

Principles of Creating Layout

Designing a Bedroom Layout

The layout may turn out
to be uncomfortable and
even life-threatening

The functions of the room
may be compromised

Or the room may fit less furniture
than the client would like

What layout principles will we discuss today?

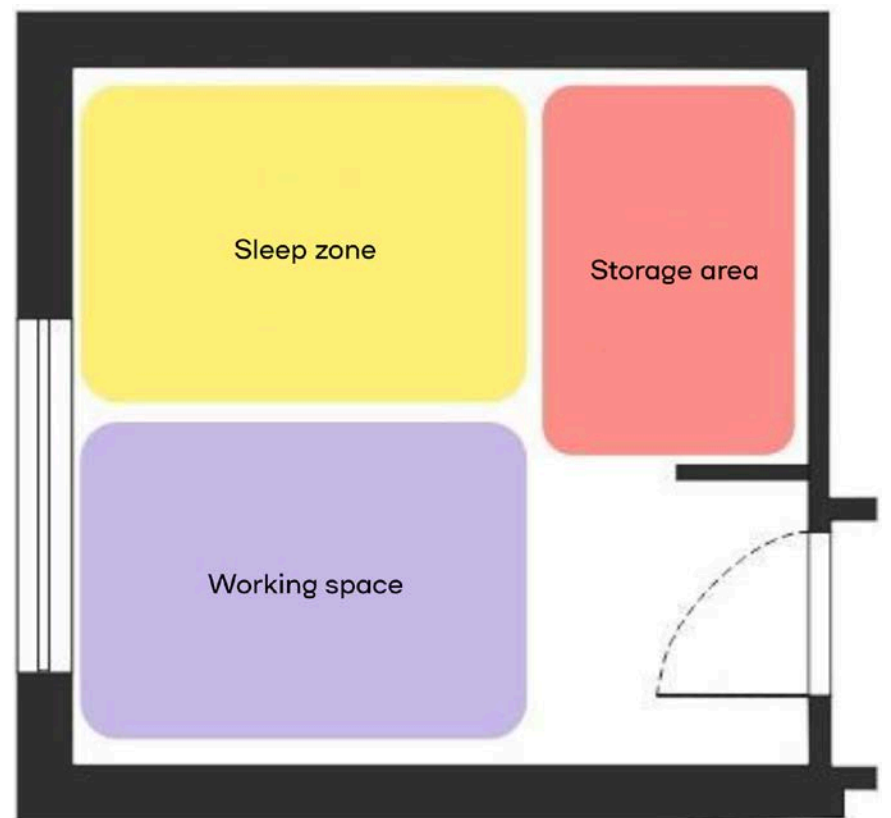
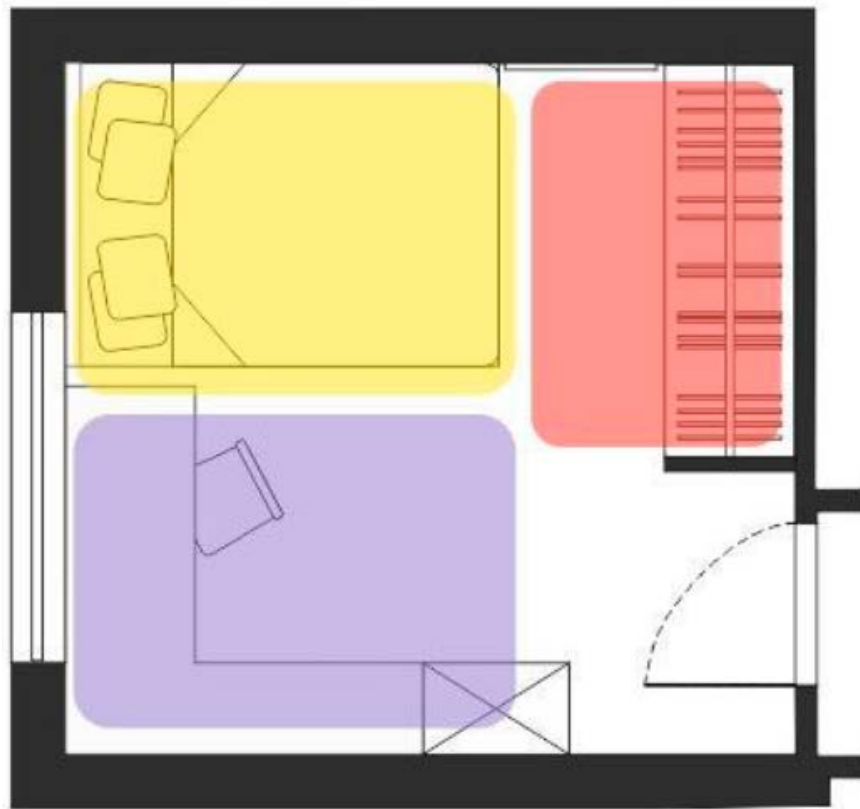
- // Start with the main function of the room
- // Don't block the window
- // Don't compromise the functionality of the items
- // «Going for beauty»

