

### **Course Description**

#### **IND2421 | Introduction to Furniture Design | 3.00 credits**

Hands-on course dealing with the theoretical and practical considerations for designing and building furniture and cabinetry. Students will learn basic principles of designing furniture through researching history, theory, materials, methods and design considerations associated with the construction of furniture. Prerequisite: IND1200, ARC1302

### **Course Competencies:**

**Competency 1:** The student will learn about the history and theory of furniture making by:

1. Researching and studying furniture pieces
2. Understanding the various styles and historical periods in the evolution of furniture
3. Producing freehand and technical drawings of case study pieces
4. Understanding different methods of graphic representation, including diagrams, perspective, and mechanical drawings

**Competency 2:** The student will learn about wood joinery by:

1. Becoming familiar with basic traditional and modern joinery
2. Sketching basic joints used in furniture and cabinet making
3. Producing scaled joints to be used in furniture assemblies
4. Becoming familiar with commonly used millwork materials and equipment

**Competency 3:** The student will learn to design and construct a furniture piece by:

1. Producing drawings that illustrate the main conceptual features of a project
2. Creating scaled shop drawings
3. Choosing the appropriate type, cut, or wood species
4. Assembling components of a furniture piece
5. Producing a finished piece of furniture

### **Learning Outcomes:**

- Use quantitative analytical skills to evaluate and process numerical data
- Solve problems using critical and creative thinking and scientific reasoning
- Formulate strategies to locate, evaluate, and apply information
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities