INTERIOR DESIGN

DIVISION OF AGRICULTURE
RESEARCH & EXTENSION
University of Arkansas System

State 4-H O-Rama
Senior 4-H'ers

OBJECTIVES

This activity is designed to give 4-H members an opportunity to:

- develop the following targeted life skills:
  - decision making
  - team work
  - self-esteem
  - problem solving
  - critical thinking
  - planning/organizing
  - cooperation
  - accepting differences
  - contributing to group effort

- learn to recognize and use a color scheme in design solutions.
- learn to select and place appropriate furnishings and equipment within designated space restrictions.
- learn to justify solutions for selections based on knowledge of Interior Design.
- learn to stay within a budget when selecting furnishings

Opportunities will be provided for faculty to share information about related college degrees in interior design:

- Associate Degree in Interior Design (typically 2-3 years)
- Bachelor Degree in Interior Design (typically 4-5 years)
- Master Degree in Interior Design (typically 5-7 years total bachelor + master)

Opportunities will be provided for faculty to share information about related careers in interior design: see http://careersininteriordesign.com/

- Residential Design
- Contract Design (health care, hospitality, retail, work spaces, educational facilities)
- Historic Preservation
- Theatrical Set Design
- Exhibition Design
- Product Line Representative
- Governmental Agencies
- Design Journalism

ELIGIBILITY

Each county may enter one team comprised of three or four senior 4-H members in this activity at the Arkansas 4-H O-Rama.

Pursuant to 7 CFR § 15.3, the University of Arkansas System Division of Agriculture offers all its Extension and Research programs and services (including employment) without regard to race, color, sex, national origin, religion, age, disability, marital or veteran status,genetic information, sexual preference, pregnancy or any other legally protected status, and is an equal opportunity institution.

DESIGN PROJECT ACTIVITY

County teams will use the following guidelines to design a coffee house and develop a presentation to justify their decisions. The presentation will be judged at the State 4-H O-Rama. Presentation boards should be utilized to describe and present your team's room design. Presen-tation may include a physical 3-D model or computer generated model. Each team can have 1 to 3 design boards. At least 1 board is required. Teams with less than 3 boards will not be penalized.
Each member is expected to participate in the presentation.

SCENARIO

Recent college graduate, Penelope, and her grandmother, Margaret, just purchased a two-story historic building in a charming downtown in your county. The second floor of the building has been renovated into a loft-style apartment that they will share. The ground floor of the building will be organized into two commercial spaces. Your team will design the front space, a coffee shop. The back space will be a second business of your choosing but you will not be required to design it for this competition.

The coffee shop must include the following:

Coffee preparation area
Sales counter
Pastry display case
Additional preparation work surface for coffee and food preparation area

Seating for 36 people minimum:
Seating at bar height tables or counter
Seating at 2 or 4 person tables
Lounge seating

Second Business may be one of the following or a different one of your choosing. It is important for you to understand this so that you can determine whether the two businesses need visual, sound, and smell separation:

Yoga or Dance Studio	Bicycle Shop	Hair and Aesthetician Salon
Furniture Antique Store	Clothing Store	Bookshop
Addiction Counseling Center	Flower Shop	Photography Studio
Music Store and Lessons	Art Gallery	Full Service Restaurant

The clients have a budget of $5,000 to use on loose furniture in the coffee shop. They are also interested in using some salvaged and upcycled furniture to augment their new purchases.

