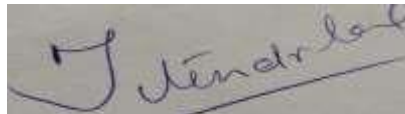


Program and Course Structure

School of Architecture and Planning
Bachelor of Design
SDM0201

(Specialization in Fashion Design)
Batch 2020-2024



HOD
Art & Design



DEAN
SAP

1. Standard Structure of the Program at University Level

Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

1. Transformative educational experience
2. Enrichment by educational initiatives that encourage global outlook
3. Develop research, support disruptive innovations and accelerate entrepreneurship
4. Seeking beyond boundaries

Creative Campaign Can be TEDs: This is guiding principle for promotion and wide circulation among various stakeholder.

Guidelines: Similar Mnemonics can be designed by schools.

SU/SAP/B. Design-Fashion Design

Core Values₂

- Integrity
- Leadership
- Diversity
- Community

School of Architecture & Planning

Vision and Mission of the School

Vision of the School

To build the school as a hub of teaching, research and innovation in the field of creative art, design and media studies, thus, making it a truly world-class centre for producing industry-ready professionals at par with the best universities of the world.

Mission of the School

- Creating a stimulating, flexible and application-based learning environment for students as well as for faculty.
- To provide the necessary platform to impart skills and knowledge related to creative art, design, journalism and mass communication.
- Creating brilliant professionals by imparting a blend of theory and practical lessons through state-of-art infrastructure.
- Leveraging research to form strong industry-academia linkages.

Core Values

- **Innovation**
- **Awareness**
- **Information**
- **Ethics**

DEPARTMENT OF DESIGN

Vision and Mission of the Department

Vision of the Department

To be a centre of excellence in design education for developing a fresh generation of creative entrepreneurs, who will imbibe a critical thinking and problem solving approach to provide creative solution through collaborative team efforts at different levels of society.

Mission of the Department

1. To develop in creating a world class centre of independent design thinking in bringing advanced innovation in design industry.
2. Promoting in depth research on local skills, materials and sustainable methods while also keeping in mind the untapped potential of Indian craftsmanship for strengthening Indian culture and society.
3. To make indomitable efforts to transcend the image of India as a production resource to a design facilitator on a world map.

Program Educational Objectives (PEO)

- PEO1:** The curriculum shall provide the students the flexibility to create their identity and generate in them the instinct to create a niche for themselves when exposed to the industry as professionals.
- PEO2:** The curriculum shall provide them learning acquired by explorations in the field of Fashion design to create indelible experiences and innovate with their highest creative potential to serve the society at their best.
- PEO3:** The program shall include more hands on experience with regular workshops and updated trends in Fashion design industry. It shall provide basic tools, skills, and materials for exploratory exposure understanding nuances of history, Art, culture, traditions and their evolution with the people. It shall excite them to understand evolved craftsmanship and concurrent needs.
- PEO4:** Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.

Methods of Forming PEO's

- STEP 1: The needs of the Nation and society are identified through scientific publications, industry interaction and media.
- STEP 2: Taking the above into consideration, the PEOs are established by the Coordination Committee of the department.
- STEP 3: The PEOs are communicated to the alumni and their suggestions are obtained.
- STEP 4: The PEOs are communicated to all the faculty members of the department and their feedback is obtained.
- STEP 5. The PEOs are then put to the Board of Studies of the department for final approval.

[Note: Prepare a file for the same, how you arrive for PEO's]

Map PEOs with School Mission Statements:

PEO Statements	School Mission-1	School Mission-2	School Mission-3	School Mission-4
PEO1: The curriculum shall provide the students the flexibility to create their identity and generate in them the instinct to create a niche for themselves when exposed to the industry as professionals.	2	2	1	3
PEO2: The curriculum shall provide them learning acquired by explorations in the field of Fashion design to create indelible experiences and innovate with their highest creative potential to serve the society at their best.	2	3	1	2
PEO 3 The program shall include more hands-on experience with regular workshops and updated trends in Fashion design industry. It shall provide basic tools, skills, and materials for exploratory exposure understanding nuances of history, Art, culture, traditions and their evolution with the people. It shall excite them to understand evolved craftsmanship and concurrent needs.	3	1	2	1
PEO4: Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.	1	2	3	2

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

Map PEOs with Department Mission Statements:

PEO Statements	Department Mission-1	Department Mission-2	Department Mission-3
PEO1: The curriculum shall provide the students the flexibility to create their identity and generate in them the instinct to create a niche for themselves when	3	2	1
PEO2: The curriculum shall provide them learning acquired by explorations in the field of Fashion design to create indelible experiences and innovate with their	2	3	1
PEO 3 The program shall include more hands-on experience with regular workshops and updated trends in Fashion design industry. It shall provide basic tools, skills, and materials for exploratory exposure understanding nuances of history, Art, culture, traditions and their evolution with the people. It shall excite them to understand evolved craftsmanship and concurrent needs.	2	3	1
PEO4: Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.	3	1	3

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

Program Outcomes (PO's)

- PO1:** Project & research-based learning at the center of the educational experience
- PO2:** Develop community engagement and service-learning to provide students with opportunities to experience problem finding and solving in the different areas.
- PO3:** Support learning outside the classroom to expand understanding of the profession and practice.
- PO4:** Demonstrate and employ hand drawing and drafting principles to convey concepts.
- PO5:** Work well together as emerging team players and innovative design thinkers with knowledge of professional ethics and social responsibilities.
- PO6:** Bring their evolving design point-of-view and work aesthetics to various types of imaginative challenges.
- PO7:** Adapt their inspired knowledge and abilities to ongoing changes in global trends and related creative industries,
- PO8:** Understand and implement new technologies relative to design development.
- PO9:** Identify the business practices and entrepreneur skill needed for the profession

PSO1: Research focused design exploration using in-depth historical, market & trend research.

PSO2: To design with hands on approach establishing connection between history of Indian textiles and future Fashion industry.

PSO3: Experimental Design development aligned with future, using latest technology or sustainable approach.

PSO4: Project based & Industry aligned learning to develop as Fashion Entrepreneurs with Brand Building Approach

Mapping of Program Outcome Vs Program Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	1	3	2	1
PO2	-	2	1	2
PO3	3	2	1	-
PO4	1	2	2	1
PO5	1	-	2	3
PO6	-	3	1	3
PO7	3	-	2	1
PO8	2	3	1	1
PO9	-	2	3	-
PSO1	3	2	2	3
PSO2	2	3	2	3
PSO3	3	3	3	3
PSO4	3	3	3	3

	Draping, Garment Construction 12hrs - 12(0-6-6)													
BDF220	FD Studio 2- Fashion Trends and Storyboarding 3hrs - 3(0-1-2)	2	1	2	1	2	3	1	3	2	1	2	3	3
BDF221	Fashion Art Studio 2- Fashion Art & Design 4hrs - 4(0-1-3)	3	2	1	3	2	1	2	1	-	3	3	2	2
BDF222	Digital 2 - Photoshop 3hrs- 3(0-1-2)	1	1	2	1	2	3	1	3	2	1		3	3
BDF224	History 3 - Clothing 2(2-0-0)	1	1	2	1	2	3	1	3	2	1		2	3
BDF225	Fabric 1- Fibre to Fabric 1 3 (2-0-1)	2	2	1	3	2	1	2	1	-	3	3		2
OPE 131	OPE 2hrs- 2 (1-0-1)													
	RSP	3	2	1	3	2	1	1		3	1		2	
SAP121	VAC													
SEM-4														
	Apparel development 2- Pattern Making, Draping, Garment Construction 12hrs - 12(0-6-6)	2	1	2	1	2	3	1	3	2	1	2	3	3
	FD Studio 3- Fashion Research and Inspiration 3hrs - 3(0-1-3)	3	2	1	3	2	1	2	1	-	3	3	2	2
	Fashion Art Studio 3-	21	1	2	1	2	3	1	3	2	1		3	3

	Fashion Illustration 2 4hrs - 4(0-1-3)													
	Digital 3 - Corel Draw & In-design 3hrs- 3(0-1-2)	1	2	1	3	2	1	2	1	-	3	3	2	1
	History 4 - Indian Textiles (2 hrs.) - 2(2-0-0)	1	2	1	3	2	1	2	1	-	3	3		2
	Fabric 2- Fiber to Fabric 2 (fabric Construction) 2hrs- 3(2-0-1)	2	1	2	1	2	3	1	3	2	1		2	3
SEM-5														
	Apparel development 3- Pattern Making, Draping, Garment Construction 12hrs - 12(0-6-6)	2	1	2	1	2	3	1	3	2	1	2	3	3
	FD Studio 4- Fashion Forecasting 3hrs - 3(0-1-2)	3	2	1	3	2	1	2	1	-	3	3	2	2
	Fashion Art Studio 4- Surface design & development 4hrs - 4(0-1-3)	3	1	2	1	2	3	1	3	2	1	1	3	1
	Digital 4- Digital Fashion Design Studio 3hrs- 3(0-1-2)	1	2	1	3	2	1	2	1	-	3	3	2	2
	Fashion Marketing		2	1	3	2	1	2	1	-	3	3		2

	(2 hrs.) - 2(2-0-0)													
	Fabric 3-Ornamentation of Textiles – Finishing, dyeing and printing 2hrs - 2(1-0-1)		2	1	2	3	1	3	2	1		2	3	
	RSP	3	2	1	3	2	1	1		3	1		2	
SEM-6														
	Buying & Merchandising 2(2-0-0)	1	1	2	1	2	3	1	3	2	1	2	3	3
	Fabric 4-Sustainable Textiles 2hrs - 2(1-0-1)	3	2	1	3	2	1	2	1	-	3	3	2	2
	FD Studio 5-Conceptualization & Collection Design 3hrs - 3(0-1-2)	3	1	2	1	2	3	1	3	2	1		3	2
	Fashion Art Studio 5- Fabric Design & development 4hrs - 4(0-1-3)	3	2	1	3	2	1	2	1	-	3	3		2
	Digital 5- TUKA CAD, 3D Printing 3hrs- 3(0-1-2)	2	1	2	1	2	3	1	3	2	1	1	2	3
	Apparel development 4- Pattern Making, Draping, Garment Construction 12hrs - 12 (0-6-6)	3	2	1	3	2	1	2	1	-	3	3		2
	Research Methodology 4hrs- 4(0-2-2)	3	2	1	3	2	1	2	1	3	3	3	2	2
SEM7														
	Fabric 5- Functional Textile & Clothing 2hrs - 2(1-0-1)	2	1	3	2	1	2	1	-	3	3			

	FD Studio 6-Portfolio Development 1 (GP focused) 4hrs- 4(1-1-2)	1	2	1	2	3	1	3	2	1			
	Dissertation 6hrs - 6(0-2-4)	1	2	1	2	3	1	3	2	1	2		
	GP Apparel development- Pattern Making/Draping/ Garment construction 14hrs - 14 (0-6-8)	2	1	3	2	1	2	1	-	3	3		
	Professional Practices - 2hrs- 2(2-0-0)	2	1	3	2	1	2	1	-	3	3		
	RSP	3	2	1	3	2	1	1		3	1	2	
SEM-8													
	GP Studio- Graduation Project (Jan-April) 16hrs - 16 (0-4-12)	3	3	3	2	3	3	3	2	3	3	3	3
	Internship 10 credits (May-July) (NGPA)	2	1	3	2	1	2	1	3	1	2	1	2

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)



S. No.	Paper Id	Subject Code	Subjects	Teaching Load			Credits	Core/Elective, Pre-requisite, Co-requisite	1.CC,2-AECC,3-SEC,4-DSE
				L	T	P			
JURY SUBJECTS									
1	11180	BDZ138	Basic of Design	0	2	4	6	Core	CC
2	11179	BDZ137	Free hand Drawing	0	2	8	10	Core	CC
3	11181	BDZ139	Introduction to Digital design & presentation	0	1	2	3	Co-requisite	SEC
4	12042	CCU302	Community Connect	0	0	2	2	Co Requisite	DSE
5	11109	OPE111	Basic Sketching	0	0	2	2		OPE
THEORY SUBJECTS									
1	16254	ARP101	Communicative English-I	1	0	2	2	Pre requisite	AECC
2	11182	BDZ140	History 1- History of Art-I	2	0	0	2	Core	CC

	Total	25
VAC1	NC VAC	NC

TERM II

S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									
1	11424	BDF101	FD Studio 1- Introduction to Fashion Design	0	2	6	8	Core	CC
2	11425	BDF102	Fashion Art Studio 1- Fashion Illustration 1	0	2	4	6	Core	CC
3	11426	BDF103	Digital 1 - Illustrator	0	1	2	3	Co requisite	SECC
4	11144	OPE216	Design Thinking	0	1	2	2	Co requisite	AECC
5	16342	ARP	Communicative English II	1	0	2	2	Pre requisite	AECC
6		VAC	VAC2				NC	VAC	
7									
THEORY SUBJECTS									
1	11428	BDC102	Environmental Science	2	0	0	2	CO requisite	AECC
2	11427	BDC101	History 2- History of Art-II	2	0	0	2	Core	CC
3									
Total							25		

FASHION DESIGN

TERM III											
S.No	Paper Id	Subject Code	Subjects	L	T	P	Credits				
Jury Subjects											
1	11487	BDF 223	Apparel development 1- Pattern Making, Draping, Garment Construction 12hrs – 12(0-0-6)	0	6	6	12		Core	SEC	
2	11484	BDF220	FD Studio 2- Fashion Trends and Storyboarding 3hrs – 3(0-1-2)	0	1	2	3		Core	CC	
3	11485	BDF221	Fashion Art Studio 2- Fashion Art & Design 4hrs – 4(0-1-3)	0	1	3	4		Core	CC	
4	11486	BDF222	Digital 2 – Photoshop 3hrs- 3(0-1-2)	0	1	2	3	Co requis ite		CC	
5			VAC3				NC			VAC	
6			RSP/ Craft Documentation			4	NGPA			AECC/ SEC	
Theory Subjects											
1	11488	BDF224	History 3 - Clothing	2	0	0	2	Co requis ite		AECC	
2	11489	BDF225	Fabric 1- Fibre to Fabric 1	1	0	2	3	Core		CC	
3	16034	OPE131	OPE/ MOOC	1	0	1	2	OPE		OPE	
4	11538	SAP 122	VAC					VAC			
				Total			28				
TERM IV											
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits				
JURY SUBJECTS											
1			Apparel development 2- Pattern Making, Draping, Garment Construction 12hrs - 12(0-6-6)	0	6	6	12	Core		SEC, AECC	

2			FD Studio 3- Fashion Research and Inspiration 3hrs - 3(0-1-2)	0	1	2	3	Core	CC, AECC
3			Fashion Art Studio 3- Fashion Illustration 2 4hrs - 4(0-1-3)	0	1	3	4	CORE	SEC
4			Digital 3 - Corel Draw & In-design 3hrs- 3(0-1-2)	0	1	2	3	CO-REQ UISI TE	AECC
			OPE/ MOOC	1	0	1	2	ELE CTIV E	SEC
			VAC 4				NC		VAC
Theory course									
5			History 4 – Indian Textiles (2 hrs.) – 2(2-0-0)	2	0	0	2	Core	CC
			Fabric 2- Fibre to Fabric 2 2hrs- 2 (2-0-1)	2	0	1	3	CORE	CC
			Total				28		
TERM V									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									
1			Apparel development 3- Pattern Making, Draping, Garment Construction 12hrs – 12(0-6-6)	0	6	6	12	Core	CC, SEC
2			FD Studio 4- Fashion Forecasting 3hrs – 3(0-1-2)	0	1	2	3	Core	SEC, AECC

3			Fashion Art Studio 4- Surface design & development 4hrs – 4(0-1-3)	0	1	3	4	Core	AECC SEC
4			Digital 4- Digital Fashion Design Studio 3hrs- 3(0-1-2)	0	1	2	3	Co requis ite	SEC
5			Elective- Personal Styling 2hrs- 2(1-0-1)	1	0	1	2	DSE	SEC
6			VAC 5				NC		VAC
7			RSP				4(NG PA)	NC	SEC/A ECC
Theory Subjects									
6			Fashion Marketing (2 hrs) - 2(2-0-0)	2	0	0	2	Co requis ite	AECC
7			Fabric 3- ornamentation of textiles 2hrs - 2(1-0-1)	1	0	1	2	Core	CC, AECC
				Total			28		
TERM VI									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS			Apparel development 4- Pattern Making, Draping, Garment Construction 12hrs - 12 (0-6-6)	0	6	6	12	Core	SEC, CC
1			FD Studio 5- Conceptualisation & Collection Design 3hrs - 3(0-1-2)	0	1	2	3	Core	CC, AECC, SEC
2			Fashion Art Studio 5- Fabric Design & development 4hrs - 4(0-1-3)	0	1	3	4	Co requis ite	SEC, AECC
3			Digital 5- TUKA CAD, 3D Printing 3hrs- 3(0-1-2)	0	1	2	3	Co- Requi site	SEC, AECC
			VAC 6				NC		VAC
THEORY SUBJECTS									

1			Buying & Merchandising 2(2-0-0)	2	0	0	2	Co requis ite	AECC
			Fabric 4- Sustainable Textiles 2hrs – 2(1-0-1)	1	0	1	2	Co requis ite	AECC
			Research Methodology 2hrs- 2(2-0-0)	2	0	0	2	Co Requi site	CC
			DSE				2	DSE	AECC
Total							28		

TERM VII

S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credit s		
JURY SUBJECTS			GP Apparel development- Pattern Making/Draping/ Garment construction 14hrs – 14 (0-6-8))	0	6	8	14		CC
			FD Studio 6- Portfolio Development 1 (GP focused) 4hrs- 4(0-1-3)	0	1	3	4		SEC/A ECC
			Dissertation (0-2-4)	0	2	4	6		CC/ AECD/ EMP
			VAC 7				NC		VAC
			RSP			4	NC (NGP A)		AECC/ SEC
THEORY SUBJECTS									
1			Professional Practices – 2hrs- 2(1-1-0)	2	0	0	0	COR E	CC
			Fabric 5- Functional Textile 2hrs – 2(1-0-1)	1	0	1	2	CC	CC
Total							20		

TERM VIII

S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credit s		
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SEMESTER-I

OPE111 - BASIC SKETCHING

School SAP		Batch : 2020-2024	
Program: B. Design		Current Academic Year: 2020-21	
Branch: Foundation		Semester: 1	
1	Course Code	OPE 111	
2	Course Title	BASIC SKETCHING	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Elective	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme is intended to make students understand the basic nuances of sketching and its techniques. It shall equip them with art of mapping scenes into sketches. 2. Demonstrate familiarity with basic drawing terms, tools, media and technique 3. Select frame and compose from reality to paper format 4. Recognise and manipulate negative / positive shapes and space with control variables 5. Perceive and utilize a full range of values for describing form, depth, structure while integrating these things into the forms surrounding space. 6. To understand line quality and its variations. 7. To understand Line quality and expressiveness. 8. Compose drawings 9. Use effective techniques to form objects and fragment them with environmental integration creating a sense of imply energy and motion.. 	
6	Course Outcomes	<p>CO 1:-The students will come to know the various Art materials, Surfaces and its uses for basic Drawing.</p> <p>CO2:- The students shall be able to visualize the spaces and bring them down to paper in pencil quickly with acquired skills.</p> <p>CO3:- The students shall be able to visualize and replicate the studies of various shapes & forms and Textures.</p>	

		<p>CO 4:- The students shall be able to quickly grasp the proportion of still and line drawing and students shall be able to create sketches in black and white with shading skills. They will understand the Judge proportion, scale, and spatial relationships.</p> <p>CO 5:- Use linear and tonal techniques to depict light and shadow.</p>	
7	Course Description	The course enables students to develop the co-ordination between hand and mind. Also , it will expertise them to make the best use of drawings tools while representing various ideas as visuals on paper.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	CO1
		1A :- Tools & Materials 1B :-Drawing Elements & Technique 1C :-Drawing Process	
	Unit 2	Drawing Construction -I	CO2
		2A :- Positive Space 2B :- Negative Space 2C :-Space Balancing	
	Unit 3	Drawing Construction –II	CO3
		3A :- Line 3 B :- Shape & Form 3C :- Surface & Texture	
	Unit 4	Ratio and Proportion	CO4
		4A :- Sight-Size 4B :- Comparative Size 4C :-Visual Scaling	
	Unit 5	Value Study	CO5
		5C :-Shading Process 5A :- Light & Shadow 5B :- Tonal Values	

	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0%
	Text book/s*	- The Sketch by Robert S. Oliver, Van Nostrand Reinhold	
		- Drawing Shortcuts by Jim Leggett, Wiley	
	Other References	- Anatomy and Drawing by Victor Perard	

POs	P O1	P O2	P O3	P O4	P O5	P O6	P O7	P O8	P O9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3	PS O4
C O1	3	2	1	3	1	2	3	1	2	3	1	3				
C O2	3	2	1	3	1	2	3	1	2	3	1	3				
C O3	3	2	2	3	1	2	3	1	2	3	1	3				
C O4	3	2	2	3	1	2	3	1	2	3	1	3				
C O5	3	2	2	3	1	2	3	1	2	3	1	3				
C O6	3	2	2	3	1	2	3	1	2	3	1	3				

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

BDZ138 - BASICS OF DESIGN

School: SAP		Batch : 2020-2024	
Program: B. Design		Current Academic Year: 2020-21	
Branch: Foundation		Semester: I	
1	Course Code	BDZ138	
2	Course Title	Basic of Design	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<p><i>The program intends to introduce the followings:-</i></p> <ol style="list-style-type: none"> 1. Elements of Design-point, line, form (2D/3D), movement, colour, colour psychology, pattern, texture etc. 2. Design Overview and Visual Thinking, Colour theory and composition 3. Design- balance, proportion, rhythm, emphasis, unity etc. 4. Creativity in Design process. 5. Mediums of Design- textile, clay, metal, wood, glass, ceramics etc. 6. Design Process and Methods. 	
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1:Comprehend the significance of line and point in a design.</p> <p>CO2:Visualise and reproduce visual forms by using principle of design which includes movement and space.</p> <p>CO3:Organize compositions using directional lines and basic geometric shapes to convey/change meaning.</p>	

		CO4:Apply the concept of positive and negative space to black and white designs. CO5:Employ a value volume, scale and proportion in creating compositions. CO6: Will be introduced with the basic tools to understand texture and lights effects.	
7	Course Description	The course aims at introducing the basic elements and principles of design and their application. It also focuses on comprehending the difference between various materials significant for visualizing and reproducing visual forms.	
8	Outline syllabus		CO Achievement
	Unit 1	2D Composition - 3D Form Generation	
		Syllabus Induction	CO1
		a) Creating Shapes from Elements : Line & Dots	
		b) Converting 2D shapes into 3D space	CO2
		c) Shapes & Emotion	CO2,
	Unit 2	Additive & Subtractive	
		a) Additive based Exercises	CO3
		b) Subtractive based Exercises	CO6
		c) Abstract Design Exercises	CO7
	Unit 3	Movement, Space and Time - Environment	
		a) The Process of changing place or direction, orientation, and / or Position the visual illustration	CO3
		b) Positive and Negative space	CO3
		c) Typography & Graphics	CO3
	Unit 4	Colour	
		a) Colour Theory- warm & cool colours , Tint – Tone - Shades	CO6
		b) Effects of Colour in Geometrical forms	CO4,CO5

		c) Exercise based on pattern & texture using colour theory			CO4
	Unit 5	Form Exploration in Soft Materials			
		a) Dynamic and Spatial Forms			CO4
		b) Radial forms modifications			CO6,CO5
		c) Clustered Forms			CO4
	Mode of examination	Jury			
	Weight age Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	<ul style="list-style-type: none"> The Non-Designers Design Book by <i>Robin Williams</i> Design Basic Index by <i>Jim Krause</i> 			
	Other References	<ul style="list-style-type: none"> Theory of Colours Book by Johann Wolfgang von Goethe Interaction of color Book by Josef Albers 			

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO1 1	PO1 2	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	3	2	1	3	1	2	3	1	2	3	1	3				
CO 2	3	2	1	3	1	2	3	1	2	3	1	3				
CO 3	3	2	2	3	-	2	3	3	2	3	1	3				
CO 4	3	2	2	3	1	2	3	1	2	2	1	3				
CO 5	3	2	2	2	1	2	3	1	2	3	1	3				

CO 6	3	2	2	3	1	2	3	1	2	3	1	3				
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- 1-Slight (Low)**
- 2-Moderate (Medium)**
- 3-Substantial (High)**

BDZ140- History of Art -I

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2020-21	
Branch:Foundation		Semester: I	
1	Course Code	BDZ140	
2	Course Title	History of Art -I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1 To know about the inter-relation of Human Evolution and Art. 2 To make the students understand the true meaning of Art . 3 To develop an appreciation of Art . 4 To study and understand the influence of various eras on the development of art from the classical to current modern times 	
6	Course Outcomes	<p>CO1 Learn basic terminology and a conceptual understanding of how Art and Design are defined.</p> <p>CO2 Write descriptive, analytic and comparative analyses.</p> <p>CO3 Distinguish between Art historical periods, Renaissance through Contemporary.</p> <p>CO4 Develop heightened appreciation of different forms of art expression through history.</p> <p>CO5 Imbibe in students a sense of responsibility in creating their own opinion as designers and at the same time start getting critical about the creative changes happening around them..</p> <p>CO6 Observe art in a gallery or museum setting to understand the cultural climate in which works of art were conceived and executed.</p>	
7	Course Description	The course is intended comprises of the evolution of art and design post renaissance period to the formation of not only modern art but the modern design as well as architecture .	
8	Outline syllabus		CO Mapping
	Unit 1	Renaissance	CO1,CO2
	A	Perspective: Giotto, Masaccio, Cimabue, (gates to paradise) (Early Renaissance)	
	B	Renaissance Art: Sculptures (High Renaissance)	

	C	Renaissance Art: Painting (High Renaissance)			
	Unit 2	Baroque and Rococo			CO1,CO2
	A	Baroque – Caravaggio, Titian (Painting)			
	B	Baroque Architecture			
	C	Rococo Art and Architecture			
	Unit 3	Neoclassicism ,Romanticism, Realism			CO1,CO2,CO3,CO6
	A	Neoclassical period : Jacque - Louis -David			
	B	Romanticism-Eugene Delacroix (turner seascape , landscape)			
	C	Realism –Gustave Courbet, Goya			
	Unit 4	Impressionism & Post Impressionism			CO1,CO2,CO3
	A	Claude Manet, Monet, Renoir			
	B	Paul Cezanne			
	C	Van Gogh,Gaugain			
	Unit 5	The Fauvism and Cubism			CO3,CO4,CO6
	A	Henri Matisse			
	B	Cubism : Analytical			
	C	Cubism : Synthetic			
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	Janson’s History of Art			
	Other References	Understanding Art <i>By Louis Fischer</i>			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1			1		1				3	1		2
CO2	3		1	2	1				2	3			3
CO3	3		1				1			1		1	
CO4	2		3	3	1	2	2	1		2	2	1	1
CO5	3	2	2	1	1	2	3	3	2	2	3	3	3
CO6	3	1	3	1	1		2	2	2	3	2	2	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

BDZ137 - Free Hand Drawing

School: SAP		Batch : 2020-2024	
Program: B. Design		Current Academic Year: 2020-21	
Branch: Foundation		Semester: I	
1	Course Code	BDZ137	
2	Course Title	Freehand Drawing	
3	Credits	10	
4	Contact Hours (L-T-P)	0-2-8	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. <i>Demonstrate familiarity with basic drawing terms, tools, media and technique</i> 2. <i>Select frame and compose from reality to paper format</i> 3. <i>Recognise and manipulate negative / positive shapes and space with control variables</i> 4. <i>Perceive and utilize a full range of values for describing form, depth, structure while integrating these things into the forms surrounding space.</i> 	
6	Course Outcomes	<p><i>The Students will be able to :</i></p> <p>CO1:Use materials common to the drawing process.</p> <p>CO2:Develop physical and visual skills related to the drawing process.</p> <p>CO3:Judge proportion, scale, and spatial relationships.</p> <p>CO4:Use Aerial and tonal techniques to depict light and shadow.</p> <p>CO5:Would be able to understand human anatomy.</p> <p>CO6:Would be able to understand through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.</p> <p>CO7:Refine concepts understand Drawing I and 2-D Design utilizing the figure as the primary subject.</p>	

7	Course Description	<p>This skills workshop is designed to explore and learn the fundamental of sketching and communicating ideas quickly and effectively.</p> <ul style="list-style-type: none"> • Line Drawing • One point Perspective • Two point Perspective • Three point Perspective • Shading Techniques • Basic shapes and form 	
8	Outline syllabus		CO Achievement
	Unit 1	Basic Sketching	
		a) The Sketch, Basics Drawing tools, materials, drawing size, drawing element and technique and Object Projection sketch with pencil.	CO1
		b) Drawing Construction –Negative / Framed space and Object Projection Line Drawing rendering with Grade Pencils	CO2
		c) Drawing Construction – Line and shape, Drawing Surface, Contour and One point Perspective live sketch and rendering.	CO2,
	Unit 2	Movement, Space and Time - Environment	
		a) Observation based drawings and sketches - Live Study	CO3
		b) Observation based Perspective drawings and sketches -with grade pencil	CO6
		c) Indoor interior drawing with 1 and 2 point Perspective.	CO7
	Unit 3	Linear & Arial Perspective	
		a) Drawing construction on the basis of 1 point perspective using pencils and Elevation based drawings and sketches 2D building details and elevation studies - shade and shadow using Drawing Ink / Charcoal	CO3
		b) Drawing construction on the basis of 2 point perspective using Drawing Ink / Charcoal	CO3

		c) Drawing construction on the basis of 3 and 4 point Perspective using different grade pencils	CO3
Unit 4	Volume and Proportion		
		a) Drawing Interior & Exterior - technique, proportion and ratio. (Freehand and Guided) Lecture on work finishing	CO6
		b) Furniture with Natural texture - mixed media.	CO4,CO5
		c) Details Drawing of Interior (Living room, Study room & Kitchen)	CO4
Unit 5	Local and Tonal Values- Effects of Light		
		a) Outdoor landscape practice to understand Perspective using water colour	CO4
		b) 3D Rendering using Grade Pencils 3 tone study (Tint, Tone & Shade)	CO6,CO7
		c) Portfolio Preparation for Final Exam	CO7
Mode of examination	Jury		
Weightage Distribution	CA	MTE	ETE
	60%	0%	40%
Text book/s*	-		
	Anatomy and Drawing by <i>Victor Perard</i>		
	Drawing Shortcuts by <i>Jim Leggett, Wiley</i>		
Other References	The Sketch by <i>Robert S. Oliver, Van Nostrand Reinhold</i> Interior Design Principles and Practice by <i>M. PratapRao</i>		

Os COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO1	3	2	1	3	1	2	3	1	2	3	1	3	1			2
CO2	3	2	1	3	1	2	3	1	2	3	1	3		2	3	1
CO3	3	2	2	3	1	2	3	1	2	3	1	3	2		3	
CO4	3	2	2	3	1	2	3	1	2	3	1	3				1
CO5	3	2	2	3	1	2	3	1	2	3	1	3	3	2	3	
CO6	3	2	2	3	1	2	3	1	2	3	1	3			1	1

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

BDZ139 introduction to Digital design& Presentation3(0-1-2)

School: SAP		Batch : 2020-24
Program: B.DESIGN		Current Academic Year:
Branch: FOUNDATION		Semester: 1
1	Course Code	BDC215
2	Course Title	Introduction of Digital Design & Presentation
3	Credits	2
4	Contact Hours (L-T-P)	0-1-2
	Course Type	Compulsory
5	Course Objective	<ul style="list-style-type: none"> • Use basic selection tools and edge refinement to isolate and edit parts of an image. • Manipulate layers through ordering, positioning, scaling, rotation, and adjustments. • Prepare images for Web and print output with appropriate sizing and resolution. • Create adjustment layers for editable, non-destructive changes to image coloration and exposure. • Use preset brushes and custom brushes to colorize images, enhance images, and build illustrations. • Stylize images by combining filters with blending and masks. • Evaluate and correct image imperfections using the Info panel, adjustment layers, and retouching tools.
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1. Identify and describe the most common word-processing features and uses in Ms Word and Using presenting and composing information using Ms PowerPoint.</p> <p>CO2. Identify and describe the most common spreadsheet features and uses in Microsoft excel.</p> <p>CO3. Demonstrate an ability to use a range of tools and filters in Illustrator & Photoshop.</p> <p>CO4. Demonstrate basic skills using Illustrator & Photoshop software and the peripherals.</p> <p>CO5. Evaluate, adjust, refine, and creatively solve visual problems.</p>

7	Course Description	The course enables students to develop soft skills which they can enable in various presentation methodologies. It will also help them to develop a brief understanding towards software's and thus improving their presentation skills. It will enable them to use Microsoft Word to create and edit documents, Excel to perform the mathematical and logical calculation with analytical functions, PowerPoint for presentation.	
8	Outline syllabus		CO Mapping
	Unit 1	Productivity applications. (Ms word, Ms Excel)	
	A	<ul style="list-style-type: none"> ▪ General introduction to application window. ▪ Creating, saving, and opening documents. ▪ Formatting and editing pages, text, and paragraphs. ▪ Print preferences, printer properties, and printing a document. 	CO1, CO2
	B	<ul style="list-style-type: none"> ▪ General introduction to spreadsheets interface. ▪ Creating, saving, and opening spreadsheets. ▪ Using worksheets (renaming and adding worksheets). 	CO1, CO2
	C	<ul style="list-style-type: none"> ▪ Changing the look of information with spreadsheets (cell alignment, changing font face and size, adding background colour to cells and rows, inserting picture) ▪ Doing mathematics (formulas: addition, subtraction, average, logic formula, etc.) 	CO1, CO2
	Unit 2	Productivity applications (Ms Power point)	
	A	<ul style="list-style-type: none"> ▪ Creating, saving, and opening presentations ▪ Viewing and working with slides ▪ Building presentations (adding, moving/sorting, and duplicating slides). 	CO2
	B	<ul style="list-style-type: none"> ▪ Making slides look good (applying templates and changing colour schemes, slide layout, and background) ▪ Adding pictures and artistic effects (inserting and compressing pictures, applying borders to pictures and other objects, adding 3D effects) Adding sounds, movies, and links. 	CO2
	C	<ul style="list-style-type: none"> ▪ Setting up and playing presentations (printing presentations, setting time) 	CO2
	Unit 3	Introduction to Illustrator & Photoshop	
	A	<ul style="list-style-type: none"> ▪ Introduction to Photoshop & Rendering. 	CO2,CO4

	B	▪ Selection processes & overview.	CO2,CO4
	C	▪ Designing using selection tools and processes.	CO2,CO4
	Unit 4	Working with drawing, selection tools and Editing.	
	A	▪ Using selection tools via Inverse selection Marquee tool.	CO2
	B	▪ Lasso tool and its application in various type of selection.	CO2, CO5
	C	▪ Using Magic wand and quick selection tool as an effective tool.	CO5
	Unit 5	Postproduction and Rendering.	
	A	▪ Rendering	CO4, CO5
	B	▪ Perspective rendering Using Image montaging.	CO4, CO5
	C	▪ Rendering Postproduction using textures.	CO4, CO5
	Mode of examination	Theory/Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*		
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	1	3	1	1	1	1	1	3	1	1	1	2
CO2	1	1	3	1	1	1	1	1	3	1	1	1	2
CO3	1	1	2	3	1	1	1	3	3	1	1	1	2
CO4	1	1	2	3	1	1	1	3	1	1	1	3	1
CO5	1	1	2	3	1	1	3	3	1	1	1	3	1
CO6	2	2	3	3	1	1	3	3	1	1	1	3	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

CCU302- Community Connect

SCHOOL: SAP		TEACHING DEPARTMENT: Community Connect	ACADEMIC SESSION : Current	FOR STUDENTS BATCH – B.Design 2020-24
1	Course Number	CCU302		
2	Course Title	Community Connect		
3	Credits	2		
3.01	(L-T-P)	(0-0-4)		
4	Learning Hours			
5	Course Objectives	<p>1. The objective of assigning the project related to community work is to expose our students to different social and infrastructural issues faced by the people in different sections of society in rural areas.</p> <p>2. This type of project work will help the students to develop better understanding of problems of people living in a less privileged position in the society, may be socially, medically, economically, in the built fabric or otherwise.</p> <p>3. This type of live project work will help our students to connect their classroom learning with practical issues/problems in the rural setup.</p>		
6	Course Outcomes	<p>1. The community connect project will enable our students to acquire knowledge and skills which will help them understand, project and perceive rural setup.</p> <p>2. These types of activities will give practical exposure to our students to understand different current issues, analyse them from a rural perspective & suggest solutions for the same.</p> <p>3. They will learn to do research.</p>		
7	Theme	<p>Major Sub-themes for research:</p> <ul style="list-style-type: none"> a. Impact of government projects in community b. Social issues through surveys c. Environment issues through primary and secondary surveys d. Economic issues, through census and primary surveys. e. Technology-adaption f. Infrastructure Issues. 		

8.1	<u>Guidelines for Faculty Members</u>	It will be a group assignment. There should be not more than 8 students in each group. The faculty guide will guide the students and approve the project title and help the student in preparing the questionnaire and final report. The questionnaire should be well design and it will carry at least 20 questions (Including demographic questions). The faculty will guide the student to prepare the PPT. The topic of the research should be related to social, economical, infrastructural or environmental issues concerning the common man in a rural setup.
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		<p>The Final output shall be a report of 2,500 to 3,000 words with relevant charts, tables and photographs.</p> <p>The student shall submit the report to CCC-Coordinator signed by the faculty guide by 25 March 2019.</p> <p>The students have to send the hard copy of the report and PPT, and then only they will be allowed for ETE.</p>
8.2	Role of CCC-Coordinator	<p>UG- B. DES, Semester 1</p> <p>The CCC Coordinator will supervise the whole process and assign students assignment.</p> <p>1. The coordinator will teach, guide, access & evaluate students work allocated to them.</p>
8.3	Layout of the Report	<p>Abstract(250 words)</p> <ul style="list-style-type: none"> a. Introduction b. Literature review(optional) c. Objective of the research d. Research Methodology e. Data Collection f. Finding and discussion g. Conclusion and recommendation h. References <p>Note: Research report should base on primary data.</p>

8.4	Guideline for Report Writing	<p>Title Page: The following elements must be included:</p> <ul style="list-style-type: none"> • Title of the article; • Name(s) and initial(s) of author(s), preferably with first names spelled out; • Affiliation(s) of author(s); • Name of the faculty guide and Co-guide <p>Abstract: Each article is to be preceded by a succinct abstract, of up to 250 words, that highlights the objectives, methods, results, and conclusions of the paper.</p> <p>Text: Manuscripts should be submitted in Word.</p> <ul style="list-style-type: none"> • Use a normal, plain font (e.g., 12-point Times Roman) for text. • Use italics for emphasis. • <i>Use the automatic page numbering function to number the pages.</i> • <i>Save your file in docx format (Word 2007 or higher) or doc format (older Word versions)</i> <p>Reference list: The list of references should only include works that are cited in the text and that have been published or accepted for publication. The entries in the list should be in alphabetical order. Journal article Hamburger, C.: Quasimonotonicity, regularity and duality for nonlinear systems of partial differential equations. Ann. Mat. Pura Appl. 169, 321–354 (1995)</p>
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		<p>Article by DOI Sajti, C.L., Georgio, S., Khodorkovsky, V., Marine, W.: New nanohybrid materials for biophotonics. Appl. Phys. A (2007). doi:10.1007/s00339-007-4137-z</p> <p>Book Geddes, K.O., Czapor, S.R., Labahn, G.: Algorithms for Computer Algebra. Kluwer, Boston (1992)</p> <p>Book chapter Broy, M.: Software engineering — from auxiliary to key technologies. In: Broy, M., Denert, E. (eds.) Software Pioneers, pp. 10–13. Springer, Heidelberg (2002)</p> <p>Online document Cartwright, J.: Big stars have weather too. IOP Publishing PhysicsWeb. http://physicsweb.org/articles/news/11/6/16/1 (2007). Accessed 26 June 2007</p> <p>Always use the standard abbreviation of a journal’s name according to the ISSN List of Title Word Abbreviations, see www.issn.org/2-22661-LTWA-online.php</p> <p>For authors using End Note, Springer provides an output style that supports the formatting of in-text citations and reference list. End Note style (zip, 2 kB)</p> <p>Tables: All tables are to be numbered using Arabic numerals. Figure Numbering: All figures are to be numbered using Arabic numerals.</p>
8.5	<u>Format:</u>	<p>The report should be Spiral/ hardbound</p> <p>The Design of the Cover page to report will be given by the Coordinator- CCC Cover page</p> <p>Acknowledgeme nt Content Project report Appendices</p>
8.6	<u>Important Dates:</u>	<p>Students should prepare questionnaire and get it approved by concern faculty member and submit the final questionnaire withinto CCC-Coordinator.</p> <p>Students will complete their survey work within -----and submit the same to concern faculty member. (Each group should complete 50 questionnaires)</p> <p>The student should show the 1st draft of the report to concern faculty member within 5th March 2019 and submit the same to concern faculty member.</p> <p>Faculty members should give required inputs, so that students can improve their project work and make the final report submission on - - - - -.</p> <p>The students should submit the hard copy and soft copy of the report to CCC- Coordinator signed by the faculty guide within - - - - -.</p> <p>The students should submit the soft copy of the PPT to CCC-Coordinator signed by the faculty guide within -----.</p> <p>The final presentation will be organised on -----.</p>

8.7	ETE	The students will be evaluated by panel of faculty members on the basis of their presentation on ----- Nov 2019.
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9	Course Evaluation	
9.01	Continuous Assessment	50%
	Questionnaire design & Discussion	10 Marks
	PPT Presentation on data and survey	20 Marks
	Report Writing	20 Marks
9.02	ETE(PPT presentation & Report)	50%

ARP 101-Communicative EnglishI

School: SAP		Batch : 2020-24
Program: B.DESIGN		Current Academic Year:
Branch: FOUNDATION		Semester: 1
1	Course Code	ARP101
2	Course Title	Communicative English-1
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
5	Course Objective	<p>To minimize the linguistic barriers that emerge in varied socio- linguistic environments through the use of English. Help students to understand different accents and standardise their existing English. Guide the students to hone the basic communication skills</p> <p>- listening, speaking, reading and writing while also uplifting their perception of themselves, giving them self-confidence and building positive attitude.</p>
6	Course Outcomes	<p>CO1 Learn to use correct sentence structure and punctuation as well as different parts of speech.</p> <p>CO2 Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts.</p> <p>CO3 Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios.</p> <p>CO4 A recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances.</p> <p>CO5 Learn to express oneself through writing while also developing positive perception of self.</p> <p>CO6 To be able to speak confidently in English.</p> <p>CO7 To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats.</p> <p>CO8 To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity</p> <p>CO9 Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity.</p>

		<p>CO10 Exposing students to simulators and situations wherein students learn to describe people and situations and handle such situations effectively and with ease.</p> <p>CO11 Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations</p> <p>CO12 Learn how to transform adverse beginnings into positive endings – through writing activities like story completion.</p>	
7	Course Description	The course is designed to equip students, who are at a very basic level of language comprehension, to communicate and work with ease in varied workplace environment. The course begins with basic grammar structure and pronunciation patterns, leading up to apprehension of oneself through written and verbal expression as a first step towards greater employability.	
8	Outline syllabus - ARP 201		
	Unit A	Sentence Structure	CO Mapping
	Topic 1	Subject Verb Agreement	CO1
	Topic 2	Parts of speech	
	Topic 3	Writing well-formed sentences	
	Unit B	Vocabulary Building & Punctuation	
	Topic 1	Homonyms/ homophones, Synonyms/Antonyms	CO2
	Topic 2	Punctuation/ Spellings (Prefixes-suffixes/Unjumbled Words)	CO1, CO2
	Topic 3	Conjunctions/Compound Sentences	CO1, CO2
	Unit C	Writing Skills	
	Topic 1	Picture Description – Student Group Activity	CO3
	Topic 2	Positive Thinking - Dead Poets Society-Full-length feature film - Paragraph Writing inculcating the positive attitude of a learner through the movie SWOT Analysis – Know yourself	CO8, CO5, CO7
	Topic 3	Story Completion Exercise –Building positive attitude - The Man from Earth (Watching a Full length Feature Film)	CO5, CO9, CO12
	Unit D	Speaking Skill	
	Topic 1	Self-introduction/Greeting/Meeting people – Self branding	CO6, CO9

	Topic 2	Describing people and situations - To Sir With Love (Watching a Full length Feature Film)	CO9, CO10
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	Topic 3	Dialogues/conversations (Situation based Role Plays)	CO6, CO10, CO11
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> • Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication • Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press 	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

SEMESTER II

BDF101 FD Studio 1- Introduction to Fashion Design

School: SAP		Batch : 2020-24	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: II	
1	Course Code	BDF101	
2	Course Title	FD Studio 1- Introduction to Fashion Design	
3	Credits	8	
4	Contact Hours (L-T-P)	0-2-6	
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to introduce & prepare students to the business of Fashion & clothing and Fashion as design.	
6	Course Outcomes	<p>CO1: To learn basic fashion terminology, and to understand, define and grasp key terms, principles, concepts and theories of fashion.</p> <p>CO2: To explore the impact of fashion on our everyday lives, and be able to identify trends, recognize leaders, and industry momentum as it effects individual fashion decisions.</p> <p>CO3: To understand the roles and responsibilities of designers, manufacturers, and retailers.</p> <p>CO4: To explore the manner in which economic, sociological and psychological factors influence fashion & clothing demand & fashion trends.</p>	
7	Course Description	This course is an essential preparatory course for fashion design students introducing them to basic terminologies, fashion & clothing industry, Iconic designs, designers. The course also focuses on impacts on fashion & impacts of Fashion on the world. The course will be taught using journal making exercise.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Fashion & Clothing I	
		a) What is Fashion & Fashion Design, Analyse Relationship between Designer & Wearer.	CO1, CO2

		b) Introduction to useful Fashion research tools, books, movies, videos, etc	CO1						
		c) Difference between Fashion Design & Clothing Design; Impact of Fashion on the world	CO1, CO2						
	Unit 2	Introduction to Fashion Industry							
		a) Fashion Categories - Avant Garde, Couture, Ready to wear, Mass production	CO1, CO3						
		b) Fashion seasons, Fashion cities, Product categories	CO1, CO3						
		c) Roles and responsibilities of designers, manufacturers, and retailers.	CO1, CO3						
	Unit 3	Fashion History							
		a) 1850-1900, Father of Haute Couture & Vogue	CO2, CO4						
		b) 1900-1950- Poiret to Dior, Edwardian Fashion, Effects of World war & Hollywood	CO2, CO4						
		c) 1960-1990- Retro, Hippies, era of Glamour, Japanese Fashion & 90's	CO2, CO4						
	Unit 4	Fashion Trends							
		a) Fashion Subcultures	CO2, CO4						
		b) What are Fashion Trends & Fad's	CO2, CO4						
		c) Indian Fashion Movements & Contemporary Indian Fashion	CO2, CO4						
	Unit 5	Indian Fashion							
		a) Fashion Influences on Indian Fashion	CO1, CO4						
		b) Indian Designers	CO1, CO4						
		c) Positive & Negative Impacts of Fashion on the world	CO1, CO4						
	Mode of examination	CA & End Term Jury							
	Weightage Distribution	<table border="1"> <thead> <tr> <th>CA</th> <th>MTE</th> <th>ETE</th> </tr> </thead> <tbody> <tr> <td>60%</td> <td>0%</td> <td>40%</td> </tr> </tbody> </table>	CA	MTE	ETE	60%	0%	40%	
CA	MTE	ETE							
60%	0%	40%							
	Text book/s*	<ol style="list-style-type: none"> Berg Encyclopaedia of World Dress and Fashion: Global Perspectives - Vol. 10 by Joanne B. Eicher Indian Fashion- Tradition, Innovation, style by Arti Sandhu The Fundamentals of Fashion Design by Richard Sorger (Author), Jenny Udale (Author) 							
	Other References	<ol style="list-style-type: none"> The House of Worth: The Birth of Haute Couture by Chantal Trubert-Tollu Fashion-ology: An Introduction to Fashion Studies (Dress, Body, Culture) by Yuniya Kawamura 							



POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	1	1	1	1	1	1	1	1	1	1	1	1
CO2	3	3	3	1	3	1	3	1	2	2	2	1	3
CO3	2	3	2	1	3	1	2	1	3	2	2	1	1
CO4	3	3	1	1	2	1	2	1	2	1	1	1	3

BDF102 Fashion Art Studio 1- Fashion Illustration 1

School: SAP		Batch : 32020-24	
Program: B.Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: II	
1	Course Code	BDF 102	
2	Course Title	Fashion Art Studio I - Introduction to Fashion Sketching and Illustration	
3	Credits	6	
4	Contact Hours (L-T-P)	(0-2-4)	
	Course Status	Compulsory	
5	Course Objective	The objective of the subject is to develop fashion Sketching and rendering skills to enable students to present their ideas on paper.	
6	Course Outcomes	<p>CO1: Students will have an understanding of measurement and proportions through free hand sketching of fashion figures</p> <p>CO2: Students will know drawing fashion figures in different poses and details drawings of Fashion illustrations</p> <p>CO3: Understanding garments drawing & draping the fashion figures</p> <p>CO4: Familiarity with rendering different materials used in design</p>	
7	Course Description	This course will introduce the students with fashion sketching used in Fashion. Understanding of proportions, balance and pose with drawing Croqui. Garments drawing with detailed rendering of drapes and accessorising.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	
		1a.Drawing stick figures	CO1
		1b.Basic human figure Anatomy	CO1
		1c.Drawing Ball Joint Croqui	CO1
	Unit 2	Movements & Postures	

		2a.Drawing of Petite , Model and Fashion Figures	CO1	
		2b.Sketching of Limbs , Hand and Feet Gestures	CO2	
		2c.Drawing different postures and Movements of Fashion Figures	CO2	
	Unit 3	Fashion Figure Details and Accessorising		
		3a. Drawing of Faces and Facial Features	CO2	
		3b. Drawing hairstyles	CO2	
		3c. Accessorising Fashion Figures- Jewellery, Shoes etc	CO2	
	Unit 4	Draping Fashion Figures		
		4a. Dividing the figure into various parts using lines like plumb line, center front line, Princess line, waistline, side seam, armholes, jewel neckline, bust line etc	CO3	
		4b.Draping Fashion Figures	CO3	
		4c.Developing Range of Croquis	CO1, CO3	
	Unit 5	Rendering		
		5a.Rendering fabrics with different mediums	CO4	
		5b.Magazine Figure Rendering	CO4	
		5c.Drawing and Rendering concept based Fashion Illustrations	CO4	
	Mode of examination	Jury/Practical/Viva		
	Weight age Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	Fashion Sketching by Bina Abling		
	Other References	<ol style="list-style-type: none"> 1. Fashion Illustration ; Flat Drawing by Maite, Lafuente 2. New fashion figure templates by Ireland, Patrick John 3. Fashion illustration Techniques: DUMode by Techniken Der Moddez 		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PS O4
CO1			1	3	2	2		2			3	1	1
CO2			1	3	2	2		2			3	1	1
CO3		1		3		3	1	2		2		3	1
CO4				3		2		3	1	1	1		1

BDF103 Digital 1 – Adobe Illustrator

School: SAP		Batch : 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: II	
1	Course Code		
2	Course Title	Digital 1- Adobe Illustrator	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	This course is in continuation to Introduction to Digital design & presentation, the students will learn to create graphic designs using Adobe Illustrator vectorization tools.	
6	Course Outcomes	CO1: To create graphic design concepts such as logos, banners, catalogues, graphic artworks, product line art sketches, etc. CO2: To create graphic presentations, that can be presented on both digital & printed formats.	
7	Course Description	In this course students will have the possibility to know everything they need from Adobe Illustrator to make visual impact presentations and vector graphics. The course will be conducted using guided tutorials, and illustrative presentations.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	
		a) Introduction to the course syllabus	CO1, CO2,
		b) Introduction to the software	CO1
		c) Use of colour & layer tools	CO1
	Unit 2	Colour, Layers, Drawing, Modify & Effects	
		a) Working with Colour, colour guides, colour themes, colour swatches & colour libraries	CO2
		b) Working with drawing tools	CO2
		c) Working with modify tool & effects menu	CO2
	Unit 3	Paint, Type , Draw	
		a) Gradient tool, mesh tool, shape builder tool, live paint bucket and lives paint selection tool	CO2

		b) Working with Type tool & Effects menu	CO2
		c) Working with other drawing tools	CO2
	Unit 4	Developing Story Boards	
		a) Development of Story Boards	CO3
		b) Catalogs Developments	CO3
		c) Creating graphics	CO3
	Unit 5	Line Art Sketches	
		a) Creating flat sketches	CO3
		b) Application of graphics on product line arts	CO3
		c) Making print ready files	CO1,CO2,C O3
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA	MTE
		60%	0%
	Text book/s*	1. Fashion Designer's Handbook for Adobe Illustrator, Author- Centner, Marianne	
		2. Digital fashion illustration with Photoshop and Illustrator, Author- Tallon, Kevin	
		3. Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice by Robert Hume, Fairchild Books, 2016	
	Other References	1. https://helpx.adobe.com/illustrator/user-guide.html	
		2. https://help.adobe.com/archive/en/illustrator/cs6/illustrator_reference.pdf	
		3. Graphics Design projects on Coroflot & Behance	

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	3	1	3	3	3	2	3	1	3	3
CO2	2	1	3	1	1	3	3	3	3	1	1	2	3

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

BDC 102 Environmental Science

School: SAP		Batch :2020-2024	
Program: B.Design		Current Academic Year: 2019-20	
Branch:Interi or Design		Semester: II	
1	Course Code	BDC102	
2	Course Title	Environmental Science	
3	Credits	2	
4	Contact Hours (L-T-P)	30 hrs. (2-0-0)	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. Identify and understand basic aspects, practices and terminology related to environment. 2. The aim of the course is to develop an understanding among students about environmental studies and its implications in design. 3. Developing an attitude of concern for the environment. 4. Emphasise the importance of sustainable development . 	
6	Course Outcomes	<p>CO1. Students will be able to identify the human activities and manufacturing processes affecting environment and design.</p> <p>CO2 Students will develop awareness about environmental problems among people.</p> <p>CO3 Demonstrate competency in developing environment friendly designs in their specific fields.</p> <p>CO4. Students will start demonstrating an ability to integrate the many design disciplines intersect with environmental concerns.</p>	
7	Course Description	Environmental studies are the scientific study of the environmental system and the status of its inherent or induced changes on organisms. It includes not only the study of physical and biological characters of the environment but also the social and cultural factors and the impact of man on environment.	
8	Outline syllabus	CO Mapping	
	Unit 1	Introduction to Environment & Ecology	CO1,CO2,CO3
	A	Environmental pollution and its types	

	B	Effect of human population and natural resources over design.		
	C	Introduction - Manufacturing processes and its effects over environment		
	Unit 2	Introduction to ecological design	CO1,CO2,CO3	
	A	Ecological design process		
	B	Make nature visible through design		
	C	Natural products		
	Unit 3	3Rs – Reduce,Reuse,recycle	CO2,CO3,CO4	
	A	Renewable energy sources		
	B	Recycled products		
	C			
	Unit 4	Code of Conduct and role of Agencies		
	A	Introduction to Code of conduct		
	B	Governing and regulatory bodies for Environment		
	C			
	Unit 5	Sustainable Classroom Project		
	A	Case study and its new proposal.	CO1,CO2,CO3,CO4	
	B	Research – Market and Virtual		
	C	Modeling and documentation		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%
	Text book/s*			
	Other References			

POs	PO 1	PO2	PO3	PO 4	PO 5	PO 6	PO7	PO 8	PO 9	PO 10	PO 11	PO1 2	PSO1	PSO2	PS O3	PS O4
CO 1	2	3		3		2	2		2	3	2	3	3	2	3	3

CO 2	3		3		2	2	1		3	2	3	3	2	3	2	2
CO 3	2	3		3		2	2	1		3	2	3	3	2	3	3
CO 4	1	2	3		2	2	1		3	2	3	3	2	3	2	2

BDC 101History 2- History of ART II

School: SAP		Batch 2019-23	
Program: B.Design		Current Academic Year	
Branch:Foundation		Semester: II	
1	Course Code	BDC101	
2	Course Title	History of Art II	
3	Credits	2	
4	Contact Hours (L-T-P)	30 Hrs (2-0-0)	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1 To know about the interrelation of Human Evolution and Art. 2 To make the students understand the true meaning of Art . 3 To develop an appreciation of Art . 4 To study and understand the influence of various eras on the development of art from the classical to current modern times 	
6	Course Outcomes	<p>CO1 Learn basic terminology and a conceptual understanding of how Art and Design are defined.</p> <p>CO2 Write descriptive, analytic and comparative analyses.</p> <p>CO3 Distinguish between Art historical periods, Renaissance through Contemporary.</p> <p>CO4 Develop heightened appreciation of different forms of art expression through history.</p> <p>CO5 Imbibe in students a sense of responsibility in creating their own opinion as designers and at the same time start getting critical about the creative changes happening around them..</p> <p>CO6 Observe art in a gallery or museum setting to understand the cultural climate in which works of art were conceived and executed.</p>	
7	Course Description	The course is intended comprises of the evolution of art and design post renaissance period to the formation of not only modern art but the modern design as well as architecture .	
8	Outline syllabus		CO Mapping
	Unit 1	Symbolism, Art Nouveau and German Expressionism	CO1,CO2

	A	Gustave Moreau, Odilon Redon			
	B	Alphonse Mucha Edvard Munch,			
	C	Emil Nolde and Gustav Klimt			
	Unit 2	Birth of Abstract Art and Abstract Expressionism			CO1,CO2
	A	Wassily Kandinsky Kasimir Malevich, Constantin Brancusi			
	B	Piet Mondrian and Jackson Pollock			
	C	Abstract Sculptures			
	Unit 3	Constructivism, Dadaism and Surrealism			CO1,CO2,CO3,CO6
	A	Naum Gabo and Alexander Rodchenko			
	B	Marcel Duchamp and Man Ray			
	C	Max Ernst, Joan Miro, Salvador Dali, Rene Magritte			
	Unit 4	Bauhaus to Conceptual Art			CO1,CO2,CO3
	A	Bauhaus, Maxican Art (Frida Kahlo) and Avant Garde (Henry Moore)			
	B	Minimal Art, Pop Art, Op and Kinetic Art			
	C	Assemblage, Junk, Land Art and Conceptual Art			
	Unit 5	Contemporary			CO3,CO4,CO6
	A	Superrealism, Feminism, Neo-Expressionism and Graffiti.			
	B	New Media Art			
	C	Contemporary and Experimental Art			
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*				
	Other References				

OPE216- Design Thinking

School - SAP Department- DESIGN		Batch : 2020-24	
Program: All		Current Academic Year: 2019-20	
Branch:		Semester: OPE	
1	Course Code	OPE- 216	
2	Course Title	Design Thinking	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
Course Status		Optional	
5	Course Objective	<ol style="list-style-type: none"> 1. This programme is aimed to create professionals with lateral thinking approach for problem solving in every aspect of life and profession. 2. It shall be able to motivate students to think critically and improve questioning capability of students for thinking beyond conventions. 	
6	Course Outcomes	<p>CO.1 The students shall be able to think differently with respect to each and every nuance of life and profession and be able to handle issues with simply better understanding.</p> <p>CO.2 The programme shall make them start thinking with identifying issues which are not been touched and tackling them vigour and unconventional approach and out</p> <p>CO3 the students will be able to apply design thinking in problems in order to generate innovative and user-centric solutions</p> <p>CO4 will be able to make use of practical design thinking methods in every stage of problem, with the help of critical thinking.</p>	
7	Course Description	The overall goal of this design thinking course is to help the individuals to design better products, services, processes, strategies, spaces, architecture, and experiences. Design thinking helps them to develop practical and innovative solutions for their problems. It is a human-	

		focused, prototype-driven, innovative design process			
8	Outline syllabus				CO Achievement
	Unit 1	Introduction			
		A . What is design /Design Thinking			
		B Framework for Creativity and Innovation			
		C Need and Importance			
	Unit 2	Innovation and design thinking			
		a. Introduction to the Innovation Process			
		b. Identifying Opportunity Areas			
		c. Innovation case studies			
	Unit 3	Design thinking Process & Ideation			
		a. Methods and tools of design thinking			
		b. Essential Ideation Techniques			
		c. Choosing the problem area			
	Unit 4	Conceptualization & Prototype			
		Define the Problem			
		Identifying the obstacles and best possible solution			
		Sketching and concept building			
	Unit 5	Protype & Finalisation			
		Prototype			
		Testing			
		Finalising the idea and design			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

ARP102- Communicative English -2

Schools: SAP		Batch : 2019-20	
		Current Academic Year: 2019-20	
		Semester: 2nd (Second)	
1	Course Code	ARP102	
2	Course Title	Communicative English -2	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
5	Course Objective	To Develop LSRW skills through audio-visual language acquirement, creative writing, advanced speech et al and MTI Reduction with the aid of certain tools like texts, movies, long and short essays.	
6	Course Outcomes	<p>CO1 Move from primary self-assessment to larger goal and vision statement realisation with the help of feature length films as enablers and multimedia as language facilitators.</p> <p>CO2 To develop a positive attitude through written expression of positive thought process and outlook with the help of writing activities like story completion et al. CO3 Learn advanced writing skills in English like full length essays et al.</p> <p>CO4 Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt.</p>	
7	Course Description	The course takes the learnings from the previous semester to an advanced level of language learning and self- comprehension through the introduction of audio-visual aids as language enablers. It also leads learners to an advanced level of writing, reading, listening and speaking abilities, while also reducing the usage of L1 to minimal in order to increase the employability chances.	
8	Outline syllabus - ARP 202		
	Unit A	Acquiring Vision, Goals and Strategies through Audio-visual Language Texts	CO Mapping
	Topic 1	Pursuit of Happiness / Goal Setting & Value Proposition in life	CO1
	Topic 2	12 Angry Men / Ethics & Principles	
	Topic 3	The King's Speech / Mission statement in life strategies & Action Plans in Life	

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	Unit B	Creative Writing	
	Topic 1	Story Reconstruction - Positive Thinking	CO2
	Topic 2	Theme based Story Writing - Positive attitude	
	Topic 3	Learning Diary Learning Log – Self-introspection	
	Unit C	Writing Skills 1	
	Topic 1	Precis	CO3
	Topic 2	Paraphrasing	
	Topic 3	Essays (Simple essays)	
	Unit D	MTI Reduction/Neutral Accent through Classroom Sessions & Practice	
	Topic 1	Vowel, Consonant, sound correction, speech sounds, Monothongs, Diphthongs and Triphthongs	CO4
	Topic 2	Vowel Sound drills , Consonant Sound drills, Affricates and Fricative Sounds	
	Topic 3	Speech Sounds Speech Music Tone Volume Diction Syntax Intonation Syllable Stress	
	Unit E	Gauging MTI Reduction Effectiveness through Free Speech	
	Topic 1	Jam sessions	N/A
	Topic 2	Extempore	
	Topic 3	Situation-based Role Play	
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> • Wren, P.C.&Martin H. <i>High English Grammar and Composition</i>, S.Chand& Company Ltd, New Delhi. • Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication • Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press. The Luncheon by W.Somerset Maugham - http://mistera.co.nf/files/sm_luncheon.pdf	

Observations:

1. A Single Consolidated Syllabus has now replaced the Previous Functional English Beginners -2 and Functional English Intermediate -2
2. 2 Credits previously allocated to FEN 02 Lab Sessions have been dissolved

3. The Pearson Voice Labs have been completely eliminated

SEMESTER-III

BDF-224- History3- Clothing

School: SAP		Batch : 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: 03	
1	Course Code	BDF224	
2	Course Title	History 3- Clothing	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • Introduction to early clothing and it's applications in the contemporary world. • Development of contemporary fashion through the 20th century. • Analysing the influence of culture and society on fashion and style through time 	
6	Course Outcomes	<p>CO1 Learn basic terminology and a conceptual understanding of how fashion developed during different time periods.</p> <p>CO2 Write descriptive, analytic and comparative analyses about influence of different cultures on early costume.</p> <p>CO3 Distinguish between art historical periods, - Egyptian, Roman, Greek, Renaissance, Baroque, Rococo and Western Design styles.</p> <p>CO 4 The students will be able to understand the movement, advancement and revolution of fashion in different time periods.</p> <p>CO5 The students will be able to design contempory fashion based on historical research and connecting them with the present trends.</p>	

7	Course Description	By studying the history of clothing we would travel through ages students would learn the evolution of	
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		<p>early costumes, Historic costumes of America, France & Asian countries . Fashion comes and goes but leaves its impact in many ways. This course represents a visual history of fashion from ancient Egypt to the present.</p> <p>The students will discuss and analyse historical periods and their influence on contemporary fashion.</p>		
8	Outline syllabus			CO Achievement
	Unit 1	Aesthetics of clothing movement		
		1a. Origin, types Of Costume, Factors influencing Costume Development		CO1, CO2,
		1b. Stone ages & ancient Egyptian Era		CO1, CO2,
		1c. Decline and start of new Bronze Era		CO1, CO2,CO4
	Unit 2	Ancient Greece		
		3a. Ancient Greece- Minoans & Mycenaean		CO1,CO2
		3b. Dark Ages -Archaic Age Classical Age Hellenistic Age		CO1,CO3
		3C. Ancient Rome & Byzantine Pd.		CO3,CO4,CO5
	Unit 3	Rebirth of clothing		
		4a. Renaissance pd -16 th century		CO2,CO3,CO4
		4 b Renaissance pd - 17 th century		CO2,CO3,CO4
		4 c Renaissance pd - 18 th century		CO4, CO5
	Unit 4	Industrial revolution		CO3, CO4, CO5
		5a. American Costumes 18 th Century		CO3, CO4, CO5
		5b. American Costumes-19 th Century		CO3, CO4, CO5
		5c.American Costumes- 20 th Century		CO3, CO4, CO5
	Unit 5	Indian Clothing		
		5a.		CO3,CO4, CO5
		5b.		CO3,CO4, CO5
		5c.		CO3,CO4, CO5
	Mode of examination	Theory		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%

	Text book/s*	A complete History Of Costume: By Carl Kohler	
	Other References	The complete History of Costume and fashion: from Ancient Egypt to the present day by- Bronwyn Cosgrave The complete Costume History: by Auguste Racinet Indian Costumes- B.N Goswamy Incredible Human Journey- Daily motion videos, America, Australia, Europe, Asia, Africa Secrets Of The Stone Age- The Human Story-daily motion video	

POs COs	PO 1	PO 2	PO3	PO 4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	3			1	=	2	2	-	1	3	3	1	1
CO2	2	2	1	1	1	3	3	-	2	2	3	2	1
CO3	3	2	1		-	3	2	1	1	1	1	2	1
CO4	2	1	2	2		2	3	2	2	2	3	2	1
CO5	2	1	1	2	1	3	3	3	3	3	3	1	1

BDF 225 - Fibre to Fabric-I

School: SAP		Batch :2020-2024	
Program: B.Design		Current Academic Year: 2020-01	
Branch: Fashion Design		Semester: III	
1	Course Code	BDF 225	
2	Course Title-	Fibre to Fabric-I	
3	Credits	3	
4	Contact Hours (L-T-P)	2-0-1	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • To give knowledge of Textiles in terms of Fibre, yarn and Fabric • To give knowledge of the source, manufacturing & processing and properties of fibres, Yarns & Fabrics • To identify the woven, knitted, felts and non- woven. • To impart knowledge in the areas of new research and concepts or problems in relation to environment. 	
6	Course Outcomes	<p>CO1 Be well versed with terms such as fibers, production of fibres, textiles, fabric, their care, etc. CO2-Student will be able to do basic identification of different textile Fibres.</p> <p>CO3-Understand the basic processes in textile production, Pollution caused by such process.</p> <p>CO4- Be aware of different uses of different Fibres and yarns.</p> <p>CO5-Be aware about the method of making yarn and their effect on fabric properties.</p>	
7	Course Description	This lecture course introduces students to the types and properties of fashion fibres. By investigating the fibers, quality, construction, care and finishing of textiles, students will learn the basics of fabric	

		identification and specific uses in the fashion industry.	
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8	Outline syllabus		CO Achievement
	Unit 1	Introduction To Textiles Fibres	
		1 a. Fibre & their classification	CO1
		1 b. Fibre Properties -Primary	CO1,CO3
		1 c. Fibre Properties- Secondary	CO1,CO3
	Unit 2	Natural Fibres	
		2a. Natural Fibres- their origin & production	CO3, CO4, CO5
		2b. Properties & new development in natural fibres.	CO3, CO4, CO5
		2 c. Fibres identification, their uses & by products.	CO2, CO4
	Unit 3	Man-made & regenerated Fibres	CO1, CO3
			CO1, CO3
		. Man-made Fibres, their origin, production & properties & effect on environment	CO1, CO3,
			CO1, CO4
	Unit 4	Spinning	CO 3, CO1, CO5
		4a. What is spinning, its initial processes& their importance	CO3, CO1, CO5
		4b. Different methods and types of spinning	
		4c.	
	UNIT 5	YARN	CO1,CO2, CO3
		5 a. Definition & classification of yarns	CO 1, CO3
		5b. Yarn Classification- Novelty, Simple & Textured yarn	CO1, 2,3
		5 c. yarn properties, Uses & Identification of different yarns	CO 3, CO4

			CO3, CO1, CO5
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	Mode of examination	Theory/Practical			
	Weightage Distribution	MTE	CA	ETE- Theory	
		20%	20	50%	
	Text book/s*	1. Textiles- Fibre to Fabric By Bernard P.Corbman			
	Other References	1. Understanding Textiles-Sixth Edition, Bellie .J. Collier, PhyllisToratora 2. J.J. Pizzuto's Fabric Science-Seventh Edition Arthur Price, Allen C-Cohen,Ingrid Johnson 3. Roadmap to Sustainable Textiles and Clothing: Regulatory Aspects and Sustainability Standards of Textiles and the Clothing Supply Chain (Textile Science and Clothing Technology) Subramanian Senthilkannan Muthu			

POs COs	PO 1	PO 2	PO3	PO 4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	2	2	1	3	2	2		2	2	2	2	3	3
CO2	1	2		2	2	3	2	3	1	3	3	2	2
CO3		2	2	2	2	3	2	3	2	3	3	2	
CO4	2	2	1	3	2	2		2	2	2	2	3	3
CO5		2		2	2	3	2	3	1	3	3	2	2

BDF 220- FD Studio 2- Fashion Research & Trends

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: III	
1	Course Code	BDF220	1
2	Course Title	FD Studio 2- Fashion Research & Trends	2
3	Credits	3	3
4	Contact Hours (L-T-P)	0-1-2	4
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to provide basic fundamental knowledge about essential stages of research, as a vital part of any design process along with building awareness about the current Fashion trends & sustainability challenges.	5
6	Course Outcomes	On successful completion the students will be able to- CO1: Establish the needs & methods for research as an essential step in Fashion & write a brief for their projects. CO2: Research & analyse to develop understanding of current prevailing Fashion trends. CO3: Choose an inspiration based on a brief and conduct in-depth research followed by compiling & presenting it into story boards.	6
7	Course Description	An introductory course that will expose students to concepts such as Research for fashion, Sustainability & ethics, Fashion trends, Design brief, Inspiration & various techniques that can be used to compile & present research. Through lectures, brainstorming, research, discussions, group assignments, sketchbook exercises & mood boards, students explore the essential tools of a creative process.	7
8	Outline syllabus		CO Achievement
	Unit 1	Research for Fashion	
		a) Sustainability & ethics in Fashion; Sketchbook: a method to assemble research (Lecture)	CO1
		b) Brief: what, types & components; Inspiration: types & sources (Lecture)	CO1
		c) Research: Need, types, sources, markets, muse, components (Lecture)	CO1
	Unit 2	Basics of Fashion Trends	

		a) Zeitgeist & Fashion trends- Why, how, benefits & side effects (Lecture)	CO2
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		b) Fashion trends- Diffusion & movement theories; Types of fashion trends (Lecture)	CO2
		c) Trends research: Primary & Secondary sources (Lecture)	CO2
	Unit 3	Contemporary Trend Research	
		a) People watching: Street looks, lifestyle & culture (Tutorial & Assignment)	CO2
		b) Research & assemble Global Fashion trends (Tutorial, Practical & Assignments)	CO2
		c) Research & assemble Indian Fashion trends (Tutorial, Practical & Assignments)	CO2
	Unit 4	Inspiration: Choose & research	
		a) Choose an inspiration, Write a brief (Tutorial)	CO3
		b) Brainstorming; Using primary & secondary research together (Tutorial, Practical & Assignments)	CO3
		c) Assembling your research (Tutorial, Practical & Assignments)	CO3
	Unit 5	Storyboards: Compiling & presenting research	
		a) Analysis of research & Focus research pages (Tutorial, Practical & Assignments)	CO3
		b) What are mood boards & its Key elements (Lecture), Build your own mood boards (Tutorial & Assignments)	CO3
		c) Building mood boards (Tutorial, Practical & Assignments)	CO3
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	Weightage Distribution 40%
	Text book/s*	4. Research & design for Fashion by Simon Seivewright & Richard Sorger	CA 60%

	Other References	<ol style="list-style-type: none">1. The Fundamentals of Fashion Design by Richard Sorger (Author), Jenny Udale (Author)2. THE FASHION DESIGN REFERENCE + SPECIFICATION BOOK EVERYTHING FASHION DESIGNERS NEED TO KNOW EVERY DAY By Calderin, Jay, and Laura Volpintesta3. The Design Process by Karl Aspelund4. Fashion: 150 years : couturiers, designers, labels by Seeling, Charlotte5. Jenkyn, Jones, Sue. <i>Fashion Design</i>, Laurence King Publishing, 20116. Fantastic Fashion: An illustrated history of the Most Outlandish Trends by Cox, Barbara7. Sustainable fashion and textiles: design journeys by Kate Fletcher	
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		8. The SocioLog.dx Experience: A Global Expert Study on Sustainable Fashion By: Pedersen, E.R.G., Laursen, L.M. and Kourula, A. 9. Online Trend Research- Tag-walk, Wgsn, Vogue, Lakme India Fashion week. 10. Indian Fashion- Tradition, Innovation, style by Arti Sandhu	
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	1	1	2	1	2	1	3	3	1	1	1
CO2	2	1	3	1	3	2	2	1	3	3	3	1	1
CO3	1	1	2	3	3	3	3	1	3	3	3	1	2

BDF 221 -Fashion Art Studio 2- Fashion Art & Design

School: SAP		Batch : 2020-24	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: III	
1	Course Code	BDF221	
2	Course Title	Fashion Art Studio 2- Fashion Art & Design	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Compulsory	
5	Course Objective	The objective of this subject is to enable understanding of different elements and types of fashion garments and styling details, in order to further imply the same in developing design collections.	
6	Course Outcomes	<p>CO1: Students will have an understanding of various types of garment construction and fashion details</p> <p>CO2: Students will learn drawing and rendering of different types of garments.</p> <p>CO3: Students will learn types of accessories and illustrating the same</p> <p>CO4: Development of various ensembles with creative design concepts like Colour Psychology, Seasons, Occasions, Clients etc.</p>	
7	Course Description	This course will enable students with an understanding of various types of garments and fashion details, vital to learn for developing Design Collection.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Garment Construction Details	
		1a.Understanding fashion construction details and its types	CO1

		1b.Illustrating Pattern Details like Seams, Stitches, Collars, Yokes, Pockets, Sleeves and Necklines.	CO1
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		1c. Rendering the fashion details using different colour mediums	CO1
	Unit 2	Fashion Details Development	
		2a. Understanding of fashion details like Gathers , Pleats, Smocking, Ruffles, Tucks etc.	CO1
		2b. Illustrating the fashion details using different handing materials	CO1
		2c. Developing concept swatches , textures and rendering the same using different mediums	CO1
	Unit 3	Categories of Fashion Garments	
		2a. Learning the types of garments in Top wear category	CO2
		2b. Learning the types of garment in Bottom wear category	CO2
		2c. Learning the types of Dresses and Outerwear	CO2
	Unit 4	Accessorising	
		4a. Learning different categories of accessories and its types - Shoes , bags , jewellery etc.	CO3
		4b. Illustrating and Rendering accessories in different materials	CO3
		4c. Styling and accessorising the fashion Croquis	CO3
	Unit 5	Range development	
		4a. Introduction to drawing of flat Sketches	CO4
		4b. Developing design concepts	CO4
		4c. Designing a concept based range of garments combining various fashion details and illustrating the same on fashion Croquis	CO4
	Mode of examination	Jury/Practical/Viva	
	Weight age Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	Fashion Sketching by Bina Abling	

	Other References	<ol style="list-style-type: none"><li data-bbox="630 96 1138 205">1. Ireland Patrick John, Fashion Design Drawing & Presentation, Children, Men<li data-bbox="630 247 1138 281">2. Ritu, Fashion Design illustrations<li data-bbox="630 352 1203 428">3. Julian Seaman, Foundation in fashion design and illustration	
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		4. Zeshu Takamura, Fashion Illustration Techniques: A Super Reference Book for Beginners.	
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1		1	3	3		3		2				1	
CO2		1	3	3		3		2				1	
CO3		1	3	3		3		2				1	
CO4	1		2	3		2	3	3	1			1	1

BDF Digital 2- AdobePhotoshop

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: III	
1	Course Code	BDF222	
2	Course Title	Digital 2- Adobe Photoshop	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	Learn the essential tools of Photoshop and use these to digitally sketch & create original designs.	
6	Course Outcomes	Students will be able to- CO1: Edit & manipulate images CO2: Design original graphics & prints for fashion products CO3: Sketch illustrations & map designs on these CO4: Develop portfolio of designs using Adobe photoshop	
7	Course Description	The course is an introduction to Adobe Photoshop, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started with Photoshop	
		a) Introduction of Vector & Bitmap, file formats, Resolution for different devices	CO1
		b) Photoshop Tools and Batch Processing	CO1
		c) Introduction of Photoshop selection Tools (Marquee, Magic Wand, Quick Selection tool)	CO1
	Unit 2	Image composition with Masking (part-1)	
		a) Basics of Masks & Different types of masking techniques	CO1
		b) digital collage (grid, overlap, collage)	CO1
		c) Creating Boards (Mood, Colour, Fabric, Client)	CO1
	Unit 3	Graphic & Print design	

		b) Repeats and Pattern (types of patterns)	CO2
		c) Print Design Development (Seamless/All over print {AOP} prints with colourways)	CO2
	Unit 4	Image composition with Masking (part-2)	
		a) Blending Images for Composition (Layer Blend Modes)	CO3
		b) Matching & Replacing Colors for composition	CO3
		c) Image Adjustment through non-destructive methods	CO3
	Unit 5	Portfolio development	
		a) Lay outing for Portfolio (e-portfolio, e-book, print)	CO4
		b) Lay outing for Portfolio (e-portfolio, e-book, print)	CO4
		c) Portfolio Evaluation	CO4
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	1. Digital fashion illustration with Photoshop and Illustrator, Author- Tallon, Kevin 2. Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice by Robert Hume, Fairchild Books, 2016	
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	1	1	3	1	3	1	3	1	1	1	2	2
CO2	2	1	1	3	1	3	3	3	1	2	1	3	3
CO3	1	1	1	3	1	3	3	3	1	1	1	3	3
CO4	1	1	3	3	1	3	3	3	2	1	1	2	3

BDF Apparel Development-I -PM, Draping and Garment construction

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Fashion Design		Semester:03	
1	Course Code	BDF 223	
2	Course Title	<u>Apparel Development-I-PM, Draping and Garment construction</u>	
3	Credits	12	
4	Contact Hours (L-T-P)	0-6-6	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • To introduce student to the basics of Patternmaking • To be able to take measurements of human figure & dress form. • To familiarize students with terminologies used in patternmaking • To know & develop skill for different hand stitches and seams • To be able to do various seam finishes and garment finishes • 	
6	Course Outcomes	<p>CO1: To give knowledge of different methods of patten making techniques, tools and terminology and their importance.</p> <p>CO2: The students will be able to measure the different Body types & the dress form with the knowledge of landmarks of body and sizing.</p> <p>CO3: To give knowledge of woven fabric construction and terms& terminology associated for garment construction.</p> <p>Co4: The student will be able to prepare& cut the fabric for different patterns and layouts</p>	

		<p>CO5: The students will be able to identify the different types of garment accessories for production and use of different fasteners.</p> <p>CO6: the student will be able to apply different pattern manipulation techniques for reducing and adding fullness to the garment.</p> <p>CO7: The students will know and apply the different types of garment finishing techniques and hand stitches.</p> <p>CO 8: the student will be able to know and attach different kind of pockets and their uses in garments.</p>	
7	Course Description	<p>After successful completion of this course, the students should be able to employ the art/ technique of pattern making & draping for construction of basic garments. Develop an understanding for feel of fabric, human anthropology, tools and techniques used for draping and patternmaking.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Apparel Construction	
		<p>1a. Introduction to Pattern making- methods of pattern making and their importance.</p> <p>Methods of garment construction: Patternmaking & draping</p>	CO1, CO2
		1b. Taking body measurements & size charts.	CO1, CO2
		1c. Tools and terminology used for pattern making and draping.	CO1, CO2
	Unit 2	<u>Basic garment Construction Techniques</u>	
		2a. Basics of sewing machines for knitted & woven fabric.	CO3, CO4

		2b. <u>Introduction to fabric terminologies</u> : warp, weft, selvedge, fabric grain – types, identification and importance in apparel construction										CO3, CO4	
		2c. <u>Preparation of fabrics for clothing construction</u> - shrinking, straightening, amount of ease and seam allowances, layout, marking and cutting of patterns.										CO3, CO4	
	Unit 3	<u>Garment Accessories</u>											
		3a. Basic accessories										CO5	
		3b. Decorative Accessories										CO5	
		3c types of fastners and attachment techniques										CO5	
	Unit 4	<u>Pattern manipulation techniques</u>											
		4a. Tucks& darts										CO6	
		4b. Gathers & pleats										CO6	
		4c. Ruffles & Flounce										CO6	
	Unit 5	<u>Finishing of garments</u>										CO1, CO4	
		5 a. Machine Seams & hand stitches										CO7	
		5 b. Finishing of garment- facing, piping and plackets										CO7	
		5 c. Pocket attachments										CO8	
	Mode of examination	Jury/Practical/Viva											
	Weightage Distribution	CA	MTE	ETE									
		60%	0%	40%									
	Text book/s*	- Patternmaking for fashion design by Helen Joseph Armstrong The Art of Fashion Draping – Connie Amaden Crawford (CAC)											
	Other References	New encyclopaedia of fashion detail by Patrick											
POs	PO	PO2	PO3	PO	PO5	PO6	PO	PO	PO	PSO	PSO	PSO	PSO4
COs	1			4			7	8	9	1	2	3	
CO1		2	3	2	2	3	2	3	1	3	3	2	1
CO2	1	1	2	3	1	3	3	2	3	3	2	3	2

CO3	2	2	1	3	2	2		2	2	2	2	3	3
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CO4	1	2	3	2	2	3	2	3	1	3	3	2	2
CO5	2	3	2	2	3	2	3	1	3	3	2	1	
CO6	1	2	3	1	3	3	2	3	3	2	3	2	
CO7	2	1	3	2	2		2	2	2	2	3	3	
CO8	2	3	2	2	3	2	3	1	3	3	2	2	

OPE- Open Elective/MOOC

SEMESTER-IV

BDF History 4- Indian Textiles

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year	
Branch: Fashion Design		Semester:04	
1	Course Code		
2	Course Title	History 4- Indian Textiles	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> To develop a sense of appreciation for traditional art and craft To use traditional textiles to create clothing and life style products To have an overview of the various processes involved in the development of traditional textiles 	
6	Course Outcomes	CO1: Detail knowledge about vast history of Indian textiles CO2: To provide sense of appreciation for traditional embroideries in India. CO3: Provide in-depth knowledge of different woven textiles of India CO4: To provide finer nuances of painted, printed traditional textiles. CO5: Innovative design creation traditional Indian textiles	
7	Course Description	To enable the students to have an overview of the different traditional textiles for their respective regions and use traditional textiles with a sense of appreciation for its roots.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction -Traditional India Textiles	
		1a. Brief about Indian textiles	CO1

		1b. Importance of textiles in fashion industry- case studies	CO1
		1.c Influence of fast fashion on traditional textiles in India	CO1
	Unit 2	Traditional hand-woven textiles	
		2a. Origin ,type and techniques of woven textiles of north & South	CO2
		2b. Origin ,type and techniques of woven textiles of west & east	CO3
		2c.Case-studies designers work on woven textiles	CO5
	Unit 3	Traditional embroidered textiles:	
		3a. Embroidered textiles from North – its history, techniques & products	CO2, CO3
		3b. Embroidered textiles from south – its history, techniques & products	CO4
		3c. Embroidered textiles from west & east – its history, techniques & products	CO5
	Unit 4	Traditional Printed/Painted textiles:	
		2a. Resist dye textiles & ikat	CO2, CO3,
		2b. Block, screen & stencil printing	CO4
		2c. Painted textiles	CO5
	Unit 5	Surface embellishment :	
		5a. lace, bead, mirror work	CO2, CO3,
		5b. Applique & patch	CO4
		5c. Quilting & smoking	CO5
	Mode of examination	Theory/Practical	
	Weightage Distribution	CA 30%	MTE 20%
			ETE 50%
	Text book/s*	-	

