

Syllabus and Question paper pattern for M.Des Program **(Academic Year 2024-25)**

Basic Information:

- Question Paper shall be of 50 marks, Total Duration of time is 1(ONE) Hour.
- There would be 1 Descriptive Type Question and 1 Studio test with model making exercise, carrying 25 marks each.

Syllabus for Descriptive question

Design History and Culture

Knowledge of design history, evolution, movements, styles, and influential designers from different eras and cultures. Understanding the impact of historical, cultural, social, and technological factors on design practices and trends. Awareness of environmental issues, sustainability, cultural diversity, and social responsibilities in design.

Design Fundamentals

Introduction to Design; A brief overview of design and its principles in other fields - (Arts, crafts, nature etc); Principles of Design - proportion, scale, order, repetition, rhythm, harmony, balance, emphasis, hierarchy, symmetry, axis, datum etc.; Application of design principles at various levels inspired from our day to day life. Elements and principles of design, Form, shape, and structure, Composition and layout. Design Thinking: Human-centered design, empathy, user experience (UX), user interface (UI), design strategies, and innovation.

Creativity and Innovation

Introduction to the formal vocabulary of Design and Gestalt ideas of visual perception- Understanding the terms - creativity, imagination, etc. Theories on thinking, convergent and divergent thinking, lateral and vertical thinking, creative techniques like checklists, brainstorming, syntactic, etc. design puzzles and traps, blocks in creative thinking - various approaches to generate ideas for design ideas. Creative thinking exercises, Problem-solving through design, Idea generation and development.

Drawing and Sketching Skills

Free-hand drawings; indoor & outdoor sketching; drawing from observation; terminology & abbreviations used in drawings. With more focus on freehand drawing, Perspective drawing, Still life sketches and Human figure drawing.

Visualization and Presentation

Illustration techniques - Understanding and interpreting 2D and 3D visualizations, spatial relationships, and perspectives, making graphics for design presentation, books, magazines, film and television poster etc., reprographic techniques. Sheet rendering and presentation; basic rendering techniques. Creating effective presentations, storytelling, and communicating design ideas visually and verbally.

Color Theory

Understand color theory principles such as hue, value, saturation, complementary colors, and color harmonies. Use color effectively to evoke emotions, create focal points, and enhance the overall mood of your design.

Materials and Manufacturing Processes

Basic knowledge of materials (wood, metal, plastic, etc.), Understanding manufacturing techniques and processes of our daily use objects. Noticing details, patterns, and aesthetics in everyday objects, nature, and art and their manufacturing process.

Syllabus for Model making studio Exercise

Materials and Tools:

Familiarity with a variety of materials commonly used in model making such as: Paper and cardboard: For quick prototypes, structural models, and mockups. Foam board and foam core: Lightweight materials for creating 3D forms and structures. Adhesives and fasteners: Knowledge of different types of adhesives, tapes, glues, and fastening techniques suitable for various materials.

Scale and Proportion:

Understanding of scale and proportion in model making, including scale conversion: Converting measurements and dimensions from drawings or designs to the appropriate scale for the model. Proportional accuracy: Ensuring that elements of the model are scaled correctly in relation to each other and to the overall design.

Modeling Techniques:

Proficiency in various modeling techniques to create different types of models, such as: Cutting and shaping: Using tools like knives, scissors, saws, and cutters to cut and shape materials accurately. Joining and assembly: Techniques for joining materials securely, including gluing, taping, screwing. Surface treatment: Finishing techniques such as sanding, painting, staining, varnishing, and applying textures to enhance the appearance of the model. Detailing and embellishments: Adding details, features, textures, and embellishments to the model to enhance realism and aesthetics.