



Kansas 4-H Interior Design and Architecture

Interior Design Focus | Color, Material, and Mood

Overview

Can you imagine a warm and cozy spot? Maybe it is in your home or at a friend's house. What makes this space feel so comforting? Plush pillows, warm soft light, is there a spot to relax just for you? Next, try to imagine an energetic and active space. This could be a public space at a museum you visited once. Ask yourself the same question, "What makes this space feel so lively and fun?" Vibrant colors and patterns, sunlight, is there open space for you to move around? Now that you have identified two different spaces you can begin to identify elements of each space and compare how they are different from one another to understand why they are unique.

Interior designers have a great capacity to influence the way we feel when we inhabit a space. In certain instances, this impact can be felt emotionally and physically, in other words, it can affect our **mood**. We are sensitive to our immediate environment, even if we don't always think about it directly.

Tools such as color, light, texture, pattern and form (the shape of something) can all be used to convey or stimulate such a response to a space. In this project you will have the chance to explore mood through the use of collage or diorama.

First, you will develop two imaginary interior rooms. Each room should start out with identical dimensions and features (doors, windows, etc.). The function of the room can be up to you (bedroom, art studio, coffee shop, etc.), but should be the same for both of your rooms.

For each space, you will create a feeling or mood for the occupants of the space while utilizing color, light, texture, and pattern. The mood you create for one space should be in contrast to the second space. Comparing two moods or spaces can help you define each space just like you did at beginning of this overview.

Did You Know?

Did you know colors don't just affect your mood but can impact you physically. Studies have shown intense red can actually increase your heart rate and increase your blood pressure! Blue is calming and can reduce these reactions. (Oh, J., Lee, H., & Park, H., 2021)

What You Will Learn

- Design Fundamentals
- Color Theory
- Scale and Proportion
- Material Qualities (texture, translucency, etc.)
- Light
- Empathy and Imagination
- Conceptual Driver – Mood
- Making
- Writing/Reasoning
- Focal point

See It in Real Life!



Top: Stedelijk BASE, OMA
Baratto, R. (2021). *18 Exhibitions Design BY OMA*. Stedelijk BASE, [Collage provided by OMA]. <https://www.archdaily.com/917759/10-exhibitions-designed-by-oma>

Bottom: Knoll Celebrates Bauhaus, OMA.
Baratto, R. (2021). *18 Exhibitions Design BY OMA*. Knoll Celebrates Bauhaus, OMA. [Photography by Red Ernst]. <https://www.archdaily.com/917759/10-exhibitions-designed-by-oma>



Getting Started

Every good designer starts a project by identifying a **clear goal** for the project. Every decision they make regarding the design should be in support of the over arching goal. Start by choosing a pair of contrasting words from the list below or create your own pair of words to get started. These words will help you keep the mood you are trying to create in mind while exploring color, light, texture, patterns, and form.

- | | |
|---|--|
| Calm ○ ○ Energetic | Demure ○ ○ Dramatic |
| Small ○ ○ Large | Harmonious ○ ○ Contrasting |
| Introverted ○ ○ Extroverted | Retro ○ ○ Contemporary |
| Delicate ○ ○ Sturdy | Warm ○ ○ Cool |
| Muted ○ ○ Bright | Classical ○ ○ Modern |
| Vintage ○ ○ Futuristic | Fantastical ○ ○ Elegant |
| Soft ○ ○ Sharp | Natural ○ ○ Man-Made |

Materials You May Use

Base
Foamcore board
Cardstock
Paper
Colored
Magazines
Printed images
Colored cellophane
Foil
String, Twine, Wire
Fabric
Found materials
Paint, Marker, Colored Pencil
Pencil, Pen, Marker
Scissors
Glue
Rubber cement
Tacky glue

*feel free to use materials not listed

Once you have you have a pair of words you can begin thinking of ideas! Check out the Glossary for design tools to help support your ideas. The best way to begin is to plan out your ideas through drawing or modeling! You may choose to start by drawing a basic room interior in perspective. This perspective drawing can be the base drawing for each mood you portray with collage or you may use this base perspective drawing to plan out the layers of your diorama. Whatever your choice, always keep your goal in mind!

