



Mississippi 4-H and Youth Development

## 4-H Interior Design Project Resource Booklet

*Compiled April 27, 2016*

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Extension Service of Mississippi State University, cooperating with U.S. Department of Agriculture. Published in furtherance of Acts of Congress, May 8 and June 30, 1914.  
GARY B. JACKSON, Director.

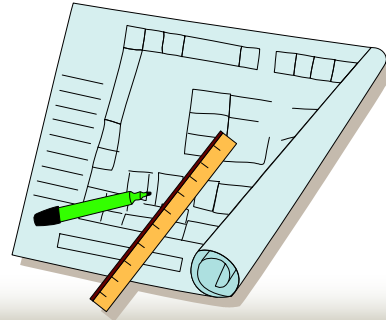


Mississippi 4-H and Youth Development

4-H Interior Design Project  
Resource Booklet

*Project Overview*

# 4-H Interior Design Contest



By:

LaTrell Stokes

Oktibbeha County 4-H Agent

# What is Interior Design?

- ▶ Trained professional in space planning for public and private facilities
- ▶ Must have understanding of the following:
  - ▶ Building codes
  - ▶ Flammability ratings
  - ▶ Accessibility



# Contest Rules – Level 1

## ◆ Juniors

- ◆ Design Board – Color scheme
- ◆ Presentation of Design Board
- ◆ Skill-A-Thon
  - ◆ Color
  - ◆ Principles of Design – Definitions only
  - ◆ Types of Fabrics
  - ◆ Types of Window Treatment



# Contest Rules – Level 2

## ◆ Juniors

- ◆ Design Board – Bedroom
- ◆ Presentation of Design Board
- ◆ Skill-A-Thon
  - ◆ Color
  - ◆ Principles of Design – Definitions only
  - ◆ Types of Fabrics
  - ◆ Types of Window Treatment
  - ◆ **Types of Paint Finishes**



# Contest Rules – Level 3

## ✦ Juniors

- ✦ Design Board – Den
- ✦ Presentation of Design Board
- ✦ Skill-A-Thon
  - ✦ Color
  - ✦ Principles of Design – Definitions only
  - ✦ Types of Fabrics
  - ✦ Types of Window Treatment
  - ✦ **Categories of Lighting**
  - ✦ **Furniture Identification**
  - ✦ **Light Fixtures**



# Contest Rules – Level 4

## ✦ Juniors

- ✦ Design Board – Kitchen
- ✦ Presentation of Design Board
- ✦ Skill-A-Thon
  - ✦ COULD include any of the above level stations (Junior 1, 2, 3).





# Contest Rules – Level 1

## ▶ Seniors

- ▶ Design Board – Bedroom
- ▶ Presentation of Design Board
- ▶ Skill-A-Thon
  - ▶ Principles of Design
  - ▶ Color
  - ▶ Types of Fabrics
  - ▶ Types of Window Treatment & Accessories
  - ▶ **Styles of Beds**
  - ▶ **Types of Paint Finishes**
  - ▶ **Types of Faux Finishing**



# Contest Rules – Level 2

## ◆ Seniors

- ◆ Design Board – Den
- ◆ Presentation of Design Board
- ◆ Skill-A-Thon
  - ◆ Principles of Design
  - ◆ Color
  - ◆ Types of Fabrics
  - ◆ Types of Window Treatment & Accessories
  - ◆ **Styles of Sofas**
  - ◆ **Types of Floor Covering**
  - ◆ **Types of Paint Finishes**
  - ◆ **Types of Wall Treatments**
  - ◆ **Furniture Construction Methods**



# Contest Rules – Level 3

## ◆ Seniors

- ◆ Design Board – Kitchen
  - ◆ Youth will draw plan
- ◆ Presentation of Design Board
- ◆ Skill-A-Thon
  - ◆ Principles of Design
  - ◆ Color
  - ◆ Types of Window Treatment & Accessories
  - ◆ Types of Floor Covering
  - ◆ Furniture Construction Methods
  - ◆ Types of Lighting Symbols
  - ◆ Types of Lighting Fixtures
  - ◆ Types of Portable Lighting
  - ◆ Types of Paint Finishes
  - ◆ Types of Faux Finishing
  - ◆ Types of Wall Treatments
  - ◆ Furniture ID



# Contest Rules – Level 4

## ➤ Seniors

### ➤ Design Board – Single Level Home

- 3 Bedrooms, 1 or more baths, kitchen and a den
- Plan can be hand drawn or computer generated
- Must have 3 boards (color scheme, favorite room, and floor plan)

### ➤ Presentation of Design Board

### ➤ Skill-A-Thon

- COULD include any of the above level stations (Senior 1, 2, 3).



# Design Boards – Juniors/Seniors



# Presentation of Board Juniors/Seniors

- ▶ Contestants will present their Design Board explaining their project



# Skill –A-Thon

◆ Juniors/Seniors



# Example - Fabrics

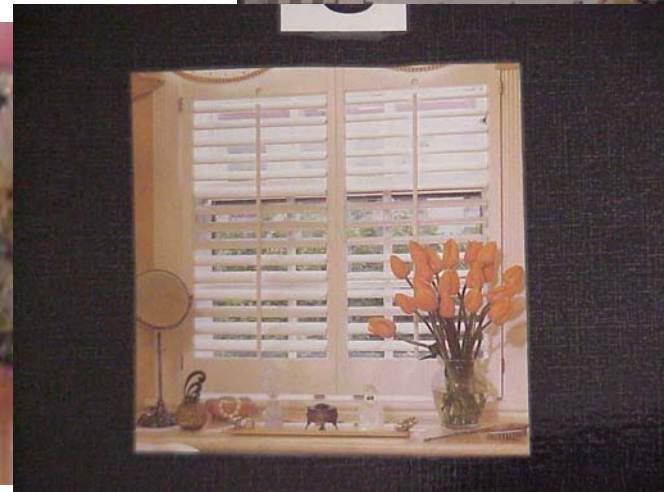
- ✦ Juniors – 10 fabrics
- ✦ Seniors – 16 fabrics



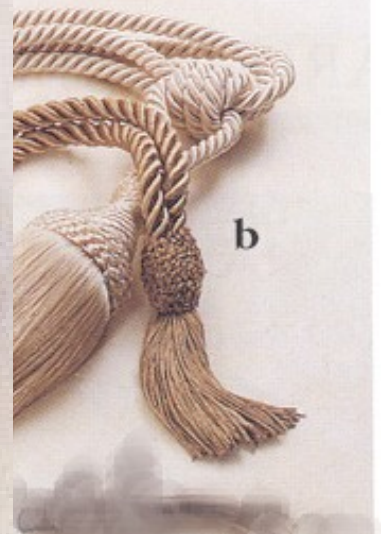


# Window Treatments

- ▶ Junior – know 6
- ▶ Senior – know 14



# Window Treatment Accessories



# Study Material

- ▶ 4-H Interior Design Website

  - ▶ [http://msucares.com/4h\\_Youth/interior\\_design/program.html](http://msucares.com/4h_Youth/interior_design/program.html)

- ▶ Beginnings of Interior Environments 9<sup>th</sup> Edition

- ▶ Publication 1662 Interior Design

# Conclusion

- Design Challenge
- Presentation of Board
- Skill- A- Thon





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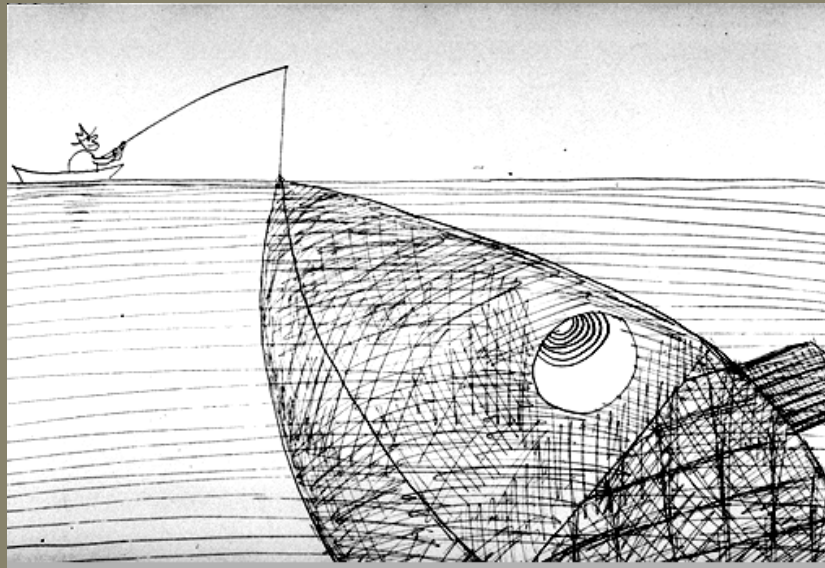
*Study Resources*

# THE PRINCIPLES OF DESIGN

- ◆ BALANCE
- ◆ EMPHASIS
- ◆ RHYTHM
- ◆ PROPORTION/SCALE
- ◆ UNITY/HARMONY

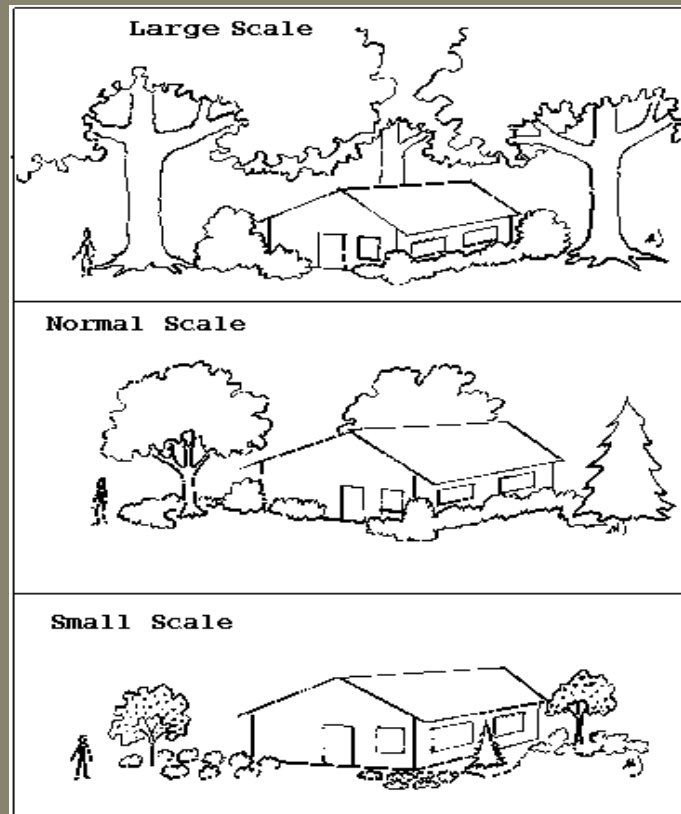
# Proportion

- ◆ Proportion is the size relationship between parts of a design; each unit needs to be in scale with other units around it.



"The Fisherman," Saul Steinberg, from *The Labyrinth*

# PROPORTION





# PROPORTION



# PROPORTION



# BALANCE

- ◆ Balance is grouping of shapes and colors around a center so there is equal attraction on each side of the center. Visual equilibrium in a room is called balance.



# BALANCE



- ◆ With *FORMAL /SYMMETRICAL* balance, equal objects are placed an equal distance from the center.

# BALANCE

## ◆ FORMAL/SYMMETRICAL



# BALANCE

- ◆ INFORMAL/ASYMMETRICAL means unequal objects are placed unequal distances from the center in such a way that a feeling of balance is achieved.



# BALANCE

## ◆ INFORMAL/ASYMMETRICAL



# EMPHASIS

- ◆ Emphasis means that you have a center of interest in your design or a focal point.





# EMPHASIS



# EMPHASIS

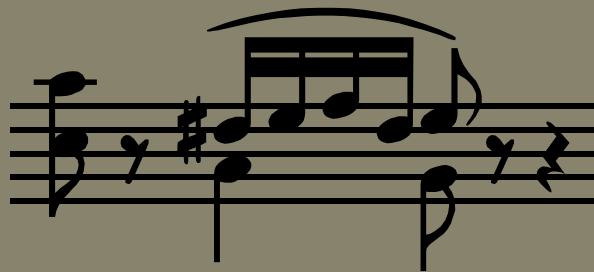


# EMPHASIS



# RHYTHM

- ◆ Rhythm will help the eye move easily from one area to another in a space. Rhythm is achieved by the use of repeating lines, colors, textures and relationships of space.



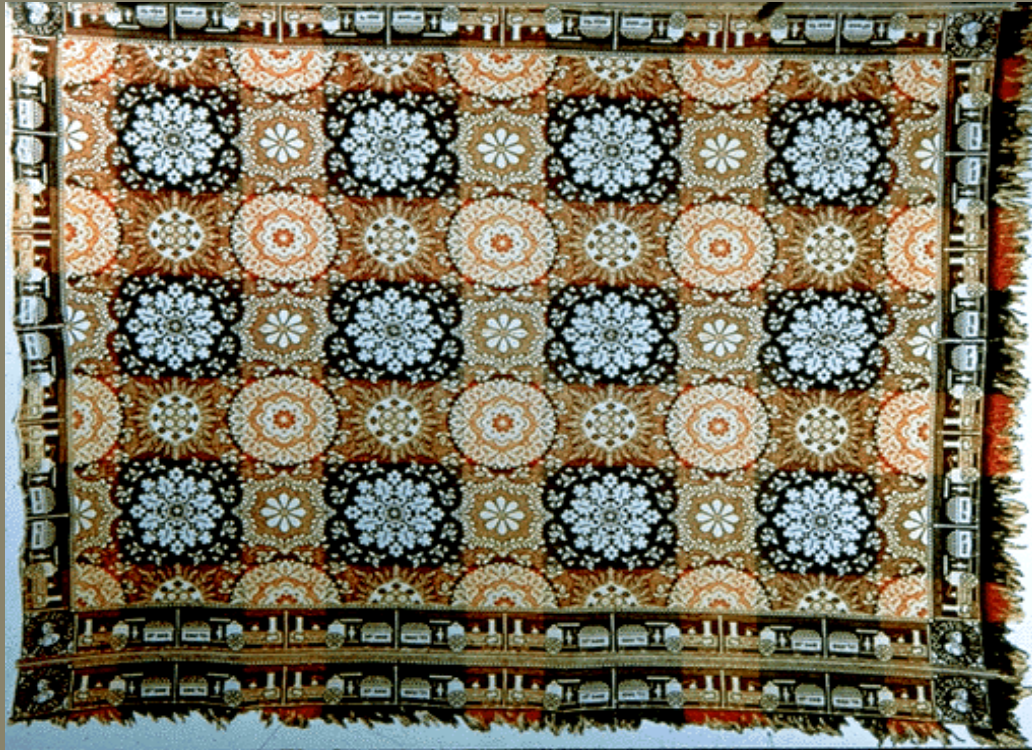
# RHYTHM



# RHYTHM



# RHYTHM



Jacquard woven coverlet, American; early 19th century

# UNITY

- ◆ Unity is the result of a satisfying combination of the elements of design (color, line, texture, shape or form, and space).





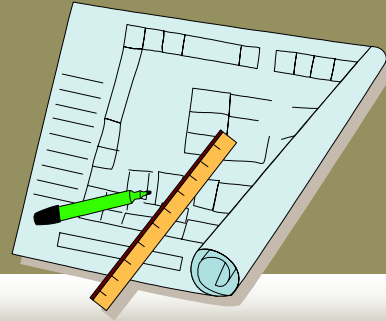
# UNITY



# UNITY



# 4-H Interior Design Contest



By:

LaTrell Stokes

Oktibbeha County 4-H Agent



# What is Interior Design?

- ◆ **Interior Design** is a "unique blend of art and science. Interior decorating is the embellishment of interior finishes and the selection and arrangement of fabrics and furnishings" according to Beginnings of Interior Environment by Phyllis Sloan Allen, Lynn M. Jones and Miriam F. Stimpson.
- ◆ Interior designers are trained professionals in space planning for public and private facilities. They must have an understanding of the following: building codes, flammability ratings, and accessibility.



# Contest Rules

## Juniors - Level I

### ◆ Design Challenge

- ◆ Contestants will prepare (before contest) a design board. The design board will featuring a color scheme.

### ◆ Presentation of Design Board

- ◆ Contestant will present their Design Board explaining the project.

### ◆ Skill-A- Thon

- ◆ This phase will consist of a series of stations where individual contestants will respond to the requirements of the station.

Junior stations will include:

- Color
- Principles of Design
- Types of Window Treatments
- Types of Fabrics



# Contest Rules

## Juniors – Level II

### ◆ Design Challenge

- ◆ Contestants will prepare (before contest) a design board. The design board will featuring a color scheme for a bedroom.

### ◆ Presentation of Design Board

- ◆ Contestant will present their Design Board explaining the project.

### ◆ Skill–A- Thon

- ◆ This phase will consist of a series of stations where individual contestants will respond to the requirements of the station.

Junior stations will include:

- Color
- Principles of Design
- Types of Window Treatments
- Types of Fabrics



# Contest Rules

## Seniors - Level I

### ◆ Design Challenge

- ◆ Contestants will prepare (before contest) a design board. The design board will feature furniture arrangement and color scheme for a bedroom .

### ◆ Presentation of Design Board

- ◆ Contestant will present their Design Board explaining the project.

