



INTERIOR DESIGN

室内设计

专业学习咨询热线
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INTERIOR DESIGN

室内设计

室内设计专业学习的是在一个建筑环境下，围绕结合建筑与设计这两者之间的内容而展开的课程。而重点则放在在有限的所给环境中人类的交流活动。本课程为所有想成为职业室内设计师的学生们提供了一系列的强化培训与课程。重点课程放在空间设计，创意与问题解决，交流技巧与建筑材料知识，建筑构造知识，电脑辅助绘图设计及室内设计历史讲解。

Interior design encompasses the study of both architectural and design content within a built environment, while focusing on the human interface within a given space. This course provides intensive training for students to become professional interior designers. Emphasis is placed on space planning, creative problem-solving, communication skills and knowledge of building materials, construction, computer-aided drafting and the history of design.

专业课程

- 室内设计原则与理论
- 徒手绘画
- 建筑制图
- 室内色彩应用
- 电脑绘图技能
- 文化研究
- 创意与概念发展
- 二维计算机辅助设计
- 演示制图 1/2
- 室内建材与饰面材料学
- 三维计算机辅助设计
- 建筑技术与结构
- 设计工作室 1/2/3/4
- 建筑研究 1/2
- 家具历史、设计和应用
- 电脑渲染和动画
- 环境照明
- 预算、成本核算和文件编制
- 作品集
- 专业实践
- 学术研究与沟通技巧
- 实习

Course Modules

- Interior Design Principles and Theory
- Freehand Drawing
- Architectural Drafting
- Interior Colour Application
- Computer Graphic Skills
- Cultural Studies
- Creativity and Concept Development
- 2D Computer-Aided-Drawing
- Presentation Drawing 1/2
- Interior Materials & Finishes
- 3D Computer-Aided-Drawing/REVIT
- Building Technology and Construction
- Design Studio 1/2/3/4
- Construction Studies 1/2
- Furniture History, Design and Application
- Computer Rendering and Animation
- Environmental Lighting
- Budget, Costing and Documentation
- Portfolio
- Professional Practice
- ARCS
- Industrial Attachment



全球零售业巨头麦德龙为莱佛士学院室内设计系独家举办家具设计比赛，并在欧洲麦德龙商场销售获奖学生作品。图为麦德龙中国总裁 Uwe Hoelzer 先生（左）为获得一等奖的学生刘梓华（中）颁奖。

Retailing tycoon Metro held an outdoor furniture design competition exclusively for Raffles Interior Design students. The winners' designs were manufactured and sold in Metro's malls across Europe in the summer of 2014. Metro China District CEO Uwe Hoelzer (on the left) hands the award to first prize winner Liu Zihua (in the middle).



课程介绍

室内设计原则与理论

学生们将学习室内设计所需的历史、设计原理及专业技巧。并研究使用三维模型、不同材料进行的抽象设计及室内设计中的概念应用原理。

室内色彩应用

学生会了解有关室内设计中色彩的历史和心理学。学习如何制作色轮，加白、加灰、加黑以及对不同形状和色彩所产生的视觉效果进行研究。同时，学生们还学习用线，点，形状，立体的不同组合创造出不同的效果。

徒手绘画

本课程培养学生使用徒手绘画表达设计理念并使学生熟悉各种素描和透视图的技巧，从而进一步有效沟通设计理念。鼓励学生们用不同的透视图技巧和艺术媒介进行探索和尝试。

创意与概念发展

该课程将展示给同学们不同的创意技巧及解决实际问题的具体方法。学生们通过学习能够对“概念”、“创意过程”、“时间管理”、“调查和分析”、“小组和个人研究”和问题重要性陈述有一定了解。

学生们将会学习使用不同的创意技巧及经典的头脑风暴和头脑地图等方法。在解决实际设计问题的同时能够熟悉创意过程。此外，还能运用所学知识完成基本的视觉创意，达到交流的目的。通过一系列的作品，每一位同学都能够学会在美学理论指导下，展示出工作进度和创意方向。

建筑制图

本课程中，学生们将学习如何运用建筑制图及图例来表达设计思想。

二维计算机辅助设计

学生将学习画图工具 Auto CAD(微机绘图软件)。同时理解如何运用正确设置，命令工具和修改工具进行绘制技术图纸，比如平面图、正面图、截面图以及其它细节。

室内建材与饰面材料学

同学们将了解并识别住宅、商业项目所使用的不同材料与成品。本课程内容包括让学生了解与材料有关的生态化可持续问题。

三维计算机辅助设计 REVIT

本课程教授学生使用 3D 微软绘图软件和 REVIT(建筑业 BIM 体系中使用最广泛的软件之一)相关的知识和技能。学生将会学习到如何创建家具和室内共建的 3D 虚拟模型。本模块的知识和技能有助于学生创建专业的室内设计图和展板。

Key Module Description

Interior Design Principles and Theory

Students will be introduced to the history, design principles and professional skills required in Interior Design. Abstract Design using 3D models, different materials and concept application theory used in interior design will be explored.

Interior Colour Application

Students will learn to understand the history and psychology of color. They will learn to create a color wheel and study tints, tones and shades, do research into optical illusions of varying shapes and colors. They will learn to use different combinations of lines, dots, shapes and volume to create different effects.

