



Interior Design: Unit 2

Elements of Design

The Elements of Design

- Line
- Space
- Shape & Form
- Texture
- Light
- Color



Doodle Game

Elements of Design: Line

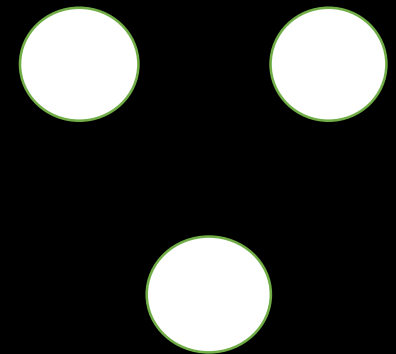
Horizontal: Confidence

- The line in the middle of this block indicates your confidence with the world around you.
- Items drawn above the line are objects in which you have control over. Items
- below the line are things which are generally out of your control.



Circles: Imagination

- Life is full of circles. We travel and we return. We learn, and we forget.
- This block illustrates how you use your imagination.
- If you draw the face of an animal or person, you show a liking for pets or friends.
- If you draw an object such as a bowling ball, you are inventive.



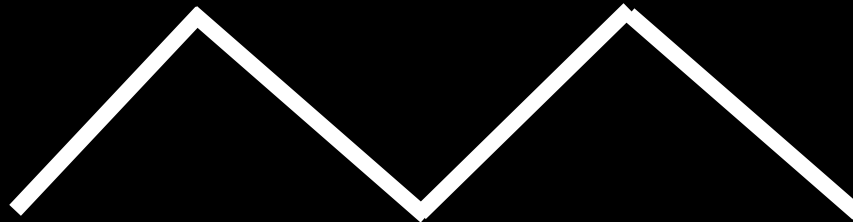
Square: Home

- This box strongly identifies with your home.
- If you draw inside the box your interests are within your home.
- If you draw outside the box, you have interests outside the home.
- Home symbols such as a fireplace, house, windows, or doors indicate a strong desire for a home atmosphere.



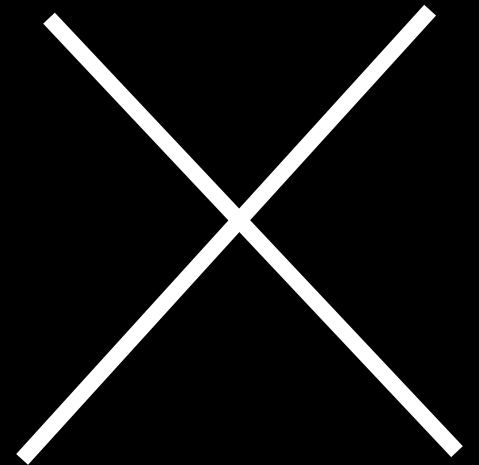
Zig-Zag: Aspiration

- If from this design you are able to add creativity to solving challenges in your life. you make this shape into a mountain range you have high aspirations and goal's
- If you make a geometric pattern you enjoy challenges and solving problems.



