SD163513HISTORY -- I

TEACHING SCHEME: Total Contact Period/Week = 2Lecture + 1 Studio = 3 **EXAMINATION SCHEME** Paper: Nil

Oral: Nil Sessional Assessment: 50(Internal).

Aim: To understand the history of the visual arts contextually in India and rest of the world.

Objectives:

- 1. To equip students with an understanding of art movements.
- 2. To equip students with an understanding of styles of Visual arts in India.

Course content:

- 1. World art movements: renaissance, realism, expressionism, impressionism, surrealism, Modern art.
- Indian Visual Arts : cave paintings, miniature paintings, tribal art, folk art, mughal art, contemporary art which communicates the styles in India with respect to time, place, expression
 --- elements like patterns, motifs, colours, textures etc.

Assignment

- 1. Journal writing on topics 1, 2
- 2. Sketching and report preparing on topic 2

- 1. Handmade in India by Aditi Ranjan and M.P. Ranjan.
- 2. India art and culture 1300- 1900 by Stuart Cary Welch.
- 3. The illustrated history of Art by Sir Lawrence Gowing.
- 4. History of Art by H. W. Janson.
- 5. A world history of art by Hugh HonourandJohn Fleming.

SD163514 ELEMENTS OF FORM-- I

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 4 Studio = 5

EXAMINATION SCHEME:

Paper: Nil Oral: 50 Sessional Assessment: 50(Internal).

Aim:This course aims towards improving aesthetic sensitivity of the students, exploring forms andcreating spatial understanding.

Objectives:

- 1. To sensitize towards perception, appreciation and articulation of space and its elements.
- 2. To improve perception of space through understanding associative aspects related to space.

Course Contents:

- 1. An introduction to the elements and principles of design in 2D and 3D.
- 2. Understanding cognitive theories and Gestalt Laws of Psychology --- Laws of similarity, proximity etc. and application of Laws in spatial compositions.
- 3. Understanding and transforming space with volumetric division; surface transitions, radii manipulation etc.
- 4. Exploring the geometric relations using planes and solids through hands on assignments.
- 5. Creating abstract composition in given space.
- 6. Application of Elements and Principles of design in certain media like TV, Films, etc.

Assignments

- 1. Collision of objects- exercises on 2D shapes and 3D forms.
- 2. Gestalt theory Exercises based on laws, exploring Gestalt in 3D.Explorations orientated towards abstract forms with compositional value.
- 3. Transformation of forms- Hands on exercised related to Radii manipulation.
- 4. Compositions in 3-dimensional space.

Exercises based on all above topics with special thrust on hands on explorations and models.

- Form, Space and Order by Francis D. K. Ching.
- Design Paradigm.
- Kepes, Gyorgy; Language of Vision, Dover Publications, 1995
- Geometry of Design: Studies in Proportion and Composition, Elam, Kimberly; Princeton Architectural Press, 2001
- The Poetics of Space, Publisher: Bachelard, Gaston; Jolas, Maria (Translator); Beacon Press; Reprint edition, 1994
- Elements of Design, Hannah, Gail Greet; Princeton Architectural Press, 2002

SD163515MATERIAL AND CONSTRUCTION -- I

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 2 Studio = 3 EXAMINATION SCHEME Paper: Nil Oral: Nil Sessional Assessment: 100(Internal).

Aim: To understand materials, their properties and processes which are used in the construction of set.

Objectives:

- 1. To provide an understanding of materials (wood and its allied products and metal) and their properties in the context of set design.
- 2. To provide an understanding of the construction techniques and details.
- 3. To acquaint students with the processes and treatments of the materials.

Course content:

- 1. Properties of the materials --- physical, chemical and mechanical properties.
- 2. Market study the different forms, types and variants of the materials in the market.
- 3. Making students aware regarding the processes on the materials like drilling, blanking, cutting, bending, wielding, grinding etc.
- 4. The construction details --- wooden joinery, metal fabrication.
- 5. The finishes and their processes like polishing, painting, electroplating, aging etc.
- 6. Application of paints on various surfaces.

