

GANPAT UNIVERSITY									
FACULTY OF ARCHITECTURE DESIGN & PLANNING									
Programme	Bachelor of Design				Branch/Spec.	Bachelor of Interior Design			
Semester	IV				Version	1.0.0.0			
Effective from Academic Year	2016-17				Effective for the batch Admitted in	June 2016			
Subject code	IVA01DS	Subject Name			Design Studio- IV				
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	40	60	100
<b>Objective:</b>									
<ul style="list-style-type: none"> <li>• Design for commercial activities in semi-urban and urban areas.</li> <li>• Study of contextual needs to establish a premise in evolving of commercial activity pockets and visual merchandising according to economic group it targets.</li> <li>• Developing program for types of shopping/transactions required – production/manufacturing of goods/products, grouping of goods/products and storage, display and sale of goods/products.</li> <li>• Deriving specialized product display system, showcase windows at street level, product communication at a street level, signage and advertisement for masses of people.</li> </ul>									
<b>Learning Outcome:</b>									
<p><b>LO1:</b> Studio focuses on building up on thematic expressions, the basic spatial and formal typology and its resultant morphologies within the understanding of the site location in society. Immediate context could involve – residential, religious and commercial usages. Exploration of urban design or semi-urban design for commercial activities.</p> <p><b>LO2:</b> Comprehensive study and analysis of global economy, commerce and the corporate world.</p> <p><b>LO3:</b> Understanding different forms/types of commercial activities, their localization, their characterizations along with underlined socio- cultural frame work. Understanding “Commercial activity pocket and developing needs of various socio- economic groups of the society.”</p> <p><b>LO4:</b> Projects learning would include a range of commercial activities like marketing, sales finance, production and manufacturing in the form of establishments like cafe, restaurants, banks, offices, bazaars, markets, shops showrooms, retail outlets etc.</p>									
<b>CONTENT &amp; TEACHING UNITS</b>									
Unit	Content								Hrs
1	Introduction of Design Studio subject brief								12
2	Basic case studies (Primary/Secondary)								18
3	Introduction to the Program								12
4	Site and the Context								18
5	understanding the co-relation between Program, site and context								18
6	Studying and analyzing based on activity mapping, bubble diagrams.								18
	Design Process								
7	Design Alternatives with Material exploration & In detail space making elements of design.								24
8	Design Finalization with all sets of Drawings and final 3d model & Prototypes.								24
<b>Practical content</b>									
Learning from case studies, Literature reviews and Design process and Explorations.									
<b>Text Books</b>									
1	NA								

Reference Books	
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1	Principle of form and design - Wucius Wong
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2	Ahmed Kasu – Interior Design – an Introduction to Art, Craft Science, Technique and Profession of Interior Design
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3	Ching, Frances D.K. - Form, space, order
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Semester	IV				Version	1.0.0.0			
Effective from Academic Year	2016-17				Effective for the batch Admitted in	June 2016			
Subject code	IVA02FD		Subject Name		Furniture Design- II				
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	40	60	100
<b>Objective:</b>									
<ul style="list-style-type: none"> <li>• Furniture for various classes of people with the parameters of economic culture.</li> <li>• Understanding Ergonomics as scientific base to develop comfort criteria for human activity specifically in furniture design.</li> <li>• Design for middle &amp; lower middle income groups-elements of living units, education institutes, street elements etc.</li> </ul>									
<b>Learning Outcome:</b>									
<p><b>LO1:</b> Space design through furniture and products.</p> <p><b>LO2:</b> Analysis of elements of furniture design in education institutes, residential, street side.</p> <p><b>LO3:</b> Studio calls for validity of furniture in context with idea of time, economy, globalization, socio-cultural aspects. These systems are analyzed and planned with futuristic system approach and transportation ease. Retrospective overview of various theories, models and postulations on the form type system pertaining in city predominantly based on historical, ideological and physical organizational set-up is analyzed.</p> <p><b>LO4:</b> Designs of the elements within the formulated system are designed with idea of future expansion and modular approach.</p> <p><b>LO5:</b> Forms are characterized by materials finishes and technology explored by students themselves. New structured models with futuristic approach are formulated and further given physical forms identifying design opportunities within.</p>									
<b>CONTENT &amp; TEACHING UNITS</b>									
Unit	Content								Hrs.
1	Introduction about an assignments of the course.								06
2	Existing Office/Residential/Sitting piece of furniture analysis in its functional aspects, technical aspects, and skills required, materials, flexibility, comfort, ergonomic and aesthetic considerations, transportation and economic factors.								12
3	Measure Drawn Office/Residential furniture under study – plan, elevation and detail drawing on full scale & Re-design it.								12
4	Furniture design in the given space - universal, working and relaxing sitting furniture/terminology, typology, ergonomics and construction principles.								12
5	Form finding analysis sketches functional aspects, technical aspects, and skills required, materials, flexibility, comfort, ergonomic and aesthetic considerations,								
6	Form Explorations with Materials.								12
7	comparative analysis with Design alternatives								12
8	Detail design Furniture constructions (incl. fittings and other components) Technical drawings preparation, No of prototypes & final model in 1:1 scale.								18

