



# Silver Oak University

## Institute of Design

**Bachelor of Design – Interior & Furniture Design**

**Curriculum Booklet**

**Academic Year: 2022-23**

# Department of Design

## **Vision :-**

As a premier design institute, our vision is to be recognized for excellence in education and pioneering research, making significant contributions to societal advancement and national progress.

## **Mission :-**

1. To provide a dynamic academic environment where design education intersects with scholarly inquiry, fostering a culture of critical thinking, creativity, and interdisciplinary collaboration.
2. To integrate inquiry-driven approaches into our curriculum, empowering students to explore, experiment, and discover at the intersection of design and research.
3. To empower students with the knowledge, skills, and ethical framework necessary to navigate complex design challenges ethically, equipping them to become compassionate and conscientious leaders in the global design community.

## **Program Educational Objectives (PEOs)**

PEO1 Develop graduates skilled in crafting interior spaces and furniture that balance aesthetics, functionality, and user satisfaction.

PEO2 Prepare graduates to design beautiful, functional, and eco-friendly interiors and furniture that improve user experiences and align with industry standards.

PEO3 Empower graduates to integrate sustainability, cultural awareness, and ergonomic principles into furniture and interior design, fostering enriching and sustainable environments.

## **Program Outcomes (POs)**

PO1 Design Knowledge: The ability to give comprehensive knowledge of design methodology, production and its management in the field of design.

PO2 Problem analysis: systematically identifying, understanding, and defining the challenges or opportunities that require creative solutions within a given context or problem space, guiding the design process towards effective problem-solving and innovation.

PO3 Design/development of solutions: The ability to design a system, component, or process to meet desired needs within realistic projects related to economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability.

PO4 Problem Solving: The ability to identify, formulate, and solve technical problems.

PO5 Professional Skills: To demonstrate Entrepreneurial and Business Skills, Management, Leadership and Team Work.

PO6 Individual and team work: The ability to function effectively as an individual, and as a member or leader in diverse teams on multidisciplinary environments.

PO7 Communication Skills: effectively conveying ideas, concepts, and solutions to various stakeholders through visual, verbal, and written means, facilitating collaboration, understanding, and alignment throughout the design process.

PO8 Ethics: The understanding of professional and ethical responsibility.

PO9 Project Management and Finance: planning, organizing, and overseeing tasks, resources, and timelines to ensure efficient execution of design projects, while finance in design encompasses budgeting, cost estimation, and financial analysis to optimize resources and achieve project goals within financial constraints.

PO10 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.

PO11 The Designer and society: Apply reasoning informed by contextual knowledge to assess craft, societal, health, safety, legal issues and the consequent responsibilities relevant to the professional design practice.

PO12 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.

## **Program Specific Outcomes (PSOs)**

PSO1 Spatial Creativity empowers graduates to design innovative interiors that optimize functionality and aesthetics, enhancing user experiences by creatively manipulating space, light, and form.

PSO2 Furniture Ingenuity empowers graduates to design innovative furniture that balances form, function, and sustainability, pushing the boundaries of design through creative integration of aesthetics and technical expertise.

**Bachelor of Design**  
**Interior & Furniture Design**  
**Credit Structure**

Course Code	Course Name	L	T	P	Credits
<b>Semester 1</b>					
1130383101	Art Appreciation	15	0	30	2
1130383102	History of World Art	15	0	30	2
1130383103	Basics of Design Drawing	0	0	120	4
1130383104	Basics of Colour Theory	0	15	60	3
1130383105	Basic Photography & Digital Representation	0	15	90	4
1130383106	Geometrical Construction & Material Studies	0	30	90	5
<b>Semester 2</b>					
1130383107	History of Indian Art	15	0	30	2
1130383108	Indian Craft & Culture	15	0	30	2
1130383109	Advanced Design Drawing	0	15	60	3
1130383110	Advanced Colour Appreciation	0	15	60	3
1130383111	Principles & Elements of Design	0	15	120	5
1130383112	Design Process	0	15	120	5
<b>Semester 3</b>					
1130383214	Basic Materials & Technology I	0	15	120	5
1130383202	History of World Interiors & Architecture	30	0	0	2
1130383203	Elements of Interior Design	0	15	30	2
1130383213	Reflective Study Programme	0	15	90	4
1130383206	Interior Design Studio I	0	15	180	7
<b>Semester 4</b>					

1130383207	History of Indian Interiors & Architecture	15	15	0	2
1130383208	Basic Materials & Interior Technology II	0	15	120	5
1130383209	Digital Application I	0	15	30	2
1130383210	Advanced Reflective Study Programme	0	15	90	4
1130383211	Interior Design Studio II	0	15	180	7
<b>Semester 5</b>					
1130383301	Design, Craft & Science	15	15	0	2
1130383302	Digital Application II	0	0	60	2
1130383303	Furniture Design Studio	0	15	90	4
1130383304	Influence of Indian Art & Craft in Interior Design	0	15	90	4
1130383305	Interior Design Studio III	0	15	150	6
1130383336	Landscape Design	0	15	30	2
1130383337	Indian Vastu Shastra	0	15	30	2
<b>Semester 6</b>					
1130383306	Professional Practices	30	15	0	3
1130383307	Costing & Estimation	30	0	0	2
1130383308	Research Methodology	0	0	90	3
1130383309	Sustainable Interior Design	0	15	90	4
1130383310	Interior Design Studio IV	0	0	180	6
1130383338	Interior of Temporary Spaces	0	0	60	2
1130383339	Movies & Their Interior & Architecture	0	0	60	2
<b>Semester 7</b>					
1130383491	Office Training	0	0	600	20
<b>Semester 8</b>					
1130383492	Thesis	0	0	600	20



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Art Appreciation**  
**Course Code: 1130383101**  
**Semester: 1**

**Prerequisite:** ` Art Acknowledgement.

**Objective:**

1. To consider the definitions and boundaries of visual art, with an eye towards tolerance, understanding, and appreciation of the artist's intentions.
2. To impart an understanding of the physical techniques and expressive qualities of the various media used in the making of art.
3. To examine the art in its context, this means, against the cultural and historical backdrop of the societies that produced it.
4. To discuss visual arts in relation to other products of human activity and imagination, among which are history, literature, economics, philosophy, religion, science and the other arts.

Teaching Scheme:

Teaching Scheme				
L	T	P	Contact Hours	Credit
15	0	30	45	2

**Content:**

Unit No.	Contents	Teaching Hours
1	Aesthetics: Concept of beauty, Aesthetic experience, Multi-sensory factors affecting aesthetics	6
2	Introduction of Art: What is Art? Its purpose and its function	4
3	Visual Elements of Art: Line and Shape, Color, Texture, Space and Mass, Composition, Scale, Movement	6

4	Art, Craft and Design: Interrelationship and differences between art, craft and Design	5
5	Medium: Fresco, Oil, Pastel, Acrylic, Watercolor, Ink, Gouache, Tempera, etc.	5
6	Artists & Styles: Art movements, individual style, group style, cultural style, regional style, representational, abstract	5
7	Introduction Performing & Mainstream art: Dance, music, opera, theatre and musical theatre, magic spoken word, puppetry	5
8	Music: Pop, rock, Funk, Classical, Techno, Country, Metal	4
9	Dance: Ballet, Ballroom, Contemporary, Hip-Hop, Jazz, Folk Dance, Classical, etc.	5

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Develop an appreciation for each other and how we are all unique in our own way. Express creatively.	1 to 9
CO-2	Explain about visual art and art techniques. Interpret quality as a key value.	
CO-3	Develop intuition, reasoning, imagination, and dexterity into unique forms of expression and communication.	
CO-4	Appraise the role of diversity (gender, nationality, ethnicity, politics, and religious beliefs) in the development of visual culture – past, present and future.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

N/A







**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: History of World Art**  
**Course Code: 1130383102**  
**Semester: 1**

**Prerequisite:**

1. Indian and Western Art History.

**Objective:**

1. Developing a method to interpret history based on ecological, geographic, and climatic influences rather than focusing solely on dynastic successions and conflicts.
2. Investigating changes and patterns in the lifestyles of ethnic groups, particularly when they reside in urban environments.
3. Documenting and safeguarding traditional skills and artistic practices.
4. As designers, it's crucial to analyze historical patterns and problem-solving approaches to learn from past skills and innovations.
5. Being able to recognize the cultural or artistic influences behind a particular aesthetic or product, whether observing or creating it.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
15	0	30	45	2

**Content:**

Unit No.	Contents	Teaching Hours
1	Introduction to Art History: What is Art? Its purpose and its function, Formal and Contextual Analysis, Style	4

2	Prehistoric Art in Europe: Prehistoric Background, Prehistoric Sculpture & Cave Paintings, Neolithic Art, Prehistoric Architecture	4
3	Indus Valley Civilization: Homes, Society & Culture, toys, art, terracotta pottery, seals, jewelry	4
4	Mesopotamia: The ziggurat, Architecture, Sculpture, Relief, Linearism & Cylindrical formation, jewels & Metal craft, Materials & techniques	4
5	Egypt: Architecture, Pyramids & Mummies, Characteristics of Egyptian Sculptures & Paintings, Materials & Techniques, ancient Egyptian symbols, God & Goddess, Gold & precious stones	4
6	Greek: Cycladic art, Sculpture, Geometric and Orientalizing Art, Archaic Art, Classical Art, Late Classical Art, Hellenistic Period, Ancient Greek Architecture and architectural sculpture	4
7	Rome: Roman portraiture, Architecture, Relief sculpture, God & Goddess, Painting, Mosaics in the Roman World, Roman Coinage, jewels & metal craft, Society & Culture	4
8	Byzantine: Society & Culture, Architecture, Early Byzantine period, Middle Byzantine period, Late Byzantine period, Byzantine Paintings, icons & Mosaics	4
9	Medieval Europe: Architecture, Society & Culture, Science and superstition, Paintings	4
10	Renaissance: Major Themes of the Renaissance, Society & Culture, sculpture, paintings, Renaissance vs Middle Ages, Medici family, Michelangelo, Raphael, Botticelli	3
11	Baroque & Rococo, Neoclassicism, Romanticism, Realism, Impressionism, Post-Impressionism: Subject, Style, medium & Artists	3
12	Expressionism, Cubism, Surrealism, Pop Art: Subject, Style, medium & Artists	3

### Course Outcome:

Sr. No.	CO statement	Unit No
CO-1	Recognize the importance of history, art and culture and timeline development of human society.	1 to 12
CO-2	Identify and analyze the significance of historical changes that take place within a society or culture.	
CO-3	Explain and deliver presentations based on well-researched material.	
CO-4	Assess patterns of continuities within historical contexts.	

### Teaching & Learning Methodology:

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

### Major Equipment:

N/A

### Books Recommended:

1. Foster, H., Krauss, R., Bois, Y. A., & Buchloh, B. H. D. (2004). *Art since 1900: Modernism, antimodernism, postmodernism*. Thames & Hudson.
2. Vasari, G. (1998). *Lives of the Artists* (J. C. Bondanella & P. Bondanella, Trans.). Oxford University Press.
3. Beard, Mary, and John Henderson. *Classical Art: From Greece to Rome*.

