

DESIGN STUDIO – II

SR. NO.	COURSE CODE	COURSE TYPOLOGY	NAME OF THE COURSE	L	T	S	CREDIT	EVALUATION								TOTAL MARKS	EXAM DURATION HRS	
								THEORY					TOTAL	STUDIO				TOTAL
								MST	MST	AVG MST	SS	ESUE		IA	EV			
1	BDES 301	STUDIO	DESIGN STUDIO - II	-	-	8	8	0	0	0	0	0	0	200	200	400	400	

INTRODUCTION

To introduce students with interiors for majorly two types of activities based on vernacular materials and techniques.

- Food zones , restaurants , hospitality spaces
- Small health care spaces.
- Vernacular Interior spaces

GUIDELINES

The main aim of the course is to give an emphasis on planning with analytical thinking, conceptualization , understanding Of the requirements and then to arrive on a solution based on design principles having connection between physical and visual environment .

CONTENTS:

1. **RESTAURANT INTERIORS**

Interior designing for Café ,multifunctional Restaurants and Banquet halls, design and detailing of various work spaces such as reception ,waiting zone , interactions zones. Study based on their functional and aesthetic aspects. Design of hospitality spaces such as theme based restaurants, corporate banquet venues , conference halls etc

2. **AAYURVEDIC HEALTH CARE CENTERS**

The design of Health care spaces, such as small scale clinics, OPD , consultation &treatment rooms. Gym ,Yoga and meditation centers , Spa , . Analysis for the needs of acoustics and functional materials and furniture detailing.

REFERENCE BOOKS

1. Designs for 20th century Interiors – Fiona Leolie, VH Publications, London.
2. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982.
3. Interior Design Illustrated , by Francis D. K. Ching and Corky Binggeli
4. Healthcare Spaces No. 4 by Roger Yee (Author)

INTERIOR MATERIALS AND CONSTRUCTION

SR. NO.	COURSE CODE	COURSE TYPOLOGY	NAME OF THE COURSE	L	T	S	CREDIT	EVALUATION								TOTAL MARKS	EXAM DURATION HRS	
								THEORY					TOTAL	STUDIO				TOTAL
								MST	MST	AVG MST	SS	ESUE		IA	EV			
2	BDES302	THEORY CUM STUDIO	INTERIOR MATERIALS AND CONSTRUCTION	1	1	4	6	20	20	20	20	50	90	60	50	110	200	3

INTRODUCTION

To expose students of interior design with different materials and construction of finishes and furnishings.

GUIDELINES

Detailing of different surfaces in interior , impact of new materials and techniques in design.

CONTENTS

1. FLOORS AND FLOOR COVERINGS

Concrete flooring, plinth beam & floor finish sectional details.

Floor coverings- - softwood, hardwood- resilient flooring - linoleum, asphalt tile, vinyl, terrazzo , rubber, cork tiles - marble & granite their application , joinery and maintenance

Tile flooring materials - ceramic mosaic and cement glazed, tiles- uses and laying .

2. FALSE CEILING

False ceiling materials and techniques , installation , frame work , joinery , gypsum board , thermocol, plaster of paris , metal sheets , wood. Domes and other curve surfaces in ceiling

3. WALL PANELING

Paneling material , designing and joinery details – Using wooden planks, laminated plywood, cork sheets, fiber glass wool& fabric . acoustical properties. Thermal insulation properties.

MATERIALS

Synthetic Materials – Different types of Glass, their properties, manufacturing processes and uses.

Plastics –injection molding & other manufacturing methods, etc.

