

PELORIS CHAIR

MEDD
Design



ANALYSING ISSUES:



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Ergonomic:

Slides off the chair.

Lack of space for
buttocks.

Need for lumbar support.

Esthetic

Cut-out hole.



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Small change,
large improvement



Lacking sufficient
room for the
buttocks and needing
backsupport



Cushioning for
increased
backsupport

ADVANTAGES:

Cost efficient by using the shell as it is and the cover they have.

Utilize current 200 seats

Possible to do inhouse

Keeping stackability

Simple changes in mould also opens up for use with partly covered,



INCREMENTAL

Solving comfort issue

Design identity:
Top curve is a defining factor

Stackable conference chair





Fabric cover



Cushioning for
backsupport

Cushioned
support
for legs

PAPER SKETCHES

Osbourne's method

OSBOURNE'S METHOD

2 MAXIMIZE / MAGNIFY

3 MINIMIZE

6 COMBINE

8 SUBSTITUTE



Change mould:
Add back support behind seat
to have space for butt,
keeps you ~~from~~ better in the seat



1 ADAPT

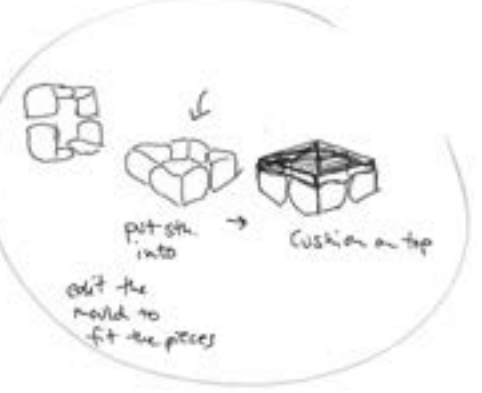
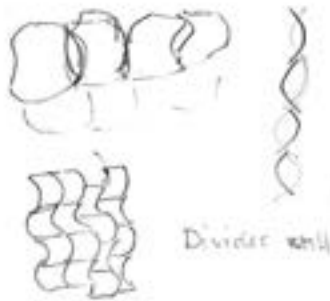


Turn the seat the other way



Add cushioning to change back angle + extend seatrest

5 REARRANGE

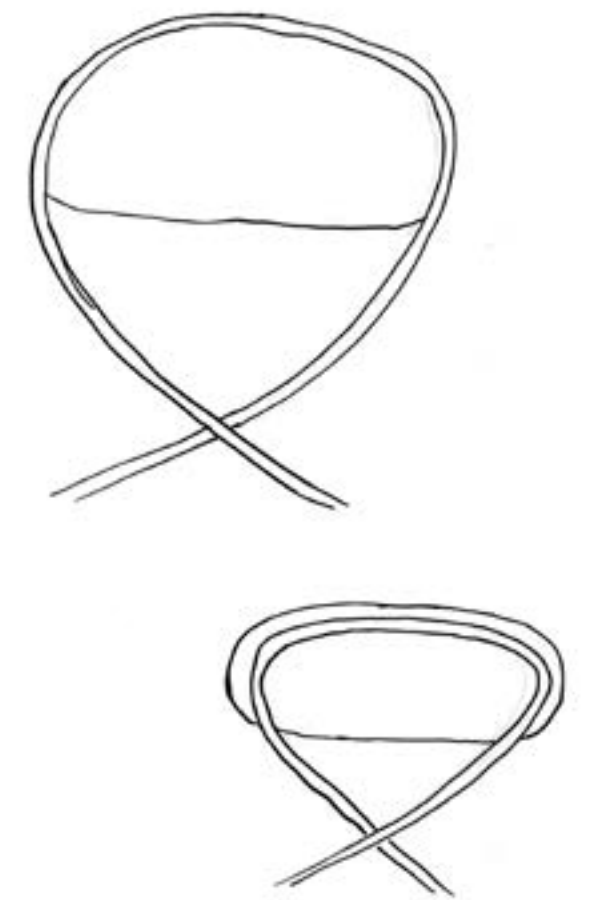
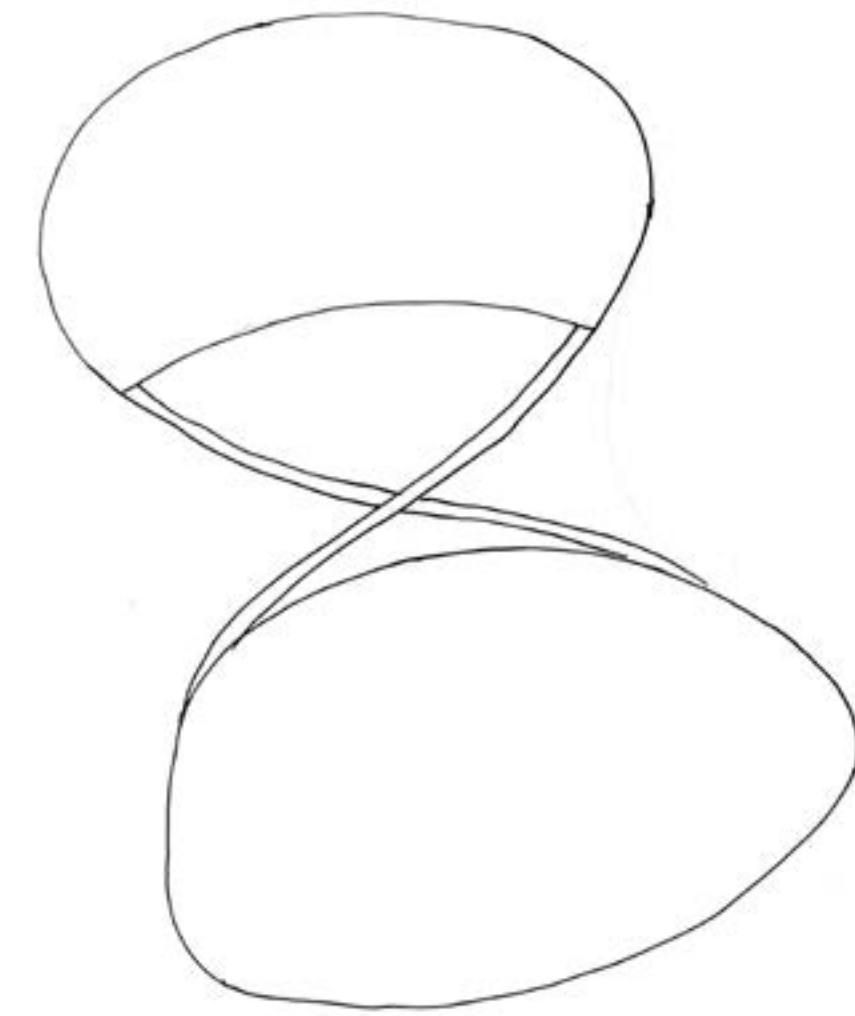
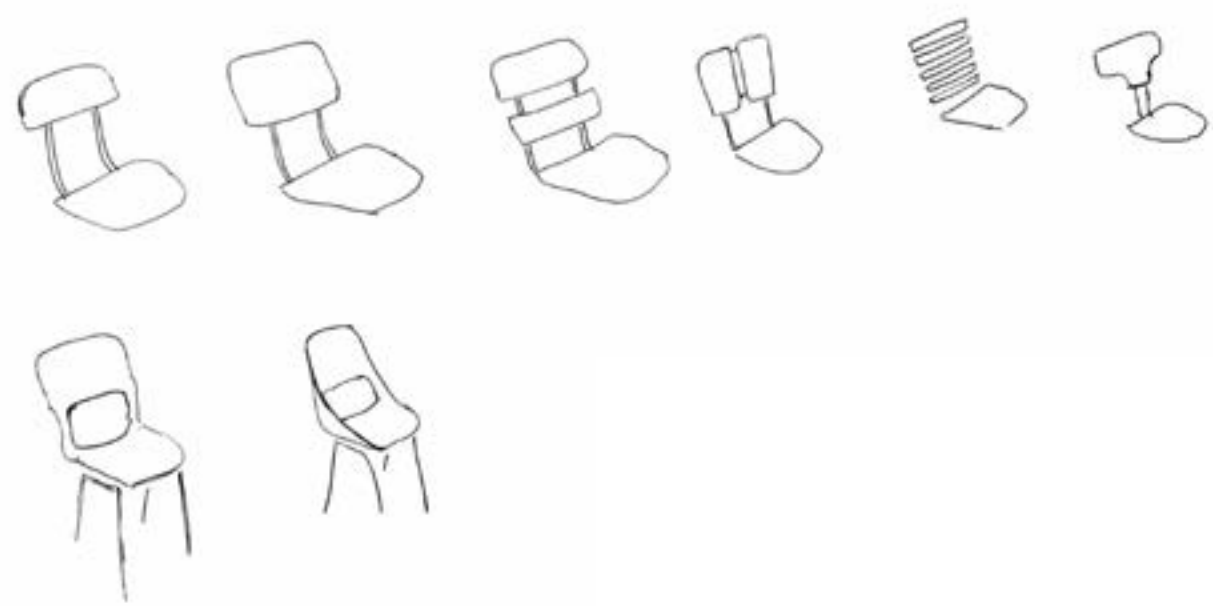
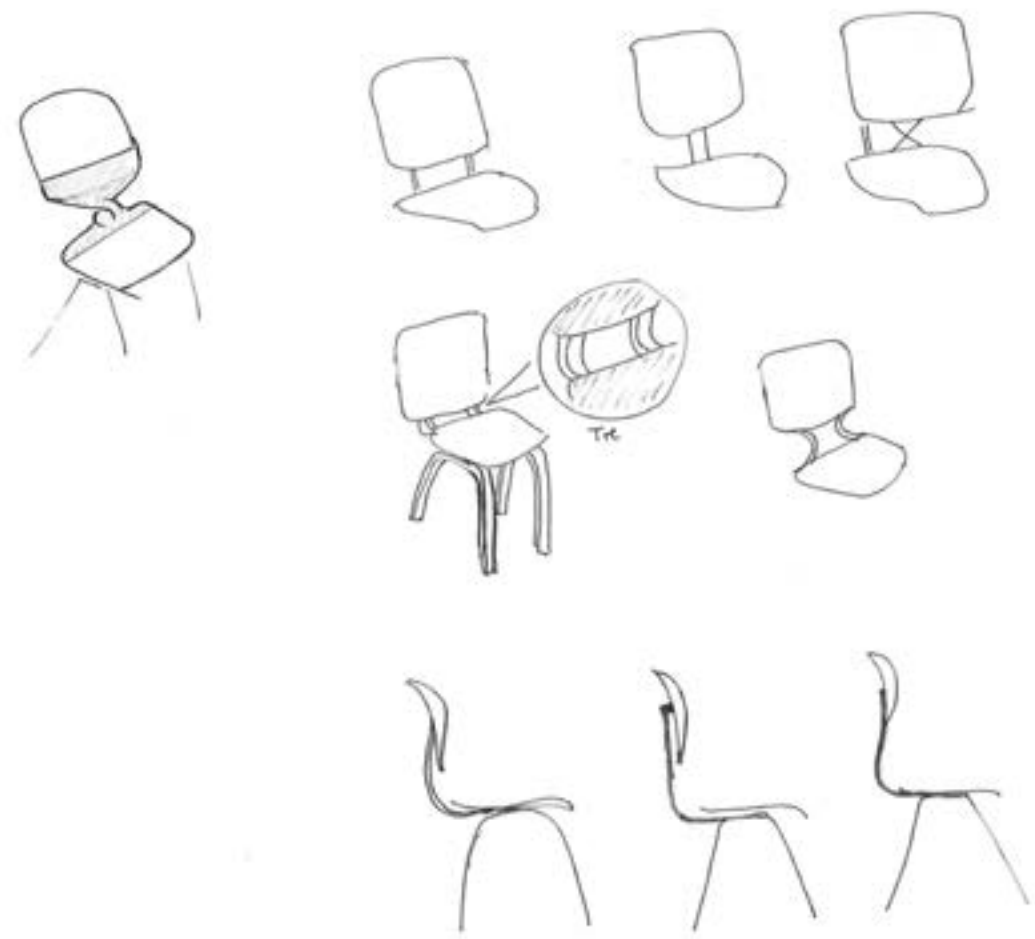


