



Furniture Design and Development (2nd Edition) [Paperback]

By TAO TAO

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Paperback Language: Simplified Chinese Publisher: Chemical Industry Press; 2nd edition (February 23, 2012). Furniture Design and Development (2nd edition) followed by the furniture industry. the development of the new situation with new characteristics. combined with furniture furniture design expertise literacy needs. based on the knowledge structure of the design of actual combat environment. the system describes the evolution of the furniture. materials. furniture. bonding methods. furniture and structural design. furniture. art style of furniture design. furniture perspective performance techniques. furniture development practices. Furniture Design and Development (2nd edition) not only as institutions of higher learning industrial design. wood science and engineering. environmental art. design. architecture. urban planning. landscape and other professional materials. while the majority of professional educators. furniture industry product development. sales managers and amateur has a very high reference value. Contents: Chapter 1 Furniture Material 1.1 wood materials 1.1.1 logs timber 1.1.2 1.2 decorative materials. artificial board 1.2.1 veneer 1.2.2 decorative plywood 1.2.3 Plastic Film 1.2.4 synthetic resin decorative paper 1.2.5 Printing decorative paper 1.3 soft materials 1.3.1 fabric 1.3.2 leather 1.4 bamboo and rattan materials 1.4.1...



[READ ONLINE](#)
[3.1 MB]

Reviews

The ebook is fantastic and great. I am quite late in start reading this one, but better then never. Your life period will probably be convert as soon as you comprehensive reading this ebook.

-- Dr. Albertha Hoppe

A high quality pdf and also the typeface used was exciting to see. it absolutely was writtern really properly and useful. I am quickly could get a delight of looking at a composed pdf.

-- Justina Kunze