

**SOFT
LANDING
PROTOTYPES**

**SEATING FOR
THE URBAN NOMAD**

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**BAUHAUS
SUMMER SCHOOL
2013**

**SOFT
LANDING
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WORKSHOP BRIEF

Design development is traveling very fast these days, due partly to digital tools connected dialogue and globalization. The overall objective of this workshop is to help you have a more conceptual, fluid flow between the first idea for a new product (or other designed objects, such as an architectural space or possibly a building volume) and the first prototype in design development.

In addition, to cultivate a better understanding of how and why smart soft prototyping can effect your individual design process. There will be the educational experience of working with a group of diverse, yet like minded, rather talented people for a brief, but intense, moment over the two week period.

This course is about concept development and bringing ideas to three dimensional objects by physically shaping them. The method used in this workshop is based on A brain / eyes / hands triangulation; you will be able to grow your brain's design capacity by making things with your eyes and hands.

The main theme will be an overarching interest in urban nomadic culture and to address the organizational needs of urban nomads. Manual problem solving will be stressed through the making of quickly produced, low tech working models of design concepts. Your soft landing prototypes will be able to be made without complicated or expensive tools and with relatively little prior knowledge of model making.

SEATING FOR THE URBAN NOMAD

The work method of this course was described as making meaning. The work was supposed to be generated in an art and design studio manner, with a combination of an interactive, trial and error, prototyping process towards the culmination of a final design solution.

The instructors of this course believed the observations of each individual member were invaluable to the entire group.

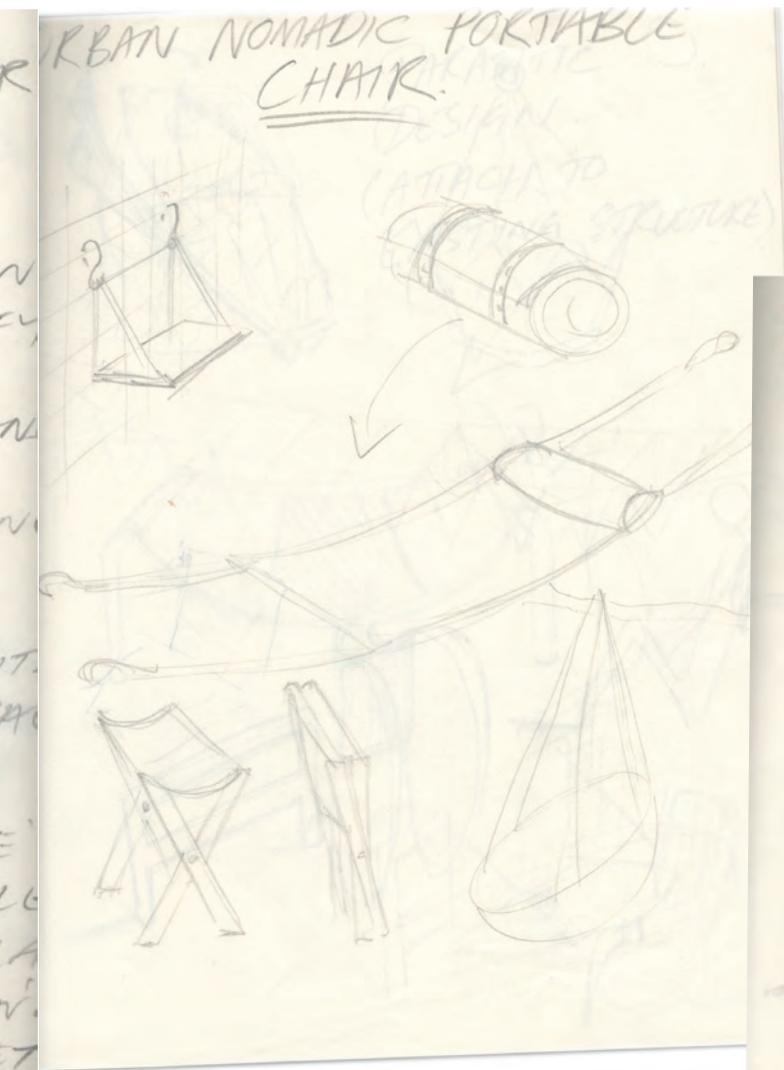
Media artist Eva Thinius (B.F.A., Bauhaus University Weimar, Germany) and product designer Winston Mitchell (Enmore Design Centre Sydney, Australia) teamed up and meshed both of their interests urban nomadic lifestyle and chair design, in order to establish a point of departure for their shared adventure.



