



UETR

UNIVERSITY OF ENGINEERING
& TECHNOLOGY ROORKEE

University of Opportunities

SCHOOL OF DESIGN

Bachelor Of Design - Courses Offered

PRODUCT DESIGN WITH AR/VR

SEMESTER 1

- HISTORY OF ART, DESIGN AND CULTURE - 1
- FUNDAMENTALS OF DESIGN
- MATERIAL EXPLORATION AND 3D DESIGN - 1
- DRAWING AND COLOR
- BASIC DIGITAL SYSTEM
- DESIGN CONCEPT AND 3D VISUALISATION
- PROFESSIONAL LANGUAGE SUBJECT -1
- INTRODUCTION TO DESIGN THINKING AND PROCESS

SEMESTER 2

- HISTORY OF ART, DESIGN AND CULTURE - 2
- DESIGN PROCESS
- MATERIAL EXPLORATION AND 3D DESIGN - 2
- DRAWING AND COLOR STUDY - 2
- COMPUTER APPLICATION - 1
- DESIGN CONCEPT AND 3D VISUALISATION
- TYPOGRAPHY

SEMESTER 3

- GRAPHIC 3D
- ERGONOMICS
- STORYTELLING
- INTRODUCTION TO DESIGN
- DESIGN INNOVATION
- STUDY OF LANGUAGES, PEACE IN COMMUNICATION AND HUMAN DYNAMICS
- PRACTISING YOGA & MEDITATION
- DESIGN THINKING
- INDUSTRIAL VISIT - 1 (1 WEEK)

SEMESTER 4

- PRODUCT DESIGN- I
- INTRODUCTION TO MATERIAL AND SELECTION
- ENGINEERING DESIGN
- CAD DESIGN 1
- DESIGN SCIENCE
- DESIGN PROTOTYPING
- MATHEMATICS FOR PRODUCT
- DESIGN THINKING (PROJECT BASED)
- SHORT INTERNSHIP (PROJECT BASED)
- INTRODUCTION TO AR/VR

SEMESTER 5

- PRODUCT DESIGN- II
- DESIGN METHODS & CREATIVITY
- DESIGN BY ANALOGY
- CAD DESIGN II
- DESIGN RESEARCH PROJECT
- EMOTIONAL INTELLIGENCE
- PHILOSOPHY OF SCIENCE & RELIGION/SPIRITUALITY
- DESIGN THINKING (ORGANISATION BASED)
- INNOVATION MANAGEMENT-1
- AR/VR 1

SEMESTER 6

- BEHAVIOUR DESIGN
- DESIGN FOR MANUFACTURING
- MECHANISMS FOR PRODUCT DESIGN
- CREATIVE COMPUTING
- CAD FOR PRODUCT DESIGN
- DESIGN FOR INNOVATION - 2
- ENVIRONMENTAL SCIENCE
- INDUSTRIAL VISIT- 2 (1 WEEK)
- INNOVATION MANAGEMENT- 2
- LIVE PROJECT BASED 2
- DESIGN THINKING (TEAM BASED)
- AR/VR 2

SEMESTER 7

- **PROJECT WORK, SEMINAR & INTERNSHIP IN INDUSTRY OR ELSEWHERE**
- PRACTICAL TRAINING
- INTERNSHIP & ITS SEMINAR: 140 DAYS
- WEEKLY WORK REPORT FROM OFFICE
- DOCUMENTATION OF DETAILS OF WORK
- TRAINING REPORT
- CRITICAL APPRAISAL OF COMPLETED PROJECTS

SEMESTER 8

- PORTFOLIO DEVELOPMENT-2
- FINAL DESIGN PROJECT
- PROFESSIONAL COMMUNICATION AND PRESENTATION SKILLS - 2

Good Design is as little design as possible.



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VISUAL COMMUNICATION DESIGN WITH 2D/3D ANIMATION

SEMESTER 1

- HISTORY OF ART, DESIGN AND CULTURE - 1
- FUNDAMENTALS OF DESIGN
- MATERIAL EXPLORATION AND 3D DESIGN - 1
- DRAWING AND COLOR
- BASIC DIGITAL SYSTEM
- DESIGN CONCEPT AND 3D VISUALISATION
- PROFESSIONAL LANGUAGE SUBJECT -1
- INTRODUCTION TO DESIGN THINKING AND PROCESS

