Syllabus

Master of Design - Textiles
Department of Silpa-Sadana, PSV

Semester - I

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External	Course Objective/ Outcome
MTD-I/01	Aesthetic Skill	4	Practical	100	50	50	Skill development
MTD-I/02	Design Overview	4	Practical	100	50	50	Skill development
MTD-I/03	Textile Technology	4	Theory	100	20	80	Domain knowledge enrichment and employability
MTD-I/04	Design Project – I (Surface Ornamentation)	12	Practical	300	150	150	Employability and entrepreneurship
	Total Credits	**24**		**600**	**270**	**330**	

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-I/01	Aesthetic Skill	4	Practical	100	50	50

- History of Design and Art
- The theory of aesthetic activities
- Morphology of aesthetic and artistic communication
- The essence and diversity of aesthetics
- The psychology of aesthetic creation
- The impact of aesthetics on the artist, designer and end user.

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-I/02	Design Overview	4	Practical	100	50	50

Contemporary design is grounded in a history of art and design. This course demonstrates the ways in which design has travelled and draws on, and breaks with, visual and cultural traditions of the past and their classification. The course investigates how contemporary design is situated within a broader history by examining various significant creative art forms, art and design movements, concepts and themes which have shaped the way that we use and interpreted images and other creative forms. The course also considers differing approaches to visual representation in the context of wider social, political and historical environments.

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-I/03	Textile Technology	4	Theory	100	20	80

Group – A (Marks: 10+40)

- Brief introduction on textile fibres
- Classification of fibres
- Physical and chemical properties of textile fibres
- Types of yarns
- Principles of yarn formation
- Properties of yarns and their specifications
- Types of decorative yarns and principles of formation
- Yarn numbering systems,
- Evaluation of yarn quality parameters

Group – B (Marks: 10+40)

- Principles of fabric structures
- Concept of fundamental & combined weaves and their derivatives
- Simple & compound fabric structures
- Principles of weaving mechanism (including overview of power looms)
- Weaving calculations
- Evaluation of fabric properties
- Cloth analysis

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-I/04	Design Project – I (Surface Ornamentation)	12	Practical	300	150	150
• To develop a collection on the given textile surface through various surface ornamentation techniques such as embellishment, different stitches, pleating, smocking, folding etc.						

Semester - II

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External	Course Objective/ Outcome
MTD-II/01	Design Project – II (Woven)	12	Practical	300	150	150	Employability and entrepreneurship
MTD-II/02	Design Project – III (Dyed and Printed)	10	Practical	250	125	125	Employability and entrepreneurship
MTD-II/03	Technology of Dyeing and Printing	2	Theory	50	10	40	Enrichment of domain knowledge and employability
	Total Credit	**24**		**600**	**285**	**315**	

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-II/01	Design Project – II (Woven)	12	Practical	300	150	150

Advanced woven textiles (Dobby / Jacquard)

- To develop a collection of woven products (using Dobby/Jacquard)

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-II/02	Design Project – III (Dyed and Printed)	10	Practical	250	125	125

Advanced Dyed and Printed Textiles

- To develop a collection of dyed and printed textiles

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-II/03	Technology of Dyeing and Printing	2	Theory	50	10	40

Dyeing

- Theory of Dyeing and Colour Science
- Fundamentals of measuring colour parameters, Viz. Hue, Chroma, Total Colour Difference, whiteness, yellowness, metamerism index etc.
- Manual and computerized colour matching systems: merits and demerits
- Recent developments in dyestuffs and dyeing
- Brief introduction on dyes & pigments. Different dye-fibre interactions
- Theory and technology of application of different classes of dyes
- Dyeing of common blended fabrics.
- Natural Dyes and its application.

Printing

- Introduction on textile Printing
- Styles and methods of printing. Ingredients used in printing paste and their functions
- Recent developments in printing of different textile fabrics containing natural fibres
- Hand screen development by photochemical methods
- Printing of textiles with pigment and other classes of dyestuffs.

Semester - III

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External	Course Objective/ Outcome
MTD-III/01	Design Project – IV (Choice Based)	20	Practical	500	250	250	Employability and entrepreneurship
MTD-III/02	CAD for Textiles	4	Practical	100	50	50	Skill development and employability
	Total Credit	**24**		**600**	**300**	**300**	

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-III/01	Design Project – IV (Choice based)	20	Practical	500	250	250

Student has to select any one Module from the following:

- Module 1 - Woven textiles
- Module 2 - Dyed and Printed textiles
- Module 3 - Surface ornamentation

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-III/02	CAD for Textiles	4	Practical	100	50	50

- Use of Textile CAD software and other CAD tools for developing motifs and designs suitable for
  i) Weaving, and
  ii) Printing

Semester - IV

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External	Course Objective/ Outcome
MTD-IV/01	Internship	4	Practical	100	-----	100	Skill development and employability
MTD-IV/02	Major Project (Choice Based)	16	Practical	400	200	200	Employability and entrepreneurship
MTD-IV/03	Dissertation (Choice Based)	4	Practical	100	50	50	Enrichment of presentation and project proposal writing skill
Total Credit		**24**		**600**	**250**	**350**	

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-IV/01	Internship	4	Practical	100	-----	100

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-IV/02	Major Project (Choice Based)	16	Practical	400	200	200
• To develop a collection on apparel or home furnishing textiles						

Subject Code	Subject	Credit	Mode of teaching	Marks	Internal	External
MTD-IV/03	Dissertation (Choice Based)	4	Practical	100	50	50

Syllabus								
Master of Design - Ceramic & Glass								
Semester - I								
Subject Code	**Subject**	**Abstract**	**Outcome**	**Nature of Course**	**Full Marks**	**Internal Marks**	**External marks**	**Credit**
MCG-I/01	Aesthetic – I	Aesthetical aspects of India • What is Aesthetic? Why do we mean or say something is beautiful? Express how aesthetics were understood by different theory. • History of Indian Aesthetics: Bharata's Natya Shastra, in terms of Music & dance, Painting, Sculpture and folk art. • Eight primary Rasas, Bhava & Rasas, Riti and Guna, Guna and Dosha, Laksanas etc. • Shadanga or Six Limbs of Indian Art (Rupabheda. Pramanam, Bhava, Lavanya, Yojanam, Sadrisyam, Varnikabhanga) • Vernacular Indian Art t (Mouryan, Sunga, Kushana, Gupta Period Arts, Miniature Paintings, Bengal Painting, etc) • Different Iconographies in Indian Art (Buddhist Iconography, Jain Iconography, Saiva Iconography, Vaisnava Iconography, Sakti Iconography, Other Iconography) • Gestures And Postures in Sculptures • Concept of Bengal Painting in context of Santiniketan Schooling	Develop the aesthetical skill, as well as enhance intellectual ability	Theory	100	20	80	4

MCG-I/02	Ergonomics	Gross human anatomy, Anthropometry, static and dynamic, and work physiology, Static and dynamic work including maximum capacity Bio-mechanics. Environmental condition Biological transducers and nervous system including their limitation. Controls and display Psycho physiological aspects of design. Research techniques in Ergonomic and General data generation, interpretation and application of statistical methods. Case analysis. Project work involving Ergonomic design research for product system.	Skill development	Theory	100	20	80	4
MCG-I/03	Method & Material – I	Theoretical Knowledge of Specialize Subject. ♦ Bauxite, Diaspore, Pyrophilite, Olivine, Chromite, Talc, Wollastonite, Zircon, Rutile, Fluospar, Graphite, Mica, Baryte, Gypsum and Plaster of Paris. ♦ Effect of heat on clay and other ceramic materials. ♦ Introduction to glaze Definitions, composition of glaze, classification of different types of glazes, engobe, frit preparation, fritting rules, compounding of lead and leadless glazes, alkaline glazes, calcarious glazes and feldspatic glazes. ♦ Raw materials and Processing Glaze raw materials, effect of individual materials, opacifiers, colouring agents, stains, mixed colours, metallic lustures, unit operations and processes, glaze	Develop the aesthetical skill, as well as intellectual ability	Theory	100	20	80	4

