



SNDT Women's University, Mumbai
Undergraduate Degree / UG Programme
(Syllabus as Per NEP) -
Faculty of Interdisciplinary Studies

B. Design
(Lifestyle and Accessories)

As Per NEP – 2020

Semester – V & VI

Syllabus
(W.E.F. Academic Year 2026-27)

Terminologies

Abbreviation	Full-form	Remarks	Related to Major and Minor Courses
Major (Core)	Main Discipline		
Major (Elective)	Elective Options		related to the Major Discipline
Minor Stream	Other Disciplines (Inter/Multidisciplinary) not related to the Major	either from the same Faculty or any other faculty	
OEC	Open Elective Courses/ Generic		Not Related to the Major and Minor
VSEC	Vocational and Skill Enhancement Courses		
VSC	Vocational Skill Courses		Related to the Major and Minor
SEC	Skill Enhancement Courses		Not Related to the Major and Minor
AEC	Ability Enhancement Courses	Communication skills, critical reading, academic writing, etc.	Not Related to the Major and Minor
VEC	Value Education Courses	Understanding India, Environmental science/education, Digital and technological solutions, Health & Wellness, Yoga education, sports, and fitness	Not Related to the Major and Minor
IKS	Indian Knowledge System	I. Generic IKS Course: basic knowledge of the IKS II. Subject Specific IKS Courses: advanced information pertaining to the subject: part of the	Subject Specific IKS related to Major

		major credit.	
VEC	Value Education Courses		Not Related to the Major and Minor
OJT	On-Job Training (Internship/Apprenticeship)	corresponding to the Major Subject	Related to the Major
FP	Field projects	corresponding to the Major Subject	Related to the Major
CC	Co-curricular Courses	Health and Wellness, Yoga education sports, and fitness, Cultural Activities, NSS/NCC and Fine/ Applied/Visual/ Performing Arts	Not Related to the Major and Minor
CE	Community Engagement and service		Not Related to the Major and Minor
RP	Research Project	corresponding to the Major Subject	Related to the Major

Structure with Course Titles**B. Design (Lifestyle and Accessories)****Semester – V**

Sr. No.	Course	Type of Course	Credits	Marks	Int Marks	Ext Marks
	Semester – V					
50144321	Jewelry Development (Pr)	Major (Core)	4	100	50	50
50144312	Bag Construction & Development Techniques (Th+Pr)	Major (Core)	4	100	50	50
51044311	Professional Communication (Th)	IKS (Major Specific)	2	50	0	50
50244321	Introduction to Photography (Pr)	Major (Elective) (Any One)	4	100	50	50
50244322	2D Product Rendering (Pr)					
50344311	Interior Planning & Ergonomics (Th+Pr)	Minor Stream	4	100	50	50
50644301	Functional Toy Designing (Pr)	VSC-4	2	50	50	0
51344301	Craft Documentation (Pr)	FP	2	50	50	0
			22	550	300	250

Semester – VI

Sr. No.	Course	Type of Course	Credits	Marks	Int Marks	Ext Marks
	Semester - VI					
60144311	Introduction To Furniture & Ergonomics (Th)	Major (Core)	4	100	50	50
60144312	Footwear Design & Development (Th+Pr)	Major (Core)	4	100	50	50
60244321	Professional Photography (Pr)	Major (Elective) (Any One)	4	100	50	50
60244322	3 D Product Rendering (Pr)					
60344311	Sustainability and Up cycling Practices (Th)	Minor Stream	2	50	0	50
60344312	Office Accessories Development (Th+Pr)	Minor Stream	4	100	50	50
61244321	Industry Research Project (Pr)	OJT	4	100	50	50
			22	550	250	300

Exit with Degree (3-year)

Course Syllabus

Semester V

5.1 Major (Core)

5.1	Jewellery Development (Pr)		Crs-
Course Outcome	After going through the course, learners will be able to - 1. Identify different types of jewellery and their historical and cultural significance. 2. Demonstrate basic jewellery-making tools and materials effectively. 3. Apply fundamental techniques such as sawing, filing, soldering, and polishing. 4. Design original jewellery pieces using various materials.		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Fundamentals of Jewellery		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- 1. Analyze the significance of jewellery, including its role in religion, status & fashion. 2. Explore how historical jewellery styles and motifs influence contemporary jewellery design. 3. Sketch designs for accurately depicting three-dimensional jewellery objects.	<ul style="list-style-type: none"> • History of Indian and Western jewellery • Basic line and object drawing • Motif creation & design pattern using principles • Shading & rendering • Design ring, pendants, earrings and necklaces. 	
Module 2	Introduction of Tools & Practices		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to -</p> <ol style="list-style-type: none"> 1. Identify common tools and equipment used in jewellery making. 2. Demonstrate safe handling and usage of jewellery-making tools and workshop machinery. 3. Analyze the importance of planning and marking for achieving precision in fabrication. 	<ul style="list-style-type: none"> • Introduction to Tools & Workshop machinery • Safety Precautions during tools & machine handling • Orientation of Vernier Caliper, Soldering practice & precautions • Introduction to metal casting for product development 	
Module 3	Basic Manufacturing Practices		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Identify different types of gemstone settings (prong, bezel, pave, channel, tension). 2. Explain the process and importance of enamelling in jewellery making. 3. Demonstrate basic enamelling techniques—preparation, application, and firing. 	<ul style="list-style-type: none"> • Introduction of different types of gemstones • Understanding the setting process • Enamelling, polishing & finishing (chain and band ring) • Case studies of different jewellery brands to explore the process and design settings 	
Module 4	Design and Concept Development		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Evaluate the process and importance of design and concept development in jewellery. 2. Explore design ideation methods such as research, mood boards, and concept sketches. 3. Demonstrate skills in sketching jewellery designs using traditional and digital tools. 	<ul style="list-style-type: none"> • Concepts of design in context to lifestyle accessories. • Executing Design and Concept and further development • Sketching and planning working on a collection by using presentation techniques 	
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Assignments/ Activities towards CCE

1. Rendering of pearls, cabochons, and beads with realistic illustration techniques.
2. Creation of concept sketches and technical drawings of modern jewellery.
3. Draw and analyse various diamond shapes and cuts in digital presentation format. Develop a concept, create prototypes, and produce a final jewellery piece in Brass / Silver/ metal of choice.

