



Celebrating
25 years
INSPIRE
INNOVATE
EXCEL

Be the
next



in **Design**

NSHM Knowledge Campus

Life is full of possibilities. All you need to do is explore them. At NSHM, we provide our students with the perfect environment to explore the world of unlimited possibilities and craft their own success story across multiple disciplines like Business & Management, Media & Communication, Design, Health Sciences, Computing & Analytics, Engineering & Technology and Tourism & Hotel Management.

Today, NSHM has earned a nationwide reputation for its innovative approach to learning. It offers the best industry-integrated learning, internships and top-of-the-line placements. The students are provided with theoretical as well as practical learning, aided with hi-tech labs and infrastructure. Professional and scholarly ambience along with a fulfilling campus life ensures an all-round development of the students.



Our Legacy

Winner of ASSOCHAM India
Award for Best Education Group
in East, 2019

59 Degree
Courses



7 Schools

More than

25,000

alumni working
in India
and abroad

**Experiential
Learning**



Centres of Excellence

The Centres of Excellence at NSHM Knowledge Campus are committed to the holistic development of its students by grooming talented professionals through unique programmes and initiatives.



CENTRE FOR INNOVATION & INCUBATION

Determined to provide team-designed, team-delivered, experience-based and community-based applied learning, NSHM has endeavoured to create this unique platform and has christened it as TAG. This centre inspires, motivates and cultivates the innate human curiosity to bring out the genius in our students, taking them ahead on the path of creation, innovation and entrepreneurship.



CENTRE FOR CREATIVE & PERFORMING ARTS

Aangan is a creative platform where NSHMites learn and showcase their creativity. Aangan features both traditional and contemporary training programmes. A fresh basket of training programmes is offered in every semester by the trainers from various creative disciplines. Aangan works closely with the student community and clubs of NSHM.





NSHM Centre for Language
& Communication

CENTRE FOR LANGUAGE AND COMMUNICATION

NSHM CLC ensures the development of people skills among its students so that they are able to connect with the industry and its people, thereby emerging as successful professionals. Apart from conducting regular English and business communication classes, the centre conducts regular evening classes on the English language, foreign languages & employability skills.



CENTRE FOR SOCIAL ACTION

Outreach is involved in contributing to social causes by mobilising student volunteers to participate in various outreach activities, often in collaboration with charitable organisations and NGOs. It is a platform through which students and individuals can connect with the society and its people.



CENTRE FOR SPORTS & WELLNESS



UDAY aims at contributing to the personal, physical & psychological growth and well-being of students, creating a sporting environment in NSHM. With its state-of-the-art fitness training & gym facilities, UDAY organises regular fitness training programmes and also organises various sports activities and events round the year. The centre is also committed to nurturing young sporting talents through regular training camps and practice.

CBEL

Choice Based Extended Learning

CBEL is Choice Based Extended Learning (CBEL) which is an exciting design to bring NSHM learners across all programmes and levels (UG-to-PG) in a cohort of CBEL programme, as per their choice. NSHM is one of the top education centres in India that offers 50+ CBEL programmes of 20-40 hours duration under 9 baskets.

The baskets are replete with curated multi-disciplinary programmes of useful and productive learning beyond the programmes of study of a learner. Moreover, CBEL will be all about active learning and are intended to extend the joy of learning through engaging activities. The maximum a learner can choose per semester is 4 programmes and the minimum one programme.



CBEL Programmes

- **Business Management**

Course: Brand Management | Sustainable and Ethical Studies | Integrated Marketing Communication | Luxury Brand Management | Marketability of Indian Craftsmanship | Social Entrepreneurship | Managing Workforce Diversity | Logistics and International Supply Chain Management | Lateral Thinking using de Bono Six Thinking Hats | Essentials of Entrepreneurship | Business Plan Formulation & Pitching

- **Communication & Creative Studies**

Course: Cinematography | Set design | History of Art | Aesthetics | Sculpting | Event Management | Press & Public Relation | Product Photography | Design Thinking | Designing a Powerful Presentation | Effective Communication through Theatre | Music, Arts and Acting Appreciation | Monetising Social Media

- **Entrepreneurship**

Course: Organic Product Making - Farm and Non-Farm

- **Health & Wellness Management**

Course: Economic Evaluation of Various Diseases | Legal Issues in Health Care | Health Insurance Management | Ophthalmic Product Development | Self-Practitioner Optometrist | Metrics for Public Health | Clinical Data Management | Health Data Analytics | Pharmacokinetics with Calculations | Pharmaceutical Product Development | Mental Wellness | Yoga for Resilient and Resonant Personality Development | Yoga for Health Management | Wellness through Sports and Fitness Management

