

The
Narrative
of Art

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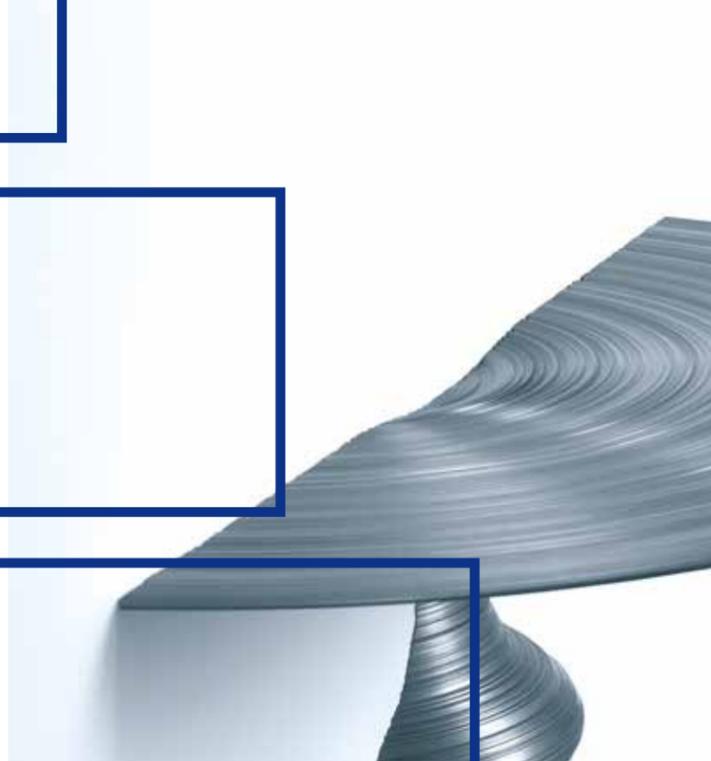
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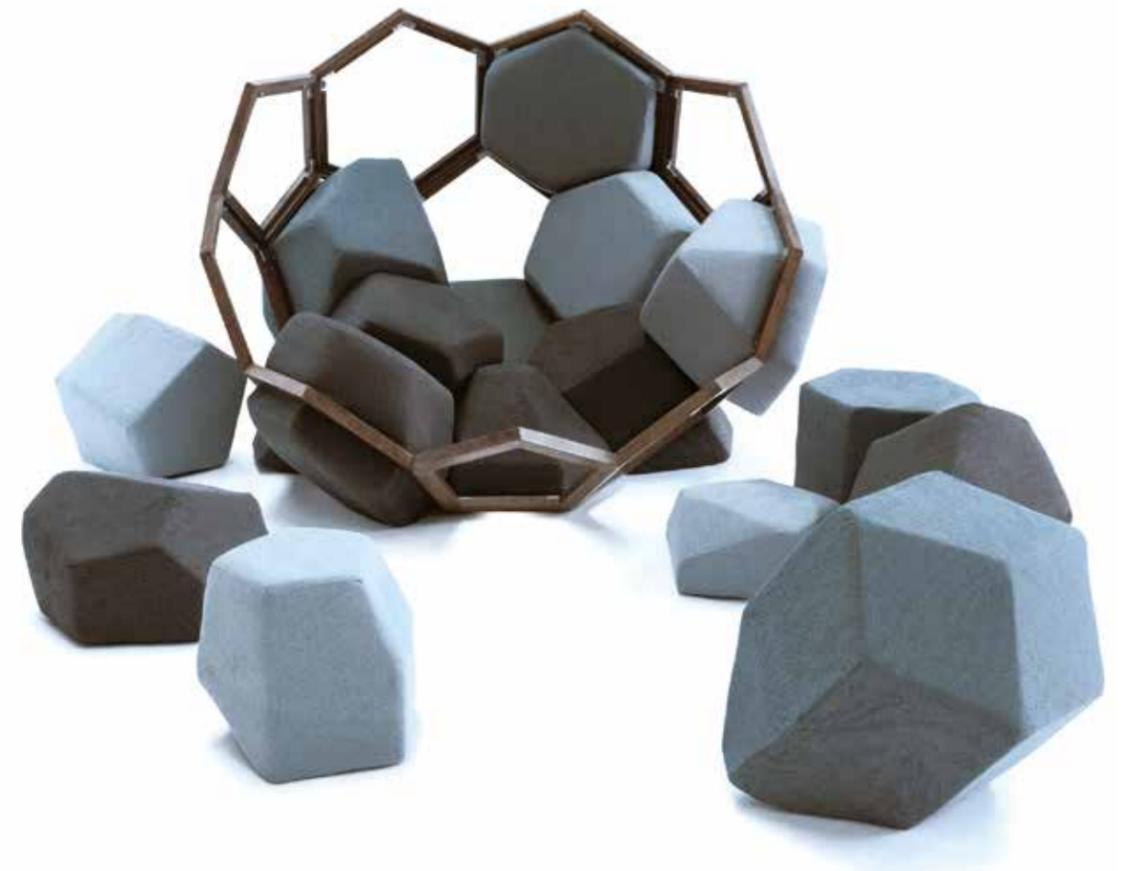
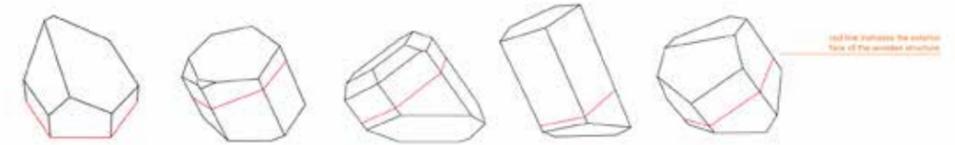
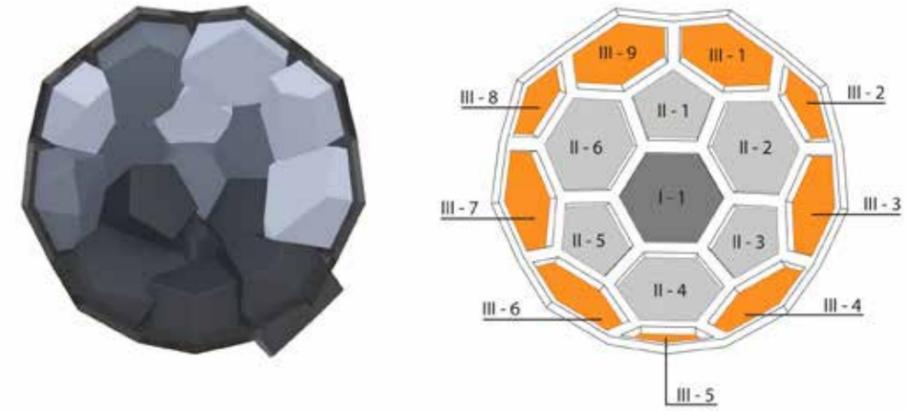
Chair design plays a significant role in design history. Chairs allow designers, who are also artists in themselves to leverage as outlets for experimental or artistic ideas. An essential part of furniture design is usability. However, creativeness and styles provide another approach to chair designs. With a little imagination, chair is no longer a mere piece of furniture to sit on but a platform embracing the craziest ideas to run wild. Designers often play around the traditional image of chairs and enrich our concepts of chair design. Viewers can always relate to the chair as an object, even if it was sculptural and non functional, as opposed to a piece of furniture. In a sense, chair is like the teenager in the furniture family, changeable and surprising, full of new and weird ideas.





Nature with its astonishing perfect geometry has always been the primary source of inspiration for most forms of creative projects. QUARTZ is a system that couples two-dimensional pentagonal and hexagonal wooden structures, which develop in three dimensions following natural crystalloid formations. The geometric volumes are covered with ecological fabrics in mixed colour variations producing an end-result that resembles more a wild microhabitat than an armchair.

Produced by Italian company D3CO, Quartz is a limited edition production, due to the exacting nature of its manufacturing process. Indeed, each of the "crystals" that create the seating is distinctive. Each and every creation is unique and inimitable.





Quartz | Katia Meneghini, Thanos Zakopoulos & Davide Barzaghi | CTRLZAK | 2013
Photography by Thorsten Greve



CANVAS is a canvas-shaped chair with a drawing of a chair. It can be used by leaning against a wall. A frame made of wood and aluminum is covered by an elastic fabric printed with texture of a canvas and a drawing of chair. There are three types of design: a stool, an armchair and a sofa.