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I want the chair to provide maximum comfort and be as user-friendly as possible. The design is very sophisticated and pleasing to the eye, at odds with a modern look. The advantage of being set back from the ground is that hardly any effort is needed to sit down or stand up, or to move the chair, which are raised. I have separated the backrest material into sections so I think this will help improve the ergonomics of the chair. Also, I have added an extension to the top to provide support. The design will be made out of minimal plastic which will be coated with a deep violet colour. I want the painted elements to be a very light beige colour.

With this concept, I can see that the shape of the chair will provide a great supporting role for all seated, sitting and standing. It will be rational for people to sit on a range of heights and build. I can see that the contours will suit all body shapes and postures. Under the pressure and movement of the person, the chair will move as the person moves. The basic angle match a gentle curve while the distant is slightly more for relaxation.

The idea is quite bulky and resembles a lounge seat for an actor. The cast goes with the chair as a design in the 3D drawing, and matching it will be made of rubber and blue grey hue. The design is made of various contours and the overall appearance looks quite comfortable. I see there is a good match between the contours and the angles. The material is in the supporting wood. I think there is a need to rework on this concept, particularly with the looks and material constraints.

Producing this concept map allowed me to see that this design will be quite uncomfortable. Due to the fact that a chair's weight is put on the unweighted material, this material will move to a more comfortable position. Also, I can notice that there is too much unnecessary weight and not enough room for the legs to rest in a comfortable lying position. This design will have to be controlled more carefully to provide the correct forms that I need.