		properties, grain size, specific gravity, viscosity glaze control, additives, glaze suitability, fired properties of glazes. ♦ Properties and defects Glaze body reactions, interface layers, thermal characteristics, mechanical, optical and chemical properties of glazes, glaze defects and remedies, crazing, peeling, crawling, rolling, blisters, pinholes, dunting. ♦ Colours Definition of ceramic colours, Various type of ceramic colours — Under glaze colour, In glaze colour, Over glaze colour, Enamel colour; Preparation of stain — body stain, glaze stain; Cobalt colours, Copper colours, Iron colours, Preparation of red oxide, Manganese colours, Uranium colours, Chromium colours, Coral reds, Chrome pinks, Influence of raw materials on the pink colour, Antimony colour, Cadmium colour, Gold colour, Ruby red, Platinum colour, Mixed colours, Metallic lusture, Mixed lustures, Liquid Gold, Preparation of gold glance, Preparation of stain fluxes and use, Defects. ♦ Decoration Classification of decoration methods, advantages, different decorating techniques, painting, spraying, stenciling, stamping, printing, lithographic transferring, silk screen printing, dusting, engobing, liquid gold decoration and decoration techniques.						

MCG-I/04	Studio Practice- I	Designing, Concept, Exploration, Prototyping, Visualization (Properties and usage of Specialize Materials Selection and use for consumer products. Design limitations and specific advantages of a paricular processes and materials. Properties of ceramics and glass, various processes and assembling techniques. Concepts of structure and costing. Significance of form in structural strength of products. Influence of materials and processes on product aesthetics.)	Skill Development	Practical	150	75	75	6
MCG-I/05	Design Research and Synthesis	Course is focused on design research as it applies in a human-cantered design context for user. Through readings, presentations, and discussions students learn to distinguish and articulate different research strategies, review methods and ways of making sense of data collected. Making sense of complexity by doing and devising actions based on adductive thinking produce meaningful argument that support decision making and iterative design development. Special emphasis is placed on ethnography, communication theory, and interventions in organizational systems and cultures.	Skill Development and enhance entrepreneurship skill	Practical	150	75	75	6
					600	**210**	**390**	**24**

Semester - II								
Subject Code	**Subject**	**Abstract**	**Outcome**	**Nature of Course**	**Full Marks**	**Internal Marks**	**External marks**	**Credit**
MCG-II/01	Aesthetic - II	Aesthetical aspects of Asian and Islamic • The Six principles of Chinese painting (Xie He's) (Spirit Resonance, Bone Method, Correspondence to the Object, Suitability to Type, Division and Planning, Transmission by Copying,) • China's major philosophies, significantly including Confucianism, Buddhism, and Daoism. • Brief Definition and Meaning, Main Elements of Islamic Art. Influence of the Religion of Islam on Islamic Art. The Infinite Pattern in Islamic Art • The major Islamic philosophers produced on works dedicated to aesthetics, (Beauty, Rhetoric and poetics, Imitation and imagination) • Aspects of Divine and Human Creation. The Treatment of Language Arts in Islamic Philosophy. A "Pragmatic" Aesthetic Critical Theory • Islamic Decorative Arts, Geometric Design, Islamic Calligraphy, Architecture and It's affect/ influence on other Arts rest of the world	Develop the aesthetical skill, as well as enhance intellectual ability	Theory	100	20	80	4

