

機械美學展現之家具設計創作

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摘 要

人類不是最強壯的動物，但人們創造了機械，因此能主宰世界。本創作便是以機械美學為出發，以家具設計為範圍，探討機械美學元素轉化的各種可能性，並實際應用於家具設計上。

工業革命後，機械與生產技術的相輔相成，文明得以快速發展，人類的生活中無時無刻都存在著機械的影子。隨著時空背景的改变，人們的審美觀也雖之而有所不同，機械也從機能性的物件發展成一種型態上的美學。

本創作首先敘述機械美學在設計與藝術相關領域的發展與實例，並試著發現在不同領域中機械美學的異同與趨勢。接著嘗試以機械美學展現為主要目標，並找出家具與這些實例的近似點，進行家具設計。

而最後分別藉由建築及車輛發展出三個概念，並針對這三個概念完成設計，每個概念各完成一個實體模型，分別是為 C.S. Chair、Spider(Table)以及 Chair M，並在交大藝文空間展出。

關鍵字：家具設計、機械美學、高科技派

Furniture Design with Machine Aesthetics

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ABSTRACT

Human rules the earth because mankind created machine, though human is not the strongest animal in the earth. My creations are basis on mechanism aesthetics, and take the furniture design as scope. I want to inquire various possibilities of mechanism aesthetics conversion and apply them practically to furniture design.

After the Industrial Revolution, Life can't escape from a machine. The civilization can develop quickly because machines and related techniques complement for each other. The aesthetic sense changes, and at the same time machine changes from functional material to a kind of aesthetics.

This creation first describes the development and illustrations of the mechanism esthetics in design and art relating areas. I try to discover the trends and differences of the mechanism esthetics in different areas. Then I start to put mechanism esthetics display in furniture design, and find out the similarities between furniture and these illustrations.

In the end, I develop three concepts from architecture and vehicle development. Three prototype models were finished according to these

three different concepts. These three prototype models are C.S. Chair、Spider(Table) and Chair M, and been displayed in the NCTU arts gallery.

Keywords : furniture Design、Machine Aesthetics、High-Tech

