COURSE DETAILS FOR TWO YEAR (FULL TIME) COURSE

DIPLOMA IN INTERIOR SPACE DESIGN & MANAGEMENT

(CODE: ISDM/101) (CREDIT -2)

THEORY OF DESIGN

- a) To become aware of the planning principles for designing various interior spaces.
- b) To gain better understanding as regard the History of furniture, Anthropometric data in space designing for various activities.
- c) To apply Ergonomics in interior designing.
- d) To apply one's aesthetics and creative abilities in making attractive and functional interiors.

(CODE: ISDIV	1/102)	THEORY OF MATERIALS I & II	(Credit – 2)
		<u>(i)</u>	
Objectives:			
_		c knowledge of furnishing the resident nderstandings as regard brief various r	ial and other spaces. naterials, finishes etc. and their uses in Interiors.
(CODE: ISDM	1/102)	THEORY OF MATERIALS I & II	(Credit – 1)
		<u>(II)</u>	
Objectives:			

- 1) Application of the material studied in Interior Design & Decoration.
- 2) Study of landscape elements & its application in Interior & Outdoor related to interior.

(Credit - 1)

Objectives:

- a) To provide adequate facility for work, relaxation, rest, comfort, privacy, maintenance, aesthetics (beauty) etc. through interiors.
- b) To understand the application of anthropometric measurements and ergonomical evaluation in residential space designing for various activities.

(CODE: ISDM/104) RESIDENTIAL INTERIOR SPACE DESIGN (PR.)

(Credit - 5)

- 1) To develop the detailed visualization of the scheme considering the principles.
- 2) To develop skill in selection of appropriate materials for various surfaces.

(CODE :	ISDM/105)	SERVICES - I	(Credit – 2)
<u>Objecti</u>	ves:		
1)	To gain the primary knowledge o	f services, its functioning, cost	and care.
2)	To convey the requirement to the	e specialist of particular branch	and check the proposal in relation to the design and available resources.
(CODE :	: ISDM/106) <u>[</u>	DRAWING & PERSPECTIVE	(Credit – 3)
<u>Objecti</u>	ves:		

To develop a skill to draw two and three dimensional projections.

To develop a skill to draw perspective using different methods.

1)

2)

(CODE : ISEM / 107)	WORKING DRAWING - I	(Credit – 3)

Objectives:

- To study the materials along with fittings and fixtures to be used in the execution of the item of work.
- 2) To develop skill of drawing the working details & execution drawings.

(CODE: ISDM / 108) ART OF RENDERING (Credit -3)

- 1) To develop skill to draw layout, sectional, elevations, perspective.
- 2) To develop skill to render the drawing in different techniques & medium.

(CODE	: ISDM / 109)	MODEL MAKING – I	
<u>Objecti</u>	ives:		
1)	To develop the craft ab	lity in the student.	
2)	To study the scheme in	actual three dimensional (reduced scale) v	with line, level, texture, colour etc.
(CODE	: ISDM / 110)	COMMERCIAL INT	(Credit – 1) ERIOR SPACE DESIGN (TH)
<u>Object</u> i	ives:		
1)	To develop detailed vis	ualization and designing of various comme	ercial interior schemes.
2)	To develop skill in selec	tion of appropriate materials for various s	urfaces.
(CODE	: ISDM / 111)		(Credit – 5)

COMMERCIAL INTERIOR SPACE DESIGN (PR)

Objectives:

- 1) To develop the detailed visualization and the drawing of various commercial interior scheme considering the principles.
- 2) To develop the skill in selection of appropriate materials for various surfaces.

(CODE : ISDM / 112) <u>SERVICES – II</u> (Credit – 13)

Objectives:

To enable the student to design & to communicate, to co-ordinate the specialized services for desired Interior Environment, their suitability etc.

(CODE: ISDM / 113) WORKING DRAWING-II (Credit -3)

|--|

To develop the skill of drawing & to develop detailing for execution drawing. (Furniture

& Service drawings etc.)

