

GANPAT UNIVERSITY									
FACULTY OF ARCHITECTURE DEISGN & PLANNING									
Programme	Bachelor of Design				Branch/Spec.	Bachelor of Interior Design			
Semester	III				Version	1.0.0.0			
Effective from Academic Year	2016-17				Effective for the batch Admitted in	June 2016			
Subject code	IIIA01DS		Subject Name		Design Studio- III				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	-	-	8	-	8	Theory	-	-	-
Hours	-	-	9	-	9	Practical	480	320	800
Pre-requisites:									
Study of influence of traditional art and craft forms in various cultures in reference to dwelling. Study of dwellings in urban and modern societies.Awareness of social context and its influence in design.									
Learning Outcome:									
Theory syllabus									
Unit	Content								Hrs
1	Visual perception of forms, patterns and design. Forms as entity, individuals, identity and beauty. Visual perception of forms and understanding tessellation.								
2	Understanding different compositions: Balanced/ Unbalanced, Static/ Dynamic, Symmetrical/ Asymmetrical Understanding Abstraction.								
Practical content									
Search for forms through: "Geometry-grid as base, developing variations in grid, superimposing grids and evolving new forms using grid as base or guideline. Search for natural order and understanding natural forms. Natural form as motif and its application on various surfaces. Variations and repetitions in forms [Derived from geometrical grid/ natural form] to develop patterns. Understanding principles of tessellation where transforming and morphing of images is visually perceived and explored. E.g.: Escher's work Exploration of visual balance and understanding of Figure & Ground relation through compositions. Communication of ideas/emotions/adjectives through simplification and abstractions, visually using basic forms like lines, circles, squares, triangles. Understanding graphics as a tool for visual communication and expression. Medium of exploration: Through various hand skills.									
Text Books									
1	NA								
Reference Books									
1	Principle of form and design by WuciusWong								

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Semester		III				Version		1.0.0.0		
Effective from Academic Year			2016-17			Effective for the batch Admitted in			June 2016	
Subject code		IIIA02FD		Subject Name		Furniture Design- I				
Teaching scheme					Examination scheme (Marks)					
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total		
	L	TU	P	TW						
Credit	-	-	4	-	4	Theory	-	-	-	
Hours	-	-	6	-	6	Practical	240	160	400	
Pre-requisites:										
Analysing the function & form of furniture and designing furniture by applying ergonomics, material technology and visual perception in a given space or function or activity.										
Learning Outcome:										
Theory syllabus										
Unit	Content								Hrs	
1	Analysis of existing piece of furniture in its functional aspects, technical aspects, and skillsrequired,materials, flexibility, comfort, ergonomic and aesthetic considerations, transportation and economic factors. Making a Measure Drawing of a piece of furniture under study – plan, elevation and detail drawing on full scale.									
2	Understanding to work quantity of material used in furniture under study (e.g.: Cubic feet of wood / hardware etc. to be used in a wooden chair). Deriving cost of furniture by considering material and labour.									
Practical content										
Understanding activity/ function/ use and identifying determinants to design furniture elements. Visual perception of furniture as single form and as a system in a given interior space. History of furniture forms from early days to industrial revolution and now to neoclassicism. Understanding the viability and validity of each component used and designed. Understanding the critical issues of human anthropometrics, critical nature of each and every Dimension, details, material and aesthetics and the degree of comfort through models and prototypes.										
Text Books										
1	NA									
Reference Books										
1	Ahmed Kasu – Interior Design – an Introduction to Art, Craft Science, Technique and Profession ofInterior Design									
2	Clive Edwards – Encyclopedia of furniture, Material, Trades and Techniques									
3	Ed. Lydia Darbyshire – The Decorative Art Library, furniture, a visual celebration of World’s great Furniture making tradition									
4	Yates Simon – Encyclopedia of Furniture									
5	Lesley Jackson – Contemporary Architecture and interior of 1950s									
6	History of Furniture design									
7	Neufert – Architects Data									

