

PORTFOLIO



Elaine Mansure
Furniture Design

about me.

Since I was very young, I have had a passion for creating. I am enlivened by the prospect of being able to improve something that already exists, create something entirely new, or even reconceptualize an idea that was previously thought to be established. Through my education and influence of experienced mentors at Appalachian, I have been able to explore these concepts, improving my process and craft along the way.

I am passionate about many facets of design, especially related to design education, design for children, and accessibility to craft and design opportunities. I was born and raised in the Appalachian mountains, and their beauty and life constantly inspires me. I look forward to continuing to grow as a designer and maker!



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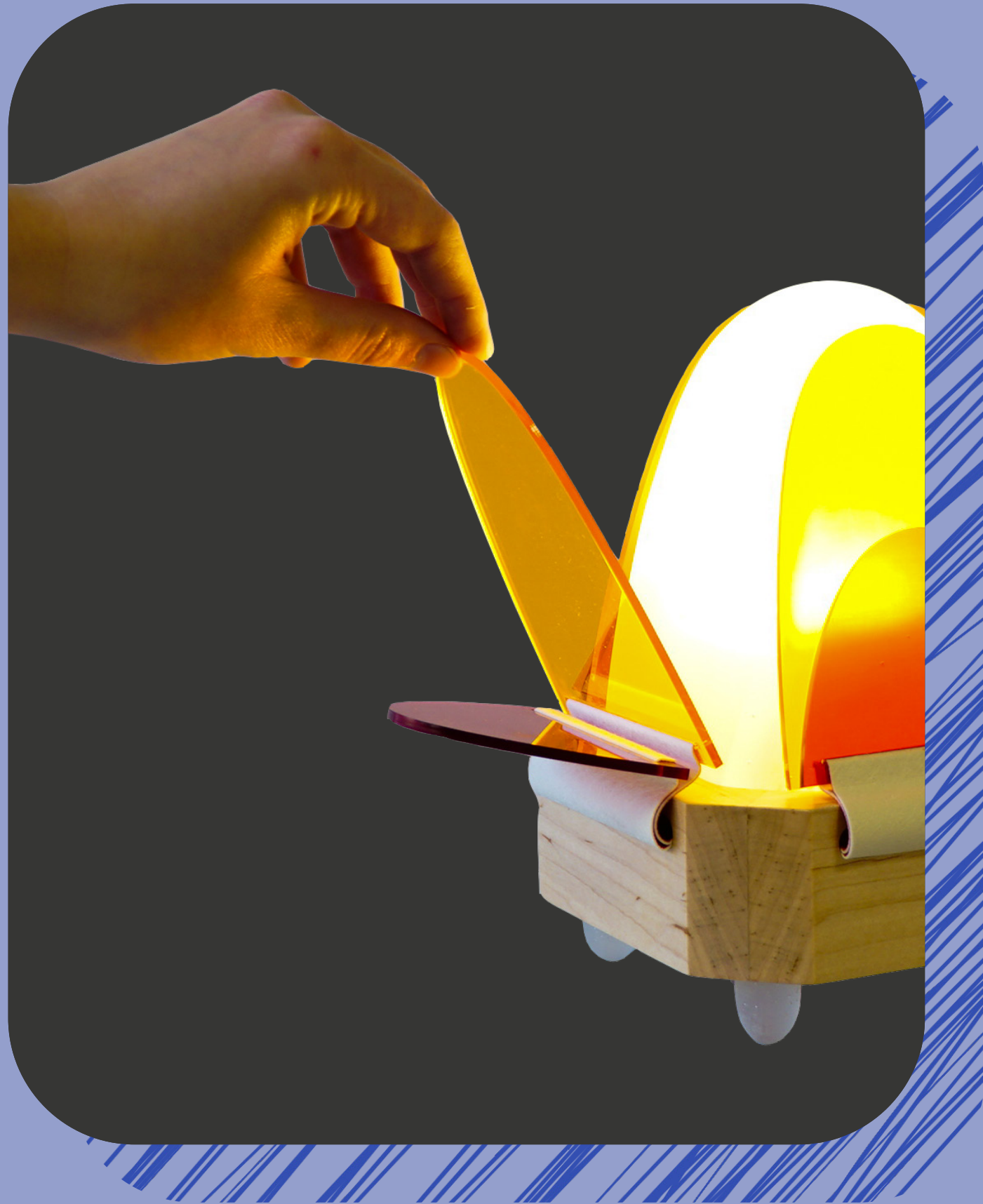
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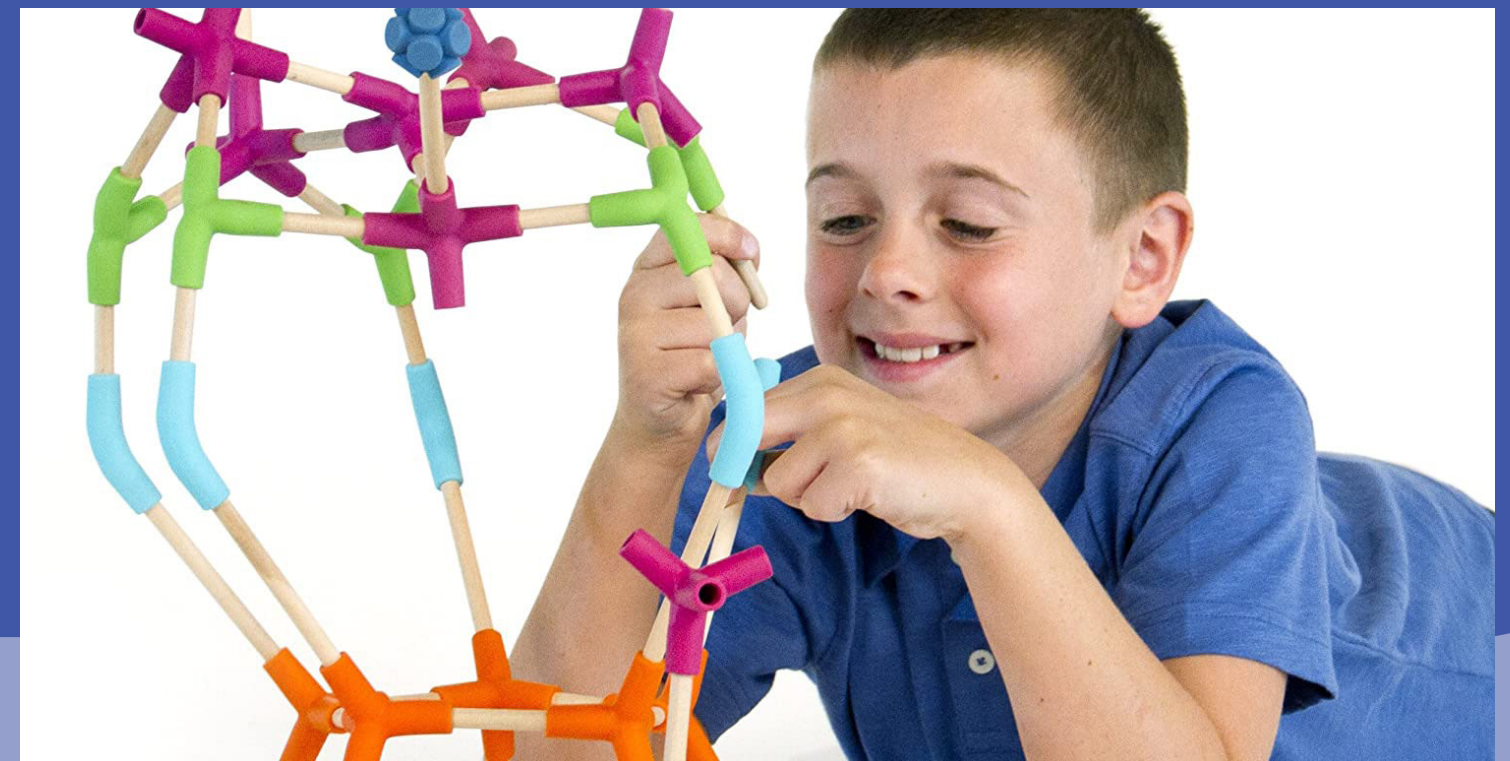
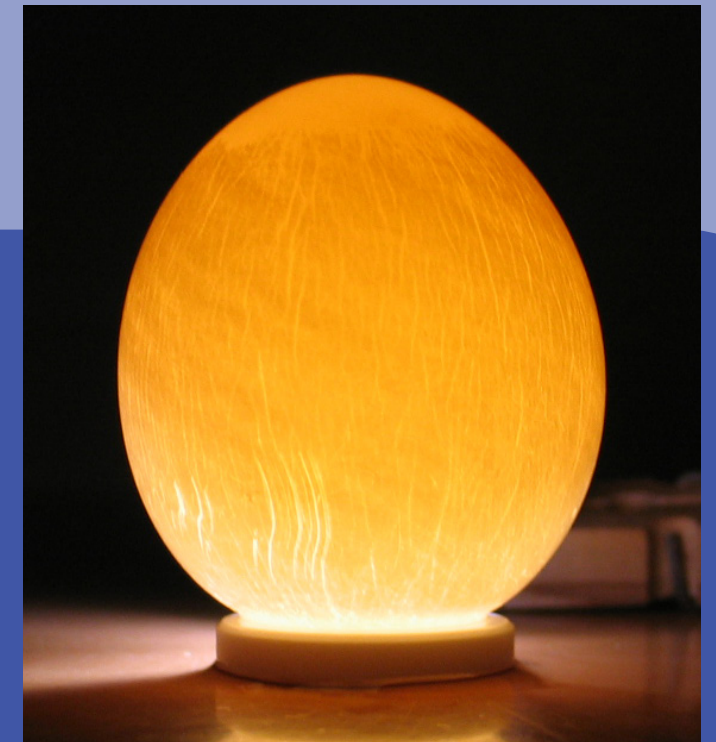
FLORET

