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CAREERS IN INTERIOR DESIGN
Interior Design: Practical Strategies for Teaching and Learning

HISTORY OF INTERIOR DESIGN
History of Interior Design

DRAWING & PRESENTATION
Interior Design Illustrated: Markers and Watercolor Techniques
Perspective Drawing: A Designer’s Method
Design Portfolios: Moving from Traditional to Digital

COMPUTER AIDED DESIGN
Modeling & Visualization with AutoCAD
The Design Studio: Developing Technical and Creative Skills
Using AutoCAD and ADT

3-D STUDIO MAX
Achieving Invisibility: The Art of Architectural Visualization and Rendering

SUSTAINABLE DESIGN
Health, Sustainability, and the Built Environment

RESIDENTIAL DESIGN
Home Design in an Aging World

SPECIAL TOPICS
Design and Security in the Built Environment
NEW FOR 2009

DESIGN FOUNDATIONS
- Taking Up Space: Exploring the Design Process
- Thinking Outside the Structure: Critical Thinking for Designers & Architects

CAREERS IN INTERIOR DESIGN
- Re-de-sign: New Directions for Your Career in Interior Design
- Interior Design Student’s Comprehensive Exam
- Interior Design: The Process, the Practice, and the Profession

RESEARCH METHODS
- Research Methods for Interior Design
- Informing Design

PROGRAMMING
- Programming and Research: Skills and Techniques for Interior Designers

HISTORY OF INTERIOR DESIGN
- History of Furniture: A Global View

DRAFTING
- Hand Drafting for Interior Design

FURNITURE DESIGN
- Furniture Design and Construction for the Interior Designer

NEW EDITIONS FOR 2009

INTRODUCTION TO INTERIOR DESIGN
- The Interior Designer’s Launch Pad, 2nd Edition

TEXTILES
- Textiles for Residential and Commercial Interiors, 3rd Edition
- Fabric Science, 9th Edition
- Fabric Science Swatch Kit, 9th Edition
Taking up Space: Exploring the Design Process

TIUU POLDMA — University of Montreal

Taking up Space: Exploring the Design Process focuses on the practice of interior design, providing an overview of what interior designers do and why, from their earliest research through to the completed built environment. It begins by presenting the design process in diagram form, and subsequent chapters break each component down so that one step builds upon the last. The engaging narrative introduces design methodologies and explores the different approaches designers take to solve design problems that meet the needs of the end-user.

CONTENTS

• Introduction to Design Processes and Thinking
• Design Methodologies
• The Interior Design Project
• Scenarios, Design Briefs, and Users
• Contextualizing Interior Design Problems
• Creative Genius in Design Problem Solving
• Expressing and Refining Ideas: From 2D to 3D to Solutions
• From Process to Reality
• Design Sensibility, Aesthetics, Sustainability, and Ethics
• From Product to Research

FEATURES

• Real-life examples throughout the entire design process stimulate student learning
• Case studies in interior design and how interior design intersects with other disciplines – architecture, urban design, industrial design, and interactive design
• Examples of both 2D and 3D design layouts, including color, form, and materials
• Short exercises and in-class design projects for students to complete on their own related to concepts discussed in each chapter
• Series of design exercises through two or three chapters to build on one or more design projects
• Instructor’s Guide provides guidelines for using the text in interior design theory and design studio courses and practical applications with additional exercises
Thinking Outside the Structure: Critical Thinking for Designers & Architects

DAN BUCSESCU — Pratt Institute
MICHAEL ENG — Pratt Institute

This text examines the relationship between the built form and culture and serves as an introduction to thinking philosophically about design theory for students in interior design and architecture. Through a series of primary and secondary reading selections written by important architects, critics, and thinkers, students are introduced to paradigms and models for interpreting the built environment and encouraged to think on their own about their designs for the built environment. Readings and subsequent “Dialogues,” or exchange of ideas and stories, encourage design considerations and facilitate holistic thinking in the design process.

CONTENTS

• What is Design? What is Architecture?
• What is Function? What is Form?
• What is Natural? What is the Artificial?
• What are Appearance and Reality?
• What is an Event?
• What is Geometry?
• What is Context?
• What is Communication?
• How Buildings Mean?
• What is Imagination?
• What is Beauty?
• What is Intention?
• What is Place?
• What is Design? What is Architecture?
• Translation from Text to Image and Other Examples of Useful Sketch Problems

FEATURES

• Focuses on skills such as critical thinking and problem solving
• Selected readings appropriate for all levels - from foundation to advanced courses
• Weekly assignments consisting of short written responses to the readings “Dialogues”
• Final assignment to write a “Personal Manifesto”
• Appendix includes glossary of key terms and extensive bibliography
• Instructor’s Guide includes suggestions for additional practice-based and research-based assignments
The Design Process
KARL ASPELUND —University of Rhode Island

The Design Process explores the route of a design through seven stages from the World of Imagination to the World of Objects, starting the journey at inspiration with production as the destination. Aspelund emphasizes the need to understand one's own creativity in order to develop and communicate ideas. He examines the designer's roles—artist, dreamer, performer, manager, coordinator, communicator, and problem solver. Supplementing the author's insights from his personal experience are the perspectives of other designers.

CONTENTS
Introduction
  • Stage 2: Inspiration
  • Stage 3: Identification
  • Stage 4: Conceptualization
  • Stage 5: Exploration/Refinement
  • Stage 6: Definition/Modeling
  • Stage 7: Communication
  • Stage 8: Production

Appendices
  • Elements and Principles of Design
  • Recommended Reading and Resources
  • Notable Designers and Architects
  • Reading the Zeitgeist: Trendspotting in a Decentralized World
  • Zeitgeist and Design: Timeline.

FEATURES
  • Engaging illustrations to present concepts discussed in the text in memorable visual terms
  • Perspectives of seven professional designers, who work in a variety of media but follow similar paths as they confront the issues posed by each stage of the design process
  • End-of-chapter exercises to help students move their own projects through the seven stages
  • Instructor’s Guide includes suggestions for ways to examine topics and apply practices discussed in each chapter as well as ways to evaluate students’ design projects and responses to the exercises in the text
  • PowerPoint® Presentation highlights the text coverage, providing a framework for lectures and discussion in a studio or classroom; compatible with PC and Mac platforms

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Instructor’s Guide
1-56367-413-0

PowerPoint® Presentation
1-56367-414-9
Wear Your Chair: When Fashion Meets Interior Design

JUDITH GRIFFIN —California State University—Northridge
PENNY COLLINS —Woodbury College

Design has become our means of personal expression, whether we’re buying Martha Stewart sheets at K-Mart, lining up for the latest Air Jordan sneakers or Manolo Blahnik pumps, or driving a Mini Cooper to our Frank Lloyd Wright-inspired house. *Wear Your Chair* is dedicated to the proposition that all design disciplines are created equal—and all of them should be fun. They also overlap. The authors examine design history, trends, and ideas about creativity with the goal of expanding our understanding about how these overlaps work. We learn how influential designers work across many mediums and possess a design "tool kit": a respect for the past, understanding of technology, the pursuit of creative and collaborative solutions, and willingness to keep learning. We see how design, function, and form—from light fixtures to packaging to shoes—is grounded in innovation with respect for the past. Aimed at fashion and design students as well as aficionados, this is a book about looking at the world without strict definitions—and about thinking outside of the box.

CONTENTS
- Wear Your What?
- Where It All Starts: References and Influences
- Sources of Design Inspiration
- The Vocabulary of Design
- More Than Meets the Eye: Surface Design, Pattern, and Motifs
- Furniture and Fashion: How to Wear Your Chair
- Inspiration from Textiles: Everything Old Is New Again
- Trend Forecasting: Seeing What’s Not There . . . Yet
- Design and the Shopping Experience
- When Life Became Style

FEATURES
- Illustrations emphasizing the unification of design and fashion—from clothing and textiles to magazine ads, perfume bottles, furniture, and architecture
- Boxed features with articles and interviews with designers about their work
- Exercises and end-of-chapter projects; and hundreds of additional sources

**Instructor’s Guide** provides general suggestions for teaching the course, including possible schedules for semester and quarter courses and advice about team teaching; discussion questions and activities are offered for each chapter

**Instructor’s CD-ROM** contains articles for each chapter from professional and general interest publications to supplement the readings in the text.

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**Instructor’s Guide**
978-1-56367-334-4

**Instructor’s CD-ROM**
978-1-56367-454-9
By Design: Why There Are No Locks on the Bathroom Doors in the Hotel Louis XIV and Other Object Lessons
2nd Edition
RALPH CAPLAN
Foreword by Paola Antonelli — Curator, Department of Architecture and Design Museum of Modern Art

An inspiring resource for design students, professionals, or anyone else who could benefit from a fuller appreciation of the design process, By Design vividly shows how design affects our most significant human activities. A network of engrossing stories illuminate the process as it applies to architecture, industrial design, interior design, fashion design, graphic design, and the design of business and social situations. It is the perfect accompaniment to a broad area of foundation courses for designers-in-training. This new edition of the popular classic features updated examples of timeless ideas, illustrated in full color. A concluding chapter discusses what has, and has not, changed since the first edition, examining design responses to radical technological development and shifting consumer demands.

CONTENTS
• The Possibilities of Design . . . the misplaced art of making things right
• The Professional Emergence . . . where industrial designers came, and are coming, from
• The Way Things Mean . . . what goes on between us and our artifacts
• The Prop . . . what chairs are for
• A Pride of Camels . . . we are all designers
• Suitable for Framing . . . is design art?
• The Design of Possibilities . . . the shift from object to situation
• Making Connections: The Designer as Universal Joint . . object lessons in the work of Charles and Ray Eames
• The More Things Change, The More We Stay the Same . . . design and society respond to change and to each other

FEATURES
• New chapter explores the design response to technological changes, discusses heightened public awareness, and the opportunities it offers
• Discusses and explains the theories of green design and universal design
• Examines the work of Charles and Ray Eames to show how their practice encompassed product design, interiors, exhibitions, architecture, and filmmaking
Cracking the Whip: Essays on Design and Its Side Effects
RALPH CAPLAN
Foreword by Milton Glaser

Design is inescapably part of our lives—from the alarm clocks we wake up to and the cups we use for our morning coffee, to the chairs we sit in, the cars we drive, and the houses and cities we live in. In 63 engaged and engaging essays, Caplan explores how we use design, language, and instinct in our everyday world to relate to others, maintain traditions, and advance our causes. He probes our relation to the things that both comfort and disorient us—from pasta to corporate culture—and shows how we are shaped by our own artifacts and our attitudes toward them. Our sense of place and regional diversity are also examined—as are the shock of the new, the persistence of the old, and the expectation of a future. In this age of global sensibilities and “tourism as a lifestyle,” we’re continually recycling as we create. Previously published in forums such as The New York Times, I.D., Print, and Interior Design, Caplan (author of the popular classic By Design) is sharp, thoughtful, charming, and challenging.

CONTENTS

• Identity Crises: Words, images, and spin—how identities are designed, reinvented, stolen, and traded in
• Object Lessons: Are the things we own beginning to own us?
• For Sale: Buying and buying into, selling and selling out
• Being There: Where and who we are—and what we do when we get there
• Now and Then and Next: The more things change, the more they stay the same

FEATURES

• Articles from ID magazine include: Crossing Over, Giving Up the Ghost, Corporate Culture, I Wish I Were McGaffegan
• Articles from Print magazine include: Person, Place or Thing, Running on Empty, How Did It Know?, That’s The Size of It
• Additional articles from Interior Design on Disabled by Design and VOICE the inline journal of the American Institute of Graphic Arts, “Side Effects” and The Nation, “The Army Pleads for Survival

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Color Studies
2nd Edition
EDITH ANDERSON FEISNER —Montclair State University

This expanded new edition introduces students in all the visual arts to color theory, the physiology and psychology of color perception, and the physics of color. It also offers tips for putting that knowledge into practice in a variety of media, from painting and other fine arts to interior design, architecture, fashion design, ceramics, textile design, and needlework. Four dimensions of color—hue, value, intensity, and temperature—are discussed in detail.

CONTENTS
Color Foundations
• What is Color?
• Color Systems and Color Wheels
• Color Theorists
• Coloring Agents

Dimensions of Color
• The Dimension of Hue
• The Dimension of Value
• The Dimension of Intensity
• The Dimension of Temperature

Color in Compositions
• Color and the Principles of Design
• Color and the Elements of Design Space
• Color Interactions
• Color and the Effects of Illumination

The Influence of Color
• Color Symbolism
• Putting Color to Use—Then and Now

FEATURES
• Full-color reproductions of masterpieces of the fine and decorative arts
• Practical exercises to experiment with color
• Examples of compositions and diagrams, including color wheels illustrative of different theories
• Easy-to-use appendix of color identification charts
• Glossary of key terms and bibliography of texts and publications

• Instructor’s Guide provides course outlines, suggestions for presenting each chapter, and exam questions
The New Munsell® Student Color Set

2nd Edition

JIM LONG — Virginia Commonwealth University

JOY TURNER LUKE

Albert Munsell’s system of color notation has been taught for nearly a century, but the applications and uses of the system are constantly changing. Long and Luke’s text teaches the importance of a standardized language to communicate color and the factors affecting how we perceive it. The three dimensions of color—hue, value, and chroma—are also described. There is a brief contextual description of other color systems. This text bridges the gap between the theory and appreciation of color. Munsell® color charts, to be assembled with new, enlarged chips, are the basis for additional projects and exercises. This set is ideal for students of design, art, fashion, architecture, interior design, manufacturing, color science, and anyone else who works with or is interested in color.

CONTENTS

• The Vocabulary
• Science, Color, and Art
• Light and Color
• Vision and Color
• Color Anomalies, Preference, and Emotional Response
• Additive Color Mixture: Mixing Light
• Subtractive Color Mixture: Mixing Paints
• Relationships among Colors
• Combining Colors
• Color in Designed Products, Installations, and Printing

FEATURES

• Set includes 11 mountable Hue Value/Chroma Charts and 264 color chips in a three-ring binder. By assembling the color chips on the charts, students can understand and internalize color identification concepts in the Munsell® system.
• Expanded discussion of additive color and manipulation of color on the computer.
• Exercises that can be completed with either pigments or basic graphics software enhance learning through experimentation.
• Eight color plates demonstrate phenomena affecting color perception.
• Glossary of terms.
• Instructor’s Guide includes information on color chart assembly, course materials, notes on exercises in the text, sample text questions for each chapter, a history of the Munsell® Color System and other supplementary information.
The Interior Designer’s Launch Pad
2nd Edition
PETER KLICK — Harrington College of Design

With more than 25 years experience as an interior designer, Peter Klick brings his solid understanding of all facets of the field—from initial design through project completion—to the classroom and to this unique text. Using comic-book like drawings, The Interior Designer’s Launch Pad is the first and only interior design manual of its kind. Presented in a playful, humorous and easy to understand approach, Klick covers all the essential concepts to help students and professionals develop an understanding of core design principles, including contrast, consistency, creativity, and culture. This is a new and very simple tool for learning how to be a successful interior designer.