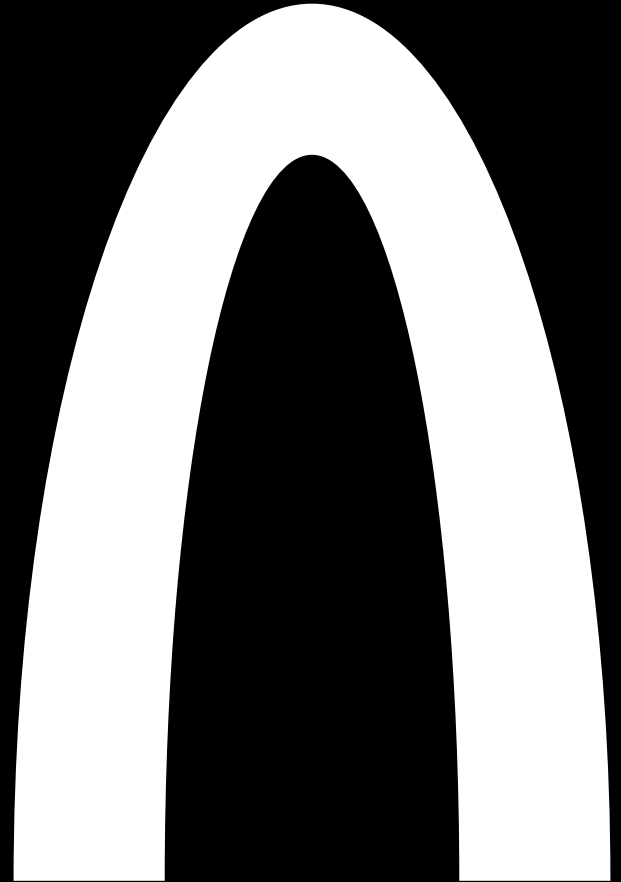
X: Decision Making Skills

- This block describes your decision making skills.
- If you draw lines or arrows that intersect or point at the center, this indicates that you are focused on your decision.
- If you draw non-linear shapes, such as circles or irregular wavy lines it indicates that you are not overly concerned with making decisions.



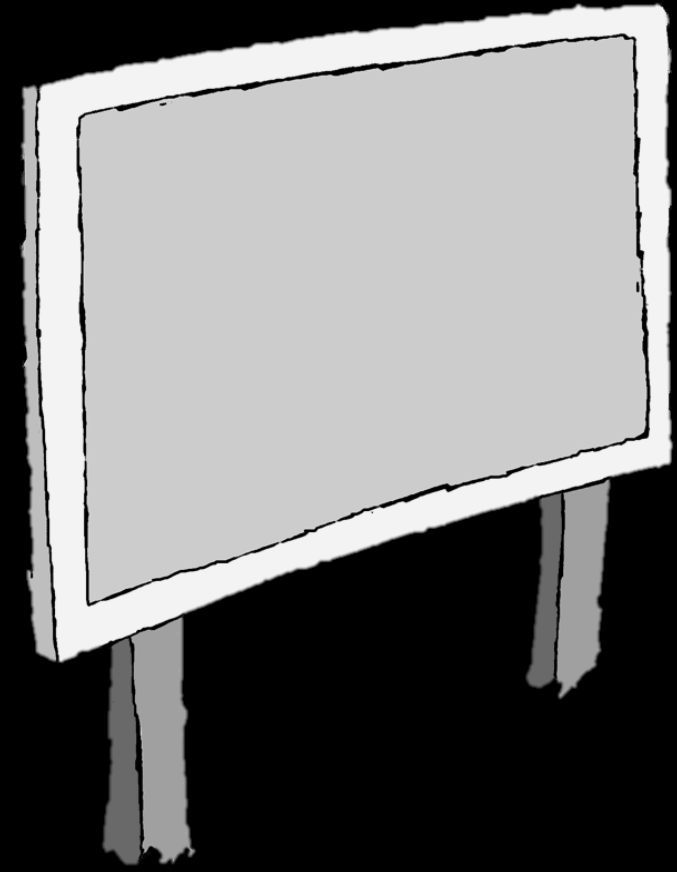
Arch: Plans for the Future

- The arch indicates a passage way to your future. If you draw a dark tunnel, this indicates that you may be expecting some story times ahead.
- If you draw a rainbow, rose, trellis, or doorway, you are looking forward to your future.
- If the door is open, opportunity lies ahead.



Personal Motto

- What you draw on this sign suggests a personal motto for you.
- If the sign is positive, you generally have a pleasant outlook on life.
- If the sign is a warning.... Watch Out!
- If the sign indicate directions, you are likely ready for a change in your life.



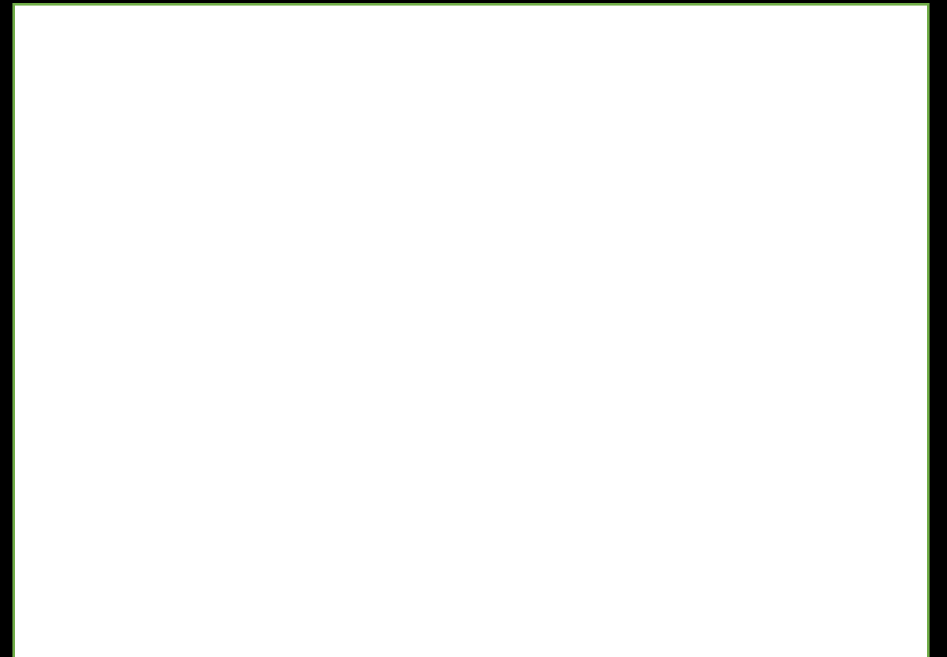
V: Creativity

- If you draw an ice cream cone, the V-neck of a shirt or sweater, or the tip of a pencil you have average creativity.
- If you used the V as part of a more complex design you are a complex thinker.



Blank: The Great Unknown

- This block illustrates what is filling up your thoughts these days.
- Chances are what your drew is important to you.



4 types of Line

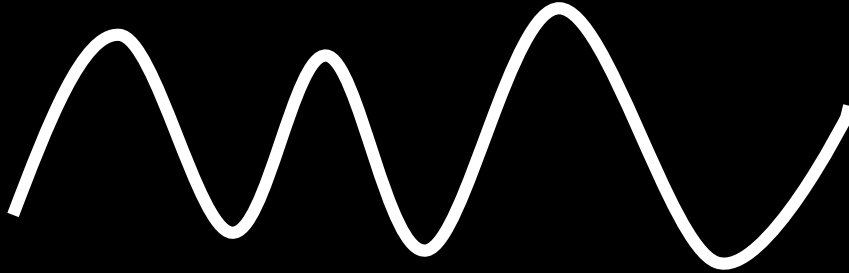
- Vertical



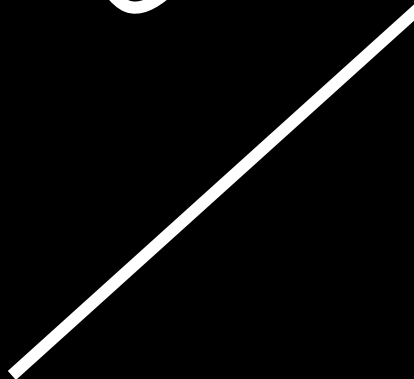
- Horizontal



- Curved



- Diagonal



Vertical Lines

- Lines that run up and down.
- Creates feelings of height, strength, and formality.







Horizontal Lines

- Lines that run from left to right.
(across the horizon)
- Creates feelings of being restful.
- Informal.





Curved Lines

- A line that deviates from straightness in a smooth continuous fashion.
- Creates feelings of softness, playfulness, and serenity.





Diagonal Lines

- Straight lines that are neither horizontal or vertical.
- Creates feelings of action, movement, and excitement.





**Too many lines can lead to
continuous eye movement, which
causes feelings of tiredness &
frustration**





Assignment

- Find 1 magazine picture that has all 4 types of line in the design. (1. Horizontal, 2. Vertical, 3. Diagonal, 4. Curved.)
- Cut the picture out and then use the paper cutter in class to make the edges of the picture clean and straight.
- Mount the picture on black cardstock and label in professional lettering "LINE".
- Take the hole punches in the hole puncher in class and glue them on the picture where the lines can be identified.
- Label each hole punch with a number 1-4.
- On the back of the black cardstock number the paper 1-4 and tell which line it is.

