



INTERIOR DESIGN

Have you ever walked into a room and instantly felt comfortable? That you understood the theme and context, and therefore the expectations of how you should act in that space? An interior designer's role is to approach space with the user's experience in mind. It's all about understanding what is needed from specific spaces and how they can communicate subtle messages to relax, focus, or energise the key-users.

Over a period of 8 sessions you'll have direct access to a Learning Mentor to assist you through every step of your creative journey. Your mentor comes with a wealth of experience and can offer real world examples and guidance with all components of the course. In a highly supported environment, you'll learn the fundamentals and key principles of Interior Design, gain hands-on skills and learn how to apply it to any industry.



POINTS OF INTEREST

- We'll look at how you conceptualise through moodboards and 3D models. Explore spatial planning through bubble diagrams, orthographic and perspective drawing. Understand scale and how we can affect all the human senses through design.
- We'll investigate the above while also learning the basics of SketchUp. This is a 3D modeling program, perfect for evaluating and designing space and the objects within it.

TOPICS COVERED

- SketchUp basics
- Design process
- Elements and principles of design
- Concept journaling
- Mood boards
- Drawing for senses
- Model making
- Orthographic drawing
- Perspective drawing
- Design plans and documentation

**Upskill and
expand your skill
set with a fully
flexible course.**



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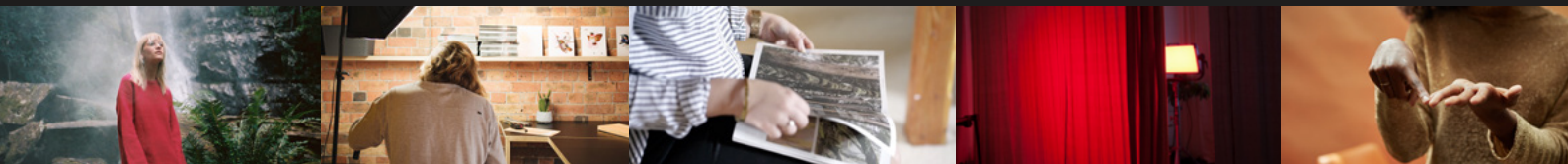
Self-Paced



Start
Whenever



Personal
Mentor



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