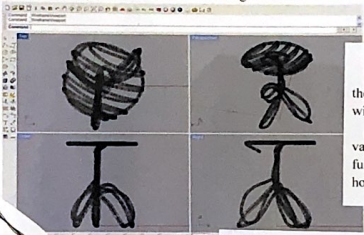


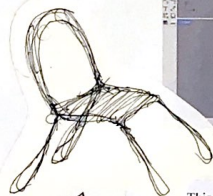
Sketching is typically the first step that designers take when they have an idea of something they want to create. The collective Front Design's project *Sketch Furniture* exaggerates this idea by creating furniture that has clear lines that almost appear to be drawn but are three dimensional. The members of the Front Design collective found a way to make free hand sketches in space that they can turn into three-dimensional furniture. They use computers and motion capture to record their movements as they draw in the air, and they then turn these into 3D digital files that they transmit to a 3D printer that then creates the physical objects. The specific table that I chose from the MAD picked my interest because of its unique shape and the video that was presented above it where I could see the artists creating the lines of the furniture. This table is asymmetrical because of the way that it was created. The legs are different sizes and the table top is full of gaps.



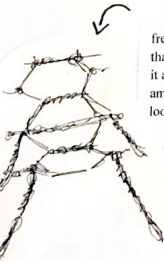
For my object redux I decided to create prototypes of chair designs that were inspired by the style of Front Design's table that I saw at the MAD. The designs that I created are made of wire, and none of them are solid, similar to the Sketch Table.

Chairs are something universal that can have lots of sentimental importance or very little value to people, depending on its story. The chairs I created are each a sculpture with an intended function. If they were to be made full-size, they would be ideal for sitting, or decoration in a home.

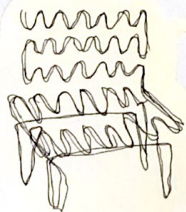
Reflecting on the social values of these chairs, I created them based on social encounters connected to my own life.



This chair is inspired by all chairs. This piece was my first creation of the collection, and was the first vision I thought of when I thought of a chair. Essentially a culmination of every chair I've ever seen, this chair represents all chairs.



This chair resembles many fun-filled days in a childhood friend's basement. We frequently would call a real chair (that looks like this one) the "spider web-chair" due to the fact that it was assembled with cables that made it look as if it were a spider web. These cables gave it a spring-like experience when it was sat on, and subsequently was the most favorite chair among all of my friends and I. In recreating this chair, I gave it a more geometric and modern look. So much so, that it could potentially be a real chair, maybe even for my future basement.



This piece was the last of my collection, where I fell into a groove with my pliers. I wanted to create something that was both uberly creative, but also functional. This resulted in what I've coined as the "squiggle chair" where I continually bent pieces of wire to create the interesting look and structure of this chair.

In creating this chair I took inspiration from my own kitchen table. Similar to chairs I've had my whole life, these chairs resemble the clear "tobias" chairs that are neatly tucked underneath my kitchen table. I've always loved the shape of these chairs, and how they seamlessly blend with the landscape of my kitchen. I wanted to maintain this seamless feel when making this chair, resulting in an intricate, yet refined look.

I created this chair to resemble a school chair because I wanted to recreate the feel of my childhood school days. A small back with four rectangular legs, this chair quickly became a source of nostalgia for me. Transporting me to the many long hours I sat listening to teachers, making new friends, and learning about the world around me, ultimately giving this chair the most practical look of the collection.

