

Name of the Programme: B. Sc in Interior Design Programme Programme Code: USID

#### PROGRAMME OBJECTIVES

**PO-1:** To promote intellectual inquiry, creative expression and original work through a structured curriculum that balances theory and practice, experimentation and planning, creativity and logic, and art and technology.

**PO-2:** To encourage the development of visual fluency as well as the acquisition of essential knowledge and skills in the elements and principles of design, drawing and color, Computer Aided Design (CAD), interior space planning, sustainability, materials and finishes, lighting, structures, surfaces and codes specific to both residential and non-residential situations.

**PO-3:** To introduce students to interior design business practices, market resources, and project management techniques used in the interior design profession.

**PO-4:** To provide students with a range of opportunities to prepare for professional accomplishment in the field of interior design through a varied range of activities including portfolio development, student competitions, comprehensive externship experience, and placement services as well as opportunities to interact with professional designers in juried projects and events, guest lectures, and professional associations at the local, national and international level.

#### PROGRAMME OUTCOMES

After completion of the three years B. Sc in Interior Design Programme, the learner will:

**PO-1:** Demonstrate comprehensive knowledge of fundamentals and history of design, construction, graphics & sketching, drawing, designing spaces for residential, hospitality, corporate and variety of spaces.

**PO-2:** Exhibit skills to sketch and produce construction drawings and documents using industry standards for a variety of interior spaces.



**PO-3:** Equipped to communicate ideas effectively through appropriate oral, written and representational media using drawings, design software like AutoCAD, Photoshop etc and presentations.

**PO-4:** Demonstrate ethical awareness, research-related skills and professionalism.

**PO-5:** Incorporate a global perspective when making design decisions, based on sustainable, socio-economic and cultural contexts.

**PO-6:** Apply entrepreneurial skill, innovation and enterprise to positioning their own work and operating effectively within the context of the professional practice of Interior Design



#### Semester 1

### 2011UHIDFD: Fundamentals of Design - 2 Dimensional

### **Course Objectives:**

- 1. To understand elements & principles of design such as point, lines, shapes, colour, texture & forms, volume, spaces etc.
- 2. To employ study in the form of drawings & sketches to enhance the vision, imagination & scale of the object.
- 3. To understand and study mass, volume, space & analysis in sketch form.
- 4. To understand graphical representation and geometry of design in 2D format only.

### **Course Outcome:**

- 1. **CO1:** Recognize the elements and principles of design and their applications. (Level: Remember)
- 2. **CO2:** Discuss form, space and volume and their application in Interior Design. (Level: Understand)
- 3. **CO3:** Explain the Learning Colour Theory (Level: Understand)
- 4. **CO4**: Define the elements and principles of Design. (Level: Remember)

### 2012UHIDRI: Residential Interior Design

### **Course Objectives:**

- 1. To understand and apply Ergonomics and Anthropometric study to interior spaces (residences only).
- 2. To understand human activity, spatial use, circulation and planning with respect to small residential spaces (up to 70 sqm.) through various case studies.
- 3. To study furniture placement (with correct dimensions and proportion) with respect to small residential spaces.



- 1. **CO1:** List down the different user needs for residential interiors. (Level: Remember)
- 2. **CO2:** Explain the drafting methods of interior spaces based on standard and optimum dimensions of interior elements. (Level: Understand)
- 3. **CO3:** Sketch the concepts for planning and designing of small residential spaces through detailed measured drawings. (Level: Apply)

### 2013UHIDCB: Foundation of Construction & Building Material

# **Course Objectives:**

- 1. To learn different techniques of construction.
- 2. To learn different building materials used in construction such as bricks, cement, stones, timber, ferrous materials.

### **Course Outcome:**

- 1. **CO1:** List down the building components & elements used in substructure. (Level: Remember)
- 2. **CO2:** Explain the use of timber and metals in construction & interior spaces. (Level: Understand)
- 3. **CO3:** Sketch the various modes of operation for Doors, windows, ventilators and their jamb linings and structural glazing (Level: Apply)

### 2014UHIDHD: History of Design - Ancient Civilization

### **Course Objectives:**

- 1. To learn about various elements in an interior space & their visual and psychological impacts on users.
- 2. To understand the history of civilizations, furniture its evolution & influences on social and cultural aspects on interior design.
- 3. To analyse various art forms and understand their application in interior.

