



Elements of Design

Interior Design I

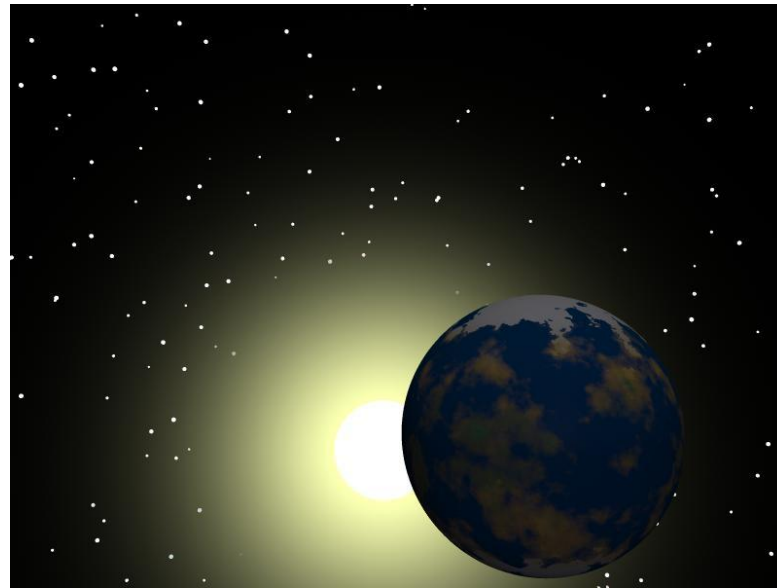


Elements of Design

- The tools of design
- Hands on - can be manipulated
 - Space
 - Line
 - Form and shape
 - Texture
 - Color
 - Pattern

Space (the final frontier JK! :)

- The three dimensional expanse that a designer is working with

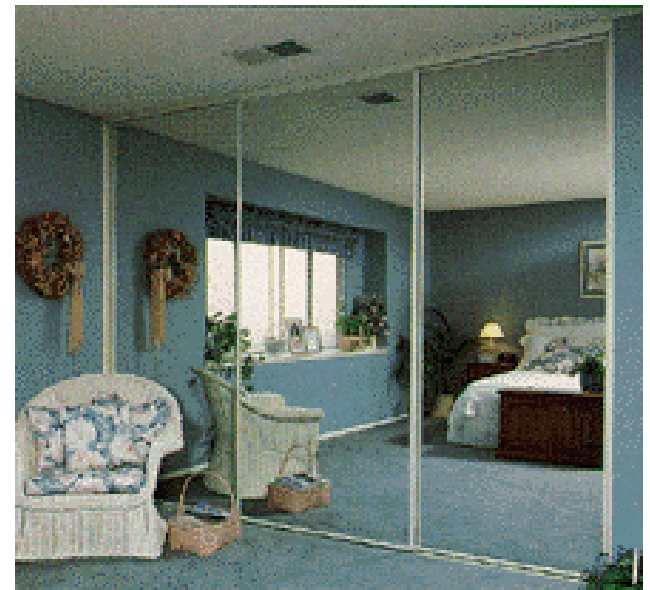


Space



To help a small area feel spacious

- Allow for large open areas and empty space
- Use mirrors
- Use small prints, patterns, and textures
- Use light, cool colors



To help a small area feel spacious

- Allow as much floor to show as possible
- Place large pieces of furniture near walls
- Furniture should be up off the floor and not bulky



To make a large area feel intimate

- Place furniture perpendicular to walls
- Group furniture according to areas of activity
- Use large furniture that sits directly on the floor



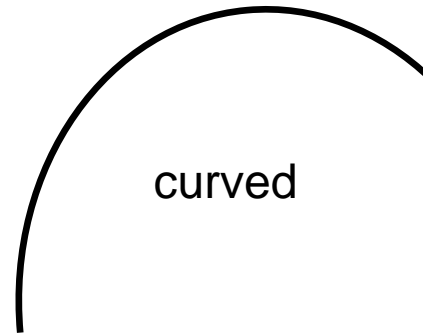
Line

- Long and narrow
- Connects two points
- Leads the eye from one point to another