MCG-II/02	Product Design - I	Understanding of the factors that directly or indirectly influence the context and the products. Understanding of problem areas and the limitations. Familiarisation studies and synthesis for detailed investigation of context. Developing questionnaires, interviewing users and selecting suitable techniques to study use behaviour and reactions, interviewing and observing user and photographic studies of products in use. Understanding market demands and manufacturing constraints. Documenting and interpreting data and formulating conclusions. Role of creativity in understanding of latent needs. Comparative analytical studies in other creative fields. Product in product design.	Enhance entrepreneurship skill	Practical	200	100	100	8
MCG-II/03	Method & Material-II	Theoretical Knowledge of Specialize Subject. Glass: Glass: knowledge about utilise a range of glass for kiln casting processes and cold working techniques in response to set tasks. The Glass Transition Thermal properties of glass, Kiln formed glass is controlling the temperature of the glass. Annealing thickness and calculation. Kiln formation and specification for the Kiln form Glass. Capably utilise a range of specialised glass blowing and finishing technique,. Different tools processes and equipment for the manual and Automatic glass blowing.	Develop the aesthetical skill, as well as intellectual ability	Theory	100	20	80	4

		Different Glasses their detail property and utilization Detail Furnace structural and their specification. Fuel utilisation and necessary equipment.						
MCG-II/04	Studio Practice-II	Designing, Concept, Exploration, Prototyping, Visualization (Detailing in products, while using processes like throwing, moulding, casting etc. Detailing for fabricated products with other materials like metal, plastic, wood, bamboo etc, detailing while using fabric materials, form and other cushions, leather and cloth in combination with ceramic or glass materials like.)	Develop the aesthetical skill, as well as Enhance entrepreneurship skill	Practical	100	50	50	4
MCG-II/05	Colloquium - I (Art, Design & Society)	Lectures from faculty about their research and paper presentation (The concept of Ceramic & Glass Design starting from the time of the early civilisation Great Exhibition leading to the Bauhaus and after, work of Bauhaus, history of design profession in Europe and America. A survey of major developments of 20th Century painting, sculpture and architecture. Changing cultural pattern and its influence on the above mention medium. Influence of television on films. Urbanization and understanding contemporary urban forms.)	Develop the writing skill, as well as Enhance intellectual ability	Practical	100	50	50	4
					600	**240**	**360**	**24**

Semester - III								
Subject Code	**Subject**	**Abstract**	**Outcome**	**Nature of Course**	**Full Marks**	**Internal Marks**	**External marks**	**Credit**
MCG-III/01	Aesthetic - III	Aesthetical aspects of western Aesthetics and the philosophy of Western Art. Art in terms of an aesthetic spectrum in different periods. The elements of a classical composition. The Greeks, especially in the context of Sixth Century Athens (Socrates, Plato and Aristotle etc on Aesthetics & Beauty) What is the role of "imitation" in the arts, what exactly does art "imitate" Conceptions of beauty in the European Renaissance: The rise of Humanism and its implications for aesthetic theory by philosophers. The European "Enlightenment" origin of a "Science" of Aesthetics. European Romanticism and the definition of the artist Iconography and Colour in western art history, for religious painting in Eastern Christianity. African Art: General characteristics of African Art, Artistic creativity or Expressive individualism, Visual abstraction, Style, tribe, and ethnic identity	Develop the aesthetical skill, as well as enhance intellectual ability	Theory	100	20	80	4

MCG-III/02	Industrial Exposure	This advanced seminar explores contemporary topics in Integrative Design with an emphasis on how integrative designers define their practice in relation to traditional design fields. It also considers future design scenarios. [(8 weeks)+ 2 week Document)]	Develop the job opportunity	Practical	250	125	125	10
MCG-III/03	Project Abstract / Synopsis	A lecture providing the opportunity for individual candidates to develop and present their thesis in a manner that directly reflects their product as well as career objectives. The thesis project and document must exhibit an in-depth exploration of an approved topic, which addresses an area of importance to the Ceramic & Glass Design field and contributes to the body of knowledge pertaining to that area and detail study about the product sustainability. It may be carried out under industry sponsorship, as a part of a research project, or be independently based.	Develop the proposal writing skill, as well as Enhance entrepreneurship skill	Practical	100	50	50	4
MCG-III/04	Colloquium - II (Historical aspects of product)	Lectures from faculty about their research and paper presentation (Chronological Evolution of Design in particular product)	Develop the writing skill, as well as Enhance intellectual ability	Practical	150	75	75	6
					600	**270**	**330**	**24**

