Re-Accredited 'B++' 2.86 CGPA by NAAC
VEER NARMAD SOUTH GUJARAT UNIVERSITY
University Campus, Udhna-Magdalla Road, SURAT - 395 007, Gujarat, India.
વીર નર્મદ દક્ષિણ ગુજરાત યુનિવર્સિટી
યુનિવર્સિટી કેમ્પસ, ઉધના-મગદલ્લા રોડ, સુરત - ૩૯૫ ૦૦૭, ગુજરાત, ભારત.
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ક્રમાંકઃઓથો./પરિપત્ર/સિલેબસ/૧૩૯૮૩/૨૦૨૫
તા.૧૧/૦૬/૨૦૨૫

પ્રતિ,
વિભાગીય વડાશ્રી,
ડિપાર્ટમેન્ટ ઓફ ઈન્ટીરીયર ડિઝાઈન,
વીર નર્મદ દક્ષિણ ગુજરાત યુનિવર્સિટી,
સુરત.

વિષયઃ– શૈક્ષણિક વર્ષ ૨૦૨૫–૨૬ થી અમલમાં આવનાર Bachelor of Interior Design (B.I.D) Sem-1 & 6 નું Structure અને અભ્યાસક્રમ બાબત.

મહાશય,

સવિનય જણાવવાનુ કે, શૈક્ષણિક વર્ષ ૨૦૨૫–૨૬ થી અમલમાં આવનાર Bachelor of Interior Design (B.I.D) Sem-1 & 6 નું Structure અને અભ્યાસક્રમ ઈન્ટીરીયર ડિઝાઈન વિષયની એડહોક બોર્ડના ચેરમેનશ્રીએ બોર્ડવતી મંજૂર કરી વિનયન વિદ્યાશાખાને કરેલ ભલામણ વિનયન વિદ્યાશાખાના અધ્યક્ષશ્રી એ વિનયન વિદ્યાશાખાની મંજૂરીની અપેક્ષાએ વિનયન વિદ્યાશાખાવતી મંજૂર કરી એકેડેમિક કાઉન્સિલને કરેલ ભલામણ એકેડેમિક કાઉન્સિલની તા.૦૪/૦૬/૨૦૨૫ની સભાનાં ઠરાવ ક્રમાંકઃ૩૪ થી મંજૂર કરેલ છે. જેનો અમલ કરવા આથી જાણ કરવામાં આવે છે.

કુલસચિવ

(બિડાણઃ 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)

UNDER-GRADUATE COURSE

NEP PATTERN

EFFECTIVE FROM JUNE 2025-26 UNDER NEP

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

COURSE STRUCTURE & SCHEME OF EXAM - SEMESTER 1

NATURE OF COURSE	COURSE CODE	COURSE TYPE	COURSE NAME	CONTACT HOURS / WEEK				CREDIT	SUBJECT EVALUATION										TOTAL	
									CCE _ Continuous and Comprehensive Evaluation (INTERNAL-50%)					SEE_ Semester End Exam (EXTERNAL-50%)						
				LECTURE	STUDIO	WORKSHOP	TOTAL HOURS		PRESENCE	CONTINUOUS EVALUATION	TEST/ MID-TERM JURY/ SUBMISSION	**TOTAL INTERNAL (H+I+J)**	PASSING	JURY/VIVA/ PORTFOLIO SUBMISSION	WRITTEN EXAM	**TOTAL EXTERNAL (M+N)**	PASSING	**TOTAL MARKS (K+O)**	TOTAL PASSING (L+P)
		A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
MAJOR DISCIPLINE SPECIFIC COURSE	MJDSC_ BID101	PRACTICAL STUDIO	INTERIOR DESIGN STUDIO-I	-	6	2	8	**4**	10	15	25	**50**	19	50	-	**50**	18	**100**	37
	MJDSC _BID101 A	PRACTICAL STUDIO	INTERIOR MATERIAL TECHNOLOGY-I	-	3	1	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
	MJDSC_ BID 101 B	THEORY	ANCIENT INDIAN ART & ARCHITECTURE-I	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
MINOR DISCIPLINE SPECIFIC COURSE	MIDSC_ BID 102	PRACTICAL STUDIO	TECHNICAL REPRESENTATION OF DRAWING-I / COMPUTER AIDED DRAWINGS-I (DIGITAL TRD)	-	2	2	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
	MIDSC_ BID 102A	PRACTICAL STUDIO	COLOUR AND LIGHT WORKSHOP	-	-	4	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
MULTI-DISCIPLIN-ARY COURSE	MDC_ BID 103	THEORY	BASIC STRUCTURE-I	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
	MDC_ BID 103A	PRACTICAL STUDIO	R.S.P. (RELATED STUDY PROGRAME)	-	1	3	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
ABILITY ENHANCE-MENT COURSE	AEC_ BID 104	THEORY	COMMUNICATION AND VISUALS SKILLS	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
SKILL ENHANCE-MENT COURSES	SEC_ BID 105	PRACTICAL STUDIO	SKETCHING AND DRAWING WORKSHOP	-	-	4	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
V.A.C / I.K.S.	VAC_ BID 106	THEORY	INDIAN KNOWLEDGE SYSTEM-I	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
TOTAL							**36**	**22**				**275**				**275**		**550**	

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

COURSE STRUCTURE & SCHEME OF EXAM - SEMESTER 2

NATURE OF COURSE	COURSE CODE	COURSE TYPE	COURSE NAME	CONTACT HOURS / WEEK				CREDIT	SUBJECT EVALUATION										TOTAL	
									CCE _ Continuous and Comprehensive Evaluation (INTERNAL-50%)					SEE_ Semester End Exam (EXTERNAL-50%)						
				LECTURE	STUDIO	WORKSHOP	TOTAL HOURS	**CREDIT**	PRESENCE	CONTINUOUS EVALUATION	TEST/ MID-TERM JURY/ SUBMISSION	**TOTAL INTERNAL (H+I+J)**	PASSING	JURY/VIVA/ PORTFOLIO SUBMISSION	WRITTEN EXAM	**TOTAL EXTERNAL (M+N)**	PASSING	**TOTAL MARKS (K+O)**	TOTAL PASSING (L+P)
		A	B	C	D	E	F	**G**	H	I	J	**K**	L	M	N	**O**	P	**Q**	R
MAJOR DISCIPLINE SPECIFIC COURSE	MJDSC_ BID201	PRACTICAL STUDIO	INTERIOR DESIGN STUDIO-II	-	6	2	8	**4**	10	15	25	**50**	19	50	-	**50**	18	**100**	37
	MJDSC _BID201 A	PRACTICAL STUDIO	INTERIOR MATERIAL TECHNOLOGY-II	-	3	1	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
	MJDSC_ BID 201 B	THEORY	ANCIENT INDIAN ART & ARCHITECTURE -II	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
MINOR DISCIPLINE SPECIFIC COURSE	MIDSC_ BID 202	PRACTICAL STUDIO	TECHNICAL REPRESENTATION OF DRAWING-II / COMPUTER AIDED DRAWINGS-II (DIGITAL TRD)	-	2	2	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
	MIDSC_ BID 202A	PRACTICAL STUDIO	DRAWING AND PAINTING	-	-	4	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
MULTI-DISCIPLIN-ARY COURSE	MDC_ BID 203	THEORY	BASIC STRUCTURE-II	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
	MDC_ BID 203A	PRACTICAL STUDIO	SCULPTURE AND CERAMIC WORKSHOP	-	-	4	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
ABILITY ENHANCE-MENT COURSE	AEC_ BID 204	THEORY	SURFACE FINISHES	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
SKILL ENHANCE-MENT COURSES	SEC_ BID 205	PRACTICAL STUDIO	WOOD BAMBOO AND CANE WORKSHOP	-	-	4	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
V.A.C/ IKS	VAC_ BID 206	THEORY	HISTORY- I	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
TOTAL							**36**	**22**				**275**				**275**		**550**	

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

COURSE STRUCTURE & SCHEME OF EXAM - SEMESTER 3

NATURE OF COURSE	COURSE CODE	COURSE TYPE	COURSE NAME	CONTACT HOURS / WEEK				CREDIT	SUBJECT EVALUATION										TOTAL	
									CCE _ Continuous and Comprehensive Evaluation (INTERNAL-50%)					SEE_ Semester End Exam (EXTERNAL-50%)						
				LECTURE	STUDIO	WORKSHOP	TOTAL HOURS		PRESENCE	CONTINUOUS EVALUATION	TEST/ MID-TERM JURY/ SUBMISSION	**TOTAL INTERNAL (H+I+J)**	PASSING	JURY/VIVA/ PORTFOLIO SUBMISSION	WRITTEN EXAM	**TOTAL EXTERNAL (M+N)**	PASSING	**TOTAL MARKS (K+O)**	TOTAL PASSING (L+P)
		A	B	C	D	E	F	**G**	H	I	J	**K**	L	M	N	**O**	P	**Q**	R
MAJOR DISCIPLINE SPECIFIC COURSE	MJDSC_ BID301	PRACTICAL STUDIO	INTERIOR DESIGN STUDIO-III	-	4	4	8	**4**	10	15	25	**50**	19	50	-	**50**	18	**100**	37
	MJDSC _BID301 A	PRACTICAL STUDIO	INTERIOR MATERIAL TECHNOLOGY-III	1	2	1	4	**4**	10	15	25	**50**	19	50	-	**50**	18	**100**	37
	MJDSC _BID301 B	PRACTICAL STUDIO	FURNITURE DESIGN STUDIO-I	-	4	4	8	**4**	10	15	25	**50**	19	50	-	**50**	18	**100**	37
MULTI-DISCIPLIN-ARY COURSE	MDC_ BID 303	PRACTICAL STUDIO	DIGITAL TECHNOLOGY-I/ ELECTIVE-I	1	3	-	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
	MDC_ BID 303A	PRACTICAL STUDIO	GRAPHIC DESIGN -I	-	2	2	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
ABILITY ENHANCE-MENT COURSE	AEC_ BID 304	THEORY	INTERIOR SERVICES-I	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
SKILL ENHANCE-MENT COURSES	SEC_ BID 305	PRACTICAL STUDIO	METAL WORKSHOP	-	-	4	4	**2**	05	10	10	**25**	10	25	-	**25**	09	**50**	19
V.A.C/ IKS	VAC_ BID 306	THEORY	HISTORY-II	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	**50**	19
TOTAL							**36**	**22**				**275**				**275**		**550**	

