

Program and Course Structure

**School of Architecture and
Planning**

Department of Art & Design

Bachelors in Design

(Fashion Design)

SDM0201

Batch 2021-2025

HOD Design

Dean SAP

(Specialization in Fashion Design)
Batch 2021-2025

1 Standard Structure of program at university Level

1.1 Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

- 1. Transformative educational experience**
- 2. Enrichment by educational initiatives that encourage global outlook**
- 3. Develop research, support disruptive innovations and accelerate entrepreneurship**
- 4. Seeking beyond boundaries**

Core Values

- Integrity**
- Leadership**
- Diversity**
- Community**

School of Architecture & Planning

1.2 Vision and Mission of the School

Vision of the School

To be amongst the top institutes in India imparting quality education and professional skills to the students to emerge as creative professionals of global calibre and thus the society in large.

Mission of the School

- 1. To create and sustain a stimulating and responsive academic inclusive environment.**
- 2. To regularly enhance the teaching contents & techniques in keeping with current and future trends.**
- 3. To provide a competitive and career-oriented programme.**
- 4. To encourage students to be socially responsive and responsible creative professional.**

Core Values

- **Innovation**
- **Awareness**
- **Information**
- **Ethics**

Department of Art & Design

1.2.1 Vision and Mission of the Department

Vision of the Department

To be the Centre of Excellence in Art & Design Education to shape future-ready professionals catering the needs of the design industry and the society.

Mission of the Department

- To create a global centre of innovation and excellence in art and design industry.
- Promoting in-depth research in art and design studies for sustainable practices.
- To inculcate critical, analytical, cognitive, speculative and creative problem-solving skills.
- To develop a sense of social and professional ethics and values.
- To develop the essence of craftsmanship, future technological and vocational skills.

1.3 Program Educational Objectives

1.3.1 Program Educational Objectives (PEO) for B. Design

PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.

PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.

PEO3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.

PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.

1.3.2 Map PEOs with School Mission Statements:

PEO Statements	School Mission-1	School Mission-2	School Mission-3	School Mission-4
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	1	3	2	2
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	3	3	2	3
PEO 3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	1	3	3	3
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	3	3	3	3

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

1.3.2.1 Map PEOs with Department Mission Statements:

PEO Statements	Department Mission-1	Department Mission-2	Department Mission-3	Department Mission-4	Department Mission-5
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	3	1	1	-	-
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	3	3	3	3	3
PEO3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	3	2	2	3	3
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	3	2	-	2	-

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

1.3.3 Program Outcomes (PO's)

PO1. Basic Design knowledge: Apply the knowledge of Design fundamentals, Design specialization to the solution of complex Design problems.

PO2. Problem analysis: Identify, formulate, review research literature, and analyse complex Design problems reaching substantiated conclusions using elements and principles of art and Design through empirical & historical research.

PO3. Design/development of solutions: Design solutions for complex Design problems, design components and processes that meet the specified needs with appropriate consideration for the public health and safety, cultural, societal, and environmental considerations.

PO4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design explorations, interpretation of data, and synthesis of the information to provide qualitative conclusions.

PO5. Modern tool usage: Select, apply appropriate techniques, resources, and modern industrial Design techniques and digital tools including forecast and modelling to complex Design activities with an understanding of the limitations.

PO6. The design engineering and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional Design practice.

PO7. Environment and sustainability: Understand the impact of the professional Design solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the Design practice.

PO9. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10. Communication: Communicate effectively on complex Design activities with the Design community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11. Project management and finance: Demonstrate knowledge and understanding of the Design, management principles and apply these to one's own work, as a member and leader in a team, to manage projects in multidisciplinary environments.

PO12. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PSO1. Interior and product design practice: To design products and spaces fulfilling human needs and solving challenges through use of contemporary technology and imaginative abilities.

PSO2. Fashion design practice: To integrate the knowledge of design & critical thinking in the domain of fashion and textiles with business & professional practices.

PSO3. Communication design practice: To able to demonstrate knowledge of representational processes using visual as well as digital and new media as mediums of representation.

1.3.4 Mapping of Program Outcome Vs Program Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	3	1	2	1
PO2	3	3	1	1
PO3	1	1	3	1
PO4	1	2	3	3
PO5	1	2	3	1
PO6	1	3	3	2
PO7	1	2	3	1
PO8	2	2	2	3
PO9	2	3	1	1
PO10	1	3	2	1
PO11	1	3	2	1
PO12	3	3	3	3
PSO1	1	3	2	1
PSO2	2	3	1	1
PSO3	2	1	2	1

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

1.3.5 Program Outcome Vs Courses Mapping Table:

1.3.5.1 Course Articulation table

Program Outcome Courses	Course Name	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
Sem-1																
TDC104	History of Art & Design- I	2	1	-	1	1	2	1	1		2		1	-	2	-
ARP101	Communicative English -I	1	1	-	1	1	1	1	1	1	3	1	3	-	2	-
JDC101	Drawing & Sketching -I	2	-	1		1	1	-	-	1	2	-	3	--	2	-
JDC102	Composition-I	2	1	2	2	2	1	1	1	1	1	-	3	--	2	-
FDJ101	Design Skills-I	3	3	2	3	2	1	1	1	1	1	-	3	-	3	--
JDC103	Digital Design-I Adobe Illustrator	2	-	2		3		1	-	1	2	1	3	-	2	-
Sem-2														-		
TDC204	History of Art & Design - II	2	1		1	1	2	1	1		2		1		2	-
ARP102	Communicative English- II	1	1		1	1	1	1	1	1	3	1	3	-	2	--
JDC201	Drawing & Sketching -II	2		1		1	1			1	2		3	-	2	-
JDC202	Composition-II	2	1	2	2	2	1	1	1	1	1		3	-	2	-
FDJ201	Design Skills-II	3	3	2	3	2	1	1	1	1	1		3	-	3	-
JDC203	Digital Design- II Adobe Photoshop	2		2		3		1		1	2	1	3	--	2	-
	OPE													-		--
Sem-3																
TDC301	Environmental Studies	1	2		2		2	3	2	1		1	3	-	1	
FDT302	History of Costume & Fashion	1	1	1	3	2	3	2		2	3		2	--	3	-
FDT304	Basics of Textiles-I	1	1	2	1	1	1	2	2		1	1	1	-	3	-
FDJ301	Research for fashion	2	2	2	3	3	2	1	1	1	2	2	2	-	3	-
FDJ303	Apparel Development- I	2	1	1	1	2		1	1	2	1	1	2	-	3	-
FDJ305	Fashion Art-Aesthetics	3	1	1	1	1	2	2	1		1		2	-	3	-

FDJ306	Digital III- Graphic Design for Fashion			2		3		1	1		2	1	2	--	3	--
	OPE													-		-
Sem-4																
FDT402	History of Indian Textiles	2	1	1	1	1	1	1	-	1	2	1	1	-	3	-
FDT404	Basics of Textiles- II	2	2	2	2	1	1	2	2	1	2	2	2	-	3	-
FDJ401	Design for Fashion	3	2	3	2	2	2	2	1	2	3	2	1	-	3	-
FDJ403	Apparel Development- II	3	2	1	1	2	1	2	1	1	2	1	1	-	3	-
FDJ405	Fashion Art- Dress Culture & Society	3	1	1	2	1	2	2	1	-	1		2	-	3	-
FDJ406	Digital IV- 3D Digital Design	1	1	2	1	3	-	-		1	1	2	3	--	3	--
	Community Connect		3	2	3	3		2	2	3	1	2	3	-	1	-
Sem-5																
FDT503	Ornamentation of Textiles	2	2	2	2	2	1	1	1	1	1	1	1	-	3	-
FDT506	Marketing & Merchandising- I	1	1	1	1	1	1	1	1	3	3	1	1	-	3	-
FDJ501	Image creation & styling- I	3	3	3	3	3	1	1	1	1	3	1	1	-	3	-
FDJ502	Value addition- I	1	1	1	1		2	2	2	2	3	1	3	-	3	-
FDJ504	Advanced Apparel Development- I	2	2	2	3	3	1	1	1	2	3	1	1	--	3	--
FDJ505	Construction Technique- I	2	2	2	3	3	1	1	1	1	2	1	2	-	3	-
TDC501	Human Values, Ethics and Constitutional Values	1	1	1	1	1	3	3	3	3	3	2	1		1	
JDC502	Craft Documentation	3	3	3	3	3	3	3	3	3	3	3	1	-	3	-
Sem-6																
FDT603	Sustainable Design	3	3	3	3	3	3	3	3	3	2	3	3	-	3	-
FDT606	Marketing & Merchandising- II	2	2	2	3	3	1	1	1	3	3	3	1	-	3	-
FDJ601	Image creation & styling- II	3	3	3	3	3	1	1	1	1	3	1	1	-	3	-

FDJ602	Value addition- II	1	1	1	1	1	1	1	1	1	1	3	1	2	-	3	-
FDJ604	Advanced Apparel Development- II	2	2	2	3	3	1	1	1	2	3	2	1	-	3	-	
FDJ605	Construction Technique- II	2	2	2	3	3	1	1	1	1	3	1	1	-	3	-	
TDC601	Arts/ Sports/ Yoga/ Music/ Theatre	1	1	1	1	1	2	2	2	2	1		1	-		-	
JDC602	Field Studies/ Design Minor Project	3	3	3	3	3	3	3	3	3	3	3	2	--	3	--	
Sem-7																	
TDC702	Research methodology	1	2	3	3	3	2	2	2	2	3	2	3	-	3	-	
TDC701	Intellectual Property Rights	2	2	2	3	1	2		3	3	1	2	3	-	3	-	
FDJ703	Contextual Studies	1	1	2	3	3	3	3	3	3	3	2	3	-	3	-	
FDJ701	Future technology	2	3	3	3	3	3	3	2	1			3	-	3	-	
FDJ702	Design Innovation	3	3	3	3	3	3	3	3	3	3	2	3	--	3	--	
	OPE																
JDC703	Summer Internship	3	3	3	3	3	2	2	2	3	3	3	3		3		
Sem 8																	
TDC801	Design entrepreneurship & Professional Practice	3	3	3	3	3	3	3	3	3	3	3	3	-	3	-	
FDJ801	Capstone Project	3	3	3	3	3	3	3	3	3	3	3	3	-	3	-	
JDC802	Industrial Internship	3	3	3	3	3	3	3	3	3	3	3	3	-	3	-	

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

Program Structure
School of Architecture & Planning
Bachelor of Design (Fashion Design)

Batch: 2021-25

TERM: I

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/Co Requisite	Type of Course ¹ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
1.		TDC104	History of Art & Design I	2	0	0	2		AEC
2.		ARP101	Communicative English -I	2	0	0	2		AEC
Practical/Viva-Voce/Jury									
3.		JDC101	Drawing & Sketching -I	0	1	3	4		SEC
4.		JDC102	Composition-I	0	2	2	4		CC
5.		FDJ101	Design Skills-I	0	2	4	6		CC
6.		JDC103	Digital Design- Adobe Illustrator	0	1	2	3		SEC
TOTAL CREDITS							21		

¹ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Program Structure
School of Architecture & Planning
Bachelor of Design (Fashion Design)
Batch: 2021-25
TERM: II

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/Co Requisite	Type of Course ² : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
1		TDC204	History of Art & Design II	2	0	0	2		AECC
2		ARP102	Communicative English- II	2	0	0	2		AECC
Practical/Viva-Voce/Jury									
3		JDC201	Drawing & Sketching -II	0	1	3	4		SEC
4		JDC202	Composition-II	0	2	2	4		CC
5		FDJ201	Design Skills-II	0	2	4	6		CC
6		JDC203	Digital Design II- Adobe Photoshop	0	1	2	3		SEC
7.			OPE	-	-	-	4		Open Elective
TOTAL CREDITS							25		

² CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Program Structure
School of Architecture & Planning
Bachelor of Design (Fashion Design)

Batch: 2021-25

TERM: III

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite / Co Requisite	Type of Course ³ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
1		TDC301	Environmental Studies	2	0	0	2		AEC
2		FDT302	History of Costume & Fashion	2	0	0	2		AEC
3		FDT302	Basics of Textiles-I	2	0	0	2		CC
Practical/Viva-Voce/Jury									
4		FDJ301	Research for Fashion	0	1	2	3		CC
5		FDJ303	Apparel Development-I	0	1	3	4		CC
6		FDJ305	Fashion Art- Aesthetics	0	1	2	3		CC
7		FDJ306	Digital III- Graphic Design for Fashion	0	1	2	3		SEC
8			OPE	-	-	-	4		Open Elective
TOTAL CREDITS							23		

³ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Program Structure

School of Architecture & Planning

Bachelor of Design (Fashion Design)

Batch: 2021-25

TERM: IV

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/Co Requisite	Type of Course ⁴ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
1		FDT402	History of Indian Textiles	2	0	0	2		AEC
2		FDT404	Basics of Textiles- II	2	0	0	2		CC
Practical/Viva-Voce/Jury									
3		FDJ401	Design for Fashion	0	2	3	5		CC
4		FDJ403	Apparel Development- II	0	2	4	6		CC
5		FDJ405	Fashion Art- Dress Culture & Society	0	1	2	3		CC
6		FDJ406	3D Digital design	0	1	2	3		SEC
Project									
7			Community Connect	0	0	2	2		
TOTAL CREDITS							23		

⁴ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Program Structure
School of Architecture & Planning
Bachelor of Design (Fashion Design)

Batch: 2021-25

TERM: V

S. No	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/Co Requisite	Type of Course ⁵ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
1		FDT503	Ornamentation of Textiles	2	0	0	2		CC
2		FDT506	Marketing & Merchandising- 1	2	0	0	2		AEC
Practical/Viva-Voce/Jury									
3		JDC501	Human Values, Ethics and Constitutional Values	-	-	-	2		University Compulsory AEC
4		FDJ501	Image creation & styling- I	0	1	2	3		CC
5		FDJ502	Value addition- I	0	1	2	3		AECC
6		FDJ504	Advanced Apparel Development- I	0	1	3	4		CC
7		FDJ505	Construction Technique- I	0	1	3	4		SEC
Project									
8		JDC502	Craft Documentation	-	-	-	3		Survey/Project
TOTAL CREDITS							23		

⁵ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Program Structure

School of Architecture & Planning

Bachelor of Design (Fashion Design)

Batch: 2021-25

TERM:VI

S. No	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/ Elective Pre-Requirement/ Co Requirement	Type of Course ⁶ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
1		FDT603	Sustainable Design	2	0	0	2		CC
2		FDT606	Marketing & Merchandising- II	2	0	0	2		AEC
Practical/Viva-Voce/Jury									
3		FDJ601	Image creation & styling- 2	0	1	2	3		CC
4		FDJ602	Value addition- 2	0	1	2	3		Studio
5		FDJ604	Advanced Apparel Development- 2	0	1	3	4		CC
6		FDJ605	Construction Technique- 2	0	1	3	4		SEC
7		JDC601	Arts/ Sports/ Yoga/ Music/ Theatre	--	-	-	2		University Compulsory/AECC
Project									
8		JDC602	Field Studies/ Design Minor Project	-	-	-	3		Survey/Project
TOTAL CREDITS							23		

⁶ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Program Structure

School of Architecture & Planning

Bachelor of Design (Fashion Design)

Batch: 2021-25

TERM: VII

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/Co Requisite	Type of Course ⁷ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
1		TDC702	Research methodology	4	0	0	4		AECC
2		TDC701	Intellectual property rights	3	0	0	3		
Practical/Viva-Voce/Jury									
3.		FDJ701	Future Technology	0	1	2	3		AEC
4.		FDJ702	Design Innovation	0	2	4	6		AECC
5.		FDJ703	Contextual Studies	0	1	3	4		CC
6.			OPE	-	-	-	4		Open Elective
Internship									
7		JDC703	Summer Internship	-	-	-	6		Internship
TOTAL CREDITS							30		

⁷ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Program Structure
School of Architecture & Planning
Bachelor of Design (Fashion Design)

Batch: 2021-25

TERM: VIII

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/Co Requisite	Type of Course ⁸ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
1.		TDC801	Design entrepreneurship & Professional Practice	4	0	0	4		CC
Project									
2.		FDJ801	Capstone Project	0	0	16	16		CC Project
Internship									
3.		JDC802	Industrial Internship	-	-	6	6		Internship
TOTAL CREDITS							26		

⁸ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Course Syllabus

Semester I

School: SAP		Batch: 2021 -25	
Program: B. Design		Current Academic Year: 2021-22	
Branch: Foundation		Semester: I	
1	Course Code	TDC104	
2	Course Title	History of Art & Design-I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
Course Type		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To know about the interrelation of Human Evolution and Art. 2. To make the students understand the true meaning of Art . 3. To develop a perspective of appreciation of Art. 4. To study and understand the influence of various eras on the development of art from the classical to current modern times 	
6	Course Outcomes	Students will be able to - CO1: Learn basic terminology of Art & Design studies. CO2: Remember and Classify the basics of Art and Design CO3: Understand the timeline and distinguish various styles, genres and movements and apply in practice. CO4 : Learn to appreciate different forms of artistic expression through history. CO5 : Identify and translate the learning through application in verbal and textual communication. CO6 : Observe and appreciate Art and Design and express by writing about it.	
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.	
8	Outline syllabus		CO Mapping
	Unit 1	Ritual, Religion and Belief system	CO1,CO2
	A	Prehistoric to early civilizations	
	B	Greco Roman Civilization	
	C	Gothic: Illumination in dark ages	
	Unit 2	Society and Politics	CO1,CO2
	A	Renaissance: newer dimensions	
	B	Baroque and drama	
	C	Rococo and decorative arts	

Unit 3	Gender and Modernity			CO1,CO2,CO3, CO6
A	Design and Art Nouveau			
B	Impressionism and visual illusion			
C	Post Impressionism and individuality			
Unit 4	Distortion & Abstraction and indigenous practices			CO1,CO2,CO3
A	Fauvism and colour			
B	Influence from 'Other' arts			
C	Nature, geometry and Cubism			
Unit 5	Aboriginal and indigenous practices			CO3,CO4,CO6
A	Pottery and rituals			
B	Wearables and performances			
C	Homes and spaces			
Mode of examination	Theory			
Weightage Distribution	CA	MTE	ETE	
	30%	20%	50%	
Text book/s*	Janson's History of Art (https://baixardoc.com/documents/jansons-history-of-art-5ce70315e7099)			
Other References	Meaning of Art by Herbert Read (https://archive.org/details/in.ernet.dli.2015.529212/page/n3/mode/2up) Understanding Art By Louis Fischer A History of Western Art, Laurie Schneider Adams (https://archive.org/details/A_History_of_Western_Art/page/n75/mode/2up)			

POs COs	PO1 Design knowledge	PO2 Problem analysis	PO3 Design/ development of solutions	PO4 Conduct investiga tions of complex problems	PO5 Modern tool usage	PO6 The design engineeri ng and society	PO7 Environm ent and sustainabi lity	PO8 Ethics	PO9 Individua l and team work	PO10 Communica tion	PO 11 Project manag ement and financ e	PO 12 Life- long learnin g	PS O1	PS O2	PS O3
CO1	2		-	-	-	-	-	-	-	-	-	2	1	1	1
CO2	3	----	-	-	-	-	-	-	-	-	-	2	2	2	2
CO3	2	-	1	-	-	-	-	-	-	-	-	2	1	1	1
CO4	3	3	3	2	2	3	3	2	2	3	1	3	1	1	1
CO5	2		2	-	-	-		--	-	3	1	3	3	3	3
CO6	3	2	2	1	1	2	2	-	1	3	1	3	3	3	3

Schools: SAP DESIGN		Batch : 2020-2021	
		Academic Year: 2020-2021	
		Semester: 1st	
1	Course Code	ARP101	
2	Course Title	Communicative English-1	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
5	Course Objective	<p>To minimize the linguistic barriers that emerge in varied socio-linguistic environments through the use of English. Help students to understand different accents and standardise their existing English. Guide the students to hone the basic communication skills - listening, speaking, reading and writing while also uplifting their perception of themselves, giving them self-confidence and building positive attitude.</p>	
6	Course Outcomes	<p>CO1 Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios.</p> <p>CO2 A recognition of one’s self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English</p> <p>CO3 To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity.</p> <p>CO4 Exposing students to simulaitions and situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion.</p> <p>CO5 At this stage the Students will be exposed to take advanatage of the digital literacy platforms and to use them to their merit. How to use effective social media and how to create and build successfull and</p>	



		<p>professional social media handles. Students will also be exposed to multiple Career Opportunities across different domains. How to engage in effective brainstorming to deduct meaningful solutions to problems, like Fishbone techniques etc</p> <p>CO6 The students will also learn profusely about Social and cultural etiquettes along with teamwork. Students will effectively learn the Art of Management & Leadership Skills. The Students will also gradually start learning about the Entrepreneurial skills at this stage along with internal communication techniques.</p>	
7	Course Description	The course is designed to equip students, who are at a very basic level of language comprehension, to communicate and work with ease in varied workplace environment. The course begins with basic grammar structure and pronunciation patterns, leading up to apprehension of oneself through written and verbal expression as a first step towards greater employability.	
8	Outline syllabus - ARP 101		
	Unit A	Sentence Structure	CO Mapping
	Topic 1	Subject Verb Agreement	CO1
	Topic 2	Parts of speech	CO1, CO1
	Topic 3	Writing well-formed sentences	CO1, CO2
	Unit B	Vocabulary Building & Punctuation	
	Topic 1	Homonyms/ homophones, Synonyms/Antonyms	CO1
	Topic 2	Punctuation/ Spellings (Prefixes-suffixes/Unjumbled Words)	CO1, CO1
	Topic 3	Conjunctions/Compound Sentences	CO1, CO2
	Unit C	Writing Skills	
	Topic 1	Picture Description – Student Group Activity	CO3
	Topic 2	Positive Thinking - Dead Poets Society-Full-length feature film - Paragraph Writing inculcating the positive attitude of a learner through the movie SWOT Analysis – Know yourself	CO3, CO2, CO3

	Topic 3	Story Completion Exercise –Building positive attitude - The Man from Earth (Watching a Full length Feature Film)	C02, C03, C04
	Topic 4	Digital Literacy Effective Use of Social Media	C03
	Unit D	Speaking Skill	
	Topic 1	Self-introduction/Greeting/Meeting people – Self branding	C02, C03
	Topic 2	Describing people and situations - To Sir With Love (Watching a Full length Feature Film)	C03, C04
	Topic 3	Dialogues/conversations (Situation based Role Plays)	C02, C04, C04
	Unit E	Professional Skills Career Skills	
	Topic 1	Exploring Career Opportunities	C05
	Topic 2	Brainstroming Techniques & Models	C05
	Topic 3	Social and Cultural Etiquettes	C06
	Topic 4	Internal Communication	C06
	Unit F	Leadership and Management Skills	C06
	Topic 1	Managerial Skills	C06
	Topic 2	Entrepreneurial Skills	C06
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> • Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication • Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press 	<ul style="list-style-type: none"> •

CO	CO Statement	P01	P02	P03	P04	P05	P06	P07	P08	P09	P010	P011	P012
C01	Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios		3								3		3
C02	A recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English								2		3		3
C03	To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity								2		3		3
C04	Exposing students to simulators and situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion						2	2	2		3		3
C05	At this stage the Students will be exposed to take advantage of the digital literacy platforms and to use them to their merit. How to use effective social media and how to create and build successful and professional social media handles. Students will also be exposed to multiple Career Opportunities across different domains. How to engage in effective brainstorming to deduct meaningful solutions to problems, like Fishbone techniques etc								2		3		3
C06	The students will also learn profusely about Social and cultural etiquettes. Students will effectively learn the Art of Management & Leadership Skills. The Students will also gradually start learning about the Entrepreneurial skills at this stage along with internal communication techniques		3	2	2						3		3

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 1	
1	Course Code	JDC101	
2	Course Title	DRAWING AND SKETCHING-I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme focuses on inculcating the significance of developing hand and brain coordination. 2. It concentrates on exploring different forms by examining objects. 3. Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 4. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 5. Examining various sketching techniques such as rendering, line drawing, shading etc. . 6. Recognizing the significance of the line and demonstrating its nuances. 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <ol style="list-style-type: none"> 1. Define and understand the use of materials for the drawing process. 2. Develop physical and visual skills related to the drawing process. 3. Apply and Judge proportion, scale, and spatial relationships. 4. Apply Aerial and tonal techniques to depict light and shadow. 5. Sketch human figure drawings. 6. Plan, design and create through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion. 	
7	Course Description	The course introduces students with the foundation skill which enables them in developing coordination between the visualized and created. It aims at inculcating the significance of continuous practice of manual skills in order to develop their creative skills. Further it focuses on acquiring new techniques in order to enhance a visual vocabulary.	

8	Outline syllabus		CO Achievement
	Unit 1	Introduction	CO1
		1A:- Line 1B:- Form & Space 1C:- Sketching Techniques	
	Unit 2	Shapes	CO2
		2A:- Two-dimensional shapes rectangle, square, triangle 2B:- Three dimensional shapes cones, cylinder, cubes, cuboid 2C:- Abstract shapes	
	Unit 3	Object study	CO3, CO4
		3A :- Single object study 3 B:- Multiple object study by taking things from a single group eg: only three dimensional shapes like cubes, cones etc 3C:- Multiple object study by taking things from different groups eg: drapery, fruits and cones etc	
	Unit 4	Exploration of forms	CO6
		4A :- Regular forms 4B :- Abstract forms 4C :- Definitive forms	
	Unit 5	Human Anatomy	CO3, CO5
		5A :- Proportion Study 5B :- Gesture Drawing 5C :- Expression Study	
	Mode of examination	Jury	
	Weightage Distribution	CA MTE	ETE
		60% 0%	40%
	Text book/s*	Anatomy and Drawing by <i>Victor Perard</i>	
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers	

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
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CO1	1	-	2	-	2	-	-	-	-	1	-	3	-	1	-
CO2	1	-	2	-	2	-	-	-	-	1	-	3	-	1	-
CO3	1	-	1	--	2	-	-	-	-	-	-	3	-	-	-
CO4	1	-	1	-	2	-	-	-	-	-	-	3	-	-	-
CO5	1	--	1	-	2	-	-	-	-	-	-	3	-	3	-
CO6	2		2	--	2	-	-	-	-	1	-	3	-	2	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School :SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 1	
1	Course Code	JDC 102	
2	Course Title	COMPOSITION-I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
Course Status		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To understand Aesthetics Experience and Applications of related Skills Used in Art & Design 2. To identify frames through which one could enumerate a composition. 3. To recognize compositional structures of both two- and three-dimensional spaces. 4. Understanding the role of line, texture, colour and volume. 5. Creating organic and geometric forms in two dimensional spaces. 6. Composing a pictorial space by placing different elements of Composition & Design 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO1: Describe the Aesthetic Experience , evaluation & perception</p> <p>CO2: Understand Environment as Contributors to Aesthetic Experience, Values Derived from Products and Environment</p> <p>CO3: Apply the Visual Elements of Composition Design</p> <p>CO4: Compare Tangible Elements of Art & Design</p> <p>CO5: Apply about the Colour Theory and interaction</p> <p>CO6: Integrate and create composition , artworks and designs using varied Elements</p>	
7	Course Description	The course aims at introducing the students with the significance of studying elements of Art & Design and enables them to apply the same in creating and composing aesthetically evaluated works of Art & Design.	
8	Outline syllabus		CO Achievement
	Unit 1	Defining Aesthetic Experience	CO1, CO2

		1A:- Defining Aesthetic Experience , Composition & Types 1B:- Environment as Contributors to Aesthetic Experience, Value Derived from Products and Environment 1C:- Factors Influencing Aesthetic Evaluation or Preference		
	Unit 2	Visual Elements of Art & Design	CO3	
		2A.Dots – Types, Variations & Application 2B.Lines – Types, Variations & Application 2C.Typography		
	Unit 3	Tangible Elements of Art & Design	CO4	
		3A:- Shapes & Forms 3B:- Space – Positive & Negative 3C:- Textures		
	Unit 4	Colours & Values	CO5	
		4A :- Basic terminology & describing colours 4B :- Colour wheel selections, Colour Value and combinations 4C :- Colour symbolism: Emotional reactions		
	Unit 5	Applications of Aesthetics Related Skills Used in Art & Design	CO1, CO2, CO3, CO4, CO5,CO6	
		5A.Complexity, Order and Novelty 5B.Creative Activities and Skills 5C.Developers and Promoters of Design Products		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	1. Ann Marie, 2010, Fiore Understanding Aesthetics for the Merchandising and Design Professional , Fairchild Books		
	Other References	2. Gavin Ambrose, Paul Harris , 2007, Basics Design 05: Colour, Bloomsbury Publication 3. Gail Greet Hannah, 2002, Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships, Princeton Architectural Press 4. Joshua. Field, 2018, An Illustrated Field Guide to the Principles and Elements of Art + Design, Lulu.com		

POs COs	PO1 Basic Design knowled ge	PO2 Problem analysis	PO3 Design/ develop ment of solution s	PO4 Conduct investig ations of complex problem s	PO5 Modern tool usage	PO6 The design engineer ing and society	PO7 Environme nt and sustainabili ty	PO8 Ethics	PO9 Individual and team work	PO10 Communi cation	PO11 Project managem ent and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	1	-	-	2	2	-	-	1	3	1	3	-	=	-
CO2	3	3		1	2	2	-	-	2	3	1	3	-	1	-
CO3	3	-	2	--	-	--	-	-	-	3	-	3	-	2	-
CO4	3	-	2	-	-	-	-	-	-	3	-	3	-	1	-
CO5	3	-	2	-	-	-	-	-	-	3	-	3	-	=	-
CO6	3	3	3	3	-	3	-	-	2	3	3	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 1	
1	Course Code	FDJ101	
2	Course Title	DESIGN SKILL-I	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The course aims at interpreting the concept of Fashion Design as product, process & service 2. To develop an understanding of Creative Thinking, Tools & Techniques 3. To provide an in-depth study and application of the Design Thinking & Innovation 4. To develop an Experiential understanding towards Design 5. To ideate , create and present design works 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO1:-Define Design and gain knowledge of it as Product, Process & Service</p> <p>CO2:- Understand Creative Thinking Tools & Techniques and application of the same</p> <p>CO3:- Develop Design thinking</p> <p>CO4:-Understand Fashion as Design, basic terminologies, key concepts, theories, material and processes</p> <p>CO5:-Evaluate, appraise and compare the various design works of prominence in fashion and related fields</p> <p>CO6:-Integrate various Creative & Design Thinking tools and techniques to Create and innovate Concepts</p>	
7	Course Description	<p>The course Design Skills-I introduces Fashion as Design and developing creative and design thinking skills of an individual with an understanding of Design from various perspectives, research and applicability of the learnt concepts. The pedagogy used is learning by doing with various knowledge processes and a mix to think</p>	

		explicitly about the most appropriate range and sequence of learning activities.		
8	Outline syllabus			CO Achievement
	Unit 1	Introduction to Design		CO1
		1A:- Introduction to Design 1B:- Three Dimensional Design-Product, Process & Service 1C:- Design as Solution – converting Challenges Into Opportunities		
	Unit 2	Creative Thinking & Experiencing Design		CO2
		2A:- Introduction to Principles of Creativity 2B:- Creative Thinking Tools & Techniques , its Application 2C:- Understanding about the added value, emotions & conflicts		
	Unit 3	Design Thinking for Innovation		CO1, CO3
		3A :- Understanding Design Thinking & Innovation 3B :- Design Making & Design Breaking 3C :- Repeating Design & Experimentation		
	Unit 4	Fashion & Design		CO4
		4A. Introduction to fashion as Design 4B. Fashion Design Terminologies, key concepts & theories 4C. Fashion Design – Basic Materials, processes		
	Unit 5	Integrated Design Projects		CO2,CO3, CO4, CO6
		5A :- Understanding the concept behind creation of Design 5B :- Study of a Designer’s style and creation 5C :- Creating conceptual Integrated Design Project		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	DESIGNING: An Introduction : By Karl Aspelund Idea Searching for Design		
	Other References	i. How to Develop your Own Style : By Stuart Mc Kenzie ii. Illustrating Fashion: Concept to Consumer : By Steven Stipleman iii. Thinking: Objects: Contemporary Approaches to Product Design By: Tim Parsons		

	iv. How to Research and Develop Design Concepts By: David Bramston, YeLi	
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POs COs	PO1 Basic Design knowled ge	PO2 Problem analysis	PO3 Design/ develop ment of solution s	PO4 Conduct investig ations of complex problem s	PO5 Modern tool usage	PO6 The design engineer ing and society	PO7 Environme nt and sustainabili ty	PO8 Ethics	PO9 Individual and team work	PO10 Communica tion	PO11 Project managemen t and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	2	1	2		3	3	-	-	-	-	3	-	3	-
CO2	3	3	3	3	-	-	-	-	-	-	-	3	-	3	-
CO3	3	3	3	3	-	-	-	-	-	-	-	3	-	3	-
CO4	3	-	-	-	-	1	1	-	-	-	-	3	-	3	-
CO5	3	1	1	1	-	-	-		2	-	1	1	-	3	-
CO6	3	3	3	3	3	3	3	3	3	3	3	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch: 2021-25	
Program: B. Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester- 01	
1	Course Code	JDC 103	
2	Course Title	Digital Design I- Adobe Illustrator	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
Course Status		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator. 2. Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns 3. Working with various colourways schemes and using repeat methods effectively. 4. Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments. 	
6	Course Outcomes	<p>Students will be able to -</p> <ol style="list-style-type: none"> 1. Use a vocational digital vector drawing tool 2. Convert ideas into digital vector drawings 3. Construct their sketched artistic ideas into graphics 4. Express original digital designs as per industrial manufacturing processes & methods 5. Compile & present creative works in form of portfolio 6. Create digital creative stories, design ideas & variations 	
7	Course Description	The course is an introduction to Illustrator, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	

8	Outline syllabus			CO Achievement
	Unit 1	Getting started with Adobe Illustrator		CO1
		a) Introduction of Vector & Bitmap, file formats, Illustrator Interface, Palettes, Drawing Motif with Pen tool b) Transforming Motif with Rotation, Reflect tool c) Manipulating shapes with Path Finder, Shape Builder tool, Live Paint Bucket Tool		
	Unit 2	Graphics & Prints for Fashion, Lifestyle & Interior Products -1		CO2
		a) Creating contour, Blending shapes b) Adding effects to shapes (pucker, bloat, transform) c) Editing Effects using Appearance Palette		
	Unit 3	Graphics & Prints for Fashion, Lifestyle & Interior Products -2		CO3, CO6
		a) From Pencil to digital Format (Scanning, Tracing sketched work) b) Graphics for Objects (Placements prints) c) Editing prints using layer palette		
	Unit 4	Graphics & Prints for Fashion, Lifestyle & Interior Products -3		CO4, CO6
		a) Repeats and Pattern (types of patterns) b) Colourways & Colour Separation for Prints c) Creating Story Board (Adding prints to silhouettes using masking technique)		
	Unit 5	Portfolio development		CO5, CO6
		a) Lay outing for Portfolio (e-portfolio, e-book) b) Lay outing for Portfolio (print) c) Portfolio Evaluation		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	1. Streeter, L. (2011). Essential Fashion Illustration: Digital. Rockport Publishers.		
	Other References	1. Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books. 2. Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.		

POs COs	PO1 Basic Design knowled ge	PO2 Problem analysis	PO3 Design/ develop ment of solution s	PO4 Conduct investig ations of complex problem s	PO5 Modern tool usage	PO6 The design engineer ing and society	PO7 Environme nt and sustainabili ty	PO8 Ethics	PO9 Individual and team work	PO10 Communica tion	PO11 Project managemen t and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	-	-	1	-	3	-	1	1	-	1	1	2	-	-	3
CO2	-	-	1	-	3	-	1	1	-	1	1	2	-	-	3
CO3	-	-	2	-	3	-	1	1	-	2	1	2	-	-	3
CO4	-	-	3	-	3	-	1	1	-	3	1	2	-	-	3
CO5	-	-	2	-	3	-	2	1	-	3	1	3	-	-	3
CO6	-	-	3	-	3	-	2	1	-	3	1	3	-	-	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Course syllabus

Semester II

School: SAP		Batch : 2021 -25	
Program: B.Design		Current Academic Year: 2021-22	
Branch: Foundation		Semester: II	
1	Course Code	TDC204	
2	Course Title	History of Art & Design -II	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1 To know about the inter-relation of Human Evolution and Art. 2 To make the students understand the meaning of Art. 3 To develop an appreciation of Art. 4 To study and understand the influence of various eras on the development of art from the classical to current modern times. 	
6	Course Outcomes	<p><i>Students will be able to :</i></p> <p>CO1: Learn basic terminology of Art & Design studies. CO2: Remember & Classify the basics of Art and Design CO3: Understand the timeline and distinguish various styles, genres and movement and apply in practice. CO4: Learn to appreciate different forms of artistic expression through history. CO5: Identify and translate the learning through application in verbal and textual communication. CO6 : Observe and appreciate Art and Design and express by writing about it.</p>	
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.	
8	Outline syllabus		CO Mapping
	Unit 1	Beyond an Eye	CO1,CO2
	A	Signs, Allegory and Symbolism	
	B	Art & Craft Movement	
	C	Art Nouveau	
	Unit 2	Beyond meaning and Interpretation	CO1,CO2
	A	Abstraction	
	B	Abstract Expressionism	

	C	Three dimensional abstract		
	Unit 3	Deconstruction and anti-aestheticism	CO1,CO2,CO3,CO6	
	A	Constructivism and anti-art		
	B	Dadaism and beyond rules		
	C	Surrealism and beyond conscious		
	Unit 4	Bauhaus	CO1,CO2,CO3	
	A	Movement or institute?		
	B	The philosophy and design		
	C	In Graphic, Furniture and other design innovations		
	Unit 5	Breaking Boundaries in Contemporary	CO3,CO4,CO6	
	A	Installations & Public Art		
	B	Performance art & activism		
	C	New media & meta media		
	Mode of examination	Theory		
	Weightage	CA	MTE	ETE
	Distribution	30%	20%	50%
	Text book/s*	History of Art By H.W. Janson, Anthony F. Janson		
	Other References	The Story of Art by E.H. Gombrich, Understanding Art <i>By Louis Fischer</i>		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	2	-	-	-	-	-	-	-	-	-	-	2	1	1	1
CO2	3	-	-	-	-	-	-	-	-	-	-	2	2	2	2
CO3	2		1	-	-	-	-	-	-	-	-	2	1	1	1
CO4	3	3	3	2	2	3	3	2	2	3	1	3	1	1	1
CO5	2	-	2	-	-	-	-	-	-	3	1	3	3	3	3
CO6	3	2	2	1	1	2	2	-	1	3	1	3	3	3	3

Schools: SAP DESIGN		Current Academic Year: 2020-2021
		Semester: 2nd (Second)
		Course Code
1	Course Code	ARP102
2	Course Title	Communicative English -2
3	Credits	2
4	Contact Hours (L-T-P)	1-0-2
5	Course Objective	To Develop LSRW skills through audio-visual language acquirement, creative writing, advanced speech et al and MTI Reduction with the aid of certain tools like texts, movies, long and short essays.
6	Course Outcomes	<p>CO1 Move from primary self-assessment to larger goal and vision statement realisation with the help of feature length films as enablers and multimedia as language facilitators.</p> <p>CO2 To develop a positive attitude through written expression of positive thought process and outlook with the help of writing activities like story completion et al.</p> <p>CO3 Learn advanced writing skills in English like full length essays, Precis, Executive Summary et al.</p> <p>CO4 Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt. Also learning how to make a free speech and extempore art of speaking</p> <p>CO5 At this stage students will learn about Innovative Leadership and Design Thinking skills and practices along with Ethics and Integrity</p> <p>CO6. At this stage students will learn about <i>Love & Compassion, Non-Violence & Truth, Righteousness, Peace, Service, Renunciation (Sacrifice)</i> along with Introduction to Quant, Aptitude and Logical Reasoning.</p>

7	Course Description	The course takes the learnings from the previous semester to an advanced level of language learning and self-comprehension through the introduction of audio-visual aids as language enablers. It also leads learners to an advanced level of writing, reading, listening and speaking abilities, while also reducing the usage of L1 to minimal in order to increase the employability chances.	
8	Outline syllabus - ARP 102		
	Unit A	Acquiring Vision, Goals and Strategies through Audio-visual Language Texts	CO Mapping
	Topic 1	Pursuit of Happiness / Goal Setting & Value Proposition in life	CO1
	Topic 2	12 Angry Men / Ethics & Principles	
	Topic 3	The King's Speech / Mission statement in life strategies & Action Plans in Life	
	Unit B	Creative Writing	
	Topic 1	Story Reconstruction - Positive Thinking	CO2
	Topic 2	Theme based Story Writing - Positive attitude	
	Topic 3	Learning Diary Learning Log – Self-introspection	
	Unit C	Writing Skills 1	
	Topic 1	Precis	CO3
	Topic 2	Paraphrasing	
	Topic 3	Essays (Simple essays)	
	Unit D	MTI Reduction/Neutral Accent through Classroom Sessions & Practice	
	Topic 1	Vowel, Consonant, sound correction, speech sounds, Monothongs, Diphthongs and Triphthongs	CO4
	Topic 2	Vowel Sound drills , Consonant Sound drills, Affricates and Fricative Sounds	
	Topic 3	Speech Sounds Speech Music Tone Volume Diction Syntax Intonation Syllable Stress	

	Unit E	Gauging MTI Reduction Effectiveness through Free Speech	
	Topic 1	Jam sessions	CO4
	Topic 2	Extempore	
	Topic 3	Situation-based Role Play	
	Unit F	Leadership and Management Skills	
	Topic 1	Innovative Leadership and Design Thinking	CO5
	Topic 2	Ethics and Integrity	CO5
	Unit F	Universal Human Values	
	Topic 1	Love & Compassion, Non-Violence & Truth	CO6
	Topic 2	Righteousness, Peace	CO6
	Topic 3	Service, Renunciation (Sacrifice)	CO6
	Unit G	Introduction to Quantitative aptitude & Logical Reasoning	
	Topic 1	Analytical Reasoning & Puzzle Solving	CO6
	Topic 2	Number Systems and its Application in Solving Problems	CO6
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> • Wren, P.C.&Martin H. <i>High English Grammar and Composition</i>, S.Chand& Company Ltd, New Delhi. • Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication • Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press. <p>The Luncheon by W.Somerset Maugham - http://mistera.co.nf/files/sm_luncheon.pdf</p>	

Course Code	ARP102													
Course Name	Communicative English-2													
Semester	2													
CO	CO Statement	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	
C01	Move from primary self-assessment to larger goal and vision statement realisation with the help of feature length films as enablers and multimedia as language facilitators	-	-	-	-	-	-	-	3	-	2	-	3	
C02	To develop a positive attitude through written expression of positive thought process and outlook with the help of writing activities like story completion et al	-	-	-	-	-	-	-	2	-	2	-	3	
C03	Learn advanced writing skills in English like full length essays, Precis, Executive Summary et al	-	-	-	-	-	-	-	-	-	3	-	-	

C04	Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt	-	-	-	-	-	-	-	-	-	3	--	-
C05	At this stage students will learn about Innovative Leadership and Design Thinking skills and practices along with Ethics and Integrity	-	-	-	-	-	-	-	3	-	3	-	3
C06	At this stage students will learn about Love & Compassion, Non-Violence & Truth, Righteousness, Peace, Service, Renunciation (Sacrifice) along with Introduction to Quant, Aptitude and Logical Reasoning	-	-	-	-	-	-	-	3	-	-	-	3

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 2	
1	Course Code	JDC 201	
2	Course Title	DRAWING AND SKETCHING-II	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
Course Status		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme aims at developing and harnessing manual skills, leading to collaboration between visualized and the created. 2. It concentrates on exploring different materials such as charcoal, watercolor, pencil, ink etc. 3. Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 4. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 5. Describing movement by studying the anatomy of human as well as animal figures. 6. Explaining the significance of the line and demonstrating its nuances. 	
6	Course Outcomes	<p><i>The students will be able to:</i></p> <p>CO 1: - Explore varied art and drawing materials.</p> <p>CO2: - Visualize different spaces both indoor and outdoor and transform them in two dimensional forms using different materials.</p> <p>CO3: - Reproduce different objects by adhering to the principles of proportion and scale.</p> <p>CO 4: -Understand movement through anatomical studies of both animal and human beings.</p> <p>CO5: - Observe rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.</p> <p>CO6: - Create art and design works using comprehension skills</p>	
7	Course Description	The course enables students to develop an understanding between reality and reproduction. It acts as one of the key platforms to enhance the overall creative comprehension skills and inculcate the significance of consistent practice.	

