University of Rajasthan
Jaipur

SYLLABUS

(Three/Four Year Under Graduate Programme in B.Des. – Interior Design)

I to IV Semester

Examination-2024-25

As per NEP – 2020

Dy. Registrar
(Academic)
University of Rajasthan
JAIPUR

FOUR-YEAR UNDERGRADUATE PROGRAMME
in Faculty of Fine Arts

Bachelor of Design (Interior Design)

As Per UGC Curriculum & Credit Framework for Undergraduate Programmes under NEP 2020

Medium of Instruction: English

W.e.f. Academic Session 2024-25

SEMESTER I & II
SEMESTER III &
IV

Dy. Registrar
(Academic)
University of Rajasthan
JAIPUR

UNIVERSITY OF RAJASTHAN, JAIPUR

PROGRAMME OUTCOME:

1. Comprehensive Design Skills

- Mastery of the principles and elements of design.
- Proficiency in creating aesthetically pleasing, functional, and sustainable interior spaces.
- Ability to design residential, commercial, and public spaces.

2. Technical Proficiency

- Advanced knowledge of drafting techniques, both by hand and using computer-aided design (CAD) software.
- Competency in 3D modeling and rendering software to visualize design concepts.
- Understanding of building codes, regulations, and standards.

3. Material and Finishes Knowledge

- In-depth understanding of materials, finishes, furnishings, and textiles.
- Ability to select appropriate materials based on functionality, aesthetics, and sustainability.

4. Project Management

- Skills in managing design projects from conception to completion.
- Understanding of project timelines, budgeting, and resource allocation.
- Ability to work with contractors, architects, and other professionals in the construction and design industry.

5. Historical and Cultural Awareness

- Knowledge of the history of interior design and architecture.
- Ability to incorporate cultural and historical contexts into design solutions.
- Sensitivity to cultural diversity and its impact on design.

6. Human-Centered Design

- Focus on designing spaces that enhance the well-being and experience of users.
- Understanding of ergonomics, accessibility, and universal design principles.
- Ability to conduct user research and apply findings to design projects.

7. Sustainable Design Practices

- Knowledge of sustainable design principles and green building practices.
- Ability to integrate energy-efficient, eco-friendly, and sustainable solutions into design projects.

8. Communication and Presentation Skills

- Proficiency in visual communication techniques, including sketching, drafting, and digital presentations.
- Ability to clearly and effectively present design concepts to clients and stakeholders.
- Strong written and verbal communication skills.

9. Professional Practice

- Understanding of the business aspects of interior design, including ethics, contracts, and marketing.
- Preparation for licensure and certification exams, where applicable.
- Ability to develop a professional portfolio showcasing design projects and skills.

10. Critical Thinking and Problem-Solving

- Ability to analyze and solve complex design problems.
- Creative thinking and innovation in developing design solutions.
- Skills in research and evidence-based design practices.

11. Collaboration and Teamwork

- Experience working in multidisciplinary teams.
- Ability to collaborate with clients, stakeholders, and other design professionals.
- Understanding of the roles and responsibilities within a design team.

12. Adaptability and Lifelong Learning

- Preparedness to adapt to evolving design trends and technologies.
- Commitment to ongoing professional development and learning.
- Awareness of emerging issues and innovations in the field of interior design.

CURRICULUM FOR B.DES (INTERIOR DESIGN) PROGRAM CODE UGO503								
S.No.	**COURSE CATEGORY**	**TYPE**	**COURSE CODE**	**COURSE NAME**	**L**	**T**	**P**	**TOTAL CREDIT**
YEAR 1								
SEMESTER I								
1	DCC-1L	MJR	INT-51L-101	Fundamental of Design & Methods	2	0	0	2
2	DCC-1P	MJR	INT-51P-102	Fundamental of Design & Methods	0	0	4	4
3	DCC-2L	MJR	INT-51L-103	History of Art & Design	4	0	0	4
4	DCC-2P	MJR	INT-51P-104	History of Art & Design	0	0	2	2
5	DCC-3P	MJR	INT-51P-105	Visualization, Ideation & Representation	0	0	6	6
6	AECC-1			Hindi + English	2+2	0	0	4
7	VAC-1			Value Added Course-I	2	0	0	2
8	SEC-1			Skill Enhancement course - I	2	0	0	2
TOTAL CREDITS ACHIEVED AFTER SEMESTER I								**26**
SEMESTER II								
1	DCC-4L	MJR	INT-52L-106	Overview & evolution of Interior Design Industry	4	0	0	4
2	DCC 4P	MJR	INT-52P-107	Overview & evolution of Interior Design Industry	0	0	2	2
3	DCC-5P	MJR	INT-52P-108	Drawing & Drafting	0	0	6	6
4	DCC-6L	MJR	INT-52L-109	Material & Form Exploration	2	0	0	2

5	DCC-6P	MJR	INT-52P-110	Material & Form Exploration	0	0	4	4

6	AECC-2			English + HIndi	2+2	0	0	4
7	VAC-2			Value Added Course-II	2	0	0	2
8	SEC-2			Skill Enhancement course -II	2	0	0	2
TOTAL CREDITS ACHIEVED AFTER SEMESTER II								**26**

Credits Offered for 1 year Certificate	**Year 1**	**Internship**		**Total Credits**
	52	**4**	**=**	**56**

For EXIT AFTER 1st year minimum credits requirements is 48 from course and 4 credits from the internship, hence certificate 56 Credits

Career Opportunities:

- Visual Merchandiser
- Interior Designer (Junior Level)
- Design Consultant
- Design Assistant
- Customer Executive

SEMESTER - 1

DCC-1L

FAS-51L-101: Fundamental Of Design & Methods

NSQF LEVEL: 5/SEM I	EOSE:-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to introduce students to the fundamental principles of design and design methods. Students will learn how to generate and refine design concepts, create visual representations of their ideas, and develop a critical understanding of the design process.

SYLLABUS:

UNITS	TOPICS	TEACHING HOURS
UNIT I	**Six limbs of art** : Shadang **Principles of Design :** contrast, balance, emphasis, proportion, hierarchy, repetition, rhythm, pattern, white space, movement, variety, and unity	**8**
UNIT II	**Elements of design** : Line, shape, form, color, texture, space.	**7**
UNIT III	**Sustainable Design** ● Minimize non-renewable energy consumption and waste. ● Use environmentally preferable products. ● Enhance operational and maintenance practices.	**8**
UNIT IV	**Introduction to design thinking** - Empathize, define, ideate, prototype, test.	**7**

SUGGESTED BOOKS AND REFERENCES:

- "The Natya Shastra" by Bharata Muni
- "Universal Principles of Design" by William Lidwell, Kritina Holden, and Jill Butler.

- "Design Elements: A Graphic Style Manual" by Timothy Samara.
- "Sustainable Design: A Critical Guide" by David Bergman.
- "Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation" by Tim Brown.

LEARNING OUTCOMES:

- To Comprehend Historical Art Principles
- To Apply Design Principles and Elements
- To Implement Sustainable Design Practices
- To Master Design Thinking Process
- To Produce Cohesive Design Projects

COURSE OUTCOMES

- To apply "Six Limbs of Art" (Shadang) effectively across diverse art forms.
- To implement Principles of Design to create cohesive and impactful designs.
- To utilize Elements of Design to communicate artistic concepts effectively.
- To design sustainable solutions by minimizing energy consumption and waste and using environmentally preferable products.
- To employ Design Thinking to innovate and solve design challenges through user-centered approaches.

DCC-1P

FAS-51P-102: Fundamental Of Design & Methods

NSQF LEVEL: 5/SEM I	EOSE:-	4 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	20	80
DELIVERY: TUTORIAL	MIN	08	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to introduce students to the fundamental principles of design and design methods. Through hands-on practice and experimentation, students will learn how to generate and refine design concepts, create visual representations of their ideas, and develop a critical understanding of the design process.

