

essence of a chair

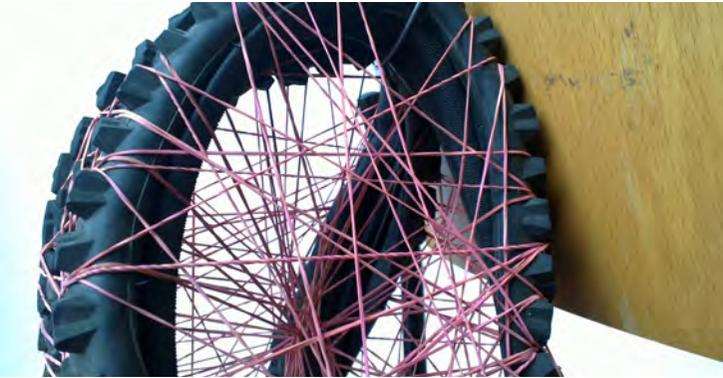
Kirk Newton
Soft Landing Prototypes



For me, expressing the essence of a chair—or any object—involves deconstructing it to its constituent parts. In the case of this chair, it contains a roughly symmetrical structural program. On the lower portion of the chair, there are the rubber feet that come into contact with the floor, and the legs attached to the rubber feet that elevate the body of the chair off of the floor. The wooden seat and back of the chair are the contact points between the chair and the occupant, while the support members behind the wooden parts of the chair support the occupant's body. This creates a condition where the chair can be reduced to two opposing contact points, between the occupant and the floor, with the structure between the two acting as a mediator.

augmenting the chair

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The **object cloud** augments the chair by creating an open storage compartment that safely keeps small objects within reach. The rubber mesh traps objects within, even preventing them from falling out during significant movement, but still allows the user to easily grab whatever they need, when they need it.