Bibliography

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- Cherry, N. (2012). Jewellery design and development: From concept to object. A & C Black.
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- Darty, L. (2004). The art of enameling: Techniques, projects, inspiration. Lark Books.
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- Holschuh, B. (2009). The jeweler's studio handbook: Traditional and contemporary techniques. Quarry Books.
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- Withers, S. (2009). The encyclopaedia of wire jewelry techniques. Search Press.
- Young, A. (2010). The workbench guide to jewelry techniques. Thames & Hudson.

5.2 Major (Core)

5.2	Bag Construction & Development Techniques (Th and Pr)		Crs-
Course Outcome	<p>After going through the course, learners will be able to -</p> <p>-</p> <ol style="list-style-type: none"> 1. Recognize different types of materials, tools, and hardware used in bag construction. 2. Describe the properties of various materials and how they influence the design and functionality of bags. 3. Analyze patterns and prototypes to identify potential design improvements and bag construction methods. 4. Construct a prototype with different materials and techniques. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Bag Types and Materials (Th)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Identify various types of bags and their specific uses. 2. Analyze how material selection impacts structure, durability, and aesthetics. 3. Develop material selection plans integrating hardware components. 	<ul style="list-style-type: none"> • Types of Bags – Tote bags, backpacks, handbags, duffle bags, shopping bags, etc. • Purpose and target markets for each bag type • Material Overview – Natural (cotton, jute, leather), synthetic (nylon, polyester, vinyl), eco-friendly (recycled, biodegradable) • Material properties – durability, cost, weight, and water resistance • Choosing the right material for each bag type 	
Module 2	Principles of Bag Designing (Th)		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Identify key design elements such as shape, structure, and proportion in bag design. 2. Describe how user needs and fashion trends influence bag design. 3. Implement design techniques balancing function and form. 	<ul style="list-style-type: none"> • Design Elements – Shape, size, color theory, texture, and pattern • Balancing aesthetics and functionality • Functional design features – pockets, closures, and strap mechanisms • Ergonomics and user comfort • Sustainable design – eco-friendly materials and current fashion trends. 	
Module 3	Bag Construction Techniques (Pr)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Identify tools, materials, and machinery used for bag construction. 2. Describe the role of hardware like zippers, rivets, and clasps in structure and function. 3. Analyze sewing and assembly techniques in product finishing. 	<ul style="list-style-type: none"> • Basic Sewing & seam Techniques – straight, zigzag, decorative stitches • Sewing machine operations and hand-sewing methods • Construction Process – cutting patterns, assembling components, and finishing other special techniques • Quality control and testing for durability 	
Module 4	Advance Development Techniques and Trends in Bags (Pr)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Identify advanced techniques like embossing, laser cutting. 2. Analyze impact of fashion trends and consumer preferences. 	<ul style="list-style-type: none"> • Advanced Construction Techniques – embossing, laser cutting • Pattern making for innovative designs • Prototype creation and testing • Global trends and innovations in bag design • Production, sourcing, and marketing strategy for bag launch 	

	3. Develop prototype based on market needs.		
<p>Assignments/ Activities towards CCE</p> <ol style="list-style-type: none"> 1. Develop a design sheet for a selected bag category with inspiration board, target audience, colour palette, and technical sketches. 2. Create sketches and follow a design process for a chosen bag category. Draft patterns and build a prototype using proper construction techniques. Compile all steps from research to final prototype into a complete portfolio. 			

Bibliography

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- Ehrhardt, K. (2019). Leather bags: 14 stylish designs to sew for any occasion. Stackpole Books.
- Innovations in bag making: From design to manufacturing. (2018). Textile and Apparel Design Journal, 7(2), 89–95.
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- Lam, L. (2010). The bag making bible: The complete guide to sewing and making bags. David & Charles.

5.3 IKS (Major Specific)

5.3	Professional Communication (Th)		Crs-
Course Outcome	After going through the course, learners will be able to - - <ol style="list-style-type: none"> 1. Improvise verbal communication through language, focusing on pronunciation, fluency, and interactive speaking. 2. Apply appropriate grammar usage in both written and spoken communication. 3. Participate in professional group discussions, and express viewpoints confidently. 4. Demonstrate confidence in oral communication through public speaking and formal interviews. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Functional English and Communication Techniques		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- <ol style="list-style-type: none"> 1. Develop reading comprehension skills and the ability to summarize and interpret professional texts accurately. 2. Identify barriers to effective communication & apply right vocabulary. 3. Apply active listening and note-taking techniques in academic and professional contexts. 	<ul style="list-style-type: none"> ● Basics of communication: types, methods, and barriers ● Vocabulary and grammar enhancement exercises ● Techniques for effective reading, comprehension, and summarization of technical texts ● Crafting formal documents: business letters, emails, and reports 	
Module 2	Advanced Communication Skills and Professional Practices		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Develop public speaking skills for professional situations. 2. Deliver easy structured sentences on simple topics 3. Demonstrate proactive participation in professional conversations 	<ul style="list-style-type: none"> ● Oral communication: Pronunciation, stress, and intonation practice ● Presentation skills: Designing and delivering effective presentations using visual aids ● Professional writing: Technical reports, proposals, and project documentation ● Ethics and professionalism in workplace communication 	
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Assignments/ Activities towards CCE

1. Draft a formal business email, cover letter, and resume with correct formatting and professional tone.
2. Take part in a group discussion on a current topic and assess clarity, persuasion, and teamwork.
3. Watch an English news clip or documentary and give a 2-minute spoken summary focusing on pronunciation and intonation.

