COURSE NO., HOURS, AND TITLE:  ID 392-4
Interior Design Studio II

COURSE DESCRIPTION:

Interior design of the environment at the multi-user level when client/owner and
client/user are different. Emphasis is on public access spaces, e.g. restaurants, stores,
museums, professional offices, and future facilities. Prerequisites: ID 351, 391 and
major in interior design or consent of school director.

PREREQUISITE TO:  ID 451 - Interior Design Programming II
ID 471 - Professional Practice I: Office Practice
ID 481 - Environmental Design III: Energy & Systems
ID 491 - Interior Design Studio II

COURSE OBJECTIVES:

Upon completion of this course, the student will be able to:

1. Understand various facility types and their backgrounds in USA and World
   history. (Restaurant, small boutique hotel, museum, salon, commercial shops).
   Research will be done for special lighting concepts and effects and the design of
   custom cabinetry.

2. Program for various interior space typologies. Questionnaires will be developed
   as a growth from ID 251 and they will be applied in the case of interviews with
   client/users. Facility programs will be completed itemizing spaces, personnel,
   functions, furnishings, square footages and relationships.

3. Space plan and develop blocking based on researched information.

4. Complete preliminary designs with dual emphasis on a) spatial relationships and
   b) furnishings (both custom and purchased), finishes, light and application of
   selected color palettes.

5. Develop a concept statement and apply that statement to a design process.

6. Prepare a report on a selected company and complete research of that company
   as to: a) overall philosophy b) product lines c) method of delivery (i.e. physical
   stores or internet or both) d) future growth patterns.
7. Work within the parameters of design development with related preliminary plans and cabinetry details and appropriate schedules. A joint venture project between ID 272 and ID 392 will be completed with the design component being developed and presented in ID 392, and the details and contract documents developed in ID 272.

8. Create boards and models to represent the design solutions, plans, interior perspective sketches, finished renderings, sample selections, custom and selected manufactured furniture, and other drawings needed to explain the intent of the design will be developed and verbally presented.

9. Work with special issues of adaptive reuse, environmental considerations, and sustainable design issues wherever possible and applicable.

10. Take on site visits to various building typologies and commercial store typologies and apply that observed knowledge to their design process.

11. Apply such store planning principles as Layering and Merchandising, as well as be able to understand traffic patterns within a commercial store, understand aisle configurations, and various planning typologies of stores (i.e. open plan, center core plan, loop plan, linear plan, cluster plan, free flow plan).

**TOPICAL OUTLINE:**

<table>
<thead>
<tr>
<th>Topics</th>
<th>Percentages of Time</th>
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<tbody>
<tr>
<td>I. Design Methods</td>
<td>20%</td>
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<tr>
<td>II. Corporate Research and Analysis</td>
<td>10%</td>
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<tr>
<td>III. Programming</td>
<td>15%</td>
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<tr>
<td>IV. Design Research</td>
<td>10%</td>
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<tr>
<td>V. Formative Ideas</td>
<td>20%</td>
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<tr>
<td>VI. Presentation and Material/Finish Selections</td>
<td>25%</td>
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</tbody>
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**TEXTBOOKS:**

**Required:**

Recommended:
