

Shri Vaishnav Institute of Architecture

B. Des in Product Design

<u>SEMESTER – II</u>

BDES PD 201 - DESIGN STUDIO 1 - BASIC PRODUCT DESIGN AND DESIGN THINKING

Sr.		Course	Course Name	TEAC	HING			EXAMINA	FION SC	HEME			
No.		Typology		SCHE	ME/W	EEK							S
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	Course							End Sem	Two	Teachers	End Sem	Teachers	MA
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	PD		PRODUCT DESIGN AND DESIGN										
	201		THINKING										

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

CEO1 -To introduce the basics of product designing and to develop skills required for the same.

Course Outcomes (COs):

CO 1- The emphasis of the course is on design projects. Selection of the projects is based on the possibility of user interaction leading to innovation.

CO 2- Projects end with a comprehensive presentation through working/mock up models, design drawing and a report.

CO 3- In this design studio students have to analyze various parameters, derive inferences and come out with a product design solution.

SyllabusUNIT – IIntention -Understanding Empathy; User stories; interpretive research;24HRS

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Sr. No.		Course Typology	Course Name	TEAC SCHE	HING ME/W	EEK		EXAMINA	FION SC	HEME			s
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1	BDES	STUDIO	DESIGN STUDIO 1 - BASIC	0	0	8	8	0	0	0	200	200	400
	PD		PRODUCT DESIGN AND DESIGN										
	201		THINKING										

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

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UNIT – II

Problem Definition -Visual representation of problem statements; contextualization and validation of a problem set; Heat maps; polar maps; Data visualization methods; 24HRS

UNIT – III

Scenario Building -Mapping solutions; partial solutions; incremental solutions

24HRS

UNIT – IV

Ideation -Brainstorming; Differential Discussion; group methods to generate ideas; solitary methods to generate ideas; Lateral Thinking 24HRS

UNIT – V

Concept Detailing -User Journey maps; User stories; activity mapping; feature matrix 24HRS

Suggested Reference Books

- 1. J.Christopher Jones- Design Methods
- 2. Jennifer Hudson 1000 new designs 2 and where to find them
- 3. Manfred Maier Basic principles of Design



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BDES PD 202 - FUNDAMENTALS OF DESIGN

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Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

CEO 1 -Understanding of characteristics of different elements & their interrelationship with various elements and to the composition.

Course Outcomes (COs):

CO 1- Understanding the emotional impact of colors on people. Balance – Structural balance and visual balance.

CO 2- Study all the different materials, hardware and software etc. Symmetry, Asymmetry, Radial Balance, Golden proportion, Rules of composition
CO 3- Learn about Scale & Proportion - Unity & Variety – Harmony, Rhythm, Perspective, Emphasis, Orientation, and Repetition.

Syllabus

UNIT – I

Principles of visual design Principles of design, unity/harmony, balance, alignment, hierarchy, emphasis, similarity and contrast; Symmetry, Asymmetry, Radial Balance, Golden proportion, Rules of composition, Scale & Proportion 12HRS

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Sr. No.		Course Typology	Course Name	TEA SCH EEK	EME			EXAMI	NATIO	N SCHEM	E		
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	Course Code						CREDITS	End Sem Univer sity Exam (50% or 40%)	Tw o Ter m Exa m (20 %)	Teacher s Assessm ent* (20%or 30%)	End Sem Univer sity Exam (50%)	Teacher s Assessm ent* (50%)	TOTAL MARKS
2	BDES PD 202	THEOR+S TUDIO	FUNDAMENTALS OD DESIGN	1	1	2	4	50	20	30	50	50	2 0 0

 $\label{eq:Legends: L-Lecture; T-Tutorial/Teacher Guided Student Activity; P-Practical; C-Credit;$

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

UNIT – II

Morphology Scale, proportions, movement, repetition, pattern, rhythm, variety **12HRS**

UNIT – III

Emotions and Colors Perception of colors, emotion and colors; 12HRS

$\mathbf{UNIT} - \mathbf{IV}$

Grays Understanding the Gray scale, gradation methods; Composition with grays, black and white;