Bibliography

- Balasubramanian, S. (2011). Soft skills: Enhancing employability skills. Vikas Publishing House.
- Kumar, S., & Lata, P. (2018). Communication skills (2nd ed.). Oxford University Press.
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- Raman, M., & Sharma, S. (2015). Technical communication: Principles and practice (3rd ed.). Oxford University Press.
- Rizvi, M. A. (2005). Effective technical communication. Tata McGraw-Hill Education.

5.4 A. Minor Stream

5.4	2D Product Rendering (Pr)		Crs-
Course Outcome	After going through the course, learners will be able to - - 1. Analyze the fundamentals of 2D rendering and its role in product visualization. 2. Apply different rendering techniques to represent materials, textures, and surfaces. 3. Develop detailed visual presentations of lifestyle accessory products using manual rendering methods. 4. Design professional product boards and concept presentations for accessory design.		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Product Rendering		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- 1. Acquire the skills to render technical details in accessory design. 2. Apply different rendering tools and materials used for 2D product visualization. 3. Develop basic sketching techniques for product forms.	<ul style="list-style-type: none"> ● Concept and importance of rendering in product and accessory design ● Tools and materials for rendering (pencils, markers, watercolors, ink pens, color pencils) ● Basics of line quality, proportion, and perspective ● Basic product sketching techniques ● Introduction to rendering accessories such as bags, footwear, jewelry, and lifestyle products 	
Module 2	Rendering Techniques and Surface Textures		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Apply shading and tonal techniques for product illustration. 2. Render different materials with textures visually. 3. Develop accuracy in detailing product surfaces. 	<ul style="list-style-type: none"> • Principles of light, shadow, and tonal rendering • Marker rendering techniques Creating surface textures: leather, metal, fabric, wood, and plastic • Rendering of reflective and matte surfaces • Practice exercises on accessory elements 	
Module 3	Color Application and Material Representation		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Apply color theory in product rendering. 2. Render accessories using mixed media techniques. 3. Communicate material finishes through color and texture. 	<ul style="list-style-type: none"> • Basics of color theory in product visualization • Marker and watercolor rendering techniques • Rendering material finishes and detailing • Highlighting, reflections, and depth in product illustration • Case studies of professional accessory renderings 	
Module 4	Product Portfolio & Presentation		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Develop professional presentation sheets for product concepts. 2. Organize rendered drawings into structured design boards. 3. Communicate product ideas effectively through visual layouts. 	<ul style="list-style-type: none"> • Composition and layout of product boards • Rendering complete accessory products • Labelling and annotation techniques • Developing presentation sheets for design portfolio • Final rendering project 	

Assignments/ Activities towards CCE

1. Students will select any three lifestyle accessories (such as handbags, belts, eyewear, footwear, watches, or jewelry) and create free-hand sketches with basic rendering techniques.
2. Students will create a rendering sheet of products displaying different materials used in lifestyle accessories, showing different views of the product.

Bibliography

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- Mehta, N., & Bhandari, S. (2016). Design thinking and product design. Tata McGraw-Hill Education.

5.4 B. Major (Elective)

5.4	Introduction to Photography (Pr)		Crs-
Course Outcome	After going through the course, learners will be able to - - 1. Recognize key elements of photography, including camera parts, exposure settings and compositional rules. 2. Analyze the relationship between light, exposure, and image quality, and impact of various settings on a photograph. 3. Compare different photography genres and effectiveness of visuals. 4. Capture visually appealing photographs on different themes.		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Basics of Photography		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- 1. Identify different camera types such as DSLR, mirrorless, and compact cameras. 2. Experiment with the camera for candid compositions on themes and products.	<ul style="list-style-type: none"> • Introduction to Photography • Technical terminology and Definition • Brief history, and evolution of photography – Indian & Global • Key genres: Portrait, landscape, street, and product photography 	
Module 2	Technical specifications of Camera		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- 1. Differentiate between DSLR, mirrorless, and compact cameras based on their features, functions, and applications. 2. Demonstrate the skills of camera handling for capturing images effectively.	<ul style="list-style-type: none"> • Overview of DSLR, mirrorless, compact • Resolution and specifications • ISO sensitivity and shutter mechanisms. • New-age photography with smart phone cameras 	

Module 3	Understanding Sensor and Lenses		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Differentiate between various camera sensors, resolutions, and lens types based on their functions and applications. 2. Analyze the suitability of different lenses and camera specifications for diverse photography requirements. 	<ul style="list-style-type: none"> • Differences in sensors, resolutions, and applications • Introduction to lenses: Standard, wide-angle, and macro • Case Studies & Presentation 	
Module 4	Focal Length, Aperture, and Technical Challenges in Photography		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Apply the concepts of focal length and aperture to improved image quality. 2. Evaluate common technical challenges in photography. 	<ul style="list-style-type: none"> • Understanding focal length and aperture relationship • Technical challenges and solutions • Case studies assessment of Lifestyle Accessory brands for photography techniques & trends. 	
Assignments/ Activities towards CCE			
<ol style="list-style-type: none"> 1. Photograph a single lifestyle accessory product (such as a bag, watch, jewellery, or eyewear) using different lighting techniques. 2. Select one accessory product (belt, handbag, sunglasses, etc.). Arrange supporting elements such as background props, textures, or fabrics. Apply composition techniques such as rule of thirds, balance, and symmetry. 			

