

MAHARASHTRA STATE BOARD OF VOCATIONAL EDUCATION EXAMINATION, MUMBAI

1	Name of Syllabus	C. C. in Art of Furniture and Interior Design (412208)						
2	Max.Nos of Student	25 Students						
3	Duration	1 year						
4	Type	Full Time						
5	Nos Of Days / Week	6 Days						
6	Nos Of Hours /Days	7 hrs.						
7	Space Required	1) Practical Lab = 1000 sq. feet 2) Class Room = 200 sq. feet TOTAL = 1200 sq. feet						
8	Entry Qualification	S.S.C.						
9	Objective Of Syllabus/ introduction	The course provides training in furniture designing						
10	Employment Opportunity	As it is practice based and design oriented course, can work as interior designer, furniture designer						
11	Teacher’s Qualification	Diploma or Certificate course in concern field.						
12	Training System	Training System Per Week						
		Theory		Practical		Total		
		12hrs		30hrs		42hrs		
13	Exam. System	Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Mini. Marks
		1	41220811	Drawing and design	TH-I	3 hrs.	100	35
		2	41220812	Interior Design and Materials	TH-II	3 hrs.	100	35
		3	41220813	History of Western Art	TH-III	3 hrs.	100	35
		4	41220821	Drawing and design	PR-I	3 hrs.	100	50
		5	41220822	Design 2D And 3D	PR-II	3 hrs.	100	50
		6	41220823	Design Execution	PR-III	3 hrs.	100	50
				Total			600	255

Syllabus :- Art of Furniture and Interior Design

Theory - I - Drawing and design

Analytical study of natural and other objects as line, form texture and color
Transformation of objects into variety of simple, complex planes, tones and organization.
Study of design concepts with their functional implications
Study of basic forms and functions in nature and the environment
Study of human, animal and birds forms etc
Exposure of 2-D and 3-D forms through observation

Practical - I - Drawing and Design

Analytical study of natural and other objects as line, form texture and color
Transformation of objects into variety of simple, complex planes, tones and organization.
Study of design concepts with their functional implications

Study of basic forms and functions in nature and the environment
Study of human, animal and birds forms etc
Exposure of 2-D and 3-D forms through observation

Theory - II - Interior Design and Materials

Basic information- wood, iron, plaster of Paris, pigment color and color theory
Standard measurements of furniture items etc
Tools and equipments, methods, and processes involved
Principles of design
Basic consideration of interior and furniture aesthetically comfort and low costs

Various design problems
Wood work technology- polishing and finishing methods
Tool and equipment used with their slandered specification
Cost estimation

Practical - II - Design 2D And 3D

Evolving 2- D and 3- D forms by manipulating and accidental methods and organization of designs and designs in for simple furniture items
Basic interior planning with orthographic projections
Drawing of visual perception of such planning, use of perspective in interior
Designs for simple items of interior
Exploring vivid possibilities of design organization and their application for various furniture items
Design for furniture items with color rendering

Theory - III - History of Western Art

Pre-historic Art

Paintings on the cave walls

Neolithic Art

Carving in low relief-menhires, passage grave.

Ceramics- Susa ware, Samarra ware

Ancient Egypt

Old kingdom

Pyramids with carved and painted scenes

Pyramids of Giza- paintings sculpture

Middle and New kingdom-temples paintings sculpture

Paintings – Tomb painting- women musicians

Mesopotamia including Persia

Summer- samaria ware, ziggurat, golden harp with bull head, goat stand bronze head of king sargoan

Babylon stele of king hammurabi with first law-code

Persia- ruins of persepolis – stairway to the Royal audience hall. Bull capital, luritan bronzes

Greece-geometric period, votive figures, block type and spread type

Archaic period Classical period Hellenistic period – sculpture, painting

Roman Art-sculpture architecture, paintings

Gothic-cathedrals- carving on columns, stained glass windows

Various Isms

Practical - III - Design Execution

Practical in wood and iron, plaster of Paris, pigment color and color theory

Practical in model making with blocks as per design

Making of items of interior decoration

Making of simple furniture items

Practical in polishing and finishing

Practical in wood turning, furniture –making as per design using wood iron and other materials

Employing various methods and processes, use of various polishing and finishing methods
