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VEER NARMAD SOUTH GUJARAT UNIVERSITY

University Campus, Udhna-Magdalla Road, SURAT - 395 007, Gujarat, India.

વીર નર્મદ દક્ષિણ ગુજરાત યુનિવર્સિટી

યુનિવર્સિટી કેમ્પસ, ઉદ્ધના-મગદલ્લા રોડ, સુરત - ૩૯૫ ૦૦૭, ગુજરાત, ભારત.

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ક્રમાંક:એસ/પરિપત્ર/સિલેબસ/૧૪૧૯૧/૨૦૨૪

તા.૦૨/૦૭/૨૦૨૪

પ્રતિ,
વડાશ્રી,
ડિપાર્ટમેન્ટ ઓફ આર્કિટેક્ચર એન્ડ
ઈન્ટીરીયર ડિઝાઇન, ફાઈન આર્ટ્સ,
વીર નર્મદ દક્ષિણ ગુજરાત યુનિવર્સિટી,
સુરત.

વિષય:— શૈક્ષણિક વર્ષ ૨૦૨૪-૨૫ થી અમલમાં આવનાર Bachelor of Interior Design
(B.I.D) Sem-1 & 4 નું Structure, Sem-1 & 2 BKSનો તથા Sem-3 & 4
નો અભ્યાસક્રમ બાબત.

મહાશય,

સવિનય જણાવવાનું કે, શૈક્ષણિક વર્ષ ૨૦૨૪-૨૫ થી અમલમાં આવનાર Bachelor of Interior Design (B.I.D) Sem-1 & 4 નું Structure, Sem-1 & 2 BKS નો અભ્યાસક્રમ તથા Sem-3 & 4 નો અભ્યાસક્રમ ઈન્ટીરીયર ડિઝાઇન વિષયની એડહોક બોર્ડના ચેરમેનશ્રીએ બોર્ડવતી મંજૂર કરી વિનયન વિદ્યાશાખાને કરેલ ભલામણ વિનયન વિદ્યાશાખાના કાર્યકારી અધ્યક્ષશ્રીએ વિનયન વિદ્યાશાખાની મંજૂરીની અપેક્ષાએ વિનયન વિદ્યાશાખા વતી મંજૂર કરી એકેડેમિક કાઉન્સિલને કરેલ ભલામણને એકેડેમિક કાઉન્સિલની તા.૦૧/૦૩/૨૦૨૪ની સભાનાં ઠરાવ ક્રમાંક:૧૦૪ અન્વયે માન. કુલપતિશ્રીને આપેલ સત્તા અંતર્ગત માન. ઈ.ચા. કુલપતિશ્રી ધ્વારા મંજૂર કરેલ છે. જેની આથી જાણ કરવામાં આવે છે.

Wife
કુલસચિવ

(બિડાણ: ઉપર મુજબ)

પ્રતિ,
૧) અધ્યક્ષશ્રી, વિનયન વિદ્યાશાખા.
૨) પરીક્ષા નિયામકશ્રી, પરીક્ષા વિભાગ, વીર નર્મદ દ. ગુ. યુનિવર્સિટી, સુરત.

.....તરફ જાણ તેમજ અમલ સારૂ.

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT**BACHELORS OF INTERIOR DESIGN (B.I.D)**

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

LIST OF DISCIPLINE SPECIFIC COURSES MAJOR (MJDSC 301) SEMESTER 3**> PRACTICAL + THEORY STUDIO COURSE**

- | | | |
|----|----------------|----------------------------------|
| 1. | MJDSC_BID301 | INTERIOR DESIGN STUDIO-III |
| 2. | MJDSC_BID301A | FURNITURE DESIGN-I |
| 3. | MJDSC_BID301AB | INTERIOR MATERIAL TECHNOLOGY-III |

LIST OF MULTI DISCIPLINARY COURSES (MDC 303) SEMESTER 3**> PRACTICAL STUDIO COURSE**

- | | | |
|----|-------------|--------------------------------|
| 1. | MDC_BID303 | DIGITAL TECHNOLOGY |
| 2. | MDC_BID303A | GRAPHIC DESIGN-I OR ELECTIVE-I |

LIST OF ABILITY ENHANCEMENT COURSES (AEC 304) SEMESTER 3

*List of Ability Enhancement Course will be added further and updated later for more choice to be provided to students.

> THEORY COURSE

- | | |
|------------|---------------------|
| AEC_BID304 | INTERIOR SERVICES-I |
|------------|---------------------|

LIST OF SKILL ENHANCEMENT COURSES (SEC 305) SEMESTER 3

*List of Skill Enhancement Course will be added further and updated later for more choice to be provided to students.

