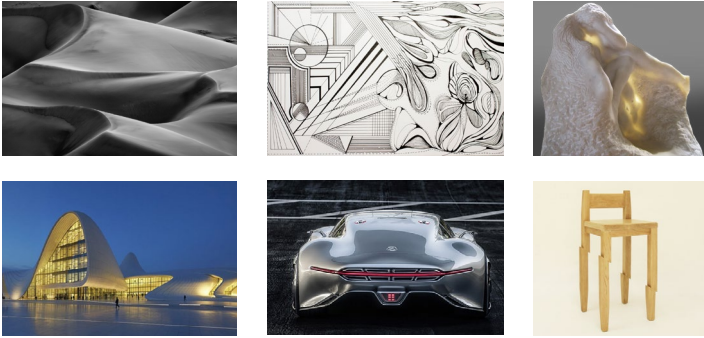


“**Detta va gøttar enn prim, også prim som er så gøtt!**”

-local saying from Seljord, Norway, meaning “this was good”
 a page about a Generative Design Project by Eivind Pestholt.

FLOWING BALANCED PLAYFUL



“I want my designs to be flowing, like sand formed by the wind.”

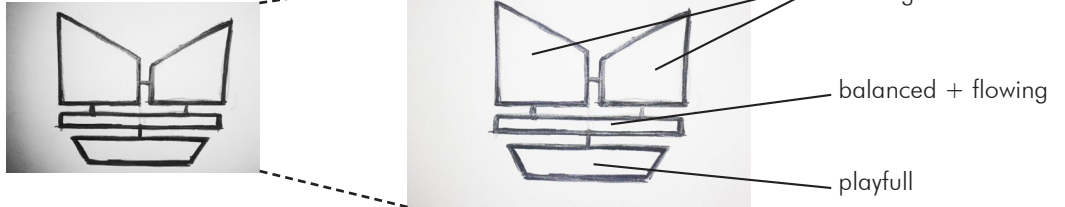
“There should be a balance between soft and hard lines, and organic and geometric shapes.”

“I want my designs to “come to life”, to have a playfulness to them, contrast.”

CATALYST



PARADIGM



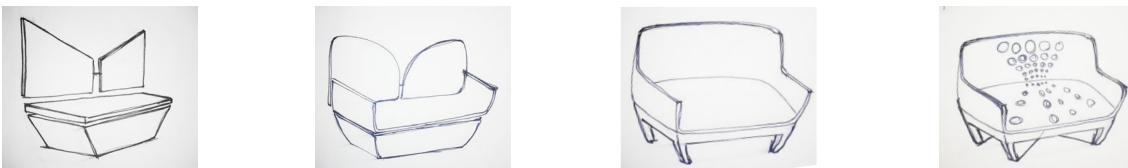
THE SCENARIO - Just one of a infinite amount of solutions.

Starting from the paradigm:

Transformation 1:
 As in scenario 1 I use rules for how to fold to make the backrest more flowing, the seat more balanced and the base more playfull.

Transformation 2
 As in scenario 1 I use rules of how to fold to make the transition from backrest to seat more flowing, also cutting/dividing the base to make it more playfull.

Transformation 3
 Rules of hole/pattern applied making the backrest and seat more flowing and folding the base to make it more playfull.



Render in context