- 1. **CO1:** List down the basic rules of space planning and organization with respect to interior elements and forms. (Level: Remember)
- 2. **CO2:** Summarize and restate the evolution of Interior Design. (Level: Understand)



3. **CO3:** Identify the contribution of various civilizations and their influence on current trends in interior design. (Level: Understand)

# 2015UHIDBG: Basics of Graphics & Free Hand Sketching

### **Course Objectives:**

- 1. To get acquainted with the use of drawing equipment, materials and methods of using them.
- 2. To understand units of measurements (Metric & Feet) & of scales.
- 3. To learn basic hand sketching, architectural lettering.
- 4. To understand, draft and represent techniques (especially plans & sections) to help visualization.

# **Course Outcome:**

- 1. **CO1:** Identify basic representation in Interior Design (Level: Remember)
- 2. **CO2:** Discuss different drafting methods with the use of instruments and units. (Level: Understand)
- 3. **CO3:** Demonstrate an understanding of depth of line, shape, mass, texture etc. through various studio assignments. (Level: Apply)

### 2016UHIDWK: Workshop - Model Making & Visual Study

### **Course Objectives:**

- 1. To learn scales & dimensions of various objects & get hands-on experience.
- 2. To understand tactile quality of materials through use of soft, hard, warm, cold, rugged materials and hands-on experiments.
- 3. To get an understanding of industrial material and joinery processes.

- 1. **CO1:** Identify scales & dimensions of various objects in nature and interior spaces preparing skeletal models. (Level: Remember)
- 2. **CO2:** Explain the material quality and application potential. (Level: Understand)



3. CO3: Prepare scaled model for presentation based on design brief. (Level: Apply)

### **Semester II**

#### 2021UHIDBD:Basics of Design – 3 Dimensional

### **Course Objectives:**

- 1. To evolve & transact on course content of Semester-I in 3D format.
- 2. To learn application of Principles of Design into planning process
- 3. To learn forms additive & subtractive transformations through various 3D exercises.
- 4. To understand solid and voids in forms and compositions through 3D exercise

# **Course Outcome:**

- 1. **CO1:** Identify and explain space and volume and its various modulations. (Level: Remember)
- 2. **CO2:** Outline the aesthetic and functional concepts through application of Principles of Design. (Level: Understand)
- 3. **CO3:** Demonstrate an understanding of space modulation and theme-based design by the help of different activities. (Level: Apply)

#### 2022UHIDVB: Interior Design of Villa & Bungalow

### **Course Objectives:**

- 1. To study & understand theme-based interior spaces and services needed for large residential interior spaces.
- 2. To plan & draft large theme-based residential space, in terms of function, aesthetic quality & services.

- 1. **CO1:** Explain the concepts of theory of design in terms of forms, spaces, and interior design elements. (Level: Understand)
- 2. **CO2:** Interpret the large luxury residential spaces in terms of circulation, planning & user needs through various case studies. (Level: Apply)



3. **CO3:** Prepare and draft residential space based on research, concept building and theme. (Level: Apply)

# 2023UHIDCB: Advance Technology in Construction & Building Materials

# **Course Objectives:**

- 1. To learn and apply techniques of construction based on Interior design portfolio Sem-I
- 2. To learn and apply different building cladding materials based on Interior Design Portfolio Sem-I

#### **Course Outcome:**

- 1. **CO1:** Identify the materials used in building walls and partitions. (Level: Remember)
- 2. **CO2:** Explain Wall Cladding and Wall Panelling. (Level: Understand)
- 3. **CO3:** Demonstrate an understanding of modular furniture. (Level: Apply)

### 2024UHIDHD: History of Design - Trends & Movements

### **Course Objectives:**

- 1. To learn form & space transformation through various examples in History to the present date.
- 2. To learn about design trends through various examples in History.
- 3. To learn historical styles, furniture and its impact on current trends.

### **Course Outcome:**

- 1. **CO1:** Illustrate the design transformation from History to Modern era. (Level: Remember)
- 2. **CO2:** Apply historic design styles to contemporary interior environment settings and identify its impact on current trends. (Level: Apply)
- 3. **CO3:** Discuss different forms of furniture post Renaissance. (Level: Understand)

2025UHIDGS: Advance Methods of Graphics & Free Hand Sketching



### **Course Objectives:**

- 1. To improve on 2D & 3D sketching and rendering in scale & proportion.
- 2. To learn different geometrical forms using drafting instruments & projection themes in 3D.