### ◆ Skill-A- Thon

- ◆ This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. Senior stations will include:

- Color
- Principles of Design
- Types of Window Treatments and Accessories
- Types of Fabrics
- Styles of Beds



# Contest Rules

## Seniors - Level II

### ◆ Design Challenge

- ◆ Contestants will prepare (before contest) a design board. The design board will feature furniture arrangement and color scheme for a den .

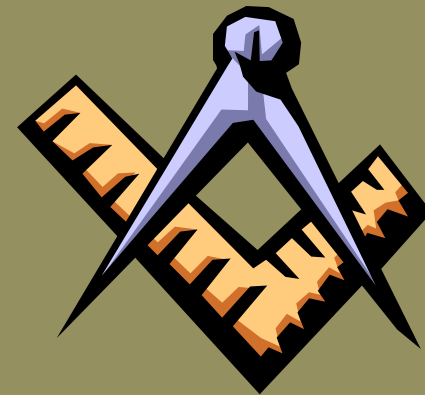
### ◆ Presentation of Design Board

- ◆ Contestant will present their Design Board explaining the project.

### ◆ Skill-A- Thon

- ◆ This phase will consist of a series of stations where individual contestants will respond to the requirements of the station. JSenior stations will include:

- Color
- Principles of Design
- Types of Window Treatments and Accessories
- Types of Fabrics
- Styles of Sofas
- Types of Floor Coverings
- Furniture Construction Methods





# Design Boards Samples

## Bedroom



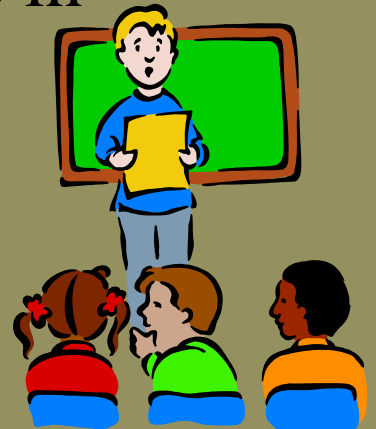
# Design Boards Samples

## Great Room



# Presentation of Board Juniors/Seniors

- ◆ Contestants will present their Design Board explaining their project.
- ◆ See score card for material to include in presentation of boards.

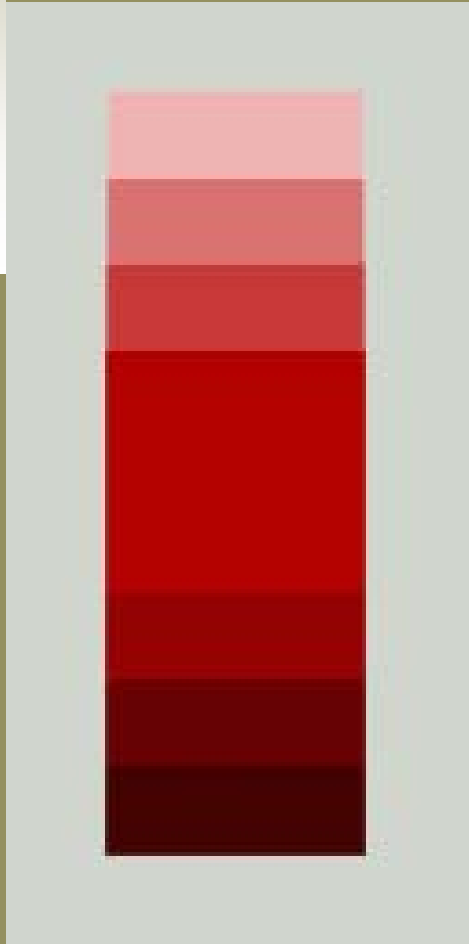


# Skill –A-Thon

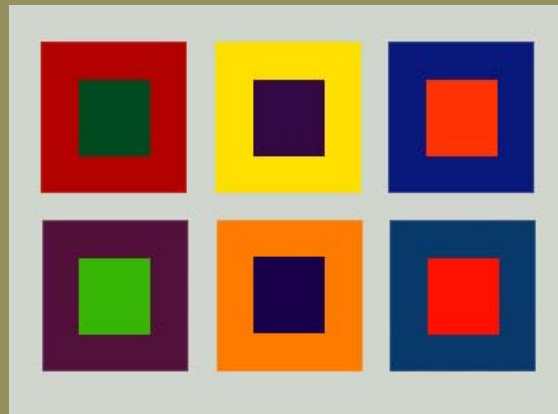
- ◆ You should be able to identify all of the items in each station.
- ◆ At the contest you will be asked to identify three or more from the list.



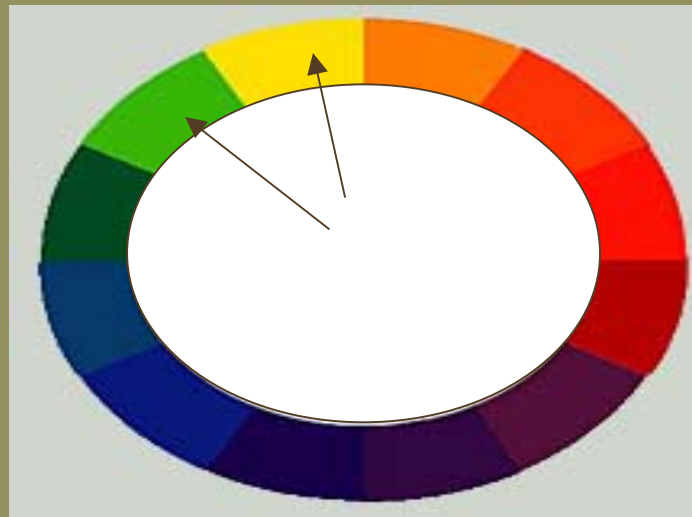
# Color



Monochromatic



Complementary



Adjacent

# Principles of Design

◆ There are five Principles of Design

◆ Proportion

◆ Balance

◆ Emphasis

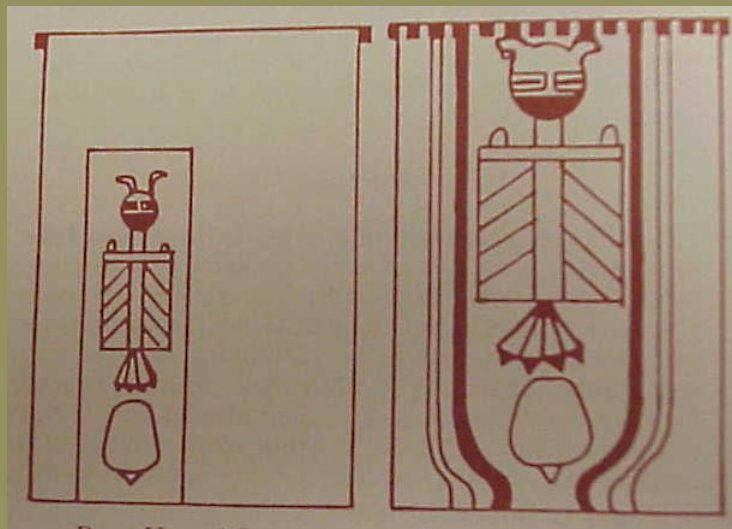
◆ Rhythm

◆ Unity



# Principles of Design

## PROPORTION

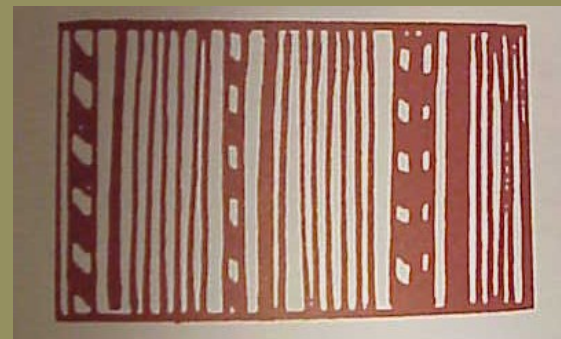


- ◆ The relationship between parts of a design.
- ◆ The parts need to be in scale with other units around it

# Principles of Design

## BALANCE

- ◆ Create a feeling of steadiness
- ◆ Things looking as if they belong where they are

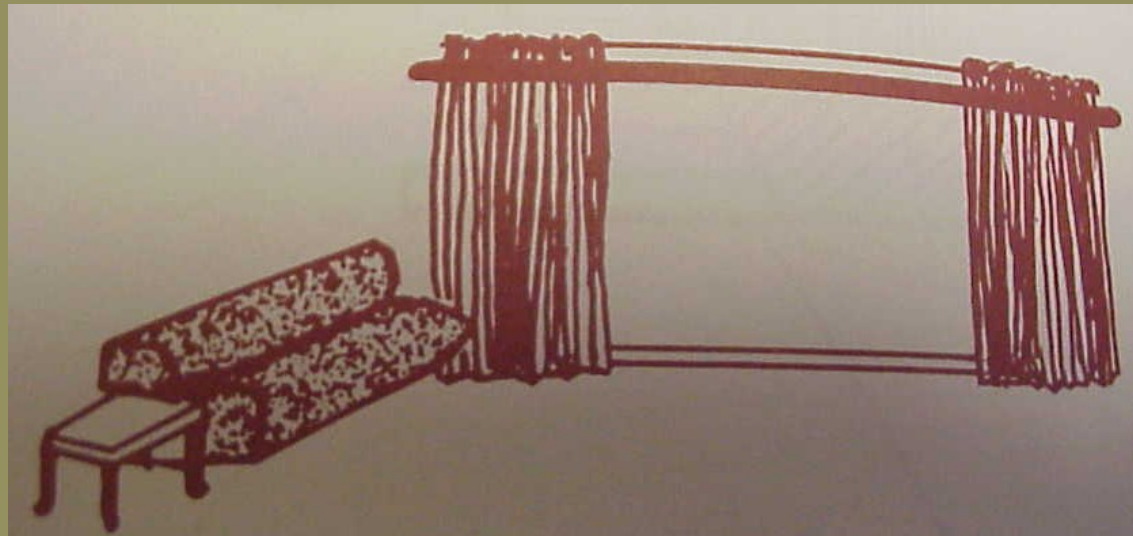




# Principles of Design

## EMPHASIS

- ◆ You have a center of interest in your design



# Principles of Design

## RHYTHM



- ◆ Helps the eye move easily from one area to another in the space
- ◆ Can be achieved by the use of repeating of lines, color, and texture

# Principles of Design

## UNITY



◆ The result of combining all of the elements of design

- ◆ Color
- ◆ Line
- ◆ Texture
- ◆ Shape or form
- ◆ Space

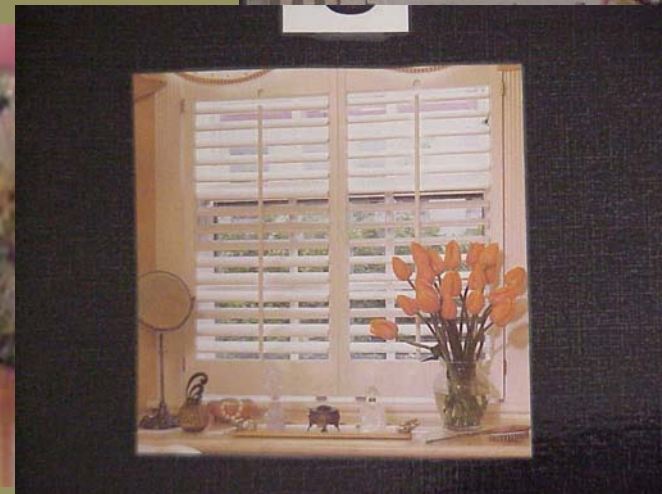
# Fabrics

- ◆ Juniors – Identify 10 fabrics
- ◆ Seniors – Identify 16 fabrics

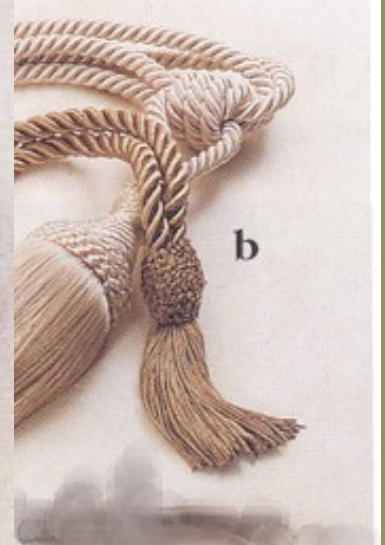


# Window Treatments

- ◆ Junior – Know 6
- ◆ Senior – Know 14



# Window Treatment Accessories



# Study Material

- ◆ *Designing Interiors Manual* – Ohio State
- ◆ Fabric, Window Treatment & Accessories, & Color Study Guide and PowerPoint
- ◆ Presentation Board Guidelines
- ◆ Beginning of Interior Environment Book
- ◆ Christopher Lowell's – 7 Layers of Design
- ◆ Straight Talk on Decorating by Lynette Jennings.
- ◆ Interior Design Study Box – one per district.



# Colors

Can you imagine a world without colors?



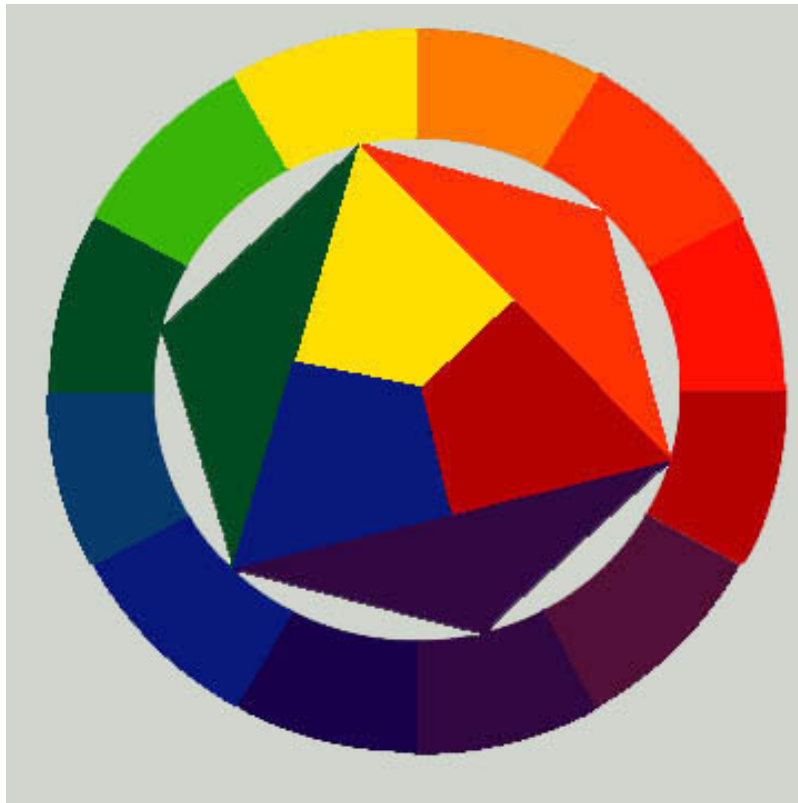


# Colors

Everything just black and white

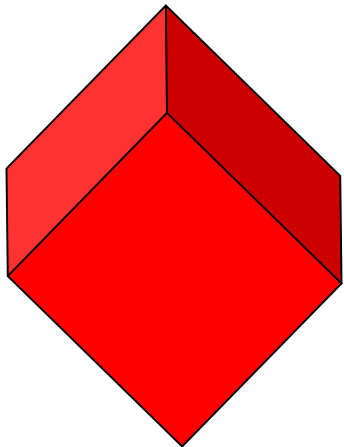
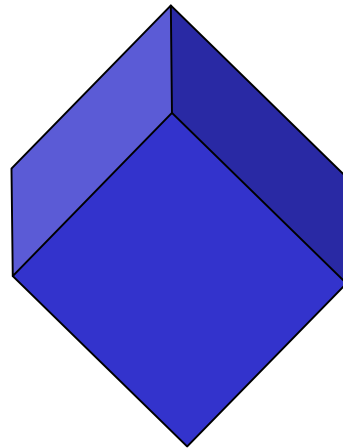
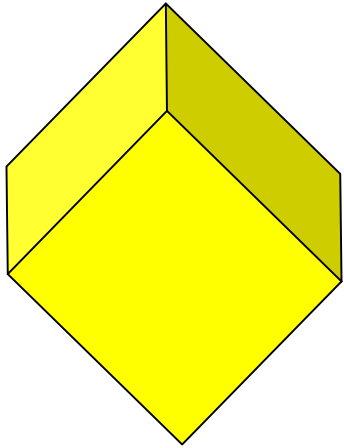
# The Color Wheel

is made up of three groups of colors



- **Primary**
- **Secondary**
- **Tertiary**

# Primary Colors

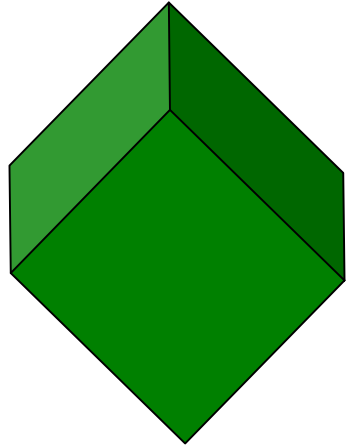


- **Yellow**

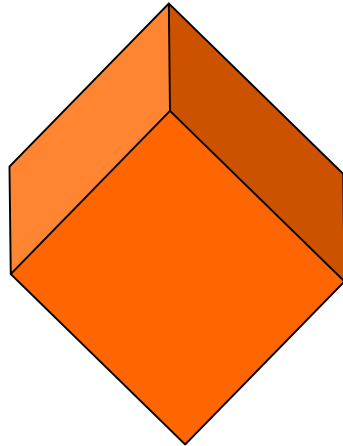
- **Blue**

- **Red**

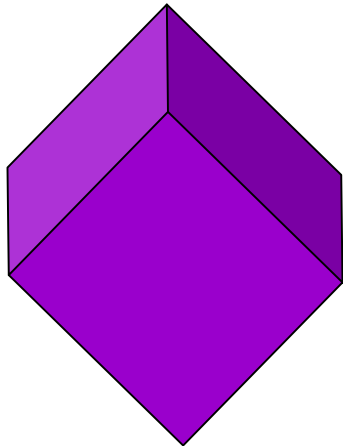
# Secondary Colors- are made when you mix two primary colors



