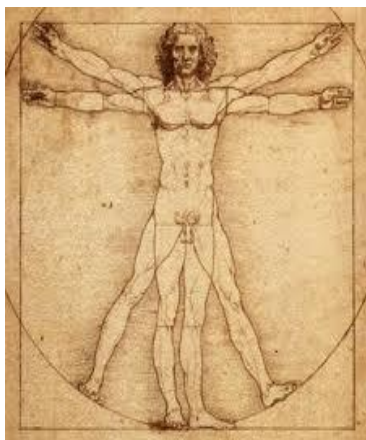


# ARE YOU AN UNDISCOVERED INTERIOR DESIGNER?

## PART 1

# Concepts & Rules of Design

[interiordezine.com](http://interiordezine.com)



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## Introduction

*Are you fascinated by design?*

*Do you want to be an Interior designer, decorator or just decorate your own home?*



This series of ebooks describe through text and illustration what's required when undertaking the profession of Interior Design and the elements of the interior design project. It will help you get started on those renovations that you would love to do but don't know where to start or if you so desire will educate you on what's involved to undertake a career in interior design.

The e-books are divided up into specific sections of design elements, tools and rooms. By reading the sections you will gain a very comprehensive insight into the professional world of interior design and decoration.



***Each area has introductory text as well as items of instruction and links to allow you to discover the world of interior design and if it's a subject that you wish to know more about. Even professional designers will be able to use this book as a tool for reference or as a refresher.***

It seems that Interior Design is a complex subject that requires a huge amount of skill and knowledge to undertake. Well, guess what? That's entirely right but with knowledge and direction on where to find that knowledge the professions intricacies are shown to you.

In this ebook from [interiordezine.com](http://interiordezine.com) we will show you what you need to know to the level that you want to go to. The information and resources contained within is for the novice through to the professional with continual upgrades and improvements.

If you have the flair to undertake a home makeover then it's not necessary to be a fully qualified designer.



For the more complex commercial or extensive domestic situations where you are dealing with other people's aspirations and money and are engaged professionally and in business in this industry then you will need qualification and registration in many states and countries.

You will find with this book that one size does not fit all and that you can take it to any level that you want and we will show you how.

We hope you enjoy it and welcome positive feedback and criticism.

***So what do you need?***

Passion, determination and practice, but then of course you already have that and that is why you are here reading this book!

**Creative flair** - You've already got it so let us show you how to get it out into practical applications.

**A good knowledge** of [design](#) and [furniture history](#) - a bit of reading into these fascinating subjects and you'll be hooked.

A vast subject that is part of the interior design industry, interior [decoration](#) is the visually aesthetic side of interior design. Interior design includes the spatial planning and the proportions of the room to make it aesthetically pleasing using particular techniques (eg the [golden mean](#)), interior decoration more often than not refers to color, texture, fabrics and furnishings.



To be an interior decorator requires a great deal of knowledge and skill especially about color and furnishings and being fluent with what product is available on the market.....([read more](#))

**The ability to think in three dimensions** - you already do this it just needs fine tuning and practice. (click on the next graphic to see how this was developed)



**The ability to demonstrate and draw your ideas** so that the design can be understood by a contractor and built - these are techniques easily learnt. (Click on the graphic below to see how this was planned)



**The ability to show how to get those ideas into product** - simple systems and how to form an instructional drawing.

**A memory for products and finishes** - You already have this it is just a matter of expanding it in an organized fashion.

**The knowledge of the steps to take** a project from conception to completion - we take care of that as you go as well as a summary.





## Tools of the Trade

Within this book and through the links to its website ([interiordezine.com](http://interiordezine.com)) there is the largest worldwide free educational resource for interior design and decoration. There are over three thousand pages, examples, diagrams, photos, illustrations, links, books, [downloadable ebooks and forms](#), step-by-step processes on everything about interior design and accompanying all of the information there are free online educational courses on [color](#), [decorating](#) and [curtains](#) (with a lot more to come). This is added to regularly so keep using the books and the website resources and subscribe to the newsletter and blog for the latest ideas and information. Often a link will be inserted which is the word colored and underlined. Follow these for comprehensive information, illustrated examples and downloadable forms tools and resources

Your two guides are Chris and Lee Brown

Chris and Lee are both professional and qualified designers. While legally unable to offer specific design advice online relating to a project if you have any queries about the website and its resources please feel free to contact Chris and Lee, they can answer some questions or show you where to look to find the answers.



To use this book, each area of skill required for Interiors is given an introduction and then there are links back to [www.interiordezine.com](http://www.interiordezine.com) that explain and demonstrate the subject further, as well as excerpts from the sites relating books or available courses.

Don't forget there are free ecourses on the website to help you learn. Using these will help you understand the process and elements of the design industry with ease in a step by step method and concurrently have the resources of the websites available at the click of a mouse. Just register for the course and it will be sent to your email every few days. Click here to start and let the course complement your reading.

