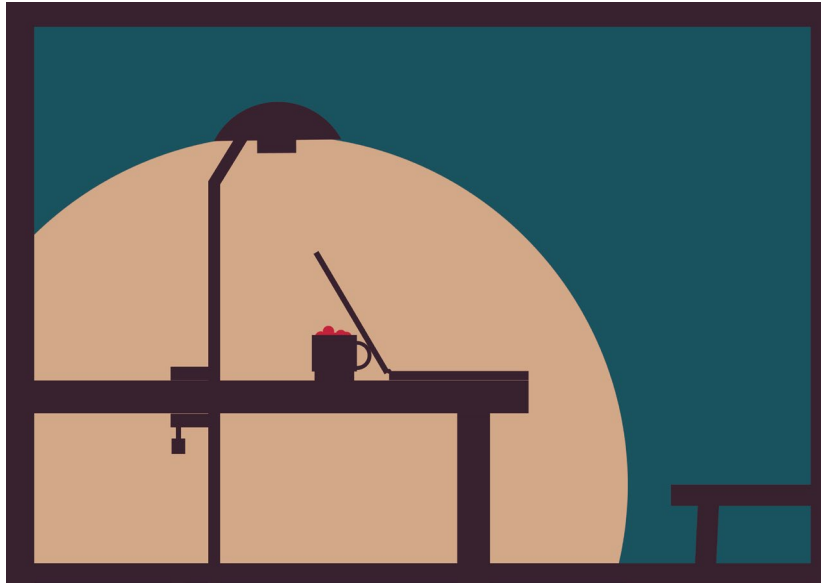
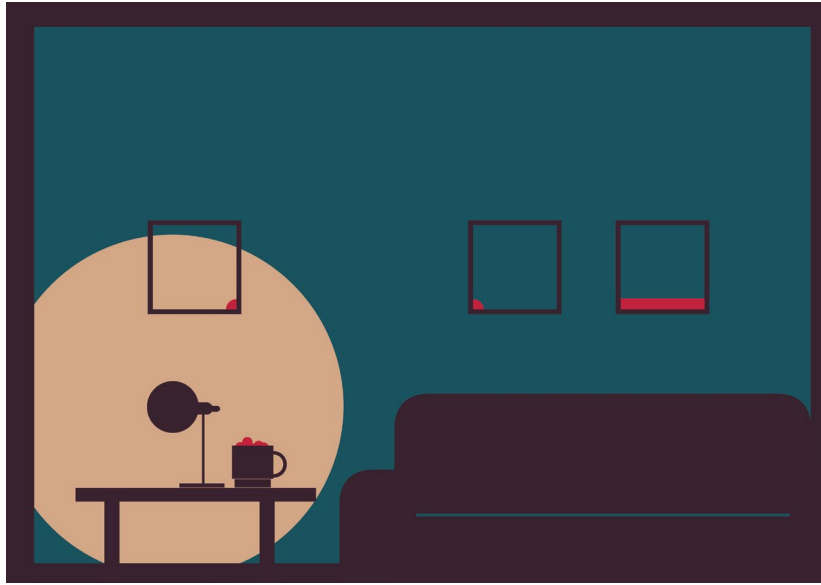


