

GANPAT UNIVERSITY										
FACULTY OF ARCHITECTURE DEISGN & PLANNING										
Programme		Bachelor of Design				Branch/Spec.		Bachelor of Interior Design		
Semester		III				Version		1.0.0.0		
Effective from Academic Year			2016-17			Effective for the batch Admitted in			June 2016	
Subject code		IIIA01DS		Subject Name		Design Studio- III				
Teaching scheme					Examination scheme (Marks)					
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total	
	L	TU	P	TW						
Credit	-	-	8	-	8	Theory	-	-	-	
Hours	-	-	9	-	9	Practical	480	320	800	
Pre-requisites:										
Study of influence of traditional art and craft forms in various cultures in reference to dwelling. Study of dwellings in urban and modern societies.Awareness of social context and its influence in design.										
Learning Outcome:										
Theory syllabus										
Unit	Content								Hrs	
1	Visual perception of forms, patterns and design. Forms as entity, individuals, identity and beauty. Visual perception of forms and understanding tessellation.									
2	Understanding different compositions: Balanced/ Unbalanced, Static/ Dynamic, Symmetrical/ Asymmetrical Understanding Abstraction.									
Practical content										
Search for forms through: "Geometry-grid as base, developing variations in grid, superimposing grids and evolving new forms using grid as base or guideline. Search for natural order and understanding natural forms. Natural form as motif and its application on various surfaces. Variations and repetitions in forms [Derived from geometrical grid/ natural form] to develop patterns. Understanding principles of tessellation where transforming and morphing of images is visually perceived and explored. E.g.: Escher's work Exploration of visual balance and understanding of Figure & Ground relation through compositions. Communication of ideas/emotions/adjectives through simplification and abstractions, visually using basic forms like lines, circles, squares, triangles. Understanding graphics as a tool for visual communication and expression. Medium of exploration: Through various hand skills.										
Text Books										
1	NA									
Reference Books										
1	Principle of form and design by WuciusWong									