Semester - IV								
Subject Code	**Subject**	**Abstract**	**Outcome**	**Nature of Course**	**Full Marks**	**Internal Marks**	**External marks**	**Credit**
MCG-IV/01	Major Project	Major Project is the academic frame guiding the student towards excellence. In the framework of the project, the students will be required to incorporate the knowledge and creative processes acquired in the program while making a personal statement and taking a personal stand. The project will deal with a topic that the student chooses in the III rd Semester Project Abstract / Synopsis to develop and will be accompanied by individual instructional meetings with a personal advisor instructional and enrichment meetings with the project coordinators and sponsored agency or organisation . In the structure of the enrichment meetings the topics of research, criticism, design and management are discussed. There are also Instructional and critical convention with the project guide and sponsor agency. In the course of his/ her studies, every student must submit one final project report in a prescribe format.	Develop the job opportunity	Practical	450	225	225	18
MCG-IV/02	Dissertation	To develop complete ceramic product	Develop the writing skill, as well as Enhance intellectual ability	Theory Presentation	150	75	75	6
					600	**300**	**300**	**24**

Syllabus
Master of Design- Furniture and Interior

Semester I								Outcome of the Course
CODE	SUBJECT NAME	SYLLABUS	NATURE OF SUBJECT	CREDIT	MARKS ALLOCATED			
					internal	external	full	
MFI-I/01	Aesthetics	• History of international design movement. Historical development of artifacts. • Various school of thought (Indian, China etc) being traditional to contemporary • Art and craft (folk and tribal) Design and Interior	theory	4	20	80	100	It enhances the sense of aesthetic and beauty with utility into a student before designing.
MFI-I/02	Design Fundamental	• Design orientation • Environment of interior • Thermal comfort of user in relation to interior (natural and artificial) • Lighting arrangement (natural and artificial) • Acoustics	practical	4	50	50	100	It imparts the knowledge of various factors associated with design and interior; like environment, lighting etc. It is aimed to improve the "add on" of interiors.
MFI-I/03	Material & Process	• Analysis, properties and use of natural and artificial hygroscopic and isotropic materials. • Application of veneers, lamination, surface treatment. • Introduction to WPC	theory	4	20	80	100	To improve the student's knowledge about the material as a whole so that a student can put the material into use more judiciously

MFI-I/04	Furniture Technology and Interior-I	• Physical, behavioral and visual properties of furniture and interior • Construction and specification- furniture and interior related space, detailed joineries, surface finishing • Study of material application. Their form and properties	theory	4	20	80	100	To improve the student's knowledge about the Furniture and its production (industrial or indigenous). It also imparts knowledge about basics of interior. It helps students to work in industries in better way.
MFI-I/05	Studio and Workshop-I	• Preparation of technical drawing of proposed furniture • Full size layout including the process of the construction • Construction and fabrication work of a model or prototype	Practical	4	50	50	100	To improve the practical skill related to the material by following certain steps.
MFI-I/06	: Design Project	• Identification of thrust area and making of an abstract of project • Project description • Challenge of design involved • Project duration, location, uniqueness • Specification	practical	4	50	50	100	It enables student to improve their creativity in designing products OR range of products along with interior of the provided space. It helps students to understand the necessities of a mock client.
total				24			600	

