



**Fergusson College (Autonomous) Pune**

**Learning Outcomes-Based Curriculum**

**for B.Voc in Interior Design**

**With effect from June 2022**

### Program Outcomes (POs) for B.Voc Programme

<b>PO1</b>	<b>Disciplinary Knowledge:</b> (i) Demonstrate comprehensive knowledge of one or more discipline that form a part of an undergraduate B.Voc programme (ii) Execute strong theoretical and practical understanding generated from the chosen B.Voc programme.
<b>PO2</b>	<b>Critical Thinking and Problem solving:</b> Exhibit the skill of critical Design thinking and use them to predict a range of creative solutions towards a Design problem, evaluate them and chose the most appropriate options.
<b>PO3</b>	<b>Social competence:</b> (i) Exhibit thoughts and ideas effectively in writing and orally; communicate with others using appropriate media, build effective interactive and presenting skills to meet global competencies. (ii) Able to connect to people individually or in group settings.
<b>PO4</b>	<b>Research-related skills and Scientific temper:</b> (i) Demonstrate a sense of inquiry and capability for asking relevant/appropriate questions; ability to plan, execute and report the results of an experiment (ii) Employ knowledge of the avenues for research and higher academic achievements in the chosen field and allied subjects and aware about research ethics, intellectual property rights and issues of plagiarism.
<b>PO5</b>	<b>Trans-disciplinary knowledge:</b> Create new conceptual, theoretical, methodological innovations that integrates and transcends beyond discipline-specific approaches to address a common problem.
<b>PO6</b>	<b>Personal and professional competence:</b> (i) Able to actively work individually and participates in team activities and demonstrates co-operation. (ii) Integrate enthusiasm and commitment to improve personal and team performance levels and build skills to achieve the goals.
<b>PO7</b>	<b>Effective Citizenship and Ethics:</b> Demonstrate empathetic social concern and equity centred national development; ability to act with an informed awareness of moral and ethical issues and commit to professional ethics and responsibility.
<b>PO8</b>	<b>Environment and Sustainability:</b> Understand the impact of the scientific solutions in societal and environmental contexts and demonstrate the knowledge of, and need for sustainable development.
<b>PO9</b>	<b>Self-directed and Life-long learning:</b> Acquire the ability to engage in independent and life-long learning in the broadest context of socio-technological changes.

### Program Specific Outcomes (PSOs) for B.Voc in Interior Design

PSO No.	Program Specific Outcomes (PSOs) Upon completion of this programme the student will be able to
<b>PSO1</b>	<b>Academic competence:</b> (i) Students will be able to Identify (L-1) fundamental concepts of manual and computer designing, drafting and Practical application. (ii) Able to Understand (L-2) the working of the business venture in terms of consultancy, execution, costing, retailing and marketing. (iii) Able to Classify (L-4) various materials, using identification and testing methods. (iv) Able to Demonstrate (L-3) 2D, 3D Presentation, Execution.
<b>PSO2</b>	<b>Personal and Professional Competence:</b> i) Able to Review (L-5) the latest market conditions, contemporary design trend, updated materials (ii) Able to Design (L-6) the commercial & residential interior projects using the advanced knowledge of materials, construction techniques & soft wares
<b>PSO3</b>	<b>Research Competence:</b> (i) Able to Analyze (L-4) the work of Indian and international designers also the historical database of the living styles & interior around the world to take the inspiration, for development of their own themes. (ii) Able to Plan (L-6) and Execute (L-6) the theme-based personnel, Corporates or Government ventures.
<b>PSO4</b>	<b>Entrepreneurial and Social competence:</b> (i) Able to Apply (L-3) competencies including communication and presentation skills orator and listening skills; along with the skill set to work in a team as well as an individual (ii) Able to Create (L-6) an awareness through their work by using products which are green and harmless for the society.

### Programme Structure

Year	Course Code	Course Title	Course	No. of credits
F.Y. B.Voc	<b>Semester I</b>			
	BVID1101	Basic Construction	TCore-1	04
	BVID1102	Basic Theory of Design	TCore-2	04
	BVID1103	Basic Materials	TCore-3	04
	BVID1104	Basic Designs	PCore-1	10
	BVID1105	Basic communication & Visualization	PCore-2	04
	BVID1106	Basic CAD	PCore-3	04
	<b>Semester II</b>			
	BVID1201	Advanced Construction	TCore-4	04
	BVID1202	Advanced Theory of Design	TCore-5	04
	BVID1203	Residential Services	TCore-6	04
	BVID1204	Residential Interior Designs	PCore-4	10
	BVID1205	Advanced communication & Visualization Techniques	PCore-5	04
	BVID1206	CAD Projects	PCore-6	04

Year	Course Code	Course Title	Course	No. of credits
S.Y. B.Voc	<b>Semester III</b>			
	BVID2301	Advanced Material I	TCore-1	04
	BVID2302	Commercial Services I	TCore-2	04
	BVID2303	Quantification & Estimation I	TCore-3	04
	BVID2304	Commercial – Small Scale Projects	PCore-1	10
	BVID2305	CAD Residential	PCore-2	04
	BVID2306	Basic 3D Techniques	PCore-3	04
	<b>Semester IV</b>			
	BVID2401	Advanced Material II	TCore-4	04
	BVID2402	Commercial Services II	TCore-5	04
	BVID2403	Quantification & Estimation II	TCore-6	04
	BVID2404	Commercial – Large Scale Projects	PCore-4	10
	BVID2405	CAD Commercial	PCore-5	04
	BVID2406	Advanced 3D Techniques	PCore-6	04

Year	Course Code	Course Title	Course	No. of credits
T.Y. B.Voc	<b>Semester V</b>			
	BVID3501	Office Management I	TCore-1	04
	BVID3502	Professional Practice I	TCore-2	04
	BVID3503	Tender I	TCore-3	04
	BVID3504	Furniture Design I	PCore-1	10
	BVID3505	Furniture Design II	PCore-2	04
	BVID3506	Industrial / Site Visits	PCore-3	04
	<b>Semester VI</b>			
	BVID3601	Office Management II	TCore-4	04
	BVID3602	Professional Practice II	TCore-5	04
	BVID3603	Tender II	TCore-6	04
	BVID3604	Exhibition Projects	PCore-4	10
	BVID3605	Elevation Report	PCore-5	04
	BVID3606	INTERNSHIP Special Project	PCore-6	04

## BVID 1101-BASIC CONSTRUCTION

<b>PAPER I</b>		
<b>PAPER CODE - BVID 1101</b>		
<b>CREDITS - 4 Credits</b>		
<b>NO OF LECTURES – 45 LECTURES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF LECTURES</b>
Unit -I	<b>FRAMED STRUCTURES</b> 1.1 PCC 1.2 FOOTING 1.3 COLUMN 1.4 PLINTH BEAMS 1.5 PLINTH 1.6 STRUCTURAL COLUMN 1.7 CILL, WINDOWS, DOORS, LINTEL 1.8 MASONRY, PLASTER 1.9 FLOORING, ELECTRIFICATION, PAINTING	9
Unit -II	<b>STONE MASONRY</b> 2.1 TYPES OF STONE MASONRY 2.2 MATERIAL USED 2.3 TOOLS USED 2.4 METHOD OF COSTRUCTION 2.5 POINTING	9
Unit -III	<b>BRICK MASONRY</b> 3.1 TYPES OF BRICK MASONRY 3.2 MATERIAL USED 3.3 TOOLS USED 3.4 METHOD OF CONSTRUCTION 3.5 POINTING	9
Unit -IV	<b>DOOR FRAME</b> 4.1 PARTS 4.2 MATERIALS 4.3 HARDWARE USED 4.3 FIXING	9
Unit -V	<b>PANELED DOOR</b> 5.1 TYPES 5.2 DIFFERENT PARTS 5.3 MATERIAL USED 5.4 HARDWARE USED	9
<b>Reference Books :</b> 1] Building Construction by Sushilkumar		

## BVID 1102 -BASIC THEORY OF DESIGN

<b>PAPER II</b>		
<b>PAPER CODE - BVID 1102</b>		
<b>CREDITS - 4 Credits</b>		
<b>NO OF LECTURES – 45 LECTURES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF LECTURES</b>
Unit -I	ELEMENTS OF DESIGN 1.1 LINE 1.2 SHAPE 1.3 FORM 1.4 TEXTURE 1.5 PATTERN 1.6 SPACE 1.7 COLOR 1.8 SCALE	11
Unit -II	ALTERATION OF ELEMENTS OF DESIGN 2.1 TYPES 2.2 USE	11
Unit -III	PRINCIPLES OF DESIGN 3.1 BALANCE 3.2 CONTRAST 3.3 RHYTHM 3.4 EMPHASIS 3.5 MOVEMENT 3.6 UNITY 3.7 VARIETY	11
Unit -IV	ANTHROPOMETRY 4.1 DEFINITION 4.2 IMPORTANCE & USE 4.3 DIFFERENT MEASUREMENTS	12
Reference Books :		
1] Time Saver Standards : Interior Graphic & Design Standards by S SReznikoff		