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

COURSE STRUCTURE & SCHEME OF EXAM - SEMESTER 4

NATURE OF COURSE	COURSE CODE	COURSE TYPE	COURSE NAME	CONTACT HOURS / WEEK				CREDIT	SUBJECT EVALUATION										TOTAL	
									CCE _ Continuous and Comprehensive Evaluation (INTERNAL-50%)					SEE_ Semester End Exam (EXTERNAL-50%)						
				LECTURE	STUDIO	WORKSHOP	TOTAL HOURS		PRESENCE	CONTINUOUS EVALUATION	TEST/ MID-TERM JURY/ SUBMISSION	**TOTAL INTERNAL (H+I+J)**	PASSING	JURY/VIVA/ PORTFOLIO SUBMISSION	WRITTEN EXAM	**TOTAL EXTERNAL (M+N)**	PASSING	**TOTAL MARKS (K+O)**	TOTAL PASSING (L+P)
		A	B	C	D	E	F	**G**	H	I	J	**K**	L	M	N	**O**	P	**Q**	R
MAJOR DISCIPLINE SPECIFIC COURSE	MJDSC_ BID401	PRACTICAL STUDIO	INTERIOR DESIGN STUDIO-IV	-	4	4	8	**4**	10	15	25	**50**	19	50	-	**50**	18	**100**	37
	MJDSC _BID401 A	PRACTICAL STUDIO	INTERIOR MATERIAL TECHNOLOGY-IV	2	2	2	6	**4**	10	15	25	**50**	19	50	-	**50**	18	**100**	37
	MJDSC _BID401 B	PRACTICAL STUDIO	FURNITURE DESIGN STUDIO-II	-	4	4	8	**4**	10	15	25	**50**	19	50	-	**50**	18	**100**	37
MINOR DISCIPLINE SPECIFIC COURSE	MIDSC_ B ID402	PRACTICAL STUDIO	ELECTIVE-II / ELECTIVE-III	-	-	2	2	**2**	05	10	10	**25**	10	25	-	**25**	09	50	19
	MIDSC_ B ID402A	PRACTICAL STUDIO	DIGITAL TECHNOLOGY-II	1	3	-	4	**2**	05	10	10	**25**	10	25	-	**25**	09	50	19
ABILITY ENHANCE-MENT COURSE	AEC_ BID 404	THEORY	INTERIOR SERVICES-II	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	50	19
SKILL ENHANCE-MENT COURSES	SEC_ BID 405	PRACTICAL STUDIO	GRAPHICS DESIGN-II	-	-	4	4	**2**	05	10	10	**25**	10	25	-	**25**	09	50	19
V.A.C/ IKS	VAC_ BID 406	THEORY	HISTORY-III	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	50	19
TOTAL							**36**	**22**				**275**				**275**		**550**	

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

COURSE STRUCTURE & SCHEME OF EXAM - SEMESTER 5

NATURE OF COURSE	COURSE CODE	COURSE TYPE	COURSE NAME	CONTACT HOURS / WEEK				CREDIT	SUBJECT EVALUATION										TOTAL	
									CCE _ Continuous and Comprehensive Evaluation (INTERNAL-50%)					SEE_ Semester End Exam (EXTERNAL-50%)						
				LECTURE	STUDIO	WORKSHOP	TOTAL HOURS		PRESENCE	CONTINUOUS EVALUATION	TEST/ MID-TERM JURY/ SUBMISSION	**TOTAL INTERNAL (H+I+J)**	PASSING	JURY/VIVA/ PORTFOLIO SUBMISSION	WRITTEN EXAM	**TOTAL EXTERNAL (M+N)**	PASSING	**TOTAL MARKS (K+O)**	TOTAL PASSING (L+P)
		A	B	C	D	E	F	**G**	H	I	J	**K**	L	M	N	**O**	P	**Q**	R
MAJOR DISCIPLINE SPECIFIC COURSE	MJDSC_ BID501	PRACTICAL STUDIO	INTERIOR DESIGN STUDIO-V	-	4	4	8	**4**	10	15	25	**50**	19	50	-	**50**	18	100	37
	MJDSC _BID501 A	THEORY	ANCIENT INDIAN ART & ARCHITECTURE-I&II	4	-	-	4	**4**	10	15	25	**50**	19	-	50	**50**	18	100	37
	MJDSC _BID501 B	PRACTICAL STUDIO	FURNITURE DESIGN STUDIO-III	-	4	4	8	**4**	10	15	25	**50**	19	50	-	**50**	18	100	37
MINOR DISCIPLINE SPECIFIC COURSE	MIDSC_ B ID502	THEORY	DESIGN MANAGEMENT-I	3	-	1	4	**2**	05	10	10	**25**	10	-	25	**25**	09	50	19
	MIDSC_ B ID502A	THEORY+ PRACTICAL STUDIO	INTERIOR SERVICES- III	2	2	-	4	**2**	05	10	10	**25**	10	-	25	**25**	09	50	19
	MIDSC_ B ID502B	PRACTICAL STUDIO	SUSTAINABLE INTERIOR DESIGN APPROCH	-	2	2	4	**2**	05	10	10	**25**	10	25	-	**25**	09	50	19
	MIDSC_ B ID502C	PRACTICAL STUDIO	ELCTIVE-IV	-	-	2	2	**2**	05	10	10	**25**	10	25	-	**25**	09	50	19
SKILL ENHANCE-MENT COURSES	SEC_BID 506	PRACTICAL STUDIO	ELCTIVE-V	-	-	2	2	**2**	05	10	10	**25**	10	25	-	**25**	09	50	19
TOTAL							**36**	**22**				**275**				**275**		**550**	

VEER NARMAD SOUTH GUJARAT UNIVERSITY, SURAT

COURSE STRUCTURE & SCHEME OF EXAM - SEMESTER 6

NATURE OF COURSE	COURSE CODE	COURSE TYPE	COURSE NAME	CONTACT HOURS / WEEK				CREDIT	SUBJECT EVALUATION										TOTAL	
									CCE _ Continuous and Comprehensive Evaluation (INTERNAL-50%)					SEE_ Semester End Exam (EXTERNAL-50%)						
				LECTURE	STUDIO	WORKSHOP	TOTAL HOURS		PRESENCE	CONTINUOUS EVALUATION	TEST/ MID-TERM JURY/ SUBMISSION	**TOTAL INTERNAL (H+I+J)**	PASSING	JURY/VIVA/ PORTFOLIO SUBMISSION	WRITTEN EXAM	**TOTAL EXTERNAL (M+N)**	PASSING	**TOTAL MARKS (K+O)**	TOTAL PASSING (L+P)
		A	B	C	D	E	F	**G**	H	I	J	**K**	L	M	N	**O**	P	**Q**	R
MAJOR DISCIPLINE SPECIFIC COURSE	MJDSC_ BID601	PRACTICAL STUDIO	INTERIOR DESIGN STUDIO-VI	2	4	4	10	**6**	15	25	35	**75**	28	75	-	**75**	27	**150**	55
	MJDSC _BID601 A	PRACTICAL STUDIO	DESIGN EXECUTION DRAWING	2	4	4	10	**6**	15	25	35	**75**	28	75	-	**75**	27	**150**	55
MINOR DISCIPLINE SPECIFIC COURSE	MIDSC_ B ID602	PRACTICAL STUDIO	ENVIRONMENTAL GRAPHICS	-	4	-	4	**2**	05	10	10	**25**	10	25	-	**25**	09	50	19
ABILITY ENHANCE-MENT COURSE	AEC_ BID 604	THEORY	INTERIOR LIGHTING	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	50	19
	AEC_ BID 604A	THEORY	DESIGN MANAGEMENT-II	2	-	-	2	**2**	05	10	10	**25**	10	-	25	**25**	09	50	19
SKILL ENHANCE-MENT COURSES/ INTERNSHIP	SEC_BID 605	PRACTICAL STUDIO	INTERNSHIP (FD/ARTISANS/PD)	-	4	4	8	**4**	10	15	25	**50**	19	50	-	**50**	18	**100**	37
TOTAL							**36**	**22**				**275**				**275**		**550**	

UNDER-GRADUATE

SEMESTER 1

INTERIOR DESIGN DETAIL SYLLABUS

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME - INTEROR DESIGN STUDIO-I

SEMESTER - 1

PROGRAM CODE –

COURSE CODE - MJDSC_ BID101

<table>
<tr><td>Total credits – 04</td><td>External 50% 50 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/ Week: 8</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-100 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
The purpose of the course is to make the student capable of understanding visual perception, basic design principles, and anthropometrics.</td></tr>
<tr><td colspan="3">Course Objective:
• Visual perception
• Anthropometrics
• Expression Techniques</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the insight of the fundamental aspects of the basic design process.
CO2 : learn various design principles and theories supporting this.
CO3 : Train students to apply various methods/cues of designing to develop concept.
CO4 : Expose the students with the scale and human perception.
CO5 : Explain students the Influence of all this on built form and its expressions.</td></tr>
</table>

CO6 : basics of space planning.

Mapping between PSO AND CO:

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

SEMESTER	Course Content:	Credit	Hr./ WEEK
1	1. Design process by observation, assimilation, analysis and synthesis. 2. Visual perception of forms analyzed through point, line, plane and solids, and their combinations. 3. Gestalt's principles of visual perception. 4. Scale and Human Perception. 5. Composition: Symmetrical/Asymmetrical, Balanced/Unbalanced, and Steady/Dynamic. 6. Anthropometrics and related design issues.(Perception of Forms through movement in space (can be explored through sketching/photography . 7. Built Form and its expression, light-air and views as issues. 8. Understanding man and his basic living activity. Analysis of functions, and Space planning for the living activities. 9. Materials and use of structural systems. 10. Space and light/ Color/ Texture. 11. Expression techniques: 2D & 3D drawings, sketches, collage and models.	4	8

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:

Establishment of vocabulary through basic space generating elements and to spatial words they create.

- Study of order and pattern set in nature/geometry.
- Visual perception of spatial elements through graphic tools and 30 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.

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.

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME – INTERIOR MATERIAL TECHNOLOGY-I

SEMESTER - 1

PROGRAM CODE -

COURSE CODE - MJDSC_BID101A

<table>
<tr><td>Total credits – 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/ Week: 4</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
Understanding Building as a system.
Introduction of basics of building material and construction methods.</td></tr>
<tr><td colspan="3">Course Objective:
To make students aware about building materials and construction methods.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the fundamental aspects of the materials and technology.
CO2 : Introduction of basics of building material and construction methods
CO3 : To make student industry ready by clearing concept of same.</td></tr>
</table>

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./ WEEK
1	• 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 properties and applications in building. • Appropriate use of materials with respect to building techniques. • Study of brick and stone masonry. • Study of Brick partition and infill walls. • Light weight/ concrete blocks constructions.	2	4

References:

1. Mackay W. l.- 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:

- Drawings for each of the above mentioned for any project such as a residence, commercial or institutional.
- Market survey of products, specifications, costs, etc.

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME – Ancient Indian Art and Architecture-I

SEMESTER -I

PROGRAM CODE -

COURSE CODE - MJDSC_BID 101 B

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/ Week:2</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
To uphold perspective and reception of the Ancient Indian architecture among the students.</td></tr>
<tr><td colspan="3">Course Objective:
• To uphold perspective and reception of the Ancient Indian architecture among the students.
• To acquaint students to the real essence of Bharat.
• To cultivate the understanding of the concept of traditional knowledge and its importance: among the students.
• To provide a platform for discussion, exchange of ideas, and engagement on the Ancient Indian architecture.</td></tr>
</table>

- To explore the contemporary relevance and application of Ancient Indian architecture in society and academia.
- Creating sensitivity towards knowing the need and importance of protecting traditional knowledge.

Course Outcome:

- Students will have an understanding of the basics of the Ancient Indian Architecture and its relevance and applications to specific field of interior design and architecture.
- This will ideally also inspire future research and applications of these systems in their respective academic disciplines.
- Additionally, it will help the students build their self-confidence.
- It will enhance their aesthetic creativity by nurturing their sensitivity to be more rooted in contemporary world.

SEMESTER	Course Content:		Credit	Hr./ WEEK
1	Unit -1	Origin & Concept of Ancient Architecture.	2	2
	Unit -2	Introduction & Sources of Literature related to Science like Samarangan Sutradhar, Mayamatam, Yukti Kalpataru, Agni Purana, etc.		
	Unit -3	• Introduction to Temple Architecture • Cosmology & Cosmogony Concepts in Temple Construction • Dravidi & Nagari & Other Styles of Architecture		
	Unit -4	Iconography & Indus Saraswati Valley Civilization, introduction to town planning and ancient techniques of conservations.		

