University of Mumbai

No. AAMS (UG) /154 of 2021

<u>CIRCULAR:-</u>

Attention of the Principals of the Affiliated Colleges and Directors of the recognized Institutions in Faculty of Science and Technology.

They are hereby informed that the recommendations made by the Ad-hoc Board of Studies in **Home Science** at its meeting held on 20th March, 2021 <u>vide</u> item No. **1(xiii)** and subsequently passed by the Board of Deans at its meeting held on 11th June, 2021 <u>vide</u> item No. **8.14** have been accepted by the Academic Council at its meeting held on 29th June, 2021, <u>vide</u> item No. **8.14** and subsequently approved by the Management Council at its meeting held on 29th July, 2021 <u>vide</u> item No. **16** and that in accordance therewith, in exercise of the powers conferred upon the Management Council under Section 74(4) of the Maharashtra Public Universities Act, 2016 (Mah. Act No. VI of 2017) the Ordinance **6699 & 6700** Regulations **9442 & 9443** and the syllabus of **Diploma in Graphic Design and Visual Communication** has been introduced and the same have been brought into force with effect from the academic year **2022-23**, accordingly. (The same is available on the University's website www.mu.ac.in).

MUMBAI – 400 032
25thOctober, 2021
To,

(Sudhir S. Puranik)
REGISTRAR

The Principals of the Affiliated Colleges and Directors of the recognized Institutions in Faculty of Science and Technology. (Circular No. UG/334 of 2017-18 dated 9th January, 2018.)

A.C/8.14/29/06/2021
M.C/16/29/07/2021

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No. AAMS (UG) /154-A of 2021   MUMBAI-400 032   25th October, 2021

Copy forwarded with Compliments for information to:-

1) The Chairman, Board of Deans
2) The Dean, Faculty of Science and Technology,
3) The Chairman, Ad-hoc Board of Studies in Home Science,
4) The Director, Board of Examinations and Evaluation,
5) The Director, Board of Students Development,
6) The Co-ordinator, University Computerization Centre,

(Sudhir S. Puranik)
REGISTRAR

Copy to :-

1. The Deputy Registrar, Academic Authorities Meetings and Services (AAMS),
2. The Deputy Registrar, College Affiliations & Development Department (CAD),
3. The Deputy Registrar, (Admissions, Enrolment, Eligibility and Migration Department (AEM),
4. The Deputy Registrar, Research Administration & Promotion Cell (RAPC),
5. The Deputy Registrar, Executive Authorities Section (EA),
6. The Deputy Registrar, PRO, Fort, (Publication Section),
7. The Deputy Registrar, (Special Cell),
8. The Deputy Registrar, Fort/ Vidyanagari Administration Department (FAD) (VAD), Record Section,
9. The Director, Institute of Distance and Open Learning (IDOL Admin), Vidyanagari,

They are requested to treat this as action taken report on the concerned resolution adopted by the Academic Council referred to in the above circular and that on separate Action Taken Report will be sent in this connection.

1. P.A to Hon'ble Vice-Chancellor,
2. P.A Pro-Vice-Chancellor,
3. P.A to Registrar,
4. All Deans of all Faculties,
5. P.A to Finance & Account Officers, (F.& A.O),
6. P.A to Director, Board of Examinations and Evaluation,
7. P.A to Director, Innovation, Incubation and Linkages,
8. P.A to Director, Board of Lifelong Learning and Extension (BLLE),
9. The Director, Dept. of Information and Communication Technology (DICT) (CCF & UCC), Vidyanagari,
10. The Director of Board of Student Development,
11. The Director, Department of Students Walfare (DSD),
12. All Deputy Registrar, Examination House,
13. The Deputy Registrars, Finance & Accounts Section,
14. The Assistant Registrar, Administrative sub-Campus Thane,
15. The Assistant Registrar, School of Engg. & Applied Sciences, Kalyan,
16. The Assistant Registrar, Ratnagiri sub-centre, Ratnagiri,
17. The Assistant Registrar, Constituent Colleges Unit,
18. BUCTU,
19. The Receptionist,
20. The Telephone Operator,
21. The Secretary MUASA

for information.