[Decorating ecourse](#)

[Curtain Design ecourse](#)

[Color ecourse](#)

We hope you enjoy this subject as much as we do, having spent most of our lives working in it.



## **Interior Design - Interior Decoration – What are they exactly?**

### **How do you define Interior Design and Decoration?**

Interior Decoration generally involves working with loose items that can be purchased individually or specified in writing for example - wallpaper, carpet, paint, furniture, artwork, rugs etc, whereas Interior Design is more based around making hard changes, like moving walls, [space planning](#), drawing new joinery and furniture layouts, for example [kitchens](#) and [bathrooms](#), often requiring the services of specific contractors but Interior Design still incorporates the decoration fields.

Interior Design covers one broad field called Spatial Design and it depends on how far or in which direction you take your education. The decoration side which covers a lot of items such as domestic decoration or makeovers or the design side which may incorporate large scale space planning and building alteration from domestic to full commercial development. The description of the Interior designer is small but the field huge and all areas require a skilled practitioner.

The two intermix and the waters can become quite muddy. Chris is classed and qualified as an Interior Designer and works on the level of being an Interior Architect and Project Manager; he can make additions to buildings and make structural alterations to the interiors of buildings on a reasonably large scale.

However Lee having Interior Design skills focuses on the Interior Decoration which has many more specialized skills. Luckily by design or good fortune Chris and Lee complement each other's specialty with Chris's skills taking on a holistic overview for planning and flow while Lee covers the finer points such as finishes and furnishings. It sounds simplistic as they have skills in both fields but one tends to gravitate towards an area of specialization. Everyone has their strong and weak areas of skills.

[How do you become a professional interior designer?](#)

[How to Make Loads of Money from Interior Design](#)

## Planning, Design Concepts

This involves understanding the human element of planning. To make an interior work properly there may be a number of solutions to do so. Our job at this point is to identify those solutions with the skills of the interior designer so that the interior flows for the function that it was intended for.

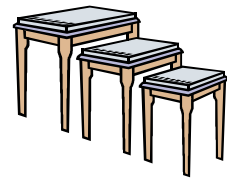


There may be one or a number of options and our skill in planning and design concepts will help identify the problem and the solution or its alternatives. To do this we also have to have an understanding of anthropometrics and ergonomics, which is the size and limitations of the human body and how they interact with machines or in the case of the interior designer - furniture. We also use this skill in designing joinery/cabinetry and furniture as well as being able to determine minimum comfortable spaces for particular functions.

For example, if you were planning a series of [bedrooms](#), do you know the sizes of a single, single king, double queen and king size bed? Not only do you need to know these basic dimensions but also available heights, how much space is required to move around a bed, how much space is required if you bend over when making a bed. Seems simple doesn't it until you realize that you only have so much space to work with.



The very interesting thing is that once you have a good understanding of the human body ([anthropometrics](#)) then planning starts to become second nature. Of course to plan we have to be able to do this on a medium that can be stored or used to illustrate the plan to others such as a computer or a drafting table and paper. This means also that we have to have a very good understanding of scale and be able to apply this within the planning process.



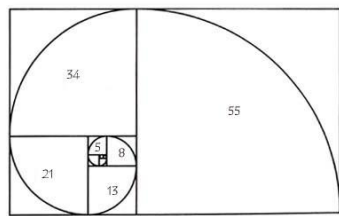
The items that this subject covers are as follows:

- **Using the Brief** How to get the information you need to develop the design in a structured and logical manner. Use this form to get all the information on paper from your client about the details of their project and what work is involved. Once again you can use it as a starting point for making your own client brief form, you can simplify this or expand on it, depending on how much detail you want to put into your project. [The Brief](#)
- **Space Planning** The system to work out relationships between the uses of spaces and how much room they actually need. This is covered both for a domestic housing situation a commercial office and with the design of a nightclub. [House](#) [Commercial office](#) [Nightclub](#)
- **Design Concepts** Ideas of proportion and balance, the surrounding environment and what influences and provides ideas for your design.

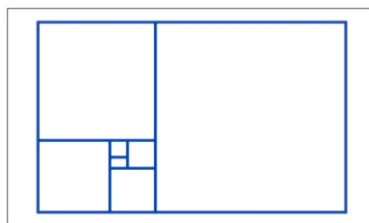


The links below explain to you how to use the rules of the Fibonacci Series and The Golden Mean, tried and true rules for designing to pleasing proportions used over the centuries and also those that are commonly found in nature. These are extremely important areas of knowledge for proportional design and any designer must know how to use these without exception. These are design rules made by nature and are therefore totally acceptable to the eye when working out proportion and balance as you design. [Proportion and Balance](#)

#### [Fibonacci](#)



#### [The Golden Mean](#)

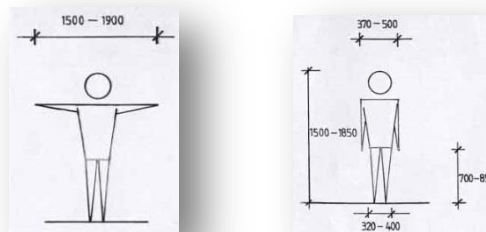


## Ergonomics and Anthropometrics

Ergonomics is described by the New Penguin English dictionary as “*a science concerned with the relationship between human beings, the machines, the equipment they use and the working environment.*”

The word [Ergonomics](#) is derived from Greek. The word Ergon (work) and Nomos (law) It is fitting the work (by design) to the person who has to use it.

