



KANNUR UNIVERSITY
കണ്ണൂർ സർവകലാശാല

(Abstract)

FYUGP B Sc Interior Designing and Furnishing Programme in Affiliated Colleges under the University - Scheme and Syllabus (Fourth to Eighth semesters) -Approved and implemented with effect from 2024 Admission - Orders issued.

ACADEMIC C SECTION

ACAD C/ACAD C1/22255/2024

Dated: 07.03.2026

- Read:-1. U O No ACAD C/ACAD C1/9909/2024 dated 19.12.2024
2. U O No ACAD C/ACAD C1/9909/2024 dated 29.08.2025
3. E-mail from the Chairperson, Board of Studies in Fashion Technology(Cd), dated 04.06.2026
4. E. mail from the Dean, Faculty of Technology dtd 19.02.2026
5. The minutes of the Meeting of the Standing Committee of the Academic Council, held on 21.02.2026
6. Orders of the Vice Chancellor, dtd 07.03.2026

ORDER

1. The Scheme and Syllabus of the first and second semesters of the FYUG Interior Designing and Furnishing Programme in affiliated colleges were implemented with effect from the 2024 admission, as per paper read (1). The Scheme and Syllabus of the Third semester were approved and the Scheme and Syllabus of the first and second semesters were modified and implemented vide paper read (2) above.
2. Meanwhile, the Chairperson, Board of Studies in Fashion Technology (CD), vide paper read (3) above, submitted the Scheme and Syllabus of the Fourth to Eighth semesters of the B.Sc. Interior Designing and Furnishing Programme to be implemented in affiliated colleges under Kannur University with effect from the 2024 admission.
3. The Scheme and Syllabus submitted by the Chairperson were forwarded to the Dean, Faculty of Technology, for remarks, and the Dean recommended approval vide paper read (4) above.
4. Considering the matter, the Vice Chancellor ordered that the above Scheme and Syllabi be placed before the Standing Committee of the Academic Council for consideration.
5. The Standing Committee of the Academic Council held on 21.02.2026 recommended to approve the Scheme and Syllabus vide paper read (5) above.
6. The Vice Chancellor, after considering the matter in detail and in exercise of the powers of the Academic Council conferred under Section 11(1), Chapter III of the Kannur University Act, 1996, and all other enabling provisions read together therewith, approved the Scheme and Syllabus (Fourth to Eighth semesters) of the B.Sc. Interior Designing and Furnishing Programme (FYUGP) and accorded sanction to implement the same in affiliated colleges



under the University with effect from the 2024 admission, subject to reporting to the Academic Council.

7. The Scheme and Syllabus (Fourth to Eighth semesters) of the B.Sc. Interior Designing and Furnishing Programme (FYUGP) in affiliated colleges under Kannur University with effect from the 2024 admission are appended to this U.O. and uploaded on the University website.
8. Orders are issued accordingly..

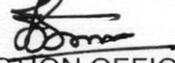
Sd/-

Bindu K P G
DEPUTY REGISTRAR (ACADEMIC)
For REGISTRAR

To: The Principals of Affiliated Colleges

- Copy To: 1. The Examination Branch (through PA to CE)
2. JR (Exam)
3. The Chairperson, BoS in Fashion Technology
4. PS to VC/PA to R
5. DR/AR (Academic)
6. IT Cell (For uploading in the website)
7. SF/DF/FC

Forwarded / By Order


SECTION OFFICER



KANNUR UNIVERSITY

B.Sc. Interior Designing and Furnishing

PROGRAMME OUTCOMES (PO)

At the end of the graduate programme at Kannur University, a student would:

PO 1	Creative Thinking and Problem-Solving: Apply critical thinking skills to analyse information and develop effective problem-solving strategies for tackling complex issues.
PO 2	Effective Communication and Social Interaction: Proficiently express ideas and engage in collaborative practices, fostering effective interpersonal connections.
PO 3	Holistic Understanding: Demonstrate multi-disciplinary approach by integrating knowledge across various domains for comprehensive understanding of complex issues
PO 4	Citizenship & Leadership: Exhibit a sense of responsibility, actively contribute to the community, and showcase leadership qualities to shape a just and inclusive society.
PO5	Global Perspective: Develop a broad awareness of global issues and an understanding of diverse perspectives, preparing for active participation in a globalized world
PO 6	Ethics, Integrity and Environmental Sustainability: Uphold high ethical standards in academic and professional endeavours, demonstrating integrity and ethical decision-making. Also acquire an understanding of environmental issues and sustainable practices, promoting responsibility towards ecological well-being.
PO 7	Lifelong Learning and Adaptability: Cultivate a commitment to continuous self-directed learning, adapting to evolving challenges and acquiring knowledge throughout life.

PROGRAMME SPECIFIC OUTCOMES (PSO)

At the end of BSc. Interior Designing and Furnishing Honours programme at Kannur University, a student would:

PSO 1	Demonstrate a comprehensive understanding of interior design history, cultural influences and architectural styles across time periods.
PSO 2	Apply design principles and creative strategies to develop innovative and user-centred interior and furniture design solutions
PSO 3	Integrate technical knowledge of materials, construction techniques and interior services into practical design implementation
PSO 4	Utilize industry-standard software and digital tools (AutoCAD, SketchUp, 3DSMax, Revit, Lumion for 2D/3D visualization, modelling and presentation
PSO5	Interpret and prepare professional working drawings, construction details and project documentation to industry standards
PSO 6	Estimate project costs, manage interior projects efficiently and apply business, marketing and entrepreneurial skills in design practice
PSO 7	Develop a professional design portfolio and demonstrate readiness for employment, higher education or self- practice in the interior design industry

**B Sc Interior Designing and Furnishing
FYUG Programme Content**

FOUNDATION COURSES							
Sl. No.	Course Type	Semester	Course Code	Course Name	Hours per week		Credits
					Theory	Practical	
1	MDC	1	KU1MDCIDF101	Introduction to Brand Design	3	0	3
2		1	KU1MDCIDF103	Fundamentals of Interior Designing	3	0	3
3		2	KU2MDCIDF102	Art & Design Aesthetics	3	0	3
4	VAC	3	KU3VACIDF101	Environmental Studies	3	0	3
5		4	KU4VACIDF102	Cultural Awareness and Sensitivity in Design	3	0	3
6		4	KU4VACIDF103	Creative Writing for Designers	3	0	3
7	SEC	4	KU4SECIDF101	AutoCAD Drafting	1	4	3
8		5	KU5SECIDF102	3D Modelling – SketchUp & 3DSMax	1	4	3
9		6	KU6SECIDF103	Advanced CAD Modelling – Revit & Lumion	1	4	3
DISCIPLINE SPECIFIC COURSES							
10	DSC	1	KU1DSCIDF101	Basic Design - I	0	8	4
11			KU1DSCIDF102	Introduction to History of Design	4	0	4
12			KU1DSCIDF103	Visual Arts & Presentation	2	4	4
13			KU1DSCIDF108	Design Ideation and Strategy	4	0	4
14			KU1DSCIDF109	Visual Communication Techniques	1	6	4
15		2	KU2DSCIDF104	Basic Design - II	2	4	4
16			KU2DSCIDF105	Theory of Design - I	4	0	4
17			KU2DSCIDF106	Elements of Design	3	2	4
18			KU2DSCIDF107	Visualization and Representation	1	6	4

FYUGP “INTERIOR DESIGNING & FURNISHING”

19	DSE		KU2DSCIDF110	Creative Visualization in Design	4	0	4	
20			KU2DSCIDF111	Interior Materials and Surface Exploration	4	0	4	
21		3	KU3DSCIDF201	Design Studio - I	2	4	4	
22			KU3DSCIDF202	Materials & Construction - I	4	0	4	
23			KU3DSCIDF203	Advanced Design Practice: Concept to Prototype	3	2	4	
24			KU3DSCIDF204	Visualization and Representation - II	1	6	4	
25			KU3DSCIDF205	Visual Merchandising and Retail Interiors	4	0	4	
26			KU3DSCIDF206	Conceptualization and Realization	4	0	4	
27			KU3DSCIDF207	Fundamentals of Space Planning and Ergonomics	4	0	4	
28			4	KU4DSCIDF210	Design Studio - II	1	6	4
29				KU4DSCIDF211	Materials & Construction - II	4	0	4
30		KU4DSCIDF212		Interior Services - I	4	0	4	
31		KU4DSCIDF213		Textile in Interiors	4	0	4	
32			5	KU5DSCIDF301	Design Studio - III	1	6	4
33				KU5DSCIDF302	Materials & Construction - III	4	0	4
34				KU5DSCIDF303	Interior Services - II	4	0	4
				<i>Elective - I</i>				
35				KU5DSEIDF304	Sustainable Built Environment	4	0	4
36				KU5DSEIDF305	Lighting Design	4	0	4
37				KU5DSEIDF306	Retail Interiors	4	0	4
				<i>Elective - II</i>				
38				KU5DSEIDF307	Smart and Responsive Interiors	4	0	4
39				KU5DSEIDF308	Adaptive Reuse	4	0	4
40				KU5DSEIDF309	Exhibition and Stage Design	4	0	4
41		DSC	6	KU6DSCIDF310	Design Studio - IV	1	6	4

FYUGP “INTERIOR DESIGNING & FURNISHING”

42			KU6DSCIDF311	Materials & Construction - IV	4	0	4
43			KU6DSCIDF312	Estimation and Costing in Interiors	4	0	4
			<i>Elective - III</i>				
44			KU6DSEIDF313	Landscape Design	4	0	4
45			KU6DSEIDF314	Building Science and Climatology	4	0	4
46			KU6DSEIDF315	Furniture Design	4	0	4
	DSE		<i>Elective – IV</i>				
47			KU6DSEIDF316	Photography	2	4	4
48			KU6DSEIDF317	Financial Management for Designers	4	0	4
49			KU6DSEIDF318	Business and Marketing Strategies for Designers	4	0	4
50			KU7DSCIDF401	Design Studio - V	0	8	4
51			KU7DSCIDF402	Materials & Construction - V	4	0	4
52	DSC	7	KU7DSCIDF403	Interior Services - III	4	0	4
53			KU7DSCIDF404	Research Methodology	4	0	4
54			KU7DSCIDF405	Interior Construction Detailing	0	8	4
55			KU8DSCIDF410	Thesis Studio	12		12
56		8	KU8DSCIDF411	Professional Practice for Interior Designers	4	0	4
57			KU8DSCIDF412	Interior Project Management	4	0	4
58			KU8DSCIDF413	Interior Portfolio Design	0	8	4

FOUNDATION COURSES

"KU1MDCIDF101": "INTRODUCTION TO BRAND DESIGN"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
1	MDC	100	KU1MDCIDF101	3	45

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
3	0	0	25	50	75	1.5

Course Description: Introduction and understanding to the Brand Design and application of its tools.

Course Prerequisite: Any student with a +2 or equivalent degree

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand and learn what Brand Designing is?	R
2	Brand Design Process	U
3	Understand communicating brand	U/A
4	Understand applications of Brand Designing	U/A/C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓			✓			
CO 2		✓			✓		
CO 3			✓				✓
CO 4			✓			✓	
CO 5	✓			✓			

COURSE CONTENTS

Contents for Classroom Transaction:

FYUGP “INTERIOR DESIGNING & FURNISHING”

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO BRANDING		15
	1	Brand & Branding	3
		(a) Concept of Branding	
		(b) Study of brands across different industries	
	2	Building a Brand	3
		(a) Goals and steps	
		(b) Brand experience process	
	3	Brand Strategy	2
	4	Brand Vision & Mission	2
		(a) Components of vision statement	
		(b) Components of mission statement	
	5	Storytelling	2
	6	Consumer Research	3
(a) Consumer Psychology			
(b) Consumer trends			
2	BRAND DESIGN PROCESS		8
	1	Brand Naming	2
(a) Types of brand names			

FYUGP “INTERIOR DESIGNING & FURNISHING”

		(b) Characteristics of a good brand name	
	2	Brand Identity Design	6
		(a) Forms of Identity Design	
3	BRAND COMMUNICATION		22
	1	Visual Communication	12
		(a) Finding Brand Style	
		(b) Logo, Slogan & Tagline	
		(c) Colours	
		(d) Typography	
		(e) Mood board	
		(f) Photography	
	2	Non-Visual Communication	6
		(a) Crafting a brand voice	
		(b) Word association & mapping	
		(c) Client Presentation	
	3	Case Studies	4

Essential Readings:

1. Building Strong Brands by David A Aaker
2. Brand Gap: How to Bridge the Distance Between Business Strategy and Design by Marty Neumeier
3. Kellogg on Branding: The Marketing Faculty of the Kellogg School of Management by Alice M Tybout and Tim Calkins
4. Brand Innovation Manifesto: How to Build Brands, Redefine Markets and Defy Conventions by John Grant

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5. Brand Leadership: Building Assts in an Information Economy by David A Akers and Erich Joachimsthaler
6. Strategic Brand Management: Building, Measuring and Managing Brand Equity by Kevin Lane Keller
7. Building a StoryBrand: Clarify your message so customers will listen by Donald Miller
8. The Manifesto on Content Marketing Teams by Xenia Muntean
9. Become a Content Brand by Chris Carter

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		50
Continuous Evaluation		25
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignment(s)	5
4	Seminar / Presentation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		75

“KU1MDCIDF103”: “FUNDAMENTALS OF INTERIOR DESIGNING”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
1	MDC	100	KU1MDCIDF103	3	45

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
3	0	0	25	50	75	1.5

Course Description: An introductory course exploring fundamental design principles, color, space and form with a focus on basic interior design concepts suitable for beginners across creative disciplines

Course Prerequisite: Any student with a +2 or equivalent degree

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Identify and apply basic elements and principles of design in creative compositions	U/A
2	Understand the psychological and visual impact of color, form and space	U
3	Demonstrate awareness of design thinking and its role in solving functional design problems	U/A
4	Differentiate between 2D and 3D space in design applications	An
5	Recognize common interior spaces, basic furniture types and materials used in interior design	R/U
6	Create simple visual layouts or design boards representing interior concepts	C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1		✓					

FYUGP "INTERIOR DESIGNING & FURNISHING"

CO 2		✓					
CO 3		✓					
CO 4		✓					
CO 5	✓		✓				
CO 6		✓		✓			

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Design Basics		9
	1	What is Design? Definition, Purpose and Application	1
	2	Differences between Art, Design and Decoration	1
	3	Elements of Design: Line, Shape, Form, Color, Texture, Space	2
	4	Principles of Design: Balance, Contrast, Rhythm, Emphasis, Unity, Proportion	3
	5	Activities – 1) Identify design elements in daily life 2) Create a mood board using basic design elements	2
2	Color, Form and Visual Perception		11
	1	Introduction to Color Theory: Primary, Secondary, Tertiary Colors	2
	2	Color Wheel, Color Schemes (Monochromatic, Analogous, Complementary)	2
	3	Warm vs Cool Colors and their psychological effects	1
	4	Introduction to Visual Perception and Optical Illusions	2

FYUGP “INTERIOR DESIGNING & FURNISHING”

	5	Basics of Form: Geometric vs Organic Forms	2
	6	Activities – 1) Color mixing 2) Abstract composition using forms & colors	2

3	Understanding Space, Composition and Function		11
	1	Understanding 2D and 3D space	1
	2	Basics of Layout and Composition	2
	3	Positive and Negative Space	1
	4	Gestalt Principles – Proximity, Similarity, Continuity, Closure, Figure-Ground, Symmetry, Common Fate, Simplicity	3
	5	Introduction to Design Thinking and Problem Solving	2
	6	Activities - 1) Sketch simple composition using balance & space 2) Implement Gestalt principle to make a composition	2

4	Introduction to Interior Design Concepts		14
	1	What is Interior Design? Scope and Objectives	1
	2	Types of Interior Spaces: Residential, Commercial, Institutional	2
	3	Basic Types of Furniture and their Uses	2
	4	Introduction to Space Planning: Living Room, Bedroom, Kitchen	3
	5	Basics of Materials: Wood, Fabric, Metal, Glass	2
	6	Introduction to Natural and Artificial Lighting	2
	7	Activities – 1) Visual collage of materials for a selected interior theme	2

Essential Readings:

1. Design Basics by David A Lauer and Stephen Pentak
2. The Elements of Color by Johannes Itten
3. Interaction of Color by Joseph Albers
4. Thinking with Type by Ellen Lupton
5. Design: The Whole Story by Elizabeth Wilhide

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6. Interior Design Illustrated by Francis DK Ching
7. The Fundamentals of Interior Architecture by John Coles and Naomi House
8. Materials for Interior Environments by Corky Binggeli
9. Color Design Workbook by Adams Morioka and Terry Stone

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		50
Continuous Evaluation		25
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignment(s)	5
4	Seminar / Presentation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		75

“KU2MDCIDF102”: “ART & DESIGN AESTHETICS”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
2	MDC	100	KU2MDCIDF102	3	45

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
3	0	0	25	50	75	1.5

Course Description: Generating tangible outcomes from abstract concepts of aesthetics with another subject knowledge gained during the semester.

Course Prerequisite: Any student with a +2 or equivalent degree

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Remember the visual memory and recollection of the same	U/R/An
2	Understand the design aesthetics and cognitive capacity and its expression	U/An
3	Apply the multisensory cognition to create an aesthetics experience	U/A
4	Understand different art movements and its impact on the designs	U/An
5	Create tangible output from abstract concepts of aesthetics and acquired knowledge from other subjects	U/An/C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓			✓			
CO 2		✓			✓		
CO 3			✓				✓
CO 4							

CO 5	✓			✓			
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COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION		12
	1	Ice Breaking Session	1
		a) Emotive factors of aesthetics	
	2	Aesthetics	3
		a) Implication of Aesthetics	
		b) Aesthetics as a study of Neuroscience, Psychology and Philosophy concept of beauty	
	3	The Aesthetic Experience	4
		a) Different materials and their aesthetics effects	
		b) Elements and principles of art and design	
	4	Multisensory Cognition and Aesthetic Experience	4
		a) Aesthetics as multisensory integration	
		b) Visual, tactile, spatial, sudatory, gustatory, intuitive, emotive cognition and experiences	
2	WHY DO DESIGNERS STUDY AESTHETICS?		10
	1	Designers & Aesthetics	4

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		a) Definition and importance of Aesthetics in context of design	
		b) Application of specific aesthetic strategies as a designer	
		c) Socio-cultural appropriation & relevance of how the product looks an appeal to different consumers/users	
	2	The Pre-Civilized Human	2
		a) Prehistoric aesthetics, shamanism, need and design - cave paintings, weapons-development of tools and techniques	
3	The Civilizations	4	
	a) Metaphor & symbolism monuments		

3	IMITATION FROM NATURE & MIMETIC ATTITUDES TOWARDS REPRESENTATION		6
	1	Classicism of Greeks	2
	2	Classicism of Hellenistic	2
	3	Classicism of Roman	2

4	DESIGN MOVEMENTS		10
	1	Art Nouveau	2.5
	2	Art Deco	2.5
	3	Bauhaus	2.5
	4	Post-industrial aesthetics	2.5

5	TEACHER SPECIFIC MODULE		7
	Directions		
	1	Emotive factors of aesthetics – they can be shown the use of colours, textures etc. and through clips of films, music etc.	

Essential Readings:

FYUGP “INTERIOR DESIGNING & FURNISHING”

1. Kenneth Frampton, Modern Architecture: A Critical History, Thames and Hudson, London
2. Sigfried Giedion, Space time and Architecture: The Growth of a new tradition, Harvard University Press
3. Tzonis Alexander, Santiago Calatrava, International Publications, January 2005, New York.
4. Steele James, Hassan Fathy - The complete works, London: Thames and Hudson
5. Ghirardo, Diana, Architecture after Modernism, 1996, Thames and Hudson

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		50
Continuous Evaluation		25
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignment(s)	5
4	Seminar / Presentation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		75

"KU3VACIDF101": "ENVIRONMENTAL STUDIES"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
3	VAC	100	KU3VACIDF101	3	45

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
3	0	0	25	50	75	1.5

Course Description: Introduction to the interrelationship between humans and the environment, focusing on ecological principles, sustainability, and the challenges of climate change. The course equips learners with the knowledge and skills to analyze environmental issues and contribute to sustainable solutions.

Course Prerequisite: Any student with a +2 or equivalent degree

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the scope, significance, and interdisciplinary nature of environmental studies and the importance of public awareness for sustainable development	U
2	Identify and explain the various types of natural resources, their uses, issues of overexploitation, and the associated environmental and societal impacts	U/R/An
3	Analyze the structure, function, and interrelationships within different ecosystems and explain ecological processes like energy flow, food chains, and biodiversity conservation	U/An
4	Evaluate biodiversity at global, national, and local levels, and examine the threats to biodiversity and strategies for its conservation	An/Ev
5	Explain the sources, causes, effects, and control measures of various types of pollution and demonstrate awareness of disaster management and environmental impact assessment	U/An/A
6	Discuss the principles of sustainable development, assess current environmental problems like global warming and water scarcity, and propose sustainable solutions including renewable energy use and waste management	U/An/A

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓				
CO 2	✓		✓			✓	
CO 3	✓		✓				
CO 4	✓		✓				
CO 5	✓		✓			✓	
CO 6	✓	✓	✓			✓	

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO ENVIRONMENTAL STUDIES AND RESOURCE MANAGEMENT		12
	1	Definition – Scope and Importance – Need for Public Awareness	
	2	Natural resources. Renewable and Non- Renewable resources	
	3	Natural resources and associated problems	
		A) Forest Resources – Use and over exploitation, deforestation, case studies. Timber extraction, mining, dams and their defects on forests and tribal people.	
		B) Water Resources – Use and over utilization of surface and ground water, floods, drought, conflicts over water, Dams – Benefits and problems	

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		C) Mineral Resources – Use and exploitation, environmental effects of extracting and using mineral resources, case studies	
		D) Energy Resources – Growing energy needs, renewable and non-renewable energy resources, use of alternate energy resources.	
		E) Land Resources – Land as a resource, Land degradation, Man induced landslides, Soil erosion and Desertification	

	ECOSYSTEM DYNAMICS		
2	1	Ecosystem – Concept of an ecosystem, Structure and Function of an ecosystem – Producers, Consumers, Decomposers – Energy Flow in the Ecosystem.	13
	2	Ecological succession – Food chains, food webs and Ecological Pyramids	
	3	Introduction, types, characteristic features, structure and function of the various ecosystem	
		A) Forest Ecosystem	
		B) Grassland Ecosystem	
		C) Desert Ecosystem	
		D) Aquatic Ecosystem (Ponds, Streams, lakes, Rivers, Oceans, Estuaries)	
	4	Biodiversity and its consideration. Introduction – Definition: Genetic Species and Ecosystem Diversity	
	5	Biodiversity at Global, National and Local level, India as mega-diversity nation, Hotspot of biodiversity, Threats to biodiversity – Habitat Loss, Poaching of Wildlife, Man-wildlife conflicts – Endangered and Endemic Species of India.	
6	Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity		

3	POLLUTION AND MANAGEMENT		10
	1	Introduction to Environmental Pollution	

	2	Causes. Effects and Control Measures – Air pollution, Water pollution, Soil pollution, Marine Pollution, Noise Pollution, Thermal Pollution	
	3	Solid Waste Management: Causes, effects and control measures of urban and industrial wastes	
	4	Role of an individual in prevention of pollution	
	5	Pollution case studies	
	6	Disaster management: floods, earthquake, cyclone and landslides – Environmental impact assessment	

4	ENVIRONMENT & SUSTAINABILITY		10
	1	Environment and sustainable development – Sustainable use of natural resources	
	2	Conversion of renewable energy resources into other forms – Case Studies	
	3	Problems related to Energy and Energy Auditing	
	4	Water Conservation, Rainwater Harvesting, Watershed Management – Case Studies	
	5	Climate change, Global Warming, Acid Rain, Ozone Layer Depletion, Nuclear Accidents	
	6	Waste Land Reclamation	
	7	Consumerism and waste products – Value Education on Reduce, Reuse and Recycling of products	

Essential Readings:

1. M Daniel & Krishnaswamy, Environmental Studies, Wiley India Pvt. Ltd., 2009
2. Raman Sivakumar, Introduction to Environmental Science and Engineering, 2nd Edition, Tata McGraw Hill, 2010
3. Anindita Basak, Environmental Studies, Pearson Education, 2009
4. Suresh K.D., Environmental Engineering and Management, Katson Books, 2007
5. Benny Joseph, Environmental Studies, 2nd Edition, McGraw Hill, 2009
6. Raghavan Nambiar, K Textbook of Environmental Studies, SciTech Publishers (India) Pt. Ltd.
7. S P Mishra, S N Pandey, Essential Environmental Studies, Ane Books Pt. Ltd, 2009
8. P N Palaniswamy, P Manikandan, A Geetha, Manjula Rani, Environmental Science, Pearson Education, 2012

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9. D L Manjunath, Environmental Studies, Pearson Education, 2011
Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		50
Continuous Evaluation		25
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignment(s)	5
4	Seminar / Presentation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		75

"KU4VACIDF102": "CULTURAL AWARENESS AND SENSITIVITY IN DESIGN"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
4	VAC	100	KU4VACIDF102	3	45

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
3	0	0	25	50	75	1.5

Course Description: To develop students' sensitivity and awareness of cultural diversity and its influence on interior design. The course emphasizes how cultural values, traditions, symbols, and lifestyles shape spaces and design aesthetics, and aims to foster inclusive, respectful design thinking.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Define and explain the concept of culture and its influence on spatial perception and design.	U
2	Identify cultural motifs, aesthetics, and regional traditions and analyse their design relevance.	An
3	Describe and interpret vernacular design practices and local materials based on cultural context.	U
4	Apply culturally sensitive design thinking to develop inclusive interior design concepts.	A
5	Evaluate the impact of globalization and cultural fusion in modern interiors with respect to identity.	E
6	Reflect on personal design practice and propose culturally respectful design strategies.	E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7

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CO 1	✓						
CO 2	✓	✓					
CO 3	✓		✓				
CO 4	✓	✓					
CO 5	✓						
CO 6	✓	✓					✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO CULTURE AND DESIGN		8
	1	What is culture? Understanding cultural diversity	
	2	Culture and its influence on design thinking	
	3	Cultural identity, values and beliefs in spatial experience	
	4	Why cultural sensitivity matters in interior design	
2	CULTURAL SYMBOLS, PATTERNS AND AESTHETICS		10
	1	Cultural symbols, motifs, and meanings in space	
	2	Traditional patterns, colors, and decorative arts	
	3	Cultural aesthetics in materials, finishes, and forms	
	4	Comparative study: Asian, African, Middle Eastern, European, and Indigenous influences	

3	VERNACULAR ARCHITECTURE AND LOCAL TRADITIONS		10
	1	Understanding vernacular and regional design practices	
	2	Climate, materials, and lifestyle as cultural drivers	
	3	Case studies: Indigenous homes, local crafts, regional layouts	
	4	Preserving identity through spatial storytelling	

4	DESIGNING FOR CULTURAL INCLUSIVITY		9
	1	Designing inclusive spaces for diverse users	
	2	Avoiding stereotypes and cultural appropriation	
	3	Multicultural public spaces: examples and practices	
	4	Cultural considerations in hospitality, religious, and community spaces	

5	GLOBALIZATION AND CONTEMPORARY CULTURAL FUSION		8
	1	Global design trends vs cultural identity	
	2	Fusion design: risks and rewards	
	3	Designers and brands known for cultural sensitivity	
	4	Student discussion: cultural awareness in their own design projects	

Essential Readings:

1. Designing Across Cultures by Jeanne Liedtka
2. Culture and Interior Design by Corky Binggeli
3. Vernacular Architecture in the 21st Century by Lindsay Asquith & Marcel Vellinga
4. Journals: International Journal of Cultural Studies, Traditional Dwellings and Settlements Review

Assessment Rubrics:

Evaluation Type	Marks
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End Semester Evaluation		50
Continuous Evaluation		25
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignment(s)	5
4	Seminar / Presentation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		75

“KU4VACIDF103”: “CREATIVE WRITING FOR DESIGNERS”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
4	VAC	100	KU4VACIDF103	3	45

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
3	0	0	25	50	75	1.5

Course Description: This course introduces students to creative writing in the context of design. It equips them with skills to write design articles, critiques, blogs, and creative content for digital and print platforms.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the role and relevance of creative writing in design communication, including storytelling, tone, and descriptive techniques	U/R
2	Apply creative writing strategies to express spatial experiences, design ideas, and conceptual narratives effectively	A
3	Analyze the structure, style, and audience expectations in design journalism and professional writing formats	U/An
4	Develop skills in research, interviewing, and fact checking to write informed and authentic design-related articles	A/An
5	Create original content for design blogs, including SEO friendly posts and visually engaging storytelling formats	C/A
6	Formulate compelling design presentations and proposals using storytelling techniques, persuasive language, and narrative flow	C/A/An

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs

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	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1							✓
CO 2	✓	✓					✓
CO 3	✓						✓
CO 4							✓
CO 5		✓		✓		✓	✓
CO 6		✓			✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO CREATIVE WRITING FOR DESIGNERS		10
	1	Overview of Creative Writing	
		a) Types of creative writing: Fiction, Non-fiction, Poetry and Scriptwriting	
		b) Role of storytelling in design practice	
		c) Writing as a tool for communication in design	
	2	Techniques of Creative Writing	
		a) Narratives, character building, plot development	
		b) Writing in different voices and tones	
		c) Creating compelling descriptions for spaces and concepts	
	Exercise - Write a short descriptive piece on a design project or space using creative writing techniques		

2	Journalism and Writing for Design Publications		12
	1	Understanding Design Journalism	
		a) Overview of design publications, blogs and online platforms	
		b) Writing for interior design magazines and websites	
		c) Structure and style of articles: Feature, reviews and opinion pieces	
	2	Research and Interview Skills for Designers	
		a) Conducting research for design – related articles	
		b) Interviewing designers, clients and other stakeholders for content creation	
		c) Fact-checking, sourcing and writing with authority	
	Exercise – Write a feature article or opinion piece on a design trend, style or architect		

3	Blogging and Content Creation for Designers		11
	1	Starting and Managing a Design Blog	
		a) Purpose and benefits of design blogs for personal branding	
		b) Tools for setting up and maintaining a blog (WordPress, Medium etc.)	
		c) SEO basics and audience engagement strategies	
	2	Creating Engaging Digital Content	
		a) Writing engaging posts, storytelling through visuals and captions	
		b) Incorporating design trends, project showcases and design commentary	
		c) Integrating social media and blogging	

	Exercise – Write a blog on a design concept, interior trend or a personal design project	
4	Storytelling in Design Presentations and Proposals	12
	1 Role of Storytelling in Client Presentations	
	a) Using storytelling to pitch design concepts to clients	
	b) Creating a narrative around design ideas to make them compelling	
	c) Visual storytelling: Combining words, sketches and renders effectively	
	2 Writing Design Proposals	
	a) Structuring a proposal: Introduction, design concept, methodology and project outcome	
	b) Writing persuasive design proposals and statement of work	
	Exercise – Prepare a design proposal or presentation pitch using storytelling techniques to present a design concept	

Essential Readings:

1. Writing for Designers by Tom Arah
2. The Elements of Style by William Strunk and EB White
3. The New Journalism by Tom Wolfe
4. Design Writing Research: Writing on Graphics Design by Ellen Lupton & J Abbott Miller
5. The Craft of Research by Wayne C Booth, Gregory G Colomb Joseph M Williams
6. Content Strategy for Web by Kristina Halvorson and Melissa Rach
7. Everybody Writes by Ann Handley
8. Show Your Work by Austin Kleon
9. Resonate: Present Visual Stories that Transform Audiences by Nancy Duarte
10. Storytelling for User Experience by Whitney Quesenbery and Kevin Brooks
11. Write to Influence! By Carla D Bass

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Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		50
Continuous Evaluation		25
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignment(s)	5
4	Seminar / Presentation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		75

"KU4SECIDF101": "AUTOCAD DRAFTING"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
4	SEC	100	KU4SECIDF101	3	75

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	T	P
1	4	0	30	45	75	1.5	2

Course Description: This course covers 2D and 3D computer-aided drafting, including advanced tools, productivity features, solid modelling, and rendering techniques for creating precise, professional architectural and engineering drawings.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the basic tools and commands in 2D drafting software including object drawing, editing, dimensioning, scaling, and text settings	U / A
2	Apply 2D drafting tools to create accurate technical drawings of simple objects with proper annotations and dimensioning	A / C
3	Utilize advanced 2D drafting features such as hatching, multiline, blocks, symbol libraries, and layer management for enhanced design output	A / An
4	Improve productivity through the use of tools like scripts, attributes, slides, and viewports, and understand object linking and session editing concepts	U / A
5	Understand the principles of 3D drafting and model creation using construction planes, 3D surfaces, and solid modelling tools like Boolean operations	U / A
6	Create solid and region-based 3D models and apply solid modifiers for complex form generation	A / C

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7	Apply rendering techniques including lighting, illumination, solar studies, and material applications for interior and exterior design visualization	A / C
8	Demonstrate the ability to use camera settings and visual presentation tools to enhance the realism and quality of CAD presentations	A / C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1				✓	✓		
CO 2		✓		✓	✓		
CO 3		✓		✓	✓		
CO 4				✓	✓		
CO 5				✓			
CO 6		✓	✓	✓			
CO 7		✓		✓			
CO 8				✓			✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1		Introduction to Computer Aided 2D Drafting	12

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	1	Understanding the use of drawing tools, object editing, drawing objects, filing and setting drawing units, scales, limits that size and dimensioning, lettering	
	2	Setting up of drawing of various simple objects with complete text and dimensioning.	
2	Advanced Computer Aided 2D Drafting		14
	1	Advance command programming	
		a) Transparent overlays	
		b) Hatching utilities	
		c) Assigned colour and line type, use of multi-line, style	
		d) Block, Symbol library,	
2	Manipulation for accurate drawings, incorporating the above-mentioned utilities.		
3	Productivity Tools		10
	1	Introduction to tools of productivity – Blocks, slide facilities, script files and attributes	
	2	Understanding concepts of View port, concept of object linking and editing session.	
	3	Enable them to understand the applications of the software and graphic system.	
4	Introduction to 3D Drafting		20
	1	Introduction to 3D modelling techniques and construction planes, drawing objects, 3D surfaces, setting up elevation and thickness, and use of dynamic projections.	
	2	Solid modelling with driving, primitive command and Boolean operations	
	3	Use of region modelling and solid modifiers	

5	Rendering Technique in CAD		19
	1	Rendering with lighting intensity	
	2	Illumination settings in wide models, day and night study	
	3	Solar study for exterior surfaces rendering settings	
	4	Camera settings for view options and application of materials in various methods	

Essential Readings:

1. Sham Tickoo, Advance Technique in AutoCAD 2010
2. Auto CAD reference manual – Autodesk UNC, 1998
3. AutoCAD architectural users guide – Autodesk Inc 1998
4. V. Rajaraman, principles of Computer Programming – Prentice Hall of India
5. Byron S. Gottfried, Theory and Problems of Programming with C. Schaum’s outline series, McGraw Hill Publishing Co.

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		45
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Practical Work Submissions	15
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		75

“KU5SECIDF102”: “3D MODELLING – SKETCHUP & 3DSMAX”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	SEC	100	KU5SECIDF102	3	75

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	T	P
1	4	0	30	45	75	1.5	2

Course Description: Introduces SketchUp and 3DS Max for 3D modelling, texture mapping and V-Ray rendering, focusing on architectural visualization, lighting and creative presentation techniques.

Course Prerequisite: AutoCAD Drafting

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the interfaces, tools, and settings of SketchUp and 3DS Max to create basic interior and exterior models	U / R
2	Apply modelling tools and techniques in SketchUp to develop detailed residential interior and exterior spaces	U / A
3	Demonstrate proficiency in using 3DS Max for object transformations, compound modelling, and experimentation with form and rendering	A / C
4	Develop accurate 3D models using advanced modelling techniques such as lathing, lofting, Boolean operations, and NURBS	A / C
5	Apply material mapping, texture editing, and V-Ray settings for realistic lighting and rendering effects in 3D models	A / An / E
6	Create high-quality renders by integrating lighting setups, environmental effects, and advanced camera techniques for professional presentations	C / E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

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Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1				✓			
CO 2	✓			✓			
CO 3	✓			✓			
CO 4	✓			✓	✓		
CO 5				✓	✓		
CO 6				✓	✓		

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to SketchUp		15
	1	Introduction to SketchUp interface	2
	2	Tools for model making	4
	3	Setting preferences	2
	4	Residential Interior	4
	5	Residential Exterior	3
2	Introduction to 3DSMax		15
	1	An overview of GUI	2

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	2	Types of modelling	3
	3	Transforming objects, Compound objects, modifiers and modifier stack.	5
	4	To enable them to experiment with forms, mapping, rendering and presentation techniques	5

3	Modelling and Texture Mapping		25
	1	Lathing, displacement, lofting	3
	2	Boolean operations using standard and compound primitives	3
	3	Modelling with lofts	3
	4	Low polygon modelling and nurbs modelling	4
	5	Using material editor, material browser	3
	6	Mapping textures V-ray settings with lighting intensity	5
	7	Illumination settings in wide models, day and night study, solar study for exterior surfaces	4

4	V-Ray and Rendering		20
	1	Lighting, cameras and render effects	5
	2	Environment mapping, fogs and atmospheres	4
	3	Make them to experiment with forms, mapping, rendering and presentation techniques	5
	4	Creative aspects of 3d textures and modelling with different area	6

Essential Readings:

1. 3DS MAX 8 Bible – Kelly C. Murdock
2. Photoshop CS Bible – Deke McClelland
3. Adobe Photoshop 7.0 classroom in a book – Adobe creative team
4. Mastering Autodesk 3ds max 2013 by Jeffrey harper
5. Realistic architectural visualization with 3ds max and mental ray by roger cusson, Jamie Cardoso

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Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		45
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Practical Work Submissions	15
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		75

“KU6SECIDF103”: “ADVANCED CAD MODELLING – REVIT & LUMION”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	SEC	100	KU6SECIDF103	3	75

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	T	P
1	4	0	30	45	75	1.5	2

Course Description: Explores the principles of exhibition and stage design, focussing on spatial organization, aesthetics, lighting and material use to create engaging, functional and impactful environments.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Demonstrate a comprehensive understanding of Revit’s interface, project setup, and basic modelling tools, including creating a simple building model and working with views in both 2D and 3D environments	U / R / An
2	Apply knowledge of system and loadable families, along with detailing components such as stairs, railings, ceilings, and curtain walls, and create custom parametric families within the Revit environment	U / An / A
3	Prepare documentation by generating sections, elevations, and detail views, and set up sheets and layouts, including adding schedules, legends, and title blocks in Revit	U / An / C
4	Utilize Revit’s collaboration tools, including work-sharing, links, and file management, and export models for further visualization, enhancing team-based project development	U / R / C
5	Master the use of Lumion for scene building, including importing Revit models, assigning and editing materials, adding objects such as furniture and vegetation, and working with lighting and environmental settings	C / E

6	Create high-quality photo-realistic renders and animations in Lumion, incorporating visual effects and camera views to present design concepts through professional walkthroughs and still images	C / E / An
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***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓	✓	✓	✓	✓		
CO 2		✓	✓	✓	✓		
CO 3		✓	✓	✓	✓		
CO 4			✓	✓		✓	
CO 5	✓	✓	✓				
CO 6		✓	✓	✓			

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Revit Fundamentals and Interface Navigation		15
	1	Introduction to BIM and Revit environments	3
	2	Setting up a project: levels, grids and views	3
	3	Modelling basic elements: walls, floors, roofs, windows, doors	5
	4	Working with views: 2D and 3D navigation	2

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	5	Creating a simple building model	2
2	Revit – Components, Families and Detailing		14
	1	Using and modifying system and loadable families	3
	2	Stairs, railings, ceilings and curtain walls	3
	3	Creating custom parametric families	3
	4	Adding annotations: dimensions, tags and notes	2
	5	Generating sections, elevations and detail views	3
3	Revit – Documentation and Sheet Setup		12
	1	Creating sheets and layouts	3
	2	Adding schedules, legends and title blocks	3
	3	Plotting, printing and exporting documents	2
	4	Intro to collaboration: work-sharing, links and file management	2
	5	Exporting model for visualization	2
4	Lumion- Scene Building and Materials		9
	1	Introduction to Lumion interface	2
	2	Importing Revit models	2
	3	Assigning and editing materials	2
	4	Adding objects: people, furniture, vegetation, vehicles	2
	5	Working with environments: sky, terrain, lighting and weather	1
5	Lumion – Rendering and Animation		10

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1	Creating photo-realistic renders: lighting, shadows, reflections	3
2	Camera views and setting paths for walkthroughs	2
3	Using visual effects: depths of field, rain, lens flare etc.	2
4	Rendering high-quality stills and animations	2
5	Final presentation of design with visuals and video	1

Essential Readings:

1. Mastering Autodesk Revit 2024 by Lance Kirby, Eddy Krygiel and Marcus Kim
2. Autodesk Revit 2024 for Architecture: No Experience Required by Eric Wing
3. Revit Architecture 2024 Basics: From the Ground Up by Elise Moss
4. Lumion 12: Getting Started Guide by Circo Cardoso
5. Architectural Rendering with Lumion by Jason Walter

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		45
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Practical Work Submissions	15
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		75

DISCIPLINE SPECIFIC COURSES

SEMESTER 1

“KU1DSCIDF101”: “BASIC DESIGN - I”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
1	DSC	100	KU1DSCIDF101	4	120

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
0	8	0	40	60	100	3

Course Description: Introduction and Understanding of the basic principles and elements of Design and its applications.

Course Prerequisite: Any student with a +2 or equivalent degree

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Introduce the various elements and principles of design for two- and three-dimensional compositions	U
2	Through a series of exercises enable the student to explore graphically the various stages of representations, communication and speculations in drawing and design.	U/A/An
3	Help to develop the ability to translate abstract principles of design into Design solutions for simple problems	A/An/C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1		✓					
CO 2		✓		✓	✓		✓
CO 3		✓	✓		✓		✓

COURSE CONTENTS

Contents for Classroom Transaction:

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M O D U L E	U N I T	DESCRIPTION	HOURS
1	FUNDAMENTALS IN DESIGN		
	1	Elements in composition: Point, Line, Plane, Volume, Colour, Texture. Analysing paintings, compositions, murals, sculptures, buildings and nature. Activities –	18
		1) Visual Analysis exercises of elements in artwork, architecture and nature	6
		2) Color and texture studies using various media	6
		3) Hands-on composition exercises (collage, sketching, 2D layout) focusing on element interaction	6
	2	Principles of design – Dominance, unity, balance, symmetry, hierarchy, rhythm, contrast, harmony, focus etc. Activities -	12
		1) Analytical sketching from existing artworks/buildings illustrating different principles	4
		2) Design mini-projects applying combinations of principles to abstract compositions	4
		3) Group critique and presentation sessions to discuss design intent and outcome	4
	3	Introduction to fundamentals in drawing, composition and understanding graphic medium Activities -	10
		1) Drawing drills focusing on control, value and composition	4
		2) Media exploration workshops	3
		3) Sketching from observation (objects, spatial setups)	3

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	4	Basic exercises in drawing skill building, composition and design vocabulary Activities -	15
		1) Design vocabulary sketchbook – ongoing practice sketchbook with terms and illustrations	6
		2) Thematic composition exercises in 2D design	5
		3) Peer review & revision exercises	4

2	CREATIVITY		
	1	Compositional and modelling exercises in 2 D and 3 D using concepts like abstraction, transformation, Illusion, symbolism. Exercises on observation and visual perception on the principles of Gestalt Theory	20
		1) 2D abstraction and symbolism exercises using mixed media	6
		2) 3D transformation models using paper and board	6
		3) Visual perception experiments (optical illusions, Gestalt-based tasks)	4
		4) Critique sessions on symbolic/illusion compositions	4
	2	Forms: Generation of 3 D volumes from 2 D planes. Various organizations of forms and principals involved in articulating forms using architectural examples. Study of Solids and voids.	25
		1) Model making exercises converting 2D drawings into volumetric forms	
		2) Study of form organization through paper and card models	
		3) Architectural case studies illustrating form articulation	
		4) Presentation of concepts and design intentions	
	3	Study of linear and planar forms using materials like Mount Board, metal foil, box boards, wire string, thermocol etc.	20

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		1) Hands-on modelling using Mount board, wire, metal foil, thermocol	10
		2) Conceptual Installations using linear/planar systems	6
		3) Documentation and presentation of process and output	4

Essential Readings:

1. Charles Wallschlaeger & Synthia Busic Snyder, Basic Visual Concepts & Principles for artists, architects & designers, McGraw hill, USA, 1992.
2. Joseph De Chiara, Michael J Crosbie, Time Saver Standards for Building Types, McGraw, Hill Professional 2001
3. Arthur L. Guptill and Susan E. Meyer, 'Rendering in Pen and Ink', Watson-Guption, 1997
4. Francis D.K. Ching - Architecture - Form Space and Order, Van Nostrand Reinhold Co., (Canada),1979.
5. Francis D.K. Ching – Drawing – A creative Process, Van Nostrand Reinhold Co., (Canada),1979.
6. Joseph De Chiara, Julius Panero, Martin Zelnik, Time Saver Standards for Interior Design and Space Planning, McGraw Hill 2001.
7. Julius Panero, Martin Zelnik, Human Dimension and Interior Space, Whitney Library of Design, 1975
8. Maitland Graves, The Art of Colour and Design, McGraw Hill Book Company Inc.,1951
9. Neuferts' Architect's Data, Orbis Publishing Ltd., Know how the complete course in Dit and Home Improvements NO.22, Bed Fordbury, London, W.C.2,1981.
10. Paul Laseau, Graphic Thinking for Architects and Designers, John Wiley & Sons, New York, 2001.
11. Paul Zelanski & Mary Pat Fisher, Design Principles & Problems, 2nd Ed, Thomson & Wadsworth, USA,1996
12. Robert Gill, Rendering with Pen and Ink
13. Simon Unwin, 'Analyzing Architecture', Routledge, 2003
14. V.S. Pramar, Design fundamentals in Architecture, Somaiya Publications Pvt.Ltd., New Delhi,1973.
15. Wong Wucius, Principles of colour composition, Van Nostrand Rein Hold – 1976
16. Wang Wucius, Principles of three-dimensional design, Van Nostrand Rein Hold – 1976
17. Wang Wucius, Principles of Two-dimensional design, Van Nostrand Rein hold -1972

Assessment Rubrics:

Evaluation Type	Marks
End Semester Evaluation	60

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Continuous Evaluation		40
1	Studio Assignments and Exercises	15
2	Portfolio Submission	10
3	Presentation & Critique Participation	5
4	Progress and Effort Evaluation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE:

RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

"KU1DSCIDF102": "INTRODUCTION TO HISTORY OF DESIGN"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
1	DSC	100	KU1DSCIDF102	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
4	0	0	30	70	100	2

Course Description: Understanding the evolution of design and architecture in Ancient Western World such as Rome, Greece, Egypt etc.

Course Prerequisite: Any student with a +2 or equivalent degree

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Explain the evolution of interior design through historical periods based on environmental, social, technical, and material factors	U
2	Identify and define key design terminologies, elements, and construction methods used historically in interior spaces.	R/U
3	Describe the interior styles, furniture, and artistic contributions of Ancient Egyptian, Greek, and Roman civilizations, and their influence on design.	U
4	Analyze the stylistic and structural innovations from the Medieval period and Gothic era in terms of function and aesthetics.	An
5	Compare the Renaissance, Baroque, Rococo, and Neo-classical styles in terms of form, ornamentation, symbolism, and materials used.	An/E
6	Interpret the evolution of furniture and interior space design across periods and how they reflect the cultural and technological context of their time.	A/An

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						
CO 2	✓	✓	✓				
CO 3	✓						
CO 4	✓	✓	✓				
CO 5	✓	✓	✓				
CO 6	✓	✓	✓				

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO HISTORY OF INTERIOR DESIGN		12
	1	Evolution of interior design over a period based on climate, social factors, lifestyle, technical and stylistic development, availability of materials and various movements in design.	8
	2	Introduction to design terminology based on methods of joinery techniques, finishes, design elements, space planning, etc.	4
2	ANCIENT EGYPT, GREECE, ROME		18
	1	Ancient civilization, art, architecture of Egypt. Furniture preserved in ancient pyramids.	4
	2	Ancient classical orders developed by them and various methods to overcome optical illusion. Design styles developed by Greeks and Romans by 3rd century AD.	8

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	3	Medieval era in Europe, utilitarian designs developed from Romanesque till gothic times. Gothic cathedrals preserve art, manuscripts, furniture, paintings, sculptors, stained glass.	6
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3	RENAISSANCE, BAROQUE, ROCOCO, NEO-CLASSICAL		30
	1	Beginning of Renaissance- second golden era in Europe, age of discovery. Renaissance designs of Italy and France	10
	2	Baroque and Rococo designs of 17th century Europe	10
	3	Neo-classical and regency period in history of design – 18th century	10

Essential Readings:

1. Sir Banister Fletcher’s – “A History of Architecture”, Architectural Press, 1996
2. Louis Grodecki– “Gothic Architecture”, Rizzoli,1991
3. History of World Architecture (Series), Vols. Titled “Ancient Architecture,
4. Primitive Architecture, Greek Architecture, Roman Architecture and Byzantine Architecture”, 1980.
5. Kenneth Frampton: Modern Architecture -A Critical History
6. “Builders of Ancient World”, A National Geographic Society Publication, 1986.
7. Raeburn Michael, “Architecture of the Western World”, Popular Press, England, 1988.
8. John Julius Norwich: Great Architecture of the World.
9. Stephen Gardiner: Introduction to Architecture
10. Monographs of Modern Architects
11. Henri Sterlin: Encyclopaedias of World Architecture

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks

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		75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU1DSCIDF103”: “VISUAL ARTS & PRESENTATION”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
1	DSC	100	KU1DSCIDF103	4	90

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	T	P
2	4	0	35	65	100	1.5	3

Course Description: Understanding the visual language while developing skills using various media

Course Prerequisite: Any student with a +2 or equivalent degree

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the fundamental concept of art, including its history, theories and role in interior and architectural contexts	U/R
2	Demonstrate proficiency in graphic representations and visual abstraction through exercises like logo design, collage and calligraphy	A/C
3	Apply different types of lines and analyse their visual impact in drawing and design compositions	U/An
4	Develop basic sketching, shading and rendering skills using pencil, ink, charcoal and pastel for architectural and object-based representations	A/C
5	Analyze and create outdoor sketches and renderings with attention to architectural details and shadow studies	An/C
6	Interpret and apply color theory, spatial organization and visual psychology in painting and rendering using various media	U/A/C
7	Understand and explore Indian artistic traditions including mural art, sculpture and their relevance in design and architecture	U/R
8	Demonstrate techniques in sculpting and casting using traditional and modern materials within Indian aesthetic contexts	A/C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						
CO 2		✓		✓	✓		✓
CO 3		✓			✓		✓
CO 4		✓			✓		✓
CO 5	✓	✓			✓		✓
CO 6		✓			✓		✓
CO 7	✓						✓
CO 8	✓	✓	✓				✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	FUNDAMENTALS OF VISUAL ARTS		
	1	Introduction to Art objects, definition and interpretation. Introduction to History of Art, Artistic Tradition and Theories.	4
	2	Graphic representations – Visual composition and Abstraction- Exercises involving Logo design, collage and calligraphy.	8
	3	Drawing: Types, Characteristics & functions of lines and its visual impacts.	12

2	PRESENTATION TOOLS AND METHODS		
	1	Primary pencil sketching, tonal value and variation, shading techniques and texture technique.	5
	2	Primary ink drawing techniques using nib pens, Radiograph, Rotring pens, tonal value and variation, shading techniques and texture technique.	5
	3	Study of Objects having varied shapes (cuboids, prismatic, spherical, globular etc.) in different media- charcoal, pencils, pastels and ink. Sketching of simple natural / manmade forms in combination with trees, human figures etc	6
	4	Outdoor Study; study of monuments. Buildings in pencils, ink, charcoal, pastels etc. study should focus on Architectural details, wherever relevant.	8
	5	Rendering of perspective with sociography of Architectural Design problems.	6
	6	Sociography - Use, Definition, Direction of Light, Location of object, Method of finding shadows of a sphere, right circular cone, shade of double curve surface of revolution. Shadows of lines and circles. Shadows of architectural elements. Shadows of circular solids. Shadows on buildings.	6
3	RENDERING		
	1	Elements of Painting: Pictorial & Spatial organizations, Form and texture in Painting, Theory of Colour- Chromatic Values, Colour wheel, colour chart, Two-dimensional/ Three dimensional aspects of Painting.	8
	2	Basic psychological aspects of lines, forms and colours, Unity of forms: Gestalt theory.	6
	3	Techniques of Rendering in water, poster, oil, mixed media and New Media.	12
4	ARTISTIC MEDIA IN INDIAN CONTEXT		
	1	Introduction to Indian aesthetics/ Canonical principles of Indian Art, Sculpture & Painting.	4
	2	Mural Tradition in Kerala- Study of Style, Form and Technique.	6

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3	Languages, Methods & Techniques of Sculpture: Form, Texture, Mass and Volume. Sculpture in relief, Shallow relief, Sculpture in round. Free standing sculpture in relation to Architectural space.	10
4	Techniques: Moulding & casting in Plaster, Mud, Cement and Fiberglass.	14

Essential Readings:

1. J.H. Bustano, 'Principles of Colour and Colour Mixing'.
2. Francis D.K. Ching, 'Architectural Graphics,' John Wiley, 2002.
3. Francis D.K. Ching, 'Drawing, Space, Form, Expression'.
4. Victor Perard, 'Anatomy and Drawing'.
5. Luis Slobodkin, 'Sculpture-Principle and Practice'.
6. Suzanne Huntington, 'Art of Ancient India'.
7. Roy C. Craven, 'Indian Art'.
8. J.C. Harle, 'Art & Architecture of the Indian Sub-continent'.
9. W B McKay - Building Construction Vol 1 - Longmans, UK 1981
10. Architects Sketching and Rendering techniques for designers and architects - Stephen A Klimet
11. Architectural Rendering Techniques - A Color Reference - Mike W Lin

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		65
Continuous Evaluation		35
1	Internal Exam	5
2	Studio Assignments	10
3	Portfolio Submission	10
	Progress and Effort Evaluation	5
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

“KU1DSCIDF108”: “DESIGN IDEATION AND STRATEGY”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
1	DSC	100	KU1DSCIDF108	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course introduces the fundamentals of design ideation, focusing on creativity, observation, and inspiration. Students learn to develop and communicate original design concepts using mood boards, sketching, and brainstorming techniques, drawing from nature, culture, and everyday life. It lays the groundwork for strategic thinking in the design process.