Assignments:

- 1. Journal writing on topics 1, 3, 4, 5
- 2. Market survey and report for topic 2
- 3. Hands on practical on topics 3,4,5 and 6.

- Architectural metals: A Guide to Selection, Specification, and Performance by L. William Zahner
- Woodwork's guide to furniture design.
- Engineering materials by K.P. Roy Chowdhari
- Engineering materials by Rangwala
- Building construction by W.B.Mackay
- Building construction by Chudley.
- Building materials by SushilKumar.

SD163516DESIGN PROJECT -- I

TEACHING SCHEME: Total Contact Period/Week = 2 Lecture + 8 Studio = 10 EXAMINATION SCHEME Paper: Nil Oral: 50 Sessional Assessment: 50(Internal). 50(External).

Aim:To understand the process of Set design for an event and to articulate the solution with creative ideas.

Objective:

- 1. Develop the skill of observation.
- 2. Develop the skill of critical thinking and analysis.
- 3. Develop the skill of creative thinking.

Course content:

- 1. Introduction to design process of an Event.
- 2. Identifying an opportunity for event design like window display, exhibition stalls, art fest, music concert, political event, social event, product launch, parties etc.
- 3. Identification of the case studies for research, observations, analysis and conclusions.
- 4. Research of the event with respect to purpose, place, people, zoning, services, materials etc.
- 5. Research of the visual inspiration.
- 6. Formulation of the design program.
- 7. Ideation -- concept generation and explorations with quick explanatory models.
- 8. Finalization of the concept with design development and detailing.
- 9. Hand Renderings and final finished model of the final design solution.

Assignments and Assessment:

The assessment of Design Project to be done at the following assignment stages with due weightage to each stage

Stage I:Documentation and presentation of an event with design opportunity – 5%
 Stage II:Research and Documentation of Case Studieswith observations, analysis and conclusion– 15%

Stage III: Site Analysis and Design Brief – 10%

Stage IV:Design development- Ideation with exploration and study model -50%
 Stage V:i) Final Design Solutions with views ii) Technical drawing with materials and constructiondetailsiii) Finished model – 30%

- Event management: A professional and development approach by Greg Damster, Dimitri Tassiopolulos .
- Successful event management: A practical handbook by Anon Shone, Bryn Parry.
- Exibition design by David Dernie.
- Furniture Exibition by LiXiao Bell.
- New exhibition design, by Uwe J. Reinhardt and Philipp Teufel.

SD163517 MODEL MAKING

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 3 Studio = 4 **EXAMINATION SCHEME** Paper: Nil

Oral: Nil Sessional Assessment: 50(Internal).

Aim: To equips the students with the skills of making study and finished models.

Objective:To develop the skills of making models by using different methods, techniques and materials.

Course content:

- 1 The introduction to different materials like paper, Styrofoam, file boards, foam boards, plaster of paris etc which can be used to make models.
- 2 Methods of drawing/transferring the drawings and techniques of cutting, pasting and finishing the study models.
- 3 Apply the skills to make scaled study models of the set using appropriate materials.

Assignments

Above topics to be explored with different materials.

- Professional Model making: A handbook of techniques and materials for Architects and Designers BY Norman Trudeau.
- Model making Materials and Methods by David Neat.
- Model making for the stage by Keith Orton.
- Designing with Models: A Studio Guide to Making and Using Architectural Design Models by Criss B. Mills

SD163518 ADVANCED ILLUSTRATIONS

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 3 Studio = 4

EXAMINATION SCHEME

Paper: Nil

Oral: Nil

Sessional Assessment: 50(Internal).

50(External).

Aim:

To learn advanced skills of drawing, rendering techniques and exploration of various presentation mediums to communicate design concepts.

Objectives:

- 1. To develop the ability to depict and enhance the presentation of objects in 2D.
- 2. To develop the ability to express the space, architectural elements, properties through freehand drawing.
- 3. To learn rendering techniques for presentation and non verbal communication.