Fabrics – textile, Jute, leather etc. different types and their uses

REFERENCE BOOKS

1. S.C Rangwala – engineering materials – Charotar publishing, Anand 1982
2. W.B Mckay, building construction, VOL 1-4 , Longmans, u.k 1981
3. Laxmi publications Pvt. Ltd., New Delhi, 1993.
4. Dr. B.C Punmia , building construction , Laxmi publications Pvt. Ltd., New Delhi, 1993.
5. M.S Shetty , concrete technology , S. Chand & co . Ltd ., New Delhi , 1986

FURNITURE DESIGN – I

SR. NO.	COURSE CODE	COURSE TYPOLOGY	NAME OF THE COURSE	L	T	S	CREDIT	EVALUATION									TOTAL MARKS	EXAM DURATION HRS
								THEORY					TOTAL	STUDIO		TOTAL		
								MST	MST	AVG MST	SS	ESUE		IA	EV			
3	BDES 303	THEORY CUM STUDIO	FURNITURE DESIGN-I	1	1	2	4	20	20	20	20	50	90	60	50	110	200	3

INTRODUCTION

Furniture design is an essential element of Interior design, this subject helps student to understand the basics of furniture inery and its structural behavior which provides the scope for the creativity.

GUIDELINES

Focus should be given on the study of anthropometric aspects, human factors & structural stability of the furniture design. analysis of the Role of various effective materials & technology to be incorporated.

CONTENTS:

1. HISTORY OF FURNITURE DESIGN

Analysis and study of different periods in the context of furniture design such as greek , roman , Egyptian , Romanesque , gothic , renaissance , industrial revolution.

Study of post modern periods.

2. ANTHROPOMETRIC STANDARDS

Study of anthropometric standards and measurements for basic furniture such as Sofa, settee, couch, Bunk beds, Study table , Cupboards, shelves , Cot, bedside lockers, wardrobes , Furniture for the physically challenged.

3. FINISHES AND WOODEN JOINERY

Furniture Joinery - screw joinery, nail joinery, Mortise & tenon joints, Dovetail joints, Dowel joints, Edge joints.

Materials & finishes – Wood, Glass, Metal, Plastics and Upholstery - include various finishes , fabrication details , color theory in furniture .

4. PROJECT - RESIDENTIAL FURNITURE

furniture layout for residence

Built in furniture – Movable furniture – Systems furniture – Specially Designed furniture – Readymade furniture – Modular, knockdown& Economy Furniture

Seating, Sleeping, Storage & Children’s furniture

5. PROJECT – OFFICE FURNITURE

File cabinets:

Work stations

Book shelves and other storage

Chairs, movable furniture, waiting zone seating arrangements

Conference tables.

REFERENCE BOOKS

1. Interior Design, John F. Pile, Harry N.AbramsInc Publishers, New York
2. Interior Design Course, Mary GilliatCoyran, Octopus Ltd., London
3. The Encyclopaedia of Funriture, Joseph Aronson, Crwon Publishers, New York
4. Interior Design & Decoration, SherrilWhiton, Prentice Hall
5. Interior Design, Francis D.K. Ching, John Wiley & Sons, New York

LIGHT AND COLOUR IN INTERIORS

SR. NO.	COURSE CODE	COURSE TYPOLOGY	NAME OF THE COURSE	L	T	S	CREDIT	EVALUATION									TOTAL MARKS	EXAM DURATION
								THEORY					TOTAL	STUDIO		TOTAL		
								MST	MST	AVG MST	SS	ESUE		IA	EV			
4	BDES 304	STUDIO	LIGHT AND COLOUR IN INTERIORS	-	-	3	3	0	0	0	0	0	0	100	0	100	100	

INTRODUCTION

To make student familiarize with various available lighting fixtures and their installation aspects . The subject also imparts the knowledge of color theory and its relation with lighting in interiors .

GUIDELINES

Focus to be given on the skills of Use of day lighting and artificial lighting with color effect in designs .

CONTENTS :

1. CONCEPT OF DAY LIGHTING

Importance of Day light , its nature - Wavelength, Photometric quantities – intensity, Flux, day light factor concept, , illumination visual efficiency and luminance, , sources of light,

2. PRINCIPALS OF ARTIFICIAL LIGHTING

Types of artificial lighting , different Electric lamps – incandescent, fluorescent, sodium vapor, mercury, halogen and neon. Different types of lights in interior and exterior - task lighting, special purpose lighting. Calculation of artificial lighting, considerations for lighting design.

3. IMPACT OF COLOR APPLICATION

psychology& its application ,Properties/Dimensions of color. Color Systems - Prang system. Munsell System Relation between colour &light , its effects. Colour in Nature, Color light in interiors , visual effects

4. LUMINARES & FIXTURES

fixture types - free standing or portable, fixed, light fixture control.

Lighting accessories- switches, sockets, fused connection units, lamp holders, ceiling roses etc.

REFERENCE BOOK

1. The Art of living- Randall whitehead,
2. Lighting design, source book- Randall whitehead,
3. Light right- M.K.Halpeth, T.Senthilkumar, G.Harikumar
4. Concepts of lighting, Lighting design in Architecture- Torquil Barker

HISTORY OF DESIGN – II

SR. NO.	COURSE CODE	COURSE TYPOLOGY	NAME OF THE COURSE	L	T	S	CREDIT	EVALUATION									TOTAL MARKS	EXAM DURATION HRS
								THEORY					TOTAL	STUDIO		TOTAL		
								MST	MST	AVG MST	SS	ESUE		IA	EV			
5	BDES 305	THEORY	HISTORY OF DESIGN - II	3	-	-	3	10	10	10	40	50	100	0	0	0	100	3

INTRODUCTION

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.

GUIDELINES

Design movements to be studied on the basis of the region, its culture, necessity of changes , theories given by great designers , and the final outcome in terms of new trends of that period.

CONTENT :

1. MODERNISM AND POST MODERNISM

Late Modernism, High Technology, Post Modernism, and De Constructivism and Minimalism.

2. NON EUROPEAN PERIODS

China, Japan & the Islamic World – Influences of Pre Columbian American art & culture, African influences in interiors

3. SCANDINAVIAN PERIODS

Interior Design in Sweden, Finland, Norway.

4. INDIAN TRADITIONAL STYLE

Traditional interior styles in India including Rajasthan, Gujarat, Andhra, Tamil Nadu, Madhya Pradesh etc.

REFERENCE BOOKS

1. Interior Design Course, Mary GilliatCoyran, Octopus Ltd., London
2. Interior Design, Francis D.K. Ching, John Wiley & Sons, New York
3. Time Saver Standards for Interior Design, Joseph De Chiara, McGraw Hill, New York.
4. Publications on Traditional Arts & Crafts of India, Ministry of Handicrafts Development.

COMPUTER APPLICATIONS – II

SR. NO.	COURSE CODE	COURSE TYPOLOGY	NAME OF THE COURSE	L	T	S	CREDIT	EVALUATION									TOTAL MARKS	EXAM DURATION HRS
								THEORY					TOTAL	STUDIO		TOTAL		
								MST	MST	AVG MST	SS	ESUE		IA	EV			
6	BDES 306	LAB	COMPUTER APPLICATIONS - II	-	-	2	2	0	0	0	0	0	0	50	0	50	50	

INTRODUCTION

To provide students 3D modeling skill knowledge , which helps them in visualizing the concepts of their design.

GUIDELINES

To familiarize the students with the concepts of 3D modeling. To enable them to experiment with forms, mapping, rendering and presentation techniques

CONTENTS:

1. INTRODUCTION

Settings for the drawings , limits , creating objects, transforming objects, modifiers & modifier stack, Compound objects, hand on viewports, setting of viewports etc.

2. MODELLING

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.

3. TEXTURES

Application of colors and texture Using material editor, material browser, settings of library , mapping textures , editing of texture files etc

4. RENDERING TECHNIQUES

Basics of Light, camera and rendering effects, setting of backgrounds and foregrounds environment mapping, fogs and atmospheres, creating roads, trees , human figures for completion of views.

