

Deccan Education Society's
FERGUSSON COLLEGE, PUNE
(AUTONOMOUS)

SYLLABUS
for
(F.Y B.Voc Interior Design)
(Semester-I & II)

For Academic year
2023-2024

As per NEP-2020

B.Voc Programme Outcome (PO's)

1. Disciplinary Knowledge: (i) Demonstrate comprehensive knowledge of one or more discipline that form a part of an undergraduate B.Voc programme (ii) Execute strong theoretical and practical understanding generated from the chosen B.Voc programme.

2. Critical Thinking and Problem solving: Exhibit the skill of critical Design thinking and use them to predict a range of creative solutions towards a Design problem, evaluate them and chose the most appropriate options.

3. Social competence and Communication skills: (i) Exhibit thoughts and ideas effectively in writing and orally; communicate with others using appropriate media, build effective interactive and presenting skills to meet global competencies. (ii) Able to connect to people individually or in group settings.

4. Research-Related Skills: (i) Demonstrate a sense of inquiry and capability for asking relevant/appropriate questions; ability to plan, execute and report the results of an experiment (ii) Employ knowledge of the avenues for research and higher academic achievements in the chosen field and allied subjects and aware about research ethics, intellectual property rights and issues of plagiarism.

5. Personal and professional competence: (i) Able to actively work individually and participates in team activities and demonstrates co-operation. (ii) Integrate enthusiasm and commitment to improve personal and team performance levels and build skills to achieve the goals.

6. Effective Citizenship and Ethics : Demonstrate empathetic social concern and equity centred national development; ability to act with an informed awareness of moral and ethical issues and commit to professional ethics and responsibility.

7. Environment and Sustainability: Understand the impact of the scientific solutions in societal and environmental contexts and demonstrate the knowledge of, and need for sustainable development.

8. Self-directed and Life-long learning: Acquire the ability to engage in independent and life-long learning in the broadest context of socio-technological changes.

9. Trans-disciplinary research competence: Create new conceptual, theoretical, methodological innovations that integrates and transcends beyond discipline-specific approaches to address a common problem

Program Specific Outcomes (PSO's)

Name of the Program	B. Voc INTERIOR DESIGN
PSO 1	Academic competence: (i) Students will be able to Identify (L-1) fundamental concepts of manual and computer designing, drafting and Practical application. (ii) Able to Understand (L-2) the working of the business venture in terms of consultancy, execution, costing, retailing and marketing. (iii) Able to Classify (L-4) various materials, using identification and testing methods. (iv) Able to Demonstrate (L-3) 2D,3D Presentation,Execution..
PSO 2	Personal and Professional Competence: (i) Able to Review (L-5) the latest market conditions, contemporary design trend, updated materials (ii) Able to Design(L-6) the commercial & residential interior projects using the advanced knowledge of materials ,construction techniques & softwares
PSO 3	Research Competence: (i) Able to Analyze(L-4) the work of Indian and international designers also the historical database of the living styles & interior around the world to take the inspiration, for development of their own themes. (ii) Able to Plan(L-6) and Execute (L-6) the theme-based personnel ,Corporates or Government ventures.
PSO 4	Entrepreneurial and Social competence: (i) Able to Apply(L-3) competencies including communication and presentation skills orator and listening skills; along with the skill set to work in a team as well as an individual (ii) Able to Create (L-6) a awareness through their work by using products which are green and harmless for the society.

**Proposed Structure, Subjects with codes & credits in B. Voc. Interior
Design deg
First Year – Semester I & II**

Semester	Paper Code	Paper Title	Credits
I	BID-100 (Major)	Basic Design (P)	2
	BID-101 (Major)	Basic Construction & Basic Materials Theory(T)	4
	BID-120 (GE/OE)	Introduction to Interior Design(T)	2
	BID-121 (GE/OE)	Basic Interior Design (P)	2
	BID-130 (VSC)	Basic CAD (P)	2
	BID -140 (SEC)	Basic Visualization(P)	2
	IKS-101 (IKS)	Indian Knowledge Systems (T)	2
II	BID -150 (Major)	Residential Design(P)	2
	BID -151 (Major)	Construction Methods & Residential Services(T)	4
	BID -161 (Minor)	Residential Theory of Design(T)	2
	BID -170 (GE/OE)	2D Modelling(T)	2
	BID -171 (GE/OE)	3D Modelling(P)	2
	BID -180 (VSC)	CAD projects(P)	2
	BID -190 (SEC)	Visualization Techniques(P)	2