Course Contents:

- 1. An introduction to a variety of drawing mediums.
- 2. Freehand 3D drawing of architectural elements, properties.
- 3. Freehand perspectives which communicate the cinematic or theatrical space. (depth of the frame foreground, middle ground and background).
- 4. Rendering Techniques --- water colours, pencil colours, paper collage etc.

Assignment

- 1. Sketching and rendering on topics 1, 2
- 2. Rendering on topics 3, 4

- New Drawing on the Right Side of the Brain byEdwardsBetty
- The complete guide to illustration & designby Dalley Terence
- Pencil Sketching by T. C. Wang
- The Art of Drawing byPogany
- Techniques for water colour, pen and ink, pastel and coloured markers by R. Kasprin
- Design Media John Wiley & Sons, 1999.
- Books by Milind Mulik.

SD163519TECHNICAL DRAWING -- I

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 3 Studio = 4

EXAMINATION SCHEME

Paper: Nil Oral: Nil Sessional Assessment: 50 (Internal) 50 (External)

Aim:To equip students with the skill of making drawings, understanding graphic language and communicating through drawings in effective manner.

Objective:

- 1. To understand different methods and techniques of making drawings.
- 2. Techniques of representing various building elements.
- 3. To understand the different methods and techniques of making rendered drawings.

Course outline:

Technical Drawing

- 1. To introduce the students to the units and modes of measurements, scales and use of appropriate scales for various drawings.
- 2. To introduce students to the use of orthographic projections as a tool for drawing architectural plans, sections, elevations showing the interior layouts in detail.
- 3. Drawing Isometric and Axonometric views in interior spaces.
- 4. Use of lettering, texting and dimensioning as an effective way of communicating the drawings. **Illustration techniques**
- 5. Understanding the graphical representation of materials on the drawings through various symbols, rendering techniques.
- 6. Sketching and rendering techniques essential for communicating the landscape, furniture and interior space elements.
- 7. Learning the techniques of making a presentation drawing with renderings in different mediums like water colours, pencil colors, graphite pencils, and charcoal.

Assignments

- 1. Assignment on use of Scales, by increasing and reducing scales to draft drawings and details on appropriate scale.
- 2. Exercise on Standard lettering and dimensioning styles for execution drawings.
- 3. Assignment on Measurement drawings- Measurement and drawing of studio and drafting it on Scale.
- 4. Introducing technical drawings of Interior spaces, drawing Plans and Sections and execution drawing layouts.
- 5. Exercise on drafting any one room from their Design, using all the above techniques learnt.
- 6. Making 3D Isometric and Axonometric views with furniture of the above room.

Note : 80% weightage to be given to Assignments related to Technical Drawings. 20% weightage to be given to Illustration techniques.

Assignments on Illustration techniques

Rendering of Plan, Sections, Elevations and Views with various mediums like water colours, pencil colours etc and inking of drawings.

- 1. Rendering with pen and ink by Robert W Gill
- 2. The architectural course by Thames and Hudrey.
- 3. Geometrical drawings for arts students by I.H.Morris and William Jesse.
- 4. Presenting architectural designs by Koos Eissen.

SD163520WORKSHOP SKILLS -- I

TEACHING SCHEME: Total Contact Period/Week = Studio3 = 3 EXAMINATION SCHEME: Paper: Nil Oral: Nil

Sessional Assessment: 50(Internal).

Aim:To work with materials, machines and precision tools for makingmodels and mockups essential for Set Design.(Focus being on the hands on working with materials).

Objectives:

1. To introduce the students into the safe operation of hand tools, power tools, stationary machinery and other equipment for the fabrication and finishing of elements (scaled models) like railings, partition etc.

- 2. To learn joineries in wood and metal, by working hands on.
- 3. To learn to work with machines and understand capabilities and limitations of machines
- 4. To learn safe workshop practices.

