

**DR.BABASAHEB AMBEDKAR MARATHWADA UNIVERSITY,
CHHATRAPATI SAMBHAJINAGAR.**



CIRCULAR NO.SU/ Sci & Tech./B.Voc/NEP/14/2024.

It is hereby inform to all concerned that, the Revised syllabi prepared by the Ad-hoc Board and recommended by the Dean, Faculty of Science & Technology **Academic Council at its meeting held on 05 June, 2024 has accepted the following Revised syllabus of Bachelor of Vocation under the Faculty of Science & Technology as per National Education Policy -2020 run at the Affiliated Colleges, Dr. Babasaheb Ambedkar Marathwada University as appended herewith.**

Sr.No	Subject Name	Semester
1.	B.Voc in Architectural Planning & Interior Design	I & II

This is effective from the Academic Year 2024-25 onwards under the Faculty of Science & Technology.

All concerned are requested to note the contents of the circular and bring notice to the students, teachers and staff for their information and necessary action.

University campus, }
Chhatrapati Sambhajinagar-431 004. }
Ref. No.SU/B.voc./syllabus./2024-25/ }
Date: 24.06.2024 }
16/8-21 }

**Deputy Registrar,
Academic Section.
(Syllabus)**

Copy forwarded with compliments to :-

- 1] **The Principals, affiliated concerned Colleges, Dr. Babasaheb Ambedkar Marathwada University.**
- 2] **The Director, University Network & Information Centre, UNIC, with a request to upload the curriculum along with this Circular on University Website.**

Copy to :-

- 1] **The Director, Board of Examinations & Evaluation, Dr.Babasaheb Ambedkar Marathwada University, Chhatrapati Sambhajinagar.**
- 2] **The Section Officer, [B.Voc Unit] Examination Branch, Dr.Babasaheb Ambedkar Marathwada University, Chhatrapati Sambhajinagar.**
- 3] **The Programmer, [Computer Unit-1] Examination Branch, Dr.Babasaheb Ambedkar Marathwada University, Chhatrapati Sambhajinagar.**
- 4] **The Programmer, [Computer Unit-2] Examination Branch, Dr.Babasaheb Ambedkar Marathwada University, Chhatrapati Sambhajinagar.**
- 5] **The In-charge, [E-Suvidha Kendra], Rajarshi Shahu Maharaj Pariksha Bhavan, Dr.Babasaheb Ambedkar Marathwada University, Chhatrapati Sambhajinagar.**
- 6] **The Public Relation Officer, Dr.Babasaheb Ambedkar Marathwada University, Chhatrapati Sambhajinagar.**
- 7] **The Record Keeper, Dr.Babasaheb Ambedkar Marathwada University, Chhatrapati Sambhajinagar.**

**Dr. Babasaheb Ambedkar Marathwada University,
Chhatrapati Sambhajinagar- 431001**



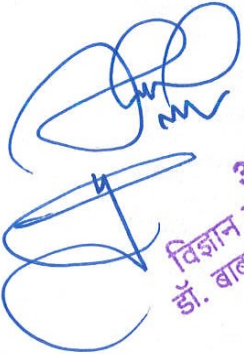
B. Voc Degree Programme
(Three Year /Four Years (Hons with Research))

Course Structure and Syllabus for Bachelor of Vocation

Subject: Architectural Planning & Interior Design

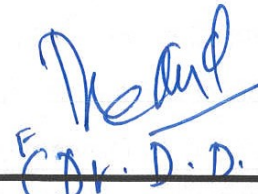
3 / 4 Year Degree Course

Effective from 2024-25


अधिष्ठाता
विज्ञान व तंत्रज्ञान विद्याशाखा
डॉ. बाबासाहेब आंबेडकर मराठवाडा
विद्यापीठ, औरंगाबाद



Coordinator
B.VOC. in Architectural
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I/C PRINCIPAL
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PREFACE

The National Education Policy (NEP) 2020 has introduced significant reforms aimed at transforming the education landscape in India. Here's how NEP 2020 intersects with skill education:

- 1. Multidisciplinary Education:** NEP 2020 emphasizes multidisciplinary education, encouraging students to pursue a broad range of subjects and skills. This approach promotes flexibility and enables students to develop diverse skill sets tailored to their interests and career goals.
- 2. Holistic Development:** The policy advocates for holistic development, which includes not only academic learning but also social, emotional, and vocational skills. This holistic approach ensures that students are well-rounded individuals equipped to navigate various aspects of life and work.
- 3. Vocational Education and Internships:** NEP 2020 places a strong emphasis on vocational education, integrating it into mainstream curriculum from an early age. The policy encourages hands-on learning experiences, internships, and apprenticeships to provide practical skills and real-world exposure to students.
- 4. Focus on Critical Thinking and Problem-Solving:** NEP 2020 prioritizes the development of critical thinking, creativity, and problem-solving skills. These skills are essential for innovation and adaptability in a rapidly changing world and are integrated across all levels of education.
- 5. Flexible Learning Pathways:** The policy promotes flexible learning pathways, allowing students to choose their own educational trajectories based on their interests, aptitudes, and aspirations. This flexibility enables students to explore diverse skill areas and tailor their education to suit their individual needs.
- 6. Teacher Training and Professional Development:** NEP 2020 recognizes the importance of teacher training and professional development in enhancing the quality of education. The policy emphasizes continuous learning for teachers, equipping them with the knowledge and skills necessary to effectively nurture students' talents and abilities.
- 7. Digital Education and Technology Integration:** The policy advocates for the integration of digital technology in education to enhance access, equity, and quality. Digital platforms and tools are leveraged to facilitate interactive learning experiences, skill development, and personalized instruction.

By aligning with the principles and objectives of NEP 2020, skill education in India is poised to undergo a transformative shift, fostering innovation, equity, inclusivity, and excellence in education. These contexts have remained as mainframe while developing this curriculum.

The University has adapted Outcome-based education (OBE) since 2017. OBE is widely adopted in educational systems globally due to student centric advantages. OBE provides clear and measurable learning objectives that help students focus and stay motivated. ID emphasizes real-world skills, bridging the gap between academia and the workforce. Customized learning paths are possible, accommodating different learning styles and promoting inclusivity. OBE focuses on mastery and competency rather than seat time, encouraging deeper learning and retention of knowledge. Continuous improvement is encouraged through ongoing assessment and feedback. OBE promotes accountability and transparency, allowing stakeholders to monitor progress and evaluate educational programs. ID equips students with skills needed for the globalized economy, fostering critical thinking and collaboration. Lifelong learning skills like self-directed learning and adaptability are developed, creating a culture of continuous improvement. Overall, OBE offers a holistic approach to education, emphasizing relevant skills, competencies, and attitude's crucial for success in today's ever-changing world.

The authorities of Dr. Babasaheb Ambedkar Marathwada University, CHHATRAPATI SAMBHAJINAGAR (M.S.), remaining aligned to accreditation standards of National Assessment and Accreditation Council, decided to opt for National Education and Policy and Outcomes Based Education (OBE). As the part of the decision, different meetings, workshops and presentations were held at the campus of university.

This document is the outcome such meetings and workshops held at university level and department level. The detailed document is designed and the existing curriculum of the department has been meticulously analyzed from the standpoint of the immediate and long-time requirements of manufacturing and process industries, and transformed in to the framework of NEP With OBE. This is the first step towards the implementation of NEP With OBE in the university departments and affiliated colleges. The document will serve all stakeholders in the effective implementation of the curriculum. The OBE is continuous process for quality enhancement and ID will go a long way in order to enhance the competencies and employability of the graduates/post-graduates of the university departments and affiliated colleges.

