The practice of interior design relates to architecture on the one hand and to industrial design on the other.
Interior design

The aim of the course is to develop awareness and skills ranging from:
• design within buildings
• furniture design,

and could be defined as the creative problem-solving process applied to the practical solution of three-dimensional problems, primarily within the environment of buildings.
Interior design is applied in buildings such as:

**Entertainment:** Bars, Clubs, Casinos, Cafés, Restaurants, Etc.

**Retail:** Chain stores, Boutique Stores, Shopping malls, Shops for: Clothing, Shoes, Stationary, Music, Hair salons

**Health:** Hospitals, Clinics, Spa’s, Dentists offices, Doctors offices, Gym & Recreational centres

**Hospitality:** Hotels, Motels, Guest houses

**Etc.:** Exhibition Stands, Set-stages, Theatre & movie sets, Furniture Design
Scope of the work:

- Client briefing
- Site survey or plans from architect
- Design (layout, space, furniture, fittings and signage)
- Presentation: verbal, drawings, fly-through’s
- Samples and models
- Quotes and contracts
- Buying and sourcing of materials
- Working drawings
- Project management
- Hand-over to client
Career opportunities:

- Interior design firms
- Architecture firms
- Shop fitting firms
- Retail groups – ‘Woolworths’
- Furniture manufacturers
- Interior design shops
- Suppliers of furniture
INTERIOR DESIGN - COURSE PRESENTATION
CAPE PENINSULA UNIVERSITY OF TECHNOLOGY

FOUNDATION - ECP

DIPLOMA - 3 YEARS

BTECH
1 YEAR FULL TIME
2 YEARS PART TIME

MASTERS
2 YEARS FULL-TIME

“I THINK THE BIGGEST DESIGN PROJECT ANYONE CAN HAVE IS THEIR OWN LIFE.”

JESSI ARINGTON, DESIGNER
FIRST YEAR - COURSE OUTLINE

**DESIGN STUDIES 1**  
[DST 101S / DSN 11SX]

**DRAWING FOR DESIGN 1**  
[DRA 101S / DRD 11SX]  
(presentation methods)

**TECHNICAL DRAWINGS**  
**COLOUR THEORY**  
**PERSPECTIVE DRAWING**

**DESIGN TECHNOLOGY 1**  
[DET 100S / DET 11SX]

**CONSTRUCTION TECHNOLOGY**  
**MATERIALS AND FINISHES**  
**BUILDING SERVICES**

**PROFESSIONAL DESIGN PRACTICE 1**  
[PDP 100S / PDP 11SX]

**HISTORY OF ART AND DESIGN 1**  
[HIA 100S / HIA 11SX]
SECOND YEAR - COURSE OUTLINE

INTERIOR DESIGN 2 [ITD 200S]

PRESENTATION METHODS 2
[PSM 200S]
(Drawing for design)

DESIGN TECHNOLOGY 2
[DET 200S]

PROFESSIONAL DESIGN PRACTICE 2 [PDP 200S]

DESIGN THEORY 2 (History)
[DEY 200S]

CONSTRUCTION TECHNOLOGY

MATERIALS & FINISHES

BUILDING SERVICES
### Third Year - Course Outline

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<td>Internship at a Professional Practice</td>
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Areas covered in course:

- **Furniture** (chairs, tables, lights, trolleys, etc.)
- **Hospitality** (hotels, restaurants, bars, deli’s...)
- **Transport** (bus-, airport-, train terminals)
- **Entertainment** (nightclubs, sport & recreation, sets...)
- **Corporate Interiors** (offices, showrooms)
- **Residential** (house conversions, lofts...)
- **Exhibitions** (museums, galleries, events...)
- **Competition**
- **Tourism** (lodges, visitor’s centre, info centre...)
- **Health** (clinics, spa’s...)
- **Commercial Interiors**
- **Retail**: (clothing, shoes, jewelry, etc.)
- **Services**: (hair salons, cell phones, internet, etc.)
Examples of work: Jewellery store
Examples of work: Cafeteria
Examples of work: Education Building
Examples of work:
Freehand perspectives
Examples of work: Residential apartment
Btech Year - Course Outline

- **INTERIOR DESIGN 4 [ITD 400S]**
- **PRESENTATION METHODS 4 [PSM 400S]**
- **DESIGN TECHNOLOGY 4 [DET 400S]**
- **PROFESSIONAL DESIGN PRACTICE 4 [PDP 400S]**
- **DESIGN THEORY 4 [DEY 400S]**
Example of precedent study required for Btech:

Delaire Wine Estate Franschhoek - by David Collins
Local precedents for Btech: Delaire Wine Estate Franschhoek - David Collins
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Local precedents for Btech: Delaire Wine Estate Franschhoek - David Collins
Btech Year - Course Overview

The designer is required to integrate:

1. The selection of colours and materials and finishes that appropriately convey the design concept, and that meet the socio-psychological, the necessary functional, interior longevity and optimal performance of all specified materials and finishes.

