### Interior Design Fundamental Exam (FX)

**125 Questions • 3 Hours to Complete**

#### Knowledge Areas

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#### F1. Programming and Site Analysis*

**Skill Objective:**

- Demonstrate understanding of **research methods** such as interviewing, surveying, case studies and benchmarking/precedent
- Demonstrate appropriate use of **analysis tools** such as spreadsheets, site photographs, matrices and bubble diagrams
- Demonstrate understanding of the **project context** such as space use, culture and client preference
- Demonstrate understanding of the **site context** such as location, views and solar orientation
- Analysis of **existing conditions**
- Analysis of **sustainable attributes** such as indoor air quality, energy conservation and renewable resources

#### F2. Human Behavior and the Design Environment

**Skill Objective:**

- Identify and demonstrate understanding of **influences** such as environmental, social, psychological, cultural, aesthetic and global
- Identify and demonstrate understanding of **human factors** such as ergonomics, anthropometrics and proxemics
- Demonstrate knowledge of **sensory considerations** such as acoustics, lighting, visual stimuli, color theory, scent and tactile
- Identify and demonstrate understanding of **universal design**
- Identify and demonstrate understanding of **special population considerations** such as Aging in Place, pediatric and special needs

#### F3. Building Systems and Construction

**Skill Objective:**

- Demonstrate understanding of **building construction types** such as wood, steel and concrete
- Demonstrate understanding of **building components** (e.g. doors, windows, studs)
- Demonstrate knowledge in the coordination of **mechanical systems, plumbing systems, and fire protection systems**
- Demonstrate knowledge in the coordination of **electrical systems and lighting systems** (e.g. zoning, sensors, daylighting),
- Demonstrate knowledge in the coordination of **low voltage systems** (e.g. data and communication, security, A/V)
- Demonstrate knowledge in the coordination of **structural systems**
- Demonstrate knowledge in the coordination of **acoustical systems**

### F4. Furniture, Finishes, Equipment, and Lighting

**Skill Objective:**

- Demonstrate understanding and specification of **finish materials** such as:
  - Textiles
  - Wall treatments
  - Floor coverings
  - Ceiling treatments
  - Window treatments
- Demonstrate understanding of **life safety elements** (e.g. flammability, toxicity, slip resistance)
- Demonstrate understanding of **acoustics**
- Demonstrate understanding and installation of **lighting** to include elements such as light sources, fixtures, calculations and distribution color rendering
- Demonstrate understanding and installation of **furniture and equipment** to include elements such as types, use and space needs

### F5. Construction Drawings and Specification

**Skill Objective:**

- Ability to develop and understand a **demolition plan** to include existing elements and elements to be removed
- Ability to develop and understand a **floor plan** to include elements such as partitions, construction, dimensions, and enlargements
- Ability to develop and understand a **reflected ceiling plan and lighting plan** to include ceiling and mechanical elements, height, and light fixture location
- Ability to develop and understand a **power and communication plan** to include appropriate symbols and heights for equipment coordinate
- Ability to develop and understand a **furniture plan** to include appropriate layout and clearances
- Ability to develop and understand a **finish plan** to include locations, extents, and dimensions
- Ability to develop and understand a **elevations, sections, and details** to include elements such as partition types and millwork
- Ability to develop and understand **schedules**
- Ability to prepare a **specifications** to include elements such as prescriptive, performance and proprietary

### F6. Technical Drawing Conventions

**Skill Objective:**

- Demonstrate understanding of appropriate **measuring conventions** such as scale, unit of measure and dimensioning
- Demonstrate understanding of **construction drawing standards** such as line weights, hatching and symbols

### F7. Design Communication

**Skill Objective:**

- Ability to utilize **models** such physical and virtual models and **rendering** such as 2-D and perspective renderings
- Ability to create and lead **material and finish presentations** utilizing elements such as boards, binders and digital
- Ability to utilize **functional parti diagrams, bubble diagrams and adjacency matrices**
- Ability to utilize **charts** such as flow and Gantt charts
- Ability to utilize **stacking/zoning diagrams and block plans/square footage allocations**
- Ability to utilize **floor plans**
- Ability to identify when **mock-ups and prototypes** are required