowledge gained in previous semester to put in practical use at professional training.								
Course Outcomes	CO1 : student gets experience of working in office/ institute gives idea about practical aspects of industry and working professionalism.								
Mapping between COs with PSOs		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	
	CO1								
Pre-requisite	All basic knowledge gained in previous six semesters.								
Course Content	<p>Expected topic to be convert during professional training</p> <ul style="list-style-type: none"> • MEASURE DRAWINGS/DOCUMENTATION :to learn the accuracy of putting information of existing situation / site. • DESIGN PROCESS: to participate in concept development through sketches, design development to a finished product. • DETAILING: To prepare working drawings and learn detailed working of any kind in furniture making. Plumbing, electrification, other services or any other services or any such areas, related to interior designing. • SITE VISITS :-To learn the Execution process, on site problem solving & coordination with different agencies and sequence in which they are required on site. • PRESENTATIONS TECHNIQUES :to learn to represent your thoughts through sketches, plans, elevations, sections & /or 3 dimensional perspectives-both manual as well as thru the use of the computer • ESTIMATION: Meeting with clients and preparing minutes of meeting, Understanding the process of procuring material on site. to understand the rate analysis • Market Survey: To acquaint with the present market conditions, to condition, to enhance their knowledge on materials, cost market size and their suppliers or agensis • Special Systems: Understanding of HVAC and other special systems required by nature of the project. • Sketch book & portfolio submission, presentation & jury: At the end of the training. • Visit to already completed projects at the architects/ Interior designs,' office has undertaken, so as to give the trainee exposure. 								
Reference Books	-----								
Teaching Methodology	Full time training.								
Projects	<p>Mandatory requirement for evaluation.</p> <ul style="list-style-type: none"> • Submission of Completion & performance Certificate of employer / office required. • Submission of portfolio of work performance during training with 16 weeks report duly signed by employer • Jury will evaluate the portfolio and work done during training period 								
Evaluation Method	<p>Passing (on receiving all mandatory req.)</p> <ul style="list-style-type: none"> • On Submission of Completion Certificate of employer /Office in witch training is done. • Approval by internal Examiner based on viva voce. 								

- completion / non- completion of office training to be mentioned in the result
- on completion the student will be promoted to sem VIII
- on non-completion the student cannot be promoted to sem VIII

BID4_SEM 8: INTERIOR design studio-VII

Course Code	
Course Title	INTERIOR DESIGN STUDIO-VII
Credit	18
Teaching per Week	28 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	2017
Purpose of Course	The purpose of the course is to make the student understand the complicity of the project & to go in to the detail to make almost project ready to execute. It's also focused about practical way of approach to the site, critically analysis with all aspect; to Adaptive reuse the project with formulation program etc.
Course Objective	<p>To take up and complete an individual Multi-faceted interior design project in all aspects.</p> <ul style="list-style-type: none"> • The objective of this course is to enable students to synthesize all previous course work by addressing and providing a solution for a design problem, which will be a topic of their choice. • Designing involves a great deal of synthesis work, bringing together pieces and parts that impact one another, and result in a new and unpredictable result. • Students are expected to achieve a high level of competence, integrating synthesis of structural, spatial, and formal values. • The projects should reflect thoroughness in attention to aesthetic and technical aspects of design, including construction, building systems, lighting and materials, as well as application of environment and behaviour knowledge. • The projects should aim for well-developed solutions, rich in details that celebrate innovation, imagination and creative solutions for human existence.
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the construction.</p> <p>CO2 : Various methods and materials involved in construction of various planes.</p> <p>CO3 : To make student industry ready by clearing concept of execution on site, Appropriate technology used for design and construction, Incorporation of services in the design</p>

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Pre-requisite	The students should be well equipped with knowledge of planning , services & Execution with basic presentation skill.																																
Course Content	<p>Program formulation and project proposal based on needs.</p> <p>Arriving at appropriate method of analysis, design processes and issues of design.</p> <p>Resolution of project to address the following:</p> <ol style="list-style-type: none"> 1. Functions within the built environment. 2. Interior elements of space making. 3. Social, Cultural & Economic frameworks, behavioural patterns and related use of spaces. 4. Arriving at synchronized design solution through case studies analysis of data, conceptualization of ideologies and exploration in design. 5. Integration of all related services and technology with their expression. 6. Focusing on design feasibility by studying materials, their fabrication systems, surface finishes, textures, method and processes involved in execution. 7. Preparation of materials palette. 8. Preparing Block Estimate of the projects well as detail estimate of as elected are at item. 9. Compilation & submission of a detailed project report and a portfolio.)----- 																																
Reference Books																																	
Teaching Methodology	One to one discussion by Subject expert.																																
Projects	<p>Retail space, corporate office / office, bank, branded company outlet, shopping mall, bar, Restaurant, spa, saloon etc.</p> <p>Interpretation centre , Hospital, Clinic , Health centre school, college , Training Institute, Club, Resort , Hotel, Highway Oasis,</p> <p>Museum, art gallery, exhibit space art studio, jail rehabilitation centre.</p>																																

