

Mahatma Education Society's
Pillai HOC College of Arts, Science & Commerce (Autonomous)
Rasayani

Affiliated to University of Mumbai
NAAC Accredited with “A+” Grade in cycle II
ISO 9001:2015 Certified



SYLLABUS

B.Sc. (Interior Design)

F. Y. B.Sc. (ID)

As per National Education Policy 2020

Academic Year 2026-27



Mahatma Education Society's

College Code: 870

PILLAI HOC COLLEGE OF ARTS, SCIENCE & COMMERCE

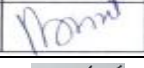
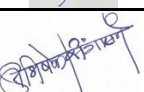
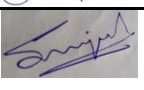
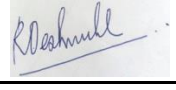
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(NAAC Accredited 'A+' Grade, CGPA - 3.26 in Cycle 2 & ISO 9001:2015 Certified)

Affiliated to the University of Mumbai, Approved by Government of Maharashtra

(AUTONOMOUS COLLEGE)

Sr. No	Name	Category	Signature
1	Mr. Abhishek Chakraborty	Head of the Department (<u>B.Sc.</u> Interior Design)	
2	Dr. Rinkoo Shantnu	Principal	
3	Mr. Binit Kumar	Vice-Principal	
4	Ms. Aswathy Rajagopal	Member	
5	Ms. Rajanigandha Chowdhary	Member	
6	Mr. Abhishek Singhasane	Member	
7	Mr. Sreejesh Pisharody	Member	
8	Vice Chancellor Nominee		
9	Ms. Anuradha Kapadia	Subject experts from outside the Parent University	
10	Ms. Ritu Deshmukh	Subject experts from outside the Parent University	
11	Mr. Rahul Malandkar	Industry Expert	
12	Ms. Richa Sharma	College alumni	

Introduction

The Bachelor of Science in Interior Design (B.Sc-ID) is a three-year undergraduate program designed to develop competent, confident, and industry-ready interior design professionals by combining creativity, technical knowledge, and practical skills to design functional, aesthetically pleasing, and sustainable interior spaces. The program equips students with an understanding of design principles, space planning, materials, furniture design, lighting, building services, and computer aided design software. Through theoretical learning and hands-on project experience during internship, students develop the ability to transform residential, commercial, and public spaces according to client's needs and industry standards. Emphasis is also placed on entrepreneurship, ethical practices, and sustainability, encouraging innovation and adaptability. This multidisciplinary approach prepares graduates for diverse career opportunities in interior design, architecture firms, furniture design, space planning, and related creative industries.

Programme Outcomes (POs)

PO. No.	PO Title	POs in brief
PO1	Fundamental Knowledge Acquisition	Graduates will demonstrate a comprehensive and foundational knowledge of their chosen discipline along with an awareness of interdisciplinary connections.
PO2	Critical Thinking and Analytical Reasoning	Graduates will be able to analyse complex problems, synthesize data from multiple sources (qualitative and quantitative), and employ logical reasoning to formulate well-supported conclusions and arguments.
PO3	Effective Communication	Graduates will exhibit proficiency in both written and oral communication, articulating ideas clearly, persuasively, and ethically to diverse audiences
PO4	Problem Solving	Graduates will possess the ability to identify, formulate, and design solutions for real-world problems in their professional or social contexts, applying relevant theoretical knowledge and practical skills.
PO5	Information and Digital Literacy	Graduates will demonstrate the capability to locate, evaluate, and effectively use information from various sources, and utilize modern tools and Information and Communication Technology (ICT) for professional and academic tasks.
PO6	Research Skills and Scientific Temperament	Graduates will develop a sense of inquiry and research methodology, including the ability to design experiments (where applicable), collect and analyse data, and interpret results while maintaining scientific rigor and intellectual honesty.
PO7	Ethical Reasoning and Professional Integrity	Graduates will recognize ethical dilemmas, commit to professional and academic ethics, and demonstrate an understanding of moral and social responsibilities in their personal and professional conduct.
PO8	Employability and Professional Skills	Graduates will acquire the necessary job-ready skills, managerial competencies, and professional values to secure gainful employment or pursue advanced education in their respective fields.
PO9	Environmental and Sustainability Consciousness	Graduates will understand the importance of environmental conservation and sustainable development, displaying responsibility toward ecological challenges and advocating for healthy environmental practices.
PO10	Life-Long Learning	Graduates will develop the capacity for independent and self-directed learning to continuously upgrade their knowledge and skills, enabling them to adapt to rapid technological and societal changes.
PO11	Civic and Social Responsibility	Graduates will act as responsible citizens with an informed awareness of constitutional values, engaging proactively in community development and addressing social needs.
PO12	Empathy and Social Intelligence	Graduates will be able to cultivate and demonstrate affective, interpersonal, social and emotional intelligence.