### List of Open Source Software/learning website:

N.A.

### CO-PO-PSO Matrix:

Co. No.	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
CO -1	3	1	1	1	-	3	3	3	-	3	3	3	2	1
CO -2	3	3	3	3	2	1	3	3	3	3	3	1	2	1
CO -3	3	3	3	3	3	1	3	3	-	3	-	1	1	1
CO -4	3	3	3	3	3	1	3	3	-	3	2	1	1	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Basics of Design Drawing**  
**Course Code: 1130383103**  
**Semester: 1**

**Prerequisite:**

1. Command over basic drawing tools
2. Basic drawing and coloring skills

**Objective:**

1. Drawing as a basic skill and tool to observe and express creative ideas on paper.
2. To understand and develop the representation skills of different materials and textures.
3. To understand the human proportion and related dimensional stability.
4. To improve observation skills and develop overall drawing skills.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	0	120	120	4

**Content:**

Unit No.	Contents	Teaching Hours
1	Line Drawing - Horizontal Lines, Vertical Lines, Diagonal Lines Line Drawing - Zig-zag Lines, Wavy Lines, Irregular Zig-zag Lines, Irregular Wavy Lines Line Drawing - Spiral Straight Lines, Circles in Line, Adjoining Circles, Adjoining Eccentric Circles, Single Spiral	15
2	Line Drawing - Straight Line Composition, Continuous Lines (Horizontal & Vertical), Continuous Lines (Diagonal Right & Left Inclined) Line Drawing - Line to Circle, Ellipse Sizes Line Drawing - Composition of All Elements	8

3	Line Drawing - Different Shapes – Square, Circle, Triangle Line Drawing - GreyScale Line Drawing - Light Theory – <b>Different shading techniques</b> , Shading on Sphere, Cube, Cone, Cylinder	17
4	Still Life in Pencil – Shiny surface other than glass or metal Still Life in Pencil – Glass / Marble Still Life in Pencil - Metal	9
5	Still Life in Pencil - Wood Still Life in Pencil - Fabric Still Life in Pencil – Fruits & Vegetables	9
6	Still Life in Color medium – Shiny surface other than glass or metal Still Life in Color medium – Glass / Marble Still Life in Color medium – Metal	12
7	Still Life in Color medium – Wood Still Life in Color medium – Fabric Still Life in Color medium – Fruits & Vegetables	12
8	Human Figure – Joints identification, Stick figures Human Figure –Block figures, Mass Addition, Cloth Addition Human Figure – Understanding Human Anatomy	5
9	Human Figure – Live Human Figure Drawing Human Figure – Head Tilts Human Figure – Hand & Feet gestures	15
10	Nature Drawing - Contour Nature Drawing – Details Addition	5
11	Nature Drawing – Tonal Shading with Pencil Nature Drawing – In color medium	13

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Develop hand & mind coordination, improvement of visual judgment, improvement of grip and line quality, improvement of focus	1 to 11
CO-2	Practice and understanding different color mediums and their application to represent various materials and textures	
CO-3	Analyze human proportion, development of quick figure sketching, improving observation	

<b>CO-4</b>	Establish observation skills, advance learning of shading through rendering of nature based objects, pencils and different color mediums	
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**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in a real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

1. Basic stationary kit (pencil, erasers, color palette, water container, and other relevant stationary)

**Books Recommended:**

1. Poxon, David. Different Strokes: Pencil Drawing. PURE Publishing.
2. Rankin, David J. Fast Sketching Techniques. North Light Books.
3. Eissen, Koos., & Steur, Roselien. Sketching The Basics. BIS Publishers.

**List of Open Source Software/learning website:**

N. A.

**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	-	-	2	-	2	2	-	-	2	-	-	2	2
CO-2	3	-	2	-	-	-	2	-	-	-	-	1	2	2
CO-3	3	2	-	2	-	2	-	-	-	-	-	-	2	1
CO-4	3	2	-	-	-	-	2	-	-	-	-	2	2	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Basics of Color Theory**  
**Course Code: 1130383104**  
**Semester: 1**

**Prerequisite:**

1. Basic understanding of colors

**Objective:**

1. Learning the basic principles and elements of color to achieve progressive development of color psychology.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	60	75	3

**Content:**

Unit No.	Contents	Teaching Hours
1	Color Theory	5
2	Exploration of swatches for Grey Scale	22
3	Development of Grey Scale	7
4	Exploration of swatches for Color Wheels	25
5	Development of Color Wheels	8
6	Development of Color Board ( <b>using different materials</b> )	8

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Analyze color psychology and multiple aspects of various colors and related terminologies	1 to 6
CO-2	Practice the application of color and improvement in selecting multiple tones for various purposes on sheet	
CO-3	Experiment with the application of color theory, practically experiencing the varieties of colors in a color wheel	
CO-4	Analyze the color behavior in different materials	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in a real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

1. Basic stationary kit (pencil, erasers, color palette, water container, and other relevant stationary)

**Books Recommended:**

1. Patti, Mollica. Color Theory: An Essential Guide to Color. Walter Foster Publishing, Inc.
2. John, Gage. Color and Meaning: Art, Science, and Symbolism. Thames and Hudson.
3. Edwards, Betty. Color: A Course in Mastering the Art of Mixing Colors. Jeremy P. Teacher/Penguin.

**List of Open Source Software/learning website:**

N. A.



**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	-	-	-	-	-	2	-	-	3	-	1	2	2
CO-2	3	-	2	-	-	-	2	-	-	2	-	-	2	2
CO-3	3	-	2	-	-	-	2	-	-	-	-	-	2	2
CO-4	3	2	-	-	-	-	2	-	-	2	-	-	2	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Basic Photography & Digital Representation**  
**Course Code: 1130383105**  
**Semester: 1**

**Prerequisite:**

1. **Basic framing and composition skills.**

**Objective:**

1. Understanding photography as a basic tool to observe and document for the purpose of design studies and expressions.
2. Making students at par with the evolving industry and the digitalization that the world is moving towards.
3. Making students aware of different methods and softwares with which they can express creativity and ideas.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	90	105	4

**Content:**

Unit No.	Contents	Teaching Hours
1	Photography: History <b>and evolution</b> of Photography, Types of Photography & Techniques	5
	Photography: Study about Camera Equipment	
	Photography: Lenses and Focal Length	
2	Photography: Shutter Speed, Exposure, <b>ISO</b>	11
	Photography: Aperture and Depth of Field	
	Photography: Ambient Light, Color & Intensity, Introduced Light	
3	Photography: Background & Perspective	20
	Photography: <b>Composition</b> , Framing & Layering	
	Photography: Indoor & Outdoor photography, landscapes, portraits, etc.	
4	Digital Representation: Computer Basic, Creating Folder, Directories, Input Unit, Output Unit, Hardware, Software, Windows shortcut keys	3
	Digital Representation: MS Word: Text Basics – Typing the text, Alignment of text, Editing Text, Cut, Copy, Paste, Select, Clear, Find & Replace	
	Digital Representation: MS Word: Text Formatting & Saving Files – New, Open, Close, Save, Save As, Formatting Text, Font size, Font Style, Font color, Bold, Italic, Underline, Changing the text case, Line spacing, paragraph spacing, shading text and paragraph, working with tabs and indents	
	Digital Representation: MS Word: Working with Objects – Shapes, Clipart and picture, Word Art, Smart Art, Columns and Orderings, Order of Objects, Page number, Date & Time, Inserting Text boxes, Inserting Word art, Inserting symbols, Inserting chart	
5	Digital Representation: MS Word: Header & Footers – Inserting custom Header and Footer, Inserting objects in the header and footer, Adding section break to a document	4
	Digital Representation: MS Word: Working with bullets and numbered lists – Multilevel numbering and bulleting, creating list, customizing list style, page bordering, page background	
	Digital representation: MS Word: Tables – Working with tables, table formatting, table styles, alignment option, merge and split option	

	Digital Representation: MS Word: Styles and content – Using build-in styles, modifying styles, creating styles, creating a list style, table of contents and references, adding internal references, adding a footnote, adding endnote	
6	Digital Representation: MS Word: Merging Documents – Typing new address list, merging to envelopes, merging to label, setting rules for merges, finish and merge options	5
	Digital Representation: MS Word: Sharing and Maintaining Document – Changing word options, changing the proofing tools, managing templates, restricting document access, using protected view, working with templates, managing templates, understanding building blocks	
	Digital Representation: MS Word: Proofing the document – Check spell, <b>Identifying grammatical errors</b> , setting auto correct options	
	Digital Representation: MS Word: Printing – Page setup, setting margins, print preview, print	
7	Digital Representation: MS PowerPoint: Setting up PowerPoint Environment – New, Open, Close, Save, Save As, Typing the text, Alignment of text, Formatting text, Font size, Font style, Font color, using Bold, Italic, Underline, Cut, Copy, Paste, Select, Clear, Find & Replace, Working with tabs and indents	7
	Digital Representation: MS PowerPoint: Creating Slides and Applying Themes – Inserting new slide, Changing layout of slides, Duplicating slides, copying and pasting slides, Applying themes to the slide layout, changing theme color, slide background, formatting slide background, using slide views	
	Digital Representation: MS PowerPoint: Working with bullets and numbering – Multilevel numbering and bulleting, creating list, page bordering, page background, aligning text, text directions, columns option	
	Digital Representation: MS PowerPoint: <b>Incorporating interactive elements</b> Hyperlinks and Action Buttons – Inserting hyperlinks and action buttons, edit hyperlinks and action button, word art and shapes	
8	Digital Representation: MS PowerPoint: Working with Movies and sounds – Inserting movie from a computer file, inserting audio file, audio video playback and format options, video options, adjust options, reshaping and bordering video	12
	Digital Representation: MS PowerPoint: Animation and Slide Transition – Default animation, custom animation, modify a default or custom animation, reorder animation using transitions, apply a slide transition, modifying a transition, advancing to next slide	

	Digital Representation: MS PowerPoint: Using a slide master – Inserting layout option, inserting placeholders, formatting placeholders	
	Digital Representation: MS PowerPoint: Slide show option – Start slide show, start show from the current slide, rehearse time, creating custom slide show	
9	<p>Digital Representation: MS PowerPoint: Proofing and Printing – Check spell, Setting autocorrect options, save as video, save as jpeg files, save as PowerPoint show file, print preview, print</p> <p>Digital Representation: Adobe Photoshop: Introduction – Raster vs Vector, Creating new images, saving files for print, saving files for web/screen, working with adobe basics</p> <p>Digital Representation: Adobe Photoshop: Work Area – Using the tools, using the options bar and other panels, undoing actions in Photoshop, customizing the workspace, tools panel overview, <b>color codes RGB and CMYK</b></p> <p>Digital Representation: Adobe Photoshop: Basic Photo corrections – Strategy for retouching, resolution and image size, adjusting the color in camera raw, straightening and cropping the image, replacing colors in an image, adjusting saturation with the sponge tool, repairing areas with the clone stamp tool, using the spot healing brush tool, using content aware fill, applying the Unsharp Mask filter</p>	15
10	<p>Digital Representation: Adobe Photoshop: Working with Selections – About selecting and selection tools, using a quick selection tool, moving a selected area, manipulating selections, using the magic wand tool, selecting with the lasso tool, rotating a selection, selecting with the magnetic lasso tool, cropping an image and erasing within a selection, refining the edge of a selection</p> <p>Digital Representation: Adobe Photoshop: Layer Basics – About layers, using the layer panel, rearranging layers, applying a gradient to a layer, applying a layer style, <b>Smart objects &amp; artistic filters</b>, flattening and saving files</p> <p>Digital Representation: Adobe Photoshop: Masks and Channels – Working with masks and channels, creating a mask, refining a mask, creating a quick mask, manipulating an image with Puppet wrap, working with channels</p> <p>Digital Representation: Adobe Photoshop: Typographic Design – About type, creating a clipping mask from type, creating type on a path, warping point type, designing paragraphs of type</p>	23