5. PHOTOSHOP

Introduction to Photoshop, creating and saving images, basic image editing, Photoshop tool box and tools, Layers Command,

REFERENCE BOOKS

1. 3DS MAX 8 Bible – Kelly C.Murdock
2. Photoshop CS Bible – Deke McClelland
3. Adobe Photoshop 7.0 classroom in a book – Adobe creative team
4. 3DS MAX- Advanced 3D modeling and animation – C & M, CADD Centre

THEORIES OF INTERIOR DESIGN

SR. NO.	COURSE CODE	COURSE TYPOLOGY	NAME OF THE COURSE	L	T	S	CREDIT	EVALUATION									TOTAL MARKS	EXAM DURATION HRS
								THEORY					TOTAL	STUDIO		TOTAL		
								M ST	M ST	AVG MST	SS	ESUE		IA	EV			
7	BDES 307	STUDIO	THEORIES OF INTERIOR DESIGN	-	-	2	2	0	0	0	0	0	0	100	0	100	100	

INTRODUCTION

To Introduce the student with the works of leading interior designers and their influence on design through ages.

GUIDELINES

To familiarize student understand the design movements from the industrial age to the present information age of Contemporary designers through study of pioneers works , theories and trends.

CONTENTS:

1. POST INDUSTRIAL

The post Industrial era works of Charles Renée Mackintosh, Antonio Gaudi, Gerrit Rietveld

2. BAUHAUS MOVEMENT

Walter Gropius/ Bauhaus, De Stijl , Mies Van Der Rohe, Art Deco, Postwar Modernism.

3. MODERNISM AND POST MODERNISM

Interiors of Le Corbusier, Kenzo Tange , Louis Khan, Frank Lloyd Wright, and Oscar Niemeyer , Alvar Alto, Charles and Ray Eames, Phillip Johnson, Eero Saarinen
Santiago Calatrava, Zaha Hadid, Frank Gehry

4. OTHER CONTEMPORARY DESIGNERS AND THEIR WORKS

REFERENCE BOOKS

1. Interior Design Course, Mary GilliatCoyran, Octopus Ltd., London
2. Interior Design & Decoration, SherrilWhiton, Prentice Hall
3. Interior Design, Francis D.K. Ching, John Wiley & Sons, New York
4. History of Architecture, Sir Banister Fletcher, CBS Publishers & distributors, New Delhi
5. Time Saver Standards for Interior Design, Joseph De Chiara, McGraw Hill, New York

WORKSHOP – WOOD , CERAMIC AND METALS

SR.NO.	COURSE CODE	COURSE TYPOLOGY	NAME OF THE COURSE	L	T	S	CREDIT	EVALUATION									TOTAL MARKS	EXAM DURATION HRS
								THEORY					TOTAL	STUDIO		TOTAL		
								MST	MST	AVG MST	SS	ESUE		IA	EV			
8	BDES 308	LAB	WORKSHOP-WOOD, CERAMIC AND METALS	-	-	2	2	0	0	0	0	0	0	50	0	50	50	

INTRODUCTION

Purpose of this subject is to make student work and experience wood , ceramic and Metal as a material, and to know Its Properties. This will help them to evolve new ideas to involve these materials in Interiors.

GUIDELINES : Understanding timber as a building material as a structural and finishing material.

CONTENTS:

- Types of wood - natural and artificial/commercial and its properties limitations.
- Wooden Joinery - types and uses. Plywood as a building material, Layout techniques and machining plans.
- Fabrication techniques - stapling, gluing.
- Furniture Joinery - screw joinery, nail joinery, Mortise & tenon joints, Dovetail joints, Dowel joints, Edge joints.
- Selection of various types of wood for different purposes
- Planning, Sawing, and Surfacing.
- Wood finishes - colour and surface quality. And its corresponding processes.

GUIDELINES : Understanding Ceramic products by actually working and experiencing with the materials. Developing an awareness of various finishes used on ceramic products

CONTENT:

- Introduction to Ceramics through History
- Process and techniques of working with the materials
- Slab work, throwing, Pinching and coil work and firing
- Colour pigments and their use and effects
- Introduction to plasters as material, process of mixing and its use in reproduction
- Plaster slab and carving
- Use of plaster with other materials like cloth, thread, wires etc.

GUIDELINES : To get feel of various metals, to explore metal by working with it ,Comparative analysis of various metals and their design parameters .

CONTENT:

Types of metals and their properties
 Various methods of working with different metals, fixing and joinery details
 Various finish for different metals
 Making of Forms of interior elements used in interiors