New Ordinances 6699 & 6700 relating to the
Diploma in Graphic Design and Visual Communication

1.   Necessity of starting this course:

There is a well-defined need for graphic designers in the world of communication. The ability to convey messages for commercial purposes or social causes is an attribute needed for almost every industry. The training offered through the course, surely benefits the students as they learn to effectively communicate messages using different mediums of art. The commercial artist, through the course will develop the potential, to make a difference, no matter if it is a small flyer or a major advertising campaign.

The added digital skills will upgrade the student's artistry to a greater level. Thus, creating their own unique style of work.

The course introduces to the student to a variety of historical, theoretical and conceptual issues, and to processes related to the generation, development and production of designed outcomes. Exercises and project work enable them to demonstrate the understanding of the principles of design, and encourage awareness of their relevance and importance within design and communication.

Being a part of a reputed, accredited institution puts students at an advantage so that in addition to a well-rounded education we can give them the best possible, once they step into the working world, giving them a strong foundation on which to build their careers. Furthermore, it will open doors unprecedented for our students. Conferring diplomas attached to an accredited institution thereby providing potential recruiters with an assurance of quality of education and skill.

2.   The UGC has recommended to start this course.

Yes. The UGC has made a strong recommendation for Skill based courses, keeping in tune with the Government of India initiative of a National Design Policy. Such a course visualizes a design enabled industry and aim to have a positive impact on the quality of life and in tune to the national economy.

3. **This course has not commenced in 2019-2020.**

4. **This is a proposed course, and it will be self financed.**

5. **This is a one-year diploma course.** The course is designed to provide professional training for the Graphic Design & Visual Communication industry, and encompasses all the advanced skills needed to work in the industry. It would not be possible to compress this course

6. **The intake capacity for this course is 30 students.**

7. **JOB OPPORTUNITIES: -**
- ✓ Junior graphic designer
- ✓ Junior illustrator
- ✓ Junior UI designer
- ✓ Studio person for photo editing and preparing artworks
- ✓ Background artist
- ✓ Assistant to a photographer
- ✓ Rough story board artist
- ✓ Texture artist in an animation studio
- ✓ Wall painting artist
- ✓ Freelance graphic designer
- ✓ Art classes for kids and for various entrance exams for art colleges
- ✓ Hobby classes for drawing/calligraphy

UNIVERSITY OF MUMBAI

DIPLOMA IN GRAPHIC DESIGN AND VISUAL COMMUNICATION

(to be introduced with effect from the academic year 2022-23)

UNIVERSITY OF MUMBAI

Syllabus for Approval

Sr. No.	Heading	Particulars
1	Title of the Course **O. 6699**	Diploma in Graphic Design & Visual Communication
2	Eligibility for Admission **O. 6700**	Std. XII or Equivalent
3	Passing Marks **R - 9442**	40%
4	Ordinances / Regulations (if any)	
5	No. of Years / Semesters **R - 9443**	1 year / 2 Semesters
6	Level	P.G. / U.G./ Diploma / Certificate (Strike out which is not applicable)
7	Pattern	Yearly / Semester (Strike out which is not applicable)
8	Status	New / Revised (Strike out which is not applicable)
9	To be implemented from Academic Year	From Academic Year 2022-23

Name & Signature of BOS Chairperson :   **Dr. (Mrs.) Geeta Ibrahim**

Name & Signature of Dean: _____

DIPLOMA IN GRAPHIC DESIGN AND VISUAL COMMUNICATION

Medium of Instruction: English

RATIONALE:-

There is a well-defined need for graphic designers in the world of communication. The ability to convey messages for commercial purposes or social causes is an attribute needed for almost every industry. The training offered through the course, surely benefits the students as they learn to effectively communicate messages using different mediums of art. The commercial artist, through the course will develop the potential, to make a difference, no matter if it is a small flyer or a major advertising campaign.

