

Parametric Furniture Making

24th to 28th June 2024 | Intake-20

A Residential Workshop Certified by MIT ADT University

Embark on an exciting journey this summer as we invite you to delve into the world of Parametric Furniture Making through our exclusive workshop. Gain a comprehensive understanding of this innovative craft, exploring its fundamental principles and techniques..

Highlights:

In this workshop, you will:

- Learn the language of parametric design and its application in furniture making.
- Dive deep into the analysis and deconstruction of parametric furniture pieces, unraveling how various elements come together to create functional and aesthetic marvels.
- Explore how parametric design enhances the storytelling aspect of furniture, conveying unique messages and creating profound meanings.

Who should participate :

students of Architecture/Design/ID, working Architects/ professionals, designers, aspirants from to all the above fields just anyone interested in Furniture and digital architecture !

Location for the workshop:

- MIT Institute of Design, MIT ADT University, Loni Kalbhor, Pune



INVEST IN YOUR
SKILLS

Fees : Rs. 10,000

(for MIT ADT University Students 25% concession)

Eligibility : 18 years and above

Includes stay and food



MIT INSTITUTE
OF DESIGN



MIT-ADT
UNIVERSITY
PUNE, INDIA
A Leap towards World Class Education



workshop by

Ar. Radheya Chopde

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Professor Architect Radheya Chopde is a visionary in the field of architecture, boasting a Master's degree in Architecture with a specialization in Computer Applications. His passion for 3D visualization is unparalleled, and his expertise in parametric design sets him apart as a true luminary in the industry. With a keen eye for detail, Radheya excels in creating actual scale parametric models and installations that push the boundaries of conventional design. His innovative approach to architecture combines technical precision with artistic flair, resulting in stunning creations that inspire and captivate.

This course is a hands-on introduction to rapid prototyping, integrating physics, engineering, design, computer science, and art. Students learn to safely use software and hardware to fabricate programmable projects in a collaborative environment. Tools and topics include shop safety, hand tools, laser cutter, 3D printer, computer-controlled milling, electronic circuit design, programmable microcontrollers, moulding, and casting. . The course culminates with an individual final project with a hard model, integrating design ideas worked out in studio. Each student documents work on each topic in a personal assignment, thereby finishing the course with an portfolio that not only illustrates their new skill sets, but also contribute a collective repository of knowledge for further studies.



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