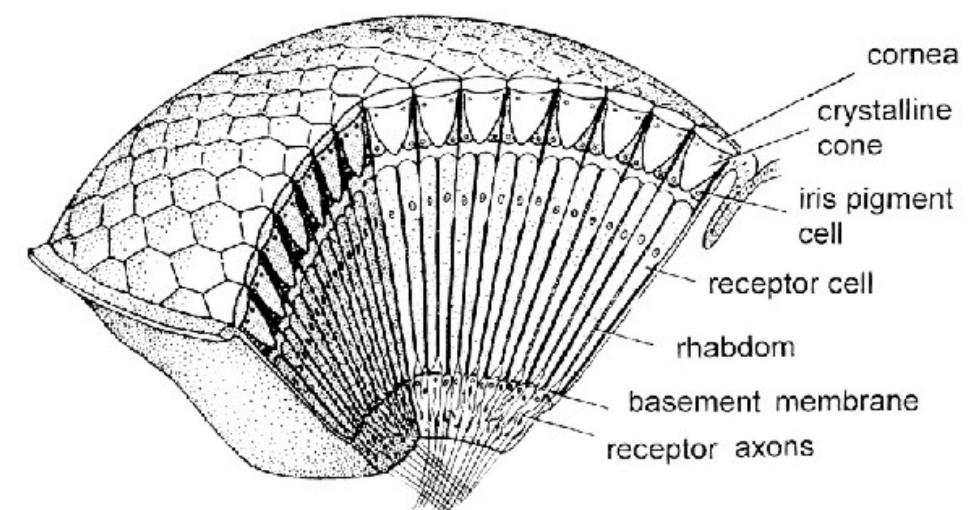


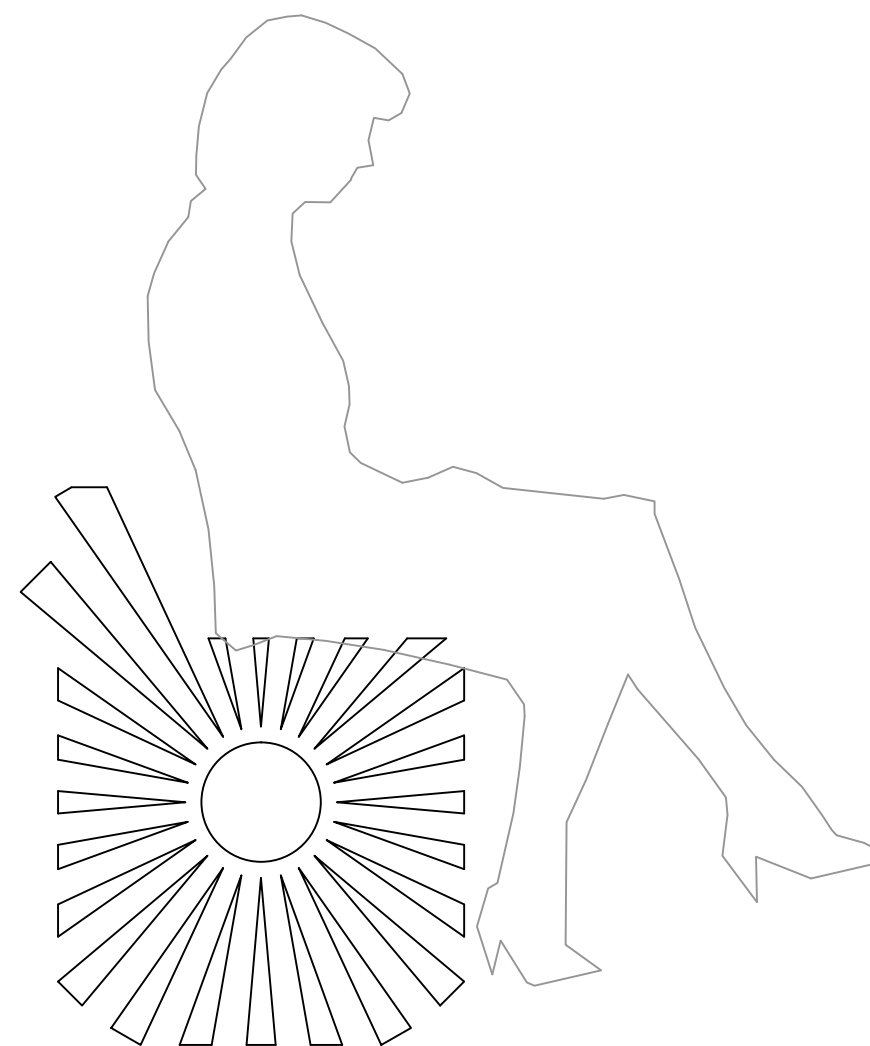
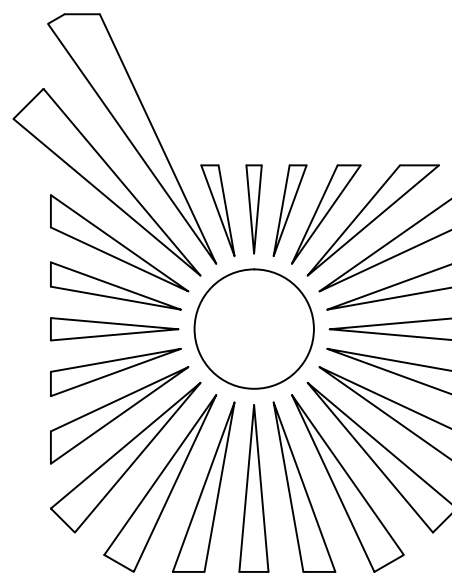
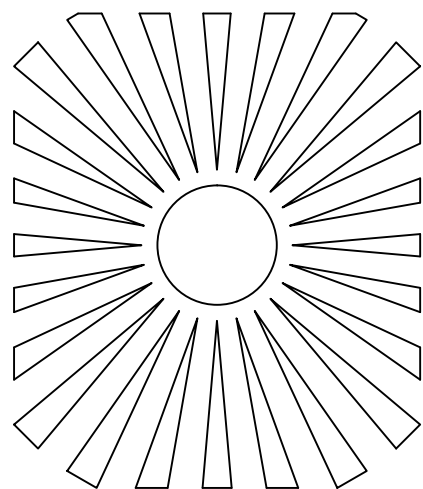
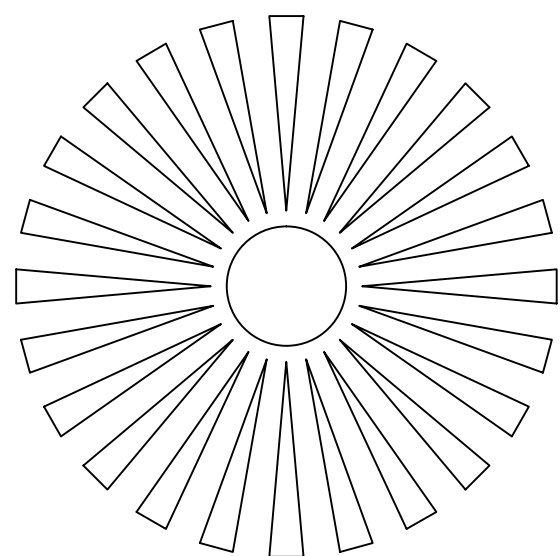
## CONCEPT

A compound eye is a visual organ found in insects, it comprised of thousands tiny fragile lens which constructed a compact and strong structure.

With the inspiration of the compound eye, we take its structure as a concept of our chair which give a fragile appearance but a compact structure. By creating tremendous artificial "pillars" which attach to the "core".

COMPOUND is a chair redefining the material use and challenging people's perception towards the definition of chair.





## Concept model

The concept of the model forms the compound eyes of the insects we imitate the form of the eyes and do a different concept models, the model comes from the section of the eyes, and we study to become one of the main structure, and the string model we have studied about how to connect the model in a complex structure.



