

Week 2

Development

Brief 02

Methods of Cataloguing

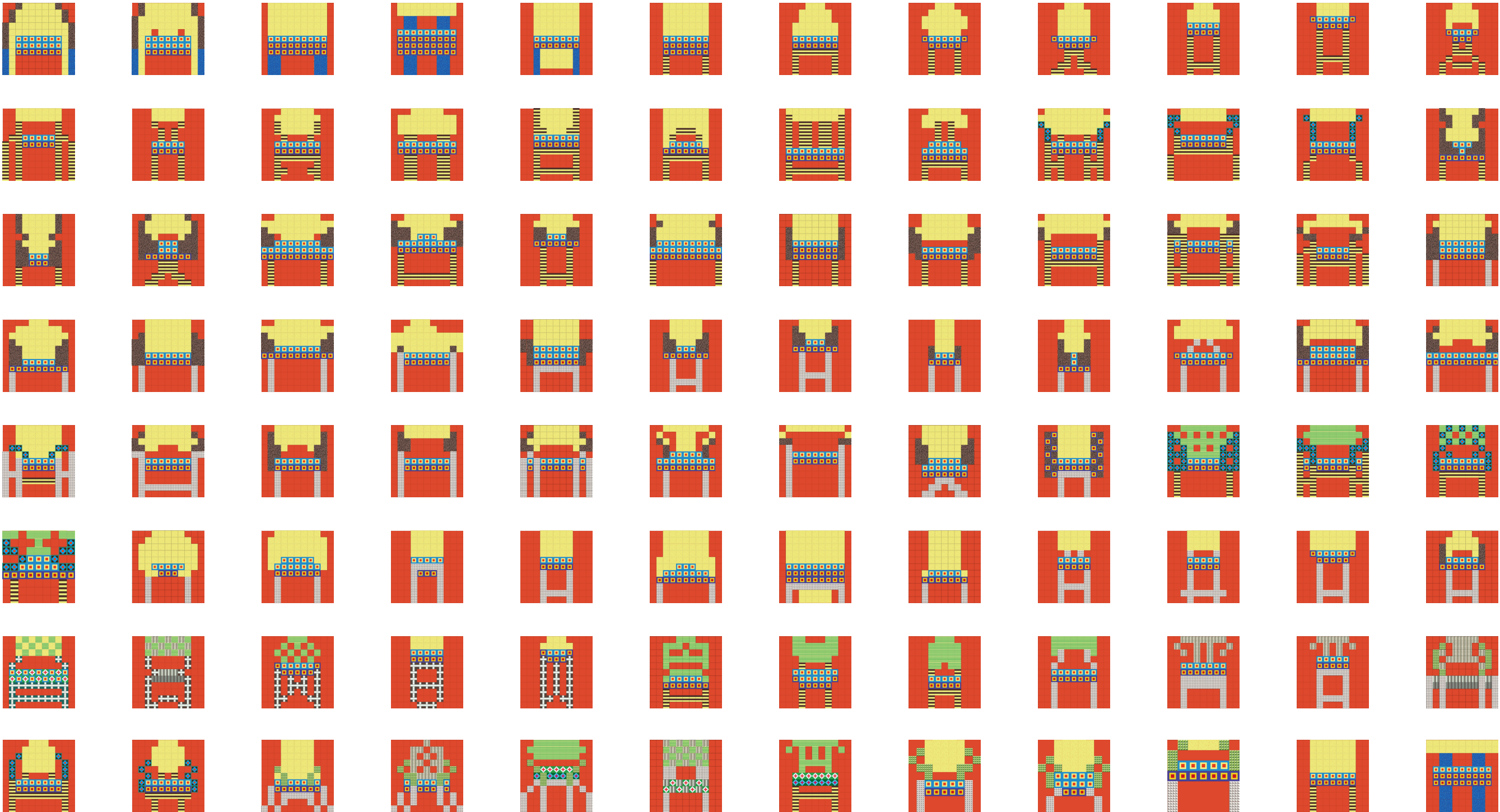
#Family Tree
#Family Portrait
#Puzzle
#Toolkit

1-1 Further Redrawing


















In this project, I extended last week's "redrawing" experimental method, further exploring the idea of simplifying chairs into a 10x10 grid format. This approach transforms the shapes of chairs into simple geometric forms, making their structures and components easier to categorize and organize.

