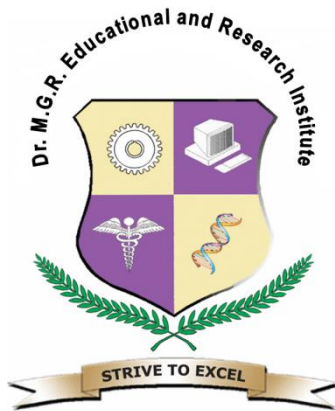


Dr. M.G.R
EDUCATIONAL & RESEARCH INSTITUTE
UNIVERSITY
(Declared U/s. 3 of UGC Act 1956)



B.Design
SYLLABUS - 2017

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Chennai - 600 095

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SYLLABUS - 2017**B. Design**

The programme is of 8 semester duration. It has 7 specialisations however syllabus for 6 semesters is common to all specialisations 7th & 8th semesters relate to particular specialisation.

SEMESTER- I

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17101	History of Design - I	3	0	0	3
BDE17102	Theory of Design	3	0	0	3
BDE17103	Elements of Interior Space	3	0	0	3
THEORY CUM STUDIO					
BDE17L01	Materials and Construction - I*	1	0	3	3
BDE17L02	Graphics - I*	1	0	3	3
STUDIO					
BDE17L03	Design Studio - I	0	2	16**	10
Total Credit		11	2	22	25

SEMESTER- II

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17104	History of Design - II	3	0	0	3
BDE17105	English Composition and Communication	3	0	0	3
THEORY CUM STUDIO					
BDE17L04	Materials and Construction - II*	1	0	3	3
BDE17L05	Graphics - II*	1	0	3	3
STUDIO					
BDE17L06	Model Making Workshop *	1	0	3	3
BDE17L07	Design Studio - II	0	2	15**	10
Total Credit		9	2	24	25

SEMESTER- III

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17106	Interior Services - I	3	0	0	3
BDE17107	Interior Landscape Design	3	0	0	3
THEORY CUM STUDIO					
BDE17L08	Furniture Design*	2	0	2	3
BDE17L09	Materials and Construction - III*	1	0	3	3
BDE17L10	Computer Application in Design - I*	1	0	3	3
STUDIO					
BDE17L11	Design Studio - III	0	2	15**	10
Total Credit		10	2	23	25

SEMESTER- IV

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17108	Lighting and Colour in Interiors	3	0	0	3
BDE17109	Interior Services - II	3	0	0	3
THEORY CUM STUDIO					
BDE17L12	Furniture Construction and Detailing*	2	0	2	3
BDE17L13	Workshop*	1	0	3	3
BDE17L14	Computer Application in Design – II*	1	0	3	3
STUDIO					
BDE17L15	Design Studio - IV	0	2	15**	10
Total Credit		10	2	23	25

SEMESTER- V

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17110	Estimation & Costing	3	0	0	3
BDE17111	Contemporary Interior Designers	3	0	0	3
BDE17E	Elective - I	2	0	0	2
THEORY CUM STUDIO					
BDE17L16	Design Contextual studies*	2	0	2	3
STUDIO					
BDE17L17	Computer Graphics*	1	0	5	3
BDE17L18	Design Studio - V	0	2	15**	10
Total Credit		11	2	22	24

SEMESTER- VI

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17112	Project Management	3	0	0	3
BDE17113	Interior design codes	3	0	0	3
BDE17114	Interior Services III	3	0	1	3
THEORY CUM STUDIO					
BDE17EL	Elective - II	2	0	2	3
STUDIO					
BDE17L19	Design Studio - VI	0	0	21**	10
Total Credit		11	0	24	22

- Curriculum and Syllabus up to six semesters is common for all specializations of B. Design programme.

SPECIALISATIONS

1. Interior Design & Components

The course focuses on designing interior spaces of all kinds of human needs together with that of furniture and accessories and integrating both in efficient, aesthetic and harmonious manner.

SEMESTER- VII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17115	Parameters of Interior Design & Components	3	0	0	3
BDE17E08	Entrepreneurship Development***	3	0	0	3
BDE17E	Elective - III	1	0	2	2
STUDIO					
BDE17L20	Working Drawing - ID	1	0	5	3
BDE17L21	Interior Design & Components Studio	0	0	20**	10
Total Credit		8	0	27	21

SEMESTER- VIII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17E	Elective - IV	2	0	0	2
STUDIO					
BDE17L22	Pre Project	0	0	6**	3
BDE17L23	Graduation Project Work	0	0	21**	10
BDE17L24	Model/3D Presentation	0	0	6**	3
Total Credit		2	0	33**	18

2. Art Design

The specialization focuses on designing of sets for motion pictures, television, news media, theatres and corporate events through drawing ground plans and other pre visualization methods. They will look on projects that will give them hands on experience at the design process solving real world problems with skills they learn in class.

SEMESTER- VII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17116	Parameters of Art Design	3	0	0	3
BDE17E08	Entrepreneurship Development***	3	0	0	3
BDE17E	Elective - III	1	0	2	2
STUDIO					
BDE17L25	Working Drawing - AD	1	0	5	3
BDE17L26	Art Design Studio	0	0	20**	10
Total Credit		8	0	27	21

SEMESTER- VIII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17E	Elective - IV	2	0	0	2
STUDIO					
BDE17L27	Pre Project	0	0	6**	3
BDE17L28	Graduation Project Work	0	0	21**	10
BDE17L29	Model/3D Presentation	0	0	6**	3
Total Credit		2	0	33**	18

3. Crafts and Design

The course involves innovative design of craft in various scenarios to suit the culture, context, function giving due thought to the technological advances, materials, sustainability and the needs of the society at large.

SEMESTER- VII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17117	Parameters in Crafts and Design	3	0	0	3
BDE17E08	Entrepreneurship Development***	3	0	0	3
BDE17E	Elective - III	1	0	2	2
STUDIO					
BDE17L30	Product Design Workshop	1	0	5	3
BDE17L31	Crafts and Design Studio	0	0	20**	10
Total Credit		8	0	27	21

SEMESTER- VIII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17E	Elective - IV	2	0	0	2
STUDIO					
BDE17L32	Pre Project	0	0	6**	3
BDE17L33	Graduation Project Work	0	0	21**	10
BDE17L34	Model/3D Presentation	0	0	6**	3
Total Credit		2	0	33**	18

4. Corporate Design

This specialization is an advanced design course with an emphasis on corporate brand identity development. The course offers hands on experience in logo development, product packaging, marketing and advertising collaterals, web branding and broadcast advertising development.

SEMESTER- VII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17E08	Entrepreneurship Development***	3	0	0	3
BDE17E	Elective - III	1	0	2	2
THEORY CUM STUDIO					
BDE17L35	Parameters in Corporate design	2	0	3	3
STUDIO					
BDE17L36	Designing And Illustrations*	1	0	3	3
BDE17L37	Corporate Design Studio	0	0	20**	10
Total Credit		7	0	28	21

SEMESTER- VIII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17E	Elective - IV	2	0	0	2
STUDIO					
BDE17L38	Pre Project	0	0	6**	3
BDE17L39	Graduation Project Work	0	0	21**	10
BDE17L40	Model/3D Presentation	0	0	6**	3
Total Credit		2	0	33**	18

5. Digital Concepts

Digital concepts is the course that trains in the use of computer modeling, programming, simulation and imaging to create both virtual forms and physical structures in design.

SEMESTER- VII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17E08	Entrepreneurship Development***	3	0	0	3
BDE17E	Elective - III	1	0	2	2
THEORY CUM STUDIO					
BDE17L41	Parameters in Digital Concepts	2	0	3	3
STUDIO					
BDE17L42	Advanced Digital Studio	1	0	3	3
BDE17L43	Digital Design Studio	0	0	20**	10
Total Credit		7	0	28	21

SEMESTER- VIII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17E	Elective - IV	2	0	0	2
STUDIO					
BDE17L44	Pre Project	0	0	6**	3
BDE17L45	Graduation Project Work	0	0	21**	10

BDE17L46	Model/3D Presentation	0	0	6**	3
Total Credit		2	0	33**	18

6. Transportation Interiors

The course deals with all aspects of interior designing with focus on the specialized needs for transportation hubs of – Air, Rail and Road and automobile showrooms.

SEMESTER- VII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17118	Parameters in Transportation Interiors	3	0	0	3
BDE17E08	Entrepreneurship Development***	3	0	0	3
BDE17E	Elective – III	2	0	0	2
STUDIO					
BDE17L47	Advanced Digital Studio	0	0	7	3
BDE17L48	Transportation Design Studio	0	0	20**	10
Total Credit		8	0	27	21

SEMESTER- VIII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17E	Elective – IV	2	0	0	2
STUDIO					
BDE17L49	Pre Project	0	0	6**	3
BDE17L50	Graduation Project Work	0	0	21**	10
BDE17L51	Model/3D Presentation	0	0	6**	3
Total Credit		2	0	33**	18

7. Interiorscape and Gardening

The course deals with design of interior spaces and landscape environment and also teaches the art of gardening, planting techniques, interiorscape services.

SEMESTER- VII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17119	Parameters in Interiorscape and Gardening	3	0	0	3
BDE17E08	Entrepreneurship Development***	3	0	0	3
BDE17E	Elective – III	1	0	2	2
THEORY CUM STUDIO					
BDE17L52	Hard Scape & Water Scape	1	0	5	3
STUDIO					
BDE17L53	Interiorscape and Gardening Design Studio	0	0	20**	10
Total Credit		8	0	27	21

SEMESTER- VIII

Code No	COURSE TITLE	L	T	P	C
THEORY					
BDE17E	Elective - IV	2	0	0	2
STUDIO					
BDE17L54	Pre Project	0	0	6**	3
BDE17L55	Graduation Project Work	0	0	21**	10
BDE17L56	Model/3D Presentation	0	0	6**	3
Total Credit		2	0	33**	18

Total credits for B Design programme for all Specializations = 185

* For all the lab subjects, excepting the ** Design studio and **Graduation Project work, Pre Project, Model/3D Presentation , the assessment shall be internal only based on continuous assessment and VIVA VOCE held at the end of the semester.

* For 'Personality Development' the assessment shall be internal only based on continuous assessment and VIVA VOCE held at the end of the semester.

** Studio hours are variable.

ELECTIVES

S.No	Semester/Elective	Code	Course Title	L	T	P	C
01	V Semester Elective - I	BDE17E01	Textile Design	2	0	0	2
		BDE17E02	Adaptive reuse and recycling	2	0	0	2
02	VI Semester Elective - II	BDE17EL1	Creative arts and crafts*	2	0	2	3
		BDE17EL2	Presentation techniques*	2	0	2	3

Specializations							
S.No	Semester/Elective	Code	Course Title	L	T	P	C
03	VII Semester Elective - III	BDE17E03	Marketing Techniques	2	0	0	2
		BDE17E04	Traditional Design Principles	2	0	0	2
		BDE17E05	Sustainable Design	2	0	0	2
		BDE17E06	Site analysis and planting design	1	0	2	2
		BDE17E07	Landscape Economics, Management & Horticulture	2	0	0	2
		BDE17E08	Entrepreneurship Development***	3	0	0	3
		BDE17EL3	Soft Sculpture*	1	0	2	2
		BDE17EL4	Publishing – Electronic Web*	1	0	2	2
		BDE17EL5	Advertising laboratory*	1	0	2	2
		BDE17EL6	Set Design Workshop*	1	0	2	2
04	VIII Semester Elective - IV	BDE17EL7	Interior Design Photography*	1	0	1	2
		BDE17E09	Human Psychology	2	0	0	2
		BDE17E10	Personality Development	2	0	0	2

***BDE17E08 Core Elective Compulsory for all Specializations.

SEMESTER – I

BDE17101

HISTORY OF DESIGN - I

L T P C
3 0 0 3

PURPOSE

To provide the student of design knowledge on various developments in interior design through ages.

INSTRUCTIONAL OBJECTIVES

- To help the student understand the design from Prehistoric Period to the middle ages.
- To know more on the Modern Movements in interior design from the beginnings of 20th century.

UNIT - I EARLY CLASSICAL PERIOD

6

Prehistoric Cave Paintings - Primitive Designs - Interiors during Egyptian, Greek, Roman, Gothic, Early Christian & Renaissance Periods.

UNIT - II MIDDLE AGES

8

Interior in Romanesque, Gothic and Renaissance periods.

UNIT - III COLONIAL TO THE BEGINNING OF THE 20TH CENTURY

10

Colonial, Victorian designs, Arts & Crafts movement, Art Nouveau, Eclectism, Frank Lloyd Wright.

UNIT - IV BAUHAUS TO POST WAR MODERNISM

12

Walter Gropius / Bauhaus, De Stijl, Mies Van Der Rohe, Le Corbusier, Art Deco, Postwar Modernism.

UNIT - V PROJECTS

9

Projects based on Historical Styles in Interiors & Assignments.

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. Interior Design Course, Mary Gilliat Coyran, Octopus Ltd., London
2. Interior Design & Decoration, Sherril Whiton, Prentics Hall
3. Interior Design, Francis D.K. Ching, John Wiley & Sons, New York
4. History of Architecture, Sir Banister Fletcher, CBS Publishers & Distributions, New Delhi
5. Time Saver Standards for Interior Design, Joesph De Chiara, McGraw Hill, New York

BDE17102**THEORY OF DESIGN****L T P C
3 0 0 3****PURPOSE**

The object of this course is to make students understand the various aspects such as spatial quality, design vocabulary, design principles, and design process related to the design of interiors.

INSTRUCTIONAL OBJECTIVES

- Understanding various aspects such as form, scale, light, dimension, height, transitional elements etc affecting interior space.
- Understanding and applying design vocabulary such as point, line, shape, color, texture, area, mass, volume etc.
- Understanding and applying design principles such as ratio, proportion, scale, balance, harmony, unity, variety, rhythm, emphasis.
- Understanding the process involved in design including analysis, synthesis and evaluation.

UNIT - I DESIGN VOCABULARY**6**

Form - point, line, volume, shape, texture & colour - in relation to light, pattern etc. and application of the same in designing interiors.

UNIT - II DESIGN PRINCIPLES**9**

Ratio; proportions - golden section; relationships; scale; balance - symmetrical, radial, occult; harmony; unity; variety; rhythm; emphasis.

UNIT - III SPATIAL QUALITIES**9**

Space - definition; Interior space - spatial qualities; form, scale, outlook; structuring space with interior design elements; spatial form; spatial dimension - square, rectangle, curvilinear spaces, height of space; spatial transitions - openings within wall planes, doorways, windows, stairways.

UNIT - IV ANTHROPOMETRICS**9**

Definition, theory of standard dimension based on human figures for activities, functions, circulation, furniture design, spatial requirements etc.

Study of Ergonomics.

Design of furniture for various spaces.

UNIT - V DESIGN CONTROL**12**

Design process - analysis, synthesis, design evaluation; design criteria - function and purpose, utility and economy, form and style; human factors - human dimensions, distance zones, activity relationships; fitting the space - plan arrangements, function, aesthetics.

TOTAL: 45 PERIODS**REFERENCE BOOKS:**

1. Francis. D.K. Ching, Interior design Illustrated, Van Nostrand Reinhold
2. John. F. Pile, Interior Design, Harry Abrams Inc.
3. Sam. F. Miller, Design process - a primer for Architectural and Interior Design, Van Nostrand Reinhold.
4. Gary Gordon, Interior lighting for designers, John Wiley & Sons Inc.
5. Harold Linton, Colour in Architecture, McGraw Hill
6. Jonathan Poore, Interior Colour By Design, Rock Port Publishers.
7. Sherrill Winton, Interior Design and Decoration, Prentice Hall.
8. Johanness Itten, The Art of colour, John Wiley and Son.

BDE17103**ELEMENTS OF INTERIOR SPACE****L T P C
3 0 0 3****PURPOSE**

The develop an understanding of point, line & planar elements in defining an interior space.

INSTRUCTIONAL OBJECTIVES

- To develop an understanding of various degrees of enclosure, various types of relationship between spaces.
- understanding of the various effects that could be created by manipulating the enclosing elements such as walls, roof etc.

UNIT - I WALL PLANES**9**

Use of wall planes to create architectural effects - Natural patterns and textures obtained in masonry walls - articulation of openings in wall planes - effect of tilting the vertical axis of wall planes - niches and alcoves - cornices and moldings etc.

UNIT - II ROOF PLANES**9**

Different types and their visual impact - articulation of skylights and roof apertures - false ceiling - materials, finishes & patterns - types of false ceiling - various types of lighting.