SYLLABUS:

UNITS	TOPIC	TEACHING HOURS
UNIT I	**PRINCIPLES OF DESIGN** **Introduction to Design Principles** ● Six limbs of art - Shadang ● Course overview and introduction to design principles. ● Elements of design: line, shape, form, color, texture, space. **Composition and Layout** ● Principles of composition: balance, contrast, emphasis. ● Principles of layout: alignment, proximity, repetition. **Typography** ● Basics of typography: typefaces, fonts, readability. ● Application of typography in design.	30
UNIT II	**DESIGN METHODS AND PROCESSES** **Design Thinking** ● Introduction to design thinking. ● Stages of design thinking: empathize, define, ideate, prototype, test. **Ideation Techniques** ● Brainstorming and mind mapping. ● Sketching and prototyping. **Concept Development** ● Developing design concepts. ● Concept evaluation and selection. **Design Process in Practice** ● Case studies and examples of design processes. ● Applying design methods to a project.	30

UNIT III	**TOOLS AND TECHNOLOGIES IN DESIGN** **Traditional Design Tools** ● Sketching and drawing techniques. ● Model making and physical prototyping. **Material Exploration** ● POP – Plaster of Paris ● Different Types of Clay **Digital Design Tools** ● Introduction to design software ● Digital illustration and image manipulation. **Tools and Technologies in Practice** ● Applying tools and technologies to a project.	30
UNIT IV	**Environment -Centered Design and Sustainability** **Understanding Users** ● Basics of environment-centered design. ● User needs and behaviors. **Sustainable Design** ● Principles of sustainable design. ● Life cycle assessment and eco-friendly materials. **Social Responsibility and Ethics in Design** ● The role of design in society. ● Ethical considerations in design practice. **Environment -Centered Design and Sustainability in Practice** ● Case studies and examples of environment-centered and sustainable design. ● Applying environment-centered and sustainable design principles to a project.	30

SUGGESTED BOOKS AND REFERENCES:

- Design Thinking: Understanding How Designers Think and Work by Nigel Cross
- The Design of Everyday Things by Don Norman
- A Designer's Art by Paul Rand
- Design Basics by David A. Lauer and Stephen Pentak

LEARNING OUTCOMES:

- To Understand fundamental principles of design.
- To Explore various design methodologies and their applications.
- To Develop problem-solving and critical-thinking skills through design projects.
- To Enhance creativity and innovation in design thinking.
- To Build a strong foundation in design theory and practice.

COURSE OUTCOMES:

- To demonstrate comprehensive understanding of fundamental principles of design.
- To apply diverse design methodologies effectively in various applications.
- To develop strong problem-solving and critical-thinking skills through hands-on design projects.
- To enhance creativity and foster innovation in design thinking processes.
- To build a solid foundation in both theoretical knowledge and practical skills of design theory and practice.

DCC-2L
FAS-51L-103: History of Art – Western

NSQF LEVEL: 5/SEM I	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80
DELIVERY: LECTURE, TUTORIAL	MIN	08	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to provide students with a comprehensive understanding of the evolution of art and design from Prehistoric times to the Romantic era. Students will analyze key artistic movements, styles, and innovations, while recognizing their lasting influence on contemporary design. Through the study of significant works of art and architecture, the course aims to develop students' ability to critically assess historical context and its impact on the development of artistic expression.

SYLLABUS :

UNITS	TOPIC	HOURS
UNIT I	**Prehistoric Art (40,000 - 4,000 BCE)** ● Early human creativity: cave paintings, carvings, and tools. ● **Key Artworks**: Altamira, Lascaux Cave paintings, Venus of Willendorf. **Ancient Egyptian Art (3,100 - 332 BCE)** ● Monumental art and architecture with a focus on the afterlife and pharaohs. ● **Key Artworks**: Pyramids of Giza, Bust of Nefertiti. **Ancient Greek Art (800 - 31 BCE)**	**15**

	• The idealization of human forms, mythology, and classical beauty. • **Key Artworks**: Parthenon, Discobolus. **Ancient Roman Art (500 BCE - 476 CE)** • Realism, public monuments, and advancements in architecture. • **Key Artworks**: Colosseum, Augustus of Prima Porta.	
UNIT II	**Byzantine Art (500 - 1453 CE)** • Religious mosaics, icons, and church decoration. • **Key Works**: Hagia Sophia, Byzantine Icons. **Romanesque Art (1000 - 1200 CE)** • Thick walls, rounded arches in architecture, and simple, symbolic art. • **Key Works**: Basilica of Saint-Sernin. **Gothic Art (1100 - 1400 CE)** • Pointed arches, flying buttresses, and stained-glass windows. • **Key Works**: Notre Dame Cathedral, Chartres Cathedral.	**15**
UNIT III	**Renaissance (1400 - 1600 CE)** • Revival of classical antiquity, focus on humanism, perspective, and naturalism. • **Key Artists**: Leonardo da Vinci, Michelangelo, Raphael. • **Key Artworks**: Mona Lisa, Sistine Chapel, The School of Athens. **Northern Renaissance (1400 - 1600 CE)** • Detailed, realistic art with symbolic meaning in Northern Europe. • **Key Artists**: Jan van Eyck, Albrecht Dürer. • **Key Artworks**: The Arnolfini Portrait, Melancholia I.	**15**
UNIT IV	**Baroque Art (1600 - 1750 CE)** • Dramatic, emotional art with strong contrasts of light and shadow (chiaroscuro). • **Key Artists**: Caravaggio, Bernini, Rembrandt. • **Key Artworks**: The Ecstasy of Saint Teresa, The Night Watch. **Rococo Art (1700 - 1770 CE)** • Light-hearted, decorative, and playful style focusing on aristocratic leisure. • **Key Artists**: Jean-Honoré Fragonard, Antoine Watteau. • **Key Artworks**: The Swing, Pilgrimage to Cythera.	**15**

LEARNING OUTCOMES:

1. To understand the evolution of art and design from Prehistoric to Romanticism.
2. To analyze artistic styles, techniques, and innovations across major movements.
3. To recognize the influence of historical art on contemporary design practices.
4. To develop critical thinking by studying key works in their historical context.

COURSE OUTCOMES.

- To understand the progression of art and design from Prehistoric to Romanticism and its cultural impact.
- To analyze key artistic styles, techniques, and innovations across major historical movements.
- To recognize the influence of historical art on modern design practices.
- To apply critical thinking when evaluating significant works within their historical and cultural contexts.

SUGGESTED READINGS:

- "Art History" by Marilyn Stokstad and Michael W. Cothren
- "The Story of Art" by E.H. Gombrich
- "Gardner's Art Through the Ages" by Fred S. Kleiner
- "The Art Book" by Phaidon Editors
- "The Oxford History of Western Art" by Martin Kemp
- "Art: A World History" by Elke Linda Buchholz, Susanne Kaeppele, and others
- "The Complete History of Art" by Andrew Graham-Dixon
- "History of Art" by H.W. Janson and Dora Janson
- "The Art of the Renaissance" by Patrick de Rynck
- "Baroque and Rococo Art and Architecture" by Robert C. Smith

DCC-2P

FAS-51P-104: History of Art - Western

NSQF LEVEL: 5/SEM I	EOSE :-	4 HOURS	

CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: TUTORIAL / SELF	MIN	04	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: This course explores the major developments in art and design from ancient times to the present day. Students will learn about significant movements, influential artists and designers, and the cultural and historical contexts that shaped their work. Through lectures, readings, discussions, and hands-on projects, students will gain a deeper understanding of the evolution of art and design and its impact on contemporary practice.

SYLLABUS:

UNITS	TOPIC	TEACHING HOURS
UNIT I	**INFORMATIVE SCRAPBOOK** Create an informative and aesthetic scrapbook from two of the following art eras from Pre - Historic to **Rococo Art.** *(Follow the Theory Syllabus)*	**40**
UNIT II	**REPLICATING AN ARTWORK** Replicate one popular artwork from Pre - Historic to **Rococo Art.** *(Follow the Theory Syllabus)*	**20**

LEARNING OUTCOMES:

- To craft a visually captivating and informative scrapbook that brings a chosen art era to life.
- To transform a simple box into a canvas by painting iconic masterpieces from history.
- To reimagine and design a fashion look that channels the essence of a past artistic era.
- To dive into the rich worlds of art history through dynamic, hands-on creative projects.

SUGGESTED READINGS:

1. "The Story of Art" by E.H. Gombrich
2. "A World History of Art" by Hugh Honour and John Fleming
3. "Fashion: The Definitive History of Costume and Style" by DK Publishing
4. "A History of Fashion" by J. Anderson Black and Madge Garland

5. "Design: A Very Short Introduction" by John Heskett
6. "Design as Art" by Bruno Munari
7. "The Language of Clothes" by Alison Lurie
8. “Survey of Historic Costumes” by Phyllis G. Tortora

COURSE OUTCOMES:

- To gain an overview of key art and design movements across historical periods.
- To understand the cultural, social, and technological contexts influencing art and design evolution.
- To critically analyze and evaluate diverse works of art and design.
- To develop a comprehensive visual and historical vocabulary for articulate discussions on art and design.
- To foster appreciation for the diversity of artistic and design expressions across various cultures and epochs.

DCC-3P

FAS-51P-105: Visualization, Ideation and representation

NSQF LEVEL: 5/SEM I	EOSE:-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL	MIN	12	48

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: This course aims to provide students with fundamental drawing techniques and visual communication skills used in the field of design. By the end of the course, students will be able to sketch, draw, and present their ideas visually using various tools and techniques.

