

## Furniture Design: Furniture as Sculpture



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ART 2810 Fall 2017 Course credits: 3 Kimball Visual Art, RM 165

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### **Course Description:**

This course will explore the intersection of Sculpture and Design through furniture and object making. With a focus on developing craftsmanship skills, will explore current and emerging practices in furniture design including issues of form versus function.

Students will develop intermediate to advanced skills in woodworking and metalworking while studying design and

sculpture concepts and material exploration. Preliminary design work will be explored with drawing and digital 3D modeling. Students will be introduced to CNC fabrication technology and CAD software for designing and creating functional furniture and/or furniture as sculpture.

### **Learning Outcomes:**

1. To experiment with form versus function in creating furniture as sculptural objects.
2. To develop intermediate level skills in woodworking, metalworking and CNC fabrication.
3. To experiment with materials and concepts surrounding issues concerning function and form in the built environment.
4. To gain a broad understanding of contemporary and historic approaches to the integration of furniture and sculpture.
5. To develop the ability to design and fabricate complex 3D works of art that relate to the scale of the human body.
6. To develop digital modeling skills and fabrication processes important to a wide range of creative industries.

### **Course Goals:**

Students will create four projects throughout the semester geared towards developing furniture design and fabrication skills. Each project will encompass distinct challenges and investigating different fabrication methods and technology used for furniture and sculpture. Students will develop skills in creating 2D renderings both analog and digital. Through slide lectures and research assignments students will gain a broad knowledge of furniture design and the integration of sculpture and furniture from contemporary and historic examples. Students should expect to commit at minimum of five hours per week outside of class on class projects.

### **Attendance Policy**

Your consistent presence is needed for lectures, group discussions, in-class fabrication, one-on-one consultations, and peer feedback. Attendance is required for every class. In case of

illness or emergency two absences will be permitted before absences will directly affect your grade.

## **GRADING SUMMARY**

Reading, writing and drawing assignments	20%
Projects I-II	50%
Final Project	30%

### **Summary of Class Projects:**

1.) **The Chair: Prototyping and CNC fabrication:** Develop a design for a chair to be fabricated using a CNC router. You will develop sketches and models to develop your concept. Materials: 4x4' 3/4" plywood (provided), other materials optional

2.) **Form versus Function:** Explore ideas of the form of furniture in relation to function or disfunction. Here we will explore interrelationships between sculpture and furniture and address issues related to: the body, space, and context.

3.) **Final Project:** Develop an independently driven furniture project, that may address one or more of the following design concepts: Formal Complexity, Function versus Form, Disfunctional Furniture, Sustainable Design, Public Furniture, Furniture as Interactive Apparatus, Collapsible Furniture, Furniture in Multi Media, and Tactical Urbanism.

### **Materials Needed:**

**-Sketchbook, dust masks, safety glasses, sturdy shoes** closed-toed shoes for woodshop, and sturdy shoes, or preferably **work boots or leather boots** for metal shop.

-Materials will be provided for class Projects 1-2, with the option to bring in additional materials of your own.

-For project 3, you will bring in your own choice of materials which may include wood or a range of other possibilities discussed in class.

### **Dress attire for safety purposes when using the shops:**

**You must come dressed in the appropriate dress attire to**

## **be able to work in the shops.**

For **Woodshop**: tie back hair, do not wear loose or baggy clothing such as scarfs, wide sleeves, hoodies with strings, and remove jewelry (anything dangling that could get caught in moving machinery). Do not play headphones while operating machines as this is distracting and cuts you off from what is happening around you in an active shop.

For **Metal shop**, the same applies as woodshop, only you must wear heavy cotton-based clothing such as denim or cotton jeans, do not wear synthetic materials as they will melt and cause severe burns on your skin. Wear heavy duty shoes or leather boots to protect your feet from heavy metal and falling hot slag and sparks – make sure your jeans go over your boots, never tucked into the boot which would allow falling hot metal to drop into your boot.

WEAR SAFETY GLASSES AT ALL TIMES IN BOTH WORKSHOPS, even under welding helmet, face shields, etc.

