UNIVERSITY OF RAJASTHAN
JAIPUR

SYLLABUS

Bachelor’s Degree in Design
B.Des. In Jewellery Design

B.Des. (Foundation) Part-I Exam 2020
B.Des. Part-II Exam 2021
B.Des. Part-III Exam 2022
B.Des. Part-IV Exam 2023
University of Rajasthan

(B.Des. Industrial Design & B.Des in Communication Design)

B. DES. IN JEWELLERY DESIGN

There will be 5 disciplines and the students can specialize 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)

1. 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 Centred 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 user’s 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. Learnings will be through class room 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 which will be of 3-year duration. Total duration of the undergraduate course will be of 4 years which includes 1 year of foundation course.
- 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 borne by the students.
- As B Design is a professional course, professionally qualified teachers will be assigned for practical and theory subjects.

Scheme of Exam

(10+2+4) Pattern

Duration of course:

4 Years (Maximum period allowed to complete course: 7 Years from the date of admission)

Medium: Medium of instruction and examination will be English/Hindi.

Eligibility: Candidate must have passed Senior Secondary Examination or equivalent with a minimum of 48% marks or equivalent grades

Passing criterion: For pass at each examination, a candidate shall be required to obtain a minimum of 36% in Theory paper and 40% in Practical.

Successful candidates will be qualified as under:

a) 50% and above but less than 60% marks II Division
b) 60% and above but less than 75% marks I Division
c) 75% marks and above I Division with Distinction
d) Aggregate 40% and above but less than 50% marks Pass

*No Division will be awarded in Part-I, Part-II and Part-III. Division will be awarded only after successful completion of the Four years course in the Final year result.
Course pattern:

a) Foundation (Common for all stream of Design) 1 Year
b) Specialization (after successful completion of Foundation) 3 years

Educational excursions/enrichment outings/activities:
Course will comprise of Group discussion, Seminars, Workshops, Exhibitions, Study tours, Visit to museum, Galleries, Industry visits etc. Visit/Excursion expenses will be borne by student.

Examination pattern: Annual

Qualifying papers: Compulsory papers like General English, General Hindi, Environmental Studies and Elementary Computer Applications may be cleared anytime by the course duration of Four years but clearing of paper is essential to obtain the degree.

Due Papers: Practical papers cannot be carried forward so a student failing in Practical paper will not be promoted to next year.

Attendance eligibility: Minimum 75% attendance is required in Theory and Practical classes individually to be eligible to appear for respective exams.

Seat reservation: As per University of Rajasthan rules

Design course material: Drawing board, Design related software, Art materials, Designing tools etc. will be to be bought by student only.

Assessment pattern:

a) Theory assessment:
- Each theory paper of 3 hours duration will be divided into 5 Units/Sections
- Each Unit/Section will have two questions from each of the Units of the Syllabus
- Student will be required to attempt one question from each unit/section with an internal choice
- All questions will carry equal marks (20 marks x 5 questions = 100 marks)

b) Practical assessment:
- Material required for Practical exam will have to be brought by the Student only.
- Each practical paper of 6 hours duration will comprise of _________ questions divided into _________ units/sections
- Student will be required to attempt a total of _______ questions selecting at least ______ question(s) from each unit/section.
- A board/panel of examiners will be formed for Practical examination by University of Rajasthan, which will comprise of an internal examiner from the College who will award from out of 40% marks for submissions, continuous internal assessments etc. and an external examiner who will award from out of 60% marks for Practical exam and viva voce for each Practical paper.
<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.</td>
<td>2 Hrs.</td>
</tr>
<tr>
<td>Elementary Hindi (in lieu of General Hindi for non-Hindi speaking students only)</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td><strong>Subjects Optional</strong></td>
<td></td>
<td></td>
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<tr>
<td><strong>Theory</strong></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>JD-101 History of Art &amp; Design</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
</tr>
<tr>
<td><strong>Practical</strong></td>
<td>Internal Max.Marks</td>
<td>External Max.,M arks.</td>
<td>Internal Min.P.M.</td>
<td>External Min.P.Marks</td>
</tr>
<tr>
<td>JD-102 Fundamentals of Design</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>JD-103 Visualization &amp; Drawing Techniques</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>JD-104 Material Studies</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>JD-105 Design Principles</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
<tr>
<td>JD-106 Design Method</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
</tbody>
</table>
GENERAL ENGLISH
(Examination-2020)

Duration: 3 hrs. 
Max. Marks: 100
Minimum Pass Marks: 36

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 (20 marks)
(10 periods)

I Phonetic Symbols and Transcription of Words (05)
II Translation of 5 Simple sentences from Hindi to English from English to Hindi (05)
IV Translation of 05 Words from Hindi to English from English to Hindi (2\(\frac{1}{2}\))

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

I Elements of a Sentence (05)
II Transformation of Sentences (05)
   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 (As discussed in Quirk and Greenbaum) (05)

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.

