HIGHER NITEC IN INTERIOR & PRODUCT DESIGN (3 YEARS)

CERTIFICATION

Credits required for certification:

Sector Foundation Modules : 12
Cluster Core Modules : 12
Specialisation Modules : 33
Internship Programme Modules : 12
Life Skills Modules : 10
Cross-Disciplinary Core Modules : 9
Elective Modules : 8
Total : 96

COURSE STRUCTURE

| Module Title | Credits |
|---|---------|
| SECTOR FOUNDATION MODULES | |
| Visualisation Techniques | 3 |
| Introduction to Photography & Videography | 3 |
| Media Creation Fundamentals | 3 |
| Design Process & Fundamentals | 3 |
| CLUSTER CORE MODULES | |
| 2D Design Application | 3 |
| 3D CAD Application | 3 |
| Colour & Light Application | 3 |
| Material Type & Application | 3 |
| SPECIALISATION MODULES | |
| Sketch Design Development | 3 |
| Product Design | 3 |
| Space Planning | 3 |
| Building Plan | 3 |
| Space Elements & Finishes | 3 |
| 3D Modelling Fundamentals | 3 |
| Space Visualisation & Presentation | 3 |
| Experiential Design | 3 |
| Design Studio 1 | 3 |
| Design Studio 2 | 3 |
| Design Portfolio | 3 |
| ELECTIVES (GENERAL) AND LIFE SKILLS MODULES | |
| For details, click <u>here</u> | |

Note: The offer of electives is subject to the training schedule of respective ITE Colleges. Students are advised to check with their Class Advisors on the availability of the elective modules they intend to pursue.

MODULE OBJECTIVES

Sector Foundation Modules

Visualisation Techniques

On completion of the module, students should be able to apply important skills in visual thinking, design visualization, freehand design sketching and rendering of design.

Introduction to Photography & Videography

On completion of the module, students should be able to apply proper techniques in photography and videography using smart devices.

Media Creation Fundamentals

On completion of the module, students should be able to create digital media based on the design requirements using the appropriate applications.

Design Process & Fundamentals

On completion of the module, students should be able to apply important skills in setting design statement, creating image boards, freehand design sketching and explaining the rationale of their concept drawing.

Cluster Core Modules

2D Design Application

On completion of the module, students should be able to apply the knowledge of orthographic drawing and standard drawing conventions to prepare a set of object drawings using relevant computer software.

3D CAD Application

On completion of this module, students should be able to construct and develop digital exhibition display and booth.

Colour & Light Application

On completion of the module, students should be able to provide a summary of the role of human senses in design practice, both when considered individually and when the senses are studied collectively.

Material Type & Application

On completion of the module, students should be able to explore and determine appropriate materials for industry application. Students will learn various processes and techniques suitable for a variety of materials to create the desire outcome.

Specialisation Modules

Sketch Design Development

On completion of the module, students should be able to apply design principles and communicate a design proposal.

Product Design

On completion of the module, students should be able to produce model with basic model making skills and produce output file for model fabrication.

Space Planning

On completion of the module, students should be able to produce interior space planning and layout with the knowledge of spatial as well as work requirements of interior spaces.

Building Plan

On completion of the module, students should be able to prepare a set of CAD drawings of interior plan.

Space Elements & Finishes

On completion of the module, students should be able to develop, design and produce an interior design proposal with a concept/theme as well as application of materials, furniture, fixtures and colour.

3D Modelling Fundamentals

On completion of the module, students should be able to use digital skills and knowledge to create an interior space model.

Space Visualisation & Presentation

On completion of the module, students should be able to use digital skills and knowledge to apply colour scheme, appropriate lighting application as well as material and finishes to a 3D model.

Experiential Design

On completion of the module, students should be able to produce an experiential space design proposal with a cohesive brand identity.

Design Studio 1

On completion of the module, students should be able to generate concept design of a commercial space.

Design Studio 2

On completion of the module, students should be able to prepare fundamental set of construction CAD drawings.

Design Portfolio

On completion of the module, students should be able to curate a collection of their best works.

Electives (General) and Life Skills Modules

For details, click here.