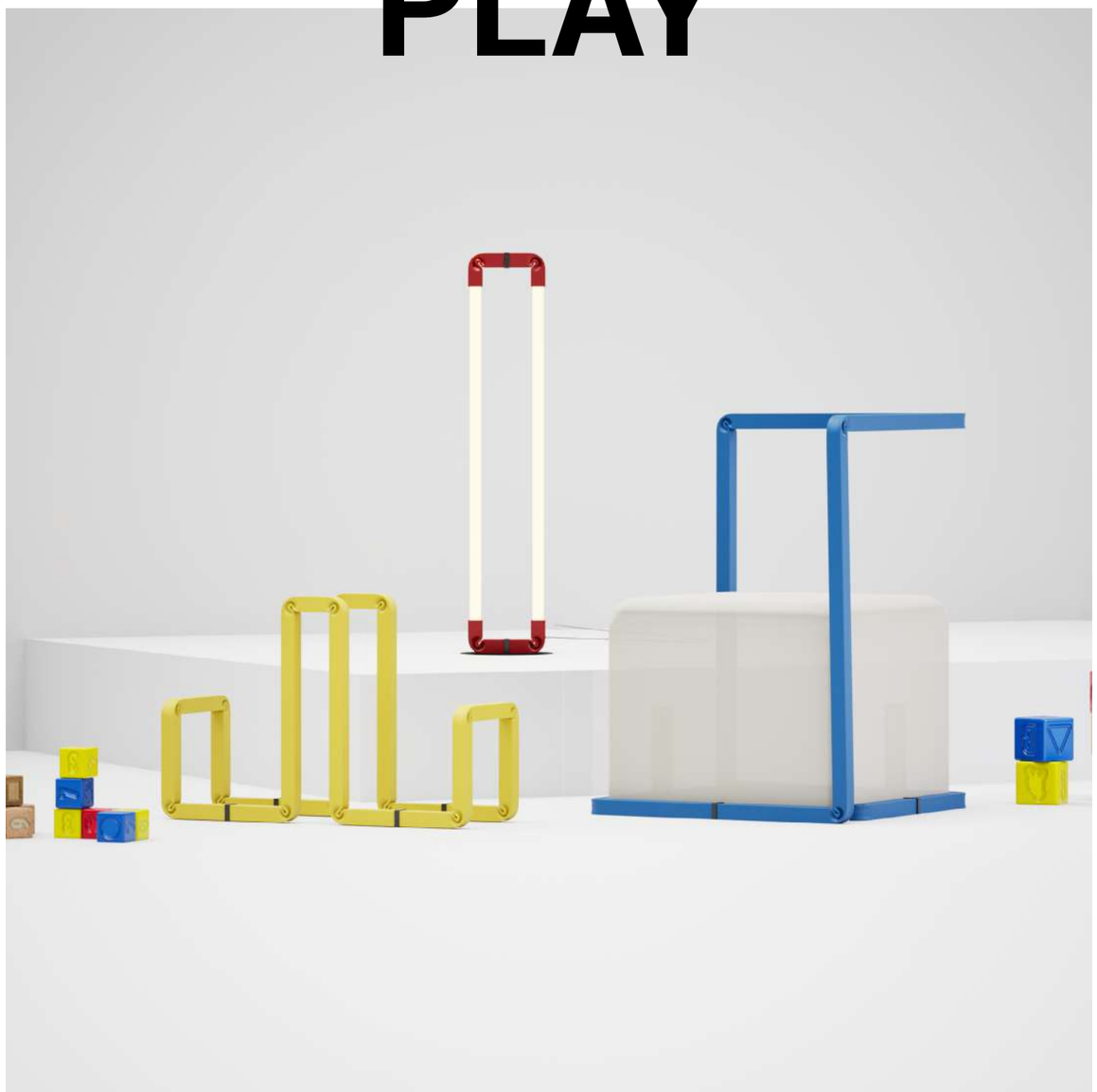
PLAY



PLAY

What if the feeling of being at a children's park could be brought into the spaces we live and work in?

This project explores furniture inspired by the familiar forms, movements and experiences found in children's playgrounds. Elements such as merry-go-rounds, swings, seesaws and climbing structures are reimagined through furniture, translating the sense of movement, curiosity and play that we associate with a park into functional objects.

Rather than directly recreating playground equipment, the designs take inspiration from its distinctive structures and playful character. The aim is to create furniture that feels familiar yet unexpected, encouraging people to interact with the objects and experience a small sense of joy and playfulness in everyday spaces.

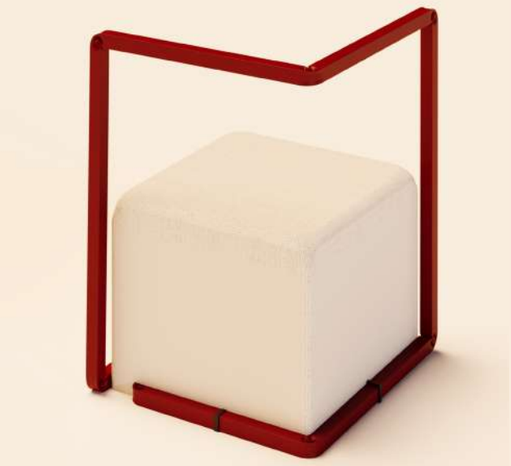
The colour palette also draws from the bright and expressive colours commonly seen in playground equipment, adding energy and character to the collection. Through form, colour and interaction, the project explores how furniture can do more than serve a function, and can also influence the mood and experience of a space.

At its core, the collection is an attempt to bring a little bit of the playground into everyday life.





P_01 - Chair



The conceptual foundation of the chair is rooted in the playful nostalgia of a childhood merry-go-round. Translating the structural rods of the amusement ride which inherently provide both lateral and posterior support into a functional aesthetic, the design introduces a defining 45-degree angled element. This precise geometric feature performs a dual purpose, functioning seamlessly as both an armrest and a backrest, while lending the chair its distinctive, sculptural silhouette.