REFERANCES:

Teaching Methodology:

Classwork in form of study exercise, Discussion, Self-Study, Seminars, case studies, Presentations, group discussions, site visits, debates etc.

Projects:

- Various documentations of case studies.
- Sketches
- Projects.

[Subject Code-2301001401030013]

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME – TECHNICHAL REPRESENTATION OF DRAWING-I OR

COMPUTER AIDED DRAWING-I (DIGITAL TRD-I)

[Subject Code-2301001401030014]

SEMESTER -I

PROGRAM CODE -

COURSE CODE - MIDSC_BID102

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 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 give students hands on experiences on manual drawings and introduction of related software.

Course Objective:

1. Learning drawing skill for design thinking, visualization and representation.
2. Facilitating visualization and 3D perception and putting them on paper in form of technical drawings.

Course Outcome:

CO1 : Explain students the different types of drawing techniques.

CO2 : Learning drawing skill for design thinking, visualization and representation

CO3 : Facilitating visualization and 3D perception and putting them on paper in form of technical drawings.
CO4: introduction to cad software.
CO5 : Explain students the fundamental of computer aided drawings.
CO6 : Various commands , various components and steps involved in software to develop the drawings/presentation.
CO7 : 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							
CO4							
CO5							
CO6							
CO7							

SEMESTER	Course Content:	Credit	Hr./ WEEK
1	TECHNICHAL REPRESENTATION OF DRAWING-I • Familiarization with drawing materials and equipment. • 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. OR COMPUTER AIDED DRAWING (DIGITAL TECHNICHAL DRAWING-I) • Learning CAD/CAM skills as a drafting tool. • Learning all basic commands and developing know how of the software. • Learning all principle of geometry, scale, and orthographic projections of solids and then relating theses same principle with basic furniture /interior elements on same software. • Sections of simple and complex solids same software. • Development of surfaces of solids on same software.	2	3

REFERANCES:

- Ching, Frances D. K. - Graphics in Architecture
- Bhatt, N.0.- 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:

TECHNICHAL REPRESENTATION OF DRAWING-I

- 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.

OR

COMPUTER AIDED DRAWING (DIGITAL TECHNICHAL DRAWING-I)

- Introduction to Basic concepts in CAD related to 20 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.

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME – COLOUR AND LIGHT WORKSHOP

SEMESTER -I

PROGRAM CODE -

COURSE CODE - MIDSC_BID102A

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of juries.</td><td>Contact hour/Week: 4</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">Course Objective:
• 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.</td></tr>
</table>

Course Outcome:

CO1 : Explain students the fundamental aspects of the Color as an element of Interior Design and color as Science

CO2 : Various methods to Study, comparison and application of color systems.

CO3 : Learn Different compositions: As manifest in various cultures and Geographic Regions: Peculiarities, usage, Effect of climate, Color symbolism universally accepted values

CO4 : Expose the students with the concept of Perception of color and form: Basic characteristics of various hues.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

SEMESTER	Course Content:	Credit	Hr./ Week
1	• Study, comparison and application of color systems: Pluto, Munsell, Prang, Pantone and others. • Color in Nature. Color and materials: Color and Textures of various natural materials (Various types of dyes, pigments and paints.) • The modifying factors 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: • 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	2	4

References:

1. Harriet Goldstein- Art in Everyday Lif
2. Jonathan Itten- Art of Color

3. Jonathan ltten- 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:

1. Study of colors from nature and its abstraction.
2. Understanding aspects of color: Hue, Value, Intensity.
3. Color wheel - color chart from black to white with color.
4. Color schemes: Monochromatic, complimentary, split complimentary, analogous, triad and tetrad.
5. Techniques of using colors to create different effects such as harmony, discordant, etc. Understanding manipulation of scale and distance through color.
6. Experimenting light color theory and comparing additive and subtractive color theory.

MULTI-DISCIPLINERY COURSE (MDC)

COURSE NAME – BASIC STRUCTURE-I

SEMESTER -I

PROGRAM CODE -

COURSE CODE - MDC_BID103

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form written exam.</td><td>Contact hour/Week : 2</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
Exposure to build forms through behavior of materials and Basic Structural systems.</td></tr>
<tr><td colspan="3">Course Objective:
• To provide Exposure students in ref to build forms through behavior of materials and Basic Structural systems.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the fundamental aspects of the structure/ and structure design.
CO2 : Structural properties of basic materials like masonry, timber, concrete and steel..
CO3 : Introduction to basic structural systems such as post-beam, bearing wall system, Trusses, rigid frames and their behavior. Study of distribution of loads through the</td></tr>
</table>

elements of these systems.

CO4 : Effect of simple geometric forms on the overall structural behavior

CO5 : 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							

SEMESTER	Course Content:		Credit	Hr./ Week
1	UNIT:1	• Glossary of technical words. • Natural structures and their intuitive behavior, their relationship with man-made structures, with various examples through models and analysis	2	2
	UNIT:2	• 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 behavior through models. • Characteristic requirements of structural design - strength, stiffness and stability • Structural properties of basic materials like masonry, timber, concrete and steel.		
	UNIT:3	• Introduction to basic structural systems such as post-beam, bearing wall system, Trusses, rigid frames and their behavior. • 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 behavior.		

REFERANCES:

1. Jefferry 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:

- Presentations, models, case studies, and analysis of structural systems in the above-mentioned framework

MULTIDISCIPLINE COURSE (MDC)

COURSE NAME – RELATED STUDY PROGRAM (R.S.P.)

SEMESTER -I

PROGRAM CODE -

COURSE CODE - MDC_BID103A

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: +/- a week in a semester.		

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 :

To explore and learn about new culture, their region and environment.

to provide students with a hands-on experience about their learning concepts.

This is a great way to teach students as the experiences that the study tour provide has direct and long-lasting impact.

Course Objective:

- Enhances knowledge and understanding.
- Exposure to new cultures and environments
- Study of human in vast context of culture, architecture and socio economic setup available.

- Promotes creativity and critical thinking.
- Provides a break from the monotony of classroom learning, respecting resources available.
- Making student a sensitive human being.

Course Outcome:

CO1 : Explain students the various aspects of the culture and context.

CO2 : students will learn documentation and mapping techniques.

CO3 : Introduction to regional vernacular architecture and materials.

CO4 : Respecting traditions , tracing the root into the history to broaden the vision as an designer.

CO5 : student will become independent learner as well as Promotes teamwork and social skills.

Mapping between PSO AND CO:

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

Semester	Course Content:	Credit	Hr./ Week
1	• Course outline will be majorly dependent upon region and selection of study area. • This course is completely practical studio-based course. • Hence assessment will be in from of discussions happened on site, work produced at the end of study tour. • Compilation of study tour is expected in the form of small booklet/ portfolio/ set of drawings by group/s of students' part of it.	2	2

REFERANCES:

NO REFERENCE FOR PRACTICAL STUDIO COURSE.

Teaching Methodology:

Study work in form of exercise, Discussion, Self-Study, Seminars, case studies.

Projects:

- Presentations, models, case studies, and analysis of spaces in the above- mentioned framework

ABILITY ENHANCEMENT COURSE (AEC)

COURSE NAME – COMMUNICATIO AND VISUAL SKILL

SEMESTER -I

PROGRAM CODE -

COURSE CODE - AEC_BID104

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/ Week: 2</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">Course Objective:
• 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.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the fundamental aspects of the communication.
CO2 : Various methods and strategies of communications in professional word.</td></tr>
</table>

CO3 : To make student industry ready by Empowering students to independently handle job applications, interviews and project presentations.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:		Credit	Hr./ WEEK
1	UNIT:1	Introduction to communication : • Kinds of communication • Importance and benefits of effective communication Components/Process of communication	2	2
	UNIT:2	Development of skills: • Listening Skills • Reading Skills • Speaking Skills • Writing Skills		
	UNIT:3	Verbal communication : • Linguistic Skills • Face-to-face integrations • Group interaction		
	UNIT:4	Presentation Skills • Oral presentation and verbal interaction w. r.t. visual representations. • Use of technical terms in oral presentations. • Introduction to public speaking • Job interviews		
	UNIT:5	Written Communication : • Grammar • Beginning, composing and ending a message • Resume and cover letter to resume • Business letters • Planning and writing documents/reports		

	UNIT:6	Applications : • Elocution • Debate • Group discussion • Presentation/Technical seminar • Extempore		

REFERANCES:

1. Communication Skills for Technical Students
2. Krishna Mohan & Meera Banerji- Developing Communication Skills
3. Bill Scott-Skills of Communicating

Teaching Methodology:

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

Projects:

- Elocution
- Debate
- Group discussion
- Presentation/Technical seminar
- Extempore

SKILL ENHANCEMENT COURSE (SEC)

COURSE NAME – SKETCHING AND DRAWING WORKSHOP

SEMESTER -I

PROGRAM CODE -

COURSE CODE - SEC_BID105

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% marks based on semester end display/presentations/portfolio/ viva/ jury,etc. on one to one basis or group work.</td><td>Contact hour/Week: 4</td></tr>
<tr><td><u>Course Type:</u>
PRACTICAL STUDIO Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
The purpose of the course is to make the student capable of drawing and sketch as medium of expression.</td></tr>
<tr><td colspan="3">Course Objective:
• To understand the techniques of sketching.
• To develop skill with sketching and drawing.
• To present ones design with the help of same skill.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the fundamental aspects of the communication through sketching.
CO2 : Various methods and strategies of making communicative drawing manually.</td></tr>
</table>

CO3 : To make student industry ready by Empowering students to independently handle project/s.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./ WEEK
1	• Object drawing, • 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. • Using coloring technique in different mediums -pastels, pencils, water colors etc.	**2**	**4**

REFERANCES:

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:

- Sketching and drawings related to this.

[Subject Code-2301001401090020]

VALUE ADDITION COURSE / Indian Knowledge System (VAC/ IKS)

COURSE NAME – **Indian Knowledge System**

SEMESTER -I

PROGRAM CODE -

COURSE CODE - **VAC_BID106**

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks

50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/Week: 2</td></tr>
<tr><td><u>Course Type:</u>

THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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

Course Objective:

- To uphold perspective and reception of the Indian knowledge system among the students
- To acquaint students to the real essence of Bharat and what is actually Bharatiya Asmita.
- To cultivate the understanding of the concept of traditional knowledge and its importance: among the students.
- To provide a platform for discussion, exchange of ideas, and engagement on the Indian knowledge system.
- To explore the contemporary relevance and application of Indian knowledge systems in society and academia.
- Creating sensitivity toward s knowing the need and importance of protecting traditional knowledge.

Course Outcome:

- Students will have an understanding of the basics of the Indian knowledge system and its relevance and applications to various fields.

- This will ideally also inspire future research and applications of these systems in their respective academic disciplines.
- IKS can enhance a student's creative skills by allowing them to inculcate novel thought process.
- Additionally, it will help the students build their self-confidence.
- It will enhance thei1 aesthetic creativity by nurturing them to be more open-minded and Confident.

