

Seating

.mdd



Frank / Fat Frank

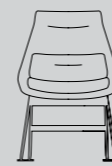
by Krystian Kowalski

Precision of workmanship and maximum comfort of use – the Frank armchair is created in harmony with ergonomics to bring comforts of home into the workplace.

reception areas. The cushion provided underlines the ergonomics of its design, while tilted seat creates a sense of serenity. Being elegant, it is designed for work as well as relaxation.

The minimalist design provides us with sophistication of large executive armchairs. With two base types to choose from: classic 4-legged or 4-star swivel frame, Frank can be used in a variety of spaces, such as lounge-, team work- or

792 mm | 31 1/8"

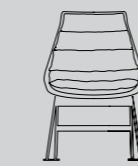


F01



F02

749 mm | 29 4/8"



F03



F04

570 mm | 22 4/8"

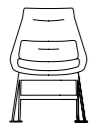


F05

403 mm | 15 7/8"



F06



F01
 792 / 749 / 907
 31 1/8" / 29 4/8" / 35 6/8"



F02
 792 / 749 / 907
 31 1/8" / 29 4/8" / 35 6/8"



Designers



**Gudmundur
Ludvik**

I am intrigued by the balance between simplicity and complexity. Exploring challenges through multiple perspectives helps me in understanding and reducing them to the core and transforming into simple and intuitive solutions.



**Dirk
Winkel**

I love exploring new materials and production processes, and I am driven by belief in the beauty of a deeply geometrical formal purism. Careful consideration of every single radius, dimension and proportion of a design is the key to a sustainable formal expression.



**Form Us
With Love**

Good design is a hard question—it's in the eye of the beholder. But if you manage to put a material on the right spot, in both an interior or a product, you come quite for.



**Krystian
Kowalski**

As a hands-on designer my work process combines a full-scale models and prototypes with technology research and advance cad modelling. This methodical approach is focused on revealing the essence of each design. I believe experiencing the product is the only way to develop valuable furniture.



**Javier
Cuñado**

In a smart working environment, each team member should be supported to improve their efficiency.



**Beza
Projekt**

We cross the border between the world of utility items and the world of conceptual artefacts. Each project is based on the individual approach to the client's needs and tells a different story.



**Andreas
Krob**

A good office chair should be intuitive in how it's used.



**Dymitr
Malcew**

I'm inspired by things that happen on the periphery and at the intersection of disciplines, cultures and experiences. Regardless of the scale, form or style of the product, designing "experiences" is always the priority. Frame, material and detail is a form of communication with the user.

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