Detailed Syllabus

SEM-1

Course Name: Design and Drawing Fundamentals

Mode: Offline

Credits: 5 (3T+2P)

Aim of the Course: The aim is to equip students with essential skills and knowledge that form the foundation for a successful career in various design-related fields.

Course Objectives: The course is aimed to help students develop fundamental design skills, including visual perception; students get knowledge about principles of design, such as balance, proportion, harmony, emphasis, and contrast. The course focuses on honing students' drawing skills, including freehand sketching, technical drawing, and rendering. Drawing is an essential communication tool for designers to convey their ideas effectively.

Sl. No.	Course Outcomes	Mapped Modules
CO1	The student will get an introduction to the formal elements and principles used to create art and design.	M1
CO2	The student will get to develop their basic practical drawing and rendering skills.	M2
CO3	The student shall get to develop accurate observational drawing skills for sketches and detailed drawings.	M2
CO4	The student shall get a detailed idea of color theory	M3
CO5	The students will understandtheapplication of art principles in the design composition of traditional and contemporary art, design, and textiles in fashion design.	M4
CO6	The students will get to develop skills in creating designs and making art objects.	M4
CO7	The students will develop skills in developing design ideas within a thematic context of art and design	M4
CO8	The students will learn sketching and rendering techniques to develop freehand sketching skills and rendering techniques	M5

Learning Outcome/ Skills:

Module 1 - Introduction to the Formal Elements of Art and Design

Design definition and types (structural and decorative)

Elements of art and design: Point, line, shape, form (O-D, I-D, 2-D, 3-D), space, structure, texture & color.

Total Hours: 10

Module 2 - Drawing, shading techniques and perspective theory

Observational drawing techniques (by hand/eye) - Proportion and Scale

Shading techniques-hatching, cross-hatching tonal drawing techniques, stippling (pointillism), stumbling in Geometric shapes - squares, rectangles, pyramids, hexagons/octagons, circles, cylinders, and ellipses.

Perspective drawing and theory - 1 Point, 2 Point, 3 Point, Multi Point Perspective, Low-Level Perspective, Human Eye perspective, Aerial Perspective, Perspective of a circle and cylinder

Total Hours: 10

Module 3: Color Theory

A body of practical guidance to color mixing and the visual effects of a specific color combination.

Definitions (or categories) of colors based on the color wheel: Primary, Secondary, and tertiary colors.

The Color wheel - How color is formed, Color schemes & effects, Additive & Subtractive color schemes.

Total Hours: 10

Module 4: Principles of Design Composition

Figure - ground relationship, the grouping of figures, elements by spatial tension in achromatic.

Contrast & Harmony, Unity in diversity or variety, Balance, Movement, Proportion or scale, Rhythm, Dominance or subordination

Total Hours: 15

Module 5: Sketching and Rendering (Practical)

Credit: 2 - Total Hours: 30

Texture and Patterns:

Creating texture through drawing techniques.

Exploring patterns and their use in design compositions.

Still Life Drawing of for architectural products:

Exploring principles of aesthetics, form, and proportion in product design.

Rendering various objects with accurate proportions and details.

Surveying various materials suitable (e.g., wood, metal, plastics, textiles).

Experimenting with different lighting conditions to understand shadows and highlights.

Free Hand Drawing:

Free hand drawing of designs to be incorporated as elements in interior design e.g. Designs of cornice, ornamented pillars, etc

Free hand sketches of different views of rooms i.e. one point & two point

Free hand reduction & enlargement of drawings.

Learning Outcomes:

The candidates should demonstrate a grasp of fundamental design principles, such as balance, proportion, contrast, emphasis, and unity. Be proficient in various drawing techniques, including freehand sketching, technical drawing, and rendering. The candidates should improve their creative thinking and problem-solving skills, using design to generate innovative ideas and solutions.

Knowledge and understanding should be demonstrated in the areas of (1) Design Principles, (2) Drawing Techniques, (3) Creative Thinking, (4) Visual Communication, (5) Applying Design in Different Contexts, (6) Presentation Skills.

ModuleN umber	Content	Total Hours	% of questions	Bloom Level (applicable)	Remarks, if any
THEORY					
M1	Introduction to the Formal Elements of Art and Design	10	25	1, 2	NA
M2	Drawing and shading techniques	10	30	1, 2	NA
M3	Color Theory	10	20	1, 2	NA
M4	Principles of Design Composition	15	25	1, 2	NA
M5	Sketching and Rendering (Practical)	30	100	2, 3, 6	NA
	TOTAL	75	200		

Suggested Readings:

Geometry of Design by Kimberly Elam

(ISBN-13 : 978-1616890360)

Visual Notes for Architects and Designers by Norman Crowe and Paul Laseau

(ISBN-13 : 978-0470908532)

Architectural Drawing: A Visual Compendium of Types and Methods by Rendow Yee

(ISBN-13 : 978-1118012871)

Course Name: Basics of Interior Design

Mode: Offline

Credits: 5

BID 102

Aim of the Course: The profession of Interior Design is constantly evolving, and often confusing to the public. The main objective of the B.Sc. / B.Sc. (Hons.) in Interior Design and Decoration programme is to impart students a holistic understanding of the subject.

Course Objectives: The course is aimed to achieve basic knowledge of the fundamentals of interior design and develop an overall idea of the working principles of industry.