Teaching and Evaluation (Only for FORMAL education courses)

Course Credits	No. of Hours per Semester Theory / Practical	No. of Hours per Week Theory / Practical	Maximum Marks	CE 40 %	ESE 60%
1	15 / 30	1 / 2	25	10	15
2	30 / 60	2 / 4	50	20	30
3	45 / 90	3 / 6	75	30	45
4	60 / 120	4 / 8	100	40	60

Eligibility: As per the rules and regulations of Savitribai Phule Pune University (SPPU)

BID 100-BASIC DESIGN

Name of Programme	B.Voc. in INTERIOR DESIGN	
Title of the Course	Basic Design (PRACTICAL)	
Course Code	BID 100	
Number of Credits	2	
	Description	Cognitive level (Bloom's Level 1/2/3/4/5/6)
CO1	Recall the use of different equipments & Lettering technic. State types, describe origin and history of Interior design and explain creative process involved in Interior design	1
CO 2	Expalin the types of the different Line angles in GRID form Classify different types of Elements and give related examples	2
CO3	Examine & workout different Line Types with their usage in Drawing. Examine all types of Alteration of Elements of designs and its applications	3
CO4	Analyse different shapes & forms in 2D & 3D with Isometric objects. Detect all Principles of Designs with its applications as per the projects.	4
CO5	Compare the solid geometry objects from all angles and organize them in proper manner. Appraise relationship between Anthropometry & spaces along with objects.	5
CO6	Appraise the difference between out side& inside study of Solid Geometry Specify use of Anthropometry with Living room,Kitchen& Dining ,Master bedroom etc.	5
CO7	Create & explain templeteof furnituredetails.e.g Shoe rack	6
CO8	Produce & explain templeteof furniture details as per the requirement in each space. E.g TV unit, Double Bed, Study table	6

PAPER I	
PAPER CODE - BID 100(PRACTICAL)	
CREDITS - 2 Credits	
UNITS	UNITS DETAILS
Unit -I	Introduction 1.1 Teachers & Students Introduction
Unit -II	Use Of Equipments & Practice 2.1 Use Of Equipments With Practice Of Lines
Unit -III	Grid 3.1 Practice Of Lines With Different Angles 3.2 Horizontal & Vertical Lines 3.3 30,45,60 & 90 Degree Grid
Unit -IV	Lettering 4.1 Practice Of Lettering 4.2 Graph Paper Practice Work 4.3 4mm Lettering With Paragraph
Unit -V	Line Types 5.1 Guide Lines 5.2 Measurement Lines 5.3 Object Lines 5.4 Dashed Lines 5.5 Center Line 5.6 Border Line
Unit -VI	Isometric Objects 6.1 Cube 6.2 Cuboid 6.3 Prism 6.4 Pyramid 6.5 Cone 6.6 Cylinder
Unit -VII	Solid Geometry I 7.1 Isometric View 7.2 Plan 7.3 Front Elevation 7.4 Left Side Elevation 7.5 Back Elevation 7.6 Right Side Elevation

Unit -VIII	Solid Geometry Ii 8.1 Isometric View 8.2 Plan 8.3 Front Elevation 8.4 Vertical Section 8.5 Back Elevation 8.6 Sectional Plan
Unit -IX	Furniture Detail – I 10.1 Detailed Study Of Furniture Unit I 10.2 Material Specification
Unit -X	Furniture Detail – Ii 11.1 Detailed Study Of Furniture Unit Ii 11.2 Material Specification
Unit -XI	Elements Of Design 1.1 Line 1.2 Shape 1.3 Form 1.4 Texture 1.5 Pattern 1.6 Space 1.7 Color 1.8 Scale
Unit -XII	Alteration Of Elements Of Design 2.1 Types 2.2 Use
Unit -XIII	Principles Of Design 3.1 Balance 3.2 Contrast 3.3 Rhythm 3.4 Emphasis 3.5 Movement 3.6 Unity 3.7 Variety
Unit -XIV	Anthropometry 4.1definition 4.2 Importance & Use 4.3 Different Measuremets

