



**ST. FRANCIS COLLEGE,
KORAMANGALA, BENGALURU.**

DIPLOMA IN INTERIOR DESIGN AND DECORATION

(Duration : 1 Year)

Eligibility: 12Th Pass Or Equivalent

Scheme Of Examination

S.No.	SUBJECT AND PAPER	DURATION	MARKS
Paper I	FUNDAMENTALS OF DESIGN -THEORY	3 hrs	100
Paper II	COLOUR, LIGHTING & FURNITURE INTERIORS -THEORY	3 hrs	100
Paper III	DRAFTSMANSHIP -THEORY	3 hrs	100
Paper IV	BUILDING COMPONENTS. AND MATERIAL -THEORY	3 hrs	100
Paper V	DESIGN CONCEPTS - CORE PRACTICAL-I FURNITURE & FURNISHINGS	3 hrs	100
Paper VI	DRAFTSMANSHIP -CORE PRACTICAL-II	3 hrs	100
Paper VII	VIDEOGRAPHY OF EVENTS PRACTICAL - III	3 hrs	100

***Sight Visits/ Visits Of Different Events & Programs Related To Interior Design**

***Guest Lectures On Topic Vastu Sastra & Sustainability.**

***Workshops On Lighting Design & Furniture Design.**

Paper –I : Fundamentals Of Design -Theory

NUMBER OF HOURS : 12

Unit I

Concept Of Interior Design-Meaning Of Interior Design And Interior Decoration. Design – Definition, Meaning, Purpose. Types Of Design – Structural And Decorative – Requirements Of Good Structural And Good Decorative Designs. Classification Of Decorative Designs – Naturalistic, Conventional, Historic, Geometric, Biomorphic, Abstract.

Unit II

Elements Of Design – Meaning And Importance. Line And Direction, Form And Shape, Size, Colour, Light, Ornamentation, Texture And Space – Application Of Elements To Form Designs.

Unit III

Principles Of Design – Balance, Rhythm, Emphasis, Harmony, Proportion - Meaning And Application Of Design Concepts In The Interior And Exterior Houses And Other Commercial Buildings.

Unit IV

Development Of Design From Motives And Application. Man As A Consumer Of Design, Qualities And Role Of A Good Interior Designer, Interior Design – Career Options. Application Of Design In Interior Decoration.

References

1. Levine, M (1988) Living Rooms, Rockport Publishers, Usa
2. Steapat, D.D., (1971), Introduction To Home Furnishing, The Mac Millon Co, New York.
3. Pratap R.M (1988) Interior Design Principles And Practice, Standard Publishers Distribution, Delhi
4. Faulkner, S., And Faulkner. R, (1987), Inside Today's Home, Rinehart Publishing Company, New York..
5. Anna.H.Rutt (1961); Home Furnishing, John Wiley Eastern Pvt Ltd, Newyork.

Paper – II : Colour, Lighting And Furniture Interior (Theory)

NUMBER OF HOURS : 12

UNIT I

Concept of Colour. Significance of Colour in the Interiors and Exteriors. Dimensions of Colour – Hue, Value and Intensity, Effects of Hue, Value and Intensity. Colour Therapy. Colour Systems – Prang, Munsell and Ostwald. Colour Harmonies-Mechanical- Related and Contrasting. Non Mechanical-Readymade and Nature Based. Factors Considered in Selecting Colour Harmonies.

UNIT II

Application of Colour Harmonies in the Interiors and Exteriors – Effect of Light on Colour – Illusion of Colour, Psychology of Colour. Importance of Lighting. Artificial Lighting – Light Sources, Types – Based on Material, Reflection, Uses. Specific Factors in Lighting – Measurement of Lighting, Location and Direction, Size and Shape and Colour. Economy in Lighting. Psychological Aspects of Lighting. Glare- its Types, Causes and Prevention.

UNIT III

Accessories-Meaning, Types-Functional, Decorative, Both Functional and Decorative. Lighting Accessories- Fixtures, Lighting for Areas and Specific Activities.

UNIT IV

Styles of Furniture – Traditional, Contemporary and Modern Design. Furniture for Different Purpose – Meaning Need, Factors Influencing – Climatic Condition, Family Needs and Preferences, Availability, Principles of Design and Financial Limit. Familiar Furniture Materials – Wood – Teak, Rose Wood, Walnut, Cedar, Mahogany, Pine, Birch, Sal, Ply Wood, Bamboo, Cane, Metals, Plastics, Leathers, PVC.

UNIT V

Construction Features of Furniture – Shaping, Carving, Turning, Fluting, Reeding, Joining and Finishes, Upholstering – Techniques and Designs. Care and Maintenance – Wooden Furniture, Wicker and Cane, Metal Furniture, Plastic, PVC, Upholstered Furniture, Wood Finishes and Furniture Polishers.