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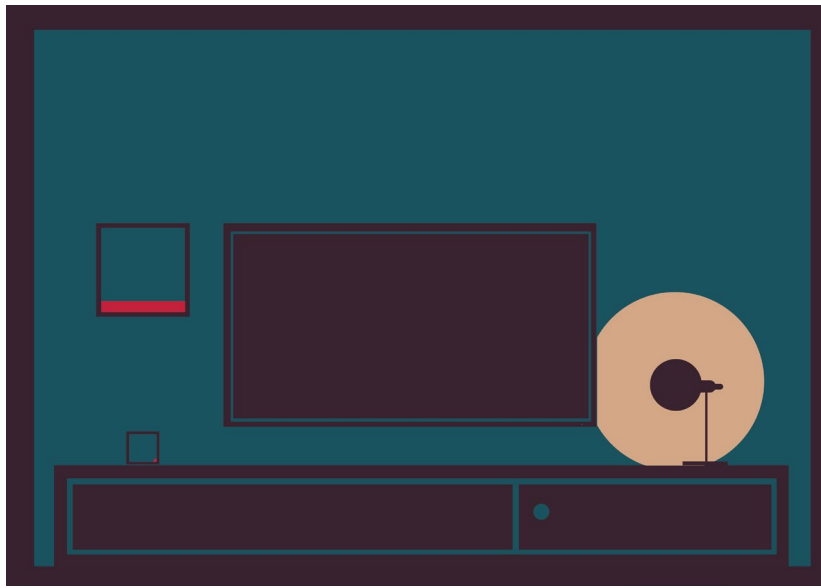


