

B. ARCHITECTURE

INTERIOR DESIGN (AR6005)

INTRODUCTION TO INTERIOR DESIGN

Lecture - 1

Introduction to Interior Design:

Let us move to the introduction to interior design "Interior design touches the lives of all of us in a very direct way. We all live, work, study, shop and travel inside buildings, vehicles and other enclosures, that is Interiors" – John F.Pile.

In this statements what is said is where we going shopping, schools, colleges etc., all of this will have own type of functions. The interiors of all of these buildings should be design in a way of its function. That is what here defined as enclosures. So we are taking about not only buildings but all enclosures that have to be designed for its functions. Talking about the role of architects in this interior designing, they can give all possible interiors that is about the space, fund, the lighting, wall paintings, flooring all these cover in architectural designs.

These days what happens is the architects only involves in the designing the shell and they separately have the department of interior designing and next will see the theoretical definition.

- **Theoretical Definition:**

A specification of an object manifested by an agent, intended to accomplish goals in a particular environment using a set of primitive components, satisfying a set of requirements, subject to constraints. Here it is said that any design has the set of functions which has to be designed. Say for example if you are given to design a primary school it has its own uses, its own functions and it has its own set of technical requirements all these has to be considered. At the same time it has its own set of constraints.

- Practical Definition:

To plan conceive or formulate an arrangement of line, form, mass, color, light and space in a pattern. All successful interiors fulfill the following 3 essential criteria's.

- Functionality
- Planning and Aesthetics
- Sustainable materials.

To explain it further even a function in which the product that we design has architecture interior designing has to first satisfy the function and then it goes to the aesthetic of it i.e., how beautiful it looks and then the material which we use to make it has to be sustainable, it has to be structurally steady.

Elements of Interior Design:

We are talking about elements of interior design and principle which are used in interior design. So starting with the elements of interior design, it starts from the very basic elements of interior design.

- Point and Line:

When a point moves through space or when two points are connected then a line is generated and lines there are different types which are linear lines, circular lines and then the diagonal lines. If you go into detail what a line actually means, a line is a mark between two points. There are various types of lines from straight to, squiggly to, curved lines and more. Lines can be used for a wide range of purposes stressing a word or phrase, connecting content to one another, creating patterns and much more.

- Form or shape:

If it is in two-dimensional form, it is completely flat surface created by intersecting lines. If it is Three-dimensional form then it is created by adding depth to two dimensional forms. In detail shape is equal to the height + width. We all learned basic shapes in grade school such as squares, circles and rectangles. Odd or lesser seen shapes can be used to attract the attention.

There are three basic types of shapes that are geometric (triangles, squares, circles etc.), natural (leaves, animals, trees, people), and abstracted (icon, stylizations, graphic representations etc.,).

- Texture pattern and ornament:

Texture are in which the surface characteristic of all materials ranging from smooth to rough. Patterns are in which the result of the way in which a material is assembled. The texture relates to the surface of an object the look or feel of it. Concrete has a rough texture and the drywall has a smooth and subtle texture. Using texture in design is a great way to add depth and visual interest, printed material has actual textile while screen material has implies texture.

- Value and color:

Value refers to lightness or darkness of any material or object and ranges in tone in a scale from black to white. The value is how light or how dark an area looks. A gradient shown above is a great way to visualize value that is everything from dark to white, all the shapes in between has a value. Use value to create depth and light and to create a pattern, to lead the eye or to emphasize.

The color is used to generate emotions, define importance, and create visual interest and more. CMYK (cyan/magenta/yellow/black) is subtractive while the RGB (red/green/blue) is additive color.

There is various color types (primary to analogous) and relationships (monochromatic to triad) worth leaning more about as well.

- Opacity, Transparency & Translucency:

Opacity describes the material's imperviousness to light. The transparency is the ability of material to transmit light. The translucency describes the materials that transmit light but block vision.

- Space:

Here we will about the space, what actually a space means it is the area around or between elements in a design it can be used to separate or group information. Using it effectively to give the eye a rest, define importance, to lead the eye through a design and more.

- Size:

Size is how small or large something is, for example a small shirt versus the extra- large shirt. Using size is to define importance, create visual interest in a design via contrasting sizes and attract attention and more.

Principles of Interior Design:

We will move on to different principle of interior design. The principle of interior design again covers

- Size, Scale & Proportion:

Size is that we think of things as large or small in relative terms. Scale is used to describe a rather subtle consideration related to size. Proportion addresses the size of parts of design in relation to each other and to the whole.

- Unity and chads:

Unity or harmony allows the viewer to experience a design as a whole rather than seeing it as a collection of element.

- Balance:

The principle of balance concerns the achievement of a state of equilibrium between the forces. There are different elements of balance like symmetrical, asymmetrical etc.

- Rhythm:

Rhythm relates visual elements together in regular pattern. It can be achieved by repetition. Rhythm is another term used in the musical instruments, so different elements are repeated in particular format and in a particular way.

- Emphasis:

Emphasis ensures that important elements look importance while minor and trivial elements look subordinate. Now will go back and see the principles of designs such as the alignment, contrast, repetition and proximity.

- Contrast:

Unique elements in a design should stand apart from one another. One way to do this is to use contrast. Good contrast in a design can be achieved using elements like color, tone, size and more. This allows the viewer's eye to flow naturally.

- Alignment:

Proper alignment in a design means that every element in it is visually connected to another element. Alignment allows for cohesiveness, nothing feels out of place or disconnected when alignment has been handled well. There are different alignments in elements which are linear alignment, symmetrical alignment, left alignment, top alignment, center alignment and bottom alignment.

- Repetition:

Repetition breeds cohesiveness in a design once a design pattern has been established. For example a dotted border or specific typographic styling is repeats this pattern to establish consistency.

Different Typology & Function:

Next subject which should covering a different – Typology & Function in the interior design.

Modern day practice involves two broad categories of interior design practice, each having its own character.

(i) Residential design

(ii) Commercial / Contract design

- Residential Design:

“Residential design is concerned with projects that vary from small to medium size. Even a large apartment or a house is within the scope of an individual designer. In most of the cases the client is the actual user of the space.

“Residential work tends to be particularly personal with rapport between designer and client, a sharpened taste and point of view being vital to success. It is work that calls for patience and willingness to be involved in detail, often so small to be troublesome”. Each of these clients will have their own

dream of home in the particular or a specific way. Talking about the commercial residential design those will be the school, or a hall or a gallery or art house or can be a museum etc,.

- Commercial / Contract design:

“Commercial design refers to more public space, tends to generate larger projects with clients ranging from individuals to large corporations or institutions”.

“Projects are generally larger, sometimes huge. More often the users are not the clients of the designer but some segment of public that may include staff, workers, employees, executives and professionals. Their relationship to the project may vary from very close to very tenuous”.

- Commercial spaces:

Offices, Banks, Shops, Shopping centers, Showrooms etc,.

- Institutional spaces:

Administrative buildings, Educational facilities, healthcare facilities, Child care accommodations, House of worship.

- Hospitality space:

Restaurants, Hotels, Motels, inns clubs, sport facilities.

- Cultural and recreational spaces:

Museums, Galleries, Libraries, Theatre, Concert halls and Auditoriums etc,.