An interior designer is someone whose role is to imagine and create a setting corresponding to artistic and functional demands within a given space (domestic or social areas). He studies, analyses, designs, describes, calculates, technically defines and selects all the elements that play a part in the design and creation of such spaces. The training prepares the future designer for working and intervening in the design and implementation of the elements of such settings and for creating models for the furniture industry.

1st year's programme

**General training :**
French, Maths, Physics, Living Language, Management.

**Artistic training :**
**Drawing and Plastic Expression**
(3 hours + 2 hours of practical work)
Acquisition of the language of the plastic arts (form, texture, colour, etc.) based on subjects adapted to the student's level and his progress made throughout the year. Practical work: practice in designing and modelling based on observation of the reality.

**Technical Arts and Civilisation**
(2 hours)
The course focuses on the study of the history of architecture, interior design, furniture and design in general. The first year's course covers the period 1850 to 1914.
If earlier periods and art from outside Europe require study for a global, coherent approach to the general evolution of art, this will be covered rapidly and mainly in so far as it is required to show the affiliations, influences, borrowings and relationships. The students' level of maturity demands that, in addition to the chronological approach required to reveal any relationships and coherences that may exist between the various art forms, the major, more specialist questions are also covered.

1) **Architectural problems :**
- Intentions: function - cultural symbolism - construction techniques
- Plastic aspect.
- Variables: the site - overall plan and division of the space - forms - volume - limiting surfaces.
- Psychological perception of the volume and the created space.
- The implemented materials and techniques.

2) **The problems of architecture and decoration :**
- Public and social buildings - individual and social environments.
- Correspondence, relationship with geography and climate.
- Social function
- Functional problems: space allocation - traffic - light and colour.
- Materials and techniques: floor and wall coverings, decoration.

3) **Furniture problems :**
- Social, economic and ideological conditions of the design.
- Relationship to the interior design.
- Materials and techniques.

**Professional training :**
**Design studio**
(4 hours + 8 hours of practical work)
Training is based on a "project". A project is:
- a problem (an individual, intimate space; a social space - e.g. a hotel room or social housing; a commercial space - e.g. a florist's shop, a travel agency, a manager's office or a cinema foyer, etc...; a cultural space - e.g. a library or exhibition hall, etc...).
- a display area - e.g. a regional stand or promotion of an object...
- a location focusing on urban reality.
- a programme defining the spatial, material, essential and desired constraints.
Throughout these subjects and projects, the lecturers handle the questions of function, use, behaviour, "modernity", aesthetics, personal commitment, current trends in thought, etc... The lecturers encourage curiosity, invention, the "unusual", sensitivity combined with common sense, the will to take calculated risks, etc. The approach is quite "philosophical". Personal views are always encouraged. Assessment is based on:
- the fundamentals (the ideas, their development and their execution).
- the form (graphic and oral communication).
- the work (its development, questioning nature, depth).

**Theory on and practice of the plastic arts**
(2 hours in groups of 10 to 12 students)

**Technology**
(3 hours)
Study of perspective:
direct or using co-ordinates; the systems; overviews and low angle elevations. The aim is not to be limited to a single “technique” but to understand how to depict the space. Assessment is based on precision, clarity, accuracy and correctness.

Computer science:
an introduction to global systems and basic computer tools and the use of QuarkXPress®, Adobe Photoshop®, Adobe Illustrator® and Macromedia Freehand® software, forming the basis for an analysis accompanying ideas for the design studio project.

**2nd year’s programme**

**General training:**
French, Maths, Physics, Languages, Management.

**Artistic training:**
**Drawing and Plastic Expression**
(3 hours + 2 hours of practical work)
Development and expansion of the knowledge acquired during the first year’s course. Compilation of a file of work in the plastic arts related to current artistic practices.
Practical work: practice in drawing and modelling based on observation of reality.

**Technical Arts and Civilisation**
(2 hours)
The course studies the history of architecture, interior design, furniture and design in general from 1914 to the present day.
The programme covers the specialised major questions: architectural problems, problems regarding architecture and decoration, furniture problems (for more details please see the first year’s programme).

**Professional training:**
**Design studio**
(4 hours + 8 hours of practical work)
Training is based on a “project”.
A project is:
- a problem (please see the first year’s course)
- a location focusing on an urban reality
- a programme defining the spatial, material, essential and desired constraints.
Throughout these subjects and projects, the lecturers handle the questions of function, use, behaviour, "modernity", aesthetics, personal commitment, current trends in thought, etc...
The lecturers encourage curiosity, invention, the "out of the ordinary", sensitivity combined with common sense, the will to take calculated risks, etc. The approach is quite “philosophical”. Personal views are always encouraged.
Assessment is based on the fundamentals (the ideas, their development and their execution), the form (graphic and oral communication) and the work (its development, questioning nature, depth).

**Artwork and study of the plastic arts**
(2 hours, in groups of 10 to 12 students)

**Technology**
(3 hours)
Study of the descriptive:
the fundamentals, movements in the space, developments, intersections. The aim is not to be limited to a single “technique” but to understand how to depict the space.
These tools permit acquiring knowledge and skills in taking measurements, depicting and creating models and projecting in space. Assessment is based on precision, clarity, accuracy and correctness.

Computer science:
an introduction to global systems and basic computer tools and the use of QuarkXPress®, Adobe Photoshop®, Adobe Illustrator® and Macromedia Freehand® software, forming the basis for the progress report and an analysis accompanying ideas for the design studio project.

**Interior Design: 1st and 2nd years**

<table>
<thead>
<tr>
<th>Compulsory subjects</th>
<th>Hours/week</th>
<th>ECTS/half-year</th>
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<tbody>
<tr>
<td>Design Studio</td>
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<td>Drawing and Plastic expression</td>
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<table>
<thead>
<tr>
<th>Optional subjects (2 subjects)</th>
<th>Hours/week</th>
<th>ECTS/half-year</th>
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<td>Technical Arts and Civilisation</td>
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<td>4</td>
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<tr>
<td>Practice and Study of plastic arts</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>Technology</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>French</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>Management</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
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2nd year’s programme