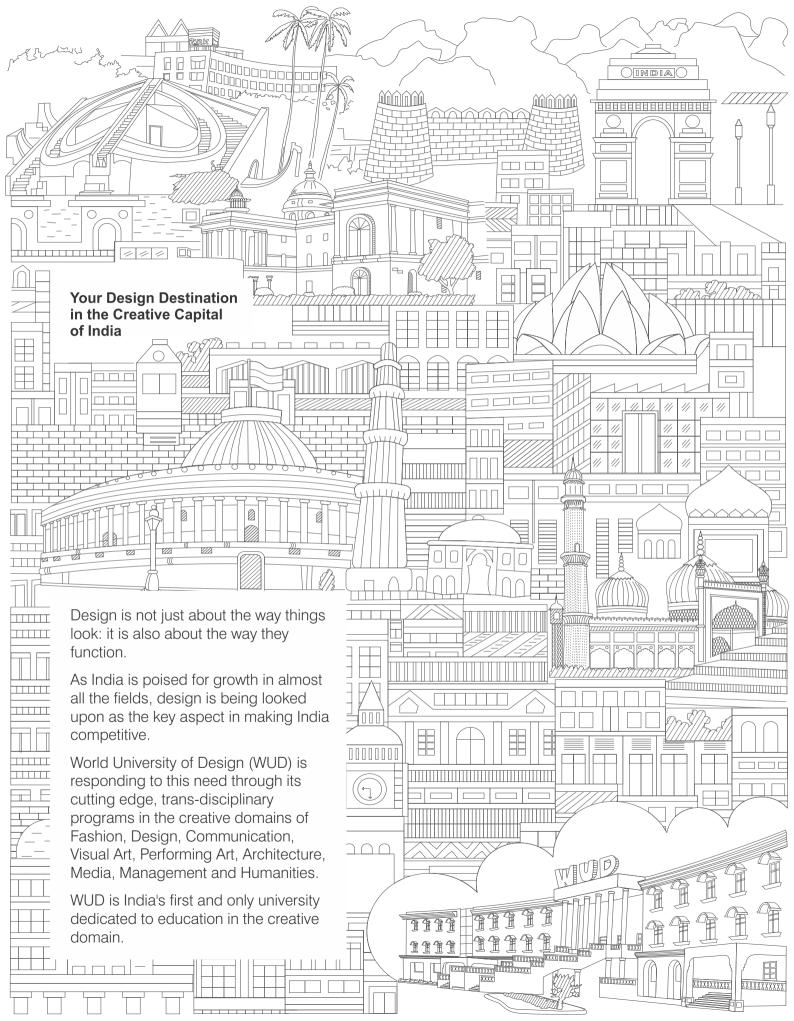


A UNIVERSE OF CREATIVE EDUCATION

Create | Unify | Liberate | Transform **EducationW**@rld INDIA HIGHER **EDUCATION** EXCELLENCE EDUCATION RANKINGS AWARD



PIONEERING DESIGN EDUCATION

7 SCHOOLS

Architecture, Fashion, Design, Communication, Management, Visual Arts & Performing Arts

30+

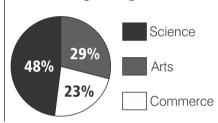
Academic Programmes

500+ Students from

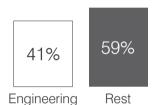


40:60 Boys:Girls Ratio

Incoming undergraduates



Incoming postgraduates





40+ Full-time teaching Staff ₹ 6,23,00,000+

Rupees worth of scholarship granted so far. 38% of students receive scholarship from WUD

CAMPUS



12 Acres



2,50,000 sqm built up area



12 specialized Labs



2 hostels

ACCREDITATION

Established under the Haryana Private University Act 2006, with the right to confer degrees under section 2(f) and 22(l) of the UGC Act

RANKINGS

- Ranked 2nd in the Top 10 Private Universities offering Professional Education
- ASSOCHAM INDIA Most Upcoming University of the Year 2019

INTERNATIONALIZATION

Members of:







10+ International Agreements in 8 countries

ACADEMIC CALENDAR



New Batch starts: 03/08/2020

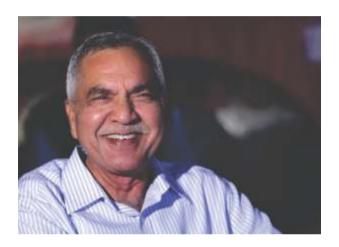


Autumn Semester: 07/08/2020 - 18/12/2020



Summer Semester: 08/06/2020 - 17/07/2020

SHAPING THE FUTURE



Dr. Hukam Chand Bansal Chancellor

Dr. Hukam Chand Bansal is a Steel Industrialist of renown with industries spread across Mandi Gobindgarh, Punjab and Jammu, Jammu & Kashmir, Started in 1971 when he took over the business from his father and expanded it to newer areas like steel forging & steel melting.

An MBA and a PhD in Business Administration from US. Dr. Bansal entered education domain in 1998 when he founded Shri Om Parkash Bansal Educational and Social Welfare Trust, and established a school at Mandi Gobindgarh. It was the first school in that area and till date remains the most coveted. Over the next 2 decades he emerged as a devoted educationist by establishing 8 colleges, 1 polytechnic and 2 schools of repute under the aegis of the Trust, and under the banner of RIMT group of institutions. In 2016 he established RIMT University at Mandi Gobindgarh and in 2018 the World University of Design at Sonipat. Dr. Bansal is Chancellor to both the universities.



Dr. Sanjay Gupta Vice Chancellor

Formerly the Dean of NIFT (National Institute of Fashion Technology) and Founding Dean of the School of Design at GD Goenka University, Dr. Gupta is an alumnus of IIT Delhi and IIM Ahmedabad. Over last two decades Dr. Gupta has not only contributed to establishing Design as a mainstream field of study & career choice in India, but has led the movement of design into university education. Dr. Gupta is a prolific writer and speaker. His writings in the last decade have focused on importance of design in promoting employment opportunities for youth in the country, and the options it offers to students to STEM and non STEM stream students. Students trained by him have gone on to set up highly successful design enterprises with a wide international footprint. He was involved in the key initiative of bringing fashion schools worldwide under the umbrella of the International Foundation of Fashion Technology Institutes (IFFTI). He has also been a member of committees & bodies at national / international level like ASSOCHAM, CII, IFFTI, BIS, NISTI besides being on the editorial boards of scientific journals.

Contact us at: info@wud.ac.in



WUD is a globally integrated university with strong links across the world

WUD maintains a global outlook. WUD is the youngest university ever to be awarded a design and innovation capacity building grant under the ERASMUS plus programme of the EU. WUD, as the lead, will be working with a consortium of international partner universities including Brunel University, UK; Politecnico di Milano, Italy; University of Agean, Greece and IIITD Delhi. WUD is a member of Cumulus, the international body of design institutions. WUD is host to many international forums including the prestigious Global Goals Jam in association with UNDP and MediaLab Amsterdam; Speculative Futures of USA: Design across Cultures based out of Netherlands and having partners from USA, Brazil, Germany, Italy and Korea etc.

WUD invites renowned personalities from various walks of life to share their knowledge and expertise with students. Eminent scholars visiting the campus includes Prof. AG Krishna Menon, INTACH; Prof. Osmud Rehman, Ryerson University; Prof. Elizabeth Rose, University of Otago; Prof. Paul Inman, Pro VC, Oxford Brookes University; Prof. Parik Goswami, University of Huddersfield; Prof. Alessandro Biamonti, Politecnico di Milano etc.

INTERNATIONAL COLLABORATIONS

WUD considers international exposure as a quintessential part of design education and intends to provide abundant opportunities to its students to explore and experience the various nuances of this facet of education. Such exposure enhances a students' personality and broadens the vision. WUD has signed multiple MoUs with leading educational

institutions across the globe to facilitate a constant exchange of students, scholars, research topics on every subject; of students making study visits and joining immersion programmes at these universities and organisations on a short term or periodic basis to enhance their skills and expertise. In 2019, ten students went on a semester exchange with these universities.

Some MoUs already signed are -

UK

University of Huddersfield - recognized as a gold-rated University by the Teaching Excellence Framework, UK.

Oxford Brookes University - ranked amongst the world's top universities in 15 individual subject areas including art and design.

USA

College for Creative Studies, Michigan, USA - Founded in 1906, the CCS is a

private, fully accredited college, enrolling more than 1,400 students in art and design.

Canada

Emily Carr University of Art & Design - Canada's top design university ranked 9th in the World by Red Dot Design Award in 2015 placing them within the "top ten Design Universities in the Americas and Europe".

Vancouver Film School - Canada's Premier Entertainment Arts School and a recognized world leader in entertainment arts education with internationally renowned alumni.

France

École Nationale Supérieure des Arts et Industries Textiles (ENSAIT) - is a 130 year old institution that is considered the leading textile trainer responsible for educating 75% of all Masters in Textile in France.



INSPIRING CAMPUS AND RESOURCES

A spacious & interactive campus with abundant facilities can make all the difference to University education

The lush green campus of World University of Design, spread over an area of 12 acres is located in the fast developing Rajiv Gandhi Education City on NH1 in Delhi NCR. It has as its neighbor, premier institutions like the IIT Delhi, National Law University, Ashoka University and NIFTEM. The Education City is just 15 minutes from Delhi border and 3 hours from Chandigarh. The nearest Delhi Metro station is Jahangirpuri for now. Extension of Metro line to the education city has already been announced. The campus is also well connected with towns in its vicinity that support comfortable living in the area.

TRANSPORTATION

WUD provides pick-up and drop facility from Jahangirpuri Metro station. It however, encourages students to make use of its excellent hostel facilities for optimum university experience.

HOSTEL FACILITIES

WUD provides spacious, air-conditioned, wi-fi, semi-furnished hostel rooms with attached baths for both girls & boys incampus. The hostel kitchen has been designed by Master Chef Shaju Zacharia and is managed by well known institutional caterers. The hygienically produced, nutritious and tasty meals are consumed by students and staff alike. A separate laundry service is provided. There is a tuck shop to take care of routine daily requirements. Facilities also include a basic health care unit including a full-time nurse and a doctor on call.