SEMESTER	Course Content:	Credit	Hr./ WEEK
1	Unit -1 Bharatiya Knowledge Systems and Tradition • Self - Revelation of Bharat. • Knowledge Tradition of Glorious Bharat. • The Sublime Journey of Bharatiya Culture & Civilization. • Dissemination and contribution of Bharatiya Knowledge systems in the world Glorious tradition of Science and Art in Bharat. Unit -2 The Way of Life/ Jivan Darshan in Bharatiya Knowledge Systems • Way of life as Bharatiya Knowledge Systems. • The Implicit Concepts in Bharatiya Knowledge Systems. • Birth , Death, Rebirth, Law of Karma, Idea of Sukhha, Ideal of Life, Paap -Punya, Moksha . • Social Viewpoint in Bharatiya Knowledge systems. • Co - existence of Nature and Human Nature, Manifold Paths of Upasana, Value of Ha1moni ous Existence- Ritam. • Idea or Yasucl haivkutumbkam. • Bhartiya Vangmaya and Implication of Wisdom in Social Life. • Purusharthas of Bharatiya Knowledge System. 1. Dhanna 2. Attha 3. Kama 4. Moksha	2	2

REFERANCES:

1. Kapoor Kapil, Singh Avadhesh (202 1). "Indian Knowledge Systems Vol -I & II'', Indian Institute of Advanced Study, Shimla, H.P.
2. B. Mahadevan, Introduction to Indian Knowledge Systems, USC Bangalore
3. R. C. Majumdar, Ancient India, Motilal Banarsidas, Publishers, New Delhi, First edition, Vransi 1952, reprint 2003.
4. Basham, A.L. (ed.J. A Cultural History ofindia, New Delhi, Oxford University Press, I975.
5. Sri Aurobindo, Tho.: Foundation oflndinn Culture, SABDA, Sri Aurobindo Ashram, Pondicherry,1972. A lso available in Gujarati Translation as " Bhatatiya Sanskruti Na Paya."
6. Sri Aurobindo, India's Rebirth, SABDA, Sri Aurobindo Ashram, Pondichery, 1972.

7. Swami·Vivekananda, Bharat Ma Aapela Bhashano, Books Libraria,2020
8. Sharad Hebalkar, Bharati ya Sanskruti No Vjshv a Sanchar, Sahitya Sadhana Trust, Ahmedabad, 2004.
9. Sri Aurobindo and The Mother, Char Tapasyao ane Char Mukti, SABDA, Sri Aurobi11do Ashram, Pondicherry.
10. Swami Vivekananda, Sapanao Nu Bharat, Diamond Books, New Delhi.
11. B S Shah, Shikshan Chintakon u Shikshan Darshan, B S Shah Prakashan,
12. V H Patel, Hindu Dharma Ni Mahanata, Pravin Prakashan, Rajkot,2015
13. V K Bhatt, Sri Aravmd Nu Tatva Darshan, University .Granth Nirmana Board, Gandhinagar.
14. Katdare Indumati, Kutumb Aur Kutumb Shiksha, Punarutthan Vidyapith, Ahmedabad.

Teaching Methodology:

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

Projects:

UNDER-GRADUATE

SEMESTER 2

INTERIOR DESIGN DETAIL SYLLABUS

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME - INTEROR DESIGN STUDIO -II

SEMESTER - 2

PROGRAM CODE –

COURSE CODE - MJDSC_ BID201

<table>
<tr><td>Total credits – 04 (3+1)</td><td>External 50% 50 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/Week: 8</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-100 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
The purpose of the course is to make the student capable of understanding Space making in order to understand elements and organization.</td></tr>
<tr><td colspan="3">Course Objective:
• Space making in order to understand elements and organization .
• Developing visual perception of interior spaces through architectural elements (linear and planer).
• Developing basic design skills and understanding nature of spaces, scales and space planning.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the insight of the fundamental aspects of the design process.
CO2 : learn various design principles and theories supporting this.
CO3 : Train students to see language of space in terms of height, volume, scale ,proportion etc.
CO4 : Expose the students with the scale and human perception., Analysis of area and inter-relationships of functions
CO5 : Explain students Analysis of area and inter-relationships of functions.
CO6: basics of space planning and presentation.</td></tr>
</table>

Mapping between PSO AND CO:

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

SEMESTER	Course Content:	Credit	Hr./ WEEK
2	• Study of given space, define and understand structure and elements, analysis of space, structure, form and proportion. • Modulation of space and form to develop organizational character suited to the function. • Division of space, order in space, principles of perception. • Height I volume scale and proportion. • Form, function, organization of furniture and space requirements in interiors. • Analysis of area and inter-relationships of functions. • Characterization of space through materials, surface 'textures, and colours. • Presentation through basic drawings (plans, sections, elevations), sectional perspectives, 3- D drawings and models.	4	8

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:

Exercise 1:

- To understand spatial elements and their relationships
- With emphasis on functional planning and organization of spaces .
- With emphasis on light, movement and ventilation in space planning.

Exercise 2:

- To develop character of a space (single function) through exploration of material as a tool.
- Choice of elements, material technology based on articulation and combination of space modulation and characterization.

Exercise 3:

- To understand nature of spaces and scale of spaces and to understand structural elements as space makers.
- Analysis of space structure, form and proportion and contextual issues. ·
- Organizational setup and its application onto design based division of space, order in space, activity linkage patterns, and movement as space perpetuators, form, function, furniture organization, height, scale, proportion, material, surface texture and colors.
- Expressions are further subjective to influence of political, cultural, technology and information network .

Project:

Small scale public. spaces/places/institutions e.g.: library, clinics, kindergarten, radio station etc.

[Subject Code-2501001402020002]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME – INTERIOR MATERIAL TECHNOLOGY-II

SEMESTER - 2

PROGRAM CODE -

COURSE CODE - MJDSC_BID201A

<table>
<tr><td>Total credits – 02</td><td>External 50% 50 Marks

50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/ Week: 4</td></tr>
<tr><td><u>Course Type:</u>

Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-100 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :• Understanding Building as a system.

• Introduction of Making of Partitions and Openings.
• Introduction of Making of Partitions and Openings.</td></tr>
<tr><td colspan="3">Course Objective:
To make students aware about building materials and construction methods.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the fundamental aspects of the materials and technology.
CO2 : Introduction of basics of construction methods involved in making partitions and openings.
CO3 : To make student industry ready by clearing concept of same.</td></tr>
</table>

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./ Week
2	Partitions: • Design standards & criteria for placement of partitions. • Relationship of space planning and partitions. • Construction sequence & fitting of various partitions • Introduction to Definition & terminology Of partitions. Explorations of typologies and their applications : **1.** Types of partitions **2.** Exploration of materials Construction of partition: • Timber (wood and ply) partitions • Metal partitions • Glass partitions Understanding of partition in relation to floor and ceiling/ roof. Openings: • Design/standards & criteria for placement of openings. • Relationship of space planning and openings . • Construction sequence & fitting of various openings .. Introduction to definition & terminology of opening. Explorations of typologies cind their applications : • Types of openings . • Exploration of materials Construction of openings out of wood, steel, Aluminum, M.S. Glass etc. Wooden doors and windows • Panel • Flush • Batten • Metal Doors & Windows • M.S . Z-section • Aluminum Z-section • Aluminum sliding sections • Pressed Metal Specifications of openings • Understanding & exposure of Hardware used like Hinges, Handles, Fasteners, Locking devices etc. • Understanding of opening with relation to partition.	**2**	**4**

References:

1. Mackay W. l.- 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:

- Case studies.
- Drawings ,Enlarged Details And Models
- Site/Factory visits
- Market Survey

[Subject Code-2501001402020022]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME – Ancient Indian Art and Architecture-II

SEMESTER -II

PROGRAM CODE -

COURSE CODE - MJDSC_BID 201 B

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/Week: 2</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
To uphold perspective and reception of the Ancient Indian architecture among the students.</td></tr>
<tr><td colspan="3">Course Objective:
• To uphold perspective and reception of the Ancient Indian architecture among the students.
• To acquaint students to the real essence of Bharat.
• To cultivate the understanding of the concept of traditional knowledge and its importance: among the students.
• To provide a platform for discussion, exchange of ideas, and engagement on the Ancient Indian architecture.
• To explore the contemporary relevance and application of Ancient Indian architecture in society and academia.
• Creating sensitivity towards knowing the need and importance of protecting traditional knowledge.</td></tr>
<tr><td colspan="3">Course Outcome:
• Students will have an understanding of the basics of the Ancient Indian Architecture and its relevance and applications to specific field of interior design and architecture.
• This will ideally also inspire future research and applications of these systems in their respective academic disciplines.</td></tr>
</table>

- Additionally, it will help the students build their self-confidence.
- It will enhance their aesthetic creativity by nurturing their sensitivity to be more rooted in contemporary world.

SEMESTER	Course Content:		Credit	Hr./ WEEK
1	Unit -1	Revision of part-I	2	2
	Unit -2	Introduction to Various Architecture Models like Chalukya, Pallava, Pandya, Chola, Hoysala, Mauryan, Kaling, Gurjar, Solanki etc spread across country		
	Unit -3	Knowledge of Buddhist Art & Architecture		
	Unit -4	Introduction to Jain Art & Architecture		
	Unit -5	Introduction to Cave & Monolithic Architecture.		

REFERANCES:

Teaching Methodology:

Classwork in form of study exercise, Discussion, Self-Study, Seminars, case studies,Presentations, group discussions, site visits, debates etc.

Projects:

- Various documentations of case studies.
- Sketches
- Projects.

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME – TECHNICHAL REPRESENTATION OF DRAWING-II

[Subject Code-2401001402030013]

OR

COMPUTER AIDED DRAWING-II (DIGITAL TRD-II)

[Subject Code-2401001402030014]

SEMESTER -II

PROGRAM CODE -

COURSE CODE - MIDSC_BID202

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% marks based on semester end display/presentations/portfolio/ viva/ jury etc. on one to one basis or group work.</td><td>Contact hour/Week: 4</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
The purpose of the course is to give students hands on experiences on manual drawings and introduction of related software.</td></tr>
<tr><td colspan="3">Course Objective:
1. Learning drawing skill for design thinking, visualization and representation.
2. Facilitating visualization and 3D perception and putting them on paper in form of technical drawings.
3. Drawing Skills as tools to Design thinking, visualization and representation.
4. Measured drawing of a building and Interior space and elements.
5. Understanding of development of surface through models, and its representation in 2 dimensions</td></tr>
<tr><td colspan="3">Course Outcome:</td></tr>
</table>

CO1 : Explain students the different types of drawing techniques.

CO2 : Learning drawing skill for design thinking, visualization and representation

CO3 : Facilitating visualization and 3D perception and putting them on paper in form of technical drawings.

CO4: introduction to cad software.

CO5 : Explain students the fundamental of computer aided drawings.

CO6 : Various commands , various components and steps involved in software to develop the drawings/presentation.