UNIT - III FLOOR PLANES**8**

Various types of flooring - mosaic, tile, stone etc. - aesthetic effects created by flooring material and pattern - graphic patterns and their visual effects - construction details - skirting, molding, embossing etc. Floor finishes and floor coverings.

UNIT - IV DOORS, WINDOWS AND VENTILATORS, ETC.**10**

Doors - types - flush doors, paneled doors, braced doors, carved wooden doors, metal embossed doors, glazed doors and their relevance - various materials and articulation.

Windows - various types (Casement, horizontal sliding, vertical sliding, hopper, pivoted) - various shapes (arched, circular, triangular etc) various materials (wood, aluminum, steel, pvc) and their suitability to that space - ventilators - louvered, paneled etc.

UNIT - V CASE STUDIES**9**

Case studies for manipulation of wall, floor and roof planes to create various architectural effects - case studies of various doors, windows and ventilators - case studies of columns, beams etc for interior effects.

TOTAL: 45 PERIODS**REFERENCE BOOKS:**

1. The making of interiors - An introduction - Allen Tate - Harper & row Publishers, New York, 1987.
2. Interior Design & Decoration, Fourth Edition, Sherrill Whiton - Prentice Hall, 1974.
3. Interior lighting for Designers, Third edition - Gary Gordon & Jamco L. Nuckolls - John Wiley & Sons, New York, 1995.
4. The Encyclopaedia of Decorative Styles -William Hardy & Steve Adams - New Burlington books, London, 1988.

BDE17L01**MATERIALS AND CONSTRUCTION - I****L T P C
1 0 3 3****PURPOSE**

To familiarize the students of Interior Design on material and construction methodology

INSTRUCTIONAL OBJECTIVES

Understanding the basic components of the buildings envelope for small buildings

- Foundations
- Walls
- Openings
- Roofs
- Understanding simple roof & floor finishes

UNIT - I INTRODUCTION TO MATERIALS 10

Wood - Soft and hardwood, plywood, laminated wood and particle boards - properties, manufacture & uses.

Synthetic materials - Different types of glass, their properties, manufacturing processes and uses.

Plastics - injection molding & other manufacturing methods, etc.

Fabrics - textile, jute, leather etc. different types and their uses.

UNIT - II BUILDING COMPONENTS 15

Drawings of the components of a building indicating

- Foundation - brick footing, stone footing & RCC column footing
- Concrete flooring, plinth beam & floor finish
- Superstructure - brickwork with sill, lintel, windows & sunshade
- Flat RCC roof with weathering course, parapet & coping.

UNIT - III TILED ROOFS 10

Drawings indicating various types of sloped & hipped roof

Types of sloping roof - lean to & couple roof with Mangalore tiles, country tiles & pan tiles.

UNIT - IV STRUCTURAL SYSTEMS 10

Structures - Components of a load bearing wall & RCC slab roof system - RCC beams, columns and framed structure.

UNIT - V BASIC SERVICES 15

Components of a toilet & bathroom - sanitary ware - w.c. wash basin, bidet, bathtub, jacuzzi etc.

Sanitary fittings - taps, mixers, shower units.

TOTAL: 60 PERIODS**TEXT BOOKS:**

1. S. C. Rangwala - Engineering materials - Charotar Publishing, Anand
2. Francis D. K. Ching - Building Construction Illustrated, VNR, 1975

REFERENCE BOOKS:

1. W.B.Mckay - Building construction Vol1 - Longmans, UK 1981
2. W.B.Mckay - Building construction Vol3 - Longmans, UK 1981

BDE17L02**GRAPHICS - I****L T P C
1 0 3 3****PURPOSE**

To make students improve their sketching skills & drawing abilities.

INSTRUCTIONAL OBJECTIVES

- To help students to learn & understanding the techniques of various methods of drawing.
- to make them understand the use of colours & their effects in drawing.

UNIT - I INTRODUCTION TO FREE HAND DRAWING 12

Basic exercise, still life, basic forms, effect of lines to represent textures - understanding of different types of perspective views using vanishing points, shading exercises etc.

UNIT - II SKETCHING 12

Outdoor sketching including Lawns, bushes, water bodies, plants & trees in different media, indoor sketching - furnitures, lights, corridor, lobby, class room etc.

UNIT - III MEASURED DRAWING 12

Lettering - types, scale, Measured drawing of furniture, wall paneling, flooring pattern, ceiling pattern, doors and windows.

UNIT - IV GEOMETRICAL DRAWING 12

Orthographic projections - projection of lines, planes and solids, section of primary solids such as pyramids, cones, cylinder, prism, sphere, cuboid, etc.

UNIT - V ISOMETRIC DRAWING 12

Isometric projection of all platonic solids such as cube, cuboid, hexagonal prism, pyramids, cone and sphere etc - isometric projection of single and doubly curve surfaces.

TOTAL: 60 PERIODS**REFERENCE BOOKS:**

1. Drawing - A Creative Process, Francis D. K. Ching, John Wiley Sons, New York
2. How to paint & draw, Bodo W. Jaxtheimer, Thames & Hudson, London
3. Geometrical drawing for art students, 2nd revised edition - I. H. Morris, Orient Longman, Calcutta, 1995
4. Architectural drafting and design, 4th edition - Ernest R. Weidhaas, Allyn and Bacon, Boston, 1981.
5. Building drawing, 3rd edition - M. G. shah, c. m. Kale, Tata Mcgraw - Hill publishing, New Delhi.

BDE17L03**DESIGN STUDIO - I****L T P C
0 2 16** 10****PURPOSE**

The object of this course is to make students familiar with various factors affecting the aesthetic and functional aspects of design through training them in two- dimensional and three dimensional design compositions.

INSTRUCTIONAL OBJECTIVES

- Understanding various design principles such as emphasis, balance, contrast, harmony, unity etc., and applying them in two - dimensional and three - dimensional compositions.
- Understanding and applying design elements such as point, line, shape, color, texture, area, mass, volume etc.
- Critical analysis of design of existing man - made objects, aiding self - criticism of design.
- Drawing inspiration from nature as a source for design.

UNIT - I**60**

Designs involving various elements such as point, line shape, colour and texture - applies to compositions such as mural design, fabric design, mosaics, stained glass, engraving, block printing, collage etc - involving all the principles of composition.

UNIT - II**70**

3D sculptures involving platonic solids, wooden sculptures applying different types of carpentry joints, design and execution of POP made objects such as; cornices, moldings, brackets, etc., metal and terracotta sculptures.

UNIT - III**70**

Study and analysis of forms, patterns and colour schemes in nature, abstraction of natural forms and design of three - dimensional objects and two - dimensional patterns inspired by them.

UNIT - IV**70**

Study and critical analysis of man - made objects - their purpose, functional suitability, formal appeal, etc - evolving suggestions for improvement of the same.

TOTAL: 270 PERIODS**REFERENCE BOOKS:**

1. Paul Laseau, Graphic Thinking for Architects and Designers, John Wiley & sons.
2. Trewin Copplestone, arts in Society, Prentics Hall Inc.
3. H.Gardner, Art through Ages.
4. David Fair, Design Graphics, Hodder and Stoughton.
5. Architectural arts and Sculpture, Guild Source Books.
6. Virginia Cobb Watson, Discovering the Inner Eye, Guptill Publication.
7. Johannes Itten, The Art of Colour.
8. H. H. Arnason, Historyof Modern Art.

SEMESTER – II

BDE17104

HISTORY OF DESIGN - II

L T P C
3 0 0 3

PURPOSE

To provide the students knowledge of the Interior Design trends of the later part of the 20th century and of traditional Indian styles.

INSTRUCTIONAL OBJECTIVES

- To help student understand the modern movement in design in the later part of the 20th century.
- To make the students understand the traditional styles of decoration done in various states of India.

UNIT - I RECENT DIRECTIONS

10

Design movements such as Late Modernism, High Technology, Post Modernism, and De Constructivism and Minimalism.

UNIT - II NON EUROPEAN TRADITIONS

10

Interiors in China, Japan & the Islamic World - Influences of Pre Columbian American art & culture, African influences in interiors.

UNIT - III SCANDINAVIAN TRADITIONS

8

Interior Design in Sweden, Finland, Norway.
Contributions of Architects such as Aalvar Alto, etc.

UNIT - IV INDIAN TRADITIONAL DESIGNS

10

Traditional Styles of design & decorations of homes & accessories across the states in India including Rajasthan, Gujarat, Andhra, Tamil Nadu, Madhya Pradesh etc.

UNIT - V PROJECTS

7

Assignments on recent directions & Non European traditions, Traditional designs of India.

TOTAL: 45 PERIODS

TEXT BOOK

1. Interior Design, John F. Pile, Harry Abrams Inc.

REFERENCE BOOKS:

1. Interior Design Course, Mary Gilliat Coyran, Octopus Ltd., London.
2. Interior Design, Francis D. K. Ching, John Wiley & Sons, New York
3. Times Saver Standards for Interior Design, Joseph De Chiara, McGraw Hill, New York.
4. Publications on Traditional Arts & Crafts of India, Ministry of Handicrafts Development, Government of India.

BDE17105

ENGLISH COMPOSITION AND COMMUNICATION

L T P C
3 0 0 3

PURPOSE

To provide adequate mastery of communicative English language, training primarily in all the four major language skills - listening, speaking, reading and writing.

INSTRUCTIONAL OBJECTIVES

To impart quality training to the students which will enable them to acquire the skills to meet the demands of the job market.

UNIT - I

6

Forms of communication, factors facilitating communication - communication channels - four types of language skills (LSRW) - barriers to communication.

UNIT - II

10

Composition, types and formation of sentences - paragraph writing - essay writing - note making - summarizing.

UNIT - III

13

Business communication - circular, agenda and minutes, email - enquiries, quotations - placing orders - clarification and complaints, job application, cover letter with resume.

UNIT - IV

8

Presentation skills - meetings - conducting and attending meetings.

UNIT - V

8

Preparing advertisements - brochures.

TOTAL: 45 PERIODS

TEXT BOOKS:

1. Technical Communication - Principles and Practice; Meenakshi Raman and Sangeetha Sharma - Oxford University press 2007.
2. How to Write a Thesis - Rowena Murray - British council 2002.

REFERENCE BOOK:

1. Raymond V. Lesikar, John D. Pettit and Mary E Flatley - Basic Communication, Tata McGraw Hill, 1999.

BDE17L04**MATERIALS AND CONSTRUCTION - II****L T P C****1 0 3 3****PURPOSE**

To familiarize the students of Interior Design on material and construction methodology

INSTRUCTIONAL OBJECTIVES

To understand the construction of basic elements of an interior space such as walls & partitions, floors & roofs.

UNIT - I WALLS - TYPES OF MASONRY**15**

Different types - stone walls - random rubble, coursed rubble, square rubble, polygonal rubble & Ashlar etc.

Brick masonry - types of bonds - single & double Flemish bond, header bond, stretcher bond, rat trap bond, ornamental bonding.

UNIT - II FLOORS**10**

Floor coverings - softwood, hardwood - resilient flooring - linoleum, asphalt tile, vinyl, rubber, cork tiles - terrazzo, marble & granite - properties, uses & laying.

Floor tiles - ceramic glazed, mosaic and cement tiles - properties, uses and laying, details for physically handicapped.

UNIT - III FALSE CEILING**15**

Construction of various kinds of false ceiling such as thermacol, plaster of paris, gypboard, metal sheets, glass and wood. Construction of domes, vaults & other special ceilings.

UNIT - IV WALL PANELING**10**

Paneling - using wooden planks, laminated plywood, cork sheets, fibre glass wool & fabric for sound insulation and wall paneling for thermal insulation.

UNIT - V FINISHES**10**

Paneling - enamels, distempers, plastic emulsions, cement based paints - properties, uses and applications - painting on different surfaces - defects in painting, clear coatings & strains - varnishes, lacquer, shellac, wax polish & strains - properties, uses and applications. special purpose paints - bituminous, luminous, fire retardant and resisting paints - properties, uses and applications.

TOTAL: 60 PERIODS**TEXT BOOKS:**

1. S. C. Rangwala - Engineering Materials - Charotar publishing, Anand 1982.
2. W. B.Mckay, Building Construction, Vol 1- 4, Longmans, U.K. 1981
3. Laxmi Publications Pvt. Ltd., New Delhi, 1993.

REFERENCE BOOKS:

1. Dr. B. C. Punmia, Building Construction, Laxmi publications Pvt. Ltd., New Delhi, 1993.
2. M. S. Shetty, Concrete Technology, S. Chand & Co. Ltd., New Delhi, 1986.

BDE17L06**MODEL MAKING WORKSHOP****L T P C**
1 0 3 3**PURPOSE**

To introduce the students to basics of model making with various materials.

INSTRUCTIONAL OBJECTIVES

Acquisition of hands on experience in model - building.

UNIT - I INTRODUCTION TO MODEL MAKING 11

Introduction to concepts of model making and various materials used for model making.

UNIT - II BLOCK MODELLING 14

- Preparation of base for models using wood or boards.
- Introduction to block models of buildings (or 3D compositions) involving the usage of various materials like thermocol, soap / wax, boards, clay etc.

UNIT - III DETAILED MODELLING 10

- Making detailed models which includes the representation of various building elements like walls, columns, steps, windows / glazing, sunshades, handrails using materials like mountboard, snow - white board, acrylic sheets.
- Representing various surface finishes like brick / stone representation, stucco finish etc.
- Various site elements - contour representation, roads / pavements, trees / shrubs, lawn, water bodies, street furniture, fencing etc.

UNIT - IV INTERIOR MODELS OF INTERIOR SPACES 15

Making models of the various interior spaces such as

- Residences
- Offices
- Retail spaces
- Recreational spaces
- Scaled models of furniture

UNIT - V CARPENTRY 10

Introducing the techniques of planning, chiseling & jointing in timber to learn the use of hand tools. Exercise involving the design of simple furniture and making a model of the same.

TOTAL: 60 PERIODS**REFERENCE BOOKS:**

1. BENN, The book of the House, Ernest Benn Ltd, London
2. Jannsen, Constructional Drawings & Architectural models, Kari Kramer Verlag Stuttgart, 1973.
3. Harry W. Smith, The art of making furniture in miniature, e. P. Dutton Inc., New York, 1982

BDE17L07**DESIGN STUDIO - II****L T P C**
0 2 15 10****PURPOSE**

To introduce the basics of designing for residential interior and to develop skills required for the same.

INSTRUCTIONAL OBJECTIVES

- To develop understanding of the scale, function and options existing when designing small-scale spaces in residences such as toilets, kitchens, living, bedrooms etc.
- Development of ideas with regard to false ceiling, wall paneling, flooring, floor coverings, curtains, windows doors and other elements of residential interiors.

UNIT - I KITCHENS**60**

Work triangle, planning for activity - anthropometrics - types of kitchen - modular kitchens. Materials used in counters, shelves, worktops, washing areas & their comparative study. Lighting & colour scheme - natural & artificial light.

UNIT - II TOILETS**60**

Anthropometry - various types of sanitary ware and their use - types of layouts - concepts in modern day toilet interiors - materials & finishes - colour, texture & pattern.

UNIT - III BEDROOMS & LIVING ROOMS**60**

Concepts in bedroom & living room interiors - various layout of these spaces - the use of furniture and accessories to create a certain types of ambience - materials & finishes - lighting, colour & texture.

UNIT - IV RESIDENCE**75**

Holistic concepts in residential interiors - ability to integrate various individual spaces into one theme - treatment of patios, courtyards, verandahs & other semi sheltered spaces - integration of built form and open spaces.

TOTAL: 255 PERIODS**REFERENCE BOOKS:**

1. Designs for 20th century Interiors - Fiona Leolie, VH Publications, London, 2000.
2. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982.
3. Interior Colour by Design, Jonathan Poore, Rockport Publishers, 1994.
4. Worldwide Interiors - International Federation of Interior Architects & Designers, Rikuyo - Sha, Japan, 1987.

SEMESTER – III

BDE17106

INTERIOR SERVICES – I

**L T P C
3 0 0 3**

PURPOSE

To expose the student to the principles of water supply and sanitation.

INSTRUCTIONAL OBJECTIVES

To understand the need and applications of water supply and sanitation in buildings with exposure to various fixtures and fittings, water supply and sanitary installations at work sites.

UNIT - I WATER SUPPLY IN BUILDINGS 12

Standard of portable water and methods of removal of impurities, consumption or demand of water for domestic purposes, services connection from mains, house - service design, tube well, pumping of water, types of pumps, cisterns for storage

UNIT - II BUILDING DRAINAGE 12

Layout, principles of drainage, trap type, materials and functions, inspection chambers, design of septic tanks and soak pits, ventilation of house drains. Anti - Syphonage or vent pipes, one and two pipe systems. Sinks, bath tub, water closets, flushing cisterns, urinals, wash basins, bidet, shower panel etc.

