

Diary of the One week, One chair process

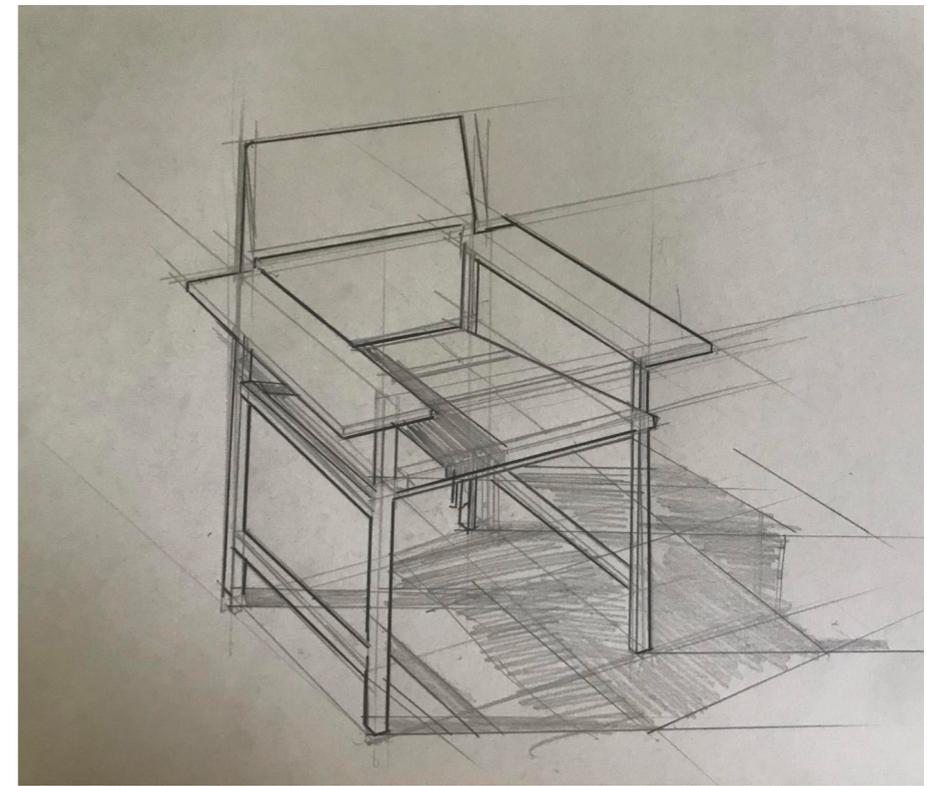
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Jøraandstad

15.08.2020 — 21.10.2020

SATURDAY 15 AUG. 2020

Day one of the diploma experiment. The ground rules have been laid out. The chair must be made during a period of one week. The chair must be made with the available workshops in mind, meaning little soft goods. The chair must be usable. The chair must reflect the context in which it is created (a new category for each week) The criteria for each week has been set as well. In collaboration with two of Norway's greatest furniture designers I have made a list of qualities that a good chair needs to have. The list will represent different topics I will focus on in the different weeks (10) leading up to the final chair design.

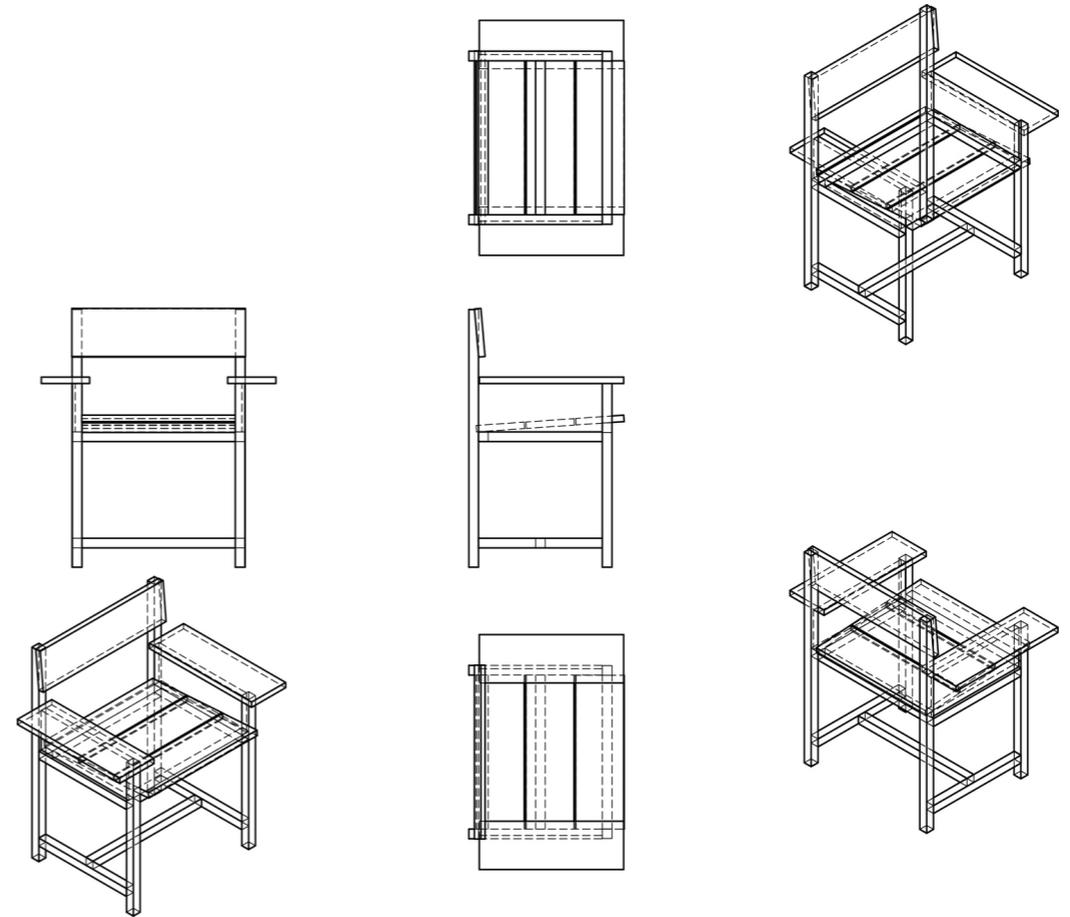
Some of the categories contradict themselves, such as a contemporary and timeless for instance. But, they are qualities that still could make a "good" chair. As the list shows, the first week will be to create a production friendly chair. What that means is a chair that any producer would not think twice about producing if it was "good enough" or suited their tastes. Today will be, coming up with an idea and a shape for further development. I chose this category for the first week since its the one I feel the most comfortable about, through working in furniture design studies and with clients I have a fair grasp of what producers look for when it comes to how the process of making an object would be handled. This is also a topic where there is little debate. There are facts, such as, the fewer components the better, re-using shapes or forms make its cheaper. The flatter you can pack the object the lighter it is in transit and many more. I started to draw simple shapes with those guidelines in mind. I looked at designers such as Donald Judd, and Konstantin Grcic who have created pieces that have few and often similar components to create interesting objects.



I decided on working with the principle of few stock material. Firstly an equal sided squared beam, 30 mm X 30 mm and a plank - 150 mm x 20 mm. With these simple forms I started to draw 2d chairs from a side view. In the start the chair were all over the place. Starting the task felt daunting and I hadn't drawn in a while so I felt quite rusty. But after an hour or so the pen started to move smoothly. After that came the decision of what type of chair I was to draw. I was thinking maybe a lounge chair, but with the materials I had chosen it felt like it a hard task. I settled on a wide, or more comfortable dining chair, in the same wheelhouse as the Wagner chairs. Robust, a little larger than normal dining chairs, but eye catching. Creating restrictions such as only using to shapes made it easier for me to get creative. Shuffling around the shapes I could come up with new ideas pretty fast. After some tinkering I found an idea that might have some potential. A square looking dining chair, with low arm rests. The planks will be used as both support for the construction and as the back and arm rests. The square seems will be used for for constructions and as a contrast to the planks and their bigger surface area. None of the planks or beams will have to be altered in any way, making the production fairly cost effective. As for now the only real criticism I have of the design is that there might be too many pieces which in turn will make it heavier.

SUNDAY 16 AUG. 2020

After creating and drawing a concept on Saturday I spent the day creating a 3d model of the chair, working out the dimensions, joinery and shapes that work best together. The biggest challenge was not to disrupt any of the pieces. Making it easy for a possible manufacturer to make without having to create any “special pieces”. I wanted to create a chair that wasn’t only easy to produce but had a feeling of quality. I had problems making the seat without modifying any of the pieces and had to work around and change the design to fit the criteria I had set forth. Luckily, straight lines and production drawing are quite easy in fusion (the 3d program that I like the most) After making the chair after my drawing I started to fiddle around with the composition, working the shapes and creating a more dynamic chair out of the static pieces.



—3D model and planned views of the production friendly chair

MONDAY 17 AUG. 2020

Today's goal is to create a mock up, either small or large. Unfortunately the first couple of weeks, the school (AHO) will have workshop courses for new students, meaning there won't be as much time in the workshops as usual. It will be open for Master students (me) from 4 until 8 at night. As far as workshops goes there is little time, but that doesn't mean I can't make a small scale model before it opens.

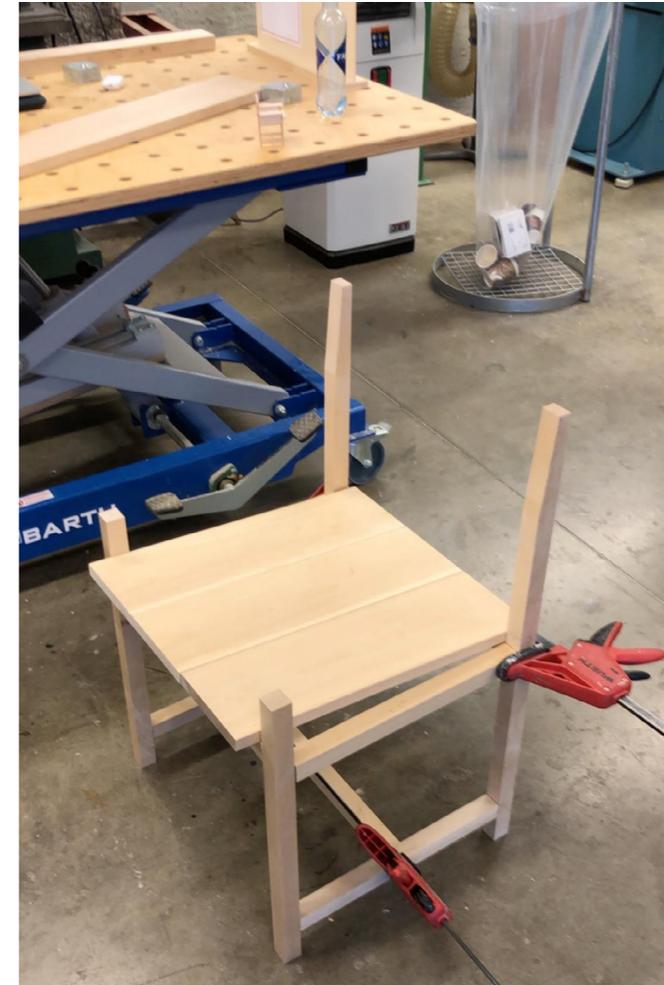
After I had made the scale model I found some inconsistencies in how the production would be if my drawing was to be made. Specifically, the way the seat was made and the construction underneath. To simplify the structure, therefore making it easier to produce I change the direction of the panels on the seat, adjusted the width and change the underlying construction. After finishing up a new model I started working in the workshop on a 1 to 1 scale model. The goal isn't to create the final model, but if it turns out well that would be nice too. I chose to work in birch, as it is quite cheap (in Norway) and has a homogeneous pattern which would work well with the structure. Birch is the tree we have the most of in Norway, making it especially easy for a Norwegian producer to make. Before the shop closed, I was able to produce most of the pieces needed to assemble the chair. Tomorrow's goal will be to look at the joinery and how things fit together to make an a chair that is easy to produce



— *Mock up of the chair*

TUESDAY 18 AUG. 2020

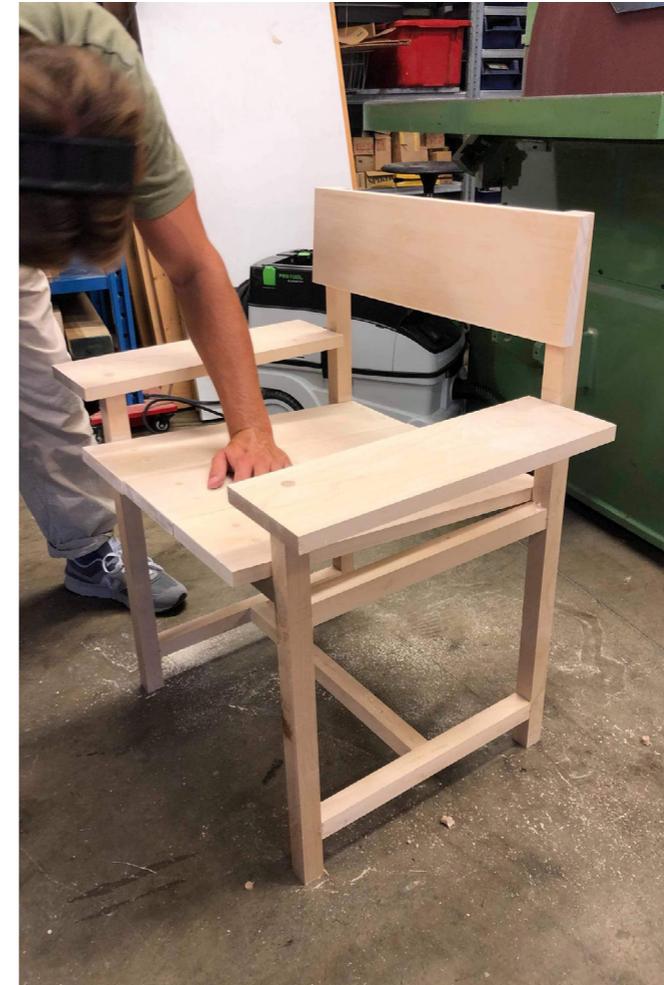
Today's goal was checking the structure of the full scale mock up. Using the "Domino" — A simple machine that lets you create joinery out of two members that are 90 degrees opposite — I took all the pieces and constructed the chair. With the use of clamps and straps I fixed up the chair, to test the ergonomics and proportions. After confirming some things that worked well, and others that didn't I proceeded to note all the changes that needed to be made. Most notably the height of the arms and their structural integrity. Tomorrow I hope to have all the pieces ready and start the process of assembling.



— Mock up of the chair, full scale

WEDNESDAY 19 AUG. 2020

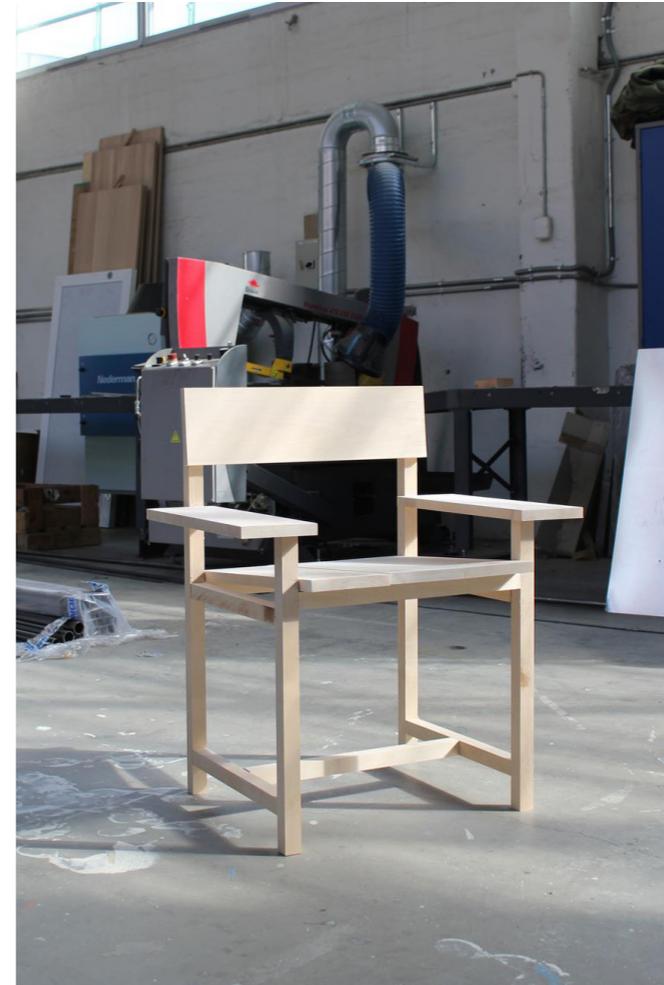
Today was assembly day, working on ways of gluing the chair together in an easy fashion. Thinking about how the chair would be glued in production. There are big surface too surface areas and Controlled angels so the gluing have been quite easy. I have been struggling tho with the design of some of the joinery. The arm rests and how they are being held up by a Domino piece and a bolt, feels slightly off, not well planned enough. If I was to do the whole design Again I would like to integrate the joinery on the Y axis better. If I could change it now I would have done it in a way that didn't require another kind of joinery. Right now I'm Using a 15 mm birch bolt that goes through the arm rest and into the front legs. The armrest and the seat are the only parts that need that kind of treatment and it feels unnecessary. Tomorrow I will assemble the whole chair and hopefully not meet up with any significant problems.



— Getting closer

THURSDAY 20 AUG. 2020

Today I assembled the chair and tried it in full for the first time after the ergonomic tests. The chair works well and I am happy with how it worked out. Tomorrow I will have a talk with Geir, he has 20 years experience working in a furniture production facility and as a model maker. He will be able to tell me if the chair I have made is production friendly or not.



— *First chair done!*

FRIDAY 21 AUG. 2020

Today I had planned a meeting with Geir. But as the day went on his day became busy so we had to reschedule. Since the chair was done I decided to research topics for later weeks. Especially reading about Peter Opsviks work and the relationship between movement and a healthy posture.

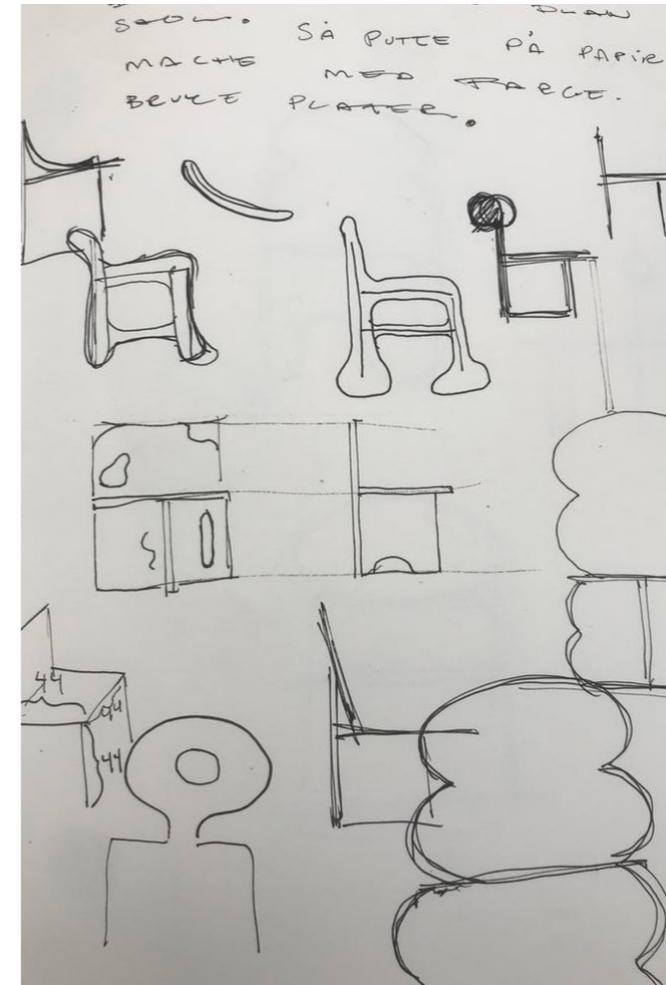
SATURDAY 22 AUG. 2020

Today I open up my first solo exhibition in Oslo with our little design studio called studio Sløyd. I spent the whole day rigging and making everything ready, so there ere no drawings or ideas to talk about.

SUNDAY 23 AUG. 2020

Today I had to catch up. Since I hadn't had a chance to draw any ideas or work yesterday I had to do both the ideation and the plans for building this weeks chair. I decided on the topic of the week, which is the conceptual topic. I felt inspired and wanted to use that. I drew up some ideas for some paper maché designs. Seeing if I maybe could create a childish like material that could be used as finishing on a structural chair. But since this week has been cut a little short I thought about bringing it back a little and settled for another approach. The chair I have drawn this week is a study in contrast, I have drawn a small stool like chair that uses a thick wooden frame to support a bent gypsum seat. The composition tries to highlight the differences in the material and their qualities by breaking up the hard lines of the wood with a soft curve of the moulded gypsum.

I also did some thinking about the categories themselves. Each topic could in themselves be a diploma, so what am I doing by doing all of them? I figured that what I want is not to create perfect representations of the categories, but create my intuitive and free version of the categories, then I can compare them to the benchmarks of the categories and see what differs and what remains the same. I want to create a library of intuition and research combined. (I think)

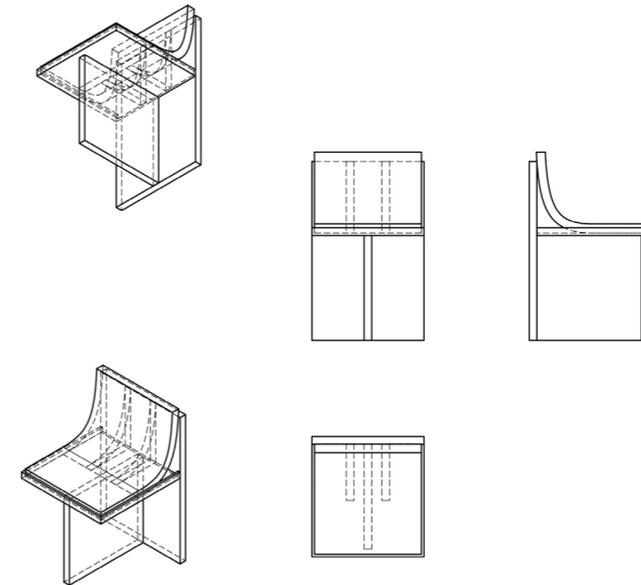


— Some sketches

MONDAY 24 AUG. 2020

The first thing I did today was thinking more about the scope of my diploma. What it means to create a chair every week, both with the restrictions surrounding the Corona pandemic and also the cost of creating so much. As a student I don't have that much disposable income for me to create to many prototypes of constructions every week, even though it is needed. Going forward I need to plan better, and understand the chair better before I construct. Often I find flaws in the construction during drawing or the making of mock ups, but there is always more. So, to save both time and money I need to address this problem. This insight came after creating the 1:1 scale mock up of the conceptual chair. Before creating the 1:1 I made a 1:10 model that helped me understand a little of what was missing in the construction I had drawn, mainly something to strengthen the chair in the x axis on both sides of the front leg. The answer was a small stabilizer on the front leg that worked to create some more stability. But when I started to build the 1:1 there were some material restrictions and also some workshop restrictions that lead me to create a rather sloppy first model. Being quite proud of my skills in the workshop so creating something "bad" gave me a sense of not being capable or ready for the task ahead. I took a break, gathered my thoughts and got back with a clear head. I then created a simple construction of the chair and started to create sketches for how I was going to approach the moulding process.

(In all of the chairs of creating a bad mock up and then creating it once more on the same day became time consuming so I didn't get any photos of the process of creating the structure)



— 3D model and plan

TUESDAY 25 AUG. 2020

After a mentally challenging Monday, the Tuesday started off even worse. The mould I had planned looked quite bad, and I had little faith in the way I had made it. Another blow to the confidence. But I thought I couldn't lose anything if I tried it out. Only the cost of the gypsum. I bought some colour from the local art store and blended it in. The mould didn't take into account the viscosity of the gypsum. It was impossible to pour into the small openings I had made and had to make emergency fixes to the structure as the gypsum started to set in the bucket I had made it in. After managing to pour in the mixture, I saw it wasn't enough and I had run out of colour as well. I had to supplement it with another colour. I had some green at hand and thought it couldn't get any worse. So I made a new batch and poured it in. Looking at the mould I saw I had created an exemplary ugly colour scheme and the mould was bulging. At this point I felt like throwing in the towel. Two days work had been done but nothing felt right. It was all off, and quite ugly and uninteresting. I took another long break as I waited for the gypsum to settle. To my big surprise the gypsum had actually set quite nicely and the colours had whitened and had become quite nice. It gave me some hope. I got a saw out and cut the parts that needed trimming. I then inserted the slab of gypsum into its slot in the chair and to my second surprise of the day it looked amazing. Way better than I had imagined. I felt a relief that I seldom have felt. Seeing that the planning and the execution, even though it was sloppy had created a good result gave me back the confidence that disappeared this morning and yesterday. I worked on the gypsum and the wooden structure and finalized the design. I felt really happy that it worked out



— *Its up!*

WEDNESDAY 26 AUG. 2020

Today I had my first relaxing day, since I managed to finish the structure and the gypsum seating on such a short time in a way I was happy with, the rest of the week opened up. I decided to get a head start on the next weeks category, the timeless chair. It feels incredibly cocky to try to produce a timeless chair in a week, so to quell my own anxiety about the upcoming week I decided to start a little earlier than what is allowed. Not making anything or drawing, but thinking about and reading up on timeless design and what that means to me, and the industry in general. Since the chair of this week has gone so well I feel confident that I can do this, creating a chair every week for the duration of time needed. I might have gotten lucky this week but I will continue my efforts.

THURSDAY 27 AUG. 2020

After a relaxing and introspective day yesterday, Today I started to think hard about what a timeless design was. I read about the history of design and furniture and came through it thinking only of one object. The 7 series chair by Arne Jacobsen. Personally it's not the most striking chair, but it has qualities that lend itself to any era. The ingenious ways it's produced, creating seemingly double curved surfaces out of regular veneer through shape and design, to the simple manufacturing of the curved seat. The chair has withstood the test of time and relies solely on its own function and triumphs in almost any context. I want to see how I can create something in the same category. The laminated four legged chair. I got to work, not designing the object, but the mold for creating a 3d pressed veneer shape. I 3d modeled — with help from Geir—a mold that felt like it had promise, and milled it out on the CNC machine. Since it's so early in the semester, there are not that many people in the workshops or are using the facilities so there wasn't a line for the CNC. After doing all that, I went back to my desk to do some more research. When I went back down I checked on my two previous chairs and could see that someone or something had happened to the chair I had made earlier that week. From what it looked like, someone had crashed into it and destroyed the seat. Since I was done with the design I had plugged all the screw holes with bolts making it almost impossible to fix. Suddenly I got extremely stressed. There was only one more day to go in this week and now I had to start all over again. So, I just started. I made the whole structure once more. This time I used 18 mm birch plywood instead of solid wood. It felt more reasonable and actually looked better when I was done. 6 hours later I had once again finished the chair and looked forward to a less stressful Friday.

FRIDAY 28 AUG. 2020

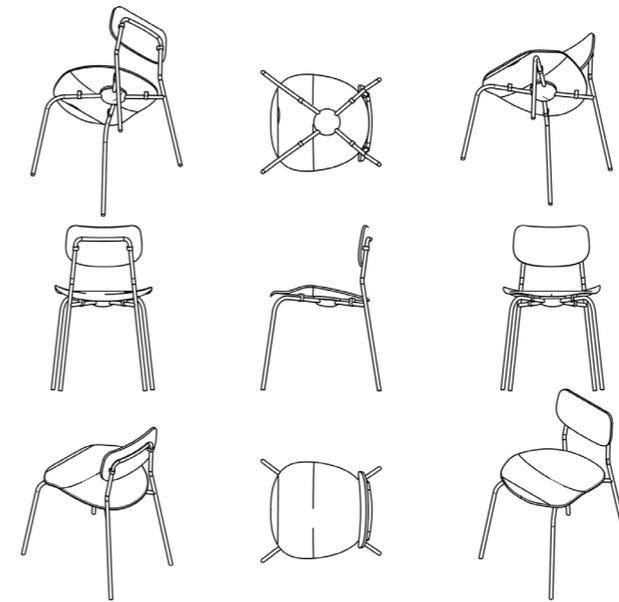
A day off to reflect and think about the upcoming week.

SATURDAY 29 AUG. 2020

Today I decided, since I could to have a relaxed day. I don't want to burn out and if I continue to work the way this week has been I feel like I might. Ill just have to do more tomorrow

SUNDAY 30 AUG. 2020

Today I had to pick up my pace, Yesterday I felt tired and worn, but after a day of rest I feel ready. Not necessarily ready to tackle the objective of creating a timeless chair, but Ill give it a go. I started off by studying how Fritz Hansen produces their series 7 chairs and wanted to see how they connected the legs to the undercarriage. I didn't find much but I could understand what they were thinking. A timeless design can not have any gimmicks it needs to be thorough through and through. Therefore I wanted to create the chassis for which to build the design on first. So as a change of pace I started with a 3d model. After struggling with that I felt content that I had created a framework that was fitting for the category and started shaping the chair. The clock soon reached midnight and I felt to tired to continue, but I had actually surprised myself and made something that didn't look horrible and was maybe possible to make



— First 3D model of the Timeless chair

MONDAY 31 AUG. 2020

For once I wanted to try out the 3d printer to make a scaled down mock up. I downloaded the slicer program and put the machine on and tried to make a quick 2d model of the chair to see what was good with it, and what was obviously bad. I put it on first thing in the morning and it was ready right before the school closed down at 20:00. The chair looked good, but the filling or support structure as it is called looked a little too excessive and looked hard to remove, and it was. I broke almost all of the legs trying to remove the support which gave me a pretty bad glue job. I kind of botched that job and ended up with a sub par model. But, there was a lot to learn from it. Firstly the seat was too big. Secondly, the seat needed to be pushed forward a little bit. Earlier that day I had cut out the laminated seat into the shape I wanted, but it felt too wide and was a little too big, so I shaved it down to make it feel better.



— Botched, 7,5 scale model

TUESDAY 1 SEPT. 2020

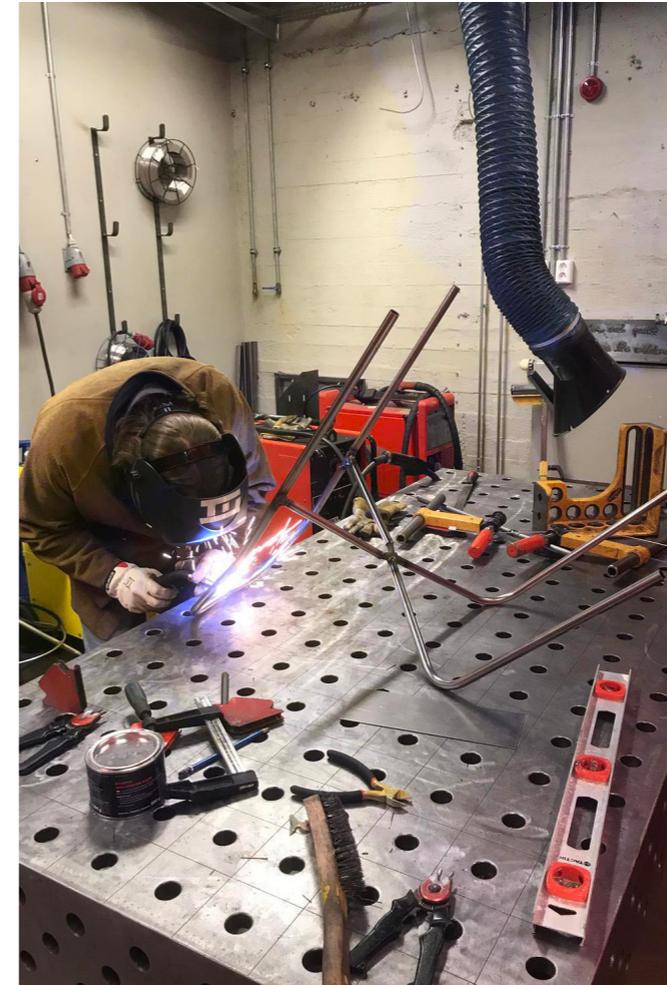
Today was a quite hectic day, going from workshop to workshop trying to create a full scale model of my design. Early in the morning I started the process of laminating the back piece. Learning from the failures of the seat I cut all the veneer to fit into the mold so that it doesn't break itself over the edges, I cut the styrofoam piece that I was using as the "male" part of the mould into a shape that would not spill over the edges as well. This would create more force and more precision. Since the back isn't 3d curved I used normal 4 mm plywood in the center which I have tried before and have had successes with. Once all that was done and the glue was on I put it into the hydraulic press. Then I shuffled around to find a 3d printer I could use while creating the 3d file for the angle guide and joint hider underneath the seat of the chair. So I put that on and went to work planning the legs. Mostly the angles and how to go about the work. After lunch I did some menial tasks, such as working on this website and other boring stuff. In such a rigid system that I have laid out for myself it's really hard to find time to do the important but boring menial tasks. I need to plan my time better and be more efficient. Around a clock the laminate was done and I took it out of the machine. It looked great, so I printed out the shape I wanted on a A3 paper. Then I glued that on the back and cut out the shape I wanted. It felt quite small but alone, single parts of an assembly often feel weird. After that I tried working with the metal and bending it at the right angles but failed over and over again. I found out I was too tired to work any further and it would only cost me more to fail more, so I'll continue tomorrow with a better understanding and maybe some help from Herman (the workshop attendant)

WEDNESDAY 2 SEPT. 2020

Today I got to work on the models quite quickly. I wanted to make sure that what I was doing wasn't going to cost me more or fail so I created a smooth plan detailing how I was going to attack the metal structure. I used tape and some simple rules to create a simple step by step guideline that I used. This approach helped me quite a lot, so after an hour or two I finished up the cutting and bending. All that was left now was the welding. I wanted help from the workshop attendee for the welding since it is something I have little experience in, so I had to wait for a couple of hours before he arrived. Since I had some time I did more work on the website now called www.agoodchair2020.com I wrote text about the two previous weeks and put it all together in one coherent place. After I was done, the shop attendee told me he wasn't working today but could help me tomorrow, so I did all the little work I could do, 3d printed a guide and some other stuff and went home for the day.

THURSDAY 3 SEPT. 2020

Today was mostly welding, making it work. I had a meeting for my job until 3 a clock so time was ticking. I spent the rest of the day welding with the shop attendant Herman. Working with radius' is really hard. Measuring using them is hard, almost impossible to do. But by making all the pieces to long and then cut after they were welded we got around the issue quite well. at the end of the day the metal structure of the chair stood by it self, looked a little beat up but worked.



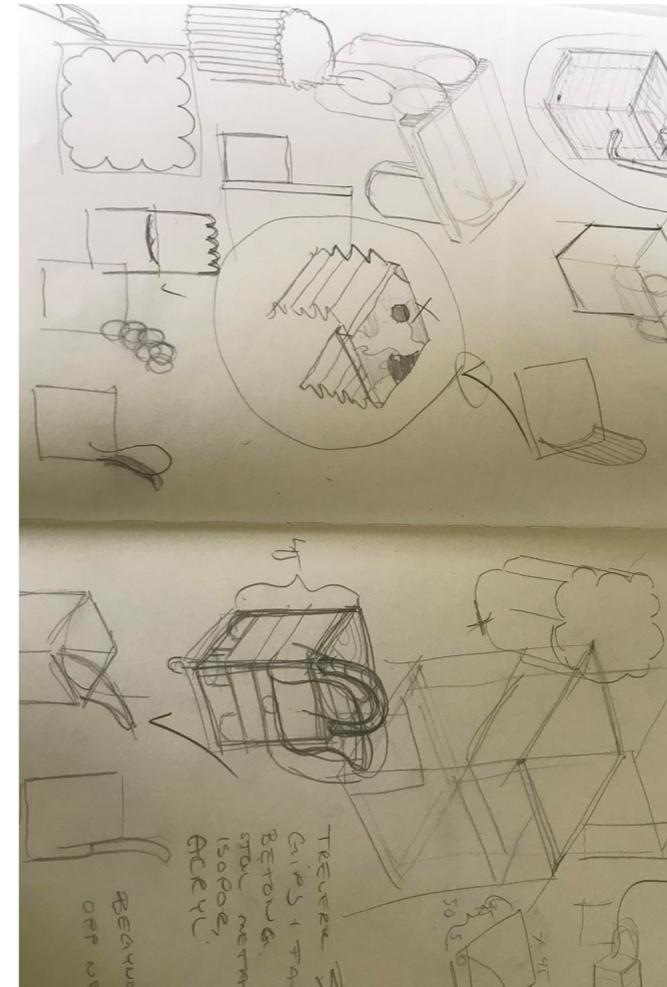
— Herman helping me weld the steel structure

FRIDAY 4 SEPT. 2020

Today I assembled the chair. Last night I put on some 3d prints that was waiting for me this morning. They were supposed to help build up the chair from the legs underneath the seat and back. I quickly saw that I didn't take into account the stiffness of the PLA and had to remodel them quite quickly. After I remodeled them I used sandpaper to polish the steel construction giving it a brushed steel type look. I could have painted it, but my hunch told me that a more natural look was more in the realm of timeless design. Black colored steel could potential feel dated, and thats the opposite of what I want. After brushing it and cleaning it the 3d prints were done. Now they worked as I had wanted and it was quite easy to screw them on. They aren't the prettiest. But I'm happy they worked. General this weeks project has been hard to plan and I was happy something worked. I spent the rest of the day assembling the chair. Of course a lot went wrong. For instance I drilled trough the seat trying to fix it to the legs. It was an easy fix but still. I sanded trough the top layer of veneer on the seating, which sucked. But all in all I'm happy. Its not a timeless chair, but I think I did a good job. (I didn't get to take pictures, but Ill do it on Monday)

SATURDAY 5 SEPT. 2020

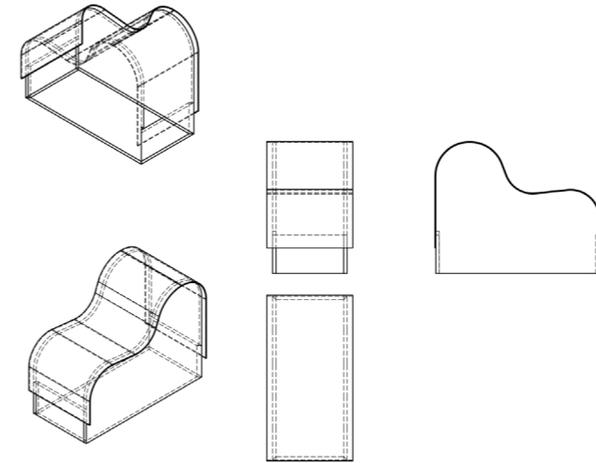
Today, after finishing a pretty heavy week of the timeless chair, I had to choose a new category and start ideating. Since last week was so demanding, I felt like I wanted an easy week, not that I know what that would be, but after some soul searching I find out I was just being lame, or tired and that I was happy with working with whatever category came natural. The only one I felt would fit would be the contemporary category, after working on the timeless piece I felt I had learned something new about what a dated design means and how not to make one. But now I felt like I wanted to create a chair that put itself into a specific moment in time. So I drew up a bunch of concepts, feeling fresh and inspired. It ended up becoming a weird looking chair that stacked materials on top of each other to create a new and vibrant composition. The idea is there and I wonder how it will actually look.



—Some strange sketches from my sketchbook

SUNDAY 6 SEPT. 2020

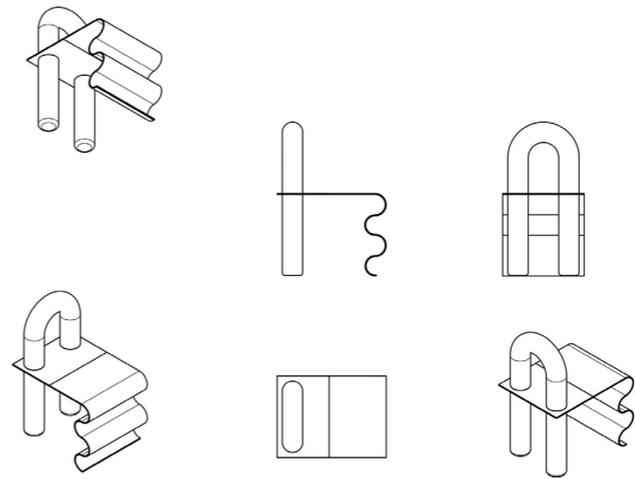
I woke up today feeling that the idea I had created yesterday was not worth keeping. It felt a little derivative and forced. If there is something I feel confident in it is contemporary shapes, and I wanted to maybe delve a little bit deeper into my library of shapes rather than just relying on an idea. On the side of my masters degree I run a design studio where we focus on creating furniture, and we have mostly created contemporary pieces that have gotten attention around the industry as being contemporary and interesting so I feel some pressure to deliver a contemporary chair that speaks to the level that I feel that I am at. That sounds cocky, and it probably is, but its what I'm feeling right now. So I threw out the other project and started drawing again, feeling much more inspired and aware of whats needed to create a contemporary chair. I ended up lending some forms from previous work I/we have done in our studio that has garnered a lot of attention. A swooping shape that displays materials in a clear and honest way.



3D views of the new drawing / idea

MONDAY 7 SEPT. 2020

Today has been a hard day. Once again I felt uncomfortable with my design for this weeks chair. I wanted something fresh but felt like I was just imitating others. To add to that I woke up with a bad migraine. The whole day I sat trying to come up with a shape or form that communicated this period we are in but came up short. After a while I took a look in an old sketchbook I have and found a shape that I felt could be a nice starting point. After a lot of back and forth I made a new — this will be the third concept for this week — design for the contemporary week. A voluminous wood and steel chair that uses the materials in interesting ways.



— *The new contemporary chair I want to make*

TUESDAY 8 SEPT. 2020

Yesterday I forgot to write down that I had created the 3d model, and also prepared some raw material for the CNC machine. So first thing this morning I arrived to the milling being done and a perfect piece of curved wood to work with. I was really happy and started to work. The wood I had used looked a little suspicious with all of its knots, but I felt fine. The rest of the day I turned the rest of the legs, which seemed to be quite a time consuming task.



— The rounded “back” of the chair

WEDNESDAY 9 SEPT. 2020

Today I assembled the turned legs with the milled torus like shape so that they were done. It turned out quite alright. I feel confident when it comes to CNC milling and processing the outcomes. From there on chaos followed. I wanted to create the wavy stainless steel legs I had drawn, but little did I know that creating something that folds onto itself is almost impossible since the machines need a clean feed of material to create radius' in the material. Once, the sheet of metal got stuck so bad in the roller machine that I had to cut it out using a jigsaw. The only solution was creating the seat / leg in two pieces. That worked out quite well. Tomorrow I will try to make the seat and assemble the whole thing.



— *Its coming together*

THURSDAY 10 SEPT. 2020

After trying to make the seat by creating two holes in the steel with a jig saw and it backfiring and breaking blades left and right. I decided to cut the legs in two and attach them through the steel by way of a 15 mm hole and plugs, this felt easier and worked out quite well. I have had struggles with working in different workshops (metal and wood). It takes time to plan and work on different pieces in separate places through the whole day. By the end of the day I understood that the finish of the metal would not be to the standard I wanted, So painting it came into mind. I bought some paint and sprayed one side of the metal seating. Its drying as I'm writing this. Hope it turns out well. Something totally different, after creating so many shallow chairs I actually made this one too deep. I somehow overcompensated and created the deepest chair I have ever made.



— *Even closer.*

FRIDAY 11 SEPT. 2020

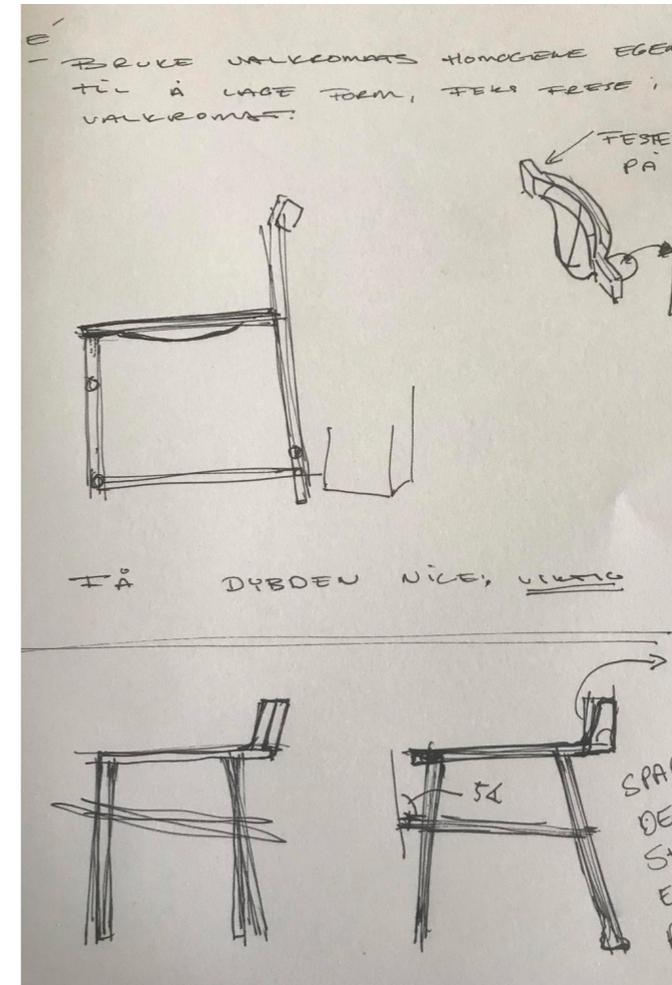
After finishing up the mistakes I made yesterday I assembled the chair. It looked pretty much exactly as I had wanted it to which made me happy, the chairs are coming together and creating something interesting now and I feel energized. Hopefully next week will have as good a result as this one.



— Done!

SATURDAY 12 SEPT. 2020

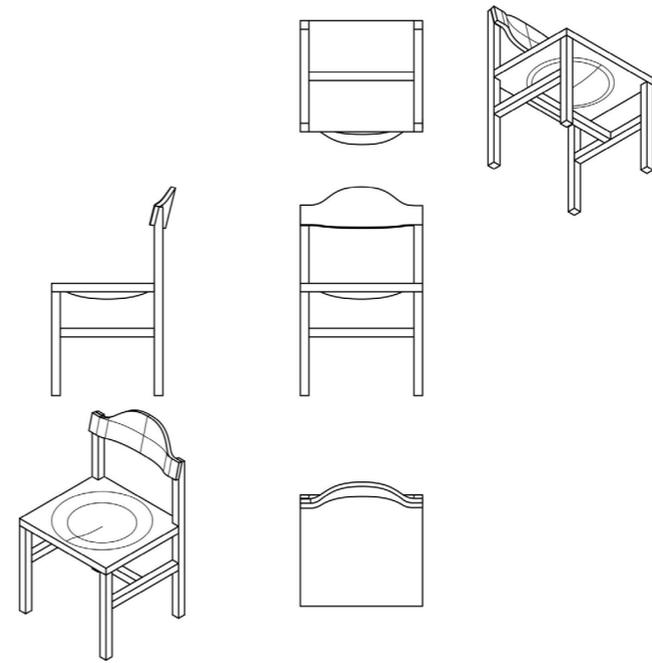
Last week was quite interesting and I learned a lot, this week I want to make something a little more “normal”. I wanted to take a look at the material oriented quality of a chair. Focusing on creating shapes or possibilities that only that material allows. I had an idea of using Valcromat as a building material because of its homogeneous quality. You can glue it and work on it without you seeing the spliced parts, which makes it perfect for cnc milling or shaving in general. I drew up a quick chair that would use the materials qualities and it feels quite interesting



—Some quick profile sketches

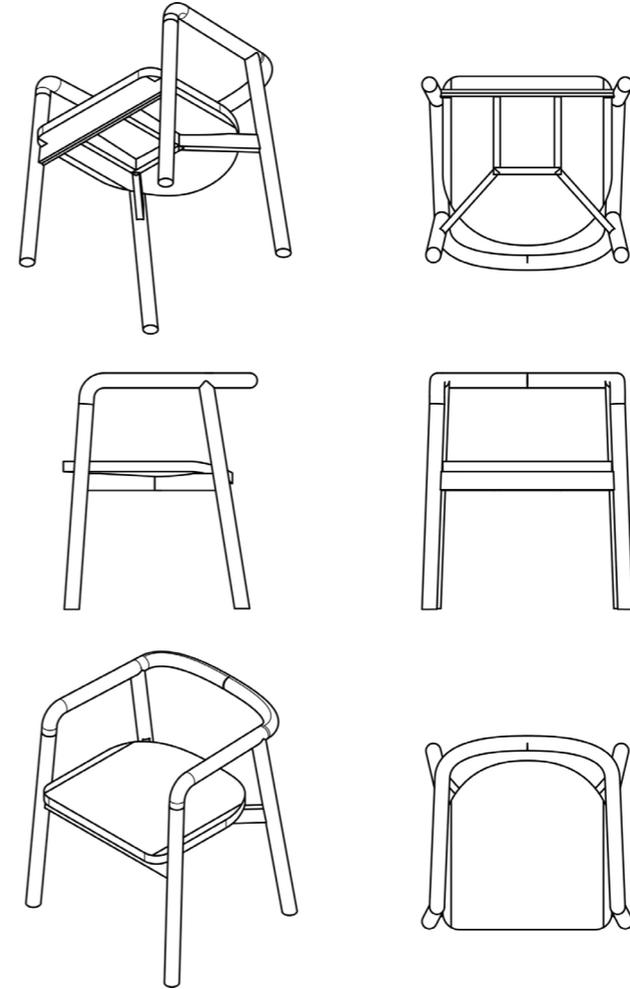
SUNDAY 13 SEPT. 2020'

Drew up the chair in fusion, researching different seats and their depths to try to get a good starting point for this weeks chair. '



MONDAY 14 SEPT. 2020

Today I had a lot of different work to do, I had a meeting before lunch and then another meeting after, So I didn't have time to do that much work. I put on some material for the milling but other than that I didn't have time to do much. But as I got home I started doubting my design again, this seems to become a trend in the early days of the week, not feeling comfortable with the chosen design and wanting to do more. So once again I drew a new chair, Something a little more interesting with angled legs, resembling more modern chairs. Its going to be hard to make, but I hope I make it.



—The new chair

TUESDAY 15 SEPT. 2020

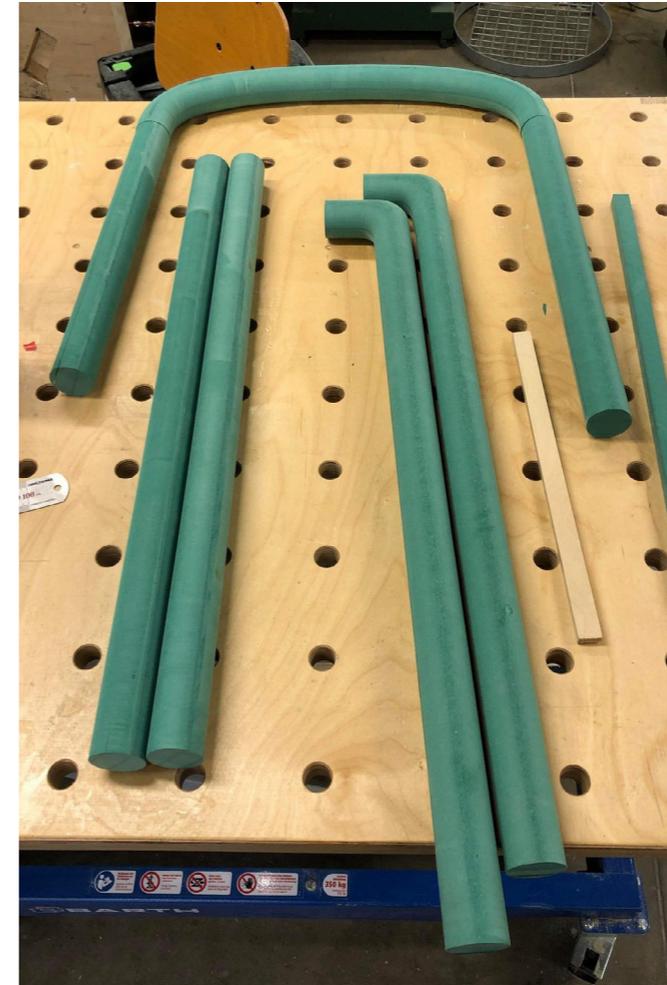
Today we had our first midterm review where we looked at the progress of our diploma, this took up much of the day so this week will hopefully not suffer from it. I managed to get some work done in the workshop. I cut out the shape of the legs and tried out a table milling method for rounding out the pieces which worked well. The workshops are closed until 4 a clock and only open until 8. Usually I have a lot more workshop hours, but I will just have to spend more time planning and less time failing.



— *Material test and shapes*

WEDNESDAY 16 SEPT. 2020

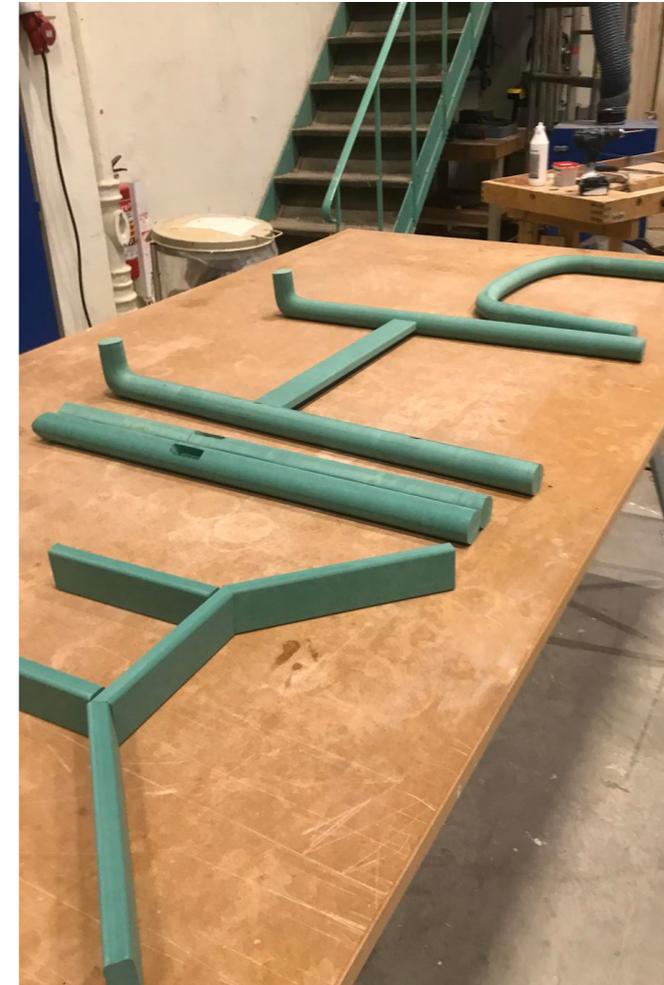
It's getting really hard to finish these chairs in the weeks where the workshops are closed during the day. 4 hours of workshop time a day isn't enough. I'm starting to feel insecure if I can finish the chair this week. If I make any mistakes there simply won't be enough time to make it. Then off course I made a huge mistake and cut into a glued valchromat piece that was supposed to become the bent back part of my design forcing me to make it once more. Since that happened I only managed to be done with all the cylindrical elements. Also, the CNC is not up and running, but hopefully it might get my seat out before Friday, but I doubt it.



— *The shapes are coming together*

THURSDAY 17 SEPT. 2020

Once again the CNC mill is not being used. I have spoken to the machine technician and he said we could hopefully make the seat tomorrow, but seemed pessimistic. If it doesn't work I have to make a flat seat as a replacement. After that I got to work, getting everything ready, from milling holes to creating all the structural pieces so that assembly will be easy tomorrow.



— Assembly soon

FRIDAY 18 SEPT. 2020

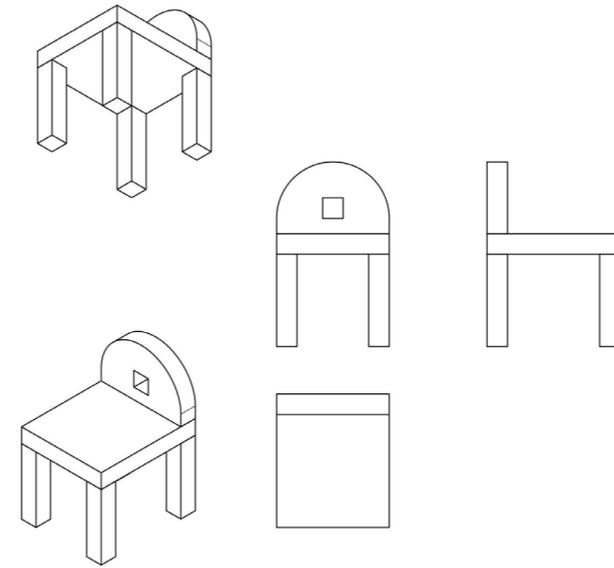
I got up early to see if they could put in the CNC, but as I arrived I was met with the technician who told me had messed it up and that I needed to make a new block of Valchromat so that we could try again during the lunch. This really messed up my time schedule and made the possibility of the seat getting ready in time nearly 0. I made a new block and started working on the assembly of the chair. I hadn't worked much with the material in terms of manufacturing strength but quickly learned that there are certain ways to use the valchromat. Without the proper size of the drill to create "pre-holes" the material just break apart. Almost all the pieces I had made yesterday broke so I had to scramble ones more to make them. That went kind of fast since I had done it once before. I called two friends because I needed some help holding and adjusting the chair for assembly and somehow, we managed to do it. Suddenly the CNC technician came down and told med the Seat was done. I took the seat out, made it usable and put it down on the seat and before I knew it the chair was actually done. I felt a huge relief. I will hopefully never work with valchromat again. Ill get some better pictures next week.



— Done! Photo shoot as well

SATURDAY 19 SEPT. 2020

Even though last week was the hardest so far I felt energetic today. I woke up and sketched out a new design for the Sustainable category. The idea is to take all the debris from the Wood workshop and create a simple material from that and use the blocks that I can make into a chair. I even 3d modeled it and made a production plan so I don't have to do anything tomorrow and have my first day off.



— Done! Photo shoot as well

SUNDAY 20 SEPT. 2020

DAY OFF, half way through the chairs and it feels like its coming along well. It nice to have a day to stop and reflect over the things I have done over these 5 weeks and look to the weeks that are a head.

MONDAY 21 SEPT. 2020

This week the workshops are closed for most of the day. Every day I have a four hour window where I can work. So before that I just worked on the report and trying to get some interviews done. Once the workshop opened I made molds for the material idea (Using glue and the waste collected from the suction system at the workshop. The molds were quite easy to make. Once they were done I tried to make a mixture of the glue and rests and put it in the hydraulic press over night.

TUESDAY 22 SEPT. 2020

After doing some back-end work on the website and trying to find a gallery for my little exhibition I came back to the workshop. The material had failed, it seemed the dust didn't soak up as much moisture as I had thought and left a muddy material that didn't seem to harden. I had to come up with a new material idea and that came pretty quickly. I thought about using all that rest material as a filament for all moulding processes we have. This will give the material a purpose and also work as a fiber to the matrix and strengthen the bond of the moulded material. I chose to try it with gypsum since it's the cheapest moulded material we have at school. I put on those tests and let it rest for tomorrow.



— *Some tests*

WEDNESDAY 23 SEPT. 2020

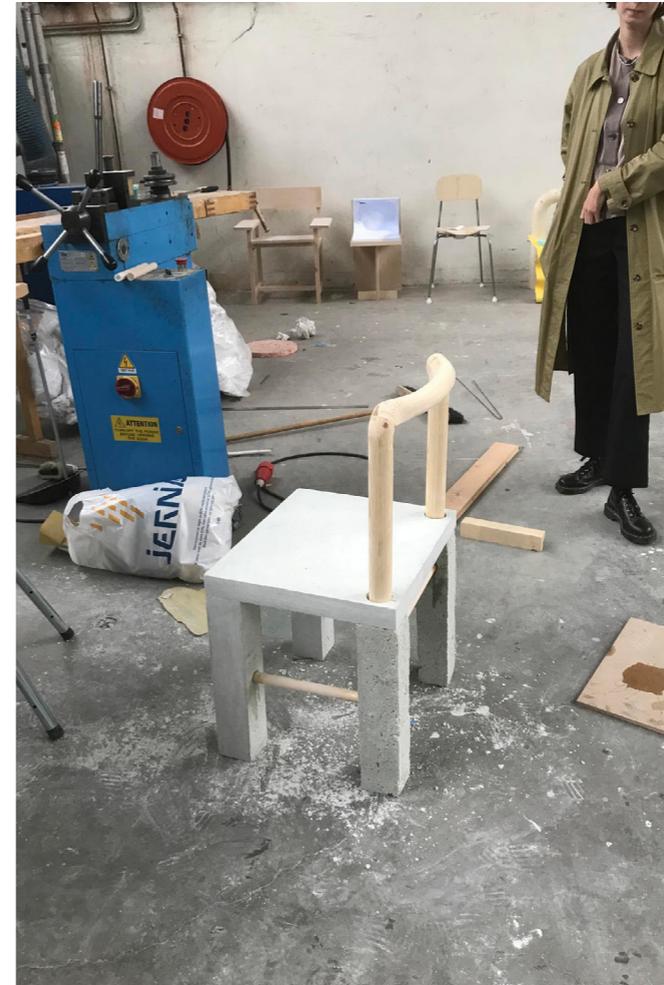
I came back today after doing some work outside school to the material tests, they were successful! The material felt strong and had novel characteristics such as a rough and smooth texture and uniform strength. Since it worked out quite nice I made the moulds for the rest of the chair and got to work making those. I decided that I want to try and combined the material with some wood. It would make sense, for a material that is mostly wood fibers cut up that they might blend well. Since the weeks is the sustainable week I went and found some used wood in the trash and used that.



— *Test out of the mould*

THURSDAY 24 SEPT. 2020

Today I wanted to assemble the whole chair so that I could get a day off tomorrow. So once the workshop opened I started straight away. There wasn't that much to do, so after an hour or so of assembly the chair was done! It looked really interesting and the material worked well as a building material. The smooth to rough ratio in the material gave it an interesting finish and something I can work with in the future. Ill take some better pictures when the light is better.



— *The assembly is done*

FRIDAY 25 SEPT. 2020

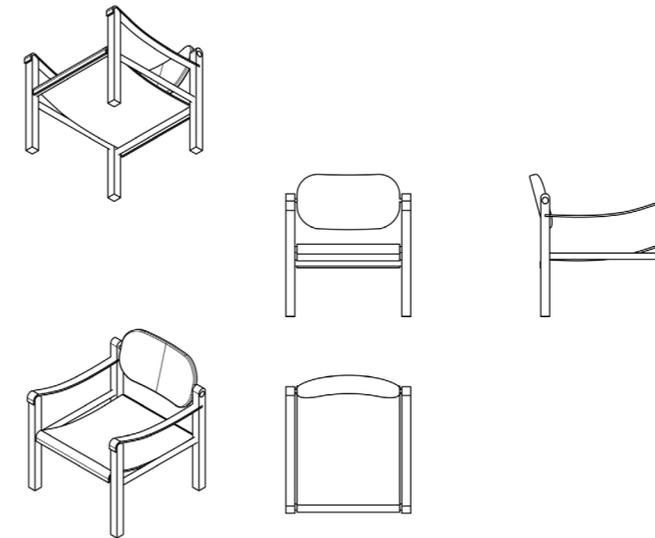
Spent the day doing some menial work for the diploma, setting up the rapport and doing NSD stuff.

SATURDAY 26 SEPT. 2020

Started drawing some concepts for the 7th week, I was thinking about either doing the aesthetic category or the universal, but after doing some drawings and working on ideas I found out that the aesthetic was the right choice this week. I wanted to draw a chair that had a starting point which was for most people, an aesthetic starting point, the safari chair. As an exercise it would be interesting to see how much I could shape and work with a beloved object as the starting point and make it my own.

SUNDAY 27 SEPT. 2020

Drew up an idea, based on the shape of kaare klint's safari chair, with a low seating position that would let everyone be able to sit down and relax, an adjustable back and smooth armrests. The aim was to draw a chair that has structure and fluidity that works with each other along with strong wide surfaces that will let the material shine.



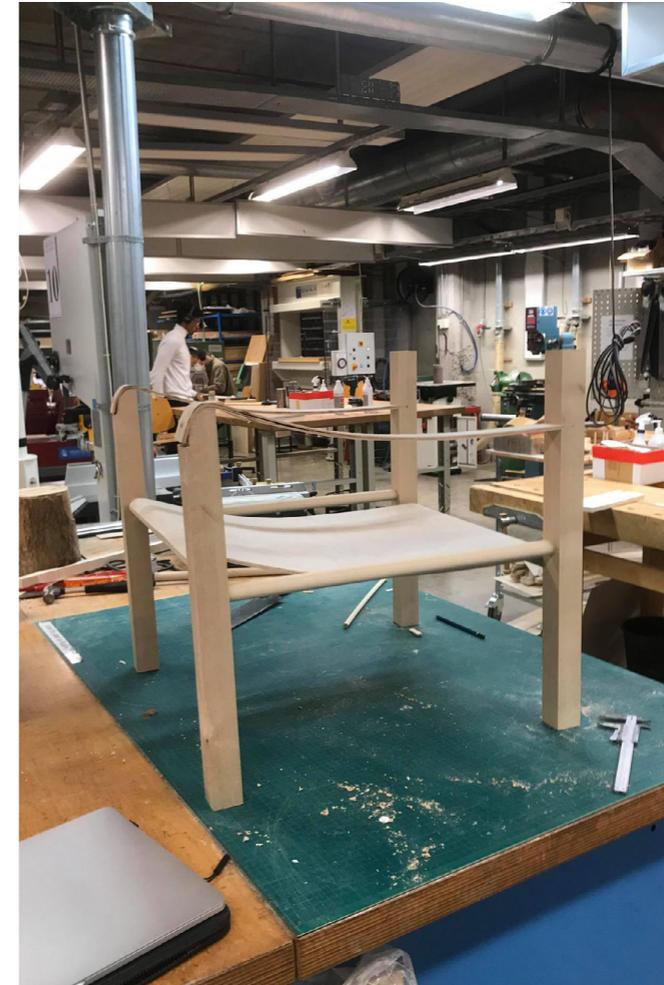
— 3D views

MONDAY 28 SEPT. 2020

I started the day by cleaning the workshop. I have been using it so much I felt like I owed it to the workshop to clean it. After that I created a block of wood for the cnc milling. I need to mill out the shape of the seat so that I can laminate it later. After doing that I put the block in the queue and started cutting opp birch for the rest of the chair.

TUESDAY 29 SEPT. 2020

This morning I arrived at school and saw that the CNC milling was done for my mould. I quickly gathered the materials and started laminating. While that sat, I drilled all the wholes necessary in the wooden structure and assembled the chair. After lunch the laminated part was done, It looked kind of sketchy, but ended up working. I used a new method i was thought by Geir, the workshop head. of using the mould underneath and styrofoam on top of the mould and plywood. When force is applied to the styrofoam above the mould it pressed down and forms itself after the shape of the mould. A really interesting technique I have never tried before. This suddenly worked out well and I managed to almost assemble the whole chair in a day. All that is left now is the back, which I will focus on tomorrow.



— *It's getting closer*

WEDNESDAY 30 SEPT. 2020

I finished up the chair! There might be some stuff left to be desired on the finish, I will sand it down later this week, but being done so early this week allows me some time to work, and do other things that are needed for my diploma. This project is taking a lot of my time making time scarce, both my private life and the other parts of the diploma, like reading up on theory writing and doing interviews etc. Ill have some time to do that this week. Again, I have to wait some time to post a good picture since the spot I have been using is occupied. Its been a really interesting process, using a starting point that isn't my own and re working it. I think its a way to learn more about shape in a fast way, obviously, this chair I have made is to close to the original in its structure to ever be a project that could be sold or marketed, but I learned a lot.



— *Really happy with it*

THURSDAY 1 OCT. 2020

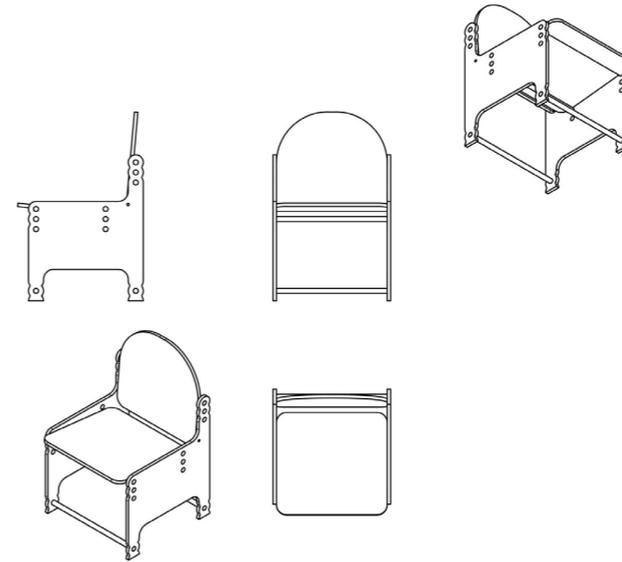
Spent the day working on my diploma report. I have been stressing about not having time to start on it and create an outline for how I want to communicate my project. So i finally did that.

FRIDAY 2 OCT. 2020

Sanded the chair and finished up some work I had laying around. Started to think about what I wanted to make next week and it seems like I'm going to go for the universal category! Looking forward to it. I have some ideas already.

SATURDAY 3 OCT. 2020

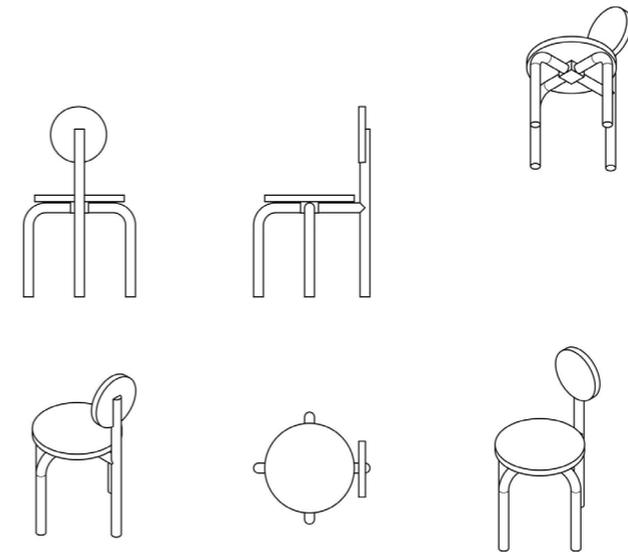
Started the day by drawing up the idea I came up with yesterday. The idea centered around a chair that could be changed for the specific users needs, making it ultra adjustable in all areas. And trough that process create shapes from the functionality of it. It felt interesting, but not quite right for the category. Ill try to draw up some more ideas tomorrow.



— *A little unsure about this one*

SUNDAY 4 OCT. 2020

Starrws Thinking more about this weeks quality, Universality. I figure there is two ways to think about it. Either you can think of it along the lines of ergonomics, making the object fit the human, or you can think of it the other way. That the object should be usable by anyone because of its “lack” of design. An example would be German knife versus Japanese knives. The ergonomic German knife fits a typical hand and works well in that way with its ergonomically designed handle that is shaped after the hand. But a Japanese knife handle has no distinguishable features that makes it suit a specific hand. Instead it creates an open surface for anyone to use it in any way they would seem fit. I'm more interested in the latter approach. Creating a chair that doesn't require a specific use, but lets the user do as they please in an un-designed fashion. Therefore I drew a simple chair without features that would suggest any specific use.



— *More like it!*

MONDAY 5 OCT. 2020

Since I had the time and there was no one in the workshop i planned how I was going to make this weeks chair and just went ahead. I had from 9 in the morning until 8 that night in the workshop and I wanted to make the most of it. To my surprise making the chair just flowed. I think I have learned how to efficiently make and build mock ups of a high quality. I know what machines that work the best and will give the best results with different materials. After a long day I actually managed to create the chair from start to finish and even experiment with some colors. Again, there will be better photos when the big workshop room is available again.



— *That went really quick*

TUESDAY 6 OCT. 2020

I feel like I'm stressing less about the making of the objects. I am learning a lot from each chair. I think I will be able to make on final chair that takes something from almost all of the chairs. So thats the good news, the bad news is that I feel like I'm lagging behind on the theory and report work. So since I have time this week because of the chair already being done I will focus on quantifying my findings, in the end thats what this diploma is about, learning

WEDNESDAY 7 OCT. 2020

Started on a map of all the chairs, that includes, all dimensions, angles, how they relate to each other, how it was constructed, out-takes and everything I have learned. Its really interesting and fun to do. I get to see and explore what I have done and learned so far.

THURSDAY 8 OCT. 2020

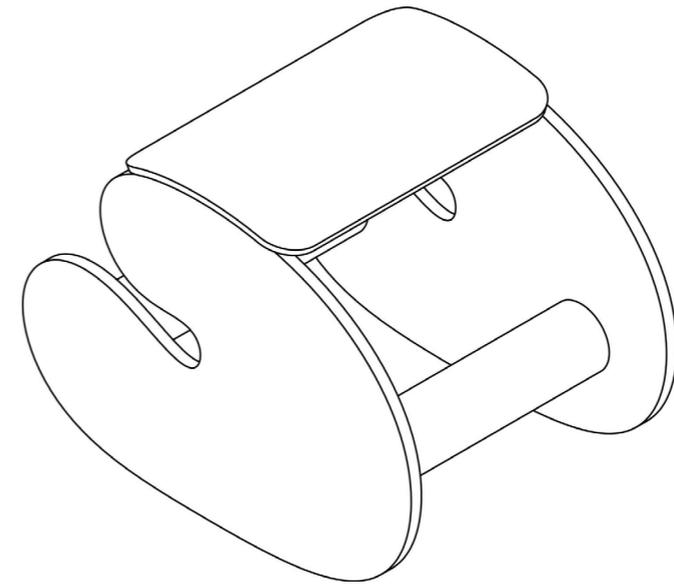
More work on the map, drawing relations between chairs, seeing what works and what doesn't and what to bring with me into the last chair, which is coming up in not that long.

FRIDAY 9 OCT. 2020

There was a small crisis in the design studio that I run which I had to take care of, so sadly I didn't get to do anything for the diploma today.

SATURDAY 10 OCT. 2020

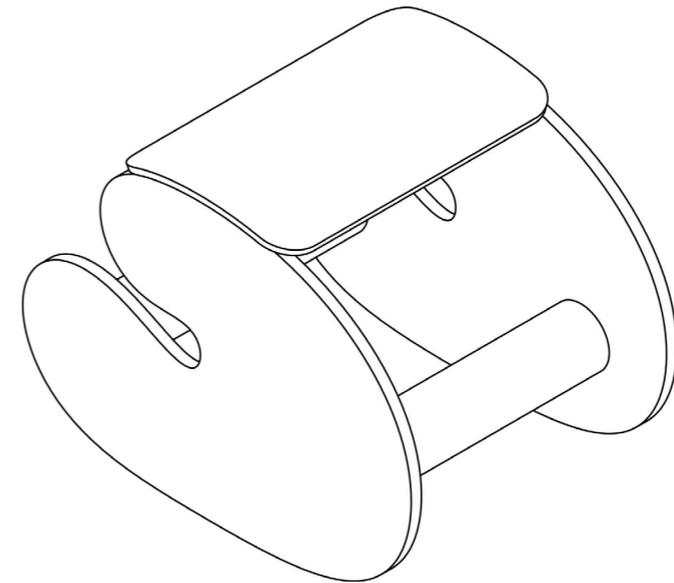
Today I started the work on next weeks category. The ergonomic chair. I had to ideas in mind. The first one was to make a really specific chair, one that was very ergonomic but designed only for one person. Or, go the more Norwegian way and follow Peter Opsviks teachings about ergonomics, like his phrase; The best seating position is the next one. Focusing on movement. I decided to chose the latter one, creating a chair that in itself creates movement and forces the user to move and adjust. As I have drawn it, there is no back, I am wondering whether something can be called a chair without a back? Does it not become a stool then? I have to think it over and come up with an answer



— *Kinda quirky*

SUNDAY 11 OCT. 2020

I did some simple planning on how I was going to make the chair, what materials and what order. I would like to be able to adjust the chair some after testing it so making a quick prototype would be helpful



MONDAY 12 OCT. 2020

Just like last week I just got started. Since I had a good plan I created a small mock up in the studio, then just went for it. I cut out the shapes of the “legs” in Poplar and sanded them down. I noticed that the width of the contact surface was a little shallow so I doubled the size to see if that did anything. That looked and felt amazing so I stuck with that. After I had my two curvy legs I tuned the two feet rests that was going to go in each side and connected them to the legs. After that I created a simple lamination piece and made the seat. I actually got done in one day again. I can't believe how fast I am working these days and I am not feeling sloppy at all. The chairs are coming out really well! I'll adjust some tomorrow.



— *Finished*

TUESDAY 13 OCT. 2020

I finished up yesterdays model. There wasn't that much to do. I adjusted the height of the leg support a bit and plugged some holes for screws I had made. Ill take some pictures next week when the big workshop is open again. I'm really happy with the shape of this chair. It compliments the rest of the chairs, but it is distinct and weird. I have had a feeling that I have been to conservative with my forms, but I think this one brings something new.

WEDNESDAY 14 OCT. 2020

For the second week in a row I have had some spare time. I used it to finish up some things on the Giga map I have been working on, on the side and did some errand.

THURSDAY 15 OCT. 2020

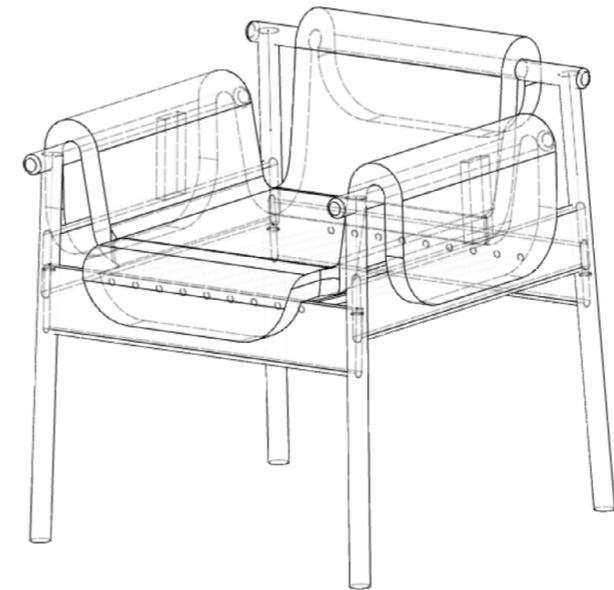
Spent the whole day interviewing designers about form and shape language and how to create a good chair.

FRIDAY 16 OCT. 2020

There is only one week left of the 7 day seating process. I am really happy to have gotten this far. I have been thinking about what I am going to be making next week for the last category; Comfortable. Ill start drawing it tomorrow. Today I simply worked on some behind the scenes stuff for the report.

SATURDAY 17 OCT. 2020

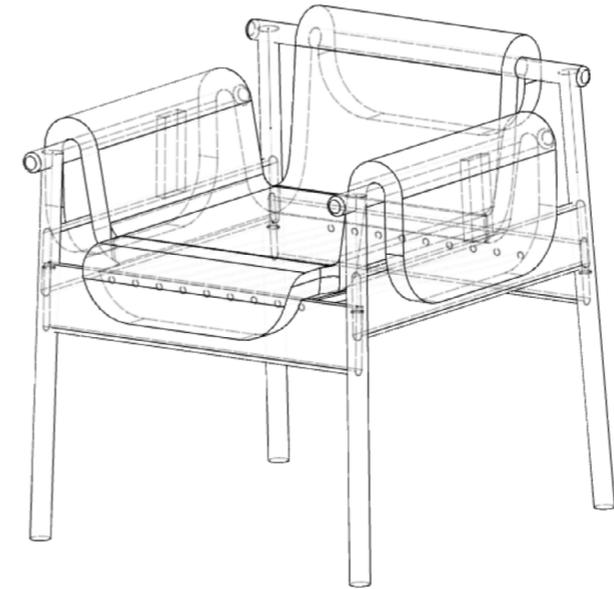
For this week the category is comfortable. I was thinking of going all out and being weird by creating a bean bag or something. But after My talk with Andreas yesterday I was so inspired I wanted to try and create something weird but inside the norms of what someone would like to by! I ended up with a really interesting form that I hope I am able to pull of. Its a wooden construction where a pillow lays over the whole construction. Will see how this goes. Its not going to be done In one day, thats for sure.



—I am quite interested in this one

SUNDAY 18 OCT. 2020

Spent the day planning how to approach this. My sewing skills are sub par at best. Ill try by doing what I can first, which is the wooden construction, then after that Ill worry about the soft goods.



MONDAY 19 OCT. 2020

Spent the day planning how to approach this. My sewing skills are sub par Did what I had planned and worked on the wooden part of the chair, got pretty far! I got a little to excited at the end wanting to finish up the chair that I made a mistake. But its fine. Its coming together well. The material dimensions I am working with are really interesting and flows nicely.



— *Gluing and assembly*

TUESDAY 20 OCT. 2020

Finished off the rest of the wooden construction. I feel confident in my woodworking skills now so its going pretty fast and with quite high level of finish. I made an interesting way of attaching the seat "belts" that I will be attaching tomorrow so Ill show more pictures of that then.



— *The wooden structure is done.*

WEDNESDAY 20 OCT. 2020

Did the work that needed to be done in the seat. Its the first time Im using the Gjordebånd and it really gives the chair a quality feel. Like its manufactured or something like that. I really enjoy the material and how it works. I also bought the pillow material what I need to start working on the pillow tomorrow! I'm really enjoying this chair so far!



— Gjordebånd is finished, looking really good

THURSDAY 21 OCT. 2020

Started and finished the work on the pillow. After buying an old duvet on Finn and drawing up the shape needed on that i cut out the shape and made sure to saw it back quickly as to not loose any of the foam on the inside. After that I sawed a bed sheet into the shape I wanted and put them all together to make the final pillow



— *Pillow looks fluffy and comfy*

FRIDAY 22 OCT. 2020

With that I have made 10 chairs in 10 weeks! Its been an amazing time. I have really enjoyed the process even though it has been really tough. Now, on to the last chair.