As we stand on the threshold of a new era in education, the dawn of the National Education Policy 2020 illuminates our path toward a holistic, inclusive, and progressive educational landscape. The Bachelor of Vocation (B. VOC.) curriculum outlined herein reflects the ethos and aspirations of this transformative policy, aiming to equip learners with the knowledge, skills, and values necessary to thrive in the dynamic world of the 21st century. At its core, the National Education Policy 2020 envisions an educational framework that is learner-centric, multidisciplinary, and geared towards fostering creativity, critical thinking, and innovation. It emphasizes the integration of knowledge across disciplines, breaking down traditional silos to encourage holistic understanding and application of concepts. The Bachelor of Vocation (B. VOC.) curriculum embodies these principles by offering a diverse array of courses spanning various scientific domains, while also incorporating interdisciplinary studies to nurture well-rounded graduates capable of addressing complex challenges with agility and insight.

Furthermore, the curriculum is designed to promote experiential learning, research, and hands-on exploration, recognizing the importance of Lab Course engagement in deepening understanding and cultivating real-world skills. Through laboratory work, field experiences, internships, and project-based learning opportunities, students will have the chance to apply theoretical knowledge in Lab Course settings, develop problem-solving abilities, and cultivate a spirit of inquiry and discovery. Integral to the National Education Policy 2020 is the commitment to inclusivity, equity, and access to quality education for all. The Bachelor of Vocation (B. VOC.) curriculum reflects this commitment by embracing diversity in perspectives, backgrounds, and experiences, and by fostering an inclusive learning environment where every student feels valued, supported, and empowered to succeed. Moreover, the curriculum emphasizes the cultivation of ethical values, social responsibility, and global citizenship, instilling in students a sense of accountability towards society and the environment. By integrating courses on ethics, sustainability, and social sciences, the Bachelor of Vocation (B. VOC.) program aims to produce graduates who are not only proficient in their respective fields but also compassionate, ethical leaders committed to making a positive impact on the world. As we embark on this journey of educational transformation guided by the National Education Policy 2020, the Bachelor of Vocation (B. VOC.) curriculum stands as a testament to our collective vision of a more equitable, inclusive, and enlightened society. It is our hope that through rigorous academics, innovative pedagogy, and unwavering dedication to excellence, we can inspire the next generation of scientists, scholars, and change-makers to realize their full potential and contribute meaningfully to the advancement of knowledge and the betterment of humanity.

In light of aforesaid, Dr. Babasaheb Ambedkar Marathwada University hereby proposes to offer a three years industry embedded Bachelor of Vocation program (B. VOC.) in

Architectural Planning & Interior Design. The curriculum design of this program is undertaken with following considerations –

1.Lectures by Eminent People: Lectures by eminent people, say, once a week would give the students exposure to people who are socially active or are in public life. They could be from any field well known for their integrity.

2.Visits to Local Area: A couple of visits to the landmarks of the city, or a hospital or orphanage could be organized. This would familiarize the students with their city as well as expose them to the world of under privilege.

PROGRAM OUTCOMES (ALIGNED WITH GRADUATE ATTRIBUTES) (PO)

At the end of this program, graduates will be able to

- PO1** Integrate knowledge, skill and attitude that will sustain an environment of learning and creativity
- PO2** Develop and integrate trends in interior design
- PO3** Understand the design, technology and techniques to design spaces effectively
- PO4** Understand building and safety codes, principles and practices for environmental and sustainable interior design
- PO5** Develop an understanding of various tools, techniques and software.
- PO6** Apply critical and contextual approaches across wide variety of subject matter.
- PO7** Develop logical thinking to comprehend key facts leading to formulation of the solution process.
- PO8** Engage a process of research and design for holistic contribution to the profession.
- PO9** Develop self-confidence and awareness of general issues prevailing in the society
- PO10** An ability to understand the market trends, client needs, project potentials and work with an inter disciplinary team
- PO11** Develop an ability to create human responsive spaces and ensure project execution.

PSO

PSO 1:

Create an ability to conceptualize and coordinate design that follows a systematic process of analyzing alternatives, ideas, theories by evaluating, and synthesizing ideas that include parameters on social, cultural, environmental and technological aspects of an Interior space.

PSO 2:

Demonstrate the ability to synthesize a wide range of variables into an integrated design solution. ID is done by applying appropriate building systems, building materials and construction practices on sound research and design decisions across varying scales of systems and levels of complexity.

PSO 3:

Utilize modern software tools & other appropriate and alternative innovative techniques in a wide range of documentation, presentation, analysis and applications for design development of interior spaces in a building.

PSO 4:

Create a sustainable and responsive built environment by responding to the climate of the region, adapt appropriate technologies, conserve the ecology, environment and landscape to achieve a sustainable development for the future.

PSO 5:

Understand how history, art and culture have shaped the modern world, through many varied types of creative works, human experiences and to raise questions on value and meaning.

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - I

Course Type	Course Code	Course Name	Teaching Scheme (Hrs/Week)		Credits Assigned		Total Credits
			Theory	Practical	Theory	Practical	
M1 (Graphic Presentation-I)	ID/DSC/T/100	Graphic Presentation-I	2		2		2+2=4
	ID/DSC/P/126	Graphic Presentation Practical		4		2	
M2 (AESTHETICS-I)	ID/DSC/T/101	Aesthetics-I	2		2		2+2=4
	ID/DSC/P/127	Aesthetics Practical		4		2	
M3 (INTERIOR DESIGN STUDIO-I)	ID/DSC/T/102	INTERIOR DESIGN STUDIO-I	2		2		2+2=4
	ID/DSC/P/128	INTERIOR DESIGN STUDIO practical		4		2	
Generic/Open Elective (GE/OE)	ID/GE/OE/T/100	Interior Design CAD -I	2		2		2
SEC	ID/SEC-I/T/100	A) Building Construction-I B) Basic Animation With Scratch	1		1		2
	ID/SEC-II/T/101						
	ID/SEC-I/P/126	A) Building Construction-I Practical B) Basic Animation with Scratch Practical		2		1	
	ID/SEC-II/P/127						
AEC, VEC, IKS	ID/AEC-I/T/100	ENGLISH	2		2		2+2=4
	ID/IKS-I/T/101	Choose any one from pool of course	2		2		
OJT/FP/CEP/RP	ID/CC-I/P/126	Health & Wellness		4		2	2
			13	18	13	09	22

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - II

Course Type	Course Code	Course Name	Teaching Scheme (Hrs/Week)		Credits Assigned		Total Credits
			Theory	Practical	Theory	Practical	
M4 (Graphic Presentation-II)	ID/DSC/T/150	Graphic Presentation-II	2		2		2+2=4
	ID/DSC/P/176	Graphic Presentation-II Practical		4		2	
M5 (AESTHETICS-II)	ID/DSC/T/151	Aesthetics-II	2		2		2+2=4
	ID/DSC/T/177	Professional practice Practical		4		2	
M6 (INTERIOR DESIGN STUDIO-II)	ID/DSC/T/152	INTERIOR DESIGN STUDIO-II	2		2		2+2=4
	ID/DSC/T/178	INTERIOR DESIGN STUDIO-II practical		4		2	
Generic/Open Elective (GE/OE)	ID/GE/OE/T/150	Interior Design CAD-II	2		2		2
VSC	ID/VSC/T/150	1. Building Planning -I 2. Graphic Design using Canva Software	1		1		2
	ID/VSC/T/177	1. Building Planning -I Practical 2. Graphic Design using Canva Software Practical		2		1	
AEC, VEC, IKS	ID/AEC-I/T/150	Modern Indian Language (MIL-I)	2		2		2+2=4
	ID/AEC-I/T/151	Constitution of India	2		2		
OJT/FP/CEP/RP	ID/CC-I/P/176	Yoga Education/Sports & Fitness		4		2	2
			13	18	13	09	22

Detailed Illustration of Courses included in 1st and Semester - II:

- 1) **Major (Core)** subject is mandatory.
 - ID/DSC/T/100: This is a 2 Credit theory course corresponding to Major (core) subject M1
 - ID/DSC/P/126: This is a 2 Credit practical course based on ID/DSC/T/100
 - ID/DSC/T/101: This is a 2 Credit theory course corresponding to Major (core) subject M2
 - ID/DSC/P/127: This is a 2 Credit practical course based on IDDSC-3
 - ID/DSC/T/102: This is a 2 Credit theory course corresponding to Major (core) subject M3
 - ID/DSC/P/128: This is a 2 Credit practical course based on IDDSC-5
 - ID/DSC/T/150: This is a 2 Credit theory course corresponding to Major (core) subject M4
 - ID/DSC/P/176: This is a 2 Credit practical course based on IDDSC-7
 - ID/DSC/T/151: This is a 2 Credit theory course corresponding to Major (core) subject M5
 - ID/DSC/P/177: This is a 2 Credit practical course based on IDDSC-9
 - ID/DSC/T/152: This is a 2 Credit theory course corresponding to Major (core) subject M6
 - ID/DSC/P/178: This is a 2 Credit practical course based on IDDSC-11
- 2) **Generic / Open Elective (GE/OE):** (Needs to be chosen (any one) from pool of courses available at respective college). **These courses should be chosen compulsorily from faculty other than that of Major.**
 - ID/GE/OE/T/100: This is a 2 Credit theory course should be chosen compulsorily from faculty other than that of Major.
 - ID/GE/OE/T/150: This is a 2 Credit theory course should be chosen compulsorily from faculty other than that of Major.
- 3) **SEC (Skill Enhancement Courses):** Choose any one from pool of courses. These courses need to be designed to enhance the technical skills of the students in specific area.
 - ID/SEC/T/100 or ID/SEC/T/101:** This is a 1 Credit theory course to enhance the technical skills of the students in specific area.
 - ID/SEC/P/126 or ID/SEC/P/127:** This is a 1 Credit practical course based on ID/SEC/T/100 or ID/SEC/T/101.
- 4) **VSC (Vocational Skill Courses):** Choose any one from pool of courses. These courses should be based on Hands on Training corresponding to Major (core) subject.
 - ID/VSC/T/150 or ID/VSC/T/151:** This is a 1 Credit theory course-based Hands-on Training corresponding to Major (core) subject.
 - ID/VSC/P/176 or ID/VSC/P/177:** This is a 1 Credit practical course based on ID/VSC/T/150 or ID/VSC/T/151
- 5) **AEC (Ability Enhancement courses):** The focus of these courses should be based on linguistic and communication skills.

ID/AEC/T/100: English

This is a 2-credit theory course based on linguistic proficiency. ID will be common for all the faculty.

ID/AEC/T/150: Modern Indian Language MIL-1 (Marathi/ Hindi...)

This is a 2 Credit theory course based on linguistic proficiency. ID will be common for all the faculty.

- 6) **IKS (Indian Knowledge System):** The courses related to traditional and ancient culture of India will be included in this section. The respective college will have to choose one of the courses from the pool of courses designed by the University.

ID/IKS/T/101: To be chosen from the pool of courses designed by the University

This is a 2 Credit theory course based on Indian Knowledge System. ID will be common for all the faculty

- 7) **VEC (Value Education Courses):** The courses such as understanding India, Environmental Science / Education, Digital and Technological solutions etc will be part of Value Education Courses.

ID/VEC/T/151: Constitution of India

This is a 2 Credit theory course based on value education. ID will be common for all the faculty

- 8) **CC (Curricular Courses):** The courses such as Health and wellness, Yoga education, Sports and Fitness, Cultural activities, NSS/NCC, Performing Arts.

ID/CC/P/126: Health and Wellness

This is a 2 Credit practical course based on Co-curricular activities. ID will be common for all the faculty

ID/CC/P/176: Yoga education / Sports and Fitness

This is a 2 Credit practical course based on Co-curricular activities. ID will be common for all the faculty

ID/AEC/T/150: Modern Indian Language MIL-1 (Marathi/ Hindi...)

This is a 2 Credit theory course based on linguistic proficiency. ID will be common for all the faculty.

- 6) **IKS (Indian Knowledge System):** The courses related to traditional and ancient culture of India will be included in this section. The respective college will have to choose one of the courses from the pool of courses designed by the University.

ID/IKS/T/101: To be chosen from the pool of courses designed by the University

This is a 2 Credit theory course based on Indian Knowledge System. ID will be common for all the faculty

- 7) **VEC (Value Education Courses):** The courses such as understanding India, Environmental Science / Education, Digital and Technological solutions etc will be part of Value Education Courses.

ID/VEC/T/151: Constitution of India

This is a 2 Credit theory course based on value education. ID will be common for all the faculty

- 8) **CC (Curricular Courses):** The courses such as Health and wellness, Yoga education, Sports and Fitness, Cultural activities, NSS/NCC, Performing Arts.

ID/CC/P/126: Health and Wellness

This is a 2 Credit practical course based on Co-curricular activities. ID will be common for all the faculty

ID/CC/P/176: Yoga education / Sports and Fitness

This is a 2 Credit practical course based on Co-curricular activities. ID will be common for all the faculty

General Guidelines for Course Selection

- 1) The Major subject is the discipline or course of main focus, bachelor's degree shall be awarded in that discipline / subject.
- 2) In the beginning of second year, students will have to select / declare choice of one minor subject from three options Mn-1, Mn-2 and Mn-3
- 3) Once the students finalize their Minor Subject in the beginning of the second year of the programme, they shall pursue their further education in that particular subject as their Minor subjects. Therefore, from second year onwards curriculum of Minor subjects shall be different.
- 4) Students are required to select Minor subject from other discipline of the same faculty
- 5) Students are required to select Generic /Open Elective (vertical 3 in the credit framework)

Compulsorily from the faculty different than that of their Major / Minor subjects.

- 6) Vocational Skill Courses and Skill Enhancement Courses (VSC and SEC) shall be related to the Major subject
Curriculum of Ability Enhancement Courses (AEC), Value Education Courses (VEC), Indian Knowledge System (IKS), and Co-curricular Courses (CC) will be provided by the University separately.

Eligibility:

A candidate will be eligible to join Semester - I of B. Voc Architectural Planning & Interior Design course, if he/she has passed 10+2 examination from any Stream(HSC Arts, Commerce, Science) or 10+2 vocational from any stream (HSVC/ITI) of recognized Board/university, or any other examination recognized as equivalent thereto.

Exit Options:

The programme allows exit of a student in an intermediate stage, on successful employment. Scopes will be there for further continuation of study. The other wise exit options will be as follows-

<i>Exit Point</i>	<i>Duration</i>	<i>Diploma / Degree to be Offered</i>
First exit	After 1 yr.	Certificate in Vocation
Second exit	After 2 yrs.	Diploma in Vocation

Third exit	After 3 yrs.	Bachelor in Vocation (B. Voc.)
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Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - I

ID/DSC/T/100: GRAPHIC PRESENTATION – I

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course: The objective of the subject is to enable students to understand:

- Fundamental knowledge of drafting and lettering techniques.
- Develop understanding of graphic language for communication and preparation of technical drawings in the form of orthographic projections.