PRESENTATION AT STATE O-RAMA

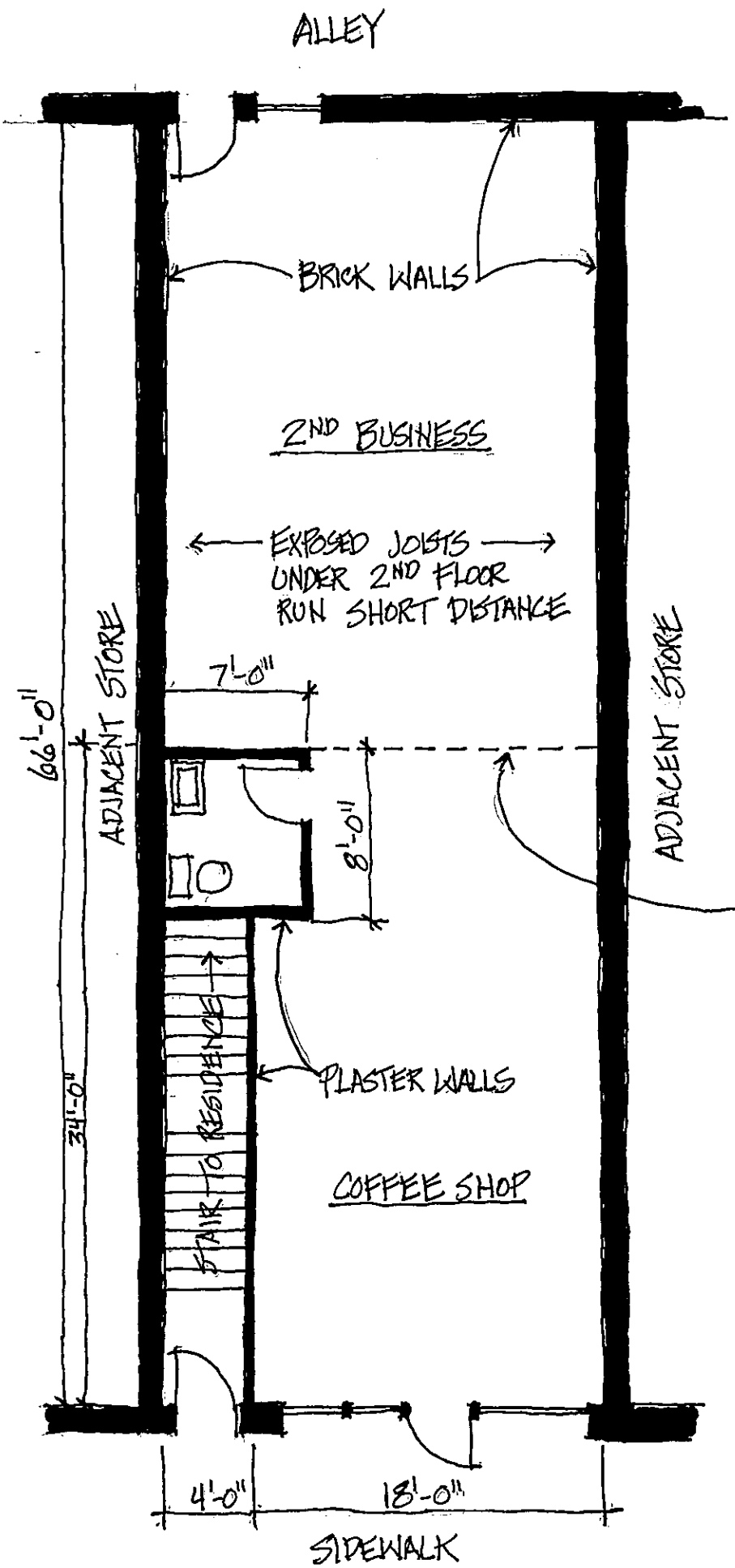
Each team will have up to 10 minutes to present their solution and justify their selections in front of a panel of judges. Display boards must be used to visually present floor plans, floor and wall finishes, and other sample materials used to solve the interior design problem and convey selections and deci-sions to the judges. Three copies of the completed *"Keeping Track of Your Costs" Report Form* are to be turned in to the judging panel. Dress for competition is business casual. **NO shorts or jeans**.

SCORING

Scoring is based on the interior design score card and follows the guidelines provided.

AWARDS

Individual trophies will be given to each member of the first place team. Each member of the second, third, fourth, and fifth place teams will receive ribbons. This judging contest does not recognize a high point individual.