	Other References	<ul style="list-style-type: none"> • Indian embroidery- Chattopadhyay Kamaladevi • Traditional embroideries of India- Naik, Shailaya.D • Indian embroideries: Irwin John • Traditional textiles of India- by Rustam J. Mehta • Zardozi- Gupta, C. Smita, Glittering Gold embroidery 	

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	2		2	2	3	2	3	1		3	2	2
CO2	1		2	2	2	3	2	2	2	3	3	2	2
CO3	1	2		3		2	1	2		2	2	2	3
CO4	2		1	3	3	2		2	2	2	2	3	1
CO5		2	1	3	2	2	1			1	2		3

BDF Fibre to Fabric2 – Fabric Construction

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2020-01	
Branch: Fashion Design		Semester: IV	
1	Course Code	NEW CODE	
2	Course Title-	Fibre to Fabric2 – Fabric Construction	
3	Credits	3	
4	Contact Hours (L-T-P)	2-0-1	
Course Status		Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • To give knowledge of Textiles in terms of Fibre, yarn and Fabric. • To identify the woven, knitted, felts and non- woven. • To give knowledge of the weaving process, its types and the properties of different weaves • To give knowledge of the Knitting process, types of knits and their properties & uses. • To impart knowledge of other fabric construction process like felts and non-woven, • Methods of creating non-woven, their construction, properties and uses. • To impart knowledge in the areas of other textile materials which are used as fabric, leather. 	
6	Course Outcomes	<p>CO1 Be well versed with terms such as weaving, knitting, felts and non wovens,</p> <p>CO2-Student will be able to do basic identification of different textile weaves.</p> <p>CO3-Understand the basic processes in fabric production, and their effect on fabric properties. CO4- Be aware of different uses of different woven knitted nonwoven and other textile materials.</p> <p>CO5-Be aware about the method of making</p>	

		leather and their types and uses.	
7	Course Description	This lecture course introduces students to the types and properties of fashion fibres. By investigating the	

		fabric, quality, construction, care and finishing of textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.		
8	Outline syllabus			CO Achievement
	Unit 1	Introduction To Fabric construction		
		1a. Types of Fabric construction techniques		CO1
		1 b. Intro to weaving		CO1,CO3
		1c, Parts of loom and the weaving Process.		CO1,CO3
	Unit 2	Types of weaves and their uses		
		2 a. Basic Weaves, Construction and properties		CO3, CO4, CO5
		2 b. Decorative weaves construction and properties		CO3, CO4, CO5
		2c. Identification of different woven fabrics and uses		CO2, CO4
	Unit 3	Knitting		CO1, CO3
		3a. Intro to knitting & Difference between knitting and weaving		CO1, CO3
		3 b Types of knitting- Flat, circular, Jaquard		CO1, CO3,
		3c Types of knit fabrics and their uses		CO1, CO4
	Unit 4	Felts and non woven		CO 3, CO1, CO5
		4a. Felts & needle punched		CO3, CO1, CO5
		4b. Laminates		
		4c. Braiding, knotting, unconventional weaving		
	UNIT 5	Leather & fur		CO1,CO2, CO3
		5a Processing of leather		CO 1, CO3
		5b Types of leathers and animal skins as a textile		CO1, 2,3
		5c Products Uses and properties.		CO 3, CO4
				CO3, CO1, CO5
	Mode of examination	Theory/Practical/		
	Weightage	MTE	CA	ETE- Theory
	Distributio	20%	30%	50%

	n				
	Text book/s*	2. Textiles- Fibre to Fabric By Bernard P.Corbman			

	Other References	<p>4. Understanding Textiles-Sixth Edition, Bellie .J. Collier, PhyllisToratora</p> <p>5. J.J. Pizzuto's Fabric Science-Seventh Edition Arthur Price, Allen C-Cohen,Ingrid Johnson</p> <p>6. Roadmap to Sustainable Textiles and Clothing: Regulatory Aspects and Sustainability Standards of Textiles and the Clothing Supply Chain (Textile Science and Clothing Technology) Subramanian Senthilkannan Muthu</p>	
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POs COs	PO1	PO2	P O 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1			1	1	1	2	3	1	1	-	2	2
CO2	1	3	2		2	1	2	1	2		-	2	2
CO3	1	2		1		2	1	2		1	2	2	3
CO4	2	1	2	1	1			2	1	1	1	2	1
CO5			2	1	2	2	1	2		1	2	2	3

BDF FD Studio 3- Fashion Research & Design

School: SAP		Batch: 2020-24	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: IV	
1	Course Code	New	1
2	Course Title	FD Studio 2- Fashion Research & Trends	2
3	Credits	3	3
4	Contact Hours (L-T-P)	0-1-2	4
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to provide basic fundamental knowledge about essential stages of research, as a vital part of any design process along with building awareness about the current Fashion trends & sustainability challenges.	5
6	Course Outcomes	On successful completion the students will be able to- CO1: Establish the needs & methods for research as an essential step in Fashion & write a brief for their projects. CO2: Research & analyse to develop understanding of current prevailing Fashion trends. CO3: Choose an inspiration based on a brief and conduct in-depth research followed by compiling & presenting it into story boards.	6
7	Course Description	An introductory course that will expose students to concepts such as Research for fashion, Sustainability & ethics, Fashion trends, Design brief, Inspiration & various techniques that can be used to compile & present research. Through lectures, brainstorming, research, discussions, group assignments, sketchbook exercises & mood boards, students explore the essential tools of a creative process.	7
8	Outline syllabus		CO Achievement
	Unit 1	Research for Fashion	
		a) Sustainability & ethics in Fashion; Sketchbook: a method to assemble research (Lecture)	CO1
		b) Brief: what, types & components; Inspiration: types & sources (Lecture)	CO1
		c) Research: Need, types, sources, markets, muse, components (Lecture)	CO1

		a) Zeitgeist & Fashion trends- Why, how, benefits & side effects (Lecture)	CO1
		b) Fashion trends- Diffusion & movement theories; Types of fashion trends (Lecture)	CO1
		c) Trends research: Primary & Secondary sources (Lecture)	CO1
	Unit 3	Contemporary Trend Research	
		a) People watching: Street looks, lifestyle & culture (Tutorial & Assignment)	CO2
		b) Research & assemble Global Fashion trends (Tutorial, Practical & Assignments)	CO2
		c) Research & assemble Indian Fashion trends (Tutorial, Practical & Assignments)	CO2
	Unit 4	Inspiration: Choose & research	
		a) Choose an inspiration, Write a brief (Tutorial)	CO2
		b) Brainstorming; Using primary & secondary research together (Tutorial, Practical & Assignments)	CO2
		c) Assembling your research (Tutorial, Practical & Assignments)	CO2
	Unit 5	Storyboards: Compiling & presenting research	
		a) Analysis of research & Focus research pages (Tutorial, Practical & Assignments)	CO3
		b) What are mood boards & its Key elements (Lecture), Build your own mood boards (Tutorial & Assignments)	CO3
		c) Building mood boards (Tutorial, Practical & Assignments)	CO3
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	Weightage Distribution 40%
	Text book/s*	1. Research & design for Fashion by Simon Seivewright & Richard Sorger	CA 60%

	Other References	<ol style="list-style-type: none">1. The Fundamentals of Fashion Design by Richard Sorger (Author), Jenny Udale (Author)2. THE FASHION DESIGN REFERENCE + SPECIFICATION BOOK EVERYTHING FASHION DESIGNERS NEED TO KNOW EVERY DAY By Calderin, Jay, and Laura Volpintesta3. The Design Process by Karl Aspelund4. Fashion: 150 years : couturiers, designers, labels by Seeling, Charlotte	
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		<p>5. Jenkyn, Jones, Sue. <i>Fashion Design</i>, Laurence King Publishing, 2011</p> <p>6. <i>Fantastic Fashion: An illustrated history of the Most Outlandish Trends</i> by Cox, Barbara</p> <p>7. <i>Sustainable fashion and textiles: design journeys</i> by Kate Fletcher</p> <p>8. <i>The SocioLog.dx Experience: A Global Expert Study on Sustainable Fashion</i> By: Pedersen, E.R.G., Laursen, L.M. and Kourula, A.</p> <p>9. <i>Online Trend Research- Tag-walk</i>, Wgsn, Vogue, Lakme India Fashion week.</p> <p>10. <i>Indian Fashion- Tradition, Innovation, style</i> by Arti Sandhu</p>	
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	1	1	2	1	2	1	3	3	1	1	1
CO2	2	1	3	1	3	2	2	1	3	3	3	1	1
CO3	1	1	2	3	3	3	3	1	3	3	3	1	2

BDF Fashion Art Studio 3 – Fashion Illustration 2

School: SAP		Batch : 2020-24		
Program: B.Design		Current Academic Year:		
Branch: Fashion Design		Semester: IV		
1	Course Code			
2	Course Title	Fashion Art studio 3 – Fashion Illustration 2		
3	Credits	4		
4	Contact Hours (L-T-P)	0-1-3		
	Course Status	Compulsory		
5	Course Objective	Students learn to sketch and render the contemporary fashion figure in order to create a fashion design collection. The course concentrates on proportion, fabric rendering, design details, garment silhouettes, and presentation techniques		
6	Course Outcomes	<p>CO1: Students will have an understanding of different clothing concepts and categories- drawing silhouettes, colours, details etc.</p> <p>CO2: Students will learn drawing of silhouettes and details according to various different forms and concepts</p> <p>CO3: Students will learn how to support designs with appropriate details.</p> <p>CO4: Students develop original designs through researching historical periods, current fashion styling, and colour trends as they are applied in fashion design.</p>		
7	Course Description			
8	Outline syllabus			CO Achievement
	Unit 1	Introduction to Mass Fashion		
		1a. Understanding the concept of Porter and Mass Fashion	Pret-a-	CO1

		1c. Illustrating and rendering the ensembles for ready to Wear Mass Fashion	CO1
	Unit 2	Theories of High Fashion	
		2a.Birth of Haute Couture – Charles Fredrick view – Westernwear	CO4
		2b.Haute couture – Indian Designers perspective – Indianwear	CO4
		2c.Concept creation of embroideries, prints, other details. Illustrating and rendering range of garments for Haute Couture	CO4,CO2
	Unit 3	Concept of Avant Garde	
		3a.Concept of fashion experimental, radical, or unorthodox with respect to art, culture, or society	CO1,CO2
		3b.Creation and Utilisation of different 2D and 3D concepts for fashion garment and accessories	CO2
		3c.Illustrating and rendering range of garments for Avant Garde collection	CO2
	Unit 4	Categories of Clothing	
		4a.Learning the basic categories of Clothing – Casual wear, Executive wear , Sleepwear & Lingerie	CO1
		4b.Developing Client based collection	CO1
		4c.Illustrating and Rendering the range of garments	CO1
	Unit 5	Presentation Skills	
		5a. Creating colour palettes	CO3
		5b.Developing Flat Sketches	CO3
		5c.Developing Technical Specifications	CO3
	Mode of examination	Jury/Practical/Viva	
	Weight age Distribution	CA 60%	MTE 0%
		ETE 40%	
	Text book/s*	Fashion Sketching by Bina Abling	

	Other References	<ol style="list-style-type: none"><li data-bbox="630 100 1138 205">1. Ireland Patrick John, Fashion Design Drawing & Presentation, Children, Men<li data-bbox="630 247 1138 279">2. Ritu, Fashion Design illustrations<li data-bbox="630 359 1203 426">3. Julian Seaman, Foundation in fashion design and illustration	
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		4. Zeshu Takamura, Fashion Illustration Techniques: A Super Reference Book for Beginners.	
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2		1	3		3	2	2				1	1
CO2	2	2	1	3		3	2	2				1	1
CO3	2	1		3		3	3	3				1	1
CO4	3	2	2	3	1	3	2	2	2	3	3	3	3

BDF Digital 3- Digital Fashion Design Studio

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: IV	
1	Course Code		1
2	Course Title	Digital 3- Digital Fashion Design Studio	2
3	Credits	3	3
4	Contact Hours (L-T-P)	0-1-2	4
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator, photoshop, Laser cutting, or any other 3D design tool.	5
6	Course Outcomes	On successful completion the students will be able to CO4: Learn advanced techniques & missed use of Adobe Photoshop & Illustrator CO5: Digitally develop flat sketches & design details of clothing products, accessories & footwear CO6: Learn Line planning, by creating design variations & colour variations CO1: Create digital look books using cover page, mood boards, fashion illustrations, flat sketches, design details. Explore visual or audio/visual techniques.	6
7	Course Description	Students learn the fundamental and advanced techniques specific to fashion design using relevant software such as Adobe Photoshop and Illustrator. Course assignments emphasize digital design development sketching techniques, colour stories, line planning, silhouette, and fabric design. Explore multiple product categories- clothing, Accessories, Footwear, Make up	7
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to digital design using multiple platforms	
		a) Introduction to the course project brief	CO1
		b) Explore Digital design & presentation tools virtually and in audio & video formats	CO1
		c) Create Mood boards- covering garment shapes & details, determining fabric qualities, using colour & print.	CO1

	Unit 2	Design Detail	
		a) Develop Forms & Shape variations: Use Collaging, Photomontage, Model & drape techniques	CO2

		b) Develop surface Design details: focus on Print	CO2	
		c) Create Construction details- Trims, sewing details, labels, etc	CO2	
	Unit 3	Flat Sketch Templates: Construction details		
		a) Develop Flat sketch templates of clothing products	CO2	
		b) Develop Flat sketch templates of Accessories	CO2	
		c) Develop Flat sketch templates of Footwear	CO2	
	Unit 4	Design Variations & Line planning		
		a) Render Surface detail on Flat sketch templates: Clothing Products, Footwear & Accessories	CO3	
		b) Create multiple Colourways of each design: Clothing products, Footwear & Accessories	CO3	
		c) Analyse & edit to create final collection	CO3	
	Unit 5	Digital Look Book		
		a) Create Fashion sketches for select looks: focus on styling	CO3	
		b) Create creative digital look book	CO3	
		c) Compile final presentation	CO3	
	Mode of examination	CA & End Term Jury		
	Weightage Distribution	CA	Weightage Distribution	
		60%		0%
	Text book/s*	1. Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice by Robert Hume, Fairchild Books, 2016		
		2. Digital Design in Action: Creative Solutions for Designers Paperback by Authors Chris Jackson & Nancy Ciolek		
		3. Flats : Technical Drawing for Fashion BY by Basia Szkutnicka PUBLISHER Laurence King Publishing		
	Other References	1. Foundations of Digital Art and Design with Adobe Creative Cloud by by xtine burrough (Author)		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	3	1	2	1	3	1	1	1	3	3
CO2	2	1	2	3	1	3	2	3	3	1	2	3	3

CO3	2	1	2	3	1	3	2	3	3	1	2	3	3
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CO4	2	1	2	2	1	3	3	3	3	1	2	3	3
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BDF Apparel Development 2 -PM, Draping and Garment Construction

School:SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year:	
Branch: Fashion Design		Semester: 04	
1		Course Code	
2	Course Title	Apparel Development II	2
3	Credits	12	3
4	Contact Hours (L-T-P)	0-6-6	4
	Course Status	Compulsory	
5	Course Objective	1. Basic design and sampling of a garment 2. Basic fabric selection and garment styling 2. Understand body scaling and draping	5
6	Course Outcomes	CO1. Development of basic level apparel styles CO2. Application of the pattern making principles on paper to final test fit. CO3. Ability to use, acquire and integrate relevant technical skills CO4. Basic understanding of range development CO5. Capacity to interpret complex ideas	6
7	Course Description	This studio course explores the development of basic level apparel styles through the application of the draping principles on the three-dimensional dress form. Students study the process from initial design concept through first sample.	7
8	Outline syllabus	CO Achievement	8
	Unit 1		Basic Upper bodice blocks
		1a. Making basis front & back bodice from pattern making	
		1b. Making basis front & back bodice from draping technique	
		1c. Marking on Patterns in both the techniques	
	Unit 2	Basic Lower bodice blocks & Sleeve	

		2a. Making basis front & back skirt bodice from pattern making	
		2b. Making basis front & back Skirt bodice from draping technique	CO2, CO3
		2c. Making of sleeve draft & marking on same.	CO2, CO3
	Unit 3	Dart Manipulation	
		3a. Intro to dart manipulation techniques: Slash & spread technique and pivot method	
		3b. Pattern alteration of basic bodice and basic skirt by using any one technique	
		3c. making of basic princess line pattern	
	Unit 4	Collars	
		4a. Basic collar - convertible collar, stand collar, peter pan, sailor, mandarin with stand	
		4b. Advanced collar - Collar with deep, open neckline, shirt collar and shawl collar	
		4c. Construction of samples	
	Unit 5	Knitted basic blocks	
		5a. Knitted – Tops & bottoms blocks	
		5b. Construction of knitted patterns	CO3, CO5
		5b. Construction of samples	CO4, CO5
			CO5
	Mode of examination	Jury/Practical/Viva	Mode of examination
	Weightage Distribution	CA	Weightage Distribution
	Text book/s*	60%	
	Text book/s*	-Arm strong- Pattern Making For Fashion Design	

POs COs	PO 1	PO 2	PO3	PO 4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	2	1	1	2	1	1	1	2	2	2	2	3	3

CO2	3	2	1	2		2	2	2	1	2	3	3	2
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CO3	1	2	2	2		2	2	1	2	3	3	2	2
CO4	3	1	3	3	2	3	3	3	2	2	2	3	3
CO5	2	1	3	2	1	3	3	2	2	2	2	3	3

OPE-

SEMESTER-V

BDF Fashion Marketing

School: SAP		Batch 2020-24	
Program: B.Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: V	
1	Course Code		
2	Course Title	Fashion Marketing	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	The course aims to give students a hands-on grounding in marketing concepts as applied to the world of fashion and how to manage them effectively, using actual case history examples and current information gathered directly from the industry	
6	Course Outcomes	<p>CO1: Students will have an understanding of basic concepts of Fashion Marketing - Segmentation, Targeting & Positioning</p> <p>CO2: Students will have in-depth knowledge of the concept of Fashion Product and Product Mix in general</p> <p>CO3: Students will learn the theory of fashion and emphasis on the model used in fashion industry</p> <p>CO4: Students will have an understanding of New Age Sustainable Marketing Practices and its applicability</p>	
7	Course Description	The module of Fashion Marketing & Promotion aims at developing individuals to function as higher managers and specialists in the dynamic fashion industry in India and abroad.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to the Concept of Fashion Marketing & Theories	

		1b.Fashion Cycles-- Classic, FAD, Trend, Style, Fashion product	
		1c.Fashion Adoption Theories	
	Unit 2	Introduction to basics of Marketing	
		2a. Definitions of Marketing, Concept of Marketing, Marketing Mix - Meaning. nature, functions, importance, marketing environment	CO1
		2b. Functioning of Fashion Markets	CO1
		2c.Segmentation, Targeting & Positioning	CO1
	Unit 3	Concept of Product	
		3a.Product Mix	CO2
		3b.Product Life Cycle, New Product Development	CO2
		3c.Pricing Objectives & Pricing Methods	CO2
	Unit 4	Promotion	
		4a. Understanding of Promotion	
		4b. Elements of the promotional mix- Sales promotion, public relations and publicity, advertising, and personal selling	
		4c.Promotional Strategies	
	Unit 5	Fashion Marketing channels	
		5a.Introduction to Marketing Channels	
		5b.Types of fashion retailers and their target markets	
		5c. Distribution Channels: Types, Levels, Development.	
	Mode of examination		
	Weight age Distribution		
	Text book/s*	Fashion Marketing – Janet Bohdanowicz&LisClamb	
	Other References	<ul style="list-style-type: none"> - Essentials of Marketing – Jerome E. McCarthy & William D. Perrault - Principals of Marketing – Philip Kotler 11th edition - Essentials of Marketing – Stantan&Futrell - Principles of internet marketing by W. Hanso 	

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	3			1	2	2	3	1	1	3	3

CO2	1	3	3		3	1	3	3	3	1		3	3
CO3	2	3	3		3	1	1	2	3			2	3
CO4	2	2	3		3	1	1	2	3	1		2	3

BDF Fabric-3-Ornamentation of Textiles

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2018-19	
Branch: Fashion Design		Semester: V	
1	Course Code	<u>BDF-</u>	
2	Course Title- Fabric 2	Fabric-3-Ornamentation of Textiles-Dyeing, printing & finishing	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-1	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • To give knowledge of Ornamentaion process of textiles • To give knowledge of the basic and advance finishings of textiles in fashion industry • Todevelop the skill of creating patterns with dyeing and printing techniques. • To impart knowledge in the areas of Garment and textile washes in reference to market demand' • new research and concepts or environmental concers due to textile processing. 	
6	Course Outcomes	<p>CO1-Student will be able to do basic identification of different textile material, dyes and prints.</p> <p>CO2-Understand the basic processes in textile production, Pollution caused by such process. CO3- Be aware of different finishes & their uses. fabrics.</p> <p>CO4- To identify the role of garment washing on durability of textiles as well as on the consumer demand.</p>	

		CO5 -Be aware about the role of dyeing printing finishing and garment washes in terms of environment protection & sustainability .consumer demand	
7	Course Description	This lecture course introduces students to the qualities and properties of fashion fabrics. By investigating the fibers, quality, construction, care and finishing of textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.	
8	Outline syllabus		CO Achievement
	Unit 1	Textile Finishes	
		1a. Definition and Classification of textile finishes	
		1b. Types of Finishes and their Uses	
		1c. Finishes and concept of sustainability -	
	Unit 2	Introduction, classification and selection of dyes.	
		2a Types of dyes; direct, acid, reactive, basic, vat, azoic, sulphur, disperse and mordant dyes.	CO1
		2b. Methods of dyeing	CO1, CO3
		2c Identifying dyeing defects	CO1, CO3
	Unit 3	3 Color-Design & Decoration	
		3a. Colourfastness: fastness to washing, light, perspiration, crocking and gas fading	
		3b. Difference between dyeing & printing	CO3, CO4, CO5
		3 c. preparation of fabric for printing, printing Auxillaries	CO3, CO4, CO5
	Unit 4	Printing	CO1, CO2, CO3
		4 a printing techniques- on fabric, yarn, and defects of printed Fabrics	CO 1, CO3
		4b. Printing Techniques-Direct ,indirect and resist	CO1, 2,3
		4 c. Applications of Dyeing & Printing	CO 3, CO4

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Unit 5	Fabric and textile Washes and their uses			
	5a. Different types of washes			
	5b. Object and advantages of garment washes			
	5c. Environmental effect of Dyes and printing and washing process			
Mode of examination	Theory/Practical/Viva			
Weightage Distribution	MTE	Practical	ETE- Theory	
Text book/s*	1. Textiles- Fibre to Fabric By Bernard P.Corbman 2. Gohl & Vilensky- Textile Science, CBS publisher, New Delhi, 1999			
Other References	<ul style="list-style-type: none"> • VA Shenai- textile printing • Clarke. W. 1974. An Introduction to Textile Printing. London, Newness Butter Worth • . J.J. Pizzuto's Fabric Science-Seventh Edition, Fairchild publication, london • Arthur Price, Allen C-Cohen, Ingrid • Johnson Smith, J.L. Textile Processing: Printing, Finishing, Dyeing. • H.Panda. Modern Technology of Textile: Dyes & Pigments. 			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	-	1		1	1	2	2	-	2	2
CO2	2	1	2	-	2	2	2		1	2	2	3	3
CO3	1	1	1	-	2		1	2	2	2	1	3	3
CO4	1	2	2	1	2	1	1	1	2	2	-	2	2
CO5	2	2	2	1	2	2	2	1	2	2	1	2	3

BDF FD Studio 4- Fashion Forecasting

School: SAP		Batch: 2020-24	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: V	
1	Course Code		
2	Course Title	FD Studio 4- Fashion Forecasting	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	The course gives them the ability to pick the right fashion concept to work on by establishing links between politics, economics, technology, art, music.	
6	Course Outcomes	<p>CO1: Understand Fashion forecasting tools, consumer behaviour & mapping of trends on fashion curve</p> <p>CO2: Investigate emerging global issues and strategically respond to their impact in the fashion industry.</p> <p>CO3: Recognize and analyse global trends appropriate for Indian consumer</p> <p>CO4: Make professional trend presentation boards to recognize global trends applicable to Indian market.</p>	
7	Course Description	<p>The course begins with studying basic fashion forecasting & research methodologies and applying the learning to Contemporary fashion & key fashion concepts that are aligned with fashion future.</p> <p>The course will use journaling & trend board creation as research & presentation tools. The course assignments will be research focused and should include extensive reading & continuous trend mapping on fashion curve.</p>	
8	Outline syllabus		CO Achievement

	Unit 1	Introduction & Zeitgeist	
		a) Fashion forecasting: What, Why, Who & How; Types of Fashion forecasts: Long, short, seasonal	CO1

		b) Target Market segmentation: Identify target customer & segmentation defining Demographics, Geographic & Psychographics	CO1, CO2
		c) Observing the Zeitgeist of the current times: Nystrom's Framework for	CO1, CO2
	Unit 2	Fashion forecasting tools: Consumer & Fashion scan	
		a) Identify Social & economic trends focusing on culture, global economics, politics influences	CO3, CO4
		b) Identify environmental, science & technological influences	CO3, CO4
		c) Spot emerging fashion & lifestyle trends focusing on color, textiles & styles	
	Unit 3	Fashion Analysis 1: Consumer behaviour	
		a) Predict dominating ideas that may influence future trends	
		b) Predict future consumer behaviour- write a report	
		c) Predict themes & moods of future trends aligned with consumer behaviour	
	Unit 4	Fashion Analysis 2: Edit & Interpret fashion trends	
		a) Colour- formulate ideas, develop stories aligned to the themes	
		b) Textiles & materials- source & analyse	
		c) Looks & design elements- source & analyse	
	Unit 5	Develop Fashion forecasts	
		a) Develop theme, colour & material forecast	
		b) Develop Looks & design detail forecasts	
		c) Compile & present the final edits	
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	1. Fashion Foreward	



POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	3	3	1	2	1	3	1	2	3	1	1	1
CO2	3	3	3	1	2	1	3	1	3	3	1	1	2
CO3	3	3	3	1	2	1	3	1	3	3	1	1	2
CO4	1	1	2	1	2	2	3	1	3	3	1	2	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

BDF Fashion Art Studio 4- Surface Design & Development

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year	
Branch: Fashion Design		Semester:05	
1	Course Code		
2	Course Title	<u>Fashion Art studio 4- Surface design & development</u>	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • To develop basic concept of surface development for designers • To develop a sense of appreciation for traditional art and craft • To have an overview of the various processes involved in the development of traditional textiles • Developing sense of visual thinking through mix media techniques 	
6	Course Outcomes	<ul style="list-style-type: none"> • CO1: To develop basic concept of surface development for designer • CO2: To provide sense of appreciation for traditional Painted/printed textiles in India. • CO3: To provide finer nuances of painted, printed traditional textiles. • CO4: Value addition techniques to basic art for better adaptation in contemporary design • CO5: Visual thinking through innovative mix media techniques used for new design 	

7	Course Description	To make students understand that textile surface design is the art of changing the appearance of natural and synthetic surfaces by the application of traditional, stylized, digitized and illusionary techniques to embellish a product. It is also the art of enhancing a textile surface structure by applying various three-dimensional techniques	
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8	Outline syllabus		CO Achievement
	Unit 1	Introduction – Surface development	
		1a. Importance of Surface development through textiles for fashion designers	CO1
		1b. Study of philosophical, aesthetic and physical needs for pure expression of fabric ornamentation art of India	CO1
		1.c Status and significance of surface texture in various creative fields is explored and the evolution of surface texture is traced by analysing a number of fashion design cases with representative surface textures.	CO1
	Unit 2	Traditional yarn craft from India	
		2a. Traditional embroidered textiles from north	CO2
		2b. Traditional embroidered textiles from south	CO3
		2c. Traditional embroidered textiles from east & west	CO5
	Unit 3	Printed/Painted textiles of India	
		3a. Resist techniques dyeing and printing	CO2, CO3
		3b. Painted textiles- Madubani, Kalamkari, Rajasthan Painting etc	CO4
		3c. Application of printed & painted textiles on different material	CO5
	Unit 4	Other Value addition techniques	
		Layering of Fabric & embossing techniques	CO2, CO3,
		Applique & patch on different materials	CO4
		Fabric Manipulation by Quilting & smoking etc	CO5
	Unit 5	Art, Design & Visual thinking	
		Mix media material for surface design	CO2, CO3,
		Designing of textile surface art	CO4
		Development of art project	CO5

	Mode of examination	Jury/Practical/Viva			
		CA	MTE	ETE	

Weightage Distribution	60%	0%	40%	
Text book/s*	-			
Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	-	1		1	1	2	2	-	2	2
CO2	2	1	2	-	2	2	2		1	2	2	3	3
CO3	1	1	1	-	2		1	2	2	2	1	3	3
CO4	1	2	2	1	2	1	1	1	2	2	-	2	2
CO5	2	2	2	1	2	2	2	1	2	2	1	2	3

BDF Digital design 4- 3D Digital Design

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: V	
1	Course Code		1
2	Course Title	Digital design 4- 3D Digital Design	2
3	Credits	3	3
4	Contact Hours (L-T-P)	0-1-2	4
	Course Status	Compulsory	
5	Course Objective	The objective of the course is to digitally design & present a production ready & creative collection through TUKACAD & other virtual & 3D tools.	5
6	Course Outcomes	Students will learn CO1: 2 or more digital tools to optimize & digitalize prototyping & presentation processes. CO2: Basics of TukaCAD, an extensively used software in industry. CO3: Prototyping software tools to check fits & create colourways & line plans CO4: Virtual presentation tools to present the design collection.	6
7	Course Description	The course will introduce digital prototype & virtual design & presentation tools for the students. Lesson plans will include blended, flipped & learning by doing teaching pedagogy. The course will be delivered using a series of tutorials & assignments. Assignments will be focused on giving students individual practice time to work on individual & group projects.	7
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to TukaCAD	
		a) Drafting basic upper bodice	CO1. CO2
		b) Drafting basic lower bodice & sleeve	CO1. CO2
		c) Drafting shirt, trouser, dress, top patterns	CO1. CO2
	Unit 2	Introduction to grading and marker	
		a) Advance grading tools such as angle grading, variation grading	CO1. CO2
		b) Advanced marker making tools and report generation	CO1. CO2

		c) Different types of markers (singular, tubular, one way, etc) for different garment categories	CO1, CO2	
Unit 3	Applications of 3D TUKACAD in the apparel industry			
		a) Introduction to 3D and its application in industry	CO1, CO4	
		b) Developing garments on TUKA3D software	CO1, CO4	
		c) Create virtual presentation of the design collection	CO1, CO4	
Unit 4	Virtual & advanced 3D design- Marvelous designer/ Clo3D			
		a) Introduction & use of software	CO3, CO4	
		b) 3D simulation & layering	CO3, CO4	
		c) 3D garment edit	CO3, CO4	
Unit 5	3D design output			
		a) Avatar, Fit check, color way, print layout	CO3, CO4	
		b) Rendering, animation, line sheet & collaboration via closet	CO3, CO4	
		c) Edit & Presentation	CO3, CO4	
Mode of examination	CA & End Term Jury			
Weightage Distribution	CA		Weightage Distribution	CA
	60%	0%	40%	60%
Text book/s*				
Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	1	2	2	1	1	2	3	3	1	2	3	3
CO2	1	1	2	2	1	1	1	3	3	1	1	3	1
CO3	1	1	2	2	1	2	2	3	3	1	3	3	3
CO4	1	1	2	1	1	2	2	3	3	1	3	3	3

Apparel Development 3-PM, Draping &GC

School: SAP		Batch: 2020-2024	
Program: B.Design		Current Academic Year:	
Branch: Fashion Design		Semester:05	
1	Course Code		1
2	Course Title	Apparel Development III	2
3	Credits	12	3
4	Contact Hours (L-T-P)	0-6-6	4
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. Advanced understanding of garment styling 2. Comprehensive understanding of the production process 3. Drafting of patterns of different styles of garments 	5
6	Course Outcomes	<p>CO1: The development of intermediate level apparel styles through the application of pattern drafting principles.</p> <p>CO2: Execute professional standard for different categories of garments construction</p> <p>CO3: Students study the process from initial design concept through test fits.</p> <p>CO4: Application of basic knowledge of garment construction to the fashion industry</p>	6
7	Course Description	This studio course explores the development of intermediate level apparel styles through the application of pattern drafting principles. Students draft and execute professional standard patterns through flat pattern methods, measurements, and rub-off. Students study the process from initial design concept through first sample.	7
8	Outline syllabus		CO Achievement
	Unit 1	Collars	
		2a. Basic collar - convertible collar, stand collar, peter pan, sailor, mandarin with stand	CO1

		2b. Advanced collar -Collar with deep, open neckline, shirt collar and shawl collar		
		2c. Research on current trends for collar construction		
	Unit 2	Sleeves		
		3a. Basic sleeve- Bishop, puff, cap, Petal etc		CO2, CO3
		3b. Advanced sleeve- lantern, leg-of-mutton sleeve kimono, Raglan sleeve.		
		3c. Construction of sleeve based on current trends research		
	Unit 3	Skirts & its variations		
		2a. Basic skirt		CO2, CO3
		2b. Variation of skirts		
		2c. Adaptation of different technique of skirt construction on the bases on research		
	Unit 4	Dresses without waistline		
		4a. Tent & Empire		CO2, CO3
		4b. Jumper and over size dress		
		4c. Construction of garment		
	Unit 5	Advance Draping Styles		
		5a. Dress designing- Bustier dress, circular dress		CO4
		5b. Layering of fabric		
		5c Draping of garments & trueing		
	Mode of examination	Jury/Practical/Viva		
	Weightage Distribution	CA		Weightage Distribution
		60%	0%	40%
	CA			60%
	Text book/s*	- Patternmaking for fashion design by Helen Joseph Armstrong The Art of Fashion Draping – Connie Amaden Crawford (CAC)		
	Other References			

POs COs	PO 1	PO 2	PO3	PO 4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	3	-	3	3	2	2	2	3	3	2	3	3	2
CO2	1	2	1	2	3	3	3	3	3	3	2	3	3
CO3	1	1	2	3	1	2	2	2	3	3	3	3	1
CO4	3	2	2	2	3	3	3	2	3	2	1	3	3

SEMESTER VI

BDF Buying & Merchandising

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VI	
1	Course Code		
2	Course Title	Fashion Buying & Merchandising	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	This module will introduce students to the supply chain and source market functions of the Fashion Industry. It will give an overview of the activities of the diverse agents and activities in the supply and Production of fashion merchandise and would include an understanding of the raw materials of fashion, the supply chain processes, logistics and distribution, merchandising and retail.	
6	Course Outcomes	CO 1: The students will learn about the basic concepts of Fashion Market and demand for fashion product. CO 2: The students will learn about the concepts of Merchandising CO3: The students will understand about the concept of Market Structure , Output and Pricing CO4: To enable students in supply chain management and Inventory Planning	
7	Course Description	To match the trend in the fast moving fashion world. Fashion buying and merchandising course refers to the planning required to have the right merchandise, at the right time, place, price, and with the good sales promotion	
8	Outline syllabus		CO Achievement

		1a. Understanding the types of Fashion Businesses & Market Demand - Demand Concepts, Demand analysis, Demand Elasticity, Demand Estimates and Demand Forecasting.	CO1
		1b. Fashion Product Life Cycle & Fashion Adoption theories, Fashion Seasons	CO1
		1c. Fashion in relation to how it impacts the local, state, national, and international economies.	CO1
	Unit 2	Merchandising	
		2a. Concept of fashion Merchandising	CO2
		2b. Definition, Role and responsibilities of a merchandiser, Buying or Merchandise Planning and its processes, Industrial Overview and SWOT Analysis	CO2
		2c. Visual Merchandising: - Meaning, scope and Purpose, Setting up of a design studio - store layout, types of store layout, space planning, Planning Merchandise assortments, Pricing strategies, Mark-ups and mark downs	CO2
	Unit 3	Sourcing, Market structure, Pricing and output	
		3a. Sourcing: Need for sourcing - sourcing materials - manufacturing resources planning -	CO3
		3b. Price determination, Perfect competition and monopoly, Oligopoly and Monopolistic Competitions	CO3
		3c. Pricing Strategies- full Cost Pricing, product line pricing Skimming pricing, penetration Pricing, loss leader pricing, product life cycle pricing	CO3
	Unit 4	Category Management	
		4a. Category Management and collaborative planning and forecasting	CO4
		4b. Basic Profit Factors – The Relationship of Mark-up to Profit & Retail Pricing	CO4
		4c. Inventory Methods	CO4
	Unit 5	Supply Chain Management and Sustainable Practices	

	5a.Introduction to Supply Chain Management- Definition, Features, Scope & Importance of Supply Chain Management	CO4
	5b.Planning & Sourcing in Supply Chain, Demand forecasting, Type and Time	CO4
	5c.Logistical Activities-Definition of Logistics Management, Scope and role of Transportation,	CO4

		Relationship between transportation and other business functions , Sustainable Practices			
	Mode of examination				
	Weightage Distribution	CA		Weightage Distribution	CA
		60%	0%	40%	60%
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	3			1	2	2	3	1	1	3	3
CO2	1	3	3		3	1	3	3	3	1		3	3
CO3	2	3	3		3	1	1	2	3			2	3
CO4	2	2	3		3	1	1	2	3	1		2	3

BDF Fabric 4- Sustainable Textiles & Fashion

School: SAP		Batch : 2019-21	
Program:B. Design		Current Academic Year: 2019 - 20	
Branch:Fashion Design		Semester: VI	
1	Course Code	BDF	
2	Course Title	Fabric 4- Sustainable Textiles & Fashion	
3	Credits	2	
4	Contact Hours (L-T-P)	. (1-0-1)	
	Course Type	Compulsory	
5	Course Objective	<p>1 To address the merging trend of developing healthier and smarter clothing by defining effective ways to utilise energy and water usage and material choices.</p> <p>2 To create awareness about sustainability and its implication on the built environment.</p> <p>3. To expose the students to the danger of the practises in the textile production and processes, fashion industry</p> <p>4. To teach the integrated design approach to the students to achieve sustainability in design.</p>	
6	Course Outcomes	<p>CO1 To create awareness about sustainability, its need and importance for present and Future.</p> <p>CO2 Become capable to understand the norms and measures outlined by Green Agencies and needs of Society</p> <p>CO3 To expose the students to the danger of the practises in the textile production and processes , fashion industry and introduce them to the different Approaches of sustainability.</p> <p>CO4 Develop sustainable design skills to convert any project small or big into a sustainable design Project.</p>	
7	Course Description		
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to Sustainability	CO1, CO4
	A	Need to be Sustainable.	
	B	History of the concept of sustainability	
	C	Philosophy of sustainability.	
	Unit 2	Sustainable textiles in fashion Design	CO2, CO3

	A	Interdisciplinary overview of sustainable design in various design fields			
	B	Significance of natural textile materials to support the environment.			
	C	Textile Agencies working on sustainability.			
	Unit 3	3Rs : Reduce, Reuse, Recycle			CO2
	A	Biodegradability			
	B	Textiles Waste Management			
	C	Material Board on Sustainability.			
	Unit 4	Efficient use of resources and solutions in Fashion industry			CO1,CO2,CO3
	A	Energy efficient solutions i.e. process controls, organic fibres, natural dyes, etc.			
	B	Sustainable Fashion.-Principles and ways of sustainability in fashion;			
	C	Human Behavioural aspects to improve sustainable environment-			
	Unit 5	Classroom project on Sustainable Design			CO2, CO3, CO4
	A	Material challenge and research on solution			
	B	Conceptualization			
	C	Presentation and Documentation			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		30	20%	50%	
	Text book/s*				
	Other References				

POs COs	PO 1	PO 2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1	2	3		2	2	3	3	2	3		3	3
CO2	1	3	1		1	3	2	3	1	3		3	3
CO3	1	2	3		2	2	3	3	2	3	1	3	2

CO4	1	3	1		1	3	2	3	1	3	2	3	3
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School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VI	
1	Course Code		1
2	Course Title	FD Studio 5- Conceptualisation & Collection design	2
3	Credits	3	3
4	Contact Hours (L-T-P)	0-1-2	4
	Course Status	Compulsory	
5	Course Objective	The Course enables students to Research, Design, develop & present their first student collection using learning by doing & blended teaching pedagogy.	5
6	Course Outcomes	CO1: Learn about designing for different types of markets & specialist collections CO2: Apply design process to conceptualise & design their first student collection CO3: Learn how to present a collection using look book & styling CO4: Learn to apply learnings from Textiles, history, Fashion Art, Digital & Apparel Development subjects to design & develop a collection.	6
7	Course Description	In this course, <i>students design a market specific specialist collection</i> : Active Sportswear/ Intimate Apparel/ Shapewear/ Knitwear/ Ethnic collection using a range of innovative fabrications. Students will use all levels of research and inspiration appropriate to designing a fashion collection. They develop a "Creative Process Journal" to record their collection. During the course students will be writing their own brief, conduct detailed research, source material to develop key concepts & designing a collection. Students will be developing 2-3 looks out of finalised collection, to experience fitouts & styling stages. Finally, the students will be developing a look book using collection sketches & sample shoots. The students will be blending & applying their learnings of all the previous semester subjects.	7
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to a Specialist Collection	
		a) Specialist Collections	CO1 CO2, CO4
		b) Designing for Different Markets: Identify Target Market/ customer & Inspiration	
	Unit 2	c) How to write your own Design Brief	
	Unit 2	Collection Influences	
		a) Analyse an Iconic Fashion collection	
		b) Market Research & Inspirational Research	