- Yellow + Blue = Green



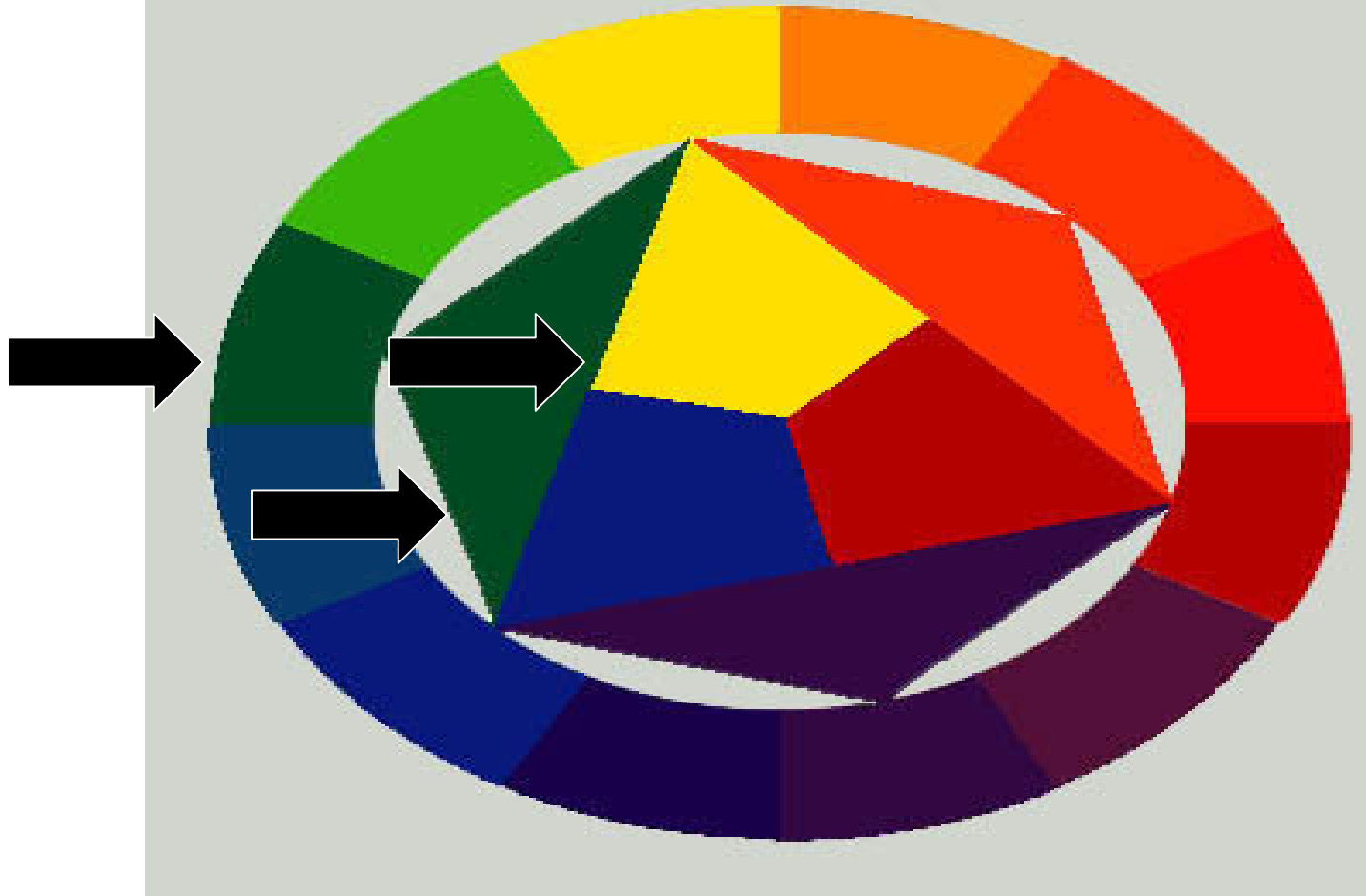
- Yellow + Red = Orange



- Red + Blue = Purple

# Tertiary Colors

are made when you mix a primary and secondary colors  
For example: blue and green make the tertiary color blue/green



# Color Characteristics

- Hue is the actual name of the color

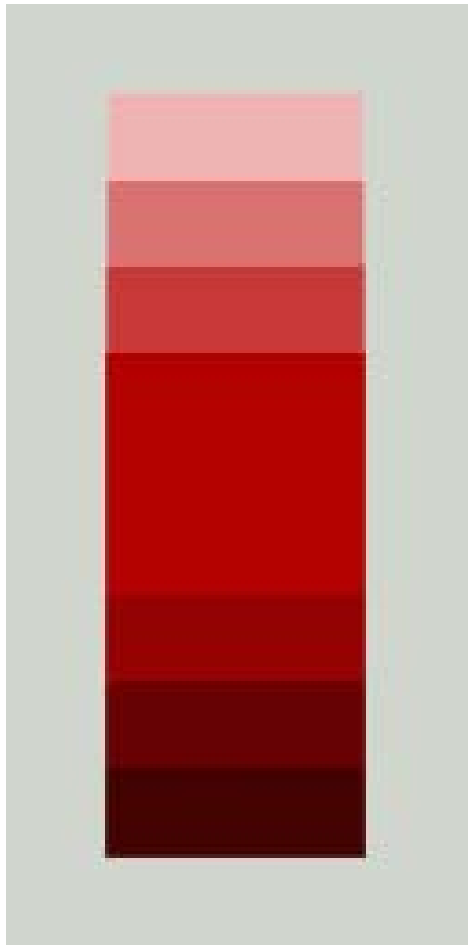
**Red**

**Blue**

**Yellow**

**Black**

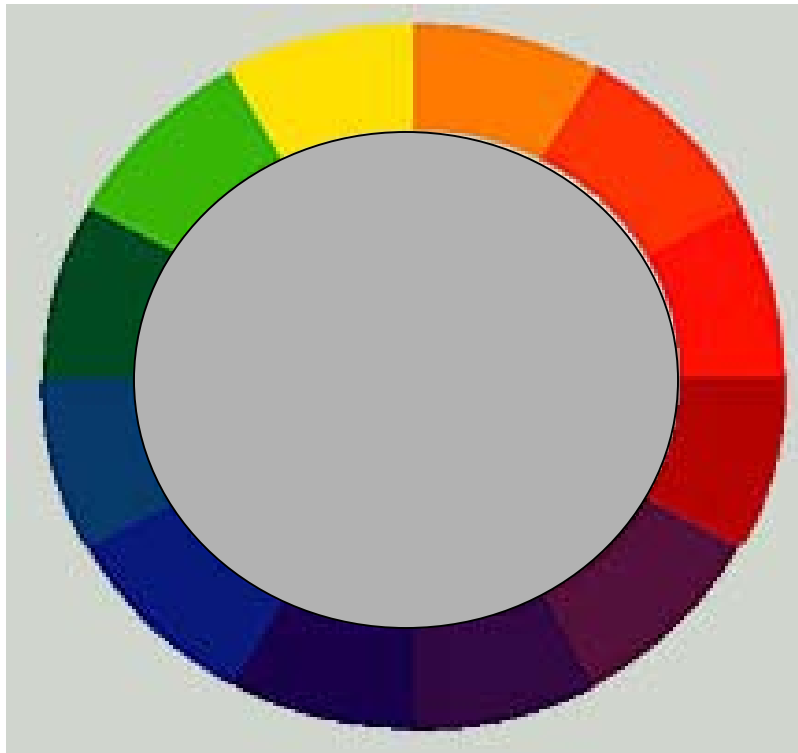
# Color Characteristics



## Value

- **Tint**-when you add white to a color. Example add white to red and get tint called pink
- **Shade**- when you add black to a color. Example add black to red you get the shade called maroon.

# Color Characteristics



- **Intensity-** an intense color is one that is vivid and intense. It can only be muted by adding a color opposite of that color on the color wheel.

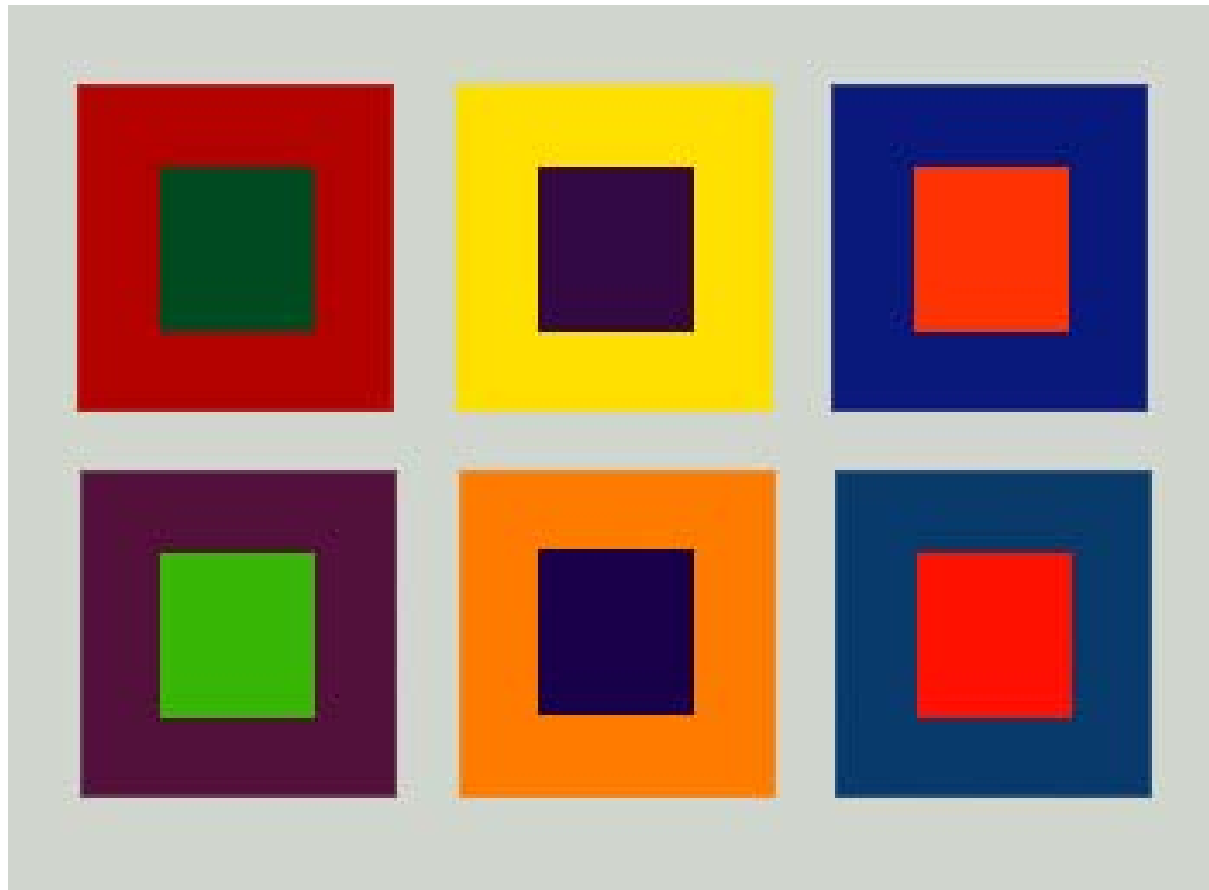


# **Color Schemes**

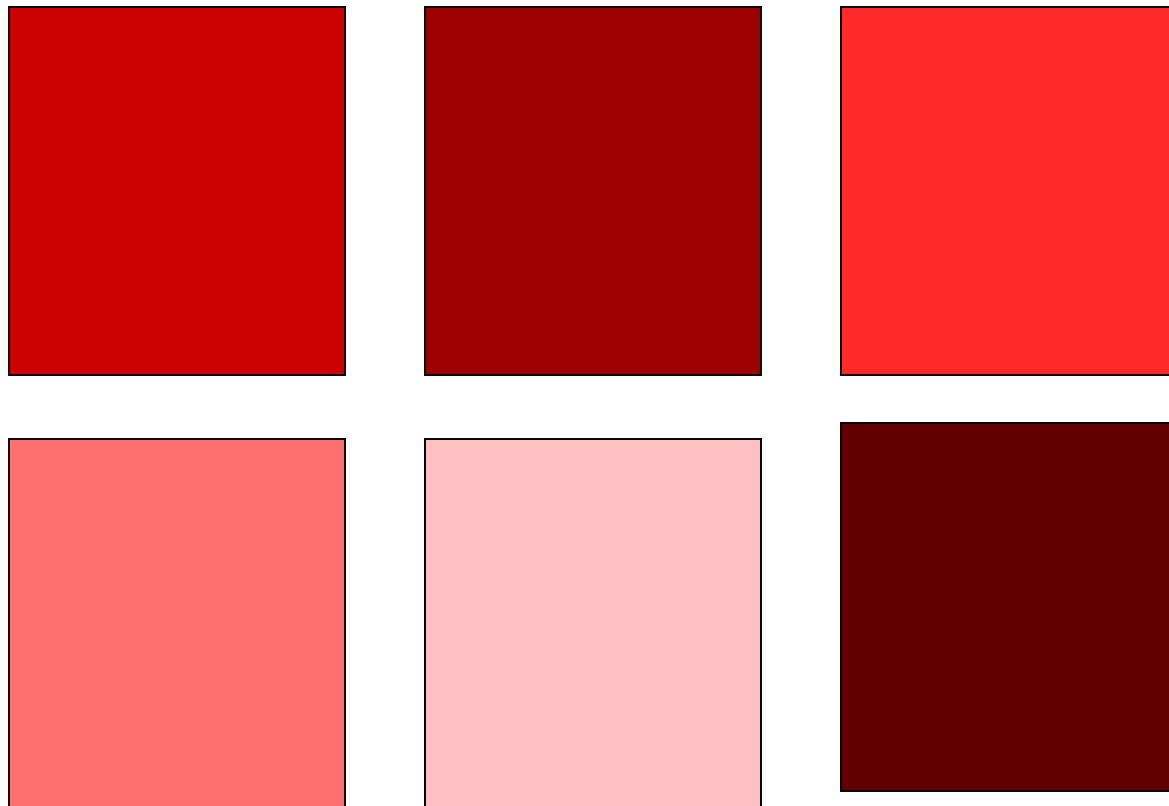
there are three types :

- **Complementary**
- **Monochromatic**
- **Adjacent**

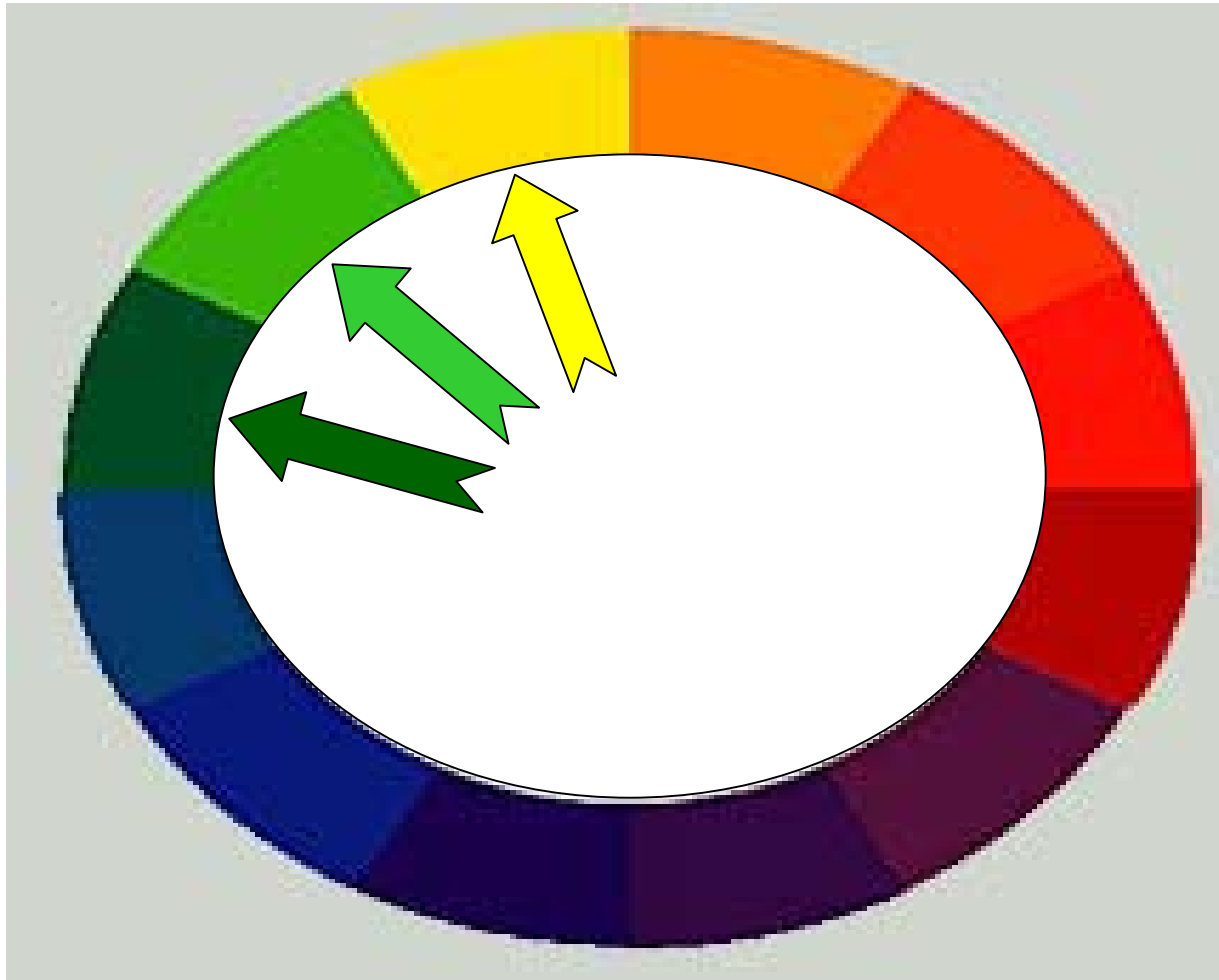
**Complementary** - uses colors that are opposite on the color wheel, here are six examples of complementary color schemes



**Monochromatic**-This color scheme uses tints and shades of one color. This is an example of a red color scheme.



**Adjacent** - This color scheme uses colors that adjoin on the color wheel. This is an example using yellow, yellow green and green.



