

# Inar 361 - Street furniture

Spring Semester 2016

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## AIM OF THE COURSE

The purpose of this course is to identify and analyze existing design conditions of public spaces, street furniture, and enhance student's design skills through parametric thinking and manipulations. Students will examine and evaluate public user needs, and analyze the city identity. Further, they will gain an awareness of the importance of ergonomics, universal design principles, and design street furniture by using methods of digital parametric design modeling applications.

During the parametric design process, students will explore how contemporary modes of digital design to production including parametric exploration, solid modeling, and computer numerically controlled fabrication contribute in the setting up of a flexible design strategy responding to the needs of nowadays users. Rather than having a fixed form of furniture, based on a digital parametric model, it is intended to generate an endless family of furniture of which the members can adapt to different site conditions and programmatic needs.

## LEARNING OUTCOMES OF THE COURSE

Upon successful completion of this course the student will be expected to:

- Student will examine Culture, history, vision and urban layout research-*city identity*.
- Students will evaluate Location, size, proportion association - *scale and regulations*.
- Students will experience Design correlation of *street furniture and city - human scale*.
- Students will research Design issues and experience the dynamics of the work-life.
- Students will able to gather information about the link between theories and principles of urban identity, user needs, mathematic, nature and digital design tools.
- Students will gain experience of the fundamental parametric modeling with Grasshopper for Rhinoceros.
- Students will gain experience solid modeling, and computer numerically controlled fabrication.

## CONTENTS

Subject will include parametric design methods and digital modeling, urban, human scale knowledge, and street furniture design in the context of city identity and vision.

## COURSE CALENDAR

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Week	Topics	Preliminary Preparation	Methodology and Implementation
1	Introduction to the course	-	theory
2	Urban furniture types , history	-	theory
3	Public space design issues & city identity	Reading & Site selection	theory
4	Design approaches /examples <b>Intro to solid modeling</b>	Needs & context/ side analyses Individual research	<i>Practice/theory</i> <b>practice/theory- assignment #1</b>
5	Guest lecturer/ Survey preparation/ <b>Solid modeling exercise</b>	Reading	<i>Practice/theory</i>
6	Human scale&Universal language/ <b>Intro to parametric modeling</b>	survey /Site report	<b>Practice/theory assignment#2</b>
7	Individual critics& <b>Parametric modeling exercise</b>	Design approach/Initial sketches	<i>Practice/theory</i>
8	Individual critics Review	Initial draft design	Practice
9	<b>Midterm submission of project</b>	presentation	Presentation
10	<b>Materials finishes /metal</b> Individual critiques/ <b>Parametric model development</b>	-	Practice/theory
11	<b>Materials finishes /synthetics</b> <b>Parametric model development</b>	Individual critics	Practice /theory
12	Guest lecturer/ Maintenance and installations final draft design	critic	<b>Practice/theory assignment #3</b>
13	<b>Materials finishes /wood</b> Individual critics <b>Preparation of fabrication files</b>	Individual critics	Practice/theory
14	<b>Materials finishes / stone&amp;concrete</b> <b>Preparation of fabrication files</b>	Individual critics	<b>Practice/theory assignment #4</b>
15	Review	Individual critics	Practice
16	Submission	<b>submission</b>	<b>FINAL</b>