8	Outline syllabus		CO Achievement	
	Unit 1	Practicing through Principles of Art	CO1	
		1A:-Study of scale and proximity 1B:-Study of shape, perspective and proportion 1C:- Capturing Rhythm		
	Unit 2	Surface Study	CO2	
		2A:- Study of Drapery 2B:- Object study of different materials such as glass, aluminums and wood. 2C:- Foliage Study		
	Unit 3	Outdoor Drawing	CO3	
		3A:- Landscape 3B:- Architectural Studies 3C:- Flora and fauna Study		
	Unit 4	Human Anatomy	CO4, CO6	
		4A :- Study of the human skeleton 4B :- Study part by part: Hands and Legs 4C :- Study part by part: Torso and Trunk		
	Unit 5	Human Anatomy and Still life	CO4, CO5	
		5A :- Model Study with Drapery 5B :- Study of portraits 5C :- Study of Still Life: Plants, draperies and objects		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	Anatomy and Drawing by <i>Victor Perard</i>		
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	1	-	1	-	2	-	-	-	-	-	-	3	-	-	-
CO2	1	-	1	-	2	-	-	-	-	-	-	3	-	1	-
CO3	1	-	1	-	1	-	-	-	-	-	-	3	-	1	-
CO4	1	-	1	-	1	-	-	-	-	-	-	3	-	1	-
CO5	1	-	1	-	1	-	-	-	-	-	-	3	-	-	-

CO6	2	-	2	1	3	-	-	-	-	-	-	3	-	3	-
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1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 2	
1	Course Code	JDC202	
2	Course Title	COMPOSITION-II	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
Course Status		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To develop an understanding in new designers from across the design and media disciplines who want to learn the fundamentals of art and design to create an aesthetically valued works 2. To provide a knowledge base that can lead to a correct exposure on both the conceptual as well as those more immediately operational functions. 3. To appreciate the works of prominent Artists and Designers 4. To develop good works of Design and Art applying the Basics of Design and Art 	
6	Course Outcomes	<p><i>The students will be able to :</i></p> <p>CO 1:- Learn about the existence of Design in Everyday and varied perspectives</p> <p>CO2:- Visualize and reproduce the spaces on the basis of the principles of a good Design.</p> <p>CO3:- Manage and create a visual space</p> <p>CO 4:- Handle different materials and use them</p> <p>CO 5:- Signify a well-developed composition and design by carefully analysing the ones around them and by studying other artist projects.</p> <p>CO6:- Compose aesthetically evaluated projects</p>	
7	Course Description	The course aids in visualizing and practicing different forms of developing a composition. It enables students in developing an understanding of creating a space in an aesthetic way and effectively places many of the main theoretical principles that lie behind successful design outcomes.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Art & Design	CO1
		1A:- A Brief on Art , Creativity & Design 1B. Structural , Functional & Sustainable 1C. Art & Design in Everyday Things	
	Unit 2	Principles of Art & Design	CO2

		2A. Defining the Principles of Design 2B. Discussing- Balance , Emphasis, Rhythm , Movement, Proportion, Unity, Contrast 2C. Applying Principles to create a good Design	
Unit 3	Dimensional Study		CO3
		4A :- Basics of geometry : Curves & Surfaces 4B. Golden ratio 4C. 2D & 3D Modelling	
Unit 4	Material Study		CO4, CO5
		4A. Paper & Print Making 4B. Clay & Pottery 4C. Yarn Craft	
Unit 5	Integrated Project		CO5, CO6
		5A. Study and appreciate prominent Design works 5B. Rethinking and Relating the Fundamentals of Design 5C. Think, Apply & Create Integrated Work of Art & Design	
Mode of examination	Jury		
Weightage Distribution	CA	MTE	ETE
	60%	0%	40%
Text book/s*	1. Design Methods - John Chris Jones		
Other References	2. Randolph P. Hoelscher and Clifford, 1957, Engineering Drawing and Geometry, H Springer. 3. IH Morris, 2012, Geometrical Drawing for Art Student, University Press 4. MC Escher , The Life and Works of MC Escher 5. Docchi M., 1996, Theory and practice of drawing ,Publisher: Yale University Press, 6. V Raghavan , 2004, Material Science, Prentice Hall India Learning Private Limited		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/ development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	1	1	1	3	2	2	2	3	1	1	3	-	3	-
CO2	3	-	-	1	3	-	-	-	2	1	1	3	-	3	-
CO3	3	-	-	1	3	-	-	-	1	1		3	-	3	-

CO4	3	-	-	1	3	-	-	-	2	-	--	3	-	1	-
CO5	3	-	-	1	3	-	-	-	2	1	-	3	-		-
CO6	3	3	3	3	3	3	2	2	3	3	3	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 2	
1	Course Code	FDJ201	
2	Course Title	DESIGN SKILL-II	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The course aims at interpreting the significance of Principles used in Design 2. To develop an understanding of fashion illustration 3. To provide an in-depth study of colour theory using both demonstration as well as lecture methods. 4. To enhance the visual and communication skill 5. To ideate , create and present design works 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO 1:-Gain knowledge about the basic fashion terminology, concepts, categories and seasons.</p> <p>CO2:- Draw fashion figures.</p> <p>CO3:- Acquire the skill to understand use of different media to create design works.</p> <p>CO4:-Demonstrate their personal style of illustration and create a range of expressive pieces to add to their portfolio.</p> <p>CO5:-Ideate and create a range line up for their collection of designs.</p> <p>CO6:-Develop Visual Communication Skill to express their ideas and designs.</p>	
7	Course Description	The course is designed to introduce Fashion, the key concepts, terminologies, categories and seasons. It aims at building individual fashion aesthetics through Fashion drawings and Colour theories to enable people to communicate their knowledge and learning essential for design practice.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Fashion	CO1
		1A:- Fashion Terms- Fashion, style, Acceptance, timelines, Zeitgeist 1B:- Fashion as art, function & communication	

		1C:- Fashion Categories & seasons- Avant Garde, Couture, Ready to wear, Fashion Seasons	
	Unit 2	Fashion Figure Drawing	CO2
		2A:- Fashion Figure Proportions 2B:- Movements & Postures 2C:- Faces & Hairstyles	
	Unit 3	Colour Theory for Fashion	CO2,CO3
		3A:- Understanding Colour theories applicable to Fashion 3 B:- Colour combinations for Fashion 3C:- Developing concepts and surfaces	
	Unit 4	Stylisation	CO4, CO6
		4A :- Stylisation of Fashion Figure 4B :- Drawing Accessories 4C :- Magazine study to develop fashion illustrations	
	Unit 5	Study of Design Projects	CO1, CO5, CO6
		5A :- Understanding the concept behind creation of Design Collections 5B :- Study of a Designer's style and creation 5C :- Creating a final Fashion Design Line-up drawings of your chosen collection	
	Mode of examination	Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	<i>Fashion Sketchbook by Bina Abling</i>	
	Other References	i. How to Develop your Own Style : By Stuart Mc Kenzie ii. Illustrating Fashion: Concept to Consumer : By Steven Stiplema iii. Iconic Designs: 50 Stories about 50 Things : By Editor(s): Grace Lees-Maffei	

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	-	-	-	-	-	-	-	-	-	-	3	-	3	-
CO2	2	-	-	1	-	-	-	-	-	-	1	-	-	-	-
CO3	3	-	3	3	-	-	-	-	-	3	-	-	-	1	-

CO4	-	-	3	2	3	-	-	-	-	-	-	3	-	2	-
CO5	3	-	3	3	3	-	-	-	-	1	2	3	-	3	-
CO6	3	-	3	3	3	-	-	-	-	3	1	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch: 2021-25	
Program: B. Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 02	
1	Course Code	JDC203	
2	Course Title	Digital Design II- Adobe Photoshop	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Photoshop. 2. Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns 3. Working with various colorways schemes and using repeat methods effectively. 4. Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments. , 	
6	Course Outcomes	Students will be able to - CO1: Become aware of a vocational bitmap drawing tool CO2: Convert ideas into bitmap imagery CO3: Construct their sketched artistic ideas into graphics CO4: Express & render original digital designs as per industrial manufacturing processes & methods CO5: Compile & present creative works in form of portfolio CO6: Create digital creative stories, design ideas & renderings & presentations	
7	Course Description	The course is an introduction to Adobe Photoshop, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started with Adobe Photoshop	CO1

	a)	a) Introduction of Vector & Bitmap, file formats, Resolution for different devices b) Photoshop Palettes – Layer, Channels & Paths c) Introduction of Photoshop selection Tools (Marquee, Magic Wand, Quick Selection tool, Pen Tool)		
	Unit 2	Graphics & Prints for Fashion, Lifestyle & Interior Products -1		CO2
		a) Photo Montage & Collages b) Graphics for T-shirt (Placements), Products , Accessories, Fabrics & Interiors c) Compositions for Magazine/ Advertisements		
	Unit 3	Graphics & Prints for Fashion, Lifestyle & Interior Products- 3		CO3, CO6
		a) From Pencil to digital Format (Scanning, Tracing sketched work) b) Repeats and Pattern (geometrical & seamless) c) Colourways & Colour Separation for Prints (manual printing/ digitally printing)		
	Unit 4	Graphics & Prints for Fashion, Lifestyle & Interior Products - 4		CO4, CO6
		a) Refining Scanned/ Clicked Fashion Illustration, Figures, Accessories, Furniture and other Objects b) Rendering Fashion Illustration, Figures, Accessories, Furniture and other Objects with Painting Techniques c) Rendering Fashion Illustration, Figures, Accessories, Furniture and other Objects with Masking Techniques		
	Unit 5	Portfolio development		CO5, CO6
		a) Lay outing for Portfolio (e-portfolio, e-book) b) Lay outing for Portfolio (print) c) Portfolio Evaluation		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	1. Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books.		
	Other References	2. Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.		

POs COs	PO1 Basic Design knowled ge	PO2 Problem analysis	PO3 Design/ develop ment of solution s	PO4 Conduct investig ations of complex problem s	PO5 Modern tool usage	PO6 The design engineer ing and society	PO7 Environme nt and sustainabili ty	PO8 Ethics	PO9 Individual and team work	PO10 Communica tion	PO11 Project managemen t and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	-	-	1	-	3	-	1	1	-	1	1	2	-	-	-
CO2	-	-	1	-	3	-	1	1	-	1	1	2	-	-	-
CO3	-	-	2	-	3	-	1	1	-	2	1	2	-	-	-
CO4	-	-	3	-	3	-	1	1	-	3	1	2	-	2	-
CO5	-	-	2	-	3	-	2	1	-	3	1	3	-	3	-
CO6	-	-	3	-	3	-	2	1	-	3	1	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Course Syllabus

Semester III

School: SAP		Batch: 2021-2025	
Program: B. Des		Current Academic Year:	
Branch: Fashion Design		Semester: 3	
1	Course Code	FDJ301	
2	Course Title	Research for Fashion	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to introduce students to Fashion Design process 2. To enable students to create their 'Design Diary' capturing the Design Process in detail. 3. To build experiential understanding of design briefs, target markets & creating collection themes 4. To enable students to translate their research into design ideas expressed in form of story boards, artworks & surface development swatches. 	
6	Course Outcomes	<p>The Students will be able-</p> <p>CO 1: -The students will be able to state the reasons, types & components of fashion research & design brief</p> <p>CO2: -The students will be able to interpret and write a Design brief, as per appropriate theme for Fashion Collection.</p> <p>CO3: -The student will be able to conduct Fashion research in the design process.</p> <p>CO 4: - To Student will be able use research analysis techniques to build initial Design ideas & concepts</p> <p>CO 5: -The students will be able to create & present Thematic Story Boards</p> <p>CO 6: -The students will be able to translate Market specific research into design ideas.</p>	
7	Course Description	<p>The course Research for Fashion is Paper-1 of Subject Fashion Research & Design split into 2, semester 3 & 4 taught using studio pedagogy. The course focuses on introducing & applying Design Process in Couture, Avant Garde & Ready to wear market segments. The final outcome will be development of Story boards & concept ideas in form of collages, artworks & swatches.</p> <p>The students will be required to apply their understanding & learnings of Elements & principles of design, Design Skills, Adobe Illustrator & Adobe Photoshop.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Design Process (10%)	CO1
		1A: - Fashion Research- Why, How, Components (Influence, Colour, Material, Trends, Shapes & Structure, Details) 1B: - Types of Inspiration- Visual, Conceptual, Narrative 1C: - Design Brief- Why, What, Market, or, Muse	
	Unit 2	Design Brief & Brainstorming (15%)	CO2

		2A: - How to write a Brief 2B: - Brainstorming the Brief 2C: - Choosing a Theme	
	Unit 3	Conducting Research (25%)	CO3
		3A: - Research- Influence 3B: - Research- Trends (Global & Indian) 3C: - Research- Material & Detailing	
	Unit 4	Assembling Research & Building concepts (25%)	CO4, CO5
		4A. Techniques for assembling Research in a Sketchbook- - Collage, Juxtaposition, Deconstruction, Cross-referencing 4B. Analysis of Research- Colour & Material play 4C. Analysis of Research- early design sketches & drapes	
	Unit 5	Creating Story Boards (25%)	CO5, CO6
		5A: - Story Boards- Key Elements 5B: - Creating Theme & Inspiration Boards 5C: -Creating Colour & Material Boards	
	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0%
		ETE	40%
	Text book/s*	<ol style="list-style-type: none"> Seivewright, S., & Sorger, R. (2016). Research and design for fashion. Bloomsbury Publishing. Calderin, J., & Volpintesta, L. (2013). The Fashion Design Reference & Specification Book: Everything Fashion Designers Need to Know Every Day. Rockport Publishers Incorporated. 	
	Other References	<ol style="list-style-type: none"> Sorger, R., & Udale, J. (2017). <i>The fundamentals of fashion design</i>. Bloomsbury Publishing. Aspelund, K. (2014). <i>The design process</i>. Bloomsbury Publishing. Seeling, C., & Teibler, C. (2010). <i>Fashion: 150 years: couturiers, designers, labels</i>. Hf ullmann. Online Trend Research- Tag-walk, Wgsn, Vogue, Lakme India Fashion week. 	

POs COs	PO1 Basic Design knowled ge	PO2 Problem analysis	PO3 Design/ develop ment of solution s	PO4 Conduct investig ations of complex problem s	PO5 Modern tool usage	PO6 The design engineer ing and society	PO7 Environme nt and sustainabili ty	PO8 Ethics	PO9 Individual and team work	PO10 Communica tion	PO11 Project managem ent and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	2		1	3	3	2	1	1	1			2	-	3	-
CO2	2	2	2	1	2	2	1	-	-	3	2	2	-	3	-
CO3	2	2	2	3	3	2	1	-	-	1	1	2	-	3	-
CO4	3	3	3	3	3	2	1	-	-	3	2	2	-	3	-
CO5	3	1	3	3	3	1	1		2	3	1	2	-	3	-

CO6	3	3	3	3	3	2	2	2	2	3	2	2	-	3	-
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1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch: 2021-2025	
Program: B. Des		Current Academic Year:	
Branch: Fashion Design		Semester: 3	
1	Course Code	FDT302	
2	Course Title	History of Costumes & Fashion	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. Introduction to early clothing and establish its connection with contemporary times 2. Chart the progress and changes in clothing through various times 3. Construct Visual research boards of each time period for visual recall & analysis 4. Write about influences & effects of various events/ developments on fashion 	
6	Course Outcomes	<p>The Students will be able</p> <p>CO 1: - to summarize Ancient history of clothing & its development through various ages & civilizations</p> <p>CO2: - to recognize 16th-19th century fashion influences and express it through the fashion style of the time</p> <p>CO3: - to evaluate the changes in fashion from 20th century to the end of World war II using visual references</p> <p>CO 4: - to analyse the influence of youth culture after World War II to the end of 20th century</p> <p>CO 5: - to evaluate the influence & direction fashion world takes in the new millennium</p> <p>CO 6: - to construct visual case studies& write about the influences of economic, political, technological advancements, art, lifestyle & culture on changes in clothing & fashion from Ancient history to the 21st century</p>	
7	Course Description	The course will use lecture, group discussion & studio pedagogy to examine changes & developments in clothing & fashion along time building a profound understanding about fashion. The learnings & outcomes of the course can be used for developing design diary, choosing inspirations & influences in all the future fashion design studio & fashion art studio subjects.	
8	Outline syllabus		CO Achievement
	Unit 1	Ancient History	CO1, CO6
		1A: - Origin, types Of Costume, Factors influencing Costume Development 1B: - Ancient Greece & Egypt 1C: - Ancient Rome & Byzantine era	
	Unit 2	16th- 19th Century Renaissance & Industrial revolution	CO2, CO6
		2A: - Introduction to the concept of Zeitgeist 2B: - Fashion capital of the World, Effects of Industrial Revolution, 2C: - Victorian Fashion & Dress reforms of the time, Feminization of Fashion, Birth of Haute Couture & Vogue	
	Unit 3	Haute Couture- 1900-1946	CO3, CO6

		3A: - Edwardian fashion 3B: - Female body liberation & Influence of Hollywood on Fashion 3C: - Effects of World war		
	Unit 4	Youth Culture- 1947-1990's	CO4, CO6	
		4A. Youth Culture & Subculture 4B. The Glamour era, Space age & Avant Garde Designers 4C. The shockers, minimalism & globalisation		
	Unit 5	The new millennium	CO5, CO6	
		5A: - Fashion's Sustainability challenge 5B: - Individuality vs. Conformity 5C: - Anti-fashion, Rise & fall of Fast fashion		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%
	Text book/s*	1. Seeling, C., & Teibler, C. (2010). <i>Fashion: 150 years: couturiers, designers, labels</i> . Hfullmann. 2. Köhler, C. (2012). <i>A history of costume</i> . Courier Corporation. 3. Gronow, J. (1993). Taste and fashion: The social function of fashion and style. <i>Acta Sociologica</i> , 36(2), 89-100. URL: https://www.jstor.org/stable/4200841 4. Simmel, G. (1957). Fashion. <i>American journal of sociology</i> , 62(6), 541-558. 5. Joseph, A. (2014). "A Wizard of Silks and Tulle": Charles Worth and the Queer Origins of Couture. <i>Victorian Studies</i> , 56(2), 251-279.		
	Other References			

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	1	1	-	1	1	3	1	-	2	3	-	2	-	3	-
CO2	1	1	-	3	2	3	1	-	2	3	-	2	-	3	-
CO3	1	1	-	3	2	3	2	-	2	3	-	2	-	3	-
CO4	1	1	-	3	2	3	2	-	2	3	-	2	-	3	-
CO5	1	1	-	3	2	3	3	-	2	3	-	2	-	3	-
CO6	2	2	--	3	3	3	3	3	2	3	--	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch :2021-25	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: 3	
1	Course Code	FDT304	
2	Course Title-	Basics of Textiles- I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To give Basic knowledge of Textiles . 2. To give knowledge of the source, manufacturing & processing and properties of fibers, Yarns & Fabrics 3. To identify the woven, knitted, felts and non-woven. 4. To develop an understanding in the areas of new research and concepts or problems in relation to environment. 	
6	Course Outcomes	<p>The Students will be able-</p> <p>CO1- To state & memorise the basic Textile facts and terms</p> <p>CO2- To identify source, manufacturing process and properties of Textile Fiber& yarns</p> <p>CO3- To describe the basic processes involved in fabric production.</p> <p>CO4- To identify new technological developments in fabric manufacturing</p> <p>CO5- To describe the manufacturing methods and their effect on fabric properties.</p> <p>CO6: To analyze the effect of textile processing on environment.</p>	
7	Course Description	This lecture course introduces students to the types and properties of fashion Fibre. By investigating the Fibre, quality, construction, care and finishing of textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Textiles Fibre	CO1, CO2
		<ol style="list-style-type: none"> 1 a. Introduction to Fibre & their Classification 1 b. Fibre Properties- Primary & Secondary 1 c. Environmental concerns regarding Textiles 	
	Unit 2	Natural Fibre	CO1, CO2
		<ol style="list-style-type: none"> 2a. Natural Fibre- their origin&production 2b. Properties & sustainability issues of natural Fibre 2 c. Fibre's identification, their uses & by products 	
	Unit 3	Man-made & regenerated Fiber	CO2, CO4, CO6
		<ol style="list-style-type: none"> 3a Man-made Fibre, their origin& production 3b Properties & sustainability issues of Man-made Fibre 3c New developments & Concerns in the area of Textile Fibre 	
	Unit 4	Yarn	CO3, CO4, CO5
		4a. Introduction to yarn Manufacturing process and Yarn Count	

		4b. Yarn properties, classification& identification- Novelty, Simple & Textured yarns 4c. New developments	
	UNIT 5	Fabric Construction Methods	CO3, CO5, CO6
		5 a. Introduction to weaving & knitting 5 b. Other Fabric construction methods 5 c. Environmental concerns related to Textile products and Processes	
	Mode of examination	Theory/Practical/Viva	
	Weightage Distribution	MTE	CA
		20%	30%
	Text book/s*	1. Corbman, P.B.(1983). “ <i>Textiles: Fibre to Fabric</i> ”, 6 th Ed. New York, McGraw-Hill. 2. Udale, J. (2008). <i>Basics Fashion Design 02: Textiles and Fashion</i> (Vol. 2). Ava Publishing.	
		1. Needles, H.L. (1986). “ <i>Textiles: Fibres, Dyes , Finishes and Processes</i> ”, 1 st Ed. Elsevier Publications. 2. Collier, B.J. & Tortora P. (2001). “ <i>Understanding Textiles</i> ” 6 th Ed. Pearson Publications 3. CohenA.C, Johnson I & Pizzuto J.J(2011) “ <i>J.J. Pizzuto's FabricScience</i> ” 4. Muthu S.S. (2014), “ <i>Roadmap to Sustainable Textiles and Clothing: Environmental and Social Aspects of Textiles and Clothing Supply Chain</i> ”. Springer	

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	1	-	1	-	-	-	-	1	-	-	-	-	-	3	-
CO2	1	-	2	-	-	2	2	1	-	-	-	-	-	3	-
CO3	2	1	2	1	1	2	2	2	-	-	1	-	-	3	-
CO4	-	-	3	2	3	-	3	2	-	1	2	1	-	3	-
CO5	2	2	2	-	2	2	2	3	-	-	2	1	--	3	-
CO6	1	2	3	-	1	-	3	3	-	1	2	2		3	-

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

School: SAP		Batch: 2021-2025	
Program: B.Design		Current Academic Year:	
Branch: Fashion Design		Semester3	
1	Course Code	FDJ303	
2	Course Title	Apparel Development I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To introduce student to the basics of Patternmaking 2. To be able to take measurements of human figure & dress form. 3. To familiarize students with terminologies used in patternmaking 4. To know & develop skill for different hand stitches and seams 5. To be able to do various seam finishes and garment finishes 	
6	Course Outcomes	<p>The Students will be able-</p> <p>CO1: To discover the concept of patten making and various tools and terminology used for pattern making.</p> <p>CO2: To measure the different Body types & the dress form with the knowledge of landmarks of body and sizing.</p> <p>CO3: To identify the different sewing machines and describe basic terminology used for Clothing construction</p> <p>CO4: To use commonly used garment finishing techniques and hand stitches on fabric.</p> <p>CO5: To apply commonly used garment trims, accessories & fasteners on fabric.</p> <p>CO6: To combine pattern making & construction techniques to create basic garment designs.</p>	
7	Course Description	After successful completion of this course, the students should be able to employ the art/ technique of pattern making for construction of basic garments. Develop an understanding for feel of fabric, human anthropology, tools and techniques used in patternmaking and different seams and hand stitches used for garment production.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Apparel Construction	CO1, CO2
		<ol style="list-style-type: none"> 1a. Introduction to AD & Pattern making- methods of pattern making and their importance. 1b. Taking body measurements & size charts. 1c. Tools and terminology used for pattern making and draping. 	
	Unit 2	Basic garment Construction Techniques	CO1, CO2
		<ol style="list-style-type: none"> 2a. Basics of sewing machines for knitted & woven fabric. 2b. Introduction to fabric terminologies: warp, weft, selvedge, fabric grain – types, identification and importance in apparel construction 	

		2c. Preparation of fabrics for clothing construction- shrinking, straightening, amount of ease and seam allowances, layout, marking and cutting of patterns.	
	Unit 3	Hand & Machine stitches	CO1, CO3
		3a. Types of Machine stitches&their applications. 3b. Types of Hand Stitches & their applications 3c. Seam Finishing techniques	
	Unit 4	Pattern making to construct basic bodice	CO1, CO4, CO6
		4a. Pattern making of basic front & back bodice 4b. Muslin fit Construction of basic bodice 4c. Refitting & finishing of Basic bodice	
	Unit 5	Garment Fasteners & Accessories	CO5, CO6
		5a. Types of fasteners and attachment techniques 5b. Fastener attachment techniques 5c. Attachment of fasteners on basic bodice	
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA	MTE
		60%	0%
	Text book/s*	1. Armstrong, H. J., &Maruzzi, V. J. (2010). <i>Pattern making for fashion design</i> . Prentice hall.	
	Other References	1. Bubonia, J. E. (2017). <i>Apparel production terms and processes: Studio Instant Access</i> . Bloomsbury Publishing USA. 2. Ireland, P. J. (2008). <i>New encyclopedia of fashion details</i> . Anova Books. 3. Reader's Digest. (2010). <i>Reader's Digest Complete Guide to Sewing: Step-by-step Techniques for Making Clothes and Home Accessories</i> . Taylor & Francis.	

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	1	2	-	1	2	1	-	2	1	-	2	-	3	-
CO2	3	1	1	1	1	1	1	--	2	-	--	2	-	3	-
CO3	2	1	-	1	2	1	1	-	2	-	2	1	-	3	--
CO4	3	1	-	1	2	1	2	-	2	-	-	1	--	3	-
CO5	2	3	3	-	2	1	2	1	2	1	1	2	-	3	-
CO6	1	3	3	-	3	2	2	-	2	1	1	3	-	3	-

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SAP		Batch: 2021-2025	
Program: B. Des		Current Academic Year:	
Branch: Fashion Design		Semester: 3	
1	Course Code	FDJ305	
2	Course Title	FASHION ART – AESTHETICS	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The course aims at interpreting fashion from different perspectives 2. To develop an understanding of fashion and History 3. To provide an in-depth study of Art as a major inspiration for Fashion 4. To enhance the visual and communication skill 5. To ideate, create and present design works 	
6	Course Outcomes	<p>The Students will be able-</p> <p>CO1: To interpret & sketch fashion—from everyday clothing to couture designs.</p> <p>CO2: To illustrate the history, development, and impact of garments over time, and explore how they may be reinvented.</p> <p>CO3: To investigate garments through multiple lenses including politics, identity, and economics.</p> <p>CO4: To discuss the lifecycle of clothing.</p> <p>CO5: To analyze the choices made about fashion with respect to the visual language of dress, issues of sustainability, and body politics.</p> <p>CO6: To relate & sketch the concept of Fashion as Art</p>	
7	Course Description	The course Fashion Aesthetics will describe Fashion from different perspectives, the established relationship between Fashion as Function & Art. Understanding fashion from multifaceted views, combining the history of ideas and representations, material culture, and the history of modern and contemporary art.	
8	Outline syllabus		CO Achievement
	Unit 1	Perspectives on Fashion	CO1
		1A: - Introduction to Fashion 1B: - Fashion as Function 1C: -About Fashion Heroes	
	Unit 2	Silhouettes & Body	CO2
		2A: - Fashion Figure Proportions 2B: - Silhouettes & Body Shapes 2C: - Theory of Pert-a-Porter	
	Unit 3	The theory of ‘Couture’	CO3, CO4
		3A: - Fashion as Identity 3 B: - Understanding the bespoke outfits 3C: - Developing concepts and design line up	
	Unit 4	Fashion Lifecycle	CO4, CO5

		4A: - Understanding the fashion lifecycles 4B: - The process of Consumption, Production & Disposal 4C: - The Relevance of the Fashion lifecycle	
	Unit 5	Fashion as Expression	CO2, CO3, CO6
		5A: - Understanding fashion as Art 5B: - Study of a Designer's style and creation 5C: - Form Generation and range development	
	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0%
		ETE	40%
	Text book/s*	1. Delong M. , 1998, The Way We Look: Dress and Aesthetics	
	Other References	2. Steele V., 2010 , THE BERG COMPANION TO FASHION 3. Eicher, Joanne B, "Introduction: Dress as Expression of Ethnic Identity." <i>Dress and Ethnicity: Change Across Space and Time</i> , Joanne B. Eicher (ed), Ethnicity and Identity Series (Shirley Ardener, ed.), 1995, The Berg Fashion Library. DOI: http://dx.doi.org/10.2752/9781847881342/DRESSETHN0005 4. Bulag, Uradyn. "Wearing Ethnic Identity: Power of Dress." <i>Berg Encyclopedia of World Dress and Fashion</i> , Volume 6 – East Asia, Berg Fashion Library. DOI: http://dx.doi.org/10.2752/BEWDF/EDch6014 5. Eicher, Joanne B, Sumberg, Barbara, "World Fashion, Ethnic and National Dress." <i>Dress and Ethnicity: Change Across Space and Time</i> , Joanne B. Eicher (ed), Ethnicity and Identity Series (Shirley Ardener, ed.), 1995, The Berg Fashion Library. DOI: http://dx.doi.org/10.2752/9781847881342/DRESSETHN0020	

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	2	2	2	-	2	2	-	-	-	-	3	-	3	-
CO2	3	1	-	1	-	-	-	-	-	1	-	3	-	3	-
CO3	3	1	1	1	1	2	2	1	-	-	-	1	-	3	-
CO4	3	1	1	1	3	3	3	-	-		--	2	--	3	-
CO5	3	1	1	1	-	3	3	1	-	2	-		-	3	-
CO6	3	-	-	1	1	-	-	-	-	-	-	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch: 2021-2025	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: 03	
1	Course Code	FDJ306	
2	Course Title	Digital III- Graphic Design for Fashion	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator, Photoshop, InDesign. 2. Student refines his/her skills to observe and stylize visual imagery and develop a range of garments 3. Working with various colourways schemes and using repeat methods effectively. 4. Students will submit the whole process of ensemble creation in the form of a digital presentation (portfolio) along with hard copies of class assignments. Laser cutting, or any other 3D design tool. 	
6	Course Outcomes	<p>The Students will be able-</p> <p>CO1: To examine multiple digital design & presentation tools at various stages of Design process</p> <p>CO2: To digitally express design ideas focusing on all aspects & details</p> <p>CO3: To sketch technical drawings across product categories</p> <p>CO4: To design variations & modulations</p> <p>CO5: To organize & present creative works in form of portfolio</p> <p>CO6: To create digital creative stories, design ideas & renderings & presentations using mixed mediums starting from hand sketching to a variety of digital design software</p>	
7	Course Description	Students learn the fundamental and advanced techniques specific to fashion design using relevant software such as Adobe Photoshop, Illustrator & InDesign. Course assignments emphasize digital design development sketching techniques, colour stories, line planning, silhouette, and fabric design. Explore multiple product categories- clothing, Accessories, Footwear, Make up	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to digital design using multiple platforms	CO1, CO6
		<ol style="list-style-type: none"> a) Introduction to the course project brief b) Explore Digital design & presentation tools virtually and in audio & video formats 	

		c) Create Mood boards- covering garment shapes & details, determining fabric qualities, using colour & print.		
	Unit 2	Design Detail	CO1, CO2, CO6	
		a) Develop Forms & Shape variations b) Develop surface Design details: focus on Print c) Create Construction details- Trims, sewing details, labels, etc		
	Unit 3	Flat Sketch Templates: Construction details	CO1, CO3, CO6	
		a) Develop Flat sketch templates of clothing products b) Develop Flat sketch templates of Accessories c) Develop Flat sketch templates of Footwear		
	Unit 4	Design Variations & Line planning	CO1, CO4, CO6	
		a) Render Surface detail on Flat sketch templates: Clothing Products, Footwear & Accessories b) Create multiple Colourways of each design: Clothing products, Footwear & Accessories c) Analyse & edit to create final collection		
	Unit 5	Digital Look Book	CO1, CO5, CO6	
		a) Create Fashion sketches for select looks: focus on styling b) Create creative digital look book using Adobe InDesign c) Compile final presentation using Adobe InDesign		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	<ol style="list-style-type: none"> Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing. Szkutnicka, B. (2010). Flats: Technical Drawing for Fashion, Portfolio Skills: Fashion & Textiles. 		
	Other References	<ol style="list-style-type: none"> Burrough, X. (2013). Foundations of Digital Art and Design with the Adobe Creative Cloud. Pearson Education. Jackson, C., & Ciolek, N. (2017). Digital design in action: Creative Solutions for Designers. CRC Press. 		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	-	-	1	--	3	--	1	1	-	1	1	2	-	3	-
CO2	-	-	1		3	-	1	1	--	1	1	2	-	3	-

CO3	-	-	2	-	3	-	1	1	-	2	1	2	-	3	-
CO4	--	-	3	-	3	-	1	1	-	3	1	2	-	3	-
CO5		-	2	-	3	--	2	1	-	3	1	3	-	3	-
CO6	-	-	3	-	3	-	2	1	-	3	1	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Course Syllabus

Semester IV

School: SAP		Batch: 2021-2025	
Program: B. Des		Current Academic Year:	
Branch: Fashion Design		Semester: 4	
1	Course Code	FDJ401	
2	Course Title	Design for Fashion	
3	Credits	5	
4	Contact Hours (L-T-P)	0-2-3	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to experientially explain students the Fashion Design process 2. To enable students to develop their first fashion collection & understand the process of converting research into design ideas and design ideas into product developments 3. To enable students, explore & find their individual design styles & preferences in terms of sustainable design ideas, Avant Garde design ideas & customized hi-end couture 	
6	Course Outcomes	<p>The students will be able-</p> <p>CO1: -To examine various design works of prominence</p> <p>CO2: -To build initial design ideas by extending Fashion research techniques & processes</p> <p>CO3: -To construct story boards & detailed design concepts including prints, embroideries & embellishments</p> <p>CO4: -To apply design development techniques to break down design ideas into product variations</p> <p>CO5: -To construct design ideas from paper to product</p> <p>CO6: -To integrate skills to develop an exhibit in form of design stories & products</p>	
7	Course Description	<p>The course Design for Fashion is Paper-1 of Subject Fashion Research & Design split into 2, semester 3 & 4 taught using studio pedagogy. The course focuses on enabling students design & develop their first fashion collection. Integrating their understanding & learnings of Research for Fashion, Digital design studio, Fashion Art- Aesthetics, Apparel development & Textile study. The final outcome will be development of Design Diary, Story boards & concept ideas in form of collages, artworks & swatches & Muslin fits.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Study & Analysis of Fashion Collections	CO1
		<p>Create Visual Research Boards on-</p> <p>1A: - A Sustainable design collection- Material, Process & Market</p> <p>1B: - A Historically iconic fashion collection- Influence, Process, Elements & Principles</p> <p>1C: - Avant Garde Collection- Inspiration, Influence, Techniques, Elements & Principles</p>	
	Unit 2	Research for Fashion	CO2
		2A: - Read, evaluate, brainstorm & research on the given Market specific Design Brief	

		2B: -Conduct market driven Material & Trend study 2C: - Assemble Research & build initial concepts	
	Unit 3	Story & Concept Development	CO3, CO6
		3A: - Create Story Boards 3B: - Design development: Develop concepts to create series of ideas 3C: - Design Detail development- Print, embroidery, embellishments, etc	
	Unit 4	Design development	CO4, CO6
		4A. Product design: Refinement of individual garments to create variations as Technical Drawings 4B. Selection of final Designs to form the Collection 4C. Create Final Collection Design Boards including Fashion sketches & Technical drawings	
	Unit 5	Product Development	CO5, CO6
		5A: - Develop patterns & Muslin fits of selected looks 5B: - Develop Final Design Detail ideas as Swatches/ Artworks 5C: - Exhibit Presentation of the Final edits	
	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0%
	Text book/s*	1. Seivewright, S., & Sorger, R. (2016). <i>Research and design for fashion</i> . Bloomsbury Publishing. 2. Fletcher, K. (2013). <i>Sustainable fashion and textiles: design journeys</i> . Routledge.	
	Other References	1. Jenkyn, S. (2011). <i>Fashion design</i> . Laurence King Publishing. 2. Seeling, C., & Teibler, C. (2010). <i>Fashion: 150 years: couturiers, designers, labels</i> . Hf ullmann. 3. Pedersen, E. R. G., & Andersen, K. R. (2013). <i>SocioLog. d x</i> . 4. Online Trend Research- Tag-walk, Wgsn, Vogue, Lakme India Fashion week.	

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/ development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	1	1	2	2	-	2	3	3	3	2	-	3	-	3	-
CO2	3	2	3	3	2	2	2	1	1	3	1	1	--	3	--
CO3	3	2	3	2	2	2	2	-	2	3	2	1	-	3	-
CO4	3	2	3	2	2	2	2	-	2	3	2	1	-	3	-
CO5	3	2	3	2	2	2	2	-	2	3	2	1	-	3	-
CO6	3	2	3	2	2	2	2	-	2	3	3	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch: 2021-25	
Program: B. Design		Current Academic Year-	
Branch: Fashion Design		Semester04	
1	Course Code	FDT402	
2	Course Title	History of Indian Textiles	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To develop a sense of appreciation for traditional art and craft 2. To use traditional textiles to create clothing and life style products 3. To have an overview of the various processes involved in the development of traditional textiles 	
6	Course Outcomes	<p>The student will be able-</p> <p>CO1: To describe the vast history of Indian traditional textiles CO2: To label & classify different woven textiles of India CO3: To demonstrate sense of appreciation for traditional embroideries in India. CO4: To classify & distinguish painted, printed traditional textiles. CO5: To identify & differentiate between surface embellishment techniques and materials. CO6: To conduct survey on a traditional Indian textile technique</p>	
7	Course Description	To enable the students to have an overview of the different traditional textiles for their respective regions and use traditional textiles with a sense of appreciation for its roots.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction -Traditional India Textiles	CO1
		<ol style="list-style-type: none"> 1a. Brief history of Indian textiles- Ancient, Medieval and modern period 1b. Contemporary fashion influence on Indian traditional textiles 1c. Case studies 	
	Unit 2	Traditional hand-woven textiles	CO1, CO2
		<ol style="list-style-type: none"> 2a. Stories & techniques of woven textiles of north & South – Ikat, Patola, Brocade of Banaras, Himrus&Amrus, Pochampalli, Kanjeevaram, Jamdani 2b. Stories & techniques of woven textiles of west & east- Dacca Muslin, Baluchari, chanderi, Mesheshwari sarees, Kota dora 2c. Contemporary/ traditional creative developments of chosen technique/s 	
	Unit 3	Traditional embroidered textiles	CO1, CO3
		<ol style="list-style-type: none"> 3a. Origins & embroidery techniques from north, south& east- Kashida, Phulkari, chikankari, Chambarumal, Kasuti, Kantha 3b. Origins & embroidery techniques from west–Kutch embroidery, sindhi, Kathiawar, Ahirbharat, Mochi Bharat, Rabari etc. 	

		3c. Contemporary/ traditional creative developments of chosen technique/s	
	Unit 4	Traditional Dyeing, Printed, Painted textiles	CO1, CO4
		2a. Natural dye colours, effects & benefits 2b. Printed Fabrics -Block, Batik, screen & stencil printing, Bagri 2c. Painted textiles – Madhubani, Kalamkari, Rogan and warli Painting, Pichwai etc	
	Unit 5	Creative developments	CO5, CO6
		5a. Traditional appliques & quilting techniques & stories 5b. Case study of chosen technique/s of each category 5c. Sample swatch file development showcasing application	
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA	MTE
		30%	20%
	Text book/s*	1. Chattopadhyaya, K. (1977). Indian embroidery. 2. Naik, S. D. (1996). <i>Traditional embroideries of India</i> . APH Publishing.	
	Other References	3. Jettmar, G., Irwin, J., & Hall, M. (1976). Indian Embroideries, Vol. II-Historic Textiles of India at the Calico Museum. 4. Das, S. (1992). <i>Fabric art: heritage of India</i> . Abhinav Publications. 5. Gupta, C. S. (1996). <i>Zardozi: Glittering gold embroidery</i> . Abhinav Publications.	

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problem	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	2	1	-	2	-	-	1	1	-	2	2	1	-	3	-
CO2	2	1	1	-	-	-	1	2	1	2	-	1	-	3	-
CO3	2	2	-	2	1	3	2	2	-	-	2	1	-	3	-
CO4	2	1	1	2	2	1	2	2	-	2	-	1	-	3	-
CO5	2	1	1		2	1	-	3	-	2	1	1	-	3	-
CO6	2	3	3	1	3	2	3	3	-	3	3	1	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch: 2021-25	
Program: Design		Current Academic Year:	
Branch: Fashion Design		Semester: 04	
Course Code		FDJ403	
2	Course Title	Apparel Development II	2
3	Credits	6	3
4	Contact Hours (L-T-P)	0-2-4	4
Course Status		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. Basic design and sampling of a garment 2. Basic fabric selection and garment styling 3. Understand body scaling and draping 	5
6	Course Outcomes	<p>The student will be able-</p> <p>CO1: To demonstrate fabric & pattern manipulation techniques</p> <p>CO2: To construct basic bottoms through application of manipulation & garment construction techniques</p> <p>CO3: To demonstrate construction & pattern making skills through garment detailing</p> <p>CO4: To apply pattern making principles on paper to final test fit.</p> <p>CO5: To develop ability to use, acquire and integrate relevant technical skills to solve pattern making problems</p> <p>CO6: To develop capacity to interpret & solve problems in development and construction of garments.</p>	
7	Course Description	This studio course explores the development of basic level apparel styles through the application of the draping principles on the three-dimensional dress form. Students study the process from initial design concept through first sample.	
8	Outline syllabus	CO Achievement	
	Unit 1	Fabric & pattern manipulation techniques	CO1, CO5
		<ol style="list-style-type: none"> 1a. Tucks & darts 1b. Gathers & pleats 1c. Ruffles & Flounce 	
	Unit 2	Basic Lower bodice- skirt & pant blocks	CO1, CO2, CO4
		<ol style="list-style-type: none"> 2a. Pattern making of front & back skirt bodice 2b. Pattern making of front & back pant bodice from draping technique 2c. Refitting & finishing of Basic bodice of skirt & Pant 	
	Unit 3	Pockets, plackets & zippers	CO3, CO5
		<ol style="list-style-type: none"> 3a. Types of pockets and their application 3b. Types of plackets and their application 3c. Attachment of zippers 	
	Unit 4	Sleeves & neck finishes	CO3, CO5
		<ol style="list-style-type: none"> 4a. Neckline variations- Front & back with facing & piping 4b. Basic collar -convertible collar, stand collar & variations 4c. Sleeve variations 	
	Unit 5	Dart Manipulation	CO4, CO5, CO6
		<ol style="list-style-type: none"> 5a. Dart manipulation techniques: Slash & spread technique and pivot method 5b. Pattern with Princess line 	

		5c. Construction of creative variation of basic bodice, skirt & pant			
Mode of examination Weightage Distribution	CA	MTE	ETE		
	60%	0%	40%		
Text book/s*	1. Armstrong, H. J., & Maruzzi, V. J. (2010). <i>Pattern making for fashion design</i> . Prentice hall.				
Reference book/s*	1. Aldrich, W. (2015). <i>Metric pattern cutting for women's wear</i> . John Wiley & Sons. 2. Fischer, A. (2008). <i>Basics fashion design 03: Construction</i> (Vol. 3). Ava Publishing.				

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problem	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	2	1		2	-	-	1	-		2	2	-	-	3	-
CO2	2	1	1		-	-	1	-	1	2	-	-	-	3	-
CO3	2	2		2	1	3	2	-	-		-	-	-	3	-
CO4	2	1	1	2	2	1	2	-	-	2	-	-	-	3	-
CO5	2	1	1		2	1		-	-	2	-	1	-	3	-
CO6	2	3	3	1	3	2	3	-	-	3	3	1	-	3	-

1-Slight (Low)

2-Moderate (Medium) 3-Substantial (High)

School: SAP		Batch: 2021-25	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester 4	
1	Course Code	FDT404	
2	Course Title-	Basics of Textiles- II	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To give knowledge of Textiles in terms of Fiber, yarn and Fabric. 2. To identify the woven, knitted, felts and non-woven. 3. To give knowledge of the weaving process, its types and the properties of different weaves 4. To give knowledge of the Knitting process, types of knits and their properties & uses. 5. To impart knowledge of other fabric construction process like felts and non-woven, 6. Methods of creating non-woven, their construction, properties and uses. 7. To impart knowledge in the areas of other textile materials which are used as fabric, leather. 	
6	Course Outcomes	<p>The students will be able-</p> <p>CO1: To identify & recognize different fabric constructions CO2: To describe & compare textile construction processes CO3: To discover effects of different processes on fabric properties and choose appropriate construction technique & process in relation to design needs CO4: To discover & relate leather processing and knotted fabric construction in terms of usage and need. CO5: To analyse uses of different woven knitted nonwoven and other textile materials. CO6: To produce their own design alterations</p>	
7	Course Description	This lecture course introduces students to the types and properties of fashion fibres. By investigating the fabric, quality, construction, care and finishing of textiles, students will learn the basics of fabric identification and specific uses in the fashion industry.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Fabric construction	CO1, CO5
		<ol style="list-style-type: none"> 1a. Types of Fabric construction techniques 1b. Introduction to weaving 1c. Parts of loom and the weaving Process 	
	Unit 2	Types of weaves and their uses	CO2, CO5, CO6
		<ol style="list-style-type: none"> 2a. Basic Weaves, Construction and properties 2b. Decorative weaves construction and properties 2c. Identification of different woven fabrics and uses 	
	Unit 3	Knitting	CO2, CO3, CO5

		3a. Introduction to knitting & difference between knitting and weaving 3b. Types & properties of knitting- Flat, circular, Jacquard 3c. Opportunities & limitations of knitting		
	Unit 4	Non-woven	CO2, CO6, CO5	
		4a. Introduction & types non-woven textiles 4b. Functional properties of non-woven textiles 4c. Applications of Non-woven textiles		
	UNIT 5	Leather & Knotted textiles	CO3, CO4, CO5	
		5a. Introduction to sources & processing leather 5b. Leather finishes & fur, Uses & properties 5c. Knotted textiles- braided, crochet, Macramé, etc		
	Mode of examination	Theory/Practical/Viva		
	Weightage Distribution	MTE	CA	ETE- Theory
		20%	30%	50%
	Text book/s*	1. Corbman, P.B. (1983). “ <i>Textiles: Fibre to Fabric</i> ”, 6 th Ed. New York, McGraw-Hill.		
	Other References	1. Cohen A.C, Johnson I & Pizzuto J.J(2011) “ <i>J.J. Pizzuto's Fabric Science</i> ” 2. Shenai, V.A. (1979) <i>Technology of Textile Processing: Vol. 4 Technology of Printing</i> . Sevak Publications 3. Shenai V.A. (1996) “ <i>Technology of Textile Processing: Vol. 6 Technology of Dyeing</i> ”. Sevak Publications 4. Shenai V.A. (1990) “ <i>Technology of Textile Finishing</i> ” 2 nd Ed. Sevak Publications		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	2	1	1	-	-	2	1	-	-	-	1	-	3	-
CO2	2	3	1	3	-	-	2	1	-	2	2	2	-	3	-
CO3	3	3	3	3	2	2	3	3	-	3	3	3	-	3	-
CO4	1		1	2	-	-	2	1	2	-	-	1	-	3	-
CO5	3	3	2	2	1	2	2	3	-	3	3	3	-	3	-
CO6	2	2	3	2	3	3	3	3	2	3	3	3	-	3	-

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

School: SAP		Batch: 2021-2025	
Program: B.Des		Current Academic Year: 2021-2022	
Branch: Fashion Design		Semester: 4	
1	Course Code	FDJ405	
2	Course Title	FASHION ART – DRESS, CULTURE & SOCIETY	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To understand the meaning of costume, fashion, and design 2. To understand the origin of various costumes 3. To understand the influences of Culture and Society on Dressing Up 4. To understand about globalization and technological advancements on Costume & Dresses 	
6	Course Outcomes	<p>The student will be able-</p> <p>CO 1: To describe similarities and differences among dress, costume, and fashion.</p> <p>CO2: To relate influences of Society & Culture on Costumes through sketching & rendering</p> <p>CO3: To appraise what goes into the making of a Dress</p> <p>CO 4: To sketch & classify standards and ideals of Human Body in respect to fashion</p> <p>CO5: To support the concept of ‘Dress & Ethnicity’ with examples</p> <p>CO6: To compose their understanding through fashion art</p>	
7	Course Description	The course Fashion Art-Dress, Culture & Society is designed to introduce the students to the concept of Costumes, its details and how it is used in societies to communicate	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction: Perception on Dress, Costume & Fashion	CO1, CO6
		1A. Define dress, costumes and fashion 1B. The terms “culture,” “society,” “subculture,” and “intentional community.” 1C. Studying - Dress & Politics	
	Unit 2	Culture and Society	CO2, CO6
		2A: - Material & Non- Material Culture 2B: - What does the Dress Communicate –Dress, Undress & Nudity 2C: - Major Cultural Influences	
	Unit 3	Beyond the Visual	CO3, CO6
		3A. Comparing Class, Gender & Society 3B. Fashion Dedicated to Royalty 3C. Growth of Middle Class	
	Unit 4	Clothing Classification	CO4, CO6
		4A. Study of basics of Menswear	

		4B. Study of basics of Womenswear 4C. Study of basics of Childrenswear	
	Unit 5	Global Fashion	CO5, CO6
		5A. Effect of World War on Fashion 5B. Fashion Centres 5C. Communication, Retail, Leisure & Industry	
	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0%
	Text book/s*	1. Lamp, Frederick, The Berg Encyclopaedia of World Dress and Fashion, Volume 10, Global Perspectives, Berg Fashion Library online.	
		2. Tortora, Phyllis, 2010, The Berg Encyclopaedia of World Dress and Fashion, Volume 10, Global Perspectives, the Berg Fashion Library 3. Joanne B. Eicher, 2011 Berg Encyclopaedia of World Dress and Fashion, Volume 6 – East Asia, Berg Fashion Library. 4. Eicher, Joanne B, 1999, Dress and Ethnicity: Change Across Space and Time, Bloomsbury Publishing 5. Maynard, Margaret, 2005 the Berg Encyclopaedia of World Dress and Fashion	
	Other References		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	1	1	2		2	1	1	-	1	-	2	-	3	-
CO2	3	1	1	2		2	1	1	-	1	-	2	-	3	-
CO3	3	3	3	3	3	2	2	-	1	1	-	2	-	3	-
CO4	3	1	1	2	1	3	2	-	-	1	-	2	-	3	-
CO5	3	-		2		2	2	1	-	2	-	2	-	3	-
CO6	3	-		3	3	3	2	1	-	3	-	2	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch: 2021-2025	
Program: B. Design		Current Academic Year:	
Branch: Fashion Design		Semester: 04	
1	Course Code	FDJ406	
2	Course Title	Digital IV- 3D Digital Design	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To equip the students with Computer Aided tools and techniques 2. To Student refines his/her skills to observe and stylize visual imagery and develop a range of garments and other elements 3. To digitally develop & present a production ready & creative collection through TUKACAD other virtual & 3D tools. 4. Students will be able to develop Design collection and prototypes digitally 	
6	Course Outcomes	<p>The students will be able-</p> <p>CO1: To examine Computer Aided tools used to optimize & digitalize prototyping & presentation processes.</p> <p>CO2: To interpret application of 3D Software</p> <p>CO3: To construct basic Patterns and graded patterns with CAD</p> <p>CO4: To sketch Textures, Print & Surface Development digitally</p> <p>CO5: To create 3D prototypes, fits, designs and other details</p> <p>CO6: To compose 3D Design Collection by integrating all the 3D garment construction & detailing techniques</p>	
7	Course Description	The course will introduce digital prototype & virtual design & presentation tools for the students. Lesson plans will include blended, flipped & learning by doing teaching pedagogy. The course will be delivered using a series of tutorials & assignments. Assignments will be focused on giving students individual practice time to work on individual & group projects.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Computer Aided tools	CO1, CO2
		<ol style="list-style-type: none"> 1a. Introduction to 3D Tuka CAD 1b. Drafting patterns for basic Upper bodice, Shirt, Sleeves, Tops 1c. Drafting patterns for lower bodice, Skirt and Trouser 	
	Unit 2	Grading and Marking	CO2, CO3

		2a. Using advanced grading tools- angle grading, variation grading 2b. Using advanced marker making tools and report generation 2c. Applying different types of markers (singular, tubular, one way, etc.) for different garment categories	
	Unit 3	Colours, Prints & Textures	CO2, CO4
		3a. Creating textile print design 3b. Developing Colour separation, repeats, colourways 3c. Developing Textures	
	Unit 4	3D design Visualizer- Marvelous designer, Clo3D, TUKA Visualizer	CO2, CO5
		4a. Introduction to the use and application of software 4b.3D simulation & layering 4c.3D garment edit	
	Unit 5	3D Design Project	CO1, CO2, CO6
		5a. Planning a set of collection, Developing Flat Sketches with Prints and textures 5b. Grading the selected set of ensembles 5c. Creating 3D prototypes for the set of collection supported by Design Concept and Story Boards	
	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0%
	Other References	1. Istook, C. L., Newcomb, E. A., & Lim, H. (2011). Three-dimensional (3D) technologies for apparel and textile design. In <i>Computer technology for textiles and apparel</i> (pp. 296-325). Woodhead Publishing. 2. Trivedi, V. (2014). Innovation in computer aided garment designing.	

