Module Overview

This is a 3 week course for students of all levels and experience interested in interior design. Through a structured method of problem solving and unique thinking, this highly structured course begins by analysing existing interiors, retail spaces, restaurants and bars in London. You will learn how to 'read' an interior. After the design project brief is given, the course will involve a mix of creative exercises and workshops. This will lead you through the basics of interior design as well as the fundamentals of the design process to completing a finished project. We have a ‘hands on’ and practical approach to the design process. Design for us, is all about thinking through making and doing. The course provides you with a structure where creative ideas, drawing techniques (both technical skills and sketch visualisation) and model making enable you to be confident when presenting your ideas. The course will provide you with high quality and dynamic 2D and 3D work, which may be used in your portfolio, as well as demonstrating good practice in research through producing a dynamic sketchbook. You can expect an intense and challenging studio experience with fellow students from broad social and cultural backgrounds.

Class hours: 60 hours
Non-class hours: 15 hours
Course level: Open
Entry requirements: The course is for all levels of designers, from ambitious beginners with little design background to more established designers and architects.
Project Description

The major project will get you to think and question the nature of interior design. Ideas and concepts will be particularly important. You will be given a starting point and be shown how to deconstruct the idea in order to generate a function. The function will then determine the design for your final piece.

Aims

- Develop confidence to talk about interior design
- Experimentation in concepts
- Initial design development using photography
- Drawing techniques
- Model making techniques
- Clear presentation and communication of ideas

Learning Outcomes

- The ability to gather, analyse, and appropriately present information (Analysis, Research)
- An understanding of organisation, structure and detail (Subject Knowledge, Technical Competence)
- Ability to build knowledge and develop core skills in interior design (Subject Knowledge)
- Ability to produce imaginative and sophisticated final outcomes that have resulted from complex experimentation (Communication and Presentation, Experimentation)

Your learning outcomes will be assessed on your completion, participation and presentation of the following:

- Actively contributing in all discussions and workshops
- 1 large scale drawing
- Photography exercise
- Drawing exercises
- Model making workshops
- Keeping a record of everything produced during the 3 weeks
- Models presented for final show

Materials Required

- Tape measure (metal)
- Sketching pens
- Set square (adjustable is preferable)
- Masking tape
- Metal ruler
- Scissors
- Scale ruler
- Scalpels
- Compass
- Glue stick
- Erasers
- Digital Camera (or camera phone)
- Different grades of pencils
Tutors

Michelle Edwards is an interior and product designer, working in London and Germany. She has recently designed a restaurant and bar for Norman Cook in Brighton, as well as designed products for commercial lighting companies and furniture as one offs as well as commercial companies. She works within different types of media and has made several short films.

Michelle has extensive teaching experience having worked at Kingston University (amongst other colleges), from foundation through to degree level.

Pascal Anson is a three dimensional designer. He has worked across the discipline and has experience of building real and virtual spaces. His interior design work stretches from exhibition spaces to international airports. He has designed the British Airways commemorative livery for the London 2012 games, details of the commission can be seen at Pascal’s blog, ordinarymadeextraordinary.com.

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