Junior Studio 1
Duration: 8 weeks

BRIEF

Using the fundamental design concepts of line, point, and plane as inspiration and a guide, design an object that can provide light to a room. Define an intended demographic, market, and function, and create a functional prototype of the final design.

I found inspiration in soft, playful forms, radial design elements that suggest a focal point, inviting tactile elements, and components that create interaction.

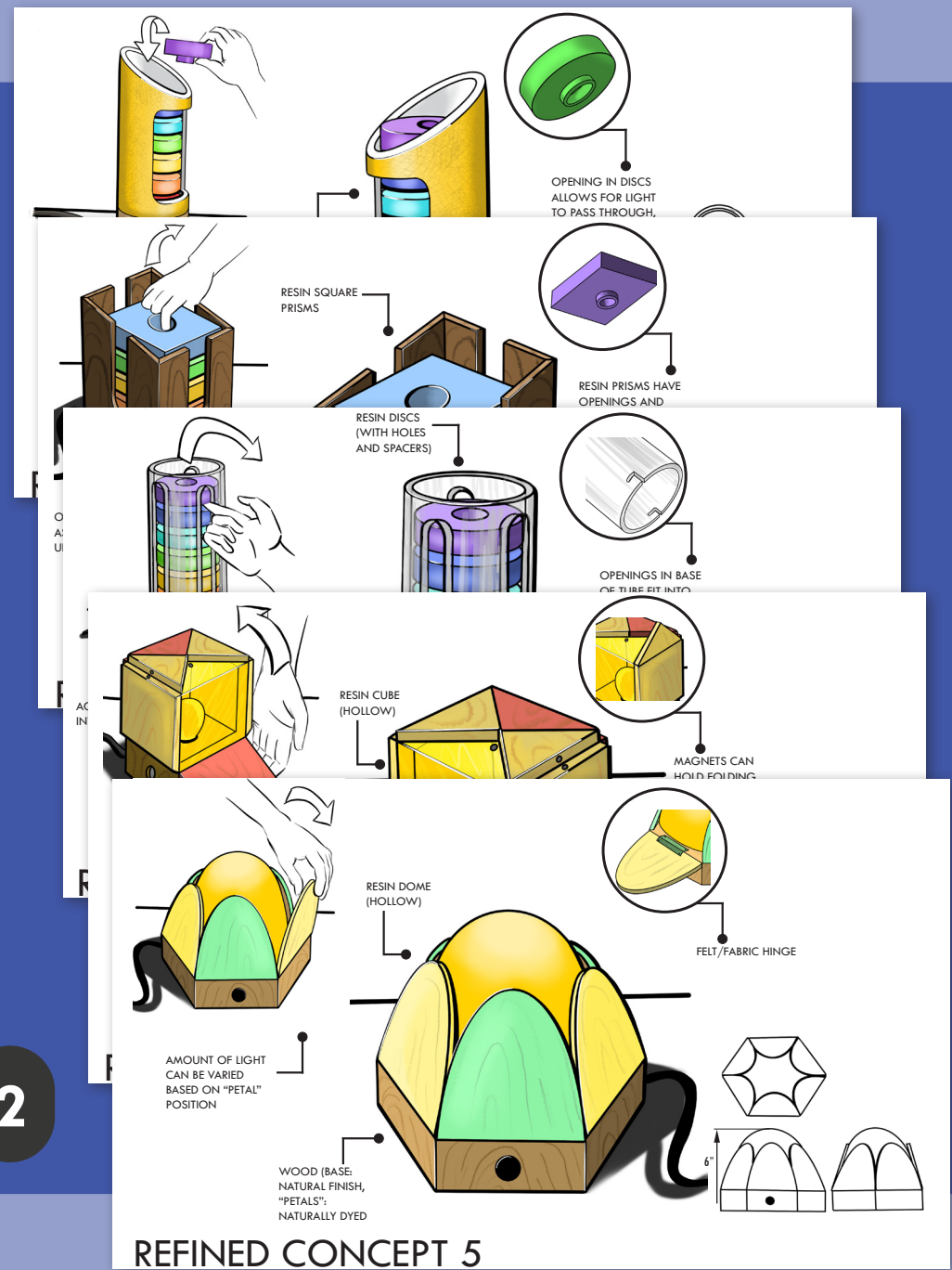


My Goal: Create a light for a **child** (age 5-11).
Encourage **gentle learning** through **tactile interaction**.

research and inspiration



1



2

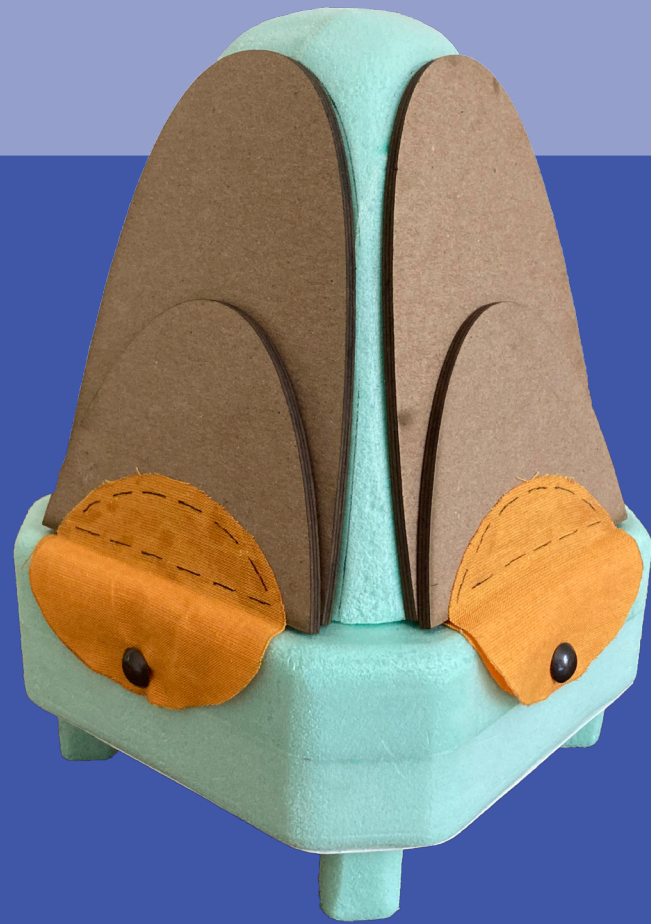
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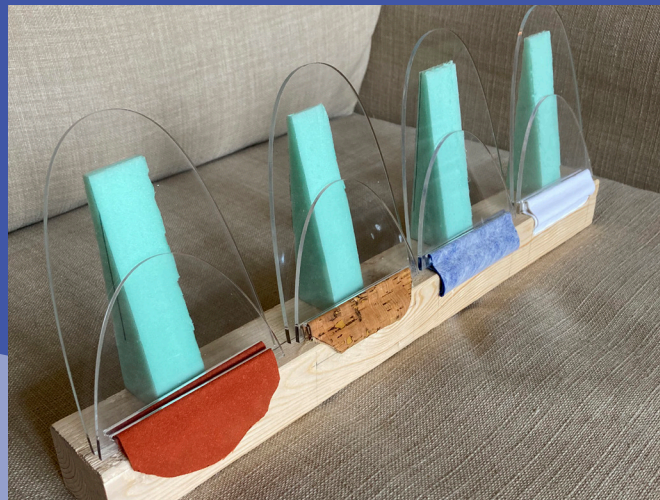
Through continual development and peer critique, my concepts altered. Initially, I explored a variety of solutions that engaged the child in different ways. The concepts that involved the opening of “petals” (to vary the amount of light emitted) eventually culminated in my final concept.

