

GANPAT UNIVERSITY										
FACULTY OF ARCHITECTURE DESIGN & PLANNING										
Programme		Bachelor of Design				Branch/Spec.		Bachelor of Interior Design		
Semester		VIII				Version		1.0.0.0		
Effective from Academic Year			2016-17			Effective for the batch Admitted in			June 2016	
Subject code		VIII A01DS		Subject Name		Design Studio-VIII				
Teaching scheme					Examination scheme (Marks)					
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total	
	L	TU	P	TW						
Credit	-	-	16	-	16	Theory	-	-	-	
Hours	-	-	16	-	16	Practical	960	640	1600	
Pre-requisites:										
Individual design project set to aid a student in his understanding of the complexities and fundamentals of all design dimensions.										
Learning Outcome:										
Theory syllabus										
Unit	Content								Hrs	
1	Program formulation and project proposal based on real needs. Arriving at appropriate method of analysis, design processes and issues of design. Resolution of project to address the following: <ul style="list-style-type: none"> • Functions within the built environment. • Interior architecture and interior elements of space making. • Socio-cultural and economic frameworks, behavioral patterns and related use of spaces. • Arriving at synchronized design solution through case studies analysis of data, conceptualization of ideologies and exploration in design. • Integration of various/all required services and technology with its due expression. Focusing on practicality of the project by studying,, available materials and their fabrication systems, surface finishes, textures, method and processes involved in execution. • Integration of actual material samples. • Cost analysis 									
2	Actual prototype sampling of space, furniture and product. Exploration of expressional skills in drawings, 3d views, walk through, and model making									
Practical content										
Independent Projects : Urban interiors: Shopping malls, corporate offices, civic centers, interpretation center, hospitals, jails etc.										
Interior of Ports: Airports, bus-stops, railway stations, boat ports.										
Exhibition spaces: Museums, art galleries, expositions.										
Text Books										
1	NA									
Reference Books										
1										

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Subject code	VIII A02SG		Subject Name		Signage of Graphics-II				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	2	-	-	-	2	Theory	120	80	200
Hours	4	-	-	-	4	Practical	-	-	-
Pre-requisites:									
Understanding graphics as space making element.									
Learning Outcome:									
Theory syllabus									
Unit	Content								Hrs
1	Art/craft forms of various cultures, religions and traditions in graphic design. Its reflection in interior spaces. Space transformation through graphics – use of linear patterns, planer patterns or solid forms. Graphics and its application on architectural / interior elements - on hard surfaces and soft surfaces. Color, texture and material application.								
2	Graphics for varied functional spaces – commercial, institutional, restaurants, hotels, etc. Graphics in space organizing elements as a link of coordinating various design elements. Understanding graphics as an image maker as well as a visual communicator.								
Practical content									
Exploring graphics in interior spaces through existing/functional elements that make an interior space. Analysis of existing photographs of interiors as well as on-site photography to understand graphic nature of spaces and their elements. To understand its intention, relevance and execution. Introducing one color-graphic exercise in interiors where appropriate use of color is paramount to the final visual outcome. Exploring graphics in exterior spaces. Introduction to street graphics. Photography of visually interesting, communicative/non-communicative elements in the surrounding environment. Analysis of few existing mega graphics. E.g.: hoardings in terms of size, color, composition vis-à-vis intended message (other than product advertising). Introducing a graphic exercise in exteriors like designing graphics for a hoarding, designing mobile graphics (for a vehicle), or architecture super graphics.									
Signage Design: Signage in urban context. - Community/directional/indicative. Architectural signage (retail/institutional) to explore exterior architectural space. Communicative signage's in interiors.									
Text Books									
1	NA								
Reference Books									
1									

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Subject code		VIII A03ITE		Subject Name		Interior Technology and expression				
Teaching scheme					Examination scheme (Marks)					
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total	
	L	TU	P	TW						
Credit	-	-	2	-	2	Theory	-	-	-	
Hours	-	-	4	-	4	Practical	120	80	200	
Pre-requisites:										
Learning Outcome:										
Theory syllabus										
Unit	Content								Hrs	
1										
2										
Practical content										
Text Books										
1	NA									
Reference Books										
1										

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Subject code		VIII B04WS/ ELE		Subject Name		Workshop / Elective				
Teaching scheme					Examination scheme (Marks)					
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total	
	L	TU	P	TW						
Credit	-	-	4	-	4	Theory	-	-	-	
Hours	-	-	6	-	6	Practical	240	160	400	
Pre-requisites:										
To enhance the advance material by creating objects.										
Learning Outcome:										
Theory syllabus										
Unit	Content								Hrs	
1	Fabric, Metal, PVC sheets									
Practical content										
Class exercise of object/ product, and its model.										
Text Books										
1	NA									
Reference Books										
1										

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Subject code	VIIIB05SP*	Subject Name	Summer Programme – IV*				
Teaching scheme				Examination scheme (Marks)			
(Per week)	Lecture(DT)	Practical(Lab.)		Total	CE	SEE	Total
	L	TU	P	TW			
Credit	NA			Theory	NA		
Hours	1 Week Case Study			Practical	ATTENDED/ NOT ATTENDED		
Pre-requisites:							
Based on their design thesis.							
Learning Outcome:							
Theory syllabus							
Unit	Content						Hrs
1	1:1 Model of products which they have designed in their interior design thesis.						
Practical content							
Model making exercise and its analysis.							
Text Books							
1	NA						
Reference Books							
1							