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	1	1	1	1	3	2	1	-	1	1	-	2	-	3	-
CO2	1	1	1	1	3	2	1	-	1	1	-	1	-	3	-
CO3	1	1	3	1	3	2	1	-	1	1	-	1	-	3	-
CO4	1	1	3	1	3	2	2	-	1	1	-	1	-	3	-
CO5	1	1	3	1	3	2	2	-	2	1	2	1	-	3	-
CO6	3	3	3	3	3	3	2	-	3	2	2	1	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Program and Course Structure

School of Architecture and Planning Bachelor of Design SDM0201

**(Specialization in Interior & Space Design)
Batch 2021-2025**

HOD

DEAN

1.1 Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

- 1. Transformative educational experience**
- 2. Enrichment by educational initiatives that encourage global outlook**
- 3. Develop research, support disruptive innovations and accelerate entrepreneurship**
- 4. Seeking beyond boundaries**

Core Values

- Integrity**
- Leadership**
- Diversity**
- Community**

School of Architecture & Planning

School of Architecture & Planning

1.2 Vision and Mission of the School

Vision of the School

To be amongst the top institutes in India imparting quality education and professional skills to the students to emerge as creative professional of global caliber and thus the society in large.

Mission of the School

1. To create and sustain a stimulating and responsive academic inclusive environment.
2. To regularly enhance the teaching contents & techniques in keeping with current and future trends.
3. To provide a competitive and career-oriented programme.
4. To encourage students to be socially responsive and responsible architects

Core Values

- **Innovation**
- **Awareness**
- **Information**
- **Ethics**

DEPARTMENT OF DESIGN

1.2.1 Vision and Mission of the Department

Vision of the Department

To be at the Centre of Excellence in Art & Design Education to shape future-ready professionals catering the needs of the design industry in particular and society overall.

Mission of the Department

- To create a global centre of innovation and excellence in art and design industry.
- Promoting in-depth research in art and design studies for sustainable practices.
- To inculcate critical, analytical, cognitive, speculative and creative problem-solving skills.
- To develop a sense of social and professional ethics and values.
- To develop the essence of craftsmanship, future technological and vocational skills.

1.3 Program Educational Objectives (PEO)

- PEO1:** The curriculum shall provide the students the flexibility to create their identity and generate in them the instinct to create a niche for themselves when exposed to the industry as professionals.
- PEO2:** The curriculum shall provide them learning acquired by explorations in the field of design to create indelible experiences and innovate with their highest creative potential to serve the society at their best.
- PEO3:** The program shall include more hands-on experience with regular workshops and updated trends in design industry. It shall provide basic tools, skills, and materials for exploratory exposure understanding nuances of history, Art, culture, traditions and their evolution with the people. It shall excite them to understand evolved craftsmanship and concurrent needs.
- PEO4:** Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.

1.3.2Map PEOs with School Mission Statements:

PEO Statements	School Mission-1	School Mission-2	School Mission-3	School Mission-4
PEO1: The curriculum shall provide the students the flexibility to create their identity and generate in them the instinct to create a niche for themselves when exposed to the industry as professionals.	3		3	2
PEO2: The curriculum shall provide them learning acquired by explorations in the field of design to create indelible experiences and innovate with their highest creative potential to serve the society at their best.	3	2	2	2

<p>PEO 3 The program shall include more hands-on experience with regular workshops and updated trends in design industry. It shall provide basic tools, skills, and materials for exploratory exposure understanding nuances of history, Art, culture, traditions and their evolution with the people. It shall excite them to understand evolved craftsmanship and concurrent needs.</p>	3	2	1	1
<p>PEO4: Promoting humanity and culture in designing systems and environments to improve the human condition, an approach that draws on design thinking.</p>	1		1	3

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

2.

1.3.2 Map PEOs with Department Mission Statements:

PEO Statements	Department Mission-1	Department Mission-2	Department Mission-3	Department Mission-4	Department mission 5
<p>PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.</p>	3	1	1	-	
<p>PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.</p>	3	3	3	3	3

PEO 3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	3	2	2	3	3
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	3	2	-	2	-

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

1.3.3 Program Outcomes (PO's)

PO1. Design knowledge: Apply the knowledge of Design fundamentals, Design specialization to the solution of complex Design problems.

PO2. Problem analysis: Identify, formulate, review research literature, and analyze complex Design problems reaching substantiated conclusions using elements and principles of art and Design through empirical & historical research.

PO3. Design/development of solutions: Design solutions for complex Design problems, design components and processes that meet the specified needs with appropriate consideration for the public health and safety, cultural, societal, and environmental considerations.

PO4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design explorations, interpretation of data, and synthesis of the information to provide qualitative conclusions.

PO5. Modern tool usage: Select, apply appropriate techniques, resources, and modern industrial Design techniques and digital tools including forecast and modelling to complex Design activities with an understanding of the limitations.

PO6. The design engineering and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional Design practice.

PO7. Environment and sustainability: Understand the impact of the professional Design solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the Design practice.

PO9. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10. Communication: Communicate effectively on complex Design activities with the Design community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11. Project management and finance: Demonstrate knowledge and understanding of the Design, management principles and apply these to one's own work, as a member and leader in a team, to manage projects in multidisciplinary environments.

PO12. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PSO1 : Interior and product design practice:

To design products and spaces fulfilling human needs and solving challenges through use of contemporary technology and imaginative abilities.

PSO2 : Fashion design practice:

To integrate the knowledge of design & critical thinking in the domain of fashion and textiles with business & professional practices

PSO3 : Communication design practice:

To be able to demonstrate knowledge of representational processes using visual as well as digital and new media as mediums of representation.

1.3.4 Mapping of Program Outcome Vs Program Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	3	1	2	1
PO2	3	3	1	1
PO3	1	1	3	1
PO4	1	2	3	3
PO5	1	2	3	1
PO6	1	3	3	2
PO7	1	2	3	1
PO8	2	2	2	3
PO9	2	3	1	1
PO10	1	3	2	1
PO11	1	3	2	1
PO12	3	3	3	3
PSO1	2	2	3	3
PSO2	-	-	-	-
PSO3	-	-	-	-

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

Program Outcome	Course Name	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
TERM-I																
TDC104	History of Art & Design-I	2	2	2	2	1	1	1	1	1	1	1	1	2		
ARP101	Communicative English- I	1	1	1	1	1	1	1	1	1	3	1	1	2		
JDC101	Drawing & Sketching -I	1	1	1	1	1	1	1	1	1	1	1	2	2		
JDC 102	Composition-I	2	2	2	2	2	1	1	1	1	1	3	2	3		
IDJ110	Design Skills-I	3	3	2	3	2	1	1	1	1	1	1		3		
JDC 103	Digital Design-I Adobe Illustrator			2		3		1	1		2	1	2	3		
TERM-II																
TDC204	History of Art & Design- II	2	2	2	2	1	1	1	1	1	1	1	1	2		
ARP102	Communicative English- II	1	1	1	1	1	1	1	1	1	3	1	1	2		
JDC 201	Drawing & Sketching -II	1	1	1	1	3	1	1	1	1	2	1	2	2		
JDC 202	Composition-II	3	1	3	3	3	1	1	1	1	2	2	3	3		
IDJ210	Design Skills-II	3		3		3	1	1	1	1	3	1	1	3		
JDC 203	Digital Design-II Adobe Photoshop			2		3		1	1		2	1	2	3		
	OPE															
TERM-III																
JIP301	Design process	1	2	1	3	3	3	1		2	2	3	3			

IDJ321	Basic material and finishes	3	1	3	1	–	3	2	2	3	3	3	2	3		
IDJ322	Interior Design studio -I	1	2	1	3	3	3	1		2	2	3	3	3		
IDJ323	Digital design - III	3	1	3	1	–	3	2	2	3	2	3	2	3		
TIP302	Sustainable Design practices	3	3	3	1	2	3	2	2	3	3	2	3	3		
CDT301	Environmental studies															
TIP303	History of Design	1	1	2	3	2	2	3	2	3	2	1	1			
TERM-IV																
IDJ421	Interior Design studio -II	2	3	1		3	1		3	2	3	3	3	3		
IDJ422	Advanced Material and finishes	3	3	3	1		3	2	2		3	1		3		
IDJ423	Furniture Design	1	2	1	3	1	3	1		3	2	3	3	3		
IDJ424	Digital design - IV	3	1	1	3	2	2	3	2	3	3	2	3	3		
TIP401	Trends and Forecasting	2	3	3	1		2	2	2	2	3	2	2	3		
IDT426	Building Services- I (Electricals and HVAC)	1	2	1	3	-	2	1		3	2	3	2	2		
	CCU															
TERM-V																
IDJ521	Interior Design Studio -III	3	1	3	1		3	2	2	3	3	2	3	3		
IDJ522	Advanced material and techniques	1	2	1	3	3	3	1	3	3	2	3	3	3		
IDJ523	Lighting Design	3	1	2	3	2	2	3	2	2	3	2	3	3		
IDJ524	Building services II (Plumbing, Fire fighting, Accoustics)	2	3	3	1		2	2	2	3	3	2	2	2		

JDC502	Craft Documentation	1	2	1	3	3	3	1		1	2	3	3	3		
IDT525	Visual merchandizing and Retail management	1	2	1	3	3	3	1		3	2	3	3	3		
TDC501	Human Values, Ethics and Constitutional Values (University compulsory)															
TERM-VI																
IDJ621	Interior design studio - IV	3	3	3	1	1	3	2	2	3	3	2	3	3		
IDJ622	Futuristic material and techniques	1	2	1	3	3	3	1		3	2	3	3	3		
IDJ623	Estimation and specification	3	1	2	3	2	2	3	2	3	3	2	-	3		
IDJ624	Furnishing, Textiles and accessories	2	3	3	1		2	2	2	3	3	2	3	3		
IDJ625	Futuristic Interiors	1	2	1	3	2	3	1		3	2	3	2	3		
IDT626	Fit-out management	2	3	3	1		2	2	2	3	3	2	2	2		
TDC601	Arts, Sports, Yoga, Music ,Theatre (University Elective)	2	3	2	3	1	1	3	2	2	3	3	2			
	Field Studies/ Design Minor Project	1	2	1	3	3	3	1		3	2	3	3			
TERM-VII																
TDC701	Intellectual Property Rights-IPR	2	2	2	3	2	3	2	1	2		3	2	3		
IDJ722	Heritage Interiors	3	1		3	2	2	3	2	3	2	3	2	3		
IDJ723	Contextual Studies	2	2	2	3	2	3	2		2	2		2	3		
TDC702	Research methodology	3	1	2	1	1	2	3	2	2	3	3	2	3		
JDC703	Summer internship	2	2	2	3	2	3	2		2	2		2	3		

	OPE															
TERM-VIII																
IDJ821	Capstone Interior project	3	3	3	3	1	2	3	2	2	3	3	3	3		
JDC802	Industrial Internship	2	3	3	1	3	2	2	2	3	3	2	2	3		
TDC801	Design entrepreneurship & professional practice	1	2	1	3	3	3	1	2	3	2	3	3	3		

TERM: I

S. No.	Paper Id	Subject Code	Subjects	Teaching Load			Credits	Core/Elective, Pre-Requisite, Co-Requisite	1.CC,2-AECC,3-SEC,4-DSE
				L	T	P			
Practical/Viva-Voce/Jury									
1		JDC101	Drawing & Sketching -I	0	1	3	4		SEC
2		JDC 102	Composition-I	0	2	2	4		CC
3		IDJ110	Design Skills-I	0	2	4	6		CC
4		JDC 103	Digital Design- Adobe Illustrator	0	1	2	3		SEC
THEORY									
1		TDC104	History of Art & Design I	2	0	0	2		AEC
2		ARP101	Communicative English -I	2	0	0	2		AEC
			TOTAL CREDITS				21		
TERM II									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									
1		JDC 201	Drawing & Sketching -II	0	1	3	4		SEC
2		JDC 202	Composition-II	0	2	2	4		CC
3		IDJ210	Design Skills-II	0	2	4	6		CC
4		JDC 203	Digital Design II- Adobe Photoshop	0	1	2	3		SEC
			OPE	-	-	-	4		Open Elective
THEORY SUBJECTS									
1		TDC204	History of Art & Design II	2	0	0	2		AECC
2		ARP102	Communicative English- II	2	0	0	2		AECC

TOTAL CREDITS								25	
TERM III									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									
1		JIP301	Design process	0	1	2	3		CC
2		IDJ321	Basic material and finishes	0	1	2	3		CC
3		IDJ322	Interior Design studio -I	0	1	3	4		DSE
4		IDJ323	Digital design - III	0	1	2	3		SEC
5			OPE				4		
THEORY SUBJECTS									
6		TIP302	Sustainable Design practices	2	0	0	2		CC
7		CDT301	Environmental studies	2	0	0	2		AECC
8		TIP303	History of Design	2	0	0	2		CC
			TOTAL CREDITS				23		
TERM IV									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									
1		IDJ421	Interior Design studio -II	0	2	4	6		CC
2		IDJ422	Advanced Material and finishes	0	1	3	4		CC
3		IDJ423	Furniture Design	0	1	3	4		CC
4		IDJ424	Digital design - IV	0	1	2	3		SEC
5			CCU/University compulsory	0	2	0	2		AECC
THEORY SUBJECTS									
6		TIP401	Trends and Forecasting	2	0	0	2		CC
7		IDT426	Building Services - I (Electricals and HVAC)	2	0	0	2		DSE
			TOTAL CREDITS				23		
TERM V									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									

		IDJ521	Interior Design Studio -III	0	2	4	6	Core	CC
1		IDJ522	Advanced material and techniques	0	1	2	3	Core	DSE
2		IDJ523	Lighting Design	0	1	2	3		SEC
3		IDJ524	Building services II (Plumbing, Firefighting, Accoustics)	0	1	3	4		SEC
4		JDC502	Craft Documentation	-	-	-	3		DSE
THEORY SUBJECTS									
5		IDT525	Visual merchandizing and Retail management	2	0	0	2		CC
7		JDC501	Human Values, Ethics and Constitutional Values (University compulsory)	-	-	-	2		AECC
TOTAL CREDITS							23		
TERM VI									
S. No.	Pa pe r Id	Subject Code	Subjects	L	T	P	Credit s		
JURY SUBJECTS									
1		IDJ621	Interior Design Studio -IV	0	1	3	4		CC
2		IDJ622	Futuristic Material and techniques	0	1	2	3		CC
3		IDJ623	Estimation and specification	0	1	2	3		DSE
5		IDJ624	Furnishing, Textiles and accessories	0	1	2	3		SEC
		IDJ625	Futuristic interiors	0	1	2	3		
6		JDC602	Field Studies/ Design Minor Project	-	-	-	3	Project	DSE
7		JDC601	Arts, Sports, Yoga, Music ,Theatre (University Elective)	-	-	-	2		AECC
THEORY SUBJECTS									
8		IDT626	Fit-out management	2	0	0	2		CC
TOTAL CREDITS							23		
TERM VII									
S. No.	Pa pe r Id	Subject Code	Subject	L	T	P	Credit s		
JURY SUBJECTS									

1		IDJ721	Design Innovation	0	2	3	5		SEC
2		IDJ722	Heritage Interiors	0	2	2	4		AECC
3		IDJ723	Contextual Studies	0	1	3	4		AECC
4		JDC703	Summer internship	-	-	-	6		SEC
5			OPE	-	-	-	4		Open Elective
THEORY SUBJECTS									
6		TDC701	Intellectual Property Rights	3	0	0	3		AEC
7		TDC702	Research methodology	4	0	0	4		AECC
TOTAL CREDITS							30		
TERM VIII									
S. No.	Paper Id	Subject Code	Subjects	L	T	P	Credits		
JURY SUBJECTS									
		IDJ821	Capstone Interior Project	0	0	16	16		CC
		JDC802	Industrial Internship (May-July)	-	-	-	6		SEC
THEORY SUBJECTS									
		TDC801	Design entrepreneurship & professional practice	4	0	0	4		CC
TOTAL CREDITS							26		

^[1] CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

SEC

Program: B. Design		Current Academic Year: 2021-22	
Branch: Foundation		Semester: I	
1	Course Code	TDC104	
2	Course Title	History of Art & Design-I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To know about the interrelation of Human Evolution and Art. 2. To make the students understand the true meaning of Art . 3. To develop a perspective of appreciation of Art. 4. To study and understand the influence of various eras on the development of art from the classical to current modern times 	
6	Course Outcomes	Students will be able to - CO1: Learn basic terminology of Art & Design studies. CO2: remember and classify the basic s of Art and Design CO3: Understand the timeline and distinguish various styles, genres and movements and apply in practice. CO4 : Learn to appreciate different forms of artistic expression through history. CO5 : Identify and translate the learning through application in verbal and textual communication. CO6 : Observe and appreciate Art and Design and express by writing about it.	
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.	
8	Outline syllabus		CO Mapping
	Unit 1	Ritual, Religion and Belief system	CO1,CO2
	A	Prehistoric to early civilizations	
	B	Greco Roman Civilization	
	C	Gothic: Illumination in dark ages	
	Unit 2	Society and Politics	CO1,CO2
	A	Renaissance: newer dimensions	
	B	Baroque and drama	
	C	Rococo and decorative arts	
	Unit 3	Gender and Modernity	CO1,CO2,CO3, CO6
	A	Design and Art Nouveau	
	B	Impressionism and visual illusion	

	C	Post Impressionism and individuality		
	Unit 4	Distortion & Abstraction and indigenous practices		CO1,CO2,CO3
	A	Fauvism and colour		
	B	Influence from 'Other' arts		
	C	Nature, geometry and Cubism		
	Unit 5	Aboriginal and indigenous practices		CO3,CO4,CO6
	A	Pottery and rituals		
	B	Wearables and performances		
	C	Homes and spaces		
	Mode of examination	Theory		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%
	Text book/s*	Janson's History of Art (https://baixardoc.com/documents/jansons-history-of-art-5ce70315e7099)		
	Other References	Meaning of Art by Herbert Read (https://archive.org/details/in.ernet.dli.2015.529212/page/n3/mode/2up) Understanding Art By Louis Fischer A History of Western Art, Laurie Schneider Adams (https://archive.org/details/A_History_of_Western_Art/page/n75/mode/2up)		

POs COs	PO1 Design knowledge	PO2 Problem analysis	PO3 Design/ development of solutions	PO4 Conduct investiga tions of complex problems	PO5 Modern tool usage	PO6 The design engineeri ng and society	PO7 Environm ent and sustainabi lity	PO8 Ethics	PO9 Individua l and team work	PO10 Communica tion	PO 11 Project manag ement and financ e	PO 12 Life- long learnin g	PS O1	PS O2	PS O3
CO1	2		-	-	-	-	-	-	-	-	-	2	1	1	1
CO2	3	----	-	-	-	-	-	-	-	-	-	2	2	2	2
CO3	2	-	1	-	-	-	-	-	-	-	-	2	1	1	1
CO4	3	3	3	2	2	3	3	2	2	3	1	3	1	1	1
CO5	2		2	-	-	-		--	-	3	1	3	3	3	3
CO6	3	2	2	1	1	2	2	-	1	3	1	3	3	3	3

Schools: SAP DESIGN		Batch : 2020-2021	
		Academic Year: 2020-2021	
		Semester: 1 st	
1	Course Code	ARP101	
2	Course Title	Communicative English-1	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
5	Course Objective	<p>To minimize the linguistic barriers that emerge in varied socio-linguistic environments through the use of English. Help students to understand different accents and standardise their existing English. Guide the students to hone the basic communication skills - listening, speaking, reading and writing while also uplifting their perception of themselves, giving them self-confidence and building positive attitude.</p>	
6	Course Outcomes	<p>CO1 Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios.</p> <p>CO2 A recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English</p> <p>CO3 To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity.</p> <p>CO4 Exposing students to simulataions and situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion.</p> <p>CO5 At this stage the Students will be exposed to take advanatage of the digital literacy platforms and to use them to their merit. How to use effective social media and how to create and build successfull and professional social media handles. Students will also be exposed to multiple Career Opportunities across different domains. How to engage in effective brainstorming to deduct meaningful solutions to problems, like Fishbone techniques etc</p> <p>CO6 The students will also learn profusely about Social and cultutral etiquettes along with teamwork. Students will effectively learn the Art of Management & Leadership Skills. The Students will also gradually start learning about the Entreprenurial skills at this stage along with internal communication techniques.</p>	



7	Course Description	The course is designed to equip students, who are at a very basic level of language comprehension, to communicate and work with ease in varied workplace environment. The course begins with basic grammar structure and pronunciation patterns, leading up to apprehension of oneself through written and verbal expression as a first step towards greater employability.	
8	Outline syllabus - ARP 101		
	Unit A	Sentence Structure	CO Mapping
	Topic 1	Subject Verb Agreement	CO1
	Topic 2	Parts of speech	CO1, CO1
	Topic 3	Writing well-formed sentences	CO1, CO2
	Unit B	Vocabulary Building & Punctuation	
	Topic 1	Homonyms/ homophones, Synonyms/Antonyms	CO1
	Topic 2	Punctuation/ Spellings (Prefixes-suffixes/Unjumbled Words)	CO1, CO1
	Topic 3	Conjunctions/Compound Sentences	CO1, CO2
	Unit C	Writing Skills	
	Topic 1	Picture Description – Student Group Activity	CO3
	Topic 2	Positive Thinking - Dead Poets Society-Full-length feature film - Paragraph Writing inculcating the positive attitude of a learner through the movie SWOT Analysis – Know yourself	CO3, CO2, CO3
	Topic 3	Story Completion Exercise –Building positive attitude - The Man from Earth (Watching a Full length Feature Film)	CO2, CO3, CO4
	Topic 4	Digital Literacy Effective Use of Social Media	CO3
	Unit D	Speaking Skill	
	Topic 1	Self-introduction/Greeting/Meeting people – Self branding	CO2, CO3
	Topic 2	Describing people and situations - To Sir With Love (Watching a Full length Feature Film)	CO3, CO4
	Topic 3	Dialogues/conversations (Situation based Role Plays)	CO2, CO4, CO4
	Unit E	Professional Skills Career Skills	
	Topic 1	Exploring Career Opportunities	CO5
	Topic 2	Brainstroming Techniques & Models	CO5
	Topic 3	Social and Cultural Etiquettes	CO6
	Topic 4	Internal Communication	CO6
	Unit F	Leadership and Management Skills	CO6
	Topic 1	Managerial Skills	CO6
	Topic 2	Entrepreneurial Skills	CO6

9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> • Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication • Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press 	•

CO	CO Statement	P01	P02	P03	P04	P05	P06	P07	P08	P09	P010	P011	P012
C01	Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios		3								3		3
C02	A recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English								2		3		3
C03	To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity								2		3		3
C04	Exposing students to simulating situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion						2	2	2		3		3
C05	At this stage the Students will be exposed to take advantage of the digital literacy platforms and to use them to their merit. How to use effective social media and how to create and build successful and professional social media handles. Students will also be exposed to multiple Career Opportunities across different domains. How to engage in effective brainstorming to deduct meaningful solutions to problems, like Fishbone techniques etc								2		3		3
C06	The students will also learn profusely about Social and cultural etiquettes. Students will effectively learn the Art of Management & Leadership Skills. The Students will also gradually start learning about the Entrepreneurial skills at this stage along with internal communication techniques		3	2	2						3		3

School : SAP

Batch : 2021-2025

Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 1	
1	Course Code	JDC101	
2	Course Title	DRAWING AND SKETCHING-I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme focuses on inculcating the significance of developing hand and brain coordination. 2. It concentrates on exploring different forms by examining objects. 3. Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 4. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 5. Examining various sketching techniques such as rendering, line drawing, shading etc. . 6. Recognizing the significance of the line and demonstrating its nuances. 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <ol style="list-style-type: none"> 1. Define and understand the use of materials for the drawing process. 2. Develop physical and visual skills related to the drawing process. 3. Apply and Judge proportion, scale, and spatial relationships. 4. Apply Aerial and tonal techniques to depict light and shadow. 5. Sketch human figure drawings. 6. Plan, design and create through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion. 	
7	Course Description	<p>The course introduces students with the foundation skill which enables them in developing coordination between the visualized and created. It aims at inculcating the significance of continuous practice of manual skills in order to develop their creative skills. Further it focuses on acquiring new techniques in order to enhance a visual vocabulary.</p>	

8	Outline syllabus		CO Achievement	
	Unit 1	Introduction	CO1	
		1A:- Line 1B:- Form & Space 1C:- Sketching Techniques		
	Unit 2	Shapes	CO2	
		2A:- Two-dimensional shapes rectangle, square, triangle 2B:- Three dimensional shapes cones, cylinder, cubes, cuboid 2C:- Abstract shapes		
	Unit 3	Object study	CO3, CO4	
		3A :- Single object study 3 B:- Multiple object study by taking things from a single group eg: only three dimensional shapes like cubes, cones etc 3C:- Multiple object study by taking things from different groups eg: drapery, fruits and cones etc		
	Unit 4	Exploration of forms	CO6	
		4A :- Regular forms 4B :- Abstract forms 4C :- Definitive forms		
	Unit 5	Human Anatomy	CO3, CO5	
		5A :- Proportion Study 5B :- Gesture Drawing 5C :- Expression Study		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	Anatomy and Drawing by <i>Victor Perard</i>		
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
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CO1	1	-	2	-	2	-	-	-	-	1	-	3	-	1	-
CO2	1	-	2	-	2	-	-	-	-	1	-	3	-	1	-
CO3	1	-	1	--	2	-	-	-	-	-	-	3	-	-	-
CO4	1	-	1	-	2	-	-	-	-	-	-	3	-	-	-
CO5	1	--	1	-	2	-	-	-	-	-	-	3	-	3	-
CO6	2		2	--	2	-	-	-	-	1	-	3	-	2	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School :SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 1	
1	Course Code	JDC 102	
2	Course Title	COMPOSITION-I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To understand Aesthetics Experience and Applications of related Skills Used in Art & Design 2. To identify frames through which one could enumerate a composition. 3. To recognize compositional structures of both two- and three-dimensional spaces. 4. Understanding the role of line, texture, colour and volume. 5. Creating organic and geometric forms in two dimensional spaces. 6. Composing a pictorial space by placing different elements of Composition & Design 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO1: Describe the Aesthetic Experience , evaluation & perception</p> <p>CO2: Understand Environment as Contributors to Aesthetic Experience, Values Derived from Products and Environment</p> <p>CO3: Apply the Visual Elements of Composition Design</p> <p>CO4: Compare Tangible Elements of Art & Design</p> <p>CO5: Apply about the Colour Theory and interaction</p> <p>CO6: Integrate and create composition , artworks and designs using varied Elements</p>	
7	Course Description	The course aims at introducing the students with the significance of studying elements of Art & Design and enables them to apply the same in creating and composing aesthetically evaluated works of Art & Design.	
8	Outline syllabus		CO Achievement
	Unit 1	Defining Aesthetic Experience	CO1, CO2

		1A:- Defining Aesthetic Experience , Composition & Types 1B:- Environment as Contributors to Aesthetic Experience, Value Derived from Products and Environment 1C:- Factors Influencing Aesthetic Evaluation or Preference	
Unit 2	Visual Elements of Art & Design		CO3
		2A.Dots – Types, Variations & Application 2B.Lines – Types, Variations & Application 2C.Typography	
Unit 3	Tangible Elements of Art & Design		CO4
		3A:- Shapes & Forms 3B:- Space – Positive & Negative 3C:- Textures	
Unit 4	Colours & Values		CO5
		4A :- Basic terminology & describing colours 4B :- Colour wheel selections, Colour Value and combinations 4C :- Colour symbolism: Emotional reactions	
Unit 5	Applications of Aesthetics Related Skills Used in Art & Design		CO1, CO2, CO3, CO4, CO5,CO6
		5A.Complexity, Order and Novelty 5B.Creative Activities and Skills 5C.Developers and Promoters of Design Products	
Mode of examination	Jury		
Weightage Distribution	CA	MTE	ETE
	60%	0%	40%
Text book/s*	1. Ann Marie, 2010, Fiore Understanding Aesthetics for the Merchandising and Design Professional , Fairchild Books		
Other References	2. Gavin Ambrose, Paul Harris , 2007, Basics Design 05: Colour, Bloomsbury Publication 3. Gail Greet Hannah, 2002, Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships, Princeton Architectural Press 4. Joshua. Field, 2018, An Illustrated Field Guide to the Principles and Elements of Art + Design, Lulu.com		

POs COs	PO1 Basic Design knowled ge	PO2 Problem analysis	PO3 Design/ develop ment of solution s	PO4 Conduct investig ations of complex problem s	PO5 Modern tool usage	PO6 The design engineer ing and society	PO7 Environme nt and sustainabili ty	PO8 Ethics	PO9 Individual and team work	PO10 Communica tion	PO11 Project managem ent and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	1	-	-	2	2	-	-	1	3	1	3	-	=	-
CO2	3	3		1	2	2	-	-	2	3	1	3	-	1	-
CO3	3	-	2	--	-	--	-	-	-	3	-	3	-	2	-
CO4	3	-	2	-	-	-	-	-	-	3	-	3	-	1	-
C05	3	-	2	-	-	-	-	-	-	3	-	3	-	=	-
CO6	3	3	3	3	-	3	-	-	2	3	3	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch: 2021-25	
Program: B. Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester- 01	
1	Course Code	JDC 103	
2	Course Title	Digital Design I- Adobe Illustrator	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator. 2. Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns 3. Working with various colourways schemes and using repeat methods effectively. 4. Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments. 	
6	Course Outcomes	<p>Students will be able to -</p> <ol style="list-style-type: none"> 1. Use a vocational digital vector drawing tool 2. Convert ideas into digital vector drawings 3. Construct their sketched artistic ideas into graphics 4. Express original digital designs as per industrial manufacturing processes & methods 5. Compile & present creative works in form of portfolio 6. Create digital creative stories, design ideas & variations 	
7	Course Description	The course is an introduction to Illustrator, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started with Adobe Illustrator	CO1

		<ul style="list-style-type: none"> a) Introduction of Vector & Bitmap, file formats, Illustrator Interface, Palettes, Drawing Motif with Pen tool b) Transforming Motif with Rotation, Reflect tool c) Manipulating shapes with Path Finder, Shape Builder tool, Live Paint Bucket Tool 		
	Unit 2	Graphics & Prints for Fashion, Lifestyle & Interior Products -1	CO2	
		<ul style="list-style-type: none"> a) Creating contour, Blending shapes b) Adding effects to shapes (pucker, bloat, transform) c) Editing Effects using Appearance Palette 		
	Unit 3	Graphics & Prints for Fashion, Lifestyle & Interior Products -2	CO3, CO6	
		<ul style="list-style-type: none"> a) From Pencil to digital Format (Scanning, Tracing sketched work) b) Graphics for Objects (Placements prints) c) Editing prints using layer palette 		
	Unit 4	Graphics & Prints for Fashion, Lifestyle & Interior Products -3	CO4, CO6	
		<ul style="list-style-type: none"> a) Repeats and Pattern (types of patterns) b) Colourways & Colour Separation for Prints c) Creating Story Board (Adding prints to silhouettes using masking technique) 		
	Unit 5	Portfolio development	CO5, CO6	
		<ul style="list-style-type: none"> a) Lay outing for Portfolio (e-portfolio, e-book) b) Lay outing for Portfolio (print) c) Portfolio Evaluation 		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	1. Streeter, L. (2011). Essential Fashion Illustration: Digital. Rockport Publishers.		
	Other References	<ul style="list-style-type: none"> 1. Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books. 2. Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing. 		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/ develop ment of solution s	PO4 Conduct investig ations of complex problem s	PO5 Modern tool usage	PO6 The design engineer ing and society	PO7 Environme nt and sustainabili ty	PO8 Ethics	PO9 Individual and team work	PO10 Communi cation	PO11 Project managem ent and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	-	-	1	-	3	-	1	1	-	1	1	2	-	-	3
CO2	-	-	1	-	3	-	1	1	-	1	1	2	-	-	3
CO3	-	-	2	-	3	-	1	1	-	2	1	2	-	-	3
CO4	-	-	3	-	3	-	1	1	-	3	1	2	-	-	3
C05	-	-	2	-	3	-	2	1	-	3	1	3	-	-	3
CO6	-	-	3	-	3	-	2	1	-	3	1	3	-	-	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-25	
Program: B.Des		Current Academic Year:	
Branch: Foundation		Semester: 1	
1	Course Code	IDJ110	
2	Course Title	DESIGN SKILL-I	
3	Credits	6	
4	Contact Hours (L-T-P)	(0-2-4)	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The course aims at interpreting the concept of Interior, Lifestyle and Furniture Design. 2. To develop an understanding of Creative Thinking, Tools & Techniques 3. To provide an in-depth study and application of the Design Thinking & Innovation 4. To develop an Experiential understanding towards Design 5. To conceptualize and prepare prototypes. 	
6	Course Outcomes	<i>After the completion of the course, student will be able to:</i>	

		<p>CO 1:- Define Design and gain knowledge of Interior, Lifestyle and Furniture Design.</p> <p>CO2:- Understand Creative Thinking Tools & Techniques and application of the same</p> <p>CO3:- Develop Design thinking</p> <p>CO 4:- Apply the tool 2Dimensional & 3Dimensional awareness and visual imagination.</p> <p>CO 5:- Develop analytical thinking abilities to enhance object understanding and perception through visualizations & representations</p> <p>CO 6:- Integrate various Creative & Design Thinking tools and techniques to Create and innovate Concepts</p>	
7	Course Description	The course Design Skills-I introduces Interior and Accessories Design, developing creative and design thinking skills of an individual with an understanding of Design from various perspectives, research and applicability of the learnt concepts. It helps to provide the basic knowledge and operational standards for an understanding of the different levels of complexity of an object. The pedagogy used is learning by doing with various knowledge processes and a mix to think explicitly about the most appropriate range and sequence of learning activities.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Interior Design	CO1, CO4
		1A:- Introduction to Fundamentals of Design, Interior & Accessories 1B:- Form Generation , Three Dimensional Design- Regular Forms, patterns, Structure & their relationships 1C:- Geometry in nature , Biomimicry, golden ratio	
	Unit 2	Creative Thinking & Experiencing Design	CO2
		2A:- Introduction to Principles of Creativity 2B:- Creative Thinking Tools & Techniques , its Application 2C:- Understanding about the added value, emotions & conflicts	
	Unit 3	Design Thinking for Innovation	CO3
		3A :- Understanding Design Thinking & Innovation 3B :- Design Making & Design Breaking 3C :- Repeating Design & Experimentation	

	Unit 4	Visualisation & Representation	CO5
		4A. Understanding various textures and finishes through rendering techniques and strokes 4B. Object analysis – analysing various objects, their components and transforming them for an innovative usability 4C. Understanding furniture – material, design process and methodology	
	Unit 5	Integrated Design Projects	CO1, CO2,CO3, CO4, CO6
		5A :- Understanding elements of interior design 5B :- Brainstorming meaningful compositions based on principles of interior design 5C :- Conceptualizing an Integrated Design Project	
	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0%
		ETE	40%
	Text book/s*	Aspelund K., 2015, DESIGNING: An Introduction Idea Searching for Design	
	Other References	i. Parsons T. , 2019, Thinking: Objects: Contemporary Approaches to Interior Design ii. Bramston D., Y.L. 2017 How to Research and Develop Design Concepts iii. Randolph P. Hoelscher and Clifford H Springer,1961 Engineering Drawing and Geometry. iv. Morris IH , 2015, Geometrical Drawing for Art Student. v. The Life and Works of MC Escher vi. Francis D. K. Ching, Steven P. Juroszek (With) 2019, Design Drawing, 3rd Edition vii. Docci M., 1996, Theory and practice of drawing ,Publisher: Yale University Press	

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03:
CO1	2	1	1	2	1	1	2	1	1	2	2	3	3	-	-
CO2	1	-	1	1	3	1	1	1	1	1	1	2	3	-	-
CO3	1	1	1	1	3	1	1	-	1	1	1	2	3	-	-
CO4	1	1	1	-	3	1	-	1	1	1	1	3	3	-	-
CO5	3	3	3	3	3	2	2	2	2	2	-	3	3	-	-
CO6	1	-	1	1	3	1	-	3	3	1	1	3	3	-	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

II SEMESTER

School: SAP		Batch : 2021 -25
Program: B.Design		Current Academic Year: 2021-22
Branch: Foundation		Semester: II
1	Course Code	TDC204
2	Course Title	History of Art & Design -II
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Type	Compulsory
5	Course Objective	<ol style="list-style-type: none"> 1 To know about the inter-relation of Human Evolution and Art. 2 To make the students understand the meaning of Art. 3 To develop an appreciation of Art. 4 To study and understand the influence of various eras on the development of art from the classical to current modern times.
6	Course Outcomes	<i>Students will be able to :</i> CO1: Learn basic terminology of Art & Design studies.

		CO2: Remember & Classify the basics of Art and Design CO3: Understand the timeline and distinguish various styles, genres and movement and apply in practice. CO4: Learn to appreciate different forms of artistic expression through history. CO5: Identify and translate the learning through application in verbal and textual communication. CO6 : Observe and appreciate Art and Design and express by writing about it.		
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.		
8	Outline syllabus	CO Mapping		
	Unit 1	Beyond an Eye		CO1,CO2
	A	Signs, Allegory and Symbolism		
	B	Art & Craft Movement		
	C	Art Nouveau		
	Unit 2	Beyond meaning and Interpretation		CO1,CO2
	A	Abstraction		
	B	Abstract Expressionism		
	C	Three dimensional abstract		
	Unit 3	Deconstruction and anti-aestheticism		CO1,CO2,CO3,CO6
	A	Constructivism and anti-art		
	B	Dadaism and beyond rules		
	C	Surrealism and beyond conscious		
	Unit 4	Bauhaus		CO1,CO2,CO3
	A	Movement or institute?		
	B	The philosophy and design		
	C	In Graphic, Furniture and other design innovations		
	Unit 5	Breaking Boundaries in Contemporary		CO3,CO4,CO6
	A	Installations & Public Art		
	B	Performance art & activism		
	C	New media & meta media		
	Mode of examination	Theory		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%
	Text book/s*	History of Art By H.W. Janson, Anthony F. Janson		
	Other References	The Story of Art by E.H. Gombrich, Understanding Art By <i>Louis Fischer</i>		

POs COs	PO1 Basic Design knowled ge	PO2 Problem analysis	PO3 Design/ develop ment of solution s	PO4 Conduct investig ations of complex problem s	PO5 Modern tool usage	PO6 The design engineer ing and society	PO7 Environme nt and sustainabili ty	PO8 Ethics	PO9 Individual and team work	PO10 Communica tion	PO11 Project managem ent and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	2	-	-	-	-	-	-	-	-	-	-	2	1	1	1
CO2	3	-	-	-	-	-	-	-	-	-	-	2	2	2	2
CO3	2		1	-	-	-	-	-	-	-	-	2	1	1	1
CO4	3	3	3	2	2	3	3	2	2	3	1	3	1	1	1
CO5	2	-	2	-	-	-	-	-	-	3	1	3	3	3	3
CO6	3	2	2	1	1	2	2	-	1	3	1	3	3	3	3

Schools: SAP DESIGN		Batch : 2021-25
		Current Academic Year: 2020-2021
		Semester: 2nd (Second)
1	Course Code	ARP102
2	Course Title	Communicative English -2
3	Credits	2
4	Contact Hours (L-T-P)	1-0-2
5	Course Objective	To Develop LSRW skills through audio-visual language acquirement, creative writing, advanced speech et al and MTI Reduction with the aid of certain tools like texts, movies, long and short essays.
6	Course Outcomes	<p>CO1 Move from primary self-assessment to larger goal and vision statement realisation with the help of feature length films as enablers and multimedia as language facilitators.</p> <p>CO2 To develop a positive attitude through written expression of positive thought process and outlook with the help of writing activities like story completion et al.</p> <p>CO3 Learn advanced writing skills in English like full length essays, Precis, Executive Summary et al.</p> <p>CO4 Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt. Also learning how to make a free speech and extempore art of speaking</p> <p>CO5 At this stage students will learn about Innovative Leadership and Design Thinking skills and practices along with Ethics and Integrity</p> <p>CO6. At this stage students will learn about <i>Love & Compassion, Non-Violence & Truth, Righteousness, Peace, Service, Renunciation (Sacrifice)</i> along with Introduction to Quant, Aptitude and Logical Reasoning.</p>
7	Course Description	The course takes the learnings from the previous semester to an advanced level of language learning and self-comprehension through the introduction of audio-visual aids as language enablers. It also leads learners to an advanced level of writing, reading, listening and speaking abilities, while also reducing the usage of L1 to minimal in order to increase the employability chances.

8	Outline syllabus - ARP 102		
	Unit A	Acquiring Vision, Goals and Strategies through Audio-visual Language Texts	CO Mapping
	Topic 1	Pursuit of Happiness / Goal Setting & Value Proposition in life	CO1
	Topic 2	12 Angry Men / Ethics & Principles	
	Topic 3	The King's Speech / Mission statement in life strategies & Action Plans in Life	
	Unit B	Creative Writing	
	Topic 1	Story Reconstruction - Positive Thinking	CO2
	Topic 2	Theme based Story Writing - Positive attitude	
	Topic 3	Learning Diary Learning Log – Self-introspection	
	Unit C	Writing Skills 1	
	Topic 1	Precis	CO3
	Topic 2	Paraphrasing	
	Topic 3	Essays (Simple essays)	
	Unit D	MTI Reduction/Neutral Accent through Classroom Sessions & Practice	
	Topic 1	Vowel, Consonant, sound correction, speech sounds, Monothongs, Diphthongs and Triphthongs	CO4
	Topic 2	Vowel Sound drills , Consonant Sound drills, Affricates and Fricative Sounds	
	Topic 3	Speech Sounds Speech Music Tone Volume Diction Syntax Intonation Syllable Stress	
	Unit E	Gauging MTI Reduction Effectiveness through Free Speech	
	Topic 1	Jam sessions	CO4
	Topic 2	Extempore	
	Topic 3	Situation-based Role Play	
	Unit F	Leadership and Management Skills	
	Topic 1	Innovative Leadership and Design Thinking	CO5
	Topic 2	Ethics and Integrity	CO5
	Unit F	Universal Human Values	
	Topic 1	Love & Compassion, Non-Violence & Truth	CO6
	Topic 2	Righteousness, Peace	CO6
	Topic 3	Service, Renunciation (Sacrifice)	CO6
	Unit G	Introduction to Quantitative aptitude & Logical Reasoning	
	Topic 1	Analytical Reasoning & Puzzle Solving	CO6
	Topic 2	Number Systems and its Application in Solving Problems	CO6
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A

C03	Learn advanced writing skills in English like full length essays, Precis, Executive Summary et al	-	-	-	-	-	--	-	-	-	3	-	-
C04	Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt	-	-	-	-	-	-	-	-	-	3	--	-
C05	At this stage students will learn about Innovative Leadership and Design Thinking skills and practices along with Ethics and Integrity	-	-	-	-	-	-	-	3	--	3	-	3
C06	At this stage students will learn about Love & Compassion, Non-Violence & Truth, Righteousness, Peace, Service, Renunciation (Sacrifice) along with Introduction to Quant, Aptitude and Logical Reasoning	-	-	-	-	-	-	-	3	-	-	-	3

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 2	
1	Course Code	JDC 201	
2	Course Title	DRAWING AND SKETCHING-II	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme aims at developing and harnessing manual skills, leading to collaboration between visualized and the created. 2. It concentrates on exploring different materials such as charcoal, watercolor, pencil, ink etc. 3. Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 4. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 5. Describing movement by studying the anatomy of human as well as animal figures. 6. Explaining the significance of the line and demonstrating its nuances. 	
6	Course Outcomes	<p><i>The students will be able to:</i></p> <p>CO 1: - Explore varied art and drawing materials.</p> <p>CO2: - Visualize different spaces both indoor and outdoor and transform them in two dimensional forms using different materials.</p> <p>CO3: - Reproduce different objects by adhering to the principles of proportion and scale.</p> <p>CO 4: -Understand movement through anatomical studies of both animal and human beings.</p> <p>CO5: - Observe rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.</p>	

		CO6: - Create art and design works using comprehension skills	
7	Course Description	The course enables students to develop an understanding between reality and reproduction. It acts as one of the key platforms to enhance the overall creative comprehension skills and inculcate the significance of consistent practice.	
8	Outline syllabus		CO Achievement
	Unit 1	Practicing through Principles of Art	CO1
		1A:-Study of scale and proximity 1B:-Study of shape, perspective and proportion 1C:- Capturing Rhythm	
	Unit 2	Surface Study	CO2
		2A:- Study of Drapery 2B:- Object study of different materials such as glass, aluminums and wood. 2C:- Foliage Study	
	Unit 3	Outdoor Drawing	CO3
		3A:- Landscape 3B:- Architectural Studies 3C:- Flora and fauna Study	
	Unit 4	Human Anatomy	CO4, CO6
		4A :- Study of the human skeleton 4B :- Study part by part: Hands and Legs 4C :- Study part by part: Torso and Trunk	
	Unit 5	Human Anatomy and Still life	CO4, CO5
		5A :- Model Study with Drapery 5B :- Study of portraits 5C :- Study of Still Life: Plants, draperies and objects	
	Mode of examination	Jury	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	Anatomy and Drawing by <i>Victor Perard</i>	
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers	

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-Long learning	PSO1	PSO2	PSO3
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CO1	1	-	1	-	2	-	-	-	-	-	-	3	-	-	-
CO2	1	-	1	-	2	-	-	-	-	-	-	3	-	1	-
CO3	1	-	1	-	1	-	-	-	-	-	-	3	-	1	-
CO4	1	-	1	-	1	-	-	-	-	-	-	3	-	1	-
CO5	1	-	1	-	1	-	-	-	-	-	-	3	-	-	-
CO6	2	-	2	1	3	-	-	-	-	-	-	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 2	
1	Course Code	JDC202	
2	Course Title	COMPOSITION-II	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To develop an understanding in new designers from across the design and media disciplines who want to learn the fundamentals of art and design to create an aesthetically valued works 2. To provide a knowledge base that can lead to a correct exposure on both the conceptual as well as those more immediately operational functions. 3. To appreciate the works of prominent Artists and Designers 4. To develop good works of Design and Art applying the Basics of Design and Art 	
6	Course Outcomes	<p><i>The students will be able to :</i></p> <p>CO 1:- Learn about the existence of Design in Everyday and varied perspectives</p> <p>CO2:- Visualize and reproduce the spaces on the basis of the principles of a good Design.</p> <p>CO3:- Manage and create a visual space</p> <p>CO 4:- Handle different materials and use them</p> <p>CO 5:- Signify a well-developed composition and design by carefully analysing the ones around them and by studying other artist projects.</p> <p>CO6:- Compose aesthetically evaluated projects</p>	
7	Course Description	The course aids in visualizing and practicing different forms of developing a composition. It enables students in developing an understanding of creating a space in an aesthetic way and effectively places many of the main theoretical principles that lie behind successful design outcomes.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Art & Design	CO1
		1A:- A Brief on Art , Creativity & Design 1B. Structural , Functional & Sustainable 1C. Art & Design in Everyday Things	
	Unit 2	Principles of Art & Design	CO2

		2A. Defining the Principles of Design 2B. Discussing- Balance , Emphasis, Rhythm , Movement, Proportion, Unity, Contrast 2C. Applying Principles to create a good Design		
	Unit 3	Dimensional Study	CO3	
		4A :- Basics of geometry : Curves & Surfaces 4B. Golden ratio 4C. 2D & 3D Modelling		
	Unit 4	Material Study	CO4, CO5	
		4A. Paper & Print Making 4B. Clay & Pottery 4C. Yarn Craft		
	Unit 5	Integrated Project	CO5, CO6	
		5A. Study and appreciate prominent Design works 5B. Rethinking and Relating the Fundamentals of Design 5C. Think, Apply & Create Integrated Work of Art & Design		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	1. Design Methods - John Chris Jones		
	Other References	2. Randolph P. Hoelscher and Clifford, 1957, Engineering Drawing and Geometry, H Springer. 3. IH Morris, 2012, Geometrical Drawing for Art Student, University Press 4. MC Escher , The Life and Works of MC Escher 5. Docchi M., 1996, Theory and practice of drawing ,Publisher: Yale University Press, 6. V Raghavan , 2004, Material Science, Prentice Hall India Learning Private Limited		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/ develop ment of solution s	PO4 Conduct investig ations of complex problem s	PO5 Modern tool usage	PO6 The design engineer ing and society	PO7 Environme nt and sustainabili ty	PO8 Ethics	PO9 Individual and team work	PO10 Communica tion	PO11 Project managem ent and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	3	1	1	1	3	2	2	2	3	1	1	3	-	3	-
CO2	3	-	-	1	3	-	-	-	2	1	1	3	-	3	-
CO3	3	-	-	1	3	-	-	-	1	1		3	-	3	-

CO4	3	-	-	1	3	-	-	-	2	-	--	3	-	1	-
C05	3	-	-	1	3	-	-	-	2	1	-	3	-		-
CO6	3	3	3	3	3	3	2	2	3	3	3	3	-	3	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-25	
Program: B.Des		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: II	
1	Course Code	IDJ210	
2	Course Title	DESIGN SKILL-II	
3	Credits	6	
4	Contact Hours (L-T-P)	(0-2-4)	
	Course Status	Compulsory	
5	Course Objective	1-To introduce various materials in Interior Designing. 2-To provide knowledge of terminologies, tools and safe working practices 3-To develop an understanding material used for Interior Design Methods and processes 4-To understand aspects of Interior materials, construction and utility 5-To conceptualize and prepare prototypes.	
6	Course Outcomes	<i>After the completion of the course, student will be able to:</i> CO1:- Understand and learn about the various materials used in Interior design, its classification, behaviour, utility and properties.	