The added digital skills will upgrade the student's artistry to a greater level. Thus, creating their own unique style of work.

The course introduces to the student to a variety of historical, theoretical and conceptual issues, and to processes related to the generation, development and production of designed outcomes. Exercises and project work enable them to demonstrate the understanding of the principles of design, and encourage awareness of their relevance and importance within design and communication.

Eligibility: STD XII or Equivalent

Fees Rs. 83,300/- + GST applicable
Student Intake capacity: 30

SEMESTER - I

UNIT	SUBJECTS	INTERNAL MARKS	TER END EXAMINATIO	TOTAL MARKS	TOTAL HOURS	CREDITS
1.	Advertising, Art and Ideas – (THEORY)	40	60	100	45	3
2.	History of Visual Communication – (Theory)	40	60	100	45	3
3.	Graphic & Information Design – (Practical)	40	60	100	45	3
4.	Package Design – (Practical)	40	60	100	45	3
5.	Drawing – (Practical)	40	60	100	45	3
6.	Communication Design – I – Indoor Media - (Practical)	40	60	100	45	3
7.	Communication Design – II – Outdoor & Point of Purchase – (Practical)	40	60	100	45	3
8.	Typography & Photography – (Practical)	40	60	100	45	3
9.	Computer Applications	40	60	100	45	3

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
1.	Advertising, Art and Ideas – (THEORY)	3	100	3

❖ **OBJECTIVES:-**

- To learn about the role of advertising, Media and selection of different media.

	COURSE CONTENT	HOURS
UNIT 1	• Traditional and modern media., types of media	**15**
UNIT 2	• Product and service, consumer and their relation.	**15**
UNIT 3	• Role of color.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
2.	History of Visual Communication – (Theory)	3	100	3

❖ <u>**OBJECTIVES:-**</u>
- To facilitate exchange of ideas and the process of conveying thoughts, suggestions, information with respect to environment, surroundings, situations and their influence on visual understanding.

	COURSE CONTENT	HOURS
UNIT 1	• Types of workplaces in different fields in terms of space, color, texture and surface.	**15**
UNIT 2	• Visual presentation – body, face, actions and vocal as well as instrumental presentation	**15**
UNIT 3	• Historical development of theatrical performance of the Indian, Asian and western world.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
3.	Graphic & Information Design	3	100	3

❖ **OBJECTIVES:-**

- To encourage conceptual thinking and problem solving in context to design development.
- To utilize information in a functional and aesthetically appealing manner for better communication.

COURSE CONTENT		HOURS
UNIT 1	• Use of colour. Symbolic visibility aspect of colour.	**15**
UNIT 2	• Generation of symbols for various purposes. • Difference between simplified and graphic design	**15**
UNIT 3	• Systematic approach to design information content – content planning – hierarchical sequence.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
4.	Package Design	3	100	3

❖ **OBJECTIVES:-**

- To understand the importance of packaging as one of the media in communication design. To develop a user – friendly shape and design the surface of a product in an artistic manner.

	COURSE CONTENT	HOURS
UNIT 1	• Fundamentals of package design	**15**
UNIT 2	• Designing principles of package design.	**15**
UNIT 3	• Aspect that influences package design.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
5.	Drawing – (Practical)	3	100	3

❖ <u>**OBJECTIVES:-**</u>
- To study the structure of human figures, birds and animals.
- To sketch from surroundings to learn various techniques of rendering and application of various surfaces.

COURSE CONTENT		HOURS
UNIT 1	• Human anatomy, head study, study of shade and light on human body, drawing in line and mass	**15**
UNIT 2	• Body portion and actions, facial expressions, hand gestures, adding related background from the study done in outdoor sketching.	**15**
UNIT 3	• Study of human anatomy, head study, drawing in line and mass	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
6.	Communication Design – I – Indoor Media – (Practical)	3	100	3

❖ OBJECTIVES:-

- To understand the specific purpose of communication in print media.