REFERENCES

1. Faulkner, R. And Faulkner, S.(1987), Inside Today's Home, Rinehart Publishing Company, New York..
2. Judy.M,(1994),Color-How To See, How To Paint It, Harpen Calling Publishers, London.
3. John.F.P, (1997), Color in Interior Design,Mc Graw Hill Company, New York.
4. Jan Orcharchd (1993) Lighting for a Beautiful Home, Dune Style Publishing Ltd., USA.
5. Stawart and Sally.W, (1997), the Complete Home Decorator, Annes Publishers Ltd, New York.

Paper – III : DRAFTSMANSHIP

NUMBER OF HOURS : 12

UNIT I

Introduction to Draftsmanship. Drawing Office Organisation, Layout of Drawing Studio. Need for Training, Duties. Determining Needs and Wishes of the Client. Relationship Between Two Dimensional and Three Dimensional Diagrams. Symbols –Importance, Architectural Symbols, Structural Symbols, Door Symbols, Window Symbols.

UNIT II

Drafting Tools and Techniques – Drawing Tools and Their Uses. Techniques Adopted To Handle the Tools, Types of Scales. Drafting Mediums - Tracing Paper, Tracing Cloth, Water Color Paper, Sketch Paper, Vellum, Polyester Film. Water Supply – in Residential Building, Multi-Storied Buildings. Sanitation –Traps, Waste Water Disposal- Inspection Chamber, Septic Tank and Ventilation Systems, Sanitary Fixtures and Fittings, Plumbing Systems.

UNIT III

Layout of Drawing Sheets and Title Block Lines – Types of Lines, Thickness of Lines, Hatching of Section. Lettering – Types, Requirements of Good Lettering, Size of Letters and Numerals, Space Between Letters, Recommended Height of Letters, Lettering Technique. Orthographic Projection – Theory of Orthographic Projection, Multi View Orthographic Projection, Method of Drawing Section.

UNIT IV

Dimensioning – General Principles, Precaution in Dimensioning, Method of Placing Dimensions, Unit of Dimensioning, Method of Executing Dimension, Arrow Heads. Isometric Projection - Need for Study, Pictorial Drawings, Isometric Projection Definition, Principles, Characteristics, Isometric View and Isometric Projection.

UNIT V

Geometrical Constructions Technical Sketching – Introduction – Importance of Freehand Sketching, Principles of Free Hand Sketching - Perspective View - Theory of Perspective Projection, Technical Terms in Relation With Perspective, Classification of Perspective, Methods – One Point Perspective and Two Point Perspective. Rendering Techniques _ Tools Used in Rendering- Pencil, Eraser, Short-Bristled Stipple Brush, Mechanical Lines. Different Textures, Materials Used in Buildings, Floor Finishes, Shadows.

REFERENCES :

1. Pratap. R.M (1988), Interior Design, Principles and Practice, Standard Publishers Distribution, Delhi.
2. Natrarajan.K.V (1994), a Text Book of Engineering Drawing Self – Publication, Chennai.
3. Birdie. G.S and Birdie.J.S (2003), Civil Draughtsmanship, Theory and Practice. Dhanpat Rai Publishing Company (P) Ltd., New Delhi.
4. Venugopal.K. (2004) Engineering Graphics, 5th Edition, New Age International Publishers, New Delhi. MAGAZINES Architectural Digest Inside Outside Society Interiors House Layouts.

PAPER- IV - BUILDING COMPONENTS AND MATERIALS

NUMBER OF HOURS : 12

UNIT - I

Components of Building - Foundation-Meaning, Functions, Types –Shallow – Stepped, Inverted Arch, Raft, Grillage, Cantilever. Deep – Pile, Pier, Well. Masonry Units – Meaning, Components and Functions – Walls, Floors, Roofs.

UNIT - II

Beams, Columns, Lintels, Arch, Staircase ,Lift and Escalators – Meaning, Technical Terms and Types.

UNIT – III

Building Materials –Stone, Brick, Cement, Sand, Timber, Steel, Plastic and Concrete – Classification, Qualities and Uses.

UNIT – IV

Masonry – Plastering, Mortar, Stone Masonry – Rubble and Ashlar. Brick Masonry – Header, Stretcher, English and Flemish.

UNIT - V

Methods of Construction – Framed Structure and Load Bearing Walls, Prefabrication, Cast – in Site. Recent Advances in Building Materials.

REFERENCES:

1. Ostrow.J. (2001), Painting Rooms, Rockport Publishers, USA.
2. Clifton.C.Etal, (1995), the Complete Home Decorator, Conran Octopus Ltd, London.
3. Spancer, H. And Churchill, (1990), Classic English Interiors, Anaya Publishers Ltd, London.
4. Innes,J. (1990), Exterior Detail, Collins and Brown Ltd, London.
5. Love.G. (2000), Insideout, Conran Octopus Ltd, London.

