



Interior Design Handbook

In this handbook, you will find all the resources you need to design a space. From the 3 Main Guidelines to how to create the perfect color palette, let this handbook serve as a reference point, mood board, and portfolio every time you design a space.

3 Main Guidelines

Mood– the overall feeling or atmosphere of a space

Function– the purpose of the space and pieces within it

Harmony– arrangement of a space that’s visually pleasing and functional

Think about how you currently use the room you are designing (eg. work, entertaining, relaxing, etc). Then, in the spaces below, write in your desired Mood and Function for the space. Also consider how this space would work with the home altogether and fill in the section labeled Harmony.

Room:	Activities:

Mood:

Function:

Harmony:

Drawing Your Floor Plan

What you'll need:

- Tape measure
- Pencil
- Ruler or straightedge
- $\frac{1}{4}$ inch graph paper (one box = one foot)

Step One: Using a tape measure, get the length and width of the room. Also make note of built-ins or anything else that cannot be moved. On your graph paper, draw the boundaries of the room with your ruler and pencil.

Step Two: When you've drawn your walls, add your doors and windows. Be sure to include the direction the door opens.

Step Three: Draw a pair of lines that cut each wall in half. These are called balance lines. Dividing the room into four equal parts lets you see where one part of the room may look heavier or fuller than the rest. A well-designed room will be well-balanced.

Step Four: The traffic pattern is the natural flow of movement in a room. To avoid obstructing one's way around the space, draw on your floor plan the traffic patterns in front of the doors and window. Leave 36 inches for doors and 12-15 inches for windows.

Step Five: Define the most important feature of your space. Your main furniture arrangements should be designed around this one focal point. If your room doesn't have a natural focal point, like a fireplace or other architectural detail, you can create one with a television or console, a piece of artwork or a gallery wall.

Step Six: Once your main furniture layout is complete, you will want to define the axis of the space. This is the imaginary line that runs from floor-to-ceiling of your focal point. It creates a balance line on which you can decorate. Extend the axis line to the wall opposite your focal point to balance the weight of the room, like you did in Step Three.

Drawing a floor plan before anything else allows you to test furniture layouts and make sure you order the right sizes for your space. The last thing you want is to buy a piece you love, just to find out it is too big or too small for your home!

Selecting Your Color Palette

Since you've already figured out the Mood for your space, it's time to choose colors that complement it. Take a look at the color wheel. Red, orange and yellow hues are considered warm colors, while blue, green and violet hues are cool.

Once you've established the Mood, you can eliminate certain colors. For example, a bright and modern kitchen wouldn't use dark cherry cabinets. But a cozy, traditional parlor wouldn't use aqua blues for its upholstery.



Monochromatic Color Scheme: Choose one dominant color and add interest by using a variety of shades (light or dark), intensity (bold or dull), and texture (furnishing and sheen).

Adjacent Color Scheme: Choose one dominant color and accent with colors near it on the color wheel.

Complementary Color Scheme: Choose one dominant color and accent with its opposite on the color wheel. Note: using equal amounts of opposite colors creates a neutral space, neither a warm atmosphere or cool.

Designer Tip: When you've established the colors that fit your Mood, use fabric samples as inspiration for your color palette. Many designers do this to find the perfect color palette without getting overwhelmed by the vast options of color.

Using the space below, write down or attach the colors you can use in your design. Then, as you gather samples and swatches, you can add them to this page for future reference.