As you work, you may find that you need to remove or add things - that's okay! Enjoy the process and be open to ideas that reveal themselves. You will probably want to explore several options. Each time you create a new option, you will want to practice your craftsmanship. This means that your final collage or diorama should be free of dried glue or surface marks and be well constructed.

If you are seeking more of a challenge, you may want to pick up a Side Quest!

Side Quest!

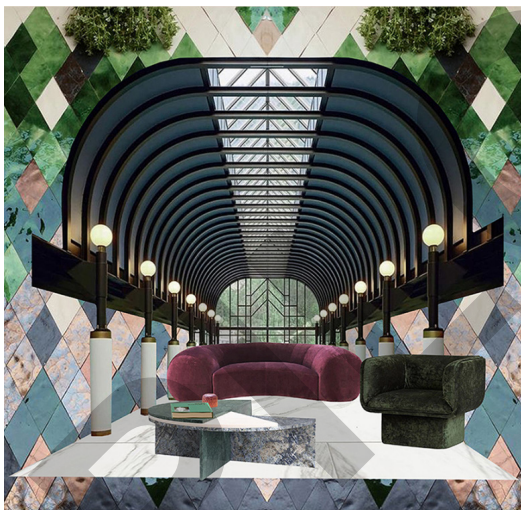
- Can you express lighting within your diorama or collage? Maybe one face of a wall or object is made with lighter paper than the other face or side? Is the back brighter or darker than the front? Could you show shadows? Maybe there could even be a real light shining on your work!
- Can you express two different moods using the same color? What other design strategies can communicate mood?



2D and 3D Representation of Ideas

Collage:

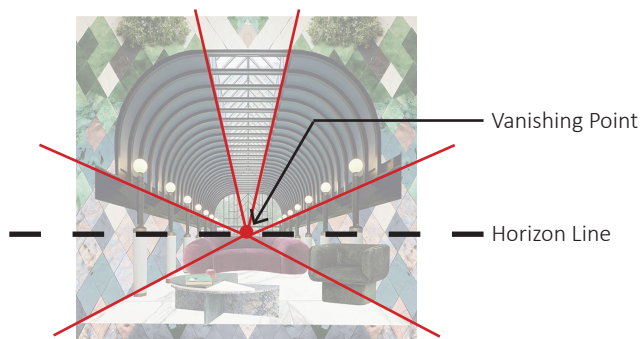
Collage can be a powerful tool to imagine the essence or Mood of a space, without too much worry toward the practicality or functionality of the space. This can also be a great time to investigate materiality, form, and color. Many prominent designers, such as Tatiana Bilbao, use collage as a free-flowing, preliminary inspirational tool to develop the conceptual nature of each design, before moving into the logistical development of the design.



Left: Barte, J. (2019). *Interior Design Collage Project* [Collage]. Behance. <https://www.behance.net/gallery/88430971/INTERIOR-DESIGN-COLLAGE-PROJECT>
Right: Barte, J. (2024). *Pipiriza Coffee Shop* [Collage]. Behance. <https://www.behance.net/gallery/202326743/>

Study the two collages above. Notice the use of color, pattern, texture and the shapes of the elements in the collage. There is intention behind each of these choices. What Mood do you think the designer is trying to express?

You may also notice that one of these spaces feels much longer than the other. This is due to the use of **Perspective** to create a sense of depth.



A one-point perspective image, such as the one on the left, uses a horizon line at our eye-level, and a vanishing point placed on the horizon line. Any line which is moving farther away from us goes toward the vanishing point.