Paper - V : CORE PRACTICAL - I - DESIGN CONCEPTS

NUMBER OF CREDIT HOURS : 12

SUBJECT DESCRIPTION:

This Practical Paper Contains the Design Development, Motif Development, Display of Art Objects, Arranging Different Areas of an Interior. **OBJECTIVES:** To Draw Different Types of Design, Develop Design by Using Motifs. Acquire Skill in Arranging Different Areas of a House by Using Principles of Design. And Also Designing of Furniture for Various Purposes and Construction of Curtains and Draperies.

OBJECTIVES:

To Enable the Students To Draw Different Types of Furniture and Evaluating Them. Develop Skill in Construction Of Soft Furnishings and Types of Pleats.

CONTENTS:

1. Draw Structural/ Decorative Design and Comment on its Features.
2. Draw a Decorative Design of Your Own Interest by Showing the Method of Application in Greeting Card/ Art Objects.
3. Evaluate the Given Art Objects.
4. Develop a Motif Suitable for Foot Mat/ Window Grill/Table Mat/Furnishing Materials.
5. Display Art Objects Showing the Principle of Design.
6. Arrange a Living Room/ Drawing Room/ Pooja Room/Bedroom/Adolescent Boy/Girl's Room/ Children's Room Showing any Colour Harmony and Principles of Design.
7. Arrange a Birthday Party for a Preschool Child. Arrange an Area for Multipurpose Activities.

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1. Draw Different Types of Furniture With Regard to Activity
2. Evaluate the Given Furniture in Terms of Materials, Construction Details, Uses Care and Maintenance, Age Group, Hours of Use, Durability, Budget.
3. Construct Curtains, Cushions Pillow Covers With Different Types of Pleats.
4. Drawing of Furniture Templates. Placement of Furniture in Various Rooms-Living Room, Bed Room, Dining Room

Paper –VI : CORE PRACTICAL II – DRAFTSMANSHIP

NUMBER OF HOURS : 12

SUBJECT DESCRIPTION:

This Course Deals With the Effective Use of Drafting Tools To Draw Pictorial and Perspective Drawing.

OBJECTIVES:

To Enable the Students To Make Use of Drafting Tools. To Draw Pictorial and Perspective Drawing.

CONTENTS

1. Architectural Lettering.
2. Pictorial Drawing–Orthographic, Isometric Drawings–Geometrical Constructions–Table, Chair, Staircase, Rooms.
3. Perspective Drawings – Visual Ray Method, Vanishing Point Method – One Point Perspective and Two Point Perspective.
4. Kitchen Drawings – Types and Three Dimensional View (Isometric View).

Paper –VII : VIDEOGRAPHY OF EVENTS

NUMBER OF HOURS : 12

Course Description:

This course teaches the technical skills and creative principles required for single camera ('film style') video field shooting and post production using ADOBE PREMIERE Pro®. Topics include audio, video recording technology, composition, lighting, continuity, and editing. The student will gain experience planning, shooting and editing entertainment- and/or information-based video projects will be provided through hands-on exercises, projects and assignments.

Practice basic lighting set-up. Practice framing and balancing the frame. Shoot video on auto mode Shoot videos using advanced features of the camera .Take Wide-shot, Medium shot, Close shot, Cut-in, Cut-away shots. Shoot videos for different events - indoors and outdoors - Marriage function - Office function o Public function - Dance function - and Birthday Party - School function Sports event - 15 minute documentary film. Shoot videos during daylight and night

1. Getting Started with Adobe Premiere Pro CS3
2. Working with Clips
3. Working with Transitions
4. Exploring Essential Editing Techniques
5. Working with Audio
6. Exploring Advanced Editing Techniques
7. Working with Titles
8. Working with Video Effects

SOFTWARE CLASS

NUMBER OF HOURS : 45

1. AUTOCAD
2. GOOGLE SKETCHUP
3. PHOTOSHOP
4. ADOBE PREMIER PRO



SOFTWARE SYLLABUS

AUTOCAD

NUMBER OF HOURS : 12

UNIT I

Introduction to CAD Software, Software installation, importance and application of CAD in interiors. Fundamentals of computers, importing and exporting files, saving files in different formats, printing, publishing, matching properties, drawing setting and its application.

UNIT II

Exercises on creating objects and object editing with types of lines and hatching the objects, creating text styles, dimension styles using P Line, construction lines, splines, multiline, types of objects, circles and curves arc, polygon, ellipse, donut.

Introduction to viewing, types of viewing - zoom, pan, holstering utility and its advantages and importance, introduction to layers, types of layer.

UNIT III

Drafting the plan and elevations of a door, staircase, curved objects (3 each) and designing of complete room's interiors with furniture (office, drawing room and kitchen) using lines, materials and library.