Practical content		
Presentation by detailed drawings, Prototypes, construction techniques etc.		
Text Books		
1	NA	
Reference Books		
1	Ahmed Kasu – Interior Design – an Introduction to Art, Craft Science, Technique and Profession of Interior 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	
8	Time Savers Standards for Interior Design and Space Planning	

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Semester		IV			Version		1.0.0.0		
Effective from Academic Year			2016-17		Effective for the batch Admitted in			June 2016	
Subject code		IVA03GD	Subject Name		Graphic Design- 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	40	60	100
<b>Objective:</b>									
<ul style="list-style-type: none"> <li>• Understanding graphics not just as an image perceived but a tool for visual communication.</li> <li>• Exploring visual and sensorial value of a graphic or an abstract image.</li> <li>• Search for forms through: "Geometry-grid as base.</li> <li>• Communication of ideas/emotions through simplification and abstractions</li> </ul>									
<b>Learning Outcome:</b>									
<p><b>LO1:</b> Selection of appropriate font and their composition to enhance communication of the word used.</p> <p><b>LO2:</b> Visual balance and understanding of Figure &amp; Ground relation through compositions.</p> <p><b>LO3:</b> Understanding elimination of details to arrive at an abstraction retaining only the essence. Further understanding the minimal required for communication.</p> <p><b>LO4:</b> Understanding a narrative, re-interpreting it and depicting the visual with new vocabulary. Exploring various graphic illustrative skills in storytelling.</p> <p><b>LO5:</b> Identifying slogan/motto for a particular product, topic or an issue. Further, communicating/expressing that idea graphically in form of posters, display boards etc.</p>									
<b>CONTENT &amp; TEACHING UNITS</b>									
Unit	Content								Hrs.
1	Introduction: What is Graphic Design? Graphic designer's role in the industries.								6
2	Graphics and communication systems: Letters, forms, calligraphy, typography and signage systems.								6
3	Color Juxtaposition theory, Optical illusion								6
4	Graphics and information organization: Display boards, posters, book layouts, web interface etc.								6
5	Evolving new forms using grid as base or guideline.								6
6	Logo Design Poster design Business card design Concepts of Packaging design Book Front cover page design								12
7	Small Product design with Graphics: I.e. CD case etc.								6
<b>Practical content</b>									
Medium of exploration: Through hand skills, and software's like Photoshop, Corel, illustration, etc.									
<b>Text Books</b>									
1	NA								
<b>Reference Books</b>									
1	Philip B. Meggs: A History of Graphic Design.								

2	Steven Heller & Teresa Fernandes: Becoming a graphic designer
3	Ching, Frances D.K. - Form, space, order
4	Wucius Wong : Principle of form and design