RECREATIONAL AND SPORTS FACILITIES

A wide range of indoor and outdoor sporting opportunities is available to students at WUD. There are facilities for Soccer, Cricket, Basket Ball, Badminton, Table Tennis, Chess and Carrom. A Gymnasium equipped with free weights, cardio, stretching and resistance training equipment is also available. There is a 1000 capacity open-air theatre and several smaller venues to host and hold cultural performances.

CANTEEN AND STATIONERY SHOP

A canteen is available at college premises for light snacks and meals. It is also the most popular place on the campus, not only for refreshments, but also for student bonding, discussions and even work on assignments and projects. The stationery shop provides all art material & stationery, photocopy, and has facilities for scanning and printing.

LIBRARY & MATERIAL MUSEUM

WUD maintains a library amply equipped with physical and soft copies of books, journals and magazines from all disciplines. The Material Museum is a resource of building materials; surfaces, fittings and plumbing etc to provide a real time touch and feel experience to the students.

WORKSHOPS

It's the workshops where ideas take a tangible form. With one of its prime focus being "learning by doing", World University of Design maintains high standard workshops for facilitating work of each of the schools. Architecture and

Interior students will have Model Making workshop and CAD rooms. Aspiring product designers will find fully functional Machine shop with all relevant hand-tools and power tools. A Makers-Lab is equipped with latest prototyping tools. Students of Fashion have highly equipped Patternmaking, Garment Construction & Sewing workshops. School of Communication work with Apple iMacs Digital & Media Lab, Photo Studio, Print-Making Studio, Sound & Video Editing and AV Studio. The studios are equipped with industry standard hardware and software like Adobe Creative Cloud, Alias, Rhino, Auto CAD, Catia etc. Workshop assistants are present to guide while operating machines and implement safe workshop practices.

ART GALLERY

WUD also has an art gallery on campus for displaying not only the work of its own students but also holding curated art shows.

LEARNING CULTURE

Following all creative people's common belief that "an Idea doesn't have a time or place", WUD doesn't restrict teaching to walled spaces. It encourages students to receive knowledge from nature and human contacts hence all open and closed spaces can be classified as convertible learning spaces. This form of learning stresses on innovation and exploration. Learning by doing as the main method of teaching, WUD provides its students with industry relevant updated resources and facilities.

The most important differentiator is the focus on creativity, independence of thought and design thinking which they inculcate. This is the best place I can imagine to pursue our dreams.

Kanchan Joshi BDes, Fashion Design, Sem 7

Studios and workshops are open for long hours with assistance provided for students to work on their creations.

Students enjoy formal and friendly discussions with regular & visiting faculty members and visit interesting places, sites and exhibitions. The university offers guidance and required support for participating in national and international design competitions.







TRANSFORMATIONAL COMMUNITY & CONNECTS

Our students tell us that we're the friendliest University in India with some awesome faculty

LIFE AT WUD

WUD acknowledges diversity in the origin of its members and the importance of cultural & social activities in improving the personality, enhancing communication skills and building a positive, progressive global outlook. It strongly encourages its students to participate actively in various activity clubs like Film Club, Reading Club, Sports Club, Performing Arts Club, etc. and organize literary, cultural and social events such as sports meet, annual fest, etc. to forge stronger bonds and to bring out their latent talent in these activities. WUD annual fest, named CULT, attracted participation from over 70 colleges for its design & creativity events. Campus is also a hub of intellectual activities. Some activities organised by WUD are -

- First ever biannual International.
 Conference on 'Functional Textiles & Clothing' in association with IIT Delhi, hosting over 200 scholars from over 30 countries in 2018.
- Seminar of Future of Art Education: Issues & Challenges at Triveni Kala Sangam.
- Design Guru Day honoring senior design educators every year.
- Art Residency program to support emerging artists & bring in fresh thinking.
- National Artists Camp on 'Unexplored Spaces' and exhibition at Arpana Art Gallery
- Seminar remembering Allen Joseph
 Stein the famous architect at IHC
- Master Class on Design Thinking & Learning for School Principals
- Digital Shakti a workshop on cyber safety for women.

INDUSTRY CONNECTS & PLACEMENTS

WUD faculty maintains powerful alliances with employers and industry partners that enable students to leverage opportunities to showcase their acquired skills. Multiple MoUs have been signed with some of the best studios in the country. This associations help explore the possibilities for placements, industry projects, and internships for better career growth. WUD offers assured placement and

entrepreneurial support through partner companies, industry network & incubation centre.

WUD is a member of FICCI (Federation of Indian Chambers of Commerce and Industry), ADI (Association of Designers of India) as also a member of CUMULUS (International Association of Universities & Colleges of Art, Design & Media) giving it access to alliances with over 250 member institutions across 54 countries.





Aligning University's activities with future Industry's needs



A G KRISHNA MENON

AGK Menon is an architect from IIT Kharagpur and has two masters from Illinois Institute and

Columbia University respectively. He was part of the GREHA team that founded the TVB School of Habitat Studies, New Delhi, and was its Director from 1994 – 2007, when it became the University School of Architecture and Planning, under GGSIP University, Delhi. He was a founder member INTACH and is the convener of its Delhi chapter now. Currently he is also an Expert Member of the Doctoral Research Committee in the Departments of Architecture, Urban Design and Conservation Studies, SPA.



PETER D'ASCOLI

An Italian only by birth, Peter D'Ascoli and his studio Talianna has found its home in India. A graduate of textile design

from the famous Fashion Institute of Technology (FIT) in Manhattan, New York, Peter has his first encounter with India early on when the Indian Government's Handicrafts & Handloom Export Corporation (HHEC) invited him to spend a year in India working with local designers and craftspeople developing new products and new ways of promoting rural crafts. He returned to New York to spend the next two decades

creating bestselling fashion products for some of the most prestigious brands, distributors, and retailers in the U.S. and Europe.



PAYAL JAIN

Recognized as one of the leading fashion designers of the country, a member of Board of Governors of

FDCI, Payal Jain graduated summa-cumlauda from Fashion Institute of Design and Merchandising, California in 1993. She ventured back to India to start Atelier Paval Jain and her ensembles have found a market all over the world. Payal has been actively involved in revival of handicrafts and has worked tirelessly in tiny villages across Rajasthan, Orissa, Uttar Pradesh, Gujarat and Bihar. Payal is particularly known in the corporate design space where she combines functionality with style to create uniforms for prestigious hotels, hospitals and schools across the globe such as Hyatt, Four Seasons, Shangrila, Aman Resorts, Leela, Radisson etc. Payal has also written a book on fashion studies that serve as a reference for XI standard students for the CBSE curriculum.



AMARDEEP BEHL

An exhibition designer by qualification, Amardeep Behl has found expression and deeper meaning in working with space by merging various media like architecture, graphic design, industrial design, and audio-visual and digital multimedia, into a common language to be able to create emotive, storytelling experiences. A graduate of NID, Amar and his firm Design Habit's area of professional practice has been in this design domain of visual communication and expressions in space. He is well known for designing Virasat-e-Khalsa museum in Anandpur Sahib, that has drawn 70 lakh visitors since its inception in 2011; 'Darshan', the museum dedicated to Sadhu Vaswani, the Sindhi saint in Pune: and 'The Journey' - the DS Group's corporate museum in their offices in Noida.



NEHA KIRPAL

Neha Kirpal is the founder and Director of India Art Fair. She is credited with making art accessible to every Indian

through India Art Fair which has grown to be the single largest confluence of artists, curators, gallerists and collectors in India, as also the second largest attended art fair in the world. A graduate of Lady Sri Ram College and a postgraduate from University of Arts, London, Neha worked in marketing, PR, and event management for 4 years before starting the IAF in 2008. All these functions are now handled inhouse for IAF with no outside agency being involved.

LEADERSHIP AND FACULTY PROFILE



PROF. S.M. KULKARNI, DFAN (ACADEMIC & **VISUAL ARTS):** Prof. Kulkarni is a graduate of Sir J.J. School of Arts, Bombay,

post graduate from College of Fine Arts, Baroda and a second post graduation from National Institute of Design, Ahmedabad. Prior to joining WUD, he was the Dean of Sushant School of Design at Ansal University. He has also taught at NIFT, IICD, FDDI and Banasthali University, Rajasthan. Besides teaching, he has over 30 years of consulting experience. Some of his prestigious assignments include the Golden Eye Exhibition at Copper Hewits Museum New York as part of Festival of India; and Muzaffar Ali for film Zooni.



PROF. SHALEEN SHARMA, DEAN (ARCHITECTURE): Shaleen has been a practicing Architect for over 18 years and had been

actively involved in academics on visiting basis with reputed institutions like University School of Architecture and Planning (USAP) Delhi and Kamla Raheja Vidyanidhi Institute for Architecture and Environmental Studies, Juhu, Mumbai. Shaleen is also known for exploring the medium of film in the context of Architecture. He has made several documentaries for UGC on the subject of Architecture.



SINGH KHARB, **DEAN** (FASHION): Devender is a Fashion Design

PROF. DEVENDER

graduate of NIFT and a post graduate of

London College of Fashion, UK. His Graduate collection is part of the University of Arts archive and is being used by the university as a benchmark for its Masters Programme. Kharb has over 6 years of experience in academics and over 16 years work experience as a Buyer, merchandiser and designer of luxury fashion goods in Europe's design houses and high street suppliers in South Asia. He is also one of the founders and the creative head of 'The Infusion Store'. an e-commerce platform for contemporary Asian fashion in Europe.



PROF. GAURAV SHARMA, DEAN (DESIGN):

Gaurav Sharma, an architect and furniture designer from NID, Ahmedabad by

training, has a rich experience of over 16 years in the field of architecture, its environment and elements. He is passionate about using design as a tool for bringing change. As a designer, he has always pursued meaningful work projects that would affect positive change for people and their communities. It motivates him to collaborate with others on projects that are both innovative and inspiring while placing true value on the

sensitivities of each community and environment. He has directed focus on propagating sustainable built-up environment using bamboo for construction of habitable units and he's regarded as a first few practitioners and innovators of the field.



PROF. SANMITRA CHITTE, DEAN (MANAGEMENT): Sanmitra has a multi-disciplinary educational background with a Master's in

Strategic Design

Management from NID; a bachelors degree in Commercial Arts and another in Broadcast Journalism. Sanmitra has extensive experience in Innovation Management, Design Management, User Experience, Start-up Guidance, Design Strategy, Business Development, Design Research, and User Experience Design. During her years in the design and innovation industry, she conducted numerous design thinking workshops for the Information Technology, Banking, Finance and Insurance, Pharmaceutical, Manufacturing and Logistics domains. A Global Design Ambassador with regards to User Experience Design, Sanmitra is a trained Z-MET (Zaltman Metaphor Elicitation Technique) Interviewer and Analyzer.