Shorten back to kids?



Materialize Kommunikation

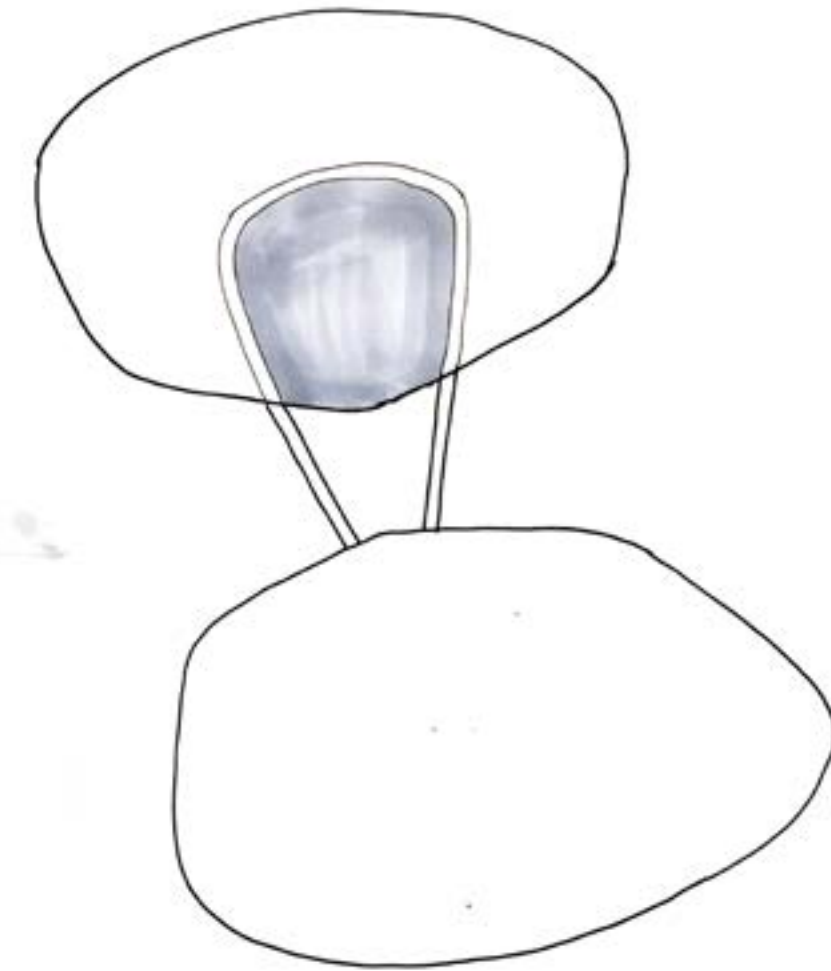
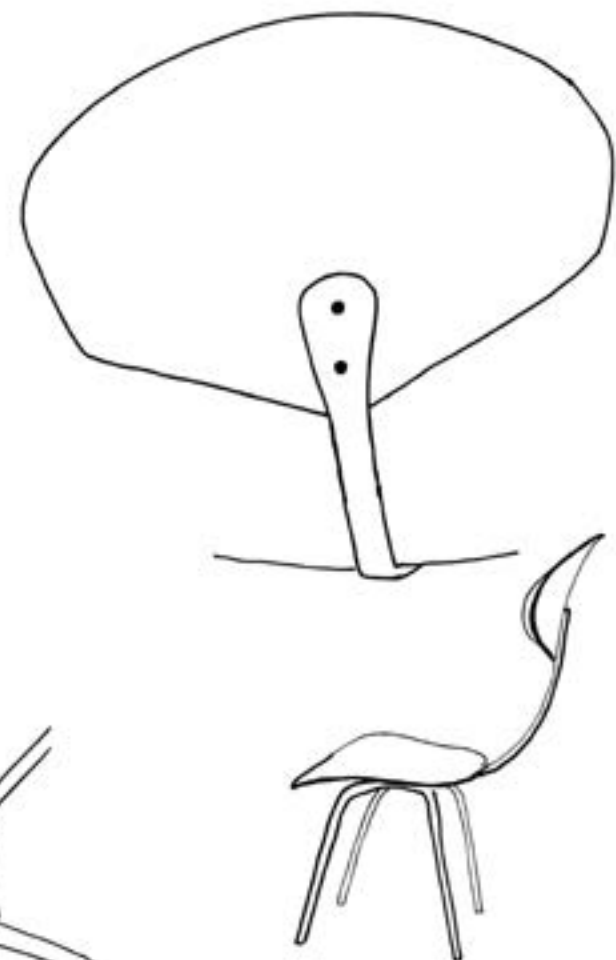
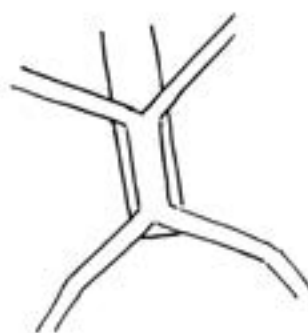