Course Prerequisite: Any student with a +2 or equivalent degree

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the role of creativity, imagination, and observation in design ideation.	U
2	Identify and use various sources of inspiration (nature, people, culture) for design concepts.	R/A
3	Apply observation techniques to extract visual cues and develop design ideas.	A/An
4	Demonstrate ideation through sketching, brainstorming, and croquis creation.	A/C
5	Create and present design concepts using mood boards and visual tools effectively.	C/E/A

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓			✓	✓		

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CO 2	✓				✓		✓
CO 3	✓			✓	✓		✓
CO 4	✓		✓				✓
CO 5	✓		✓	✓			✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO DESIGN & CREATIVITY		12
	1	Define design and design idea	
	2	Basics of costume and fashion design	
	3	Difference between costume and fashion	
	4	Introduction to creativity and imagination	
	5	Importance of observation and inspiration in design	
2	SOURCES OF INSPIRATION FOR DESIGN		12
	1	Where do design ideas come from	
	2	Nature, people, places, objects as inspiration	
	3	Looking at art, culture, history for ideas	
	4	How designers collect and record ideas	
3	ROLE OF OBSERVATION IN DESIGN IDEATION		12

	1	How to observe people, surroundings, and objects for design clues	
	2	Using photographs, objects, and textures as inspiration	
	3	Case activity: observing daily life and translating it into design elements	

4	THINKING AND SKETCHING IDEAS		
	1	Simple ways to brainstorm ideas (mind maps, sketches)	12
	2	How to put ideas on paper through rough sketches	
	3	Understanding silhouettes and basic garment shapes	
	4	Introduction to figure drawing for fashion (croquis)	

5	TEACHER SPECIFIC / PRACTICAL EXPERIENCE		
	1	Inspiration collection – Use surroundings, culture, or objects for mood board creation.	12
	2	Sketching session – sketch design ideas (croquis, silhouettes or accessories)	
	3	Presentation – Students present their ideas and thought process, emphasizing creativity and inspiration sources	

Essential Readings:

Books

1. “The Art of Looking Sideways” – Alan Fletcher
2. “Fashion Design Course: Principles, Practice, and Techniques” – Steven Faerm
3. “Drawing Fashion: The Art of Kenneth Paul Block” – Susan Mulcahy
4. “Design Thinking for Strategic Innovation” – Idris Mootee

Articles / Web

1. IDEO.org’s Design Kit: www.designkit.org
2. AIGA Eye on Design – eyeondesign.aiga.org
3. WGSN insights (for institutional access)

Assessment Rubrics:

Evaluation Type	Marks
End Semester Evaluation	70
Continuous Evaluation	30

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1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignment(s)	10
4	Seminar	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

"KU1DSCIDF109": "VISUAL COMMUNICATION TECHNIQUES"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
1	DSC	100	KU1DSCIDF109	4	105

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	T	P
1	6	0	40	60	100	1.5	3

Course Description: Explores core drawing techniques and perceptual skills essential for spatial understanding, visual analysis, and creative representation through observational drawing, composition, and design fundamentals.

Course Prerequisite: Any student with a +2 or equivalent degree

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Demonstrate an understanding of visual perception and its impact on drawing and design processes	U
2	Accurately represent objects and spaces using basic observational drawing techniques	A
3	Apply principles of composition, proportion, and perspective in 2D visual representation	A
4	Develop hand-eye coordination and fine motor skills essential for freehand sketching	An
5	Interpret and visually communicate textures, tones, and light-shadow through shading	An/C
6	Analyze and recreate visual environments with attention to spatial depth and scale	An/C
7	Create a portfolio of drawings showcasing technical proficiency and creative visual thinking	C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1		✓					
CO 2					✓		
CO 3		✓			✓		
CO 4		✓					
CO 5		✓					
CO 6		✓			✓		
CO 7							✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO DRAWING & VISUAL PERCEPTION		15
	1	Importance of drawing in design disciplines	2
	2	Basic concepts of visual perception: figure-ground, visual balance, Gestalt principles	3
	3	Visual cognition and observation	2
	4	Activities – 1) Line exercises: types of lines, line weights, hatching 2) Drawing from simple geometric forms	8
2	OBSERVATIONAL DRAWING AND PROPORTION		20

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	1	Observational techniques: sighting, measuring, negative space	3
	2	Proportion, scale, and relationships in drawing	3
	3	Activities – 1) Still life sketching using observation 2) Proportional studies of everyday objects	14

3	PRESPECTIVE DRAWING		20
	1	Principles of perspective: 1-point, 2-point, and 3-point	4
	2	Horizon line, vanishing point, and foreshortening	3
	3	Activities – 1) Drawing indoor and outdoor spaces using perspective grids 2) Practice of perspective in furniture	13

4	LIGHT, SHADOW AND TEXTURE		20
	1	Light direction, value scales, cast and form shadows	4
	2	Representation of texture and materiality	3
	3	Activities – 1) Shading techniques: cross-hatching, stippling, blending 2) Drawing textured surfaces (fabric, metal, wood, etc.)	13

5	COMPOSITION AND VISUAL STORYTELLING		15
	1	Visual balance, focal points, and layout principles	3
	2	Narrative and mood through drawing	3
	3	Activities – 1) Composition studies using thumbnails and value sketches 2) Conceptual sketches with storytelling elements	9

6	PORTFOLIO DEVELOPMENT & REVIEW		15
	1	Reflection and critique methods	3
	2	Introduction to curating a visual portfolio	3
	3	Activities – 1) Compilation and refinement of drawing exercises 2) Final review and assessment through critique sessions	9

Essential Readings:

1. "Drawing on the Right Side of the Brain" by Betty Edwards
2. "Design Basics" by David A. Lauer and Stephen Pentak
3. "Visual Thinking" by Rudolf Arnheim
4. "The Natural Way to Draw" by Kimon Nicolaïdes
5. "Keys to Drawing" by Bert Dodson
6. "Drawing for the Absolute and Utter Beginner" by Claire Watson Garcia
7. "Perspective Made Easy" by Ernest R. Norling
8. "How to Draw" by Scott Robertson
9. "Drawing Perspective: How to See It and How to Apply It" by Matthew Brehm
10. "Rendering in Pen and Ink" by Arthur L. Guphill
11. "Light for Visual Artists" by Richard Yot
12. "Sketching from the Imagination: Illustrators" by 3dtotal Publishing
13. "Picture This: How Pictures Work" by Molly Bang
14. "Composing Pictures" by Donald W. Graham
15. "Sketching: Drawing Techniques for Product Designers" by Koos Eissen & Roselien Steur

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		65
Continuous Evaluation		35
1	Internal Exam	5
2	Studio Assignments	10
3	Portfolio Submission	10
	Progress and Effort Evaluation	5
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks

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		80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE:

RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

Semester 02

“KU2DSCIDF104”: “BASIC DESIGN - II”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
2	DSC	100	KU2DSCIDF104	4	90

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	T	P
2	4	0	35	65	100	1.5	3

Course Description: Continuation of Basic Design - I, Introduction and Understanding of the basic principles and elements of Design and its application

Course Prerequisite: BASIC DESIGN – I

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the principles of color and texture in design, including the study of color schemes, textures, and their impact on interior spaces	U/R
2	Analyze the perception of color and texture under both natural and artificial lighting, with a focus on how openings, shadows, and light effects spaces	U/An
3	Explore and experiment with fluid and plastic forms using materials like clay and Plaster of Paris, focusing on the interplay of light and shade	A/C
4	Study classical systems of scale and proportion, including classical orders and the Golden Section, and their applications in design	U/R/An
5	Apply anthropometric data in design, including space standards and the needs of physically handicapped and elderly individuals	U/An
6	Develop measured drawings of simple objects like furniture, with attention to ergonomics and space usage	A/C
7	Design fundamental furniture layouts and space planning for various settings (e.g., living rooms, bedrooms, offices, clinics, outdoor spaces), focusing on circulation, lighting, and ventilation	A/C

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8	Create detailed furniture designs that align with the overall space plan, integrating ergonomic considerations	A/C
9	Emphasize the concept generation and development of a comprehensive and rich design process	A/C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓	✓					
CO 2	✓	✓					
CO 3		✓	✓				
CO 4	✓	✓					
CO 5		✓	✓				
CO 6		✓	✓		✓		
CO 7		✓	✓		✓		
CO 8		✓	✓		✓		
CO 9	✓	✓					✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	FORMS		35
1	1	Color and texture: Study of Color and Color schemes, texture and texture scheme	3

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		Activity - Color wheel, color harmony exercises, tactile & visual texture boards using real materials	5
	2	Perception of Color and texture in light from natural and artificial sources. Study of openings for light, shadow, shades and sciagraphy and their effect on spaces	3
		Activity - Observation studies under daylight and artificial light; rendering materials and textures with lighting; sciagraphy basics	7
	3	Study of fluid and plastic forms using appropriate materials like clay, Plaster of Paris etc. and explore the play of light and shade.	10
		Activity - Hands-on modeling of abstract and organic forms; documentation of light and shadow play using photographs or sketches	13

	SCALE AND PROPORTION		35
2	1	Study of scale and proportioning systems – Classical orders, Golden Section etc.	3
		Activity - Analytical sketching of classical orders; Golden ratio grid exercises applied to furniture and spaces	4
	2	Anthropometrics – Study of space standards and anthropometrics to include physically handicapped and elderly	3
		Activity - Creation of anthropometric charts; Mock-up of accessible layouts; Scaled figure drawing	6
	3	Measured Drawings – measured drawing of simple objects like cupboards, furniture etc. with respect to ergonomics	4
		Activity - Fieldwork to measure existing furniture (e.g., tables, chairs, shelves); Prepare scaled drawings and ergonomic analysis sheets	15

3	DEVELOPMENT OF DESIGN PROCESS		20
	1	Major: Design of a fundamental furniture lay-out, circulation, Lighting and ventilation for space such as Living, Dining Bedroom Architect’s Office, Doctor’s clinics or exterior space like out-door Dining, Gathering space etc.	14
	2	Minor: Detailing and designing a Furniture used in the Design	7

	3	Stress should be on concept generation and development of a rich design process.	9
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Essential Readings:

1. Charles Wallschlaeger & Synthia Basic Snyder, Basic Visual Concepts & Principles for artists, architects & designers, McGraw hill, USA, 1992.
2. Joseph De Chiara, Michael J Crosbie, Time Saver Standards for Building Types, McGraw, Hill Professional 2001
3. Arthur L. Guptill and Susan E. Meyer, 'Rendering in Pen and Ink' , Watson- Guptill, 1997
4. Francis D.K. Ching - Architecture - Form Space and Order, Van Nostrand Reinhold Co., (Canada), 1979.
5. Francis D.K. Ching – Drawing – A creative Process, Van Nostrand Reinhold Co., (Canada), 1979.
6. Joseph De Chiara, Julius Panero, Martin Zelnik, Time Saver Standards for Interior Design and Space Planning, McGraw Hill 2001.
7. Julius Panero, Martin Zelnik, Human Dimension and Interior Space, Whitney Library of Design, 1975
8. Maitland Graves, The Art of Colour and Design, McGraw Hill Book Company Inc.,1951
9. Mark Karhen, Space planning basics, John Wiley & son - 2004
10. Neuferts' Architect's Data, Orbid Publishing Ltd., Know how the complete course
12. Paul Laseau, Graphic Thinking for Architects and Designers, John Wiley & Sons, New York, 2001.
15. Simon Unwin, 'Analizing Architecture', Routledge, 2003
16. V.S. Pramdar, Design fundamentals in Architecture, Somaiya Publications Pvt.Ltd., New Delhi,1973.
17. Wong Wucius, Principles of colour composition, Van Nostrand Rein Hold – 1976
18. Wang Wucius, Principles of three-dimensional design, Van Nostrand Rein Hold – 1976
19. Wang Wucius, Principles of Two-dimensional design, Van Nostrand Rein hold - 1972

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		65
Continuous Evaluation		35
1	Internal Exam	5
2	Studio Assignments	10
3	Portfolio Submission	10

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	Progress and Effort Evaluation	5
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

"KU2DSCIDF105": "THEORY OF DESIGN - I"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
2	DSC	100	KU2DSCIDF105	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
4	0	0	30	70	100	2

Course Description: Understand relevant terms in Art & Design along with its analysis and its application.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Identify and describe the basic elements of design such as point, line, plane, and volume, and their role in spatial and architectural composition	U
2	Analyze and interpret geometric forms (cube, sphere, pyramid, cylinder, cone) and their transformations in the creation and evolution of architectural space	An
3	Examine and explain how space is perceived and organized, and interpret spatial relationships and organization systems like radial, linear, clustered, etc.	UAn
4	Apply the principles of design such as axis, balance, hierarchy, rhythm, and unity in analysing architectural compositions.	A/An
5	Evaluate the role of circulation in architecture by studying movement, path-space relationships, and spatial orientation strategies.	An/E
6	Analyze how case studies apply design elements, principles, and circulation strategies through representational and analytical tools.	An/E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

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Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1		✓					
CO 2		✓					
CO 3		✓					
CO 4		✓					✓
CO 5		✓					
CO 6	✓	✓					✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO DESIGN		24
	1	Elements of Design – Understanding the basic elements of design; point, line, plane, volume	6
	2	Forms – Properties of forms – Understanding perceptual effects of geometric forms, cube, sphere, pyramid, cylinder and cone and its sections as well as their derivatives with respect to the evolution of architectural form and space – Transformation of forms – Articulation of forms.	10
	3	Space – Understanding perceptual effects of specific configuration of architectural spaces – Elements defining spaces –Spatial relationships - Spatial organization – centralized, linear, radial, clustered, grid –built form and open space relationships.	8
2	PRINCIPLES OF DESIGN		12

	1	Understanding the fundamental principles of Architectural compositions: axis, symmetry/asymmetry, balance, hierarchy, rhythm, datum, transformation, unity, harmony, dominance, climax.	
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3	CIRCULATION		12
	1	Movement with reference to the architectural form and space – detailed study of relationship between architectural form and circulation	5
	2	Types of circulation – Building approach and entrance - Configuration of path- Path space relationship, orientation.	7

4	DESIGN AND ANALYSIS		12
	1	Introduction to modes of understanding architecture in totality in terms of the various aspects studied in previous modules	
	2	Understanding how case studies have used representational, analytic and interpretational tools.	

Essential Readings:

1. Garry Stevens – The reasoning Architect
2. K.W. Smithies, Principles of Design in Architecture, Van Nostrand Reinhold Company, 1981 Sam
- F. Miller, Design Process - A Primer for Architectural & Interior Design, Van Nostrand Reinhold Company, 1995
3. Ernest Burden, Elements of Architectural Design – A Visual Resource, Van Nostrand Reinhold Company, 1994
4. V.S. Pramard, Design Fundamentals in Architecture, Somaiya Publications, New Delhi, 1973
5. Y. Ashihara – Exterior design in Architecture
6. Diane Ghirardo – Architecture after Modernism
7. Peter von Meiss, “Elements of Architecture - From Form to Place”, Span Press, 1992
8. Bryan Lawson, “How Designers Think”, Architectural Press Ltd" London, 1980
9. Hanno Rauterberg, “Talking Architecture, Interview with Architects”, Prestel 2008
10. The A-Z of Modern Architecture-Taschen 2007
11. Antony Catanese and James C. Snyder, Introduction to Architecture, McGraw-Hill, 1979

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Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU2DSCIDF106”: “ELEMENTS OF DESIGN”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
2	DSC	100	KU2DSCIDF106	4	75

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
3	2	0	35	65	100	2

Course Description: Introduction and understanding the principles of perception and colour, and their association with designing.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the principles of perception	U/An
2	Understand the psychology of colours	U/An
3	Analyse various themes to identify the appropriate use of colours	U/An
4	Apply the concept of colour psychology in artworks with EOD, POD & Gestalt’s principles	U/An/A
5	Develop skills for creating effective visual compositions	U/An/A/C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓			✓			
CO 2		✓			✓		
CO 3			✓				✓
CO 4			✓			✓	
CO 5	✓			✓			

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	GESTALT'S PRINCIPLES OF PERCEPTION		15
	1	Introduction to the Gestalt's principles of perception: figure-ground, similarity, proximity, continuity and closure	3
	2	Exercises on the Gestalt's principles of perception (with black ink)	12
		a) Figure-ground	
		b) Similarity	
		c) Proximity	
		d) Continuation	
e) Closure			
2	COLOUR		30
	1	Colour Theory	4
		a) Prang colour wheel; warm & cool colours	
		b) Primary colours	
		c) Secondary colours	
		d) Tertiary colours	
2	Properties of Colour	4	

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		a) Hue	
		b) Value: Tint, Tone & Shade	
		c) Intensity / Saturation	
	3	Colour Schemes	
		a) Achromatic / Grayscale	
		b) Monochromatic	
		c) Complementary	
		d) Split-complementary	
		e) Triadic	
		f) Tetradic	
		g) Analogous	
	4	Colour Psychology	
		a) Association with the physical world	
		b) Cultural association	
		c) Emotional association	
	5	Colour Usage	
		a) Compositions on each EOD	
		b) Compositions on each POD	
		c) Colour study of various logos, brand colours, advertisements, posters etc.	
3	APPLICATION OF EOD & POD IN DESIGNING		20

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	1	Design Study:	8
		a) Fashion brands (brand colours & logos)	
		b) Dressing styles (each EOD comparisons for casual, office, partywear, etc.)	
		c) Interior design	
		d) User Interface	
	2	Design Creation	20
		a) Logo Design	
		b) Brand identity (brand colours)	
		c) Posters	
		d) Invitations	
	e) Fashion prints		
4	FINAL ASSIGNMENT		5
5	TEACHER SPECIFIC MODULE		5
	<i>Directions</i>		
	The final assignment can be done for a company		

Essential Readings:

1. Pearce Peter & Pearce Susanne (1980). Experiments in Form: Foundation course in Three Dimension Design. Nostrand Reinhold Company. New York
2. Richard K Thomas (1969) Three-Dimensional Design: A cellular Approach. Nostrand Reinhold Company. New York.
3. Wong Wucius (1977) Principles of Three Design. Nostrand Reinhold Company. New York.
4. Porter W. Albert (2010). Elements of Design – Shape & Form. Davis Publications. Worcester.
5. Porter W. Albert (2010). Elements of Design – Line. Davis Publications. Worcester

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6. Dondis A. Denis (1974). A Primer of Visual Literacy. MIT Press. Cambridge.
7. Sausmarez Maurice De (2007). Basic Design: The Dynamics of Visual Form. A&C Black. Edinburgh
8. Anderson Edith (2001). Colour Studies. Fairchild. New York
9. Kepes Gyorgy (1956). New Landscape in Art & Science. Paul Theobald & Co. Chicago
10. Kepes Gyorgy (1956). Language of Vision. Paul Theobald & Co. Chicago
11. Armheim Rudolf (2004). Art & Visual Perception. University of California Press. Oakland.
12. Willats John (1997). Art and Representation. Princeton University Press. New Jersey
13. Albers Josef (1963). Interaction Of Colour. Yale University Press. London
14. Ostwald W. (1969). The Colour Primer. Nostrand Reinhold Co. New York.
15. Padgham C. A., Saunders J. E. (1975). The Perception of Light & Color. New York Academic Press.

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		65
Continuous Evaluation		35
1	Internal Exam	5
2	Studio Assignments	10
3	Portfolio Submission	10
	Progress and Effort Evaluation	5
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

"KU2DSCIDF107": "VISUALIZATION AND REPRESENTATION"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
2	DSC	100	KU2DSCIDF107	4	105

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	T	P
1	6	0	40	60	100	1.5	3

Course Description: Introduction and understanding the principles of perception and colour, and their association with designing.

Course Prerequisite: Visualization & Representation - I

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Enhance the skill of observation and its interpretation on paper	U/R
2	Learn about different colour mediums	U/R/An
3	Understand the effect of each colour medium to analyse and apply in artworks	U/R/An
4	Understand the colour properties in shading	U/R/An
5	Understand the importance of drawing as a vital part of design	U/R/An
6	Introduce students to basic techniques of representing form in colour	U/An/C
7	Exercise aesthetic judgement and analytical thinking	U/An/C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1		✓					✓
CO 2		✓					

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CO 3		✓					✓
CO 4		✓					
CO 5		✓			✓		
CO 6		✓					✓
CO 7	✓	✓					

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO COLOUR MEDIUMS		24
	1	Dry Colour Mediums	12
		a) Watercolour pencils	
		b) Oil Pastels	
		c) Soft Pastels	
		d) Brush Pens	
	2	Water Colour Mediums	12
	a) Watercolours		
	b) Acrylic		
	c) Oil		
2	MIXED MEDIA ART		24

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	1	Nature Drawing	5
	2	Still Life Compositions	6
	3	Portraits	7
	4	Imagined Artworks (minimum 2)	6

3	APPLICATION OF COLOUR THEORY		18
	1	Highlights in Colour	4
	2	Shadows in Colour	8
		a) Shadow in the same subject	
		b) Cast shadow colour	
	3	Intuitive Colouring	6
		a) In a live sketch	
b) Recreation of photos with different colours (than the original)			

4	HUMAN FIGURES		18
	1	Introduction to Basic Proportions	6
		a) Female	
		b) Male	
		c) Child	
	2	Poses	12
		a) Stick Figure	
b) Fleshing the stick figure			

		c) Movements	
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5	MURAL PAINTINGS	12
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6	TEACHER SPECIFIC MODULE	
	Directions	
	1. Module 1 must have 2 exercises each on A3 sheets <ul style="list-style-type: none"> i. Single Hue Artwork ii. Numerous Hues, as in the source of the artwork 	

Essential Readings:

1. Bays J (1998) Drawing Workbook, Newtown Abbot: David & Charles
2. Smith. R. Wright, M. & Horton, J. (2000) Dk Art School - An Introduction to Art
3. Horton. J. (1998) Dk Art School - An Introduction to Drawing, New York: Dorling Kindersley Publishing
4. Simblet. S. (2005) The Drawing Book, London: Dorling Kindersley Publishing
5. Edwards. B. (2012) Drawing on The Right Side of The Brain, New York: Tarcher/Penguin
6. Meyer. S. E. & Avillez (1985) M. How To Draw in Pen and Ink, Washington: Macmillan
7. Szunyoghy. A, (2013) The Big Book of Drawing, Potsdam: H.F. Ullman Publishing
8. Raynes. J, (1993) Figure Drawing and Anatomy for The Artist, London: Chancellor Press
9. Simblet, S. (2001) Anatomy for The Artist, London: Dorling Kindersley Publishing
10. Cane, K. (2012) Making and Drawing, London: Bloomsbury Publishing

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		60
Continuous Evaluation		40
1	Studio Assignments and Exercises	15
2	Portfolio Submission	10
3	Presentation & Critique Participation	5

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4	Progress and Effort Evaluation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

"KU2DSCIDF110": "CREATIVE VISUALIZATION IN DESIGN"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
2	DSC	100	KU2DSCIDF110	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course focuses on developing the ability to visually express design ideas using sketching, mood boards, and presentation techniques. Students learn to translate inspiration into creative design concepts and communicate them effectively through visual storytelling.

Course Prerequisite: Design Ideation & Strategy (Sem 1)

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the role of visual thinking and its importance in design development	U
2	Identify inspiration sources and build visual themes using design research	R/A
3	Develop and explain design variations using silhouettes, forms, and textures	A/An
4	Demonstrate sketching and croquis techniques to represent ideas visually	A/C
5	Present design stories using mood boards and layout techniques	A/E/C
6	Explain basic digital visualization tools for fashion concept presentation	U/A

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7

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CO 1	✓			✓			✓
CO 2	✓			✓	✓	✓	✓
CO 3	✓			✓	✓	✓	
CO 4	✓		✓			✓	
CO 5	✓			✓		✓	✓
CO 6			✓			✓	

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	VISUAL THINKING IN DESIGN		10
	1	Meaning and importance of visual thinking	2
	2	Role of visual elements (line, shape, color, texture)	3
	3	How designers use visuals to think, plan, and communicate ideas	3
	4	Benefits of keeping a visual diary or sketchbook	2
2	FROM INSPIRATION TO CONCEPT		10
	1	How designers find and use inspiration	2
	2	Building a design theme from inspiration (nature, art, culture, etc.)	3
	3	Steps to develop a concept from a mood or idea	3
	4	Case examples of thematic development in fashion	2

3	EXPLORING DESIGN VARIATION		15
	1	Understanding silhouettes, forms, and garment details	5
	2	How design variations help in refining concepts	2
	3	Surface treatments and detailing as part of idea development	5
	4	Introduction to exploring different styles or interpretations	3

4	VISUAL REPRESENTATION TECHNIQUES		15
	1	Importance of sketching in idea development	3
	2	Types of sketching (rough, detailed, technical, croquis)	5
	3	Role of figure drawing in fashion communication	5
	4	Gesture and proportion in visual expression	2

5	TEACHER SPECIFIC MODULE / RELATED EXPERIENCE Designer’s Desk: Practice and Process		10
	1	Advanced croquis and quick fashion sketches	5
	2	Visual proportion, movement, and gesture drawings	5

ESSENTIAL READINGS AND REFERENCES

Books

1. *Fashion Design Course: Principles, Practice, and Techniques* – Steven Faerm
2. *Drawing Fashion: The Art of Kenneth Paul Block* – Susan Mulcahy
3. *Design Thinking: Understanding How Designers Think and Work* – Nigel Cross
4. *Digital Fashion Illustration* – Kevin Tallon

Online Tools & Platforms

- DesignKit.org – Human-Centered Design Resources
- Behance – For visual portfolio inspiration
- Adobe Creative Cloud tutorials (Illustrator, Photoshop)

Assessment Rubrics:

Evaluation Type	Marks
End Semester Evaluation	70

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Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU2DSCIDF111”: “INTERIOR MATERIALS AND SURFACE EXPLORATION”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
2	DSC	100	KU2DSCIDF111	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
4	0	0	30	70	100	2

Course Description: Introduce students to the basic types of materials used in interiors, focusing on their visual, tactile, and aesthetic qualities, helping students relate these concepts to fashion materials and surface treatments.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand and classify various interior materials based on their origin, properties, and applications in design contexts	U
2	Identify different types of wood and stone, and describe their textures, finishes, and typical uses in interior environments	U/An
3	Explain the characteristics and surface treatments of metals and glass, and their effects on interior aesthetics and functionality	U/R
4	Compare and contrast fabrics and soft materials used in interiors with those in fashion, focusing on texture, durability, and color	U/E
5	Analyze various surface finishes and treatment techniques, understanding their role in enhancing material qualities and interior ambiance	U/An
6	Apply knowledge of interior materials and finishes to create basic material boards and visual presentations that integrate fashion and interior design concepts	An/A

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), A/Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1			✓				
CO 2			✓				
CO 3		✓	✓				
CO 4		✓					
CO 5		✓	✓				
CO 6		✓		✓			✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO INTERIOR MATERIALS		9
	1	What are interior materials? Importance in design	
	2	Categories: Natural vs Synthetic materials	
	3	Common materials overview: wood, metal, glass, stone, fabric, plastics	
	4	Basic properties: durability, texture, color, reflectivity	
	5	Role of materials in creating ambiance and style	
2	WOOD AND STONE		9
	1	Types of wood: hardwood, softwood, engineered wood	

	2	Finishes and textures of wood: polished, matte, rough, stained	
	3	Stone varieties: marble, granite, slate, limestone	
	4	Surface qualities and uses in interiors	

	METALS AND GLASS		
3	1	Common metals in interiors: steel, aluminium, brass, copper	9
	2	Surface finishes: brushed, polished, oxidized	
	3	Types of glass: clear, frosted, tinted, textured	
	4	Visual and tactile impact of metals and glass	

	FABRICS AND SOFT MATERIALS IN INTERIORS		
4		Upholstery fabrics: cotton, silk, velvet, leather, synthetics	9
		Characteristics: texture, pattern, durability, colourfastness	
		Drapery and curtain materials	
		Comparison of fabric use in interiors vs fashion	

	SURFACE FINISHES AND TREATMENTS		
5	1	Surface finishes overview: matte, gloss, satin, textured, reflective	9
	2	Techniques: painting, staining, laminating, polishing	
	3	Role of finishes in enhancing material qualities	
	4	Simple case studies and visual examples	

Essential Readings:

1. “Materials for Interior Environments” by Corky Binggeli
2. “Interior Materials and Specifications” by Lisa Godsey
3. “The Fundamentals of Interior Architecture” by John Coles and Naomi House
4. “Fabric for Fashion: The Complete Guide” by Clive Hallett and Amanda Johnston

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5. “Designing Interiors” by Rosemary Kilmer and W. Otie Kilmer
Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

Semester 03

“KU3DSCIDF201”: “DESIGN STUDIO - I”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
3	DSC	200	KU3DSCIDF201	4	90

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
2	4	0	35	65	100	3

Course Description: This course introduces basic design principles for residential interiors, focusing on spatial planning, materials, finishes, and integration of key areas like kitchens, toilets, and living spaces.

Course Prerequisite: Basic Design – I, Basic Design- II

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand anthropometry, functional design, and material selection in designing modern toilet interiors, including sustainable solutions	U/A/E
2	Analyze kitchen layouts using the working triangle, ergonomics, and appropriate materials to design efficient and aesthetically pleasing kitchen interiors	A/An/C
3	Design bedroom and living spaces using appropriate furniture, finishes, and decorative elements to reflect ambiance and user-centric planning	A/E/C
4	Develop design solutions for integrating functional and aesthetic aspects of complete residential interiors	C/An
5	Integrate semi-open spaces such as patios, verandas, and courtyards with the built environment in residential design	A/C
6	Evaluate materials, lighting schemes, and design strategies for effective space planning in various residential interior contexts	E/A

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs

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	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓	✓	✓				
CO 2		✓	✓				
CO 3		✓	✓				✓
CO 4		✓	✓	✓	✓		✓
CO 5	✓	✓	✓				
CO 6		✓	✓				

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	TOILETS		24
	1	Anthropometry – Types of sanitaryware and their functional use	1
	2	Types of toilet layouts: Compact, Luxury, Accessible	1
	3	Concepts in modern toilet interiors – Wet and dry zones, ventilation	2
	4	Materials and finishes – Flooring, Cladding, Glasses, Textures, Patterns	1
	5	Green Concepts – Water Conservation, Eco-friendly materials	2
	6	Case Study Discussion – Common toilet planning errors and solutions	2
	7	Deliverables - 1) Study and sketch of standard toilet layouts	3

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		2) Drawing and detailing of sanitary fixtures with anthropometric clearances	4
		3) Material board for toilet interior finishes	3
		4) Design development of a modern toilet	4
		5) Model making of toilet layout	2

2	KITCHEN AND WORK AREA		30
	1	Introduction to modern kitchen: Styles and Modularity	1
	2	Working triangle and planning for activities	2
	3	Anthropometry for kitchen – reach zones, counter heights	2
	4	Types of kitchens – L-shape, U-shape, island, galley, parallel	2
	5	Materials: counters, shelves, washing areas – comparison	2
	6	Lighting and color scheme	1
	7	Deliverables -	
		1) Case study and documentation of an existing kitchen	4
		2) Layout drawings for 2 types of kitchens with working triangle	4
		3) Detailing of storage units and material specification	4
	4) Presentation board with material samples and lighting plan	4	
	5) Kitchen interior design project with rendered views	4	

3	BEDROOMS AND LIVING SPACES		
	1	Interior Concepts – Ambiance and Spatial Character	1
	2	Layouts for bedrooms and living rooms – Circulation and Zoning	2

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	3	Furniture and Accessories – Mood and Function	1
	4	Materials – Ceiling, Flooring, Wall Treatments, Doors/ Windows	2
	5	Lighting layers and integration with design	2
	6	Deliverables -	
		1) Layouts for 1 Bedroom and 1 Living Space	4
		2) Designing interiors with selection of finishes and mood boards	3
		3) False Ceiling Design and Lighting Integration	3
	4) 3D perspective views or Model making	4	
	5) Portfolio sheet preparation for residential room interiors	2	

4	RESIDENCE		12
	1	Concept of unified residential interior design	1
	2	Transition zones and spatial hierarchy	1
	3	Integration with landscape – verandas, patios, courtyards	1
	4	Presentation methods and design communication	1
	5	Deliverables -	
		1) Conceptualization and theme development for a complete residence	2
		2) Space planning and zoning of residential interiors	2
		3) Design drawings for all major spaces	2
		4) Courtyard/ Patio/ Veranda Design	1
		5) Final presentation boards and design documentation	1

Essential Readings:

FYUGP “INTERIOR DESIGNING & FURNISHING”

1. Designs for 20th century Interiors - Fiona Leslie, VH Publications, London, 2000.
2. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982
3. Interior Colour by Design, Jonathan Poore, Rockport Publishers, 1994
4. Worldwide Interiors - International Federation of Interior Architects & Designers, Rikuyo- Shah, Japan, 1987
5. Design Drawings, Francis D Ching, Wiley Publishers
6. Colour for Interior Design, Ethel Rompilla, Harry N Abrams, 2005
7. Principles of Design Architecture, K W Smithies, C Hapman and Hall, 1983

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		65
Continuous Evaluation		35
1	Internal Exam	5
2	Studio Assignments	10
3	Portfolio Submission	10
	Progress and Effort Evaluation	5
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

“KU3DSCIDF202”: “MATERIALS & CONSTRUCTION - I”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
3	DSC	200	KU3DSCIDF202	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Understanding the materials and construction techniques used in Interior Designing

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Demonstrate an understanding of various building materials such as bricks, stones, sand, cement, and concrete, including their properties and applications in construction	U/R
2	Analyze the properties, types, and applications of wood, processed wood, and synthetic materials like plastic, acrylic, PVC, fabrics, and vinyl in interior design and construction	U/R
3	Apply knowledge of masonry techniques, including brick and stone masonry, mortar, and plastering, to practical interior design and construction scenarios	An/C
4	Evaluate different types of wall paints, their properties, applications, and techniques, and analyse the defects that can occur during painting	U/R/An
5	Understand and implement traditional mud construction techniques, such as cob, rammed earth, wattle and daub, adobe, and compressed stabilized earth blocks, and their uses in sustainable building practices	U/R/An

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs

FYUGP “INTERIOR DESIGNING & FURNISHING”

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓		✓		
CO 2	✓	✓	✓		✓		
CO 3	✓		✓		✓		
CO 4	✓		✓		✓		
CO 5	✓		✓		✓		

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO BUILDING MATERIALS		15
	1	Bricks and Stone – Introduction, properties and application	5
	2	Sand, Cement, Concrete – Introduction, properties and application	4
	3	Wood, processed wood – Introduction, types, properties and application	3
	4	Synthetic materials – Plastic, Acrylic, PVC, Fabrics, Vinyl etc – Introduction, types, properties and application	3
2	MASONRY		15
	1	Brick Masonry - Brick masonry - Brick – types of masonry rattrap bond, Flemish bond, English bond, stretcher bond, ornamental bonds and its application for interior	5
	2	Stone Masonry - Principles of stone masonry construction - types of stone masonry random rubble masonry/ Ashlar Masonry - stone finishes- jointing types of mortar for stone construction	5

	3	Mortar & Plastering – Types of mortar mixes, Types of Plastering used on masonry structures	5
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3	WALL PAINTS		12
	1	Wall Paints - painting materials and process	3
	2	Types of Wall Paints - Enamels, distempers, plastic emulsions, cement-based paints- properties, uses and applications	4
	3	Painting on different surfaces	3
	4	Defects in painting	2

4	MUD CONSTRUCTION, CLAY PRODUCTS		18
	1	Cob – Introduction, Raw materials and method of construction	4
	2	Rammed earth – Introduction, Raw materials and method of construction	4
	3	Wattle and daub construction – Introduction, Raw materials and method of construction	4
	4	Adobe – Introduction, Raw materials and method of construction	3
	5	Compressed Stabilized Earthen Blocks – Introduction, Raw materials and method of construction	3

Essential Readings:

2. Dr B.C Punmia, building construction, Laxmi publications Pt. Ltd., New Delhi, 1993.
3. M.S Shetty, concrete technology, S. Chand and co. Ltd., New Delhi, 1986.
4. Sushil Kumar. T.B. of Building Construction 19th ed. Standard Pub. Delhi, 2003.
5. Chowdary, K.P. Engineering Materials used in India, 7th ed. Oxford and IBH, New Delhi, 1990.
6. Rangwala, S.C. Building Construction: Materials and types of Construction, 3rd ed. John Wiley and Sons, Inc., New York, 1963.
7. Francis D. Ching, Building Construction Illustrated, Wiley’s publishers, 2008

Assessment Rubrics:

Evaluation Type	Marks
End Semester Evaluation	70

FYUGP “INTERIOR DESIGNING & FURNISHING”

Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

"KU3DSCIDF203": "ADVANCED DESIGN PRACTICE: CONCEPT TO PROTOTYPE"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
3	DSC	200	KU3DSCIDF203	4	75

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	T	P
3	2	0	35	65	100	1.5	2

Course Description: This course deepens students' understanding of the design process through creative thinking, visual research, and concept development. Emphasis is placed on generating innovative design ideas using brainstorming techniques, problem-solving models, and visual storytelling. Students explore elements and principles of design (EOD & POD), color theory, and material exploration to develop original concepts and professional presentation boards. The course culminates in the creation and presentation of a finalized design prototype that reflects technical, conceptual, and aesthetic competence.

Course Prerequisite: Elements of Design

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Generate and organize creative design ideas using divergent thinking tools.	A/C
2	Analyze design challenges and implement structured problem-solving approaches.	An/A
3	Collect and interpret visual references to formulate design boards.	A/E
4	Apply design principles in iterative ideation through hand and digital techniques.	A/C
5	Construct a comprehensive prototype and deliver a professional visual presentation.	C/E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs

FYUGP “INTERIOR DESIGNING & FURNISHING”

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓			✓	✓
CO 2	✓				✓	✓	
CO 3	✓	✓		✓	✓		✓
CO 4	✓		✓	✓			✓
CO 5	✓		✓	✓		✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	CREATIVE THINKING SKILLS		11
	1	Brainstorming – Group / Individual Idea generation methods	
	2	Mind mapping – Visual planning of theme-related ideas	
	3	Idea expansion – Stretching a design idea into multiple creative possibilities	
2	PROBLEM SOLVING TECHNIQUES		8
	1	Exploring different problem-solving techniques to develop designs	
	2	General problem-solving strategies- Ishikawa, fish bone, 5WH	
3	THEME SELECTION & BOARD DEVELOPMENT		15
	1	Selection of theme - focused theme generation and narrowing	
	2	Visual research -visuals, materials, textures, users	

	3	Board Creation- Color mood board & inspiration board	
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4	DESIGN DEVELOPMENT		26
	1	Ideation Process- Sketching, thumbnails, digital drafts	
	2	Use of EOD (Elements of Design), POD (Principles of Design)	
	3	Implementation of Color psychology & Gestalt Principle	

5	FINAL ASSESSMENT		15
	1	Prototype & Presentation	
		Logo	
		Poster	
		Fashion Element	
		Interior Element	

Essential Readings

- Design Basics - David A. Lauer & Stephen Pentak - Cengage Learning
- Colour: A Workshop for Artists and Designers - David Hornung - Laurence King

References

- *The Elements of Graphic Design* – Alex W. White
- *Graphic Design Thinking* – Ellen Lupton
- *Visual Research: An Introduction to Research Methodologies* – Ian Noble & Russell Bestley

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		65
Continuous Evaluation		35
1	Internal Exam	5
2	Studio Assignments	10
3	Portfolio Submission	10

FYUGP "INTERIOR DESIGNING & FURNISHING"

	Progress and Effort Evaluation	5
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

“KU3DSCIDF204”: “VISUALIZATION AND REPRESENTATION - II”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
3	DSC	200	KU3DSCIDF204	4	105

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	T	P
1	6	0	40	60	100	1.5	2

Course Description: This course builds upon foundational illustration skills and trains students in advanced techniques of figure drawing, garment and accessory rendering, and digital or mixed-media visual storytelling. By focusing on stylization, movement, historical accuracy, and sustainability in design, students develop the ability to create fashion visuals that are aesthetically strong, technically sound, and conceptually rich. Emphasis is placed on human proportion studies, textile representation, and professional-quality portfolio development to prepare students for industry-facing and culturally responsive design challenges.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Demonstrate accuracy in drawing human figures using the 10-head croquis and proportion systems.	U / A / C
2	Accurately illustrate body and facial features using various dry, wet, and digital media.	U / A / C
3	Develop technical and stylized renderings of fashion elements such as collars, sleeves, skirts, and trousers.	U / A / C
4	Render fashion accessories and illustrate textures using appropriate illustrative techniques.	A / C / E
5	Conceptualize and present cohesive fashion visuals in cultural, historic, or sustainable themes.	U / An / C / E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs

FYUGP “INTERIOR DESIGNING & FURNISHING”

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓				✓
CO 2	✓	✓					✓
CO 3	✓	✓	✓		✓		✓
CO 4	✓	✓	✓		✓		✓
CO 5	✓		✓	✓	✓		✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1		INTRODUCTION TO DESIGN & CREATIVITY MASTERING FASHION FIGURE	18
	1	Introduction to the 10-head croquis and its proportions - female	1
	2	Stylization vs. anatomical accuracy across genders and ages	1
	3	Dynamics of movement, gesture, and balance lines in figure drawing	1
	4	Activities -	
		1) Drawing Practice – Female Croquis	3
		2) Stylized Male and Kid	3
		3) Gesture Drawing & Dynamic Poses	3
		4) Fleshing & Contour Lines	3
	5) Final Croquis Sheet	3	

2	HUMAN ANATOMY & FEATURES		18	
	1	Understanding and constructing facial features	1	
	2	Expressive hand and foot rendering	1	
	3	Basic skin tone theory and 3D shading techniques	1	
	4	Activities -		
		1) Facial Features Practice	3	
		2) Gesture Studies – Hands & Feet	3	
		3) Skin Tone Rendering with Shading	3	
4) Medium Exploration		3		
	5) Full Figure Practice Sheet	3		
3	GARMENT DETAILS IN DESIGN ILLUSTRATION		20	
	1	Overview of key garment details: necklines, sleeves, skirts, collars	1.5	
	2	Technical drawing vs. fashion illustration	1.5	
	3	Activities -		
		1) Illustrating Necklines & Collars	3	
		2) Illustrating Sleeves & Skirts	4	
		3) Full-body Design Application	3	
		4) Flat Technical Drawings	4	
	5) Render Comparison Sheet	3		
4	FASHION ACCESORY RENDERING	14		

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	1	Principles of accessory proportion, placement and utility	1
	2	Material textures and rendering strategies	1
	3	Activities -	
		1) Footwear Drawing Practice	2
		2) Jewellery Studies	2
		3) Bags & Belts Rendering	3
		4) Headgear & Eyewear Illustration	2
	5) Accessory Portfolio Sheet	3	

5	STYLIZED RENDERING & MEDIA EXPLORATION		20
	1	Media exploration: pencil, watercolours, brush pens, pastels etc.	2
	2	Colour psychology and its application in mood creation	1
	3	Realistic vs. intuitive stylization techniques	1
	4	Activities -	
		1) Media Trials & Swatches	3
		2) Themed Mood Board Creation	3
	3) Stylized Collection Sheets	4	
	4) Final Look-Book Project	6	

Essential Readings:

- Kiper, Anna. Fashion Illustration: Inspiration and Technique. Rockport Publishers.
- Abing, Bina. Fashion Sketchbook. Fairchild Books.
- Hagen, Kathryn. Fashion Illustration for Designers. Pearson Education.
- Gleason, Katherine. Fashion Design Drawing Course. Barron's Educational Series.

Suggested Readings:

FYUGP "INTERIOR DESIGNING & FURNISHING"

- Choi Kyung-Sun. 9 Heads: A Guide to Drawing Fashion. Fairchild Publications.
- Simblet, Sarah. Anatomy for the Artist. Dorling Kindersley Publishing.
- Bays, J. Drawing Workbook. David & Charles.
- Edwards, B. Drawing on The Right Side of The Brain. Tarcher/Penguin.
- Raynes, J. Figure Drawing and Anatomy for the Artist. Chancellor Press.
- Cane, K. Making and Drawing. Bloomsbury Publishing.
- Szunyogy, A. The Big Book of Drawing. H.F. Ullman Publishing.

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		60
Continuous Evaluation		40
1	Studio Assignments and Exercises	15
2	Portfolio Submission	10
3	Presentation & Critique Participation	5
4	Progress and Effort Evaluation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

KU3DSCIDF205": "VISUAL MERCHANDISING AND RETAIL INTERIORS"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
3	DSC	200	KU3DSCIDF205	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course introduces students to the principles and techniques of visual merchandising and retail interior design. It explores how space, display, lighting, color, materials, and brand identity contribute to the customer experience in retail environments. The subject bridges fashion and interiors, enabling students to conceptualize and plan creative, brand-aligned retail spaces.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the relationship between brand identity, consumer behaviour and retail interior design through analysis of spatial and branding strategies	U/R/An
2	Develop effective retail layouts by applying planning principles, zoning and ergonomic considerations tailored to specific store types and user needs	U/R/An
3	Select appropriate materials, lighting and display fixtures that enhance product presentation and support the visual language of a retail brand	U/R/An
4	Design innovative and sustainable retail environments that incorporate experiential elements, technology and emerging trends in consumer engagement	U/R/An

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						

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CO 2		✓					
CO 3		✓	✓				
CO 4			✓				
CO 5		✓					✓
CO 6			✓			✓	

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO RETAIL AND BRANDING		15
	1	Overview of the retail industry and its typologies – Luxury, High-street, Boutique, Pop-up stores	
	2	Role of Interior design in retail branding and consumer experiences	
	3	Psychology of shopping and consumer behaviour	
	4	Components of a retail space: Storefront, Threshold, Display Zones, Transaction Areas	
	5	Case Studies: Global and Local Retail brands and their interior identity	
2	SPATIAL PLANNING AND CIRCULATION		15
	1	Store Planning principle and typologies – Grid, Free-flow, Racetrack, Spine Layout	
	2	Zoning and Spatial Organizations for different types of retail stores	
	3	Circulation strategies and product placement hierarchy	

	4	Ergonomics and anthropometrics in retail	
	5	Designing for accessibility and inclusivity	

3	MATERIALS, LIGHTING AND DISPLAY SYSTEMS		15
	1	Material selection based on brand positioning, durability and maintenance	
	2	Lighting Design: Ambient, Task, Accent and Feature Lighting in Retail	
	3	Fixture Design: Display Racks, Shelving, Modular Units, Interactive Systems	
	4	Visual Merchandising Basics: Focal points, themes, color blocking, story telling	
	5	Integration of digital elements in retail interiors	

4	SUSTAINABLE AND EXPERIENTIAL RETAIL DESIGN		15
	1	Sustainable materials and practices in retail design	
	2	Pop-up stores and temporary retail environments	
	3	Experiential retail: Sensory Design and Immersive Environments	
	4	Future of Retail: Omnichannel, Phygital Spaces and Metaverse Retail	

Essential Readings:

1. Retail Design by Ann Petermans and Jan Vanrie
2. The Fundamentals of Retail Design by Kathryn McKelvey and Janine Munslow
3. Brandsapes: Architecture in the Experience Economy by Anna Klingman
4. Shops & Showrooms: Spatial Design by Ralf Daab
5. Interior Design Illustrated by Francis DK Ching
6. Lighting for Interior Design by Malcolm Innes
7. Visual Merchandising and Display by Martin M Pegler
8. Detail in Contemporary Retail Design by Drew Plunkett
9. Sustainable Retail: Using the Power of Offline Retail to Create Sustainable Change
10. Designing Retail Experience: Connecting Theory and Practice by Christina Holmlund

Assessment Rubrics:

FYUGP “INTERIOR DESIGNING & FURNISHING”

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU3DSCIDF206”: “CONCEPTUALIZATION AND REALIZATION”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
3	DSC	200	KU3DSCIDF206	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course focuses on the theoretical development of a complete design concept, from ideation to presentation. Students will learn how to research and refine design ideas, create design stories, plan content for a professional portfolio, and understand how a concept can be theoretically realized. It emphasizes concept clarity, storytelling, visual planning, layout strategies, and reflective thinking, all aimed at preparing students for portfolio development and future design practice.

Course Prerequisite:

- Design Ideation & Strategy (Sem 1)
- Creative Visualization in Design (Sem 2)

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the concept development process in design through analysis of inspiration and research.	U/An
2	Develop a design story by linking concept, context, and personal interpretation.	A/C
3	Plan and structure a design portfolio with relevant design content and logical flow.	A/E
4	Apply principles of visual layout, typography, and sequencing to present design ideas clearly.	A/C
5	Reflect on the design process and explain theoretical realization using structured documentation.	An/E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs

FYUGP “INTERIOR DESIGNING & FURNISHING”

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓			✓	✓		
CO 2	✓			✓	✓		✓
CO 3	✓				✓	✓	✓
CO 4	✓		✓			✓	✓
CO 5	✓	✓	✓	✓	✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	CONCEPT DEVELOPMENT AND DESIGN THINKING		5
	1	What is conceptualization in design?	1
	2	How to develop a strong, research-based concept	1
	3	Understanding user, context, and design purpose	1
	4	Types of design concepts (theme-based, function-based, message-driven)	1
	5	Inspiration mapping and idea refinement	1
	6	Case studies: industry examples of impactful concepts	0
2	STORYTELLING IN DESIGN AND COMMUNICATION		15
	1	Role of storytelling in design and portfolios	3
	2	Narrative construction: linking inspiration, culture, and personal vision	

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	3	Writing a concept note and visual narrative	3
	4	Building emotional connections in design storytelling	3
	5	Role of trend, culture, and social context in shaping stories	3
	6	Case analysis: fashion collections with powerful narratives	3
3	PORTFOLIO PLANNING AND STRUCTURE		10
	1	Introduction to academic vs. industry portfolios	2
	2	Components of a design portfolio: research, mood board, concept, sketches	2
	3	Sequencing content for logical flow and storytelling	2
	4	Writing design rationale and process notes	2
	5	Evaluating strong portfolios: what works and why	2
4	VISUAL LAYOUT AND COMMUNICATION TECHNIQUES		10
	1	Layout principles: balance, hierarchy, alignment, rhythm	2
	2	Typography: font choice, size, and readability	2
	3	Colour harmony and composition strategy	2
	4	Page flow, consistency, and visual clarity	2
	5	Analysing sample layouts	2
5	TEACHER SPECIFIC MODULE / RELATED EXPERIENCE – REFLECTIVE PRACTICE		10
	1	process of turning an idea into a product (conceptual understanding)	2
	2	Sourcing of materials, textures, and surface design	2
	3	Creating technical documentation	2

FYUGP “INTERIOR DESIGNING & FURNISHING”

	4	problem-solving techniques	2
	5	Reflective design writing	1
	6	Documenting the journey from idea to portfolio content	1

ESSENTIAL READINGS AND REFERENCES

1. Portfolio Presentation for Fashion Designers – Linda Tain
2. Fashion Portfolio: Design and Presentation – Anna Kiper
3. Developing a Fashion Collection – Elinor Renfrew & Colin Renfrew
4. Design Thinking for Visual Communication – Gavin Ambrose
5. Trend Platforms & Resources: WGSN, Vogue Runway, Bedance

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU3DSCIDF207”: “FUNDAMENTALS OF SPACE PLANNING AND ERGONOMICS”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
3	DSC	200	KU3DSCIDF207	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CCA	ESE	Total	
4	0	0	30	70	100	2

Course Description: To introduce design students to the basic principles of spatial organization and human-centered design. The course focuses on planning functional spaces and understanding ergonomics in a simple and practical way.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the basic concepts of space planning, zoning, and circulation within interior environments.	U
2	Recognize the role of human dimensions and anthropometry in designing functional and comfortable spaces.	U
3	Identify standard furniture dimensions and apply ergonomic principles in space layout	A
4	Apply functional space planning techniques to design small-scale residential or fashion-related interiors	A
5	Analyze how ergonomics contributes to efficient workspace planning in fashion studios, boutiques, and homes	An
6	Interpret simple layout diagrams and visually communicate basic spatial planning ideas	A

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7

FYUGP “INTERIOR DESIGNING & FURNISHING”

CO 1		✓					
CO 2		✓	✓				
CO 3		✓	✓				
CO 4		✓					
CO 5		✓	✓				
CO 6		✓			✓		

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO SPACE PLANNING		10
	1	What is space planning?	
	2	Importance of space planning in design	
	3	Understanding function, circulation, and zoning	
	4	Public, semi-public, and private spaces	
	5	Introduction to anthropometrics	
2	INTRODUCTION TO ERGONOMICS		10
	1	Definition and scope of ergonomics	
	2	Importance of ergonomics in interiors and product design	
	3	Human dimensions: average body measurements	
	4	Work triangle and reach zones (with simple examples)	

3	FURNITURE AND HUMAN INTERACTION		12
	1	Basic furniture dimensions (table, chair, bed, wardrobe)	
	2	Sitting, standing, and working postures	
	3	Clearance spaces around furniture	
	4	Ergonomics in storage and movement	
	5	Practical examples: dressing area, wardrobe, study desk	
4	FUNCTIONAL SPACES IN INTERIORS		14
	1	Planning key residential spaces:	
		1) Bedroom	
		2) Dressing Room	
		3) Study / Workspace	
		4) Living Area	
	2	Circulation paths and space utilization	
	3	Storage solutions and space-saving ideas	
4	Layout examples using basic sketches and diagrams		
5	ERGONOMICS IN FASHION – RELATED SPACES		8
	1	Ergonomic design for fashion studios, boutiques, and display areas	
	2	Workspaces for sewing, cutting, and storage	
	3	Lighting and posture considerations	
	4	Comfort in changing rooms and display zones	

6	VISUAL REPRESENTATION AND CASE STUDIES		6
	1	Reading simple space layout drawings	
	2	Using furniture templates in space planning	
	3	Observation-based case studies: small studios, fashion boutiques, personal wardrobe layouts	
4	Simple analysis and group discussion		

ESSENTIAL READINGS AND REFERENCES

1. Time-Saver Standards for Interior Design and Space Planning by Joseph DeChiara, Julius Panero, Martin Zelnik
2. Human Dimension & Interior Space: A Source Book of Design Reference Standards by Julius Panero & Martin Zelnik
3. Architectural Graphic Standards by Charles George Ramsey and Harold Reeve Sleeper
4. Interior Design Illustrated by Francis D.K. Ching
5. Ergonomics for Beginners: A Quick Reference Guide by Jan Dul and Bernard Weerdmeester
6. "The Measure of Man and Woman" by Alvin R. Tilley

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

Semester 04

"KU4DSCIDF210": "DESIGN STUDIO - II"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
4	DSC	200	KU4DSCIDF210	4	105

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
1	6	0	40	60	100	3

Course Description: This studio introduces public space design with functional detailing through projects like schools and clinics, encouraging research-based, user centric design with creative and technical integration.