CONTENTS
• Tools
• From Centimeters to Inches
• How to Read Scales
• Floor Plans, Elevations, and Sections
• Measure Smart

• Sketching Interior Spaces
• Stairs
• Identifying Color
• Residential Survival Kit

FEATURES
• Instructions on reading the architectural scales in inches and centimeters and converting inches to centimeters and centimeters to inches to plan and draw floor plans, elevations, sections, and furniture details
• Simple illustrations, from how to hold a pencil and how to position lighting to avoid shadows, to dividing the height from one floor to the next
• Tips and sample grid layout for sketching one-point and two-point perspectives.
• Formulas for planning and drawing stairs for residential, commercial, and public projects
• Clues on identifying and using color correctly in relationship to the contrast or theme
• Quick and easy references for planning and designing space required for kitchens, bathrooms, dining rooms, and bedrooms in relationship to human dimensions

• Instructor’s Guide provides suggestions for planning the course and using the text in the classroom
Foundations of Interior Design
SUSAN J. SLOTKIS — Fashion Institute of Technology

Foundations of Interior Design introduces readers to the creative, technical, and business skills required by the career on which they are about to embark. The service approach focuses on creating safe, comfortable, aesthetically pleasing spaces for residential and contract clients and addresses the current concerns of the design process, sustainability, universal design, and adaptive reuse. Works of professionally-trained interior designers and students richly illustrate the stages of the design process. A variety of engaging presentations on the accompanying CD-ROM reinforce readers’ understanding and appreciation of the subject.

CONTENTS
• The Field of Interior Design
• Design Theory: Aesthetics, Elements, and Principles of Design
• Color Theory and Applications
• Light and Lighting Systems
• Socially Responsible Design
• The Design Process
• Communicating the Vision
• Architectural Elements of Design: The Shell
• Finishing the Interior: The Lining
• Furnishing the Interior: Feathering the Nest
• Period Design Styles: Premodern Times
• Period Design Styles: Modern Times
• Trends and Forecasting
• Business Practice

FEATURES
• Organization from the general to the specific, building a foundation for understanding the scope and details of the design process
• Two full chapters tracing the history of interior design styles, including the development of the profession from the society decorators of the nineteenth and early twentieth centuries, such as “Sister” Parrish and Eileen Gray, to such modern luminaries as Clodagh and Philippe Starck
• Interviews with design professionals and case studies of contemporary projects throughout the text and an end-of-chapter list of key terms, summary of key concepts, and exercise for each chapter
• A glossary and appendices providing contact information for professional organizations and resources as well as names of major designers, past and present
• Instructor’s Guide includes a test bank, sample syllabi, chapter-by-chapter teaching suggestions, studio projects, group projects, and references to the book’s accompanying CD-ROM

CD-ROM FEATURES
(authored with Katherine S. Ankerson, University of Nebraska-Lincoln)
• Animations demonstrating professional skills and technical concepts
• Videos featuring recent graduates of interior design programs and vendors of products and services to prepare readers for their future in the classroom and beyond
• Timelines placing period styles in the context of history and geography
• Links to useful Web sites
Re-de-sign: New Directions for Your Career in Interior Design

CATHY WHITLOCK
Foreword by Sherri Donghia

This book is a clear and concise survey of the field of interior design, providing a look at the newly expanded role of the interior designer and offering an array of career alternatives from the tried-and-true areas of residential and contract design to specialty design. Whether branching into areas as traditional as product and furniture design to the new trends of lifestyle branding and internet merchandising, Whitlock covers the full array of challenging and diverse career choices for those considering a career in design as well as the established designer who wants to take their professional practice to new heights.

CONTENTS

The Interior Design Industry
  • The Domicile of Design
  • The Role of the Interior Designer
  • The Design Education
  • The Designing Career

The Traditional Interior Designer
  • The Residential Designer
  • The Contract Designer

The Diversified Designer
  • The Designer as Retailer and Merchandiser
  • The Designer and the Showroom
  • The Product and Furniture Designer
  • The Lifestyle Designer
  • The Specialty Designer

The Designer in the Media
  • The Designer in the Media
  • The Designer on Television
  • The Designer in Hollywood

FEATURES
  • Provides an overview of the profession and the role of the interior designer of the past, present, and future
  • Covers education, career planning, the job search and outlook, salaries and an overview of portfolio preparation
  • Features a number of specialties from yacht and airplane design to home staging to design journalists in book publishing and magazines to production designers and set decorators
  • 32 full profiles representing a vast array of career choices sprinkled throughout the text—Alexa Hampton, Nina Campbell, Vicente Wolf, Linda Daily from Ballard Designs, Jonathan Adler, Michael Graves, Sally Sirkin Lewis of J. Robert Scott, Glenda Rovello set designer for Will and Grace, and Cloudia Rebar set designer for 24—to name a few
  • Photographs and sketches of room and/or product and design work and product lines to accompany designer profiles and further illustrate each chapter
Interior Design: Practical Strategies for Teaching and Learning

KATHERINE S. ANKERSON — The University of Nebraska-Lincoln
JILL PABLE — Florida State University

Interior Design: Practical Strategies for Teaching and Learning provides a pedagogical approach specifically geared to instruction in interior design. Combining theory with practical application and examples unique to the interior design discipline, the unifying theme of the book is achieving excellence in design education. For first-time teachers whose formal training as educators is more limited than their expertise in the discipline of interior design, this text serves as a primary, specialized resource. For both new and seasoned teachers, it is a handy, just-in-time reference for those sticky situations when one needs a fresh perspective in teaching an idea in a new way. The text is enriched by: case studies; grading rubrics and student critiques; definitions of educational jargon; tables and graphs; photos of teaching-related activities and spaces; and both a glossary and bibliography for further information on teaching and learning topics.

**CONTENTS**

Meeting the Challenge
- The Importance of Interior Design Teaching and Learning
- The Nature of Interior Design Education

Fostering Successful Learning
- Course Preparation
- Managing and Guiding Learning
- Studio Learning

- Teaching and Learning at a Distance
- Trends in Interior Design Teaching and Learning
- Improving Teaching and Learning

The Teaching Experience
- Essays and Inspirations
- The Teaching and Learning Physical Environment

**FEATURES**

- Provides guidance on developing a course and examples of key documents such as the syllabus, schedule and course materials
- Offers strategies and examples of activities for the hallmark of design education — the studio
- Presents an overview of distance learning in interior design including potential pitfalls and successful strategies with case studies from an array of faculty experienced in this setting
- First person insights into standing on the front lines of seeking tenure, teaching as an adjunct, and administering an interior design program
- Evaluation techniques, methods and techniques to strengthen and maintain relationships with faculty and administration
Interior Design Student’s Comprehensive Exam

LISA GODSEY — International Academy of Design & Technology—Chicago

Interior Design Student’s Comprehensive Exam is designed for students to take the mystery out of the NCIDQ qualifying exam for interior design professionals. The activities contained in this workbook are intended to create experiences similar to those of taking the exam. Hopefully, since career advancement does not lay in the balance for students working on these exercises the way it does for the professional taking the exam, they will be a fun challenge. These exercises are intended to be an introduction to some of the content, scope, and pacing of the exam. The questions and design scenarios included in this workbook are not endorsed by NCIDQ, nor are they testing exercises for professionals preparing for the exam. They are student exercises which can imitate features of the exam to answer student questions about the exam experience.

CONTENTS

- Multiple-choice exam: full version
- Multiple-choice exam: “lite” version
- Scenarios: full and “lite” versions
  - Weaver’s Studio
  - Coffee Shop
  - Mixed-Use Office and Residential Space
  - River Keeper’s Cabin (research facility and meeting place)

FEATURES

- Multiple choice questions cover topics similar to those found in the NCIDQ, including space planning, business considerations, codes, advanced design planning, documentation, and so on
- Multiple choice questions do not rely on the judgment that comes with working in the field but rather the information that the student has likely learned in the classroom
- Design scenarios enable students to read the program quickly and develop a design concept that meets all of the design requirements, allowing time to develop and complete the mandatory drawing
- Suggested scoring sheet for all scenarios full and “lite”
- Answer sheet for the multiple choice questions includes some reasoning behind the most correct answer if the instructor wants to use a review of the multiple choice section as an opportunity for a class discussion
- CD-ROM includes PDFs of all versions of design scenarios

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Interior Design: The Process, the Practice, and the Profession

SHELLEY SIEGEL —Palm Beach Community College and Universal Design & Education Network
SHARI SILKOFF —Bayar Designs, Inc.

In an ever-evolving profession such as interior design, the need to stay informed of new technology, materials, systems, codes and standards, and professional practices becomes more vital with year. This comprehensive text provides a clear and current layout of the overall philosophy and practices of interior design. Aligning with the body of knowledge findings and professional standards identified by ASID and NCIDQ, it is intended for use by college and university faculty and students, as well as design professionals in preparation for the NCIDQ exam. Passing this exam signifies the “hallmark” of professionalism in the interior design community, and alerts the public to the expertise and experience of the designers who have met this challenge. Drawing on their experience as professionals and educators, the authors provide all the candidates with an overview of what to expect on the actual exam and the tools to test their knowledge by answering sample questions and successfully complete the examination.

CONTENTS

• Design Process
• Design Concepts
• Human Factors
• Diagramming
• Space Planning
• Scale and Drawings
• Daylight
• Budgeting, Estimating, Bidding, Contracting
• Finish Materials
• Interior Construction/Aesthetic Woodwork
• Electrical, Structural,

Mechanical Systems
• Exiting
• Acoustics
• Lighting
• Codes and Standards
• Permits
• Barrier Free/Accessible Design
• Project Management
• Orders/Work Orders/Purchase Orders
• Post Occupancy Evaluation
• Business Practices

FEATURES

• Organization of contents and review materials correspond to organization of NCIDA exam
• Includes unit devoted to sustainability and LEED/BREEM
• End-of-chapter elements include list of key terms
• End-of-unit elements include glossary, practice test questions and/or problems
• End-of-text includes: practice exam and answer key for multiple choice questions for exams throughout text
• CD-ROM includes end-of-unit practice test questions and practice problems plus practice exams with answer keys
• Instructor's Guide provides suggestions for planning the course and using the text in the classroom

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Research Methods for Interior Design
LILY B. ROBINSON — Art Institute of California–San Diego and Design Institute of San Diego
ALEXANDRA T. PARMAN — Art Institute of California–San Diego

This textbook/workbook prepares interior design students to understand how to change their professional practice from a project-based activity to a knowledge-based activity, providing them with the tools and skills needed for the independent research analysis and critical thinking that is expected of them on design projects. Robinson and Parman address the different forms of quantitative and qualitative information, the different sources of materials (especially in the age of the Internet), and how to differentiate these sources and types of information. Instructors will find the text a vital research aid for the student to develop analytical skills, and help them transform these scientific models into unique and innovative processes for their design projects.

CONTENTS

• Why Research?
• Identifying Information Sources
• Planning Your Research
• Information Gathering
• Research-Inspired Design: Translating Research into a Design Project
• Developing and Communicating the Program
• Site Selection and Analysis
• Schematic Design
• Design Development
• Design as a Circular Process

FEATURES

• Case studies throughout of art-based designs, research-based designs, evidence-based design and asset-based design
• Diagramming techniques such as bubble, block, parti drawings; functional and exploratory sketches, perspectives and models
• Includes individual and group in-class exercises and field and out-of-class assignments
• CD-ROM includes sample projects at each phase of typical project developments, diagrams, sketches, photos of models and completed presentation boards, and copies of all forms and/or questionnaires
• Instructor’s Guide includes completed samples of all exercises, additional exercises, grading rubrics, and sample and blank feedback forms
• PowerPoint® Presentation includes lecture notes and summaries of presentations

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Instructor’s Guide
978-1-56367-722-9
PowerPoint® Presentation
978-1-56367-723-6
Informing Design

JOAN I. DICKINSON — Radford University
JOHN P. MARSDEN — Mount Mercy College

For a full list of contributors, please visit our website at www.fairchildbooks.com

Informing Design will focus on research as it pertains to the interior design discipline. Dickinson and Marsden suggest a pedagogy in which design-decision making is informed by more than speculative hunches, preferences, and intuition. The book consists of a collection of contributed chapters with leaders in both design practice and education sharing their expert knowledge with a building type in the specialty areas. Through exposure to actual interior design research studies, theories, and trends that are geared to the specialty areas of design, students will be able to assess the credibility and quality of the information; distinguish between information that is based on empirical research, best practices, or opinion; and apply the findings of others. As design educators, the authors hope to provide students with the background necessary so they may become more fluent and comfortable with informed design.

CONTENTS

• Research Methods and Data Collection Tools for Design by Joan I. Dickinson
• Sustainability: Information Gathering by Lisa M. Tucker
• Design of the Workplace: Programming by Elizabeth Riordan, Heather Modzelewski, and Erik Lucken
• Supermarket Retail: Programming by Stephanie Heher and John P. Marsden
• The Design of Neonatal Intensive Care: Information Gathering and Practitioners as Consumers of Research by Anna Marshall-Baker
• Child Development Centers: Students as Consumers of Research by Marilyn A. Read
• Environments for Individuals with Dementia and Frail Elders: Students as Consumers of Research by Joan I. Dickinson
• The Design of Hotels: Students as Conductors of Research by Lori Anthony
• The Design of Hospitals and Neonatal Intensive Care Units: Students and Practitioners as Conductors of Research by Debra D. Harris

FEATURES

• Defines the term research, discusses the research process, defines interior design programming, and explains the difference between research and programming
• Discusses data collection methods and research terminology to provide design students with background information necessary to read published investigations and use findings to inform design
• Chapter on sustainability used as an overall philosophy for approaching design
• Chapters address building types within the design specialty areas of corporate, retail, learning environments, hospitality, and healthcare
• Instructor’s Guide provides suggestions for planning the course and using the text in the classroom

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6 x 9
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$94.50 (list) | $75.60 (net)
Instructor’s Guide
978-1-56367-564-5
Programming and Research: Skills and Techniques for Interior Designers

ROSEMARY BOTTI-SALITSKY — Mount Ida College

Programming and Research: Skills and Techniques for Interior Designers offers a step-by-step approach to understanding the programming process. Programming is the process of setting forth, in written form, clients’ and users’ requirements for a given project. Drawing on her experience as both an interior design instructor and president of the Massachusetts Interior Design Coalition, Botti-Salitsky shares exactly what programming skills students need to meet the Council of Interior Design Accreditation. Specifically, the designer identifies and analyzes client and user needs and goals; evaluates existing premises; assesses project resources and limitations; identifies applicable life safety, accessibility and building code requirements; considers site issues; prepares the project schedule, develops a budget; analyzes design objectives and spatial requirements; and assesses the need for and coordinates consultants. Using examples of student and design firms, this text will guide students through programming research and help them to create their own programming document.

CONTENTS
• What Is Programming?
• Where Does Programming Fit into the Design Process?
• Defining a Topic and Structuring Your Program Document
• Research Methods
• Historical, Observational, and Interactive Research
• Site Study
• Precedent Studies
• Generating the Program
• Written and Visual Analysis to the Solution
• Conclusion

FEATURES
• Explains and explores programming as a crucial phase of interior design
• Numerous visuals show students what they need to produce in the research phase of interior design
• Appendix includes lists of relative codes, additional forms, form chapters, glossary, and bibliography
• Instructor’s Guide provides suggestions for planning the course and using the text in the classroom
Shaping Interior Space
2nd Edition
ROBERTO J. RENGEL — University of Wisconsin—Madison

With new and improved illustrations, the second edition of *Shaping Interior Space* emphasizes the impact that designers make through their spatial compositions and design manipulations. Intended for intermediate and advanced students focusing on commercial design, the text covers strategies for creating interior environments that work as a total system to enhance the experience of users. It places the emphasis on design virtues other than function and beauty to more fully address the designer’s role in providing appropriate amounts of order, enrichment, and expression.

