

The Plan



THE ART OF EBB AND FLOW



How to Plan

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- Identify Number of Rooms
 - *Create Basic Flow Pattern = Mapping*
- Identify # of Colors
 - *Label Each Room with # Colors Based on Flow*
- Identify Density of Design Scale
 - *Label Each Room with Density # Based on Flow*
- Identify Each Room with Formality Scale
 - *Label Each Room with Formality # Based on Flow*

Simple

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- Name/Number
- Colors/Accents
- Type/Style
-*hold on.....don't worry.....*

Rooms

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- Work in 3-5-7 room increments if large scale home
- Eyes need to register a story or engage a space
- Think department stores and their “floors” – only so many

Map Flow Patterns

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- Position all possible traffic patterns
- Pick the most important
- Create the Story Line from important for this season
- Mapping “tells a story” = way eyes register
- Decorating = important, can only process so much

Mapping #: Transition & Eyes Land

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- Each room get's a M#
- 1 = typically front entry
- 2 = next space (can be an extended hallway)
- And so on....
- Major elements like stairs get mapping #'s – where your eyes land in succession

Colors Based on # Rooms

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- 2 Colors + Accent
- 3 Colors + Accent
- 5 Colors + 2 Accents
- 7-10 Colors + 3-5 Accents

Color vs Accent

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- Color is typically a solid or metallic
- Accent can be a pattern or theme see types:
 - Herringbone, polka dot, shimmer
 - Tartan or Plaid
 - Snow
 - Nutcrackers
 - Nativity or Menorah

Accent vs Color Types

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- Raw/natural
- Woodland
- Tartan/plaid
- Bling
- Metal/Industrial
- Nationalities
- Weather related
- Pattern Related
- Texture Related
- Finish Related
- Etc.....

- Red/Green
- White/Silver
- Blue/White
- Purple/Green
- Black/White
- Tiffany Blue/Silver
- Bright Red/White
- Pink/Purple
- Gold/Silver
- Taupe/Brown
- Etc.....

Density is CRITICAL in PLANNING

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- Understanding density is the single most important part of Holiday Décor Planning
- Must be able to “see” & “decide” to tell a story properly
- Fill Up vs Pull Back

Density

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- 1 = Austere, only 10% of room is decorated
- 2 = Contemporary, only 20% of room is decorated
- 3 = 70% empty space
- 4 = 60% empty space
- 5 = 50% empty space
- 6 = 40% empty space
- 7 = 30% empty space
- 8 = 20% empty space
- 9 = 10% empty space
- 10 = Vegas Baby!

Formality, like Density = “story teller”

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- Create layers in Density AND Formality
- Especially useful with older decorations &/or sentimental pieces

Formality

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- 5 = Formal, “black tie”
- 4 = Semi-Formal, “dining room or party”
- 3 = Traditional, “living room – up a notch”
- 2 = Casual, “family Room – everyday life”
- 1 = Rustic, “urban casual – industrial/raw”

Each Room Sheet

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- Name
- Mapping # “M#”
- # Colors “C#”
- Density # “D#”
- Formality # “F#”