

GANPAT UNIVERSITY									
FACULTY OF ARCHITECTURE DESIGN & PLANNING									
Programme	Bachelor of Design				Branch/Spec.	Bachelor of Interior Design			
Semester	V				Version	1.0.0.1			
Effective from Academic Year	2016-17				Effective for the batch Admitted in	June 2019			
Subject code	VA01DS	Subject Name			Design Studio- V				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	4	-	12	-	16	Theory	-	-	-
Hours	4	-	8	-	12	Practical	40	60	100
Objectives:									
<ul style="list-style-type: none"> To understand the designing of a commercial/public space/exhibition space/Government or private sector, or Institutional base projects or Service oriented projects of the dimensions 20 x 20 x 10 m along with an experimentation in terms of materials, and technical understanding. Creating an interior environment of an institute in response to its functions, need of society and the nature of the institute. Students shall gain an in depth knowledge of the commercial/public spaces, where the user group is not fixed, but varies as per the usage. This will enable the students to understand and learn how the spaces work when it is not meant specifically for single users, but is based on the functional diversity and typology. 									
Learning Outcome:									
<p>LO1: Students shall gain an in depth knowledge of the commercial/public spaces, where the user group is not fixed, but varies as per the usage.</p> <p>LO2: Enable the students to understand and learn how the spaces work when it is not meant specifically for single users, but is based on the functional diversity and typology.</p> <p>LO3: Creating a character through meaningful interior environment.</p> <p>LO4: Understanding to see interior designing as a comprehensive total process incorporating a systematic design approach and conscious image building.</p> <p>LO5: Psychological factors, behaviour patterns and space utilization.</p>									
Theory syllabus									
Unit	Content								Hrs
1	Introduction: Understanding of Interior design Space planning concepts.								12
2	Comparative Concept Analysis								12
3	Introduction of Design Studio brief								12
4	Basic case studies (Primary/Secondary)								18
5	Introduction to the Program								12
6	Site and the Context								18
7	understanding the co-relation between Program, site and context								18
7	Studying and analyzing based on activity mapping, bubble diagrams.								18
8	Design Process								18
8	Design Alternatives with Material exploration & detail space making elements of design.								18
9	Design Finalization with all sets of Drawings and final 3d model & Prototypes.								24

Practical content	
Presentation through detailed drawings, models, visual models, Techniques of building services systems.	
Text Books	
1	NA
Reference Books	
1	Human dimension and Interior space: A source book of design reference standards- Julius Panero and Martin Zelnik
2	Interior Design Illustrated – F.D.K. Ching

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Semester		V			Version		1.0.0.1		
Effective from Academic Year			2016-17		Effective for the batch Admitted in			June 2019	
Subject code		VA02FD	Subject Name		Furniture Design-III				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	-	-	3	-	3	Theory	-	-	-
Hours	-	-	6	-	6	Practical	40	60	100
Objectives:									
<ul style="list-style-type: none"> • Mass production of furniture elements and system design. • Understanding of modular approach and further understanding the viability and validity of each component in furniture element. • Evolving a coordinated system within a space with idea of the expression and language it wants to create • System design approach and space planning through furniture as elements of design. • Understanding production and fabrication constraints and possibilities with idea of mass production. 									
Learning Outcome:									
<p>LO1: Understanding Ergonomics as scientific base to develop comfort criteria for human activity specifically in Furniture design.</p> <p>LO2: Analysis of elements of furniture design in Office interior</p> <p>LO3: Designing furniture including storage unit, sitting elements etc</p> <p>LO4: To understand the interface between Space and the Envelope, by analysing the tools and mediums for the interaction of the spaces. Furniture design, aims at understanding of that tools and designing of the same through a design process.</p>									
Theory syllabus									
Unit	Content								Hrs
1	Information about an assignment of the course.								04
2	Modular in furniture design, its relationship to human economics. Doing survey of various modular system available for different functions in market.								06
3	Modular system of storage elements – closets, kitchen cabinets, displays, sitting systems etc. with reference to material and its structure.								08
4	Modular approach in setting elements styles and types of units available in market.								10
5	Modular Furniture design in the given space - universal, working and relaxing sitting furniture/ terminology, typology, ergonomics and construction principles.								12
6	Conceptual Form finding analysis sketches functional aspects, technical aspects, and skills required, materials, flexibility, comfort, ergonomic and aesthetic considerations, Materials & Form Explorations.								12
7	Modular approach and multiple use of furniture forms. Exploration of wood, metal, glass, plastics and F.R.P. as materials for system design. Harmony through module, through materials, through details – evolving coordinated system for entire space. Drawings, details, working prototype model. Cost criteria of design, furniture for lower income sectors of society. Design alternatives and comparative analysis Final Furniture constructions (incl. fittings and other components) Technical drawings preparation in 1:10 or 1:5 scale. Manufacture a model in scale								12

