

GUJARAT TECHNOLOGICAL UNIVERSITY

Syllabus for Bachelor of Interior Design

SEMESTER-6

SUBJECT NAME – DIGITAL TECHNOLOGY-III
SUBJECT CODE – 1065107

EMPHASIS:

- Develop understanding of vector drawing and creation of design through vector software.
- Develop understanding of photo editing and creation of raster images through software.
- Understanding practical applications of graphic designing.

CONTENT:

1. Getting Started with Coral Draw

- Introduction to tools selection
- Drawing & coloring
- Working with text
- Applying effects
- Working with bitmap & web resources
- Working with symbols
- Master layer, View and Preview models
- Import – Export in coral Draw

2. Images in Photoshop

- Introduction to tools selection & color models
- Working with layers
- Creating shapes & painting
- Transforming & retouching
- Color & tonal adjustment
- Filters and their specific effects
- Working with type
- Saving a file
- Using masks and the quick mask mode
- Working with the pen tool
- Creating special effects
- Working with basic selections
- Printing and exporting your work

3. 3DMAX

- Camera
- Light
- Rendering
- Modeling
- Exterior
- Interior
- 5 Project

PROJECTS:

- Assume relevant environment required for each project
- Layout required for each project
- Landscaping to be done whereas it required

REFERENCES:

- Books related to the operation of Coral Draw & Photo Shop
- L.Murdock's Autodesk 3DMax reference guide Author: Kelly Murdoch Publisher : S.D.C Publication