Course Contents:

1. Introduction to various tools and machines (Lathe, Cutting, Table Saw, Profile Cutter, Router, Planer etc.)

- 2. Safe workshop practices.
- 3. Introduction to joineries in timber and metal.
- 4. Learn joinery by doing hands on work on machines in the workshop.
- 5. Understand precision and tolerances required for various materials.

Assignments:

Hands on exercises related to above topics.

- Model Making: A Basic Guide by MarthaSutherland
- Architectural Metals a Guideline to Selection, Specification and Performance by Zahner and L. William
- Woodworkers Guide to Furniture Design by Graves and Grate.
- Elements of workshop technology : Volume I by S.K.Hajra Choudhary, A.K.Hajra Choudhary, Nirjhar Roy.
- Elements of workshop technology : Volume II by S.K.Hajra Choudhary, A.K.Hajra Choudhary, Nirjhar Roy.

SD163521COMPUTERS -- I

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 2 Studio = 3 **EXAMINATION SCHEME** Paper: Nil

Oral: Nil Sessional Assessment: 50(Internal).

Aim:This course equips the students with computer aided skills essential for the presentation of the concepts/ideas, of the final design.

Objective:

To introduce the students to the use of computer aided design tools for drafting and presentations.
 To use computer as a tool in visual perception of Interior spaces.

Course content:

- 1. Demonstrations of the tools in the CAD software and their applications to produce 2Ddrawings.
- 2. Equipping students to produce detailed CAD drawings.
- 3. Equipping students with Printing techniques in the software.
- 4. Learning allied drawing software's like Sketch Up to generate quick interior modelling spaces.

Assignment:

- 1. Assignment on each CAD tool to be covered during class.
- 2. Drafting plans, sections, elevations in model space with all necessary tools, for effective drawing communication like, layers, line thicknesses, text, dimension styles, hatching etc.
- 3. Exercise on Sketch up- interior view, applying materials, shadows etc.
- 4. Printing the drawing to Scale.

Recommended reading: User guides for computer aided design tools.

SD163522EXPOSURE TO LIBERAL ARTS -- I

TEACHING SCHEME: Total Contact Period/Week = 1 Studio = 1

EXAMINATION SCHEME

Paper: Nil Oral: Nil Sessional Assessment: 50(Internal).

Aim: To study liberal arts and understand the relevance of other mediums of expression.

Objectives:To inculcate the ability of reading, appreciating and experiencing the art and artist.

Course Contents:

- 1. To give exposure to the students to the other medium of expression, communication and art forms like music, painting and new visual arts.
- 2. To give exposure to the students to the thought and works of the contemporary artists.

Assignment

Exercise based on workshop conducted.

Recommended authors.

- John Berger Ways of Seeing.
- Documentaries by BBC How art made the world.
 Power of Art
 Backs by regional authors a g
- Books by regional authors e.g,
- Anil Avchat --- Chhandanvishayi.
- Prabhakar Barve --- Kora Canvas.
- Vasant Potdar --- Kumar and Bhimsen.

SD163523 HISTORY -- II

TEACHING SCHEME: Total Contact Period/Week = 2 Lecture + 1 Studio = 3 **EXAMINATION SCHEME** Paper: 100 Oral: Nil Sessional Assessment: 50(Internal)

Aim:To explore the evolution and salient characteristics of architectural forms, design expressions in the Indian subcontinent. Understanding the various timelines, social, cultural, political and regional influences, design development under various rulers and timelines.

Objectives

- 1. To teach students the historical topics relevant to development of culture and civilization in the Indian subcontinent.
- 2. Study and evolution of habitable spaces in connection with regional and geographical contexts, lifestyle, culture, indigenous materials and techniques,
- 3. To enable students to link the development in various periods and timelines, with respect to social, political and regional backdrops.

