

Ohio University
College of Fine Arts
School of Art + Design
Interior Architecture

Introduction to Design Process and Programming

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A Professional Design Process: Part 2

Once you know as much as is reasonably possible about the project site, client/user, program elements and requirements, presentation and deliverable requirements, and have identified/selected a point of view or methodology for your approach to the project, THEN the actual designing begins.

Designing, be it of interior environments and spaces, or objects within spaces, such as a reception desk, a light fixture, or a stair, usually involves the gradual development and accumulation of images and ideas that YOU bring to the project.

How do these images and ideas come into existence? What do these images and ideas address and present (show)?

Methods of Image Making include:

- sketching (in plan, section, elevation, axonometric, and perspective) with pencils, pens, markers, watercolor
- hard line (drafted) drawings (in plan, section, elevation, axonometric, and perspective) done using hand drawing tools, such as parallel bars, T squares, triangles, drafting pencils (lead holders).
- hard line (drafted) drawings done using computer software such as AutoCAD or Revit.
- three dimensional perspective drawings done by hand
- three dimensional perspective drawings done using computer software, such as Sketchup, Rhino, Form Z, Catia, 3-d Studio Max, Maya, Blender, and more.
- physical study (exploration) models
- physical finished (presentation) models
- materials boards that contain actual (or sometimes photographic) samples of the materials to be used to make, build, construct, or finish the surfaces and components of the project.

Methods of Idea Generation

research: into project type, history/precedents

sketching as exploration, 'ideating'

drafting as exploration, 'ideating'

making study models for exploration purposes, 'ideating'

looking at materials and their possible applications, in a resource/materials library, at product showrooms, at manufacturing facilities

Designers DO all of these things (and more) in the designing of objects and spaces.

Good designers do these things a LOT!

Carry a sketchbook with you ALWAYS. Write down things you encounter in your day that are, or could be, useful in your design thinking.