BID 101-BASIC CONSTRUCTION & BASIC MATERIALS

Name of Programme	B Voc in INTERIOR DESIGN	
Title of the Course	Basic Construction & Basic Materials(THEORY)	
Course Code	BID 101	
Number of Credits	4	
	Description	Cognitive level (Bloom's Level1/2/3/4/5/6)
CO1	State types of Framed structure and explain components of buildings involved in structure. State types of Stones & describe origin and uses of stones in Interior design	1
CO2	Classify different types of Stone masonry and give related examples . Discuss methods of construction & required equipments in details Classify Bricks & Clay products , study their composition & uses in details	2
CO3	Examine different types of Brick masonry and give related examples . Discuss methods of construction & required equipments in details Examine all types of Timbers used in Interior field. Classify them as per their usage.	3
CO4	Detect the details of all types of Door frames with their sizes & materials Detect the different Metals available with their characteristics & usage.	4
CO5	Appraise a variety of Doors as per their specific requirements Appraise the beauty of Glass in Interior & study different types of glasses . [8]	5

CO6	Specify the Panelled door of wooden material with all its components. Specify importance of Paints in Interior & its impact on color & space. Study different types of Paints & its usage as per the requirement	6
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PAPER II		
PAPER CODE - BID 101(THEORY)		
CREDITS – 4 Credits		
UNITS	UNITS DETAILS	
Unit -I	Framed Structures 1.1 Pcc 1.2 Footing 1.3 Column 1.4 Plinth Beams 1.5 Plinth 1.6 Structural Column 1.7 Cill, Windows, Doors, Lintel	

	1.8 Masonry, Plaster 1.9 Flooring, Electrification, Painting Stone 1.1 Types 1.2 Use 1.3 Process On Stone 1.4 Market Forms
Unit -II	Stone Masonry 2.1 Types Of Stone Masonry 2.2 Material Used 2.3 Tools Used 2.4 Method Of Construction 2.5 Pointing Brick 2.1 Types 2.2 Material Used 2.3 Tools Used 2.4 Method Of Manufacturing 2.5 Qualities & Tests 2.6 Use
Unit -III	Brick Masonry 3.1 Types Of Brick Masonry 3.2 Material Used 3.3 Tools Used 3.4 Method Of Construction 3.5 Pointing Clay Products 3.1 Introduction 3.2 Properties 3.3 Use 3.4 Role In Ceramic Products
Unit -IV	Door Frame 4.1 Parts 4.2 Materials 4.3 Hardware Used 4.3 Fixing Timber 4.1 introduction 4.2 Types 4.3 Properties & Drawbacks 4.3 Use 4.4 Market Forms
Unit -V	Types Of Door 5.1 Types 5.2 Different Parts

		5.3 Material Used 5.4 Hardware Used Metal 5.1 Introduction	
Name of Programme		5.2 Types B Voc in INTERIOR DESIGN 5.3 Use 5.4 Market Forms	
Unit VI of the Course		6. GlassIntroduction to Interior Design (THEORY) 6.1 Introduction 6.2 Types	
Course Code		6.3 Use BID 120 6.4 Market Forms	
Unit VII of Credits		7. Paints 2 7.1 Introduction 7.2 Types	
		7.3 Use Description 7.4 Market Forms	
CO1	Explain the Interior Design Concept		
CO2	Specify the foundation of Interior Design and explain historical and cultural		

