



Shri Vaishnav Vidyapeeth Vishwavidyalaya, Indore

Shri Vaishnav Institute of Architecture

B. Des in Interior Design

SEMESTER – I

BDF101 - BASIC DESIGN-I

Course Code	Course Typology	Course Name	TEACHING SCHEME/WEEK			CREDITS	EXAMINATION SCHEME					
			L	T	S		THEORY			PRACTICAL		Total Marks
							End Sem University Exam (50%)	Two Term Exam (20%)	Teachers Assessment* (30%)	End Sem University Exam (60%)	Teachers Assessment* (40%)	
BDF101	STUDIO	BASIC DESIGN – I			8	8				270	180	450

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):

To introduce the basics of designing process and to develop skills required for the same.

Course Outcomes (COs):

CO1: Introduction of creative stimulus through understanding of principles of Arts, Aesthetics & design.

CO2: Inculcating visual & graphic skills, creative & imagination skills & exposure to architectural design vocabulary and relating them to Architectural design situation.

CO3: Developing freehand drawing & rendering skills in different medium & using it as tool of expressing ideas. Understanding the process involved in design including analysis, synthesis and evaluation.

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Syllabus

UNIT I- INTRODUCTION TO DESIGN

Definitions and meaning of design, importance of design, examples of design from nature. Fundamental elements of design in 2-D and their definitions; point, line, shape, form, space, texture, value, color and material. Introduction to the principles of design in 2-D and 3D - unity, balance, symmetry, proportion, scale, hierarchy, rhythm, contrast, harmony, focus, etc. use of grids, creating repetitive patterns. **30 HRS**

UNIT II – CONCEPTS OF GEOMETRY

Introduction to different 3-D forms and primitive forms, shapes and understanding the behavior when combined. Transformation of 2-D to 3-D. **30 HRS**

UNIT III –PRINCIPLES OF COMPOSITION

Principles of composition using grids, symmetrical/ asymmetrical, Rule Of Thirds, Center Of Interest, Gestalts Theory of Visual Composition. **30 HRS**

UNIT IV- THEORY OF COLOURS

Introduction –visible spectrum, colored light, color temperature, color interaction, color blindness. Color wheel – primary, secondary, tertiary colors, color wheel, color schemes color value, intensity, and modification of color hues – tints, shades, neutralization. Color charts – types, making and using. Color harmony, use of color harmony. Psychological impact of color – warm, cool and neutral colors, impact of specific hues, meanings of color, color and form, color and light, color and surface qualities, color and distances and scales. **30 HRS**

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UNIT V - USE OF COLOURS

Problems with color. Use of colors in various functional contexts – e.g. residential interiors, Non Residential interiors. Use of color in special situations – out door/indoor spaces, accessories, art works etc.

24 HRS

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 John Thackara, In the Bubble: Designing in a Complex World,
4. The MIT Press, 2005 Bruce Hanington, Bella Martin,
5. Universal Methods of Design: 100 Ways to Research Complex Problems.

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BDFF 102 - THEORY OF DESIGN AND VISUAL ARTS

Course Code	Course Typology	Course Name	TEACHING SCHEME/WE EK			CREDITS	EXAMINATION SCHEME					Total Marks
			L	T	S		THEORY			PRACTICAL		
							End Sem University Exam (50%)	Two Term Exam (20%)	Teachers Assessment* (30%)	End Sem University Exam (50%)	Teachers Assessment * (50%)	
BDFF102	STUDIO +TH	THEORY OF DESIGN AND VISUAL ARTS	2		2	4	60	20	20	60	40	200

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):

Art and culture of different regions in different periods sets new theories in design , the purpose of the subject is to study the trends in Modern movement in design in the later part of the 20th century.

Course Outcomes (COs):

- **CO1:** Analyze key concepts, theories, and historical developments in design and visual arts from diverse cultural perspectives.
- **CO2:** Apply fundamental design principles and techniques to create visually compelling and effective artwork.
- **CO3:** Critically evaluate artistic works using established criteria to assess visual impact, technical proficiency, and creativity.

Syllabus

UNIT I-INTRODUCTION TO THE DESIGN PROCESS

Form and space relationship, visualization of impressions, through simple elements like point, line, solids etc.

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BDFE102	STUDIO +TH	THEORY OF DESIGN AND VISUAL ARTS	2		2	4	60	20	20	60	40	200

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

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UNIT II- SHAPES AND PATTERNS

Compositions with design principles : unity, balance, symmetry, proportion, scale, hierarchy, rhythm, contrast, harmony, focuses, etc. 2-D and 3-D compositions , there are arrangements , visual perceptions. Perception of forms through movement in spaces. **10HRS**

UNIT III-COLOR THEORY

Color theory, color wheel, primary, secondary, tertiary colors , color schemes, their visual effects, psychology and applications. **10 HRS**

UNIT IV-TEXTURES

Texture its applications, visual impacts. **10 HRS**

UNIT V- APPLICATION OF DESIGN THEORIES

Small exercises to understand how theories come together to create good design – application of theories within typology and across typologies. **8HRS**

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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.

