

## AMID25 INTERIOR DESIGN STUDIO-III

The primary focus should be on-

- Introduction to building codes
- Way finding, Signage and graphics
- Universal Design
- Accessible design
- Design Disabled
- Materials, furniture and finish selections
- Introduction to construction detailing
- Ergonomics and Human Factors
- Digital representation ( 3 D modeling)
- Space planning process
- Color
- Interior environmental control issues Rendering

The list of suggested topics to be covered as design problems:

- Institutional spaces in urban, semi-urban and rural contexts with an aim to explore and understand transformation and adaptive re-use.
- Historic and abandoned sites provide scope for rejuvenation through multi-dimensional programs covering functions like museums, cultural and resource centers, libraries, convention centers, exhibitions etc. that also aim in making a social contribution.
- Recreational spaces such as auditoriums, halls, cinema houses, stage design etc.
- Knowledge of audio visual communication, color and light interaction, sound control system, design of interior elements, products and furniture forms.
- Design issues in addition to the primary focus for the above are statement of institution character through interior environment responses to site and context, integration of interior architectural elements to other interior elements,
- Dialogue between the existing and the newly added insert, interpretation of institutional activities and their spatial correlation.

### Reference Books:

1. Karlen Mark, Space planning Basics, Van Nostrand Reinhold, New York, 1992.
2. Joseph D Chiara, Julius Panero, & Martin Zelnick, Time Saver standards for Interior Design & space planning, 2nd edition, Mc-Graw Hill professional, 2001.
3. Francis.D. Ching & Corky Bingelli, Interior Design Illustrated, 2nd edition, Wiley publishers, 2004