Freehand Drawing

This course provides students with the skills to use freehand drawing as a mean to express design ideas and will familiarize students with a range of sketching and rendering techniques to further communicate these design thoughts effectively. Students are encouraged to explore and experiment with various rendering skills and art media.

Creativity and Concept Development

This module will show the student different creativity techniques and their use and applications in solving various design problems. Students will gain a familiarization with concept, creative process, time management, observation and analysis, group and individual research and the importance of a problem statement. Students will experience various creative techniques in use – Classic Brainstorming, Mind Mapping, etc. They will become familiar with the creative process as they explore practical design problems, thus developing necessary basic Creativity for visual communication. Through a series of projects, each student will produce work demonstrating a progression of thought and creative direction in line with authentic briefs.

Architectural Drafting

In this module, students will learn how to apply architectural drafting and graphic conventions to convey interior design ideas.

2D Computer-Aided Drawing

Students will be introduced to the 2-dimensional Auto-Cad software as a drafting tool. Students will learn how to apply the proper settings, command tools and modify tools to create technical drawings such as floor plans, elevations, sections and details.

Interior Materials and Finishes

Students will learn to understand and specify the different materials and finishes for residential and commercial projects. Understanding ecological sustainable issues relevant to materials will also be taught.

3D Computer-Aided Drawing/REVIT

This course will provide students with the knowledge and skills to use 3-dimensional Auto-Cad and Revit software. The student will learn how to create 3D virtual models of furniture and Interior spaces. The knowledge and skills attained in this module will help students to create professional interior design drawings and presentations.



课程介绍

建筑技术与结构

本课程研究建筑用的重型结构材料、成分及（管道）系统。并介绍室内设计师使用的建筑参数。

设计工作室 1/2/3/4

第一阶段课程教授学生基础知识和技能，从而具备分析并改善典型住宅区项目的室内空间。接下来会学习室内设计中空间和形状的抽象基本原则，原理和理论模块学习，学生将运用这些原理规划室内空间。

第二阶段课程教授学生相应知识和技能使其将相关的商业项目（如餐厅、店面，办公室）设计方案概念化。本课程至少开发 2 个课题 -- 高级餐厅设计和其特殊要求以及主题理念。店面设计，如商店环境、店面外观设计和推广、结合人体工程要求和办公室工作环境。

课程最终使学生具备专业知识和技能从而独立完成高级设计项目，如：展台、舞台、慈善机构或酒店设计。本课程旨在让学生通过分析具体项目标准和发展可行的设计方案，从而证明他们的专业室内设计能力。

电脑渲染和动画

本课程介绍 3D Studio Max，并讲授先进的渲染技巧及 Photoshop 后期处理。

环境照明

本课程教授学生与灯光设计相关的必要知识以及在实际室内的灯光运用。

预算、成本核算和文件编制

教授学生了解各种各样的建筑材料以及相应的价格，以控制不同项目的成本。同时，会涉及到与室内设计项目相关的合同分析。

专业实践

本课程的设置目的为：讲解室内设计实际工作中的基本要求，了解开办公司时遇到的各种问题。

实习

学生有机会获取现实社会中的实际工作经验和专业实践。同时，有助于学生建立联系，拓展人脉，获取行业技能以及得到全方位的训练。

作品集

本课程涉及作品集、商务名片及简历的制作。

学术论文研讨与沟通技巧

本课程使学生掌握沟通与调查技巧，其中的三个主要方面为：调查与分析、论文写作技巧及学术演讲技巧。

Key Module Description

Building Technology and Construction

This module examines heavy construction materials, components and systems for buildings. Architectural parameters for interior designers will also be introduced.

Design Studio 1/2/3/4

The first stage is to provide the students with knowledge and skills to be able to analyze and develop interior spaces for typical residential projects. Following the study of abstract fundamentals of space and form in Interior Design, Principles and Theory module, students will utilize these principles for the planning of interior spaces.

The next stage is to provide the students with knowledge and skills to conceptualize design solutions related to commercial projects (restaurant, retail and/or office). In this module a minimum of two projects will be developed – advanced restaurant design and their specialized requirements and thematic concepts; retail related subjects such as store environment, exterior store design and merchandising and or ergonomic requirements and office work environment.

Finally the course will provide the students with knowledge and skills to work independently to develop advanced design projects such as; exhibition, stage, institutional or hospitality. The module aims that students will be able to prove their capacities as interior designers by analyzing the criteria of specific projects and relating it coherently with a feasible design proposal.

Computer Rendering and Animation

This module provides an introduction to 3D Studio Max and teaches advanced rendering skills and effective layout in Photoshop.

Environmental Lighting

This course will provide students with the necessary knowledge related to lightning design and its use in the practice of interior lightning.

Budget, Costing and Documentation

Students will be taught to understand various building elements and their respective prices to control the cost of various projects. This will also involve an analysis of contracts related to interior design projects.

Professional Practice

The module is designed to address the fundamental requirements to set an interior design practice and to understand the various issues that you can encounter.

Industrial Attachment

Student will have the opportunity to gain real-world industry experiences and professional practices. It allows students to establish connections, develop useful contacts and gain industrial skills and an overall perspective of the discipline.

Portfolio

Students will learn how to create a successful portfolio, business cards and how to secure a job interview.

ARCS

This module prepares students in Communication and Research skills. The three main areas of focus are: Research and Analysis, Academic Writing Skills and Academic Presentation Skills.