Day 2: Space, Shape & Form

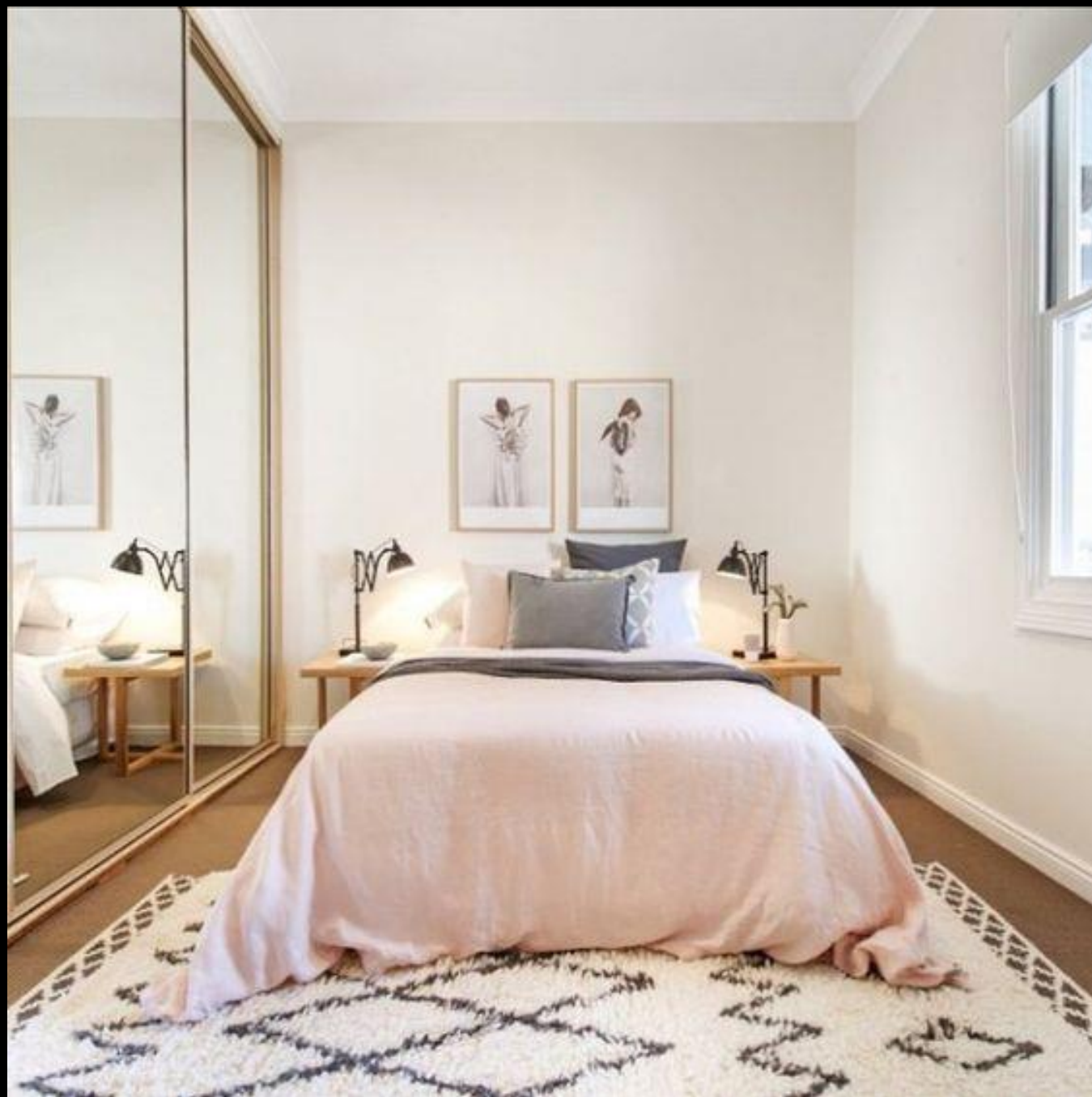
Space- the area is which the designer works

- Positive Space- filled space.
- Negative Space- empty space.
- To expand the look of space you can use light & cool colors, mirrors, smooth textures, smaller scale and less furniture.
- To enclose a space you can use dark & warm colors, rough textures, larger scale furniture & accessories.





