# DESIGNHOUSE

INTERIOR DESIGN PROJECT TIMELINE

#### PHASE ONE: GETTING TO KNOW YOU

Programming/Strategic Planning (1-2 Weeks)\*

- Initial meeting to review details of project and establish the direction, needs and timeline
- Discuss budget and contractual agreements
- Review Plans/Site visit
- Introduce collaborators to each other (architect/general/subcontractors) and develop a method of communication and expectations

## PHASE TWO: TIME TO ROLL UP OUR SLEEVES

Schematic Design (1-3 Months)

- Review plans for space planning and/or modify plans
- Develop presentation containing concept imagery of fixed finishes/overall aesthetic
- Cultivate real materials to present such as:
  - Cabinet door samples
  - Tile Samples
  - Countertop Samples
  - Lighting imagery
  - Flooring Samples
  - Wallpaper/Wall Finishes
  - Stone/Architectural wood finishes
- Set up appointments with primary vendors (such as plumbing and appliances) to select fixed finishes
- Review all materials for client approval
- Reselect materials/update presentation

#### PHASE THREE: IT'S ALL IN THE DETAILS

Design Development/Construction Documentation (1-3 Months)

- Finalize Presentation for approval
- Develop and complete tile elevations
- Develop and complete lighting elevations



#### PHASE THREE: CONTINUED

- Develop space planning layouts for furniture
  - Initiate Furniture Presentation
    - Selection of furniture/soft goods/window coverings
    - Present furniture materials/imagery from presentation
- Develop and complete specification pages for construction team

## PHASE FOUR: THE HOME STRETCH

Contract Administration/Project Management/Installation (Timeframe will vary per lead times of furniture)

- Site Visits
- Revisit and update materials selected if needed (based off changes/availability)
- Prepare proposal of furniture/soft goods/window coverings
- Procurement of furniture/soft goods/window coverings
- Schedule Installation of furniture/soft goods/window coverings
- Final Punch List
- Photoshoot (if approved)

<sup>\*</sup>All information is subject to change & is customizable per project needs/requirements

