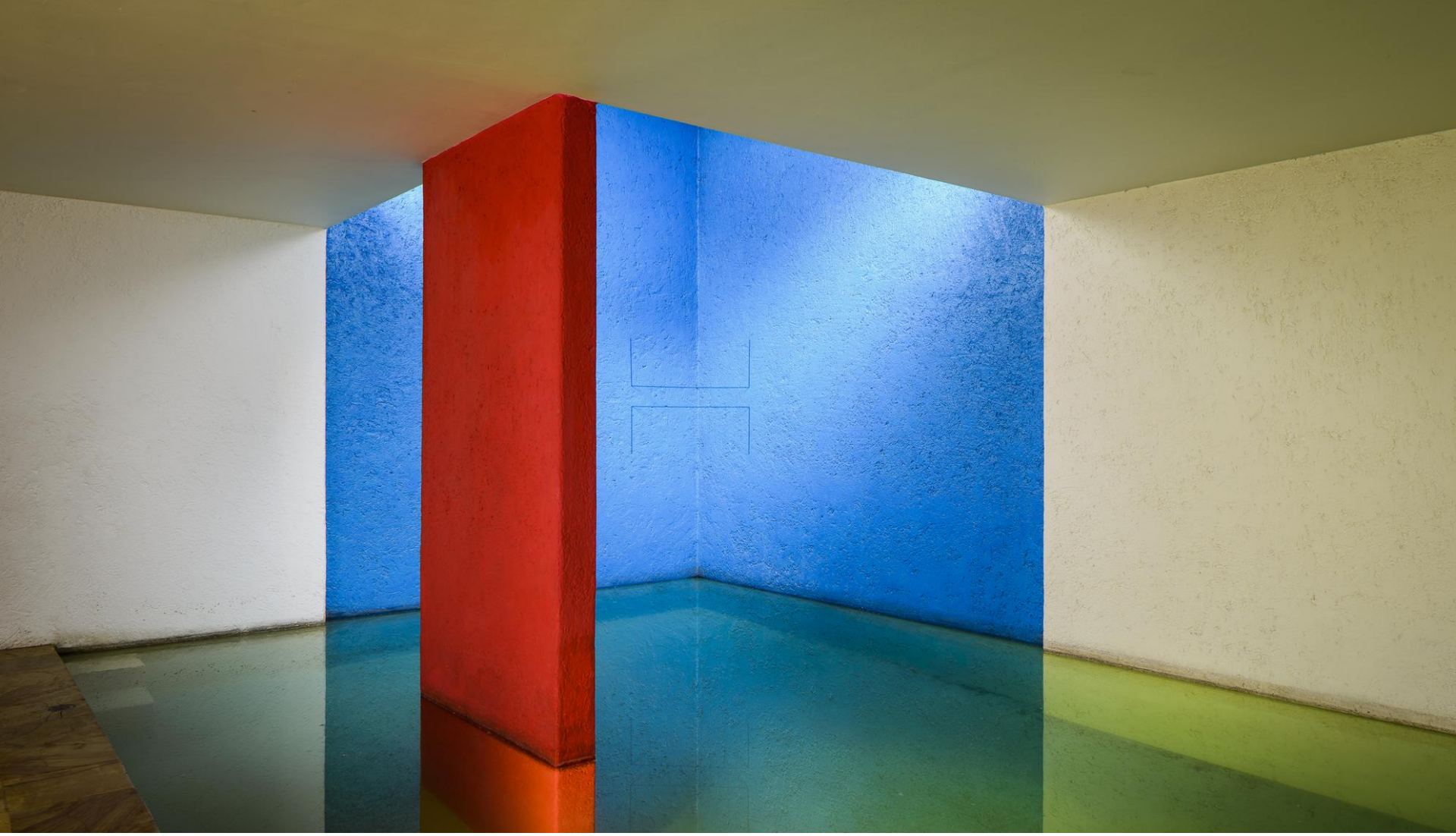
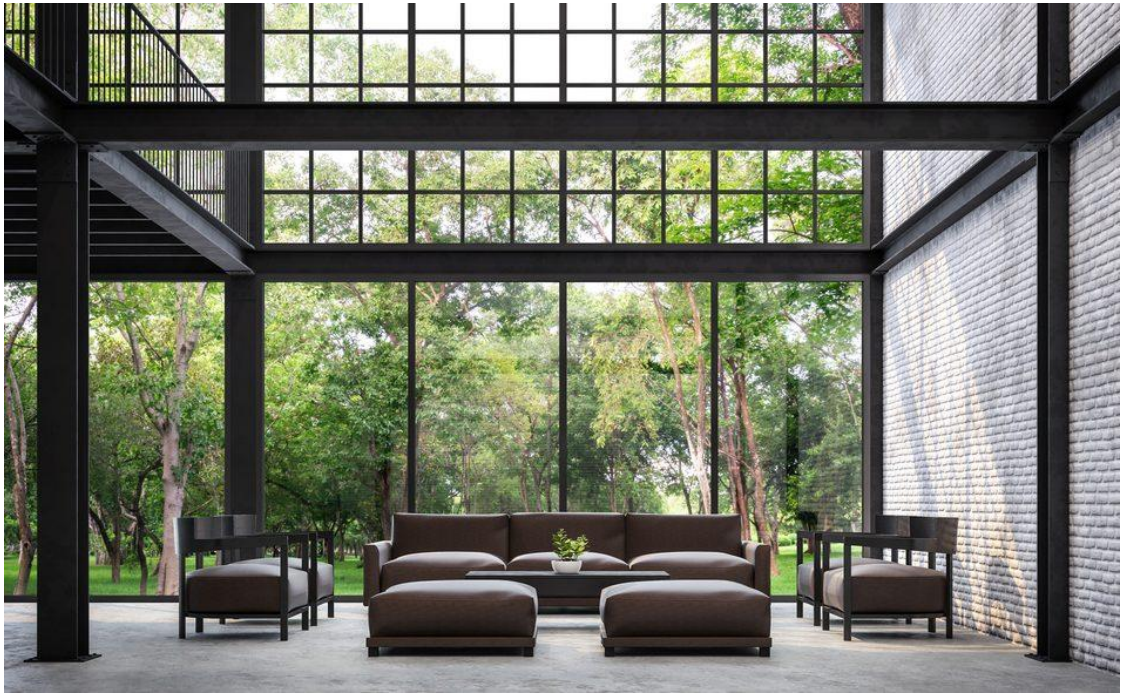


Interior Design

Unit – II Introduction to Interior Design

presented by **Ar. Poornima,M.Arch**



Introduction to the professions of **interior decoration, interior design and furniture design**, bringing out their origin, evolution and current scope of work. Definition and process of interior design.

Introduction to the design of interior spaces as related to typology, function and themes. Vocabulary of design in terms of elements (**point, line, shape, form, space, colour, light, pattern, texture**) and principles (**balance, proportion, scale, rhythm, hierarchy, unity, contrast, harmony, emphasis, movement**) with specific reference to examples from interior design.



What is Interior Design

Interior design is the art and science of understanding people's behaviour to create functional spaces within a building.

Interior design is a multifaceted profession that includes conceptual development, space planning, site inspections, programming, research, communicating with the stakeholders of a project, construction management, and execution of the design.

What is the difference between Interior Design and Interior Decorating?

Interior design is the art and science of understanding people's behaviour to create functional spaces within a building.

Decoration is the furnishing or adorning of a space with fashionable or beautiful things*.

In short, interior designers may decorate, but decorators do not design.

Interior designers apply creative and technical solutions within a structure that are functional, attractive and beneficial to the occupants' quality of life and culture.

Interior Design - Approach





Interior designers must be attuned to architectural detailing including: floor plans, home renovations, and construction codes.

Interior design is a creative practice that analyzes programmatic information, establishes a conceptual direction, refines the design direction, and produces graphic communication and construction documents .

- ✓ Aspects : environmental psychology, architecture, and product design.
- ✓ Common style and theme runs throughout.
- ✓ complement each other to strengthen the whole composition.
- ✓ Color schemes in general are a great way to unify a collection of spaces.
- ✓ it functions well it works , it is affordable it is economical. Efficient and durable, it looks good it is aesthetically pleasing.

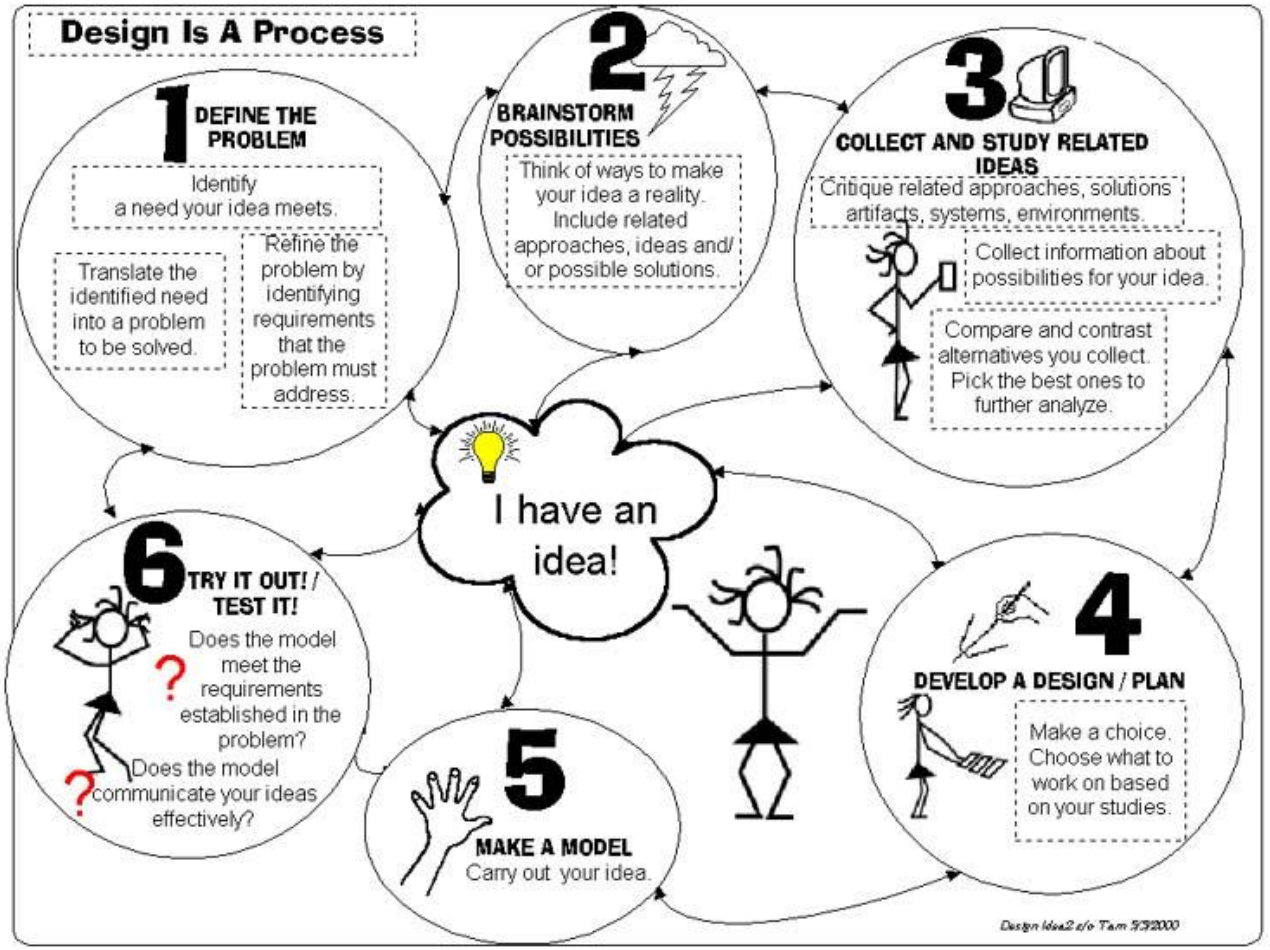
Process of Interior Design

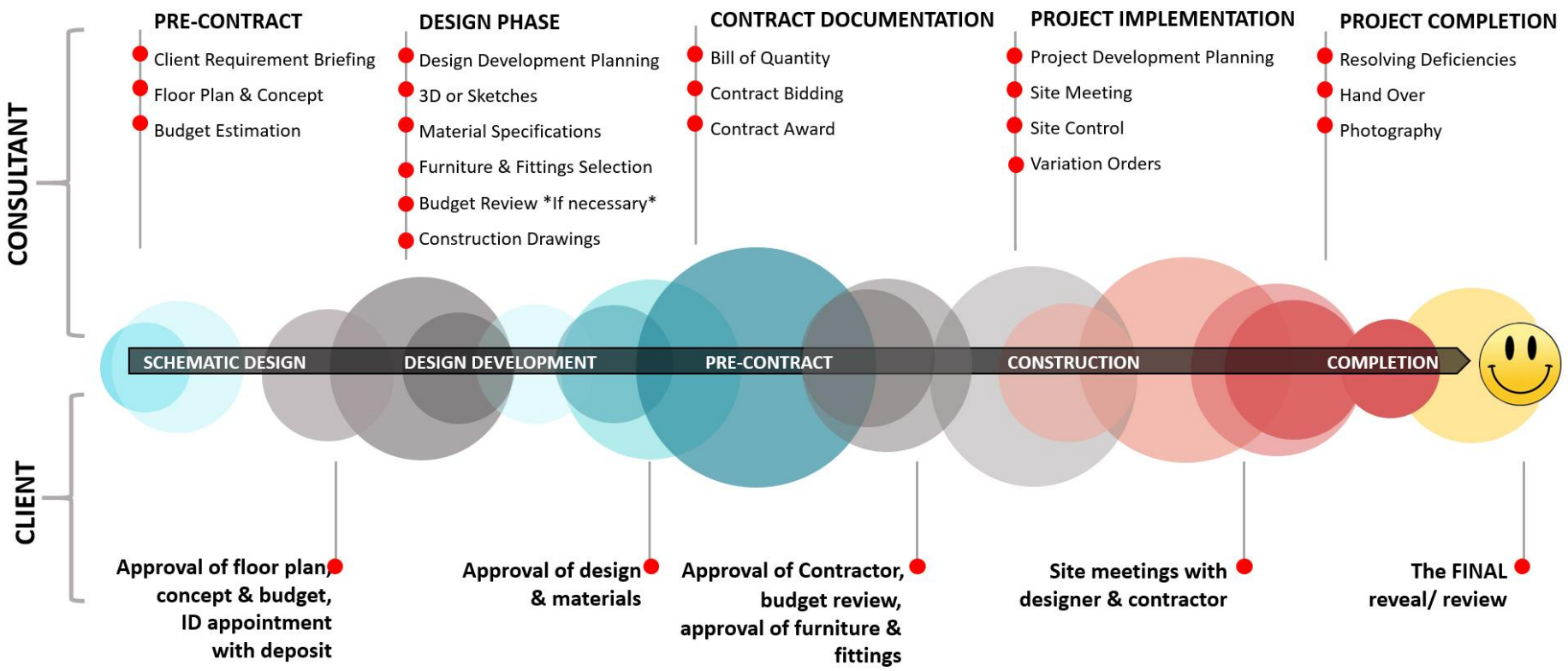
- The design process is more often a cyclical.
- Analysis, Synthesis and evaluation of available information.
- insights and possible solutions is repeated .
- To define and understand the nature of the design problem is an essential part of the solution.
- This definition should specify how the design solution will perform and goals and objectives will be met.

PROBLEM STATEMENT

Identify client needs.

- Who, what, when, where, how, why?
- Set preliminary goals.
- Functional requirements.
- Aesthetic image and style.
- Psychological aspects.





PROGRAMMING

- What exists?
- Collect and analyze relevant information.
- Document physical context.
- Describe existing elements.
- What's desired?
- Identify user needs and preferences.
- Develop matrices, charts ,adjacency diagrams.
- What's possible?
- What can be altered…what cannot?
- What can be controlled…what cannot?
- What is allowed.. What is prohibited?
- Define limits: time economic, legal and technical

Draft a concept statement.

▪Verbalize the principal design ideas in a concise manner.

Develop schematic designs

▪ Establish major functional and spatial relationships.

▪ Develop several alternatives for comparative study.

▪ **Develop and refine design**

▪ **Develop plans, elevations, sections and details**

▪ **Develop specifications for interior finish materials, furnishings and lighting**.

▪ **Implementation**

▪ **Revaluate completed design**

▪Coordination wit architect and consultants

▪ Client feedback

▪ Post occupancy evaluation.





Furniture Design

A furniture designer is a professional that designs and creates different types of furniture. Each piece of furniture that a furniture designer creates must serve a few different purposes. First of all, it must be functional. It must also be practical, comfortable, and attractive.

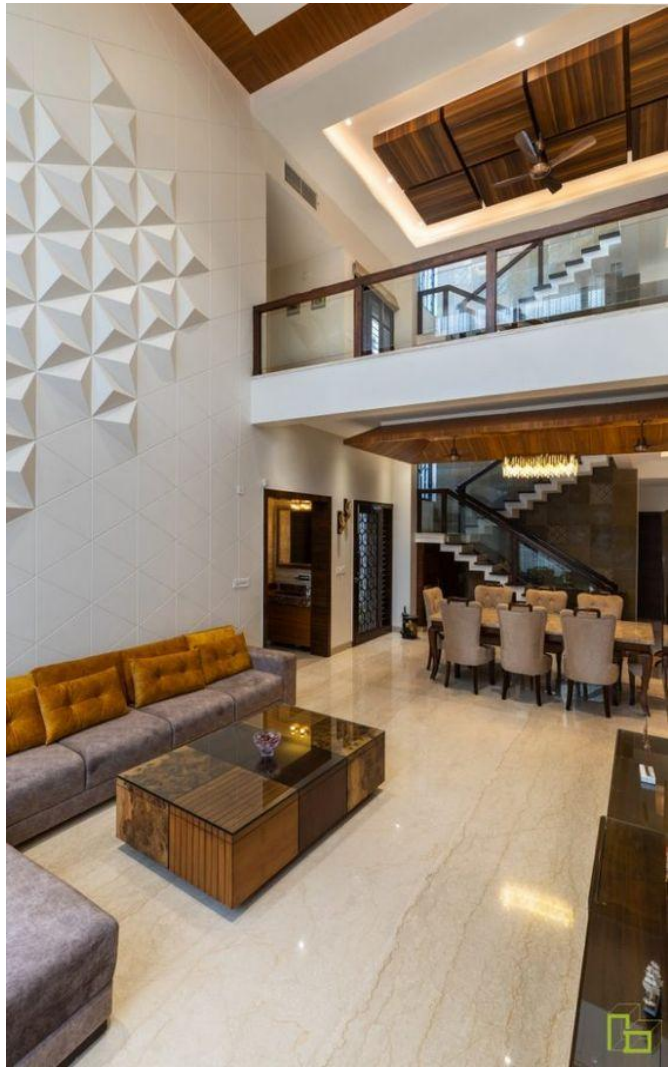
Duties of a Furniture Designer

Furniture designers sketch and create prototypes and models for production. They may use computer-aided design (CAD) programs to develop and modify their models prior to creation.

Every new furniture design starts with a basic concept, or idea. A furniture designer then creates a drawing of this idea using traditional and modern methods. They will often sketch their designs on paper first, for instance. Computer software can then be used to create a more intricate and detailed design.

Most furniture is made from a combination of wood and metal. Some furniture, such as couches and chairs, will also usually be covered with material, which should be soft and comfortable as well as attractive.

What is the difference between planning and organizing?



Organization is the art of keeping things in a certain order for reference purpose .

Planning is following organized steps to ensure that you have a certain outcome .

The typologies of Interior design are as follows:

Residential , Commercial , Retail

Residential:

Residential design is the design of the interior of private residences. As this type design is very specific for individual situations, the needs and wants of the individual are paramount in this area of interior design.

The interior designer may work on the project from the initial planning stage or may work on the remodelling of an existing structure.

It is often a very involved process that takes months to fine tune and create a space with the vision of the client. The residential typology can again be divided in three types they are apartments, houses and villas.

Introduction to the Design of Interior Spaces

(typology of buildings and functions)

Residential:

A Stunning, **Uncluttered, Home for the Kadar's**. The Bungalow has Three Floors accommodated by the owner Mr. Siraj Kadar and his Two Brother's with their Respective Families. It consists of **Family Hall, Kitchen, Dining a Family seating space, and Three Bedrooms**. Although all **three floors have a typical Plan** design approach for all three floors were kept diverse .Simple materials and easy on eyes colour palettes aptly define the home. **Curtains, Bed, and Sofa** upholstery are much coordinated which adds to the beauty of the space. We used Subdued Shades like **Light Grey and Beige** on walls and base white on ceilings for the **entire floors, Master Bedrooms on all floors** were dressed up with Wallpapers on all walls. The Dining Washbasin was entirely designed in **Back painted Coloured Glass to Break the Monotony of the Wall Colou**r and the Flatness of wooden Veneers. The lightings for the entire space were kept white with warm diffuse lights and Profile lighting in the ceiling. The curtains here have an interesting pattern in crush fabric escalating the peaceful and cozy feel of the entire space.







Commercial:

This typology can further be classified into the following.

Corporate: Office design for any kind of business such as banks.

Healthcare: The design of hospitals, assisted living facilities, medical offices, dentist offices, psychiatric facilities, laboratories, medical specialist facilities.

Hospitality and recreation: Includes hotels, motels, resorts, cafes, bars, restaurants, health clubs and spas etc.

Institutional: Government offices, financial institutions, schools and universities, religious facilities.

Industrial facilities: Manufacturing and training facilities as well as import and export etc.



Retail:

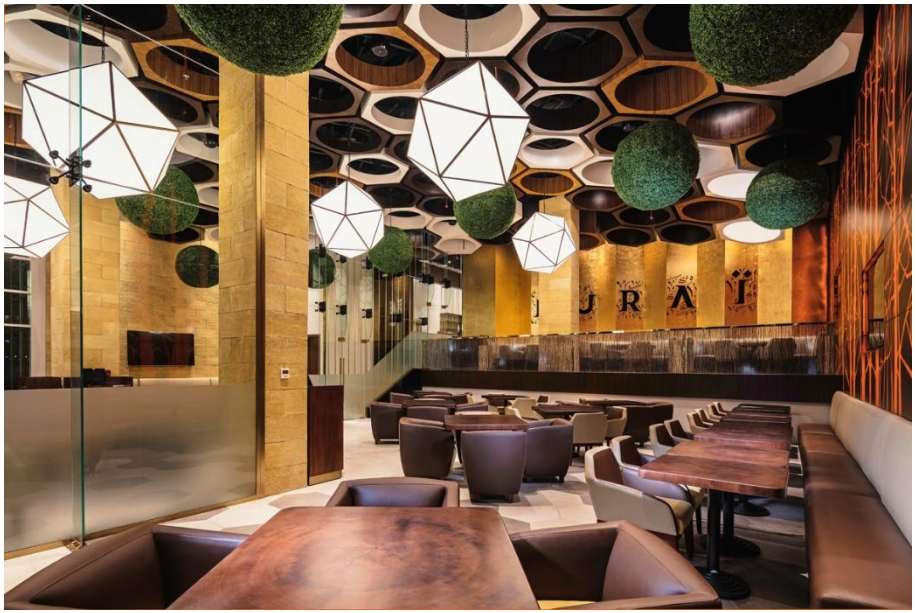
Retail design encompasses a wide range of sub specialties.

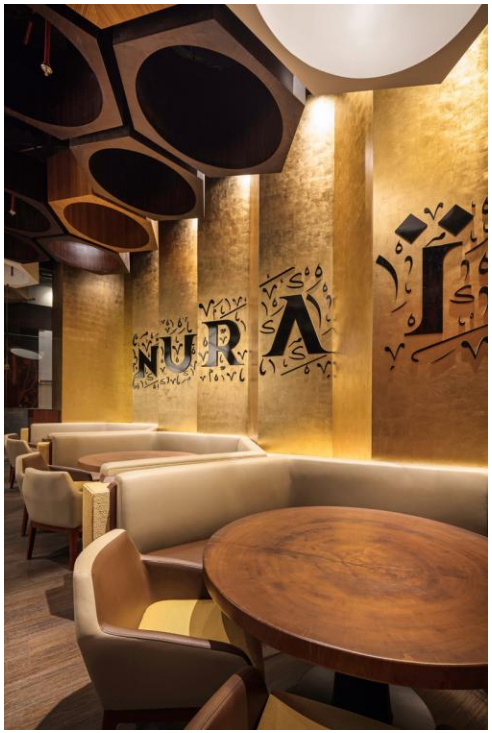
It includes malls, departmental stores, specialty stores, visual merchandising and showrooms etc.