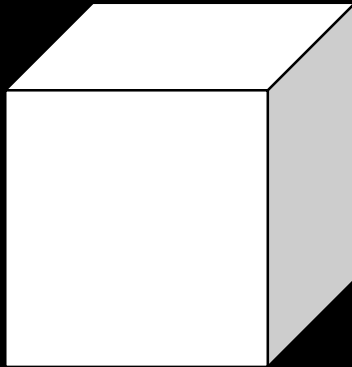
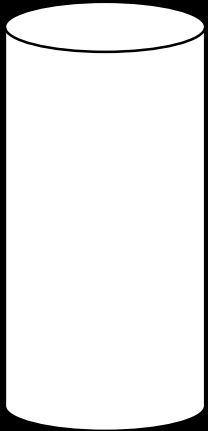






Shape & Form

- Shape- the 2 dimensional outline of an object.
 - Square, circle, triangle, rectangle
- Form- a 3 dimensional object.
 - Cones, cylinders, spheres, cubes, prisms, etc.



Shape & Form Assignment

- 3D rooms!
- You will receive 3 cardboard squares (2 walls and a floor)
- You will paint and design the walls and floor before we attach them together.
 - I will help you attach the walls to the floor! Do NOT attach without my permission!
- Once the walls and floor is designed and the room is attached you will build your furniture/accessories out of the scrap materials provided in class.
 - You may bring your own materials from home if you have ideas that I do not have materials for.
- You will add your finished furniture/accessories to your room when they are finished.

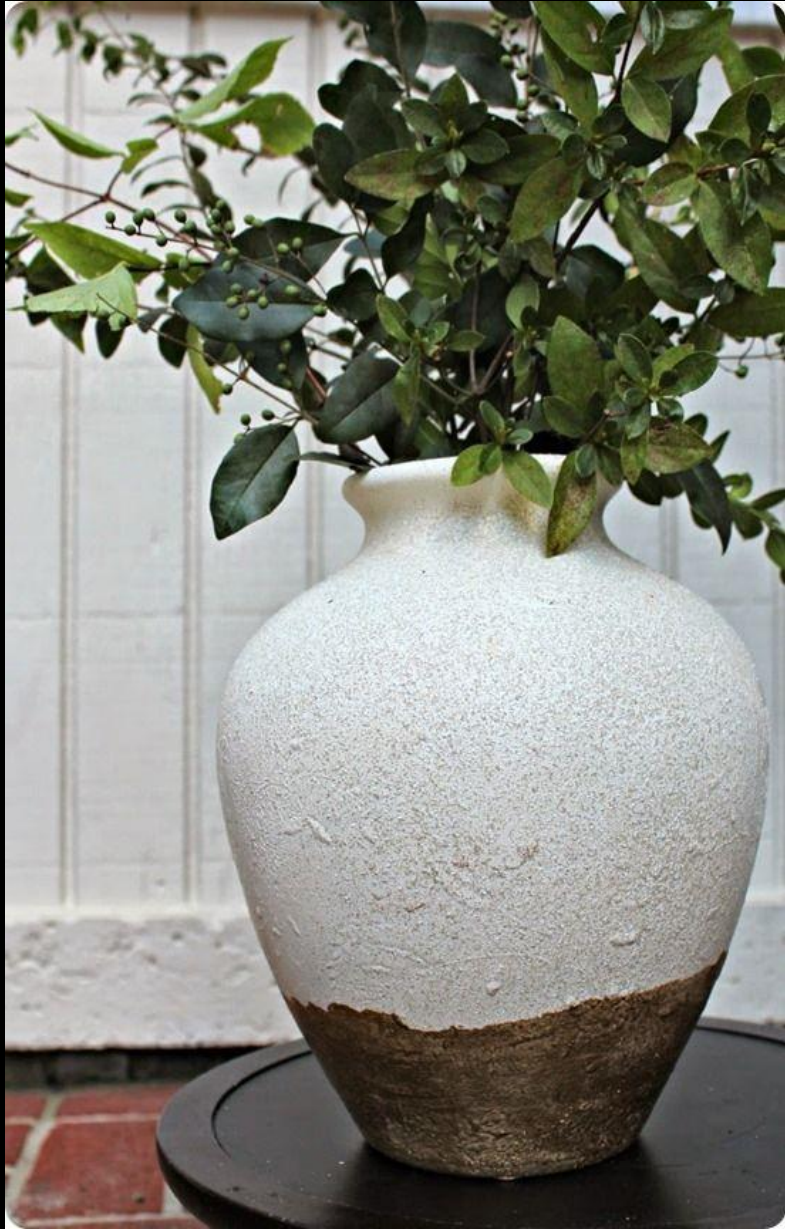
Day 3: Texture & Pattern

Texture- the surface quality of objects

- It can be both seen (visual) and felt (tactile)
- Rough Texture- absorbs light, informal, can be both visually or tactilely rough.
- Smooth Texture- reflects light, formal, can be both visually or tactilely smooth.