Start with the **main**
function of the room

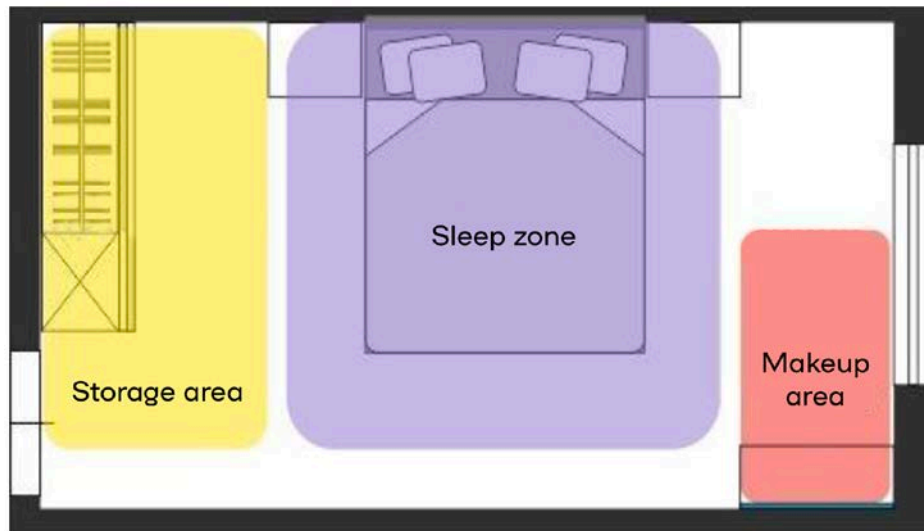
A room should have
one main function around
which we build our layout

The main function of a bedroom is sleep, so we allocate the most convenient spot for the bed first and then add other necessary functions to the room

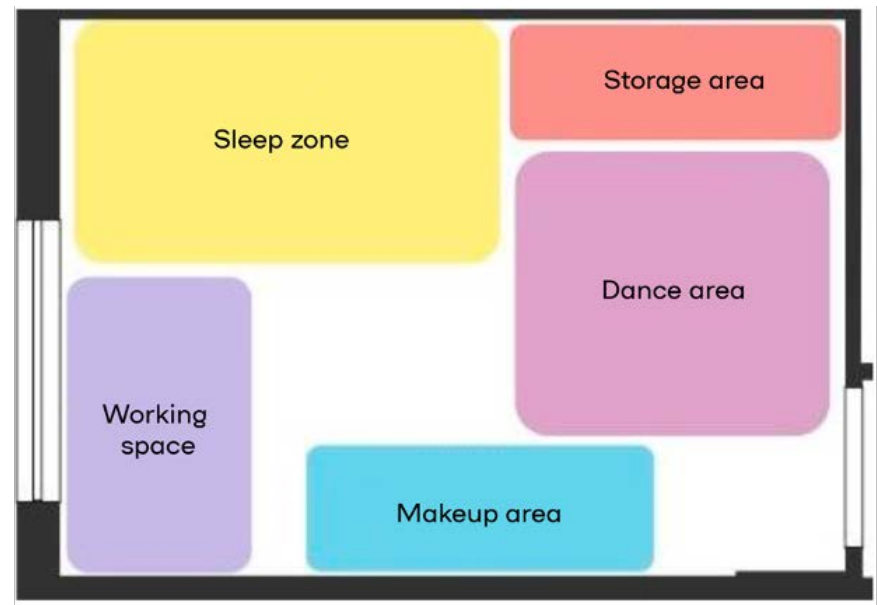
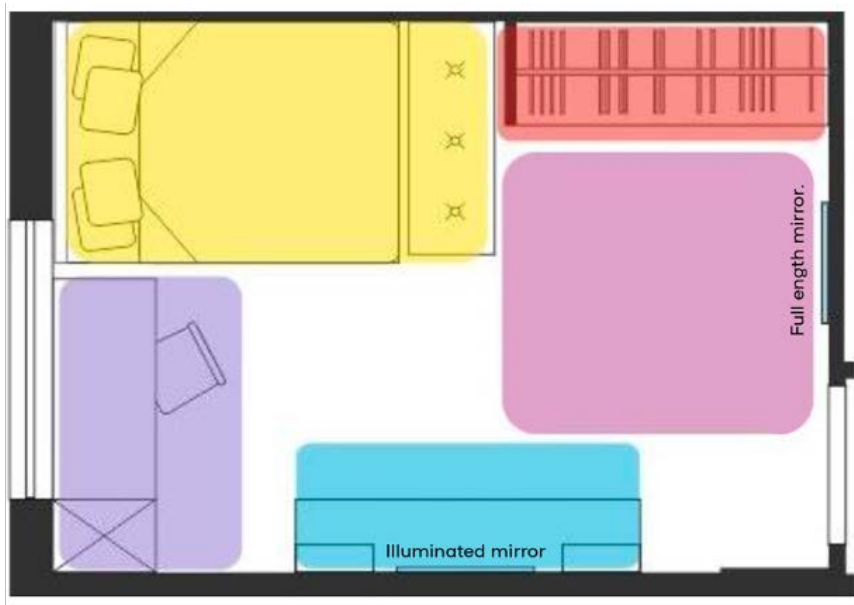
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The main function: sleep (bed)
Additional functions: storage
(wardrobe), makeup (vanity table).



