Syllabus
of
Bachelor’s Degree in Design
(B.Des.)
in
INTERIOR DESIGN

B.Des. (Foundation)-Part-I Exam. 2018
B.Des. -Part-II Exam. 2019
B.Des. -Part-III Exam. 2020
B.Des. -Part-IV Exam. 2021
University of Rajasthan
(B.B. Industrial Design & B.B. Communication Design)

B. DES.IN INTERIOR DESIGN

There will be 5 disciplines and the students can specialized in one of these disciplines.

1. Bachelor of Design (Industrial Design):
   I. Craft Accessory Design
   II. Fashion Design
   III. Interior Design
   IV. Jewellery Design

2. Bachelor of Design (Communication Design):
   I. Graphic Design

Bachelor of Design (Industrial)

I. Craft Accessory Design
II. Fashion Design
III. Interior Design
IV. Jewellery Design

Industrial Design discipline in the classical avatar covered a range of design activities such as Jewellery Design, Fashion Design, Craft Accessory Design, Interior Design, Industrial Design & Communication Design. In the 21st Century, we at Rajasthan University choose to redefine these Industrial Design subsets as Human Centered Design, Universal Design, Design for Sustainability, Health care Design, Design for societal needs, Heritage design and Way finding Design. Our design programme stresses on the specific role of a designer – that of being for and only
about the user and the users’ needs, empathy and environment. The students will be taught critical thinking and the design process to become effective and innovative problem solvers for companies, the community and the consumers.

A range of domains such as nature and form studies, gestalt, semiotics, human factors & ergonomics, materials and processes and systems design will form an array of learning modules through studio tasks, real life projects, workshops projects both individually as well as in teams. Students typically will start projects by developing ideas and concepts from sketches to making models and finally working prototypes which will be tested in the real world. Our Industrial Design graduates will be prepared to make a real difference in the world of design as entrepreneurs, employees of design firms as well as of industry and many will also form venture capital firms and some will also set up unique manufacturing hubs.

The pedagogy will consist of a combination of design skills, related theory, material and manufacturing science, social knowledge, communication skills and management principles. Learning’s will be through classroom projects, assignments as well as exposure to industry via visits, industry immersion of a few weeks and working on live projects with Faculty and outside design experts.

The design programme will start with a common foundation year with the Communication Design students where all the students will be taught basic skills in design thinking and aesthetics, sensitizing their minds to the world around through on and off campus assignments as well as essential learning tools such as sketching, observation, photography, colour, perception, presentation, model making and workshop projects, history of design and a sprinkling of topics from philosophy to social anthropology.

- The specialization courses in the above said areas will be of 3 year duration. Total duration of the under graduate course will be of 4 years which includes 1 year of foundation course.
- The entrance qualification for the foundation course will be the passing of the +2 or equivalent examination with minimum 48% marks.
- Candidates have to choose their specialization subject while applying for the foundation course.
- Group discussions, seminars, workshop, exhibitions, study tour, visit to museum, galleries, industry visit are compulsory.
- Study tour is compulsory for all the students and they have to deposit additional charges according to the actual expenses must be beard by the students.
- As B Design is a professional course, professionally qualified teachers will be assigned for practical and theory subjects.
• Scheme of examination: Scheme of examination is annual, the minimum marks required to pass the examination are 36% for theory and 40% for practical candidates securing 75% and above marks will be placed in Distinction. 60% to 74% 1st Division. 50% 2nd and 40% to 49 pass. The division will be calculated at the final year examination of the specialization course aggregating the marks of all the four years examination.

• If the candidate fails to pass the English, Hindi, Environmental studies and Elementary Computer application papers of the foundation course shall be promoted to next class and the Elementary Computer application but paper must be cleared for a pass in B Design Final Examination.

• No student will be allowed to proceed to the next higher class unless he/she passes the practical examination prescribed for the year.

• A candidate must clear the B Design course within a period of seven years from the date of admission to the first year of the course.

• Each student shall be required to attend not less than 75% lecture &practical held during each year of the course of study.

• Seat reservations are as per university rules.

• Students have to purchase their own Drawing board, Art materials and Tools.

(YEAR-1)

Distribution of Marks

B. Des.-Interior Design Foundation Part-I

<table>
<thead>
<tr>
<th>Subject Compulsory only</th>
<th>Max Marks</th>
<th>Min. Pass Marks</th>
<th>Duration of Exam</th>
<th>Teaching Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>English Communication</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>General Hindi</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>Environmental Studies</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>Elementary Computer Application</td>
<td>40 - Practical 60 - Theory</td>
<td>14 22</td>
<td>2 Hrs. 2 Hrs.</td>
<td>100</td>
</tr>
</tbody>
</table>

Dy. Registrar
(Academic)
University of Rajasthan
JAIPUR
<table>
<thead>
<tr>
<th>Elementary Hindi (in lieu of General Hindi for non-Hindi speaking students only)</th>
<th>100</th>
<th>36</th>
<th>3 Hrs.</th>
<th>100</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Subjects Optionals</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Theory</strong></td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>ID-101 History of Art &amp; Design</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Practicals</strong></td>
<td>Internal Max.Marks.</td>
<td>External Max..Marks.</td>
<td>Internal Min.P.M.</td>
<td>External Min.P.Marks</td>
</tr>
<tr>
<td>ID-102 Fundamental of Design</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>ID-103 Visualization &amp; Drawing Techniques</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>ID-104 Material Studies</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>ID-105 Design Principles</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>ID-106 Design Method</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
</tbody>
</table>
The syllabus aims at achieving the following objectives:

1. Introducing students to phonetics and enabling them to consult dictionaries for correct pronunciation (sounds and word stress)
2. Reinforcing selected components of grammar and usage
3. Strengthening comprehension of poetry, prose and short-stories
4. Strengthening compositional skills in English for paragraph writing, CVs and job applications.

The Pattern of the Question Paper will be as follows:

**Unit A: Phonetics and Translation**
(10 periods) (20 marks)

I Phonetic Symbols and Transcription of Words (05)
III Translation of 5 Simple sentences from Hindi to English (05) from English to Hindi (05)
IV Translation of 05 Words from Hindi to English (2 1/2) from English to Hindi (2 1/2)

**Unit B: Grammar and Usage**
(10 periods) (25 marks)

I Elements of a Sentence (05)
II Transformation of Sentences (05)

Max. Marks: 100
Minimum Pass Marks: 36
(a) Direct and indirect Narration
(b) Active and Passive Voice

II Modals (05)
III Tense (05)

IV Punctuation of a Short Passage with 10 Punctuation Marks (05)
(As discussed in Quirk and Greenbaum)

Unit C: Comprehension (25 marks)

Following Essays and Stories in Essential Language Skills revised edition compiled by Macmillan for University of Rajasthan General English B. A./B. Com./B. Sc.
Candidates will be required to answer 5 questions of two lines each to be answered out of 10 questions. There would be two questions from the prescribed text. (10)

Sujata Bhatt Voice of the Unwanted Girl
Ruskin Bond Night Train for Deoli
M.K. Gandhi The Birth of Khadi
J.L. Nehru A Tryst with Destiny
A.P.J. Abdul Kalam Vision for 2020

The candidates will be required to answer 5 questions from the given unseen passage. (10)
One vocabulary question of 10 words from the given passage. (5)

Unit D: Compositional Skills (30 marks)
(15 periods)

I Letters-Formal and Informal (10)
II CV’s Resume and Job Applications and Report (10)
III Paragraph Writing (5)
Recommended Reading:

Singh, R.P. Professional Communication. OUP. 2004
Judith Leigh. CVs and Job Applications. OUP. 2004
Quirk and Greenbaum: A University Grammar of English Longman, 1973
नोट : 36 से कम अंक लाने पर छात्रों को उत्तीर्ण नहीं किया जायेगा। इस प्रश्न-पत्र में प्राप्त अंकों को 
श्रेणी निर्धारण हेतु नहीं जोड़ा जायेगा।
अंक विभाजन – प्रश्न पत्र में दो भाग होंगे – 1. साहित्य खंड एवं 2. व्याकरण खंड। साहित्य खंड में 
दो भाग होंगे – गद्ध भाग एवं पद्ध भाग। प्रश्न संख्या के लिए 50 अंक निर्धारित है।

क  दो धार्मिक पद्ध से (प्रश्न में विकल्प देना है)  5 x 2 = 10 अंक
ख  दो धार्मिक गद्ध से (प्रश्न में विकल्प देना है)  5 x 2 = 10 अंक
ग  आलोचनात्मक प्रश्न पद्ध से (विकल्प देना है)  7\(\frac{1}{2} \) x 2 = 15 अंक
घ  आलोचनात्मक प्रश्न गद्ध से (विकल्प देना है)  7\(\frac{1}{2} \) x 2 = 15 अंक