**Course Outcome:**

<b>Sr. No.</b>	<b>CO statement</b>	<b>Unit No</b>
<b>CO-1</b>	Identify the historical period and technical processes and specifying the artistic interpretation of photography	1 to 10
<b>CO-2</b>	Apply 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.	
<b>CO-3</b>	Apply principles of composition to produce professional images. Applying the mechanics of exposure to control light and influence the final product.	
<b>CO-4</b>	Plan a new presentation and modify presentation themes, adding and editing text to slides	
<b>CO-5</b>	Develop composite images that demonstrate advanced selection and layering techniques and produce images for Web and print output with appropriate sizing and resolution.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in a real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

1. DSLR Camera & Phone camera.
2. Modern Desktop with Design Softwares.

**Books Recommended:**

1. Mitoke, Jim. Better photo basics. Amphoto books.
2. House, Dorothy. Microsoft Word, Excel and Powerpoint. Outskirts press.
3. Chavez, Conrad. Adobe photoshop classroom in a book. Adobe press.

**List of Open Source Software/learning website:**

N.A.

**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	-	-	-	-	-	2	-	-	-	2	-	2	2
CO-2	3	-	3	-	-	-	3	-	-	-	3	-	2	2
CO-3	3	-	3	-	-	-	3	-	-	-	3	-	2	2
CO-4	3	-	3	-	-	-	3	-	3	-	-	-	2	2
CO-5	3	-	3	3	-	-	3	-	-	-	-	-	2	2

**SILVER OAK UNIVERSITY****Institute Name – Silver Oak Institute of Design****Programme Name: Interior & Furniture Design****Course Name: Geometrical Construction & Material Studies****Course Code: 1130383106****Semester: 1****Prerequisite:**

1. **Basic understanding of geometric shapes.**

**Objective:**

1. Math and Geometry are technical tools to support and to express design ideas.
2. Understanding material as a basic tool to implement design ideas and creative thinking.
3. Understanding basic geometry and expression of different explorations from circle to square and triangle to polygons.
4. Exploring different materials, each having different characteristics like soft and solid, linear materials and 2D flat materials to create 3D forms and volumes.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	30	90	120	5

**Content:**

Unit No.	Contents	Teaching Hours
1	Historical background and application of geometry around us	2
2	Understanding the tools used for construction in geometry	2
3	Geometrical construction – Basics	24
4	Golden proportions and construction of Golden spiral and <b>its practical application</b>	5
5	Study of polygons	5
6	Regular and semi-regular geometric grids	5
7	Platonic solids and study of their inter-relationships	10
8	Truncations of Platonic solids and Derivation of Archimedean Solids	12
9	Tessellations <b>and its types</b>	7
10	Classification of Materials: Soft, medium and hard	1
11	Material exploration: Clay, terracotta	16
12	Material exploration: Thermocol	5
13	Material exploration: wood, bamboo	16
14	Material exploration: soft material and surface generation	10

**Course Outcome:**

<b>Sr. No.</b>	<b>CO statement</b>	<b>Unit No.</b>
<b>CO-1</b>	Analyze concepts like circle, ellipse, or regular polygon, volume of Platonic and Archimedean solids, Plane, Volume and transition from the plane to volume.	1 to 14
<b>CO-2</b>	Calculate the geometrical elements like angle, edge, surface and intersection.	
<b>CO-3</b>	Develop the appropriate geometry according to the product requirement.	
<b>CO-4</b>	Analyze the behavior and working of different materials categorized as soft, medium and hard.	
<b>CO-5</b>	Analyze the tools requirement and the process to change the form and work with materials.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in a real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

1. Drawing/ Drafting Board, Instrument Set for Geometric Construction.

**Books Recommended:**

1. Allen, Jon. Drawing Geometry. Floris books.
2. Elam, Kimberly. Geometry of Design. Princeton architectural press.
3. Ashby, Mike.,& Johnson, Kara. Materials and Design. Butterworth-Heinemann

**List of Open Source Software/Learning Website:**

N.A.



**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO10	PO11	PO12	PSO 1	PSO 2
CO-1	2	2	2	2	-	-	-	-	-	-	2	2	2	2
CO-2	2	2	2	2	-	-	2	-	-	-	1	1	1	2
CO-3	2	2	3	2	-	2	1	-	-	-	-	-	1	2
CO-4	1	1	2	2	2	-	-	-	-	-	2	2	2	1
CO-5	1	2	2	2	2	1	1	-	2	-	-	-	2	1



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: History of Indian Art**  
**Course Code: 1130383107**  
**Semester: 2**

**Prerequisite:**

1. Basic knowledge of Indian art history.

**Objective:**

1. Understand the origins and evolution of Indian art from prehistoric to contemporary times.
2. Analyze various techniques and styles in Indian paintings, sculptures, and architecture.
3. Interpret the cultural and religious influences on the development of Indian art.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
15	0	30	45	2

**Content:**

Unit No.	Contents	Teaching Hours
1	Introduction	2
2	Arts of Prehistoric Period: Prehistoric Era, Paintings, Materials used for paintings	2
3	Arts of Indus Valley Civilization: Indus Valley civilization artifacts, Indus Valley art, Indus Valley Statues, Bronze statues, Terracotta statues, seals, figurine, jewelry, gold in Indus valley	3.5
4	Arts of Vedic Period: Artifacts of Vedic period, Sculptures in Mauryan period, The Lion capital, Yakshas and Yakshinis, Cultures in Vedic period	3.5
5	Arts in Hinduism: Mauryan artifacts, Post Mauryan Gods, Brahma – The creator, Vishnu – The maintainer, Shiva – The destroyer, Hindu Gods and Goddess, Hindu art and symbolization, Myth, Legend and Folktale, Hinduism vs Buddhism	3.5
6	Arts in Buddhism: Theravada, Mahayana, Vajrayana, Buddhist Art, Depiction of Buddha, Padmapani Bodhisattva, Buddha head, Seated Buddha, Stupa, Jataka tales in Sanchi stupa, Monuments related to Buddha, Ajanta caves, Ellora caves	3.5
7	Murals: Indian Mural paintings	3.5
8	Arts in Jainism: Mahavira, Art in Jainism, Tirthankaras, Jain emblem, Jain flag, Jain manuscripts, Jainism	3.5
9	Temple Art and Architecture: Nagara style temples, Dravidian style temples, Vesara style temples, Khajuraho temples, Mahabodhi temple, Nalanda university, Jain temples, Mahabalipuram, Kailasnath temple	3.5
10	Arts of Mughal Period: Mughal Architecture, Mughal paintings, Pahari painting and Ragamala, Traditional and Folk art	3.5
11	Arts of British Period	3.5
12	Arts of Pre-Independence	3.5
13	Arts of Post-Independence	2
14	Contemporary Art	4

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Analyze the origin of Ancient Indian Art and its evolution.	1 to 14
CO-2	Develop an understanding of various periods and art styles in ancient Indian art and to know their chronology.	
CO-3	Show deep learning of art styles and techniques to appreciate art of ancient India.	
CO-4	Interpret the cultural and contextual aspect of ancient Indian Art.	

### Teaching & Learning Methodology:

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in a real/actual environment.
4. Group tasks, team work.

Presentations and display of work.

### Major Equipment:

**Drawing and Sketching Tools**

**Computers and Software**

**Photography Equipment**

**Printing and Presentation Tools**

### Books Recommended:

1. "Buddhist Art in India" by Joseph M. Dye
2. "Indian Art" by Partha Mitter
3. "A History of Indian Art" by Edith Tomory

### List of Open Source Software/learning website:

N.A.

### CO-PO-PSO Matrix:

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	3	1	3	1	1	2	1	-	2	1	1	2	2
CO-2	3	2	1	1	-	1	3	-	-	3	-	1	2	2

CO-3	3	1	3	1	3	3	1	-	-	1	-	1	2	1
CO-4	3	1	1	1	1	1	1	3	0	1	3	3	2	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Indian Craft & Culture**  
**Course Code: 1130383108**  
**Semester: 2**

**Prerequisite:**

1. Basic understanding of Indian crafts & culture.

**Objective:**

1. To impart knowledge of various Indian crafts and its functioning.
2. To know about the current scenario as well as factors influencing them.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
15	0	30	45	2

**Content:**

Unit No.	Contents	Teaching Hours
1	Historical Background of Indian Craft: Introduction to the basic concept in the evolution of crafts. Journey of various crafts over several decades and centuries.	9
2	Zone wise Introduction of craft: North, South, East, West, Central and North-East.	9

3	Types of craft: Metal craft, Wood craft, Leather craft, Paper craft, Textile craft, Stone craft, Pottery/Clay work, Terracotta work, Gems and stone, Grass craft, Bamboo craft, etc.	11
4	Current Scenario of craft: Current situation of craft in Domestic and International Market.	9
5	Factors influencing craft: Social, Economic, Technological, Psychological, etc.	7

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Develop understanding of various Indian crafts.	1 to 5
CO-2	Develop understanding of factors affecting crafts.	
CO-3	Develop a sense of personal identity and self-esteem through practical achievement in the expressive, communicative and functional modes of art, craft and design.	
CO-4	Develop an awareness of the historical, social and economic role and value of art, craft and design and aspects of contemporary culture and mass-media.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

**Digital Projector**

**Craft Tools and Materials**

**Documentation and Photography Equipment**

**Printmaking Supplies**

**Photography Equipment**

## Exhibition and Display Materials

### Research Resources

#### Books Recommended:

1. "Buddhist Art in India" by Joseph M. Dye
2. "Indian Art" by Partha Mitter
3. "A History of Indian Art" by Edith Tomory
4. "The Hindu Temple: An Introduction to Its Meaning and Forms" by George Michell
5. "The Arts of India" by Susan L. Huntington

#### List of Open Source Software/learning website:

N.A.