Bibliography

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5.5 Minor Stream

5.5	Interior Planning and Ergonomics (Pr)		Crs-
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Identify key principles of interior design and ergonomics, including space planning, furniture layout, and human factors. 2. Explain the importance of ergonomics in interior design and how it impacts user comfort, safety, and productivity. 3. Analyze existing interior spaces for ergonomic effectiveness, identifying strengths and areas for improvement. 4. Develop comprehensive interior design plans that incorporate ergonomic principles, demonstrating creativity and functionality in the use of space. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Principles of Interior Planning		1
	Module Outcomes	Course Contents	
	After learning the module, learners will be able to <ol style="list-style-type: none"> 1. Identify key principles of interior planning, including spatial, scale, proportion, and functionality. 2. Evaluate the functionality of existing interior spaces. 3. Analyze the role of natural and artificial light for spatial harmony in interior design. 	<ul style="list-style-type: none"> • Introduction to Interior Planning • Importance of creating functional and aesthetic spaces. • Types of Spaces: Residential, commercial, and institutional. • Zoning: Strategies for dividing space into functional areas. Flow and Circulation: Planning layouts for optimal movement. • Design Elements and Principles • Color Theory: Effects of color on mood and perception. • Textures and Patterns: Enhancing visual interest and comfort. Balance and Harmony: Achieving a cohesive design. 	

		<ul style="list-style-type: none"> • Furniture and Fixture Selection: criteria based on functionality and aesthetics. • Importance of natural and artificial lighting in creating ambiance. Techniques for layering light: ambient, task, and accent lighting. 	
Module 2	Ergonomics Fundamentals		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Identify key terms and concepts related to ergonomics, including body mechanics, anthropometry, and user-centered design 2. Analyze existing environments for ergonomic effectiveness, identifying potential risks and areas for improvement. 3. Evaluate interior spaces through ergonomic assessment to improve user interaction, and design effectiveness. 	<ul style="list-style-type: none"> • Definition and significance of ergonomics in design. • The role of ergonomics in enhancing user experience. • Human Factors in Design • Anthropometry: Importance of body measurements in design. • Cognitive Ergonomics: Designing for user understanding and interaction. • Ergonomic Principles • Key ergonomic principles: fit, comfort, and usability. • Evaluating user needs and preferences in interior design. • Ergonomic Assessments • Techniques for assessing existing spaces for ergonomic effectiveness. Tools and methods for gathering user feedback. 	
Module 3	Advanced Interior Design Techniques		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Recognize the impact of advanced materials, technologies, and design trends on interior planning. 2. Utilize advanced design techniques to create innovative, functional interior spaces. 3. Develop a comprehensive interior design project that incorporates advanced techniques, and user-centered design principles. 	<ul style="list-style-type: none"> • Sustainable Design Practices: Principles of sustainable interior design. • Technology in Interior Design: Using smart home technology and automation. • Designing for Wellness: Creating spaces that promote physical and mental well-being. Accessibility and Universal Design • Key concepts of universal design. Guidelines for creating inclusive spaces for all users. • Current Trends in Interior Design: Exploration of emerging trends in aesthetics, materials, and technology. 	
Module 4	Practical Application and Project Execution		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Implement design strategies to develop a comprehensive interior design project. 2. Understand the practical applications of interior planning and ergonomic principles in real-world design projects. 3. Integrate planning, ergonomic principles, and advanced design techniques creatively 4. Evaluate the effectiveness of design solutions and 	<p>Project Overview</p> <ul style="list-style-type: none"> • Introduction to the final project: Designing a space that incorporates interior planning and ergonomic principles. <p>Research and Analysis</p> <ul style="list-style-type: none"> • Conducting site assessments and user interviews. • Analyzing existing conditions and identifying areas for improvement. <p>Concept Development</p> <ul style="list-style-type: none"> • Creating mood boards and design concepts. • Developing layout plans that prioritize functionality and comfort. <p>Presentation Techniques</p>	

	ergonomic standards.	<ul style="list-style-type: none"> • Best practices for presenting design proposals. • Creating visual aids and mock-ups to communicate ideas effectively. 	
<p>Assignments/ Activities towards CCE</p> <ol style="list-style-type: none"> 1. Create a detailed floor plan using principles of spatial organization, scale, and proportion. 2. Assess an existing workspace or living area, identify risks, and propose ergonomic improvements. 3. Prepare an interior design concept using modern materials, technologies, and current trends. Plan and design a full project from start to finish, integrating ergonomics and advanced techniques, with a client-ready final presentation. 			

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- Preiser, W. F. E., & Vischer, J. C. (2019). Assessing building performance. Routledge.
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5.6 VSC-4

5.6	Functional Toy Designing (Pr)		Crs-
Course Outcome	<p>After going through the course, learners will be able to -</p> <ol style="list-style-type: none"> 1. Identify principles of toy design, including child development considerations, material selection, and safety standards. 2. Analyze existing toy designs for usability, safety, and educational value, identifying strengths and areas for improvement. 3. Develop an original toy design project that incorporates creativity, user-centred design principles, and effective prototyping techniques. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to the Toy Design Process		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Explore the importance of each stage in the toy design process and how they contribute in creating safe and engaging toys. 2. Analyze the toy design concepts by identifying potential challenges and opportunities within the design process. 	<ul style="list-style-type: none"> ● Definition and significance of toy design, role of toys in child development and learning ● Introduction to design thinking principles: empathy, ideation, and iteration. ● Understanding market needs, trends, and consumer preferences. ● Generating initial ideas and sketches, Prototyping: Creating models to test functionality ● Gathering feedback through user testing and understanding user needs, then identifying the target audience 	
Module 2	Research, Ideation & Graphic Representation		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Apply research in toy design, including market analysis and user studies. 2. Develop a comprehensive ideation portfolio that includes research findings, concept sketches, and graphic representations of toy designs. 	<ul style="list-style-type: none"> • Research on current toy trends and consumer behaviour, gaps in the market and opportunities for innovation • Brainstorming methods for generating ideas (mind mapping, SCAMPER) • Developing a theme for a toy collection, Ensuring functional diversity within the collection • Visual representation of toy concepts through sketches and renderings • Importance of creating mood boards to convey the theme and aesthetic 	
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Assignments/ Activities towards CCE

1. Study a specific age group and prepare a short report on preferences, safety needs, and developmental factors, supported by concept sketches.
2. Make detailed sketches or digital models of toy ideas based on your research. Compile all work (research, sketches, and presentations) into one complete toy design portfolio.