SUGGESTED REFERENCE BOOKS:

1. Leland M. Roth, 'Understanding Architecture', Routledge; 3 edition, 2013.
2. Foundations in Architecture: An Annotated Anthology of Beginning Design Project, Van Nostrand Reinhold NY, 1993.
3. Basic Visual Concepts and Principles for Artists, Architects and Designers by Charles Wallschlagger & Cynthia Busic-Snyder, McGraw Hill, New York 1992.
4. Logic and Design in Art, Science and Mathematics by Krome Barratt, Globe Pequot Press, 2005.

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BDFF 103 BASIC OF VISUALIZATION AND REPRESENTATION

Course Code	Course Typology	Course Name	TEACHING SCHEME/WEEK			CREDITS	EXAMINATION SCHEME					TOTAL MARKS
			L	T	S		THEORY			PRACTICAL		
							End Sem University Exam (50% or 40%)	Two Term Exam (20%)	Teachers Assessment* (20% or 30%)	End Sem University Exam (50%)	Teachers Assessment* (50%)	
BDFF 103	STUDIO	BASIC OF VISUALIZATION AND REPRESENTATION			3	3				90	60	150

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 - I Warm Up exercises and rapid sketching representing the observed, representing concepts - Sketching for ideation; Lines; Geometric shapes. 9 HRS

UNIT - II Drawing Techniques; Grid based drawing, analytical representation; Inside-out sketching; natural objects like landscapes and portraits. Construction drawing. 9 HRS

UNIT - III Studies in light and shadow of 3-dimensional form representations; representing reality Mimetic Imagery and Abstraction. 9 HRS

UNIT - IV Representing Imagination Memory and Imagination; Object representation; Nature and life Representing nature with Texture. 11 HRS

UNIT - V Free hand drawing from natural or manmade environment develops the skill of coordination of mind and hand during the process of representation. 10 HRS

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BDFF 103 BASIC OF VISUALIZATION AND REPRESENTATION

Course Code	Course Typology	Course Name	TEACHING SCHEME/WEEK			CREDITS	EXAMINATION SCHEME					TOTAL MARKS
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BDFF 103	STUDIO	BASIC OF VISUALIZATION AND REPRESENTATION			3	3				90	60	150

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 Books Reference

1. Betty Edwards, New Drawing on the Right Side of the Brain, 2002
2. Dalley Terence ed., The complete guide to illustration & design, Phaidon, Oxford, 1980
3. T. C. Wang, Pencil Sketching, John Wiley & Sons, 1997
4. Wily Pogany, The Art of Drawing, Madison Books, 1996
5. R. Kasprin, Design Media – Techniques for water color, pen and ink, pastel and coloured markers, John Wiley & Sons, 1999

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BDFF 104 DIGITAL ART-I

Course Code	Course Typology	Course Name	TEACHING SCHEME/WEEK			CREDITS	EXAMINATION SCHEME					TOTAL MARKS	
			L	T	S		THEORY			PRACTICAL			
							End Sem University Exam (50% or 40%)	Two Term Exam (20%)	Teachers Assessment* (20% or 30%)	End Sem University Exam (50%)	Teachers Assessment* (50%)		
BDFF104	STUDIO	DIGITAL ART -I			3	3					90	60	150

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):

To provide the student of Design a foundation in the techniques of drafting using computer as a tool.

Course Outcomes (COs):

- **CO1:** Understand and apply fundamental digital art techniques using various software tools to create original artworks.
- **CO2:** Demonstrate proficiency in digital painting, drawing, and image manipulation to produce visually appealing digital compositions.
- **CO3:** Analyze and critique digital artworks, including their own and those of others, for creativity, technical skill, and artistic expression.

Syllabus

UNIT I

INTRODUCTION TO ADOBE PHOTOSHOP CC

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.

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							End Sem University Exam (50% or 40%)	Two Term Exam (20%)	Teachers Assessment* (20% or 30%)	End Sem University Exam (50%)	Teachers Assessment* (50%)	
BDFB 104	STUDIO	DIGITAL ART -I			3	3				90	60	150

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

FUNDAMENTAL CONCEPTS BASIC TECHNIQUES, RE-TOUCHING TECHNIQUES & 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.

10 HRS

UNIT III

COMPOSITION AND DESIGN TECHNIQUES COLOR CORRECTION

Working with layers, Transformation-Scaling and rotating, using color fills layers. Using gradients and patterns, Combing images with layer masks, Hue and Saturation: general and specific color range adjustment, Colorizing, Working with type layers · Formatting type, Converting type to pixels Effects.

10 HRS

UNIT IV

WORKING WITH TYPE EFFECTS AND FILTERS

Working with layers Styles- Drop shadows, glows, bevels etc. Using filters-corrective and creative filtering technique, Using the filter gallery.

10 HRS

UNIT V

PRODUCTION

Importing and Exporting images the main stream file types and their uses, Web graphics- Using the save for Web command- Optimization and file formats, Printing- Recognizing nonprintable colors, converting images to CMYK, saving for print- 3d(Menu), Color Correction(Adjustments), Smart Objects, Content Aware, Puppet Wrap Define (Brush, Pattern, Custom Shape).

