



STANWOOD HIGH SCHOOL

TECHNOLOGY EDUCATION

ARCHITECTURE AND ENGINEERING DESIGN

DINING ROOM DESIGN

LEARNING TARGET:

I will be able to use Rhino to design variety of surfaces and solids.
I will be able to present my 3D Design in a visual format.

SUCCESS CRITERIA:

I will know I am successful when I because I will be able to demonstrate a variety of tools in Rhino used in this project and tell my teacher how I used these tools.

DESIGN STATEMENT:

Your task is to design a glass top dining room table with at least 4 place settings. From there you will design the chairs and the rest of the room around this table. Everything must be drawn to real world size (if in doubt of what that might be, look it up)

THINGS TO BE INCLUDED:

Glass top table—some portion of the top must be glass, it must have legs, and bracing to connect the top to the legs.

4 Place Settings—they must include a plate, glass, fork, spoon

Center Piece on Table

Chairs for each place setting

2 walls and a floor (make the corner of the room)

A picture on the wall and a Window.

Fully rendered

THE MORE DETAIL YOU ADD THE BETTER. Everything must be realistic and reflect quality design.

The following tools must be demonstrated/ used:

Sweep 1 rail

Revolve

Rail Revolve

Extrude

Plane

Loft

Fillet

Trim/ Split

Array

Copy

Dimensions

Make 2d Drawing

Render

Apply Materials

2D Drawing skills

THE FINISHED PRODUCT:

When finished you will put together a packet with:

- A publisher layout with a rendered overall picture and a min. of 3 detail shots
- Dimensioned Orthographic of the table
- Description of how you used the tools above and how you designed your project
- Portfolio Entry for the project

DEADLINE:

PROJECT IS DUE NOVEMBER 30TH