

Las Positas College
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Course Outline for INTD 54

PRINCIPLES OF INTERIOR DESIGN

Effective: Fall 2010

I. CATALOG DESCRIPTION:

INTD 54 — PRINCIPLES OF INTERIOR DESIGN — 3.00 units

Elements and principles of design as they apply to interior design. Emphasis on the use of color and texture in the selection of home furnishings.

2.00 Units Lecture 1.00 Units Lab

Grading Methods:

Letter Grade

Discipline:

	MIN
Lecture Hours:	36.00
Lab Hours:	54.00
Total Hours:	90.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 1

III. PREREQUISITE AND/OR ADVISORY SKILLS:

IV. MEASURABLE OBJECTIVES:

Upon completion of this course, the student should be able to:

- A. demonstrate the application of the elements and principles of design – historical and current - to interior design problems;
- B. explain how mood and personality affect the selection of colors, texture, and ornamentation;
- C. demonstrate presentation techniques for residential and commercial design;
- D. explain the effects of hue, value, and intensity as they relate to each other and the surroundings;
- E. demonstrate confidence in combining the materials of home furnishings into workable interior space;
- F. explain the relationships of shapes and forms to spatial relationships;
- G. combine objects, colors, textures to achieve a sense of harmony, variety, and unity within the lifespace of an interior;
- H. explain the place of programming and client satisfaction in a successful design practice;
- I. explain the application of colors, patterns, and textures as they relate to certain design periods.

V. CONTENT:

- A. Historical Overview
 - 1. Periods from 1860 to present
- B. Design Judgment
 - 1. Determinants of Design
 - 2. Types of Design
- C. Accessories
 - 1. Functional Accessories
 - 2. Decorative Accessories
 - 3. Location for Accessories
- D. Design Principles
 - 1. Balance
 - 2. Rhythm
 - 3. Emphasis
 - 4. Scale and Proportion
 - 5. Harmony
- E. Floors and Stairways
- F. Window Treatments
- G. Elements: Space, Form, Line, Texture
- H. Elements: Light and Color
 - 1. Color Theory
 - 2. Color Systems
 - 3. Color Harmonies
 - 4. Economies with Color
- I. Wood and Masonry
- J. Ceramics, Glass, Metals, and Plastics
- K. Textiles

1. Fibers
2. Yarns
3. Fabric Construction
4. Finishing the Fabric
5. Glossary of Fabrics and Theirs Uses
- L. Interior Design Practice and Process
 1. Definition of a Designer
 2. Interior Design Careers
- M. Planning and Design Development
 1. Programming
- N. Lighting
 1. Natural Light
 2. Artificial Lighting
- O. Furniture
 1. Selection of furniture
 2. Furniture Types
 3. Materials and Construction

VI. METHODS OF INSTRUCTION:

- A. **Research** - paper
- B. Videos
- C. Lectures based on the text and current industry standards and practices
- D. Skill-building exercises and projects
- E. **Guest Lecturers** -
- F. Readings from the text and other industry sources

VII. TYPICAL ASSIGNMENTS:

A. In-class Exercises 1. Spatial Relationship with Line and Shape - to demonstrate an understanding of different ways to express activity with the use of lines and shapes 2. Value - to obtain an understanding of the effects of mixing pigments as they might be used in the practice of interior design 3. Two Color Harmonies/Schemes - to express an understanding of different types of color harmonies as they might be used in the practice of interior design 4. Working with your client's existing recliner chair - to demonstrate an understanding of how to use a client's existing fabric pattern to create a whole new room of furniture 5. Learning to Faux Paint - to explain how different materials will create different faux painting looks 6. Group Color Board – to demonstrate an understanding of how to work with others to present to a group of clients some kind of room 7. Window Treatments - to describe how to create a window treatment B. Projects: 1. Color Schemes/Textures - to build on Value/Texture by adding the use of color in a specific scheme 2. Identifying wood types - to demonstrate an understanding of different types of wood and wood species as well as how they respond to stain 3. Identifying fabric types - to identify different types of fabrics by name and category 4. Color Scheme/Pattern/Texture/Profile - to create a color board using a client profile 5. Two Complete Rooms for a Client - to demonstrate the ability to design two different rooms C. Research paper & project - Historical report 1. Select a style or period of furniture design 2. Describe salient characteristics 3. Present examples of style 4. Create an interior concept using the style 5. Present color board to class as well as written pape

VIII. EVALUATION:

- A. **Methods**
- B. **Frequency**

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IX. TYPICAL TEXTS:

1. Jones, Lynn M. and Phyllis S. Allen *Beginnings of Interior Environments*. 10th ed., Prentice Hall, 2008.
2. Kilmer, Rosemary, and W. Otie Kilmer *Designing Interiors*, Wadsworth, 1992.
3. Lauer, David and Stephen Pentak *Design Basics*. 7th ed., Wadsworth, 2008.
4. Nielson, Karla J., and David A. Taylor *Interiors: an Introduction*. 4th ed., McGraw Hill, 2006.
5. Nissen, LuAnn, Raymond Faulkner, and Sarah Faulkner *Inside Today's Home*. 6th ed., Wadsworth, 1994.

X. OTHER MATERIALS REQUIRED OF STUDENTS:

- A. Some basic Drafting equipment
- B. Other supplies as listed in the syllabus