

PUTTING SCALING TEXTILES INTO PRACTICE

OER: SCALING TEXTILES

Objective & Scope

While the OER through de-contextualisation aims to provide students with a better understanding of textile techniques, their aesthetic expressions, structural properties and application possibilities, the students apply this knowledge in the learning activity within a specific context of application: Furniture design—developing a design of a chair.

Activity Question

How could the logics of weaving become a central design parameter of a chair?

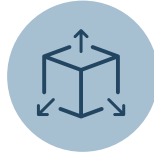
Learning Goals

- Be able to understand textile properties, techniques and logics and how the interplay of these influence the conceptualisation of and design with textiles, combining function, form and aesthetic expression
- Be able to understand the potentials and limitations of textile logic within furniture design
- Transfer textile concepts, procedures and methods to a specific context of use: furniture design—developing a design of a chair
- Be able to analyse a textile structure and to transfer textile logics to another material or scale
- Be able to analyse a textile structure and to transfer textile logics to another material or scale
- Learn how to transfer doing and thinking from one discipline to another to foster cross-disciplinary cooperation

Categories



Textile Technology



Product Design

References

For how textile thinking and making has inspired practitioners and theorists beyond the textile field, e.g. architects, engineers, material scientists and artists:

- Garcia, M. (2006). Architecture + Textiles = Architextiles, *Architectural Design*, 76 (6), pp. 5–11.
- Quinn, B. (2010). *Textile Futures: Fashion, Design and Technology*. Berg Publishers, pp. 184–200.

A case on how textile techniques have inspired architects:

- Ramsgaard Thomsen, M.; Bech, K. & Sigurðardóttir, K. (2012). *Textile Logics in a Digital Architecture*. eCAADe 30 -Volume 2 -New Design

Support material

- [OER](#)
- [Summary presentation](#)

Equipment

- Laptop with access to a drawing program, such as Rhino and Adobe Illustrator
- Tools and materials for modelmaking

A.

How have the logics of textile inspired others within furniture and interior design?

We advise this activity to be done in groups of 2-4 students

1. Pre-session: home reading of the corresponding OER and literature. See References and Support Material

2. Identify inspirational cases to support the synthesis section. Students are asked to do a desk research, and then collectively return a selection of minimum 6 case studies of textile logics (weaving, braiding, knitting etc.) and their strength in terms of functionality and aesthetics.

3. Plenary presentations of cases and feedback



Less than or around an hour



Small group Discussion



Discover & Define

B.

Imagine a woven chair. How can the logics of one of the weave bindings from the OER be operationalised in the design of a chair?

We advise this activity to be done in groups of 2-4 students

1. Choose one of the three weaving techniques (plain/panama or twill weave) for your design.

2. Develop a chair design using the chosen weaving technique.

When developing your design, consider what kind of surface qualities you would like to achieve.

Consider its:

- Openness/closeness
- Density/transparency
- Thickness
- Visual qualities and associations

Consider also its tactile experience by means of e.g.:

- Softness/hardness
- Strength/fragility
- Tactile qualities and associations

Finally consider whether the chair has a supporting sub-structure such as the Bertjan Pot design of the Big String Sofa (Quinn, B. (2010). Textile Futures –fashion, design and technology; Berg Publishers, p. 189) or whether the textile becomes “tectonic”, merging surface and supporting structure, such as in Marcel Wanders designs KnottedChair and Fishnet chair (Quinn, B. (2010). Textile Futures –fashion, design and technology; Berg Publishers, pp. 185-6).

3. Develop your design through drawings and models (scaled models, 3D and 2D drawings, sketches and 1:1 prototypes of textile structures)



A day or more than a day



Small group Discussion



Develop & Deliver