50 अंक

साहित्य खंड – 'क' :- गद्ध-पद्ध की निर्धारित रचनाँ
गद्ध भाग –

1. कहानी – प्रेमचन्द – बड़े भाई साहब
   विजयदास देशा – सिंधी और कोइ
2. संस्मरण – कहाँचतालम भिखर प्रमाणकर – क्षितिज के चार की उन लहरों में
3. रंधानित्र – शमोकुल ब्रजपुरी – रंडिया
4. विज्ञान – गुणाकर मुले – शानि सबसे सुमदर प्रदेश
5. निबंध – अगरनन्द नाहटा – राजस्थान की सांस्कृतिक धरोहर
6. वर्णमाला – शरद जोशी – जीप पर सवार इलियाह
7. पर्यावरण – अनुमोद भिखर – आज भी खड़े हैं तालाब

पद्ध भाग :- (कबीर ग्रंथावली से सं – श्यामुद्दूर्द दास)

1. कबीर – साहित्यी सं. – गुजरात को अंग – 7,12,26,30
   सुरजो को अंग – 10,17,24,26
   विजय को अंग – 2,6,10,18
2. सूरदास सूरसागर सार – सं. डी. धीरेन्द्र भर्मा
   – विनय भक्ति पद सं. – 21,33
   – गोकुल लीला पद सं. – 55,58
   – बुंदवन लीला पद सं. – 10,28
   – चुंबन संदेश पद सं. – 77,79
3. तुलसीदास – विनय पतिक, रामचंद्रप्रस, गोकुलपुर पद सं. – 87,88,90,156,158
4. गीरां – पद्मप्रलय सं. – नरेंद्रम स्यामी पद सं. – 1,3,4,5,10
5. रहीम – राहीम ग्रंथावली संपादक विवाहनिवास भिखर, गोविन्द रजनीश
   (तुलसीदास) 196,191,211,212,214,218,219,220,223,224
6. मंदिरलिखरण गुप्त – मनुष्यता, हम राज्य लिए मरते हैं (गीत–साहेब के नवन संग से)
7. सुमित्रनन्दन पंत – नीका विहार
8. सुप्रसाद लिखितो निर्मला – वद लोकी पथर
9. सचिदानन्द हीरानन्द वास्तवप्यारे 'अंग्रेज' – हिन्दीसमा
10. राक्षसी सिंह दिनकर – विषयवाद, समरे शेष है

Dy. Registrar
(Academic)
University of Rajasthan
JAIPUR
खण्ड - ‘ख’
व्याकरण/व्यवहारिक हिन्दी खण्ड

1. निबन्ध लेखन
   - शब्द सीमा 300 शब्द
   8 अंक

2. कार्यालयी लेख
   - शासकीय - अद्वैताभासक क्रम, कार्यालयी आदेश, अधिसूचना, पृष्ठांकन 4 x 2
   8 अंक

3. संक्षेपण
   4 अंक

4. परिचय
   5 अंक

5. शब्द निर्माण प्रविष्टि
   - उपसर्ग, प्रत्यय, संधि, समास
   5 अंक

6. शब्द शुद्धि एवं वाक्य शुद्धि
   5 अंक

7. मुहावरे एवं लोकोक्ति
   5 अंक

8. पारिभाषिक शब्दावली
   5 अंक

9. शब्द के प्रकार
   - संज्ञा, सर्वनाम, विशेषण, क्रिया एवं क्रिया विशेषण
   5 अंक

Dy. Registrar
(Academic)
University of Rajasthan
JAIPUR
COMPULSORY PAPER OF ENVIRONMENTAL STUDIES

Compulsory in I Year for all streams at undergraduate level

**Scheme of examination**

<table>
<thead>
<tr>
<th>Time</th>
<th>Min Marks</th>
<th>Max. Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 hrs</td>
<td>36</td>
<td>100</td>
</tr>
</tbody>
</table>

This paper will contain 100 multiple choice questions. Each question will carry 1 mark.

Students should be encouraged to visit places of Environmental Importance including Natural and Manmade Habitat.

**Note:**
1. The marks secured in this paper shall not be counted in awarding the division to a candidate.
2. The candidates will have to clear this compulsory paper in three chances.
3. Non-appearing or absence in the examination of compulsory paper will be counted as a chance.

**Unit.1: The Multidisciplinary nature of environmental studies**

Definition, scope and importance- Relationship between Environmental Studies and other branches of science and social sciences.

Need for Environmental awareness, Environmental education in present day context.

**Unit.2: Natural Resources and Challenges**

a. Natural resources and associated problems, Classification of resources: renewable resources, non-renewable resources, classes of earth resources, resources regions: Definition and criteria, resource conservation.

b. Forest resources: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forest and tribal people.

c. Water resources: Use and over-utilization of surface and groundwater, floods, drought conflicts over water, dams-benefits and problems.

d. Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies.
Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticides problems, water logging, salinity, case studies.

f. Energy resources: Growing energy need, renewable and nonrenewable energy sources, use of alternate energy sources. Case studies.

g. Land resources: Land as a resource, Land degradation man induced Landslides, soil erosion and desertification.

- Role of an individual in conservation of natural resources.

- Equitable use of resources for sustainable lifestyles.

Unit 3: Ecosystems, Concepts, Structure, Functions and Types

- 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 characteristics features, structure and function of the following ecosystem:
  a. Forest ecosystem, Tropical Temperate and Alpine Ecosystem
  b. Grassland ecosystem and Their Types
  c. Desert ecosystem with emphasis on Thar Desert
  d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries) and Wet Lands

Unit 4: Biodiversity and its conservation

- Introduction –Definition, genetic, species and ecosystem diversity
- Biogeographically classification of India
- Value of biodiversity : consumptive use, productive use, social ethical, aesthetic and option values
- Biodiversity at global, National and local level
- India as a mega-diversity nation
- Hot-sport of biodiversity
- Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts
- Endangered, Threatened and endemic species of India
- Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity
- Red Data Book

\[ 12 \]

\[ \text{Dy. Registrar (Academic) University of Rajasthan JALPUR} \]
Unit 5: Environmental Pollution and Control Measures

Definition
- Causes, effects and control measures of:
  a) Air Pollution
  b) Water Pollution
  c) Soil Pollution
  d) Marine Pollution
  e) Noise Pollution
  f) Thermal Pollution
  g) Nuclear Hazards
- Solid waste management
- Role of an individual in prevention of pollution
- Pollution case studies
- Disaster management: floods earthquake, cyclone and landslides

Unit 6: Social issues, Environment, Laws and Sustainability

- From Unsustainable to Sustainable development
- 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 solution.
- Climate change, global warming, acid rain ozone layer depletion, nuclear accidents and holocaust. Case studies
- Wasteland reclamation.
- Consumerism and waste product.
- Environmental Protection Act.
- Air (Prevention and Control of Pollution)Act
- Wild life protection Act
- Forest Conservation Act
- Biological Diversity Act
- Issues involved in enforcement of environmental legislation
- Public Awareness

Unit 7: Human Population and the Environment

- Population growth, variation among nations
- Population explosion-Family Welfare Programme
- Environment and Human health
- Human Rights
- Value Education
- HIV/AIDS
- Women and Child Welfare
- Role of Information Technology in Environment and human health
- Case Studies
Suggested Readings:

5. Goudie, Andrew. The Human Impact.

Dy. Registrar (Academic)
University of Rajasthan
JAIPUR
4. Syllabus of Elementary Computer Applications

Work load: Teaching 2 hours per week
Practical 2 hours per week

Max Marks: 100 (Main University Exam: Theory -60 Marks, Practical- 40 Marks)

Each candidate has to pass in Theory and Practical Examinations separately.

Main University Examination: Question pattern for Theory Paper

Part – I (very short answer) consists 10 questions of one marks each with two questions from each unit. Maximum limit for each question is up to 20 words.

Part – II (short answer) consists 5 questions of two marks each with one question from each unit. Maximum limit for each question is up to 40 words.

Part – III (Long answer) consists 5 questions of eight marks each with one question from each unit with internal choice. Maximum limit for each question is up to 400 words.

Unit – I

Introduction to Information Technology. evolution and generation of computers, type of computers, micro, mini, mainframe and super computer. Architecture of a computer system: CPU, ALU, Memory (RAM, ROM families) cache memory, input/output devices, pointing devices.