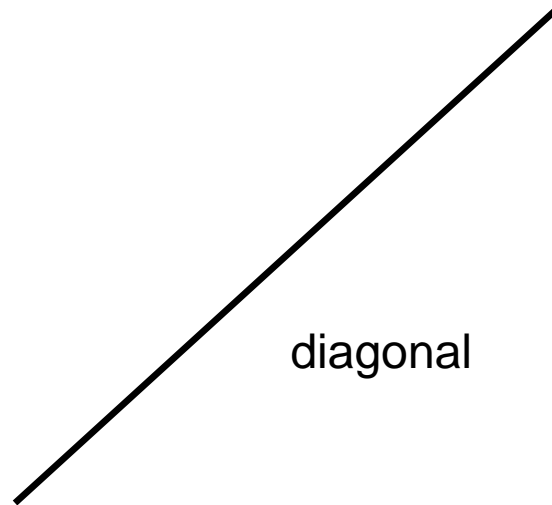
horizontal



curved



diagonal

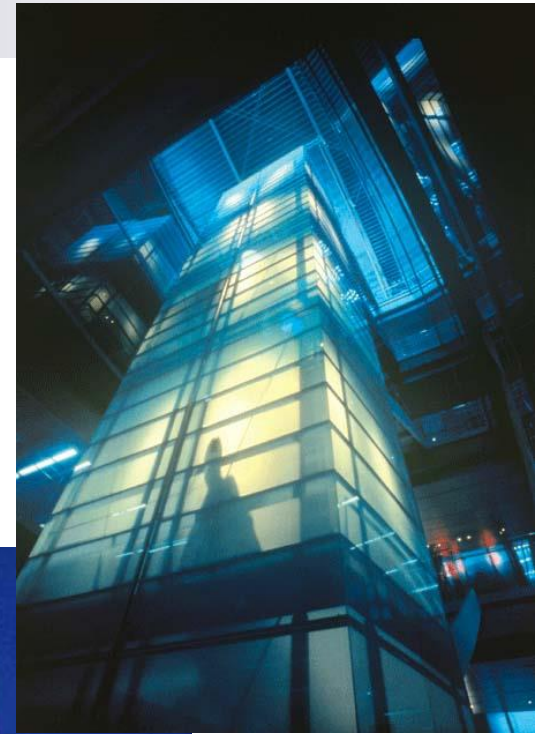


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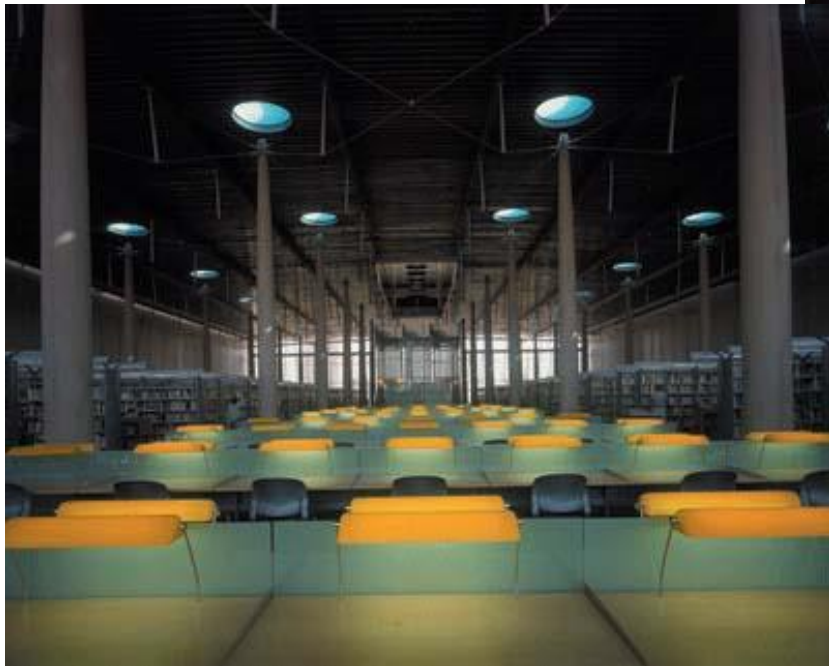
Vertical Line

- Lends dignity and formality
- Creates feelings of aspiration and ascension



Horizontal Line

- Restful
- Relaxing
- informal



Diagonal Line

- Active
- Suggests movement



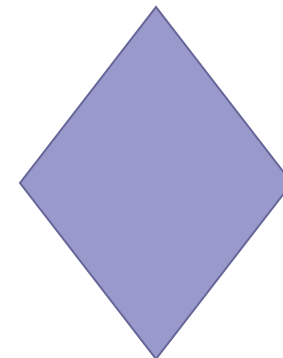
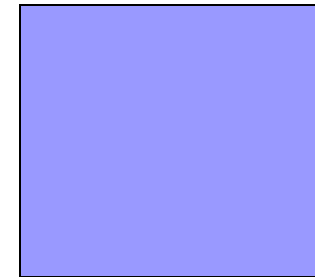
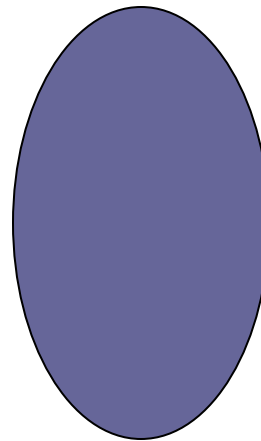
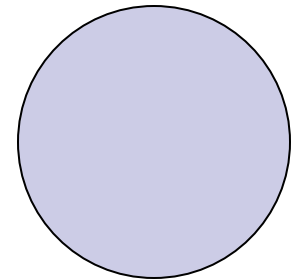
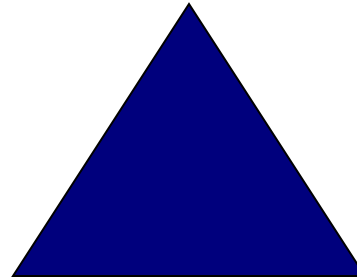
Curved Line

