School of Design

# A 21st Century University in India

# SCHOOL OF DESIGN



# Our Leadership Team



Hon'ble Dr. D. Y. Patil
Padma Shri



Dr. Vijay D. Patil

President & Chancellor



Mrs. Shivani Patil

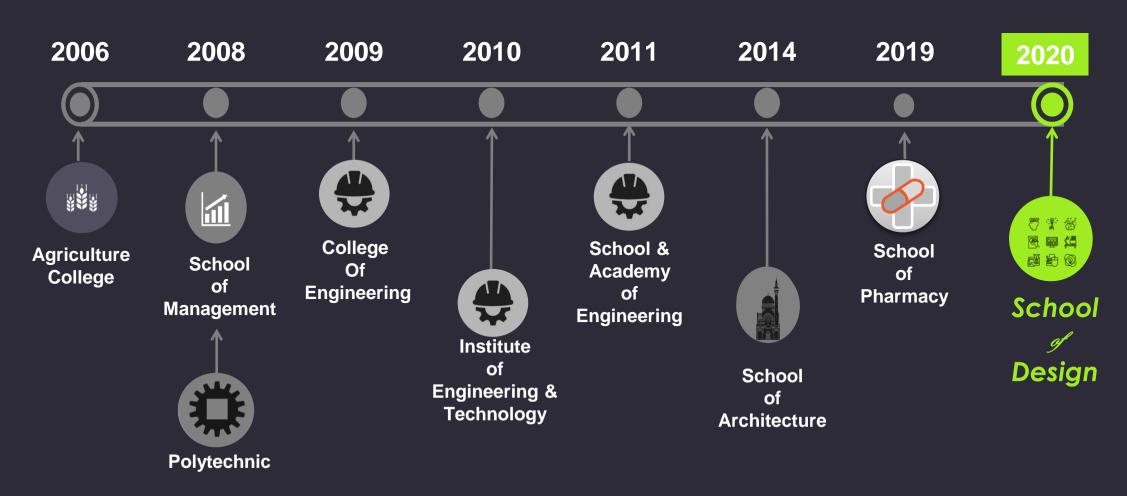
Managing Trustee



Dr. Sayalee Gankar

Vice-Chancellor

# Legacy to be DY Patil University



### Vision

"To be a premier school in the field of design education programmes focused to develop knowledge, use of technology with creativity and innovation to apply as a professional"

### **Mission**

Prepares students for various careers design field

 Understand and develop designs with interdisciplinary knowledge in liberal arts, traditions and values

 Provide an inspiring, creative, collaborative, and student-centric learning environment for developing knowledge, skills and abilities for the profession, the environment, and the world at large.

# **Programmes**

Bachelor of Design (B. Des.)

Intake 60

**Product Design** 

(Intake 20)

**Graphic Design** 

(Intake 20)

**Interior Design** 

(Intake 20)



### The Academic Leaders



Prof. (Dr.) Uma Jadhav
Principal
School of Architecture



Ms. Anuradha Date Professor



Ar. Babasaheb B. Mhaske Assistant Professor



Ar. Sayli Pawar Assistant Professor

# Programme Objectives

To develop the knowledge, skills, creativity and innovation for design profession.

Ensure the collaborative learning through theinteraction with qualified and experienced academicians, industry practioners and professionals.

Competency Development programmes and Youth Leadership Programme are deigned to develop the personality, attitude and values.

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# Programme Objectives

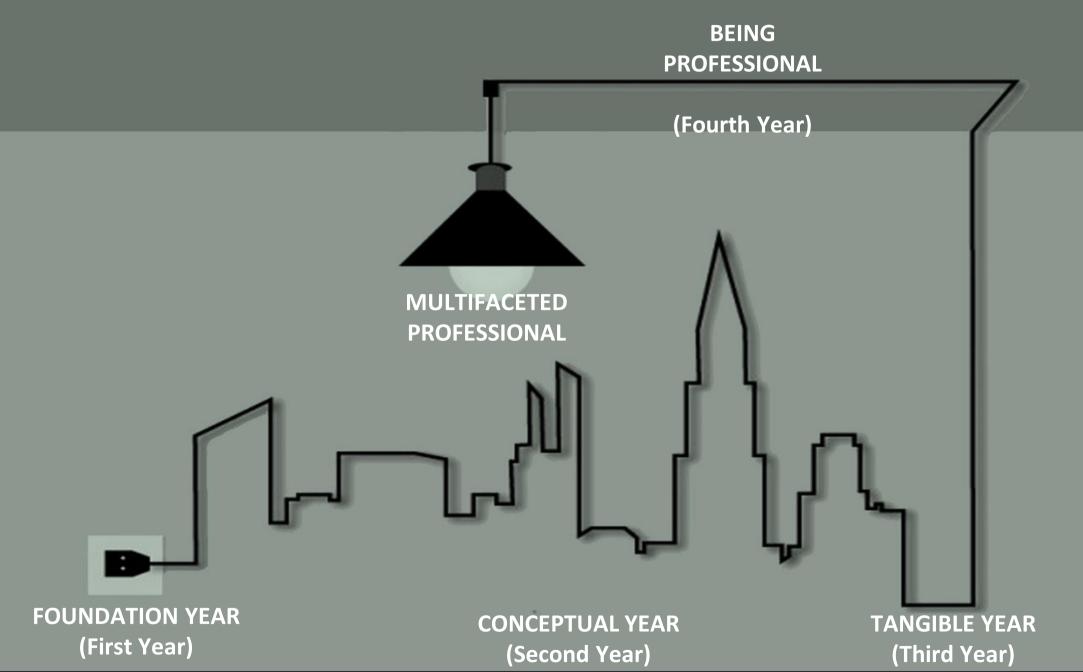
O4 Provide opportunity for Certification\* programmes in technical, management skills, upcoming areas.