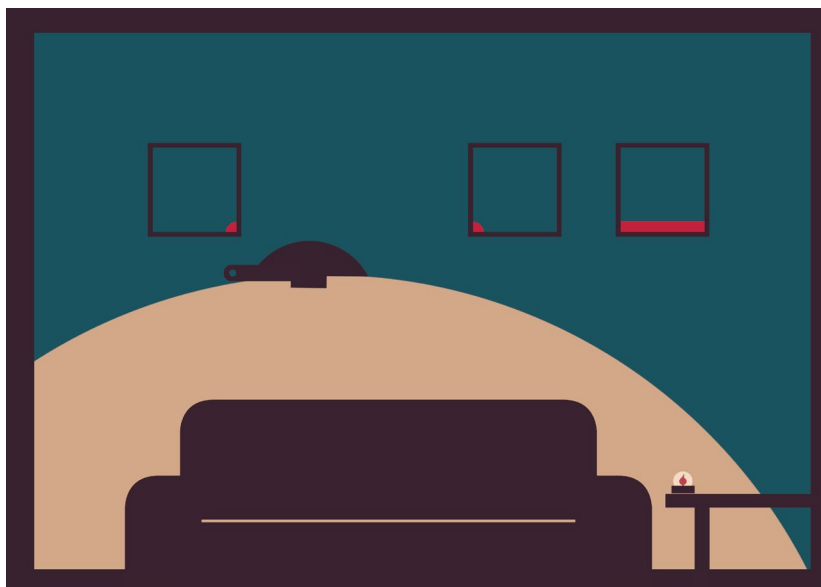


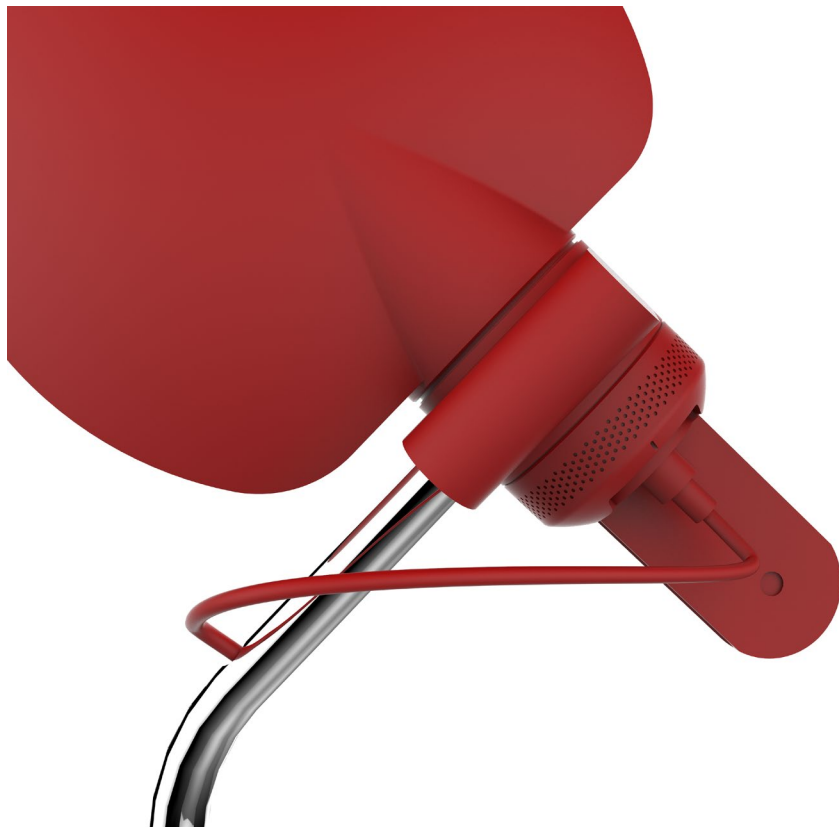
















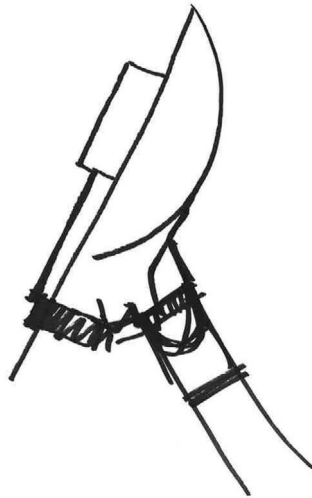