- **Hospitality Management**

Course: International Travel Formalities | Tourism Destination Management | Customer Relationship Management in Tourism

- **IT & Analytics**

Course: Research and Data Analysis | Working with Data | Field-survey Project Based Qualitative Analysis of Data | Data Privacy in The Digital Business | Data Analytics with Excel | Industry 4.0

- **Language & Linguistic Studies**

Course: French | German | Sanskrit for Beginners | Phonetics, Linguistics, and Literature Appreciation

- **Professionalism & Skill Enhancement**

Course: Image Development | Professional Attitude for Customer Service | Scientific Writing | Designing Impactful Presence | Emotional Intelligence

- **Socio-cultural Studies**

Course: Universal Human Values | Indian Knowledge System: Introduction to Manuscriptology and Palaeography

Courses

Business & Management

BBA
BBA (Global Business)
BBA (Sports Management)
BBA (Supply Chain Management)
BBA (Accountancy, Taxation & Auditing)
MBA (Full Time)
MBA (Part Time)
M. Philosophy
B.Voc. - Banking, Financial Services & Insurance

Computing & Data Analytics

B.Sc. - Gaming & Mobile Application Development
Bachelor of Computer Applications
B.Sc. - Data Science
B.Sc. - Cyber Security
M.Sc. - Data Science & Analytics
M.Sc. - Information & Cyber Security
M.Sc. - Computer Science

Health Sciences

Bachelor of Pharmacy
Bachelor of Optometry
BBA (Hospital Management)
B.Sc. - Psychology
B.Sc. - Medical Lab Technology
B.Sc. - Yoga
B.Voc. - Medical Imaging Technology
Master of Optometry
Master of Pharmacy – Pharmacology
Master of Pharmacy – Pharmaceuticals
M.Sc. - Clinical Psychology
Master of Public Health
Master of Hospital Administration
M.Sc. - Dietetics & Nutrition
M.Sc. - Yoga

Tourism & Hotel Management

B.Sc. - Culinary Science
B.Sc. - Hospitality & Hotel Administration
Bachelor of Hotel Management & Catering Technology
BBA (Travel & Tourism)
M.Sc. - Hospitality Management
Master of Tourism & Travel Management

Media & Communication

B.Sc. - Film & Television
B.Sc. - Media Science
M.Sc. - Film & Television
M.Sc. - Media Science

Design

B.Sc. - Fashion Design & Management
B.Sc. - Interior Designing
B.Sc. - Multimedia, Animation & Graphics
B.Sc. - VFX Film Making
M.Sc. - Fashion Management
M.Sc. - Animation & Graphics

Engineering & Technology

B. Tech. - Mechanical Engineering
B. Tech. - Robotics
B. Tech. - Civil Engineering
B. Tech. - Computer Science Engineering
B. Tech. - Artificial Intelligence & Machine Learning
B. Tech. - Data Science
B. Tech. - Electrical Engineering
B. Tech. - Electronics & Communication Engineering
Diploma of Civil Engineering
Diploma of Mechanical Engineering
B.Voc. - Automobile Servicing
B.Voc. - Refrigeration & Air-Conditioning

About NSHM School of Design

NSHM School of Design (NSD) offers UG & PG programmes in interior designing, multimedia, animation & graphic design and fashion design & management. Within a brief period, NSD has become a sought after destination for students aspiring to graduate with a degree in one of these fields. This preference owes itself to the unique immersive learning experience that the school provides. Handholding students through various creative techniques and usage of cutting-edge tools and software with immense care, has become the hallmark of the training process that is practised here. This apart, the state-of-the-art infrastructure with new age labs for seamless learning along with a dedicated placement cell, that is in charge of providing the graduates with a stepping stone into the industry, makes NSD a one of a kind design school in Eastern India.



