

ARCHITECTURE GRAPHICS

Prepared by :

Jr. Instructor (Architecture)

Daffodil Institute of IT,Ctg



- ANNEX-E COST CALCULATION EXAMPLE
http://www.slideshare.net/jik_1959/furniture-cost-calculation
- ANNEX-F PHOTOSHOP PRESENTATION
http://www.slideshare.net/jik_1959/photoshop-presentation-21588392
- ANNEX-F1 PRESENTATION WITH BACKGROUND
http://www.slideshare.net/jik_1959/presentation-with-complete-background
- ANNEX-G PRODUCTION SEQUENCE FOR A CHAIR
http://www.slideshare.net/jik_1959/cahir-manufacturing-process





LESSON PLAN

TITLE	FURNITURE DESIGN AND TECHNOLOGY
SUBJECT	SELECTION OF CHAIR FROM FURNITURE TIME LINE AND REDESIGNING OF SAME
OBJECTIVE	1-TO STUDY AND UNDERSTAND FURNITURE STYLE DEVELOPMENT. 2-TO STUDY THE TRADITIONAL ELEMENTS OF DESIGN. 3-SELECTION OF A CHAIR AS A MODEL FOR REDESIGNING. 4-REDESIGNING OF SELECTED CHAIR BY USING SELECTED DESIGN ELEMENTS. 5-PRESENTATION DRAWINGS. 6-MANUFACTURING DRAWINGS. 7-COST CALCULATION. 8-MANUFACTURING. 9-FINAL PRESENTATION.
GRADE LEVEL	BA- FURNITURE DESIGN 3RD YEAR STUDENT
TIME DURATION	12-WEEKS FOR ALL RESERCH AND PRESENTATION WORK 4-WEEKS FOR MANUFACTURING AND FINAL PRSNTATION. 16-WEEKS IN TOTAL
AUTHOR	JI-KHAWAJA




EXERCISE No:

01



STUDENT GRADE:	BA FUNITURE DESIGN & MANUFACTURING 3RD YEAR
PROJECT TIME:	12-WEEKS FOR ALL RESEARCH AND PRESENTATION WORK 4-WEEKS FOR MANUFACTURING AND FINAL PRSNTATION. 16-WEEKS IN TOTAL.

1-PROJECT :	<p>RESEARCH, PLAN ANDRE-DESIGNING OF A CHAIR THAT IS BOTH FUNCTIONAL AND ASTHETICALLY PLEASING.</p> 
2-PROJECT OBJETIVE:	<p>2.1 To help the students to study and understand FURNITURE STYLE DEVELOPMENT by studying the FURNITURE time line especially following styles:</p> <ul style="list-style-type: none"> A. Early American Style furniture 1640-1700 B. Colonial style furniture 1700-1780 C. Georgian style furniture 1714-1760 D. Queen Anne furniture style 1700-1755 E. Chippendale furniture style 1750-1790 F. Federal style furniture 1780-1870 G. Victorian style furniture H. CHARLES RENNIE MACKINTOSH <p>2.2 To study the traditional elements of design (Shapes, ornaments, motif and decoration)</p> <p>2.3 Modification/Redesigning methodology-DESIGN PROCESS (Selection of a CHAIR from furniture time line as a model and Modification/Redesigning of same)Example at annex-2A</p> <p>2.4 INITIAL PRESENTAION (SKETCHES,AUTOCAD ,PHOTOSHOP)</p> <p>2.5 MANUFACTURING DRAWINGS</p> <p>2.6 COST CALCULATION</p> <p>2.7 CUTTING LIST</p> <p>2.6 MANUFACTURING OF PRODUCT</p> <p>2.7 FINAL PRESENTAION ALONGWITH FINISHED PRODUCT</p>
3.PROJECT DESCRIPTION:	<p>3.1 Study of Furniture Style Development (Time Line) example detail available at Annex-A , A-1 & A-2. Students can go on line and view the resources on the subject for better understanding.</p> <p>3.2 Selection of a chair by student of their own choice from furniture time line. (Students has to write down the reason for selection particular design)</p>