GANPAT UNIVERSITY									
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Semester	III				Version	1.0.0.0			
Effective from Academic Year	2016-17				Effective for the batch Admitted in	June 2016			
Subject code	IIIA03GD		Subject Name		Graphic Design- I				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	-	-	2	-	2	Theory	-	-	-
Hours	-	-	3	-	3	Practical	120	80	200
Pre-requisites:									
Understanding fundamentals of visual perception in graphics									
Learning Outcome:									
Theory syllabus									
Unit	Content								Hrs
1	Visual perception of forms, patterns and design. Forms as entity, individuals, identity and beauty. Visual perception of forms and understanding tessellation.								
2	Understanding different compositions: Balanced/ Unbalanced, Static/ Dynamic, Symmetrical/ Asymmetrical etc. Understanding Abstraction.								
Practical content									
Exercise 1: Search for forms through: "Geometry-grid as base, developing variations in grid, superimposing grids and evolving new forms using grid as base or guideline. Search for grid/grids in nature and understanding natural forms".									
Exercise 2: Variations and repetitions in forms [Derived from geometrical grid/ natural form] to develop patterns.									
Exercise 3: Understanding tessellation through Escher's work where transforming and morphing of images is visually perceived and explored.									
Exercise 4: Exploration of visual balance and understanding of Figure & Ground relation through compositions.									
Exercise 5: Communication of ideas/emotions through simplification and abstractions. Understanding graphics as a tool for visual communication and expression. Depicting in a 10 cm X 10 cm square, adjectives, emotions, ideas etc. visually using basic forms like lines, circles, squares, triangles.									
Text Books									
1	NA								
Reference Books									
1	Principle of form and design by WuciusWong								
2	Neufert – Architects Data								

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Semester		III			Version		1.0.0.0		
Effective from Academic Year			2016-17		Effective for the batch Admitted in			June 2016	
Subject code		IIIA04IMT	Subject Name		Interior Material & Technology- II				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	-	-	2	-	2	Theory	-	-	-
Hours	-	-	3	-	3	Practical	120	80	200
Pre-requisites:									
Study of horizontal and vertical plane construction Understanding of Floor, Partitions, False Ceiling, Roof and Staircases. Basic introduction to roof and staircases.									
Learning Outcome:									
Theory syllabus									
Unit	Content								Hrs
1	Existing Method of construction for typical Floors, Partitions, False-ceiling. Design parameters and requirement for construction of Floor and partitions. Choice of Materials.								
2	Appropriate Technology Used For design and construction Incorporation of services through all these elements. Terminology and Understanding of Components and parts of all these elements.								
Practical content									
Floor: Dry and wet floor construction, Timber/Wooden floor construction, Construction of Steel floor, Construction of Precast and RCC Floor, Flooring systems such as Metal decks. Partitions: Wood , Ply and Glass Partitions, Metal Partitions False Ceiling: Understanding the suspended ceiling system, Plaster of Paris, cement sheet , gypsum board Ceiling, Mineral Fiber Board, Metal Etc. Roofs: Metal, PVC and Polycarbonate Roofing Systems, Framing And Roofing Staircase: Types of stairs, Different construction material used to make Stair - Metal, Wood, Glass Etc. PROJECTS: Case studies Drawings And Models Construction Site visits Market Survey									
Text Books									
1	NA								

Reference Books	
1	Mackey W.L -Building Construction, Vol –I,II,III & IV
2	Arora S.P. &Bindra S.P. -Building Construction
3	Barry .R - The Construction of Building, Vol-I,II,III & IV
4	Building Construction Illustrated- F.D.K. Ching
5	Sushil Kumar – Building Construction
6	Rob Thallon - Graphic Guide to Interior Details: For Builders and Designers
7	Corky Binggeli - Building Systems for Interior Designers
8	W. Otie Kilmer - Construction Drawing and Details for Interiors
9	Edward Allen, Joseph Iano - Fundamentals of Building Construction: Materials and Methods
10	J. Rosemary Riggs - Materials and Components of Interior Architecture

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Subject code	IIIA05GT		Subject Name		Graphical Techniques- III				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	2	-	-	-	2	Theory	120	80	200
Hours	2	-	-	-	2	Practical	-	-	-
Pre-requisites:									
Understanding graphics as space making element.									
Learning Outcome:									
Theory syllabus									
Unit	Content								Hrs
1	Art/craft forms of various cultures, religions and traditions in graphic design. Its reflection in interior spaces. Space transformation through graphics – use of linear patterns, planer patterns or solid forms. Graphics and its application on architectural / interior elements - on hard surfaces and soft surfaces. Color, texture and material application.								
2	Graphics for varied functional spaces – commercial, institutional, restaurants, hotels, etc. Graphics in space organizing elements as a link of coordinating various design elements. Understanding graphics as an image maker as well as a visual communicator.								
Practical content									
Exercise 1: Exploring graphics in interior spaces through existing/functional elements that make an interior space. Analysis of existing photographs of interiors as well as on-site photography to understand graphic nature of spaces and their elements. To understand its intention, relevance and execution. Exercise 2: Introducing one color-graphic exercise in interiors where appropriate use of color is paramount to the final visual outcome. Exercise 3: Exploring graphics in exterior spaces. Introduction to street graphics. Photography of visually interesting, communicative/non-communicative elements in the surrounding environment. Analysis of few existing mega graphics. E.g.: hoardings in terms of size, color, composition vis-à-vis intended message (other than product advertising). Exercise 4: Introducing a graphic exercise in exteriors like designing graphics for a hoarding, designing mobile graphics (for a vehicle), or architecture super graphics. Exercise 5: Signage Design: 1. Signage in urban context. - Community/directional/indicative 2. Architectural signage (retail/institutional) to explore exterior architectural space. 3. Communicative signage's in interiors.									
Text Books									
1	NA								
Reference Books									
1	Graphic design thinking								