Concept of Operating System. need types of operating systems, batch, single user, multi-processing, distributed and timeshared operating systems, Introduction to Unix, Linux, Windows, Windows NT. Programming languages – Low level and high level languages, generation of languages, 3 GL and 4 GL languages, Graphic User Interfaces.

Unit – II

Word Processing Tool: Introduction, Creating, Saving, Copy, Move and Delete, Checking Spelling and Grammar. Page Layout, interface, toolbars, ruler, menus, keyboard shortcut, editing, Text Formatting, insert headers and footers, Bullets and Numbering, Find and Replace etc., Insert Table and Picture, Macro, Mail Merge.

Power Point: Creating and viewing a presentation, managing Slide Shows, navigating through a presentation, using hyperlinks, advanced navigation with action setting and action buttons, organizing formats with Master Slides, applying and modifying designs, adding graphics, multimedia and special effects.

Unit – III

Unit – IV

The Internet - History and Functions of the Internet, Working with Internet, Web Browsers, World Wide Web, Uniform Resource Locator and Domain Names, Uses of Internet, Search for Information, Email, Chatting, Instant messenger services, News, Group, Teleconferencing, Video-Conferencing, E-Commerce and M-Commerce.

Manage an E-mail Account, E-mail Address, configure E-mail Account, log to an E-mail, Receive E-mail, Sending mails, sending files an attachments and Address Book, Downloading Files, online form filling, E-Services - E-Banking and E-Learning.

Unit - V


Network Security - Risk assessment and security measures, Assets and types (data, applications, system and network), Security threats and attacks (passive, active); types and effects (e.g. Identity theft, denial of services, computer virus etc.), Security issues and security measures (Firewalls, encryption/decryption), Prevention.

Question Paper pattern for Main University Practical Examination

Max Marks: 40

Practical

The practical exercises will be designed to help in the understanding of concepts of computer and the utilization in the areas outlined in the theory syllabus. The emphasis should be on practical usage rather than on theoretical concepts only.

The practical examination scheme should be as follows –

- Three Practical Exercise (including Attendance & Record performance) 30 marks
  - Operating system
  - MS Word
  - MS Excel
  - MS Power Point
  - Internet
- Viva-voce 10 marks
Core Paper-1

ID-101: History of Art & Design (Theory)

Aim
The aim of this unit is to encourage an understanding of the social, psychological, cultural, historical and commercial factors which underpin all visual arts theory and practice across the spectrum of subject specialism's.

Learning outcomes
- Understand influences on art and design activities and outcomes through the interpretation and analysis of information
- Be able to assess, interpret and evaluate information
- Be able to evaluate and present conclusions.

Course content
Unit-I: Influences of Art and Design Movements, Cubism, Dadaism, Surrealism
Unit-II: Abstract Expressionism, Minimalism, Pop Art, Renaissance, Baroque, Bauhaus, Rococo, Roccoco,
Unit-III: Art Nouveau, Futurism, Impressionism and Post Impressionism,
Unit-IV: Arts and Crafts, Gothic, Historical Art and Design Developments,
Unit-V: Contemporary Art and Design Developments.

Reference
Core Paper-2

ID-102: Fundamental of Design (Practical)

Aim
To make students see, make and appreciate the basic design concepts. The first level includes the vocabulary of design and principles of composition. This level includes 3D composition and study of Volumes.

Learning Outcome
- Student will be able to understand basics of design concepts.
- Student will be able to understand design & principles of composition & 3D compositions.

Unit Contents
Elements of design, Textures and patterns in design, colour basics, colour theory, colour schemes, isometry in design, Nature drawing, Human figure drawing, object drawing, 2D geometry, 2D mark making techniques, 2D visual communication techniques, Use of formal elements in 2D visual communication, 3D geometry, 3D making techniques, Communicating design ideas using 3D making techniques, Use of formal elements in 3D visual communication.

Reference
University of Rajasthan/Bachelor of Design / INTERIOR DESIGN


Core Paper-3

ID-103: Visualization & Drawing Techniques (Practical)

Internal Max M: 40
Internal Min. M.: 16
External Max M: 60
External Min. M.: 24

Aim
The aim of this course is to understand the method of visualizing and drawing from nature, cast and product drawing.

Learning Outcome

- Student will be able to understand the methods & techniques of visualization & drawing.
- The student would be exposed to appreciation of drawing different products.

Unit Contents
Understand the techniques of drawing such as pen and ink sketching; pencil sketching; pencil colour sketching etc., for drawings from nature, cast and product drawings; method of representing positive and negative spaces; light and dark tones etc. The students would.

Reference

- Dodson B., (1990), Keys to Drawing, North Light Publications, Cincinnati.

Core Paper-4

ID-104: Material Studies (Practical)

Internal Max M: 40
Internal Min. M.: 16
External Max M: 60
External Min. M.: 24

Aim

[Signature]
Dy. Registrar
Academic
University of Rajasthan
JAIPUR
Learners will be introduced to a brief history and introduction to 3D material, tools and processes and made aware of the range of possibilities of different materials in their 2D and 3D application to design. This may be done through lectures / ppt presentations / swatches / samples.

Learning Outcome
- Student will be able to understand the properties of different material.
- Student will be able to understand the techniques, process terminology and tools of materials.

Unit Contents
Material exposure could range from paper, fabrics, glass, metals, metal foils, plastics, acrylic, rubber, wood- natural/manmade, foam, Styrofoam, sponge, leather, rexine, clay, plaster of paris, adhesives etc.

Techniques, Process terminology and Tools can cover a range of methods like – cutting, sawing, carving, cutting, welding, drilling, joinery, polishing, constructions, mould making, modelling, casting, gluing, stitching, embroider, weaving, tying, dying, surface embellishments and manual and mechanical tools used for such explorations.

Reference
- Building material Author Mr. G. C. Sahu & Joy Gopal.
- Building material Author Bhavi Khir.
- Weaving reference books of Textile Technology
- Maria Dolors Ros Frijola, The Art & Craft of Ceramics

Core Paper-5

ID-105: Design Principles (Practical)

Aim
The aim of this unit is to enable learners to develop knowledge and understanding of the issues that have informed debate on the purposes and processes of design.

Learning outcomes
- Understand the relationship between form and function
- Understand the principles of cultural and contextual association
- Be able to develop concepts through the exploration of materials, techniques and processes
- Be able to develop concepts by the analysis of the needs of end-users.

Unit content

Reference

Core Paper-6

ID-106: Design Method (Practical)

Internal Max M: 40
Internal Min. P. M.: 16
External Max M: 60
External Min. P. M.: 24

Aim
This unit aims to give learners opportunities to develop skills and knowledge in the development of new products or services in design pathways.

Learning outcomes
1 Know the phases of the design development cycle
2 Be able to plan a project using the design development cycle
3 Be able to use imagination and innovation in the development of a product
4 Be able to propose design improvements to the production process.

Unit content

Reference
- How Fashion Works by Gavin Waddell Blackwell
- Francis D. Ching - Design Drawing Publisher Weley
- Thomas E., French. Graphics Science & Design
(YEAR-2)
Distribution of Marks
B. Des.-Interior Design Part-II

<table>
<thead>
<tr>
<th>Subject Theory</th>
<th>Max Marks</th>
<th>Min. Pass Marks</th>
<th>Duration of Exam</th>
<th>Teaching Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID-201: Theory of Materials</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>ID-202: Basic Construction</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>Subject - Practical</td>
<td>Internal</td>
<td>External</td>
<td>Internal</td>
<td>External</td>
</tr>
<tr>
<td></td>
<td>Max.M.</td>
<td>Max. M.</td>
<td>Min.P.M.</td>
<td>Min.P. M.</td>
</tr>
<tr>
<td>ID-203: Basic Drawing &amp; Drafting</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>ID-204: Basic Construction</td>
<td>20</td>
<td>30</td>
<td>22</td>
<td>12</td>
</tr>
<tr>
<td>ID-205: Interior Construction</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>ID-206: Interior Design-I - Residential Design</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>ID-207: Computer Aided Design</td>
<td>20</td>
<td>30</td>
<td>08</td>
<td>12</td>
</tr>
</tbody>
</table>

Core Paper – 1

ID-201: Theory of Materials (Theory)

Max. M: 100  
Min.P. M.: 36

Aim
This unit intends to equip the students with thorough knowledge of materials being used for interior projects and works. Particularly students will get knowledge and useful information about materials characteristics and their appropriateness of use. Emphasis should be mainly on environment friendly materials and their applications. Use of recycled materials and reuse of materials shall be encouraged.