COURSE CONTENT		HOURS
UNIT 1	• Daily consumer and consumer durable products	**15**
UNIT 2	• Commercial services	**15**
UNIT 3	• Non-commercial services for ideas in public welfare	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
7.	Communication Design – II – Outdoor Media and Point of Purchase – (Practical)	3	100	3

❖ **OBJECTIVES:-**
- To understand the specific purpose of communication in outdoor media.
- To understand the specific purpose of communication at the place of sale.

COURSE CONTENT		HOURS
UNIT 1	• Daily consumer, consumer durable products.	**15**
UNIT 2	• Service: Commercial , non-commercial, ideas (Public Welfare)	**15**
UNIT 3	• Media to be covered - Poster (long viewing and long range), Hoarding	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
8.	Typography & Photography – (Practical)	3	100	3

❖ OBJECTIVES:-

- To understand letter forms as a sign for its spontaneity, grace, design and impact and to train the eye for traditional as well as contemporary typographic aesthetics.
- To understand importance of photography in communication media, history of photography, camera and accessories, light and lighting, photography and reproduction process and professional scope.

COURSE CONTENT		HOURS
UNIT 1	• Letter forms • Type family, font	**15**
UNIT 2	• Experimental typography	**15**
UNIT 3	• Design of creative fonts with the help of different material like wire, threads, nails, paper, plaster of paris, soap, light etc.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
9.	Computer Applications	3	100	3

❖ **OBJECTIVES:-**

To learn the latest computer software that will enhance designing and execution.

	COURSE CONTENT	HOURS
UNIT 1	• Advanced Photoshop(Ps) for Photo editing and enhancing.	**15**
UNIT 2	• Illustrator (Ai) for graphic designing.	**15**
UNIT 3	• Illustrator (Ai) for advertising.	**15**

EVALUATION:

All subjects will be evaluated through

- Continuous assessment of sessional work in the form of assignments, drawings and tutorials.

SEMESTER - II

UNIT	SUBJECTS	INTERNAL MARKS	TERM END EXAMINATION	TOTAL MARKS	TOTAL HOURS	CREDITS
1.	Advertising, Art and Ideas – (THEORY)	40	60	100	45	3
2.	History of Visual Communication – (Theory)	40	60	100	45	3
3.	Graphic & Information Design – (Practical)	40	60	100	45	3
4.	Package Design – (Practical)	40	60	100	45	3
5.	Drawing – (Practical)	40	60	100	45	3
6.	Communication Design – I – Indoor Media - (Practical)	40	60	100	45	3
7.	Communication Design – II – Outdoor & Point of Purchase – (Practical)	40	60	100	45	3
8.	Typography & Photography – (Practical)	40	60	100	45	3
9.	Computer Applications	40	60	100	45	3

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
1.	Advertising, Art and Ideas – (THEORY)	3	100	3

❖ OBJECTIVES:-

- To learn about the role of advertising, Media and selection of different media.

COURSE CONTENT		HOURS
UNIT 1	• Study of market- their functions, limitation, scope and status according to different consumers.	**15**
UNIT 2	• Work process of an Advertising Agency, teams involved in various types of jobs conducted. • Time duration, cost and other related factors with respect to advertising professionals practice.	**15**
UNIT 3	• Role of the Art Department, importance of artwork, traditional and modern techniques of printing, reproduction and media status.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
2.	History of Visual Communication – (Theory)	3	100	3

❖ **OBJECTIVES:-**

- To facilitate exchange of ideas and the process of conveying thoughts, suggestions, information with respect to environment, surroundings, situations and their influence on visual understanding.

COURSE CONTENT		HOURS
UNIT 1	• Religious, cultural, social, political and creative types of drama.	**15**
UNIT 2	• Study of various images- 2D and 3D from objects, stairs, buildings, staircases, etc each element as apart from inner and outer space. Their various relationships with color, light, tones. •	**15**
UNIT 3	• Visual aspects that on the whole create a meaning-purpose-function-atmosphere.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
3.	Graphic & Information Design – (Practical)	3	100	3

❖ **OBJECTIVES:-**
- To encourage conceptual thinking and problem solving in context to design development.
- To utilize information in a functional and aesthetically appealing manner for better communication.