**CONTENTS**

**General Principles**
- Mastering Interior Design
- People in Buildings
- Interior Place and Its Components
- The Basics of Space

**Establishing the Design**
- Understanding
- Ideation

**Developing the Design**
- Order
- Enrichment
- Expression

**Completing the Design**
- Resolution
- Modifiers of Interior Space

**FEATURES**
- Diagrams and descriptions of variations within building types highlight the importance of understanding the specific personalities of clients and projects
- Material on clients’ mission statements and goals and strategies to use during the programming phase of a project, including corporate culture
- Section on design and concept statements, which covers the use and verbal articulation of character concepts
- Topics about the treatment and challenge of self-image, corporate identity, and branding
- *Instructor’s Guide* provides a recommended schedule and suggestions for using the text as a teaching tool in a studio class
Designing a Quality Lighting Environment
SUSAN M. WINCHIP—Illinois State University

This comprehensive text examines the technical, practical, and aesthetic aspects of lighting design. With its focus on quality, it demonstrates how lighting designers provide functional, safe, and aesthetically pleasing designs for both residential and commercial interiors. The author’s extensive research integrates new developments in the field with an introduction to lighting systems, giving readers a foundation for applying design principles to lighting projects.

CONTENTS

Principles of Lighting
• Introduction to Lighting
• Lighting Environments
• Lighting Systems

Electrical Sources
• Lighting Systems

Lamps for Special Applications
• Color
• Directional Effects of Lighting
• Quantity of Light
• Electricity
• Lighting Systems

Luminaires
• Lighting Systems
• Controls
• Portable Luminaires & Styles of Fixtures

Lighting Design and Applications
• Safety and Security
• Illuminating Visual Art
• Light Art
• Light & Interior Architecture
• Inspirational Mediums
• Case Studies: Residential and Commercial Applications

Lighting Design Process
• Initial Phases, Design Phases, Final Phases

FEATURES
• Human factors associated with lighting, including the needs of special populations; the effects of lighting on health, productivity, and behavior; and spatial interpretations
• Current issues in energy conservation, “green design,” lighting pollution, light trespass, and international implications
• Case studies demonstrating the best practices for lighting design in residential and commercial fields
• Design projects, exercises, and assignments to reinforce text material
• Appendices include lighting guides, shapes of lamps, spectral power distribution curves, beam spread charts, lighting documents, candlepower distribution graphs, Internet resources, lighting manufacturers, lighting suppliers, and professional organizations
• Instructor’s Guide includes resources and suggestions for ways to examine further topics introduced in each chapter
• PowerPoint® Presentation provides outlines and ideas for lectures; compatible with PC and Mac platforms
Fundamentals of Lighting
SUSAN M. WINCHIP — Illinois State University

Fundamentals of Lighting serves as a primary text in introductory lighting courses or as a supplementary reference for such courses as commercial and residential design studies. Focusing on the basics of lighting, this book explains the fundamentals of designing quality lighting environments within the context of the design process. Students will learn the principles of lighting, effects on color, elements of lighting systems, and styles of luminaires. They’ll then learn how to apply these concepts within specific interior design contexts, including residential and commercial spaces, with a focus on universal design, human factors, and sustainability.

CONTENTS

Principles of Lighting
• Introduction to Quality of Lighting
• Natural and Artificial Light Sources
• Color and Directional Effects of Lighting
• Quantity of Light
• Lighting Systems: Luminaires
• Lighting Systems: Controls

Lighting Design Applications and the Design Process
• Energy, the Environment, and Sustainable Development/Designs
• Illumination and Human Health and Behavior
• Residential Applications
• Commercial Applications
• Lighting Design Process: Project Planning through Design Development
• Lighting Design Process: Contract Documents through Postoccupancy Evaluation

FEATURES
• Design projects, exercises, and Internet assignments reinforce text material
• Final chapter provides lighting design strategies and introduces the contract documents used to specify lighting
• Covers methods for conducting the comprehensive programming phase, schematic design and design development, and introduces contract documents, contract administration, and post occupancy evaluation
• Appendices include shapes of lamps; beam spread tables; and information for lighting manufacturers, distributors, suppliers, professional organizations, government agencies, and trade associations
• Instructor’s Guide expands on the projects and exercises in the chapters with additional activities and suggestions for teaching and learning sustainable design. Also includes exam questions, both multiple choice and essay, and suggestions for multimedia and cross-disciplinary lecture features.
• PowerPoint® Presentation provides outlines and ideas for lectures; compatible with PC and Mac platforms
Interior Design Materials and Specifications

LISA GODSEY — International Academy of Design and Technology—Chicago

*Interior Design Materials and Specifications* is a book and CD-ROM combination that covers the selection, care, and code compliance associated with materials for interiors. It addresses the topic of material and trade resources from the viewpoint of the working designer, describing each material’s characteristics alongside specification information and project management. Exercises related to the selection, specification, and installation processes give students the opportunity to select materials and practice project management tools related to an adaptive reuse scenario. This simulated project on the CD-ROM requires students to apply their knowledge of procedures and choosing materials in a "real-world" format, paying close attention to the reasons behind each material choice.

**Contents**

- **Considerations**
  - Affecting Selections
    - Learning about Materials for Interiors
    - Parties to the Project
    - Budgets and Estimates
    - Codes Pertaining to Materials
    - Project Management
    - Specifications
    - Green Design and Sustainability
    - Acoustics
  - Constructions, Products, and Systems
    - Case Goods and Cabinets
    - Upholstery
    - Doors
    - Hardware
    - Drapery
    - Electrical Devices
    - Lighting
    - Plumbing
    - Fireplaces
    - Concrete
    - Brick
    - Stone
    - Metal
    - Glass
    - Wood
    - Carpets and Rugs
    - Resilient Flooring
    - Tile
    - Terrazzo and Other Composite Materials Containing Stone
    - Wallcoverings
    - Wall Surfaces and Paint
    - Plastic Laminates

**Features**

- Detailed photos and illustrations help students identify different types of materials
- Discussion of budgets, codes, sustainability, and functional and aesthetic aspects of materials in both residential and nonresidential spaces
- CD-ROM includes videos with design specialists describing how they interface with architects and interior designers; business forms and checklists; and a glossary, which lists terms and definitions from the text
- *Instructor’s Guide* explains how to conduct the simulation of specifying materials for a health club interior and how to evaluate the student’s responses to the exercises on the CD-ROM
Know Your Home Furnishings

VIRGINIA HENCKEN ELSASSER — Centenary College

Filled with illustrations, this text presents up-to-date information that interior designers, merchandisers, product developers, retailers, and consumers need to better understand the categories of consumer goods for the home and the raw products utilized to make them. Know Your Home Furnishings will enable students to understand the major categories of home furnishings and the diverse consumer demand for fashionable and functional products.

CONTENTS

Introduction to the Home Furnishings Industry
  Home Furnishings and the Marketplace

Materials in Home Furnishings
  Textiles
  Wood
  Glass
  Pottery
  Plastics
  Metals
  Other Materials

The Categories of Home Furnishings
  Furniture
  Bedding
  Linens
  Carpets, Rugs, and Flooring
  Paints and Wall Coverings
  Lighting
  Tableware

FEATURES

Industry Profiles and Industry Statements that highlight important people and concepts
End-of-chapter exercises, such as review questions and learning activities
Illustrations that help visually define numerous terms
Instructor’s Guide includes suggested syllabi for a 15-week course, a 12-week course, and an 8-week course, teaching suggestions using projects and audio/visual aids, answers to end-of-chapter review questions, and sample exams for each chapter
PowerPoint® Presentation includes more than 200 slides that illustrate key concepts from the book and provide the basis for classroom lectures and discussions for each chapter; compatible with PC and Mac platforms
Fabric for the Designed Interior
FRANK THEODORE KOE

Interior designers and architects need to thoroughly understand fabric in order to satisfy clients and effectively meet the requirements of a given space. *Fabric for the Designed Interior* is a comprehensive text for students and professionals, addressing both residential and commercial interiors. The early chapters place fabric in a historic context, examining its connection to the growth of civilization. Chapters with a practical orientation provide readers with the tools they need for successfully specifying fabric, dealing with environmental and safety concerns, understanding fabric and carpet-care issues, working with bids and contracts, and learning strategies for navigating through showrooms and fabricating facilities. Leading designers, fabric manufacturers, and suppliers weigh in with their experiences, giving readers a clear idea of real-world expectations.

**CONTENTS**

- Origins of Fabric: A Primer
- Structure and Content of Fiber and Yarn
- Fabric Construction: Wovens and Nonwovens
- Dyeing, Printing, and Finishing
- Floor Covering: Rugs and Carpeting
- The Environment, Safety, and Codes
- Inside the Workroom
- Specifying Contract Fabric and Carpeting
- Sources: Acquiring Fabric for Clients
- Specifying Residential Fabric and Trimming
- Maintaining Fabric, Carpeting, and Rugs
- Learning from the Professionals

**FEATURES**

- Photos and illustrations throughout the text
- Key terms highlighted and defined
- Chapter summaries and additional resources
- Interviews with prominent interior designers and fabric manufacturers
- **Instructor’s Guide** provides suggestions for planning the course and using the text in the classroom

**DVD FEATURES**

- Part One includes a tour of the Scalamandré textile mill tour and includes design conceptualization, dyeing of yarns, warping, and weaving on various types of looms, including nineteenth century and modern-day jacquards
- Interviews with actual employees of the mill demonstrate the fundamentals of manufacturing fabric and producing passimenterie, from design studio to inspection
- Part Two shows students how to navigate through New York City design-center showrooms specializing in both residential and contract fabric as real-world examples
- Topics include learning about the duties of showroom personnel, establishing an account, reading product labels, and understanding pricing
Textiles for Residential and Commercial Interiors

3rd Edition
JAN I. YEAGER — West Virginia University
LURA K. TETER-JUSTICE
SHARON S. COLEMAN — Middle Tennessee State University
DANA MILLER — Middle Tennessee State University
NANCY OXFORD — Middle Tennessee State University
AMY WILBANKS — Textile Fabric Consultants, Inc.

Expanding on the breadth and depth of the previous editions, the Third Edition boasts revised and updated materials including discussions on the environmental impact of textiles, nanotechnology, and the role of the interior designer in selecting textiles for residential and commercial interiors. If you are serious about textiles and the built environment, the Third Edition is the one source to survey every aspect of textiles for residential and commercial interiors from fiber to manufacturer to its application to upholstered furniture, windows, walls, and floor coverings.

CONTENTS
• The Fundamentals of Textiles for Interiors
• Upholstered Furniture Coverings & Fillings
• Window & Wallcoverings
• Soft Floor Coverings & Cushions
• Household & Institutional Textiles

NEW TO THIS EDITION
• Provides all the technical information, aesthetic fundamentals, and practical knowledge to select textiles for every type of residential and commercial interior
• New information on embodied energy, indoor air quality, MSDS, environmentally responsible maintenance, LEED
• New and updated information on agencies regulating product selection, organization establishing model-building codes
• Updated ASTM and AATCC Test Methods for evaluating physical performance properties and examining color consistency and retention
• More than 400 new full-color photographs of residential and commercial, equipment, testing methods
• Updated appendices include selected fiber trade names, international system of Units – SI/Metric, Prefixes Used with SI Metric, Customary Units of Measurement, Customary Inch-Pound Measure and Equivalent SI Units, Selected Inch-Pounds SI Metric Conversion Factors
• Glossary, Bibliography, Scientific Organizations, Government Agencies, Trade Associations
• Instructor’s Guide includes course outlines, projects, assignments, and suggestions for field trips and guest speakers

Instructor’s Guide
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Fabric Science
9th Edition
ALLEN C. COHEN — Fashion Institute of Technology
INGRID JOHNSON — Fashion Institute of Technology
JOSEPH J. PIZZUTO

With the increasing emphasis on textiles as a major global industry, Fabric Science, 9th Edition, continues the long tradition of meeting the needs of both students and professionals in the textile, fashion, and related industries. The best-selling introductory text is for students and professionals who need a solid understanding of basic textiles. In this new edition, Cohen and Johnson address the effect of textiles and textile products on the environment throughout the text as well as a standalone chapter. They address the variety of career opportunities in the design, production, marketing, and merchandising of textiles, apparel, and home products associated with the world of textiles.

CONTENTS

The Textile Industry
Fiber Characteristics
Natural and Manufactured Fibers
Yarns and Sewing Threads
Woven Fabrics
Knitted Fabrics
Other Types of Textiles
Textile Dyeing
Textile Printing

Textile Finishing
Care and Renovation of Textiles
Unique Fabrications and Innovations
Textiles for the Interiors
Determining Fabric Quality
Guide to Fabric Selection
Textiles and the Environment (NEW)
Textile Laws, Regulations and Trade Agreements

CD-ROM includes study questions to encourage direct application of the material covered and assignments to provide a learning experience with practical industry application.

Instructor’s Guide provides suggestions for planning the course and using the text in the classroom.


NEW TO THIS EDITION

New chapter “Textiles and the Environment” and discussions throughout the text on the effect of textiles and textile products on the environment.

New section entitled Industrial Fabrics focusing on fabrics engineered to meet special performance requirements such as seat belts (transportation), bandages (medical), protective clothing (safety), inflatable building (construction).

Pronunciations of fiber names in other languages.

Four-color throughout including new and revised line drawings.

New section “Speaking of Textiles” — includes list of phrases relating to textiles and textile products used specifically in the industry.

More comprehensive coverage of nanotechnology.

CD-ROM includes study questions to encourage direct application of the material covered and assignments to provide a learning experience with practical industry application.

Instructor’s Guide provides suggestions for planning the course and using the text in the classroom.


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Instructor’s Guide
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PowerPoint® Presentation
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Instructor’s Guide
1-56367-418-1
Fabric Science Swatch Kit

9th Edition

ALLEN C. COHEN — Fashion Institute of Technology
INGRID JOHNSON — Fashion Institute of Technology
JOSEPH J. PIZZUTO

Designed to accompany the 9th Edition of Fabric Science, this Swatch Kit supplements the study of textiles for students in fashion design, merchandising, product development and well as home furnishings. Swatches represent the types of fabrics currently available in the textile industry and sold to apparel, home furnishings and industrial designers.

NEW TO THIS EDITION

- 114, 2 x 3 fabric swatches – assembled and bundled in two sections for easy accessibility
- 8-page list identifies the swatches by number, fabric description, purpose of swatch, and fiber content
- New and additional swatches selected to raise awareness of issues of sustainability as it relates to fabric selection for end users such as organic cotton, and regenerated fibers such as bamboo
- Revised Mounting Boards for additional space to identify yarn type, dye, and/or print and finishes
- New section on How to Use Fabric Science Swatch Kit with text

Instructor’s Swatch Set: 115, 7 x 12 fabric swatches to correspond to swatches includes pre-printed cards with instructions to mount swatches and create file for research. Additional swatch for instructors for a gabardine with a Nano-Tex finish permits you to drop water, coffee, almost anything on it and watch it roll across the surface

Instructor’s Guide with Specification Key to each swatch

PowerPoint® Presentation to accompany text and swatches with front, back, and close-up views of all swatches

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114 2 x 3 swatches
(with key and mounting sheets)
three-ring binder
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978-1-56367-863-9
PowerPoint® Presentation
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132 pp.
101 — 2 x 3 swatches
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20 three-hole-punched mounting sheets
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J.J. PIZZUTO’S FABRIC SCIENCE SWATCH KIT EIGHTH EDITION
Arthur Price
Allen C. Cohen
Ingrid Johnson

8th EDITION STILL AVAILABLE!

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Textiles: Concepts and Principles  
2nd Edition  
VIRGINIA HENCKEN ELSASSER — Centenary College  

Intended for undergraduate programs of colleges and universities that focus on fashion merchandising, fashion design, and interior design, Textiles: Concepts and Principles, 2nd edition, provides a thorough approach to the fundamentals of textiles. Written clearly and concisely, it focuses on the comprehension of the interrelationship between the components of textiles to help students understand and predict textile properties and performance.

CONTENTS

• Introduction to Textiles  
• Fibers and Their Properties  
• Natural Fibers  
• Production of Manufactured Fibers  
• Manufactured Cellulosic Fibers  
• Synthetic and Special Application Fibers  
• Yarn Formation  
• Woven Fabrics and Their Properties  
• Knit Fabrics and Their Properties  
• Nonwoven and Other Methods of Fabric Construction  
• Dyeing and Printing  
• Finishes

FEATURES

• Information in easy to read format defines the role of textiles within specific industries  
• Evaluates the effect of fabric construction with regard to the performance of the product  
• Explains the importance of labeling within the apparel and interior design markets  
• Boxed features provide easy access to information  
• Case studies of industry products and procedures to introduce real world of textiles to education  
• Instructor’s Guide includes sample syllabi for a 15-week course, a 12-week course, and an 8-week course; sources for teaching materials, answers to end-of-chapter review questions; sample tests for each chapter and Lab Workbook with assignments for each chapter can be conducted individually or in teams, or demonstrated to the class settings
Textiles Unraveled
Formatted for PCs, this interactive CD-ROM is designed as an educational tool for courses with or without laboratory access. Contents include over 800 detailed digital photos consisting of: fibers (cross-sectional views and fiber-burning videos), yarns, woven fabrics, knit fabrics, film structures, fiberweb structures, composite/multiplex fabrics, finishes, and dyeing/printing. CD-ROM also includes detailed descriptions and review questions.

$129.95 or $79.95 for orders of 10 or more.
Available from Textile Fabric Consultants, Inc.
521 Huntly Industrial Drive, Smyrna, TN 37167
Phone: 800-210-9394
Email: textilefc@textilefabric.com, Web site: www.textilefabric.com

The Interior Design Swatch Kit
Designed to correspond directly to Textiles for Residential and Commercial Interiors, The Interior Design Swatch Kit is a hands-on textbook supplement to use in teaching textiles for interiors. The commercial/residential swatches represent all segments of the interior design industry.

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• 84—4” warp x 3” filling drapery and upholstery swatches
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E-mail: textilefc@textilefabric.com, Web site: www.textilefabric.com
History of Furniture: A Global View
MARK HINCHMAN —The University of Nebraska—Lincoln

Globalization is the wave of the future, but it is also affecting the study of history—and design history is no exception. Programs in the visual arts—art, architecture, interior design—are all facing the challenge of providing students with information from around the world. *History of Furniture: A Global View* will cover the major historical movements in furniture design from prehistoric periods through contemporary, including those regions that traditional history books ignore or underserve such as Africa and China. And two, it will present the achievements of Western furniture designers, not in isolation from the rest of the world, but in vibrant contact with it. For example, students will learn the about influence of Islamic design on Romanesque style and Thailand’s interpretation of Art Nouveau. In short, this comprehensive book with a global perspective focusing on the properties and powers of furniture.

**CONTENTS**

Early Histories
- Prehistory
- Ancient Civilizations
- Classical Civilizations

From Ancient to Renaissance
- Early Christian
- The Year 1100 Around the World
- Gothic

A World of Renaissance
- Pre-Columbian Urban Civilizations
- China
- Renaissance

Styles Reacting to Styles: 17th and 18th Centuries
- Baroque
- Rococo

English Occurrences: Up to the 18th Century
- The English System in England
- The English System in the Colonies

The Seeds of Modernism:
- The 19th Century
  - Neoclassical
  - Revivals

Reactions
- Art Nouveau:
  - Early International Styles
- Africa and Asia
- The Aesthetic Movements

Modernism
- Bauhaus and Modernism
- Alternative to Modernism
- Modernism Continue
- Modernism to Postmodernism to Deconstruction

**FEATURES**

- Large, color illustrations featured throughout the text
- Chronology of historic events, key terms, biographies of important designers in each chapter
- Comprehensive glossary, including the numerous unfamiliar terms used in furnishings
- *Instructor’s Guide* provides suggestions for planning the course and using the text in the classroom

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*Instructor’s Guide*
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History of Interior Design
JEANNIE IRELAND — Missouri State University

History of Interior Design provides a comprehensive survey of architecture, interiors, furniture, and accessories from ancient civilizations through the twentieth century. While primarily focusing on Western civilizations, the book expands on traditional studies and includes design histories of African, Eastern, and Indigenous cultures. Drawing on her experience as an instructor, Ireland covers not only social and technological influences but also specific characteristics of each of the periods and styles. The world has become a global community and though much is the same, much is different. Interpreting history can lead to a better understanding of the past, furnish a greater appreciation for the present, and inform the very future of design. This text provides the tools for designers to understand the differences across history and across the contemporary world and how to interpret history to complete their design projects successfully.

CONTENTS
In the Beginning
• Ancient Mesopotamian, Persian, and Egyptian Design
• African Design
• Minoan, Mycenaean, and Greek Design
• Etruscan and Roman Design
• Chinese Design

After the Fall of Rome
• Early Christian and Byzantine Design
• Romanesque Design in Western Europe
• Gothic Design

Enlightenment
• Renaissance Design in Italy
• Renaissance Design in the Iberian Peninsula and Central Europe
• Renaissance Design in the Low Countries and England

New Horizons
• Latin American Design
• Continental European Design in Colonial America
• English Design in Colonial America

Power and Prestige
• Baroque and Rococo Design
• Neoclassical and Empire Design

The Modern World
• Design of the Industrial Revolution
• Twentieth-Century Eclectic Design
• Japanese Design
• Twentieth-Century Design (to Mid-Century)
• Twentieth-Century Design (from Mid-Century)

FEATURES
• Includes major architects and designers from each period with identifying characteristics of their designs
• Presents examples of indigenous housing from all regions to help students see the progressive development of housing, architecture, and how structures are developed to serve the needs and desires of the people who must live inside them
• Part Introductions include a map, Style Comparison Table and Timeline
• “Influences” in text margins spotlight how specific elements from each period influence design in future periods
• Extensive glossary includes phonetic spellings of key terms
• Instructor’s Guide provides suggestions for planning the course and using the text in the classroom
Hand Drafting for Interior Design
DIANA BENNETT WIRTZ — Art Institute of Seattle

This book is for design students and designers wanting to improve their presentation skills in line drawings and the ability to quickly redefine their drawing/drafting skills. The author pulls from her professional and academic experience to show readers how to create beautiful detailed interior design drawings to share with clients. Students will be shown by detailed examples how to render furniture, floors, walls, windows, plants, etc., in floor plans and elevations, using only drafting pencils, a T-square, and a triangle. The text covers the complete process, beginning with instructions on how to line up a T-square on the paper to easily set up and work on any drafting board, how to properly use tracing paper, layering to expand design ideas, all the way through a complete drawing that represents a designer’s ideas and concepts.

CONTENTS
• Drafting Tools
• Lettering
• Walls, Doors, and Windows in a Floor Plan
• Drawing Furniture in a Floor Plan
• Drawing Flooring in a Floor Plan
• Architectural Details in a Floor Plan
• Interior Elevations
• Exterior Elevations
• Bathrooms
• Kitchens

FEATURES
• Provides an introduction to drafting tools such as the architectural scale and T-square
• Covers the purposes and differences between line weights
• Step-by-step instructions and diagrams of floor plans for elevations for interiors and exteriors and for residential and commercial environments
• Assignments to practice the techniques illustrated and discussed in chapter
• Instructor’s Guide provides suggestions for planning the course and using the text in the classroom

DOUGLAS R. SEIDLER — New England University of Art & Design at Suffolk University
AMY KORTÉ — Boston Architectural Center

Hand Drawing for Designers: A Visual Guide for Drawing Fundamentals approaches the act of drawing as a communication tool that students will carry forth in the design firm and addresses why hand drawing is valued within design firms for conceptual design, design development, and client presentations. The progression of methods and concepts builds from an introduction to drawing methods and drawing rationale through two-dimensional drawing techniques, three-dimensional drawing techniques, and presentation drawings. Designed to strengthen a student’s understanding of visual representation and technical drawing by visually teaching, this text provides students with the skills to translate three-dimensional ideas into two-dimensional drawings that effectively communicate their design concept. Despite the increased reliance on digital media, hand drawing remains a powerful tool in conceptual design presentations because it emphasizes the large idea by leaving fine details to the client’s imagination.

CONTENTS

Introduction to Drawing
• Why do I need to learn how to draw by hand?
• Drawing Tools and Materials
• Drawing Principles

Two-Dimensional Drawings / Orthographic Projection
• The Floor Plan: Drawing Horizontal Sections
• The Section: Drawing Vertical Sections
• Elevations
• Reflected Ceiling Plans
• Projecting Complex Shapes/Volumes

Three-Dimensional Drawings
• Paraline Drawing
• Perspective Drawing

Presentation Drawings: Integrating Digital and Manual Representation
• Drawing Composition & Diagrams
• Rendering Techniques

FEATURES
• Progressive introduction of concepts (chapters build on previous chapters), step-by-step drawing instructions, and visual examples
• Presents the concept of entourage by exploring different hand and digital based techniques to add people, furniture and landscape elements to drawings, with an emphasis on the scale of the drawing and the quantity of entourage
• Includes techniques using printed SketchUp models as a tool to generate hand drawn and hand drafted perspectives
• Demonstrates how to digitally render hand drawings, sketches, and diagrams in Adobe Photoshop nad Adobe Illustrator
• CD-ROM provides digital example files in Photoshop, Illustrator and SketchUp format
• Instructor’s Guide includes course outlines, additional assignments and how to use the text in a variety of courses from manual drafting to CAD

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illustrated
full color
softcover
8.5 x 11
978-1-56367-780-9
$98.00 (list) | $78.40 (net)

Instructor’s Guide
978-1-56367-781-6
Sketching Interiors at the Speed of Thought

JILL PABLE — Florida State University

This CD-ROM and workbook package’s goal is to help students and professionals pursuing a career in Interior Design improve their impromptu sketching skills when working face to face with clients. The CD-ROM contains timed exercises that increase in difficulty as the student progresses through the course. The students must complete and reflect on how they might improve each of their sketches and sketching times in order to move on to the next exercise. The students will have the option to repeat these exercises as many times as they need in order to feel comfortable with the sketches they have produced and the time taken to complete them. This spiral bound workbook containing special paper serves as the students’ sketchbook.

CONTENTS
- The Introduction Section
- The Beginning Scenarios
- The Intermediate Scenarios
- The Advanced Scenarios
- Sketching Challenges

CD-ROM FEATURES
- Sketch galleries that contain examples of possible solutions to each sketching exercise for the students to compare and contrast their styles
- Sketching Challenges at the end of each section that offer students more incentive to complete every scenario
- Exercises that contain voice-overs of “clients” directing the users in “real” situations; these “clients” change each time the student repeats the exercise
- Directional buttons and help screens that make this CD-ROM easy to navigate
- Numerous illustrations drawn by and videos featuring Interior Design professionals that present a variety of styles and sketching techniques

WORKBOOK FEATURES
- Easy to fold spiral binding which makes the book easy to hold in one’s lap while working by a computer
- Special, thick paper and a blotter to allow for clean sketches
- Areas for students to note their sketching times and keep track of their overall progress
- Extra pages for students to repeat scenarios several times

©2004
160 pp. | illustrated | perforated | hardcover | spiral bound
14 x 8.5 | Interactive CD-ROM with workbook
1-56367-313-4
$25.00 (list) | $20.00 (net)
In an age of reliance on CAD programs, the skill to express a vision with hand-rendered drawings gives an interior designer a distinct advantage in communication with clients. With simple uncomplicated lessons that progress from beginner to intermediate skill levels, Interior Design Illustrated: Marker and Watercolor Techniques helps student develop this powerful marketing tool. Because the lessons are structured around small tasks, students will become proficient with one rendering skill before moving on to another. It will serve as an introductory and intermediate text for studio courses on interior design illustrating and encourage students to express their creativity using markers and watercolors.

CONTENTS
• Creative Tools
• Markers and Watercolors
• Artistic Interpretation
• Room Vignettes
• Interior Architectural Elements
• Walls
• Floors
• Furniture Enhancements
• Materials and Textures
• Patterns

FEATURES
• Uses a limited palette, making a full palette of markers or paint unnecessary and requiring less class time and practical budget supplies
• Vignettes of residential, office, hospitality, and retail interiors illustrate how rendered elements come together in an interior illustration
• Practice exercises throughout the chapter and additional assignments at the end of each chapter
• Detailed step-by-step instructions and illustrations cover architectural features, wall and floor finishes, furniture, and design enhancements such as artwork, plants, tabletops, and bedding
• Appendix includes checklists for self-evaluation and sample drawings to trace or copy for practice and specific assignments
Elements of Interior and Lightframe Construction
KATHERINE S. ANKERSON — The University of Nebraska–Lincoln

This CD-ROM and workbook package provides users with the information needed to understand how construction components are assembled, attached, installed, and built. The material examines both lightframe and commercial construction by discussing the similarities and differences of general occupancies and detailing the structural materials used. Formatted for both Mac and PC platforms, this CD-ROM contains text accompanied by animations and audio features that enable the user to understand the visual properties of construction systems. These features also explain each component's relationship to other elements and the project as a whole.

CONTENTS
• Residential and Commercial Construction Methods
• Lightframe Construction
• Commercial Construction
• Stairs, Ramps, and Floor Level Changes
• Doors and Glazing
• Finish Work
• Integration of Lighting
• Integration of Building Systems

CD-ROM FEATURES
• Animated clips illustrating construction sequencing of elements and their relationship to other construction components
• Animated glossary that includes clips, annotated photographs of on-site conditions, and examples of details from sets of construction documents
• Links to appropriate manufacturers’ Web sites for additional product and installation information
• Audio features that allow users to listen to the text being read to them as they follow along
• Index links that take readers directly to the area within the text where terms are referenced

WORKBOOK FEATURES
• Fill-in-the-blank questions that help build an appropriate vocabulary
• Discussion and essay questions that encourage periodical and Internet research
• Assignments that require students to visit actual sites, draw what they see, and apply what they learn in the classroom to real situations
• Instructor’s Guide includes sample semester schedules, teaching tips, class activities, discussion questions, field trip guidelines, and sample exams for each section
Interior Construction Documents
KATHERINE S. ANKERSON — The University of Nebraska — Lincoln

This CD-ROM and workbook package provides students with the information needed to understand and create a set of construction documents. The material describes the accepted order, philosophy, and implications of construction documents in the framework of accurately representing design intent. Animation and simulation sequences and audio features supplement examples and video clips on the CD-ROM, thereby appealing to all learning styles. The accompanying workbook contains assignments designed to assist students in internalizing the information, by applying concepts to actual examples and engaging students fully in the learning process.