Course Outcome (COs):

With the successful completion of the course student should have capability to represent

1. Simple and complex geometrical objects in orthographic projections
2. Knowledge of perspective drawings
3. To visualize objects by comprehending orthographic and other projections.
4. Basics of computer aided drawings

Module No	Topics/Actual content of the syllabus	Contact Hours
I	Introduction Introduction to drawing equipment and materials and methods of using them Types of lines and forms Drawing horizontal, vertical lines, curved lines and angles shapes, forms, solids	06
II	DRAWING 1. Introduction to sheet layout. 2. Different types of lines 3. Architectural lettering 4. Drawing different types of geometrical forms 5. Orthographic projections – concepts, principles and methods 6. Application of projections 7. Perspectives (One point & two point)	06
III	SCALE DRAWING 1. Freehand Sketching 2. Understanding scale- metric, foot, and inches using manual and computer 3. Dimensioning 4. Basics of furniture drafting (Manual)	06

IV	PLANNING Plan & elevation Understanding Drawing plan & elevation, section of 2 roomed residential building using scales (e.g. 1:100 scale)	06
V	CAD Introduction to CAD Basics of CAD Commands	06

Text Books / Reference Books:

1. Engineering drawing, R.K. DHAVAN
2. ENGINEERING DRAWING, N.D. BHATT

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - I

ID/DSC/P/126: GRAPHIC PRESENTATION-I– Practical

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

The objective of the subject is to enable students to understand and apply:

- Basic CAD skills to create simple and complex two-dimensional geometric forms.
- CAD skills to create technically correct and presentable drawings

Course Outcome (COs):

With the successful completion of the course student should have capability to

1. Grasp 2D CAD drafting
2. To transform sketches and manually drafted drawings into CAD drawings.
3. Prepare presentation drawings with the help of computer software

Module No	Topics/Actual content of the syllabus	Contact Hours
A	Introduction Introduction to CAD, Basics Commands 1. Drafting of given plan using basic commands	06
B	DRAWING <ul style="list-style-type: none">• Drafting Commands – line, arc, rectangle, circle, ellipse, etc.• Modify Commands - Offset, Copy, Move, Trim, Extend, Mirror, Rotate, Stretch, Scale, Fillet, Chamfer 2. Drafting 1 BHK plan using CAD commands	10
C	Dimension Different types of dimensions, unit Setup, Various types of units, Dimension Setup 3. Different dimensioning techniques using CAD commands	04
D	PLANNING study of Plan & elevation of different objects	10

	4. Drawing plan & elevation section of 2 roomed residential building in 1:100 scale manual drafting and using CAD commands	
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Text Books / Reference Books:

1. Engineering drawing, R.K. DHAVAN
2. ENGINEERING DRAWING, N.D. BHATT

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - I

Major 2 {ID/DSC/T/101: AESTHETICS-I}

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

In this course, students will learn about the basic concepts of design with respect to IDs composition and theory of colours. They also learn about the colour variation and IDs intensity With IDs usage in the field of design which has impact on various fields.

Course Outcome (COs):

Upon completion of this course, the students should be able

1. To understand the basic elements and principles of design
2. To develop the understanding of shapes with reference to elements and principles
3. To understand space utilisation, using solid shapes creating visual composition
4. To develop the vision of colour and colour wheel in different scenarios

Module No	Topics/Actual content of the syllabus	Contact Hours
I	Element Design <ul style="list-style-type: none">○ 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, colour and material.○ Introduction to the principles of design in 2- D and 3-D - unity, balance, symmetry proportion, scale, hierarchy, rhythm, contrast, harmony, focus, use of grids, creating repetitive patterns.	06
II	Colour planning Visual effects, psychology, application types of colour <ul style="list-style-type: none">● Primary, secondary, tertiary colours, colour wheel, colour schemes colour value, intensity, and● modification of colour hues – tints, shades, neutralization.● Colour charts – types, making and using. Colour harmony, use of colour harmony. different schemes and IDs use in interior design● To relate the elements of design to understand design process for their projects, Understanding the colour quality, intensity, relationship with other colour, texture, shapes	10

III	Texture planning visual effects, psychology, application types of textures, different schemes and IDs uses in interior	04
IV	Drawing & Model Making Building drawing and Model making Introduction to modelling with paper, paper board, plastics, plaster of Paris, wood & clay.	10

Text Books / Reference Books:

1. Aesthetics in Engineering, Alastair S. MacDonald's
2. Aesthetics of Engineering, F. C. Ashford
3. Principle of design in architecture - Smithies', K.W. Chapman and Hall, 1983
4. The Colour Scheme Bible- Anna Stamer
5. Anatomy of Colour – Patrick Batty

B.VOC. First Year Semester - I

Major 2 {ID/DSC/P/127 : AESTHETICS-I Practical}

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

The main objective of the subject is to impart knowledge about the basic elements of design, Different techniques of drawings and the basics of exploration of art form

Course Outcome (COs): Upon completion of this course, the students will be able to recognize basic elements of design, Different techniques of drawings and the basics of exploration of art form

Module No	Topics/Actual content of the syllabus	Contact Hours
I	Practical 1: - 1.Preparation of a sheet using elements of design	10
II	PREPARATION OF BASIC DRAWING 2.Defining Drawing, Different techniques of drawings 3.Tonal Techniques, Use of Natural elements & 4. Use of Dreams for creative drawing 5.To identify the use of tone and value. 6.Texture/Frottage.	10
III	EXPLORATION OF ART FORMS 7.Study of traditional and contemporary art forms – painting, sculpture, architecture, decorative arts, design arts, digital art. 8.Relationship between art and design from the earliest time.	10

Text Books / Reference Books:

- 1.Product design and development -Epprriger, S., & Ulrich, K. (2015) McGraw-Hill Higher Education
2. Product design: fundamentals and methods (Vol. 2). Rozenburg, N- F-, & Eekels, J. (1995) John Wiley & Sons Inc.

B.VOC. First Year Semester - I

Major 3 {ID/DSC/T/102 : Interior Design Studio-I}

Total Credits: 2

Total Contact Hours: 30

Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

1. To guide the students to understand human factors that need to be considered when designing the interior spaces
2. To enable the students to explore the influence of anthropometry and ergonomics in design
3. To enable the students to design a framework taking into consideration the various factors affecting behaviour aspect of human in anthropometry

Course Outcome (COs): on completion of this course, the students should be able -

1. To analyse and identify the anthropometrics and ergonomics in daily life
2. To understand and analyse the stress factors on human body in various tasks
3. To understand and analyse the furniture for different types of works and their effects on human body
4. To understand and analyse the cognitive and behavioural aspects of human with respect to furniture

Module No	Topics/Actual content of the syllabus	Contact Hours
I	NEED FOR STUDY Introduction to Ergonomics, Need for study of anthropometric and ergonomics, Design today - Human aid to life-style.	06
II	ERGONOMICS IN INDIA <ul style="list-style-type: none">• Environmental factors influencing human performance, Ergonomics in India.• Ergonomics/ human Factors Fundamentals• Physiology (work physiology) and stress.	06
III	HUMAN PHYSICAL DIMENSION	06

	<ul style="list-style-type: none">• Human physical dimension concern: Human body-structure and function, anthropometrics,• Anthropometry: body growth and somato types,• Static and dynamic anthropometry, Stand Posture-erect, Anthropometry landmark: Siting postures, Anthropometry: squatting and cross-legged postures,• Anthropometric measuring techniques, Statistical treatment of data and percentile calculations	
IV	HUMAN BODY STRUCTURE AND FUNCTION Posture and job relation, Posture and body supportive devices, Chair characteristics, Vertical work surface, Horizontal work surface, movement, work counter.	06

Text Books / Reference Books:

1. Alan Barnard & Jonathan Spencer, Encyclopedia of social and cultural anthropology, Routledge; 1 edition, 2002
2. Niggel Rapport, Social and Cultural Anthropology: The Key Concepts, Routledge, 2000
3. Elizabeth. D. Hutchinson, Sage publications, Dimensions of Human Behavior, person and Environment, 2007.
4. Kumar Raj (Ed) Essays on Indian Art and Architecture. Discovery pub., New Delhi, 2003

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B.VOC. First Year Semester - I

Major 3 -ID/DSC/P/128: MATERIAL & FURNIDURE DESIGN (PRACTICAL)

Total Credits: 2
Hrs.