development

1

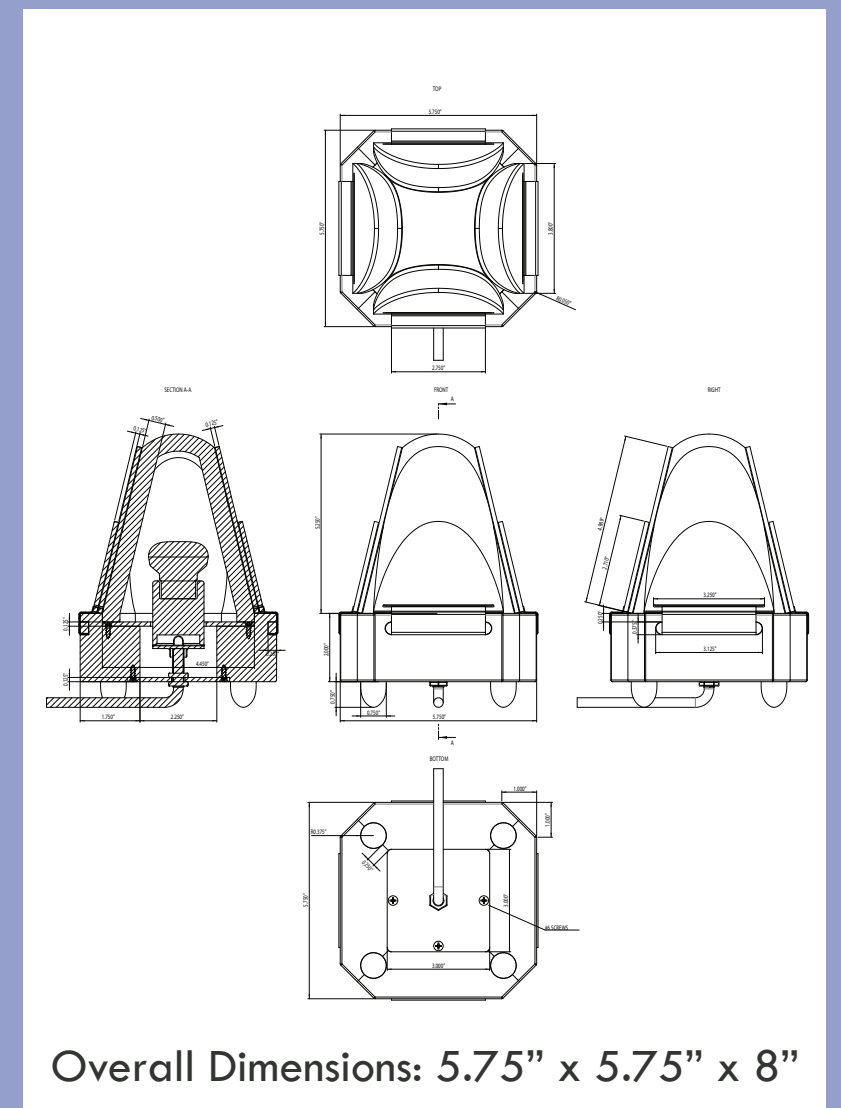
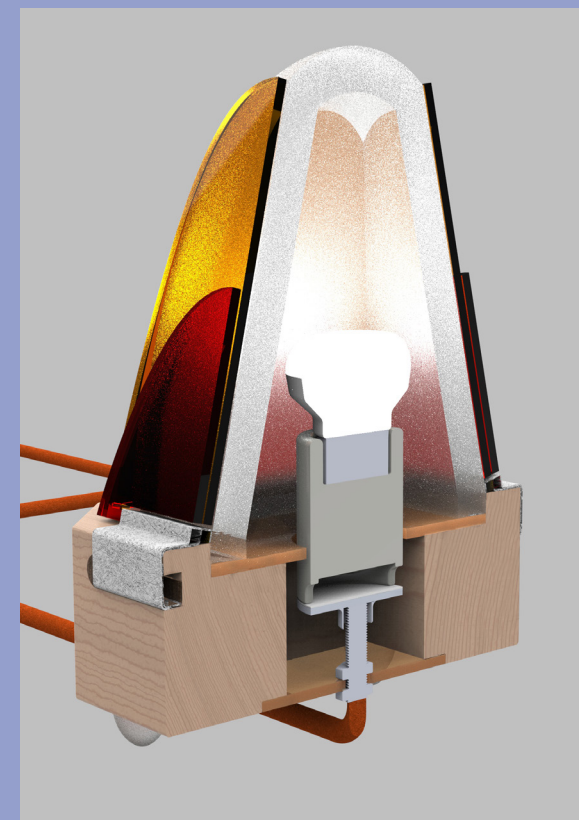
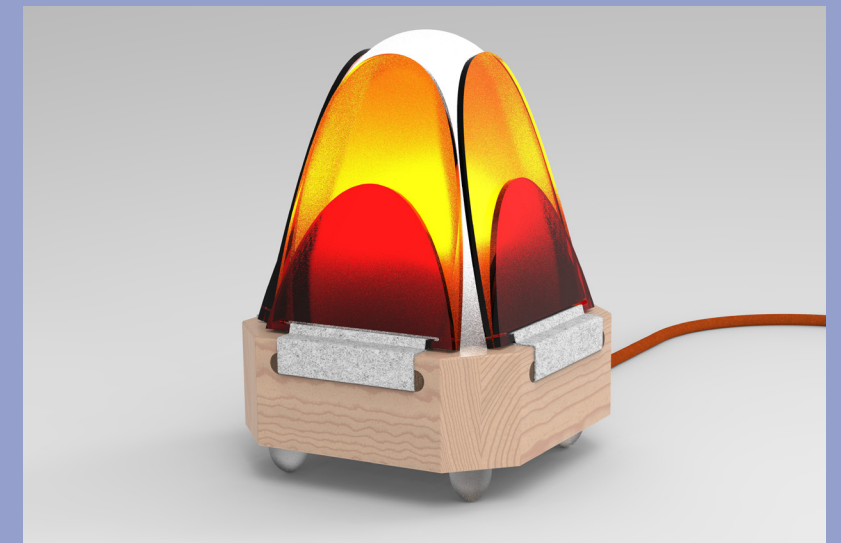
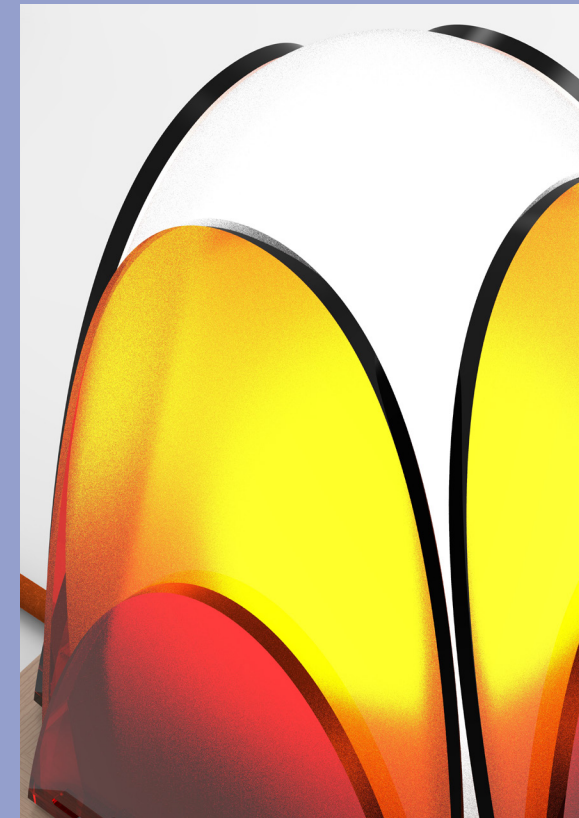
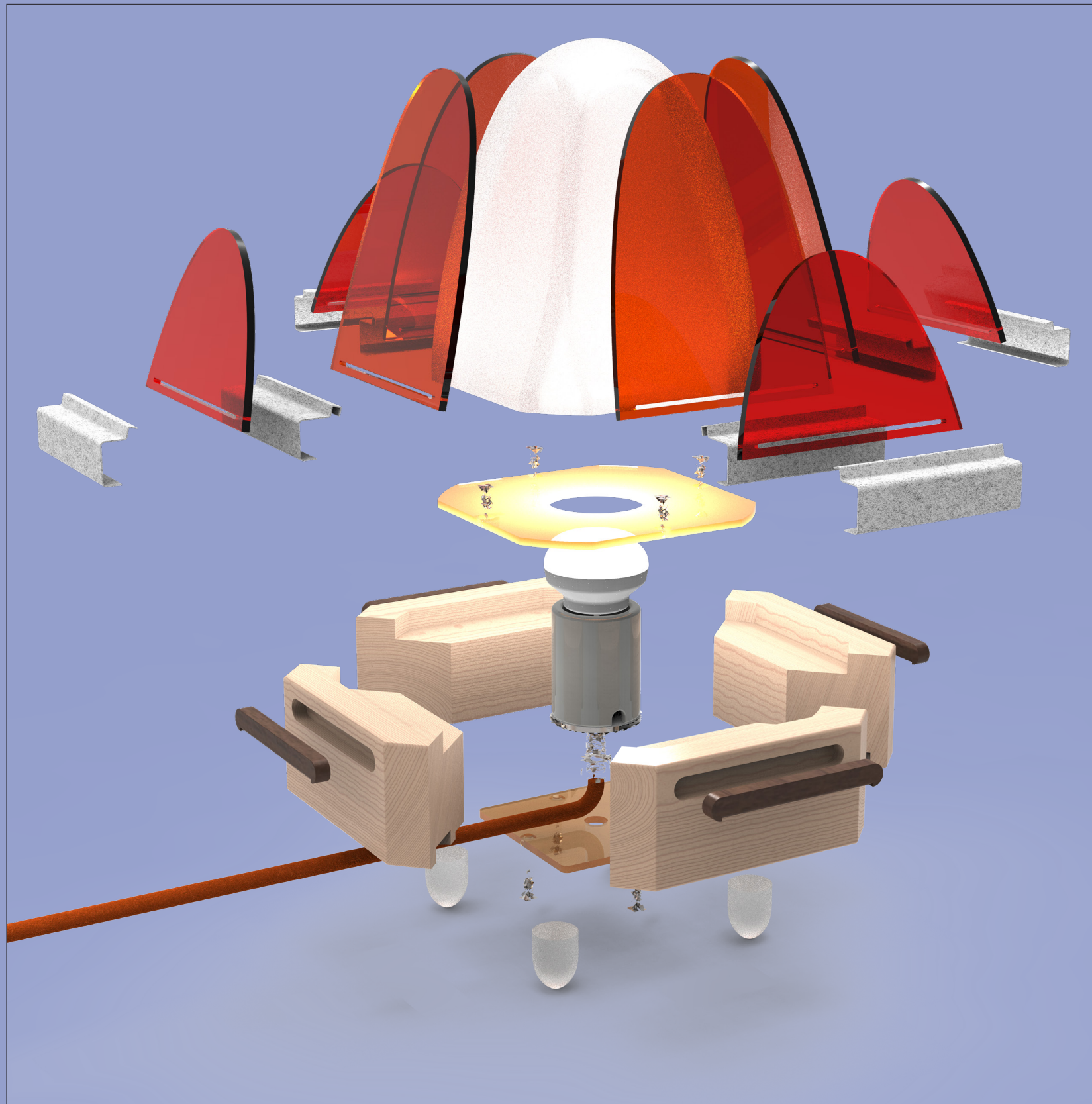