		<p>CO2:Gain functional knowledge of materials, manufacturing processes and performance.</p> <p>CO3:-Analyze, select and handle material</p> <p>CO4:-Develop perception to scale, proportions and ratios</p> <p>CO5:-Understand the relationship between Human and Objects</p> <p>CO6:-Appraise works of prominence, ideate and create a range line up for their collection of designs</p>	
7	Course Description	The course is designed to introduce Materials used in Interior design, the key concepts, terminologies, tools and processes. Its aims at building individual understanding of using the appropriate material for a Interior. It also equips one's knowledge and learning essential for design practice.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Materials used in Interior Design	CO1
		1A:- Introduction to materials, tools and terminologies 1B:- Classification of Soft Materials – Paper, Clay, Wire , POP etc 1C:- Behaviour, Utility and Application of materials	
	Unit 2	Manufacturing Interiors	CO2
		2A:- Understanding manufacturing processes 2 B:- Functional knowledge of various materials used to manufacture Interiors 2 C:- Understanding performance of materials	
	Unit 3	Material Selection & Handling	CO1,CO3
		3A. Identifying material and its properties 3B. Selecting a material 3C. Handling materials and Laboratory Practice	
	Unit 4	Spaces with scale and proportions	CO4
		4A :- Understanding the relevance of scaling up and scaling down various objects in proportion with the human scale. 4B :- Understanding proportions in terms of various interior design components in terms of contemporary and traditional interiors. 4C :- Conceptualizing compositions through dots, lines and shapes with an understanding of negative and positive spaces	
	Unit 5	Anthropometry and Ergonomics	CO2, CO5, CO6
		5A :- Understanding human dimensions and proportions in relation with design of furniture and interior design components 5B :- Understanding functionality of spaces in line with standards of design 5C :- Preparation of layouts for various spaces such as bedroom, bathroom etc. based on principles of design and anthropometric data	

	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	1. Raghavan V.,1974, Material Science by V , Publisher: PHI Learning			
	Other References	2. Jones J.C., 1992, Design Methods (Architecture), Published by Wiley 3. Choudhury H S K (Author), 2008 , Elements Of Workshop Technology Vol-1, Published by Media Promoters 4. Rajput R.K., 2013, Material Science, Publisher, S K Kataria and Sons			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	1	1	1	1	1	1	1	2	2	3	3		
CO2	1	1	1	1	3	1	1	1	1	1	1	2	2		
CO3	1	1	1	1	3	1	1	-	1	1	1	2	2		
CO4	1	1	1	-	3	1	1	1	1	1	1	3	3		
CO5	3	3	3	3	3	2	2	2	2	2	3	3	3		
CO6	1	-	1	1	3	1	3	3	3	3	3	3	3		

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP	Batch: 2021-25	
Program: B. Design	Current Academic Year: 2021-2022	

Branch: Foundation		Semester: 02	
1	Course Code	JDC203	
2	Course Title	Digital Design II- Adobe Photoshop	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Photoshop. 2. Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns 3. Working with various colorways schemes and using repeat methods effectively. 4. Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments. , 	
6	Course Outcomes	Students will be able to - CO1: Become aware of a vocational bitmap drawing tool CO2: Convert ideas into bitmap imagery CO3: Construct their sketched artistic ideas into graphics CO4: Express & render original digital designs as per industrial manufacturing processes & methods CO5: Compile & present creative works in form of portfolio CO6: Create digital creative stories, design ideas & renderings & presentations	
7	Course Description	The course is an introduction to Adobe Photoshop, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started with Adobe Photoshop	CO1
	a)	<ol style="list-style-type: none"> a) Introduction of Vector & Bitmap, file formats, Resolution for different devices b) Photoshop Palettes – Layer, Channels & Paths c) Introduction of Photoshop selection Tools (Marquee, Magic Wand, Quick Selection tool, Pen Tool) 	
	Unit 2	Graphics & Prints for Fashion, Lifestyle & Interior Products -1	CO2
		a) Photo Montage & Collages	

		b) Graphics for T-shirt (Placements), Products , Accessories, Fabrics & Interiors c) Compositions for Magazine/ Advertisements	
Unit 3		Graphics & Prints for Fashion, Lifestyle & Interior Products- 3	CO3, CO6
		a) From Pencil to digital Format (Scanning, Tracing sketched work) b) Repeats and Pattern (geometrical & seamless) c) Colourways & Colour Separation for Prints (manual printing/ digitally printing)	
Unit 4		Graphics & Prints for Fashion, Lifestyle & Interior Products - 4	CO4, CO6
		a) Refining Scanned/ Clicked Fashion Illustration, Figures, Accessories, Furniture and other Objects b) Rendering Fashion Illustration, Figures, Accessories, Furniture and other Objects with Painting Techniques c) Rendering Fashion Illustration, Figures, Accessories, Furniture and other Objects with Masking Techniques	
Unit 5		Portfolio development	CO5, CO6
		a) Lay outing for Portfolio (e-portfolio, e-book) b) Lay outing for Portfolio (print) c) Portfolio Evaluation	
Mode of examination		Jury	
Weightage Distribution	CA	MTE	ETE
	60%	0%	40%
Text book/s*	1. Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books.		
Other References	2. Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.		

POs COs	PO1 Basic Design knowledge	PO2 Problem analysis	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3
CO1	-	-	1	-	3	-	1	1	-	1	1	2	-	-	-
CO2	-	-	1	-	3	-	1	1	-	1	1	2	-	-	-
CO3	-	-	2	-	3	-	1	1	-	2	1	2	-	-	-
CO4	-	-	3	-	3	-	1	1	-	3	1	2	-	2	-
CO5	-	-	2	-	3	-	2	1	-	3	1	3	-	3	-

CO6	-	-	3	-	3	-	2	1	-	3	1	3	-	3	-
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- 1-Slight (Low)
- 2-Moderate (Medium)
- 3-Substantial (High)

III Semester

Program: B.DESIGN		Current Academic Year: 2021-22	
Branch: INTERIOR DESIGN		Semester: III	
1	Course Code	IDJ323	
2	Course Title	Digital Design -III	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Type	Compulsory.	
5	Course Objective	The objective of Course includes learning advanced Auto-cad and Sketchup 3d for developing the presentation drawings for the projects.	
6	Course Outcomes	<i>After the completion of the course, student will be able to:</i> CO1. Demonstrate advanced skills using AutoCAD software and the peripherals. CO2. Demonstrate an ability to use a range of tools in AutoCAD and Sketchup. CO3. Using Sketchup for 3d modelling. CO4. Creatively solve visual problems and generate detail renderings. CO5. Learning to generate effective Presentation Drawing Using photoshop. CO6. Coordinate between AutoCAD and Photoshop	
7	Course Description	The course enables students to get a brief knowledge about the most widely used commands in DESIGN AND DRAFTING.	
8	Outline syllabus		CO Mapping
	Unit 1	AutoCAD Overview	
	A	Revising basic tools and commands.	CO1,CO2
	B	Learning basic file exporting and saving.	CO2
	C	Introduction to working Drawings.	
	Unit 2	Autocad 3D	
	A	Working with UCS .	CO2,CO1
	B	Viewport and 3d Commands.	CO1,CO3
	C	Rendering	CO3
	Unit 3	Introduction to Sketch up	
	A	Getting familiar with Basic and Advanced toolbar.	CO1,CO4
	B	Importing cad file for 3d.	CO4,CO2
	C	Working with materials.	CO3
	Unit 4	Advanced Commands and processes.	
	A	Generating sections and Elevations.	CO3
	B	Working with scene settings and camera.	CO2,CO5
	C	Material application and customization.	CO1,CO3,CO6
	Unit 5	Rendering & Postproduction	
	A	Export settings and adjustments.	CO5
	B	Setting viewports.	CO1,CO2,CO3
	C	Using rendering styles.	CO6

	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	<ul style="list-style-type: none"> AutoCAD 2020 Beginning and Intermediate by Munir Hamad (Author) Product details AUTOCAD EXERCISES: 400 Practice Drawings For AUTOCAD and Other Feature-Based CAD Software By-Sachidanand Jha AutoCAD 3D Modeling: Exercise Workbook by Steve Heather (Author) Mastering AutoCAD 2021 and AutoCAD LT 2021 2nd Edition by Brian C. Benton (Author), George Omura (Author) 			
	Other References	AutoCAD 2021 Instructor Student Edition by James A. Leach (Author), Shawna Lockhart (Author), Eric Tilleson (Author)			

POS COS	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3:
CO1	2	1	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	-	1	2	-	1	2	-	1	1	-	2	2	-	-
CO3	1	2	3	1	1	2	3	-	-	2	-	3	3	-	-
CO4	2	-	2	2	1	1	1	-	-	1	-	2	2	-	-
CO5	2	-	1	2	3	3	2	-	-	2	-	3	3	-	-
CO6	2	-	1	1	1	2	3	-	-	3	-	3	3	-	-

- 1-Slight (Low)**
2-Moderate (Medium)
3-Substantial (H)

School: SAP		Batch : 2021-2025	
Program: B.Des		Current Academic Year: 2021-22	
Branch:		Semester: III	
1	Course Code	IDJ322	
2	Course Title	Interior Design Studio-1	
3	Credits	4	
4	Contact Hours (L-P-S)	(0-1-3)	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> To expose students to different works of renowned interior Designers and Interior Spaces for the understanding of whole design development. To enable students to formally apply methods of design, spatial analysis and form generation to a small-scale project with constraints of site and context. 	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1: Understand the methods of model making, drawings and design presentations.</p> <p>CO2: Exposed to the works of renowned Interior Designers and identify various design processes, methods and means deployed to achieve spatial organization.</p> <p>CO3: Apply spatial configuration to different type and scale of projects</p> <p>CO4: Understand the proper tools for research and analyse of different case studies.</p> <p>CO5: Understand the importance of different design process.</p> <p>CO6: Understand sequence between developing concept to final drawings.</p>	
7	Course Description	The studio is designed to expose students to different works of Interior Designers and architects and introduce them to methods of case studies. The studio would guide students to formally understand and arrive at a design solution to a given problem through architectural methods of model making, drawings and design presentations.	
8	Outline syllabus		CO Achievement
	Unit 1	CASE STUDY	
		a) Exercises to understand space transformation and anthropometry b) visual composition and spatial relations	CO1, CO2

		c) Understanding interior elements and Materials		
Unit 2	DOCUMENTATION			
	a. Interpretation of design methods and concept. b. Drawings & Documents c. Context manipulation		CO1, CO2	
Unit 3	ANALYSIS			
	Design Exercise to expose studio to: d. Design process e. circulation f. space relation		CO1, CO3, CO4	
Unit 4	DESIGN RESPONSE			
	a) Formal application of methods learnt through the preparatory exercises. b) Arriving at design solutions through physical models, drawings and supportive document		CO2, CO4, CO5, CO6	
Unit 5	REVERSE ENGINEER A PROJECT			CO1, CO3, CO5, CO6
	a) Study of renowned interior space through open models b) Reverse design analysis and criticism Jury			
Weightage Distribution	CA	MTE	ETE	
	60%	0%	40%	
Text book/s*	<ul style="list-style-type: none"> • Operative Design- A catalogue of spatial Verbs, Di Mari Yoo • The Fundamentals of Interior Design 2019 Edition by Simon Dodsworth, Stephen Anderson, Bloomsbury • The Essential Interior Design Handbook (English, Paperback, Claxton Darryl) Author- Claxton Darryl • Spatial Strategies for Interior Design By- Ian Higgins • The Key of Interior Design (Illustration of Methods & Principles) Author- Nikita Mittal • Architectural Graphics by Francis D. K. Ching • Architecture: Form, Space, & Order by Francis D. K. Ching 			
Other References				

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3:
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CO1	2	1	2	2	1	3	1	1	2	1	2	2	2	-	-
CO2	3	1	1	2	1	1	2	1	2	1	1	2	2	-	-
CO3	1	2	3	1	1	1	1	1	3	1	3	1	3	-	-
CO4	2	3	1	2	1	1	-	-	2	1	1	2	2	-	-
CO5	2	3	1	2	2	1	2	1	3	2	1	1	3	-	-
CO6	2	3	1	-	1	1	1	1	3	1	1	2	3	-	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B.Design		Current Academic Year: 2021-22	
Branch: Interior Design		Semester: III	
1	Course Code	IDJ321	
2	Course Title	Basic Material & Finishes	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Type	Compulsory	
5	Course Objective	Course is designed to familiarize students to work with advanced materials which are used in the field of interior design quite extensively.	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1-Understanding the nature of material, properties and behaviour along with the practical applications and specifications</p> <p>CO2:: Make students aware of different sizes and types of material coming from the factories.</p> <p>CO3: Understand the handling of materials like different types of boards, laminates and introduced them with different hardware's and installations process</p> <p>CO4-Understand the Difference in the materials with respect to need and applications. Understanding of flooring and false ceiling systems</p> <p>CO5:: Make students aware of different sizes and types of material specifications and costing.</p> <p>CO6 Difference in the materials with respect to need and applications.</p>	
7	Course Description	This will include the applications of different materials along with specifications and joinery used in the industry. It will also make them understand various elements which contributes to Interior design like ceiling, hardware and flooring systems.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to various types of materials (Wood, Metal, Glass) <ul style="list-style-type: none"> • Source of material, manufacturing process etc. • Understanding the physical properties, appearance, standard dimensions available etc. • Understanding the chemical properties of the material, its compatibility with other materials 	CO1,CO2
	Unit 2	Assemblage using of basic materials (wood, metal and Glass) <ul style="list-style-type: none"> • Various products and by-products of the material • Usability of the material in construction practices • Various finishes, textures and necessary hardware 	CO1,CO2
	Unit 3	Types of Wood, Metals and Glass	CO2,CO4,CO5

		<ul style="list-style-type: none"> • Classification based on properties, usability etc. • Capability to work as a composite material • Specialized techniques 		
	Unit 4	Various joinery, types of doors, windows etc. <ul style="list-style-type: none"> • Joinery details and techniques • Fixtures and fittings • Flush doors, panel doors and various window styles 	CO3, CO5, CO6	
	Unit 5	Scaling in models and prototyping <ul style="list-style-type: none"> • Use of material for preparing models • Tools and techniques for preparation of prototypes • Cutting and fixing procedures for overall finishing 	CO1,CO5,CO6	
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0	40%
	Text book/s*	<ul style="list-style-type: none"> • Interior Design Illustrated BY: Francis D. K. Ching (Author) • The Interior Design Handbook BY: Frida Ramstedt (Author) • The Interior Design Reference & Specification Book updated & revised: Everything Interior Designers Need to Know Every Day BY: Chris Grimley (Author) • Interior Detailing: Concept to Construction 1st Edition BY: David Kent Ballast (Author) 		
	Other References			

PO/CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3:
CO1	2	1	2	-	2	1	1	-	2	1	1	2	2	-	-
CO2	3	1	1	2	3	-	2	-	1	1	1	2	2	-	-
CO3	3	-	3	1	1	-	3	-	1	1	3	3	3	-	-
CO4	2	1	1	-	1	-	3	-	3	1	1	2	2	-	-
CO5	2	-	3	2	3	-	2	-	1	2	2	1	3	-	-
CO6	3	1	1	-	1	-	1	-	3	1	1	3	2	-	-

- 1-Slight (Low)**
2-Moderate (Medium)
3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B. Design		Current Academic Year: 2021-22	
Branch: ID/IPD		Semester: III	
1	Course Code	TIP302	
2	Course Title	Sustainable Design Practices	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	CORE	
5	Course Objective	The objective of the course is to trigger awareness among students about the need & approach to research & design for a sustainable future. The course is a valuable effort to make students to have a very intensive learning and	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1: Instigate the need for being sustainable & sincerely understand the vision of SDG</p> <p>CO2: Expand the sustainable approach to map with economic progress of individuals or companies</p> <p>CO3: learn thoroughly the sustainable design process</p> <p>CO4: Equip students with necessary knowledge to research & design for a sustainable future.</p> <p>CO5: Understand the roadmap to sustainability.</p> <p>CO6: Understand the process through case studies.</p>	
7	Course Description	This course is an essential preparatory course for students to develop their ideas & perspectives to research & design aligned with concepts of sustainable development goals. The course uses relevant case studies on material culture, business models & design process to inspire as well as build understanding of the subject.	
8	Outline syllabus		CO Achievement
	Unit 1	Sustainable development Goals	CO1, CO4
		a) Understanding the materials and their consequences	
		b) Defining sustainable development-	

		c) the vision of UNDP			
	Unit 2	Sustainable Businesses			CO2, CO4
		a) Sustainable Business model Theory-			
		b) Challenges for sustainability-			
		c) Responsibility & opportunity-			
	Unit 3	Design for sustainability			CO3, CO4
		a) What is Sustainable Design			
		b) Tools and guiding aspects towards sustainable design			
		c) Understanding Design when sustainable			
	Unit 4	Roadmap to sustainability			CO3, CO5
		a) Circular vs. Linear design process-			
		b) changes needed to move from linear to circular with examples			
		c) Collaboration vs. solo runs-			
	Unit 5	Case studies			CO3, CO6
		a) Furniture and home decor companies			
		b) Creative sources working with brands			
		c) Synchronization of partners			
Mode of examination	CA & End Term Jury				
Weightage Distribution	CA	MTE	ETE		
	30%	20%	50%		
Text book/s*	<ol style="list-style-type: none"> download the book RESTART Sustainable Business Model Innovation by using this link: https://link.springer.com/book/10.1007%2F978-3-319-91971-3 				
Other References	<ol style="list-style-type: none"> The Brundtland report, 1987 McLennan, J. F. (2004). <i>The philosophy of sustainable design: The future of architecture</i>. Ecotone publishing. https://i-d.vice.com/en_us/article/wjwn5w/if-fashion-is-going-to-clean-up-its-act-we-need-to-stop-talking-about-sustainability 				

PO/CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3:
CO1	3	1	2	2	2	1	3	1	2	3	1	2	3	-	-

CO2	3	1	-	2	1	2	3	1	1	1	1	2	3	-	-
CO3	1	2	3	1	1	1	3	-	-	1	-	-	2	-	-
CO4	2	1	1	2	1	1	3	-	3	1	1	2	3	-	-
CO5	3	2	3	2	2	1	3	1	1	2	-	1	3	-	-
CO6	3	1	1	-	1	1	3	2	3	1	-	2	2	-	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B.DESIGN		Current Academic Year: 2021	
Branch: ID/IPD		Semester: III	
1	Course Code	TIP303	
2	Course Title	History of Design	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<p>This course has been made to enable the learner to study people's interaction with objects as well explore social science techniques to enable the learner to develop understanding so that it has practical, aesthetic or playful uses.</p> <p>To develop an understanding of key ethical, critical, technical and theoretical debates in the area of product and furniture design.</p>	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1-Understand and identify socio-cultural relationship of history and design</p> <p>CO2-Understand and know the evolution of furniture and products in various periods.</p> <p>CO3-Learn and apply basic research methods.</p> <p>CO4 Understand design as a responsive medium having reflections of historical and cultural influences</p> <p>CO5-Employ various digital, visual and verbal skills to communicate and present ideas.</p> <p>CO6-Demonstrate ability for self-initiated learning and work in team.</p>	
7	Course Description	<p>The module introduces the learner to some of the critically defining key events and precedents that have influenced and shaped historical and contemporary design. This module engages with the key design ideologies, developing an understanding of the principles of design analysis, critical analysis, academic writing, questioning and debate.</p>	
8	Outline syllabus		CO Mapping
	Unit 1	Furniture & Product: Till Renaissance	CO2, CO1
	A	Ancient civilizations and necessity	
	B	Housing and lifestyle	
	C	Design for everyday	
	Unit 2	Furniture & Product: Till mid 19th Century	CO2
	A	Baroque & dramatical lights	
	B	Rococo & Asymmetry	

	C	Traditional & detailed woodwork		
	Unit 3	Relating theory and practice		
		CO3, CO5, CO6		
	A	Teamwork		
	B	Mentoring & execution		
	C	Presentation		
	Unit 4	Ornate to simplification and back		
		CO3,CO4,		
	A	Motifs in Art Nouveau		
	B	Simplicity & Mass production of Bauhaus		
	C	Zigzag Art Deco		
	Unit 5	Removing layers of exaggeration		
		CO4,		
	A	Carefree Bohemian		
	B	Connecting nature in Organic		
	C	Minimalism and bare essentials		
	Mode of examination	Theory/Jury/Practical/Viva		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	Furniture Design, Jerzy Smardzewski,		
	Other References	The Design of Everyday Things: Don Norman Emotional Design: Why We Love (or Hate) Everyday Things, Don Norman, History of Furniture frederick Litchfield Sir Banister Fletcher		

CO/ PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	-	-	1	1	2	3	2	2	2	2	1	2	-	-
CO2	3	1	1	2	2	-	3	-	2	3	3	1	3	-	-
CO3	2	2	2	3	-	2	2	1	-	2	2	-	2	-	-
CO4	3	3	3	1	1	3	2	2	1	3	3	1	3	-	-
CO5	2	1	1	-	1	-	3	3	2	3	2	1	2	-	-
CO6	3	1	-	1	-	2	2	1	3	3	3	1	3	-	-

1-Slight (Low)
2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-2125	
		Current Academic Year: 2021-22	
Branch: ID/PAD		Semester: III	
1	Course Code	JIP301	
2	Course Title	Design Process	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<p>1-To encourage students to develop concepts and designs with a chosen theme and inspirations towards product, accessory or space design.</p> <p>2-To enable students to be able to present their creative work with understanding of aesthetics and skills, duly met for the final development/prototype with help of concept boards, research sheets and presentations</p> <p>3-To document the process and emphasis on regular interaction and progress briefing with the faculty guide and peer activities, to establish progress in the concerned design project.</p> <p>4-To develop a concept prototype keeping in mind the functionality and appeal based on trends.</p> <p>5-To prepare proper documentation, final concept presentation, visual displays with mood boards and concepts boards in support of their final design.</p>	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO.1. Conduct research and brainstorm to choose a theme (with concepts, ideations), to depict their suggested product/space design.</p> <p>CO.2. Develop various boards(inspiration, mood, colour, etc.) Supporting their theme collection, also with supportive background research and production processes to be implied further.</p> <p>CO.3. Identify and examine various materials to create material boards, and explore other design elements</p>	

		<p>to visually define the relationship between the space and form.</p> <p>CO.4. Develop a User persona or client Board by analysing questionnaires, keeping in view the current market trends</p> <p>CO.5. Create and generate artwork for concept representation along with a final concept prototype, using appropriate hand and software skills.</p> <p>CO.6. Maintain a log book/journal to record the entire design process with numerous sketches, pictures and design ideas.</p>	
7	Course Description	The course focuses on building the understanding of the design development journey of any physical idea. The course enables the students to learn to draft the methods and process throughout the ideation and development stages. They will be able to research, brainstorm, develop a concept and visualize a systematic flow of reaching any product or space development, based on the market requirement and user need.	
8	Outline syllabus		CO Achievement
	Unit 1	Identifying area of Study	CO1,CO2
		1 Brainstorming	
		2 Mind-mapping	
		3 Lateral Thinking	
	Unit 2	Theme Generation	CO1,CO2,C03
		1 Defining Idea and Concept	
		2 Research and analyse existing designs	
		3 Finalising design area and brief	
	Unit 3	Identifying Users	CO4
		1 Generating Questionnaires	
		2 Empathy mapping	
		3 Developing user-personas	
	Unit 4	Developing Visual representations	CO2,CO3,C05
		1 Board Development- Inspiration, Concept, Mood, Color, Storyboard	

	2	Ideations and Rough Sketches	
	3	Material Exploration and Material Board	
	Unit 5	Final Prototyping	CO5,CO6
	1	Rendered layouts of Final Concept Designs	
	2	Final Handbook Journal for Design Process	
	3	Design Process Presentation	
Mode of examination	Jury		
Weightage Distribution	CA	MTE	ETE
	60%	0%	40%
Text book/s*	<ul style="list-style-type: none"> Operative Design- A catalogue of spatial Verbs, Di Mari Yoo The Fundamentals of Interior Design 2019 Edition by Simon Dodsworth, Stephen Anderson , Bloomsbury The Essential Interior Design Handbook (English, Paperback, Claxton Darryl) Author- Claxton Darryl Spatial Strategies for Interior Design By- Ian Higgins The Key of Interior Design (Illustration of Methods & Principles) Author- Nikita Mittal Architectural Graphics by Francis D. K. Ching <p>Architecture: Form, Space, & Order by Francis D. K. Ching</p>		
Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	3	2	3	1	1	2	2	2	3	3	-	2
CO2	3	1	3	2	3	1	1	-	2	2	-	2	3	-	3
CO3	3	2	2	3	1	2	1	-	2	1	2	3	3	-	-
CO4	1	2	2	3	2	2	-	2	2	3	1	2	3	-	1
CO5	2	2	3	2	3	1	-	-	2	3	2	3	3	-	3
CO6	3	1	3	2	1	1	-	-	1	3	-	3	1	-	3

1-Slight (Low)
2-Moderate (Medium)
3-Substantial (High)

IV Semester

School: SAP		Batch : 2021-25	
Program: B.DESIGN		Academic Year: 2021-22	
Branch: INTERIOR DESIGN		Semester: IV	
1	Course Code	IDJ424	
2	Course Title	Digital-IV	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Type	Compulsory.	
5	Course Objective	The course emphasizes on the learning high-end 3D software's such as 3dsmax for transformation of two dimensional technical drawings to three dimensional forms for visualization and understanding of Design form.	
6	Course Outcomes	<i>After the completion of the course, student will be able to:</i> CO1. Demonstrate advanced skills using 3Dsmax and plugins like V-ray CO2. Demonstrate an ability to use a range of tools in 3Dsmax. CO3. Using 3Dsmax for 3d/Sketch up modelling. CO4. Creating quality visuals and renders CO5. Try to achieve the actual renders quality by putting camera angles and eyelevel CO6 Generate realistic visuals using after effects on Photoshop	
7	Course Description	The course enables students to get a brief knowledge about the most widely used commands in 3D Modelling/sketchUP.	
8	Outline syllabus		CO Mapping
	Unit 1	Overview of 3Dsmax	
	A	Introduction to user interface, basic tools and geometry	CO1,CO2
	B	Learning basic file exporting and saving.	CO2
	C	Introduction to Large tool set.	
	Unit 2	Material application & Texturing and lighting	
	A	Working with Bitmaps.	CO2,CO1
	B	Creating new materials and their application..	CO1,CO3
	C	Rendering with textures.	CO3
	Unit 3	Introduction to Basic tools and Plugins.	
	A	Getting familiar with Basic and Advanced plugins.	CO1,CO4
	B	Working with parameters involved.	CO4,CO2
	C	Effective application in Modelling.	CO3
	Unit 4	Advanced Commands and processes.	
	A	Generating sections and Elevations.	CO3
	B	Working with scene settings and camera.	CO2,CO5,CO6
	C	Material application using uv mapping.	CO3,CO4
	Unit 5	Rendering & Postproduction	

	A	Introduction to V-ray			CO5,CO6
	B	Importing different 3d files and formats.			CO1,,CO3
	C	Using Library components and exporting.			CO5,CO6
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Autodesk 3ds Max 2021 Fundamentals By ASCENT Publisher- SDC Publishers Autodesk 3ds Max 2021: A Comprehensive Guide, 21st Edition by Prof. Sham Tickoo Purdue Univ. (Author), CADCIM Technologies (Author) Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide By Kelly L. Murdock			
	Other References				

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	2	1	1	1	1	1	-	2	2	-	-
CO2	3	1	1	2	3	1	-	1	1	1	-	2	2	-	1
CO3	1	-	3	1	3	2	-	1	-	2	-	1	1	-	-
CO4	2	1	2	2	3	1	-	2	3	1	-	2	2	-	-
CO5	2	1	1	2	3	3	-	1	1	2	-	1	1	-	1
CO6	2	-	1	1	2	2	-	-	2	3	-	-	-	-	-

- 1-Slight (Low)**
2-Moderate (Medium)
3-Substantial (Hi)

School: SAP		Batch : 2021-2025	
Program: B.Des			
Branch:Interior Design		Semester: IV	
1	Course Code	IDJ421	
2	Course Title	Interior Design Studio-II	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<p>1-This course emphasize on developing concept design thinking and translate it into the three-dimensional composition of space and form with a system of formal Interior ordering.</p> <p>2-The course cultivates design process tools such as diagramming, drawing, and model making through a series of design explorations including abstract ideation, physical embodiment, architectural composition, and precedent analysis exercises.</p> <p>3-To learn about relevance of case study and site analysis.</p> <p>4-To analyse the nature of various activities in any given plan and enhance the optimum use as well as enhance the aesthetics of the given space.</p>	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1: Students should be able to analyse a particular architectural or interior space, reconstruct and redesign it.</p> <p>CO2: Students should develop basic understanding of space dynamics with respect to anthropometric.</p> <p>CO3: Develop an understanding of various tools, techniques and software for 2D drafting.</p> <p>CO4:Students will develop the skills of understanding resolving and designing interior projects</p> <p>CO5: Understand spaces with three-dimensional visualization through the use of block models and appropriate software's.</p> <p>CO6 : Understand the presentations skills by different render techniques .</p>	
7	Course Description	Course contents deals with developing certain skill sets imperative to Basic Designing with aid of software's and emphasis on different key areas appropriate to that particular level of understanding. This is done through live studio projects of certain functionality in a particular area	

		range conducive to the particular level of understanding. At this level the objectives and outcomes are as detailed above.			
8	Outline syllabus				
	Unit 1	Introduction to the elements of interiors			CO1,CO2
		1	Basics of Interior Design		
		2	Ergonomics & Anthropometry		
		3	Introduction to a project		
	Unit 2	Research –Case study			CO1,CO2,CO3
		1	Literature & Case Study		
		2	Pre-design Study – Case study - Space study		
		3	Pre-design study – Literature study ,Site Analysis		
	Unit 3	Concept Development			CO1,CO2,CO3,CO4
		1	Concept Formulation and Idea Investigation		
		2	Preparation of Design requirements-Redesign of existing space.		
		3	Concept formulation ,Bubble diagram and activity zoning		
	Unit 4	Design development			CO1,CO2,CO3 CO5,CO6
		1	Interior design development		
		2	Development of interior settings in a provide space.		
		3	Plan and Elevation of the various components of Interior and furniture's		
	Unit 5	Design Presentation			CO1,CO2,CO3,CO4,C O5,CO6
		1	Design Sheets presentation		
		2	Model making on appropriate scale		
		3	Final portfolio Submission		
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	TIME SAVER STANDARDS FOR INTERIOR DESIGN AND SPACE PLANNING by Karl Ryan Candinato 2-Interior Design Illustrated by Francis DK Ching <ul style="list-style-type: none"> Operative Design- A catalogue of spatial Verbs, Di Mari Yoo The Fundamentals of Interior Design 2019 Edition by Simon Dodsworth, Stephen Anderson , Bloomsbury The Essential Interior Design Handbook (English, Paperback, Claxton Darryl) Author- Claxton Darryl 			

		<ul style="list-style-type: none"> • Spatial Strategies for Interior Design By- Ian Higgins • The Key of Interior Design (Illustration of Methods & Principles) Author- Nikita Mittal • Architectural Graphics by Francis D. K. Ching <p>Architecture: Form, Space, & Order by Francis D. K. Ching</p>	
	Other References		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	2	2	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	3	1	2	3	1	1	-	1	1	1	3	3	-	-
CO3	1	3	3	1	3	2	1	-	-	2	-	3	3	-	-
CO4	2	3	2	2	3	1	1	-	3	1	1	3	3	-	-
CO5	2	3	1	2	3	3	2	-	1	2	-	3	3	-	-
CO6	2	2	1	1	2	2	1	-	2	3	-	2	3	-	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B.Design		Current Academic Year: 2021-22	
Branch: Interior Design		Semester: IV	
1	Course Code	IDJ422	
2	Course Title	Advanced Material and finishes	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Type	Compulsory	
5	Course Objective	Course is designed to familiarize students with the modular systems involved in the Interior design Industry along with specifications, sizes and factory productions.	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1-Understand various innovative materials, their applications and appearance</p> <p>CO2:. Learn about various applications, fixing, joinery details etc.</p> <p>CO3: Understand the contribution of the material towards sustainability</p> <p>CO4: Understand the concept of standardization and customization</p> <p>CO5 : Prepare advanced designs incorporating latest trends, material, finishes etc.</p> <p>CO6: Understand the benefits of latest trends over conventional practices</p>	
7	Course Description	This will include the applications of different standard systems involved in the Interior design Industry. The course will specifically emphasize on Modular Kitchen, furniture and sanitary ware along with basic plumbing details.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction to non-conventional materials	CO1,CO2
	1	Understanding various innovative interior and construction materials available worldwide, their properties, appearance, dimensions etc	
	2	Contribution to the sustainable design practices	
	3	Advanced finishes, textures imparting extra-ordinary outlook	
	Unit 2	Innovative and eco-friendly design practise	CO1,CO2
	1	Learning about latest construction practices incorporating innovative materials	
	2	Study of sustainable design practices	
	3	Utilizing conventional material such as bamboo etc., in the most innovative manner for imparting distinctive and environment friendly design	

Unit 3	Categorization of material and their application			CO2,CO4, CO5,CO6	
	1	Types of laminates & Veneer and its application			
	2	Types ply/boards/MDF and their applications			
	3	Market Research discussion			
Unit 4	Fabrication of design components and joinery details			CO3,CO5	
	1	Application as various design components, such as wall panels, partitions, cladding etc.			
	2	Details of joints and fixing procedure			
	3	Necessary hardware involved with the joinery			
Unit 5	Assemblage using of deferent materials (Gypsum, PVC, Acrylic, Fibre Reinforced concrete, ceramics)			CO2,CO3,CO5,CO6	
	1	Understanding the level of standardization and customization with the material			
	2	Modular design and construction practices with an emphasis on modular kitchens			
	3	Fixtures, fittings and details of the modules			
Mode of examination	Jury				
Weightage Distribution	CA	MTE	ETE		
	60%	0	40%		
Text book/s*	<ul style="list-style-type: none"> • Interior Design Illustrated BY: Francis D. K. Ching (Author) • The Interior Design Handbook BY: Frida Ramstedt (Author) • The Interior Design Reference & Specification Book updated & revised: Everything Interior Designers Need to Know Every Day BY: Chris Grimley (Author) • Interior Detailing: Concept to Construction 1st Edition BY: David Kent Ballast (Author) 				
Other References					

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	-	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	-	1	2	3	1	1	1	1	1	1	3	3	-	-
CO3	1	1	3	1	3	2	1	-	-	2	-	3	3	-	-
CO4	2	1	2	2	3	1	-	-	3	1	1	3	3	-	-
CO5	2	1	1	2	3	3	-	-	1	2	-	3	3	-	-
CO6	2	2	1	1	2	2	1	-	2	3	-	2	3	-	-

School: SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch:Interior Design		Semester: IV	
1	Course Code	IDT426	
2	Course Title	Building Services-I (Electrical & HVAC)	
3	Credits	2	
4	Contact Hours (L-T-P)	30 Hrs. (2-0-0)	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> Understanding the relation between a good interior design and interior services. Understanding the basic aspects of building services, which makes a building habitable and function the way it has been built for. Understanding the symbols and notifications used in the sample services drawings and understand the importance of them while overlaying the same in the architectural/ interior layout. 	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1: Understand any interior space (to be discussed in design studio exercise) with completeness of every aspect of its services.</p> <p>CO2: Make the space habitable considering the environment it exists.</p> <p>CO3: Develop the practical understanding of all services components.</p> <p>CO4: Understand the coordination between Conceptual Design and Services and learn to prepare the services drawings for the design studio exercises.</p> <p>CO5: Develop the practical understanding of electrical fittings and arrangements etc.</p> <p>CO6: Understand the functional aspect of HVAC with AC load, ducting etc.</p>	
7	Course Description	<p>The course is meant for students to know the interior services which are</p> <ol style="list-style-type: none"> Electrical system comprises of Load calculation, drawings etc Heating & Air conditioning. 	
8	Outline syllabus		CO Mapping
	Unit 1	Electrical	CO1, CO2
	A	Power layout & technical aspect cable laying through walls, floors and ceilings.	
	B	Analysis of Wires and Fixtures related to the Design Studio exercise.	
	C	Symbol identification and a sample drawing understanding, Preparing the drawings for the Design Studio Problem	
	Unit 2	Lighting layout	CO1, CO3
	A	Reflected ceiling plan showing the lighting pattern.	
	B	Analysis of Wires and Fixtures related to the Design Studio exercise.	

	C	Specification of different types of lights.			
	Unit 3	Heating & Air conditioning.			CO1, CO3, CO4
	A	Types of AC and their mechanism			
	B	Analysis of cost of heating and cooling loads and their calculations, aspects of designing a good system for different type			
	C	Symbol identification and a sample drawing understanding, Preparing the drawings for the Design Studio Problem			
	Unit 4	Ducting system			CO5, CO6
	A	Ducting design as/per Heat load calculation.			
	B	Diffusers application.			
	C	Symbol identification and a sample drawing understanding, Preparing the drawings for the Design Studio Problem			
	Unit 5	Reflected Ceiling plan-Coordinated drawing			CO1, CO3
	A	Relation between lighting, Sprinkler, SD & diffuser AC plan			CO5, CO6
	B	Layout grid and dimensions			
	C	Nomenclature and specification			
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	Building Services Handbook – Fred hall and Rozer Greeno Butterworth Heinemann Publication			
	Other References	Time Saver Standards for Interior design			
		National Building Code of India 2005			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	-	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	-	1	2	3	1	1	1	1	1	1	3	3	-	-
CO3	1	1	3	1	3	2	1	-	-	2	-	3	3	-	-
CO4	2	1	2	2	3	1	-	-	3	1	1	3	3	-	-
CO5	2	1	1	2	3	3	-	-	1	2	-	3	3	-	-
CO6	2	2	1	1	2	2	1	-	2	3	-	2	3	-	-

1-Slight (Low) 2-Moderate (Medium) 3-Substantial (High)

School: SAP		Batch : 2021-2025	
Program: B.Design		Academic Year: 2021-22	
Branch:Interior Design		Semester: IV	
1	Course Code	IDJ423	
2	Course Title	Furniture Design	
3	Credits	4	
4	Contact Hours (L-T-P)	(0-1-3)	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> Identify and evaluate key contextual factors that influence furniture design including historical evolution and the development of various furniture styles. Geographic, psycho-graphics and demo-graphic influence in the context of furniture. Classification of furniture on the basis of their use/utility, form of construction, material and manufacturing, etc. 	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1: Develop the aptitude for furniture with their correlation in any specific place of use.</p> <p>CO2: Develop the intrinsic knowledge of the various kinds of furniture in any set of space but develop the understanding of the appropriateness of the type of material required.</p> <p>CO3: Start conceptualizing furniture concept respecting the physical properties of the respective materials considered.</p> <p>CO4: Vividly understand the visual and physical communication of furniture with the user.</p> <p>CO5: Understand the furniture details in prototyping.</p> <p>CO6: Understand Design process in prototyping</p>	
7	Course Description	Fundamentals of furniture and historical theory with segregation of various furniture styles based on utility or functions, material and material construction styles.	
8	Outline syllabus		CO Mapping
	Unit 1	Evolution of furniture Design	CO1, CO2,CO4
	A	History of Furniture Design from Ancient Egyptian to the pre-independence impact of Europeans on India.	
	B	Choose four design movements and design a furniture piece from each era and writing characteristic on each sketch.	

	C	Discussion on Function, comfort and anthropometrics for various categories of furniture's.		
	Unit 2	Furniture Fundamentals , Functions and forms		CO1, CO3
	A	Principal for of Furniture design		
	B	Form ,Spatial Organization & types of furniture		
	C	Study of various furniture Residential, Outdoor, and Commercial sites.		
	Unit 3	Fundamentals of Construction and Innovations		CO1, CO3,CO5
	A	Furniture Joinery and Hardware's		
	B	Construction Modifications		
	C	Furniture Case Studies & Innovations		
	Unit 4	Furniture & Prototyping		CO1, CO3,CO5
	A	Understanding and Making of Basic furniture		
	B	Assembly		
	C	Sustainable furniture		
	Unit 5	Furniture Design Process of a Furniture Prototype		CO1,CO2 CO5,CO6
	A	Need Identification and research		
	B	Conceptualization, Form Generation and Theme board		
	C	Final designed Prototype and post Design Analysis		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	<ul style="list-style-type: none"> The Interior Design Reference & Specification Book updated & revised: Everything Interior Designers Need to Know Every Day BY: Chris Grimley (Author) 		
	Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	2	2	2	2	2	1	1	-	1	1	-	2	2	-	-
CO2	3	1	1	2	3	1	1	1	1	1	1	3	3	-	-
CO3	1	3	3	1	3	2	1	-	-	2	-	2	3	-	-
CO4	2	2	2	2	3	1	1	-	3	1	1	3	3	-	-
CO5	2	1	1	2	3	3	1	-	1	2	-	2	3	-	-
CO6	2	1	1	1	2	2	1	-	2	3	-	2	3	-	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B.Design		Current Academic Year: 2021-22	
Branch: ID/IPD		Semester: IV	
1	Course Code	TIP401	
2	Course Title	Trend and Forecasting	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Compulsory	
5	Course Objective	<ul style="list-style-type: none"> To make the students aware of the trends and forecast, and its impact on the products development process. To provide basic fundamental knowledge about essential stages of research, as a vital part of any design process. To build awareness about the current Fashion trends & challenges in product development. 	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO.1. Understand various design philosophies and ideas behind various products and their design development stages.</p> <p>CO.2. learn the evolution of design in several products based on consumer preferences</p> <p>CO.3. Analyze the product journey- from the making to display</p> <p>CO.4. Conceptualize themes and boards based on fashion seasons</p> <p>CO.5. Identify consumerism and product demand based on trend study</p> <p>CO.6. Develop a holistic learning on picking up the color, styles, materials, and designs of the products based on discussed trend</p>	
7	Course Description	In this course, the students will understand the product development process based on the need of the hour and dynamic market, and will also learn about the factors influencing those changes.	
8	Outline syllabus		CO Achievement
	Unit 1	Understanding and finding Trend	CO1,CO2

	1	Identifying Trend	
	2	Trend research: Global Context	
	3	Trend research: Indian Context	
	Unit 2	Introduction to forecasting	CO2,CO3,CO4
	1	Forecasting elements: Materials, Colors, Prints and Graphics	
	2	Forecasting sources: Magazines and Agencies.	
	3	Implementing Forecasting: Need, Advantages and Limitations	
	Unit 3	Trend Analysis and Data Collection	CO2,CO3,CO4
	1	Identifying Consumers	
	2	Identifying Market	
	3	Identification of Trend Data	
	Unit 4	Trend Merchandising	CO4,CO5,CO6
	1	Trend data analysis and applications	
	2	Consumerism and demand	
	3	Product journey: Making to Distributions	
	Unit 5	Interior Trend Cycle	CO4,CO5,CO6
	1	Understanding Zeitgeist	
	2	Seasons in Trends	
	3	Visual Merchandising Trends	
	4	Trend cycle: Graphs	
Mode of examination	THEORY		
Weightage Distribution	CA	MTE	ETE
	30%	20%	50%
Text book/s*	<ul style="list-style-type: none"> • The Design of Everyday Things by don norman • <u>Forecasting Methods And Applications- Spyros Makridakis, Steven C Wheelwright, Rob J Hyndman</u> • <u>Forecasting: Applications And Methods- Francis X. Diebold</u> • <u>New Product Forecasting: An Applied Perspective- Kenneth B. Kahn, Martin Joseph, Alec Finney</u> • <u>New Product Forecasting : An Applied Approach- Kahn Kenneth B.</u> 		
Other References	The lean product playbook by Dan Olsen		

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	1	2	2	2	1	1	-	2	1	-	2	2	-	-
CO2	3	1	1	2	3	1	1	1	2	1	1	3	3	-	-
CO3	3	-	1	1	3	2	1	-	1	2	-	2	3	-	-
CO4	2	1	1	2	3	1	1	1	2	1	1	3	3	-	-
CO5	2	-	-	2	3	3	1	-	2	2	-	2	3	-	-
CO6	2	1	1	1	2	2	1	-	1	3	-	2	3	-	-

- 1-Slight (Low)
 2-Moderate (Medium)
 3-Substantial (High)

Program and Course Structure

**School of Architecture and Planning
Bachelors in Design
SDM0201**

**(Specialization in Product & Accessory Design)
Batch 2021-2025**

HOD Design

Dean SAP

1.1 Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

Transformative educational experience
Enrichment by educational initiatives that encourage global outlook
Develop research, support disruptive innovations and accelerate entrepreneurship
Seeking beyond boundaries
Transformative educational experience
Enrichment by educational initiatives that encourage global outlook
Develop research, support disruptive innovations and accelerate entrepreneurship
Seeking beyond boundaries

Core Values

- **Integrity**
- **Leadership**
- **Diversity**
- **Community**
- **Integrity**
- **Leadership**
- **Diversity**
- **Community**

School of Architecture & Planning

1.2 Vision and Mission of the School

Vision of the School

To be amongst the top institutes in India imparting quality education and professional skills to the students to emerge as creative professionals of global calibre and thus the society in

Mission of the School

- To create and sustain a stimulating and responsive academic inclusive environment.**
- To regularly enhance the teaching contents & techniques in keeping with current and future trends.**
- To provide a competitive and career-oriented programme.**
- To encourage students to be socially responsive and responsible architects**

Core Values

- **Innovation**
- **Awareness**
- **Information**
- **Ethics**
- **Awareness**
- **Information**

1.2.1 Vision and Mission of the Department

Vision of the Department

To be at the Centre of Excellence in Art & Design Education to shape future-ready professionals catering the needs of the design industry in particular and society overall.