## **Books on reserve at Stewart Library:**

Conversations with Wood, The Collection of Ruth and David Waterbury Call No. NK9701.M56 M563 2011

Against the Grain: Wood in the Contemporary Art, Craft, and Design, Call No. TT199.7 .A385 2012

Nomadic furniture: D-I-Y projects that are lightweight and light on the environment by [James Hennessey](#) and Victor Papanek, Call No. TT195 .H472 2008

[Design for the Real World: Human Ecology and Social Change](#) by [Victor Papanek](#) Call No. TT195 .H472 2008

Handcrafted Modern: At Home with Mid-century Designers by [Leslie Williamson](#) Call No. NK2004.W55 2010

Roy McMakin: When is a chair not a chair? Call No. N6537.M31364 A4 2010

Carl Aubock The Workshop by Carl Aubock

Richard Artschwager: No More Running Man, N6537 .A72 A4 2013

## **WSU SCULPTURE STUDIO RULES & LAB POLICIES**

### **Tool Crib, Safety and Self-Responsibility:**

The DOVA Sculpture Facility has a variety of wood and metal working tools available for student use within the facility. All hand tools and power tools may be used within the studio facility during open shop hours posted outside of shop. No tools will be checked out outside of these hours without permission from instructor. The shop manager, Les, (or Alessandor, Technical Assistant), will monitor all usage of the sculpture labs during open shop hours and they are there to assist with technical needs and proper tool operations. Please sign in on the clipboard located in tool crib at the beginning and end of your work session.

### **Safety**

Safe working practices in the studio, wood and metal shops are paramount. When working in the shops, you **MUST** wear covered, non-slip shoes, eye protection and earplugs when necessary. Shop protocol must be followed in the classroom when working with power tools, the compressor tools, chisels, wire, or any conditions or materials that may cause injury to you or those working around you. Wear sturdy covered shoes for every class period. When working in wood or metal shops wear appropriate clothing, no baggy clothing, preferably jeans and cotton shirts, no polyester or synthetic fibers. Tie back hair and remove loose jewelry before operating machines. Closely follow safety precautions, as posted in shops, when operating all machinery and tools.

Though you are encouraged to develop an expansive material vocabulary and bring materials into the studio for your own use, some materials can be extremely hazardous and may only be used carefully with consent and guidance of instructor. Do not work with spray paint, resin, lead-based products, or toxic materials inside classroom. Also avoid the use of wood that has been weather treated (it will have a greenish tint) such wood is chemically treated for building decks, fences, etc. Always approve special materials with instructor before using them in the studio. You are responsible for maintaining a safe and healthy environment for yourself and others. Breaches in safety

procedures will result in loss of woodshop or metal shop access.

**University Policy required on syllabus: Academic**

**Dishonesty: PPM 6-22 IV D**, cheating and plagiarism violate the Student Code. Plagiarism is "the unacknowledged (uncited) use of any other person's or group's ideas or work." Students found guilty of cheating or plagiarism are subject to failure of a specific assignment, or, in more serious cases, failure of the entire course. **Core Beliefs: PPM 6-22IV**. Students are to determine, before the last day to drop courses without penalty, when course requirements conflict with a student's core beliefs. If there is such a conflict, the student should consider dropping the class. A student who finds this solution impracticable may request a resolution from the instructor. This policy does not oblige the instructor to grant the request, except in those cases when a denial would be arbitrary and capricious or illegal. This request must be made to the instructor in writing and the student must deliver a copy of the request to the office of the department head. The student's request must articulate the burden the requirement would place on the student's beliefs." **Disability Accommodation: PPM 3-34** notes: "When students seek accommodation in a regularly scheduled course, they have the responsibility to make such requests at the Center for Students with Disabilities before the beginning of the quarter (semester in which the accommodation is being requested. When a student fails to make such arrangements, interim accommodations can be made by the instructor, pending the determination of the request for a permanent accommodation. Any student requiring accommodations or services due to a disability must contact Services for Students with disabilities (SSD) in room 181 of the Student Service Center. SSD can also arrange to provide course materials (including syllabus) in alternative formats if necessary. Instructor will not , at any time, modify course requirements or standards to award a passing grade to a student with a disability(ies)." **Emergency Closure:** If for any reason the university is forced to close for an extended period of time, we will conduct our class (via e-mail, WebCt, Blackboard, etc.) Look for announcements on (Weber e-mail, our list serve, etc.).