

Design Notebook

The objective for this project is for the student 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 various digital sources such as the Internet or scanned images from magazines. You must have one example for each design element/principle listed on the attached outline. In other words, do not use one picture for more than one design element/principle. Try to find an example that very strongly illustrates the design element or principle. One image for each item is adequate. If more than one image is provided and part of it is incorrect, you will lose partial points.

Each visual example is to be accompanied by a brief written explanation as to why that picture was chosen to represent that element or principle of design. If the statement is not included, you will lose ½ the points for that item.

General Criteria:

- Provide a cover page which includes the title of the project, student's name, class, and date. Use good design composition and graphics. Keep it simple. Avoid a lot of background colors and graphics. The focus should be on the image. Standardize on one to two fonts. Don't get too carried away.
- Provide a table of contents with page numbers. All pages should have a page number. You can print front to back or single pages. Don't exceed 8 ½ x 11 size.
- Type all work. Points will be deducted for misspelled words, incomplete sentences, incorrect grammar, etc.
- Print in color on quality paper and have the pages spiral bound. Use the university print center or other local printing center to get a professional quality print. Do not print color copies on bond paper as this will not appear professional. **If picture is pixelated, it will not be graded.** Select only high quality images.
- All of the examples and the writing should be positioned in the same direction.
- The grading system is based on accuracy, completeness, neatness and creativity.
- The project is due at the beginning of class on **Thursday, December 8th. 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.

Grade Sheet

Design Elements/Principles Identification

Name: _____

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 scaled up for in an interior 5
2. An example of furniture scaled down in an interior 5

G. Rhythm

- An example of simple repetition used to create rhythm 5
- An example of transition used to create rhythm 5
- An example of progression/gradation 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	40	
TOTAL POINTS	200	

STUDENT'S GRADE

Comments: