Questions bank of furniture design

Theoretical exam:

Q1/ What's the five principles of design in furniture arrangement count and explain them.

Q2/ Classification of furniture according to function, count and explain them with example.

Q3/ Classification of furniture according to material, count and explain them with example.

Q4/ What's the five principles of design in furniture arrangement count and explain them with example.

Q5/ What's the types of wood joints in furniture design, count and explain them with example.

Q6/ Classification of furniture according to construction method. count and explain them with example.

Q7/ What's the Types of glues that we can use to joint between wood in furniture design count and explain them.

Q8/ What's the types of knock down joints that we can use to joint between MDF furniture design, count and explain them.

Q9/ What gives a product (furniture design) its character? Draw the chart

Q10/ What gives a product its personality? Draw the chart

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Practical exam:

Q1/ Design a piece of furniture (chair) inspired from geometric forms (cube, parallelogram, cylinder, cone, pyramid and line), and making changes in three stages up to the final design.

Note: You can choose one shape, or you can mix between them.

Q2/ Design a piece of furniture (table, chair) inspired from geometric forms (cylinder, cone, pyramid and line) with making changes in three stages up to the final design.

Note: You can chose one shape, or you can mix between them.

Q3/ Design a piece of furniture (table) inspired from geometric forms (cube, parallelogram, and line) with making changes in three stages up to the final design.

Note: You can chose one shape, or you can mix between them.

Q4/ Design a piece of furniture (Bed) inspired from geometric forms (cube, parallelogram, and line) with making changes in three stages up to the final design.

Note: You can chose one shape, or you can mix between them.

Q5/ Design a piece of furniture (Bed) inspired from geometric forms (cylinder, cone, pyramid and line) with making changes in three stages up to the final design.

Note: You can chose one shape, or you can mix between them.