

# Chair

## THE CHALLENGE

Chairs combine form and function in a way that is easy for consumers to digest but incredibly difficult for designers to perfect inasmuch as they encompass many of the challenges of design (engineering, material choice, production method, style, and functionality) in one small package. Your challenge is to design the perfect chair!

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### SOFTWARE

Autodesk® Fusion 360™

### DESIGN FIELDS

Product Design

### LEVEL

Beginner

### RELATED DESIGN ACADEMY PROJECT

Chair: Ergonomics

## DESIGN CRITERIA

- Design must be ergonomic
- Single seating
- Must have a back

## FUSION 360 SKILLS:

1. User Interface
2. Dashboard
3. Data Panel
4. Begin a new design
5. Create and Edit Sketches
6. Create a Solid Model
7. Use Mirror and Radial Symmetry
8. Fillet and Chamfer
9. Add edges and points to your t spline body
10. Use the subdivide command
11. Use the Push Pull Command
12. Use the Delete Command
13. Use Sketches to create Solid models

## PRESENTATION REQUIREMENTS:

- Concept Sketches
- Printed Fusion 360 drawing (4 perspective views)
- Printed Render Images
- Scaled model (optional)
- 3D printed scale model (optional)