SYLLABUS:

UNITS	**TOPIC**	**TEACHING HOURS**
UNIT I	**INTRODUCTION TO VISUALIZATION TECHNIQUES** **Tools and Materials** ● Introduction to drawing tools: pencils, pens, markers, and digital tools. ● Paper types and their uses. **Material Exploration** ● Terracotta ● Wood ● Metal **Basic Drawing Skills**	50

	• Line, shape, form, and texture. • Freehand drawing and observational sketching. • Perspective drawing (one-point, two-point, and three-point perspective) **Basic Rendering Techniques** • Shading, hatching, and cross-hatching. • Rendering light, shadow, and reflections.	
UNIT II	**INTRODUCTION TO IDEATION TECHNIQUES** **Brainstorming Methods** • Mind mapping, free writing, and rapid ideation. • Collaborative brainstorming sessions. **Sketching for Ideation** • Thumbnail sketches and quick concept drawings. • Iterative sketching and refining ideas. **Visual Thinking and Creativity** • Techniques to stimulate creativity • Visual storytelling and narrative techniques. **INTRODUCTION TO REPRESENTATION TECHNIQUES** **Model Making and Prototyping** • Basics of physical model making • Materials • Tools, and techniques.	50
UNIT III	**INTRODUCTION TO ADVANCED IDEATION TECHNIQUES** **Concept Development** • From initial idea to refined concept. • Use of mood boards, inspiration boards, and reference imagery. **User-Centered Design and Empathy Mapping**	40

	● Understanding user needs and behaviors. ● Creating personas and empathy maps. **Mixed Media Techniques** ● Experimentation with collage, assemblage, and mixed media art. **Presentation Skills (CAD)** ● Effective visual communication and presentation techniques. ● Creating compelling presentations and pitches.	
UNIT IV	**INTRODUCTION TO ADVANCED VISUALIZATION TECHNIQUES** **Still life and nature study** ● Still life of various objects ● Study of nature ● Rendering different materials and textures	40

SUGGESTED READINGS:

- "Drawing for Designers" by Alan Pipes
- "Design Drawing" by Francis D.K. Ching and Steven P. Juroszek
- "Sketching: Drawing Techniques for Product Designers" by Koos Eissen and Roselien Steur

LEARNING OUTCOMES:

- To develop fundamental drawing techniques used in the field of design.
- To apply perspective drawing techniques to create 3D visualizations.
- To use rendering techniques to create realistic textures and materials.
- To communicate design ideas visually through freehand sketching.
- To create effective compositions and layouts.
- To present design ideas effectively through visual aids.

COURSE OUTCOMES

- To master fundamental drawing techniques essential for design practice.
- To apply perspective drawing skills to produce accurate and compelling 3D visualizations.
- To utilize rendering techniques proficiently to depict realistic textures and materials in designs.
- To communicate design concepts visually through skilled freehand sketching.
- To create compelling compositions and layouts that effectively convey design concepts.

- To present design ideas convincingly using well-crafted visual aids and presentations.

AECC-1

Hindi + English

*Syllabus Prescribed by the University of Rajasthan

VAC-1

Value Added Course-I

*Select a course from the list provided by the University of Rajasthan for the Value Added Course.

Semester - II

DCC-4L

INT-52L-106: Overview and Evolution of Interior Design Industry

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80

DELIVERY: LECTURE, TUTORIAL	MIN	08	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to provide students with an overview of the interior design industry, its evolution, and current trends. The course will help students understand the role of interior designers, their responsibilities, and how the industry has evolved over time. Students will also be introduced to various design styles, materials, and technologies used in the industry.

SYLLABUS:

UNITS	TOPIC	TEACHING HOURS 60
UNIT I	INTRODUCTION TO INTERIOR DESIGN INDUSTRY ● Overview of the interior design industry ● Historical evolution of interior design ● Interior design sectors: Residential, commercial, hospitality, healthcare, etc.	**15**
UNIT II	INTERIOR DESIGN PROJECT STAGES ● Pre-design phase: Research, site analysis, and client brief ● Design development phase: Concept development, space planning, and material selection ● Construction phase: Documentation, coordination, and project management ● Post-construction phase: Installation, styling, and project evaluation	**15**
UNIT III	KEY STAKEHOLDERS IN INTERIOR DESIGN AND CONSTRUCTION INDUSTRY ● Clients: Residential, commercial, and institutional ● Architects and builders ● Contractors and subcontractors ● Suppliers and manufacturers ● Regulatory authorities	**10**

UNIT IV	PROFESSIONAL ETHICS & CAREER OPPORTUNITIES IN INTERIOR DESIGN ● Ethical responsibilities towards clients, colleagues, and the environment ● Industry standards and best practices ● Code of conduct and professional associations ● Overview of various career paths in interior design and related fields ● Entrepreneurship and freelancing opportunities ● Collaboration with other design professionals (architects, decorators, etc.) ● Green design principles ● Sustainable materials and technologies ● LEED certification	**20**

SUGGESTED BOOKS AND REFERENCES:

1. Interior Design: A Critical Introduction by Clive Edwards
2. Interior Design Since 1900 by Anne Massey
3. Interior Design Reference Manual: Everything You Need to Know to Pass the NCIDQ Exam by David Kent Ballast
4. Time-Saver Standards for Interior Design and Space Planning by Joseph DeChiara, Julius Panero, and Martin Zelnik

LEARNING OUTCOMES OF THE COURSE:

1. Understand the role of interior designers and their responsibilities in the industry.
2. Understand the various stages involved in an interior design project.
3. Identify and describe the key stakeholders in the interior design and construction industry.
4. Demonstrate knowledge of professional ethics and industry standards in interior design.
5. Understand the importance of sustainability in interior design and identify sustainable materials and technologies.

Course Outcome:

1. To Understand Historical Context and Development.
2. To Understand Key Figures and Their Contributions
3. To Understand Evolution of Design Practices.
4. Understand The Process Design Movements and Styles.
5. To Understand Sustainability and Ethical Practices.

DCC - 4P

INT-52P-107:Overview and Evolution of Interior Design Industry

NSQF LEVEL: 5/SEM II	EOSE :-	2 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: TUTORIAL	MIN	04	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to provide students with an overview of the interior design industry, its evolution, and current trends. The course will help students understand the role of interior designers, their responsibilities, and how the industry has evolved over time. Students will also be introduced to various design styles, materials, and technologies used in the industry.

SYLLABUS:

UNITS	TOPIC	TEACHING HOURS 60
UNIT I	DETAILED OVERVIEW OF THE INTERIOR DESIGN INDUSTRY ● Exploring Interior design sectors: Residential, commercial, hospitality, healthcare, etc.	**30**

	● Exploring market trends and emerging design styles ● Understanding Technological advancements and their impact on the industry ● Current trends and emerging practices in the interior design industry	
UNIT II	ROLE OF AN INTERIOR DESIGNER ● Responsibilities and tasks of an interior designer ● Collaboration with clients, contractors, and suppliers ● Time management and project organization	**15**
UNIT III	STUDY OF PROMINENT DESIGNERS ● Key Players and Competition ● Exploration of influential interior designers and their design philosophies ● Case studies of renowned interior design projects	**15**

SUGGESTED BOOKS AND REFERENCES:

1. Interior Design: A Critical Introduction by Clive Edwards
2. Interior Design Since 1900 by Anne Massey
3. Interior Design Reference Manual: Everything You Need to Know to Pass the NCIDQ Exam by David Kent Ballast
4. Time-Saver Standards for Interior Design and Space Planning by Joseph DeChiara, Julius Panero, and Martin Zelnik

LEARNING OUTCOMES OF THE COURSE:

1. Understand the role of interior designers and their responsibilities in the industry
2. To explore interior design sectors, market trends and emerging design styles
3. To observe and evaluate the work of key stakeholders in the interior design and construction industry.
4. To demonstrate the knowledge of prominent interior designers

Course Outcome:

1. To Understand Professional Practice and Industry Standards.

2. To Understand Future Trends and Innovations
3. To Understand Research and Presentation Skills
4. Understand The Process Critical Analysis and Reflection.
5. To Understand Technological Advancements.

DCC-5P

INT-52P-108: Drawing & Drafting

NSQF LEVEL: 5/SEM II	EOSE :-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL	MIN	12	48

PRE-REQUISITE OF THE COURSE: None

OBJECTIVES:

1. To gain proficiency in using a range of drafting tools and equipment
2. To develop skills in typography to effectively communicate information hierarchy and clarity in drafting.
3. To learn to implement interior design drafting techniques
4. To understand and apply different projection methods (orthographic, isometric, perspective) to accurately represent spatial relationships and design concepts.
5. To develop skills in creating presentation drawings that effectively communicate design ideas to clients and stakeholders.
6. To understand the importance of human scale and ergonomics in interior spaces and integrate this knowledge into drafting practices.
7. To apply standard dimensions and anthropometric principles to ensure user comfort, functionality & safety

SYLLABUS:

UNITS	TOPIC	TEACHING HOURS 180
UNIT I	DRAFTING TOOLS, EQUIPMENTS & PRESENTATION DRAWINGS • Overview of traditional drafting tools: T-squares, triangles, compasses • Introduction to presentation drawings in design • Rendering techniques: shading, textures, and materials Care and Maintenance of Tools	40
UNIT II	BASICS OF DRAWING & DRAFTING TECHNIQUES • Introduction to Drawing & drafting: freehand, technical, conceptual • Introduction to drafting material & equipment's • Fundamentals of line types, line weights, shapes & its application in drafting • Principles of projection drawings & Multiview drawings: front view, top view, side view • Introduction & Application of Lettering & Typography in technical drawings	50
UNIT II	PROJECTION DRAWINGS ON 2D SURFACE • Understanding projections: Isometric, Axonometric, Perspective drawings (One point-two point) • Scale drawing techniques, proportions and its application in drawings	50

UNIT IV	UNDERSTANDING STANDARD DIMENSIONS, ANTHROPOMETRY & ERGONOMICS ● Industry standards for dimensions in interior design & its application in furniture & space ● Introduction to anthropometry, ergonomics & its application ● Basics of human proportions and ergonomics	**40**

SUGGESTED BOOKS AND REFERENCES:

1. "Technical Drawing with Engineering Graphics" by Frederick E. Giesecke et al
2. "Drawing for Interior Design" by Drew Plunkett
3. "Architectural Drawing Course: Tools and Techniques for 2D and 3D Representation" by Mo Zell
4. "Interior Design Illustrated" by Francis D.K. Ching and Corky Binggeli
5. "Anthropometry for Designers" by A. M. Chakrabarti
6. "Ergonomics for Beginners" by Jan Dul and Bernard Weerdmeester
7. "Human Dimension and Interior Space" by Julius Panero and Martin Zelnik

LEARNING OUTCOMES:

1. Demonstrate proficiency in drawing and drafting techniques
2. Effectively apply lettering and typography in drafting
3. Understand the fundamental concepts and techniques of anthropometrics and ergonomics
4. Produce projection drawings on a 2-D Surface & create comprehensive presentation drawings

INSTRUCTIONS FOR SELF-LEARNING:

1. Conduct research on the history of anthropometrics and ergonomics
2. Attend workshops or webinars related to the topic
3. Conduct field visits to observe and analyze interior spaces from an anthropometric and ergonomic perspective

Course Outcome:

1. Technical Drafting Techniques.
2. Scale and Proportion.
3. Rendering Techniques.

4. Annotation and Notation.
5. Design Concept Development.

DCC-6L

INT-52L-109: Material & Form Exploration

NSQF LEVEL: 5/SEM II	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	04	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to provide students with a comprehensive understanding of the interplay between materials and form in design. The course will focus on developing students' skills in exploring and manipulating form while integrating material properties. By integrating material and form exploration, students will learn to create innovative and sustainable design solutions.

SYLLABUS:

UNITS	TOPICS	TEACHING HOURS 30
UNIT I	INTRODUCTION TO DIFFERENT MATERIALS ● Introduction to Interior Design Materials	**15**

	• Understanding material properties, including durability, sustainability, aesthetic characteristics, texture, color, and light reflection. • Relationship between form and material in design • Overview of techniques for material exploration • Introduction to different materials and their properties material is as: - Stone, Wood, Metal and Etc.	
UNIT II	FUNCTIONALITY & ERGONOMICS • Understanding how material selection impacts functionality and usability in interior spaces. • Introduction to ergonomic considerations and their application in furniture and spatial design	**5**
UNIT III	SUSTAINABLE MATERIAL PRACTICES • Introduction to sustainable materials and their role in design • Exploring eco-friendly material options and considerations • Future trends in sustainable material exploration	**5**
UNIT IV	MATERIAL AND FORM INNOVATION • Introduction to new and emerging materials in design • Case studies of innovative material applications • Discussion on future directions of material and form exploration	**5**

SUGGESTED BOOKS AND REFERENCES:

1. "Materials, Structures, and Standards: All the Details Architects Need to Know But

Can Never Find" by Julia McMorrough

2. "Materials Science and Engineering: A Comprehensive Introduction" offered by MIT OpenCourseWare
3. "Sustainable Materials for Emerging Technologies" offered by Coursera
4. "Materials and Interior Design" by Lorraine Farrelly

LEARNING OUTCOMES:

- Understanding the relationship between form and material.
- To explore and manipulate form while integrating material properties
- To create innovative and sustainable design solutions.
- To critically evaluate, refine and select material and their properties.

Course Outcome:

1. Understanding Material Properties.
2. Material Selection and Application.
3. Innovative Use of Materials.
4. Fabrication Techniques.
5. Surface Finishes and Treatments.

SELF-LEARNING INSTRUCTIONS:

1. Create a material library or mood board showcasing various materials and their applications.
2. Visit material suppliers and manufacturers to gain hands-on experience with materials and understand their properties.
3. Conduct material testing experiments to explore the physical properties and behavior of materials.
4. Explore online resources, case studies, and industry publications to stay updated
5. Compile a portfolio showcasing material exploration projects and assignments completed throughout the self-learning process.

DCC-6P

INT-52P-110: Material & Form Exploration

NSQF LEVEL: 5/SEM II	EOSE :-	4 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	20	80
DELIVERY: TUTORIAL	MIN	8	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE: The objective of this course is to provide students with a comprehensive understanding of the interplay between materials and form in design. The course will focus on developing students' skills in exploring and manipulating form while integrating material properties. By integrating material and form exploration, students will learn to create innovative and sustainable design solutions.

SYLLABUS:

UNITS	TOPICS	TEACHING HOURS 120
UNIT I	EVALUATION, REFINEMENT, AND MATERIAL SELECTION ● Overview & techniques for form exploration ● Consideration of material properties in form selection and refinement ● Hands-on exploration of different materials and their applications ● Experimentation with material combinations to enhance form ● Sketching and doodling for form exploration ● Developing observation skills and hand-eye coordination ● Integrating materials into sketching exercises	**30**
UNIT II	MODEL MAKING & MATERIAL MANIPULATION ● Exploring form through physical models and prototyping ● Integrating materials and form into design projects ● Understanding tools for material exploration ● Create sketches to explore the integration of materials and forms in interior spaces.	**30**
UNIT III	SUSTAINABLE MATERIAL PRACTICES ● Introduction to sustainable materials and their role in design ● Exploring eco-friendly material options and considerations ● Future trends in sustainable material exploration	**30**

UNIT IV	MATERIAL AND FORM INNOVATION ● Introduction to new and emerging materials in design ● Case studies of innovative material applications ● Discussion on future directions of material and form exploration ● Form Exploration Through Advanced Manufacturing Techniques ● Adaptive and Responsive Forms in Architecture ● Recycled Materials in Modern Design	**30**

SUGGESTED BOOKS AND REFERENCES:

1. Design Thinking: Understanding How Designers Think and Work by Nigel Cross
2. Form, Function, and Design by Paul A. Heskett
3. Sketching: The Basics by Roselien Steur and Koos Eissen
4. Material Revolution: Sustainable and Multi-Purpose Materials for Design and Architecture by Sascha Peters

LEARNING OUTCOMES:

To explore various materials used in interior design, including their properties & applications.

- To analyze how material selection impacts the form, function, and aesthetic appeal of interior spaces
- To evaluate Sustainable and Ethical Considerations in Material Use
- To demonstrate proficiency in material exploration techniques to create prototypes

Course Outcome:

1. Material Performance and Testing
2. Aesthetic Considerations

3. Technical Documentation
4. Case Studies and Real-World Applications
5. Collaboration and Communication

SELF-LEARNING INSTRUCTIONS:

1. Create a material library or mood board showcasing various materials and their applications.
2. Visit material suppliers and manufacturers to gain hands-on experience with materials and understand their properties.
3. Conduct material testing experiments to explore the physical properties and behavior of materials.
4. Explore online resources, case studies, and industry publications to stay updated
5. Compile a portfolio showcasing material exploration projects and assignments completed throughout the self-learning process.

AECC-2

English

*Syllabus Prescribed by the University of Rajasthan

VAC-2

Value Added Course-II

*Select a course from the list provided by the University of Rajasthan for the Value Added

Course.

SEC-2

Skill Enhancement Course-II

FOUR-YEAR UNDERGRADUATE PROGRAMME
in Faculty of Fine Arts

Bachelor of Design (Interior

Design)

As Per UGC Curriculum & Credit Framework for Undergraduate Programmes under NEP 2020

Medium of Instruction: English/Hindi

W.e.f. Academic Session 2023-24

UNIVERSITY OF RAJASTHAN, JAIPUR

CURRICULUM FOR B.DES (INTERIOR DESIGN) PROGRAM CODE UG0503								
YEAR 2								
SEMESTER III								
S.NO	**COURSE CATEGORY**	**TYPE**	**COURSE CODE**	**COURSE NAME**	**L**	**T**	**P**	**TOTAL**
1	DCC-7L	MJR	INT-63L-201	Material Studies & Methods of Construction	4	0	0	4
2	DCC-7P	MJR	INT-63P-202	Material Studies & Methods of Construction	0	0	2	2
3	DCC-8P	MJR	INT-63P-203	Computer Aided Design- I	0	0	6	6
5	DCC-9P	MJR	INT-63P-204	Exhibition Space Design Project	0	0	6	6
6	MEC-1L	MJR	INT-63L-205	Professional Development	4	0	0	4
7	SEC-3			SEC 3	2	0	0	2
8	VAC-3			VAC 3	0	0	2	2
TOTAL CREDITS ACHIEVED AFTER SEMESTER II								**26**
SEMESTER IV								
1	DCC-10L	MJR	INT-64L-206	Construction Studies & Technical Drawing	2	0	0	2
2	DCC-10P	MJR	INT-64P-207	Construction Studies & Technical Drawing	0	0	4	4
3	DCC-11P	MJR	INT-64P-208	Computer Aided Design - II	0	0	6	6

4	DCC-12P	MJR	INT-64P-209	Residential Design Project	0	0	6	6

5	MDC-2L	MJR	INT-64L-210	Styling & Photography	2	0	0	2
6	MDC-2P	MJR	INT-64P-211	Styling & Photography	0	0	2	2
7	SEC-4			SEC 4				2
8	VAC-4			VAC 4				2
TOTAL CREDITS ACHIEVED AFTER SEMESTER IV								**26**

Credits Offered for 2 year two-year diploma in Interior Design	**Year 2 Internship Total Credits** **52 + 4= 56**

Duration of internship: 120 hours or 3 weeks (4 Credits) Credits offered for a two-year diploma:

Year I Year II Internship total credits 52 52 4 = 108

For exit after IInd year, the minimum credit requirement is 96 from the course and 4 credits from the internship, hence the UG Diploma @100 credits.

Award - Two Year diploma in Interior Design

Career Opportunities:

- Interior Stylist
- Interior Draughtman
- 2D Cad Designer
- Retail Space Designer
- Merchandiser
- 3D Visualizer
- Styling & photography

Semester - III

DCC-7L

INT-63L-201: MATERIAL STUDIES AND METHODS OF CONSTRUCTION

NSQF LEVEL: 6/SEM III	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80
DELIVERY: LECTURE, TUTORIAL	MIN	08	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE:

To introduce students to the different materials used in the interior design industry and their application process and techniques.

SYLLABUS:

UNIT	**TOPIC**	**TEACHING HOURS 60**
UNIT I	INTRODUCTION TO MATERIALS IN INTERIOR DESIGN, WOOD AND WOOD-BASED PRODUCTS ● Importance of materials in interior design practice ● Understanding material properties and characteristics ● Factors influencing material selection	**15**

	• Sustainability and environmental considerations in material choices • Common wood products used in interior design • Joinery techniques and woodworking processes • Finishing and surface treatments for wood	
UNIT II	STONE, TILES, METALS, METAL ALLOYS AND CERAMICS • Introduction to the materials and their properties • Types and their applications • Material techniques and construction methods • Surface finishes and treatments for stone, tiles, metal, ceramics • Overview & methods used in interior design • Properties and characteristics of stone, tiles, metal, ceramics • Metal fabrication techniques and processes • Finishes and surface treatments for metals	**15**
UNIT III	HARDWARES IN INTERIOR • Different types of Hardwares & their applications used in interior spaces, furniture • Understanding selection process, installation, functionality, security aspects & modern advancements of hinges, channels, handles, knobs, lock systems, technology-oriented hardware systems, etc. PAINT AND PLASTER • Introduction to surface preparation & evaluation • Paint Application Technique & types of paints • Different methods of surface preparation for paints and finishes • Drywall Installations & finishing • Insulation methods & materials	**15**

UNIT IV	GLASS, PLASTICS AND COMPOSITE MATERIALS ● Properties and characteristics of glass, plastic & composite materials ● Types of glass, plastic & composite materials & their applications in interiors ● Glass fabrication techniques and processes ● Glazing systems and their integration into interior design ● Types of composite materials used in interior design ● Fabrication techniques for plastics and composites ● Finishes and treatments for plastic materials TEXTILES AND SOFT FURNISHINGS ● Introduction to different types of textiles ● Fabrics and their applications in interiors ● Upholstery techniques and processes ● Finishes and treatments for textiles	**15**

Suggested books and references:

1. "Materials for Interior Environments" by Corky Binggeli
2. "Materials and Interior Design" by Lorraine Farrelly
3. "Interior Construction and Detailing for Designers and Architects" by David Kent Ballast

Learning Outcomes:

By the end of the course, students should be able to:

1. Identify and analyze the properties and characteristics of various materials used in interior design.
2. Evaluate and select appropriate materials based on functional, aesthetic, and sustainability considerations.

3. To understand material application with other design elements, such as lighting, furniture, and finishes.

Course Outcome:

1. Understanding of Materials
2. Material Selection and Specification
3. Sustainable and Eco-Friendly Materials
4. Construction Techniques and Methods
5. Building Systems and Integration

Self-learning instructions:

1. Research and analyze case studies of interior design projects to understand the materials and construction methods used.
2. Attend industry conferences and exhibitions to learn about the latest trends and innovations in interior design materials and construction methods.

DCC-7P

INT-63P-202: MATERIAL STUDIES AND METHODS OF CONSTRUCTION

NSQF LEVEL: 6/SEM III	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: PRACTICAL, TUTORIAL, FIELD VISIT	MIN	04	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE:

To introduce students to the hands-on application of different materials used in the interior design industry and their application process and techniques to create modular furniture/ fixtures/ accessories & products

SYLLABUS:

UNIT	**TOPIC**	**TEACHING HOURS 60**
UNIT I	INTRODUCTION TO MATERIALS IN INTERIOR DESIGN ● Overview of materials used in Interior design (e.g., wood, metal, glass, stone)	**10**

	• Exploration of materials and its properties using hands-on activities	
UNIT II	FIELD VISITS AND MATERIAL SAMPLING • Visiting material suppliers, manufacturers, or construction sites • Observe manufacturing process of various interior construction materials and its properties through field visits • Collecting material samples for analysis and study • Observing construction techniques and material applications in real-world scenarios • Practical Application and Integration • Applying materials in design projects FABRICATION TECHNIQUES • Creating fixtures/ products/ accessories using basic fabrication techniques • Exploring techniques for accurate fabrication • Tips & tricks to achieve accurate measurements	**20**
UNIT III	INTRODUCTION TO DESIGN PRINCIPLES TO CREATE MODULAR FURNITURE • Principles of modular design and its application in interior fixtures • Designing modular furniture and fittings for flexibility and adaptability • Introduction to modular furniture design principles • Explore assembling & dismantling techniques • Create a simple modular furniture applying the understanding of material studies FUTURISTIC DESIGN CONCEPTS • Exploring emerging trends and technologies in interior product and fixture design	**20**

	● Incorporating smart technologies and interactive elements in design concepts ● Prototyping and testing futuristic design ideas	
UNIT IV	PRODUCTION AND MANUFACTURING PROCESSES ● Understanding the production and manufacturing processes for interior products and fixtures ● Collaboration with manufacturers and suppliers for efficient production ● Quality control and evaluation of prototypes and final products	**10**

Suggested books and references:

1. "Materials for Interior Environments" by Corky Binggeli
2. "Materials and Interior Design" by Lorraine Farrelly
3. "Interior Construction and Detailing for Designers and Architects" by David Kent Ballast

Learning Outcomes:

By the end of the course, students should be able to:

1. To identify, analyze and explore materials, tools and techniques
2. To explore fabrication techniques and applying to real-time outcomes
3. To explore the market to understand the techniques used for material exploration
4. To understand design process to create modular furniture design and construction

Course Outcome:

1. Fabrication and Installation Processes
2. Innovative Materials and Technologies
3. Cost Estimation and Budgeting
4. Health and Safety Standards
5. Material Performance and Durability

Self-learning instructions:

1. Research and analyze case studies of interior design projects to understand the materials and construction methods used.

2. Attend industry conferences and exhibitions to learn about the latest trends and innovations in interior design materials and construction methods.

DCC-8P

INT-63P-203: Computer Aided Design - I

NSQF LEVEL: 6/SEM III	EOSE :-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL	MIN	12	48

PRE-REQUISITE OF THE COURSE: NONE

OBJECTIVE:

The objective of this course is to provide students with a comprehensive understanding of Computer-Aided Design (CAD) tools and their applications in the field of interior design and architecture. The course will focus on AutoCAD 2D for technical drawings and basics of 3D modeling & techniques. Students will learn the essential skills and techniques required to create professional-quality designs and visualizations.