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5.7 FP

5.7	Craft Documentation (Pr)		Crs-
Course Outcome	<p>After going through the course, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Identify and research traditional crafts, understanding their origin, history, and cultural relevance. 2. Document the complete process of craft production, including materials and techniques used. 3. Analyze the role of artisans and supporting organizations in promoting and preserving crafts. 4. Categorize craft-based products and assess their market potential. 5. Develop basic branding and promotional strategies for craft products. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Research and Analysis of Craft		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Identify the specific crafts of different regions. 2. Document the step-by-step process involved in creating. 3. Analyze the various organizations that support, promote, and preserve the craft. 	<ul style="list-style-type: none"> • In-depth research and development of the craft selected. • Production process, techniques and analyzing the range of products for final selection. • Key artisan interviews, challenges faced by artisans during production. • NGO collaboration, government organization linkage of crafts • Local businesses that promote and preserve the craft, research and documentation 	
Module 2	Craft Production and Visual Display		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Identify the different products made from the craft for décor. 2. Develop effective branding strategies for a craft, including creating promotional materials like brochures, catalogues, and digital content. 3. Execute a display of craft products in an exhibition or similar event. 	<ul style="list-style-type: none"> • Various product categories created using the craft. • Market needs and trends - overview • Introduction to branding and marketing strategies for crafts. • Developing promotional materials such as brochures, catalogues, social media content. • Process of designing attractive visual displays for craft promotion. • Role of exhibitions and trade fairs to increase craft awareness. 	

Assignments/ Activities towards CCE

1. Students will prepare a document covering the craft's origin, history, process, products, advantages/limitations, promotion methods, and information on NGOs/organizations involved.
2. Students will document product categories and conduct a comparative study with other crafts from the region.
3. Students will create branding strategies for the selected craft and design a display setup for the craft as a promotional campaign.

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Semester VI

6.1 Major (Core)

6.1	Introduction to Furniture & its Ergonomics (Th)		Crs
Course Outcome	<p>After going through the course, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Recognize the essential role of furniture in built environments, examining its historical evolution, functional aspects, and stylistic variations. 2. Analyze the relationship between human body dimensions and furniture proportions across residential, commercial, and workplace contexts. 3. Identify major furniture materials and construction methods, evaluating their impact on functionality, comfort, and product longevity. 4. Explore emerging trends in ergonomic and sustainable furniture design, incorporating new technologies and evolving user needs. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	History of Furniture Design		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Identify the furniture design and explain its role in everyday life and interior environments. 2. Distinguish between key types of furniture across residential, commercial, and office spaces. 3. Recognize historical evolution and design movements that shaped modern furniture. 4. Apply principles of design to evaluate furniture aesthetics and utility. 	<ul style="list-style-type: none"> • Importance of furniture in daily life. Basic functions and features form & space • Furniture from ancient to modern times. • Key movements in furniture design: Arts and Crafts, Bauhaus, Mid-century Modern). • Know-how of Furniture Categories & Styles with relevance to human needs and culture. 	
Module 2	Ergonomics in Furniture		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Explain ergonomic principles and their relevance in furniture design. 2. Analyse anthropometric data to determine suitable furniture dimensions. 3. Apply ergonomics to improve comfort, efficiency, and safety in furniture use. 	<ul style="list-style-type: none"> • Importance, human body measurements and their role in design. Posture, reach, movement, comfort levels. • Design for Different Users: Age, gender, physical ability, and activity considerations. • Ergonomic Standards: ISO, BIFMA, and other global standards in furniture design. 	
Module 3	Materials Tools & Functionality		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Identify furniture materials based on properties and usage. 2. Recognize joinery and construction techniques used in furniture making. 3. Evaluate material selection in relation to functionality, durability, and sustainability. 	<ul style="list-style-type: none"> • Materials in Furniture: Wood, plywood, metal, glass, plastic, bamboo, rattan, composites. • Surface Treatments: Finishes, coatings, laminates, upholstery. • Construction Techniques: Joinery methods, hardware fittings, structural integrity. • Functional Aspects: Stability, comfort, maintenance, portability. • Sustainability Considerations: Eco-friendly materials, recycling, and life cycle assessment. 	
Module 4	Trends and Future of Ergonomic in Furniture		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Examine evolving trends and innovations in 	<ul style="list-style-type: none"> • Current and Emerging Trends: Minimalist, modular, multifunctional, and smart furniture. 	

	<p>contemporary furniture design.</p> <ol style="list-style-type: none"> 2. Identify the role of technology and sustainability in shaping modern furniture. 3. Design furniture that adapts to changing lifestyles and multifunctional spaces. 4. Develop creative concepts integrating ergonomics, aesthetics, and sustainability. 	<ul style="list-style-type: none"> ● Sustainability Trends: Up cycling, green materials, carbon-neutral design. ● Cultural and Social Impact: How lifestyle changes influence design choices. ● Future Directions: Adaptive furniture for small spaces and evolving work-from-home culture. ● Industry Practices: Case studies of innovative furniture brands and designers. 	
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Assignments/ Activities towards CCE

1. Analyse an existing furniture piece focusing on ergonomics and user interaction.
2. Use online tools/software to create and present furniture ideas. Develop ideation sheets, concept sketches, and explorations.
3. Research and present key trends in sustainable furniture with the help of brand case study.

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6.2 Major (Core)

6.2	Footwear Design & Development (Th and Pr)		Crs-
Course Outcome	<p>After going through the course, learners will be able to -</p> <ol style="list-style-type: none"> 1. Recognize the historical evolution, and functional aspects of footwear design. 2. Analyze industry trends for incorporating techniques in footwear design and production. 3. Apply design principles, aesthetics, to develop innovative, comfortable, and user-centric footwear. 4. Create prototype of footwear using pattern-making and sampling methods. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Footwear Design (Th)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Analyze the historical context & cultural significance of footwear across different societies. 2. Apply key design principles such as balance, proportion, and form to footwear design. 3. Distinguish between various footwear categories & identify the functional & aesthetic characteristics of each. 	<ul style="list-style-type: none"> • Evolution of footwear design, an overview • Cultural & social significance of footwear • Role of different materials in footwear design - leather, synthetic fabrics, rubber, and eco-friendly alternatives. • Basic parts of a shoe construction: uppers, linings, soles, insoles, and heels. 	
Module 2	Ergonomics in Footwear Design (Pr)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Identify the properties of various footwear materials (e.g., leather, rubber, textiles). 	<ul style="list-style-type: none"> • Study of foot anatomy, pressure distribution, and fit. Shapes, and proportions. • Designing footwear for comfort, balance, & movement. 	

	2. Analyze various construction techniques, including Goodyear welt, cemented, and stitched methods.	<ul style="list-style-type: none"> • Step-by-step methods for creating prototypes from concept sketches to 3D mock-ups. 	
Module 3	Materials, Construction, and Functionality (Pr)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Develop accurate patterns for various parts of a shoe, including uppers, soles, and linings. 2. Apply construction and functional principles to produce aesthetically and ergonomically sound footwear products. 3. Test prototypes, evaluate fit, and make design modifications based on user feedback. 	<ul style="list-style-type: none"> • Material Testing & Selection: Testing footwear materials for durability, flexibility, comfort, breathability; selecting suitable materials based on function • Tools and materials used for footwear sampling and trial production. • Evaluating prototype fit, comfort, and usability. 	
Module 4	Footwear Trends & Sustainable Practices (Th)		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Identify current footwear trends, and technological advancements. 2. Develop branding and marketing strategies tailored to the footwear industry. 3. Define sustainable footwear design principles and methods. 	<ul style="list-style-type: none"> • Introduction to advanced & sustainable materials: recycled leather, memory foam, cork, & smart textiles • Exploring global footwear trends & customization, • Innovations in footwear technology • Sustainable practices in footwear industry with brand case studies. 	
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Assignments/ Activities towards CCE

1. Prepare a comparative study of footwear categories based on materials and functionality.
2. Create a prototype or mock-up demonstrating ergonomic considerations.

Bibliography

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6.3 A. Major (Elective)

6.3	3D Product Rendering (Pr)		Crs-
Course Outcome	After going through the course, learners will be able to - - <ul style="list-style-type: none"> • Demonstrate the ability to visualize and draw three-dimensional product forms. • Apply perspective, lighting, and shading techniques in rendering. • Illustrate different materials and textures used in lifestyle accessories. • Produce professional-quality product renderings for design presentations. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to 3D Visualization and Product Form		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- <ol style="list-style-type: none"> 1. Analyze three-dimensional visualization in product design. 2. Identify the relationship between form, proportion, and structure in accessories. 3. Construct basic product forms using perspective drawing techniques. 	<ul style="list-style-type: none"> • Concept of 3D visualization in product design • Difference between 2D rendering and 3D rendering • Understanding form, volume, and proportion • Perspective drawing fundamentals (one-point and two-point perspective) • Basic geometric forms used in lifestyle products Constructing simple accessory products (bags, footwear, jewellery forms) 	
Module 2	Material, Texture and Surface Rendering		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Identify different materials used in lifestyle accessories. 2. Apply rendering techniques to represent textures and finishes. 3. Illustrate realistic surface qualities in product sketches. 	<ul style="list-style-type: none"> • Techniques for rendering textures and surfaces • Light and shadow effects on materials • Highlight and reflection techniques • Rendering metallic and glossy surfaces • Practical exercises on material representation 	
Module 3	Advanced Product Rendering Techniques		
	Learning Outcome	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Apply advanced shading and lighting techniques. 2. Develop depth and realism in 3D product illustrations. 3. Create visually appealing rendered accessory products. 	<ul style="list-style-type: none"> • Principles of lighting in product rendering • Shading techniques for depth and volume • Rendering curved and complex product forms • Color application in product rendering • Digital rendering introduction (basic tools if applicable) • Rendering lifestyle products such as bags, belts, watches, and eyewear 	
Module 4	Product Development and Presentation		1
	Learning Outcome	Module Content	
	<p>After learning the module, learners will be able to</p> <ol style="list-style-type: none"> 1. Present product concepts through professional rendering boards. 2. Integrate sketches, material rendering, and product visualization. 3. Develop a portfolio-ready product presentation. 	<ul style="list-style-type: none"> • Layout design for product presentation boards • Combining sketches, renderings, and annotations • Visual storytelling through product rendering • Creating concept sheets and product sheets • Portfolio development for accessory design • Final rendered product presentation 	

Assignments/ Activities towards CCE

1. Create a rendering sheet displaying different materials used in lifestyle accessories such as leather, metal, wood, and fabric. The sheet should demonstrate texture, light reflection, and shading techniques to achieve realistic visual representation.
2. Students will select a lifestyle accessory product of choice and develop a complete 3D rendered presentation board including: Perspective drawing of the product, light and shadow effects, and final presentation layout.