Evaluation Method	60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc. 40% External based on semester end University examination in the form of juries/viva/ portfolio submission.
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BID4_SEM 8: INTERIOR LANDSCAPE

Course Code																																	
Course Title	INTERIOR LANDSCAPE																																
Credit	2																																
Teaching per Week	4 Hrs.																																
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)																																
Effective From	2017																																
Purpose of Course	The purpose of the course is to make the student understand fundamental of plants needs etc. Landscape will add-on beauty in interior space and generate healthy life within the functional unit.																																
Course Objective	Transformation of Interior space through natural element of design																																
Course Outcomes	CO1 : Explain students the fundamental aspects of the construction. CO2 : Various methods and materials involved in construction of various planes. CO3 : To make student industry ready by clearing concept of execution on site, Appropriate technology used for design and construction, Incorporation of services in the design																																
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CO3																																	
Pre-requisite	Basic understanding of materials, construction technologies and principles.																																
Course Content	<ul style="list-style-type: none"> • Landscape in interior space in History, thematic only. • Elements and Principles of Interior Landscape design. • Landscape: soft & hardscapes. 																																

	<ul style="list-style-type: none"> • Ecology (Habitat, soil type, climate, etc.) and plant knowledge appropriateness of species, Native and exotic indoor plants • Study of Plants in terms of their shape , size , form, colour, texture etc . • Analytical tools such as relevant software for climatic analysis and understanding co-relation with plant material. • Understand different natural elements, stone, rock, pebbles water forms etc. • Roof gardens, vertical gardens and xeriscapes. • Landscape & horticulture practices in interior spaces of various building types such as residence, hotel, hospital institution, public building etc. • Landscape design parameter for various types of built forms indoor & outdoor linkage to spaces including courtyards. • Technical services. Monitoring mechanisms required to maintain and manage the interior landscape. • Landscape construction • Lighting, graphics & sculptures. • Landscape as tools to modify the microclimate, green / sustainability concept in landscaping indoor air pollution and VOCs Etc. <p>Visit to sites nurseries etc.</p>
Reference Books	<ol style="list-style-type: none"> 1. Tropical Garden Plants 2. Time Savers standards for landscape architecture by Harris & Dines. 3. Interior space: indoor & outdoor Landscape.
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.
Projects	Incorporate all of the above “ content ” in the studio VII design Project, as & where applicable.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>

BID4_SEM 8: ELECTIVE VII & VIII

Course Code	
Course Title	ELECTIVE
Credit	2
Teaching per Week	2 Hrs.
Minimum weeks per Semester	16 (Including Classwork, examination, preparation, holidays etc.)
Effective From	2017

Purpose of Course	The purpose of the course is to provide the students' flexibility to Explore the subject of their choice under the guidance of subject experts.																																							
Course Objective																																								
Course Outcomes	<p>CO1 : Explain students the fundamental aspects of the subject.</p> <p>CO2 : to learn / explore/ understand Various methods and techniques, principles, theories and materials involved in particular subject.</p> <p>CO3 : To make student industry ready by clearing concept of execution on site, Appropriate technology used for design and construction, Incorporation of services in the design</p>																																							
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Pre-requisite	Basic understanding of materials, construction technologies and principles.																																							
Course Content	<p>These are broad subject list defined under the main categories.</p> <ul style="list-style-type: none"> • Presentation skills • Photography • Digital Technology • Weaving & textile • Workshop • Art appreciation • Product design • Set design • Wall relief work • Tensegrity forms • Dance and architecture • Film Appreciation • Appreciation of Indian classical music • Materiality • Learning by reading • Heritages conservation • Revitalization of arts and craft • Analytical Understand with sketching • Professional Ethics in interior design • Print making 																																							

	<ul style="list-style-type: none"> • Techniques of model making • Puppet making. • Kite making
Reference Books	Past students work portfolios/ case studies.
Teaching Methodology	Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies as and if subject requires.
Projects	Exercise related to subject.
Evaluation Method	<p>60% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), midterm juries/ viva / portfolio submission, etc.</p> <p>40% External based on semester end University examination in the form of juries/viva/ portfolio submission.</p>