Programme	Bachelor of Design				Branch/Spec.	Bachelor of Interior Design			
Semester	IV				Version	1.0.0.0			
Effective from Academic Year	2016-17				Effective for the batch Admitted in	June 2016			
Subject code	IVA04IMT		Subject Name		Interior Material & Technology- IV				
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	40	60	100
<b>Objective:</b>									
<ul style="list-style-type: none"> <li>• Creating awareness of modern materials &amp; accessories in views of Interior Design in toilet &amp; Kitchen Design.</li> <li>• Study of construction of service areas – Toilet and Kitchen.</li> <li>• Kitchen Work Triangle layout, accessories, services, Details of Storage Cabinets.</li> <li>• Principles of drainage, drainage lines, Materials and accessories.</li> </ul>									
<b>Learning Outcome:</b>									
<b>LO1:</b> Understanding construction and execution process of toilet and kitchen Interior and materials used.									
<b>LO2:</b> Material's physical and behavioural properties, methods, tools of application, different construction techniques and criteria for selection of material based on design.									
<b>LO3:</b> Products and choice of material availability in the market.									
<b>CONTENT &amp; TEACHING UNITS</b>									
Unit	Content								Hrs.
1	Subject Introduction and Information about the course.								6
2	<b>Designing layout criteria for Toilets &amp; Kitchens</b> Design Criteria and parameters for various kinds of Toilets & Kitchens. Space Planning of Toilets & Kitchens. Understanding the sequences and Interrelationship of services area. Types of toilets and kitchens. Various components/parts of kitchen and toilets. Segregation of Dry and wet area.								12
3	<b>Services criteria for Toilets &amp; Kitchens</b> Incorporate use of various gadgets and equipment. Understanding of various systems and their applications Incorporating knowledge of related services (Plumbing & Drainage systems, electrification & etc.) in design of Service Areas Construction technology & various methods used. Choice of materials and method of using them in service areas.								12
4	<b>Exposure to specialized kitchens and toilets</b> Hotels, Restaurants, Hospitals commercial use etc. Understanding the scale and complexity of services involve in execution of toilets and kitchen. Exposure to water conservation methods in service areas.								12
5	<b>Market survey for product details and availability</b>								06
<b>Practical content</b>									
Case Studies, Site Visits, Trade Literature Collection, Studio exercises, Market Survey, class presentations.									
<b>Text Books</b>									
1	NA								
<b>Reference Books</b>									

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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Semester	IV	Version	1.0.0.0



Effective from Academic Year		2016-17			Effective for the batch Admitted in			June 2016	
Subject code		IVA05IS		Subject Name		Interior Services			
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	2	-	-	-	2	Theory	40	60	100
Hours	2	-	-	-	2	Practical	-	-	-
<b>Objective:</b>									
<ul style="list-style-type: none"> <li>• Understanding Sound Control as an important element in creating comfortable, functional Interior Environment and public spaces</li> <li>• Building Acoustics and noise control by Interior elements of space organization.</li> <li>• To understand the need and applications of water supply and sanitation in building with exposure to carious fixture and fittings, water supply and sanitary installation at work sites.</li> <li>• Understanding of Fire Safety in building with basic standards for fire safety.</li> <li>• Understanding of basic principles of HVAC and focusing on to air conditioning systems in various interior applications and also study various air conditioning systems.</li> <li>• Understanding of creating a home automation system through the internet. Automated systems : Alarm systems, automatic lighting and A.C. systems, door closing / opening etc.</li> </ul>									
<b>Learning Outcome:</b>									
<p><b>LO1:</b> Explore the acoustics requirement for successful audio visual conferencing spaces.</p> <p><b>LO2:</b> Understanding of good design for acoustics.</p> <p><b>LO3:</b> Analyse acoustics properties of typically used materials for design consideration.</p> <p><b>LO4:</b> Understanding of water supply systems and also water drainage systems.</p> <p><b>LO5:</b> Understanding of Fire safety installation and requirements and types of fire safety systems and also understands the necessary steps to be taken in terms of interior design.</p> <p><b>LO6:</b> Understanding HVAC and its fundamentals and how HVAC affect interior spaces. Understanding onto air-conditioning systems for various interior applications. Components of air-conditioning, design guide lines.</p>									
<b>CONTENT &amp; TEACHING UNITS</b>									
Unit	Content								Hrs.

