

CATALOG INFORMATION

Dept and Nbr: INDE 132 Title: FURNITURE & PROD DESIGN
Full Title: Furniture and Product Design
Last Reviewed: 3/23/2015

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	3.00	6	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	5.00		Contact Total	87.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable
Grading: Grade Only
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly: INDE 84

Catalog Description:
Study of the design considerations for products used in interior spaces. Includes designing and presenting models of wallcoverings, textiles, area rugs, case goods, upholstered goods, and other products utilized in an interior.

Prerequisites/Corequisites:
Course Completion of INDE 20 and INDE 50.

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: Study of the design considerations for products used in interior spaces. Includes designing and presenting models of wallcoverings, textiles, area rugs, case goods, upholstered goods, and other products utilized in an interior. (Grade Only)
Prerequisites/Corequisites: Course Completion of INDE 20 and INDE 50.
Recommended: Eligibility for ENGL 100 or ESL 100
Limits on Enrollment:

Transfer Credit:

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:		Effective:	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course, the student will be able to:

1. Develop and design products based on a design concept.
2. Complete scale drawings with appropriate elevations and details to graphically present a design concept.
3. Build scale models to demonstrate each phase of a project.
4. Design and render wallcovering and textile patterns that will function on typical widths of materials.
5. Design an area rug suitable for wool design and present the solution graphically.
6. Design a piece of case goods suitable for a client's needs.
7. Design an upholstered piece of furniture that is appropriate for human scale and dimension.

Topics and Scope:

- I. Introduction to Product and Furniture Design
 - A. Client requirements
 - B. Design parameters
 - C. Design proposals
 - D. Project scheduling
- II. Model Construction Techniques
 - A. Scale drawings
 - B. Selection of materials
- III. Area Rugs
 - A. Concept development
 - B. Design techniques
 - C. Graphic presentation techniques
- IV. Case Goods
 - A. Sketching techniques
 - B. Technical construction
 - C. Construction documents

- V. Upholstered Furniture Design
 - A. Human dimensions and scale
 - B. Material considerations
 - C. Scale model construction
 - D. Estimating quantity
- VI. Textile/Wallcovering Design
 - A. Construction considerations
 - 1. Widths
 - 2. Repeats
 - B. Material selections
 - C. Media choices
 - D. Estimating quantity
- VII. Presentation Techniques
 - A. Graphic
 - B. Color board
 - C. Other

Assignment:

1. Lab (or homework): Scale model of a room, upholstered furniture, case goods, area rug and wall covering in a coordinated style.
2. Lab (or homework): Illustrations to scale of each phase of scale model project.
3. Materials selection for scale model project.
4. Project report: written evaluation of completed project (3-5 pages).
5. Design proposal for a prospective client.
6. Paper (3-5 pages) discussing aspects of product design applicable to student's career path.
7. Reading: approximately 10 - 25 pages per week.
8. Quizzes (2-3).

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Project Report; design proposal; paper

Writing
20 - 30%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None

Problem solving
0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Scale models; materials selection; illustrations

Skill Demonstrations
40 - 60%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice, Matching items, Completion, Short answer

Exams
10 - 20%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance & Participation

Other Category
5 - 10%

Representative Textbooks and Materials:

Techniques for Estimating for Interior Designers, Carol Sampson, Whitney, 2001 (Classic).
Interior Design Visual Presentation, Maureen Milton, John Wiley & Sons, 2007.