CONTENTS
- Philosophy
- Content and Order
- Communication of Intent
- Graphics
- Specifications Relationship
- Development of Plans
- Elevations and Sections

CD-ROM FEATURES
- Video clips accentuate views from professionals of well-known and award-winning firms
- Animated clips illustrate the sequential development of plan, elevation, and section drawings
- Animated simulation of design intent depicts the initial sketches through construction documents and finally the completed installation
- Audio features allow students to listen to the text being read to them as they follow along
- Index links take readers directly to the area within the text that terms are referenced

WORKBOOK FEATURES
- Assignments require students to develop and recognize the appropriate use of line weights in hand-and digitally-drafted media
- Activities that require students to find information from various portions of construction documents
- Assignments that require students to create drawings, schedules, and specifications from given criteria and their own designs
- Instructor’s Guide includes a sample syllabus for a 15-week semester, teaching tips, class activities, and answers to workbook assignments
Perspective Drawing: A Designer’s Method
ROBERT PHILIP GORDON — Columbia College, Chicago

Perspective Drawing: A Designer’s Method balances the need for detail with the need for spontaneity by establishing a connection between constructed perspective and free-hand sketching. The techniques illustrated and discussed in this text enable students to design a space as they are drawing it. One of the author’s students described the effectiveness of this approach as making it “one million times easier to draw freehand after learning these perspective techniques.”

After studying the methods for constructing linear perspective, students produce a number of freehand sketches. They test each one with an overlay grid to verify the location of horizon lines, vanishing points, and other key elements. With practice, they develop the ability to find these key points intuitively while sketching, so that they can draw freely and confidently.

CONTENTS

Mechanical Construction of 3-D Drawings
• Getting Started Sketching
• Constructing One-Point Perspectives
• Constructing Two-Point Perspectives

Composition and Vantage Points
• Framing the Composition
• Low and Medium Vantage Points
• High Vantage Points

Landscapes and Seascapes: Rendering Interiors and Exteriors in Natural Settings
• Landscapes
• Seascapes

Cityscapes: Sketching Urban Ensembles, Public Spaces, and Getaways
• Cityscapes
• Gateways

Applications for Freehand Perspective Sketching
• Design Projects
• Pinups

FEATURES

• Chapters feature in-depth lessons which include descriptions of how demonstration sketches are set up, the vantage points, and the media and technique used
• Covers everything from rendering natural forms such as light, water, sky, and trees to buildings, streets, people, and other components of the urban landscape
• Develops self-confidence to pursue freehand drawing
• Teaches foundation skills in linear perspective
• Includes coverage of color application
• Instructor’s Guide provides suggestions for planning the course and using the text in the classroom
Students in the disciplines of architecture, interior design, and landscape design have always created traditional portfolios, which include all their projects in the form of physical objects that can be held and evaluated during an interview. With advances in technology, a digital version of the portfolio is becoming increasingly popular—but how does a student create one? And more important, how is it best utilized during an interview? *Design Portfolios* addresses these questions, moving beyond the simple checklist of skills and accomplishments that a portfolio should showcase. Quotations from practicing designers reinforce the author’s guidelines for creating, maintaining, and presenting both traditional and digital portfolios. This book teaches students how to use their portfolios as a marketing tool for the most important thing they will ever sell: themselves!

**CONTENTS**

**The Portfolio**
- The Design Portfolio
- Diversity of Portfolios
- Knowing Your Audience

**Getting It Together**
- Gathering Material
- Organizing Material
- Portfolio Format
- Constructing a Printed Portfolio

**The Digital Portfolio**
- Digital Portfolio Production Tools
- Digital Imagery
- Creating Your Digital Portfolio
- Putting Your Digital Portfolio Together

**Presenting Your Portfolio**
- Digital Portfolio Presentation Formats
- Evaluating and Presenting Your Portfolio
- Interviewing with Your Portfolio
- Continuing Your Portfolio

**FEATURES**
- Includes extensive information on gathering, organizing, and presenting a portfolio
- Utilizes work of undergraduate and graduate design students to model successful portfolios
- Shows how to customize a portfolio for specific customers
- Offers tips for the job hunt, preparation of an effective résumé, and interview strategies
- *Instructor’s Guide* provides suggestions for planning the course and using the text in the classroom
Modeling & Visualization with AutoCAD
SUINING DING—Indiana University–Purdue University Fort Wayne

Interior designers use AutoCAD software for their drafting and rendering, but where do they learn to apply basic AutoCAD drafting standards and procedures to their specific needs? Modeling & Visualization with AutoCAD answers the question with tutorials that show students how to use AutoCAD software for such drawings as floor plans, reflected ceiling plans, interior elevations, and casework sections. Covering both 2-D and 3-D AutoCAD, the book introduces the method of importing digital images into the material library. It also introduces AutoCAD in a generic way to accommodate the minor differences between newer and older versions; the emphasis is on typical procedures and methods rather than a more detailed process. Ding uses ancient and modern masterpieces of interior design to demonstrate various applications for students to develop their rendering skills in a creative way, and build upon their knowledge and appreciation of the classical elements of design.

CONTENTS

Two Dimensional AutoCAD
• Starting Drawings with AutoCAD
• An Overview of 2-D AutoCAD Commands
• DesignCenter and Hatch Patterns
• Putting Text on a Drawing
• Dimensioning
• Productive Drafting
• Paper Space Versus Model Space
• Plotting

Three Dimensional AutoCAD
• Meshes Modeling 3-D Interior
• 3-D Furniture and Interior Accessories
• Perspectives and Rendering Interiors
• Lighting Design
• Solid Modeling
• Development of Architectural Components
• Apply and Modify Materials
• Solid Editing and Form Transformation

FEATURES
• Easy to follow step-by-step tutorials for different levels of learners
• Chapter objectives and projects help students practice what they have learned
• Full-color illustrations created with the most recent version of AutoCAD that demonstrate results that can also be achieved with earlier versions
• Instructor’s Guide provides suggestions for planning the course and using the text in the classroom
Digital Drawing for Designers: A Visual Guide to AutoCAD

DOUGLAS R. SEIDLER
—New England School of Art and Design at Suffolk University

AutoCAD has long been the industry standard for digital drawing—but how do you decide which manual to use? Neither simplistic nor exhaustive, Digital Drawing for Designers teaches by relating to what architects and interior designers understand best: the visual world. Beginning with the building blocks of drawing (lines, circles, and arcs), students progress to the graphic standards that will allow them to create drawings and communicate their design ideas. Advanced features—such as dimensions, block, and linking drawings (XREFs)—are also covered. Instructions are conveyed using the language and concepts of manual drawing that all designers know, enabling them to translate them to the digital environment. New learners will appreciate the step-by-step lessons, and experienced design professionals can easily access material to refresh their knowledge. Clear, concise, and above all visual, this is the AutoCAD guide written with the real world of designing in mind.

Two-page guide walks you and your students through the steps to restore AutoCAD’s classic workspace. Regardless of which workspace you use in your classroom, the AutoCAD commands and concepts introduced in Digital Drawing for Designers are compatible with AutoCAD 2009.

CONTENTS

Hand Drawing and Digital Drawing

- Digital Drawing Tools
- Drawing Lines and Shapes
- Modifying Lines and Shapes
- Drawing with Accuracy and Speed

Design Drawings

- Organizing Plans, Sections, and Elevations
- Drawing and Printing to Scale
- Text Styles and Sizes
- Hatches and Dashed Lines

Advanced Drawing Tools

- Stencils and Blocks
- Advanced Editing Tools
- Dimensioning Your Drawing
- Text Leaders
- Drawing Symbols and Attributed Text
- Linking Drawings/External References

FEATURES

- Illustrations depicting tools, functions, menu bars, and key commands
- Close-up drawings of drawing techniques
- Practice exercises to reinforce each chapter’s topics
- Quick reference aids: index and large-type page headers
- Compatible with AutoCAD versions 14 through 2007
- Companion website features downloads for each chapter, including exercises, templates, and professional AutoCAD drawings

Instructor’s Guide includes course syllabi and chapter outlines, tips for teachers on how to draw parallels between AutoCAD functions and manual drafting techniques, and problems and assignments to suit the skill levels of both interior design students and new interior designers.
The Design Studio: Developing Technical and Creative Skills Using AutoCAD and ADT

CAROLYN GIBBS — California State University – Sacramento

The Design Studio: Developing Technical and Creative Skills Using AutoCAD and ADT integrates AutoCAD technology with traditional design studio techniques for space planning and drawing. The first two parts of the text use a topic-based approach to present the AutoCAD and Architectural Desktop’s commands and vocabulary. It can also be used as a general, quick reference guide for both beginning and intermediate users. The third part focuses on using the drawings as a communication tool for both presentation and construction purposes. It also concentrates on how the commands are used in the digital drawing/drafting process. The fourth part shows the creative and exploratory side of AutoCAD and ADT, encouraging brainstorming and design alternative approaches.

CONTENTS

Learning to Draw in 2D with AutoCad
  • Getting Started: The AutoCad User Interface
  • Learning How to Draw Precisely
  • Blocks and Block Libraries
  • Hatching and Patterning
  • Text, Annotations, and Dimensioning
  • Project Organization Concepts in AutoCAD

Learning to Draw in 3D with Architectural Desktop
  • An Introduction to the Third Dimension
  • Getting started with ADT
  • Basic 3-D Shapes in ADT
  • Drawing in ADT: Walls, Windows, Doors, and Openings
  • Basic Modifications
  • Adding Complexity: Customizing the Main Components
  • Creating Curtain Wall and Storefront Systems
  • Adding Complexity: Curtain Wall and Door/Window Assembly Style Overrides
  • A Brief Overview of Other ADT Components

Drawing Technique
  • Drawing Craft
  • Drawing Techniques I: Approaches to 2D Drawing/Drawing Craft
  • Drawing Techniques II: Approaches to 3D Modeling Craft
  • Controlling Output: Drawing Presentation Techniques

Linking Drawing Technique to Design Exploration
  • Linking CAD Skills Learning to Design Vocabulary Building

FEATURES

  • Step-by-step Techniques to Master and sample screen images guide readers on using the CAD program
  • Chapter exercises target all levels of learners
  • Appendices feature explanations, templates, and sample screen shots for customizing the software to meet the user’s needs
  • CD-ROM includes design expres-sion problems, exercises, template AutoCAD files, and images from the text in color

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608 pp. illustrated softcover spiral bound 8.5 x 11
Includes CD-ROM
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$90.00 (list) | $72.00 (net)

Instructor’s Guide
978-1-56367-443-3

NEW TITLE!

Features
  • Step-by-step Techniques to Master and sample screen images guide readers on using the CAD program
  • Chapter exercises target all levels of learners
  • Appendices feature explanations, templates, and sample screen shots for customizing the software to meet the user’s needs
  • CD-ROM includes design expres-sion problems, exercises, template AutoCAD files, and images from the text in color

• Instructor’s Guide includes a course syllabus, digital drawing techniques and assignments, and real-world applications of Effective AutoCAD Techniques

• Instructor’s Companion Website available upon adoption
Achieving Invisibility: The Art of Architectural Visualization and Rendering

ADAM CRESPI — DigiPen Institute of Technology

Achieving Invisibility: The Art of Architectural Visualization and Rendering provides working techniques for 3-D modeling with software like Autodesk 3-D Studio Max. Students learn to construct architectural renderings, interior environments, and fly-through animations that appear to be photos rather than computer-generated renderings. The computer, in essence, becomes invisible, and the viewer focuses instead on the design. Each exercise is introduced by a brief explanation of the intended results, when and where in production it would be used, and some typical examples. Step-by-step written instructions with drawings follow. With lessons ranging from beginner to expert, students will be able to construct almost any type of building, interior, texture, or light effect with elegance and efficiency.

CONTENTS

- Philosophy and Psychology of Modeling
- Beginning Model Construction
- Building a Detail Library
- Ceiling and Wall Construction
- Developing More Library Objects and External References
- Common Building Materials
- Materials in Mental Ray
- Painting Textures
- Lighting
- Rendering
- Hair and How to Make Things Messier
- Cloth in 3DS Max
- Compositing and Final Polish

FEATURES

- Screen grabs show software applications exactly as they appear on the computer screen
- Step-by-step, fully illustrated exercises walk students through the creation of their own animations and renderings
- Color insert shows examples of some of the finished work in full color
- A CD-ROM packaged in the text contains all tutorial files and texture maps.
  The .max files are presented in both beginning and finished form, with intermediate steps when necessary.
- Instructor’s Guide provides suggestions for planning the course and using the text in the classroom
Designing Your Business: Strategies for Interior Design Professionals

GORDON T. KENDALL

Bringing the expertise of a business and legal professional to the practice of interior design, Designing Your Business serves as a strong reference for basic business and legal concepts. It aims to make students savvy businesspeople as well as creative interior designers by offering strategies for working effectively with colleagues, clients, and resources. The text explores business organization, legal, and ethical issues arising in the practice of interior design, and business finance and accounting practices common to the profession. The hands-on approach and engaging interactive pedagogy bring relevance to the topics of law and business and show interior design students how their business decisions can facilitate their professional practices.

CONTENTS

You and Your Work
• Introduction to Professional Practices
• Becoming a Professional
• Working Ethically

You and Your Business
• Understanding Law and Your Business
• Planning Your Business Finances
• Managing Your Business
• Marketing and Promoting Your Business

You and Your Clients
• Defining Your Services
• Charging Clients for Your Services
• Managing Your Client’s Project
• Defining the Client Relationship

You and Your Resources
• Working with Vendors
• Working with Service Providers

You and Your Career
• Beginning Your Work Life
• Planning Your Career

FEATURES
• Strategic approach that guides readers in planning their careers with their personal goals and competencies in mind
• Information tailored to the specific business needs of residential and contract designers
• Three types of activities for each chapter: development of personal business strategies, an ongoing exercise progressing through the stages of a residential interior design project, and case studies of contract design projects
• Accompanying CD-ROM features business forms and worksheets from the text for convenient completion of activities and later use in the student’s own careers
• Instructor’s Guide includes teaching suggestions with classroom activities, annotations for using text forms, course schedules for lesson planning, and a bank of 300 objective test questions
Writing for Interior Design
PATRICIA EAKINS

Applying a unique, highly creative hands-on approach, Writing for Interior Design builds on design students’ visual communication skills to develop their ability to express themselves verbally. It leads students from basic writing skills to fluency in a wide range of genres that professionals need for communication with colleagues, employers, suppliers, clients, and the market. It also provides guidance for entrepreneurial designers in start-up practices with limited budgets.