Bibliography

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6.3 B. Major (Elective)

6.3	Professional Photography (Pr)		Crs-
Course Outcome	After going through the course, learners will be able to - - <ol style="list-style-type: none"> 1. Analyze the evolution of professional photography as a creative medium. 2. Utilize digital photography tools, camera settings, and post-production software effectively. 3. Develop visual storytelling skills through thematic and conceptual photography projects. 4. Apply professional techniques of composition, lighting, and exposure in studio and outdoor environments. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Visual Composition		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- <ol style="list-style-type: none"> 1. Analyze the correct use of various light settings in DSLRs. 2. Apply fundamental design and composition principles to produce visually engaging professional quality images. 	<ul style="list-style-type: none"> ● Composition Principles: Framing, leading lines, rule of thirds, color theory in photography ● Role of lighting in professional compositions: Indoor, outdoor, Natural vs. artificial light ● Photography Genres: Nature, portraiture, architecture, product, and documentary with case studies 	
Module 2	Studio Lighting and Technical Proficiency		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - - <ol style="list-style-type: none"> 1. Apply key lighting techniques in professional setups. 2. Demonstrate technical proficiency in handling camera accessories and setting up lighting for different photography. 	<ul style="list-style-type: none"> ● Studio Equipment: Types of lights, soft boxes, umbrellas, backgrounds. ● Lighting Techniques: Key light, fill light, rim light and high-key/low key setups. ● Product and Portrait Lighting: Tabletop setups, texture emphasis, human subject lighting. 	

	3. Execute professional quality product shoots, , and conceptualize image boards.	<ul style="list-style-type: none"> ● Hands-on Practice: Simulated studio sessions for product, fashion, and conceptual shoots. 	
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Module 3	Digital Image Processing and Editing		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 2. Apply editing techniques such as exposure, contrast, cropping, and sharpening to enhance images. 3. Execute advanced retouching and color grading to achieve professional visual quality. 4. Prepare images for final output, for print and digital portfolios. 	<ul style="list-style-type: none"> ● Editing Fundamentals: Exposure adjustment, contrast, cropping, and sharpening. ● Advanced Retouching: Portrait correction, background clean-up, and creative effects. ● Color Grading: White balance, tone curve, LUT application. ● Output Preparation: Resizing, resolution for print/digital, portfolio layout. ● Digital Workflow Management: File formats (RAW, JPEG), image transfer, archiving. 	
Module 4	Professional Practices and Industry Trends		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Analyze trends in commercial and editorial photography. 2. Identify legal, ethical, and copyright considerations in photography. 3. Build a professional photography portfolio 	<ul style="list-style-type: none"> ● Role of photographers in media, fashion, and creative industries. ● Specialized photography in branding and Presentation with Portfolio design, client briefs, contracts, and pricing. ● Ethics and copyright in professional 	

	with a distinct visual identity.	Photography - image rights, fair use, digital ethics. <ul style="list-style-type: none"> • AI in photography, • Industry trends: drone imaging, smart phone photography innovations. 	
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Assignments/ Activities towards CCE

1. Shoot images using a proper three-point lighting setup.
2. Retouch and color-correct one portrait and one product photograph.
3. Curate a digital photography portfolio covering different genres.

Bibliography

- Earnest, A. (2013). Lighting for product photography: The digital photographer's step-by-step guide to sculpting with light.
- Freeman, M. (2007). The photographer's eye: Composition and design for better digital photos. Focal Press.
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6.4 Minor Stream

6.4	Sustainability & Up cycling Practices (Th)		Crs-
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Explain the significance of recycling and sustainability in design practices. 2. Identify waste and recyclable materials used for creative product development. 3. Define upcycling techniques and sustainable design strategies. 		2
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Sustainability		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- <ol style="list-style-type: none"> 1. Analyze the concept of sustainability and its relevance in present day. 2. Identify different types of recyclable materials used in design. 3. Examine environmental issues related to waste generation and resource depletion. 	<ul style="list-style-type: none"> • Principles of sustainability with emphasis on the practices of reduce, reuse, and recycle in design and production. • Concept of circular design systems. • Overview of global and local waste management issues, environmental pollution. • Importance of conserving natural resources through responsible design approaches. • Concept of sustainable product life cycles and responsible consumption. 	
Module 2	Upcycling Methods & Challenges		1
	Learning Outcomes	Module Content	

	<p>After learning the module, learners will be able to - -</p> <ol style="list-style-type: none"> 1. Identify upcycling techniques for transforming waste materials. 2. Evaluate the usability, durability, and aesthetics of recycled products. 3. Examine the current trends & challenges in upcycling. 	<ul style="list-style-type: none"> ● Concept of upcycling and its significance in present time. ● Difference between recycling and upcycling. ● Methods for repurposing discarded materials. ● Understanding creative reinterpretation with brand case studies. 	
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Assignments/ Activities towards CCE

1. Study of designers and brands practicing upcycling and sustainable product innovation in the lifestyle and fashion industry and creating a presentation.
2. Create a presentation on circular design systems and eco-conscious brands.