Mission of the Department

To create a global centre of innovation and excellence in art and design industry.
Promoting in-depth research in art and design studies for sustainable practices.
To inculcate critical, analytical, cognitive, speculative and creative problem-solving skills.
To develop a sense of social and professional ethics and values.
To develop the essence of craftsmanship, future technological and vocational skills.

1.3 Program Educational Objectives

1.3.1 Program Educational Objectives (PEO) for B. Design

PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.

PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.

PEO3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.

PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.

1.3.2 Map PEOs with School Mission Statements:

PEO Statements	School Mission-1	School Mission-2	School Mission-3	School Mission-4
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	1	3	2	2
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	3	3	2	3
PEO 3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	1	3	3	3
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	3	3	3	3

1.3.2.1 Map PEOs with Department Mission Statements:

PEO Statements	Department Mission-1	Department Mission-2	Department Mission-3	Department Mission-4	Department mission 5
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	3	1	1	-	-
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	3	3	3	3	3 3
PEO 3:: Graduates will work on global trends and environmental issues using technology as a	3	2	2	3	3

successful creative entrepreneur.					
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	3	2	-	2	-

1.3.3 Program Outcomes (PO's)

PO1. Design knowledge: Apply the knowledge of Design fundamentals, Design specialization to the solution of complex Design problems.

PO2. Problem analysis: Identify, formulate, review research literature, and analyze complex Design problems reaching substantiated conclusions using elements and principles of art and Design through empirical & historical research.

PO3. Design/development of solutions: Design solutions for complex Design problems, design components and processes that meet the specified needs with appropriate consideration for the public health and safety, cultural, societal, and environmental considerations.

PO4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design explorations, interpretation of data, and synthesis of the information to provide qualitative conclusions.

PO5. Modern tool usage: Select, apply appropriate techniques, resources, and modern industrial Design techniques and digital tools including forecast and modelling to complex Design activities with an understanding of the limitations.

PO6. The design engineering and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional Design practice.

PO7. Environment and sustainability: Understand the impact of the professional Design solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the Design practice.

PO9. Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10. Communication: Communicate effectively on complex Design activities with the Design community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11. Project management and finance: Demonstrate knowledge and understanding of the Design, management principles and apply these to one's own work, as a member and leader in a team, to manage projects in multidisciplinary environments.

PO12. Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PSO1 : Interior and product design practice:

To design products and spaces fulfilling human needs and solving challenges through use of contemporary technology and imaginative abilities.

PSO2 : Fashion design practice:

To integrate the knowledge of design & critical thinking in the domain of fashion and textiles with business & professional practices

PSO3 : Communication design practice:

To be able to demonstrate knowledge of representational processes using visual as well as digital and new media as mediums of representation.

1.3.4 Mapping of Program Outcome Vs Program Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	1	3	3	2
PO2	1	2	3	2
PO3	1	1	3	3
PO4	1	2	3	1
PO5	3	3	2	1
PO6	2	2	1	3
PO7	3	2	2	3
PO8	2	1	2	3
PO9	1	2	3	2
PO10	3	2	1	2
PO11	3	1	2	3
PO12	3	1	2	3
PSO1	1	3	2	1
PSO2	2	3	1	1
PSO3	2	1	2	1

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

1.3.5 Program Outcome Vs Courses Mapping Table:

Program Outcome Courses	Course Name	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO1 1	PO1 2
Sem-1													
TDC104	History of Art & Design -I	2	1	-	1	1	2	1	1		2		1
ARP101	Communicative English - I	1	1	-	1	1	1	1	1	1	3	1	3
		2	-	1		1	1	-	-	1	2	-	3
JDC101	Drawing & Sketching - I	2	1	2	2	2	1	1	1	1	1	-	3
JDC 102	Composition - I	2	1	-	1	1	2	1	1		2		1
FDJ101	Design Skills-1	3	3	3	3	3	1	1	1	1	2	3	3
JDC 103	PR- Digital Design I Adobe Illustrator	2	-	2		3		1	-	1	2	1	3
Sem-2													
TDC204	History of Art 2	2	1		1	1	2	1	1		2		1
ARP102	Communicative English - II	1	1		1	1	1	1	1	1	3	1	3
JDC 201	Drawing & Sketching - II	2		1		1	1			1	2		3
JDC 202	Composition - II	2	1	2	2	2	1	1	1	1	1		3
FDJ201	Design Skills- 2	3	3	3	3	3	1	1	1	1	3	3	3
JDC 203	PR- Digital Design 2 Adobe Photoshop	2		2		3		1		1	2	1	3
	OPE												
Sem-3													
TIP303	History of Design	2	3	1	1	1	1	1	3	1	1	1	1
TIP302	Sustainable Design Practices	2	2	1	2	1	1	3	3	1	2	1	1
JIP301	Design Process	2	1	1	1	2	1	1	1	1	2	1	3
PDJ321	Product Design Studio - I	3	3	1	2	3	2	2	1	1	2	2	1
PDJ322	Technical Drawing - I	1	1	1	2	1	3	1	1	1	2	2	1
PDJ323	CAD - I 3D Modelling	1	2	3	2	3	2	1	1	2	2	1	1
	OPE												
CDT301	Environmental Studies												
Sem-4													
TIP404	Trend & Forecasting	3	1	3	1	1	1	1	2	2	1	1	1
PDJ421	Product Design Studio - II	2	1	2	1	1	1	2	1	1	1	3	2
PDJ422	Manufacturing Processes and Techniques	1	2	1	3	1	3	1	2	2	1	2	1

PDJ423	Technical Drawing-II	1	1	1	1	1	1	1	1	1	1	1	1
PDJ424	CAD 2 CAD & Prototyping	1	1	1	3	1	1	1	1	1	1	1	1
PDJ425	Ergonomic & Sensory Awareness	2	2	1	3	-	2	2	3	1	1	2	2
PDJ26	Semiotics	2	3	1	2	1	1	3	2	1	-	2	1
	Community Connect	1	2	2	1	3	1	2	2	2	1	2	3
Sem-5													
TIP521	Visual Merchandising and Retail Management	2	2	1	2	1	1	2	2	1	3	1	1
PDJ521	Product Design Studio III	2	1	2	1	1	1	1	3	1	3	1	2
PDJ522	Design Innovation & Future Concepts	2	1	1	1	1	3	3	1	1	2	1	2
PDJ523	Surface treatments and Techniques	2	2	1	2	1	1	2	3	1	2	2	1
PDJ524	CAD 3 Fabrication	3	1	1	1	3	2	1	1	1	1	1	2
JDC501	Human Values ,ethics & constitutional values												
JDC502	Craft research & Documentation	1	2	3	1	2	2	3	1	2	2	1	3
Sem-6													
PDJ621	Product Design Studio IV	2	1	1	1	2	1	-	2	1	3	1	2
PDJ622	Styling & Image Design	2	2	1	1	1	1	1	2	1	1	1	3
PDJ623	Product Packaging Design	1	1	1	1	2	1	3	1	1	2	1	2
JDC602	Field Studies/ Design Minor Project	1	1	1	1	1	1	2	1	1	3	1	2
PDJ624	CAD IV	2	3	1	2	1	2	1	2	1	2	1	2
PDT601	Product Branding	1	1	1	1	2	1	3	1	1	2	1	2
JDC601	Arts,Sports,Yoga/theatre / music												
Sem-7													
PDJ721	Product Design Studio -V (Design for Society)	2	1	1	1	3	2	2	2	1	2	1	2
PDJ722	Dissertation	2	1	1	1	1	1	1	1	1	1	2	1
PDJ723	Portfolio Development	2	1	2	1	1	1	1	2	2	1	2	2
JDC703	Summer Internship report	2	1	1	1	1	1	1	1	1	2	1	1
TDC701	IPR	2	1	-	2	1	1	-	1	1	2	1	3
TDC702	Research methodology	2	1	1	2	1	1	1	3	1	3	1	2
OPE													
Sem-8													
TDC801	Entrepreneurship & professional practices	2	3	1	3	2	2	1	2	2	1	2	3
PDJ821	Capstone Project	1	3	2	1	1	1	1	1	1	1	2	2

JDC802	Industrial Internship	2	2	3	2	1	1	3	3	1	2	2	3

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

TERM: I

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/ Co Requisite	Type of Course ¹ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
1.		TDC104	History of Art & Design I	2	0	0	2		AEC
2.		ARP101	Communicative English -I	2	0	0	2		AEC
Practical/Viva-Voce/Jury									
3.		JDC101	Drawing & Sketching -I	0	1	3	4		SEC
4.		JDC 102	Composition-I	0	2	2	4		CC
5.		FDJ101	Design Skills-I	0	2	4	6		CC
6.		JDC 103	Digital Design- Adobe Illustrator	0	1	2	3		SEC
TOTAL CREDITS							21		

TERM: II

S. No.	Paper ID	Subject Code	Subjects	Teaching Load	Credits	Core/Elective	Type of Course ² :
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¹ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

² CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

				L	T	P		Pre- Requisit e/ Co Requisit e	CC AECC SEC DSE
THEORY SUBJECTS									
1		TDC204	History of Art & Design II	2	0	0	2		AECC
2		ARP102	Communicative English- II	2	0	0	2		AECC
Practical/Viva-Voce/Jury									
3		JDC 201	Drawing & Sketching -II	0	1	3	4		SEC
4		JDC 202	Composition-II	0	2	2	4		CC
5		FDJ201	Design Skills-II	0	2	4	6		CC
6		JDC 203	Digital Design II- Adobe Photoshop	0	1	2	3		SEC
7.			OPE	-	-	-	4		Open Elective
TOTAL CREDITS							25		

TERM: III

S. No	Paper ID	Subject Code	Subjects	Teaching Load			Credi ts	Core/Electiv e Pre- Requisite/ Co Requisite	Type of Course ³ : CC AECC SEC DSE
				L	T	P			

³ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

THEORY SUBJECTS								
		TIP303	History of Design	2	0	0	2	AEC
		TIP302	Sustainable Design Practices	2	0	0	2	AEC
		CDT301	Environmental Studies	2	0	0	2	
Practical/Viva-Voce/Jury								
		JIP301	Design Process	0	1	2	3	CC
		PDJ321	Product Design Studio - I	0	1	3	4	CC
		PDJ322	Technical Drawing - I	0	1	2	3	CC
		PDJ323	CAD - 1 3D Modelling	0	1	2	3	AEC
			OPE	-	-	-	4	
TOTAL CREDITS							23	

TERM: IV

S. No	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/ Co Requisite	Type of Course ⁴ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
		TIP404	Trend and Forecasting	2	0	0	2		AEC
Practical/Viva-Voce/Jury									
		PDJ421	Product Design Studio - II	0	1	3	4		CC
		PDJ422	Manufacturing Processes and Techniques	0	1	2	3		CC
		PDJ423	Technical Drawing - 2	0	1	2	3		CC
		PDJ424	CAD - 2 3D Modelling and Prototyping	0	1	2	3		AEC
		PDJ425	Product Ergonomics and Human Experiences	0	1	2	3		
		PDJ26	Semiotics	0	1	2	3		
			CCU	-	-	2	2		
TOTAL CREDITS							23		

⁴ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

TERM: V

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/ Co Requisite	Type of Course ⁵ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
		TIP521	Visual Merchandising and Retail Management	2	0	0	2		AECC
Practical/Viva-Voce/Jury									
		PDJ521	Product Design Studio - III	0	2	4	6		CC
		PDJ522	Design Innovation and Future concepts	0	1	3	4		CC
		PDJ523	Surface Treatments and Techniques	0	1	2	3		CC
		PDJ524	CAD - 3 Fabrication	0	1	2	3		AEC
		JDC501	Human Values, ethics & Constitutional Values (University comp.)	-	-	-	2		/AECC
		JDC502	Craft Documentation	0	0	3	3		AECC
TOTAL CREDITS							23		

⁵ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

TERM: VI

S. No.	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/ Co Requisite	Type of Course ⁶ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
		PDT601	Product Branding	2	0	0	2		
Practical/Viva-Voce/Jury									
		PDJ621	Product Design Studio - IV	0	2	4	6		CC
		PDJ622	Product Styling and Image Design	0	1	3	4		CC
		PDJ623	Product Packaging Design	0	1	2	3		CC
		PDJ624	CAD - 4 Digital Design	0	1	2	3		SEC
		JDC601	Arts, Sports, Yoga, Music ,Theatre (University Elective)	-	-	-	2		/AECC
		JDC602	Field Studies/ Design Minor Project	-	-	-	3	Project	DSE
TOTAL CREDITS							23		

TERM: VII

⁶ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

S. No	Paper ID	Subject Code	Subjects	Teaching Load			Credits	Core/Elective Pre-Requisite/ Co Requisite	Type of Course ⁷ : CC AECC SEC DSE
				L	T	P			
THEORY SUBJECTS									
		TDC702	Research Methodology	4	0	0	4		AECC
		TDC701	Intellectual property rights	3	0	0	3		
Practical/Viva-Voce/Jury									
		PDJ721	Product Design Studio - V (Design for society)	0	3	3	6		CC
		PDJ722	Dissertation	0	1	3	4		CC
		PDJ723	Portfolio Development	0	1	2	3		AECC
		JDC703	Summer Internship Report	0	0	6	6		DSE
			OPE				4		
TOTAL CREDITS							30		

TERM: VIII

S.	Paper ID	Subject Code	Subjects	Teaching Load	Credits	Core/Elective
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⁷ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

No				L	T	P		Pre- Requisite/ Co Requisite	Type of Course ⁸ : CC AECC SEC DSE
THEORY SUBJECTS									
		TDC80 1	Design Entrepreneurship & professional practice	4	0	0	4		CC
Practical/Viva-Voce/Jury									
		PDJ821	Capstone Project	0	0	16	16		CC
		JDC80 2	Industry Internship	0	0	6	6		AECC
TOTAL CREDITS							26		

⁸ CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

School: SAP		Batch : 2021 -25	
Program: B.Design		Current Academic Year: 2021-22	
Branch:Founda tion		Semester: I	
1	Course Code	TDC104	
2	Course Titl e	History of Art & Design-I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To know about the interrelation of Human Evolution and Art. 2. To make the students understand the true meaning of Art . 3. To develop a perspective of appreciation of Art. 4. To study and understand the influence of various eras on the development of art from the classical to current modern times 	
6	Course Outcomes	Students will be able to - CO1:Learn basic terminology of Art & Design studies. CO2 : Contextualise and empathise with Art and Design CO3 : Understand the timeline and distinguish various styles, genres and movements and apply in practice. CO4 : Learn to appreciate different forms of artistic expression through history. CO5 : Identify and translate the learning through application in verbal and textual communication. CO6 : Observe and appreciate Art and Design and express by writing about it.	
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.	
8	Outline syllabus		CO Mapping
	Unit 1	Ritual, Religion and Belief system	CO1,CO2
	A	Prehistoric to early civilizations	
	B	Greco Roman Civilization	
	C	Gothic: Illumination in dark ages	
	Unit 2	Society and Politics	CO1,CO2
	A	Renaissance: newer dimensions	
	B	Baroque and drama	
	C	Rococo and decorative arts	
	Unit 3	Gender and Modernity	CO1,CO2,CO3, CO6

A	Design and Art Nouveau			
B	Impressionism and visual illusion			
C	Post Impressionism and individuality			
Unit 4	Distortion & Abstraction and indigenous practices			CO1,CO2,CO3
A	Fauvism and colour			
B	Influence from 'Other' arts			
C	Nature, geometry and Cubism			
Unit 5	Aboriginal and indigenous practices			CO3,CO4,CO6
A	Pottery and rituals			
B	Wearables and performances			
C	Homes and spaces			
Mode of examination	Theory			
Weightage Distribution	CA	MTE	ETE	
	30%	20%	50%	
Text book/s*	Janson's History of Art (https://baixardoc.com/documents/jansons-history-of-art-5ce70315e7099)			
Other References	Meaning of Art by Herbert Read (https://archive.org/details/in.ernet.dli.2015.529212/page/n3/mode/2up) Understanding Art By Louis Fischer A History of Western Art, Laurie Schneider Adams (https://archive.org/details/A_History_of_Western_Art/page/n75/mode/2up)			

POs COs	PO 1 Design knowledge	PO2 Problem analysis:	PO3 Design/dev elopment of soluti ons	PO4 Conduct invest igatio ns of compl ex probl ems	PO 5 Mod ern too l usa ge	PO6 The desig n engi neeri ng and socie ty	PO7 Envir onme nt and sustai nabili ty	PO 8 Ethi cs	PO9 Indivi dual and team work	PO10 Com muni cati on	PO11 Proje ct mana geme nt and finan ce	PO 12 Life - long lea rni ng	P S O 1	P S O 2	P S O 3
CO1	2											2	1	1	1
CO2	3											2	2	2	2
CO3	2		1									2	1	1	1
CO4	3	3	3	2	2	3	3	2	2	3	1	3	1	1	1

CO5	2		2							3	1	3	3	3	3
CO6	3	2	2	1	1	2	2		1	3	1	3	3	3	3

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 1	
1	Course Code	JDC101	
2	Course Title	DRAWING AND SKETCHING-I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme focuses on inculcating the significance of developing hand and brain coordination. 2. It concentrates on exploring different forms by examining objects. 3. Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 4. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 5. Examining various sketching techniques such as rendering, line drawing, shading etc. . 6. Recognizing the significance of the line and demonstrating its nuances. 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <ol style="list-style-type: none"> 1. Define and understand the use of materials for the drawing process. 2. Develop physical and visual skills related to the drawing process. 3. Apply and Judge proportion, scale, and spatial relationships. 4. Apply Aerial and tonal techniques to depict light and shadow. 5. Sketch human figure drawings. 6. plan, design and create through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion. 	

7	Course Description	The course introduces students with the foundation skill which enables them in developing coordination between the visualized and created. It aims at inculcating the significance of continuous practice of manual skills in order to develop their creative skills. Further it focuses on acquiring new techniques in order to enhance a visual vocabulary.		
8	Outline syllabus	CO Achievement		
	Unit 1	Introduction		CO1
		1A:- Line 1B:- Form & Space 1C:- Sketching Techniques		
	Unit 2	Shapes		CO2
		2A:- Two-dimensional shapes rectangle, square, triangle 2B:- Three dimensional shapes cones, cylinder, cubes, cuboid 2C:- Abstract shapes		
	Unit 3	Object study		CO3, CO4
		3A :- Single object study 3 B:- Multiple object study by taking things from a single group eg: only three dimensional shapes like cubes, cones etc 3C:- Multiple object study by taking things from different groups eg: drapery, fruits and cones etc		
	Unit 4	Exploration of forms		CO6
		4A :- Regular forms 4B :- Abstract forms 4C :- Definitive forms		
	Unit 5	Human Anatomy		CO3, CO5
		5A :- Proportion Study 5B :- Gesture Drawing 5C :- Expression Study		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%

Text book/s*	Anatomy and Drawing by <i>Victor Perard</i>	
Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers	

	PO1 Design knowledge	PO2 Problem analysis:	PO3 Design/ development of solutions	PO4 Conduct investigations of complex problems	PO5 Model creation tools usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Lifelong learning	PSO1	PSO2	PSO3:
CO1	1		2		2					1		3		1	
CO2	1		2		2					1		3		1	
CO3	1		1		2							3			
CO4	1		1		2							3			
CO5	1		1		2							3		3	
CO6	2		2		2					1		3		2	

- 1-Slight (Low)**
2-Moderate (Medium)
3-Substantial (High)

School :SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 1	
1	Course Code	JDC 102	
2	Course Title	COMPOSITION-I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
Course Status		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To understand Aesthetics Experience and Applications of related Skills Used in Art & Design 2. To identify frames through which one could enumerate a composition. 3. To recognize compositional structures of both two- and three-dimensional spaces. 4. Understanding the role of line, texture, colour and volume. 5. Creating organic and geometric forms in two dimensional spaces. 6. Composing a pictorial space by placing different elements of Composition & Design 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO1: Describe the Aesthetic Experience , evaluation & perception</p> <p>CO2: Understand Environment as Contributors to Aesthetic Experience, Values Derived from Products and Environment</p> <p>CO3: Apply the Visual Elements of Composition Design</p> <p>CO4: Compare Tangible Elements of Art & Design</p> <p>CO5: Apply about the Colour Theory and interaction</p> <p>CO6: Integrate and create composition , artworks and designs using varied Elements</p>	
7	Course Description	The course aims at introducing the students with the significance of studying elements of Art & Design and enables them to apply the same in creating and composing aesthetically evaluated works of Art & Design.	

8	Outline syllabus			CO Achievement
	Unit 1	Defining Aesthetic Experience		CO1, CO2
		1A:- Defining Aesthetic Experience , Composition & Types 1B:- Environment as Contributors to Aesthetic Experience, Value Derived from Products and Environment 1C:- Factors Influencing Aesthetic Evaluation or Preference		
	Unit 2	Visual Elements of Art & Design		CO3
		2A.Dots – Types, Variations & Application 2B.Lines – Types, Variations & Application 2C.Typography		
	Unit 3	Tangible Elements of Art & Design		CO4
		3A:- Shapes & Forms 3B:- Space – Positive & Negative 3C:- Textures		
	Unit 4	Colours& Values		CO5
		4A :- Basic terminology & describing colours 4B :- Colour wheel selections, Colour Value and combinations 4C :- Colour symbolism: Emotional reactions		
	Unit 5	Applications of Aesthetics Related Skills Used in Art & Design		CO1, CO2, CO3, CO4, CO5,CO6
		5A.Complexity, Order and Novelty 5B.Creative Activities and Skills 5C.Developers and Promoters of Design Products		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	1. Ann Marie, 2010, Fiore Understanding Aesthetics for the Merchandising and Design Professional , Fairchild Books		
	Other References	2. Gavin Ambrose, Paul Harris , 2007, Basics Design 05: Colour, Bloomsbury Publication 3.Gail Greet Hannah, 2002, Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships, Princeton Architectural Press 4. Joshua. Field, 2018, An Illustrated Field Guide to the Principles and Elements of Art + Design, Lulu.com		

P	PO1	PO	PO3	PO4	PO	PO6	PO7	P	PO	PO10	PO1	PO	P	P	P
O	Des	2	Design/	Cond	5	The	Envir	O	9		1	12	S	S	S
s	ign		develop	uct		desi	onm	8							

C O S	know ledge	Pr obl em an aly sis:	ment of solution s	inves tigi tions of com plex probl ems	M od er n to ol us age	gn engi neer ing and soci ety	ent and sust aina bility	Et hi cs	Indi vid ual and tea m wo rk	Com muni cation	Proj ect man age ment and finan ce	Lif e- lo ng lea rni ng	O 1	O 2	O 3
C O 1	3	1			2	2			1	3	1	3			
C O 2	3	3		1	2	2	2		2	3	1	3		1	
C O 3	3		2							3		3		2	
C O 4	3		2							3		3		1	
C O 5	3		2							3		3			
C O 6	3	3	3	3		3			2	3	3	3		3	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP	Batch : 2021-25	
Program: B.Design	Current Academic Year: 21-22	

Branch: Foundation		Semester: 1	
1	Course Code	PDJ101	
2	Course Title	DESIGN SKILL-I	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The course aims at interpreting the concept of Product, Lifestyle and Accessory Design. 2. To develop an understanding of Creative Thinking, Tools & Techniques 3. To provide an in-depth study and application of the Design Thinking & Innovation 4. To develop an Experiential understanding towards Design 5. To ideate , create and present design works 	
6	Course Outcomes	<p><i>The students will be able to :</i></p> <p>CO 1:- Define Design and gain knowledge of Product, Lifestyle and Accessory Design.</p> <p>CO2:- Understand Creative Thinking Tools & Techniques and application of the same</p> <p>CO3:- Develop Design thinking</p> <p>CO 4:- Develop an increased 2 Dimensional & 3 Dimensional awareness and visual imagination of students</p> <p>CO 5:- Develop analytical thinking abilities to enhance object understanding and perception through visualizations & representations</p> <p>CO 6:-Integrate various Creative & Design Thinking tools and techniques to Create and innovate Concepts</p>	
7	Course Description	The course Design Skills-I introduces Product and Accessories Design, developing creative and design thinking skills of an individual with an understanding of Design from various perspectives, research and applicability of the learnt concepts. It helps to provide the basic knowledge and	

		operational standards for an understanding of the different levels of complexity of an object. The pedagogy used is learning by doing with various knowledge processes and a mix to think explicitly about the most appropriate range and sequence of learning activities.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Product Design	CO1, CO4
		1A:- Introduction to Fundamentals of Design, Product & Accessories 1B:- Form Generation , Three Dimensional Design-Regular Forms, patterns, Structure & their relationships 1C:- Geometry in nature , Biomimicry, golden ratio	
	Unit 2	Creative Thinking & Experiencing Design	CO2
		2A:- Introduction to Principles of Creativity 2B:- Creative Thinking Tools & Techniques , its Application 2C:- Understanding about the added value, emotions & conflicts	
	Unit 3	Design Thinking for Innovation	CO3
		3A :- Understanding Design Thinking & Innovation 3B :- Design Making & Design Breaking 3C :- Repeating Design & Experimentation	
	Unit 4	Visualisation & Representation	CO5
		4A. Read & demonstrate objects in plans, sections & elevations 4B. Visual perception as Gestalt (Gestalt psychology) to the most recent studies in experimental phenomenology 4C. Product Design – Basic Materials, processes	
	Unit 5	Integrated Design Projects	CO1, CO2, CO3, CO4, CO6
		5A :- Understanding the concept behind creation of Design and Color Trends 5B :- Study of a Designer’s style and creation 5C :- Creating conceptual Integrated Design Project	
	Mode of examination	Jury	
		CA	MTE
			ETE

Weightage Distribution		60%	0%	40%											
Text book/s*		Aspelund K., 2015, DESIGNING: An Introduction Idea Searching for Design													
Other References		i.Parsons T. , 2019, Thinking: Objects: Contemporary Approaches to Product Design ii.Bramston D., Y.L. 2017 How to Research and Develop Design Concepts iii.Randolph P. Hoelscher and Clifford H Springer,1961 Engineering Drawing and Geometry. iv.Morris IH , 2015, Geometrical Drawing for Art Student. v.The Life and Works of MC Escher vi.Francis D. K. Ching, Steven P. Juroszek (With) 2019, Design Drawing, 3rd Edition vii.Docci M., 1996, Theory and practice of drawing ,Publisher: Yale University Press													
POs	COs	PO1 Design/development of solutions	PO2 Problem analysis	PO3 Conduct investigations of complex problems	PO4 Modern tool usage	PO5 The design engineering and society	PO6 Environment and sustainability	PO7 Ethics	PO8 Individual and teamwork	PO9 Communication	PO10 Project management and finance	PO11 Life-long learning	PO12	PO13	PO14
CO 1	3	2	1	2		3	3					3			
CO 2	3	3	3	3								3			
CO 3	3	3	3	3								3			
CO 4	3					1	1					3			
CO 5	3	1	1	1					2		1	1			
CO 6	3	3	3	3	3	3	3	3	3	3	3	3			

- 1-Slight (Low)
- 2-Moderate (Medium)
- 3-Substantial (High)

School: SAP		Batch: 2021-25	
Program: B. Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester- 01	
1	Course Code	JDC 103	
2	Course Title	Digital Design - Adobe Illustrator	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
Course Status		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator. 2. Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns 3. Working with various colourways schemes and using repeat methods effectively. 4. Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments. 	
6	Course Outcomes	Students will be able to - <ol style="list-style-type: none"> 1. Use a vocational digital vector drawing tool 2. Convert ideas into digital vector drawings 3. Construct their sketched artistic ideas into graphics 4. Express original digital designs as per industrial manufacturing processes & methods 5. Compile & present creative works in form of portfolio 6. Create digital creative stories, design ideas & variations 	
7	Course Description	The course is an introduction to Illustrator, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started with Adobe Illustrator	CO1
		a. Introduction of Vector & Bitmap, file formats, Illustrator Interface, Palettes, Drawing Motif with Pen tool	

		<p>b. Transforming Motif with Rotation, Reflect tool</p> <p>c. Manipulating shapes with Path Finder, Shape Builder tool, Live Paint Bucket Tool</p>		
	Unit 2	Graphics & Prints for Fashion, Lifestyle & Interior Products -1	CO2	
		<p>a) Creating contour, Blending shapes</p> <p>b) Adding effects to shapes (pucker, bloat, transform)</p> <p>c) Editing Effects using Appearance Palette</p>		
	Unit 3	Graphics & Prints for Fashion, Lifestyle & Interior Products -2	CO3, CO6	
		<p>a. From Pencil to digital Format (Scanning, Tracing sketched work)</p> <p>b) Graphics for Objects (Placements prints)</p> <p>c) Editing prints using layer palette</p>		
	Unit 4	Graphics & Prints for Fashion, Lifestyle & Interior Products -3	CO4, CO6	
		<p>a) Repeats and Pattern (types of patterns)</p> <p>b) Colourways&Colour Separation for Prints</p> <p>c) Creating Story Board (Adding prints to silhouettes using masking technique)</p>		
	Unit 5	Portfolio development	CO5, CO6	
		<p>a) Lay outing for Portfolio (e-portfolio, e-book)</p> <p>b) Lay outing for Portfolio (print)</p> <p>c) Portfolio Evaluation</p>		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	1. Streeter, L. (2011). Essential Fashion Illustration: Digital. Rockport Publishers.		
	Other References	<p>1. Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books.</p> <p>2. Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.</p>		

PO	PO1 Design knowledge	PO2 Problem analysis:	PO3 Design/ development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tools usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life- long learning	PO13	PO14	PO15
CO1			1		3		1	1		1	1	2			
CO2			1		3		1	1		1	1	2			
CO3			2		3		1	1		2	1	2			
CO4			3		3		1	1		3	1	2			
CO5			2		3		2	1		3	1	3			
CO6			3		3		2	1		3	1	3			

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Schools: SAP DESIGN		Batch :2020-2021
		Academic Year: 2020-2021
		Semester: 1 st
1	Course Code	ARP101
2	Course Title	Communicative English-1
3	Credits	2
4	Contact Hours(L-T-P)	1-0-2
5	Course Objective	To minimize the linguistic barriers that emerge in varied socio-linguistic environments through the use of English. Help students to understand different accents and standardise their existing English. Guide the students to hone the basic communication skills - listening, speaking, reading and writing while also uplifting their perception of themselves, giving them self-confidence and building positive attitude.
6	Course Outcomes	<p>CO1 Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios.</p> <p>CO2 A recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English</p> <p>CO3 To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity.</p> <p>CO4 Exposing students to simulators and situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion.</p> <p>CO5 At this stage the Students will be exposed to take advantage of the digital literacy platforms and to use them to their merit. How to use effective social media and how to create and build successful and professional social media handles. Students will also be exposed to multiple Career Opportunities across different domains. How to engage in effective brainstorming to deduce meaningful solutions to problems, like Fishbone techniques etc</p> <p>CO6 The students will also learn profusely about Social and cultural etiquettes along with teamwork. Students will</p>

		effectively learn the Art of Management & Leadership Skills. The Students will also gradually start learning about the Entrepreneurial skills at this stage along with internal communication techniques.	
7	Course Description	The course is designed to equip students, who are at a very basic level of language comprehension, to communicate and work with ease in varied workplace environment. The course begins with basic grammar structure and pronunciation patterns, leading up to apprehension of oneself through written and verbal expression as a first step towards greater employability.	
8	Outline syllabus - ARP 101		
	Unit A	Sentence Structure	CO Mapping
	Topic 1	Subject Verb Agreement	CO1
	Topic2	Parts of speech	
	Topic3	Writing well-formed sentences	
	Unit B	Vocabulary Building & Punctuation	
	Topic 1	Homonyms/ homophones, Synonyms/Antonyms	CO1
	Topic2	Punctuation/ Spellings (Prefixes-suffixes/Unjumbled Words)	CO1, CO1
	Topic3	Conjunctions/Compound Sentences	CO1, CO2
	Unit C	Writing Skills	
	Topic 1	Picture Description – Student Group Activity	CO3
	Topic2	Positive Thinking - Dead Poets Society-Full-length feature film - Paragraph Writing inculcating the positive attitude of a learner through the movie SWOT Analysis – Know yourself	CO3, CO2, CO3
	Topic3	Story Completion Exercise –Building positive attitude - The Man from Earth (Watching a Full length Feature Film)	CO2, CO3, CO4
	Topic 4	Digital Literacy Effective Use of Social Media	CO3
	Unit D	Speaking Skill	
	Topic 1	Self-introduction/Greeting/Meeting people – Self branding	CO2, CO3
	Topic2	Describing people and situations - To Sir With Love(Watching a Full length Feature Film)	CO3, CO4
	Topic3	Dialogues/conversations (SituationbasedRolePlays)	CO2, CO4, CO4

	Unit E	Professional Skills Career Skills	
	Topic 1	Exploring Career Opportunities	CO5
	Topic2	Brainstroming Techniques & Models	CO5
	Topic3	Social and Cultural Etiquettes	CO6
	Topic4	Internal Communication	CO6
	Unit F	Leadership and Management Skills	CO6
	Topic 1	Managerial Skills	CO6
	Topic 2	Entrepreneurial Skills	CO6
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> • Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication • Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press 	

CO	CO Statement	P01	P02	P03	P04	P05	P06	P07	P08	P09	P010	P011	P012
C01	Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios		3								3		3
C02	A recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English								2		3		3
C03	To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity								2		3		3
C04	Exposing students to simulataions and situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion						2	2	2		3		3
C05	At this stage the Students will be exposed to take advanatage of the digital literacy platforms and to use them to their merit. How to use effective social media and how to create and build successfull and professional social media handles. Students will also be exposed to multiple Career Opportunities across different domains. How to engage in effective brainstorming to deduct meaningful solutions to problems, like Fishbone techniques etc								2		3		3
C06	The students will also learn profusely about Social and cultutral etiquettes. Students will effectively learn the Art of Management & Leadership Skills. The Students will also gradually start learning about the Entrepreneurial skills at this stage along with internal communication techniques		3	2	2						3		3

TERM 2

School: SAP		Batch : 2021 -25
Program: B.Design		Current Academic Year: 2021-22
Branch: Foundation		Semester: II
1	Course Code	TDC204
2	Course Title	History of Art II
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Type	Compulsory
5	Course Objective	<ol style="list-style-type: none"> 1 To know about the inter-relation of Human Evolution and Art. 2 To make the students understand the meaning of Art. 3 To develop an appreciation of Art. 4 To study and understand the influence of various eras on the development of art from the classical to current modern times.
6	Course Outcomes	<p><i>Students will be able to :</i></p> <p>CO1: Learn basic terminology of Art & Design studies. CO2: Contextualise and empathise with Art and Design CO3: Understand the timeline and distinguish various styles, genres and movement and apply in practice. CO4: Learn to appreciate different forms of artistic expression through history. CO5: Identify and translate the learning through application in verbal and textual communication. CO6 : Observe and appreciate Art and Design and express by writing about it.</p>

7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.		
8	Outline syllabus	CO Mapping		
	Unit 1	Beyond an Eye		CO1,CO2
	A	Signs, Allegory and Symbolism		
	B	Art & Craft Movement		
	C	Art Nouveau		
	Unit 2	Beyond meaning and Interpretation		CO1,CO2
	A	Abstraction		
	B	Abstract Expressionism		
	C	Three dimensional abstract		
	Unit 3	Deconstruction and anti-aestheticism		CO1,CO2,CO3,CO6
	A	Constructivism and anti-art		
	B	Dadaism and beyond rules		
	C	Surrealism and beyond conscious		
	Unit 4	Bauhaus		CO1,CO2,CO3
	A	Movement or institute?		
	B	The philosophy and design		
	C	In Graphic, Furniture and other design innovations		
	Unit 5	Breaking Boundaries in Contemporary		CO3,CO4,CO6
	A	Installations & Public Art		
	B	Performance art & activism		
	C	New media & meta media		
	Mode of examination	Theory		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%
	Text book/s*	History of Art By H.W. Janson, Anthony F. Janson		
	Other References	The Story of Art by E.H. Gombrich, Understanding Art <i>By Louis Fischer</i>		

POs COs	PO1 Design knowledge	PO2 Problem analysis:	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethic
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CO1	2							
CO2	3							
CO3	2		1					
CO4	3	3	3	2	2	3	3	2
CO5	2		2					
CO6	3	2	2	1	1	2	2	

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 2	
1	Course Code	JDC 201	
2	Course Title	DRAWING AND SKETCHING-2	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
Course Status		Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme aims at developing and harnessing manual skills, leading to collaboration between visualized and the created. 2. It concentrates on exploring different materials such as charcoal, watercolor, pencil, ink etc. 3. Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 4. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 5. Describing movement by studying the anatomy of human as well as animal figures. 6. Explaining the significance of the line and demonstrating its nuances. 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO 1:-Explore varied art and drawing materials.</p> <p>CO2:- Visualize different spaces both indoor and outdoor and transform them in two dimensional forms using different materials.</p> <p>CO3:- Reproduce different objects by adhering to the principles of proportion and scale.</p> <p>CO 4:-Understand movement through anatomical studies of both animal and human beings.</p> <p>CO5:- Observe rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.</p> <p>CO6:- Create art and design works using comprehension skills</p>	
7	Course Description	The course enables students to develop an understanding between reality and reproduction. It acts as one of the key	

		platforms to enhance the overall creative comprehension skills and inculcate the significance of consistent practice.			
8	Outline syllabus				CO Achievement
	Unit 1	Practicing through Principles of Art			CO1
		1A:-Study of scale and proximity 1B:-Study of shape, perspective and proportion 1C:- Capturing Rhythm			
	Unit 2	Surface Study			CO2
		2A:- Study of Drapery 2B:- Object study of different materials such as glass, aluminums and wood. 2C:- Foliage Study			
	Unit 3	Outdoor Drawing			CO3
		3A:- Landscape 3B:- Architectural Studies 3C:- Flora and fauna Study			
	Unit 4	Human Anatomy			CO4, CO6
		4A :- Study of the human skeleton 4B :- Study part by part: Hands and Legs 4C :- Study part by part: Torso and Trunk			
	Unit 5	Human Anatomy and Still life			CO4, CO5
		5A :- Model Study with Drapery 5B :- Study of portraits 5C :- Study of Still Life: Plants, draperies and objects			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Anatomy and Drawing by <i>Victor Perard</i>			
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers			

P	PO1	PO	PO3	PO4	PO	PO6	PO7	P	PO	PO10	PO1	PO	P	P	P
O	Des	2	Design/	Cond	5	The	Envir	O	9	Com	1	12	S	S	S
C	ign	Pr	develop	uct	Mod	desi	onm	8	Ind	muni	Proj	Lif	O	O	O
O	kno	obl	ment of	inves	od	gn	ent	Et	ivid	catio	ect	e-	1	2	3:
s	wle	em	solution	tigati	er	engi	and	hi	ual	n	man	lo			
s	dge	an	s	ons	to	nee	sust	cs	and		age	ng			
				of		ring		tea			men	lea			

		alysis:		complex problems	ol us age	and soci ety	aina bility		m wo rk		t and finan ce	rni ng				
C O 1	1		1		2							3				
C O 2	1		1		2							3		1		
C O 3	1		1		1							3		1		
C O 4	1		1		1							3		1		
C O 5	1		1		1							3				
C O 6	2		2	1	3							3		3		

- 1-Slight (Low)
 2-Moderate (Medium)
 3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 2	
1	Course Code	JDC202	

2	Course Title	COMPOSITION-II	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To develop an understanding in new designers from across the design and media disciplines who want to learn the fundamentals of art and design to create an aesthetically valued works 2. To provide a knowledge base that can lead to a correct exposure on both the conceptual as well as those more immediately operational functions. 3. To appreciate the works of prominent Artists and Designers 4. To develop good works of Design and Art applying the Basics of Design and Art 	
6	Course Outcomes	<p><i>The students will be able to :</i></p> <p>CO 1:- Learn about the existence of Design in Everyday and varied perspectives</p> <p>CO2:- Visualize and reproduce the spaces on the basis of the principles of a good Design.</p> <p>CO3:- Manage and create a visual space</p> <p>CO 4:- Handle different materials and use them</p> <p>CO 5:- Signify a well-developed composition and design by carefully analysing the ones around them and by studying other artist projects.</p> <p>CO6:- Compose aesthetically evaluated projects</p>	
7	Course Description	The course aids in visualizing and practicing different forms of developing a composition. It enables students in developing an understanding of creating a space in an aesthetic way and effectively places many of the main theoretical principles that lie behind successful design outcomes.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Art & Design	CO1
		1A:- A Brief on Art , Creativity & Design 1B. Structural , Functional & Sustainable 1C. Art & Design in Everyday Things	

	Unit 2	Principles of Art & Design			CO2
		2A. Defining the Principles of Design 2B. Discussing- Balance , Emphasis, Rhythm , Movement, Proportion, Unity, Contrast 2C. Applying Principles to create a good Design			
	Unit 3	Dimensional Study			CO3
		4A :- Basics of geometry : Curves & Surfaces 4B. Golden ratio 4C. 2D & 3D Modelling			
	Unit 4	Material Study			CO4
		4A. Paper & Print Making 4B. Clay & Pottery 4C. Yarn Craft			
	Unit 5	Integrated Project			CO4
		5A. Study and appreciate prominent Design works 5B. Rethinking and Relating the Fundamentals of Design 5C. Think, Apply & Create Integrated Work of Art & Design			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	1. Design Methods - John Chris Jones			
	Other References	2. Randolph P. Hoelscher and Clifford, 1957, Engineering Drawing and Geometry, H Springer. 3. IH Morris, 2012, Geometrical Drawing for Art Student, University Press 4. MC Escher , The Life and Works of MC Escher 5. Docchi M., 1996, Theory and practice of drawing ,Publisher: Yale University Press, 6. V Raghavan , 2004, Material Science, Prentice Hall India Learning Private Limited			

P	PO1	PO	PO3	PO4	PO	PO6	PO7	P	PO	PO10	PO1	PO	P	P	P
O	Des	2	Design/	Cond	5	The	Envir	O	9	Com	1	12	S	S	S
s	ign	Pr	develop	uct	M	desi	onm	8	Ind	muni	Proj	Lif	O	O	O
C	know	obl	ment of	inves	od	gn	ent	Et	ivid	catio	ect	e-	1	2	3:
O	ledge	em	solution	tigati	er	engi	and	hi	ual	n	man	lo			
s		anal	s	ons	n	nee	sust	cs	and		age	ng			
		ysis:		of	tol	ring	ainab		tea		men	lea			
				com	us	and	ility		m		t and	rni			
				plex							ng	ng			

				probl ems	age	soci ety			wo rk		finan ce				
C O 1	3	1	1	1	3	2	2	2	3	1	1	3		3	
C O 2	3			1	3				2	1	1	3		3	
C O 3	3			1	3				1	1		3		3	
C O 4	3			1	3				2			3		1	
C O 5	3			1	3				2	1		3			
C O 6	3	3	3	3	3	3	2	2	3	3	3	3		3	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-25	
Program: B.Des		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: II	
1	Course Code	PDJ201	
2	Course Title	DESIGN SKILL-II	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	

	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To introduce materials used in product and accessory design 2. To provide knowledge of terminologies, tools and safe working practices 3. To develop an understanding materials used for Product Design Methods and processes 4. To understand aspects of product materials, construction and utility 5. To ideate , create and present products 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO 1:-Learn about the basic materials used in product design, its classification, behaviour, utility and properties.</p> <p>CO2:-Gain functional knowledge of materials, manufacturing processes and performance.</p> <p>CO3:-Analyse, select and handle material</p> <p>CO 4:-Develop perception to scale, proportions and ratios</p> <p>CO5:-Compare the relationship between Human and Objects</p> <p>CO 6:- Appraise works of prominence, ideate and create a range line up for their collection of designs</p>	
7	Course Description	The course is designed to introduce Materials used in product design, the key concepts, terminologies, tools and processes. Its aims at building individual understanding of using the appropriate material for a product. It also equips one's knowledge and learning essential for design practice.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Materials used in Product Design	CO1

C Os	n kno wle dge	Pr ob le m an al ysi s:		complex problem s	M od er n to ol us ag e	gn eng ine erin g and soci ety	t and sust aina bilit y	E th ic s	team work	catio n	man age men t and fina nce	long lear ning		O 2	O 3
C O1	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
C O2	2		1									3	2		
C O3	2	2	2	3	2							3	1		
C O4	2	1	1	1	2							2	1		
C O5	2	1	1	1	2							2	-		
C O6	3	3	3	3	3	3	1	1	1		2	3	-		

- 1-Slight (Low)**
2-Moderate (Medium)
3-Substantial (High)

School: SAP		Batch: 2021-25	
Program: B. Design		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 02	
1	Course Code	JDC203	
2	Course Title	Digital Design - Adobe Photoshop	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Photoshop. 2. Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns 3. Working with various colourways schemes and using repeat methods effectively. 4. Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments. , 	
6	Course Outcomes	Students will be able to - CO1: Become aware of a vocational bitmap drawing tool CO2: Convert ideas into bitmap imagery CO3: Construct their sketched artistic ideas into graphics CO4: Express & render original digital designs as per industrial manufacturing processes & methods CO5: Compile & present creative works in form of portfolio CO6: Create digital creative stories, design ideas & renderings & presentations	
7	Course Description	The course is an introduction to Adobe Photoshop, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started with Adobe Photoshop	CO1
		<ol style="list-style-type: none"> a) Introduction of Vector & Bitmap, file formats, Resolution for different devices b) Photoshop Palettes – Layer, Channels & Paths c) Introduction of Photoshop selection Tools (Marquee, Magic Wand, Quick Selection tool, Pen Tool) 	
	Unit 2	Graphics & Prints for Fashion, Lifestyle & Interior Products -1	CO2

		a) Photo Montage & Collages b) Graphics for T-shirt (Placements), Products , Accessories, Fabrics & Interiors c) Compositions for Magazine/ Advertisements	
	Unit 3	Graphics & Prints for Fashion, Lifestyle & Interior Products- 3	CO3, CO6
		a) From Pencil to digital Format (Scanning, Tracing sketched work) b) Repeats and Pattern (geometrical & seamless) c) Colourways&Colour Separation for Prints (manual printing/ digitally printing)	
	Unit 4	Graphics & Prints for Fashion, Lifestyle & Interior Products - 4	CO4, CO6
		a. Refining Scanned/ Clicked Fashion Illustration , Figures , Accessories, Furniture and other Objects b. Rendering Fashion Illustration , Figures , Accessories, Furniture and other Objects with Painting Techniques c. Rendering Fashion Illustration , Figures , Accessories, Furniture and other Objects with Masking Techniques	
	Unit 5	Portfolio development	CO5, CO6
		a) Lay outing for Portfolio (e-portfolio, e-book) b) Lay outing for Portfolio (print) c) Portfolio Evaluation	
	Mode of examination	Jury	
	Weightage Distribution	CA	MTE
		60%	0%
		ETE	
		40%	
	Text book/s*	1. Tallon, K. (2008). Digital Fashion Illustration: With Photoshop and Illustrator. Anova Books.	
	Other References	2. Hume, R. (2020). Fashion and Textile Design with Photoshop and Illustrator: Professional Creative Practice. Bloomsbury Publishing.	