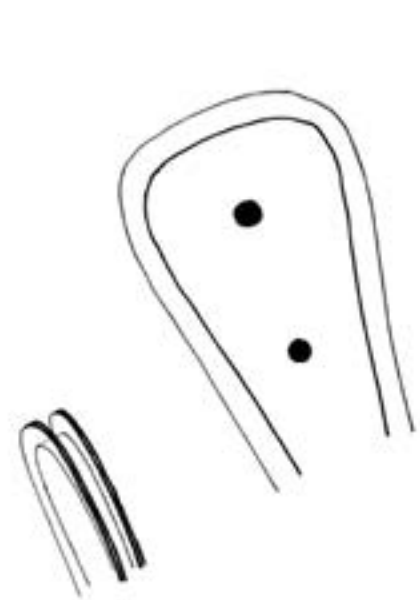
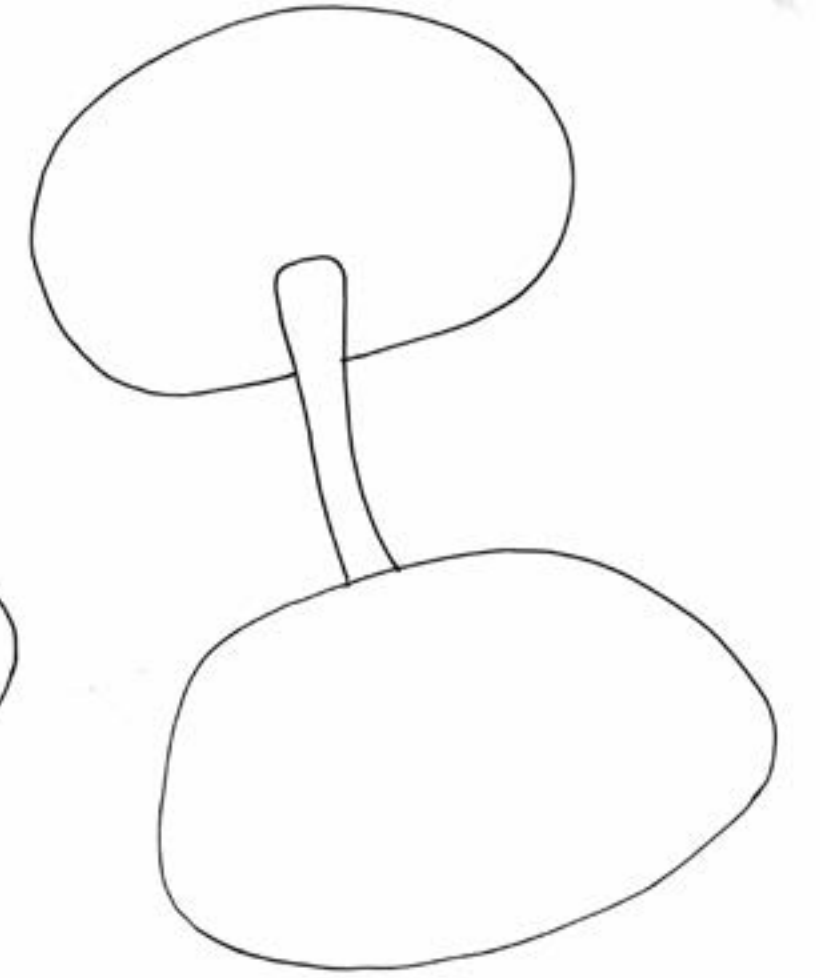
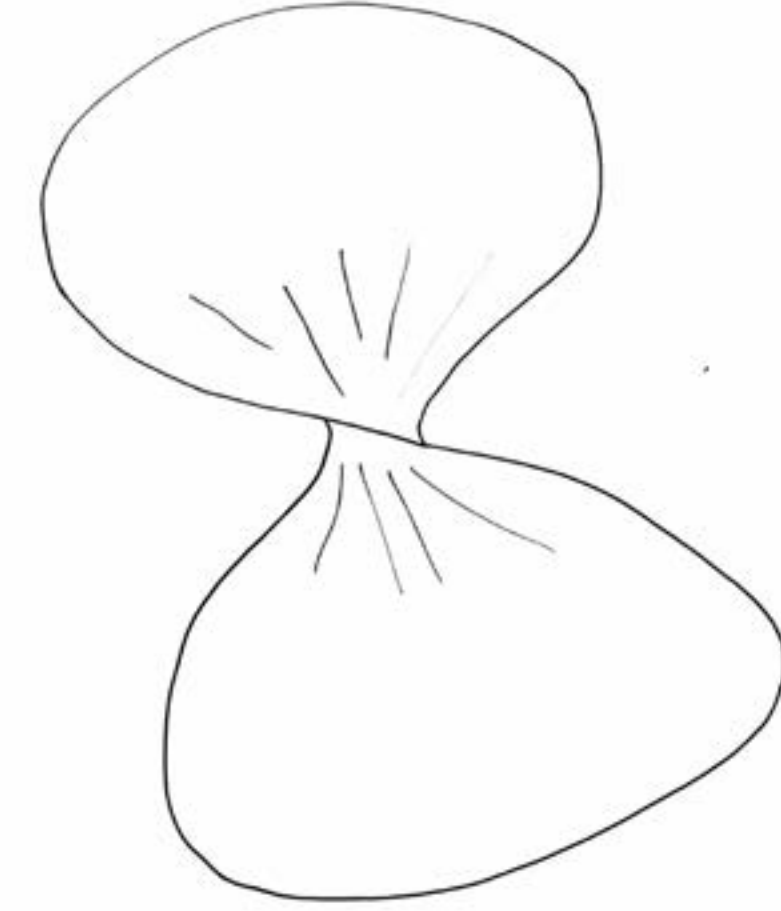
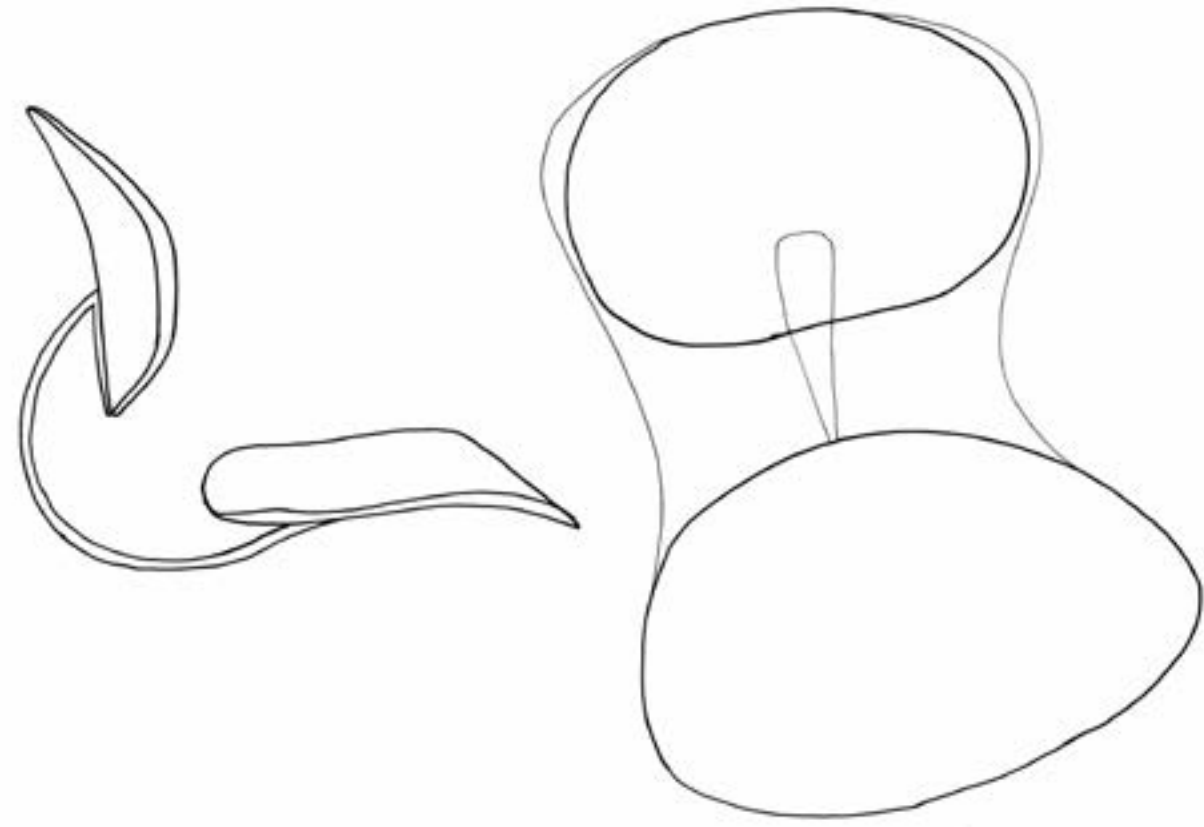
Attachments backrest and seat