Total Contact Hours: 30

Maximum Marks – 50

Learning Objectives of the Course:

The objective of the subject is to enable students to understand:

- Building materials and basic structural systems, their properties and applications, and their intrinsic relationship to structural systems and environmental performance.
- Application of Basic Building Materials in simple situations

Course Outcome (COs): With the successful completion of the course student should have capability to:

1. Analyse a design decision situation and come up with correct material choice and construction specification

Module No	Topics/Actual content of the syllabus	Contact Hours
I	1 Introduction to various basic building material, Bricks, Cement, Sand and Steel, Mortar & Concrete, timber, wood & IDs types project of basic building materials collection of samples	06
II	2 Introduction to Building Components	06
III.	1 Introduction to Different material used in I.D –e.g. timber and timber-based materials, - finishes and different types, laminates, diff. types glasses, etc. in design. 4. Visit the shop of materials for practical knowledge	06
IV	5. Material application to small and complex places. (Residential/ Commercial Space)	06
V	Seminar & PROJECT REPORT- 6. Preparation of project report by Collection of material samples used in interior design along with their current	06

	market rates comparison by presentation.	
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Text Books / Reference Books:

1. FurnIDure Design Iim Postell Wiley publisher
2. Dr. B.C Punima, Building construction, Laxmi publications Pvt. Ltd., New Delhi, 1993.
3. Neufert Architect's' Data- Wiley -Blackwell publication – Fourth Edition

B.VOC. First Year Semester - I

ID/GE/OE/T/100- {Interior Design CAD-I}

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

The objective of the subject is to enable students to understand and apply:

- Basic CAD skills to create simple and complex two dimensional geometric forms.
- CAD skills to create technically correct and presentable drawings

Course Outcome (COs):

With the successful completion of the course student should have capability to

1. Grasp 2 D CAD drafting
2. To transform sketches and manually drafted drawings into CAD drawings.
3. Prepare presentation drawings with the help of computer software's.

Module No	Topics/Actual content of the syllabus	Contact Hours
I	Introduction to Interior & CAD Interior design basics, Basic Setting for Cad plan (Unit Setup, Ucs setup, Ortho & other settings.)	06
II	BASIC 2D COMMAND Drawing Commands, Modifying Commands, editing texts, Drawing Dimensions. (Reduction and enlargement	06
III	2D plan, (Residential & Commercial) Design of interior with furniture for residential/ Commercial building	06
IV	Drafting of interior objects in 2D (Furniture of living, kitchen, bedroom Terrace furniture)	06
V	Preparation of a 2 Bhk plan with furniture layout.	06

Text Books / Reference Books:

1. **AutoCAD for Interior Design and Space Planning** - Beverly Kirkpatrick, James Kirkpatrick, Hossein Assadipour
2. **"The Interior Design Reference & Specification"** by Chris Grimley and Mimi Love

B.VOC. First Year Semester - I

ID/SEC-I/T/100 - {A. Building Construction-I}

Total Credits: 1
Hrs.

Total Contact Hours: 15

Maximum Marks – 50

Learning Objectives of the Course:

The main objective of the subject is to impart knowledge about the building, ID's components and construction of building.

Course Outcome (COs):

On completion of this course, students should be able to impart knowledge about the building, ID's components and construction procedure. Also able to analyse materials suitable as per requirements.

MODULE NO	Topics/Actual content of the syllabus	Contact Hours
I	Building, types of building, basic building structures and elements or components of Building	2
II	Building construction process / steps- load bearing structure, framed structure	2
III	Structural components of Building – and their safety while making changes for Interior Design	1
IV	Finishes- Its type and used in interior design (Wall/surface Finishes, Colour Finishes, floor finishes, Wood Finishes)	10

Text Book/ Reference Book:

1. Dr. B.C Punima, Building construction, Laxmi publications Pvt. Ltd., New Delhi, 1993.
2. Francis D. K. Ching - Building Construction Illustrated, VNR, 1975

ID/SEC-I/T/101: Basic Animation with Scratch		
Total Credits: 01 Total Contact Hours: 15 Hrs Maximum Marks: 50		
<p>Learning Objectives of the Course:</p> <p>Understand Scratch's interface and features.</p> <p>Create basic motion animations and add sound effects.</p> <p>Learn costume and sprite animation techniques.</p> <p>Explore advanced animation controls and effects.</p> <p>Course Outcomes (COs):</p> <p>On completion of the course, students will be able to -</p> <p>Navigate and utilize Scratch's interface effectively.</p> <p>Develop and present simple animated projects using Scratch.</p> <p>Apply basic animation principles to create engaging animations.</p> <p>Utilize advanced features in Scratch to enhance animation quality and interactivity.</p>		
Module No.	Topics / actual contents of the syllabus	Contact Hours
I	Module 1: Introduction to Scratch and Basic Animation Concepts Introduction to Scratch: Understanding the Interface Exploring Scratch's Sprite and Stage Features Understanding Motion Blocks for Basic Animation Introduction to Events and Control Blocks	5 Hrs
II	Module 2: Creating Basic Animations Creating Simple Motion Animations Adding Sound Effects and Background Music Introduction to Costume and Sprite Animation Using Control Blocks for Animation Timing Creating Interactive Animations with Events	5 Hrs
III	Module 3: Advanced Animation Techniques Using Variables for Animation Control Building Character Animations and Sequences Introduction to Pen and Drawing Effects for Animation Advanced Control Blocks for Animation Logic	5 Hrs

Reference Books:

Williams, Richard. "The Animator's Survival KID." Faber & Faber, 2009.

Marji, Majed. "Programming Scratch: Learn to Program by Making Arcade Games." No Starch Press, 2013.

Sylvester, Tynan. "Designing Games: A Guide to Engineering Experiences." O'Reilly Media, 2013.

Shiffman, Daniel. "Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction." Morgan Kaufmann, 2015.

Rall, Hannes. "Animation: From Concept to Production." CRC Press, 2017.

Schell, Jesse. "The Art of Game Design: A Book of Lenses." CRC Press, 2008.

Ford Jr., Jerry Lee. "Scratch Programming for Teens." Cengage Learning, 2009.

Levy, David B. "Animation Development: From Pitch to Production." CRC Press, 2017.

Greenberg, Ira, Dianna Xu, and Deepak Kumar. "Creative Coding and Generative Art with Processing." Après, 2013.

Nichols, Poppy, and Steve Roberts. "Exploring Animation Principles in Maya: Follow the Principles, Master the Art." CRC Press, 2019.

E-contents:

Scratch Website: The official Scratch website (scratch.mit.edu) provides comprehensive resources, tutorials, and project ideas for learning Scratch programming. ID also hosts a vibrant community where users can share projects, collaborate, and seek help.

YouTube Tutorials: Many educators and enthusiasts create free tutorials on YouTube covering various aspects of Scratch programming and animation design. You can search for tutorials tailored to your level and interests.

ScratchEd: ScratchEd is an online community and resource hub for educators interested in teaching With Scratch. ID offers free resources, curriculum guides, and professional development opportunities for educators.

B.VOC. First Year Semester - I

ID/SEC/P/126 – {(A). Building Construction practical

Total Credits: 1
Hrs.

Total Contact Hours: 15

Maximum Marks – 50

Learning Objectives of the Course:

The main objective of the subject is to impart practical knowledge about site visit and observation of actual on-site works

Course Outcome (COs):

On completion of this course, students should be able to impart practical knowledge about building construction and observations of actual site works.