This unit intends to equip the students with through knowledge of materials being used for interior projects and works. Particularly students will get knowledge and useful information about materials characteristics and their appropriateness of use.
Unit Contents

Unit I:
A. CLAY
1. Bricks
   a) Types, Qualities & Properties
   b) Manufacturing (not for examination)
   c) Application
2. Terracotta
   a) Types, Qualities & Properties
   b) Manufacturing (not for examination)
      a) Application
3. Ceramic
   a) Types, Qualities & Properties
   b) Manufacturing (not for examination)
      b) Application

Unit II:
B. STONES
   a) Types, Qualities & Properties
   b) Processing
   c) Application
C. MORTAR LIME CEMENT
   a) Types, Qualities & Properties
   b) Processing
   c) Application (like Terrazzo, Mosaic, Cast Stone etc)
D. Concrete
   a) Types of concrete
   b) Types of coping/ shapes of coping
   c) Concrete blocks
   d) RCC – Introduction & Concept for lintels & chajja

Unit III:
E.TIMBER
i. Types of Timber
   Used for furniture or interiors
   Used for construction / structure
ii. Properties & defects in timbers
iii. Introduction & purpose of seasoning
iv. Timber Product
    Plywood, Blok – Board, Particle Board, MDF, Fire Boards
v. Laminates – types & textures, thickness etc.
F. Glass
   a) Qualities, Properties & Types
   b) Manufacturing
   c) Processing & Application

Unit IV:
G. FIXTURES & FINISHES
a) Paints
b) Polishes
c) Textured finishes
d) Wall Papers
e) Cladding materials
f) Types of plastering & finishes
g) Upholstery, fabrics, curtain, venetian blinds, vertical blinds
h) Carpets, Vinyl flooring, rubber, plastic, nylon etc

H. 1 Metals
Ferrous & Non-ferrous metals like Aluminum, Brass, Copper, Mild Steel, Galvanized Iron, Stainless Steel etc.
   a) Quality, Properties & Types
   b) Surface treatments like anodizing, powder coating, specialized coating etc.
   c) Applications

Unit V:
I. Artificial Materials
   a) Acrylic plastic, polycarbonate, polyurethane
   b) Artificial woods, Eco friendly and Recycled materials

J. Materials for Lighting
   a) Types for wires, conduits, distribution boards, mini circuit breakers earth leaked circuits breakers specifications
   b) Light fittings
   c) Decorative fittings
   d) Special effect lightings like neon, fiber optics, flash etc.

K. Materials Specialty
   a) Water Proofing
   b) Fire Fighting & Fire Prevention
   c) Acoustical
   d) Thermal Insulation
   e) Light weight construction materials / reuse of materials

L. Materials for Sanitation and Plumbing
   a) Different Plumbing Materials
      Properties, Uses, Fittings & Fixture Applications
   b) Different Sanitation Materials

Learning outcome
Collection of actual materials with study and through observation, understanding their properties, characteristic and strength. Knowledge and skills acquisition by conducting seminar on use of such materials and their application techniques.
The Implementation Strategy will consist of various methods like problem identification and alternative solution, self study, demonstration and actual site visits with discussion. It will further include design consideration of various furniture units to be given importance on.

a) Study of subject and of materials museum and use of the same in the practice, preferably during actual site visits.

b) Conduction carpentry workshops for understanding detailed and micro construction of furniture with various alternative materials.

c) Demonstrating carpentry joinery through models

d) Collecting and studying for deeper understanding of the details of interior construction related various hardware and their proper applications with uses.

e) Market survey, study and understanding of construction techniques and practice in interior design.

Reference


Core Paper–2

ID-202: Basic Construction (Theory & Practical)

Max. M: 100
Min.P. M.: 36

Dy. Registrar
(Registrar)
University of Rajasthan
JAIIPUR
This unit intends to equip the student with thorough knowledge of material along with techniques of their use in construction of various furniture items and interior elements and structures. Through this subject, the students will develop an insight into the knowledge and skill required for interior construction practices.

Unit Contents

Unit I:
A. MASONARY
1. Brick Masonry
   a) Different types of Bonds in various thickness / Corners
2. Stone Masonry
   a) Various types of stone masonry
   b) Dry Rubbled
   c) Random Rubbled
   d) Ashlar fine
   e) Ashlar chamfered

Unit II:
Structures – framed and load bearing structures
a) Basic concept, differentiations and limitation for construction special care to be taken while demolition (without damaging existing structure)
b) Introduction of foundation

Unit III
B. Opening in Masonary work
   Lintels – various types
   a) Timbers
   b) Brick
   c) Stone
   d) Steel
   e) RCC (lintels with projections chajja)

Unit IV:
Arches in bricks & Stones – Various shapes and section Practice oriented exercise

Unit V:
C. Joinery Details
Timber Construction – with consideration of environment
i. Various joints in Timber and their applications
ii. Introduction to various fasteners: nails, screws, nuts and bolts rivets etc.
iii. Various methods of fastening: welding, brazing, gluing & pasting etc.

Learning outcome
The Implementation Strategy will consist of various methods like problem identification and alternative solution, self study, demonstration and actual site visits with discussion. It will further include design consideration of various furniture units to be given importance on.

a) Study of subject and of materials museum and use of the same in the practice, preferably during actual site visits.
Conducting Carpentry Workshops for understanding detailed and micro construction of furniture with various alternative materials.

c) Demonstrating carpentry joinery through models.

d) Collecting and studying for deeper understanding of the details of interior construction related various hardware and their proper applications with uses.

e) Market survey, study and understanding of construction techniques and practice in interior design.

Reference

Core Paper - 3

ID-203: Basic Drawing & Drafting (Practical)

Aim
This unit intends to equip the students with concept and principles of Basic Design pertaining to Interiors. It will develop the skills in elements of design, colour, texture, anthropometrics, planning of residences, which are required in planning of the interior of residences.
This unit intends to equip the students with through knowledge of various projection drawing to scale including various kinds of view and perspectives. These Graphics concepts and Perspectives assists designer the designer in better visualization and transferring his/her imagination on the paper and then finally to field practice.
The subject intends to equip the students with through knowledge of various projectional drawings to scale including various kinds of view and perspectives. These Graphics concepts and Perspectives assists the designer in better visualization and transferring his/her imagination on to the paper and then finally to field practice.

Unit Contents
- Introduction & Importance of Interior Design
- Principles of Design
Structural design, decorative design with characteristics and Examples
- Structural Design, Decorative design with characteristics and Examples
- Symmetry, Balance, Harmony, Scale & Proportions, Rhythm, Colour, Emphasis etc

- Elements of Design
  - Line, Form, Texture, Light, Space, Pattern, Colour

- Drawing Presentation
  - Presentation of various Furniture items including plants in Plan & Elevation

- Presentation Techniques
  - Pencil Rendering
  - Colour Rendering
  - Plain
  - Pencil (B&W)
  - Pen & Ink
  - Colour Pencil
  - Water Colour
  - Photo / Fuji Colour

- Ergonomics & Anthropometrics
  - Introduction to Ergonomics
  - Introduction to Anthropometrics

- Study of lines
- Study of surfaces
- Study of volumes with various gradation
- Lettering technique
- Solid Geometry
  - Cube
  - Rectangle
  - Cone
  - Prism etc.
  - Pyramids
  - Polygon
  - Tetrahedrons

- Scale Drawing
  - Use of scales & proportions
  - Measure drawing

- Study of orthographic projections
  - Plans
  - Elevations
  - Sections

- Views
  - Isometric view
  - Axonometric view

- Perspective View
  - One Point (measuring point method)
  - Two Point (measuring method)
Learning Outcomes

a) Assignment based practice reading for interpretation and presentation with proper/appropriate scale.

b) Critical observation and study of presentation by means of various rendering techniques of various elements in Interior Design

c) Study of light effects in design elements and presentation of the same

d) Study of textures and compositions and present the same with technique of drawing.

e) Visualization of 3 dimensions and appropriate presentation of the same with the new methodology through presentation techniques

f) Preparation of 3D models with proportions and to suit requirements.

g) The implementation strategies will include critical study of photographs, self-search, case studies, and evaluation of articles and problem solving through juries.

h) Photographs from the magazines in respect of Interior, identifying the various elements there in, with the name.

i) Appreciations of photographs of interiors form the magazines related to art forms and giving reasons regarding the emphasis on certain elements through their sizes, shape, form, colour, textures etc. along with the discussion.

j) Study of articles from the magazine with individual remarks/opinions regarding the same or rewriting independently articles.

k) Study of anthropometrics data from books, chart or actual design related items separately.

l) Regarding the project studies, case studies of various related topics for interiors will be used. Presentation of data collected will be done by means of seminars/visits/books/visuals. Motivation of inspiration through the works of renowned designers and architects. Critical observation of interior projects for their merits and demerits by means of reading, study of drawings, interpretation and discussion.

m) Assignment based practice reading for interpretation and presentation with proper/appropriate scale.

n) Critical observation and study of presentation by means of various rendering techniques of various elements in Interior Design

o) Study of light effects in design elements and presentation of the same

p) Study of textures and compositions and present the same with technique of drawing.

q) Visualization of 3 dimensions and appropriate presentation of the same with the new methodology through presentation techniques

r) Preparation of 3D models with proportions and to suit requirements.