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Candidates will be required to answer 5 questions out of ten questions from the prescribed texts. Each question will be of two (2) marks.

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 an unseen passage.

One vocabulary question of 10 words from the given passage.

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 (10)

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

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नोट : 30 से कम अंक लाने पर छात्रों को उल्लेख नहीं किया जायेगा। इस प्रश्न-पत्र में प्राप्त अंकों को क्षेत्रीय निर्धारण हेतु नहीं जोड़ा जायेगा।

अंक विभाजन - प्रश्न पत्र में दो भाग होंगे – 1. साहित्य खण्ड एवं 2. व्याकरण खण्ड। साहित्य खण्ड में दो भाग होंगे - गद्य भाग एवं पद्य भाग। प्रश्नक्रम खण्ड के लिए 50 अंक निर्धारित है।

| क | दो या दो गद्य शिलाली से (प्रशंसक-पत्र विकल्प देना है) | 5 x 2 = 10 अंक |
| क्ष | दो अथवा या दो से (पत्र पत्र-पत्र विकल्प देना है) | 5 x 2 = 10 अंक |
| ग | आलोचनात्मक प्रश्न पत्र से (विकल्प देना है) | 7½ x 2 = 15 अंक |
| ध | आलोचनात्मक प्रश्न गद्य से (विकल्प देना है) | 7½ x 2 = 15 अंक |

साहित्य खण्ड - 'क' – गद्य-पद्य की निर्धारित रचनाएँ

पद्य भाग – (कवीँर यथावतीली से सं. - स्थानीय वर्तमान दर्श)

| 1. कवीर | साहित्य सं. - गुरुनवे को जंग - 7,12,26,30 |
| 2. सूरदास सूरसागर सार | सं. 43, 83, 24, 33, 36, 55, 58 |
| 3. तुलसीदास | गोवुर, जीवन, विद्याधर, गोपुरुप पत्र सं. - 87,90,156,158 |
| 4. गोपनी | पद्याकारी सं. - गोपनी स्वामी पत्र सं. - 1,3,4,5,10 |
| 5. श्रीमंत | स्वामी अनंतविनायक, श्रीमंत, गोविन्द, रामगिरी (दोह अथवा) 186,189,211,212,214,218,219,220,223,224 |
| 6. मैदिल्लेश्वर गुप्त | गुप्त, श्रीमंत स्वामी पत्र सं. - मोटा-सदुपक के नाम सारी सं (स्वामी) |
| 7. मनोरंजन पद्य | नोक-शिशुर |
| 8. पूर्वेनकों कविताओं की संकलन | वह एक ही पत्र का |
| 9. सीमेश्वर दास शास्त्रीय प्रश्न | स्वामी अनंतविनायक |
| 10. प्रश्नक्रम दिनकार | - विभाजन, अध्याय शेष है। |

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<table>
<thead>
<tr>
<th>नंबर</th>
<th>विषय</th>
<th>अंक</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>निबंध लेखन</td>
<td>8 अंक</td>
</tr>
<tr>
<td>2.</td>
<td>कार्यालयी लेखन</td>
<td>8 अंक</td>
</tr>
<tr>
<td>3.</td>
<td>संछयन</td>
<td>4 अंक</td>
</tr>
<tr>
<td>4.</td>
<td>पल्लवन</td>
<td>5 अंक</td>
</tr>
<tr>
<td>5.</td>
<td>शब्द निर्माण प्रविधि</td>
<td>5 अंक</td>
</tr>
<tr>
<td>6.</td>
<td>शब्द शुद्धि एवं वाक्य शुद्धि</td>
<td>5 अंक</td>
</tr>
<tr>
<td>7.</td>
<td>मुहावरे एवं लोकालिक</td>
<td>5 अंक</td>
</tr>
<tr>
<td>8.</td>
<td>परिभाषिक शब्दावली</td>
<td>5 अंक</td>
</tr>
<tr>
<td>9.</td>
<td>शब्द के प्रकार</td>
<td>5 अंक</td>
</tr>
</tbody>
</table>

संज्ञा, सर्वनाम, विशेषण, ग्रंथि एवं ग्रंथि विशेषण

50 अंक
ENIRONMENTAL STUDIES

Examination-2020

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.

e. 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.