## **BVID 1103 -BASIC MATERIALS**

<b>PAPER III</b>		
<b>PAPER CODE - BVID 1103</b>		
<b>CREDITS - 4 Credits</b>		
<b>NO OF LECTURES – 45 LECTURES</b>		
<b>UNITS</b>	<b>DETAILS</b>	<b>NO OF LECTURES</b>
Unit -I	STONE 1.1 TYPES 1.2 USE 1.3 PROCESS ON STONE 1.4 MARKET FORMS	9
Unit -II	BRICK 2.1 TYPES 2.2 MATERIAL USED 2.3 TOOLS USED 2.4 METHOD OF MANUFACTURING 2.5 QUALITIES & TESTS 2.6 USE	9
Unit -III	CLAY PRODUCTS 3.1 INTRODUCTION 3.2 PROPERTIES 3.3 USE 3.4 ROLL IN CERAMIC PRODUCTS	9
Unit -IV	TIMBER 4.1INTRODUCTION 4.2 TYPES 4.3 PROPERTIES & DRAWBACKS 4.3 USE 4.4 MARKET FORMS	9
Unit -V	METAL 5.1 INTRODUCTION 5.2 TYPES 5.3 USE 5.4 MARKET FORMS	9
Reference Books		
1] Engineering Material by Rangwala		

## **BVID 1104-BASIC DESIGN**

<b>PAPER IV</b>		
<b>PAPER CODE - BVID 1104</b>		
<b>CREDITS - 10 Credits</b>		
<b>NO OF PRACTICES – 300 HRS PRACTICES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF HRS OF PRACTICALS</b>
Unit -I	INTRODUCTION 1.1 TEACHERS & STUDENTS INTRODUCTION	20
Unit -II	USE OF EQUIPMENTS & PRACTICE 2.1 USE OF EQUIPMENTS WITH PRACTICE OF LINES	20
Unit -III	GRID 3.1 PRACTICE OF LINES WITH DIFFERENT ANGLES 3.2 HORIZONTAL & VERTICAL LINES 3.3 30,45,60 & 90 DEGREE GRID	20
Unit -IV	LETTERING 4.1 PRACTICE OF LETTERING 4.2 GRAPH PAPER PRACTICE WORK 4.3 4MM LETTERING WITH PARAGRAPH	20
Unit -V	LINE TYPES 5.1 GUIDE LINES 5.2 MEASUREMENT LINES 5.3 OBJECT LINES 5.4 DASHED LINES 5.5 CENTER LINE 5.6 BORDER LINE	20
Unit -VI	ISOMETRIC OBJECTS 6.1 CUBE 6.2 CUBOID 6.3 PRISM 6.4 PYRAMID 6.5 CONE 6.6 CYLINDER	20
Unit -VII	SOLID GEOMETRY I 7.1 ISOMETRIC VIEW 7.2 PLAN 7.3 FRONT ELEVATION	30



	7.4 LEFT SIDE ELEVATION 7.5 BACK ELEVATION 7.6 RIGHT SIDE ELEVATION	
Unit -VIII	SOLID GEOMETRY II 8.1 ISOMETRIC VIEW 8.2 PLAN 8.3 FRONT ELEVATION 8.4 VERTICAL SECTION 8.5 BACK ELEVATION 8.6 SECTIONAL PLAN	30
Unit -IX	SOLID GEOMETRY III 9.1 ISOMETRIC VIEW 9.2 PLAN 9.3 FRONT ELEVATION 9.4 VERTICAL SECTION AA 9.5 VERTICAL SECTION BB 9.6 SECTIONAL PLAN	30
Unit -X	FURNITURE DETAIL – I 10.1 DETAILED STUDY OF FURNITURE UNIT I 10.2 MATERIAL SPECIFICATION	30
Unit -XI	FURNITURE DETAIL – II 11.1 DETAILED STUDY OF FURNITURE UNIT II 11.2 MATERIAL SPECIFICATION	30
Unit -XII	FURNITURE DETAIL – III 12.1 DETAILED STUDY OF FURNITURE UNIT III 12.2 MATERIAL SPECIFICATION	30
Reference Books1. INTERIOR DESIGNING DRAWING BY ALAN HUGES		