Reference

Mogali Delgado Yanes and Ernest Redondo Dominguez, Freehand drawing for Architects and Interior Designers, wW. Norton & Co., 2005
- Francis D. Ching, Design Drawing, Wiley publishers
- Moris, I. H. Geometrical Drawing for Art Students.
- Francis D. Ching – Architectural Graphics, Wiley publishers, 2002
- Itten, Johannes. Design and Form: The basic course at the Bauhaus, Thames and Hudson Ltd., London 1997.
- Mogali Delgado Yanes and Ernest Redondo Dominguez, Freehand drawing for Architects and Interior Designers, wW. Norton & co., 2005
- Francis D. Ching, Design Drawing, Wiley publishers
Bately, Claude. Design Development of India Architecture.

Bellings, Lance Bowen. Perspective space and Design.


Conli, Claudius. Drawings by Architects.


Ernest. R. Norling, Perspective made easy, Dover publications, 1999


Core Paper – 4

ID-204: Basic Construction (Practical)

Aim
This unit intends to equip the students with thorough knowledge of materials along with techniques of their use in construction of various furniture items and interior elements and structures. Through this subject, the students will develop an insight into the knowledge and skill required for interior construction practices.

Unit Contents

Unit I:

A. MASONARY

3. Brick Masonry
   Different types of Bonds in various thickness / Corners

4. Stone Masonry
   f) Various types of stone masonry
   g) Dry Rubbled
   h) Random Rubbled
   i) Ashlar fine
   j) Ashlar chamfered

Unit II:

Structures – framed and load bearing structures
   c) Basic concept, differentiations and limitation for construction special care to be taken while demolition (without damaging existing structure)
   d) Introduction of foundation

Unit III

B. Opening in Masonary work
  Lintels – various types
   f) Timbers
   g) Brick
n) Stone
i) Steel
j) RCC (lintels with projections chajja)

Unit IV:
Arches in bricks & stones – various shapes and section practice oriented exercise

Unit V:
C. Joinery Details
Timber Construction – with consideration of environment
iv. Various joints in timber and their applications
v. Introduction to various fasteners: nails, screws, nuts and bolts rivets etc.
vii. Various methods of fastening: welding, brazing, gluing & pasting etc.

Learning outcome
The implementation strategy will consist of various methods like problem identification and alternative solution, self study, demonstration and actual site visits with discussion. It will further include design consideration of various furniture units to be given importance on.

f) Study of subject and of materials museum and use of the same in the practice, preferably during actual site visits.
g) Conducting carpentry workshops for understanding detailed and micro construction of furniture with various alternative materials.
h) Demonstrating carpentry joinery through models.
i) Collecting and studying for deeper understanding of the details of interior construction related various hardware and their proper applications with uses.
j) Market survey. study and understanding of construction techniques and practice in interior design.

Reference
Aim
This unit intends to equip the students with knowledge of materials along with techniques of their use in construction of various furniture items and interior elements and structures. Through this subject, the students will develop an insight into the knowledge and skills required for interior construction practices.

This unit intends to equip the students with knowledge of materials along with techniques of their use in construction of various furniture items and interior elements and structures. Through this subject, the students will develop an insight into the knowledge and skills required for interior construction practices.

Unit Contents
- Doors & Windows
- Types of Doors
  - Battened
  - B V Ledge
  - B L and Braced
  - B L, B & Framed
  - Paneled Door
  - Flush Door
  - Partly Glazed Door
  - Sliding / Folding Door Accordion Type
  - Bathroom Door Sliding / folding type
- Types of Windows
  - Casement window
  - Hinged & Pivoted
  - Sliding Window
  - Sliding & Folding
- Staircase
  - Types & Materials
- Floors
  - Types & Materials
- False Ceiling
  - Types – suspended ceilings with concealed lighting arrays & ducting.

Learning Outcome
The Implementation Strategy will consist of various methods like problem identification and solution, self-study, demonstration and actual site visits with discussion. It will further include design consideration of various furniture units to be given importance on.
a) Study of subject and of materials museum and use of the same in the practice, preferably during actual site visits.
b) Conducting carpentry workshops for understanding detailed and micro construction of furniture with various alternative materials.
c) Demonstrating carpentry jomery through models.
d) Collecting and studying for deeper understanding of the details of Interior Construction related various hardware and their proper applications with uses.
e) Market survey, study and understanding of construction techniques and practice in Interior design.

Reference

Core Paper - 6

ID-206: Interior Design--I(Residential Design Project) (Practical)

Internal Max. M: 40
Internal Min.P. M.: 16
External Max. M:60

34
Aim
This unit intends to equip the students with concept and principles of Basic Design pertaining to interiors. It will develop the skills in elements of design, colour, texture, anthropometrics, planning of residences, which are required in planning of the interior of residences.

Unit Contents
Basic Design for Living Units (with built-in-Environmental Consideration)
- Living Room
- Dining Room
- Living-cum-Dining room
- Kitchen-cum-Dining room
- Kitchen
- Master, Children's, Guest Bedrooms
- Toilets
- Practice oriented Exercise: 9 plate
- Study of Furniture along with costing
  - Fixed & Moveable (Residential & Commercial)
  - Chairs, Bed (single & double), sofa, space dividers, built in furniture, wardrobe, dining table, wall units, curtain types, counters of bars, bank executive tables, conferences etc.
- Study of Services along with Estimation & Costing
  - Plumbing
  - Wiring & Lighting
  - Futuristic Orientation
  - Lifts & Escalator

Learning Outcome
The implementation strategies will include critical study of photographs, self-search, case studies, and evaluation of articles and problem solving through inures.
Photographs from the magazines in respect of Interiors, identifying the various elements there in, with the name.
Appreciations of photographs of Interiors form the magazines related to art forms and giving reasons regarding the emphasis on certain elements through their sizes, shape, form, colour, textures etc. along with the discussion.
Study of articles from the magazine with individual remarks/opinions regarding the same or rewriting independently articles. Study of anthropometrics data from books, chart or actual design related items separately.
Regarding the project studies, case studies of various related topics for interiors will be used. Presentation of data collected will be done by means of seminars/visits/books/visuals. Motivation of inspiration through the works of renowned designers and architects. Critical observation of interior projects for their merits and demerits by means of reading, study of drawings, interpretation and discussion.
Reference


Core Paper–7

ID-207: Computer Aided Design (Auto CAD)(Practical)

Internal Max. M: 20
Internal Min. P. M.: 08
External Max. M: 30
External Min M: 12

Aim
This unit intends to equip the students with concepts and principle of CAD pertaining to Interior Design using software like AUTOCAD and similar ones.

Unit Contents
- Introduction to AUTOCAD 2D
  o Starting & Closing AutoCAD
  o Screen Layout and Mouse operation
  o Pull Down Menu, Tool Bars, Command Window
  o Drawing file operation
  o Creating Entities - Line - Arc - Circle
  o Erase - Redraw
  o Entity Selection
  o Draw Toolbars
  o Hatch Patterns
  o Working with Text & Fonts Stiles
  o Modify Tool Bar
  o Editing with Grips
  o Polyl ine and Editing of Polyl ine
  o Entity Tools

Dy. Registrar
(Academic)
University of Rajasthan
Unit Contents

- Introduction to AutoCAD 2D
  - Starting & Closing AutoCAD
  - Screen Layout and Mouse operation
  - Pull Down Menu, Tool Bars, Command Window
  - Drawing file operation
  - Creating Entities - Line - Arc - Circle
  - Erase - Redraw
  - Entity Selection
  - Draw Toolbars
  - Hatch Patterns
  - Working with Text & Font Styles
  - Modify Tool Bar
  - Editing with Grips
  - Polyline and Editing of Polylines
  - Entity Tools
  - Using Arrays
  - Zoom options
  - Making Blocks and Insertion of objects
  - Specifying Units and Limits
  - Understanding Scale factors
  - Using Grip and Snap Modes
  - Standard and Properties Bar
  - Creating Assigning, Controlling, working with Layers and Line Types
  - Dimension Menu
  - Enquiry
  - Printing/ Plotting the Drawings
  - Creation of sample drawing

- Introduction to AutoCAD - 3D
  - Concept of Evaluation/ Thickness
  - Use of 3D view point. Tripode and view option
Learning Outcome

- The implementation strategy will include practice and total use of all commands relate to windows and AutoCAD for making designs and
- 2D drawings
  - Line compositions to be taken
  - Color compositions, painting in windows
- Drawing simple geometry objects and drafting of room give building / apartment / flat and Bungalows

Reference

- Giuliano Zampi Conway Lloyd Morgan, Virtual Architecture.