Programme Specific Outcomes (PSOs)

PSOs. No.	PSO Title	PSOs in brief
PSO1	Design Knowledge, Creative Thinking & Innovation	Students will be able to apply principles of design, color, materials, and spatial planning to create functional and visually appealing interior environments through original design concepts and solutions through creative processes, critical analysis, and experimentation.
PSO2	Visualization Skills, Digital & Technical Proficiency	Students will be able to prepare accurate interior layouts, and convert design ideas into 3D models, prototypes, and constructed outcomes using industry-standard software and tools for drafting, visualization, and presentation of interior design projects.
PSO3	Human-Centric Contextual Design with Material & Product Knowledge	Students will be able to analyse user needs, ergonomics, cultural and social factors to design comfortable, safe, and responsive interior spaces with an understanding of materials, finishes, furniture, product design, and market selection while integrating aesthetics and functionality.
PSO4	Industry Exposure, Career Readiness & Multidisciplinary Skills	Graduates will be able to apply sustainable and ethical practices while gaining practical exposure through field visits, industry interaction, and real-world design experience and develop managerial, entrepreneurial, and interdisciplinary skills enabling careers in interior design, furniture/product design, project management, and related creative fields.

Evaluation Pattern

Marking Code	Marking Scheme
A	50 Marks Semester End Exam, 50 Marks Continuous Assessment (distributed within 15 Marks Class Test, 15 Marks Presentation & Assignment, 10 Marks Online Quiz, 10 Marks Attendance & Class Participation)
B	100 marks Continuous Assessment (distributed within 30 Marks Class Test, 30 Marks Presentation & Assignment, 30 Marks Online Quiz, 10 Attendance & Class Participation)
C	50 Marks of Continuous Assessment (distributed within 15 Marks Class Test, 15 Marks Presentation & Assignment, 10 Marks Online Quiz, 10 Marks Attendance & Class Participation)

Course Structure

Semester I

Course Code	Course Type	Course Title	Theory/ Practical	Marks	Credits	Lectur es/ Week	Evaluatio n Pattern
HUSID101	Core	INTERIOR DESIGN - I	Practical	100	3	6	A
HUSID102	Core	BASIC DESIGN - I	Theory	100	3	3	A
HUSID103	Minor	FREEHAND SKETCHING	Theory	100	3	3	A
HUSID104	SEC	GRAPHICS - I	Practical	100	3	6	A
HUSID105	IKS	TRADITIONAL ELEMENTS OF SPACEMAKING	Practical	50	2	4	C
HUAEC101	AEC	COMMUNICATION SKILLS IN ENGLISH -I	Theory	50	2	2	C
HUVEC101	VEC	FUNDAMENTALS OF SOCIAL AND EMOTIONAL SKILLS	Theory	100	3	3	B
HUOE109	OE	AUTOCAD BASICS	Theory	100	3	3	B
Total				700	22		**

Abbreviations:

SEC: Skill Enhancement Course

AEC: Ability Enhancement Course

VAC: Value Added Course

VEC: Value Education Course

IKS: Indian Knowledge System

OE: Open Elective

SEMESTER I

BOS	Interior Design				
Course	Interior Design - I				
Course Code	HUSID101	Level:	4.5		
			Theory	Practical	Total
Semester	I	Credit	-	3	3
Type	Major: Mandatory	No of Teaching hours	-	90	90
Evaluation/ Assessment	Total Marks	Semester End	Continuous	Practical	
	100	50	50	-	

Learning Objectives

1	To enable students to develop an understanding of fundamental design principles and spatial concepts used in interior design through observation, exploration, and studio exercises.
2	To familiarize the students with concepts of anthropometry, human scale, and proportion, and apply them in the study of objects, furniture, and interior spaces through drawing, measurement, and visualization exercises.
3	To apply introductory design thinking and problem-solving skills to create simple and functional interior design solutions that respond to user needs.

Course Outcomes

CO1	Learners will apply the basic principles and elements of design to create simple interior design compositions and spatial arrangements.
CO2	Learners can demonstrate an understanding of anthropometric data, scale, and proportion by analysing and representing human interaction with furniture and interior spaces through drawings and visual studies.
CO3	Learners will develop and present basic interior design solutions by analyzing simple design requirements and applying introductory design processes.

Modules At Glance

Module No.	Content	No. of Hours	Mapping with CO
1	Fundamentals of Design and Spatial Understanding	24	CO 1
2	Anthropometry, Scale, and Proportion Studies	24	CO 2
3	Introductory Interior Design Project	42	CO 3

Syllabus

Module No.	Content	No. of Lectures
I	<u>Fundamentals of Design and Spatial Understanding</u> 1. Introduction to Interior Design and Design Studio 2. Elements of Design: Point, Line, Shape, Form, Texture, Color, and Space 3. Principles of Design: Balance, Harmony, Rhythm, Emphasis, Proportion, and Unity 4. Visual perception and observation exercises 5. Two-dimensional and three-dimensional compositions 6. Exploration of form and space through creative exercises 7. Basic spatial organization and relationships	24
II	<u>Anthropometry, Scale, and Proportion Studies</u> 1. Introduction to Anthropometry and Ergonomics 2. Human dimensions and body measurements 3. Human activities and spatial requirements 4. Concepts of scale and proportion in design 5. Relationship between human body, furniture, and space 6. Study of furniture dimensions and clearances 7. Graphic representation of anthropometric data 8. Measured drawings and proportion studies	24
III	<u>Introductory Interior Design Project</u> 1. Introduction to the design process 2. Understanding user needs and activity analysis 3. Concept development and ideation 4. Basic space planning and zoning 5. Application of design principles, scale, and anthropometry 6. Design development through sketches and models 7. Preparation of basic plans, elevations, and perspectives 8. Presentation techniques and design jury	42

References Books:

1. Interior Design Illustrated, Francis D.K. Ching, Wiley
2. Architecture: Form, Space and Order, Francis D.K. Ching, Wiley
3. Human Dimension and Interior Space, Julius Panero & Martin Zelnik, Watson, Guphill
4. Design Drawing – Francis D.K. Ching & Steven P. Juroszek, Wiley
5. The Fundamentals of Interior Design, Simon Dodsworth, Fairchild Books

Semester End Evaluation – External Viva (50 Marks)

BOS	Interior Design				
Course	Basic Design I				
Course Code	HUSID102	Level:	4.5		
			Theory	Practical	Total
Semester	I	Credit	3	-	3
Type	Major: Mandatory	No of Teaching hours	45	-	45
Evaluation/ Assessment	Total Marks	Semester End	Continuous	Practical	
	100	50	50	-	

Learning Objectives	
1	Students will be able to understand fundamentals of design by exploring basic elements and principles such as line, shape, form, color, texture, balance, and proportion.
2	Students will be able to develop creative and visual thinking skills through hands-on two-dimensional and three-dimensional design exercises.
3	Students will be able to apply the fundamentals of color in design through the study of colour theory, colour relationships, and colour compositions.

