



# DEVI AHILYA VISHWAVIDYALAYA, INDORE

## Department of Life Long Learning

### 1.1.1

### Program outcome and course outcome



## DEPARTMENT OF LIFELONG LEARNING

### Diploma in Interior Designing

#### Program Code-

#### Program Specific Outcomes

- This is the most obvious route for most designers. As an interior designer, He/she will be tasked with making the interiors of homes, offices, and other buildings beautiful.
- Interior designers have to be creative, understand color theory, and keep abreast with emerging interior design trends.
- Furniture design is a more specialized part of interior design. As a furniture designer, your work can be twofold; with the client and with other suppliers.
- When working with a client, you may be tasked with arranging furniture at houses, showrooms, offices, and other areas to use space optimally, bring out desired themes and so on.
- Exhibition designers provide working layouts and decide the décor to be used in exhibition halls.
- Lighting designers ensure adequate lighting for the various projects they are involved in.
- The designers have to be knowledgeable in basic wiring or work with a qualified electrician to bring out various creative lighting effects depending on the nature of the projects.
- Lighting designers ensure adequate lighting for the various projects they are involved in.
- The designers have to be knowledgeable in basic wiring or work with a qualified electrician to bring out various creative lighting effects depending on the nature of the projects.

#### COURSE OUTCOMES

#### FIRST SEMESTER

##### 1. BASIC DESIGN / Code- 401-

- To recognize the elements and principles of design and their applications.
- To identify the physical as well as social and psychological aspects of design.
- To Produce design compositions and develop presentation skills

##### 2. GRAPHICS / Code- 403-

- To develop the sense of depth of line, shape, mass, texture etc.
- To produce three dimensional presentations as isometric and perspective.
- To demonstrate ability to produce drawings that show appropriate line weights and a specific scale.

### 3. SERVICES / 405-

- Define and use basic lighting terms and strategies related to the design of interiors  
Perform various drawing standards and conventions used in lighting for interior design.

### 4. CONSTRUCTION / 407-

- To recognize and define the technical aspects of interior building systems.
- To Describe and illustrate the construction and finishing of walls.
- To understand Different types of brick bonds & stone masonry structure.

### 5. BUILDING MATERIALS / 409-

- Identify materials used in the construction of interior spaces.
- Identify standards used to determine code compliance for interior furnishings and finishes.

### 6. WORKSHOP / 411-

- Students will successfully demonstrate craftsmanship skills in the presentation of the color application.
- Students will successfully apply the knowledge of color to a space accurately based on key concepts.
- Students will successfully use critical thinking in applying color and design theory to a space.

## **SECOND SEMESTER-**

### 1. ADVANCE DESIGN-II /402-

- Students will successfully use critical thinking in the design of a space.
- Analyze, justify, and rate interior applications of concepts
- Employ space planning techniques and conventions.

2. GRAPHICS – II/ 404-

- To understand Sciography of individual and different geometrical objects and of Interior/Exterior partsof buildings
  - Study of shades and shadows.

3. SERVICES-II / 406-

- Define and use basic lighting terms and strategies related to the design of interiors
- Perform various drawing standards and conventions used in lighting for interior design.

4. CONSTRUCTION-II / 408-

- Differentiate between and draw the construction methods and finishing of ceilings
- Recognize and define the technical aspects of interior building systems.

5. BUILDING MATERIALS & ESTEMATING COSTING-II / 410-

- Develop relationships with allied professions.
- Introduction to professionalism, design practice, working of design organization

6. CAD/412

- Develop three-dimensional models to create photorealistic renderings.
- Utilize CAD software to create models.
- Light three-dimensional interior spaces including furniture, lighting, and background.

7. WORKSHOP-II /415-

- Develop three-dimensional models to create photorealistic renderings.
- Utilize CAD software to create models.
- Light three-dimensional interior spaces including furniture, lighting, and background.

**DEPARTMENT OF LIFELONG LEARNING**

**B.Voc in Fashion Technology**

**Program Code**

**DEPARTMENT OF LIFELONG LEARNING**

**B.Voc in Fashion Technology**

**Program Specification Outcomes**

**1. Fashion designer:**

A Fashion designer is someone who loves to study fashion trends, sketch designs, color scheme, select materials, and have a part in all the production aspects of their designs. As a fashion designer you will work on the design of clothing and fashion ranges.