The number of zones can increase,
but we always **start by defining
the main zone of the room**



Furnishing the large rooms is more challenging than smaller ones.

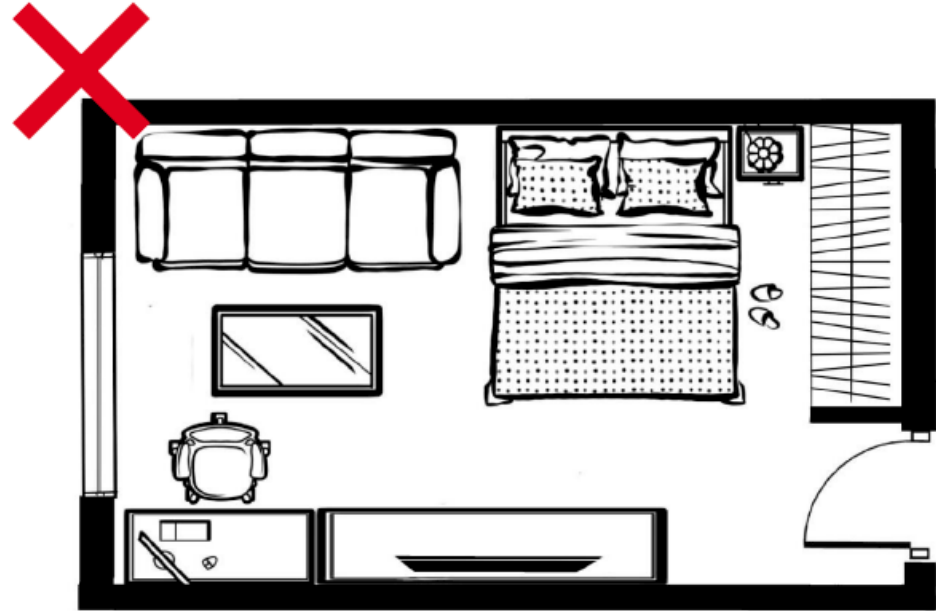
Large rooms need to be divided into smaller zones, and each zone should be treated as a small room, without forgetting about pathways

The ideal shape in layouts is a square, and we aim for this shape when arranging furniture

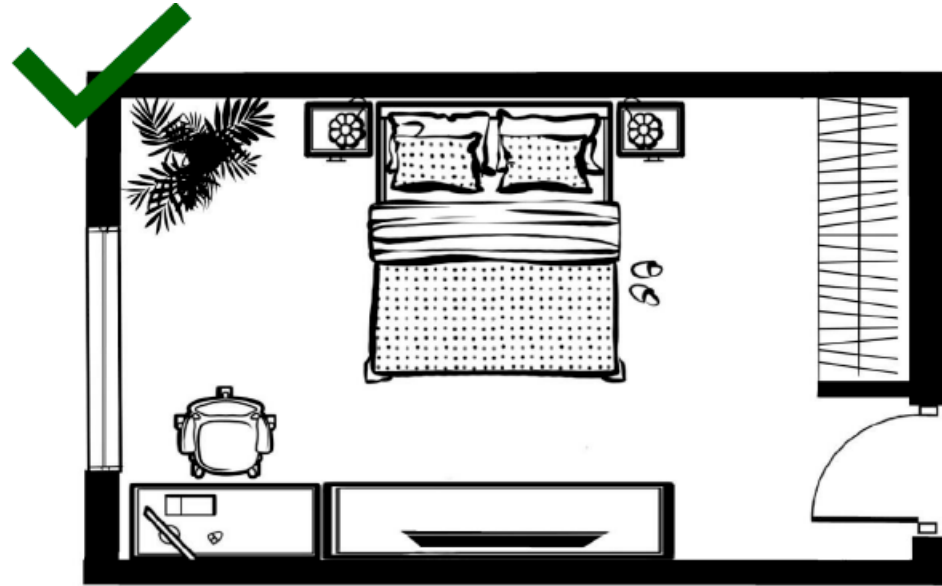
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Examples

