The Furniture is an opportunity to deepen the perspective on designing and making, gain skills and enhance aesthetic training. Parts are put together to form a whole. Theory and practice should lead to a project-based interdisciplinary learning and work. The focal point of this studio is design interweaving with craftsmanship. It is necessary to carry out experiments, to test new techniques and to check the manufacturability of the objects by means of craft. Students will be familiarize with all phases of the design process, both intellectually and technically. At the stage of the design, the products are considered both in terms of their aesthetic impact, as well as in terms of manufacturing processes, ergonomics, logistics and marketing. Students will in the CoO’s making-community, invited to collaborate.

HUMAN - SPACE - AGE
We help shape our own future. Furniture that we are now developing are those in which we will grow old. A life long.

LEARNING OBJECTIVES
-Design with respect for the human scale
-Economical, result-oriented material selection
-Scale & proportioning qualities
-Craft-quality
-Students will work independently and individually