

# Seating

.mdd



# Team

by Dirk Winkel

**A versatile collection of furniture for the home, commercial, and office use.**

Constituting of a chair and high stool, Team is a range of consistent design and coherent solutions. Dirk Winkel, the designer behind the Team project, was driven by

his passion for geometrical purism. Such an approach allowed him to create a form that immediately adapts to the interior arranged in any given style. .mdd and Dirk Winkel managed to step up the game and find a common language that resulted in the creation of an exceptional collection.

500 mm / 19 5/8"



TE01

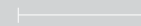
569 mm / 22 3/8"



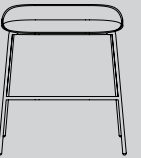
TE01H

934 mm / 36 6/8"

1020 mm / 40 1/8"



TE02



TE02H



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Team



**TE01**  
500 / 569  
19 5/8" / 22 3/8"



**TE01H**  
500 / 934  
19 5/8" / 36 6/8"

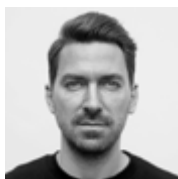


# Designers



**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.



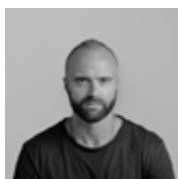
**Beza  
Projekt**

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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