CONTENTS
- Audience and Writing Style
- Description: The Basis for Writing about Interiors
- Analysis: A Tool for Understanding
- Professional Identity and Capability Presentation
- Writing to Win Business
- Writing for Agreement
- Contracts for Construction and Fabrication
- Contract Administration: Fixtures, Furnishings, and Equipment
- Writing in the Design Office
- Contract Administration: Construction and Installation
- Marketing through Promotion, Advertising, and Publicity
- Selling Yourself to Prospective Employers

FEATURES
- Documents and forms that serve as models of professional writing
- Marginal tips that highlight strategies for effective communication
- Provocative discussion questions and exercises to link classroom learning to application in the workplace
- Instructor’s Guide includes chapter-by-chapter teaching suggestions with targeted notes on discussion questions that appear in the text and on the CD-ROM, grading criteria, the value of portfolios, and the role of final exams

CD-ROM FEATURES
- Samples of documents, forms, and reports from interior design organizations
- Featured discussion questions and exercises from the text
- Annotated “Webography” of helpful links for interior designers
Sustainable Design for Interior Environments
SUSAN M. WINCHIP — Illinois State University

Environmentally responsible design has long been of interest—and has become a priority in order to offset the effects of global warming and soaring energy costs. While many people are aware of “green” design, the concept of sustainable development is far more complex. Sustainable Design for Interior Environments is the comprehensive textbook on the subject and is intended for students and instructors as well as practicing designers, architects, contractors, and facility managers. Introductory chapters provide a thorough grounding in environmental concerns, including the ways in which resources are affected and depleted and the development and effects of legislation. These principles are then put into practice. Strategies for working with natural resources, managing air quality and contaminants, and using different materials are discussed—everything from directing sunlight and determining acoustics to the choice of flooring and fabrics. Exercises incorporate hands-on activities to lead students through the design process. Thorough, transformative, and tough, Sustainable Design is the gold-standard text on one of today’s most important issues in design.

CONTENTS

• Introduction to Sustainable Development
• Environmental Issues
• Regulations, Programs, and Organizations
• Transformational Sustainable Principles and Strategies
• Building and Product Assessment Standards
• Sustainable Strategies for the Consumption of Natural Resources
• Sustainable Strategies for Indoor Environmental Quality
• Sustainable Strategies for Building Components, Finishes, and Furnishings
• Commercial and Residential Interiors
• Management and the Initial Phases of the Design Process
• Design Process: Design Phases
• Design Process: Final Phases

FEATURES

• Content addresses several indicators that are required for programs accredited by CIDA
• Sequentially written and organized to develop the expertise and skills needed to design interior environments that embody the principles of sustainability
• Sustainable strategies identified for each phase of the design process, including comprehensive planning, programming, schematics, design development, contract documents, contract administration, and post occupancy
• Appendices include BREEAM credit categories; standards for preservation, rehabilitation, restoration, and reconstruction; and resources for professional organizations, government agencies, and trade associations

• Instructor’s Guide with course-planning tips, activities and assignments, and ways to adapt exercises to work both in and out of the classroom
Health, Sustainability, and the Built Environment

DAK KOPEC — NewSchool of Architecture and Design

With the emergence of sick building syndrome in the 1970s and the emphasis on LEED standards today, many interior designers are becoming interested in the topics of health and sustainability. *Health, Sustainability, and the Built Environment* examines the concept of sustainability as it pertains to sustaining human health. By analyzing the many ways that humans interact with the built environment, the text teaches students how to identify both the positive and negative effects that their designs can have on the health of the occupants.

**CONTENTS**

**Introduction to Environmental Health**
- Environmental Health and Sustainability
- Overview of the Human Body
- Common Environmentally Related Diseases and Conditions

**The Built Environment and Health Threats**
- Common Contaminants in the Built Environment
- Indoor Climate
- Energy Systems

**Creating Healthy Environments**
- Ergonomics
- Creating Healthy Environments for Specific Populations
- Safety Considerations
- Promoting Healthy Lifestyles

**FEATURES**

- Addresses contemporary issues for interior designers such as the meaning of building-related illness and sick building syndrome and how a well-planned built environment can support the needs of individuals with various health problems
- Provides examples of how interior designers can apply ergonomic principles to the following elements in the built environment: lighting, noise, space, and furnishings
- Discusses considerations designers must make for the three groups within all societies that often require extra assistance: children, disabled persons, and older adults
- Provides examples of how good design can help prevent injuries and deaths in the built environment and help prevent various diseases and injuries
- Gives examples of how designers can help clients make good decisions about techniques and products that conserve energy without harming human health
- *Instructor’s Guide* provides suggestions for planning the course and using the text in the classroom
- *PowerPoint® Presentation* illustrates key concepts from the book and provides the basis for classroom lectures and discussions for each chapter; compatible with PC and Mac platforms
Furniture Marketing: From Product Development to Distribution

2nd Edition
RICHARD R. BENNINGTON — High Point University

Furniture Marketing, 2nd Edition, contains an overview of how residential furniture products are developed, marketed, and presented to targeted retailers and consumers. Bennington focuses on developing an appreciation for furniture as a functional art form. This new edition covers the entire industry, including types of furniture products, design periods, product development, and manufacturing. The text also explains how to sell furniture through pricing, promotion, and distribution. The second edition includes a chapter on contract furniture. This book can serve as a helpful reference for students as well as the beginning and experienced employees of manufacturers, retailers, and wholesalers.

CONTENTS
• Furniture Marketing—An Overview
• Upholstered Furniture
• Case Goods
• Other Residential Furniture Products
• Furniture Design
• Product Development
• The Furniture Manufacturing Process
• Marketing Through Segmentation, Targeting, and Positioning
• Marketing Research and Information Systems
• The Ultimate Consumer Market
• Pricing Methods and Practices
• Personal Furniture Selling
• Advertising
• Sales Promotion and Public Relations
• Marketing Channels for Home Furnishings
• Furniture Retailing
• Furniture Wholesaling
• Wholesale Furniture Markets
• Physical Distribution and Inventory Management
• International Furniture Marketing
• Contract Furniture Marketing

FEATURES
Two boxed features in each chapter with readings written expressly for the text or from furniture industry trade publications such as Home Furnishings News, InFurniture, Furniture Today, and Upholstery Design and Management
Chapter that describes how to market residential furniture through segmentation, targeting, and positioning
Chapter that outlines the channels of distribution for home furnishings
Photos and illustrations
Instructor’s Guide includes course outlines, teaching tips, discussion topics, assignments, additional sources of information, test questions, and term projects
Furniture Design and Construction for the Interior Designer
CHRISTOPHER NATALE — Art Institute of Phoenix

Furniture Design and Construction for the Interior Designer satisfies the need in the interior design field for a source that teaches the aesthetic as well as the construction of residential furniture. Beginning chapters cover the design process as it relates to furniture design, basic materials, hardware, joinery, and finishes. Because interior designers organize and create livable spaces, later chapters are organized room by room, showing how pieces are constructed for a particular space. Understanding the basic construction of furniture greatly increases the success of the design. An interior designer should be confident in their design work as well as have an understanding of what is involved with the construction of their pieces and that’s what Natale and this book attempt to guide them toward.

CONTENTS
- Styles of Furniture
- The Design Process
- Materials: Woods and Metals
- Joinery
- Finishes
- Dining Room Furniture Design
- Bedroom Furniture Design
- Living Room Furniture Design
- Home Office Furniture Design
- Designing Other Pieces of Furniture

FEATURES
- Introduces major furniture styles that influenced furniture in the United States and how styles have changed through the years
- Emphasizes custom furniture design and fabrications geared toward residential design
- Uses isometric and exploded drawings to explain how wood furniture is joined together and explains the strengths and uses of each joint
- Step-by-step instructions and illustrations throughout cover how to engineer different types of furniture
- Multiple projects, assignments, and quizzes at the end of each chapter
- Heavily illustrated with drafting examples, sketches, renderings, and photographs of furniture
- Instructor’s Guide provides suggestions for planning the course and using the text in the classroom
Residential Planning and Design
JEANNIE IRELAND — Missouri State University

This comprehensive text introduces the reader to the entire process of planning residential interiors. Extensive full-color photos and diagrams augment the text to explain what an interior designer should know to work with other professionals, such as architects, electricians, and plumbers, to meet clients’ housing needs. The focus on contemporary American housing trends is enriched with references to interiors from the past and from other countries.

CONTENTS
Influences on Residential Design
• Personal and Social Influences on Residential Design
• Green Design: Environmental Influences on Residential Design
• Technological Influences on Residential Design
• Materials Used for Residential Design

The Structure of Homes
• Structural Components of the Home
• Finishing the Structure

The Operation of Homes
• The Electrical System
• The Plumbing System
• Air-Quality Control
• Green Design: Energy-Efficiency

Designing Interior and Exterior Spaces
• Housing Styles
• Planning Space Use
• Designing Public Areas
• Designing Service Areas
• Designing Private Areas

FEATURES
• Coverage of building codes and laws that affect residential interior design
• Annotations throughout the text pointing out design implications of all aspects of residential planning
• Attention to green design in annotations throughout the text as well as in a chapter dedicated to the topic
• Comprehensive glossary
• Appendix showing samples of drawings for a residential project
• Instructor’s Guide includes a test bank, sample syllabi for a 15-week course and a 12-week course, a list of resources, chapter-by-chapter objectives, written and drawing assignments, and discussion topics
• PowerPoint® Presentation outlines the key components of each chapter to use during lectures
Home Design in an Aging World

JEFFREY P. ROSENFIELD — Hofstra University
WID CHAPMAN — Parsons The New School for Design

Home Design in an Aging World examines changing norms and social strains in an aging world, and looks at their implications for home design. Jeffrey P. Rosenfeld and Wid Chapman discuss senior home design in seven rapidly aging nations: Brazil, China, India, Israel, Japan, Sweden, and the United States. All seven of these nations are now faced with the challenge of providing housing for populations that are living longer than ever before.

Comparing the United States to six other nations with growing populations of seniors, the authors explore the ways that home design is shaped by the interplay of demographics, social norms, and government policy and energized by the availability of new technologies and new building materials. The cross-nation discussion follows the growing trend towards a more global understanding of social issues while covering the differences among nations in terms of the effects of policy on the types of housing available, the design elements, and what people can afford. By raising important issues such as universal design implications, technology and aging in home design, and financing options and implications, this book sensitizes the students, professionals, and the lay reader to the unique set of challenges of designing for the aging.

CONTENTS

American Success Stories
- Home as Proactive and Home as Reactive
- Quest for Community
- In Sickness and in Health: Assisted Living and Long-Term Nursing Care

Learning from Other Cultures
- Japan: The Future is Robotic
- China: The New Revolution is Gray, Not Red
- Sweden: Independence by Design
- Brazil: Senior Housing in the Land of Youth and Beauty
- Israel: From Kibbutzim to Naturally Occurring Retirement Communities
- India: The Karma of Home Design

Policy and Prospects
- Are We Ready for Aging?

FEATURES
- Highlighted key terms and concepts
- Study and discussion questions and cross-cultural comparisons at the end of every chapter to encourage critical thinking
- Appendix “Learning from Architects and Designers” that explores accessible homes to more livable communities through real case studies
- Instructor’s Guide provides suggestions for planning the course and using the text in the classroom

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Instructor’s Guide
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Designing for Privacy and Related Needs

JULIE STEWART-POLLACK — Rocky Mountain College of Art & Design
ROSEMARY MENCONI — Rocky Mountain College of Art & Design

This timely book provides a synthesis of research, theory, and practical application to explore and examine the concept of privacy as a function of interior design responsibility. Filled with cutting edge material, the text presents information in a straightforward manner. Privacy needs and solutions are examined for residential, healthcare, hospitality, and work environments. Age-specific privacy needs are also covered. Students learn that privacy is not a luxury experience but a basic and restorative human need that reduces stress, enhances self-identity and creativity, and enables people to better manage both personal activities and social interactions.

CONTENTS
• Why Study Privacy?
• The Concept of Privacy and Its Role in Our Lives
• Characteristics of the Physical Environments That Promote Privacy
• Privacy and Related Needs in Residential Design
• Privacy and Related Needs in Work Environments
• Privacy and Related Needs in Healthcare Environments
• Privacy and Related Needs in Hospitality Design
• Age-Specific Considerations for Privacy
• A Model for Designing for Privacy

FEATURES
• Design features that can enhance privacy are highlighted within chapters
• Extensive bibliography demonstrates a strong research base and allows for greater in-depth study of specific issues
• Links between topics discussed in different chapters are highlighted within the text
• Illustrations of award-winning projects by students serve as inspiration and models for projects by readers
• End-of-chapter activities show relevance of design decisions to privacy needs and encourage students to practice problem-solving

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Environmental Psychology for Design
DAK KOPEC — NewSchool of Architecture and Design

Environmental Psychology for Design introduces the discipline of environmental psychology in different and more meaningful ways to design students, encouraging them to embrace the concepts as well as incorporate them into their daily practices. The book considers the historical context of human habitation, scientific research on the interaction between environments and human behaviors, as well as individual differences related to age, gender, and cultural background. Through concise discussions of research, philosophical perspectives, and illustrations of design in practice, the author integrates fundamental environmental psychology theories into the applied art of the design fields.

CONTENTS
- Overview of Environmental Psychology
- Foundational Theories of Environmental Psychology
- Human Factors Affecting Behavior
- The Psychology of Behavior
- Human Perception and Environmental Design
- Environmental Risk Assessments
- Residential Environments
- Environments for Youth
- Environments for Disabled and Elderly Populations
- Schools and Learning Environments
- Healthcare, Workplace, and Hospitality Environments
- Retail and Service Environments
- Community Environments

FEATURES
- Practical examples that bridge the gap between academic research and design practices, especially between the design fields and environmental psychology
- A full-color art program of illustrations and photos
- End-of-chapter summaries highlighting the information discussed in each chapter along with a bibliography of sources
- Activities at the end of each chapter that will generate individual and group projects and class discussions, while teaching about important methodologies in the field
- An appendix listing Web sites for further online study by chapter
- Instructor’s Guide includes suggested syllabus for a 15-week semester or 45-hour lecture period, and instructional objectives, discussion questions, learning activities, and test questions for each chapter
- PowerPoint® Presentation provides outlines and ideas for lectures; compatible with PC and Mac platforms
Design and Security in the Built Environment

LINDA O’SHEA — Kean University
RULA AWWAD-RAFFERTY — University of Idaho

Interior design students will find inspiration in Design and Security in the Built Environment as they learn about meeting security needs in offices, hospitals, schools, and other public and private facilities. Recognizing that design professionals must also take into account sustainability, accessibility, innovation, sense of place, and a host of other issues, the authors offer a seamless connection between security and these factors. To assist students in developing the mind-set they’ll need to consider security from the start of a project, the text focuses on the relationship of the psychological and physical aspects of security to interior design.

