

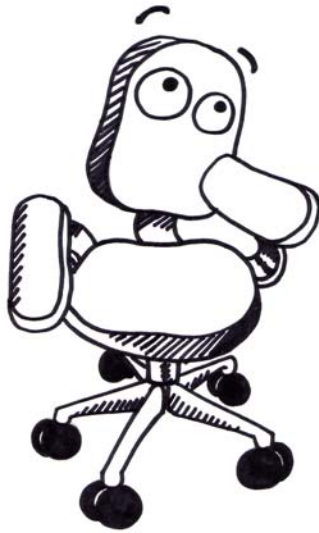
WELCOME

TO...

GOOD DESIGN

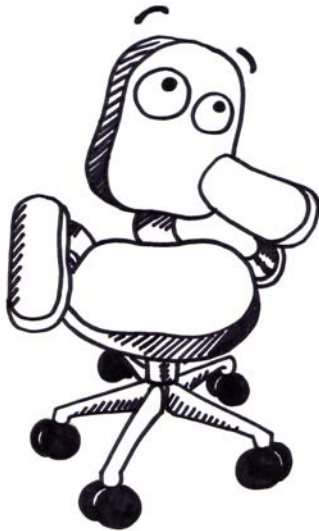
STORIES FROM HERMAN MILLER



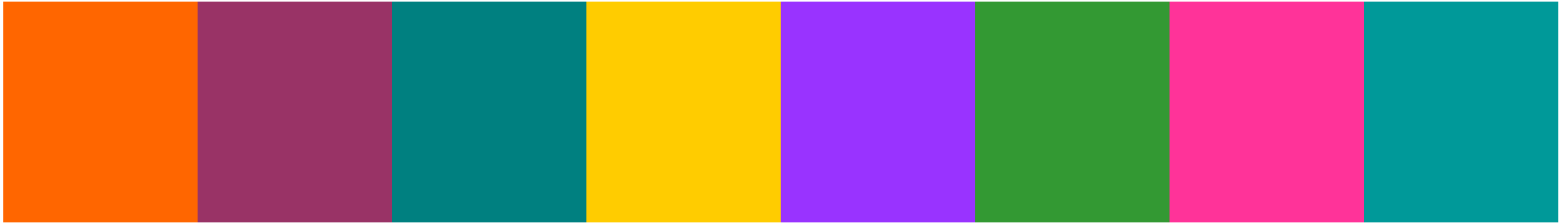


Hi! My name is Herman.
I'm a chair.

Chairs are a lot like people;
they come in all shapes and
sizes.



How many
different chairs
have you sat in
today?



In every chair that you sat in today,
someone was thinking about you.

That person is a **furniture designer.**

What things might a furniture designer think about when they design an object?

**SIZ
E**

SHAPE

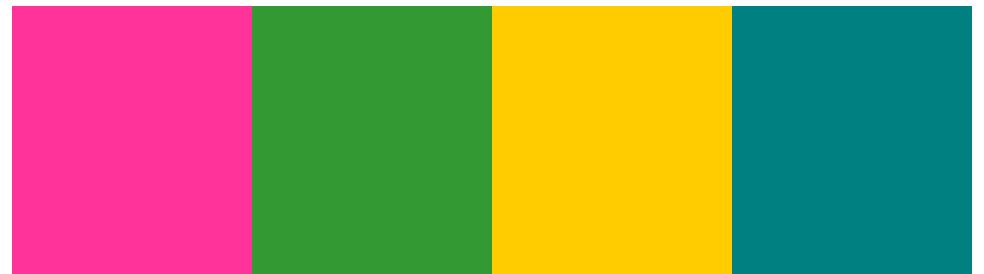
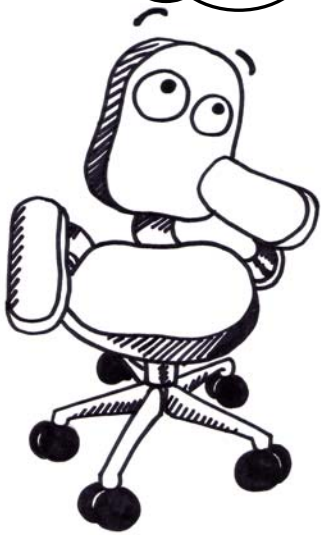
COLOR

MATERIALS

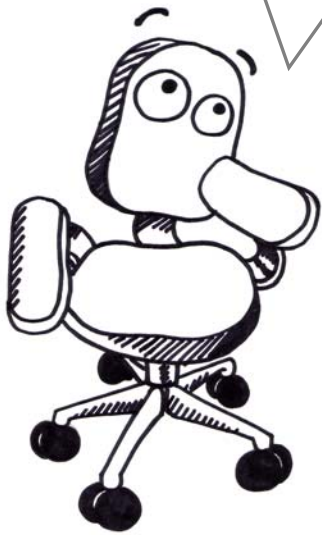
WHO WILL USE IT? student, adult, old,
young

WHERE IT WILL BE USED? home, school, work

With all these
questions,
designers must be
good problem
solvers.



These are just a few things I think about when I look at furniture. Can you think of more?

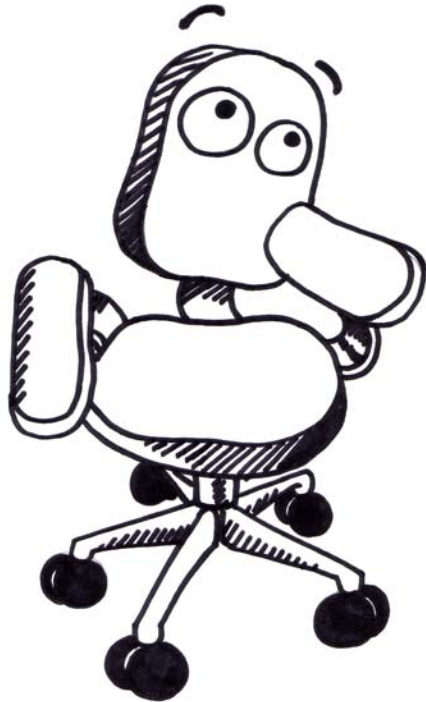


- What is it used for?
- How many legs does it have?
- What color is it?
- What materials is it made of?
- Is it comfortable?
- Does it have arm rests?
- Is it adjustable?
- Where was it made?
- Is it movable?
- Is it attached to another piece of furniture?



All of these chairs
are my friends.
You will see some
of them when you
visit. Tell them I
said hello.





Remember: good design = good problem solving and creativity.

Look for these things when you

explore **GOOD DESIGN**
STORIES FROM HERMAN MILLER.





Tootles. See you
soon.

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