Course outline:

- 1. Development and evolution of civilization and culture in Vedic periods.
- 2. Study of architectural features and expressions in Buddhist and Hindu periods; e.g, Pallavas, Cholas, Guptas, Hoyslas, jainetc.and their sociopolitical influences in the realm of design.
- 3. Introduction to temple architecture of India-Dravidian, Nagra and Vesara styles, characteristic features, influences, expressions.
- 4. Mughal invasions and development of Mughal architecture in India, influence of their lifestyle on the architectural styles in Akbar, Shahjahan and Lodhi period, and eventually the interiors, artifacts, motifs, patterns, colors and inlay works.
- 5. Development of Forts and palaces and prayer places.
- 6. Elements of exterior and interiordesign, materials and finishes of these periods.
- 7. Study of habitable spaces and design features of regional typologies from different regions of India e.g; Pols of Gujrat, Bhungas of Rajasthan, Wadas of Maharashtra, etc.

Assignments

- 1. Journal writing with sketches on topic 1,2 and 3.
- 2. Sheet works on 2, 4, 5, 6 and 7.

- Indian architecture Buddhist and Indo period by Percy Brown.
- Indian Architecture (Islamic Period) by Percy Brown.

SD163525 ELEMENTS OF FORM-II

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 4 Studio = 5 **EXAMINATION SCHEME:** Paper: Nil Oral: 50 Sessional Assessment: 50(Internal).

Aim: To give students spatial understandingand articulation of formwith the help of colour, texture, light and finishes.

Objectives:

- 3. To sensitize towards perception, appreciation and articulation of the form and space.
- 4. To provide fundamental tools for creatively influencing a given form or shapeusing colour, material, texture, light, shadow etc.
- 5. To explore colour interactions through different mediums on various materials in different light condition.

Course Contents:

- 1. Introduction to color theory, colour terminologies, understanding of colour wheel.
- 2. Color psychology.
- 3. Exploring color interactions on various mediums, colour percentage and colour schemes in 2D.
- 4. Exploring spatialand form expression of color in 3D to make students understand the visual impact of colour with material, texture and finishes.
- 5. To make students understand the visual appreciation of form in different light conditions.
- 6. Color Abstraction.

Assignments

Exercises based on all above topics with special thrust on hands on explorations and models.

- Basic design and anthropometry by Shirish Vasant Bapat.
- Interior design by Ahmed Kasu.
- Principles of color design : designing with electronic color by Wucius Wong.
- Color by Paul Zelanski and Mary Pat Fisher.
- Color in graphics by Labudovic, Ana
- Advances in color harmony and contrast for the home decorator by Michael Wilcox.
- Elements of Design and the Structure of Visual Relationships, H. G. Greet and R. R. Kostellow, Architectural Press, NY, 2002

SD163526 ELEMENTS OF MEDIUM – II

TEACHING SCHEME: Total Contact Period/Week = 3 Lecture + 1 Studio = 4 **EXAMINATION SCHEME** Paper: Nil Oral: 50 Sessional Assessment: 50(Internal).

Aim: To understand the elements of the television programmes as a medium of mass communication.

Objective:

- 1. To understand the different elements contributing towards the medium of Television.
- 2. To understand the different genres of the television programmes.

Course content:

- 1. To study the television programmes and short films.
- 2. Exploring the concept of time and space in television medium
- 3. Appreciation of old classics and contemporary expressions.
- 4. Understanding the relationship between the channel and production house as major stakeholders of the television industry with its relevance to art direction.
- 5. Understanding the different elements of television medium such as story and screen play, direction, production, costume design, editing, visual effects etc.

- Television Production Handbook by Herbert Zettl
- TV Scenic Design by Gerald Millerson
- Television Production By Jim Owens

SD163527 MATERIAL AND CONSTRUCTION -- II

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 2 Studio = 3

EXAMINATION SCHEME

Paper: 100 Oral: Nil Sessional Assessment: 100(Internal).

Aim: To understand materials, their properties and processes which are used in the construction of set.

