



## ***Motivated Portables:***

### The Design and Construction of Furniture Prototypes

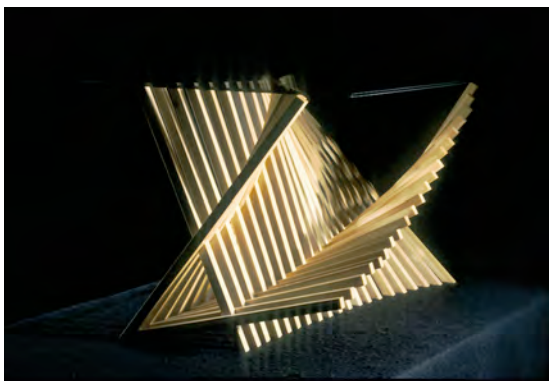
For this seminar, we will develop furniture prototypes that demonstrate innovative use of form, materials, or detail.

You will focus on the design and construction of one of the following:

1. The Chair
2. The Table
3. The Lamp

These are labels that we attach to objects of everyday use. Each label is burdened with inherent preconceptions. In order to create fresh, original and provocative designs, we must erase these preconceptions from our minds, “unlearning” the stereotypical meanings of chair, table, and lamp, replacing these stereotypes with conceptual responses.

Through initial concepts and discussions, each student will determine a particular design to develop during the semester. After determining the focus of the investigation, each student or team will thoroughly research the specific problem area. Following these presentations the research will be applied to the actual development of the design.



Evaluation will be based upon strength of the initial concept, clarity of the conceptual resolution of details, appropriate and creative use of materials, joints, and finishes, and the quality of craft in the development and presentation of the design.

Arch 576MP, Fall 2012, 9:00-11:50AM W, 3 hours, Room To Be Determined

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