NOTES:

- EXISTING MAPLE FLOORS
- 10'-0" FROM FLOOR TO UNDERSIDE OF 2ND FLOOR 2"x12" WOOD SUPPORT JOISTS SPACED 12" ON CENTER
- UNISEX TOILET IS SHARED BETWEEN BUSINESSES
- DIVISION BETWEEN BUSINESSES MAY BE OPEN, OPERABLE, OR CLOSED (SOLID OPAQUE WALL, PARTIAL WALL, TRANSLUCENT PARTITION, DOOR(S), WINDOW(S), CABINETRY, ETC.)
- NEW PLUMBING FOR COFFEE SHOP CAN BE LOCATED WHEREVER WORKS BEST FOR SPACE PLAN (SINK & DISHWASHER)

SCALE: 1/8" = 1'-0"

REFERENCES

http://www.msucares.com/4h_Youth/Interior_design/program.html (**Mississippi State University Extension Service-4-H Interior Design)**
www.monster.com **(Monster.com)** career resources

- **Commercial Sites:**
  http://www.bhg.com/home-improvement/ **(Better Homes & Gardens)**
  Home Improvement Encyclopedia
  www.bobvila.com **(Bob Vila**)
  Resources from Bob Vila for home repair, renovation and design information
  www.build.com **(Build.com)**
  Online directory for building and home improvement products and information
  www.homedepot.com **(The Home Depot**) with step-by-step directions for home projects
  www.hometime.com **(Hometime)** companion site to PBS Hometime TV show
  www.lowes.com **(Lowes)** a how-to library and calculators
  http://www.sparksengineering.com/ **(Sparks Engineering Service**) with online floor plans

- **Furniture and interior furnishings**
  http://www.armstrongfloors.com/ **(Armstrong World Interiors)** interactive room viewer
  http://www.benjaminmoore.com/ **(Benjamin Moore Paint)**
  product guide with other information about using paint in homes
  http://www.bhg.com/bhg/decoratinggallery/ **(Better Homes and Gardens: Decorating Gallery)**
  www.carpet-rug.com/index.cfm **(Carpet and Rug Institute)**
  information and resources about carpet and rugs
  http://www.furniture.com/ **(Furniture)** resources for buying furniture
  http://www.homeappliances.com/ **(Home appliances)**
  Information is emailed back to respondent in request for specific information about an appliance
  http://www.weardated.com/ **(Weardated)** Information on shopping for carpets
  http://www.paletteapp.com/ finish palette website

- **Furniture companies & retail stores (some with on-line product catalogs)**
  http://www.crateandbarrel.com/ **(Crate and Barrel)**
  http://www.cb2.com/ **(Crate and Barrel)**
  http://www.ethanallen.com/ **(Ethan Allen)**
  http://www.ikea.com/ **(IKEA)**
  http://www.restorationhardware.com/ **(Restoration Hardware)**
  http://www.thomasville.com/ **(Thomasville Furniture)**

RECOMMENDATIONS FOR TRAINING

- Visit retail stores and decorating centers that handle furniture, accessories, paint, carpet, wall and window coverings. Study and compare design, quality, and cost of individual items as well as combinations and schemes put together by professional designers.
- Look through design magazines to study and evaluate room settings and coffee house designs.
- Practice putting color schemes together using fabrics, floor finish, and wall finish samples.
- Look through catalogues to determine different price ranges for interior finishes and furnishings.

PREPARED BY

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For Contest Questions Contact Pia Woods, CEA-Staff Chair

Interior Design Score Card		
Design Solution	**Possible Score**	**Score**
Responsiveness to Client and Scenario	20	
Spatial Arrangement and Circulation	20	
Furniture, Fixture, and Material Selection	20	
Color Scheme	10	
Budget (loose furniture only. not millwork or fixtures)	10	
Applied principles of design - balance, proportion, etc.	10	
Access to light and views	10	
Total	**100**	
Design Presentation	**Possible Score**	**Score**
Neatness and overall appearance of the board	20	
Furnishings included and labeled	10	
Finishes included and labeled (floor, wall, ceiling)	10	
Drawings are neat and accurate	10	
Team members were able to correctly answer questions	20	
All team members participated	10	
Presentation skills	20	
Total	**100**	
Design Solution	**100**	
Design Presentation	**100**	
	200	
Total		

4-H Interior Design Packet

Thinking About Design

Good design incorporates thoughtful arrangement or clear plan. Design includes the selection and arrangement of material, objects, and light to create order and beauty. Interior design refers to the inside space of a room or building. It is the art that deals with the organization, selection, and arrangement of the elements of design.