UNIT - III PLUMBING 12

Common hand tools used for plumbing and their description and uses, joints for various types of pipes, sanitary fitting standards for public conveniences.

Different types of pipes and accessories for water supply, controlling fixtures like valves, taps, etc. Fittings and choice of materials for piping: cast iron, steel, wrought iron, galvanized lead, copper, cement concrete and asbestos pipes, PVC pipes.

Sizes of pipes and taps for house drainage, testing drainage pipes for leakage - smoke test, water test etc, CL pipes for soil disposal and rain water drainage, wrought iron, steel and brass pipes.

Rain water disposal drainage pipes spouts, sizes of rainwater pipes.

UNIT - IV SOLID WASTE DISPOSAL 5

Solid wastes collection and removal from buildings. on-site processing and disposal methods, Aerobic and Anaerobic decomposition

UNIT - V SERVICES STUDIO 4

Preparation of plumbing layout of a single storey building & working drawings of various fittings and fixtures of water supply and sanitary installations.

TOTAL: 45 PERIODS

Text Book

1. S. C. Rangwala, Water supply and Sanitary Engineering, Charotar publishing house

REFERENCE BOOKS:

1. Charangith Shah, Water supply and Sanitary Engineering, Galgotia Publishers
2. A. Kamala & DL Kanth Rao, Environmental Engineering, Tata McGraw - Hill publishing company Ltd.,
3. Technical Teacher Training Institute (Madras), Environmental Engineering, Tata McGraw - Hill publishing company Ltd.,
4. Marrimuthu, Murugesan, Padmini, Balasubramanian, Environmental Engineering, Pratheeba Publishers.

BDE17107

INTERIOR LANDSCAPE DESIGN

**L T P C
3 0 0 3**

PURPOSE

To study the concepts of interior landscaping and their application in the design of interior spaces.

INSTRUCTIONAL OBJECTIVES

- To develop an understanding about the design of interior landscape with special emphasis on the choice and care of plant materials used in the interior spaces.
- To study about the various landscaping elements and their application in interior spaces.

UNIT - I INTERIOR LANDSCAPING 9

Definition, classification of plants, indoor plants and their functions, layout & components, Floriculture - commercial, ornamental, selection of plants & pest control.

UNIT - II PHYSICAL REQUIREMENTS OF PLANTS 9

Physical requirements of plants - light, temperature, water, planting medium, soil separator, weight of plants, acclimatization & maintenance.

Techniques to meet physical requirements.

UNIT - III INTERIOR LANDSCAPING ELEMENTS & PRINCIPLES 9

Various interior landscaping elements - water bodies - pools, fountains, cascades plants, rocks, artifacts, paving & lighting, design guidelines - pant texture & colour, plant height plant spacing.

UNIT - IV ROOF AND DECK LANDSCAPE 9

Protection of the integrity of the roof and structure, provisions for drainage, light weight planting medium, irrigation, selection of materials, water proofing, provision for utilities and maintenance.

UNIT - V EXERCISE ON INTERIOR LANDSCAPE 9

- Courtyard design
- An outdoor room design
- Terrace garden

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. Time saver standards for landscape architecture.
2. Planting design by Theodore D.Walker, VNR Publications New York.
3. Landscaping Principles and Practices by Jack E. Ingels, Delmar Publishers.

BDE17L08**FURNITURE DESIGN****L T P C
2 0 2 3****PURPOSE**

To provide the students knowledge on history of furniture design and various aspects involved in the design of furniture for various spaces.

INSTRUCTIONAL OBJECTIVES

- To help the students understand about the various anthropometric aspects, human factors & other design criteria involves in the design of furnitures.
- To make the students understand about the various materials & technology involved in the making of furnitures.

UNIT - I HISTORY OF FURNITURE DESIGN**8**

Furniture designs during Egyptian, Greek, roman, Romanesque, gothic, Renaissance, Industrial Revolution - contributions in the beginning of the 20th century by the four pioneer architects in furniture design - Bauhaus, De Stijl & other modern furniture designs.

UNIT - II HUMAN FACTORS**10**

Study of Anthropometry & Design criteria involved in the design of Sofa, settee, couch, etc. - cot, bedside lockers, wardrobes - cupboards, shelves - bunk beds, study table - Display furniture - furniture for the physically challenged

UNIT - III PRINCIPLES OF DESIGN & DETAILING**10**

Form-colour-symbols - Materials & finishes - wood, glass, metal, plastics and upholstery - include various finishes. Fabrication techniques involved. Multiple utility oriented approaches to furniture design.

UNIT - IV ROOM PLANS AND FURNITURE ARRANGEMENT**12**

Type of furniture - built in furniture - movable furniture - systems furniture - specially designed furniture - readymade furniture - modular, knockdown & economy furniture . Traffic pattern and furniture layout for residence, commercial and office areas.

UNIT - V PROJECT**20**

Designing & Detailing of Residential furniture - seating, sleeping, storage & children's furniture. Commercial furniture - showcases, counters, display units, restaurant furniture, bar furniture. Office furniture - adjustable desks & storage, mobile & resilient chairs, portable chairs, movable tables, lounge seating.

TOTAL: 60 PERIODS**REFERENCE BOOKS:**

1. Interior Design, John F.Pile, Harry N.Abrams Inc Publishers, New York.
2. Interior Design Course, Mary Giliat Coyran, Octopus Ltd., London
3. The Encyclopaedia of Furniture, Joseph Aronson, Crwon Publishers, New York
4. Interior Design & Decoration, Sherril Whiton, Prentice Hall
5. Interior Design, Francis D. K. Ching, John Wiley & sons, New York
6. Office Furniture, Susan S. Szenasy, facts on file inc, New York
7. Time Saver Standards for Interior Design, Joseph De Chiara, McGraw Hill, New York

BDE17L09**MATERIALS & CONSTRUCTION - III****L T P C
1 0 3 3****PURPOSE**

To familiarize the students of interior design on material and construction methodology

INSTRUCTIONAL OBJECTIVES

To understand the various components of interior space as doors, windows, staircases.

UNIT - I DOORS**10**

Types including, openable, siding, folding pivoted lodged and braced, paneled doors, glazed doors, joinery details for doors.

UNIT - II PARTITIONS**10**

Details of fixed, sliding and sliding and folding partitions with wood, steel and aluminium frames & panels in glass, particle board, MDF, gypboard and plywood.

UNIT - III TIMBER WINDOWS**10**

Types - casement, fixed, horizontal sliding, vertical sliding, pivoted and top hung types
Ventilators - top hung, bottom hung, pivoted, louvered, fixed types.
Joinery details for windows, ventilators.

UNIT - IV WINDOWS IN STEEL AND ALUMINIUM**15**

Details of sliding and openable windows in aluminium and steel frames with glazed panels.

UNIT - V STAIRCASE**15**

Types according to profile - straight flight, doglegged, quarter turn, half turn, bifurcated, spiral & helical.
Types based on materials (?Timber, wood, steel, synthetic materials).
Details of handrails & balusters.
Designing and detailing for physically handicapped

TOTAL: 60 PERIODS**TEXT BOOKS**

1. S. C. . Rangwala - Engineering Materials - Charotar Publishing, Anand 1982
2. W. B. McKay, Building Construction, Vol 1- 4, Longmans, U. K. 1981.
3. Laxmi Publications Pvt. Ltd., New Delhi, 1993.

REFERENCE BOOKS:

1. Dr. B. C. Punmia, Building Construction, Laxmi Publications Pvt. Ltd., New Delhi, 1993.
2. M. S. Shetty, Concrete Technology, S. Chand & Co. Ltd., New Delhi, 1986.

BDE17L10**COMPUTER APPLICATIONS IN DESIGN - I****L T P C
1 0 3 3****PURPOSE**

To provide the student of interior design a foundation in the techniques of drafting using computer as a tool.

INSTRUCTIONAL OBJECTIVES

To help the student understand the technology of computer and its terminology.

To enable the student to understand the applications of the software and graphic system.

UNIT - I INTRODUCTION TO COMPUTER 10

Technology of small computer system, computer technology operation principles of P.C., introduction to application software, and graphic system, and use of plotters, printers, scanners, file management, etc.

UNIT - II EFFECTIVE USE OF MS OFFICE FOR BUSINESS ADMINISTRATION 10

Professional documents and User Inputs with MS Word – Data Processing & Analysis with Ms Excel – Business Presentations with MS PowerPoint – Template – Organizing and Protecting Documents – Business management with Microsoft Access – Communication with Microsoft Outlook

UNIT - III INTRODUCTION TO COMPUTER AIDED 2D DRAFTING 20

Understanding the use of drawing tools, object editing, drawing objects, filing and setting drawing units, scales, limits that size and dimensioning, textting.

Setting up of drawings of various simple architectural objects with complete text and dimensioning.

UNIT - IV ADVANCE COMPUTER AIDED 2D DRAFTING 20

Advance command programming - transparent overlays hatching utilities, assigned colour and line type, use of multiline, style, block, symbol library manipulation for accurate drawing.

Advance exercise in 2D drafting of various complex building drawing, incorporating the above said utilities.

TOTAL: 60 PERIODS**TEXT BOOKS:**

1. Sham Tickoo, Advance Technique in AutoCAD 2010

REFERENCES:

1. V. Rajaraman, Principles of Computer Programming – Prentice Hall of India.
2. Byron S. Gottfried, Theory and problems of programming with C.Schaum's outline series, McGraw-Hill Publishing Co.
3. Auto CAD reference manual – Autodesk UNC, 1998.
4. AutoCAD architectural users guide – Autodesk Inc. 1998.
5. Sham Tickko, Understanding AutoCAD – 14 (Windows) – 1997.
6. MS OFFICE word – Turban Lage frandsen
7. Ms office 2007: Advance concepts and techniques – Shelly Cashman Series

BDE17L11

DESIGN STUDIO - III

L T P C
0 2 15 10**

PURPOSE

To introduce the basics of designing for retail interiors and to develop skills required for the same.

INSTRUCTIONAL OBJECTIVES

- The course concentrates on larger scale spaces with an emphasis on planning commercial spaces.
- The main aim is to develop visually literate students who are proficient at analytical thinking, conceptualization and the problem - inquiry, solution cycle. The course also examines the connection between abstract design principles and the physical and visual environments.

UNIT - I SHOPS

85

Planning for retail activity - anthropometrics - types of shop layouts modular units.

Materials used in counters, shelves, worktops, their comparative study.

Lighting & colour scheme - natural & artificial light.

UNIT - II COMMERCIAL SPACES

85

The art of selling - displays / products / marketing, design of display units, design of boutiques, showrooms. Concepts in modern day retail interiors - materials & finishes - colour, texture & pattern.

UNIT - III SHOPPING MALLS

85

Product display - windows / internal displays / hierarchy of product display / power of visual communication / graphics.

Exhibition spaces - display for exhibition

Lighting design for commercial spaces - task / display / atmospheric / focal lighting

Coloring commercial spaces - coding / decoding / visual communication

Design of commercial environments such as malls, shopping arcades etc.

TOTAL: 255 PERIODS

REFERENCE BOOKS:

1. Designs for 20th century Interiors - Fiona Leolie, VH Publications, London, 2000.
2. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982.
3. Interior Colour by Design, Jonathan Poore, Rockport Publishers, 1994.
4. Worldwide Interiors - International Federation of Interior Architects & Designers, Rikuyo - Sha, Japan, 1987.

SEMESTER – IV

BDE17108

LIGHTING AND COLOUR IN INTERIORS

L T P C
3 0 0 3

PURPOSE

Students should acquire knowledge of the various types of lightings to effectively communicate their designs and understand the effect of various lights on colours and textures.

INSTRUCTIONAL OBJECTIVES

To help the students understand day lighting and technology of artificial lighting.

To equip the student to understand and successfully apply lighting techniques with colour effects.

UNIT - I INTRODUCTION TO DAY LIGHTING

8

Nature of light - wavelength, photometric quantities - intensity, flux, illumination and luminence, visual efficiency, sources of light, day light factor concept, design sky concept, day lighting requirements.

UNIT - II ARTIFICIAL LIGHTING

9

Electric lamps - incandescent, fluorescent, sodium vapour, mercury, halogen and neon. Different types of lights in interior and exterior - task lighting, special purpose lighting. Calculation of artificial lighting, guidelines for lighting design, glare in artificial lighting.

UNIT - III EFFECT OF COLOUR IN LIGHTING

8

Colours, color schemes -monochromatic, analogous, complementary colour schemes, triadic and tetradic schemes, effects of colour in different areas, colour temperature, psychological effects of colour in interiors, factors affecting colour, prang theory - colour wheel, Munsell system and Oswald system.

UNIT - IV LUMINARES & FIXTURES

10

Definition, different luminaires for lighting, lighting control system - benefits & application, Impact of lighting, fixture types - free standing or portable, fixed, light fixture control.

Lighting accessories - switches, sockets, fused connection units, lamp holders, ceiling roses etc.

UNIT - V CASE STUDY

10

Study of projects based on different lighting concepts used in interiors and exteriors.

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. The Art of Living – Randall whitehead.
2. Lighting Design, Source Book – Randall Whitehead.
3. Light Right – M.K.Halpeth, T.Senthil Kumar, G.Harikumar
4. Concepts of Lighting, Lighting Design in Architecture – Torquil Barker

BDE17109

INTERIOR SERVICES - II

**L T P C
3 0 0 3**

PURPOSE

To expose the students to the basic principles of air conditioning, acoustics, electrification and mechanical services.

INSTRUCTIONAL OBJECTIVES

To understand the need and applications of air-conditioning, acoustics, electrification and mechanical services in buildings with exposure to various systems, methods and fixtures.

UNIT - I BASIC CONCEPTS AND SYSTEM COMPONENTS IN AIR CONDITIONING 8

Vapour compression cycle - compressors - evaporators - refrigerant control devices - electric motors - air handling units - cooling towers.

UNIT - II AIR-CONDITIONING SYSTEM AND APPLICATIONS 10

Window type and packaged air conditioners - chilled water plants - fan coiled systems - water piping - cooling load - air conditioning systems for different types of buildings - duct lay out etc.

UNIT - III FIRE SAFETY 9

Mechanism of fire spread in building and prevention - fire safety standards - concepts in fire protection - fire fighting installation and requirements - heat sensitive detectors - smoke detectors - automatic water sprinkler system - foam systems.

UNIT - IV ACOUSTICS AND SOUND INSULATION 9

Room acoustics - resonance, reverberation, echo, reverberation time, simple exercise using Sabine's formula - acoustical requirements of different types of building. Sound absorption, absorption co-efficient and their measurements, absorbing materials used and their choices, exercises involving reverberation time and absorption co-efficient. Sound insulation materials.

UNIT - V ELECTRICAL SYSTEMS 9

Single / Three phase supply - protective devices in electrical installation - ISI specifications - types of wires, wiring systems and their choice - planning electrical wiring for building interiors - main and distribution boards - typical electrical layout for interiors.

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. M.H.Lulla, Air Conditioning
2. V.K.Jain, Fire Safety in Buildings.
3. Peter Templeton & Saunders - Detailing for Architectural Acoustics - Architectural press, 1994
4. R. G. Hopkinson and J. D. Kay, The Lighting of Buildings, Faber and Faber, London, 1996

BDE17L12**FURNITURE CONSTRUCTION AND DETAILING****L T P C
2 0 2 3****PURPOSE**

To familiarize the students of interior design on materials used in furniture and its construction and detailing.

INSTRUCTIONAL OBJECTIVES

During this semester students will focus on the craft of the furniture - maker, utilizing state of the industry procedures and equipment. Emphasis will be on wood and wooden products as a construction medium.

UNIT - I INTRODUCTION TO WOOD**12**

Wood as a building materials: Identification, selection, application, types of wood, commercial classification, nomenclature, structure anatomy and ultra structure, conversion figure and natural defects, availability of wood products, wood based panels such as plywood, MDF, HDF, Particle board, pre laminated boards etc.

UNIT - II THE BASICS OF FURNITURE CONSTRUCTION & TOOLS**12**

Measurement and measurement systems, furniture construction: Drawers, Cadenza, dining chairs, sofa, settee, cots details. Preparation for finishing, furniture materials specifying timber finishes etc. Detailed construction drawings & explaining construction and material finishes.

UNIT - III PLYWOOD CONSTRUCTION TECHNIQUES**12**

Plywood as a building material, layout techniques and machining plans, Fabrication techniques - stapling, gluing.