MODULE NO	Topics/Actual content of the syllabus	Contact Hours
I	INTRODUCTION Introduction and reading of measuring tape different unit's (mm, feet, cm). 1. Assignment on measured drawing: measurement of any built-up structure and drafting on sheet(scaled) and with CAD.	07
II	Practical Work – Visit a Constructing site and note Its measurements, and observation about materials used and techniques of construction. 2. preparation of layout plan by drafting a visited site on a sheet & CAD and preparation of a site visit report & its presentation. 3. Site visit should be Residential / Commercial 4. preparation of a list of Safety measures while doing a Construction.	08

ID/SEC/P/127 Lab Course -I Total Credits: 01 Maximum Marks: 50		Total Contact Hours: 15 Hrs
Lab Session No.	Lab Title/Topic	
1	Lab 1: Introduction to Scratch Interface: Objective: Understand the basic layout and features of Scratch for animation development. Task: Familiarize students With the Scratch interface, including the stage, Sprites, and blocks palette.	
2	Lab 2: Exploring Sprite and Stage Features: Objective: Gain proficiency in manipulating Sprites and stage elements for animation creation. Task: Explore the capabilities of Scratch Sprites and the stage, including resizing, rotating, and changing costumes.	
3	Lab 3: Motion Blocks for Basic Animation: Objective: Understand the fundamentals of motion blocks and their application in animation. Task: Experiment With motion blocks to create basic animations, such as Sprite movement and rotation.	
4	Lab 4: Introduction to Events and Control Blocks: Objective: Understand how events and control blocks can be used to control animation sequences. Task: Learn how to use events and control blocks to trigger actions in Scratch animations.	
5	Lab 5: Creating Simple Motion Animations: Objective: Develop proficiency in creating motion-based animations using Scratch. Task: Create simple motion animations using Scratch, incorporating basic motion blocks and Sprite interactions.	
6	Lab 6: Adding Sound Effects and Background Music: Objective: Explore the role of audio in enhancing the quality of animations. Task: Add sound effects and background music to Scratch animations using built-in sound blocks.	
7	Lab 7: Introduction to Costume and Sprite Animation: Objective: Understand the concept of Sprite animation and IDs application in creating engaging animations. Task: Experiment With costume changes and Sprite animations to create dynamic visual effects.	
8	Lab 8: Using Control Blocks for Animation Timing: Objective: Learn how to synchronize animation elements using control blocks. Task: Utilize control blocks to control the timing and sequence of animation events.	

9	<p>Lab 9: Creating Interactive Animations with Events: Objective: Explore interactive storytelling and game design concepts in animation creation. Task: Develop interactive animations using event blocks to respond to user input.</p>
10	<p>Lab 10: Using Variables for Animation Control: Objective: Understand the role of variables in dynamic animation control. Task: Implement variables to control animation parameters, such as speed and direction.</p>
11	<p>Lab 11: Building Character Animations and Sequences: Objective: Develop skills in character animation and storytelling through sequential animation. Task: Design and animate character Sprites using multiple costumes and sequences.</p>
12	<p>Lab 12: Introduction to Pen and Drawing Effects for Animation: Objective: Explore the creative possibilities of pen and drawing effects in animation design. Task: Experiment With pen blocks and drawing effects to create custom animation elements.</p>
13	<p>Lab 13: Advanced Control Blocks for Animation Logic: Objective: Learn how to implement logic structures for advanced animation behaviours. Task: Use advanced control blocks, such as loops and conditional's, to create complex animation logic.</p>
14	<p>Lab 14: Collaborative Animation Project: Objective: Apply learned skills and techniques to a collaborative animation project. Task: Collaborate With peers to create a complex animation project incorporating various animation techniques and concepts.</p>
15	<p>Lab 15: Animation Showcase and Reflection: Objective: Evaluate animation projects, share feedback, and reflect on personal learning and growth. Task: Showcase completed animation projects to peers and reflect on the animation creation process.</p>

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester-II

ID/DSC/T/150: GRAPHIC PRESENTATION – II

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

1. To ensure that the students learn about the basics of drafting the geometric shapes
2. To acknowledge the students with various projection techniques
3. To ensure that the students learn about the sections of combinations of solids in different positions.
4. To ensure that the students learn about the perspectives with varied vanishing points

Course Outcome (COs):

Upon completion of this course, the students should be able -

1. To understand scales and construction of various sections
2. To impart knowledge about orthographic projection
3. To learn about projection of various solids and their combinations
4. To understand the development of surfaces and intersection of surfaces
5. To learn to draw the isometric projection of planes, and objects.

Module No	Topics/Actual content of the syllabus	Contact Hours
I	Introduction Introduction to pencil exercises, Simple exercises of object drawings, Fundamentals of drawing and its practice, Architectural symbols, drawing to scale, Interiors and furniture sketching, Building Geometry Measured. & Free-hand Decorative Lettering in Pencil, ink & colour Lettering 7:5, 5:4.	10
II	SYMBOLS Architectural Symbols. & Usage in drawing sheet presentation, Manual Drafting of symbols	06
III	DRAWING Drawing, Drawing 2D & 3D geometrical Objects (using projection drawing e.g. Isometric, Axonometric Drawings)	06

IV	FURNIDURE Drawing Furniture, Furniture making process, Residential furniture, Commercial Furniture (Manual Drafting of furniture pieces using per- spective drawing)	08
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Text book / Reference Books:

- 1.Engineering drawing, R.K. DHAVAN
2. ENGINEERING DRAWING, N.D. BHATT

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - II

ID/DSC/P/176: GRAPHIC PRESENTATION – II Practical

(Basics of Furniture Design)

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

1. The main objective of the subject is to impart knowledge about the principles of design.
2. To understand the concepts with appropriate terms and reflect the design by developing furniture of different categories.

Course Outcome (COs):

1. On completion of this course, students Would be able to impart knowledge of designing comfortable furniture in residential/ public buildings.
2. Formulate and design furniture of different categories.

Module No	Topics/Actual content of the syllabus	Contact Hours
I	ROLE OF FURNIDURE <ul style="list-style-type: none">• Furniture categories – role of furniture in interior design, exploration of the idea of furniture as elements of living units, education institutes, health facilities, educational institutes, banks, stores, street furniture, etc. <ol style="list-style-type: none">1. Select furniture set for any room of residential and drafting on sheet2. Drafting of furniture for educational institute school/college	06
II	INTRODUCTION OF DESIGN METHODOLOGY <ol style="list-style-type: none">3. Detailed study of residential spaces: such as, living, dining, bedrooms, kitchen, toilet etc. including the Furniture layout, circulation, clearances, etc.	06
III	HISTORY OF DESIGN <ul style="list-style-type: none">• Prehistoric and Indigenous design	04

	<ul style="list-style-type: none">• History of furniture in the ancient world. <p>4. Draft a furniture of Prehistoric Age 5. Draft a furniture of ancient world</p>	
IV	<p>6. Assignment: Preparation of drawing & Detailing Of different elements used in residential building with combination of materials.</p> <p>7. Design of furniture for different income groups - elements of living units, educational institutes, health facilities, etc.</p>	10

Text book / Reference Books:

1. Jim Postell, Furniture Design, Wiley publishers, 2007.
2. Bradley Quinn, Mid-Century Modern: Interiors, Furniture, Design Details, Conran Octopus Interiors, 2006

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - II

ID/DSC/T/151: AESTHETICS – II

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course: The main objective of the subject is to impart knowledge about the principles of design in aesthetics.

Course Outcome (COs): On completion of this course, students should be able to impart knowledge about the principles of design in aesthetics.

2. Analyze the aesthetics and functionality of furniture

Module No	Topics/Actual content of the syllabus	Contact Hours
I	PRINCIPLE OF DESIGN Principles of Design Balance Mass Harmony Diversity Centre of interest Repetition Eradiation	10
II	INTRODUCTION OF AESTHETICS OF FURNITURE Aesthetics of furniture Aesthetics of furniture furnishings Trends of Historical Pieces study of Historical Pieces different styles of Historical Pieces Developments of Historical Pieces.	10
III	ERGONOMICS AND HUMAN FACTOR Human factors, engineering and ergonomic considerations: Principles of Universal Design and their application in furniture design.	10

TEXT BOOK/REFERENCE BOOK

- 1.Aesthetics in Engineering, Alastair S. MacDonalds.
- 2.Aesthetics of Engineering, F. C. Ashford

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - II

ID/DSC/P/177: Aesthetic-II Practical

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

The main objective of the subject is to impart knowledge about the professional practice of an interior designer

Course Outcome (COs):

On completion of this course, students would be able to impart knowledge about the design related practical knowledge.

