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Semester-III

BID391 Full Marks: 100

Computer Aided Design Studies I - AUTOCAD (Practical)

Objectives

To enable the students to:

- Develop skills in the industry standard AutoCAD software programme for the production of plans and technical drawings in 2 Dimensions.
- Develop design and digital based skills in producing plans which demonstrate design intentions.
- Understand how digital design software is used in the industry for the production of accurate and detailed plans and layouts for interior and architectural drawings.

Units	Course Content
1	Introduction about Computer Aided Designing (Essentiality of CAD), Usage of AutoCAD, Product Show Reel, User Interface of AutoCAD
2	Understanding Coordinate System, Classification of AutoCAD Coordinate System, Drafting
	Basic Shape with Dimension
3	Working with Architectural Unit System, Drawing & Modifying Simple Architectural Block.
4	Drafting Plan of Residential / Commercial Building
5	Drafting Front & Side Elevation of Residential / Commercial Building.
6	Making Layout of Different Sectional Views
7	Making a Complete Interior Layout with All Accessories.
8	Concept of AutoCAD Plotting. Plotting a Complete Layout
9	Designing & Modifying Complex Architectural Block (Doors, Windows Chajja, Sofa, Wardrobe & Wall Unit).
10	Hatching Different Cross Sections & Applying Various Patterns.
11	Customizing Different Dimension Styles
12	Layout Slide Show

References

- 1. Book on Latest Version of Auto CAD
- 2. Parker, Charles. Understanding Computers Today & Tomorrow. Fort Worth, TX: Dryden Press, 1998.
- 3. Sabot, Gary. High Performance Computing Problem Solving with Parallel and Vector Architectures. Reading, MA: Addison-Wesley Publishing Company, 1995.
- 4. Taylor, Dean. Computer-Aided Design. Reading, MA: Addison-Wesley Publishing Company, 1992.

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BID301 Full Marks: 100

Sustainable & Ethical Studies - II Materials, Technologies & Innovations (Theory)

Objectives

To enable students to:

- Understand the effects the construction & interior design industry has on resources and the environment.
- Become aware of sustainable materials and technologies traditional & new innovations for the construction of buildings and spaces.
- Become aware of sustainable materials and technologies traditional & new innovations for the construction of furniture, furnishings and products.
- Develop research and analytical skills with reference to sustainable designers and their work.
- Be aware of organizations, agencies and certification bodies.
- Be aware of regulations pertaining to the construction and interior design industries.

Units	Course Content
1	Environmental Impact and Sustainability associated to the construction & Interior space design
	industries:
	Issues on environmental impact and sustainability within the construction and interior design industries.
	Resource consumption and depletion associated to the construction & Interior space design
	industries:
2	Resource consumption within the construction and interior design industries.
	Deforestation Non-Renewable Francies
	 Non – Renewable Energies Non – Renewable Materials
	Traditional Sustainable materials & technologies in the construction and interior space design
	industries:
	• Adobe
3	Bamboo
	Managed Forests
	Recycled/Up-cycled materials
	Innovations in sustainable materials and technologies associated to the construction & Interior
	space design industries:
	Bamboo construction materials
4	Prefabricated construction
	Recycled and up-cycled materials
	Renovation and restoration
5	Upcycling and recycling within the construction, furniture and interior design industries.
	Ethical issues within the construction, furniture and interior design industries associated to:
	• Labour
6	• Conditions
0	Health & Safety
	• Remuneration
	Waste management
7	Renewable Energy Vs. Non-Renewable Energy:
	 Impact of non-renewable i.e. traditional fossil fuel based energies.
	Renewable energy systems and technology innovations
	Sustainable energy schemes and initiatives in India.