Furniture joinery - screw joinery, nail joinery, mortise & tenon joints, dovetail joints, dowel joints, edge joints.

UNIT - IV MODULAR KITCHENS**12**

Modular kitchens, components basis of construction involving, layouts, carcass, hardware selection, fixing details finishes and special types such as tall units, grain trolleys, and carousels fold outs etc. A detailed project involving the design of a small kitchen using modular components.

UNIT - V FURNITURE MODEL MAKING**12**

Preparation of block models of furniture using wood, boards, leather, fabric, thermacol, clay, soap / wax etc.

TOTAL: 60 PERIODS**TEXT BOOKS:**

1. S. C. Rangwala - Engineering materials - Charotar Publishing, Anand
2. Francis D. K. Ching - Building Construction Illustrated, VNR, 1975
3. Fevicol Furniture series

REFERENCE BOOKS:

1. W.B.Mckay - Building construction Vol1 - Longmans, UK 1981
2. W.B.Mckay - Building construction Vol3 - Longmans, UK 1981

BDE17L13

WORKSHOP

L T P C
1 0 3 3

PURPOSE

To expose the students to the basic principles of fabrication of furniture, doors, windows etc.

INSTRUCTIONAL OBJECTIVES

To understand the basic methods of furniture making with focus on hands on methods regarding workshop practices in wood, metal, plastic, textiles etc.

UNIT - I WOOD WORKSHOP

20

The safe and efficient use of the tools of the trade, hand tools, portable power tools, Stationary power tools, materials, hardware. Safe working practices in a workshop. Joineries in wood - lap, butt, dowell, tenon & mortise, dovetail etc., Exercises in plywood joinery.

UNIT - II METAL WORKSHOP

20

Cutting, planning, drilling and lathing of steel sections used in furniture, aluminium sections and their use in doors, windows and partitions, welding practice.

UNIT - III FABRIC WORKSHOP

10

Familiarity with different types of fabrics and their properties - methods of cutting and sewing of upholstery fabrics - various types of foam and cushions and their applicability in furniture making.

UNIT - IV PAINT WORKSHOP

10

Techniques of spray painting of enamel paint on metal and wood surfaces - varnishing and lacquering etc.

TOTAL: 60 PERIODS

REFERENCE BOOKS:

1. Joints used in Wood Furniture - ISI _ IS 3845 - 1966.
2. Pete Silver et al - Fabrication, The Designers Guide - Architectural press, London 2006.
3. Albert C Smith - Architectural model as machine - Architectural press, Oxford 2004.

OBDE17L14**COMPUTER APPLICATIONS IN DESIGN - II****L T P C
1 0 3 3****PURPOSE**

To introduce to tools of productivity, concept of object linking and editing session, with a thrust on 3D drafting and 3D rendering as a necessity for architects. Coverage shall be on construction planes. 3D surfaces, use of dynamic projections, techniques of setting to create photo realistic pictures. It is also proposed to cover environment setting and image filing as an additional presentation technique.

OBJECTIVE:

- To enable the student understand basic interface and editing necessary for creating 3D objects.
- To enable the student an understanding of tools for creating 3D objects and understanding of modification tools for the same.
- To enable the student an understanding of finishing and output of the 3D model construction of a 3D model.
- To enable the student to learn presentation techniques through photoshop.

UNIT - I PRODUCTIVITY TOOLS**10**

Introduction to tools of productivity blocks, slide facilities, script files, attributes. Understanding concepts of V.port, concept of object linking, and editing session.

UNIT - II INTRODUCTION TO 3D DRAFTING**10**

Introduction to 3D modeling technique and construction planes, drawing object, 3D surfaces setting up elevation and thickness, and use of dynamic projections.

Solid modeling, with driving primitive command and Boolean operation. Use of region modeling, Solid modife

UNIT - III 3D RENDERING AND SETTING**20**

Rendering and scene setting to create a photo realistic picture, understanding material mapping, environment setting and image filing. Construction of any object or building using above said utilities.

UNIT - IV PHOTOSHOP**20**

Photoshop interface, creating and saving images, basic image editing, Photoshop tool box and tools, using layers, special effects, fitters, reducing file size, different formats for exporting, scanning, color correction etc.,

TOTAL: 60 PERIODS**TEXT BOOKS:**

1. Sham Tickoo, Advance Technique in AutoCAD Re.14 - 1997.

REFERENCES

1. V. Rajaraman, Principles of Computer Programming – Prentice Hall of India.
2. Byron S. Gottfried, Theory and problems of programming with C.Schaum's outline series, McGraw-Hill Publishing Co.
3. Auto CAD reference manual – Autodesk UNC, 1998.
4. AutoCAD architectural users guide – Autodesk Inc. 1998.
5. Sham Tickko, Understanding AutoCAD – 14 (Windows) – 1997.
6. Photoshop CS Bible - Deke McClelland
7. Adobe Photoshop 7.0 classroom in a book - adobe creative team

WEBSITES:

<http://college.hecs.tx.us/>
<http://www.ciips.ee.uwa.edu.au/>

BDE17L15

DESIGN STUDIO - IV

L T P C
0 2 15 10**

PURPOSE

To introduce the basics of designing for office interiors and to develop skills required for the same.

INSTRUCTIONAL OBJECTIVES

- The course concentrates on three stages of work spaces with an emphasis on planning office spaces.
- The main aim is to develop visually literate students who are proficient at analytical thinking, conceptualization and the problem - inquiry, solution cycle. The course also examines the connection between abstract design principles and the physical and visual environments.

UNIT - I CONSULTING OFFICE FOR PROFESSIONAL PRACTITIONER 120

Planning for small office - office of architects, interior designers, lawyer, and auditor - individual layouts, modular units, play with levels.

Lighting & colour scheme - natural & artificial light.

UNIT - II CORPORATE OFFICE 135

Interior designing for multi functional, multi level planning, design and detailing of various work spaces, interaction zones.

Design of corporate environments such as BPO, corporate office.

TOTAL: 255 PERIODS

REFERENCE BOOKS:

1. Designs for 20th century Interiors - Fiona Leolie, VH Publications, London, 2000.
2. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982.
3. Interior Colour by Design, Jonathan Poore, Rockport Publishers, 1994.
4. Worldwide Interiors - International Federation of Interior Architects & Designers, Rikuyo - Sha, Japan, 1987.

BDE17110	SEMESTER - V ESTIMATION & COSTING	L T P C 3 0 0 3
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PURPOSE

To provide the student adequate knowledge to prepare the estimate & find the cost of overall project of works.

INSTRUCTIONAL OBJECTIVES

To equip the students to prepare the estimate in order to foresee the cost of the work or to implement an interior design project & also to monitor / control project cost.

UNIT - I INTRODUCTION TO ESTIMATION 10

Estimation - definition, purpose, types of estimate, and procedure for estimating the cost of work in order to implement an interior design project or to make products related to interior design like furniture.

UNIT - II RATE ANALYSIS & ESTIMATION FORMAT 7

Rate analysis - definition, method of preparation, quantity & labour estimate for woodwork, steelwork, aluminium work, glass & its for different, thickness & sections, finishing (enamel paint, duco paints, melamine, DU coats, hand polishing, veneering and laminating) for walls & ceilings. Electrical & plumbing products, wiring, ducting etc., and laying of tiles & wall paneling in the estimate format of the project.

UNIT - III DETAILED ESTIMATE 9

Detailed Estimate - data required, factors to be considered, methodology of preparation, abstract of estimate, contingencies, labour charges, bill of quantities, different methods of estimate for interior design works, methods of measurement of works.

UNIT - IV COSTING OF FIXTURES & FITTINGS 9

Cost of the following items: electrical fitting like, luminaries, fan cables, switches etc., tiles in skirting & dado, cement plaster, joinery in wood, steel & aluminium, painting to walls - cement paint, oil paints, distemper acrylic emulsion, enamel paint painting to joinery, varnishing, French polishing plumbing equipments like piping, shower panels, cubicles, tubs, Jacuzzis, taps, motors, fountains, false ceiling of aluminium panels, steel & wooden frame work, thermocol etc. wall paneling of ceramic tiles & other tiles of materials suitable for the same, partitions made of materials like aluminium wood, steel etc.

UNIT - V INTRODUCTION TO SPECIFICATION 10

Specification - definition, purpose, procedure for writing specification for the purpose of calling tenders, types of specification. Specification for different item related to interior design project - woodwork for furniture window frames & pelmets, partitions etc also of materials like steel aluminium glass of various kind. Wall paneling & false ceiling of materials like aluminium, steel wood, electrical, plumbing, air conditioning & fire fighting equipments.

TOTAL: 45 PERIODS**TEXT BOOKS:**

1. M.Chakraborti, Estimation, Costing, Specification and Valuation in Civil Engineering
2. Dutta, Estimating and Costing, S. Dutta and Co., Lucknow 1983.

REFERENCE BOOKS:

1. S. C. Rangwala, Elements of Estimating and Costing, Charoter publishing House, Anand, India, 1984.
2. The Interior Designers Guide: To Pricing, Estimating Budgeting. By Theo Susan

BDE17111

CONTEMPORARY INTERIOR DESIGNERS

L T P C
3 0 0 3

PURPOSE

To provide the student of interior design knowledge on the works of leading interior designers and their influence on design through ages.

INSTRUCTIONAL OBJECTIVES

To help the student understand the designs from the industrial age to the present information age.
To know more on the modern movements in interior design from the beginnings of 20th century.

UNIT - I EARLY PIONEERS

9

Art nouveau, the post industrial era works of Charies Renee Mackintosh, Antonio Gaudi, Gerrit Rietveld and their expressionist interior design.

UNIT - II BAUHAUS AND POST WAR MODERNISTS

9

Walter Gropius / Bauhaus, De Stijl, Mies Van Der Rohe, Art Deco, Postwar Modernism.

UNIT - III MODERNISM

9

Interiors of Le Corbusier, Frank Llyod Wright, Louis Khan, Kenzo Tanga and Oscar Niemeyer

UNIT - IV INTERNATIONAL STYLE

9

The works of Alvar Alto, Phillip Johnson, Charies and Ray Eames, Eero Saarinen, Eero Arnio, Arne Jacobsen.

UNIT - V POST MODERNISM AND MINIMALISM

9

Interiors of Zaha Hadid, Santiago Calatrava, Frank Gehry and Peter Eisenmann.

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. Interior Design Course, Mary Gilliat Coyran, Octopus Ltd., London
2. Interior Design & Decoration, Sherril Whiton, Prentice Hall
3. Interior Design, Francis D. K. Ching, John Wiley & Sons, New York
4. History of Architecture, Sir Banister Fletcher, CBS Publishers & Distributors, New Delhi
5. Time Saver Standards for Interior Design, Joseph De Chiara, McGraw Hill, New York

BDE17L16

DESIGN CONTEXTUAL STUDIES

**L T P C
2 0 2 3**

PURPOSE

Study of interior design with reference to the context of the building typology and its environs.

INSTRUCTIONAL OBJECTIVES

Exposure is intended to study project in their context - in relation to overall building typology, its functioning and maintenance.

UNIT - I ENTERTAINMENT SPACES

12

Study of interiors for entertainment buildings such as clubs, multiplex and amusement parks - schemes for video games parlour, food court areas and exclusive indoor game areas of clubs.

UNIT - II EDUCATIONAL SPACES

12

Study of interiors for class rooms, seminar halls and AV halls - schemes for library, smart class rooms and discussion areas.

UNIT - III SPORTING SPACES

12

Study of interior requirements for gymnasium, indoor stadium and aquatic complex - schemes for interiors of stadium with focus on lighting requirements and visibility.

UNIT - IV COMMERCIAL SPACES

Study to interior in saloons, pubs, discotheque and banks, etc. – schemes for the same.

12

UNIT - V TRANSPORTATION SPACES

Study of interiors for airports, MRTS, railway stations and bus terminals - schemes for the same.

12

TOTAL: 60 PERIODS

REFERENCE BOOKS:

1. Carison Broto - Architecture On Sports Facilities - pg 1 publishing, Spain, 2005
2. Transport spaces – vol. 1 - Image Publishing, Hong Kong, 1999
3. Edward D Mills - Planning Buildings for Administration, Entertainment and recreation - Krieger publishers, New York, 1976.

BDE17L17**COMPUTER GRAPHICS****L T P C****1 0 5 3****PURPOSE**

This is essentially a computer laboratory based training course intended to upgrade the presentation skill of the students so as to enable them to produce high quality, photo – realistic drawings & walk through.

INSTRUCTIONAL OBJECTIVES

Presently the students would be trained in the use of software such as **Google Sketchup & 3DS max** to model interior spaces. However, the software may change over time & hence training would be imparted in their use.

UNIT - I INTRODUCTION TO 3DS MAX**15**

An overview of GUI, types of modelling, transforming objects, compound objects, modifiers & modifier stack.

UNIT - II MODELLING TECHNIQUES**15**

Lathing, displacement, lofting, Boolean operations using standard compound primitives, modelling with lofts, low polygon modelling and nurbs modelling

UNIT - III TEXTURE MAPPING AND RENDERING**20**

Using material editor, material browser, mapping textures.
Lighting, cameras and render effects, environment mapping, fogs and atmospheres.

UNIT - IV INTRODUCTION TO SKETCHUP & ITS TOOLS**20**

Starting a drawing - concepts - principal tools for drawing, modification, construction, camera, walkthrough, sandbox etc - breaking edges, Google toolbar.

UNIT - V USE & MANAGEMENT OF SKETCHUP**20**

Model setting and managers - colours and materials - entities - making input & output - technical information - common tasks - applications.

TOTAL: 90 PERIODS**TEXT BOOKS:**

1. User Manual & Tutorials of Google Sketch Up Software
2. 3DS MAX 8 Bible - Kelly C. Murdock

BDE17L18

DESIGN STUDIO - V

L T P C
0 2 15 10**

PURPOSE

To introduce the basics of designing for retail spaces including showrooms and restaurant interiors and to develop skills required for the same.

INSTRUCTIONAL OBJECTIVES

- The course concentrates on three stages of commercial spaces with an emphasis on planning show rooms, hospitality spaces.
- The main aim is to develop visually literate students who are proficient at analytical thinking, conceptualization and the problem - inquiry, solution cycle. The course also examines the connection between abstract design principles and the physical and visual environments.

UNIT - I HEALTH CARE INTERIORS

120

The design of health care spaces, such as hospitals, consulting, treatment rooms, Diagnostic facilities - study of special acoustics and functional materials and furniture detailing.

UNIT - II INSTITUTION INTERIORS

135

Interior designing for institution spaces such as schools and colleges, to design the interiors of classrooms, lounges, AV rooms, multipurpose halls, indoors sports complex etc.

TOTAL: 255 PERIODS

REFERENCE BOOKS:

1. Designs for 20th century Interiors - Fiona Leolie, VH Publications, London, 2000.
2. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982.

SEMESTER – VI

BDE17112

PROJECT MANAGEMENT

L T P C
3 0 0 3

PURPOSE

Knowledge about the methodology of executing a project greatly enhances the professional ability of an interior designer.

INSTRUCTIONAL OBJECTIVES

To equip the students to the currently prevalent techniques in the planning, programming and management of a project.

UNIT - I INTRODUCTION

8

Project planning and project scheduling and project controlling, role of decision in project management, method of planning and programming, human aspects of project management, work breakdown structure, life cycle of a project, disadvantages of traditional management system.

UNIT - II ELEMENTS OF NETWORK

8

Event, activity, dummy, network rules, graphical guidelines for network, numbering of events.

UNIT - III CRITICAL PATH METHOD AND PERT ANALYSIS

8

CPM network analysis & PERT time estimates, time computation & network analysis.

UNIT - IV PROJECT TIME REDUCTION AND OPTIMIZATION

9

Project cost, indirect project cost, direct project cost, slope of the direct cost curve, total project cost and optimum duration, contracting the network for cost optimization, steps in cost-time optimization.

UNIT – V PROJECT UPDATING AND ALLOCATION

12

When to update? Data required for updating, steps in the process of updating

Resource usage profile: Histogram, Resource smoothing and Resource leveling, computer applications in project management.

TOTAL: 45 PERIODS

TEXT BOOK:

1. Dr. B. C. Punmia et al. Project planning and control with PERT and CPM, Laxmi Publications.

REFERENCE BOOKS:

1. Jerome D. Wiest and Ferdinand K. Levy, A Management Guide to PERT, CPM, Prentice Hall of India Publication Ltd., New Delhi, 1982.
2. R. A. Burgess and G. White, Building Production and Project Management, The Construction Press, London, 1975

BDE17113**INTERIOR DESIGN CODES****L T P C
3 0 0 3****PURPOSE**

To expose the students to the various problems and issues encountered in the practice of interior design as a profession & to teach them the methods of legal redressal.