#### CO-PO-PSO Matrix:

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	2	1	1	1	1	2	1	1	2	1	2	2	2
CO-2	2	3	2	3	2	2	2	2	1	2	2	2	2	2
CO-3	2	1	3	2	3	3	3	1	1	1	1	1	2	1
CO-4	2	2	1	1	2	2	2	2	1	2	3	3	2	1



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Advanced Design Drawing**  
**Course Code: 1130383109**  
**Semester: 2**

**Prerequisite:**

1. Understanding of Basics of Design Drawing

**Objective:**

1. To comprehend the fundamental principles of visual communication, such as typography, color theory, layout, and composition.
2. To cultivate the ability to solve design problems effectively and innovatively.
3. To gain proficiency in using design software tools for creating and editing visual content.
4. To learn how to communicate messages clearly and effectively through visual means, considering audience and context.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	60	75	3

**Content:**

Unit No.	Contents	Teaching Hours
1	Perspective: Perspective drawing and its application in sketches	1
2	Perspective: Types of perspective	1
3	Perspective: Cone of vision, Line of sight, Axis/angles	1
4	Perspective: Picture Plane, Foreshortening, Overlapping, inclined planes	1
5	Perspective: Vanishing point, Horizon/Eye Level	2
6	Perspective: One point perspective, Two point perspective, Three point perspective	19

7	Isometry: Isometric grid	3
8	Isometry: 2D strips in different planes	3
9	Isometry: 3D strips in different planes	3
10	Isometry: 3D Profile Travelling	3
11	Isometry: Circle plotting in isometric grid	2
12	Isometry: Rim Division	1
13	Isometry: 2D curved strips in different planes	3
14	Isometry: 3D curved strips in different planes	3
15	Isometry: Product drawing and Tessellations	4
16	Orthography: Orthographic drawing	1
17	Orthography: Graphical projections, Orthographic projection	2
18	Orthography: First and third angle projection, view selection, principle views, planes of projection, view placement, line conventions, transferring of dimensions	3
19	Orthography: Principles of Orthographic projection, Alignment of features, Distances in related views, true length and size, foreshortening, configuration of planes, parallel features, edge views	2
20	Orthography: one view drawings, two view drawings, multiple view drawings	7
21	Orthography: Representation of fillet and rounded corners, chamfers, runouts, elliptical surfaces, irregular or space curves, intersecting cylinders, cylinders intersecting prisms, cylinders intersecting holes	3
22	Orthography: Surface labeling, vertex labeling, Physical model construction, Sectional Orthography	7

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Recognize the difference between a one-point perspective, a two-point perspective and a three-point perspective drawing.	1 to 22
CO-2	Develop isometric grid and develop product drawings.	



<b>CO-3</b>	Visualize geometrical solids in 3D space through exercises in Isometric and Orthographic projections.	
<b>CO-4</b>	Interpret Orthographic, Isometric and Perspective views of objects.	

**Teaching & Learning Methodology: -**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in a real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

**Drawing and Sketching Tools**

**Computers and Software**

**Photography Equipment**

**Printing and Presentation Tools:**

**Books Recommended:**

1. Francis D. K. Ching, “Design Drawing” by Wiley
2. Paul Laseau, “Freehand Sketching: An Introduction” by W. W. Norton & Company
3. Simon Jennings, “Artist’s Guide to Perspective: Understanding Perspective and Techniques” by Quarto Publishing Group USA

**List of Open Source Software/learning website:**

N.A.

**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	-	-	-	-	-	3	-	-	-	-	-	2	2

CO-2	-	-	3	-	-	-	3	-	-	-	-	-	2	1
CO-3	-	-	3	-	-	-	3	-	-	-	-	-	1	2
CO-4	-	-	-	-	-	-	3	-	-	-	-	-	1	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Advanced Color Appreciation**  
**Course Code: 1130383110**  
**Semester: 2**

**Prerequisite:**

1. Understanding of Basics of Color Theory

**Objective:**

1. Learning the principles and elements of color interaction and compositions.
2. Exploring different elements starting from color wheel to various tints and shades.
3. Expressing skills of basic theory of color by practical exercises.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	60	75	3

**Content:**

Unit No.	Contents	Teaching Hours
1	Theory of color interaction	1
2	Value and Saturation	10
3	Warm and cool colors, Neutral colors	1

4	Color Schemes: Achromatic, Monochromatic, Complementary, Triadic, Analogous, Split Complementary or Compound, Tetradic	4
5	Interaction of foreground and background colors	7
6	Interaction of Analogous colors	12
7	Interaction of colors through window and background	8
8	Interaction of colors through a grid and background	8
9	Form and color	13
10	Color Board	11

### Course Outcome:

Sr. No.	CO statement	Unit No
CO-1	Analyze and express an understanding of color theory systems through successful completion of hands on projects	1 to 10
CO-2	Show idea generation through Visualization, creative thinking, critical judgment and the employment of color theory concepts to communicate ideas effectively through successful completion of hands on projects and participation in class critiques	
CO-3	Express mastery of concepts taught in Color Interaction in Interior Design.	
CO-4	Develop and establish a foundation of color knowledge that will influence color decisions for the rest of one's life	

### Teaching & Learning Methodology: -

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

### Major Equipment:

1. Basic stationary kit (pencil, erasers, color palette, water container, and other relevant stationary)

**Books Recommended:**

1. Albers, Josef, & Weber, Nicholas Fox. "Interaction of Color". Yale University Press.
2. Gerstner, Karl. "The Forms of Color". MIT Press.
3. Quiller, Stephen. "Color Choices". Watson-Guption Publications.

**List of Open Source Software/learning website:**

N.A.

**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	-	2	-	2	-	-	-	2	1	-	-	2	1
CO-2	3	-	2	-	2	-	-	2	2	1	-	-	2	2
CO-3	3	-	3	-	3	-	-	-	-	2	-	-	1	1
CO-4	3	-	2	-	-	2	-	-	-	2	-	-	2	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Principles and Elements of Design**  
**Course Code: 1130383111**  
**Semester: 2**

**Prerequisite:**

1. An understanding of all the modules previously completed in Semester 1 and Semester 2.

**Objective:**

1. Learning basic principles and elements of design with the terminology of transformation from shape to form, i.e., 2D to 3D.
2. Understanding relationship of form and space with human factor and visual perception.
3. Expression of form, space and dynamics of the form with an understanding of expression and functionality.

4. Development of form for the purpose of utility as a design element for human need like product, for interiors, for fashion, for lifestyle, for visual communication, etc.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	120	135	5

**Content:**

Unit No.	Contents	Teaching Hours
1	Elements of Design: Point/Dot, Line, Plane/Shape, Form/Volume/Mass, Texture/Pattern, Color, Tone/Value, Space, Time	15
2	Application of elements in Interior.	5
3	Gestalt Law: Similarity, Continuation, Closure, Proximity, Figure/Ground, Symmetry & Order	20
4	Principles of Design: Harmony/Unity, Rhythm, Contrast, Emphasis, Movement, Balance, Proportion, Variety, Pattern/Repetition	20
5	Form: Types of Form – Organic, Geometric, Static, Dynamic, Kinetic, Volume, Mass, Abstract, Linear, Planar, etc.	5
6	Form Generation, Angle Manipulation, Radii Manipulation, Shape transition	25
7	Study of form through: Relief structures, Linear forms, Planar forms, Volumetric forms, Massive forms, Spatial forms, Textured forms, Serial planes, Subtractive construction, Additive construction, Wire sculptures	25
8	Pattern, Texture, Tone, Final Project	20

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Practice a variety of brainstorming techniques to generate novel ideas of value to solve problems.	1 to 8
CO-2	Develop ideas that are relevant and responsive to the world around them.	

<b>CO-3</b>	Articulate the content, context, and the process of their work visually, orally and in writing.	
<b>CO-4</b>	Identify and develop behaviors, such as curiosity, initiative, and persistence, which will help them engage with the world in productive ways.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

1. Basic stationary kit (pencil, erasers, color palette, water container, and other relevant stationary).

**Books Recommended:**

1. Lidwell, William,. Holden, Kristina,. & Butler, Jill. “Universal Principles of Design”. Rockport Publishers.
2. Norman, Don A.. “The Design of Everyday Things”. Basic Books.
3. Allen, Batchelder Ernest. “The Principles of Design”. The Inland Printer Company.

**List of Open Source Software/learning website:**

N.A.

**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
<b>CO-1</b>	3	2	-	1	2	-	-	2	-	3	-	-	2	1
<b>CO-2</b>	3	-	2	-	-	2	-	-	2	2	-	-	1	2
<b>CO-3</b>	3	-	-	-	-	-	2	-	2	3	-	-	2	1
<b>CO-4</b>	3	2	-	2	-	2	-	2	-	2	-	-	2	1



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Design Process**  
**Course Code: 1130383112**  
**Semester: 2**

**Prerequisite:**

1. An understanding of all the subjects of Semester 1 and Semester 2.

**Objective:**

1. To make students aware of very basic and simple design process thinking by using the education experience they have gone through during all the previous modules.
2. Taking up hypothetical design solving problems and working out systematic problem solving methods, and arriving at an acceptable hypothetical design solution with a mock model.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	120	135	5

**Content:**

Unit No.	Contents	Teaching Hours
1	Brainstorming: Identification of problem	15
2	Research Analysis and selection of problem.	20
3	Design Brief	10
4	Ideation	20
5	Prototyping and feedback research.	25
6	Selection and modification of design	10
7	Final and probable solutions to a design problem	20
8	Evaluation and feedback	15

**Course Outcome:**

<b>Sr. No.</b>	<b>CO statement</b>	<b>Unit No</b>
<b>CO-1</b>	Recognize and interpret Design Thinking concepts and principles.	1 to 8
<b>CO-2</b>	Practice the methods, processes, and tools of Design Thinking.	
<b>CO-3</b>	Apply the Design Thinking approach and model to real world situations.	
<b>CO-4</b>	Analyze the role of primary and secondary research in the discovery stage of the Design Process.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

**Computer and Software**

**Drawing and Sketching Tools**

**Photography and Videography Equipment**

**Printing and Prototyping Tools**

**Workshop Tools**

**Books Recommended:**

1. **"Designing Brand Identity: An Essential Guide for the Whole Branding Team"** by Alina Wheeler
2. **"The Elements of Graphic Design"** by Alex W. White
3. **"The Design of Everyday Things"** by Don Norman
4. **"Interaction of Color"** by Josef Albers
5. **"The Art of Looking Sideways"** by Alan Fletcher

**List of Open Source Software/learning website:**

N.A.



**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	-	-	-	-	-	3	-	-	-	-	-	2	1
CO-2	-	3	-	3	-	-	3	-	-	-	-	-	1	2
CO-3	-	-	3	-	-	-	-	-	-	3	-	-	1	2
CO-4	-	3	-	3	-	-	-	3	-	-	2	-	1	1



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: History of World Interiors & Architecture**  
**Course Code: 1130383202**  
**Semester: 3**

**Prerequisite:**

1. Students must have a basic understanding of art, craft, and cultural history from Semester 1 or equivalent exposure to design foundations.