2



I created a **volume study** and **hinge detail study** (1) to test interactions and materials. This prototyping process informed fabrication of the **finished prototype** (2), which involved custom casting, milling, and laser cutting parts.

process



Floret features:

a cast resin body that emits a warm glow, acrylic “petals” that can open and close, a lacquered maple base, cast resin feet, and tactile elements that encourage interaction.





Floret is a gender-neutral lighting object that encourages learning through interaction.





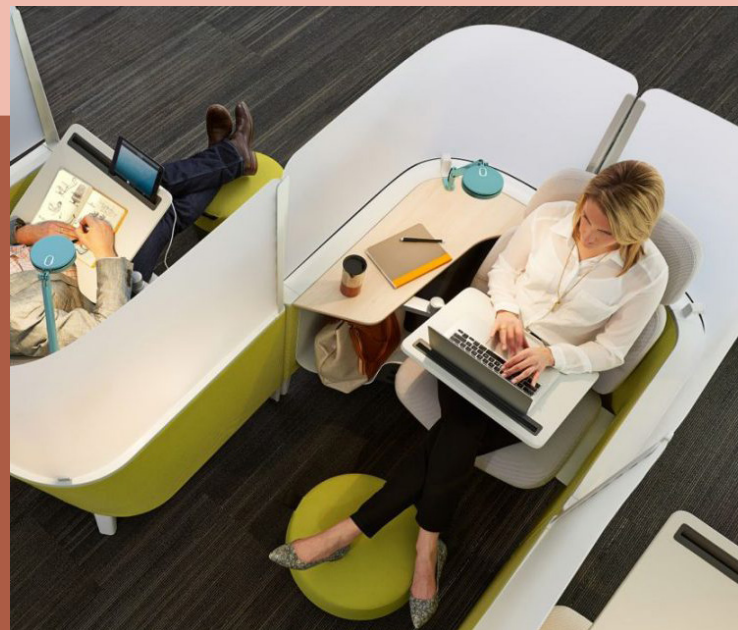
LOCH

Junior Studio 1
Duration: 6 weeks

BRIEF

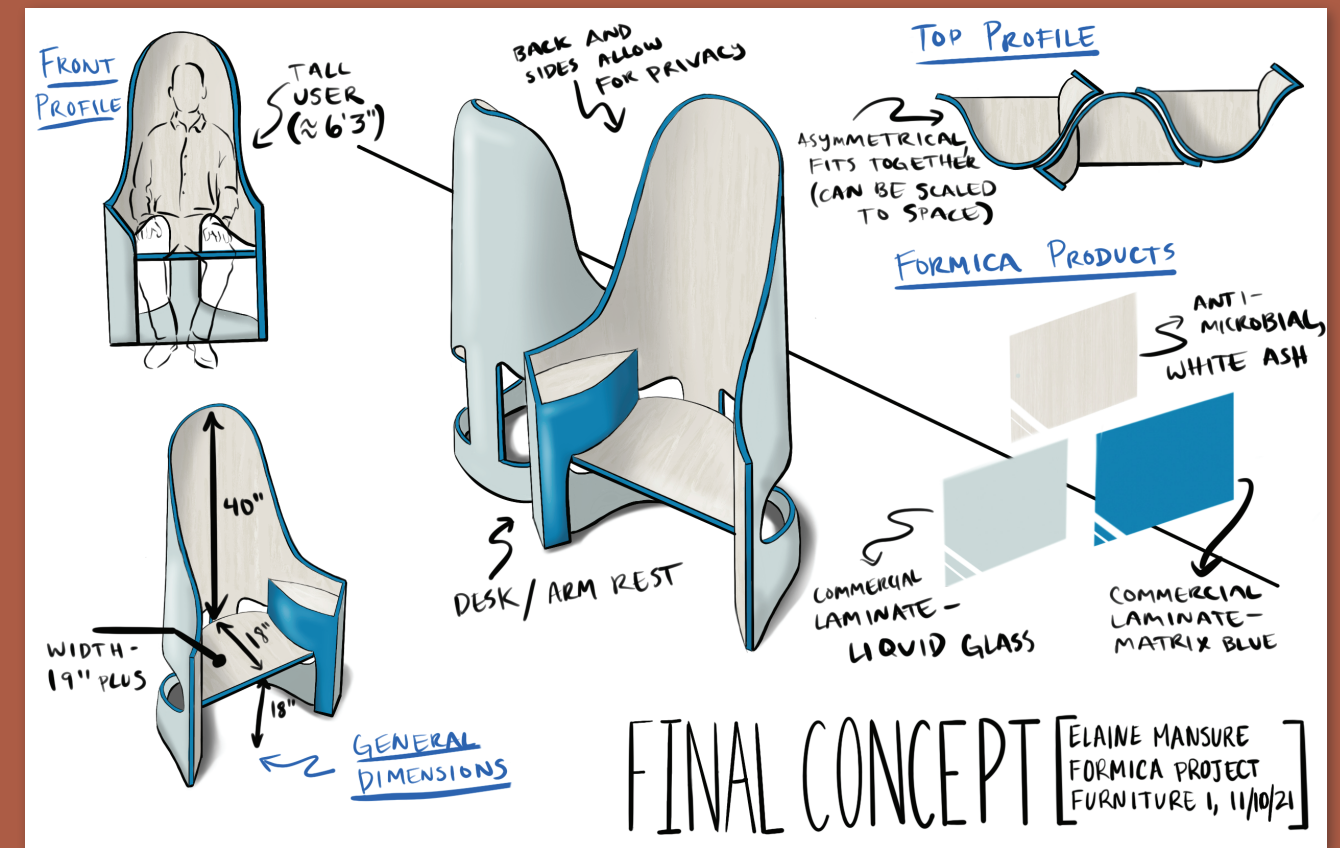
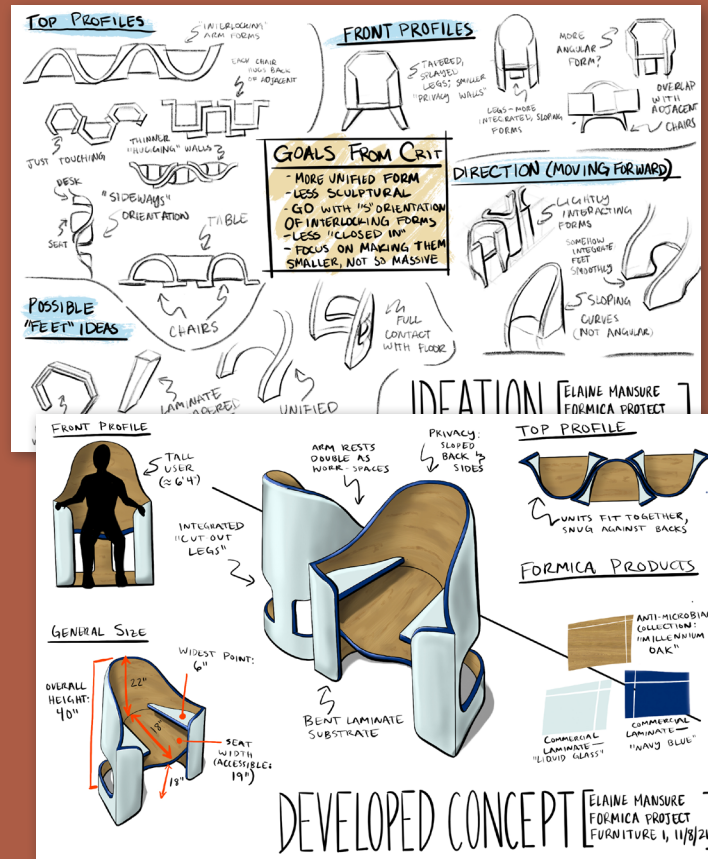
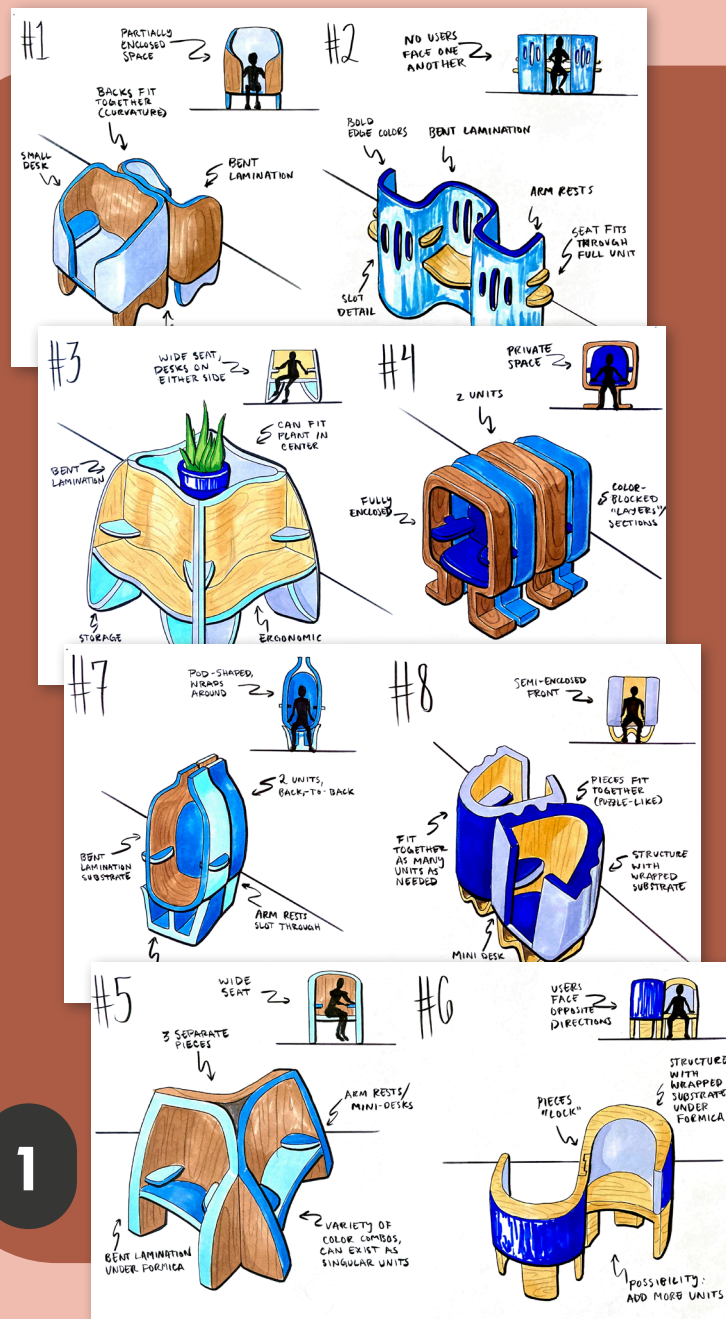
Using at least three different Formica® Laminate products (one of which being wood grain), design a furniture piece that could fit in a commercial or residential space. Create a 3D model and up to three renderings of the finished design.