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• 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

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

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e) Noise Pollution
f) Thermal Pollution

g) Nuclear Hazards
- Solid waste management: Causes, effects and control measures of urban and industrial wastes
- Role of an individual in prevention of pollution
- Pollution case studies
- Disaster management: floods earthquake, cyclone and landslides

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

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Suggested Readings:-


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13
Elementary Computer Applications

Maximum Marks: 100 (Main University Examinations)
Theory: Max. Marks: 60
Practical: Max. Marks: 40

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

Question paper for Elementary Computer Applications, (Compulsory paper-common for B.A. / B.Sc. / B.Com. Part-I) be so set that it has 120 multiple choice questions (Bilingual) of 1/2 marks each. The question paper will be of duration of 2 hours. The examinees will have to give their answers on OMR Sheet only to be provided by the University whose evaluation will be done based on OMR Scanning Technology. Further the practical examination for this paper will be of 40 marks and its duration will be of 2 hours.

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 time-shared operating systems, introduction of Unix, Linux, Windows, Window NT. Programming languages: Low level and high level languages, generation of languages: 3 GL and 4 GL languages. Graphic User Interfaces.

Unit - II


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

Electronic Spreadsheet: Worksheet types of create and open a worksheet. Entering data, text numbers and formula in a worksheet inserting and deleting cells, cell formatting, inserting rows and columns in a worksheet formatting worksheets. Using various formula and inbuilt function. Update worksheet using special tools like spell check and auto correct setup the page.
Unit - IV


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 voice

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पूर्वक 100

अक्षर का भिन्निकरण
1. उसको पर आपाहित प्रश्न
2. व्याकरण से संबंधित प्रश्न
3. रचना से संबंधित प्रश्न
   (क) लोकोदेशिय गुणावलर
   (ख) पत्र लेखन अथवा निबंध

पाठ्यपत्र
1. गद्य संग्रह
2. व्याकरण : सब विज्ञान, वाक्य विज्ञान, वाक्य खण्ड, पद ग्रंथ का श्री तथा इनमें होने वाली साधन दीर्घायों का श्री।
3. (क) गुणवस्त्र एवं लोकोदेशिय का प्रयोग, नक्सलों में रिव रचनाओं की पूर्णता, समान दिखाने वाले शब्दों का अर्थ नेत अथवा बारंभों में प्रयोग
   (ख) पत्र लेखन अथवा निबंध

पाठ्य पुस्तकें
1. गद्य-संग्रह-राजस्थान मौलि के लिए- डॉ. हरिकुमार वेधपरे प्रकाशक-नेतृत्व गलियों हाउस, नई दिल्ली

व्याख्यान एवं रचना
1. अतुलित हिंदी व्याख्यान तथा रचना - लेखक कृत विकल प्रकाशक-नेतृत्व गलियों हाउस, नई दिल्ली
2. सुचना व्याख्यान एवं रचना-समाधान विवरणहरुकर-डॉ.अथि ग्राध लहम प्रकाशक - श्रीराम मेहरा एण्ड कम्पनी, अग्नि

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Core Paper-1

JD-101: History of Art & Design (Theory)  
Max. M: 100  
Min.P. M: 36

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  
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
JD-102: Fundamentals 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.

Course Contents
Unit I: Elements of design, Textures and patterns in design,
Unit II: Colour basics, colour theory, colour schemes,
Unit III: Isometry in design,
Unit IV: Nature drawing, Human figure drawing, object drawing,
Unit V: 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
Nostrand Reinhold.

5. Robert W. Gill, (1984), Manual of Rendering in pen and ink, Thames and Hudson,
London.

Reinhold, NY.

7. Wong Wucius, (1977), Principles of Two dimensional Design, Van Nostrand Reinhold,
NY.


in Anthropology, Indira Gandhi National Centre for the Arts.

Abrams, NY

Organizations and Inspires Innovation, Harper Collins.
JD-103: Visualization & Drawing Techniques (Practical)

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.

Course 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.

Reference
- Dodson B., (1990), Keys to Drawing, North Light Publications, Cincinnati.
JD-104: Material Studies (Practical)

Aim
Learners will be introduced to a brief history and introduction to 3D materials, 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.

