

B.A VISUAL ARTS (I D)

(Detailed semesterised syllabus for the Programme in B.A Visual Arts (Interior Design) under the Choice Based Credit System (CBCSS - Model III))



Mahatma Gandhi University, Kottayam

2017

Prepared by

**Board of Studies /Expert Committee (UG)
In Animation and Graphic Design**



Mahatma Gandhi University, Kottayam

May 2017



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ACKNOWLEDGEMENTS

The B.A. Programme in Visual Arts (I.D.) begins with art and architectural history, theory and traditional hand skills, then progresses to current art/interior design practices and technology. This syllabus tries to transmit most essential and updated information to students. Students create interior design applications, advertising, packaging, posters, publications, sculptures and more. The program encourages innovation while stressing strong technical and presentation skills. Students gain a background in applied art/interior design theory and then experiment and develop their own creative approaches.

We are grateful to all of those with whom we have had the pleasure to work during the restructuring of the syllabus and curriculum of *B.A. Visual Arts (I D) (CBCSS) Programme 2017* of Mahatma Gandhi University. There are many personalities whose support and guidance made this restructured syllabus a reality.

We express our profound gratitude to the Honorable Vice Chancellor, Pro-Vice Chancellor, Members of the Syndicate and the Academic Council for their leadership and guidance for making this endeavor a great success.

We thank the Registrar of the University, both Academic and Finance sections of the University, the members of BOS Core-Committee and all the staff members of Mahatma Gandhi University for offering their service for the flawless completion of the syllabus.

The successful completion of this syllabus is the end product of hard works done by academicians from various colleges and eminent personalities from the media industry. We would like to thank them all for their valuable service during the restructuring process.

For the Expert Committee in Animation and Graphic Design

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Kottayam
May 2017



1. INTRODUCTION

Mahatma Gandhi University introduced choice based credit and semester and Grading System in colleges affiliated to the University from the Academic year 2009-2010, under **Direct Grading System**. Subsequently, the Kerala State Higher Education Council constituted a committee of experts headed by Prof. B. Hridayakumari, to study and make recommendations for the improvement of the working of the Choice Based Credit and Semester System (CBCSS) in Colleges affiliated to the Universities in the State. The State Government accepted the recommendations of the Committee and the Syndicate and the Academic Council of the Mahatma Gandhi University have resolved to reform the existing CBCSS regulations. Accordingly, **Regulations for Under Graduate Programmes Under Choice Based Course-Credit- Semester System and Grading, 2013** was introduced in the University from the Academic year 2013-14 onwards, under **Indirect Grading System**. The University Grants Commission, in order to facilitate student mobility across institutions within and across countries and also to enable potential employers to assess the performance of students, insisted to introduce uniform grading system in the Universities. The Academic Council of the Mahatma Gandhi University at its meeting held on 23rd May 2015 resolved to introduce the UGC Guidelines for Choice Based Credit Semester System from the Academic year 2016-17 onwards and the syndicate of the University at its meeting held on 1st August 2015 approved the resolution of the Academic Council. Meanwhile, the Hon'ble Supreme Court of India has issued orders to include core courses on Environmental Studies and Human Rights in the syllabi and curricula of all UG Programmes of universities all over India. In continuation to this the University Grants Commission has issued circulars regarding the implementation of the above said changes by accepting the directions of the Hon'ble Supreme Court as a National Policy. Hence, the Syndicate of Mahatma Gandhi University has decided to modify the syllabi and curricula of all UG programmes in accordance with the directions of the Hon'ble Supreme Court and the UGC. Further, the Syndicate has decided to implement the new regulations and syllabi with effect from the academic year 2017-2018. In view of this, the BOS / Expert Committee in Animation and Graphic Design of MG University have prepared the following syllabus for UG programmes in **Visual Arts**.

2. TITLE

B.A Visual Arts (I D) - Graduate Programmes under Choice Based Credit System, 2017" (UGCBCSS 2017).

3. SCOPE

- 3.1 Applicable to all regular Under Graduate Programmes conducted by the University with effect from 2017 admissions, except for Professional and B.Voc programmes. Also, applicable to Distance/Private Undergraduate Programmes with suitable modifications. Under Graduate Programmes in Management Studies are included as non-professional programmes. Provided that the existing CBCSS Regulations 2013 shall be applicable to students who were admitted prior to the commencement of these Regulations and who are continuing their studies.
- 3.2 Examinations of the courses being run under the Distance/Private registration scheme shall be conducted annually.
- 3.3 The provisions herein supersede all the existing regulations for the Regular/Distance/Private Undergraduate programmes to the extent herein prescribed.



4. AIMS AND OBJECTIVES OF THE PROGRAMME

BA in Visual Arts prepares graduates for a wide range of careers in the industry such as publication design, advertising design, & most importantly in interior design. The skills taught in the programme encompass craft at a technical level; yet also include design, drawing, critical thinking, creativity, daring, collaboration, and a fundamental awareness of theory and history. Throughout the program, students are engaged in all aspects of Designing & Interior Design, production from concept development and production design to the completion of finished segments. The candidates become eligible for a Degree after Six semesters of study, spanning over a period of 3 years and successful completion of the examination.

5. B.A PROGRAMME IN VISUAL ARTS (I D)

5.1. PROGRAMME STRUCTURE FOR MODEL III - B.A/ B.Sc /B.COM

a.	Programme Duration	6 Semesters
b.	Total Credits required for successful completion of the Programme	120
c.	Credits required from Common Course I	8
d.	Credits required from Core + Complementary + Vocational Courses including Project	109
e.	Open Course (Credits)	3
f.	Minimum attendance required	75%

6. DURATION OF COURSE

- The duration of U.G. Programmes shall be **6 semesters**.
- A student may be permitted to complete the programme, on valid reasons, within a period of 12 continuous semesters from the date of commencement of the first semester of the programme.
- Attendance: Students having a minimum of 75% average attendance for all the courses only, can register for the examination.

7. MARKS DISTRIBUTION FOR EXTERNAL EXAMINATION AND INTERNAL EVALUATION

The external theory examination of all semesters shall be conducted by the University at the end of each semester. Internal evaluation is to be done by continuous assessment. For all papers (theory and practical) total percentage of marks of external examination is 80 and total percentage of marks of internal evaluation is 20 (ie. In the ratio of 80:20).

Marks distribution for external and internal assessments and the components for internal evaluation with their marks are shown below:

7.1 FOR ALL PRACTICAL PAPERS:



(a) Marks of external Examination : 40

(b) Marks of internal evaluation : 10

Components of Practical-internal evaluation	Marks
Attendance	3
Record*	5
Test Papers	2
Total	10

*Marks awarded for Record should be related to number of experiments recorded.
All the three components of the internal assessment are mandatory.

7.2 FOR PROJECTS, INDUSTRIAL VISIT AND COMPREHENSIVE VIVA VOCE*:

(a) Marks of external Examination : 80

(b) Marks of internal evaluation : 20

Components of Project I.V. and Viva – Evaluation External	Marks
Dissertation and I.V. report (External)	50
Comprehensive Viva-voce Viva-Voce (External)	30
Total	80

* Bonafide reports of the project work and Industrial Visit (I.V) conducted shall be submitted at the time of examination.

All the four components of the internal assessment are mandatory.

Components of Project & I.V. - Internal Evaluation	Marks
Punctuality	5
Experimentation / Data Collection	5
Knowledge	5
Report	5
Total	20

7.3 OJT EVALUATION

For On the Job Training (OJT) there is only internal evaluation.



7.4. ASSIGNMENTS

Assignments are to be done from 1st to 4th Semesters. At least one assignment should be done in each semester for all papers.

7.5 SEMINAR / VIVA

A student shall present a seminar in the 5th semester and appear for Viva- voce in the 6th semester for all papers.