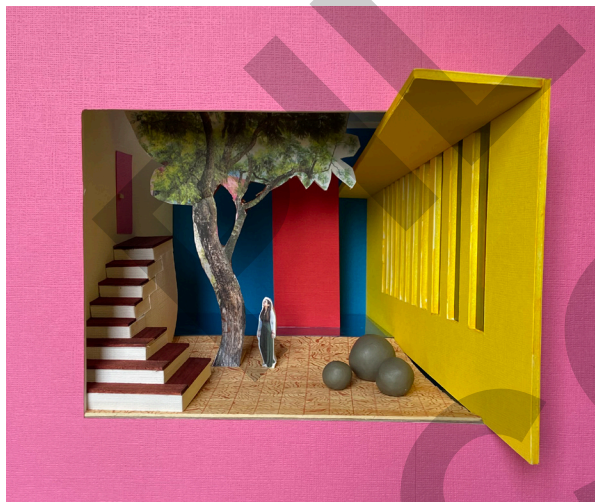


2D and 3D Representation of Ideas

Diorama:

Diorama will act as a 3-Dimensional Model of collage.

For each room, find 2 boxes or similar containers with a maximum dimension of length: 12" x height: 10" x depth: 8". Remember that your two rooms need to be the same dimensions. Establish a **background, middle ground, and foreground** to your diorama. Typically, the more layers you use, the more successful the outcome as you begin to create depth. You can use rigid materials like cardboard or cardstock to adhere your layers. Use openings in your container to experiment with the effect of light in your space. Don't worry too much about the functionality of the space, focus on selecting materials and colors to create the mood or essence of the space. Be ready to support your choices with solid reasoning in the description of your design intent.



KSU Student Diorama Examples

Left: Brookshire, M. (2022). *KSU ENVD Exercise 7: Diorama Precedent* [Diorama]. Retrieved from ENVD class repository for APDesign, Kansas State University.

Right: Branson, C. (2022). *KSU ENVD Exercise 7: Diorama Precedent* [Diorama]. Retrieved from ENVD class repository for APDesign, Kansas State University.

Did You Know?

When certain colors are placed next to each other they can give the appearance they are vibrating! Examples include a heavily saturated red and lime green or sky blue and yellow. Keep an eye out for these striking color combinations or check out this link to a vibrating color generator: <https://labs.hoppn.com/tools/vibrating-colors-generator>



Deliverables

Option 1: Presentation Board to include the following:

1. Two Collages – one for each space demonstrating contrasting Moods. Each Collage must be on it's own page. Page size maximum is 11" x 17".
2. For each Collage, write a brief description of your Design Intent. Use the design prompts below to help you get started. Include research or inspiration imagery that helped you to craft your space. Keep you short description between 1-3 paragraphs. You may also include any supplementary information you deem necessary to the understanding of your space (additional drawings, etc.)

Option 3: Exhibit - include the following:

1. Two Diorama Models – one for each space demonstrating contrasting Moods - Each diorama will act as a 3-dimensional version of the collage. Keep dioramas small with a maximum dimension of length: 12" x height: 10" x depth: 8"
2. For each Diorama, write a brief description of your Design Intent. Use the design prompts below to help you get started. Include research or inspiration imagery that helped you to craft your space. Keep you short description between 1-3 paragraphs. You may also include any supplementary information you deem necessary to the understanding of your space (additional drawings, etc.)

Design Intent Prompts

- » What is the Mood you are trying to convey?
- » How do your color choices help to emphasize the Mood? Be specific – include color scheme, hues, and color associations
- » What textures or patterns did you include? How are they helping to emphasize the Mood?
- » How are you using light to emphasize the Mood of the space?
- » Are there any other features that you included that help to emphasize the Mood? (furniture, shapes/forms, etc.)

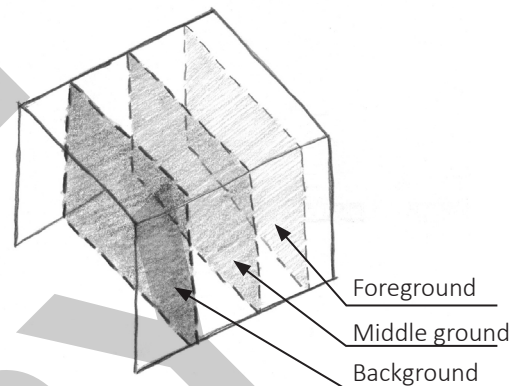


Glossary of Fundamental Design Vocabulary

Mood: A feeling or state of being.