- Upward – lifts and inspires
- Horizontal – relaxed, denotes gentleness and femininity
- Downward – sadness and seriousness
- Small - playful



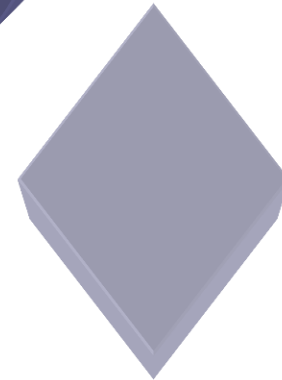
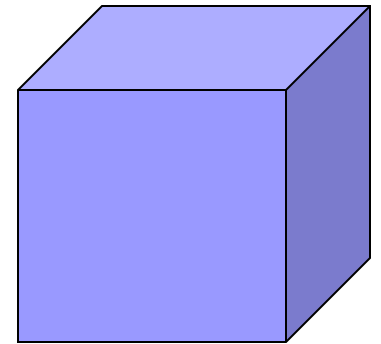
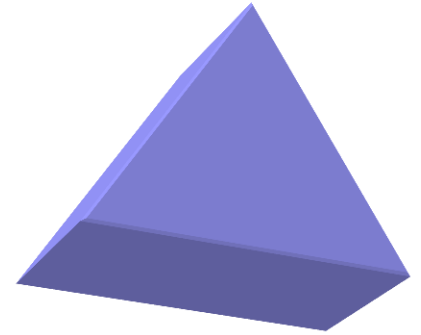
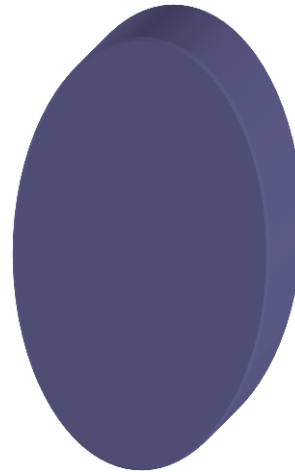
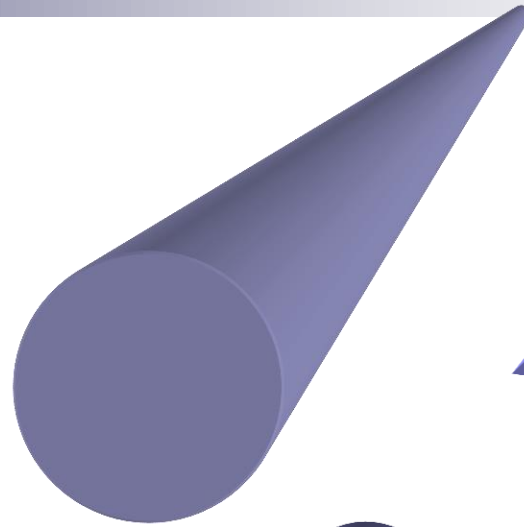
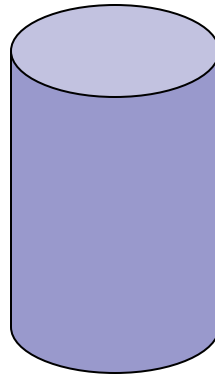
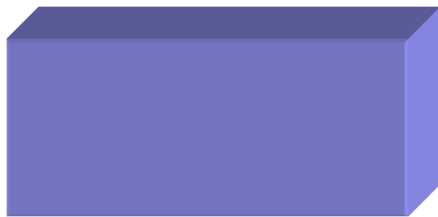
Shape

- Two dimensional
- Made by connecting lines
- Circles, squares, rectangles, triangles, ovals, diamonds....



Form


- Three dimensional
- Encloses space
- Spheres, cylinders, cones, cubes, pyramids....





Texture

- The surface quality of an object or item
- Tactile
 - How the object feels to the touch
 - Can feel the variation in the surface
- Visual
 - An illusion - how the object appears to feel
 - Applied using line, color, & shading



Ribbed rough crinkled
smooth soft bumpy
satiny silky fluffy hard
flat abrasive nubby
shines plush fuzzy
 ridged spikey
course gritty slick

Texture - Smooth

- Make colors appear lighter and brighter
- Generally considered more formal



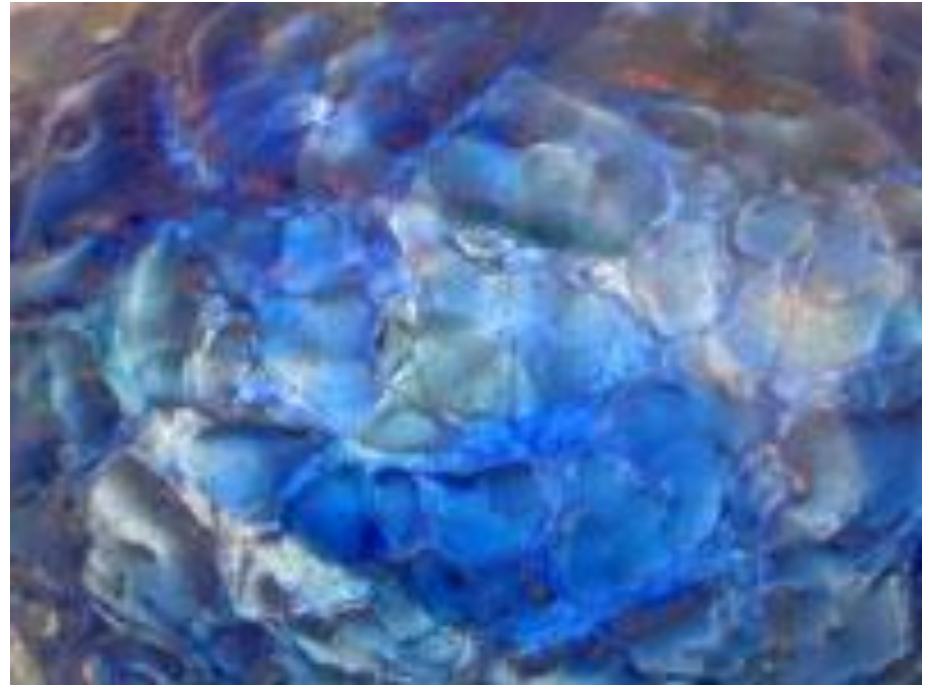
Texture - Shiny

- Reflective
- Has more intense color



Texture - Rough

- Make color look darker and less intense
- Generally less formal

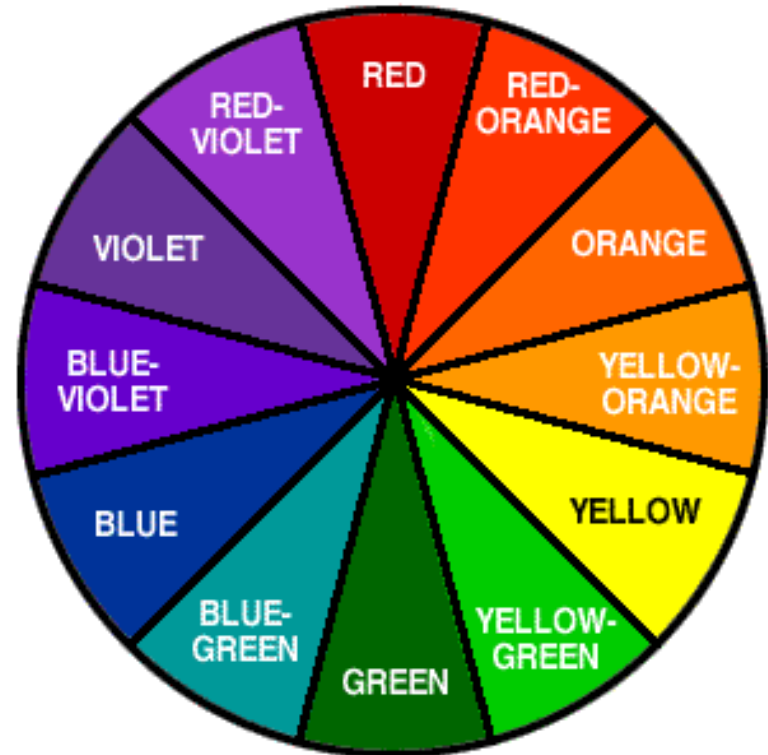


Texture



Color

- Reflected light
- Most important element
- Creates the most impact
- We'll cover this in depth later in the semester!



Pattern

- Repetition of line, shape, form, texture and/or color
- Reflects the mood of the elements used
- Can be formal, informal, calm, playful.....