(YEAR-3)
Distribution of Marks
B. Des.-Interior Design Part-III

<table>
<thead>
<tr>
<th>Subject Theory</th>
<th>Max Marks</th>
<th>Min. Pass Marks</th>
<th>Duration of Exam</th>
<th>Teaching Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

38
University of Rajasthan/Bachelor of Design / INTERIOR DESIGN

<table>
<thead>
<tr>
<th>ID-301: Services</th>
<th>100</th>
<th>36</th>
<th>3 Hrs.</th>
<th>100</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID-302: Estimation &amp; Costing</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>Subject –Practical</td>
<td>Internal Max. M.</td>
<td>External Max. M.</td>
<td>Internal Min.P.M.</td>
<td>External Min.P. M.</td>
</tr>
<tr>
<td>ID-303: Interior Design-II – Retail &amp; Store Design</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>ID-304: Commercial Model Making</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>ID-305: Computer Aided Design – 3DS Max</td>
<td>20</td>
<td>30</td>
<td>08</td>
<td>12</td>
</tr>
<tr>
<td>ID-306: Interior Design III Commercial Projects</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>Elective (Choose any one)</td>
<td>20</td>
<td>30</td>
<td>08</td>
<td>12</td>
</tr>
<tr>
<td>a. Product Photography</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>b. Fashion Accessory</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>c. Visual Merchandising</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>d. E-Commerce for Product Life Style</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Core Paper - 1

ID-301: Services (Theory)

Max. M.: 100
Min. P. M.: 36

Aim

This unit intends to equip the students with concept and principles of advanced design pertaining to interiors. It will develop their skills in advanced design and commercial interior including services provided in such commercial centers.

This unit intends to equip the students with concept and principle in advanced design and commercial interior including services provided in such commercial centers.

Unit Contents

Unit I:

a. Lighting
   Terms like lumen, candle, wring systems & their suitability, types of lighting, types of light fittings & fixtures
b. Telephone & Telecommunication and Lan system
   Different types of electronic (sound equipments)

Unit II:
Environmental considerations like energy efficiency, solar energy etc.

pertaining to energy efficiency, solar energy etc.

d. Water Supply & Plumbing Anthropometrics data clients needs / utilities Service
Utilities Aesthetics Feasibility in construction

Unit III:

1. Ventilation & Air Conditioning - Change in Temperature & Heating
   1) Principles of Heating
   2) Principles of Air-conditioning
   3) System like window units, Split and central air conditioners
   4) Principles of ducting & distributing

Unit IV:

f. Sound
   Acoustics - Study of different systems of insulations & sound proofing,
   use and methods of applications

Unit V:

g. Fire Fighting -
   Types of fire, Fire fighting equipments and systems
h. Security System - Detection of alarm, close circuit TV
   Study pertaining to
   Anthropometrics data
   clients needs / utilities
   Service Utilities
   Aesthetics
   Feasibility in construction

Learning Outcome

- The implementation strategies will include critical study of photographs, self-search, case studies, and evaluation of articles and problem solving through juries.
- Photographs from the magazines in respect of interiors, identifying the various elements there in, with the name.
- Appreciations of photographs of interiors form the magazines related to art forms and giving reasons regarding the emphasis on certain elements through their sizes, shape, form, colour, textures etc. along with the discussion.
- Study of articles from the magazine with individual remarks / opinions regarding the same or rewriting independently articles.
- Study of anthropometrics data from books, chart or actual design related items separately.
- Regarding the project studies, case studies of various related topics for interiors will be used. Presentation of data collected will be done by means of seminars / visits / books / visuals. Motivation of inspiration through the works of renowned designers and architects. Critical observation of interior projects for their merits and demerits by means of reading, study of drawings, interpretation and DISCUSSION.
- The implementation strategies will include critical study of photographs, self-search, case studies, and evaluation of articles and problem solving through juries.
Photographs from the magazines in respect of Interiors, identifying the various elements there in, with the name.

- Appreciations of photographs of Interiors form the magazines related to art forms and giving reasons according to the emphasis on certain elements through their sizes, shape, form, colour, textures etc. along with the discussion.
- Study of articles from the magazine with individual remarks / opinions regarding the same or rewriting independently articles.
- Study of anthropometrics data from books, chart or actual design related items separately.
- Regarding the project studies, case studies of various related topics for interiors will be used. Presentation of data collected will be done by means of seminars / visits / books / visuals. Motivation of inspiration through the works of renowned designers and architects.
- Critical observation of interior projects for their merits and demerits by means of reading, study of drawings, interpretation and discussion.

Reference

- W W W. Wikipedia.org. Air conditioning
- Poella. L. Leslie, Environmental Acoustics.
- Burris, Harold, Acoustics for Architect.
ID-302: Estimation & Costing (Theory)

Max. M: 100
Min. P. M.: 36

Aim
This unit intends to equip the students with all the procedures of estimation & costing principles of estimating all works of interior design project.

Unit Content
Unit I:
- Regulations and restrictions on various types of new and old works
- Local bye-laws pertaining to interiors and renovation of building
- Procedure from date of enquiry

Unit II:
- Keeping of costs, job-records, alterations to estimates, modifications
- Preparation of schedules and progress charts
- Supervision of sub-trader and sub-contractors

Unit III:
- Confidential information for client or employers
- Encroachment on existing project of author designer in direct competition
- Fee's scale of charges, commissions and discounts retaining fees, rejection fees

Unit IV
- Conditions of engagement and terms of contract, alternative agreements, out of pockets expenses, stages of payment, settlement of disputes and arbitrations
- Principles of estimating for all types of decoration and redecoration works including painting, panelling, partitioning, false ceiling, flooring etc.
- Preparing bill of quantities from architect's interior Designer's scale drawings and pricing.

Unit V:
- Principles governing new & old work as regards prices
- Exercises on preparation and calling of tenders
- Estimation and schedule of quantities for furniture items
- Estimation of at least one complete interior project should be carried out

Learning Outcome
- Student will be able to know the procedure of estimation & costing
- Student will be able to plan a project using the estimation & costing
- Student will be able to prepare bills, contracts, agreements etc.
Core Paper-3

ID-303: Interior Design-II – Retail & Store Design (Practical)

Aim
This unit aims to develop learners' skills and understanding necessary to operate successfully within a commercial exhibition and retail design context.

Unit Contents
- Project (1) small (minor) like shop, office, clinic, cyber café, consulting room, office, window display, including study of energy saving techniques.
- Drawing requirements
  - Measurement sheet
  - Plans – Furniture layout
  - Plans
    - Furniture layout
    - Flooring layout
    - False ceiling layout
    - Plumbing & Sanitation layout
  - Sections, Sectional elevation
  - Perspective views
  - Façade design, awning along with display window
  - Rendering in any medium

Learning Outcome
- Understand the specific requirements of exhibition and retail design.
- Be able to develop and communicate design ideas in response to identified needs.
- Be able to manipulate materials and processes to meet specified design requirements.
- Understand how to work in a professional context.

Reference:
- Store design – William R. Green
- Store Design – William O. Green
- The Retail Store Design & Construction – William Green

Core Paper-4
ID-304: Commercial Model Making (Practical)

Aim
This unit aims to develop skills and understanding of learners who intend to follow careers as model makers in the architectural, interior design, industrial design, media or entertainment industries.