Experiential learning by providing winter and summer internship, live projects opportunities to work in visual agencies and design companies.

lnculcate innovation, leadership, & entrepreneurial thinking.

Academic delivery with the use of technology, workshops, seminars, visits, study tours, joint studios and webinars.





# Programme Structure

### **Choice Based Credit System**

PROFESSIONAL COURSE	TECHNICAL COURSE	ELECTIVES/SPECIALIZATION TRACKS
Art and Design Fundamentals	Applied Science for Designers	Basic Forms in Pottery
Design and Human Evolution	3D modeling and prototyping	Sculptural Ceramics
Graphics & Drawing	Applied Ergonomics	Communication Theories, Visual Perception and Semiotics
Visual-Arts Studio	Design, Technology and Innovation	Design, Storytelling and Narratives
Typography fundamentals and Exploratory Printing	Animation Design	Ceramic Glazes and Colour Development
Design, Society, Culture and Environment	Film-Video Design	Understanding Human Anatomy
Dissertation	Transportation Design	Global Design Thoughts and Discourse
Thesis Project Work	Materials and Processes	
	Design Management, Planning	
	Professional Practice	
	System Design Project	

<sup>#</sup> Curriculum is designed with practicing professionals

# Competency Development Programme

### **CONCEPTUAL SKILLS**



- Relation between theory and practice
- Aesthetics & Proportions
- Visualization
- Creativity and Innovation
- Sense of Design
- Critical thinking and problem solving

### **INTERPERSONAL SKILLS**



- Communication Skills
- Being Human
- Leadership Development Programme
- Universal Values like equity, environmental care, accessibility, respect for heritage and ethical practices
- SDG Goals and responsibility

### **TECHNICAL SKILLS**



- History of Design
- Design and Mechanical Sciences
- Carpentry, Sculpture, Chiselling & metallurgy etc.
- Mathematics & Geometry
- Drawing

# Learning Process

### **Orientation Programme**



Workshops



Studio Lectures

PROGRESSIVE ASSESSMENT



**Studio Interactions** 



**Certification Programmes** 

Vertical Studios, Annual Exhibitions



**Final Examination** 



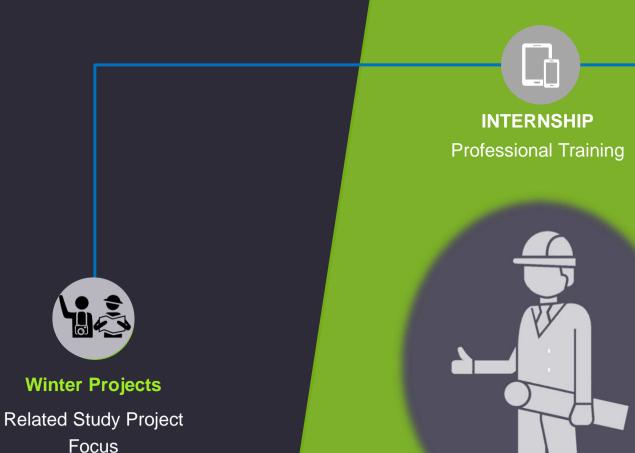


Field Visits,
Parallel Studies,
Professional Trainings

**Knowing the Basics** 

Learning process includes Classroom Sessions,
Interactive Presentation, Parallel Studies, Studio Based
Assignments, Exhibition, Training in National and
International Reputed organizations\*