CONTENTS
• Why Study Design and Security
• The Concept of Security and Its Role in Our Lives
• Characteristics of Physical Environments that Promote Security
• Workplace Violence and Security-related Needs
• Security Related Needs in Historical Interiors
• Security in Health-care Environments
• Design for Security in Public Environments
• Security Related Needs in Educational and Day-care Facilities
• Designing for Safety and Security

FEATURES
• Addresses safety and security design issues within the built environment from the perspective of interior design and architecture
• Benchmark events related to security appear as a timeline
• FYI boxes throughout the chapters offer additional information to reinforce particular points throughout the text and include quotes by professionals and/or journalists in the field, or links to additional resources
• Case studies, assignments, key terms, and suggested readings for each chapter
• Instructor’s Guide provides suggestions for planning the course and using the text in classroom
Designing for Designers: Lessons Learned from Schools of Architecture

JACK L. NASAR — The Ohio State University
WOLFGANG F.E. PREISER — University of Cincinnati
THOMAS FISHER — University of Minnesota

Foreword by Philip Langdon, former editor of Progressive Architecture

In Designing for Designers: Lessons Learned from Schools of Architecture, authors Jack L. Nasar, Wolfgang F.E. Preiser, and Thomas Fisher examine the designs of 17 architecture and design schools. They answer questions such as: How has architectural education evolved and what is its future? Are architectural schools built with discernable types of designs and what are their effects on those who experience them? What lessons can be learned from evaluations of recently completed school buildings and what guidance do they provide for the design of future ones? At the heart of this text lies the proposition that we should design as if people matter and Designing for Designers will make readers more aware of problems in architectural interiors and suggest ways to make interiors work better for the building occupants.

CONTENTS

Transforming Architectural Education
- Redesigning Architecture Education
- Architectural Education on the Verge
- Historical Development of Architectural Schools
- The Architecture School as a Type

Assessing Architecture School Designs
- Assessing Designs of Schools of Architecture
- Lessons Learned and the Future of Schools of Architecture Buildings

Evaluation Case Studies (United States)
- Austin E. Knowlton Hall, The Ohio State University
- The Langford Architecture Center, Texas A&M University
- College of Environmental Design, UC Berkeley Temporary Home
- Aronoff Center for Design and Art, The University of Cincinnati
- Temple Hoyne Buell Hall, The University of Illinois at Urbana-Champaign
- Rapson Hall, College of Design, University of Minnesota
- College of Architecture, University of Nebraska – Lincoln
- Goldsmith Hall Renovation, The University of Texas at Austin
- Students’ Assessment of Architecture Schools

Evaluation Case Studies (International)
- The School of Architecture, Dokuz Eylul University, Turkey
- Evaluation Informing Change: The Wilkinson Architecture Building, The University of Sydney, Australia
- The Department of Landscape Architecture, Swedish University of Agricultural Sciences, Sweden

FEATURES

- Criteria for building evaluations included: usefulness of spaces, accessibility and layout, quality of construction materials and their applications
- Essays written by faculty members and occupants from the respective colleges featured in the case studies
- Appendix includes materials for gathering data for users to create their own post-occupancy evaluation forms
Silent Selling: Best Practices and Effective Strategies in Visual Merchandising

3rd Edition
JUDITH BELL
KATE TERNUS

This edition of Silent Selling captures the direction in which today’s retail industry is moving and leads students beyond the basics of visual merchandising. Readers will benefit from an understanding of experts’ recent discoveries and learn valuable new techniques. They are encouraged to think out of the box, while using Bell’s Look-Compare-Innovate model. With these informational tools, students can learn to create and deliver professional presentations that will facilitate their move from the classroom to the workplace.

CONTENTS

Preparation for Visual Creativity
• Creative Thinking: Getting “Out of the Box”
• What is Visual Merchandising?
• Core Design Strategies
Practices and Strategies for the Selling Floor
• Layout and Fixtures for Fashion Apparel
• Fashion Apparel Wall Setups
• Fashion Apparel and Accessory Coordination
• Home Fashion Presentation
Communicating Retail Atmospherics
• Signing
• Lighting

Visual Practices for Nontraditional Venues
• Grocery and Food Service Stores
• Nontraditional Retailing
Tools and Techniques for Merchandise Display
• The Magic of the Display Window
• Mannequins and Mannequin Alternatives
• Building a Visual Merchandising Department
Career Strategies
• Visual Merchandising Careers

FEATURES
• Discussion of trends such as the stretch-the-brand movement and the increased emergence of lifestyle centers
• New and updated photos and illustrations
• New full-color photographs showing examples of concepts explained in the text, from special events to creating harmonious color arrangements
• Instructor’s Guide includes suggestions for using text features in class, sample answers for case study discussion questions, additional chapter activities, and a test bank with 20-35 multiple choice questions per chapter
Visual Merchandising and Display

5th Edition
MARTIN M. PEGLER, S.V.M. — Professional Display Designer

This new edition of the best-selling text is for anyone in merchandising—from store planners and manufacturers to visual merchandisers. Pegler zeroes in on all aspects of visual merchandising and display, from classic techniques to the most avant-garde developments. Using hundreds of textual and visual examples, the author reveals how to add interest to window and interior displays, optimizing the retailer's image and the target market.

CONTENTS

Getting Started: Visual Merchandising and Display Basics
- Why Do We Display?
- Color and Texture
- Line and Composition
- Light and Lighting

Types of Display and Display Settings
- Where to Display
- The Exterior of the Store
- Display Window Construction
- Store Interiors

What to Use for Successful Displays
- Mannequins
- Alternatives to the Mannequin
- Dressing the Three-Dimensional Form
- Fixtures
- Visual Merchandising and Dressing Fixtures
- Modular Fixtures and Systems in Store Planning
- Furniture as Props

Visual Merchandising and Display
- Techniques
- Attention-Getting Devices
- Familiar Symbols
- Masking and Proscenia
- Sale Ideas
- Fashion Accessories
- Home Fashions, Hard Foods, and Food Displays
- Graphics and Signage

Visual Merchandising and Planning
- Visual Merchandise Planning
- Setting Up a Display Shop
- Store Planning and Design
- Visual Merchandising and the Changing Face of Retail

Related Areas of Merchandising and Display
- Point-of-Purchase Display
- Exhibit and Trade Show Design—Industrial Display
- Fashion Shows
- Trade Organizations and Sources
- Career Opportunities in Visual
- Merchandising

FEATURES
- Photo comparisons analyzing the stretch-the-brand movement, different home fashion store designs, and various signing styles
- Summaries of books on personal branding and working with right and left brain personalities that will engage students in a discussion of strategies invaluable in building relationships
- Many full-color photographs and illustrations
- Instructor’s Guide provides lectures, teaching suggestions, and exams

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Instructor’s Guide
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The revised and expanded edition features over 14,000 definitions of fibers, fabrics, laws, and regulations affecting textile materials and processing, inventors of textile technology, and business and trade terms relevant to textiles. Key terms are comprehensively defined and include details about historic background, geographic references, and uses both past and present. Extensive cross-referencing and listings of synonyms help the user to gain a broader understanding of the specific term being defined. Names of governmental entities relevant to the textile field and their acronyms are also included in the text including U.S. and multinational trade, educational, and professional associations, together with a description of their purposes and/or functions. This dictionary is an invaluable reference for students and those working in the textile industry.

FEATURES

• Pronunciations for important terms
• Acronyms listed and defined
• Identification of archival terms
• Appendix of trade associations
The Fairchild Dictionary of Interior Design

2nd Edition

MARTIN M. PEGLER S.V.M. —Professional Display Designer

The second edition of The Fairchild Dictionary of Interior Design presents design terminology from both historical and contemporary viewpoints—from antiquity to the twenty-first century. Furniture and its components, lighting principles and fixtures, materials, fabrics, construction devices, accessories, woods, styles, and periods all contribute to the language of design. Design is the continuous reuse and revitalization of forms to create meaning for each generation. There is no design that cannot find its way back in history. By integrating the historical evolution of design into the very definition of design terms, The Fairchild Dictionary of Interior Design places the fundamental, accumulated understanding of interior design in the broadest and most comprehensive of contexts.

FEATURES

• Terms used in interior design such as sustainable design, universal design, Americans with Disabilities Act, and barrier-free design
• Over 650 detailed illustrations
• Appendices include bibliographies of designers and architects; profiles of major professional organizations and associations for interior designers; and tables detailing characteristics, advantages and disadvantages, and uses of textiles and fibers

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Katherine S. Ankerson, IBC, is a professor of interior design in the College of Architecture at the University of Nebraska-Lincoln where she was awarded the Steward Distinguished Professorship from 2004-2006. A recipient of the College Distinguished Teaching Award, she has given numerous presentations on digital tools and the power of design to reinforce teaching and learning opportunities. Courses she has taught include third and fourth year Design Studios, Interior Construction Documents, and Evolving Issues in Interior Design. She is currently the IDEC Academy Administrator and a member of the Board of Directors of the IABC. Ankerson is a registered architect in Washington State, where she maintained an active practice of architecture and interior design for twelve years.

Karl Aspelund, Ph.D., is a designer whose credits include over forty theatrical productions, four films, couture garments, exhibitions, graphic designs, murals, installations, and fashion photography art direction. Since 1996, he has been teaching design at the University of Rhode Island and designing in an artist’s studio, where his recent work involves the development of biomimetic sculpture and structures shaped by environmental data.

Rula Awwad-Rafferty, JISEC, is an associate professor and program coordinator of Interior Design at the University of Idaho’s College of Art and Architecture, where she has received numerous Alumni Awards for Faculty Excellence over the years, and is involved in strategic initiatives, service, and engagement, in addition to teaching senior community based service learning, capstone studios, and other classes. She has given numerous presentations on identity and place, conflict and place, security and place attachment; factors affecting quality of life in the built environment; culture and resettlement; adaptive reuse applications and community building; vernacular architecture; Interdisciplinary design education; Experiential approaches to understanding the physical and metaphorical parameters of interior spaces and places; and pedagogical explorations in studio and theory interior design education.

Judith Bell is the Group Manager of Competitor Insight in Marketing & Guest Insight Center (MAGICG) for Target. She is in her 18th year at the corporation and specializes in competitive research worldwide reviewing and analyzing new retail concepts, leading retail tours and workshops, and delivering written and lively oral presentations to 3000 internal executives every year. In 2006, she was named a “Retail Design Luminary” in the Display and Design Ideas (DDI) magazine Portfolio Awards, and in 1999 she was the recipient of the Visual Industry’s prestigious Markopoulos Award, which recognizes individuals for extraordinary achievements and outstanding contributions to the visual merchandising and store design industry. She has numbered among the top five industry mentors by DDI since 2001, in addition to being named one of the design industry’s most influential people, annually, since 1998. In 2006 she initiated Target’s sponsorship of both the Planning and Visual Education (FAVE) International Student Competition in Minneapolis and the Women in Design Awards in New York City.

Diane M. Bender, Ph.D., ASID, IBC, is an assistant professor in the Interior Design Department at Arizona State University. Her teaching and research focuses on the use of technology in design practice and pedagogy. Her findings have been published in such journals as the Journal of Interior Design, American Journal of Distance Education, and Journal of Educators Online, among others. Current projects include the integration of online and studio education, and the effective assessment of on- and digital design portfolio. She is a member of the American Society of Interior Designers and the Interior Design Educators Council.

Richard R. Bennington is chair of the Home Furnishings and Design Department at High Point University where he teaches furniture marketing and retailing, among other courses. He holds the Certified Home Furnishings Representative (CFR) professional designation, is a member of the Carolinas Chapter of the International Furnishings and Design Association, is a judge for the Pinnacle Design Awards presented by the American Society of Furniture Designers, and is on the Board of Directors at the Benjaminwood Furniture Library. In 2000, he served as a U.S. furniture industry representative and product judge at the International Furniture and Woodworking Machinery Fair in Shenzhen, China. He has had his writing published in the North American Handbook of Home Furnishings and in Western Retailer.

Rose Mary Botti-Saltikly, Ph.D., is a professor and program director for the Interior Design Program at Mount Ida College where she joined the faculty in 1991. Research interests include distance and non-traditional learning styles and its applications within art and design and programming and the research process within the interior design profession. Prior to university teaching, Botti-Saltikly worked at The Architects Collaborative, (TAC) in Cambridge, Massachusetts and has maintained her own practice A.D.I. Interiors since 1991. She is committed to professional recognition of the interior design profession at both the regional and national level and serves on the ASID, National Legislative and Codes Advisory Council.

Dan Buccescu, AIA, is an adjunct professor in the School of Architecture at Pratt Institute in Brooklyn, New York. He has been in private practice since 1976 and has been teaching at Pratt Institute since 1980. He has lectured and written about architectural education with a focus on grounding the pedagogical experience in theories of knowledge and philosophy of art.

Ralph Caplan is a former editor-in-chief of I.D. magazine and writes about design for both professional and consumer publications, speaks about design to both professional and general audiences, and consults with both designers and their clients. His articles have appeared in such publications as Design Quarterly, Interior Design, The New York Times, and House and Garden. Caplan has lectured at many design schools and universities in the United States and abroad, and has been a keynote speaker at professional design conferences in all design disciplines. He is an honorary member of the Industrial Designers Society of America and a director emeritus of the International Design Confer- ence in Aspen. In 2005, he was writer-in-residence at the Haystack Mountain School of Arts and Crafts.

Wid Chapman, AIA, is a Senior Faculty member at the Parsons School of Design in New York and is a former chair of the Interior Design department. His firm, Wid Chapman Architects, specializes in architecture and interior design, with a particular focus on hospitality, retail and residential developments. He has guest lectured domestically and internationally on academic and professional topics.

Allen C. Cohen is Professor Emeritus of Textile Science at The Fashion Institute of Technology (FIT) where he taught for 30 years. He is the author of three text books. His industry consultant. His positions at FIT include Director for Research and Chairman of the faculty association. He has also served as a lecturer of seminars for textile, apparel and retail executives.

Sharon Scholtes Coleman, IBC, ASID, allied member, is an associate professor at Middle Tennessee State University, where she has been in the in the Human Sciences faculty since 1983 as an Assistant Professor of Interior Design. She has maintained her own practice A.D.I. Interiors since 1991. She is an active member of the Tennessee Chapter of the International Furnishings and Design Association, has been a member of the Interior Design Program. She has been instrumental in the integration of technology throughout the Interior Design curriculum and has received numerous internal and external grants. Her areas of specialization include architectural, interior design history, lighting, residential design, universal design, sustainable design and computer-aided design. She received the 2008 Award for Innovative Excellence in Teaching, Learning and Technology and is a Registered Interior Designer in the State of Tennessee.

Penny Collins is chair of the Fashion Design Department at Woodbury University, where she specializes in interior and fashion courses with a special interest in experimental design and recycled materials. In addition to the interdisciplinary fashion and interior design course, Collins has participated in the development of two interdisciplinary courses: one combining fashion design and architecture student exhibi-
Adam R. Crespi is an assistant professor of art and animation at DigiPen Institute of Technology in Redmond, Washington. He is a Autodesk Certified Instructor in 3ds Max, and has been using the software since its inception. Prior to teaching at DigiPen, he was a lead interior design animation, and game design instructor at the Art Institute of California – Orange County for five years. He has over 15 years experience in the architectural visualization field, seven of them running his own visualization and illustration consulting business. His research interests include digital modeling and rendering, global illumination investigation, and particle simulation. He has given numerous presentations on modeling and rendering at both the high school and university levels, and is a digital curriculum and development specialist.

Joan I. Dickinson, Ph.D. IIDA, IDEC, is an assistant professor in the Department of Interior Design and Fashion at Radford University. Her research interests include healthcare design, design for individuals with Alzheimer’s disease, design for older adults, design of nursing homes, and undergraduate student attitudes toward research.

Suning Ding, ASID, IDC, NCIDQ, is an assistant professor of interior design at Indiana University–Purdue University Fort Wayne. She has received a college award of Excellence in Teaching in 2006, and Purdue Research Foundation summer support as well as several instructional development grants from the University. Her research interests include digital 3D modeling, cross-cultural comparison of architecture, cognitive perceptions of interior space and relationships of human behavior and environment. She has practiced interior design and architecture for twelve years.