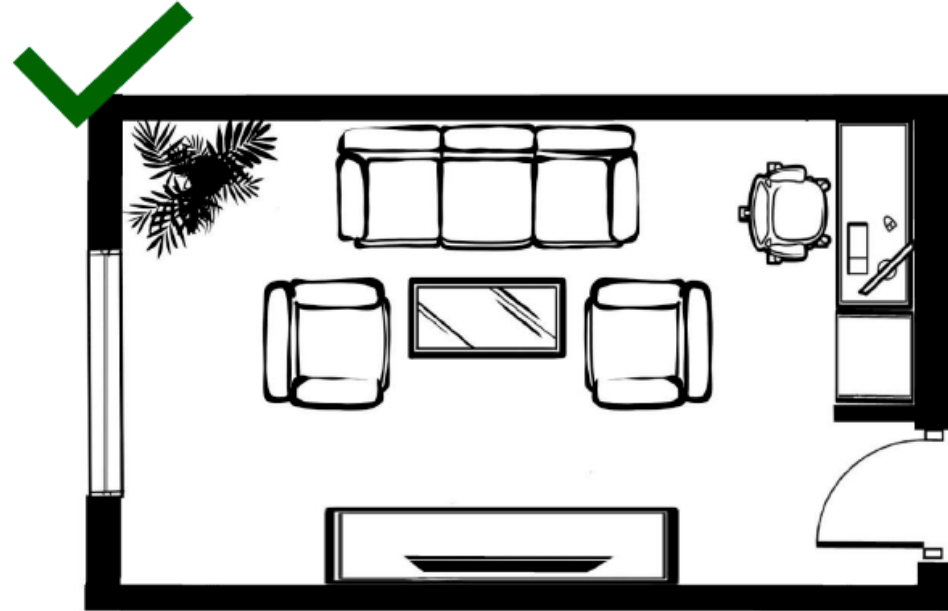
We couldn't
combine rest
and sleep



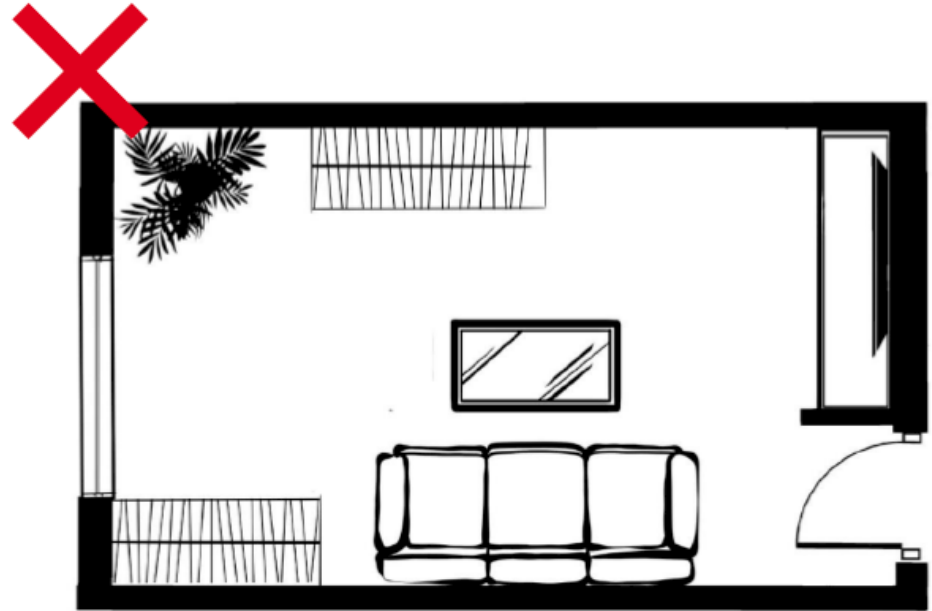
The main
function
has been
maintained



The main
function
has been
maintained



It wasn't
possible
to combine
storage and
socializing
areas

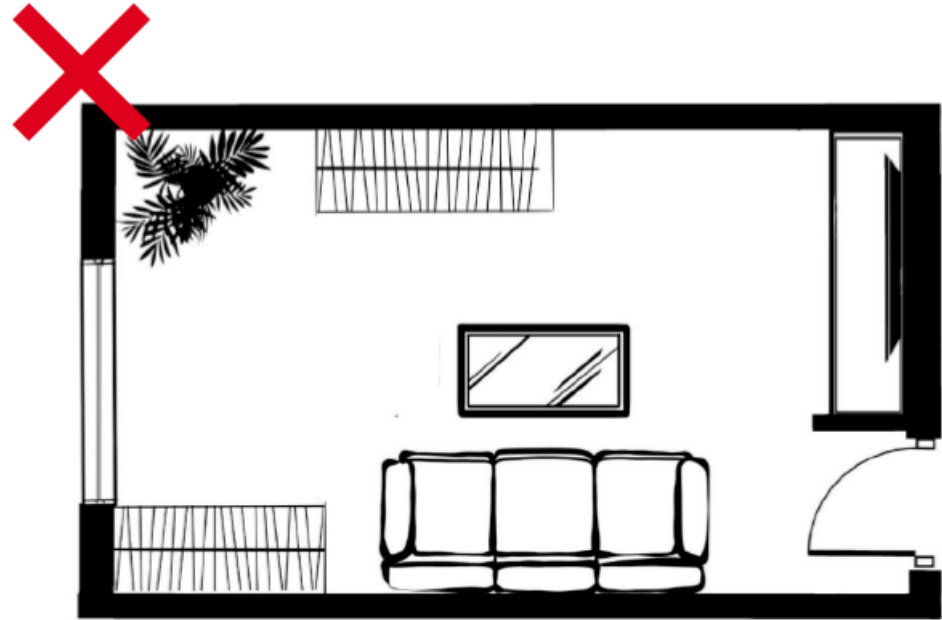


Don't block the window

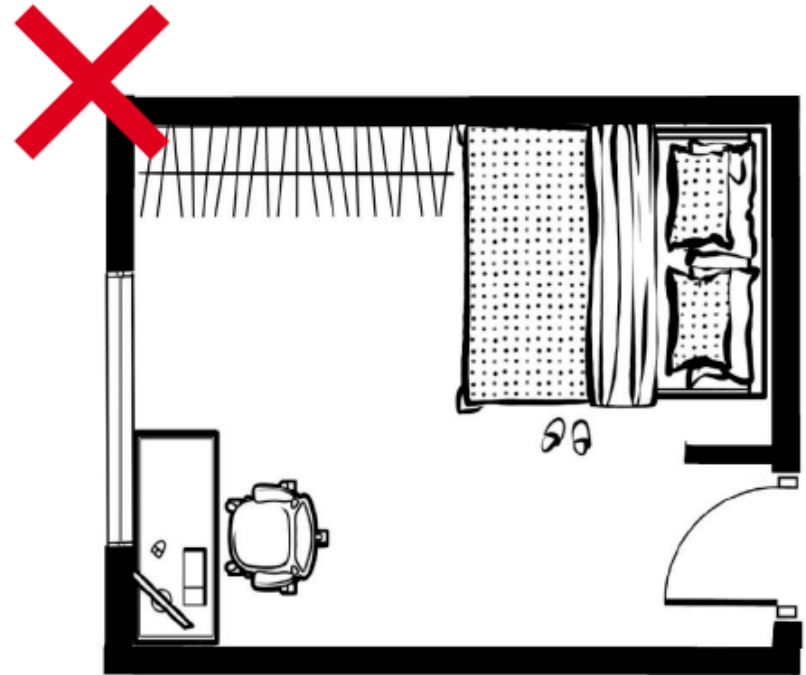
A window is a source of natural light and ventilation in a room

By blocking a window,
we always worsen the conditions
of being in the room

