

Interior Design Diploma

33 Cr (9 months)

I- Semester Plan

Semester 1	Course 1 Fundamentals Of Interior Design	Course 2 Visual Manipulation Software	Course 3 Interior 2D Visual Software	Course 4 Architectural Drafting
Semester 2	Course 1 Interior 2D/3D Visual Communication	Course 2 Perspective/ Architectural Drafting	Course 3 Software Design	Course 4 Materials, Lighting Design & Applications
Semester 3	Course 1 Quick Software Sketching	Course 2 Digital 3D Rendering/ Animation	Course 3 Senior Project	

II- What Can I work with this Diploma?

- Estates Designer
- Furniture designer
- Interior designer
- Interior Design Office Assistant
- Product designer
- Stylist
- Floral Designer
- Landscape architect
- Textile designer
- Home Lighting Advisor

III- Where Can I work with this Diploma?

- Interior design firms
- Architectural firms
- Retail stores
- Design departments of industries
- Homes
- Hospitals
- Hotels
- Banks
- Exhibitions
- Events Management Companies
- Contractors
- Freelance

IV- Course Description

Semester 1	Course 1 Fundamentals of Interior Design	Course 2 Visual Manipulation Software	Course 3 Interior 2D Visual Software	Course 4 Architectural Drafting
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Course 1 Description (Fundamentals of Interior Design (Interior Basics and Space Planning)): (- 6 hours- 15 weeks)

In this course students will be introduced to the design process, basic design vocabulary and various presentation skills and techniques. Professional practices and responsibilities, trade resources, and the value of design organizations will be discussed. They will be exposed to all drawing tools by applying many projects. And also, know the design process to small-scale residential and commercial projects (plan, section, elevation). Emphasis will be placed on spatial organization and sequencing, human anthropometrics and conceptual problem solving in three-dimensional space. Students will be expected to present their design solutions through oral, written and visual means to do residential and commercial projects, and through out the knowledge of design principles, circulation, and history of interior design.

Course 2 Description (Visual manipulation software (Adobe Photoshop)): (- 3 hours- 15 weeks)

An introduction to learn how to use the Photoshop program and start doing rendering for interior texture such as walls, tiles, fabric, etc., and to import plans or sections on elevations from AutoCAD to Photoshop program.

Course 3 Description (Interior 2D visual software (Auto CAD)): (- 3 hours- 15 weeks)

This course is an introduction to basic computer-aided drafting. Emphasis is placed on drawing setup; creating and modifying geometry; storing and retrieving files predefined shapes; placing, rotating, and scaling objects, adding text and dimensions, using layers, coordinating systems; as well as input and output devices.

Upon completion, students should be able to use specific computer applications to complete drawings and plot/print. Students will be taught to use CAD software effectively to create computer-generated floor plans, elevations, and details that meet current industry standards.

Course 4 Description (Architectural Drafting): (- 4 hours- 15 weeks)

In this course, students will be introduced to the fundamentals of manual drafting and the tools used in this technique. Some of the goals are to learn basic interior drafting vocabulary, line quality, lettering, and drafting conventions for floor plans, furniture plans, interior elevations, building sections, stairs, and reflected ceiling plans.

Semester 2	Course 1 Interior 2D/3D Visual Communication	Course 2 Perspective/ Architectural Drafting	Course 3 Software Design	Course 4 Materials, Lighting Design & Applications
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Course 1 Description (Interior 2D/3D Visual Communication (AutoCAD/ Photoshop/ 3D MAX)): (- 3 hours- 15 weeks)

In this course, the students will learn by using 3 softwares methods for interior design, together with current software applications, students explore the relationship between maps and image, as well as the design and impact. This course explores the three-dimensional viewing by learning 3D Max, build construction capabilities on AutoCAD and rendering it with photoshop program.

Course 2 Description (Perspective/ Architectural Drafting): (- 4 hours- 15 weeks)

This course is designed to teach students to generate perspective drawings by mechanical construction. Perspective techniques will be introduced as students continue to build on skills acquired in Drawing, Quick Sketching and Visual Communication I. Various media will be demonstrated and applied to perspective drawings and floor plans with the knowledge of the fundamentals of manual drafting and the tools used in this technique. Some of the goals are to learn basic interior drafting vocabulary, line quality, lettering, and drafting conventions for floor plans, furniture plans, interior elevations, building sections, stairs, and reflected ceiling plans.

Course 3 Description (Software Design (Adobe Illustrator/ Adobe Photoshop)): (- 3 hours- 15 weeks)

In this course, the students will learn to draw the perspectives of design, form, manufacturing processes, sustainability, and utility. they will create prototypes, plans, section and elevations and render them. Students completing the course will describe, demonstrate, compare, analyze, and integrate.

Course 4 Description (Materials, Lighting Design & Applications): (- 4 hours- 15 weeks)

In this course students will examine non-textile-based materials, available resources, and methods of production, construction and installation. Through a study of current product applications, they will learn how to select, specify and apply appropriate materials and finishes on the basis of aesthetics, material cost, environmental impact and performance; they will also acquire knowledge of fabric and textile. The student will also develop a lighting vocabulary while creating skills driven by technical and design principles associated with lighting. In addition, skills are developed which are required to successfully convey lighting design through industry-standard techniques.

Semester 3:



Semester 3	Course 1 Quick Software Sketching	Course 2 Digital 3D Rendering/ Animation	Course 3 Senior Project
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Course 1 Description (Quick Software Sketching (Sketchup, Lumion, And Photoshop): (- 3 hours- 15 weeks)

This course covers the architectural drafting and illustration techniques for two- and three-dimensional interior drawings, using both manual and digital skills and media, as a means of communicating ideas, information and quantitative data. Industry standard software, such as SketchUp, Lumion, and Photoshop are introduced.

Course 2 Description (Digital 3D Rendering/ Animation): (- 4 hours- 15 weeks)

This course teaches students a 3D visualization software (3D MAX for example) suitable for the highest level of professional architectural presentations. Students will learn to unleashing creativity and helping you show your design complete with shadows, lighting, rich and animated entourage, and photorealistic or conceptual effects.

Course 3 Description (Senior Project): (- 3 hours- 15 weeks)

The thesis + its project and studies + problem solving It will also contain

Do a full research about the project.

Design new ideas for projects (ideas that give society the opportunity to transform from a negative problem into a positive solution)

Do the project mood board includes (concept, color scheme, project name, logo, location, why I chose this project, bubble diagram).

The senior project plans scale is 1/50 AutoCAD (furniture plan, ceiling plan, tiling plan, sanitary plan, mechanical plan. The Senior minimum project space varies between 2000 m and maximum 3000 m.

Require to do minimum: 6 sections, 3 render (photoshop) and 3 non render (AutoCAD), and 6 scenes on 3D max.

Video animation

Show the details for the blow-up area.

The thesis will begin with a historical review of the main theories and methodologies of interior design in aesthetics and art criticism as represented by the various schools of thought throughout history. In this course students will reflect design as a contextual "living in the world" tradition. Students will speak with a personal voice in the design of a complex thesis-based project that demonstrates the understanding that all design decisions are an essential part of a diverse framework encompassing a wide range of cultural, socio-economic, political and environmental issues. Emphasis is placed on the student's ability to create a project that demonstrates all aspects of the design process, as well as the skills and knowledge they have learned to this point in their studies in the presentation of an evidence-based creative solution to a self-defined issue or implication. Students are expected to utilize research methodology to organize and define their project thesis. An aspect of the project solution is the use of appropriate methods to effectively communicate research findings as well as effective presentation techniques used to express the proposed design concept.

V- Contact

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