Visual and Spatial branding : The use of space as a media to express the corporate brand.

Retail stores are : Cosmetics store, Jewellery store, Fashion Store, Watch Store ,etc..









Commercial:

Inspired by the white moon seen through the dark forest, Nurai restaurant in business bay features a curved honeycomb patterned ceiling and wooden illuminated wall.

Dubai-based studio 4 Space Interiors is the design company behind newly opened Nurai restaurant in Business Bay. So, the moon seen through a dark forest was the overall inspiration behind the design.

"There are a lot of similar concepts out there, so it's always a challenge to come up with an original design or a name you never heard of. I like to start with a logo and often from the logo we get inspiration for interiors, further creating the guidelines with colours, patterns, materials and finishes,"
"casual luxury", the team also wanted to break free from a typical industrial-looking.

"We should move away from the industrial look of using just raw wood, concrete and metal finishes to a softer and more luxurious look that is dominated by patterns and concept-based designs. The industrial design just became too repetitive and less creative. We decided to go with wood, but instead of keeping it raw, we have it smooth. We also kept exposed ceilings but introduced several architectural elements to it."

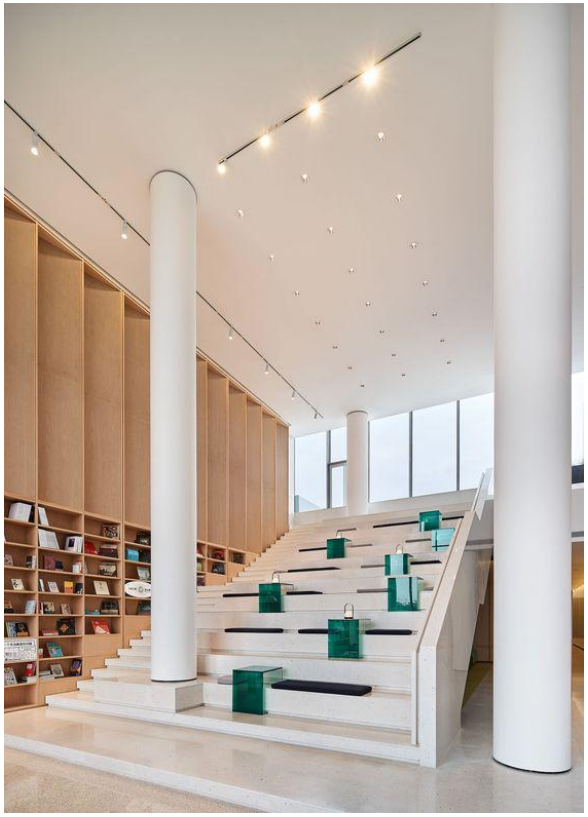
Other Typology of Interiors

Other area of Specification includes museum and exhibition design, event design (including ,parties, conventions and concerts), theatre and performance design, production design for film and television.

Beyond those interior designers, particularly those with graduate education, can specialize in health care design, gerontological design, educational facility design and other areas that require specialized knowledge.









Theme based Interior Design

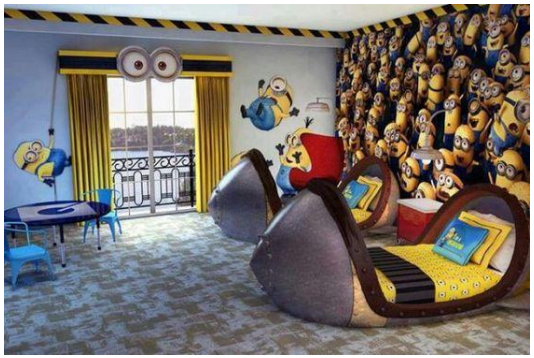


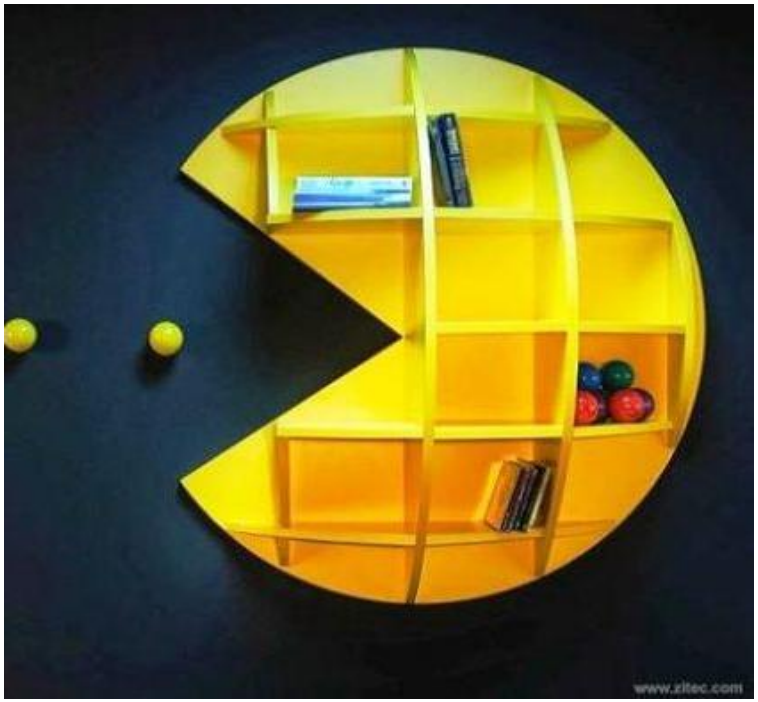
If you have a particular interest in a certain field and you want to add it to your room's decor, then go ahead and convert your idea into reality. A theme based interior design will definitely give your room a unique look and will surely give an idea to the viewer about your interest in that field.

For an instance, **if I love music and wants to make it a part of my room by giving it a musical theme**, I can do so by decorating the walls with some musical instrument's designs. Designing your room based on a theme of your interest will make you comfortable being in that space and it will be soothing to your eyes. It may create a positive impact on your thought process while doing a work sitting in the room.









Theme based Interior Design (ASSIGNMENT)

Design Themes Based on Countries & Places : Chettinad Theme, Zen/ Asian Theme
Based on Eras & Styles : Art deco,Rennaissance etc.
Based on Style & Shapes

- ✓ Straight Line theme
- ✓ Rustic/ Country Theme
- ✓ Eclectic (Energetic & Bright) Theme
- ✓ Industrial
- ✓ Minimalistic

Based on Core Elements

- ✓ Earth
- ✓ Water
- ✓ Air
- ✓ Light
- ✓ Fire

Based on Materials

- ✓ Metal
- ✓ Glass / Mirrors
- ✓ Stone
- ✓ Concrete

Interior Design Elements

The elements of design are the fundamental building blocks of any composition.

These pieces work together to form a unified composition, and when utilized successfully, create a strong, dynamic visual layout.

The designer uses these elements as tools that control how a message is delivered to an audience.

These principles can be applied in fine art, photography and graphic design.

Point

Most basic elements of design.

Has position but no dimension.

Used to indicate a location.

Point has no dimension.

