

{Refinement} Phase Three

After making the decision to keep the design as simple as possible, I chose to further explore the notion of modularity by mocking-up the furniture with people to scale. This process helped me come to the conclusion that while offering a wider range of modularity, physically flipping the furniture would be too cumbersome and physically demanding for the user. Therefore, I decided that the mobility of the pieces will be restricted to one plane.



Mock-Ups