**Objective:**

1. **Understand the evolution** - of architecture and interior design from prehistoric to contemporary periods.
2. **Identify major design** - movements, styles, and their cultural significance globally.
3. **Develop a critical eye** - for analyzing historical spaces, materials, and techniques.
4. **Compare and contrast** - regional and global design styles to inform modern design practices.
5. **Apply historical knowledge** - in design thinking for contemporary interior projects.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
30	0	0	30	2

**Content:**

<b>Unit No.</b>	<b>Content</b>	<b>Teaching Hours</b>	<b>Weightage %</b>
<b>1</b>	<b>Prehistoric &amp; Ancient Architecture</b> <ul style="list-style-type: none"><li>● Introduction to Neolithic interiors and domestic architecture.</li><li>● Classical Greek and Roman interiors: Spatial layout, furniture, materials, and motifs.</li><li>● Pre-classical influences: Minoan and Mycenaean design aesthetics.</li></ul>	<b>04</b>	<b>15%</b>
<b>2</b>	<b>Islamic, Byzantine, and Romanesque Architecture</b> <ul style="list-style-type: none"><li>● Characteristics of Islamic interiors: Calligraphy, geometric patterns, and colors.</li><li>● Byzantine interior spaces: Mosaics, domes, and religious symbolism.</li><li>● Romanesque architecture: Vaults, thick walls, and semi-circular arches.</li></ul>	<b>07</b>	<b>25%</b>
<b>3</b>	<b>Gothic to Renaissance Period</b> <ul style="list-style-type: none"><li>● Evolution of Gothic architecture: Stained glass, pointed arches, and verticality.</li><li>● Renaissance interiors: Classical revival, proportion, symmetry, and new materials.</li><li>● Analysis of famous interiors like the Vatican Palace and Florentine residences.</li></ul>	<b>06</b>	<b>20%</b>
<b>4</b>	<b>Baroque, Rococo, and Neo-Classical Design</b> <ul style="list-style-type: none"><li>● Baroque architecture: Ornate interiors and dynamic forms.</li><li>● Rococo interiors: Lightness, elegance, and use of pastel colors.</li><li>● Neoclassical: Return to classical simplicity and emphasis on geometry.</li></ul>	<b>05</b>	<b>15%</b>
<b>5</b>	<b>Industrial Revolution to Modernism</b> <ul style="list-style-type: none"><li>● Impact of industrialization on interiors and architecture.</li><li>● The Arts and Crafts Movement, Bauhaus, and Art Nouveau interiors.</li><li>● Transition from Modernism to Post-Modernism: Key interiors and architects.</li></ul>	<b>08</b>	<b>25%</b>

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Demonstrate an understanding of the evolution of interior styles from prehistory to classical periods.	1 to 5
CO-2	Analyze the influence of religion, culture, and societal values on Byzantine, Islamic, and Gothic interiors.	
CO-3	Explain the transformation of interior styles during Renaissance, Baroque, and Rococo periods.	
CO-4	Critically assess the impact of neo-classical and modernist movements on contemporary interior practices.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. **Lectures:** Presentations with visual aids and videos on architectural styles.
2. **Group Discussions:** Peer discussions to develop comparative analysis skills.
3. **Case Studies:** Online exploration of historical monuments and interiors.
4. **Field Visits:** Local museum visits to experience period-based interiors.
5. **Presentations & Assignments:** Student presentations on selected interior styles.

**Major Equipment:**

1. Projector and multimedia setup
2. Reference models of classical columns and interiors

**Books Recommended:**

1. Ching, Francis D.K. A Global History of Architecture. Wiley, 2017.
2. Fletcher, Banister. History of Architecture on the Comparative Method. B.T. Batsford, 2020.
3. Pile, John. A History of Interior Design. Laurence King Publishing, 2013.
4. Roth, Leland M. Understanding Architecture: Its Elements, History, and Meaning. Routledge, 2018.
5. Blakemore, Robbie. History of Interior Design and Furniture: From Ancient Egypt to Nineteenth Century Europe. Wiley, 2005.

**List of Open Source Software/learning website:**

1. Project Gutenberg
2. Internet Archive
3. Open Access Publishing in European Networks (OAPEN)
4. Google Arts & Culture
5. Wikimedia Commons

**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	2	3	1	2	-	-	2	-	1	-	2	2	2	1
CO-2	3	-	2	-	-	-	3	-	-	2	-	-	2	2
CO-3	1	-	-	-	-	2	1	-	-	-	3	-	2	2
CO-4	2	2	-	-	-	1	2	-	-	2	-	-	2	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Elements of Interior Design**  
**Course Code: 1130383203**  
**Semester: 3**

**Prerequisite:**

1. Understanding of basic design principles, spatial relationships, and foundational knowledge of design concepts.

**Objective:**

1. **Understand Design Elements:** Explore foundational elements like line, form, color, texture, and space within interior contexts.
2. **Apply Principles:** Apply principles of balance, rhythm, harmony, emphasis, and unity in interior design compositions.
3. **Develop Design Skills:** Enhance skills in spatial planning & furniture arrangement for functional and aesthetic interior solutions.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	60	75	3

**Content:**

Unit No.	Content	Teaching Hours
1	<b>Fundamental Elements of Design</b> <ul style="list-style-type: none"> <li>● Exploration of foundational elements: line, shape, form, color, texture, and space.</li> <li>● Understanding their role in shaping interior environments.</li> </ul>	15
2	<b>Principles of Interior Design</b> <ul style="list-style-type: none"> <li>● Study of design principles: balance, rhythm, harmony, emphasis, and unity.</li> <li>● Application of these principles in creating cohesive interior compositions.</li> </ul>	15
3	<b>Spatial Planning and Layout</b> <ul style="list-style-type: none"> <li>● Techniques for spatial planning and furniture layout.</li> <li>● Strategies to optimize functional and aesthetic aspects of interior spaces.</li> </ul>	15
4	<b>Color Theory and Application:</b> <ul style="list-style-type: none"> <li>● Study of color psychology, schemes, and their application in interior design to create desired moods boards.</li> </ul>	10
5	<b>Aesthetic and Functional Design Solutions</b> <ul style="list-style-type: none"> <li>● Development of design spaces that balance aesthetic appeal with functional requirements.</li> <li>● Case studies and projects focusing on applying learned principles to real-world interior design challenges.</li> </ul>	20

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	<b>Comprehensive Understanding:</b> Demonstrate a comprehensive understanding of fundamental elements and principles of interior design.	1 to 5
CO-2	<b>Effective Application:</b> Apply principles of spatial planning, furniture layout, and material selection to create functional and aesthetically pleasing interior designs.	
CO-3	<b>Creative Design Solutions:</b> Develop creative solutions using color theory, texture, and lighting design principles to enhance interior spaces.	
CO-4	<b>Critical Analysis:</b> Critically analyze and evaluate interior design compositions based on principles of balance, rhythm, harmony, and unity.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Classroom Explanations.
2. Tutorials for certain creative implementations of the exercises.
3. Experiencing and practicing in a real/actual environment.
4. Group tasks, team work.
5. Presentations and display of work.

**Major Equipment:**

1. **Drawing and Sketching Tools:** Graphite pencils, erasers, rulers, and sketchbooks for drafting and visualizing design concepts.
2. **Color Tools:** Color wheels, swatches, and samples for understanding color theory and selecting appropriate color schemes.
3. **Model Making Materials:** Foam boards, cutting tools, adhesives, balsa wood, and cutting tools supplies for creating 3D representations of design concepts.

**Books Recommended:**

1. Patti, Mollica. Color Theory: An Essential Guide to Color. Walter Foster Publishing, Inc.
2. John, Gage. Color and Meaning: Art, Science, and Symbolism. Thames and Hudson.

3. Edwards, Betty. Color: A Course in Mastering the Art of Mixing Colors. Jeremy P. Teacher/Penguin.

**List of Open Source Software/learning website:**

1. OpenCourseWare (OCW) - MIT
2. Coursera: Features free courses on design fundamentals, including visual design principles, color theory, and layout.
3. DesignWiki: A collaborative platform providing articles and resources on various design topics, including the elements and principles of design.

**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	-	-	-	-	-	2	-	-	3	-	1	2	2
CO-2	3	-	2	-	-	-	2	-	-	2	-	-	2	2
CO-3	3	-	2	-	-	-	2	-	-	-	-	-	2	2
CO-4	3	2	-	-	-	-	2	-	-	2	-	-	2	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Interior Design Studio I**  
**Course Code: 1130383206**  
**Semester: 3**

**Prerequisite:**

1. Knowledge of basic design concepts and space planning from previous semesters.
2. Understanding of anthropometrics and ergonomics for residential spaces.

**Objective:**

1. **To develop a functional understanding** of designing residential interiors based on user needs.

2. **To enhance design thinking and problem-solving skills** in residential interior spaces.
3. **To explore** spatial planning, furniture layout, and material applications in residential interiors.
4. **To integrate** sustainability and aesthetics in residential interiors.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	180	195	7

**Content:**

Unit No.	Content	Teaching Hours (Total)
<b>1</b>	<b>Introduction to Residential Interiors</b> <ul style="list-style-type: none"> <li>● <i>Types of residential spaces, user behavior analysis, and space requirements (kitchen, living, bedroom, etc.).</i></li> <li>● Topics: Case studies, ergonomic principles, conceptualization.</li> </ul>	<b>23</b>
<b>2</b>	<b>Space Planning and Zoning</b> <ul style="list-style-type: none"> <li>● <i>Layouts and circulation planning for different types of residences (apartments, bungalows, studios).</i></li> <li>● Topics: Bubble diagrams, furniture layouts, adjacency matrix, flow of movement.</li> </ul>	<b>38</b>
<b>3</b>	<b>Furniture Design &amp; Material Selection</b> <ul style="list-style-type: none"> <li>● Aesthetic Elements &amp; Interior Styling</li> <li>● Color theory, textiles, lighting, décor, and sustainable elements.</li> <li>● Topics: Color palettes, soft furnishings, lighting plans, and décor accessories for interiors.</li> </ul>	<b>43</b>
<b>4</b>	<b>Aesthetic Elements &amp; Interior Styling</b> <ul style="list-style-type: none"> <li>● <i>Color theory, textiles, lighting, décor, and sustainable elements.</i></li> <li>● Topics: Color palettes, soft furnishings, lighting plans, and décor accessories for interiors.</li> </ul>	<b>33</b>
<b>5</b>	<b>Design Execution and Presentation</b> <ul style="list-style-type: none"> <li>● <i>Technical drawings, 3D models, and final presentation with design reports.</i></li> </ul>	<b>58</b>



	<ul style="list-style-type: none"> <li>• Topics: Detailed working drawings, mood boards, 3D modeling, client presentations.</li> </ul>	
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**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Apply ergonomic principles to create user-centric residential interiors.	1 to 5
CO-2	Develop space planning strategies and circulation layouts for residences.	
CO-3	Design customized furniture layouts with appropriate material applications.	
CO-4	Integrate aesthetics, color schemes, and styling into residential interiors.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. **Lectures & Tutorials** for foundational understanding of residential design.
2. **Hands-on Practical Sessions** for developing layouts and working with furniture and materials.
3. **Group Discussions** for design thinking and collaborative learning.
4. **Field Visits** to observe real residential interiors and material applications.
5. **Critiques and Reviews** by faculty to refine student work.
6. **Mock Client Presentations** to enhance communication skills.

**Major Equipment:**

1. Projector and multimedia setup.
2. Drafting tables and tools.
3. Computer workstations with design software (AutoCAD).
4. Printers and plotters for technical drawings.
5. Lightbox for tracing.
6. Sample materials (wood, metal, fabrics) for exploration.