Objectives:

- 1. To provide an understanding of materials (paper, glass, acrylic, textiles, Styrofoam, polymers) and their properties in the context of set design.
- **2.** To provide an understanding of the construction techniques using above mentioned materials and details.
- 3. To acquaint students with the tools and machine required for its handling and processing.

Course content:

- 7. Properties of the materials --- physical, chemical and mechanical properties.
- 8. Market study the different forms, types and variants of the materials in the market.
- 9. Making students aware regarding the processes on the materials like cutting, drilling, etching, forming etc.
- 10. The construction details for the above specified materials.
- 11. The finishes and their processes like polishing, painting, lamination etc.
- 12. Use of moulding of materials e.g rubber, fibre, clay, papermache etc.
- 13. Moulding and casting techniques, e.g surface mouldings for vertical textures etc.

Assignments

- 1. Journal writings for all above topics.
- 2. Practical sessions for topics 3 to 7.

- Engineering materials by Rangwala
- Elements of workshop technology : Volume I by S.K.HajraChoudhary, A.K.HajraChoudhary,Nirjhar Roy.
- Elements of workshop technology : Volume II by S.K.HajraChoudhary, A.K.HajraChoudhary,Nirjhar Roy.

SD163529DESIGN PROJECT -- II.

TEACHING SCHEME: Total Contact Period/Week = 2 Lecture + 8 Studio = 10 EXAMINATION SCHEME Paper: Nil Oral: 50 Sessional Assessment: 50(Internal). 50(External).

Aim:To make students understand the process of Set design for television medium and to articulate the solution with creative ideas.

Objective:

- 1. Exposure to moving images and environment creation to movie camera.
- 2. Develop the skill of critical thinking and analysis of television programmes.
- 3. Develop the skill of creative visual thinking for movie images.

Course content:

- 10. To make students understand Anthropometry human dimensions, its proportions and relevance in design.
- 11. To introduce the students to the principles of ergonomics with reference to human functions and spaces.
- 12. Introduction to design process of a television program.
- 13. Introduction to the relationship between the set design and the camera position and movement in a defined spatial volume.
- 14. To make students understand the content of the program, channel identity, target audience, light, camera angle and materials etc through the case studies for research, observations, analysis and conclusions.
- 15. Identification of the area of intervention as set designer for their design project of a scale of approximately 40 ft by 30 ft. Example news room, art and craft show, cookery show, talk show etc.
- 16. Research of the program with respect to content, brand, purpose, place, people, spatial volume, light, camera setup, materials etc.
- 17. Formulation of the design program.
- 18. Ideation -- concept generation and explorations with quick explanatory models.
- 19. Finalization of the concept with design development and detailing.
- 20. Hand Renderings and final finished model of the final design solution.

Assignments and Assessment:

The assessment of Design Project to be done at the following assignment stages with due weightage to each stage

Stage I:Documentation and analysis of human anthropometry and ergonomics of space.5%

Research and presentation of TV programme with design opportunity – 5% Stage II: Research and Documentation of Case Studieswith observations, analysis and conclusion– 20% Stage III: Research of application area and Design Brief – 15%
Stage IV:Design development- Ideation with exploration and study model -35%
Stage V:i) Final Design Solutions with views ii) Technical drawing with materials and construction details iii) Finished model –20%

- Television Production Handbook by Herbert Zettl
- TV Scenic Design by Gerald Millerson
- Television Production By Jim Owens

SD163530 COMPUTERS -- II

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 2 Studio = 3 **EXAMINATION SCHEME** Paper: Nil Oral: Nil Sessional Assessment: 50(Internal).

Aim: This course equips the students with computer aided skills essential for the presentation of the concepts/ideas, of the final design.

Objective:

- 1. To introduce the students to the use of different computer aided design tools for creating 3D views and renderings.
- 2. To use computer as a tool in visual perception of architectural spaces.