BID 120 –INTRODUCTION TO INTERIOR DESIGN (GE/OE)

	context of Indian Interior Design	
CO3	Classify the knowledge of Interior Design to understand discipline specific case studies.	
PAPER IV		
PAPER CODE - BID 120 (THEORY)		
Name of Programme - B V OC in INTERIOR DESIGN		
CREDITS - 2 Credits		
UNITS	DETAILS	
Title of the Course	Basic Interior Design (THEORY)	
Unit -I	Interior History	
Course Code	BID 121	
Unit -II	About All Subjects	
Number of Credits	2	
Unit -III	Interior As A Carrier	
	Description	
Unit -IV	Good & Bads Of the Field.	
Unit -V	Opportunities & Challenges Of The Field.	
CO1	Recall the basic concepts of Interior Design.	
CO2	Articulate the foundation of Interior Design and explain historical and cultural context of Indian Interior Design	
CO3	Use the knowledge of Interior Design to understand discipline specific case studies.	
CO4	Develop critical thinking and problem-solving skills in the context of	

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Name of Programme	PAPER CODE - BID 121(PRACTICAL)	B.Voc. in INTERIOR DESIGN	
CREDITS -	2 Credits		
UNITS	DETAILS		
Title of the Course	Basic CAD (PRACTICAL)		
Unit -I	Basics Of Interior Design		
Course Code	BID 130		
Unit -II	Basics Of Theory Of Design,Construction & Materials		
Number of Credits	2		
Unit -III	Basics Of Design Work,Visualization & 3d Techniques		
Unit -IV	Basics Of Commercial Materials,Commercial Services & Estimation	Cognitive	
Unit -V	Opportunities In Specialization	level	
		(Bloom's Level1/2/3/4/5/6)	
CO1	State&Explain the Autocad interface.	1	

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BASIC CAD

CO2	Classify different sets of commands as per their usage for different purposes.	2
CO3	Examine the different Tool bars & use them in cad drawing.	3
CO4	Detect the important technics of drafting Title block by using different commands.	4
CO5	Appraise relationship between 2D & 3D technics by making Isometric objects	5
CO6	Specify importance of Geometry in Interior Design by explaining Solid Geometry from all angles	6

PAPER VI

PAPER CODE - BID 130(PRACTICAL)

CREDITS - 2 Credits

UNITS	UNITS DETAILS	
Unit -I	Introduction To Interface 1.1 Title Bar 1.2 Windows Button 1.3 Menu Bar 1.4 Standard Tool Bar 1.5 Object Properties Tool Bar 1.6 Windows Task Bar 1.7 Coordinate System Icon 1.8 Drawing Area 1.9 Cursor Cross Hair 1.10 Grip Box 1.11 Scroll Bar 1.12 Graphic Screen 1.13 Command 1.14 Object 1.15 Default Settings 1.16 Escape Key 1.17 Cascade Menu 1.18 Tool Bars 1.19 Tobble 1.20 Function Keys 1.21 File Types 1.22 Coordinate System	
Unit -II	Command Set -1 2.1 Complete Draw Tool Bar 2.2 Complete Modify Tool Bar 2.3 Complete Layers Bar	

Unit -III	Command Set -2 3.1 Complete Annotation Tool Bar 3.2 Complete Block Tool Bar 3.3 Complete Properties Tool Bar	
Unit -IV	Command Set -3 4.1 Complete Utilities Tool Bar 4.2 Complete Clipboard Tool Bar	
Unit -V	Title Block 5.1 Command –Rectangle,Text,Offset 5.2 Drafting Of Title Block	
Unit -VI	Isometric Objects 6.1 Isosnap Cursor For 3d 6.2 Insert,Division,Layers 6.3drafting Of Cube,Cuboid,Prism,Pyramid,Cone ,Cylinder	
Unit -VII	Solid Geometry I 7.1 Isometric View 7.2 Plan 7.3 Front Elevation 7.4 Left Side Elevation 7.5 Back Elevation 7.6 Right Side Elevation	
Unit -VIII	Solid Geometry Ii 8.1 Isometric View 8.2 Plan 8.3 Front Elevation 8.4 Vertical Section 8.5 Back Elevation 8.6 Sectional Plan	
Unit -IX	Solid Geometry Iii 9.1 Isometric View 9.2 Plan 9.3 Front Elevation 9.4 Vertical Section Aa 9.5 Vertical Section Bb 9.6 Sectional Plan	