Course 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, embroidery, 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 Kishi.
- Weaving reference books of Textile Technology
- Maria Dolors Ros Frijola, The Art & Craft of Ceramics
JD-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
JD-106: Design Method (Practical)

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 Wiley
- Thomas E. French- Graphics Science & Design
<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>
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<tr>
<td>JD-201: Fundamental Theory of Jewellery Design and Context</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
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<tr>
<td>JD-202: Properties of 3D Materials</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
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<td>External</td>
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<td>Max. M.</td>
<td>Min.P.M.</td>
<td>Min.P. M.</td>
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<tr>
<td>JD-203: Jewellery Sketching, Rendering and Manufacturing</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
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<tr>
<td>JD-204: Jewellery Accessories &amp; Body Adornment - Gold Jewellery Design Project</td>
<td>40</td>
<td>60</td>
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<tr>
<td>JD-205: Project Design (Diamond Jewellery Design Project)</td>
<td>40</td>
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<tr>
<td>JD-206: Computer Aided Jewellery Design- (CorelDraw)</td>
<td>40</td>
<td>60</td>
<td>16</td>
<td>24</td>
</tr>
</tbody>
</table>
Core Paper-1

JD-201: Fundamental Theory of Jewellery Design and Context (Theory)  
Max. M: 100  
Min.P. M: 36

Aim
The aim of this unit is to extend knowledge and understanding of the research, analysis and application of historical and contextual skills to a selected field of study. Establish close link between art, craft and design movements and how they have impacted Jewellery. Know various periods, time zones and prevailing socio-cultural conditions impacted the transition and development of Jewellery. Understand that the happenings in a society at a given period of time and the major events lead to the development of art, craft and design.

Unit Content
History of INDIAN Jewellery
Unit I: History of ornamentation- Indus Valley civilization,
Unit II: Different Periods - Mauryan, Sunga, Gupta, Kushan, Chandella, Mughal, Temple Jewellery
of South India, Tribal Jewellery. The Craft of Jewellery Making.

Theory of Jewellery Design & Context
Unit III: Introduction to Art, Craft &Design Movements – Pre Historic Era, Ancient Civilizations, Classical Civilizations etc.,
Unit IV: Significance of Art, Craft &Design Movements on Jewellery – Victorian Period, Arts & Crafts Movements, Art Nouveau, Edwardian Period, Art Deco, Renaissance etc., Impact of Art, Craft &Design Movements on Jewellery,

Learning Outcome
- Understand the historical evolution and visual characteristics of the work of artists and designers
- Understand and apply appropriate methods of research and analysis
- Be able to apply the influences of historical, contemporary and contextual factors to own practice
- Be able to synthesize research and present a professional and personal written study
- This unit would have helped you gain /develop a perspective on key attributes and features of art movements.

References:
- http://www.erasofelegance.com/history/georgian.html
- http://www.victorianweb.org/art/design/craftintro.html
- Indian Jewellery (book)- M. L. Nigam

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Max. M: 100  
Min. P. M: 40

Aim  
This unit aims to develop learners' skills and understanding common to the broad area of 3D design and the potential design implications of selected materials. In this unit learner will know about definition, value of gemstone, classification and types, Geological occurrences, formation, origin, mining and methods, history and folklore, introduction to physical properties. Characteristics and classification, ores, metal groups-ferrous, non-ferrous, alloys, mining and techniques-surface mining, subsurface mining and types.

In this unit learner will know about the techniques practiced in getting a final 3d product. Cutting and shaping of different types of gemstones and metals, with maintaining the quality and standards.

GEMMOLOGY – I  
Unit II: Gem Spices 1.4 to 1.6, Gem Species 1.6 to 1.8, Gem Species Over 1.80, Gem Stone Processing Cabs: (Shapes) (Sawing, Shaping, Dopping, Polishing), Gem Stone Processing Cut Stones (Shapes) (Sawing, Shaping, Doping, Cutting & Polishing),

METALLURGY-I  
Unit III: Characteristics and Classification, Ores, Metal Groups-Ferrous, Non-Ferrous, Alloys.

Unit IV: Mining and Techniques-Surface Mining, Subsurface Mining and types, Basic Techniques of Jewellery Making- Measurement, Layout, Sawing, Drilling, Filing etc.