SEMESTER 2

- HISTORY OF ART, DESIGN AND CULTURE - 2
- DESIGN PROCESS
- MATERIAL EXPLORATION AND 3D DESIGN - 2
- DRAWING AND COLOR STUDY - 2
- COMPUTER APPLICATION - 1
- DESIGN CONCEPT AND 3D VISUALISATION
- TYPOGRAPHY

SEMESTER 3

- ADVERTISING
- INTRODUCTION TO VISUAL COMMUNICATION
- COMMUNICATION AESTHETICS
- COMPUTER GRAPHICS
- SOFT SKILLS
- EVS
- DESIGN THINKING (PROJECT BASED)

SEMESTER 4

- ENGLISH
- FILM STUDIES
- BASIC PHOTOGRAPHY
- PRACTICAL PHOTOGRAPHY
- SOFT SKILLS
- ENVIRONMENTAL STUDIES
- INNOVATION DESIGN 1
- INDUSTRIAL VISIT 1
- PROJECT BASED INTERNSHIP 1 (3 WEEK)

SEMESTER 5

- MEDIA CULTURE AND SOCIETY
- TELEVISION PRODUCTION
- WEB PUBLISHING
- ADVERTISING PHOTOGRAPHY
- AUDIO AND VIDEO EDITING
- VALUE EDUCATION
- INNOVATION MANAGEMENT
- DESIGN THINKING (INNOVATION BASED)

SEMESTER 6

- VISUAL CULTURE OF INDIA
- PRODUCTION PRACTICE
- ANIMATION
- PROJECT- MEDIA INTERNSHIP
- EXTENSION ACTIVITIES
- INDUSTRIAL VISIT 2
- PROJECT BASED INTERNSHIP 2 (3 WEEK)
- PROJECT MANAGEMENT 1

SEMESTER 7

- **PROJECT WORK, SEMINAR & INTERNSHIP IN INDUSTRY OR ELSEWHERE**
- PRACTICAL TRAINING
- INTERNSHIP & ITS SEMINAR: 140 DAYS
- WEEKLY WORK REPORT FROM OFFICE
- DOCUMENTATION OF DETAILS OF WORK
- TRAINING REPORT
- CRITICAL APPRAISAL OF COMPLETED PROJECTS

SEMESTER 8

- PORTFOLIO DEVELOPMENT-2
- FINAL DESIGN PROJECT
- PROFESSIONAL COMMUNICATION AND PRESENTATION SKILLS - 2

DESIGN IS INTELLIGENCE MADE VISUAL.

-Alina Wheeler



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SCHOOL OF DESIGN

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UI/UX DESIGN WITH 2D ANIMATION

SEMESTER 1

- HISTORY OF ART, DESIGN AND CULTURE - 1
- FUNDAMENTALS OF DESIGN
- MATERIAL EXPLORATION AND 3D DESIGN - 1
- DRAWING AND COLOR
- BASIC DIGITAL SYSTEM
- DESIGN CONCEPT AND 3D VISUALISATION
- PROFESSIONAL LANGUAGE SUBJECT -1
- INTRODUCTION TO DESIGN THINKING AND PROCESS

SEMESTER 2

- HISTORY OF ART, DESIGN AND CULTURE - 2
- DESIGN PROCESS
- MATERIAL EXPLORATION AND 3D DESIGN - 2
- DRAWING AND COLOR STUDY - 2
- COMPUTER APPLICATION- 1
- DESIGN CONCEPT AND 3D VISUALISATION
- TYPOGRAPHY

SEMESTER 3

- ETHNOGRAPHY & PEOPLE DESIGN
- INTRODUCTION TO USER RESEARCH
- SERVICE DESIGN AND TASK FLOWS
- INFORMATION ARCHITECTURE
- INTRODUCTION TO UI DESIGN
- DESIGN THINKING (ORGANISATION BASED)
- INFORMATION AND DATA STUDY

SEMESTER 4

- USER RESEARCH APPLICATION
- SERVICE DESIGN AND TASK FLOWS ADVANCE
- INTRODUCTION TO INTERACTION DESIGN
- UI DESIGN ADVANCE
- DESIGN THINKING APPLICATION
- DATA ANALYTICS
- INTRODUCTION TO 6D
- INDUSTRIAL INTERNSHIP 1 (3 WEEK)
- INDUSTRIAL VISIT 1

SEMESTER 5

- WIREFRAMING & PROTOTYPING
- USABILITY TEST
- UX AND DIGITALIZATION
- INNOVATION MANAGEMENT
- VISUAL DESIGN TOOLS ADVANCE
- TECHNOLOGY IN EXPERIENCE DESIGN ADVANCE
- OMNICHANNEL EXPERIENCE