During this week's exploration, I refined the design of the grid by replacing simple color fills with patterns that more closely resemble the textures of different materials, enhancing the recognizability of the redrawn chair graphics. This improvement gives the chairs a visual characteristic of children's games, which led me to think about how children often perceive the world through an animistic lens. Inspired by this, I aimed to identify a kind of "genetic" relationship within the materials and structures of the chairs and use this connection to create a systematic catalog.





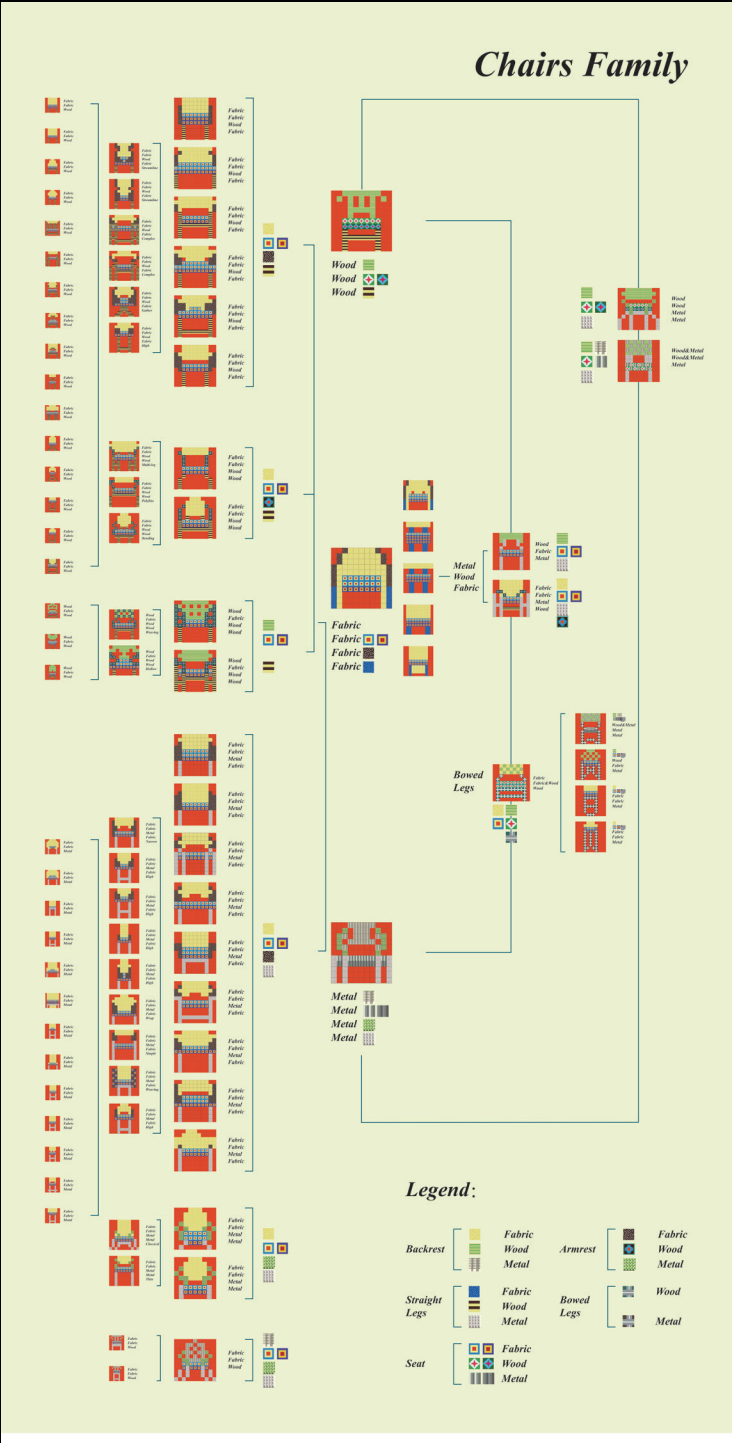
Legend:

<i>Backrest</i>	[	<i>Fabric</i>	[	<i>Fabric</i>
			<i>Wood</i>			<i>Wood</i>
			<i>Metal</i>			<i>Metal</i>
<i>Straight Legs</i>	[	<i>Fabric</i>	[	<i>Wood</i>
			<i>Wood</i>			<i>Metal</i>
			<i>Metal</i>			
<i>Seat</i>	[	<i>Fabric</i>	[	<i>Fabric</i>
			<i>Wood</i>			<i>Wood</i>
			<i>Metal</i>			<i>Metal</i>

2-1 Family Tree

As a result, I created a "family tree" for these chairs. All of the chairs are derived from combinations of three primary materials: fabric, metal, and wood. I consider the chairs made of single materials as "ancestors," while the chairs with armrests formed by combining these materials symbolize the "next generation." Those further simplified, without armrests, are like "children" who have yet to grow up.

2-1
Family Tree



2-2 Family Portrait

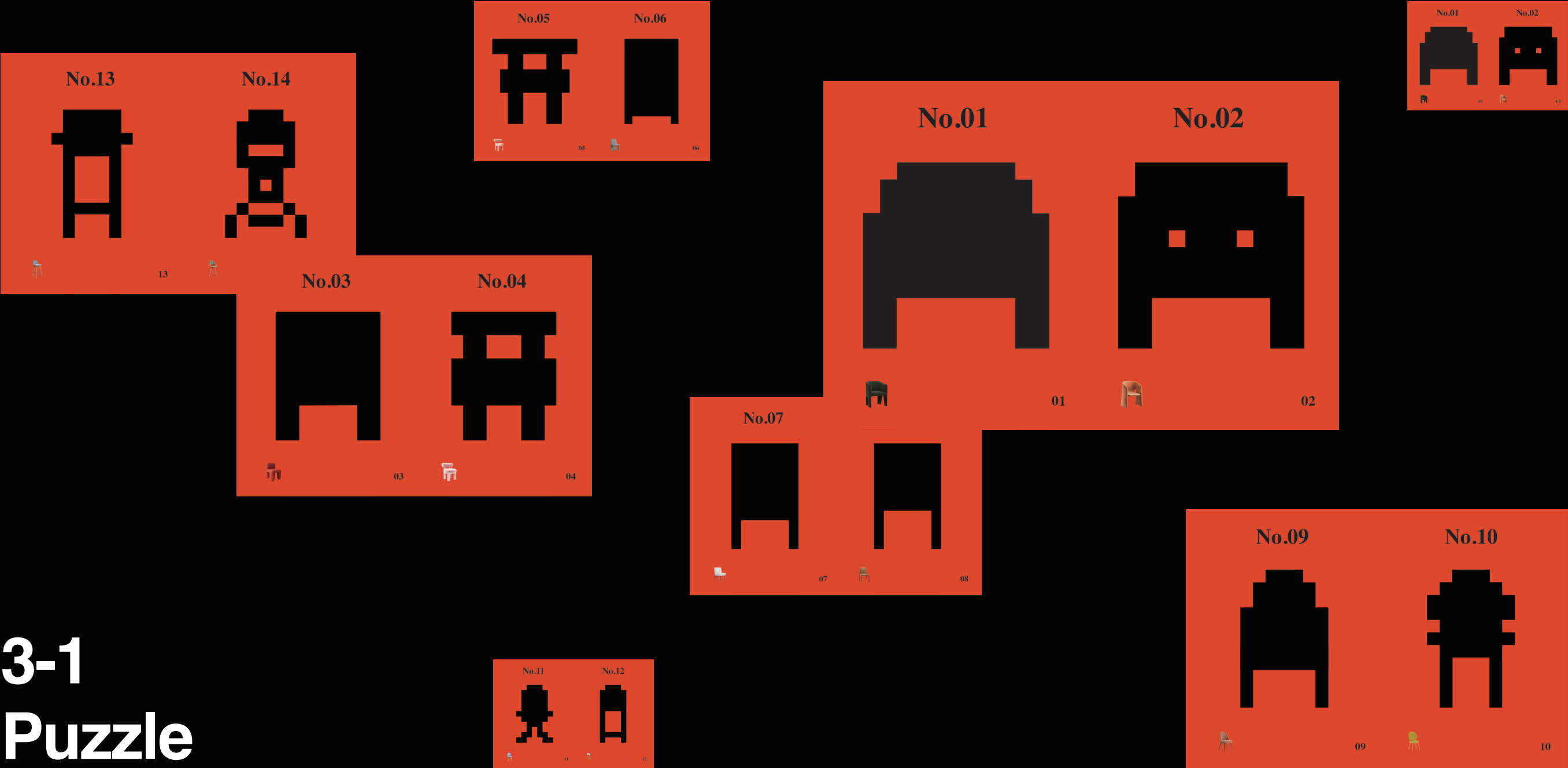
To reinforce this logic, I also created an illustration of a "family portrait." In this image, the three single-material chairs are positioned at the top, symbolizing the origin of the family. Meanwhile, I placed two chairs on either side of the family portrait that couldn't be directly derived from the single-material chairs, treating them as "distant relatives" of the central family. In this diagram, viewers can identify similarities in structure or material by observing the adjacent chairs.