P	PO	PO	PO3	PO4	PO	PO6	PO7	P	PO	PO10	PO1	PO	P	P	P
O	1	2	Design/	Con	5	The	Envi	O	9	Com	1	12	S	S	S
s	Des	Pr	develo	duct	M	desi	ron	8	Ind	muni	Proj	Lif	O	O	O
C	ign	ob	pment	inve	od	gn	men	Et	ivid	catio	ect	e-	1	2	3:
O	kno	le	of	stiga	er	engi	and	hi	ual	n	man	lo			
s	wle	m	solutio	tions	n	nee	sust	cs	an		age	ng			
	dge	an	ns	of	to	ring	aina		d		men	lea			
		aly		com	ol	and			tea		t				

		sis :		plex prob lems	us age	soci ety	bilit y		m wo rk		and fina nce	rni ng			
C O 1			1		3		1	1		1	1	2			
C O 2			1		3		1	1		1	1	2			
C O 3			2		3		1	1		2	1	2			
C O 4			3		3		1	1		3	1	2		2	
C O 5			2		3		2	1		3	1	3		3	
C O 6			3		3		2	1		3	1	3		3	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Schools: SET SOL SMFE SBS-BBA SBSR SOE SAP DESIGN		Batch :2021-25	
		Current Academic Year: 2020-2021	
		Semester: 2 nd (Second)	
1	Course Code	ARP102	
2	Course Title	Communicative English -2	
3	Credits	2	
4	Contact Hours(L-T-P)	1-0-2	
5	Course Objective	To Develop LSRW skills through audio-visual language acquirement, creative writing, advanced speech et al and MTI Reduction with the aid of certain tools like texts, movies, long and short essays.	
6	Course Outcomes	<p>Students will be able to -</p> <p>CO1 Move from primary self-assessment to larger goal and vision statement realisation with the help of feature length films as enablers and multimedia as language facilitators.</p> <p>CO2 develop a positive attitude through written expression of positive thought process and outlook with the help of writing activities like story completion et al.</p> <p>CO3 Learn advanced writing skills in English like full length essays, Precis, Executive Summary et al.</p> <p>CO4 Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt. Also learning how to make a free speech and extempore art of speaking</p> <p>CO5 At this stage students will learn about Innovative Leadership and DesignThinking skills and practices along with Ethics and Integrity</p> <p>CO6. At this stage students will learn about <i>Love</i>& Compassion, Non-Violence & Truth, Righteousness, Peace, Service, Renunciation (Sacrifice) along with Introduction to Quant, Aptitude and Logical Reasoning.</p>	
7	Course Description	The course takes the learnings from the previous semester to an advanced level of language learning and self-comprehension through the introduction of audio-visual aids as language enablers. It also leads learners to an advanced level of writing, reading, listening and speaking abilities, while also reducing the usage of L1 to minimal in order to increase the employability chances.	
8	Outline syllabus - ARP 102		
	Unit A	Acquiring Vision, Goals and Strategies through Audio-visual Language Texts	CO Mapping

	Topic 1	Pursuit of Happiness / Goal Setting & Value Proposition in life	CO1
	Topic2	12 Angry Men / Ethics & Principles	
	Topic3	The King's Speech / Mission statement in life strategies & Action Plans in Life	
	Unit B	Creative Writing	
	Topic 1	Story Reconstruction - Positive Thinking	CO2
	Topic2	Theme based Story Writing - Positive attitude	
	Topic3	Learning Diary Learning Log – Self-introspection	
	Unit C	WritingSkills 1	
	Topic 1	Precis	CO3
	Topic2	Paraphrasing	
	Topic3	Essays (Simpleessays)	
	Unit D	MTI Reduction/Neutral Accent through Classroom Sessions & Practice	
	Topic 1	Vowel, Consonant, sound correction, speech sounds, Monothongs, Diphthongs and Triphthongs	CO4
	Topic2	Vowel Sound drills , Consonant Sound drills, Affricates and Fricative Sounds	
	Topic3	Speech Sounds Speech Music Tone Volume Diction Syntax Intonation Syllable Stress	
	Unit E	Gauging MTI Reduction Effectiveness through Free Speech	
	Topic 1	Jam sessions	CO4
	Topic2	Extempore	
	Topic3	Situation-based Role Play	
	Unit F	Leadership andManagement Skills	
	Topic 1	Innovative Leadership and DesignThinking	CO5
	Topic2	Ethics and Integrity	CO5
	Unit F	Universal HumanValues	
	Topic 1	Love & Compassion, Non-Violence & Truth	CO6
	Topic2	Righteousness, Peace	CO6
	Topic3	Service, Renunciation (Sacrifice)	CO6
	Unit G	Introduction to Quantitative aptitude & Logical Reasoning	
	Topic1	Analytical Reasoning & Puzzle Solving	CO6
	Topic2	Number Systems and its Application in Solving Problems	CO6
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> Wren, P.C.&Martin H. <i>High English Grammar and Composition</i>, S.Chand& Company Ltd, New Delhi. Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication 	

C04	Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt										3		
C05	At this stage students will learn about Innovative Leadership and Design Thinking skills and practices along with Ethics and Integrity								3		3		3
C06	At this stage students will learn about Love & Compassion, Non-Violence & Truth, Righteousness, Peace, Service, Renunciation (Sacrifice) along with Introduction to Quant, Aptitude and Logical Reasoning								3				3

TERM III

School: SAP		Batch : 2021-2125	
B.Design		Current Academic Year:	
Branch: Product and Accessory Design		Semester: III	
1	Course Code	PDJ321	
2	Course Title	Product Design studio - I	
3	Credits	4	
4	Contact Hours (L-T-P)	O-1-3	
	Course Status	Compulsory	
5	Course Objective	<p>This course will help learners</p> <ol style="list-style-type: none"> 1. To work with various materials and gain knowledge on its product production process. 2. To understand the flow of the Product Development process, and document various insights and Research as required. 3. To be able to empathise and solve real-time problems with ‘design thinking’ approach and explore further design opportunities. 4. To be able to generate concepts and propose workable solutions according to current market standards. 	
6	Course Outcomes	<p>After the completion of this course, the student will be able to:</p> <p>CO.1. Understand and document the Research, concept development and the ideation process towards product development.</p> <p>CO.2. Learn to analyse the current market, and the need to introduce a new product and pick an area of Research.</p>	

		<p>CO.3. Understand design through haptic engagement with the materials flexibilities and constraints, and will also learn about tools and handling and Techniques involved in the processing of the same.</p> <p>CO.4. Analyse problems and approach possible solutions.</p> <p>CO.5. Draft Concept sketches and formulate the research into the final working Prototype.</p> <p>CO.6. Finalise the process/journey of the Product development into documentation and presentation.</p>	
7	Course Description	The course is designed to prepare students to learn problem solving in real-time setup. The key emphasis of the course will be to make the students agile with the handling of various materials, to follow the Product development process, and come out with explorative and innovative working solutions. The students will follow necessary research of the product, material and the user, and will propose a prototyped solution in the form of product or lifestyle accessory.	
8	Outline syllabus		CO Achievement
	Unit 1	Identify & Research on a defined Problem Area	CO1,CO2
	1	Define Problem area and its scope	
	2	Market research and analysis	
	3	Research and analyse Design GAP	
	Unit 2	Formulating Design Brief	CO1,CO2
	1	Defining Problem areas- user preferences and needs, materials, technologies, costs, time constraints	
	2	Research and analyse existing designs	
	3	Finalising Problem Statement	

	Unit 3	Developing Concepts			CO1,CO4, CO5
		1	Design Thinking		
		2	Ideations and Rough Sketches		
		3	Explorations- Theme, Color, Concept and Materials		
	Unit 4	Material Handling, tools and Techniques			CO3,CO4
		1	MDF		
		2	Resin		
		3	Wood		
	Unit 5	Final Prototyping			CO3,CO4, CO5,CO6
		1	Manual 3d drawings of the Developed Designs, through various perspectives		
		2	Rendered layouts of Final Designs		
		3	3D model of the material-based working prototype of the final developed Product		
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO 1	3	1	2	1	1	1	2	-	2	1	1	3	2	-	3
CO 2	1	2	1	1	2	1	2	-	1	1	1	3	1	-	-
CO 3	1	2	3	2	1	2	3	-	-	2	-	2	2	-	3
CO 4	2	1	3	2	1	1	2	-	-	1	-	3	2	-	-
CO 5	2	1	1	2	2	3	2	-	1	2	-	2	2	-	3
CO 6	2	1	2	2	2	1	1	-	1	1	-	2	2	-	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B. Design		Current Academic Year: 2021-22	
Branch: ID/IPD		Semester: III	
1	Course Code	TIP302	
2	Course Title	Sustainable Design Practices	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Status	CORE	
5	Course Objective	The objective of the course is to trigger awareness among students about the need & approach to research & design for a sustainable future. The course is a valuable effort to make students to have a very intensive learning and	
6	Course Outcomes	<p><i>After the completion of the course, student will be able to:</i></p> <p>CO1: To instigate the need for being sustainable & sincerely understand the vision of SDG</p> <p>CO2: To expand the sustainable approach to map with economic progress of individuals or companies</p> <p>CO3: To learn thoroughly the sustainable design process</p> <p>CO4: To equip students with necessary knowledge to research & design for a sustainable future.</p> <p>CO5: To understand the roadmap to sustainability.</p> <p>CO6: To understand the process through case studies.</p>	
7	Course Description	This course is an essential preparatory course for students to develop their ideas & perspectives to research & design aligned with concepts of sustainable development goals. The course uses relevant case studies on material culture, business models & design	

		process to inspire as well as build understanding of the subject.	
8	Outline syllabus		CO Achievement
	Unit 1	Sustainable development Goals	CO1, CO4
		a) Understanding the materials and their consequences	
		b) Defining sustainable development-	
		c) the vision of UNDP	
	Unit 2	Sustainable Businesses	CO2, CO4
		a) Sustainable Business model Theory-	
		b) Challenges for sustainability-	
		c) Responsibility & opportunity-	
	Unit 3	Design for sustainability	CO3, CO4
		a) What is Sustainable Design	
		b) Tools and guiding aspects towards sustainable design	
		c) Understanding Design when sustainable	
	Unit 4	Roadmap to sustainability	CO3, CO5
		a) Circular vs. Linear design process-	
		b) changes needed to move from linear to circular with examples	
		c) Collaboration vs. solo runs-	
	Unit 5	Case studies	CO3, CO6
		a) Furniture and home decor companies	
		b) Creative sources working with brands	
		c) Synchronization of partners	

	Mode of examination	CA & End Term Jury													
	Weightage Distribution	CA	MTE	ETE											
		30%	20%	50%											
	Text book/s*	<ol style="list-style-type: none"> download the book RESTART Sustainable Business Model Innovation by using this link: https://link.springer.com/book/10.1007%2F978-3-319-91971-3 													
	Other References	<ol style="list-style-type: none"> The Brundtland report, 1987 McLennan, J. F. (2004). <i>The philosophy of sustainable design: The future of architecture</i>. Ecotone publishing. https://i-d.vice.com/en_us/article/wjwn5w/if-fashion-is-going-to-clean-up-its-act-we-need-to-stop-talking-about-sustainability 													
PO/CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3:
CO1	3	1	2	2	2	1	3	1	2	3	1	2	3	-	-
CO2	3	1	-	2	1	2	3	1	1	1	1	2	3	-	-
CO3	1	2	3	1	1	1	3	-	-	1	-	-	2	-	-
CO4	2	1	1	2	1	1	3	-	3	1	1	2	3	-	-
CO5	3	2	3	2	2	1	3	1	1	2	-	1	3	-	2
CO6	3	1	1	-	1	1	3	2	3	1	-	2	2	-	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-2025	
Program: B.DESIGN		Current Academic Year:	
Branch: Product & Accessory Design		Semester: III	
1	Course Code	PDJ322	
2	Course Title	Technical Drawings - I	
3	Credits	3	
4	Contact Hours (L-T-P)	1-0-2	
	Course Type	Compulsory.	
5	Course Objective	<p>The course emphasizes on developing technical skills in hand drawings and development of 3d forms through technical procedures. This course will help learners with:</p> <ul style="list-style-type: none"> ● Introduction of Technical hand Drawings ● develop skills of making forms with technical drawing, ● To analyze the measurements of the objects, ● To be familiar with developing 2D to 3D drawings, 3D to 2D respectively, Geometry, Theory of Projections, etc.. 	
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1. Transform 2d drawings to 3D drawings CO2. Transform 3D objects into plan, elevation etc through projections CO3. Demarcate the dimensions of the products CO4. Project the products on the drawings on a specified scale CO5. Analyse the measurements. CO6. Basics introduction of conversion of units</p>	
7	Course Description	The course enables students to get a brief knowledge about preparation of technical drawings for any product which includes all the two dimensional and three dimensional drawings.	
8	Outline syllabus	CO Mapping	
	Unit 1	Overview of technical drawings	
	A	Basics of drawings	CO1,CO2
	B	Dot composition, line composition, space composition etc.	CO2
	C	Introduction to working Drawings.	
	Unit 2	Introduction to 3D views	
	A	Isometric views	CO2,CO1
	B	Axonometric views	CO1,CO3
	C	Perspective views	CO3
	Unit 3	Introduction to Projections	
	A	Orthographic projections	CO1,CO4
	B	First angle projection	CO4,CO2
	C	Third angle projection	CO3

Unit 4		Dimensioning														
A		Overall and detailed dimensions										CO3				
B		Dimension styles										CO2,CO5				
C		Dimensions types										CO6				
Unit 5		Sectional elevations and hatching														
A		Preparation of sectional elevations										CO5				
B		Hatching										CO1,CO2,CO3				
C		Rendering										CO5				
Mode of examination		Jury/Practical/Viva														
Weightage Distribution		CA			MTE			ETE								
		60%			0%			40%								
Text book/s*		Technical drawing by N.D.Bhatt														
Other References																
POs COs	P O1	P O2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3	
CO1	2	2	1	1	3	1	-	-	-	-	-	2	2	-	3	
CO2	2	2	2	2	3	1	-	-	-	-	-	2	2	-	3	
CO3	2	2	1	1	1	1	-	-	-	-	-	2	-	-	2	
CO4	2	2	1	1	2	1	-	-	-	-	-	3	-	-	2	
CO5	2	2	1	3	1	1	-	-	-	-	-	3	1	-	1	
CO6	2	2	1	3	1	1	-	-	-	-	-	3	-	-	1	

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-2125	
Program: B.DESIGN		Current Academic Year:	
Branch: PAD		Semester: III	
1	Course Code	PDJ323	
2	Course Title	CAD – I 3D Modelling	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Type	Compulsory.	
5	Course Objective	<p>The course emphasizes on developing technical skills in hand drawings and development of 3d forms through technical procedures. This course will help learners with:</p> <ul style="list-style-type: none"> ● Introduction of Computer Aided Drawings ● develop skills of making forms digitally ● To analyze the measurements and dimensioning digitally ● Preparation of 3D views through 2D drawings on AutoCAD 	
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1. Transform 2d drawings to 3D drawings using AutoCAD CO2. Transform 3D objects into plan, elevation etc digitally CO3. Dimension the products / objects using the software skills CO4. Prepare complete set of preliminary drawings of a product digitally CO5. Understand the digital graphic skills CO6. Illustrative presentation of products.</p>	
7	Course Description	The course enables students to get a knowledge about preparation of Computer Aided Drawings for any product/ object/ furniture	
8	Outline syllabus		CO Mapping
	Unit 1	Overview of AutoCAD	
	A	Introduction to User Interface	CO1,CO2
	B	Commands and tools to develop basic geometry	CO2
	C	Commands and tools to modify basic geometry into complex shapes	
	Unit 2	3D view sketches (on 2D plane)	
	A	Isometric views of the objects digitally	CO2,CO1
	B	Axonometric views of the objects digitally	CO1,CO3
	C	Perspective views of the objects digitally	CO3,CO6s
	Unit 3	Introduction to Projections	
	A	Digitizing the plans	CO1,CO4
	B	Preparation of elevations of an object	CO4,CO2
	C	Utilizing projections for accuracy and precision	CO3
	Unit 4	Dimensioning and text	

	A	Overall and detailed dimensions	CO3
	B	Understanding various Dimension styles	CO2,CO5
	C	Dimensions types	CO1,CO3,CO4
	Unit 5	Sectional elevations and hatching	
	A	Preparation of sectional elevations	CO5
	B	Digital Hatching and rendering	CO1,CO2,CO3
	C	Understanding various lineweights	CO6
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	Autodesk 3ds max BIBLE john murdock	
	Other References		

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO1	2	2	1	1	3	1	-	-	-	-	-	2	2	-	3
CO2	2	2	2	2	3	1	-	-	-	-	-	2	2	-	3
CO3	2	2	1	1	1	1	-	-	-	-	-	2	-	-	2
CO4	2	2	1	1	2	1	-	-	-	-	-	3	-	-	2
CO5	2	1	2	3	3	1	-	-	-	-	-	3	1	-	1
CO6	2	1	2	3	3	1	-	-	-	-	-	3	-	-	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-2025	
		Current Academic Year:	
Branch: Product and Accessory Design		Semester: III	
1	Course Code	JIP301	
2	Course Title	Design Process	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<p>This course will help learners</p> <ol style="list-style-type: none"> 1. To develop concepts and designs with a chosen theme and inspirations towards product, accessory or space design. 2. To be able to present their creative work with understanding of aesthetics and skills, duly met for the final development/prototype with help of concept boards, research sheets and presentations 3. To document the process and emphasis on regular interaction and progress briefing with the faculty guide and peer activities, to establish progress in the concerned design project. 4. To develop a concept prototype keeping in mind the functionality and appeal based on trends. 5. To prepare proper documentation, final concept presentation, visual displays with mood boards and concepts boards in support of their final design. 	
6	Course Outcomes	<p>After the completion of this course, the student will be able to:</p> <p>CO.1. Research and brainstorm to choose a theme (with concepts, ideations), to depict their suggested product/space design.</p> <p>CO.2. Develop various boards(inspiration, mood, colour, etc.) supporting their theme collection,</p>	

		<p>also with supportive background research and production processes to be implied further.</p> <p>CO.3. Research various materials to create material boards, and explore other design elements to visually define the relationship between the space and form.</p> <p>CO.4. Develop a User persona or client Board by analysing questionnaires, keeping in view the current market trends</p> <p>CO.5. Work on drafting of the process of creating and generating artwork for concept representation along with a final concept prototype, using appropriate hand and software skills.</p> <p>CO.6. Maintain a log book/journal to record the entire design process with numerous sketches, pictures and design ideas.</p>	
7	Course Description	The course focuses on building the understanding of the design development journey of any physical idea. The course enables the students to learn to draft the methods and process throughout the ideation and development stages. They will be able to research, brainstorm, develop a concept and visualise a systematic flow of reaching any product or space development, based on the market requirement and user need.	
8	Outline syllabus		CO Achievement
	Unit 1	Identifying area of Study	CO1,CO2
	1	Brainstorming	
	2	Mind-mapping	
	3	Lateral Thinking	
	Unit 2	Theme Generation	CO1,CO2, CO3
	1	Defining Idea and Concept	
	2	Research and analyse existing designs	
	3	Finalising design area and brief	
	Unit 3	Identifying Users	CO4
	1	Generating Questionnaires	
	2	Empathy mapping	

	3	Developing user-personas	
Unit 4	Developing Visual representations		CO2,CO3, CO5
	1	Board Development- Inspiration, Concept, Mood, Color, Storyboard	
	2	Ideations and Rough Sketches	
	3	Material Exploration and Material Board	
Unit 5	Final Prototyping		CO5,CO6
	1	Rendered layouts of Final Concept Designs	
	2	Final Handbook Journal for Design Process	
	3	Design Process Presentation	
Mode of examination	Jury		
Weightage Distribution	CA	MTE	ETE
	60%	0%	40%
Text book/s*	Design thinking handbook-Eli Woolery, Change by design- Tim Brown		
Other References			

POs COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	POS1	PSO2	PSO3
CO 1	3	3	2	3	2	3	1	1	2	2	2	3	3	-	2
CO 2	3	1	3	2	3	1	1	-	2	2	-	2	3	-	3
CO 3	3	2	2	3	1	2	1	-	2	1	2	3	3	-	-
CO 4	1	2	2	3	2	2	-	2	2	3	1	2	3	-	1
CO 5	2	2	3	2	3	1	-	-	2	3	2	3	3	-	3
CO 6	3	1	3	2	1	1	-	-	1	3	-	3	1	-	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B.DESIGN		Current Academic Year: 2021	
Branch: ID/IPD		Semester: III	
1	Course Code	TIP303	
2	Course Title	History of Design	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<p>This course will help learners to study people's interaction with objects as well explore social science techniques to enable the learner to develop understanding so that it has practical, aesthetic or playful uses.</p> <p>To develop an understanding of key ethical, critical, technical and theoretical debates in the area of product and furniture design.</p>	
6	Course Outcomes	<p>After the completion of this course, the student will be able to:</p> <p>CO1-Understand and identify socio-cultural relationship of history and design</p> <p>CO2-Understand and know the evolution of furniture and products in various periods.</p> <p>CO3-Learn and apply basic research methods.</p> <p>CO4 Understand design as a responsive medium having reflections of historical and cultural influences</p> <p>CO5-Employ various digital, visual and verbal skills to communicate and present ideas.</p> <p>CO6-Demonstrate ability for self-initiated learning and work in team.</p>	
7	Course Description	<p>The module introduces the learner to some of the critically defining key events and precedents that have influenced and shaped historical and contemporary design. This module engages with the key design ideologies, developing an understanding of the principles of design analysis, critical analysis, academic writing, questioning and debate.</p>	
8	Outline syllabus		CO Mapping
	Unit 1	Furniture & Product: Till Renaissance	CO2, CO1
	A	Ancient civilizations and necessity	
	B	Housing and lifestyle	
	C	Design for everyday	
	Unit 2	Furniture & Product: Till mid 19th Century	CO2

	A	Baroque & dramatical lights			
	B	Rococo & Asymmetry			
	C	Traditional & detailed woodwork			
	Unit 3	Relating theory and practice			CO3, CO5, CO6
	A	Teamwork			
	B	Mentoring & execution			
	C	Presentation			
	Unit 4	Ornate to simplification and back			CO3,CO4,
	A	Motifs in Art Nouveau			
	B	Simplicity & Mass production of Bauhaus			
	C	Zigzag Art Deco			
	Unit 5	Removing layers of exaggeration			CO4,
	A	Carefree Bohemian			
	B	Connecting nature in Organic			
	C	Minimalism and bare essentials			
	Mode of examination	Theory/Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Furniture Design, Jerzy Smardzewski,			
	Other References	The Design of Everyday Things: Don Norman Emotional Design: Why We Love (or Hate) Everyday Things, Don Norman, History of Furniture frederick Litchfield			

c	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO1 1	PO1 2	PSO 1	PSO 2	PSO 3
CO 1	3	2	-	1	1	2	3	2	2	-	-	2	1	-	-
CO 2	3	-	1	2	2	-	3	-	2	-	-	2	2	-	-
CO 3	2	1	2	3	-	2	2	1	-	-	-	2	2	-	-
CO 4	3	2	3	1	1	3	2	2	1	1	-	2	1	-	-
CO 5	2	3	1	-	1	-	3	3	2	3	-	2	2	-	2
CO 6	3	1	-	1	-	2	2	1	3	3	-	2	1	-	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

TERM IV

School:SAP		Batch : 2021-25	
Program:B.Des		Current Academic Year:	
Branch: Product and Accessory Design		Semester: IV	
1	Course Code	PDJ421	
2	Course Title	Product Design studio - II	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Compulsory	
5	Course Objective	<p>This course will help learners</p> <ol style="list-style-type: none"> 1. To work with various materials and gain knowledge on its product production process. 2. To understand the flow of the Product Development process, and document various insights and Research as required. 3. To be able to empathise and solve real-time problems with ‘design thinking’ approach and explore further design opportunities. 4. To be able to generate concepts and propose workable solutions according to current market standards. 	
6	Course Outcomes	<p>After the completion of this course, the student will be able to:</p> <p>CO.1. Understand and document the Research, concept development and the ideation process towards product development.</p> <p>CO.2. Learn to analyse the current market, and the need to introduce a new product and pick an area of Research.</p>	

		<p>CO.3. Understand design through haptic engagement with the materials flexibilities and constraints, and will also learn about tools and handling and Techniques involved in the processing of the same.</p> <p>CO.4. Analyse problems and approach possible solutions.</p> <p>CO.5. Draft Concept sketches and formulate the research into the final working Prototype.</p> <p>CO.6. Finalise the process/journey of the Product development into documentation and presentation.</p>	
7	Course Description	The course is designed to prepare students to learn problem solving in real-time setup. The key emphasis of the course will be to make the students agile with the handling of various materials, to follow the Product development process, and come out with explorative and innovative working solutions. The students will follow necessary research of the product, material and the user, and will propose a prototyped solution in the form of product or lifestyle accessory.	
8	Outline syllabus		CO Achievement
	Unit 1	Identify & Research on a defined Problem Area	CO1,CO2
	1	Define Problem area and its scope	
	2	Market research and analysis	
	3	Research and analyse Design GAP	
	Unit 2	Formulating Design Brief	CO1,CO2
	1	Defining Problem areas- user preferences and needs, materials, technologies, costs, time constraints	
	2	Research and analyse existing designs	
	3	Finalising Problem Statement	
	Unit 3	Developing Concepts	CO1,CO4, CO5

	1	Design Thinking			
	2	Ideations and Rough Sketches			
	3	Explorations- Theme, Color, Concept and Materials			
	Unit 4	Material Handling, tools and Techniques			CO3,CO4
	1	Metal			
	2	Glass			
	3	Plastics (Acrylic/polymers)			
	Unit 5	Final Prototyping			CO3,CO4, CO5,CO6
	1	Manual 3d drawings of the Developed Designs, through various perspectives			
	2	Rendered layouts of Final Designs			
	3	3D model of the material-based working prototype of the final developed Product			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-			
	Other References	Change by design Tim brown			

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO 1	3	1	2	1	1	1	2	-	2	1	1	3	2	-	3
CO 2	1	2	1	1	2	1	2	-	1	1	1	3	1	-	-

CO 3	1	2	3	2	1	2	3	-	-	2	-	2	2	-	3
CO 4	2	1	3	2	1	1	2	-	-	1	-	3	2	-	-
CO 5	2	1	1	2	2	3	2	-	1	2	-	2	2	-	3
CO 6	2	1	2	2	2	1	1	-	1	1	-	2	2	-	3

- 1-Slight (Low)
 2-Moderate (Medium)
 3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B.Design		Current Academic Year:	
Branch: Product &Accessory Design		Semester: IV	
1	Course Code	TIP404	
2	Course Title	Trend and Forecasting	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
Course Status		Compulsory	
5	Course Objective	<p>This course will help learners</p> <ul style="list-style-type: none"> ● To make the students aware of the trends and forecast, and its impact on the product's development process. ● To provide basic fundamental knowledge about essential stages of research, as a vital part of any design process. ● To build awareness about the current Fashion trends & challenges in product development. 	
6	Course Outcomes	<p>After the completion of this course, the student will be able to:</p> <p>CO.1. Understand various design philosophies and ideas behind various products and their design development stages.</p> <p>CO.2. Learn the evolution of design in several products based on consumer preferences</p> <p>CO.3. Analyse the product journey- from the making to display</p> <p>CO.4. Conceptualise themes and boards based on fashion seasons</p> <p>CO.5. Identify consumerism and product demand based on trend study</p> <p>CO.6. Receive a holistic learning on picking up the color, styles, materials, and designs of the products based on discussed trend</p>	
7	Course Description	In this course, the students will understand the product development process based on the need of the hour and dynamic market, and will also learn about the factors influencing those changes.	

8	Outline syllabus			CO Achievement
	Unit 1	Understanding and finding Trend		CO1,CO2
	1	Identifying Trend		
	2	Trend research: Global Context		
	3	Trend research: Indian Context		
	Unit 2	Introduction to forecasting		CO2,CO3,CO4
	1	Forecasting elements: Materials, Colors, Prints and Graphics		
	2	Forecasting sources: Magazines and Agencies.		
	3	Implementing Forecasting: Need, Advantages and Limitations		
	Unit 3	Trend Analysis and Data Collection		CO2,CO3,CO4
	1	Identifying Consumers		
	2	Identifying Market		
	3	Identification of Trend Data		
	Unit 4	Trend Merchandising		CO4,CO5,CO6
	1	Trend data analysis and applications		
	2	Consumerism and demand		
	3	Product journey: Making to Distributions		
	Unit 5	Fashion Cycle		CO4,CO5,CO6
	1	Understanding Zeitgeist		
	2	Seasons in Trends		
	3	Visual Merchandising Trends		
	4	Trend cycle: Graphs		
	Mode of examination	THEORY		
	Weightage Distribution	CA	MTE	ETE
		30%	20%	50%
	Text book/s*	<ul style="list-style-type: none"> • The Design of Everyday Things by don norman • <u>Forecasting Methods And Applications- Spyros Makridakis, Steven C Wheelwright, Rob J Hyndman</u> • <u>Forecasting: Applications And Methods- Francis X. Diebold</u> • <u>New Product Forecasting: An Applied Perspective- Kenneth B. Kahn, Martin Joseph, Alec Finney</u> • <u>New Product Forecasting : An Applied Approach- Kahn Kenneth B.</u> 		
	Other References	The lean product playbook by Dan Olsen, WGSN		

PO s CO s	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO1 1	PO1 2	PSO 1	PSO 2	PSO 3
CO 1	3	1	2	-	2	3	1	1	-	2	-	2	2	-	-
CO 2	3	2	2	-	2	3	1	-	-	-	-	2	3	-	-
CO 3	3	2	2	-	2	3	1	-	1	-	-	2	3	-	-
CO 4	3	2	1	-	1	2	1	-	1	2	-	2	1	-	2
CO 5	2	2	1	-	2	2	1	1	2	2	-	2	2	-	-
CO 6	3	1	1	-	1	1	1	-	2	2	-	2	1	-	2

- 1-Slight (Low)
 2-Moderate (Medium)
 3-Substantial (High)

School: SAP		Batch : 2021-2125	
Program: B.DESIGN		Current Academic Year: 2021-22	
Branch: Product & Accessory Design		Semester: IV	
1	Course Code	PDJ423	
2	Course Title	Technical Drawings - II	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Type	Compulsory.	
5	Course Objective	This course will help learners to create interesting 3D forms/ objects with realistic outlook using various texture and materials and compiling the portfolio digitally	
6	Course Outcomes	The student will be able to : CO1. Prepare 3D views of basic objects on Sketch-up CO2. Add textures, material, lights to the objects CO3. Prepare graphical compositions, posters etc using Sketchup and photoshop CO4. Compile all the drawings and prepare portfolios digitally CO5. Understand the digital graphic skills CO6. Produce the final renderings	
7	Course Description	The course enables students to get a brief knowledge about preparation of technical drawings for any product which includes all the two dimensional and three dimensional drawings.	
8	Outline syllabus		CO Mapping
	Unit 1	Overview of Sketch up 3D	
	A	Basic tools to develop simple geometrical forms	CO1,CO2
	B	Geometrical compositions	CO2
	C	Pre-product exercises	

	Unit 2	Material application and textures			
	A	Applying materials			CO2,CO1
	B	Adding textures for realistic outlook			CO1,CO3
	C	Perspective views			CO3
	Unit 3	Camera settings			
	A	Adding camera for detailed views			CO1,CO4
	B	Camera angle settings			CO4,CO2
	C	Taking snapshots of the final textured/ rendered views			CO3
	Unit 4	Lighting			
	A	Basic lighting			CO3
	B	Specific lighting in accordance with the products			CO2,CO5
	C	Dimensions types			CO1,CO3,CO 4
	Unit 5	After effects on Photoshop			
	A	Enhancing final renders on photoshop			CO5
	B	Overall formatting			CO1,CO2,CO 3
	C	Compilation of sheets/ portfolio using photoshop tools			CO5
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	N.D Bhatt			
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO1	2	2	1	1	3	1	-	-	-	-	-	2	2	-	3
CO2	2	2	2	2	3	1	-	-	-	-	-	2	2	-	3
CO3	2	2	1	1	1	1	-	-	-	-	-	2	-	-	2

CO4	2	2	1	1	2	1	-	-	-	-	-	3	-	-	2
CO5	2	2	1	3	1	1	-	-	-	-	-	3	1	-	1
CO6	2	2	1	3	1	1	-	-	-	-	-	3	-	-	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-2025	
Program: B.DESIGN		Current Academic Year:2021-22	
Branch: INTERIOR DESIGN		Semester: IV	
1	Course Code	PDJ424	
2	Course Title	CAD – II - 3D Modelling and prototyping	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Type	Compulsory.	
5	Course Objective	The course aims at preparing students for creating interesting 3D forms/ objects with realistic outlook using various texture and materials and compiling the portfolio digitally	
6	Course Outcomes	The student will be able to : CO1. Prepare 3D views of basic objects on AutoCAD CO2. Compile set of 2D and 3D drawings digitally CO3. Prepare graphical compositions, posters etc using Corel draw CO4. Compile all the drawings and prepare portfolios digitally CO5. Understand the digital graphic skills CO6. Understand the Promotional Lay outing.	
7	Course Description	The course enables students to get a knowledge about preparation of Computer Aided Drawings in three dimensions for any product/ object/ furniture and prepare a final project compilation report digitally	
8	Outline syllabus		CO Mapping
	Unit 1	AutoCAD 3D	
	A	Tools to develop basic 3D geometry	CO1,CO2
	B	Creating compositions of geometrical forms based on principles of design	CO2

	C	Commands and tools to modify basic geometry into complex shapes			
	Unit 2	Object formation			
	A	Creating three dimensional objects			CO2,CO1
	B	Understanding Boolean operations for complex 3D forms			CO1,CO3
	C	3D views of the objects digitally			CO3
	Unit 3	Introduction to Corel draw			
	A	Basic tools to prepare graphical representations			CO1,CO4
	B	Composition of basic shapes and bitmaps			CO4,CO2
	C	Utilizing projections for accuracy and precision			CO3
	Unit 4	Theme posters and portfolios			
	A	Preparing posters based on various themes by incorporating bitmaps and utilizing various graphic tools			CO3,CO6
	B	Understanding positive and negative spaces while preparing graphics			CO2,CO5
	C	Dot, line and space composition digitally – Corel draw			CO1,CO3,CO4
	Unit 5	Project compilation and reports			
	A	Compiling all the projects on Corel draw			CO5,CO6
	B	Adding write-up, creating captions for related images			CO1,CO2,CO3
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Autodesk #Ds Bible			
	Other References	Rhino.com			

POs	PO	PSO	PSO	PSO											
COs	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3

CO1	2	2	1	1	3	1	-	-	-	-	-	2	2	-	3
CO2	2	2	2	2	3	1	-	-	-	-	-	2	2	-	3
CO3	2	2	1	1	1	1	-	-	-	-	-	2	-	-	2
CO4	2	2	1	1	2	1	-	-	-	-	-	3	-	-	2
CO5	2	1	2	3	3	1	-	-	-	-	-	3	1	-	1
CO6	2	1	2	3	3	1	-	-	-	-	-	3	-	-	1

- 1-Slight (Low)
 2-Moderate (Medium)
 3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B.Des		Current Academic Year:	
Branch:Product & Accessory design		Semester: IV	
1	Course Code	PDJ422	
2	Course Title	Manufacturing , Processes and techniques	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<p>This course will help learners</p> <ol style="list-style-type: none"> 1. To be able to introduce student to various kind of assembly systems that are prevalent in the industry especially in small and medium scale enterprises related to craft Industry 2. To aim at developing understanding among students about joinery techniques and understanding of various materials and their behaviour with each other in Indian crafts. 	
6	Course Outcomes	<p>After the completion of this course, the student will be able to:</p> <p>CO.1. Learn common manufacturing processes used in manufacturing of furniture and their assembly</p> <p>CO.2. Develop understanding of techniques of joinery in wood and upholstery and their treatment.</p> <p>CO3.Understand various processes used in making of various prevalent handicrafts and craft clusters in India</p> <p>CO4.Understand the behaviour of various materials and how they are assembled with each other with respect to varied properties.</p> <p>CO5. Assemble different set of material juxtaposition</p>	

		CO6. Understand the awareness of Industrial manufacturing compliances.	
7	Course Description	The course is designed to give students exposure to manufacturing & assembly processes & practises and techniques.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Manufacturing processes	CO1,CO2
	1	Basic manufacturing Processes	
	2	Forging and types of casting	
	3	Equipment and tools used in Processes	
	Unit 2	Wood and Upholstery	CO2.CO4
	1	Wood joineries and furniture / site visit	
	2	Upholstery and fabric and patterns	
	3	Combination of wood and Upholstery and processes	
	Unit 3	Case study-1 / craft Cluster	CO2, CO3
	1	Online research	
	2	Site visit and data collections	
	3	Presentation and discussion	
	Unit 4	Sheet Metal processes	CO1,CO3
	1	Metal processes	
	2	Blanking, punching etc	
	3	Presentation with material board	
	Unit 5	Assembly	CO1

	1	Understanding Assembly line in craft cluster products			
	2	Processes involved in assembly of small products			
	3	Documentation and presentation			
	Mode of examination	Jury/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	-Manufacturing Process –O.P khanna			
	Other References				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO1	2	2	2	3	3	1	1	-	2	-	-	2	3	-	-
CO2	2	2	3	3	3	-	-	-	2	-	-	2	3	-	-
CO3	2	2	2	3	3	3	1	-	2	-	-	2	3	-	-
CO4	2	2	2	3	3	-	1	-	2	-	-	2	1	-	-
CO5	2	2	3	3	3	-	-	-	2	-	-	1	1	-	-
CO6	2	2	2	3	3	-	-	-	1	-	1	3	2	-	-

- 1-Slight (Low)
 2-Moderate (Medium)
 3-Substantial (High)

School: SAP		Batch : 2021-25	
Program: B.DESIGN		Academic Year: 2021-22	
Branch: Product&Accessory Design		Semester: IV	
1	Course Code	PDJ26	
2	Course Title	Semiotics	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Type		
5	Course Objective	<p>This course will help learners</p> <p>1-To ensure that intended meanings of communication or a new product to understand the application.</p> <p>2-To understand semiotics</p> <p>3-To understand Philosophy of science.</p> <p>4-To provide models used in semiotic metalanguage, and an example of semiotic analysis applied to a text.</p>	
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1. Relate with semiotics</p> <p>CO2. Learn the application of saussre model.</p> <p>CO3. Using sign for a deeper communication</p> <p>CO4. Understand Visual dictionary</p> <p>CO5. Generate realistic visuals using for better product communication</p> <p>CO6. Successful implementation of structural semiotics.</p>	
7	Course Description	The course is designed to make the students understand the concept of semiotics and visual design communication when relating to any physical or graphical form.	
8	Outline syllabus		CO Mapping
	Unit 1	Introduction	CO1,CO2,CO3
	A	Definitions	
	B	Relation to linguistics	
	C	Why study semiotics?	

	Unit 2	Models of the sign			CO1,CO2
	A	The Saussure an model -2 sides of a page			
	B	The relational system 18 Arbitrariness			
	C	The Peirce an model-Relativity-Symbolic mode			
	Unit 3	Signs and things			CO1,CO2,CO3
	A	Naming things - Referentiality			
	B	Modality- The word is not the thing			
	C	Empty signifiers			
	Unit 4	Analysing structures			CO2,CO3,CO5
	A	Horizontal and vertical axes -The paradigmatic dimension - The commutation test			
	B	Oppositions 90 Markedness 93 Deconstruction 99 Alignment			
	C	The semiotic square 106 The syntagmatic dimension 109 Spatial relations 110 Sequential relations 114 Structural reduction			
	Unit 5	Prospect and retrospect			CO3,CO4,CO6
	A	Structuralism semiotics			
	B	Poststructuralist semiotics 217 Methodologies			
	C	An ecological and multimodal approach			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Visual dictionary An introduction to applied semiotics			
	OtherReferences				

POs COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
CO1	2	1	1	-	1	1	-	-	-	3	-	2	-	-	1
CO2	2	2	-	1	1	-	-	1	-	3	-	1	-	-	-
CO3	3	2	1	1	1	3	-	2	1	3	-	2	3	-	2
CO4	3	3	2	1	1	2	-	2	1	3	-	2	3	-	2
CO5	3	3	2	1	1	2	-	2	1	3	-	2	3	-	2
CO6	2	2	-	2	1	1	-	-	-	3	-	1	-	-	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch : 2021-2025	
Program: B.Design		Current Academic Year: 2021-2022	
Branch:Product&Accessory Design			
1	Course Code	PDJ425	
2	Course Title	Product Ergonomics and Human Experiences	
3	3	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Compulsory	
5	Course Objective	<p>This course will help learners</p> <ol style="list-style-type: none"> 1 To learn about the ergonomics related to product design. 2 To develop a better sense of the understanding of interaction of humans with machines and how it can be made more interactive and easy. 3 To understand the basics of user interface and experience design involved in the field of product design. 4. To study and understand the relevance of electronics involved in the field of design. 	
6	Course Outcomes	<p>After the completion of this course, the student will be able to:</p> <p>CO1 Develop the total understanding of products from form, function and their effective uses.</p> <p>CO2 Grasp tools in order to overcome fatigue of bad design at the conceptualization stage.</p> <p>CO3 Have sharpened understanding of products with humans more efficiently and productively.</p> <p>CO4 Understand the technology involved needed in the betterment of efficient user experience.</p> <p>CO5 Proactively innovate better in a universal presence of digitalization.</p> <p>CO6 Create products more human friendly and intuitive to human nature.</p>	
7	Course Description	The course is intended to give students basic but sufficient understanding of ergonomics. The deeper aspect of sensory awareness by introducing the interaction of elements of outer environment with	

		inner experience of user .Also,the role of technology to improve the user experience.			
8	Outline syllabus			CO Achievement	
	Unit 1	Introduction			CO1,CO2
		1. Understanding human interface			
		2. Interaction with products, psychological			
		3. Behavioural characteristics.			
	Unit 2	Introduction to ergonomics and anthropometry			CO1,CO2, CO3
		1. Anthropometry data, its important and relevance in Industrial Design			
		2. Ergonomics and its use in designing of products.			
		3. Haptic sensations			
	Unit 3	Physical Interaction and emotion with materials			CO2,CO3
		1. Experiments to demonstrate the importance of different human factors			
		2. visual, hearing, tactile, taste			
		3. Study of case studies.			
	Unit 4	Development			CO3,CO5
		1. Safety standards for designing effective products			
		2. Role of technology and Human interaction			
		3. Resolution of product fatigue keeping whole environment in context			
	Unit 5	Finalization			CO5,CO6
		1. Designing different products to demonstrate the use of ergonomics, sensory awareness in design.			
		2. Documentation of the process			
		3. Final presentation			
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Ergonomics: Foundational Principles, Applications, and Technologies By Pamela McCauley Bush,PHD,CPE Introduction to Ergonomics -R.S.Bridger			
	Other References				

POs	PO	PSO	PSO	PSO											
COs	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3

CO1	2	2	2	2	2	2	-	-	1	1	-	3	2	-	-
CO2	2	2	2	2	3	2	-	-	-	1	-	1	2	-	1
CO3	2	3	2	2	2	3	2	1	2	2	-	2	2	-	-
CO4	1	3	3	2	3	3	-	-	-	-	-	2	2	-	1
CO5	1	2	2	2	2	3	-	-	-	-	-	2	1	-	1
CO6	2	3	3	2	2	3	-	1	1	1	-	2	2	-	-

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Program and Course Structure

School of Architecture and Planning

Department of Art & Design

Bachelors in Design
Program Code: SDM0201

(Specialization in Communication Design)
Batch 2021-2025

HOD Art & Design

Dean SAP

1 Standard Structure of program at university Level

1.1 Vision, Mission and Core Values of the University

Vision of the University

To serve the society by being a global University of higher learning in pursuit of academic excellence, innovation and nurturing entrepreneurship.

Mission of the University

**Transformative educational experience
Enrichment by educational initiatives that encourage global outlook
Develop research, support disruptive innovations and accelerate entrepreneurship
Seeking beyond boundaries**

Core Values

**Integrity
Leadership
Diversity
Community**

School of Architecture & Planning

1.2 Vision and Mission of the School

Vision of the School

To be amongst the top institutes in India imparting quality education and professional skills to the students to emerge as creative professionals of global caliber and thus the society in large.

Mission of the School

To create and sustain a stimulating and responsive academic inclusive environment.

To regularly enhance the teaching contents & techniques in keeping with current and future trends.

To provide a competitive and career-oriented program.

To encourage students to be socially responsive and responsible Creative professionals

Core Values

**Innovation
Awareness
Information
Ethics**

Department of Art & Design

1.2.1 Vision and Mission of the Department

Vision of the Department

To be at the Centre of Excellence in Art & Design Education to shape future-ready professionals catering the needs of the design industry and the society.

Mission of the Department

- To create a global center of innovation and excellence in art and design industry.
- Promoting in-depth research in art and design studies for sustainable practices.
- To inculcate critical, analytical, cognitive, speculative and creative problem-solving skills.
- To develop a sense of social and professional ethics and values.
- To develop the essence of craftsmanship, future technological and vocational skills.

1.3 Program Educational Objectives

1.3.1 Program Educational Objectives (PEO) for B. Design

PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.

PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.

PEO3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.

PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.

1.3.2 Map PEOs with Mission Statements:

PEO Statements	School Mission 1	School Mission 2	School Mission 3	School Mission 4
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	1	3	2	2
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	3	3	2	3
PEO 3: Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	1	3	3	3
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	3	3	3	3

1. Slight (Low) 2. Moderate (Medium) 3. Substantial (High)

1.3.2.1 Map PEOs with Department Mission Statements:

PEO Statements	Department Mission - 1	Department Mission - 2	Department Mission - 3	Department Mission - 4	Department Mission - 5
PEO1: Graduates will acquire the basic knowledge about the evolution of design as a distinct body of knowledge.	3	1	1	-	-
PEO2: Graduates will demonstrate profound design thinking and managerial decision-making abilities based on ethical and professional standards.	3	3	3	3	3
PEO 3: : Graduates will work on global trends and environmental issues using technology as a successful creative entrepreneur.	3	2	2	3	3
PEO4: Graduates will pursue higher studies to become successful academicians and lead researchers.	3	2	-	2	-

Enter correlation levels 1, 2, or 3 as defined below:

1 Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

1.3.3 Program Outcomes (PO's)

PO1 : Design knowledge:

Apply the knowledge of Design fundamentals, Design specialization to the solution of complex Design problems.

PO2 : Problem analysis:

Identify, formulate, review research literature, and analyze complex Design problems reaching substantiated conclusions using elements and principles of art and Design through empirical & historical research.

PO3 : Design/development of solutions:

Design solutions for complex Design problems, design components and processes that meet the specified needs with appropriate consideration for the public health and safety, cultural, societal, and environmental considerations.

PO4 : Conduct investigations of complex problems:

Use research-based knowledge and research methods including design explorations, interpretation of data, and synthesis of the information to provide qualitative conclusions.

PO5 : Modern tool usage:

Select, apply appropriate techniques, resources, and modern industrial Design techniques and digital tools including forecast and modelling to complex Design activities with an understanding of the limitations.

PO6 : The design engineering and society:

Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional Design practice.

PO7 : Environment and sustainability:

Understand the impact of the professional Design solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8 : Ethics:

Apply ethical principles and commit to professional ethics and responsibilities and norms of the Design practice.

PO9 : Individual and team work:

Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10 : Communication:

Communicate effectively on complex Design activities with the Design community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11 : Project management and finance:

Demonstrate knowledge and understanding of the Design, management principles and apply these to one's own work, as a member and leader in a team, to manage projects in multidisciplinary environments.

PO12 : Life-long learning:

Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PSO1 : Interior and product design practice:

To design products and spaces fulfilling human needs and solving challenges through use of contemporary technology and imaginative abilities.

PSO2 : Fashion design practice:

To integrate the knowledge of design & critical thinking in the domain of fashion and textiles with business & professional practices

PSO3 : Communication design practice:

To be able to demonstrate knowledge of representational processes using visual as well as digital and new media as mediums of representation.

