

BA (HONS) INTERIOR DESIGN ARCHITECTURE

It is our pleasure to welcome you to BA (Hons) Interior Design Architecture. The course teaching team look forward to meeting you in September when you begin your induction week with us. In this document you will find enclosed:

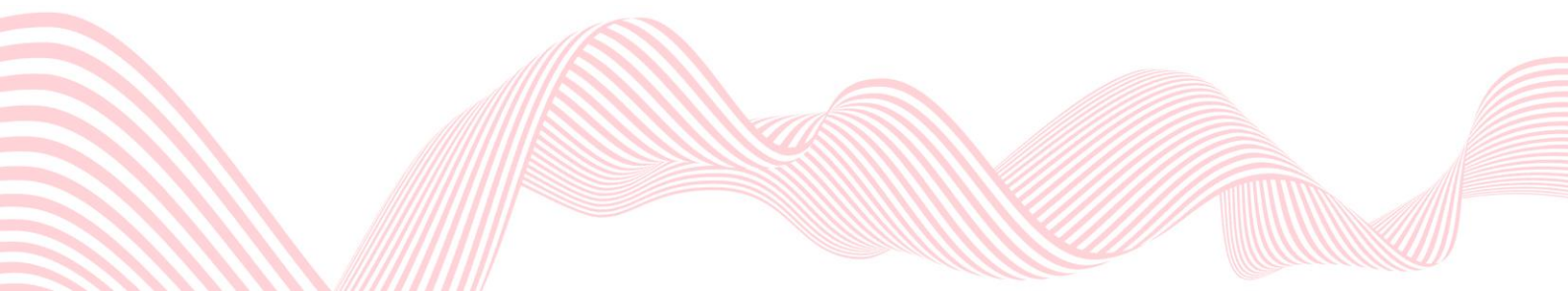
1. Recommended Starter Toolkit
2. Suggested materials and Reading list
3. Information for proposed residential and field trips for the year to allow you to budget and plan ahead
4. Summer Project

If you have any questions, please do not hesitate to contact me: **lydia.southwell@solent.ac.uk**.

In the meantime, we wish you all the best this summer and we all look forward to meeting you in the autumn.

Kind Regards

Lydia Southwell (Course Leader Interior Design Architecture)



RECOMMENDED STARTER TOOLKIT

As a student at Solent University, you will have access to a range of facilities. However, we always expect students to work on projects outside of university within your own time. We therefore recommend that all design students purchase/budget for an **initial basic toolkit** that can be added to and built upon as you progress throughout the course. However, you may be eligible for compulsory course costs in relation to materials, printing etc. (please see the university web page for more details).

The list on the next page indicates a range of tools, materials and equipment that you will find useful, and in some cases essential. It is recommended that you purchase at least the basics before starting the course. Some of the drawing equipment can be purchased online, or at cheaper outlets like the 'The Works' or 'The Range' at discounted prices.

NB: This list below is indicative only, highlighting what would be considered more essential initially. As you progress through the course you will want and need to source additional materials that relate specifically to your chosen pathway.

You will also need to budget for the materials that you will use through the design process, such as modelling materials and sketchbooks, as well as final large format presentation printing and modelling costs at the end of each module. The majority of these items can be produced in the university at reduced costs.

