DESIGNERS CAFÉ at NJIT

COURSE: INT 264 – Interior Design Studio II (4 credits)
PROGRAM: Interior Design/School of Art + Design
LOCATION: Second semester second year studio course/spring term (undergraduate)
INSTRUCTOR: Glenn Goldman

DESCRIPTION: A hands-on studio course that expands introductory problems into commercial interiors and public spaces. Interior design as a knowledge-based discipline is introduced. Emphasis is placed on the use of information technology/digital media in the design process and the presentation of design proposals. Preliminary integration of multiple technical variables is included.

PROJECT: Design a café in the swimming pool and locker room area (including mezzanine previously used by spectators at swim meets) of the old Central High School (renamed Central King Building) on Martin Luther King, Jr. Blvd. in Newark, NJ that is being renovated as a classroom and multipurpose building on the campus of the New Jersey Institute of Technology.

REQUIREMENTS: Select a chair from a list provided by the instructor. Construct a three-dimensional model of the chair and analyze it to determine the formal principles present in its design. Design a coffee shop/café in Central King Building using the selected chair. Prepare both two-dimensional and three-dimensional drawings and renderings to communicate both conceptual and perceptual information about the proposed design.

OBJECTIVES: (1) Using a project of limited scope as the vehicle, continue the exploration of interior design as an outgrowth of analysis. (2) Continue the study of furniture and allied arts with specific attention paid to their relation to interior design. Included in this study is an opportunity to practice analyzing designed objects and to determine what principles may (or may not) be translated to interior design. (3) Explore the opportunities for designing a space with a particular character or quality. (4) Provide opportunity to document existing conditions for an interiors project as a precursor to detailed design. (5) Learn about the functional needs of a common commercial use including the relationship between human needs and dimensions and the activities that occur within the space (with continued responsibility for providing universal access). (6) Provide additional practice in the craft of model-building and drawing with various media and to begin to understand which modes of communication are appropriate at different stages of a design project (including both interim and final presentation stages). (7) Develop greater facility in the expression of texture, depth (including the use of line weight in two-dimensional representation), and lighting using digital media. (8) Begin the integration of Building Information Modeling in the interior design process.