Course content:

- 5. Demonstrations of the tools in the CAD software and their applications to produce 3D drawings.
- 6. Demonstrations of the tools in the software and its application to produce 3d drawings with renderings to create presentation drawings.
- 7. Introducing students to basics of Coral.
- 8. Equipping students towards making rendered presentation drawings in the digital media.

Assignments

- 5. Assignment on each CAD tool to be covered during class.
- 6. Drafting views and rendering them.
- 7. Exercises related to Coral software, use of various tools etc.
- 8. Presentation drawings, importing CAD drawings in Coral and rendering.
- 9. Printing the drawing to Scale.

Recommended reading:

User guide for computer aided design tools.

SD163531 WORKSHOP SKILLS – II

TEACHING SCHEME: Total Contact Period/Week = 3 Studio = 3 EXAMINATION SCHEME: Paper: Nil Oral: Nil Sessional Assessment: 50(Internal).

Aim:To work with materials, machines and precision tools for making modelsand mockups essential for Set Design. (Focus being on the hands on working with materials).

Objectives:

1. Introduce the students into the safe operation of hand tools and power tools

- for the fabrication with fiber reinforced plastics.
 - 2. Introduce students to the finishing methods and techniques.
 - 3. Learn safe workshop practices.

Course Contents:

- 1. Hand on experience with fiber reinforced plastic material.
- 2. Introducing the methods and techniques of paint application on different material surfaces.

Assignments

Hands on exercises related to above topics.

- Elements of workshop technology : Volume I by S.K.HajraChoudhary, A.K.HajraChoudhary,Nirjhar Roy.
- Elements of workshop technology : Volume II by S.K.HajraChoudhary, A.K.HajraChoudhary,Nirjhar Roy.

SD163532TECHNICAL DRAWING -- II

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 3 Studio = 4 EXAMINATION SCHEME Paper: Nil Oral: Nil Sessional Assessment: 50 (Internal) 50 (External)

Aim: To equip students with the skill of making drawings essential for communicating the Design.

Objectives :

To acquaint students with the technique of making perspective drawings, sciography and advanced rendering techniques.

Course content:

Technical Drawing

- 1. Detail interior drawings with furniture details showing material and finish specifications. (to be linked with Construction Technology)
- 2. To introduce students to the theory of perspective drawings one point perspective, two point perspective.
- 3. To introduce Principles of sciography. Sciography of simple 3-D objects.
- 4. To introduce the application of the sciography in interior drawings.

Illustration techniques

5. Introduction to advance rendering mediums and advanced rendering techniques used for making presentable perspective views.

Assignments of technical drawing

- 1. Exercise on detail furniture layout of interior space with showing plans, section, elevation and details with material specification, finishes and levels.
- 2. Drafting of one point and two point perspectives with furniture of interior spaces.
- 3. Sciography of basic forms and their combinations.

Assignments of illustration techniques

- 1. Exercise on exploring different rendering tools, like dry pastels, soft pastels, Alcoholmarkers, rendering with inks etc.
- 2. Application of above mediums in perspective drawings.
- 3. Application of sciography in plan, sections, elevations, furniture's and interior views.

Note : 80% weightage to be given to Assignments related to Technical Drawings. 20% weightage to be given to Illustration techniques.

- Rendering with pen and ink by Robert W Gill
- The architectural drawing course by Thames and Hudrey.
- Presenting architectural designs by KoosEissen.

SD163533 ADVANCED PHOTOGRAPHY

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture +3 Studio = 4

EXAMINATION SCHEME:

Paper: Nil. Oral: Nil. Sessional Assessment: 50 (Internal).

Aim:To orient the students towards the medium of communication – photography with the thrust on the compositional value of an expression.

Objective:

- 1. To introduce students of set design to photography as a visual language of communication.
- 2. To introduce students to the advanced technical aspects of photography.

Course content:

- 1. To make students aware of photography as Visual design with the fundamentals of design.
- 2. Techniques ---- artificial light, lenses, filters.
- 3. Basics of image manipulations.
- 4. Students to have hands on experience of on location photo documentation of indoor spaces, Buildings, monumental expressions.