INSTRUCTIONAL OBJECTIVES

To develop understanding of the duties and liabilities of an interior designer along with knowledge of bye-laws that relate to the building & the environment in the Indian context.

UNIT - I FIRE SAFETY CODES 10

Fire - combustibility - NBS - fire resistant rating of materials - fire fighting requirements - wet riser, fry riser, fire zones, fire escape stair case, fire alarms, smoke detectors and fire lifts.

UNIT - II CODES FOR LIGHTING 10

Measurement of illumination and luminous intensity - day light factor - sky luminance - ERC, IRC - light output ratio - recommended illumination levels for various spaces such as library, class room, garment factory, etc. Energy conservation in lighting.

UNIT - III CODES FOR VENTILATION 8

Ventilation rates - air changes per hour - relative humidity - cross ventilation, stack effect, recommended ventilation rates for kitchen, toilet, etc.

UNIT - IV CODES FOR ELECTRICAL LAYOUT 9

Typical electrical layout for a building - location requirement for switch rooms and distribution panels - codes for fan points, power points and light points - PVC sheathed wiring system - protective earthing - earth electrode.

UNIT - V CODES FOR BARRIER FREE ENVIRONMENT 8

Requirement of toilets, corridors, etc. for handicapped persons - wheel chair clearances - ramps for handicapped, etc. according to ISO 9001 standards.

TOTAL: 45 PERIODS**TEXT BOOK:**

1. National Building code of India 2005 - Bureau of Indian Standards.

REFERENCE BOOKS:

1. V. K. Jain - Fire Safety in Buildings, New age International (Pvt. Ltd.,) Publishers, Chennai, 2007
2. IS 9668: 1990 - Fire Fighting code of Practice - Bureau of Indian Standards.

BDE17114

INTERIOR SERVICES – III

**L T P C
3 0 1 2**

PURPOSE

To expose the students to the basic principles of acoustics in interiors.

INSTRUCTIONAL OBJECTIVES

To understand the need and applications in buildings with exposure to various systems, methods and fixtures.

UNIT - I INTRODUCTION TO ACOUSTICS 12

Definition, theory of sound generation, transmission – reception of sound – Terms related to acoustics – sound waves, frequency, intensity, wavelength – measurement of sound.

UNIT - II ROOM ACOUSTICS 12

Characteristics of speech – making of sound – human ear characteristics – behavior of sound in enclosed spaces – reverberation, RT, optimum reverberation, simple exercise using Sabine’s formula.

UNIT - III SOUND ABSORPTION, INSULATION, SOUND REINFORCEMENT 12

Sound absorption, absorption co-efficient and their measurements – sound absorbing materials – sound insulation – materials – sound amplification and sound reinforcement.

UNIT - IV NOISE CONTROL 12

Sources and types of noise – effect on human behavior, noise curves, transmission of noise – noise control – materials and techniques.

UNIT - V ACOUSTICS IN BUILDINGS 12

Design and detailing – basic principles in designing of lecture halls, auditorium theatres, cinema halls, broadcasting studio, recording studio.

TOTAL: 60 PERIODS

REFERENCE BOOKS:

1. Peter Templeton & Saunders – Detailing for Architectural Acoustics – Architectural press, 1994.
2. Interior Design, Vol-2, CADD Centre Training Services Pvt. Ltd., 2004.

BDE17L19

DESIGN STUDIO - VI

L T P C
0 0 21 10**

Introduction to 3D modelling using recent software and introduction to presentation techniques.

Spatial standards for medium scaled projects of residential, commercial.

PURPOSE

Hospitality industry - exposure to design standards in five star hotels. To impart knowledge about interior design possibilities in auditorium.

INSTRUCTIONAL OBJECTIVES

To study and develop innovative schemes for hotel and auditorium interiors, knowledge of working drawings is also intended.

UNIT - I AUDITORIUM

150

Spatial and environmental standards for various auditorium - performing arts, cinema, convention centre.

Detail schematics of wall paneling, false ceiling and carpeting to satisfy acoustic requirements.

Lighting study to develop ideas for foyer, auditorium and stage requirements.

UNIT - II FIVE STAR HOSTELS

165

Spatial and service standards for five star hotels - integration of interior design schemes for rooms, restaurants, bars, health clubs, shopping arcade and other guest areas with the general theme of the hotel.

Special ideas for suites and banquet halls - contemporary interior schemes to integrate new concepts in lighting and materials.

TOTAL: 315 PERIODS

REFERENCE BOOKS:

1. Designs for 20th century Interiors - Fiona Leolie, VH Publications, London, 2000.
2. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982.

BDE17L20**WORKING DRAWING - ID****L T P C
1 0 5 3****PURPOSE**

The students learn to draw working drawings used for building construction.

INSTRUCTIONAL OBJECTIVES

Reading of working drawing, their co-relation and cross – referencing in various technical projections like plans, elevations, sections, detailing etc.,

UNIT - I BUILDING COMPONENTS 15

Working drawing of different types of doors and windows.

UNIT - II BUILDING SURFACES 15

Working drawing of wall murals, reflected ceiling plans and flooring patterns.

UNIT - III FURNITURE 20

Working drawing of work station, living room furniture, bedroom furniture and dining room furnitures.

UNIT - IV DETAILING OF SPECIAL AREAS 20

Working drawing toilets with plumbing diagram – working drawing of kitchen with detailing of shelves and cupboards.

UNIT - V DETAILING OF STORAGE AREAS 20

Working drawing of wardrobes, TV cabinet and showcase, crockery shelves, cadenza, chest of drawers, dressing tables etc.

TOTAL: 90 PERIODS**REFERENCE BOOKS:**

1. De Chiara and Callendar – Time Saver Standards for Interior Design, 1982.
2. De Chiara et al –Time Saver standards for Interior Design and Space planning, Mcgraw Hill, 1982.

BDE17L21

INTERIOR DESIGN & COMPONENTS STUDIO

L T P C
0 0 20 10**

OBJECTIVE

The focus of the studio is more towards case studies, net studies, literature studies and research in their particular field of specialization. To enable the students to handle design projects independently with recent technological inputs.

CONTENT

Introduction to 3D modeling using recent software's and introduction to presentation techniques. Detail schematics of wall paneling, false ceiling and carpeting to satisfy acoustic and lighting requirements. Spatial standards for large scale projects of institutional, health care and public buildings. Including detailing for physically handicapped persons.

TOTAL: 300 PERIODS

REFERENCE BOOKS:

1. Design for 20th century Interiors – Fiona Leolie, VH Publications, London.
2. Interior Design; the New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982.

2. ART DESIGN

BDE17116

PARAMETERS OF ART DESIGN

L T P C
3 0 0 3

PURPOSE

To introduce the student to the parameter of the specialization to develop skills required for the same.

INSTRUCTIONAL OBJECTIVE

The course concentrates on three stages of learning that involve brief history of the subject of specialization, the contemporary trends, the evolving nature of user's requirements the technological developments and design parameters.

The main aim is to provide background knowledge on the subject to the students to enable them to provide practical solutions.

UNIT - I DESIGN INTRODUCTION FOR FILMS & TELEVISION 10

History film & theatre – different time periods growth of theatre -History of stage play (Greek, Roman, Indian theatre). History of production design for films.

UNIT - II PARAMETERS OF SET DESIGN 10

1. Team discussion (script discussion genre). 2. Pre-visualisation methods – sourcing, designing. 3. Location hunts – outdoor / indoor. 4. Budgeting / costing, time constraints. 5. Difference in designing for film / TV (how different is set designing events for all these)

UNIT - III METHODOLOGY OF SET DESIGN (Pre-Production & Production) 15

Involvement of architectural history (Roman / Baroque, Art Deco, New classism) styles in set design.

(a) Pre Production - Script Reading – quoting of characters action props and their need. What the director wants to convey to the audience. Understanding the design aspect of the script like – time period, economic status of characters, colour palatting.

(b) Pre- Visualisation –designing deferent elements of sets – ground plan, 3D modeling, scale model/ miniature, lighting (preproduction stage, set practicals) , Propping (design/ sourcing), Budgeting & timeline.

UNIT - IV PRODUCTION EXECUTION 10

Line marking (location), building, prop making, shooting (designing for the frame), SFYC special effects material for special requirement

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. Theatre of the World,by Frances A. Yates,1987
2. Stock Scenery Construction Handbook, by Bill Raoul , Mike Monsos ,2015
3. Fundamentals of Theatrical Design: A Guide to the Basics of Scenic, Costume, and Lighting Design -Karen Brewster, Melissa Shafer , 2011
4. Movie Sets 101: The Definitive Survivor's Guide, by Paul J. Salamoff , 2005

BDE17L25**WORKING DRAWING - AD****L T P C
1 0 5 3****PURPOSE**

The students learn to draw working drawings used for building construction.

INSTRUCTIONAL OBJECTIVES

Reading of working drawing, their co-relation and cross – referencing in various technical projections like plans, elevations, sections, detailing etc.,

UNIT - I BUILDING COMPONENTS 15

Working drawing of different types of doors- acoustic, partitions and windows.

UNIT - II BUILDING SURFACES 15

Working drawing of wall murals, ceiling plans and flooring patterns.

UNIT - III FURNITURE 20

Working drawing of sets of any functional space, namely residential, commercial, theater, restaurants, etc.

UNIT - IV DETAILING OF SPECIAL AREAS 20

Working drawing of sets to indicate the services. viz lighting, MEP special design SFX.

UNIT - V DETAILING OF OUTDOOR / SEMI OUTDOOR SETS 20

Hard and soft landscape features.

TOTAL: 90 PERIODS**REFERENCES:**

1. Time Saver Standards for Interior Design Watson McGrawhill
2. A & I Competition Architecture Interior Mich Archiworld
3. Advanced Interior Design (3 Volumes set) Damdi & Designers Mehul Publications
4. Architecture of the Home Nylander Wiley
5. Color in Interior Design Pile McGrawhill
6. Interior Design Illustrated Ching Wiley
7. Interior Planning & Design Project Scalize Thomson
8. Residential Interior Design Mitton Wiley
9. Space Design Archiworld Archiworld
10. Time Saver Standards for Interior Design Dechiara McGrawhill

WEBSITES:

- i. www.home-designing.com
- ii. www.insideoutside
- iii. cept.ac.in/12/faculty-of-design/
- iii. [http://en.wikipedia.org/wiki/Interior design](http://en.wikipedia.org/wiki/Interior_design)

DE17L26

ART DESIGN STUDIO

L T P C
0 0 20 10**

OBJECTIVE

The focus of the studio is more towards case studies, net studies, literature studies and research in their particular field of specialization. To enable the students to handle design projects independently with recent technological inputs.

CONTENT

Development of technical drawing and model making for design studio plans to scale incorporating contemporary theatre practices for TV, films performing arts and corporate events. Working drawings for any one design using computers. The projects will consciously provide for movement and use by the physically handicapped and elderly.

TOTAL: 300 PERIODS

REFERENCE BOOKS:

1. Set Lighting Technician's Handbook: Film Lighting Equipment, Practice, and Electrical Distribution, by Harry Box
2. The Empty Space: A Book About the Theatre: Deadly, Holy, Rough, by Peter Brook ,1968
3. Behind the Scenes: Contemporary Set Design Paperback – Illustrated, by Phoebe Adler
4. Art in cinematic imagination – by Susan
5. If it's purple source one is going to die – Patti Bellantoni.

3. CRAFTS AND DESIGN

BDE17117

PARAMETERS IN CRAFTS AND DESIGN

L T P C
3 0 0 3

PURPOSE

To introduce the student to the parameter of the specialization to develop skills required for the same.

INSTRUCTIONAL OBJECTIVE

The course concentrates on three stages of learning that involve brief history of the subject of specialization, the contemporary trends, the evolving nature of user's requirements the technological developments and design parameters.

The main aim is to provide background knowledge on the subject to the students to enable them to provide practical solutions.

UNIT - I HISTORY OF CRAFTS DESIGN 10

Arts and crafts movement in Europe and America, William Morris, Gustav Stickley, John Ruskin, Elbert Hubbard and their contributions to arts and crafts movement.

UNIT - II ARTS AND CRAFTS OF INDIA 10

History of early Indian art and crafts to include Indus valley, Mauryan, Gupta and Buddhist art, Rock art. Crafts of Gujarat, Bihar, Rajasthan, Crafts of South India. M.F.Hussain, Tyeb Mehta, Nek Chand and his rock garden of Chandigarh.

UNIT - III CONTEMPORARY TRENDS AND PARAMETERS 10

Factors of influence such as economy, technology, materials, time factor, tastes and aspirations of people, etc., on the design of arts and crafts of the respective time period

UNIT- IV INNOVATIVE CRAFT FORMS AND MATERIALS 15

Computer arts, Plastic arts, combining traditional painting with algorithmic art and other digital technique. Sustainable craft materials and local materials and technique, crafts with recyclable materials.

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. Indian Art and Culture ,by Nitin Singhania
2. Art: The Definitive Visual Guide Hardcover –by Iain Zaczek , Mary Acton
3. Craft for a Modern World: The Renwick Gallery Collection ,by Nora Atkinson , Renwick Gallery

BDE17L30**PRODUCT DESIGN WORKSHOP****L T P C
1 0 5 3****PURPOSE**

Understand material and tools by making objects which allow students to explore forms, surfaces, textures, and patterns i.e. elements and principles of design from Theory of Design & Visual Arts.

OBJECTIVES

Explore different joinery, support conditions and woven surfaces under trained experienced master craftsman. Also clear to communicate and establish dialogue between designed crafts skills.

UNIT - I INTRODUCTION TO MATERIALS 20

Perceive and understand materials and tools by exploring. The help through visual learning. To established design & craft skill relationship and revel through appreciation of the profession.

UNIT - II INTRODUCTION TO VARIOUS TOOLS 20

Experiential work shop methods are but suite for such learning when craft, print, colour, etc elemental activity may be conducted.

UNIT - III TO PLAY WITH ALL TYPES OF MATERIALS 25

1. Clay, 2. Ceramic, 3. Application of colours in all mediums through exercises.

UNIT - IV CREATE A PRODUCT USING ANY MATERIAL OF THE STUDENTS CHOICE 25

Students are asked to create a product of their choice using any of the materials we have come across in the earlier chapters.

TOTAL: 90 PERIODS**REFERENCES:**

1. The ABC's of Bauhaus: The Bauhaus and Design Theory
ELLENLUPTON
J. ABBOTT MILLER
2. Bauhaus: Weimar, Dessau, Berlin, Chicago, HANS WINGLER
3. Cape Cod Modern
PETERMCMAHON
CHRISTINE CIPRIANI

WEBSITES:

1. catalog.k-state.edu/content.php?catoid=2&navoid=145
2. https://en.wikipedia.org/wiki/Industrial_design
3. designweek.hu/...interior-design%7Ctech-design%7Cindustrial-design%7Cdesign-insti...
4. www.accademiaitaliana.com/bachelor-degree-in-interior-and-product-design/id.../68

BDE17L31

CRAFTS AND DESIGN STUDIO

L T P C
0 0 20 10**

OBJECTIVE

The focus of the studio is more towards case studies, net studies, literature studies and research in their particular field of specialization. To enable the students to handle design projects independently with recent technological inputs.

CONTENT

Hard and soft arts and crafts for performing arts, cinema, convention centre. Detailed schematics for wall, floors and roof and carpeting. Design of furnishings, furniture, lights for auditorium and screens in multiplex, design of stage and backdrop. Introduction of art and craft components for rooms, restaurants, bars, health clubs, shopping arcade and other guest areas with the general theme of the hotel. Special ideas for suites and banquet halls - contemporary interior schemes to integrate new concepts in lighting and materials. Introduction to digital painting techniques. Detail drawings for any one design using computers. The projects will consciously provide for movement and use by the physically handicapped and elderly.

TOTAL: 300 PERIODS

REFERENCE BOOKS:

1. Interior Design: An Introduction To Art, Craft, Science, Techniques And Profession Of Interior Design by Ahmed A Kasu
2. The Painter's Secret Geometry: A Study of Composition in Art (Dover Books on Fine Art) by Charles Bouleau

4. CORPORATE DESIGN

BDE17L35

PARAMETERS IN CORPORATE DESIGN

**L T P C
2 0 3 3**

PURPOSE

To introduce the student to the parameter of the specialization to develop skills required for the same.

INSTRUCTIONAL OBJECTIVE

The course concentrates on three stages of learning that involve brief history of the subject of specialization, the contemporary trends, the evolving nature of user's requirements the technological developments and design parameters.

The main aim is to provide background knowledge on the subject to the students to enable them to provide practical solutions.

UNIT- I HISTORY OF GRAPHIC DESIGN

15

Indigenous graphic art of the Americans, Europeans and Indians, history of logos and trademarks, advertising in the nineteenth century,

UNIT - II CONTEMPORARY TRENDS AND PARAMETERS

20

Factors of influence such as economy, technology, materials, time factor, tastes and aspirations of people, identity of the corporate sector etc., on the design of graphics – logos, branding and signages.

UNIT- III CONCEPTS OF CORPORATE DESIGN

20

Four basic principles of graphic design , Concepts to tie all the elements of a project together to support each other, including words, images, ideas, formats, and context through Metaphoric, analytic concepts, and their overlap concepts

UNIT- IV MODERN GRAPHIC FORMS

20

Creation of corporate identity, symbolism and symbols, the art of dynamic design, modular and grid design, typography, page layout and printmaking. Use of software's like Adobe Creative cloud. Photoshop, Illustrator and InDesign in graphic designing.

TOTAL: 75 PERIODS

REFERENCE BOOKS:

1. Graphic Design: The New Basics, by Ellen Lupton (Author), Jennifer Cole Phillips
2. Logo Design Love: A guide to creating iconic brand identities by David Airey
3. Thinking with Type, A Critical Guide for Designers, Writers, Editors, & Students, by Ellen Lupton
4. The Graphic Design Idea Book: Inspiration from 50 Masters ,by Steven Heller, Gail Anderson

BDE17L36

DESIGNING AND ILLUSTRATIONS

**L T P C
1 0 3 3**

OBJECTIVES

Ensures that the student can create any kind of layouts, for print media.
Guide the student to visualize the product for a perfect delivery

UNIT - I

15

Illustrator Workspace Environment - Working with Documents & Objects - Modifying Fill and Stroke Attributes - Saving Documents - Gradients and Patterns - Drawing Tools - Working with Groups, Layers and Transparencies

UNIT- II

15

Working With Text - Working with brushes - Adding Effects - *Compound* Paths - Clipping Mask - Tracing Raster Graphics - Converting Tracing to paths - Graphic Styles – Symbols - Perspective Grids - Exporting Files - Save for the Web - Printing

UNIT - III

15

Color Modes - Type tool options – Layer - Adjustment Layer - Working with Layer Comps - Painting Tools - Brush Presets - Stroking Selections - Shape Tools - Work Path - Clipping Path - Cropping Images - Using the Liquify Command - Vanishing Point

UNIT - IV

15

Filter Gallery - Channels - Conversion of Modes – Actions - Batch Command - Saving for the Web - Creating Rollover - Animation in Photoshop

TOTAL: 60 PERIODS

TEXT BOOK:

1. Adobe Creative Team(Author)(2012)Adobe Illustrator Class Room in a Book(1st ed.) Adobe

REFERENCES:

1. Chris Botello(2007), Adobe Illustrator CS6 Revealed(1st ed.) Delmar Cengage Learning.
2. Adobe Creative Team(Author) (2010)Adobe Photoshop CS6 Classroom in a Book,Adobe Press
3. Mike Wooldridge & Brianna Stuart,(2012)Teach yourself Visually Adobe Photoshop, Wiley

BDE17L37

CORPORATE DESIGN STUDIO

L T P C
0 0 20 10**

OBJECTIVE

The focus of the studio is more towards case studies, net studies, literature studies and research in their particular field of specialization. To enable the students to handle design projects independently with recent technological inputs.

CONTENT

Design for any corporate outlet for spatial planning, interiors, logo design advertisements and marketing strategies through digital media. Detail drawings for any one design using computers. The projects will consciously provide for movement and use by the physically handicapped and elderly.

TOTAL: 300 PERIODS

REFERENCE BOOKS:

1. The Graphic Design Reference & Specification Book, by Poppy Evans, Aaris Sherin, Irina Lee
2. Making and Breaking the Grid, by Timothy Samara

5. DIGITAL CONCEPTS

BDE17L41

PARAMETERS IN DIGITAL CONCEPTS

**L T P C
2 0 3 3**

PURPOSE

To introduce the student to the parameter of the specialization to develop skills required for the same.

INSTRUCTIONAL OBJECTIVE

The course concentrates on three stages of learning that involve brief history of the subject of specialization, the contemporary trends, the evolving nature of user's requirements the technological developments and design parameters.

The main aim is to provide background knowledge on the subject to the students to enable them to provide practical solutions.

UNIT – I HISTORY OF DIGITAL ARCHITECTURE

15

The early use of computer modeling, programming, simulation and imaging to create both virtual forms and physical structures with examples of the works of architect Greg Lynn, Frank Gehry's Lewis Residence; Peter Eisenman's Biozentrum for Goethe University; Chuck Hoberman's Expanding Sphere and Iris Dome;

UNIT - II ROLE OF DIGITAL ARCHITECTURE IN DESIGN STAGES

20

Develop distinct 3-d digital models, both geometric and dynamic, in early design stages. Digital representations to aid in form generation and structural analysis, integration of fabrication and construction directly with the early and advanced design stages.

UNIT - III INNOVATIONS IN DIGITAL ARCHITECTURE

20

The technological progression from digitisation to digital sketching, the capacity for complex curvilinear form generation, the analysis of digital models using integrated software, the ability to express parametric relationships, the rapid prototyping of design models using latest software's such as Rhino, 3D max, Revit, simulation models

UNIT – IV EXERCISES

20

To create more expressive modelling and visualisation environments for the any small scale project like a shop or office interiors using the above mentioned softwares.

TOTAL: 75 PERIODS

REFERENCES:

1. Mastering Autodesk Revit 2017 for Architecture ,by Marcus Kim ,Lance Kirby , Eddy Krygiel
2. Digital Fabrications: Architectural and Material Techniques, by Lisa Iwamoto
3. Understanding Exposure, by BRYAN PETERSON
4. Building Art: The Life and Work of Frank Gehry

WEBSITES:

1. <https://in.pinterest.com/exponline1/digital-concepts/>
2. <https://in.pinterest.com/saritakolhatkar/concept-art-illustration-design>
3. <https://design.tutsplus.com/.../learn-digital-painting-concepts-from-photo-references->
4. [https://en.wikipedia.org/wiki/Concept art](https://en.wikipedia.org/wiki/Concept_art)

BDE17L42**ADVANCED DIGITAL STUDIO****L T P C
1 0 3 3****PURPOSE**

To familiarize the students with digital concepts.

INSTRUCTIONAL OBJECTIVES

To make the students use of latest digital modes.

UNIT - I SKETCHING 12

Outdoor sketching including Lawns, bushes, water bodies, plants & trees in different media, indoor sketching - furnitures, lights, corridor, lobby, class room etc.

UNIT - II 3D MODELING & RENDERING 12

3D Modeling using Revit, auto cad .Wire frame , surface & solid modeling.
Rendering using 3DSMax & Presentation Techniques

UNIT - III WALKTHROUGH 12

Presentation through still images & walkthrough

UNIT - IV ANIMATION 12

Various animation techniques, editing animation using key frames, curve editor/dope sheet, animation constraints/controller, rendering and special effects, walk through.

UNIT - V EXERCISES 12

Exercises using the above mentioned softwares for the designs done as a part of the design studio classes.

TOTAL: 60 PERIODS**REFERENCES:**

1. Randi L. Derakhshani, DariushDerakhshani (2014) Autodesk 3DS Max 2013 Essentials(1st ed.) , AutodeskOfficial Press
2. Kelly L Murdock ,Autodesk 3DS Max Bible.
3. Ami Chopine (2011), 3D Art Essentials: The Fundamentals of 3D Modeling, Texturing, and Animation(1st ed.)

BDE17L43

DIGITAL DESIGN STUDIO

L T P C
0 0 20 10**

OBJECTIVE

The focus of the studio is more towards case studies, net studies, literature studies and research in their particular field of specialization. To enable the students to handle design projects independently with recent technological inputs.

CONTENT

Development of walkthrough of exterior and interior large scale projects like hospitals, institutions and corporate buildings. Exteriors and interior walkthroughs using specialized software - Rhino. Detail drawings for any one design using computers. The projects will consciously provide for movement and use by the physically handicapped and elderly.

TOTAL: 300 PERIODS

REFERENCE BOOKS:

1. Dynamic Digital Representations in Architecture: Visions in Motion, by Imdat As, Daniel Schodek
2. Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design , by Bradley Cantrell, Wes Michaels
3. Digital Fabrication in Architecture, by Nick Dunn

6. TRANSPORTATION INTERIORS

BDE17118

PARAMETERS OF TRANSPORTATION INTERIORS

**L T PC
3 0 0 3**

PURPOSE

To introduce the student to the parameter of the specialization to develop skills required for the same.

INSTRUCTIONAL OBJECTIVE

The course concentrates on three stages of learning that involve brief history of the subject of specialization, the contemporary trends, the evolving nature of user's requirements the technological developments and design parameters.

The main aim is to provide background knowledge on the subject to the students to enable them to provide practical solutions.

UNIT- I EVOLUTION OF TERMINAL BUILDINGS

10

Industrial revolution and invention of new materials like steel, iron and glass and its application in railways, engines and terminal buildings.

UNIT - II CONTEMPORARY TRENDS AND PARAMETERS

10

Factors of influence such as economy, technology, materials, time factor, tastes and aspirations of people, levels of luxury and comfort, ergonomics and functional efficiency of the public terminal spaces.

UNIT - III DESIGN STANDARDS

10

Standards and codes of practice in the design of metro rail stations, bus terminals, airport terminals and automobile showrooms.

UNIT - IV RECENT TREND IN DESIGN

15

Innovative use of technology in the planning and design of terminal interiors. Application of sustainable and green materials for the interior spaces.

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. Transport Spaces, by Antique Collectors' Club , Images Publishing ,Antique
2. The Modern Terminal: New Approaches to Airport Architecture, by Brian Edwards
3. Gracious Interiors Hardcover , by Mary Kelly Selover

BDE17L47**ADVANCE DIGITAL STUDIO****L T P C
0 0 7 3****PURPOSE**

To familiarize the students with digital concepts.

INSTRUCTIONAL OBJECTIVES

- To understand the concepts behind 3 dimensional objects and also the different types of modeling.
- To work with special effects and easy methods to create 3D model.

UNIT - I SKETCHING**15**

Outdoor sketching including Lawns, bushes, water bodies, plants & trees in different media, indoor sketching - furnitures, lights, corridor, lobby, class room etc.

UNIT - II 3D MODELING & RENDERING**20**

3D Modeling using Revit, auto cad .Wire frame , surface & solid modeling.
Rendering using 3DSMax & Presentation Techniques

UNIT - III WALKTHROUGH**25**

Presentation through still images & walkthrough

UNIT - IV ANIMATION**25**

Various animation techniques, editing animation using key frames, curve editor/dope sheet, animation constraints/controller, rendering and special effects, walk through.

UNIT - V EXERCISES**20**

Exercises using the above mentioned softwares for the designs done as a part of the design studio classes.

TOTAL: 105 PERIODS**REFERENCES:**

1. Randi L. Derakhshani, DariushDerakhshani (2014) Autodesk 3DS Max 2013 Essentials(1st ed.) , AutodeskOfficial Press
2. Kelly L Murdock ,Autodesk 3DS Max Bible.
3. Ami Chopine (2011), 3D Art Essentials: The Fundamentals of 3D Modeling, Texturing, and Animation(1st ed.)

BDE17L48

TRANSPORTATION DESIGN STUDIO

L T P C
0 0 20 10**

OBJECTIVE

The focus of the studio is more towards case studies, net studies, literature studies and research in their particular field of specialization. To enable the students to handle design projects independently with recent technological inputs.

CONTENT

To develop interior plan for automobile showroom like bike, cars, automobile accessories. To develop interior plan for transit hubs, bus terminus, airport terminal. Detail drawings for any one design using digital media. The projects will consciously provide for movement and use by the physically handicapped and elderly.

TOTAL: 300 PERIODS

REFERENCE BOOKS:

1. Airport Interiors by Melahat Kucukarslan Emiro Lu
2. Creating Sensory Spaces: The Architecture of the Invisible, by Barbara Erwine

7. INTERIOSCAPE AND GARDENING

BDE17119

PARAMETERS IN INTERIOSCAPE AND GARDENING

L T P C

3 0 0 3

PURPOSE

To introduce the student to the parameter of the specialization to develop skills required for the same.

INSTRUCTIONAL OBJECTIVE

The course concentrates on three stages of learning that involve brief history of the subject of specialization, the contemporary trends, the evolving nature of user's requirements the technological developments and design parameters.

The main aim is to provide background knowledge on the subject to the students to enable them to provide practical solutions.

UNIT- I HISTORY OF INTERIOSCAPE 10

Plant used in ancient times, plants used during the middle ages and renaissance, indoor gardening in the Victorian age, 20th century interior landscaping, modern trends in interior landscaping.

UNIT - II CONTEMPORARY TRENDS AND PARAMETERS 10

Factors of influence such as economy, technology, materials, time factor, tastes and aspirations of people, identity of the corporate sector etc., on the design of interiorscape and gardening.

UNIT - III INTERIOR PLANTS AND MAINTENANCE 10

Importance of landscape in interior spaces, classification of indoor plants, commercial and ornamental. Selection of indoor plants, function of plants, planting layout, planting components and floriculture.

UNIT- IV PHYSICAL REQUIREMENTS OF INTERIOR PLANTS 15

Factors required for interior plant growth, for light, temperature, water, planting medium, soil separator, and weight of plants. Role of interior landscape in controlling the microclimate of an indoor space.

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. Creative Concrete Ornaments for the Garden: Making Pots, Planters, Birdbaths, Sculpture & More
2. The Book of Designs and Plantings for Conservatories, Sunrooms and Garden Rooms by Diana Yakeley
3. Interior Landscapes, by Rees

BDE17L52**HARD SCAPE & WATER SCAPE****L T P C
1 0 5 3****PURPOSE:**

This course is designed to provide the students to the basics of hard scape and water scape.

OBJECTIVES:

Through lectures, readings and projects, students will:

- understand and distinguish between issues and solutions related to water quality treatment, stormwater quantity management and drainage requirements in the urban environment;
- understand basic physical, chemical, biological and environmental performance qualities of soils;
- understand required soil properties for stormwater management, and be able to specify soils to satisfy water quality and quantity requirements;
- become familiar with technologies for conserving water and soil resources in the urban environment.

UNIT- I WATER AND DESIGN 20

Water in the Urban Landscape: Issues and Problems + Stormwater Regulatory Contexts, Introduction to Conventional Facilities and Low-Impact Development/Green Stormwater Infrastructure, Bioretention in the Urban Landscape+Permeable Pavements+Designing Raingardens

UNIT- II SOILS 20

Soil Formation and Land Use, Soil Structures & Urban Soils, Soils & Stormwater Control, Soils: Soils Lab

UNIT- III HYDROLOGIC ANALYSIS: FUNDAMENTALS 25

Stormwater Project, Chemical and Biological Properties of Soils: Macro and Micronutrients and pH, SOIL CHEMISTRY LAB, Artful Rainwater Applications+Closed Loop Systems, Soils and Compost Specifications; Specifying and Reading Soils Reports, Water harvesting systems / cisterns, Putting it together: Soil & Hydrology Case Studies

UNIT- IV INDEPENDENT POWERPOINTS 25

Green Roofs for Multiple Benefits +Green Roof Design Considerations, Review and Redline

TOTAL: 90 PERIODS**REFERENCES:**

1. Hinman, C. Low Impact Development: Technical Guidance Manual for Puget Sound
2. Hinman, Rain Garden Handbook
3. Craul and Craul, Soil Design Protocols for Landscape Architects and Contractors
4. James Urban, Up By Roots
5. James Urban, Urban Soil Assessment

BDE17L53

INTERIORSCAPE AND GARDENING DESIGN STUDIO

**L T S C
0 0 20** 10**

OBJECTIVE

The focus of the studio is more towards case studies, net studies, literature studies and research in their particular field of specialization. To enable the students to handle design projects independently with recent technological inputs.

CONTENT

Landscape design of courtyards, atriums, hotel, lobbies, gated residential communities, indoor swimming pools, recreational or civic spaces . Principles of design for outdoor illumination, design and type of effects with electrical lighting, electrical accessories and their installation. Detail drawings for any one design using digital media. The projects will consciously provide for movement and use by the physically handicapped and elderly.