Module No	Topics/Actual content of the syllabus	Contact Hours
I	<ul style="list-style-type: none"> • Interior Designer • Characteristics of Designer • Necessity of Interior Designer • Role Designer • Fees of Designer • 1 project preparation on above topic 	06
II	<p style="text-align: center;">ETHICS AND VALUES</p> <p>Ethics & professional conduct of I-D</p> <ul style="list-style-type: none"> • Self – development of Job procurement & Public relation • Recording documents of projects • Business correspondence, public relation, Meetings, seminars, conferences, ability of conveying an idea to a lay man <p>2.preparation of a list recording documents of project</p>	06
III	FURNIDURE	10

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - II

ID/DSC/T/151: AESTHETICS – II

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course: The main objective of the subject is to impart knowledge about the principles of design in aesthetics.

Course Outcome (COs): On completion of this course, students should be able to impart knowledge about the principles of design in aesthetics.

2. Analyze the aesthetics and functionality of furniture

Module No	Topics/Actual content of the syllabus	Contact Hours
I	PRINCIPLE OF DESIGN Principles of Design Balance Mass Harmony Diversity Centre of interest Repetition Eradiation	10
II	INTRODUCTION OF AESTHETICS OF FURNITURE Aesthetics of furniture Aesthetics of furniture furnishings Trends of Historical Pieces study of Historical Pieces different styles of Historical Pieces Developments of Historical Pieces.	10
III	ERGONOMICS AND HUMAN FACTOR Human factors, engineering and ergonomic considerations: Principles of Universal Design and their application in furniture design.	10

TEXT BOOK/REFERENCE BOOK

- 1.Aesthetics in Engineering, Alastair S. MacDonalds.
- 2.Aesthetics of Engineering, F. C. Ashford

	<ol style="list-style-type: none">1. Introduction to Development & usage of furniture, Free hand sketches of Residential Furniture & Human body measurement2. Bed Room furniture3. Living furniture4. Children's room furniture5. Dining room furniture	
IV	<ul style="list-style-type: none">• Case study of design of furniture for 1BHK project and analysing them according to the material used and the design	04

TEXT BOOK/REFERENCE BOOK

1. Professional Practice for Interior Designer - Christine M. Piotrowski.

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - II

ID/DSC/T/152: INTERIOR DESIGN STUDIO- II

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course: The main objective of the course is to impart knowledge about the art & development, furniture design and interior styles.

Course Outcome (COs): Upon successful completion of this course, students should be able to:

- Understand the Role of Art in Development: Grasp the purpose and relevance of art in society, and its integration with interior design.
- Explore Art Forms: Analyse different art forms and their influence on interior design elements.
- Study Ornamentation: Evaluate the use of ornament in interior design and its historical significance.
- Appreciate Heritage Interiors: Gain knowledge of heritage interiors and their impact on modern design.
- Design Furniture: Develop skills in designing individual furniture items and groupings that complement interior spaces.
- Identify Interior Styles: Distinguish between contemporary, modern, and traditional interior styles and apply them appropriately in design projects

Module No	Topics/Actual content of the syllabus	Contact Hours
1	<p style="text-align: center;">ART & DEVELOPMENT</p> <ul style="list-style-type: none">• Purpose and relevance of Art, Development of art.• Exploration of art forms.• Study of ornament in Interior Design, Introduction to Heritage Interiors.• Industrial Revolution and its influence on society and culture, Various elements of society.• General understanding of Interior Design and integration with architecture	05

II	INTRODUCTION TO FURNIDURE DESIGN <ul style="list-style-type: none">• Furniture design single item (Residential & commercial)• Group of furniture elements along With surroundings	05
III	INTERIOR STYLES <ul style="list-style-type: none">• Contemporary• Modern• Traditional• Industrial• Bohemian• Minimalistic	10
IV	PRACTICAL WORK <p>Design problem of multi activity residential single room design including case study area (minimum area-10sq.m/ 100sq.ft) use a one interior style</p>	10

TEXT BOOK/REFERENCE BOOK

- 1.Edesign business footprint – Foyr Neo
2. Homebody: A Guide to Creating Spaces You Never Want to Leave” - Joanna Gaines:

Subject (Major): Architectural Planning & Interior Design

B.VOC. First Year Semester - II

ID/DSC/T/178: INTERIOR DESIGN STUDIO– II (practical)

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

The main objective of the subject is to impart knowledge about the practical work about sites and sheet drafting or perspective drawings.

Course Outcome (COs):

On completion of this course, students should be able to impart knowledge about the practical work of different projects and sheet drafting / perspective drawings.

Module No	Topics/Actual content of the syllabus	Contact Hours
I	Practical work <ul style="list-style-type: none">• Planning of 2BHK flat & Interior design of furniture using any one interior style for 2BHK flat by manual Drafting.	10
II	<ul style="list-style-type: none">• Planning of 2BHK flat & Interior design of furniture using any one interior style for 2BHK flat by CAD Drafting. (Above Problem)	10
III	<ul style="list-style-type: none">• Choose one historical interior space and study its design and draft it in manually and with CAD.	10

B.VOC. First Year Semester - II

ID/GE/OE/T/150: {Interior Design CAD-II}

Total Credits: 2

Total Contact Hours: 30 Hrs.

Maximum Marks – 50

Learning Objectives of the Course:

The main objective of the subject is to impart knowledge about the CAD software with detailed presentation layout & various plans.

Course Outcome (COs): On completion of this course, students should be able to impart knowledge about the CAD software with detailed presentation layout & various plans.

Module No	Topics/Actual content of the syllabus	Contact Hours
I	Introduction to Interior & CAD Interior design basics, Basic Setting for Cad plan (Unit Setup, Ucs setup, Ortho & other settings.)	06
II	BASIC 2D COMMAND Drawing Commands, Modifying Commands, editing texts, Drawing Dimensions. (Reduction and enlargement)	06
III	2D plan, (Residential & Commercial) Design of interior with furniture for residential/ Commercial building	06
IV	Drafting of interior objects in 2D (furniture of living, kitchen, bedroom, Terrace furniture)	06
V	Preparation of a 2 Bhk plan with furniture layout.	06

Text Books / Reference Books:

1. **AutoCAD for Interior Design and Space Planning** - Beverly Kirkpatrick, James Kirkpatrick, Hossein Assadipour

2. **“The Interior Design Reference & Specification”** by Chris Grimley and Mimi Love

B.VOC. First Year Semester - I

ID/VSC/T/150: (A) Building Planning- I

Total Credits: 01

Total Contact Hours: 15Hrs

Maximum Marks – 50

Learning Objectives of the Course:

The main objective of the subject is to impart knowledge about the planning of building IDs principle, rules and regulation.

Course Outcome (COs):

On completion of this course, students should be able to impart knowledge about the planning of building its principle, rules and regulation.

Module No	Topics/Actual content of the syllabus	Contact Hours
I	Basics of Building Planning Study of general principles of Planning. Understand the fundamental principles that guide effective building planning.	05
II	Norms about Building Planning <ul style="list-style-type: none">• Study of Typical Building Byelaws as per National Building Code and General Development Control Regulation.	05
III	Planning of residential buildings Planning of a different types of residential buildings using byelaws (Row house /Apartment)	05

Text Books / Reference Books:

1. National Building Code (latest).
2. Building Design and construction by Frederick Merrit, Tata McGraw Hill.
3. Times Saver standards of Architectural Design Data by Callender, Tata McGraw Hill.
4. I.S. 962 – 1989 Code for Practice for Architectural and Building Drawings.