To visible mark a position in space or on the ground plane, a point must be projected vertically into a linear form ,as a linear form as a column, tower,.etc

Elements Of Interior Design

Point

Line

Space

Form

Texture

Colour

Light

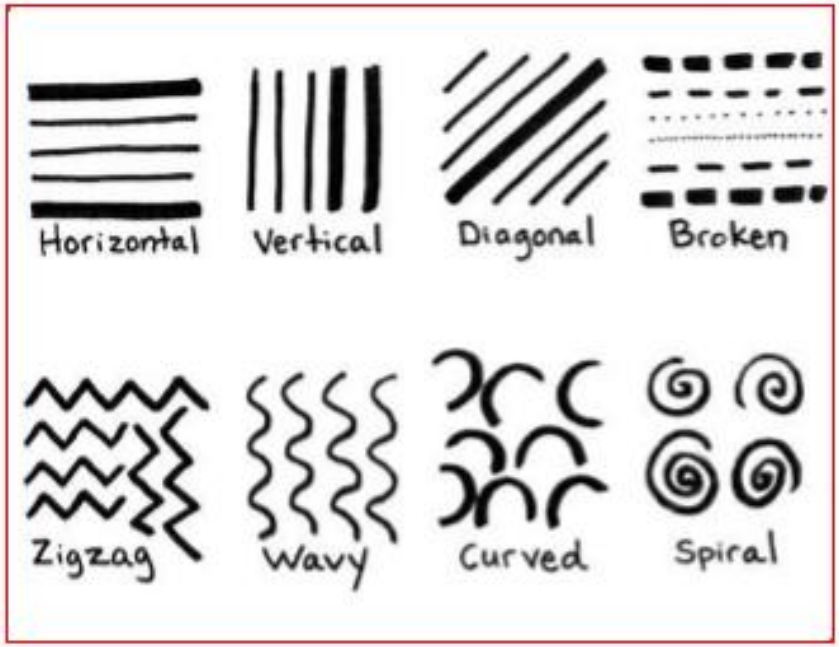
Pattern



Line

The path of a moving dot. Curvy, Wavy, Straight, that can lead your eye around the composition.

One of most important element of design, line defines a subject's form or shape on a flat, two-dimensional surface.



Lines can be thick or thin, smooth or jagged, rigid and mechanical or organic and hand drawn. Line sets form and shape. Line is responsible for harmony, contrast and unity in interior design.

Lines can be used to convey a sense of strength, serenity, gracefulness, or action. Combining lines and placing them in a design in certain ways can create specific effects and feelings.

The use of line can also have an effect on how space is perceived.

Characteristics of line include

Width - thick, thin, tapering, uneven.

Length - long, short, continuous, broken.

Direction - horizontal, vertical, diagonal, curving, perpendicular, oblique, parallel, radial, zigzag.

Focus - sharp, blurry, fuzzy, and choppy.

Feeling - sharp, jagged, graceful, and smooth.

Vertical lines: Vertical lines lead the Eye Up, Adding Height, Formality, Growth, Spirituality, Grandeur, Strength to a Design.
E.g.: **Tall furniture, Columns, Pillars, Striped wallpaper, Long narrow draperies.**

Horizontal lines: Horizontal lines lead the eye to the Left or Right, Suggesting Informality, Calm, Peace, Gentleness, Gravity, Restfulness.
E.g.: **Long, low roofs and Long, low furniture pieces such as sofas and chests.**

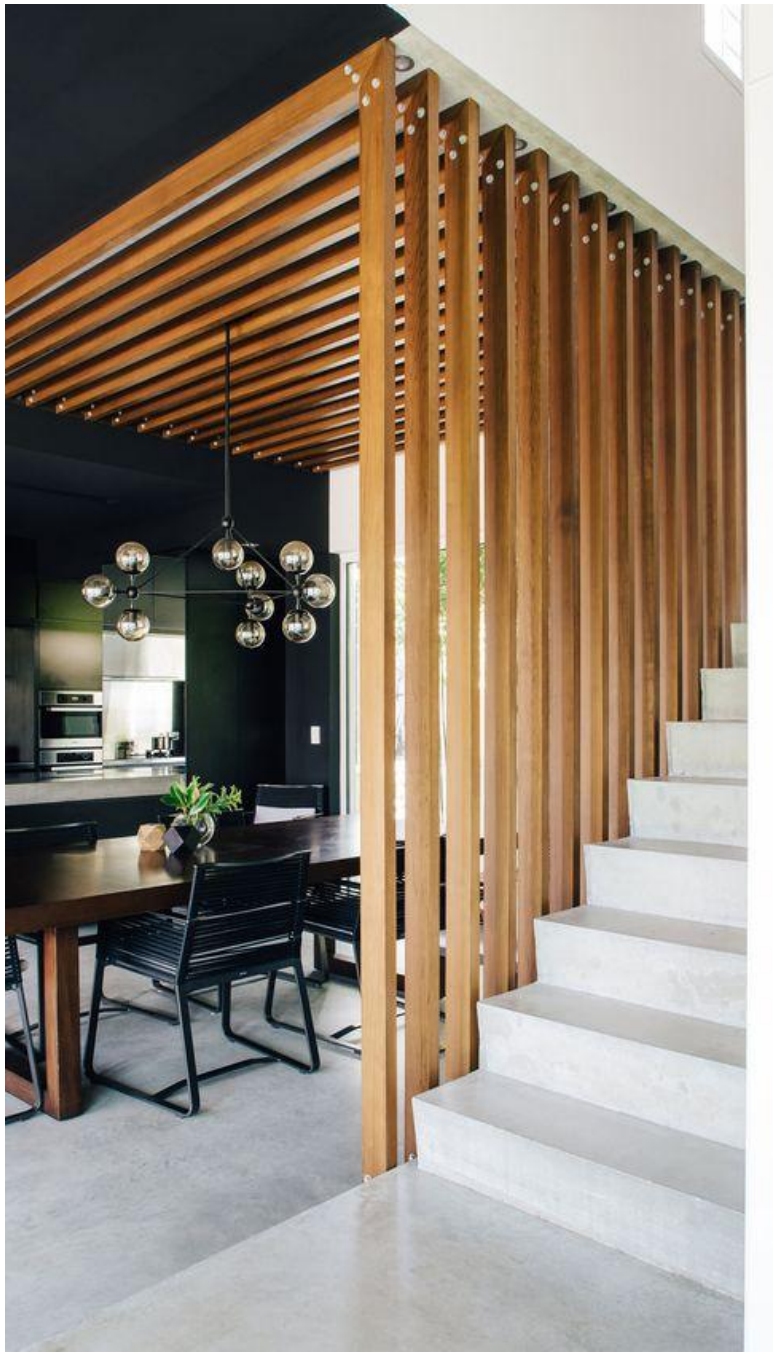
Diagonal lines: Diagonal lines suggest Action, Activity, Movement, Excitement, Creates a Sense of Speed.
E.g.: **Staircases, Cathedral ceilings, Gable Roofs.**

Curved lines: Too many curved lines create a busy look, Represent freedom, Natural, Flow, Appearance of softness, A soothing feeling.
E.g.: **Doorway arches, Ruffled curtains, Curved furniture, Rounded accessories, Staircases.**

Directional/jagged lines: Can be perceived as Forceful, **Chaotic, Sharp, and Threatening.**

Thick lines: Can be experienced by **Rigid, Dependent, Dominating.**

Thin lines: Can be experienced by **Unstable, Weak.**



Space

Space is a **living area and enclaves a life**. In order to make a space meaningful, it is necessary for a human being to exist in this space.

Life of inhabitants and footprints of this life on space give meaning to that particular space. In order to **decode space**, it is essential to understand **how spaces come together** and how they provide potential areas for movement or stability.

When we are perceiving space we can observe that **spaces are related to each other** rather than existing as independent, individual units and these relations have influences on the location and formation of those spaces.

Types

Space can be defined as **positive or negative**.

Positive space is the filled space, the object(s) or element(s) in the design.

Negative space is the empty space, or the open space between design elements or objects, such as a background.



Designers can create the illusion of physical space and spatial relationships through:

Linear Perspective

Size & Vertical Location

Overlapping

Detail (Aerial or Atmospheric Perspective) Shapes that contrast negative and positive space can create the illusion of perspective.

Linear perspective:

Linear perspective is based on the visual phenomenon that as **parallel lines** (such as railroad tracks) recede into space, they appear to converge at a distant point. Linear perspective not only evokes a feeling of great depth, but it also creates a **strong focal point at place where the lines converge**.

Size and vertical location:

Size is one of the easiest ways to create the illusion of space. **A larger image will appear closer than a smaller one because we observed** (very early in life) that objects appear to become smaller as they get farther away.



Overlapping:

Overlapping is another **easy way to suggest depth in an image.** When objects overlap each other, the viewer perceives the one that is covering parts of other to be in **front and the one that is covered to be in the back**.