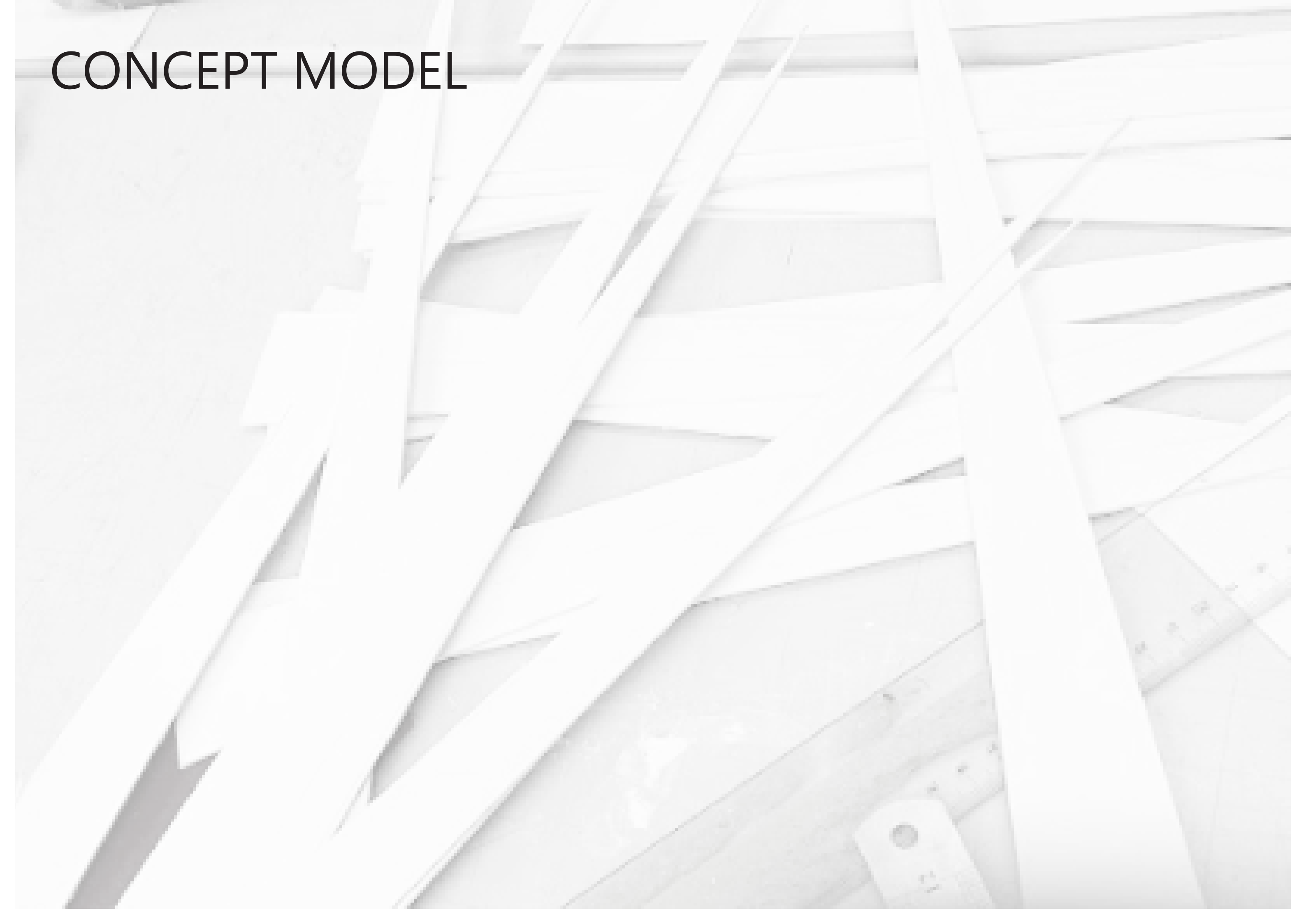
# EVOLUATION







# CONCEPT MODEL



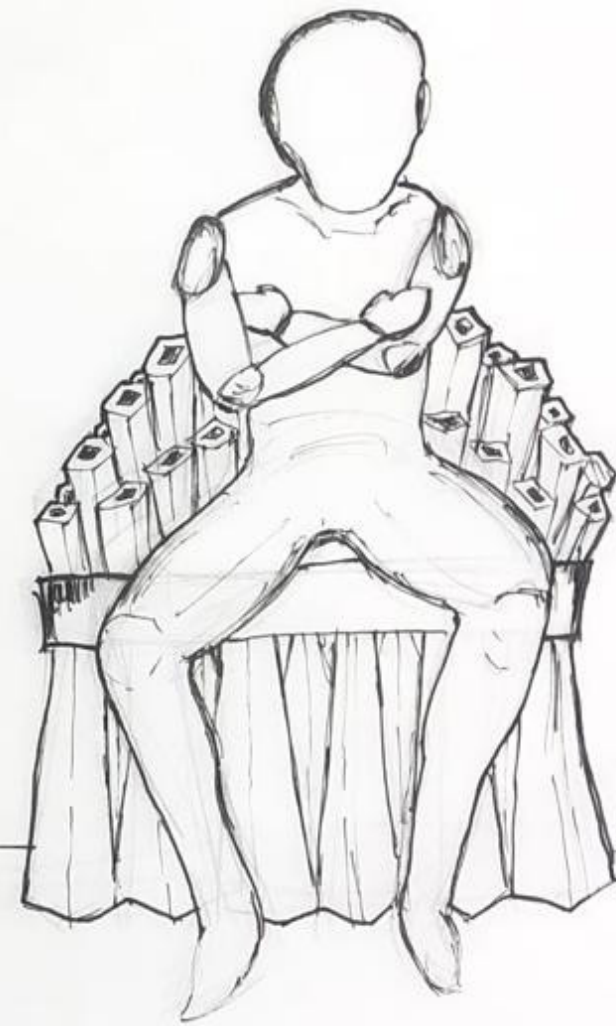
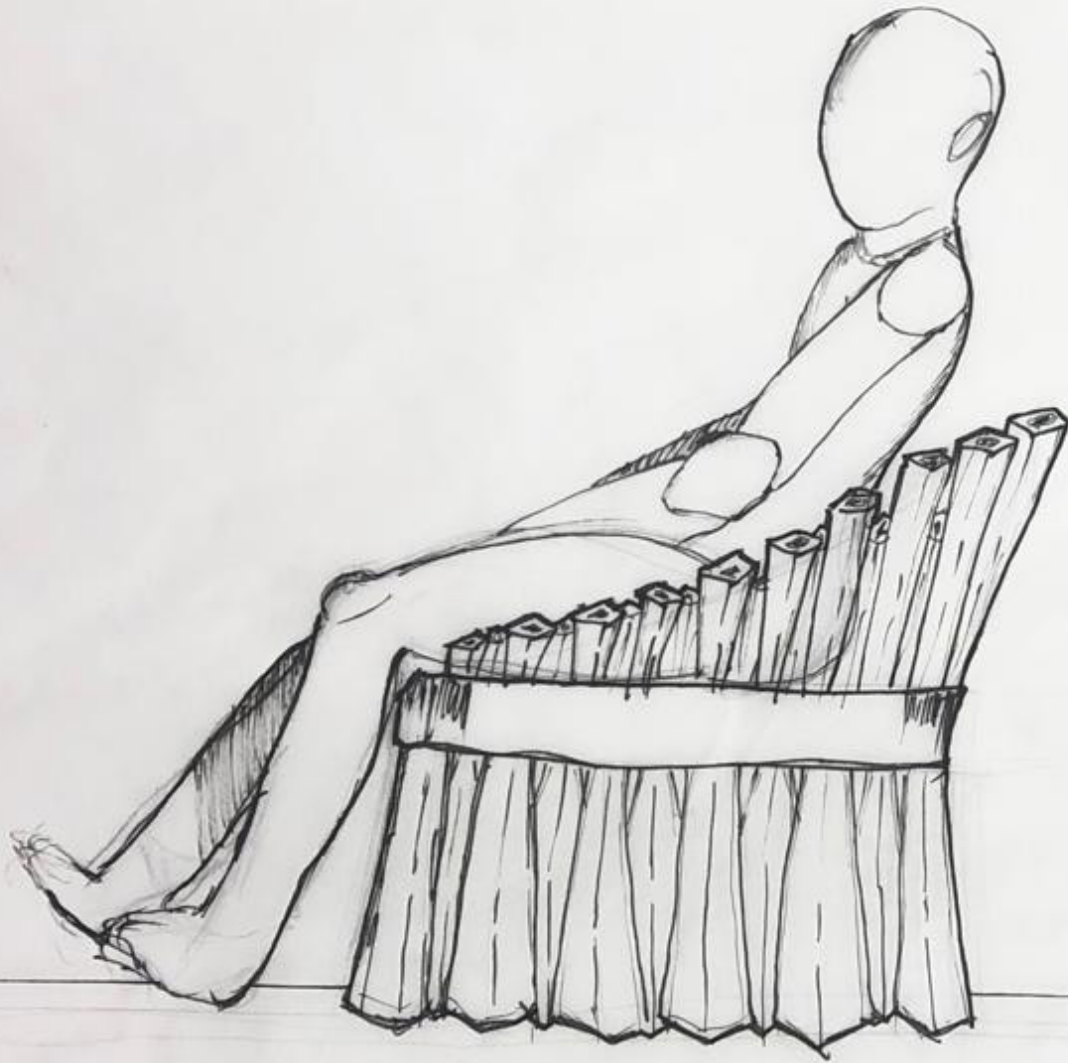
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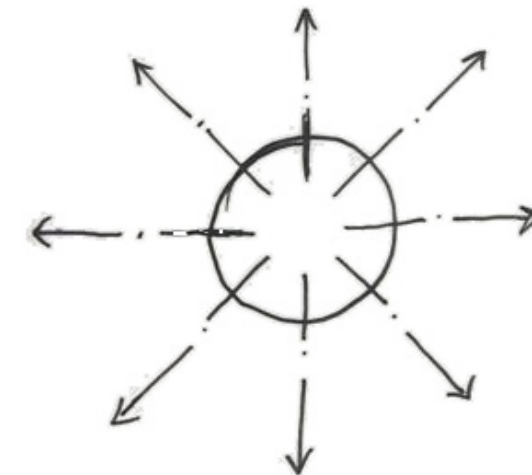
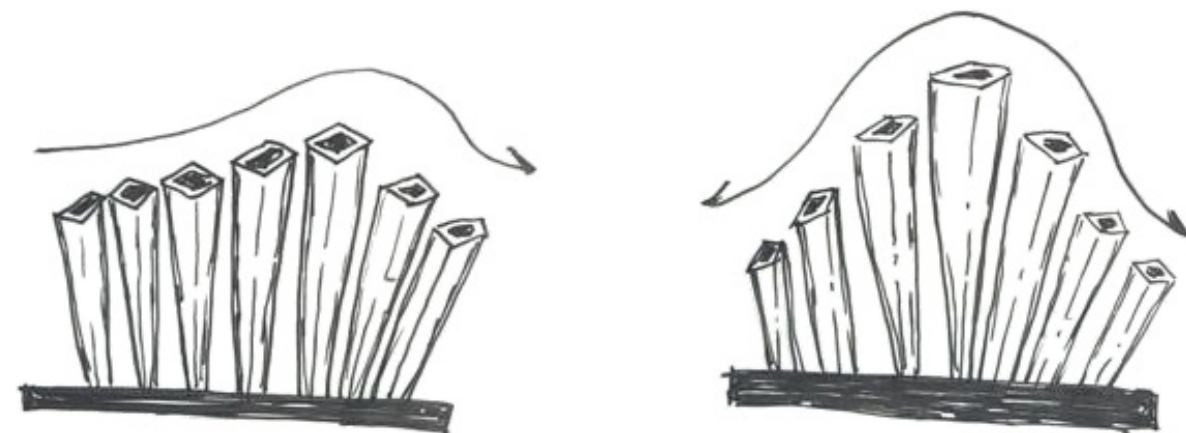
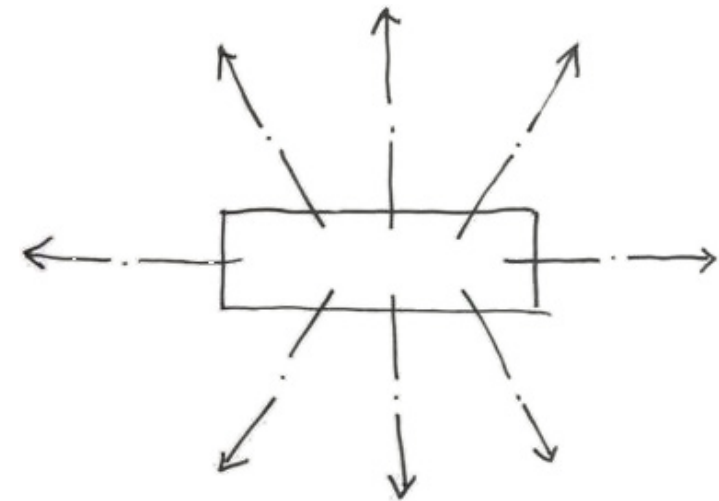
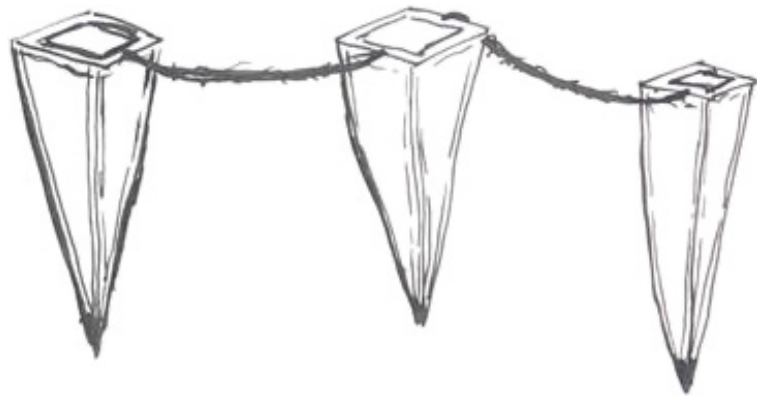