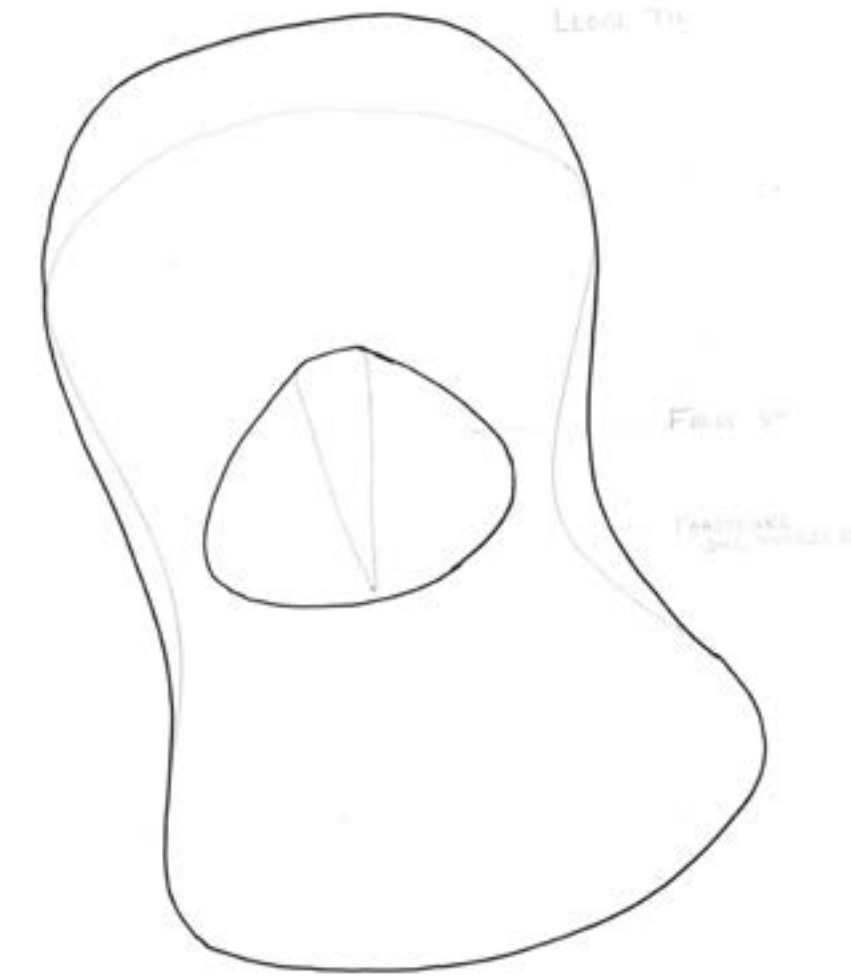
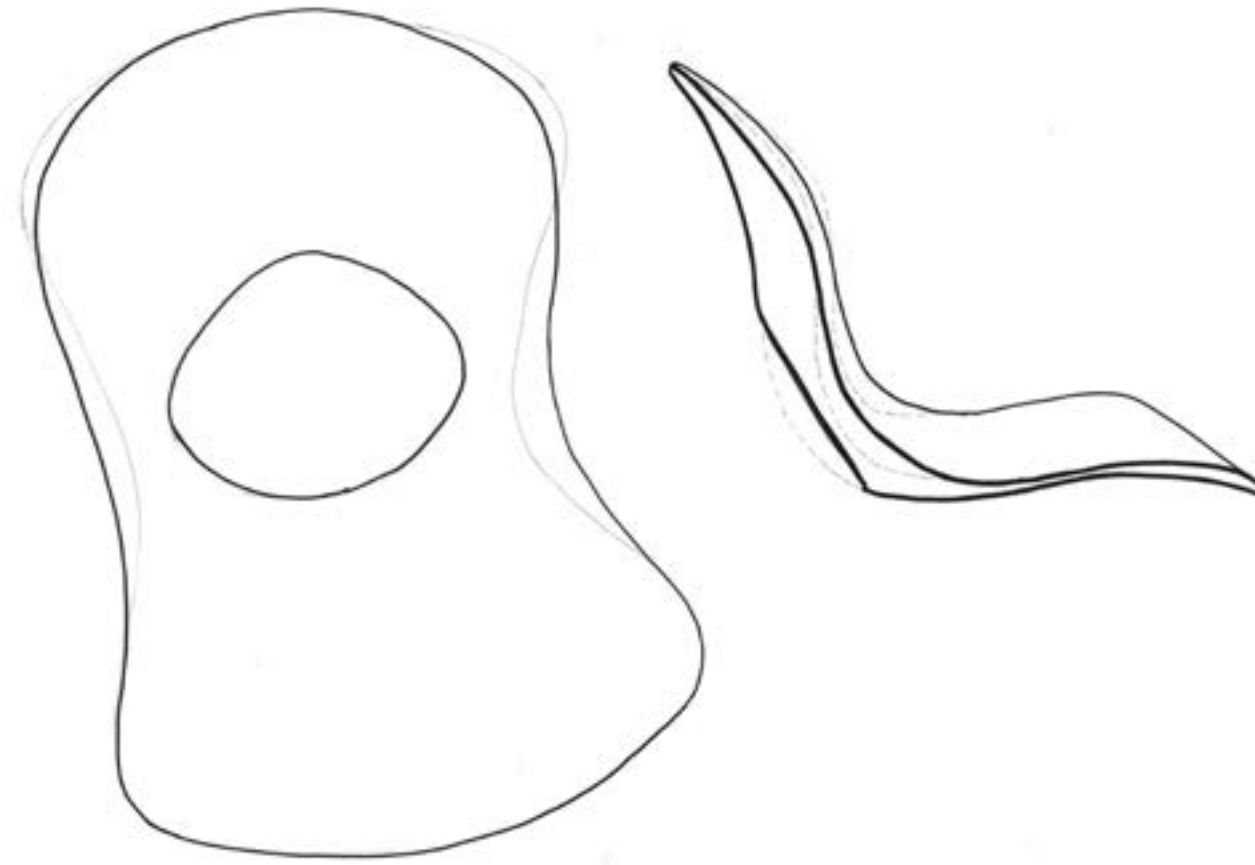
Ideation



Concept 1: Separate seat and backrest



Concept 2: Cut away “problem area”



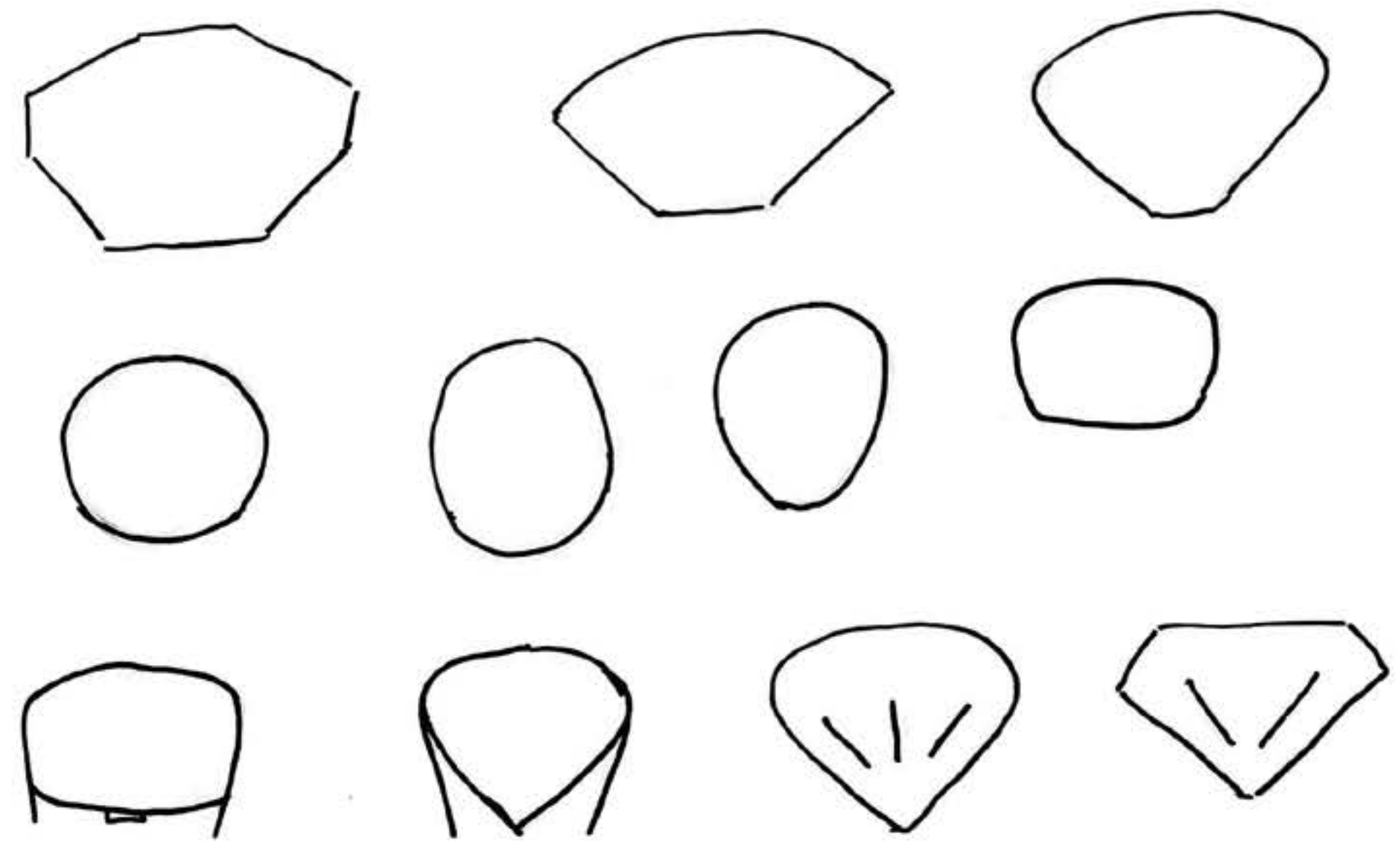
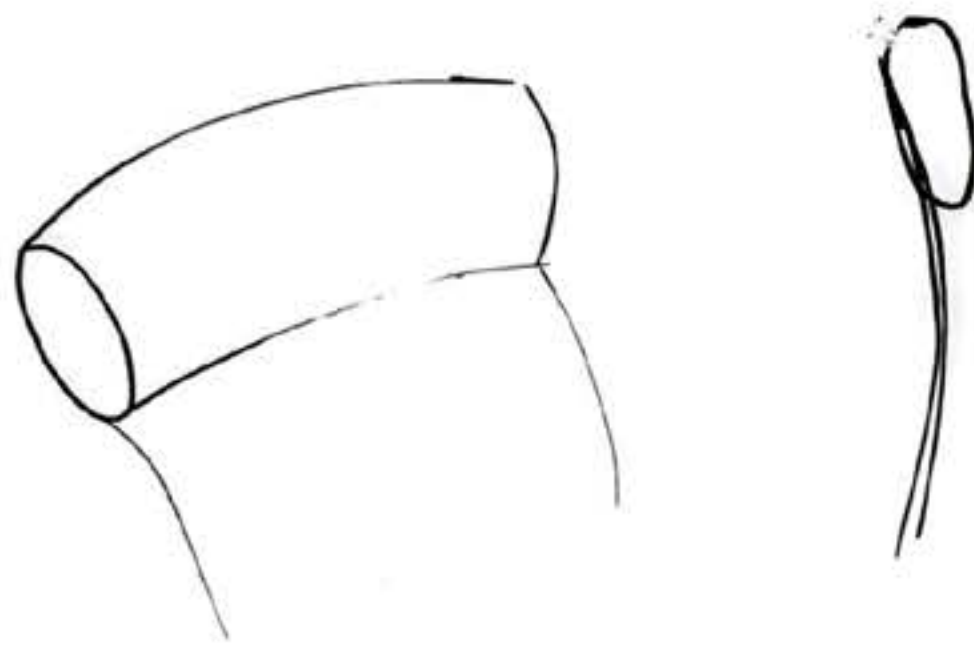
Concept 3: Change backsupport with cushioning



