

**Craft in the Digital Age**

(Tue Jan 14, 2014 08:00 AM - Sat May 31, 2014 08:00 AM)

**Craft: in the Digital Age**

A4798 Spring 2014

Instructor: Nathan Carter

**What is the role of craft in architecture?**

The skills of the architect are now dedicated to the digital. The making and testing of a project can take place entirely in the computer, but without an intimate understanding of materials and techniques of making, the architect's digital work has limited efficacy.

Making and testing belongs within the larger feedback loop of design.

The aim of the class is twofold:

- To explore craft, developing a personal understanding of materials, tools, and techniques to directly inform the design process.

- To frame this exploration in a larger context of analog and digital design and fabrication, highlighting efficiencies and limitations, and rethinking the orchestration of the two by the designer.

The class is structured around weekly, hands-on exercises in the Fabrication Shop. Students will become proficient with a number of tools, and we will test construction and joinery techniques. We will discuss tolerances, material properties/constraints, and work-flow/logic.

During the semester, students will design and fabricate Seating Units (SU). Each Seating Unit will be made of wood and must support one person sitting. Additional criteria will be given for each assignment. Students may work in pairs if desired. Students will bring their SU to the next class along with drawings that explain the assembly process and potential aggregation schemes for making and deploying multiple Seating Units.

The final project is to design and fabricate a multi-person Seating Unit that demonstrates an understanding of materiality, tools, and techniques developed from our exploration of craft. This could be one piece at a larger scale that accommodates multiple people, or it could be a development on the aggregation of multiple single person Seating Units.

***Outline of Class:*****Week 01: Saws and Wood Joinery**

Assignment #1- Make one Seating Unit with no fasteners

**Week 02: Drills, Routers, and Fasteners**

Assignment #2- Make one Seating Unit that can stack, nest, collapse, or transform

**Week 03: Hand Tools and Jigs**

Bring Assignment #1 to class

#### **Week 04: Lamination, Gluing, and Clamping**

Bring Assignment #2 to class

Assignment #3- Sketch ideas of 3 possible final projects

Assignment #4- Make one laminated wood component

#### **Week 05: Wrap up lamination project and discuss final assignment**

Bring Assignment #3 (sketches) to class

Assignment #5- Make a scale mock up of final project

#### **Week 06: Final project work session**

Bring Assignment #4 (laminated component) to class

Bring Assignment #5 (mock-up) to class

Begin work on Final Assignment- Multi-person Seating Unit

#### **Final Review**