The main areas of work for fashion designers are:

- **High street fashion** - this is where the majority of designers work and where garments are mass manufactured (often in Europe or East Asia). Buying patterns, seasonal trends and celebrity catwalk influences play a key role in this design process. It is a commercial area and heavily media led
- **Ready-to-wear** - also known as prêt-à-porter. Established designers create ready-to-wear collections, produced in relatively small numbers
- **Haute couture** - requires large amounts of time spent on the production of one-off garments for the catwalk, which are often not practical to wear. Designs are usually created to endorse the brand and create a 'look'.

Students will:

- Students will Adapt their artistic abilities to support their future design careers.
- Develop a systematic, critical approach to problem solving at all levels of the design process..
- Research and relate fashion design to a broader socio economic, historical, and environmental context.
- Articulate design ideas verbally, visually, and digitally.

## 2. **Fashion Organiser:**

A fashion designer usually has full control of fashion show, often picking the models, determining the prices of each garments & arranging how the garments will be presented

- Students can run their own Apparel manufacturing industry.
- They can run their own Fashion studio.
- They can organise fashion Show.
- They can be Entrepreneur
- Research planner
- Business planner

## 3. **Merchandiser:**

Merchandiser is an important person of apparel manufacturing unit. He/she set prices to maximize profits and manage the performance of ranges, planning promotions and markdowns as necessary. They also oversee delivery and distribution of stock and deal with suppliers.

- Students can become Merchandiser, Assistants Merchandiser, Visual Merchandiser.
- They can become Manager and Sample coordinator.
- They relate the design process to the appropriate manufacturing process

## 4. **CAD Operator:**

Computer-Aided-Design (CAD) is being used more and more in the apparel manufacturing unit/fashion design industry.

Although most designers initially sketch designs by hand, a growing number take these hand sketches and put them on the computer. CAD allows designers to look at designs of clothing on virtual models, in many colours and shapes, therefore saving time by needing fewer adjustments later.

Apparel pattern design software, the advanced pattern making, grading and marker making system that will streamline your production process and reduce operating expenses.

- Students can become pattern makers, Assistant pattern makers, dressmakers.
- They can become CAD Operator.Product designer.
- They assess, propose, and apply various techniques related to drafting, draping, and constructing of garments

## **5. Quality controller**

In the garment industry Quality control is practiced right from the initial stage of sourcing raw materials to the stage of final finished garment. It is the synthetic and regular control of the variable which affects the quality of a product. It is the checking, verification and regulation of the degree of excellence of an attribute or property of something.

- To maximize the production of apparels within the specified tolerances correctly the first time.
- To achieve a satisfactory design of the fabric or apparels in relation to the level of choice in design, styles, colours, suitability of components and fitness of product for the customers.
- Demonstrate professionalism by managing time to meet deadlines with quality work and effectively collaborating in teams.
- Students can become Quality controller/ Quality manager/ Quality Supervisor/ analyst, Quality Engineer.

## **PROFESSIONAL DEVELOPMENT:**

Reflect on the motivating forces of one's own behavior and perceptions

- Practice systematic self-assessment and reflection
- Recognize the social–historical-cultural factors that influence one's knowledge
- Understand the ethical principles of one's profession and display high standards of integrity in professional settings.
- Develop an appropriate career path and understand the need for continued learning.

## **PERSONAL DEVELOPMENT:**

- Develop an awareness of the diverse global community and ecology within their physical, biological and social dimensions
- Have a broader sense of social and environmental responsibility

## COURSE OUTCOMES

### **FIRST SEMESTER**

#### 1. Advanced Pattern Making / Code-101

- To understand the basic knowledge of Pattern Making
- To gain the knowledge about measurement technique, draping, grading, marker making.
- To make the pattern of various garments like shirt, T-Shirt, Trousers, Women's basic bodice. etc.
- To match a tool to their function for drafting patterns.
- To understand the importance of the dart.
- To understand production terms and the associate's tasks related to the terms.
- To know the stitching detail of the garments
- To know the basic detail of stitching.