(CODE: ISDM / 114) PROFESSIONAL MANAGEMENT (TH) (Credit – 2)

Objectives:

- 1) To study the maintenance and cost aspects and also code of professional management.
- 2) To understand the professional aspect to execute the scheme.

CODE: ISDM / 115) MODEL MAKING - II

- 1) To study different materials for model making to meet present day requirement.
- 2) To practice resulting in to refinement of final product.

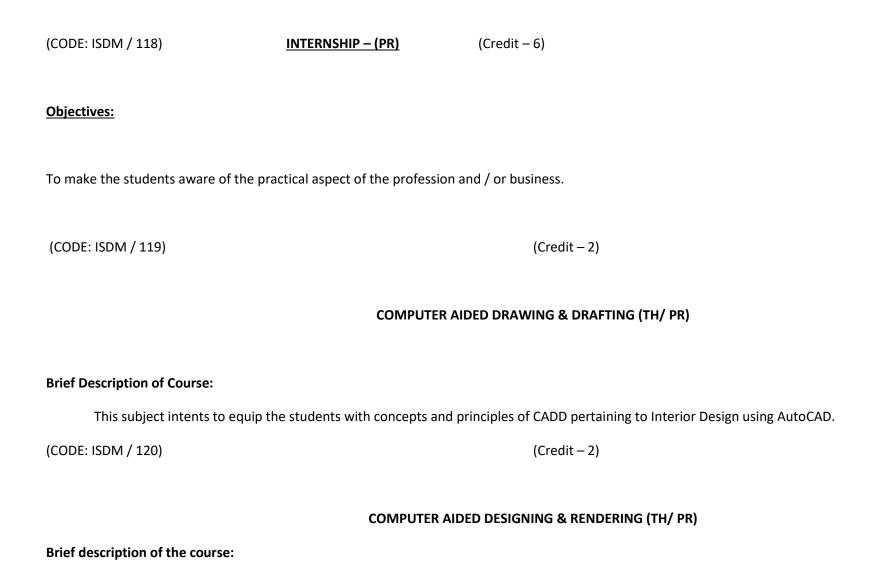
CODE: ISDM / 116) SEMINAR (Credit -2)

Objectives:

- 1) To train students to learn to find reference materials.
- 2) To train students to analyse, condence & evaluate research activities / reports.
- 3) To provide experience of group discussion in the subject.
- 4) To help students to develop ability to effectively present a research paper as report.
- 5) To help students to develop ability to prepare and present reviews of few articles on the same topic.

(CODE: ISDM / 117) INDEPTH / PROJECT STUDY (Credit – 2)

- 1) To train students to learn and to find related reference materials.
- 2) To train students to learn critical appreciation of the cases, and to analyse, condence and evaluate the activities and reports.
- 3) To train students to survey, to interview, to summarize the study.
- 4) To help students to develop an ability to effectively present the Dissertation (Research Study) project.



This course intends to equip the students with the knowledge of application of computer in Interiors and efficient working in 3D and 3D Animation and walk through.

(CODE: ISDM / 121)

PERSONALITY ENHANCEMENT & COMMUNICATION SKILLS

(Credit - 2)

Objectives:

- i) To developed the thinking process of the students.
- ii) To improvise the attitude of introvert students towards extrovertism.
- iii) To make student free to express his / her view properly.

To introduce the students with the process of communication Skills. Such that the students can identify the condition favourable to effective communications and to teach them the basic and applied language skills useful for the study of technical subjects. Emphasis on writing & oral presentation skills which are top ranking capability needed for professional careers as middle level manager.

(CODE: ISDM / 122)

SET DESIGN

(Credit - 2)

Objective

The subjects introduced in this course orient the student towards allied areas of design which requires special skills. The focus of the subject is to create awareness on flexible systems, to work within framework of Budget, site, clients brief, and other constraints.

The course also deals with Event design and Exhibitions.