One of the things I especially like about studying in WUD is that the faculty here help me unpack my hidden skills & abilities to a level whereby I am discovering a rejuvenated appetite & passion for even more knowledge.

Reema Chanana B.Des, Fashion Design, Sem 7

AASTHA DESHPANDE, Assistant Professor

BDes, Accessory Design, NIFT Hyderabad; MBA, Amity University

AASTHA KALIA (AR.), Assistant Professor BArch; MArch, DCRUST, Murthal

AANCHAL ARORA, Visiting ProfessorBDes, Interior Design; MSc, Interior, PTU

ADITI DUTTA, Assistant Professor BFA, Amity University, Noida; MVA, MSU, Baroda

ADITI PARIKH (AR.), Associate Professor BArch, SVIT, Gujarat University; MDes, SPA, New Delhi

AKANSHA WADHWANI, Assistant Professor BFA, Amity University, Noida; MFA, Jamia Millia Islamia

AKSHAY RAGHUVANSHI, Assistant Professor

BFA, Amity University, Noida; MFA, Academy of Art University, USA

AMISHA JANGRA, Assistant Professor B.Arch, DCRUST, Murthal; M.Arch, SPA, Delhi

ANKIT SONI, Assistant ProfessorMDes, Automobile Design, DYP University

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ANUPAM SAIKIA, Assistant Professor BFA, Guwahati University; MFA, University of Hyderabad

ANUSHKA DAS, Assistant Professor BDes, Textile Design, NIFT Delhi

APARNA GWANDE, Associate Professor

BA, Delhi University; MMS, Pune University; Dip. in MG, Arena; Dip. in Textile Design, BTE Delhi

ATUL MAURYA, Associate Professor

B.Des, NIFT Delhi; MA Business Design, Domus Academy, Italy

GAUTAM AGRAWAL, Assistant Professor

MBA, International Business, DU; Ph.D (Pursuing), BML Munjal University

HEMANT SRIVASTAVA, Visiting Professor BCom, EILLM Univ; MA, VFX & Animation

HRIDAYSHRI, Associate Professor BDes, NID; BA, Fine Arts, MSU

KOMAL GEHLETIA, Assistant Professor BTech, MDU, Rohtak; MTech, DCRUST, Murthal

KUNAL DAHIYA, Assistant ProfessorBTech (IT), MDU Rohtak; MDes, NID

MADHURANJAN BHARTI, Assistant Professor

BDes, Accessory Design, NIFT Delhi

MANVI KAUSHAL, Visiting Professor BFA, COA, Delhi; MDes, Communication

MEENAKSHI SINGH, Visiting Professor BDes. FIT. New York

MOHIT VERMA (AR.), Visiting Professor BArch, TVB; MEkistics, JMI

NAGESH LAKHAN, Assistant Professor BSc, PTU; MDes, NID Ahmedabad

PARAG CHITALE, Visiting Professor BE, CSE;; MDes, NID

PARUL DAWAR, Assistant Professor B.Tech, MDU, Rohtak; M.F.Tech, NIFT Delhi

POOJA PANCHAL, Assistant ProfessorDip in Fine Arts, MSU, Baroda; MA in Art,
Design & Comm.. CEPT University

PRABHAT TIWARI, Assistant Professor BTech, ITM, Gurgaon; MDes, IIT Guwahati

PRANJUL PANDEY, Visiting Professor BE, Civil; MTech, Civil & Infra, IIT, Patna PRAVEEN SINHA, Visiting Professor

BTech, CSE; MDes, Interaction Design

PREETI YADAV (DR.), Associate Professor

BFA, RSA, Rajasthan; MVA; MPhil, Dr. B.R. Ambedkar University; Ph.D., IIT Guwahati

PULAMA OINAM (AR.), Assistant Professor

BArch: MArch. SPA Delhi

RAJAT VERMA (AR.), Assistant Professor BArch, YCMOU, Nashik; MArch, GJUST, Hisar

ROHIT KOTHARI, Assistant Professor

BDes, Raffles College of Design and Commerce, Australia

ROHIT KUMAR, Visiting Professor

BDes, NIFT Delhi;; MDes, NID

RUCHI JAIN (AR.), Assistant Professor

BArch, Vastukala Academy School of Architecture, GGSIP University

SAURABH BANKA, Visiting Professor

Fashion Design, NIFT; Masters Fashion, Paris

SIDDHARTH KUMAR (AR.), Visiting Professor

BArch, SPA; MDes, IITD

SK SATYAM, Assistant Professor

BDes (Fashion), NIFT Delhi

SURESH KUMAR, Associate Professor

BFA, Rajasthan School of Arts, Jaipur; MFA, JNVU, Jodhpur

UMAIR KHAN, Associate Professor

CPT, NIFT; MA, D.B.R.A. University, Agra; MPhil, JNU, Jodhpur

UPASANA BHAKUNI, Visiting Professor BDes, NIFT Delhi

ADMISSION PROCESS

Entrance Exam

The purpose of entrance exam is to evaluate the aptitude of the student towards creative education and guide them to select the right career path according to his/her inherent skill sets.

World University of Design conducts DAT, AAT and GAT.

DAT & PG-DAT: Design Aptitude Test

For admission to UG/PG Design, Fashion & Communication programmes followed by a personal interview.

AAT & PG-AAT: Art Aptitude Test

For admission to UG/PG Visual Art programmes followed by a personal interview.

GAT & PG-GAT: General Aptitude Test

For admission to UG/PG Management & performing arts programmes followed by a personal interview.

WUD is a co-signee with IIT Bombay for sharing of CEED & UCEED results; with CollegeBoard for SAT results; and, Dalham Foundation for D-ART results and will accept their scores.

Valid scores of NIFT & NID exams will also be accepted in lieu of DAT.

WUD also accepts scores of CET, UGAT, CAT, XAT, GMAT, GRE, MAT & NMAT in lieu of GAT. PG-GAT.

Architecture Admission

Admission to the Architecture programme will be on the basis of marks obtained in the qualifying examination - NATA/ JEE or other exams as prescribed by the Council of Architecture. Candidates must submit their application along with a copy of their 10+2 marks card and NATA/ JEE score card.

The process of Admission to WUD programmes shall consist of the following stages:

Step 1. Fill the Admission Form

Students will need to send completed application form available on the website along with the application fee.

Step 2. Appear for Aptitude Test

The students shall appear in the aptitude test with the Admit Cards made available online. The students shall be shortlisted on the basis of their performance and the list of students qualifying the next stage would be announced online.

Step 3. Campus Interview

The student will appear in a personal interview conducted by a panel. The interview panel will ask questions related to the field of study selected by the student. Creative evidence (portfolio, drawings, photographs, crafts etc.) in hard copy may also be showcased.

Step 4. Offer of Admission* / Admission

Successful candidates will be made an offer of admission to join WUD. The offer will be sent via an email. Details regarding payment of fees at the time of admission, allotment of Hostel and date, time and venue for commencement of the academic session will be included in the admission letter.

*Offer of admission will be valid only for the particular programme opted for by the candidate in the given academic session. However, request for change of programme may be considered after the first semester, subject to availability of seats. In acceptance of the offer of admission to WUD, the candidates will have to appear in person at the campus along with original documents for verification and pay the required fees.





We are setting tomorrow's creative benchmark in today's world

UNDERGRADUATE DEGREES

Programs	Seats	Duration in Years	Eligibility
BDes - Computer Science & Design	40		
BDes - Product Design	40	1	
BDes - Transportation Design	40	4	
BDes - Interior Architecture & Design	40	(With option to	* Sr. Secondary (10+2) with minimum 50% marks
BDes - Film & Video	40	exit after	* Admission through Aptitude Test & Interview
BDes - Graphic Communication Design	40	3 years with	* UCEED/NID/NIFT qualified students will be preferred
BDes - Animation & Game Design	40	BSc Degree)	
BDes - Fashion Design	60	1	
BDes - Fashion Communication	40	1	
BVA - Creative Painting	40	4	* Sr. Secondary (10+2) with minimum 50% marks
BVA - Digital Drawing & Illustration	40	1	* Admission through Aptitude Test & Interview
BBA - Fashion Business Management	40		* Sr. Secondary (10+2) with minimum 50% marks
BBA - Design Strategy & Management	40	3	* Admission through Aptitude Test & Interview
BBA - Retail Business Management	40	1	
BArch - Architecture	40	5	* Sr. Secondary (10+2) with minimum 50% marks in Maths,
			Physics & Chemistry. * Admission through NATA/JEE
BA(Hons.) – Built Environment & Habitat Studies	40	3	* Sr. Secondary (10+2) with minimum 50% marks
			* Admission through Aptitude Test & Interview
BPA - Dance	40	4	* Sr. Secondary (10+2) with minimum 50% marks
BPA - Music	40	7	* Admission through Aptitude Test & Interview

POSTGRADUATE DEGREES

MDes/ MSc - International Fashion Business	30		
MDes/ MSc - User Experience & Interaction Design	30		
MDes/ MSc - Transportation Design	30]	* Graduation with minimum 50% marks
MDes/ MSc - Industrial Design	30	2	* Admission through Aptitude Test & Interview
MDes/ MSc - Interior & Retail Design	30		* CEED/NID/NIFT qualified students will be preferred
MDes/ MSc - Communication Design	30		
MDes/ MSc - Fashion Design	30]	
MVA - Contemporary Art Practices	30	2	* BFA/BVA with minimum 50% marks
MVA - Art Education	30		* Admission through Aptitude Test & Interview
MVA - Curatorial Practices in Art	30	2	* Graduation with minimum 50% marks
MVA - Fashion Art	30	1	* Admission through Aptitude Test & Interview
MBA - Design Strategy & Management	30	2	* Graduation with minimum 50% marks
			* Admission through Aptitude Test & Interview
MBA - Design Strategy & Management (Executive)	30	2	* Graduation with minimum 50% marks and minimum 2 years of
			work experience
MPA - Dance	30	2	* Graduation with minimum 50% marks
MPA - Music	30]	* Admission through Aptitude Test & Interview

DIPLOMA PROGRAMMES

Fashion Design, Film Acting,			
Graphic & Web Design, Photography,	15	1	* Sr. Secondary (10+2) with minimum 50% marks
Professional Automotive Modeling, Painting			

SCHOOL OF TO PLANNING AND ARCHITECTURE

A school of architecture should be more than just a functional space. It should inspire!