#### 2. Fashion Merchandising / 102



- To understand the meaning of marketing and merchandising.
- To understand the Role and Responsibilities of Merchandiser.
- To understand the basics of Marketing, concepts of marketing.
- To understand the market trend.
- To impart the knowledge about the merchandising process
- To impart the knowledge about the new fashion trend.

### 3. Design Idea /Code 103

- Students can adapt their artistic abilities to support their future design careers.
- Develop a systematic, critical approach to problem solving at all levels of the design process.

### 4. History of Fashion /Code-104

- Students will be able to identify and discuss concepts related to the historical background of textiles and fashion.
- Students will be able to identify and discuss concepts related to the design, production and evaluation of textile and apparel products
- Students will be able to recognize impact of fashion history in current fashion characteristics
- Students can Judge how apparel production influences the quality of the product.

## **SECOND SEMESTER**

### **1. Advanced Pattern Making II/ Code- 201**

- To consolidate student's knowledge of advanced pattern making techniques.
- Students will be able to apply various techniques related to drafting, draping, and constructing of garments.
- To give opportunity to learn new skills to students in general. The course will cover two main areas; patterns and sewing.
- The student will be able to demonstrating knowledge of various landmarks on the body, required for making garments.

## **2. Fashion Illustration/ Code-202**

- Students will be able to Enhance expertise in studio based skills and illustration principles that foster acumen for visual storytelling.
- Students will be able to draw the human figure and environment, from imagination and observation.
- Students will be able to execute drawings and finished illustrations that demonstrate expertise in dynamic composition, spatial relationship, and design
- Students will be able to assess how consumer's needs and wants influence apparel production.
- Students will be able to identify the integration of multi-cultural fashion symbols into global fashion.

## **3. Traditional Indian Textile/ Code 203**

- Students will be able to create awareness about the different traditional textiles of India.
- Students will be able to develop an understanding about different products using traditional textile techniques and the changes in a particular technique over a period of time.
- To present the students' learning in the subject through an exhibition.

## **4. Computer Aided Design/ Code-204**

- Student will be able to use design software used in garment industry.
- Students will be able to increase the productivity.
- Students will be able to increase the speed of production.
- Students will learn a variety of digital image making techniques applicable to the fashion industry from design conception through manufacturing and sale
- Students reflect upon and assess the global context of the fashion system, so as to apply their advanced skills for life-long learning and enable to confidently contribute to an industry that is always evolving

## **5. Project based on Survey/ Code-205**

- Ability to develop marketing strategies based on product, price, place and promotion objectives

- Ability to collect, process and analyze consumer data to make informed marketing decisions
- Ability to analyze marketing problems and provide solutions based on the critical examination of marketing information

### **THIRD SEMESTER**

#### **1. Advance Garment construction/Code 301**

- The student will be able to analyze and adopt construction methodology to industry standards by Critical thinking
- The student will be able to demonstrating comprehensive knowledge of industrial equipment eg-special sewing machines, pressing machines, packing materials.
- The student will be able to demonstrating knowledge of seams, sewing and pressing operations.
- The student will be able to applying correct sequence of grain line cutting, marking and assembly.

#### **2. Textile Finishing Process. Code-302**

- Students will be able to calculate the production and efficiency of winding, warping and sizing process.
- Students will be able to understand the essential and desirable properties of fibre and classification of fibre
- Students will be able to understand the basic concepts of weaving

#### **3. Art Appreciation / Code 303**

- Students will be able to apply fundamental concepts of aesthetics toward the interpretation of art.
- Students will be able to understand the various media used to make art.
- Students will be able to understand the formal elements of art and key works of art.
- Students will be able to recognize major periods of world art history

#### **4. Quality Control/ Code-304**

- Be aware of the quality control system and how to control the quality during production
- Students will be able to understand the techniques how to inspect fabric, how to manage the pattern and make before production

- Students will be able to understand how quality of cutting is important to the quality of garment
- Students will be able to understand what is the characteristic of defect garment what is minor and major defect
- Main points need to be focus on workmanship and how to control them
- Students will be able to understand the top technique how to check garment and measurement
- Students will be able to understanding how to control the finishing and packing

#### 5. **Presentation and Portfolio / Code 305**

- Students will be able to gain the knowledge about how to make portfolio.
- Students will be able to develop a systematic, critical approach to problem solving at all levels of the design process.
- Students will be able to develop an ability to communicate effectively Reports on final concept design and financial model

### **FOURTH SEMESTER**

#### 1. **Advance Garment Construction/ Code-401**

- The student will able to analyze and adopt construction methodology to industry standards by Critical thinking
- The student will able to demonstrating comprehensive knowledge of industrial equipment eg-special sewing machines, pressing machines, packing materials.
- The student will able to demonstrating knowledge of seams, sewing and pressing operations.
- The student will able to applying correct sequence of grain line cutting, marking and assembly.

#### 2. **Computer Aided Design/ Code 402**

- Student will be able to use design software used in garment industry.
- Students will be able to increase the productivity.
- Students will be able to increase the speed of production.
- Students will learn a variety of digital image making techniques applicable to the fashion industry from design conception through to manufacturing and sale
- Students reflect upon and assess the global context of the fashion system, so as to apply their advanced skills for life-long learning and enable to confidently contribute to an industry that is always evolving

### **3. Quality Assurance/ Code-403**

- Be aware of the quality control system and how to control the quality during production
- Students will be able to understand the techniques how to inspection fabric, how to manage the pattern and maker before production
- Students will be able to understand how quality of cutting is import to the quality of garment
- Students will be able to understand what is the characteristic of defect garment what is minor and major defect
- Main points need to be focus on workmanship and how to control them
- Students will be able to understand the top technique how to check garment and measurement
- Students will be able to understanding how to control the finishing and packing

### **4. Project based on Internship in Fashion Houses/ Code- 404**

- Students will be able to identify process and procedures for company purchases
- Students will be able to identify business strategies for buying and selecting products

## **FIFTH SEMESTER**

### **1. Sourcing Management / Code-501**

- Students will be able to understand the structure of supply chain and the different ways through which supply chain can become competitive in the market
- Students will be able to use the levers of the logistics strategy to redefine the points necessary to make this harmonization
- Students will be able to analyze the importance of the term “value creation” and to propose actions in the field of management of logistics costs towards the creation of value
- Students will be able to understand international logistics in a global market
- Students will be able to understand to produce and combine effectively the options available for managing inventory and orders per case

### **2. Computer Aided Designs/ Code-502**

- Students will be able to make a Fashion illustration

- Students will be able to make accessories

### 3. **Fashion Costing/ Code-503**

- Students will be able to calculate the costing of apparel
- Students will be able to calculate with international price

## **SIXTH SEMESTER**

### 1. **Advance in Fashion Technology/ Code-602**

- Students will be able to create global design products utilizing their advanced knowledge of new technology and traditional craft
- Students will be able to understand and incorporate sustainability decisions into their design aesthetics and creativity;
- Students will be able to function independently with a forward-looking ability to promote their inventive personal design vision through the creative work they present.

### 2. **Entrepreneurship/ Code-602**

- Students will be able to Know the parameters to assess opportunities and constraints for new business ideas
- Students will be able understand the systematic process to select and screen a business idea
- Students will be able to write a business plan

### 3. **Computer Aided Designs / Code-603**

- Student will be able to use design software used in garment industry.
- Students will be able to increase the speed of production.
- Students will be able to make a Fashion illustration
- Students will be able to make accessories

### 4. **Project based on Internship in Fashion Houses/ Code-604**

- Students will be able to identify process and procedures for company purchases
- Students will be able to identify business strategies for buying and selecting product

- **\*\*\*\*General Education components:**

- Specified general education components are considered in B.Voc. as per the UGC guidelines of Bachelor's degree course: Home Science, Economics, History, Political Science, Geography, Psychology, Sociology, Philosophy etc. .
- Students choose any of the three components according to interest in the first year of their degree. From those three subjects, one subject is dropped in the second year and in the final year only one general component is kept.