CO7 : 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							
CO4							
CO5							
CO6							
CO7							

SEMESTER	Course Content:	Credit	Hr./ Week
2	TECHNICHAL REPRESENTATION OF DRAWING-I • Familiarization with drawing materials and equipment. • 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. • Intersection of solids & development of surfaces through models and drawings. • Sciography: study of shadows of simple and composite forms and its representation in 2D. • Measuring an existing interior I architectural space and its representation in technical drawing form. OR COMPUTER AIDED DRAWING-II (DIGITAL TRD-II) • Advance learning of CAD/CAM skills as a drafting tool. • Advance learning of all principle of geometry, scale, and orthographic projections of solids and then relating theses same principle with basic furniture /interior elements on same software. • Sections of simple and complex solids same software. • Intersection of solids & development of surfaces through models and drawings. • Sciography: study of shadows of simple and composite forms and its representation in 2D with the help of software. • Measuring an existing interior / architectural space and its representation in technical drawing form with the help of CAD.	**2**	**4**

REFERANCES:

- Ching, Frances D. K. - Graphics in Architecture
- Bhatt, N.0.- 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:

TECHNICHAL REPRESENTATION OF DRAWING-I

- Study of graphical representation of materials and symbols.
- Development of surface for basic solids and their intersection. Working models of the same done to check The precision of the drawing.
- Sciography of simple and complex objects.
- Sciography as a presentation tool
- Perspective as a method of Three-dimensional representation.
- Theoretical understanding of basic perspective: one point and two point.
- Learning of making set of basic drawings (plans, sections, and elevations)

OR

COMPUTER AIDED DRAWING-II (DIGITAL TRD-II)

- Introduction to Advance concepts in CAD related to 2D drafting
- 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.
- Learning of making set of basic drawings through CAD.(plans, sections, and elevations)
- Making of 3D with the help of CAD, setting up camera tool to generate 3D
- Viewpoints, page set ups, print set ups (composition of drawing) etc. advance autocad tools.

[Subject Code-2401001402040015]

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME – DRAWING AND PAINTING WORKSHOP

SEMESTER -II

PROGRAM CODE -

COURSE CODE - MIDSC_BID202A

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% marks based on semester end display/presentations/portfolio/ viva/ jury, etc. on one to one basis or group work.</td><td>Contact hour/Week: 4</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
The purpose of the course is to enhance skill with drawing and presentation.</td></tr>
<tr><td colspan="3">Course Objective:
• 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.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the fundamental aspects of the communication through drawing
CO2 : Various methods and strategies of making communicative drawing manually.
CO3 : To make student industry ready by Empowering students to independently handle project/s.</td></tr>
</table>

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./ week
2	• Abstraction of perceived images, conceptual statements using different media. • Perspectives of formal geometric solids and spaces and informal geometries, rendering techniques and use of color. • Elastic media and their expressional potential. Human figure studies in line, drawings, shade and sculptural mass. • Rendering through water-colour interior spaces. • Material expression through colours. • Rendering techniques in plan,. section, elevation and perspective	2	4

References:

1. Ching, Francis D.K.- Drawing a Creative Process

Teaching Methodology:

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

Projects:

1. Presentation/Technical seminar
2. Drawing exercises.

[Subject Code-2401001402050016]

MULTI-DISCIPLINERY COURSE (MDC)

COURSE NAME – BASIC STRUCTURE-II

SEMESTER -II

PROGRAM CODE -

COURSE CODE - MDC_BID203

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written exam.</td><td>Contact hour/Week: 2</td></tr>
<tr><td><u>Course Type:</u>
THEORY COURSE</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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 : Exposure to build forms through behavior of materials and Basic Structural systems.

Course Objective:

- Behaviour of materials and basic structural systems.
- Structural system design - approach to design.

Course Outcome:

CO1 : Explain students the fundamental aspects of the structure/ and structure design.

CO2 : Working out structural systems and their layout for a small building,

CO3 : Introduction to detailing out various structural systems.

CO4 : Structural system of Urban Interior spaces

CO5 : Knowledge of advance structure of larger span

Mapping between PSO AND CO:

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

SEMESTER	Course Content:		Credit	Hr./ WEEK
2	UNIT:1	• Working out structural systems and their layout for a small building, elements of interior spaces - false ceilings and furniture forms. • Details regarding various types of structure like masonry structure, framed structure (R. C. C. or steel) and structural systems. • General loading conditions and various type of loading.	**2**	**2**
	UNIT:2	• Details of shear force and bending moments including direct compressive and tensile force to be understood in light of loading of various kinds. • Study and understanding of different ways of covering large span area. Light weight space structure, small and large scale surface structure, integrated display system and structural elements.		
	UNIT:3	• Structural system of Urban Interior Spaces - malls, fair grounds, exhibition space to be discussed. • Knowledge of advance structure of larger span, its material requirements, detailing applicability has to be understood.		

REFERANCES:

1. Bear & John.ston - Vector mechanics for engineers - static
2. Junarkar & H. J. Shah. - Applied Mechanics Jefferry Cook - Seeking Structures from Nature
3. Frei Otto : Complete Works
4. Structure : The Essence of Architecture - forrest Wilson
5. Structural - Systems - Henry J. Cowan, Forest Wilson
6. D.K. Ching - BL!ilding Structure Illustrated.

Teaching Methodology:

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

Projects:

Presentations, models, case studies, and analysis of structural systems in the above- mentioned framework.

MULTIDISCIPLINE COURSE (MDC)

COURSE NAME – SCULPTURE AND CERAMIC WORKSHOP

SEMESTER -II

PROGRAM CODE -

COURSE CODE - MDC_BID203A

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of juries.</td><td>Contact hour/ Week: 4</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per Semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
The purpose of the course is to make the student understand the material ceramic and its products.</td></tr>
<tr><td colspan="3">Course Objective:
• Understanding of ceramic by working with material.
• Understanding of ceramic products in reference to interior spaces and their functional qualities.
• Understanding of plastic forms and 3D co-ordination of shapes and compositions.
• Creating products with use of various methods of making and finishing by working with craftsman.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the fundamental aspects of the Ceramic as a material.
CO2 : Understanding of ceramic products in reference to interior spaces and their functional
CO3 : Expose the students to making of various products out of ceramics.</td></tr>
<tr><td colspan="3">Mapping between PSO AND CO:
<table>
<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>
<tr><td>CO1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr>
</table>
</td></tr>
</table>

	CO2								
	CO3								

SEMESTER	**Course Content:**	**Credit**	**Hr./ WEEK**
2	• Introduction to ceramics through history by comparative studies of various cultures. • Process and techniques of forming and finishing/decorating. • Slab work, throwing, pinching and coil work and firing. Color pigments and design qualities. • Making ceramic tiles and its inter-locking characteristics . • Introduction to plasters as material for casting. Process of mixing and its use in reproduction. • Plaster slab and carving. Use of plaster with other materials - cloth, thread, wires etc. • Site visits to ceramic product factories , sample collection, documentation .	**2**	**4**

REFERANCES:

1. Harriet Goldstein - Art in Everyday Life
2. Anthony Quinn- Ceramic Design Course
3. Maureen Mills- Surface Design for Ceramics

Teaching Methodology:

Classwork in form of studio exercise/ design problem, Discussion, Self-Study, Seminars, product making.

Projects:

Any exercise/ product making to involve students with hands on experience with material.

[Subject Code-2401001402070018]

ABILITY ENHANCEMENT COURSE (AEC)

COURSE NAME – SURFACE FINISHES

SEMESTER -II

PROGRAM CODE -

COURSE CODE - AEC_BID204

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/ Week: 2</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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 :

Providing students a knowledge of different interior design materials available in the current market.

Course Objective:

- To teach students, a science of materials in reference to interior design field with specific focus to their material related qualities.

Course Outcome:

- Make students aware about various materials available in the market.
- To study different materials, their properties, and their applications in relevance to design.
- Make students industry ready by providing knowledge and keeping them updated.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:		Credit	Hr./ WEEK
2	UNIT:1	Wall Finishes: • Understanding of exposed as well as non-exposed wall finishes. • Exposed wall construction techniques, its treatments and protective coatings over it. Eg: exposed brick wall, pre-cast concrete walls etc. • Plastering: various types of plasters, its constituents, finishes possible (smooth/ rough/ textured) and its application. • Painting: Understanding paint as clear or pigmented, protective as well as decorative surface coating. Various types of paints, their constituents, properties and application process. • Wall papers: Various types of wall papers, their sizes and its application	**2**	**2**
	UNIT:2	Floor Finishes: • Understanding of various flooring materials and floor coverings, their properties, laying process, market rates and their selection criteria in interiors. • Mud flooring • Brick flooring. • Cement concrete flooring • Stone flooring -·marble ,granite, sandstone etc. • Tiled flooring - vitrified, ceramic and porcelain. • Terrazzo and mosaic flooring • Wooden flooring- natural wood flooring, engineered wood flooring, laminated wood flooring etc. • Resilient floorings-rubber flooring, cork flooring, vinyl flooring, and linoleum flooring. • Acid proof flooring • Floor coverings:. Rugs, durries and carpets.		
	UNIT:3	Ceiling Finishes: • Understanding various false ceilings in interiors - its construction technique, material properties, market rates and its appropriate functional and aesthetic usage in interiors. • Pop ceilings • Suspended ceilings with readymade panels in different materials like gypsum, thermocol, metal, fiber, etc. available in market.		
	UNIT:4	Furniture Finishes: • Understanding various materials used in furniture construction as well as protective and decorative furniture covering materials. Understanding their manufacturing, application, market rates a Rd appropriate selection criteria in if1teriors. • Natural wood and wood derivatives: Harwood,		

		soft wood, plywood, block boards, particle boards (M.D.F. and H.D.F.). Veneers and laminates. • Various metals and their surface treatments. • Glass and its various surface treatments. E.g. : frosting, etching ,staining etc. • Paint and polish: Various types of clear or pigmented protective surface coatings over wooden/wood derived, metal and glass surfaces . Study of their constituents, properties, • Market rates and application process. E.g.: varnish coat, lacquer coat, polyurethane coat, lamination coat, powder coating, various water based and oil based paints etc.		

REFERANCES:

- Mackay W.L - Building Construction - Volume -1, II, Ill
- Barry R - The construction of building.
- Cowen Henry - Handbook of Architectural Technology
- Atten Edward - Fundamentals of Building construction
- D.K.Ching- Interior Design Illustrated
- Nancy Gesimondo - Jim Postell - Materiality and Interior construction

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.

[Subject Code-2401001402080019]

SKILL ENHANCEMENT COURSE (SEC)

COURSE NAME – WOOD BAMBOO AND CANE WORKSHOP

SEMESTER - II

PROGRAM CODE -

COURSE CODE - SEC_BID205

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of juries.</td><td>Contact hour/ Week: 4</td></tr>
<tr><td><u>Course Type:</u>
PRACTICAL
STUDIO Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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 study wood bamboo and cane as a material.

Course Objective:

- Studying and comparing characteristics of wood, cane and bamboo such as structure, properties of various types, textures, and its availability.
- Tools used for working: hand tools and machine tools.
- Principles of wood working machinery.
- Precautions for safety in workshop.
- Working with craftsman.

Course Outcome:

CO1 : Explain students the fundamental of wood bamboo and cane.

CO2 : Principle of working with wood and learning different techniques used.

CO3 : To make student industry ready by developing skill with such material.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./ WEEK
2	• Cutting the wood with different types of tools and study of its impressions on wood and also. to understand the feeling of the materials. • Making various types of wood joints to examine its strength and find out its use in building construction and furniture industry. • Cutting and joining of boards of various kind Finishes of various kinds.	2	4

REFERANCES:

1. Harriet Goldstein - Art in Everyday Life
2. W . L. Mackey - Mackay W. L. - Building Construction - Volume - I& 11 .
3. David Farrelly - the book of bamboo
4. Hideo Satao - The complete Japanese joinery
5. M. P. Rajan-
6. Veenu Kale- Veenu Bharti-

Teaching Methodology:

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

Projects:

- Exercises exploring these materials and product making related to this.