ARCHITECTURE (5-year BArch)

Bachelor of Architecture program aims at attaining a high level of contextual excellence in architectural design. It equips students with the competencies necessary for being effective professional architects and exposes them to the aesthetic, technical, social, political and ethical dimensions of the built environment. The first year of this program is considered to be the 'foundation year'. Here the focus is on developing basic architectural design skills. The following two years focus on the development of core competencies for architectural design. The fourth and fifth years generally termed as advanced explorations allows students to focus on areas and practice domains of their choice. During the fourth year, students' intern for one semester with approved architectural offices anywhere in the world. During the tenth semester, students undertake individual capstone projects.

The program is centered on 'contextual studio exercises' where students resolve design problems based in a real context. Studios operate as learning communities where there are study trips and teachers take on the role of coaches supporting students in their learning quests.

In studios, students develop capacities and come up with technically and architecturally meaningful designs to communicate their ideas. Courses, seminars, and workshops run parallel to studios, exposing students to technology, history, architectural theory and various other allied fields to architecture.

Careers: Professional architects can build

careers as independently practicing architects, as architects working within architectural firms, as academics focused on teaching and research, or within governmental organizations and NGOs. Besides practicing as a professional Architect, they can also find employment as Urban designer, Urban planner, Landscape architect, Conservation architect, Product designer, etc. Many architects pursue postgraduate and doctoral studies where one can focus on fields such as architectural conservation or urban design or shift to allied professions such as urban planning or construction management.

BUILT ENVIRONMENT AND HABITAT STUDIES (3-year B.A [Hons])

Built Environment Studies is concerned with providing a liberal understanding of spatial designing within the context of a built environment. Studying and assessing the Impacts of a built environment on human and other animate beings in that surroundings is what that will make us design better and design for future.

Subjects in design, history, science, human behavior, sustainability, sociology, digital production and communication methods come together in the analysis and production of a built form which can be celebrated through the ages.

This course is designed to provide the skills and knowledge necessary to ultimately find a niche in the planning of a successful built environment system & profession, and to be a future leader in the design of the built environment. The course covers a range of subjects that

are of relevance to the professional disciplines' that students may wish to follow in following years, also allowing them a high degree of choice, so that their studies can be better tailored according to their aptitudes and ambitions. The program is intended to be multi-disciplinary and aims to give better opportunities for future studies leading towards a well-planned future.

The course introduces a wide range of relevant disciplines including study of human settlements, universal design, sociology, sustainability, spatial planning, art & culture, behavioral science, environmental studies and impacts of various built environments.

Careers: Architectural assistant, built environment designer (in areas such as heritage), Policymaker, Architectural/Built Environment journalist, researcher or educator, BIM modeler, Architectural renderer, Project manager, Consultants, Sociologists, Museum Curator.

> The architecture program at WUD is the best in the region as the focus is on context-based learning with more hands-on work. The workshops & lectures have helped me relate the ideas learned in the classroom to real world projects and buildings.

> > **Ronak Dabas** BArch, Sem 3





Design creates culture, culture shapes values, values determine the future.

COMPUTER SCIENCE & DESIGN (4-year BDes)

Given the growing application of digital technology across most sectors and domains, the need for digital tools and application has never been more important. Individuals who marry the skills of creativity and design with the ability to build reliable and supportable software will be increasingly in demand. This course is designed to achieve just such an interdisciplinary skill-set and equip graduates for many opportunities across many fields such as the arts, entertainment/games, mobile application development, multimedia, product/web design, cyber security, digital analytics and other interactive systems across all sectors. There'll be an increasing focus on user experience, Interaction Design and Design Methods in all IT products and services.

Careers: A creative computing degree like this is a future-proof qualification that prepares for the job market of the future. One will gain the potential to become a developer, innovator and leader in the field, as also many transferable analytical, problem-solving and critical thinking skills that are in demand across a host of industries. Some examples of the kind of roles that will be open are - Games developer, 3D programmer, Web developer, and Multimedia programmer.

PRODUCT DESIGN (4-year BDes)

This flagship program of WUD gets students to understand the various approaches, processes and systems to address human needs by creating tangible products, systems and services; to be used in homes, workplaces,

institutions, places of leisure and outdoor public spaces. The emphasis of the course is on learning-by-doing and it follows a comprehensive process. With the curriculum covering concepts like Design Process, Design Research, Ergonomics, Materials, History of Design, Design Ethnography, Green & Sustainable Design and System Design. Careers: The graduates from Product Design discipline will find career in Design Studios, SMEs, or large organizations across diverse B2B and B2C market segments i.e. organization dealing with services, infrastructure and amenities like water treatment, waste treatment, thermal management, building Technologies etc. on one hand and companies manufacturing Consumer Durables, Consumer Electronics, Automotives, Personal Products, Craft products and Toys etc. on the other. Alternatively, they could also become Entrepreneurs by joining hands with graduates from other design disciplines or other professionals like engineering, marketing.

INTERIOR ARCHITECTURE & DESIGN (4-year BDes, 2-year MDes/MSc)

Interior Design program at WUD focuses on designing and planning of interior spaces for all kinds of human needs interior and exterior - according to their functional hierarchies and interrelationships, including components like furniture, seating, storage, lighting etc for added functionality and aesthetics. Courses would cover a blend of space design as well as design of furniture & lifestyle products. Technical and skillbased inputs like Ergonomics,

Architectural drawing, Building technology, Prototype making etc will enable the students to look at spaces in holistic manner. There will be an extensive exposure to digital methods like AutoCAD, RHINO, Google Sketchup and SolidWorks. Advanced design projects provide insights into various specialized fields. The curriculum also includes the study of art and design history, theory of spatial manipulation, drawing, structures, materials and processes, lighting and technology, typography, human factors, and the theory and specifics of designing commercial/ retail spaces.

The school offers two degrees in Interior Design - the undergraduate program (4 years) focuses on interior and design, the post graduate program (2 years) focuses on interior & retail design. Retail Design lies at the intersection of architecture, marketing, strategy and design of the built environment. The program takes an innovative and progressive approach to addressing design issues intrinsic to the evolution and transformation of retail environments. India is the second largest retail market in the world. The program is aligned to the typical needs of the Indian retail scenario and design brand spaces, but also for exhibitions, events, museums and film

Careers: Graduates will find wide placement opportunities in architecture and interior design firms as well as in the industries dealing in furniture, lighting, fitments and fixtures. The program also provides inputs to be a design entrepreneur.



TRANSPORTATION DESIGN (4-year BDes, 2-vear MDes/MSc)

Mobility has always been a basic human need. The rapid economic growth of India demands a corresponding growth in its infrastructure, especially so in the field of transportation – of goods and people. The transportation design programs at WUD focuses not only on automotive and car design but also on transportation systems across land, water, air or even space; which enhance mobility for humans and commodities.

The program seeks to cover practical problem-solving as also solutions relevant to our future society and the environment. While topics like Emerging Technologies, Composites, Aerodynamics, Fluid Dynamics, Automobile Engineering, Automotive Modeling, Transportation for Specific Needs, Vehicle Packaging Design and use of Automotive Clay & GFRP will equip them with relevant knowledge, diverse practical projects will help students link their developmental skills, with knowledge and understanding

Careers: This specialist transportation design course offered by WUD aims to provide students with the skills and understanding required of a creative designer in the transportation industry whether motorized or non-motorized. rural or urban, public or personal.

INDUSTRIAL DESIGN (2-year MDes/MSc)

Industrial Design as a profession empowers the professionals to design user centric products and systems related to industries like medical, computer, electronics, environment and many such verticals. An industrial designer is not just well versed in aesthetics but also has the engineering point of perspective to enable a better production technology for the product. The masters program is designed to build a critical mind that has basic design, visualization, communication and engineering skills. Students learn through free hand sketches, computer aided design (using Autodesk, Autocad, Alias, Inventor, Rhino 3D, Sketchup Pro and

Adobe Creative Cloud. etc.) various studio workshops (Metal, Plastic, Automotive Clay, Wood, Paint etc.), visiting lectures, and practical hands-on working with the materials. The program maintains close links with the industry. ensuring close touch with the latest developments in industrial processes. and keeping course relevant and comprehensive.

Careers: The opportunities out of this programme includes working for the industry, design or architectural studio or setting up an independent practice. Industrial Design imparts the learner with artistic bent, technological approach and marketing knowledge. He/she can be a designer at a manufacturer, a design consultant or even an entrepreneur. You can end up with designations such as -Product Designer, Design Consultant, Accessory Designer, Furniture Designer, Electronics Equipment Designer, etc.

USER EXPERIENCE & INTERACTION DESIGN (2-year MDes/MSc)

This professionally focused, design-led course equips with the specialist skills to conceive, prototype and produce humancentered experiences in an interactive digital context. With the modern generation using computers and computer applications to run almost everything in their lives, the need to understand these applications and to develop applications that are user friendly is on the rise. This masters program fits perfectly in the jig saw puzzle. The program focuses on computer technology and usability problems faced by computer users globally; consequently teaching the students the methodologies needed to solve these problems. Emergent technologies are used to teach students on the design concepts and designing for the future. This makes the course challenging but attractive too. The methods and tools of user research are emphasized throughout and students will be working on live industry briefs covering varied topics such as UX for wearable technologies, smart cities, data visualization and social transformation.

Careers: Graduates from the program will be for careers in Interaction Design, User Experience Design, User Research, Usability Analysts. Information Architecture, Digital Project Management, Creative Direction. Mobile Application Design, User Interface Design, Front End Web Development, Interactive Design & Web and Multimedia Design. Graduates can find jobs in business, industry, education, health, media, defence and aovernment.

PROFESSIONAL AUTOMOTIVE MODELING (1-year Diploma)

This diploma program prepares you for employment as a 3D modeler in the transportation and product design industries. Coursework includes the essential techniques of hand modeling for pre-visualizing final products in clay. The program prepares you for high demand positions at original equipment manufacturers (OEMs) in the auto and product industries including cars, motorbikes, boats, vehicles and vehicle interiors, as well as emerging areas such as electric vehicles.