Patricia Eakins has taught professional writing, basic composition, and creative writing courses at such colleges and universities as New York Institute of Technology, The New School, Trinity College, and New York University. She has also served as an editorial consultant on vocational textbooks and is the author of a collection of short stories and a prize-winning novel.

Virginia Hencsen Elsasser is an associate professor of fashion in the Communication and Fine Arts Department at Centenary College. She has taught courses focusing on textiles, color, design, and introduction to visual arts. She has held positions in the Embroiderers’ Guild of America, the social/psychology of clothing, elements of design, creativity, and retailing. She is a member of the International Textile and Apparel Association.

Michael Eng is an assistant professor of Philosophy in the Department of Social Science and Cultural Studies at Pratt Institute in Brooklyn, New York. A Fulbright Scholar, he has taught graduate architecture, urban studies, social-political philosophy, aesthetics, continental philosophy and feminist theory.

Edith Anderson Feinser has served for 13 years on the faculty as a visiting specialist in the Fine Arts Department at Montclair State University. She has taught courses in color, design, and introduction to visual arts. She has held many positions in the Embroiderers’ Guild of America including certified teacher, teacher certification board, as well as the author of the master craftsmen programs in textile science and performance, the social/psychology of clothing, elements of design, creativity, and retailing. She is a member of the International Textile and Apparel Association.

Robert Philip Gordon is an architect, planner and designer with an international reputation in multiple design disciplines and as an educator. He currently teaches architectural rendering and design at Columbia College Chicago in the graduate and undergraduate program of Architectural Studies and Interior Architecture. Gordon has previously taught at Illinois Institute of Technology, the University of Illinois, Chicago, the Academy of Art College in San Francisco, and the Paris/American Academy of Beaux Arts in Paris. His work has been exhibited in galleries and expositions in Chicago, Paris and San Francisco, as well as on the electronic scoreboard at Old Comiskey Park. Gordon has also written numerous articles on architecture and design for newspapers and magazines.

Judith Griffin is an instructor of interior design in the Department of Family and Consumer Sciences at California State University, Northridge. She is a member of the Interior Design Educators Council and the International Interior Design Association.

Mark Hinchman, RA, IDEC, is an associate professor of Interior Design in the College of Architecture and Environmental Design at the University of Nebraska, Lincoln. He teaches design history, architectural history, and interior design studio classes. His education includes studying urban design with Colin Rowe, and culminated with a Ph. D. in art history from the University of Chicago. In Frankfurt, Germany, he worked for Philipp Holzmann. In Chicago, he worked at Skidmore, Owings, and Merrill, ISD, and the Environments Group, specializing in corporate interiors. A Fulbright scholar in Senegal, West Africa, Hinchman’s subsequent research interests were funded by the National Endowment for the Humanities, the Graham Foundation, and the Getty Research Institute.

Jeannie Ireland, Ph.D., is a professor of housing and interior design in the Fashion and Interior Design Department at Missouri State University. A diversified individual, she has degrees in Greek, biology and physiology, clothing and textiles, and environmental design. Dr. Ireland has a passion for traveling and has so far managed to study and photograph architecture in 54 countries. She has taught residential design for over 25 years and was awarded the 2005 College Teaching Award.

Ingrid Johnson is a professor at the Fashion Institute of Technology, where she has been chair and a member of the Textile Development & Marketing Department as well as acting vice president for academic affairs for the institution. Johnson has lectured at the United States and internationally and is frequently sought by the media to offer commentary on textiles and industry trends, including Money Line with Lou Dobbs, the Wall Street Journal, Wired, and Glamour magazines, among others.

Gordon T. Kendall is a freelance author and lecturer based in Austin, Texas. An attorney with an MBA degree and teaching experience, he seeks to prepare interior design students for the legal, business, and ethical realities arising in their careers.

Peter Klick serves as program coordinator of design integration at Chicago’s Harrington College of Design, where he teaches upper-level interior design classes. He has worked for over 30 years as a consultant, teacher, author, and researcher. Since then, he has been an interior design educator and an interior designer working for Chicago based firms and clients.

Frank Theodore Koe, Ph.D., has held positions as Director of The Design Center at Philadelphia University, vice president and director of restoration at Scalambardi, and dean of the School of the Arts at the Education Department at Saint Francis University of Pennsylvania and associate director of the Berkley Center for Design and one combining fashion design and interior architecture students in a seminar on materials and meaning. In addition to her work at Woodbury, she is involved in the creation of art pieces that utilize re-used and found materials, which she has exhibited in group shows around the Los Angeles area.

Carolyn Gibbs, IDEC, ASID, ACADIA is an associate professor and program coordinator in the Interior Design Department at the Pennsylvania State University, University Park. She is a member of the American Society of Interior Designers and the Interior Design Educators Council. Her research interests include digital modeling and rendering, global illumination investigation, and particle simulation. She has given numerous presentations on modeling and rendering at both the high school and university levels, and is a digital curriculum and development specialist.

Joan I. Dickinson, Ph.D. IIDA, IDEC, is an associate professor in the Department of Interior Design and Fashion at Radford University. Her research interests include healthcare design, design for individuals with Alzheimer’s disease, design for older adults, design of nursing homes, and undergraduate student attitudes toward research.
for Entrepreneurial Studies at the Stern School of Business, New York University. He had published and lectured on top-
ics related to business, design, historic preservation, and fabric for the Atelier, Frank invents and manufactures sporting good products.

David Alan “DAK” Kope, Ph.D., IDEC, is an associate professor at the School of Architecture & Design in San Diego, California. He has a private practice and provides consulting services and educational lectures at events and conferences. A member of the Interior Design Educators Council and certified by the National Commis-
sion for Health Education Credentialing, his publication, Environmental Psychology for Design won the 2006 ASD Foundation, Inc. Joel Polsky Prize.

Amy Korté, NCIDQ Certified, is a designer at an archi-
tecture, planning and interior design firm near Boston, Massachusetts. She teaches the Design Project Studio and serves as an Interior Design Thesis Advisor at Boston Architectural College. Her research examines how students learn within the studio environment and how their learning can be expanded through strategic connec-
tions between academia and practice. Korté is NCIDQ certified and holds a Masters Degree in Architecture from Harvard University Graduate School of Design, a BFA in Environmental Design from Parsons, the New School for Design and a Certificate in Design Education from Boston Architectural College.

Jim Long is retired from the Department of Photography and Film at Virginia Commonwealth University where he taught photography and basic design. He also has served as associate professor in the Art Foundation and Interior Design Departments at the university. His work has been shown in numerous solo and group exhibitions and fea-
tured in books and journals in the United States, Europe, and Asia.

Joy Turner Luke is a painter and owner of Studio 231 in Sperryville, Virginia, where she conducts intensive courses on color and artists’ paints. She also lectures widely on these topics at art schools and other groups with a special-
ized interest in color. Among the organizations in which she has been active are the Inter-Society Color Council, where she has served as president, the Munsell Foundation; the Advisory Board of the Munsell Color Laboratory at Rochester Institute of Technology, National Artists Equity Association, and the American Society for Testing and Materials, where she worked on establishing standards for art materials.

John P. Marsden, Ph.D., IDEC, is Provost and Vice President for Academic Affairs at Mount Mercy College. He previously served as the Division Chair of Arts and Design and founding Director of the Interior Architecture Program at Chatham University. He was also a faculty member at the University of Florida and Auburn University. He is the co-author of two books on dementia care settings, based on work completed as part of an interdisciplinary group funded by a National Institute on Aging grant, and is the author of Humanistic Design of Assisted Living. In addi-
tion, he is on the review board for two scholarly journals.

Rosemary M. Meconci has received the Presidential Chapter Citation from the American Society of Interior De-
signers (ASID) and currently holds memberships in ASID, Interior Design Educators Council (IDEC), and the Colorado Coalition for Interior Design.

Dana Miller, ASID, IDEC, IDEA, IIDA, TIDA, is assistant professor in the Department of Human Sciences at Middle Tennessee State University. She teaches courses in construction, interior finishes, building codes, ADA design, business practices, office, hospitality, and retail design and has presented on both a regional and national level. She has practiced commercial interior design in Ohio, Tennessee, and Virginia and has worked in and written for Interior Design magazines. From 2004 – 2008 Professor Miller served as the interior design representative on the Tennessee State Board of Architectural and Engineer-
ing Examiners and since 2001 she has participated as an NCIDQ exam judge.

Jack L. Nasar, Ph.D., FAICP, is a professor of City & Regional Planning, a member of the Graduate Faculty in Landscape Architecture at The Ohio State University, and the editor of the Journal of Planning Literature. He studies environmental meanings, cognition, fear, crime, and spa-
tial behavior. Author of five books, he is an invited lecturer around the world and has received the Environmental Design Research Association (EDRA) Career Achievement Award, Ethel Chattel Fellowship from University from Sydney, and the Distinguished Alumni Award of the School of Architecture at Washington University, St. Louis.

Christopher Natale is an instructor in the Interior Design department at the Art Institute of Phoenix, a Council for Interior Design Accreditation (CIDA) accredited program. He is an accomplished furniture designer and fabricator with more than 20 years of experience in interiors and wood. His product design experience includes both computer-aided design and traditional illustration meth-
ods. His original designs and custom pieces have earned numerous awards and gained wide recognition among pres-
tigious galleries, private clients, and interior design firms.

Linda O’Shea, IDEC, is an associate professor and Program Coordinator at the Interior Design Program at The University of Regina, as well as IDEC president. She has taught at Kean University. She has taught a variety of courses, including: materials & finishes, design studies, ar-
dustrial lighting, business practices, and special topics. She is a professional member of the International Interior Design Association (IIDA), and has held leadership roles in the IIDA, the Interior Design Educators Council and the NJ Coalition for Interior Design Legislation.

Nancy Oxford is an assistant professor in the Textiles, Merchandising and Design Department at Middle Ten-
essee State University. She is a member of the Textile Fabric Consultants, Inc., a manufacturer of fabric swatch kits used in teaching basic textiles worldwide, and she currently provides textile training programs for trade organizations, as well as various retailers. Her considerable retail, manufacturing and business experience includes working as a buyer and as a store manager in the retail industry. Ms. Oxford’s research interests include textile flammability and clothing for the physically challenged, as well as Computer Aided Design and Fiber Arts.

Jill Pable, IDEC, is an assistant professor in the Depart-
ment of Interior Design at Florida State University. Prior to university teaching, she practiced interior design through her own firm in Daytona Beach, Florida and also with the Creative Design Team at Universal Studios, Florida. Her research, teaching and creative scholarship presentations have been awarded top honors three times at international Interior Design Educators Council (IDEC) conferences. She is the past national secretary/treasurer of IDEC, past chairperson of the Interior Design Continuing Education Council (IDEC), and current chairperson of the IDEC Social Justice Network.

Alexandra Trammell Parman, IDEC, NCIDQ Certified, is an instructor at the Art Institute of California – San Diego. Her areas of academic research focus on healthcare design, sacred spaces, and interior design research and program-
ming methodologies.

Martin M. Pogler has been in the field of visual merchand-
sing a store design for over 25 years and has written and edited more than seventy books. Currently a professor in the Visual Presentation and Exhibit Department at the Fashion Institute of Technology, he is also a popular lec-
turer in the United States, Latin America, Europe, and the emerging Pacific Rim countries. The range of his experience includes retail design, café and restaurant design, super-
market, market, and specialty food stores, shop exteriors, and storefronts. He is the editor of two trade publications with world-wide distribution, as well as a contributing editor to Retail Asia, a Singapore-based business magazine and POP Today out of India. Pogler has been honored by the Professional for the Advancement of Visual Education (PAVE) with a Lifetime Achievement Award. In 2001, he was selected for the NY State’s Chancellor’s award for Excellence in Teaching. He is also an inductee in the Visual Merchandising / Display Industries Hall of Fame and an elected member of the Society of Visual Merchandisers of which he has served as secretary / treasurer.

Tiiu Poldma, IDEC, is an award winning researcher and professor who is currently the Vice Dean of Graduate Stud-
ies and Research in the Faculty of Environmental Design at the University of Montreal. Her expertise includes creating spaces in flexible and temporal environments using light, color and design elements through changing human user interaction. She has experience with interior space, spatial design and commercial space and has practised as an interior design for over 25 years with proj-
ects in North America and Australia. Design awards include finalist with Raymond Girard for ToqueÉ at the Concours
Shelley Siegel is a winner of the prestigious ASID Medalist Award and was inducted into the ASID National 2004 College of Fellows, the highest honor the Society bestows on its members. Most recently she completed the professional designation of Certified Aging-in-Place Specialist (CAPS) from the National Association of Home Builders.

Sasha M. Silkoff, ASID, allied member, IDAP, is owner and principal interior designer of the full service interior design firm, Bayar Designs, Inc.

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Julie Stewart-Pollack, ASID, IDEC, is the Chair of the Department of Interior Design at Rocky Mountain College of Art and Design and the director of the Green Design Center Specializing in Sustainability. For more than twenty years she has been a professional member of the American Society of Interior Designers (ASID), the Interior Design Educators Council (IDEC) in which she serves on the Sustaining Design Task Force and the Colorado Coalition for Interior Design. She has authored several articles in publications such as Interiors & Sources and Colorado Homes and Lifestyles. She presents her ongoing research on Biophilic Design at conferences and workshops throughout the United States.

Lura K. Teter-Justice taught at Eastern Kentucky University.

Phyllis G. Tortora is professor emerita at Queens College, where she was department chair for 17 years, teaching historic costume and fashion history. She has also served as a consultant to the Historic Costume Collection of the Huntington Historical Society. Her professional memberships include the International Textile and Apparel Association (ITAA) and the Costume Society of America. She has been awarded Fellow Membership in ITAA.

Cathy Whitlock is a professional writer whose work has appeared in books, magazines, homes and businesses across the country. She is a contributing writer for Traditional Home and her articles have appeared in Architectural Digest, Asian, ASID Icon, British Glamour and Four Seasons. She has also been a frequent on-air personality on Home and Garden Television's highest rated daytime show Decorating With Style. She is a graduate of Parsons School of Design in New York.

Amy Willbanks is the Vice President of Sales and Marketing for Honeycomb Concepts, Inc. She received a B.F.A. for seventeen years, she has written numerous textile articles, helped developed textiles software and fabric swatch kits.

Susan M. Winchip is a professor of interior and environmental design in the Department of Family and Consumer Sciences at Illinois State University. She has published monographs and in several academic journals, including Journal of Interior Design Education and Research, Kappa Omicron Nu FORUM, Journal of Family and Consumer Sciences, Quality in Higher Education, and the College Journal. She has received several interior design development grants from the College of Applied Science and Technology, and the Center for the Advancement of Teaching at Illinois State University.

Diana Bennett Wittra, ASID, IIDA, NKBA, is an instructor in Interior Design program at the Art Institute in Seattle. She has been a professional designer for over 30 years and owns a thriving interior design business, Amethyst Designs.

Jan I. Yeager has taught at West Virginia University since 1967 and became the Director of the Division of Family and Consumer Sciences in 1995. Upon her retirement in 2005, she was named as Director Emeritus. She is a fellow of the International Textile and Apparel Association.
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