I revolved my research around the needs of patients and workers in healthcare waiting room settings. Delving into cleaning requirements for healthcare furniture, manufacturing processes for molded plywood substrates, and the effects of COVID on the relationship between personal and public allowed me to refine my design direction.



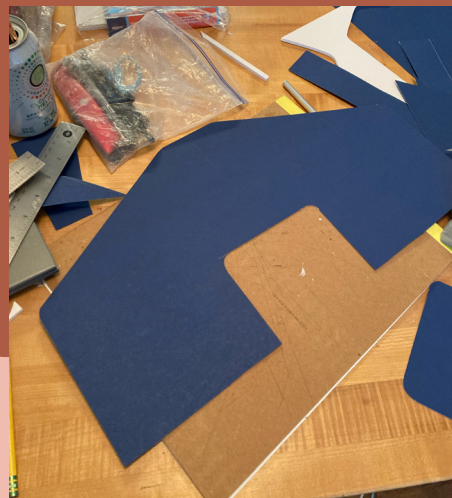
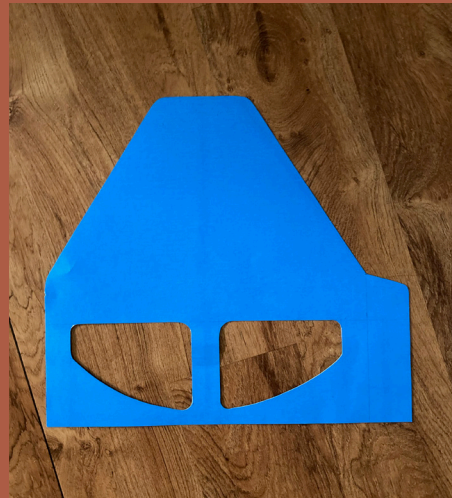
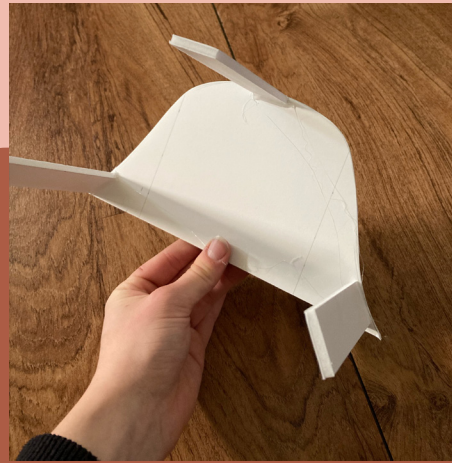
My Goal: Design a seating system for healthcare waiting rooms that is space-saving while allowing for privacy.

research and inspiration

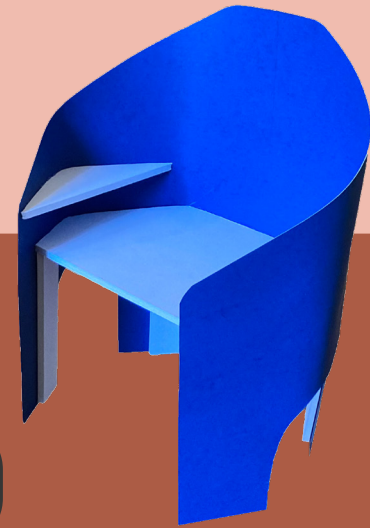


Through consistent peer critique, my concepts became more **simplified and intentional**. Ideation centered around creating a seat that could “nest” with itself (to accommodate a variety of waiting room settings). Practicality of **cleaning** all of the surfaces, **comfort**, and **privacy** were also strongly considered.