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References

Videos

https://www.youtube.com/watch?v=AqhpFVFdEM0 - Sustainable Building Materials Segment 2

https://www.youtube.com/watch?v=RocreN7 sqs - Sustainable Building Materials Segment 1

https://www.youtube.com/watch?v=g1yUFUL- AI - Sustainable materials: with both eyes open

https://www.youtube.com/watch?v=WPRgRBxfbss - Green Building Concepts-3.0

https://www.youtube.com/watch?v=JEUShQ7r_tE - Green buildings are more than brick and mortar | Bryn Davidson |

TEDxRenfrewCollingwood

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BID381 Full Marks: 100

Model Making - II (Practical) SESSIONAL

Module Outline:

This module explores advanced model making materials and techniques specifically Semi-detailed or detailed working models. 'Semi detailed' and 'Detailed' completed models represent the plans in 3 dimensional form to builders and show precisely what the project or building will look like after completion and it is important that the finest detail is depicted. Interior models show the internal set-up, complete with scale-model furniture and the interior decorating of the building. The model maker is expected to make the furniture to scale.

Objectives

To enable the students to:

- Develop practical skills in designing in 3 Dimensions, exploring relationships between form and space.
- Develop making skills and understanding of various model making materials, suitable applications and representations for visual interpretations of buildings, interiors and products.
- Develop an understanding of the function of space through 3 dimensional interpretations of structure and form.
- Develop critical design thinking and evaluative processes in relation to desired objectives and design realization.
- Develop action planning skills for future learning.

Units	Course Content
1	Exploration of 3 dimensional interior design creative visual design ideas: Sketches of overall and details of design Floor plan Site plan Elevation Cross section Isometric and axonometric projections. Detail drawings Presentation drawings Design development process
2	Exploration of materials and techniques • Model Making Techniques • Selection of materials • Colour • Textures • Styles
6	 Integration of contextual references through visual design. Annotations and notes to explain connections to designers Diagrams and notes to explain visual intentions
7	Evaluation of outcomes against defined design objectives and desired visual design outcomes.

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Generation of action plan(s) for future learning.

References

Websites

https://www.arch2o.com/architectural-model-complete-guide/

http://www.modelmakers-uk.co.uk/students-advice

http://www.instructables.com/id/How-to-make-an-Architectural-Model-by-hands/

Books

Architectural Model Building: Tools, Techniques, and Materials 1st Edition

by Roark T. Congdon (Author) - ISBN-13: 978-1563677731

Model Making (Architecture Briefs) 1st Edition by Megan Werner (Author) - ISBN-13: 978-1568988702

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BID302 Full Marks: 100

Ergonomics in Design Contexts (Theory)

Outline:

The practice of ergonomics has two primary objectives to enhancing workplace health, safety, and work design issues. These are to: 1) Enhance performance and productivity and 2) Prevent fatigue and injury.

These principles are integral to current thinking in modern lifestyles and the designing of spaces and furniture.

Objectives

To enable the students to:

- Understand the science and theory behind ergonomics.
- Understand the effects of design on humans.
- Understand how to incorporate ergonomics in furniture, product and interior space design.
- To be able to design an enabling environment that positively affects human physically.
- To develop research, written and analytical skills.
- To develop links between own work and the work of others.

Units	Course Content
1	What is Ergonomics?
	 The study of how a workplace and the equipment used there can best be designed for comfort, efficiency, safety, and productivity.
2	Perception of Space, Environment & Ecology in relation to living and commercial
	space design and function
	Research Ergonomic Design and (Work of others):
3	Furniture
	• Interior Spaces
	• Products
	Impact of bad design on:
4	People
	Productivity
	Anthropometry & Biomechanics
	Definition and scope
	Physical dimensions of human body as a working machine
5	Human body as a system of levers
	Identification & analysis of posture
	Effect of wrong posture on cardio vascular and musculoskeletal system (eg. Back trouble, inter
	vertebral disc pressure, lower back and inter abdominal pressure)
	Design application of anthropometry
	Design of interiors and furniture according to consumer ergonomics.
	Study of basic furniture dimensions based on anthropometries measurements
	Innovations ergonomics in:
6	Furniture Design
	Product Design
References	•