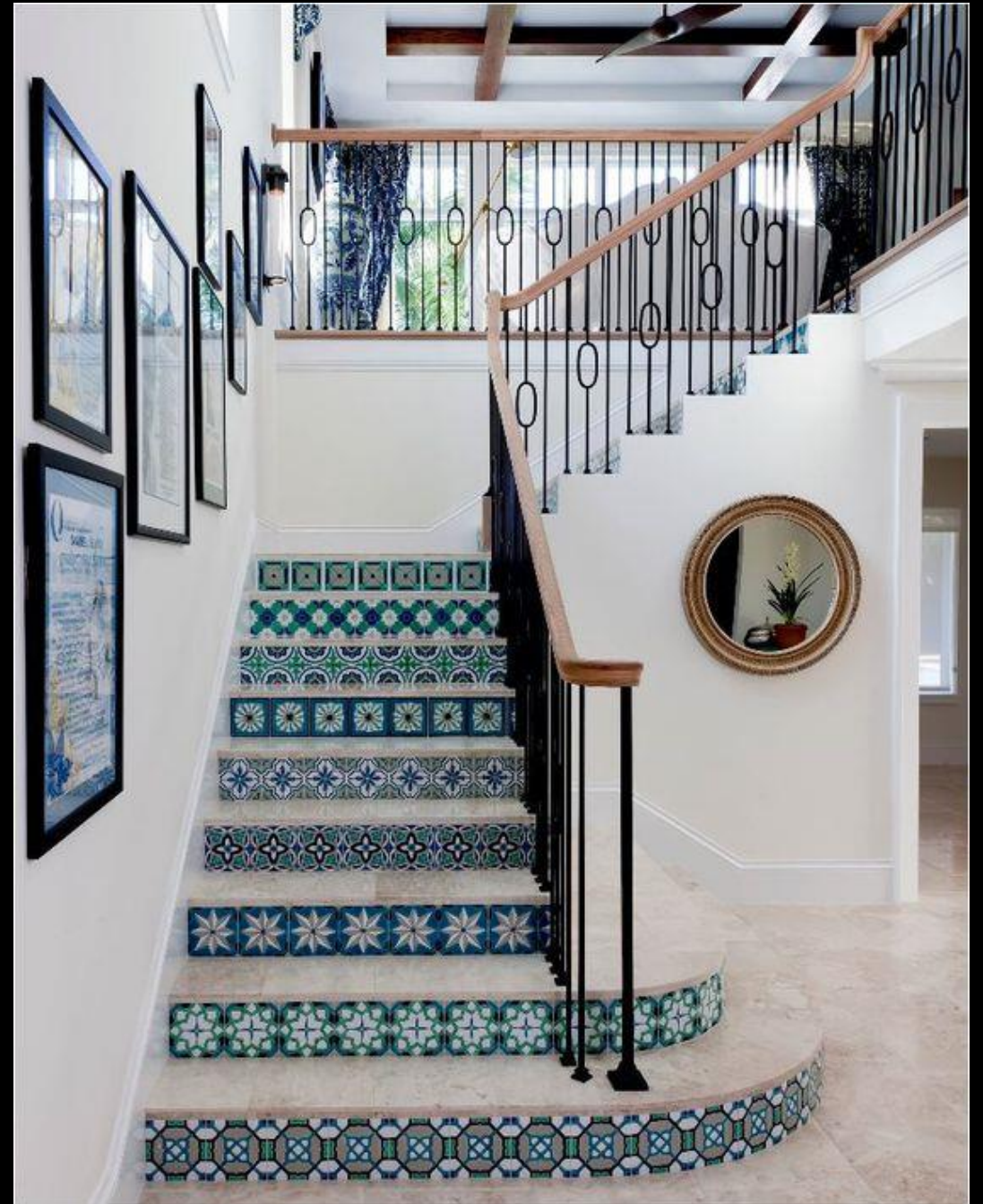








Pattern- The repetition of color, lines, shape, or design across a surface to create visual interest.



Light- makes things visible through illumination by nature (sun, moon, fire) or electrical devices (incandescent, fluorescent, halogen, LED)