Recommended Items

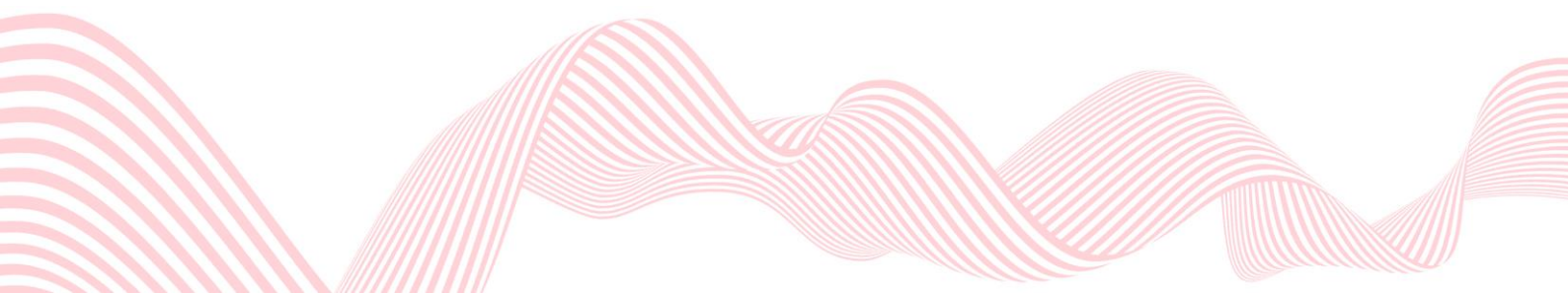
Item	Description	Check
A3 sketch book(s)	Personal preference (Seawhite Eco spiral sketchbook are a budget friendly recommendation) You can also order these from the University when you start at a discounted price.	
A3 layout paper	A3 pad (paper thickness 45-50gsm)	
Metric scale rule	1:10, 1:20, 1:50, 1:100, 1:1250 scales	
Metal rule	300mm minimum	
Tape measure	5m minimum	

Set-squares	30, 45 and 60 degrees	
Black fine liner pen set of 3 – 0.1, 0.5 and 1.0	Pigma Micron, Uni Pin, Pentel recommended	
Architectural markers	These can be expensive, but a small selection of colours / shades is very useful	
Colour fineliner set / fine felt tips		
2H mechanical pencil		
HB pencils (or selection set)		
Eraser and sharpener		
Scissors		
Scalpel/cutter with spare blades		
Metal square		
A3 cutting mat	This is ideal to designate a working space on your desk at home	
Masking tape x2		
Glue, various types	UHU, PVA, Stick	

Desirable Items

Item	Description	Check
Black A2 Portfolio Case		
Laser Measure		
Pocket colour wheel		
Colour fineliner set / fine felt tips		
Circle templates		
Pro markers / alcohol markers	In various shades	
Water colour paints		

Please note, there is a course fund that you might be able to apply for, so please keep all receipts.



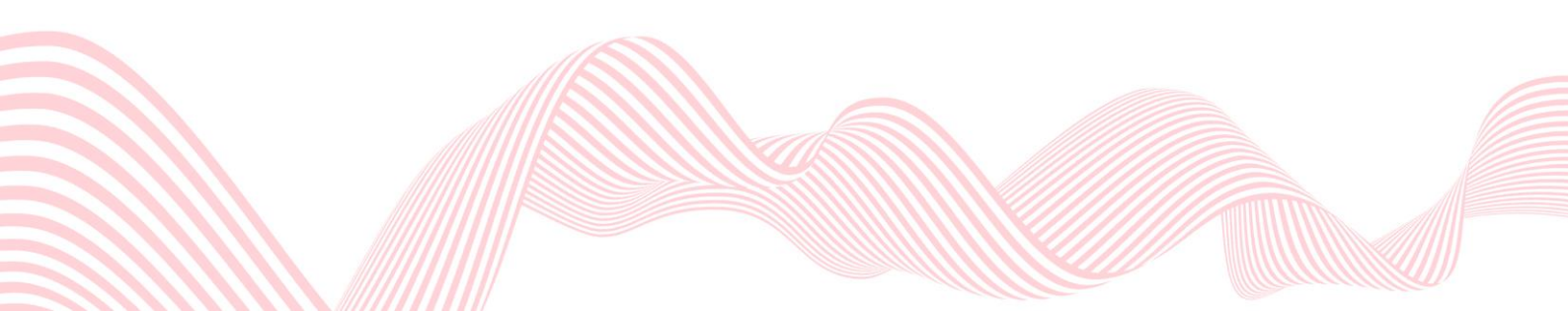
DESIRABLE:

During the course of the degree, having access to a **computer/laptop** will facilitate and enhance your studies and will certainly make your life easier. There are many computer specifications available on the market, so this decision is essentially a personal one. Students however will need a computer which is powerful, portable and compatible with many spatial design programs. Computers such as Apple Mac Book Pros are an expensive option, though the quality, durability and compatibility with the CAD software makes this a good choice. The Apple store does a good discount for students on both hardware and software. Please [click here](#) for more information. Though a good gaming computer is also a good option.