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Subject code		IIIA06SPD		Subject Name		Space Perception & Display- I			
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	2	-	-	-	2	Theory	120	80	200
Hours	2	-	-	-	2	Practical	-	-	-
Pre-requisites:									
Form is manmade environment.									
Exercising abstract concepts & ideas in design.									
Learning Outcome:									
Theory syllabus									
Unit	Content								Hrs
1	Analysis of principles & composition used in a manmade environment using abstraction in 2 D & 3 D dimensions (Space perception).								
2	The design process & role of abstract concepts & ideas as an ordering mechanism. Symbolism & communication, identity, character & image ability. Exploring environmental qualities like sound & light in space.								
Practical content									
Explore visual space in any solid mass.									
Text Books									
1	NA								
Reference Books									
1	Neufert – Architects Data								
2	Time Savers Standards for Interior Design and Space Planning.								

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Subject code	IIIA07HOID	Subject Name			History of Interior Designing- I				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	2	-	-	-	2	Theory	120	80	200
Hours	2	-	-	-	2	Practical	-	-	-
Pre-requisites:									
Introduction to History of Interior Designing. Developing awareness about how social dimensions play an important role in interior design. Developing awareness towards the psychological responses created due to particular type of environment. Understanding society and its elements. Culture & its understanding.									
Learning Outcome:									
Theory syllabus									
Unit	Content								Hrs
1	Essential elements of Society - Bio-socio-cultural societies, Characteristics of human society. Social Norms, their origin and classification, Status and role, ascribed and achieved statuses, Primary groups and Secondary groups, Family and its problems. Characteristics of Urban Social life, Process of Urbanization in India, Urbanization and industrialization. Social problems of Urban life.								
2	Definition and scope of environmental psychology, unit of built environment-factors affecting it. Colour and human behaviour, size and shape of room, ambient environment. Personal space and territoriality. Furnishing and Furniture. Single Family Housing and Multiple Family Housing. Institutions - Hospitals. Commercial Environment, Offices - behaviour in work places.								
Practical content									
Time line of Interior Designing map. (past,present,future)									
Text Books									
1	NA								
Reference Books									
1	History of interior design.								

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Effective from Academic Year			2016-17			Effective for the batch Admitted in			June 2016	
Subject code		IIIA08WS/EL E		Subject Name		Workshop/ Elective- III				
Teaching scheme					Examination scheme (Marks)					
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total	
	L	TU	P	TW						
Credit	-	-	2	-	2	Theory	-	-	-	
Hours	-	-	3	-	3	Practical	120	80	200	
Pre-requisites:										
Introduction of different types of photography. To get feel of various metals, to explore metal by working with it Comparative analysis of various metals and their design parameters.										
Learning Outcome:										
Theory syllabus										
Unit	Content								Hrs	
1	PHOTOGRAPHY: Learn photography techniques.									
2	METAL: Types of metals and their properties Various methods of working with different metals, fixing and joinery details Various finish for different metals Forms of interior elements used in interiors									
Practical content										
Learn One point, two point photography learn portrait, landscape, bird view, etc. Metal Installation.										
Text Books										
1	NA									
Reference Books										
1	NA									

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Subject code	IIIA09RSP*	Subject Name		Related Study Programme- II*				
Teaching scheme				Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total
	L	TU	P	TW				
Credit	NA				Theory	NA		
Hours	1 Week Case Study				Practical	ATTENDED/ NOT ATTENDED		
Pre-requisites:								
Observation of form and order in built environment								
Learning Outcome:								
Theory syllabus								
Unit	Content						Hrs	
1	Sketching Photography							
2	Measure Drawings							
Practical content								
This RSP aims at creating understanding of inherent form and order in the built environment by observing it and analysing by sketching and measure drawing. Hand sketch also gives an opportunity to students for examining the systems, scale and language of the built.								
Text Books								
1	NA							
Reference Books								
1	NA							