The Elements of Design:

Lines: Lines may be straight, curved, or a combination of both. When you enter a space, lines help to make it easier for you to look from one part of the space to another.

- Horizontal lines can make a piece of space or object seem restful and can provide visual connection.
- Vertical lines draw the eye upward.
- Diagonal lines create action and movement.
- Objects in a room can be made to look taller or wider with the direction of lines. For example, vertical stripes at a tall window will make it look taller.

Space: Space is an essential element of any design. Your personal space is limited by walls, windows, fabrics, furniture, and other objects. The challenge is to use space effectively, especially in high traffic areas.

Color: Use color to an advantage in planning a scheme for your space according to one of these blendings:

- Monochromatic: when one color is used in shades, tints, and tones.
- Complementary: using two colors opposite of each other on the color wheel, such as red and green.
- Analogous: when adjoining or related colors are used, such as yellow and yellow-green.

Where do I start?

There are many different ways to decide how you want to design your space. Some designers start by sketching a floor plan. Some designers develop a "mood board" of colors, materials, objects, and inspiration images first. Some designers begin by researching design precedents of similar spaces. If you like to use a computer, you might start exploring a design program like Google SketchUp. **http://www.sketchup.com/**

Or you might try the following approach and let your imagination flow. Look at the interior design magazines like:

- Interior Design
- Metropolis
- Dwell
- Better Homes & Gardens
- House Beautiful
- Martha Stewart Living

You could watch some home makeover shows (search www.hgtv.com or www.diynetwork.com) on television, like:

- Love It of List It
- Design on a Dime
- Fixer Upper
- Rehab Addict
- Income Property
- Property Brothers

Sometimes, inspiration comes through nature, a piece of art, or finding one piece of fabric that you could build a room around.

It is also a good idea to check your local library for books design. You could even check the yellow pages for a local interior designer or decorator.

Once you have something in mind, begin your board by finding your paint, fabric, and flooring samples. You can also cut pieces of furniture out of magazines that you would like to see in your space. Explore many options and furniture arrangements to make sure that you will have enough room for your items.

Helpful Hints

Provide a floor plan to explain your ideas

Colors, patterns, textures and finishes for floor and wall finishes (paint, wallpaper, fabric, etc.) are important aspects of the design solution.

Consider a range of activities and the flexibility of the furniture and other features.

Use existing features to their best advantage.

Stay within allotted budget (Turn in three completed copies of the *"Keeping Track of Your Costs"* Report Form)

Furniture Arrangement

- ✓ Have circulation paths been developed?
- ✓ Has one well-chosen center of interest been made the important, yet not completely dominating, focal point in the room?
- ✓ Is there an existing focal point such as a glass wall, a fireplace, or a painting you admire. In large spaces you may want to group your furniture and have several "focal points."
- ✓ Is the lounge furniture arranged to be comfortable, conveniently arranged, out of line of traffic, and open enough to be inviting?
- ✓ Are other areas of activity clearly defined, conveniently located, and well arranged with all necessary items?

Furniture Arrangement (cont'd)

- ✓ The general rule of thumb is "large furniture for large rooms, small furniture for small rooms." Compare the size of the room to the size of the furniture.
- ✓ Place the largest pieces of furniture on the largest walls or use then to anchor a space or divide spaces if not against a wall.
- ✓ Balance the distribution of furniture in the room. Do not place heavy items all in one end.
- ✓ Avoid using pieces that are "all legs." Use some pieces which go to the floor and some which are off the floor.
- ✓ Plan for easy access to all areas of the room with at least 30 inches for traffic, 36 inches at doorways to allow passing, and 36 inches or more in front of drawer units.
- ✓ To make a long room look shorter, do two things: paint the far end wall a strong color and place a large piece of furniture in front of the accent wall, facing the main entrance. Use as many multiple-use pieces of furniture as possible to gain storage and have flexibility.
- ✓ Divide large rooms with area rugs, floor finish changes, and/or furniture groupings.
- ✓ Avoid placing seating toward large windows that have light glare. Group chairs and sofas to encourage conversation by placing them no more than eight feet apart. People are more comfortable talking in a normal tone of voice. Place a coffee table 15 to 18 inches away from seating to allow knee room.
- ✓ Consider sightlines for items like video monitors and fireplaces. Televisions should be placed at a comfortable height for viewing.