SYLLABUS :

UNITS	**TOPIC**	**TEACHING HOURS 180**
UNIT I	INTRODUCTION TO AUTOCAD & ITS USAGE ● User Interface in AutoCAD ● Display Management ● Coordinate Methods ● Drawing And Editing Basic Geometric Shapes ● Command Description ● Layer Management	**20**

UNIT II	TECHNICAL DRAWINGS FOR INTERIOR DESIGN ● Creating Elevations on Orthographic, Isometric Drawing ● Adding Dimensions, Text, And Annotations ● Creating And Managing Blocks and Symbols ● Creating Precise floor Plans, Elevations, And Sections ● Layout Management ● Layout Modifying	**30**
UNIT III	INTERIOR DESIGN & EFFICIENT WORKING ● Raster Image ● Publish And Plot ● Import & Export ● Express Toolbar	**40**
UNIT IV	INTRODUCTION TO 3D MODELING CONCEPTS ● Viewpoint And UCS screening formation ● Wireframe Modeling, Solid Modeling & Editing ● Create & Manage 2D Models Views From 3D Models ● Solid Editing and Modifying Function ● Section Plane & Selection Function ● Layer Management ● Model Viewports Configuration ● Applying Materials and Textures ● Lighting Techniques for Realistic Visualization	**50**
UNIT V	● Camera Placement and Animation ● Camera Placement Walkthrough ● Rendering Settings and Output Options ● Exporting 3D Models for Collaboration	**40**

SUGGESTED BOOKS AND REFERENCES:

1. "AutoCAD 2019: A Problem-Solving Approach" by Sham Tickoo
2. "3ds Max 2022 for Beginners: A Tutorial Approach" by Prof. Sham Tickoo
3. "V-Ray for SketchUp Cookbook" by Ciro Sannino

LEARNING OUTCOMES:

1. Understand the principles and techniques of efficient CAD workflows.
2. Collaborate effectively with other professionals using CAD software in a multidisciplinary design environment.
3. Analyze and solve technical design problems using CAD tools.
4. Present and communicate design ideas effectively through drawings and visualizations

Course Outcome:

1. Foundational CAD Skills
2. Technical Drawing and Drafting
3. Spatial Visualization and Design
4. Layer Management and Organization
5. Dimensioning and Annotation

INSTRUCTIONS FOR SELF-LEARNING:

1. Practice regularly with AutoCAD & associated softwares by working on design projects and exercises.
2. Explore online tutorials and resources to deepen their understanding of advanced features and techniques.
3. Join online communities and forums to seek guidance, share knowledge, and participate in design challenges.

DCC-9P

INT-63P-204: Exhibition space Design Project

NSQF LEVEL: 6/SEM III	EOSE :-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: TUTORIAL, FIELD VISIT	MIN	12	48

PRE-REQUISITE OF THE COURSE: Anthropometrics & Ergonomics, Material Studies & methods of Construction, Visualisation & Drawing Techniques, Material & Form exploration

Objective: This course aims at developing a small scale project of 250-400 Sq.ft. each

To design an Exhibition Booth / Trade show Stall Design for an exhibit

The course aims at developing an understanding on maximizing the available space and creating a sense of openness and flow within the limited area. The design should be functional, comfortable, and visually appealing. The learners will strictly focus on developing hand-rendered sketches and perspective views learnt in the past.

SYLLABUS:

UNIT	TOPIC	TEACHING HOURS 180
UNIT I	Introduction to Design Project terminologies Problem Statement Project Brief, Client Brief & Design Brief Functional requirements of a project Difference between Theme and a Concept Visualization of Concept into design Mood Boards Visual Boards How to integrate concept into design	**60**
UNIT II	1) Introduction to Project ● Overview of the course objectives and expectations ● Introduction to purpose, design principles & techniques of designing a space ● Analysis of existing projects / case studies 2) Design Development ● Developing a design concept ● Client Brief ● Understanding the user's needs and preferences ● Ideation process and sketching 3) Space Planning and Layout Design ● Understanding the basics of space planning and layout design ● Explore creative solutions for optimizing space utilization ● Analyzing traffic flow and circulation ● Planning for functional areas 4) Furniture Selection ● Selecting appropriate furniture for the space ● Understanding the impact of scale and proportion	**60**

	● Furniture layout 5) Concept visualization ● Clear and effective design concept ● Understanding the impact of color ● Visual Board ● Concept sketches and ideation process	
UNIT III	1) 2D and 3D Visualization and Presentation Techniques ● Developing 2D and 3D hand rendered drawings of the stall design ● Understanding the importance of presentation techniques ● Developing professional proposal	60

Suggested books and references:

"Stall Design and Construction" by S. R.

Satish "Kiosk Design" by Ana Canizares

"Exhibit Design Ideas & Inspiration" by David L. Griffin

"The Fundamentals of Interior Design" by Simon Dodsworth

"The Interior Design Reference & Specification Book" by Chris Grimley and Mimi

Love "Space Planning Basics" by Mark Karlen and Rob Fleming

Learning Outcomes:

1) To understand the design principles such as scale, proportion and balance
2) To develop spatial awareness and understanding the optimum utilization of the space
3) To demonstrate their skills and ability to design user centric functional spaces
4) To develop skills in research, sketching, drafting and presentation

Course Outcome:

1. Concept Development
2. Design Research
3. Spatial Planning and Layout
4. Technical Skills
5. Material and Lighting Selection

MDC-1L

INT-63L-205: Professional Development

NSQF LEVEL: 6/SEM IV	EOSE :-	3 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	20	80
DELIVERY: LECTURE, TUTORIAL, FIELD VISIT	MIN	8	32

PRE-REQUISITE OF THE COURSE: English Vocabulary and Soft Skills Communication

OBJECTIVES:

The creative industries are always changing; in response to development in technology, social change and cultural conditions. These, in turn, have an effect on the professions and roles that are required within the industries. Through this unit, students will explore the development of the professions within the creative industries and the roles that make up those professions. The aim of this unit is for students to begin to define areas for personal professional development, in the context of a growing awareness of the broad scope of the creative industries.

SYLLABUS:

UNITS	TOPICS	TEACHING HOURS
Unit-I	● **5 S** : Sort , Set in order, Shine , Standardize , and Self-discipline ● **8 Wastages** : TIMWOODS - Transportation, Inventry , Motion, Waiting time, Overproduction, Over processing, Defect and Skills wastage.	20
Unit-II	● Historic development of the creative industries	10

	● Contemporary creative industries, Careers & Professional Practice ● Organization structures of the creative Industries.	
Unit-III	● The role of reflection for creative practitioners ● Methods to document: Annotations, blogs, case studies, journals, photographs, planning, sketch ● How Reflective practise can assist lifelong learning ● Creative competencies of the future.	15
Unit-IV	● Defining career goals ● Employability skills and qualities ● SMART Goals and PDCA	15

SUGGESTED READINGS:

- BARTON, G. (2016) Don't Get a Job... Make a Job: How to make it as a creative
- graduate. London: Laurence King.
- CLEAVER, P. (2014) What they didn't teach you in design school: What you actually
- need to know to make a success in the industry. London: ILEX.
- DEWEY, J. (1933) How We Think. New York: D.C.Heath & CO.
- MOON, J. (1999) Reflection in Learning and Professional Development: Theory and
- Practice. Oxon: Routledge Farmer.
- SCHON, D. (1984) The Reflective Practitioner: How Professionals Think in Action.
- New York: Basic Books INC.

LEARNING OUTCOMES:

- To explore the creative industries professions, through research into historic and contemporary precedent.
- To discuss personal career goals in relation to the range of roles and subjects in the creative industries.
- To define personal development plans; highlighting areas to support specific career goals and general skills.
- To critically reflect on the achievement of personal development goals and plan for the future.

COURSE OUTCOMES:

1. Career Planning and Goal Setting
2. Portfolio Development
3. Resume and Cover Letter Writing
4. Interview Skills
5. Networking and Professional Relationships

VAC-3

Value Added Course-II

*Select a course from the list provided by the University of Rajasthan for the Value Added Course.

SEC-3

Skill Enhancement Course-II

*Select a course from the list provided by the University of Rajasthan for the Skill Enhancement Course.

Semester - IV

DCC-10L

INT-64L-206: Construction studies & Technical drawings

NSQF LEVEL: 6/SEM IV	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL, FIELD VISIT	MIN	4	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE:

The objective of this course is to provide students with a comprehensive understanding of interior construction techniques and the ability to create accurate and detailed construction drawings for interior spaces. The course will cover various aspects of interior construction, including masonry, structures, doors and windows, partitions and false ceilings, and staircases. Additionally, students will learn to create working drawings, technical drawings, and detailed drawings for the execution of interior design projects.