1.3.4 Mapping of Program Outcome Vs Program Educational Objectives

	PEO1	PEO2	PEO3	PEO4
PO1	3	1	2	1
PO2	3	3	1	1
PO3	1	1	3	1
PO4	1	2	3	3
PO5	1	2	3	1
PO6	1	3	3	2
PO7	1	2	3	1
PO8	2	2	2	3
PO9	2	3	1	1
PO10	1	3	2	1
PO11	1	3	2	1
PO12	3	3	3	3
PSO1	1	3	2	1
PSO2	2	3	1	2
PSO3	2	1	2	3

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

1.3.5 Program Outcome Vs Courses Mapping Table:

1.3.5.1 Course Articulation table

Program Outcome Courses		Course Name	P O 1	P O 2	P O 3	P O 4	P O 5	P O 6	P O 7	P O 8	P O 9	P O 10	P O 11	P O 12
Sem-1														
	Subject I	Art Studio I												
TDC104	Art Studio I	Drawing & Sketching I	1	2	1	2	1	1	2	1	3	1	1	2
ARP101	Communicative English I	History of Art & Design - I	3	1	3	1	2	1	1	2	1	2	2	1
JDC101	Subject II	Composition I	1	2	2	2	3	2	1	1	3	1	1	2
JDC102	Subject III	Design Skills I	1	1	1	1	2	3	2	2	1	2	3	1
CDJ101	Vocational Minor	Digital Design I - Adobe Illustrator	2	2	3	1	1	1	2	1	3	2	1	2
JDC103	Co-curricular Minor	Communicative English I - (University Compulsory)												
Sem-2														
	Subject I	Art Studio II												
JDC201	Paper 1	Drawing & Sketching II	1	2	1	2	1	1	2	1	3	1	1	2
JDC202	Paper 2	History of Art & Design - II	3	1	3	1	2	1	1	2	1	2	2	1
CDJ201	Subject II	Composition-2	1	2	2	2	3	2	1	1	3	1	1	2
JDC203	Subject III	Design Skills II	1	1	1	1	2	3	2	2	1	2	3	1
	Minor	OPE- Elective												
	Vocational Minor	Digital Design II - Adobe Adobe Photoshop	2	2	3	1	1	1	2	1	3	2	1	2
	Co-curricular Minor	Communicative English 2 - (University Compulsory)												
Sem-3														

	Subject I	Interaction Design I												
CDJ301	Paper 1	Introduction to Interaction Design	2	3	1	1	2	3	1	2	1	3	2	1
	Subject II	Basic Photography												
CDJ302	Paper 1	Basics of Photography	1	2	3	1	2	3	1	2	1	2	3	1
CDT303	Subject III	Communication Design Studio I	2	1	1	2	3	1	2	1	2	1	2	2
CDJ303	Paper 1	Visual Language I	1	2	3	1	3	2	2	1	1	2	1	3
CDT303	Paper 2	Theory of Communication Design	3	2	3	1	2	3	2	1	1	2	2	1
	Minor Subject	OPE- Elective												
VBJ304	Vocational Minor	Installation Art	1	2	2	3	1	2	3	1	2	1	1	2
TDC301	Co-curricular Minor	TH- Environmental Studies - (University Compulsory)												
Sem-4														
	Subject I	Interaction Design II												
CDJ401	Paper 1	Elements of Interface Design	2	3	1	1	2	3	1	2	1	3	2	1
	Subject II	Advanced Photography	1	2	2	3	1	2	3	1	2	1	1	2
CDJ402	Paper 1	Advanced Photography	1	2	3	1	2	3	1	2	1	2	3	1
	Subject III	Communication Design Studio II												
CDJ40	Paper 1	Visual Language II	2	1	1	2	3	1	2	1	2	1	2	2
	Paper 2	Theory of Advertising	1	2	3	1	3	2	2	1	1	2	1	3
VBJ404	Vocational Minor	3D Printing	2	3	1	1	2	3	1	2	1	3	2	1
	Co-Curricular Minor	CCU - (University Compulsory)												
Sem-5														
	Subject I	User Experience Design												

CDJ501	Paper 1	PR- User Research & Prototyping	1	2	2	3	1	2	3	1	2	1	1	2
CDJ502	Paper 2	PR- Advanced Graphics	2	2	3	1	2	3	2	3	3	2	2	1
	Subject II	Digital Design Studio II												
CDJ503	Paper 1	PR- Introduction to 3D	1	2	3	3	2	1	2	3	2	2	1	1
	Paper 2	PR- 2D Digital Illustration	3	2	3	1	2	1	3	2	2	2	3	2
CDT503	Paper 3	TH- Writing for Digital Media I	2	3	3	2	1	2	3	2	2	2	1	2
	Co-curricular Minor	Human Values, Ethics and Constitutional Values- (University Compulsory)												
JDC502	Survey/Project	Craft Documentation	3	1	3	2	1	2	1	1	2	3	3	1
Sem-6														
	Subject I	User Interface Design												
CDJ601	Paper 1	PR- Designing Interfaces for Web	2	2	3	1	2	3	2	3	3	2	2	1
CDJ602	Paper 2	PR- Programming For Interactivity	1	2	3	3	2	1	2	3	2	2	1	1
	Subject II	Digital Design Studio II												
CDJ603	Paper 1	PR- Advanced 3D	3	2	3	1	2	1	3	2	2	2	3	2
CDJ604	Paper 2	PR- Motion Graphics and Video Editing	2	2	2	1	2	3	2	1	2	3	2	3
CDT603	Paper 3	TH- Writing for Digital Media II	3	2	3	2	2	1	2	3	2	2	2	3
JDC601	Co-curricular Minor	Arts, Sports, Yoga, Music ,Theatre (University Elective)												
JDC602	Survey/Project	Field Study/Design Minor Project	2	3	3	1	3	2	2	3	1	2	3	2
Sem-7														
	Subject I	Advanced Interface Design												

CDJ701	Paper 1	PR- Designing Interfaces for Mobile and Emerging Technologies	3	1	3	2	2	1	2	1	2	1	1	2
CDJ702	Paper 2	PR- Digital Marketing	3	2	3	1	2	3	2	1	1	2	2	1
CDJ703	Paper 3	PR- Frontend Design	2	1	3	2	2	3	1	1	2	2	1	2
TDC701	Paper 4	Intellectual Property Rights	1	2	3	2	1	2	2	1	3	2	1	1
CDT701	Paper 5	TH- Research Methodology I	3	2	3	3	2	3	2	2	1	2	3	2
	Minor Subject	OPE- Elective												
JDC703	Industrial training/ Project	Summer Internship	2	2	2	3	2	2	3	2	3	3	2	3
Sem-8														
	Subject I	Research & Innovation for Communication Design												
CDJ801	Paper 1	PR- Capstone Communication Design Project	2	2	3	2	3	3	2	3	3	2	2	3
TDC801	Paper 2	TH- Design Entrepreneurship and Professional Practice	3	2	3	2	2	3	2	2	2	3	2	3
JDC802	Industrial Training/ Project	Industrial Internship	2	2	2	3	2	2	3	2	3	3	2	3

1. Slight (Low)

2. Moderate (Medium)

3. Substantial (High)

Name of School: School of Architecture & Planning
Program: Bachelor of Design / Branch: Communication Design
Batch: 2021-2025
TERM: I

S. No.	Major (Core/ Industrial Training/ Survey/ Project) / Minor (Elective/ Co- Curricular / Vocational)	Paper ID	Subject Code	Subjects	Paper No.	Paper Name	Teaching Load			Credits	Core/ Elective Prerequisite/ Co Requisite	Type of Course : CC AECC SEC DSE
							L	T	P			
THEORY SUBJECTS												
1	Major		TDC104	Art Studio I	Paper - 2	History of Art & Design - I	2	0	0	2		
2	Minor (Co- Curricular)		ARP101	Communicative English I		Communicative English I - (University Compulsory)	2	0	0	2		
Practical/ Viva-Você/ Jury												

2	Major		JDC101	Art Studio I	Paper - 1	Drawing & Sketching I	0	1	3	4		
3	Major		JDC102	Composition I	Paper - 1	Composition I	0	2	2	4		
4	Major		CDJ101	Design Skills I	Paper - 1	Design Skills I	0	2	4	6		
5	Minor (Vocational)		JDC103	Digital Design I - Adobe Illustrator	Paper - 1	Digital Design I - Adobe Illustrator	0	1	2	3		
TOTAL CREDITS												
21												

CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Name of School: School of Architecture & Planning
Program: Bachelor of Design / Branch: Communication Design
Batch: 2021-2025
TERM: II

S. No.	Major (Core/ Industrial Training/ Survey/ Project) / Minor (Elective/ Co- Curricular / Vocational)	Paper ID	Subject Code	Subjects	Paper No.	Paper Name	Teaching Load			Credits	Core/ Elective Prerequisite/ Co Requisite	Type of Course : CC AECC SEC DSE
							L	T	P			
THEORY SUBJECTS												
1	Major		TDC204	Art Studio II	Paper - 2	History of Art & Design - II	2	0	0	2		
2	Minor (Co- Curricular		ARP102	Communicative English II		Communicative English I - (University Compulsory)	1	0	2	2		

)												
Practical/ Viva-Você/ Jury													
2	Major		JDC201	Art Studio II	Paper - 1	Drawing & Sketching I	0	1	3	4			
3	Major		JDC202	Composition II	Paper - 1	Composition I	0	2	2	4			
4	Major		CDJ201	Design Skills II	Paper - 1	Design Skills II	0	2	4	6			
5	Minor (Vocational)		JDC203	Digital Design II - Adobe Illustrator	Paper - 1	Digital Design II - Adobe Photoshop	0	1	2	3			
6	Minor (Elective)			OPE (Elective)			-	-	-	4			
TOTAL CREDITS													
25													

CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Name of School: School of Architecture & Planning
Program: Bachelor of Design / Branch: Communication Design
Batch: 2021-2025
TERM: III

S. No.	Major (Core/ Industrial Training/ Survey/ Project) / Minor (Elective/ Co- Curricular / Vocational)	Paper ID	Subject Code	Subjects	Paper No.	Paper Name	Teaching Load			Credits	Core/ Elective Prerequisite/ Co Requisite	Type of Course : CC AECC SEC DSE
							L	T	P			
THEORY SUBJECTS												
1	Major		CDT303	Communication Design Studio I	Paper - 2	Theory Of Communication Design	2	0	0	2		

2	Minor (Co-Curricular)		TDC301	Environmental Studies		Environmental Studies - (University Compulsory)	2	0	0	2		
Practical/Viva-Você/Jury												
2	Major		CDJ301	Interaction Design I	Paper - 1	Introduction to Interaction Design	0	2	4	6		
3	Major		CDJ302	Basic Photography	Paper - 1	Basics of Photography	0	1	3	4		
4	Major		CDJ303	Communication Design Studio I	Paper - 1	Visual Language I	0	1	3	4		
5	Minor (Vocational)		VBJ304	Installation Art	Paper - 1	Installation Art	0	1	2	3		
6	Minor (Elective)			OPE (Elective)			-	-	-	4		
TOTAL CREDITS												
25												

CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Name of School: School of Architecture & Planning
Program: Bachelor of Design / Branch: Communication Design
Batch: 2021-2025
TERM: IV

S. No.	Major (Core/ Industrial Training/ Survey/ Project) / Monor (Elective/ Co- Curricular/ Vocational)	Paper ID	Subject Code	Subjects	Paper No.	Paper Name	Teaching Load			Credits	Core/ Electiv e Prereq uisite/ Co Requisi te	Type of Course : CC AECC SEC DSE
							L	T	P			
THEORY SUBJECTS												
1	Major		CDT403	Communication	Paper - 2	Theory of Advertising	2	0	0	2		

Design Studio II												
Practical/Viva-Você/Jury												
4	Major		CDJ401	Interaction Design II	Paper - 1	Elements of Interface Design	0	2	4	6		
5	Major		CDJ402	Advanced Photography	Paper - 1	Advanced Photography	0	1	3	4		
6	Major		CDJ403	Communication Design Studio II	Paper - 1	Visual Language II	0	1	3	4		
7	Minor (Vocational)		VBJ404	3D Printing	Paper - 1	3D Printing	0	1	2	3		
	Minor (Co-Curricular)			CCU		CCU - (University Compulsory)	0	0	2	2		
TOTAL CREDITS												
21												

CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Name of School: School of Architecture & Planning
Program: Bachelor of Design / Branch: Communication Design
Batch: 2021-2025
TERM: V

S. No.	Major (Core/ Industrial Training/ Survey/ Project) / Monor (Elective/ Co- Curricular/ Vocational)	Paper ID	Subject Code	Subjects	Paper No.	Paper Name	Teaching Load			Credits	Core/ Elective Prereq uisite/ Co Requisi te	Type of Course : CC AECC SEC DSE
							L	T	P			
THEORY SUBJECTS												

1	Major		CDT503	Digital Design Studio I	Paper - 3	Writing for Digital Media I	2	0	0	2		
Practical/Viva-Você/Jury												
2	Major		CDJ501	User Experience Design	Paper - 1	User Research & Prototyping	0	1	3	4		
3	Major		CDJ502		Paper - 2	Advanced Graphics	0	1	3	4		
4	Major		CDJ503	Digital Design Studio I	Paper - 1	Introduction to 3D	0	1	3	4		
5	Major		CDJ504		Paper - 2	2D Digital Illustration	0	1	3	4		
6	Major (Core/ Industrial Training/ Survey/ Project)		JDC502	Craft Documentation		Craft Documentation	0	0	3	3		
7	Minor (Co- Curricular)		JDC501	Human Values , Ethics and Constitutional Values		Human Values , Ethics and Constitutional Values - (University Compulsory)	-	-	-	2		
TOTAL CREDITS												
23												

CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Name of School: School of Architecture & Planning
Program: Bachelor of Design / Branch: Communication Design
Batch: 2021-2025
TERM: VI

S. No.	Major (Core/ Industrial Training/ Survey/ Project) / Monor (Elective/ Co- Curricular/ Vocational)	Paper ID	Subject Code	Subjects	Paper No.	Paper Name	Teaching Load			Credits	Core/ Electiv e Prereq uisite/ Co Requisi te	Type of Course : CC AECC SEC DSE
							L	T	P			
THEORY SUBJECTS												

1	Major		CDT603	Digital Design Studio II	Paper - 3	Writing for Digital Media II	2	0	0	2		
Practical/Viva-Você/Jury												
2	Major		CDJ601	User Interface Design	Paper - 1	Designing Interfaces for Web	0	1	3	4		
3	Major		CDJ602		Paper - 2	Programming For Interactivity	0	1	3	4		
4	Major		CDJ603	Digital Design Studio II	Paper - 1	Advanced 3D	0	1	3	4		
5	Major		CDJ604		Paper - 2	Motion Graphics and Video Editing	0	1	3	4		
6	Major (Core/ Industrial Training/ Survey/ Project)		JDC602	Field Study/Design Minor Project		Field Study/Design Minor Project	-	-	-	3		
7	Minor (Co- Curricular)		JDC601	Arts, Sports, Yoga, Music ,Theatre		Arts, Sports, Yoga, Music ,Theatre - (University Elective)	-	-	-	2		
TOTAL CREDITS												
23												

CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Name of School: School of Architecture & Planning
Program: Bachelor of Design / Branch: Communication Design
Batch: 2021-2025
TERM: VII

S. No.	Major (Core/ Industrial Training/ Survey/ Project) / Monor (Elective/ Co- Curricular/ Vocational)	Paper ID	Subject Code	Subjects	Paper No.	Paper Name	Teaching Load			Credits	Core/ Elective Prereq uisite/ Co Requisi te	Type of Course : CC AECC SEC DSE
							L	T	P			

THEORY SUBJECTS												
1	Major		CDT701	Advanced Interface Design	Paper - 5	Research Methodology I	2	2	0	4		
2	Major		TDC701	TH- Intellectual Property Rights	Paper - 4	TH- Intellectual Property Rights	3	0	0	3		
Practical/Viva-Você/Jury												
3	Major		CDJ701	Advanced Interface Design	Paper - 1	Designing Interfaces for Mobile and Emerging Technologies	0	1	2	3		
4	Major		CDJ702		Paper - 2	Digital Marketing	0	2	4	6		
5	Major		CDJ703		Paper - 3	Frontend Design	0	1	3	4		
6	Major (Core/ Industrial Training/ Survey/ Project)		JDC703	Summer Internship		Summer Internship	0	0	6	6		
7	Minor (Elective)			OPE (Elective)			-	-	-	4		
TOTAL CREDITS												
30												

CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Name of School: School of Architecture & Planning
Program: Bachelor of Design / Branch: Communication Design
Batch: 2021-2025
TERM: VIII

S. No.	Major (Core/ Industrial Training/ Survey/ Project) / Monor (Elective/ Co- Curricular/ Vocational	Paper ID	Subject Code	Subjects	Paper No.	Paper Name	Teaching Load			Credits	Core/ Elective Prereq uisite/ Co Requisi te	Type of Course : CC AECC SEC DSE
							L	T	P			

)													
THEORY SUBJECTS														
1	Major		TDC801	Research & Innovation for Communication Design	Paper - 2	Design entrepreneurship & professional practice	2	2	0	4				
Practical/Viva-Você/Jury														
2	Major		CDJ801	Research & Innovation for Communication Design	Paper - 1	Capstone-Communication Design Project	0	4	12	16				
3	Major (Core/ Industrial Training/ Survey/ Project)		JDC802	Industrial Internship		Industrial Internship	0	0	6	6				

TOTAL CREDITS

26

CC: Core Course, AECC: Ability Enhancement Compulsory Courses, SEC: Skill Enhancement Courses, DSE: Discipline Specific Courses

Course Syllabus

Semester - 1

School: SAP		Batch : 2021 -25	
Program: B.Design		Current Academic Year: 2021-22	
Branch:Founda tion		Semester: I	
1	Course Code	TDC104	
2	Course Title	History of Art & Design-I	
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1 To know about the interrelation of Human Evolution and Art. 2 To make the students understand the true meaning of Art . 3 To develop a perspective of appreciation of Art. 4 To study and understand the influence of various eras on the development of art from the classical to current modern times 	
6	Course Outcomes	Students will be able to - CO1:Learn basic terminology of Art & Design studies. CO2 : Contextualise and empathise with Art and Design CO3 : Understand the timeline and distinguish various styles, genres and movements and apply in practice. CO4 : Learn to appreciate different forms of artistic expression through history. CO5 : Identify and translate the learning through application in verbal and textual communication. CO6 : Observe and appreciate Art and Design and express it by writing about it.	
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.	
8	Outline syllabus		CO Mapping
	Unit 1	Ritual, Religion and Belief system	CO1,CO2
	A	Prehistoric to early civilizations	
	B	Greco Roman Civilization	
	C	Gothic: Illumination in dark ages	
	Unit 2	Society and Politics	CO1,CO2
	A	Renaissance: newer dimensions	

	B	Baroque and drama			
	C	Rococo and decorative arts			
	Unit 3	Gender and Modernity			CO1,CO2,CO3,CO6
	A	Design and Art Nouveau			
	B	Impressionism and visual illusion			
	C	Post Impressionism and individuality			
	Unit 4	Distortion & Abstraction and indigenous practices			CO1,CO2,CO3
	A	Fauvism and colour			
	B	Influence from 'Other' arts			
	C	Nature, geometry and Cubism			
	Unit 5	Aboriginal and indigenous practices			CO3,CO4,CO6
	A	Pottery and rituals			
	B	Wearables and performances			
	C	Homes and spaces			
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	Janson's History of Art https://baixardoc.com/documents/jansons-history-of-art-5ce70315e7099			
	Other References	Meaning of Art by Herbert Read https://archive.org/details/in.ernet.dli.2015.529212/page/n3/mode/2up Understanding Art By Louis Fischer A History of Western Art, Laurie Schneider Adams https://archive.org/details/A_History_of_Western_Art/page/n75/mode/2up			

P Os C Os	PO 1 Des ign kno	PO 2 Pro ble m anal	PO 3 Desi gn/d evel opm	PO4 Con duct inve stiga usag e	PO5 Mod ern tool usag e	PO6 The desig n engin eerin	PO7 Envi ronm ent and susta	PO8 Ethic s	PO9 Indiv idual and team work	PO1 0 Com muni catio n	PO1 1 Proj ect man age	PO1 2 Life- long learn ing	PSO 1	PSO 2	PSO3
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	Knowledge	Analysis	Application of solutions	Complex problems		Teamwork and society	Communication				Management and finance				
C O 1	2	-	-	-	-	-	-	-	-	-		2	1	1	1
C O 2	3	-	-	-	-	-	-	-	-	-		2	2	2	2
C O 3	2	-	1	-	-	-	-	-	-	-		2	1	1	1
C O 4	3	3	3	2	2	3	3	2	2	3	1	3	1	1	1
C O 5	2	-	2	-	-	-	-	-	-	3	1	3	3	3	3
C O 6	3	2	2	1	1	2	2	-	1	3	1	3	3	3	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP	Batch : 2021-2025	
Program: B.Des & BVA	Current Academic Year:	

Branch: Foundation		Semester: 1	
1	Course Code	JDC101	
2	Course Title	Art Studio - I/ DRAWING AND SKETCHING-I	Paper - 1
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Type	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme focuses on inculcating the significance of developing hand and mind coordination. 2. It concentrates on exploring different forms by examining objects. 3. Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 4. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 5. Examining various sketching techniques such as rendering, line drawing, shading etc. . 6. Recognizing the significance of the line and demonstrating its nuances. 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO1: Use materials common to the drawing process.</p> <p>CO2: Develop physical and visual skills related to the drawing process.</p> <p>CO3: Judge proportion, scale, and spatial relationships.</p> <p>CO4: Use Aerial and tonal techniques to depict light and shadow.</p> <p>CO5: understand human anatomy.</p> <p>CO6: understand through observation, to rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.</p>	

7	Course Description	The course introduces students with the foundation skill which enables them in developing coordination between the visualized and created. It aims at inculcating the significance of continuous practice of manual skills in order to develop their creative skills. Further it focuses on acquiring new techniques in order to enhance a visual vocabulary.	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction	CO1
		1A:- Line 1B:- Form & Space 1C:- Sketching Techniques	
	Unit 2	Shapes	CO2
		2A:- Two-dimensional shapes rectangle, square, triangle 2B:- Three dimensional shapes cones, cylinder, cubes, cuboid 2C:- Abstract shapes	
	Unit 3	Object study	CO3, CO4
		3A :- Single object study 3 B:- Multiple object study by taking things from a single group eg: only three dimensional shapes like cubes, cones etc 3C:- Multiple object study by taking things from different groups eg: drapery, fruits and cones etc	
	Unit 4	Exploration of forms	CO6
		4A :- Regular forms 4B :- Abstract forms 4C :- Definitive forms	
	Unit 5	Human Anatomy	CO3, CO5
		5A :- Proportion Study 5B :- Gesture Drawing 5C :- Expression Study	

	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Anatomy and Drawing by <i>Victor Perard</i>			
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers			

POs COs	PO1 Design knowledge	PO2 Problem analysis:	PO3 Design/d development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Lifelong learning	PS O1	PS O2	PS O3 (C D)
CO1	1	-	-	-	1	-	-	-	-	-	-	3			2
CO2	1	-	-	-	1	-	-	-	-	-	-	3			3
CO3	-	-	-	-	-	-	-	-	-	-	-	3			2
CO4	-	-	-	-	-	-	-	-	-	-	-	3			1
CO5	-	-	-	-	-	-	-	-	-	-	-	3			2
CO6	2	-	2	-	2	-	-	-	-	-	-	3			3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School :SAP		Batch : 2021-2025	
Program: B.Des / BVA		Current Academic Year:	
Branch: Foundation		Semester: 1	
1	Course Code	JDC102	
2	Course Title	COMPOSITION-I	
3	Credits	4	
4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. To understand Aesthetics Experience and Applications of related Skills Used in Design 2. To identify frames through which one could enumerate a composition. 3. To recognize compositional structures of both two- and three-dimensional spaces. 4. Understanding the role of line, texture, colour and volume. 5. Creating organic and geometric forms in two dimensional spaces. 6. Composing a pictorial space by placing different elements of Composition & Design 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO1: describe the Aesthetic Experience , evaluation & perception</p> <p>CO2: understand Environment as Contributors to Aesthetic Experience, Values Derived from Products and Environment</p> <p>CO3: understand and apply the Visual Elements of Composition Design</p> <p>CO4: understand and apply Tangible Elements of Art & Design</p> <p>CO5: understand about the Colour Theory and interaction</p> <p>CO6: integrate and create composition , artworks and designs using varied Elements</p>	

7	Course Description	The course aims at introducing the students with the significance of studying elements of Art & Design and enables them to apply the same in creating and composing aesthetically evaluated works of Art & Design.			
8	Outline syllabus			CO Achievement	
	Unit 1	Defining Aesthetic Experience			CO1, CO2
		1A:- Defining Aesthetic Experience , Composition & Types 1B:- Environment as Contributors to Aesthetic Experience, Value Derived from Products and Environment 1C:- Factors Influencing Aesthetic Evaluation or Preference			
	Unit 2	Visual Elements of Art & Design			CO3
		2A.Dots – Types, Variations & Application 2B.Lines – Types, Variations & Application 2C.Typography			
	Unit 3	Tangible Elements of Art & Design			CO4
		3A:- Shapes & Forms 3B:- Space – Positive & Negative 3C:- Textures			
	Unit 4	Colours & Values			CO5
		4A :- Basic terminology & describing colours 4B :- Colour wheel selections, Colour Value and combinations 4C :- Colour symbolism: Emotional reactions			
	Unit 5	Applications of Aesthetics Related Skills Used in Art & Design			CO1, CO2, CO3, CO4, CO5,CO6
		5A.Complexity, Order and Novelty 5B.Creative Activities and Skills 5C.Developers and Promoters of Design Products			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	1. Ann Marie, 2010, Fiore Understanding Aesthetics for			

		the Merchandising and Design Professional , Fairchild Books	
	Other References	2. Gavin Ambrose, Paul Harris , 2007, Basics Design 05: Colour, Bloomsbury Publication 3. Gail Greet Hannah, 2002, Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships, Princeton Architectural Press 4. Joshua. Field, 2018, An Illustrated Field Guide to the Principles and Elements of Art + Design, Lulu.com	

POs	PO 1 Design knowledge	PO 2 Problem analysis:	PO 3 Design/development of solutions	PO 4 Conduct investigations of complex problems	PO 5 Modern tool usage	PO 6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and teamwork	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO 1	PSO 2	PSO 3 (CD)
C O1	3	1	-		2	2	-	-	1	3	1	3			2
C O2	3	3	-	1	2	2	2	-	2	3	1	3			1
C O3	3	-	2	-	-	-	-	-	-	3	-	3			2
C O4	3	-	2	-	-	-	-	-	-	3	-	3			3
C O5	3	-	2	-	-	-	-	-	-	3	-	3			2
C O6	3	3	3	3	-	3	-	-	2	3	3	3			1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP		Batch: 2021-25	
Program: BVA/ B. Design		Current Academic Year:	
Branch: Foundation		Semester - 1	
1	Course Code	JDC103	
2	Course Title	Digital Design - I - Adobe Illustrator	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Minor (Vocational)	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Adobe Illustrator. 2. Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns 3. Working with various colourways schemes and using repeat methods effectively. 	

		4. Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments.	
6	Course Outcomes	<p>Students will be able to-</p> <p>CO1: use a vocational digital vector drawing tool</p> <p>CO2: convert ideas into digital vector drawings</p> <p>CO3: construct their sketched artistic ideas into graphics</p> <p>CO4: express original digital designs as per industrial manufacturing processes & methods</p> <p>CO5: compile & present creative works in form of portfolio</p> <p>CO6: create digital creative stories, design ideas & variations</p>	
7	Course Description	The course is an introduction to Illustrator, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started with Adobe Illustrator	CO1
		<p>a) Introduction of Vector & Bitmap, file formats, Illustrator Interface, Palettes, Drawing Motif with Pen tool</p> <p>b) Transforming Motif with Rotation, Reflect tool</p> <p>c) Manipulating shapes with Pathfinder, Shape Builder tool, Live Paint Bucket Tool</p>	
	Unit 2	Graphics & Prints for Product Promotion-1	CO2
		<p>a) Creating contour, Blending shapes</p> <p>b) Adding effects to shapes (pucker, bloat, transform)</p> <p>c) Editing Effects using Appearance Palette</p>	

	Unit 3	Graphics & Prints for Product Promotion -2			CO3, CO6
		a) From Pencil to digital Format (Scanning, Tracing sketched work) b) Graphics for Objects (Placements prints) c) Editing prints using layer palette			
	Unit 4	Graphics & Prints for Product Promotion -3			CO4, CO6
		a) Repeats and Pattern (types of patterns) b) Colourways & Colour Separation for Prints c) Creating StoryBoard (Adding prints to silhouettes using masking technique)			
	Unit 5	Portfolio development			CO5, CO6
		a) Lay outing for Portfolio (e-portfolio, e-book) b) Lay outing for Portfolio (print) c) Portfolio Evaluation			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	1. <i>The Graphic Designer's Digital Toolkit</i>			

	Other References	<ol style="list-style-type: none"> 1. <i>Learn Adobe Illustrator CC for Graphic Design and Illustration Pdf</i> 2. <i>The Non Designer's Illustrator Book</i> by Robin Williams & John Tollett 	
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POs	PO1 Design knowledge	PO2 Problem analysis:	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and teamwork	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3 (CD)
C01	-	-	1	-	3	-	1	1	-	1	1	2			1
C02	-	-	1	-	3	-	1	1	-	1	1	2			2
C03	-	-	2	-	3	-	1	1	-	2	1	2			3
C04	-	-	3	-	3	-	1	1	-	3	1	2			2
C05	-	-	2	-	3	-	2	1	-	3	1	3			1
C06	-	-	3	-	3	-	2	1	-	3	1	3			2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP	Batch : 2021-2025	
Program: B.Des/BVA	Current Academic Year:	
Branch: Foundation	Semester: 1	

1	Course Code	CDJ101	
2	Course Title	DESIGN SKILL-I	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The course aims at interpreting the concept of design as communication process & service. 2. To develop an understanding of creative thinking, tools & techniques. 3. To provide an in-depth study and application of the design thinking & innovation 4. To develop an experiential understanding towards design. 5. To ideate, create and present design works. 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO 1:-define design and gain knowledge of it as communication process & service</p> <p>CO2:-understand Creative Thinking Tools & Techniques and application of the same</p> <p>CO3:- develop Design thinking.</p> <p>CO4:-understand Design, terminologies, key concepts, theories, material and processes.</p> <p>CO5:-evaluate, appraise and compare the various design works of prominence in advertising and communication.</p> <p>CO6:- integrate various Creative & Design Thinking tools and techniques to create and innovate Concepts</p>	
7	Course Description	<p>The course Design Skills-I introduces Design as a form of communication and developing creative and design thinking skills of an individual with an understanding of Design from various perspectives, research and applicability of the learnt concepts. The pedagogy used is learning by doing with various knowledge processes and a</p>	

		mix to think explicitly about the most appropriate range and sequence of learning activities.			
8	Outline syllabus			CO Achievement	
	Unit 1	Introduction to Design			CO1
		1A:- Introduction to Design 1B:- Design as Process & Service 1C:- Design as Solution – Converting Challenges Into Opportunities			
	Unit 2	Creative Thinking & Experiencing Design			CO2
		2A:- Introduction to Principles of Creativity 2B:- Creative Thinking Tools & Techniques , its Application 2C:- Understanding about the added value, emotions & conflicts			
	Unit 3	Design Thinking for Innovation			CO1, CO3
		3A :- Understanding Design Thinking & Innovation 3B :- Design Making & Design Breaking 3C :- Repeating Design & Experimentation			
	Unit 4	Design As Communication Process			CO4
		4A. Introduction to Communication Design 4B. Design Terminologies, Key Concepts & Theories 4C. Design – Exploring Basic Materials & Processes			
	Unit 5	Integrated Design Projects			CO2,CO3, CO4, CO6
		5A :- Understanding the Concept Behind Creation of Design 5B :- Study of a Designer’s Style and Creation 5C :- Creating Conceptual Integrated Design Project			
	Mode of examination	Jury			
	Weightage Distribution	CA 60%	MTE 0%	ETE 40%	
	Text book/s*	DESIGNING: An Introduction : By Karl Aspelund Idea Searching for Design			

	Other References	(i) How to Develop your Own Style : By Stuart Mc Kenzie (ii) Thinking: Objects: Contemporary Approaches to Product Design By: Tim Parsons (iii) How to Research and Develop Design Concepts By: David Bramston, YeLi	
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POs	PO1 Design knowledge	PO2 Problem analysis:	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and teamwork	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3 (CD)
CO1	3	2	2	1	3	1	3	2	1	1	1	1	-	-	1
CO2	2	3	3	1	3	1	1	1	1	1	3	3	-	-	2
CO3	2	2	2	1	3	3	1	1	1	1	3	3	-	-	1
CO4	1	2	2	1	3	3	1	1	1	1	3	3	-	-	3
CO5	3	3	3	3	3	3	1	1	1	1	3	3	-	-	1
CO6	3	3	3	3	3	3	3	3	3	3	3	3	-	-	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Schools: SAP DESIGN		Batch : 2020-2021
		Academic Year: 2020-2021
		Semester: 1 st
1	Course Code	ARP101
2	Course Title	Communicative English-1
3	Credits	2
4	Contact Hours (L-T-P)	1-0-2
5	Course Objective	<p>To minimize the linguistic barriers that emerge in varied socio-linguistic environments through the use of English. Help students to understand different accents and standardise their existing English. Guide the students to hone the basic communication skills - listening, speaking, reading and writing while also uplifting their perception of themselves, giving them self-confidence and building positive attitude.</p>
6	Course Outcomes	<p>CO1 Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios.</p> <p>CO2 A recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English</p> <p>CO3 To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity.</p> <p>CO4 Exposing students to simulating situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion.</p> <p>CO5 At this stage the Students will be exposed to take advantage of the digital literacy platforms and to use them to their merit. How to use effective social media and how to create and build successful and professional social media handles. Students will also be exposed to multiple Career Opportunities across different domains. How to engage in effective brainstorming to deduct meaningful solutions to problems, like Fishbone techniques etc</p> <p>CO6 The students will also learn profusely about Social and cultural etiquettes along with teamwork. Students will effectively learn the Art of Management & Leadership Skills. The</p>



		Students will also gradually start learning about the Entrepreneurial skills at this stage along with internal communication techniques.	
7	Course Description	The course is designed to equip students, who are at a very basic level of language comprehension, to communicate and work with ease in varied workplace environment. The course begins with basic grammar structure and pronunciation patterns, leading up to apprehension of oneself through written and verbal expression as a first step towards greater employability.	
8	Outline syllabus - ARP 101		
	Unit A	Sentence Structure	CO Mapping
	Topic 1	Subject Verb Agreement	CO1
	Topic 2	Parts of speech	
	Topic 3	Writing well-formed sentences	
	Unit B	Vocabulary Building & Punctuation	
	Topic 1	Homonyms/ homophones, Synonyms/Antonyms	CO1
	Topic 2	Punctuation/ Spellings (Prefixes-suffixes/Unjumbled Words)	CO1, CO1
	Topic 3	Conjunctions/Compound Sentences	CO1, CO2
	Unit C	Writing Skills	
	Topic 1	Picture Description – Student Group Activity	CO3
	Topic 2	Positive Thinking - Dead Poets Society-Full-length feature film - Paragraph Writing inculcating the positive attitude of a learner through the movie SWOT Analysis – Know yourself	CO3, CO2, CO3
	Topic 3	Story Completion Exercise –Building positive attitude - The Man from Earth (Watching a Full length Feature Film)	CO2, CO3, CO4
	Topic 4	Digital Literacy Effective Use of Social Media	CO3
	Unit D	Speaking Skill	
	Topic 1	Self-introduction/Greeting/Meeting people – Self branding	CO2, CO3
	Topic 2	Describing people and situations - To Sir With Love (Watching a Full length Feature Film)	CO3, CO4
	Topic 3	Dialogues/conversations (Situation based Role Plays)	CO2, CO4, CO4
	Unit E	Professional Skills Career Skills	
	Topic 1	Exploring Career Opportunities	CO5
	Topic 2	Brainstroming Techniques & Models	CO5

	Topic 3	Social and Cultural Etiquettes	C06
	Topic 4	Internal Communication	C06
	Unit F	Leadership and Management Skills	C06
	Topic 1	Managerial Skills	C06
	Topic 2	Entrepreneurial Skills	C06
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> • Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication • Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press 	

CO	CO Statement	P01	P02	P03	P04	P05	P06	P07	P08	P09	P010	P011	P012
C01	Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios		3								3		3
C02	A recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English								2		3		3
C03	To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity								2		3		3
C04	Exposing students to simulating situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion						2	2	2		3		3
C05	At this stage the Students will be exposed to take advantage of the digital literacy platforms and to use them to their merit. How to use effective social media and how to create and build successful and professional social media handles. Students will also be exposed to multiple Career Opportunities across different domains. How to engage in effective brainstorming to deduct meaningful solutions to problems, like Fishbone techniques etc								2		3		3
C06	The students will also learn profusely about Social and cultural etiquettes. Students will effectively learn the Art of Management & Leadership Skills. The Students will also gradually start learning about the Entrepreneurial skills at this stage along with internal communication techniques		3	2	2						3		3

Schools: SET SOL SMFE SBS-BBA SBSR SOE SAP DESIGN		Batch : 2021-25	
		Current Academic Year: 2020-2021	
		Semester: 2nd (Second)	
1	Course Code	ARP102	
2	Course Title	Communicative English -2	
3	Credits	2	
4	Contact Hours (L-T-P)	1-0-2	
5	Course Objective	To Develop LSRW skills through audio-visual language acquirement, creative writing, advanced speech et al and MTI Reduction with the aid of certain tools like texts, movies, long and short essays.	
6	Course Outcomes	<p>CO1 Move from primary self-assessment to larger goal and vision statement realisation with the help of feature length films as enablers and multimedia as language facilitators.</p> <p>CO2 To develop a positive attitude through written expression of positive thought process and outlook with the help of writing activities like story completion et al.</p> <p>CO3 Learn advanced writing skills in English like full length essays, Precis, Executive Summary et al.</p> <p>CO4 Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt. Also learning how to make a free speech and extempore art of speaking</p> <p>CO5 At this stage students will learn about Innovative Leadership and Design Thinking skills and practices along with Ethics and Integrity</p> <p>CO6. At this stage students will learn about <i>Love & Compassion, Non-Violence & Truth, Righteousness, Peace, Service, Renunciation (Sacrifice)</i> along with Introduction to Quant, Aptitude and Logical Reasoning.</p>	
7	Course Description	The course takes the learnings from the previous semester to an advanced level of language learning and self-comprehension through the introduction of audio-visual aids as language enablers. It also leads learners to an advanced level of writing, reading, listening and speaking abilities, while also reducing the usage of L1 to minimal in order to increase the employability chances.	
8	Outline syllabus - ARP 102		
	Unit A	Acquiring Vision, Goals and Strategies through Audio-visual Language Texts	CO Mapping

	Topic 1	Pursuit of Happiness / Goal Setting & Value Proposition in life	CO1
	Topic 2	12 Angry Men / Ethics & Principles	
	Topic 3	The King's Speech / Mission statement in life strategies & Action Plans in Life	
	Unit B	Creative Writing	
	Topic 1	Story Reconstruction - Positive Thinking	CO2
	Topic 2	Theme based Story Writing - Positive attitude	
	Topic 3	Learning Diary Learning Log – Self-introspection	
	Unit C	Writing Skills 1	
	Topic 1	Precis	CO3
	Topic 2	Paraphrasing	
	Topic 3	Essays (Simple essays)	
	Unit D	MTI Reduction/Neutral Accent through Classroom Sessions & Practice	
	Topic 1	Vowel, Consonant, sound correction, speech sounds, Monothongs, Diphthongs and Triphthongs	CO4
	Topic 2	Vowel Sound drills , Consonant Sound drills, Affricates and Fricative Sounds	
	Topic 3	Speech Sounds Speech Music Tone Volume Diction Syntax Intonation Syllable Stress	
	Unit E	Gauging MTI Reduction Effectiveness through Free Speech	
	Topic 1	Jam sessions	CO4
	Topic 2	Extempore	
	Topic 3	Situation-based Role Play	
	Unit F	Leadership and Management Skills	
	Topic 1	Innovative Leadership and Design Thinking	CO5
	Topic 2	Ethics and Integrity	CO5
	Unit F	Universal Human Values	
	Topic 1	Love & Compassion, Non-Violence & Truth	CO6
	Topic 2	Righteousness, Peace	CO6
	Topic 3	Service, Renunciation (Sacrifice)	CO6
	Unit G	Introduction to Quantitative aptitude & Logical Reasoning	
	Topic 1	Analytical Reasoning & Puzzle Solving	CO6
	Topic 2	Number Systems and its Application in Solving Problems	CO6
9	Evaluations	<i>Class Assignments/Free Speech Exercises / JAM Group Presentations/Problem Solving Scenarios/GD/Simulations (60% CA and 40% ETE</i>	N/A
10	Texts & References Library Links	<ul style="list-style-type: none"> Wren, P.C.&Martin H. <i>High English Grammar and Composition</i>, S.Chand& Company Ltd, New Delhi. Blum, M. Rosen. <i>How to Build Better Vocabulary</i>. London: Bloomsbury Publication 	

		<ul style="list-style-type: none"> Comfort, Jeremy(et.al). <i>Speaking Effectively</i>. Cambridge University Press. The Luncheon by W.Somerset Maugham - http://mistera.co.nf/files/sm_luncheon.pdf 	
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Course Code	ARP102												
Course Name	Communicative English-2												
Semester	2												
CO	CO Statement	PO 1	P02	P03	P04	P05	P06	P07	P08	P09	PO 10	P01 1	P01 2
CO1	Move from primary self-assessment to larger goal and vision statement realisation with the help of feature length films as enablers and multimedia as language facilitators								3		2		3
CO2	To develop a positive attitude through written expression of positive thought process and outlook with the help of writing activities like story completion et al								2		2		3

CO3	Learn advanced writing skills in English like full length essays, Precis, Executive Summary et al										3		
CO4	Master the science of speech and correct pronunciation through the accent-neutralisation program followed by reading sessions applying the lessons learnt										3		
CO5	At this stage students will learn about Innovative Leadership and Design Thinking skills and practices along with Ethics and Integrity								3		3		3
CO6	At this stage students will learn about Love & Compassion, Non-Violence & Truth, Righteousness, Peace, Service, Renunciation (Sacrifice) along with Introduction to Quant, Aptitude and Logical Reasoning								3				3

CO	CO Statement	P01	P02	P03	P04	P05	P06	P07	P08	P09	P010	P011	P012
C01	Learn to use correct sentence structure and punctuation as well as different parts of speech. Learning new words its application and usage in different contexts helpful in building meaning conversations and written drafts. Develop over all comprehension ability, interpret it and describe it in writing. Very useful in real life situations and scenarios		3								3		3
C02	A recognition of one's self and abilities through language learning and personality development training leading up to greater employability chances. Learn to express oneself through writing while also developing positive perception of self. To be able to speak confidently in English								2		3		3
C03	To empower them to capitalise on strengths, overcome weaknesses, exploit opportunities, and counter threats. To ingrain the spirit of Positive attitude in students through a full length feature film followed by a storyboarding activity. Create a Self Brand, identity and self esteem through various interesting and engaging classroom activity								2		3		3
C04	Exposing students to simulating situations wherein students learn to describe people and situations and handle such situations effectively and with ease. Teaching students how to engage in meaningful dialogues and active conversational abilities to navigate through challenging situations in life and make effective conversations. Learn how to transform adverse beginnings into positive endings – through writing activities like story completion						2	2	2		3		3
C05	At this stage the Students will be exposed to take advantage of the digital literacy platforms and to use them to their merit. How to use effective social media and how to create and build successful and professional social media handles. Students will also be exposed to multiple Career Opportunities across different domains. How to engage in effective brainstorming to deduce meaningful solutions to problems, like Fishbone techniques etc								2		3		3
C06	The students will also learn profusely about Social and cultural etiquettes. Students will effectively learn the Art of Management & Leadership Skills. The Students will also gradually start learning about the Entrepreneurial skills at this stage along with internal communication techniques		3	2	2						3		3

Semester - 2

School: SAP	Batch : 2021 -25
Program: B.Design	Current Academic Year: 2021-22
Branch: Foundation	Semester: II

1	Course Code	TDC204
2	Course Title	History of Art II
3	Credits	2
4	Contact Hours (L-T-P)	2-0-0
	Course Type	Compulsory
5	Course Objective	<ol style="list-style-type: none"> 1 To know about the interrelation of Human Evolution and Art. 2 To make the students understand the meaning of Art. 3 To develop an appreciation of Art. 4 To study and understand the influence of various eras on the development of art from the classical to current modern times.
6	Course Outcomes	<p><i>Students will be able to :</i></p> <p>CO1: Learn basic terminology of Art & Design studies.</p> <p>CO2: Contextualise and empathise with Art and Design</p> <p>CO3: Understand the timeline and distinguish various styles, genres and movement and apply in practice.</p> <p>CO4: Learn to appreciate different forms of artistic expression through history.</p> <p>CO5: Identify and translate the learning through application in verbal and textual communication.</p> <p>CO6 : Observe and appreciate Art and Design and express by writing about it.</p>
7	Course Description	The course aims to inculcate aesthetic sensibilities in the learner by practicing observation, representation. In this course, the learner will learn to use observational and analytical presentation as well as writing to accurately represent the study of art & design. The learner will also develop a comprehensive understanding of a sustainable model for human existence, and its interrelations with the other art practices.
8	Outline syllabus	CO Mapping

	Unit 1	Beyond an Eye			CO1,CO2
	A	Signs, Allegory and Symbolism			
	B	Art & Craft Movement			
	C	Art Nouveau			
	Unit 2	Beyond meaning and Interpretation			CO1,CO2
	A	Abstraction			
	B	Abstract Expressionism			
	C	Three dimensional abstract			
	Unit 3	Deconstruction and anti-aestheticism			CO1,CO2,CO3,CO6
	A	Constructivism and anti-art			
	B	Dadaism and beyond rules			
	C	Surrealism and beyond conscious			
	Unit 4	Bauhaus			CO1,CO2,CO3
	A	Movement or institute?			
	B	The philosophy and design			
	C	In Graphic, Furniture and other design innovations			
	Unit 5	Breaking Boundaries in Contemporary			CO3,CO4,CO6
	A	Installations & Public Art			
	B	Performance art & activism			
	C	New media & meta media			
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	

	Text book/s*	History of Art By H.W. Janson, Anthony F. Janson	
	Other References	The Story of Art by E.H. Gombrich, Understanding Art By <i>Louis Fischer</i>	

POs COs	PO1 Design knowledge	PO2 Problem analysis:	PO3 Design/ development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tools usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PS O1	PS O2	PS O3
CO1	2	-	-	-	-	-	-	-	-	-	-	2	1	1	1
CO2	3	-	-	-	-	-	-	-	-	-	-	2	2	2	2
CO3	2	-	1	-	-	-	-	-	-	-	-	2	1	1	1
CO4	3	3	3	2	2	3	3	2	2	3	1	3	1	1	1
CO5	2		2	-	-	-	-	-	-	3	1	3	3	3	3
CO6	3	2	2	1	1	2	2	-	1	3	1	3	3	3	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: B.Des & BVA		Current Academic Year:	
Branch: Foundation		Semester: 2	
1	Course Code	JDC201	
2	Course Title	Art Studio II/ DRAWING AND SKETCHING-II	
3	Credits	4	
			Paper-1

4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme aims at developing and harnessing manual skills, leading to collaboration between visualized and the created. 2. It concentrates on exploring different materials such as charcoal, watercolor, pencil, ink etc. 3. Making the students recognize the difference between spaces by practicing works in both indoor and outdoor areas. 4. Promoting the significance of regular sketching and its impact on the overall composition and creative skills. 5. Describing movement by studying the anatomy of human as well as animal figures. 6. Explaining the significance of line and demonstrating its nuances. 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO 1:-explore art materials.</p> <p>CO2:- visualize different spaces both indoor and outdoor and transform them in two dimensional forms using different materials.</p> <p>CO3:-visualize and reproduce different objects by adhering to the principles of proportion and scale.</p> <p>CO 4:-understand movement through anatomical studies of both animal and human beings.</p> <p>CO5:-understand through observation, the rudimentary & formal components of figure drawing such as gesture, mass, volume, foreshortening and proportion.</p> <p>CO6:-human anatomy in detail.</p>	
7	Course Description		

		The course enables students to develop an understanding between reality and reproduction. It acts as one of the key platforms to enhance the overall creative comprehension skills and inculcate the significance of consistent practice.			
8	Outline syllabus			CO Achievement	
	Unit 1	Practicing through Principles of Art			CO1
		1A:-Study of scale and proximity 1B:-Study of shape, perspective and proportion 1C:- Capturing Rhythm			
	Unit 2	Surface Study			CO2
		2A:- Study of Drapery 2B:- Objective study of different materials such as glass, aluminums and wood. 2C:- Foliage Study			
	Unit 3	Outdoor Drawing			CO3
		3A:- Landscape 3B:- Architectural Studies 3C:- Flora and fauna Study			
	Unit 4	Human Anatomy			CO4, CO6
		4A :- Study of the human skeleton 4B :- Study part by part: Hands and Legs 4C :- Study part by part: Torso and Trunk			
	Unit 5	Human Anatomy and Still life			CO4, CO5
		5A :- Model Study with Drapery 5B :- Study of portraits 5C :- Study of Still Life: Plants, draperies and objects			
	Mode of examination	Jury			
	Weightage	CA	MTE	ETE	
		60%	0%	40%	

