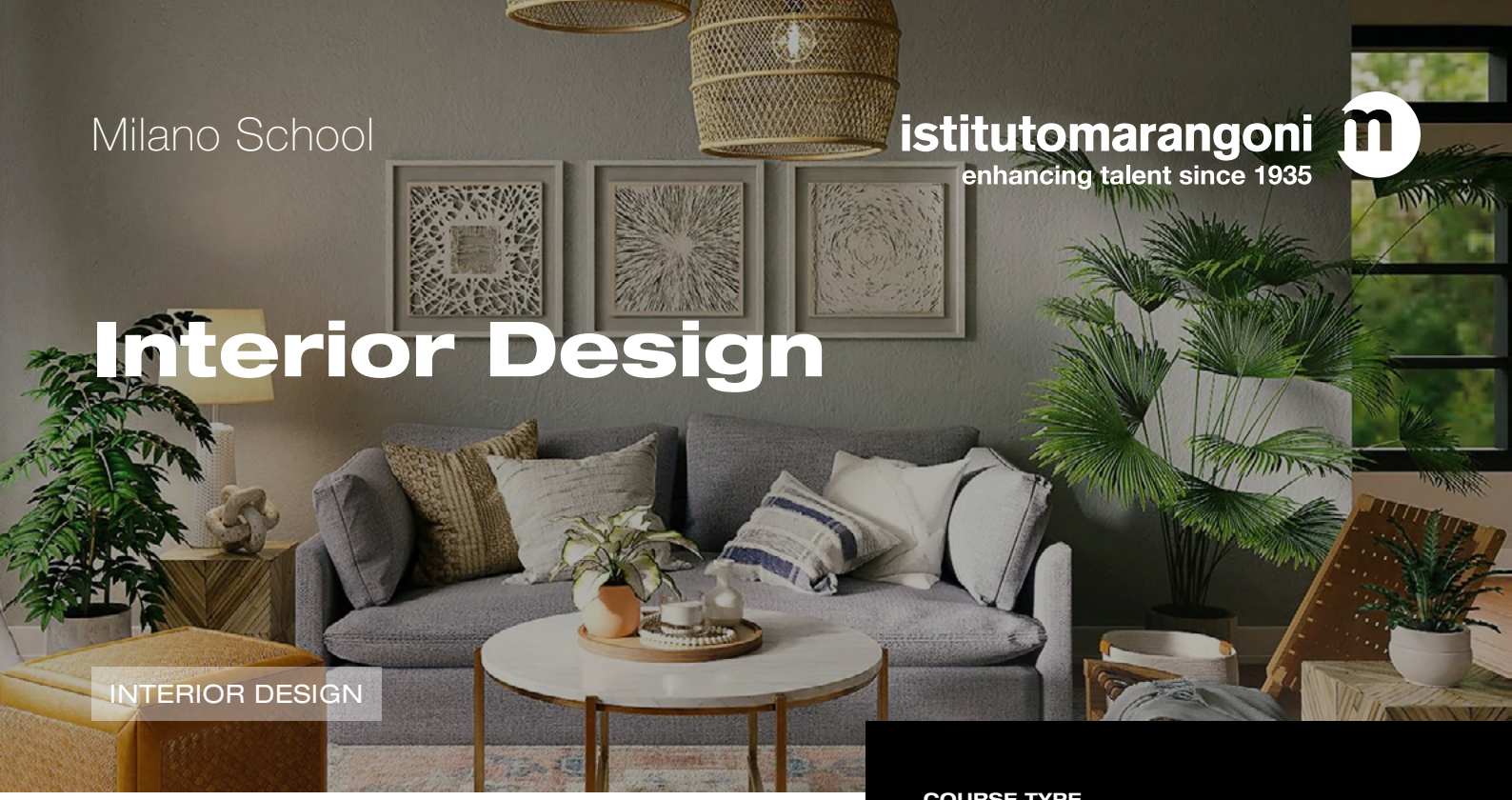

Milano School

istitutomarangoni
enhancing talent since 1935

Interior Design

INTERIOR DESIGN

COURSE TYPE

One Year Course

Istituto Marangoni Certificate.

OVERVIEW

The Interior Design one-year course prepares emerging designers by **developing advanced technical, digital, and creative competencies** applicable to residential, commercial, and public environments.

