

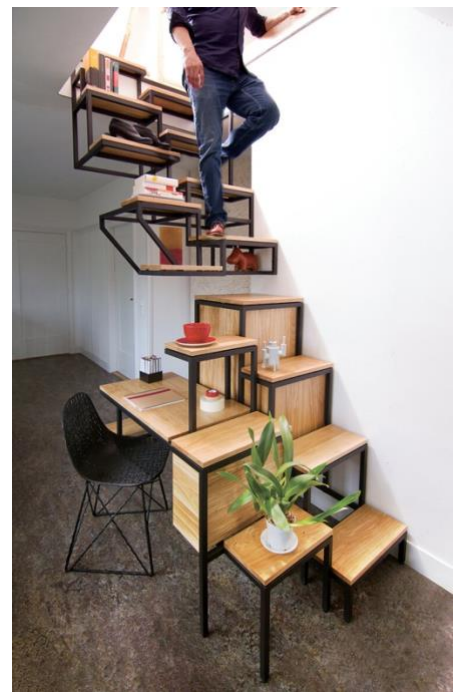
# Level 1 DVC 2024

DESIGN + VISUAL COMMUNICATION

Karamu High School Project 1

# Furniture

*“Furniture that transforms space”*



Objet Élevé: Studio Mieke Meijer 2014

This project is about exploration of design ideas that respond to a range of design influences. Initially you will consider international designers and architects, the characteristics of their designs and how you can use these to help you to generate your own design ideas. Then, you will consider designers and architects from Aotearoa and how Te Ao Māori is woven into the meaning and form of their buildings. You will choose an object or story that is meaningful for you that will in turn influence your own design ideas.

## Design Brief:

Design a piece of furniture to do with a particular creative hobby, interest or collection of objects. The furniture can also create space within an existing space for a specific creative activity.

## Considerations:

The furniture can include a range of features and different approaches. This could include:

- Storage
- Display
- Seating
- Work surface
- Spatial divider
- Screen

It can be stationary, fixed to the ground, wall mounted, on wheels, have moving parts, etc.

## Contexts:

The furniture can be considered in a range of contexts such as within a home, bedroom, shop, gallery, museum, marae, classroom, etc.

# Learning sequence:

## Part A: Design initiation, creativity and designer influence

### Designer focus 1: Frank Lloyd Wright

Investigate Frank Lloyd Wright buildings as a class and individually. Identify key characteristics of his buildings. Draw/trace/redraw some of these characteristics. Use these to come up with your own design ideas for “furniture”.

### Designer focus 2: Zaha Hadid

Investigate Zaha Hadid buildings and designs as a class and individually. Identify key characteristics of her design work. Create 3D explorations from cardboard which explore some of the key characteristics of her work. Photograph, including with an ergonome. Use photoshop to explore scale and relationship to the human form.

### Collation and curation:

Using the project assignment on Teams, use one slide per designer above to show a combination of the following:

- Their designs
- Key characteristics of their designs made explicit, including key words/explanations
- Any other key information about the designer and their work such as the time they were alive, where in the world they worked, and what they are best known for.
- Your own drawing or modelling that demonstrates characteristics of their design “exploration”
- Your own design ideas for “furniture”.

You may decide to use photoshop on some imagery before putting it into PowerPoint.

### Designers as influences:

As a class you will be exposed to a range of other designers including:

- Santiago Calatrava
- Thomas Heatherwick
- David Adjaye
- Bjarke Ingels
- Toyo Ito
- Andrew Patterson

From these, you will choose 2 – 3 designers that you connect with the most.

You will then do the following:

- Collect images of their work and identify key characteristics.
- Draw and 3D model in response to their characteristics.
- Use SketchUp to experiment with shapes and forms that respond to that designer’s characteristics.
- Come up with your own design ideas for “furniture” using drawing, modelling and digital modelling.
- Collate and curate these on the PowerPoint in Teams.

At this point there will be a check-in to give feedback and clarity for next steps.

## Part B: Te Ao Māori influence

### Architecture in Aotearoa that tell stories and makes connections

#### Case studies:

- Scion or Tūrama, Rotorua, or MTG, Hastings (RTA)
- Otāhuhu Train Station (Jasmax)
- Rewi Thompson: Kohimarama house or other significant buildings
- TOA: a range of architecture including Maungārongo or Te Taumate o Kupe
- Wharewaka Te Whanganui a Tara (Architecture +)

Become familiar with a range of architecture within Aotearoa (see above case studies).

Identify the following things about them (using the provided worksheet and links):

- The name and location of the building / buildings
- The architects / designers
- The significant links to Te Ao Māori within the architecture.
- Features and spaces that have meaning, tell stories and make connections

This could include ideas and concepts such as:

- Whakapapa
- Connections and significance to mana whenua, and local stories
- Inspiration from and references to wharenuī, and other built structures
- Symbols, objects of significance that have meaning to the context: e.g. korowai / cloak, waka hourua, huia feather, etc

Choose 2 – 3 examples of architects / architecture that you have found the most interesting and put together a slide per example that shows and explains the information above in a visually engaging way.

#### Design exploration:

***Mā te pohewa mā te auaha hoki, ka whakapuaki ngā kura e huna ana***  
***Through imagination and creativity hidden treasures are expressed***

#### Identifying meanings and ideas – collecting imagery

Collect imagery and information that you connect with, inspired by the case studies above. Add to a slide, including any explanations and key information that identify key meanings and ideas.

#### 2D explorations, 3D explorations, digital explorations

Using 2D, 3D and digital methods, explore a range of ideas for Furniture. Include pattern play, form, and idea exploration. Continue freehand techniques, collage, tracing, photoshop, modelling etc.

Add to slide including notes that explain ideas and any additional images to help make the connections to Te Ao Māori.

## **Specific scenario definition, further exploration of meaning and purpose**

Consider your own furniture design ideas so far. Define what you want the focus of your design to be from now on, this includes design influences from both international architecture as well as from Te Ao Māori.

Look back at the original design brief and outline the function and purpose of your furniture, as well as the sort of space and situation that it will be used for.

Combine inspirational imagery, your own design ideas so far, and anything that helps to show context and use.

Continue to explore and develop your specific design idea in a range of ways. This include pushing into more divergent thinking including the consideration of people, place and purpose. Use a range of explorative drawing and modelling techniques.

## **Refinement, documentation, completion**

To be confirmed...