# Colors and Moods-

Color often affects how we feel and act.



# Red



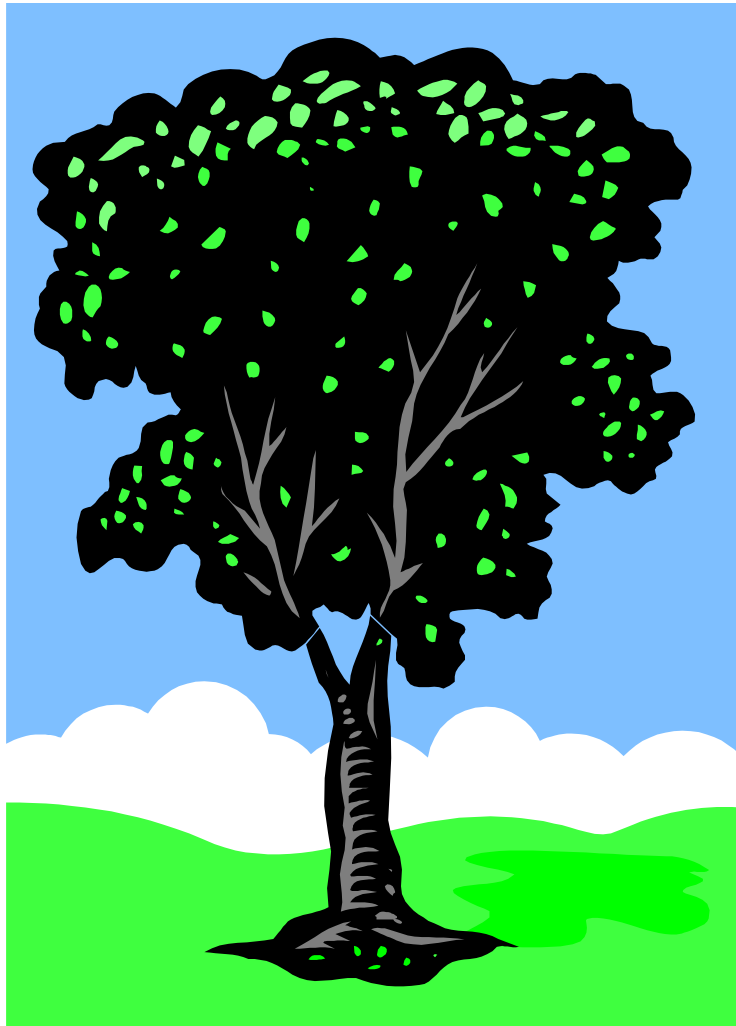
- Using red in Baby Rooms has been found to stimulate learning and development
- Creative Ideas often come easy in rooms shades of red
- It is an appetite stimulate that is why most restaurants are decorated in red.
- Some say it causes feelings of restlessness
- People often feel warmer in rooms decorated in shades of red

# Yellow

- **Yellow often causes feelings of anxiety and tempers often flare in rooms decorated in yellow**
- **Houses painted yellow sell faster than any other color house.**



# Blues and Greens



- These are nature's colors and they usually give people a peaceful and restful feeling.
- People often feel that time passes faster with these colors
- People often feel cooler in rooms decorated in tints of blue
- Dark blue is an appetite depressing color, food is not as appealing on a blue plate.



# Neutrals

- **Neutrals send calming and soothing feelings. This is why you will find most doctors offices decorated with neutrals.**



# Review

- The Color Wheel
  - Primary Secondary and Tertiary Colors
- Color Characteristics
  - Hue, Value and Intensity
- Color Schemes
  - Complementary, Monochromatic, and
- Colors and Moods
  - Colors can affect the way we feel and





By: Amy Walsh

4-H Agent Clay County MS



# Fabrics

*4-H Interior Design  
Skill-A-Thon*

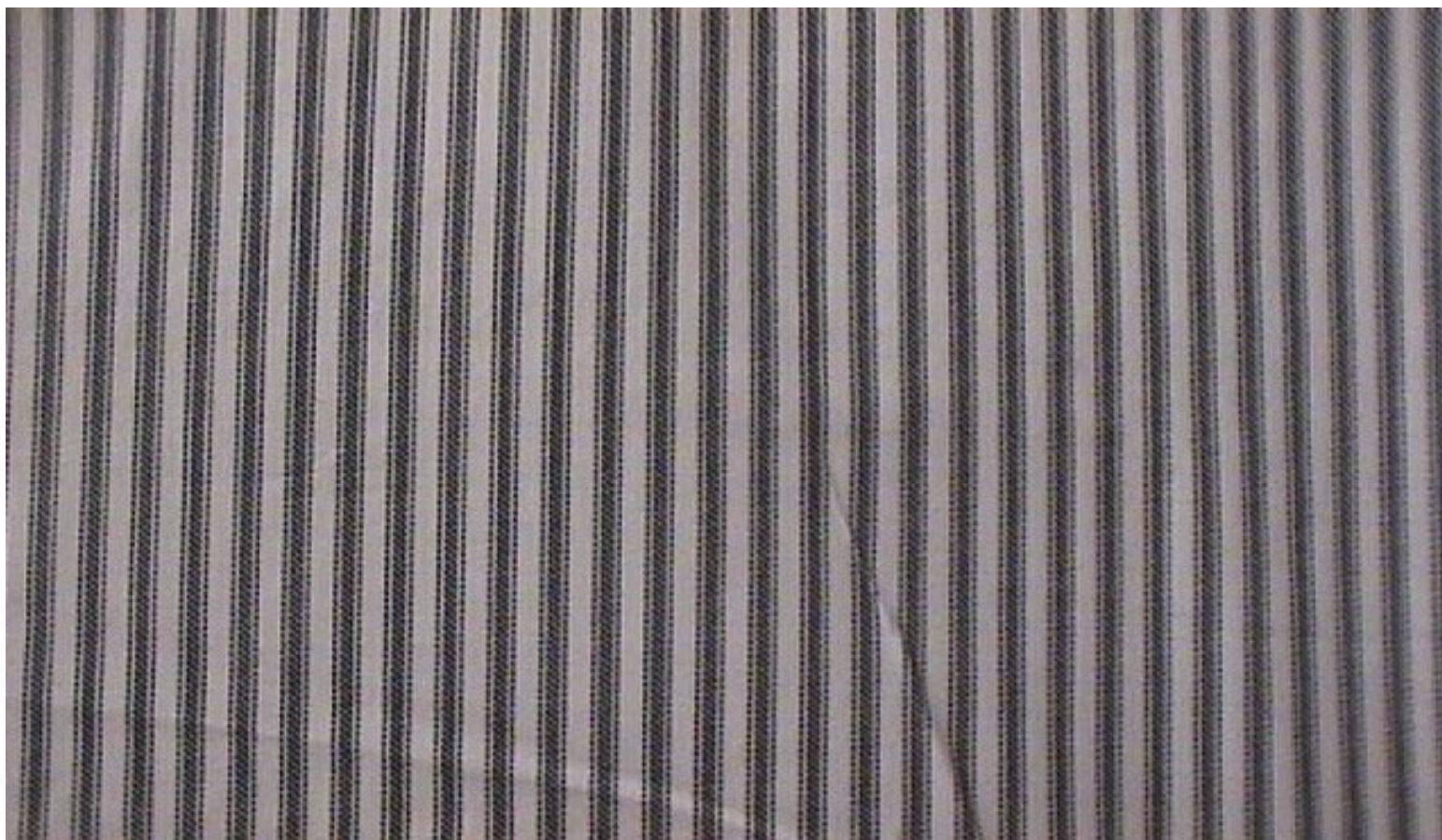
# Toile

Traditional fabric pattern printed with pastoral scenes



# Ticking

Heavy striped cotton fabric



# Tapestry

Heavy embroidered-looking fabric



# Burlap

Rough fabric loosely woven from jute or hemp





# Chintz

Plain weave cotton with a glazed finish



# Gingham

Fabric printed or woven with a single color checked design



# Calico

Plain cotton weave with a typically busy, small floral pattern



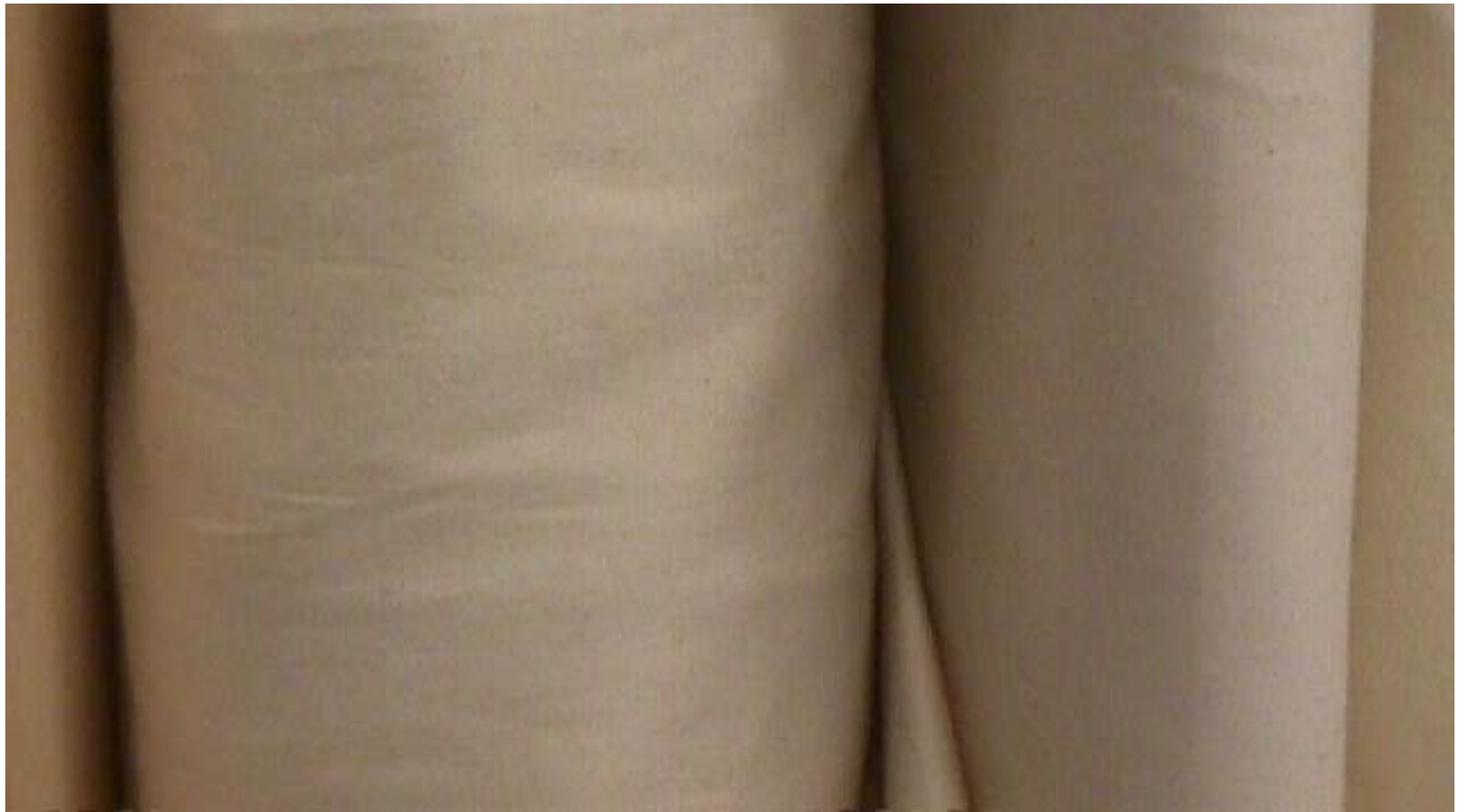
# Damask

Firm, lustrous figured fabric



# Muslin

An inexpensive cotton fabric that is light tan in color



# Eyelet

Cotton fabric embroidered with a pattern around open cutouts



# Chenille

Fabric with yarn forming protruding pile



# Silk

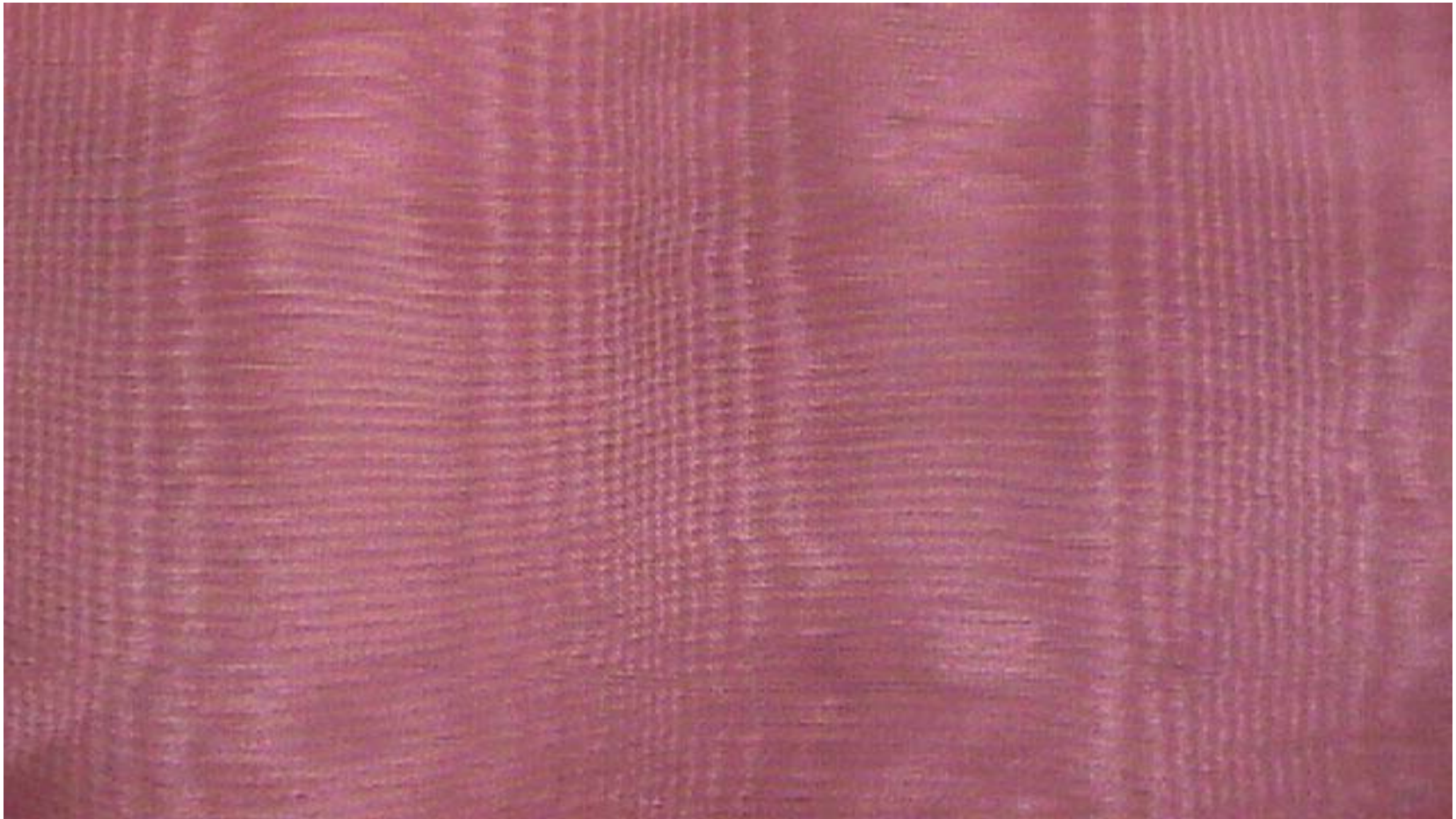
Fabric made from the strong fiber of the moth larvae





