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Preface

This is an introductory-level text about the planning of interior environments. It addresses both the contents of interior environments and the process of interior planning. The book covers topics such as laying out rooms, designing effective spatial sequences, relating project parts, arranging furniture, planning effective circulation systems, creating spaces that are accessible, and designing safe environments for people.

My goal has been to produce a user-friendly book with much useful information for the beginning design student. In presenting information, I have favored a simple and direct approach over the complex and abstract approach often used in the world of design. In terms of language, the book consciously uses the basic language of design—the drawing—as its principal language. It also consciously uses a loose drawing technique and avoids the overly rigid look of finished drawings, in part as a reminder that design problem solving is a fluid process. The looseness of the style is also a way of encouraging students to use manual sketching and diagramming during the early design stages, a practice that has been affected by the prevalence of computer drafting.

The basic unit of the text is the "example." Through the inclusion of abundant examples of what to do and what to avoid, I hope to help students become better designers. The book presents many examples, from individual rooms to entire projects, and includes both good and not-so-good design solutions to help students understand the differences. The examples shown come from real executed projects as well as student work. Many of the projects chosen to illustrate ideas are from the past, some from the modern tradition of the twentieth century, and some even from classical architecture. These were chosen because of their straightforward approach, which results in clarity for the student. Numerous exercises throughout the book are meant to facilitate learning by encouraging students to apply ideas and concepts immediately after reading about them.

The book contents progress sequentially, from the room (the basic unit of a project) to the entire project. The text includes numerous examples of both residential and nonresidential design. In choosing topics and examples, I have made an effort to address the "nitty-gritty" of design—all those issues that come up in the process of planning real projects that are seldom discussed in books and that generally are only talked about when they come up in the design studio.

Dimensions are provided in both English and metric units. Metric units are given in parentheses beside or underneath the English units. Unless otherwise noted, all metric units are given in centimeters.

"My goal has been to produce a user-friendly book with much useful information for the beginning design student."

Acknowledgments

The contents of the book are organized into eight chapters. Chapter 1 addresses basic concepts of habitation and design at various scales and in various settings. It introduces the process of design problem solving, using graphic drawings as a means of representation, and reviews basic concepts and terms helpful for designers. Chapter 2 is devoted to the basic unit of a project, the room, covering various tasks and useful principles related to the planning of interior rooms.

Chapter 3 goes beyond the room and addresses the way rooms and spaces are divided, combined, and added to in order to produce effective living environments. By progressing through the various scales used in design, from that of the individual room to more complex assemblies of rooms and open spaces, the student is gradually exposed to all the kinds of design problems that have to be addressed in the process of designing a full project. These range from furnishing a single room to combining multiple parts into a cohesive whole for the entire project.

Chapter 4 zooms out and presents entire projects, illustrating how they work as systems of individual rooms, groups of rooms, large open spaces, corridors, and so on, all assembled cohesively into a total entity. Chapter 4 completes the sequential presentation of interior planning from parts to whole.

Chapter 5 explains the design process in simple terms, presenting strategies used successfully by the author and his students for the last 30 years. The process emphasizes analytical thinking, the recording of ideas through diagramming, and the practice of solving design problems using a systematic and hierarchical decision making process.

Chapter 6 addresses the users of interior environments and covers topics such as basic human needs in buildings, anthropometrics, universal design, and accessibility and life safety issues that affect the planning of projects.

Chapters 7 and 8 are devoted to specific coverage of various project types. Chapter 7 is devoted entirely to residential design and includes information for the design of apartments, single-family residences, and adaptable residential environments. Chapter 8 is devoted to nonresidential design and focuses on office design, retail design, and restaurant design. Though there are many types of nonresidential design, these three are the most commonly practiced by interior design firms.

This text was conceived as a studio companion to teach students good design planning practices and strategies in general, regardless of project type. Specific project types were included to address the kinds of project-specific issues pertaining to them. The projects and especially the exercises, have been kept simple to instruct, and not overwhelm, students in beginning-level studios.

A number of people have helped make this book possible. First is Olga Kontzias from Fairchild Books, who initially approached me with the idea of the book. The entire Fairchild team was instrumental in the development of the book project and the whole process of review, editing, layout, and production: Joseph Miranda, Amanda Breccia, Lisa Vecchione, Sarah Silberg, Tom Helleberg, NaNá Stoelzle, Linda Feldman, Elizabeth Marotta, and Ginger Hillman.

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