Depth: An understanding of objects being 3-dimensional and layered within space.

- *Foreground* - The part of the collage or diorama that appears closest to the viewer. Typically, things closer to us in the foreground appear larger than what is in the mid-ground and background.
- *Middle ground* - The part of the collage or diorama that appears to be between the foreground and background. Often times, this is where the focus of the composition resides. Use this area to establish visual depth of the composition.
- *Background* - The part of the collage or diorama that appears to be farthest away from the viewer. A good background will not draw the eye but instead enhance and complement what is happening in the mid-ground. Objects in the background tend to appear smaller than those in the foreground and midground and often have less clarity the farther away they are.

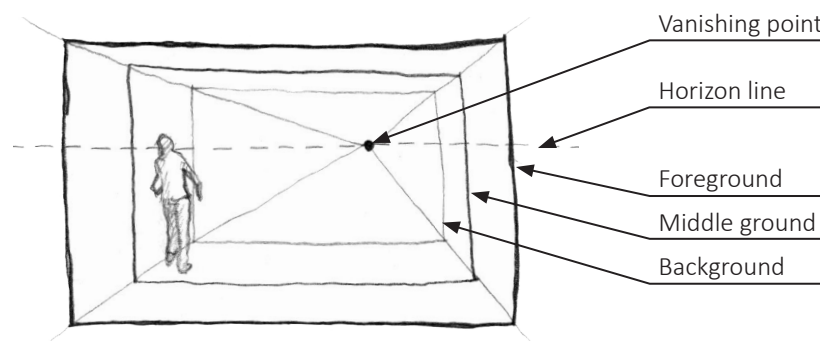


Advancing: An element that appears to be coming toward you in an image. This can be done using color and value alone.

Receding: A element that appears to be going away from you in an image. This can be done using color and value alone.

Perspective: A 2-dimensional drawing that conveys a realistic view with perceived depth. Perspective drawings are not measurable as lengths shrink as the approach the vanishing point.

- *Horizon line* - The line in which the ground and the sky meet. The horizon line will always be at eye level with the viewer.
- *Vanishing point* - The vanishing point is the point in which all lines converge. The vanishing point is always on the horizon line.





Glossary of Fundamental Design Vocabulary Continued

Hue: The color itself. Ex./ Red, Orange, etc.

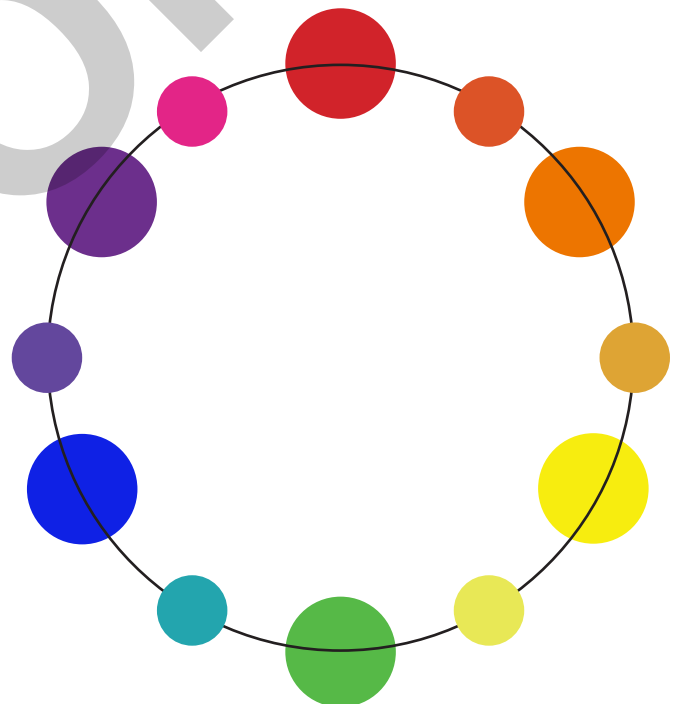
Value: Describes the lightness or darkness of a Hue. For instance, when we add white to the Hue of Red, it becomes lighter. When we add black to the Hue of Red, it becomes darker.