Course Outcomes	
CO1	Learners will be apply basic design elements and principles to create simple visual and spatial compositions.
CO2	Learners will be able to demonstrate creativity, understanding of form, and aesthetic awareness through introductory 2D and 3D design exercises
CO3	Learners will be able to apply colour theories and colour schemes to create harmonious compositions and communicate visual effects in design projects.

Modules At Glance

Module No.	Content	No. of Hours	Mapping with CO
1	Elements and Principles of Design	15	CO 1
2	Creative Exploration and Form Development	15	CO 2
3	Colour Studies	15	CO 3

Syllabus

Module No.	Content	No. of Lecture
I	<u>Elements and Principles of Design</u>	15
	1. Introduction to Design and Visual Perception	
	2. Elements of Design: Point, Line, Shape, Form, Texture, Space, etc.	
	3. Principles of Design: Balance, Proportion and Scale, Rhythm, Emphasis, Harmony and Unity, Contrast, Repitition, Symmetry, etc.	
	4. Design Analysis from Nature and Built Environment	

II	<u>Creative Exploration and Form Development</u> 1. Introduction to Creative Thinking 2. Design Process and Visual Exploration 3. Two-Dimensional Design Composition 4. Geometric and Organic Forms 5. Three-Dimensional Form Development 6. Positive and Negative Space 7. Pattern Generation 8. Surface Development Techniques 9. Spatial Relationships in Design	15
III	<u>Colour Studies</u> 1. Introduction to Color Theory 2. Properties of Color: Hue, Value, Intensity (Saturation) 3. The Color Wheel 4. Primary, Secondary, and Tertiary Colors 5. Warm and Cool Colors 6. Color Harmonies: Monochromatic, Analogous, Complementary, Split Complementary, Triadic, Tetradic 7. Psychological Effects of Color 8. Color in Interior Spaces 9. Application of Color in Design Compositions	15

References Books

1. Design Basics, David A. Lauer & Stephen Pentak, Cengage Learning
2. Principles of Form and Design, Wucius Wong, John Wiley & Sons
3. Interaction of Color, Josef Albers, Yale University Press

Semester End Evaluation – External Viva (50 Marks)

BOS	Interior Design				
Course	Freehand Sketching				
Course Code	HUSID103	Level:	4.5		
			Theory	Practical	Total
Semester	I	Credit	3	-	3
Type	MINOR	No of Teaching hours	45	-	45
Evaluation/ Assessment	Total Marks	Semester End	Continuous	Practical	
	100	50	50	-	

Learning Objectives	
1	Develop fundamental freehand sketching skills to visually communicate ideas, objects, spaces, and design concepts through observation and drawing.
2	Apply principles of visual perception and drawing techniques, including the Betty Edwards approach, to improve observation, proportion, spatial awareness, and hand-eye coordination.
3	Create expressive and accurate sketches of interior elements and environments using line quality, shading, texture rendering, and perspective techniques.

Course Outcomes	
CO1	Learners will be able to produce freehand sketches of basic forms, objects, furniture, and interior spaces with appropriate proportions and visual clarity.
CO2	Learners will be able to demonstrate improved observational drawing abilities using Betty Edwards' perceptual drawing techniques and visual analysis methods.
CO3	Learners will be able to present interior design concepts through freehand drawings incorporating perspective, light and shadow, textures, and graphical expression.