DAY 5: BEGAN A NEW
PROJECT WITH A PARTNER
EVA (GERMAN STUDENT).
HAD A BRAINSTORMING
SESSION FIRST THING IN
THE MORNING TO IDENTIFY
AREAS OF DESIGN WE
WERE INTERESTED IN AND
WHERE THERE ~~IS~~ AN
OPPORTUNITY AND A GENUINE
NEED IN THE MARKET.

WE AGREED TO STAY WITH
IN THE THEME OF BAHAMA
SUMMER SCHOOL

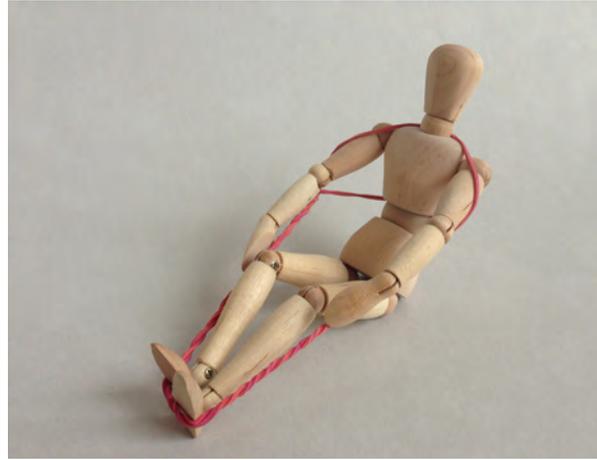
'URBAN NOMADIC LIFESTYLE'
AND DESIGN A PORTABLE
SEATING DEVICE THAT CAN
ATTACH TO A PRE-EXISTING
OBJECT IN THE STREET



FIRST IDEAS

URBAN NOMADIC
PORTABLE CHAIR



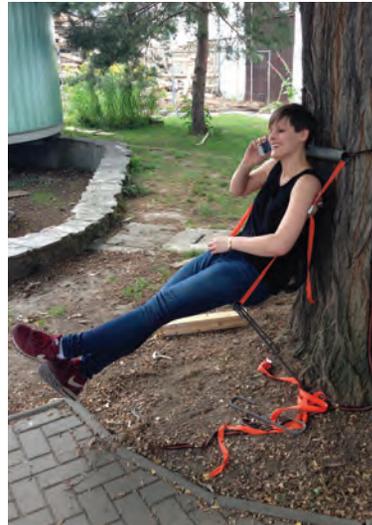
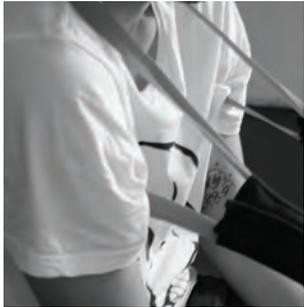


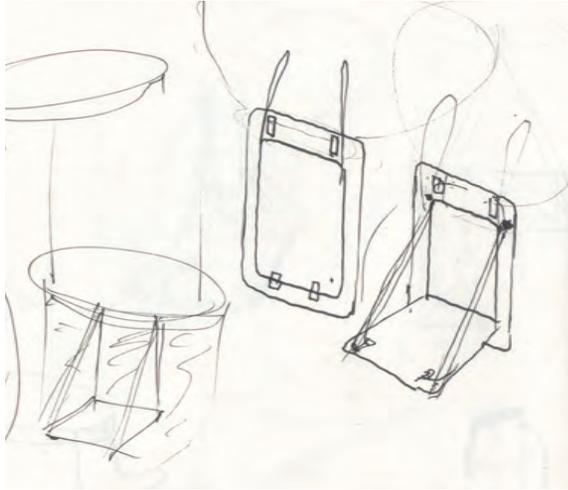
We stopped further development of a seat made of common straps in order to reset the nomadic mindset on a more practical, chair-like object.



FIRST CONCEPT

WITH SECURING STRAPS
PUSHED THROUGH TWO POLES
STRAPPED TO A TREE





SECOND CONCEPT

GOING FOR WOODEN
MATERIAL: PLYWOOD



For our second concept we decided to design a light weight chair with minimal space requirements that is also strong, portable and could attach to an existing object.





We exchanged the wooden material for soft nylon and used aluminium poles to reduce the weight. Therefore enhancing its ability to be more efficiently transported.



THIRD CONCEPT

AFTER SUCCESSFULLY DESIGNING A NOMADIC CHAIR WE DECIDED TO SET OURSELVES THE TASK OF REFINING OUR DESIGN TO BE MORE LIGHT WEIGHT AND FULLY COLLAPSABLE.