## BVID 1105-BASIC COMMUNICATION VISUALIZATION TECHNIQUES

<b>PAPER V</b>		
<b>PAPER CODE - BVID 1105</b>		
<b>CREDITS - 4Credits</b>		
<b>NO OF PRACTICLES – 120 HRS PRACTICLES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF HRS OF PRACTICALS</b>
Unit -I	LINE DRAWING 1.2 FREEHAND LINE WORK WITH DIFFERENT ANGLE	15
Unit -II	BASIC SHAPES 2.1 FREEHAND SHAPES DRAWING	15
Unit -III	COLOR WHEEL 3.1 INTRODUCTION OF PRIMARY,SECONDARY& TERTIARY COLORS 3.2 COLOR WHEEL 3.3 TYPES OF COLOR SCHEMES	18
Unit -IV	2D DESIGN 4.1 PRACTICE OF 2D SHAPES & DESIGN 4.2 COMPOSITION	18
Unit -V	CRAFT WORK 5.1 CRAFT WORK FOR 3D UNDERSTANDING 5.2 VISUALISATION TECHNIQUES	18
Unit -VI	3D OBJECTS I 6.1 VISUALIZING ACTUAL 3D OBJECTS 6.2 SKETCHING OF 3D OBJECTS	18
Unit -VII	3D OBJECTS II 7.1 VISUALIZING ACTUAL 3D OBJECTS 7.2 SKETCHING OF 3D OBJECTS	18
REFERENCE BOOK – INTERIOR DESIGNING DRAWING BY ALAN HUGES		

## BVID 1106 -BASIC CAD

<b>PAPER VI</b>		
<b>PAPER CODE - BVID 1106</b>		
<b>CREDITS - 4 Credits</b>		
<b>NO OF PRACTICES – 120 HRS PRACTICES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF HRS OF PRACTICALS</b>
Unit -I	INTRODUCTION TO INTERFACE 1.1 TITLE BAR 1.2 WINDOWS BUTTON 1.3 MENU BAR 1.4 STANDARD TOOL BAR 1.5 OBJECT PROPERTIES TOOL BAR 1.6 WINDOWS TASK BAR 1.7 COORDINATE SYSTEM ICON 1.8 DRAWING AREA 1.9 CURSOR CROSS HAIR 1.10 GRIP BOX 1.11 SCROLL BAR 1.12 GRAPHIC SCREEN 1.13 COMMAND 1.14 OBJECT 1.15 DEFAULT SETTINGS 1.16 ESCAPE KEY 1.17 CASCADE MENU 1.18 TOOL BARS 1.19 TOGGLE 1.20 FUNCTION KEYS 1.21 FILE TYPES 1.22 COORDINATE SYSTEM	08
Unit -II	COMMAND SET -1 2.1 COMPLETE DRAW TOOL BAR 2.2 COMPLETE MODIFY TOOL BAR 2.3 COMPLETE LAYERS BAR	10
Unit -III	COMMAND SET -2 3.1 COMPLETE ANNOTATION TOOL BAR 3.2 COMPLETE BLOCK TOOL BAR 3.3 COMPLETE PROPERTIES TOOL BAR	10
Unit -IV	COMMAND SET -3 4.1 COMPLETE UTILITIES TOOL BAR 4.2 COMPLETE CLIPBOARD TOOL BAR	10

Unit -V	TITLE BLOCK 5.1 COMMAND –RECTANGLE,TEXT,OFFSET 5.2 DRAFTING OF TITLE BLOCK	12
Unit -VI	ISOMETRIC OBJECTS 6.1 ISOSNAP CURSOR FOR 3D 6.2 INSERT,DIVISION,LAYERS 6.3DRAFTING OF CUBE,CUBOID,PRISM,PYRAMID,CONE ,CYLINDER	16
Unit -VII	SOLID GEOMETRY I 7.1 ISOMETRIC VIEW 7.2 PLAN 7.3 FRONT ELEVATION 7.4 LEFT SIDE ELEVATION 7.5 BACK ELEVATION 7.6 RIGHT SIDE ELEVATION	18
Unit -VIII	SOLID GEOMETRY II 8.1 ISOMETRIC VIEW 8.2 PLAN 8.3 FRONT ELEVATION 8.4 VERTICAL SECTION 8.5 BACK ELEVATION 8.6 SECTIONAL PLAN	18
Unit -IX	SOLID GEOMETRY III 9.1 ISOMETRIC VIEW 9.2 PLAN 9.3 FRONT ELEVATION 9.4 VERTICAL SECTION AA 9.5 VERTICAL SECTION BB 9.6 SECTIONAL PLAN	18
Reference books –AUTOCAD 14 INSTANT REFERENCE BY GEORGE OMURA MASTERING AUTOCAD CIVIL 3D 2015 BY CYNDY DAVENPOR		