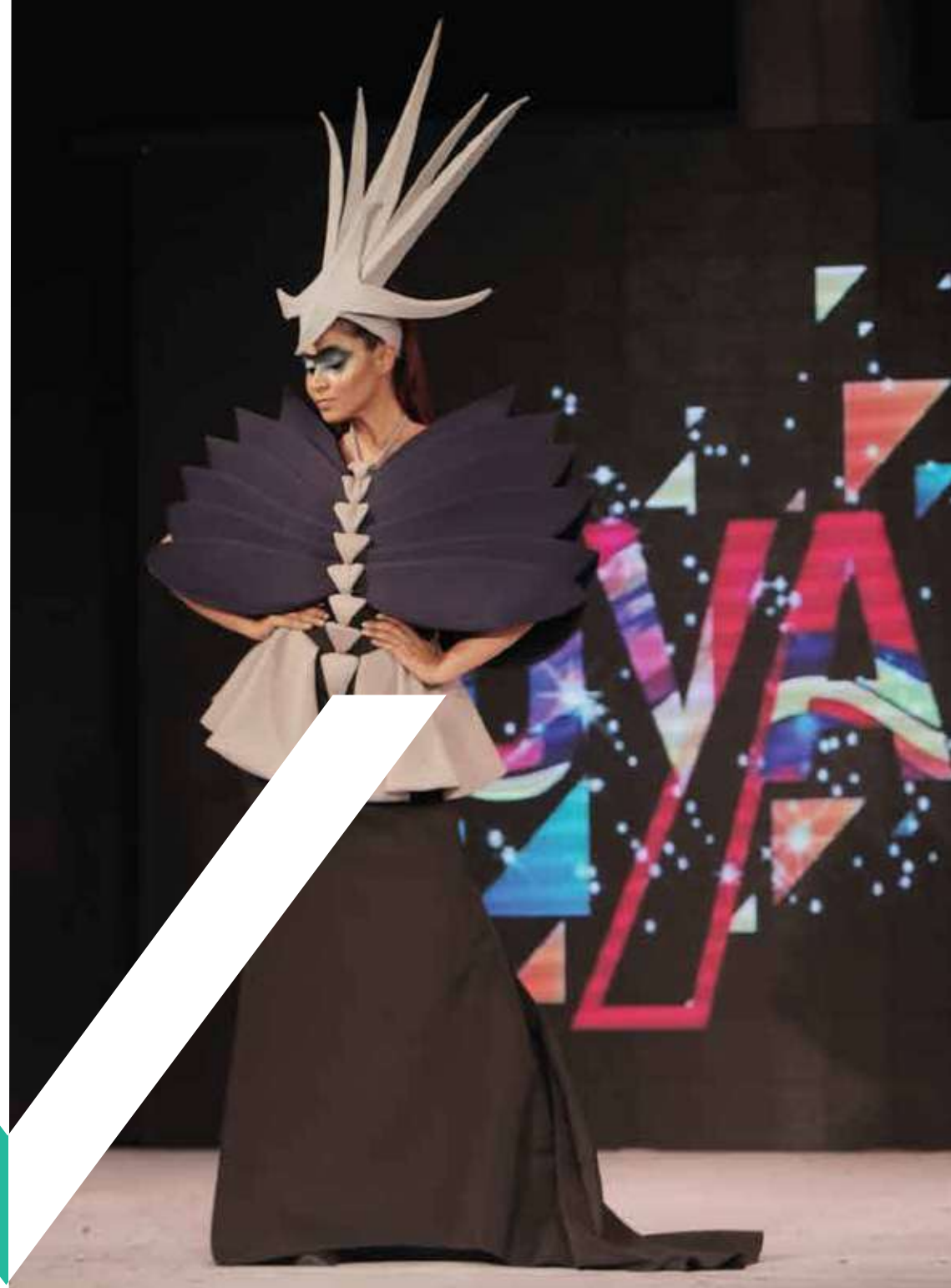
Knowledge Partners



NSHM School of Design is the only design school in East India to collaborate with Toonz Academy, Kerala for industry-endorsed UG & PG courses in animation and graphic design. The collaboration provides students with the opportunity to work on live projects at Toonz production studio, earn professional diplomas in addition to the regular university degrees, internship opportunities and final placement facilitated by Toonz.



The European League of Institute of Arts (ELIA) is an association of art and design institutes that collaborate and share their knowledge, opportunities and experiences. NSHM School of Design (NSD) has been accepted as a non-European member into ELIA, making NSD the second South East Asian institute to be welcomed into its fold.



NSHM Advantage

Infrastructure

Advanced animation & design labs powered by iMacs and latest tools & software along with best-in-class art rooms, pattern labs, production labs & CAD labs for fashion designing.



Experiential Learning

A host of activities including the Annual Graduation Showcase - Vectra, artist residency projects, workshops and seminars are organised throughout the year to groom students for the industry.