Saturation: Describes the intensity of the Hue. When we add grey to the Hue of Red, it dulls the intensity of that Hue. A Hue with no grey added is said to be at full Saturation.



Color Wheel: A color wheel is a tool that shows us the relationship between colors. This tool will help you define your color schemes for your spaces.

- *Primary Colors* - These colors are spaced equally apart on the color wheel. A primary color cannot be made by mixing other colors. These colors are red, blue, and yellow.
- *Secondary Colors* - These colors are spaced in between the primary colors on the color wheel and are made by mixing the two primary colors next to them. These colors are green, orange, and purple. For instance, by mixing red and yellow, you get orange.
- *Warm Colors* - The color wheel can be divided in half to give us warm colors. These colors tend to be reds, oranges, and yellows.
- *Cool Colors* - The other half of the color wheel can be considered “cool”. These colors tend to be greens, blues, and purples.





Glossary of Fundamental Design Vocabulary Continued

Color Schemes: A color scheme is a grouping of colors that work well together based on their position on the color wheel. There are many types of color schemes which can be broken down into two overarching themes:

Harmonious Schemes: This type of scheme uses color groupings that create cohesion and unity when used together. There are two schemes that can be used to create this effect.

- *Monochromatic* - Uses one hue or color, concentrating on the expression of value in the Hue

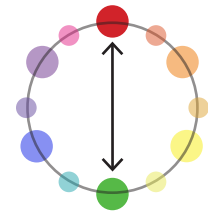


- *Analogous* - Uses 3-4 hues or colors which are directly next to each other on the color wheel.



Contrasting Schemes: This type of scheme uses color grouping which highly contrast each other and can be used to highlight or emphasize certain elements in a design. There are several schemes that can be used to create this effect.

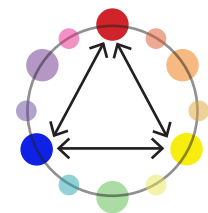
- *Complimentary* - Uses two hues or colors directly across from each other on the color wheel.



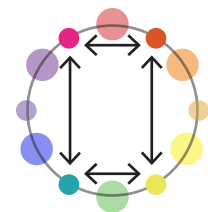
- *Split Complimentary* - A variation of the complimentary scheme. Uses one main color plus the two colors adjacent to its complement.



- *Triadic* - Uses three colors or hues which are equidistant from each other on the color wheel, forming a triangle.



- *Tetradic* - Uses 4 hues or colors which are equidistant from each other on the color wheel, creating a square or a diamond shape.





Additional Resources

Dezeen - <https://www.dezeen.com/tag/mazes/>

Center for Architecture - <https://www.centerforarchitecture.org/k-12/resources/design-a-marble-maze-using-scrap-cardboard/>

ArchDaily - <https://www.archdaily.com/>

- *How Colors Change the Perception of Interior Spaces* - <https://www.archdaily.com/935067/how-colors-change-the-perception-of-interior-spaces/5e618a076ee67e0a1800014c-how-colors-change-the-perception-of-interior-spaces-photo>

Vibrating Color Generator - <https://labs.hoppn.com/tools/vibrating-colors-generator>

References

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Barte, J. (2024). *Pipiriza Coffee Shop* [Collage]. Behance. <https://www.behance.net/gallery/202326743/>

Oh, J., Lee, H., & Park, H. (2021). *Effects on Heart Rate Variability of Stress Level Responses to the Properties of Indoor Environmental Colors: A Preliminary Study*. *International journal of environmental research and public health*, 18(17), 9136. <https://doi.org/10.3390/ijerph18179136>