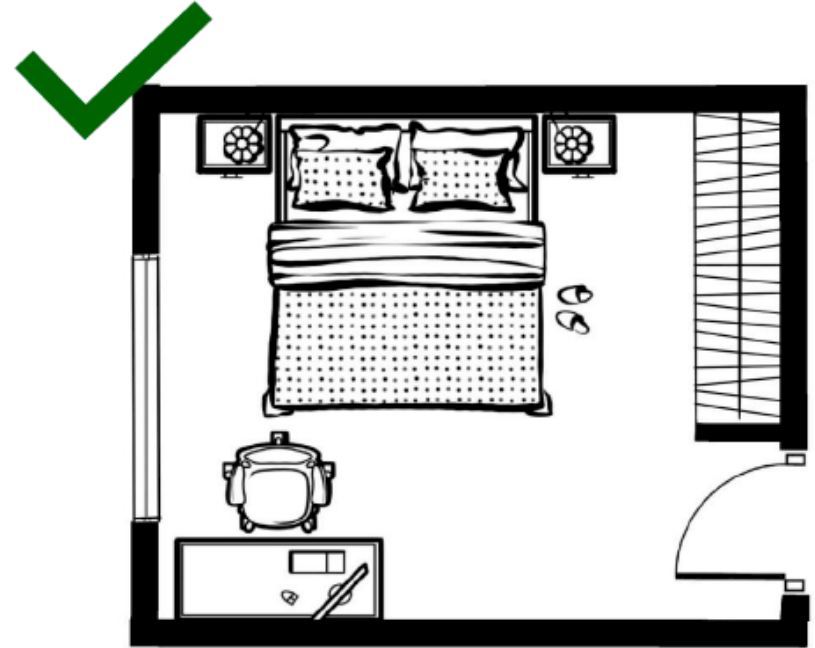
We blocked
access
to the window



We blocked
access
to the window
with the desk



Even
if the window
is drafty, it's
not a big deal



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A desk
in front of
a window
looks good
only in pictures



Sitting with
your back to
the entrance
is not
comfortable
for everyone



Don't compromise
the functionality
of the items

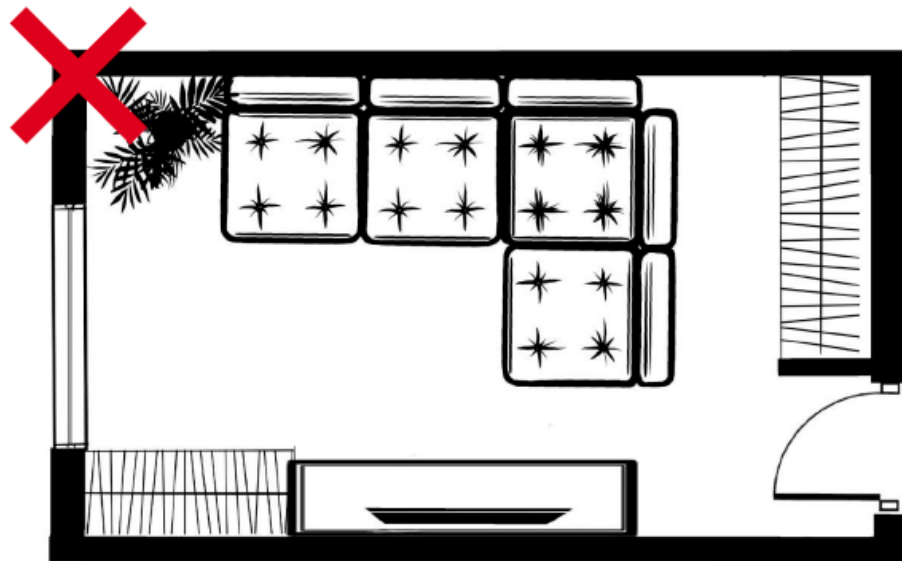
All items should perform
their **function at 100%**