### **Course Outcome:**

- 1. **CO1:** Identify and list down different colour rendering techniques & methods of sketching. (Level: Remember)
- 2. **CO2:** Demonstrate an understanding of advanced techniques for architectural drawing. (Level: Understand)
- 3. **CO3:** Use different techniques of 3D view presentation. (Level: Apply)

#### 2026UHIDES: Environmental Studies

### **Course Objectives:**

1. To create awareness among the students about the environment with respect to its processes, damages and effects of human intervention. It also aims at explaining the ways in which the environment can be managed so that it can be saved from the wrath of human beings.

#### **Course Outcome:**

- 1. CO1: Define the basic concepts of Environmental Science (Level: Remember)
- 2. CO2: Describe the types of Resources and Pollution. (Level: Understand)
- 3. CO3: Associate health risks with climate change. (Level: Understand)

# **2026UHIDLP: Lifestyle Pillars**

### **Course Objectives:**

- 1. To understand the basic lifestyle changes in a human body
- 2. To understand the benefits and need for exercise in a human body



### **Course Outcome:**

- 1. **CO1**: Define the importance of Sleep, hydration, lifestyle changes & exercise. (Level: Remember)
- 2. **CO2:** Explain the basics of maintaining a healthy life. (Level: Understand)

#### 2026UHIDTT: Introduction to Travel & Tourism

### **Course Objectives:**

- 1. To get thorough understanding of the components of the tourism industry.
- 2. To acquire knowledge and information pertaining to tourism industry

### **Course Outcome:**

- 1. **CO1:** Explain the basic concepts related to Tourism (Level: Remember)
- 2. **CO2:** Recognise the role that marketing can play in managing the multiple dimensions of tourism. (Level: Understand)
- 3. **CO3:** Explain the roles and responsibilities of a travel agencies and tourism organisations (Level: Understand)

### **2026UHIDFS: Basics of Financial Services**

### **Course Objectives:**

- 1. To get acquainted with the basics of financial system and financial markets
- **2.** To provide the basic objectives of Regulating Agencies.
- 3. To understand and acquire knowledge of basic concepts of Insurance and Mutual funds

- 1. CO1: Outline the structure of the financial system. (Level: Remember)
- 2. CO2: Explain the basic concepts of banks and mutual funds. (Level: Understand)



3. CO3: Interpret the key terminologies and functioning of Mutual funds (Level: Understand)

### 2026UHIDSM: Overview of Sports Management

### **Course Objectives:**

- 1. To understand and apply the fundamental concepts of Sports Management.
- 2. To understand the basics of Sports Administration
- 3. To understand the role and functions of various Sports Organisations.

### **Course Outcome:**

- 1. CO1: Explain the basic concept of history of sports organisation. (Level: Remember)
- 2. CO2: Describe the management of a sports organization (Level: Remember)
- 3. CO3: Identify various funding sources for Sport (Level: Remember)
- 4. CO4: Remember the role of various International and National Sports Organisations (Level: Understand)

#### **Semester III**

### **2031UHIDBO: Interior Design for Boutique**

### **Course Objectives:**

- 1. To understand different types of retail spaces in terms of space planning, user needs & movement, merchandising space.
- 2. To create aesthetic design with application of basic services & theme-based presentation of a retail project. (Boutique)

### **Course Outcome:**

1. **CO1:** Define the different types of retail spaces in terms of functionality, various users such as retailers & customers, & merchandising. (Level: Remember)



- 2. **CO2:** Summarize the functionality of various retail spaces through live & bookcase studies. (Level: Understand)
- 3. **CO3:** Prepare a design presentation on reflected ceiling plan, floor design & pattern (Level: Apply)

#### 2032UHIDCE: Materials & Methods of Construction for Enclosures

### **Course Objectives:**

- 1. To learn about various structural systems, floor systems & roofing systems.
- 2. To learn about means of construction, assembly and joinery, & present detailed working drawings based on interior design portfolio of previous semester.

### **Course Outcome:**

- 1. **CO1:** List down the different structural systems for buildings and its application in the interior design. (Level: Remember)
- 2. **CO2:** Explain the various components in the construction methods related to structural aspects. (Level: Understand)
- 3. **CO3:** Classify the aspects of structural systems for stairs and roofing systems. (Level: Apply)

### 2033UHIDVBD: Technical Drawing for Villa & Bungalow

#### **Course Objectives:**

- 1. To understand and learn to present working drawings for plans, sections, ceiling details, furniture in detail.
- 2. To understand working details of toilet block, staircase etc

### **Course Outcome:**

- 1. **CO1:** List down the presentation skills and basics of working drawings. (Level: Remember)
- 2. **CO2:** Outline the technical detailing & shop drawings for interior spaces. (Level: Understand)
- 3. **CO3:** Demonstrate an understanding of complex sections through ceilings, staircase & toilet blocks. (Level: Apply)

#### 2034UHIDVBS: Technical Services for Villa & Bungalow



### **Course Objectives:**

- 1. To learn different types of services required for Residential Project.
- 2. To learn different techniques of drawing for all services as per architectural standards.