Colors

RAL 3001 RAL 5005 RAL 1016



P_02 - Magzine Rack

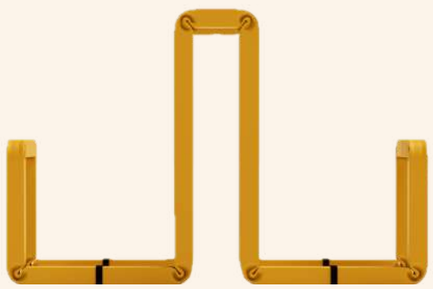


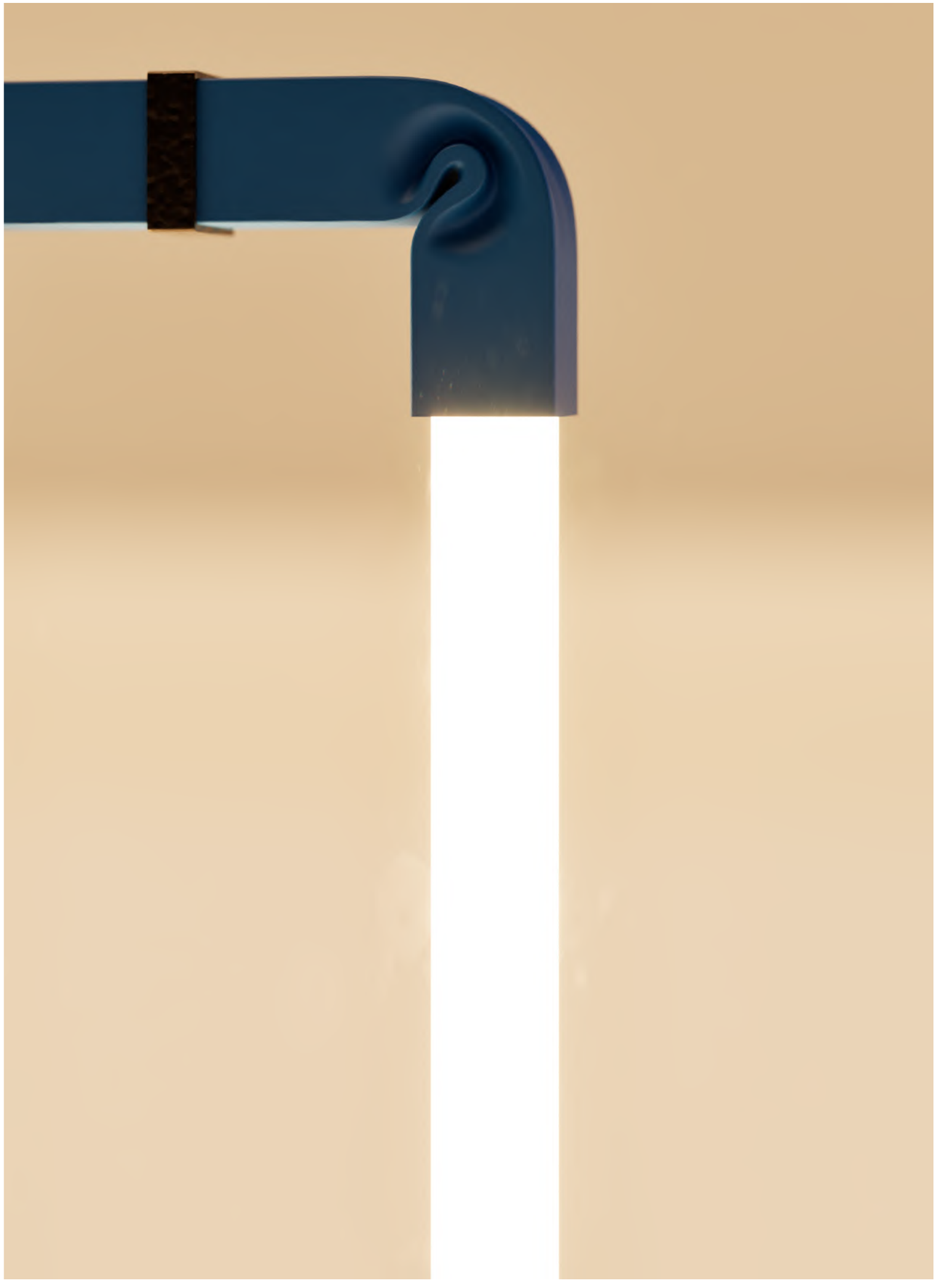
The magazine rack introduces a vibrant, playful energy to the furniture collection. By reinterpreting the rhythmic, ascending lines of playground climbing frames, the piece translates childhood nostalgia into a sophisticated, functional interior accessory. Its bold, monochromatic finish gives it a striking graphic presence, allowing it to double as a standalone sculptural object when not in use.

The design is built around a continuous tubular profile that unfolds into alternating vertical and horizontal segments. The staggered, multi-tiered elevations create varied spatial compartments, offering intuitive organization for books, magazines, and periodicals of different sizes. The higher central loops provide tall publications with stable back support, while the lower outer tiers cradle smaller media, balancing structural functionality with visual rhythm.

Colors

RAL 3001 RAL 5005 RAL 1016





P_03 - Floor Lamp

Drawing direct inspiration from the utilitarian forms of outdoor park pull-up bars, the floor lamp featured reimagines athletic infrastructure as a sleek, contemporary lighting fixture. This design challenges the conventional silhouette of a floor lamp by replacing a traditional central stand and shade with two parallel, continuous tubes of diffused light.

The glowing vertical columns are anchored by robust, dark-toned corner brackets at both the top and the base, explicitly echoing the structural joints and gripping bars of outdoor calisthenics equipment. These connectors provide mechanical stability while creating a sharp, industrial contrast against the seamless white luminescence of the vertical light rods. At the foundation, a low-profile, flat circular base grounds the fixture, ensuring stability without adding unnecessary visual weight to the minimalist frame. A subtle power cable extends from the bottom bracket, keeping the overall silhouette clean and unobstructed.





