

ENVIRONMENT PLANNING METHOD - TERRITORY AND USER INVESTIGATION CONSIDERATIONS IN INTERIOR DESIGN

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1. Context

This article presents the Environment Planning method that is used as a facilitator for teaching the discipline Interior Composition I, from the School of Fine Arts - Federal University of Rio de Janeiro - UFRJ. Throughout the article the steps of the method are described up to the phase of graphic representation. Emphasis is placed on the definitions of territory, user and the project concept. The reader is presented with a brief description of the interior design activity, origin and the importance of using design methodologies - especially when it comes to the practical activity of teaching. A brief description is given of the beginning of interior design activity in the world and the first interior design schools in Brazil.

2. Method

The Environment Planning method presented is born from a proposed problem and ends with the graphic execution of the interior design. This methodological tool is inspired by the method of Spatial Planning by Mark Karlen (2009). The method is composed of a structure divided into four phases: 1) data collection, analysis and diagnoses about the territory and the user; 2) elaboration of a summary table and a list of functions, activities, equipment and accessories; 3) elaboration of the concept and party for the project; 4) execution of sketches and the final graphic design contemplating the proposed concept and party.

Phase 1 and 2 is an analytical and reflective stage where the focus is on the territory and the user; the process occurs in a verbalized and written form, which are organized through spreadsheets and tables. Phase 3 aims to generate a concept and a design party identified with the proposed user profile. Then, we proceed to the graphic elaboration of the project with the practice of sketches, previous layout studies, until reaching the final graphic representation, according to ABNT standards - final stage of the process (stage 4).

3. Results

The result of this theoretical mapping produces a concept and the design party, which should serve as a guiding thread in the elaboration of the entire interior design graphic project. The concept and the party raised are peculiar to each student who participates in the process. At the end of the text, considerations about the application of the method are presented, as a teaching methodological instrument, pointing out challenges, positive and negative points.

4. Conclusion

Project action is a complex activity. The project requires creative action, accumulation of information, knowledge and some experience. It faces complicated challenges, such as precisely defining the real problems of users and planning possible solutions, considering levels of needs to be met. The spatial analysis methodology allows a critical and rich investigation of aspects of the functional and symbolic field of the interaction between user and environment. The concepts and ideas conceived will translate a unique and specific project for each user.

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