CHANGE BACKSUPPORT WITH CUSHIONING

Sketching cushion shapes

- Shape of top edge
- Shape + depth of cushion

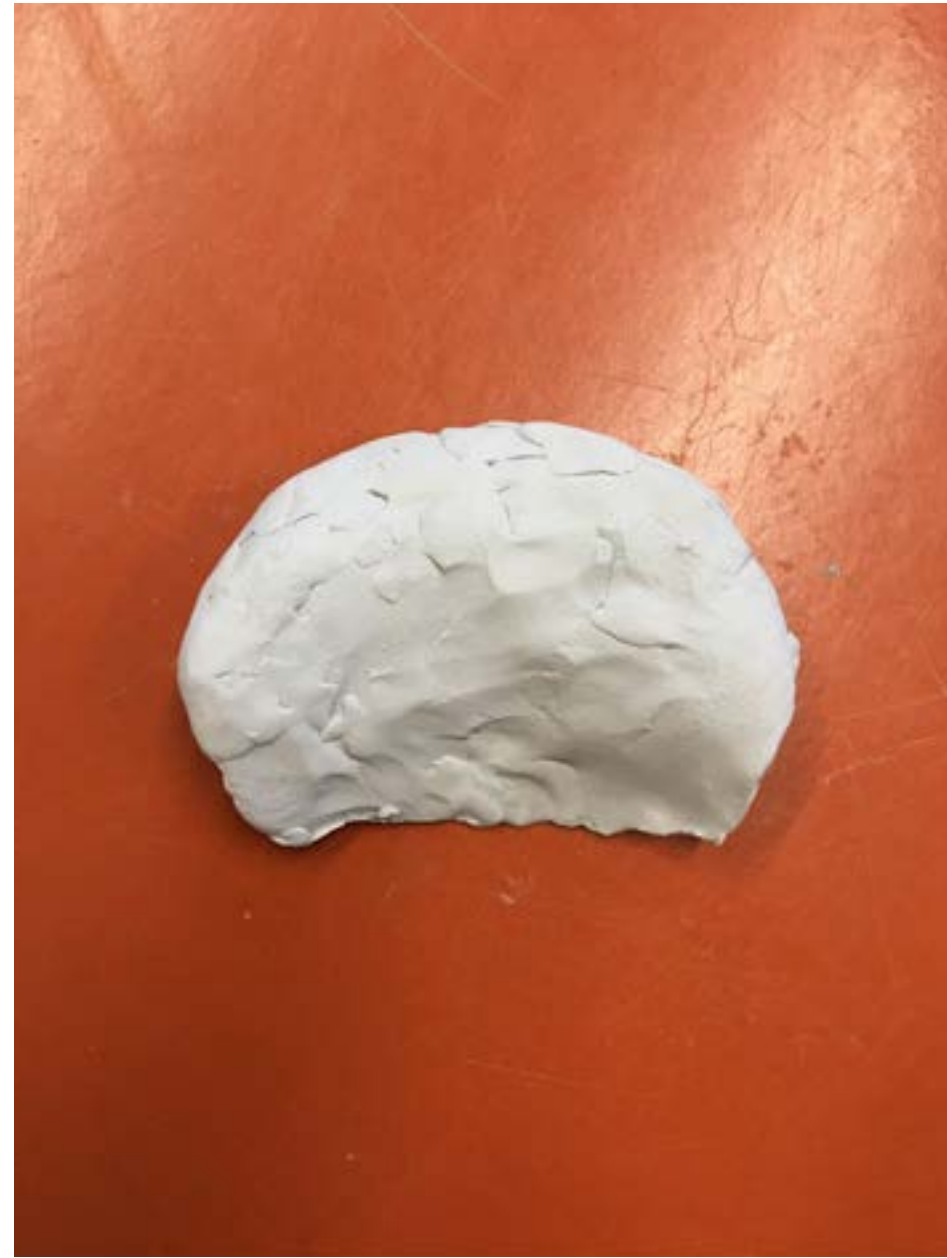


1:5 SKETCH MODELS

Iterations on cushion



Iterations on cushion



Iterations on cushion



Iterations on cushion



Iterations on cushion



1:1 SKETCH MODELS

Iterations cushion shape



Iterations top curve



Iterations on cushion shape



Iterations on cushion shape



