

BASICS OF INTERIOR DESIGNING



WHAT IS INTERIOR DESIGN?

- Interior design is the professional practice of planning and designing indoor spaces.
- It focuses on improving how a space looks, feels, and functions.
- It ensures comfort, safety, and visual appeal.
- It combines creativity, technical knowledge, and problem-solving.

INTERIOR DESIGN VS DECORATION

- Interior design focuses on space planning and technical aspects.
- It involves structure, lighting, ergonomics, and materials.
- Interior decoration focuses on aesthetics.
- Decoration mainly deals with colors, fabrics, and accessories.



ROLE OF AN INTERIOR DESIGNER

- Understands client needs and lifestyle.
- Plans functional spaces.
- Selects suitable materials.
- Coordinates with professionals.
- Ensures safety and budget compliance.

TYPES OF INTERIOR DESIGN

- Residential design for homes.
- Commercial design for offices.
- Hospitality design for hotels.
- Institutional design for schools.
- Retail design for showrooms.

ELEMENTS OF INTERIOR DESIGN

- Space forms the base.
- Line defines movement.
- Form gives shape.
- Light enhances mood.
- Color, texture, and pattern add character.

UNDERSTANDING SPACE

- Space is the area inside a room.
- Positive space is filled areas.
- Negative space is empty areas.
- Balance between both is important.
- Good space planning improves comfort.

TYPES OF SPACE

- Two-dimensional space: length and width.
- Three-dimensional space: height, width, depth.
- Vertical space includes walls.
- Horizontal space includes floors.
- Efficient use improves interiors.

CONCEPT OF LINE

- Lines guide the eye.
- Horizontal lines feel calm.
- Vertical lines add height.
- Diagonal lines create movement.
- Curved lines feel soft.

FORM AND SHAPE

- Form refers to object shape.
- Geometric forms are structured.
- Organic forms are natural.
- Balanced forms create harmony.
- Too many forms cause clutter.

LIGHT IN INTERIOR DESIGN

- Lighting affects experience.
- Natural light improves mood.
- Artificial light supports activities.
- Highlights textures and colors.
- Poor lighting reduces comfort.

TYPES OF LIGHTING

- Ambient lighting for general use.
- Task lighting for activities.
- Accent lighting highlights features.
- Decorative lighting adds beauty.
- Combination works best.

COLOR IN INTERIOR DESIGN

- Color affects emotions.
- Warm colors add energy.
- Cool colors bring calmness.
- Light colors increase brightness.
- Dark colors create depth.

COLOR WHEEL BASICS

- Primary colors are basic.
- Secondary colors are mixed.
- Tertiary colors are combinations.
- Color wheel guides selection.
- Helps achieve harmony.

COLOR SCHEMES

- Monochromatic uses one color.
- Analogous uses similar colors.
- Complementary uses opposite colors.
- Triadic uses three colors.
- Correct scheme improves comfort.

TEXTURE

- Texture is surface quality.
- Visual texture is seen.
- Tactile texture is felt.
- Adds depth.
- Avoid flat designs.



PATTERN

- Patterns add interest.
- Used in fabrics and walls.
- Small patterns suit small rooms.
- Large patterns suit big spaces.
- Overuse causes clutter.

PRINCIPLES OF DESIGN

- Balance gives stability.
- Rhythm creates flow.
- Emphasis draws attention.
- Harmony connects elements.
- Proportion maintains size relation.

BALANCE

- Symmetrical balance is formal.
- Asymmetrical is modern.
- Radial balance centers focus.
- Prevents heaviness.
- Creates comfort.

RHYTHM AND MOVEMENT

- Guides eye movement.
- Created through repetition.
- Gradation changes gradually.
- Contrast adds interest.
- Avoids dullness.

EMPHASIS

- Creates focal point.
- Attracts attention.
- Organizes design.
- Avoid multiple focal points.
- One is sufficient.

HARMONY AND UNITY

- Ensures consistency.
- Elements work together.
- Repetition helps unity.
- Consistent palette supports harmony.
- Avoid random selection.

PROPORTION AND SCALE

- Proportion compares sizes.
- Scale relates to space.
- Oversized furniture dominates.
- Undersized looks awkward.
- Correct sizing improves comfort.

FURNITURE BASICS

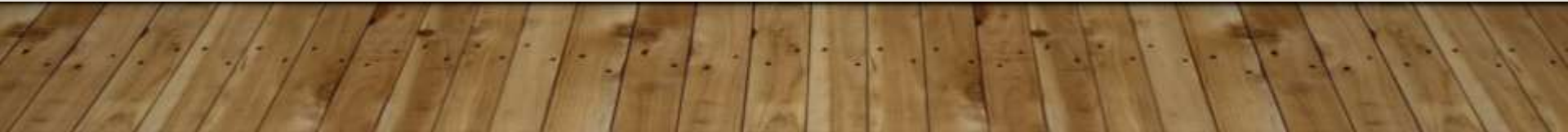
- Furniture supports activities.
- Must be comfortable.
- Should suit room size.
- Durable materials preferred.
- Style should match design.

FURNITURE ARRANGEMENT

- Allows easy movement.
- Avoid blocking openings.
- Group furniture logically.
- Maintain spacing.
- Improves usability.

INTERIOR MATERIALS

- Wood adds warmth.
- Metal adds strength.
- Glass adds openness.
- Plastic is affordable.
- Material affects maintenance.



FLOORING BASICS

- Flooring forms base.
- Must be durable.
- Includes tiles, wood, carpet.
- Affects safety.
- Easy maintenance important.



WALL FINISHES

- Walls define character.
- Paint is flexible.
- Wallpaper adds design.
- Panels add luxury.
- Choose based on usage.

CEILING DESIGN

- Affects height perception.
- False ceilings hide wiring.
- Lighting integration possible.
- Simple designs suit small rooms.
- Avoid overdesign.

DOORS AND WINDOWS

- Doors provide access.
- Windows allow light.
- Placement affects comfort.
- Design should match interior.
- Materials ensure safety.

SPACE PLANNING

- Organizes spaces.
- Based on activities.
- Improves comfort.
- Avoids wastage.
- Essential for design.

ERGONOMICS

- Focuses on comfort.
- Supports posture.
- Reduces strain.
- Important for workspaces.
- Increases productivity.

SAFETY IN DESIGN

- Electrical safety is vital.
- Fire safety measures required.
- Slip-resistant flooring needed.
- Ventilation improves health.
- Safety ensures well-being.

SUSTAINABLE DESIGN

- Uses eco-friendly materials.
- Saves energy.
- Uses natural light.
- Reduces waste.
- Protects environment.

DESIGN PROCESS

- Client briefing.
- Concept development.
- Design drawings.
- Material selection.
- Execution supervision.

DESIGNER TOOLS

- Measuring tools.
- Drawing tools.
- Design software.
- Material samples.
- Presentation tools.

DRAWING SKILLS

- Communicate ideas.
- Floor plans show layout.
- Elevations show height.
- Sections show details.
- Accuracy avoids errors.

IMPORTANCE OF INTERIOR DESIGN

- Improves lifestyle.
- Enhances efficiency.
- Creates comfort.
- Adds beauty.
- Increases property value.

CAREER OPPORTUNITIES

- Interior designer.
- Space planner.
- Furniture designer.
- Visual merchandiser.
- Consultant.

CONCLUSION

- Interior design blends art and science.
- Basics build strong foundation.
- Understanding principles is key.
- Practice improves skills.
- Good design enhances life.

THANK YOU

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