	Unit 3	c) Build Detailed Story Boards		CO5 CO1, CO6
	Unit 3	Design Concepts & detailing		
		a) Material Sourcing: How to choose the right material		
		b) Build key concept (Design) ideas		
	Unit 4	c) Design detailing: Focus on Surface design & Construction variations		CO6, CO5
	Unit 4	Design Development		
		a) Design Development to create Variations		
		b) Edit & finalise to build final collection		
	Unit 5	c) Sample development of selected looks		CO5, CO6
	Unit 5	Presentation		
		a) Final Fit outs		
		b) Styling & photo shoots		
		c) Create Look book & Presentation		
	Mode of examination	CA & End Term Jury		
Weightage Distribution	CA		Weightage Distribution	CA
	60%	0%	40%	60%
Text book/s*	<ol style="list-style-type: none"> 1. Developing a Fashion collection, authored by Elinor Renfrew & Colin Renfrew, Bloomsbury Publications 2. Sourcing and Selecting Textiles for Fashion by Erin Cadigan, Fairchild Publications, 2014 3. Textiles and Fashion, Author: Udale, Jenny 4. Basics Fashion Design: Knitwear. Author Juliana Sissons 			
Other References	<ol style="list-style-type: none"> 1. Appearance and Identity : Fashioning the Body in Postmodernity by L. Negrin 2. Poiret, Dior and Schiaparelli: Fashion, Femininity and Modernity by Illya Parkins 3. The Art of Manipulating Fabric by Collette Wolff 4. Indian Saris : Traditions - Perspectives - Design Author: Katiyar, Vijai Singh, National Institute of Design 5. Fashion: 150 years: couturiers, designers, labels by Seeling, Charlotte 6. The Art of Manipulating Fabric by Collette Wolff 			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	2	2	1	2	2	3	1	3	3	3	2	1
CO2	2	2	2	3	1	3	3	2	2	3	3	2	3
CO3	1	1	2	3	1	3	3	3	3	3	2	2	3
CO4	2	2	2	2	2	3	3	3	3	3	3	2	3

BDF Fashion Art Studio 5- Fabric Design & Development

School: SAP		Batch :	
Program: B.Design		Current Academic Year	
Branch: Fashion Design		Semester:06	
1	Course Code		
2	Course Title	Fashion Art Studio 5- <u>Fabric design & development</u>	
3	Credits	5	
4	Contact Hours (L-T-P)	0-2-3	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • To develop a sense of fabric construction techniques used in textiles • To have an overview of the various processes involved in the development of fabric from yarn to cloth. • To use traditional techniques of fabric construction with modernised contemporary design by various designers • Hand on experience how to create different types of fabric. 	
6	Course Outcomes	CO1: Detail knowledge about vast history of Indian textiles CO2: Provide in-depth knowledge of different woven textiles of India CO3: To provide sense of appreciation of woven & non-woven textiles CO3: Provide in-depth knowledge of knitted fabric CO4: To provide knowledge of interlaced & non- interlaced fabric CO5: Innovative fabric creation with using different techniques of construction	

7	Course Description	To enable the students to have an overview of the different fabric development techniques starting from origin to ultimate use by fashion designers for collection.	
8	Outline syllabus		CO Achievement

	Unit 1	Introduction – Fabric development			
		1a. Importance of fabric development through textiles for fashion designers			CO1
		1b. Study of Philosophical, aesthetic & physical needs of fabric as art of India			CO1
		1.c Status and significance of surface texture in various creative fields is explored and the evolution of surface texture is traced by analyzing a number of fashion design cases with representative surface textures.			CO1
	Unit 2	Woven Fabric			
		2a. Basic woven techniques			CO2
		2b. Complex woven techniques			CO3
		2c. Innovative woven techniques			CO5
	Unit 3	Knitted Fabric			
		3a. Different knitting machines			CO2, CO3
		3b. Warp & Weft knitting			CO4
		3c. Development of design concept			CO5
	Unit 4	Interlacing Fabric			
		Crochet & Macrame			CO2, CO3,
		Braiding or plaiting			CO4
		Net & Lace making			CO5
	Unit 5	Non interlacing			
		Felts and its variations			CO2, CO3,
		Bonding & lamination			CO4
		Development of Design project			CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

BDC - Research Methodology

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year:	
Branch: Common		Semester: VI	
1	Course Code		
2	Course Title	Research Methodology	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	The focus of this course is not on mastery of statistics but on the ability to use research in the Design environment.	
6	Course Outcomes	The student will be able to learn : CO1: Develop a hypothesis, a research problem and related questions CO2: Frame the problem with the correct research methodology CO3: Collect accurate data to addresses the research problem CO4: Use the data to make decisions CO5: Create a effective research proposals CO6: <i>Evaluating the issues of lighting in a particular space.</i>	
7	Course Description	To develop an understanding among students about an overview of the important concepts of research design, data collection, statistical and interpretative analysis, and final report presentation.	
8	Outline syllabus		CO Mapping
	Unit 1	INTRODUCTION	CO1, CO2
	A	Foundations of Research: Meaning, Objectives, Motivation, Utility	
	B	Concept of theory, empiricism, deductive and inductive theory	
	C	Characteristics of scientific method – Understanding the language of research – Concept, Construct, Definition, Variable. Research Process	
	Unit 2	PROBLEM IDENTIFICATION AND HYPOTHESIS GENERATION	CO1, CO3
	A	Problem Identification & Formulation and Measurement Issues	

	B	Hypothesis – Qualities of a good Hypothesis – Null Hypothesis & Alternative Hypothesis.	
	C	Hypothesis Testing – Logic & Importance	
	Unit 3	RESEARCH DESIGN	CO2,CO3,CO4,CO5,
	A	Research Design: Concept and Importance in Research – Features of a good research design	
	B	Exploratory Research Design – concept, types and uses, Descriptive Research Designs – concept, types and uses. Experimental Design: Concept of Independent & Dependent variables.	
	C	Qualitative and Quantitative Research: Qualitative research – Quantitative research – Concept of measurement, causality, generalization, replication and Merging the two approaches.	
	Unit 4	SAMPLING	CO2,CO3 CO4,CO5,CO6
	A	Measurement: Concept of measurement– what is measured? Problems in measurement in research– Validity and Reliability and Levels of measurement – Nominal, Ordinal, Interval, Ratio.	
	B	Sampling: Concepts of Statistical Population, Sample, Sampling Frame, Sampling Error, Sample Size, Non Response. Characteristics of a good sample. Probability Sample – Simple Random Sample, Systematic Sample, Stratified Random Sample & Multi-stage sampling	
	C	Determining size of the sample – Practical considerations in sampling and sample size	
	Unit 5	DATA ANALYSIS AND INTERPRITATION	CO3,CO4, CO5,CO6
	A	Data Analysis: Data Preparation – Univariate analysis (frequency tables, bar charts, pie charts, percentages	
	B	Bivariate Analysis – Cross tabulations and Chi-square test including testing hypothesis of association.	
	C	Interpretation of Data and Report Writing – Layout of a Research Paper, Ethical issues related to publishing, Plagiarism and Self-Plagiarism and Effective report writing.	
	Mode of examination	Theory	
		CA	MTE
			ETE

	Weightage Distribution	30%	20%	50%	
	Text book/s*	1. Research Methodology – C.R.Kothari 2. Business Research Methods – Donald Cooper & Pamela Schindler, TMGH, 9th edition. 3. Business Research Methods – Alan Bryman & Emma Bell, Oxford University Press.			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	3		3		2	2		2	3	2	3	3
CO2	3		3		2	2	1		3	2	3	2	2
CO3	2	3		3		2	2	1		3	2	-	2
CO4	1	2	3		2	2	1		3	2	3	2	2
CO5	2	3		3		2	2	1		3	2	-	2
CO6	1	2	3		2	2	1		3	2	3	2	2

BDF Apparel Development IV-PM/Draping&GC

School: SAP		Batch: 2020-24	
Program: B.Design		Current Academic Year:	
Branch: Fashion Design		Semester:VI	
1	Course Code		1
2	Course Title	<u>Apparel Development IV</u>	2
3	Credits	12	3
4	Contact Hours (L-T-P)	0-6-6	4
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> Detailed, advanced understanding of the garment finishing process In-depth know-how of the entire apparel design and manufacturing process First-hand experience of the final execution of finished garments 	5
6	Course Outcomes	CO1. Development of basic skill of different categories of garment. CO2. Application of the pattern making principles on paper to final test fit. CO3. Ability to use, acquire and integrate relevant technical skills CO4. Basic understanding of range development CO5. Capacity to interpret complex ideas CO6. Different methods of construction for specific fabric types	6
7	Course Description	This studio course explores the development of advanced apparel styles through the application of pattern drafting and draping principles. This course exposes the student to the design process from initial concept, muslin sample development and final execution of finished garments.	7
8	Outline syllabus		CO Achievement
	Unit 1	Development of advance dresses for women's	

		5a. Research on different types of advanced dresses with the focus on current trends in industry	CO1	
		5b. Strapless foundation, Panel Dress, Bias cut Dresses		
		5c. Construction of test fit & making alteration accordingly		
	Unit 2	Formal wear for women's		
		2a. Study of formal wear	CO2, CO3	
		2b. Patterns making of formal dresses		
		2c. Adaptation of design as per global trends		
	Unit 3	Trouser		
		3a. Study of current trends and developing accordingly	CO2, CO3	
		3b. Making of pattern & test fit		
		3c. Making alterations		
	Unit 4	Men's clothing		
		3a. Study of different type of men's wear.	CO2, CO3	
		3b. Basic upper & lower bodies Sloppers		
		3c. Application on innovative designs		
	Unit 5	Collection plan		
		5a. Adaptation of pattern according to selected theme	CO5, CO6	
		5b. Construction of garments based of selected theme		
		5c. Finishing of garments		
	Mode of examination	Jury		
	Weightage Distribution	CA	Weightage Distribution CA	
		60%		0%

POs COs	PO 1	PO 2	PO3	PO 4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1	1		3	1	1	1	1	2	1	1	1	1

CO2	2			3	1	1	2	1	2	2		2	2
CO3	3	2	1	2	2	2	2	3	2	1		3	
CO4	2	3		1	2	2	2	2	3	3	2	2	2
CO5	3	3			1	2	3	3	3	2	1	3	3
CO6	3	2	1	1	3	1	3	2	3	3		1	

SEMESTER VII

BDF Functional textiles & clothing

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year	
Branch: Fashion Design		Semester:07	
1	Course Code		
2	Course Title	<u>Functional Textiles & Clothing</u>	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-1	
	Course Status	Compulsory/Elective	
5	Course Objective	Students should be able to <ul style="list-style-type: none"> • Recognize the classification of various functional textiles & clothing like technical smart and intelligent wear • Gather the technical knowledge & specifications of functional clothing. • Prescribe suitable textile raw materials suitable for developing functional clothes • Apply the knowledge on textiles processes in designing functional clothing • Acquire knowledge on the evaluation methods and standards available to evaluate the various functional clothing 	

6	Course Outcomes	<p>CO1: Establish & determine difference between Functional textiles & Functional clothing</p> <p>CO2: Different types of functional textiles available in market</p> <p>CO3: Understand needs of Functional clothing and its historical progression to contemporary Functional clothing to Futuristic Functional clothing</p> <p>CO4: Conceptualizing & designing a Functional clothing collection</p> <p>CO5: Types of clothing in global functional clothing industry</p> <p>CO4: Testing & prototyping of Functional Designs</p>	
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7	Course Description	To develop an understanding among students about functional textile & clothing techniques & new innovations	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	
		1a. Study of Functional textiles and aligned with physical & performance aspects , Classification of functional textiles.	
		1b. Recent developments, challenges and opportunities in the field of functional textiles and clothing	
		1c. Analysing and study different brands working with specific functional textiles	
	Unit 2	Technical textiles	
		2a. Medical textiles	
		2b. Protective clothing –natural climates	
		2c. Other technical textile -Geo, Agro, Automobile etc.	
	Unit 3	Smart & wearable technology	
		3a. Passive textiles structure capable of responding to external stimulation	
		3b. Wearable technology which is woven or sewn into clothing controlled by integrated control panel	
		3c. Applications of smart textiles in industry	
	Unit 4	Type of clothing in global functional textiles	
		4a. Active wear	
		4b. Performance wear	
		4c. Seamless wear	
	Unit 5	Develop understanding of functional textiles.	
		5a. Research on selected field for textile & clothing	
		5b. Design and prototyping of functional textiles applications	

		5c. Blending functional textiles in our daily life			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO 1	PO 2	PO3	PO 4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	3	1	2		1	2	1	1	2	2		1	2
CO2	3	2	3			1	2	2	3	1		2	3
CO3	2	2	3		3	3	3	3	2	3	1	3	2
CO4	1	1	3	2	3	3	3	3	2	3	1	3	2
CO5	3	3	2	1	2	2	2	2	3	2	2	2	3
CO6	3	2	2	1	2	3	3	2	3	3		2	3

BDF Dissertation

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VII	
1	Course Code		1
2	Course Title	Dissertation -Research & Study of Graduation project	2
3	Credits	6	3
4	Contact Hours (L-T-P)	0-2-4	4
	Course Status	Compulsory	
5	Course Objective	The course prepares students for industry by focusing on developing a domain specialisation, developing industry conduct for market exposure & sponsorship.	5
6	Course Outcomes	CO1: Students will be able to choose & work on their own domain specialisation & career paths using career counselling/ course mentoring & industry interactions CO2: Students will apply research & idea building techniques learnt in previous years to their chosen domain. CO3: Final outcome will be in the form of at least 2 or more of the following: research paper, Multi-media documentation, story boards, creative journals	6
7	Course Description	In this course, students choose, research & ideate for their final year graduation project. The students are free to choose a fashion collection, image design & styling or a fashion merchandising or marketing project topic. They will conduct a detailed research & present key concepts/ solutions & ideas while working with 2 mentors from design & technical backgrounds. The course will parallelly run with GP: Apparel Development.	7
8	Outline syllabus		CO Achievement
	Unit 1	Project Brief	
		a) Identify problem/ solution, Influences/ Inspirations, Target markets/ Focus groups	CO1
		b) Project Topic options: Brainstorming for Final Outcome	CO1
		c) Project Brief writing	CO1
	Unit 2	Historic research & Domain specialisation	
		a) Inspiration research	CO1, CO2
		b) Study of Iconic Work- Techniques/ methods/ details	CO1, CO2
		c) Case studies: Innovations & advancements review	CO1, CO2
	Unit 3	Market research & Industry connect	

		a) Target Audience: Need analysis using interviews/ questionnaires/ experiments/ observations	CO1, CO2	
		b) Market Analysis & Literature review: existing products/ brands/ services	CO1, CO2	
		c) Trend analysis	CO1, CO2	
	Unit 4	Research compilation		
		a) Research analysis: Sketch/ tables/ graphs	CO2, CO3	
		b) Documentation: Written/ audio-visual	CO2, CO3	
		c) Creative journals/ Story boards/ Research Papers	CO2, CO3	
	Unit 5	Key concepts/ solutions		
		a) Key ideas/ solutions/ concepts	CO2, CO3	
		b) Compile presentation	CO2, CO3	
		c) Presentation Review	CO2, CO3	
	Mode of examination	CA & End Term Jury		
	Weightage Distribution	CA	Weightage Distribution CA	
		60%		0%
	Text book/s*	<ol style="list-style-type: none"> 1. Creative Research: The Theory and Practice of Research for the Creative Industries by Hilary Collins, Bloomsbury Visual Arts, 2018 2. Fashion Thinking: Creative Approaches to the Design Process by by Fiona Dieffenbacher, Fairchild Books, 2013 3. Appearance and Identity : Fashioning the Body in Postmodernity by L. Negrin 4. Fashionology by Junya Watanabe 5. Critical Fashion Practice: From Westwood to Van Beirendonck by Adam Geczy (Author), Vicki Karaminas (Author) 		
	Other References	<ol style="list-style-type: none"> 1. Creating a spectacle: Planning a fashion show by Gill Stark 2. Digital Disruption of the Fashion Industry by Wendy K. Bandoni 3. The Fashion Show, Author Gill Stark 4. ISLAMIC FASHION AND ANTI-FASHION- New Perspectives from Europe and North America BY Emma Tarlo and Annelies Moors (eds) 5. Indian Saris : Traditions - Perspectives - Design Author: Katiyar, Vijai Singh, National Institute of Design 6. Designing with Smart Textiles by by Sarah Kettley 		

		7. Functional Clothing Design by Susan Watkins and Lucy Dunne	
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	3	3	1	2	3	3	1	3	2	1	2	3
CO2	3	3	3	2	2	3	3	2	3	3	2	2	3
CO3	3	3	3	3	2	3	3	2	3	3	2	2	3

BDF FD STUDIO 6- Portfolio Development

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VII	
1	Course Code		
2	Course Title	Portfolio Development	
3	Credits	4	
4	Contact Hours (L-T-P)	(0-1-3)	
	Course Status	Compulsory	
5	Course Objective	The subject aims to develop contemporary portfolio practices and enables students to create portfolios that serve as both evolving collections of creative solutions to design problems and evidence of their abilities to visually relay messages. It teaches to how to create not just a collection of design work but a unique marketing tool for a successful design career.	
6	Course Outcomes	<p>CO1: Students will have an understanding of methods to show your designs, skill sets, and creativity</p> <p>CO2: It will focus on both Logical and Creative Design Solutions</p> <p>CO3: Understanding of developing a Portfolio from Concept to a Finished Product</p> <p>CO4: Familiarity with different Layouts , and other methods of presentation in detail as per the Industry standards</p>	
7	Course Description	This course will introduce the students with various techniques of presenting their works from concept to Finished Products.	
8	Outline syllabus		CO Achievement
	Unit 1	The Portfolio : Introduction	

		1a. Understanding the meaning and Need of Portfolio Development	CO1
		1b. The Design Sketch: Exploring the History of Style	CO1

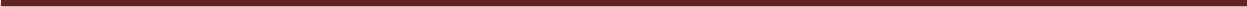
		1c.Collection of works done in previous years	CO1
	Unit 2	Organizing and Content Development	
		2a.Building up a Profile/Resume based on your skill and current market trends	CO1
		2b.Curation of Works and creating Storage Bank to support the Portfolio development	CO2
		2c.The Design Journal to well keep the works of the past and support Portfolio Development	CO2
	Unit 3	Understanding the Customer	
		3a. The need of developing a portfolio as per the customer choices	CO2
		3b. Understanding Interviewer Expectations and ways to achieve the targets	CO2
		3c. Chapter creations for- Men's wear, Women's wear and Children's wear	CO2
	Unit 4	Technical Drawings and Finishes	
		4a. Presentation Boards and Design Concepts & Solutions	CO3
		4b.Developing Fashion Figures and Croqui	CO3
		4c. Creating Flat Sketches and Specs	CO1, CO3
	Unit 5	Presentation & Layouts	
		5a.Developing Hand Portfolio and Digital Portfolio	CO4
		5b.Understanding Platforms to showcase works	CO4
		5c.The Portfolio Projects	CO4
	Mode of examination		
	Weight age Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	A guide to preparing your Portfolio : By Jay McCauley Bowstead	

	Other Referenc es	<ol style="list-style-type: none">4. Designing your Fashion Portfolio : From Concept to Presentation : By <i>Joanne Barrett</i>5. THE FASHION DESIGNER'S SKETCHBOOK: INSPIRATION, DESIGN DEVELOPMENT AND PRESENTATION : By Sharon Rothman6. Portfolio Presentation for Fashion Designers : By Linda Tain	
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PS O4
CO1			1	3	2	3	2	1				1	1
CO2	2	2	2		2	3	2	2		2	2	2	1
CO3				3				2				2	
CO4				e									

BDF Professional Practices

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VII	
1	Course Code		1
2	Course Title	Professional Practice	2
3	Credits	2	3
4	Contact Hours (L-T-P)	2-0-0	4
	Course Status	Compulsory	
5	Course Objective	This course is an introduction to professional practice in Design and is designed to prepare the students for graduate employment, professional conduct and the practice Design & entrepreneur roles.	5
6	Course Outcomes	<p>O1: Students will learn what is sustainable professional practice. The course aims to build professionals with an ethical value system. By learning about various types of standardizations & quality control followed in the industry.</p> <p>O2: To give basic knowledge about what kind of businesses can be started & existing MSME & Startup schemes & support provided by the government.</p> <p>O3: Introduction to Intellectual property rights & why & how to file.</p> <p>To learn about Taxation needed in all kinds of practices, as a consultant, Design firm or a manufacturing Unit.</p>	6



7	Course Description	The course will give all the basic knowledge required for a graduate to start their professional career as an entrepreneur, Consultant or part of an existing organization. Covering topics of sustainable professional practices, standardizations, Business developments, MSME Opportunities, taxation & contracts. The Lectures and assignments will be designed to encourage an awareness and basic knowledge of the nature of professional practice in order to further develop and apply this knowledge in graduates early working lives.	7
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	
		a) An overview of Indian fashion industry	CO1
		b) Career paths associated with fashion design	CO1
		c) Building networks	CO1
	Unit 2	Sustainable Professional Practices	
		a) UN Sustainability Goals: Cultural, Social, Economic responsibilities of design professionals	CO1
		b) Sustainability standards in Fashion industry	CO1
		c) Sustainability certifications & licensing	CO1
	Unit 3	Overview of a Business Start up	
		a) Business opportunities	CO2
		b) Gaining Funding & sponsorships	CO2
		c) MSME registration, schemes & Opportunities	CO2
	Unit 4	Intellectual Property Rights	
		a) Creative Crimes	CO3
		b) Types of Intellectual property rights	CO3
		c) Design Act 2000 & Process of Filing IPR	CO3
	Unit 5	Taxation, Contracts & Licensing	
		a) Introduction to All kind of Taxes & Consulting contracts	CO4
		b) GST & Income Tax	CO4
		c) Import Export licensing	CO4



Mode of examination	CA & End Term Jury			
Weightage Distribution	CA		Weightage Distribution	CA
	40%	0%	40%	40%
Text book/s*	1. The Essential Guide to Business for Artists and Designers, Author Alison Branagan, Bloomsbury Academic, 2018			
Other References	1. Careers! Professional Development for Retailing and Apparel Merchandising by V. Ann Paulins and Julie L. Hillery			

POs COs	PO 1	PO 2	PO3	PO 4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	3	1	2		1	2	1	1	2	2		1	2
CO2	3	2	3			1	2	2	3	1		2	3
CO3	2	2	3		3	3	3	3	2	3	1	3	2
CO4	1	1	3	2	3	3	3	3	2	3	1	3	2
CO5	3	3	2	1	2	2	2	2	3	2	2	2	3
CO6	3	2	2	1	2	3	3	2	3	3		2	3

BDF Apparel development V- Construction of Graduation Project

Branch: fashion design		Semester: 07	
1	Course Code		
2	Course Title	Apparel development V	
3	Credits	14	
4	Contact Hours (L-T-P)	0-6-8	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> To understand the relevance of draping in fashion To apply the technique effectively for a desired fit in a garment To apply inputs from other related techniques (patternmaking) to create garments 	
6	Course Outcomes	CO1: Recognizes different Specialized categorise garment in industry CO2: Exploring different materials for specialized garment construction CO3: To apply principles of design while exploring the advanced construction technique CO4: To understand the essence of tradition and fuse it with contemporary styles CO5: To be able to drape different styles of garments CO6. Applies his/her designs through the draping method.	
7	Course Description	This studio course explores the development of advanced apparel styles through the application of pattern drafting and draping principles. This course exposes the student to the design process from initial concept, muslin sample development and final execution of finished garments	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to different specialised apparel categories in industry	
		1a. Women's categories	CO1

		1b. Men's categories	CO1
		1c. Study of different designer work & their works	CO1
	Unit 2	Advanced construction	
		1a. Advanced construction techniques used in apparel industry	CO1, CO2
		1b. Understanding various fabrics and techniques for advanced construction	CO1, CO2
		1.c Construction of pattern for advanced garment	CO2
	Unit 3	Advanced Draping	
		3a. Dress designing- Bustier dress, circular dress etc	CO2, CO3, CO5
		3b. Draping and covert into pattern	CO2, CO3,
		3c. Test fit on selected fabric	CO3, CO5
	Unit 4	Surface enhancement	
		4a. Basic surface enhanced fabric- Fur Leather etc	CO3,CO2
		4b. Design- Layering of fabric	CO4
		4c. Create new forms using surface enhancement technique	CO2, CO3, CO4, CO5
	Unit 5	Collection plan-	
		5a. Adaptation of pattern according to selected theme	CO3
		5b. Construction of garments based of selected theme	CO4
		5c. Finishing of garments	CO3, CO4, CO5
	Mode of examination	jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	-	
	Other References		

POs COs	PO 1	PO 2	PO3	PO 4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1	1		3	1	1	1	1	2	1	1	1	1

CO2	2			3	1	1	2	1	2	2		2	2
CO3	3	2	1	2	2	2	2	3	2	1		3	
CO4	2	3		1	2	2	2	2	3	3	2	2	2
CO5	3	3			1	2	3	3	3	2	1	3	3
CO6	3	2	1	1	3	1	3	2	3	3		1	

SEMESTER VIII

School: SAP		Batch: 2019-23	
Program: B. Design		Current Academic Year: 2019-20	
Branch: Fashion Design		Semester: VIII	
1	Course Code		
2	Course Title	Graduation Project: Studio	
3	Credits	16	
4	Contact Hours (L-T-P)	0-4-12	
	Course Status	Compulsory	
5	Course Objective	The course in continuation to Graduation Project: Research & Study will enable students to design/ execute, develop & deliver their final graduation project. The objective is to let students develop a professional portfolio with a research-based domain specialisation, to seek employment, establish a business or apply for higher education.	
6	Course Outcomes	CO4: The students will require to show high level of initiative by delivering the project with a self-established Time & action calendar in a professional environment. CO5: Students will be encouraged to design original products worthy for filing Intellectual Property rights. CO6: Final outcome will be in form of 2 or more of the following: Research papers, Case studies, Fashion Collection, Design Portfolio. CO7: Students final outcome showcase will be in form of Publication or Collection showcase.	
7	Course Description	The course is a final culmination of all that students have studied & practiced throughout the Degree.	
8	Outline syllabus		CO Achievement
	Unit 1	Project Initiation & preparation	
		a) Develop a Time and action calendar with a reminder system and meeting schedule with mentor (s)	CO1
		b) Feedback overview of Research & study to rewrite final Brief	CO1
		c) Vendors/ experts/ organizations & Budget for development of project to be identified & communication established after approval by Mentor	CO1
	Unit 2	Design Development 1/ Data Analysis	
		a) Design Development/ Research Data analysis	CO2, CO3
		b) Material exploration & development/ Data analysis outcome	CO2, CO3
		c) Design Collection Finalisation/ Relative Data Analysis	CO2, CO3
	Unit 3	Collection/ Thesis frontage	
		a) Pattern making & Draping/ Topic finalization	CO2, CO3
		b) Fit approval/ Thesis Executive summary, Abstract, Introduction, Index	CO2, CO3
		c) Buying & sourcing/ Figures & abbreviations	CO2, CO3

	Unit 4	Production/ Content Compilation	
		a) Final construction/ Main body compilation	CO3, CO4

		b) Final Fit outs, Finishing & labelling/ Research outcome writing	CO3, CO4
		a) Conclusion & Review	CO3, CO4
	Unit 5	Presentation	
		a) Styling, Model Trials & Fittings, Photoshoot location/ References & citation	CO3, CO4
		b) Photoshoot/ Plagiarism check	CO3, CO4
		c) IPR filing & Portfolio Presentation/ Publication	CO3, CO4
	Mode of examination	CA & End Term Jury	
	Weightage Distribution	CA 60%	MTE 0%
		ETE 40%	
	Text book/s*	<ol style="list-style-type: none"> 1. Creative Research: The Theory and Practice of Research for the Creative Industries by Hilary Collins, Bloomsbury Visual Arts, 2018 2. Fashion Thinking: Creative Approaches to the Design Process by by Fiona Dieffenbacher, Fairchild Books, 2013 3. Appearance and Identity : Fashioning the Body in Postmodernity by L. Negrin 4. Fashionology by Junya Watanabe 5. Critical Fashion Practice: From Westwood to Van Beirendonck by Adam Geczy (Author), Vicki Karaminas (Author) 	
	Other References	<ol style="list-style-type: none"> 1. Creating a spectacle: Planning a fashion show by Gill Stark 2. Digital Disruption of the Fashion Industry by Wendy K. Bendoni 3. The Fashion Show, Author Gill Stark 4. ISLAMIC FASHION AND ANTI-FASHION- New Perspectives from Europe and North America BY Emma Tarlo and Annelies Moors (eds) 5. Indian Saris : Traditions - Perspectives - Design Author: Katiyar, Vijai Singh, National Institute of Design 6. Designing with Smart Textiles by by Sarah Kettley 7. Functional Clothing Design by Susan Watkins and Lucy Dunne 	

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	1	3	1	1	2	3	1	3	2	1	2	3
CO2	3	3	3	3	2	3	3	2	3	3	2	3	3
CO3	3	3	3	3	3	3	3	2	3	3	2	3	3
CO4	3	3	3	1	3	3	3	2	3	3	1	3	3

School: SAP		Batch : 2020-24		
Program: B.Design		Current Academic Year:		
Branch: Digital & Communication design		Semester: VIII		
1	Course Code			
2	Course Title	Internship		
3	Credits	8		
4	Contact Hours (L-T-P)	0-2-8		
	Course Status	Compulsory		
5	Course Objective	1. To get an industry and market exposure. 2. To become industry oriented and learn to work under peer pressure of deadline and quality work. 3. Develop the entrepreneur skills		
6	Course Outcomes	CO1: Be able to fill the gap between concept and final product, so become professional CO2 : Think out of the box and execute within given limits and deadline. CO3: become sensible and learn to manage their time and resources effectively . CO4 : be aware of the environmental issue and sensitive towards society and nature.		
7	Course Description	This course requires student to do an industry training for at least 3.5 months equivalent to one semester. At the end , students are required to submit an internship report along with a work portfolio.		
8	Outline syllabus			CO Achievement
	Unit 1	Internship		CO1, CO2, CO3, CO4
	Unit 2	Internship		
	Unit 3	Internship		
	Unit 4	Internship		
	Unit 5	Internship report		
	Mode of examination	Jury/Practical/Viva		
	Weightage Distribution	CA 60%	MTE 0%	ETE 40%
	Text book/s*	-		
	Other References			

Program and Course Structure

School of Architecture and Planning
Bachelor of Design
SAP0201

(Specialization in Interior Design)
Batch 2020-2024



DEAN
SAP

1. Standard Structure of the Program at University Level

Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

1. Transformative educational experience
2. Enrichment by educational initiatives that encourage global outlook
3. Develop research, support disruptive innovations and accelerate entrepreneurship
4. Seeking beyond boundaries

Creative Campaign Can be TEDs: This is guiding principle for promotion and wide circulation among various stakeholder.

Guidelines: Similar Mnemonics can be designed by schools.

Core Values

- Integrity
- Leadership
- Diversity
- Community

School of Architecture & Planning

Vision and Mission of the School of Art, Design & Media Studies

Vision of the School

To build the school as a hub of teaching, research and innovation in the field of creative art, design and media studies, thus, making it a truly world-class centre for producing industry-ready professionals at par with the best universities of the world.

Mission of the School

- **Creating a stimulating, flexible and application-based learning environment for students as well as for faculty.**
- **To provide the necessary platform to impart skills and knowledge related to creative art, design, journalism and mass communication.**
- **Creating brilliant professionals by imparting a blend of theory and practical lessons through state-of-art infrastructure.**
- **Leveraging research to form strong industry-academia linkages.**

Core Values

- **Innovation**
- **Awareness**
- **Information**
- **Ethics**

DEPARTMENT OF DESIGN

Vision and Mission of the Department

Vision of the Department

To be a centre of excellence in design education for developing a fresh generation of creative entrepreneurs, who will imbibe a critical thinking and problem solving approach to provide creative solution through collaborative team efforts at different levels of society.

Mission of the Department

1. To develop in creating a world class centre of independent design thinking in bringing advanced innovation in design industry.
2. Promoting in depth research on local skills, materials and sustainable methods while also keeping in mind the untapped potential of Indian craftsmanship for strengthening Indian culture and society.
3. To make indomitable efforts to transcend the image of India as a production resource to a design facilitator on a world map.

Program Educational Objectives (PEO)

- PEO1:** The curriculum shall provide the students the flexibility to create their identity and generate in them the instinct to create a niche for themselves when exposed to the industry as professionals.
- PEO2:** The curriculum shall provide them learning acquired by explorations in the field of Interior design to create indelible experiences and innovate with their highest creative potential to serve the society at their best.
- PEO3:** The program shall include more hands on experience with regular workshops and updated trends in Interior design industry. It shall provide basic tools, skills, and materials for exploratory exposure understanding nuances of history, Art, culture, traditions and their evolution with the people. It shall excite them to understand evolved craftsmanship and concurrent needs.
- PEO4:** Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.

Methods of Forming PEO's

- STEP 1:** The needs of the Nation and society are identified through scientific publications, industry interaction and media.
- STEP 2:** Taking the above into consideration, the PEOs are established by the Coordination Committee of the department.
- STEP 3:** The PEOs are communicated to the alumni and their suggestions are obtained.
- STEP 4:** The PEOs are communicated to all the faculty members of the department and their feedback is obtained.
- STEP 5.** The PEOs are then put to the Board of Studies of the department for final approval.

[Note: Prepare a file for the same, how you arrive for PEO's]

Map PEOs with School Mission Statements:

PEO Statements	School Mission-1	School Mission-2	School Mission-3	School Mission-4
PEO1:	2	2	1	3
PEO2:	2	3	1	2
PEO3:	3	1	2	1
PEO4:	1	2	3	2

Enter correlation levels 1, 2, or 3 as defined below:

- 1. Slight (Low) 2. Moderate (Medium) 3. Substantial (High)**

If there is no correlation, put “-“

Map PEOs with Department Mission Statements:

PEO Statements	Department Mission-1	Department Mission-2	Department Mission-3
PEO1:	3	2	1
PEO2:	2	3	1
PEO3:	2	3	1
PEO4:	3	1	3

Enter correlation levels 1, 2, or 3 as defined below:

- 1. light (Low) 2. Moderate (Medium) 3. Substantial (High)**

Program Outcomes (PO's)

PO1: Project & research based learning at the center of the educational experience

PO2: Develop community engagement and service-learning to provide students with opportunities to experience problem finding and solving in the different areas.

PO3: Support learning outside the classroom to expand understanding of the profession and practice.

PO4: Demonstrate and employ hand drawing and drafting principles to convey concepts.

PO5: Work well together as emerging team players and innovative design thinkers with knowledge of professional ethics and social responsibilities.

PO6: Bring their evolving design point-of-view and work aesthetics to various types of imaginative challenges.

PO7: Adapt their inspired knowledge and abilities to ongoing changes in global trends and related creative industries,

PO8: Understand and implement new technologies relative to design development.

PO9: Identify the business practices and entrepreneur skill needed for the profession.

PSO1: Research focused design exploration using in-depth historical, market & trend research.

PSO2: To design with hands on approach establishing connection between history of Indian textiles and future industry.

PSO3: Aspects of site work and understanding the sequence and all services and estimate in relation of nature of interior design project.

PSO4: Project based & Industry aligned learning to develop as Entrepreneurs with Brand Building Approach

Mapping of Program Outcome Vs Program Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	1	3	2	1
PO2	-	2	1	2
PO3	3	2	1	-
PO4	1	2	2	1
PO5	1	-	2	3
PO6	-	3	1	3
PO7	3	-	2	1
PO8	2	3	1	1
PO9	-	2	3	-
PO10	2	3	1	2
PO11	-	-	1	3
PO12	1	2	3	-
PSO1	3	2	2	3
PSO2	2	3	2	3
PSO3	3	3	3	3
PSO4	3	3	3	3

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

Program Outcome	Course Name	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	PS O1	PS O2	PS O3	PS O4
Courses														
TERM-I														
	Basic of Design	2	1	3	3	1	3	1	2	-	1	2	2	3
	Free hand Drawing	2	1	2	3	1	3	1	2	2	3	2	2	3
	Introduction to Digital design & presentation	2	1	3	-	1	1	1	2	2	1	2	2	3
	Community Connect	2	1	3	3	1	3	1	2	2	1	2	2	-
	Basic Sketching	2	1	3	2	1	3	1	1	2	1	2	2	3
	Communicative English-I	2	1	3	3	1	3	1	2	2	1	2	1	2
	History 1- History of Art-I	2	1	3	3	1	3	1	2	2	1	2	2	3
TERM-II														
	Interior Design Studio -1	2	1	3	3	1	3	1	2	2	1	2	2	3
	Materials, Construction & Finishes I	3	2	3	2	3	2	3	3	2	3	3	2	3
	Digital 1	2	1	2	3	1	3	1	2	2	3	2	2	3
	Design Thinking	2	1	3	3	1	3	1	2	2	1	2	2	3
	Communicative English II	2	1	3	3	1	3	1	2	2	1	2	2	3
	Environmental Science	2	1	3	3	1	3	1	2	2	1	2	3	3

	History 2- History of Art-II	2	1	3	3	1	3	1	2	2	1	3	2	3
TER M-III														
	Interior Design Studio-II	1	2	1	3	3	3	1		3	2	3	3	3
	Furnishing Textile & Accessory	3	3	3	1	-	3	2	2	3	3	3	2	3
	Materials, Construction & Finishes II	1	2	1	3	3	3	1		3	2	3	3	3
	Digital-II	3	3	3	1	-	3	2	2	3	3	3	2	3
	Building Services-I	3	3	3	1	2	3	2	2	3	3	2	3	2
	OPE	1	2	1	3	3	3	1		3	2	3	3	3
	History of Architecture & Interiors-I	3	1	2	3	2	2	3	2	3	2	3	3	3
TER M-IV														
	Visual Merchandising					3	1		3	2	3	3	3	2
	Interior Design Studio -III	3	3	3	1		3	2	2	3	3	2	3	2
	Materials, Construction & Finishes III	1	2	1	3	3	3	1		3	2	3	3	3
	Digital III	3	1	3	3	2	2	3	2	3	3	2	3	-
	Building Services-II	2	3	3	1		2	2	2	3	3	2	2	2
	History of Architecture & Interiors-I	1	2	1	3	-	2	1		3	2	3	2	3
	OPE	1	2	1	3	3	3	1		3	2	3	3	3
TER M-V														
	Fitout management	3	3	3	1		3	2	2	3	3	2	3	2

	Interior Design Studio -IV	1	2	1	3	3	3	1	3	3	2	3	3	3
	Materials,Construction & Finishes IV	3	1	2	3	2	2	3	2	3	3	2	3	2
	Digital IV	2	3	3	1		2	2	2	3	3	2	2	2
	Building Services-III	1	2	1	3	3	3	1		3	2	3	3	3
	DSE	2	3	3	1	2	2	2	2	3	3	2	2	2
TER M-VI														
	Estimation in Interiors	3	3	3	1	1	3	2	2	3	3	2	3	2
	Design Sustainibility	1	2	1	3	3	3	1		3	2	3	3	3
	Interior Design Studio -V	3	1	2	3	2	2	3	2	3	3	2	-	2
	Furniture Design-I	2	3	3	1		2	2	2	3	3	2	3	-
	Building Services-IV	1	2	1	3	3	3	1		3	2	3	2	3
	DSE	2	3	3	1		2	2	2	3	3	2	2	2
	Research & methodology	3	3	3	3	1	1	3	2	2	3	3	2	3
TER M-VII														
	Heritage Interiors/Interior Styling/Landscape interiors	2	2	2	3	2	3	2	1	2		3	2	2
	Interior Design Studio -VI	3	1		3	2	2	3	2	3	2	3	2	3
	Furniture Design-II	2	2	2	3	2	3	2			2			
	Dissertation	3	3	3	3	1	2	3	2	2	3	3	2	3
TER M-VIII														

Graduation Project	3	3	3	3	1	2	3	2	2	3	3	3	3
Internship (May-July)	2	3	3	1	3	2	2	2	3	3	2	2	2
	1	2	1	3	3	3	1	2	3	2	3	3	3

1. Slight (Low)

2. Moderate (Medium)

TERM: I

S. No.	Paper Id	Subject Code	Subjects	Teaching Load			Credits	Core/Elective, Pre-Requisite, Co-Requisite	1.CC, 2-AECC, 3-SEC, 4-DSE
				L	T	P			
JURY SUBJECTS									
1	11180	BDZ138	Basic of Design	2	2	2	6	Core	CC
2	11179	BDZ137	Free hand Drawing	2	2	6	10	Core	CC
3	11181	BDZ139	Introduction to Digital design & presentation	0	1	2	3	Co-requisite	SEC
4	12042	CCU302	Community Connect	0	0	2	2	Co Requisite	DSE
Elective CBCS									
6	11109	OPE111	Basic Sketching	0	1	2	2		
THEORY SUBJECTS									
7	16254	ARP101	Communicative English-I	1	0	2	2	Pre requisite	AECC
8	11182	BDZ140	History 1- History of Art-I	2	0	0	2	Core	CC
							27		
Total									
TERM II									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									

		BDH1 01	Interior Design Studio -1	2	2	6	10	Core	CC
		BDH1 02	Materials,Construction & Finishes I	1	1	2	4	Core	CC
		BDH1 03	Digital 1	1	0	2	3	Co requisite	
4	1114 4	OPE2 16	Design Thinking	0	1	2	2	Pre requisite	
5	1634 2	ARP	Communicative English II	1	0	2	2	Pre requisite	AECC
THEORY SUBJECTS									
1	114 28	BDC1 02	Enviornmental Science	2	0	0	2	C0 requisite	AECC
2	1142 7	BDC1 01	History 2- History of Art-II	2	0	0	2	Core	CC
			Total				25		
TERM III									
S. No.	Pap er Id	Subje ct Code	Subjects	L	T	P	Cred its		
JURY SUBJECTS									
		BDH2 14	Interior Design Studio- II	2	2	6	10	Core	CC
		BDH2 15	Furnishing Textile & Accessory	1	0	2	3	Core	CC
		BDH2 16	Materials,Construction & Finishes II	1	0	2	4		
		BDH2 17	Digital-II	1	1	2	4	Pre requisite	AECC
		BDH2 18	Building Services-I	1	0	2	3		
			OPE				2		
THEORY SUBJECTS									
			History of Architecture & Interiors-I	2	0	0	2		
			Total				28		
TERM IV									
S. No.	Pap er Id	Subje ct Code	Subjects	L	T	P	Cred its		

JURY SUBJECTS									
1			Visual Merchandising	1	0	2	3		
2			Interior Design Studio -III	2	2	6	10	Core	CC
3			Materials,Construction & Finishes III	1	1	2	4	Core	CC
4			Digital III	1	1	2	4	Pre requisite	AECC
5			Building Services-II	1	0	2	3		
			OPE				2		
THEORY SUBJECTS									
			History of Architecture & Interiors-I	2	0	0	2		
			Total				28		
TERM V									
S. No.	Pap er Id	Subje ct Code	Subjects	L	T	P	Cred its		
JURY SUBJECTS									
			Fitout management	1	0	2	3		
1			Interior Design Studio - IV	2	2	6	10	Core	CC
2			Materials,Construction & Finishes IV	1	1	2	4	Core	CC
3			Digital IV	1	1	2	4		AECC
4			Building Services-III	1	0	2	3	Pre requisite	SEC
			DSE				2		DSE
THEORY SUBJECTS									
			History of Craft & Design	2	0	0	2		
			Total				28		
TERM VI									
S. No.	Pap er Id	Subje ct Code	Subjects	L	T	P	Cred its		
JURY SUBJECTS									
			Estimation in Interiors	1	0	2	3		SEC
			Design Sustainability	1	0	1	2		
			Interior Design Studio -V	2	2	8	12	Core	CC
			Furniture Design-I	1	1	2	4	Core	SEC