VALUE ADDITION COURSE (VAC)

COURSE NAME – HISTORY-I

SEMESTER -II

PROGRAM CODE -

COURSE CODE - VAC_BID206

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks

50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/Week: 2</td></tr>
<tr><td><u>Course Type:</u>

THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
The purpose of the course is to give students insight in architectural history.</td></tr>
<tr><td colspan="3">Course Objective:
• Elementary concept of civilization, society, settlements and house-form, culture and its articulation in built-form and design</td></tr>
<tr><td colspan="3">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.</td></tr>
</table>

Mapping between PSO AND CO:

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

SEMESTER	Course Content:	Credit	Hr./ WEEK
2	• 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 • Ancient civilizations: Indus valley, Egypt, Mesopotamia, Minoan and Mycenaean Greek and Roman Architectural and Design traditions • 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	2	2

REFERANCES:

1. Encyclopaedia of Vernacular Architecture - Vol. I
2. History of Architecture - Sir Banister Fletcher Sir Banister Fletcher-History of Architecture
3. Percy Brown-Encyclopaedia of Indian Architecture Ahmed Kasu-Elements of Design
4. Win Swaan-Art & Architecture of Late Middle Ages J. M. Roberts-History of The World
5. Yatin Pandya-Elements of Space Making

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.

UNDER-GRADUATE

SEMESTER 3

INTERIOR DESIGN DETAIL SYLLABUS

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME - INTEROR DESIGN STUDIO-III

SEMESTER – 3

PROGRAM CODE –

COURSE CODE - MJDSC_ BID301

<table>
<tr><td>Total credits – 04</td><td>External 50% 50Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour /Week: 8</td></tr>
<tr><td rowspan="2"><u>Course Type:</u>
PRACTICAL Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-
100 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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:

- 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.

Mapping between PSO AND CO:

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

PRE REQUESIT: 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	8

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.

[Subject Code-2401001403020012]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME - FURNITURE DESIGN STUDIO-I

SEMESTER-3

PROGRAM CODE –

COURSE CODE - MJDSC_ BID301A

<table>
<tr><td>Total credits – 04</td><td>External 50% 50 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/Week: 8</td></tr>
<tr><td><u>Course Type:</u>
PRACTICAL
Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-100 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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:

- Analyzing 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 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	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	8

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.

[Subject Code-2401001403030013]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME – INTERIOR MATERIAL TECHNOLOGY-III

SEMESTER - 3

PROGRAM CODE -

COURSE CODE - MJDSC_BID301B

<table>
<tr><td>Total credits – 04</td><td>External 50% 50 Marks

50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/ Week: 8</td></tr>
<tr><td><u>Course Type:</u>

PRACTICAL Course</td><td rowspan="2">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.</td><td rowspan="2">Total- 100 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./ WEEK
3	• 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	8

References:

1. Mackay W. l.- 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:

Minimum 1 case study of each of the element above mentioned in the contents.

- Drawings and models.
- Construction site visits.
- Market survey.

MULTI-DISCIPLINERY COURSE (MDC)

COURSE NAME – DIGITAL TECHNOLOGY-I/ ELECTIVE-I

SEMESTER -3

PROGRAM CODE - [Subject Code-2501001403040004]

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: 3**
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 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 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							

Pre-requisite: Basic understanding of computers and AutoCAD-2D commands.

SEMESTER	Course Content:	Credit	Hr./ WEEK
3	**DIGITAL TECHNOLOGY-I** • 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	2	3

	in to other software for further work. • Presentation and editing software's such as Corel, Adobe Photoshop, etc.		
	ELECTIVE-I (ANY SIMILAR SOFWARE RELATED ELECTIVE) • Basic knowledge of FIELD RELATED ANY software to be introduced.		

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 in a relevant software taught.

MULTIDISCIPLINE COURSE (MDC)

COURSE NAME – GRAPHICS DESIGN-I

SEMESTER -3

PROGRAM CODE - [Subject Code- 2501001403050005]

COURSE CODE - MDC_BID 303 A

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% marks based on semester end display/presentations/portfolio/ viva/ jury,etc. on one to one basis or group work.</td><td>Contact hour/Week: 4</td></tr>
<tr><td>Course Type: Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
The purpose of the course is to make the student understand the fundamentals of visual perception in graphics.</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">Mapping between PSO AND CO:</td></tr>
</table>

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

Pre-requisite: Basic understanding of design principles.

SEMESTER	Course Content:	Credit	Hr./ WEEK
3	• Visual perception of forms, patterns and design. Forms as entity, individuals, identity and beauty. • Tessellation. • Different compositions: Balanced / Unbalanced, Static / Dynamic, Symmetrical / Asymmetrical. • Abstraction.	**2**	**4**

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 though simplification and abstractions, using simple elements such as lines, circles, squares, triangles, etc.
- Exploration of the above through the medium of various hand skills.

ABILITY ENHANCEMENT COURSE (AEC 304)

COURSE NAME – INTERIOR SERVICES-I

SEMESTER -3

PROGRAM CODE - [Subject Code- 2401001403060016]

COURSE CODE - AEC_BID304

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/Week: 2</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">Course Objective:
• 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.</td></tr>
<tr><td colspan="3">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.</td></tr>
</table>

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:** • 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:** • 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:** • 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.

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.

SKILL ENHANCEMENT COURSE (SEC)

COURSE NAME – METAL WORKSHOP

SEMESTER -3

PROGRAM CODE - [Subject Code-2401001403070017]

COURSE CODE - SEC_BID305

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/Week: 4</td></tr>
<tr><td><u>Course Type:</u>
PRACTICAL
STUDIO Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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							

SEMESTER	Course Content:	Credit	Hr./ WEEK
3	• 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	4

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:

- 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.

VALUE ADDITION COURSE (VAC)

COURSE NAME – HISTORY-II

SEMESTER -3

PROGRAM CODE - [Subject Code-2401001403080018]

COURSE CODE - VAC_BID306

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/Week: 2</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
The purpose of the course is to give students insight in architectural history.</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">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.</td></tr>
</table>

Mapping between PSO AND CO:

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

SEMESTER	Course Content:	Credit	Hr./ WEEK
3	• 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 Study of: • Medieval period in Europe: 1) Byzantine, 2) Romanesqueand 3) gothic • Renaissance, baroque and rococo • Victorian style • Islamic and Mughal period • Industrialization and its impact on technology and design • Arts and crafts movements • 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 ln western Architecture -Christian Norberg schultz
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 cJf 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.

UNDER-GRADUATE

SEMESTER 4

INTERIOR DESIGN DETAIL SYLLABUS

[Subject Code-2401001404010011]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC 401)

COURSE NAME - INTEROR DESIGN -IV

SEMESTER - 4

PROGRAM CODE –

COURSE CODE - MJDSC_ BID 401

<table>
<tr><td>Total credits – 04</td><td>External 50% 50 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/Week: 8</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-100 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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:

- 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.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

SEMESTER	Course Content:	Credit	Hr./ WEEK
4	• 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	8

References:

1. Pegler, Martin M.: Contemporary Restaurants & Bars.
2. Weathersby, John P. William: International Clubs & Resorts.
3. Yee, Roger: Corporate Interiors-6.
4. Design Media: World Shop Front Design.
5. Designer Books: Working Is Fun.
6. Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design.
7. 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.

[Subject Code-2401001404020012]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC 401A)

COURSE NAME – INTERIOR MATERIAL TECHNOLOGY-IV

SEMESTER - 4

PROGRAM CODE -

COURSE CODE - MJDSC_BID401A

<table>
<tr><td>Total credits – 04</td><td>External 50% 50 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/Week: 6</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course
Maximum weeks per semseter:16</td><td>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.</td><td>Total-100 Marks</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
Construction of service areas: Toilet and Kitchen.</td></tr>
<tr><td colspan="3">Course Objective:To understand the methods of construction, materials and complexities involved in making of service areas: Toilet and Kitchen.</td></tr>
<tr><td colspan="3">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.</td></tr>
</table>

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	• 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	5

References:

1. Mackay W. l.- 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
6. Neufert : Architect Data.
7. Time Savers Standards for Interior Design and Space Planning.
8. 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.

[Subject Code-2401001404030013]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME - FURNITURE DESIGN -II

SEMESTER - 4

PROGRAM CODE –

COURSE CODE - MJDSC_ BID 401B

<table>
<tr><td>Total credits - 04</td><td>External 50% 50 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/Week: 8</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-100 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">Course Objective:
• To learn Furniture systems: Storage and Seating.
• To understand Various systems, styles and products available in the market.</td></tr>
<tr><td colspan="3">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.</td></tr>
</table>

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.

Mapping between PSO AND CO:

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

SEMESTER	Course Content:	Credit	Hr./ WEEK
4	• 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	8

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.

[Subject Code-2501001404050005]

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME- ELECTIVE-II / ELECTIVE-III

SEMESTER -4

PROGRAM CODE -

COURSE CODE - MIDSC_BID402

<table>
<tr><td>Total credits -
02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/ Week: 2</td></tr>
<tr><td><u>Course Type:</u>
PRACTICAL
STUDIO Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">Course Objective:
• Comparative analysis of various MATERIALS and exploring their design parameters with new concepts.</td></tr>
<tr><td colspan="3">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</td></tr>
</table>

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./ WEEK
4	These are broad subject list defined under the main categories. • 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

REFERANCES:

- Past students work portfolios/ case studies.

Teaching Methodology:

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

Projects:

- Exercise related to subject.

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME- DIGITAL TECHNOLOGY-II

SEMESTER -4

PROGRAM CODE -

COURSE CODE - MIDSC_BID402A

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of juries.</td><td>Contact hour/Week: 4</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">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.</td></tr>
</table>

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

SEMESTER	Course Content:	Credit	Hr./ WEEK
4	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	4

REFERANCES:

- 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:

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

[Subject Code-2401001404060016]

ABILITY ENHANCEMENT COURSE (AEC)

COURSE NAME – INTERIOR SERVICES-II

SEMESTER -4

PROGRAM CODE -

COURSE CODE - AEC_BID 404

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/Week: 2</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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:

- 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.

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:** • 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:** • 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:** • 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.

[Subject Code-2501001404070007]

SKILL ENHANCEMENT COURSE (SEC)

COURSE NAME – GRAPHICS DESIGN-II

SEMESTER -4

PROGRAM CODE -

COURSE CODE - SEC_BID405

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% marks based on semester end display/presentations/portfolio/ viva/ jury,etc. on one to one basis or group work.</td><td>Contact hour/Week:
4</td></tr>
<tr><td>Course Type: Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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							

Pre-requisite: Basic understanding of design principles.

SEMESTER	Course Content:	Credit	Hr./ WEEK
4	• 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

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.

[Subject Code-2401001404080018]

VALUE ADDITION COURSE / Indian Knowledge System (VAC)

COURSE NAME – HISTORY-III

SEMESTER -4

PROGRAM CODE -

COURSE CODE - VAC_BID 406

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 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 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 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
4	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: • 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.	**2**	**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: • 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.		
	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.