Unit V: Precious Metals and their Mining, Methods of Refinement & Recovery, Application in Jewellery, Quality Control –Lowering or Raising Metal Quality, Hallmarking, Standard Weights and Measures.

Learning outcomes
- Be able to understand about quality certification and hallmarking.
- Be able to understand how to cut and shape cabochon and cut gemstones.
- Understand and apply the characteristics of 3D materials
- Be able to practically investigate 3D materials
- Be able to demonstrate the use of 3D materials in specific contexts
- Understand how to use 3D materials to meet intentions.

References
• Materials Science and Engineering: An Introduction by W.D. Callister
• Physical Metallurgy Principles by R. Abbaschian and R.E. Reed Hill
• Introduction to Materials Science for Engineers by James F. Shackelford
• Powder Metallurgy: Science, Tech & Materials PB (English), ANISH UPADHYAYA; GOPAL SHANKAR, 2010, ORIENT BLACKSWAN PVT LTD.-NEW DELHI
• Metallurgical Thermodynamics Kinetics and Numericals PB (English) 1st Edition, Dutta S K, 2011, S. CHAND & COMPANY LTD-NEW DELHI
• Phase Transformations in Metals and Alloys (English) 3rd Edition, Sherif, Easterling, Porter, 2009, CRC Pr 1 Ltc.
JD-203: Jewellery Sketching, Rendering and manufacturing (Practical)

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

Aim
Learn to choose when to use a specific tool while designing and drawing so that you can speed up and bring industry accepted quality in your design. Represent different cuts and shapes of stones (faceted & cabochon). Know different types of settings and their representation on paper. Understand different types of chains and how to render them. Render different metal surfaces and forms and shadow formation, rendering of faceted and cabochon stones, beads and drops. Convert and represent different types of surfaces and finishes, shading three dimensional surfaces and translate a two-dimensional surface into three dimensional form. This unit aims to develop learners' practical skills and understanding when working with light metals and in translating designs into 3D outcomes.

Unit content
Materials for drawing, Color Rendering (Basic Rendering Technique), Gemstone (Drawing of Faceted Stones, Colour and Rendering of Faceted Stones), Metal forms (Representation of Metal Colours, Types of Textures & Decoration), Settings (Representation of different types of Settings), Chain, Clasps and its representation (Types of Chain, Representation of Chain, Types of Clasps, Representation of Clasps), Freehand Drawing Techniques, Orthographic Representation, Perspective Drawing.


Learning Outcome
- This unit has introduced you with the basic information about the tools and materials and their use. After understanding their use their application will become very easy to design jeweller and master the skills.
- After going through this unit you have learnt about the different metal surfaces and their representation in addition you have learnt to observe various textures around you and their used in Jewellery.
- You learnt about the Gems stones their drawing, shading and rendering. This will be helpful for you to identity different cuts, shapes and varieties in the gem stones. This unit has given you the complete idea of representation of different settings in a Jewellery piece.

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This unit gives you an exposure to the types of chains and the different types of closing mechanisms used in Jewellery.

- You have learnt metal rendering techniques and identifying the different metal colours.
- Understand the characteristics of light metals
- Be able to develop designs and communicate ideas
- Be able to use construction and finishing techniques to produce 3D outcomes
- Be able to employ professional practice when working with light metals.

References

- www.gemstonejewellerydesigns.co.uk
- www.angara.com
- www.jewellerygemstone.com
- www.cutting-mats.net/2634.html
Core Paper-4

JD-204: Jewellery Accessories & Body Adornment - Gold Jewellery Design
Project(Practical)

Aim
The aim of this unit is to enable learners to explore the decorative and aesthetic potential of Jewellery, accessories and body adornment to inform innovative outcomes. To make the student familiar with Indian Goldsmithing techniques so that the student can understand the new possibilities in this area. To make clear 3D concept of the jewellery and controlling Gold weight. Understanding of traditional and contemporary Goldsmithing. Understanding the technique through practical demonstration. Understanding the process of traditional Gold jewellery in India. A comparative analysis of the past Gold Jewelry products as compared to the present. Range development using traditional techniques of Goldsmithing according to jewellery trends and forecast.

Unit content

Learning outcomes
- Understand the visual, tactile and decorative characteristics of jewellery materials
- Be able to create a portfolio of development work
- Be able to respond to design requirements
- Understand professional practice in jewellery making.
- On the completion of this task student will be able to prepare Jewellery Board, Client Board, Inspiration Board, Mood Board, Inspiration board, Conceptualization and Form Generation, Final Design Development, Prototype Development & Portfolio.

