



## **Are you sitting comfortably?**

*Process-driven design: Konstantin Grcic's Myto Chair*

### **THEO:**

This is the Myto Chair from Konstantin Grcic, and this is an example of a process-driven design project. The ideas and the principles that drive the creation of designs are not always describing the product - the output of design.

Many designers believe that the quality of design depends on the process, depends on the people that are involved in the design process. The interesting thing is that the designer - Konstantin Grcic - really values the development of models, of physical models, as part of the design process.

So he developed one-to-one physical models of the chair, using cardboard paper and using a metal mesh, in order to explore the form and the structure of this chair.

He also wants to collaborate with the producers, the manufacturers, and also with the chemical company that offers the particular material. So they have meetings and interactions between them and the whole process is driven by the way that they exchange ideas between them.

Since the late Sixties, there was a growing realisation that the design process, and the methods that are involved in the design process, are very important for the output of design. And this is an example.