UNDER-GRADUATE

SEMESTER 5

INTERIOR DESIGN DETAIL SYLLABUS

[Subject Code-2501001405010011]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC 501)

COURSE NAME - INTEROR DESIGN STUIO-V

SEMESTER - 5

PROGRAM CODE –
COURSE CODE - MJDSC_ BID 501

<table>
<tr><td rowspan="2">Total credits – 04

<u>Course Type:</u>
Practical Studio Course</td><td>External 50% 50 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/Week: 8</td></tr>
<tr><td>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.</td><td>Total-100 Marks</td></tr>
<tr><td colspan="3">Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">Course Objective:
• Creating an interior environment of an institute in response to its functions, need of society and the nature of the institute.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the insight of the fundamental aspects of the institutional design from simple to complex.
CO2 : to make understand to see importance of ideal institutional environment.
CO3 : develop students to apply various methods/cues of designing for ex. Derivations/ analysis from case study, concept development,
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.</td></tr>
</table>

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

SEMESTER	Course Content:	Credit	Hr./ WEEK
5	• Formulation of program through relevant case studies. • Understanding social and psychological behavior 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.	4	8

References:

1. Pegler, Martin M.: Contemporary Restaurants & Bars.
2. Weathersby, John P. William: International Clubs & Resorts.
3. Yee, Roger: Corporate Interiors-6.
4. Design Media: World Shop Front Design.
5. Designer Books: Working Is Fun.
6. Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design.
8. 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:

- Real projects with actual parameters should be taken.
- Scale of project:

1. Health organizations : Public / Private /Specialized /General
2. Educational institutes: Kindergarten / Schools / Colleges of various kinds

[Subject Code-2501001405020012]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME – ANCIENT INDIAN ART AND ARCHITECTURE-I & II

SEMESTER -5

PROGRAM CODE -

COURSE CODE - MJDSC_BID 501 A

Total credits - 04	**External 50% 50 Marks** **50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.**	**Contact hour/ Week: 4**
Course Type: **THEORY Course** **Maximum weeks per semseter:16**	**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**

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 :

To uphold perspective and reception of the Ancient Indian architecture among the students.

Course Objective:

- To uphold perspective and reception of the Ancient Indian architecture among the students.
- To acquaint students to the real essence of Bharat.
- To cultivate the understanding of the concept of traditional knowledge and its importance: among the students.
- To provide a platform for discussion, exchange of ideas, and engagement on the Ancient Indian architecture.
- To explore the contemporary relevance and application of Ancient Indian architecture in society and academia.
- Creating sensitivity towards knowing the need and importance of protecting traditional knowledge.

Course Outcome:

- Students will have an understanding of the basics of the Ancient Indian Architecture and its relevance and applications to specific field of interior design and architecture.
- This will ideally also inspire future research and applications of these systems in their respective academic disciplines.Additionally, it will help the students build their self-confidence.
- It will enhance their aesthetic creativity by nurturing their sensitivity to be more rooted in contemporary world.

SEMESTER	Course Content:		Credit	Hr./ WEEK
5	Unit -1	Origin & Concept of Ancient Architecture.	4	4
	Unit -2	Introduction & Sources of Literature related to Science like Samarangan Sutradhar, Mayamatam, Yukti Kalpataru, Agni Purana, etc.		
	Unit -3	• Introduction to Temple Architecture • Cosmology & Cosmogony Concepts in Temple Construction • Dravidi & Nagari & Other Styles of Architecture		
	Unit-4	Iconography & Indus Saraswati Valley Civilization, introduction to town planning and ancient techniques of conservations.		
	Unit-5	Introduction to Various Architecture Models like Chalukya, Pallava, Pandya, Chola, Hoysala, Mauryan, Kaling, Gurjar, Solanki etc spread across country.		
	Unit-6	Knowledge of Buddhist Art & Architecture		
	Unit-7	Introduction to Jain Art & Architecture		
	Unit-8	Introduction to Cave & Monolithic Architecture.		

REFERANCES:

Teaching Methodology:

Classwork in form of study exercise, Discussion, Self-Study, Seminars, case studies, Presentations, group discussions, site visits, debates etc.

Projects:

Various documentations of case studies.
Sketches
Projects.

[Subject Code-2501001405030013]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME - FURNITURE DESIGN -II

SEMESTER - 5

PROGRAM CODE –
COURSE CODE - MJDSC_ BID 501B

<table>
<tr><td>Total credits – 04</td><td>External 50% 50 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/Week: 8</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">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.</td><td rowspan="2">Total-100 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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.

Mapping between PSO AND CO:

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

SEMESTER	Course Content:	Credit	Hr./ WEEK
5	• Modular furniture design, its relationship to human economics. • 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.	**4**	**8**

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:

- Measure drawing and analysis of the existing piece of furniture.
- Design furniture, with detailed drawings 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.

[Subject Code-2501001405040014]

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME – DESIGN MANAGEMENT-I

SEMESTER -5

PROGRAM CODE -

COURSE CODE - MIDSC_BID 502

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/ Week: 4</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total- 50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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 give student to Introduction to professionalism.

Course Objective:

- To understand the design practice and working of a design organization.
- To develop skill related to it.

Course Outcome:

CO1 : Explain students the fundamental of design practice.

CO2 : to learn legal and financial aspects of design and execution.

CO3 : To make student industry ready by developing knowledge base for estimating, costing, design execution drawing.

CO4 : also prepares students for documentation of projects and preparation of various reports as a legal documents abide by laws.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

Pre-requisite: Knowledge of all previous semester, ability to analyze the complex problems

SEMESTER	Course Content:	Credit	Hr./ WEEK
5	Issues of Professional Practice courses. such as : • 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.	**2**	**4**

REFERANCES:

- Time Savers Standards for Interior Design and Space Planning.
- Professional practice of design, By: Goslett, Dorothy
- Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design.

Teaching Methodology:

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

Projects:

- Market survey of various materials.
- Integrated application of subject with respect to some project/ exercise.

[Subject Code-2501001405050015]

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME – INTERIOR SERVICES-III

SEMESTER -5

PROGRAM CODE -

COURSE CODE - MIDSC_BID502 A

Total credits - 02	**External 50% 25 Marks** **50% External based on semester end University examination in the form of written examination.**	**Contact hour/ Week: 4**
Course Type: **THEORY + PRACTICAL Course** **Maximum weeks per semseter:16**	**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**

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 advanced operation of the building in reference to building services.

Course Objective:

- 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 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.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

Pre-requisite: Knowledge of all previous semester, ability to analyze the complex problems

SEMESTER	Course Content:		Credit	Hr./ WEEK
5	UNIT:1	**Vertical transportation:** 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	**2**	**4**
	UNIT:2	**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		
	UNIT:3	**Acoustics:** • 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 partitions. Floor and ceilings. • False ceiling and acoustics. • Various materials, their properties and sound insulation, testing. room acoustics, reverberation time in functional areas.		

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.

[Subject Code-2501001405060016]

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME – SUSTAINABLE ITERIOR DESIGN APPROCH

SEMESTER -5

PROGRAM CODE -

COURSE CODE - MIDSC_BID 502 B

Total credits - 02	**External 50% 25 Marks**	**Contact hour/ Week: 4**
Course Type: **PRACTICLE 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 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 Understanding sustainability and it's inter- relation with environment and design.

Course Objective:

- Understanding sustainability and it's inter- relation with environment and design.
- Concept of embodied energy/ life cycle assessment of buildings / ecological and carbon foot prints.
- Energy consumption in interior spaces due to lighting, HVAC and other mechanical and electronic equipment/ devices.
- Understanding of different rating systems like LEED, GRIHA, IGBC etc.
- Energy saving strategies in interior environment.

Course Outcome:

CO1 : learn sustainability and its inter relation with environment..
CO2 : learn various concepts involved in sustainability design..
CO3 : Develop the system/ strategies in ref to interior environment promoting energy saving and mindfll uses of resources.
CO4 : promote and learn about various rating systems.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

Pre-requisite: Knowledge of all previous semester, ability to analyze the complex problems, Broad vision and skill of system making.

SEMESTER	Course Content:	Credit	Hr./ WEEK
5	Introduction to - 1. Sustainable approaches and its implications in design of interior environments 2. Global Warming, Ecological Footprint, carbon Footprint and similar concepts. • Understanding Three pillars of Sustainability • Rating systems like LEED, GRIHA, IGBC and need for rating system. • Criteria / Considerations of rating system. Advantages and Disadvantages of rating system.	**2**	**4**

REFERANCES:

Documentary: An Inconvenient Truth by Al Gore

Books:

- Daniel B. Botkin Edward A. Keller : Environmental Science – Earth as a Living Planet
- Mathis Wackernagal and William Rees : Our Ecological Footprint
- Our Common Future – The world Commission on Environment and Development
- Daniel B. Botkin, Edward A. Keller : Environmental Science – Earth as a Living Planet
- William Mcdonough and Michael Rees : Cradle-to-Cradle: Remaking the way we make things
- Paolo Sassi : Strategies for Sustainable Architecture
- Aesthetics of Sustainable Architecture, Edited by Sang Lee
- Energy Efficient Buildings in India - Edited by Mili Majumdar
- Arvind Krishan, Simos Yannas, Nick Baker, S.V. Szokolay : Climate Responsive Architecture – Design Handbook for Energy Efficient Buildings
- Francis D.K. Ching and Ian M. Shapiro : Green Building Illustrated
- Ian Mcharg : Design with Nature
- Ursula Tischner (pdf)

Teaching Methodology:

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

Projects:

- Study of traditional buildings, elements from sustainability point of view.

- Case study of rated building in India/abroad.
- Life cycle assessment of one furniture element/space.
- Design exercise involving analysis of any of the design projects of the previous semester and suggesting possible changes from sustainability point of view.

[Subject Code-2501001405070017]

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME- ELECTIVE - IV

SEMESTER -5

PROGRAM CODE -

COURSE CODE - MIDSC_BID 502 C

Total credits - 02	**External 50% 25 Marks** **50% External based on semester end University examination in the form of juries.**	**Contact hour/Week: 2**
Course Type: **PRACTICAL STUDIO Course** **Maximum weeks per semseter:16**	**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**

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							

SEMESTER	Course Content:	Credit	Hr./ WEEK
5	These are broad subject list defined under the main categories. • 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 • Life skills • Yoga and meditation • Personality development	**2**	**2**

REFERANCES:

- Past students work portfolios/ case studies.

Teaching Methodology:

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

Projects:

- Exercise related to subject.

[Subject Code-2501001405080018]

SKILL ENHANCEMENT COURSE (SEC)

COURSE NAME – ELECTIVE-V

SEMESTER -5

PROGRAM CODE -

COURSE CODE - SEC_BID 506

Total credits - 02	**External 50% 25 Marks** **50% External based on semester end University examination in the form of juries.**	**Contact hour/ Week: 2**
Course Type: **PRACTICAL STUDIO Course** **Maximum weeks per semseter:16**	**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**

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							

SEMESTER	Course Content:	Credit	Hr./ WEEK
5	These are broad subject list defined under the main categories. • Presentation skills • Photography • Digital Technology • Weaving & textile • Workshop/s • 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 • Life skills • Yoga and meditation • Personality development	2	2

REFERANCES:

- Past students work portfolios/ case studies.

Teaching Methodology:

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

Projects:

- Exercise related to subject.