Modules At Glance

Module No.	Content	No. of Hours	Mapping with CO
1	Fundamentals of Freehand Sketching and Visual Representation	9	CO1
2	Observational Drawing and Betty Edwards Technique	15	CO2
3	Interior Sketching, Perspective, and Rendering Techniques	21	CO3

Syllabus

Module No.	Content	No. of Lectures
I	<u>Fundamentals of Freehand Sketching and Visual Representation</u>	9
	1. Introduction to freehand sketching in interior design 2. Drawing tools, materials, and sketching techniques 3. Basic line exercises and line quality 4. Geometric shapes and forms 5. Composition and visual organization 6. Observation and hand-eye coordination exercises 7. Sketching simple everyday objects and interior elements	
II	<u>Observational Drawing and Betty Edwards Technique</u>	15
	1. Understanding visual perception in drawing 2. Introduction to Betty Edwards' "Drawing on the Right Side of the Brain" 3. Contour drawing and blind contour drawing 4. Negative space drawing 5. Upside-down drawing exercises 6. Relationship of proportion and spatial perception 7. Sight measurement techniques 8. Drawing complex objects through observation	
III	<u>Interior Sketching, Perspective, and Rendering Techniques</u>	21
	1. Principles of one-point and two-point perspective 2. Sketching furniture and interior spaces 3. Human figures for scale and proportion 4. Light, shadow, and tonal rendering 5. Texture representation of materials and finishes 6. Quick concept sketching and visual communication 7. Interior perspective views and presentation sketches	

References Books:

1. Drawing on the Right Side of the Brain, Betty Edwards, TarcherPerigee (Penguin Random House)
2. Perspective for Interior Designers, John Pile, Laurence King Publishing
3. Rendering in Pen and Ink: The Classic Book on Pen and Ink Techniques for Artists, Illustrators, Architects, and Designers, Arthur L. Gupitll, Watson-Gupitll Publications
4. Sketching for Architecture + Interior Design, Stephanie Travis, Laurence King Publishing

Semester End Evaluation (50 Marks)

Time: 2 Hr

Paper Pattern

Question No	Questions	Total Marks: 50
Q1	Module 1	10
Q2	Module 2	20
Q3	Module 3	20

BOS	Interior Design				
Course	Graphics I				
Course Code	HUSID104	Level:	4.5		
			Theory	Practical	Total
Semester	I	Credit	-	3	3
Type	SEC	No of Teaching hours	-	45	45
Evaluation/ Assessment	Total Marks	Semester End	Continuous	Practical	
	100	50	50	-	

Learning Objectives	
1	To introduce students to the fundamentals of graphic representation using drawing instruments, pencils, and studio drafting techniques.
2	To develop an understanding of plane and solid geometry through orthographic projection and technical drawing methods.
3	To enable students to interpret and represent built forms through plans, sections, and elevations, understanding wall thicknesses, openings, and spatial relationships.

Course Outcomes	
CO1	Learners will be able to demonstrate proficiency in the use of drafting instruments, pencils, and basic studio drawing conventions.
CO2	Learners will be able to construct accurate geometric drawings and orthographic projections of simple plane and solid forms.
CO3	Learners will be able to prepare and interpret architectural plans, sections, and elevations of basic buildings, representing structural thicknesses, voids, and openings correctly.

Modules At Glance

Module No.	Content	No. of Hours	Mapping with CO
1	Introduction to Studio Graphics and Drafting Techniques	18	CO 1
2	Plane Geometry, Solid Geometry and Orthographic Projection	30	CO 2
3	Architectural Drawing – Plans, Sections and Elevations	42	CO 3

Syllabus

Module No.	Content	No. of Lectures
I	<u>Introduction to Studio Graphics and Drafting Techniques</u> 1. Introduction to graphic communication in interior design 2. Studio setup, drawing boards, and drafting equipment 3. Types and grades of pencils, line weights, and lettering 4. Use of T-square, set squares, scales, compass, and templates 5. Drawing conventions, sheet composition, and presentation standards 6. Basic line exercises and technical drafting practice	18
II	<u>Plane Geometry, Solid Geometry and Orthographic Projection</u> 1. Construction of geometric shapes and patterns 2. Principles of plane geometry and geometric constructions 3. Introduction to solid geometry and three-dimensional forms 4. Orthographic projection principles 5. Projection of points, lines, planes, and simple solids 6. Development of spatial visualization through technical drawings	30
III	<u>Architectural Drawing – Plans, Sections and Elevations</u> 1. Understanding buildings as solid and hollow forms 2. Representation of walls, thicknesses, openings, and structural elements 3. Principles of architectural plans and floor layouts 4. Drawing sections and understanding cut planes 5. Preparation of elevations and façade representation 6. Reading and drafting simple building drawings using standard conventions	42