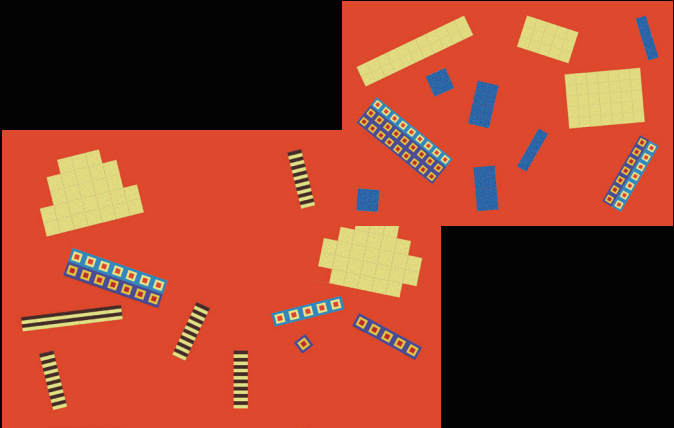
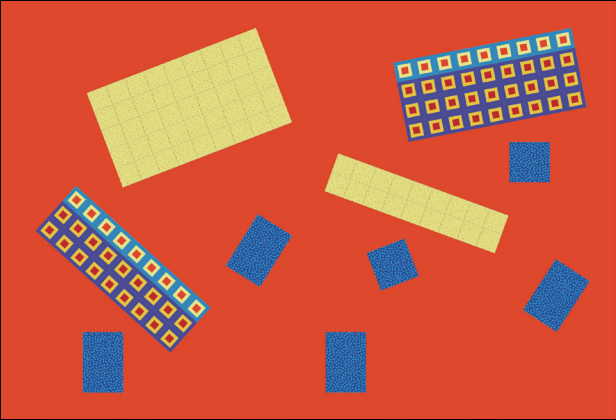
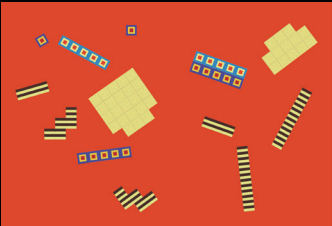
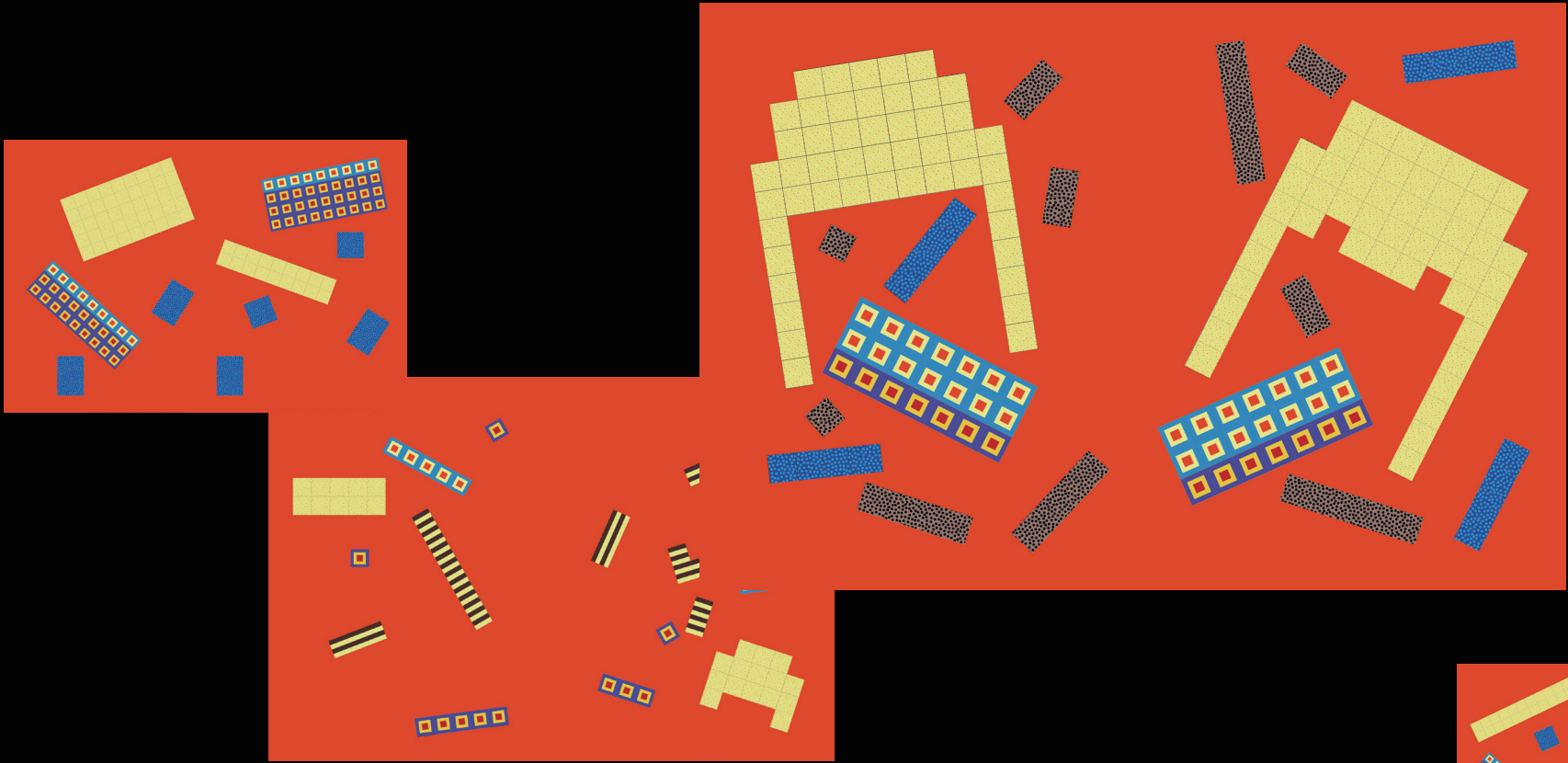
2-2
Family Portrait