SEMESTER 6

- INTERACTION DESIGN ADVANCE
- UX DESIGN FOR FUTURISTIC TECHNOLOGIES
- UX DESIGN FOR RURAL INDIA
- UI DEVELOPMENT - ADVANCE
- INDUSTRY SPECIFIC UX DESIGN
- INTEGRATED STUDIO FOR UX-ADVANCE
- INDUSTRIAL INTERNSHIP 2 (3 WEEK)
- DESIGN THINKING (TEAM AND PROJECT BASED)
- INDUSTRIAL VISIT 2

SEMESTER 7

- **PROJECT WORK, SEMINAR & INTERNSHIP IN INDUSTRY OR ELSEWHERE**
- PRACTICAL TRAINING
- INTERNSHIP & ITS SEMINAR: 140 DAYS
- WEEKLY WORK REPORT FROM OFFICE
- DOCUMENTATION OF DETAILS OF WORK
- TRAINING REPORT
- CRITICAL APPRAISAL OF COMPLETED PROJECTS

SEMESTER 8

- PORTFOLIO DEVELOPMENT-2
- FINAL DESIGN PROJECT
- PROFESSIONAL COMMUNICATION AND PRESENTATION SKILLS - 2

Design is not just what it looks like and feels like.
Design is how it works

-Steve Jobs



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INTERIOR DESIGN

SEMESTER 1

- HISTORY OF ART, DESIGN AND CULTURE - 1
- FUNDAMENTALS OF DESIGN
- MATERIAL EXPLORATION AND 3D DESIGN - 1
- DRAWING AND COLOR
- BASIC DIGITAL SYSTEM
- DESIGN CONCEPT AND 3D VISUALISATION
- PROFESSIONAL LANGUAGE SUBJECT -1
- INTRODUCTION TO DESIGN THINKING AND PROCESS

SEMESTER 2

- HISTORY OF ART, DESIGN AND CULTURE - 2
- DESIGN PROCESS
- MATERIAL EXPLORATION AND 3D DESIGN - 2
- DRAWING AND COLOR STUDY - 2
- COMPUTER APPLICATION - 1
- DESIGN CONCEPT AND 3D VISUALISATION
- TYPOGRAPHY

SEMESTER 3

- THEORY:**
- MATERIAL STUDY 1
- PRACTICAL:**
- HISTORY OF INTERIOR DESIGN 1
 - INTERIOR DESIGN STUDIO 2
 - FURNITURE DESIGN 1
 - BUILDING SERVICES 1
 - COMPUTER GRAPHICS 1
 - BUILDING CONSTRUCTION 1
 - DRAWING COLOR STUDY & GRAPHICS 3
 - DESIGN THINKING 1

SEMESTER 4

- THEORY:**
- INTERIOR ESTIMATION & COSTING
 - MATERIAL STUDY 2
 - BASICS OF VASTU
- PRACTICAL:**
- INTERIOR DESIGN STUDIO 3
 - BUILDING SERVICES 2
 - COMPUTER APPLICATIONS 2
 - WORKING DRAWING 1
 - DESIGN THINKING 2
 - INDUSTRIAL VISIT 1 (1 WEEK)
 - PROJECT BASED INTERNSHIP (3 WEEK)

SEMESTER 5

- THEORY:**
- MATERIAL STUDY 3
 - THEORY OF INTERIOR FURNISHINGS
- PRACTICAL:**
- INTERIOR DESIGN STUDIO 4
 - FURNITURE DESIGN 2
 - BUILDING SERVICES 3
 - COMPUTER APPLICATIONS 3
 - BUILDING CONSTRUCTION 2
 - WORKING DRAWINGS 2
 - DESIGN THINKING (ORGANISATION BASED)
 - INNOVATION MANAGEMENT 1

SEMESTER 6

- THEORY:**
- PROFESSIONAL PRACTICE & ENTREPRENEURSHIP
 - DEVELOPMENT
 - ADVANCED MATERIAL
 - LIGHTNING AND COLOR IN INTERIORS
- PRACTICAL:**
- INTERIOR DESIGN STUDIO 5
 - RESEARCH FOR INTERIORS AND DISSERTATION COMPILATION
 - INTERIOR LANDSCAPE DESIGN
 - PORTFOLIO DEVELOPMENT AND PRESENTATION
 - PRODUCT DESIGN
 - DESIGN THINKING (PROJECT BASED)
 - INNOVATION MANAGEMENT 2
 - INDUSTRIAL VISIT 2 (1 WEEK)
 - PROJECT BASED INTERNSHIP (3)