UNIT – V

Theory of Color mixing The Science of Color Theories (Light & Pigment Theories); Primary colors and pure hues, Color Wheel; Tints, Tones and Shades, color charts; Color mixing models, color palettes; Science of Color mixing, Subtractive & Additive color mixing principles; 12HRS

Suggested Reference Books

- 1. Itten J., The art of colour: the subjective experience and objective rationale of colour, John Wiley and Sons., 1974
- 2. Sherin, A., Design Elements, Color Fundamentals
- 3. Impacts Design, Beverly, Mass: Rockport Publishers, 2011

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12HRS



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2	BDES PD 202	THEOR+S TUDIO	FUNDAMENTALS OD DESIGN	1	1	2	4	50	20	30	50	50	2 0 0

- 4. Elam, Kimberly; Geometry of Design: Studies in Proportion and Composition, Princeton Architectural Press,
- 5. Bervin, M. E. (1984). Design Through Discovery: The Element and Principles. Holt, Rinehart and Winston, Washington.
- 6. Wong, W. (1972). Principles of two-dimensional design. John Wiley & Sons
- 7. Brommer, G. F. (1994). "Collage techniques: A guide for artists and illustrators"
- 8. Watson-Guptill Publications.
- 9. L. Hotzschue, Understanding Colour, VNR, 1995
- 10.R.M. Proctor, The principles of pattern, DoverPublications,1990

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BDES PD 203 - REPRESENTATION TECHNIQUE 2

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3	BDES PD 203	THEORY+STUDIO	REPRESENTATION TECHNIQUE	1	1	2		50	20	30	50	50	200

 $\label{eq:Legends: L-Lecture; T-Tutorial/Teacher Guided Student Activity; P-Practical; C-Credit;$

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

CEO 1- To make student efficient in technical drawing and detailing for the purpose of execution.

Course Outcomes (COs):

CO 1- Understanding on Presentation skills, Techniques for Construction as a tool towards effective visualization and presentation.

CO 2- Demonstrate basic principles for technical drawing and orthographic projections.

CO 3- Learning of Drawing projections of a solid at different orientation of its axis

Syllabus

UNIT – I

Introduction - Lines, Lettering, Sketching, Principle of Dimensioning, Basic geometrical constructions, Scales, Engineering Curves. 12HRS

UNIT – II

Orthographic Projections - Pictorial view, Multi-view, Multi-view Drawing, Terminology, First angle projection and its features, Third angle projections and its features, Symbols, Section lines or hatching, Conversion of pictorial view into orthographic view. 12HRS

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 $\label{eq:Legends: L-Lecture; T-Tutorial/Teacher Guided Student Activity; P-Practical; C-Credit;$

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

UNIT – III

Projections of Points - Location of a point, Conventional representations, Projections of a point located at different locations. 12HRS

UNIT – IV

Projections of Lines - Introduction, Orientation of a line, Projections of a line located at different locations, Projections of a line in different angles. **12HRS**

UNIT – V

Projection of Solids - Introduction, Classification of solids, Recommended method of labeling, Orientation of solids, Drawing projections of a solid at different orientation of its axis, Identify visible and hidden lines. Principals of shades and shadows, drawing techniques, sciography of linear and curved objects. **12HRS**

Suggested Reference Books

- 1. Perspective & Sciography BY Shankar Mulik, Allied Publishers Perspective
- 2. Principles, M.G. Shah & K.M. Kale, Asia Publications, Mumbai
- 3. Geometrical drawing for Art students, I.H. Morris, Orient Longman, Chennai



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Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; ***Teacher** Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

- 4. Agrawal, B., and Agrawal, C.M. (2014). Engineering Drawing (2nd Ed), McGraw Hill, New Delhi,
- 5. A Jolhe, Dhananjay., (2008). Engineering drawing, TMH
- 6. French, T.E., Vierck, C.J., and Foster, R.J., (1984). Graphic Science and Design, 4th edition, McGraw Hill, .
- 7. Luzadder, W.J., and Duff, J.M., (1995).Fundamentals of Engineering Drawing, 11th edition, Prentice-Hall of India

