IARC 4/586 Furniture Design Studio / Spring 2013

What is a Cabinet?

Instructor: Ben Ediger

6 credit hours
Pass/No pass
1:00 ~ 4:50 Monday, Wednesday and Friday

(Office hours: by appointment – Millrace 4 room 113)

Studio Description:
In this studio, we will explore the many different ways to explore what a cabinet can be, where it can exist, how it can be used, and how it relates to the objects that it houses. Your goal will be to design a contemporary cabinet meant to reveal or conceal a specific object(s). This studio will help you develop confidence in using machinery and hand tools, along with broadening your knowledge of woodworking vocabulary and design precedent. Students are expected to make a fully working prototype using the processes of cabinetry. We will start the studio with a series of short woodworking exercises along with a presentation on your research of historical and contemporary examples that support the conceptual, material, and structural components of your design.

Learning Objectives and Requirements
- Be open to both getting and giving critical feedback
- Complete safety training on Blackboard and through shop demo to develop safe work habits and basic competence in using shop equipment.
- Engage in the collaborative learning process by building visual and verbal communication skills
- Develop time management skills as evidenced by the ability to effectively progress from concept to finished prototype
Explore and analyze multiple alternatives through historical precedent to contemporary precedent
Develop design solutions and iterations from schematic design through detailed development and revise and refine your work throughout the term to develop a 1:1 full scaled “cabinet”

Working method
- Brainstorm
- Research (through books, periodicals, articles, journals, internet)
- Observational and Behavior research
- Explore conceptual themes
- Ideation through sketches
- Identify appropriate construction methods
- Analyze human measurement and ergonomics

Lectures
- Characteristics of wood (solid wood vs. plywood) and appropriate joinery
- Contemporary furniture design
- Technical drawing
- Documenting work

Demonstrations
- Basic wood joinery
- Use of hand tools
- Use of machine tools

Design process and documentation
Throughout the term we will be documenting group and individual research, providing design process and finished media and writing description and critique of objects, which will be included in a studio binder. The binder documents our process as a class as well as providing a reference for students during the term.

This studio is open to interior architecture and architecture students ready to take the studio. To satisfy the Graduate School requirements on campus, graduate students will be assigned additional documentation of process work and/or technical drawings.

Bio of Ben Ediger, designer, Portland, Oregon

Ben Ediger received his Masters degree in Visual Studies at the Pacific Northwest College of Art, and a BFA in 3D/Wood at the Oregon College of Art & Craft. Currently he is a partner of Portland based design house SPACECRAFT, and teaches furniture courses at the Oregon College of Art & Craft.

SPACECRAFT is a 3D design house created by two Portland-based artists. Merging clean lines with traditional materials and techniques, our designs range from custom cabinetry to re-purposed industrial objects. Part workshop and part idea factory, we produce everything from hand-tooled furniture, fixtures, and interiors to unexpected art-based events. spacecraftpdx.com