# Moiré

Fabric known as water marked



# Denim

Durable twilled cotton fabric



## **Faux finishing Station**

- Combing
- Crackle
- Color washing
- Metallic
- Ragging or sponging
- Sands capes

# Types of Floor Covering



# Ceramic Tile



**front**



**back**

# Acid Dyed Concrete



# Carpet

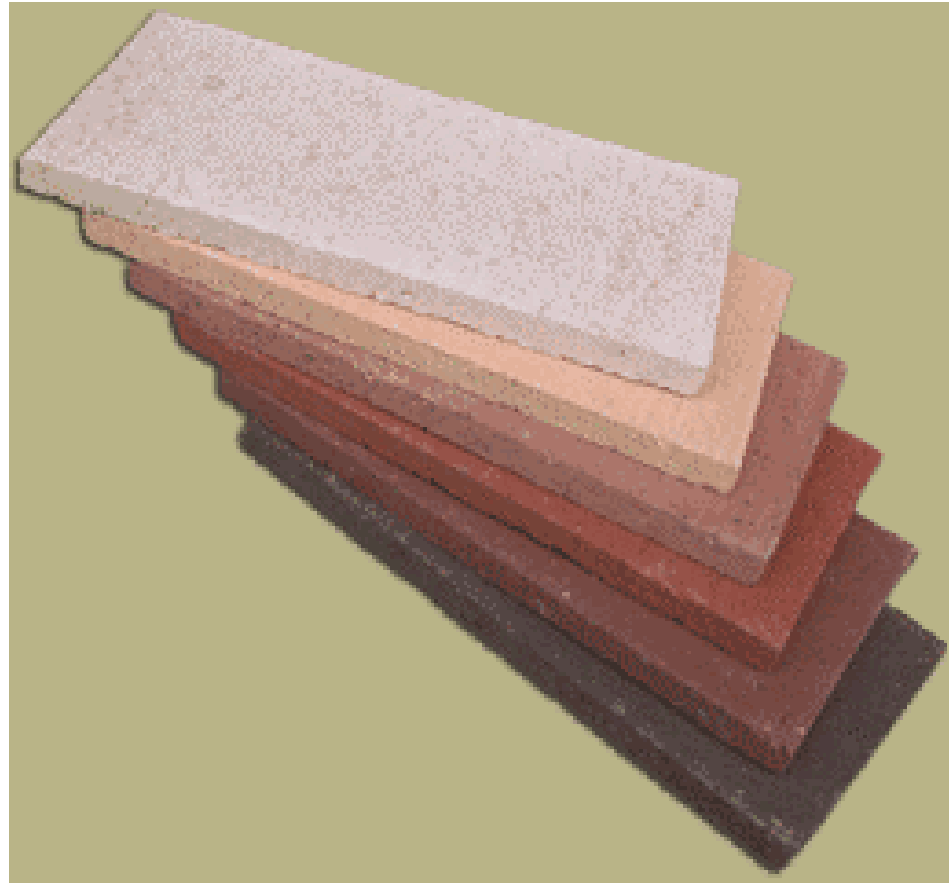


# Hardwood





# Brick



# Stone



# Marble



ALL GRANITE™



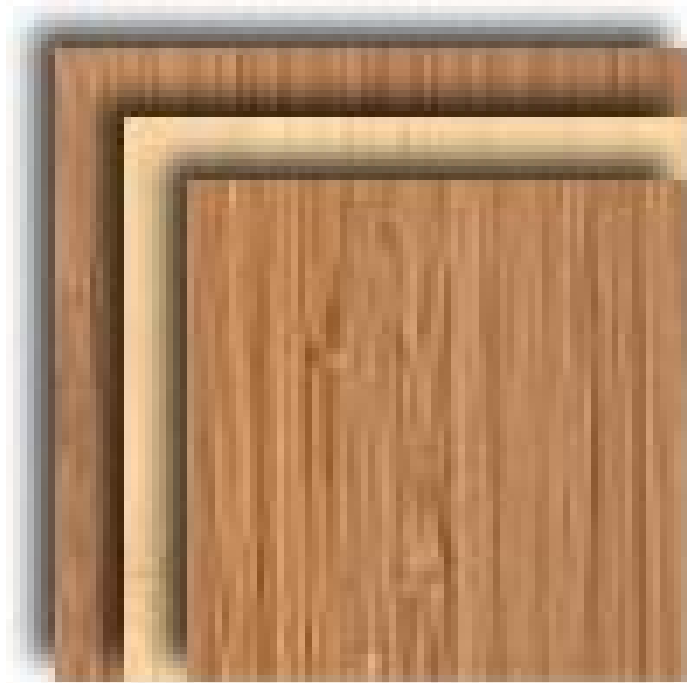
AND MARBLE CORP.

This Image is Property of  
All Granite and Marble Corp.

# Vinyl



# Laminate



## **Furniture Identification**

1. Ladderback chair
2. Spoon back chair
3. Wing chair
4. Nested table
5. Chest of drawers
6. Pedestal table
7. Cupboard
8. China cabinet
9. Armoire
10. Bookcase
11. Windsor chair
12. Side chair
13. Open arm chair
14. Tub chair
15. Tier table
16. Butterfly table
17. Chest on chest
18. Sideboard
19. Breakfront
20. Secretary

Juniors must know 1-10.

Seniors must know 1-20.

Examples of these are found on pages 248-248 of the *Beginnings of Interior Environment* Book.

## **Symbols used interior designs**

- Tub
- Shower
- Water Closet
- Lavatory
- Oval lavatory
- Double sink
- Water Heater
- Shower Head
- Telephone
- Window
- Outlet
- Range Outlet
- Door

Examples of these are found on pages 171 and 141 of the *Beginnings of Interior Environment* Book.

# Junior Interior Design Score Card Level 3

**Contestant Number** \_\_\_\_\_

Design Board	Possible Score	Score
Color Scheme	10	
Floor arrangement	10	
Example of each: Floor and Walls	20	
Fabric: 2 swatches (labeled)	10	
Applied principles of design - balance, proportion, etc.	10	
Items are labeled	10	
Neatness and overall appearance of the board	30	
<b>Total</b>	<b>100</b>	
Design Board Presentation	Possible Score	Score
Room arranged and Purpose of Room	10	
Color Scheme	20	
Floor and Wall Treatments	10	
Fabrics	10	
What You Like Most about Design	10	
Neatness of Board	20	
Presentation Skills	20	
<b>Total</b>	<b>100</b>	
<b>Design Board</b>	<b>100</b>	
<b>Presentation (tie breaker)</b>	<b>100</b>	
<b>Skill-A-Thon</b>	<b>100</b>	
<b>Total</b>	<b>300</b>	



# Junior Interior Design Score Card Level 4

**Contestant Number** \_\_\_\_\_

Design Board	Possible Score	Score
Color Scheme	10	
Appropriate use of working triangle	10	
Example of each: Floor, Walls, counter tops, and cabinets	20	
Appropriate use lighting	10	
Applied principles of design - balance, proportion, etc.	10	
Items are labeled	10	
Neatness and overall appearance of the board	30	
<b>Total</b>	<b>100</b>	
Design Board Presentation	Possible Score	Score
Room and appliance arrangement and Purpose of Room	10	
Color Scheme	10	
Floor, Walls, counter tops, and cabinets	20	
Use of Lighting	10	
Working Triangle	10	
Neatness of Board	20	
Presentation Skills	20	
<b>Total</b>	<b>100</b>	
<b>Design Board</b>	<b>100</b>	
<b>Presentation (tie breaker)</b>	<b>100</b>	
<b>Skill-A-Thon</b>	<b>100</b>	
<b>Total</b>	<b>300</b>	

## *Interior Design Stations*

### Wall Treatment Station

- Wallpaper
- Grass cloth
- Paneling
- Wayne's coating
- Paint
- Faux finishing

### Faux finishing Station

- Combing
- Crackle
- Color washing
- Metallic
- Ragging or sponging
- Sands capes

### Paint Finishes Station

- Satin
- Flat
- Semi-gloss
- Gloss

### Lighting Fixtures Station

1. Scone
2. Track lighting
3. Hanging lamp or pendant
4. Traditional hanging chandelier
5. Recessed fluorescent panel
6. Valance
7. Bracket
8. Canopy
9. Dropped fluorescent panel
10. Cove
11. Recessed
12. Wall-washer
13. Eyeball
14. Surface mounted down light

Juniors must know 1-5.

Seniors must know 1-14.

Examples of these are found on pages 158-159 of the *Beginnings of Interior Environment* Book.

## **Categories of Lighting**

- Ambient lighting
- Task Lighting
- Accent lighting

Definitions can be found in MSU-ES publication #2269 - *Lighting with Energy Efficiency In Mind*. It is also found on page 162 of the *Beginnings of Interior Environment* Book.

## **Portable Lighting**

- Shade lamp
- Reflector
- Floor lamp
- Torchiere
- Vertical track lighting

Examples of these are found on pages 161 of the *Beginnings of Interior Environment* Book.

## **Lighting Symbols**

- Wall light fixture or ceiling light fixture
- Can light
- Wall washer
- Eye ball
- Fluorescent fixture
- Track lighting
- Strip fluorescent
- Emergency lighting

Examples of these are found on pages 171 of the *Beginnings of Interior Environment* Book.

## **Symbols used interior designs**

- Tub
- Shower
- Water Closet
- Lavatory
- Oval lavatory
- Double sink
- Water Heater
- Shower Head
- Telephone
- Window
- Outlet

- Range Outlet
- Door

Examples of these are found on pages 171 and 141 of the *Beginnings of Interior Environment* Book.

### **Furniture Identification**

1. Ladderback chair
2. Spoon back chair
3. Wing chair
4. Nested table
5. Chest of drawers
6. Pedestal table
7. Cupboard
8. China cabinet
9. Armoire
10. Bookcase
11. Windsor chair
12. Side chair
13. Open arm chair
14. Tub chair
15. Tier table
16. Butterfly table
17. Chest on chest
18. Sideboard
19. Breakfront
20. Secretary

Juniors must know 1-10.

Seniors must know 1-20.

Examples of these are found on pages 248-248 of the *Beginnings of Interior Environment* Book.

## **Categories of Lighting**

- Ambient lighting
- Task Lighting
- Accent lighting

Definitions can be found in MSU-ES publication #2269 - *Lighting with Energy Efficiency In Mind*. It is also found on page 162 of the *Beginnings of Interior Environment* Book.

## **Lighting Fixtures Station**

1. Scone
2. Track lighting
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4. Traditional hanging chandelier
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6. Valance
7. Bracket
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10. Cove
11. Recessed
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Juniors must know 1-5.

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Examples of these are found on pages 158-159 of the *Beginnings of Interior Environment* Book.

## **Lighting Symbols**


- Wall light fixture or ceiling light fixture
- Can light
- Wall washer
- Eye ball
- Fluorescent fixture
- Track lighting
- Strip fluorescent
- Emergency lighting


Examples of these are found on pages 171 of the *Beginnings of Interior Environment* Book.