Unit Contents
- **Technology**: eg mechanics, control, power sources, CAD, CAM, CNC, innovation, new materials
- **Principles**: eg function, communication, form, purpose, events, advertising, prototye, drawing conventions
- **Context**: eg physical limitations, size, scale, purpose, film, theatre, video, television, interior design, product design, animation, client brief
- **Planning**: project management eg scheduling, time management, costings, research, development, testing, refining, communication, resources, facilities
- **Design constraints**: eg types, features, qualities, cost, availability, technology, processes, client, end user, function, purpose
- **Technology**: eg CAD renders, visuals, designs, samples
- **Structures**: systems eg geodesic, space structures, stressed skin, tensegrity; features eg struts, ties, beams, loads, reaction, triangulation, tension, compression, torsion; types eg flexible, rigid
- **Visual qualities**: eg scale, size, static, moving, accuracy, realism, communicating ideas, quality, finish, texture, colour
- **Precision**: eg component fit, movement, reliability
- **Processes**: working eg cutting, laser cutting, injection moulding, rapid prototyping, vacuum forming, CAD, CNC, milling, casting, moulding, mould-making, joining, assembling, finishing
- **Health and safety**: Health and Safety at Work Act; product liability; professional indemnity
- **Materials**: eg wood, metal, plastics, fabrics, modelling materials, ceramics, hybrids, ‘smart’ materials, recycled materials, renewable materials, fibreglass, clay, plaster
- **Design management**: stages of production eg research, design development, testing, material sampling, re-design, production, quality assurance, promotion, review; costs; budget; consultation eg client, designer, manufacturer, engineer, retailer, end user
- **Presentation**: eg folios, development drawings, prototypes, samples, renders, visuals, concept sheets, critiques, client meetings
- **Legislation**: Health and Safety at Work Act; product liability; professional indemnity

Learning Outcome
Understand the technological principles of model making in a commercial context.

- Be able to plan and design a model for commercial production
- Be able to make models to a brief
- Be able to employ professional practice in commercial model making.

Reference
- Model making – Megan Werner
- Model Making conceive. create & convince – Arjan Karsson & Bernard Otte
- Das Architektur Modell

Core Paper – 5

ID-305: CAD- 3D MAX, Photoshop, Corel Draw (Practical)

Aim
This unit intends to equip the students with throughout knowledge of application of computer in interiors and efficient working in 3D & 3D Animation and Walk Through

Unit Contents
3D Studio & Photoshop
Getting Started
Using 3D studio
The Pull Down Menus
The Icon Pannel
The 2D Sharper
Creating Shapes for Lofting in 3D lofters
The 3D Lofters
Importing 2D Shapes for lofting & exports lofted objects into 3D Editor
The 3DEdtor
Creating 3D Models
Importing AutoCAD Models / 3D lofted objects
Understanding Vertex / face / Elements / Objects
Applying materials to objects
Fixing of lights and use of colours
Setting Cameras & understanding view ports
Rendering the image
Saving & Colour prints of Rendered Image
The Key Framer
Understanding Selection Sets

The Material Editors
Sample Projects
Photoshop Basic
Walk Through 3D Animation
Introduction to Animation
Animation - The Illusion movement
Key Framer Commands
Selection Geometry
Hierarchy / Links / Unilinks
Object Commands
Light & Camera Commands
Setting Animation Path
Rendering Animation
Display & Time Commands
The Materials Editors
Surface Colour
Mapping
Shading Models
Creating Materials
Using Materials Editor
Material Colour Monitor
Material Property Control
Sample Project

Learning Outcome
Implementation Strategies will include use and regular practice of all related commands of AUTOCAD 3D, 3D studio, Photoshop, Walk through Animations. The generation of drawings and animation should satisfy the client's requirements and it should ease the planning, design and execution of the interior work.

Reference
- Giuliano Zampi Conway Lloyd Morgan, Virtual Architecture.
Core Paper-6

ID-506: Interior Design – III Commercial Project (Practical)

Internal Max. M: 40
Internal Min. P. M.: 16
External Max. M: 60
External Min M: 24

Aim
This unit intends to equip the students with concept and principles of advanced Design pertaining to Interiors. It will develop the skills in advanced design and commercial interior including service provided in such commercial centers.

Unit Contents
Large project (300 sqm to 500 sqm) like Banks, Restaurants, Corporate Offices, Exhibitions, Bars, Pubs & Casinos, Hotels, Motels, Supermarkets, Hospitals etc. Including landscape & special considerations & provision for handicapped persons for circulation & facilities Practical / field / project work etc.

- Drawing Requirements:
  - Measurement Sheet
  - Plans
- furniture layout
- flooring layout
- false ceiling layout
- Air conditioning ducting layout
- Electrical layout
- Layout indicating security system
  - landscape layouts
  - Sectional elevations
  - Perspective views
  - Rendering in any medium (pencil, ink, Water colour, poster colour etc.)

Learning Outcome
- The implementation strategies will include critical study of photographs, self-search, case studies, and evaluation of articles and problem solving through juries.
- Photographs from the magazines in respect of interiors, identifying the various elements there in, with the name.
- Appreciations of photographs of Interiors form the magazines related to art forms and giving reasons regarding the emphasis on certain elements through their sizes, shape, form, colour, textures etc. along with the discussion.
- Study of articles from the magazine with individual remarks / opinions regarding the same or rewriting independently articles.
University of Rajasthan/Bachelor of Design / INTERIOR DESIGN

Study of anthropometric data from books, chart or actual design related items separately.

- Regarding the project studies, case, studies of various related topics for interiors will be used. Presentation of data collected will be done by means of seminars / visits / books/ visuals. Motivation of inspiration through the works of renowned designers and architects.
- Critical observation of interior projects for their merits and demerits by means of reading, study of drawings, interpretation and discussion.

Reference
- Kilmer, Workkind Drawings and Details for Interiors, John Wiley and Sons,

Core Paper-7

ID-307: Elective(Choose any one)(Practical)

- a) Product Photography

Aim
This unit aims to develop learners' skills and understanding in Product Photography.

Learning Outcome
- a) Be able to use space and equipment
- b) Be able to use sets, lights and backgrounds.

Course Content
Various aspects of photography including lighting for indoor & outdoor, handling of studio equipment and set planning & composition.

Reference
- a) How to Set Up Photography Lighting for a Home Studio Kindle Edition by Amber Richards (Author)
Elective
b) Fashion Accessory

Aim
The aim of this unit is to impart intensive training for complete understanding of fashion accessories, techniques and process, product development and quality, market intelligence, management and operational methods.

Learning Outcome
a) Student will be able to understand about fashion accessories.
b) Student will be able to understand the techniques & process of fashion accessories.
c) Student will be able to understand the product development, quality & marketing aspects.

Course Content

Reference
a) Encyclopedia of Fashion Accessories author

elective

Aim
This course would require the students to develop merchandising plan for the women’s apparel. The basics of visual merchandising, display windows, planning etc., would be covered in this course.

Learning Outcome
a) Present and coordinate merchandise so that related goods are shown in a unique, desirable, and saleable manner.
b) Apply basic design principles and colour theories to the construction of promotional displays and advertising.
c) Understand the basic functions of retail store operations including store location and layout, shopping centre analysis, retail market segmentation and strategies, and the merchandising mix.
d) Prepare and execute displays for exhibitions and promotional events using the visual dynamics of light as a design element.
Course Content

Merchandising concepts and theories tools and techniques for merchandise display, windows; creative thinking for merchandise display, store layout, display, fashion retailing

Reference


Elective
d) E-Commerce for Product Life Style

Aim

The aim of this unit is to develop understanding of the dynamics of online business and online buying behavior to create a consumer-oriented online business strategy along with holistic knowledge on product development for E-Commerce platform.

Learning Outcome

a) Student will be able to understand global online business sensibilities.

b) The student will be able to understand Global Online Business Industry

c) The student will be able to understand with the knowledge and skills required to manage the online venture for a long period of sustainable profits, but will also challenge them to achieve career goals by fueling their passion.

Unit Contents


Reference

- Enterprise Resource Planning System Author Daniel E. O'leary.
(YEAR-4)
Distribution of Marks
B. Des. -Interior Design Foundation Part-IV

<table>
<thead>
<tr>
<th>Subject Theory</th>
<th>Max Marks</th>
<th>Min. Pass Marks</th>
<th>Duration of Exam</th>
<th>Teaching Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID-401: Entrepreneurship</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>ID-402: Brand Development</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>Subject -Practical</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Internal Max. M.</td>
<td>M.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Internal Min. P. M.</td>
<td>M.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>External Max. M.</td>
<td>M.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>External Min. P. M.</td>
<td>M.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID-403: Sustainable Design</td>
<td>40</td>
<td>16</td>
<td>6 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td>(Eco Design, Social Cause</td>
<td>60</td>
<td>24</td>
<td></td>
<td></td>
</tr>
<tr>
<td>&amp; Environmental Design)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ID-404: Design Portfolio</td>
<td>40</td>
<td>16</td>
<td>6 Hrs.</td>
<td>100</td>
</tr>
</tbody>
</table>
Core Paper-1

ID-401: Entrepreneurship (Theory)

Max.M: 100
Min.P. M.: 36

Aim
This course would introduce the students to the concept of setting up a small scale industry. The students would be motivated through different activities to identify the entrepreneurial competencies and prepare a business proposal for starting a fashion enterprise of their choice.