COURSE CONTENT		HOURS
UNIT 1	- Union of text and image - Corporate identity and branding - Applications of various sizes on different surface for various purposes at locations.	**15**
UNIT 2	Design principles employed in information design.	**15**
UNIT 3	Design of Invitation cards, calendars and other such informative products.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
4.	Package Design – (Practical)	3	100	3

❖ **OBJECTIVES:-**

- To understand the importance of packaging as one of the media in communication design. To develop a user – friendly shape and design the surface of a product in an artistic manner.

COURSE CONTENT		HOURS
UNIT 1	• Consumer, consumer behavior, handling mannerisms, shelf appeal, protection to the contents, transportability, stack ability, display, costing and estimating.	**15**
UNIT 2	• Elements of package design. Colour, shape and text.	**15**
UNIT 3	• Design for Labels, tags, CD covers and such articles used on packaging surfaces	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
5.	Drawing – (Practical)	3	100	3

❖ <u>OBJECTIVES:-</u>

- To study the structure of human figures, birds and animals.
- To sketch from surroundings to learn various techniques of rendering and application of various surfaces.

	COURSE CONTENT	HOURS
UNIT 1	• Different rendering techniques	**15**
UNIT 2	• Sketches from surrounding – outdoor and indoor studies – including human figures – natural and manmade object – animals, birds, landscapes, buildings, public places. •	**15**
UNIT 3	• Perspective in drawing. • Mediums – Pencil, Pen, Ink, Colours etc. • Caricature drawing, Creative character designing for advertising.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
6.	Communication Design – I – Indoor Media - (Practical)	3	100	3

❖ **OBJECTIVES:-**
- To understand the specific purpose of communication in print media.

COURSE CONTENT		HOURS
UNIT 1	• Creation of an advertisement brief.	**15**
UNIT 2	• Media to be covered - Press,, Advertisements	**15**
UNIT 3	• Media to be covered - Magazine Advertisements	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
7.	Communication Design – II – Outdoor & Point of Purchase – (Practical)	3	100	3

❖ **OBJECTIVES:-**
- To understand the specific purpose of communication in outdoor media.
- To understand the specific purpose of communication at the place of sale.

COURSE CONTENT		HOURS
UNIT 1	• Daily consumer, consumer durable products.	**15**
UNIT 2	• Service: Commercial , non -commercial, idea (Public Welfare)	**15**
UNIT 3	• Media to be covered – dangler, bunting, counter display, etc.	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
8.	Typography & Photography – (Practical)	3	100	3

❖ **OBJECTIVES:-**
- To understand letter forms as a sign for its spontaneity, grace, design and impact and to train the eye for traditional as well as contemporary typographic aesthetics
- To understand importance of photography in communication media, history of photography, camera and accessories, light and lighting, photography and reproduction process and professional scope.

	COURSE CONTENT	HOURS
UNIT 1	• Study of different types of cameras and lenses • Types of lighting for various purpose • Portrait	**15**
UNIT 2	• Still life and table top • Creative photographic techniques • Use of exposure meters	**15**
UNIT 3	• Advanced lighting • Flash photography • Outdoor photography	**15**

SR.NO	TITLE OF THE COURSE	HOURS PER WEEK	MARKS ALLOTED	CREDITS
9.	Computer Applications	3	100	3

OBJECTIVES:-

- To learn the latest computer software that will enhance designing and execution.

	COURSE CONTENT	HOURS
UNIT 1	• Flash for basic animation	**15**
UNIT 2	• XD for making prototypes	**15**
UNIT 3	• XD for making websites.	**15**

EVALUATION:
All subjects will be evaluated through

- Continuous assessment of sessional work in the form of assignments, drawings and tutorials.

Students to make presentation on selected topics which will be marked.

