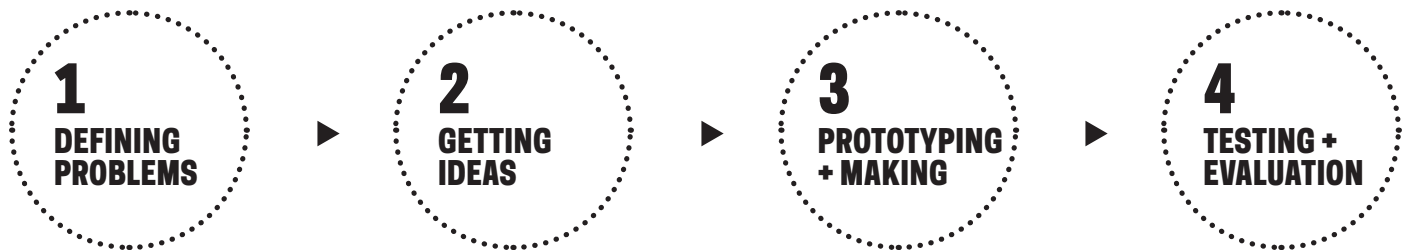


## HOW DOES A CHAIR MAKE IT TO COOPER HEWITT, THE NATION'S DESIGN MUSEUM?

The 'vik-ter Side Chair is one of 350 chairs in Cooper Hewitt, Smithsonian Design Museum's permanent collection of design objects. The designer's worksheets and prototypes show how the design process involved several stages of development, from defining the challenge to drawing multiple sketches to building full-scale prototypes.



The designer had a specific concept in mind before he started designing: design an elegant, comfortable chair that could be stacked, produced in large-scale production, and sold at a moderate cost.

The designer drew more than 50 brainstorming sketches and also used materials such as plywood and metal to build small-scale models of his ideas for the chair frame and seat.

The designer built more than twenty-four prototypes, including two full-scale models, to help solve specific design problems and improve the chair's design.

Appearance was just one factor in the chair's design. Other design challenges included weight, mechanics, and manufacturing. It took two designers and two engineers eighteen months to produce the final design.



Drawing, Designs for 'vik-ter Chair, 1990; Dakota Jackson; Gift of Dakota Jackson, 1992-58-2



'vik-ter Chair model, 1991; Dakota Jackson; Gift of Dakota Jackson, 1992-47-2



'vik-ter Side chair, 1991; Dakota Jackson; Gift of Zoe Jackson and Pierce Jackson, 1991-151-1

*Now it's your turn! To jumpstart your design process, grab a sketch pad and start drawing variations on your idea, or even build a couple of quick prototypes using materials found around your house, to help you work through and advance your thinking. Formulate as many ideas as possible and don't worry if your drawings or models aren't perfect.*