Colors

RAL 3001 RAL 5005 RAL 1016

Color Variants





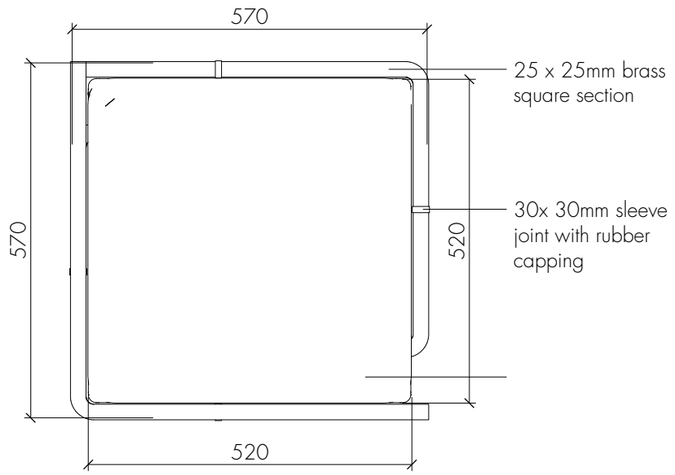


RAL 3001
signal red

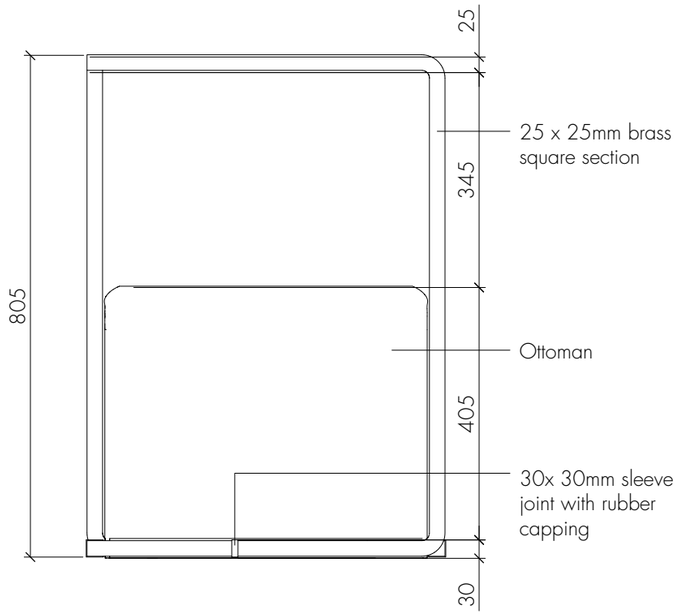
RAL 5005
signal blue

RAL 1003
sulphur yellow

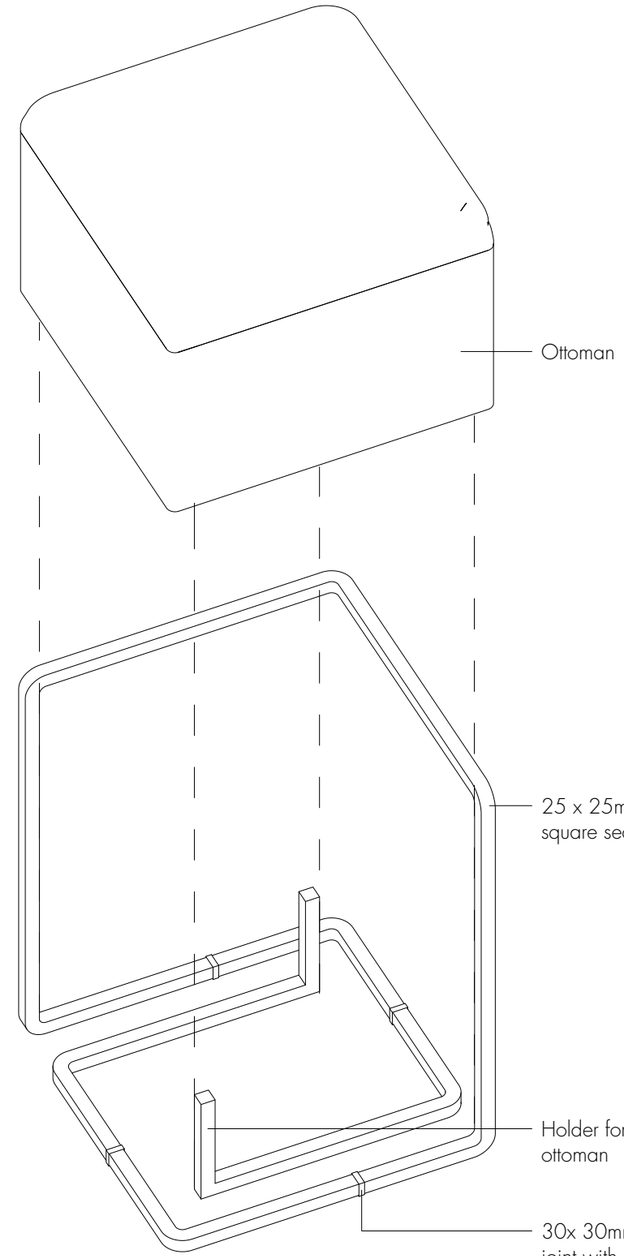
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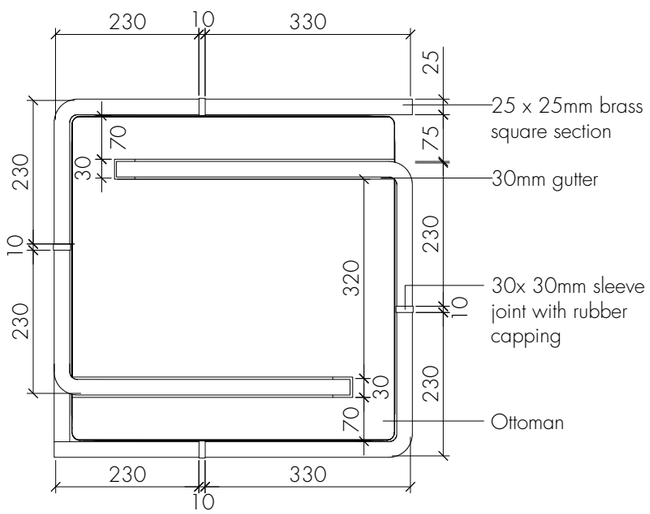
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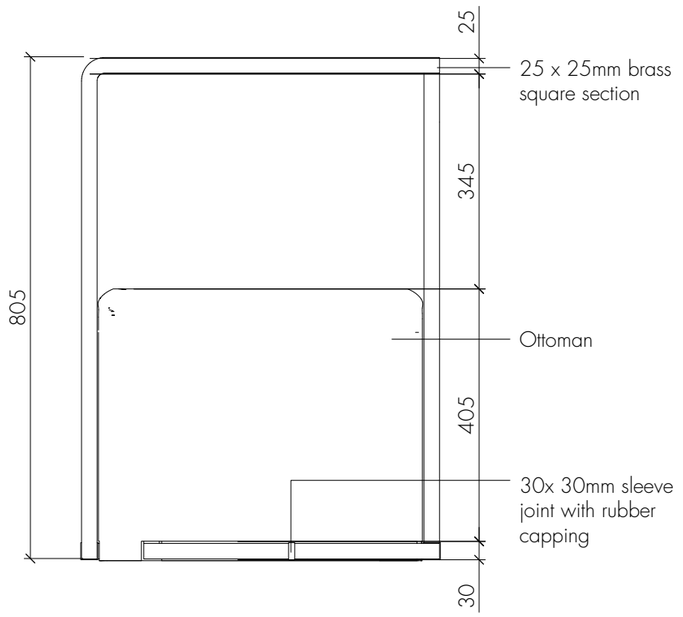
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Isometric View Scale 1:10

