IARC 4/586 Furniture Design Studio / Winter 2013

Single Living in an Urban Area

Instructor:
Wonhee Jeong Arndt

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

(Office hours: Wednesday 11 ~ 1 or by appointment – Millrace 4 room 113)

Studio Description:
designing contemporary furniture using wood and textile.

Growing population in cities, particularly the increasing number of single living dwellers is a fascinating subject. According to the US Census 2011, nearly a third of the nation’s households are made up of people living alone, and this trend is primarily in urban areas. Technological advances (internet, social media), revitalized city centers, and longer life expectancy all plays important roles in making it more attractive to live alone in cities. In addition, these “solos” tend to live in smaller spaces rather than in big houses.

In this studio, we will research the lifestyles of solo dwellers. We will find out about their demographics, the advantages of being alone, and the challenges in their lives. We will also research advantages and disadvantages of living in a small space in cities. Your goal will be to design a piece of contemporary furniture which helps and facilitates single dwellers in cities.

This studio will help you develop confidence in the Furniture Shop, using machinery and hands-on working processes. Students are expected to make a fully working prototype using the tools in the Furniture Shop. We will explore the characteristics of wood and its working methods along with the use of essential machines and hand tools including basic wood joinery used in constructing furniture. The studio will also explore the role and use of upholstery in contemporary furniture. You will learn basic sewing with machines to incorporate textiles into your furniture design.

We will start the studio with a series of short wood and textiles problems to get familiarized with the machines and materials. We will have a class field trip to a local commercial upholstery shop and a local lumber company.
Learning Objectives and Requirements
- Be open minded about getting feedback and enjoy iterative process of developing idea and prototype.
- Explore and analyze multiple alternatives to design solutions from preliminary design through detailed development and revise and refine your work throughout the term.
- Engage in the collaborative learning process by building visual and verbal communication skills and working cooperatively within research teams.
- Develop time management skills as evidenced by the ability to effectively progress from concept to finished prototype.
- Complete safety training on Blackboard and in person shop demo to develop safe work habits and basic competence in using shop equipment.

Working method
- Brainstorm
- Research (through books, periodicals, articles, journals, internet)
- Observational and Behavior research
- Field trips
- Assignment: Precedent study (contemporary furniture design)
- Ideation through sketches
- Ideation through small scale models (paper models, balsa wood models)
- 1 to 1 scale model (foam core and rough wooden prototype)
- Analyze joining methods
- Working with textile throughout
- Analyze human measurement and ergonomics

Lectures
- Character of wood, essential wood joinery.
- Contemporary furniture design, esthetics, and use of textile
- Prototyping: small scale (balsa wood, paper)
- Technical drawing
- Prototyping: 1 to1 scale prototyping (foam core board, rough wooden prototype)
- Photographing work

Demonstrations
- Essential wood joinery
- Use of hand tools
- Prototyping
- Use of sewing machine

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.

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**Bio of Wonhee Jeong Arndt**

Wonhee Jeong Arndt received her Masters degree in design at the Design Academy Eindhoven in Netherlands, and a BFA in sculpture at the Kookim University in Korea. Currently she is a partner of Eugene based design firm, Studio Gorm and teaches at the UO. The design of Studio Gorm is simple, practical and thoughtfully made with an emphasis on sustainability. Work of studio Gorm has been recognized in many periodicals and publications including LA Times, Dwell and Wallpaper, and has been awarded international design awards such as IDEA 2010, and Red Dot Design Concept Awards 2012. They have also been invited to exhibit at international exhibitions including ‘Jetzt(Now)’ in the MARTa Herford Museum, ‘Studio Gorm’ at Directorenhaus in Germany, ‘Unexpected Guests, Homes of Yesterday, Design of Today’ at Bagetti Valsecchi Museum in Milan.