> PRACTICAL STUDIO COURSE

- | | |
|------------|----------------|
| SEC_BID305 | METAL WORKSHOP |
|------------|----------------|

LIST OF INDIAN KNOWLEDGE SYSTEM COURSES (VAC/IKS 306) SEMESTER 3

*List of Value-added courses/ Indian Knowledge systems Course will be added further and updated later for more choice to be provided to students.

> THEORY COURSE

- | | |
|-------------|---------------------------------------------|
| IKS_BID_306 | INDIAN KNOWLEDGE SYSTEM-III
(HISTORY-II) |
|-------------|---------------------------------------------|

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

UNDER-GRADUATE

SEMESTER 3- INTERIOR DESIGN

DETAIL SYLLABUS



BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC 301)**COURSE NAME - INTERIOR DESIGN STUDIO-III****SEMESTER - 3****PROGRAM CODE -****COURSE CODE - MJDSC_ BID301**

Total credits - 04 (3+1)	External 50% 50 Marks 50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.	Contact hour/Week: 7
Course Type: THEORY + PRACTICAL Studio Course	Internal 50 % 50 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-100 Marks
Maximum weeks per semester:16		
Program Outcome: PO1 : Nurturing abilities through transforming imagination to build environment. PO2 : Learning through experimentation with materials hands on. PO3 : Creating sensitivity towards environmental issues. PO4 : Training an individual to create qualitative physical environment PO5 : Nurturing Project design Planning and Management related capabilities PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development PO7 : Team Work and Leadership Development		
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: <ul style="list-style-type: none"> ▪ Influence of traditional art and craft forms in various cultures with respect to dwelling. ▪ Interiors of dwellings in urban and modern societies. ▪ Awareness of social context and its influence in design. 		
Course Outcome: CO1 : Explain students the insight of the fundamental aspects of the dwelling design from simple to complex. CO2 : Trains students to see beyond the visible, in form of clients need to social and economic context/ complexity/ aspects involved with it. CO3 : Train students to apply various methods/cues of designing for ex. Derivations/ analysis from case study, concept development, CO4 : Expose the students with the Awareness of social context and its influence in design. CO5 : Explain students the Influence of traditional art and craft forms in various cultures with respect to dwelling.		

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							
CO5							

PRE REQUISIT: Basic understanding of space and design principles.

SEMESTER	Course Content:	Credit	Hr./WEEK
3	1. Living unit of various geographical locations and cultures. Influences of crafts in reference to quality techniques and form of the living unit. 2. Influence of the need, realities and value system, with undercurrent of culture and profession of the residents in designing interior residential environment. 3. Application of various streams such as architecture, building technology, product & furniture design, graphics, arts & crafts, in arriving at a cohesive interior design solution.	4	7

References:

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:

- 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.

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC 301A)

COURSE NAME - FURNITURE DESIGN STUDIO-I

SEMESTER - 3

PROGRAM CODE -

COURSE CODE - MJDSC_ BID301A

Total credits - 04 (3+1)	External 50% 50 Marks 50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.	Contact hour/Week: 7
Course Type: THEORY + PRACTICAL Studio Course	Internal 50% 50 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-100 Marks
Maximum weeks per semester:16		

Program Outcome:

- PO1 : Nurturing abilities through transforming imagination to build environment.
- PO2 : Learning through experimentation with materials hands on.
- PO3 : Creating sensitivity towards environmental issues.
- PO4 : Training an individual to create qualitative physical environment
- PO5 : Nurturing Project design Planning and Management related capabilities
- PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
- PO7 : Team Work and Leadership Development.

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.
- 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.

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 Outcome:

- CO1 : Explain students the fundamental aspects of the furniture design, principle of ergonomics, anthropology, materials technologies, from simple to complex.
- CO2 : Trains students to see beyond the visible, in form of clients need to social and economic context/ complexity/ aspects involved with it.
- 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.
- CO4 : Expose the students with the Awareness of social context and its influence in design.
- CO5 : Explain students the Influence of traditional art and craft forms in various cultures with respect to

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

design.

CO6 : make student capable of executing individual furniture piece, makes industry ready.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							
CO5							
CO6							

PRE-REQUISITE: Basic understanding of furniture and design principles

SEMESTER	Course Content:	Credit	Hr./WEEK
3	<ol style="list-style-type: none"> 1. 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. 2. Application of the above study to design a new piece of furniture. 	4	7

References:

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:

- 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.