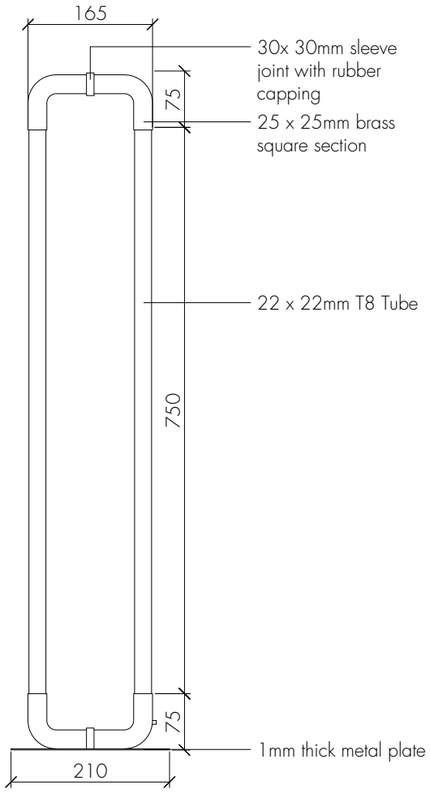


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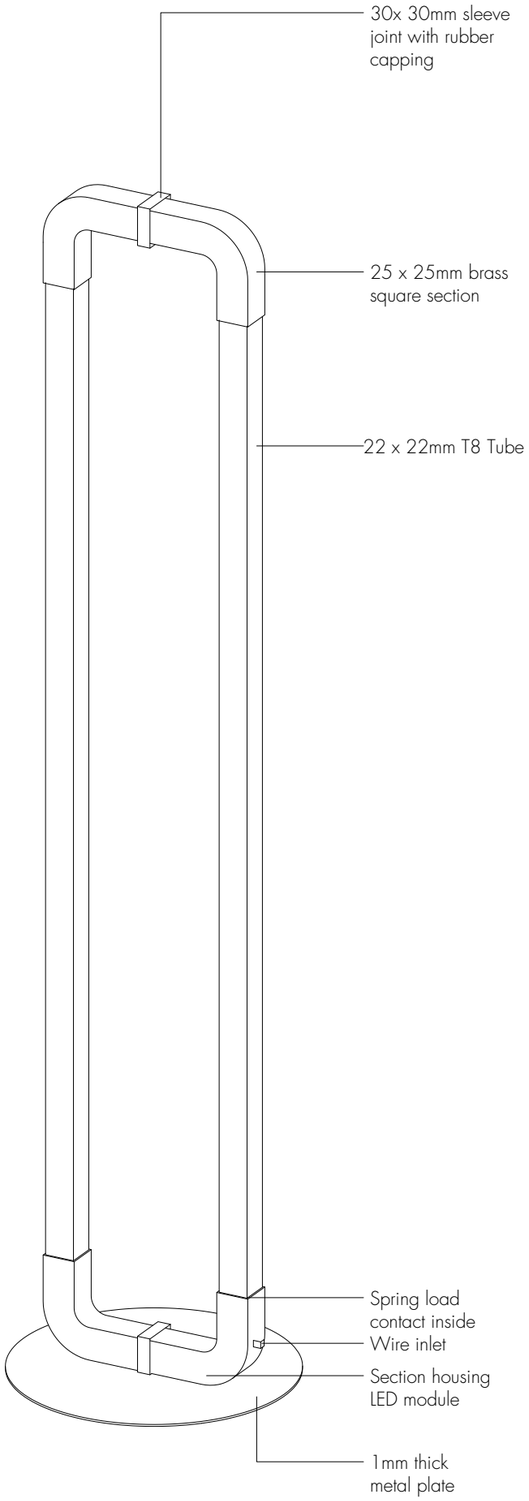