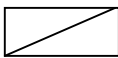
## Lighting Symbols

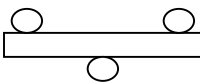
Wall or ceiling light 

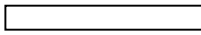
Can light 

Wall washer 

Eyeball 

Fluorescent Fixture 

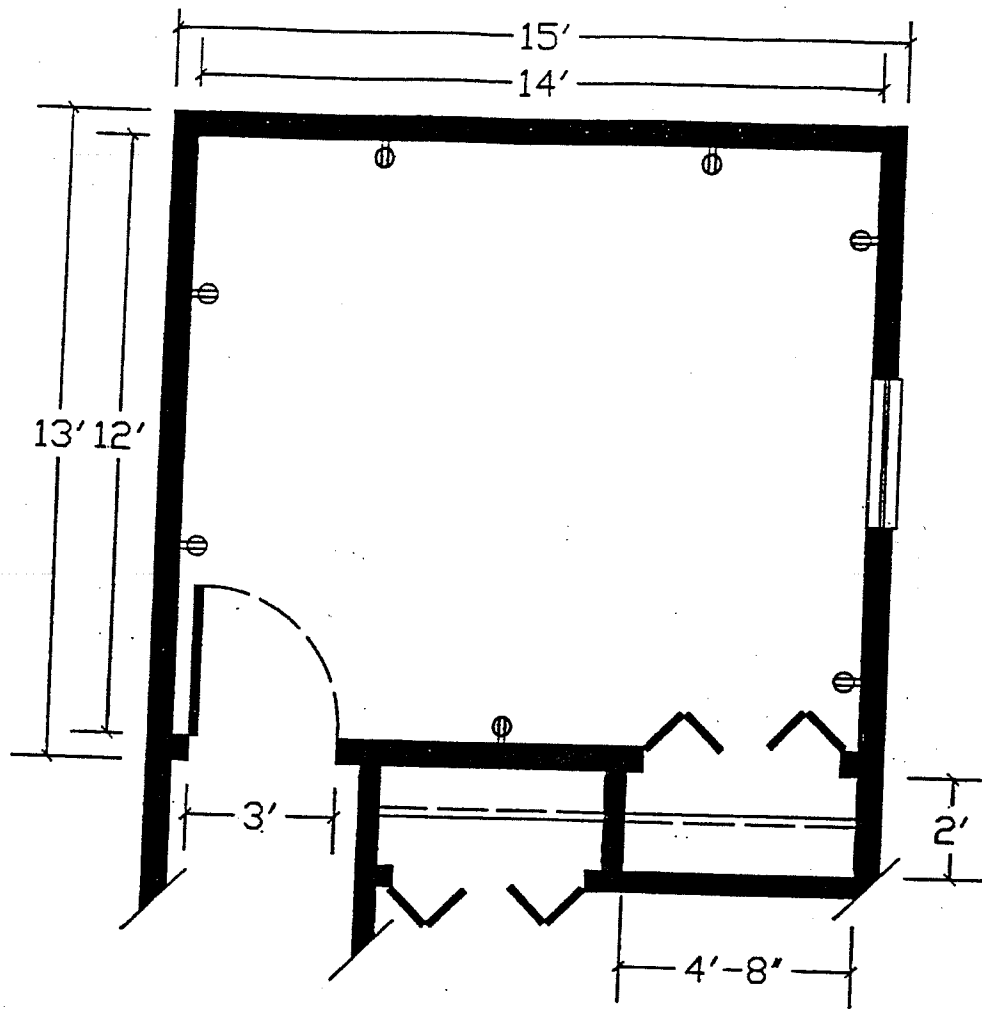
Track Lighting 

Strip Fluorescent 

Emergency Lighting 



|

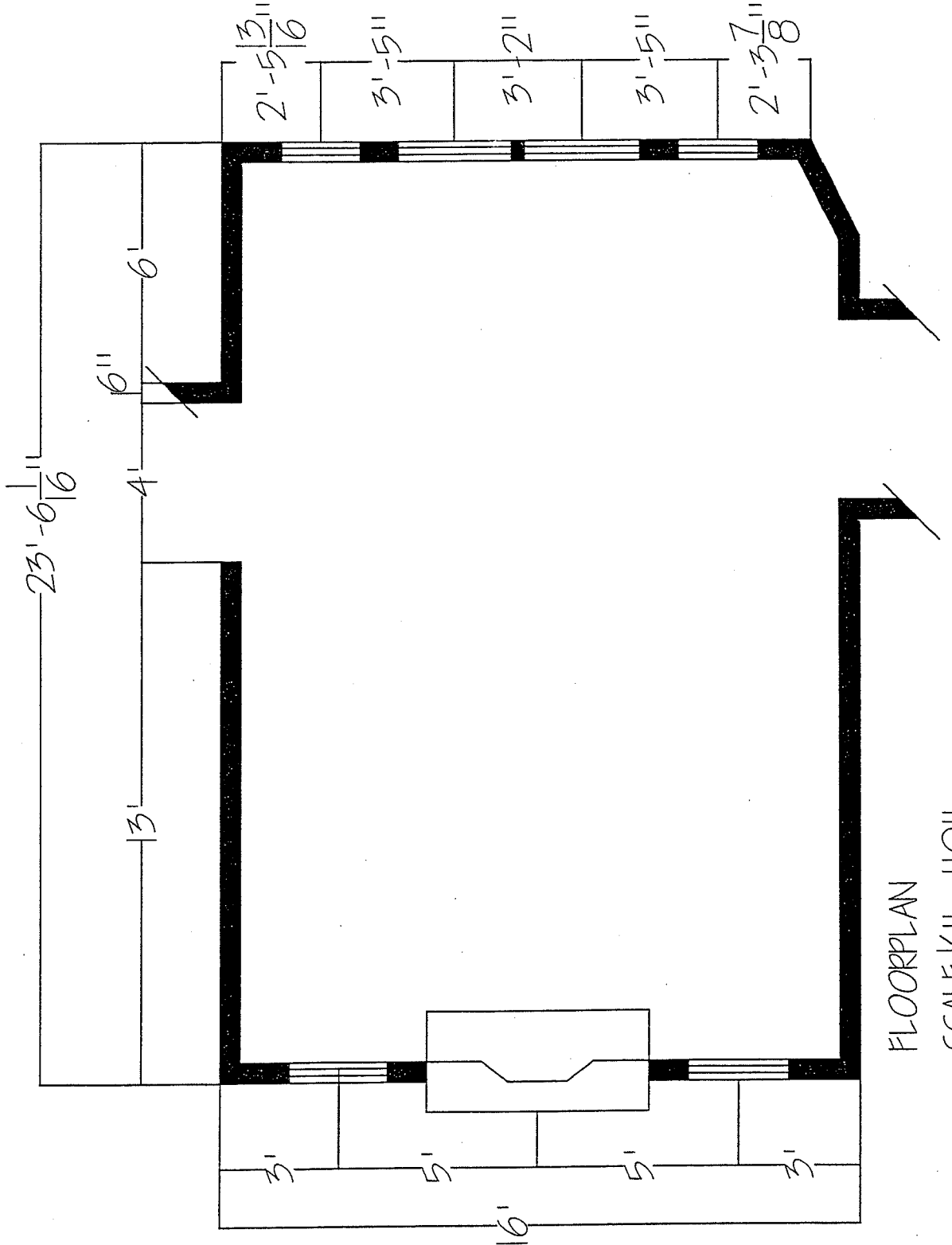


# BEDROOM

SCALE:  $\frac{1}{4}'' = 1'0''$

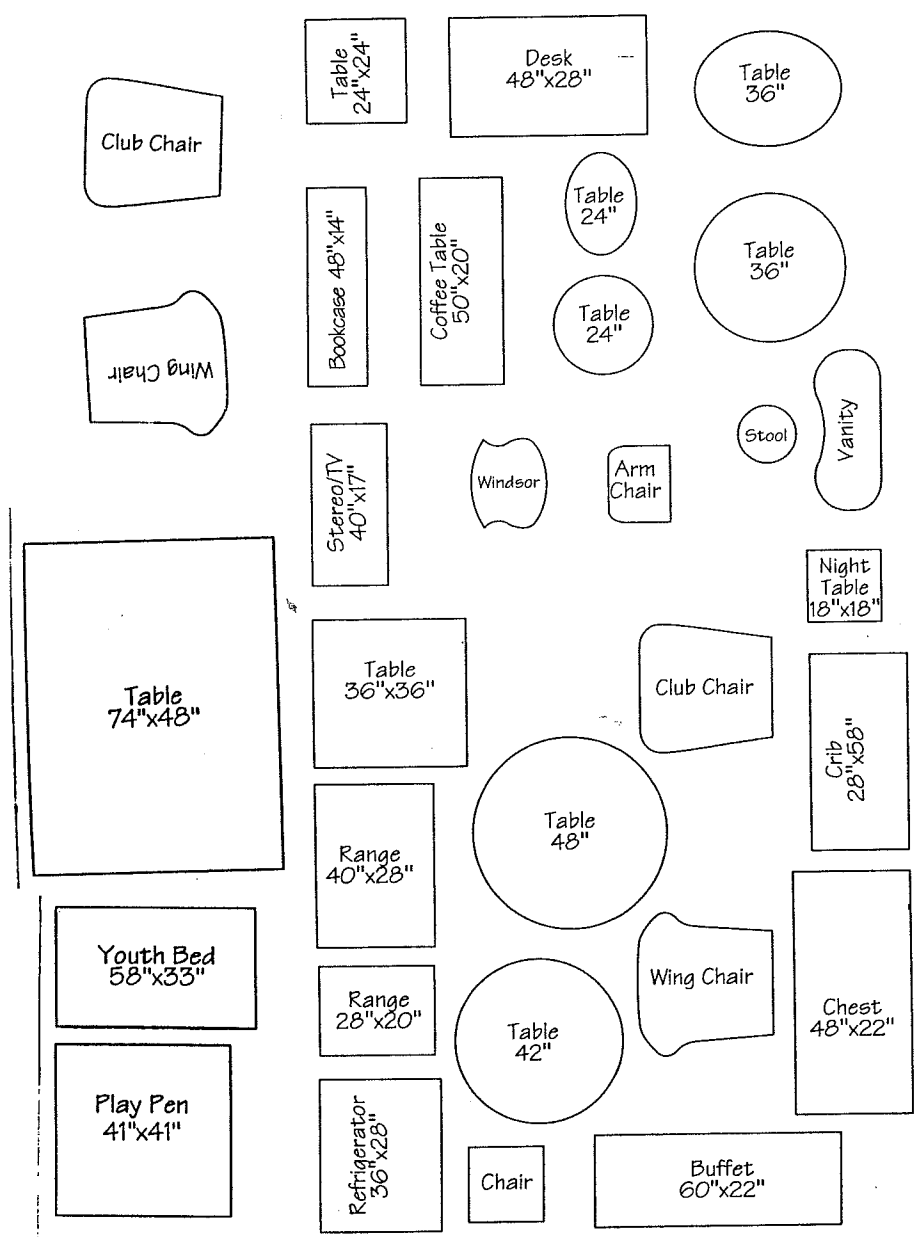


# GREAT ROOM



SCALE:  $\frac{1}{4}" = 1'0"$

FLOORPLAN  
SCALE  $\frac{1}{4}" = 1'0"$



Feeding Table 24"x24"

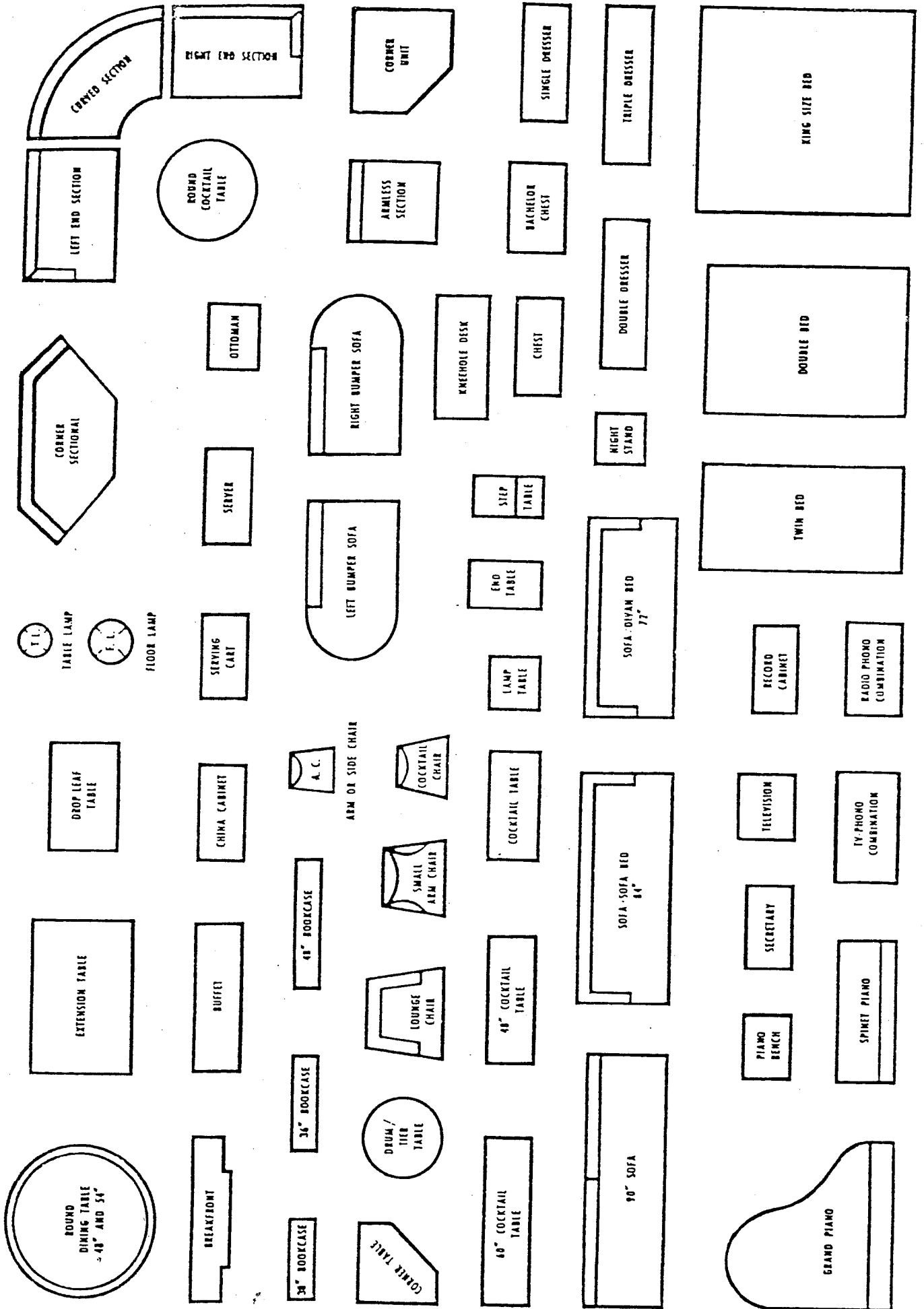
SOFA 72"

Changing Table 35"x21"

SOFA 84"

Wardrobe 60"x24"

FURNITURE CUT-OUTS  
SCALE IS 1/4" = 1 FOOT



Sofa Section  
84"x36"

Twin Bed  
75"x39"

TV  
40"x21"

TV  
30"x15"

Sofa Section  
30"x30"/36"  
Sofa/Sectional  
90"x30"/36"  
Sofa Section  
30"x30"/36"

Sofa Section  
48"x36"

Dresser  
72"x20"

Wall Unit  
96"x18"

Sofa Section  
84"x36"

Twin Bed  
75"x39"

Corner Unit  
30"

Etagère  
44"x16"

Double Bed  
75"x54"

Corner Unit  
30"

Bookcase  
72"x14"

Sofa Section  
48"x30"

Queen Bed  
60"x80"

Corner Unit  
30"

Desk  
42"x20"

12" x 12"

Curio Cabinet  
28" x 15"

Plano Bench

Desk  
51"x24"

9" x 13"

Grand Plano

King Bed  
80"x76"

Desk  
69"x36"

18"x16"

Chaise Lounge  
72"x27"

Upright Plano

Table  
30"

Ottoman  
26"x21"

Stereo/Video Speakers

## **Paint Finishes Station**

- Satin
- Flat
- Semi-gloss
- Gloss

## **Portable Lighting**

- Shade lamp
- Reflector
- Floor lamp
- Torchiere
- Vertical track lighting

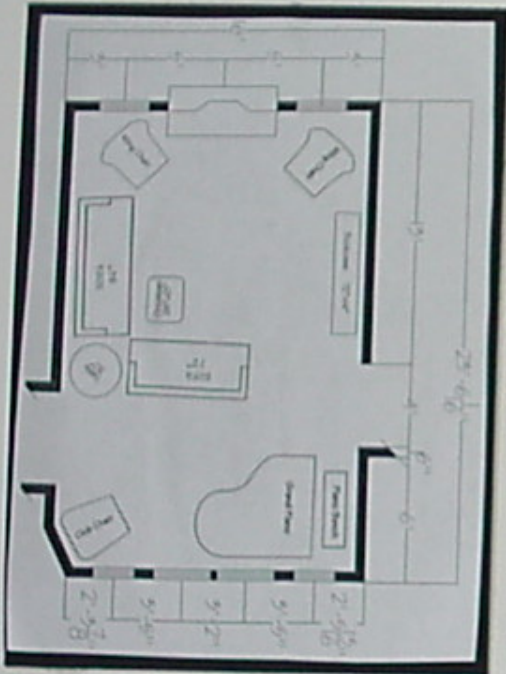
Examples of these are found on pages 161 of the *Beginnings of Interior Environment* Book.



# Interior Design Board Samples



# GREAT ROOM



SCALE: 1/4"=1' 0"



Sofa Trim



Club Chair



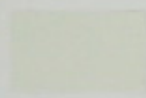
Window Treatment Pillow



Cord



Flooring



Wall Color

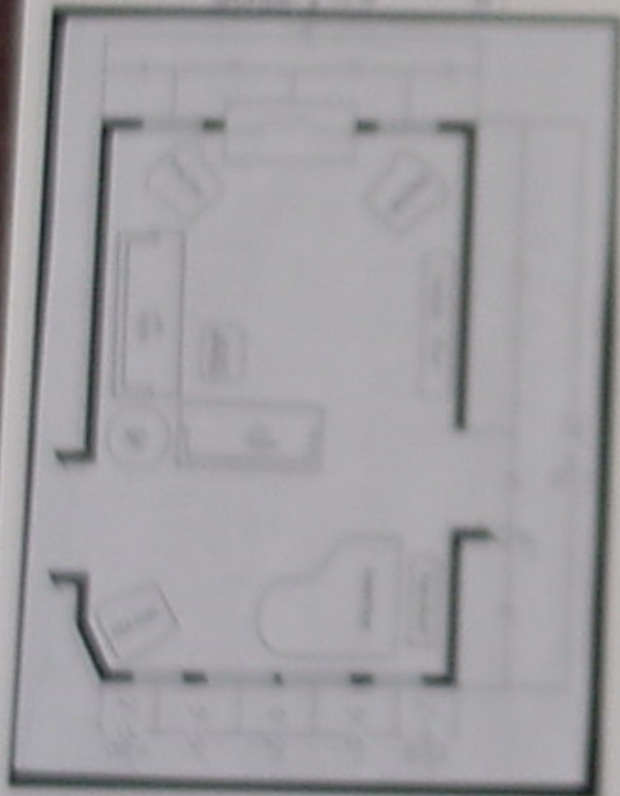


Wing Chair

Pillow

# GREAT ROOM

SCALE 1/4" = 1'-0"



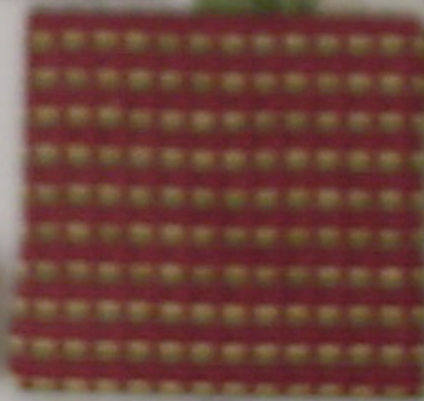
Wall Paper



Wall Color



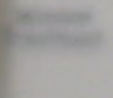
Floor



Table



Wall Paper



Floor



Floor

# GREAT ROOM

SCALE 1/4" = 1'-0"



Wall



Sofa



Wing Chair  
Window Treatment

Uph. Chair



Floor



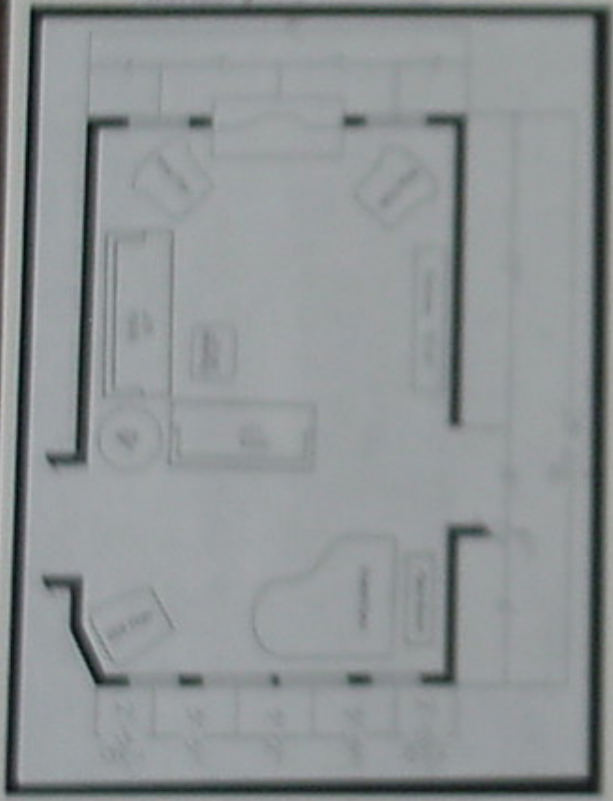
Floor



Carpet

# GREAT ROOM

SCALE 1/4" = 1'-0"