3-1 Puzzle & Toolkit

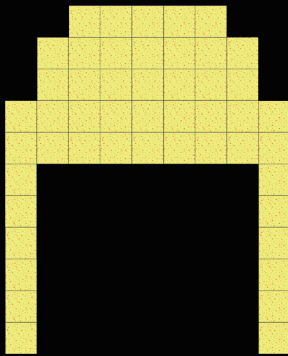
Additionally, I am experimenting with a new idea—breaking down the chairs into a puzzle format. This puzzle book lets readers cut out and reassemble chair components following outlined guides. And I also plan to organize these chairs by material and structure, creating a "chair toolkit" that allows anyone to build new chairs from existing elements and expand the family tree.



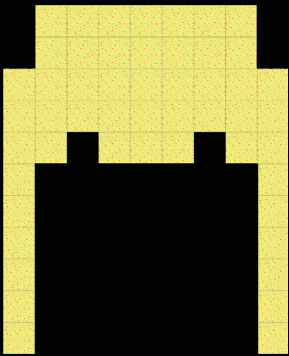
3-1 Puzzle



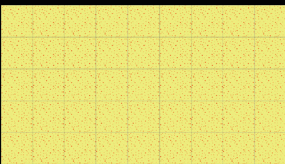
3-1 Puzzle



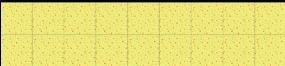
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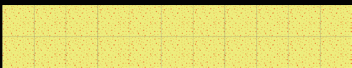
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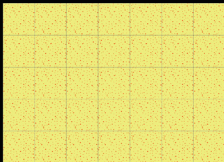
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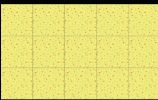