Course Prerequisite: Design Studio - I

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the programmatic and user requirements of small-scale public spaces	U
2	Apply spatial planning techniques with circulation, zoning, and activity mapping	A
3	Generate creative design concepts with appropriate material and color palettes	C
4	Develop professional interior drawings including detailed furniture and lighting plans	An/C
5	Communicate their design effectively through 2D, 3D, and verbal presentation techniques	C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓	✓	✓				
CO 2		✓	✓		✓		
CO 3		✓	✓				✓

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CO 4		✓	✓		✓		
CO 5	✓	✓	✓	✓	✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
Project - Design a healthcare interior space such as a clinic, a diagnostic center, or a small hospital wing.			
<i>THEORY COMPONENT</i>			
1	1	Introduction to healthcare interiors and project brief	15
	2	Typologies of clinics: layouts and functional zones	
	3	Understanding user needs: patients, staff, visitors	
	4	Ergonomics in healthcare design	
	5	Case studies: analysis and insights (from live/virtual/secondary sources)	
	6	Principles of spatial planning and zoning in healthcare	
	7	Color, materials, lighting, and finishes in healthcare environments	
	8	Basics of technical drawing and detailing in interiors	
	9	Presentation skills and graphic composition	
	10	Project documentation and reporting techniques	
<i>PRACTICAL COMPONENT</i>			
2	UNDERSTANDING & RESEARCH		15

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	1	Case studies: at least 2 (live/virtual/secondary)		
	2	Site visit and site analysis		
	3	Area programming and adjacency mapping		
	4	Zoning diagrams and circulation flow		
	5	Deliverables -		
		1) Site and context analysis		
		2) Case study sheets		
		3) Functional requirements		
		4) Zoning and adjacency diagrams		
3	CONCEPTS AND SPATIAL PLANNING		20	
	1	Conceptual framework and theme ideation		
	2	Mood board, concept sketches		
	3	Ergonomics in healthcare furniture and user flow		
	4	Layout options – review and selection		
	5	Final furniture layout with spatial zoning		
	6	Deliverables -		
		1) Concept board		
		2) Functional layout options		
3) Final selected layout with furniture plan				
4	DESIGN DEVELOPMENT AND VISUALIZATION		20	

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	1	Hand-drafted elevations and sectional views	
	2	Reflected ceiling plan with lighting	
	3	Color scheme, material finishes	
	4	Hand-rendered perspective views	
	5	Basic physical model (optional or guided group model)	
	6	Deliverables -	
		1) Elevations, sections (manual)	
		2) Lighting and ceiling plan	
		3) Rendered color board and material samples	
		4) Hand-rendered perspective or axonometric views	
		5) Simple scale model (foam board/cardboard)	

5	INTERIOR DETAILING AND TECHNICAL DRAWINGS		20
	1	Detailed drawing of key furniture (reception desk, seating, cabinets)	
	2	Joinery details and material notations	
	3	Partition and door detail (clinic-specific)	
	4	Plumbing and electrical layout (manual)	
	5	Deliverables -	
		1) 2–3 detailed furniture drawings	
		2) Electrical and plumbing plan	
	3) Door/partition construction detail		

6	FINAL PRESENTATION & JURY		15
	1	Sheet layout and graphic composition	
	2	Verbal presentation preparation	
	3	Final report: concept + design process summary	
	4	Internal jury/panel review	
	5	Deliverables -	
		1) Final presentation sheets	
		2) Physical material/color board	
	3) Design report + presentation script		

Essential Readings:

1. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982
2. Joseph D Chiara, Julius Panero and Martin Zelnick, Time Saver Standards for Interior Design and Space Planning, 2nd edition, Mc- Graw Hill Professional, 2001
3. Julius Panero and Martin Zelnick, Human Dimensions and Interior Space: A Source Book of Design Reference Standards, Watson - Guptill, 1979
4. David Kent Ballast, Interior Construction and Detailing for Designers and Architects, Professional Publications Inc; fourth edition, 2007

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		60
Continuous Evaluation		40
1	Studio Assignments and Exercises	15
2	Portfolio Submission	10
3	Presentation & Critique Participation	5
4	Progress and Effort Evaluation	5

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5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

“KU4DSCIDF211”: “MATERIALS & CONSTRUCTION - II”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
4	DSC	200	KU4DSCIDF211	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Study of doors, windows, substitutes and partition, focussing on materials, types, joinery details, construction methods, finishes and functional applications in interiors.

Course Prerequisite: Materials & Construction - II

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Identify and classify various types of doors and windows based on material, form, function, and usage	U/R
2	Explain the constructional features and functional details of different types of wooden joineries, fasteners, and fixtures	U/R/An
3	Analyze the properties and applications of hardwoods, softwoods, and their seasoning and finishing techniques	U/A/An
4	Evaluate and select appropriate substitutes for natural wood based on material characteristics, availability, and application	A/An/E
5	Design partition systems using suitable materials like wood, metal, glass, MDF, and Gypboard based on functional and construction requirements	C/A

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓	✓	✓				
CO 2		✓	✓		✓		

CO 3			✓		✓		
CO 4		✓	✓		✓	✓	
CO 5		✓	✓	✓	✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Doors and Windows		22
	1	Door: Different types of doors and uses	3
	2	Wooden doors, PVC doors, glass doors, Steel doors. Solid doors, Flush doors, revolving doors, folding doors, sliding doors, swinging doors, collapsible doors	5
	3	Windows: Different types of windows and uses	3
	4	Aluminium, Steel & UPVC windows - French windows, bay windows -fixed, casement, sliding & pivoting windows	5
	5	Joinery details in wood, Terms for various members, fasteners and fixtures used in joinery	6

2	Woods and Substitutes		24
	1	WOOD –Types of wood - Hard wood, soft wood, their seasoning process, selection criteria, finishing	5
	2	Wooden joineries – dove-tail, lock and key, etc	4
	3	SUBSTITUTES - Industrial products as substitutes for natural hardwood	4
	4	Characteristics, physical properties, areas of application, available forms and sizes of: Veneers and veneer plywood,	11

		particle board, hard board, fibreboard, block board, lamina-boards, glulam, laminates, cement particle board, e-board, bamboo ply etc.	
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3	Partitions		14
	1	Details of fixed, sliding and folding partitions with wood, steel and aluminium	5
	2	Frames and panels in glass, particle board, MDF, Gypboard and plywood	4
	3	Single skin and double skin as per requirement and specific of construction	5

Essential Readings:

1. Arora S.P. and Bindra S.P., “Text book of Building Construction”, Dhanpat Rai& Sons, New Delhi, 2012
2. P C Varghese, Building Materials, Prentice Hall of India Pt. Ltd, New Delhi, 2010
3. Shetty M.S, Concrete Technology
4. Francis D.K. Ching, Building Construction Illustrated John Wiley & Sons 2000
5. Balagopal T.S. Prabhu, “Civil Engineering Drawing Hand book”
6. Don A. Watson Construction Materials and Processes McGraw Hill 1972
7. W B McKay Building construction, Vol 1,2, Longman UK 1981
8. Barry, The Construction of Buildings; Affiliated East West press put Ltd New Delhi, 1999

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks

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		80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU4DSCIDF212”: “INTERIOR SERVICES - I”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
4	DSC	200	KU4DSCIDF212	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Explores plumbing, sanitation, and acoustics in interior spaces, covering systems, materials, fixtures, and acoustic design principles for functional, sustainable, and sound-optimized residential and commercial buildings.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the fundamentals of water supply and drainage systems in domestic and multi-storeyed buildings, and identify different piping systems and materials used	U/R
2	Describe and differentiate various standard sanitary fittings, caulking compounds, joints, and domestic water heating systems	U/R
3	Analyze the design and components of septic systems, intercepting and inspection chambers, and ventilation systems related to sanitation in buildings	U/An
4	Explain the theory of acoustics, including sound generation, transmission, and reception, and the importance of acoustics in interior design	U
5	Define and apply key acoustic terms such as frequency, intensity, absorption coefficient, and identify materials used for sound absorption and insulation	R/U/A
6	Evaluate and select suitable acoustic materials and sound reinforcement techniques for various interior spaces	A/An/E
7	Design acoustically responsive interior spaces such as auditoriums, studios, and lecture halls using principles of architectural acoustics	A/C

*Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1			✓				
CO 2			✓				
CO 3			✓				
CO 4		✓					
CO 5		✓	✓				
CO 6		✓	✓				
CO 7		✓	✓	✓	✓		

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Plumbing		10
	1	Introduction of water supply and drainage in domestic and multi-storeyed buildings	3
	2	Piping systems - One and Two Pipe Systems	3
	3	Materials, size of drain pipes and materials	4
2	Sanitation		15

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	1	Standard fixtures and sanitary fittings - caulking compounds, traps, joints, sinks, bath tubs, water closets, flushing cisterns, urinals, wash basins, bidet, shower panel, etc	5
	2	Domestic hot water systems, solar water heating systems	4
	3	Septic tanks in relation to buildings intercepting chambers, inspection chambers and their location and ventilation of sewers	6

3	Room Acoustics		17
	1	Introduction to Acoustics – Definition, Role in interiors	2
	2	Theory of sound generation, transmission - Reception of sound	3
	3	Terms related to acoustics – sound waves, frequency, intensity, wavelength	2
	4	Measurement of sound	2
	5	Sound absorption, absorption coefficient and their measurements	2
	6	Sound absorbing materials, Sound Insulation – materials	2
	7	Sound amplification and Sound Reinforcement	3

4	Acoustics in Buildings		13
	1	Design and detailing	5
	2	Basic principles in designing of lecture halls, auditorium theatres, cinema halls, broadcasting studio, recording studio	8

Essential Readings:

1. Modi, P. N., Sewage Treatment and Disposal and Wastewater Engineering, Standard Book House, New Delhi, 2008.
2. Birdie, G. S., and Birdie, J. S., Water Supply and Sanitary Engineering, Dhanpat Rai and Sons, New Delhi, 2007.
3. Garg, S. K., Environmental Engineering, Vol. II, Khanna Publications, New Delhi, 2009.
4. Duggal, K. N., Elements of Environmental Engineering, S Chand and Co. Ltd., New Delhi, 2008.
5. Mark J. Hammer and Mark J. Hammer Jr., Water and Waste Water Technology, Prentice Hall of India Pt. Ltd. New Delhi, 2009.

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6. Ernest W. Steel and Terence J. Mc Ghee, Water Supply and Sewerage, McGraw Hill, New York, 1991
7. Ehlers, V. M. and Steel, E. W., Municipal and Rural Sanitation, McGraw Hill, 2009.
8. Fair, Geyer and Okun, Water and Wastewater Engineering, John Wiley and sons, Inc., 2010
9. Metcalf and Eddy, Wastewater Engineering Treatment, Disposal and Reuse, Tata McGraw Hill, 2007.
10. Kiely, G., Environmental Engineering, McGraw Hill, McGraw Hill, 2009.
11. Relevant BIS Codes.
12. Kinsler, L. E., & Frey, A. R. (1962). Fundamentals of acoustics. New York: Wiley.
13. Templeton, Duncan (Ed.) (1993). Acoustics in the Built Environment. Oxford: Butterworth Architecture.
14. Knudsen, V. O., & Harris, C. M. (1988). Acoustical designing in architecture. Woodbury: Acoustical Society of America.
15. Cavanaugh, W. J., Tocci, G. C., & Wilkes, J. A. (2010). Architectural acoustics: Principles and practice. Hoboken, NJ: John Wiley & Sons

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

"KU4DSCIDF213": "TEXTILE IN INTERIORS"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
4	DSC	200	KUDSCIDF213	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Explore **home textiles**, including fabric selection, upholstery, draperies, bed linens, floor coverings, and textile care through practical applications.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Explain the classification, characteristics, and selection criteria of various home textiles including fibres, designs, and applications in interior furnishings	U / R
2	Identify and describe kitchen textiles, draperies, and window treatments with appropriate fabric choices, measurement techniques, and decorative finishes	U / A
3	Differentiate between types of bed linens, mattress accessories, towels, and velour fabrics based on construction, properties, and care labels	U / An
4	Classify various types of floor coverings and explain their materials, construction techniques, and suitability for different interior spaces	U / A / R
5	Apply suitable methods for the cleaning, care, and maintenance of different home textiles and perform basic textile tests like color fastness, shrinkage, and flammability	A / C / E
6	Interpret labelling standards, stain removal methods, and washing techniques for preserving the aesthetic and functional quality of home textiles	U / An / A

*Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓	✓	✓				
CO 2	✓	✓	✓		✓		
CO 3	✓	✓	✓				
CO 4	✓	✓	✓				
CO 5		✓	✓			✓	
CO 6	✓	✓	✓			✓	

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1		Fundamentals of Home Textiles	12
	1	Home Textiles-Definition	2
	2	Different types of home textiles, selection of fibres, colours, design, factors affecting selection of home textiles, woven & non-woven	2
	3	Upholstery: Materials-Fixed upholstery, non-stretch loose covers, stretch covers- cushion covers	2
	4	Table textiles – Definition, Different types, table mats, table cloth and hand towels, selection of material, use and care labelling	2

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	5	Living room furnishing – Sofa covers, wall hangers, cushion, cushion covers, upholsteries, bolster and bolster covers.	4
2	Kitchen Textiles & Draperies		12
	1	Kitchen textiles: Definition, Types- apron-dish cloth, bread bag, pot holders, hand towels, fridge cover, fridge handle cover, mixer cover, grinder covers their use and care labelling	4
	2	Wall coverings- use and care labelling	2
	3	Draperies and curtains- choices of fabrics, calculating the amount of material needed, hints on making curtains.	3
	4	Methods of furnishing draperies at the top with tucks or pleats; Use of drapery rods, hooks, tapes, rings and pins	3
3	Bed Linens and Towels		10
	1	Bed Linen -Definitions, different types of bed linens, sheets, blankets, blanket covers, comforters, comforter covers and bedspreads	2
	2	Mattress – Mattress covers, pads, pillows; Made-ups in hospitals	2
	3	Towels; Types, bath robes, bead towels, napkins; Construction of towels- weave, pile height -pattern – dyeing and finishing, Absorption tests	2
	4	Velour – Types of velvet and construction	2
	5	Textile care and labelling	2
4	Floor Coverings		12
	1	Floor coverings	2
	2	Hard floor coverings - resilient floor coverings, resilient floor coverings	3
	3	Soft floor coverings, Rugs, cushions pads and care labelling	3

	4	Carpet Manufacture methods & Types; Tufted, Hand tufted, Needle felt, Woven & Knotted. Wilton & administer – Knitted, Stitch bonding and Flocking	2
	5	Carpet fibres and yarns; Wool, wool blend, nylon, polypropylene, polyester and acrylic	2
5	Care and Testing of Home Textiles		12
	1	Care of Home Textiles	2
	2	Vacuum cleaning of Rugs and carpets, washing of curtains, draperies, bed linens and kitchen linen, Drying and pressing;	3
	3	Washing Methods; Kneading and squeezing, Suction washing, Use of washing Machine; stain removal	3
	4	Identification of stain, general procedure for stain removal, Bleaches for stain removal, optical brighteners and blues	2
	5	Testing of home textiles – color fastness, shrinkage, abrasion and flammability tests	2

Essential Readings:

1. Simplicity s (1993). Simply the best home decoration book. A fine side book 85 published by Simon and Schulster (New York), London. The simplicity Pattern Company.
2. Soft furnishing by Saarah Campbell and History More, Mac Donald Books OED Publishers Limited, London
3. Wingate I.B, & Mohler J.E. Textile Fabrics & Their Selection, Prentice Inc., New York
4. Alexander N.G. Designing interior Environment Mass Court Brace Jovanovich New York, 1972

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5

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	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

Semester 05

"KU5DSCIDF301": "DESIGN STUDIO - III"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	DSC	300	KU5DSCIDF301	4	105

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
1	6	0	40	60	100	3

Course Description: This studio explores experiential interior design through restaurant or café spaces with emphasis on theme, ambiance, functionality, branding, and detailed design development.

Course Prerequisite: Design Studio - II

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand user experience and functional zoning in hospitality interiors.	U
2	Develop a concept-driven, thematic restaurant/café interior design.	An/C
3	Create effective layouts with service and circulation planning.	C
4	Develop detailed drawings and specifications for interiors and furniture.	C
5	Communicate design through rendered visuals, drawings, and presentation boards.	E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						
CO 2							
CO 3							

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CO 4							
CO 5							

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOUR S
RESTAURANT / CAFÉ INTERIOR DESIGN			
<i>THEORY COMPONENT</i>			15
1	1	Introduction to hospitality interiors and typologies	1
	2	Project brief: design of a restaurant/café (theme-based)	1
	3	Understanding customer journey, user profiling	2
	4	Study of service flow, kitchen-to-dining interaction	3
	5	Case studies (2 minimum – physical or virtual)	4
	6	Principles of space planning in hospitality	4

<i>PRACTICAL COMPONENT</i>			90
	1	Site visit and documentation	15
	2	User journey, zoning, bubble diagram	
	3	Case study documentation and analysis	
		Deliverables -	

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	1) Site and context analysis	
	2) User flow and zoning diagrams	
	3) Case study presentation	

3	CONCEPT DEVELOPMENT & SPACE PLANNING		15
	1	Theme-based concept ideation (ethnic, modern, fusion, cultural, pop, etc.)	
	2	Mood board, storyboarding, inspiration sketches	
	3	Seating typologies and capacity planning	
	4	Layout options with circulation, zoning, and furniture	
	5	Final plan (hand drafted or software if trained)	
	6	Deliverables -	
		1) Mood board and conceptual sketch	
		2) Functional layout options	
	3) Final floor plan with furniture		

4	DESIGN DEVELOPMENT & VISUALIZATION		25
	1	Elevations and sectional views (hand-drawn)	
	2	Wall treatments, flooring, lighting plans	
	3	Signage and graphic branding integration	
	4	Color palette and material selection	
	5	Hand-rendered interior views / axonometric views	

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	6	Optional: basic physical model (individual or group)	
	7	Deliverables -	
		1) Wall elevations and cross sections	
		2) Lighting and RCP plan	
		3) Rendered views / axonometric drawings	
		4) Material and finishes board	
		5) Basic scale model (optional)	

5	FURNITURE DESIGN AND DETAILING		20
	1	Design of custom furniture: dining tables, counters, seating	
	2	Detailing of bar counter / service counter (if any)	
	3	Joinery and material specification	
	4	Partition details, lighting fixtures, ceiling concepts	
	5	Electrical and plumbing layout (manual)	
	6	Deliverables -	
		1) 2–3 detailed drawings of furniture elements	
		2) Technical drawings with material specs	
		3) Service layout (electrical, lighting, plumbing)	

6	FINAL PRESENTATION & DOCUMENTATION		15
	1	Final design board compilation	

2	Verbal presentation rehearsal
3	Material sample board
4	Design process report
5	Internal/external jury presentation
6	Deliverables -
	1) Final presentation board set
	2) Model or material board
	3) Reflective design report

Essential Readings:

1. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982
2. Joseph D Chiara, Julius Panero and Martin Zelnick, Time Saver Standards for Interior Design and Space Planning, 2nd edition, Mc- Graw Hill Professional, 2001
3. Julius Panero and Martin Zelnick, Human Dimensions and Interior Space: A Source Book of Design Reference Standards, Watson - Guptill, 1979
4. David Kent Ballast, Interior Construction and Detailing for Designers and Architects, Professional Publications Inc; fourth edition, 2007

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		60
Continuous Evaluation		40
1	Studio Assignments and Exercises	15
2	Portfolio Submission	10
3	Presentation & Critique Participation	5
4	Progress and Effort Evaluation	5

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5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

“KU5DSCIDF302”: “MATERIALS & CONSTRUCTION - III”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	DSC	300	KU5DSCIDF302	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course explores interior surface finishes and floor systems, covering wall treatments, fabrics, flooring materials, tile applications and structural floor systems in concrete, steel and wood.

Course Prerequisite: Materials & Construction - II

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the types, techniques, and applications of wall plastering, painting systems, and protective wall coatings for diverse surfaces	U / R / An
2	Identify and analyse the characteristics and functional advantages of wall cladding and panelling materials for thermal and acoustic insulation	U / An / A
3	Evaluate different types of fabrics used in interior furnishings, including their aesthetic, tactile, and functional properties in curtains, upholstery, and bedding	U / An / A
4	Classify various types of floor finishes and demonstrate knowledge of their properties, laying techniques, and aesthetic appeal.	U / An
5	Analyze and select appropriate tile types and resilient floor finishes (like PVC, rubber, linoleum) based on performance, installation methods, and usage requirements	An / E
6	Distinguish between different floor structural systems (concrete, steel, wood, and raised flooring) and describe their constructional components and suitability for interior applications	U / An / R

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓		✓		
CO 2	✓		✓		✓		
CO 3		✓	✓				
CO 4		✓	✓		✓		
CO 5		✓	✓		✓		
CO 6				✓			

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Wall Finishes		18
	1	Wall plastering – types, techniques, characteristics and application	5
	2	Wall paints – painting materials and process – enamels, distempers, plastic emulsions, cement-based paints – properties, uses and applications – painting on different surfaces – defects in painting, clear coatings and stains and varnishes	7
	3	Wall cladding and panelling – using wooden planks, laminated plywood, fibre glass wool and fabric for sound insulation and wall panelling for thermal insulation. Natural stones and ceramics	6
2	Fabrics		6
	1	Curtains, cushions, beddings, upholstery – types, styling, stitching, textures, application	

3	Floor Finishes		22
	1	Types of flooring	4
	2	Methods of laying Floor Finishes	6
	3	Furnishing of floors with different floor finishes like cement, coloured cement, mosaic, terrazzo, tiles, wood, parquet flooring, stone, brick etc	4
	4	Classification & properties of tiles used in flooring	4
	5	Selection criteria & Methods of fixing various types of tiles	4
	6	Different types of resilient and vibration resistive floor like rubber, Linoleum and PVC flooring	4

4	Floor Systems		14
	1	Concrete: One-way slab, One-way joist slab, Two-way slab, Two-way slab and Beam	4
	2	Steel: One-way beam system, Two-way beam system, Triple beam system, semi rigid connections, Open- web steel joists, Metal decking, Light-gauge steel joists.	4
	3	Wood: Wood joists, Wood joist framing, wood beams supports and connections, plank and beam framing	3
	4	Raised Flooring Systems: for commercial spaces and IT rooms	3

Essential Readings:

1. Arora S.P. and Bindra S.P., “Text book of Building Construction”, Dhanpat Rai & Sons, New Delhi, 2012.
2. P C Varghese, Building Construction, Prentice Hall of India Pt. Ltd, New Delhi, 2010
3. Francis D.K. Ching, Building Construction Illustrated John Wiley & Sons 2000.
4. WB McKay Building construction, Vol 1,2, Longman UK 1981
5. Barry, The Construction of Buildings; Affiliated East West press put Ltd New Delhi, 1999
6. Harry Parker, ‘Materials and Methods of Architectural Construction’, John Wiley & Sons Canada, 1958
7. Relevant BIS codes

Assessment Rubrics:

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Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

"KU5DSCIDF303": "INTERIOR SERVICES - II"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	DSC	300	KU5DSCIDF303	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course explores daylighting and artificial lighting principles, color effects, luminaires, and lighting design techniques to enhance interior environments with functional and aesthetic illumination.

Course Prerequisite: Interior Services - I

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the fundamental concepts of light, including its nature, photometric quantities, and visual efficiency, and assess daylighting strategies such as Daylight Factor and Design Sky Concept	U / R / An
2	Identify various electric lamps and lighting types used in interiors and exteriors, and apply principles for artificial lighting design including calculation and glare control	U / An / A
3	Analyze the impact of color schemes and temperature on interior lighting and evaluate psychological effects of color in spatial environments	U / An / E
4	Examine different types of luminaires and fixtures, their applications, and lighting control systems, and integrate appropriate lighting accessories in interior designs	U / An / C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						

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CO 2							
CO 3							
CO 4							

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Daylighting		12
	1	Nature of light – wavelength, photometric quantities – intensity, flux, illumination and luminance, visual efficiency etc.	3
	2	Sources of light	1
	3	Daylight Factor Concept	3
	4	Design Sky Concept	2.5
	5	Daylighting Requirements	2.5
2	Artificial Lighting		20
	1	Electric lamps – incandescent, fluorescent, sodium vapor, mercury, halogen and neon.	4
	2	Different types of lights in interior and exterior – task lighting, special purpose lighting, accent lights	4
	3	Calculation of Artificial Lighting	4.5
	4	Guidelines for lighting design	4
	5	Glare in artificial lighting	3.5

3	Effect of Colour in Lighting		12
	1	Color schemes – Monochromatic, analogues, complementary colour schemes, triadic and tetradic schemes	3.5
	2	Effects of colour in different areas	2
	3	Color temperature, psychological effects of colour in interiors	3
	4	Prang Theory – colour wheel, Munsell system and Oswald system	3.5

4	Luminaires and Fixtures		16
	1	Definition, Different luminaries for lighting	3.5
	2	Lighting Control System - Benefits and Application	3.5
	3	Impact of Lighting	3
	4	Fixture types – Free standing or portable, fixed, light fixture controls	3
	5	Lighting accessories – switches, sockets, fused connection units, lamp holders, ceiling roses etc	3

Essential Readings:

1. The Art of Living – Randall Whitehead.
2. Lighting Design, Source Book - Randall Whitehead
3. Light Right, M K Halpeth, T Senthil Kumar, G Harikumar
4. Concepts of Lighting, Lighting Design in Architecture - Torquil Barker

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10

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4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

ELECTIVE – I

“KU5DSEIDF304”: “SUSTAINABLE BUILT ENVIRONMENT”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	DSE	300	KU5DSEIDF304	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course explores sustainable architecture through principles, site planning, eco-materials and performance metrics, emphasizing green design, climate response and environmental responsibility in the built environment.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Explain the principles of sustainability, global and local environmental challenges, and the role of ecological ethics in responsible design and development	U / R / An
2	Evaluate the influence of site conditions—microclimate, topography, and orientation—on passive design strategies for energy efficiency and occupant comfort	An / E
3	Apply passive design techniques such as daylighting, ventilation, and sustainable landscaping in site and building planning	A / C
4	Assess sustainable materials and technologies using life cycle thinking, thermal performance, and eco-friendly construction methods	An / E / C
5	Compare green building rating systems (LEED, GRIHA, BREEAM) and identify appropriate certification strategies through case study analysis	An / E
6	Interpret energy efficiency metrics, indoor environmental quality parameters, and building performance modelling results to inform sustainable design decisions	U / An / E
7	Demonstrate understanding of sustainability-related policies, SDGs, and regulatory frameworks that govern	U / R / An

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	sustainable urban development and green architecture practices	
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***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓				
CO 2		✓	✓				
CO 3		✓	✓				
CO 4			✓			✓	
CO 5			✓				✓
CO 6		✓	✓	✓			
CO 7	✓					✓	

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Principles of Sustainability in the Built Environment		18
	1	Definition and importance of sustainability	3
	2	Global and local environmental issues	3
	3	Climate change and urbanization	3
	4	Sustainable development goals (SDGs)	3

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	5	Principles of green building and ecological design	4
	6	Environmental ethics and responsibility	2
2	Site Planning and Passive Design Strategies		21
	1	Sustainable site selection and analysis	3
	2	Microclimate, topography, and orientation	3
	3	Passive solar design principles	4
	4	Natural ventilation and daylighting	3
	5	Landscaping for sustainability	3
	6	Water-sensitive urban design (WSUD)	4
3	Sustainable Materials and Technologies		20
	1	Life Cycle Assessment (LCA) of materials	3
	2	Eco-friendly and renewable building materials	3
	3	Thermal insulation and energy-efficient systems	3
	4	Green roofs, walls, and envelope design	4
	5	Waste management in construction	3
	6	Sustainable construction technologies	4
4	Building Performance and Certification Systems		20
	1	Energy Efficiency and performance metrics	4
	2	Indoor Environmental Quality (IEQ)	3
	3	Building Energy Modelling (BEM)	3

