



05 THE MASTER KEY

Let's do this!

You now have everything you need to create a great layout that will feel good and function well.

This is your opportunity to make a scale model of the pieces of furniture you need to fulfill the functions of the room and place them into your scaled room diagram. This will confirm what size furniture fits your space best.

Step 1: Gather Materials

For this Module You will need:

- Scaled Drawing of your room
- Pencil, Ruler and Scissors
- Furniture Templates
- Whole House Activities Worksheet
- Storage Worksheet
- Completed Zone Worksheet
- Comfort Obstruction Checklist
- Cheat Sheet of Standards

Step 2: Determine what furniture is needed

Know your Uses and define your zones. Referring to the Activities Worksheet, note the activities you checked for that room. Then move over to the zone worksheet and check those same activities. On the Zone worksheet, see that each activity has a list of furniture that is typically used for that activity. Go ahead and check the furniture you would like to have in your room.

How is the room to be used and what furniture pieces do you need for those intended uses?

Step 3: Group Furniture Pieces by Activity Zone using the Venn Diagram

1. Pull out a furniture label sheet for the room you are working on.
2. Cut out the word label for your furniture pieces that are needed for each activity you have identified for that room.
3. Using the provided large Venn diagram, place the furniture pieces for each activity in a separate circle. Those pieces that serve two or more activities in the middle of the two circles where they overlap. This is not an essential step but it helps some people to visually see and think through what furniture pieces could serve two purposes.

Step 4: On your Floor Plan, mark your pathways

Draw an arrow from each door to every other door in the room.

Step 5: Know your Sight Lines from entrances

Draw a dotted arrow from each doorway to the the opposite wall in the direction an occupant sees upon entering.

Step 6: Know your focal points

Is there an existing architectural focal point near the sight line? Mark it with an “x” and if not, keep in mind that a focal point needs to be created.

Step 7: Determine orientation of largest furniture block

1. Familiarize yourself with the comfort obstructions of your room type so you have them in mind as you place your furniture.
2. Determine the orientation that you place the largest pieces or groups of pieces and if it is limited to one direction.
 - a. In the living room, you will need a minimum of 114” to place furniture pieces across from one another for a conversation.
 - b. A bedroom needs a minimum of 80 inches for the length of a bed with an additional 30” clearance before the nearest piece of furniture. on all 3 sides for walking around room.
 - c. Dining Room – See Dining room handout
3. LAYING IN FURNITURE
 1. Keep what you LOVE and create a template for its dimensions
 2. Center each orientation on the focal points.
 3. Go through the comfort obstructions checklist
 - a. Pencil in the largest furniture grouping and its supporting pieces within the largest free space triangle creating a focal point where needed or centering on an existing focal point. Place the largest pieces and then the smaller pieces always keeping in mind the zones you have defined.

. Typical Main Furniture Groupings

- a. Bedroom - The bed and side tables for the bedroom,*
- b. Living Room - The couch, coffee table and chairs for the living room*
- c. Family Room - seating and TV*
- d. Dining Room - the dining room table and chairs*
- e. Other Rooms - Other rooms may be a pool or ping pong table for a game room*

Do your best to place largest piece or grouping to bring attention to the focal point remembering what you learned about the **principles of Traffic flow, sight lines, focal points, comfort obstructions, zones, symmetry, centering and proportion.**

Centering Prepositions: Above, Below, Behind, Between

Zones: Place furniture for each activity zone near each other

Continue working and readjusting until you have placed all the furniture pieces. The furniture doesn't have to be placed perfectly at this step. Just the general layout that works.

Step 8: Identify Needed Furniture Pieces for Storage

Take a moment and refer to the Furniture Needs Worksheet again. Based on the largest item in that category and the amount of space needed to store those items, determine what storage solution is best for those needs. Is it something with drawers? Shelving with containers? Will that storage solution fit into your plan? Is there another option for storage that would work in the available space after placing your furniture?

Work slowly and carefully until you have created a home for all the needs you identified for the activities of that space.

Step 9: Build in Comfort

Methodically go through each of the Comfort Obstructions Checklist and check off that you have avoided these common comfort obstructions and continue to edit your layout doing your best to avoid comfort obstructions.

Ways to remove comfort obstruction

- Moving or removing a furniture piece

- adjusting the size of a furniture piece
- or changing the orientation of that furniture piece
- Ask yourself...would remodeling some architecture solve a comfort obstruction?

Keep adjusting the pieces until they all fit comfortably.

Step 10: Identify Furniture Sizes

Take note of the sizes of pieces needed to complete your layout in the column provided on the Zone Worksheet. This is often a sliding scale. For example: Between 60-68” for a couch. This will be your handy reference as you go out to get furniture for your room!

STEP 11: Optional: Mark Out Your Space

Some find it helpful to mark out the space with masking tape on the floor of the room to get a better sense of the relationship between the pieces, their size and impact on the space.

Keep in mind the need for storage and allow for storage solutions when choosing furniture for a room. Examples of storage solutions include ottomans for paperwork, built-in cabinets for toys and shelves for books.

