The Furniture Design Studio offers an opportunity to deepen the perspective on designing and making, gain skills and confidence, and enhance aesthetic training through all project phases.

This studio is two-fold: It focuses on furniture through reduction of resources strategies and on working with a client – cross-campus with students from the UO Athletic Department.

What is the essence of furniture-making? What is a good piece of furniture – what does it in return? We will study precedents through the lenses of design, art, architecture, sports and dance, production and logistics, history, and environmental and cultural shifts, making visible what moves the world – then and now. It includes works by Morris, Tauber-Arp, Roth, Mari, 6a architects, and wallpaper from the UO Libraries Rare Book Collections. Reduction of resources strategies strives for material and manufacturing processes that respond to resourceful design and construction principles, using plywood, softwood, and decorative elements, i.e., wallpaper, paint, gold, or silver. Through the exchange with their peers, students will investigate and interpret their client's needs, advancing in understanding furniture design elements such as proportioning, dimensions, scale, economics, purposeful choice of materials, customization, and identification.

The course format extends the range of typical design studios. The process includes conducting experiments, checking manufacturability, and exploring skills. The intent is to learn, examine, and discover critical solutions to designing and constructing a custom-made piece of furniture. By the end of the studio, students will not only know about furniture design and making but will have developed a personal appreciation, taking small-scale models to the prototype and the 1:1 build design and drawing based on what they learned and their own experience to both facilitate and illuminate through these subtle inquiries.