## SEM II

### BVID 1201-ADVANCED CONSTRUCTION

<b>PAPER I</b>		
<b>PAPER CODE - BVID 1201</b>		
<b>CREDITS - 4 Credits</b>		
<b>NO OF LECTURES – 45 LECTURES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF LECTURES</b>
Unit -VI	6. TYPES OF WINDOWS	9
Unit -VII	7. TYPES OF DOORS	9
Unit -VIII	8. TYPES OF KITCHEN PLATFORM	9
Unit -IX	9. WOODEN JOINERY	9
Unit -X	10. STAIRCASES	9
Reference Books : 1] Building Construction by Sushilkumar		

## **BVID 1202 –ADVANCED THEORY OF DESIGN**

<b>PAPER II</b>		
<b>PAPER CODE - BVID 1202</b>		
<b>CREDITS - 4 Credits</b>		
<b>NO OF LECTURES – 45 LECTURES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF LECTURES</b>
Unit -V	5. SPACE – LIVNIG ROOM	11
Unit -VI	6. SPACE – KITCHEN & DINING ROOM	11
Unit -VII	7. SPACE – MASTER BEDROOM	11
Unit -VIII	8. SPACE - TOILET	12
Reference Books : 1] Time Saver Standards : Interior Graphic & Design Standards by S SReznikoff		

## **BVID 1203 –RESIDENTIAL SERVICES**

<b>PAPER III</b>		
<b>PAPER CODE - BVID 1203</b>		
<b>CREDITS - 4 Credits</b>		
<b>NO OF LECTURES – 45 LECTURES</b>		
<b>UNITS</b>	<b>DETAILS</b>	<b>NO OF LECTURES</b>
Unit -VI	6. GLASS	9
Unit -VII	7. PAINTS	9
Unit -VIII	8. SERVICES – ELECTRIFICATION	9
Unit -IX	9. SERVICES - PLUMBING	9
Unit -X	10.SEVICES – AIR CONDITIONING	9
Reference Books		
1] Engineering Material by Rangwala		

## **BVID 1204-RESIDENTIAL DESIGN**

<b>PAPER IV</b>		
<b>PAPER CODE - BVID 1204</b>		
<b>CREDITS - 10 Credits</b>		
<b>NO OF PRACTICES – 300 HRS PRACTICES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF HRS OF PRACTICALS</b>
Unit -XIII	MEASURING SPACES.	20
Unit -XIV	BUILDING DRAWING	20
Unit -XV	DESIGNING LIVING ROOM	20
Unit -XVI	DESIGNING KITCHEN & DINING	20
Unit -XVII	DESIGNING MASTER BEDROOM WITH TOILET	20
Unit -XVIII	DESIGNING 2 B H K	20
Reference Books1. INTERIOR DESIGNING DRAWING BY ALAN HUGES		



## **BVID 1205-ADVANCED COMUNICATION VISUALIZATION TECHNIQUES**

<b>PAPER V</b>		
<b>PAPER CODE - BVID 1205</b>		
<b>CREDITS - 4Credits</b>		
<b>NO OF PRACTICLES – 120 HRS PRACTICLES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF HRS OF PRACTICALS</b>
Unit -VIII	FURNITURE OBJECTS	15
Unit -IX	LIVING ROOM PERSPECTIVE	15
Unit -X	KITCHEN PERSPECTIVE	15
Unit -XI	BEDROOM PERSPECTIVE	15
Unit -XII	STAIRCASE MODEL	15

Unit -XIII	STAIRCASE – BLACK & WHITE	15
Unit -XIX	STAIRCASE – COLOUR	15
Unit -XX	CHILDREN BEDROOM PERSPECTIVE	15
REFERENCE BOOK – INTERIOR DESIGNING DRAWING BY ALAN HUGES		

## **BVID 1206 – CAD PROJECTS**

<b>PAPER VI</b>		
<b>PAPER CODE - BVID 1206</b>		
<b>CREDITS - 4 Credits</b>		
<b>NO OF PRACTICES – 120 HRS PRACTICES</b>		
<b>UNITS</b>	<b>UNITS DETAILS</b>	<b>NO OF HRS OF PRACTICALS</b>
Unit -XI	FURNITURE DETAIL – I	08
Unit -XII	FURNITURE DETAIL – II	10

Unit -XIII	FURNITURE DETAIL – III	10
Unit -XIV	BUILDING DRAWING	10
Unit -XV	LIVING ROOM	12
Unit -XVI	KITCHEN & DINING ROOM	16
Reference books –AUTOCAD 14 INSTANT REFERENCE BY GEORGE OMURA MASTERING AUTOCAD CIVIL 3D 2015 BY CYNDY DAVENPOR		