1	<b>Acoustic</b> Sound - properties, process of hearing, threshold of audibility, behavior of sound, room acoustics, ways to rectify improper sound conditions.	4
2	Reverberation and reverberation time (RT) - for speech and music. Noise - outdoors and indoor, types of noise, effect of noise, transmission of noise. Sound insulation- necessity, methods of sound insulation, and various materials.	4
3	Understanding Auditorium design - defects, ways of overcoming these defects.	4
	<b>Water Supply</b>	
4	Understanding of standard of water supply, consumption or demand of water for domestic purposes.	4
5	Bathroom design, fixture, fittings and accessories. Connection of outdoor drainage systems. Principles of drainage, trap type, materials and functions, design of Septic tanks and soak pits and ventilation of house drains.	4
	<b>Electrical Services</b>	
6	Electrical Services - Power Connection, A.C. & D.C., conduits, distribution board and fuses, Wiring System (concealed & open) fixtures, design of layout and symbols for representation. Communication systems (telephone, fax, EPABX etc.) and their layouts and connections.	4
	<b>Fire Safety</b>	
7	Mechanism of fire spread in building and prevention. Understanding of fire safety standards and concept of fire protections. Understanding of Fire safety installation and requirements and types of fire safety systems	4
	<b>HVAC (Heat Ventilation Air Condition)</b>	
8	Understanding fundamentals of HVAC and focusing onto air-conditioning system for various interior applications. Components of air conditioning, types air conditioning, Design guide lines for efficient working, incorporation of at appropriate stage for installation at later stage. Basic understanding of home automation and its fundamentals. Understanding use of automation in interior design.	4
<b>Practical content</b>		
Exploration of Interior Services Through case studies, Expert Lectures , audio video Presentation.		
<b>Text Books</b>		
1	NA	
<b>Reference Books</b>		
1	Introduction to Acoustics- Robert Finch	
2	Time saver standards for Landscape Architecture: Charles Harris, Nicholas Dines	
3	Plumbing - By Fred Hall	
4	Building Construction Illustrated by Francis D.K. Ching	
5	Mechanical & Electrical Equipment for Building by William J. McGuinness & others	
6	National Building Code BIS, New Delhi	

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Semester		IV			Version		1.0.0.0		
Effective from Academic Year			2016-17		Effective for the batch Admitted in			June 2016	
Subject code		IVA06DT	Subject Name		Digital Technology				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	2	-	-	-	2	Theory	40	60	100
Hours	2	-	-	-	2	Practical	-	-	-
Objective:									
<ul style="list-style-type: none"> <li>To understand the basic CAD, i.e. Computer Aided Designing tools. This will include soft wares like, Google Sketch up, Autodesk Revit, Rhinoceros etc.</li> <li>Any software which has the future compatibility of 2D to 3D interface, B.I.M., or Generative design process.</li> </ul>									
Learning Outcome:									
<b>LO1:</b> Developing an evolved Drawing Vocabulary as a medium of expression of Design.									
<b>LO2:</b> Learning basic computer applications.									
<b>LO3:</b> Learning 2 Dimensional drawings on Computers.									
<b>LO4:</b> Techniques of Rendering and presentation in Different media.									
<b>LO5:</b> Commands for 2 Dimensional drawings using graphical software -basic plans, elevations & sections.									
CONTENT & TEACHING UNITS									
Unit	Content								Hrs
1	Introduction to Basic concepts in AutoCAD.								6
2	Introduction of the work area, toolbars and menus, settings. File creation and management. Units and drawing sizes.								6
3	Basic drafting tools and commands: Draw tools, Modify tools, Inquiry tools, Selection techniques, Additional working support, Blocks, Layers, properties, line types, Text and dimensioning.								6
4	Measure drawings of a building and its interior elements.								8
5	Understanding Plotting and plot settings. Taking out prints on various scales and on various Mediums.								6
Practical content									
Creating 2D drawings on cad with presentation in Different media.									
Text Books									
1	NA								
Reference Books									
1	Mastering AutoCAD – George Omura								
2	Advance AutoCAD- Cheryl Shrock								

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Semester	IV				Version	1.0.0.0			
Effective from Academic Year	2016-17				Effective for the batch Admitted in	June 2016			
Subject code	IIIA07HOID		Subject Name		History of Interior Designing- II				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	2	-	-	-	2	Theory	40	60	100
Hours	2	-	-	-	2	Practical	-	-	-
Objective:									
<ul style="list-style-type: none"> <li>Learn the Interior/Architectural developments over the world from middle ages to pre-industrial</li> </ul>									
Learning Outcome:									
<p><b>LO1:</b> study and understand different aspects of a civilization such as environment, social ,history, philosophy, art, landscape design and town planning, and also their influences on one another. To understand interior Design from value point of view than function alone.</p> <p><b>LO2:</b> understand, Interior Design &amp; furniture as a process rather than simply as product. Interior Design &amp; furniture is to be seen as reflection of cultures and environment of various societies, economic systems, values and aesthetical perceptions and last but not the least scientific and technological advances of the society. Understand concurrent happenings in various parts of the world at a given time thereby appreciating inter cultural exchange and comparative study of growth of various civilizations.</p>									
CONTENT & TEACHING UNITS									
Unit	Content								Hrs.
1	Introduction to the subject: middle ages to pre-industrial of Interior/Architecture Design The study of history pertaining to the regional influences ,environment, socio political history, philosophy, art, landscape design interior design elements like Paintings, regional arts & Sculptures , Columns , relief & inlay works, Patterns etc. <ul style="list-style-type: none"> <li>Early Christian, Byzantine Interior/architecture: 527 to 565 BC</li> <li>Romanesque Interior/architecture: 800 to 1200 BC</li> <li>Gothic Interior/architecture: 1100 to 1450</li> <li>Renaissance Interiors: 1400 to 1600</li> <li>Baroque Interiors: 1600 to 1830</li> </ul> Developing the understanding of different Interior/Architecture building materials and technology in exploration of different architectural elements through the drawings and sketches								2
Practical content									
Time line of History events , Case Studies, Literature Collections ,Class room exercises.									
Text Books									
1	NA								
Reference Books									
1	H G Wells 'A short History of the world'								
2	Interior Design – Ahmed Kasu								
3	The Encyclopaedia of Furniture –Grange Books								
4	History of architecture- Banister Fletcher								