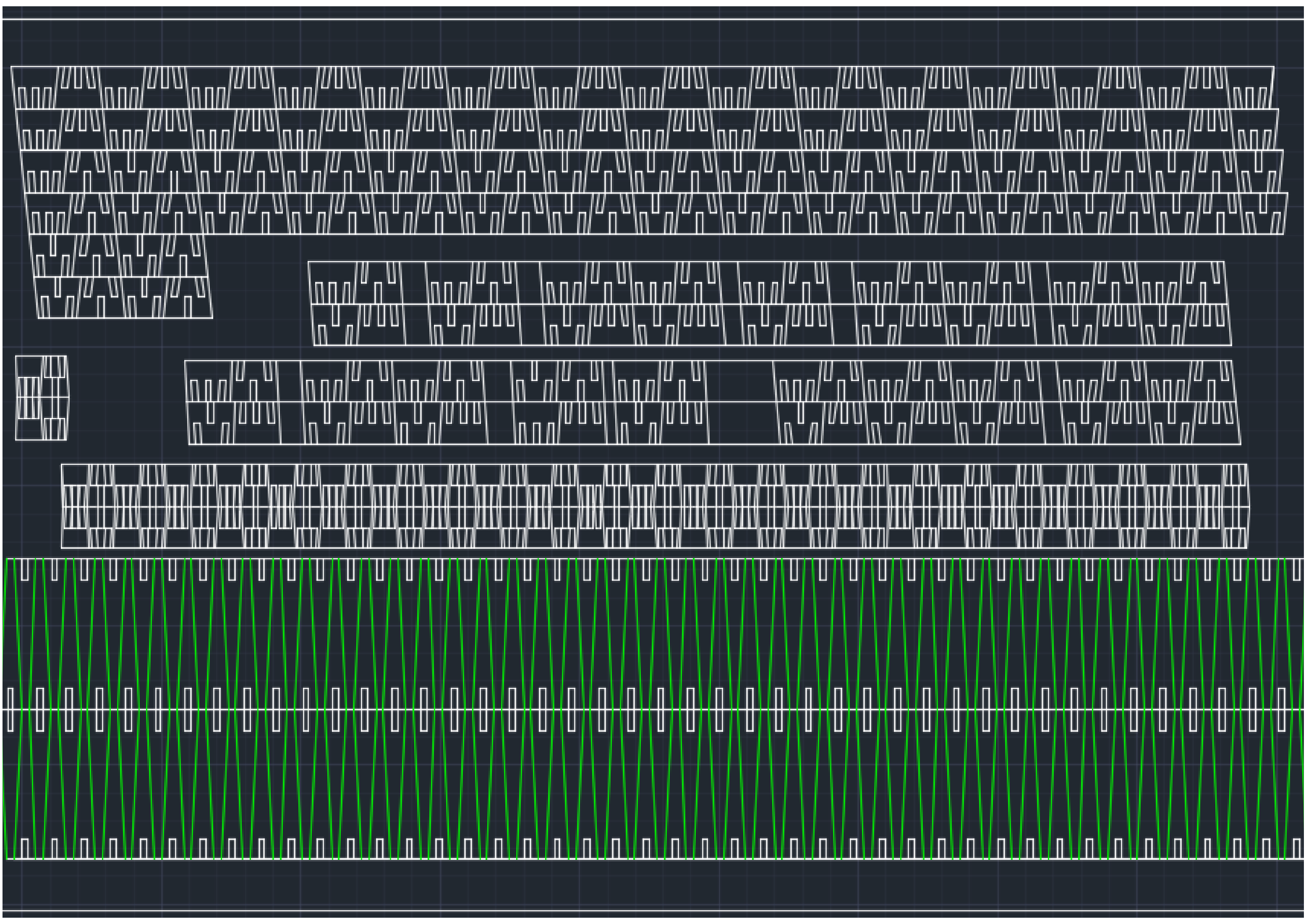
# HAND SKETCHING



# Hand sketching

On hand sketching, we are having an orientation of the overall outlook of the chair, after that, we have drawn some hypothesis of how two components combine with string. Finally, we have studied about the sequence of the module in order to make a better sitting position.

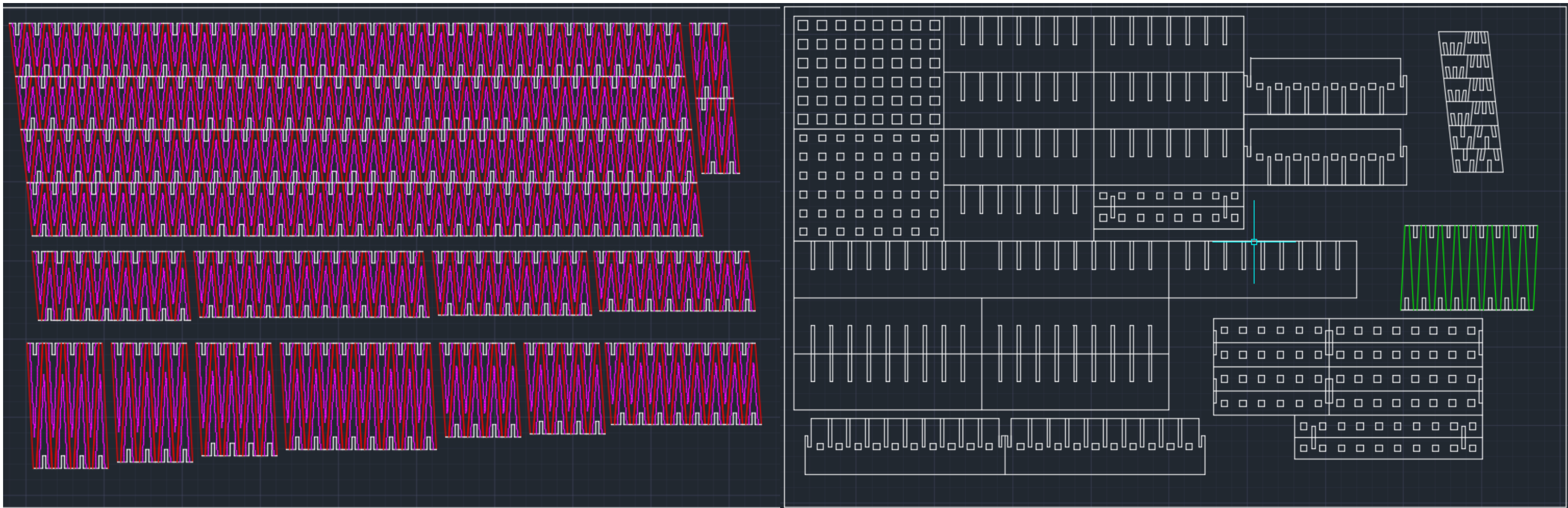






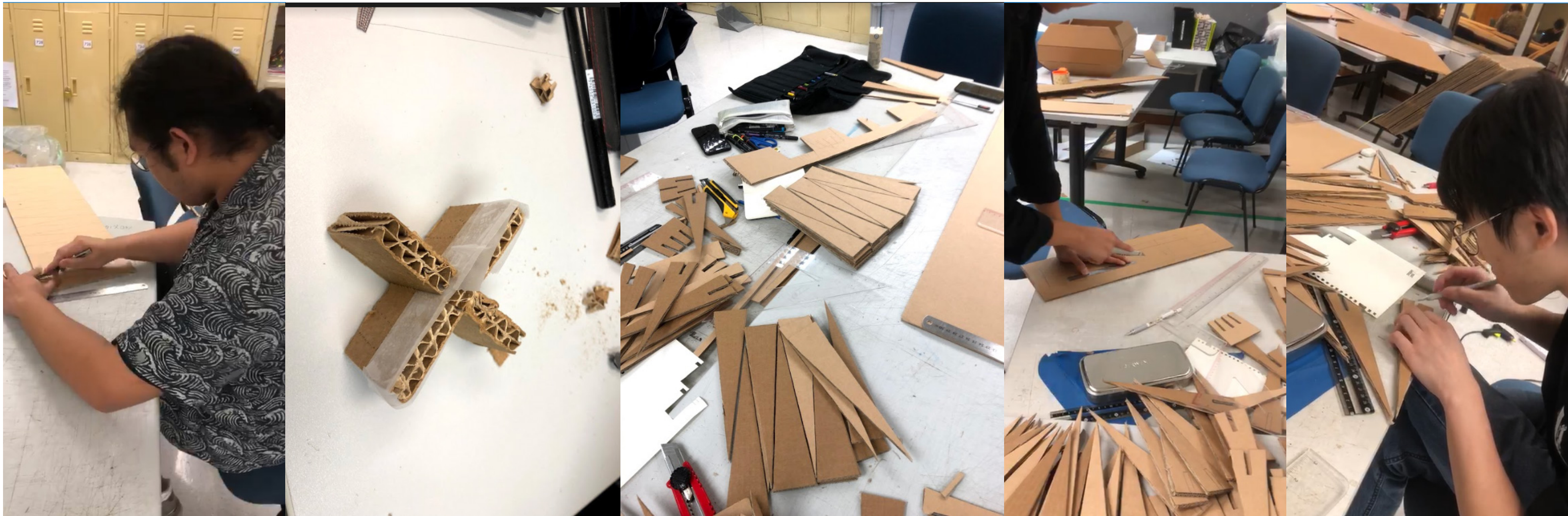
# Digital Fabrication

After sketch and discussion, we were started the next step, production phase. We defined the height of each part of the sitting, and try to calculate the length of each module, by using Autocad, We are easier to draw the similar units faster.