Careers: Graduates can find leading positions in the automotive and transport industry as modelers, sculptors or professionals within established automotive companies, in-house design teams at leading design companies or setting up their own creative business. The career paths for successful graduates are flexible and diverse.

> The MDes program and the ecosystem at WUD is multidisciplinary, up-to date, industry-and-research oriented. WUD engages us in truly interdisciplinary learning thus making us ready for ever changing design disciplines for the future".

> > Probin A



SCHOOL **©F** FASHION

Fashion is an instant language. What you wear is how you present yourself to the World.

FASHION DESIGN (4-year BDes, 2-year MDes/MSc)

This flagship program prepare students for success at every level, from haute couture to ready-to-wear to mass market. By the end of this course the students will be equipped with the knowledge and confidence to respond creatively to a design brief within the fashion industry. WUD's own brand of fashion education nurtures creativity while providing a rigorous grounding in the practical and technical skills exposing one to the real demands and practices of the fashion world. You'll learn the fundamentals of professional draping, patternmaking, and sewing techniques. You'll master computer-aided design (CAD), and learn how to take a design from concept to finished garment. The course teaches important research methods, how to produce initial design ideas, and how to develop designs through to a finished 3D prototype and do a catwalk presentation. This singular program guides you to become not only a designer with your own creative vision, but a professional prepared to take your place in this challenging industry.

Faculty members are seasoned professionals with current experience, opening doors to the industry. Top designers serve as critics, helping students create an original outfit. Internship at leading fashion house gives you experience and valuable connections. Portfolio development, Work placement and opportunity for international exchange with partner institutions give the extra edge.

Careers: Students develop excellent

employability skills, working with their choice of company during their Work Placement and going on to set up their own brands or work for exciting new designers and established brands upon graduating. With high level design and technical skills as well as a deep level of understanding of Cultural and Historical Studies students are well prepared for higher studies, take up high level jobs in the industry, or work as designers with their own label.

FASHION COMMUNICATION (4-year BDes)

With explosion of fashion media over the last decade, the opportunities in fashion are no longer limited to the role of designers. The fashion industry now requires professionals producing quality content in the form of word and image. This unique and exciting course teaches the intellectual, practical and professional skills you need to succeed in a career in promotion & communication for the global fashion industry.

You have the opportunity to learn the fundamental skills of research, experimentation and realization, as well as new practices and innovations within fashion promotion, communication and image generation. Key study topics include Introduction to fashion, styling and photography; design, visual and popular culture; fashion imaging and marketing; research, analysis and interpretation; forecasting, advertising, marketing and PR; styling and photography as narrative; portfolio, selfpromotion and career planning; visual and critical analysis. All subjects will be taught in consideration of the critical and cultural context.

Careers: Graduates will work across a wide spectrum of careers in Fashion Communication, working as writers, journalists, editors, stylists, photographers, art directors, setdesigners, fashion show producers, illustrators, curators, archivists, researchers and retailers.

INTERNATIONAL FASHION BUSINESS (2-year MDes/MSc)

International Fashion Business program is designed to forge a leader in the global world of the fashion business. Offered in collaboration with the School of Management, the masters program comprises of three main focus areas i.e. (a) Fashion knowledge & Analysis: fashion cycle, fashion studies, fashion trend forecasting, analytics, quantitative methods and design thinking (b) Data analysis & planning: digital marketing, omnichannel marketing, data analysis, & strategic planning, and (c) Business Application: import/export, domestic retail, overseas commercial development, fashion operations, online and offline distribution.

The course is designed to offer an opportunity to study international fashion business in a creative environment to students with a range of ambitions and interests in fashion who do not, however, aspire to be fashion designers. The students will have unprecedented access to collaborative partnerships throughout their course as they will have had exposure in working closely with students from our fashion design & fashion communication courses. The course focuses on interdisciplinary collaboration

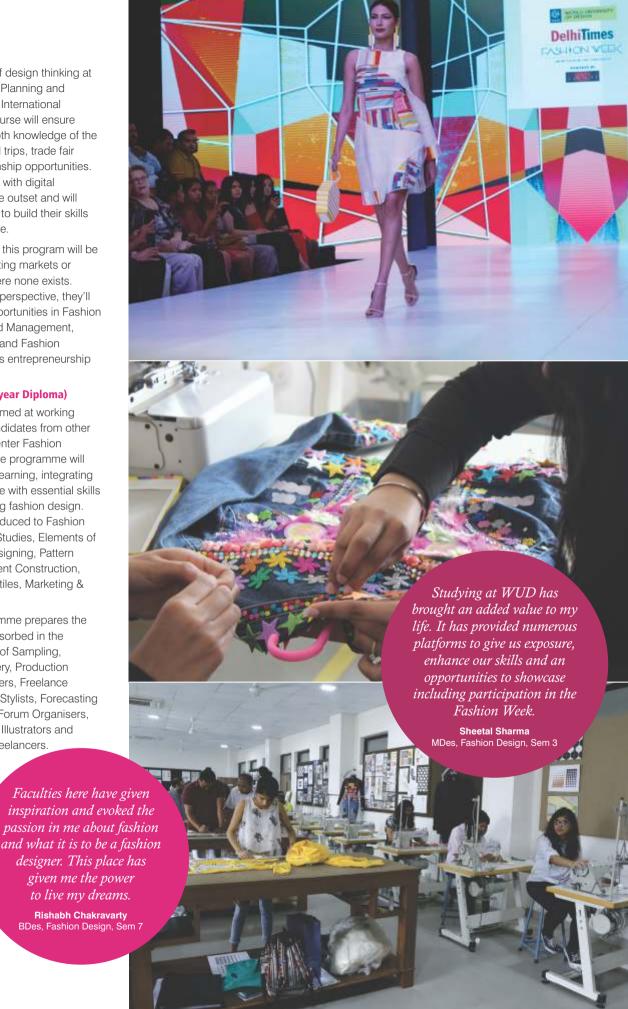
and the integration of design thinking at all levels of Strategy, Planning and Implementation. The International Fashion Business course will ensure hands-on and in-depth knowledge of the industry through field trips, trade fair immersion and internship opportunities. Students will engage with digital technologies from the outset and will have the opportunity to build their skills throughout the course.

Careers: graduate of this program will be able to optimize existing markets or create new ones where none exists. From the placement perspective, they'll be able to attract opportunities in Fashion Design, Luxury Brand Management, Retail Management, and Fashion Management besides entrepreneurship

FASHION DESIGN (1-year Diploma)

The programme is aimed at working professional and candidates from other streams aspiring to enter Fashion Industry. The intensive programme will focus on interactive learning, integrating theoretical knowledge with essential skills required for practicing fashion design. Students will be introduced to Fashion Illustration, Fashion Studies, Elements of Textiles, Fashion Designing, Pattern Development, Garment Construction, Traditional Indian Textiles, Marketing & Merchandising, etc.

Careers: The programme prepares the candidates to get absorbed in the industry in the areas of Sampling, Designing, Embroidery, Production Coordination Designers, Freelance Design Consultants, Stylists, Forecasting and Fashion Trends Forum Organisers, Costume Designers, Illustrators and Entrepreneurs and freelancers.





Visual communication should be seen as the embodiment of form & function, the integration of the beautiful & useful.

GRAPHIC COMMUNICATION DESIGN (4-year BDes, 2-year MDes/MSc)

The program prepares a sound theoretical and conceptual understanding besides imparting software application skills, thus preparing a thoroughly professional graphic designer. Graphic design is a creative, strategic, managerial, and technical activity that helps produce visual solutions to communication problems. A Graphic Design would typically be able to integrate the idioms and approaches of diverse disciplines such as science, medicine, engineering and information technology into a cross-disciplinary input to achieve a collaborative, multidimensional and hybrid visual output.

Graphic Design is one aspect of Communication Design that's focused around on topics like typography and type design, illustration and photography, packaging and print design, signage design and corporate identity systems. IT applications add fields of computer graphics, multimedia and web design. Students learn to use professionally software like Adobe Creative Cloud, Sound forge etc.

Careers: A Graphic Communication Design graduate will be able to engage in identity design; typography; editorial and publication design; information design; illustration; photography; packaging; design for social impact; broadcast graphics and film titles, web and game interface design; interaction, environmental and exhibition graphics; merchandise; signage and pictogram systems; data visualization; and any other activity within print, online and offline shaping of visual form.

ANIMATION & GAME DESIGN (4-year BDes)

Animation & Gaming Industry in India is acquiring a global identity providing many employment opportunities around the globe. Animation is inherently linked to the game design. They are identified as economic boosting areas for India. With the technology advancement in VR and AR and penetration across mobiles. tablets, consoles and PCs, gaming industry is exploding continuously. Animation & Game Design course at WUD prepares students to create solutions to complex problems using animation and gaming as a creative medium. The courses of study exclusively deal with Animation, Games & on a large scale, the entertainment industry.

Students will be equipped with skills and techniques of animation such as a Visual Development for Animation & Games. Personality & Caricature, Fundamentals of Animation, Character Design & Story Boarding, Stop-motion, Visual Effects, VFX for Film & Games, 2D Art, 3D Art, Strategy, Game Psychology, Level Design and CGI skill-set with training of Industry Standard Software along with Industry professionals/ experts guidance and support. Students will be trained in various facets like Game Art and Game Design with the understanding of the psychology of gaming design. The students go through the entire production pipeline and process right from ideation to screen for an Animation film making. The essential grasp over the narrative content combined with proficiency with animation design techniques goes toward creating an effective piece of communication.

The course strikes a balance between technology & art, the ever-evolving trends and changing technology are integrated seamlessly in the design process. The program facilitates Industry Internship as well as Industry Project with chances of Student Exchange with reputed Universities abroad like VFS and ECUAD.

Careers: There are huge prospects in Game Design career. Today gaming finds a use not only in entertainment industry. but in Education, Banking, Marketing, Sports, Aviation and many other verticals. A learner can develop his career as Art Director, Concept Designer, Environment Designer, Level Designer, Gaming Artist, Game Developer, Game Tester, Game Decoder, porting, etc., based on their own strengths and interest areas. Today, there are lot of gaming studios and companies in India. The demand is drastically increasing especially in Mobile and Social gaming sector, which also strongly increases the scope of Entrepreneurship in the Industry.