Bibliography

- Ashby, M., & Johnson, K. (2014). *Materials and design: The art and science of material selection in product design* (3rd ed.). Butterworth-Heinemann.
- Braungart, M., & McDonough, W. (2009). *Cradle to cradle: Remaking the way we make things*. North Point Press.
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- Papanek, V. (1985). *Design for the real world: Human ecology and social change* (2nd ed.). Thames & Hudson.
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6.5 Minor Stream

6.5	Office Accessories Development (Th and Pr)		Crs-
Course Outcome	After going through the course, learners will be able to - <ol style="list-style-type: none"> 1. Define the purpose, and functional aesthetics of office accessories in modern workspaces. 2. Explore various materials and techniques suitable for creating accessories. 3. Apply design principles to create user-friendly office products. 4. Develop prototypes and models of office accessories using mixed materials. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Introduction to Office Accessories (Th)		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- <ol style="list-style-type: none"> 1. Identify the importance of office accessories in modern workplaces. 2. Analyze various types of office accessories. 3. Apply design principles and aesthetics in office accessory design. 	<ul style="list-style-type: none"> • Introduction to Office Accessories • Evolution of office products from traditional to digital workspaces. • Functionality, ergonomics, and aesthetics in office accessory design. • Types of Office Accessories. 	
Module 2	Material Exploration and Construction Techniques (Pr)		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - - <ol style="list-style-type: none"> 1. Identify suitable materials for developing office accessories based on function and durability. 3. Evaluate materials based on sustainability, cost, and aesthetic quality. 4. Combine multiple materials for innovative and value-added product design. 	<ul style="list-style-type: none"> • Material Classification: Wood, metal, plastic, acrylic, fabric, bamboo, and recycled materials. • Surface Finishes: Coating, polishing, lamination, and painting for enhanced appeal. • Construction Methods: Joinery, bending, laser cutting, and 3D printing applications. • Prototype Development: Creating scale models using mix-media. 	

Module 3	Ergonomics and Functionality in Office Accessories (Pr)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Recognize ergonomic principles and their relevance to workplace comfort and safety. 2. Analyze user interaction, and work postures to optimize product usability. 3. Design accessories that improve work efficiency. 	<ul style="list-style-type: none"> • Ergonomics in Workplace: Understanding user comfort, efficiency, and posture. • Anthropometry: Measurements and standards related to office furniture and accessories. • Functional Design Considerations: Accessibility, flexibility, and mobility. • User Testing: Evaluating prototypes for comfort, usability, and aesthetics. 	
Module 4	Market Trends in Office Accessories (Th)		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Analyze emerging lifestyle trends that influence contemporary office accessory design. 2. Identify effective branding, and packaging for market presence. 	<ul style="list-style-type: none"> • Global trends in modern office products and workspace design. • Smart Office Accessories: Integration of technology (wireless charging, modular storage). • Branding & Presentation: Visual identity, packaging, and promotional strategies. 	

Assignments/ Activities towards CCE

1. Design an innovative accessory for the modern, hybrid workspace, integrating digital visualization from the concept stage.
2. Present the final product as a comprehensive, market-ready solution, with all the technical specification.

Bibliography

- Ashby, M., & Johnson, K. (2014). *Materials and design: The art and science of material selection in product design* (3rd ed.). Butterworth-Heinemann.
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6.6 OJT

6.6	Industry Research Project (Pr)		Crs-
Course Outcome	After going through the course, learners will be able to <ol style="list-style-type: none"> 1. Apply academic knowledge in real-world fashion industry settings. 2. Analyze business operations, supply chains, and market dynamics. 3. Develop solutions to industry problems using research and innovation. 4. Present professional reports aligned with industry standards. 		4
Sr. No.	Module Outcomes	Course Contents	Cr.
Module 1	Industry Selection & Research Proposal		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to- <ol style="list-style-type: none"> 1. Analyze different industry sectors and their working methods. 2. Select a suitable industry partner for the industry project. 3. Document a structured research proposal aligned with industry needs. 	<ul style="list-style-type: none"> • Industry segmentation: design, export, retail, e-commerce • Role selection (designer / merchandiser / marketing / production) • Industry gaps & problem identification to learn real business challenges • Proposal with clear deliverables + KPIs (key performance indicators) 	
Module 2	Industry Exposure & Learning		1
	Learning Outcomes	Module Content	
	After learning the module, learners will be able to - - <ol style="list-style-type: none"> 1. Apply theoretical knowledge in a real-world setting. 2. Develop problem-solving and analytical skills for industry applications. 3. Evaluate industry workflows, business 	<ul style="list-style-type: none"> • Live project work under mentor • Understanding workflow systems (design → sampling → production → retail) • Exposure to digital tools (basic awareness) for routine workflow • Sustainability practices in industry, an overview 	

	operations, and sustainable practices.	Weekly reporting (structured format) for research documentation	
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Module 3	Report Analysis & Documentation		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Conduct systematic research and document industry observations. 2. Analyze industry practices and inculcate in the documentation. 3. Evaluate the impact of innovation and sustainability in fashion. 	<ul style="list-style-type: none"> • Data Collection Methods & Industry Research Techniques • Analyzing Market & Consumer Trends • Digital Transformation & New Business Models in Fashion • Comparative Industry Analysis & Best Practices • Structuring & Writing a Research Report • Citation & Ethical Use of Industry Data 	
Module 4	Final Presentation & Industry Jury		1
	Learning Outcomes	Module Content	
	<p>After learning the module, learners will be able to-</p> <ol style="list-style-type: none"> 1. Present research findings effectively using professional tools 2. Concluding on further research possibilities 	<ul style="list-style-type: none"> • Professional research report writing in industry format • Presentation and visual storytelling with boards and projects • Reflection of the work, learning limitations or challenges, and career mapping 	

Assignments/ Activities towards CCE

1. Students will prepare a comprehensive industry research report including the project research proposal, documentation of industry exposure, analysis of workflows and practices, and present the findings through a final presentation and jury.

Bibliography

- Brown, T. (2009). *Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation*. HarperBusiness.
- Cross, N. (2011). *Design Thinking: Understanding How Designers Think and Work*. Berg Publishers.
- Kumar, V. (2013). *101 Design Methods: A Structured Approach for Driving Innovation in Your Organization*. John Wiley & Sons.
- Fletcher, K. (2014). *Sustainable Fashion and Textiles: Design Journeys* (2nd ed.). Routledge.
- Ranjan, M. P., & Ranjan, A. (2007). *Handmade in India: A Geographical Encyclopaedia of Indian Handicrafts*. Council of Handicraft Development Corporations & Mapin Publishing.