- **Course Outcomes:**

- These courses are of much importance as they provide a skilled hand in the field, as a professional.
- They provide wider opportunities to the students if they want to pursue governmental jobs or non- governmental jobs. These prove to be a benefit for their preparations.
- These components enhance the general awareness of the students.
- There is a scope for better understanding of human behavior through studying the mentioned components. That would ultimately result in better communication and professional skills.
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## DEPARTMENT OF LIFELONG LEARNING

### B.Voc. in Interior Design

#### Program Code- LE4A

#### Program Specific Outcomes

Students enable to learn factual and theoretical knowledge in broad contexts within a related field of Interior design -

### **1. Interior Designer**

- This is the most obvious route for most designers. As an interior designer, He/she will be tasked with making the interiors of homes, offices, and other buildings beautiful.
- Interior designers have to be creative, understand color theory, and keep abreast with emerging interior design trends.
- The designers may work with residential or commercial clients.
- Residential interior designers are mostly involved with styling and interior decorating, fabrics and furnishing.
- Commercial interiors designers may work in retail, offices, restaurants, hotels, and education institutions.

### **2. Furniture Designers**

Furniture design is a more specialized part of interior design. As a furniture designer, their work can be twofold; with the client and with other suppliers.

- When working with a client, they may be tasked with arranging furniture at houses, showrooms, offices, and other areas to use space optimally, bring out desired themes and so on.
- Students may also work with their client's suppliers such as carpenters, guiding them on what decorations to incorporate in the furniture to bring out their client's tastes.

### **3. Exhibition Designers**

Exhibition designers provide working layouts and decide the décor to be used in exhibition halls.

- The designers need to be knowledgeable on modular stand design, custom build designs, exhibition and museum design, and floor management. \Other skills required include CAD and 3D packages like Adobe Suites and AutoCAD/Vector works.



- When working on projects, the designers take into consideration the traffic expected at the exhibition hall, items that will be showcased and the theme of the exhibition.

#### **4. Lighting Designers**

- Lighting designers ensure adequate lighting for the various projects they are involved in.
- The designers have to be knowledgeable in basic wiring or work with a qualified electrician to bring out various creative lighting effects depending on the nature of the projects.
- Lighting designers may also be involved in schematic design and work on decorative products such as light fittings, shades and luminaries for a design consultancy or manufacturer.
- Knowledge in different types of lighting and their effects is crucial to the success of a lighting designer.

#### **5. Kitchen Designers**

- Kitchen designers are primarily involved with kitchen aesthetics and usefulness to the people who use them. The designers can work hand in hand with constructors to determine the floor plan or can come after the floor work has been done to help clients with kitchen items.
- Kitchen designers should balance both design and functionality of the items they recommend in the kitchen. The designers should know the effect of kitchen temperatures on the decors they go for, the maintenance required, and general replacement procedures.

#### **COURSE OUTCOMES –**

##### **1. First Semester-**

##### **1. Basic Design-I / Code – 101**

- To recognize the elements and principles of design and their applications.
- To identify the physical as well as social and psychological aspects of design.
- To Produce design compositions and develop presentation skills.
- To Practice the application of basic rules of space planning and organization.
- To show competency on visual scale, proportion, balance, rhythm, emphasis.
- To develop an awareness of two-dimensional and volumetric composition of spaces.
- To create believable shade and shadow effects for use in freehand sketches and perspective drawings of interior spaces.
  - Demonstrate ability to produce drawings that show appropriate line weights and a specific scale.

##### **2. Graphics –I / 102**

- To develop the sense of depth of line, shape, mass, texture etc.

- To produce three dimensional presentations as isometric and perspective.
- To demonstrate ability to produce drawings that show appropriate line weights and a specific scale.
- To demonstrate a number of drawing skills while using appropriate tools, equipment, materials, processes, medium selection, techniques of drawings and graphics, etc.
- To develop an awareness of two-dimensional and volumetric composition of spaces.

### 3. **History of Furniture Design and Architecture/103**

- To recognize architecture and interior design including furniture styles, decorative elements and motifs and interior components specific to the Ancient World.
- To Understand name period styles of interior environment elements from the Ancient World.
- To recognize the relationship of economic, social, political and religious influences in the designed environment.
- To Interpret and apply historic design styles to contemporary interior environment settings.
- To demonstrate ability to research and illustrate the details of architecture, interior design, furniture design techniques and ornaments.

