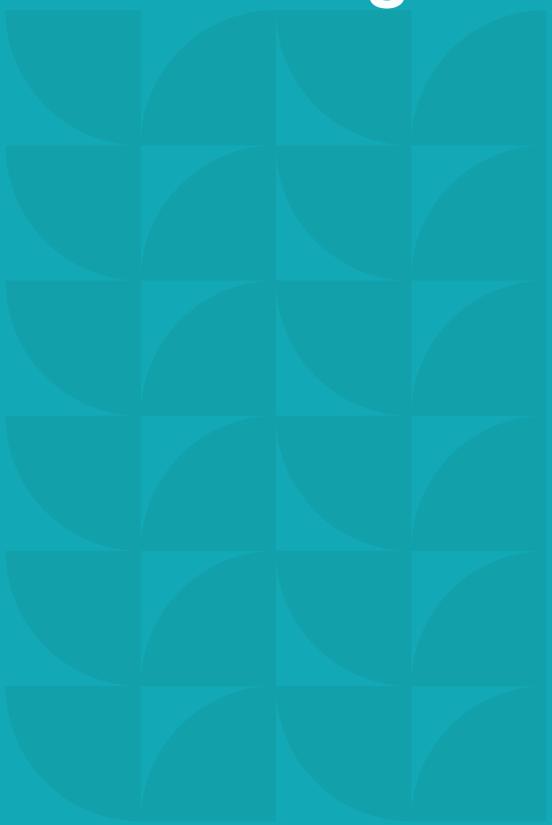


# Seating



**.**mdd



### Mesh

### by Krystian Kowalski

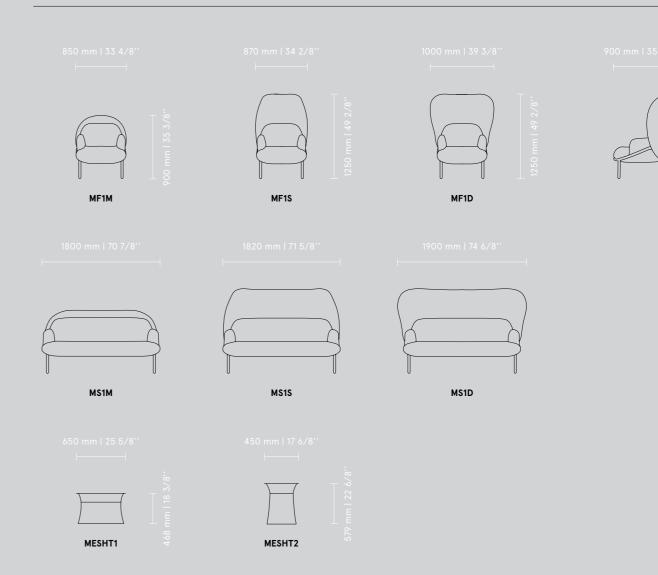
### Designed to create friendly office spaces, it can be easily customised to fit a specific space or need.

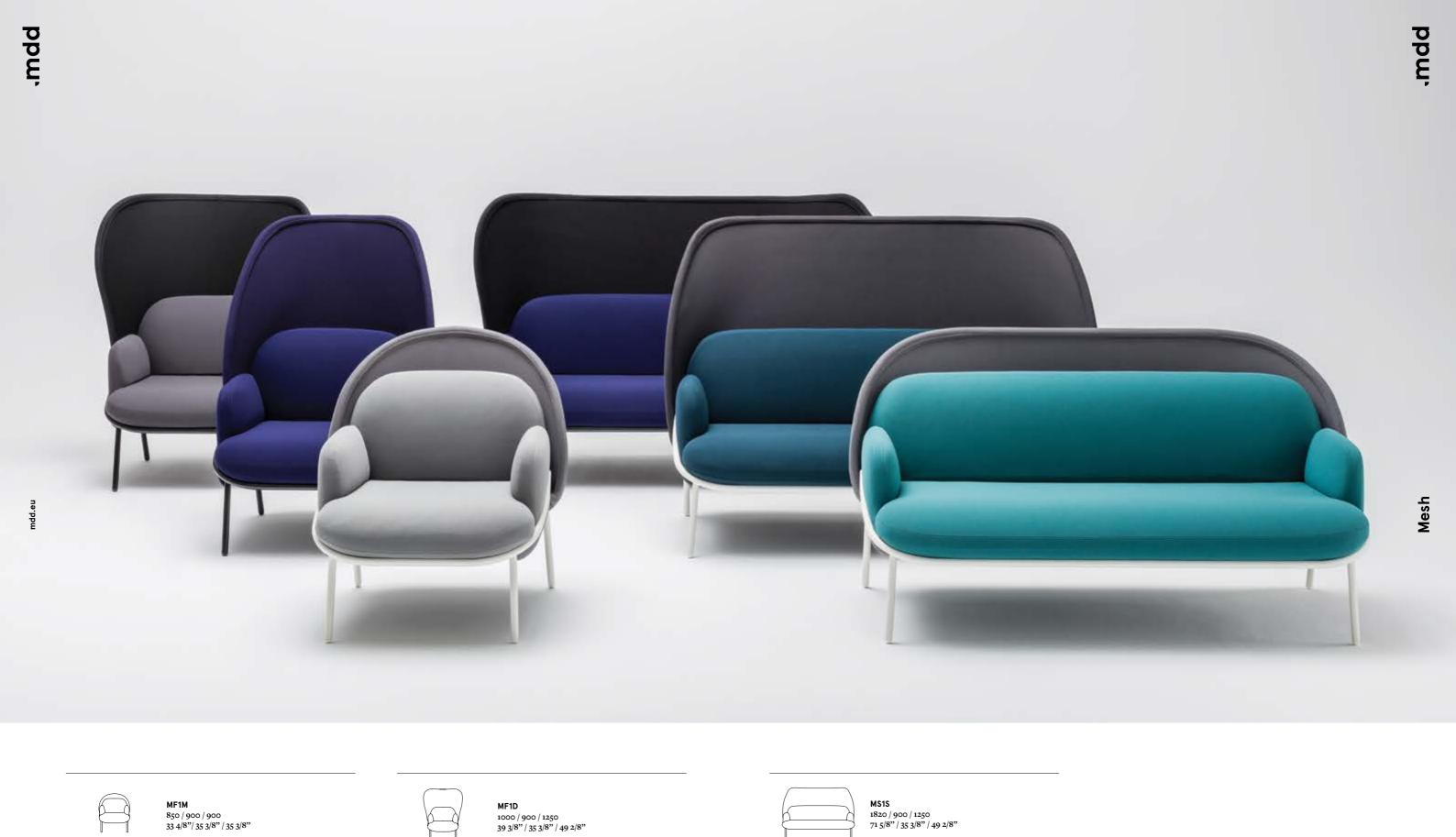
The Mesh line offers a sofa, an armchair and two tables that bring comforts of home to the workplace. Thanks to its design, it may serve as a place to relax as well as a piece of decoration, and finally as a functional item. The shield available in three sizes becomes the most striking feature of this range – use it to create a

comfortable oasis or a less informal meeting area. Being more than beautifully crafted seating solution, Mesh combines a tailored, craft-based approach with the precision of high-volume technology.









MS1D

1900 / 900 / 1250 74 6/8" / 35 3/8" / 49 2/8"

MS1M 1800 / 900 / 900 70 7/8" / 35 3/8" / 35 3/8"

MF1S 870 / 900 / 1250 34 2/8" / 35 3/8" / 49 2/8"





## 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.



#### 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.



Javier Cuñado

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



### Andreas Krob

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



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.



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.



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.



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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