8. CONSOLIDATED SCHEME FOR B.A VISUAL ARTS

Sem.	Course Code	Course Title	Course Type	Course Category	Credit	Hours Per Week
I		1-1 Model III English I	Theory	Common	4	5
	VA1CRT01	1-2 History of Art & Architecture I	Theory	Core	4	5
	VA1CRP02	1-3 Fundamentals of Design	Practical	Core	4	5
	VA1CRP03	1-4 Raster Image Editing	Practical	Core	4	5
	VA1CMP04	1-5 Fundamentals of Drawing	Practical	Complim.	4	5
						20
II		2-1 Model III English II	Theory	Common	4	5
	VA2CRT05	2-2 History of Art & Architecture II	Theory	Core	4	5
	VA2CRP06	2-3 Engineering Graphics & Architectural Drawing	Practical	Core	4	5
	VA2CMP07	2-4 Vector Image Editing	Practical	Complim.	4	5
	VA2CRP08	2-5 Design with Type	Practical	Core	4	5
						20
III	VA3CRP09	3-1 Interior Design Studio I	Practical	Core	4	5
	VA3CRT10	3-2 Material Culture I	Theory	Core	4	5
	VA3CRP11	3-3 AutoCAD I	Practical	Core	4	5
	VA3CMP12	3-4 Creative Painting	Practical	Complim.	4	5
	VA3CMP01	3-5 Environmental Art & Still Image Basics	Project	Complim.	4	5
						20
	VA4CRT13	4-1 Material Culture II	Theory	Core	4	5
	VA4CRT14	4-2 Interior Services I	Theory	Core	4	5



IV	VA4CMT15	4-3 Creative Sculpture	Project	Complim.	4	5
	VA4CMP16	4-4 AutoCAD II	Practical	Complim.	4	5
	VA4CMP17	4-5 3 Dimensional Design I	Practical	Complim.	4	5
					20	25
V	AG5CRT14	5-1 Environmental Studies And Human Rights #	Theory	Core	4	5
	VA5CRT18	5-2 Interior Services II	Theory	Core	4	5
	VA5CMP19	5-3 3 Dimensional Design II	Practical	Complim.	4	5
	VA5CRP20	5-4 Interior Design Studio II	Practical	Core	4	6
		5-5 Open Course		Open	3	4
	VA5OPP1.1	A. Designing for Web	Practical			
	VA5OPP1.2	B. Promotional Design	Project			
	VA5OPP1.3	C. Video Editing	Practical			
					19	25
VI	VA6OJP01	6-1 Internship	OJT		2	
	VA6CRP02	6-2 Interior Design Project	Project	Core	4	5
	VA6CMP03	6-3 Painting /Creative Design Project	Project	Complim.	4	5
	VA6CRP04	6-4 Creative Sculpture Project	Project	Core	4	5
		6-5 Choice Based Course		Core	3	5
	VA6CBP1.1	A. Architectural Model Making	Project			
	VA6CBP1.2	B. Home Management	Practical			
	VA6CBP1.3	C. Wood and Metal Joinery	Practical			
	VA6CMP05	6-6 Demo Reel Presentation	Project	Complim.	4	5
				21	25	
				120		

Subjects denoted with * are common for Animation And Graphic Design as well as Animation And Visual Effects.



COURSE 1-2

HISTORY OF ART AND ARCHITECTURE I

OBJECTIVE

The course will examine the role and development of the visual arts in past and present cultures throughout the world. This is designed to help students to develop art application, aesthetic judgment, and to increase visual perception and critical thinking skills.

- Module I** Art and Aesthetics – Pre-historic and Primitive Art. The evolution of Man, prehistoric environment and art. Changing needs and forms of art. Art during Paleolithic period: Paintings at Chauvet, Lascaux, Altamira caves. Neolithic period: female figurines, paintings. Lespugue, Catal Huyuk, Jericho megalithic architecture at Stone Henges- Primitive sculpture.
- ModuleII** Early River valley civilizations: Art, Architecture and Culture of Mesopotamia, Egypt, Greece and Roman. Pyramids, Greek Vase Painting, Architecture, Painting, Sculpture. Greek and Roman Sculptors and Architects. Indus Valley Civilization: Art and Architecture.
- ModuleIII** Mouryan period sculpture and Architecture - Rock cut Architecture in India – Loma Rishi Cave, Bhaja, Karle, Ajanta, Ellora , Elephanta, Badami, Aihole, Mahabalipuram - Development of the Buddhist Architecture - Bharhut, Sanchi, Bodhgaya, Amaravati. and Ajanta.
- ModuleIV** Medieval Art – Early Christian Art - Byzantine and Gothic Art - Gothic Architecture and sculpture - Renaissance Art and Architecture – Early Italian Renaissance and High Renaissance – Renaissance Masters – Baroque Period of art and Architecture – Bernini and contemporary artists - Rococo.
- Module V** Art & Architecture of Far East. Chinese Art, Architecture – Japanese Art - Indian Art – after Gupta period: Structural temples – Nagara, Dravida, Vesara Types - Chalukyan : Pattadakal – Aihole, Badami – Chola: Brihadeeswara Temple at Thanjavur. Temple Architecture in Orissa.

REFERENCE

1. The Story of Art : E. H. Gombrich
2. A People’s History of the World : Chris Harman
3. Gardner’s Art Through the Ages:
The Western Perspective : Fred S. Kleiner
4. The Social History of Art Volume I & II : Arnold Hauser
5. History of Art : Anthony F. Janson
6. Renaissance Art : Victoria Charles
7. Indian Art : Parthe Mitter
8. Indian Art: A Concise History : Roy C Craven
9. The Art and Architecture of the Indian Subcontinent : J. C. Harle



COURSE 1-3 FUNDAMENTALS OF DESIGN

OBJECTIVE

Fundamental components of design theory are introduced in this course. Students learn to use creative thinking to solve communication problems.

- Module I** Introduction to Design- definitions and meaning of design, importance of design. Examples of design from nature. Fundamental elements of design and their definitions point, line, shape, form, space, texture, value, colour and material. Introduction to the principles of design - unity, balance, symmetry proportion, scale, hierarchy, rhythm, contrast, harmony, focus, etc
- Module II** Space, Divisions of space, Principles of composition using grids, rule of thirds, composing patterns using grids and to incorporate the principles.
- Module III** Concepts of visual design, visual structure and visual interest, visual analysis and refinement of visual representations.
- Module IV** Colour theory, Color Systems: Munsell, Ostwald, DIN, CIE, OAS, Kupper, Gerritsen, NCS, Color aid system, and color systems in practice, simplified color system, color terminology, special color issues, mixed color effects, effects of texture, using color systems.
- Module V** Psychological impact of color – warm, cool and neutral colors, impact of specific hues, meanings from color, color and form, color and light, color and surface qualities, color and distances and scales. Problems with color. Use of color in various functional contexts – Residential interiors, Non Residential interiors. Use of color in special situations – out door/indoor spaces, accessories, art works etc.

REFERENCE

1. A History of Graphic Design: Philip Meggs
2. The Elements of Graphic Design: Space, Unity, Page Architecture and Type: Alexander W. White.
3. Exploring the Elements of Design: Mark A. Thomas, Poppy Evans
4. Graphic Style: From Victorian to Digital: Steven Heller, Seymour Chwast



COURSE 1-4

RASTER IMAGE EDITING

OBJECTIVE

This course concentrates on basic image editing tools which help the students to explore complex design areas. They have to study Adobe Photoshop for Raster Image Editing.

Module I Study of raster images- its advantage and application areas, Various image editing soft wares, application areas of Photoshop, know the work space, starting a new composition, Discovering the UI area.

Module II Study of tools: Selection tools, Painting and Retouching tools, Layers in Photoshop, Layer effects, Working with Colour modes, Reading a Histogram, Colour correction of images.

Module III Application of masks, editing Alpha channels, working with smart objects, Exploring filters, working with camera RAW files.

Module IV Creating Images for Web and Video, Exporting images to various file formats.

Module V Project works- various applications of Print Design.

REFERENCE

1. Adobe Photoshop CS4 Classroom in a Book: Adobe Creative Team
2. The Adobe Photoshop CS4 Book for Digital Photographers: Scott Kelby
3. The Adobe Photoshop CS4 Layers Book: Richard Lynch
4. Adobe Photoshop CS4 How-Tos: 100 Essential Techniques: Chris Orwig
5. Real World Camera Raw with Adobe Photoshop CS4: Bruce Fraser and Jeff Schewe
6. Photoshop CS4 Channels & Masks One-on-One: Deke McClelland



COURSE 1-5

FUNDAMENTALS OF DRAWING

OBJECTIVE

This course provides the students to develop a basic skill in drawing techniques through various exercises

Module I Study of forms in nature – Trees, plants, creepers, leaves, flowers, flowering plants, plants with fruits etc.