## Handcrafting

We started to build our first model with cardboard material. In the structure of the eyes there's a core same as our model, at the start we doing some test to prove the structure is good enough to handle the weight of a human, then we start to build some cone to replace the strip, because at the edge of the cone are more easy to insert to the core and the bottom of the cone maintain the characteristic of the Cylinder. We were a success in studying with the weight pressure.



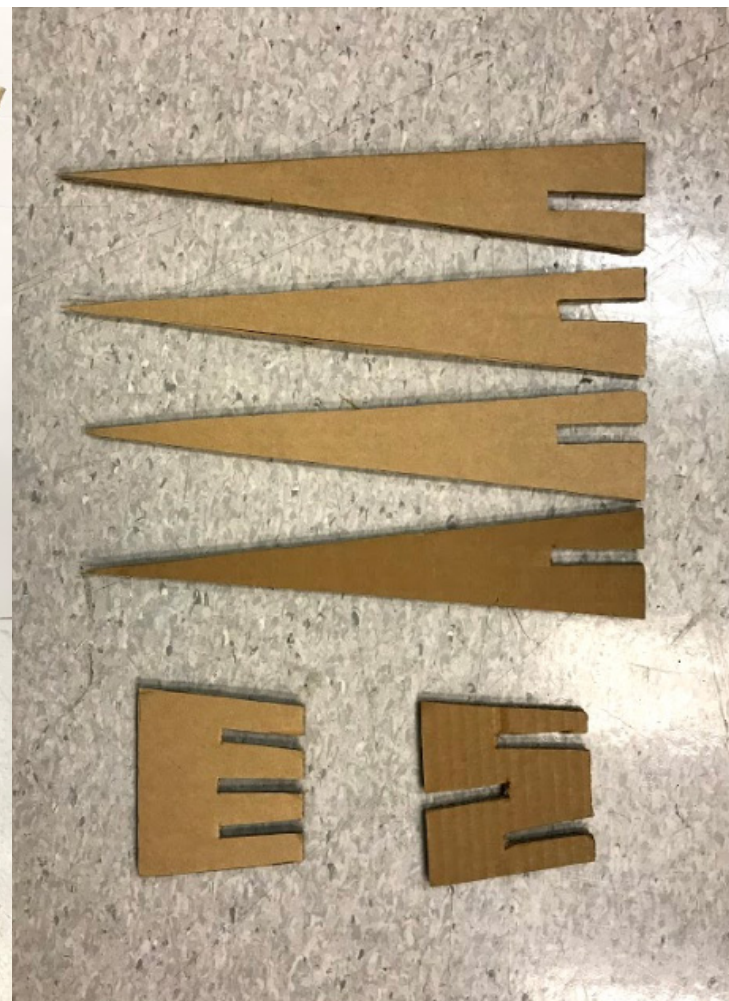




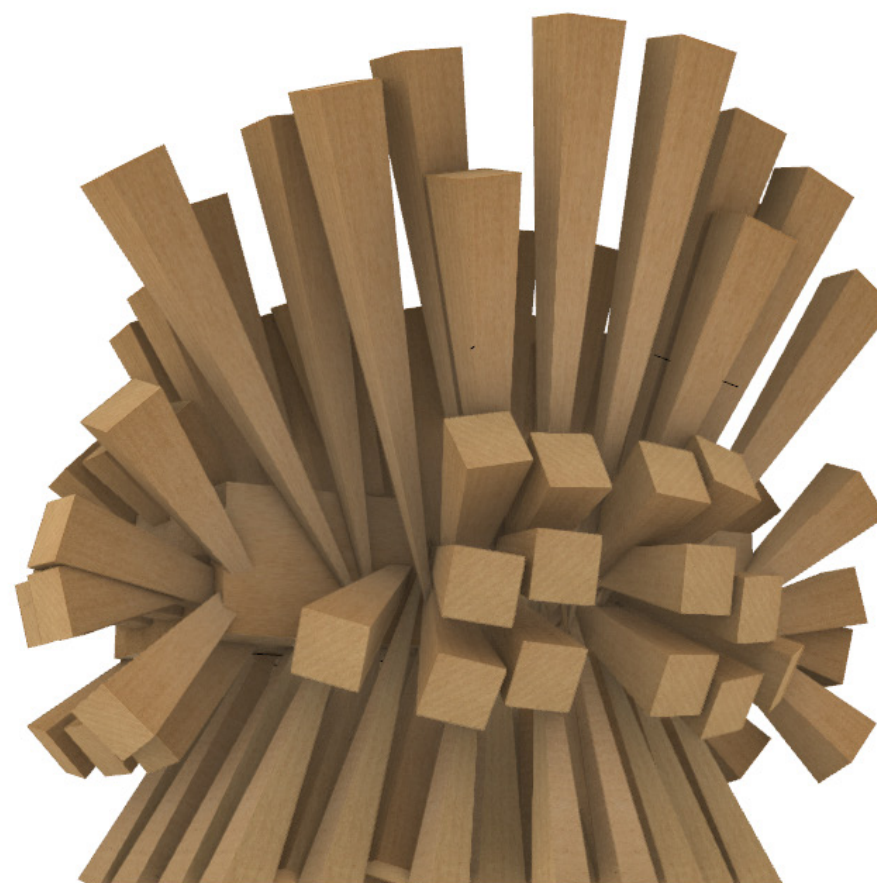
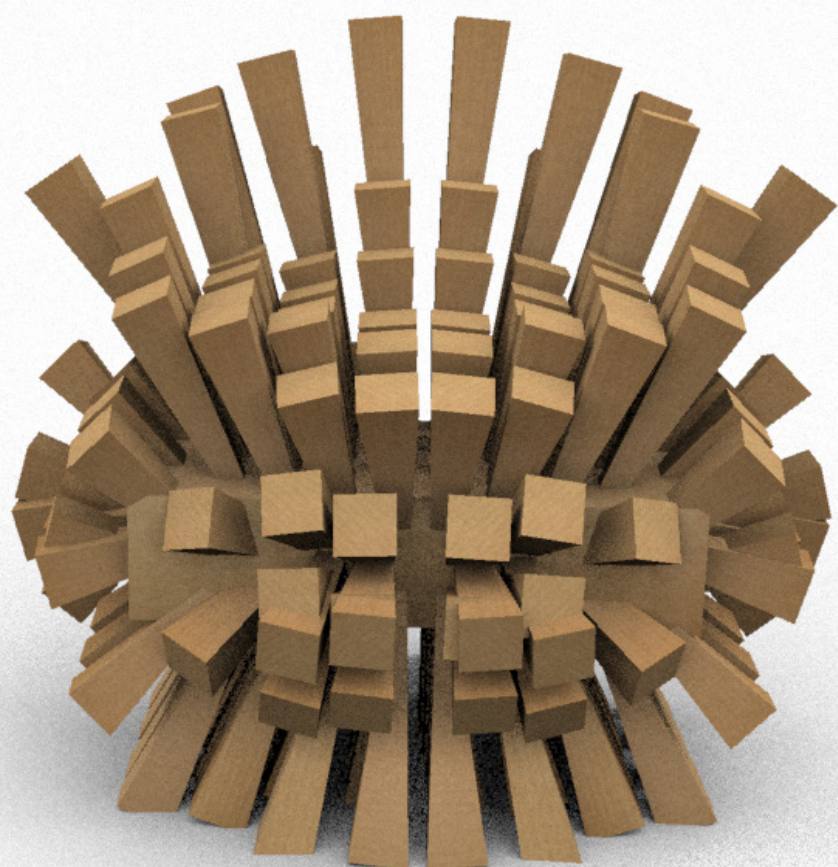
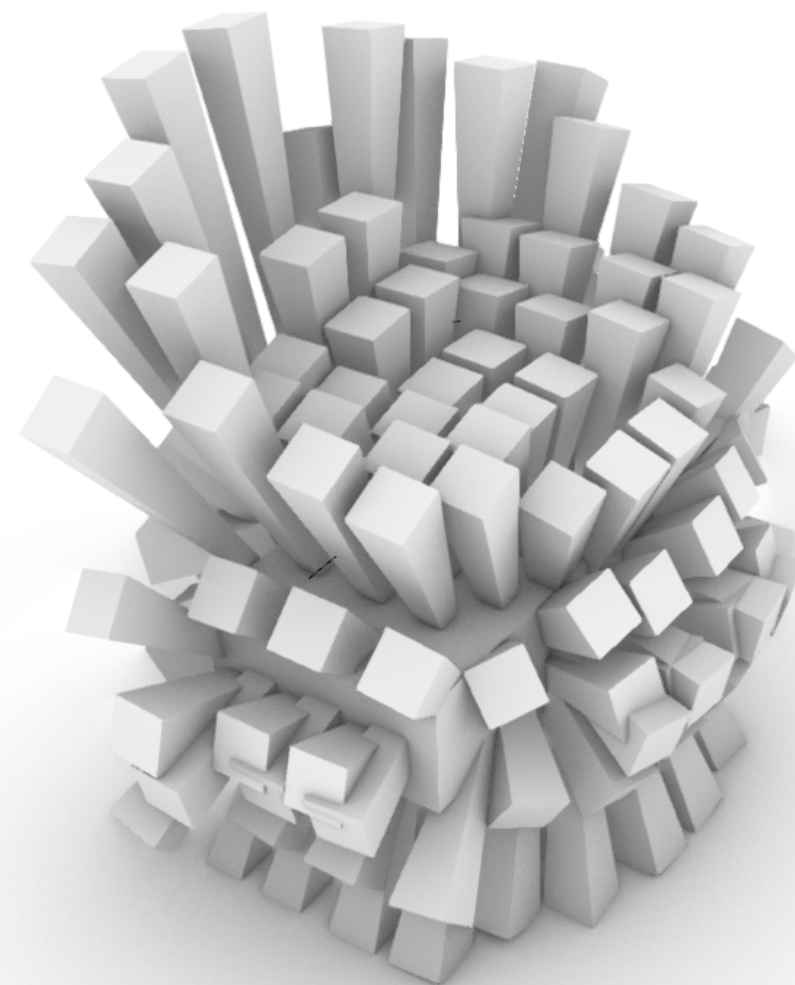
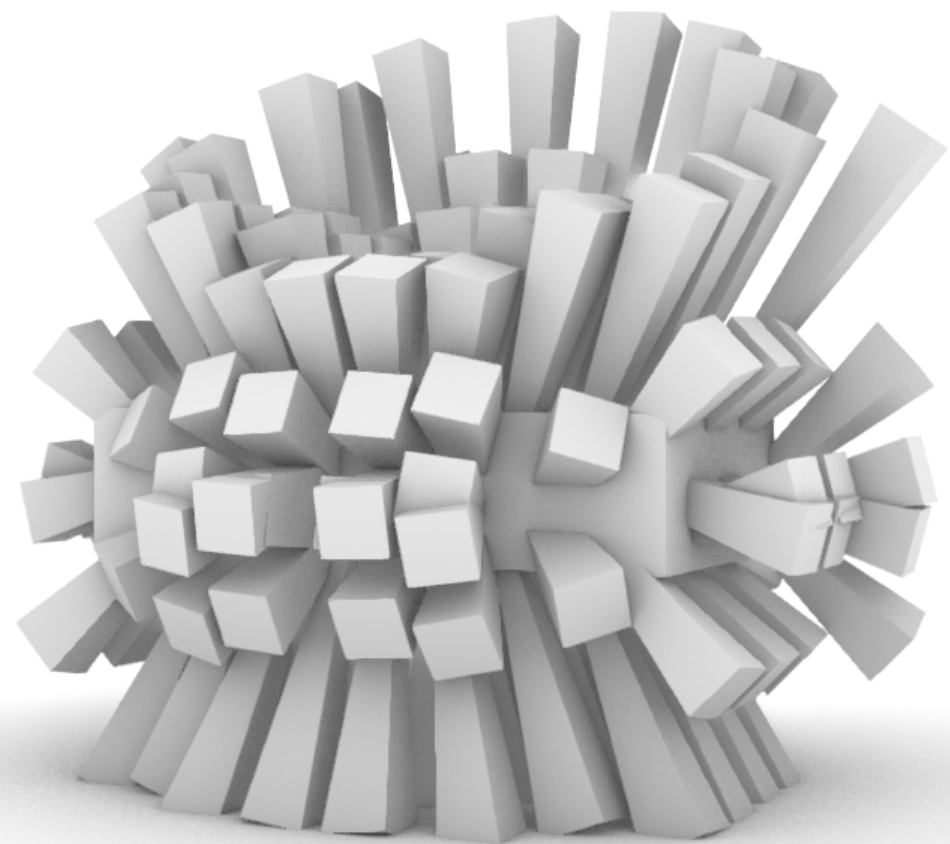


