2 Chairs

Theme

It is normal to operate within a network of practical considerations, including budget, schedule, available resources, context, design goals, etc. Developing the skill to use constraints as a tool rather than an obstacle is fundamental to successful design. The object of the studio is to explore how constraints impact creativity and the development of meaning through 2 chair design projects. In this studio in particular, the hope is to learn to use constraints to focus and support creativity rather than stifle it.

The Projects

Each student will work through 2 distinct chair projects, each with different sets of constraints.

The first project is an exploration in resourcefulness, variety and invention. Each student will ‘improvise’ a chair using broken, discarded and second life items re-applied in the service of a new function. The goal is to step outside of the standard intellectual tools of modern design practice and emphasize resourcefulness and imagination.

The second project (of longer duration) is an exploration in meaning, clarity and detail. Each student will each build a version of the same chair through a highly prescriptive process. The basic form is defined, the palette controlled, and the process outlined with one critical caveat: the opportunity to step outside of the given constraints with one personal ‘rule-break’. Whether it be the introduction of a new material, of a surface modification, or form tweak, these ‘rule-breaks’ should be clear in intent, grounded in research and imparted with meaning.