Learning Outcome
- Student will be able to understand about entrepreneurship and evolution of entrepreneurship.
- Student will be able to understand creating and starting the venture.
- Student will be able to understand managing, growing and ending the new venture.
- Student will be able to understand entrepreneurship Development and Government.

Course content
Unit I: Introduction to Entrepreneurship - Entrepreneur- meaning, importance, Qualities, nature, types, traits, culture, similarities and economic differences between Entrepreneur and entrepreneur. Entrepreneurship development, its importance, Role of Entrepreneurship, entrepreneurial environment.
Unit II: Evolution of Entrepreneurs - Entrepreneurial promotion, Training and developing motivation factors, mobility of Entrepreneurs. Entrepreneurial change, occupational mobility factors in mobility, Role of consultancy organizations in promoting Entrepreneurs, Forms of business for entrepreneurs.
Unit III: Creating and starting the venture - Steps for starting a small Industry- selection of types of organizations.
Unit IV: Managing, growing and ending the new venture - Preparing for the new venture launch-early management decisions Managing early growth of the new venture-new, venture expansion strategies and issues, Going public ending the venture.
Reference

1. Vasanth Desai "Dynamics of Entrepreneurial Development and Management Himalaya Publishing House."

Core Paper-2

ID-402: Brand Development (Theory)

Max. M: 100
Min. P. M.: 36

Aim

A brand is a philosophy of a designer transformed in to value added products. Generally, consumers recognize brands by names which could be logos or unique colors. A brand successfully makes recognition through coming up with distinct design features such as style, color or use of certain features unique to the brand. Here a student thinks about a very important variable of design called design philosophy which is unique and is thinking how to transform ones design philosophy into fashion and lifestyle products. Therefore this part of the project holds maximum importance in this assignment.

Learning Outcome

Towards the completion of this unit a student would think about the brand philosophy and development with above parameters.

The student will be able to develop own brand.

Course Content

Unit I: Description of brand philosophy
Unit II: Development of logo using colors and shapes.
Unit III: Brand competitor studies and market research
Unit IV: Consumer profiling and market segmentation.

Reference

- Rethinking Place Branding: Comprehensive brand development for cities and regions. Author Mihalis Kavaratzis—Gary Warnaby & Gregory J. Ashworth.
- Make a name for yourself Author Robin Fisher Roffer.

Core Paper - 3

ID-403: Sustainable Design (Eco Design, Social Cause & Environmental Design) (Practical)

Internal Max. M: 40
Internal Min. P. M.: 16
Aim
This unit intends to equip the students with concepts & principles of Environment Design, climatology, natural and manmade conditions of environment and other aspects of environmentally conscious and efficient design.

Unit Contents

1. Study of Earth
   1) Earth in the universe Earth & solar system, delineation & seasons, climatic zones (tropical, temperate, polar, desert, highland, etc.) & classification, influence of ocean currents, prevailing winds and solar radiation on the earth's climate, region-wise distribution of fauna and flora
   2) Geographical Factors Effecting climate & Indian Climatic Classification: Latitude, Altitude, Aspect, Nearness to Sea Six climatic zones & their characteristics, study of Indian subcontinent & its historical origins
   3) Global & Local environmental problems Global warming & climate change, ozone depletion, deforestation, degrading oceans, shelter, urban heat island effect, urbanization, availability of energy and natural resources, air, noise, land and water pollution
   4) Study of Ecosystems & their components: Forest, Oceans, Rivers, Ponds, Deserts, Natural cycles such as Hydrological, Carbon, etc. Interdependence of ecosystems

THERMAL COMFORT & PASSIVE DESIGN
   1) Thermal Comfort Definition, Variables, Tools to measure such as bioclimatic chart, Meteorological instruments, Psychometric chart, standards for comfort — daylighting & ventilation
   2) Climate Analysis: Solar path diagram, wind rose & wind square. Mahoney tables, solar radiation chart, plotting of bio-climatic chart, analysis of design strategies, study of vernacular architecture
   3) Bio-climatic design of architectural elements: Design of fenestraions, heat gain calculations. Azimuth & altitude. Design for day-lighting
   4) Study of materials and passive design strategies: Properties of materials, principles and definitions of natural heat transfer, passive design strategies such as solar chimney, wind towers, courtyards, etc. Case studies & application

ENERGY EFFICIENCY IN INTERIOR DESIGN
   1) Energy Efficiency & Conservation: Need for energy conservation, ways to conserve energy, basic concepts, carbon credits, Kyoto protocol, renewable sources of energy
   2) Energy Efficient Lighting Systems: Lighting design principles, equipment. LPD, CCT. Color Rendering Index, Definitions — lumen, Lux, candela, efficacy, etc., circuits, NBC, IESNA, LEED & Eco-housing guidelines
   3) HVAC: Reduction of heat load, efficient air conditioning, natural systems, CFC free refrigeration systems. ASHRAE / ISHRAE guidelines

(54)
Core Paper-4

ID-404: Design Portfolio (Practical)

<table>
<thead>
<tr>
<th>Internal Max. M: 40</th>
</tr>
</thead>
<tbody>
<tr>
<td>Internal Min. P. M.: 16</td>
</tr>
<tr>
<td>External Max. M: 60</td>
</tr>
<tr>
<td>External Min. M: 24</td>
</tr>
</tbody>
</table>

**Aim**

Design portfolio is the expression of student to translate themes into design. Here one gets inspired by different themes which could be art movements, sport, historic eras, music, dance, culture, nature, traditions etc. and picks out tangible and intangible elements which are to be used as design elements in the collection. The ability of a designer to exhibit and use design elements is highlighted which is further on translated into projects. A portfolio is an exhibit of the overall knowledge of the student work which he/she has gained through the course of four years. The purpose lies in promoting the skills of students in a single format.

**Learning Outcome**

Students will present a portfolio of all the files/folders/projects created during the course of study in I to III year. The portfolio should include projects, industrial visit reports, any other projects made during the academic session. The externalexaminer will evaluate the portfolio and take a viva of the student.

Core Paper - 5

ID-405: Professional Practice (Internship & Industry Mentored) (Practical)

<table>
<thead>
<tr>
<th>Internal Max. M: 40</th>
</tr>
</thead>
<tbody>
<tr>
<td>Internal Min. P. M.: 16</td>
</tr>
<tr>
<td>External Max. M: 60</td>
</tr>
<tr>
<td>External Min. M: 24</td>
</tr>
</tbody>
</table>

**Aim**


The aim of this unit is to extend learners' knowledge of professional practices within their specialist area and to relate these to personal goals and career opportunities.

**Learning outcomes**
- Be able to place themselves and their work in the context of their selected discipline
- Understand their specialist area and the career opportunities available
- Understand how to promote themselves and their work professionally.

**Course Content**
Goal setting, Career direction, Responsibilities, Research, Presentation skills, Personal development & Promotional opportunities.

**Reference**
- Enhancing Professional Practice Author Charlotte Danielson.

Core Paper - 6

ID-406: Dissertation(Documentation & Visual Presentation, practical aspect)

<table>
<thead>
<tr>
<th>Internal Max. M: 40</th>
<th>External Max.P. M:60</th>
</tr>
</thead>
<tbody>
<tr>
<td>Internal Min.P. M: 16</td>
<td>External Min.P. M:24</td>
</tr>
</tbody>
</table>

Each student will have to submit a dissertation comprising minimum 1000 words with Visual material and resource bibliography, conclusion, Public collection etc under the guidance of the supervisor choosing the dissertation topic preparation and presentation of a written document & visual presentation, practical aspect with 10-to-15 photograph's

The topic of the dissertation will be closely related to regards as a major subjects. Its meant to reflect an understanding of the critical, historical and philosophical issues from the past of present in conclusion and their intellectual sources or a
theme analysis, The written assignment has to be submitted one week before the final examination of the practical works, which will be submitted in 3 copies duly signed by the Guide and the Head of Department in the prescribed format.

The evaluation of the dissertation shall be based on the quality of the Written assignment and the overall performance of the student. The evaluation of the dissertation papers will be conducted by a Board of internal/subject teacher and external examiners.

**Industry Exposure**

The student would be given an opportunity to visit & understand working environment of different department of Industry.