

Heritage Furniture



Project Brief

The goal of this project is to design and develop a social media app that allows users to automatically share their habits to their followers. This allows users to create a community of same minded people to create robust support networks that help maintain healthy habits.

Research

Space Research

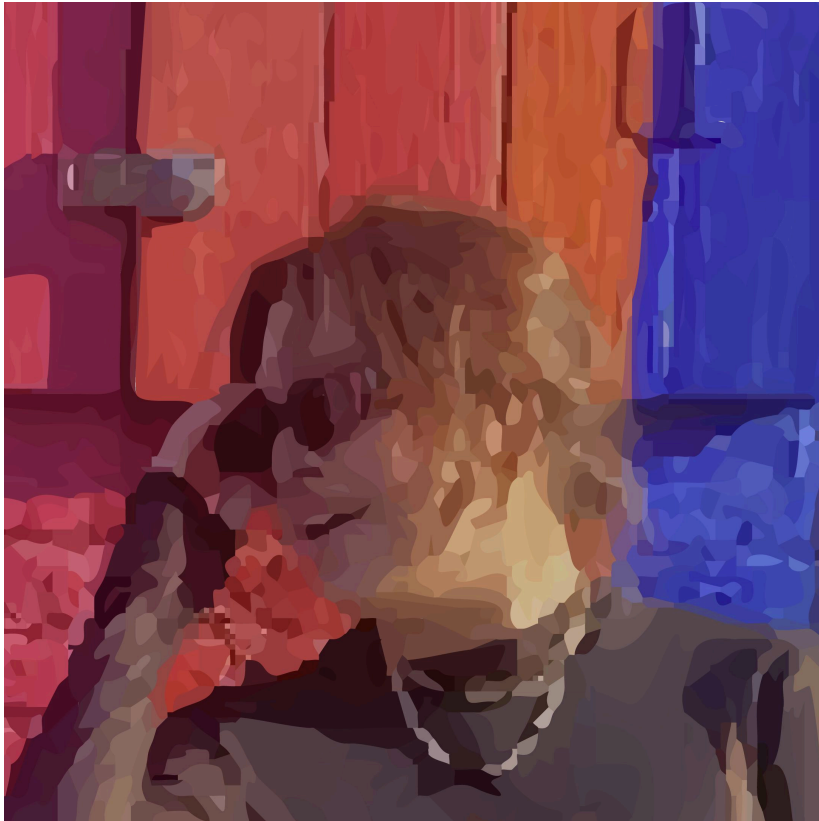


The first step of the process was to conduct both quantitative and qualitative research on how users feel about the furniture in their home.

30 people were asked to complete a survey of where they felt they spent the most time when alone in their homes. The heat map shows a representation of their responses, with an overwhelming majority highlighting their preferences for the living room. This led me to focus my ideation on living room furniture.

Research

User Interviews



Of those 30 people, 2 participants were asked to participate in an hour long interviews to gain deeper insight on their attitudes towards furniture..

Research

Material Study



To highlight the ways that time and human interaction will affect the design objects I conducted a variety of studies on different materials. The 3 samples above would go on to become core materials that would be featured throughout the collection.

Research

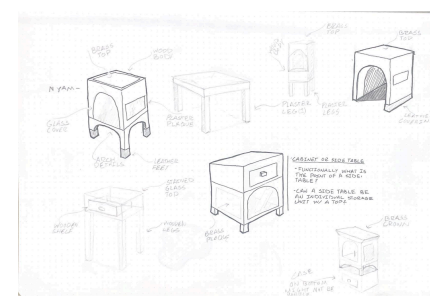
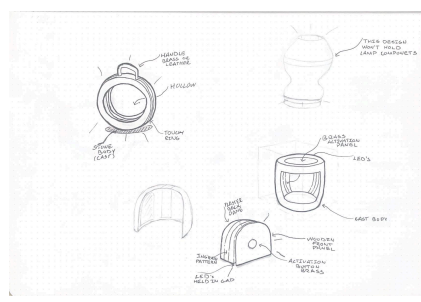
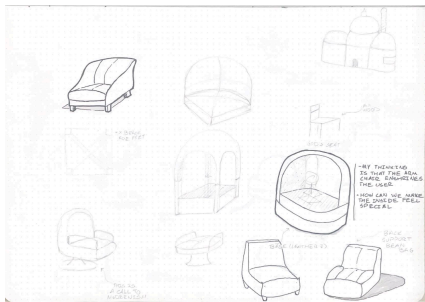
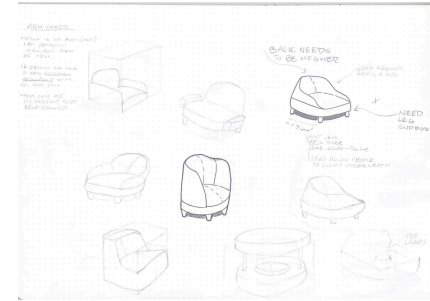
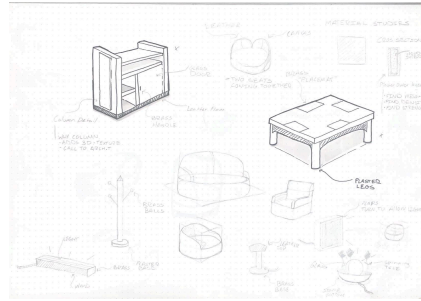
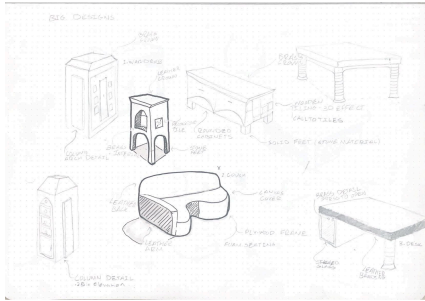
References



The designs for this project took references from other famous Mid-century designers such as: Eero Saarinen, Florence Knoll, and Vico Magistretti.