SEMESTER 7

- PROJECT WORK, SEMINAR & INTERNSHIP IN INDUSTRY OR ELSEWHERE**
- PRACTICAL TRAINING
 - INTERNSHIP & ITS SEMINAR: 140 DAYS
 - WEEKLY WORK REPORT FROM OFFICE
 - DOCUMENTATION OF DETAILS OF WORK
 - TRAINING REPORT
 - CRITICAL APPRAISAL OF COMPLETED PROJECTS

SEMESTER 8

- PORTFOLIO DEVELOPMENT-2
- FINAL DESIGN PROJECT
- PROFESSIONAL COMMUNICATION AND PRESENTATION SKILLS - 2

A room should never allow the eye to settle in one place.



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FASHION DESIGN

SEMESTER 1

- HISTORY OF ART, DESIGN AND CULTURE - 1
- FUNDAMENTALS OF DESIGN
- MATERIAL EXPLORATION AND 3D DESIGN - 1
- DRAWING AND COLOR
- BASIC DIGITAL SYSTEM
- DESIGN CONCEPT AND 3D VISUALISATION
- PROFESSIONAL LANGUAGE SUBJECT-1
- INTRODUCTION TO DESIGN THINKING AND PROCESS

SEMESTER 2

- HISTORY OF ART, DESIGN AND CULTURE - 2
- DESIGN PROCESS
- MATERIAL EXPLORATION AND 3D DESIGN - 2
- DRAWING AND COLOR STUDY - 2
- COMPUTER APPLICATION- 1
- DESIGN CONCEPT AND 3D VISUALISATION
- TYPOGRAPHY

SEMESTER 3

- THEORY:**
- TEXTILE STUDY 1
 - FASHION ELEMENTS AND EXPLORATION
 - HISTORY OF WESTERN COSTUME
- PRACTICAL:**
- SURFACE ORNAMENTATION 1
 - GARMENT CONSTRUCTION AND PATTERN MAKING DETAIL
 - BASICS OF WOMEN WEAR- DESIGN STUDIO
 - DRAPING
 - FASHION ILLUSTRATION
 - INDUSTRIAL VISIT 1
 - DESIGN THINKING 1

SEMESTER 4

- THEORY:**
- TEXTILE STUDY 2
 - APPAREL PRODUCTION AND MANAGEMENT
- PRACTICAL:**
- ADVANCE PATTERN MAKING
 - GARMENT CONSTRUCTION DETAIL (INDIAN WEAR)
 - INDIAN WEAR DESIGN STUDIO
 - SURFACE ORNAMENTATION
 - FASHION ILLUSTRATION 2
 - CREATIVE TEXTILES
 - PROJECT BASED INTERNSHIP (3 WEEK)
 - DESIGN THINKING 2

SEMESTER 5

- THEORY:**
- RESEARCH METHODOLOGY
 - MERCHANDISE AND PRODUCTION METHODS
- PRACTICAL:**
- MEN'S WEAR PATTERN MAKING AND GRADING
 - MEN'S GARMENT CONSTRUCTION
 - MEN'S WEAR PROJECT (INDIAN/FORMAT/CASUAL)
 - MEN'S WEAR FASHION
 - ILLUSTRATION
 - TEXTILE PRINT AND DEVELOPMENT
 - DESIGN THINKING (ORGANISATION BASED)
 - INNOVATION MANAGEMENT 1

SEMESTER 6

- THEORY:**
- FASHION TREND AND FORECASTING
- PRACTICAL:**
- KIDS WEAR DESIGN STUDIO
 - FORM REALIZATION
 - DESIGN DEVELOPMENT HOME FURNISHING
 - PRACTICAL STUDIO (CHOICE)
 - FASHION STYLING
 - FASHION CRITIQUE
 - FASHION ADVERTISING
 - DESIGN THINKING (PROJECT AND TEAM BASED)
 - INNOVATION MANAGEMENT 2
 - INDUSTRIAL VISIT 2

SEMESTER 7

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SEMESTER 8

- PORTFOLIO DEVELOPMENT-2
- FINAL DESIGN PROJECT
- PROFESSIONAL COMMUNICATION AND PRESENTATION SKILLS - 2

The joy of dressing is an art.

-John Galliano



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**VISUAL COMMUNICATION
DESIGN WITH 2D/3D ANIMATION**

**UI/UX DESIGN
WITH 2D ANIMATION**

INTERIOR DESIGN

FASHION DESIGN

B.Des. Admissions Open 2022-23

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