Chapter 6: Form Follows Material

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Things to Consider when Designing

• The materials available

• Strengths/weaknesses of materials
  – Type of force it can/can not handle

• Technology available
Criteria for Design

• Example: Chairs

• Need
  – An abstract idea

• Concept
  – One way in which the need is met.
Criteria for Design

• **Product**
  – Realization of the concept

• **Feature**
  – An aspect of design that contributes to its functionality, usability and personality.
  – Types: Topological, Geometric and Dimensional
Criteria for Design

• Solution
  – Combinations of features that embodies the concept, making it real, and meeting the intentions of the designer.

• When developing the solution
  – Determine desired features
  – Determine constraints
  – Out with bad ideas, create new or good ones
Design of the Chair

• Need?

• Concept?
  – Characteristics?

• Design Intentions

• Other Limitations of the Features list
Design of the Chair

• Usability of the product
• Personality of the product
• Visualize the environment of the product
• Materialization of product
Design of Bicycle

• Need?

• Concept?
  – Characteristics?

• Design Intentions
Design of Bicycle

- Usability of the product
- Personality of the product
- Visualize the environment of the product
- Materialization of product
Design of a Bottle Opener

• Need?

• Concept?
  – Characteristics?

• Design Intentions
Design of a Bottle Opener

• Usability of the product

• Personality of the product

• Visualize the environment of the product

• Materialization of product
Product Archeology

• Archeologist uses this method to determine use of artifact
  – Typology

• Three types of attributes
  – Formal
  – Stylistic
  – Technological
Conclusion

• What does form follow?
  – Function
  – Material
  – Personality