Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class Period: \_\_\_\_\_

**Principles of Design Guided Notes**

Interior Design

**Proportion**

* Definition: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Often expressed as a \_\_\_\_\_\_\_\_\_\_
	+ 2/1 or 2:1—something that is twice as long as it is wide
* Certain proportions create more pleasing effects than others.
	+ People often prefer \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ over squares
	+ BUT, too long of a rectangle = discomfort ☹
* Unequal divisions of space are more appealing than equal divisions.

**The Golden Section**

* + Greek
	+ Dividing a line somewhere between \_\_\_\_\_ and \_\_\_\_\_ the distance from one end
	+ Visually pleasing
	+ Example:
		- Curtain tie-backs

**The Golden Rectangle**

* + Use Golden Section theory for length of lines
	+ 1 : 1.618 “phi”
	+ Most visually satisfying rectangle—not too skinny, not too square

**Scale**

* Definition: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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* Scale is NOT the same as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_!
	+ Ex. A lamp can be proportionate to itself, but must fit with the size of the other objects within a room/design.

**The Human Scale**

* + Homes are built for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Use human figure to evaluate scale
	+ Lack of appropriate scale can cause \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ discomfort.
		- Ex. Pictures and mirrors should be \_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_.
	+ Special considerations
		- Children’s rooms
			* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ furniture, lower shelves, etc.

**Balance**

* People feel the most \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ with a sense of order and balance.
* Definition: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Occurs when the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_, or \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of objects on both sides of a center point is equal, or when unequal objects or groups of objects appear to be equal.

**Symmetrical Balance**

* Definition: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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* + Convey \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_
	+ Feeling of \_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_

**Asymmetrical Balance**

* Definition: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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* + A.K.A. *\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*
	+ Common in East Asian design
	+ Different \_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ can be combined to achieve asymmetrical balance.
		- Round can balance square if similar size
		- Two smaller objects can balance larger object
* Use \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ weight
	+ Small dark object can balance larger, light-colored object
		- Dark appears heavier

**Rhythm**

* Definition: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Often referred to as *\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*
* Created with \_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_ or \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* Can add interest to an area, but avoid overuse

**Repetition**

* + The act of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Helps lead eye from \_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_ to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Radiation**

* + Occurs when lines \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, or move outward from a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ point

**Gradation**

* + A gradual increase or decrease in \_\_\_\_\_\_\_\_\_\_\_\_, \_\_\_\_\_\_\_\_\_\_, or \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
		- Ex. Candles arranged from short to tall

**Opposition**

* + When lines come together to form \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ angles.
		- Ex. Square doorways and curtains that hang straight down

**Transition**

* + When lines change direction by flowing in a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ When \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ lines lead the eye from one object to another

**Emphasis**

* Definition: often called *\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_* or *\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*
	+ Ex. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ structural features:
		- Stained glass window
		- Winding stairs
		- Stone fireplace
		- Anything that draws attention

**Unity**

* Occurs when all the parts of a design are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ by one idea.
	+ The result is design \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
	+ Choose items with \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ characteristics
		- Ex. Furniture and accessories with curved lines.
	+ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is important!!
		- Without it—monotonous and predictable
	+ Eclectic style = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_