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Everything that opens
should be able to open

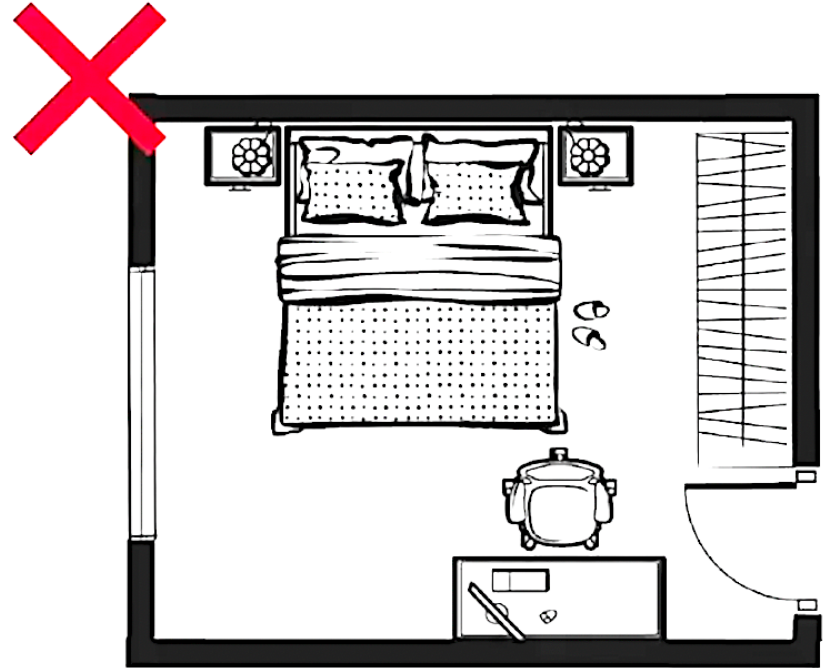
Everything that extends
should be able to extend

We blocked
the hinged
wardrobe
with furniture,
so it won't open

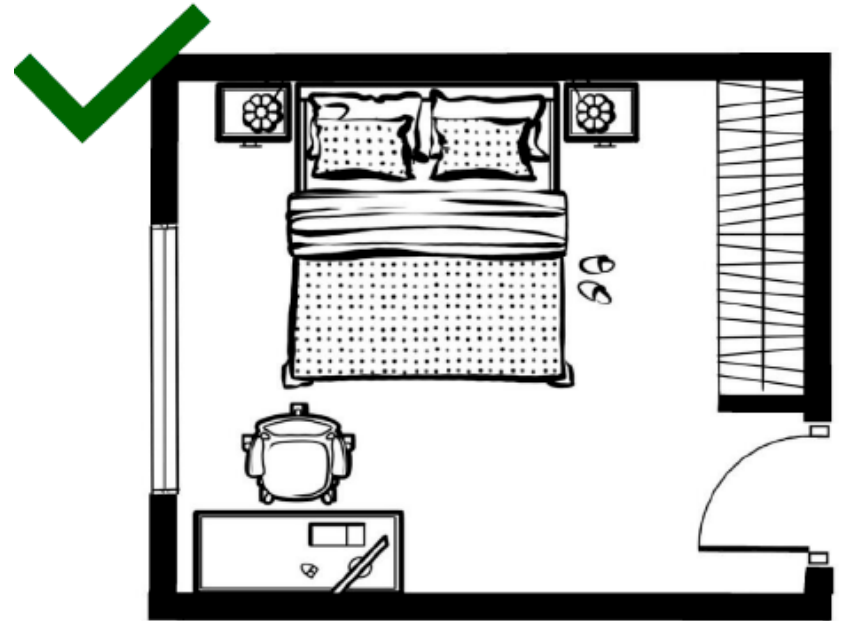


The TV stand also can't be open

If the door
to the room is
more often open
rather than
closed, it will
get in the way