Name of Programme	B.Voc. in INTERIOR DESIGN	
Title of the Course	Basic Visualization (PRACTICAL)	
Course Code	BID 140	
Number of Credits	2	
	Description	Cognitive level (Bloom's Level1/2/3/4/5/6)
CO1	Recall basics of freehand Lines, Shapes with its types.	1
CO2	Explain color wheel with different color schemes	2
CO3	Examine the 2D shapes & make a combination of all.	3
CO4	Analyse different objects through Isometric technique & convert them into crafts.	4

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CO5	Compare 2D & 3D Objects and draw them .	5
CO6	Create conceptual 3D Sketch by using manual method	6

PAPER VII

PAPER CODE - BID 140(PRACTICAL)

CREDITS - 2 Credits

UNITS	UNITS DETAILS
Unit -I	Line Drawing 1.2 Freehand Line Work With Different Angle
Unit -II	Basic Shapes 2.1 Freehand Shapes Drawing
Unit -III	Color Wheel 3.1 Introduction Of Primary, Secondary & Tertiary Colors 3.2 Color Wheel 3.3 Types Of Color Schemes
Unit -IV	2d Design 4.1 Practice Of 2d Shapes & Design 4.2 Composition
Unit -V	Craft Work 5.1 Craft Work For 3d Understanding 5.2 Visualisation Techniques
Unit -VI	3d Objects I 6.1 Visualizing Actual 3d Objects 6.2 Sketching Of 3d Objects
Unit -VII	3d Objects II 7.1 Visualizing Actual 3d Objects 7.2 Sketching Of 3d Objects

IKS 101 –INDIAN KNOWLEDGE SYSTEMS (IKS)

Name of Programme	B Voc in INTERIOR DESIGN	
Title of the Course	Indian Knowledge Systems (THEORY)	
Course Code	IKS 101	
Number of Credits	2	
	Description	
CO1	Recall the basic concepts of Indian Knowledge System (IKS)	
CO2	Articulate the foundation of IKS and explain historical and cultural context of Indian knowledge systems	
CO3	Use the knowledge of IKS to understand discipline specific case studies.	
CO4	Develop critical thinking and problem-solving skills in the context of Indian knowledge systems.	
PAPER VII		
PAPER CODE - IKS 101(THEORY)		
CREDITS - 2 Credits		
Unit	Contents	No. of hours

I	Overview of IKS • Survey of IKS Domains: A broad overview of disciplines included in the IKS, and historical developments. • Sources of IKS knowledge, classification of IKS texts, a survey of available primary texts, translated primary texts, and secondary resource materials. Differences between a sutra, bhashya, karika, and vartika texts. Fourteen/eighteen vidyasthanas, tantrayukti • Vocabulary of IKS: Introduction to Panchamahabhutas, concept of a sutra, introduction to the concepts of non-translatables (Ex. dharma, punya, aatma, karma, yagna, shakti, varna, jaati, moksha, loka, daana, itihaasa, puraana etc.) and importance of using the proper terminology. Terms such as praja, janata, loktantra, prajatantra, ganatantra, swariva, surajya, rashtra, desh. • Philosophical foundations of IKS: Introduction to Samkhya, vaisheshika and Nyaya • Methods in IKS: Introduction to the concept of building and testing hypothesis using the methods of tantrayukti. Introduction to pramanas and their validity, upapatti; Standards of argumentation in the vada traditions (introduction to concepts of vaada, samvaada, vivaada, jalpa, vitanda). Concept of poorvapaksha, uttarapaksha.	15
II	Case Studies (Few of these may be selected as appropriate) • Mathematics of Madhava, Nilakantha Somayaji • Astronomical models of Aryabhata • Wootz steel, Aranumula Mirrors, and lost wax process for bronze castings • Foundational aspects of Ayurveda • Foundational aspects of Ashtanga yoga • Foundational aspects of Sangeeta and Natva Shastra • Discipline Specific Case Study	10
III	India and the World: Influence of IKS on the world, knowledge exchanges with other classical civilizations. and inter-civilizational exchanges	5

References:

1. An Introduction to Indian Knowledge Systems: Concepts and Applications, B Mahadevan, V R Bhat, and Nagendra Pavana R N; 2022 (Prentice Hall of India).
2. Indian Knowledge Systems: Vol I and II, Kapil Kapoor and A K Singh; 2005 (D.K. Print World Ltd).

