

MATTHEW GRUNDLER

SESSION
11PURPOSEFUL FURNITURE:
DESIGN FOR A 3D WORLD**WHAT IS DESIGN THINKING?**

Design thinking is a process that helps to create an idea, artwork or product with a purpose for others using empathy.

**FURNITURE DESIGN:**

1. Look at the history of style and design, along with the functional purpose.
2. Understand space and efficiency by looking at several different artists like Frank Lloyd Wright and Edward Hopper

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1. Take 5 minutes for reflection on a piece of furniture that students strongly dislike (why)?
2. Take 10 minutes to discuss in groups of 2 about the furniture they picked.
3. The small group starts to create drawing examples and getting feedback about their designs.
4. Draw this piece in a room using 1pt. perspective. Think about space and efficiency.
5. Find current people or jobs in furniture design. This helps inspire students with other ideas.
6. Transfer the 1pt drawings to the Morphi app to create more realistic designs. Morphi allows students to create and manipulate their creation in full 360 degrees.
7. Use the AR (Augmented Reality) feature in the Morphi app to see the creation in a real space!
8. If you have the capability, you can save some of the creations and print them out on a 3D printer.

RESOURCES:

Morphi App: <https://itunes.apple.com/us/app/morphi-3d-model-print-ar/id833530351?MT=8>

NorvaNivel: <https://norvanivel.com>

Prezi Session: http://prezi.com/whd2d2ty-ocr/?utm_campaign=share&utm_medium=copy&rc=ex0share