Furniture Arrangement (cont'd)

- ✓ Is furniture placed to take the best advantage of space and not pushed tightly into a corner?
- ✓ Does furniture block windows?
- ✓ Where windows are near the floor, does furniture allow passage?
- ✓ Does the room have balance? Is there a feeling of unity?
- ✓ Are high and low pieces pleasingly distributed?
- ✓ Are round and rectangular pieces pleasingly distributed?
- ✓ Are occasional chairs placed at convenient points to be moved easily into various groupings?
- ✓ Is lighting adequate and conveniently located?
- ✓ Does the space have a feeling of comfort and interest? Provide for required activities without being crowded or cluttered?
- ✓ Are dining areas arranged for convenience? Are there surfaces for serving?
- ✓ An attractive entrance is most important. Remember the saying "Your first impression is the greatest?"
- ✓ Carefully place mirrors to capitalize on items being reflected.
- ✓ If there is room in the entry?
- ✓ A sofa table behind a sofa can be good for lighting and an interesting place for accessories. This saves space at the ends of the sofa in a small room.
- ✓ Use glass-topped tables to highlight a rug or floor finish changes.
- ✓ A round or square table works well in a square space. An oval or rectangular table works well in a rectangular space. People sitting at a round table feel equal and can see everyone.
- ✓ Provide ample space between a front service counter and a back work counter for two people to walk.
- ✓ Provide storage by adding decorative double-duty pieces such as bookcases, etageres or chests.
- ✓ Position occasional tables or coffee tables adjacent to lounge seating.

DESIGN BOARD and PRESENTATION GUIDELINES

Design Board

A design board is the tool you will use to display your design proposal. Each team must have at least 1 design board, and may have a maximum of 3 design boards. Teams with fewer than 3 boards will *not* be penalized.

The board you mount your materials and drawings on must be:

- Stiff illustration board or poster board (poster board or thinner boards may need to be carefully glued to a cardboard backing in order to make them rigid).
- A neutral color (white, black, or gray).
- 14" x 22".

Your design board should include:

1. Material finishes and color scheme.
2. Floor plan with furniture arrangement.
3. Any other items you would like to make such as perspective sketches, wall elevations or model.
4. List of your team member names and your county on the back of the board.

Below is a more detailed description of the design board requirements and a little advice.

- *Floor Plan with Furniture Arrangement* - Use a ! " = 1'-0" scaled floor plan to create a presentation drawing of the design solution. Include appropriate symbols for furniture and accessories. Color may be added to communicate your design intentions.
- *Floors, Walls, and Ceiling Finishes* - Use sample swatches of flooring samples, paint samples, wall treatments, etc. (free at most building supply stores). Mount these to board to show what type finish materials you will use. YOU MUST HAVE 1 EXAMPLE OF EACH: FLOOR AND WALL. You may have more. (Example: ceilings or two different wall treatments in one room.)
- *Fabrics* - Include minimum of two swatches of fabric that will be used in the space. (Example: upholstery, pillows, window treatment, etc.) Fabric should be either cut with pinking shears or wrapped around a flat board. To wrap fabric, cut a square from poster board or cardboard. Wrap fabric around this square gluing or taping raw edges to the back of the square.

