

## Design for Life: Grant and Mary Featherston

30 June – 7 October 2018



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## TAKE A SEAT Visual Communication Design Analysis sheet

Choose your favourite **FEATHERSTON CHAIR** in the exhibition and complete the tasks below

**DRAW IT** Look closely at the line, shape and size of the chair

### LABEL IT

Designer:

Name of chair:

Date it was made:

Dimensions/Size:

LIST THE **MATERIALS** THE CHAIR IS MADE FROM:

### ANALYSE IT

WHAT IS THE MOST IMPORTANT **DESIGN ELEMENT**?

Line Colour Shape Form Texture Sound (Circle your answer)

WHAT IS THE MOST IMPORTANT **DESIGN PRINCIPLE**?

Balance Contrast Proportion Repetition Scale Space (Circle your answer)

WHO IS THE **AUDIENCE**? (What kind of person was the chair designed for? Think about age, occupation, lifestyle etc.)

WHAT IS THE **PURPOSE** OF THE CHAIR? Is it Decorative or Useful? (Circle your answer). Where would you find a chair like this?

## COMPARE THE FEATHERSTON CHAIR TO YOUR SCHOOL CHAIR

SIMILARITIES	DIFFERENCES

## EVALUATE IT

What do you like about the chair?

Do you think it is unusual or unique in any way? Discuss.

Do you think it would have been made by hand or machine? Explain your answer.

Is there anything you would change about the chair? Explain your answer.

## THE DESIGN PROCESS

Order these steps to making a chair (1 – 6)

- RESOLUTION** – The product is made
- RESEARCH** – Information and ideas are collected for inspiration, such as looking at and collecting bones, leaves and shells
- GENERATION OF IDEAS** – Different ideas and solutions are explored through sketching
- DESIGN BRIEF** – An outline of what the client wants and what the product is for is created and considered
- DEVELOP IDEAS** – Blueprints, maquettes and prototypes are made
- REFINEMENT** – Changes are made to the design if something doesn't work/meet the brief

## DESIGN A CHAIR

Like Featherston, design a chair based on one of the following: leaf, shell, rock, bone or flower.

Draw your ideas below

Think about scale, comfort, durability, cost and style.