Due to the CAD software you will be using on the course, we strongly recommend using a mouse with your laptop. A relatively inexpensive Bluetooth mouse, by a brand such as Logitech, will suffice.

The software packages that you will mainly be using will be:

The Adobe Suite (including Photoshop, Indesign and possibly Illustrator), Microsoft Office Suite, Vectorworks, AutoDesk AutoCAD and Twinmotion. Whilst it is not essential that these are installed onto your computer, it would certainly be useful so that you are able to practice outside of sessions. You will be able to download some of the software for free, and you will be instructed by your Technical Instructor when you start the course. Though software that isn't free will be accessible on the university computers.



RECOMMENDED READING

We also have an extensive library at Solent University, so you will be able to have access this as well as other extra books that you will need to refer to.

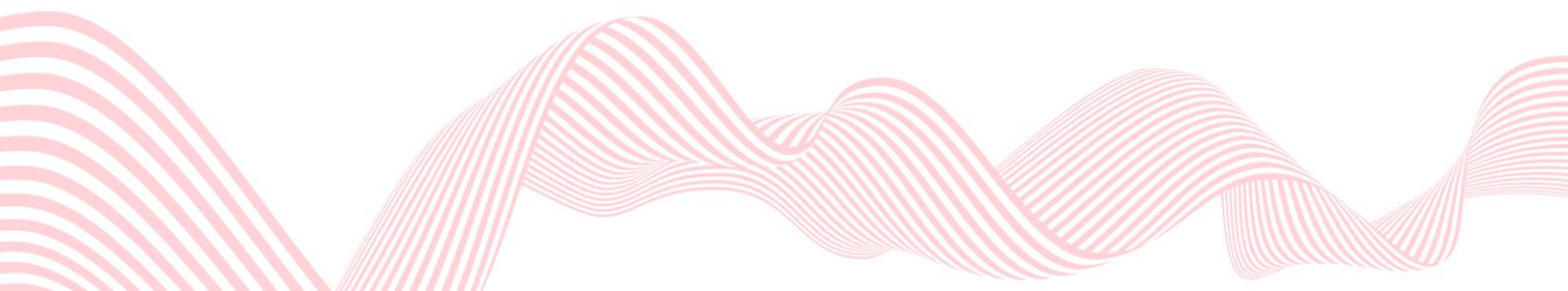
Essential:

- ***Interior Design Illustrated*** by Francis D Ching (2018)
- ***Spatial Strategies for Interior Design*** by Ian Higgins
- ***Drawing For Interior Design*** by Drew Plunkett (Portfolio Skills) (2014)

Suggested Reading:

Please don't feel you have to purchase these now they are additional reading if you are interested in learning about concepts and histories in interior design.

- ***Sustainability in Interior Design*** by Sian Moxon (2012)
- ***Key Interiors since 1900s*** by Graeme Brooker (2013)
- ***Inside Information: The defining concept of interior design*** by Ed Hollis and Sally Stone (2022)



PROPOSED RESIDENTIAL AND FIELD TRIPS 2026/27

We aim to add to your university experience by developing and enhancing your creative learning through a range of field and residential trips which we organise throughout the academic year. Potentially these could include Barcelona, Amsterdam or other European cities, and previous examples include Copenhagen, Milan, Venice, Berlin and Paris. Naturally this is reviewed each year though we to give you as much notice as possible in relation to any proposed field trips in the future and encourage students to save in preparation. We also have several local trips each year to visit museums, exhibitions, trade shows, case studies, and other relevant sites. There may be a small cost attached to these trips so please consider setting some money aside to cover any expenses.