Study of objects of different shapes and dimensions – spherical, cuboids, globular, hexagonal objects – various methods online sketches, detailed study by using tones, textures, masses etc.

Module II Study from still life – Flower Vases – Fruit Bowls – Bottles – Glass utensils etc.

Module III Out door study - Sketching of streets – market place – Bus station – Boat Jetty – places of public gathering

Module IV Geometric Drawing – Perspective Drawing – Vanishing Point – Orthogonal lines. Single point, Two point and Multipoint Perspectives.

Module V Study from Life : Study of human figure (male & female of different ages) from live model.

Notice: Students may be introduced the techniques employed by Artist masters of past periods.

REFERENCE

- | | | |
|--|---|----------------------|
| 1. Figure Drawing | : | Andrew Loomis |
| 2. Anatomy and Drawing | : | Victor Perard |
| 3. Successful drawing | : | Andrew Loomis |
| 4. The Practice and Science of Drawing | : | Harold Speed |
| 5. Drawing Workshop I & II | : | Marie Claire Isaaman |



COURSE 2-2

HISTORY OF ART AND ARCHITECTURE II

OBJECTIVE

The course will examine the role and development of the visual arts in past and present cultures throughout the world. This is designed to help students to develop art application, aesthetic judgment, and to increase visual perception and critical thinking skills.

Module I Movement in Art in the 18th and 19th Century.

Neoclassicism - Romanticism – Impressionism – Monet and contemporary artists - Post Impressionism - Van Gogh and contemporaries.

Module II Movements in art in the 20th Century. Fauvism – Cubism – Picasso – Braque - Expressionism - Futurism – Dadaism - Duchamp - Surrealism - Dali - Abstract Expressionism – Pollock - Warhol - Constructivism - De Stijl - Bauhaus School and Gropius - Conceptual Art - Site Specific Art- Op Art – Neo-Expressionism.

Module III Rajastani Architecture - Islamic Architecture : Tajmahal, Charminar, Golgumbaz, Fatehpur Sikri -Colonial Architecture in India at Lucknow, Patna, Kolkota. – Painting schools in Medieval India – Malwa, Deccan and Jodhpur Schools – Mughal and Rajput Painting – Mysore and Tanjore Paintings – Kangra, Madhubani and Pattachitra Styles.

Module IV Indian Art in 19th and 20th Centuries. European influence in Indian Art, Company School, Raja Ravi Varma - Realistic academic painting & sculpture. Revivalist movement - Bengal school - Abanidranath Tagore – Nandalal Bose – Ramkinker Baij – Jamini Roy – Amrutha Shergil - Post – Independent developments in Indian Art: Progressive art Movements – Kolkata, Mumbai, Chennai - Souza – Hussain – Ara - Raza – Madras School: KCS Panicker and followers. Art & Architecture in Kerala – Traditional Architecture – Traditional Wood Carvings and Mural Paintings.

Module V Different styles in Interior Design and Furniture Design: Egyptian, Rococo, Art Deco, Bauhaus, Modernism and Post Modernism, Minimalism, Eclecticism, High tech & hard edge style – Eastern influences.

REFERENCE

1. The Story of Art : E. H. Gombrich
2. A People's History of the World : Chris Harman
3. Gardner's Art Through the Ages: The Western Perspective : Fred S. Kleiner
4. The Social History of Art Volume III & IV : Arnold Hauser
5. Indian Art : Parthe Mitter
6. Indian Art: A Concise History : Roy C Craven



COURSE 2-3

ENGINEERING GRAPHICS & ARCHITECTURAL DRAWINGS

OBJECTIVE

This course introduces the fundamental techniques of concept sketches, design development sketches, presentation sketches, presentation renderings and architectural drawing and develops the appropriate skills for visualization and representation.

Module I Introduction to Engineering Graphics, Drawing instruments & their uses, Handling, Scales, Paper sizes, lettering, numbering. Lines & Line types, Dimensioning-Elements of Dimensioning, Types of dimensioning Methods of dimensioning, Symbols used in dimensioning.

Module II Projection- Elements of projection, Systems of projection (parallel & convergent), Parallel-orthographic projection, Multi view Projection, 3 Dimensional projection, Planes of projection- First Angle projection, Third Angle projection, Isometric projection, Sectional projections.

Module III Different Types of units used in Architectural drawings, Architectural Symbols, Types of Footings, RCC columns, Doors, Windows, Ventilators, Stairs, Roofs, Plan, Elevation & Section.

Module IV Preparation of Working Drawings, Suitable Scales, Architectural plans, Elevations, Sections, Site plans & Landscapes, Title Sheets

Module V Furniture Layouts & its sectional views, Electrical Layouts, plumbing Layouts, Fire Exits Layouts

REFERENCE

1. Drawing for Interior Designers : Gilles Ronin
2. Construction Drawings and Details for Interiors : W. Otie Kilmer, Rosemary
3. Sketching and Rendering of Interior Space : Ivo.D. Drpic,
4. Design Drawing, : Francis D.Ching,
5. Geometrical Drawing for Art Students : I. H. Moris



COURSE 2-4

VECTOR IMAGE EDITING

OBJECTIVE

This course concentrates on basic Vector editing tools which help the students to work with vectors. They have to study Adobe Illustrator for vector image editing.

Module I Study of vector images- its advantage and application areas, Various Vector editing soft wares, difference between vector and raster images, know the work space, starting a new composition, Discovering the UI area.

Module II Study of tools : Drawing tools, Shape and transform tools, Layers in Illustrator, Layer templates, Adding colour, Layer tracing methods.

Module III Working with text, advanced options of text, Organizing illustrations with layers. Working with Symbols, 3D Mapping, and Flash Integration, Working with transparency and blending modes.

Module IV Advanced blending techniques, Use of gradient mesh, Special Effects and Third party plug ins, Exporting and saving files.

Module V Project works.

REFERENCE

1. Adobe Illustrator CS4 Classroom in a Book : Adobe Creative Team
2. How to Do Everything: Adobe Illustrator CS4 : Sue Jenkins
3. Adobe Illustrator CS4 Revealed : Richard Lynch
4. Adobe Illustrator CS4 How-Tos:
100 Essential Techniques : David Karlins and Bruce K.
Hopkins
5. Real World Adobe Illustrator CS4 : Mordy Golding
6. Adobe Illustrator CS4:
The Professional Portfolio : Against The Clock Inc





COURSE 2-5

DESIGN WITH TYPE

OBJECTIVE

In this course, students explore and utilize a diverse range of typographic principles and theories through various print related applications.

- Module I** Introduction to Typography, Study of type faces: Serif typefaces, Sans serif typefaces, Scripts, Specialty and display typefaces, Symbol and picture fonts, Other Typefaces, families and fonts.
- Module II** Compatible type faces, Legibility and readability, Reading, using type variation : Bold type, Reversed. Italics, Capitals, Uppercase, text formatting, caption, Display types, style sheets.
- Module III** Converting visual images into 2 D representation, Design of symbols and signage using grid, /design corporate logo, symbol and corporate identity manual. Stationary designs, Book and Book Jacket.
- Module IV** Brochure design, folding types, Poster design – various types of posters, flyers, small space press ads display ads.
- Module V** Package Design, Anatomy of packages elements of a package design study of various package designs in the market.