Assignments:

Making photo album on topics - 2, 3, 4

- The Photographic Eye: Learning to See with a Camera by Michael F. O'Brien
- Learning to See Creatively: Design, Color, and Composition in Photography by Bryan Peterson.
- The Lens : A Practical Guide for the Creative Photographer by N K Guy
- Understanding DSLR Lenses: An Illustrated Guide Book by Al Judge
- The Moment It Clicks by Joe McNally
- Light Science & Magic: An Introduction to Photographic Lighting by Fil Hunter
- Lighting for Digital Photography: From Snapshots To Great Shots by Syl Arena
- Artificial Lighting for Photography by Joy McKenzie
- Lighting Essentials: A Subject-Centric Approach for Digital Photographers by Don Giannatti
- Lighting Essentials: Lighting for Texture, Contrast in Digital Photography by Don Giannatti
- Shooting Space: Architecture in Contemporary Photography by Elias Redstone
- Architectural Photography: Composition, Capture, and Digital Image Processing by Adrian Schulz
- Architectural Photography: The Digital by Gerry Kopelow
- The Art of Photography: An Approach to Personal Expression by Bruce Barnbaum

SD163534 EXPOSURE TO LIBERAL ARTS -- II

TEACHING SCHEME: Total Contact Period/Week = 1 Studio = 1 **EXAMINATION SCHEME:** Paper: Nil Oral: Nil Sessional Assessment: 50(Internal).

Aim:

To study liberal arts. It helps the studentsto understand the relevance of other mediums of expression.

Objectives:

1. To inculcate the ability of reading, appreciating and experiencing the works of people from different walks of life.

Course Contents:

- 3. To give exposure to the students to the other medium of expression, communication and art forms like Sculpture, Installation design etc.
- 4. To give exposure to the students to the thought and works of the contemporary artists.

Assignment

1. Exercise based on workshop conducted.

- John Berger Ways of Seeing.
- Documentaries by BBC How art made the world and Power of Art.
- By Nature's Design -an Exploratorium Book series byPat Murphy
- Objects of Design from the Museum of Modern Art byPaola Antonelli
- The Continental Aesthetics Reader edited byClive Cazeaux



SAVITRIBAI PHULE PUNE UNIVERSITY

REVISED SYLLABUS FOR

BACHELOR OF DESIGN

SECOND YEAR – SET DESIGN

(To be implemented w.e.f. A.Y. 2021-22)

BOARD OF STUDIES IN DESIGN FACULTY OF SCIENCE AND TECHNOLOGY

SD163517 MINIATURE MAKING

TEACHING SCHEME: Total Contact Period/Week = 1 Lecture + 3 Studio = 4

EXAMINATION SCHEME

Paper: Nil Oral: Nil Sessional Assessment: 50 (Internal).

Aim: To equip the students to build a miniature model for audio/visual productions, stop motion, photography and advertising.

Objective: To develop the skills of making miniature models of simple action props, interior & exterior spaces by using basic techniques and tools

Course content:

- 1 Understanding the difference between concept model and miniature.
- 2 Understanding of design and scaling
- 3 Applying Surfaces Architectural, Metal, Wood, etc. Textures Organic & non organic
- 4 Setting-up the model, Painting and art work, aging and weathering effects
- 5 Dressing to camera, Basic lighting techniques.
- 6 Camera techniques for shooting miniatures convincingly.

Assignments

Above topics to be explored with:

- i) Simple action props
- ii) Interior & exterior spaces

- Complete Book of Making Miniatures by Thelma R. Newman
- The World of Miniatures: From Simple Cabins to Ornate Palaces by Sarah Walkley
- Making Miniature Furniture: The Essential Guide to Producing Exquisite Furniture in 1/12th Scale by John Davenport
- Professional Model making: A handbook of techniques and materials for Architects and Designers by Norman Trudeau.
- Model making Materials and Methods by David Neat.
- Model making for the stage by Keith Orton.