	1:10 or 1:5 plus a prototype (optional) 1:1 scale.	
Practical content		
<p>Design Intentions: Design a coordinated system of furniture elements with related to space. Exploration of any materials such as wood, metal, glass, F.R.P., leather, for system design. Exploration to design details and understanding how number of different materials come together. Use of contemporary coordinated furniture systems available in market.</p>		
Text Books		
1	NA	
Reference Books		
1	Handmade in India : Crafts of India – Ranjan & Ranjan	
2	Venu Bharti – Vinoo Kale	
3	Book of Bamboo – David Farley	
4	Interior Design Illustrated – F.D.K. Ching	
5	Indian Anthropometric Dimensions – N.I.D	

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Effective from Academic Year			2016-17		Effective for the batch Admitted in			June 2019	
Subject code		VA03IMT		Subject Name		Interior Material & technology			
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	-	-	4	-	4	Theory	-	-	-
Hours	-	-	4	-	4	Practical	40	60	100
Objectives:									
Science of materials relevant to interior design field – with specific reference to their surface related qualities.									
Learning Outcome:									
LO1: Their physical and behavioural properties, methods of application, criteria for selection of materials based on design.									
LO2: Understanding the behaviour of different materials.									
Theory syllabus									
Unit	Content								Hrs
1	Introductory Lecture								4
2	Wall Finishes: Understanding of exposed as well as non exposed wall finishes. I.E								20
	<ul style="list-style-type: none"> • Brick wall • Concrete Wall • Clay Block Wall • Stone Wall 								
3	Floor Finishes: Understanding of various flooring materials and floor coverings, their properties, laying process, market rates and their selection criteria in interiors. I.e								20
	<ul style="list-style-type: none"> • Brick Floor • Asphalt • Mud • Concrete 								
4	Ceiling Finishes: Understanding various false ceilings in interiors – its construction technique, material properties, market rates and its appropriate functional and aesthetic usage in interiors. I.E								20
	<ul style="list-style-type: none"> • Wooden Ceiling • POP • Gypsum • PVC 								
Practical content									
Case studies, Drawings & models, Construction Site visit, Visit to manufacturing site e.g. brick kiln, saw mills, Market Survey									
Text Books									
1	NA								
Reference Books									
1	Building Construction – Volume – I, II, III- Mackay W.L.								

2	The construction of building - Barry R
3	Handbook of Architectural Technology - Cowen Henry.
4	Fundamentals of Building construction - Atten Edward.

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Semester	V				Version	1.0.0.1			
Effective from Academic Year	2016-17				Effective for the batch Admitted in	June 2019			
Subject code	VA04EG		Subject Name		Environment Graphics				
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	-	-	-
Objectives:									
<ul style="list-style-type: none"> Environment Graphics as space transforming elements. Environment Graphics as Design profession that merges interior design, architecture, and graphic design. It consists of using built environments and communication to effectively display a message to the viewer. 									
Learning Outcome:									
<p>LO1: Graphics as space organizing elements, as a link of coordinating various design elements.</p> <p>LO2: visual information is taken into consideration along with colours and sometimes branding to further enhance the intended message or story.</p> <p>LO3: Graphics as visual communication, information and message giving to various strata of public sector.</p> <p>LO4: Graphics and image making tool.</p>									
Theory syllabus									
Unit	Content								Hrs
1	Introductory Lecture								2
2	Environmental design & it's applications to a multitude of atmospheres range from museums, corporate spaces, retail stores, hospitals, and everything in between.								6
3	<p>Four categories that environmental graphic design can be broken down into.</p> <p>environmental graphic as Way finding and Signage</p> <ul style="list-style-type: none"> An easy way to decipher what way finding is to simply think about it as giving directions through the use of signage to give where about in a building. Way finding signage is frequently used in hospitals and city centres. They can easily be spotted in hallways or in lobbies. Most of the way finding signage uses navigational arrows and gives directions on how to get from one location to a destination. Maps are often used as references. 								6
4	<p>Environmental graphic as Information Design</p> <ul style="list-style-type: none"> Reading confusing information is always a headache which is why information design all eviate that frustration. Using intuitive planning, designers prepare information to make a sometimes complex set of information easier to understand and follow. In environmental design this can be done through the use of panels, question and 								6