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- Art and Visual Perception: A Psychology of the Creative Eye (Rudolf Arnheim) Published in 1974
- Beisner, Beatrix and Kim Cuddington, editors. 2005. Ecological Paradigms Lost: Routes of Theory Change. Academic Press.
- Blackstone, William T. 1973. Ethics and Ecology. Southern Journal of Philosophy 11: 55–71.
- Buege, Douglas J. 1996. An Ecologically-Informed Ontology for Environmental Ethics. Biology & Philosophy 12(1): 1–20.
- Colyvan, Mark. 2005. Probability and Ecological Complexity. Biology & Philosophy 20(4): 869–879.
- Colyvan, Mark. Forthcoming. Population Ecology. In Sahotra Sarkar and Anya Plutynski, editors, A Companion to the Philosophy of Biology. Blackwell.
- Colyvan, Mark and L. R. Ginzburg. 2003b. Laws of nature and laws of ecology. Oikos 101(3):649.

Websites

https://ergo-plus.com/workplace-ergonomics-benefits/

Videos

https://www.youtube.com/watch?v=LAKImdMHpdE

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Full Marks: 100

Furniture Design & Technology (Practical)

Objectives

To enable the students to:

- Acquire knowledge about the various materials used in furniture.
- Know the multiple use of furniture keeping the constraints of available space.
- Learn to care & maintain the furniture with various finishes.
- Appreciate the contribution of furnishings in satisfying family living.
- Recognize the importance of wise decision making in selection, use and care of home furnishings.
- Learn principles that will help one to judge the design of furnishing relative to their function and beauty.

Units	Course Content
1	Brief History of Furniture Styles & Techniques – Contemporary & Traditional to Modern Furniture - Innovations
2	Ergonomic Furniture Design Creation – Visual design ideas and sketches
3	Design development through drawings, sketches, models showing visual exploration
3	Orthographic Projections of Simple Furniture Pieces such as chair, table, bed, cupboard, wardrobe, cabinets etc
4	Isometric Projections of Furniture
5	Wooden Joinery & Carpentry The different types of joineries used in making furniture
6	Furniture Detailing Detailed drawing of different types of furniture with their joineries
7	Preparing furniture models
8	Market Survey of Furniture Materials, Furniture Finishes & Furnishings
9	Basic Materials used for Furniture Types of wood, processed wood (block boards, laminates, veneers, particle board), metals, cane & Other wicker materials, plastics, fiber glass.
10	Finishes Used on Furniture Varnish, polish, lacquer, melamine, paints, staining
11	Study of Basic Furniture Dimensions Based on Ergonomic/Anthropometric Measurements
12	Types of Furnishings Curtains, draperies, upholstery, bedspreads, cushion covers, loose covers, blinds, carpets and rugs, leather, rexine & fiberglass and new innovations in furnishing materials.
13	Selection of Material for Furnishing Colour, pattern, texture, style, cost, durability, maintenance etc

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References

- 1. Charlotte & Peter Fiell, Modern Furniture ClassicsSince 1945, Thames & Hudson
- 2. Darby Tom, Making Fine Furniture; Guild of Master Craftsman Publications
- 3. De Chiara Joseph & Callender John, *Time Saver Standards for Architectural Types & Interior Design & Space Planning*; McGraw Hill Book Co.
- 4. Gilliatt Mary, *The Decorating Book*; Michael Joseph
- 5. Grandjean E, Fitting the Task to the Man; Taylor & Francis, London, 1988
- 6. Kasu Ahmed, *An Introduction to Art, Craft, Science, Technique & Professionof InteriorDesign*, Ashish Book Centre, Delhi, 2005

Videos

https://www.youtube.com/watch?v=s7pI0cHJQtY - Making Tension Based Furniture - Robby Cuthbert

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BID382 Full Marks: 100

Design Studio - III – Innovative Green Building Project (Practical) SESSIONAL

Overview

This module explores sustainable and modern interior space design, students will investigate and explore how to integrate sustainable design and systems into their design work to allow them to create spaces that have limited impact on the environment.