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Semester		IV			Version		1.0.0.0		
Effective from Academic Year			2016-17		Effective for the batch Admitted in			June 2016	
Subject code		IVB08WS/ELE		Subject Name		Workshop/ Elective- IV			
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	40	60	100
Objective:									
<input type="checkbox"/> Materials based workshops. Exploration of materials, presentation and model making techniques <ul style="list-style-type: none"> <li>• Understanding different material properties and use as building material as a structural and finishing material.</li> </ul>									
Learning Outcome:									
<b>LO1:</b> The students will learn the material's physical properties & behaviour with hands on experiences. <b>LO2:</b> it's application and different techniques used for work with materials (Ex: Wood, ceramic, Metal, Bamboo, Clay etc.). <b>LO3:</b> Student's will Explore different material properties based on their design model.									
CONTENT & TEACHING UNITS									
Unit	Content								Hrs.
1	Ceramic & clay workshop.								48
2	Wood workshop/Model making workshop								
3	Bamboo workshop								
4	Metal workshop								
5	Art/Paint workshop								
6	Glass painting workshop								
Practical content									
Sample Models produce from workshop will be displayed/exhibited.									
Text Books									
1	NA								
Reference Books									
1	NA								

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Programme	Bachelor of Design			Branch/Spec.	Bachelor of Interior Design		
Semester	VI			Version	1.0.0.0		
Effective from Academic Year	2016-17			Effective for the batch Admitted in	June 2015		
Subject code	VIB09SP*	Subject Name		Summer 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		
Objectives:							
<ul style="list-style-type: none"> <li>• Understanding of art and craft and it's cultural values.</li> <li>• Understand how to revitalized art and craft at today's modern era and uplift artisans and rich heritage of India.</li> <li>• Study and Explore art and craft at it's best throughout the India</li> <li>• Learn the different states art and craft work</li> </ul>							
Learning Outcome:							
<p><b>LO1:</b> Study the any state area's art and craft &amp; their cultural values &amp; visual documentation through sketches, photographs, interviewing with local people and explore local craft at it's best within India.</p> <p><b>LO2:</b> Explore art and craft and culture of multi diversity gives student's enormous exposure for outside world. art and craft as a component of Interior Design and should be explore at it's best through out India. Ex. Marble Inlay work, Wooden carving work, paper mesh work.</p> <p><b>LO3:</b> Understand how to revitalized art and craft at today's modern era and uplift artisans and rich heritage of India.</p>							
CONTENT & TEACHING UNITS							
Unit	Content						Hrs.
1	<p>The program is intended to explore art and craft as a component of Interior Design and should be explore at it's best through out India. Ex. Marble Inlay work, Wooden carving work, paper mesh work.</p> <p>Student's will select any region of study as a part of his own interest of craft, based on this he will select any state within India.</p> <p>Explore art and craft and culture of multi diversity gives student's enormous exposure for outside world.</p> <p>Same time student's will study at least one or many craft from the region with the help of master craft's man they will document's the whole process of making the product and documents the spaces of working areas through sketches and drawing.</p> <p>At least 15 days study will be required for student's to consideration for the academic purpose.</p>						NA
Practical content							
Student's learn and explore art and craft documentation through sketches, photographs, documentations.							
Text Books							
1	NA						
Reference Books							
1	NA						