			Building Services-IV	1	0	2	3	Pre requisite	SEC
			DSE				2		DSE
THEORY SUBJECTS									
			Research & methodology	2	0	0	2		
			Total				28		
TERM VII									
S. No.	Pap er Id	Subje ct Code	Subject	L	T	P	Cred its		
JURY SUBJECTS									
			Heritage Interiors/Interior Styling/Landscape interiors	1	1	2	4	Elective	DSE
			Interior Design Studio - VI	2	2	8	12	Core	CC
			Furniture Design-II	1	1	2	4		SEC
			Dissertation	1	1	4	6		AECC
THEORY SUBJECTS									
			Professional Practice	2	0	0	2	Core	
			Total				28		
TERM VIII									
S. No.	Pap er Id	Subje ct Code	Subjects	L	T	P	Cred its		
JURY SUBJECTS									
			Graduation Project	0	4	12	16	Core	CC
			Internship (May-July)	2	2	6	10	Core	
							26		
			Total Credits				191		

^[1] CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

SE
C

School: SAP	Batch : 2020-24
Program: B.DESIGN	Current Academic Year: 2020

Branch: INTERIOR DESIGN		Semester: II	
1	Course Code	BDH103	
2	Course Title	Digital-I	
3	Credits	3	
4	Contact Hours (L-T-P)	1-0-2	
	Course Type	Compulsory.	
5	Course Objective	The objective of the AutoCAD Fundamentals course is to enable students to create a basic 2D drawing in the software. Even at this fundamental level, the software is one of the most sophisticated computer applications that you are likely to encounter.	
6	Course Outcomes	The student will be able to : CO1. Demonstrate basic skills using AutoCAD software and the peripherals. CO2. Demonstrate an ability to use a range of tools in AutoCAD. CO3. Demonstrate an ability to plot drawing on scale by using plotting space. CO4. Creatively solve visual problems and generate detail drawings. CO5. Evaluate, adjust, refine, and rework solutions.	
7	Course Description	The course enables students to get a brief knowledge about the most widely used commands in DESIGN AND DRAFTING.	
8	Outline syllabus		CO Mapping
	Unit 1	Getting Started with AutoCAD	
	A	<ul style="list-style-type: none"> • Taking the AutoCAD Tour • Navigating the Working Environment • Working with Files • Displaying Objects 	CO1,CO2
	B	<ul style="list-style-type: none"> • Creating Basic Drawings • Inputting Data • Creating Basic Objects • Using Object Snaps • Using Polar Tracking and PolarSnap 	CO2
	C	<ul style="list-style-type: none"> • Manipulating Objects • Selecting Objects in the Drawing • Changing an Object's Position • Creating New Objects from Existing Objects • Changing the Angle of an Object's Position 	
	Unit 2	Basic Drawing & Editing Commands	

	A	<ul style="list-style-type: none"> • Drawing Organisation & Inquiry Commands • Using Layers • Changing Object Properties 	CO2,CO1
	B	<ul style="list-style-type: none"> • Matching Object Properties • Using the Properties Palette • Using Linetypes 	CO1,CO3
	C	<ul style="list-style-type: none"> • Altering Objects • Trimming & extending Objects to defined boundaries • Creating parallel & offset geometry • Joining objects • Breaking an object into two objects. 	CO3
	Unit 3	Drawing Precision in AutoCAD	
	A	<ul style="list-style-type: none"> • Using running object snaps • Polar tracking at angles. • Using object Snap overdrives. 	CO1,CO4
	B	<ul style="list-style-type: none"> • Applying a Radius Corner to Two Objects • Creating an angled corner between two objects • Changing part of an object's shape • Annotating the Drawing 	CO4,CO2
	C	<ul style="list-style-type: none"> • Creating New Objects from Existing Objects • Changing the Angle of an Object's Position • Creating a Mirror Image of Existing Objects • Creating Object Patterns • Changing an Object's Size 	CO3
	Unit 4	Advanced Object Type	
	A	<ul style="list-style-type: none"> • Altering Objects • Trimming & extending Objects to defined boundaries • Creating parallel & offset geometry • Joining objects 	CO3
	B	<ul style="list-style-type: none"> • Dimensioning • Creating Dimensions • Using Dimension Styles • Editing Dimensions • Using Multileaders • Creating Additional Drawing Objects 	CO2,CO5
	C	<ul style="list-style-type: none"> • Working with Polylines • Creating Splines • Creating Ellipses 	CO1,CO3,CO4

		<ul style="list-style-type: none"> Using Tables 			
	Unit 5	Projects- Creating More Complex Objects Setting Up a Layout			
	A	<ul style="list-style-type: none"> Printing Concepts Working in Layouts Copying Layouts 			CO5
	B	<ul style="list-style-type: none"> Creating Viewports Guidelines for Layouts 			CO1,CO2,CO3
	C	<ul style="list-style-type: none"> Printing Layouts Printing from the Model Tab 			CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	2	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	2	3	1	1	2	3	1	2
CO4	2	1	2	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	3	3	2	1	1	2	3	1	2
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020 -24	
Program: B.Design		Current Academic Year: 2020 - 20	
Branch:Common		Semester: II	
1	Course Code	BDC102	
2	Course Title	Environmental Science	
3	Credits	3	
4	Contact Hours (L-T-P)	30 hrs. (2-0-0)	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. Identify and understand basic aspects, practices and terminology related to environment. 2. The aim of the course is to develop an understanding among students about environmental studies and its implications in design. 3. Developing an attitude of concern for the environment. 4. Emphasise the importance of sustainable development . 	
6	Course Outcomes	<p>CO1. Students will be able to identify the human activities and manufacturing processes affecting environment and design.</p> <p>CO2 Students will develop awareness about environmental problems among people.</p> <p>CO3 Demonstrate competency in developing environment friendly designs in their specific fields.</p> <p>CO4. Students will start demonstrating an ability to integrate the many design disciplines intersect with environmental concerns.</p>	
7	Course Description	Environmental studies are the scientific study of the environmental system and the status of its inherent or induced changes on organisms. It includes not only the study of physical and biological characters of the environment but also the social and cultural factors and the impact of man on environment.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to Environment & Ecology	CO1,CO2,CO3
	A	Environmental pollution and its types	
	B	Effect of human population and natural resources over design.	
	C	Introduction -Manufacturing processes and its effects over environment	
	Unit 2	Introduction to ecological design	CO1,CO2,CO3
	A	Ecological design process	
	B	Make nature visible through design	

	C	Natural products		
	Unit 3	3Rs – Reduce, Reuse, Recycle		
	A	Renewable energy sources		
	B	Recycled products		
	C	Waste management		
	Unit 4	Code of Conduct and Role of Agencies		
	A	Introduction to Code of conduct		
	B	Governing and Regulatory bodies for Environment		
	C	Role of Designers in their respective work areas.		
	Unit 5	Sustainable Classroom Project		
	A	Case study and its new proposal.		
	B	Research – Market and Virtual		
	C	Modeling and documentation		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*			
	Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	2	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	2	3	1	1	2	3	1	2
CO4	2	1	2	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	3	3	2	1	1	2	3	1	2
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2020-20	
Branch:Common		Semester: II	
1	Course Code	BDC 101	
2	Course Title	History of Art II	
3	Credits	2	
4	Contact Hours (L-T-P)	30 Hrs (2-0-0)	
	Course Type	Compulsory	
5	Course Objective	1 To know about the inter-relation of Human Evolution and Art. 2 To make the students understand the true meaning of Art. 3 To develop an appreciation of Art. 4 To study and understand the influence of various eras on the development of art from the classical to current modern times.	
6	Course Outcomes	CO1 Learn basic terminology and a conceptual understanding of how Art and Design are defined. CO2 Write descriptive, analytic and comparative analyses. CO3 Distinguish between Art historical periods, Renaissance through Contemporary. CO4 Develop heightened appreciation of different forms of art expression through history. CO5 Imbibe in students a sense of responsibility in creating their own opinion as designers and at the same time start getting critical about the creative changes happening around them.. CO6 Observe art in a gallery or museum setting to understand the cultural climate in which works of art were conceived and executed.	
7	Course Description	The course is intended comprises of the evolution of art and design post renaissance period to the formation of not only modern art but the modern design as well as architecture .	
8	Outline syllabus		CO Mapping
	Unit 1	Symbolism, Art Nouveau and German Expressionism	CO1,CO2
	A	Gustave Moreau, Odilon Redon	
	B	Alphonse Mucha Edvard Munch,	
	C	Emil Nolde and Gustav Klimt	
	Unit 2	Birth of Abstract Art and Abstract Expressionism	CO1,CO2
	A	Wassily Kandinsky Kasimir Malevich, Constantin Brancusi	
	B	Piet Mondrian and Jackson Pollock	
	C	Abstract Sculptures	

Unit 3	Constructivism, Dadaism and Surrealism	CO1,CO2,CO3,CO6		
A	Naum Gabo and Alexander Rodchenko			
B	Marcel Duchamp and Man Ray			
C	Max Ernst, Joan Miro, Salvador Dali, Rene Magritte			
Unit 4	Bauhaus to Conceptual Art	CO1,CO2,CO3		
A	Bauhaus, Maxican Art (Frida Kahlo) and Avant Garde (Henry Moore)			
B	Minimal Art, Pop Art, Op and Kinetic Art			
C	Assemblage, Junk, Land Art and Conceptual Art			
Unit 5	Contemporary	CO3,CO4,CO6		
A	Superrealism, Feminism, Neo-Expressionism and Graffiti.			
B	New Media Art			
C	Contemporary and Experimental Art			
Mode of examination	Theory			
Weightage Distribution	CA	MTE	ETE	
	30%	20%	50%	
Text book/s*				
Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	2	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	2	3	1	1	2	3	1	2
CO4	2	1	2	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	3	3	2	1	1	2	3	1	2
CO6	3	1	1	2	3	1	1	2	3	1	2	2	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-2024	
Program: B.Des			
Branch:Interior Design		Semester: II	
1	Course Code	BDH101	
2	Course Title	Interior Design Studio-I	
3	Credits	10	
4	Contact Hours (L-T-P)	0-4-6	
	Course Status	Compulsory	
5	Course Objective	<p>1-This course cultivates the ability to develop creative abstract design thinking and translate it into the three-dimensional composition of space and form with a system of formal Interior ordering.</p> <p>2-The course cultivates design process tools such as diagramming, drawing, and model making through a series of design explorations including abstract ideation, physical embodiment, architectural composition, and precedent analysis exercises.</p> <p>3-To learn Anthropometry and user circulation in any given set of environment.</p> <p>4-To analyse the nature of various activities in any given plan and enhance the optimum use as well as enhance the aesthetics of the given space.</p>	
6	Course Outcomes	<p>CO1: Students should be able to analyse a particular architectural or interior space ,reconstruct and redesign it.</p> <p>CO2: Students should develop basic understanding of space dynamics with respect to anthropometric.</p> <p>CO3: Develop an understanding of various tools, techniques and software for 2D drafting.</p> <p>CO4:Students will develop the skills of understanding resolving and designing interior projects of the range 500-1000 sft.</p>	
7	Course Description	<p>Course contents deals with developing certain skill sets imperative to Basic Designing with aid of software's and emphasis on different key areas appropriate to that particular level of understanding. This is done through studio projects of certain functionality in a particular area range conducive to the particular level of understanding. At this level the objectives and outcomes are as detailed above.</p>	
8	Outline syllabus		
	Unit 1	Introduction to the elements of interiors	CO1,CO2
		Basics of Interior Design	

		Ergonomics & Anthropometry			
		Introduction to a project			
	Unit 2	Literature & Case Study			CO1,CO2,CO3
		Pre-design Study – Case study - Space study			
		Pre-design study – Literature study ,Site Analysis			
	Unit 3	Concept Development			CO1,CO2,CO3,CO4
		Concept Formulation and Idea Investigation			
		Preparation of Design requirements-Redesign of existing space.			
		Concept formulation ,Bubble diagram and activity zoning			
	Unit 4	Design development			CO1,CO2,CO3
		Interior design development			
		Development of interior settings in a provide space.			
		Plan and Elevation of the various components of Interior and furniture's			
	Unit 5	Design Presentation			CO1,CO2,CO3,CO4
		Design Sheets presentation			
		Model making on appropriate scale			
		Final portfolio Submission			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	2	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	2	3	1	1	2	3	1	2
CO4	2	1	2	2	1	1	1	2	3	1	1	2	2
CO5													
CO6													

School: SAP		Batch : 2020-24											
Program: B.Design		Current Academic Year: 2020-21											
Branch:Interior Design		Semester:II											
1	Course Code	BDH102											
2	Course Title	Material,Construction & Finishes -I											
3	Credits	4											
4	Contact Hours (L-T-P)	1-1-2											
	Course Type	Compulsory											
5	Course Objective	Course is designed to familiarize students to work with basic materials. The Studio shall focus on working with materials starting from its rough, unprepared stage to a simple finished product. They will able to understand the behaviour of different materials to enhance the design explorations.											
6	Course Outcomes	The student will be able to : CO1-Understanding the nature of materials. CO2:. Impart knowledge of basic production process of Clay, Wood and Metal. CO3: Understand the different applications for using materials.											
7	Course Description	This will include the applications of different materials and develop the importance of materials to develop functionality in interior design.											
8	Outline syllabus											CO Mapping	
	Unit 1	Introduction to various types of materials										CO1,CO2	
	Unit 2	Assemblage using of deferent materials (wood, metal, etc.)										CO1,CO2	
	Unit 3	Types of wood										CO2,CO3	
	Unit 4	Different joinery											
	Unit 5	Scaling in models										CO1,CO2,CO3	
	Mode of examination	Jury											
	Weightage Distribution	CA	MTE	ETE									
		60%	0	40%									
	Text book/s*												
	Other References												
POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	2	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3

CO3	1	2	3	1	1	2	3	1	1	2	3	1	2
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School: SAP		Batch : 2020-2024	
Program: B.Design		Academic Year: 2020-2021	
Branch:Interior Design		Semester: III	
1	Course Code		
2	Course Title	Building Services-I(Lighting Design-I)	
3	Credits	3	
4	Contact Hours (L-T-P)	45 Hrs. (1-0-2)	
	Course Status	Compulsory	
5	Course Objective	1. Basics of Light , the types of lights and their c 2. Terminologies of Lighting. 3. Basics of electricity and electrical distribution systems. 4. Understand the relation of lighting with the Human anthropometry. 4. Case studies for the students to make them understand the concept of lighting design ,selection of and placement of luminaries . 5. Understanding the terminologies of light such as CRI, intensity, glare, Colour Temperature and there effects.	
6	Course Outcomes	The student will be able to learn CO1: Use of Natural light in interiors CO2: Understanding Lighting and its effects on a person`s Psychology. CO3: Lighting terminology, laws and calculation CO4: Sources of light – artificial and natural. CO5: Lighting techniques - Ambient lighting, functional lighting and highlighting. CO6: Evaluating the issues of lighting in a particular space.	
7	Course Description	It is intended to make the students understand the basic principles of Lighting Design and Practice of Interior Lighting. This course also allows the students to learn about the classification of different types of lights and their properties. Moreover they will study the various case studies on light planning for basic interior spaces like drawing Room, Kitchen, Bedroom and also for the basic layout of small offices.	
8	Outline syllabus		CO Mapping
	Unit 1	Basic theory of light and its significance .	
	A	Fundamentals of properties of light	CO1, CO2,CO4
	B	Introduction of the history of architectural lighting	
	C	Daylighting & Artificial light	
	Unit 2	Terminologies of lighting along with the types of lights and their	
	A	General/Ambient,Task ,Accent lighting	CO1, CO3
	B	Types of light sources	

	C	Luminous intensity, Flux, Illuminance, Luminance, Exposure		
	Unit 3	Light, its distribution, Perceptual Lighting and its emotional effect		
	A	Distribution of light		
	B	Psychological Significance of light		
	C	Lighting layouts		
	Unit 4	Basic Lighting Calculations and layers of light		
	A	Fundamental formula within a given area		
	B	Introduction to layers		
	C	Combination Lights		
	Unit 5	Introduction to Reflective Electric Plan & Simple Case studies on Electrical Planning		
	A	Symbols and representation of reflective electrical Plan		
	B	Lighting Case studies - kitchen, bathroom		
	C	Lighting Case studies – basic residential plans		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	ERCO Handbook of Lighting Design, Light Design Basics –Mark Karlen, Time-Saver Standards of Interior Design & Space planning- Joseph de Chaira		
	Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	1	2	2	2	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	2	1	1	1	2	3
CO3	1	2	3	3	3	2	3	1	1	2	3	1	1
CO4	2	1	2	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	3	3	2	1	1	2	3	1	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24	
Program: B.DESIGN		Current Academic Year: 2020-21	
Branch: INTERIOR DESIGN		Semester: III	
1	Course Code		
2	Course Title	Digital-II	
3	Credits	4	
4	Contact Hours (L-T-P)	1-1-2	
	Course Type	Compulsory.	
5	Course Objective	The objective of Course includes learning advanced Auto-cad and Sketchup 3d.	
6	Course Outcomes	The student will be able to : CO1. Demonstrate advanced skills using AutoCAD software and the peripherals. CO2. Demonstrate an ability to use a range of tools in AutoCAD and Sketchup. CO3. Using Sketchup for 3d modelling . CO4. Creatively solve visual problems and generate detail renderings. CO5. Learning to generate effective Presentation Drawing Using photoshop.	
7	Course Description	The course enables students to get a brief knowledge about the most widely used commands in DESIGN AND DRAFTING.	
8	Outline syllabus		CO Mapping
	Unit 1	AutoCAD Overview	
	A	Revising basic tools and commands.	CO1,CO2
	B	Learning basic file exporting and saving.	CO2
	C	Introduction to working Drawings.	
	Unit 2	Autocad 3D	
	A	Working with UCS .	CO2,CO1
	B	Viewport and 3d Commands.	CO1,CO3
	C	Rendering	CO3
	Unit 3	Introduction to Sketch up	
	A	Getting familiar with Basic and Advanced toolbar.	CO1,CO4
	B	Importing cad file for 3d.	CO4,CO2
	C	Working with materials.	CO3
	Unit 4	Advanced Commands and processes.	
	A	Generating sections and Elevations.	CO3
	B	Working with scene settings and camera.	CO2,CO5
	C	Material application and customization.	CO1,CO3,CO4
	Unit 5	Rendering & Postproduction	
	A	Export settings and adjustments.	CO5
	B	Setting viewports.	CO1,CO2,CO3
	C	Using rendering styles.	CO5

	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	2	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	2	3	1	1	2	3	1	2
CO4	2	1	2	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	3	3	2	1	1	2	3	1	2
CO6													

- 1-Slight (Low)**
2-Moderate (Medium)
3-Substantial (High)

School: SAP		Batch : 2020-2024	
Program: B.Design		Academic Year: 2020-21	
Branch:Interior Design		Semester: III	
1	Course Code		
2	Course Title	Furniture Textile & Accessory	
3	Credits	3	
4	Contact Hours (L-T-P)	30 Hrs. (1-0-2)	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. This course has been introduced to make the interior Design students familiar of the textiles incorporated in Home Decor and furnishings. 2. To understand the properties of the various fabrics as per the environment and climatic conditions in a given interior space. 3. To learn the possibilities of using textiles while combining with different categories of furniture. 4. Introduce the sustainable textile materials. 	
6	Course Outcomes	CO1: To understand and classify various textile material on the basis of need of the project. CO : To understand about textile material color, durability ,absorption properties and Haptic properties CO3: To develop the practical understanding of textile material used in interior and as upholstery.	
7	Course Description		
8	Outline syllabus		CO Mapping
	Unit 1	Theory of Textiles	
	A	Cultural background of Interior textiles	CO1, CO2,CO4
	B	Classification of interior textiles and their properties	
	C		
	Unit 2	Market Research	
	A	Textiles used in various activity domain of Interiors	CO1, CO3
	B	Brief understanding of the textile technology	
	C		
	Unit 3	Textiles for Upholstered furniture & furniture accessories	
	A	Types of textile materials for Furniture	
	B	Analysis of textile Durability, Color fastness & its integration	
	C		
	Unit 4	Research analysis of various textiles sourced from Market	CO1, CO3

	A	Data collection			
	B	Data analysis			
	C				
	Unit 5	Final Presentation of Researched Textile library			CO1,CO2 CO3,CO4
	A	Classification of textile			
	B				
	C				
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3
CO4													
CO5													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24	
Program: B.DESIGN		Current Academic Year: 2020	
Branch: INTERIOR		Semester: III	
1	Course Code	BDC213	
2	Course Title	History of Architecture & Interiors-I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> This course offers a comprehensive and concise compendium of the history of Architecture and interiors of the notable buildings/ reminiscent from antiquity to present with reference to interiors as a social art, responsive to historical and cultural influences. Design theories and philosophies are explored in reference to their influence on interiors along with the complexity and intricacies of the sensory relationship of humans with interior space over time. 	
6	Course Outcomes	<ol style="list-style-type: none"> Learn history to understand and know the evolution of architecture in various periods and the relevance in the context with interior design. Understand interiors as a social art, responsive to historical and cultural influences Explore design theories and philosophies in reference to their influence on interiors Understand the complexity and intricacies of the sensory relationship of humans with interior space 	
7	Course Description	<p>The student will be able to understand the civilizations, culture and art movements of below:</p> <p>CO1. Egyptian, Mesopotamian, Aegean CO2. Greek, Romans, Indus Valley Civilisation CO3. Aryan Civilisation, Buddhist cultures, Jain cultures CO4. Byzantine, Baroque, Neoclassicism, Renaissance CO5. Discussion about the Prominent Buildings, planning aspects and their Interior Design scheme.</p>	
8	Outline syllabus		CO Mapping
	Unit 1	Civilisations	
	A	Egyptian	CO1
	B	Mesopotamian	CO1
	C	Aegean	CO1
	Unit 2	Civilisations	
	A	Greek,	CO2

	B	Romans	CO2
	C	Indus Valley	CO2
	Unit 3	Civilisations and Cultures	
	A	Aryan Civilisation	CO3
	B	Buddhist culture	CO3
	C	Jain culture	CO3
	Unit 4	Architecture Movement	
	A	Byzantine	CO4
	B	Baroque	CO4
	C	Neoclassicism, Renaissance	CO4
	Unit 5	Discussion:	
	A	Group Presentation (Egyptian, Mesopotamian, Aegean, Greek, Romans, Indus Valley Civilisation Building design Architecture and their interior design Scheme)	CO5
	B	Group Presentation (Aryan Civilisation, Buddhist cultures, Jain cultures Building design Architecture and their interior design Scheme)	CO5
	C	Group Presentation (Byzantine, Baroque, Neoclassicism, Renaissance Building design Architecture and their interior design Scheme)	CO5
	Mode of examination	Theory/Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*		
	Other References		

c	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	1	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	1	3	1	1	1	1	1	2
CO4	2	1	1	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	2	1	2	1	1	2	1	1	2
CO6													

Interior Design Studio -II

School: SAP		Batch : 2020-2024	
Program: B.Des		Current Academic Year: 2020-21	
Branch:		Semester: III	
1	Course Code		
2	Course Title	Interior Design Studio -II	
3	Credits	10	
4	Contact Hours (L-P-S)	0-4-6	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> To be able to understand various design process To expose students to different works of renowned interior Designers and Interior Spaces To enable students to formally apply methods of design, spatial analysis and form generation to a small scale project with constraints of site and context. 	
6	Course Outcomes	<p>CO1: Students will be equipped to methods of model making, drawings and design presentations.</p> <p>CO2: Students will be exposed to the works of renowned Interior Designers and identify various design processes, methods and means deployed to achieve spatial organization.</p> <p>CO3: Students will be enabled to apply spatial configuration to different type and scale of projects</p>	
7	Course Description	The studio is designed to expose students to different works of Interior Designers and architects and introduce them to methods of case studies. The studio would guide students to formally understand and arrive at a design solution to a given problem through architectural methods of model making, drawings and design presentations.	
8	Outline syllabus		CO Achievement
	Unit 1	CASE STUDY	
		a) Exercises to understand space transformation and anthropometry b) visual composition and spatial relations c) Understanding interior elements and Materials	CO1, CO2
		a.	CO1, CO2
	Unit 2	DOCUMENTATION	
		b. Interpretation of design methods and concept. c. Drawings & Documents d. Context manipulation	CO1
	Unit 3	ANALYSIS	
		Design Exercise to expose studio to:	CO1, CO3

		e. Design process f. circulation g. space relation	
	Unit 5	DESIGN RESEPNSE	
		a) Formal application of methods learnt through the preparatory exercises. b) Arriving at design solutions through physical models, drawings and supportive document	CO1, CO3
	Unit 4	REVERSE ENGINEER A PROJECT	
		a) Study of renowned interior space though open models b) Reverse design analysis and criticism Jury	
	Weightage Distribution	CA	MTE
		50%	0%
	Text book/s*	ETE	
		50%	
		Operative Design- A catalogue of spatial Verbs, Di Mari Yoo	
	Other References		

c	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	1	2	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	3	1	2	3	-
CO3	1	2	3	1	3	1	3	1	1	2	1	1	2
CO4													
CO5													
CO6													

School: SAP		Batch : 2020-24		
Program: B.Design		Current Academic Year: 2020-21		
Branch:Interior Design		Semester:III		
1	Course Code	BDH102		
2	Course Title	Material, Construction& Finishes -II		
3	Credits	4		
4	Contact Hours (L-T-P)	1-1-2		
	Course Type	Compulsory		
5	Course Objective	Course is designed to familiarize students to work with advanced materials which are used in the field of interior design quite extensively.		
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1-Understanding the nature of material, properties and behaviour along with the practical applications and specifications</p> <p>CO2:. Make students aware of different sizes and types of material coming from the factories. Difference in the materials with respect to need and applications. Understanding of flooring and false ceiling systems.</p> <p>CO3: Understand the handling of materials like different types of boards, laminates and introduced them with different hardware's and installations process</p>		
7	Course Description	This will include the applications of different materials along with specifications and joinery used in the industry. It will also make them understand various elements which contributes to Interior design like ceiling, hardware and flooring systems.		
8	Outline syllabus			CO Mapping
	Unit 1	Introduction to various types of materials		CO1,CO2
	Unit 2	Assemblage using of deferent materials (wood, metal, etc.)		CO1,CO2
	Unit 3	Types of wood		CO2,CO3
	Unit 4	Different joinery		
	Unit 5	Scaling in models		CO1,CO2,CO3
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0	40%
	Text book/s*			
	Other References			

c	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	1	1	1	2	1	1	1	2	2
CO2	1	2	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	1	3	1	1	1	1	1	2
CO4													
CO5													
CO6													

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2020-2021	
Branch:Interior Design		Semester: III	
1	Course Code		
2	Course Title	Building Services-1	
3	Credits	3	
4	Contact Hours (L-T-P)	45 Hrs. (2-1-0)	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • Understanding the need of Building Services. • Introduction of various aspects of building interior services that helps to interior more efficient. • Understanding the basic aspects of building services, which makes a building habitable and function the way it has been built for. 	
6	Course Outcomes	CO1: To understand any interior project with completeness of every aspect of its services. CO : To make the space habitable considering the environment it exists. CO3: To develop the practical understanding of all services components. CO4:To understand the coordination between Conceptual Design and Services.	
7	Course Description	The course is meant for students to know the interior services which are <ol style="list-style-type: none"> 1. Plumbing, Water & Drainage 2. Electrical 3. Heating & Air conditioning. 4. Ventilation & Refrigeration. 5. Building Automation services 6. Security, Alarm System & Fire Fighting 	
8	Outline syllabus		CO Mapping
	Unit 1	Plumbing, Water & Drainage	
	A	Inlet & Outlet drainage system	CO1, CO2
	B	Sanitary fitting & fixtures and mechanism	
	C		
	Unit 2	Electrical	
	A	Power layout & technical aspect	
	B	Lighting system	CO1, CO3
	C		
	Unit 3	Heating & Air conditioning.	
	A	Types of AC and their mechanism	
	B		

	C			
	Unit 4	Security, Alarm System & Fire Fighting	CO1, CO3	
	A	Types of sprinklers and their functions		
	B	Branching and process		
	C			
	Unit 5	Building Automation services	CO1, CO3	
	A	Data & Voice		
	B			
	C			
	Mode of examination	Jury		
	Weightage Distribution	CA 60%	MTE 0%	ETE 40%
	Text book/s*			
	Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3
CO4	3	3	1	2	-	2	2	-	1	1	2	1	2
CO5													
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24	
Program: B.DESIGN		Current Academic Year: 2020-21	
Branch: INTERIOR DESIGN		Semester: IV	
1	Course Code		
2	Course Title	Digital-III	
3	Credits	4	
4	Contact Hours (L-T-P)	1-1-2	
	Course Type	Compulsory.	
5	Course Objective	The objective of Course includes learning advanced Sketchup 3d.	
6	Course Outcomes	The student will be able to : CO1. Demonstrate advanced skills using Sketchup software and the peripherals. CO2. Demonstrate an ability to use a range of tools in Sketchup. CO3. Using Sketchup for 3d modelling . CO4. Creatively solve visual problems and generate detail renderings. CO5. Learning to generate effective Presentation Drawing Using photoshop.	
7	Course Description	The course enables students to get a brief knowledge about the most widely used commands in 3D Modelling.	
8	Outline syllabus	CO Mapping	
	Unit 1	Sketchup Overview	
	A	Revising basic tools and commands.	CO1,CO2
	B	Learning basic file exporting and saving.	CO2
	C	Introduction to Large tool set.	
	Unit 2	Material application & Texturing.	
	A	Working with Bitmaps.	CO2,CO1
	B	Creating new materials and their application..	CO1,CO3
	C	Rendering with textures.	CO3
	Unit 3	Introduction to Plugins.	
	A	Getting familiar with Basic and Advanced plugins.	CO1,CO4
	B	Working with parameters involved.	CO4,CO2
	C	Effective application in Modelling .	CO3
	Unit 4	Advanced Commands and processes.	
	A	Generating sections and Elevations.	CO3
	B	Working with scene settings and camera.	CO2,CO5
	C	Material application using uv mapping.	CO3,CO4
	Unit 5	Rendering & Postproduction	
	A	Introduction to Lumion.	CO5
	B	Importing different 3d files and formats.	CO1,,CO3

	C	Using Library components and exporting.			CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	2	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	2	3	1	1	2	3	1	2
CO4	2	1	2	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	3	3	2	1	1	2	3	1	2
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24
Program: B.DESIGN		Current Academic Year: 2020
Branch: INTERIOR		Semester:IV
1	Course Code	BDC213
2	Course Title	History of Architecture & Interiors- II
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
Course Type		Compulsory
5	Course Objective	<ul style="list-style-type: none"> This course offers a comprehensive and concise compendium of the history of Architecture and interiors of the notable buildings/ reminiscent from Modern Era (early 1900s-Present) with reference to interiors as a social art, responsive to historical and cultural influences. Design theories and philosophies are explored in reference to their influence on interiors along with the complexity and intricacies of the sensory relationship of humans with interior space over time.
6	Course Outcomes	<ol style="list-style-type: none"> Learn history to understand and know the evolution of architecture and Interior Design in various periods and the relevance in the context with interior design. Understand interiors as a social art, responsive to historical, cultural and technological influences. Explore design theories and philosophies in reference to their influence on interiors Understand the complexity and intricacies of the sensory relationship of humans with interior space
7	Course Description	<p>The student will be able to understand the architecture art movements from below:</p> <p>CO1. 1920s: Expressionism and Neo-expressionism, Constructivism, Bauhaus, De Stijl, Projects, famous architects and technology</p> <p>CO2. 1930s: Functionalism, Surrealism 1940s: Minimalism 1950s: International, Desert or Mid-century Modern Projects, famous architects and technology</p> <p>CO3. 1960s: Structuralism, Metabolism, 1970s: High-Tech, Brutalism, Organic Projects, famous architects and technology</p>

		<p>CO4. 1970s: Postmodernism 1980s: Deconstructivism 1990s and 21st Century Parametricism</p> <p>CO5. Art Movements which provided exceptional room for interior design to flourish under: Art Deco, Symbolism, Impressionism, Expressionism, Post Impressionism Cubism, Historicism, Rococo, Fauvism, Art Nouveaw etc.</p>		
8	Outline syllabus			CO Mapping
	Unit 1	Architecture Movements, Thoughts and Technology		
	A	Expressionism and Neo-expressionism, Constructivism,		CO1
	B	Bauhaus		CO1
	C	De Stijl		CO1
	Unit 2	Architecture Movements, Thoughts and Technology		
	A	Functionalism, Surrealism		CO2
	B	Minimalism		CO2
	C	International, Desert or Mid-century Modern		CO2
	Unit 3	Architecture Movements, Thoughts and Technology		
	A	Structuralism, Metabolism		CO3
	B	High-Tech, Brutalism,		CO3
	C	Organic		CO3
	Unit 4	Architecture Movements, Thoughts and Technology		
	A	Postmodernism		CO4
	B	Deconstructivism		CO4
	C	1990s and 21st Century Parametricism		CO4
	Unit 5	Modern Art Movements		
	A	Art Deco, Symbolism, Impressionism		CO5
	B	Expressionism, Post Impressionism Cubism, Historicism		CO5
	C	Rococo, Fauvism, Art Nouveaw		CO5
	Mode of examination	Theory/Jury/Practical/Viva		
	Weightage Distribution	CA 60%	MTE 0%	ETE 40%
	Text book/s*			
	Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	1	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3

CO3	1	2	3	1	1	1	3	1	1	1	1	1	2
CO4	2	1	1	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	2	1	2	1	1	2	1	1	2
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Interior Design Studio -III

School: SAP		Batch : 2020-2024	
Program: B.Des		Current Academic Year: 2020-21	
Branch:		Semester: 3	
1	Course Code		
2	Course Title	Interior Design Studio -III	
3	Credits	11	
4	Contact Hours (L-P-S)	0-3-8	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • To be able to understand various design process • To expose students to different works of renowned interior Designers and Interior Spaces • To enable students to formally apply methods of design, spatial analysis and form generation to a small scale project with constraints of site and context. 	
6	Course Outcomes	<p>CO1: Students will be equipped to methods of model making, drawings and design presentations.</p> <p>CO2: Students will be exposed to the works of renowned Interior Designers and identify various design processes, methods and means deployed to achieve spatial organization.</p> <p>CO3: Students will be enabled to apply spatial configuration to different type and scale of projects</p>	
7	Course Description	The studio is designed to expose students to different works of Interior Designers and architects and introduce them to methods of case studies. The studio would guide students to formally understand and arrive at a design solution to a given problem through architectural methods of model making, drawings and design presentations.	
8	Outline syllabus		CO Achievement
	Unit 1	CASE STUDY	
		d) Exercises to understand space transformation and anthropometry e) visual composition and spatial relations f) Understanding interior elements and Materials	CO1, CO2
		h.	CO1, CO2
	Unit 2	DOCUMENTATION	
		i. Interpretation of design methods and concept. j. Drawings & Documents k. Context manipulation	CO1

Unit 3	ANALYSIS			
	Design Exercise to expose studio to: l. Design process m. circulation n. space relation			CO1, CO3
Unit 5	DESIGN RESEPONSE			
	c) Formal application of methods learnt through the preparatory exercises. d) Arriving at design solutions through physical models, drawings and supportive documents			CO1, CO3
Unit 4	REVERSE ENGINEER A PROJECT			
	c) Study of renowned interior space though open models d) Reverse design analysis and criticism Jury			
Weightage Distribution	CA	MTE	ETE	
	50%	0%	50%	
Text book/s*	Operative Design- A catalogue of spatial Verbs, Di Mari Yoo			
Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	3	1	2	1	2	3	1	2	2	3	2	1
CO2	1	-	3	3	1	2	-	2	2	3	3	1	-
CO3	3	2	2	2	-	2	3	1	2	2	-	3	1

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2020-21	
Branch:Interior Design		Semester:IV	
1	Course Code		
2	Course Title	Material, Construction& Finishes -III	
3	Credits	4	
4	Contact Hours (L-T-P)	1-1-2	
	Course Type	Compulsory	
5	Course Objective	Course is designed to familiarize students with the modular systems involved in the Interior design Industry along with specifications, sizes and factory productions.	
6	Course Outcomes	The student will be able to : CO1-Understanding the modular systems involved in interior design. CO2:. Make students aware of modular systems with special emphasis to kitchen along with hardware and fixing details along with the entire process and specifications. CO3: Understand the different styles of sanitary ware and there technicalities' related to it with basics of plumbing.	
7	Course Description	This will include the applications of different standard systems involved in the Interior design Industry. The course will specifically emphasize on Modular Kitchen, furniture and sanitary ware along with basic plumbing details.	
8	Outline syllabus	CO Mapping	
	Unit 1	Introduction to various types of materials	CO1,CO2
	Unit 2	Assemblage using of deferent materials (wood, metal, etc.)	CO1,CO2
	Unit 3	Types of wood	CO2,CO3
	Unit 4	Different joinery	
	Unit 5	Scaling in models	CO1,CO2,CO3
	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0
	ETE	40%	
	Text book/s*		
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	3	1	2	1	2	3	1	2	2	3	2	
CO2	1	-	3	3	1	2	-	2	2	3	3	1	
CO3	3	2	2	2	-	2	3	1	2	2	2	3	

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Interior Design		Semester: IV	
1	Course Code		
2	Course Title	Visual Merchandising	
3	Credits	4	
4	Contact Hours(L-T-P)	0-2-2	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. Enable students to understand the various types, cost and styling (dressing) of mannequins 2. Have a insight in fixture design ,the various types ,modular fixture and special fixtures for accessory display 3. Understand the significance and scope of window display with various setting and construction details 4. Insight to principals used for store layout . 	
6	Course Outcomes	The student will be able to : CO1 Prepare visual merchandising scheme for a store in terms of Mannequin Styling & 3D form CO2Design Window Display CO3Design the Store planning and Fixture Design for various formats CO4Prepare Product display and Plannogram CO5Design External Façade ,and Exterior Signage's	
7	Course Description	This course enables students to understand the importance and techniques of Visual communication. Visual communication focuses on communication through a visual aid and is described as the conveyance of ideas and information in forms that can be read or looked upon. includes: signs, typography, drawing, graphic design, illustration, Industrial Design, Advertising, Animation colour and electronic resources	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to VM -Elements	
	A	Window Display - Introduction & importance	CO1,
	B	Principles & types of Window Display	
	C	Window Creation Activity	
	Unit 2	Product Display & Plannogram	
	A	Principles Types of product display	
	B	Understanding a retail Plannogram	CO4
	C	Product display exercise	

	Unit 3	Mannequin Styling & 3 D form			CO1
	A	Purpose ,Types and cost of mannequins			
	B	Choosing the right Mannequin			
	C	Dressing of mannequins			
	Unit 4	Store Planning and External Facade & Signage			CO5
	A	Purpose and principles of Store planning			
	B	Store planning exercise			
	C	Importance of Signage and their types			
	Unit 5	Fixture Design & Types			CO1
	A	Importance of Fixture Design			
	B	POP display ,VM tool kit			
	C	Modular Fixtures ,special Fixtures for accessory display			
	Mode of examination	Theory/Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	3	1	2	1	2	3	1	2	2	3	2	3
CO2	1	-	3	3	1	2	-	2	2	3	3	1	2
CO3	3	2	2	2	-	2	3	1	2	2	2	3	1
CO4	3	2	2	3	1	2	3	1	2	2	3	1	3
CO5	1	2	2	-	3	2	2	1	2	3	3	3	1
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-2024	
Program: B.Design		Academic Year: 2020-2021	
Branch:Interior Design		Semester: V	
1	Course Code		
2	Course Title	Building Services-III(Lighting Design)	
3	Credits	3	
4	Contact Hours (L-T-P)	45 Hrs. (1-0-2)	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. Understand the advanced approach for any desired interior space. 2. Introduce Sustainable lighting and its control systems 3. Intensive research on various commercial lighting. 4. Correlation of lighting and human factors for Healthcare/Hospitality 5. Quantitative Understanding of Retail Lighting 	
6	Course Outcomes	CO1: To understand any interior project with completeness of every aspect of costing. CO : To understand about material specification, quantities and estimation. CO3: To develop the practical understanding of all items to be used in construction. CO4:To understand the different types of estimates.	
7	Course Description	The estimation is prepared by calculating the quantities required and then calculating the cost at suitable rates , to get the approximate cost of the project.That helps in carryout project effectively.	
8	Outline syllabus		CO Mapping
	Unit 1	Practical planning of light and its control systems	
	A	Living ,Dinning , Bedroom lighting	CO1,CO2,CO4
	B	Light Switches	
	C	Energy Saving Controls	
	Unit 2	Residential light plans	
	A	Research	CO1, CO3
	B	Light Planning	
	C	Lighting Drawing and calculation	
	Unit 3	Commercial Lighting	
	A	Basic Office/Corporate	
	B	Restaurant Lighting	
	C	Lighting Drawing and calculation	
	Unit 4	Advanced lighting Design I	CO1, CO3
	A	Lighting approach for commercial lighting	
	B	Case Study – Office/Corporate lighting	
	C	Case Study – Retail Lighting	