**Books Recommended:**

1. **Neufert, Ernst.** Architects' Data. Wiley-Blackwell, 2012.
2. **Ching, Francis D.K.** Interior Design Illustrated. Wiley, 2018.
3. **Pile, John F.** Interior Design. Pearson Education, 2013.
4. **Ballast, David Kent.** Interior Design Reference Manual. Professional Publications, 2013.
5. **Karlen, Mark.** Space Planning Basics. Wiley, 2016.

### List of Open Source Software/learning website:

1. Open Access Publishing in European Networks (OAPEN)
2. ArchDaily: An open-source platform that shares architecture and design articles, case studies, and project features, providing valuable insights into contemporary design practices.
3. Internet Archive: A digital library offering free access to a vast collection of books, documents, and images related to architecture, design history, and interior design practices.

### CO-PO-PSO Matrix:

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	3	2	2	1	1	2	1	1	2	2	1	1	3	2
CO-2	2	3	3	2	2	1	2	1	-	2	-	-	2	2
CO-3	2	3	3	2	2	2	1	1	-	-	3	-	2	2
CO-4	1	2	1	2	3	2	2	1	-	2	-	2	2	2



### SILVER OAK UNIVERSITY

Institute Name – Silver Oak Institute of Design

Program Name: Interior & Furniture Design

Subject Name: Basic Materials & Technology-I

Subject Code:1130383214

Semester: 3

### Prerequisite:

1. Basic understanding of materials in interior design.

### Objective:

1. To understand the properties and applications of various materials used in interior design.
2. To explore the technological advancements in material usage.
3. To develop the ability to select appropriate materials for specific design contexts.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	60	75	3

**Content:**

Unit No.	Content	Teaching Hours
<b>1</b>	<p><b>Introduction to Materials</b></p> <ul style="list-style-type: none"> <li>● Definition and classification of materials and space.</li> <li>● Properties of materials (physical, chemical, thermal).</li> <li>● Material selection criteria.</li> <li>● Introduction of Brick-General Brief of Brick, Technical Definitions, Manufacturing of Bricks, Types of Bricks, Sizes of Bricks, Bonds in Brick Masonry, Defects in Brick Masonry, Cracking in Brick Masonry.</li> <li>● Introduction of P.C.C. &amp; R.C.C., Proportion of Concrete mix, Joints in Concrete structures, Precast concrete, and ready-mix concrete, Corrosion of steel in concrete, Methods of mixing the materials of concrete.</li> <li>● Introduction of Sand, Silt, Clay, Mortar and lime-Difference between sand, silt, and clay, Brief of lime, Classification of sand, properties of sand, Introduction of mortar.</li> <li>● Introduction of foundation-Purposes of Foundation, Types of Foundation.</li> <li>● Introduction of floor-Difference between floors and flooring materials for flooring construction.</li> <li>● Introduction of arches-Definition, Technical terms, Classification of arches according to shape, classification of arches according to materials of construction</li> <li>● Introduction of openings-Technical terms, Types of doors, windows and ventilators, fixtures and fastening for door windows.</li> <li>● Introduction of staircase-Definition, technical terms, Definition of the ramp, types of stairs(straight stairs, turning stairs, circular or spiral stairs, geometrical stairs, Materials used in stairs.</li> </ul>	<b>20</b>

<b>2</b>	<b>Wood and Wood Products</b> <ul style="list-style-type: none"> <li>● Types of wood (hardwood, softwood).</li> <li>● Wood processing and manufacturing.</li> <li>● Applications in interiors.</li> <li>● Sustainability issues related to wood.</li> </ul>	<b>15</b>
<b>3</b>	<b>Metals and Alloys</b> <ul style="list-style-type: none"> <li>● Properties and types of metals and alloys.</li> <li>● Applications in construction and design.</li> <li>● Corrosion and treatment of metals.</li> </ul>	<b>15</b>
<b>4</b>	<b>Glass and Ceramics</b> <ul style="list-style-type: none"> <li>● Types of glass (tempered, laminated, etc.).</li> <li>● Properties and applications of ceramics.</li> <li>● Innovations in glass and ceramics for interiors.</li> </ul>	<b>15</b>
<b>5</b>	<b>Plastics - Composites</b> <ul style="list-style-type: none"> <li>● Types of plastics and their properties.</li> <li>● Composites in modern interior design.</li> <li>● Environmental impact of plastic use.</li> </ul>	<b>10</b>

**Course Outcome:**

Sr. No.	CO statement	Unit No
<b>CO-1</b>	Students will be able to classify materials based on their properties and applications in design.	1 to 5
<b>CO-2</b>	Students will analyze the characteristics and sustainable use of wood in interior applications.	
<b>CO-3</b>	Students will assess the properties of metals and their relevance to design and construction.	
<b>CO-4</b>	Students will evaluate the functional and aesthetic roles of glass and ceramics in interiors.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. **Lectures:** Theory on material properties and applications.
2. **Demonstrations:** Hands-on experiences with materials.
3. **Group Discussions:** Encourage peer learning and analysis of materials.

4. **Field Visits:** Visits to local manufacturers or design firms to observe material applications.
5. **Projects:** Assignments focusing on material selection for design projects.

**Major Equipment:**

1. Sample kits of various materials (wood, metal, glass, plastics)
2. Testing equipment for material properties (e.g., hardness testers, tensile testers).

**Books Recommended:**

1. Ashby, M.F. & Johnson, K. – Materials and Design: The Art and Science of Material Selection in Product Design (Butterworth-Heinemann)
2. Callister, W.D. – Materials Science and Engineering: An Introduction (John Wiley & Sons)
3. Smith, W.F. & Hashemi, J. – Foundations of Materials Science and Engineering (McGraw-Hill)
4. Mallick, P.K. – Materials Selection for Engineering Design (CRC Press)
5. Jones, R. & Child, A. – Interior Design Materials and Specifications (Wiley)

**List of Open Source Software/learning website:**

1. Materials Research Society (MRS) Online.
2. Open Educational Resources (OER) Commons: Offers a range of free educational materials, including texts and resources related to materials science and technology.
3. Material ConneXion: Provides a database of innovative materials and technologies, although access to some content might require a subscription, they offer selected open access resources and articles.

**CO-PO-PSO Matrix:**

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	2	1	-	-	-	-	-	1	-	2	1	1	2	2
CO-2	-	2	-	-	1	1	2	1	-	2	-	-	3	1
CO-3	-	1	-	1	-	2	-	-	-	-	3	-	2	3
CO-4	2	-	1	-	-	2	2	-	-	2	-	2	1	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design (13)**  
**Program Name: Interior & Furniture Design (038)**  
**Subject Name: Reflective Study Programme-I**  
**Subject Code: 1130383213**  
**Semester: 3**

**Prerequisite:**

1. Basic understanding of art, history, design movements and architecture.

**Objective:**

1. To explore and understand the art, architecture, and cultural practices of a selected community.
2. To develop research and analytical skills through fieldwork and documentation.
3. To create a comprehensive exhibition that reflects the findings of the study.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	0	75	75	4

**Content:**

Unit No.	Content	Teaching Hours
1	<b>Introduction to Cultural Studies</b> <ul style="list-style-type: none"><li>• Overview of cultural studies; Importance of art and architecture in society; Research methods.</li></ul>	10
2	<b>Art Forms and Architecture</b> <ul style="list-style-type: none"><li>• Study of local art forms; Architectural styles and history; Analysis of selected artworks and buildings.</li></ul>	10
3	<b>Community Engagement</b> <ul style="list-style-type: none"><li>• Methods of engaging with local communities; Ethnographic studies; Conducting interviews and surveys.</li></ul>	15

<b>4</b>	<b>Documentation and Analysis</b> <ul style="list-style-type: none"> <li>Techniques for documenting findings; Analytical writing; Case studies of similar cultural exhibitions.</li> </ul>	<b>20</b>
<b>5</b>	<b>Exhibition Planning and Design</b> <ul style="list-style-type: none"> <li>Principles of exhibition design; Curatorial practices; Final exhibition setup and presentation.</li> </ul>	<b>20</b>

**Course Outcome:**

Sr. No.	CO statement	Unit No
<b>CO-1</b>	Demonstrate understanding of cultural studies and research methods.	1 to 5
<b>CO-2</b>	Analyze and critique local art forms and architectural styles.	
<b>CO-3</b>	Conduct community engagement activities effectively.	
<b>CO-4</b>	Document findings and produce a well-researched report.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Lectures: Interactive sessions to introduce key concepts.
2. Fieldwork: Visits to sites and communities for hands-on experience.
3. Group Discussions: Encourage collaborative learning and sharing of insights.

**Major Equipment:**

1. Cameras for documentation.
2. Projectors and screens for presentations.
3. Exhibition materials (boards, lighting, display cases).
4. Computers with design software for planning.

**Books Recommended:**

1. **Mason, Randall.** *Cultural Studies and the Study of Art*. New York: Routledge.
2. **Thompson, Paul.** *Fieldwork in Cultural Studies*. London: Sage Publications.
3. **Friedman, Alice T.** *Exhibition Design: A Practical Guide*. New York: McGraw-Hill.
4. **Bennett, Tony.** *Differential Aesthetics: The Politics of Cultural Studies*. London: Sage Publications.
5. **Cameron, Fiona.** *Cultural Heritage and the Future of Museums*. New York: Routledge.

### List of Open Source Software/learning website:

1. **Open Culture:** A website that curates free educational resources, including online courses, movies, audiobooks, and documents related to art, design, and architecture.
2. **Creative Commons:** A platform that offers a wide range of open-access resources, including images, videos, and articles related to art and architecture.
3. **Google Arts & Culture:** A platform that offers access to artworks, historical events, and architecture from museums around the world.

### CO-PO-PSO Matrix:

Co. No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO11	PO1 2	PSO 1	PSO 2
CO-1	1	1	-	-	3	-	-	1	-	2	2	1	2	3
CO-2	2	3	3	-	1	1	1	2	-	2	-	-	1	1
CO-3	-	1	-	1	-	2	-	-	-	-	3	-	3	1
CO-4	2	-	1	-	-	2	2	-	2	2	-	2	2	3



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: History of World Interiors & Architecture**  
**Course Code: 1130383206**  
**Semester: 4**

### Prerequisite:

1. Understanding of architectural history and basic knowledge of world interiors covered in Semester 3.

### Objective:

1. Explore the evolution of Indian interiors and architecture through different historical periods.
2. Analyze the influence of socio-cultural, religious, and political factors on Indian architecture and interior design.
3. Develop an understanding of regional styles and indigenous practices in Indian interiors.
4. Understand the relevance of traditional Indian designs in contemporary interior design practice.