Recruiters









Fashion

B.Sc. - Fashion Design & Management

M.Sc. - Fashion Management

Programme-Detail Structure

Affiliated to MAKAUT (formerly known as WBUT)

Name of the Programme	B.Sc. - Fashion Design & Management	
Duration	3 years	
Location	Kolkata	
Programme Objective: To prepare students for vocations in Fashion Design & Management and related industry where they will be able to contribute as a Designer, Manufacturer, Event Planner, Manager, Entrepreneur, and other areas involving creative, technical & business aspects. Besides, they will adapt to the changing Fashion trends and contribute to new Fashion trends by way of continuous learning and practice and upholding the cause of environment and sustainable development with a commitment to morals, values and ethics.		
Core Areas	Key Learning	Brief Description
Fashion Studies	Fashion Psychology & Grooming	In-depth understanding of the fashion, world of fashion, trends in Clothing, the process involved in Clothing selection, fashion and human behaviour.
	Indian Costume	Different traditional textiles, historical origins, study of costumes in relation to art, fabric, footwear, head dress & other accessories during different periods of time, Indian fabric, Indian Culture and fashion.
	History of Western Costume	Evolution of clothing, obscure beginnings of the Paleolithic Age to the modern age, cross- references in clothing between diverse civilizations in different centuries.
	Textile Science	To gain knowledge about different types of textiles, their properties and suitability for different products in fashion & garment industry.
Fashion Designing	Fundamentals of Design and its applications	To understand the design elements & principles and its application in fashion designing. To induce an organized methodology in developing a successful collection / line of garments, Embellishment Techniques.
	Fashion Art , Drawing, and Stylization	Introduce basic sketching techniques using various mediums and rendering life forms, basic fashion illustration croquis with proportion, body movements and various poses, illustration skills, signature style of sketching, various artists styles of illustration, textile rendering using different media.
	Computer Graphics & Design	Application suite of Ms-Office, Creative and graphic design software, Computer-aided design, Computer Aided Textile Designing and Presentation Software, Computerized Pattern Making & Grading Software.
	Surface Ornamentation	To teach the basic hand embroidery techniques, surface designing and other ornamentation techniques .To introduce various traditional embroidery techniques of India.
	Draping	Principles of draping, training the eye to see proportion and design detail in relation to the human body, interpret and analyze more complex drapes.
	Costume & Accessory Designing	Costume for the movie, theater and advertisement industry, garment designs with appropriate accessories.
	Portfolio Presentation	Capstone Project - work created through all semesters, portrayal on areas of interest, communicating the capacities and capabilities, showcasing of skills and talents, creative designing, sensibilities, developing ensembles - thematic presentations and interpretations.
Garment Manufacturing	Sewing Fundamentals	To introduce various Industrial Machineries. To understand basic sewing techniques & to acquire basic skills of operating industrial sewing machines.
	Garment Construction & Assembling	To learn the construction methods of different parts of a garment and different types of finishes.designing fashionable garments. To enables the student to execute complete garments.
	Pattern Making & Manipulation	To familiarize with tools and methodologies of pattern making. To understand the language of pattern making and develop the ability to create designs through the flat pattern method. advanced methods of pattern making.
	Apparel Production	Materials: key aspects of materials management, supply chain, optimization, logistics management, stock and inventory control, warehousing, sales and distribution, Production: functions and procedures of the apparel production unit, understanding of the latest technological developments in the apparel industry, quality control parameters, basic economics.

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Core Areas	Key Learning	
Business Management & Entrepreneurship	Fashion Marketing	Businesses create value for customers by examining the process by which marketing builds on a thorough understanding of buyer behavior and how it works in the business world. To introduce different aspects of Domestic Marketing & Retail Merchandising.
	Export Merchandising	Goods for sale in a foreign consumer market, definition and role of the merchandiser, merchandising department in the apparel industry, expertise for appropriate selection of fabrics, trims and other materials keeping the design/style/market in perspective, case studies.
	Retail Store Operation	Scope, functions and processes in retail store operations, store management processes, Retail supply chain management, and measures of store performance.
	Multimedia & E-commerce	Design-to-working prototype, multimedia showcasing, Digital marketing, web, internet and E-Commerce, E-Com/ M-Com business framework, strategy, marketing and business processes.
	Fundamentals of Entrepreneurship	Start-up : Ideation, Incubation, Acceleration, business laws, enterprise venturing-regulatory laws, business planning, resources management, accounting and finance, risks, decision making, compliances, audit, Case studies, etc.

Admission Helpline: 90732 17630

Programme-Detail Structure

Affiliated to MAKAUT (formerly known as WBUT)

