CASE STUDY

# Embody

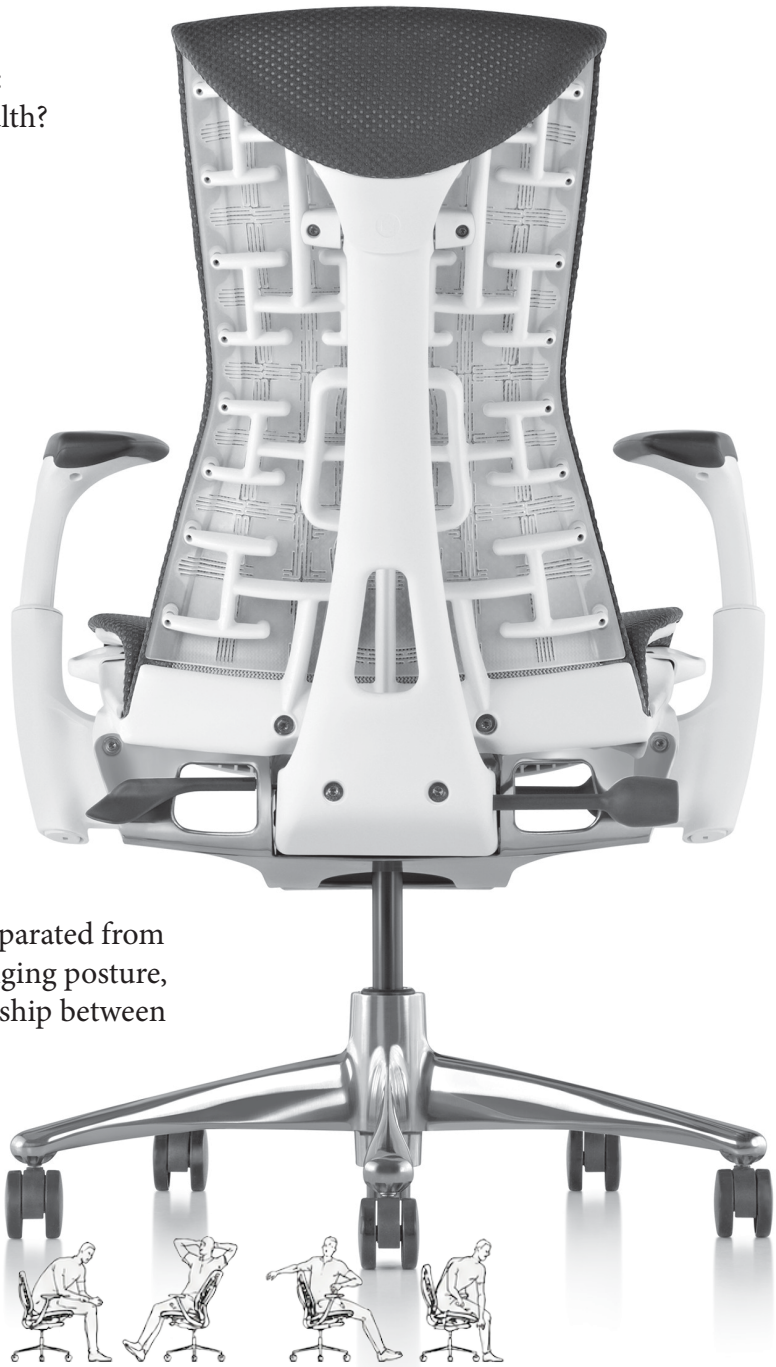
## Can a chair be good for you?

Most ergonomic chairs begin with a defensive goal: reduce the negative effects of sitting.

Studio Weber began with a more ambitious question: Could a work chair actually contribute to human health?

*"You can't design without empathy."*

— JEFF WEBER



## Design the relationship between body, work, and technology — not simply the chair.

The project that ultimately led toward Embody began as Stockholm, a broad research and design effort centered on people, work, technology, and well-being.

"Stockholm began as a search for a more healthful, human-centered work chair."

The team soon realized that the chair could not be separated from the work happening around it. Computers were changing posture, attention, movement, reach, privacy, and the relationship between people and their workplaces and human health?



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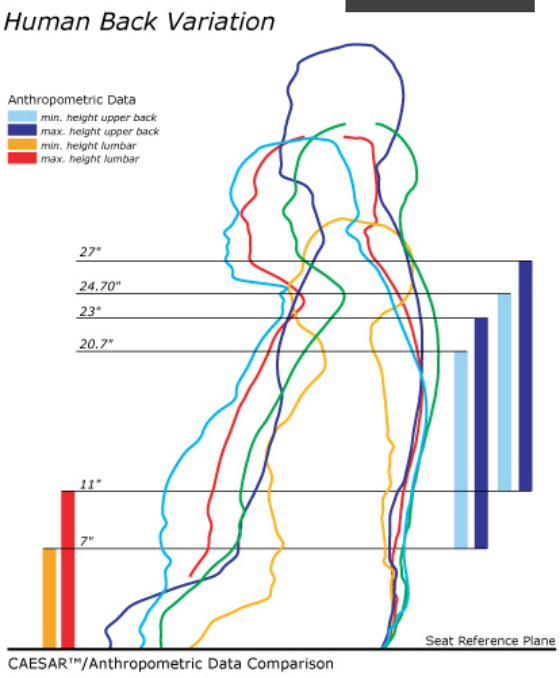
# Designing For Variation

## HUMAN BACK VARIATION - RESEARCH + PROTOTYPING

Real people do not share one ideal back shape, one perfect posture, or one fixed way of working. The Embody research began by studying human variation - how backs differ, how posture changes through the day, and how pressure, movement, reach, and support interact.