### **Course Outcome:**

- 1. **CO1:** Identify the basics of different services in a residential project. (Level: Remember)
- 2. **CO2:** Demonstrate an understanding of single line diagrams of all services as per architectural standards & colour codes. (Level: Understand)
- 3. **CO3:** Prepare technical drawings for small residential spaces. (Level: Apply)

### 2035UHIDCS: Communication Skills - I

### **Course Objectives:**

- 1. To enhance verbal & non-verbal communication skills.
- 2. To improve writing skills.
- 3. To learn correct design vocabulary and use effectively.
- 4. To develop presentation skills.

### **Course Outcome:**

- 1. **CO1:** Define Verbal and Nonverbal communication. (Level: Remember)
- 2. **CO2:** Express ideas articulately using correct design vocabulary during presentations. (Level: Understand)
- 3. **CO3:** Articulate Ideas in front of large groups. (Level: Apply)

### 2036UHIDCAD: Introduction to Computer Aided Design (CAD)

### **Course Objectives:**

- 1. To equip the student with basic understanding of software like AutoCAD.
- 2. To learn basic & advanced tools & commands of AutoCAD.

- 1. **CO1**: Define basics of AutoCAD including setting up units and paper spaces. (Level: Remember)
- 2. **CO2**: Outline the usage of commands like line, rectangles. (Level: Understand)
- 3. **CO3**: Draft 2D plan using CAD software. (Level: Apply)



#### **Semester IV**

### 2041UHIDCH: Interior Design for Club House

### **Course Objectives:**

- 1. To create functional and aesthetic design for a public entertainment space such as a clubhouse.
- 2. To understand services for public entertainment spaces such as clubhouse.

### **Course Outcome:**

- 1. **CO1:** Identify and tell different areas, circulation and adjacencies of internal spaces within the clubhouse. (Level: Remember)
- 2. **CO2:** Prepare design based on internal areas placements of elements for clubhouse (Level: Apply)

### 2042UHIDCF: Construction Material & Methods for Ceiling & Floor

### **Course Objectives:**

- 1. To gain knowledge of various partitioning systems, false ceiling, systems & false floors.
- 2. To gain knowledge of construction, assembly and joinery through detailed working drawings.

#### **Course Outcome:**

- 1. **CO1:** Outline the concept of advanced partitions and systems while constructing a building. (Level: Remember)
- 2. **CO2:** Illustrate Gypsum board ceiling, modular ceiling systems in various materials. (Level: Remember)
- 3. **CO3:** Examine the joinery details gypsum board ceiling, modular ceiling systems in various materials (Level: Apply)
- 4. **CO4:** Explain the concept of raised floor used in commercial spaces. (Level: Understand)

# 2043UHIDBO: Technical Drawing for Boutique

# **Course Objectives:**



- 1. To understand and present detailed drawings showing wall & floor cladding, false ceiling, furniture.
- 2. To understand architectural representation of spatial services.

### **Course Outcome:**

- 1. **CO1:** Explain and understand the details for walls and floors for boutique. (Level: Remember)
- 2. **CO2:** Categorize the constructional details & working drawings for integrated furniture. (Level: Understand)
- 3. **CO3:** Examine detailed construction drawings for designing components such as walls, floors & ceilings of a retail space. (Level: Apply)

### 2044UHIDPH: Basics of Plumbing & HVAC System

### **Course Objectives:**

- 1. To learn different types of plumbing services required for residential & commercial projects.
- 2. To understand mechanical services.

### **Course Outcome:**

- 1. **CO1:** Identify basics of plumbing and drainage system for residential and commercial projects. (Level: Remember)
- 2. **CO2:** State different methods for installation of HVAC systems in design. (Level: Understand)
- 3. **CO3:** Apply the knowledge of HVAC in design creation. (Level: Apply)

#### 2045UHIDCS: Communication Skills – II

### **Course Objectives:**

- 1. To develop skills of critical appreciation and analysis of design & sharpen convincing skills and oratory skills.
- 2. To take active part in debates & discussions on a given topic.



### **Course Outcome:**

- 1. **CO1:** Identify and understand the work of a professional designer. (Level: Remember)
- 2. CO2: Classify ideas and design message outlines. (Level: Understand)
- 3. **CO3:** Review of design articles, debates and discussions that are present in essay form. (Level: Understand)
- 4. **CO4:** Prepare a presentation of a workshop model using digital media and PowerPoint. (Level: Apply)

### 2046UHIDCAD: Advance Computer Aided Design

### **Course Objectives:**

- 1. To understand various 3D modelling software and rendering.
- 2. To understand the basics of Revit & Plotting Techniques.

### **Course Outcome:**

- 1. **CO1:** State basic concepts of 3D modelling. (Level: Remember)
- 2. **CO2:** Explain the basics for Revit and plotting techniques. (Level: Understand)
- 3. **CO3:** Demonstrate the concepts of CAD drafting methods and techniques in 2D and 3D style. (Level: Apply)

#### **Semester V**

#### **2051UHIDRT: Interior Design of Restaurant**

### **Course Objectives:**

- 1. To understand planning & designing for hospitality spaces in terms of functionality & aesthetics.
- 2. To understand services in toilets & kitchen planning involved in hospitality design.



- 1. **CO1:** List down the areas representing concepts & themes, drawings showing sectional elevations and details. (Level: Remember)
- 2. **CO2**: Determine the different types of restaurants such as fast food, fine dine & theme restaurants etc. (Level: Understand)
- 3. **CO3:** Prepare final drawings showing concept, all floor plans, sectional elevations, details service core details & working drawings. (Level: Apply)

### 2052UHIDMW: Methods & Techniques of Mill Works

### **Course Objectives:**

- 1. To understand in detail various types of loose & integrated built furniture
- 2. To evaluate different materials and understand constructional details for various types of loose & integrated furniture.

### **Course Outcome:**

- 1. **CO1:** Choose the different types of seating's and understanding materials and working out ergonomics required for seating furniture. (Level: Remember)
- 2. **CO2:** Categorize constructional details and materials required for fabrication of different type of cabinetry (Level: Understand)
- 3. CO3: Discuss furniture details for various types of seating. (Level: Understand)

### 2053UHIDTD: Fundamentals of Tender Documents

# Course Objectives:

- 1. To understand the concept of estimation and costing for interiors.
- 2. To analyse various components based on specification.

- 1. **CO1:** List down the detailed specification of materials used in design. (Level: Remember)
- 2. **CO2:** Identify and list down the benefits of costing & its application. (Level: Understand)
- 3. **CO3:** Explain the basic concept of basic quantification of all work. (Level: Understand)



4. **CO4**: Explain the methods for preparing estimation, valuation, and tendering. (Level: Understand)

### 2054UHIDBM: Introduction to Building Management System

### **Course Objectives:**

- 1. To learn about electrical & fire-fighting services for residential & commercial use.
- 2. To learn about building Automation services for residential & commercial use.

### **Course Outcome:**

- 1. **CO1:** State the detailed Electrical Layout. (Level: Remember)
- 2. **CO2:** Classify and explain the following terms and their usage CCTV (Closed Circuit Television), public address system. (Level: Understand)
- 3. **CO3:** Explain the concept about building automation systems (BAS) (Level: Understand)

### 2055UHIDDN: Interior Design Dissertation

### **Course Objectives:**

- 1. To research a gap or need in the interior design sector, work out a proposal and expected outcome for research.
- 2. To adopt investigative research through data & case studies.
- 3. To provide an individualistic approach and present a logical design solution after thorough analysis of collected data.

- 1. **CO1:** Outline the scope of proposed work. (Level: Remember)
- 2. **CO2**: Explain the data used for site selection & criteria that develops the concept of building & creative components. (Level: Understand)
- 3. **CO3:** Discover statement of the proposal, objectives & strategies to be adopted, scope & limitations (Level: Apply)
- 4. **CO4:** Prepare data Analysis, presentation of data, tables, graphs, case-studies (Level: Apply)



# 2056UHIDRS: Introduction to Rendering Software

# **Course Objectives:**

- 1. To gain an understanding of various presentation skills.
- 2. To utilise the learnt skills to render & present projects.