REFERENCE

- 1) Grid Systems in Graphic Design : Josef Muller Brockmann
- 2) Design Elements: A Graphic style manual : Lorrain Torrence.
- 3) Layout : Ambrose and Harris
- 4) Typography Workbook : Timothy Samara
- 5) The Elements of Typographic Style : Robert Bringhurst
- 6) Thinking with Type : Ellen Lupton
- 7) The Fundamentals of Typography : Gavin Ambrose and Paul Harris
- 8) Typographic Design: Form and Communication : Rob Carter, Ben Day, and Philip B. Meggs

- 9) Exploring Typography : Tova Rabinowitz
- 10) Type and Typography : Phil Baines and Andrew Haslam
- 11) Advertising Design and Typography : Alex White
- 12) Corporate Identity Design : Veronica Napoles
- 13) The Packaging Designer's Book of Patterns : Lászlo Roth and George L. Wybenga

- 14) Special Packaging Designs : The Pepin Press



COURSE 3-1

INTERIOR DESIGN STUDIO I

OBJECTIVE

This course is intended to provide skills for designing interior spaces with emphasis on transformation and adaptive re-use as one of the important aspects in interior design

- Module I** General understanding of Interior Design and integration with architecture. Role of Interior Designer in a building project. Brief history of Interior Design, The changing role of Interior Designer, his relation with other consultants, contractors and client, technical knowledge and other skills required as inputs. Scope of Interior Design. Various subjects to be learnt by Interior Design students and their relevance to practice.
- Module II** Basic anthropometrics – average measurements of human body in different postures – its proportion and graphic representation, application in the design of simple household and furniture. Role of mannequins in defining spatial parameter of design, Preparing user profile, bubble and circulation diagrams.
- Module III** Introduction to design methodology. Detailed study of spaces such as living, dining, bedrooms, kitchen, toilet etc. including the furniture layout, circulation, clearances, lighting and ventilation, etc. Case study of existing house and analysis of the spaces. analysis of solid and void relations, positive and negative spaces.
- Module IV** Furniture categories, exploration of the idea of furniture, role of furniture in interior design, Design approaches in furniture design. Storage systems: Functional analysis of storage systems and thereby deriving types of cabinets needed for interior spaces, Modular approach to furniture design – various materials, combination of materials and its application – design parameters, ergonomics etc.
- Module V** Types of measurements, modes of measurements : methods of taking out quantities preparation of schedule or bill of quantities. SI measurements system, SI nomenclature methods Estimating interior items manually and through spreadsheet programmes. Specification writing proforma, order writing , scheduling etc..

REFERENCE

1. The Fundamentals of Interior Design : Simon Dodsworth Cardoso
2. Space planning Basics, : Karlen Mark,
3. Shaping Interior Space : Robert Rengel,
- 4 Estimating for Interior Designers : Carol Simpson,
5. What is product Design? : Mark Gerhard, Jeffrey Harper
6. Interior Design Visual Presentation : Maureen Mitton,





COURSE 3-2

MATERIAL CULTURE I

OBJECTIVE

The course provides information on the properties, management, specifications, use, application and costs of the materials used in the interiors.

Module I Masonry – mud, bricks, building tiles i.e roof, floor and wall tiles, stones, clay, lime, sand, mortars, cement and aggregates, concrete, gypsum based plaster etc.

Module II Timber, cane, bamboo – characteristics of good timber, defects, applications of timber like joints, floors, openings, staircases, roof forms etc. Finishes in timber like flooring, panelling etc. Finishes to timber. Introduction to timber joinery, Wood – Plywood, block boards, particle board, medium density fibre etc. their properties, process of manufacture, tools and technology of its application and quality assessment, finishes to reconstituted wood, - lamination, polishing etc. Insulation materials – various insulating materials, their properties and applications. Surface finishes for wood products and derivatives etc. Coatings- clear and pigmented finishes technical or protective coatings etc.

Module III Paints – Protective coating paints, types of paints – water paints, distempers, cement based paints, emulsion paints, anti corrosive paints etc. – composition, functions, preparation and application method, painting on different surfaces, defects in painting etc. Varnishes (oil and spirit) – various types – French polish, damp proofing finishes etc. and methods of application

Module IV Glass and glass products – Composition and fabrication of glass, classification, types of glass-wired glass, fibre glass, rock wool, laminated glass, glass concrete blocks - their properties and uses in buildings. Commercial forms available – their physical and behavioural properties, tools and technology of its application in built forms. Material and workmanship, specifications.

Module V Field Trips. case studies, market surveys, visual presentations and drawings.

REFERENCE

1. Building Construction: Principles, Materials, and Systems : Medan Mehta
2. Engineering Materials used in India : K.P Chowdary.
3. Timber Construction Manual : Thomas Herzog
4. Bamboos of India: A Compendium : K. K. Seethalakshmi
5. Interior Design Principle & Practices : M. Pratap Rao
6. Interior Design Materials and Specifications : Lisa Godsey
7. Complete Painting : Stanley
8. House Painting: Inside and Out : Mark Dixon



COURSE 3-3

AUTOCAD I(2 DIMENSIONAL)

OBJECTIVE

The main objective of AutoCAD is to construct drawings and design the interiors of buildings with the help of a computer. AutoCAD automates design & drafting task so that creating and revising drawing becomes easy.

ModuleI Why AutoCAD - Advantages, Importance in Engineering Drawings system requirements, command entry, setting up of page size, starting drawings from scratch. Creating and using templates, opening a drawing, saving the drawing & exit from AutoCAD.

ModuleII Using co-ordinate systems – The UCS. Working with Cartesian and polar coordinate systems. Using Draw tool bar with shortcuts, Setting up the drawing environment – setting the paper size, setting units, grid limits, drawing limits, snap controls. Use of paper space and model space, Functional Keys.

ModuleIII Modify tools with Shortcuts. Basic commands dealing with drawing properties: Layer control, change properties, line weight control, etc., Layers, calculating distance, angle, areas etc, Dimensions: Dimension styles, Linear, Aligned ,Chain, Parallel, Oblique, multi leader etc.

ModuleIV General Drawings in Orthographic, Applying Dimensions, Making & Applying symbols, Design centre, Tool pallets. Isometric snap setting, Drawing & Dimensioning.

ModuleV Drawings of Architectural Design: Flat roofed residence, Taper roofed residence Multi floor residence, Plan Elevation & Section. Interior Layout & Sectional Views. Electrical & Plumbing Layouts, Exterior Layout. Title Sheet Setting & Printing.

REFERENCE

1. Mastering AutoCAD 2011 : George Omura
2. AutoCAD 2011: A Problem Solving Approach : Sham Tickoo
3. AutoCAD 2011 and AutoCAD LT 2011 Bible : Ellen Finkelstein
4. Introduction to AutoCAD 2011-2D & 3D Design : Alf Yarwood
5. Illustrated AutoCAD 2011 Quick Reference : Ralph Grabowski
6. Discovering AutoCAD 2011 : Mark Dix, Paul Riley



COURSE 3-4

CREATIVE PAINTING

OBJECTIVE

This course is intended to provide the student an understanding of different painting techniques .To develop the knowledge and skill in creative painting through various exercises.

- Module I** Introduction to fundamental principles and basic techniques of painting Tools & Equipments, Brushes, Knives, Palettes. Preparation of surfaces according to mediums of choice. Different medium of painting – water colour poster colour, Acrylic, oil, Tempera, colour ink, glass paint, enamel etc... Different Methods & Techniques of Painting – Wash – Impasto Opaque etc...
- Module II** Study from nature, study of objects in different mediums – Oil Pastels, Water Colours, Oil or Acrylics.
- Module III** Exercises in basic techniques - Flat washes – Graded washes – Dry brush techniques – Landscape Painting – Sky & Cloud Studies – Land & Grass Studies – Painting Trees & Rocks using Water Colour & Oil Colour.
- Module IV** Exercise in poster colour – poster work – tint mixing – still life – abstract & realistic – Acrylic painting.
- Module V** Make two creative paintings using any of the medium – size 2feet x 1 ½ feet.

REFERENCE:

1. The Artist Handbook : Alfred A Knopf
2. The Art of Colour : Bonnet
3. Complete books of Artist techniques : Dr. Kurt Herbers
4. A concise History of Art : G. Buzin



COURSE 3-5

ENVIRONMENTAL ART & STILL IMAGE BASICS

OBJECTIVE

The course is structured to help students become aware of the way they interact with their surroundings and to empower them respond to their experiences through artistic means.

Module I Environmental art: Introduction – Art and nature – Environmental Aesthetics - Environment as a Challenge to Aesthetics - Objectives and future of environmental art – Historical aspects of environmental art – Famous Environmental artists, Spectrum of Art.

Module II Different types of environmental art: Land art, Site specific art, Arte povera, Green Art, Crop Art, Sustainable Art, and environmental architecture.

Module III Introduction to photography. Brief history and development of photography.

Human eye and camera, basics of camera. Different types of cameras- usage.

Aperture, shutter speed, focal length,depth of field etc. Lens types filters.

Understanding lighting-indoor and outdoor, exposing and focusing. Types of lighting, natural and artificial lights, controlling lights, exposure meters, differential focus, designing with light. Sensitivity, temperature, speed etc. Reversal, manipulation of colour and light. Black and white and colour photography – colour materials, processing and printing.

Module IV Drawing landscapes and nature – Photographing the local landscape and nature – Researching local landscape, nature, and cultural art - Preparing a research paper on local environmental attempts in the past and cultural influences.

Module V Preparing miniatures of environmental sculptures or architecture.

REFERENCE

1. The Aesthetics of Natural Environments : Allen Carlson and Arnold Berleant, eds.
2. Aesthetics and the Environment : Allen Carlson
3. Art Nature Dialogues: Interviews with Environmental Artists. : John Grande
4. Land and Environmental Art : Brian Wallis
5. Michael Langford – Basic photography Focal Press 2005
6. Balakrishna Aiyer – Digital Photo Journalism, 2005, Authors Press – New Delhi
7. Practical Photography - O.P. Sharma – Hind pocket books.
8. The Photographer's Handbook. 1999 by John H Edgecoe. Al fred A.Knopf Publisher.



COURSE 4-1

MATERIAL CULTURE II

OBJECTIVE:

The course provides information on the properties, management, specifications, use, application and costs of the materials used in the interiors.

- Module I** Rubber – Natural rubber, latex, coagulation, vulcanizing and synthetic rubber- properties and application. Adhesives – Natural and Synthetic, their varieties, thermoplastic and thermosetting adhesives, epoxy resin. Method of application, bond strength etc.
- Module II** Plastics – Types, thermosetting and thermo plastics, resins, common types of moldings, fabrication of plastics, polymerization and condensation. Plastic coatings, reinforced plastic, plastic laminates – properties, uses and applications.
- Module III** Roofing and Flooring – Roofing tiles and asbestos cement products, sheets and fiber boards – properties, uses and application. Various natural as well as artificial flooring materials like vitrified tiles, ceramic tiles, Shahabad stones, Mosaic, Rubber, Linoleum, PVC and PVA flooring. Properties, other uses and applications in the interiors.
- Module IV** Metals – Steel, iron, aluminium, bronze, brass, copper – alloys, characteristics, form and uses, properties, definition of terms, methods of working with metals, fixing and joinery in metals, finishing and treatment to metals. Application of metals to built form and interiors - special doors and windows, ventilators – sliding, sliding and folding, revolving, pivoted, rolling, collapsible, dormer, skylights, clerestory etc.
- Module V** Fabrics and other furnishing materials – fibers, textiles, fabric treatments, carpets, durries, tapestries, Drapery, upholstery, wall coverings, etc. –properties, uses and application in the interiors. Other materials such as cork, leather, paper, Rexene etc. – their properties, uses and applications in the interiors. A brief overview of Green materials.

REFERENCE

1. Building Materials, Illustrated : S.K.Duggal
2. Engineering Materials used in India : K.P Chowdary.
3. Specifications for Commercial Interiors : S.C.Rezinkoff
4. Materials and Components of Interior Architecture: J. Rosemary Riggs
5. Building Construction: Planning Techniques and methods of Construction: Bindra, S.P. and Arora,
6. Text Book of Building Construction : Sushil Kumar.



COURSE 4-2

INTERIOR SERVICES I

OBJECTIVE:

The main objective of the subject is to help the student get an understanding the various methods of interior construction so that this knowledge can be integrated with the design.

- Module I** Introduction to acoustics, methods used for good acoustics. Basic theory, Room acoustics - Behaviour of sound in enclosed spaces, sound absorption, Acoustic Design process and different types of buildings – auditoriums, concert halls, cinema halls, seminar rooms, lecture halls, classroom and open offices. Noise reduction, sound isolation, transmission loss. TL for walls, sound leaks in doors, noise reduction between rooms, construction details for noise reduction.
- Module II** Introduction to Lighting and vision, basic units, photometry and measurement. Effects of good lighting, considerations for good lighting, brightness, glare, contrast and diffusion. Quality and quantity of different sources of light, Day light – advantages, admitting daylight, controlling daylight, Artificial lighting , Planning Interior lighting, Lamps and lighting fixtures,
- Module III** Building wiring system. Service wires, metering distribution boards, circuits, MCB cutouts. Conductors, wiring methods, switch boards, electrical devices in the buildings, light and power circuits. Indian electricity rules, relevant provisions of NBC. Preparation of electrical layout scheme for a interior using standard electrical symbols. Generator/ battery backup system,
- Module IV** Fire Protection :Definition, structural fire precaution, rules, fire resistance, fire fighting, equipments and detection alarms, sprinklers etc. Fire resisting, retarding materials, means of escape, staircase lifts.
- Module V** Field Trips.

REFERENCE

1. Auditorium Acoustics and Architectural Design : Michael Barron
2. Mechanical and Electrical Systems for Buildings : William . J. Guinness,
3. Architectural Acoustics : M. David Egan
4. Architectural Lighting : M. David Egan
5. Interior Lighting : Gary Gordon
6. Interior Construction and Detailing for Designers and Architects:David Kent Ballast
7. Electrical Wiring Residential : Ray C. Mullin and Phil Simmons
8. Fire Protection Systems : A. Maurice Jones Jr.



COURSE 4-3

CREATIVE SCULPTURE

OBJECTIVE

Introduction to the clay modeling techniques and its use in industrial applications.

Module I Introduction to basic principles, languages and techniques of sculpture.

Module II Clay modeling – techniques of modeling – sculpture in round – materials and methods – additive sculpture – subtractive sculpture – special organization – compositions in High and low relief – Kinetic sculpture .

Module III Forms in Sculpture – Sculpture and space – Texture surface – Wall mounted sculpture – Sculpture with various materials.

Module IV Study of natural and man made objects - in clay- Clay firing using kiln.

Module V Field trips and Workshop related to Sculpturing.

REFERENCE

1. How to make clay characters : Moureen Carlson
2. Fantastic Figures-Ideas and Techniques
Using new clays : Susanna Oroyan
3. Creating Life like figures in Polymer clay : Katherine Dewey
4. The Art of Polymer Clay-
Millefiory technique : Donna Kato
5. Modeling and Sculpting human figures : Edourd Lanteri
6. Modeling a likeness in Clay : Daisy grubbs
7. The Portrait in Clay : Peter Rubino
8. Modeling the Figure in Clay : Bruno Lucchesi
9. Anatomy for the Artist : Jenó Barcasy
10. Dynamic Anatomy : Burne hogarth



COURSE 4-4

AUTOCAD II(3 DIMENSIONAL)

OBJECTIVE

The main objective of AutoCAD is to construct 3D drawings and design the interiors of buildings with the help of a computer. AutoCAD automates 3D design & drafting task so that creating and revising drawing becomes easy.

Module I 3D concepts , Advantages. Introduction to 3D related menu bars -3D co ordinate systems, Isometric & orthographic views, 3D Visual styles, Preparing 2D drawings for converting 3D, Changing views to and fro 2D & 3D.

Module II Modeling toolbar :General shapes, Extrude - 2D sketches making boundary & region, extruding with path, extruding taper . Press- pull, Sweep, Revolve, Loft . Union, Subtract, Intersect. 3D Rotate, 3D Align, 3D array, General 3D shape modeling.

Module III Solid Editing :Extruding faces, Offset, Move & Delete Faces, Tapering, Rotating & Coloring, Imprint, separate, shell etc. 3D Operation menu: 3D Align, 3D slice etc.

Module IV Creating Furniture in 3D: Tables , Chairs, Coats, Shelves & other Interiors. Creating Rooms & Arranging furniture: Bed room, Dining Room, Sitting room, Kitchen etc. Interiors of Malls, Restaurants, Schools etc.

Module V Converting Architectural plans in 3D: Flat roofed Residence, Taper roofed residence, Multi floor residence Etc. Making Landscapes, Giving Materials & Lightings, Rendering. 3D Layout setting & Printing.

