INTERIOR DESIGN

Module 1

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Elements of Interior Design

Below are the images representing the Elements of Interior Design

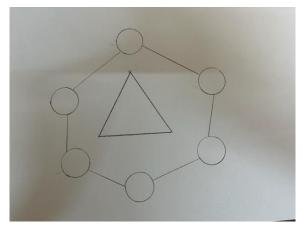

Space

Lines

Form

Texture

Patterns

Light

Colour

Dots and Lines activity - 2D & 3D

Dots and Lines 2D

3D representation

3D top view

The Elements of Design are :

Space (positive and negative space)

Lines (horizontal, vertical and dynamic)

Form (shape)

Patterns

Light (natural or artificial)

Colour

Texture

All of these elements interact with each other and hence need to be used in a balanced and harmonious way to create an aesthetic and functional space.
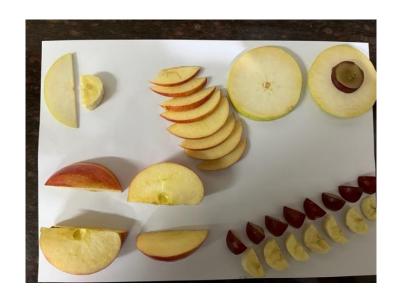
Principles of Design

Below are the images representing the Principles of Design

Rhythm, Movement

Asymmetrical balance, Contrast, Emphasis

Top view representing Contrast, Movement, Emphasis, Rhythm, Asymmetrical balance
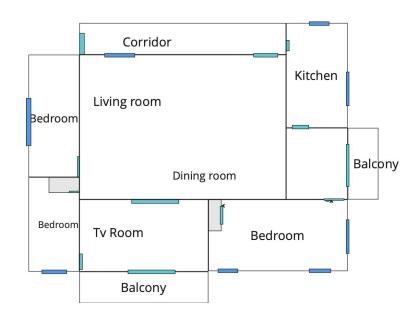
The Principles of Design are a set of rules or framework that need to be followed to achieve good design results.

The Principles of Design are :

Balance (symmetrical and asymmetrical), Emphasis (emphasis through colour, proportion, reinforcement, texture and isolation), Contrast (contrast in colour, shape, scale, layout), Movement and Rhythm (which can only be achieved through repetition)
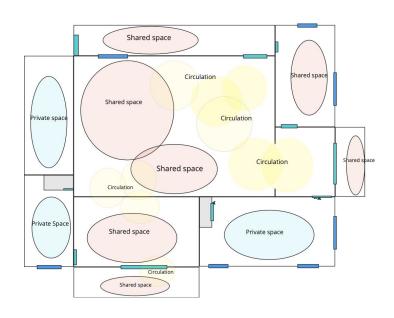
The above slides shows the Principles of Design being applied through an activity using fruits and a box cut-out.
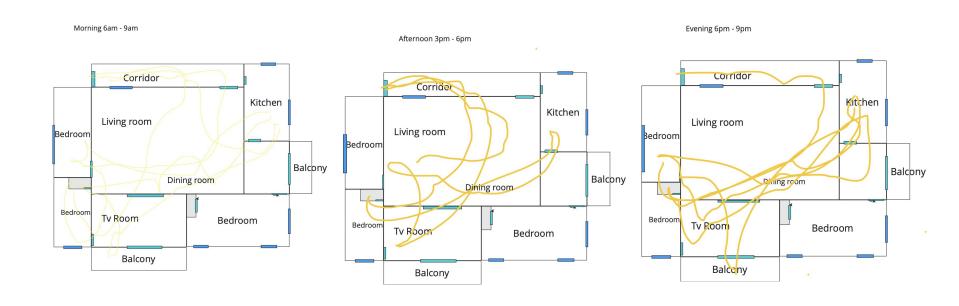
Activity Mapping

Floorplan of the house

Activity Mapping

Activity Mapping throughout the day

Morning 6am - 9am

Afternoon 3pm - 6pm

Evening 6pm - 9pm

Activity Mapping

Activity Mapping is process of documenting activities over a period of time. This helps in understanding a particular space (house in the above example) - which areas we use the most, why we use some areas more than others, flow of space etc. which in turn will help plan the best layout of furniture, movement of people between furniture and optimum use of space.