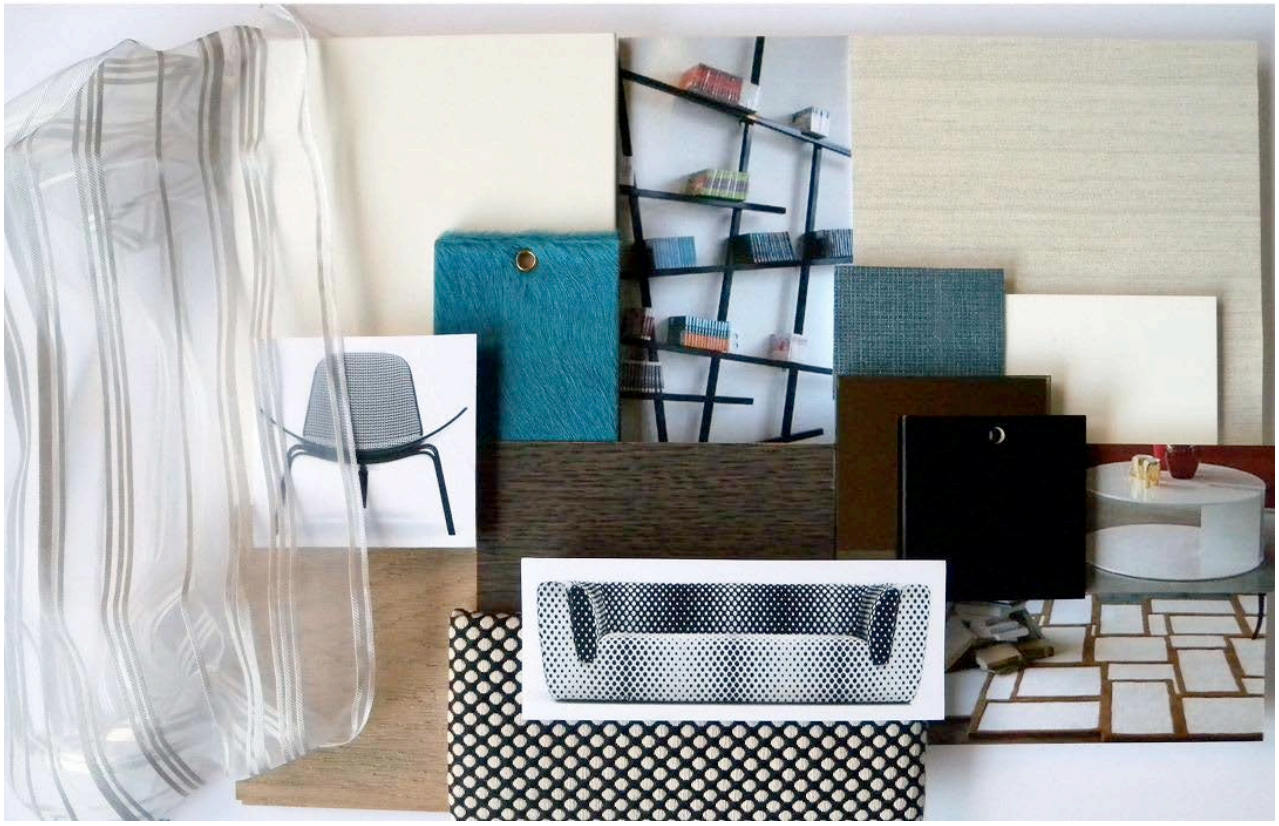
- *Additional Items* - You may use pictures from magazines to illustrate your ideas. (Great for furniture, accessories, lighting, etc.). Cut them out and use them on the board. You may also include additional drawings such as wall elevations or perspective sketches, but these are *not* required.
- *Labels* - Label board and any swatches of fabric, paint or floor samples for their use. (Example: Window Treatment, Upholstery, etc.) Label the floor plan scale as ! ” – 1’-0”. It’s best if labels are mounted on the board and not on the fabric.
- *Arrangement of Items* – Items on board should form nice, clean lines when looking at the board. Neatness of the board will be judged. Look at the board from all angles. Place the mate-rial finish samples on the board in the following order:
  - Top - Place things at the top of the board that will be at the top of the space (examples: ceiling paint, window treatments).
  - Middle - Place wall and trim materials/colors in the middle.
  - Bottom - Place things at the bottom of the board that will be towards the bottom of the room (examples - flooring, chair, etc).
  - Don't overcrowd your board, simple is better.
  - When you are happy with the board, securely glue the items in place.

