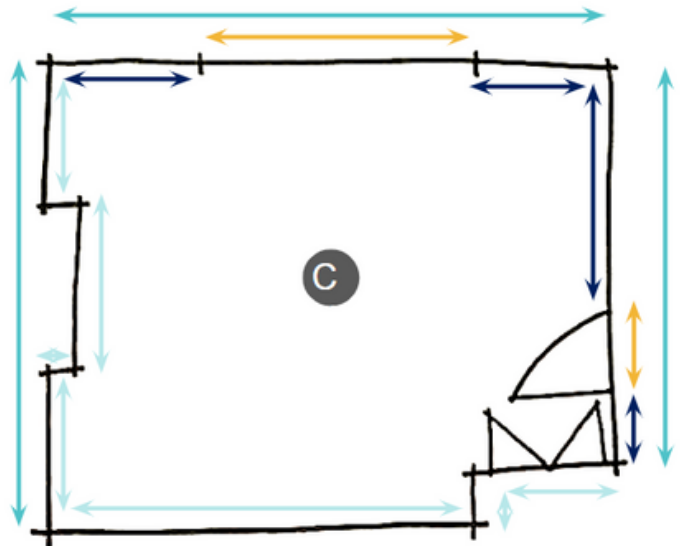


How to accurately measure your room

Before your designer can begin, they'll need accurate measurements of your room. The last thing you want is to find that that beautiful sofa they sourced takes up half your floor space!

Fear not, here's our handy guide for measuring a room:

- 1 Start by measuring the overall lengths of the room.
- 2 Next, your room openings – Doors & Windows. For this measurement include the frame too.
- 3 Then, measure the space either side of the opening. This tells us where your doors and windows sit.
- 4 Measure any other important feature of the room that will dictate where your furniture can go! These could be fireplaces, alcoves, built in cupboards.
- 5 Don't forget the heights! Measuring ceiling heights (CH), window sill heights and even picture rail heights can be really important.

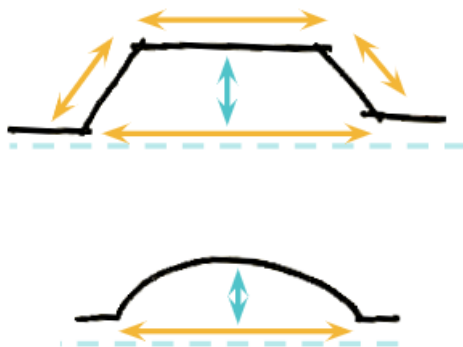


Note that all measurements should be taken from the interior face of the wall!

Bay windows:

Bay windows can come in so many shapes and sizes and let's be honest, they can be a little daunting when it comes to measuring.

Fear not, these simple steps are here to help!



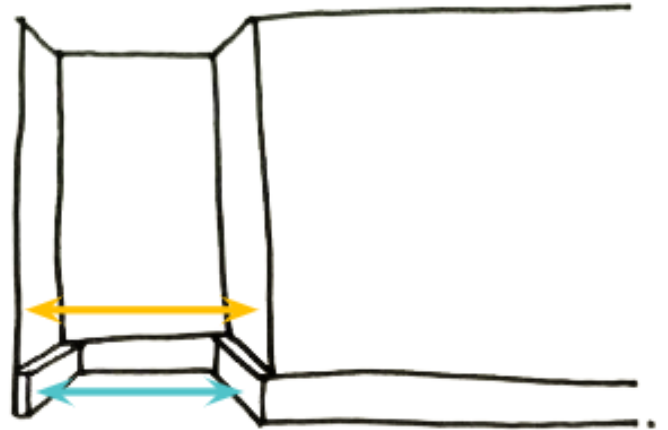
- 1 What is the depth of your bay window? This measurement ensures we can source furniture to fit.
- 2 The width of the window opening and the lengths of the window sections.

When measuring windows remember to measure from the floor to window sill then from window sill to top of window.

Alcoves:

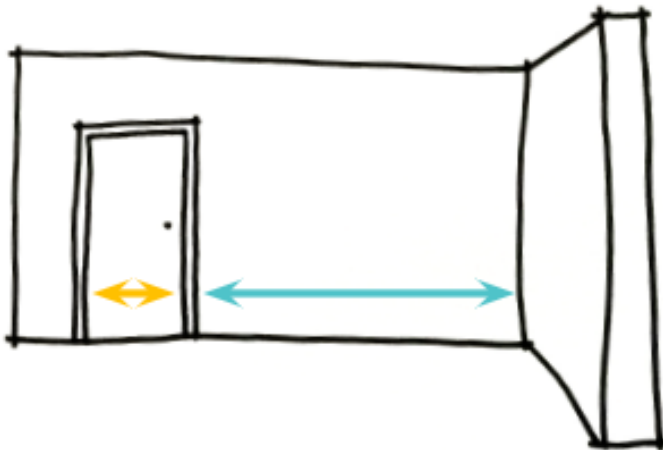
When measuring up for furniture in alcoves always check the width between the skirting!

For shelves, art or mirrors you can take the measurement above the skirting.



If you are trying to measuring a long space on your own, simply keep the end of your measuring tape in place with some masking tape!

Doors:



1

Measure the inside of the door opening to check the access for large furniture.

2

The 'useable space' here is between the outer edge of the door frame and the wall the other side. This measurement will ensure your perfect sofa or bed will fit perfectly.



Remember to mark the direction of the door swing!