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BDES PD 204 - HISTORY OF DESIGN 1

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Sr. No.	Course Code	Course Typology	Course Name	L	Т	S	CREDIT	End Sem Universit y Exam (50% or 40%)	Two Term Exa m (20%)	Teachers Assessmen t* (20%or 30%)	End Sem Universit y Exam (50%)	Teachers Assessmen t* (50%)	TOTAL M
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4	PD 204	THEORY	DESIGN 1	2	0	0	2	- 50	20	- 30	0	0	100

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***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

CEO 1- To provide the knowledge on History of Design and how it changes over the period.

Course Outcomes (COs):

CO 1- To help the student understand the lifestyle and designs from Prehistoric Period to the middle Ages.

CO 2- Demonstrate the understanding of interiors and architecture from medieval period

CO 3- Analyze the processes and development during colonial times

Syllabus

UNIT –I

EARLY CLASSICAL PERIOD - Study of Man and its culture from the ancient periods, Pre historic ages, cave paintings development of civilization such as Egyptian, Greek, Roman, Gothic, Early Christian and Renaissance periods. **6HRS**

UNIT – II

MIDDLE AGES- Pre renaissance spans, religious themes and cathedral architecture and interiors, tudor homes, Interiors in Romanesque, Gothic, and renaissance periods , Industrial Revolution . 6HRS

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UNIT – III

COLONIAL TO THE BEGINNING OF THE 20TH CENTURY-Colonial, Victorian designs, Arts & Crafts movement, Art Nouveau, Eclectic, Frank Lloyd Wright. 6HRS

UNIT – IV

POST WAR MODERNISM BAUHAS -Postwar Modernism design movements. International modernism, regionalism and concerns with vernacular etc. cultural identity and its expression. Comparative study of interiors all over the world with time frame. Theory & criticism based on the total knowledge of History. **6HRS**

UNIT – V

Study of products from different periods

6HRS

Suggested Reference Books:

- 1. Frederick Litchfield Illustrated history of Furniture's
- 2. History of Architecture, Sir Banister Fletcher, CBS Publishers & distributors, New Delhi
- *3.* Time Saver Standards for Interior Design, Joseph De Chiara, McGraw Hill, New York.



Shri Vaishnav Institute of Architecture

B. Des in Product Design

BDES PD 205 - RENDERING AND ILLUSTRATION TECHNIQUES

Sr.		Course	Course Name	TEAC				EXAMINA	FION SCI	HEME			
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	PD 205		ILLUSTRATION										
			TECHNIQUES										

 $\label{eq:Legends: L-Lecture; T-Tutorial/Teacher Guided Student Activity; P-Practical; C-Credit;$

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

CEO 1- Different ways in design ideas can be represented for better visualization

Course Outcomes (COs):

CO 1- Basic rendering skills, working upon the sketching and its types.

CO 2- Methods of pencil drawing through exercises, to coordinate eye, hand and body movements to acquire necessary control over the line drawing.

CO 3- Development of an analytical attitude and ability to deal with complexity of imagination and visualization of object from any angle.

Syllabus

UNIT – I

DRAWING AND SKETCHING -Drawing and sketching interior and exterior environments, perspectives drawings, shades and shadows, Visual effects. **9HRS**

UNIT – II

PEN AND INK RENDERING -Inking and pen techniques for rendering, tracing, structures, interiors, landscape, use and handling of tools. 9HRS

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Sr. No.		Course Typology	Course Name	TEAC SCHE	HING ME/WE	ЕK		EXAMINA	FION SCI	HEME			
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	Course							End Sem	Two	Teachers	End Sem	Teachers	MA
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5	BDES	STUDIO	RENDERING AND	0	0	3	3	0	0	0	75	75	150
	PD 205		ILLUSTRATION										
			TECHNIQUES										

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

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UNIT – III

RENDERING WITH COLOR MEDIUM -Color pencils and sketch pens, poster/water colors, Stroke effects, smudge effects etc. transparency effects in water colors – block effects in poster colors Understanding and representing the structure of forms in detail with wireframes. Color representation in the object drawing with section and exploded view. 9HRS

$\mathbf{UNIT} - \mathbf{IV}$

PRESENTATION OF THE DESIGN -Panel presentation skills, communication, body language, presentation of the drawing, explanation of the concept and design.