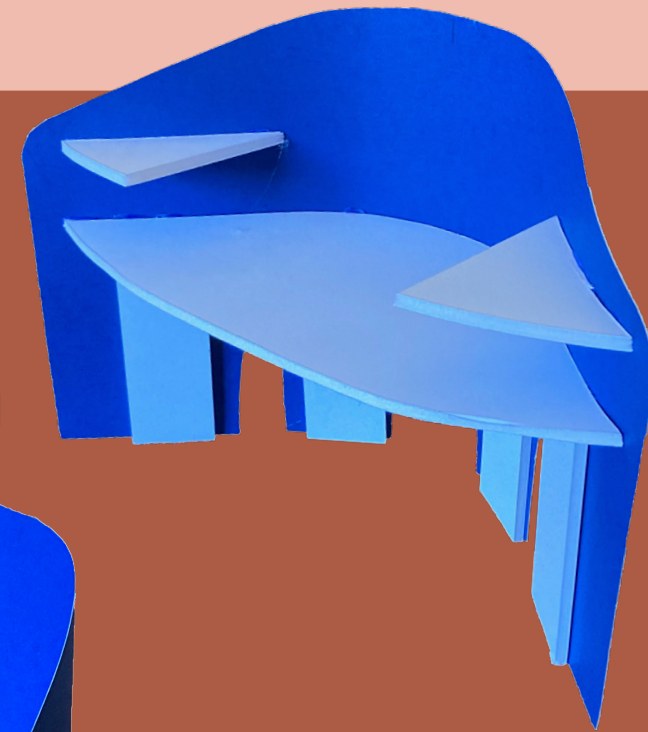
development



1



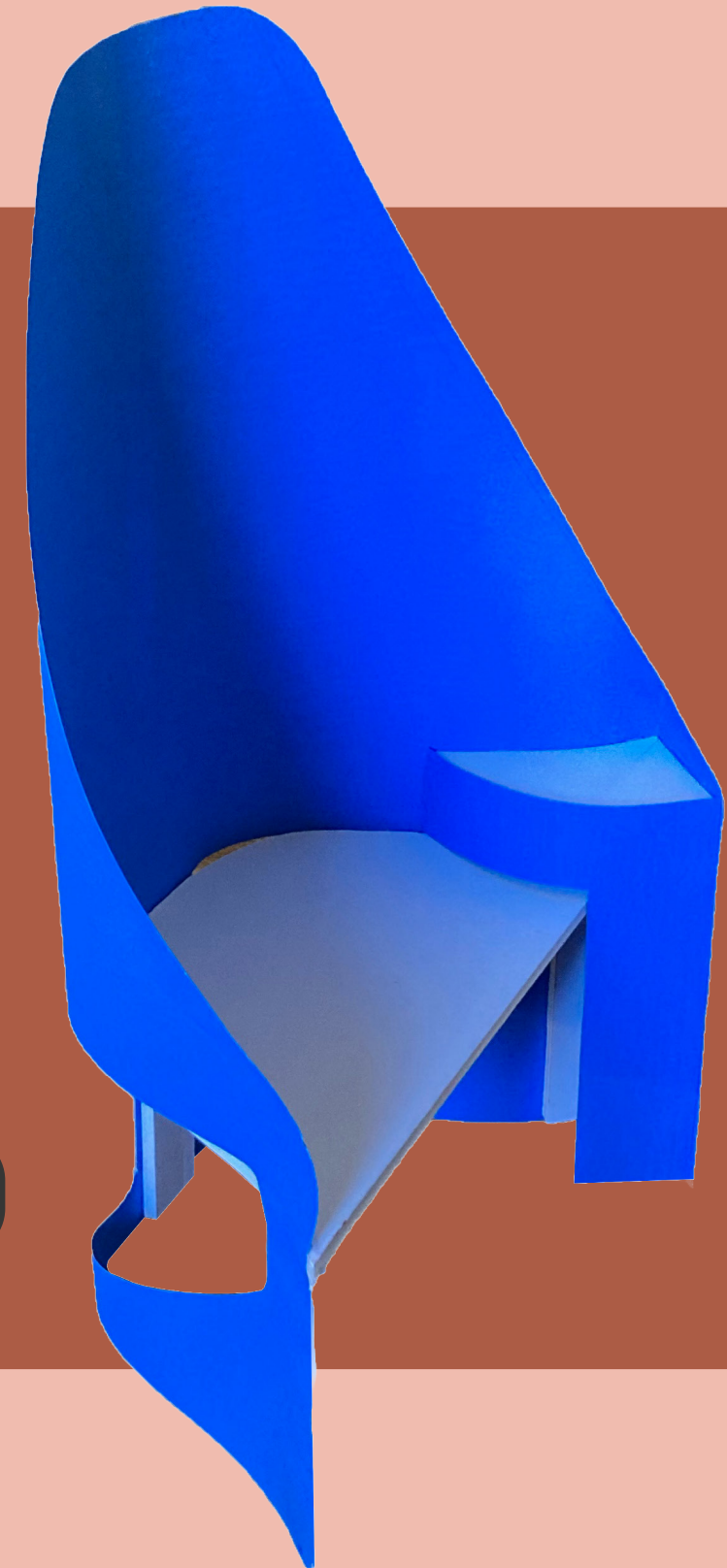
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