

# DESIGN ELEMENTS



## ★ *Point:*

- Point has no dimension or magnitude but has its importance and denotes its position in space.
- Background is very important for the existence and appearance of point.
- The size of point may change w.r.t. its background. For ex. the size of point must be larger on black board with white chalk than the point on paper with pen.
- In interior decoration one element may be treated as point of attraction or a focal point. This may be created by form, material, colour, texture etc.,









# DESIGN ELEMENTS



## ★ *Line:*

- Line is the combination of a number of points adjacent to each other.
- It has length but no breadth or thickness and is the basic design element.
- It can be straight, inclined, curve, horizontal, vertical, thick, thin, broken, diagonal, etc.,
- The combination of lines produce form and shape
- The lines give effective impact – the vertical lines can apparently increase the height of room and horizontal lines can apparently increase the length of the room.
- The lines can improve or spoil the pleasing effect of interior
- Too many straight lines give feeling of rigidity and monotony.

# DESIGN ELEMENTS



## ★ *Line:*

- The different expression of line can be achieved by the various elements and furniture of interior decoration.
- Horizontal lines by furniture pieces, dining table etc., and vertical lines with the help of doors, windows, walls curtain etc.,
- Low furnitures in comparison with tall furniture gives spacious feeling to room.













# DESIGN ELEMENTS

## ★ *Form:*

- Form is a combination of lines or planes which may be of two dimensional or three dimensional form.
- The form and its sizes will always reflect the function for which it was created. It may refer an area or a mass or a shape or a solid.
- A two dimensional form is the combination of various lines. For eg. Square and rectangular form is a combination of horizontal and vertical lines, triangular form is the combination of horizontal lines and diagonal lines and a ball is a combination of various circular lines, etc.,
- A three dimensional form is the combination of various planes which has all three dimensions length, breadth and height, for example a room.
- The room can be square or rectangular or circular or oval in shape.
- The forms create environment which influences mood, emotion, efficiency, mental and physical comfort to man.







# DESIGN ELEMENTS



## ★ *Texture:*

- Texture is the quality and appearance of the uppermost layer of a material.
- It may be smooth or rough.
- Generally a smooth texture reflect light and rough texture absorbs light.
- Maintenance of smooth texture is easy than a rough one.
- The smooth texture can be used for a small room to get the appearance of bigger one, while the rough texture may be graceful for a large size room.

# PRINCIPLES OF INTERIOR DESIGN



## ★ *Harmony and Unity:*

- When two or more than two elements of similar nature are in a composition then it is said to be producing harmony.
- Harmony is the gradual change among elements
- It gives us soothing effect and mental comfort.
- In the case of interior decoration the colour and texture of walls, curtains, etc have an important role in creating harmony.
- Light has a great effect to create harmony in environment.
- If light is also in harmony with colours it makes the interior more charming and beautiful.



# PRINCIPLES OF INTERIOR DESIGN

A yellow pencil with a black eraser and a pink eraser are positioned in the top right corner of the slide.

## ★ *Harmony and Unity:*

- Harmony can be described as sameness, the belonging of one thing with another.
- The repetition of design elements like colour, texture, shape, and form is one of the easiest ways to achieve harmony to create a composition.
- Harmony is the sense that all of the elements of your design fit together. They may fit the same theme, aesthetic style or mood. The important takeaway is that each distinct piece seems to belong together in some way, even if it is not identical to anything else.

# PRINCIPLES OF INTERIOR DESIGN



## ★ *Harmony and Unity:*

- Unity is when the elements in a space combine to make a balanced, harmonious complete whole. The result is a pleasing feeling, that everything is right with the space.
- Harmony and unity are two words that designers often use to describe the feeling of a space. They can provide a sense of calmness and can also add to the comfort level of a room.
- Unity refers to the repetition of particular elements throughout your design — whether they're colors, shapes or materials — to pull the look together.



This space would definitely not have the same feel if the designer had used a red sofa! Through the use of similarly colored and textured materials this space is a great example of harmony and unity



# PRINCIPLES OF INTERIOR DESIGN



## ★ *Variety:*

- Without variety in unity, there can be no beauty in decoration.
- Unity alone means - monotony and variety alone means confusion and fatigue. Variety and unity must appear together in the same decorative treatment
- But they need not appear in the same degree and they can in fact appear only in inverse proportions. To increase the effect of either is to diminish correspondingly that of the other.
- Variety in interior design can come as a unique shape or form, a contrasting colour, or as varying patterns or textures; the use of it adds diversity to our commercial interiors.
- Variety can be achieved by using opposites or strong contrasts, changing an angle or a point of view, or by breaking a repeating pattern to create a focal point.
- While variety is an important principle of interior design, it should go hand-in-hand with harmony and unity so that the result is a space that doesn't look thrown together.

# PRINCIPLES OF INTERIOR DESIGN



## ★ *Contrast:*

- When two very different things are put side by side, then the importance of the two becomes clear to the human mind eg. white and black, day and night etc.,
- Thus when elements of opposite nature are put together in composition then they are said to be in contrast.
- If contrast is used to create a focal point then it increases the charm and pleasantness of the total environment.
- On the other hand, if not used properly, it may produce unpleasing effect and discomfort.
- Generally furnitures are kept in contrast with the floor.

# PRINCIPLES OF INTERIOR DESIGN

A yellow pencil and a pink eraser are positioned in the top right corner of the slide, appearing as if they are on a piece of paper.

## ★ *Rhythm:*

- It is the repetition of certain elements at a fixed interval
- This element is more powerful and human senses respond more easily to rhythm.
- In interior design, if similar pieces of furnitures are arranged after a certain interval, then it gives a rhythm and pleasing appearance.



# PRINCIPLES OF INTERIOR DESIGN



## ★ *Emphasis and Focus:*

- Emphasis is the principle by which eye is carried first to the most important thing in an arrangement and from that point to every other detail in order of its importance.
- The most important spot or object in a room is known as focus or focal point.
- A sculpture, an artpiece, a particular piece of furniture, a mural painting etc., can serve as a focal point.

# PRINCIPLES OF INTERIOR DESIGN

A yellow pencil and a pink eraser are positioned in the top right corner of the slide, appearing as if they are part of the presentation material.

## ★ *Balance:*

- Balance is the equality on either side of a point or a line.
- An unbalanced interior space can be uncomfortable.
- Visual balance is achieved by distributing the visual weight of objects within a space to achieve a feeling of equilibrium.
- The size, color, texture, shape of an element can change its visual weight. For example, larger, darker, brighter, highly textured, complexly shaped objects typically feel heavier and require balance through the placement equally “heavy”.
- Balance can also be achieved in two ways: symmetrically and asymmetrically.

# PRINCIPLES OF INTERIOR DESIGN



## ★ *Balance:*

### – *Symmetrical Balance / Formal Balance*

- Symmetrical balance is achieved when items are actually repeated or mirrored along a central axis.
- Symmetry is common in interior design and can provide a feeling of stability, calmness and dignity; but at the same time, it can also be seen as static, dull and unimaginative.





# PRINCIPLES OF INTERIOR DESIGN



## ★ *Balance:*

### – *Asymmetrical Balance / Informal balance*

- Asymmetrical balance relates very strongly to the visual weight of objects rather than repeating the same item within a space to achieve balance.
- In this case we are using different elements with a similar visual weight to achieve balance on the opposing axis.
- Asymmetrical interiors tend to feel more dynamic and less rigid because in these spaces a variety of objects types are working together to create balance.
- This form of balance can be more difficult to achieve and it often requires an “eye for design”.