Any space can be planned better once the designer understands who will be using the space and the activities that will happen throughout the day in the said space.

Mood Mapping

Mood mapping is the act of documenting one's mood while doing a series activities in a particular space. This is important to understand because every space can have an impact on a person's mood.

Task given was 'Listening to Music' and below is the description/story of the setting.

Mood mapping - a short write up

Listening to music - One of my favourite things to do while exercising (either indoors or outdoors) is listening to music. I usually head out in the morning for a walk. I live in an area called Race Course which is a three kilometre loop that is completely surrounded by giant old trees and thick green foliage, and is usually packed to the brim with morning walkers, runners etc. The key here is to head out as early as possible (before 6am) when the atmosphere is quiet and calm, and the air is still fresh and clean, and the sun not too hot. This combined with a mellow playlist usually helps me clear my head and plan my day ahead.

This is also a residential area that is surrounded by marvellous, old, stately homes, some of which have stood the test of time while many are being renovated. Commercial cafes and restaurants have also cropped up and all this only adds to the charm of this area. I occasionally grab a filter coffee after my walk from one of these coffee shops (which usually have a massive queue). The coffee is always worth the wait.

By the time I finish my walk the whole area is bustling. The road starts filling up with morning commuters heading to work, school etc. The calm of the morning completely shifts to hustle-mode which also gives me motivation for my day ahead.

I then head home to get my son ready for school and start my day too.

Understanding Client Needs and Wishes

The brief was to plan a mood board for a living room

Highlights

Neutral, earthy colours

Open space

Tall, unique roof (that draws attention)

Dash of indoor plants

Understanding a space starts with understanding the quality of space and **the functional and emotional** needs of the stakeholders of the space (the people who will use the space). The design of the space itself will depend on the personality of the space, weather, location, religious and cultural beliefs of the stakeholders of the space.

Understanding a Client Brief

Designing a bedroom for Mr & Mrs Shah

THE COMFORTING HOME PALETTE

F.11.72 E.5.37.44 E.2.17.58 D.8.24.44 D.0.31.44
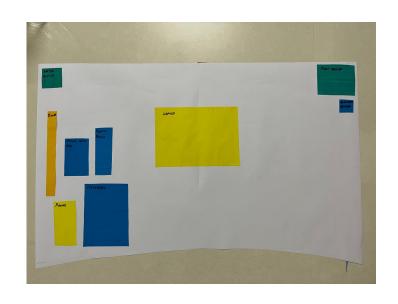
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The brief was to design a bedroom for the family of Mr and Mrs Shah (a couple with young children).
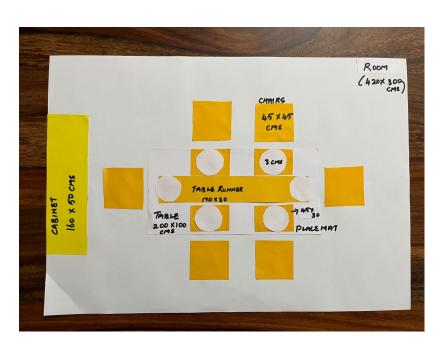
It started with understanding their **functional needs** - neutral colours, lighting that works throughout the day, ample space for their kids to play and move around in, collapsible bed to save space, a small seating area for two, an area to hang some photos, indoor plants if possible;

And **emotional needs** - open and bright space for the kids to play, natural and mood lighting that will work nicely at all times of the day, they want the bedroom to be a happy place because they spend most of their non-working time with their kids in the bedroom, neutral colours to exude a sense of calmness.

The above mood board was created keeping their emotional and functional needs in mind.

ERGONOMICS AND ANTHROPOMETRICS

Designing a study table

Designing a dining table

Ergonomics - is the design and arrangement of furniture in such a way that there is easy and efficient interaction between people and furniture.

Anthropometrics - is measuring the human size and form so optimum products can be designed keeping in mind these measurements.