# Study model 4.0

Then we started to move more advance about the comfort and outlook of the chair. As you can see the cone we use an interlock system to make the cone component it look better than the previous tape to combine idea, then we replace the core shape from a sphere to the cube in order to be more stable and more comfortable for human use.



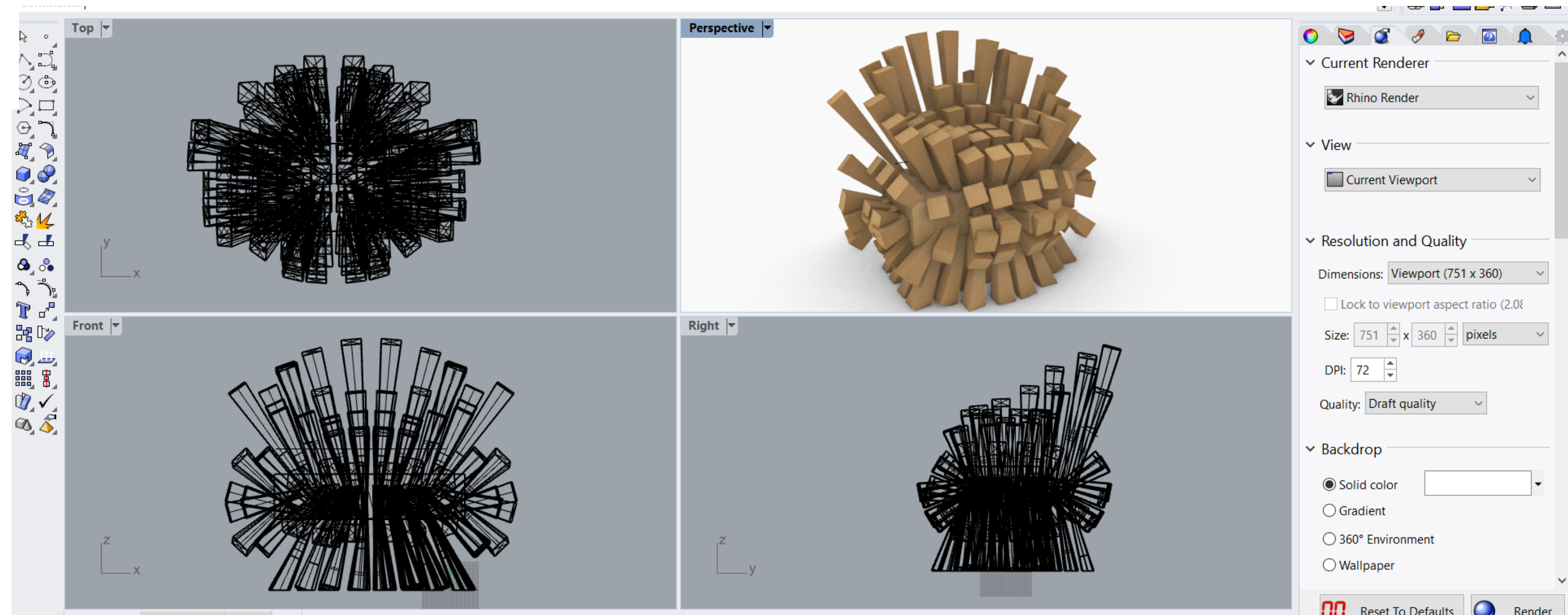


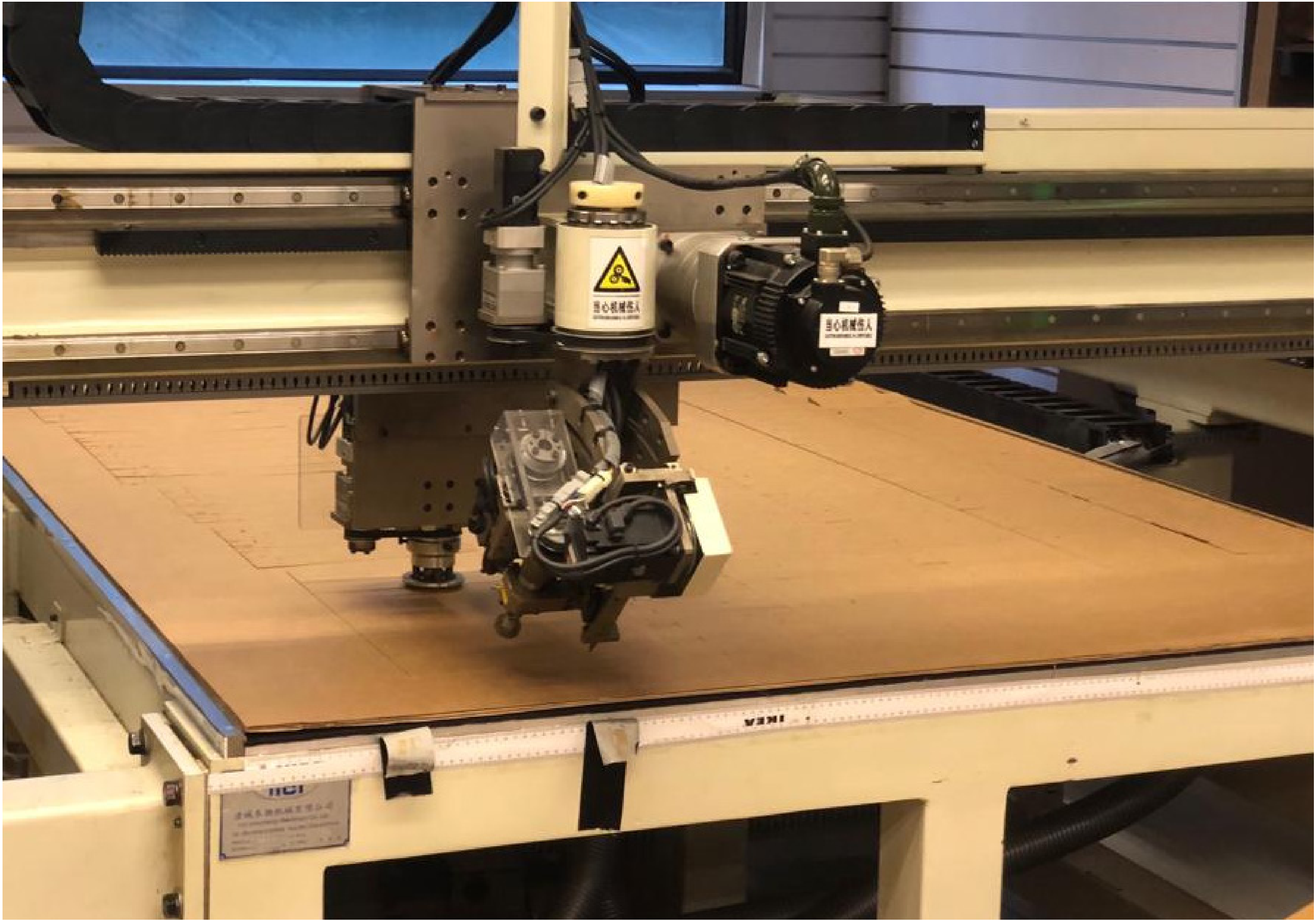




# Digital Fabrication

By using Rhino software, we created a 3d digital model to study the form and texture. We are able to study the crashing between the modules. We are able to share our comments and idea in the 3d method, which improved our discussion quality.