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT**BACHELORS OF INTERIOR DESIGN (B.I.D)**

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC 301B)**COURSE NAME - INTERIOR MATERIAL TECHNOLOGY-III****SEMESTER - 3****PROGRAM CODE -****COURSE CODE - MJDSC_BID301B**

Total credits - 04 (3+1)	External 50% 50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.	50 Marks	Contact hour/Week: 6
Course Type: PRACTICAL + THEORY Studio Course	Internal 50% 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	50 Marks	Total-100 Marks
Maximum weeks per semester:16			

Program Outcome:

- PO1 : Nurturing abilities through transforming imagination to build environment.
 PO2 : Learning through experimentation with materials hands on.
 PO3 : Creating sensitivity towards environmental issues.
 PO4 : Training an individual to create qualitative physical environment
 PO5 : Nurturing Project design Planning and Management related capabilities
 PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
 PO7 : Team Work and Leadership Development

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:

- 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 Outcome:

- 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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VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT**BACHELORS OF INTERIOR DESIGN (B.I.D)**

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./WEEK
3	<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, fiber 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. 	4	6
References: <ol style="list-style-type: none"> Mackay W. I.- Building Construction - Volume - I-II-III Building Construction Illustrated - D.K. Ching. Barry R - The Construction of Building Cowan Henry - Handbook of Architectural Technology Atten Edward - Fundamentals of Building Construction 			
Teaching Methodology: Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.			
Projects: Minimum 1 case study of each of the element above mentioned in the contents. <ul style="list-style-type: none"> Drawings and models. Construction site visits. Market survey. 			

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT**BACHELORS OF INTERIOR DESIGN (B.I.D)**

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

MULTI-DISCIPLINARY COURSE (MDC 303)

COURSE NAME - DIGITAL TECHNOLOGY-I

SEMESTER -3

PROGRAM CODE -

COURSE CODE - MDC_BID303

Total credits - 02	External 50% 25 Marks 50% External based on semester end University examination in the form written exam.	Contact hour/Week: 2
Course Type: Practical Studio Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-50 Marks
Maximum weeks per semester:16		

Program Outcome:

PO1 : Nurturing abilities through transforming imagination to build environment.

PO2 : Learning through experimentation with materials hands on.

PO3 : Creating sensitivity towards environmental issues.

PO4 : Training an individual to create qualitative physical environment

PO5 : Nurturing Project design Planning and Management related capabilities

PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development

PO7 : Team Work and Leadership Development

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 Graphics.

Course Objective:

- To understand the software related to Graphics.
- To develop skill with software like CAD -3D MODELLING.
- To present one's design with the help of digital software.

Course Outcome:

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 PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

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VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT**BACHELORS OF INTERIOR DESIGN (B.I.D)****EFFECTIVE FROM JUNE 2024-25 UNDER NEP****Pre-requisite:** Basic understanding of computers and AutoCAD-2D commands.

SEMESTER	Course Content:	Credit	Hr./ WEEK
3	<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. 	2	2

References:

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:

- 3D Drawings and presentation drawings for any one project.

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

MULTIDISCIPLINE COURSE (MDC 303_A)

COURSE NAME - GRAPHICS DESIGN-I/ ELECTIVE-I (SOFTWARE BASED)

SEMESTER -3

PROGRAM CODE -

COURSE CODE - MDC_BID103_A

Total credits - 02	External 50% 25 Marks 50% marks based on semester end display/presentations/portfolio/ viva/ jury, etc. on one to one basis or group work.	Contact hour/Week: 4
Course Type: Practical Studio Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation in the form of participation on site, discussions, on site research done, initial presentation, basic set of drawings/sketches. Etc.	Total-50 Marks
Maximum weeks per semester:16		

Program Outcome :

- PO1 : Nurturing abilities through transforming imagination to build environment.
- PO2 : Learning through experimentation with materials hands on.
- PO3 : Creating sensitivity towards environmental issues.
- PO4 : Training an individual to create qualitative physical environment
- PO5 : Nurturing Project design Planning and Management related capabilities
- PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
- PO7 : Team Work and Leadership Development

Purpose of Course :

The purpose of the course is to make the student understand the fundamentals of visual perception in graphics.

Course Objective:

- 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 Outcome:

- CO1 : Explain students the fundamental aspects of the graphic design, and principle of designs.
- CO2 : Various methods to develop graphics for relevant context.
- CO3 : Learn Different compositions: Balanced / Unbalanced, Static / Dynamic, Symmetrical / Asymmetrical.
- CO4 : Expose the students with the concept of abstraction and its importance in design.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
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BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

	CO1							
	CO2							
	CO3							
	CO4							

Pre-requisite: Basic understanding of design principles.