Name of the Programme	M.Sc. - Fashion Management	
Duration	2 years	
Location	Kolkata	
Programme Objective: PEO1: Established expertise in different fields of running a fashion-related industry. PEO2: Attained higher professional growth in the fashion and garment industry and in owned enterprises. PEO3: Developed contemporary knowledge and skills through lifelong learning in fashion marketing, visual merchandising, garment manufacturing, and e-commerce. PEO4: Pursued professional values and ethics in all profit and non-profit interventions for the betterment of society.		
Core Areas	Key Learning	Brief Description
Sales & Marketing	Fashion Marketing & Merchandising -1	Fashion business models and analyze its importance.
	E-commerce	Awareness about the scope of future prospect in electronic media related to fashion product.
	Consumer Behaviour	Different dimensions of the consumer-psyche in respect to buying behavior with a view to understand & identify the relevant market more efficiently.
Merchandising	Fashion Marketing & Merchandising -2	Awareness of the fashion business and its importance.
	Logistics & Resource management	Efficient optimization and management of the operation in Logistics & Resource Management and the ability to apply them in the enterprise.
	Visual Merchandising & Window Display	Technicalities and the sales potential of the right display on shop windows, signboards, interiors and other promotional drives.
	Process of Garment Manufacturing	Different processes involved in garment manufacturing and the relative importance of all the steps towards producing the ultimate product.
Research & Analysis	Research Methodology	How research is being done in the global fashion industry, and to put that knowledge of qualitative and quantitative research and analysis into practice for effective customer demand.
	Masters Project	On-field experience of research methodology & report writing around a guiding theme.
Business Entrepreneurship	Finance & Economics	Economic aspect of the fashion world and about the financial strength & weakness of a typical fashion business case.
	Sustainable & Ethical Studies	To explore and investigate the possibilities in sustainable and ethical fashion.
	Fundamentals of Entrepreneurship	Technical & managerial aspects of setting up and successfully running a fashion related business.
Developing Fashion Aesthetic	Basics of Fashion	Survey and research on the world of fashion from an industry perspective.
	Fashion Design Process	Design elements and principles, and its application in fashion design to help develop garment collections successfully following an organized methodology.
	Lifestyle Journalism	Advantages and disadvantages of various media for technical, business, and personalized communication and about how to strategize for effective fashion coverage.
	Fashion Communication	Analyze the different levels of fashion communications, and about how it helps in the overall growth of the fashion industry.

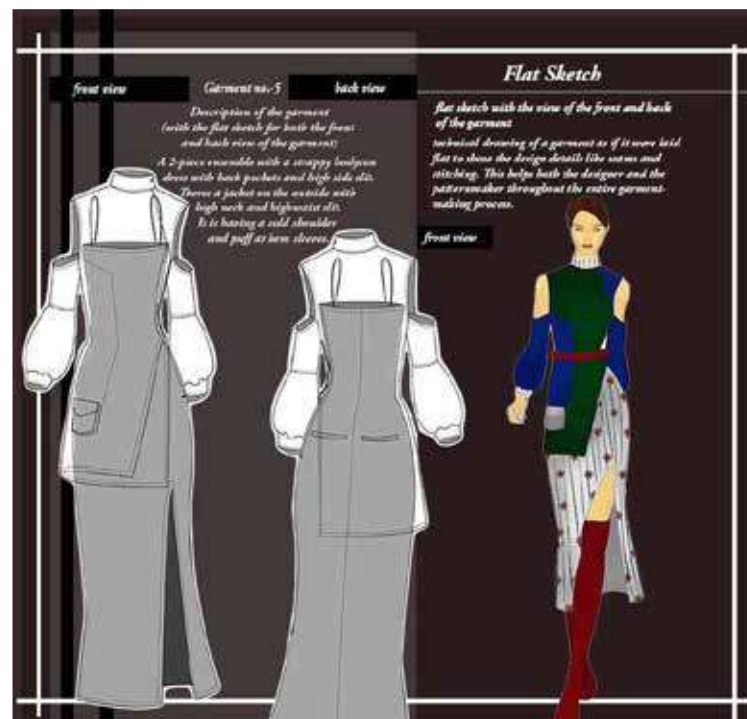
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Core Areas	Key Learning	Brief Description
Creative Skill Development	Computer Application	Applications of different software, IT aids, and cutting edge technologies in fashion and garment industry.
	Fashion Styling & Photography	Different aspects involved in building campaign shoots in the field of fashion photography and styling.
	Communication skill, Grooming & Etiquettes	Various professional attributes for mindful, cognitive, ethical, social behaviors and corporate etiquette at the work place, in physical and/or digital environments.

