



GUJARAT TECHNOLOGICAL UNIVERSITY

Program Name: Bachelor of Interior Design

Level: UG

Branch: BID

Course / Subject Code : 2X55104

Course / Subject Name : Furniture Design - III

w. e. f. Academic Year:	2024 - 2025
Semester:	5
Category of the Course:	Compulsory

Prerequisite:	It is mandatory to complete Furniture Design II to opt for this course.
Rationale:	This course aims to: Explore Modular in furniture design, its relationship to human ergonomics, and survey of various modular and mass-produced furniture systems. Understand customization of furniture elements and system design. Evolve construction/working drawings and fabrication drawings. Understand different materials, its potential and expression.

Teaching and Examination Scheme:

Teaching Scheme (in Hours)			Total Credits L+T+ (PR/2)	Assessment Pattern and Marks				Total Marks
L	T	PR	C	Theory		Tutorial / Practical		
				ESE (E)	PA / CA (M)	PA/CA (I)	ESE (V)	
0	0	4	4	NA	NA	60	40	100

Course Content:

Unit No.	Content	No. of Hours	% of Weightage
1.	Unit 1: Modular System Modular in furniture design, space planning, its co-ordination with space, its relationship to human ergonomics, survey of various modular systems available for different functions in market.	20	30
2.	Unit 2: Customization and system design Modular system of storage elements – closets, kitchen cabinets, displays, etc. Customization & mass production of furniture elements Develop construction/working drawings and fabrication drawings of professional standards or Full-scale Working prototypes	24	40



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3.	Unit 3: Exploration of materials Exploration of wood, metal, glass, plastics, GRC (Glass fibre Reinforced Cement), ACP (Aluminum Composite Paneling) and F.R.P.(Fiber Reinforced Plastic) as materials for system design.	20	30
Total			100

*: indicative

Thrust / Projects:

- To introduce Parametric Developing concept-based designs. Understanding of structure system, with form derivation in a furniture element.
- To develop Generative Modelling tools to create optimized complex shapes and internal frameworks. Develop a collage representation of generative design ideas.
- To understand Subcomponent fabrication with exact specifications to address the mass modular furniture requirement.
- To develop Full scale working prototypes, full size Furniture drawings.

Reference Books:

1. Venu Bhatia – Vinoo
2. Design illustrated – F.D.K.Ching
3. Anthropometric Dimensions – N.I.D
4. Atlas. Atlas of Furniture Design – Vitra Design Museum
5. Design for Children – Kimberlie Birks, Lora Appleton
6. How Design Makes the World – Scott Berkun
7. 1000 Chairs – Peter Fiell and Charlotte Fiell
8. More Shop Drawings for Craftsman Furniture – Robert W. Lang
9. Furniture Design – An Introduction to Development, Material, and Manufacturing – Stuart Lawson
10. The Rise of Everyday Design – Monica Penick, Christopher Long, Eric Anderson, Samuel Dodd, Carma Gorman
11. History of Modern Furniture Design – Daniela Karasova
12. Furniture: Furniture that Transforms Space – Anna Yudina
13. Knoll: A Modernist Universe – Brian Lut

*- this is suggestive for common purpose. Faculty may decide on this, considering student group and institution philosophy.

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