Material finish samples, and your floor plan should be securely and cleanly mounted to the board.

Above: Examples of two Design Boards showing Samples of Material Finishes

Above: Example of a collaged Design Board showing Samples of Material Finishes

Above: Examples a Design Board showing Samples of Material Finishes raised above Surface of Board



Above: Example of a collaged Design Board showing Samples of Material Finishes and Furniture

Above: Example of a Design Board showing Samples of Material Finishes, a Floor Plan, Furniture, and a Perspective Drawing

Above: Example of a Rendered Floor Plan showing Furniture Arrangement

Design 3-Dimesional Model and Perspective Drawings

You should also consider including a 3-dimesnsional physical model and/or perspective sketches of your design space with your presentation. If you choose to do a model it should be made to scale, such as ! ” = 1’-0”. Though they are enouraged, you will *not* be penalized if you do not include a model or perspective drawings.

Above: Example of exposed wood joist ceiling and 3-dimensional Perspective Drawing

Above + Right: Example of 3-Dimensional Models

Design Presentation

Presentation skills will be judged.

Explain

- Who you designed the space for based on the given design scenario.
- The materials, textures and finishes you are using on each major surface in the space.(Example: carpet, tile, wallpaper or paint samples on your Design Board)
- The type of color scheme you are using in the room (monochromatic, complementary, or analogous).
- The furniture arrangement and about the traffic patterns of the space.
- How you applied the principles of design to your plan.
- How the fabrics you chose will be used in the room

Below is a Sample Script for a Presentation

Prepare your presentation and emphasize the reasoning behind your team's solution. This is a sample to assist you in the process:

"The coffee house was designed for _____." *[insert client name and identity]*

"The solution features a *[insert specific scheme]* color scheme of _____." *[insert specific colors]*

"The furniture placement allows for _____." *[insert important design rationale such as a view to the outdoors, a separation of activity areas, or other considerations made by your design team]*

"The finishes in the space feature _____." *[summarize your selections]*

"The design solution also takes advantage of _____." *[Your team could identify the important existing features.]*

"The design solution utilizes _____." *[principles of design].*

"Are there any questions?"

(Remember: this is an example script only. Do not use this exact wording for the presentation.)

Make sure you have your team member's names and county on the *back* of the board.

Labels for Design Board *(You may carefully cut out the labels and use them on your design board.)*

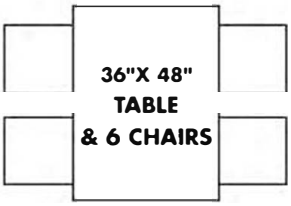
FLOOR FINISH	PAINT	BOOKCASE
FLOOR FINISH	PAINT	LAMP
WALL FINISH	PAINT	LAMP
WALL FINISH	PAINT	ACCESSORIES
CEILING FINISH	CHAIR	ACCESSORIES
CEILING FINISH	CHAIR	ACCESSORIES
CARPET	LOUNGE CHAIR	ACCESSORIES
CARPET	LOUNGE CHAIR	LIGHT FIXTURE
RUG	CHAISE LOUNGE	LIGHT FIXTURE
RUG	BENCH	COUNTERTOP
RUG	STOOL	COUNTERTOP
MIRROR	STOOL	CABINET
MIRROR	SOFA	CABINETS
APPLIANCE	SOFA	VANITY
APPLIANCE	LOVESEAT	WINDOW TREATMENT
TRIM	LOVESEAT	WINDOW TREATMENT
TRIM	OTTOMAN	WINDOW TREATMENT
MILLWORK	OTTOMAN	UPHOLSTERY
MILLWORK	TABLE	UPHOLSTERY
MILLWORK	COFFEE TABLE	UPHOLSTERY
LOW CABINET	END TABLE	FURNITURE FINISH
HIGH CABINET	END TABLE	FURNITURE FINISH

Labels for Design Board *(You may carefully cut out the labels and use them on your design board.)*