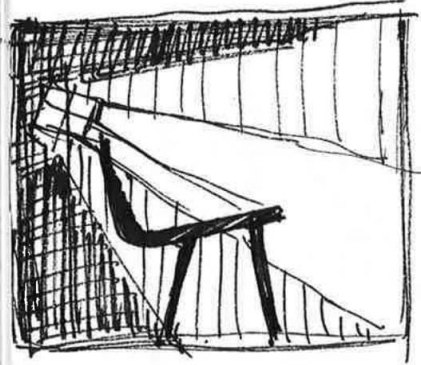
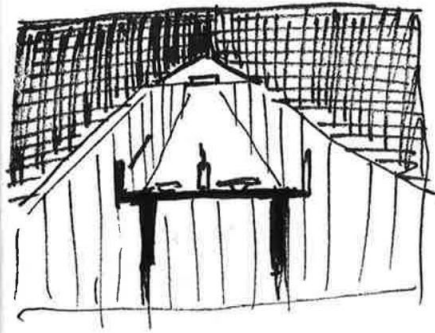
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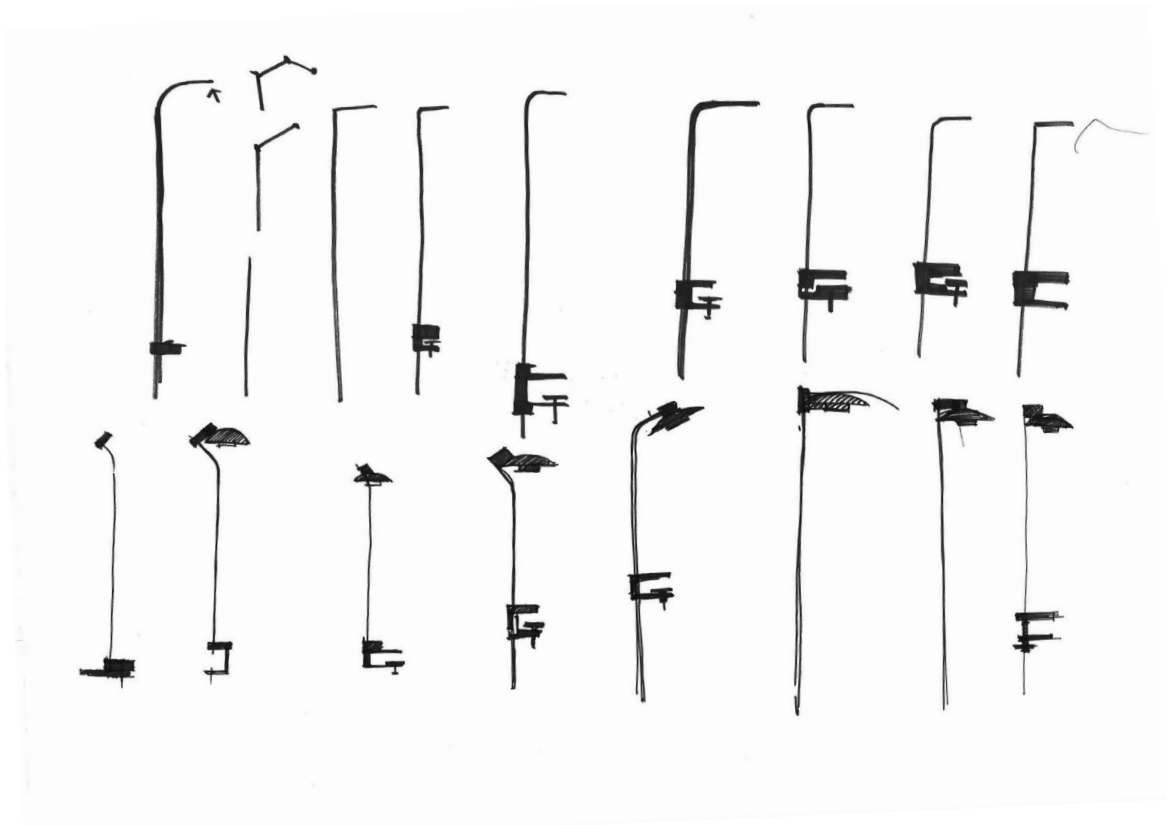