SYLLABUS:

UNITS	**TOPIC**	**TEACHING HOURS 30**
UNIT I	INTRODUCTION TO INTERIOR CONSTRUCTION ● Importance of interior construction in design projects ● Understanding construction materials and techniques ● Understanding the know-how of technical drawings ● Understanding the stages of Interior construction	**5**

UNIT II	MASONRY: BRICK AND STONE ● Types of bricks and stones used in interior construction ● Masonry techniques and construction methods ● Wall construction and finishing with bricks and stones ● Integration of masonry with other building systems STRUCTURES: FRAME AND LOAD-BEARING ● Introduction to structural systems in interior design ● Framing materials and techniques ● Load-bearing walls and structural considerations ● Coordination of structural elements with design requirements	**5**
UNIT III	DOORS AND WINDOWS ● Types of doors and windows used in interiors ● Door and window materials and hardware ● Installation techniques and considerations ● Integration of doors and windows into the technical drawings PARTITIONS AND FALSE CEILINGS ● Partition wall systems and materials ● Gypsum board construction and installation ● Soundproofing and fire-resistant partitions ● False ceiling types and installation methods	**10**
UNIT IV	STAIRCASE DESIGN AND CONSTRUCTION ● Principles of staircase design ● Types of staircases and their applications ● Staircase construction methods and materials ● Safety considerations in staircase design WORKING DRAWINGS IN INTERIOR CONSTRUCTION ● Understanding all relevant Interior working drawings and their components ● Creation of plans, elevation, and section drawings ● Detailing construction elements in working drawings	**10**

	• Annotation and dimensioning for construction documentation	

SUGGESTED BOOKS AND REFERENCES:

1. "Interior Construction and Detailing for Designers and Architects" by David Kent Ballast
2. "Interior Construction Handbook" by David J. Wyatt
3. "Architectural Detailing: Function, Constructability, Aesthetics" by Edward Allen

LEARNING OUTCOMES: By the end of the course, students should be able to:

1. To understand the interior construction techniques for various building elements.
2. To analyze and select appropriate construction materials based on functional and aesthetic requirements.
3. To create accurate and detailed construction drawings for interior spaces.
4. Integrate interior construction elements with other design considerations.

Course Outcome:

1. Fundamentals of Construction
2. Building Codes and Standards
3. Technical Drawing Skills
4. 3D Modeling and Visualization
5. Structural Systems and Components

INSTRUCTIONS FOR SELF-LEARNING:

1. Practice creating construction drawings for various interior elements.
2. Study relevant building codes and regulations to ensure compliance in their drawings.
3. Visit construction sites and observe interior construction techniques

DCC-10P

INT-64P-207: Construction studies & Technical drawings

NSQF LEVEL: 6/SEM IV	EOSE:-	4 HOURS	
CREDITS: 4 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	20	80
DELIVERY: LECTURE, TUTORIAL, FIELD VISIT	MIN	8	32

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE:

The objective of this course is to provide students with a comprehensive understanding of interior construction techniques and the ability to create accurate and detailed construction drawings for interior spaces. The course will cover understanding the aspects of interior construction, including masonry, structures, doors and windows, partitions and false ceilings, and staircases through site visits, field visit to ongoing construction sites. Additionally, students will learn the timeline of a project and application of technical drawings for the execution of interior design projects.

SYLLABUS:

UNITS	**TOPIC**	**TEACHING HOURS 120**
UNIT I	INTRODUCTION TO INTERIOR CONSTRUCTION ● Application of Interior construction techniques ● Exploring the stages of Interior construction ● Industry visits to observe construction materials related to masonry, flooring, false ceiling, structures, door windows, false ceilings, staircases ● Visit to ongoing/ finished construction site visits to observe methods of Interior construction	**40**

UNIT II	INSTALLATION TECHNIQUES & METHODS OF CONSTRUCTION ● Hands-on experience with observing & analyzing methods of construction, installation of Flooring, False Ceiling, Staircases, Masonry ● Installation techniques for ceiling panels, grids, staircase stability ● Practical considerations for integrating construction material to interior spaces ● Safety considerations and regulations related to construction methods	**40**
UNIT III	TECHNICAL DRAWINGS AND DETAIL DRAWINGS FOR EXECUTION ● Creating technical drawings for construction details ● Detailing interior construction elements ● Specifications and notes for execution ● Coordination of drawings with other disciplines	**40**

SUGGESTED BOOKS AND REFERENCES:

1. "Interior Construction and Detailing for Designers and Architects" by David Kent Ballast
2. "Interior Construction Handbook" by David J. Wyatt
3. "Architectural Detailing: Function, Constructability, Aesthetics" by Edward Allen

LEARNING OUTCOMES: By the end of the course, students should be able to:

1. To communicate construction details effectively through working drawings and technical drawings
2. To analyze and select appropriate construction materials based on functional and aesthetic requirements.
3. To create accurate and detailed construction drawings for interior spaces.
4. Integrate interior construction elements with other design considerations.

Course Outcome:

1. Building Envelope and Environmental Systems
2. Construction Documentation
3. Project Coordination and Communication
4. Site Analysis and Planning
5. Sustainable Construction Practices

INSTRUCTIONS FOR SELF-LEARNING:

1. Practice creating construction drawings for various interior elements.
2. Study relevant building codes and regulations to ensure compliance in their drawings.
3. Visit construction sites and observe interior construction techniques

DCC-11P

INT-64P-208: Computer Aided Design-II

NSQF LEVEL: 6/SEM IV	EOSE :-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL, FIELD VISIT	MIN	12	48

PRE-REQUISITE OF THE COURSE: AutoCad 2D & basic 3D modeling techniques

OBJECTIVE:

The objective of this course is to provide students with a comprehensive understanding of advanced Computer-Aided Design (CAD) tools and their applications in the field of interior design and architecture. The course will focus on advanced 3D modeling & rendering skills where students will learn the essential skills and techniques required to create professional-quality designs and visualizations.

SYLLABUS :

UNITS	**TOPIC**	**TEACHING HOURS 180**
UNIT I	BASIC INTRODUCTION TO 3D VIEWPOINT & UCS ● Interface And Layout Study. ● Unit Setup with Grid Formation. ● Basic Layout Setting for Architects. ● Navigating Formation For 3ds Max Interface. ● Interface Navigate Command on Gizmo, Panning, Snap, Zooming. ● Command Description on Selection, Views, Visuals.	**20**

	• Viewport Configuration	
UNIT II	WIREFRAME & SOLID MODELING • Developing Method of Command Of Primitives, Standard, Extended, Doors, Windows, AEC Extended Objects, Stairs These Were In 3d Objects Manipulation • 2d Shapes Developing Command • Splines, Extended Splines and NURBS Curves	**30**
UNIT III	• Modifying The Object by Edit Poly And Edit Splines. • Observing The Object with Alignment And Distribution Of Object. • Manipulation On 3d Object with Mirror, Copy, Selection, Gizmo And Group Command Selection • Parametric Deforms, Free from Deform, Cloth • Compound Object with Modifiers The Object Formation	**30**
UNIT IV	• Making House Using Box Command and House Using Line And NURBS Command. • Importing And Working with Plan From AutoCAD • Texture Formation In 3d Objects Diffuse and Bump Mapping • Environment And Background Images • Material Library with Architectural Materials • Light Effect and Light Formation For Light Tracer Rendering	**60**
UNIT V	• Observing The Camera as Free And Target Camera • Virtual Animation with Camera Placing • Realistic Render Images	**40**

	• Rendering Movable Image Formation • Saving Output	

SUGGESTED BOOKS AND REFERENCES:

1. "AutoCAD 2019: A Problem-Solving Approach" by Sham Tickoo
2. "3ds Max 2022 for Beginners: A Tutorial Approach" by Prof. Sham Tickoo
3. "V-Ray for SketchUp Cookbook" by Ciro Sannino

LEARNING OUTCOMES:

1. Understand the principles and techniques of efficient CAD workflows.
2. Collaborate effectively with other professionals using CAD software in a multidisciplinary design environment.
3. Analyze and solve technical design problems using CAD tools.
4. Present and communicate design ideas effectively through drawings and visualizations

Course Outcome:

1. Advanced CAD Techniques
2. 3D Modeling and Rendering
3. Digital Drafting and Documentation
4. Integration of CAD with Other Software
5. Advanced Rendering Techniques

INSTRUCTIONS FOR SELF-LEARNING:

1. Practice regularly with AutoCAD & associated softwares by working on design projects and exercises.
2. Explore online tutorials and resources to deepen their understanding of advanced features and techniques.
3. Join online communities and forums to seek guidance, share knowledge, and participate in design challenges.