5	<p>answer flip books, touch screen interactive, and many more unique ways.</p> <ul style="list-style-type: none"> • When designing for museums, information design is one of the most important elements that has to be taken into consideration. <p>Environmental graphic in Architectural Spaces</p> <ul style="list-style-type: none"> • Architecture spaces are the base of environmental graphic design in museum exhibits. • Traffic patterns are taken into high consideration to guarantee proper traffic flow. • Interior design, landscape architecture, and industrial design often times come into play with this stage to further explore and enhance the potential of a space. 	6
6	<p>Environmental graphic in Retail Design</p> <ul style="list-style-type: none"> • One of the main goal's of any retail store is to leave a memorable impression with its customers so that their experience will be worthy of another trip back. • Branding, colours, flooring, fixtures, music, and imagery are often used to help further create an environment for the customer. • 	6
Practical content		
Exercise based on Environment Graphics' elements their sketching and conceptual ideas. Model making.		
Text Books		
1	NA	
Reference Books		
1	Signage and way finding Design: A Complete Guide to Creating Environmental Graphic design Systems Chris Calori and David Vanden-Eynden	
2	Signage Systems & Information Graphics: A Professional Sourcebook: Andreas Uebele	

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Effective from Academic Year			2016-17		Effective for the batch Admitted in			June 2019	
Subject code		VA05DT		Subject Name		Digital Technology – II			
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE		SEE	Total
	L	TU	P	TW					
Credit	-	-	1	-	1	Theory	-	-	-
Hours	-	-	2	-	2	Practical	40	60	100
Objectives:									
<ul style="list-style-type: none"> To develop skills for computer application for making 2D & 3D drawings. Learn Presentation Techniques along with Drawing based computer Software. 									
Learning Outcome:									
LO1: Using Software for making architectural presentation drawings. LO2: Creating Drawings: Line, Circle, rectangle, Polygon, Arc commands LO3: Modifying Drawings: Move, copy, offset, extend etc. commands LO4: Dimensioning and Text: Creating single line text and multiline text. LO5: Visualise with the Walkthrough & Realistic Views of Interior/Architectural spaces									
Theory syllabus									
Unit	Content								Hrs
1	Subject Introductory Lecture								3
2	Introduction about sketch up interface basic tools								3
3	Shortcut keys and drawing tools								3
4	Creating layers and assigning objects Using layer properties manager								3
5	Dimension editing								3
6	Manipulating tools								3
7	Attaching external references								3
8	Basic 3d Objects making (Visualisation) Exercises								3
9	Manipulating tools: Erase, freehand, Taking Off Quantities Using Select and Entity Info								3
10	Exploring Tools: Using Rotate to Twist, offset, Scaling, Dimensions								3
11	Exploring Import 2D drawing file to Sketch up and 3D explorations Preparing layout and plotting; Annotations								3
12	Inserting and Editing Components, Exploring tools in sketch up: Basic follow me & follow me with components with exercise								3
13	3D modelling 3d objects Composition with light and shadow Isometric 3D views and applications of Materials, Textures, Colour, Pattern.								3
14	Rendering and presentation with different available Plugins I.E: V Ray, I Render, Lumen & detail drawing preparation								6
15	Rendering for different types of output and printing options Application in the field and exercises towards the same.								3
Practical content									
Exercise based on 3D of small Space and other objects									

Text Books	
1	NA
Reference Books	
1	Architectural Design with Sketch up: Alex Schreyer
2	Rendering with Sketch up: Albert Hart
3	Architectural Rendering with 3ds max and Vray