Semester II								
MFI-II/01	Design Methods	• Design principle • Design consideration • Study & observation • Site configuration • Topographic consideration • Documentation and innovative details.	practical	4	50	50	100	It improves the skill of analyzing a situation and a space in respect to site or theme-based work. It allows the detailed study of the space about form, color, texture and material.
MFI-II/02	Advance Materials and Manufacturing	• Physical, behavioral and visual properties of contemporary materials and their applications in related field • Materials used in structures/ ornamentation/ finishing Techniques involved in manufacturing of the product	theory	2	10	40	50	To improve the student's knowledge about the advanced and diversified material so that they can use the material more judiciously in their range of products OR interior.
MFI-II/03	Applied Ergonomics	• Somatometric, Osteometric and Craniometric Measurement • Elemental activities • Furniture size • Room dimension and circulation • Functional relationship	practical	2	25	25	50	The course imparts the advanced knowledge of anthropometry in relation to the dimension of the work space or work site. The imparted knowledge would support a student in designing a range of products installed in a given space.
MFI-II/04	: Furniture Technology and Interior-II	• Survey, analysis, estimating office proposal • Selection, structural and furnishing consideration of furniture and interior	practical	4	50	50	100	To improve the student's knowledge about the Furniture and its production (industrial or indigenous). It also imparts knowledge about basics of interior. It helps

		• Arrangement of furniture that expresses the character of that particular interior • Engineering drawing						students to work in industries in better way.
MFI-II/05	Computer Aided Design & Drawing-I	• 3D modeling computer program • Wide range drawing application • Color, rendering, light effect	practical	2	25	25	50	The course imparts the knowledge of Auto CAD and other software to students to develop their skill in computer aided 3D drawings and layouts
MFI-II/06	Studio & Workshop-II	• Restoration work (furniture & Interior) • Elements of restoration • Furniture restoration (periodic & modern) i) Cabinet making ii) wood turning iii) upholstery iv) finishing work v) veneering vi) inlaying	practical	4	50	50	100	To improve the practical skill related to the material by following certain steps. This course also develops the skill of a student in viewing the design elements of a vintage furniture and restore them, keeping the original as much as possible.
MFI-II/07	Design Project-II	• Land planning and building arrangement • Community facilities • Section of building and interior space • Furnishing with detailing and circulation	practical	6	75	75	150	It enables student to improve their creativity in designing products OR range of products along with interior of the provided space. It helps students to understand the necessities of a mock client.
total				24			600	
Summer internship to be continued into IIIrd Sem (field study)								

Semester- III								
MFI-III/01	Research Methodology	: Introduction to the nature and purpose of research • Its role in problem solving • Theory in the process of design • Discussion of various principle and approaches to research.	practical	4	50	50	100	It imparts the knowledge of reasoning, problem solving, analyzing the data obtained from different sources or research.
MFI-III/02	Computer Aided Design & Drawing-II	• Computer application for animation & imagery in 3D • Graphic design • Documentation and presentation	practical	2	25	25	50	The course imparts the knowledge of Auto CAD and other software to students to develop their skill in computer aided 3D drawings and layouts. It imparts the knowledge of engineered drawing that would be beneficial in industry and related organizations.
MFI-III/03	Colloquium	Presentation of existing and proposed project • Historical • Art • Design • Material	practical	6	75	75	150	It helps students to prepare their presentation on various academic research and projects. It enables them to discuss their topic in forum with teachers that develops their ability of reasoning and presentation.
MFI-III/04	Design Project-III	• Designing for special cases like natural calamities • Customized furniture design • Furniture and interior for differently abled community • Fire safety and security considerations	practical	6	75	75	150	It enables student to improve their creativity in designing products OR range of products along with interior of the provided space. It helps students to understand the necessities of a mock client.

MFI-III/05	Internship (Sem II and Sem III	Field study	practical	6	75	75	150	It exposes a student to an industry or an organization that grooms them professionally; imparts other pros and cons in industries and helps in securing a job.
total				24			600	
Semester- IV								
MFI-IV/01	Final Project (Dissertation)	• According to UGC guideline	practical	24	300	300	600	It is the final performance of student. It displays their skill in developing his final project stepwise. A final project is the reflection of her/ his understanding about designing.
GRAND TOTAL				96			2400	

Evaluation Process

- *All the theory papers will be conducted as per University rules*
- *All the practical papers/ modules will be assessed through a "Jury System"*