Left View Scale 1:10

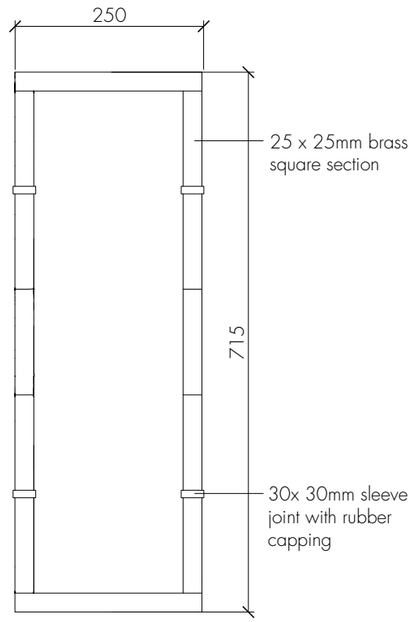
P_02 and 03 Details



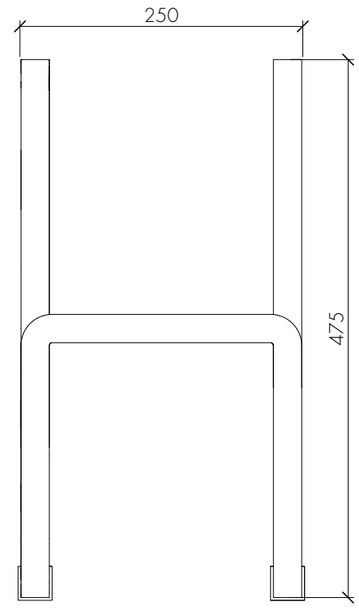
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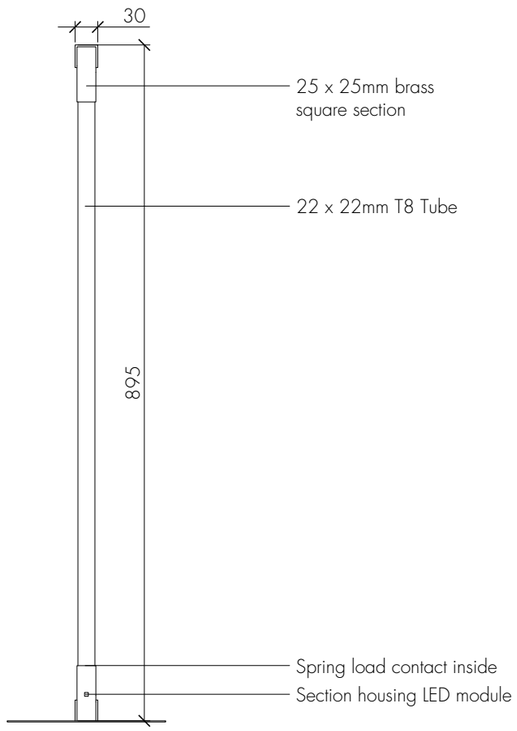
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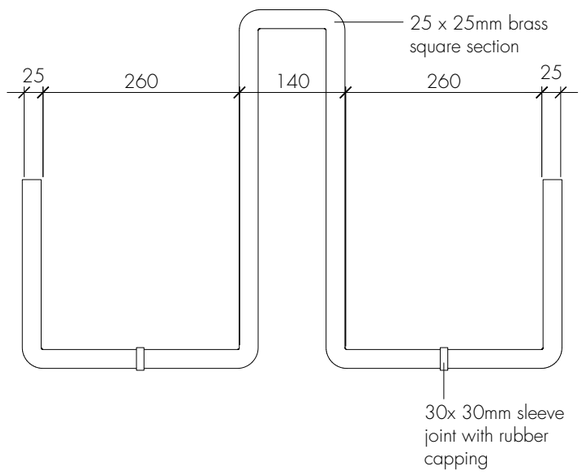
Top View Scale 1:8



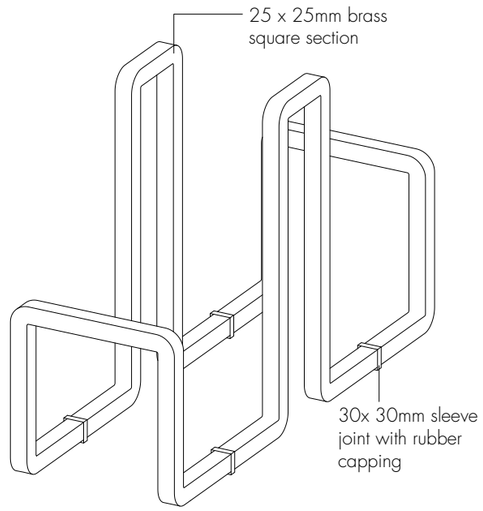
Front View Scale 1:5



Right View Scale 1:8



Right View Scale 1:8



Isometric View Scale 1:8



PLAY