ABPL90361 Ex-Lab: Digital Furniture Fabrication

Credit Points:	12.5
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2015, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus. Quota: 18 This subject is a quota subject and places are limited. Students may provisionally enrol via the Student Portal, but places are not guaranteed until selection is completed. You will be notified in writing by the Student Centre if you are selected. Selection criteria: Academic merit. Priority will also be given to students with digital design software knowledge in particular Rhino 3D For detailed information on the quota subject application process and due dates, refer to the EDSC Quota Subjects webpage: http://edsc.unimelb.edu.au/quota-subjects
Time Commitment:	Contact Hours: 3 hours per week in lecture/workshop Total Time Commitment: 170 hours
Prerequisites:	Admission into one of the following courses MC-ARCH Master of Architecture MC-ARCH2Y Master of Architecture (200 points) MC-ARCH3Y Master of Architecture (300 points) **PLUS**

Subject	Study Period Commencement:	Credit Points:
ABPL90142 Master of Architecture Studio C	January, Semester 1, Semester 2	25

Corequisites:	None
Recommended Background Knowledge:	Students are required to have extensive experience with digital design software in particular Rhino 3D as all the fabrication equipment is operated using this program. Experience with Grasshopper is also desirable but not required.
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry. It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and the Disability Liaison Unit: http://www.services.unimelb.edu.au/disability/
Coordinator:	Mr Hamish Hill, Mr Jas Johnston
Contact:	**Environments and Design Student Centre** Ground Floor, Baldwin Spencer (building 113) *Enquiries* Phone: 13 MELB (13 6352) Web: **http://edsc.unimelb.edu.au/ (http://edsc.unimelb.edu.au/)** Email: **edsc-enquiries@unimelb.edu.au (mailto:edsc-enquiries@unimelb.edu.au)**
Subject Overview:	This subject will explore the use of Digital Design and Fabrication Tools to design and make a piece of furniture. Students will be expected to utilise digital design techniques in combination with fabrication methods to investigate and manipulate outcomes which this technology allows. This may include things such as material qualities, formal possibilities, or parametric systems. All students will be expected to explore a particular agenda and will be required to build a final

	furniture piece which demonstrates this. Students will be provided with specific training in the operation and potentials of different fabrication equipment, in particular the CNC router.
Learning Outcomes:	The furniture piece should: 1 Highlight the use of digital fabrication equipment. 2 Exploit the combination of digital design software and digital fabrication equipment available. 3 Exploit the nature of materials that are used.
Assessment:	There are three work requirements for this subject which will contribute to 100% of the assessment: A Research File documenting Influences, ideas and systems that are pertinent to finished design due in Week 6 A journal or job file showing and discussing the process due at end of semester A piece of furniture due at end of semester
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	Enhance student's knowledge of digital design software and fabrication equipment and their relationship to contemporary design practices. Provide greater understanding of materials and structure Encourage debate and engagement with the theoretical and practical aspects of architectural design and production.
Links to further information:	http://edsc.unimelb.edu.au/
Related Course(s):	Master of Architecture Master of Architecture
Related Majors/Minors/ Specialisations:	200 point Master of Architecture 300 point Master of Architecture Melbourne School of Design multidisciplinary elective subjects