Wing Chair



Table

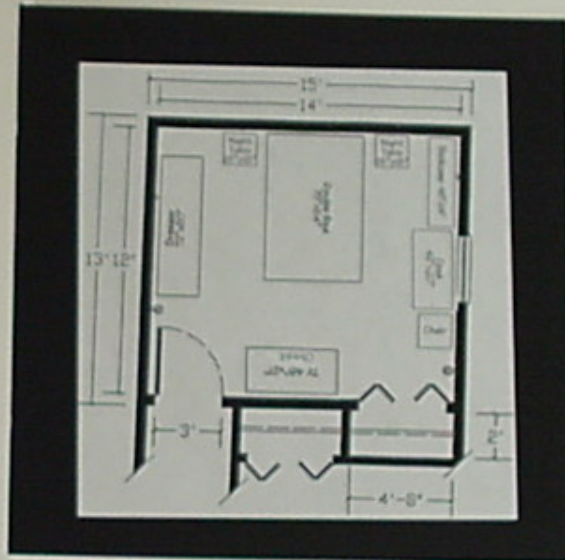
Carpet




Window Treatment  
Cord  
Wall Color

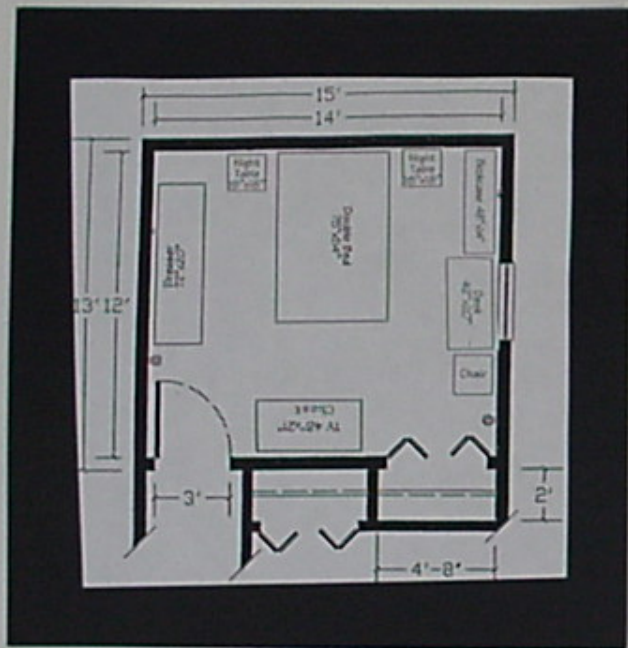


# BEDROOM



SCALE:  $\frac{1}{4}" = 1'0"$  

# BEDROOM



SCALE:  $\frac{1}{4}" = 1'0"$



Cord



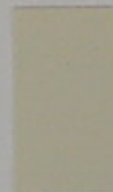
Chair



Shams



Bedsread



Paint



Flooring



Shams

Dust Ruffle

# BEDROOM



Bedspread

Cord



Window Treatment



Pillow



Chair

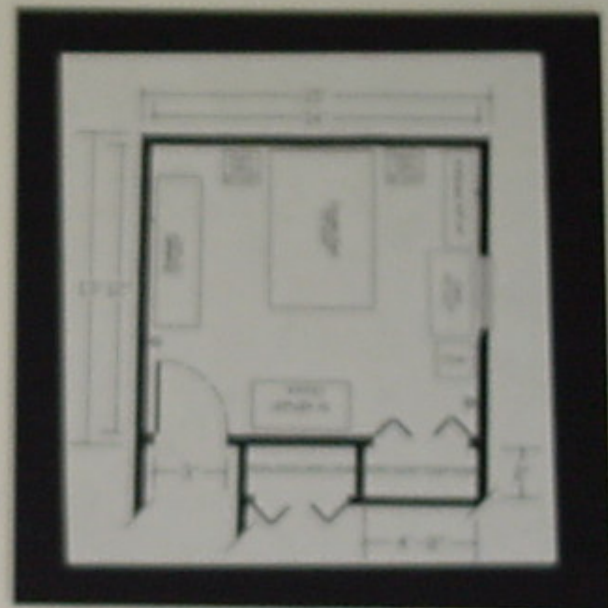
Pillow



Paint



Wood Floor

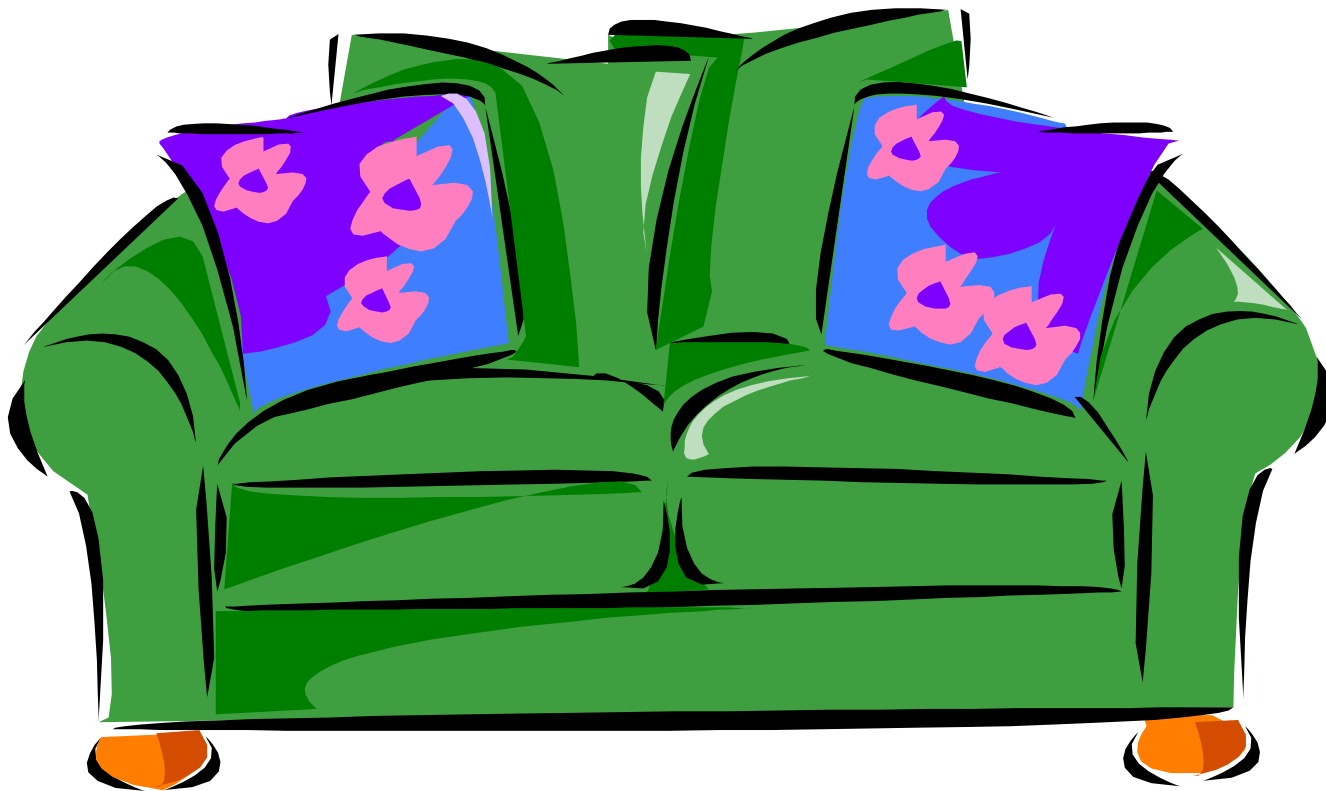


SCALE:  $\frac{1}{4}'' = 1'0''$





# Styles of Sofas



# Love Seat

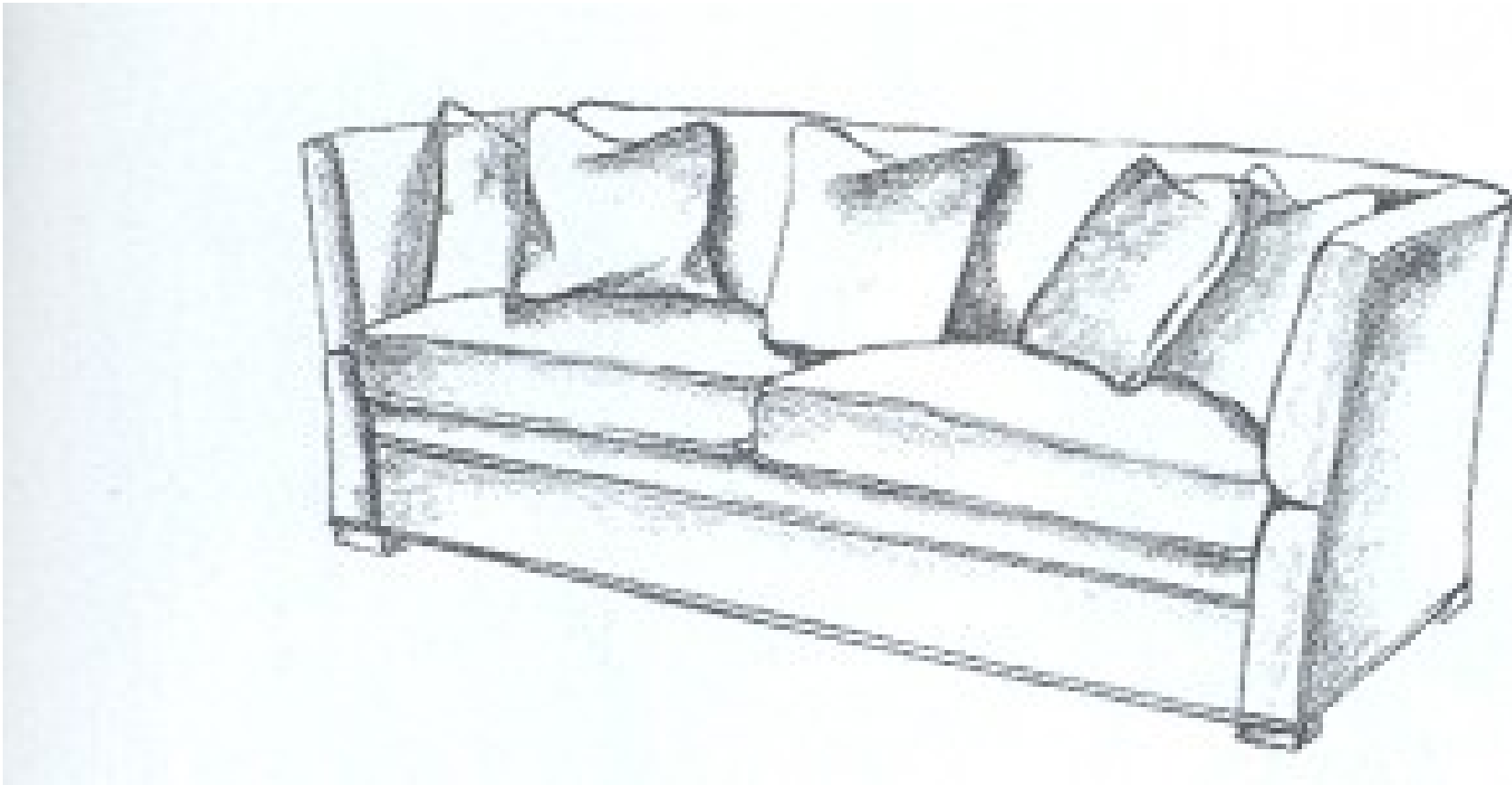


Love seat is a smaller sofa for seating two persons.

# Camelback Sofa

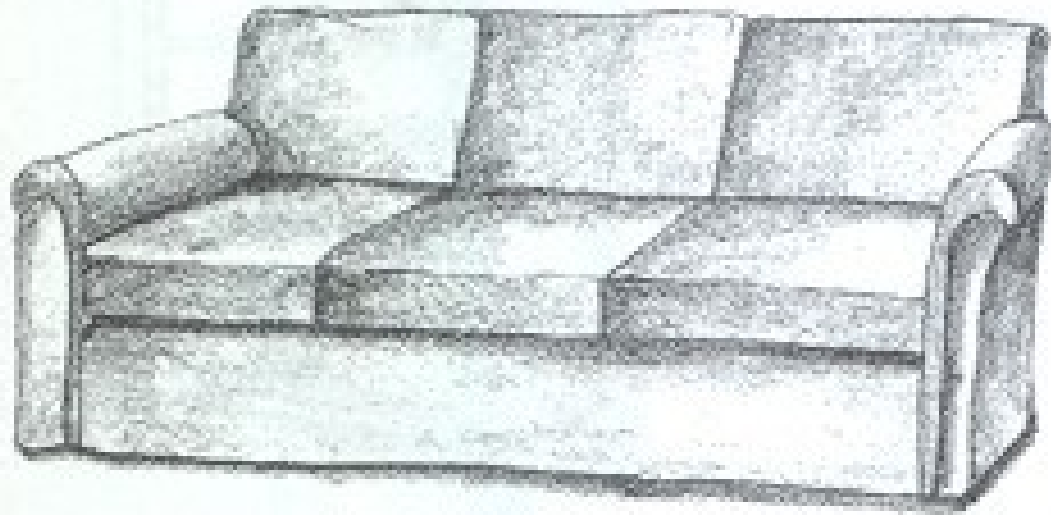


# Tuxedo Sofa



Tuxedo is a completely upholstered piece with armrests the same height as the back.

# Lawson



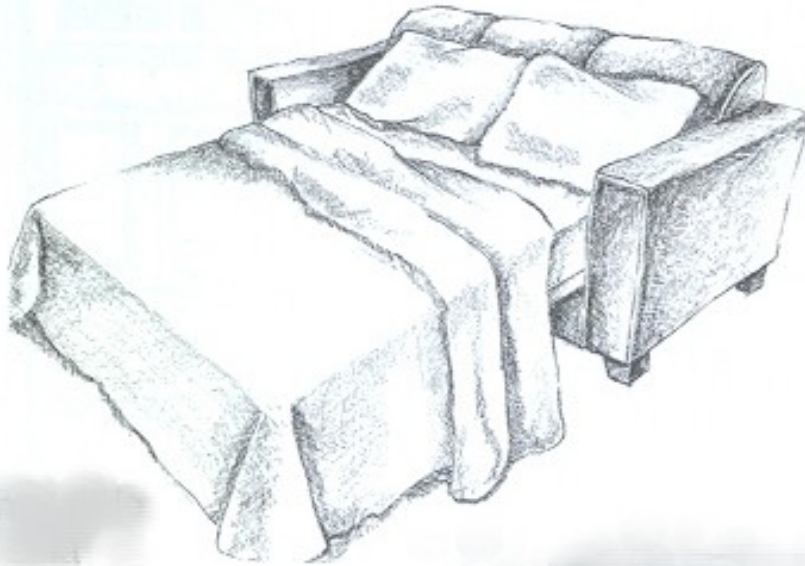
Lawson is a type of sofa with flat armrests lower than the back support!

# Chesterfield Sofa



Chesterfield is a large, tufted, upholstered sofa with upholstered ends and no exposed wood.

# Davenport or Convertible sofa



Davenport is an old term for a sofa that converts into a bed.

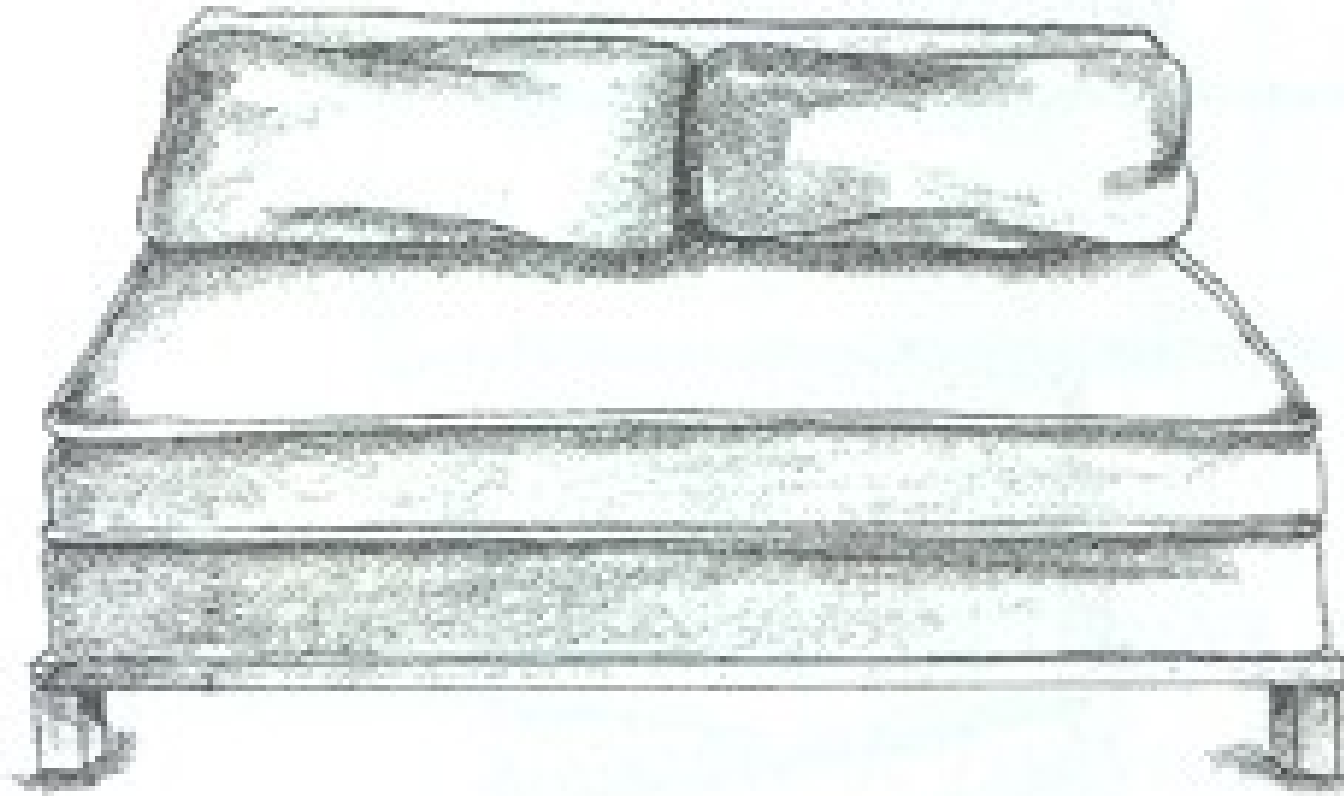
# Chaise Lounge



Chaise Lounge accommodates one person and is a cross between a sofa and a chair plus ottoman.