	Unit 5	Advanced Lighting II- Healthcare/Hospitality			CO1,CO2 CO3,CO4,CO5
	A	Case study research – Healthcare			
	B	Case Study Research- Hospitality			
	C	Documentation			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	ERCO Handbook of Lighting Design, Light Design Basics –Mark Karlen,Time-Saver Standards of Interior Design & Space planning-Joseph de Chaira			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	3	1	2	1	2	3	1	2	2	3	2	2
CO2	1	-	3	3	1	2	-	2	2	3	3	1	1
CO3	3	2	2	2	-	2	3	1	2	2	2	3	2
CO4	3	2	2	3	1	2	3	1	2	2	3	1	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24	
Program: B.DESIGN		Current Academic Year: 2020-21	
Branch: INTERIOR DESIGN		Semester: V	
1	Course Code		
2	Course Title	Digital-IV	
3	Credits	4	
4	Contact Hours (L-T-P)	1-1-2	
	Course Type	Compulsory.	
5	Course Objective	The objective of Course includes learning advanced Presentation techniques.	
6	Course Outcomes	The student will be able to : CO1. Learning image formatting and sheet composition. CO2. Demonstrate an ability to use a range of tools in Sketchup. CO3. Using photoshop for Layouting and sheet composition . CO4. Creatively solve visual problems and generate detail renderings. CO5. Learning to generate effective Presentation Drawing Using photoshop.	
7	Course Description	The course enables students to get a brief knowledge about the most widely used commands in 3D Modelling.	
8	Outline syllabus	CO Mapping	
	Unit 1	Photoshop Overview	
	A	Revising basic tools and commands.	CO1,CO2
	B	Learning basic file exporting and saving.	CO2
	C	Effective use of tools for designing and formatting.	
	Unit 2	2D Rendering and texturing.	
	A	Working with Bitmaps.	CO2,CO1
	B	Creating new materials and their application..	CO1,CO3
	C	Rendering with textures.	CO3
	Unit 3	Introduction to Brushes.	
	A	Getting familiar with Basic and Advanced Brushes.	CO1,CO4
	B	Working with Advance features involved.	CO4,CO2
	C	Working with layer and masking.	CO3
	Unit 4	Advanced Commands and processes.	
	A	Generating sections and Elevations.	CO3
	B	Working with scene settings and camera.	CO2,CO5
	C	Material application using uv mapping.	CO3,CO4
	Unit 5	Rendering & Postproduction	
	A	Using brushes and image adjustments..	CO5
	B	Working with color modes.	CO1,,CO3
	C	Learning processes for exporting rendering.	CO5

	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	2	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	2	3	1	1	2	3	1	2
CO4	2	1	2	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	3	3	2	1	1	2	3	1	2
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Interior Design		Semester: V	
1	Course Code	BDH 317	
2	Course Title	Fitout Management	
3	Credits	3	
4	Contact Hours (L-T-P)	1-0-2	
	Course Type	Compulsory	
5	Course Objective	1-Learn and understand tools and techniques for efficient project management 2-This technique for live projects or Design studio projects	
6	Course Outcomes	The student will be able to : CO1 Programming of works from conception to completion. CO2 Preparation of Scopes/Specifications for fit out works and preparation of PERT charts CO3 Final inspections and signoffs procedures. Formats of Quality control and snag list preparation CO4 Format procedures for conducting fit out approvals in mall scenario and Final Site handover	
7	Course Description	This course focuses on Project management for interior fit-outs. Fit out management is a growing area where specialized expertise plays an important role. The course shall cover the various FM & PM techniques of scheduling ,reporting ,making of PERT charts etc.	
8	Outline syllabus		CO Mapping
	Unit 1	Study and Analysis of Fit out process and significance	
	A	Site visit of interior spaces with fitout in progress	CO1,
	B	Preparing site reports	
	C	Snag list preparation	
	Unit 2	Making a PERT chart	
	A	Identification and chronological order of fit out activates	
	B	Identification of Long lead items	CO2
	C	Preparation of Pert chart of a particular project	
	Unit 3	Fitout in mall scenario	CO3
	A	Understanding Fit out process in mall scenario	
	B	Formats for Fitout approval process	
	C	Formats for various stages in Fitout approval as site handover format, site inspections,	

Unit 4	Application of Fitout Management Tools and techniques Design Project			CO4
A	Identification of design project and its analysis			
B	Preparing PERT chart			
C	Identification of Long Lead Items			
Unit 5	Handover Process			CO4
A	Checklist and Snag lists w.r.t. to Interiors			
B	Checklist for VM /Signage and handover to Operations			
C	Checklist and Snag lists w.r.t. to Services			
Mode of examination	Theory/Jury/Practical/Viva			
Weightage Distribution	CA	MTE	ETE	
	60%	0%	40%	
Text book/s*				
Other References				

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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	1	2	3	1	2	3	3	2	2	2
CO2	-	3	3	1	2	-	2	2	-	3	1	1	1
CO3	2	2	2	-	2	3	1	2	3	2	3	3	2
CO4	2	2	3	1	2	3	1	2	3	3	1	3	1
CO5													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School:		SAP Batch : 2020-2024	
Program:		B.Design Current Academic Year: 2020-21	
Branch: Interior Design		Semester:V	
1	Course Code		
2	Course Title	Material ,Construction & Finishes-IV	
3	Credits	4	
4	Contact Hours (L-T-P)	1-1-2	
	Course Type	Compulsory	
5	Course Objective	<p>1- To develop and transform design concepts into details that meet the constraints, functional requirements, and constructability.</p> <p>2- To learn about the construction detailing of various components of Interior Design projects.</p> <p>3- To develop the imaginative thinking and the application of technical resources to create interiors that are aesthetically pleasing, functionally superior, and environmentally sound.</p> <p>4- To develop a unique interior environment more thoughtfully and with a clearer, better-defined purpose.</p>	
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1: Understand the importance of details in interior design.</p> <p>CO2: Create drawing for the fixing and application of various components ie.doors, window, ceiling, flooring etc.</p> <p>CO3: Innovate designs with better understanding of details of design.</p> <p>CO4: understand the interior spaces comprehensively by balancing the contributions of physical beauty and structural integrity in one complete volume.</p>	
7	Course Description	<p>The course is focussing on the basic understanding of construction details, which is core of any design project. The students will learn about the major/minor techniques (with help of developing drawings)used for fixing and application of various material together. The major detailing areas composed of Floor, Wall, Ceiling, Furniture,Furnishing,lighting etc.</p>	
8	Outline syllabus		CO Mapping
	Unit 1	Flooring	
	A	Fixing detail of Stone	CO1, CO2
	B	Fixing detail of Tiles	
	C	Fixing details of Laminated,wooden etc.	
	Unit 2	Ceiling/Panelling	
	A	Detail of False ceiling,ie,Gypsum,tiles.	
	B	Detail of Wooden panelling with laminated sheet.	CO2

C	Detail of Wooden panelling with veneer.	
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	Unit 3	Walls/panelling			CO3
	A	Detail of types of partition walls			
	B	Detail of Gypsum partition			
	C	Detail of aluminium partition			
	Unit 4	Furniture/door			CO4
	A	Detail of basic furniture, Bed, table etc.			
	B	Detail of Wardrobe/storage			
	C	Detail of Wooden door			
	Unit 5	Door/Window			CO 5
	A	Detail of types of door			
	B	Details of types of Window			
	C	Detail of UPVC window.			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0	40%	
	Text book/s*				
	Other References				

PO s CO s	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	3	1	2	1	2	3	1	2	2	3	2	
CO2	1	-	3	3	1	2	-	2	2	3	3	1	
CO3	3	2	2	2	-	2	3	1	2	2	2	3	
CO4	3	2	2	3	1	2	3	1	2	2	3	1	
CO5	1	2	2	-	3	2	2	1	2	3	3	3	
CO6													

School: SAP		Batch : 2020-2024	
Program: B.DESIGN		Current Academic Year: 2020	
Branch: INTERIOR		Semester: V	
1	Course Code		
2	Course Title	History of Crafts and Design	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> This course offers a comprehensive and concise compendium of the subject supports personal, social, moral, spiritual, cultural and creative development, and enables participants to engage with and explore visual, tactile and other sensory experiences and how to recognise and communicate ideas and meanings. These opportunities enable them to work with traditional and new media, so that they develop confidence, competence, imagination and creativity. Design theories and philosophies are explored in reference to their influence on Craft and design along with the complexity and intricacies of the sensory relationship of humans with interior space over time. 	
6	Course Outcomes	<p>9. Learn history to understand and know the evolution of Craft and Design in various periods and the relevance in the context with interior design.</p> <p>10. Understand interiors as a social art, responsive to historical, cultural and technological influences.</p> <p>11. Explore design theories and philosophies in reference to their influence on interiors.</p> <p>12. Understand the complexity and intricacies of the sensory relationship of humans with interior space</p>	
7	Course Description	<p>The student will be able to understand the architecture art movements from below:</p> <p>CO1. Crafts of North India and its effect on evolution of Design. CO2. Crafts of East India and its effect on evolution of Design. CO3. Crafts of South India and its effect on evolution of Design. CO4. Crafts of West India and its effect on evolution of Design. CO5. Crafts of Central India and its effect on evolution of Design.</p>	
8	Outline syllabus		CO Mapping
	Unit 1	Crafts of North India and its effect on evolution of Design in region.	
	A	Walnut wood carvings, Kashmir	CO1

	B	Phulkari, Punjab	CO1	
	C	Madhubani Painting, Bihar	CO1	
	Unit 2	Crafts of East India and its effect on evolution of Design in region.		
	A	Cane and Bamboo Artefacts, Assam japi	CO2	
	B	The Wancho and Morung carvings, Sikkim	CO2	
	C	Metalwork and Jewellery work of Assam	CO2	
	Unit 3	Crafts of South India and its effect on evolution of Design in region.		
	A	Wood craft works of Karnataka	CO3	
	B	Stone carvings of Tamilnadu	CO3	
	C	Lacquer craft works of Andhra Pradesh	CO3	
	Unit 4	Crafts of West India and its effect on evolution of Design in region.		
	A	Embroidery is a common craft of Saurashtra and Kutch region of Gujarat	CO4	
	B	Leather works of Maharashtra	CO4	
	C	Kagzi/ paper pottery of Alwar, Rajasthan	CO4	
	Unit 5	Crafts of Central India and its effect on evolution of Design in region.		
	A	Papier - mache items and Ujjain, Madhya Pradesh	CO5	
	B	Dokra Metal Crafts, Telangana	CO5	
	C	Decorative and utilitarian items of bamboo, Chhattisgarh	CO5	
	Mode of examination	Theory/Jury/Practical/Viva		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*			
	Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	1	1	1	1	1	1	1	2	2
CO2	3	1	1	2	1	1	2	1	1	1	1	2	3
CO3	1	2	3	1	1	1	3	1	1	1	1	1	2
CO4	2	1	1	2	1	1	1	2	3	1	1	2	2
CO5	2	1	1	2	2	1	2	1	1	2	1	1	2
CO6													

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2020-21	
Branch:		Semester: 5	
1	Course Code		
2	Course Title	Interior Design studio IV	
3	Credits	10	
4	Contact Hours (L-P-S)	10 hrs (0-4-6)	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • The aim of the studio is to introduce students to design of repetitive units/ Modular focusing on horizontal spatial planning with focus on interrelationship between spaces and their respective hierarchy. • To sensitise them to observing their environment and incorporating the learning's into their design. • The objective is to focus on design evolution with respect to passive design strategies and site context. 	
6	Course Outcomes	<p>CO1: students should develop skills of drawing and representation</p> <p>CO2: to assimilate learning of graphics, construction, structures and computers to apply to basic design.</p> <p>CO3: Explore creative processes and idea generation and demonstrate critical evaluation of these processes in their projects.</p> <p>CO4: Appraise how design can impact, interact with, and improve environments.</p> <p>CO5: Understand spaces with three-dimensional visualization through the use of block models and appropriate software's.</p>	
7	Course Description	<p>Looking at the immediate built environment and understanding its fundamental components and their impact on the surroundings. The studio deals with the study of built form and its relationship to the site, surroundings and climatic setting. Design proposals to address sensitivity to climatic and physical settings. The design problem would induce students to experiment with built and open spaces. Exercises relating personal experiences to behavioural needs and translating them into documented information that can be used as a basis for design.</p> <p>Introduction to other role players in the Design process viz; the client and the user.</p>	
8	Outline syllabus		CO Achievement

School:		SAP	Batch : 2020-24
Program:		B.Design	Current Academic Year: 2020-21
Branch: Interior Design		Semester:VII	
1	Course Code		
2	Course Title	Heritage Interiors	
3	Credits	6	
4	Contact Hours (L-T-P)	1-1-4	
	Course Type	Compulsory	
5	Course Objective	The main objective of this course is to understand and learn the importance of heritage value of particular space/building by Adaptive Reuse to develop meaningful space and commercial performance of built assets.	
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1: Understand the importance of heritage value.</p> <p>CO2: Create drawing for the fixing and application of various techniques used in restoration and refurbishment of project.</p> <p>CO3: Produce the survey and documentation process to carry out project with keeping the heritage value intact.</p> <p>CO4: understand the interior spaces comprehensively by balancing the contributions of physical beauty and structural integrity in one complete volume.</p>	
7	Course Description	<p>1. This is to enable students to understand the basic terminologies used in the adaptive reuse o develop meaningful space.</p> <p>2. Students understand about design process involve in refurbishing a project.</p> <p>3-To understand the process of documentation to carry out the process of adaptively reusing historic buildings.</p>	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction	
	A	Introduction to Heritage Interiors	CO1, CO2
	B	Site visit and making form and material based investigation	
	C	Understanding spatial aspects based on activity, space, form and human scale.	
	Unit 2	Documentation/Drawing	
	A	Case study presentation 1 st stage	
	B	Case study presentation 2nd stage	CO2
	C	Final site drawings with details and phtographs	
	Unit 3	Conecept/Development	CO3
	A	Preparation of design requirements, area requirements based on standards and their interrelation and circulation patterns.	
	B	Concept formulation and idea investigation.	

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2020-2021	
Branch:Interior Design		Semester: V	
1	Course Code		
2	Course Title	Building Services-VI	
3	Credits	3	
4	Contact Hours (L-T-P)	45 Hrs. (0-1-2)	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> • Understanding the need of Building Services. • Understanding the relation between a good interior design and interior services. • Understanding the basic aspects of building services, which makes a building habitable and function the way it has been built for. • Understanding the symbols and notifications used in the sample services drawings and understand the importance of them while overlaying the same in the architectural/ interior layout. 	
6	Course Outcomes	CO1: To understand any interior space (to be discussed in design studio exercise) with completeness of every aspect of its services. CO2: To make the space habitable considering the environment it exists. CO3: To develop the practical understanding of all services components. CO4: To understand the coordination between Conceptual Design and Services and learn to prepare the services drawings for the design studio exercises.	
7	Course Description	The course is meant for students to know the interior services which are <ol style="list-style-type: none"> 7. Water Supply and Drainage 8. Electrical 9. Heating & Air conditioning. 10. Building Automation services 11. Security, Alarm System & Fire Fighting 	
8	Outline syllabus		CO Mapping
	Unit 1	Water Supply	CO1, CO2
	A	Cold Water and Supply System, Hot Water and Supply System	
	B	Sanitary fitting & fixtures and mechanism	
	C	Symbol identification and a sample drawing understanding, Preparing the drawings for the Design Studio Problem	
	Unit 2	Electrical	CO1, CO3

CO6														
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1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-2024	
Program: B.Design		Academic Year: 2020-2021	
Branch:Interior Design		Semester: VI	
1	Course Code		
2	Course Title	Estimation in Interiors	
3	Credits	3	
4	Contact Hours (L-T-P)	45 Hrs. (1-0-2)	
	Course Status	Compulsory	
5	Course Objective	This course teaches students to do the estimation of a interior design project of a space which allows designers to establish prices and budgets that satisfy their clients. This course follows practical guidelines on how to value the cost of designing commercial or residential interiors	
6	Course Outcomes	CO1: To understand any interior project with completeness of every aspect of costing. CO : To understand about material specification,quantities and estimation. CO3: To develop the practical understanding of all items to be used in construction. CO4:To understand the different types of estimates.	
7	Course Description	The estimation is prepared by calculating the quantities required and then calculating the cost at suitable rates , to get the approximate cost of the projet.That help in carryout project effectively.	
8	Outline syllabus		CO Mapping
	Unit 1	Types of Estimates	
	A	Preliminary and details estimates.	CO1, CO2,CO4
	B		
	C		
	Unit 2	Calculations of Quantities	
	A	Types methods for calculating different items of construction.	CO1, CO3
	B		
	C		
	Unit 3	Specifications	
	A	Types of Specifications for different materials	
	B		
	C		
	Unit 4	Detailed Estimation	CO1, CO3
	A		
	B		
	C		
	Unit 5	Turnkey Projects	CO1,CO2 CO3,CO4

	A	Preparing of Design Proposal			
	B				
	C				
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3
CO4	3	3	1	2	-	2	2	-	1	1	2	1	2
CO5													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-2024
Program: B.Design		Current Academic Year: 2020-2021
Branch:Interior Design		Semester: VI
1	Course Code	
2	Course Title	Interior Design Studio -V
3	Credits	10
4	Contact Hours (L-T-P)	10 Hrs. (0-4-6)
	Course Status	Compulsory
5	Course Objective	<ol style="list-style-type: none"> 1. Study Interior design through Research, Analysis, programming, conceptualization and design of the Interior environment. 2. Understand spatial organization, Building codes and Regulations in addition to Building services.
6	Course Outcomes	CO1: Understand and apply the standards applicable to Spatial planning in a space. CO2 : Understanding various aspects of designing such as Functionality and Aesthetics. CO3: Understanding various details and regulations involved in Designing and construction. CO4: Detail Design for a particular use by making plan furniture, fixture and equipment layouts and, prepare material, furniture, fixture and equipment specifications .
7	Course Description	The course Enables to understand the fundamentals of special planning, Building by laws, Presentation techniques and Incorporating Services as an integral part of their Design. It would help them to understand all the essential details and fundamentals essential to generate an effective Design which also follows its functional aspects.
8	Outline syllabus	CO Mapping
	Unit 1	Space Planning and Design Fundamentals
	A	General Overview
	B	Functional Aspects
	C	Aesthetic Aspects
	Unit 2	Communication and Drafting Methods
	A	Presentation Techniques
	B	Renderings
	C	Building Models
	Unit 3	Building Codes and Standards
	A	General Overview
	B	Occupancy Requirements, Classifications and Loads
	C	Test Ratings and Fire Resistant Materials and Finishes
	Unit 4	Barrier Free Design
	A	General Overview
	B	Accessibility Guidelines
	C	Plumbing Fixtures and Public Lavatories
	Unit 5	Specification Writing
	A	Specification Material Sources

	B	Types of Specifications			
	C	Specification Format and Organization			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3
CO4	3	3	1	2	-	2	2	-	1	1	2	1	2
CO5													
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24	
Program: M.Design		Current Academic Year: 2020 - 21	
Branch: Common		Semester: VI	
1	Course Code	MDC106	
2	Course Title	Research Methodology	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	The focus of this course is not on mastery of statistics but on the ability to use research in the Design environment.	
6	Course Outcomes	The student will be able to learn : CO1: Develop a hypothesis, a research problem and related questions CO2: Frame the problem with the correct research methodology CO3: Collect accurate data to addresses the research problem CO4: Use the data to make decisions CO5: Create a effective research proposals CO6: Evaluating the issues of lighting in a particular space.	
7	Course Description	To develop an understanding among students about an overview of the important concepts of research design, data collection, statistical and interpretative analysis, and final report presentation.	
8	Outline syllabus		CO Mapping
	Unit 1	INTRODUCTION	CO1, CO2
	A	Foundations of Research: Meaning, Objectives, Motivation, Utility	
	B	Concept of theory, empiricism, deductive and inductive theory	
	C	Characteristics of scientific method – Understanding the language of research – Concept, Construct, Definition, Variable. Research Process	
	Unit 2	PROBLEM IDENTIFICATION AND HYPOTHESIS GENERATION	CO1, CO3
	A	Problem Identification & Formulation and Measurement Issues	
	B	Hypothesis – Qualities of a good Hypothesis – Null Hypothesis & Alternative Hypothesis.	
	C	Hypothesis Testing – Logic & Importance	
	Unit 3	RESEARCH DESIGN	CO2,CO3,CO4,CO5,

A	Research Design: Concept and Importance in Research – Features of a good research design			
B	Exploratory Research Design – concept, types and uses, Descriptive Research Designs – concept, types and uses. Experimental Design: Concept of Independent & Dependent variables.			
C	Qualitative and Quantitative Research: Qualitative research – Quantitative research – Concept of measurement, causality, generalization, replication and Merging the two approaches.			
Unit 4	SAMPLING			CO2,CO3 CO4,CO5,CO6
A	Measurement: Concept of measurement– what is measured? Problems in measurement in research – Validity and Reliability and Levels of measurement – Nominal, Ordinal, Interval, Ratio.			
B	Sampling: Concepts of Statistical Population, Sample, Sampling Frame, Sampling Error, Sample Size, Non Response. Characteristics of a good sample. Probability Sample – Simple Random Sample, Systematic Sample, Stratified Random Sample & Multi-stage sampling			
C	Determining size of the sample – Practical considerations in sampling and sample size			
Unit 5	DATA ANALYSIS AND INTERPRITATION			CO3,CO4, CO5,CO6
A	Data Analysis: Data Preparation – Univariate analysis (frequency tables, bar charts, pie charts, percentages			
B	Bivariate Analysis – Cross tabulations and Chi-square test including testing hypothesis of association.			
C	Interpretation of Data and Report Writing – Layout of a Research Paper, Ethical issues related to publishing, Plagiarism and Self-Plagiarism and Effective report writing.			
Mode of examination	Theory			
Weightage Distribution	CA	MTE	ETE	
	30%	20%	50%	
Text book/s*	1.Research Methodology – C.R.Kothari 2.Business Research Methods – Donald Cooper & Pamela Schindler, TMGH, 9th edition.			

		3.Business Research Methods – Alan Bryman& Emma Bell, Oxford University Press.	
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	3		3		2	2		2	3	2	3	3
CO2	3		3		2	2	1		3	2	3	2	2
CO3	2	3		3		2	2	1		3	2	-	2
CO4	1	2	3		2	2	1		3	2	3	2	2
CO5	3	2	2		2	2	1		2		2	2	1
CO6		2	2	1		2	2	1		2	2	3	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Interior Design		Semester: VI	
1	Course Code		
2	Course Title	Design Sustainability	
3	Credits	3	
4	Contact Hours (L-T-P)	45 hrs. (1-0-2)	
	Course Type	Compulsory	
5	Course Objective	<p>1 To address the merging trend of developing healthier and smarter buildings/Interiors by defining effective ways to utilise energy and water usage and material choices.</p> <p>2 It considers the growing popularity of sustainability and its implication on the built environment.</p> <p>3. To expose the students to the danger of the practises involving ruthless exploitation of natural and man-made resources.</p> <p>4. To teach the integrated design approach to the students to achieve sustainability in design.</p>	
6	Course Outcomes	<p>CO1 Students will imbibe the principle - the present generation needs can be fulfilled without affecting the future generations ability to fulfil their own needs.</p> <p>CO2 Become capable to understand the norms and measures outlined by Green Agencies.</p> <p>CO3 Develop sustainable design skills to convert any project small or big into a sustainable design Project.</p> <p>CO4 Develop as a specialized professionals who would not only make green interiors but teach their vendors and suppliers to follow sustainability.</p>	
7	Course Description		
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to Sustainability	CO1,CO4
	A	Need to be Sustainable .	
	B	History of the concept of sustainability	
	C	Philosophy of sustainability in the west.	
	Unit 2	Sustainable Design	CO2,CO3
	A	Interdisciplinary overview of sustainable design in various design fields	
	B	Significance of natural lighting to support the environment.	
	C	GRIHA	

	Unit 3	3Rs : Reduce,Reuse,Recycle			CO2
	A	Biodegradability			
	B	Waste Management			
	C	Material Board on Sustainability.			
	Unit 4	Efficient use of resources and solutions in Interiors			CO1,CO2,CO3
	A	Energy efficient solutions i.e.,Lighting controls,water harvesting,etc.			
	B	Sustainable water use to control water runoffs in kitchen,Bathroom			
	C	Human Behavioral aspects to improve habitable environment			
	Unit 5	Classroom project on Sustainable Design			CO2,CO3,CO4
	A	Material challenge and research on solution			
	B	Conceptualization			
	C	Presentation and Documentation			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3
CO4	3	2	3	1	2	3	1	3	3	3	1	3	1
CO5													
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-2024	
Program: B.Design		Academic Year: 2020-2021	
Branch:Interior Design		Semester: VI	
1	Course Code		
2	Course Title	Furniture Design - I	
3	Credits	3	
4	Contact Hours (L-T-P)	45 Hrs. (1-0-2)	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. Learn about all aspects of Furniture Design from brief history to the various categories of furniture, various manufacturing process involved to adaptation of materials in different spaces. 2. The course aims at making the students absorb the elements and principles in furniture design merchandising and applying them in their own designs. 3. To learn all the design process in context of furnitures with the relevance of each elements of 4. Develop the understanding of the significance of forecasting and explore new avenues in furniture design. 	
6	Course Outcomes	<p>CO1. The correlation of form and function in furniture design</p> <p>CO2. Understanding the Ergonomics, Anthropometry and Proxemics in Furniture.</p> <p>CO3 Learn practical preference in a space when choosing materials on the basis of their behaviour.</p> <p>CO4. Learn to design furniture while applying case studies and understanding need of every human need.</p>	
7	Course Description	The course is intended for students to learn and practise all the aspects integral in the making of furniture. They will develop the in-depth understanding of function/utility of furniture in relation with Form, Materials and Comfort.	
8	Outline syllabus		CO Mapping
	Unit 1	Furnituer Design evolution	
	A	Introduction to the History of Furniture Design from Ancient Egyptian to the pre-independence impact of Europeans on india.	CO1, CO2,CO4
	B	Study of the popular furniture	
	C	Representation of basic furniture design	
	Unit 2	Furniture Classification and their uses	

	A	Types of Furniture			CO1, CO3
	B	Function Utility			
	C	Forms			
	Unit 3	Basic Principles & Human factors			
	A	Ergonomic & Anthropometry			
	B	Design Principles			
	C	Case studies			
	Unit 4	Furniture Joinery & Construction techniques			CO1, CO3
	A	Types of Furniture Joinery			
	B	Making of joinery			
	C	Assembly			
	Unit 5	Materials & Finishes			CO1,CO2 CO3,CO4
	A	Market Research on Materials			
	B	Production Process			
	C	Finishes			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3
CO4	3	3	1	2	-	2	2	-	1	1	2	1	2
CO5													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-24
Program: B. Design		Current Academic Year: 2020-21
Branch: Common		Semester: VI
1	Course Code	
2	Course Title	Dissertation
3	Credits	6
4	Contact Hours (L-T-P)	0-2-4
	Course Type	Compulsory
5	Course Objective	<p>The need of this supplementary subject is to make the students to do the research work lingering about the Practices, technology, Traits and works of the interior designers practicing India and abroad.</p> <ul style="list-style-type: none"> • To stimulate art appreciation and development of aesthetic sense. • To introduce vernacular art and craft forms. • To introduce a sense of exploration, research and documentation.
6	Course Outcomes	<p>The student will be able to learn :</p> <p>CO1: Develop a hypothesis, a research problem and related questions CO2: Frame the problem with the correct research methodology CO3: Collect accurate data to addresses the research problem CO4: Use the data to make decisions CO5: Create an effective research proposals CO6: Evaluating the issues of lighting in a particular space.</p>
7	Course Description	<p>Students have the flexibility to choose from a wide range of topics that may be historic or contemporary.</p> <p>The Topics to be taken will be from the following Field:-</p> <ul style="list-style-type: none"> • Particular Art / Craft form belonging to a specific region / period. • School of thought in India/ abroad. • The effect of artwork in the interior of any real Project. • Any Art Movement and its effects on interior design of then era. • Effect of any new design and its interior in any old campus (i.e. a new coffee house in Sharda campus) • Viability study of any new technology on interiors (i.e. naturalistic lighting for user wellbeing) • Analysis of different interior styles/ theme on a single Project (i.e. Fast Casual, Family Style, Fine Dining, Café or Bistro, Fast Food, Food Truck, Restaurant Buffet, Pop-Up Restaurant styles/ design themes and analysis of the overall final look of the restaurant) • Research works about any practicing interior designer's life, works and philosophy.

		<ul style="list-style-type: none"> Research about the relation of the different performing art forms and their relations/ effects on interior design (i.e. Choreography and interior design; using performance terminology to describe interior experience.) 			
8	Outline syllabus				CO Mapping
	Unit 1	INTRODUCTION			CO1, CO2
	A	Foundations of Dissertation: Meaning, Objectives, Motivation, Utility			
	B	Need of the Dissertation			
	C	Characteristics of scientific method for dissertation– Understanding the language of dissertation research – Concept, Construct, Definition, Variable. Research Process			
	Unit 2	PROBLEM IDENTIFICATION AND HYPOTHESIS GENERATION			CO1, CO3
	A	Problem Identification & Formulation and Issues			
	B	Study identification or Hypothesis			
	C	Study/ Hypothesis Testing – Logic & Importance			
	Unit 3	APPROVAL OF THE DISSERTATION TOPIC			CO2,CO3,CO4,CO5,
	A	Identification of the area of study.			
	B	Studying and data collection of various aspects of the dissertation study.			
	C	Collected data analysis for the sake of dissertation topic approval			
	Unit 4	FRAMING THE DISSERTATION/ PREPARATION OF REPORT			CO2,CO3 CO4,CO5,CO6
	A	Framing the Dissertation Chapters			
	B	Identifying the chapters of study			
	C	Study the different styles of Report Writing – APA Style, Chicago Style etc. Referencing and bibliography Footnotes and citations			
	Unit 5	DATA ANALYSIS AND INTERPRITATION DISSERTATION CONCLUSION			CO3,CO4, CO5,CO6
	A	Finalization of Data Analysis: Data Preparation – for putting these in the dissertation report			
	B	Bivariate Analysis – Cross tabulations and Chi-square test including testing hypothesis of dissertation.			
	C	Interpretation of hypothesis and conclusion through Effective report writing.			
	Mode of examination	Viva voce			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	

	Text book/s*	1. Research Methodology – C.R.Kothari 2. Business Research Methods – Donald Cooper & Pamela Schindler, TMGH, 9th edition. 3. Business Research Methods – Alan Bryman & Emma Bell, Oxford University Press.	
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	3		3		2	2		2	3	2	3	3
CO2	3		3		2	2	1		3	2	3	2	2
CO3	2	3		3		2	2	1		3	2	-	2
CO4	1	2	3		2	2	1		3	2	3	2	2
CO5	3	2	2		2	2	1		2		2	2	1
CO6		2	2	1		2	2	1		2	2	3	

School: SAP		Batch : 2020-2024	
Program: B.Design		Current Academic Year: 2020-2021	
Branch:Interior Design		Semester: VI	
1	Course Code		
2	Course Title	Interior Design Studio -V	
3	Credits	10	
4	Contact Hours (L-T-P)	10 Hrs. (0-4-6)	
	Course Status	Compulsory	
5	Course Objective	<p>3. Study Interior design through Research, Analysis, programming, conceptualization and design of the Interior environment.</p> <p>4. Understand spatial organization, Building codes and Regulations in addition to Building services.</p>	
6	Course Outcomes	<p>CO1: Understand and apply the standards applicable to Spatial planning in a space.</p> <p>CO2 : Understanding various aspects of designing such as Functionality and Aesthetics.</p> <p>CO3: Understanding various details and regulations involved in Designing and construction.</p> <p>CO4: Detail Design for a particular use by making plan furniture, fixture and equipment layouts and, prepare material, furniture, fixture and equipment specifications</p>	
7	Course Description	The course Enables to understand the fundamentals of special planning, Building by laws, Presentation techniques and Incorporating Services as an integral part of their Design. It would help them to understand all the essential details and fundamentals essential to generate an effective Design which also follows its functional aspects.	
8	Outline syllabus		CO Mapping
	Unit 1	Space Planning and Design Fundamentals	
	A	General Overview	CO1, CO2
	B	Functional Aspects	
	C	Aesthetic Aspects	
	Unit 2	Communication and Drafting Methods	
	A	Presentation Techniques	
	B	Renderings	CO1, CO3
	C	Building Models	
	Unit 3	Building Codes and Standards	
	A	General Overview	
	B	Occupancy Requirements, Classifications and Loads	
	C	Test Ratings and Fire Resistant Materials and Finishes	
	Unit 4	Barrier Free Design	CO1, CO3
	A	General Overview	
	B	Accessibility Guidelines	
	C	Plumbing Fixtures and Public Lavatories	
	Unit 5	Specification Writing	CO1, CO3
	A	Specification Material Sources	

	B	Types of Specifications			
	C	Specification Format and Organization			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3
CO4	3	3	1	2	-	2	2	-	1	1	2	1	2
CO5													
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-2024	
Program: B.Design		Academic Year: 2020-2021	
Branch:Interior Design		Semester: VII	
1	Course Code		
2	Course Title	Furniture Design - II	
3	Credits	3	
4	Contact Hours (L-T-P)	45 Hrs. (1-0-2)	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> To understand the various aspects of types of Furniture in different interior spaces. To know about new and innovative Materials and Finishes Fundamentals of Design Process. Classification of the furniture on the basis of its utility and nature of space like, residential, outdoor, commercial, hospitality, etc. 	
6	Course Outcomes	CO1. Design process for any type of Furniture . CO2. Visual practice of the utility and form of furniture. CO3 The application of textile materials and upholstered Furniture CO4. Final Prototyping .	
7	Course Description	The course is intended for students to learn and practise all the aspects integral in the making of furniture. They will develop the in-depth understanding of function/utility of furniture in relation with Form, Materials and Comfort.	
8	Outline syllabus		CO Mapping
	Unit 1	Study of Furniture in different environment	
	A	Market Research on task based furniture	CO1, CO2,CO3
	B	Various lexicons in the study of Furniture	
	C	Visual Representation	
	Unit 2	Material and their significance	
	A	Material behaviour and their influence in interior	CO3, CO4
	B	Combination of materials	
	C	New Finishes	
	Unit 3	Upholstery and construction	
	A	Various fabrics used in furniture	
	B	Study on upholstery	
	C	Upholstery construction	
	Unit 4	Design Project I	CO12, CO4

	A	Conceptualization			
	B	Prototyping of Furniture and Accessories.			
	C	Material Appropriateness.			
	Unit 5	Final Documentation			CO1,CO2 CO3
	A	Finalization of write up .			
	B	Final Documentation of the products chosen.			
	C	Pre-preparation of the jury related to board to display furniture accessories, jury discussion and inference.			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	3	1	2	1	2	3	1	1	3	3	2	3	2
CO2	-	3	3	1	2	-	2	2	-	3	1	2	1
CO3	2	2	2	-	2	3	1	2	3	2	3	2	3
CO4	3	3	1	2	-	2	2	-	1	1	2	1	2
CO5													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2020-2024	
Program: B.DESIGN		Current Academic Year: 2020	
Branch: Interior Design		Semester: VIII	
1	Course Code		
2	Course Title	Interior Design Project	
3	Credits	16	
4	Contact Hours (L-T-P)	0-8-16	
	Course Type	Compulsory	
5	Course Objective	To provides student the opportunity to propose and manage a faculty approved self-initiated design project with appropriate focus, inquiry, documentation, execution and presentation	
6	Course Outcomes	The student will be able to : CO1. Understand the complete an in-depth conceptualization and presentation. CO2. Learn a comprehensive understanding of developing design and whole design process involves. CO3.. Learn research methods, innovation, code compliance, sustainability, services & Estimation etc. CO4. Understand the complexity and coordination between Concept & Final presentation.	
7	Course Description	Students in this course advance their design skills to meet the challenge of a complex project. Selecting both client and project, students complete an in-depth precedent study, code and building analysis, user assessment, programming, conceptualization and presentation.	
8	Outline syllabus		CO Mapping
	Unit 1	Design Brief	CO1,CO2
	A	As per instructional plan	
	B		
	C		
	Unit 2	Research/Case study/Site analysis	CO1,CO2
	A	As per instructional plan	
	B		
	C		
	Unit 3	Conceptual design	CO1,CO2,CO3
	A	As per instructional plan	
	B		
	C		
	Unit 4	Design Development	CO1,CO2,CO3,CO4
	A	As per instructional plan	

	B		
	C		
	Unit 5	Final presentaion	CO1,CO2, CO3,CO4
	A	As per instructional plan	
	B		
	C		
	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0%
		ETE	40%
	Text book/s*		
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	1	1	2	1	3	2	1	2	2
CO2	3	1	1	2	3	-	2	2	1	1	2	2	3
CO3	1	2	3	1	1	3	3	1	1	3	2	1	2
CO4	2	2	1	2	1	1	1	2	3	1	2	2	2
CO5													
CO6													

School: SAP		Batch : 2020-24			
Program: B.Design		Current Academic Year: 2020-21			
Branch: Interior Design design		Semester: VIII			
1	Course Code				
2	Course Title	Professional Training			
3	Credits	10			
4	Contact Hours (L-T-P)	0-2-8			
	Course Status	Compulsory			
5	Course Objective	1. To get an industry and market exposure. 2. To become industry oriented and learn to work under peer pressure of deadline and quality work. 3. Develop the entrepreneur skills			
6	Course Outcomes	CO1: Be able to fill the gap between concept and final product, so become professional CO2 : Think out of the box and execute within given limits and deadline. CO3: become sensible and learn to manage their time and resources effectively . CO4 : be aware of the environmental issue and sensitive towards society and nature.			
7	Course Description	This course requires student to do an industry training for at least 3.5 months equivalent to one semester. At the end , students are required to submit an internship report along with a work portfolio.			
8	Outline syllabus				CO Achievement
	Unit 1	Internship			CO1, CO2, CO3, CO4
	Unit 2	Internship			
	Unit 3	Internship			
	Unit 4	Internship			
	Unit 5	Internship report			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	2	2	1	1	2	1	3	2	1	2	2
CO2	3	1	1	2	3	-	2	2	1	1	2	2	3
CO3	1	2	3	1	1	3	3	1	1	3	2	1	2
CO4	2	2	1	2	1	1	1	2	3	1	2	2	2
CO5													
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School of Creative Art, Design and Media Studies
DEPARTMENT OF DESIGN
B.Design with Specialization Digital & Communication Design

Program and Course Structure

1. Standard Structure of the Program at University Level

Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

1. Transformative educational experience
2. Enrichment by educational initiatives that encourage global outlook
3. Develop research, support disruptive innovations and accelerate entrepreneurship
4. Seeking beyond boundaries

Creative Campaign Can be TEDs: This is guiding principle for promotion and wide circulation among various stakeholder.

Guidelines: Similar Mnemonics can be designed by schools.

Core Values

- Integrity
- Leadership
- Diversity
- Community

School of Creative Art, Design and Media Studies

Vision and Mission of the School

Vision of the School

To build the school as a hub of teaching, research and innovation in the field of creative art, design and media studies, thus, making it a truly world-class centre for producing industry-ready professionals at par with the best universities of the world.

Mission of the School

- **Creating a stimulating, flexible and application-based learning environment for students as well as for faculty.**
- **To provide the necessary platform to impart skills and knowledge related to creative art, design, journalism and mass communication.**
- **Creating brilliant professionals by imparting a blend of theory and practical lessons through state-of-art infrastructure.**
- **Leveraging research to form strong industry-academia linkages.**

Core Values

- **Innovation**
- **Awareness**
- **Information**
- **Ethics**

DEPARTMENT OF DESIGN

Vision and Mission of the Department

Vision of the Department

To be a centre of excellence in design education for developing a fresh generation of creative entrepreneurs, who will imbibe a critical thinking and problem solving approach to provide creative solution through collaborative team efforts at different levels of society.

Mission of the Department

1. To develop in creating a world class centre of independent design thinking in bringing advanced innovation in design industry.
2. Promoting in depth research on local skills, materials and sustainable methods while also keeping in mind the untapped potential of Indian craftsmanship for strengthening Indian culture and society.
3. To make indomitable efforts to transcend the image of India as a production resource to a design facilitator on a world map.

Programme Educational Objectives (PEO)

PEO1: The curriculum shall provide the students the flexibility to create their identity and generate in them the instinct to create a niche for themselves when exposed to the industry as professionals.

PEO2: The curriculum shall provide them learning acquired by explorations in the field of Digital & Communication Design to create indelible experiences and innovate with their highest creative potential to serve the society at their best.

PEO3: The program shall include more hands on experience with regular workshops and updated trends in Digital & Communication Design industry. It shall provide basic tools, skills, and materials for exploratory exposure understanding nuances of history, Art, culture, traditions and their evolution with the people. It shall excite them to understand evolved craftsmanship and concurrent needs.

PEO4: Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.

Methods of Forming PEO's

- STEP 1: The needs of the Nation and society are identified through scientific publications, industry interaction and media.
- STEP 2: Taking the above into consideration, the PEOs are established by the Coordination Committee of the department.
- STEP 3: The PEOs are communicated to the alumni and their suggestions are obtained.
- STEP 4: The PEOs are communicated to all the faculty members of the department and their feedback is obtained.
- STEP 5. The PEOs are then put to the Board of Studies of the department for final approval.

[Note: Prepare a file for the same, how you arrive for PEO's]

1.3.2

Map PEOs with School Mission Statements:

PEO Statements	School Mission-1	School Mission-2	School Mission-3	School Mission-4
PEO1:	2	2	1	3
PEO2:	2	3	1	2
PEO3:	3	1	2	1
PEO4:	1	2	3	2

Enter correlation levels 1, 2, or 3 as defined below:

1. Slight (Low) 2. Moderate (Medium) 3. Substantial (High)

If there is no correlation, put “-“

Map PEOs with Department Mission Statements:

PEO Statements	Department Mission-1	Department Mission-2	Department Mission-3
PEO1:	3	2	1
PEO2:	2	3	1
PEO3:	2	3	1
PEO4:	3	1	3

Enter correlation levels 1, 2, or 3 as defined below:

1. light (Low) 2. Moderate (Medium) 3. Substantial (High)

Program Outcomes (PO's)

PO1: Apply research-based problem solving to the design effect positive change in the welfare, and quality of life for people in home, work and leisure-built environments;

PO2: Develop community engagement and service-learning to provide students with opportunities to experience problem finding and solving in the different areas.

PO3: Support learning outside the classroom to expand understanding of the profession and practice.

PO4: Demonstrate and employ hand drawing and drafting principles to convey concepts.

PO5: Work well together as emerging team players and innovative design thinkers.

PO6: Bring their evolving design point-of-view and work aesthetics to various types of imaginative challenges.

PO7: Adapt their inspired knowledge and abilities to ongoing changes in global trends and related creative industries

PO8: Understand and implement new technologies relative to design development.

PO9: Identify the business practices and entrepreneur skill needed for the profession.

PSO1: Research focused design exploration using in-depth historical, market & trend research.

PSO2: To gain digital tools knowledge and implement it in their creative works for advertising, interaction and Corporate Branding .

PSO3: Experimental Design development aligned with future, using latest technology or sustainable approach.

PSO4: Project based & Industry aligned learning to develop as Creative Designer with Entrepreneurial Approach.