The first task was to design a study table. I measured out a study table size that I thought would be ideal - a compact table that would fit a laptop, a notebook and a few essential gadgets. I gave it a slightly inward angle that would be comfortable enough to lean into.

The second task was to design a dining table. I started out by measuring out the room, then an ideal table size (keeping in mind the number of people in the house, the space between chairs, cutlery type based on our food habits), cabinet size,chair size, and all the elements that go on the dining table. The height of the cabinet and space between the cabinet and table were all carefully planned so that there will be easy movement of people between the furniture.

Both the tasks gave a proper understanding of the importance of Ergonomics and Anthropometrics.

Light, Colour, Textures

Breaking down a movie frame

Movie - Alaypayuthey (Tamil)/ Saathiya (Hindi)

The theme of this song depicts carefree, romantic love and the joyous colours of yellow and the earthy colours of brown bring out the beautiful setting of the scene in the rain. The emotions are happy yet intense.

Warm White 9W   White 9W   Yellow 0.5

In this particular instance, the light/luminescence of the Warm White and Yellow light is contained inside the lamp. The objects around it are not lit up. The White light lights up the lamp & the objects around it.

Warm White - 9W - red/blue paper
Both the red and the blue paper throw
a beautiful light on the wall but the red
darkens the space & objects around it.

White - 9W - red/blue paper
In the above cases, the lamp
shade & its artwork are
highlighted due to the White light

Light and colours essential design components. The use of light and shade can transform a space into something comfortable or dramatic or atmospheric. It can bring attention to particular area of a room or a piece of furniture or art, and can lift and transform the room into a unique living space.

Colours can help create an illusion of a bigger room or a smaller room. Every colour has a wavelength that has a psychological impact on our mood (eg, offices are designed with certain colour to exude energy in the office space - eg orange, yellow). Colours and Lights interact with each other to create perfect living spaces.

The tasks in the above slides helped create an understanding of how Colours set the mood and tone in a space (movie scene in the above eg), and the interaction between Light and Colours (second slide with the table lamps)

Coohom 1

Photos of actual Study Room

Coohom designed Study Room

Coohom 2

Measurements of windows and door changed to show the cons of **improper scaling.**
The door is too tall and the study table too small which means there is a lot of
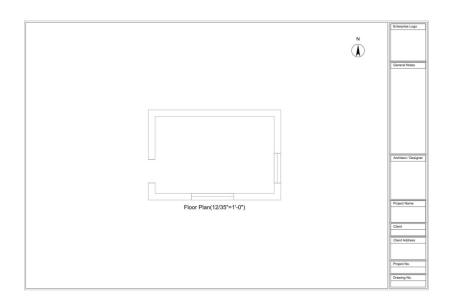unused/wasted space in the already small room.

Coohom 2
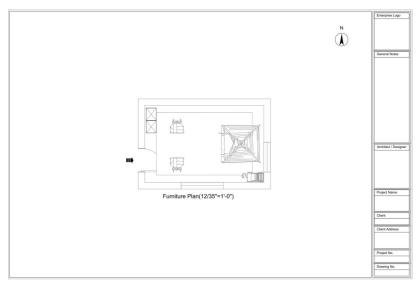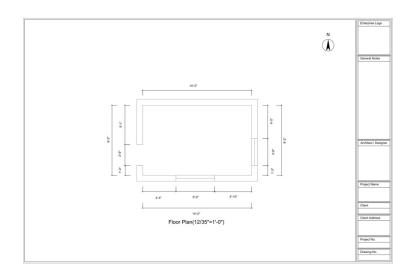

Study room has been designed into a child's Play Room

Coohom 3
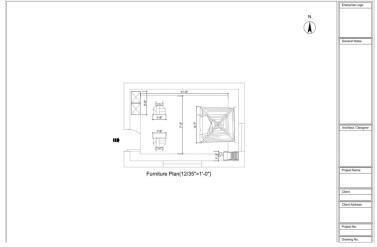

Images show the room in natural sunlight and moonlight
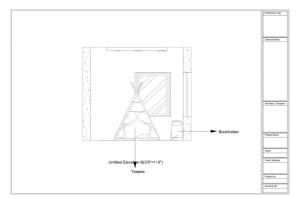
Coohom - Floor Plan and Furniture plan