REFERENCE

1. Mastering AutoCAD 2011 : George Omura
2. AutoCAD 2011: A Problem Solving Approach : Sham Tickoo
3. AutoCAD 2011 and AutoCAD LT 2011 Bible : Ellen Finkelstein
4. Introduction to AutoCAD 2011-2D & 3D Design : Alf Yarwood
5. Illustrated AutoCAD 2011 Quick Reference : Ralph Grabowski
6. Discovering AutoCAD 2011 : Mark Dix, Paul Riley



COURSE 4-5

3 DIMENSIONAL DESIGN I

OBJECTIVE

To provide the students an opportunity for understanding the technological implication of 3D design with Autodesk 3D Max.

Module I Defining 3D graphics - Understanding 3D space - 3D objects Co-ordinate systems - Modelling concepts - Spline based modelling - Mesh modelling - Parametric modelling - Working with splines - Extrude, lathe, bevel, loft. Basic editing methods – Boolean.

Module II Polygon modeling, Furniture modeling using polygon,

Module III Introduction to texturing, Standard materials and shades, creating uniform textures, Working on sofa, floor, glass and metal materials, editing UV co-ordinates.

Module IV Introduction to digital lighting, light theory, creating 3 point lighting system in 3D graphics, exposure controls, Basic lights and photometric lights, Light effects. Cameras.

Module V Animation fundamentals - Key frame animation - Animating along trajectories - Modifying animation using function curves - Understanding the basic principles of animation like weight and squash & stretch etc. animating cameras.

REFERENCE

1. 3D Max Design Tutorials : Autodesk
2. Essential CG Lighting Techniques with 3ds Max : Darren Brooker
3. 3D Max Lighting and Rendering Tutorials : Autodesk
4. 3ds Max 2011 Bible : Kelly L. Murdock
5. Mastering Autodesk 3ds Max Design 2011 : Mark Gerhard, Jeffrey Harper
6. Designing with Models: A Studio Guide to Making and Using Architectural Design Models : Criss Mills



COURSE 5-1

ENVIRONMENTAL STUDIES AND HUMAN RIGHTS (THEORY)

OBJECTIVE

Environmental Education helps students to understand how their decisions and actions affect the environment, builds knowledge and skills necessary to address complex environmental issues, as well as ways we can take action to keep our environment healthy and sustainable for the future. It encourages character building, and develop positive attitudes and values.

MODULE1

Multidisciplinary nature of environmental studies: Definition, scope and importance - Need for public awareness.

Natural Resources: Renewable and non-renewable resources: Natural resources and associated problems. **a)Forest resources:** Use and over-exploitation, deforestation, case studies, Timber extraction, mining, dams and their effects on forest and tribal people. **b)Water resources:** Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems. **c)Mineral resources:** Use and exploitation, environmental effects of extracting and using mineral resources, case studies. **d)Food resources:** World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies. **e)Energy resources:** Growing energy needs, renewable and non-renewable energy sources, use of alternate energy sources, Case studies. **f)Land resources:** Land as a resource, land degradation, man induced landslides, soil erosion and desertification - Role of individual in conservation of natural resources - Equitable use of resources for sustainable life styles.

Ecosystems: Concept of an ecosystem - Structure and function of an ecosystem - Producers, consumers and decomposers - Energy flow in the ecosystem - Ecological succession - Food chains, food webs and ecological pyramids - **Introduction, types, characteristic features, structure and function of the given ecosystem:** - Forest ecosystem

MODULE2

Biodiversity and its conservation: Introduction - Biogeographical classification of India - Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values -India as a mega-diversity nation - Hot-spots of biodiversity - Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts - Endangered and endemic species of India

Environmental Pollution: Definition - Causes, effects and control measures of: - (Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution) - Nuclear hazards - Solid Waste Management: (Causes, effects and control measures of urban and industrial wastes) - Role of an individual in prevention of pollution - Pollution case studies - Disaster management: floods, earthquake, cyclone and landslides.



Social Issues and the Environment : Urban problems related to energy - Water conservation, rain water harvesting, watershed management - Resettlement and rehabilitation of people: its problems and concerns, Case studies - Environmental ethics: Issues and possible solutions - Climate change, global warming, acid rain, ozone layer depletion , nuclear accidents and holocaust, Case studies - Consumerism and waste products - Environment Protection Act -Air (Prevention and Control of Pollution) Act - Water (Prevention and control of Pollution) Act - Wildlife Protection Act -Forest Conservation Act -Issues involved in enforcement of environmental legislation - Public awareness

MODULE3

Dynamic range of hearing– Amplitude, frequency, Threshold of hearing, threshold of pain. **Causes of Sound pollution** – Industrialization, poor urban planning, social events, Transportation, Construction activities, Household chores, **Effect of Sound pollution** - Hearing problem, Health issue, Sleeping disorder, Cardiovascular issues, Trouble communicating, Effect on wild life. Prevention of Sound pollution

MODULE4

Media and environment: Media coverage of environmental issues; Agenda setting of environmental risks and its presentation, Role of various media in establishing and maintaining perspectives on environment; tendencies and limitations of green journalism; Media as bridge between science and public.

MODULE5

Human Rights– An Introduction to Human Rights, Meaning, concept and development, Three Generations of Human Rights (Civil and Political Rights; Economic, Social and Cultural Rights).

Human Rights and United Nations – contributions, main human rights related organs UNESCO, UNICEF, WHO, ILO, Declarations for women and children, Universal Declaration of Human Rights.

Human Rights in India – Fundamental rights and Indian Constitution, Rights for children and women, Scheduled Castes, Scheduled Tribes, Other Backward Castes and Minorities

Environment and Human Rights - Right to Clean Environment and Public Safety: Issues of Industrial Pollution, Prevention, Rehabilitation and Safety Aspect of New Technologies such as Chemical and Nuclear Technologies, Issues of Waste Disposal, Protection of Environment

Conservation of natural resources and human rights: Reports, Case studies and policy formulation. Conservation issues of western ghats- mention Gadgil committee report, Kasthurirengan report. Over exploitation of ground water resources, marine fisheries, sand mining etc.

Internal: Field study

- Visit to a local area to document environmental grassland/ hill /mountain
- Visit a local polluted site – Urban/Rural/Industrial/Agricultural Study of common plants, insects, birds etc
- Study of simple ecosystem-pond, river, hill slopes, etc

REFERENCE



1. Bharucha Erach, Text Book of Environmental Studies for undergraduate Courses. University Press, IInd Edition 2013 (TB)
2. Clark.R.S., Marine Pollution, Clarendon Press Oxford (Ref)
3. Cunningham, W.P.Cooper, T.H.Gorhani, E & Hepworth, M.T.2001 Environmental Encyclopedia, Jaico Publ. House. Mumbai. 1196p .(Ref)
4. Dc A.K.Environmental Chemistry, Wiley Eastern Ltd.(Ref)
5. Down to Earth, Centre for Science and Environment (Ref)
6. Heywood, V.H & Watson, R.T. 1995. Global Biodiversity Assessment, Cambridge University Press 1140pb (Ref)
7. Jadhav.H & Bhosale.V.M. 1995. Environmental Protection and Laws. Himalaya Pub. House, Delhi 284p (Ref)
8. Mekinney, M.L & Schock.R.M. 1996 Environmental Science Systems & Solutions. Web enhanced edition 639p (Ref)
9. Miller T.G. Jr., Environmental Science, Wadsworth Publishing Co. (TB)
10. Odum.E.P 1971. Fundamentals of Ecology. W.B. Saunders Co. USA 574p (Ref)
11. Rao.M.N & Datta.A.K. 1987 Waste Water treatment Oxford & IBII Publication Co.Pvt.Ltd.345p (Ref)
12. Rajagopalan. R, Environmental Studies from crisis and cure, Oxford University Press, Published: 2016 (TB)
13. Sharma B.K., 2001. Environmental Chemistry. Geol Publ. House, Meerut (Ref)
14. Townsend C., Harper J, and Michael Begon, Essentials of Ecology, Blackwell
15. Science (Ref)
16. Trivedi R.K., Handbook of Environmental Laws, Rules Guidelines, Compliances and Standards, Vol I and II, Enviro Media (Ref)
17. Trivedi R. K. and P.K. Goel, Introduction to air pollution, Techno-Science Publication (Ref)
18. Wanger K.D., 1998 Environmental Management. W.B. Saunders Co. Philadelphia, USA 499p (Ref)
19. (M) Magazine (R) Reference (TB) Textbook

Human Rights

1. Amartya Sen, The Idea Justice, New Delhi: Penguin Books, 2009.
2. Chatrath, K. J.S., (ed.), Education for Human Rights and Democracy (Shimla: Indian Institute of Advanced Studies, 1998)
3. Law Relating to Human Rights, Asia Law House,2001.
4. Shireesh Pal Singh, Human Rights Education in 21st Century, Discovery Publishing House Pvt.Ltd, New Delhi,
5. S.K.Khanna, Children And The Human Rights, Common Wealth Publishers,1998. 2011.
6. Sudhir Kapoor, Human Rights in 21st Century,Mangal Deep Publications, Jaipur,2001.
7. United Nations Development Programme, Human Development Report 2004: Cultural Liberty in Today's Diverse World, New Delhi: Oxford University Press, 2004.