2. The selection and specification of furniture and fixtures, including layout drawings and detailed product description; and provision of all contract documentation that facilitate pricing, procurement and installation of specified items.

3. The provision of project management services, including preparation of project budgets and schedules.

4. The preparation of all construction drawings i.e. plans, elevations, details and specifications. Included should be reflected ceiling plans and lighting designs; materials and finishes; and furniture layouts.

5. The preparation of construction documents that adhere to the National Building Regulations, the regional building and fire codes, municipal codes, and any other jurisdictional statutes, regulations and guidelines applicable to the interior space.

6. The coordination and collaboration with other design professionals who may be retained to provide consulting services, including but not limited to architects; structural, mechanical and electrical engineers, and various specialty consultants.

7. The compilation of the 3 books required for the dissertation:
   1. Book 1: The research proposal
   2. Book 2: The design process and development
Studio culture — We have a lively studio culture, where students are encouraged ...
... to think, breath and live design, so that they leave as competent & confident designers.
To become an Interior designer:

Do you have the following?

- School subjects:
  - HL4, FAL3, AE, M2 or ML5
- A minimum of a D aggregate (50%)
- Be able to draw freehand
- Communicate in English

Then....
Summary of the entrance portfolio requirements:

- An essay about design with a picture of the design
- A pencil drawing of two man-made objects, drawn from life.
- A colour composition using the letters in your name.
- A study of a clothed human figure performing a task.
- A drawing of an interior space, i.e. a room containing at least 3 items of furniture.
- A cardboard model of a chair of your own design.
- Design a work station (i.e. working area) for a hobby of your choice.
- Draw a view of the interior of any large public space or a view looking down the main shopping street of your town.
1. An essay about design with a picture of the design

A GOOD DESIGN

An essay by [Name]

"Less is more." A quote by Mies van der Rohe (architect)

If I was to say that the building is beautiful merely by looking at it, then I would base my opinion purely on taste, and I have realized that our taste of almost any object is very much influenced by our surroundings and not necessarily unique. That is why I have looked at the form, texture, scale, style, colour and light to be specific, but more importantly, objective concerning my opinion.

I have never been inside the building, but there is no denying its immediate presence. It has a language of its own, and it has a lot to say. The materials are well chosen, but the use of those materials is one of the reasons that this building is such a good design. It opens up a line of communication between its maker and the viewer that is more effective than the levels of communication achieved by the use of words.

"Form follows function" - Louis Sullivan (American architect). The form of the building was skillfully designed to be simplistic without losing its character. It is not overwhelming, but fits in appropriately with its surroundings (it being next to the sea).

The building is in scale amongst its neighbour flats. It is clear to see that the building is divided into two unequal parts. It is not monotonous but leads the eye across the whole building, making the viewer aware of its prominent occurrence.
The texture of the building has been meticulously handled. Even though the surface is generally smooth (the windows, wooden tiles). The windows reflect light, giving it a mirror effect. At the bottom, wooden tiles were chosen, giving it a matte effect, creating variety. It is not over textured, this way the dominant texture is not overbearing in comparison to the other textures.
The colours are white, beige and slightly tinted windows. They are neutral colours, withstanding the test of fashion. The quality of the colours is well intended and expertly used, but it is the light and the emphasis it puts on the shadow and darkness, which make the building come to life. At night, the lights in the penthouse illuminate a soft purple colour, making it difficult for the viewer to ignore its brilliance.
The style is the qualitative expression of the building. It is influenced by the thoughts, arts, science and literature of today's era. The style should not be confused with fashion. Style withstands time and fashion does not. The stylistic development is important in the design and function of the building. It speaks of luxury and excellence. To say it is sublime would be an overstatement, but to say it comes close would not.

All the aspects that I have mentioned (colour, style, etc.) are all integrated and one cannot function without the other. It is the fundamentals of design and which makes an object or building a good design, as you can see.
2. A pencil drawing of two man-made objects, drawn from life.
3. A colour composition using the letters in your name.
4. A study of a clothed human figure performing a task.
5. A drawing of an interior space, i.e. a room containing at least 3 items of furniture.
6. A cardboard model of a chair of your own design.
7. Design a work station (i.e. working area) for a hobby of your choice.
8. Draw a view of the interior of any large public space or a view looking down the main shopping street of your town.
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