CASE STUDY / AMERICAN LEATHER

Comfort Air

Comfort is a moving experience.

We start with the problem. Sitting is never one fixed position. We turn toward a conversation, lean forward to read and settle back to rest. Comfort has to make room for those changes.

Building on American Leather's motion concept, we worked with American Leather to bring responsive movement into an upholstered chair. Comfort Air follows shifts in body weight, without a lever or motor.[1,2]



Cirrus Comfort Air with ottoman. Room to settle into a comfortable position.

CLIENT
American Leather

STUDIO DESIGNER
Jeff Weber

INTRODUCED
2018[1]



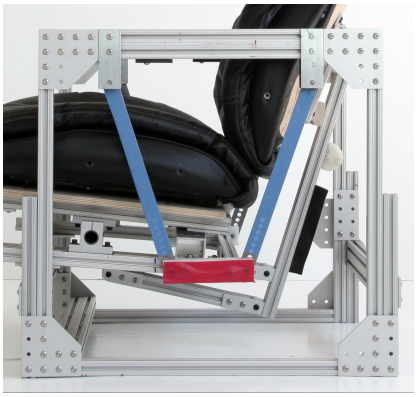
Curious Play.

Give the question a physical form.

Curious Play gives us room to ask what else is possible. In the Comfort Air work, those questions took physical form: open rigs, exposed linkages and shaped foam. With the workings visible, we can consider the path of movement alongside the form that surrounds it.



A seated rig makes the relationship between body and mechanism visible.



LOOK CLOSER

An exposed linkage keeps the moving relationships in view.



Structure, exposed.



Support, made tangible.



An explored form, rendered.



Build to Learn.

The body has the last word.

A chair becomes meaningful when someone sits in it. Foam, frames and moving joints bring support and motion into the same physical question. These seated studies span upright sitting, recline and a deeper resting position. Each makes the relationship between the body and the mechanism visible.



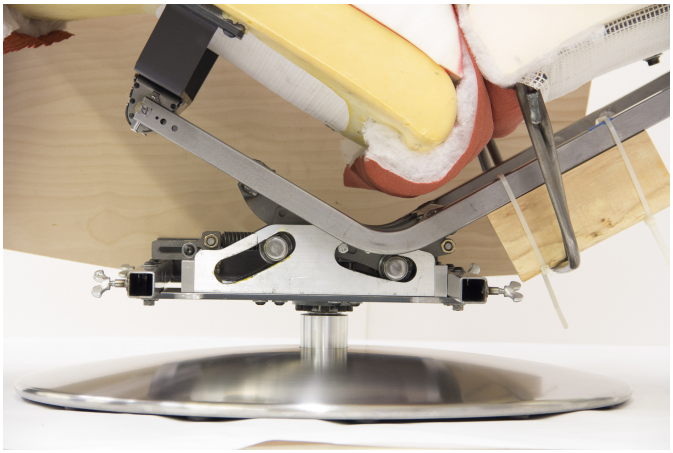
Sitting upright.



Leaning back.



Exploring deeper recline.



A mechanism study beneath the foam and support surfaces.

Engineering the feeling.

Separate seat and back movement, custom Hytrel hinges and carefully arranged linkages help Comfort Air respond to changes in posture.[2]

Build to Learn brings those decisions back to the body. We make the workings tangible so we can explore what a person actually feels: support, freedom and the transition between them.

The complexity stays beneath the surface.

Development: Jeff Weber with American Leather, building on American Leather's motion concept.[1]

1 Development history 2 Training notes Images: supplied project archive.