Admission Helpline: 90732 17630

Students' Corner









Multimedia, Animation & Graphics

B.Sc. - Multimedia, Animation & Graphics

B.Sc. - VFX Film Making

M.Sc. - Animation & Graphics

Programme-Detail Structure

Affiliated to MAKAUT (formerly known as WBUT)

Name of the Programme	B.Sc. - Multimedia, Animation & Graphics	
Duration	3 years	
Location	Kolkata	
Programme Objective: To prepare students with knowledge and skills of Animation Design from the perspective of theoretical grounding and its design applications for superior user experiences. Besides, they will be able to explore Design and Animation as a creative pursuit using traditional and innovative mediums as creative professionals in employment and/or entrepreneurship in the areas of Design Strategist, Information Designers, Interactive Multimedia Designers, Graphic Designers, Video Film Designers, Animators, Merchandise Designers, etc, or in the higher learning and applications advancing the design of visual communication through interdisciplinary studies.		
Core Areas	Key Learning	Brief Description
Multimedia & Graphics Design	Design fundamentals and Visual representation	Basic elements and principles of Design, design perspectives, theoretical bases, aesthetics, visual stimuli, and representations.
	Graphic Design	Explore and understand various design forms, graphical representation, Graphic Design- Perspective, Process, and practice, Computer graphics, interfaces.
	Web Design	Understanding web design, web technology, design methods, web standards, Concept of WWW, domain names, URL, web hosting, Browser-function and features, website development, web hosting.
	Design Production	Production methods for print, processes and materials, print production, design in the Digital age.
Animation	2D Animation Production	Basic structure of animation film, making process and technique, types of 2D animation, modernization of 2D animation, structure of pre-production, production and post-production process, application of digital methods for 2D animation film making.
	3D Animation Production	Understanding digital trends, emerging types of animation, principles of 3D animation, traditional and digital, 3D Animation tools and Techniques.
Advertising & Branding Design	Advertising & Branding Design	Brand Positioning, Marketing Mix, components, channels, processes, mediums, Integrated Marketing communication, Strategic Design, Visual Merchandising, Retail Design for brand promotion.
	Communication Design	Creating Desires and motivation, behaviors and responses, Design Psychology in communication, feedback, impact.
	Design portfolio	Importance of portfolio, different types of portfolio, methodology and methods, systematic development of individual project portfolio.

Admission Helpline: 90732 17630

Programme-Detail Structure

Affiliated to MAKAUT (formerly known as WBUT)

Name of the Programme	B.Sc. - VFX Film Making	
Duration	3 years	
Location	Kolkata	
Programme Objective: To prepare the students with knowledge and skills of visual effects with the integration of live-action footage and Computer Graphics elements to create realistic imagery for superior Industry and Entrepreneurship vocations as Filmmakers, Game Designers, Visual Designers, Visual Communicators, Special Effects, etc. catering to Media, Education and Entertainment sectors in particular and in rest all business sectors in general. Besides, they will be able to advance their expertise in areas of Graphic Design, Film making, Animation, and Game Design through higher education, research, continuous learning, and applications with ethics and social responsibility.		
Core Areas	Key Learning	Brief Description
Drawing & Graphics Design	Drawing Fundamentals	Drawing Basic Shapes, Introduction to Perspective, Figure Drawing.
	Graphics Design	Understanding vector graphics: RGB vs. CMYK, Creating files for the web print, Invitation design, Advertisement design.
	Art History	Survey of the western heritage of Art and Architecture, influence of Primitivism. Primitive style Paintings, and Sculptures.
	Visual Communication	Ideas to real-world scenarios, explore avenues in the arts, create portfolio-ready work, use of traditional and indigenous forms and materials.
Film Making	Sound Design	Manipulating and rearranging audio in visuals, create new sound, editing and post production process, other post-production tasks - titling, correction, sound mixing.
	Script Writing	Creating the visual story using thumbnails, shot breakdown, shot types, continuity, camera angles, camera movements, creating cinematic storyboard.
	Video Editing	Manipulating and rearranging video shots to create a new work, Editing and post-production process, other post-production tasks-titling, color correction, sound mixing.
	Film Language	Understanding various technologies, filmmaking, crafts involved in Live Film Making, study of film formats, understanding various formats of Cameras.
	Compositing	Understanding Visual Effects in live action movies, Introduction to Roto, Chroma Keying, Paint, and Rig Removals.
Animation & Game Design	VFX	Understanding Visual Effects, adding VFX into an animation film, Building a simulation, Directing a Simulation, particles & cloth, VFX in Gaming.
	Clay Modeling	Modeling characters with different types of clay, Improve visualization, Modeling 3D digital characters, Overlaying modeling, feel and understand the anatomy, proportions and depth of the model.
	CG Animation	Using 3D software to build sets and props, 3D modeling tools, develop 3D scenes, modeling interior and exterior sets, texturing characters, create skeleton, character meshes, create animation friendly rigs.
	Portfolio & Internship	Guided Portfolio projects, Industry internship, Working in live project, portfolio presentation, correction and evaluation, final product submission - University assessment, and various Competition entries, national and international.