To help you engage with design culture and the many wonderful design exhibitions, museums and artistic culture, we would encourage you to visit the suggestions below in person this summer. Where it is not possible to visit in person, you can access some of the digital resources below or your local museums/galleries/exhibitions. We want you to start building a sketch book full of creative references to help you understand and appreciate the field you are now entering.

Please see some of the suggestions below of places to visit this summer:

- **Tate Modern, London**
- **Design Museum, London**
- **British Museum, London**
- **Victoria & Albert Museum, London**

Please see the many links below for virtual museum tours around the world:

- **Virtual tour of Museum of Modern Art**
- **Royal Academy of Arts**
- **Virtual tour of the Musée d'Orsay**
- **Virtual tour of architect Sir John Moane's Museum**
- **Virtual tour of Dominion Office Building by Zaha Hadid Architects**
- **Virtual tour of Hauser & Wirth of various exhibitions**

SHORT SUMMER PROJECT: OBSERVING INTERIOR SPACES



Overview

The aim of this summer project is to develop your **observational and visual recording skills** as you prepare to begin your Interior Design Architecture course.

As part of this project, you will visit **an eatery of your choice** (such as a café, coffee shop, or restaurant) and carry out a focused observational study.

Your Task

You will record detailed information about the space by observing **how it is designed and how it is used**.

Using **drawings, photographs, and annotations**, respond to the following:

1. Location & Shopfront (The 'Face')

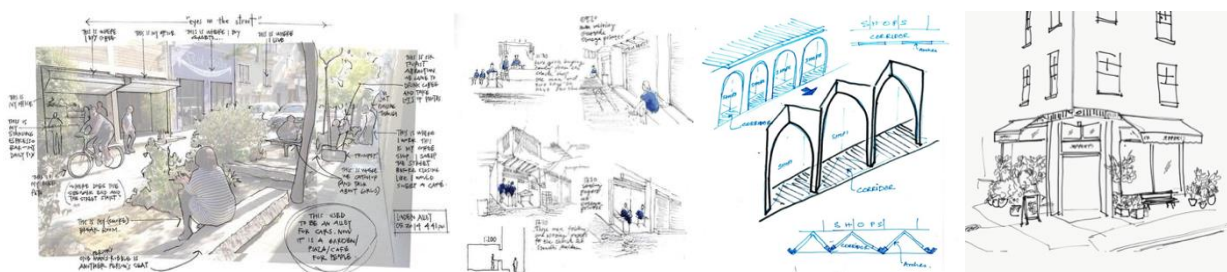
Observe the location and shopfront, and how the eatery presents itself to its surroundings.

1. Where is the eatery located (e.g., standalone on a high street or within a larger building such as a mall)?
2. How does the shopfront (façade) present itself to the street or mall atrium?
3. Does it feel open, inviting, or closed?

Type of visuals:

Location map + shopfront/façade (front view) sketches with annotations

Example of expected visuals:



2. Atmosphere

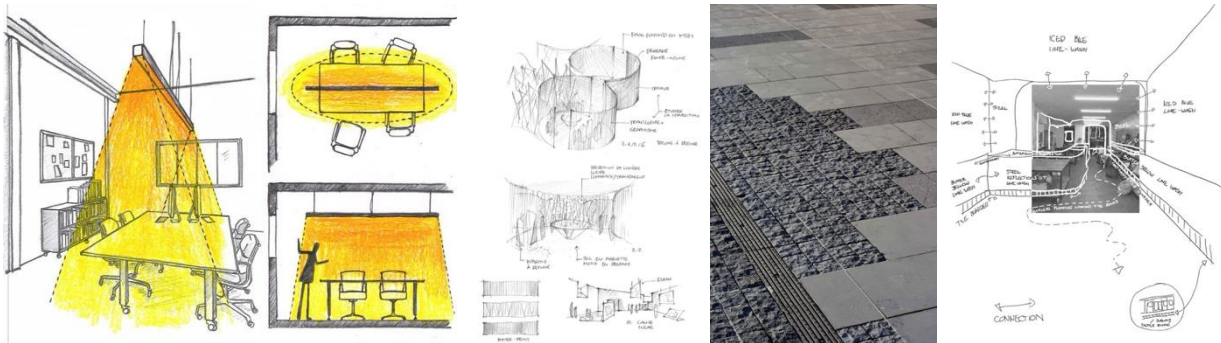
Record your experience of entering the space.

1. Do you notice a transition in atmosphere (e.g., light, sound, temperature, mood) from outside to inside?
2. What causes this change?
3. How would you describe it?
4. Observe all parts of the space, including the floor, ceiling, and walls.

Type of visuals:

Sketches or photos showing contrast, with annotations

Example of expected visuals:



3. Circulation & Accessibility

Map movement and circulation within the space.

1. Trace your journey from the entrance to key areas (e.g., seating, counter, toilets).
2. Is the circulation comfortable and efficient?
3. Can you easily find your way?

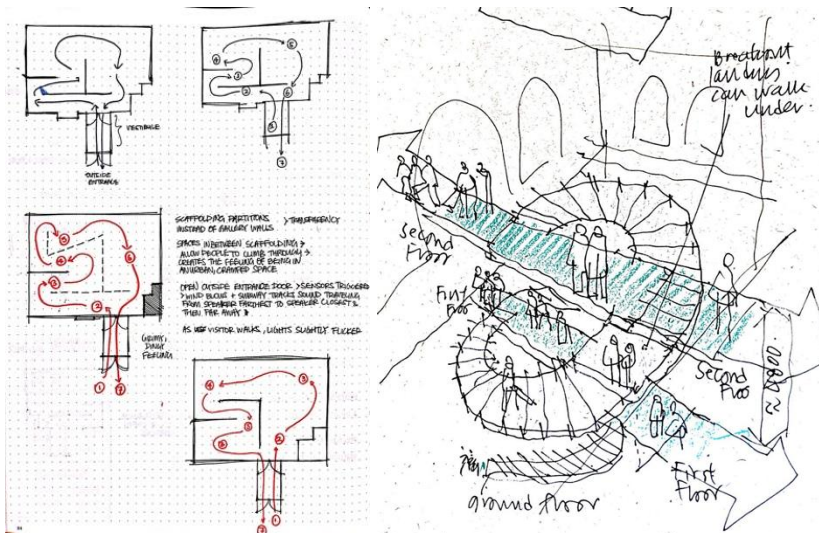
Consider accessibility:

1. How would the space work for someone with a buggy or wheelchair?
2. What could be improved to make it more accessible?

Type of visuals:

Simple floor plan with circulation lines for different users, supported by photos/sketches and brief notes

Example of expected visuals:



4. Activities & Use of Space

What activities take place in the space?

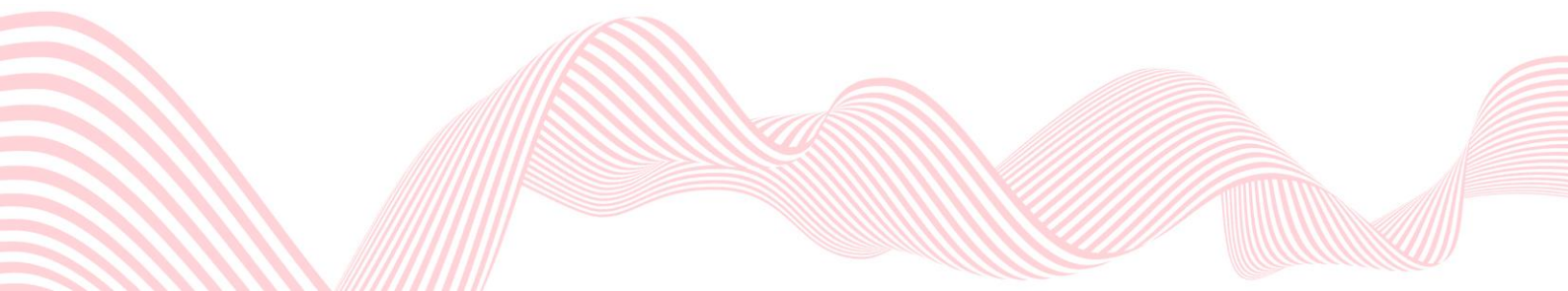
1. Are there any particular features that support these activities?
2. Where do different activities happen?