SEMESTER	Course Content:	Credit	Hr./ WEEK
3	<ul style="list-style-type: none"> Visual perception of forms, patterns and design, forms as entities, individuals, identify and beauty. Tessellation. Different composition: Balanced / Unbalanced, Static / Dynamic, Symmetrical / Asymmetrical. Abstraction. 	2	4
	ELECTIVE-I <ul style="list-style-type: none"> Basic knowledge of graphic design software to be introduced covering all above said content. 		

REFERANCES:

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:

- 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.

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BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

ABILITY ENHANCEMENT COURSE (AEC 304)

COURSE NAME - INTERIOR SERVICES-I

SEMESTER -3

PROGRAM CODE -

COURSE CODE - AEC_BID304

Total credits - 02	External 50% 25 Marks 50% External based on semester end University examination in the form of written examination.	Contact hour/Week: 2
Course Type: THEORY Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-50 Marks
Maximum weeks per semester:16		
Program Outcome : PO1 : Nurturing abilities through transforming imagination to build environment. PO2 : Learning through experimentation with materials hands on. PO3 : Creating sensitivity towards environmental issues. PO4 : Training an individual to create qualitative physical environment PO5 : Nurturing Project design Planning and Management related capabilities PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development PO7 : Team Work and Leadership Development		
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 Outcome: CO1 : Explain students the fundamental aspects of the interior services. CO2 : Various methods, various components and materials involved in services of electrifications, plumbing and drainage.		

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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.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

Pre-requisite: Basic understanding of materials, construction technologies and principles.

SEMESTER	Course Content:	Credit	Hr./WEEK
3	UNIT:1 Electrification: <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. 	2	2
	UNIT:2 Plumbing: <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. 		
	UNIT:3 Drainage: <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. 		

REFERANCES:

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.

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EFFECTIVE FROM JUNE 2024-25 UNDER NEP

Projects:

- 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.

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EFFECTIVE FROM JUNE 2024-25 UNDER NEP

SKILL ENHANCEMENT COURSE (SEC 305)

COURSE NAME - METAL WORKSHOP

SEMESTER -3

PROGRAM CODE -

COURSE CODE - SEC_BID305

Total credits - 02	External 50% 25 Marks 50% External based on semester end University examination in the form of written examination.	Contact hour/Week: 2
Course Type: PRACTICAL STUDIO Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-50 Marks
Maximum weeks per semester:16		

Program Outcome :

- PO1 : Nurturing abilities through transforming imagination to build environment.
- PO2 : Learning through experimentation with materials hands on.
- PO3 : Creating sensitivity towards environmental issues.
- PO4 : Training an individual to create qualitative physical environment
- PO5 : Nurturing Project design Planning and Management related capabilities
- PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
- PO7 : Team Work and Leadership Development

Purpose of Course :

The purpose of the course is to give students hands on experiences and allow exploration with different metals.

Course Objective:

- Comparative analysis of various metals and exploring their design parameters.

Course Outcome:

- 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 PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

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SEMESTER	Course Content:	Credit	Hr./ WEEK
1	<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. 	2	2
REFERANCES: 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. 			

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

VALUE ADDITION COURSE / Indian Knowledge System (VAC 306)

COURSE NAME - INDIAN KNOWLEDGE SYSTEM-III (HISTORY-II)

SEMESTER -3

PROGRAM CODE -

COURSE CODE - VAC_BID306

Total credits - 02	External 50% 25 Marks 50% External based on semester end University examination in the form of written examination.	Contact hour/Week: 2
Course Type: THEORY Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-50 Marks
Maximum weeks per semester:16		

Program Outcome :

- PO1 : Nurturing abilities through transforming imagination to build environment.
 PO2 : Learning through experimentation with materials hands on.
 PO3 : Creating sensitivity towards environmental issues.
 PO4 : Training an individual to create qualitative physical environment
 PO5 : Nurturing Project design Planning and Management related capabilities
 PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
 PO7 : Team Work and Leadership Development

Purpose of Course :

The purpose of the course is to give students insight in architectural history.

Course Objective:

- study of art, architecture and design of early Christian, Islamic and Mughal cultures
- industrialization/imperialism and its impact on worldview , society and culture Typological rather than
- stylistic approach in history of design

Course Outcome:

- 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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BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							
CO5							

SEMESTER	Course Content:	Credit	Hr./ WEEK
3	<ul style="list-style-type: none"> • Study of space making elements and design principles • Understanding precedents and evaluation of art and design • Development of institute, dwelling types, community forms and other typical building types <p>Study of:</p> <ul style="list-style-type: none"> • Medieval period in Europe: <ol style="list-style-type: none"> 1) Byzantine, 2) Romanesque and 3) gothic • Renaissance, baroque and rococo • Victorian style • Islamic and Mughal period • Industrialization and its impact on technology and design • Arts and crafts movements <ul style="list-style-type: none"> ▪ Colonial period in India ▪ Artdeco and art Noveau 	2	2

REFERANCES:

1. Sir Banister Fletcher -History of Architecture
2. James Fergusson -History of Architecture Vol 01 & 01
3. Christopher Tadgell -History of Architecture in India
4. Percy Brown -History of Architecture
5. George Mitchell -Architecture of the Islamic world
6. Meaning In western Architecture -Christian Norberg schultz

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7. Yatin Pandya -Concepts of Space in Traditional Indian Architecture
8. Lang, Desai, Desai-Architecture and Independence: Search for Identity -India 1880 to 1980 Yatin
9. Pandya-Elements of Space Making
10. Margaret Oliphant-Atlas of the Ancient World
11. J.M.Roberts-History of The World
12. Wim Swaan-Art and Architecture of the Late Middle Ages

Teaching Methodology:

Classwork in form of lectures, studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.

Projects:

Lectures, case studies and analysis of built form in the above-mentioned framework.

* **P** is for Practical Studio Course

* **T** is for theory course

* **MJDSC101** is for DISCIPLINE SPECIFIC MAJOR

* **MIDSC102** is for MINOR

* **MDC103** is for MULTI DISCIPLINARY COURSE

* **AEC104** is for ABILITY ENHANCEMENT COURSE

* **IKS105** is for INDIAN KNOWLEDGE SYSTEM

* **SEC106** is for SKILL ENHANCEMENT COURSE

* **BID** is for BACHELORS OF INTERIOR DESIGN



VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

LIST OF DISCIPLINE SPECIFIC COURSES MAJOR (MJDSC 401) SEMESTER 4

➤ **PRACTICAL + THEORY STUDIO COURSE**

- | | | |
|----|---------------|---------------------------------|
| 1. | MJDSC_BID401 | INTERIOR DESIGN STUDIO-IV |
| 2. | MJDSC_BID401A | FURNITURE DESIGN-II |
| 3. | MJDSC_BID401A | INTERIOR MATERIAL TECHNOLOGY-IV |

LIST OF DISCIPLINE SPECIFIC COURSES MINOR (MDC 402) SEMESTER 4

➤ **PRACTICAL STUDIO COURSE**

- | | | |
|----|-------------|-----------------------------------------|
| 1. | MDC_BID402 | DIGITAL TECHNOLOGY-II |
| 2. | MDC_BID402A | GRAPHIC DESIGN-II OR ELECTIVE-II |

LIST OF ABILITY ENHANCEMENT COURSES (AEC 404) SEMESTER 4

*List of Ability Enhancement Course will be added further and updated later for more choice to be provided to students.

➤ **THEORY COURSE**

AEC_BID404	INTERIOR SERVICES-II
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LIST OF SKILL ENHANCEMENT COURSES (SEC 405) SEMESTER 4

*List of Skill Enhancement Course will be added further and updated later for more choice to be provided to students.

➤ **PRACTICAL STUDIO COURSE**

SEC_BID405	ELECTIVE-III OR ELECTIVE-IV
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LIST OF INDIAN KNOWLEDGE SYSTEM COURSES (VAC/IKS 406) SEMESTER 4

*List of Value-added courses/ Indian Knowledge systems Course will be added further and updated later for more choice to be provided to students.

➤ **THEORY COURSE**

IKS_BID_406	INDIAN KNOWLEDGE SYSTEM-IV (HISTORY-III)
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BACHELORS OF INTERIOR DESIGN (B.I.D)

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UNDER-GRADUATE

SEMESTER 4 - INTERIOR DESIGN

DETAIL SYLLABUS

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BACHELORS OF INTERIOR DESIGN (B.I.D)

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DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC 401)