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Effective from Academic Year	2016-17				Effective for the batch Admitted in	June 2019			
Subject code	VA06PP	Subject Name			Professional Practice				
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	-	-	-
Objectives:									
<ul style="list-style-type: none"> • Role of Interior Design Professional Practice in office & Projects • Learn the Tender Process • Understanding Arbitration as Problem solving process • Learn to establish minimum standards of behaviour and conduct for professional. 									
Learning Outcome:									
<p>LO1: Students will learn the estimating and costing through market survey and through rate analysis.</p> <p>LO2: Basic understanding of quantities and its computation for various materials and elements of interior spaces</p> <p>LO3: Interior Design as profession in Real world and It's Significance.</p>									
Theory syllabus									
Unit	Content								Hrs
1	Overall Subject introduction what is Interior Design Profession?								2
2	Interior Designer and his role: Characteristic of a proper Interior Designer, Necessity of an Interior Designer, Interior Designers role towards the execution of a project, Fees of an Interior Designer, Self Development of an Interior Designer.								6
3	What is Contract? Basic elements of Contract and legal definition and clauses of contract. Forms of Contract, Types of Contract. Understanding of different types of contract and how they are different from one another's and where they are applicable and its advantages and disadvantages.								6
4	What is Tender? (Definition /Meaning). Classifications of Tenders. Tender notice. Tender Advertisement, Tender Form, Mode of Submission of Tender, Opening of Tenders Acceptance of Tender.								4
5	Code of ethics and professional conduct, To establish minimum standards of behaviour and conduct for professional.								2
6	What is Arbitration? Kinds of Arbitration, Arbitration as process and its types, Understanding Arbitration as Problem solving process and its types exist and how it's different other than legal jurisdiction process, its advantages and disadvantages both sides of it								4
7	Market Survey: Rates of Materials & Labour, its sample, it's rate and the labour rate and over all costing and								4

8	<p>rate analysis.</p> <p>Rate Analysis: Meaning, Importance, Purpose and use, factors affecting rate analysis. Rate analysis of major items of building work. Rate analysis of major items of building work. Factors affecting, cost of work task work general information regarding S.O.R. Estimating & Costing Estimates: Method of computing quantities, mode of measurement of all items of work,</p>	4
Practical content		
Through class lectures, Presentations & term work.		
Text Books		
1	NA	
Reference Books		
1	Estimation & Valuation- B.N.Dutta	
2	Estimation & Valuation- Rangwala	
3	Estimation & Valuation- Chakravarti	
4	Quantity Surveying- Rangwala	

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Effective from Academic Year			2016-17		Effective for the batch Admitted in			June 2019	
Subject code		VB07WS/ELE	Subject Name		Workshop/Elective-V				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	-	-	1	-	1	Theory	-	-	-
Hours	-	-	2	-	2	Practical	40	60	100
Objectives:									
<ul style="list-style-type: none"> Materials based workshops. Exploration of materials, presentation and model making techniques Understanding different material properties and use as building material as a structural and finishing material. 									
Learning Outcome:									
<p>LO1: The students will learn the material's physical properties & behaviour with hands on experiences.</p> <p>LO2: it's application and different techniques used for work with materials (Ex: Wood, ceramic, Metal, Bamboo, Clay etc.).</p> <p>LO3: Student's will Explore different material properties based on their design model.</p>									
Theory syllabus									
Unit	Content								Hrs
1	Bamboo workshop Metal workshop Art/Paint workshop Glass painting workshop								32
Practical content									
Exercise based on the given material.									
Text Books									
1	NA								
Reference Books									
1									

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Effective from Academic Year	2016-17			Effective for the batch Admitted in	June 2019			
Subject code	VB08RSP*		Subject Name	Related Study Programme-III*				
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"> • Study of important market places and small scale Public building/institutions and their impact on people. • Study and documentation of the Street Façade and external architectural/structural elements of an internal street and a main street. • Activity mapping on Ghats and market streets Study and analyse quality of shared spaces between the building, Patterns of social interactions – one-to-one, small group formations, community gatherings etc. activity and scale of space. 								
Learning Outcome:								
<p>LO1: Examine each Public Places, Ghats, market street and residential areas and observe different types of commercial activities occurring on different parts of the street and document by identifying the pattern in which each commercial activity is divided.</p> <p>LO2: Students will Identify a building and understand the spaces required for that particular building, the way of organizing of different things and quality of spaces formed due to that. Students will generate plans of the building and circulation pattern of visitors and workers inside the building.</p> <p>LO3: Students will measure draw furniture details along with materials and ways of construction. Also, the students will analyse specialized product display system; showcase windows at street level, product communication at a street level, signage and advertisement for masses of people.</p>								
Theory syllabus								
Unit	Content						Hrs	
1	Measured drawings of various community housing, individual residences, retail shops and space making elements revealing architectural style.						63	
2	Street Plan, elevations and sections in 1:200 scale of commercial spaces, individual shops plans, Elevations and sections in 1:50 scale, details in 1:20 scale. Their observation shall be in text form in A4 size document.							
3	Monument mapping in 1:500 scale; Building plans, elevations and sections in 1:100 scale; details in 1:20 scale, sketches and photographs composed in A1 size sheet. Their observation shall be in text form in A4 size document.							
Practical content								
Presentation and documentary related to work of students.								
Text Books								
1	NA							
Reference Books								
1	NA							
2	NA							