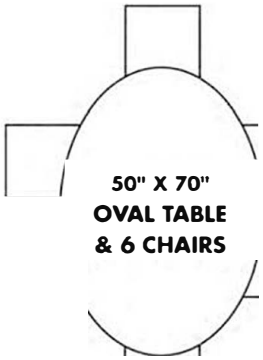
FLOOR PLAN	**¼" = 1'-0"**
FLOOR PLAN	**¼" = 1'-0"**
CASH AREA	**ALLEY**
SERVICE AREA	**PARKING**
SLEEPING AREA	**2nd BUSINESS**
SLEEPING AREA	**STAIRS**
STORAGE	**KITCHEN**
STORAGE	**KITCHEN**
STORAGE	
TOILET	
TOILET	
LOUNGE	
LOUNGE	
DINING AREA	
EATING AREA	
FOOD PREP.	
FOOD PREP.	
MAIN STREET	

room planner - item templates

dining room

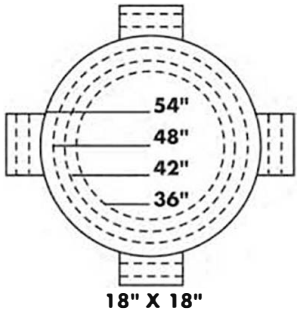


16" X 16"
CHAIR



18" X 18"

ROUND TABLE



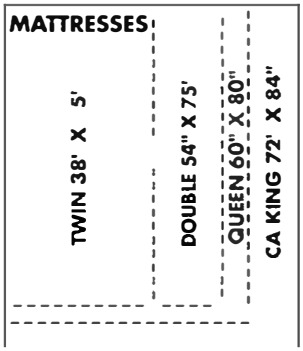
18" X 18"

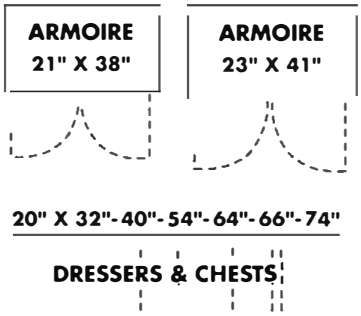
CREDENZA
66" X 20"

CREDENZA
48" X 18"

18" X 18"

bedroom

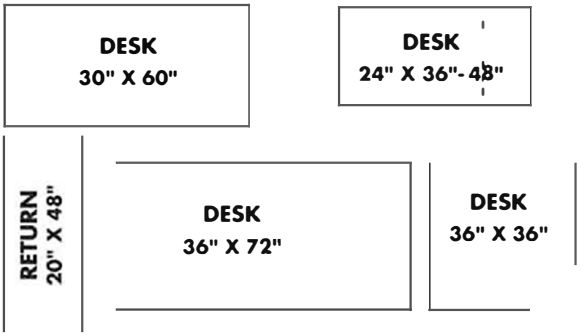




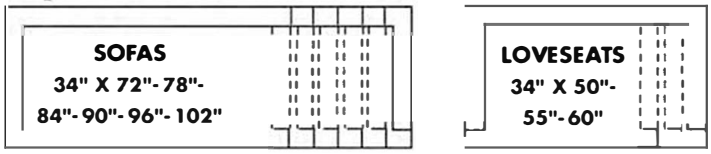
NIGHT STAND
15" X 15"

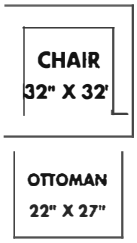
NIGHTSTAND
15" X 32"

office

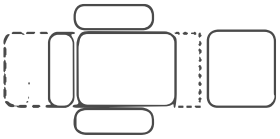


upholstered furniture





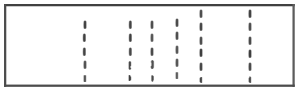
RECLINING CHAIR & OTTOMAN
MEDIUM SIZE: SHOWN 64" RECLINED
(WITH CHAIR UPRIGHT = 49")

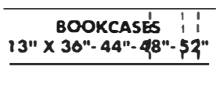


occasional tables

storage, entertainment centers, display pieces

19" X 19"-30"-36"-42"-48"-60"-72"





CORNER
CABINET
34"

floor lamps, floor plant, doors, windows

WINDOW 36"
WINDOW 48"

WINDOW 60"
SLIDING DOOR 72"