# Internships and Projects



Design, Practical Skills



### **Summer Projects**

Practical Training
Focus
Assimilate Ignored Skills

# Professional Skill Development

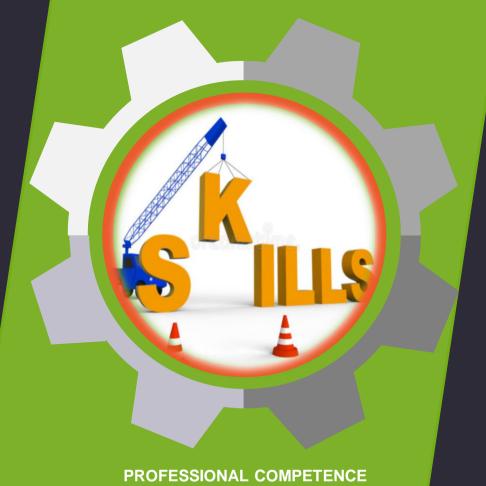
**DESIGN SKILLS AND KNOWLEDGE** 



**ARTISTIC SKILLS** 



**TEAMWORKING SKILLS** 



**ANALYTICAL THINKING SKILLS** 



**LEGAL KNOWLEDGE** 



EXCELLENT VERBAL COMMUNICATION SKILLS

**Center for Industry Academic Partnership** 

Industry Partnership I Collaborations I MOU I

### **Proximity to Indian Corporates in Mumbai and Pune**

University campus has become the "Seat of Education and Knowledge". It is preferential education destination for students. Campus is equally distanced from Pune and Mumbai. Due to which academicians, industry practioners and industry from India's Financial Capital Mumbai are partnered and providing training, internship and placement.

Mumbai Pimpri Chinchwad PUNE

Industry(PCMC)

IT Industry- Hinjewadi MIDC-Chakan MIDC-Talegaon

### **Industry Focused Learning:**

Programs are designed, developed and reviewed in consultation with academic experts and leading industry practitioners for ensuring relevant learning.

### **Practice, Experience and Experimentation**

Industry projects, Joint programs, certifications, research, internships and placements are the outcome of partnership.



### Laboratories

### **RESEARCH & CONSULTANCY CELL**

The Research & Consultancy Cell undertakes architectural, urban design and environmental Impact assessment projects & research works and provides Opportunities to the students to work with, acquire more knowledge & learn practical aspects of the practice.



#### **COMPUTER LAB**

The LAB is equipped with latest configuration machines with all the latest software required for architectural education and architectural practice. Ex. Auto Desk AutoCAD, Autodesk Revit, Coral Graphic Suite, Sketch-up Pro, V-Ray for Sketch Up, V-Ray for Photoshop, Adobe Photoshop Suite, Integrated Environmental Solutions etc.





### **MATERIAL LAB**

Material Museum is created for studying latest construction materials, technology and specifications, samples, prototypes, miniature and models. Material Lab consists of Samples of Plumbing Equipment, Samples of Carpentry Equipment, Samples of Electrical Equipment, Construction Tools, Joinery Details, Miniature Models of Joinery for different materials etc.



### **SURVEYING AND ENVIRONMENTAL LAB**

Surveying & leveling and Climatology practical are conducted in the lab with the help of Instruments like, Testo 174 H Temperature and Humidity Mini Data Logger, SL4010 Digital Sound Level Meter, ST - 9283B Digital Thermometer, Thermo Hygrograph, Soil Thermometer, PC Weather Station, Environmental Meter Model, Digital Lux Meter, Carbon Di Oxide meter with Lodger etc.

# Investment in Labs

Total Investments Rs. 5 Crore.



01

#### **RESEARCH LAB**

Latest IT infrastructure and Interaction Spaces for Students, Faculties and Clients. 02

#### **MATERIAL LAB**

Construction materials, samples, prototypes and miniature models etc.

SURVEY LAB

03

Well equipped Survey & leveling and Climatology labs with latest Gazettes and equipment's

04

#### **COMPUTER LAB**

Latest Configuration Computers, Laptops with Latest Software.

# Campus Life



**Book Club** 



Industry Interaction







**Cultural Events** 



Sports Club

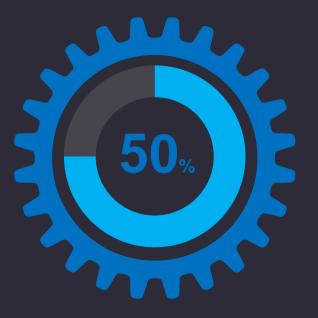


Film and Music Club

# Campus Life







**Professional Practioners** 

# A 21st Century University in India

D Y Patil University, Pune.

SCHOOL OF DESIGN

# Thank You...

For Admission Please contact
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