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4	Green building rating systems (LEED, GRIHA, BREEAM)	3
5	Case studies of sustainable buildings	4
6	Policies and regulations for sustainable development	

Essential Readings:

1. Sustainable Construction: Green Building Design and Delivery by Charles J Kilbert
2. Design with Nature by Ian L McHarg
3. United Nations Sustainable Development Goals (SDGs)
4. Sun, Wind and Light: Architectural Design Strategies by Mark DeKay & GZ Brown
5. Site Planning by Kevin Lynch
6. Passive Solar Architecture by David A Bainbridge and Ken Haggard
7. Materials for Sustainable Sites by Meg Calkins
8. Green Building Materials: A Guide to Product Selection and Specification by Ross Spiegel and Dru Meadows
9. The Ecology of Building Materials by Bjorn Berge
10. Greening Our Built World by Greg Kats
11. LEED Reference Guides (USGBC)
12. GRIHA Manual (TERI)
13. Energy-Efficient Building Systems by Lal Jayamaha

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU5DSEIDF305”: “LIGHTING DESIGN”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	DSE	300	KU5DSEIDF305	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course explores lighting principles, techniques and technologies to enhance spatial quality, mood and functionality in interior environments through creative and technical design solutions

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the physical properties of light, photometric terms and visual perception to distinguish between natural and artificial lighting in interior design contexts	U/R/An
2	Apply daylighting principles and simulation tools to optimize natural light, reduce glare and enhance spatial comfort and energy efficiency	U/R/An
3	Identify suitable artificial lighting types, systems and controls to design energy-efficient and context-specific lighting solutions	U/R/An
4	Develop lighting concepts and layouts that enhance mood, spatial quality and visual aesthetics across various interior environments	U/R/An

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓				
CO 2		✓	✓	✓			

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CO 3		✓	✓	✓			
CO 4		✓	✓	✓			✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Fundamentals of Lighting		15
	1	Nature and behaviour of Light	3
	2	Photometric Qualities	5
		a) Luminous Intensity (candela)	
		b) Luminous Flux (lumens)	
		c) Illuminance (lux)	
		d) Luminance	
	3	Color Temperature and CRI	3
	4	Visual Perception and Efficiency	2
	5	Natural vs. Artificial Lighting	2
2	Daylighting and Natural Light Integration		14
	1	Daylight Factor Concept	3
	2	Design Sky Concept	2
	3	Solar Orientation and Building Geometry	3
	4	Shading Devices and Glare Control	3

	5	Daylighting Simulation Tools	3
3	Artificial Lighting Systems and Fixtures		16
	1	Lamp Types – characteristics, uses and efficiency of incandescent, fluorescent, LED, halogen, sodium vapor and metal halide lamps	5
	2	Lighting Systems – Ambient, Task, Accent, Decorative Lighting	4
	3	Lighting Controls and Automation	4
		a) Manual and sensor-based systems (motion, daylight, dimmers)	
		b) Smart lighting and IoT integrations	
4	Energy-Efficient Lighting Systems	3	
4	Lighting Design Application and Visual Impact		15
	1	Lighting for Different Spaces – Residential, Commercial, Hospitality	4
	2	Mood, Ambiance and Psychological Effects	3
	3	Interaction of Light with Color and Texture	4
	4	Concept Development and preparing lighting layout	4

Essential Readings:

1. Lighting Design Basics by Mark Karlen & James Benya
2. The Lighting Handbooks by Illuminating Engineering Society (IES)
3. Interior Lighting for Designers by Gary Gordon
4. Daylighting: Architecture and Lighting Design by Peter Tregenza & Michael Wilson
5. Sun, Wind & Light: Architectural Design Strategies by Mark DeKay & GZ Brown
6. Daylighting: Natural Light in Architecture by Derek Phillips
7. Lighting for Interior Design by Malcolm Innes
8. Fundamentals for Lighting by Susan M Winchip
9. Stage Lighting Design: The Art, the Craft, the Life by Richard Pilbrow
10. Lighting by Design by Christopher Cuttle

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Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU5DSEIDF306”: “RETAIL INTERIORS”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	DSE	300	KU5DSEIDF306	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course explores the design of retail spaces, focussing on layout, branding, materials, lighting and user experience to create engaging, functional and brand-driven interiors

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the relationship between brand identity, consumer behaviour and retail interior design through analysis of spatial and branding strategies	U/R/An
2	Develop effective retail layouts by applying planning principles, zoning and ergonomic considerations tailored to specific store types and user needs	U/R/An
3	Select appropriate materials, lighting and display fixtures that enhance product presentation and support the visual language of a retail brand	U/R/An
4	Design innovative and sustainable retail environments that incorporate experiential elements, technology and emerging trends in consumer engagement	U/R/An

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						
CO 2							

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CO 3							
CO 4							

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Retail Interiors and Branding		15
	1	Overview of the retail industry and its typologies	
	2	Role of interior design in retail branding and consumer experience	
	3	Psychology of shopping and consumer behaviour	
	4	Components of a retail space: Storefront, Threshold, Display Zones, Transaction Areas	
	5	Case Studies: Global and local retail brands and their interior identity	
2	Spatial Planning and Circulation		15
	1	Store planning principles and typologies: Grid, Free-Flow, Racetrack, Spine Layouts	
	2	Zoning and Spatial Organizations for different types of retail stores	
	3	Circulation strategies and product placement hierarchy	
	4	Ergonomics and anthropometrics in retail	
	5	Designing for accessibility and inclusivity	
3	Materials, Lighting and Display Systems		15

1	Material selection based on brand positioning, durability and maintenance	
2	Lighting Design: Ambient, Task, Accent and Feature Lighting in Retail	
3	Fixture Design: Display Racks, Shelving, Modular Units, Interactive Systems	
4	Visual Merchandising Basics: Focal points, themes, color blocking, story telling	
5	Integration of digital elements in retail interiors	
4	Sustainable and Experiential Retail Design	15
1	Sustainable materials and practices in retail design	
2	Pop-up stores and temporary retail environments	
3	Experiential retail: Sensory Design and Immersive Environments	
4	Future of Retail: Omnichannel, Phygital Spaces and Metaverse Retail	

Essential Readings:

1. Retail Design by Ann Petermans and Jan Vanrie
2. The Fundamentals of Retail Design by Kathryn McKelvey and Janine Munslow
3. Brandscapes: Architecture in the Experience Economy by Anna Klingman
4. Shops & Showrooms: Spatial Design by Ralf Daab
5. Interior Design Illustrated by Francis DK Ching
6. Lighting for Interior Design by Malcolm Innes
7. Visual Merchandising and Display by Martin M Pegler
8. Detail in Contemporary Retail Design by Drew Plunkett
9. Sustainable Retail: Using the Power of Offline Retail to Create Sustainable Change
10. Designing Retail Experience: Connecting Theory and Practice by Christina Holmlund

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5

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2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

ELECTIVE – II

"KU5DSEIDF307": "SMART AND RESPONSIVE INTERIORS"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	DSE	300	KU5DSEIDF307	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Introduces intelligent technologies, automation, and adaptive systems in interiors to enhance functionality, energy efficiency, user experience, and interaction between space and occupants.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the definition, evolution, and principles of smart interiors	U
2	Analyze the role of IoT in smart interiors and its integration in interior design	An
3	Identify and evaluate smart materials and sensor-based design in smart interiors	An
4	Investigate and apply home automation systems for lighting, HVAC, security, and appliances	A
5	Examine and assess wireless protocols (Wi-Fi, Zigbee, Bluetooth, Z-Wave) in system integration	E
6	Design smart interior systems incorporating AI, voice controls, and mobile apps	C
7	Design responsive and adaptive spaces using interactive surfaces, kinetic furniture, and biometric sensors	C
8	Evaluate ethical issues such as data privacy, user consent, and the impact of emerging technologies on smart interiors	E
9	Apply trends in AR/VR, digital twins, and AI to conceptualize and develop a smart interior project	C

10	Develop a conceptual project for smart interiors considering user needs, ethics, and technological advancements	C
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***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓				
CO 2		✓	✓	✓			
CO 3		✓	✓				
CO 4		✓	✓	✓	✓		
CO 5			✓	✓			
CO 6		✓	✓	✓	✓		✓
CO 7		✓	✓	✓	✓		✓
CO 8	✓					✓	
CO 9		✓	✓	✓	✓		✓
CO 10	✓	✓	✓	✓	✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
	1	Definition and evolution of smart interiors	

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	2	Principles of responsive environments	
	3	Role of IoT (Internet of Things) in interior spaces	
	4	Smart materials and sensor-based design	
	5	Case studies of intelligent interior systems	
2	Smart Systems and Technologies		18
	1	Home automation systems: lighting, HVAC, security and appliances	
	2	Smart lighting controls and occupancy sensors	
	3	Wireless protocols: Wi-Fi, Zigbee, Bluetooth, Z-Wave	
	4	Integration of AI, voice controls and mobile apps	
	5	Interoperability and system design consideration	
3	Responsive and Adaptive Spaces		14
	1	Interactive surfaces and kinetic furniture	
	2	Dynamic partitions, lighting, and climate systems	
	3	Biometric and behavioural sensors in adaptive environments	
	4	User-centred design and customization	
	5	Designing for flexibility and multifunctionality	
4	Applications, Ethics and Future Trends		16
	1	Smart interiors in residential, hospitality, healthcare, and commercial design	
	2	Data privacy, ethics, and user consent in responsive environments	

3	Emerging trends: AR/VR, digital twins, AI-enhanced spatial intelligence
4	Conceptual project development and presentation

Essential Readings:

1. The Smart Home Manual: How to Automate Your Home to Keep Your Family Entertained, Comfortable and Safe by Marlon Buchanan
2. Responsive Environments: A Manual for Designers by Sue McGlynn et al.
3. Internet of Things: Architecture and Applications by Raj Kamal
4. Architectural Intelligence: How Designers and Architects created the Digital Landscape by Molly Wright Steenson
5. Interactive Architecture by Michael Fox and Miles Kemp
6. Designing Connected Products: UX for the Consumer Internet of Things
7. Smart Homes and their Users: A Systematic Analysis and Key Challenges by SpringerLink
8. Digital Fabrications: Architectural and Material Techniques by Lisa Iwamoto

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

"KU5DSEIDF308": "ADAPTIVE REUSE"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	DSE	300	KU5DSEIDF308	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Introduces the concept of adaptive reuse, focussing on transforming existing buildings through sustainable, functional and context-sensitive design solutions.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the definition, benefits, and historical evolution of adaptive reuse in interior and architectural contexts	U
2	Differentiate between restoration, renovation, retrofitting, and reuse, and interpret their implications in interior projects	An
3	Evaluate the cultural, historical, and environmental significance of adaptive reuse through global and local case studies	E
4	Conduct structural and material assessments of existing buildings to determine their suitability for reuse	A
5	Analyze feasibility factors including site usability, accessibility, legal constraints, and perform cost-benefit evaluations for reuse projects	An
6	Propose appropriate levels of design intervention and develop strategies to integrate new functions into reused structures	C
7	Design adaptive reuse projects that harmonize old and new elements through thoughtful use of materials, form, and spatial planning	C

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8	Integrate modern building services and retrofit systems while maintaining the integrity of original structures	A
9	Assess adaptive reuse as a sustainable and innovative design strategy that enhances user experience and environmental responsibility	E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						
CO 2	✓	✓					
CO 3	✓		✓				
CO 4			✓		✓		
CO 5			✓			✓	
CO 6		✓	✓		✓		
CO 7	✓	✓	✓	✓	✓		✓
CO 8			✓	✓	✓		
CO 9	✓	✓	✓				✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Adaptive Reuse		9
	1	Definition, Importance and Benefits of Adaptive Reuse	2

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	2	Evolution of Reuse Practices in architecture and interiors	2
	3	Difference between restoration, renovation, retrofitting and reuse	1.5
	4	Cultural, historical and environmental significance	1.5
	5	Case studies of successful adaptive reuse projects (Global and Local)	2
2	Assessment and Feasibility		18
	1	Structural and material assessment of existing buildings	4
	2	Identifying potential for reuse: Site Context, Usability, Accessibility	3
	3	Mapping Decay, Damage and Adaptive Potential	3
	4	Legal and Regulatory Considerations: Heritage Laws, Codes, Permissions	4
	5	Cost-benefit analysis in reuse projects	4
3	Design Strategies for Reuse		21
	1	Intervention Levels: Minimal, Partial, Extensive	3
	2	Integrating new functions into old structures	4
	3	Harmonizing old and new: Material, Form and Spatial Contrast	5
	4	Services Integration and Retrofitting Techniques	5
	5	User experience and programmatic adaptability	4
4	Sustainability and Innovation		12
	1	Adaptive reuse as a sustainable design strategy	2.5
	2	Circular design, Upcycling Materials, Energy-efficient retrofits	3

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3	Contemporary design expressions in historical contexts	2.5
4	Temporary and Modular Reuse Interventions	2
5	Future trends and technology in adaptive reuse	2

Essential Readings:

1. Adaptive Reuse: Extending the Lives of Buildings by Douglas Macdonald
2. New Uses for Old Buildings by Sherban Cantacuzino
3. Building Reuse: Sustainability, Preservation and the Value of Design by Kathryn Rogers Merlino
4. How Buildings Learn: What Happens After They’re Built by Stewart Brand
5. Old Buildings, New Designs: Architectural Transformations by Charles Bloszies
6. Re-Readings: Interior Architecture and the Design Principles of Remodelling Existing Buildings
7. Designing for Reuse: The Life of Consumer Packaging by Tom Fisher
8. The Re-Use Atlas: A Designer’s Guide Towards a Circular Economy by Duncan Baker-Brown.

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

"KU5DSEIDF309": "EXHIBITION AND STAGE DESIGN"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
5	DSE	300	KU5DSEIDF309	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Explores the principles of exhibition and stage design, focussing on spatial organization, aesthetics, lighting and material use to create engaging, functional and impactful environments.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the evolution, scope, and interdisciplinary nature of exhibition and stage design, including their historical and narrative relevance	U
2	Analyze the differences and overlaps between exhibitions, set design, and event spaces, and apply thematic thinking in conceptual development	An / A
3	Develop spatial layouts with circulation, zoning, and visual hierarchy considering site context, user flow, and communication strategy	A / C
4	Apply principles of visual communication through effective use of signage, typography, models, and digital tools for presentations	Ap / C
5	Evaluate and select suitable materials, lighting strategies, and multimedia technologies for immersive and safe spatial experiences	E / A
6	Integrate sustainable materials and safety standards into the design of temporary and permanent installations	An / A
7	Design interactive and experiential spaces by developing a theme-based concept through ideation, collaboration, and technical execution	C / A

8	Prepare professional-level design presentations with appropriate budgeting, timeline planning, and stakeholder coordination	C / E
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***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						
CO 2	✓	✓					
CO 3		✓	✓				
CO 4		✓		✓			
CO 5		✓	✓				
CO 6			✓			✓	
CO 7	✓	✓	✓				✓
CO 8					✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Fundamentals of Exhibition and Stage Design		12
	1	Introduction to exhibition and stage design: Definition and Scope	
	2	History and Evolution of Exhibition Spaces and Stagecraft	
	3	Differences and overlaps between exhibition, set and event spaces	

	4	Role of narratives, theme and audience in design	
	5	Temporary vs. Permanent Installations	
2	Spatial Planning and Visual Communication		16
	1	Site/Context Analysis and Spatial Layout Planning	
	2	Circulation, Zoning and User Flow in Exhibition and Stage design	
	3	Visual Hierarchy and Spatial Composition	
	4	Signage, Typography and Display Integration	
	5	Model-making and digital visualization techniques	
3	Materials, Lighting and Technology		14
	1	Material selection for temporary structures and installations	
	2	Lighting for mood, focus and storytelling	
	3	Sound, projection and multimedia in experiential design	
	4	Sustainable and reusable materials for installations	
	5	Safety, structural integrity and fire regulations	
4	Concept Development and Execution		18
	1	Ideation and storyboarding process for a theme-based project	
	2	Creating immersive and interactive environments	
	3	Budgeting and timeline planning	
	4	Collaborative design with curators, artists, directors and technicians	
	5	Final design presentation techniques	

Essential Readings:

1. Exhibition Design by David Dernie
2. Scenography in Action by Susanne Glanzmann & Veronika Darian
3. Designing Exhibition: A Compendium for Architects, Designers and Museum Professionals by Ulrich Schwarz
4. Theatre Design by Colin Winslow
5. Stage Lighting Design: The Art, the Craft the Life by Richard Pilbrow
6. Materials for Interior Environments by Corky Binggeli
7. Light: Rediscovering the Art of Light in Interior Design by Sally Storey
8. Performance Design by Dorita Hannah & Olav Harslof
9. Exhibit Design: High Impact Solutions by Pat Friedlander & Keith McLane

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

Semester 06

"KU6DSCIDF310": "DESIGN STUDIO - IV"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	DSC	300	KU6DSCIDF310	4	105

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
1	6	0	40	60	100	3

Course Description: Develop adaptive reuse design solutions through research, analysis, conceptual planning and detailing transforming historical structures into functional spaces while preserving architectural integrity

Course Prerequisite: Design Studio - III

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the principles, significance, and history of adaptive reuse in interior design, and conduct site analysis for selected buildings	U / R / An
2	Analyze the architectural style, materials, and construction methods of the existing building through research and physical survey documentation	U / R / An
3	Develop design concepts that align with the historical context of the building and incorporate new functions and spatial configurations	C / An / A
4	Plan and organize interior layouts, zoning, and circulation to accommodate new functions while maintaining the building's architectural integrity	C / A / E
5	Create detailed floor plans, sections, elevations, and integrate materials, finishes, and lighting design into the adaptive reuse strategy	A / E
6	Integrate building services (HVAC, plumbing, electrical) into the design while incorporating sustainable and energy-efficient solutions	C / A / E
7	Finalize and present the adaptive reuse design with professional documentation, including construction drawings, 3D models, and a detailed report summarizing the project	C / E

*Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						
CO 2	✓		✓				
CO 3	✓	✓		✓			
CO 4		✓	✓	✓	✓		
CO 5		✓	✓	✓	✓		
CO 6			✓		✓	✓	
CO 7		✓	✓	✓	✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
THEORY COMPONENT			15
1	1	Introduction to Adaptive Reuse	2
	2	Understanding the principles and importance of adaptive reuse in interior design	2
	3	Case studies on adaptive reuse projects	3
	4	Research on the historical significance of the selected building	2
	5	Analysis of the building's architectural style, materials, and construction methods	2

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	6	Physical survey and documentation of the existing building	2
	7	Environmental and urban context evaluation	2
PRACTICAL COMPONENT			90
2	Research & Site Analysis		24
	1	In-depth research on the selected building – History, architecture, construction methods and materials	
	2	Physical survey and detailed documentation	
	3	Site and context mapping	
	Deliverables – 1) Site documentation report 2) Measured drawings (plans, elevations) 3) Site Analysis board (context, materials, history)		
3	Conceptual Design Planning		30
	1	Concept Development - Formulation of design concepts that align with the building’s historical context	
	2	Exploration of new functions and their integration with the existing structure, Reconfiguration of interior spaces to accommodate new uses	
	3	Zoning, circulation, and functional layout development.	
	Deliverables – 1) Concept statement 2) Zoning and circulation diagrams 3) Sketches, mood boards, initial model photos		
4	• Design Development and Detailing		36
	1	• Detailed Design - Development of detailed floor plans, sections, and elevations	
	2	Focus on material selection, finishes, and lighting design	

	3	Integration of structural changes and building services into the design
	4	Consideration of HVAC, plumbing, and electrical systems
	5	Incorporation of sustainability and energy efficiency measures
	Deliverables – 1) Detailed drawings (plans, sections, elevations) 2) Materials & lighting boards 3) Diagrams for HVAC/plumbing/electrical 4) Sustainability integration sheet	

5	Final Design & Documentation		30
	1	Final Design Presentation - Finalization of the design with detailed drawings and 3D models	
	2	Report Compilation	
	Deliverables – 1) Presentation boards (digital/printed) 2) Final drawings set 3) Physical/3D model 4) Final report (reuse strategy & process)		

Essential Readings:

1. Adaptive Reuse: Extending the Lives of Buildings by Liliane Wong
2. Building Reuse: Sustainability, Preservation and the Value of Design by Kathryn Rogers Merlino
3. The Greenest Building: How to Adaptive Reuse of Old Buildings Protects the Environment by Carl Elefante
4. Interior Design and Architecture: Critical and Primary Sources by Graeme Brooker.

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		60
Continuous Evaluation		40
1	Studio Assignments and Exercises	15
2	Portfolio Submission	10

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3	Presentation & Critique Participation	5
4	Progress and Effort Evaluation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

“KU6DSCIDF311”: “MATERIALS & CONSTRUCTION - IV”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	DSC	300	KU6DSCIDF311	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Understand and apply design principles, components and construction details of roof systems, false ceilings and vertical transportation systems for functional and efficient building design.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Identify and classify different types of roofing systems (flat, sloping, and curved), understand related terminology, and determine appropriate slopes and curvatures	U / R
2	Explain the construction of structural steel roof framing and analyse different types of steel trusses with their construction details	U / An
3	Describe the types and construction techniques of false ceilings using various materials such as gypsum, wood, metal, glass, and composite	U / R / A
4	Plan and evaluate vertical transportation systems considering design parameters and user needs in interiors	U / An / A
5	Design ramps and staircases in compliance with relevant standards, including understanding components, support types, and planning various stair configurations	U / An / A
6	Distinguish between types of elevators and escalators and interpret their functional and constructional requirements including shafts, pits, and machine rooms	U / R / An

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

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Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓		✓		
CO 2			✓		✓		
CO 3			✓		✓		
CO 4		✓	✓		✓		
CO 5		✓	✓		✓		
CO 6			✓		✓		

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Roof Systems		15
	1	Types of Roofing System - Flat Roof, Sloping Roof and Curved Roof	3
	2	Roof terminology	2
	3	Deciding the slope or curvature of roof	2
	4	Structural Steel Roof Framing	4
	5	Types of Steel Trusses and their construction details	4
2	False Ceiling		10
	1	Types of False Ceiling	2

	2	Construction of various kinds of false ceiling such as Thermocol, Plaster of Paris, Gypsum related products, Gypboard, Metal sheets, Glass, Wood, Cement and Fibre Composite Materials	8
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3	Vertical Transportation System		35
	1	Planning of vertical transportation systems – design parameters	2
	2	Ramps: Planning of ramps, slope, finishes, safety precautions	3
	3	Stairs: Planning staircases - Standards, rules and regulations	3
	4	Components of stairs	2
	5	Support conditions like inclined slab, cranked slab, cantilever	3
	6	Stair plans, stairs with straight, circular and curved flights	3
	7	Construction details of Wood stair, fire escape stairs, Concrete stair, Steel stair and Composite stair	4
	8	Elevators: Planning and grouping of elevators	2
	9	Elevator design parameters	2
	10	Different types of elevators – passenger elevators, observation elevators, hospital elevators and freight elevators	3
	11	Construction details – lift shaft, lift pit, machine room etc	3
	12	Escalators: Planning and details of escalators and travelators	3

Essential Readings:

1. S C Rangwala, Engineering Materials, Charotar Publishing, Anand, 1982
2. W B McKay, Building Construction, Vol 1-4, Longmans, UK 1981
3. B C Punmia, Building Construction, Laxmi Publications Pvt Ltd, New Delhi, 1993
4. M S Shetty, Concrete Technology, S Chand & Co Ltd, New Delhi, 1986

Assessment Rubrics:

Evaluation Type	Marks
End Semester Evaluation	70

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Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU6DSCIDF312”: “ESTIMATION & COSTING IN INTERIORS”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	DSC	300	KU6DSCIDF312	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Equips students with practical knowledge of interior estimation, costing, budgeting and BOQ preparation, ensuring accurate project planning, financial control and professional documentation in interior design.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Explain the purpose, types, and terminology of estimation and costing in interior design practice	U
2	Interpret working drawings and apply standard measurement techniques (IS 1200) to take off quantities for various interior elements	U / A
3	Analyze rate components including material, labour, and overheads to perform cost estimation for civil, plumbing, electrical, and furniture works	U / An
4	Prepare a detailed and structured Bill of Quantities (BOQ) for residential and commercial interior projects	A / An
5	Develop budgeting strategies and apply cost control methods with knowledge of taxation (GST), vendor billing, and approval documentation	A / An
6	Execute practical estimation and costing exercises for real-life interior projects, demonstrating professional accuracy and documentation skills	A / C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs

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	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓			✓	
CO 2			✓		✓		
CO 3			✓			✓	
CO 4			✓		✓	✓	
CO 5			✓			✓	
			✓		✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Estimation and Costing		6
	1	Purpose and importance in interior design practice	1
	2	Types of estimates: Preliminary, Detailed, Abstract	1.5
	3	Key Terms: BOQ, Rate Analysis, Overheads, Contingencies	2
	4	Estimation workflow in design projects	1.5
2	Quantity Take-Off and Measurement Techniques		14
	1	Standard methods of measurement (IS 1200)	3
	2	Area, volume & number-based quantification	3
	3	Reading architectural/interior working drawings for take-off	4

	4	Measurement sheets for flooring, ceilings, partitions, furniture, paint etc.	4
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3	Rate Analysis & Costing of Interior Elements		12
	1	Rate Analysis: Materials, Labor, Wastage, Tools	3
	2	Costing for civil, electrical, plumbing, false ceiling, modular furniture, finishes	5
	3	Labor charges and market values	2
	4	Vendor-based rate comparison	2

4	Preparation of BOQ		10
	1	BOQ format and structure	2
	2	BOQ for residential and commercial interiors	3
	Exercise – Prepare a complete BOQ for a 2BHK residential interior project		5

5	Budgeting, Cost Control & GST in interiors		18
	1	Budget estimation methods (top-down, bottom-up)	3
	2	Cost control techniques and value engineering	4
	3	Contingency allowances	2
	4	Introduction to taxation (GST), profit margins, vendor billing	3
	5	Certifications and client approval formats	2
	Exercise – Budgeting and cost control analysis of a real-life interior project		4

Essential Readings:

1. IS 1200 (Parts 1 to Part 28) – Bureau of Indian Standards
2. CPWD Schedule of Rates
3. Estimating and Costing in Civil Engineering by BN Dutta
4. Professional Practice for Interior Designers by Christine M Piotrowski

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5. Interior Design Illustrated by Francis D K Ching
6. Quantity Surveying and Estimating by GS Birdie and TC Kanal
7. Interior Design: Materials and Specifications by Lisa Godsey

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

ELECTIVE – III

“KU6DSEIDF313”: “LANDSCAPE DESIGN”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	DSE	300	KU6DSEIDF313	4	90

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Explores principles of landscape design in interiors and exteriors through plant selection, spatial aesthetics, maintenance techniques and integration with built environments for visual and functional harmony.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Explain the fundamentals of landscape architecture and describe the role of landscape design in enhancing built environments	U
2	Identify and classify natural landscape elements such as rocks, water features, plants, and their integration into interior and exterior spaces	U / A
3	Apply knowledge of plant characteristics (biology, soil, moisture, nutrients, etc.) to select appropriate indoor plants for varying interior conditions	A
4	Interpret botanical nomenclature and basic plant physiology relevant to indoor and landscape design	U / An
5	Design compositions using outdoor elements like sculptures, lighting, furniture, and architectural features for aesthetic and functional value	A / An
6	Develop integrated landscape design solutions for various built forms, including courtyards and indoor-outdoor linkages	A / An
7	Demonstrate knowledge of plant maintenance, floral design types, and micro-irrigation systems in practical landscaping applications	A / C

*Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓				
CO 2	✓	✓	✓				
CO 3		✓	✓				
CO 4	✓	✓					
CO 5		✓	✓				
CO 6	✓	✓	✓	✓			
CO 7			✓				

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Landscape Design Essentials		12
	1	Introduction to Landscape Architecture	2
	2	Role of Landscaping design in the built environment	2
	3	Types of natural elements – Rocks, Water features, Plants and vegetation	4
	4	Elements of Interior Landscape	4
2	Indoor Plant Design		14

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	1	Introduction to study of plants in relation to landscape design and interiors	2
	2	Types of indoor plants, plant characteristics i.e., biology, soil, moisture, light, nutrients, atmospheric conditions, growing medium, pests and diseases	5
	3	Botanical Nomenclature, Anatomy and Physiology of plant growth	3
	4	Indoor plants in the Indian context	2
	5	Market surveys and costs	2

3	Outdoor Space		10
	1	Design concepts related to use of sculptures, lighting, garden furniture, architectural features	5
	2	Developing these features into meaningful compositions for visual and functional effects	5

4	Landscape Design Practice		24
	1	Landscape Design Parameters for various types of built forms – Indoor and Outdoor linkage	4
	2	Landscaping of Courtyards – Residential and Commercial Forms	4
	3	Indoor plants and their visual characteristics – Color, texture. Foliage	3
	4	Science of maintaining and growing greenery	3
	5	Flowers – its colors, texture and its visual perception in various indoor spaces	3
	6	The science of flower arrangement- Vertical, Horizontal, Triangular, Crescent, Fan-shaped, Circular, Ikebana, Mass, Floating etc.	4
	7	Automatic Irrigation	2
	8	Costing and Installation of a micro-irrigation system	2

Essential Readings:

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1. The Smart Home Manual: How to Automate Your Home to Keep Your Family Entertained, Comfortable and Safe by Marlon Buchanan
2. Responsive Environments: A Manual for Designers by Sue McGlynn et al.
3. Internet of Things: Architecture and Applications by Raj Kamal
4. Architectural Intelligence: How Designers and Architects created the Digital Landscape by Molly Wright Steenson
5. Interactive Architecture by Michael Fox and Miles Kemp
6. Designing Connected Products: UX for the Consumer Internet of Things
7. Smart Homes and their Users: A Systematic Analysis and Key Challenges by SpringerLink
8. Digital Fabrications: Architectural and Material Techniques by Lisa Iwamoto

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

"KU6DSEIDF314": "BUILDING SCIENCE AND CLIMATOLOGY"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	DSE	300	KU6DSEIDF314	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: This course introduces the principles of building science, climate classification and environmental factors influencing built form. Students will learn to design climate-responsive buildings and evaluate thermal comfort, daylight and ventilation strategies for sustainable environments.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Explain the principles of building science and describe the impact of environmental forces such as heat, light, sound, and air on built environments	U
2	Classify global and Indian climates using Koppen and ECBC systems, and analyse climatic elements and site microclimate for design inputs	U/An
3	Define thermal comfort, identify the factors affecting it, and explain heat transfer mechanisms through buildings	R/U
4	Apply passive design strategies such as shading devices, orientation, thermal mass, and courtyards to improve thermal performance in buildings	A
5	Examine vernacular architecture and traditional design strategies for climate responsiveness across different Indian regions	An
6	Interpret the principles of daylighting and ventilation, and propose effective window and airflow designs for indoor comfort and energy efficiency	U/A
7	Develop climate-responsive design solutions by integrating climatic strategies with aesthetics, function, and sustainable materials	C

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8	Evaluate building design strategies across various climatic zones and use basic simulation tools to assess climate responsiveness.	E/A
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***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓				
CO 2	✓		✓				
CO 3			✓				
CO 4	✓	✓	✓				
CO 5	✓	✓	✓				
CO 6		✓	✓				
CO 7	✓	✓	✓				✓
CO 8	✓	✓	✓	✓			✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	INTRODUCTION TO BUILDING SCIENCE AND CLIMATE		15
	1	Principles of building science	2
	2	Environmental forces affecting building: heat, light, sound, air	3
	3	Global and Indian Climate Classification (Koppen & ECBC)	3

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	4	Climatic Elements: Temperature, Humidity, Rainfall, Wind, Sun path	3
	5	Site and Microclimate Analysis	4

2	THERMAL COMFORT AND PASSIVE DESIGN		17
	1	Thermal comfort and factors affecting it	3
	2	Heat transfer through buildings: Conduction, Convection, Radiation	3
	3	Passive Heating and Cooling Techniques	4
	4	Orientation, Shading Devices, Courtyards, Thermal Mass	4
	5	Vernacular Architecture and Traditional Climate-responsive Design	3

3	DAYLIGHTING AND NATURAL VENTILATION		10
	1	Basics of daylighting and its benefits	2
	2	Window Design, Daylight Factor, Light Shelves and Reflectors	3
	3	Ventilation Types: Cross, Stack and Hybrid Ventilation	3
	4	Designing for Indoor Air Quality and Natural Airflow	2

4	CLIMATE-RESPONSIVE ARCHITECTURE		12
	1	Design strategies for different climatic zones – Hot-Dry, Warm-Humid Composite, Cold	6
	2	Case studies of climate-responsive buildings	6

Essential Readings:

1. Manual of Tropical Housing and Building by Koenigsberger, Ingersoll, Mayhew, Szokolay

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2. Design with Climate: Bioclimatic approach to Architectural Regionalism by Victor Olgyay
3. Architecture: Principles of Environmental Design by Susan Roaf, Manuel Fuentes, Staphanie Thomas
4. Sun, Wind and Light: Architectural Design Strategies by GZ Brown and Mark DeKay
5. Passive Design Handbook by Bureau of Energy Efficiency (BEE), India
6. Climate Responsive Architecture: A Design Handbook for Energy Efficient Buildings by Arvind Krishan et al.

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU6DSEIDF315”: “FURNITURE DESIGN”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	DSE	300	KU6DSEIDF315	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Explore **furniture design**, covering styles, ergonomics, spatial planning, materials, fabrication, construction techniques, and detailing to create functional, aesthetic, and comfortable interior spaces.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the fundamental principles of furniture design, including its purpose, influence factors, and key design considerations such as climate, family needs, comfort, and financial limits	U/R
2	Analyze and differentiate between various furniture styles, including Classic, Colonial, Art Deco, Art Nouveau, Minimalistic, Modern, and Contemporary, and their historical and cultural contexts	An/U
3	Comprehend the concepts of anthropometry and ergonomics, and apply standard dimensions and the Golden Ratio principles in designing functional and comfortable furniture	U/R//A
4	Design furniture for diverse spaces, such as living, dining, kitchen, and office areas, by integrating ergonomic principles, spatial requirements, and human comfort factors	A/C
5	Evaluate the relationship between furniture and its space, focusing on circulation, composition, and layout techniques that fulfil human needs for comfort and usability	An/A
6	Apply building codes, furniture standards, and space allocation criteria in designing layouts for interiors, considering circulation, work flow, and the constraints of fixed building elements	A/C

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7	Select and arrange appropriate materials (wood, metal, plastic, fabric) for furniture construction, and understand the importance of soft furnishings, including carpets, rugs, cushions, and window treatments	A/U
8	Develop skills in furniture construction, detailing, and fabrication, including techniques such as shaping, carving, turning, fluting, reeding, joining, upholstering, and finishing	A/C
9	Gain knowledge of care and maintenance techniques for various types of furniture, including wooden, metal, plastic, upholstered, and wicker, and understand their specific cleaning and preservation methods	U/R

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓		✓				
CO 2	✓	✓			✓		
CO 3	✓	✓	✓				
CO 4		✓	✓	✓			
CO 5		✓	✓		✓		
CO 6	✓	✓	✓		✓		
CO 7		✓	✓	✓	✓		
CO 8		✓	✓	✓	✓		
CO 9	✓		✓			✓	

COURSE CONTENTS

Contents for Classroom Transaction:

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M O D U L E	U N I T	DESCRIPTION	HOURS
1	Furniture Design Theory		12
	1	Introduction to Furniture Design.	2
	2	Furniture for different purposes – Meaning, need, factors influencing – climate, family needs and preferences, availability, comfort, principles of design and financial limits.	3
	3	Furniture styles – Classic, Colonial, Art Deco, Art Nouveau, Minimalistic, Modern, Contemporary etc.	7
2	Ergonomics and Anthropometry		14
	1	Definition of Anthropometry	2
	2	Definition of Ergonomics	2
	3	Theory of standard dimension based on human figures for activities, functions, circulation, furniture design, spatial requirements etc.	3
	4	Study of Ergonomics with detailing aspects and Golden ratio principles	4
	5	Design of furniture for living, dining, kitchen, office spaces etc.	3
3	Furniture and Space		12
	1	Furniture in relation to its space, circulation, composition	3
	2	Techniques and combinations of the furniture in the Interior space, in order to satisfy the human needs for comfort and rest.	3
	3	Desirable layouts of furniture in building interiors	2
	4	Space allocation criteria, building codes and access for the disabled, furniture standards, circulation and work flow, design	4

		considerations, the constraints of fixed building elements and building system interfaces, security and privacy issues etc.	
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4	Furniture Materials and Fabrication details		10
	1	Furniture materials- Selection and arrangement (Wood, metal, plastic, fabric)	4
	2	Soft furnishings- Meaning and importance	4
	3	Types of furnishings- carpets, rugs, cushion cover, slip cover, window treatments- curtains, draperies, blinds and shades.	2

5	Furniture Construction and Detailing		12
	1	Construction features of furniture	4
	2	Shaping, carving, turning, fluting, reeding, joining and finishes, upholstering techniques and designs.	5
	3	Care and maintenance wooden furniture, wicker and cane, metal furniture, plastic, PVC, upholstered furniture, wood finishes and furniture polishes.	3

Essential Readings:

1. Interior Design; The New Freedom, Barbaralec Diamonstein, Rizzoli International Publications, New York, 1982
2. Joseph D Chiara, Julius Panero and Martin Zelnick, Time Saver Standards for Interior Design and Space Planning, 2nd edition, Mc- Graw Hill Professional, 2001
3. Julius Panero and Martin Zelnick, Human Dimensions and Interior Space: A Source Book of Design Reference Standards, Watson - Guptil, 1979
4. David Kent Ballast, Interior Construction and Detailing for Designers and Architects, Professional Publications Inc; fourth edition, 2007
5. The Encyclopaedia of Furniture, Joseph Aronson, Crwon Publishers, New York
6. Interior Design Course, Mary GiliatCoyran, Octopus Ltd, London
7. Interior Design, Francis D K Ching, John Wiley & sons, New York
8. Office Furniture, Susan S Szenasy, facts on file inc, New York

Assessment Rubrics:

Evaluation Type	Marks
End Semester Evaluation	70

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Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

ELECTIVE – IV

“KU6DSEIDF316”: “PHOTOGRAPHY”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	DSE	300	KU6DSEIDF316	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)	
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	T	P
2	4	0	35	65	100	1.5	2

Course Description: Explore photography's principles, techniques, and creative processes to enhance design skills through visual storytelling and artistic expression

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the evolution, nature, scope, and various categories of photography, along with the roles and responsibilities of a professional photographer	U
2	Differentiate between analogue and digital photography and identify the core components and types of modern cameras including lenses, sensors, and filters	U/An
3	Operate various types of cameras and accessories (SLR, DSLR, mirrorless, mobile) with proper handling techniques including use of tripods, monopods, and camera controls	A
4	Analyze the relationship between light, shutter speed, aperture, and ISO to achieve accurate exposure and photographic effects	An
5	Apply principles of photographic composition such as rule of thirds, depth, framing, viewpoint, and focus to create visually balanced and impactful images	A / C
6	Evaluate different lighting conditions—natural and artificial—and control them to enhance image quality using various lighting techniques	E / A

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7	Use basic photo editing tools in software such as Adobe Photoshop and Lightroom to enhance images and apply color correction and grading	A / C
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***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓						✓
CO 2	✓			✓			
CO 3		✓		✓	✓		✓
CO 4		✓		✓			
CO 5		✓			✓		✓
CO 6		✓		✓			
CO 7				✓	✓		✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Basics of Digital Photography		8
	1	A brief history of photography – Nature, Scope and Functions of Photography	2
	2	Different categories of photography – Nature, Wildlife, News, Macro, Product, Architectural, Travel, Commercial, Wedding etc.	2
	3	Qualities and Qualifications of a photographer	2

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	4	Difference between Analogue and Digital Photography	2
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2	Types of Cameras		14
	1	Lens, Films and Filters	2
	2	Sensors – Types and Sizes	2
	3	Types of Cameras – SLR, DSLR, Mirrorless Cameras, Mobile Cameras	2
	4	Holding the camera – using tripods and monopods.	1
	5	Common camera controls – White balance, Color temperature, Shutter speed, Aperture (f-stop), ISO	3
	6	Relationship between Light, Shutter Speed, Aperture and ISO	
	7	Camera File Formats, Storing and Archiving data	1

3	Composition		12
	1	Rule of Thirds	
	2	Balancing Elements	
	3	Leading Lines	
	4	Symmetry and Patterns	
	5	Viewpoint	
	6	Background	
	7	Depth	
	8	Framing	
	9	Cropping	
10	Focusing		

	11	Silhouette	
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4	Light		14
	1	Ambient / Natural Light – Hard & Soft lights	
	2	Light Fixtures and Reflectors	
	3	Functions of Lighting	
	4	Artificial Lighting – Choosing the right colour, moving camera and subject, high shutter speed and low shutter speed, high key and low-key lighting	
	5	Frozen Picture, Movement in picture, control of lighting conditions	
	6	Colour difference in relation to shutter speed, shallow depth of field and deep depth of field, varying ISO for getting more depth	

5	Photo Editing		12
	1	Introduction to various Photo Editing Software	
	2	Photoshop and Basic Tools	
	3	Lightroom and Basics of Colour grading	

Essential Readings:

1. The History of Photography: From 1839 to the present by Beaumont Newhall.
2. Digital Photography: An Introduction by Tom Ang
3. Understanding Exposure by Bryan Peterson
4. The Camera by Ansel Adams
5. Langford’s Basic Photography: The Guide for Serious Photographers by Michael Langford
6. The Photographer’s Eye: Composition and Design for Better Digital Photos by Michael Freeman
7. Picture Perfect Practice: A Self Training Guide to Mastering the Challenges of Taking World-Class Photographs by Roberto Valenzuela
8. Light: Science and Magic: An Introduction to Photographic Lighting by Fil Hunter, Steven Biver and Paul Fuqua
9. Mastering Portrait Photography
10. Adobe Photoshop Classroom in a Book (2024 Release) by Andrew Faulkner and Conrad Chavez

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11. Adobe Lightroom Classic: The Missing FAQ by Victoria Bampton
12. Photoshop for Photographers by Martin Evening.

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		65
Continuous Evaluation		35
1	Internal Exam	5
2	Studio Assignments	10
3	Portfolio Submission	10
	Progress and Effort Evaluation	5
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

“KU6DSEIDF317”: “FINANCIAL MANAGEMENT FOR DESIGNERS”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	DSE	300	KU6DSEIDF317	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Equips design students with essential financial skills for budgeting, pricing, project estimation, and managing funds to sustain and grow a successful design practice or business.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the importance of financial management in creative professions, including personal and professional budgeting, income, expenses, and financial goal setting	U/R
2	Master pricing methods for design services and learn to estimate project costs, prepare quotations, and manage client budgets	U/A
3	Develop skills in managing cash flow, setting payment schedules, negotiating payment terms, and maintaining project financial health	A/An
4	Understand tax basics relevant to design businesses and implement strategies to mitigate financial risks	U/A
5	Create basic financial reports and utilize financial planning tools and software to track design business performance	A/An
6	Demonstrate knowledge of long-term financial planning, investment, invoicing, and record-keeping for sustaining a profitable design practice	U/A/E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs

FYUGP “INTERIOR DESIGNING & FURNISHING”

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1						✓	
CO 2						✓	
CO 3						✓	
CO 4						✓	
CO 5						✓	
CO 6						✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Financial Literacy for Designers		12
	1	Importance of financial management in creative professions	2
	2	Basics of accounting and financial terminology	3
	3	Understanding income, expenses, profit and loss	3
	4	Personal budgeting vs. Professional Budgeting	2
	5	Financial goals and planning for designers	2
2	Pricing and Costing in Design Projects		16
	1	Methods of pricing design services (hourly, fixed, value-based)	3
	2	Cost estimation for interior projects and products	4
	3	Direct and Indirect Costs	3

	4	Preparing quotations and BOQs (Bill of Quantities)	4
	5	Dealing with client budgets	2
3	Managing Project Finances and Resources		16
	1	Cash flow management in ongoing projects	3
	2	Payment schedules and milestones	3
	3	Negotiating payment terms with clients and vendors	3
	4	Tax basics: GST, TDS for freelance or design businesses	4
	5	Financial risks and mitigation strategies	3
4	Building and sustaining a Profitable Design Business		16
	1	Introduction to financial planning tools and software	4
	2	Creating financial reports (basic profit & loss, cash flow statement)	4
	3	Invoicing and record keeping	3
	4	Investment planning for creative entrepreneurs	3
	5	Long-term financial sustainability for design studios	2

Essential Readings:

1. The Interior Designer’s Guide to Pricing, Estimating and Budgeting by Theo Stephan Williams
2. Accounting for Non-Accountants by Wayne Label
3. The Business of Design: Balancing Creativity and Profitability by Keith Granet
4. Creative, Inc.: The Ultimate Guide to Running a Successful Freelance Business by Meg Mateo Ilasco & Joy Deangdeelert Cho
5. Financial Intelligence for Entrepreneurs by Karen Berman and Joe Knight
6. Design is a Job by Mike Monteiro

Assessment Rubrics:

Evaluation Type	Marks
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End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU6DSEIDF318”: “BUSINESS AND MARKETING STRATEGIES FOR DESIGNERS”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
6	DSE	300	KU6DSEIDF318	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Equips design students with essential business and marketing knowledge to build, promote and grow a successful design practice through strategic branding, client management and digital presence.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the fundamentals of design entrepreneurship, including business models, brand identity, and service structuring in creative fields	U
2	Apply marketing principles tailored to the design industry, including the use of the 4Ps and understanding consumer behaviour.	U/A
3	Develop digital marketing strategies and personal branding tools through social media, SEO, and content creation relevant to design practices	A
4	Create marketing content such as portfolios, blogs, and promotional materials to effectively position oneself in the interior design market	A
5	Analyze client relationships, communication strategies, and feedback to maintain client loyalty and scale a design business	A / An
6	Formulate business growth plans including networking, PR, negotiation, and sustainable scaling strategies for creative businesses	A / An

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

FYUGP “INTERIOR DESIGNING & FURNISHING”

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1						✓	✓
CO 2		✓				✓	✓
CO 3		✓		✓		✓	✓
CO 4		✓		✓		✓	✓
CO 5						✓	✓
CO 6						✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Fundamentals of Design Entrepreneurship		17
	1	Understanding design as a business	2
	2	Business structures: Freelance, studio, partnership, firm	3
	3	Identifying target markets and niche areas in design	3
	4	Building a brand identity and value proposition	3
	5	Defining services, deliverables and pricing models	3
	6	Basics of business planning and setting goals	3
2	Marketing Principles for Creative Professionals		16

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1	Introduction to marketing for designers	2
2	Key marketing tools: 4Ps of marketing in design context	3
3	Consumer behaviour and client expectations	3
4	Creating marketing objectives and strategies	3
5	Building a design portfolio and marketing materials	3
6	Case Studies: Successful design brand campaigns	2

3	Digital Marketing & Personal Branding		14
	1	Building a digital presence: Website, social media, SEO	3
	2	Instagram, Pinterest and LinkedIn for designers	2
	3	Content creation: Blogs, newsletters and storytelling	3
	4	Email Marketing, Influencer collaboration and online ads	2
	5	Personal branding strategies for independent designers	2
	6	Analytics and measuring marketing performance	2

4	Business Growth and Client Relationship Management		13
	1	Pitching to clients and proposals writing	2
	2	Client communication, contracts and negotiation	2
	3	Retaining clients and building loyalty	2
	4	Networking, collaboration and PR	2
	5	Scaling your design business sustainably	2
	6	Managing reputation and responding to feedbacks	3

Essential Readings:

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1. The Business of Design: Balancing Creativity and Profitability by Keith Granet
2. Creative Strategy and the Business of Design by Douglas Davis
3. Design is a Job by Mike Monteiro
4. Show Your Work! by Austin Kleon
5. Building a StoryBrand by Donald Miller
6. Digital Marketing for Dummies by Ryan Deiss and Russ Henneberry

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

SUMMER INTERNSHIP – 2 MONTHS (2 CREDITS)

All students will also undergo internships / Apprenticeships in a firm, industry, or organization or Training in labs with faculty and researchers in their own or other HEIs/research institutions during the summer term. Students will be provided with opportunities for internships with local industry, business organizations, health and allied areas, local governments (such as panchayats, municipalities), Parliament or elected representatives, media organizations, artists, crafts persons, and Agricultural sector. So that student may actively engage with the practical side of their learning and, as a by-product, further improve their employability.

Objective:

- To enhance employability skills, professional exposure and design understanding of students.
- To develop practical aptitude in interior detailing, site work, furnishing systems or related fields.
- To provide hands-on experience in software tools, materials or processes relevant to interior and furniture design.
- Internship may include participation in design projects, material selection, site supervision, client meetings or attending related workshops/seminars.
- The internship must be guided by a professional mentor or faculty member associated with the host organization or institution.
-

Internship Duration:

Total 8 weeks / 2 months (60 hours of engagement) to be completed during the assigned semester break or vacation period as per academic calendar.

Guidelines for Internship

1. Internship should be in the field of Interior Design, Furniture Design, Interior Styling, Space Planning or related domains such as modular kitchen design, interior fit-out contracting or heritage interiors.
2. The student must complete a minimum of 60 hours of engagement during internship.
3. Summer breaks and academic holidays can be utilized for internship completion
4. Students may participate in professional site visit or industry study tour, such as visits to design exhibitions, furnishing showrooms, modular furniture factories or architectural heritage buildings.
5. Approved Internship Modes:
 - A. Industry / Professional Internship
 - Internship in Interior Design Firms, Architectural Studios, Furniture Manufacturing Units, Interior Styling or Set Design Units, Lighting Design Studios, Real Estate Developers etc.
 - Student must be guided by a qualified professional (certified architect / interior designer / project head)
 - B. Freelance Interior Design Project (under supervision)

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- Take up an independent or freelance interior project (home renovation, room makeover, store design etc.)
 - Must be mentored by a certified architect / interior designer who oversees the design development, client coordination and execution.
 - Submit project drawings, photos and mentor certification.
- C. Institutional Projects
- Participate in faculty-supervised studio / live projects at the college or institutional design labs.
 - Work can include concept design, space planning, scaled models, material boards, or mock site setups.
- D. Design Documentation
- Document existing built interior spaces (e.g., heritage homes, restaurants, art galleries, institutional spaces).
 - Include measured drawings, photo essays, design analysis, material documentation, and furniture detailing.
 - Requires mentor supervision by a qualified professional (certified architect / interior designer / project head) and also Institutional approval.
- E. Industry Study Tours & Documentation
- Participate in guided visits to furniture factories, modular kitchens, showrooms, lighting boutiques, or heritage interiors.
 - Submit a well-documented report covering observations, sketches, key learnings, and interviews.
- F. Online-certified Project-Based Internship
- Complete certified internships through online medium.
 - Internship must involve hands-on assignments, practical outputs, and a valid certification upon completion.
6. Students must maintain a detailed Internship Logbook (daily entries with dated observations, sketches, photos and notes on work done, site conditions, materials and discussions etc.)
7. The Internship Logbook and Final Report must be submitted at the end of the internship. These documents must be examined and signed by the supervising mentor at regular intervals.
8. The institution or firm selected for the internship must receive prior approval from the Department Council of the college where the student is enrolled.

Evaluation of Internship

The Internship shall be evaluated internally by a committee constituted by the Department Council of the college. Continuous Assessment will include practical engagement, documentation and presentation.

Assessment Rubrics:

Evaluation Type	Marks
End Semester Evaluation	35

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Continuous Evaluation	15
<i>1. Logbook</i>	<i>5</i>
<i>2. Final Report</i>	<i>10</i>
Total	50

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY.

Semester 07

"KU7DSCIDF401": "DESIGN STUDIO - V"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
7	DSC	400	KU7DSCIDF401	4	120

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
0	8	0	40	60	100	3

Course Description: This studio focuses on designing complex interior spaces such as hospitality, healthcare, institutional or public environments. Emphasis is placed on human behaviour, spatial planning, circulation, materials, environmental systems and real-life design challenges.

Course Prerequisite: Design Studio - IV

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Analyze resort typologies and contextual factors to formulate user-centric concepts	An / C / E
2	Develop zoning strategies and spatial layouts responding to functional, aesthetic, and environmental criteria	A / An / C
3	Design and detail key interior spaces incorporating materials, services, and experiential elements	A / An / C
4	Produce professional-grade technical drawings and presentation documents for a resort interior design proposal	A / C / E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓	✓					
CO 2		✓	✓				
CO 3		✓	✓				

CO 4				✓	✓		
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COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Research, Site Study and Conceptual Framework		30
	1	Study of hospitality/resort typologies (eco-resort, luxury, boutique, wellness etc.)	6
	2	User profiling (tourists, families, solo-travellers etc.)	4
	3	Site context, zoning, climatic response, circulation	8
	4	Case Studies (National & International resorts)	6
	5	Formulation of design brief and concept narrative	6
	Deliverables – Concept board, User Analysis, Site Analysis, Resort Design Brief and Theme Statement		
2	Space Planning and Zoning		30
	1	Master layout planning: public, private and service zones	8
	2	Interior Spatial Planning of key areas (reception, lounges, spa, restaurant, villas etc.)	12
	3	Circulation, visual connectivity and zoning strategies	6
	4	Functional requirements and area programming	4
	Deliverables – Schematic layouts and bubble diagrams, Zoning plans with preliminary furniture layouts		

3	Design Development & Detailing		40
	1	Development of chosen interior spaces (minimum 3-4 key areas)	14
	2	Material exploration and mood boards	6
	3	Lighting, HVAC, acoustic and sustainability integration	8
	4	Furniture layout, joinery and interior detailing	8
	5	3D visualization and experiential walkthroughs	4
Deliverables – Final design drawings (plans, sections, elevations), Material boards, Lighting concepts, 3D views			
4	Technical Drawings & Final Presentation		20
	1	Preparation of working drawings for key areas	8
	2	Construction detailing (ceilings, flooring, joinery, partitions, built-in furniture)	6
	3	Presentation techniques: rendering, walkthrough and portfolio formatting	6
	Deliverables – Working drawing set with specifications. Final Presentation boards and portfolio documentation		

Essential Readings:

1. Hospitality and Resort Design by Richard H Penner, Lawrence Adams and Stephani Robson
2. Resort Design: Planning, Architecture and Interiors by Margaret Huffadine
3. Designing Commercial Interiors by Christine M Piotrowski and Elizabeth A Rogers
4. Time-Savers Standards for Interior Design and Space Planning by Joseph DeChiara, Julius Panero and Martin Zelnik
5. Interior Design Illustrated by Francis D K Ching
6. Materials for Interior Environments by Corky Binggeli
7. Lighting Design Basics by Mark Karlen and Christina Spangler

Assessment Rubrics:

Evaluation Type	Marks
End Semester Evaluation	60
Continuous Evaluation	40

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1	Studio Assignments and Exercises	15
2	Portfolio Submission	10
3	Presentation & Critique Participation	5
4	Progress and Effort Evaluation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

“KU7DSCIDF402”: “MATERIALS & CONSTRUCTION - V”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
7	DSC	400	KU7DSCIDF402	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Covers glass, glazing, waterproofing and metals and in interiors – focussing on material properties, applications, proofing methods and finishing techniques for functional and aesthetic design solutions.