### 4. **Building Materials –I/ 104**

- To understand Building Materials like Clay products, Brick, Stone, Cement their uses types' strength of materials.

### 5. **Basic Computer/105**

- To study the use of Auto CAD – Students are practical to get them the use of CAD by using simple drawing & molding compounds, to dose simple object only.
- Utilize software for word processing for basic reports and specification writing.

### 6. **Workshop-I/ 106**

- Students will successfully demonstrate craftsmanship skills in the presentation of the color application.
- Students will successfully apply the knowledge of color to a space accurately based on key concepts.
  - Students will successfully use critical thinking in applying color and design theory to a space.

## **2. Second Semester**

### **1. Design-II/201**

- Students will successfully use critical thinking in the design of a space.
- Analyze, justify, and rate interior applications of concepts
- Employ space planning techniques and conventions.
- Write residential interior specifications and recognize main components and design needs for residential interiors

### **2. Graphics –II/202**

- Drawing skills as tools to design thinking, visualization and representation initial familiarization with drawing materials and equipment's is followed by basic understandings about the point and the line, straight and curvilinear.
- To understand Sciography of individual and different geometrical objects and of Interior/Exterior parts of buildings
- Study of shades and shadows.

### **3. Building Construction – I /203**

- To recognize and define the technical aspects of interior building systems.
- To Describe and illustrate the construction and finishing of walls.
- To understand Different types of brick bonds & stone masonry structure.

### **4. Building Material -II /204**

- Identify materials used in the construction of interior spaces.
- Identify standards used to determine code compliance for interior furnishings and finishes.
- Identify building materials and finishes safe for the environment and health and welfare of general public.
- Analyze finish materials and products taking into consideration functional, aesthetic and maintenance needs.

### **5. Computer – AUTO CAD- 2D/205**

- Utilize CAD software for scaled drawings.
- Use graphic symbols for interior material finishes.
- Sequence dimension techniques and annotations.
- Construct drawings sets using Computer Aided Drawing (CAD) programs

### **6. Workshop – II/206**

- Utilize one-point and two-point perspective methods for rapid visualization of interior spaces.
- Evaluate and apply color media, equipment, and tools in rapid presentation techniques. Demonstrate and develop rapid rendering techniques to enhance quick sketch perspectives.
- Develop and evaluate visualization skills in three-dimensional by experimenting with three-dimensional study models.
- Demonstrate and develop visual presentation skills.

### 3. **Third Semester**

#### 1. **Design –III/ 301**

- Employ programming and research techniques.
- Demonstrate space planning skills as related to office design.
- Prepare selections and specifications of interior materials, finishes, and furnishings.
  - Utilize design process to integrate design concepts and develop solutions for design projects.

#### 2. **Services – I/302**

- Define and use basic lighting terms and strategies related to the design of interiors
  - Perform various drawing standards and conventions used in lighting for interior design.

#### 3. **Building Construction – II/303**

- Differentiate between and draw the construction methods and finishing of ceilings
- Recognize and define the technical aspects of interior building systems.
- Introduction to ceilings- types of ceilings –metal coated strip sections, ply, p.o.p, gypsum[readymade branded ceiling systems] -construction details of the above mentioned ceilings.

#### 4. **Building Materials -III /304**

- Evaluate the acoustics of an interior space.

#### 5. **Computers – AUTO CAD – 3D/305**

- Develop three-dimensional models to create photorealistic renderings.
- Utilize CAD software to create models.
- Light three-dimensional interior spaces including furniture, lighting, and background.
- Texture and create scenes in three-dimensional environments.
- Evaluate software for effectiveness in drawing appropriate models and environments for rendering.

#### 6. **Workshop – III/ 306**

- Develop three-dimensional models to create photorealistic renderings.
- Utilize CAD software to create models.
- Light three-dimensional interior spaces including furniture, lighting, and background.
- Texture and create scenes in three-dimensional environments.
- Evaluate software for effectiveness in drawing appropriate models and environments for rendering.