References
- www.worldgoldcouncil.com
- www.vogueindia.com
- www.tanishq.com
- www.reliancejewels.com
- www.damas.com
- www.lazude.com
- www.vendofafa.com
- www.joyalukas.com

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Core Paper-5

JD-205: Project Design (Diamond Jewellery)(Practical)

Aim
To develop learners’ skills of independent enquiry by undertaking a sustained investigation of direct relevance to their vocational, academic and professional development. Understanding of diamond and different markets of diamond jewellery and their use so that student can use his knowledge for industry demand. Basic knowledge of materials used in Jewellery with understanding of how to apply them on paper.

Unit content

Learning outcomes
- Be able to formulate a project
- Be able to implement the project within agreed procedures and to specification
- Be able to evaluate the project outcomes
- Be able to present the project outcomes.
- On the completion of this task student will be able to prepare Jewellery Board, Client Board, Inspiration Board, Mood Board, Inspiration board, Conceptualization and Form Generation, Final Design Development, Prototype Development & Portfolio.

References
- www.gitanjallifestyle.com
- www.google.com
- www.youtube.com
- www.ddmas.com
- www.debeers.com
- www.tanishq.com
- www.chopard.com
- www.chanel.com

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Core Paper-6

JD-206: Computer Aided Jewellery Design –(Corel Draw) (Practical)

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

Aim
In this module you will learn how to convert Manual Design in Digital Form through Corel with Exact measurement. In this module you will learn creating variation and Orthography concept. And also learn applying 3d rendering Effect by Photoshop project.

Unit Content

Learning Outcome
- The student will be able to make more than one Appropriate Variation compared to original.
- The student will be able to learn Exact Orthography.
- The student will be able to apply3D Rendering object.
- The student will be able to learn how to save Sampling Cost.

References
- http://howto.corel.com/
## Distribution of Marks
### B. Des. - Jewellery Design Foundation 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>
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<tr>
<td>JD-301: Contemporary Enamelling</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
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<tr>
<td>JD-302: Jewellery Design Marketing</td>
<td>100</td>
<td>36</td>
<td>3 Hrs.</td>
<td>100</td>
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<td>Subject – Practical</td>
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<td>Internal Min. P.M.</td>
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<td>JD-303: Product Design (Traditional Jewellery Kundan Meena)</td>
<td>40</td>
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<td>JD-304: Contemporary Enamelling</td>
<td>20</td>
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<td>JD-305: Design Project (Couture Jewellery)</td>
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<td>JD-306: Specialist 3D Technology and Processes (Jewel CAD)</td>
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<td>JD-307: Elective (Choose Any one)</td>
<td>20</td>
<td>30</td>
<td>08</td>
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<td>a. Product Photography</td>
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<tr>
<td>b. Fashion Accessory</td>
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<tr>
<td>c. Visual Merchandising</td>
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<td>d. E-Commerce for Product Life Style</td>
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Core Paper-1

JD-301: Contemporary Enamelling (Theory)

Aim
This unit aims to develop learners' skills and understanding of the manufacturing processes and applications of glass and the functional, decorative and aesthetic potential of glass in art and design.

Paper Content
Unit I:
- An introduction to enamelling
- Materials equipment & supplies of used for enamelling

Unit II:
- Preparation of enamels & metals
- Firing procedures
- Enamelling technique Graffito and stencils

Unit III:
- Enamelling technique Wet packing
- Enamelling technique Threads and blobs
- Enamelling technique Rendering with ceramic under glaze pencils

Unit IV:
- Enamelling technique Limoges (painting) techniques
- Enamelling technique Cloisonné
- Alternative enamel application

Unit V:
- Colour sample test panels
- Refining, finishing and mounting enamel

Learning outcomes
- Understand the visual, tactile and functional characteristics of glass and associated materials
- Be able to produce a portfolio of development work to meet creative intentions
- Be able to respond to design requirements
- Understand professional practice in working with glass and associated materials.

References
- www.vocationallearning.org.uk
- www.businesslink.gov.uk
- www.escskills.org.uk
- www.creative-choices.co.uk
- Artist-kanaram lamror

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Core Paper-2

JD-302: Jewellery Design Marketing (Theory)  

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.

Unit Content

Unit I:
- Jewellery Design Marketing
- Domestic Jewellery market,

Unit II:
- Export Jewellery market, Design driven market,
- Local regional and international brands.