### **Course Outcome:**

- 1. **CO1:** Outline the usage of basic Photoshop to enhance the presentation skills. (Level: Remember)
- 2. **CO2:** Explain and understand the basics of Corel Draw, Photoshop, and Presentation. (Level: Understand)
- 3. **CO3:** Model the 3D views in good quality resolution and design using Photoshop. (Level: Apply)

### 2057UHIDPM: Project Management

### **Course Objectives:**

1. To understand project construction method.

### **Course Outcome:**

- 1. **CO1:** Categorize the functions & importance of Project Management in Interior design service (Level: Understand)
- 2. **CO2:** Determine and collaborate with Project Management professionals in design service (Level: Apply)

# **Semester VI**

#### 2061UHIDPP: Professional Practice

### **Course Objectives:**

- 1. To gain knowledge in Interior design projects.
- 2. To draw budgets of proposed Interior design projects.



### **Course Outcome:**

- 1. **CO1:** Outline the concept of estimation, costing, and rate analysis. (Level: Remember)
- 2. **CO2:** Explain the major components of estimation, costing, and analysing rates.
- 3. (Level: Understand)
- 4. **CO3:** Analyse the case-studies for estimating costing & rate analysis. (Level: Analysis)

### 2062UHIDIN: Internship (6-8 Weeks)

### **Course Objectives:**

1. To understand the practical application of theoretical concepts learnt in the program.

### **Course Outcome:**

- 1. **CO1:** Demonstrate good working practices to show a developing maturity and sense of responsibility. (Level: Apply)
- 2. **CO2:** Prepare a training report based on their learning. (Level: Apply)

#### 2063UHIDTH: Thesis

# Course Objectives:

1. To create an authentic work of research on a definitely specified topic.

### **Course Outcome:**

1. **CO1:** Compose a Thesis Report. (Level: Create)

### **2064UHIDPD: Product Designing**

# **Course Objectives:**

- 1. To understand product design process
- 2. To create a product/service that someone can relate to which is functional and physically appealing.



- 1. **CO1:** Cite the history of Art and Visual Culture. (Level: Remember)
- 2. **CO2:** Discuss the principle of transferring images from a matrix onto surfaces (Level: Understand)
- 3. **CO3:** Create a prototype. (Level: Apply)

# **PO CO Mapping Matrix**

Semester	Subject	Course Code	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6
Semester 1	Fundamentals of Design - 2 Dimensional	2011UHIDF D	*					
	Residential Interior Design	2012UHIDR I	*	*			*	



	Foundation of Construction & Building Material	2013UHIDC B	*	*				*
	History of Design - Ancient Civilization	2014UHIDH D	*				*	
	Basics of Graphics & Free Hand Sketching	2015UHIDB G	*	*				
	Workshop - Model Making & Visual Study	2016UHID WK		*	*			*
Semester 2	Basics of Design – 3 Dimensional	2021UHIDB D	*					*
	Interior Design of Villa & Bungalow	2022UHIDV B	*	*				*
	Advance Technology in Construction & Building Materials	2023UHIDC B	*					
	History of Design - Trends & Movements	2024UHIDH D	*			*	*	
	Advance Methods of Graphics & Free Hand Sketching	2025UHIDG S	*		*			*
	Environmental Studies	2026UHIDE S				*	*	
Semester 3	Interior Design for Boutique	2031UHIDB O	*		*			*
	Materials & Methods of Construction for Enclosures	2032UHIDC E	*					
	Technical Drawing for Villa & Bungalow	2033UHIDV BD	*	*				
	Technical Services for Villa & Bungalow	2034UHIDV BS	*	*				*
	Communication Skills – I	2035UHIDC S			*			



	Introduction to Computer Aided Design (CAD)	2036UHIDC AD			*			*
Semester 4	Interior Design for Club House	2041UHIDC H	*	*				*
	Construction Material & Methods for Ceiling & Floor	2042UHIDC F	*					
	Technical Drawing for Boutique	2043UHIDB O	*					*
	Basics of Plumbing & HVAC System	2044UHIDP H	*					
	Communication Skills – II	2045UHIDC S			*			
	Advance Computer Aided Design	2046UHIDC AD	*		*			
	Interior Design of Restaurant	2051UHIDR T	*	*			*	*
Semester 5	Methods & Techniques of Mill Works	2052UHIDM W	*					
	Fundamentals of Tender Documents	2053UHIDT D	*					
	Introduction to Building Management System	2054UHIDB M	*					
	Interior Design Dissertation	2055UHIDD N	*			*		*
	Introduction to Rendering Software	2056UHIDR S			*			*
	Project Management	2057UHIDP M					*	*
Semester 6	Professional Practice	2061UHIDP P	*			*		*



Internship	2062UHIDI N		*	*	*
Thesis	2063UHIDT H		*	*	*
Product Designing	2064UHIDP D	*			*