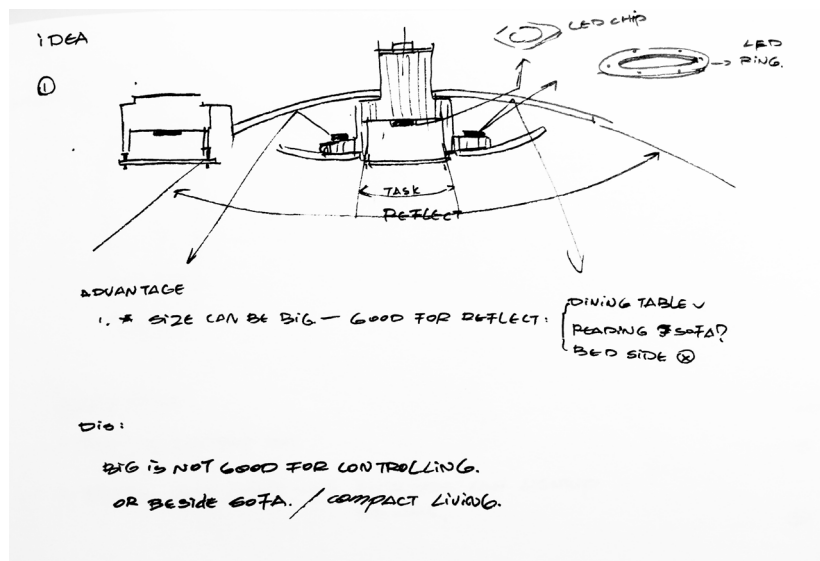
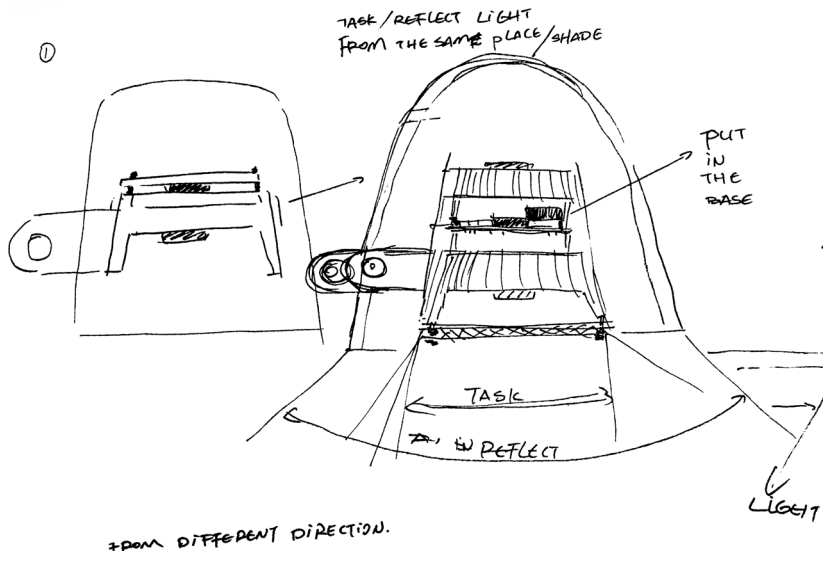
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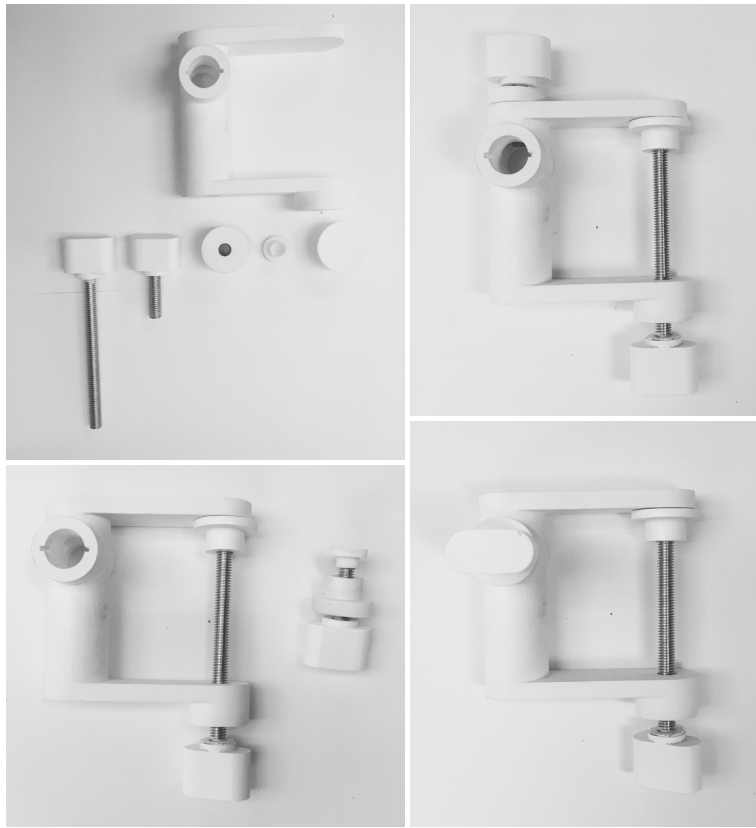


★ In furniture design, as in architecture, the intelligent solution of practical problems can combine with an expressive development of form to produce a useful and visually meaningful result.

Furniture
(M+T, D+T)

of high quality and great interest of the things they buy, own and use. There is an awareness of the ~~appears~~ appearance of furniture, but this awareness is focused on furniture as a vehicle for display of "taste" in terms of fashion as understood by the consumer magazines and the manufacturers who support

"The details are not details — they make the product, it is, in the end, these details that gives the product its life." — CHARLES EAMES



Choice is the core concept in this design. With choice, the light can be changed between task light and reflect light. With choice, the lamp can access space in different ways. OIC is the name of lamp. It doesn't mean anything by its own, While it is the part of the word "Choice". It hint "choice" and it implies the lamp has choices and possibilities.





