Unit III:
- Quality standard & compliances
- Quality certification & hallmarking

Unit IV:
- Intellectual property rights
- Family business approach / advantages and concerns

Unit V:
- Organized selling, mall culture and its impact on jewellery retail

Learning Outcome
- Be able to understand the process and documentation required for export
- Be able to understand the development of Jewellery in India
- Be able to understand dynamic and complex Environment of Jewellery market
- Be able to understand the trends and emergence of Jewellery brands and brand building

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Core Paper - 3

JD-303: Product Design (Traditional Jewellery Kundan Meena) (Practical)

Aim
This unit will enable learners to understand the factors relevant to product design, and to develop skills in planning and producing prototypes. To make understand the contrasting difference between cast jewellery and traditional Kundan-Meena jewellery. Understanding of traditional and contemporary Kundan Meena. Understanding the technique through practical demonstration. Understanding the process of traditional jewellery class in India. A comparative analysis of the past Kundan Jadau work as compared to the present. Range development using Kundan Meena technique according to jewellery trends and forecast.

Unit Content

Learning outcomes
- Understand the principles of Kundan Meena design
- Be able to plan and design a product to meet requirements
- Be able to use technology to produce models, prototypes and presentation materials
- Understand the connections between design management and manufacturing.

References
- www.renelalique.com
- www.birdhichandghanshyamdasjewelry.com
- www.sunitashekhwat.com
- www.robertocoin.com
Core Paper-4

JD-304: Contemporary Enamelling (Practical)

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

Aim
This unit aims to develop learners’ skills and understanding of the manufacturing processes and applications of glass and the functional, decorative and aesthetic potential of glass in art and design.

Paper Content
Unit I:
• An introduction to enameling
• Materials equipment & supplies
• Preparation of enamels & metals
• Firing procedures
Unit II:
• Graffito and stencils
• Wet packing
• Threads and blobs
• Limoges (painting) techniques
• Rendering with ceramic under glaze pencils
• Cloisonné
Unit III:
• More on enameling
• Refining, finishing and mounting enamel
• Trouble Shooting
• Colour sample test panels
Unit IV:
• Alternative enamel application

Learning outcomes
• Understand the visual, tactile and functional characteristics of glass and associated materials
• Be able to produce a portfolio of development work to meet creative intentions
• Be able to respond to design requirements
• Understand professional practice in working with glass and associated materials.

References
• www.vocationallearning.org.uk
• www.businesslink.gov.uk
• www.ccskills.org.uk
• www.creative-choices.co.uk
• Artist-kanaram lamror
• Enamelling on Metal (Hardcover) by Nuria Lopez-Ribaltta

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Jaipur
Aim

Unit Contents

Learning Outcome
- The student will be able to understand & analyze the International Luxury Brand.
- Be able to plan and design a product to meet requirements
- Be able to use technology to produce models, prototypes and presentation materials
- Understand the connections between design management and manufacturing.

References
- www.cartier.com
- www.louisvuitton.com
- www.boucheron.com
- www.chanel.com
- www.christianlouboutin.com
- www.vanleesfremdorpels.com
- www.bvlgari.com
- www.carerraycarrerama.com
JD-306: Specialist 3D Technology and Processes (Jewel CAD) (Practical)

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

Aim
This unit aims to develop learners' understanding of specialist 3D technology and processes. Learners will develop skills in applying this understanding to their chosen area of specialism, taking into consideration the commercial context.

Unit Contents
Introduction to 3D & Jewel CAD, Surfacing, Stone Setting, Texture, Text Surfacing, Scooping, Creating Gallery & J-Bag, Gold Weight Controlling, Creating Human Figure in Jewel CAD, Converting in to die format, Casting through CAD-CAM process.

Learning outcomes
• Understand use of specialist 3D technology and processes in chosen pathway
• Able to Gold Controlling.
• Able to Create Master Model & Rubber Die.
• Be able to evaluate own work.