We replaced
the hinged
wardrobe with
a sliding door
wardrobe

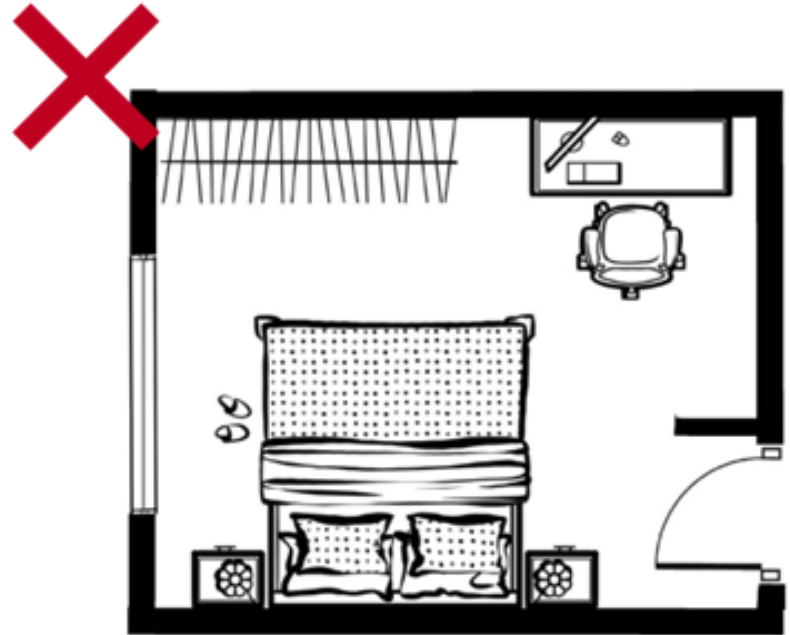


«Going for beauty»

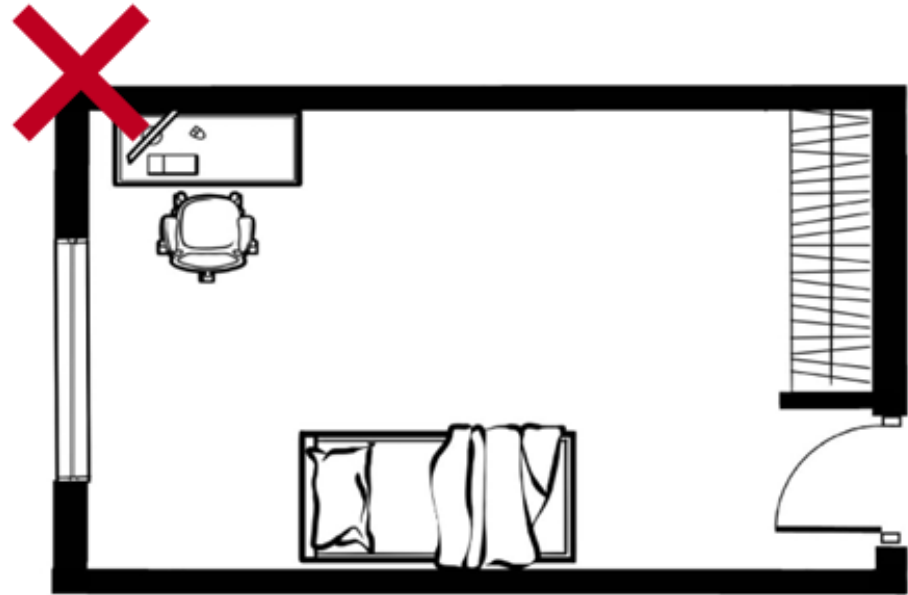
People always want to enter a room
and first see something beautiful

People want to see beauty
from all angles: lying in bed,
or sitting in a chair

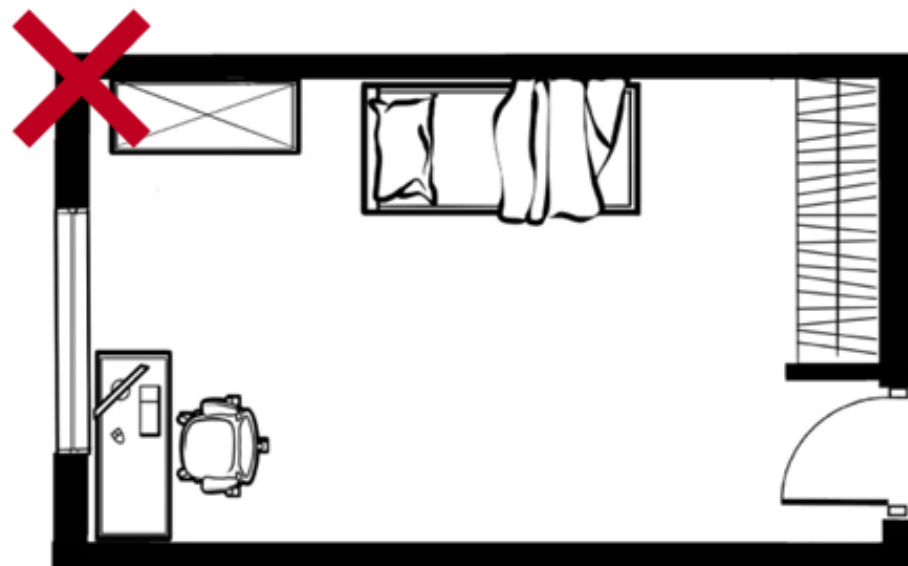
Upon entering, we immediately see the side of the bed and the person sleeping