Iterations on cushion shape



1:5 SKETCH MODELS

Iterations on top curve



Iterations on top curve



Iterations on top curve



Iterations on top curve



Iterations on seat curve



Checking recognition with original pond



TESTING

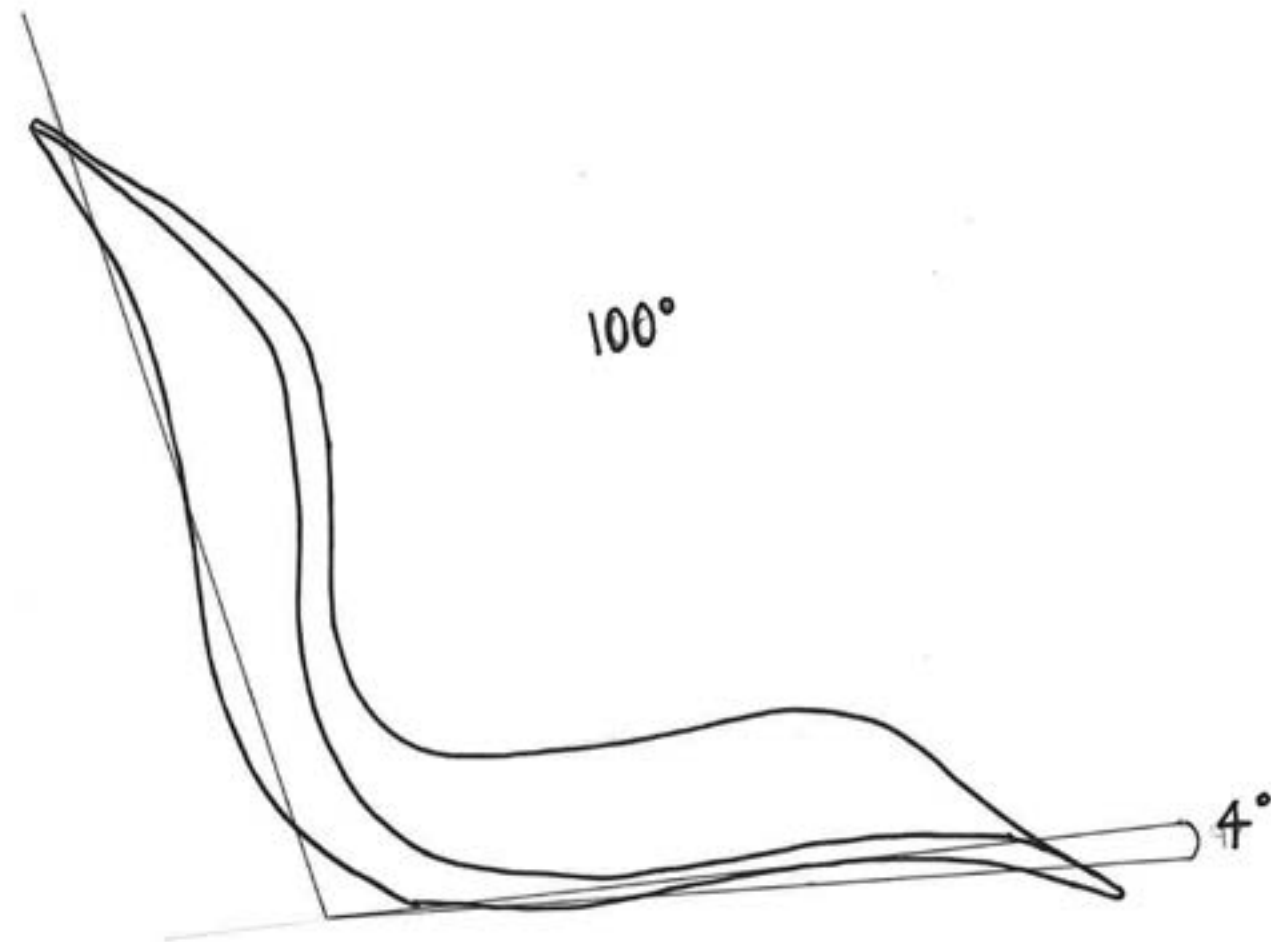
Testing stackability



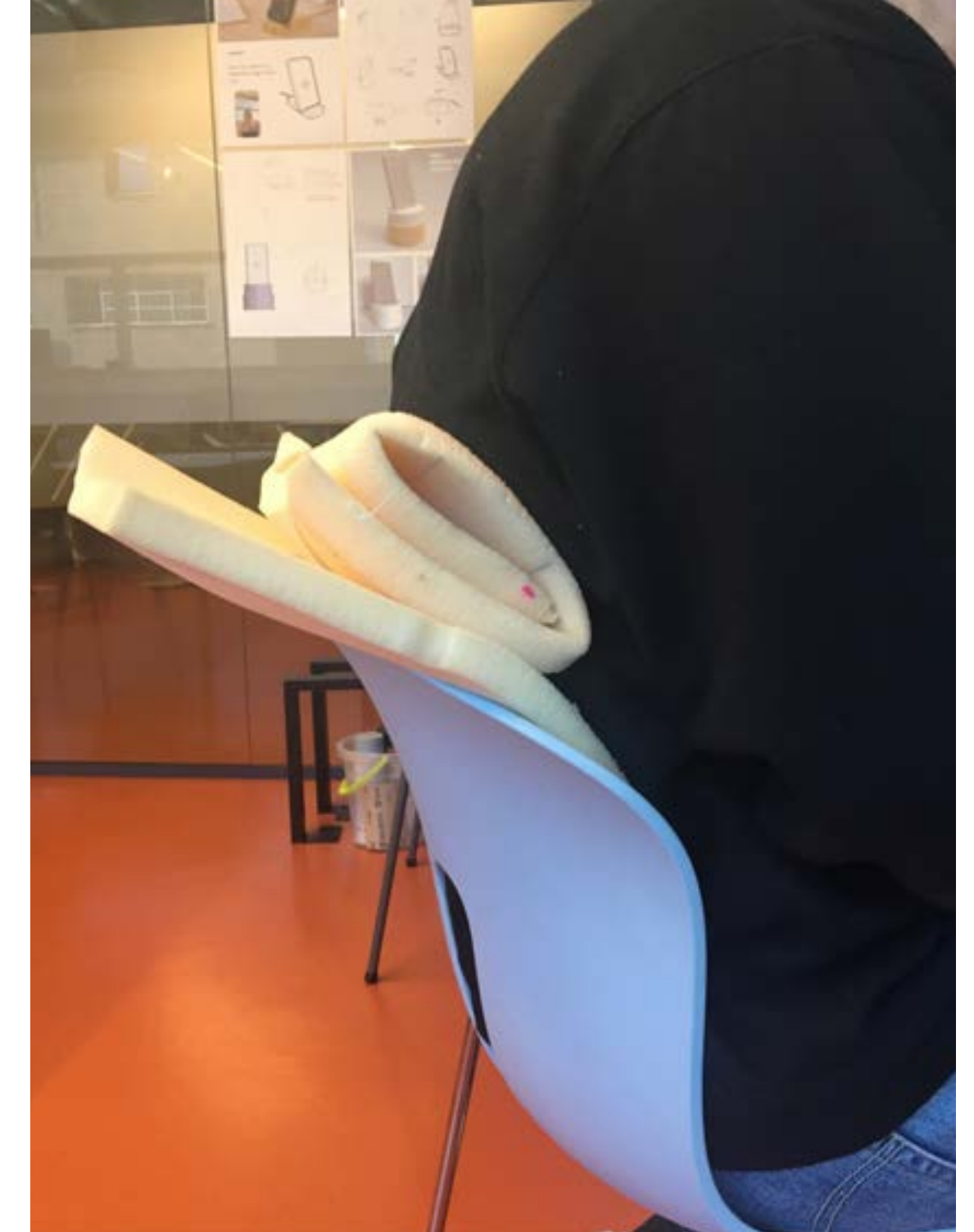
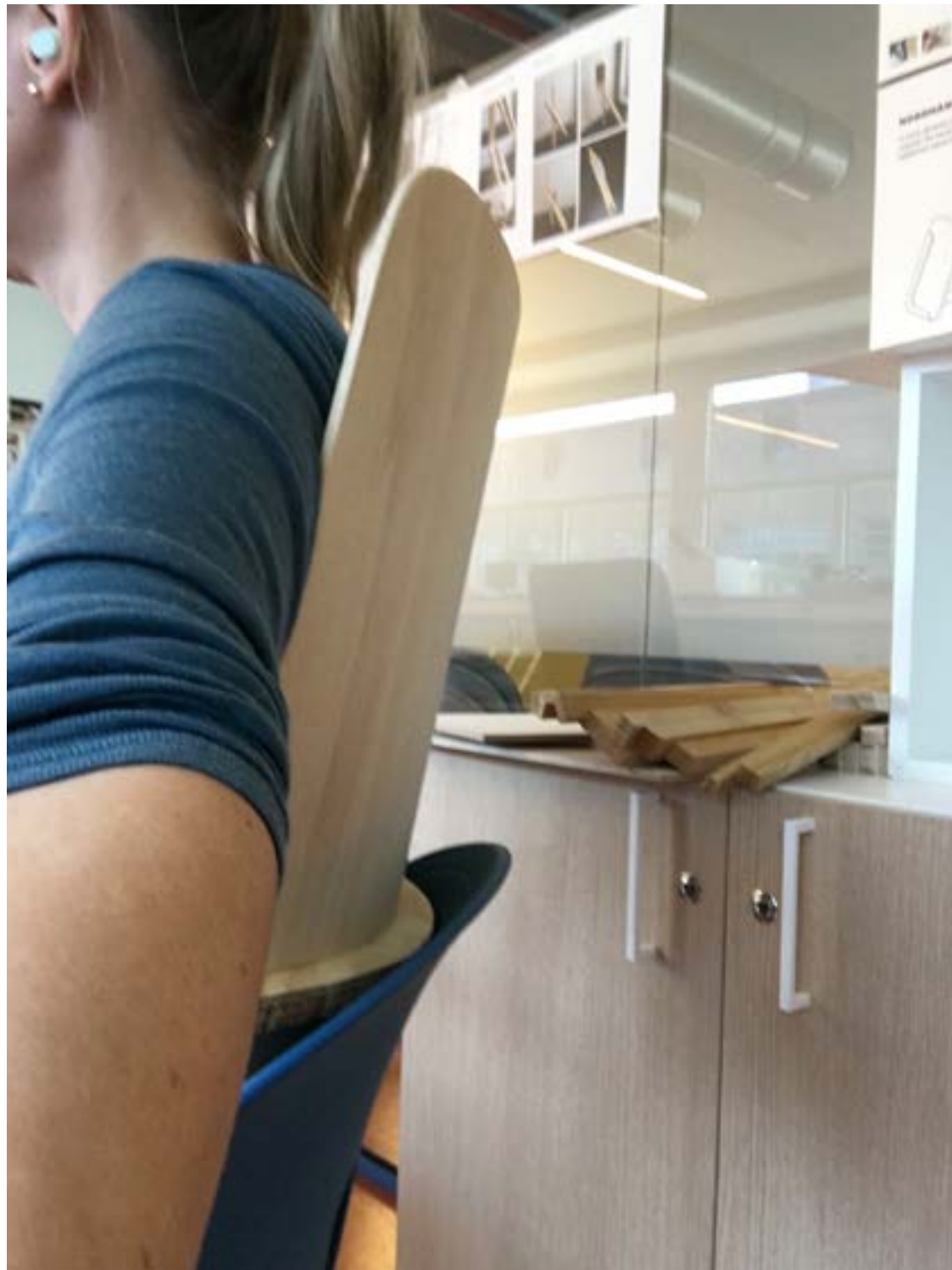
Testing angle and comfort