References
• JewelCAD jewellery design practical course, Wang Chenxu, Liu Yan,
• http://www.jcadcam.com/frameset.php?content=product.php
Core Paper-7

JD-308: Elective (Choose any one) – (Practical)

Elective
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)
b) Photo Studio Photography Kit 3 Light Bulb Umbrella Muslin 3 Backdrop Stand Set

elective
b) Fashion Accessory

Aim
The aim of this unit 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) Encyclopaedia of Fashion Accessories author

Elective
c) Visual Merchandising

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 behaviour 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 fuelling their passion.
## Unit Contents


## Reference
- E-Commerce Get it Right! Author Ian Daniel.

## (YEAR-4)

### Distribution of Marks

#### B. Des.- Jewellery 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>
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<td>JD-401:Entrepreneurship</td>
<td>100</td>
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<td>JD-402:Brand Development</td>
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<td>Subject – Practical</td>
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<td>JD-403:CAD Application for Jewellery Design (3 Design)</td>
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<td>JD-404:Range Development- Personal Luxury Brand</td>
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<td>JD-405:Design Portfolio</td>
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<td>JD-406:Professional Practice (Internship &amp; Industry Mentored)</td>
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<td>JD-407:Dissertation (Documentation &amp; Visual Presentation, Practical Aspect) (Industry Exposure)</td>
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JD-401: Entrepreneurship (Theory)

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
JD-402: Brand Development (Theory)  

Aim  
A brand is a philosophy of a designer transformed into value-added products. Generally, consumers recognize brands by names which could be logos or unique colours. A brand successfully makes recognition through coming up with distinct design features such as style, colour 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 one’s 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 colours and shapes.  
Unit III: Brand competitor studies and market research  
Unit IV: Consumer profiling and market segmentation.

Reference  
- Make a name for yourself Author Robin Fisher Roffer.
Core Paper-3

JD-403: CAD Application for Jewellery Design (3 Design) (Practical)

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

AIM
In this module you will learn how to Create Jewellery Design through Advanced 3Design software and how to use 3Design in making master model & Mass Production with Exact measurement, Fine finishing, Real 3d Rendering & Creating Video of design and learn how can we control gold weight also.

Unit CONTENTS
Concept of 3D & 3Design, Concept of Surfacing, Stone Setting, Texture Concept, Text Surfacing, Concept of Scooping, Concept of Bezel Creating, Concept of Gold Weight Controlling, Concept of Human Design Creating by shaper, Real 3D Rendering, Video creating, Concept of Converting in die formatting, Concept of Casting through CAD-CAM process.

Learning outcomes
- Understand use of specialist 3D technology and processes in chosen pathway
- Able to develop 3D Design with Rendering.
- Able to create Video.
- Able to develop exact setting in Design.
- Able to Gold Controlling.
- Able to Create Master Model & Rubber Die.

Reference
- http://www.3design.com/
- http://www.3design.us/lounge/index.php/3design-quick-reference

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Core Paper-4

JD-404: Range Development- Personal Luxury Brand (Practical)

Aim
In economics, a luxury good is a good for which demand increases more than proportionally as income rises, and is a contrast to a "necessity good", for which demand increases proportionally less than income. Luxury goods are said to have high income elasticity of demand: as people become wealthier, they will buy more and more of the luxury good. This also means, however, that should there be a decline in income its demand will drop. Income elasticity of demand is not constant with respect to income, and may change sign at different levels of income. That is to say, a luxury good may become a normal good or even an inferior good at different income levels, e.g. a wealthy person stops buying increasing numbers of luxury cars for his automobile collection to start collecting airplanes (at such an income level, the luxury car would become an inferior good).

Learning Outcome
- Towards the completion of this unit a student would think about the luxury brand philosophy and development with above parameters
- The student will be able to develop own luxury brand.

Unit Content
- What is Luxury Brand
- Global Luxury Brands of Craft product
- Influence of Fashion in Luxury Craft Product Brands
- Trends and influences
- Forecasting
- Supply Chain Management
- Branding
- Packaging
- Visual Merchandising
- Case Study: any one Luxury Craft Product Brand
- Collection Analysis
- Market Segmentation
- Client & Mood Board
- Inspiration Board
- Design Development
- Product Detailing
- Prototyping
- Product Photography & Portfolio

Reference
- The cult of the Luxury Brand – Radha Chadha & Paul Husband.
- Luxury Brand Management – A World of Privilege – Michel Chevalier & Gerald Mazzalovo.
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 external examiner will evaluate the portfolio and take a viva of the student.

References
Core Paper-6

JD-406: Professional Practice (Internship & industry Mentored) (Practical)

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

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 Outcome
- 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.
JD-407: Dissertation (Documentation & Visual Presentation, practical aspect)

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

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 subject. It’s meant to reflect an understanding of the critical, historical and philosophical Issues from the past of present in conclusion and their intellectual sources or 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 departments of Industry.