Interior designers need to develop a broad range of skills and abilities to support them in their creative design and problem solving processes. Being aware of, and understanding how the built environment is used, occupied and constructed, is invaluable in helping initiate this. Selecting appropriate knowledge of key practical skill sets and techniques, and using professional standards and conventions to portray their technically and visually, is crucial to ensuring that these processes are developed and facilitated efficiently and effectively.

Objectives

A student passing this module should be able to:

- 1. Understand, analyze and evaluate a basic Design Brief, by acknowledging the importance of constraints and conditions imposed by client and site, and produce a small range of 3D spatial design ideas and concepts accordingly.
- 2. Understand the basic elements and principles of the sustainable design process, for generating ideas from Briefing to Concept proposals, including how to carry out a measured survey & drawings
- 3. Develop professional interior design skills & techniques including drawings, plans, illustrations and models.
- 4. Develop students understanding and skills in materials & techniques & technologies within interior design contexts and constraints.
- 5. Understand the construction process, and identify the difference between sustainable and unsustainable materials.
- 6. Produce a basic Environmental Strategy proposal to include e.g. energy, water and waste reduction.
- 7. Adopt either traditional or new methods of sustainable building construction and technology in their design proposals, to conform to the statutory requirements of the Building/Fire Regulations and Disabled Access.
- 8. Evidence the ability to think three dimensionally in response contextual and environmental factors, and using appropriate sketch design and development techniques, reflect on the quality and appropriateness of their experiments to inform their progress
- 9. Develop technical layout, drafting and practical drawing and design skills.
- 10. Develop visual design skills for the generation of ideas and concepts.
- 11. To develop design skills within the constraints of a given interior design project brief.

Units	Course Content
1	Design Ideas Generation
	Creative Conceptual Interior Space Design ideas, sketches and drawings.
1	Process development of visual design ideas & sketches showing varied viewpoints for a
	proposed given interior.
2	Design Development of visual design idea through the exploration of layouts, concepts
	And interior plans.
3	Exploration and investigation of materials, techniques and technologies for interior
	Spaces and surface designs.
4	Technical Drafting and drawing of layouts and plans including correct symbols and
	Scale, within the constraints for given interior design project brief.
5	Application of media and drawing techniques to illustrate different viewpoints of a
	Given interior including perspective drawings, orthographic drawings of views and

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	sections.
6	Model Making Materials, Techniques & Technologies Production of scale model(s) of proposed design
7	Understanding Architectural Symbols and scales for architectural and interior design.
8	Quantification, Reporting, Presentation.
9	Detail Documentation, Drawing, Observation and Notes
10	Visit to various sites (field visits) and to submit study report
11	Understanding constraints and needs of the given 'Design Brief' from a client's Perspective and according to their requirements.
12	Quantification , Estimations and costing), Reporting, Presentation
13	Professional Presentation Skills Sketches, plans, layouts, illustrations and models presented professionally
14	Group Design Presentation & Critic

References

Books

- 1. Berger, C. Jaye. Interior Design Law and Business Practices. New York: John Wiley & Sons, Inc., 1994.
- 2. Burden, Ernest. Design Communication: Developing Promotional Material for Design Professionals. New York: McGraw-Hill, 1987.
- 3. Ching, Frank. Illustrated Guide to Interior Architecture. New York: Van Nostrand Reinhold, 1987.
- 4. Cvoxe, Weld, Maister, David, and The Coxe Group. Success Strategies for Design Professionals. New York: McGraw-Hill, 1987.
- 5. Dell'Isola, Alphonse, and Kirk, Stephen J. Life Cycle Costing for Design Professionals. New York: McGraw-Hill, 1981.
- 6. Epstein, Lee. Legal Forms for the Designer. New York: Design Publications, 1977.

Websites

https://www.dkorinteriors.com/lighting-modern-interior-design/

https://www.hgtv.com/remodel/mechanical-systems/lighting-tips-for-every-room

https://study.com/academy/lesson/what-is-residential-interior-design.html

Videos

https://www.youtube.com/watch?v=wjTcUzMDqzY