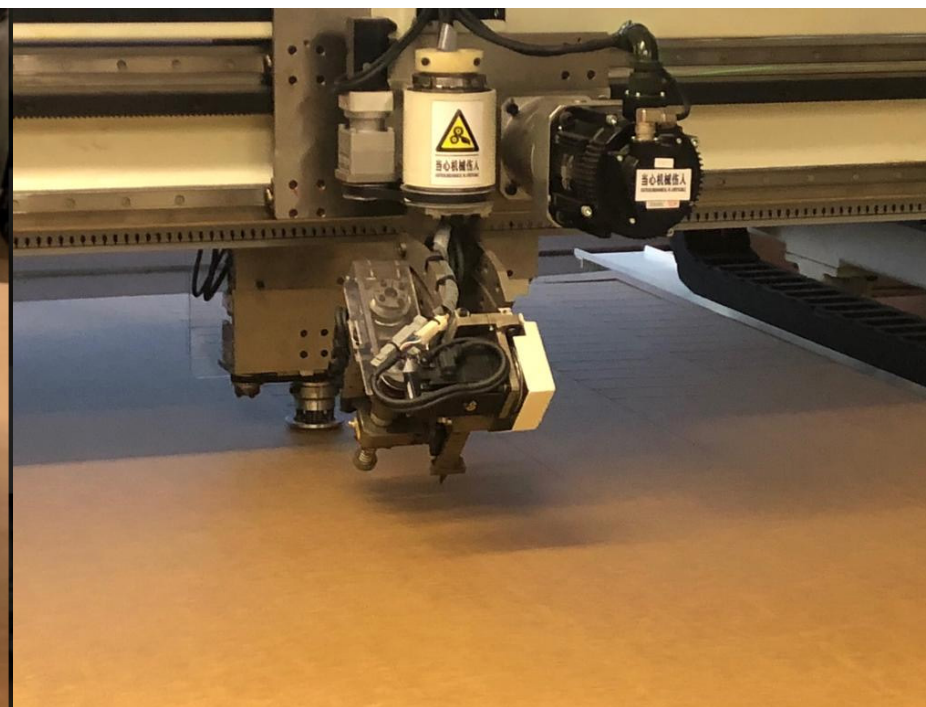
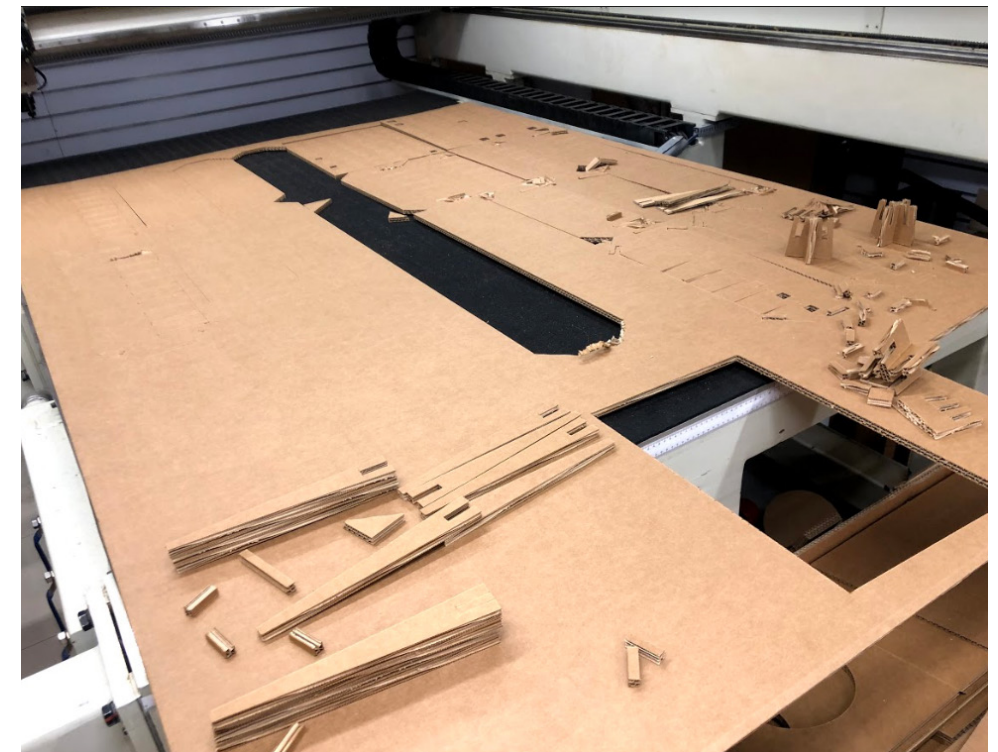




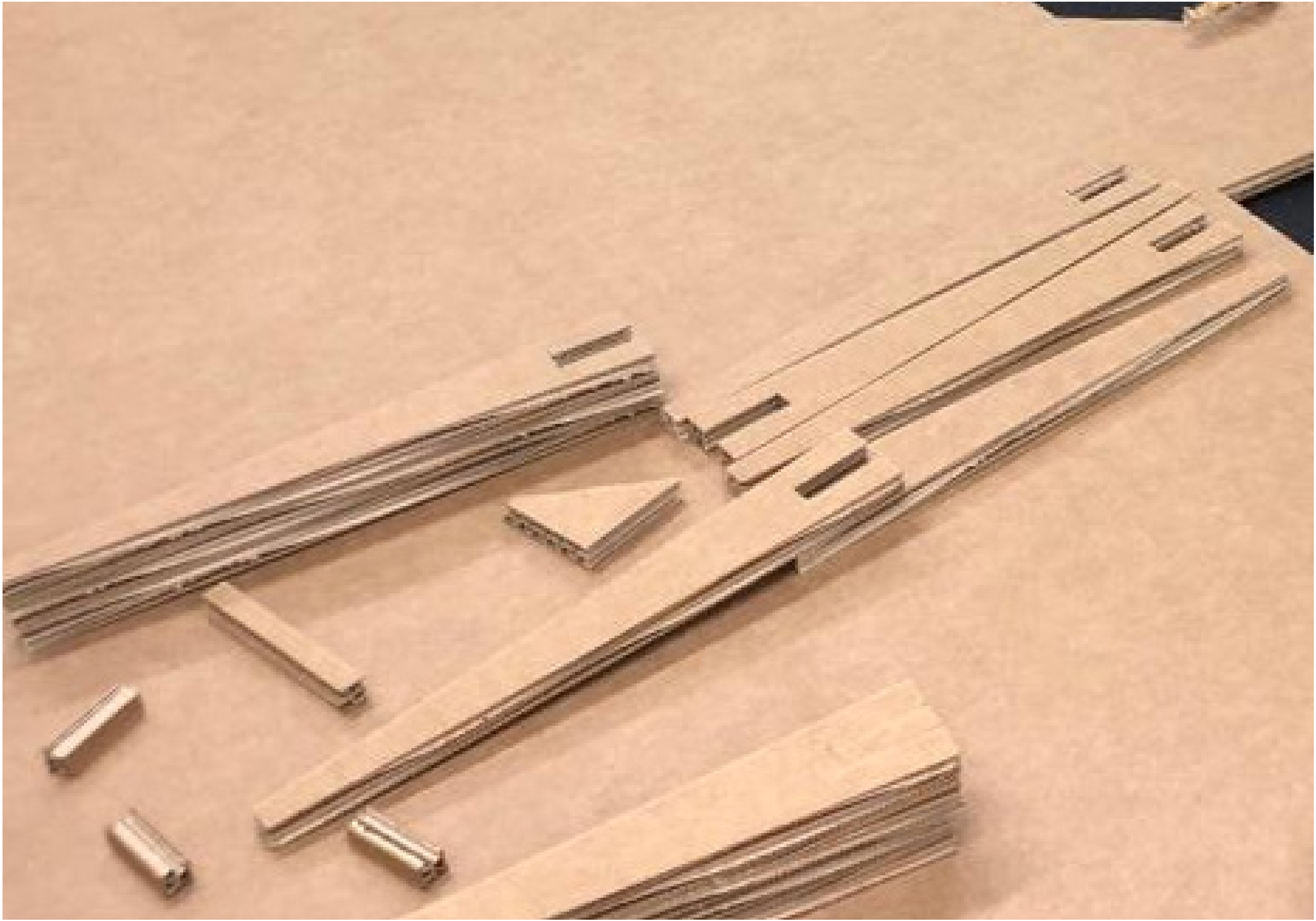
# Handcrafting

## Digital fabrication

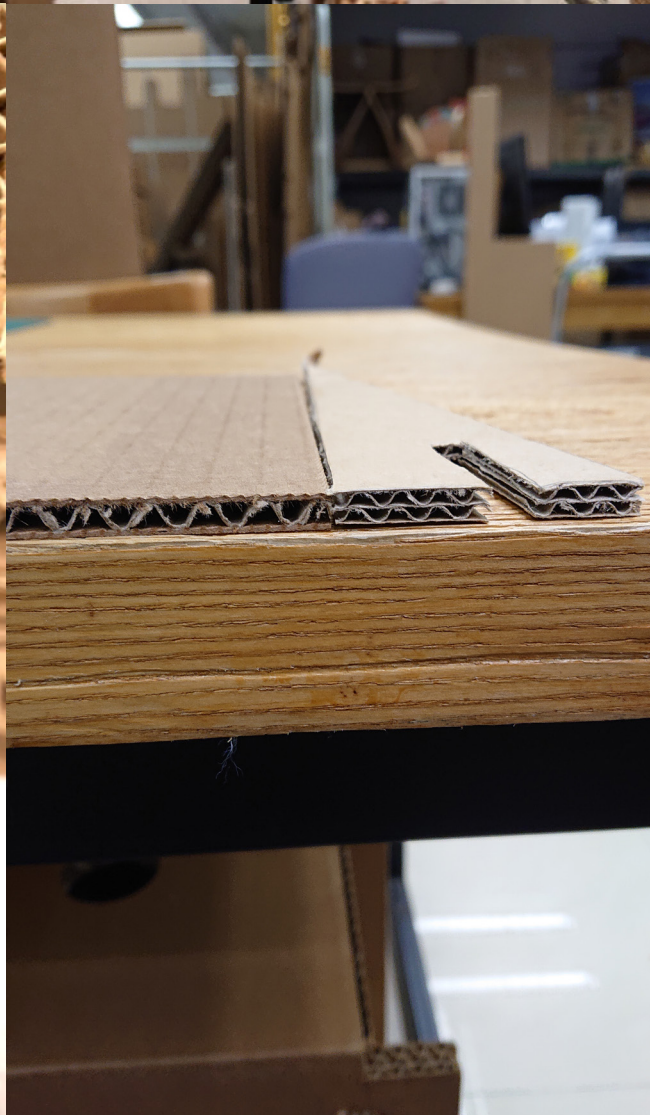
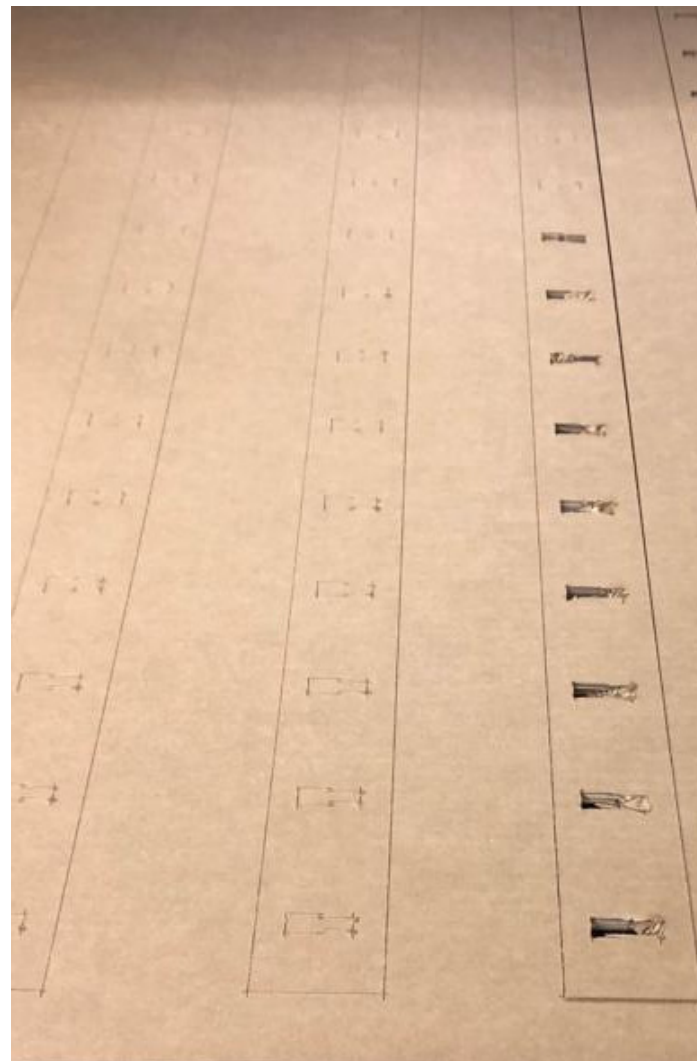
Then the second model is an effective testing model to take an experiment to the digital fabrication. Then we start to work with tri-wall material, we already known tri-wall it's a better material than cardboard, Tri-wall provided a extreme strength to support a hugh weight guy, and a perfectly staible struture for our design. So we full confidence on Tri-wall material.



