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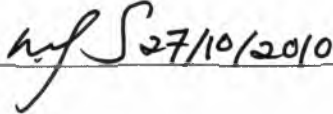
by

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PROPOSED NEW INTERIOR DESIGN OF YOKOMO RC DRIFT CENTRE
FOR HOBBY HAVEN SDN. BHD.
AT LOT 9575 S, JALAN RAJA DR NAZRIN SHAH, BANDAR IPOH, PERAK

accepted in partially fulfillment of the requirements for a Diploma in Interior Architecture

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ABSTRACT

A final year student pursuing a diploma course in Interior Design is required to prepare a final year project. All the design must be related to the project that have been choose. Before doing the design, main aspect must be considered to get the information. So that we must do a research, case study, design schematic and the planning to make sure that client will give the good feedback with our design. Because of that, the systematic work must been done properly start from the design development until the end of the project. Proposed new interior design of Yokomo RC Drift Centre is a one of the advantages to the client for introduce their product to all Malaysian. They also want to attract the peoples come to their centre and buy their products. Followed the objective and the issues, a space planning was come out with the design concept and the images. So, to implement the design into the space is a complicated way because it has the stages we must follow. The planning that we have been created and the ideas that we want to implement into the space must be related to the concept and the images. With the concept Speed Motion and the modern high-tech images will implement into the space and the building that have been analysis will be used as clients approval. So, conclusion is, the good design is how we implement the concept and the images into the design centre, followed by the development of ideas.

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CHAPTER 1.0 INTRODUCTION

1.1 INTRODUCTION

The important of this project is to increase the variety of design elements especially in designing the space planning of hobby centre. Existing indoor hobby centre either local or international, there's lack of space planning design. It makes the space become crowded and messy.

Hobby centre is a place that all hobbyists can gather to enjoy their hobby while sharing information and knowledge. A hobby is an activity or interest that is undertaken for pleasure or relaxation, typically done during one's leisure time. Hobbies are practiced for interest and enjoyment, rather than financial reward. Examples include collecting, creative and artistic pursuits, making, tinkering, sports and adult education. Engaging in a hobby can lead to acquiring substantial skill, knowledge and experience. However, personal fulfillment is the aim.