# Studio Couch



# Ottoman



Ottoman is a large upholstered footstool.

# Sectional Sofa



Sectional sofas consist of several units placed side by side to form one large sofa unit.

# Senior Interior Design Score Card Level 3

**Contestant Number** \_\_\_\_\_

Design Board	Possible Score	Score
Color Scheme	10	
Appropriate use of working triangle	10	
Example of each: Floor, Walls, counter tops, and cabinets	20	
Appropriate use lighting	10	
Applied principles of design - balance, proportion, etc.	10	
Items are labeled	10	
Neatness and overall appearance of the board	30	
<b>Total</b>	<b>100</b>	
Design Board Presentation	Possible Score	Score
Room and appliance arrangement and Purpose of Room	10	
Color Scheme	10	
Floor, Walls, counter tops, and cabinets	20	
Use of Lighting	10	
Working Triangle	10	
Neatness of Board	20	
Presentation Skills	20	
<b>Total</b>	<b>100</b>	
<b>Design Board</b>	<b>100</b>	
<b>Presentation (tie breaker)</b>	<b>100</b>	
<b>Skill-A-Thon</b>	<b>100</b>	
<b>Total</b>	<b>300</b>	

# Senior Interior Design Score Card Level 4

**Contestant Number** \_\_\_\_\_

Design Board	Possible Score	Score
Color Schemes	10	
Appropriate number of boards	20	
Board 1 Example of each: Walls , Trim and Flooring for all rooms	50	
Board 2-house plans drawn or computer generated to scale	50	
Board 3 or more- Favorite Room- Use guidelines from past levels, this board would look like a board from senior levels 1, 2, or 3	50	
Appropriate use lighting	10	
Applied principles of design - balance, proportion, etc.	10	
Items are labeled	10	
Neatness and overall appearance of the boards	30	
Flow of floor plan, and furniture arrangement	10	
<b>Total</b>	<b>250</b>	
Design Board Presentation	Possible Score	Score
Floor Plan and Room Arrangements	10	
Color Scheme	10	
Floor, Walls, and Accessories	20	
Use of Lighting	10	
Working Triangle and Flow of Rooms	10	
Neatness of Board	20	
Presentation Skills	20	
<b>Total</b>	<b>100</b>	
<b>Design Board</b>	<b>100</b>	
<b>Presentation (tie breaker)</b>	<b>100</b>	
<b>Skill-A-Thon</b>	<b>100</b>	
<b>Total</b>	<b>300</b>	

# Styles of Beds

## Senior Level 1



# Four Poster Bed



# Canopy Bed



# Bunk Beds



# Panel Beds





# Metal Spindle Bed



# Trundle Bed



# Sleigh Bed



# Slat Bed




# Day Bed




# Gallery Bed




## Symbols used in Interior Design


Tub 


Shower 


Water Closet 


Lavatory 

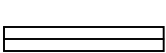
Oval Lavatory 


Double Sink 

Water Heater 

Shower Head 

Telephone 

Window 

Outlet 

Range Outlet 

Door 

## **Wall Treatment Station**

- Wallpaper
- Grass cloth
- Paneling
- Wayne's coating
- Paint
- Faux finishing

# Window Treatments and Accessories Study Guide



Interior Design Contest

# Blinds



- slats made of curved material (example - Aluminum)

# Shutters



- Can be opened to fit your desire of light or privacy
- Can be costly because they are generally custom made



# Curtains

- Installed on stationary rods and generally have gathered, smocked or ruffled headings



# Tab Curtains



# Tie Back Curtains



# Valance



- Decorative top treatment used to hide and beautify the head rail.
- A topper for full-length curtains or drapes

# Café Curtains



# Shades



- Generally offer complete window coverage.
- Most are made of vinyl or fabric that is usually opaque.
- Although some are lined and custom made to your exact window measurements.

# Rod Pocket Drapes



# Cornice Boards



- can be upholstered with fabric, painted, or, most easily, covered with a wallpaper border.
- wooden valance with a top
- simply a 4-sided wooden box. There is no bottom, and the wall forms the back of the box.



# Roman Shades



- A single sheet shade that rises up by lift cord in a tear drop or flat style that looks like an accordion folding up and back and forth on itself.

# Draperies



- Tailored with pleated, gathered or smocked headings.
- They are attached to traversing rods with special pin hooks
- They can also be installed on flat curtain rods by hooking the pins over the rod

# Swags/Cascades



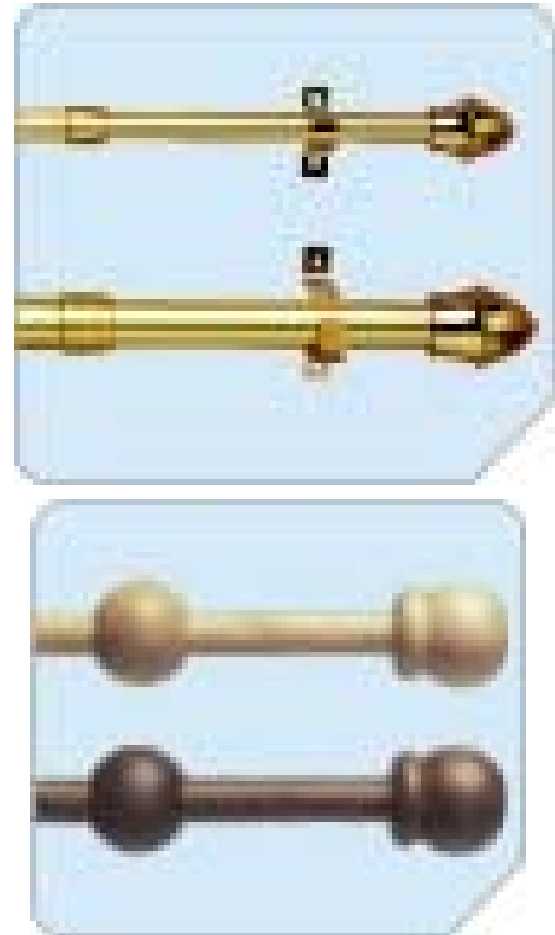
- Trapezoidal-shaped sections of fabric that are pleated or draped to create a scallop-like shapes that extend across the top of the window.

# Valance with Drapes



# Café Rod

- Decorative curtain rods, with or without rings, and available in many finishes, including wood, brass and enamel.



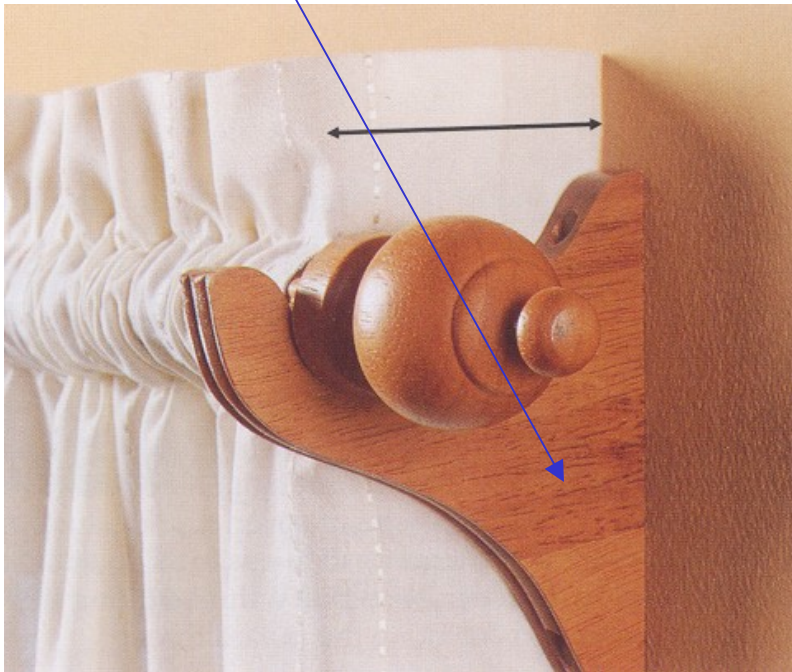
# Rod with Finial



# Curtain Rings



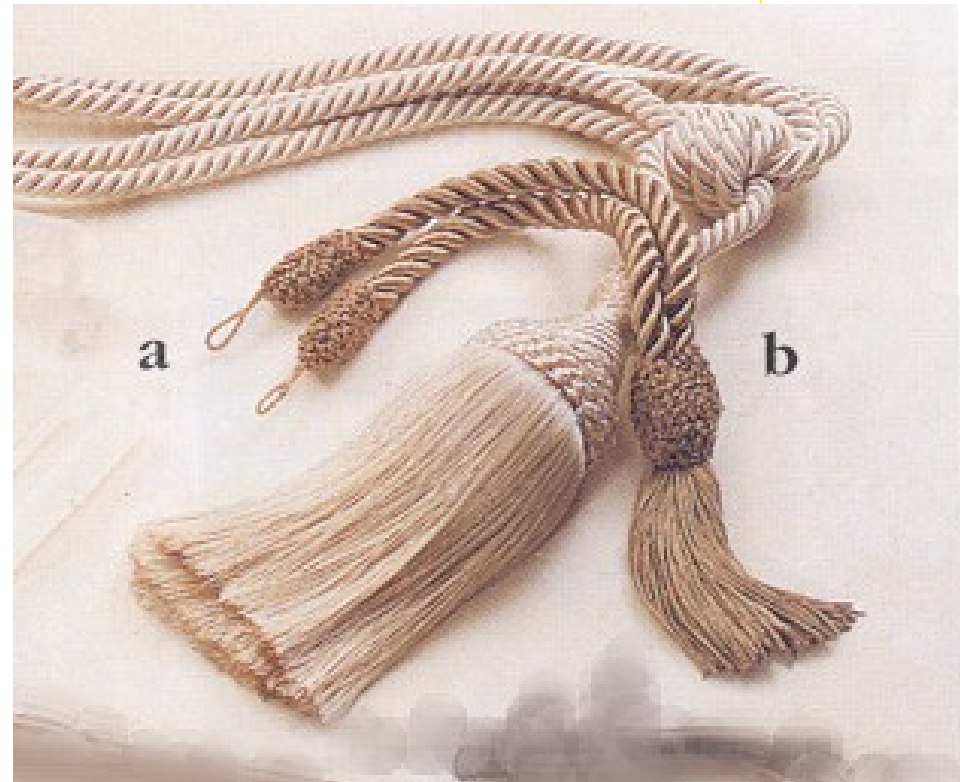
# Brackets



- Affixed to the wall or in the window casing that hold the blind head rail in place

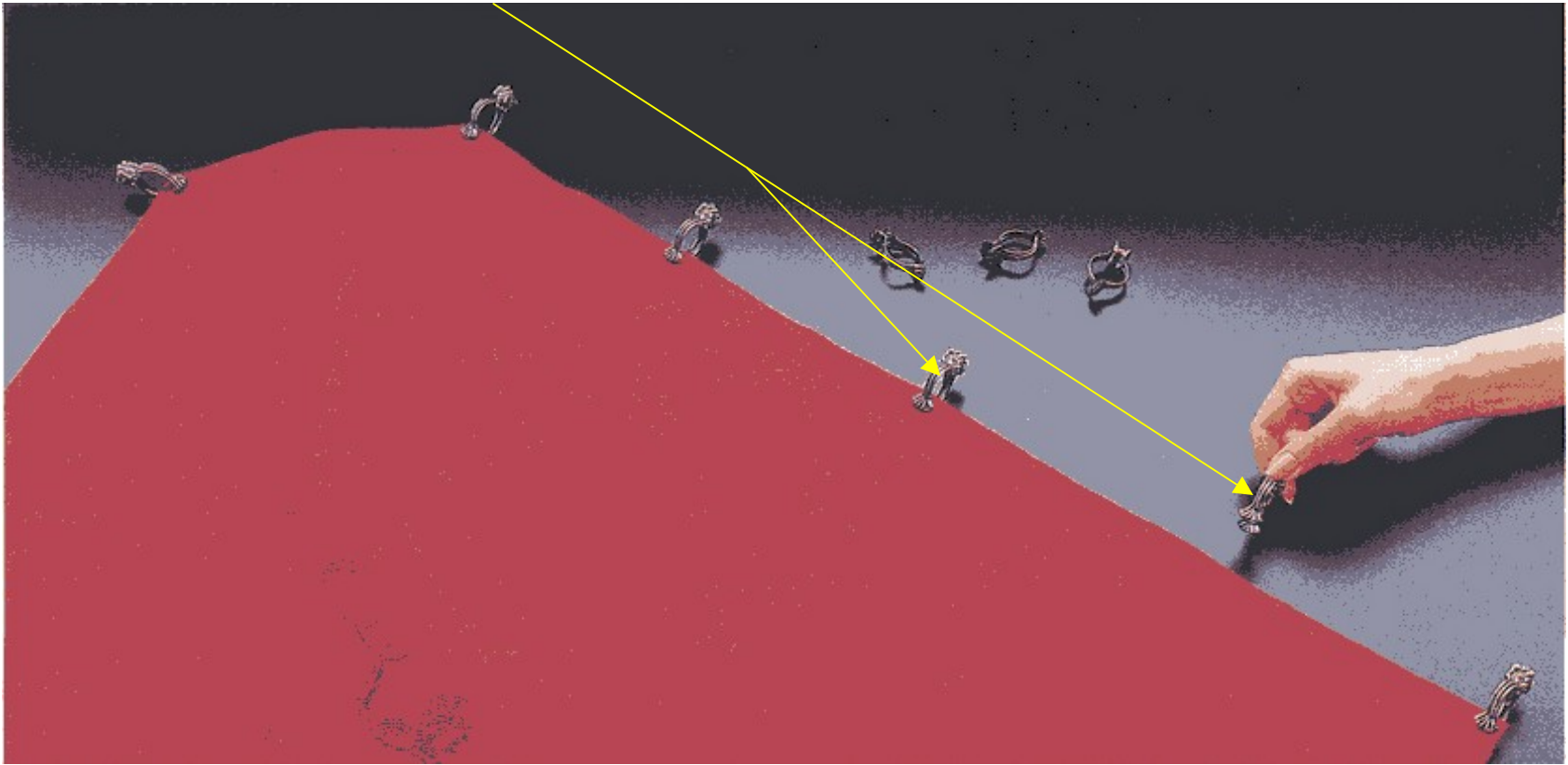


# Tie Backs



- Used to hold curtains open

# Curtain Clips

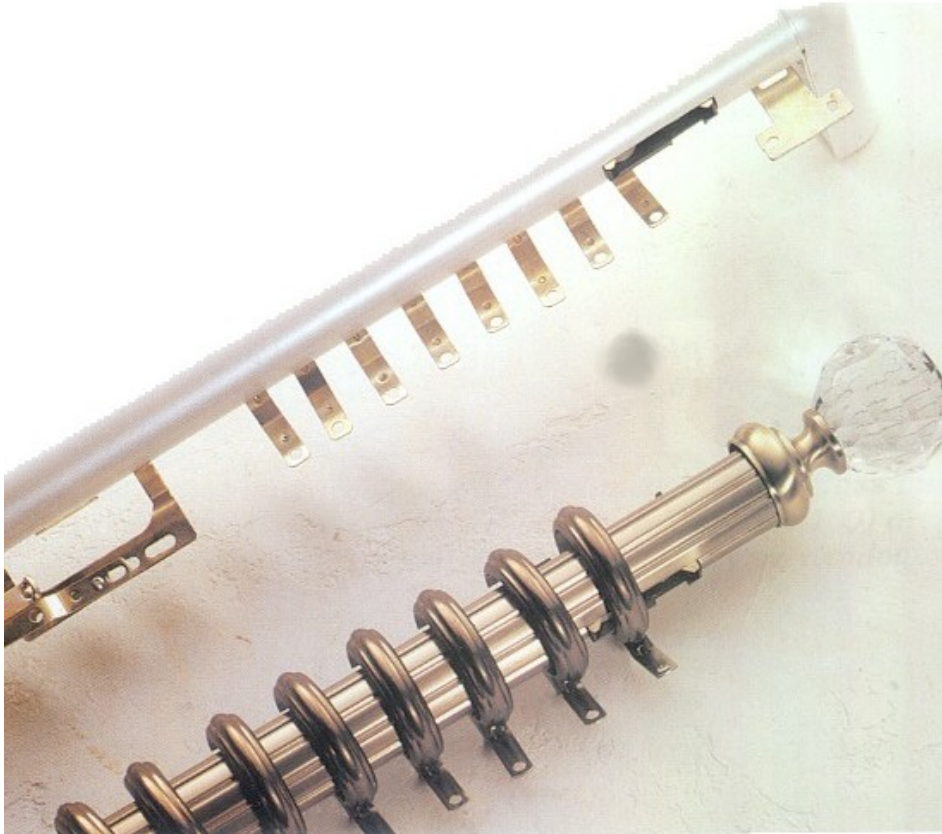


# Holdbacks



- Decorative accessories that hold back a stationary curtain or drapery without the use of tiebacks

# Traverse Rod



- Have a built in mechanism of carriers and cording for opening and closing the treatment

# Sources:

- <http://www.edirectblinds.com/glossary.asp>
- Windows with Sytle Book by Creative Publishing International, Inc.
- Simplicity's Simply The Best Home Decorating Book by Simplicity Pattern Company
- <http://homeparents.about.com/cs/homedecorating>
- Use What You Have Decorating Book by Lauri Ward