#### 4. **Fourth Semester**

##### 1. **Design –IV /401**

- Studies of highly complex and complicated spaces and designs.
  - Design of large scale and specialized multi- functional interior spaces like Auditorium, museums, shopping and entertainment malls, hospitals Administrative buildings, hospitality etc.

##### 2. **Services – II/ 402**

- To study Advance building services like.:Vertical transportation, etc.to study of different type of systems used for high rise structures like water supply system(hot &cold) , fire protection system , ducts , drainage system ,garbage system, refuse chutes( in reference to Interior design) etc.

##### 3. **Building Construction – III /403**

- Identify the varied types of stair design and draw construction plans.
- Label the different types of flooring systems, design and calculate material needed and then explain the assembling and finishing of floor systems.

##### 4. **Estimating and Costing- I/ 404**

- Develop relationships with allied professions.
- Introduction to professionalism, design practice, working of design organization
- The profession of interior design.
- Professional preparation- Education preparation ,professional association
- Characteristics of interior designer.
- Office management-clients, site management, professional correspondence, recruitment of staff etc.
  - Estimation of Interior space

##### 5. **Computers – 3D MAX- 1/405**

- Light three-dimensional interior spaces including furniture, lighting, and background.
- Texture and create scenes in three-dimensional environments.
  - Evaluate software for effectiveness in drawing appropriate models and environments for rendering.

#### 6. Workshop – IV /Code: 406

- Modal Making - To develop a sense of development of furnitures actual modal making with simple materials.

### 5. Fifth Semester

#### 1. Design –V/ 501

- To understand and design approach and space planning through furniture as elements of design.

#### 2. Services – III /502

- To study Advance building services like.: Vertical transportation, etc.to study of different type of systems used for high rise structures like water supply system(hot & cold) , fire protection system , ducts , drainage system ,garbage system, refuse chutes ( channel, shaft) etc.

#### 3. Professional Practice/503

- Distinguish the differences and similarities between interior design specialties.
- Develop a resume, cover letters, and follow up letters.
- Design professional identities using self-branding.
- Develop interview skills and professional demeanor.
- Dress appropriately for interviews.

#### 4. Working Drawing/504

- This subject provides the technical base for the execution of the designer’s ideas. He has to learn to make technical drawings explaining to the workmen how execute the design in actual.

#### 5. Computer –3D MAX – 2/505

- To add realistic touch to the view of 3ds max.

#### 6. Workshop – V /506

- 3ds max expert advice to enhance rendering ability

### 6.Six Semester

## 1. - Design –VI/ 601

- This continues to be the main subject in the curriculum. Interior design problems of highly complex nature are to be tackled by the students.
- Thesis :Students are expected to enter in highly competitive professional world after completing this project work so he expected to put all his efforts with skills regarding design, working details, technology, materials, and computers.

## 2. Landscape Design /602

- Transformation of interior spaces through natural elements of design - Interior landscaping.
- To Study of plants, their form related to interior & outdoor herbarium, layout, drawing. •
  - To Study of plants/ trees-Designing outdoor, gardens, fountains, indoor and outdoor landscape,features its construction- electrification – services.

## 3. Internship/ 603

- Acquire the ability to function and grow in a professional working environment.
- Apply knowledge learned , Prepare project documentation that meets professional expectations of supervisors
  - Present projects to clients, supervisors

## 4. Workshop/604

- To study of actual of a drawing and develop a sees of combination of different elements in a design of design.

### **\*\*\*\*General Education components:**

Specified general education components are considered in B.Voc. as per the UGC guidelines of Bachelor's degree course: Home Science, Economics, History, Political Science, Geography, Psychology, Sociology, Philosophy etc. .

Students choose any of the three components according to interest in the first year of their degree. From those three subjects, one subject is dropped in the second year and in the final year only one general component is kept.

### **Course Outcomes:**

These courses are of much importance as they provide a skilled hand in the field, as a professional.

They provide wider opportunities to the students if they want to pursue governmental jobs or non- governmental jobs. These prove to be a benefit for their preparations.

These components enhance the general awareness of the students.

There is a scope for better understanding of human behavior through studying the mentioned components. That would ultimately result in better communication and professional skills.