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BDFF 104	STUDIO	DIGITAL ART -I			3	3				90	60	150

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

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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. Jennifer Smith- Photoshop CC Digital Classroom Book 2018.

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BDFF 106 – WORKSHOP-1

Course Code	Course Typology	Course Name	TEACHING SCHEME/WE EK			CREDITS	EXAMINATION SCHEME					TOTAL MARKS	
			L	T	S		THEORY			PRACTICAL			
							End Sem University Exam (50%)	Two Term Exam (20%)	Teachers Assessment* (20% or 30%)	End Sem University Exam (50%)	Teachers Assessment* (50%)		
BDFF106	STUDIO	WORKSHOP-I			3	3					90	60	150

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):

To explore the unique experience of ingenuity & creativity. The essence of creative domain can be achieved by exploring different technology, techniques, processes, concepts, compositions.

Course Outcomes (COs):

- **CO1:** Demonstrate basic hands-on skills and techniques in workshop practices related to the specific field of study.
- **CO2:** Apply safety protocols and proper tool usage while working on various projects and tasks in a workshop environment.
- **CO3:** Create and complete practical projects that showcase the ability to integrate theoretical knowledge with practical skills.

SYLLABUS

UNIT I - INTRODUCTION TO MODEL MAKING

Understanding the need for 3D Forms, Scale and Proportions. Tools and Techniques. Card sheets models with the help of development of surfaces , mass and void formation. **10 HRS**

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BDF106	STUDIO	WORKSHOP-I			3	3					90	60	150

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UNIT II-BLOCK MODELING

Basic geometric shapes, forms, Preparation of base for models using wood or boards other materials Cutting and joining techniques of soft materials like thermocol, soap, wax, clay, soft wood etc.

10 HRS

UNIT III-FINISHES IN MODELLING

Models for small spaces, with complete detailing, level planning with materials like mount board, forex, plywood Models.

10 HRS

UNIT IV- DETAILING IN MODELS

Detailing of finishes on walls, floors, furniture models. landscape detailing such as models for trees and shrubs, metal wire trees etc.

10 HRS

UNIT V-INTRODUCTION OF TEXTURES

Smooth to rough, soft to hard, this unit fosters sensory awareness and encourages creative expression through texture-based projects and activities.

8 HRS

REFERENCE BOOKS:

1. Chapman, W.A.J. and Martin, S. J. 1998. Workshop Technology. Part-III. Viva Books Private Ltd, New Delhi.
2. Raghuvanshi, B. S. 2002. Workshop Technology. Vol. 2. Dhanpat Rai & Co. (P) Ltd, Delhi.

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BDFF 107 –ELECTIVE I

Course Code	Course Typology	Course Name	TEACHING SCHEME/WEEK			CREDITS	EXAMINATION SCHEME					TOTAL MARKS
			L	T	S		THEORY			PRACTICAL		
							End Sem University Exam (50% or 40%)	Two Term Exam (20%)	Teachers Assessment* (20% or 30%)	End Sem University Exam (50%)	Teachers Assessment* (50%)	
BDFF107 (1)	LAB	ELECTIVE-I PAINTING			2	2					150	150
BDFF107 (2)		MODEL MAKING			2	2					150	150
BDFF107 (3)		PAPER CRAFT-			2	2					150	150

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):

- **CO1:** Gain specialized knowledge and skills in the selected elective subject area, enhancing overall academic and professional competence.
- **CO2:** Apply theoretical concepts and methodologies specific to the elective subject to real-world scenarios and practical projects.
- **CO3:** Critically analyze and evaluate contemporary issues, trends, and advancements within the chosen elective field.

107 (1) PAINTING - Develop a strong foundation in painting. In this course, students have the opportunity to explore basic painting techniques while developing visual awareness and artistic self-expression. Principles in two-dimensional art, choice and use of materials sound techniques in painting, mixing, and color combination will be studied through a variety of subject matter. Color perception, artistic skill, style, and originality will be enhanced through the creative process in a supportive and stimulating atmosphere. • Warm Up exercises to develop painting by using these techniques.

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BDF107 (1)	LAB	ELECTIVE- I PAINTING			2	2					150	150
BDF107 (2)		MODEL MAKING			2	2					150	150
BDF107 (3)		PAPER CRAFT-			2	2					150	150

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.

107 (2) MODEL MAKING-Developing understanding of various material & efficiency in technique .To understand principles of designing with, an understanding of strengths & limitations of the material. Demonstrating techniques of making models of different products in materials like mount board, sandwich board, choky mount board, etc.

107 (3) - PAPER CRAFT- Students will understand different types of paper as a material and its properties; they will also understand the products that can be made out of paper; It will also help to make students understand fundamentals of structures. Understand the discipline of the workspace; Different products from paper will be explored by using different, method, new ways of model making also will be explored.

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth
Vishwavidyalaya,Indore

Chairperson
Faculty of Studies
Shri Vaishnav Vidyapeeth
Vishwavidyalaya,Indore

Controller of Examination
Shri Vaishnav Vidyapeeth
Vishwavidyalaya,Indore

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