Course Prerequisite: Material & Construction - IV

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Identify and classify various types of glass used in building construction based on their composition and manufacturing processes	R / U
2	Analyze the properties and applications of special-purpose glasses in enhancing building performance and aesthetics	U / An / A
3	Compare and contrast single, double, and triple glazing systems in terms of their thermal and acoustic performance	U / An
4	Explain the construction principles and application of glazed curtain walls and skylights in building design	U / A
5	Explain the necessity and various methods of providing damp proofing and waterproofing for different building elements	U
6	Describe the specific damp proofing and waterproofing treatments required for moisture-prone areas in buildings	U / A
7	Recognize and differentiate the types of metals commonly used in interior spaces, outlining their key properties and advantages	R / U
8	Describe the different available forms of metals and the various surface finishes applicable in interior design	R / U

9	Apply knowledge of metal properties and finishes to suggest appropriate metal applications in building interiors	A
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***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1			✓				✓
CO 2		✓	✓				✓
CO 3			✓				✓
CO 4		✓	✓				✓
CO 5			✓				✓
CO 6		✓	✓				✓
CO 7			✓				✓
CO 8			✓				✓
CO 9		✓	✓				✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Glass and Glazing		25
	1	Types of glass – Wired Glass, Fibreglass, Laminated Glass, Glass building blocks, Heat strengthened glass, toughened glass, laminated glass	8

	2	Special Purpose Glasses – Low Emissivity Glass, Solar Control Glasses and Variable Transmission Glass, Fire Resistant Glass, Self-cleaning glass – their properties and uses in buildings	10
	3	Single. Double and Triple Glazing	4
	4	Glazed Curtain Walls and Skylights	3

2	Proofing		15
	1	Need and methods of Proofing of foundation, walls, floors and roofs	8
		DPC of bathrooms, swimming pools, roof gardens, water tanks	7

3	Metals		20
	1	Different types of metals used in interior spaces, their properties and advantages	7
	2	Available forms of Metals – Extrusion, casting, foil, powder and sheet	6
	3	Finishes – Anodising surface texture, color coating and painting Application in buildings	7

Essential Readings:

1. Arora S.P. and Bindra S.P., “Text book of Building Construction”, Dhanpat Rai & Sons, New Delhi, 2012
2. P C Varghese, Building Construction, Prentice Hall of India Pt. Ltd, New Delhi, 2010
3. Francis D.K. Ching, Building Construction Illustrated John Wiley & Sons 2000
4. WB McKay Building construction, Vol 1,2, Longman UK 1981
5. Barry, The Construction of Buildings; Affiliated East West press put Ltd New Delhi, 1999
6. Harry Parker, ‘Materials and Methods of Architectural Construction’, John Wiley & Sons Canada, 1958
7. Relevant BIS codes

Assessment Rubrics:

Evaluation Type	Marks
End Semester Evaluation	70

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Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU7DSCIDF403”: “INTERIOR SERVICES - III”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
7	DSC	400	KU7DSCIDF403	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Explores advanced interior services including HVAC, vertical transport, fire safety, automation, waste management and security systems for efficient, safe and sustainable interior environments.

Course Prerequisite: Interior Services - II

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the fundamental principles and classifications of HVAC and Mechanical Vertical Transportation systems used in buildings	U / r
2	Apply knowledge of HVAC ductwork and lift space planning principles for effective integration within interior layouts, considering relevant codes and safety	A / U
3	Identify and explain the functionality of key components in fire detection, suppression, and passive fire protection systems within interior spaces, referencing relevant standards	R / U
4	Describe the basic principles and applications of Building Automation and Smart Systems in interiors, focusing on lighting, HVAC, and security controls for energy efficiency and user experience	U
5	Explain strategies for effective waste management in interior environments, including segregation, disposal, and the integration of sustainable design principles like LEED compliance	U
6	Apply principles of space planning and describe the functionality of common security and surveillance systems used in various interior typologies	A / U

*Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1			✓				✓
CO 2		✓	✓				
CO 3		✓	✓				
CO 4		✓	✓				
CO 5		✓	✓				
CO 6		✓	✓				

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	HVAC (Heating, Ventilation and Air Conditioning)		12
	1	Introduction to HVAC principles	2
	2	Types of HVAC systems: Split, Packaged, Central systems	3
	3	Components: Compressors, Condensers, Evaporators, Ducts, Diffusers	4
	4	Layout of ductwork in interiors, Integration of HVAC with false ceilings and service shafts	3
2	Mechanical Vertical Transportation		8
	1	Types of vertical transport: Elevators, Escalators, Travelators	2

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	2	Design and space planning for lifts in interiors	3
	3	Basic working mechanism, shaft requirements, finishes in cabs	2
	4	Fire and safety codes for lifts in multi-storey buildings	1
3	Fire Safety Systems in Interiors		12
	1	Fire detection and alarm systems	3
	2	Fire suppression systems: Sprinklers, Extinguishers, Hydrants	4
	3	Passive Fire Protection: Fire-rated Doors, Barriers	3
	4	Emergency Lighting, Signage and Evacuation Plans	1
	5	Codes and Standards: NBC norms, IS Standards	1
4	Building Automation and Smart Systems		8
	1	Introduction to Building Automation Systems (BAS)	2
	2	Smart Lighting, HVAC and security controls	3
	3	Sensors, Timers, IoT devices in interiors	2
	4	User Interface, Energy Efficiency and Future Trends	1
5	Waste Management in Interiors		6
	1	Types of waste: Biodegradable, Non-biodegradable, E-waste	1
	2	Segregation, Storage and Disposal Strategies	2
	3	Composting units, waste chutes and recycling systems	2
	5	Design for sustainability and LEED compliance	1
6	Security and Surveillance Systems		6

1	CCTV systems, Motion Detectors, Video Door Phones	2
2	Access control systems: Biometric, RFID, keypad	2
3	Security integration in corporate, hospitality and residential spaces	1
4	Space panning considerations for security elements	1

Essential Readings:

1. HVAC Fundamentals by Samuel Sugarman
2. Modern Air Conditioning Practice by Norman C Harris
3. ASHRAE Handbook – HVAC Systems and Equipments
4. Vertical Transportation Design Guide by CIBSE
5. Elevator Traffic Handbook: Theory and Practice by GR Strakosch & RS Caporale
6. Fire Safety Management Handbook by Daniel Della-Giustina
7. NBC of Indian -Part 4: Fire and Life Safety – BIS
8. Building Automation: Control Devices and Application by ATP
9. Smart Buildings: Advanced Materials and Nanotechnology to Improve Energy-Efficiency and Environmental Performance
10. Sustainable Construction: Green Building Design and Delivery by Charles K Kilbert
11. Municipal Solid Waste Management Manual – MoUD, India
12. Introduction to Security by Robert Fischer, Edward Halibozek
13. Smart Surveillance Systems: Examining the Technology and Social Impact by Bryan Glastonbury
14. Building Services Handbook by Fred Hall and Roger Greeno

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks

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		80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU7DSCIDF404”: “RESEARCH METHODOLOGY”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
7	DSC	400	KU7DSCIDF404	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: To develop analytical thinking and equip students with tools and techniques for conducting academic and design-based research. Students will learn to formulate research problems, apply methodologies and present findings with relevance to interior design practice.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the fundamental concepts and significance of research within the field of interior design	R / U
2	Formulate research problems, develop hypotheses, and define the scope and limitations of a design research study	A / An
3	Evaluate and apply appropriate research designs and methodologies for investigating interior design issues	U / A / E
4	Collect, analyse, and interpret relevant data using appropriate methods and tools	A / An / E
5	Communicate design research findings effectively through well-structured reports and presentations, adhering to academic conventions	A / An / E / C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓	✓					✓

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CO 2		✓					✓
CO 3		✓					✓
CO 4		✓		✓			✓
CO 5				✓	✓		✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Research in Design		12
	1	What is Research? Types and significance in design	3
	2	Design research vs. Scientific research	2
	3	Objectives and applications of research in interior design	3
	4	Identifying problems, hypothesis formation, scope and limitations	4
	Exercises –		
<ul style="list-style-type: none"> • Brainstorming interior design problems for research • Writing a statement of problem and research objectives 			
2	Research Design and Methodologies		18
	1	Research Approaches: Qualitative, Quantitative and Mixed-methods	4
	2	Case study Method, Ethnographic Studies, Surveys, Observational Studies	6
	3	Research Design: Exploratory, Descriptive, Experimental	4
	4	Sampling techniques, variables and ethical considerations	4

		Exercises – <ul style="list-style-type: none"> • Design a research methodology for a chosen topic • Prepare research tools (interview schedules, survey, observation checklist) 	
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3	Data Collection and Analysis		15
	1	Primary vs. Secondary data	2
	2	Data Collection Methods: Interviews, Surveys, Site Observation, Visual Documentation	5
	3	Tools for data representation: Charts, tables, diagrams	3
	4	Basic data analysis and interpretation	5
	Exercises – <ul style="list-style-type: none"> • Conduct fieldwork / survey • Present findings using visual tools 		

4	Research Report Writing and Presentation		15
	1	Structuring a design research report	3
	2	Citations and referencing	3
	3	Writing abstract, literature review, analysis, conclusion	6
	4	Visual and oral presentation techniques	3
	Exercises – <ul style="list-style-type: none"> • Present a research paper or report to peers 		

Essential Readings:

1. Research Methodology: Methods and Techniques by CR Kothari and Gaurav Garg
2. Research Design: Qualitative, Quantitative and Mixed Methods Approaches by John W Creswell and JD Creswell
3. Design Research in Architecture: An Overview by Murray Fraser
4. Design Research: Methods and Perspectives by Brenda Laurel
5. The Sage Handbook of Qualitative Research by Norman K Denzin & Yvonna S Lincoln

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6. The Craft of Research by Wayne C Booth, Gregory G Colomb & Joseph M Williams
7. Writing for Design Professionals by Stephen A Kliment

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

"KU7DSCIDF405": "INTERIOR CONSTRUCTION DETAILING"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
7	DSC	400	KU7DSCIDF405	4	120

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
0	8	0	40	60	100	3

Course Description: Studio-based course focused on developing detailed technical drawings for interior construction elements, emphasizing joinery, materials, assembly methods, and functional integration in furniture and spaces.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Interpret and develop working drawings with standard notations, scales, and symbols	U / A
2	Create detailed construction drawings for fixed interior elements using appropriate materials and joinery	A / C
3	Design construction details for loose furniture ensuring structural stability and aesthetics	C
4	Prepare ceiling and lighting construction details considering services integration	An / A
5	Generate accurate details for flooring, wall panelling, and partitions integrating functional and aesthetic considerations	A / C
6	Compile a comprehensive detail drawing portfolio with annotations and specifications for professional use	E

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7

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CO 1			✓		✓		
CO 2		✓	✓		✓		
CO 3		✓	✓				
CO 4			✓		✓		
CO 5		✓	✓		✓		
CO 6					✓		✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Interior Construction Detailing		10
	1	Purpose and relevance of detailing	
	2	Reading working drawings	
	3	Line types, Notations and standard symbols	
	4	Drawing Scale, Drawing conventions and Sheet layout	
2	Fixed Interior Elements		25
	1	Detailed drawings of wardrobes, kitchen, cabinets, TV Units, Bathroom vanities	
	2	Joinery and Hardware	
	3	Materials and finish layers	
	4	Sectional and Plan Views	
3	Loose Furniture Elements		8
	1	Construction drawings of beds, chairs, tables, sofas	

	2	Ergonomic and Structural Aspects	
	3	Exploded Views	
	4	Component materials and finishes	
4	Ceiling and Lighting Integration		15
	1	Detailing for gypsum, POP and Modular ceilings	
	2	Lighting types and placements	
	3	RCP and electrical layout	
5	Flooring, Wall Panelling & Partitions		15
	1	Construction layers for tile, Wooden and Vinyl flooring	
	2	Wall panelling systems – Full / Half Partitions	
	3	Acoustic and Visual considerations	
6	Staircase and Railings		10
	1	Stair types and structures	
	2	Tread-riser detailing	
	3	Balusters, Handrails and supports	
7	Detailing Documentation & Portfolio Compilation		25
	1	Organizing and annotating details	
	2	Adding specifications and legends	
	3	Portfolio sheet layout	
	4	Review and Refinement of final presentation	

Essential Readings:

1. An Introduction to Landscape Architecture - Michael Laurie, Elsevier, 1986
2. Brian Hackett, Planting Design, McGraw Hill Inc., 1979.
3. Cliff Tandy, “Handbook of urban landscape”, Architectural Press, 1973.
4. Appleton, The Experience of Landscape, Wiley, 1996.
5. Grant W Reid, From Concept to Form in Landscape Design, Van Nostrand Reinhold Company, 1993.
6. Dee, C. Form and Fabric in Landscape Architecture: A visual introduction, Taylor & Francis, 2001.

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Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		60
Continuous Evaluation		40
1	Studio Assignments and Exercises	15
2	Portfolio Submission	10
3	Presentation & Critique Participation	5
4	Progress and Effort Evaluation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

Semester 08

"KU8DSCIDF410": "THESIS STUDIO"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
8	DSC	400	KU8DSCIDF410	12	360

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
0	24	0	90	210	300	3

Course Description: A research-driven design studio guiding students through topic selection, concept development and detailed design culminating in a professional thesis report, portfolio and presentation

Course Prerequisite: Design Studio - V

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the thesis process, explore potential research areas within interior design, and formulate a focused thesis topic supported by a preliminary literature review and research proposal	R / U / A
2	Apply appropriate qualitative and quantitative research methodologies to develop research questions, formulate hypotheses, and collect relevant data to inform the design process	A / U / An
3	Develop schematic design concepts based on research findings and a conceptual framework, demonstrating initial exploration of materials, technologies, and sustainable practices, communicated through preliminary presentations	A / C / U
4	Generate detailed design drawings, integrate building services and environmental considerations, and prepare preliminary project documentation, including material specifications and cost estimates	C / A / U
5	Synthesize research findings and the design development process into a comprehensive final thesis report and a professional portfolio showcasing the entire project journey	C / A / E

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6	Effectively communicate the design process, research integration, and final project outcome through a well-articulated final presentation to a jury panel	A / E / C
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***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓	✓					✓
CO 2		✓					✓
CO 3	✓	✓	✓				✓
CO 4	✓	✓	✓	✓	✓	✓	✓
CO 5	✓	✓	✓	✓	✓	✓	✓
CO 6	✓	✓	✓	✓	✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Research & Topic Selection		36
	1	Introduction to the thesis process, expectations and deliverables	6
	2	Exploration of potential areas of study: commercial spaces, corporate interiors, exhibit designs, media studios, hotels etc.	8
	3	Conducting a literature review and identifying gaps in existing research	10
	4	Finalizing the thesis topic with faculty approval	6

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	5	Submission of a preliminary research proposal outlining objectives, scope, and methodology	6
2	Research Methodology & Concept Development		45
	1	Training in qualitative and quantitative research methods relevant to interior design	10
	2	Development of research questions and hypotheses	8
	3	Data collection techniques: surveys, interviews, case studies, and site visits	12
	4	Conceptualization of design ideas based on research findings	10
	5	Preparation and submission of a detailed research methodology document	5
3	Design Development & Preliminary Presentation		36
	1	Schematic design development based on the research and conceptual framework	10
	2	Initial exploration of materials, technologies, and sustainable practices	8
	3	Creation of mood boards, sketches, and preliminary models	8
	4	Regular consultations with thesis advisors for feedback and refinement	6
	5	Mid-semester presentation of design concepts to a review panel for critique and guidance	4
4	Detailed Design & Documentation		40
	1	Development of detailed design drawings, including plans, sections, elevations, and technical details	15
	2	Integration of services, lighting, acoustics, and environmental considerations	10
	3	Preparation of material specifications, cost estimates, and project schedules	8

	4	Finalization of 3D models and renderings to communicate design intent	5
	5	Continuous documentation of the design process, including challenges and solutions	2

5	Final Presentation & Portfolio Submission		23
	1	Preparation of the final thesis report, including research findings, design development, and project documentation	10
	2	Compilation of a professional portfolio showcasing the entire thesis journey	8
	3	Final presentation to a jury panel, demonstrating the design process, research integration, and project	8

Essential Readings:

1. Research Methods in Interior Design by Dana E Vaux
2. The Design Student’s Handbook by Jane Bartholomew & Steve Rutherford
3. Interior Design Illustrated by Francis DK Ching
4. Research Design: Qualitative, Quantitative and Mixed Methods Approaches
5. The Handbook of Interior Architecture and Design by Graeme Brooker & Lois Weinthal
6. Materials for Interior Environments by Corky Binggeli
7. Detail in Contemporary Interior Design by Drew Plunkett and Olga Reid
8. Diagramming the Big Idea by Jeffery Balmer and Michael T Swisher
9. Time Saver Standards for Interior Design and Space Planning by Joseph De Chiara, Julius Panero, martin Zelnik
10. Architectural Drafting and Design by Alan Jefferis and David Madsen
11. Sustainable Design for Interior Environments by Susan M Winchip
12. Portfolio Design by Harold Linton
13. Graphic Design for Architects and Designers by Karen Lewis

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		210
Continuous Evaluation		90
1	Studio Assignments and Exercises	40
2	Portfolio Submission	30

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3	Presentation & Critique Participation	10
4	Progress and Effort Evaluation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		300

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.

"KU8DSCIDF411": "PROFESSIONAL PRACTICE FOR INTETIOR DESIGNERS"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
8	DSC	400	KU8DSCIDF411	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Introduces students to professional interior design practice, covering ethics, contracts, entrepreneurship, legal framework and industry standards for independent and collaborative work.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the professional roles, responsibilities, and ethics in interior design practice	U
2	Interpret legal and regulatory frameworks including contracts, building codes, and client agreements	U
3	Demonstrate the ability to prepare project proposals, design fee structures, and professional documentation	A
4	Analyze different business models and entrepreneurship opportunities in interior design practice	An
5	Create a professional portfolio, resume, and prepare for client presentations or employment interviews	C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	✓					✓	✓
CO 2			✓		✓	✓	
CO 3		✓	✓		✓	✓	✓

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CO 4						✓	✓
CO 5		✓		✓			✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Professional Practice		10
	1	Role and scope of interior designer in industry and society	3
	2	Code of conduct and ethics in design profession	4
	3	Industry bodies (IIID, IIA, COA, CIDQ, ASID etc.	3
2	Legal and Regulatory Framework		13
	1	Client-designer contracts and agreements	4
	2	Building bye-laws, fire safety codes and accessibility standards	5
	3	Legal liabilities, insurance, copyright and professional indemnity	4
3	Professional Documentation and Communication		13
	1	Preparing fee structures, design proposals, BOQ and invoices	5
	2	Writing project reports, minutes of meeting and correspondences	4
	3	Communication with clients, consultants and vendors	4
4	Business Practices and Entrepreneurship		11
	1	Interior design studio models: Freelance, Partnerships, Consultancy	4

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	2	Branding, Marketing and Digital presence	4
	3	Basics of business registration, taxation and operations	3

5	Portfolio Development & Career Preparation		13
	1	Resume writing and portfolio preparation	4
	2	Mock interviews and client presentations04	5
	3	Professional networking, internships and job opportunities	4

Essential Readings:

1. "Professional Practice for Interior Designers" by Christine M. Piotrowski
2. "The Interior Design Business Handbook" by Mary V. Knackstedt
3. "Interior Design Management: A Handbook for Owners and Managers" by Christine M. Piotrowski
4. "Time-Saver Standards for Interior Design and Space Planning" by Joseph DeChiara, Julius Panero, and Martin Zelnik
5. "Interior Design Law and Business Practices" by Cynthia M. Lie Brock
6. NBC (National Building Code) of India – BIS Standards
7. "Project Management for the Unofficial Project Manager" by Kory Kogon
8. "Becoming an Interior Designer: A Guide to Careers in Design" by Christine M. Piotrowski
9. "Building Design Portfolios" by Sara Eisenman

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks

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		75-79% - 1 mark Below 75% - 0 marks
Total		100

“KU8DSCIDF412”: “INTERIOR PROJECT MANAGEMENT”

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
8	DSC	400	KU8DSCIDF412	4	60

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
4	0	0	30	70	100	2

Course Description: Equips students with essential project management skills to plan, coordinate, execute, and control interior design projects effectively within time, budget, and quality constraints.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand project lifecycle, roles, responsibilities, and phases in interior design projects	U
2	Apply tools and techniques for time management, scheduling, and workflow planning	A
3	Manage resources, materials, and vendor coordination throughout the project duration	A
4	Monitor project budgets, cost estimates, procurement, and quality standards	An
5	Interpret legal, contractual, and safety obligations in interior project execution	U
6	Develop a complete interior project plan including schedule, costing, and documentation	C

***Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)**

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1		✓	✓				✓

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CO 2			✓			✓	✓
CO 3		✓	✓			✓	✓
CO 4			✓			✓	
CO 5	✓		✓		✓	✓	
CO 6		✓	✓		✓	✓	✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Project Management		8
	1	Definition, types of projects, project lifecycle (initiation to closure)	3
	2	Roles: Project Manager, Designer, Client, Consultant	2
	3	Importance of communication and coordination in team-based environments	2
2	Planning and Scheduling Tools		10
	1	Work Breakdown Structure (WBS), Gantt Charts, PERT, CPM	5
	2	Time estimation, milestone planning, critical path analysis	5
3	Resources and Site Management		12
	1	Material sourcing and procurement scheduling	4
	2	Manpower planning and site coordination	3
	3	Site supervision, work sequencing, vendor management	5

4	Budgeting and Cost Control		10
	1	Preparing project budgets and cost estimates	4
	2	Value engineering, cost monitoring and variation management	3
	3	Payment schedules, billing formats and financial tracking	3

5	Legal Framework and Safety		10
	1	Contracts, work orders and tender documentation	4
	2	Regulatory approvals, insurance and legal liabilities	3
	3	Site safety protocols and labour regulations	3

6	Project Documentation and Closure		10
	1	Creating a complete project management report	4
	2	Checklists, completion reports, defect liability documentation	3
	3	Final review, client handover and lessons learned	3

Essential Readings:

1. " Project Management for Interior Designers" – Christine M. Piotrowski
2. The Interior Design Business Handbook” – Mary V. Knackstedt
3. Professional Practice for Interior Designers” – Christine M. Piotrowski
4. A Guide to the Project Management Body of Knowledge (PMBOK Guide)” – Project Management Institute
5. “Project Management JumpStart” – Kim Heldman
6. Project Scheduling and Management for Construction” – David R. Pierce Jr.
7. Time Management for Interior Designers” – Jean Edwards
8. Construction Management: Principles and Practice” – Alan Griffith & Paul Watson
9. Estimating and Costing for Interior Designers” – Anne Lee
10. Construction Contracts: Law and Management” – Will Hughes et al.
11. Design Process Handbook for Architects and Interior Designers” – S.C. Sharma

Assessment Rubrics:

Evaluation Type	Marks
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End Semester Evaluation		70
Continuous Evaluation		30
1	Internal Exam 1	5
2	Internal Exam 2	5
3	Assignments	5
	Seminar	10
4	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

"KU8DSCIDF413": "INTERIOR PORTFOLIO DESIGN"

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
8	DSC	400	KU8DSCIDF413	4	120

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
0	8	0	40	60	100	2

Course Description: This studio-based course equips students with the skills to curate and present a professional interior design portfolio, showcasing their design process, projects, and creative abilities effectively.

Course Prerequisite: NIL

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Identify and select relevant projects and design work for inclusion in a professional portfolio.	U
2	Organize and structure a portfolio in a clear, logical, and visually compelling manner.	A
3	Apply visual communication principles to enhance the presentation of design projects.	C
4	Utilize digital tools and software to create and format a professional-quality portfolio.	C
5	Develop effective presentation skills to articulate design concepts and project details.	C
6	Evaluate and critique portfolio design, both individually and in peer review settings.	E

*Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)

Mapping of Course Outcomes to PSOs							
	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1		✓					✓

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CO 2		✓					✓
CO 3		✓					✓
CO 4				✓			✓
CO 5		✓					✓
CO 6		✓					✓

COURSE CONTENTS

Contents for Classroom Transaction:

M O D U L E	U N I T	DESCRIPTION	HOURS
1	Introduction to Portfolio Design		10
	1	Understanding the role and purpose of a design portfolio	
	2	Types of portfolios (academic, professional, digital, physical)	
	3	Portfolio structure and content planning	
	4	Identifying audience and objectives	
2	Project Selection and Content Curation		20
	1	Selecting best academic/independent design projects	
	2	Organizing content: concept, process, development, final outputs	
		Compiling design drawings, renders, mood boards, models, etc.	
		Writing project descriptions and rationales	
3	Visual Layout and Graphic Composition		20
	1	Principles of layout design and visual hierarchy	

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	2	Typography and color schemes for portfolios	
	3	Page composition using grids	
	4	Creating template for consistency	
4	Digital Tools for Portfolio Design		25
	1	Using design software (Photoshop, Illustrator)	
	2	Integrating CAD drawings and 3D views	
	3	Creating interactive/digital portfolios	
	4	Exporting and formatting portfolios for web and print	
5	Physical Portfolio Assembly		10
	1	Paper types, print options, binding methods	
	2	Print formatting and quality control	
	3	Mounting, labelling and finishing techniques	
6	Review, Feedback and Iteration		15
	1	Peer and faculty critiques	
	2	Revising content based on feedback	
	3	Improving narrative and layout cohesion	
7	Final Presentation		20
	1	Preparing for verbal presentation and interviews	
	2	Presenting design rationale effectively	
	3	Practicing mock reviews and portfolio walkthroughs	
	4	Final submission and evaluation	

Essential Readings:

1. “Building Design Portfolios: Innovative Concepts for Presenting Your Work” by Sara Eisenman
2. “Design Portfolios: Presentation and Marketing for Interior Designers” by *Diane Bender*
3. “The Graphic Designer’s Guide to Portfolio Design” by *Debbie Rose Myers*
4. “Portfolios for Interior Designers” by Maureen Mitton
5. “Adobe InDesign Classroom in a Book” (Latest Edition)
6. “Photoshop for Interior Designers” by *Suining Ding*
7. “SketchUp for Interior Design: 3D Visualizing, Designing, and Space Planning” by *Lydia Cline*
8. “Making and Breaking the Grid: A Graphic Design Layout Workshop” by *Timothy Samara*
9. “Thinking with Type” by *Ellen Lupton*
10. “Show Your Work!” by *Austin Kleon*

Assessment Rubrics:

Evaluation Type		Marks
End Semester Evaluation		60
Continuous Evaluation		40
1	Studio Assignments and Exercises	15
2	Portfolio Submission	10
3	Presentation & Critique Participation	5
4	Progress and Effort Evaluation	5
5	Attendance	95-100% - 5 marks 90-94% - 4 marks 85-89% - 3 marks 80-84% - 2 marks 75-79% - 1 mark Below 75% - 0 marks
Total		100

NOTE: RECORDS/SUBMISSIONS SIGNED BY FACULTY IN CHARGE IS MANDATORY FOR ATTENDING EXAMINATION.