COURSE NAME - INTEROR DESIGN -IV

SEMESTER - 4

PROGRAM CODE -

COURSE CODE - MJDSC_ BID 401

Total credits – 04 (3+1)	External 50% 50 Marks 50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.	Contact hour/Week: 7
Course Type: Practical Studio Course	Internal 50% 50 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-100 Marks
Maximum weeks per semseter:16		
Program Outcome : PO1 : Nurturing abilities through transforming imagination to build environment. PO2 : Learning through experimentation with materials hands on. PO3 : Creating sensitivity towards environmental issues. PO4 : Training an individual to create qualitative physical environment PO5 : Nurturing Project design Planning and Management related capabilities PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development PO7 : Team Work and Leadership Development		
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 Outcome: CO1 : Explain students the insight of the fundamental aspects of the commercial design from simple to complex. CO2 : Trains students to see importance of visual merchandizing with respect to targeted economic group. CO3 : Train students to apply various methods/cues of designing for ex. Derivations/ analysis from case study, concept development, CO4 : Expose the students with the Awareness of economical context and its influence in design.		

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

SEMESTER	Course Content:	Credit	Hr./WEEK
4	<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. 	4	7

References:

- 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:

- Creating an appropriate spatial experience and visual language in response to the given commercial activity as well as the immediate site context such as residential, commercial, industrial, religious, etc.
- 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.

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EFFECTIVE FROM JUNE 2024-25 UNDER NEP

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC 401A)

COURSE NAME - FURNITURE DESIGN -II

SEMESTER - 4

PROGRAM CODE -

COURSE CODE - MJDSC_ BID 401A

Total credits - 04 (3+1)	External 50% 50 Marks 50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.	Contact hour/Week: 7
Course Type: Practical Studio Course	Internal 50% 50 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-100 Marks
Maximum weeks per semester:16		

Program Outcome :

- PO1 : Nurturing abilities through transforming imagination to build environment.
 PO2 : Learning through experimentation with materials hands on.
 PO3 : Creating sensitivity towards environmental issues.
 PO4 : Training an individual to create qualitative physical environment
 PO5 : Nurturing Project design Planning and Management related capabilities
 PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
 PO7 : Team Work and Leadership Development

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:

- To learn Furniture systems: Storage and Seating.
- To understand Various systems, styles and products available in the market.

Course Outcome:

- CO1 : Explains to students the fundamental aspects of the furniture design, principle of ergonomics, anthropology, materials technologies, from simple to complex.
 CO2 : Trains students to see beyond the visible, in form of clients need to social and economic context/ complexity/ aspects involved with it.
 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.
 CO4 : Expose the students with the Awareness of economical context and its influence in design.
 CO5 : make student capable of executing individual furniture piece, makes industry ready.

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							
CO5							

SEMESTER	Course Content:	Credit	Hr./ WEEK
4	<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. 	4	7

References:

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:

- 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.

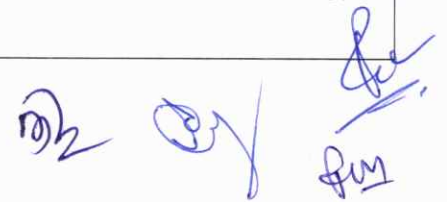
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DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC 401B)**COURSE NAME - INTERIOR MATERIAL TECHNOLOGY-II****SEMESTER - 4****PROGRAM CODE -****COURSE CODE - MJDSC_BID401B**

Total credits - 04 (3+1)	External 50% 50 Marks 50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.	Contact hour/Week: 6
Course Type: Practical Studio Course.	Internal 50% 50 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-100 Marks
Maximum weeks per semester:16		
Program Outcome : PO1 : Nurturing abilities through transforming imagination to build environment. PO2 : Learning through experimentation with materials hands on. PO3 : Creating sensitivity towards environmental issues. PO4 : Training an individual to create qualitative physical environment PO5 : Nurturing Project design Planning and Management related capabilities PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development PO7 : Team Work and Leadership Development		
Purpose of Course : Construction of service areas: Toilet and Kitchen.		
Course Objective: To understand the methods of construction, materials and complexities involved in making of service areas: Toilet and Kitchen.		
Course Outcome: CO1 : Explain students the fundamental aspects of the construction. CO2 : Various methods and materials involved in construction of various services areas, in reference to overlapping of services in same area. 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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EFFECTIVE FROM JUNE 2024-25 UNDER NEP

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

Pre-requisite: Basic understanding of materials, construction technologies and principles.

SEMESTER	Course Content:	Credit	Hr./WEEK
4	<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. 	4	6

References:

- Mackay W. I.- Building Construction - Volume - I-II-III
- Building Construction Illustrated - D.K. Ching.
- Barry R - The Construction of Building
- Cowan Henry - Handbook of Architectural Technology
- Atten Edward - Fundamentals of Building Construction
- Neufert : Architect Data.
- Time Savers Standards for Interior Design and Space Planning.
- 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:

- 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.

