

Furniture Design Plans

3D Design

Requirements:

- Your design should look neat, professional, and attractive
- Your name, date, and title of your piece of furniture (can be simple, “Small Coffee Table” should be at the top of the page)
- No less than two illustrations from different angles of your completed piece should be present (created in a digital program or hand drawn and scanned into your document)
- A completed cut list in a table format

• Section/Piece	• Length	• Quantity
• A	• 24”	• 2
• B	• 12.5”	• 4
• C	• 4”	• 18

- A complete hardware list in a table format

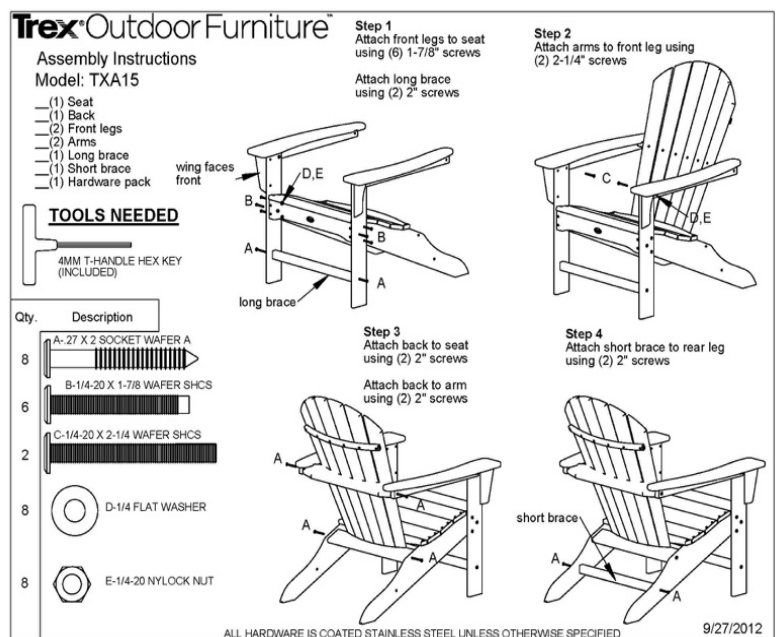
• Key	• Quantity	• Description
• A1	• 24	• 2” Screw
• B1	• 12	• 2” Brad Nail

- A Complete list of the tools needed (drill, driver, saws, glue, etc.)

- Step by step instructions for the entire design (These can be different than your original process)

- Clearly label each piece within your instructions
- Which pieces do you put together first?
- Do any of the wood sections need additional cuts?
- What kind of joints, angles, or fasteners were used?

- **Must be printed off and pinned up next to your design during critique**
- **Submitted to Canvas for online grading**
 - **PDF file due October 17th before midnight**



Project 2

Woodshop

Part 1 - Furniture

- You will make at least one piece of furniture inspired by Enzo Mari and Donald Judd
- This could be a chair, small dinning table, coffee table, pair of end tables, or bookshelf.
- Keep in mind our storage limitations when deciding what to construct.

Enzo Mari



- **Enzo Mari** (born 1932) is a noted Italian modernist artist and furniture designer.
- He draws inspiration from the idealism of the arts and crafts movement, and his political views
- “Autoprogettazione” series
- Furniture for the people





Donald Judd



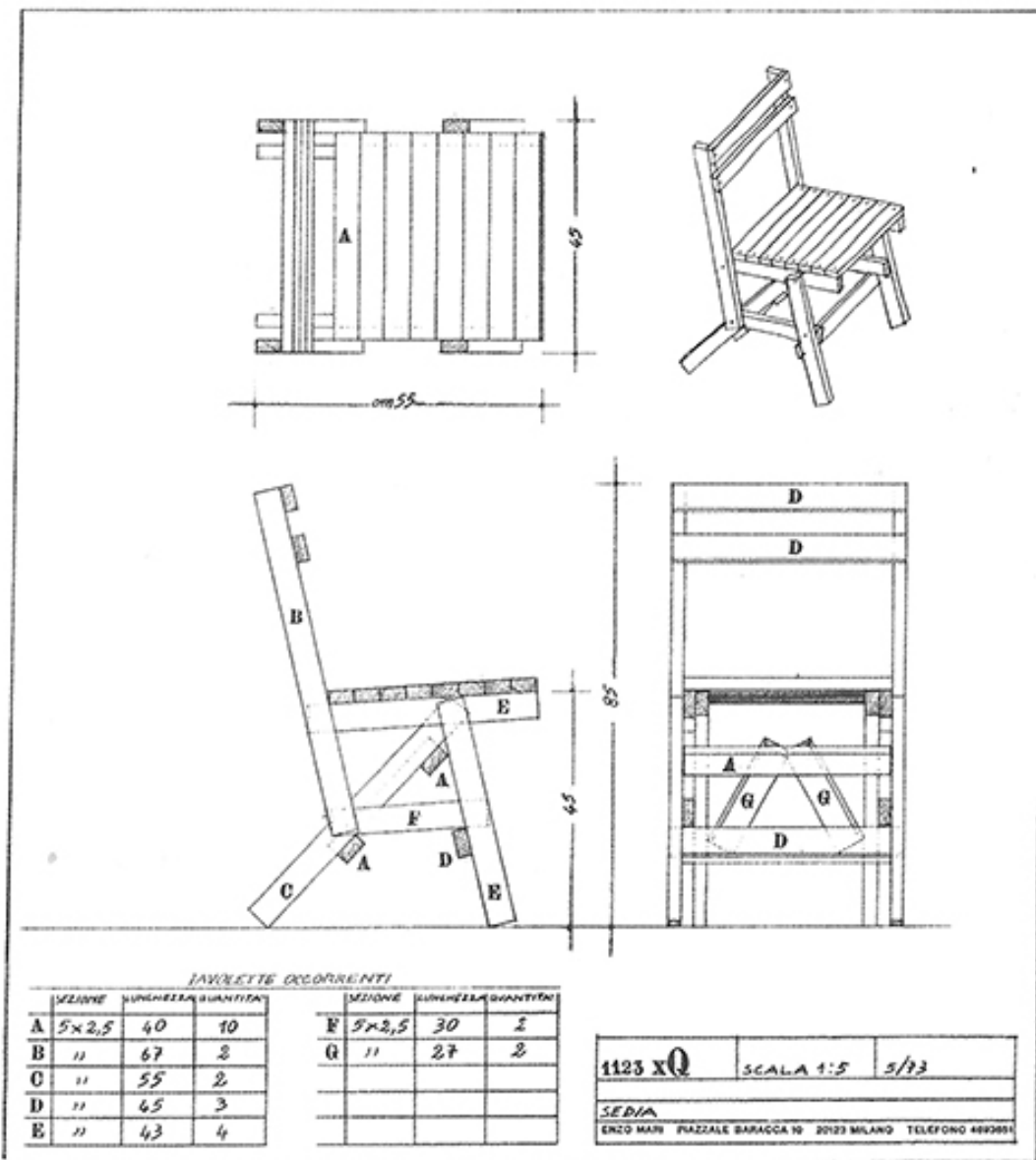
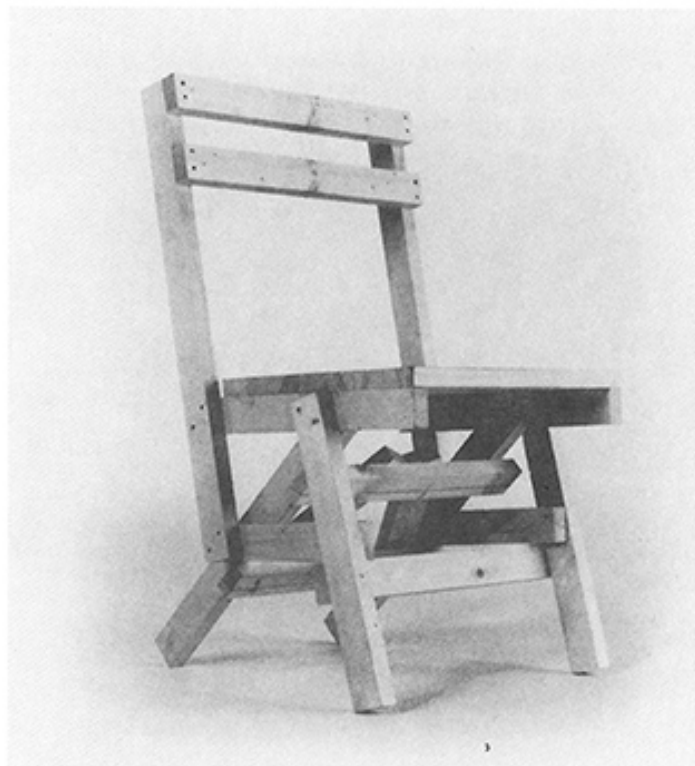


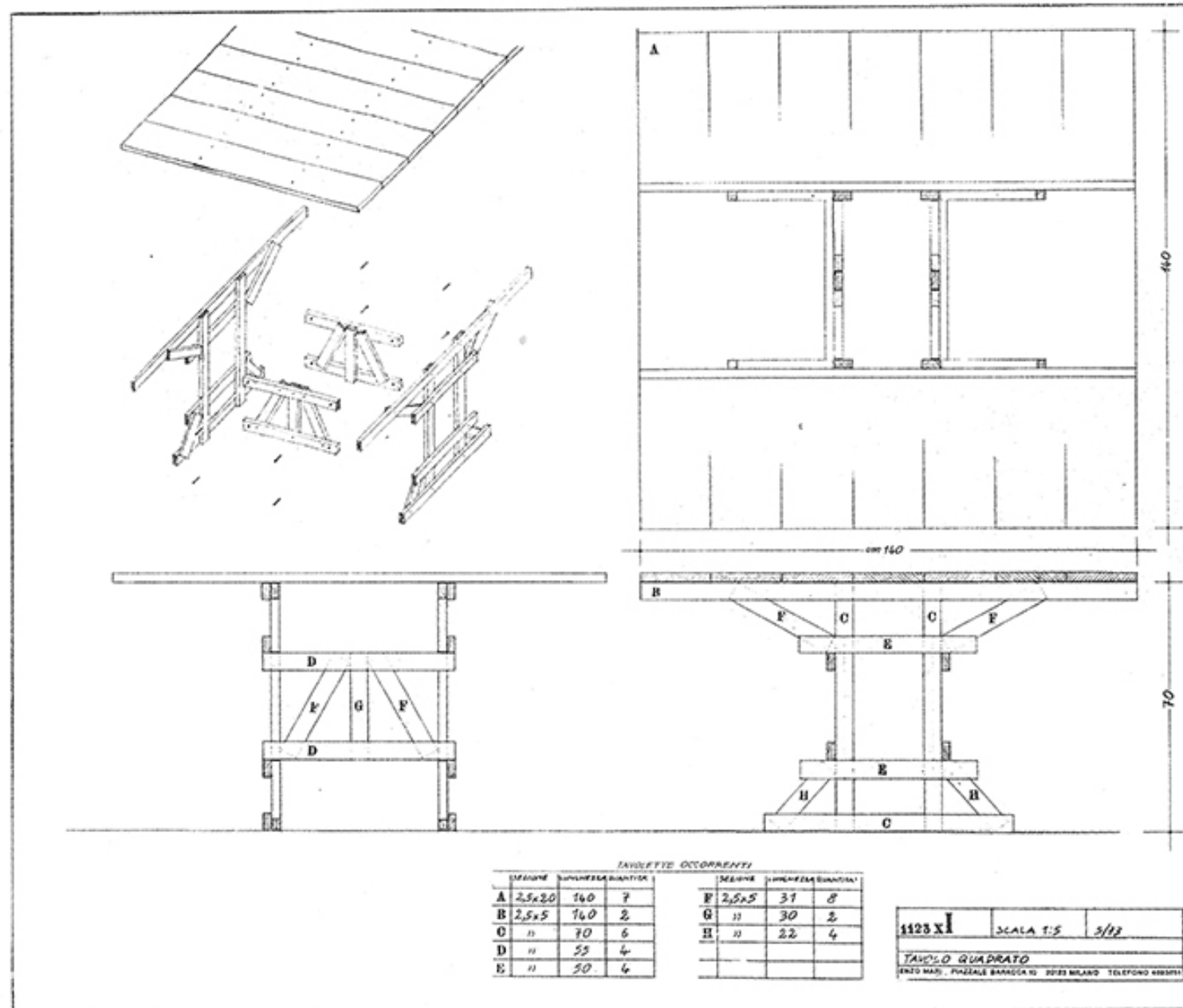




Part 2 - Plans

- You will write up plans for your furniture
- Plans should be illustrated (can be hand drawn or designed in the computer)
- Plans should give step by step instructions so that someone else could easily recreate your piece
- Each piece used must be listed, measured, and numbered in the plans





Part 2 - Sculpture

- You will design and make an abstract sculpture that compliments your design
 - Can sit on your furniture or next to it
- You should keep the Elements and Principles of Design in mind
- Barbara Hepworth, Alberto Giacometti, Louise Bourgeois, Constantin Brâncusi, Eva Hesse, Henry Moore, Richard Serra, Alexander Calder,



Constantin Brâncusi, *Bird In Space*



Barbara Hepworth, *Dame*



Alberto Gaicometti, *Boule Suspendue*



Louise Bourgeois, *Pillar*



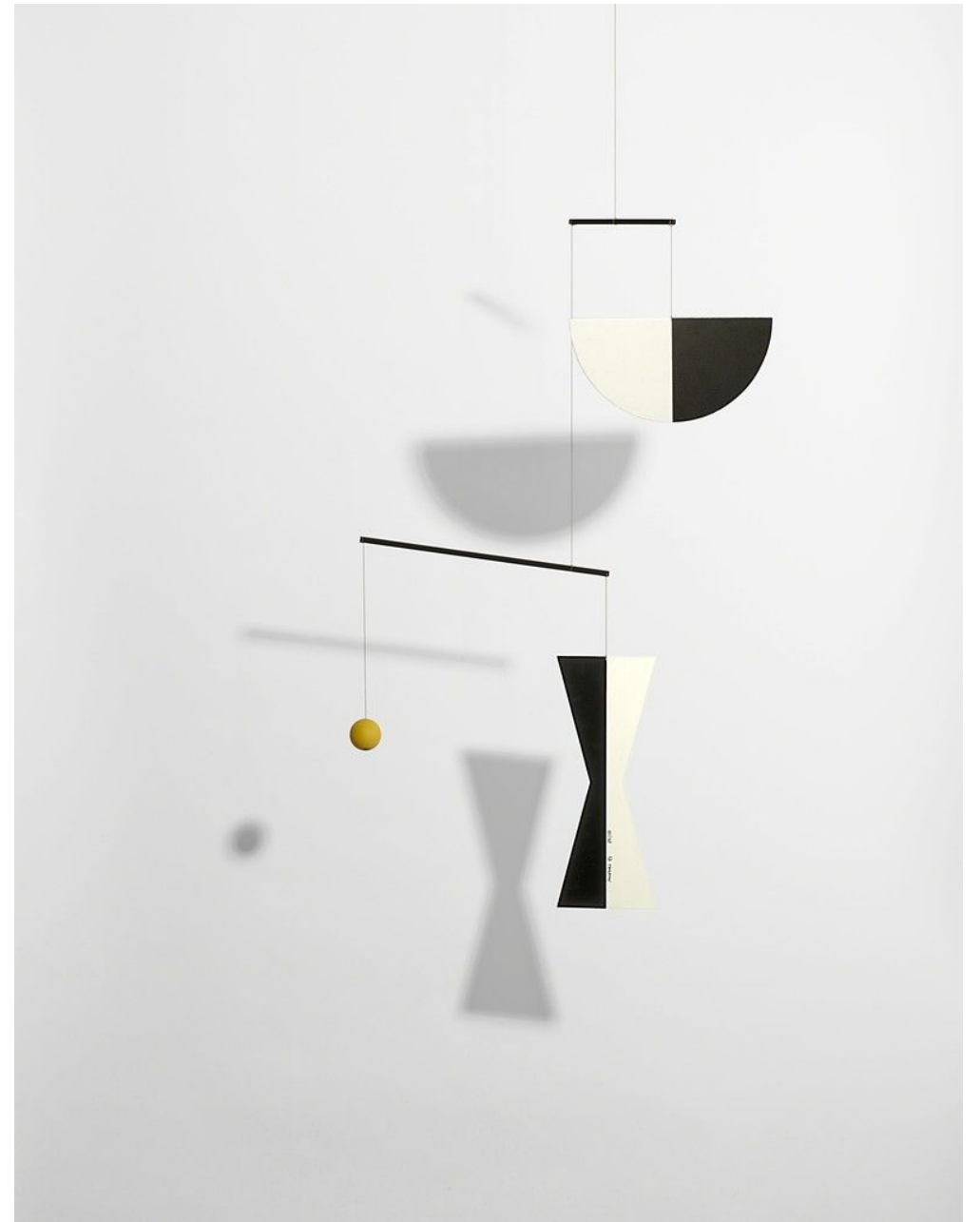
Henry Moore, *Oval with Points*



Richard Serra, *To Lift*



Alexander Calder, *Morning Star*



Bruno Manari, *Macchina Inutile Max Bill*

Elements of Design

- **Line** - An area whose length is considerably greater than its width. Lines may appear within forms or even implied in space.
- **Point** - serves as the focus of something visual, and therefore draws attention
- **Shape** - an area confined by a actual line or implied line
- **Texture** - The tactile or visual surface characteristics of a work that are either felt or perceived.
- **Space** - The three dimensional field with which the artist works, including both filled and unfilled areas.
- **Mass** - A solid body or a grouping of visual elements that compose a solid form.
- **Form** - The volume and shape of a three-dimensional work, perhaps including unfilled areas that are integral to the work as a whole.

Principles of Design

- **Variety** - A form of order in which the organizing principles must be discovered by the viewer. In works organized on the principle of variety, parts that are seemingly different from each other nonetheless have something in common.
- **Unity/harmony** - Unity and variety are complementary concerns.
- **Contrast** - The juxtaposition of strongly dissimilar elements.
- **Repetition** - The use of similar design features again and again. This device gives the viewer's mind an obvious way to understand what the eye is perceiving.
- **Balance** - The achievement of equilibrium, in which acting influences are held in check by opposing forces.
- **Rhythm** - Regular recurrence or alteration in sequence. A more or less regular pattern created by elements of design as they seem to move and change through time and space.
- **Scale/proportion** - The size relation of one thing to another.
- **Dominance/emphasis** - Stressing of a particular area or characteristic rather than presenting a maze of details of equal importance.