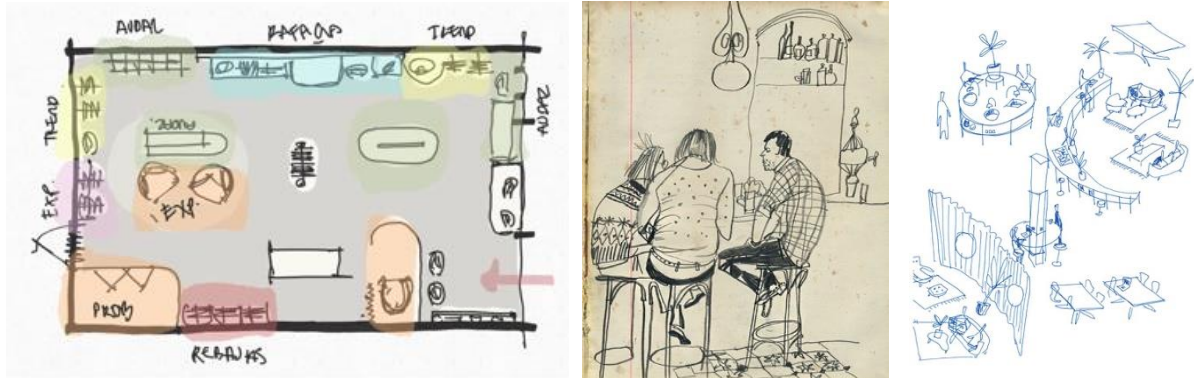
Sketch key areas and identify these design features.

Type of visuals:

Simple zoning plan + interior sketches showing different design features (e.g., types of seating or tables) with people using them

Example of expected visuals:





5. Comfort and Experience

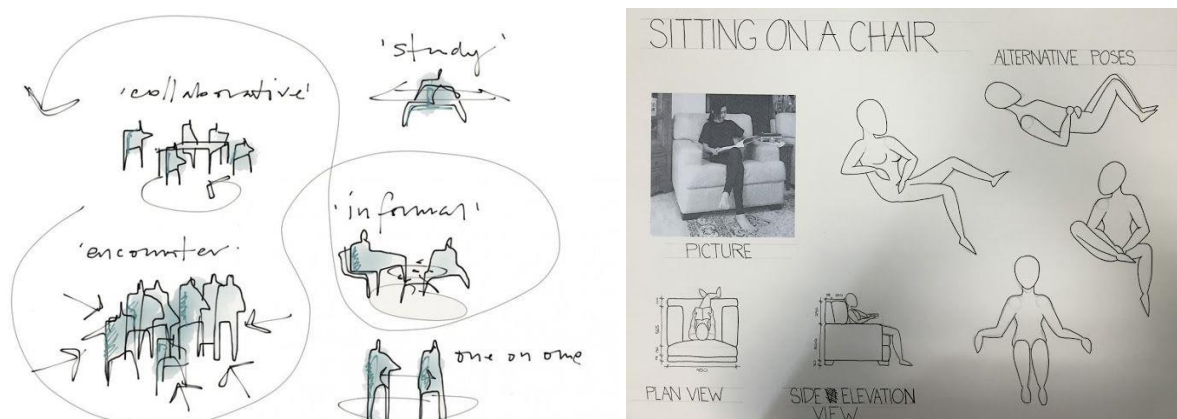
What makes the space comfortable or uncomfortable?

1. Is it due to physical factors (e.g., seating, temperature, noise, visibility)?
2. Or is it influenced by atmosphere and social interaction?

Type of visuals:

Interior sketches or photos with annotations highlighting comfort levels

Example of expected visuals:



You are required to record these on minimum of two A3 size papers.

We will be reviewing your Summer Project during Welcome Week, so please remember to bring your work with you on **Thursday, 24 September 2026**. You will not require it on your first day.