Mapping of Program Outcome Vs Program Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	1	3	2	1
PO2	-	2	1	2
PO3	3	2	1	-
PO4	1	2	2	1

PO5	1	-	2	3
PO6	-	3	1	3
PO7	3	-	2	1
PO8	2	3	1	1
PO9	-	2	3	-
PSO1	3	2	2	3
PSO2	2	3	2	3
PSO3	3	3	3	3
PSO4	3	3	3	3

Program Outcome	Course Name	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
Courses														
SEM-1														
BDZ132	Fundamental of Design	1	2	1	3	3	1	2	1	3	3	2	3	2
BDZ138	Basic of Design	2	2	1	3	2	1	2	1	-	3	3	2	3
BDZ137	Free hand Drawing	1	2	1	3	3	1	2	1	3	3	2	3	2
BDZ139	Introduction to Digital design & presentation	2	2	1	3	2	1	2	1	-	3	-	2	3
CCU302	Community Connect	1	2	1	-	3	1	2	-	3	3	2	3	2
OPE111	Basic Sketching	2	2	1	3	2	1	2	1	-	3	-	2	3
ARP101	Communicative English-I	1	2	1	3	3	1	2	1	3	3	2	3	2
BDZ140	History 1- History of Art-I	3	1	2	1	2	3	1	3	2	1		3	3
													3	2
													3	3
SEM-2														
BCD101	Photography & Cinematography I- (Basics of camera)	2	2	1	3	2	1	2	1	-	3	-	2	2
BCD102	Visual Language - I (Elements of Design)	3	1	2	1	2	3	1	3	2	1	3	3	3
BCD103	DIGITAL - 1 COMPUTER GRAPHICS	1	1	2	1	2	3		3	2	1	1	3	3
OPE216	Design Thinking	3	1	2		2	3	1	3	2	2	3	3	2
ARP	Communicative English II		1	2	1	2	3	1	1	3	1		3	3
BDC102	Environmental Science	2	1	2	2	3	2	2	3	2	1	3	2	3

BDC1 01	History 2- History of Art-II	3	1	2	1	2	3	1	3	2	2	3	3	2
SEM-3														
	User Interface Design (UCD) I (Principles Of Design and Material Design) (10hrs)-10 (0-2-8)	3	1	2	1	2	3	1	3	2	1	2	3	3
	Photography & Cinematography II (Fundamentals with Lighting setup) (6 hrs) - 6(0-2-4)	3	1	2	1	2	3	1	3	2	1	2	3	3
	Visual language-II (Visual Narratives and Typography) (6 hrs)-6(0-2-4)	2	2	1	3	2	1	2	1	-	3	3	2	2
	Digital 3 (Digital Illustrations) (3 hrs)-3(0-1-2)	3	1	2	1	2	3	1	3	2	1		3	3
	History 3 – History of Design 2(2-0-0)	3	1	2	1	2	3	1	3	2	1		2	3
	OPE 2hrs- 2(1-0-1)													
SEM-4														
	User Interface Design (UCD) II (UI Design Process) (10hrs)-10(0-2-8)	3	1	2	1	2	3	1	3	2	1	2	3	3
	Photography & Cinematography II (Indoor & Outdoor Photography) (6 hrs) - 6(0-2-4)	2	2	1	3	2	1	2	1	-	3	3	2	2
	Visual language-III (Brand Communication Design) (6 hrs)-6(0-2-4)	3	1	2	1	2	3	1	3	2	1		3	3
	Digital 4 -	2	2	1	3	2	1	2	1	-	3	3	2	1

	(Architecture Modelling) (3 hrs)- 3(0-1-2)														
	History 4 - History of Advertising (2 hrs) - 2(2-0-0)2(2-0-0)	2	2	1	3	2	1	2	1	-	3	3		2	
		3	1	2	1	2	3	1	3	2	1		2	3	
	OPE 2hrs- 2(1-0-1)	3	1	2	1	2	3	1	3	2	1	1	2	3	
SEM-5															
	User Interface Design (UCD) III (Research & Prototyping) (10hrs)-10 (0-2-8)	3	1	2	1	2	3	1	3	2	1	2	3	3	
	Digital Video Communication I- (Shoot & Edit) (6 hrs) - 6(0-2-4)	1	2	1	3	2	1	2	1	-	3	3	2	2	
	Visual language -IV (Motion Graphics) (6 hrs)-6(0-2-4)	3	1	2	1	2	3	1	3	2	1	1	3	1	
	Digital 5- (3D Product Modelling) (3 hrs)- 3(0-1-2)	2	2	1	3	2	1	2	1	-	3	3	2	2	
	Elective- User Interface Design 2hrs- 2(1-0-1)		1	2	1	2	3	1	3	2	1		2	3	
	Writing for Digital Media (Content Writing) (2 hrs) - 2(2-0-0)	2	2	1	3	2	1	2	1	-	3	3		2	
SEM-6															
	User Interface Design (UCD) IV	3	1	2	1	2	3	1	3	2	1	2	3	3	

	(Designing & Analyzing UI) (10hrs)-10 (0-2-8)														
	Digital Video Communication II- (Ad Film/Documentary) (6 hrs)-6(0-2-4)	2	2	1	3	2	1	2	1	-	3	3	2	2	
	Contemporary Trends in Visual Communication (AR-VR) (5 hrs)-(0-2-3)		1	2	1	2	3	1	3	2	1		3	2	
	Programming I- (HTML,CSS) (3 hrs)- 3(0-1-2)	3	1	2	1	2	3	1	3	2	1	1	2	3	
	Research Methodology 2hrs-2(2-0-0)	2	2	1	3	2	1	2	1	3	3	3	2	2	
SEM7															
	Intellectual Property Rights (Copyright, Trademark, Patents) (2 hrs) - 2(2-0-0)	2	2	1	3	2	1	2	1	-	3	3		2	
	User Interface Design (UCD) V- (Publishing and Testing) (12hrs)-12(0-4-8)	3	1	2	1	2	3	1	3	2	1	2	3	3	
	Dissertation / Portfolio (6hrs) - 6(0-2-4)	3	1	2	1	2	3	1	3	2	1	1	3	1	
	Programming II- (Dreamweaver, Bootstrap) (4 hrs)- 4(0-2-2)	2	2	1	3	2	1	2	1	-	3	3	2	2	
SEM-8															
	GP Studio- Graduation Project (Jan-April) 16hrs - 16 (0-4-12)	3	3	3	3	2	3	3	3	2	3	3	3	3	
	Internship 10		2	1	3	2	1	2	1	3	1	2	1	2	

credits (May-July)			
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1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

Program Outcome Vs Courses Mapping Table

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

TERM: I

S. No.	Paper Id	Subject Code	Subjects	Teaching Load			Credits	Core/Elective, Pre-Requisite, Co-Requisite	1.CC,2-AECC,3-SEC,4-DSE
				L	T	P			
JURY SUBJECTS									
1	11180	BDZ138	Basic of Design	2	2	2	6	Core	CC
2	11179	BDZ137	Free hand Drawing	2	2	6	10	Core	CC
3	11181	BDZ139	Introduction to Digital design & presentation	0	1	2	3	Co-requisite	SEC
4	12042	CCU302	Community Connect	0	0	2	2	Co-requisite	DSE
5	11109	OPE111	Basic Sketching	0	0	2	2		OPE
THEORY SUBJECTS									
1	16254	ARP101	Communicative English-I	1	0	2	2	Pre-requisite	AECC
3	11182	BDZ140	History 1- History of Art-I	2	0	0	2	Core	CC
Total							25		
Digital & Communication Design TERM II									

S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									
		BCD101	Photography & Cinematography I- (Basics of camera)	0	2	4	6	Core	CC
2		BCD 102	Visual Language - I (Elements of Design)	2	2	4	8	Core	CC
3		BCD103	Digital 2 - (Raster and Vector Graphics) (3 hrs)- 3(0-1-2)	0	1	2	3	Co requisite	SECC
4		OPE216	Design Thinking	0	1	2	2	Co requisite	AECC
5		ARP	Communicative English II	1	0	2	2	Pre requisite	AECC

THEORY SUBJECTS									
1	11428	BDC102	Environmental Science	2	0	0	2	C0 requisite	AECC
2	11427	BDC101	History 2- History of Art-II	2	0	0	2	Core	CC
3									
Total							25		

Digital & Communication DESIGN
TERM III

S.No	Paper Id	Subject Code	Subjects	L	T	P	Cre dits		
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ry Subjects										
1			User Interface Design (UCD) I (Principles Of Design and Material Design) (9hrs)-9 (2-2-5)	2	2	5	9	Core	SEC	
2			Visual language-II (Visual Narratives and Typography) (6 hrs)-6(1-1-4)	1	1	4	6	Core	CC	
3			Photography & Cinematography II (Fundamentals with Lighting setup) (6 hrs) - 6(0-2-4)	0	2	4	6	Core	CC	
4			Digital 3 (Digital Illustrations) (3 hrs)- 3(0-1-2)	0	1	2	3	Co requisite	CC	
5.			OPE/MOOC	0	0	2	2		OPE	
Theory Subjects										
1			History 3 - History of Design (2 hrs) - 2(2-0-0)	2	0	0	2	Co requisite	AECC	
				Total				28		
TERM IV										
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Cre dits			
RY SUBJECTS										
1			User Interface Design (UCD) II (UI Design Process) (9hrs)-9 (2-2-5)	2	2	5	9	Core	SEC, AECC	
2			Visual language-III (Brand Communication Design) (6 hrs)-6(1-1-4)	1	1	4	6	Core	CC, AECC	
3			Photography & Cinematography II (Indoor & Outdoor Photography) (6 hrs) - 6(0-2-4)	0	2	4	6	CORE	SEC	

4			Digital 4 - (Architecture Modeling) (3 hrs)- 3(0-1-2)	0	1	2	3	CO- REQUIS ITE	AECC
			OPE/MOOC	0	0	1	2	ELECTI VE	SEC
Theory course									
5			History 4 - History of Advertising (2 hrs) - 2(2-0-0)	2	0	0	2	Core	CC
			Total				28		
TERM V									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Cre dits		
RY SUBJECTS									
1			User Interface Design (UCD) III (Research & Prototyping) (9hrs)-9 (2-2-5)	2	2	5	9	Core	CC, SEC
2			Visual language -IV (Motion Graphics) (6 hrs)-6(1-1-4)	1	1	4	6	Core	SEC, AECC
3			Digital Video Communication I- (Shoot & Edit) (6 hrs) - 6(1-1-4)	1	1	4	6	Core	AECC SEC
4			Digital 5- (3D Product Modeling) (3 hrs)- 3(0-1-2)	0	1	2	3	Corequis ite	SEC
5			Elective- User Interface Design 2hrs- 2(1-0-1)	0	0	1	2	DSE	SEC
Theory Subjects									

6			Writing for Digital Media (Content Writing) (2 hrs) - 2(2-0-0)	2	0	0	2	Co requisite	AECC
				Total				28	

TERM VI

S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS			User Interface Design (UCD) IV (Designing & Analyzing UI) (9hrs)-9 (2-2-5)	2	2	5	9	Core	SEC, CC
1			Contemporary Trends in Visual Communication (AR-VR) (6 hrs)-(1-1-4)	1	1	4	6	Core	CC, AECC, SEC
2			Digital Video Communication II- (Ad Film/Documentary) (6 hrs)-6(1-1-4)	1	1	4	6	Co requisite	SEC, AECC
3			Programming I- (HTML,CSS) (3 hrs)- 3(1-1-1)	0	1	2	3	Co- Requisite	SEC, AECC
			DSE- Digital Marketing	0	0	2	2	Co- Requisite	SEC, AECC
THEORY SUBJECTS									
1			Research Methodology 2hrs- 2(2-0-0)	2	0	0	2	Co requisite	AECC
				Total				28	

TERM VII

S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS			User Interface Design (UCD) V-	2	2	8	12	Core	CC, SEC

			(Publishing and Testing) (12hrs)-12(2-2-8)						
			Dissertation / Portfolio (8hrs) - 8(2-2-4)	2	2	4	8	Core	SEC, AECC
			Programming II- (Dreamweaver, Bootstrap) (4 hrs)- 4(1-1-2)	1	1	2	4	Core	AECC SEC
			Professional Practices 2hrs- 2(0-0-2)	0	0	2	2	Corequisite	SEC
THEORY SUBJECTS									
			Intellectual Property Rights (Copyright, Trademark, Patents) (2 hrs) - 2(2-0-0)	2	0	0	2	Core	SEC, AECC
			Total				20		
TERM VIII									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									
1			GP Studio- Graduation Project (Jan-April) (16hrs)- 16(0-4-12)	0	4	12	16	Core	CC
2			Internship 10 credits (May-July)	2	2	6	10	Core	AECC, SEC,CC
THEORY SUBJECTS									
			Total				26		
			Total				26		

SEMESTER-I

School: SCADMS		Batch :2020-2024	
Program: B. Design		Current Academic Year: 2020-21	
Branch: Foundation		Semester: 1	
1	Course Code	OPE 111	
2	Course Title	BASIC SKETCHING	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Elective	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme is intended to make students understand the basic nuances of sketching and its techniques. It shall equip them with art of mapping scenes into sketches. 2. Demonstrate familiarity with basic drawing terms, tools, media and technique 3. Select frame and compose from reality to paper format 4. Recognise and manipulate negative / positive shapes and space with control variables 5. Perceive and utilize a full range of values for describing form, depth, structure while integrating these things into the forms surrounding space. 6. To understand line quality and its variations. 7. To understand Line quality and expressiveness. 8. Compose drawings 9. Use effective techniques to form objects and fragment them with environmental integration creating a sense of imply energy and motion.. 	
6	Course Outcomes	<p>CO 1:-The students will come to know the various Art materials, Surfaces and its uses for basic Drawing.</p> <p>CO2:-The students shall be able to visualize the spaces and bring them down to paper in pencil quickly with acquired skills.</p> <p>CO3:- The students shall be able to visualize and replicate the studies of various shapes & forms and Textures.</p> <p>CO 4:-The students shall be able to quickly grasp the proportion of still and line drawing and students shall be able to create sketches in black and white with shading skills.</p>	
SCAL MS-Department of Design and Understanding Design Proportion, scale, and spatial			

		relationships. CO 5:- Use linear and tonal techniques to depict light and shadow.	
7	Course Description	The course enables students to develop the co-ordination between hand and mind. Also , it will expertise them to make the best use of drawings tools while representing various ideas as visuals on paper.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	CO1
		1A :- Tools & Materials 1B :-Drawing Elements & Technique 1C :-Drawing Process	
	Unit 2	Drawing Construction -I	CO2
		2A :- Positive Space 2B :- Negative Space 2C :-Space Balancing	
	Unit 3	Drawing Construction –II	CO3
		3A :- Line 3 B :- Shape & Form 3C :- Surface & Texture	
	Unit 4	Ratio and Proportion	CO4
		4A :- Sight-Size 4B :-Comparative Size 4C :-Visual Scaling	
	Unit 5	Value Study	CO5
		5C :-Shading Process 5A :- Light & Shadow 5B :-Tonal Values	
	Mode of examination	Jury	

	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	- The Sketch by Robert S. Oliver, Van Nostrand Reinhold - Drawing Shortcuts by Jim Leggett, Wiley			
	Other References	- Anatomy and Drawing by Victor Perard			

POs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3	PS O4
C O1	3	2	1	3	1	2	3	1	2	3	1	3				
C O2	3	2	1	3	1	2	3	1	2	3	1	3				
C O3	3	2	2	3	1	2	3	1	2	3	1	3				
C O4	3	2	2	3	1	2	3	1	2	3	1	3				
C O5	3	2	2	3	1	2	3	1	2	3	1	3				
C O6	3	2	2	3	1	2	3	1	2	3	1	3				

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SCADMS	Batch :2020-2024
Program: B. Design	Current Academic Year: 2020-21

Branch: Foundation		Semester: I	
1	Course Code		
2	Course Title	Basic of Design	
3	Credits	6	
4	Contact Hours (L-T-P)	1-1-4	
	Course Status	Compulsory	
5	Course Objective	<p><i>The program intends to introduce the followings:-</i></p> <ol style="list-style-type: none"> 1. Elements of Design-point, line, form (2D/3D), movement, colour, colour psychology, pattern, texture etc. 2. Design Overview and Visual Thinking, Colour theory and composition 3. Design- balance, proportion, rhythm, emphasis, unity etc. 4. Creativity in Design process. 5. Mediums of Design- textile, clay, metal, wood, glass, ceramics etc. 6. Design Process and Methods. 	
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1:Comprehend the significance of line and point in a design.</p> <p>CO2:Visualise and reproduce visual forms by using principle of design which includes movement and space.</p> <p>CO3:Organize compositions using directional lines and basic geometric shapes to convey/change meaning.</p> <p>CO4:Apply the concept of positive and negative space to black and white designs.</p> <p>CO5:Employ a value volume, scale and proportion in creating compositions.</p> <p>CO6: Will be introduced with the basic tools to understand texture and lights effects.</p>	
7	Course Description	The course aims at introducing the basic elements and principles of design and their application. It also focuses	

		on comprehending the difference between various materials significant for visualizing and reproducing visual forms.	
8	Outline syllabus		CO Achievement
	Unit 1	2D Composition - 3D Form Generation	
		Syllabus Induction	CO1
		a) Creating Shapes from Elements : Line & Dots	
		b) Converting 2D shapes into 3D space	CO2
		c) Shapes & Emotion	CO2,
	Unit 2	Additive & Subtractive	
		a) Additive based Exercises	CO3
		b) Subtractive based Exercises	CO6
		c) Abstract Design Exercises	CO7
	Unit 3	Movement, Space and Time - Environment	
		a) The Process of changing place or direction, orientation, and / or Position the visual illustration	CO3
		b) Positive and Negative space	CO3
		c) Typography & Graphics	CO3
	Unit 4	Colour	
		a) Colour Theory- warm & cool colours , Tint – Tone - Shades	CO6
		b) Effects of Colour in Geometrical forms	CO4,CO5
		c) Exercise based on pattern& texture using colour theory	CO4
	Unit 5	Form Exploration in Soft Materials	
		a) Dynamic and Spatial Forms	CO4
		b) Radial forms modifications	CO6,CO5

		c) Clustered Forms			CO4
	Mode of examination	Jury			
	Weight age Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	<ul style="list-style-type: none"> The Non-Designers Design Book by <i>Robin Williams</i> Design Basic Index by <i>Jim Krause</i> 			
	Other References	<ul style="list-style-type: none"> Theory of Colours Book by Johann Wolfgang von Goethe Interaction of color Book by Josef Albers 			

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO1 1	PO1 2	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	3	2	1	3	1	2	3	1	2	3	1	3				
CO 2	3	2	1	3	1	2	3	1	2	3	1	3				
CO 3	3	2	2	3	-	2	3	3	2	3	1	3				
CO 4	3	2	2	3	1	2	3	1	2	2	1	3				
CO 5	3	2	2	2	1	2	3	1	2	3	1	3				
CO 6	3	2	2	3	1	2	3	1	2	3	1	3				

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SCADMS		Batch :2020-2024	
Program: B.Design		Current Academic Year: 2020-21	
Branch:Foundation		Semester: I	
1	Course Code		
2	Course Title	History of Art -I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1 To know about the inter-relation of Human Evolution and Art. 2 To make the students understand the true meaning of Art . 3 To develop an appreciation of Art . 4 To study and understand the influence of various eras on the development of art from the classical to current modern times 	
6	Course Outcomes	<p>CO1 Learn basic terminology and a conceptual understanding of how Art and Design are defined.</p> <p>CO2 Write descriptive, analytic and comparative analyses.</p> <p>CO3 Distinguish between Art historical periods, Renaissance through Contemporary.</p> <p>CO4 Develop heightened appreciation of different forms of art expression through history.</p> <p>CO5 Imbibe in students a sense of responsibility in creating their own opinion as designers and at the same time start getting critical about the creative changes happening around them..</p> <p>CO6 Observe art in a gallery or museum setting to understand the cultural climate in which works of art were conceived and executed.</p>	
7	Course Description	The course is intended comprises of the evolution of art and design post renaissance period to the formation of not only modern art but the modern design as well as architecture .	
8	Outline syllabus		CO Mapping
	Unit 1	Renaissance	CO1,CO2
	A	Perspective: Giotto, Masaccio, Cimabue, (gates to paradise) (Early Renaissance)	

	B	Renaissance Art: Sculptures (High Renaissance)	
	C	Renaissance Art: Painting (High Renaissance)	
	Unit 2	Baroque and Rococo	CO1,CO2
	A	Baroque – Caravaggio, Titian (Painting)	
	B	Baroque Architecture	
	C	Rococo Art and Architecture	
	Unit 3	Neoclassicism ,Romanticism, Realism	CO1,CO2,CO3,CO6
	A	Neoclassical period : Jacque - Louis -David	
	B	Romanticism-Eugene Delacroix (turner seascape , landscape)	
	C	Realism –Gustave Courbet, Goya	
	Unit 4	Impressionism & Post Impressionism	CO1,CO2,CO3
	A	Claude Manet, Monet, Renoir	
	B	Paul Cezanne	
	C	Van Gogh,Gaugain	
	Unit 5	The Fauvism and Cubism	CO3,CO4,CO6
	A	Henri Matisse	
	B	Cubism : Analytical	
	C	Cubism : Synthetic	
	Mode of examination	Theory	
	Weightage Distribution	CA 30%	MTE 20%
			ETE 50%
	Text book/s*	Janson’s History of Art	
	Other References	Understanding Art By <i>Louis Fischer</i>	

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO
CO1	3	3	3	3	3	3	3	3	3	3	3	3				
CO2	3	3	3	3	3	3	3	3	3	3	3	3				
CO3	3	3	3	3	3	3	3	3	3	3	3	3				
CO4	3	3	3	3	3	3	3	3	3	3	3	3				
CO5	3	3	3	3	3	3	3	3	3	3	3	3				
CO6	3	3	3	3	3	3	3	3	3	3	3	3				

1-Slight (Low)		2-Moderate (Medium)	3-Substantial (High)
School: SCADMS		Batch :2020-2024	
Program: B. Design		Current Academic Year: Current Academic Year: 2020-21	
Branch: Foundation		Semester: I	
1	Course Code		
2	Course Title	Freehand Drawing	
3	Credits	10	
4	Contact Hours (L-T-P)	2-2-6	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. <i>Demonstrate familiarity with basic drawing terms, tools, media and technique</i> 2. <i>Select frame and compose from reality to paper format</i> 3. <i>Recognise and manipulate negative /positive shapes and space with control variables</i> 4. <i>Perceive and utilize a full range of values for describing form, depth, structure while integrating these things into the forms surrounding space.</i> 	
6	Course Outcomes	<p><i>The Students will be able to :</i></p> <p>CO1:Use materials common to the drawing process. CO2:Develop physical and visual skills related to the drawing process. CO3:Judge proportion, scale, and spatial relationships. CO4:Use Aerial and tonal techniques to depict light and shadow. CO5:Would be able to understand human anatomy. CO6:Would be able to understand through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion. CO7:Refine concepts understand Drawing I and 2-D Design utilizing the figure as the primary subject.</p>	

7	Course Description	<p>This skills workshop is designed to explore and learn the fundamental of sketching and communicating ideas quickly and effectively.</p> <ul style="list-style-type: none"> • Line Drawing • One point Perspective • Two point Perspective • Three point Perspective • Shading Techniques • Basic shapes and form 	
8	Outline syllabus		CO Achievement
	Unit 1	Basic Sketching	
		a) The Sketch, Basics Drawing tools, materials, drawing size, drawing element and technique and Object Projection sketch with pencil.	CO1
		b) Drawing Construction –Negative / Framed space and Object Projection Line Drawing rendering with Grade Pencils	CO2
		c) Drawing Construction – Line and shape, Drawing Surface, Contour and One point Perspective live sketch and rendering.	CO2,
	Unit 2	Movement, Space and Time - Environment	
		a) Observation based drawings and sketches - Live Study	CO3
		b) Observation based Perspective drawings and sketches -with grade pencil	CO6
		c) Indoor interior drawing with 1 and 2 point Perspective.	CO7
	Unit 3	Linear & Arial Perspective	
		a) Drawing construction on the basis of 1 point perspective using pencils and Elevation based drawings and sketches 2D building details and elevation studies - shade and shadow using Drawing Ink / Charcoal	CO3
		b) Drawing construction on the basis of 2 point perspective using Drawing Ink / Charcoal	CO3

		c) Drawing construction on the basis of 3 and 4 point Perspective using different grade pencils			CO3
	Unit 4	Volume and Proportion			
		a) Drawing Interior & Exterior - technique, proportion and ratio. (Freehand and Guided) Lecture on work finishing			CO6
		b) Furniture with Natural texture - mixed media.			CO4,CO5
		c) Details Drawing of Interior (Living room, Study room & Kitchen)			CO4
	Unit 5	Local and Tonal Values- Effects of Light			
		a) Outdoor landscape practice to understand Perspective using water colour			CO4
		b) 3D Rendering using Grade Pencils 3 tone study (Tint, Tone & Shade)			CO6,CO7
		c) Portfolio Preparation for Final Exam			CO7
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
		Anatomy and Drawing by <i>Victor Perard</i>			
		Drawing Shortcuts by <i>Jim Leggett, Wiley</i>			
	Other References	The Sketch by <i>Robert S. Oliver, Van Nostrand Reinhold</i> Interior Design Principles and Practice by <i>M. PratapRao</i>			

Os COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO
CO1	3	2	1	3	1	2	3	1	2	3	1	3				
CO2	3	2	1	3	1	2	3	1	2	3	1	3				
CO3	3	2	2	3	1	2	3	1	2	3	1	3				
CO4	3	2	2	3	1	2	3	1	2	3	1	3				
CO5	3	2	2	3	1	2	3	1	2	3	1	3				
CO6	3	2	2	3	1	2	3	1	2	3	1	3				

- 1-Slight (Low)
 2-Moderate (Medium)
 3-Substantial (High)

Semester II

School: SCADMS		Batch :2020-2024	
Program: B Design		Current Academic Year: 2020-21	
Branch:		Semester:2nd	
1	Course Code	BCD 101	
2	Course Title	Photography & Cinematography - I	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
Course Status		Compulsory/Elective	
5	Course Objective	<ol style="list-style-type: none"> 1. To learn the basic operation of digital camera and be proficient with various attributes like Aperture, ISO, Focal Length etc. 2. To learn to shoot with digital cameras maximizing the quality of the output from them. 3. To appreciate more about the "Photographer's Art" through the study of historic and contemporary trends and apply that appreciation to and through learner's own work. 	
6	Course Outcomes (CO)	<p>Upon successful completion of the course, students should be able to:</p> <ol style="list-style-type: none"> 1. Select and use photographic equipment and technologies appropriate to the task. 2. Apply the principles of lighting and colour theory to a variety of photographic scenarios by measuring, evaluating, and adjusting light and colour to create quality images. 3. Demonstrate artistry by creating images that evoke an emotional response. 	

		<p>4. Apply the mechanics of exposure to control light and influence the final product.</p> <p>5. Apply principles of composition to produce professional images.</p>	
7	Course Description	This course is designed from a visualization viewpoint. The motto is to enhance the visualization of the learner through practicing photography. This will be about utilizing the unique and unlimited power of post processing of a digital image.	
8	Outline syllabus		CO Achievement
	Unit 1	Study of Photography- Key Camera Controls	
		1a. Aperture, 1b. Shutter Settings 1c. Depth of Field	CO1
	Unit 2	DSLR Camera and Dark Room Techniques	CO2,CO3
		2a. Operation of DSLR Camera 2b History of Photography 2C Outdoor Photography	
	Unit 3	Digital Photography - Exposure and Contrast	CO3
		3a. Exposure 3b.Contrast 3c. Image Analysis	
	Unit 4	Capturing Good Photograph	CO4
		4a. Methods of Focusing 4b. Aperture and Working 4c Seeing Colours.	
	Unit 5	Composition	CO5
		5a. Principle of Design through photography 5b. Rules of composition. 5c. Final presentation.	
	Mode of examination	Jury/Practical/Viva	
	Weight age	CA	MTE
			ETE

	Distribution	60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	3	3	2	2	2	3	2	2	2	3	3	3
CO2	3	3	2	2	3	2		1	3	3	2	2	2
CO3	2	2	2	2	3	2	3	2	3	3	2	3	3
CO4	3	2	2	3	2		1	3	3	2	3	3	2
CO5	3	3	2	2	3	2		1	3	3	2	2	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SADMS		Batch :2020-2024	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital and communication		Semester: 2nd	
1	Course Code	BCD 102	
2	Course Title	Visual Language I	
3	Credits	8	
4	Contact Hours (L-T-P)	2-2-4	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • This course combines study of visual elements, features and principles. • This course gives the understanding of Explorations in visual abstractions. • To learn the students to explore and create complex patterns. • To learn principles of visual dynamics and its analysis and refinement of visual representations. 	
6	Course Outcomes	<p>CO1: To gain understanding of visual representation.</p> <p>CO2: To familiarize the students with the idea of visual interest, visual refinement and analysis.</p>	

		<p>CO3: To understand and create spatial relationship, grids and composition and layouts in 2D and 3D space.</p> <p>CO4 : To be able to create visual abstractions</p> <p>CO5 : To learn digital tools.</p>	
7	Course Description	<p>This course combines study of Visual Language - critical study of visual elements, features and principles. exploration and creation of complex and meta patterns. ^[L]_[SEP]To clearly understand the relationship between syntactic, semantics and pragmatics. Viewpoints, point of reference and framing. relationship of colour, form and meaning. explorations in visual abstraction. ^[L]_[SEP]</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Design Basics.	CO1
		1a. Visual elements 1b. Visual Principles 1c. Signs	
	Unit 2	Fundamentals of sketching	CO1 & CO2
		2a. Forms for composition 2b seamless shapes 2c. patterns	
	Unit 3	Colour scheme and visual abstractions	CO2
		3a. Colours in trends 3b. principles if visual dynamics 3c. Visual representations	
	Unit 4	Syntactic and semantics	CO3
		4a. sign phenomena 4b. visual language 4c. communication of information	
	Unit 5	Visual representation.	CO3 & CO4
		5a. exploring visual images 5b. grids composition 5c. final presentation	

	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	P O 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O1	PS O2	PS O3	PS O4
CO1	1	1	3	2	2	2	2	3	2	3	3	3	3	2	3	3
CO2	2	2	2	2	3	2	2	3	1	2	1	3	2	3	2	2
CO3	1	2	1	3	2	1	1	2	2	3	3	2	2	2	3	3
CO4	2	1	2	1	1	2	2	1	3	3	2	2	3	2	3	3
CO5	1	2	3	3	3	3	1	2	1	2	1	1	1	3	2	2

School: SCADMS		Batch :2020-2024
Program: B Design		Current Academic Year: 2020-21
Branch:		Semester:2nd
1	Course Code	
2	Course Title	Digital Lab 2
3	Credits	3
4	Contact Hours (L-T-P)	0-1-2
	Course Status	Compulsory/Elective
5	Course Objective	<ul style="list-style-type: none"> To develop the students to understand graphics with respect to digital media To use the computer and software related. To have an overview of the various processes involved in the development design digitally. Comparison of traditional and digital method of Designing
6	Course Outcomes	CO1: Students will get able to create basic design Digitally CO2 : To understand the Interface of Software related to Design and masking CO3: It will help the students understand and create graphics using brush presets.

		CO4: It boosts them to execute the design faster with the help of Computer. CO5 : To learn digital tools.			
7	Course Description	Course will comprise of raster and vector graphics and design software. Digital Design engages the student more with digital format and help them execute the design faster as compared to the traditional method using software mediums such as Photoshop and CorelDraw.			
8	Outline syllabus				CO Achievement
	Unit 1	Introduction to Interface of vector and raster software			CO1
		1a. raster designs 1b vector designs 1c shapes and forms			
	Unit 2	Masking			CO2,CO3
		2a. Clip masking, Layer masking 2b. Channel masking and quick masking 2c. Vector masking			
	Unit 3	Conceptual patterns and composition			CO3
		3a. gradients 3b. filters 3c. 3d elements			
	Unit 4	Layouts and presentation			CO3
		4a. grids, columns 4b. texts 4c alignments and appearance			
	Unit 5	Finalisation and execution of Designs			CO3,CO4
		5a. aesthetics 5b. information 5c. Final presentation.			
	Mode of examination	Jury/Practical/Viva			
	Weight age Distribution	CA 60%	MTE 0%	ETE 40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	-	-	2	2	2	3	2	2	-	3	3	3
CO2	1	-	-	3	3	2	2	1	3	-	3	2	2
CO3	-	-	-	2	3	2	3	2	3	-	3	3	3
CO4	-	-	-	3	2		1	3	3	-	3	3	2
CO5	-	-	-	3	3	2	3	2	3	-	3	2	3

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

School: SCADMS		Batch :2018-22
Program: B.Design		Current Academic Year: 2019-20
Branch:Interior Design		Semester: II
1	Course Code	BDC216
2	Course Title	Environmental Science
3	Credits	3
4	Contact Hours (L-T-P)	60 hrs. (3-0-0)
	Course Type	Compulsory

5	Course Objective	<ol style="list-style-type: none"> 1. Identify and understand basic aspects, practices and terminology related to environment. 2. The aim of the course is to develop an understanding among students about environmental studies and its implications in design. 3. Developing an attitude of concern for the environment. 4. Emphasise the importance of sustainable development . 	
6	Course Outcomes	<p>CO1. Students will be able to identify the human activities and manufacturing processes affecting environment and design.</p> <p>CO2 Students will develop awareness about environmental problems among people.</p> <p>CO3 Demonstrate competency in developing environment friendly designs in their specific fields.</p> <p>CO4. Students will start demonstrating an ability to integrate the many design disciplines intersect with environmental concerns.</p>	
7	Course Description	Environmental studies are the scientific study of the environmental system and the status of its inherent or induced changes on organisms. It includes not only the study of physical and biological characters of the environment but also the social and cultural factors and the impact of man on environment.	
8	Outline syllabus	CO Mapping	
	Unit 1	Introduction to Environment & Ecology	CO1,CO2,CO3
	A	Environmental pollution and its types	
	B	Effect of human population and natural resources over design.	
	C	Introduction -Manufacturing processes and its effects over environment	
	Unit 2	Introduction to ecological design	CO1,CO2,CO3
	A	Ecological design process	
	B	Make nature visible through design	

	C	Natural products			
	Unit 3	3Rs – Reduce,Reuse,recycle			CO2,CO3,CO4
	A	Renewable energy sources			
	B	Recycled products			
	C				
	Unit 4	Code of Conduct and role of Agencies			
	A	Introduction to Code of conduct			
	B	Governing and regulatory bodies for Environment			
	C				
	Unit 5	Sustainable Classroom Project			
	A	Case study and its new proposal.			CO1,CO2,CO3,CO4
	B	Research – Market and Virtual			
	C	Modeling and documentation			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*				

	Other References		
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	-	-	2	2	2	3	2	2	-	3	3	3
CO2	1	-	-	3	3	2	2	1	3	-	3	2	2
CO3	-	-	-	2	3	2	3	2	3	-	3	3	3
CO4	-	-	-	3	2		1	3	3	-	3	3	2
CO5	-	-	-	3	3	2	3	2	3	-	3	2	3

SEMESTER-III

SEMESTER-III

School: SCADMS		Batch :2020-2024	
Program: B Design		Current Academic Year: 2020-21	
Branch:		Semester: 3rd	
1	Course Code		
2	Course Title	Photography & Cinematography - II	

3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory/Elective	
5	Course Objective	<ol style="list-style-type: none"> 1. To learn how to use light in photography. 2. To learn to shoot with digital cameras maximizing the quality of the output from them. 3. 3. To appreciate more about the "Photographer's Art" through the study of historic and contemporary trends and apply that appreciation to and through learner's own work. 	
6	Course Outcomes	<p>Upon successful completion of the course, students should be able to:</p> <p>CO1. Select and use photographic equipment and technologies appropriate to the task.</p> <p>CO2. Apply the principles of lighting and colour theory to a variety of photographic scenarios by measuring, evaluating, and adjusting light and colour to create quality images.</p> <p>CO3. Demonstrate artistry by creating images that evoke an emotional response.</p> <p>CO 4. Apply the mechanics of exposure to control light and influence the final product.</p> <p>CO 5. Apply principles of composition to produce professional images.</p>	

7	Course Description	The course will practically profound the students in different types of photography, from portrait, to fashion, from nature to street, from architectural to Creative and Experimental photography. It will also help them edit different styles of photographs and also use the photographs in designing, advertising as well as for exhibitions and competitions.	
8	Outline syllabus		CO Achievement
	Unit 1	Human Photography	CO1
		1a. Introduction to Portrait and modelling photography both Male and Female 1b tips and mistakes to avoid 1c brief on Fashion Photography	
	Unit 2	Product Photography	CO2,
		2a. introduction 2b. importance of product photography in magazines and newspapers 2c. Creating table top Product photographs	
	Unit 3	Architectural Photography	CO3
		3a. Old architectural Photography 3b. New architectural Photography 3c. Play with light and Shade, Colour, and Perspective in Architectural Photography	
	Unit 4	Landscape and Street Photography	CO4
		4a. Photography focusing on Nature, and Landscapes 4b. Photography focusing on Street, people gatherings 4c Photography focusing on flora and fauna	
	Unit 5	Creative Photography	CO5
		5a. Photo Journalism 5b. Experimental Photography 5c. Creative Photography for exhibitions	

Mode of examination	Jury/Practical/Viva			
Weight age Distribution	CA	MTE	ETE	
	60%	0%	40%	
Text book/s*	-			
Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	3	2	2	2	2	3	2	2	-	3	3	3
CO2	1	-	3	3	3	2	2	1	3	2	2	2	2
CO3	-	2	-	2	3	2	3	2	3	2	3	3	3
CO4	2	2	3	3	2	-	1	3	3	-	3	3	2
CO5	-	-	-	3	3	2	3	2	3	-	3	2	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SADMS		Batch :2020-2024
Program: B.Design		Current Academic Year: 2020-21
Branch: Digital and communication		Semester: 3rd
1	Course Code	
2	Course Title	Visual language II (Elements)
3	Credits	6
4	Contact Hours (L-T-P)	0-2-4
	Course Status	Compulsory/Elective
5	Course Objective	<ul style="list-style-type: none"> This course combines study of visual elements. Students introduced to all type of typography from its historical precedents to the current

		<p>uses.</p> <ul style="list-style-type: none"> To make the students to explore and create sequential art. Creative thinking is encouraged, along with prescribed techniques and media. 	
6	Course Outcomes	<p>CO1 To understand the basic components of Typography such as Serif, Sans Serif etc</p> <p>CO2: To be exposed to the historical evolution of typography</p> <p>CO3:To understand and create the difference between static, dynamic and interactive visual narratives.</p> <p>CO4 : To be able to create visual abstractions</p>	
7	Course Description	<p>This course combines study of Visual narratives-critical study of elements, static, dynamic and interactive narratives. Exploration and creation of simple visual appearance. In this course, students will develop typographic thinking by drawing letter forms in class, working with word, text, and grid, researching type history and specimen. The course also provides thorough investigation in the readability and legibility of type, as well as effective typographic usages in daily life applications.</p>	
8	Outline syllabus		CO Achievement
	Unit I	Introduction to visual Basics.	CO1
		1a. Visual elements 1b. Visual Principles 1c. story and narration	
	Unit II	Introduction to Types Basics.	CO1 & CO2
		1a. Types and fonts 1b. Font styles 1c. font based on platforms	

	Unit III	Kerning, Leading and Tracking.											CO2 & CO3	
		4a. kerning 4b. tracking 4c. leading												
	Unit 2	Typography styles											CO3	
		2a. typography trends 2b. type manipulations 2c. type and images vectors												
	Unit 5	Visual representation.											CO3 & CO4	
		5a. exploring visual images 5b. composition 5c. final presentation												
	Mode of examination	Jury/Practical/Viva												
	Weightage Distribution	CA	MTE	ETE										
		60%	0%	40%										
	Text book/s*	-												
	Other References													
POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4	
CO1	2	2	1	3	2	2	-	2	2	2	2	3	3	
CO2	1	2	-	2	2	3	2	3	1	3	3	2	2	
CO3	-	2	2	2	2	3	2	3	2	3	3	2	-	
CO4	2	2	1	3	2	2	-	2	2	2	2	3	3	
CO5	-	2	-	2	2	3	2	3	1	3	3	2	2	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch :2020-2024	
Program: B Design		Current Academic Year: 2020-21	
Branch:		Semester:3rd	
1	Course Code		
2	Course Title	Digital - 3	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> To develop the students to understand 	

		graphics with respect to digital media & design <ul style="list-style-type: none"> • To use the advance software tools related to computer graphics. • To have an overview of the various processes involved in the development design for various media. • Learn everything you need to know to work in interface design, motion graphics, and editorial design 	
6	Course Outcomes	CO1: Students will Gain the fundamental skills needed to be a graphic designer CO2 : Communicate through image-making and typography. CO3: It will help the students understand and create Composition through raster graphic tools. CO4: It boosts them to execute the design faster with the help of advance computer graphic tools. CO5: To learn digital tools.	
7	Course Description	Course will comprise of advance computer graphic tools, both raster and vector graphics. Advance Digital Design engages the student more with digital format and helps them execute the design faster as compared to the traditional method using software medium.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Interface of raster graphics	CO1
		1a. Units and measurements 1b Resolution basics 1c Raster graphic tools & Interface	
	Unit 2	Advance Digital Composition using Raster tools	CO2,CO3
		2a. Composition fundamentals 2b. Composition techniques 2c. Effects and Composition	

	Unit 3	Digital Painting	CO3
		3a. Digital painting using gradient techniques 3b. Digital painting using effects and filters 3c. Adding 3d elements for Digital Painting	
	Unit 4	Matte Painting	CO3
		4a. Matte Painting using Masking Techniques 4b. Visual Effects 4c Color and enhancements	
	Unit 5	Digital Ouputing	CO3,CO4
		5a. aesthetics 5b. information 5c. Final presentation.	
	Mode of examination	Jury/Practical/Viva	
	Weight age Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	- Digital Painting in Photoshop: Industry Techniques for Beginners: A comprehensive introduction to techniques and approaches - Photoshop matte painting by Collective	
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	2	1	3	2	2		2	2	2	2	3	3
CO2	1	2		2	2	3	2	3	1	3	3	2	2
CO3		2	2	2	2	3	2	3	2	3	3	2	
CO4	2	2	1	3	2	2		2	2	2	2	3	3
CO5		2		2	2	3	2	3	1	3	3	2	2

School: SADMS		Batch :2020-2024
Program: B.Design		Current Academic Year: 2020-21
Branch: Digital and Communication		Semester: 3rd
1	Course Code	BCD
2	Course Title	User Interface Design
3	Credits	10
4	Contact Hours	(0-2-8)