UNDER-GRADUATE

SEMESTER 6

INTERIOR DESIGN DETAIL SYLLABUS

[Subject Code-2501001406010011]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME - INTEROR DESIGN STUIO-VI

SEMESTER - 6

PROGRAM CODE –

COURSE CODE - MJDSC_ BID 601

<table>
<tr><td>Total credits – 06</td><td>External 50% 75 Marks
50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.</td><td>Contact hour/ Week: 10</td></tr>
<tr><td><u>Course Type:</u>
Practical Studio Course</td><td rowspan="2">Internal 50% 75 Marks
50% Internal assessment based on class attendance, continuous evaluation (participation, class discussions, quiz, assignment discussions, seminar, internal examination/ juries), and midterm juries. Etc.</td><td rowspan="2">Total-150 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">Purpose of Course :
This studio focuses on the design of spaces in urban, semi-urban, and rural contexts with an aim to explore and understand transformation and adaptive re-use as one of the important aspects in interior design.</td></tr>
<tr><td colspan="3">Course Objective:
• This studio focuses on the design of spaces in urban, semi-urban, and rural contexts with an aim to explore and understand transformation and adaptive re-use as one of the important aspects in interior design.</td></tr>
<tr><td colspan="3">Course Outcome:
CO1 : Explain students the insight of the fundamental aspects of the adaptive re use design.
CO2 : to understand importance aspects involve with such context in reference to re-use.
CO3 : to learn developing the program formulation for such complex projects.
CO4 : to explore Image and identity (corporate, public, private, N.G.O. etc) in society and its visual communication
CO5 : TO PROMOTE Appropriate use of materials
CO6 : Integration of architectural elements and insertions. Dialogue between the existing and the newly added insert.</td></tr>
</table>

CO7 : Interpretation of the functions/activities and their spatial co-relation.

CO8 : To Evolving furniture, colour palette, material palette and lighting as tools to specify an experience.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							
CO5							
CO6							
CO7							
CO8							

SEMESTER	Course Content:	Credit	Hr./ WEEK
6	• Formulation of program in context to the study of the site, surroundings, community and needs of the society around. • Evaluation of the building from historic / heritage point of view. Understanding the built form, its history, character, structure, material fabric. • Image and identity (corporate, public, private, N.G.O. etc) in society and its visual communication. • Understanding social and psychological behavior patterns of individuals, groups and communities. • Integration of architectural elements and insertions. Dialogue between the existing and the newly added insert. • Interpretation of the functions/activities and their spatial co-relation. • Furniture forms and its co-ordination with interior built forms. • Evolving color palette, material palette and lighting as tools to specify an experience. • Integrating audio-visual communication, acoustics, lighting and HVAC systems. • Appropriate use of materials	**6**	**10**

References:

1. Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design.
2. 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:

Historic/heritage/unused/abandoned sites that provide scope for rejuvenation through multi-dimensional programs like:

1. Exhibition and museum spaces
2. Recreational spaces
3. Institutional spaces
4. Commercial spaces

Scale of project: approx. **3000 sq mt max.**

[Subject Code-2501001406020012]

DISCIPLINE SPECIFIC MAJOR COURSE (MJDSC)

COURSE NAME - DESIGN EXECUTION DRAWING

SEMESTER - 6

PROGRAM CODE –

COURSE CODE - MJDSC_ BID 601 A

Total credits – 06	**External 50% 75 Marks** **50% External based on semester end University examination in the form of juries / viva / portfolio / presentation etc.**	**Contact hour/ Week:10**
Course Type: Practical Studio Course **Maximum weeks per semseter:16**	**Internal 50% 75 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-150 Marks**

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 to understand, "details" as a tool in design process.

Course Objective:

- "Details" as a tool in Design process (details occur at various level of interior design. Execution process of a project is also important in developing details)

Course Outcome:

CO1 : Explains to students the advanced aspects detailing the project.

CO2 : To make students capable of making design execution drawing/ site communicating drawings.

CO3 : Develop the system of detailing in any project.

CO4 : Learn drawing media management and importance of each drawing.

CO5: making students industry ready.

Mapping between PSO AND CO:

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

SEMESTER	Course Content:	Credit	Hr./ WEEK
6	• **Detailing System** **1.** Furniture – Residential & Commercial **2.** Exhibition system **3.** Crafted elements – inlay etc, process **4.** Specialized service area details – light, HCAV & AC, Communication system **5.** Special details for commercial and institutional public spaces **6.** Special details required for building for industrial building • **Drawing media management:** ➢ Exposure to importance of drawing and media management. ➢ Drawing paper opaque and tracing sheets, old sizes in imperial, elephant etc, and modern cuts of A0 to A6 and B0 to B6 sizes. How lengths become the width measure while moving upward in size. ➢ Folding papers for binding cover packing, filling etc. Folding drawings blue prints for filling and unfolding in filed form. • **Orientation and position titles:** ➢ Details contents, location of main view, parts details, key plan, common specification, linkages to previous and following sheets. Titles for main and sub drawings, high lighting the titles by bold lettering, underlining, boxing etc., mentioning scale, indicating graphical scale and other information likely to be reduced or enlarged in size. ➢ Lettering styles, sizes for titles, sub titles, compulsory specifications, optical specifications, conditional specifications, Grouping items and specifications in terms of billing procedure, time schedule of execution, crafts and execution agencies involved. ➢ Italic or inclined vs. straight lettering, tight vs. open lettering, first vs. second vs. mixed alphabets. ➢ Drawings in monotone and tonal effects in blue print or reproductions, indicating materials graphically in plan and sections, rendering surface finishes. ➢ Layout drawing vs. component drawing as a linked drawing vs. a standalone drawing. ➢ Drafting techniques lines frontal, silhouettes, elevation, sectional, dotted for overhead projections, dotted for sub layer configurations, Centre lines, lead lines, and projection and construction lines. Sizes of dots and spaces in between, junction of dots, crossing dot lines. • Complete set of a project execution drawing (digitally/ manually)	6	10

References:

- Time Savers Standards for Interior Design and Space Planning.
- Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design.

Teaching Methodology:

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

Projects:

- Take any previous interior design studio as a reference to detailed out and prepare complete set of execution/ working drawing.

[Subject Code-2501001406030013]

DISCIPLINE SPECIFIC MINOR COURSE (MIDSC)

COURSE NAME- ENVIRONMENTAL GRAPHICS

SEMESTER -6

PROGRAM CODE -

COURSE CODE - MIDSC_BID 602

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: **PRECTICAL STUDIO** **Maximum weeks per semseter:16**	**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**

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 impact on space making.

Course Objective:

- Understanding graphics as space making element.

Course Outcome:

CO1 : Explain students graphic design, and principle of designs as a means of communication.
CO2 : Understanding graphics as an image maker as well as a visual communicator.
CO3 : Learn Different compositions to transfer graphics into space making, Space transformation through graphics.
CO4 : Exploring graphics in interior spaces through existing/functional elements that make an interior space.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

Pre-requisite	Basic understanding of design principles.		
SEMESTER	**Course Content:**	**Credit**	**Hr./ WEEK**
6	• 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.	**2**	**4**

REFERANCES:

- 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:

- 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, 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) .
- Introducing a graphic exercise 1n exteriors like designing graphics for a hoarding, designing mobi!e graphics (for a vehicle), or architecture super graphics.

1. Signage Design: signage in urban context, community/ directional/ indicative.
2. Architectural signage {retail/institutional) to explore exterior architectural space.
3. 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.

[Subject Code-2501001406040014]

ABILITY ENHANCEMENT COURSE (AEC)

COURSE NAME - INTERIOR LGHTING

SEMESTER -6

PROGRAM CODE -

COURSE CODE - AEC_BID 604

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/ Week: 2</td></tr>
<tr><td><u>Course Type:</u>
Theory Course</td><td rowspan="2">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.</td><td rowspan="2">Total- 50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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 :

- 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:

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:

- 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 Outcome:

CO1 : Explain students the fundamental aspects of the lighting.
CO2 : Technical aspects involved in design / consideration of good lighting.
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.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							

Pre-requisite: Understanding of human need, services of various kind and ability to syntheses.

SEMESTER	Course Content:	Credit	Hr./ WEEK
6	**Light, science of light:** • 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) **light and its effect on human and built environment:** • 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)	2	2

REFERANCES:

- Lighting for Interior Design by Malcolm Innes
- Ching, F.D.K.: Interior design Illustrated.
- Neufert : Architect Data.
- Time Savers Standards for Interior Design and Space Planning.
- Donald Watson: Time saver standards for building material and systems.

Teaching Methodology:

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

Projects:

- 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.

ABILITY ENHANCEMENT COURSE (AEC)

COURSE NAME – DESIGN MANAGEMENT-II
SEMESTER -6
PROGRAM CODE -
COURSE CODE - AEC_BID 604 A

<table>
<tr><td>Total credits - 02</td><td>External 50% 25 Marks
50% External based on semester end University examination in the form of written examination.</td><td>Contact hour/ Week: 2</td></tr>
<tr><td><u>Course Type:</u>
THEORY Course</td><td rowspan="2">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.</td><td rowspan="2">Total- 50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
</table>

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 The course deals through various scenarios of working office/ practice.

Course Objective:

- To develop detailed idea as to how a design organization functions.
- To develop skill related to it.

Course Outcome:

CO1 : Explain students the fundamental of design practice.
CO2 : to learn legal and financial aspects of design and execution.
CO3 : To make student industry ready by developing knowledge base for estimating, costing, design execution drawing.
CO4 : also prepares students for documentation of projects and preparation of various reports as a legal documents abide by laws.

Mapping between PSO AND CO:

	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7
CO1							
CO2							
CO3							
CO4							

Pre-requisite: Knowledge of all previous semester, ability to analyze the complex problems

SEMESTER	Course Content:	Credit	Hr./ WEEK
6	• The course covers different types of Design office organizations, advantages and limitations in terms of size, growth potential, specialization, liabilities and creativity. • Students are exposed to scenarios, how job handling, Assignation, system of authority and consequent responsibilities that occur within a design organization. • Other topics include human resources, individual designer's role in the design team, conditions of employment, design creativity. • Students are also introduced to other aspects, that affects the design creation, and its management: quality control, risk management, engineering management, project management, design methodologies, problem solving, fore-casting, decision making, information systems, finance etc. • students are acquainted with different types of reports and purposes these serve, structure of reports, conditions of exposure, access systems, referencing etc.	**2**	**2**

REFERANCES:

- Time Savers Standards for Interior Design and Space Planning.
- Professional practice of design, By: Goslett, Dorothy
- Ahmed Kasu: Interior Design-An introduction to Art, Craft Science, Technique of Professional of Interior Design.

Teaching Methodology:

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

Projects:

- Integrated application of subject with respect to some project (actual/ hypothetical) where overall understanding of project management can be developed.
- Live project study, interaction with experts and ETC.

[Subject Code-2501001406060016]

SKILL ENHANCEMENT COURSE/ INTERNSHIP (SEC)

COURSE NAME – INTERNSHIP

SEMESTER -6

PROGRAM CODE -

COURSE CODE - SEC_BID 605

<table>
<tr><td rowspan="2">Total credits - 04</td><td>External 50% 50 Marks
50% External based on semester end University examination in the form of juries.</td><td>Contact hour/Week: 8</td></tr>
<tr><td rowspan="2"><u>Course Type:</u>
PRACTICAL
STUDIO Course</td><td rowspan="2">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.</td><td rowspan="2">Total-50 Marks</td></tr>
<tr><td>Maximum weeks per semseter:16</td></tr>
<tr><td colspan="3">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</td></tr>
<tr><td colspan="3">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.</td></tr>
<tr><td colspan="3">Course Objective:
• MAKE STUDNETS INDUSTR READY.</td></tr>
<tr><td colspan="3">Course Outcome:</td></tr>
<tr><td colspan="3">Mapping between PSO AND CO:</td></tr>
</table>

SEMESTER	Course Content:	Credit	Hr./ WEEK
6	• DETAILS SYLLABUS WITH PUPOSE OF LEARNING AND EVALUATION SYSTEM WILL SUBMITTED LATER.	4	8
Teaching Methodology:			
Projects:			