



**IARC 486/586**  
**Furniture Design**  
**Winter 2019**  
**Tom Bonamici**  
**M/W/F, 1:00-4:50**

This term, we'll work closely with the Margo Grant Walsh collection of tableware at the Jordan Schnitzer Museum of Art. After careful study of the collection, each student will make a piece of furniture in response to a specific designed object. The furniture may be for storing or displaying the tableware object, but it may also be in critical dialogue with the object's origin, or simply be inspired by a physical detail. Students may make a chair, a small table, a wall-hung shelf, or a small cabinet.

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.