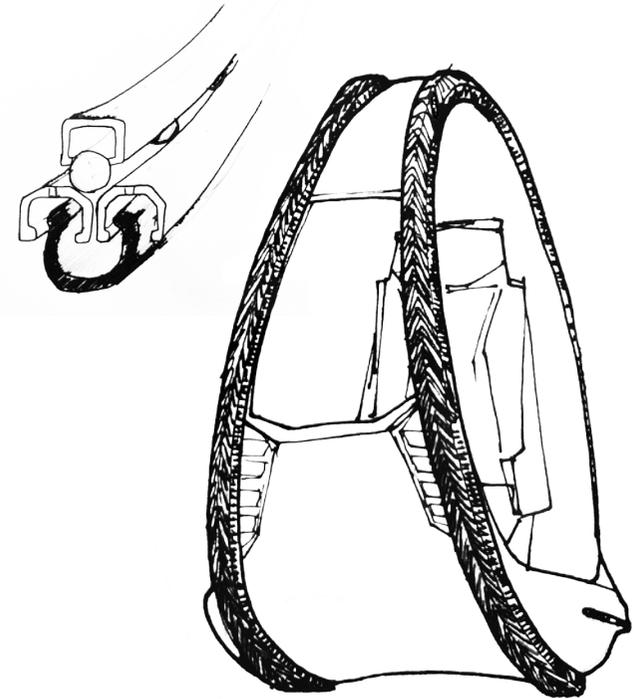


modular mobility concept

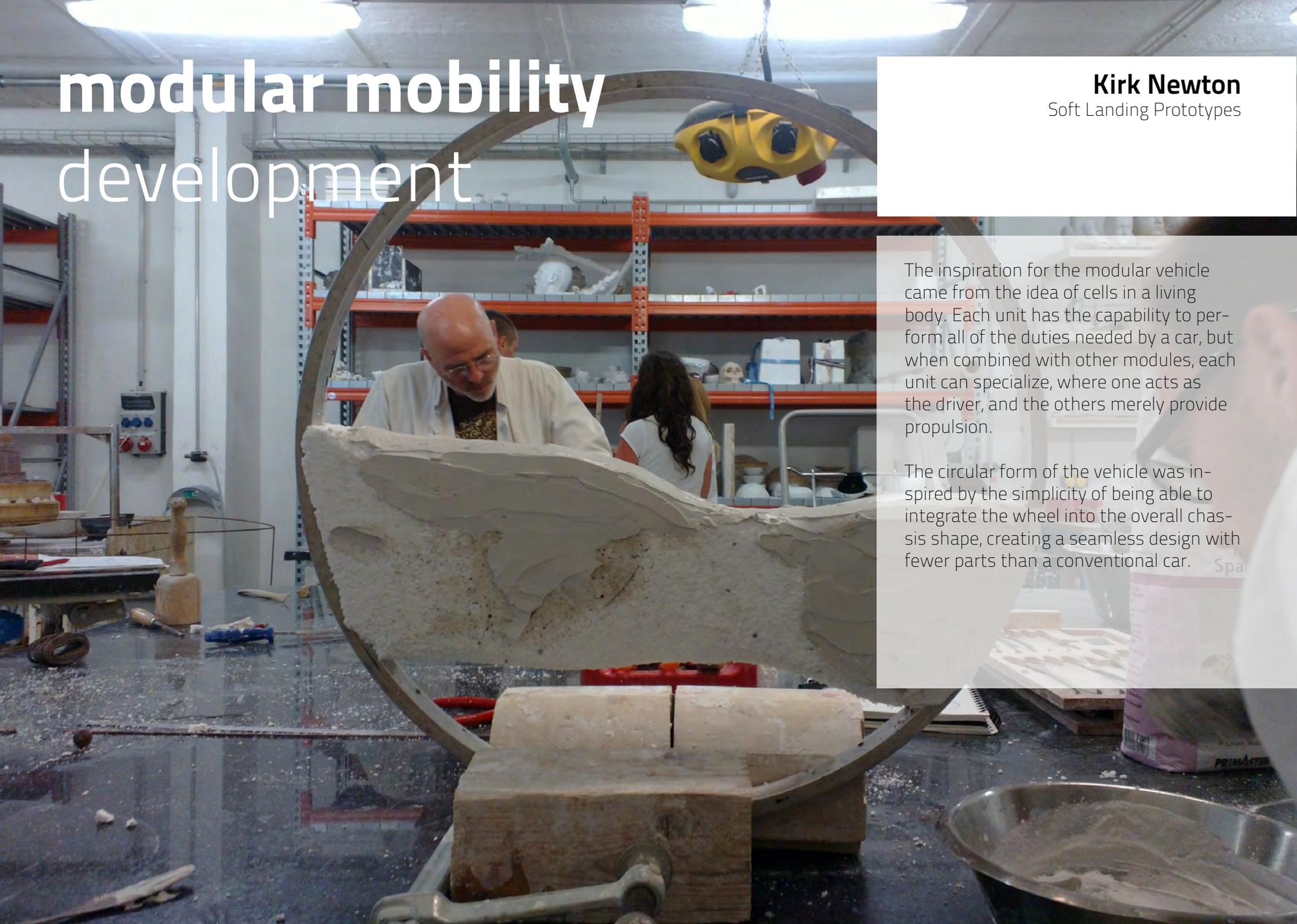
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The car as we know it today stands at odds with the sustainability and vitality of cities today. A modular, more maneuverable car would be able to integrate itself into a multimodal street better than a conventional car, while simultaneously being more sustainable by allowing users to only use as much of the car as they need.



modular mobility development



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The inspiration for the modular vehicle came from the idea of cells in a living body. Each unit has the capability to perform all of the duties needed by a car, but when combined with other modules, each unit can specialize, where one acts as the driver, and the others merely provide propulsion.

The circular form of the vehicle was inspired by the simplicity of being able to integrate the wheel into the overall chassis shape, creating a seamless design with fewer parts than a conventional car.

modular mobility prototype

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This first prototype illustrates the hierarchy of parts within each modular unit, while also revealing what aspects of the design require more attention in future iterations. The model itself can be deconstructed into four basic parts: the crossbar, the seat, the chassis, and the wheel. The seat provides the place for the occupant, and attached beneath is the crossbar, acting as the footrest for the occupant while also providing the means for a unit to combine with another. The seat is attached at both ends to the circular chassis, which supports the vehicle while also providing a track for the wheel to move across. The wheel itself wraps around the entire chassis. This first prototype demonstrates the need for more thought to go into the mechanism that attaches the wheel to the chassis, in such a way where the wheel has the ability to propel the vehicle, while the chassis remains stable and level.