



IARC 486/586
Furniture Design
Tom Bonamici
M/W/F, 1:00-4:50

While much of the world sits on the ground to eat, most in North America sit at a table, their behinds about 18" off the floor. Dining furniture needs to be stable and comfortable, and allow the user to focus on what's really important - food and companionship. It should be easy to move, accommodate a range of different bodies, and hold up to a long life of use.

This term, we'll investigate the structure, form, and function of seating for dining. We'll place emphasis on learning the tools in the wood shop and designing to suit the processes available. The principles of Commodity, Firmness, and Delight will guide us through the term - structural stability will be counted as important as a compelling visual design. We'll also cover technical drawings for furniture, a useful skill for any designer who communicates details.

The design process thrives on reasonable constraints. Your instructor will provide physical, cultural, and functional context for the term's work, as well as several material and dimensional constraints to help focus your designing.