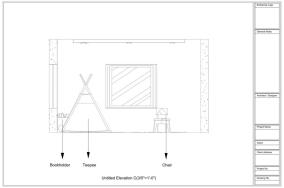Floor Plan(12/35"=1'-0")

Furniture Plan(12/35"=1'-0")

Coohom 4 - Floor plan & Furniture plan + measurements

Floor Plan(12/35"=1'-0")

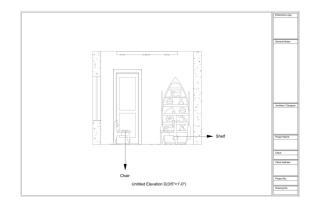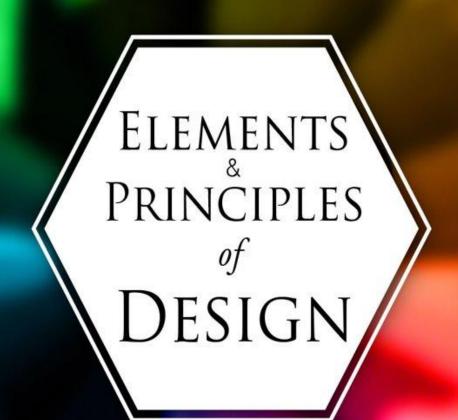Furniture Plan(12/35"=1'-0")

Elevations on Coohom

Elevation 1

Elevation 2

Elevation 3

ELEMENTS OF INTERIOR DESIGN

Space - space is the room itself - the shape, doors, walls and windows. Balancing out the negative and positive space in a room will result in designing a good room.

Lines - form the basis for the shape and form of a room. There are three types of lines - vertical, horizontal and dynamic.

Form - is the shape of the room and the shape of all the things in the room. Using similar forms in any space brings harmony to the room.

Patterns - patterns can be used effectively on cushions, wallpaper, rugs, curtains etc. They need to be used in close conjunction with colour to highlight or contrast certain areas of the room.

Lights - can be natural or artificial lights (which can be ambient lights, task lights, accent lights). The right use of lights brightens and elevates any room.

Texture - anything that can be touched or felt in the room would constitute texture. They can be split into actual texture and visual texture. Textures and patterns can be combined to make a room flow and look visually appealing.

Colours - the single most important element in creating the desired mood in a room. Dark tones, mid tones and light tones need to be used appropriately to create the desired mood in a room/space.

1. Principle of balance

Balance is all about achieving equilibrium that pleases the eye.

*It can be symmetrical where we have a mirror image after cutting the image in two.

*It can be asymmetrical where a room is designed with dissimilar fixture designs and arrangements yet maintains the same visual weight.

2. Principle of colour contrast

*Contrast is a key design principle that will help your room's focus 'pop out' in a visually appealing manner.
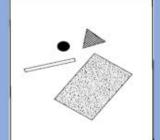
3. Principle of rhythm

*Rhythm sets the visual movement of the room's design.

*Repetition is a classic technique of the principle of rhythm that utilises the same aesthetic element, like maintaining the fixtures or the design's characteristics

4. Principle of proportion

*Is also called as the "law of relationship". It states that the relationship between parts of the same things or between different things of same group should be aesthetically satisfying. It deals with relationship of size, colour, light and texture.

Too Big, Too Small, or Just Right

- This chairs large scale diminishes everything around it.
- The chairs light palate accentuates its skinny, small scale.
- This club chair matches the scale of the sofa.

5. Principle of focus/emphasis

*Focus is about putting emphasis on room's key aesthetic points.

*The key points should serve as the design's main visual attraction while all the other details like colour, scale and balance will serve as proverbial spotlight that will embellish the rooms focus.

6. Principle of harmony/unity

*The principle of unity asserts the need to have the other principles, balance, scale, rhythm and focus aligned and compliment well to achieve a sustainable harmony. Unity underscores the need to see design as a whole made up of series of aesthetic schemes that work to achieve uniformity