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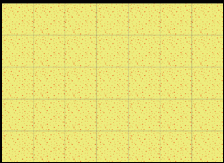
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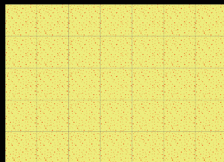
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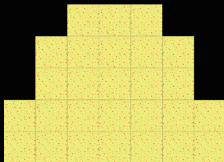
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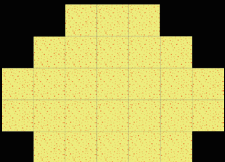
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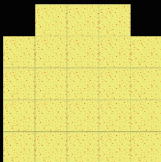
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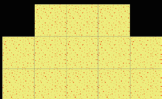
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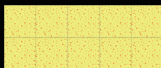
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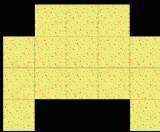
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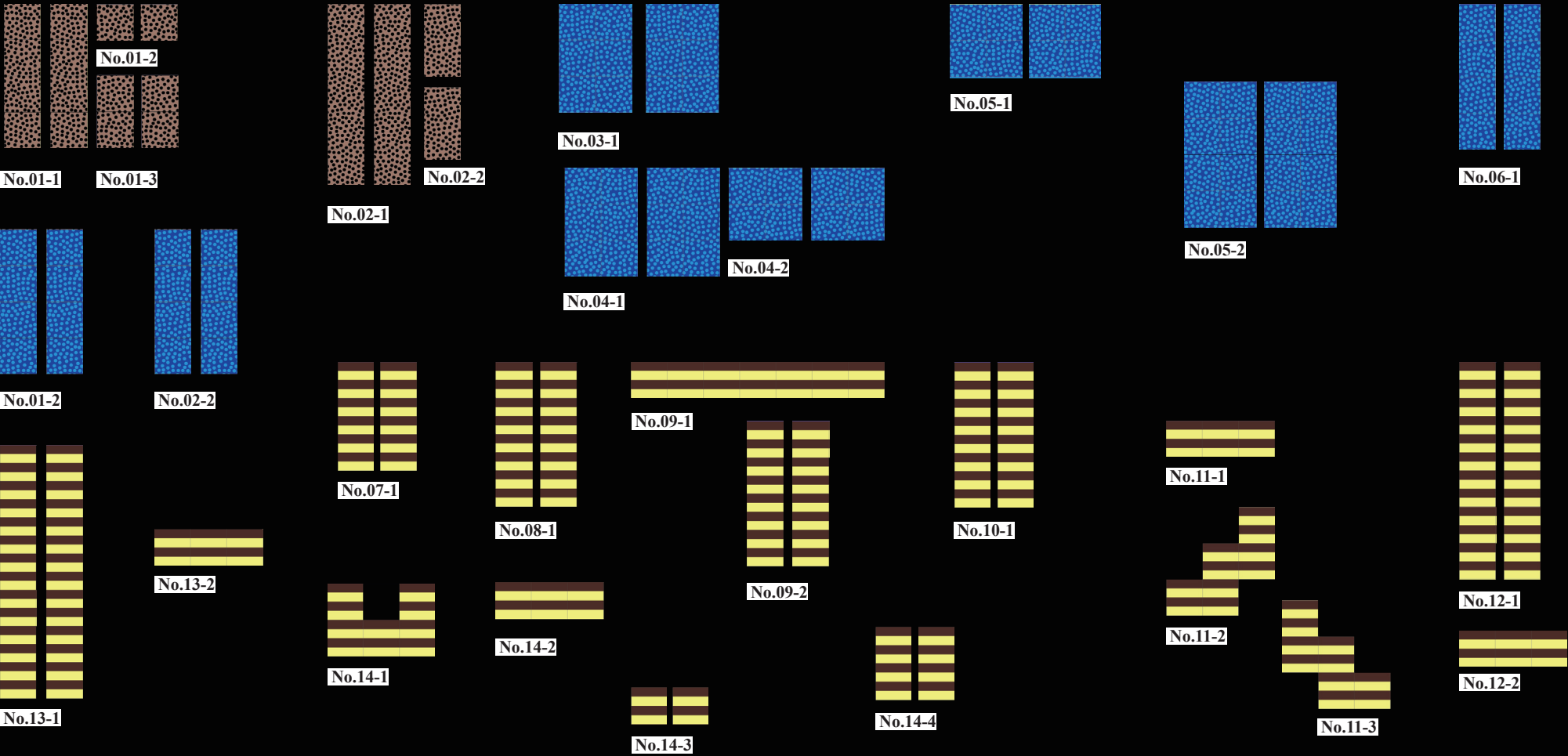
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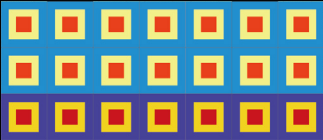