From freehand perspective sketching to the spatial analysis carried out through laboratory-based physical maquettes, students acquire a **comprehensive understanding of the design process**. They learn to work with **CAD software**, **3D modelling**, and **rendering tools**, enabling them to develop fully articulated interior design projects—from initial concept development to final visual and verbal presentation.
The programme integrates **innovation in materials**, **emerging technologies**, and contemporary digital instruments such as **augmented reality** and **artificial intelligence**, fostering a sustainable, research-driven, and multidisciplinary approach to interior design.

The course provides a solid **foundation for progression** into advanced specialisation programmes.

The course aims to meet the growing demand for professional figures as:

- **INTERIOR DESIGNER PUBLIC / PRIVATE**
- **RETAIL DESIGNER**
- **EVENT DESIGNER**
- **EXHIBITION DESIGNER**
- **CONSULTANT FOR INTERIORS**

WHY MILAN?

As a global capital of design, luxury and innovation, the City of Milan offers privileged access to **leading brands**, **design studios**, **exhibitions**, **trade fairs** and **industry events**. The city becomes an extended classroom where students can observe and interact with excellence in craftsmanship, hospitality and contemporary living.

KEY OUTCOMES

— Spatial Design and Methodological Application

Students will be able to interpret a project brief and apply interior design methodologies to develop residential, retail, and public-space projects, integrating zoning strategies, ergonomic standards, material selection, lighting principles, and technical requirements into comprehensive spatial solutions.

— Creative Concept Development and Visual Research

Students will be able to conduct structured design research, analyse stylistic references, and transform conceptual themes into coherent interior design proposals through mood boards, visual studies, and the development of a research book that informs the overall design direction.

— Technical and Digital Design Communication

Students will be able to produce accurate architectural drawings and digital representations of interior spaces using professional software tools—including AutoCAD, Photoshop, InDesign, SketchUp, and 3ds Max—demonstrating proficiency in 2D drafting, scaled technical documentation, 3D modelling, and rendering workflows.

— Freehand Representation and Material Rendering

Students will be able to illustrate interior spaces through freehand sketches, perspectives, axonometric drawings, colour-marker techniques, shadow theory, and other analogue visualisation methods, integrating manual and AI-assisted sketching processes into their workflow.

— Professional Presentation and Portfolio Development

Students will be able to communicate design proposals effectively through professional presentation layouts, technical and emotional visual narratives, and a curated digital portfolio that synthesises project outcomes and demonstrates readiness for advanced studies or industry engagement.

INDUSTRY COLLABORATIONS

Thanks to Istituto Marangoni's **strong ties with leading luxury companies** and its diverse international student community, Istituto Marangoni Milano offers a unique methodology that allows students to work on projects under the supervision of the most prestigious fashion and beauty brands, gaining valuable global perspectives.

FACULTY

The Faculty at Istituto Marangoni is recognised internationally for its academic excellence and strong Industry connections. Lecturers and teachers are established professionals who bring real world expertise into the classroom, offering students direct insight into contemporary practices, emerging trends, and the dynamics of the global fashion, design, and luxury industries.

PLAN OF STUDY

SUBJECT	DESCRIPTION
RENDERING	Focuses on technical visualisation using 3ds Max and AI tools, teaching students to produce volumetric renders, lighting plans, and 3D representations that communicate spatial design intent.
MULTIMEDIA PLANNING	Supports students in translating design choices into coherent technical documentation, producing scaled plans, sections, comparative layouts, and functional space verifications.
DESIGN EDUCATION	Examines the relationship between fashion brands and interior retail environments, guiding students in concept development, spatial interpretation, and detailed project execution.
INNOVATIVE TECHNOLOGIES AND MATERIALS	Introduces CMF research and material innovation, enabling students to analyse, select, and apply sustainable materials and finishes that define the look & feel of interior concepts.
LIGHT DESIGN	Covers lighting concept development, fixture selection, 2D lighting drawings, and illumination calculations with Dialux Evo, tailored to enhance interior design proposals.
ENVIRONMENT DESIGN	Focuses on retail and public-space design, teaching students to interpret fashion brand identities and international trends to create functional and aesthetic commercial interiors.