Atmospheric perspective:

Atmospheric perspective uses **value, contrast and colour to give the illusion of space**. Atmospheric perspective is based on the fact that the farther something is away from us, the more the atmospheric haze may obscure our view of it.



By lightening the value, lowering the value contrast, softening the edges, decreasing detail and muting the colour, you can mimic the effect of atmospheric haze and create the illusion of increasing distance.

Increasing the bluish cast of an image also creates a sense of depth because **cool colours recede and warm colours come forward.**

Compositional location / Aerial perspective:



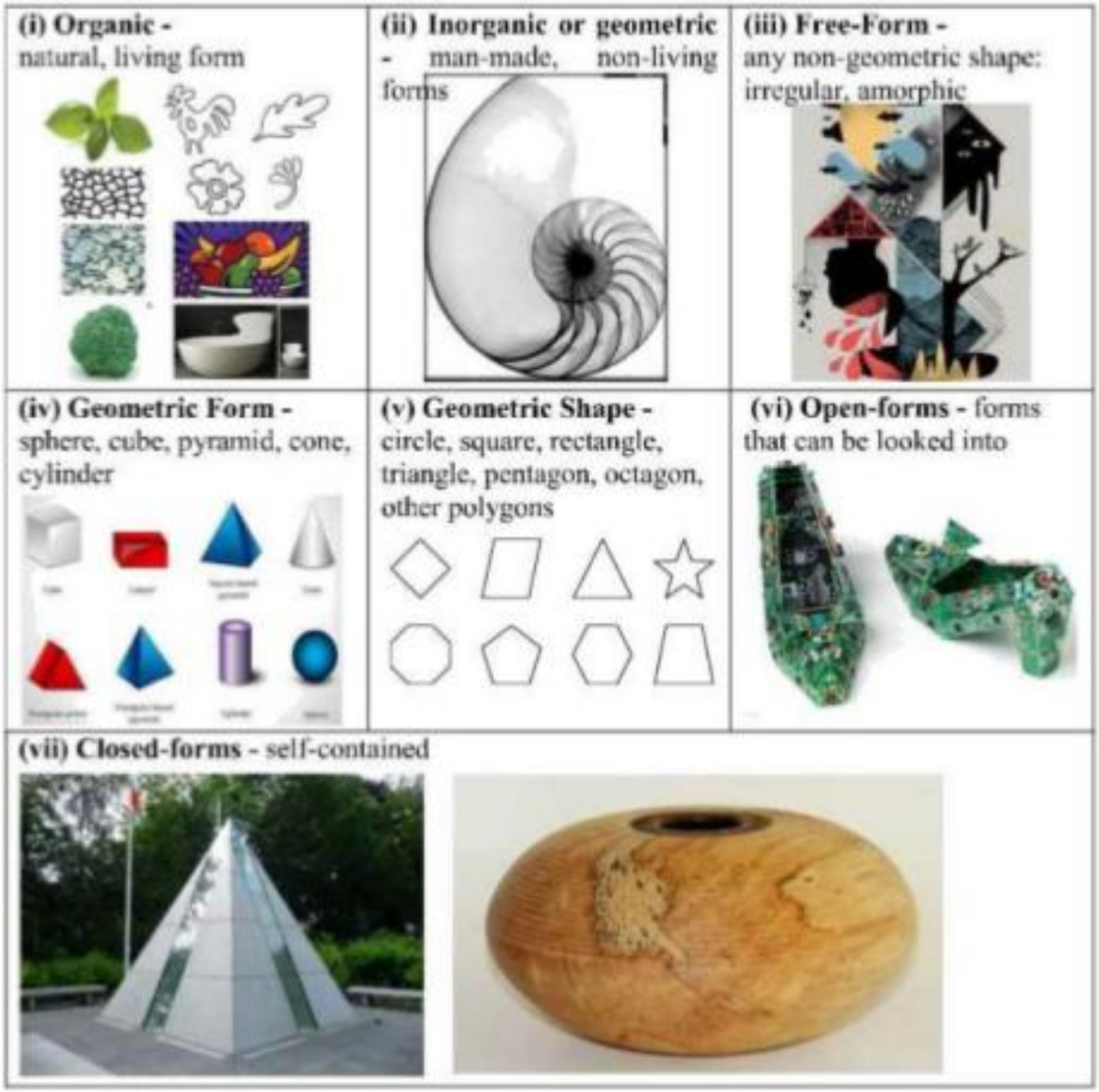
Aerial perspective refers to where a **form is positioned vertically in the image.** The bottom is seen as the foreground, the part of the image that is nearest the viewer and the top as the background, the part farthest from the viewer. **The higher an object is place in the image, the farther back it is perceived to be.**

Form

Form is the outlined edges of a three-dimensional object. It has length, width, and depth (or height) as well as v olume and mass.

Form can be measured, from top to bottom (height), side to side (width), and from back to front (depth). Form is also defined by light and dark.

It can be defined by the presence of shadows on surfaces or faces of an object.



Texture

It is the surface quality or appearance of an object. Texture can be used to enhance a room's features or provide added dimension.

The element of texture is defined as "the feel, appearance, or consistency of a surface." Texture is a surface's tactile quality. Tactile refers to the perception of touch.

Types of texture:

Visual textures a quality of the surface that you can 'see', but not necessarily 'felt'.

Actual textures a quality of the surface that you can both 'see' and 'feel'.

Texture may be rough/smooth, wet/dry, hard/soft, shiny/matte (dull), slick/sticky, slippery/abrasive, coarse/porous.



Application in architecture:



In design, texture appeals to sight as well as touch



A room with the same texture throughout is monotonous, but too many different textures can appear disjointed & distracting.



Most well-designed rooms have a dominate texture with accents of contrasting textures



Often patterns or colors are used to create the illusion of texture



Rough surfaces absorb more light, making them look darker and less intense



Smooth surfaces reflect more light than rough surfaces, making them look lighter and brighter

Colour

Colour is the key element of interior design. It is used to create aesthetically pleasing combinations and also works on a psychological level. Each colour has three characteristics: hue, value, and intensity.

It can give emphasis to create a hierarchy and the piece of art. Colour Saturation gives a colour brightness or dullness. Colour may connote emotion (excitement, rage, peace) and stimulate brain activity (action, relaxation, concentration).

Light is additive – working towards white.

Paint or pigment is subtractive – working towards black.

Mixing red blue and yellow can create any pigment colour.

Tint are made when white is added to a pure hue to make light values.

A shade is when black is added to a pure hue to make dark value.

Hue is the name of a colour.

Red, green and blue-violet are examples of hues.



Colour may be lightened or darkened, brightened or dulled, but the hue will remain the same.

Colour is said to have value, which refers to the lightness or darkness of the colour (hue).

Tint (colour plus white) is high value colour, whereas shade (colour plus black) is low value colour.

Types of colour:

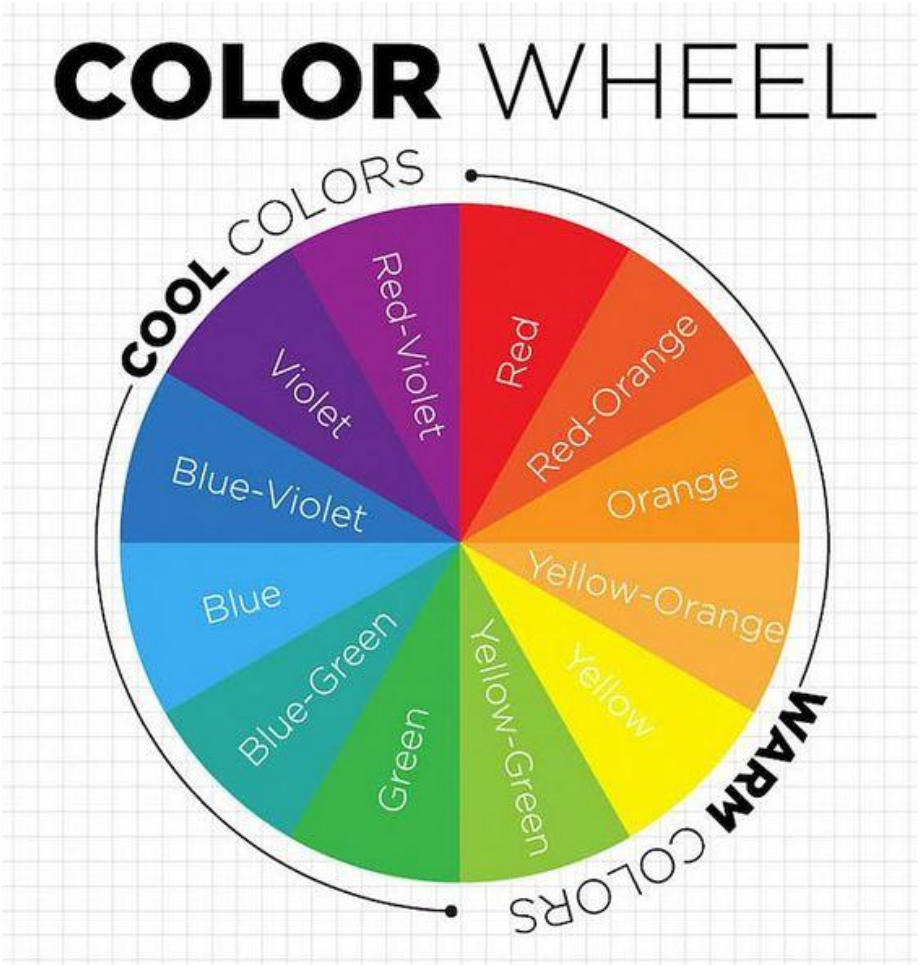
Primary colours are hues from which all other colours can be made: red, yellow, blue.

Secondary colours are made from mixing equal parts of the Primary colours: orange, green violet.

Tertiary colours are those colours between Primary and Secondary colours : yellow orange, red-orange, etc.

Complementary colours are colours that are opposite each other on the colour wheel: red-green, orange-blue, yellow-violet.

Monochromatic colours are variations in value of one colour by adding either white to make tints or black to make shades.



Intensity

It refers to the brightness or dullness of a colour.

It is the brightness or dullness of a hue.

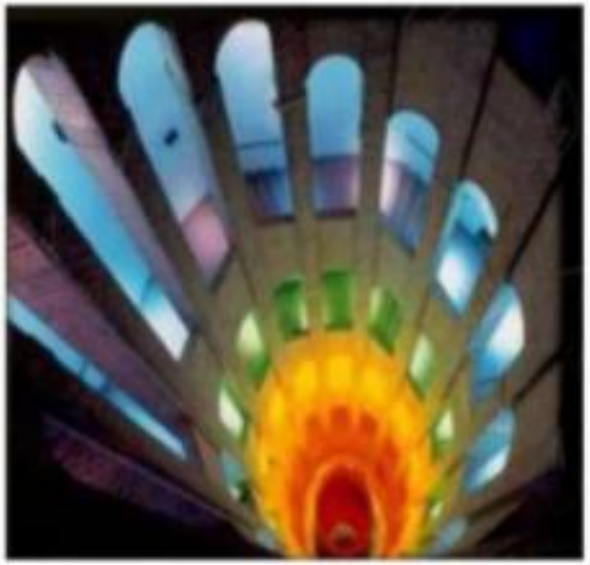
Examples of high intensity colours include hot pink and fire–engine red.

Low intensity colours include rust and smoky blue.

APPLICATION IN ARCHITECTURE



This carpet adds a pop a colour and also provides a sense of direction within the space



Colour can be applied to surfaces or as light to create interested and dynamic spaces.



Color schemes look best when one color dominates. Dominate color should cover about two-thirds of the room area.



Tints and tones add interests and breaks monotony.

“Principles Of Interior Design”

The Principles of interior Design are the ways that designers use the Elements of interior design to create good Compositions (decoration/arrangements).

Design principles are ways of arranging or organizing design elements.

These principles evaluate each element in a design (magnificent vs. Mediocre, right vs. wrong).

The way the elements are arranged to create a feeling of stability in a work.

Principles Of Interior Design

- Scale
- Balance
- Rhythm
- Emphasis
- Contrast
- Movement
- Harmony



Scale

Scale refers to the size of an object (a whole) in relationship to another object (another whole). In art the size relationship between an object and the human body is significant.

In experiencing the scale of an artwork we tend to compare its size to the size of our own bodies.

Scale relates to the size of a design in relation to the height and width of the area in which it is placed.

Placement of objects determine the size when compared to each other or in other words we evaluate the size from the objects surrounded by objects.



- Center table is over-scaled for the sofa.



- Table not only looks out of scale, it functions poorly as well.



- The table is substantial enough to anchor the furniture grouping, yet it leaves room for traffic flow around both ends.



- This chairs massive scale diminishes everything around it.



- The chairs light palate accentuates its skinny scale.



- This club chair matches the scale of the sofa.

Balance

Balance in interior design refers to the proper distribution of objects in a room to create visual balance.

Balance refers to the distribution of visual weight within a composition.

Lack of balance disturbs the harmony of a composition.

A work that is unbalanced visually creates tension.

Balance is created when there is equilibrium of elements that need each other and together they create Unity.

There's three different kinds of balance:

Symmetrical (formal),

Asymmetrical (informal)

Radial



Symmetrical (formal) Balance

It is the easiest way to achieve balance is by using the symmetrical or formal form, objects are repeated or mirrored along a central axis.

It's when the space is evenly split into two sides that mirror each other.

Symmetry is created by dividing a space and the elements within it equally.

Symmetry can create order, formality, calmness and stillness.

Symmetry Makes Design Simple

Asymmetrical/ (informal) Balance

Asymmetrical balance, also called informal balance, is more complex and difficult to achieve. It involves placement of objects in a way that will allow objects of varying visual weight to balance one another around a central point.

It just means that there are no mirror images in a composition. The term, however, is usually used to describe a kind of balance that does not rely on symmetry.

Asymmetrical design is typically created with an odd number of disparate elements.

Lines, colours, forms and textures are balanced in a space without duplication.

The two sides of a work of art are not exactly the same, but are still visually balanced.





Radial Balance

When there is a central focal point with other elements radiating from it or around it, this is radial balance.

Radial balance is almost circular – distributed arrangement of items around a central point either extending outward or inward.

You see radial balance less often in traditional homes; round rooms are difficult to link to other spaces. But the result can be stunning.

The central elements of a radially balanced room — like the dining table and light fixture in this dining space — become the immediate focal points.









Rhythm

Leads the eye from one point to another, creates motion. A visual tempo or beat.

The principle of design that refers to a regular repetition of elements of art to produce the look and feel of movement.

It is often achieved through the careful placement of repeated components which invite the viewer's eye to jump rapidly or glide smoothly from one to the next.

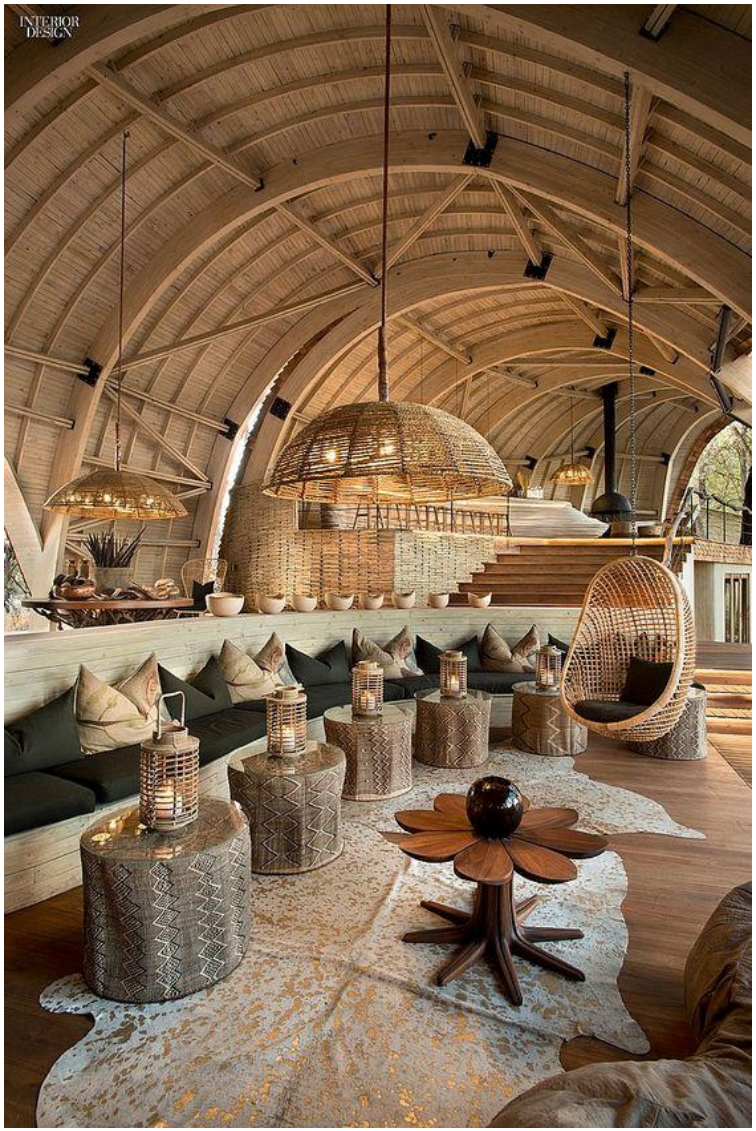
Rhythm in architecture is the repetitive use of a group of visual elements, at least three times, to establish a recognizable "pattern."