3. The Beautiful Tree: Indigenous India Education in the Eighteenth Century. Dharampal, Biblia Impex, New Delhi, 1983. Reprinted by Keerthi Publishing House Pvt Ltd. Combatore, 1995.
4. Indian Science and Technology ni the Eighteenth Century, Dharampal. Delhi: Impex India, 1971. The British Journal for the History of Science.
5. The Wonder That Was India, Arthur Llewellyn Basham, 1954, Sidgwick& Jackson.
6. The India they saw series (foreigner visitors on India ni history from 5CE to 17th century), Ed. Meenakshi Jain and Sandhya Jain, Prabhat Prakashan

SEMESTER II

BVID 150-RESIDENTIAL DESIGN

Name of Programme	B Voc in INTERIOR DESIGN
Title of the Course	Residential Design(PRACTICAL)
Course	BID 150

Code		
Number of Credits	2	
	Description	Cognitive level (Bloom's Level 1/2/3/4/5/6)
CO1	Recall basics uses of measuring tape & working out the civil layout.	1
CO 2	Explain the brief for building drawing and workout all details of building drawing.	2
CO3	Examine the different residential aspects of design with Living room design	3
CO4	Analyse the services part of residential design with Kitchen & dining zone	4
CO5	Compare between 2 Bedroom zones & set the aspects as per the Master bedroom	5
CO6	Appraise the relation between master bedroom & all services of Toilet zones.	5
CO7	Create relation between all rooms of residential apartment and design the 2bhk space with all Principles of design.	6
CO8	Produce the set of drawings which are useful for presentational purpose as well as execution purpose.	6

PAPER I

PAPER CODE - BID 150(PRACTICAL)

CREDITS - 2 Credits

UNITS	UNITS DETAILS
Unit -I	Measuring Spaces.

Unit -II	Building Drawing
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Name of Programme	B Voc in INTERIOR DESIGN
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Unit -III	Designing Living Room
Unit -IV	Designing Kitchen & Dining
Unit -V	Designing Master Bedroom With Toilet
Unit -VI	Designing 2 B H K

Title of the Course	Construction Methods & Residential Services (THEORY)	
Course Code	BID 151	
Number of Credits	4	
	Description	Cognitive level (Bloom's Level 1/2/3/4/5/6)
CO1	State details of Kitchen platform and explain key factors associated with the kitchen platform. State& explain the types of Lights & its factors with usages	1
CO2	Classify different types of windows & focus on details of Cement windows. Classify different factors of Electrification in Electric layout	2
CO3	Examine Sliding windows & study it with its material. Examine the space & prepare a Electrical layout for the residential space	3
CO4	Detect the types of Staircase in details with all its components & materials Detect the Plumbing need in different zones in the residential space and study it	4
CO5	Appraise the carpentry work and focus on different types of Joinery used in wooden furniture. Appraise the difference between plumbing layout of each zone with its sizes & requirement of the placement.	5
CO6	Specify the use and details of False ceiling with all levels, sizes, dimensions & materials . Specify importance of Air conditioner in Interior. Study different types of AC's & its usage as per the requirement	6

PAPER II

PAPER CODE - BID 151		
CREDITS – 4 Credits		
UNITS	UNITS DETAILS	
Unit -I	Types Of Windows	
Unit -II	False Ceiling	
Unit -III	Types Of Kitchen Platform	
Unit -IV	Wooden Joinery	
Unit -V	Staircases	
Unit -VI	Services – Electrification	
Unit -VII	Services - Plumbing	
Unit -VIII	Services – Air Conditioning	