DCC-12P

INT-64P-209 : Residential Design Project

NSQF LEVEL: 6/SEM IV	EOSE :-	4 HOURS	
CREDITS: 6 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	30	120
DELIVERY: PRACTICAL, FIELD VISIT	MIN	12	48

NSQF LEVEL: 6/SEM 4

CREDITS: 6 CREDITS

SUB-TYPE: PRACTICAL

DELIVERY: STUDIO COURSE

PRE-REQUISITE OF THE COURSE: Space Planning, Material Studies & Methods of Construction, Construction Studies & Materials

OBJECTIVE: The objective of this course is to provide students with an opportunity to apply their design thinking and skills in a real-world residential interior design project of scale 800-1000 Sqft. Students will learn to develop a comprehensive design concept, integrate it into their project, and deliver a set of professional design deliverables. The course aims to enhance their knowledge of residential design principles, practical application, and attention to detail.

SYLLABUS:

UNITS	**TOPIC**	**TEACHING HOURS 180**
Unit I	CONTEXTUAL RESEARCH & COMPREHENSION ● Overview of residential design projects and their scale ● Understanding the significance of design concept and integration ● Literature & Live Case Study, analysis & comprehension ● Data collection through standards	**30**
Unit II	PRE DESIGN UNDERSTANDING ● Project selection, Introduction to project requirements, area statement, and client brief ● Site Analysis & Evaluation: Locality, Surroundings, Limitations of the existing site, Existing services ● Proposed Statement : Functional requirements, Proximity Analysis, Flow Chart, Area Analysis, Zoning/ Bubble Diagram, Space allocation and circulation spaces	**30**
Unit III	CONCEPT DEVELOPMENT & DESIGN GENERATION ● Idea Generation, Concept building, Theme ● Developing mood Boards & Visual Boards	**50**

	● Understanding different materials and finishes for residential interiors ● Creating a material board to showcase the selected materials and finishes ● Detailed understanding of space planning principles for residential interiors ● Developing floor plans and Furniture Layout ● Furniture layout techniques considering functionality and circulation ● Developing mood boards and visual boards to communicate the concept	
Unit IV	LIGHTING, ELECTRICAL, AND FALSE CEILING DESIGN ● Introduction to lighting principles and techniques in residential interiors ● Designing an effective lighting scheme and integrating it into the project ● Creating electrical and false ceiling drawings to support the design concept	**40**
Unit V	VISUALISATION & DESIGN DEVELOPMENT ● Set of Technical Drawings & 3D Views ● Creating elevations to showcase design details, materials, and finishes ● Generating 3D renders to visualize the project in a realistic manner ● Incorporating lighting, textures, and furniture elements in the renders ● Elevation & Sections ● Flooring ● Furniture Detail ● Fire Fighting	**30**

GENERAL INSTRUCTIONS AND COURSE DELIVERABLES:

1. Active participation in lectures, tutorials, and field visits is mandatory.

2. Completion of case studies and analysis of residential design projects.
3. Development and submission of a comprehensive design concept note.
4. Production of mood boards, material boards, and visual boards.
5. Preparation of a detailed furniture layout plan, electrical and false ceiling drawings, elevations, and 3D renders.
6. Presentation of the design project to the class.

SUGGESTED BOOKS AND REFERENCES:

1. "Residential Interior Design: A Guide to Planning Spaces" by Maureen Mitton
2. "Interior Design Illustrated" by Francis D.K. Ching
3. "The Interior Design Reference & Specification Book" by Linda O'Shea and Chris Grimley

LEARNING OUTCOMES:

By the end of the course, students should be able to:

1. Develop a strong design concept for a residential interior project.
2. Integrate the design concept into their project and deliver professional design deliverables.
3. Apply residential design principles and space planning techniques effectively.
4. Select appropriate materials, finishes, and lighting solutions for residential interiors.
5. Create detailed furniture layouts, electrical, and false ceiling drawings.
6. Generate elevations and 3D renders that effectively communicate the design intent.
7. Present the design project confidently and professionally.

Course Outcome:

1. Client Needs Assessment
2. Concept Development and Ideation
3. Space Planning and Layout Design
4. Material and Finish Selection
5. Color Theory and Application

INSTRUCTIONS FOR SELF-LEARNING:

1. Conducting independent research on residential design projects and their approaches.
2. Exploring online resources and tutorials for software applications used in design presentations

MDC-2L

INT-64L-210: Styling and photography

NSQF LEVEL: 6/SEM III	EOSE :-	3 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: THEORY	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	4	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE:

This course integrates theory application in the fields of visual merchandising, styling, and photography. Students will explore the principles of effective display techniques, styling practices, and photographic composition through theoretical discussions.

SYLLABUS:

UNITS	TOPICS	TEACHING HOURS
Unit I	**Introduction to Visual Merchandising** ● Overview of visual merchandising principles and its role in retail. ● Case studies of successful visual merchandising campaigns.	**5**
Unit II	**Styling Techniques** ● Understanding different styles and aesthetics. ● Techniques for styling products and spaces.	**5**

	● Elements & principles of Styling ● Practical: Creating styled sets for photography. **Types of Fashion Styling** ● Styling for Catalog Photoshoot ● Styling for Editorial and Advertorial ● Accessories and their importance	
Unit III	**Introduction to Photography** ● Basics of photography: exposure, composition, lighting. ● Equipment overview and usage (cameras, lighting setups).	**10**
Unit IV	**Advanced Visual Merchandising** ● Visual storytelling and thematic displays. ● Incorporating technology in displays (digital signage, interactive elements). **Role of a Visual Stylist** ● Key milestones and influential stylists ● Role of a visual merchandiser ● Understanding Trends and Client Needs ● Collaborating and Networking in the Fashion Industry ● Styling for Different Occasions	**10**

SUGGESTED READINGS:

- "Visual Merchandising: Window and In-Store Displays for Retail" by Tony Morgan
- "Styling for Photography: Techniques for Studio and Location Shoots" by Daniela Bowker

LEARNING OUTCOMES:

- To demonstrate proficiency in styling techniques for various media and contexts.
- To analyze and critique visual presentations within retail environments.

COURSE OUTCOME:

1. Principles of Visual Merchandising
2. Retail Environment Analysis
3. Product Presentation Techniques
4. Spatial Design and Composition
5. Visual Communication and Branding

MDC-2P

INT-64P-210: Styling and Photography

NSQF LEVEL: 6/SEM III	EOSE :-	4 HOURS	
CREDITS: 2 CREDITS	MARKS	MIDTERM	EOSE
SUB-TYPE: PRACTICAL	MAX	10	40
DELIVERY: LECTURE, TUTORIAL	MIN	4	16

PRE-REQUISITE OF THE COURSE: None

OBJECTIVE:

This course integrates practical application in the fields of visual merchandising, styling, and photography. Students will explore the principles of effective display techniques, styling practices, and photographic composition through hands-on projects. Emphasis will be placed on developing creative skills and understanding the impact of visual presentation in retail and marketing contexts.

SYLLABUS:

UNITS	TOPICS	TEACHING HOURS
Unit I	**Fashion and Editorial Styling** ● Styling for fashion shoots and editorial spreads. ● Trends in styling and their impact on consumer behavior. ● Practical: Fashion styling and editorial photoshoot.	**15**

Unit II	**Advanced Photography Techniques** ● Advanced composition and lighting techniques. ● Post-processing and digital editing.	**15**
Unit III	**Styling for Media** ● Realistic Styling ● Historical Styling ● Sci-fi Styling ● Fantasy Styling	**15**
Unit IV	**Final Presentations and Portfolio Review** ● Presentation of final projects and portfolios. ● Peer critique and feedback session. ● Reflection on personal growth and learning outcomes.	**15**

SUGGESTED READINGS:

- "Visual Merchandising: Window and In-Store Displays for Retail" by Tony Morgan
- "Styling for Photography: Techniques for Studio and Location Shoots" by Daniela Bowker

LEARNING OUTCOMES:

- To apply fundamental principles of visual merchandising to create compelling displays.
- To utilize photography skills to effectively capture and enhance visual merchandising displays.
- To develop a portfolio showcasing creative work in visual merchandising, styling, and photography.

COURSE OUTCOMES:

1. Develop skills in designing and arranging retail spaces, including window displays, store layouts, and promotional areas to attract and engage customers.
2. Learn styling techniques for fashion products, including apparel, accessories, and props, to create cohesive and visually appealing presentations.
3. Gain experience in both studio and on-location photography setups, including managing equipment, directing models, and styling scenes effectively.

SEC-4

Skill Enhancement course - IV

***Select a course from the list provided by the University of Rajasthan for the Skill Enhancement Course.**

VAC-4

Value Added Course-IV

***Select a course from the list provided by the University of Rajasthan for the Value Added Course.**