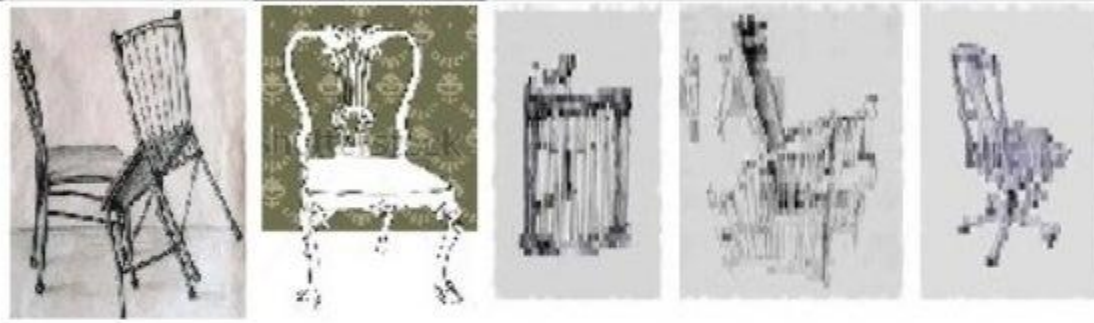
3.3 Selection of three or four design elements, shape, ornaments, motif and decoration from their own favorite style. Examples as below



3.4 Free hand sketching of selected chair and latter on converting same design on AutoCAD 2-D and 3-D representation that communicates an understanding of the principles and elements of design. Students can go on line to view the resources on the subject for better understanding.

3.5 Once the above activity is complete then student will take task of Modification/Redesigning of selected chair (Selected chair may be a Dining Chair, Study Chair, Bedroom Chair, Recline Chair, Reception visitor chair * by using selected design elements as explained in Para-3 .3) **Annex-A-3**

3.6 Sketch exercise



- 3.7 Selection of final sketches for development movement
- 3.8 Auto cad drawings 2-d & 3-D (Example detail available at [Annex-B & B1](#))
- 3.9 Selection of Raw material and finalizing of specification.
- 3.10 Initial presentation drawings for final approval.(AutoCad & Photoshop-[Annex-B,B-1,F](#))
- 3.11 Production/Manufacturing drawings.(Example available at [Annex-C](#))
- 3.12 Cutting and Hardwarelist (Example and pattern available at [Annex-D](#))
- 3.13 Cost calculation (Example and pattern available at [Annex-E](#))
- 3.14 Manufacturing of final design.
- 3.15 Final presentation along with finished product.([Annex-F-1](#))

4-DESIGN OBJECTIVES

- 4.1 FUNCTION-HOW AND WHERE WILL THIS CHAIR BE USED
- 4.2 PROPORTION-WHAT SIZE WILL MAKE IT PERFECT
- 4.3 CUSTOMIZE-WHO WILL USE IT
- 4.4 LOCATION-WHERE IT WILL BE PLACED
- 4.5 STYLE-WHAT SHOULD IT LOOK LIKE

5-DESIGN SEQUENCE

- 5.1 FIRST STUDY FURNITURE DESIGN DEVELOPMENT (FURNITURE TIME LINE) AS EXPLAINED IN PARA 3.1
- 5.2 SELECT A CHAIR OF OWN CHOICE FROM A STYLE.
- 5.3 CREAT CONCEPT SKETCHES (USE EACH SUCCESSIVE SKETCH AS A BASIS FOR NEW IDEA OR EXTRACT AN ELEMENT OF SKETCH TO BE ADDED TO DESIGN)
- 5.4 CREATE A ROUGH DRAWING OF DESIGN FROM THE SKETCH WITH THE MAJOR PROPORTIONS, SCALE AND ELEMENT OF THE DESIGN DESCRIBED.