Angles



Testing backsupport with cushioning varieties



Change of mounting angle



FURTHER 1:1 MODEL ITERATIONS

Iterations on top curve



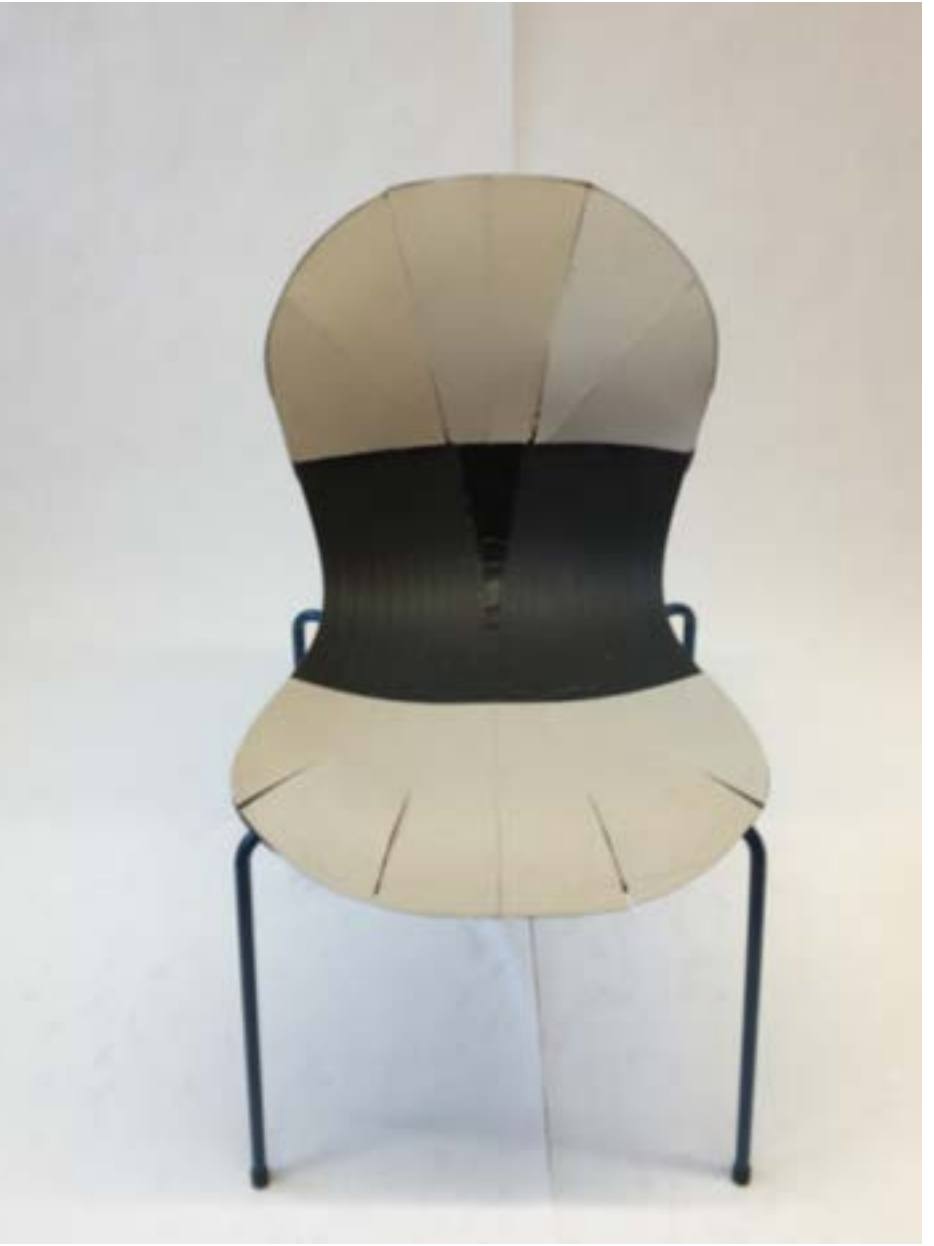
Iterations on top curve



Iterations on top curve



Iterations on top + bottom curve



FINAL VISUAL MODEL

PELORIS CHAIR





FABRICS

Recycled wool Innvik

Combinations mono -
colour and combinations