TOTAL: 300 PERIODS

REFERENCE BOOKS:

1. Landscape Architectural Graphic Standards (Ramsey/Sleeper Architectural Graphic Standards)
2. Interior Landscape Design ,by N. Hammer, Ronald Wood
3. Landscape Architecture: Planting Design Illustrated (3rd Edition), by Gang Chen
4. AutoCAD civil 3D 2017(R1), Fundamentals Imperial (2nd Ed), Autodesk, Ascent.

SEMESTER – VIII

BDE17L22,27,32,38,44,49,54

PRE PROJECT

**L T S C
0 0 6** 3**

PURPOSE

To facilitate understanding of the evolution of a project from conceptual design to execution through study of executed or being executed projects and to help them select a topic for graduation project work.

The students are expected to work for a minimum of four weeks in any office pertaining to their specializations.

At the end of the training, students shall prepare a portfolio of case studies of executed/being executed projects related to the chosen project of their Specialization.

The students shall be provided guidance by staff in selection of topic for their graduation project work.

Based on the portfolio of the above case studies the internal assessment shall be done. VIVA VOCE shall be conducted at the end of the semester with an external examiner for external assessment. 50% weightage each shall be given for internal and external assessment.

TOTAL: 90 PERIODS

BDE17L23,28,33,39,45,50,55

GRADUATION PROJECT WORK

**L T P C
0 0 21** 10**

OBJECTIVES:

All the four years of B.Design course culminate in the thesis project to motivate student to involve in individual research and methodology. This is to train in handing projects independently.

PURPOSE:

The main areas of study and research shall be commercial spaces / corporate interiors / exhibit designs / media studios / hotels / entertainment spaces / educational spaces / hospital interiors / conservation, and landscape in interiors / transportation hubs / digital models/ residential etc. **However, the specific thrust should be interior design of built environment relating to their specialization.**

METHOD OF SUBMISSION

The thesis project shall be submitted in the form of drawings, project report, slides and reports.

The students shall be provided guidance by staff in their thesis during the semester. Monthly reviews shall be conducted to assess their progress 50% weightage will be given to continuous internal assessment and 50% weightage for project VIVA VOCE conducted with an external examiner at the end of the semester.

TOTAL: 315 PERIODS

BDE17L24,29,34,40,46,51,56

MODEL/3D PRESENTATION

L T P C
0 0 6 3**

PURPOSE:

To help students visualize their proposals in three dimensions for better understanding.

METHOD OF SUBMISSION:

The project work shall be submitted in the form of Models /3D drawings or walkthroughs.

Internal assessment shall have 50% weightage and external assessment through VIVA VOCE EXAMINATION conducted at the end of the semester with 50% weightage.

TOTAL: 90 PERIODS

ELECTIVES

BDE17E01

TEXTILE DESIGN

**L T P C
2 0 0 2**

PURPOSE

To familiarize the students of interior design on textile materials used in interior.

INSTRUCTIONAL OBJECTIVES

To gain knowledge and understanding of the functional and aesthetic requirements of textiles for a range of applications.

UNIT - I INTRODUCTION TO FABRICS 7

Fabric, yarn and finer structure, fabric structure - woven -warp, weft, selvedge, knitted - course, non-woven, fabric types and classification - woven, including plain, twill, satin, jacquard, crepe and pile weaves, knitted – including single knit, double knit, tricot knit, pile knit, lace and net, non-woven –including felts webs and films, identification and properties of fabrics, yarns and fibers.

UNIT - II APPLICATION OF ELEMENTS AND PRINCIPLES 8

Application of elements and principles of design across a range of textiles.
Describe and analyze elements and principles of design - furnishings, textile arts, non-apparel.
Functional and aesthetic requirements and features of textile range.

UNIT - III COLOUR ON FABRICS 6

Fabric coloration and decoration- principles of applying colour to fabrics.
Textile arts and crafts in interiors, traditional and modern materials and methods.
Preparing samples on tie and die printing, batik printing, appliqué, macramé and braiding.

UNIT - IV FURNISHINGS 5

Furnishings - classification, types of curtain, curtain construction, selection criteria relation to backgrounds in walls, floors and ceilings.
Slip covers, cushion covers, bed linen and table linen.
Floor coverings - rug and carpets, types selection, care and maintenance, installation of floor coverings.

UNIT - V OTHER NATURAL MATERIALS 4

Jute or hessian - dyed jute fabric and its applications - various kinds of processed leather, its application in interior design.

TOTAL: 30 PERIODS

REFERENCE BOOKS:

1. Inside today's home, Faulkner, R and Faulkner 1987, Rinebart Winston, New York
2. Interior Design & Decoration, Sherril Whiton, Prentice Hall
3. Introduction to Home Furnishings, Stepat D.D. 1991, the Macmillan Company, New York.
4. The Themes and Hudson Manual of Textile Printing, Storey Joyce, 1992, London
5. Colour in Interior Design Jhon, F.P.1997, McGraw Hill company.

BDE17E02

ADAPTIVE REUSE AND RECYCLING

**L T P C
2 0 0 2**

PURPOSE

To expose the students to the basics of adaptive reuse and recycling.

INSTRUCTIONAL OBJECTIVES

To enable the student to understand the need for adaptive reuse of old heritage buildings and applications of using recycled materials.

UNIT - I NEED FOR ADAPTIVE REUSE

6

Cultural inheritance – heritage buildings and old structures – ascertaining the structural stability – estimation of the prolonged life of the building – strategies of adaptive reuse – investigation into material finishes etc.

UNIT - II NEED FOR RECYCLING OF MATERIALS

6

The logic behind recycling – recycling of steel, wood, glass etc- estimation of the quality of recycled timber – criteria for recycling of steel, glass etc.

UNIT - III CONCEPT OF SUSTAINABILITY

6

Earth summit declaration – definition of sustainability – economic, social and environmental issues – green rating of buildings – criteria for LEED rating.

UNIT - IV RECYCLING OF WASTE WATER

6

Sullage and sewage – techniques of water purification for sullage – treatment plant for sewage – techniques of biological and chemical purification.

UNIT - V NEED FOR CONSERVATION

6

Architectural conservation – conservation of heritage and important buildings – levels of intervention – structural, construction related, finishes etc. revival of old building techniques and finishes.

TOTAL: 30 PERIODS

REFERENCE BOOKS:

1. Harimohan Pillai – Heritage Conservation and Cultural Continuity – Saraswatham Publishers, 2002.
2. Sustainable Building Design Manual – TERI Publication, 2004.
3. Waste Management and Recycling – Compiled by C.T. Lakshmanan, SRM University.
4. Sandra F Mendler – The HOK Guide Book for Sustainable Design – John Wiley and Sons, Canada, 2002.
5. Conservation Guidelines for Pondichery – DTCP, Pondichery- INTACH 2000.

BDE17EL1

CREATIVE ARTS & CRAFTS

**L T P C
2 0 2 3**

PURPOSE

To provide the student of interior design a foundation in various aspects of arts and crafts, which can be applied in design of interior.

INSTRUCTIONAL OBJECTIVES

Detailed study of the characteristics of Indian arts and crafts and its application in the interiors.

UNIT - I INTRODUCTION TO CREATIVE ARTS AND CRAFTS 12

Introduction to creative arts crafts in India – its application in interior design – materials – art movements through history – traditional arts and crafts of India – Folk arts of India.

UNIT - II TRADITIONAL ARTS AND CRAFTS OF INDIA 12

Traditional arts and crafts of various states of India including – Tamil Nadu, Karnataka, Kerala, Andhra Pradesh, Goa, Rajasthan, Gujarat, Kutch, Uttarpradesh, West Bengal, Orissa, Bihar, Jammu and Kashmir, etc.

UNIT - III ART MOVEMENTS IN POST MODERN INDIA 12

Art movements in post modern India and their influences in interior design – abstract expressionism, pop art, minimal art, conceptual art – Neo expressionism – computers in arts.

UNIT - IV CREATIVE ART OBJECTS 12

Creating decorative art objects – picture framing, macramé, decoupage, wall hangers, ceramic painting, murals etc.

UNIT - V PROJECTS 12

Assignment or projects on application of the art in interior spaces such as – reception, lobby spaces, theme boutiques, hotel, restaurants, etc.

TOTAL: 60 PERIODS

TEXT BOOKS:

1. Francis D.K.Ching, Interior Design Illustrated VNR Publication, New York, 1987.
2. Edith Thomory, A History of fine arts in India and the west, Orient Longman publishers Pvt. Ltd., New Delhi.

REFERENCE BOOKS:

1. Publication on Traditional Arts and Crafts on India, Ministry of Handicrafts Development, Government of India.
2. Johhanes Itten, The Art of Color, John Wiley Sons, USA, 1973.

BDE17EL2**PRESENTATION TECHNIQUES****L T P C
2 0 2 3****PURPOSE**

To introduce the students the making of complete presentation and the essentials of presentation skills.

INSTRUCTIONAL OBJECTIVES

To equip the students with various tools of sketching and rendering like pencils, pens, charcoal, ink brushes etc.

To familiarize the students with some of the concepts of 3D modeling and the presentation techniques.

UNIT - I COLORING STUDY**12**

Introduction of colours, usage of water colours, poster colours, pen & ink, rendering techniques, etc.

UNIT - II DRAWING AND SKETCHING INTERIOR ENVIRONMENTS**12**

Drawing and sketching interior environments, one interior perspective, two point interior perspective, refined linear perspective methods, two point plan projection method, and perspective traced from photographs.

UNIT - III RENDERING WITH PEN AND INK**12**

Introduction to pen and ink rendering, materials, media and tools, rendering orthographic projection drawings, rendering perspective drawings.

UNIT - IV RENDERING WITH COLOUR PENCILS AND SKETCH PENS**12**

Rendering of interior perspectives with colour pencils and sketch pens – stroke effects, smudge effects – use of schoeller and kent sheets- leather cartridge etc.

UNIT - V RENDERING WITH POSTER / WATER COLOURS**12**

Use of kent / cartridge sheets for colours and waterman / cartridge sheets for water colours – transparency effects in water colours – block effects in poster colours.

TOTAL: 60 PERIODS**TEXT BOOKS**

1. 3DS Max-Advanced 3D Modelling and Animation –Cadd Centre
2. Adobe Photoshop 7.0 classroom in a book – Adobe creative team.

REFERENCE BOOKS

1. Interior Design Visual Presentation 2nd and 3rd Edition –Maureen Mittom
2. Architects sketching and Rendering Techniques for Designers and Architects – Stephen.A.Klimet.
3. Architectural Rendering Techniques – A Color Reference – Mike W. Lin.
4. Color Vision –Leo Marvullo
5. Water Color – Hon Graham Scholes.

BDE17E03**MARKETING TECHNIQUES****L T P C
2 0 0 2****PURPOSE**

To expose the students to the basic principles of of marketing, consumer behavior, and management techniques.

INSTRUCTIONAL OBJECTIVES

To understand the need and applications of water supply and sanitation in buildings with exposure to various fixtures and fittings, water supply and sanitary installations at work sites.

UNIT - I WHAT IS MARKETING? 5

Introduction, definition, organizational conditions and USP, environmental factors, marketing concept- marketing strategy – marketing tactics, planning, operation and implementation.

UNIT - II BUILDING A MARKETING STRATEGY 6

Competitive settings, marketing decisions in a competitive setting, formulating overall marketing strategy, factors in selecting marketing inputs, the three C's of a marketing strategy, components of a product / market strategy, hierarchy of strategies, how to develop a product / market strategy, finding a suitable market strategy.

UNIT - III UNDERSTANDING CUSTOMERS 6

How marketing influences society – economic aspects, buyers behavior, the environment, how society influences marketing – public opinion and political pressure, legislative action, pitfalls of neglecting customers, management mistakes, benefits of understanding customers, types of benefits, feature Vs benefits.

UNIT - IV MANAGING VALUE 5

Components of perceived value, perceived value analysis, measuring perceived value, customer management, role of perceived value in competition, strategic themes, increasing perceived value.

UNIT - V ORGANIZATIONAL CAPABILITIES' AND MARKETING POSITIONING 8

Analysing competitors, capabilities and market strategies, types of capabilities, evaluating capabilities, competitive advantage and benefit advantage, macro trends, market segmentation, characteristics of market segment, determining a target market, role of segments and target market in marketing strategy, segment identification analysis, segments and decision making, market selection criteria, types of market segments, what is positioning, competitive advantage analysis, determining positioning, positioning and perceived value.

TOTAL: 30 PERIODS**REFERENCE BOOKS**

1. Marketing 101, Don Senton, Wiley.
2. Fundamentals of Modern Marketing, Edward W. Cundiff, Richard R. Still, Norman A.P. Goroni, PHI.
3. Marketing Management, Phillip Kotter, PHI.

BDE17E04**TRADITIONAL DESIGN PRINCIPLES****L T P C
2 0 0 2****PURPOSE**

To make students aware of traditional concepts like vastu and Feng shui in the design of interior spaces.

UNIT - I INTRODUCTION**6**

Traditional definition - Feng shui in Architecture - achievements in India - Meaning of Vastu and Vaastu - its classification - Relationship to earth.

UNIT - II SPACE THEORY IN VASTU**6**

Features of good building site - good building shapes - macro, micro, enclosed and material spaces - relationship between built space, living organism and universe - impact of built space on human psyche.

Flow of energy within built space and outside - zoning of functional areas - fitting of components in the building - significance of water bodies and energy - The cube as the basic structure.

UNIT - III COSMOGRAM & SETTLEMENT CONCEPTS**6**

Orientation of building, site, layout and settlement - positive and negative energies -importance of cardinal and ordinal directions - The celestial grid or-mandala and its type.

The Vaastu Purusha Mandala and its significance in creation of patterns, and lay-outs, extension of this to aural and visual fields - Types of interior lay outs.

UNIT - IV PRINCIPLE OF ARCHITECTURE IN FENG SHUI**6**

introduction to feng shui- chi (energy)- yin and yang - eight yin-yang energies - bagua map - five elements- element colours and shapes - bagua sectors

UNIT - V EXERCISES**6**

Exercises involving use of various elements of interior components of different materials, furniture, soft and hard landscape elements, water bodies etc. in design of interior spaces, court yards etc. of different functional buildings adopting vastu and feng shui principles.

TOTAL: 30 PERIODS**REFERENCES:**

1. Dr.Prasanna Kumar Acharya - Manasara - Oxford University Press - 1927 -(English version) -
2. K.S.Subramanya Sastri - Maya Matam - Thanjavur Maharaja Sarjoji saraswathil Mahal Library - Thanjavur-1966.
3. Stella Kramresh - The Hindu Temple Vol.1 & II Motilal Banarsidass Publishers Pvt. Ltd., Delhi - 1994.
4. Bruno Dagens - Mayamatam, Vol.1 & IIGNCA and Motilal Bamarsidars, .Publishers Pvt. Ltd-s Delhi -1994.
5. George Birdsall - Feng Shui: The Key Concepts - January 2011

BDE17E05**SUSTAINABLE DESIGN****L T P C
2 0 0 2****PURPOSE**

To provide an overview of the concepts of sustainable practices in planning the built environment.

INSTRUCTIONAL OBJECTIVES

To understand the concept of sustainability and sustainable development

To inform the various issues like climate change, ecological footprint, etc.

To understand low impact interior construction practices, life cycle costs and alternative energy resources.

To familiarize the students with the various rating systems for building practices with case studies.

Through case studies to understand the concept of sustainable communities and the economic and social dimensions.

UNIT - I INTRODUCTION 6

Concept of Sustainability – Carrying capacity, sustainable development – Bruntland report – Ethics and Visions of sustainability.

UNIT - II DIMENSIONS OF SUSTAINABILITY 6

Urban ecology– Ecological foot print – Climate change and sustainability - urban heat Island effects.

UNIT - III SUSTAINABLE MATERIALS 6

Selection of materials - Eco Interior and exterior building materials and construction – Biomimicry, Low impact construction, and recyclable products and embodied energy, life cycle analysis.

UNIT - IV BIOMATERIALS 6

Bio materials from industrial, mining, agriculture, mineral waste – application of the same in interiors.

UNIT - V RATING SYSTEMS 6

Green building design –Rating system –LEED, GRIHA, BREEAM etc. case Studies.

TOTAL: 30 PERIODS**REFERENCES**

1. Sustainable Architecture and Urbanism: Concepts, Technologies and examples by Gauzin-Muller(D) – Birkhauser 2002.
2. Eco-Tech : Sustainable Architecture and High Technology by slessor© - Thanos and Hudson 1997.
3. Ecodesign : A manual for Ecological Design by Yeang(K) wiley Academy 2006.