BID 161 – RESIDENTIAL THEORY OF DESIGN

PAPER IV		
PAPER CODE - BID 161 (THEORY)		
Name of Programme	2 Credits	B Voc in INTERIOR DESIGN
UNITS	UNITS DETAILS	
Title of the Course	Residential Theory of Design (THEORY)	
Unit -I	1.Space – Livnig Room	
Course Code	BID 161	
Number of Credits	2	
	Description	Cognitive level (Bloom's Level1/2/3/4/5/6)
CO1	State The History of Interior design& study it with all its revolutions .	1
CO2	Classify Fundamentals of the Commercial space design	2
CO3	ExamineFurniture ,Art&Accesaries for the commercial projects with respect to Color, Light & Texture.	3
CO4	Detect the need of recent society & work on Sustainable Interiors	4
CO5	Appraise relationship between Products,Furniture Designs & Ergonomics .	5
CO6	Specify Design Trends & Future considering Human factors & Psychology of design	6

Unit -II	2. Space – Kitchen & Dining Room
Unit -III	3.Space – Master Bedroom
Unit -IV	4.Space - Toilet
Unit -V	5.Space – Children Bedroom

BID 170 –2D MODELLING (GE/OE)

PAPER V	
PAPER CODE - BID 170(THEORY)	
CREDITS - 2 Credits	
UNITS	DETAILS
Unit -I	Basics Of Autocad

Unit -II	Working Of Auto Cad
Unit -III	Details Of Cad
Unit -IV	Use In Interior Projects
Unit -V	Opportunities In The Field

BID 171 –3D MODELLING (GE/OE)

PAPER VI	
PAPER CODE - BID 171(PRACTICAL)	
CREDITS - 2 Credits	
UNITS	DETAILS
Unit -I	Basics Of Sketch Up
Unit -II	Working Of Sketch Up

Unit -III	Details Of Sketch Up		
Unit -IV	Use In Interior Projects		
Unit -V	B Voc in INTERIOR DESIGN		
Name of Programme	Opportunities In The Field		
Title of the Course	CAD Projects(PRACTICAL)		
Course Code	BID 180		
Number of Credits	2		
	Description	Cognitive level	

BID 180 – CAD PROJECTS

		(Bloom's Level1/2/3/4/5/6)
CO1	State& teach all remaining types of commands in Autocad .	1
CO2	Classify different commands as per their usage for different purposes with Building drawing.	2
CO3	Examinethe remaining technics with first residential project.	3
CO4	Detect the important technics of drafting by using different methods& making different objects for executional level residential projects.	4
CO5	Appraise relationship between all drawings of one single project.	5
CO6	Specify all details of the projects through the 2D & 3D	6

PAPER VII

PAPER CODE - BID 180(PRACTICAL)

CREDITS - 2 Credits

UNITS	UNITS DETAILS	
Unit -I	Furniture Detail – I	
Unit -II	Furniture Detail – Ii	
Unit -III	Furniture Detail – Iii	
Unit -IV	Building Drawing	
Unit -V	Living Room	
Unit -VI	Kitchen & Dining Room	

Name of Programme	B Voc in INTERIOR DESIGN
Title of the Course	Visualization Techniques(PRACTICAL)
Course Code	BID 190
Number of Credits	2

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	Description	Cognitive level (Bloom's Level 1/2/3/4/5/6)
CO1	Recall all basic technics for next level visualization technic	1
CO2	Explain 3D objects with different types by making 3D craft objects to improve the 3D visualisation.	2
CO3	Examine the Furniture as an object & use 3D technics to draw it.	3
CO4	Analyse different spaces through Isometric view technic e.g Living room, etc.	4
CO5	Compare & learn the difference between 2D plan & 3D view of the same Space. E.g Kitchen & Dining.	5
CO6	Create conceptual 3D Sketch by using manual method. E.g Master bedroom.	6

PAPER VIII

PAPER CODE - BID 190(PRACTICAL)

CREDITS - 2Credits

UNITS	UNITS DETAILS
Unit -I	Furniture Object Making
Unit -II	Living Room Perspective
Unit -III	Kitchen Perspective
Unit -IV	Bedroom Perspective
Unit -V	Children Bedroom Perspective