COURSE 5-2

INTERIOR SERVICES II

OBJECTIVE

The main objective of the subject is to help the student get an understanding the various methods of interior construction so that this knowledge can be integrated with the design.

Module I Basic principles of sanitations and disposal of waste materials from buildings. Sanitary fittings, and fixing methods, different materials, different drawings, systems and disposal methods, sanitary layout of different interior schemes.

Module II General idea of sources of water supply. Standards for quality of water. Different materials and fittings, Hot and cold water supply and its techniques underground and overhead tanks, water supply layouts of different interior schemes.

Rain Water Harvesting- Purpose, Use, Requirement, Methods.

Module III Vertical transportation systems – Introduction – lifts, escalators, definition, location, arrangement, structure, drives, traffic analysis, supervisory control, remote monitoring.

Security and safety systems – introduction, designing a security system – burglar alarm, CCTV, central alarm systems, intrusion sensors and space sensors. Other services – cable TV, PABX, computer labs – access flooring, server rooms.

Module IV Fundamental aspects of HVAC systems. Air conditioning, Mechanical ventilation – mechanical inlet and extraction systems. Functions of air conditioning. Principles of AC, capacity of AC, calculation of AC loads. Types of AC systems – window AC, split, ductable, central AC and their details. Air distribution systems – ducts, air inlets. Noise control of AC.

Module V Field Trips.

REFERENCE

1. Water supply and Sanitary engineering : Hussain S.K,
2. Refrigeration and air-conditioning : Prasad Manohar,
3. Heating and Air conditioning of Building : J.R.Faber, Oscar and Kell,
4. Mechanical and Electrical Systems
for Buildings : William . J. Guinness,
5. Home Security: Alarms, sensors and systems : Vivian Capel
6. [Home Heating & Air Conditioning Systems](#) : [James L. Kittle](#)
7. Design for Water: Rainwater Harvesting,
8. Storm water Catchment, and
Alternate Water Reuse : Heather Kinkade-Levario
9. Vertical Transportation
Elevators and Escalators : George R. Strakosch



COURSE 5-4

INTERIOR DESIGN STUDIO II

OBJECTIVE

This course is intended to provide skills for solving various design problems through various exercises. Student gets the opportunity to apply their skills in various interior design projects.

- Module I** Solving various design problems by attempting Single room residence, Architect's studio, Small cafeteria, Departmental store, kindergarten school, various products, etc. Prepare detailed report for your work.
- Module II** Applications of art / craft at public level spaces like, lounge (hotel), restaurant , **Module**new generation bank, etc
- Module III** Thematic space making with Art and craft forms of our own culture in India – East, West, North, Central and so on.
- Module IV** Attempt the following areas to solve design issues: Recreational spaces such as auditoriums, halls, cinema houses, stage design etc. Knowledge of audio visual communication, color and light interaction, sound control system, design of interior elements, products and furniture forms. Prepare a written material for the process.
- Module V** Familiar with Hospitality Design, Retail Design, Healthcare Design and Office systems, Urban Interiors, Interior Ports, Exhibition displays, Mobile units, etc.

REFERENCE

1. The Fundamentals of Interior Design : Simon Dodsworth Cardoso
2. Space planning Basics, : Karlen Mark,
3. Shaping Interior Space : Robert Rengel,
- 4 Estimating for Interior Designers : Carol Simpson,
5. What is product Design? : Mark Gerhard, Jeffrey Harper
6. Interior Design Visual Presentation : Maureen Mitton,



COURSE 5-5
DESIGNING FOR WEB
(Open Course – 1)

OBJECTIVE

- To develop the skill & knowledge of Web page design.
- Students will be comfortable creating, coding and posting basic HTML and CSS files to the Internet.
- Students will start by exploring how a responsive website and how some common responsive design patterns work across different devices.

- Module I** **Introduction to Web Technologies-** Introduction to Internet, Understanding Browsers, Introduction to HTML & CSS. Working with HTML Tags.
- Module II** **Elements of HTML** - Introduction to elements of HTML, Working with Text, Lists, Tables, Hyperlinks, Images and Multimedia, Forms and controls.
- Module III** **Introduction to Cascading Style SheetsStyling** - Styling Pages with CSS.
- Module IV** **Page Structure & Layout.** Styling Pages with CSS. Design and develop web pages using CSS for layout.
- Module V** **Introduction to Responsive Web Design (RWD).**Basic Idea aboutResponsive Design & Mobile-first Principles. Media Queries & Responsive Development.

REFERENCE

HTML5 & CSS3 Visual QuickStart Guide (7th Edition) : Rich Shupe with Zevan Rosser

HTML & CSS: The Complete Reference (Fifth Edition) (Complete Reference Series): Thomas A., Powell.

Reference Website : <http://www.w3schools.com/html/>



COURSE 5-5
PROMOTIONAL DESIGNS
(Open Course – 2)

OBJECTIVE:

This course is intended to familiarize the students on branding and promotion, how to work in coordination with graphic designers, fashion designers and associated services for stationary design, uniforms and associated collaterals for non residential projects like health services, hospitality, educational services, office etc

Module I Stationary – The student shall work in coordination with a graphic designer based on the concept/ theme of the project on design of logos, sign boards, visiting cards, letter heads, menu cards, corporate gifts, branding of supplies like pencils, toiletries etc, printing on plates, glass etc

Module II Art Work- The student shall work in coordination with a graphic designer based on the concept/ theme of the project on the design of wall graphics, sticker work on glass and glazing, photographic displays etc.

Module III Interactive media – The student shall work in coordination with animators and graphic designers based on the concept/ theme of the project on graphic presentations, interactive media content, promotional videos, live displays etc.

Module IV Fashion designer – The students shall work in coordination with a fashion designer/home management expert on the design of uniforms, design of table cloths, bed linen, towels, etc. as required by the project.

ModuleV Collaterals and supplies – Detailed study of collaterals and supplies associated with the industry like plates, glass, toilet supplies etc, their branding and sourcing.

REFERENCE

1. Corporate Identity Design : Veronica Napoles
2. Typography Workbook A Real-World Guide to Using Type in Graphic Design : Timothy Samara
3. Design Issues: How Graphic Design Informs Society : D. K. Holland
4. Designing Books: Practice and Theory : Jost Hochuli, Robin Kinross



COURSE 6-1

INTERNSHIP

OBJECTIVE

To acquire practical industry based experience

Internship is on the job training to assimilate the professionalism in a career. Internships offer students a period of practical experience in the industry relating to their field of study. The students should have to undergo an Internship at an Architectural Firm for one month at the beginning of the sixth semester. A faculty member should monitor the students during the internship.

The students would prepare individual reports after the Internship and the same should be attested by the organization under which the student did the internship. The students' comprehensive report should be submitted to the HOD/Guide for evaluation.



COURSE 6-2

INTERIOR DESIGN PROJECT

OBJECTIVE:

In this course students go through an interior design project work and submit the same along with a written component. During this project they should meet all the phases of a design process including miniature modelling. Students should prepare a presentation for the project submission. The module offers students the opportunity to develop their own design project focussing on each student's personal design vision.

The project work is carried out under close guidance of a faculty member.

Module I (Month- 1) : Discussion on identifying the building individual design. eg) Club house, villas, Luxurious residences, Hotels , Offices etc. Minimum Area- 10,000 sq.ft.