The team combined anthropometric overlays, posture sketches, workstation tracking, contour capture, and full-scale prototypes to understand the relationship between the body and the chair.

The goal was not to force a single "correct" pose, but to create a chair that could respond to people as they moved between focus, interaction, and restoration.

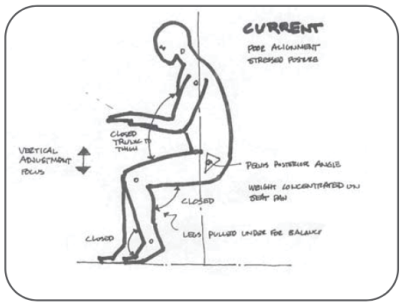


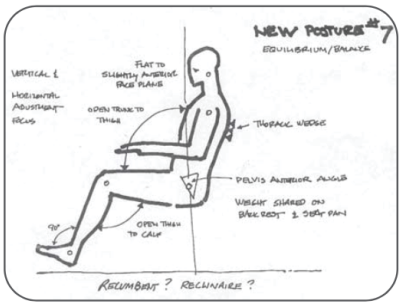



## THE INSIGHT

### Design for movement and equilibrium — not posture correction.

Embody emerged from the belief that support should adapt to the sitter, not the other way around. That human-centered point of view shaped both the chair's structure and its performance.



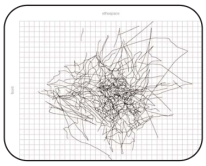





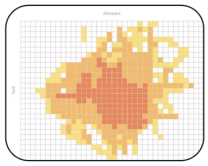

Plastic mat secured to floor of work station



One day's worth of "tracks" digitally photographed



Imported and enhanced in Adobe Illustrator



Square inches color-coded for quantitative analysis



CASE STUDY

# A Structure That Responds

## ENGINEERED FLEXIBILITY

The Embody's signature is a dynamic pixel structure that moves with you. Individually flexing elements connect through a spine, creating a surface that adapts to your posture, distributes pressure, and supports a wide range of movement.

*"Support should move with you."*

—JEFF WEBER



Individually flexing pixels distribute pressure, increase breathability, and follow your movement.





## A CLOSER LOOK

As you change posture, the pixels respond opening, closing, and shifting to maintain support across the entire back. The result is not a fixed shape, but a responsive structure that works with your body, not against it.



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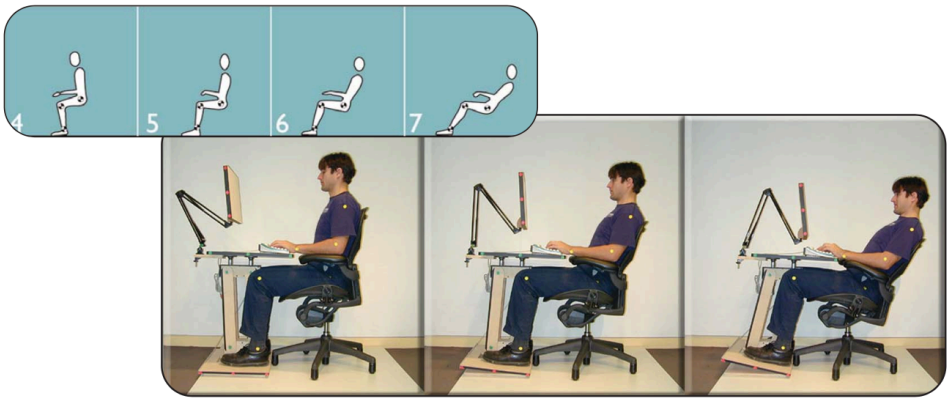
CASE STUDY

# Build to Learn, Open Mode & Curious Play

## BUILD TO LEARN TURNS QUESTIONS INTO KNOWLEDGE

Embody's development is a strong expression of our design philosophy. We stayed deliberately open to unexpected answers. That openness created room for playful exploration—vacuum-bag body studies, pixel experiments, kinematic rigs, full-scale prototypes, unconventional support structures, and countless physical tests. The result was not one big breakthrough, but a long sequence of discoveries made through making—exactly the kind of process where curiosity creates possibility.






Ideas were not protected as concepts; they were built, sat in, measured, challenged, and rebuilt.



*White papers relating to the research & design of Embody available at www.studioweber.net*

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