**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
30	0	0	30	2

**Content:**

Unit No.	Content	Teaching Hours	Weightage %
1	<b>Introduction to Indian Architecture</b> <ul style="list-style-type: none"> <li>Overview of Indian architectural timeline – Prehistoric to Modern. Impact of religion, geography, and materials. Key concepts in Vastu Shastra and Islamic architecture principles.</li> </ul>	05	16%
2	<b>Ancient Indian Architecture and Interiors</b> <ul style="list-style-type: none"> <li>Indus Valley Civilization, Buddhist architecture (Stupas, Chaityas, Viharas), and Mauryan pillars. Interiors of Ajanta &amp; Ellora caves. Use of stone, clay, and natural elements.</li> </ul>	06	20%
3	<b>Medieval Indian Architecture &amp; Interiors</b> <ul style="list-style-type: none"> <li>Sultanate and Mughal architecture – Evolution of domes, arches, and minarets. Study of palaces and mosques. Decorative arts and use of inlay work, jalis, and textiles.</li> </ul>	07	24%
4	<b>Regional Vernacular Architecture</b> <ul style="list-style-type: none"> <li>Traditional homes from Rajasthan, Kerala, and Gujarat. Climate-responsive</li> </ul>	05	16%

	techniques in design. Indigenous construction practices with local materials.		
<b>5</b>	<b>Colonial and Post-Independence Architecture</b> <ul style="list-style-type: none"> <li>Impact of European architecture on Indian interiors – Portuguese, Dutch, and British influences.</li> <li>Post-independence modernism and works of architects like Le Corbusier, Charles Correa, etc.</li> </ul>	<b>07</b>	<b>24%</b>

**Course Outcome:**

<b>Sr. No.</b>	<b>CO statement</b>	<b>Unit No</b>
<b>CO-1</b>	Understand the chronological development of Indian interiors and architecture.	1 to 5
<b>CO-2</b>	Analyze the socio-cultural and environmental influences on different styles.	
<b>CO-3</b>	Compare regional and vernacular styles with classical Indian architectural practices.	
<b>CO-4</b>	Apply traditional Indian elements creatively in modern design contexts.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

- Lectures:** Introduction to historical contexts and styles.
- Case Studies:** Analysis of iconic architectural works and interiors from various periods.
- Field Visits:** Explore local examples of vernacular architecture or museums (if

possible).

4. **Group Activities & Discussions:** Engage students in collaborative learning and exchange of ideas.
5. **Presentations:** Student-led presentations on specific topics for deeper research.
6. **Audio-Visual Materials:** Use of documentaries and online resources to enhance learning.

#### Major Equipment:

1. Multimedia projector for presentations
2. Internet access for research and online case studies
3. Model-making materials for group exercises

#### Books Recommended:

1. **Brown, Percy.** Indian Architecture (Buddhist and Hindu Periods). D.B. Taraporevala Sons & Co.
2. **Grover, Satish.** Islamic Architecture in India. CBS Publishers & Distributors Pvt Ltd.
3. **Tadgell, Christopher.** The History of Architecture in India. Phaidon Press.
4. **Gupta, R. K. & Bakshi, S. R.** Studies in Indian Architecture. Deep & Deep Publications.
5. **Lang, Jon T., Desai, Madhavi, & Desai, Miki.** Architecture and Independence: The Search for Identity - India 1880 to 1980. Oxford University Press.

#### List of Open Source Software/learning website:

1. ArchDaily (<https://www.archdaily.com>)
2. Aga Khan Documentation Center (<https://libraries.mit.edu/akdc/>)
3. Indian National Trust for Art and Cultural Heritage (INTACH)
4. World Architecture Community (<https://worldarchitecture.org>)

#### CO-PO-PSO Matrix:

Co. No.	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO-1	3	2	1	2	-	2	2	1	1	-	1	2	2	1
CO-2	3	-	2	2	-	-	2	1	-	2	1	-	1	2
CO-3	3	3	-	-	3	-	-	-	3	-	1	-	2	2
CO-4	2	2	-	-	-	1	2	2	-	2	2	-	3	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Basic Material & Interior Technology - II**  
**Course Code: 1130383207**  
**Semester: 4**

**Prerequisite:**

1. Completion of Basic Materials & Interior Technology I.

**Objective:**

1. To deepen understanding of advanced materials and their applications in interior design.
2. To explore sustainable practices and technologies in material selection and usage.
3. To develop analytical skills for evaluating material performance and suitability in various interior applications..

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	60	75	3

**Content:**

Unit No.	Content	Teaching Hours
1	<b>Advanced Materials</b> <ul style="list-style-type: none"><li>● Introduction to advanced materials (composites, smart materials)</li><li>● Material properties and characteristics</li><li>● Case studies on innovative uses of advanced materials.</li><li>● Introduction of acoustics-Definition, Velocity of Sound, Influence of Environment, Types of Absorbent Materials, acoustics treatment for walls, flooring, and slab.</li></ul>	15
2	<b>Sustainable Materials</b> <ul style="list-style-type: none"><li>● Overview of sustainability in materials</li><li>● Natural vs. synthetic materials</li></ul>	15

	<ul style="list-style-type: none"> <li>● Lifecycle assessment and eco-labeling</li> <li>● Case studies on sustainable design</li> </ul>	
3	<b>Material Technology</b> <ul style="list-style-type: none"> <li>● Technological advancements in materials</li> <li>● Emerging technologies (3D printing, nanotechnology)</li> <li>● Application of technology in material selection</li> <li>● Introduction of painting, varnishing, and distempering.</li> <li>● Introduction of hardware – Tandem basket, ss basket, hinges, handles, locking devices, fasteners.</li> <li>● Introduction to false ceiling, roofs, and its types.</li> </ul>	20
4	<b>Performance Evaluation</b> <ul style="list-style-type: none"> <li>● Evaluating durability, maintenance, and safety standards</li> <li>● Research methodologies for material analysis</li> </ul>	05
5	<b>Material Trends and Research</b> <ul style="list-style-type: none"> <li>● Current trends in materials</li> <li>● Impact of cultural and societal changes on material choices</li> <li>● Future directions in material science and design.</li> <li>● Introduction of laminate.</li> <li>● Introduction of Veneer.</li> <li>● Introduction of Damp Proofing, Water Proofing, Termite Proofing- Definitions, Causes of dampness, effects of dampness, materials used for damp proofing.</li> <li>● Pointing and Plastering-definitions, External finishes, basic material- plaster of Paris and fiber, Materials for plastered surfaces</li> </ul>	20

**Course Outcome:**

Sr. No.	CO statement	Unit No
CO-1	Demonstrate knowledge of advanced materials used in interior design.	1 to 5
CO-2	Analyze the properties and performance of various materials in real-world applications.	
CO-3	Evaluate sustainable materials and practices within the context of interior design.	

<b>CO-4</b>	Apply technological advancements in material applications for innovative interior solutions.	
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### Teaching & Learning Methodology:

The various methods or tools followed by the faculties to teach the above subject are:

1. **Lectures:** Engaging lectures to introduce theoretical concepts.
2. **Workshops:** Hands-on workshops for material handling and evaluation.
3. **Field Visits:** Visits to material suppliers and manufacturers to understand practical applications.
4. **Group Discussions:** Facilitated discussions to encourage collaborative learning.
5. **Research Projects:** Assignments focused on contemporary material trends.

### Major Equipment:

1. Material testing equipment (e.g., tensile testing machine)
2. 3D printers for prototyping
3. Sustainable material samples (recycled, natural materials)
4. Projector and presentation tools for group presentations

### Books Recommended:

1. **Ching, Francis D.K.** *Architecture: Form, Space, and Order*. Wiley.
2. **Ashby, Michael F. & Johnson, Kara.** *Materials and Design: The Art and Science of Material Selection in Product Design*. Butterworth-Heinemann.
3. **Bansal, Meenal.** *Sustainable Materials in Architecture and Interior Design*. Routledge.
4. **Katz, Steven.** *Understanding Materials Science: Basics and Applications*. Springer.
5. **Weaver, Charles E.** *Advanced Materials for Interior Design*. Fairchild Books.

### List of Open Source Software/learning website:

1. **OpenStax** - Free textbooks and educational resources.
2. **MIT OpenCourseWare** - Courses on materials science and interior design.
3. **Coursera and edX** - Free courses related to materials science and technology.

**CO-PO-PSO Matrix:**

Co. No.	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO-1	3	2	1	2	-	2	2	1	1	-	1	2	2	1
CO-2	3	-	2	2	-	-	2	1	-	2	1	-	1	2
CO-3	3	3	-	-	3	-	-	-	3	-	1	-	2	2
CO-4	2	2	-	-	-	1	2	2	-	2	2	-	3	2



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Digital Application - I**  
**Course Code: 1130383208**  
**Semester: 4**

**Prerequisite:**

1. Familiarity with basic SketchUp, Photoshop tools and functions.
2. Prior experience with digital design, visualization techniques, and 2D/3D processes.

**Objective:**

1. To advance proficiency in SketchUp for complex interior design applications.
2. To develop skills for creating photorealistic renders and walkthroughs.
3. To apply SketchUp in generating design presentations and documentation.
4. To foster efficiency in model optimization and group collaboration techniques.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	60	0	60	2

**Content:**

<b>Unit No.</b>	<b>Content</b>	<b>Teaching Hours</b>
<b>1</b>	<b>Advanced 3D Modeling and Detailing</b> <ul style="list-style-type: none"><li>● Complex model creation: curved surfaces, parametric components, organic forms</li><li>● Advanced editing tools: Intersecting objects, creating precise cutouts</li><li>● Working with imported CAD drawings and developing 3D models from them</li></ul>	<b>12</b>
<b>2</b>	<b>Materials, Texturing, and Lighting via Photoshop</b> <ul style="list-style-type: none"><li>● Applying custom materials and textures</li><li>● Texture mapping and UV adjustments</li><li>● Setting up lighting (natural and artificial) for realistic interiors</li></ul>	<b>10</b>
<b>3</b>	<b>Rendering and Walkthroughs</b> <ul style="list-style-type: none"><li>● Introduction to V-Ray/Lumion and other plugins for photorealistic rendering</li><li>● Creating animated walkthroughs and exploring scene transitions</li><li>● Batch rendering and model optimization for faster outputs</li></ul>	<b>16</b>
<b>4</b>	<b>Layouts and Documentation for Presentation</b> <ul style="list-style-type: none"><li>● Exporting models to Layout for construction documentation</li><li>● Annotating, dimensioning, and creating detailed 2D drawings from 3D models</li><li>● Design presentations: Preparing boards, PDFs, and slides from SketchUp</li></ul>	<b>14</b>
<b>5</b>	<b>Collaborative Workflows and Plugins</b> <ul style="list-style-type: none"><li>● Cloud-based model sharing and collaboration tools (Trimble Connect, Google Drive)</li><li>● Essential plugins for interior design: 1001bit Tools, Artisan, JointPushPull</li><li>● Exploring model libraries and open-source repositories for SketchUp.</li></ul>	<b>08</b>



**Course Outcome:**

<b>Sr. No.</b>	<b>CO statement</b>	<b>Unit No</b>
<b>CO-1</b>	Apply advanced modeling techniques to create detailed and complex 3D models.	1 to 5
<b>CO-2</b>	Utilize material, texturing, and lighting tools for realistic interior designs.	
<b>CO-3</b>	Generate photorealistic renders and walkthroughs using SketchUp and plugins.	
<b>CO-4</b>	Produce comprehensive design documentation for presentations.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. **Lectures & Demonstrations:** In-class explanation of tools, techniques, and workflows.
2. **Hands-on Workshops:** Practical model creation, rendering, and presentation exercises.
3. **Group Projects:** Collaborative work on design models with shared responsibilities.
4. **Assignments & Case Studies:** Design exercises and real-world interior design modeling tasks.
5. **Peer Review & Feedback Sessions:** Evaluating each other's work to improve design thinking.