Simple examples of rhythm are the alternating window and column arrangement of most high rise office buildings.

More complex rhythms make use of what in jazz music is called "counterpoint", that is, two or more intersecting or overlaid rhythms.

This is seen frequently in classical architecture, where a series of columns and openings are overlaid on top of a series of smaller openings.

The design principle that suggests connected movement between different parts of a design by using colours, lines, forms, or textures; also referred to as continuity.



Rhythm is visual flow: the eye should be able to 'flow' smoothly across the room.

Regular repetition of lines, shapes, or colours that create a movement.





Emphasis / Focus

Emphasis is defined as an area or object within the artwork that draws attention and becomes a focal point.

Emphasis creates a focal point in a design composition; it is how we bring attention to what is important in it.

It is the focus of attention and interest within a composition In Architecture it is the feature that commands attention and makes a design visually interesting.

It is a principle of interior design that says that a central piece of art or furniture must play the role of a focal point or attention grabber of a particular living space.

Elements like colour, pattern and texture must be used to emphasize a particular focal point.

In fact these elements must be used in such a way that the focal point dominates the rest of the décor items and pulls the room together.

Other items that surround the focal point must complement the latter and share a contrast that puts the focal point in the top priority.





Contrast

Contrast is simply defined as difference. Difference between elements or subjects within a work of art or composition.

Contrast can be created through variety within the elements of art. (i.e. value, colour, texture)

Contrast can be used to create a focal point or area of interest in an artwork Contrast is closely related with variety which is usually considered as principle of design.

Although some art purist, stick with variety and argue that contrast simply creates variety.

It is easy to understand how colour can create contrast. For example, complementary colours provide a high level of contrast.

Complementary colours are colours that are located directly across from each other on the colour wheel.

Red and green, blue and orange, and purple and yellow are all examples of this. But when using complementary colours, we also have to consider value. Value is the darkness or lightness of colour.



Without contrast in value, the contrast created by complementary colours is counterproductive.

Notice how the red and green vibrate off of each other. The result is aesthetically horrid. The problem lies in the use of value.

There needs to be contrast in value along with the contrast in colour. If we change the values, not the colours, the result is more successful.



Movement

Movement is the visual flow of your Design. It's the path that you intend your viewer's eye to follow. You can create this by purposefully placing art elements in a way that creates a path for the eye to follow.

Is a visual flow through the composition. It can be the suggestion of motion in a design as you move from object to object by way of placement and position.

Directional movement can be created with a value pattern. It is with the placement of dark and light areas that you can move your attention through the format.



Harmony

Harmony in visual design means all parts of the visual image relate to and complement each other. Harmony pulls the pieces of a visual image together.
Harmony can be achieved through repetition and rhythm.

There are 2 types of harmony.

Unity

Variety



Unity

Unity is achieved when all of the different elements in a design work together to create a unified whole.

Designers use unity to make elements in a composition appear to belong together.

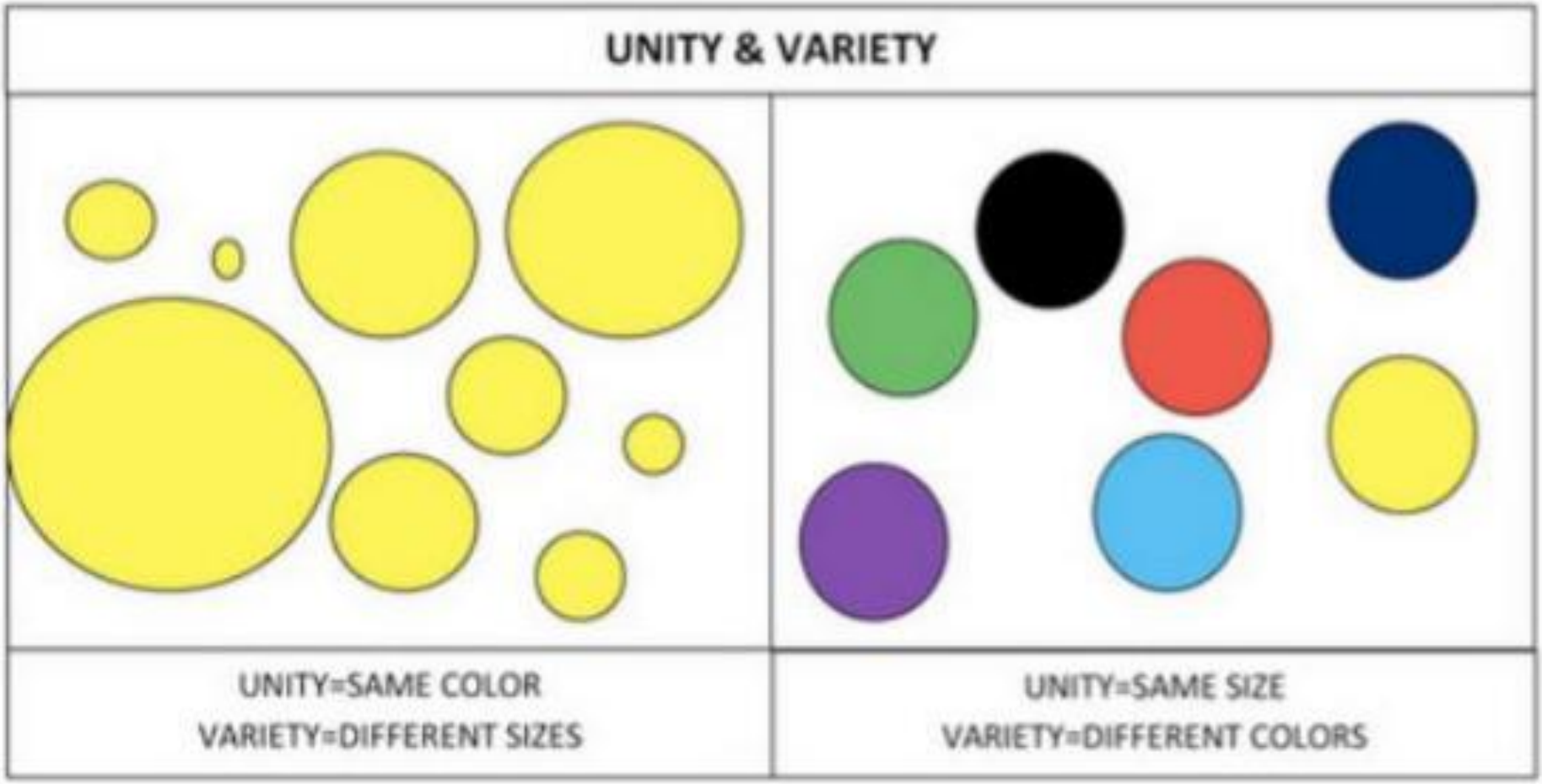
When each elements has a clear visual relationship to one or more other elements, the composition is unified.

Unity is what draws the whole design together. Simply put, every single item in your home should contribute to the overall interior design concept, not draw away from it.

Variety

When two or more different elements of design are used to add interest to a design.

Variety can be achieved by combining different styles and materials, as long as they are compatible.



Thank You.