References Books

1. Architectural Graphics, Francis D.K. Ching, John Wiley & Sons
2. Engineering Drawing, N.D. Bhatt, Charotar Publishing House
3. Building Drawing: With an Integrated Approach to Built Environment, M.G. Shah, C.M. Kale & S.Y. Patki, McGraw Hill Education

Semester End Evaluation (50 Marks)**Time: 2 Hr****Paper Pattern**

Question No	Questions	Total Marks: 50
Q1	Module 1	15
Q2	Module 2	15
Q3	Module 3	20

BOS	Interior Design				
Course	Traditional Elements of Space-making				
Course Code	HUSID105	Level:	4.5		
			Theory	Practical	Total
Semester	I	Credit	-	2	2
Type	IKS	No of Teaching hours	30	-	30
Evaluation/ Assessment	Total Marks	Semester End	Continuous	Practical	
	50	-	50	-	

Learning Objectives	
1	To introduce students to the traditional Indian principles and elements used in the creation and organization of built spaces.
2	To develop an understanding of spatial elements such as floors, walls, roofs, openings, thresholds, and transitional spaces in traditional Indian architecture.
3	To enable students to analyse and apply traditional space-making concepts in contemporary interior design contexts.

Course Outcomes	
CO1	Students will be able to identify and explain the traditional elements that define and shape interior and architectural spaces.
CO2	Students will be able to analyse the relationship between spatial elements, human activities, climate, culture, and aesthetics in traditional environments.
CO3	Students will be able to apply traditional space-making principles to develop simple interior design concepts and spatial compositions.

Modules At Glance

Module No.	Content	No. of Hours	Mapping with CO
1	Introduction to traditional Indian space-making elements and spatial organisation	15	CO 1, CO2
2	Application of traditional Indian space-making elements and spatial design in contemporary Interior Design	15	CO3

Syllabus

Module No.	Content	No. of Lectures
I	<u>Introduction to traditional Indian space-making elements and spatial organisation</u> 1. Understanding space, place, and human interaction with the built environment. 2. Overview of traditional Indian and regional architectural practices. 3. Fundamental elements of space-making: Floor and plinth, Walls and partitions, Columns and structural supports, Roofs and ceilings 4. Spatial enclosure, scale, proportion, and hierarchy. 5. Study and documentation of traditional built examples. 6. Doors, windows, verandahs, courtyards, balconies, and porches. 7. Concepts of entry, movement, and spatial transition. 8. Visual and physical connectivity in traditional architecture. 9. Light, ventilation, shading, and climatic responsiveness. 10. Social and cultural significance of transitional spaces. 11. Case studies from traditional Indian settlements and dwellings.	15
II	<u>Application of traditional Indian space-making elements and spatial design in contemporary Interior Design</u> 1. Spatial sequencing and organization in traditional environments. 2. Public, semi-public, semi-private, and private spaces. 3. Elements of identity, symbolism, and cultural expression in interiors. 4. Traditional materials, textures, and spatial character. 5. Adaptation of traditional space-making principles in contemporary interior design. 6. Design exercise: Development of a small residential interior inspired by traditional space-making elements.	15

References Books:

1. Elements of Spacemaking, Yatin Pandya, Mapin Publishing
2. Indian Architecture: Form, Space and Tradition, Yatin Pandya, Mapin Publishing
3. Traditional Indian Architecture: Building Materials and Techniques, K.S. Ramaswamy Sastri, CBS Publishers