Sl. No.	Course Outcomes	Mapped Modules
CO1	The student will get an introduction to the discipline of interior design and its role in the construction society.	M1, M2, M3
CO2	The student shall master the Basic fundamentals of Interior design such as measurement, understanding technical drawings and standards. The student will be able to analyze typical optical imaging systems, with emphasis on the human eye, the camera, the telescope and the microscope.	M4, M5
CO3	The students will get familiarized with the history and progression of the interior design industry.	M6
CO4	The student shall get expertise in conveying design ideas and solutions to clients and stakeholders by creating mood boards, concept boards, and design presentations.	M7, M8
CO5	The students will be made aware of resources available (materials, technologies, etc.) to aid them in the profession.	M9, M10

Learning Outcome/ Skills:

The students will gather fundamental knowledge and insight to form an understanding of the interior design industry.

ModuleN umber	Content	Total Hours	% of questions	Bloom Level (applicable)	Remarks, if any
THEORY					
M1	Interior Design Process	5	5	1, 2	NA
M2	Types of interior design	2	5	1, 2	NA
M3	The process of executing an interior design project	3	5	1, 2	NA
M4	Brief understanding of building services	5	25	1, 2	NA
M5	Introduction to Space Surveying	10	25	1, 2, 3	NA
M6	Interior Design Styles	10	15	1, 3, 6	NA
M7	Design Presentation	15	5	2, 3, 6	NA
M8	Inspiration and Concept Development	5	5	2, 3, 6	NA
M9	Material Sourcing	15	5	1, 2, 3, 4, 5	NA
M10	Introduction to different software and technology related to interior design	5	5	2, 5	NA
	TOTAL	75	100		

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Module 1 - Interior Design Process:

Introduction to interior design and decoration - importance, scope, aspects of interior design,

Difference between interior design and decoration, role of the designer and decorator.

Understanding the role of interior designers and their responsibilities.

Total Hours: 5

Module 2 - Types of interior design:

Classification of different design types such as residential design, commercial design, hospitality design, healthcare design, universal design, exhibition design, spatial branding, etc.

Nomenclature of different rooms and spaces such as a foyer, porch, powder room, atrium, auditorium, etc.

Total Hours: 2

Module 3 - The process of executing an interior design project:

Client meeting, design brief, etc.

Hierarchy in project management.

Roles and responsibilities of involved parties.

Total Hours: 3

Module 4 - Brief understanding of building services:

Electrical, plumbing, rain water harvesting, sanitation, heating, ventilation, air conditioning, acoustics, damp proofing, etc.

Total Hours: 5

Module 5 - Introduction to Space Surveying:

Overview of interior design and its relationship with space surveying:

How to read blueprints and plans.

Principles of measurement - units, scale, etc.

Importance of accurate measurements in interior design projects.

Tools and equipment used in space surveying for interior design.

Total Hours: 10

Module 6 - Interior Design Styles:

Brief overview of interior design styles and movements such as Modernism, Art Deco, Bauhaus, Surrealism, Mid-Century Modern, Scandinavian, Postmodernism, Bohemian, Scandinavian, Industrial, etc.

Total Hours: 10

Module 7 - Design Presentation:

Mood Boards:

Definition and purpose of mood boards.

Understanding the role of mood boards in the design process.

Gathering and selecting visual elements (images, colors, textures) for mood boards.

Creating digital or physical mood boards using various tools and techniques.

Idea Boards:

Introduction to idea boards and their purpose in the creative process.

Brainstorming techniques to generate ideas.

Exploring different ways to visually represent ideas (sketches, illustrations, photographs, etc.).

Collaborative idea boarding and team-based ideation exercises.

Organizing ideas on idea boards to create a coherent narrative or theme.

Material Boards:

Understanding the role of material boards in design and construction projects.

Sourcing and gathering materials for the board.

Arranging and composing materials to demonstrate how they work together.

Communicating the tactile and visual qualities of the materials selected.

Creating digital or physical material boards with attention to detail and presentation.

The relationship between material boards and the overall design concept.

Total Hours: 15

Module 8 - Inspiration and Concept Development:

Understanding the importance of creative thinking in the design process.

Exploring the role of inspiration and concept development in various industries.

Techniques for finding inspiration from different sources (nature, art, culture, technology, etc.).

Translating abstract ideas into visual representations.

Storytelling techniques to communicate concepts effectively.

Total Hours: 5

Module 9 - Material Sourcing:

Understanding the impact of materials on the overall design concept.

Study of various interior materials (e.g., flooring, wall finishes, textiles, furniture, lighting fixtures, etc.).

Factors to consider when selecting materials (aesthetics, durability, maintenance, cost, etc.).

Vendor and Supplier Research:

Identifying reliable vendors and suppliers for interior materials.

Evaluating supplier capabilities, pricing, and lead times.

Visiting material showrooms, suppliers, and manufacturing facilities for building professional relationships with vendors.

Total Hours: 15

Module 10 - Introduction to different software and technology related to interior design:

CAD 2D, 3D rendering software, walkthrough and animation software, BIM software, VR and AI in interior design, etc.

Total Hours: 5

Suggested Readings:

Interior Design Course: Principles, Practices, and Techniques for the Aspiring Designer by TomrisTangaz (ASIN : B09R6JZVQL)

Interior Design Illustrated" by Francis D.K. Ching and Corky Binggeli (ISBN-13: 978-1119377207) SEN 2