REQUIRED READINGS

1. Sustainable Architecture : Low tech houses by Mostaedi (A) – Carles Broto 2002.
2. HOK guide book to sustainable design by Mendler (S) & Odell (W) – John wiley and sons 2000.
3. Environmental brief : Path ways for green design by Hyder (R) - Taylor and Francis 2007.
4. Green Architecture: Design for a sustainable future by Brenda and Vale (R) - Thames and Hudson 1996.

BDE17E06**SITE ANALYSIS AND PLANTING DESIGN****L T P C
1 0 2 2****PURPOSE**

To enable the appreciation of site and its elements and to equip students with the various types of techniques of site surveying as well as to introduce them to aspects of site planning and site analysis

OBJECTIVES

- To teach various techniques of site surveying
- To teach the importance of site and its content in architectural creations
- To orient the students towards several influencing factors which governs the sitting of a building or group of buildings in a given site.
- To teach the students the methodology of preparing a site analysis diagram. This will serve as a prelude to any architectural creation.

UNIT - I SITE ANALYSIS**15**

Importance of site analysis; On site and off site factors; Analysis of natural, cultural and aesthetic factors – topography, hydrology, soils, vegetation, climate, surface drainage, accessibility, size and shape, infrastructures available - sources of water supply and means of disposal system, visual aspects; Preparation of site analysis diagram. Site selection criteria for housing development, commercial and institutional projects.

UNIT - II DETAILED ANALYSIS AND TECHNIQUES**15**

Context of the site. Introduction to existing master plans land use for cities, development control Rules. Study of contours, slope analysis, grading process, grading criteria, functional and aesthetic considerations.

UNIT - III SITE PLANNING AND SITE LAYOUT PRINCIPLES**15**

Organization of vehicular and pedestrian circulation, types of roads, hierarchy of roads, networks, road widths and parking, regulations. Turning radii & street intersections Study of microclimate; vegetation, landforms and water as modifiers of microclimate.

TOTAL: 45 PERIODS**REFERENCES:**

1. "Site Analysis and Planning" by White.
2. Kevin Lyunch – Site planning – MIT Press, Cambridge, MA – 1967.
3. B.C. Punmia – Surveying Vol.I – Standard Book House, New Delhi – 1983.
4. P.B. Shahani – Text of surveying Vol. I, Oxford and IBH Publishing Co – 1980 .
5. Joseph de.Chiarra and lee Coppleman – Planning Design Criteria – Van Nostrand Reinhold Co., New York – 1968.

BDE17E07 LANDSCAPE ECONOMICS, MANAGEMENT & HORTICULTURE L T P C
2 0 0 2

PURPOSE

To make the students understand the importance of landscape management and horticultural practices involved in the landscape projects, to expose students to detailed scheduling and estimating of landscape projects.

UNIT - I INTRODUCTION TO SOFTSCAPE AND LANDSCAPE WORKING DRAWINGS 6
Economics: Detailed study on softscape and landscape materials, estimation and costing.

UNIT - II LANDSCAPE MANAGEMENT 6
Landscape management at site level, softscape maintenance, aspects of pruning, cutting, training, soil selection and water management. Green approaches and planting teaching to same water.

UNIT - III LANDSCAPE MAINTENANCE 6
Nursery establishment and Plant propagation. Establishment and maintenance of grass, shrubs and trees with respect to: ground preparation, planting and transplanting, pruning.

UNIT - IV HORTICULTURE PRACTICE 6
Horticulture practice and maintenance. Common plant pests, diseases and their control; manures and insecticides and their application. Protection of plant material. Water Budgeting. Equipment for landscape maintenance.

UNIT - V URBAN FARMING 6
Introduction to urban farming, methods and techniques to implement urban farming at residential office and commercial buildings community involvement and participation in urban farming activities.

TOTAL: 30 PERIODS

REFERENCES:

1. Raunkier.C., the Life forms of Plants and statistical plant geography, 1934.
2. Venkateswaralu.V.A., Text book of Botany, Vol III, Guntur.
3. Lawrence.H.M., Taxonomy of vascular plants, Oxford, IBH, 1964.
4. Rao.K.N.R. and Krishnamurthy.K.N., Angiosperms, S.Viswanathan Printers and publishers.
5. G.S.Puri, Forest types of India.

BDE17E08**ENTREPRENEURSHIP DEVELOPMENT****L T P C
3 0 0 3****INSTRUCTIONAL OBJECTIVES**

- Understand the process and procedure involved in setting up a small enterprise.
- Acquire the necessary managerial skills required to run a small-scale industry.
- Know the pros and cons in becoming an entrepreneur.

UNIT - I**9**

Entrepreneur –Meaning – Definition – Characteristics – Functions – Role of Entrepreneurs in the economic development – Classification of entrepreneurs – Factors affecting entrepreneurial growth.

UNIT - II**9**

Entrepreneurship – Concept – Distinction between Entrepreneur and Entrepreneurship - Entrepreneurship Development Programmes – Objectives - Stages in EDP- Pre-training Stage – Training phase – Post Training – Evaluation and Feedback of EDP.

UNIT - III**9**

Project Identification - Sources of ideas – Preliminary evaluation and testing of ideas – Constraints - Project formulation – Stages- Feasibility study and Feasibility Report – Selection Criteria.

UNIT - IV**9**

Project Report - Project Appraisal – Technical – commercial appraisal –Financial appraisal– Sources of finance – Steps to star an industrial unit.

UNIT - V**9**

Incentives and subsidies of State and Central Govt. – Aims – Backward areas – Industrial Estates – Role of DIC,SISI, TCO in entrepreneurial growth.

TOTAL: 45 PERIODS**REFERENCE BOOKS**

1. Singh,P,N(1986) Developing Entrepreneurship for Economic Growth.
2. Guide to Entrepreneurs – Industrial Development – Govt. of Tamil Nadu – SIPCOT
3. Guide to Entrepreneurs – Industrial Development – Govt. of Tamil Nadu – SIPCOT
4. Thierry Burger Helmchen(2012), Entrepreneurship Born, Made and Educated, Marina Jozipovic.
5. Thierry Burger Helmchen(2012), Entrepreneurship Creativity and Innovative Business Models, Marina Jozipovic.

BDE17EL3**SOFT SCULPTURE****L T P C
1 0 2 2****PURPOSE**

This course takes an interdisciplinary approach to working with the *soft* side of sculpture: design and fabrication techniques that utilize flexible, liquid, gaseous materials meet design needs that usually require wood, metal, hardware and other *hard* materials.

INSTRUCTIONAL OBJECTIVES

This course will explore the advantages and disadvantages of traditional, as well as new and emerging materials that allow for soft-sculptural work.

This course will also expose students to a wide range of artists, works and practices that expand the scope of traditional sculpture in softly.

The course works is primarily hands-on learning, practice and building; in class hours will also include short lectures, demonstrations on techniques and technologies as well as show-and-tells on related artists and repertoire.

UNIT - I FOLDING AND ORIGAMI**9**

Introduction to the basic concept of folding and origami, form and surface, the materials used, the techniques used, different types of folding to create unique models, Create three-dimensional forms using various sculptural materials and techniques such as wire, plaster, clay, wood, metal, and found objects.

UNIT - II KNOTTING**9**

Introduction to the concept of knotting, the materials used for knotting, various types of ropes, sculptures created using knotting, Analyze the concepts of line, composition, shape, value, space, color, and texture for representational and non-representational sculpture.

UNIT - III SEWING**9**

Introduction to the techniques of sewing, materials used for sewing, various sculptures created out of sewing, the art of sewing, embroidery, creation of sculptures by sewing, augmented /computational sewing, Demonstrate the ability to apply historical, contemporary, and cultural information from research to art critiques, discussions and classroom projects.

UNIT - IV SOFT TO HARD MOULD MAKING**9**

Introduction to mold making, using materials such as Silicone and Plastic, various sculptures that can be made from Silicone and Plastic, resin casting, welding and scale, identify relevant artists, materials, techniques, works, Provide thoughtful critique to peer artwork utilizing professional terminology and methodology.

UNIT - V PROJECT WORK**9**

- . Create a soft sculpture using silicone/ plastic / resin
- . Create a soft sculpture using paper folding and origami
- . Create a soft sculpture by sewing
- . Artist research presentation
- . Gallery or museum review

TOTAL: 45 PERIODS**REFERENCE BOOKS**

1. Material Difference: Soft Sculpture and Wall Works by Polly Ullrich , Camille J. Cook
2. Soft Sculpture Hardcover ,by Carolyn Vosburg Hall

BDE17EL4**PUBLISHING – ELECTRONIC WEB****L T P C
1 0 2 2****PURPOSE:**

To introduce the concept of Publishing and make the student to familiarize on Publishing Software. Also, make the student to understand Web Technology and Designing to create own Web Pages.

UNIT - I DOCUMENT CREATION**10**

1. Create a document with settings as follows :

Number of Pages 10, Facing Pages : Select, Page Size : Width 8.5 in, Height 11 in, Column 2, Margin Top, Bottom, Inside 0.5 and Outside 0.75

Save the document as a template and give the name as “Book Template”. Then, create 2 new master pages B and C in the document and apply Master B to the pages 1 – 5 and Master C to pages 6 – 10.

UNIT – II DOCUMENT CREATION -DETAILED**10**

2. Create a document with the name “Project:” By using the template created in Unit 1. Add text and graphics placed in the library to the document. Create Paragraph Styles and Character Styles and apply them to the text. Include attributes such as Kerning, Tracking, Leading and Baseline Shift. Also insert special characters to the text.

UNIT – III CORPORATE BROCHURE**10**

3. Create a Corporate Brochure, Product Leaflet, and Instruction Manual for a Corporate Company of your choice.

UNIT –IV BOOK CREATION**15**

4. Create a book called “Project Book” and export it to the PDF restricted printing and editing. The book should include the documents created in Assignment 2 & 3. Check the documents for errors.

TOTAL: 45 PERIODS**REFERENCE BOOKS**

1. Software Essentials for Graphic Designers: Photoshop, Illustrator, Quark, InDesign, DreamWeaver, Flash and Acrobat – Paper Back, Amazon.com

REFERENCES:

1. Adobe Creative Team (2012), Adobe Dreamweaver Class Room in a Book
2. Adobe Creative Team (2012), Adobe In Design Class Room in a Book

BDE17EL5

ADVERTISING LABORATORY

**L T P C
1 0 2 2**

PURPOSE

To enable the students prepare the design and layout for an advertising campaign using softwares.

1. Create a Hoarding Campaign for any Consumer Product in the Food & Beverage section.
2. Create an Advertising Campaign Layout with necessary details for a Consumer Product outlet with pre-press details.
3. Create an Advertising Campaign Layout with necessary details for a Fast Food Joint with pre-press details.
4. Create an Advertising Campaign Layout with necessary details for a Clothing/ Jewellery/ accessories with pre-press details.
5. Create a product modeling campaign for a corporate company.

TOTAL: 45 PERIODS

BDE17EL6

SET DESIGN WORKSHOP

**L T P C
1 0 2 2**

PURPOSE

To expose the students to the basic principles of set design

INSTRUCTIONAL OBJECTIVES

To make the students understand the basic methods adopted in set design in various contexts in terms of functional usage, mood, time of the day / night, lighting focus, location, (Indoor or outdoor with specifications like landscaped or barren or water front's etc.)

The students shall be made aware of the innumerable details and focus of the settings and their designs during the workshop hours. They may be given individual or group projects of residential, commercial, recreational, indoor or outdoor settings for interactive sessions and submit reports / Digital presentations of their proposals. They shall be encouraged to use innovative materials and methods. Environmental factors and sustainability shall be given due importance.

TOTAL: 45 PERIODS

REFERENCE BOOKS:

1. Set Lighting Technician's Handbook: Film Lighting Equipment, Practice, and Electrical Distribution, by Harry Box
2. The Empty Space: A Book About the Theatre: Deadly, Holy, Rough, by Peter Brook ,1968
3. Behind the Scenes: Contemporary Set Design Paperback – Illustrated, by Phoebe Adler
4. Art in cinematic imagination – by Susan
5. If it's purple source one is going to die – Patti Bellantoni.
6. Stock Scenery Construction Handbook, by Bill Raoul , Mike Monsos ,2015
7. Fundamentals of Theatrical Design: A Guide to the Basics of Scenic, Costume, and Lighting Design -Karen Brewster, Melissa Shafer , 2011

BDE17EL7

INTERIOR DESIGN PHOTOGRAPHY

**L T P C
1 0 1 2**

PURPOSE

To expose the student to the basic principles of photography in interior.

INSTRUCTIONAL OBJECTIVES

To help the student understand the principles and technology of photography.

To enable the student to understand the applications of photographs in interior.

UNIT - I PRINCIPLES OF COMPOSITION

6

Rule of thirds, perspective-worm's eye view, normal eye view, one-point perspective, two-point perspective, three point perspective, exercise in composition

UNIT - II PRINCIPLES OF PHOTOGRAPHY

6

Technical definitions, understanding a camera, anatomy of a SLR camera, technical setting in a SLR camera, different types of lenses.

UNIT - III PRINCIPLES OF LIGHTING

6

Technical definitions, lighting sources, types of lighting fixtures, types of lamps, calculating lighting levels, flash photography, types of flashes, controlling lighting levels with flash photography
Exercise in design lighting photography with artificial light and black and white photos.

UNIT - IV PRINCIPLES OF COLOUR

6

Colour rendering in photographic medium, colour rendering in photographs under different lighting condition, lightings colours and its effect on a photography, colour filters in a camera.
Exercise on colour photography of design.

UNIT - V INTEGRATION

6

Project work / exercise in integrating all prior units.

TOTAL: 30 PERIODS

REFERENCE BOOKS:

1. Point view – The Art of Architectural Photography, E.Manny A Ballan, VNR
2. Professional Photography – Photographing Buildings, David Wilson, Rotovision

BDE17E09

HUMAN PSYCHOLOGY

**L T P C
2 0 0 2**

PURPOSE

To understand human psychology and behavioral pattern.

UNIT - I HUMAN BEHAVIORAL PATTERN

7

Analysis of human mind & his or her image world. Human being and social behavioural patterns in various public & private areas.

UNIT - II TERRITORIAL & GROUP PSYCHOLOGY

7

Human behavior in a group of two, three, and more. Activities and its relationship with grouping of people. Privacy, territoriality & defensible space.

UNIT - III MODERNIZATION & IMPACTS ON HUMAN BEHAVIOUR

7

Modernization, change in society, change in thought process and behavioral patterns. Behavior and its co relation to design elements.

UNIT - IV BEHAVIOUR PATTERN & SPACE PLANNING

9

Relation of behavior patterns of human being in space planning for public areas like theatre lounge, waiting rooms, hotel foyer, café and other rooms

TOTAL: 30 PERIODS

REFERENCES:

1. An Introduction to Social Psychology,Chapter 8: Behavior Patterns: Their Nature and Development By,Luther Lee Bernard
2. The Psychology of the Interior , Agnieska Mlicka
3. Baudrillard, J. (1996). The System of Objects (Verso English Edition). United Kingdom: Bookmarque.
4. Mackenzie, N.E.; M.A. Wilson (2000). "Social Attributions Based on Domestic Interiors". Journal of Environmental Psychology 20: 343–354.
5. Rice, Charles (2007). The Emergence of the Interior. Oxon: Routledge.
6. Edwards, M.J.; W.G. Gjertson (September 2008). "La Maison de Verre: Negotiating a Modern Domesticity". Journal of Interior Design

BDE17E10

PERSONALITY DEVELOPMENT

L T P C
2 0 0 2

PURPOSE

The purpose of this course is to build confidence and inculcate various soft skills and to help Students to identify and achieve their personal potential.

INSTRUCTIONAL OBJECTIVES

1. To guide thought process.
2. To groom students' attitude.
3. To develop communication skill.
4. To build confidence.

METHODOLOGY

The entire program is designed in such a way that every student will participate in the class room activities. The activities are planned to bring out the skills and talents of the students which they will be employing during various occasions in their real life.

1. Group activities+ individual activities.
2. Collaborative learning.
3. Interactive sessions.
4. Ensure Participation.
5. Empirical Learning.

CONTENT: SEMESTER1-2(HRS) – AUDIT COURSE

1. Self-analysis SWOT
2. Time management
3. Creative chain story telling.
4. Vocabulary games I
5. Attitude
6. Interpersonal skills
7. Motivation I
8. Vocabulary games II
9. Article review.
10. Team building exercise
11. Critical Thinking
12. Even Management
13. Business situation
14. Leadership Qualities
15. Reviews

TOTAL: 30 PERIODS

REFERENCE BOOKS

1. Personality Development by Swami Vivekananda
2. Development Across the Life Span by Robert S. Feldman Ph.D.