ID/VSC/T/151 (B: Graphics Designing using Canva)		
Total Credits: 01 Total Contact Hours: 15 Hrs.		
Maximum Marks: 50		
<p align="center">Learning Objectives of the Course:</p> <p>Understand Canva Interface: Familiarize yourself with the layout and tools available in Canva for creating graphics and designs.</p> <p>Create Visual Content: Learn to design various types of visual content such as social media posts, posters, and presentations using Canva's templates and design elements.</p> <p>Apply Design Principles: Gain knowledge of basic design principles such as layout, colour theory, and typography, and apply them effectively in your Canva designs.</p> <p>Explore Collaboration and Sharing: Discover features for collaborating with others on design projects and learn how to share and export your designs for different purposes and platforms.</p>		
<p>Course Outcomes (COs):</p> <p>On completion of the course, students will be able to -</p> <p>Design visually appealing graphics and layouts using Canva's tools and templates.</p> <p>Apply fundamental design principles such as layout, colour theory, and typography to create professional-looking designs.</p> <p>Collaborate effectively with others on design projects using Canva's collaboration features.</p> <p>Share and export their designs for various purposes and platforms, demonstrating proficiency in using Canva for real-world applications.</p>		
Module No.	Topics / actual contents of the syllabus	Contact Hours
I	Module 1: Getting Started with Canva (5 hours) Introduction to Canva: Understanding the Interface (1 hour) Exploring Canva's Design Tools and Features (2 hours) Creating Your First Design: Poster or Social Media Graphic (2 hours)	5 Hrs
II	Module 2: Design Principles and Techniques (5 hours) Understanding Design Principles: Composition, Colour, Typography (1 hour) Applying Design Techniques in Canva (2 hours)	5 Hrs

	<p>Creating Visual Hierarchy and Balance in Designs (1 hour)</p> <p>Incorporating Images and Illustrations Effectively (1 hour)</p>	
III	<p>Module 3: Advanced Design Techniques (5 hours)</p> <p>Advanced Text Effects and Typography (1 hour)</p> <p>Working With Layers and Grouping Objects (1 hour)</p> <p>Using Canva Templates and Customizing Them (2 hours)</p> <p>Designing Infographics and Presentations (1 hour)</p>	5 Hrs
<i>Reference Books:</i>		
<i>E-contents:</i>		
<p>Canva Design School: Canva offers a comprehensive Design School With tutorials, articles, and courses covering various design topics, from basic design principles to advanced techniques. You can access ID here: https://www.canva.com/designschool/</p> <p>YouTube Tutorials: Many content creators share tutorials and tips for using Canva on YouTube. You can find tutorials ranging from beginner to advanced levels, covering different aspects of design and Canva features.</p> <p>Canva's YouTube Channel: Canva's official YouTube channel provides video tutorials, tips, and inspiration for using Canva effectively. You can find a variety of videos covering different design topics and techniques.</p> <p>Community Forums and Groups: Joining online communities like Canva's Facebook groups or Reddit forums can be a great way to learn from others, ask questions, and get feedback on your designs.</p>		

B.VOC. First Year Semester - I

ID/VSC/P/176: {Building Planning I Practical}

Total Credits: 01

Total Contact Hours: 15Hrs

Maximum Marks – 50

Learning Objectives of the Course:

The main objective of the subject is to impart knowledge about the planning of building IDs principle, rules and regulation.

Course Outcome (COs):

On completion of this course, students should be able to impart knowledge about the planning of building IDs principle, rules and regulation.

Module No	Topics/Actual content of the syllabus	Contact Hours
I	Practical Planning of 1 BHK using principles of planning	05
II	<ul style="list-style-type: none">• Make a project of an Apartment Building Planning using rules and regulations and other service rules.	05
III	Preparation of Planning of residential buildings Plan Residential building (2BHK / 3BHK)	05

Text Books / Reference Books:

1. National Building Code (latest).
2. Building Design and construction by Frederick Merrit, Tata McGraw Hill.
3. Times Saver standards of Architectural Design Data by Callender, Tata McGraw Hill.
4. I.S. 962 – 1989 Code for Practice for Architectural and Building Drawings.
5. Development plan and DCP Rules of urban local body, New Delhi, Volume 12.

ID/VSC/P/177: Lab Course -I (ID/VSC/ T/151) Total Credits: 01 Maximum Marks: 50		Total Contact Hours: 30 Hrs.
Lab Session No.	Lab Title/Topic	
1	Lab 1: Introduction to Canva Interface Objective: Understand the basic layout and features of Canva for design creation. Task: Familiarize students With the Canva interface, including tools, menus, and workspace organization.	
2	Lab 2: Exploring Canva's Design Tools and Features: Objective: Gain proficiency in using various design tools and features in Canva. Task: Explore Canva's design tools such as text, shapes, backgrounds, and effects to create simple designs.	
3	Lab 3: Creating Your First Design: Poster or Social Media Graphic: Objective: Apply basic design principles to create visually appealing posters or social media graphics. Task: Creating their first design project using Canva, focusing on layout, color, and content.	
4	Lab 4: Understanding Design Principles: Objective: Learn fundamental design principles including composition, color theory, and typography. Task: Discuss and analyze examples of design compositions and typography, and their impact on visual communication.	
5	Lab 5: Applying Design Techniques in Canva: Objective: Apply design techniques learned to create visually engaging designs in Canva. Task: Create designs in Canva using principles of balance, contrast, alignment, and proximity.	
6	Lab 6: Creating Visual Hierarchy and Balance in Designs: Objective: Understand how to create visual hierarchy and balance in design compositions. Task: Design projects focusing on establishing visual hierarchy through font size, color contrast, and element placement.	
7	Lab 7: Incorporating Images and Illustrations Effectively: Objective: Learn how to use images and illustrations to enhance design compositions. Task: Experiment With incorporating images and illustrations into design projects.	
8	Lab 8: Advanced Text Effects and Typography: Objective: Explore advanced text effects and typography techniques in Canva.	

	<p>Task: Experiment With typography effects such as shadows, gradients, and text wrapping to create visually dynamic designs.</p>
9	<p>Lab 9: Working With Layers and Grouping Objects: Objective: Understand the concept of layers and object grouping for efficient design management. Task: Practice working with layers and grouping objects in Canva to organize design elements effectively.</p>
10	<p>Lab 10: Using Canva Templates and Customizing Them: Objective: Learn how to utilize Canva templates and customize them for specific design needs. Task: Explore Canva's template library, select a template, and customize ID according to design requirements.</p>
11	<p>Lab 11: Designing Infographics and Presentations: Objective: Develop skills in creating infographics and presentations using Canva. Task: Design infographics and presentations in Canva, focusing on visual storytelling and information presentation.</p>
12	<p>Lab 12: Advanced Design Projects: Objective: Apply advanced design techniques learned to create complex design projects. Task: Work on advanced design projects such as branding materials, marketing collateral, or digital publications using Canva.</p>
13	<p>Lab 13: Collaborative Design Project: Objective: Collaborate With peers to create a design project, incorporating collective ideas and feedback. Task: Collaborate With classmates on a design project, sharing ideas, critiques, and contributions using Canva's collaborative features.</p>
14	<p>Lab 14: Design Critiqued and Feedback Session: Objective: Evaluate and provide constructive feedback on design projects created by peers. Task: Participate in a design critiques session, offering feedback on peers' design projects and receiving feedback on your own.</p>
15	<p>Lab 15: Portfolio Development and Presentation: Objective: Compile and present a portfolio showcasing the design projects completed throughout the course. Task: Create a portfolio showcasing select design projects created in Canva, and present ID to the class, highlighting design process, rationale, and outcomes.</p>

EXIT OPTION: AWARD OF UG CERTIFICATE IN 3 MAJORS WITH 44 CREDITS AND AN ADDITIONAL 4 CREDITS OF CORE NSQF COURSE / INTEERNSHIP OR CONTINUE WITH MAJOR AND MINOR.