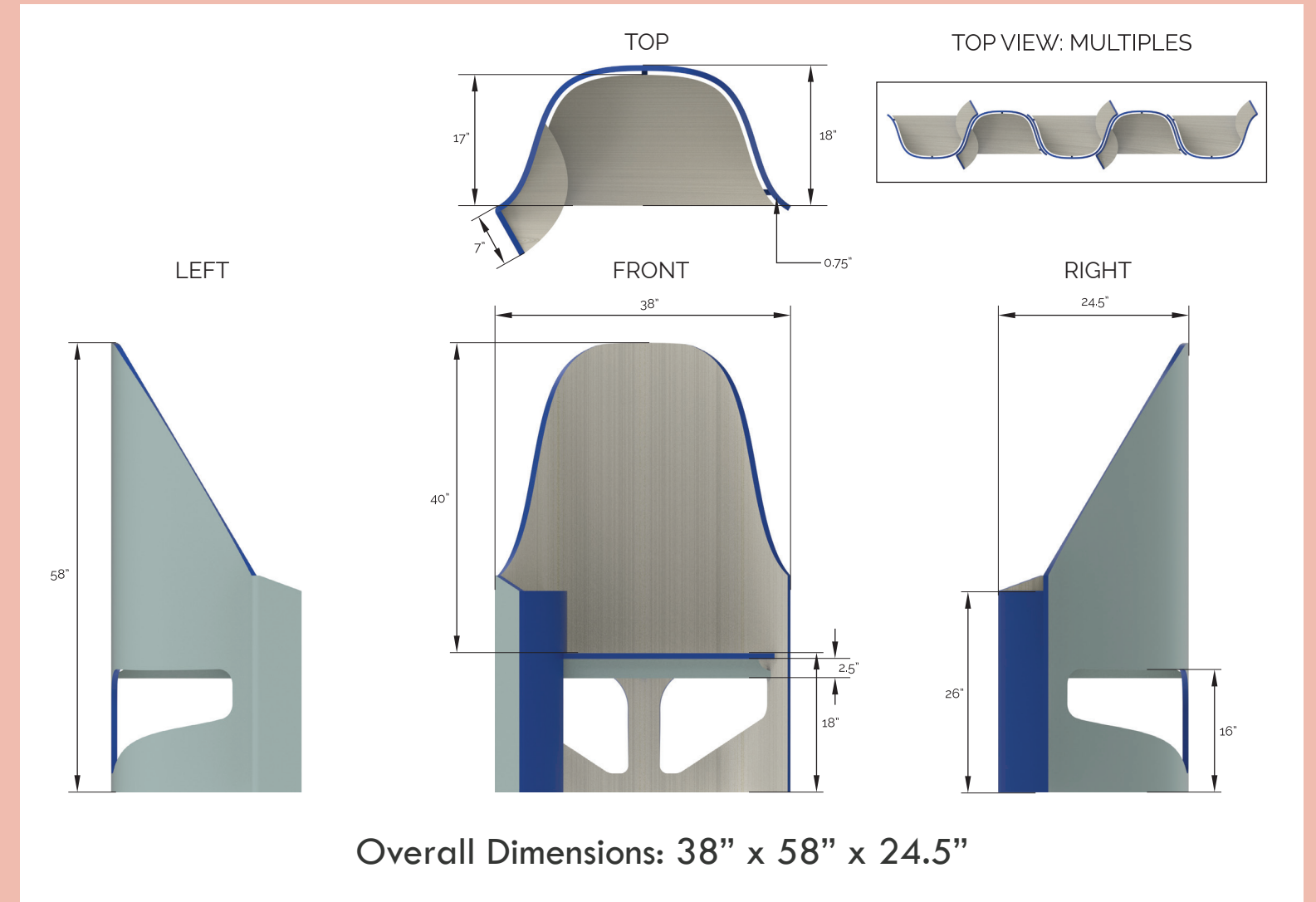
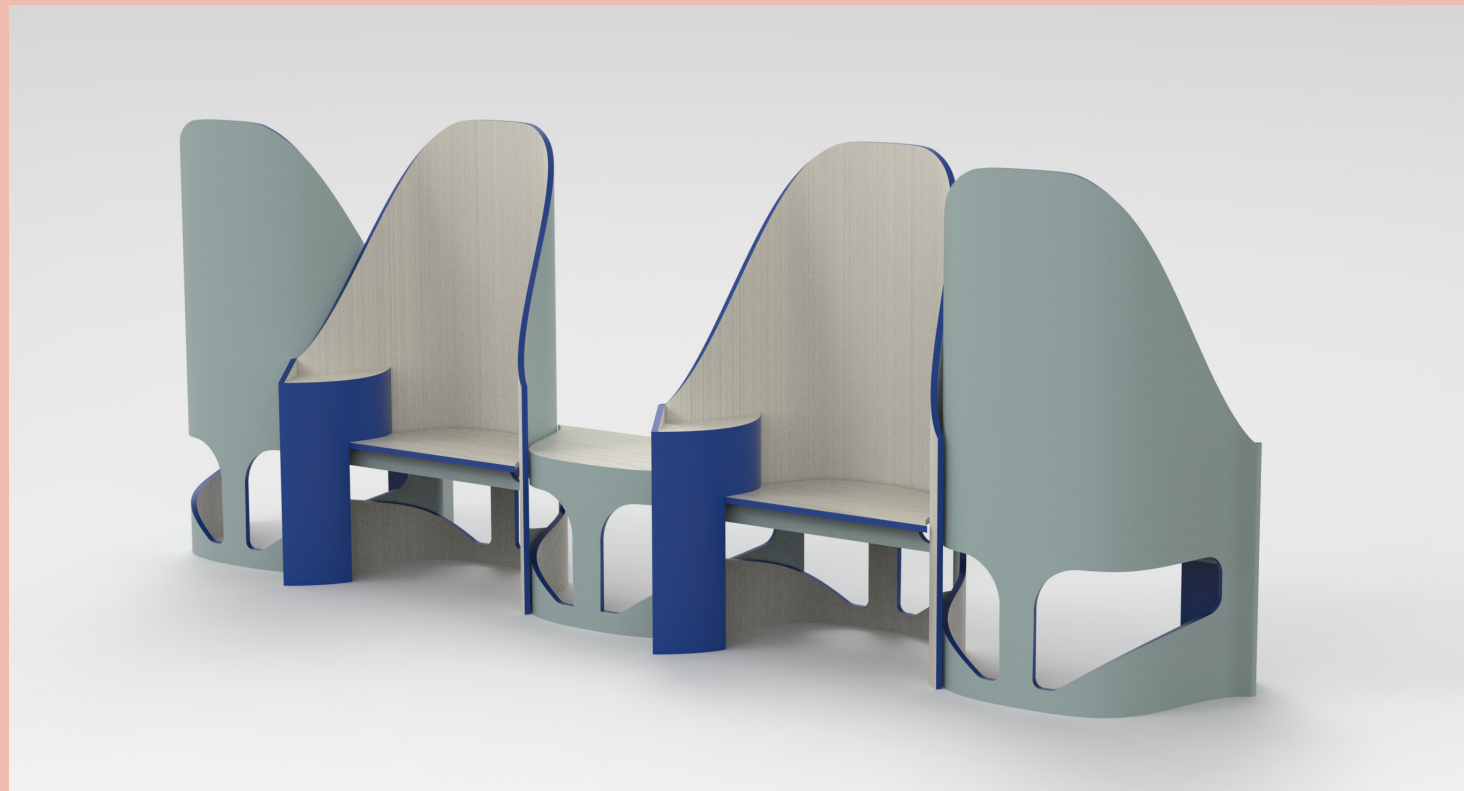
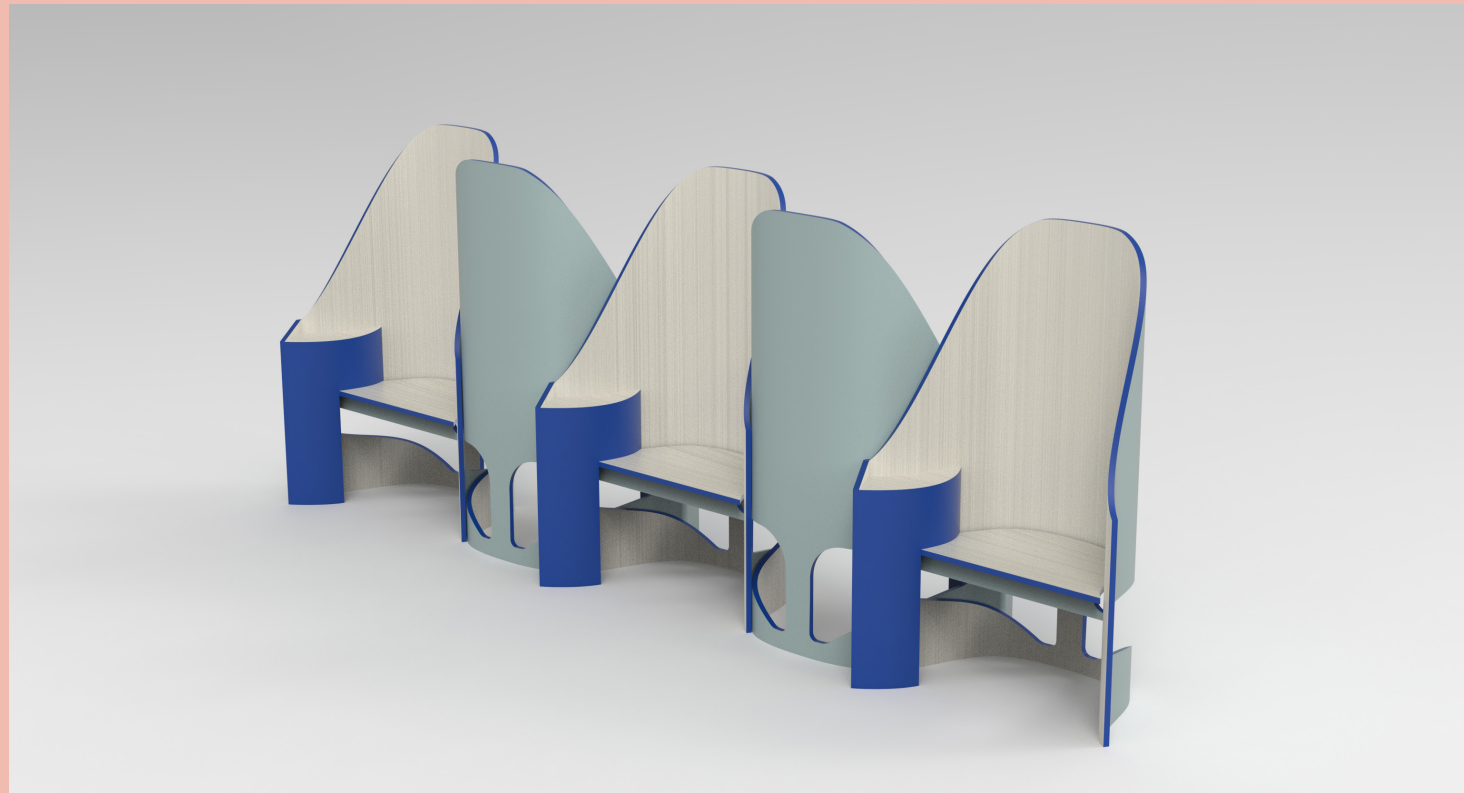