**Major Equipment:**

1. Computers with updated SketchUp software and V-Ray plugin.
2. Internet connection for cloud-based collaboration tools and model repositories.
3. Projector and screen for in-class demonstrations.
4. Access to design libraries and material banks (physical or digital).

**Books Recommended:**

1. **Wojciechowski, A.** SketchUp for Interior Design: 3D Visualizing, Designing, and Space Planning. Taylor & Francis.

2. **Chopra, S.** Rendering Interiors with V-Ray for SketchUp. CRC Press.
3. **Brock, D.** The SketchUp Workflow for Architecture: Modeling Buildings, Visualizing Design, and Creating Construction Documents with SketchUp Pro and Layout. John Wiley & Sons.

**List of Open Source Software/learning website:**

1. **3D Warehouse:** SketchUp's official model library.
2. **Trimble Connect:** Cloud-based project management and sharing tool.
3. **OpenStreetMap:** Importing geographical models and maps.
4. **ArchDaily & DesignBoom:** Case studies and reference projects.

**CO-PO-PSO Matrix:**

Co. No.	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO-1	3	2	1	1	-	2	2	1	1	-	1	2	2	1
CO-2	2	-	-	2	2	-	2	3	-	2	1	-	3	2
CO-3	3	2	3	2	-	-	-	1	3	-	1	-	2	2
CO-4	2	2	-	-	-	1	2	2	-	2	-	-	2	1



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Advance Reflective Study Programme**  
**Course Code: 1130383209**  
**Semester: 4**

**Prerequisite:**

1. Basic understanding of art, architecture, and cultural heritage acquired in previous semesters
2. Skills in documentation, research methods, and field study

**Objective:**

1. Explore and analyze the art, architecture, and culture of a chosen place and community.
2. Develop skills in documentation, interpretation, and presentation of cultural elements.
3. Synthesize fieldwork experience through creative exhibitions and visual storytelling..

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	0	90	90	4

**Content:**

Unit No.	Content	Teaching Hours
1	<b>Introduction to Place &amp; Community</b> <ul style="list-style-type: none"><li>● Overview of historical, social, and cultural background of the chosen location</li><li>● Defining key themes for study: art, architecture, traditions, and intangible heritage</li><li>● Framing research questions and setting expectations for the field study.</li></ul>	10
2	<b>Field Research &amp; Documentation Methods</b> <ul style="list-style-type: none"><li>● Methods of documenting architecture, art forms, and cultural practices</li><li>● Photography, videography, sketches, and interviews with locals</li><li>● Identifying significant artifacts and structures during field visits.</li></ul>	20
3	<b>Data Interpretation &amp; Analysis</b> <ul style="list-style-type: none"><li>● Analyzing patterns, symbols, and narratives observed during the fieldwork</li><li>● Synthesizing findings: Categorizing data into art, architecture, and culture</li><li>● Developing research summaries and presentation formats</li></ul>	15
4	<b>Exhibition Planning &amp; Conceptualization</b>	25

	<ul style="list-style-type: none"> <li>● Brainstorming exhibition themes and layout ideas</li> <li>● Designing visual narratives for artifacts, photographs, and documentation</li> <li>● Preparing prototypes and gathering necessary exhibition materials.</li> </ul>	
<b>5</b>	<b>Execution &amp; Post-Visit Exhibition</b> <ul style="list-style-type: none"> <li>● Setting up the exhibition space: Presentation and display design</li> <li>● Execution and curation: Collaboration with faculty and peers</li> <li>● Reflection and feedback on the project outcomes</li> </ul>	<b>20</b>

**Course Outcome:**

<b>Sr. No.</b>	<b>CO statement</b>	<b>Unit No</b>
<b>CO-1</b>	Analyze the art, architecture, and cultural practices of the studied community.	1 to 5
<b>CO-2</b>	Apply research and documentation methods in field studies.	
<b>CO-3</b>	Synthesize data into cohesive narratives and exhibitions.	
<b>CO-4</b>	Develop and execute exhibitions that communicate research insights.	

**Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. **Field Visits:** Immersive fieldwork to gather primary data and cultural insights
2. **Workshops:** Hands-on sessions for documentation and exhibition techniques
3. **Presentations:** Group discussions and presentations on field findings
4. **Peer Review:** Collaborative feedback sessions during exhibition planning
5. **Exhibition Walk-throughs:** Curated walkthroughs to engage audiences

**Major Equipment:**

1. Digital cameras and video recorders
2. Tripods and microphones for interviews
3. Display boards, posters, and exhibition stands
4. Printers and projectors for presentations

**Books Recommended:**

1. Clifford, James. The Predicament of Culture: Twentieth-Century Ethnography, Literature, and Art. Harvard University Press, 1988.
2. Creswell, John W. Research Design: Qualitative, Quantitative, and Mixed Methods Approaches. SAGE Publications, 2017.
3. McLuhan, Marshall. Understanding Media: The Extensions of Man. MIT Press, 1994.
4. Falk, John H., and Lynn D. Dierking. The Museum Experience Revisited. Routledge, 2012.
5. Davis, Peter. Museums and the Interpretation of Visual Culture. Routledge, 2007.

**List of Open Source Software/learning website:**

1. Google Arts & Culture: <https://artsandculture.google.com/>
2. ArchDaily: <https://www.archdaily.com/>
3. JSTOR Open Access: <https://www.jstor.org/open/>
4. Project Gutenberg: <https://www.gutenberg.org/>
5. UNESCO World Heritage Centre: <https://whc.unesco.org/>

**CO-PO-PSO Matrix:**

Co. No.	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO-1	3	1	1	2	-	3	2	2	1	-	3	2	3	-
CO-2	3	2	-	2	3	-	2	3	-	3	1	-	-	2
CO-3	2	-	-	3	-	1	-	1	3	-	1	-	3	2
CO-4	1	2	-	-	2	1	2	2	-	2	-	-	2	1



**SILVER OAK UNIVERSITY**  
**Institute Name – Silver Oak Institute of Design**  
**Programme Name: Interior & Furniture Design**  
**Course Name: Interior Design Studio - II**  
**Course Code: 1130383210**  
**Semester: 4**

**Prerequisite:**

1. Completion of Interior Design Studio - I.
2. Basic understanding of design principles, materials, and construction techniques.

**Objective:**

1. Develop design concepts for specialized interior spaces, focusing on functionality and aesthetics.
2. Apply knowledge of materials, color theory, and lighting in any of the design of spa-salons, restaurants, cafes, or other hospitality projects.
3. Enhance project management skills through collaborative design processes and client interactions.

**Teaching Scheme:**

Teaching Scheme				
L	T	P	Contact Hours	Credit
0	15	180	195	7

**Content:**

Unit No.	Content	Teaching Hours
1	<b>Understanding Client Needs and Project Briefs</b> <ul style="list-style-type: none"><li>● Conducting client interviews and gathering project requirements</li><li>● Analyzing case studies on 1 selected topic (spa-salons, restaurants, cafes, or other hospitality projects).</li><li>● Developing a comprehensive project brief based on client needs</li></ul>	30
2	<b>Concept Development, Programming and Space Planning</b>	50

	<ul style="list-style-type: none"> <li>● Creating design concepts through sketches and digital tools</li> <li>● Developing space planning strategies considering user flow and functionality</li> <li>● Practicing storytelling techniques to convey design concepts and ideas</li> </ul>	
<b>3</b>	<b>Material Selection and Color Theory</b> <ul style="list-style-type: none"> <li>● Understanding the properties and applications of various materials</li> <li>● Exploring color psychology and its impact on design</li> <li>● Selecting appropriate materials and color schemes for chosen projects.</li> </ul>	<b>35</b>
<b>4</b>	<b>Technical Drawings &amp; Documentation</b> <ul style="list-style-type: none"> <li>● Creating detailed construction drawings and specifications</li> <li>● Preparing documentation for furniture, fixtures, and equipment (FF&amp;E)</li> <li>● Utilizing design software for technical drawings (AutoCAD, SketchUp, etc.)</li> <li>● Ensuring compliance with safety and accessibility standards</li> </ul>	<b>50</b>
<b>5</b>	<b>Presentation &amp; Project Documentation</b> <ul style="list-style-type: none"> <li>● Preparing detailed design presentations including 2D and 3D visuals</li> <li>● Developing project documentation: specifications, schedules, and final drawings.</li> <li>● Conducting peer reviews and final project presentations.</li> </ul>	<b>30</b>

**Course Outcome:**

<b>Sr. No.</b>	<b>CO statement</b>	<b>Unit No</b>
<b>CO-1</b>	Conduct thorough design research to inform project concepts.	1 to 5
<b>CO-2</b>	Create functional and aesthetic space plans for commercial environments.	
<b>CO-3</b>	Select appropriate materials and colors that enhance the user experience.	

<b>CO-4</b>	Design effective lighting and acoustic solutions for specific settings, Present design concepts effectively, using appropriate documentation and visual aids.	
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### **Teaching & Learning Methodology:**

The various methods or tools followed by the faculties to teach the above subject are:

1. Workshops: Hands-on sessions on space planning, material selection, and lighting design.
2. Group Projects: Collaborative design projects to enhance teamwork and communication.
3. Field Visits: Visits to commercial spaces for practical insights and inspiration.
4. Critiques: Regular peer and instructor critiques to refine design ideas and approaches.
5. Presentations: Final project presentations to demonstrate learned skills and concepts.

### **Major Equipment:**

1. Computer with design software (e.g., AutoCAD, SketchUp, Adobe Suite)
2. Projector for presentations
3. Physical samples of materials, finishes, and textiles
4. Measuring tools (tape measures, scales)
5. Presentation boards and sketching materials.

### **Books Recommended:**

1. Ching, Francis D.K. Interior Design Illustrated. Wiley, 2020.
2. McLeod, Michael. Commercial Interior Design. Laurence King Publishing, 2019.
3. Pile, John F. Interior Design. Prentice Hall, 2017.
4. Kelsey, Paul. Lighting Design Basics. Wiley, 2018.
5. McKeown, Aidan. The Design of Everyday Things. Basic Books, 2013.

### **List of Open Source Software/learning website:**

1. Interior Design Magazine: <https://www.interiordesign.net/>
2. Houzz: <https://www.houzz.com/>
3. Dezeen: <https://www.dezeen.com/>
4. ArchDaily: <https://www.archdaily.com/>
5. The Design Files: <https://thedesignfiles.net/>



**CO-PO-PSO Matrix:**

Co. No.	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO-1	2	3	2	1	-	3	3	3	1	-	3	2	3	1
CO-2	3	2	-	1	1	-	2	3	-	3	1	-	3	2
CO-3	2	-	3	3	-	1	-	1	3	-	1	-	3	2
CO-4	1	2	-	-	2	1	2	2	-	2	-	-	2	1