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BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC 402)

COURSE NAME- DIGITAL TECHNOLOGY-II

SEMESTER -4

PROGRAM CODE -

COURSE CODE - MIDSC_BID402

Total credits - 02	External 50% 25 Marks 50% External based on semester end University examination in the form of juries.	Contact hour/Week: 4
Course Type: Practical Studio Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-50 Marks
Maximum weeks per semester:16		

Program Outcome :

- PO1 : Nurturing abilities through transforming imagination to build environment.
- PO2 : Learning through experimentation with materials hands on.
- PO3 : Creating sensitivity towards environmental issues.
- PO4 : Training an individual to create qualitative physical environment
- PO5 : Nurturing Project design Planning and Management related capabilities
- PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
- PO7 : Team Work and Leadership Development

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:

- To understand the software related to presentations.
- To develop skill with software like 3D MODELLING- 3d studio max.
- To render one’s design with the help of digital software.

Course Outcome:

- 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 PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

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BACHELORS OF INTERIOR DESIGN (B.I.D)

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SEMESTER	Course Content:	Credit	Hr./WEEK
4	<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.	2	2
REFERANCES: <ul 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">• 3D Drawings and presentation drawings for any one project.			

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BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC 402A)

COURSE NAME - GRAPHICS DESIGN-II/ ELECTIVE-II (SOFTWARE BASED)

SEMESTER -4

PROGRAM CODE -

COURSE CODE - MIDSC_BID402_A

Total credits - 02	External 50% 25 Marks 50% marks based on semester end display/presentations/portfolio/ viva/ jury,etc. on one to one basis or group work.	Contact hour/Week: It will be on field program, where students will spend extensive time to learn and /or develop a skill/ knowledge/study.
Course Type: Practical Studio Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation in the form of participation on site, discussions, on site research done, initial presentation, basic set of drawings/sketches. Etc.	Total-50 Marks
Maximum weeks per semester:16		

Program Outcome :

- PO1 : Nurturing abilities through transforming imagination to build environment.
- PO2 : Learning through experimentation with materials hands on.
- PO3 : Creating sensitivity towards environmental issues.
- PO4 : Training an individual to create qualitative physical environment
- PO5 : Nurturing Project design Planning and Management related capabilities
- PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
- PO7 : Team Work and Leadership Development

Purpose of Course :

The purpose of the course is to make the student understand Graphics and way of communications.

Course Objective:

- Graphics as a perceived image & a tool for visual communication.

Course Outcome:

- CO1 : Explain students the fundamental aspects of the graphic design, and principle of designs as a means of communication.
- CO2 : Various methods to develop graphics for communication.
- CO3 : Learn Different compositions to transfer graphics into information.
- CO4 : Expose the students with the concept of abstraction and its importance in design.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

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VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT**BACHELORS OF INTERIOR DESIGN (B.I.D)****EFFECTIVE FROM JUNE 2024-25 UNDER NEP****Pre-requisite:** Basic understanding of design principles.

SEMESTER	Course Content:	Credit	Hr./ WEEK
4	<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. 	2	4
	ELECTIVE-II <ul style="list-style-type: none"> Basic knowledge of graphic design software to be introduced covering all above said content. 		

REFERANCES:

1. Shaoqiang, Wang: This Way please.
2. Gengli, Lin: Way finding & signage system.
3. Holmes, Nigel: Designing Pictorial Symbols.
4. Arthur, Paul & Zlamalik, Braininair: Way finding.
5. Samara, Timothy: Design Elements- A Graphic Style Manual.
6. One Club : I am this book PG
7. 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:

- 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.

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT**BACHELORS OF INTERIOR DESIGN (B.I.D)**

EFFECTIVE FROM JUNE 2024-25 UNDER NEP


ABILITY ENHANCEMENT COURSE (AEC 404)

COURSE NAME - INTERIOR SERVICES-II

SEMESTER -4

PROGRAM CODE -

COURSE CODE - AEC_BID404

Total credits - 02	External 50% 25 Marks 50% External based on semester end University examination in the form of written examination.	Contact hour/Week: 2
Course Type: THEORY Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-50 Marks
Maximum weeks per semester:16		
Program Outcome : PO1 : Nurturing abilities through transforming imagination to build environment. PO2 : Learning through experimentation with materials hands on. PO3 : Creating sensitivity towards environmental issues. PO4 : Training an individual to create qualitative physical environment PO5 : Nurturing Project design Planning and Management related capabilities PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development PO7 : Team Work and Leadership Development		
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 Outcome: CO1 : Explain students the fundamental aspects of the interior services. CO2 : Various methods, various components and materials involved in services of HVAC. 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.		
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VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2024-25 UNDER NEP

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

Pre-requisite: Basic understanding of building operations and previous semester knowledge of services.