FILM & VIDEO (4-year BDes)

The course has been designed keeping in mind the socio-technical change brought about by the advent of Digital Technology, making film and video format accessible to all as a tool of selfexpression, social communication, corporate branding and pure entertainment. With a strong emphasis on narrative content, the course will sensitize students to the concepts of design in cinema and its application, and also get them to master the craftsmanship and its allied tools. They will observe, creatively participate and construct films from all genres.

Topics like Photography, Instructional Films Making, Videography, Film Language / Film Theory. Cinematography, Editing, Script Writing, Production Design etc., will help develop a strong conceptual understanding of all important aspects of Film and Video Design. Inputs in basic Documentary Films. Fictional Film. Music Video. Promotional Films, Advertisement Films, Multi-camera, Instructional Films and Exploratory Documentary will add depth to the program. This diversified yet specialized approach to cinema will provide the scope to find space and excel in their field of expertise in this vast world of cinema

Careers: After undergoing the comprehensive FVD course, the students find their calling in various aspects of film making as writer, directors, cinematographer, editor, VFX designer, art director etc. While graduates may make a rewarding career as a freelance film-maker, scope also exist for working in production houses and companies.

GRAPHIC & WEB DESIGN (1-year Diploma)

Today's graphic designers must know current technologies and be aware of the rapidly changing image market. Graphic & Web Design classes emphasize design and creativity while providing intensive technical training. Instruction is flexible and inclusive, enabling both the beginning and advanced student to make great strides during this course. The class includes basic design, type, image, illustration exercises using Adobe Suite. Develop the essential design skills you need to produce graphics for print, advertising, corporate identity, and other interactive media. Website Design concepts, HTML & JavaScript, Search Engine Optimisation, Web Page Design, Mobile Apps, Assignment & Portfolio building are also part of the program.

Careers: Graphics & web designers get jobs in Advertising agencies, Graphic design studios, Print & publishing houses, TV & Multimedia production houses, E-learning companies, Website development studios and Web Design Studios.





Art is a visual language. You just need to perfect your alphabets.

CREATIVE PAINTING (4-year BVA)

Painting and Drawing fuses traditional expertise and technique with cuttingedge contemporary approaches to art making. In this program, you can study virtually every approach to painting and drawing, from traditional oil painting to graphic novel production and 3D spatial installation. Your technical, formal and conceptual skills will be developed through focused studio production and instruction in theory, art history and cultural studies.

You will explore colour through paint application, tools and techniques along with the formal language of painting and its use in abstract, figurative and hybrid/expanded modes.

As active professional artists, our faculty brings insight into the exciting and complex world of art. You will gain the ability to think creatively and critically and to materialize your ideas in visual form. Our aim is for you to leave the program with an understanding of your own intentions and visual language, strategies for sustaining an artistic practice, critical thinking skills, an understanding of historical context and an understanding of contemporary possibilities of painting and drawing.

Careers: Your degree can lead to many paths such as - Practicing artist, Gallery or museum curator, Commercial artist, Graphic designer/ novelist. Medical illustrator, Arts administrator, Exhibition designer, Graduate studies in visual art.

DIGITAL DRAWING & ILLUSTRATION (4-year BVA)

This is a unique undergraduate course specially designed to keep pace with

changing technology and its role in art and culture. The curriculum integrates traditional drawing and illustration with digital technologies that further the dimensions of these mediums. This is the only undergraduate course in India, looking at drawings in a holistic and futuristic way. Stress will be given on the development of individual styles with a strong conceptual foundation.

Digital Drawing & Illustration students will develop skills with a variety softwarebased skills, yet constantly being exposed to traditional media methods and conceptual drawing skills. They will also be taught to integrate their works with photography and animation. Critical thinking, innovation, self-assessment and presentation techniques are an important part of the course along with direct industry exposure.

Careers: The future of the creative industry rests on drawing and it is a key skill and ability sought after across all creative industries. Drawing based visualization and illustration skills are required in the product, automobile, textile, graphic and fashion design industries along with a heavy demand from the printing and publishing industry. Professionals are also required for concept mappings, storyboarding, animation and comic industries.

CURATORIAL PRACTICES IN ART (2-year

This first MVA of its kind in the country prepares students to expand the role of curators in connecting art, artists, and communities--engaging audiences more effectively by proposing alternative models of exhibition-making, institutionbuilding, and social justice through art. A hands-on curriculum balances collaboration and socially engaged practices with academic research in history and theory. Students work in diverse experimental contexts & formats, with alternative models of exhibition planning. Designed to forge links among artists, institutions, and communities, the program promotes a collaborative culture linking diverse audiences, and local issues to global discourses. Through real-world collaborative exhibits, students will be expected to raise awareness, bridge societal gaps, and catalyze exchanges across various disciplines.

Students will stand to gain a grounding in art history, theory, and criticism, as well as a historical perspective on curatorial practice, including the ethics and politics of the art world; Obtain significant insight into issues relevant to the practice; Study the process and working methods of exhibition creation, as well as the role and responsibilities of curators; Explore writing skills specific to exhibition practice; Collaboratively research, propose, plan, and execute a major exhibition with fellow students during the first year; Forge enduring relationships with artists and the regional arts community.

The program seeks students with diverse backgrounds, including applied arts graduates, liberal arts and science graduates, or working professionals in education, social work, or art or non-profit management who wish to engage in advanced research and use projects to explore the role of a curator.

Careers: Graduates of the program will be cultural leaders committed to working in an interactive, inclusive process, and having a deep understanding of the

complex role curators can play within cultural institutions, galleries, the art market, and their communities.

FASHION ART (2-year MVA)

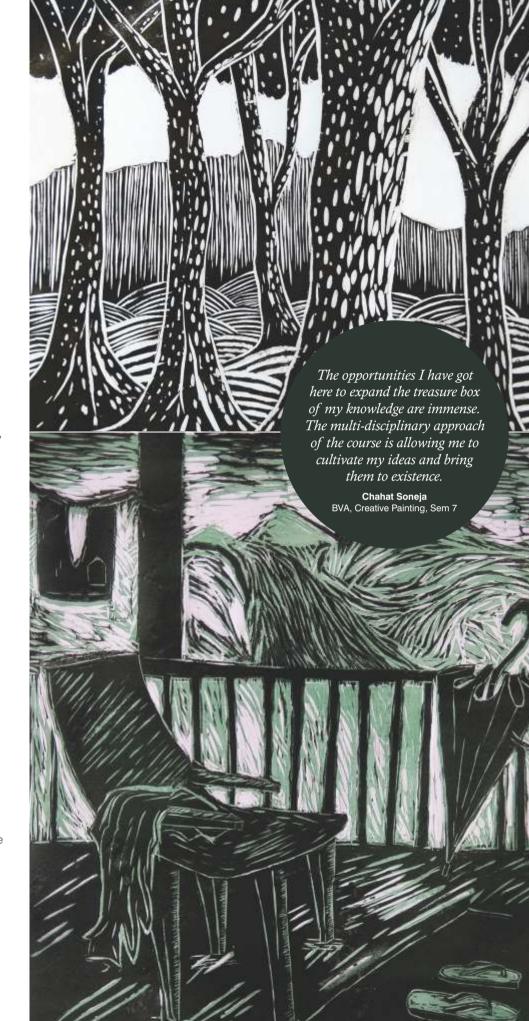
This course focuses on creating fashion illustrators who will be able to meet the requirements of the rising demands of the fashion and entertainment industries. The unique feature of this course is the manner in which Art and Fashion are brought together in terms of concept and skill. With an emphasis on fashion trends and artistic practice, students will study fashion, illustration, the related histories along with studying fashion figures, different mediums and techniques. They will be guided to develop their individual styles through which they can create branding and identities for themselves.

The course has a perfect mix of classrooms, studios and industry as learning spaces for the student. Creativity and experimentation are the key features of the pedagogical focus of the course making sure that our students are always able to innovate and rebrand themselves throughout their professional journey. A key feature of the course is exposure to various kinds of 2D/ 3D software and techniques making our students equipped to face the technological challenges of the future world.

Careers: Fashion brands, design houses, architects, graphic design companies, advertising agencies, media, event and entertainment companies, trend forecasters and the publishing industry are looking out for and hiring fashion illustrators. The internet and social media have also opened up new possibilities of individual professional practice.

ART EDUCATION (2-year MVA)

This course is designed for and focused on preparing art educators for the future. The pedagogical approach is towards creating art educators who are fully aware of the needs of a global and diverse society, are highly knowledgeable about art, its concepts and his histories, along with having the presentation and interpersonal skills required for good teaching. Along with opening up of perception and enhancement in skill, the



course also cultivates the innovative kind of intellect and creative sensibilities. The course integrates art history, art criticism, along with studio, community and public art making stressing on how art education can influence societal beliefs and value systems.

Careers: The program inculcates skills such as leadership, critical thinking, and better communication. A variety of career paths are available for graduates of art education programs such as art teachers to children, teenagers or even adults. Others may choose to work as curriculum directors. Possible options also include working as a museum curator or running an art studio. They may become full-time professional artists or decide to supplement their full-time jobs as parttime artists taking commission work.

CONTEMPORARY ART PRACTICES (2-year MVA)

Contemporary Art Practice is changing dramatically. Artists react to observations of the world we live in, translating experience into art production and interventions. Merging genres and media and creating new contexts for the expanding field of art practice. The Master's program in Contemporary Art Practice emphasizes on art meeting the public and creation of a framework for an individual history of practice. The studio based program encourages practices that are speculative and reflective, encouraging work in a range of media. It is concerned with ways of learning that are experiential - embodied through and understood by the acquisition of a practice.

Students produce artworks and projects in a family of media, adapting approaches drawn from an increasingly wide array of subject disciplines. The program also involves the theoretical study of this family of media and approaches, drawing on related fields and methods. Media-related disciplines include sculpture, painting and printmaking, photography, audio visual and new media. The program also encompasses approaches to practice that are non media-specific, including intermedia, time-based arts.

performance, installation, social-practice, education and art writing.

Careers: The program is aimed at professional artists who want to develop a more ambitious artistic practice by extending their practical, theoretical, organisational and economic knowledge. It develops from a broad to a specialist understanding of the technical resources and validating contexts in which artists work today.

PHOTOGRAPHY (1-year Diploma)

Photography is about an idea, a message, or an emotion. That idea or message may be something small, a single word, or it may be a whole statement that the photographer wants to explore. The photography programme will help students learn the basics & essentials, gain the requisite skills and develop a style required to be a successful photographer - History of photography, professional photography techniques, Lighting, Photography equipment, Digitally editing, Photo manipulation techniques; Travel, outdoors, nature and landscapes, Macro, Portrait photography, Wedding photography, Product and advertisement photography, Fashion and Sports photography; Photo-journalism.

Careers: The programme has prospects in advertising, fashion industry, news media and as freelance photographer.

PAINTING (1-year Diploma)

The program is aimed at those who have practiced painting as a hobby and are looking at more structured inputs. The program fuses traditional expertise and technique with cutting-edge contemporary approaches to art making. You'll study different approaches to painting and drawing. Your technical, formal and conceptual skills will be developed through focused studio production and instruction. You will explore colour through paint application, tools and techniques along with the formal language of painting and its use in abstract, figurative and hybrid/expanded modes. By end of the program you'll have an understanding of your own intentions

and an understanding of contemporary possibilities of painting.

Careers: Your diploma will provide with enough confidence to take up painting professionally. It can lead to many other paths such as - practicing artist, illustrator, art administrator, etc.





SCHOOL @F MANAGEMENT

Management is efficiency in climbing the ladder of success; strategy determines whether the ladder is leaning against the right wall.

DESIGN STRATEGY & MANAGEMENT (3-year BBA, 2-year MBA and 2-year MBA [Executive])

Design Strategy & Management courses are built on strong foundation of design thinking and holistic business management. The program builds the critical thinking and execution skills required in today's worlds and prepare the learners to use design to solve real life problems faced by industry and society.

The program aims to produce business leaders who can leverage the power of Design for business value creation, positive social impact and overall economic growth. The program has been primarily developed with industry focus with specific inputs related to innovation and strategy, besides a solid foundation in the management disciplines like Organizational Behaviour, Principles & Practices of Management, Statistical & Quantitative Analysis, Accounting, Managerial Economics, Legal Aspects of Business, Financial Management, Human Resource Management, Production & Operations Management, Marketing Management, Research Methodology and Operations Research, Consumer Behaviour, Quality Management, etc.

A range of interactive teaching methods is used in the program delivery. With strong emphasis on reflective learning based on collaborative problem solving, traditional lectures are complimented with group discussions, workshops, fieldwork and explorations. Modules are taught through seminars, workshops and project work. Emphasis is on creating an exciting and charged environment. The program

significantly improves the employability as students emerge with leadership capabilities and are equipped with key management skills enabling them to take a lead in strategic decisions.

Careers: This program opens up a completely new world of 'Career Possibilities' as compared to a traditional BBA or MBA program. Besides usual management roles, WUD graduates will be able to find important roles in Innovation management, new ventures. venture capital, private equity, management consulting, strategic planning, product planning, product marketing, product development and other exciting areas of work.

RETAIL BUSINESS MANAGEMENT (3-year BBA)

The program takes an innovative and progressive approach to addressing issues intrinsic to the evolution and transformation of retail businesses. Retail is a major sector of the Indian and Global economy. India is the second largest retail market in the world. Retailers today deal with challenges like increased levels of competition, growth of the internet and e-commerce, new forms of technology and the changing profiles of consumers. As a result, retail organizations require leaders with the necessary skills to address these challenges.

The program is aligned to the typical needs of the current & future Indian retail scenario and brand spaces, as also to emerging retail spaces like exhibitions, events, museums etc. The course provides students with the knowledge, insight and skills needed to follow a

successful management career in the retail or wholesale fields. The variety of retail and wholesale business is virtually unlimited and includes departmental stores, hyper marts, shopping centers, specialty stores, general dealers, chain stores, supermarkets, factory stores, boutiques, brand stores and restaurants. This qualification will form a strong base for further specializations.

Careers: The retail industry offers national and international career opportunities for the graduate. Graduates can choose from a wide variety of entry level positions, e.g. as a trainee manager or a position in buying, stock control, merchandising, sales, administration, logistics, housekeeping or the finance section of a retail business. Graduates who want to start their own businesses will benefit from the entrepreneurship component of this course.

FASHION BUSINESS MANAGEMENT (3-year BBA)

The fashion industry is more diverse than ever and has an array of career paths ranging from strategic to creative, financial and even entrepreneurial. The industry is not limited to models, designers and events, it also needs Managers to take responsibilities, coordinate events, take care of marketing etc. By gaining insight on all facets of the fashion business, from trend prediction and analysis to retailing and marketing; and also getting inputs in event management, HR, product management, brand management and customer service management our graduates can become among the future pioneers

shaping the fashion world and catering to the evolving needs of the global fashion consumer.

Career: Students will be able to tap into the broad range of available career options (including buying, merchandising, marketing, branding, PR, Publishing & Creative Direction, and launching their own businesses (ebusiness or brick-n-mortar) and will be encouraged to exhibit their own, diverse interests in the work they produce. They can also be the one identifying and creating the demand for products created by fashion designers. Areas of employment include fashion entrepreneur, design director, fashion consultant, fashion forecaster, fashion merchandiser/buyer etc.

WUD allow you to collaborate with different departments to work and research on the topics that interests you the most. Using case studies, industrial visits, and interactive sessions faculty makes sure that all the learning is interesting, unambiguous, and interactive in nature. Plus, there is no race for marks.

Drishti NarulaBBA, Design Strategy & Management, Sem 3

At WUD I got the support and confidence to grow both personally and professionally. I have gained practical and application based knowledge. The faculty members are helpful, open and supportive; and the campus is student-friendly, beautiful and full of limitless opportunities.

Navya Bhardwaj BBA, Design Strategy & Management, Sem 3







SCHOOL OF PERFORMING ARTS

The Earth is my stage & the Sun is my spotlight. Music & dance make a bridge across this world in ways nothing else can.

DANCE, MUSIC (4-year BPA, 2-year MPA)

Dance & Music are areas of Arts and Humanities that deals with human life and human experience qualitatively. Music. dance, and other kinds of performances are present in all human cultures. The history of music and dance dates back to pre-historic times. In India, religion, philosophy and myth cannot be divorced from their art forms. Dance and music are tied inextricably to ceremony of any kind. Bharatnatyam, Kathakali, Kathak, Manipuri, Odissi, Kuchipudi, Sattriya, Mohiniyattam are some of the classical Dance forms of India. Similarly, the classical music forms of India are Hindustani Classical Music and Carnatic Classical Music, in addition, there are hundreds of regional music forms and there are many musical instruments to compose and play music. They all adhere to the canons of classical dance laid down in the Natya Shastra, a second century C.E. text ascribed to the sage Bharata, to whom it was supposedly revealed by the Creator, Brahma. New contemporary forms are emerging by the day.

Performing arts in India and its practitioners are considered to be a part of the entertainment industry. The performing arts industry in India reached INR275 billion in 2018. The industry is primarily be driven by new and innovative forms of fund raising by theater and dance groups and a growing demand for Indian culture at an international level. At present more than 400 million youth are below 18 years of age and they have varied aspirations. A significant number of them would like to work in entertainment industry. In this context, an undergraduate University Program offered by WUD in Performing Arts is relevant to meet the

future human resources requirement of Entertainment Industry.

The masters programs are either practice based or academic, combining practical work with analysis. This Curriculum includes subjects like Theoretical Surveys. Stage Performance, Appreciation Seminars, Comparative studies which helps one develop as an artist and further the personal career goals.

Careers: The aim of the programme is to create graduates with critical, analytical and research abilities to work in the media and entrainment sector performing as Dancers/Musicians; Working as creative directors, choreographers, producers of art and entertainment programmes; and working as managers, academicians, administrator or entrepreneurs with strong ethics and communication skills. The employment opportunity areas are wide such as Film Industry, Classical Dance Centers, Music & Dance Firms, and event Management Agencies.

Film Acting (1-year Diploma)

While portraying a character an actor needs to exhibit unmatched talent, confidence and skill so that the audience is captivated by the avatar, and every word said touches their hearts. Actors are generally expected to possess a number of acting skills, including good vocal projection, clarity of speech, physical expressiveness, a good sense of perspective, emotional availability, a well developed imagination, the ability to analyze and understand dramatic text, and the ability to emulate or generate emotional and physical conditions. A better-rounded actor may also be required to be skilled in singing, dancing,

emotional expressiveness, imitating, dialects and accents, improvisation, observation and emulation, mime, stage combat, and performing classical texts. Attaining professional status require discipline, technique, and a working knowledge of the entire filmmaking process.

Designed equally for beginning actors as well as those with some experience this one year post graduate diploma program is on the cutting-edge of the actortraining field. In this program student will learn the art & craft of Film Acting through a wide range of physical and vocal exercises to enhance flexibility and control, followed by major projects such as dance drama; street theatre; status exercise; solo work; script reading and filmed scene work. A familiarization trip to Mumbai for actual auditions will be facilitated. By the end of the program, every student will have his own songvideo, short-film and a show-reel.

The instructors & trainers are all professional working actors, writers, directors, producers & veterans of Bollywood and independent film, television and regional theater—and they give each student the personal focus and rigorous discipline necessary for launching a career in film and TV.

Topics covered will include Diction, Voice and Speech, Sense and Emotion Memory, Imagination, Action Problems, Dance & Action Choreography, Observation, Improvisation, Stand-up, Auditions, Technical Aspects of Film Making, Recreating a scene from a movie. Making Short-Videos. Filming a Song-Video, Making a Short-Film, Making a Show-Reel.