Design

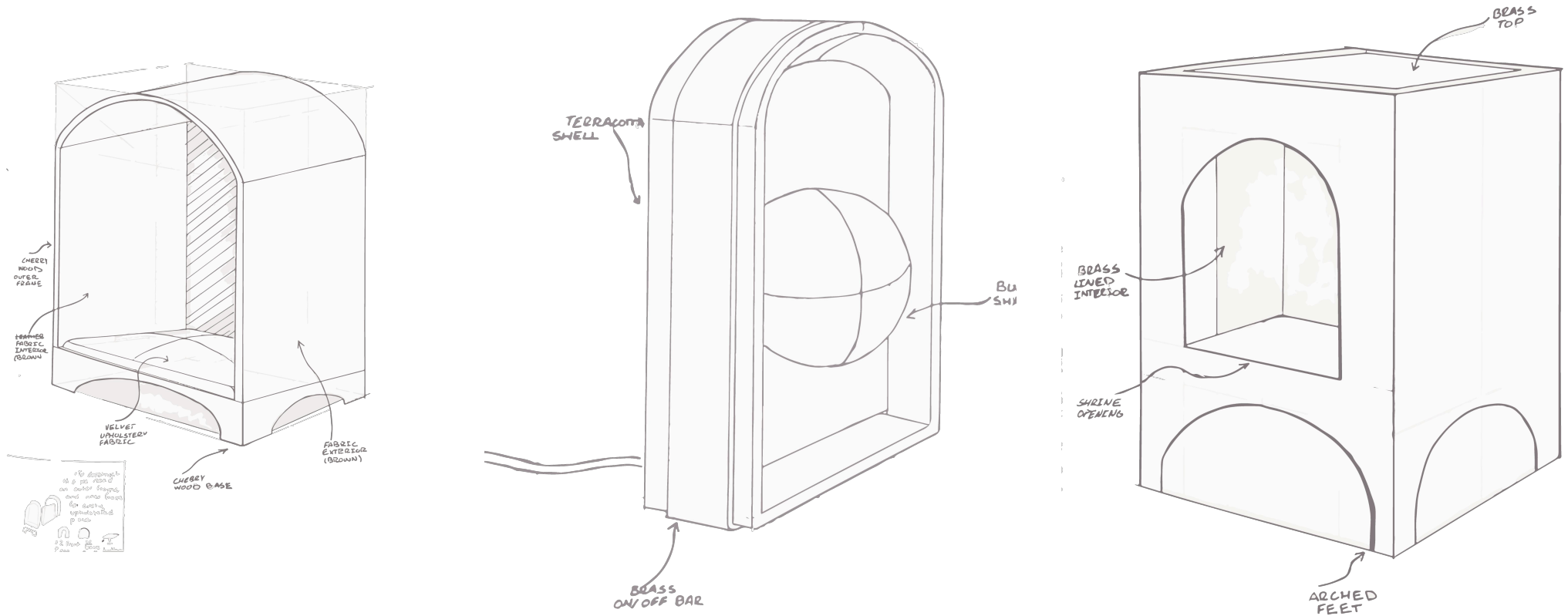
Design Concepts



Above is a series of sketches that would go on to become the final design.

Design

Design Concept



Above are final sketches that would be used to manufacture the physical prototypes of the collection.

Design

Design Concept



Above is a 3D render of the pieces together to better understand their proportions as well as aesthetic similarity.

Prototyping

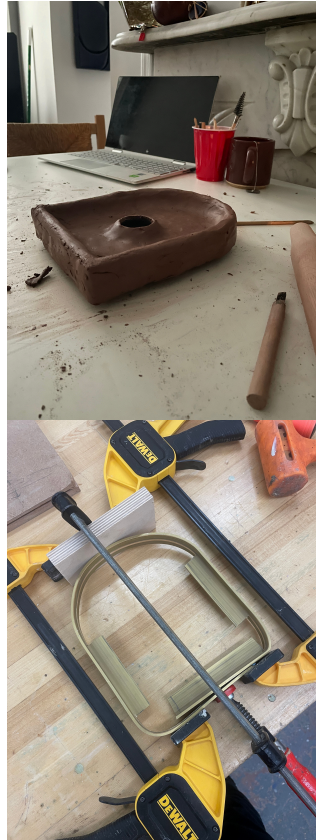
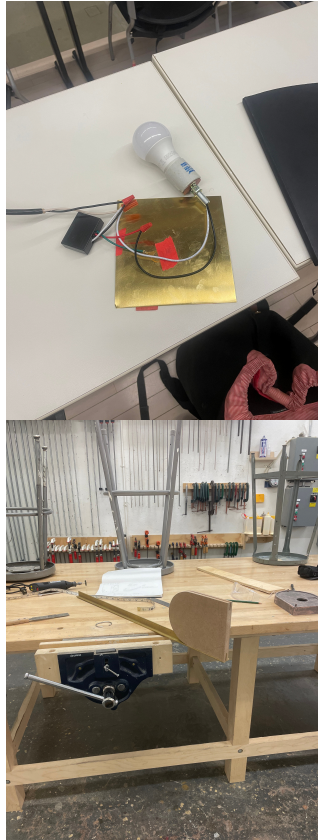
Side table



Above is a series of sketches that would go on to become the final design.

Prototyping

Lamp



Above is a series of sketches that would go on to become the final design.

Prototyping

Chair



Above is a series of sketches that would go on to become the final design.

Outcome

Validation



The 3 prototypes would be presented at teh Drexel Westphest as part of the exhibition on student work throughou the Westphal Antoinette College of Media and Design
