SCHOOL	Decoration - Interior Design
ACADEMIC YEAR	THREE-YEAR PROGRAM II - 2025/2026
SUBJECT	1000 Design system A
TYPE OF SUBJECT	Theoretical-Practical
NUMBER OF HOURS PER LESSON	3
NUMBER OF ECTS CREDITS	6
DISTRIBUTION OVER THE ACADEMIC YEAR	I SEMESTER

EDUCATIONAL OBJECTIVES AND EXPECTED RESULTS

Educational Objectives: The course is designed to train students in the use of modeling and project management software for interior design. Through theoretical and practical lessons, students will acquire a solid foundation in the principles of digital modeling applied to interior design, learning to manage comprehensive projects across all phases. The course is designed to equip students with the necessary skills to: - produce technical documentation and professional presentations; - create furnished floor plans, sections, and detailed elevations; - create three-dimensional views and renderings, utilizing digital tools to effectively communicate the project at both a technical and visual level. Expected outcomes: Upon completion of the course, students will be proficient in: - independently utilize modeling software for interior design; - organize and manage the spatial and functional complexity of a designed environment; - produce the necessary technical documentation (tables, graphic drawings, and schedules); - utilize visual representation tools to communicate the project in a clear and effective manner.

Knowledge and understanding	Upon completion of the course, the student will have acquired theoretical and practical knowledge regarding the use of modeling software for interior design. In particular, they will be able to understand the fundamental principles of digital modeling, the logic of managing spaces and furnishing elements, as well as the methods of technical and visual representation of the project. These skills will enable the interpretation and assimilation of the content addressed during the lessons, applying it to various design contexts and recognizing the potential of digital tools to support interior design.
Applying knowledge and understanding	Upon completion of the course, the student will be capable of translating the acquired theoretical knowledge into practical applications through the development of interior design projects. Specifically, the individual will be able to: - independently utilize modeling software to develop interior spaces, furnishings, and components; - produce comprehensive technical documents (plans, sections, elevations, schedules); - create three-dimensional views and renderings to support the communication of the project; - organize data and documents in accordance with the various project phases.
Making judgements	Students will develop the critical ability to evaluate various design solutions, independently selecting the most appropriate tools and representation methods based on the context and objectives of the project.
Communication skills	Upon completion of the course, the student will be proficient in clearly and effectively communicating the contents of an interior design project, utilizing digital tools for technical and visual representation. Specifically, they will be able to: Prepare comprehensive and coherent graphic designs (technical drawings, three-dimensional views, renderings) - employ professional layout and presentation techniques; - enhance the design choices.
Learning skills	Upon completion of the course, the student will have developed an autonomous and flexible working method, enabling them to address new design challenges and independently explore the use of digital tools. Specifically, the individual will be capable of: - apply the acquired skills to diverse contexts and projects; - Stay informed about the evolution of software and representation techniques; - progressively integrate new knowledge to consolidate and expand their educational and professional trajectory.

CONTENTS	1. Introduction to Revit for Interior Design Professionals - Interface and fundamental software tools. - Management of levels, views, units of measurement, and project settings. - Modeling of interior spaces and fundamental architectural elements. 2. Modeling of furnishings and components - Insertion and management of furniture and finish families. - Development and modification of custom components. - Utilization of external libraries (BIMobject, Syncronia, etc.). 3. Visual Representation and Graphic Communication - Development of furnished floor plans, sections, and detailed elevations. - Three-dimensional views, axonometric projections, and perspectives. - Management of materials, textures, and lighting for rendering purposes. 4. Technical documentation and presentation - Organization of project tables. - Development of schedules and tables for the calculation of quantities. - Project management across various phases. 5. Practical exercises - Conducting progressive exercises on modeling, representation, and documentation. - Activities aimed at preparing the final project. - Final deliverables: technical drawings, 3D visualizations, and renderings.
ADOPTED METHODOLOGY	[X] In Person The course comprises lectures and practical exercises. The methodology adopted is of a laboratory nature and is designed to facilitate progressive learning through: - a theoretical explanation of the key concepts and functionalities of the software; - guided exercises designed to facilitate the acquisition of operational skills; - practical activities on interior design case studies; - individual assignments and opportunities for discussion; - gradual preparation for the final project, integrating theory and practice. The educational approach emphasizes the active participation of students, fostering their operational autonomy and problem-solving capabilities.
ASSESSMENT METHODS	The assessment of learning will be structured into two phases: 1. Ongoing assessments Throughout the course, the following aspects will be subject to evaluation: - active engagement in lectures and practical exercises; - the capability to independently apply the knowledge acquired through the use of the software; - the commitment and continuity in the development of the proposed exercises. 2. Final Examination The final examination entails the submission and presentation of a comprehensive interior design project, developed utilizing modeling software, accompanied by: - required graphic and technical documents (layout tables complete with plans, elevations, sections, 3D views, and details); - a concise written report detailing the design process, compositional, technical, and functional decisions, as well as the modeling strategies. Professional Evaluation Criteria The test will be evaluated based on the following indicators: - Technical proficiency in the software; - Design quality; - Completeness of the documentation; - Ability to communicate and present the project; - Adherence to deadlines.