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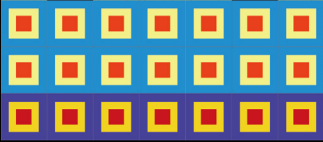


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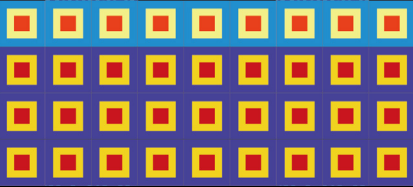




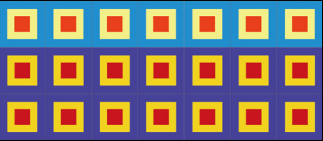
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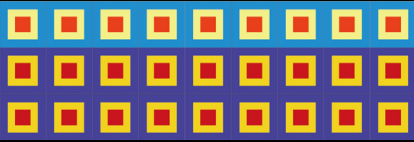
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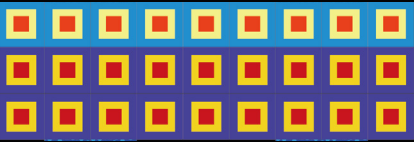
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No.07-1



No.02-1



No.05-1



No.06-1



No.08-1



No.09-1



No.10-1



No.10-3



No.11-1



No.11-3



No.12-1



No.10-2



No.11-2



No.10-1



No.10-3



No.10-2



No.10-1



No.10-3



No.10-2

End.

Brief 02
Methods of Cataloguing