SEMESTER	Course Content:	Credit	Hr./WEEK
3	UNIT:1 CLIMATOLOGY: <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. 	2	2
	UNIT:2 DAY LIGHTING: <ul style="list-style-type: none"> • Introduction, daylight factor, sky component, externally and internally reflected components, • design criteria for openings • shadings to control light, heat, wind and rain. 		
	UNIT:3 HVAC: <ul style="list-style-type: none"> • 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. 		

REFERANCES:

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:

- 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.

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VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2023-24 UNDER NEP

SKILL ENHANCEMENT COURSE (SEC 405)

COURSE NAME - ELECTIVE-III OR ELECTIVE-IV

SEMESTER -4

PROGRAM CODE -

COURSE CODE - SEC_BID405

Total credits - 02	External 50% 25 Marks 50% External based on semester end University examination in the form of written examination.	Contact hour/Week: 2
Course Type: PRACTICAL STUDIO Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-50 Marks
Maximum weeks per semester:16		

Program Outcome :

- PO1 : Nurturing abilities through transforming imagination to build environment.
- PO2 : Learning through experimentation with materials hands on.
- PO3 : Creating sensitivity towards environmental issues.
- PO4 : Training an individual to create qualitative physical environment
- PO5 : Nurturing Project design Planning and Management related capabilities
- PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
- PO7 : Team Work and Leadership Development

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:

- Comparative analysis of various MATERIALS and exploring their design parameters with new concepts.

Course Outcome:

- 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 PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT**BACHELORS OF INTERIOR DESIGN (B.I.D)**

EFFECTIVE FROM JUNE 2023-24 UNDER NEP

SEMESTER	Course Content:	Credit	Hr./ WEEK
4	<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 • Heritage's 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 	2	2
<p>REFERANCES:</p> <ul style="list-style-type: none"> • Past students work portfolios/ case studies. 			
<p>Teaching Methodology:</p> <p>Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, case studies.</p>			
<p>Projects:</p> <ul style="list-style-type: none"> • Exercise related to subject. 			

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2023-24 UNDER NEP

VALUE ADDITION COURSE / Indian Knowledge System (VAC 106)

COURSE NAME - HISTORY-III

SEMESTER -II

PROGRAM CODE -

COURSE CODE - VAC_BID106

Total credits - 02	External 50% 25 Marks 50% External based on semester end University examination in the form of written examination.	Contact hour/Week: 2
Course Type: THEORY Course	Internal 50% 25 Marks 50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.	Total-50 Marks
Maximum weeks per semester:16		

Program Outcome :

- PO1 : Nurturing abilities through transforming imagination to build environment.
 PO2 : Learning through experimentation with materials hands on.
 PO3 : Creating sensitivity towards environmental issues.
 PO4 : Training an individual to create qualitative physical environment
 PO5 : Nurturing Project design Planning and Management related capabilities
 PO6 : Teaching the use of appropriate solutions for (very specific problem)Thesis Project Development
 PO7 : Team Work and Leadership Development

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:

- 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 Outcome:

- CO1: To enables students to understand the society and culture they represent which is very useful when working as a contemporary designer.
 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 develop student intellectual level with the discussions on different fragment

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2023-24 UNDER NEP

of history; try to compare different periods of historical interiors in their social, aesthetical and technical context.

CO5: This course helps students to consider the history as sequences of a collective memory.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./WEEK
3	UNIT: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 Niyemier, 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. 		2
	UNIT: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, 		

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

BACHELORS OF INTERIOR DESIGN (B.I.D)

EFFECTIVE FROM JUNE 2023-24 UNDER NEP

		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.	
	UNIT:3	3. Contemporary attitudes in architecture and design	

REFERANCES:

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:

- Project report/s on any 3 of the above.

P is for Practical Studio Course

* T is for theory course

*MJDSC101 is for DISCIPLINE SPECIFIC MAJOR

* MIDSC102 is for MINOR

* MDC103 is for MULTI DICIPILINARY COURSE

* AEC104 is for ABILITY ENHANCEMENT COURSE

* IKS105 is for INDIAN KNOWLEDGE SYSTEM

* SEC106 is for SKILL ENHANCEMENT COURSE

* BID is for BACHELORS OF INTEIOR DESIGN