

Contemporary Living
Ch 47: Designing a Living Space p. 686-698

Organizing Your Space



When planning your space ask yourself:

- How much space do I have?
- How do I want to organize the space?
- What do I already have that fits in the space?
- What activities do I plan to do in each space?



Get ideas for your space from: magazines, other friends houses, stores

Making a Floor Plan



Floor plan: a diagram that shows the main structural elements of a home or room



It helps you arrange your furniture (without moving it) and figure out what can fit where



Start by drawing the room to scale as if looking down on it from the ceiling

- Measure the room
- Include walls, doors, windows, and any other built in items like closets



Scale drawing: a given number of inches represents a given number of feet

- Usually $\frac{1}{4}$ inch (in) = 1 foot (ft)
- Use $\frac{1}{4}$ in graph paper. Each square represents 1 ft



Don't forget you need space to open closet doors and walk around furniture



Traffic patterns: the routes people use to move through a room or from one part of a home to another

- Think what you will have to walk around or in front of



Group furniture into different areas: ie for reading, studying, listening to music, playing cards, separate areas for each person

Using Design Elements Space



Large open spaces = a sense of freedom



Too much open space = an empty lonely place



Small spaces = cozy and protected



Too little space = feeling closed in, confined

Small spaces:

⇒ Use multifunctional pieces: 1 piece serves 2 uses

Large spaces:

⇒ Use sofas, area rugs, or large plants to separate the space into smaller areas

Line



Comes from windows, doorways, the edge of the floor



Horizontal lines: restful feelings, add width to room



Vertical lines: feelings of action, add height to room



Curved lines: grace and softness



Diagonal and zigzag lines: show excitement and movement

Form



The shape and structure of solid objects

- Ex bulky large pieces versus delicate skinny pieces



Choose pieces of furniture that match with the rest of the room

Texture



The appearance or feel of a surface

- Ex rough, bumpy, smooth



Soft fabrics = feelings of richness and comfort



Rough fabrics = feelings of outdoors, sturdy (will last forever or has been there forever)



Metal, Glass, & Stone = coldness



The way the light reflects off of different textures adds to the effect of the room too

Color



Warm colors: yellows, oranges, reds = positive energetic moods



Cool colors: blues and greens = a feeling of calm

- Make objects seem further away
- Makes a small room look larger



There is a psychology to color

- Ex. red makes people angry so it shouldn't be used in the kitchen

Using Design Principles



Proportion: The way one part of a design relates in size to another part and to the whole design

- Ex: a large object would be out of proportion with a small one



Balance: Giving equal weight to the spaces on both sides of an imaginary center line

- *Symmetrical balance:* objects on each side of imaginary line are the same
- *Asymmetrical balance:* objects are unmatched but appear to have equal visual weight



Rhythm: The regular repetition of line, shape, color, or texture

- Ex. hanging all pictures 2 ft apart and the same height



Emphasis: The technique of drawing attention where you want it



Unity: Feeling that all objects in the room belong together



Variety: Having different styles and materials to keep the room interesting

- Ex. You wouldn't want the wall paper rug and couch material to be the same

Furnishing Your Home



Prioritize: Think of your needs versus wants

- Ex. If you like to entertain you will need space for every one to sit at a large table and/or in a large living room

Choosing Furniture



New furniture:

- Expensive if made from quality materials and good construction

Save money:

- Particle-board (sawdust) or plywood (many thin boards) costs a lot less
- Buy furniture you have to put together yourself



Used furniture:

- You can try refinishing a piece yourself
- Put new fabric over the old fabric
- Test it out and look it over carefully for bad smells, stains, bugs, breaks, or rips



Unfinished furniture:

- Wood furniture that has not been stained or painted
- Lets you choose which color you want to use
- Costs less than new furniture

Using Accessories



Clocks, lamps, books, candles, pictures, flowers etc.











Use these to help your elements and principles of design work in your room









A less expensive way to dress up a room or change it often for variety

Choosing Appliances

-  Think about needs versus wants again
-  How long do you expect to use the appliance?
-  What features are important to you now? In 5-10 years? ie. when you are married and/or have children?
-  Read the consumer's report magazine on the product
-  Compare the price of the warranty with having it repaired or buying a new product
-  **Energy Guide label:** label on most major appliances which shows the estimated annual energy consumption of that model (p.696)
-  **Energy Star label:** a blue and green label that shows that a product meets government standards for energy efficiency
-  Compare appliances based on how much they will cost to use them in a year ie. electricity, gas, and/or water

Storage Solutions

-  Never store items you don't need or want or that are broken! It wastes time, energy, and money
-  Group similar items together
-  Store often-used items within easy reach
-  Keep some items visible in clear plastic containers
-  Take advantage of unused space such as the back of a door
-  Look for furniture with built-in storage such as a drawer built into the bed