	(L-T-P)		
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • Understanding use and importance of interface design. • Understand how people perceive, Understand, use and experience Interactive Objects and spaces. • Colluding info graphics for various purpose. • Process of Prototyping. 	
6	Course Outcomes	<ol style="list-style-type: none"> 1. To implement UI principle in their interface designs. 2. incorporate user's perception, experience and expectation in design 3. use and experience Interactive objects and spaces. 4. collude info graphics for various purpose. 5. use and learn different prototyping for design. 	
7	Course Description	<p>This course addresses the fields of information visualization and user interface design and their intersection in the field of interactive design. Through the exploration of key principles and methodologies of these fields, Students will develop a working knowledge of the means by which dynamic media systems—websites, games, information aggregators, Smartphone applications, etc.—organize, visualize, and present information to the end users of screen-based media.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Interaction Design	CO 1,CO2
	1a.	Application of Graphic and Interaction Design	
	1b.	Hall of Fame/Hall of Shame	
		1c.	The Gulf of Execution and Gulf Of Evaluation
	Unit 2	Iconography	CO3

	2a.	Principles of Design and its use and reference study.		
	2b.	Practicing Principles of Design with vectors .		
	2c.	Semiotics, the study of sign processes and meaningful communication.		
	Unit 3	Design Techniques	CO3,CO4	
	3a.	Layout & Grid for graphics & web		
	3b.	Composition: Visual balancing		
	3c.	Colour and Halftone		
	Unit 4	Design Psychology	CO4	
	4a.	Perception and Visualization.		
	4b.	Hierarchy in Design.		
	4c.	Colours and its meaning in Design		
	Unit 5	Conceptualizing a GUI(Graphic User Interface) from the perspective of UI	CO 5	
	5a.	Prototype Design for Mobile		
	5b.	Prototype Design for Tablet		
	5c.	Prototype Design for Web		
	Mode of examination	Jury/Practical/Viva		
	Weightage Distribution	CA 60%	MTE 0%	ETE 40%
	Text book/s*	-		
	Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	-	-	2	2	2	3	2	2	-	3	3	3
CO2	1	2	-	3	3	3	2	1	3	2	3	2	2
CO3	-	-	2	2	2	2	3	2	3	2	3	3	3
CO4	-	2	-	3	2		1	3	3	-	3	2	2
CO5	-	-	-	3	3	2	3	2	3	2	3	2	3

SEM IV

School: SADMS		Batch : 2020-24	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital and Communication		Semester: 4th	
1	Course Code		
2	Course Title	User Interface Design II (UCD II)	
3	Credits	10	
4	Contact Hours (L-T-P)	(0-2-8)	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • Understanding use and importance of prototype in creating Interface Designs • Layout Testing for interfaces • Colluding info graphics for various purpose • To learn principle of Advertising and Design 	
6	Course Outcomes	CO1: Designing Info graphics through digital tools CO2: Students will have a richer understanding of how way finding, typography, colour, symbols, maps, and signs affect visceral, behavioural, and reflective reactions to physical spaces	

		CO3: Understanding Information Architecture.			
7	Course Description	This course will evaluate how visual communication functions within the public spaces we visit throughout our lives. Students will learn about the communication sub-discipline of information design and how it serves to affect the way people act, feel, and otherwise respond to their environments.			
8	Outline syllabus				CO Achievement
	Unit 1	Introduction			CO1
		1a. study of Information design 1b. significance of Information in day to day life 1c. difficulty of and design			
	Unit 2	Interface			CO1 & CO2
		2a. graphics 2b colour scheme w.r.t the project/campaign 2c.typefacing and typography			
	Unit 3	Prototype			CO2
		3a. materials 3b. Best possible medium to communicate 3c. Clean and clear Prototype.			
	Unit 4	Attributes of Information design			CO3
		4a. Information architecture 4b. Needs of the audiences 4c. relevant Info graphics.			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA 60%	MTE 0%	ETE 40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	-	-	2	2	2	3	2	2	-	3	3	3
CO2	1	-	-	3	3	2	2	1	3	-	3	2	2
CO3	-	-	-	2	3	2	3	2	3	-	3	3	3

CO4	-	-	-	3	2		1	3	3	-	3	3	2
CO5	-	-	-	3	3	2	3	2	3	-	3	2	3

SEMESTER-IV

School: SAP		Batch :2020-2024	
Program: B Design		Current Academic Year: 2020-21	
Branch:		Semester:4th	
1	Course Code		
2	Course Title	Digital - 4 (3D Architectural Modelling)	
3	Credits	2	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • To develop the students to understand 3D Modelling for Architecture visualisation. • To use the software tools related to 3D Architecture Modelling. • To have an overview of the various processes involved in the design development for 3D Modelling for Architecture visualisation. • Crucial concepts and tips for 3D modelling. 	
6	Course Outcomes	CO1: Basis of 3D modeling: Learn basic concept and start modeling	

		<p>CO2 : Building Structure: Create columns, walls, beams and slabs.</p> <p>CO3: Create detailed components and Placing components into building model.</p> <p>CO4: Model Assembling and Materials: Complete this building model.</p> <p>CO5 : To learn digital tools</p>	
7	Course Description	Course will comprise of learning 3D Modelling for Architecture Visualisation. Students will be able to know how to use the SketchUp's advanced functions by creating 3D building models. They will be also able to develop a building Model as Designer.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Interface basics of 3D Modelling	CO1
		1a. Units and measurements 1b Basic Interface 1c Line tool and Shape Tools	
	Unit 2	Building 3D Models using 2D Shapes	CO2,CO3
		2a. Pull and Push 2b. Rotate, Scale and move options 2c. Array	
	Unit 3	Creating Components for 3D Model	CO3
		3a. Stairs and Railing 3b. Window, Doors and Jali Patterns 3c. Props and other components	
	Unit 4	Texture, Light and Visual Styles	CO3
		4a. Adding Color, Material and Textures 4b. Light and Shadows 4c Adding Visual Style for Render	
	Unit 5	Digital 3D Model Render	CO3,CO4
		5a. Still Render 5b. Basic Animation in Sketchup 5c. Final presentation.	
	Mode of examination	Jury/Practical/Viva	
	Weight age Distribution	CA	MTE
		60%	0%
		ETE	
		40%	

Text book/s*	<ul style="list-style-type: none"> - Learning SketchUp: A 3D Modelling Guide for Beginners - The SketchUp Workflow for Architecture: Modeling Buildings, Visualizing Design
Other References	

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	-	-	2	2	2	3	2	2	-	3	3	3
CO2	-	-	2	3	3	2	2	1	3	-	3	2	2
CO3	-	-	-	2	3	2	3	2	3	-	3	3	3
CO4	-	-	2	3	2		1	3	3	-	3	3	2
CO5	-	-	-	3	3	2	3	2	3	-	3	2	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SADMS		Batch :2020-2024
Program: B.Design		Current Academic Year: 2020-21
Branch: Digital and communication		Semester: 4th
1	Course Code	
2	Course Title	Visual Language III(Brand Communication Design)
3	Credits	6
4	Contact Hours (L-T-P)	0-2-4
	Course Status	Compulsory/Elective
5	Course Objective	<ul style="list-style-type: none"> • Understanding and creating works that communicate to a broad audience. • Understanding how Branding shapes the environment.

		<ul style="list-style-type: none"> • Understand the theory of Brand Identity Design • To understand the difference between Branding and Advertising. 	
6	Course Outcomes	<p>CO1: Designing logos from the scratch in any Identity</p> <p>CO2: Students will have a richer understanding the ways to communicate their Brand Identity</p> <p>CO3: Understanding the techniques to best represent their Brands.</p> <p>CO4: Familiarity with all marketing strategy to strengthen their brand.</p>	
7	Course Description	This course will comprises of the attributes related to branding such as Identity, Atmosphere, Community Outreach etc. It will also comprises the different aspect to communicate in a best for any brand. Possibilities and Strategy to strengthen the Brand.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	CO1
		1a - Creating vectors graphics 1b - Tracing through scribbles 1c- Logos	
	Unit 2	Interface	CO1 & CO2
		2a- tools 2b - signs and symbols 2c- styles	
	Unit 3	Layouts	CO2
		3a- Grids 3b- Golden ratio 3c- colour scheme and trends	
	Unit 4	Attributes of Branding	CO3
		4a- Strategies for marketing 4b- Outreach for maximum masses 4c- studying great brands	

	Unit 5	Presentation and Modification			CO3 & CO4
		5a. Popular brands Case study 5b- Visually appealing presentation 5c- Final Presentation.			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	2	1	3	2	2		2	2	2	2	2	3
CO2	2	2	1	3	2	2		2	2	2	2	3	3
CO3	3	2		2	2	3	2	3	1	3	3	2	2
CO4	2	2	2	2	2	3	2	3	2	3	3	2	2
CO5	2	2	1	3	2	2		2	2	2	2	3	3
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

SEMESTER-V

School: SADMS	Batch :2020-2024	
Program: B.Design	Current Academic Year: 2020-21	
Branch: Digital and communication	Semester: 5th	

1	Course Code		
2	Course Title	Writing for Digital Media (Content Writing)	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • To develop the students to understand Content writing in Digital Media's. • To make the students aware of the importance of Content in Digital World. • Help the students in creating content for different platforms and different aspects. • To make the students aware as well as prepared to create content in order to please the correct audience. • To develop the copy writing skills of the student 	
6	Course Outcomes	<p>CO1: Students will understand new digital media and importance of content in it.</p> <p>CO2 : To master the writing skills and its fundamentals of the students in Digital Media</p> <p>CO3: Understanding the key components content and how to target different audiences.</p> <p>CO4: This will make them understand how they can plan, and execute content for utmost optimization.</p> <p>CO5: To boost their working skills as a Copywriter in Advertising.</p>	
7	Course Description	<p>The course examines the fundamental principles of writing content interactively for specific audiences. It will also help students cultivate skills in content development using the right methods of planning, structuring and implementing Copy for different media. in digital environments such as social media, video games, web sites, mobile apps, blogs, etc.</p>	

8	Outline syllabus			CO Achievement
	Unit 1	Introduction to Digital Media		CO1
		1a. Introduction to New Digital Era and Different Digital Medias 1b Emerging practice of Content in Digital Media 1c Advantages and Disadvantages of Content on Digital Platform		
	Unit 2	Writing Standards		CO2,
		2a. Basic rules of Good Writing 2b. Fundamentals of Writing : Grammar, Usage, Style. 2c. similarities and differences in reading styles for Web audiences and print media audiences		
	Unit 3	Writing for Digital Media		CO3
		3a. Key Components of Digital Writing 3b. Principles of Digital Writing 3c. Digital Writing for Different Agendas : Social, Political, Emotional, Environmental, Cooperate.		
	Unit 4	Process of Digital Writing		CO4
		4a. Planning, Research and Guidelines 4b. Structure, Strategies and Style 4c Informational Designs, and Microcopy		
	Unit 5	Copywriting Skills		CO5
		5a. Principles of Copywriting 5b. Importance of copy in Advertising 5c. Types of Copy in Advertising		
	Mode of examination	Jury/Practical/Viva		
	Weight age Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	-		

	Other References	
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POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	1	2	1	3	2	2	3	2	2	2	2	2	3
CO2	2	2	1	3	3	3	2	2	2	2	2	3	3
CO3	2	2	3			3	2	3	1	3	3	2	2
CO4	2	2	3	3	2	3	2	3	2	3	3	2	2
CO5	2	2	2	3	3	2	2	2	2	2	2	3	3
CO6													

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch :2020-2024	
Program: B Design		Current Academic Year: 2020-21	
Branch:		Semester:5th	
1	Course Code		
2	Course Title	Digital Video Communication I	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • To develop the students to understand Digital Video Communication. • To use the software tools related to Video Editing. • To have an overview of the various processes involved in Digital Video Editing and 	

		compositing. <ul style="list-style-type: none"> • Crucial concepts and tips Digital Video Editing and Compositing. • Understanding in depth Production process of Video Advertising. 	
6	Course Outcomes	CO1: Basis of Production process of Digital Video Editing. CO2 : Fundamentals of non-linear editing software. CO3: Learn and create video compositing and effects CO4: Creating a adverting film and better understand techniques editors use to construct stories.	
7	Course Description	Editing is a fundamental component of filmmaking. It is an art of composing space (as totality or fragment, continuous or discontinuous) and time (linear or non-linear) through the arrangement, assembly and interaction of images (static or dynamic) and sounds (on screen or off screen). Editing includes storytelling, rhythm, tempo, and emotion. A good editing sense is absolutely necessary to creatively structure a cinematic work. Creative works on film, video and image-related media all acquire meaning and impact through montage: the juxtaposition of images and sounds. This course will teach students the basic knowledge and concepts of editing, and develop their editing sense in practical editing assignments.	
8	Outline syllabus		CO Achievement
	Unit 1	History of the Motion Picture Industry	CO1
		1a. Introduction to different genres 1b History of movies and equipment 1c History and Structure of the film industries	
	Unit 2	Introduction to Digital Video Editing and process	CO1
		2a. How to produce a film or video. Understand the key concepts and guidelines 2b. Understanding of the key phase involved during pre-production and production 2c. Understand the basic functions, components and aspects of computers to establish a certain level of computer literacy so that students are able to perform video editing functions	
	Unit 3	Basics of Adobe Premiere (non-linear editing software)	CO2

		3a. Project Setup with Workflow and workspace 3b. Editing Sequences and clips 3c. Editing Audio	
	Unit 4	Video compositing and effects	CO3
		4a. Add transitions, titles and effects 4b. Blue/Green Screen Key 4c Superimposing techniques and effects	
	Unit 5	Editing for Ad Film (Story Construction and output)	CO4
		5a. Animation and key frame settings 5b. Render Settings 5c. Output formats	
	Mode of examination	Jury/Practical/Viva	
	Weight age Distribution	CA 60%	MTE 0%
		ETE 40%	
	Text book/s*	<ul style="list-style-type: none"> - Mastering Adobe Premiere Pro cc - Editing Digital Video: The Complete Creative and Technical Guide 	
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	-	-	2	2	2	3	2	2	-	3	3	3
CO2	-	-	-	3	3	2	2	1	3	-	3	2	2
CO3	-	-	-	2	3	2	3	2	3	2	3	3	3
CO4	-	-	-	3	2		1	3	3	2	3	3	2
CO5	-	-	-	3	3	2	3	2	3	-	3	2	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SADMS		Batch :2020-2024	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital and communication		Semester: Vth	
1	Course Code		
2	Course Title	Visual language IV (Motion Graphics)	
3	Credits	6	

4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • This course combines study of visual elements. • This course gives the understanding of Explorations in narrative paintings • To make the students to explore and create sequential art. • To learn the narration of film dynamics and pictorial narrative for visual representations. 	
6	Course Outcomes	<p>CO1: To gain understanding of narrative painting</p> <p>CO2: To make the students learn with the idea of sequential art, pictorial narratives.</p> <p>CO3: To understand and create the difference between static, dynamic and interactive visual narratives.</p> <p>CO4 : To be able to create visual abstractions</p> <p>CO5 : To learn digital tools.</p>	
7	Course Description	<p>This course combines study of Visual narratives- critical study of elements, static, dynamic and interactive narratives.</p> <p>Exploration and creation of simple visual appearance. To clearly understand the relationship between static, dynamics and interactive narratives with respect to story.</p> <p>Viewpoints, point of reference and framing.</p> <p>relationship of colour, form and meaning.</p> <p>explorations in visual abstraction.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to visual Basics.	CO1

		1a. Visual elements 1b. Visual Principles 1c. story and narration											
	Unit 2	Fundamentals of visual elements											CO1 & CO2
		2a. Pictorial narratives 2b Sequential art 2c. Films											
	Unit 3	Colour scheme and visual abstractions											CO2
		3a. Colours in latest trends 3b. principles if visual narration 3c. Visual representations											
	Unit 4	Static, dynamic and interactive narratives											CO3
		4a. fixed location 4b. mobiles visuals 4c. role of a character											
	Unit 5	Visual representation.											CO3 & CO4
		5a. exploring visual images 5b. composition 5c. final presentation											
	Mode of examination	Jury/Practical/Viva											
	Weightage Distribution	CA	MTE	ETE									
		60%	0%	40%									
	Text book/s*	-											
	Other References												
POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	1	2	1	2	2	3	2	3	1	2	3	2	2
CO2	3	3	2	2	2	3	2	2	2	3	3	2	2
CO3	1	2	2	3	2	2	1	2	2	2	2	2	3
CO4	3	1	3	3	2	2	3	2	2	2	2	3	1
CO5	3	2	1	3	2	2	1	2	3	2	2	2	3

School: SADMS		Batch :2020-2024	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital & Communication		Semester: Vth	
1	Course Code		
2	Course Title	Digital V- 3D Product Modelling	
3	Credits	3	

4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> To develop a sense of appreciation for traditional art and craft To use traditional textiles to create clothing and life style products To have an overview of the various processes involved in the development of traditional textiles 	
6	Course Outcomes	CO1: Students will gain basic concepts and understanding of tools related to 3D designing CO2: To understand the advanced texturing and Lighting CO3: To explore commercial use of 3d in industry CO4: To relate 3D to futuristic trends like AR & VR	
7	Course Description	Students will use digital modeling to explore the principles of 3-dimensional design. Projects involving products, character and architectural object will emphasize the aesthetic concepts of spatial proportion (scale, angle and position), balance, light/shadow and texture. Students will emerge with the ability to create well designed 3D models, and be familiar with the basics of polygonal modeling, texturing, lighting and rendering for animation, computer games and broadcast media.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction - Polygon Modeling	
		Sub unit - a, b and c detailed in Instructional Plan	
	Unit 2	Case study	
		Sub unit - a, b and c detailed in Instructional Plan	
	Unit 3	Conceptual	
		Sub unit - a, b and c detailed in Instructional Plan	
	Unit 4	Development	
		Sub unit - a, b and c detailed in Instructional Plan	
	Unit 5	Finalisation	
		Sub unit - a, b and c detailed in Instructional Plan	
	Mode of examination	Jury/Practical/Viva	

Weightage Distribution	CA	MTE	ETE	
	60%	0%	40%	
Text book/s*	-			
Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	-	-	2	2	2	3	2	2	-	3	3	3
CO2	-	-	-	3	3	2	2	1	3	-	3	2	2
CO3	-	-	-	2	3	2	2	2	3	-	3	3	3
CO4	-	-	3	3	2	-	3	3	3	3	3	3	2
CO5	2	-	2	3	-	-	3	2	3	2	3	2	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SADMS		Batch : 2019-23	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital & Communication		Semester: Vth	
1	Course Code		
2	Course Title	User Interface Design (UCD) III (Research & Prototyping)	
3	Credits	10	
4	Contact Hours (L-T-P)	10 hrs (0-2-8)	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • Learning as how to start a design research. • Understanding the user behaviour. • Learning various prototyping methods 	
6	Course Outcomes	<p>CO1: Student will practice design thinking techniques to define a design challenge</p> <p>CO2: Students will integrate UI design process to achieve this.</p> <p>CO3: students will develop a critical thinking and problem solving approach.</p>	

		CO4. Students will brainstorm different prototypes to come up with a creative solution. CO4. How to test an idea with wireframes of Design	
7	Course Description	This course begins with the first step for generating great user experiences: understanding what people do, think, say, and feel. In this module, student will learn how to keep an open mind while learning more about how people's needs, goals, values play out in their day-to-day lives and their hopes for the future.	
8	Outline syllabus		CO Achievement
	Unit 1	Defining a Design Challenge.	CO1
		Brainstorming an idea from surrounding	
		Defining a design problem in terms of User Interface for App	
		Observation	
	Unit 2	UI Design Process	CO2
		Research and Literature Review (online + offline)	
		Empathy Perspective with interview and Questionnaire	
		Synthesizing the information with defining conflict and extremes	
	Unit 3	Ideation	CO2, CO3
		Flowing with multiple ideas.	
		Brainstorming with manual tools like paper, sticky notes, board, markers etc.	
		Defining the idea	
	Unit 4	Prototyping the idea	CO3
		Information Architecture	
		Paper prototyping	
		Digital Prototyping	
	Unit 5	Wireframing	CO4
		Wire framing design with XD	
		Responsive and Interactivity in Design	
		Wireframe Testing with Users.	
	Mode of examination	Jury/Practical/Viva	

Weightage Distribution	CA	MTE	ETE	
	60%	0%	40%	
Text book/s*	-			
Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	3	3	2	2	2	3	2	2	3	3	3	3
CO2	3	-	2	3	3	2	2	1	3	3	2	2	3
CO3	-	3	-	2	3	2	2	2	3	3	2	1	3
CO4	-	3	3	3	2	3	3	3	3	3	2	3	2
CO5	-	-	2	3	-	3	3	2	3	2	3	2	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SADMS		Batch : 2019-23	
Program: B.Design		Current Academic Year: 2019-20	
Branch: Digital and Communication		Semester: 5th	
1	Course Code	DSE	
2	Course Title	User Interface Design	
3	Credits	2	
4	Contact Hours (L-T-P)	2 hrs (0-1-1)	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • Understanding use and importance of interface design. • Understand how people perceive, Understand, use and experience Interactive Objects and spaces. • Colluding info graphics for various purpose. • Process of Prototyping. 	

6	Course Outcomes	1. To implement UI principle in their interface designs. 2. To incorporate user's perception, experience and expectation in design 3. collude info graphics for various purpose. 4. use and learn different prototyping for design.											
7	Course Description	This course is an introductory to the about the use of User											
8	Outline syllabus				CO Achievement								
	Unit 1	Introduction to Interaction Design			CO 1,CO2								
	1a.	Application of Graphic and Interaction Design											
	1b.	Hall of Fame/Hall of Shame											
	1c.	The Gulf of Execution and Gulf Of Evaluation											
	Unit 2	Principle of UI Design			CO3								
	2a.	Principles of Design and its use and reference study.											
	2b.	Human Machine Interface											
	2c.	Redesigning Interfaces											
	Unit 3	Gestalt Principle for GUI			CO3,CO4								
	3a.	Gestalt Principle- Introduction											
	3b.	Good Design & Bad Design											
	3c.	Redesigning GUI based on Gestalt											
	Unit 4	Design Psychology			CO4								
	4a.	Perception and Visualization.											
	4b.	Hierarchy in Design.											
	4c.	Colours and its meaning in Design											
	Unit 5	Conceptualizing a GUI(Graphic User Interface) from the perspective of UI			CO 5								
	5a.	Conceptualizing an Idea											
	5b.	Paper Prototyping the Idea											
	5c.	Digital Prototype with XD											
	Mode of examination	Jury/Practical/Viva											
	Weightage Distribution	CA	MTE	ETE									
		60%	0%	40%									
	Text book/s*	-											
	Other References												
POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4

CO1	2	-	3	2	2	2	3	2	2	3	3	3	3
CO2	3	2	2	2	3	2	2	1	3	3	2	2	3
CO3	-	3	-	2	3	2	2	2	3	3	2	1	3
CO4	-	3	3	3	2	3	2	3	3	3	2	3	2
CO5	-	-	2	3	-	3	3	2	3	2	3	2	2

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

SEMESTER-VI

School: SAP		Batch :2020-2024
Program: B Design		Current Academic Year: 2020-21
Branch:		Semester:6th
1	Course Code	
2	Course Title	Digital Video Communication II
3	Credits	6
4	Contact Hours (L-T-P)	0-2-4
	Course Status	Compulsory/Elective
5	Course Objective	<ul style="list-style-type: none"> To have an overview of the production process involved in Ad and Documentary Film Shoot To understand the basics of script writing and direction. To develop video editing skills for film making. To use the software tools related to Post Production and Visual Effects.
6	Course Outcomes	<p>CO1: Plan and produce at least one ad or documentary film under self-direction</p> <p>CO2: To develop an perception of depicting an idea on screen through live action.</p> <p>CO3: Demonstrate a commercial awareness of a product or concept.</p>

		CO4: Demonstrate critical and evaluative skills when presenting work in progress to peers and Final Visual Effects Short Film.			
7	Course Description	This course explores various aspects of live action and compositing multimedia. The course aims to provide a critical vocabulary and historical context of the cutting edge of input and output. Students will learn how to composite robust and immersive experiences by combining the elements of graphics, special effects and visual effects, animation, video, and audio to make a video/ad film/documentary. Students will complete various assignments and create projects that demonstrate their understanding of a concept from script to screen.			
8	Outline syllabus			CO Achievement	
	Unit 1	Basics of Live Action Production		CO1	
		1a. Pre Production, Production and Post Production tool 1b Script Writing and Storyboarding 1c Direction			
	Unit 2	Concept and Shoot		CO2	
		2a. Visualizing a Concept 2b. Developing Script and storyboard 2c. Shooting with Direction			
	Unit 3	Video editing and compositing techniques		CO2	
		3a. Rough cut 3b. Editing with storyboard 3c. Graphics and text			
	Unit 4	Filmmaking process		CO3	
		4a. Digital Composition 4b. Audio Recording 4c Sound editing			
	Unit 5	Output for Visual Effects film		CO4	
		5a. Composting the audio, graphics, text and video 5b. Superimposing and final composition 5c. Rendering the final Video			
	Mode of examination	Jury/Practical/Viva			
	Weight age	CA	MTE	ETE	

	Distribution	60%	0%	40%	
	Text book/s*	<ul style="list-style-type: none"> - Mastering Adobe After Effects cc - Compositing Visual Effects: Essentials for the Aspiring Artist - The Art and Science of Digital Compositing 			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	3	3	2	2	2	3	2	2	3	3	3	3
CO2	2	-	2	3	3	2	2	1	3	3	2	2	3
CO3	-	3	-	2	2	2	2	2	2	3	2	1	2
CO4	-	3	3	3	2	3	3	3	3	3	2	3	2
CO5	-	-	2	3	-	3	3	2	3	2	3	2	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SADMS		Batch : 2019-23	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital & Communication		Semester: VI th	
1	Course Code		
2	Course Title	Programming for Interactivity - I	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • To understand web design and web development bestpractices. • Introduction to HTML. • Understand the uses of CSS. • Introduction to D 	

6	Course Outcomes	CO1: Students will learn to create interactivity in design CO2: How to make responsive design and progressive enhancement with HTML CO3: How to stylize a website with CSS CO4: Students will Create basic responsive web pages using Bootstrap and Dreamweaver	
7	Course Description	This course will focus on how to use UI tools for developing screen-based communication including discussion of the conceptual and technical issues involved in the design and production of interactive documents and environments. Discussion will focus on authoring, user interface, navigation, content development, user experience and visual application	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to HTML	CO1
		Introduction to different web technology	
		HTML elements	
		HTML Tags	
	Unit 2	HTML Extended	CO1,CO2
		HTML tables	
		HTML Media Tags	
		Exercises on HTML	
	Unit 3	Introduction to CSS	CO3
		CSS introduction	
		CSS syntax, ID & Class	
		CSS styling with colour, layout and fonts	
	Unit 4	Reverse engineering and improving an existing website	CO3,CO4
		Reference study	
		Wire framing an existing website	
		Redeveloping the website	
	Unit 5	Hands on experience with word press, boot strap and other useful platform to understand navigation and	CO3, CO4

		user's interaction behavior.			
		Responsive website			
		Bootstrap with Dreamweaver			
		Compiling a website.			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	-	-	-	2	2	3	3	2	3	3	3	3
CO2	-	-	2	-	2	2	2	3	2	3	2	2	3
CO3	-	2	-	-	2	2	2	2	2	3	2	1	2
CO4	-	-	-	-	2	2	3	3	3	3	2	3	2
CO5	-	-	-	3	-	3	3	2	3	2	3	2	2

School: SADMS		Batch : 2019-23	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital & Communication		Semester: VI th	
1	Course Code		
2	Course Title	Designing, Running, and Analyzing UI Designs	
3	Credits	10	
4	Contact Hours (L-T-P)	(10hrs)- 10(0-2-8)	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • Front end designing a responsive UI. • Gestalt Principle in UI • Finalizing the Design 	
6	Course Outcomes	CO1: How to create UI Ecosystem with design touch points Layout, Grid, Font, icons and colour as per	

		<p>the brief and target audience</p> <p>CO2: Students will integrate GESTALT principle in UI</p> <p>CO3: Students will design a working APP with XD/Sketch mock up tools</p> <p>CO4. How to do User Testing and Analysing feedback and suggestions.</p> <p>CO5. How to iterate designs and create best out of all iterations.</p>	
7	Course Description	<p>This course begins with the first step for generating great user experiences: understanding what people do, think, say, and feel. In this module, student will learn how to keep an open mind while learning more about how people’s needs, goals, values play out in their day-to-day lives and their hopes for the future.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Material Design	CO1
		Working with Layout and Grid	
		Working with Fonts	
		Working with colour	
	Unit 2	Gestalt Principles in UI	CO2
		Understanding principles like Similarity, Proximity, Emergence, Continuity and Figure in Design	
		Integrating principles like Similarity, Proximity, Emergence, Continuity and Figure in Design	
		Peer Review	
	Unit 3	With MOCK UP TOOLS	CO2, CO3
		Designing Screens	
		Refining Screens	
		Adding interactions in design	
	Unit 4	User Testing	CO4
		Peer Review	
		Testing with user	
		Analyzing Feedback	

	Unit 5	Iteration			CO5
		Iteration I			
		Iteration II			
		Final Iteration			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	3	3	2	2	2	3	2	2	3	3	3	3
CO2	2	-	2	3	3	3	2	1	3	3	2	2	3
CO3	-	3	-	2	2	3	2	2	2	3	2	3	3
CO4	-	3	3	3	2	2	3	3	3	3	2	3	3
CO5	-	-	2	3	-	3	3	2	3	2	3	2	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SADMS		Batch : 2019-23	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital and Communication		Semester: 6th	
1	Course Code		
2	Course Title	Design & Technology: Contemporary Issues in Visual Communication	
3	Credits	5	
4	Contact Hours (L-T-P)	60 hrs (0-2-3)	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • Understanding the theoretical, cultural and social issues influencing communication design. • Understanding the contemporary issues affecting communication design • Visual communication measures addressing the socio-political issues. • Understanding Digital Marketing and Social Media Platforms 	
6	Course Outcomes	<p>CO1: elaborated understanding in the social issues influenced in Visual Communication.</p> <p>CO2: Students will have a richer understanding the ways to know the contemporary issues affected by Visual Communication.</p> <p>CO3: Understanding bigger problems and possibilities to communicate visually.</p> <p>CO4: Contemporary design and technology trends</p>	
7	Course Description	This course explores the technological, theoretical, cultural, social, political and economic issues currently affecting the field of graphic design. Students analyze the current state of the field of graphic design as a means of visual communication	

		to employ effective design solutions for issues and topics relevant to contemporary design culture.			
8	Outline syllabus			CO Achievement	
	Unit 1	Introduction			CO1
		1a- Study of Visual Communication. 1b- Social issues of current time 1c- Cultural and religious issues in Visual Communication.			
	Unit 2	Contemporary design Study.			CO1 & CO2
		2a- New media in Visual Communication 2b - Signs and symbols 2c- Styles			
	Unit 3	Issues affected by Visual Communication			CO2
		3a-social and political issues 3b. Religious and cultural issues 3c- Economical Issues			
	Unit 4	Attributes of New Media.			CO3 & CO4
		4a- Strategies for marketing 4b- Outreach for maximum masses 4c- New face of Graphic Design			
	Unit 4	Latest Trends in Visual Communication			CO5
		Digital Marketing			
		AR-VR			
		AI and IOT			
	Mode of examination	Jury/Practical/Viva			
	Weight age Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	3	3	2	2	2	3	2	2	3	3	3	2

CO2	-	-	2	3	3	3	2	1	3	3	2	2	3
CO3	-	-	-	2	2	2	3	2	2	3	2	3	2
CO4	-	-	2	1	2	2	3	3	3	3	2	3	3
CO5	-	-	2	3	-	3	3	2	3	2	3	2	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

SEMESTER-VII

School: SCADMS		Batch : 2019-23	
Program: B Design		Current Academic Year: 2020-21	
Branch:		Semester: 7	
1	Course Code		
2	Course Title	Intellectual Property Rights	
3	Credits	2	
4	Contact Hours (L-T-P)	(2 hrs) - 2(2-0-0)	
	Course Status	Compulsory/Elective	

5	Course Objective	<ul style="list-style-type: none"> • To develop the students knowledge about the Rights of a designer • To make the students aware of the importance of Registering their work and designs. • Help the students in making the best of these rights for the betterment.. • To develop the students knowledge of how to apply for these rights. 	
6	Course Outcomes	<p>CO1: Students will get introduced to IPR and Industrial Design</p> <p>CO2 : To understand all the rules and regulations of the Design Act in India.</p> <p>CO3: Understanding patents and how they can be used to protect their Designs.</p> <p>CO4: This will make them practically understand how they can preserve their work as a Trademark.</p> <p>CO5: To make the students thorough with all the copyright and related rights with the help of Case Studies.</p>	
7	Course Description	The course will make the students be aware of all the Rights they have as a Designer and how they can protect, Preserve as well as market their work, without the fear of Plagiarism or stealing. This course will make them understand how to apply for Patents, Trademarks and Copyrights and also the case studies will help them to relate theoretical knowledge to practicality.	
8	Outline syllabus		CO Achievement
	Unit 1	Intellectual Property Rights / Design Rights in India	CO1
		1a. Introduction to IPR and Need of IPR in design 1b Amendments in the IPR Act, 2008,2014 1c What is Industrial Design and Hague Agreement	

	Unit 2	Design Act of 2000			CO2,
		2a. Definition of Design according to the Act. 2b. Vital requirements for registering a Design 2c. Types of Designs which are not registrable under the Act.			
	Unit 3	Patents			CO3
		3a. Introduction to Patents and Importance and role of Patents in everyday life 3b. Case studies of Existing Indian Patents 3c. How can a Patent be granted and by whom.			
	Unit 4	Trademarks			CO4
		4a. Definition and importance of Trademarks 4b. What kinds of trademarks can be registered 4c Process of registering Trademarks			
	Unit 5	Copyright and related Rights			CO5
		5a. What copyright and related Rights and its importance 5b. what do the copyright and related rights provide 5c. Case studies of existing Trademarks and Copyrights in Design			
	Mode of examination	Jury/Practical/Viva			
	Weight age Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	2	1	3	2	2	2	3	2	2	2	-	3	2
CO2	-	-	2	2	1	2	2	2	3	2	-	2	2
CO3	-	-	-	2	2	2	3	2	2	2	2	3	2

CO4	-	-	2	1	2	2	3	3	3	3	2	3	3
CO5	1	-	2	2	-	3	3	2	3	2	-	2	2

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

School: SADMS		Batch :2020-2024
Program: B.Design		Current Academic Year: 2020-21
Branch: Digital and Communication		Semester: VII
1	Course Code	BCD
2	Course Title	User Interface Design V (Development and Testing)
3	Credits	12
4	Contact Hours (L-T-P)	144 hrs (0-4-8)
	Course Status	Compulsory/Elective
5	Course Objective	<ul style="list-style-type: none"> • Understanding use and importance of interface design. • Understand how people perceive, Understand, use and experience Interactive Objects and spaces. • Colluding info graphics for various purpose. • Process of Prototyping.
6	Course Outcomes	6. To implement UI principle in their interface designs. 7. incorporate user's perception, experience and expectation in design 8. use and experience Interactive objects and spaces. 9. collude info graphics for various purpose. 10. use and learn different prototyping for design.
7	Course Description	This course addresses the fields of information visualization and user interface design and their intersection in the field of interactive design. Through the exploration of key principles and

		methodologies of these fields, Students will develop a working knowledge of the means by which dynamic media systems—websites, games, information aggregators, Smartphone applications, etc.—organize, visualize, and present information to the end users of screen-based media.			
8	Outline syllabus			CO Achievement	
	Unit 1	Introduction to Interaction Design			CO 1,CO2
	1a.	Application of Graphic and Interaction Design			
	1b.	Hall of Fame/Hall of Shame			
		1c.	The Gulf of Execution and Gulf Of Evaluation		
	Unit 2	Iconography			CO3
	2a.	Principles of Design and its use and reference study.			
	2b.	Practicing Principles of Design with vectors .			
		2c.	Semiotics, the study of sign processes and meaningful communication.		
	Unit 3	Design Techniques			CO3,CO4
	3a.	Layout & Grid for graphics & web			
	3b.	Composition: Visual balancing			
		3c.	Colour and Halftone		
	Unit 4	Design Psychology			CO4
	4a.	Perception and Visualization.			
	4b.	Hierarchy in Design.			
		4c.	Colours and its meaning in Design		
	Unit 5	Conceptualizing a GUI(Graphic User Interface) from the perspective of UI			CO 5
	5a.	Prototype Design for Mobile			
	5b.	Prototype Design for Tablet			
		5c.	Prototype Design for Web		
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

School: SCADMS		Batch :	
Program: B Design		Current Academic Year:	
Branch:		Semester:	
1	Course Code		
2	Course Title	Dissertation	
3	Credits	6	
4	Contact Hours (L-T-P)	(6hrs) - 6(0-2-4)	
	Course Status		
5	Course Objective	<ul style="list-style-type: none"> • Identify the steps in the dissertation process. • Describe the primary components of the dissertation manuscript. • Compile a literature review on a topic related to your dissertation interest. • Write a literature review, demonstrating scholarly writing skills including simplicity, clarity, and conciseness, on a topic of your dissertation. • Develop and write the Dissertation According to the University rules. • Compile the Dissertation with Images, Surveys, Graphs, etc. 	
6	Course Outcomes	<p>CO1: Students will be understanding about Research Aptitude and Methodology.</p> <p>CO2 : Focusing on a systematic way to identify the Research Topic.</p> <p>CO3: To understand all the ways of Data Collection, Image Collection, Surveys needed to write the literature review.</p> <p>CO4: Compiling the Literature Review, images and surveys, and creating the final draft of it.</p> <p>CO5: To make the students thorough with the Presentation techniques for the Dissertation Formatting it accordingly</p>	

7	Course Description	This course serves as a course in the dissertation methodology writing process. The focus of the course is the development of the student's dissertation proposal of the traditional doctoral dissertation and completion. The core objective of this course is to provide guidance and motivation to the student.	
8	Outline syllabus		CO Achievement
	Unit 1	Understanding Research Aptitude	CO1
		1a. Definition of Research Aptitude 1b Types of Research Methodology 1c Understanding Research Methodology	
	Unit 2	Primary Dissertation Process	CO2,
		2a. Identify the Topic of Interest of dissertation 2b. Develop Research work based on Individual Thoughts and Interest.	
	Unit 3	Initial Compilation of Dissertation	CO3
		3a. Collection of different Research Material 3b. Data Collection for Literature Review 3c. Collecting Graphs, Images, Surveys, etc to support Literature Review.	
	Unit 4	Completion of Literature Review	CO4
		4a. Compilation of Data and Images. 4b. Writing a draft of literature Review 4c finalizing Literature Review with related Images	
	Unit 5	Formatting the Dissertation	CO5

		5a Writing the summary, and Bibliography 5b writing Foot Notes, and End Notes 5c Writing the final Pages (Including Acknowledgement, Certificate, Index, Image Index, Preface, Glossary)			
	Mode of examination	Jury/Practical/Viva			
	Weight age Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	PSO4
CO1	-	1	3	2	2	2	3	2	2	2	-	3	2
CO2	-	-	2	2	1	2	2	2	3	2	3	2	2
CO3	-	-	-	2	2	1	2	2	2	2	2	2	2
CO4	-	-	2	1	2	2	3	2	3	3	2	2	3
CO5	1	-	2	2	-	3	3	2	3	2	-	2	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

SEMESTER VIII

School: SADMS		Batch :2020-2024	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital and communication		Semester: 8th	
1	Course Code		
2	Course Title	Graduation project	
3	Credits	16	

4	Contact Hours (L-T-P)	0-4-12	
	Course Status	Compulsory/Elective	
5	Course Objective	<ul style="list-style-type: none"> • This course combines study of visual elements. • This course gives the understanding of Explorations in narrative paintings • To make the students to explore and create sequential art. • To learn the narration of film dynamics and pictorial narrative for visual representations. 	
6	Course Outcomes	<p>CO1:To gain understanding of narrative story telling</p> <p>CO2:To make the students learn with the idea of sequential art, pictorial narratives.</p> <p>CO3:To understand and create static, dynamic and interactive visual narratives.</p> <p>CO4 : To be able to create visual abstract representation.</p>	
7	Course Description	<p>This course combines study of Visual narratives- through engaging story elements, static, dynamic and interactive narratives. exploration and creation of simple visual appearance. ^[L]_[SEP]To clearly understand the relationship between static, dynamics and interactive narratives with respect to story. Viewpoints, point of reference and framing. relationship of colour, form and meaning. explorations in visual abstraction. ^[L]_[SEP]</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to visual Basics.	CO1
		1a. Visual elements	

		1b. Visual Principles 1c. story and narration	
	Unit 2	Fundamentals of visual elements	CO1 & CO2
		2a. Pictorial narratives 2b Sequential art 2c. Films	
	Unit 3	Colour scheme and visual abstractions	CO2
		3a. Colours in latest trends 3b. principles if visual narration 3c. Visual representations	
	Unit 4	Static, dynamic and interactive narratives	CO3
		4a. fixed location 4b. mobiles visuals 4c. role of a character	
	Unit 5	Visual representation.	CO3 & CO4
		5a. exploring visual images 5b. composition 5c. final presentation	
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	-	
	Other References		

School: SCADMS		Batch :2020-2024	
Program: B.Design		Current Academic Year: 2020-21	
Branch: Digital & Communication design		Semester: VIII	
1	Course Code		
2	Course Title	Internship	
3	Credits		
4	Contact Hours (L-T-P)		
	Course Status	Compulsory	
5	Course Objective	1. To get an industry and market exposure. 2. To become industry oriented and learn to work under peer pressure of deadline and quality work. 3. Develop the entrepreneur skills	
6	Course Outcomes	CO1: Be able to fill the gap between concept and final product, so become professional CO2 :Think out of the box and execute within given	

		limits and deadline. CO3: become sensible and learn to manage their time and resources effectively . CO4 : be aware of the environmental issue and sensitive towards society and nature.		
7	Course Description	This course requires student to do an industry training for at least 3.5 months equivalent to one semester. At the end , students are required to submit an internship report along with a work portfolio.		
8	Outline syllabus		CO Achievement	
	Unit 1	Internship	CO1, CO2, CO3, CO4	
	Unit 2	Internship		
	Unit 3	Internship		
	Unit 4	Internship		
	Unit 5	Internship report		
	Mode of examination	Jury/Practical/Viva		
	Weightage Distribution	CA 60%	MTE 0%	ETE 40%
	Text book/s*	-		
	Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO 1	PSO 2	PSO 3	PSO 4
CO1	-	-	2	2	1	2	3	2	3	3	3	3	3
CO2	-	-	2	2	2		3	2	2	3	2	3	3
CO3	-	2	1	2	2	2	-	-	3	2	3	2	2
CO4	-	2	2	2	2	2	3	3	1	3	3	3	3
CO5	-	-	3	3	3	3	3	3	3	3	3	3	3
CO6	-	-	2	2		2	-	-	-	-	-	-	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