Admission Helpline: 90732 17630

Programme-Detail Structure

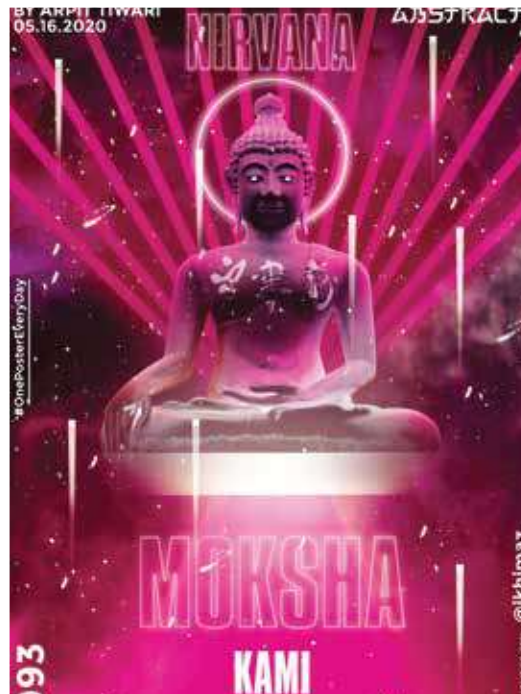
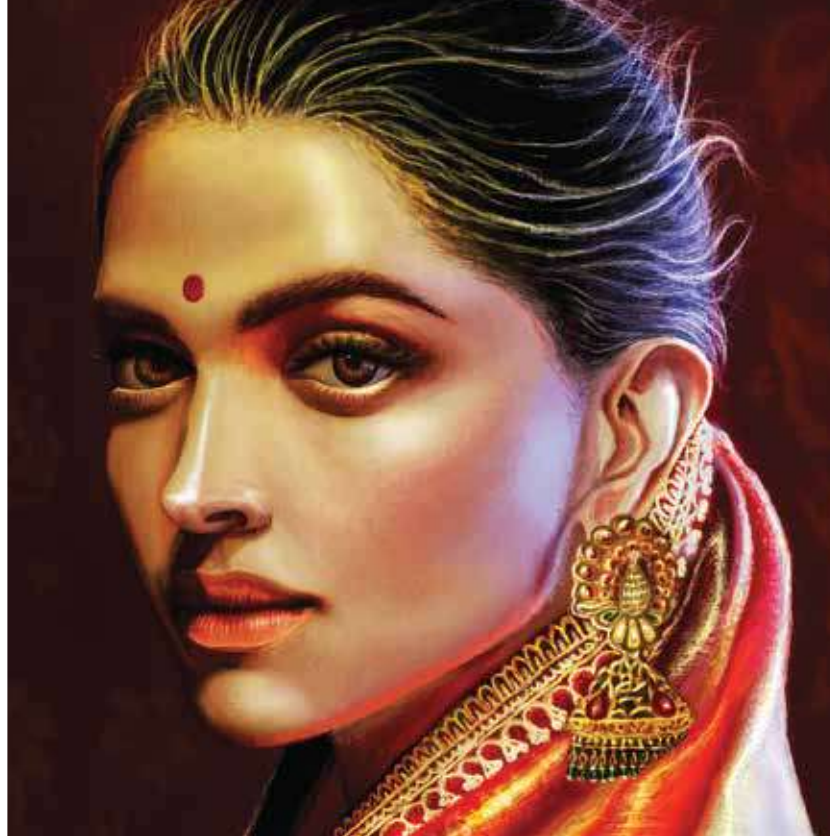
Affiliated to MAKAUT (formerly known as WBUT)

Name of the Programme	M.Sc. - Animation & Graphics	
Duration	2 years	
Location	Kolkata	
Programme Objective: PEO1: Established themselves as a successful professional -- Design Strategist, Information Designer, Interactive Multimedia Designer, Graphic Designer, Video film Designer, Animator, Game Designer, Merchandise Designer, etc., for the user-centric Design of visual communication and animation applications. PEO2: Developed interdisciplinary approaches, creative and critical thinking in multi-disciplinary settings for the design and development of solutions. PEO3: Attained the skills of group dynamics and contributed positively to co-creation and collaborative actions managing the self, and also leading teams, with ethics and values. PEO4: Pursued a career of lifelong learning for the continuous advancement of communication design and animation design in the best interest of enterprise, community and society.		
Core Areas	Key Learning	Brief Description
Design Studies	Principles & Elements of Design	Basic elements and principles of Art and Design, design perspective, theoretical basis and elements of art and design.
	Interpretation of Design Research	Explore and understand various Indian Art forms and graphical representation of research outcome.
	Art and Design	Isometric structure of objects, 3D drawing and space creation, proportions and structures, representation of 2D structure in 3D space, basic Maya modeling, constructional modeling, etc.
	Cultural Studies	Understanding culture and community, community practices, society and community, and culture and society.
	2D & 3D design concepts	Knowledge of converting sketches, rough concepts, 3D design, prototyping, ideas and traditional medium works into the digital medium.
Design process	Understanding of forms & layouting	Basic shapes, structure and geometrical forms with visual perspective.
	Design and management -1	Design thinking, fundamentals of UI/UX design, Game design, Advanced 2d design, 3D sculpting management and processes.
Design Production and Management	Design Dissertation-1	Research design, analysis, research methods, research communication, etc.
	Design portfolio	Importance of the portfolio, and different types of portfolio and methodology in systematically developing individual project portfolio.
	Design and management -2	Strategies, processes, and business decisions that enable innovation and create effectively designed products, services, communications, environments, and brands enhancing the quality of life and contributing to organisational success.
	Design Dissertation -2	Documentation of Project-- project proposal to final documentation.

