



# INDUSTRIAL DESIGN

DESIGN EXHIBITION 2022  
MINDARREKA  
HYBRID

College of Creative Arts, UTM Kedah Branch

**Publisher:**

College of Creative Arts,  
Universiti Teknologi MARA Kedah Branch,  
08400 Merbok,  
Kedah,  
MALAYSIA

Copyright 2022 College of Creative Arts,  
Universiti Teknologi MARA Kedah Branch.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means electronic, mechanical, photocopying, recording or otherwise, without the prior written permission of the publisher or author.

Perpustakaan Negara Malaysia

Cataloguing-in-Publication Data

**Editor:** Asrol Hasan, Shafilla Subri, Azhari Md Hashim, Neesa Ameera Mohamed Salim, Faryna Mohd Khalis, Syahrini Shawalludin, Mohd Hamidi Adha Mohd Amin, Abu Hanifa Ab Hamid, Ahmad Fazlan Ahmad Zamri, Mohd Taufik Zulkefli, Zaidi Yusoff, Fadila Mohd Yusof, Izza Syahida Abdul Karim, Muhamad Aiman Afiq Mohd Noor

MINDAREKA HYBRID 2022: Programme Book  
e ISBN: 978-967-2948-25-4

Cover & layout design : Asrol Hasan  
Typeface : Roboto  
Type size : 11/12

**Printed by:**

Perpustakaan Sultan Badlishah,  
Universiti Teknologi MARA Kedah Branch,  
08400 Merbok,  
Kedah,  
MALAYSIA

e ISBN 978-967-2948-25-4



# Table Of Content

Rector's Message	i
Head of Faculty's Message	ii
Commitee	iii
Students Artwork (Graphic & Media Digital)	1
Students Artwork (Industrial Design)	137



## **SPINDLAR**

### ARM CHAIR (FURNITURE DESIGN)

Design Advisor : MR ABU HANIFA AB.HAMID

Nature has always been a source of inspiration for humans. Human observed and tried to learn about natural forms and structures. Designers have also observed how life proceeded in nature and began to develop furniture by observing or imitating natural structures. Nature gave them plenty of opportunities with its admirable mechanisms, designs, and potential to enrich various aspects of life. To achieve the theme of nature-influenced furniture concept. There were five chosen of nature inspired, and the designer narrowed it down into three which are Maple Leaf, Periwinkle, and Spider. Research has been conducted to study the characteristics or details of nature and the designer selected Spider as the main inspiration. The design of the furniture focuses on the form and movement of spiders, especially on its leg.

The target user for this design is an adult. After a few researches, the designer decided to choose the living room and bedroom as the main locations for the furniture. The aim of that survey was to understand the activities, lifestyle and problems that are involved with the existing furniture.

As the result, the designer decided to design an arm chair that was inspired by spiders for the living room and bedroom. This arm chair has extra features such as a foot rest, phone, and cup holder. The design style is modern, and it looks different from the existing. The material used is using the combination of wood, plastic, and metal. The seat made from upholstery . The look of a crawling spider can be seen on the side panel design of the armchair.

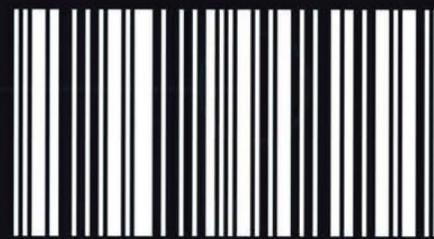
**TOSHIBA**



**JKKN**  
JABATAN KEBUDAYAAN  
& KESENIAN NEGARA



e ISBN 978-967-2948-25-4



9 7 8 9 6 7 2 9 4 8 2 5 4