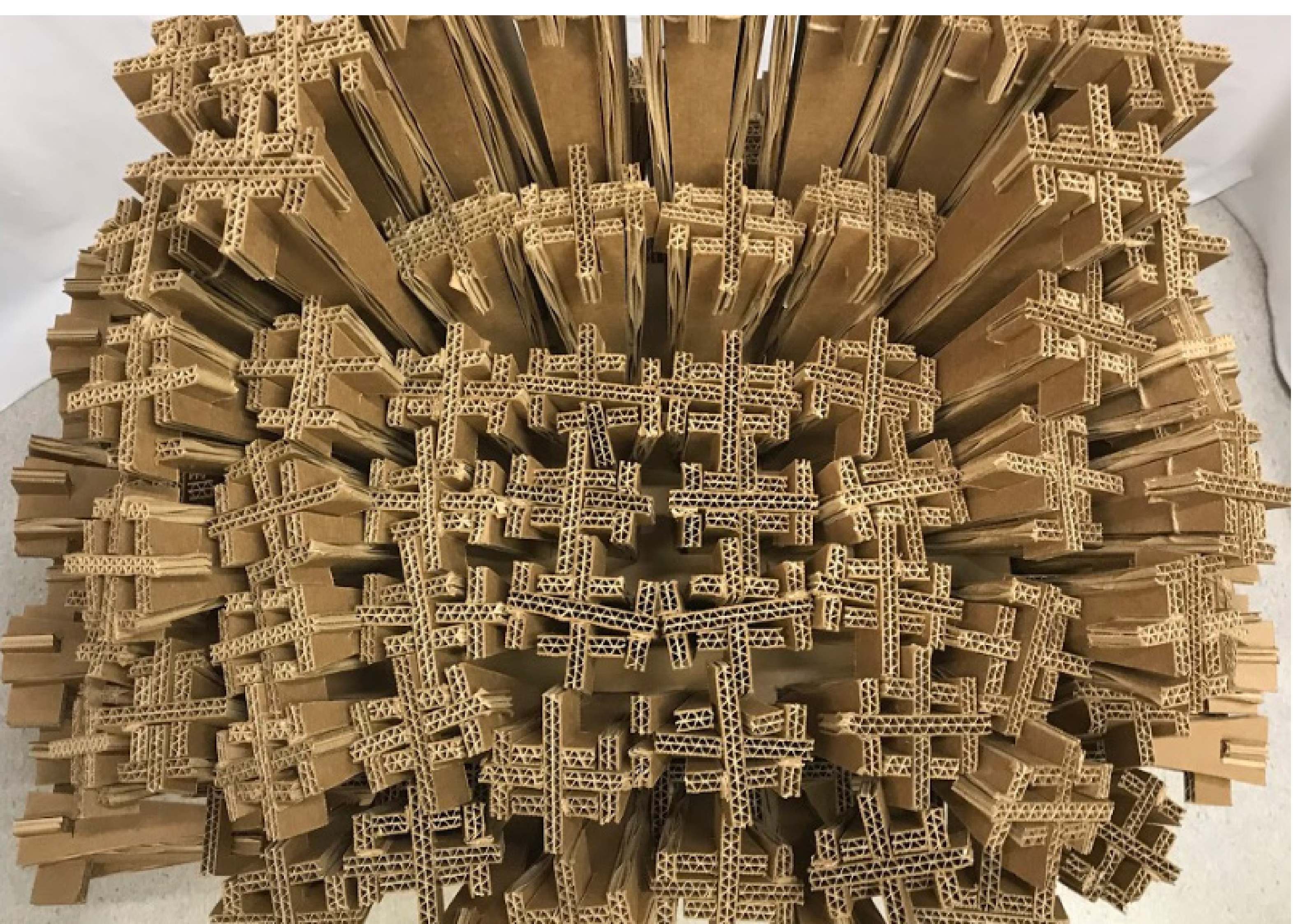








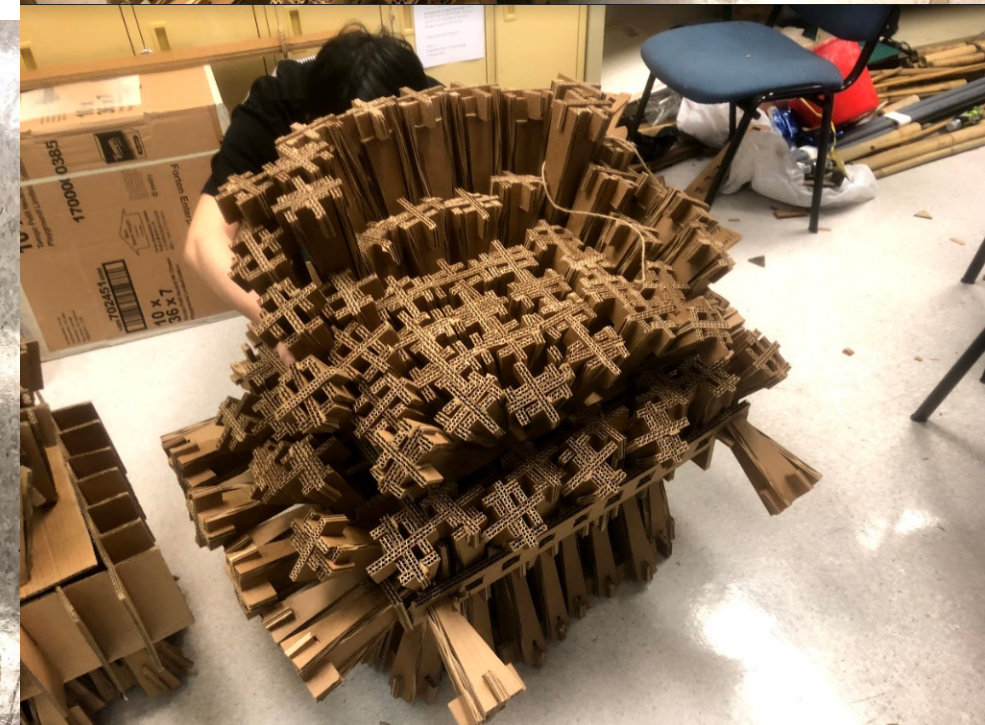
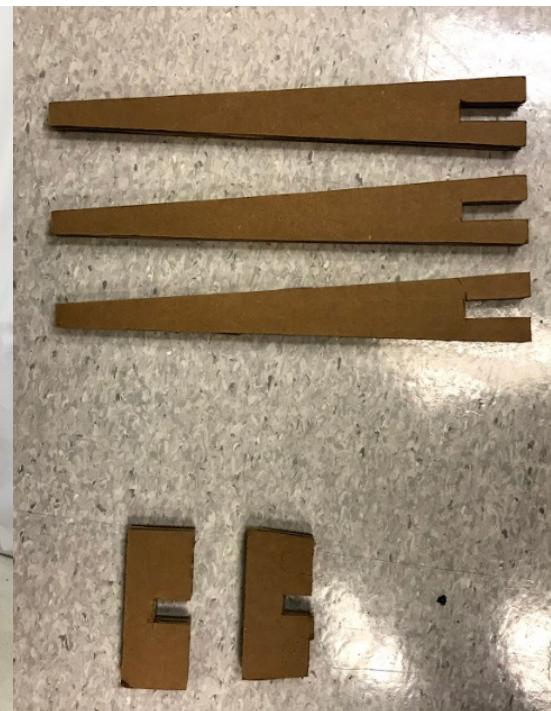
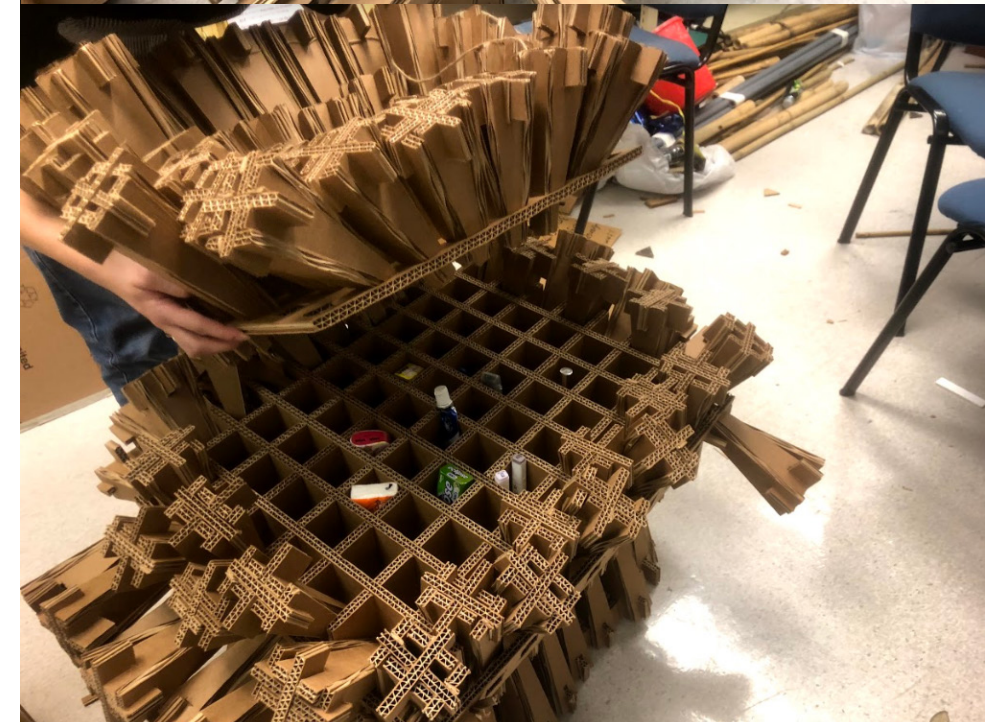
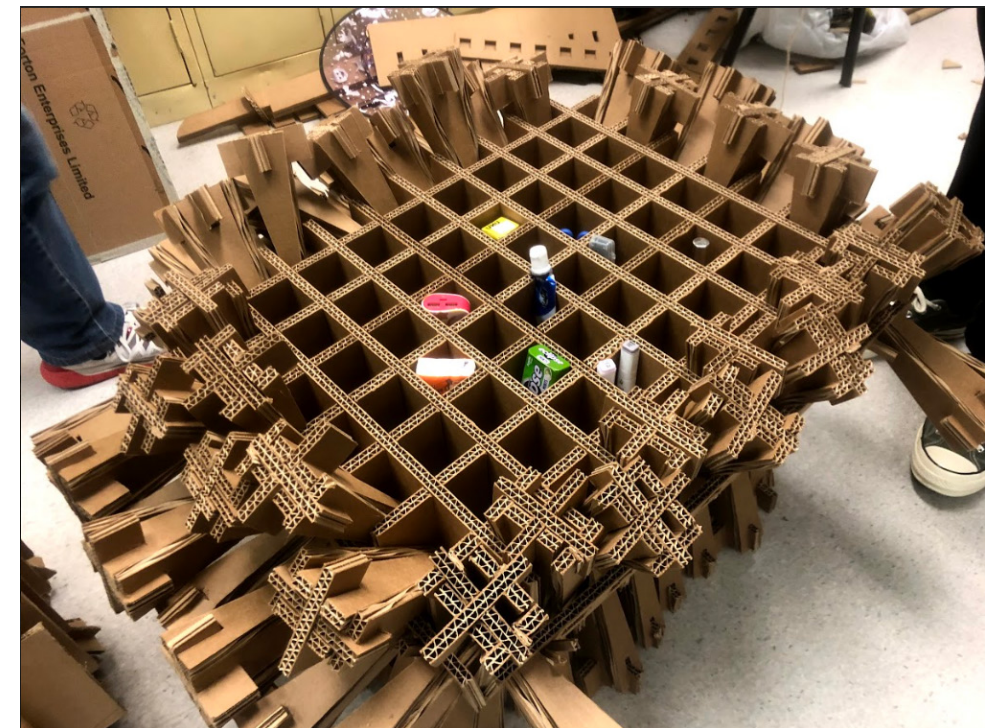






# Function

To combining the function of shelving the core can place some supplies within, and we extend the right and left-hand side core in order to place drinks and umbrella.









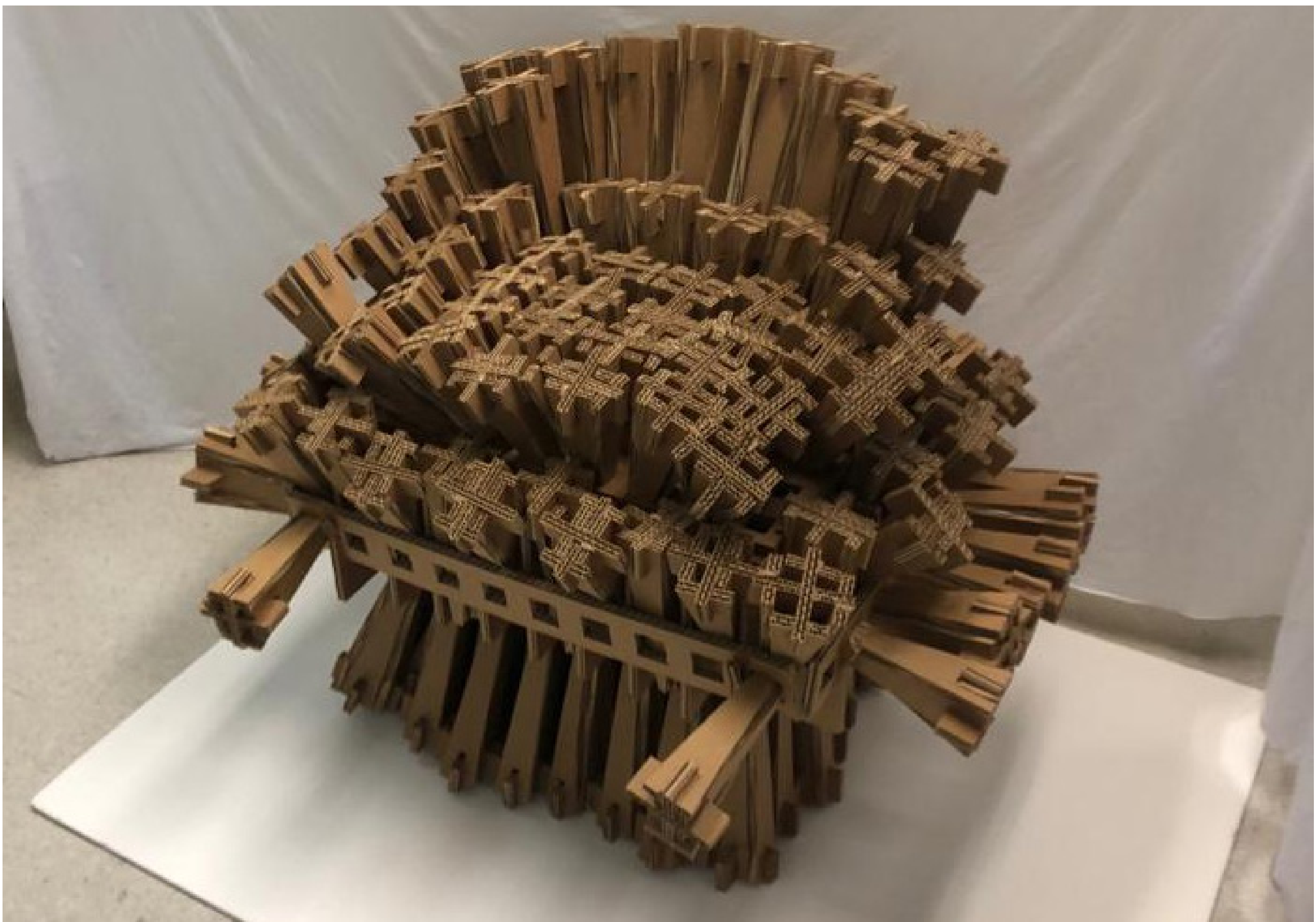


## AR Workshop

AR workshop by Gwyllim Jahn and Nick van den Berg is much important for the design process, By compared with Rhino model and real product, we able to find the difference between the fact and imagination, then we can focus on the differences to modify to the real model. this was also a very interesting experience to explore both models at the same time. We are we were pleased to understand that the real product made with digital fabrication and the digital model is almost in the same and that was happy to see the participant were interested in playing AR technology with our design, and the founders of AR's system was felt great when they were trying to sit on our model.











Finally..

Finally, Our baby was completed, “The Compound” is totally presenting our concept, a number of modules are harmony stuck on the core , and created a stable structure on the ground, able to support the heavy stuff, and also human bodies. For pressure analysis, we placed “the compound” in the studio, let people felt free to use. The conclusion was many people interested in trying our product; they were kept smiling when using and gave good commented, and you?