UNIT IV

Drafting the plan and elevation of the projects, working drawings with paper space, model space, printing with different plot styles (any three). Complete model of residence with rendering (top view and isometric view).

UNIT V

Application of cameras and lights on the created models.

Introduction to lights - Standard lights - Omni target spot and free spot target direct, sky light, place highlight photometric light - target point, free point, target linear, free linear, target area, free area. Cameras - Target, free-multi pass effect, depth of field, navigating the camera using keyboard.

GOOGLE SKETCHUP

NUMBER OF HOURS : 10

UNIT I

1. Toolbars 2. Camera controls 2.1. Pan 2.2. Zoom 2.3. orbit 3. Basic tools 3.1. Rectangle 3.2. Circle 3.3. Select 3.4. pencil 3.5. push /pull 3.6. Groups 3.7. Components. 3.8. Move 3.9. Rotate 3.10. Copy 3.11. Array 3.12. Polar array 3.13. Offset 3.14. Paint bucket

UNIT II

1. Modelling practice 1.1. Walls + floor 1.2. Windows 1.3. Doors 1.4. Frames 1.5. tables 2. Openings 3. Creating materials 3.1. Search online for materials 3.2. Create new material.

UNIT III

1. Edit materials 1.1. Scale 1.2. Rotate 1.3. Edit 2. Modelling practice 2.1. Chair 2.2. Shelves 2.3. Accessories 3. Warehouse 3.1. Download models 3.2. Edit models 3.3. Groups vs components 3.4. Scale.

UNIT IV

1. Project 1: Interior Space - Bedroom 1.1. Room floor 20',20' 1.2. Walls 10'h, 8" 1.3. 2 door ways 7'h,3'w 1.4. Window two 5'h,4w or one 5'h, 8'w 2. Object placement 2.1. Locking to axis 2.2. Reference points.

UNIT V

1. Section plane 1.1. Sections - Elevations 1.2. Floor plans 2. Layouts 2.1. Preparing views 2.2. Sending to layouts 2.2.1. Positioning 2.2.2. Sizing 2.2.3. Moving 2.2.4. copy 2.3. Using scenes 2.4. Scale 2.5. Dimensions 2.6. Updating model reference 2.7. Styles in layout 2.8. Title block 3. Basic renders.

UNIT VI

1. Render phase 1.1. Fixing the lighting 1.2. Editing materials 1.3. V-Ray material effects 1.4. Camera positioning 1.5. Render settings

PHOTOSHOP

NUMBER OF HOURS : 10

UNIT I

Photoshop Introduction

Theory on graphic designing, Toolbar, Menu Bar, Options Bar, Toolbox All New, Opening an Existing File, Screen Modes, Standard Screen Mode, Full Screen Mode with Menu Bar, Creating a New Document, Saving Files, Reverting Files, Closing Files and Quitting Photoshop.

UNIT II

Different Color Modes in Photoshop, The RGB Color Mode, The CMYK, Indexed, Duotone, Grayscale, HSB, Lab, Multichannel Color Mode, Changing the Color Mode, Making Color Adjustments, Color Levels, Curves palette, Brightness/Contrast Palette ,Hue/Saturation, Histogram Palette, Variations Command, File Formats in Photoshop, Photoshop Document (PSD),Bitmap (BMP), Encapsulated PostScript (EPS), Tagged Image File Format (TIFF), Graphics Interchange Format (GIF), Joint Photographic Experts Group UPEG), Portable Document Format (PDF).

UNIT III

Layer Style & Layer Style Dialog Box, Applying a Layer Style Copying Styles Clearing Styles, Creating Layers from Layer Styles, using filters, About Smart Objects and filters. Creating a Smart Object, Editing Smart Objects, Filter Gallery, Applying the Mosaic Tiles Filter, Liquify Filter, Applying the Vanishing Point Filter, Applying the Artistic Filters, Applying the Blur Filters, Applying the Brush Stroke Filters, Distort and Noise Filters, Sketch Filters, Render Filters.

UNIT IV

Creating an Action, Performing Photo merge in Photoshop, TextEditing in Photoshop, Finding and Replacing Text, Creating 3D Artwork in Photoshop, Creating a 3D Shape, Editing 3DShape, Loading a New Texture to 3D Shape, Animation in Photoshop.

ADOBE PREMIER PRO

NUMBER OF HOURS : 13

- 1.Touring Adobe Premiere Pro
- 2.Setting Up a Project
- 3.Importing Media
- 4.Organizing Media
- 5.Mastering the Essentials of Video Editing
- 6.Working with Clips and Markers
- 7.Adding Transitions
- 8.Mastering Advanced Editing Techniques
- 9.Putting Clips in Motion
- 10.Editing and Mixing Audio
- 11.Improving Audio
- 12.Adding Video Effects
- 13.Applying Color Correction and Grading