FEE STRUCTURE & REFUND POLICY

DEGREE	1st Year	2nd Year	3rd Year	4th Year	5th Year	Total (in ₹)
Bachelor of Design (BDes)	2,36,250	2,36,250	2,36,250	2,36,250		9,45,000
Bachelor of Science (BSc)	2,36,250	2,36,250	2,36,250			7,08,750
Bachelor of Visual Arts (BVA)	84,000	84,000	84,000	84,000		3,36,000
Bachelor of Performing Arts (BPA)	84,000	84,000	84,000	84,000		3,36,000
Bachelor of Business Administration (BBA)	1,78,500	1,78,500	1,78,500			5,35,500
Bachelor of Architecture (BArch)	1,68,000	1,68,000	1,68,000	1,68,000	1,68,000	8,40,000
Bachelor of Arts (BA [Hons.])	1,68,000	1,68,000	1,68,000			5,04,000
Master of Design/ Science (MDes / MSc)	2,62,500	2,62,500				5,25,000
Master of Visual Arts (MVA)	1,05,000	1,05,000				2,10,000
Master of Performing Arts (MPA)	1,05,000	1,05,000				2,10,000
Master of Business Administration (MBA)	4,72,500	4,72,500				9,45,000

DIPLOMA	FEES (in ₹)
Fashion Design Graphic & Web Design Film Acting Photography Professional Automotive Modeling Painting	2,00,000 2,00,000 3,00,000 1,25,000 2,25,000 80,000

Charges at the time of Admission (One time, non refundable)

	,
Application Processing	1,000
Registration Fee	18,000

Annual Hostel Charges (For year 2020-21 only. Subject to change annually)

	Hostel/Electricity/Services	Mess Charges	Total (in ₹)	
Boys/ Girls (Twin/Triple sharing)*	65,000	65,000	1,30,000	
* Subject to availability.				

REFUND POLICY

The University follows the fees refund policy as laid down by the UGC in its letter No. D.O. 1-3/2007 (CPP-II) dated 6th Dec, 2016. If a student chooses to withdraw from the program of study in which he/she is enrolled, the University will refund the fees as per the following norms within 15 days of the receipt of the written application.

Sr. No.	Point of time when notice of withdrawal of admission is served to HEI	Percentage of Refund of fees*
1.	15 days before the formally-notified last date of admission.	100%
2.	Not more than 15 days after the formally-notified last date of admission.	80%
3.	More than 15 days but less than 30 days after formally-notified last date of admission.	50%
4.	More than 30 days after formally-notified last date of admission.	00%

(*Inclusive of course fees and non-tuition fees but exclusive of application and registration fees). In case of (1) in the table above, the University will deduct an amount of 10% of the aggregate fees as processing charges from the refundable amount.

SCHOLARSHIPS

World University of Design strongly believes in nurturing and encouraging the brightest minds to transform them into lifelong learners and leaders. To acknowledge such high potential academic achievers, World University of Design offers generous scholarships covering part/full academic fee for the entire duration of the program.

I. Merit Scholarships

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For Under Graduate Degree Programmes		Design/ Fashion/ Communication (All UG)	Architecture (UG)	Visual Art / Performing Arts (UG)	Management (UG)
Pres	cribed Academic	9,45,000	8,40,000	3,36,000	5,35,500
Α	Scholarship Amount	5,67,000	5,04,000	2,01,600	3,21,300
A	Net Fee Payable	3,78,000	3,36,000	1,34,400	2,14,200
В	Scholarship Amount	3,78,000	3,36,000	1,34,400	2,14,200
В	Net Fee Payable	5,67,000	5,04,000	2,01,600	3,21,300
С	Scholarship Amount	1,89,000	1,68,000	67,200	1,07,100
	Net Fee Payable	7,56,000	6,72,000	2,68,800	4,28,400

For Post Graduate Degree Programmes		Design/ Fashion/ Communication (PG)	Visual Art / Performing Arts (UG)	Management (PG)
Pres	scribed Academic	5,25,000	2,10,000	9,45,000
D	Scholarship Amount	2,10,000	84,000	3,78,000
	Net Fee Payable	3,15,000	1,26,000	5,67,000
F	Scholarship Amount	1,05,000	42,000	1,89,000
	Net Fee Payable	4,20,000	1,68,000	7,56,000

For scholarship recipients:

- The students availing these scholarships will be required to meet the academic and non-academic performance criteria for each semester. For continuation of Scholarship students must meet pre-defined academic standards including maintaining a minimum CGPA of 7.0 and minimum attendance criteria.
- If a student fails to fulfill the scholarship continuation criteria, the scholarship will be withdrawn and he/she would be required to pay full
 fees for the rest of the program*.
- The net scholarship amount will be adjusted against the fee payable in the following manner: First year fee is fully payable. Final Year will be totally free with 100% of annual fee being adjusted against scholarship. Remaining scholarship amount will be equally divided in 2,3 or 4 years depending on the duration of the programme.
- Only one kind of scholarship can be availed by one student.
- In aggregate percentage Physical Education/ Fine Arts/ Performing Arts/ Vocational/ Non-written subjects will not be considered.
- No amount of scholarship will be paid in cash.
- Scholarship offers applies only to those students who have appeared for and cleared the Aptitude Test & Interview and their admission is granted.
- Scholarships will be awarded to 10% of total enrolled strength in each case on a first come first serve basis.

^{*}Scholarship for the 1st year will however be adjusted against the second year fee.

Eligibility conditions for Scholarships

	Design/ Fashion/ Communication (All UG)	Architecture (UG)	Visual Art/ Performing Arts (UG)	Management (UG)
А	1. 90% & above aggregate in 10+2 of CBSE or equivalent 2. NID Rank ≤ 500 3. NIFT Rank ≤ 1000 4. UCEED Rank ≤ 500 5. WUD Entrance Score ≥ 80%	6. 90% & above aggregate in 10+2 of CBSE or equivalent 7. NATA Score ≥ 125 8. JEE Paper 2 Score ≥ 240 or ≥95 %ile	9. 90% & above aggregate in 10+2 of CBSE or equivalent 10. WUD Entrance Score ≥ 80%	11. 90% & above aggregate in 10+2 of CBSE or equivalent 12. CET Rank ≤ 500 13. WUD Entrance Score ≥ 75%
В	1.80-89.9% aggregate in 10+2 of CBSE or equivalent 2.NID Rank 501 – 750 3.NIFT Rank 1001 – 1500 4.UCEED Rank 501 – 750 5.WUD Entrance Score 70-79.9%	6.80-89.9% aggregate in 10+2 of CBSE or equivalent 7. NATA Score 110-124 8. JEE Paper 2 Score 225-239.9 or ≥90 %ile	9. 80-89.9% aggregate in 10+2 of CBSE or equivalent 10. WUD Entrance Score 71- 79.9%	11. 80- 89.9% aggregate in 10+2 of CBSE or equivalent 12. CET Rank 500-700 13. WUD Entrance Score 61-75%
С	1. 70 to 79.9% aggregate in 10+2 of CBSE or equivalent 2. NID Rank 751 – 1000 3. NIFT Rank 1501 – 3000 4. UCEED Rank 751 – 1000 5. WUD Entrance Score 60-69.9%	6. 70 to 79.9% aggregate in 10+2 of CBSE or equivalent 7. NATA Score 100-110 8. JEE Paper 2 Score 210- 224.9 or ≥80 %ile	9. 70-79.9% aggregate in 10+2 of CBSE or equivalent 10. WUD Entrance Score 60- 69.9%	11. 70 to 79.9% aggregate in 10+2 of CBSE or equivalent 12. CET Rank 701-1000 13. WUD Entrance Score 50-60%

	Design/ Fashion/ Communication (All PG)	Visual Art/ Performing Arts (PG)	Management (PG)
D	1. 80% & above aggregate in Graduation 2. CEED Rank ≤ 500 3. WUD Entrance Score ≥ 80%	4. 80% & above aggregate in Graduation 5. WUD Entrance Score ≥ 75%	6. 80% & above aggregate in Graduation 7. WUD Entrance Score ≥ 80% 8. 80 %ile & above in CAT/ XAT 9. 650 & above score in GMAT 10. 320 & above score in GRE 11. 90 %ile & above in MAT 12. 85%ile & above in NMAT
E	1. 70-79.9% aggregate in Graduation 2. CEED Rank 501-1000 3. WUD Entrance Score 70-79.9%	4. 70-79.9% aggregate in Graduation 5. WUD Entrance Score 61-75%	6. 70-79.9% aggregate in Graduation 7. WUD Entrance Score 65-79.9% 8. 70-79.9 %ile in CAT/ XAT 9. 550 - 649 score in GMAT 10. 306 - 319 score in GRE 11. 80-89.9 %ile in MAT 12. 75-84.9 %ile in NMAT

II. Special Scholarships

In an effort to make quality design education more affordable and to further the advancement opportunities for students with creative talent but coming through constrained opportunities, World University of Design, through an exclusive tie up with an NGO - SAPNAY ® has instituted the following Scholarships, each worth 20% of total fee amount:

- 1. Wards of Defense Personnel
- 2. Wards of Serving Teachers
- 3. Daughter's Privilege
- 4. Sports (National Representation)
- 5. Performing Arts (National Representation)

Award of these scholarships will be governed by the following rules and guidelines -

- 1. These scholarships would apply to those not covered under existing merit-based Scholarships
- 2. These scholarships will be awarded totally at the discretion of the University/ SAPNAY ® and total number of scholarships will be limited to 10% of total enrolled strength in each program on a first come first serve basis
- 3. The University reserves the right to offer these Scholarships through its own additional assessment. The University may ask for additional documents by way of School Certificates, Income Statements, details of examination taken, etc. The onus will be on the candidate to produce the required documents in Original to support the award of scholarship
- 4. The decision of the University towards such Scholarships will be final and binding. The scholarships are a privilege towards fulfilling specific purpose and not an entitlement.
- These Scholarships will be processed after a student joins the University. Until the time of joining, the candidates are expected to follow the common selection process.
- The students availing these scholarships will be required to meet the academic and non-academic performance criteria for each semester. For continuation of Scholarship students will be expected to meet pre-defined academic standards including maintaining a minimum CGPA of 6.50.
- 7. The net scholarship amount will be adjusted against the fee payable in the following manner: First year fee is fully payable. Final Year will be totally free with 100% of annual fee being adjusted against scholarship. Remaining scholarship amount will be equally divided in 2, 3 or 4 years depending on the duration of the programme.

III. Haryana Domicile Scholarships

As per regulatory provision section 35 & 36 of Haryana Private University Act, 2006

EDUCATIONAL LOAN

World University of Design has an exclusive tie up with **Axis Bank** and **Credenc Web Technologies** for providing educational loan to students securing admission to the institute. Disbursement of the loan is as per the Axis Bank and Credenc Web Technologies terms and conditions.

SETTING NEW BENCHMARKS IN DESIGN EDUCATION

















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