

NIRMA UNIVERSITY
INDUSTRIAL DESIGN PROGRAMME
Bachelor of Design, Department of Design
Year III, Semester V

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Course code	IDPR 312E
Course Title	Furniture Design

Course Learning Outcome (CLO):

At the end of the course students will:

1. Design new furniture and a working prototype based on a specific design brief
2. Construct and apply advanced joinery for assembly of the furniture
3. Develop design concepts of customized/universal furniture requirement
4. Demonstrate knowhow of mass manufacture and mass customization requirements of furniture

Syllabus:

Teaching hours: 105

UNIT 1: Introduction to Furniture Design

Teaching hours: 30

- 1.1 History and types of furniture design
- 1.2 Contemporary and modern design requirements
- 1.3 Furniture materials, planar and moulded elements
- 1.4 Furniture construction and types of Joineries
- 1.5 Ergonomics study related to the specified furniture requirements
- 1.6 Available Furniture technology for manufacturing and surface finishes
- 1.7 Industry Visits

UNIT 2: Furniture Design

Teaching hours: 75

- 2.1 Development of Design Brief
- 2.2 Brand research, market study and user survey
- 2.3 Design of a Furniture object and system towards a specific function
- 2.4 Design development: Concepts and digital prototype
- 2.5 Construction & Technical drawing (scale- 1:5 or 1:10) of the design
- 2.6 Prototype in 1:1 or scale model in 1:5 or 1:10 of the selected concept
- 2.7 User testing and refinement
- 2.8 Documentation and Communication

Suggested Reading:

1. *Woodworkers Guide to Furniture Design*, by Garth Graves, Publisher: F+w Media Inc., 2002
2. *Furniture Design: An Introduction to Development, Materials and Manufacturing*, by Stuart Lawson, Publisher: Laurence King Publishing, 2013
3. *1000 chairs*; Book by Charlotte Fiell and Peter Fiell, Publisher: Taschen GmbH, Multilingual edition, 2017