Admission Helpline: 90732 17630

Students' Corner









Interior Designing

B.Sc. - Interior Designing

Programme-Detail Structure

Affiliated to MAKAUT (formerly known as WBUT)

Name of the Programme	B.Sc. - Interior Designing	
Duration	3 years	
Location	Kolkata	
Programme Objective: To prepare the students with knowledge and skills of interior designing, construction materials, landscapes, ergonomics, model making, color, lighting, furnishings, vastu, feng sui, ventures for various vocations and careers in space management, interior designing, and allied areas. Besides, they will be able to adapt to the emerging demands for sustainable and environment-friendly methods and materials for interiors by way of lifelong learning and practice in a cross-cultural and diverse setting with utmost regard to ethics and social responsibility.		
Core Areas	Key Learning	Brief Description
Architecture	Historical, Contextual & Cultural Studies	Chronological and cultural history associated with the Art, Craft and Design movements, developments through historical periods, Historical consciousness, socio-cultural practices, indigenous forms, daily life and the attitudes, restoration and preservation.
	Sustainable & Ethical Studies	Social responsibility, sustainable interior environments, indoor environments, quality of life, carbon emission control, waste management, pollution control, environmental impact, case studies.
	Construction Materials, Techniques & Technology	Existing and new trends in construction, green materials, sustainable construction, smart habitats, case studies.
	Design & Drawing Fundamentals	Technical drafting, practical drawing and rendering skills, professional drawing and presentation.
	Architectural Landscape Design	Functionality and aesthetics of landscaping, landscape planning, various plant types, care and maintenance.
	Model Making	Advanced model making materials, Semi-detailed/ detailed working models, technical assessment, practical/scaling feasibility.
Interior Design	Solution design	Spacial problem analysis, develop space planning using basic furniture layouts.
	Colour, Light & Space for Interiors	Understand the application of colour in interiors.
	Surface & Soft Furnishings Design Development Techniques - I	Creative thinking, design ideas, development for the conceptual interior design of spaces, visual environment - colour, texture, pattern and material effects.
	Ergonomics in Design Contexts	Enhancing workplace health, safety, and work design issues, performance and productivity, prevention of fatigue and injury.
	Furniture Design & Technology	Furniture fabrics, equipment for interiors, various furniture materials, multiple use of furniture, environment-friendly furniture & fixture, space management.
	Introduction to Vastu & Feng Shui	Concepts and principles on Vaastu, Feng Shui, contemporary Vaastu and Feng Shui in Interior and Architectural Design, Future of Vaastu & Feng Shui.
Management	Estimation and Costing	Fundamentals of costing, Optimization, Roll on interior materials, high-quality design with low cost.
	Self-Help/ Entrepreneurship	Entrepreneurship fundamentals, Freelancing, Training & Consulting practice, startup ecosystem, 'place-making' ventures, seeding and support, Intellectual Property Rights and Management.

Admission Helpline: 90732 17630

Students' Corner





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www.nshm.com



Disclaimer:

This information booklet of NSHM Knowledge Campus was published in May 2021, and the information given was correct at that time. It is intended primarily for those considering admission to the college in the year 2021. We reserve the right to modify any statement if necessary, to make variations to this content or methods of delivery of programmes of study, to discontinue programmes or to merge or combine programmes. If such action is reasonably considered by the college, every effort will be made not to do so, notice of any changes will be given and the college will use all reasonable endeavours to provide a suitable alternative.

Information about specific entrance requirements is intended as a guide only. For campus-specific details, please visit the respective NSHM Knowledge Campus at Kolkata and Durgapur. All disputes are to be settled within the jurisdiction of Kolkata for all NSHM Knowledge Campuses.