Ergonomics is closely related to Anthropometrics, which is the measurement of the bodily form and proportions of human beings.



[Anthropometrics](#) or *Anthropometry* “*the scientific study of the measurement of the human body*” (New Penguin English dictionary).

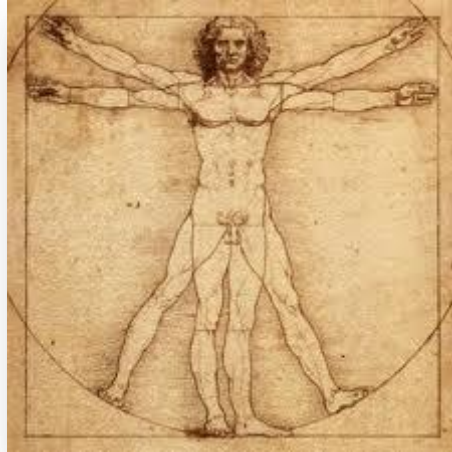
Essentially we are looking at and trying to define the interface between man and machine and the working environment

As interior designers, we are primarily concerned with comfortably fitting the human being into an interior. These are important subjects for us to have a very clear understanding of. We won't study sizes of human beings down to the last millimeter but help try to develop an understanding of and an approach to furniture design and why we size and position items and fittings as we do.

In this area, the principals behind ergonomic design will be explained and how it is applied every day in joinery/cabinetry and interiors.

*Firstly let's explore the human body.*

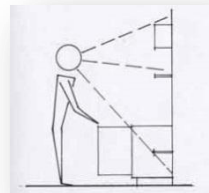
When working or resting our bodies have natural positions that allow movement to be comfortable. If we use these natural positions and postures, then strain and in turn fatigue is reduced when performing these tasks. *"The golden rule is why stretch and strain when we don't have to."* Always use this when thinking about the function of an application to Interior Design such as the placement of a light switch, the type of [faucet](#) or door handle, the design of a kitchen or other work or rest area all follow simple anthropometric and ergonomic principles.



If we follow these principles when designing an interior space, comfort is increased and fatigue is reduced and the likelihood (ensuring all other principles are met such as lighting, non-slip surfaces etc) of accident or injury is reduced.

Firstly to perform all tasks we need to be able to see clearly. This doesn't just mean good lighting but also the ability to focus on the task at hand without having to bend, cast your eyes, or have your line of sight obscured unnaturally.

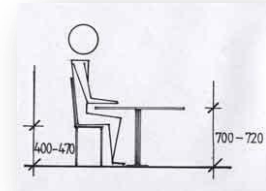
Preferably we would like to be able to perform the task without crouching, bending, stretching or being off balance.



Secondly the task should be within a relaxed arms reach i.e. unnecessarily stretched or if crouching off balance. The same is applied if sitting and for any work surface that we may be at, to be at a comfortable height and distance from the body.

You notice that tables, chairs and cabinets all seem to be within a particular range of heights and widths. We need to be aware of these when analyzing and specifying design of furniture, fittings and space planning.

It is no accident that door handles are usually at a particular height between 700mm and 1000mm, or where light switches are placed, the heights and widths of benches or even the widths of doorways and hallways. The human form has determined all these, and as a designer we should be acutely aware of how to accommodate the human form.



People do not come in the same shape or size but there is a range of sizes that we work to that is acceptable industry practice. We don't intend to be absolutely precise in an introductory course to Interior Design but to give you that understanding and the ability to reason why you design. Use the following links below to see the diagrams and actual sizes required.

- Anthropometrics. Sizes of people. This includes leg and arm's lengths, how the body sits, what heights is the body at when crouching or sitting, how to place items so that they can be seen. [Anthropometrics](#)
- Ergonomics. How people interact with objects and the sizes and shapes that work for the human body.
- Site Measuring. How to go about measuring a room and recording it, so that it can later be drawn to a scale. [How to site measure](#)

It is here that you will start to develop the ability to think and visualize in three dimensions on an accurate scale. This is one of the fundamental skills and abilities of the designer that puts him or her ahead of everybody else.

## Summary

*This was a selection of information about concepts and rules of design – we hope that you now have some insight into the life of an interior designer. Please take advantage of the other ebooks and ecourses available.*

This is Part 1 of “Are you an Undiscovered Interior Designer?”

To find Parts 2,3,4 & 5 visit the [free downloads](#) section of the website.

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