Upon entering, we immediately see the side of the bed and the person sleeping

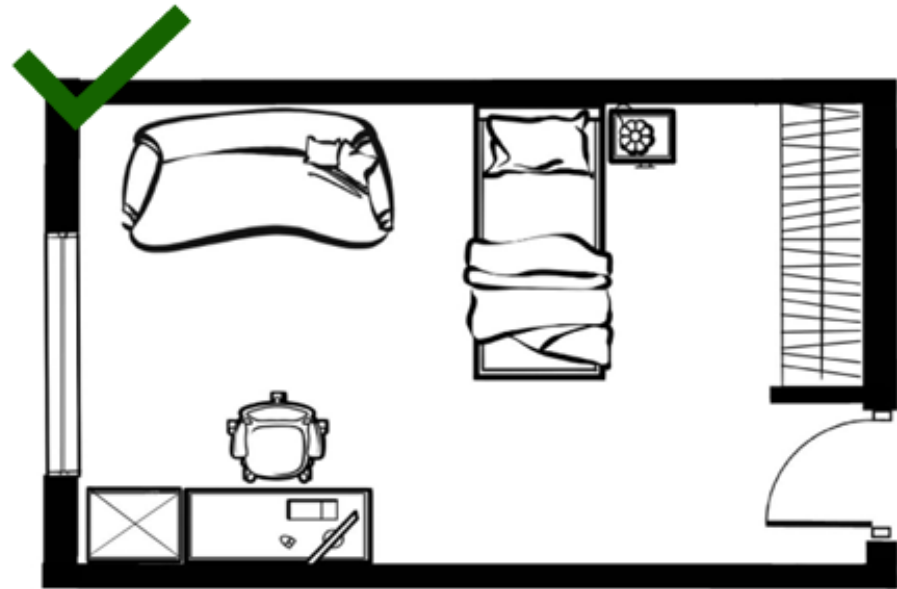


Upon entering,
we might
immediately
see clutter
on the desk or
scare a person
if he/she wears
headphones on

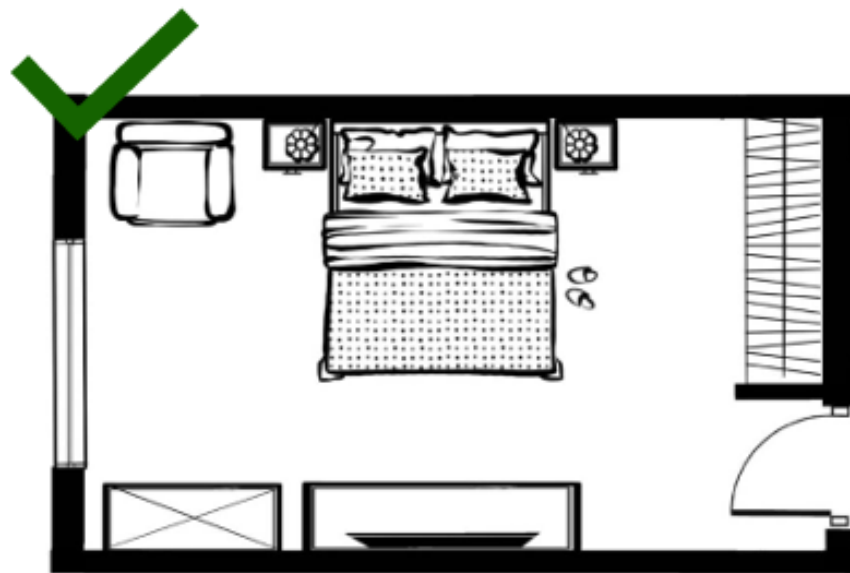
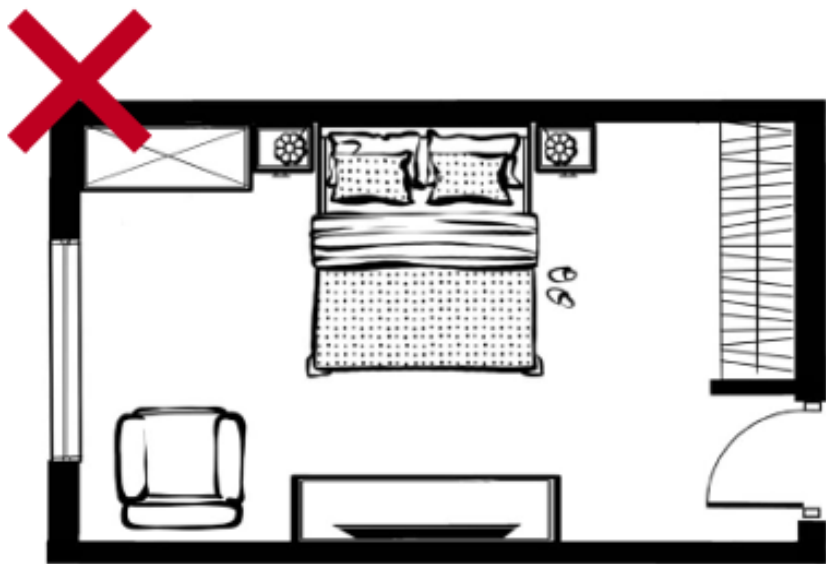


Upon
entering, we
immediately
see the sofa

We don't scare the person
at the desk



Let's consider why
the left layout is unsuccessful
and the right one is good



Let's summarize

- // First, determine the main function of the room
- // Then, place the location of other functional zones
- // Pay attention to the window's location; don't block it
- // Ensure that the principle of "going for beauty" is followed

Thank you for your attention!

And see you in the next lesson 😊