	Distribution			
	Text book/s*	Anatomy and Drawing by <i>Victor Perard</i>		
	Other References	Freehand Drawing and Discovery: Urban Sketching and Concept Drawing for Designers		

POs	PO 1 Design knowledge	PO 2 Problem analysis:	PO 3 Design/development of solutions	PO 4 Conduct investigations of complex problems	PO 5 Modern tool usage	PO 6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and teamwork	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO 1	PSO 2	PSO 3 (CD)
CO1	1	-	-	-	2	-	-	-	-	-	-	3			1
CO2	1	-	-	-	2	-	-	-	-	-	-	3			2
CO3	-	-	-	-	-	-	-	-	-	-	-	3			3
CO4	-	-	-	-	-	-	-	-	-	-	-	3			2
CO5	-	-	-	-	-	-	-	-	-	-	-	3			1
CO6	2	-	2	1	3	-	-	-	-	-	-	3			3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch: 2021-2025	
Program: B.Des/BVA		Current Academic Year: 2021-2022	
Branch: Foundation		Semester: 2	
1	Course Code	JDC202	
2	Course Title	COMPOSITION-II	
3	Credits	4	

4	Contact Hours (L-T-P)	0-2-2	
	Course Status	Compulsory	
5	Course Objective	<ol style="list-style-type: none"> 1. The course aims at interpreting the significance of a composition which includes an in-depth study of its elements and principles. 2. Describe the components of a composition and varying degree of their impact on a layout. 3. Provide an in-depth study of dimensions, shapes and space. 4. Classify and manoeuvre natural and geometric shapes. 5. Describe the significance of pattern, rhythm, and movement in space and reproduce composition layouts keeping the latter in mind. 	
6	Course Outcomes	<p><i>The Students will be able to:</i></p> <p>CO1:- visualize and reproduce the spaces on the basis of the principles of a composition.</p> <p>CO2:- understand, comprehend and visualize various kinds of spaces.</p> <p>CO3:- explore freely the various elements of a composition.</p> <p>CO4:- understand the significance of a well-developed composition by carefully analysing the ones around them and by studying other artist projects enabling them to efficiently create their own compositions.</p> <p>CO5:- have an overall theoretical as well practical understanding of managing a visual space.</p> <p>CO6:- acquire the essential skills for presentation and display design.</p>	
7	Course Description	The course aids in visualizing and practicing different forms of developing a composition. It enables students to develop an understanding of	

		creating a space in a balanced and harmonious way.			
8	Outline syllabus				CO Achievement
	Unit 1	Practicing with Principles of Art			CO1, CO5
		1A:- Emphasis, Unity & Balance 1B:- Scale & Proportion 1C:- Rhythm and Harmony			
	Unit 2	Dimensional Study			CO2, CO5
		2A :- Two dimensional Compositions 2B :- Three dimensional compositions 2C :- Spatial explorations			
	Unit 3	Composing Shapes and Space			CO3, CO5
		3A:- Geometric shape 3 B:- Organic Shape 3C:- Negative and Positive Space			
	Unit 4	Art Project I			CO4
		4A: Antique Study 4B: Outdoor Study 4C: Landscape / Cityscape			
	Unit 5	Art Project II			CO4, CO6
		5A:- Composing from Memory 5B:- Mixed Media & Photomontage 5C:- Presentation and Display Design			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Lois Fichner-Rathus - Understanding Art-Wadsworth Publishing (2013) Debra DeWitte, Ralph Larmann, Kathryn Shields - Gateways to Art_ Understanding the Visual Arts-Thames & Hudson (2015)			

	Other References	Composition: Understanding Line, Notan and Color , Arthur Wesley Dow, Dover Publication, New York	
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POs	PO 1 Design knowledge	PO 2 Problem analysis:	PO 3 Design/development of solutions	PO 4 Conduct investigations of complex problems	PO 5 Modern tool usage	PO 6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and teamwork	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO 1	PSO 2	PSO 3 (CD)
C01	3	1	1	1	3	2	2	2	3	1	1	3			2
C02	3	-	-	1	3	-	-	-	2	1	1	3			1
C03	3	-	-	1	3	-	-	-	1	1	-	3			3
C04	3	-	-	1	3	-	-	-	2	-	-	3			2
C05	3	-	-	1	3	-	-	-	2	1	-	3			1
C06	3	3	3	3	3	3	2	2	3	3	3	3			2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School: SAP	Batch: 2021-25	
Program: BVA/ B. Design	Current Academic Year:	

Branch: Foundation		Semester: 2	
1	Course Code	JDC203	
2	Course Title	Digital Design - II - Adobe Photoshop	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Minor (Vocational)	
5	Course Objective	<ol style="list-style-type: none"> 1. The objective of the course is to digitally design & present an in-depth, innovative & creative collection by using multiple design software & techniques such as Photoshop. 2. Student refines his/ her skills to observe and stylize visual imagery and develop a range of patterns 3. Working with various colourways schemes and using repeat methods effectively. 4. Students will submit the whole process of pattern creation in the form of a digital presentation along with hard copies of class assignments. 	
6	Course Outcomes	<p>Students will be able-</p> <p>CO1: To become aware of a vocational bitmap drawing tool</p> <p>CO2: To convert ideas into bitmap imagery</p> <p>CO3: To construct their sketched artistic ideas into graphics</p>	

		CO4: To express & render original digital designs as per industrial manufacturing processes & methods CO5: To compile & present creative works in form of portfolio CO6: To create digital creative stories, design ideas & renderings & presentations	
7	Course Description	The course is an introduction to Adobe Photoshop, an essential digital tool for design. The students will be experientially learning through live demonstrations & industry aligned exercises.	
8	Outline syllabus		CO Achievement
	Unit 1	Getting started with Adobe Photoshop	CO1
		a) Introduction of Vector & Bitmap, file formats, Resolution for different devices b) Photoshop Palettes – Layer, Channels & Paths c) Introduction of Photoshop selection Tools (Marquee, Magic Wand, Quick Selection tool, Pen Tool)	
	Unit 2	Graphics & Prints for Product Promotion -1	CO2
		a) Photo Montage & Collages b) Graphics for T-shirt (Placements) c) Compositions for Magazine/ Advertisements	
	Unit 3	Graphics & Prints for Product Promotion -2	CO3, CO6
		a) From Pencil to digital Format (Scanning, Tracing sketched work)	

		b) Repeats and Pattern (geometrical & seamless) c) Colourways & Colour Separation for Prints (manual printing/ digitally printing)			
	Unit 4	Graphics & Prints for Product Promotion -3			CO4, CO6
		a) Refining Editorial Illustration b) Rendering Illustration with Painting Techniques c) Rendering Illustrations with Masking Techniques			
	Unit 5	Portfolio Development			CO5, CO6
		a) Lay outing for Portfolio (e-portfolio, e-book) b) Lay outing for Portfolio (print) c) Portfolio Evaluation			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	1. Adobe Photoshop CC Classroom in a Book by <i>Faulkner Andrew and Chavez Conrad</i>			
	Other References	1. Thinking: Objects: Contemporary Approaches to Product Design by <i>Tim Parsons</i>			

POs	PO1 Design	PO2 Problem	PO3 Design/development	PO4 Conduct	PO5 Moder	PO6 The	PO7 Environment	PO8 Ethics	PO9 Individual	PO10 Community	PO11 Project	PO12 Life-long	PSO1	PSO2	PSO3 (CD)
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C Os	n kno wle dge	anal ysis:	opm ent of solu tion s	inv esti gati ons of co mpl ex pro ble ms	n too l usa ge	des ign eng ine ring and soc iety	and susta inabi lity		and team work	catio n	man age ment and finan ce	learn ing			
C O1	-	-	1	-	3	-	1	1	-	1	1	2			2
C O2	-	-	1	-	3	-	1	1	-	1	1	2			2
C O3	-	-	2	-	3	-	1	1	-	2	1	2			1
C O4	-	-	3	-	3	-	1	1	-	3	1	2			2
C O5	-	-	2	-	3	-	2	1	-	3	1	3			3
C O6	-	-	3	-	3	-	2	1	-	3	1	3			3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: B.Des/BVA		Current Academic Year:	
Branch: Foundation		Semester: 2	
1	Course Code	CDJ201	
2	Course Title	DESIGN SKILL-II	
3	Credits	6	
4	Contact Hours (L-T-P)	0-2-4	
	Course Status	Compulsory	

5	Course Objective	<ol style="list-style-type: none"> 1. The course aims at interpreting the significance of Principles used in Design 2. To develop an understanding of graphics and illustration 3. To provide an in-depth study of colour theory using both demonstration as well as lecture methods. 4. To enhance the visual and communication skills 5. To ideate, create and present design works 	
6	Course Outcomes	<p>CO 1:-The students shall be able to gain knowledge about the basic design terminology, concepts related to drawing and animation</p> <p>CO2:- The students shall be able to explore graphics, color and principles of design.</p> <p>CO3:- The students shall acquire the skill to understand the use of different media to create design works</p> <p>CO4:-The students shall demonstrate their personal style of illustration and create a range of expressive pieces to add to their portfolio</p> <p>CO5:-The students shall be able to ideate and create collection of designs for advertising and promotion</p> <p>CO6:-The students shall be able to develop Visual Communication Skill to express their ideas and designs through stop motion.</p>	
7	Course Description	The course is designed to introduce Animation and Design, the key concepts and terminologies. It aims at building aesthetic sensibilities through drawings and colour theories to enable students to communicate their knowledge and learning essentials for design practice.	
8	Outline syllabus		CO Achievement
	Unit 1	Drawing for Animation.	CO1

		1A:- Drawing Warm Ups 1B:- Drawing with Stick Drawing and learning Proportion 1C:- Drawing objects with basic shapes.		
	Unit 2	Visual Design & Composition	CO2	
		2A:- Study of Principles of Design 2B:- Relationship of Form & Meaning: Syntactics, Semantics & Pragmatics 2C:- Study of Composition & Layout in 2 and 3 dimensions.		
	Unit 3	Colour Theory for Visual Communication	CO2,CO3	
		3A:- Understanding Colour perception and human responses 3 B:- Colours in design principles 3C:- Color interaction in different domains		
	Unit 4	Image Representation	CO4, CO6	
		4A :- Introduction to Information Design. 4B :- Image Representation with Data and information. 4C :- Aesthetics Analysis: the structure of visual elements for meaningful explorations.		
	Unit 5	Motion Graphics	CO1, CO5, CO6	
		5A :- Introduction to Motion Graphics and Stop Motion. 5B :- Exploration with Stop Motion: Pixilation 5C :- An overview of Video Editing		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	1. Drawing for Animation by <i>Paul Wells</i> , <i>Joanna Quinn, Les Mills</i>		
	Other References	1. Cartoon Animation by <i>Preston Blair</i>		

		2. Anatomy and Drawing (Dover Art Instruction) by <i>Victor Perard</i>	
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POs	PO1 Design knowledge	PO2 Problem analysis	PO3 Design/ development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO1	PSO2	PSO3 (CD)
C01	2	1	1	1	1	1	1	1	1	2	2	3	-	-	1
C02	1	1	1	1	3	1	1	1	1	1	1	2	-	-	1
C03	1	1	1	1	3	1	1	1	1	1	1	2	-	-	2
C04	1	1	1	1	3	1	1	1	1	1	1	3	-	-	3
C05	3	3	3	3	3	2	2	2	2	2	3	3	-	-	2
C06	1	1	1	1	3	1	3	3	3	3	3	3	-	-	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Semester - 3

School : SAP		Batch : 2021-2025		
Program: Bachelor of Design		Current Academic Year:		
Branch: Communication Design		Semester: 3		
1	Course Code	CDT303		
2	Course Title	Communication Design Studio I / Theory of Communication Design		Paper - 2
3	Credits	2		

4	Contact Hours (L-T-P)	2-0-0	
	Course Status	Major (Core)	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme is intended to introduce communication and design processes. 2. It aims at understanding different compositional rules in design, principles and their association with the creative process. 3. It focuses on understanding the role of typography and color in design. 4. It also deals with the growth of the advertising industry and evolution of different media of publicity. 	
6	Course Outcomes	<p>After completing this course students will be able to:</p> <p>CO1:- recognise the principles of design and its significance in the execution of the design process.</p> <p>CO2:- differentiate between Communication Design, Graphic Design and Visual Art.</p> <p>CO3:- explain the different forms and types of communication which includes graphics, typography and color models.</p> <p>CO4:- differentiate between advertising and marketing.</p> <p>CO5:- understand various layout designs in different media of communication.</p> <p>CO6:- explain the importance and impact of advertising forms on society.</p>	
7	Course Description	It aims to provide understanding of different elements and principles of design. It focuses on understanding different aspects of design processes and its importance in communication. It brings the students closer to the advertising world and makes them aware about its relationship with art and employment.	
8	Outline syllabus		CO Achievement
	Unit 1	Communication Design and Its Elements	CO1
		1A. Introduction to Design and Communication Process 1B. Elements of Design	

		1C. Significance of Principles of Design			
	Unit 2	Theory of Communication			CO2, CO3
		2A. Understanding Design Theory and Studying The Difference Between Communication Design, Graphic Design and Visual Art 2B. Types, Forms and Importance of Communication In Design Process. 2C. Understanding The Use of Typography and Color Psychology In Design			
	Unit 3	Layouts In Design			CO4
		3A. Introduction To Layout, Its Characteristics and Elements 3B. Types of Grids and Rules of Design Compositions, Role of Design and Layout In Various Media of Communication 3C. Layout In Outdoor Advertising, In- Store Designs and Page Layouts for Publications.			
	Unit 4	Introduction To Advertising			CO5
		4A. Introduction to Advertising - History, Golden Age and Present Scenario 4B. Understanding of Different Media of Publicity and Various Types of Advertising 4C. Target Audience, Their Importance and Impact of Different Form of Publicity on Society - Children and Adults			
	Unit 5				CO6
		5A. Similarities and Differences Between Advertising, Personal Selling and Public Relations 5B. Relation of Advertising, Art and Employment 5C. Study of Direct Marketing, Sales Promotion, Various Advertising Related Terminologies.			
	Mode of examination	Theory			
	Weightage Distribution	CA	MTE	ETE	
		30%	20%	50%	
	Text book/s*	- <i>Communication Design, Principles, Methods and Practice by Dorge Frascara</i>			
	Other References	- <i>Advertising by Design: Generating and Designing Creative Ideas Across Media, by Robin Landa;</i> - <i>Advertising Design and Typography, by Alex W. White</i>			

		- Show What You Mean: Visual Literacy for Graphic Design and Mass Communication by Kim Golombisky and Rebecca Hagen	
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POs	PO 1 Design knowledge	PO 2 Problem analysis:	PO 3 Design/development of solutions	PO 4 Conduct investigations of complex problems	PO 5 Modern tool usage	PO 6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO 1	PSO 2	PSO 3 (CD)
C O1	2	2	2	1	3	1	3	3	2	3	1	2	-	-	3
C O2	3	2	3	2	3	3	1	2	2	2	2	3	-	-	2
C O3	1	3	1	1	2	1	3	3	2	3	3	1	-	-	2
C O4	2	1	1	3	2	2	1	2	1	2	3	3	-	-	3
C O5	3	2	2	2	1	1	3	3	3	3	2	2	-	-	2
C O6	2	2	2	2	1	2	1	2	1	2	1	2	-	-	1

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: Bachelor of Design		Current Academic Year:	
Branch: Communication Design		Semester: 3	
1	Course Code	CDJ301	
2	Course Title	Interaction Design - I/ Introduction To Interaction Design	
3	Credits	6	
4	Contact Hours (L-T-P)	(0-2-4)	

	Course Status	Major (Core)	
5	Course Objective	<ul style="list-style-type: none"> To understand the use and importance of interaction design. Understand how people perceive, Understand, use and experience Interactive Objects and spaces. Colluding info graphics for various purposes. Process of Prototyping. 	
6	Course Outcomes	<p>After completing this course students will be able:</p> <p>CO1: To have a complete overview of Interaction design in terms of Human Machine Interface (HMI) and Graphic User Interface (GUI)</p> <p>CO2: To understand the principle of interaction design perception, experience and expectation in design.</p> <p>CO3: To practice interaction with designing HMIs</p> <p>CO4: To analyze the interaction behaviour with peer review.</p> <p>CO5: To get the evaluation and critics to improvise the work.</p> <p>CO6: To implement learned skill and create HMI</p>	
7	Course Description	<p>This course addresses the fields of information visualization and user interface design and their intersection in the field of interactive design. Through the exploration of key principles and methodologies of these fields, Students will develop a working knowledge of the means by which dynamic media systems—websites, games, information aggregators, Smartphone applications, etc.—organize, visualize, and present information to the end users of screen-based media.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Introduction to Interaction Design	
		1a.Understand interaction from our routine life	CO1

		1b.Design of Everyday Things from Interaction Perspective	CO1
		1c. Human Perception and Behaviour	CO1
	Unit 2	Principle of Interaction Design	
		2a. Principle	CO2
		2b. Hall of Fame/Hall of Shame	CO2
		2c. The Gulf of Execution and Gulf Of Evaluation.	CO2
	Unit 3	Learning by practice	
		3a. HMI and its application	CO3
		3b. Redesigning HMI	CO3
		3c. Graphic Prototype	CO3
	Unit 4	Evaluating	
		4a. Peer Review	CO4
		4b. Evaluation	CO4,CO5
		4c.Summarizing and Improvising	CO5
	Unit 5	Conceptualizing a HMI from the context of UI	
		5a. Conceptualizing	CO5, CO6
		5b. Prototype Design for a HMI	CO6
		5c.Iteration and Final design	CO6
	Mode of examination	Jury/Practical/Viva	
	Weightage Distribution	CA 60%	MTE 0%
			ETE 40%
	Text book/s*	<i>Designing Multi Device Experiences by Michal Levin</i> <i>Don't Make Me Think, Revisited by Steve Krug</i>	
	Other References	<i>The Design Of Everyday Things by Don Norman</i>	

POs COs	PO 1 De sig n kno wle dge	PO 2 Prob lem anal ysis:	PO 3 Des ign/ dev elo pm ent of sol utio ns	PO 4 Con duct in ve stig atio ns of com plex pro ble ms	PO 5 Mo der n tool usa ge	PO 6 The des ign eng ine erin g and soc iety	PO7 Envi ronm ent and susta inabi lity	PO8 Ethic s	PO 9 Indi vid ual and tea m wor k	PO1 0 Co mm unic atio n	PO 11 Pro jec t ma na ge ment and fin	PO1 2 Life - long lear ning	PSO 1	PSO 2	PSO 3 (CD)
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CO 2	2	3	2	2	2	1	1	1	1	2	1	1	-	-	2
CO 2	2	3	2	2	2	1	1	1	1	2	1	1	-	-	2
CO 3	3	3	3	2	3	2	2	2	2	3	2	3	-	-	1
CO 4	2	3	2	3	2	1	1	1	1	3	2	2	-	-	2
CO 5	2	3	3	2	3	1	1	1	1	3	2	3	-	-	2
CO 6	3	3	3	2	3	1	3	3	3	3	2	3	-	-	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: Bachelor of Design		Current Academic Year:	
Branch: Communication Design		Semester: 3	
1	Course Code	CDJ302	
2	Course Title	BASICS OF PHOTOGRAPHY	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Major (Core)	

5	Course Objective	<ol style="list-style-type: none"> 1. This course will offer skill development in the use of software to develop storyboards and Stop Motion To learn how to use light in photography. 2. To learn to shoot with digital cameras maximizing the quality of the output from them. 3. To appreciate more about the "Photographer's Art" through the study of historic and contemporary trends and apply that appreciation to and through learner's own work. 	
6	Course Outcomes	<p>Upon successful completion of the course, students should be able to:</p> <p>CO1. Learn and remember to use photographic equipment and technologies appropriate to the task.</p> <p>CO2. Understand the principles of lighting and color theory to a variety of photographic scenarios by measuring, evaluating, and adjusting light and color to create quality images.</p> <p>CO3. Demonstrate artistry by creating images that evoke an emotional response.</p> <p>CO4. Analyze and Apply the mechanics of exposure to control light and influence the final product.</p> <p>CO5. Evaluate photos with principles of composition to produce professional images.</p> <p>CO6 Create a sound collection of best photographs to showcase as portfolio</p>	
7	Course Description	<p>The course will practically profound the students in different types of photography, from portrait, to fashion, from nature to street, from architectural to Creative and Experimental photography. It will also help them edit different styles of photographs and also use the photographs in designing, advertising as well as for exhibitions and competitions.</p>	

8	Outline syllabus			CO Achievement
	Unit 1	Introduction to Camera		CO1
		1A: Introduction to different types of cameras, their mechanisms and developments. 1B: Different Type of Frames and Angles 1C: Photography Compositions		
	Unit 2	Basics Of Photography		CO2
		2A: Understanding Camera Lighting Basics 2B: Basic Elements of Photography - Aperture, ISO, Shutter speed 2C: Experimenting with camera and its elements		
	Unit 3	Product Photography		CO3,CO4
		3A: Introduction 3B: Importance of product photography in magazines and newspapers 3C : Creating table top Product photographs		
	Unit 4	Portrait Photography		CO4,CO5
		4A: Introduction to Portrait photography – Both, Male and Female 4B: Studio and Outdoor Lighting 4C: Lifestyle Portrait Photography		
	Unit 5	Post Production		CO5,CO6
		5A: Editing 5B: Retouching 5C: Photo exhibition		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	Photography for Beginners – by Joseph Scolden Exposure: Understanding Light By Nigel Hicks		
	Other References	Composing Good Photographs by Marc Levoy, Stanford University		

POs COs	PO 1 Design knowledge	PO 2 Problem analysis:	PO 3 Design/development of	PO 4 Conduct investigations	PO 5 Moderation tool usage	PO 6 The design engineering	PO7 Environment and sustainability	PO8 Ethics	PO 9 Individual and team	PO10 Communication	PO 11 Project management	PO12 Life-long learning	PSO 1	PSO 2	PSO 3 (CD)
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			sol utio ns	of com plex pro ble ms		g and soc iety			wor k		me nt an d fin anc e				
CO 1	1	1	2	2	2	1	1	1	1	2	1	1	-	-	1
CO 2	2	2	1	2	3	2	1	2	2	2	1	1	-	-	2
CO 3	2	2	3	2	2	2	2	2	2	2	2	2	-	-	3
CO 4	3	3	2	3	2	1	1	1	3	2	2	2	-	-	2
CO 5	2	3	3	2	2	2	2	2	2	2	3	2	-	-	3
CO 6	3	3	3	2	3	2	2	2	3	3	3	3	-	-	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: Bachelor of Design		Current Academic Year:	
Branch: Communication Design		Semester: 3	
1	Course Code	CDJ303	
2	Course Title	Communication Design Studio I/ Visual Language I	Paper - 1
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Major (Core)	

5	Course Objective	<ol style="list-style-type: none"> 1. This course combines the study of visual elements, and principles of design. 2. This course gives the understanding of explorations and experimentation of typographic and visual abstractions. 3. To teach the students to explore and create design solutions for different media. 4. To learn principles of visual dynamics and its analysis and refinement of visual representations. 	
6	Course Outcomes	<p>After completing this course students will be able:</p> <p>CO1: To gain understanding of the relationship between typography and visual representation in design.</p> <p>CO2: To make students identify and familiarize the different types of grid layouts and the importance of balancing the design composition using these grids.</p> <p>CO3: To understand the fundamentals of color theory and apply them in their designs.</p> <p>CO4 : To help students develop design sensibilities to create visual harmony using colors.</p> <p>CO5: To implement different design theories in creating brand identity.</p> <p>CO6 : To conceptualise design layouts and create design solutions.</p>	
7	Course Description	<p>This course combines study of elements of design language i.e fonts, colors, shapes, graphics, icons etc. to communicate to its users. The course aims at providing a skill set required for creation of visual graphics, corporate identity using different design theories. Enhances the</p>	

		conceptualisation and ideation process of the learners.			
8	Outline syllabus			CO Achievement	
	Unit 1	Introduction to Typography and Design		CO1	
		1A. Anatomy of Typography 1B. Kerning, Tracking, Leading 1C. Expressive Potential of Type			
	Unit 2	Type Composition and Grid		CO2	
		2A: Typographic Composition Designs 2B: Types of Grid Layouts 2C: Experimenting With Type			
	Unit 3	Color Theory		CO3. CO4	
		3A: Fundamentals of Colour Theory 3B: Introduction to Various Color Modes For Print and Web 3C : Creating Colour Harmony in Design			
	Unit 4	Basics of Logo Design		CO5	
		4A: Rule of Thirds and Golden Ratio 4B: Gestalt Theory and its implementation in design 4C: Case Study of Logos			
	Unit 5	Introduction To Graphics		CO6	
		5A: Conceptualizing Design Layouts Using Shapes 5B: Designing Graphic Illusions 5C: Finding Design Oriented Ways To Solve The Problem			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	Bob Gordon, Maggie Gordon - The Complete Guide to Digital Graphic Design-Thames & Hudson Ltd (2002).pdf			
	Other References	Elements-of-art-and-principles-of-design.pdf,			

POs	PO1 Design knowledge	PO2 Problem analysis:	PO3 Design/development of solution	PO4 Conduct investigation	PO5 Model	PO6 The design engineer	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and teamwork	PO10 Communication	PO11 Project management and	PO12 Life-long learning	PSO1	PSO2	PSO3 (CD)
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			tion s	ons of co mpl ex pro ble ms	usa ge	eri ng and soc iety					finan ce				
C O1	1	1	2	2	2	1	1	1	1	2	1	1	-	-	2
C O2	2	2	1	2	3	2	1	2	2	2	1	1	-	-	1
C O3	2	2	3	2	2	2	2	2	2	2	2	2	-	-	1
C O4	3	3	2	3	2	1	1	1	3	2	2	2	-	-	1
C O5	2	3	3	2	2	2	2	2	2	2	3	2	-	-	3
C O6	3	3	3	2	3	2	2	2	3	3	3	3	-	-	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025
Program: Bachelor of Design		Current Academic Year:
Branch: Communication Design		Semester: 3
1	Course Code	VBJ304
2	Course Title	Installation Art
3	Credits	3
4	Contact Hours (L-T-P)	0-1-2
	Course Type	Minor (Vocational)
5	Course Objective	In this course a learner develop the following program capabilities:

		<ol style="list-style-type: none"> 1. find creative solutions to constraints and challenges in a visual art context 2. develop individual and collaborative modes of working and apply skills in teamwork, leadership and self-management 3. develop a critically reflective arts practice, in order to continually develop, change , and plan for a future that is both informed and improved by arts practice 4. engage in autonomous and continued learning, apply new theories of practice and embrace new 	
6	Course Outcomes	<p>The student will be able to :</p> <p>CO1: Explore, experiment and develop a range of works that investigate installation from a sculptural perspective.</p> <p>CO2: Respond to the conditions of site in the conception and development of artwork.</p> <p>CO3: Develop and implement complex creative strategies including interventionist and other non studio based-modes of working</p> <p>CO4: Consider the role of material and social space.</p> <p>CO5: Explore the function of recording and documentation and issues of temporality.</p> <p>CO6: execute a concept into compilation of multi-media installations.</p>	
7	Course Description	In this course a learner explores installation as spatial practice. They will examine installation as a hybrid form that negotiates boundaries of traditional art practices like painting, sculpture, video and film. This course focuses on the history and critical reception of installation as a practice. They will investigate how conceptual, spatial and material needs define the language and application of installation art.	
8	Outline syllabus	CO Mapping	
	Unit 1	Introduction	CO1, CO2
	A	Materials & Tools	
	B	Conceptualization	

	C	Analytical, Technical and Interpretative processes			
	Unit 2	History			CO1, CO2, CO3
	A	Everyday materials			
	B	New Media			
	C	Site Specific-Land Art			
	Unit 3	Art and Objecthood			CO1, CO2, CO4
	A	Installation & Theatre- Performance			
	B	Sensory / Narrative Experience			
	C	Non-retinal Art			
	Unit 4	Interactive Installation			CO1, CO2, CO3, CO4
	A	Participation			
	B	Concept Discussion			
	C	Outcomes Reality			
	Unit 5	Immersive Virtual Reality			CO1, CO2, CO5
	A	Digital- Based Installation			
	B	Electronic - Based Installation			
	C	Mobile - Based Installation			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	50%	
	Text book/s*	Installation Art, By- <i>Claire Bishop</i>			
	Other References	<ul style="list-style-type: none"> ● Unexpected Art, Introduction by <i>Christian L.Frock</i>, Edited by <i>Jenny Moussa Spring</i>, Preface by <i>Florentijin Hofman</i> ● Urban Interventions : Personal Projects in Public Places, Edited by <i>Robert Klanten</i>, Edited by <i>S.Ehmann</i>, Edited by <i>M. Hübner</i> ● Site-Specific Art : Performance, Place and Documentation, By (author) <i>Nick Kaye</i> 			

POs	PO1 Design knowledge	PO2 Problem analysis:	PO3 Design/development of solutions	PO4 Conduct investigations of complex problems	PO5 Modern tool usage	PO6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and team work	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO 1	PSO 2	PSO 3 (CD)
C O1	2	3	2	1	2	2	1	3	1	3	1	2	-	-	2
C O2	2	3	2	2	1	3	2	3	2	1	3	2	-	-	1
C O3	3	1	1	1	2	2	2	1	3	3	1	3	-	-	2
C O4	1	1	2	3	1	3	1	1	3	1	3	2	-	-	3
C O5	2	2	1	1	2	2	1	2	2	2	1	3	-	-	1
C O6	1	2	1	2	1	3	2	2	1	1	3	2	-	-	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

Semester - 4

School : SAP		Batch : 2021-2025	
Program: Bachelor of Design		Current Academic Year:	
Branch: Communication Design		Semester: 4	
1	Course Code	CDT403	
2	Course Title	Communication Design Studio I/ Theory Of Advertising	Paper - 2
3	Credits	2	
4	Contact Hours (L-T-P)	2-0-0	

	Course Status	Major (Core)	
5	Course Objective	<ol style="list-style-type: none"> 1. The programme is intended to provide a brief history of advertising and the evolution of different media. 2. It aims to elaborately discuss the various types of advertising practices and understands their application in marketing products and services. 3. It focuses on introducing the various effective marketing strategies for advertising campaigns. 4. It imparts knowledge about the current advertising trends and organisational structure of advertising agencies. 	
6	Course Outcomes	<p>After completing this course: students shall be able to:</p> <p>CO 1:-analyze and distinguish between illustration and posters..</p> <p>CO2:-analyze and understand the need for advertising campaigns and its objectives.</p> <p>CO3:- plan and execute effective advertising approaches for planning advertising campaigns.</p> <p>CO 4:- explain the various printing techniques used in advertising.</p> <p>CO 5:- differentiate between various types of advertising agencies and the functioning of its various departments.</p> <p>CO 6:- Identify famous personalities of the advertising world and their successful advertising campaigns.</p>	
7	Course Description	<p>It examines the historical context of advertising media by focusing on the various stages and their developments with time. It also focuses on various marketing theories and strategies used in creating effective advertising campaigns.</p> <p>It provides an understanding of the working of advertising agencies highlighting the role of different departments and career prospects.</p>	

8	Outline syllabus		CO Achievement
	Unit 1	Introduction To Illustration and Poster Design	CO1
		<p>1A.2. Definition, Types, Techniques and Importance of Illustration.</p> <p>1B. Posters - Historical Overview, Types, Various Sizes and Its Application In Regard To Its Types.</p> <p>1C. Significance and Effectiveness of Posters In Advertising</p>	
	Unit 2	Advertising Campaign	CO2
		<p>2A. Meaning, Media and Need for Advertising Campaign</p> <p>2B Campaign Objectives, Types and Process.</p> <p>2C. Structuring an Effective Campaign.</p>	
	Unit 3	Advertising Campaign Conceptualization, Planning and Printing	CO3, CO4
		<p>3A. Marketing Mix (7 Ps of Advertising) and DAGMAR Approach</p> <p>3B. Advertising Planning Cycle, Factors Affecting Campaign Planning and Selection of Right Media for Ad Campaign</p> <p>3C. Overview of Different Printing Processes</p>	
	Unit 4	Advertising Agencies	CO5
		<p>4A. · Types of Advertising Agencies and Its Functions</p> <p>4B. Organizational Structure of Advertising Agencies, Career Hierarchy</p> <p>4C. · Various Major Departments of Ad. Agencies and Its Functioning</p>	
	Unit 5	Introduction to Copywriting	CO6

		5A. Meaning, Characteristics and Copywriting Strategies For Different Advertising Media 5B. Significance of Good Copy, Roles and Duties of a Copywriter and Art Directors 5C. Advertising Gurus and Their Successful Campaign Case Studies	
	Mode of examination	Theory	
	Weightage Distribution	CA	MTE
		30%	20%
	Text book/s*	- <i>Advertising by Design: Generating and Designing Creative Ideas Across Media</i> , by Robin Landa;	
	Other References	- <i>Advertising Design and Typography</i> , by Alex W. White - <i>Show What You Mean: Visual Literacy for Graphic Design and Mass Communication</i> by Kim Golombisky and Rebecca Hagen	

POs	PO 1 Design knowledge	PO 2 Problem analysis:	PO 3 Design/development of solutions	PO 4 Conduct investigations of complex problems	PO 5 Modern tool usage	PO 6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO9 Individual and teamwork	PO10 Communication	PO11 Project management and finance	PO12 Life-long learning	PSO 1	PSO 2	PSO 3 (CD)
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C O1	2	2	2	1	1	2	3	2	2	2	2	1	-	-	2
C O2	2	2	3	2	1	2	1	2	1	3	1	2	-	-	1
C O3	3	3	3	3	1	2	3	3	2	2	1	1	-	-	2
C O4	2	1	1	2	2	3	1	3	1	3	3	2	-	-	1
C O5	2	3	2	1	2	1	2	1	2	1	3	3	-	-	3
C O6	2	1	2	1	2	3	1	1	1	1	2	3	-	-	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: Bachelor of Design		Current Academic Year:	
Branch: Communication Design		Semester: 4	
1	Course Code	CDJ401	
2	Course Title	Interaction Design -II/ Elements of Interface Design	
3	Credits	6	
4	Contact Hours	(0-2-4)	

	(L-T-P)		
	Course Status	Major (Core)	
5	Course Objective	<ul style="list-style-type: none"> • Learning the tools of UX design. • Understanding the process of research • Learning various methods of Synthesizing the data. 	
6	Course Outcomes	<p>After completing this course ,students will be able to:</p> <p>CO1: learn the human Psychology, factors and overall tools used in User Experience Design</p> <p>CO2: learn research design with its types.</p> <p>CO3: learn the ways of filtering and synthesizing data.</p> <p>CO4. learn to create a user persona and UX journey for a given data and analyze.</p> <p>CO5: get the evaluation and critics on the practice exercises.</p> <p>CO6: create a detailed Information Architecture and Minimum Viable Product.</p>	
7	Course Description	<p>This course gives a deeper understanding of all User experience processes in details. It further helps students to practice each step with an idea and understand their mutation as per the nature of the assignments. They learn to create all these key processes with great ease and accuracy, which is very crucial while designing successful user experiences.</p> <p>.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Psychology and Human Factors	
		Attention - Short term and Long Term	CO1
		Errors and Hierarchy- Visual Perception,	CO1
		Conceptual Models	CO1

	Unit 2	Research Design			
		Primary Research - Surveys and Questionnaires			CO2
		Secondary Research - Resources and Competitors			CO2
		Research Design			CO2, CO3
	Unit 3	Synthesizing the information			CO3, CO4
		Data Filtration - card Sorting			CO3, CO4
		Synthesizing the information with defining conflict and extremes			CO3, CO4
		Analyzing data- Building Inferences			CO4
	Unit 4	Empathy Map and User Persona			
		Building Empathy Maps			CO4
		Building User Persona and User Journey maps			CO4, CO5
		Evaluating Maps with peer review and mentors			CO4, CO5
	Unit 5	Minimum Viable Product			
		Information Architecture			CO6
		Paper prototyping			CO6
		Defining Minimum Viable Product			CO6
	Mode of examination	Jury/Practical/Viva			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*	- <i>Designing Multi Device Experiences by Michal Levin</i> - <i>Don't Make Me Think, Revisited by Steve Krug</i>			
	Other References	<i>The Design Of Everyday Things by Don Norman</i>			

POs COs	PO 1 Design knowledge	PO 2 Problem analysis:	PO 3 Design/ development of solutions	PO 4 Conduct investigations of complex problems	PO 5 Modern tool usage	PO 6 The design engineering and society	PO7 Environment and sustainability	PO8 Ethics	PO 9 Individual and team work	PO10 Communication	PO 11 Project management and finance	PO12 Life-long learning	PSO 1	PSO 2	PSO 3 (CD)
CO 1	2	2	2	2	2	1	1	1	1	2	1	1	-	-	3

CO 2	2	2	2	2	2	1	1	1	1	2	1	1	-	-	2
CO 3	3	2	3	2	3	2	2	2	2	3	2	3	-	-	3
CO 4	2	3	2	3	2	1	2	1	1	3	2	2	-	-	2
CO 5	2	3	3	2	3	1	1	1	1	3	2	3	-	-	2
CO 6	3	3	3	2	3	1	3	3	3	3	2	3	-	-	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: Bachelor of Design		Current Academic Year:	
Branch: Communication Design		Semester: 4	
1	Course Code	CDJ402	
2	Course Title	ADVANCED PHOTOGRAPHY	
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Major (Core)	

5	Course Objective	<ol style="list-style-type: none"> 1. This course will offer professional skills and instill the use of software to develop storyboards and Stop Motion to learn how to use light in photography. 2. To learn to shoot with digital cameras maximizing the quality of the output from them. 3. To appreciate more about the "Photographer's Art" through the study of historic and contemporary trends and apply that appreciation to and through the learner's own work. 	
6	Course Outcomes	<p>Upon successful completion of the course, students should be able to:</p> <p>CO1. Learn to advance and use photographic equipment and technologies appropriate to the task.</p> <p>CO2. Understand and implement the principles of lighting with indoor and outdoor circumstances..</p> <p>CO3. Practice professional skills by creating images that evoke an emotional response.</p> <p>CO4. Analyze and apply the mechanics of creative photography</p> <p>CO5. Evaluate with the context of commercial photography in order to produce professional images.</p> <p>CO6: create a collection of good photographs to create a social media page and promote.</p>	
7	Course Description	<p>The course will practically profound the students in different types of photography, from portrait, to fashion, from nature to street, from architectural to Creative and Experimental photography. It will also help them edit different styles of photographs and also use the photographs in designing, advertising as well as for exhibitions and competitions.</p>	

8	Outline syllabus			CO Achievement
	Unit 1	Nature Photography		CO1
		1A: Understanding subject and background in nature 1B: Photography focusing nature and landscape 1C: Photography focusing on flora and fauna		
	Unit 2	Landscape Photography		CO2
		2A: Composition techniques for landscape photographs 2B: Photographic filters 2C: Photography editing basics		
	Unit 3	Architectural Photography		CO3. CO4
		3A: Old architectural photography 3B: New architectural photography 3C: Play with light and shade, color, and perspective in architectural photography		
	Unit 4	Creative Photography I		CO4,CO5
		4A: Experimental Photography 4B: Creative Flash Photography Techniques for Dramatic Lighting 4C: Using Shutter speed for Creative Effect		
	Unit 5	Post Production		CO5,CO6
		5A: Filtering 5B: Retouching 5C: Photo exhibition on Instagram		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	<ul style="list-style-type: none"> - The Art of Landscape Photography by Ruth Morris - Exposure: Understanding Light By Nigel Hicks 		
	Other References	- Advancing Your Photography By Marc Silber		

POs COs	PO 1 Design	PO 2 Problem analysis:	PO 3 Design/development	PO 4 Conduct investigation	PO 5 Moderation	PO 6 The design	PO7 Environment and	PO8 Ethics	PO 9 Individual	PO10 Communication	PO 11 Project	PO12 Life-long	PSO 1	PSO 2	PSO 3 (CD)
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CO 1	1	1	2	2	2	1	1	1	1	2	1	1	-	-	2
CO 2	2	2	1	2	3	2	1	2	2	2	1	1	-	-	2
CO 3	2	2	3	2	3	2	2	2	2	2	2	2	-	-	3
CO 4	3	3	2	3	2	1	1	1	3	2	2	2	-	-	3
CO 5	2	3	3	2	3	2	2	2	1	3	3	3	-	-	2
CO 6	3	3	3	2	3	1	2	2	3	3	3	3	-	-	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: Bachelor of Design		Current Academic Year:	
Branch: Communication Design		Semester: 4	
1	Course Code	CDJ403	
2	Course Title	Communication Design Studio I/ Visual Language II	Paper - 1
3	Credits	4	
4	Contact Hours (L-T-P)	0-1-3	
	Course Status	Major (Core)	

5	Course Objective	<ol style="list-style-type: none"> 1. This course combines study of visual elements, features and principles. 2. This course gives the understanding of Explorations in visual abstractions. 3. To teach the students to explore and create complex patterns. 4. To learn principles of visual dynamics and its analysis and refinement of visual representations. 	
6	Course Outcomes	<p>After completing this course students will be able:</p> <p>CO1: To gain understanding of visual representation.</p> <p>CO2: To familiarize the students with the idea of visual interest, visual refinement and analysis.</p> <p>CO3: To understand and create spatial relationships, grids and composition and layouts in 2D and 3D space.</p> <p>CO4: To apply visual principal to their creative design</p> <p>CO5: To articulate visual designs</p> <p>CO6 : To create visual abstractions</p>	
7	Course Description	<p>This course combines study of Visual Language - critical study of visual elements, features and principles. Exploration and creation of complex and meta patterns. To clearly understand the relationship between syntactic, semantics and pragmatics. Viewpoints, point of reference and framing. Relationship of colour, form and meaning. Explorations in visual abstraction.</p>	
8	Outline syllabus		CO Achievement
	Unit 1	Advanced Typography	CO1

		1A. Designing A Font Using Elements 1B. Experimenting With Text Alignments 1C. Advanced Layout Methods		
	Unit 2	Visual Identity	CO2	
		2A: Re-Creating Visual Identity For Branding 2B: Developing Brand Collaterals For Promotion 2C: Creating Brand Mock-Ups Using Software		
	Unit 3	Colour Psychology	CO3. CO1	
		3A: Use Of Colour / Form Representation In Two-Dimensional Surface Applications 3B: Experimenting With Abstract Shapes And Patterns 3C: Implementation Of Colour And Textures In Design.		
	Unit 4	Experimenting With Creative Graphics I	CO4	
		4A: Application Of Visual Graphics In Creating Design 4B: Conceptualizing Communication Design Layouts For Promotional Material 4C: Using Type And Image To Create Design		
	Unit 5	Experimenting With Creative Graphics II	CO4	
		5A: Creating Vector Illustrations For Poems and Stories 5B: Exploring Colouring Techniques Using Softwares 5C: Compiling Textual Elements With Visuals		
	Mode of examination	Jury		
	Weightage Distribution	CA	MTE	ETE
		60%	0%	40%
	Text book/s*	- Design Thinking, Design Theory Thomas Binder, Giorgio de De Michelis, Pelle Ehn, Giulio Jacucci, Per Linde, Ina Wagner - Design Things (Design Thinking, Design Theory) (2011, The MIT Press) - libgen.lc		
	Other References	- David Diringer - The Book Before Printing_ Ancient, Medieval and Oriental (Lettering, Calligraphy, Typography)- Dover Publications (2011)		

POs	PO1 Design	PO2 Problem	PO3 Design/level	PO4 Conduct	PO5 Moderation	PO6 Theories	PO7 Environment and	PO8 Ethics	PO9 Individual and	PO10 Community	PO11 Project man	PO12 Life-long	PSO1	PSO2	PSO3 (CD)
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	knowledge	analysis:	development of solutions	investigations of complex problems	tool usage	engineering and society	sustainability		team work	communication	management and finance	learning			
C O1	2	2	2	2	2	1	2	1	1	1	2	3	-	-	1
C O2	3	1	3	3	2	3	1	2	1	3	1	1	-	-	2
C O3	2	1	2	1	2	1	2	3	2	1	3	2	-	-	3
C O4	2	2	3	3	3	3	3	2	2	2	2	3	-	-	2
C O5	1	2	2	2	3	2	1	3	2	2	1	1	-	-	3
C O6	1	1	3	2	1	1	3	2	2	2	3	2	-	-	2

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)

School : SAP		Batch : 2021-2025	
Program: Bachelor of Design		Current Academic Year:	
Branch: Communication Design		Semester: 4	
1	Course Code	VBJ404	
2	Course Title	3D Printing	
3	Credits	3	
4	Contact Hours (L-T-P)	0-1-2	
	Course Status	Minor (Vocational)	

5	Course Objective	<p>In this course a learner develop the following program capabilities:</p> <ol style="list-style-type: none"> 1. Knowledge and understanding of basic 3D Modelling, texturing and rendering. 2. To understand and should have the ability to create 3D design using digital 3D tools. 3. Knowledge and Understanding of functional and aesthetic requirements of architecture and the application of those in virtual environments. 4. Skills in experimentation, critical analysis and the discriminatory selection of computer software for specific end uses. 5. Quality of the work produced; with the balance of the student's artistic expression & sensitivity as well as technical understanding, with integration of techniques and subject. 	
6	Course Outcomes	<p>After completing this course, students shall be able to:</p> <p>CO1- demonstrate and present their work using Digital 3D tools.</p> <p>CO2- realistically reconstruct a still life object in the form of a 3D Model.</p> <p>CO3- demonstrate 3D Visualization and Animation.</p> <p>CO4-develop conceptual 3D models using textures.</p> <p>CO5- handle lights and cameras for creating a basic animation.</p> <p>CO6-visualize and conceptualize their ideas into 3D digital models.</p>	
7	Course Description	<p>In this module the students will learn to visualize and use 3D</p>	

		software to create digital 3D models. This course is designed for students to learn both practical and theoretical knowledge in constructing and managing 3-dimensional modeling and texturing. It is a highly interdisciplinary and complex subject of artistic expression and technological understanding.			
8	Outline syllabus			CO Achievement	
	Unit 1	Introduction to 3D Modeling (Interface/Tools/Working		CO1	
		1A- Introduction to Advance 3D Modeling 1B- User Interface and basic working 1C- Modeling 3D Objects using modifiers			
	Unit 2	Working with conceptual 3D Model with texture		CO4	
		2A- Modifiers & Splines 2B- 2D Spline & 3D Modeling 2C- Mesh Editing			
	Unit 3	Lightning and basic rendering		CO5	
		3A- Working with Lights 3B- Camera & Animation Basics 3C- Texture and Materials			
	Unit 4	Render output in Still Image		CO1, CO2	
		4A- Introduction to Rendering 4B- Rendering and output settings 4C- Render Styles			
	Unit 5	Render output in Animation		CO3, CO6	
		5A- VR output 5B- 3D Project 5C- Final project			
	Mode of examination	Jury			
	Weightage Distribution	CA	MTE	ETE	
		60%	0%	40%	
	Text book/s*				
	Other References				

POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
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C Os	De sig n kno wle dge	Prob lem anal ysis:	Desi gn/d evel opm ent of solu tion s	Con duc t inv esti gati ons of com pl ex pro ble ms	Mo der n too l usa ge	Th e des ign eng ine ring and soc iety	Envi ron ment and susta inabi lity	Ethi cs	Indi vidu al and team work	Com muni catio n	Proj ect man age ment and finan ce	Life- long learn ing			(CD)
C O1	2	2	1	2	2	2	3	2	3	1	1	2	-	-	2
C O2	1	2	1	2	2	2	2	2	2	2	2	3	-	-	2
C O3	2	3	2	3	3	1	2	3	1	1	3	2	-	-	3
C O4	3	3	3	2	3	2	3	3	3	2	1	3	-	-	2
C O5	2	2	2	3	2	1	2	1	2	3	3	2	-	-	2
C O6	3	2	3	2	1	2	2	1	1	1	2	3	-	-	3

1-Slight (Low)

2-Moderate (Medium)

3-Substantial (High)