9HRS

UNIT V

Composition – Taking all the elements of design and inspiration from nature. SCIOGRAPHY Principals of shades and shadows, drawing techniques, sciography of linear and curved objects. 9HRS

Suggested Reference Books

- 1. Scott Robertson and Thomas Bertling How to Render
- 2. Roy R. Behrens Design in the Visual arts
- 3. Thomas Hudson Rendering with pen + ink



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Sr. No.		Course Typology	Course Name	TEAC SCHE	HING ME/WI	EEK		EXAMINA		s				
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	Course							End Sem	Two	Teachers	End Sem	Teachers	MA	
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	PD 205		ILLUSTRATION											
			TECHNIQUES											

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

- 4. Scott Robertson and Thomas Bertling How to Draw
- 5. Wood, P., & McDonnell, P. (1994). Scientific illustration: a guide to biological, zoological, and medical rendering techniques, design, printing, and display. John Wiley & Sons.
- 6. Buxton, B. (2010). Sketching user experiences: getting the design right and the right design: getting the design right and the right design. Morgan Kaufmann
- 7. Manfred Maier Basic principles of Design
- 8. Paricio M.I.D Perspective Sketching

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Shri Vaishnav Institute of Architecture

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BDES PD 206 - DIGITAL STUDIO - 2D SOFTWARE (COREL AND CAD)

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e		BDES PD 206		DIGITAL STUDIO - 2D SOFTWARE (COREL AND CAD)	0	0	2	2	0	0	0	50	50	100	

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

CEO 1- Understanding and exploring the generation product design through computer aided design.

Course Outcomes (COs):

CO1- To help the student understand the technology of computer and its terminology.

CO2- To enable the student to understand the applications of the software and graphic system.

CO3- Maximize the understanding of digital three-dimensional modeling by further exploring computer as a tool for product design.

Syllabus

UNIT – I

FUNDAMENTALS OF COMPUTERS -Terminology used, Creating icon, short keys. Introduction to MS Office software, word documents, spreadsheet, Power point 6HRS

UNIT – II

Corel Draw– 2D - Drawing tools, drawing objects, shapes, editing, setting limits, scales Lettering, Dimensioning, its editing Transparent overlays, Hatching and rendering, symbol library, Layers Concept of viewport, concept of object linking and editing session. 6HRS

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Sr. No.				TEACHING SCHEME/WEEK				EXAMINATION SCHEME							
								THEORY			PRACTICAL		ARF		
	Course Code	Course Typology	Course Name	L	Т	S	REDI	End Sem University Exam (50% or 40%)	Term Exam	Assessment* (20%or	University	Teachers Assessment* (50%)	TOTAL M		
6	BDES PD 206	LAB	DIGITAL STUDIO - 2D SOFTWARE (COREL AND CAD)	0	0	2	2	0	0	0	50	50	100		

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

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UNIT – III

INTRODUCTION TO 3-D MODELLING- Settings for the drawings, limits, creating objects, transforming objects, modifiers & modifier stack, Compound objects, hand on viewports, setting of viewports etc. Lathing, displacement, Boolean operations for both standard and compound primitives, lofting, modeling with lofts, low polygon modeling, different building elements designing, use of default library, and nurbs modeling. Application of colors and texture Using material editor, material browser, settings of library, mapping textures, editing of texture files etc. 6HRS

UNIT IV

Image Editing Techniques, Workspace-navigation, the tools, palettes, arranging document windows, All about pixels, resolution, and color Depth, Understanding and using color modes- RGB, CMYK and Grayscale, Using Bridge **6HRS**