Literature/ Net Case Study of topic opted + Standards related to project(spaces, characteristics of spaces, furniture, materials, lighting , furnishings and accents, designer concept[eg. contemporary style] , visuals). Anthropometric Data of the spaces.

1 National And 1 International project for study.

Module II (Month- 2) : Live Case study with visuals. Detail reports and personal opinion of design. Materials and lightings used to include design style.

Selection of any On-Going Project's Outline plan by Students.

Discussion of concept or style in which the students will work their project on through Design Illustrations and details, material usage etc.

Module III (Month- 3): Basic Furniture Layout of Plan.

Design development with detailing. Design Illustrations & details through perspectives & 3D computer modelling (Colour, texture, materials, landscape, wall decor, floor decor, ceiling decor, lighting, furnishings and accents).

Module III (Month- 4): Detailed presentation of drawings (all floor/ ceiling plans, all elevations & sections of all spaces, furniture detailing, electrical layout, HVAC layout[optional]) .

Miniature Model & walk through.

Module IV (Month- 5): Review of whole project. Continuous assessment during project design process for students by faculty.





COURSE 6-3

PAINTING / CREATIVE DESIGN PROJECT

This module offers students the opportunity to develop their own artistic vision focussing on each student's personal interest.

Final outcome of the project could be painting in one of the traditional media or a Design project. The project work is carried out under close guidance of a faculty member.

Students develop an innovative body of work making use of the skills and knowledge acquired during the previous courses. This guided project culminates in a final presentation accompanied by a written component.

Working closely with the professor, students define specific production goals to explore or complete a creative painting / Design project of their choosing in interior or exterior space. Emphasis is on the conceptual, aesthetic and technical processes. Students are encouraged to share their specific areas of expertise while producing individually directed projects.



COURSE 6-4

CREATIVE SCULPTURE PROJECT

Students develop an innovative body of work making use of the skills and knowledge acquired during the previous courses. This guided project culminates in a final presentation accompanied by a written component with detailed drawing .

Working closely with the professor, students define specific production goals to explore or complete a creative sculpture project of their choosing in interior or exterior space. Emphasis is on the conceptual, aesthetic and technical processes. Students are encouraged to share their specific areas of expertise while producing individually directed projects.



COURSE 6-5
ARCHITECTURAL MODEL MAKING
(Choice Based Course – 1)

OBJECTIVE:

The ancient craft of architectural model making may seem unnecessary in today's age of digital renderings but physical models remain a uniquely revealing and compelling tool for the architect. More forcefully than any other way of visualizing a building as opposed to images. A model not only allows the designer to explore freely but also to advance and communicate his or her ideas effectively to others.

MODULE I

Tools: Ruler, Cork-backed ruler, Scale, Technical pencils, T-square, Triangle. Cutting mats. Knives: Utility knife, Blades, X-acto knife, Glue: hot glue, wet glue and dry glue. Tape: Masking tape and scotch tape. Pillers. Safety tips while using knives and blades

MODULE II

Building materials: Foam core, Poster board, Chipboard, Wood. Advantages and disadvantages of various materials: Cost, Thickness, Strength, Material finish, Ease to use, Versatility and Availability

MODULE III

Building a study model: How to use a scale? How to measure things out? Commonly used scales for blueprint drawing: $\frac{1}{8}$ " or $\frac{1}{4}$ " scales, Scaling and drawing on the building material. Cutting and scoring. Cutting windows and doors for the model, Using tracing papers or other types of translucent materials for windows

MODULE IV

Gluing and Connecting: Difference between wet glue and hot glue and their advantages.

MODULE V

Workshop: Model making under the guidance of the faculty

REFERENCE

1. Architectural Modelmaking: Nick Dunn
2. Model Making (Architecture Briefs): Megan Werner
3. Model-making: Materials and Methods: David Neat



COURSE 6-5
HOME MANAGEMENT
(Choice Based Course – 2)

OBJECTIVE:

This course is intended to provide practical skills for selection, integration and designing of soft furnishing associated with interior design.

ModuleI (Field study and Data Collection)

Brief history of upholstery and curtains. Material study for curtains and upholstery

Selection and Integration of curtains and upholstery in to the space.

ModuleII Curtains and blinds (Workshop)

Design of curtains. Material selection techniques. Measurement of curtains.

Stitching techniques for various styles. Hardware for mounting and operation of curtains.

Type of blinds. How to choose blinds for specific purpose. Mounting and operation.

ModuleIII (Workshop) Upholstery

Selection of material for upholstery work for specific application and styles.

Measurement, Material cutting and preparation. Stitching and shaping techniques.

Fixing and mounting techniques.

REFERENCE

1. Materials and Components of Interior Architecture : J. Rosemary Riggs
2. Specifications for Commercial Interiors : S.C.Rezinkoff
3. Taylor your draperies : Grace Ryan
4. Window Treatments : James W Buesing



COURSE 6-5

WOOD AND METAL JOINERY (Choice Based Course – 3)

OBJECTIVE:

This course is intended to provide practical skills for designing wood and metal furniture and joinery. Students are familiarised with practical methods of wood and metal selection for specific applications, preparation, joining techniques, assembly and finishing methods

Module I (Field Study)

Wood identification and selection for specific applications. Pre- preparation and seasoning of wood at the timber mill. Type of timber sawing for various applications. Various finishing operations done at the mill.

Module II (Workshop)

Wood working-Various processes of manual and machine assisted wood working like cutting, sawing, drilling, machining etc. Type of joints for various applications. Study of structural stability of various joints for commercial and residential applications. Detail study of application of wood for specific purposes like furniture, doors and windows, partition, paneling, flooring etc. Preparation of models and miniatures.

Module III (Workshop)

Alternative wood-Identification and selection of alternative wood products like Plywood, MDF, HDF, multiwood, their joinery, assembly and application. Various processes of manual and machine working like cutting, machining, drilling joining etc. Detail study of application of alternative wood for specific purposes like furniture doors and windows, partition, paneling, flooring etc.

Module IV

Metal Joinery-Identification and selection of metals sections available in the market. Joining, forming and shaping of metals for the manufacture of furniture, doors, window partitions etc.

Module V

Finishing of wood and metals. Polishing, painting and associated finishing processes

REFERENCE

- 1) Carpentry and Joinery edition 1,2 and 3 : Brian porter
- 2) Building Construction : M.Mehtha
- 3) McGraw-Hill Machining and Metalworking Handbook :Denis Cormier
- 4) AITC timber construction Manual published by John Wiley and Sons



COURSE 6-6

DEMO REEL PRESENTATION

OBJECTIVES

Demo reel presentation is intended to assist the student to prepare for a job interview. Student will have to present his/her demo reel which is a culmination of their original works or of their area of expertise. The faculty will share tips and strategies to create an engaging demo reel and to face a job interview successfully. The demo reel should be in video/audio format or a website or in print format. The student is free to use his/her individual creative style to present the final demo reel.

Module I

Preparing for an Interview- Research the organization, Compare your skills and qualifications to the job requirements, Prepare responses, Plan what to wear, Plan what to bring, Pay attention to nonverbal communication, Follow up. How to write a successful Media CV?

Module II

What is a demo reel? Tips to create a successful demo reel - Keep it short, Make it specific, Choose a style - Collage or samples, Put your best work first, Your work only, Slate it - Include contact details at the start or the end of the demo reel, Showcase your involvement, Highlight impressive clients, Emphasise technical ability - Before and after shots of their work, Be mindful of aspect ratios, Say "No" to copyrighted music, Cut to the beat, Don't repeat footage, Quality control, Online all the time, DVDs for delivery, Label with contact info, Active and accessible, Show your personality, Ask a critic

Module III

Discuss the importance of self promotion. Getting visibility - Youtube, Vimeo, Facebook, Blogs, Web page, Business cards, Job portals etc.

REFERENCE

Interview:

How to Master Interviews and Stand Out Among Your Peers: Stefan Anderson

Success in Interview: Anand Ganguly

WEBSITE REFERENCE

<http://www.premiumbeat.com/blog/top-20-tips-for-creating-a-successful-demo-reel/>

<https://careerservices.princeton.edu/undergraduate-students/interviews-offers/preparing-interviews>

<http://www.kent.ac.uk/careers/cv/mediacv.htm>

<http://www.bbc.co.uk/academy/production/article/art20130702112136472>

