

Design Notebook Project

ID 140 – Interior Design 1

Fall, 2007

Design Element Identification

The objective for this project is for the students to learn to recognize and evaluate design elements and principles as they relate to the total interior environment.

Please see the attached outline of design elements for notebook sequence. (If the outline is not followed, the student's grade for this project will be dropped one letter grade.)

Collect pictures of specific examples of interior design elements/ principles from magazines, books, brochures, etc. You may use your own materials for cutting or any magazine from the lounge area dated 2005 or earlier. DO NOT cut from current magazines or Cook Library holding.

You must have one example for each design element listed on the attached outline. In other words, do not use one picture for more than one design element. Try to find an example that very strongly illustrates the design element.

Each visual example is to be accompanied by a brief written explanation as to why that picture was chosen to represent that element of design.

General Criteria:

- Provide a title page which includes the title of the project, student's name, class, and date. Use good design composition and graphics.
- Provide a table of contents. Number all pages.
- Type all work. Points will be deducted for misspelled words, incomplete sentences, incorrect grammar, etc.
- Do not use construction paper. It is recommended that you use cardstock or scrapbooking papers, but don't get too carried away with scrapbooking papers that are too busy. This can distract from the overall design. Solid colors work best.
- All of the examples and the writing should be in the same direction.
- The grading system is based on accuracy, completeness, and neatness.
- The project is due at the beginning of class on **Tuesday, December 5th. Late projects will not be accepted.** You should turn in your project as is to be graded to the point of your completion.
- The format for the project will be discussed in class and examples will be provided.

Design Element Outline

- A. Unity
 - 1) An example of an over-unified interior
 - 2) An example of furniture used to unify an interior
- B. Contrast
 - 1. An example of variety used in an interior to create successful contrast
- C. Line
 - 1. Horizontal lines dominating
 - 2. Vertical lines dominating
 - 3. Diagonal lines dominating
 - 4. Curved lines dominating
- D. Form
 - 1. An example of sacrificing function or comfort for the sake of form
- E. Balance
 - 1. Symmetrical balance
 - 2. Asymmetrical balance
- F. Scale
 - 1. An example of furniture over-scaled in an interior
 - 2. An example of furniture under-scaled in an interior
- G. Rhythm
 - An example of simple repetition used to create rhythm
- H. Emphasis
 - 1. An example of an obvious focal point in an interior
- I. Texture
 - 1. An example of a rough texture used to increase the apparent volume of a piece of furniture
 - 2. An interesting example of smooth texture used well in a space
- J. Pattern
 - 1. Natural
 - 2. Conventionalized
 - 3. Abstract
 - 4. Geometric
- K. Color
 - 1. Advancing color used on walls
 - 2. Receding color used on walls
 - 3. Advancing color used on a piece of furniture
 - 4. Receding color used on a piece of furniture
 - 5. Monochromatic color scheme in a room setting
 - 6. Analogous color scheme in a room setting
 - 7. Complementary color scheme in a room setting (describe which type the example illustrating: direct complement, split complement, triad, tetrad, etc.)
 - 8. An example of color used in a space to alter feelings or behavior.

NOTEBOOK EVALUATION SHEET

ID 140 Interior Design – 1
Fall, 2007

NAME: _____

Design Element Identification	Points Possible	Points Earned
A. Unity		
1) An example of an over-unified interior	5	
2) An example of furniture used to unify an interior	5	
B. Contrast		
1) An example of variety used in an interior to create successful contrast	5	
C. Line		
1. Horizontal lines dominating	5	
2. Vertical lines dominating	5	
3. Diagonal lines dominating	5	
4. Curved lines dominating	5	
D. Form		
1. An example of sacrificing function or comfort for the sake of form	5	
E. Balance		
1. Symmetrical balance	5	
2. Asymmetrical balance	5	
F. Scale		
1. An example of furniture over-scaled in an interior	5	
2. An example of furniture under-scaled in an interior	5	
G. Rhythm		
An example of simple repetition used to create rhythm	5	
H. Emphasis		
1. An example of an obvious focal point in an interior	5	
I. Texture		
1. An example of a rough texture used to increase the apparent volume of a piece of furniture	5	
2. An interesting example of smooth texture used well in a space	5	

	Points Possible	Points Earned
J. Pattern		
1. Natural	5	
2. Conventionalized	5	
3. Abstract	5	
4. Geometric	5	
K. Color		
1. Advancing color used on walls	5	
2. Receding color used on walls	5	
3. Advancing color used on a piece of furniture	5	
4. Receding color used on a piece of furniture	5	
5. Monochromatic color scheme in a room setting	5	
6. Analogous color scheme in a room setting	5	
7. Complementary color scheme in a room setting (describe which type the example illustrating: direct complement, split complement, triad, tetrad, etc.)	5	
8. An example of color used in a space to alter feelings or behavior.	5	
L. Format/ Presentation		
Title Page, Table of contents	10	
Layout, neatness, creativity	50	
TOTAL POINTS	200	

STUDENT'S GRADE

Comments: