All good chairs have their own identity based on the purpose of their use and the cultural context in which they are created. We are going to sculpt some of these function-driven objects - we are going to create a “seating device” out of wood. Respecting the inner logic of the material wood, we will create a structure that can lift the body of the ground.

Each student or group of students (up to three) will identify a specific “sitting situation” and design the “device” that fulfills the needs for this situation. The course will incorporate studio and hands-on making a prototype. We will work with functional principals, ergonomic, static and construction and with material properties and texture. The sculptural expression and spatial perception will be achieved through three-dimensional experiments.

Objectives: At the end of this course the students will have an understanding on how to:
- develop a working method from idea generation through conceptualising, sketching, producing working-drawings and prototyping,
- develop an understanding of structural principals and their foundation in material properties,
- develop knowledge on human proportions and measurements,
- develop artistic consciousness through working with the design of a function driven object,
- work with wood and its material properties,
- craft a wooden object,
- communicate a design process and concept through sketches, drawings, mock-ups and a prototype.

Hand in: Written and visual description of the social and physical environment the chosen chair will be part of. Description of the purpose of the chair. Presentation of concept. Written and visual presentation on findings through research and analyse.