

SCHOOL	Interior and Urban Design
ACADEMIC YEAR	TWO-YEAR PROGRAM I - 2025/2026
SUBJECT	1457 Design I
TYPE OF SUBJECT	Theoretical-Practical
NUMBER OF HOURS PER LESSON	3
NUMBER OF ECTS CREDITS	10
DISTRIBUTION OVER THE ACADEMIC YEAR	ANNUAL

EDUCATIONAL OBJECTIVES AND EXPECTED RESULTS

The course is designed to facilitate the acquisition of a methodological approach through the analysis of the Munari Method. An innovative and structured approach to problem-solving that has significantly influenced the realm of design and planning. The initial stage of this method involves the precise identification of a problem, a crucial phase that enables the designer to delineate the boundaries of their intervention and establish the scope of action. Once the problem is defined, it is broken down into its various components, rendering it more manageable and approachable.

Knowledge and understanding	Students are expected to acquire a design methodology that commences with the identification of the problem, which is subsequently divided into components. This process of decomposition enables a detailed analysis of each aspect, transforming it into sub-problems that, when addressed individually, provide a more comprehensive and precise understanding of the situation. In this context, creativity plays a fundamental role, but it should not be confused with the notion of abstract or imaginative solutions. The Munari Method promotes the development of innovative ideas, while maintaining a strong connection to reality and operating within the constraints imposed by the problem.
Applying knowledge and understanding	It is anticipated that students will acquire knowledge of the primary stages, and upon completion of this analytical phase, the process will proceed with the compilation of available materials and technologies, incorporating potential experiments to identify the most suitable resources. The creation of real and 3D demonstration models is a fundamental step in testing the validity of the proposed solutions, enabling the verification of their effectiveness in a practical context, thereby applying the acquired knowledge.
Making judgements	Students are expected to develop critical skills, which they will apply through a methodological approach culminating in the creation of technical drawings and the preparation of a final presentation, ensuring that the proposed solution is clear, functional, and ready for implementation.
Communication skills	The practical exercise will provide the opportunity to apply the entire process, from the research phase to experimentation, culminating in the creation of a prototype that will serve as a verification of the entire process. The project will subsequently be presented to the course in a collaborative manner.
Learning skills	The ability to correctly apply and internalize the design method, articulating its various phases, is essential.

<p>CONTENTS</p>	<p>1. Initial Section 9H • Formal presentation of the course and introduction to the use of Cinema 4D modeling software. • Focus on the most up-to-date modeling techniques and the animation of design objects during the design phase - Spline and polygonal modeling - Sculpting modeling - Advanced materials and textures - Advanced lighting techniques - Principles of animation and the creation of video clips related to the designed objects. 2. Second Section: 70 Hours Preparatory Studies – Material and Representation • Study of materials: solid wood, derivatives (plywood, multilayer, MDF), and new sustainable materials. • Technical analysis: mechanical properties of the materials and primary processing techniques. • Representation exercises: from freehand sketching for proportions and ergonomics, to manual technical drawing, and the execution of executive designs. • Classical wood joints: an in-depth examination of the techniques (visible, invisible, dry, and adhesive). • Field experience: potential educational excursion to an artisanal carpentry workshop or 2XL to observe the production processes. Method & The Soul of Wood – Narratives and Concepts • Bruno Munari’s Project Method: from problem to solution, with a focus on the role of serendipity. • A digital handout will be developed, featuring supporting documents and content, and uploaded to Classroom. • Historical and contemporary analysis: a study of furniture, designers, and companies that have innovated the sector over the past twenty years, including movements such as 'Recession Design'. • Iconic objects: observation and analysis to identify the essential construction principles. • Intermediate exercise: individual design of a small furniture line with a Project Sheet and initial scale prototypes (utilizing balsa, cardboard, and recycled materials). Intermediate project with prototyping – Narrative furniture line (individual assignment) Development of a small line of furnishings that narrates a story, drawing inspiration from the case studies and sheets presented in the classroom, which illustrate inspirations, applications, and design solutions. The course encompasses: • development of the concept and its transformation into a project, • preliminary sketches, • completion of the executive forms, • development of a final prototype to scale. Materials for prototyping: cardboard, balsa, cutters, cutting boards, teams, and recycled materials useful for experimenting with various scenarios and solutions. 3 Third Section 21 Hours Development of the Final Project – Collaborative Teamwork • Each group will design a collection of wooden objects—furniture and accessories—for presentation in a catalog. The objects will be designed in 3D, incorporating general views and the most significant details. • The objects must be designed exclusively in wood and presented with clarity and effectiveness. • The objective is to establish a coordinated image by associating the furniture line with a specific architectural style or a notable architect, in order to extract the rhythm, color palette, and compositional logic, and subsequently translate these elements into the project. Delivery and assessment • Shared Catalogue: featuring technical data sheets, narrative texts, sketches, executive drawings, and the application of the Munari Method and lateral thinking. • Final exhibition: presentation of prototypes in the laboratory and a 5-7 minute oral presentation for each group. • Evaluation criteria: prototype quality, narrative clarity, catalog completeness, independent judgment, and problem-solving capabilities.</p>
<p>ADOPTED METHODOLOGY</p>	<p>[X] In Person The lectures will be enhanced through the utilization of various media provided by the participating instructors. Classroom exercises are designed to foster a critical and constructive dialogue between the instructor and students, encouraging their active engagement with the program content. The theoretical component of the course will be succeeded by a practical phase, designed to guide students in the development and prototyping of a product for daily use. Scheduled activities Group project (2-3 individuals): conceptualization and development of a wooden furnishing element. • Comprehensive process: from conceptualization to material selection, through to cost estimation. • Prototype on a significant scale: a piece that clearly communicates the technical and aesthetic choices. • Shared Catalogue: documentation of the process, including data sheets, sketches, executive drawings, and narrative.</p>
<p>ASSESSMENT METHODS</p>	<p>A discussion and presentation of a graphic design and a model are planned to facilitate the analysis of the project’s critical aspects and strengths. The evaluation of the assigned project will take into account the following competencies: Comprehend and accurately implement the studied design methodology Execute the task independently Utilize materials appropriately, in accordance with the function of the system under analysis. Accurately represent the presented projects using both 2D and 3D tools.</p>