Teaching inputs include field visits, seminars, market surveys, study tour, assignments and presentations in the above mentioned subjects.

Students showcase their collection at an annual exhibition which will be judged by eminent personalities from the field of Commercial Art.

Students will work on interesting concepts create campaigns.

Participation in design competitions and Exhibition

❖ JOB OPPORTUNITIES:-

-Junior graphic designer

-Junior illustrator

-Junior UI designer

-Studio person for photo editing and preparing artworks

-Background artist

-Assistant to a photographer

-Rough story board artist

-Texture artist in an animation studio

-Wall painting artist

-Freelance graphic designer

-Art classes for kids and for various entrance exams for art colleges

-Hobby classes for drawing/calligraphy

COMMERCIAL ART
FOR 2nd YEAR

SR. NO	REFERNCE BOOKS
1	Will, F. H.: Fundamentals Of Layout For Newspapers And Magazine Advertising, For Page Design Of Publications & For Brochures. New York. Dover Publications Inc., 1965.
2	Carter, David, E. (Ed.).: American Corporate Identity - 7. New York. Art Direction Book Co., 1992.
3	The Graphic And Interactive Design Index - 13. Crans /switzerland. Roto Vision, S. A., 1999.
4	Fishel, C.: Minimal Graphics. Massachusetts. Rockport Publishers Inc., 1999.
5	Point Of Purchase : Design Annual - 9. New York. Visual Reference Publications, Inc., 2002.
6	CLIFF, STAFFORD.: 50 TRADE SECRETS OF GREAT DESIGN : PACKAGING. GLOUCESTER, MA.. ROCKPORT PUBLISHERS INC., 1999.
7	Web Design Basics. Gloucester, Ma.. Rockport Publishers Inc., 2002.
8	Daniel, Donnelly: Www Design : Web Pages From Arround The World.
9	Communication Arts (Sept-oct, 1995), Vol 37(5). Switzerland. Roto Vision, S. A., 1995.
10	Communication Arts (Jan-feb, 1996), Vol 37(8). Switzerland. Roto Vision, S. A., 1996.
11	Carter, David, E. (Ed.).: Creativity - 26. Stadford, Ct. Art Direction Book Co., 1997.
12	The Black Book Illustration - 2007. New York. Black Book Photography Inc, 2006.
13	Communication Art - 2007 Advertising Annual 48. Menlo Park. Coyne & Blanchard Inc., 2007.

❖ Scheme of Examination:-

The performance of the learners shall be evaluated into 2 parts.

The learner's performance shall be assessed by internal assessment with 40% marks in the first part, by conducting the semester end examination with 60% marks in the second part.

The allocation of marks for the internal assessment and the semester end examinations are shown as below:

Theory:

Internal assessment 40%

Sr. No.	Evaluation Type	Marks
1	Curriculum based assignments A)Presentation with the use of ICT (10 marks) B)Project based assignments (20 marks)	30
2.	Active participation in routine class instructional deliveries	5
3.	Overall conduct as a responsible learner, communication and leadership qualities in organizing related academic activities.	5

Semester end theory examination: 60%

(Theory Exam will be of 2hr duration.)

Theory Question Paper Pattern:

There shall be 5 questions each of 12 marks. On each unit there will be 1 question.

Question1 will be based on the entire syllabus.

All questions shall be compulsory with internal choice within the questions.

Questions will be subdivided into sub-questions a), b), c)….and the allocation of marks will depend on the weightage of the topic.

Practicals:

Internal assessment 40%

Sr. No.	Evaluation Type	Marks
1	3 project based assignments based on the application of syllabus. (10 marks each)	30
2.	Journal/Portfolio	10

Semester end examination: 60%

(Practical Exam will be of 3hr. duration)

Sr.No	Evaluation Type	Marks
1	Design Studio work: Syllabus based (1 question)	25
2	Design Studio work: Application based on syllabus (1 question)	30
3	Viva	5

Standard of passing as per the ordinances set by the University of Mumbai for the credit based semester and grading system.