UNIT V

Fundamental Concepts Basic Techniques, Re-Touching Techniques & Amp; Selection Techniques - Using brushes, choosing colors, Sampling colors from an image, Using Pantone colors. Multiple undo and taking snapshots Using the History palette, Cropping and rotating images, Changing image size and resolution, Retouching Fixing images using the Clone Stamp Tool and the Healing tools, The history brush, The Red –Eye and Color Replacement tools. **6HRS**

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Sr. No.				TEACHING SCHEME/WEEK				EXAMINATION SCHEME							
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	Course Code	Course Typology	Course Name	L		s	\mathbf{ST}	End Sem University Exam (50% or 40%)	Two Term Exam (20%)	Teachers Assessment* (20%or 30%)	End Sem University Exam (50%)	Teachers Assessment* (50%)	TOTAL M		
6	BDES PD 206		DIGITAL STUDIO - 2D SOFTWARE (COREL AND CAD)	0	0	2	2	0	0	0	50	50	100		

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Suggested Reference Books

1. Mark Galer and Philip Andrews- Photoshop CC Essential Skills: A Guide to Creative Image

Editing,

2. Vickie Ellen Wolper Photograph Restoration and Enhancement: Using Adobe Photoshop CC 2017

3. Andrew Faulkner- Adobe Photoshop CC Classroom in a Book 2018

4. Jennifier Smith- Photoshop CC Digital Classroom Book 2018

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Shri Vaishnav Institute of Architecture

B. Des in Product Design

BDES PD 207 - SEMESTER TOUR PROJECT

Sr. No.				TEACHING SCHEME/WEEK				EXAMINATION SCHEME						
								THEORY			PRACTIC	CTICAL		
	Course Code	Course Typology	Course Name		Т	s	EDITS	(50% or	Term	Assessment* (20%or	End Sem University Exam (50%)	Teachers Assessment* (50%)	TOTAL MAI	
7	BDES PD 207	SEMINAR	TOUR PROJECT/INDUSTRIAL VISIT	0	0	1	1	0	0	0	0	50	50	

 $\label{eq:Legends: L-Lecture; T-Tutorial/Teacher Guided Student Activity; P-Practical; C-Credit;$

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

CEO 1- Semester Break Tours will be conducted in winter semester vacations, documentation of tour will help student to understand various styles and great designer's work of different regions.

Course Outcomes (COs):

CO 1- Get exposure to different regional work at different region, country and the world.

CO 2- Appraise the relevance of art and craft environment by observing & photo documentation of selected places

CO 3- Understand various styles and great designer's work of different regions.

GUIDELINES

• A tour report of A-3 size sheets with proper sketches, photographs, and theory documentation of the topic.

• Videos or any other supporting documentation can also be a part of submission as per the requirement.

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Shri Vaishnav Institute of Architecture

B. Des in Product Design

SEMESTER – II

BDES PD 301 – DESIGN STUDIO – II

				TEACHING SCHEME/WEEK				EXAMINATION SCHEME					
								THEORY			PRACTICAL		S
Sr. No.	Course Code	Course Typology	Course Name	L	Т	s	SLIC	(50% or	Term	Assessment* (20%or	Exam	Teachers Assessment* (50%)	TOTAL MARK
1	BDES PD 301	STUDIO	DESIGN STUDIO 2- PRODUCT DESIGN PROCESS BASED	0	0	8	8	0	0	0	200	200	400

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Educational Objectives (CEOs):

CEO 1-Lectures on simplicity; Complex nature of simple products; Single Function Products; Material Property as function; Form as function. Student will follow the process based product design.

Course Outcomes (COs):

CO 1- Learning on design process along with the understanding on form and its functionality.

CO 2- Ability to create innovative single component single feature solution.

CO 3- Compare the Qualitative and qualitative research methodology,

Syllabus

UNIT – I DESIGN THINKING- Consolidation of fundamentals of form based design & lateral thinking will be emphasized. Considerable research will be involved to recognize the virtue of design processes. 24HRS

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