4



Because the design would be manufactured using a molded plywood substrate, I used quarter-scale **paper models** with continuous sheets in order to better understand chair construction, volumes, and scale.

process



Loch features:

A “nesting” design that saves space and allows for customization based on needs, a work surface, a high back that curves around the user for privacy, and surfaces that are easy to access and clean.





Loch is a privacy-centered seating solution for the modern healthcare waiting room.





GEORGIE

Junior Studio 2
Duration: 15 weeks

BRIEF

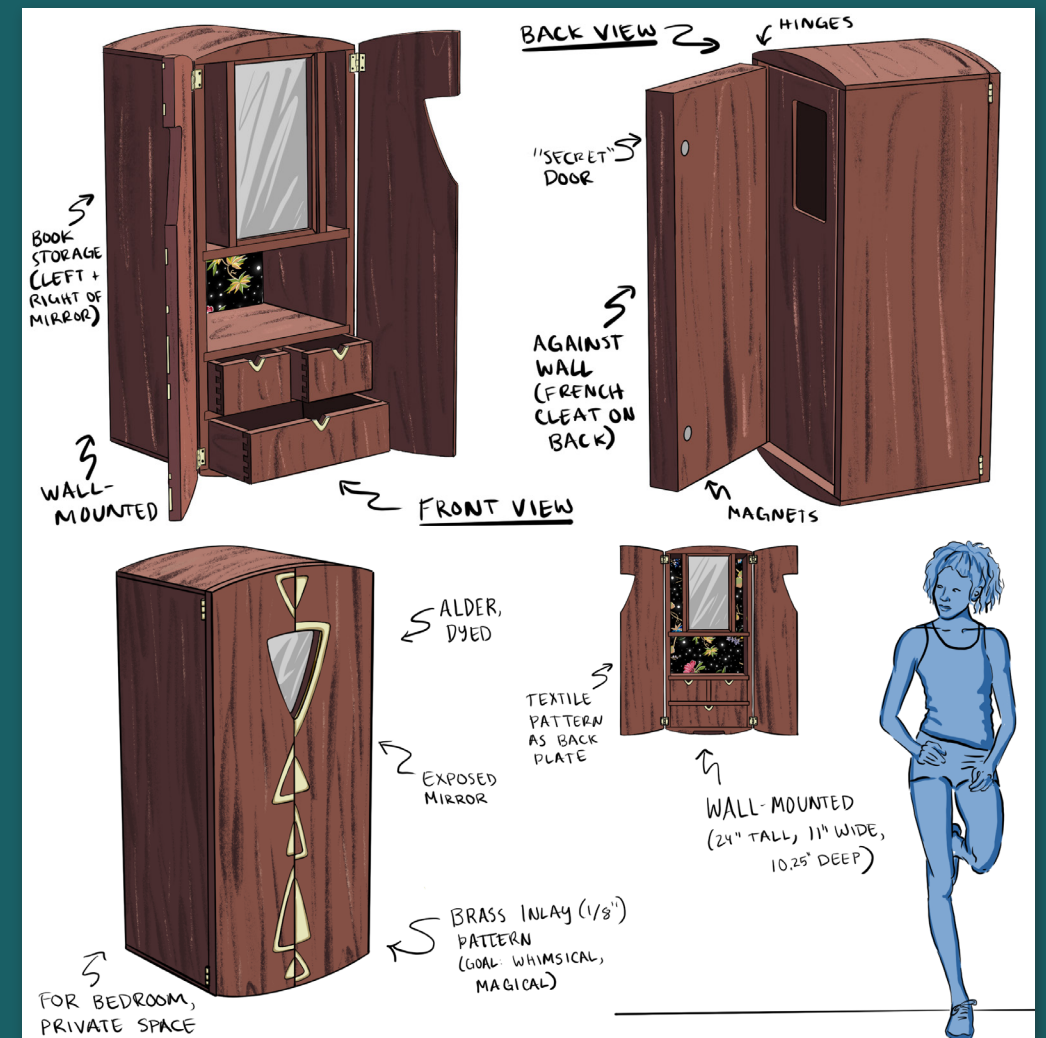
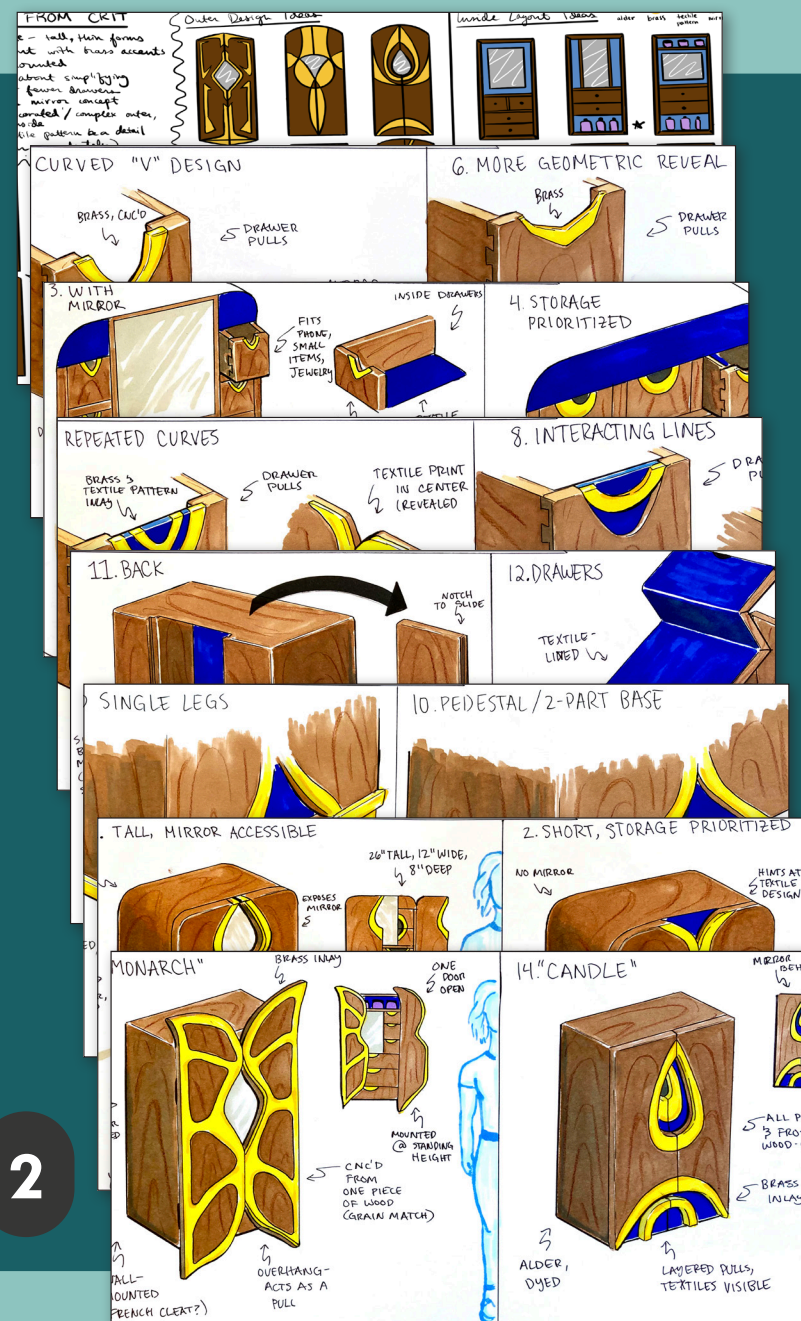
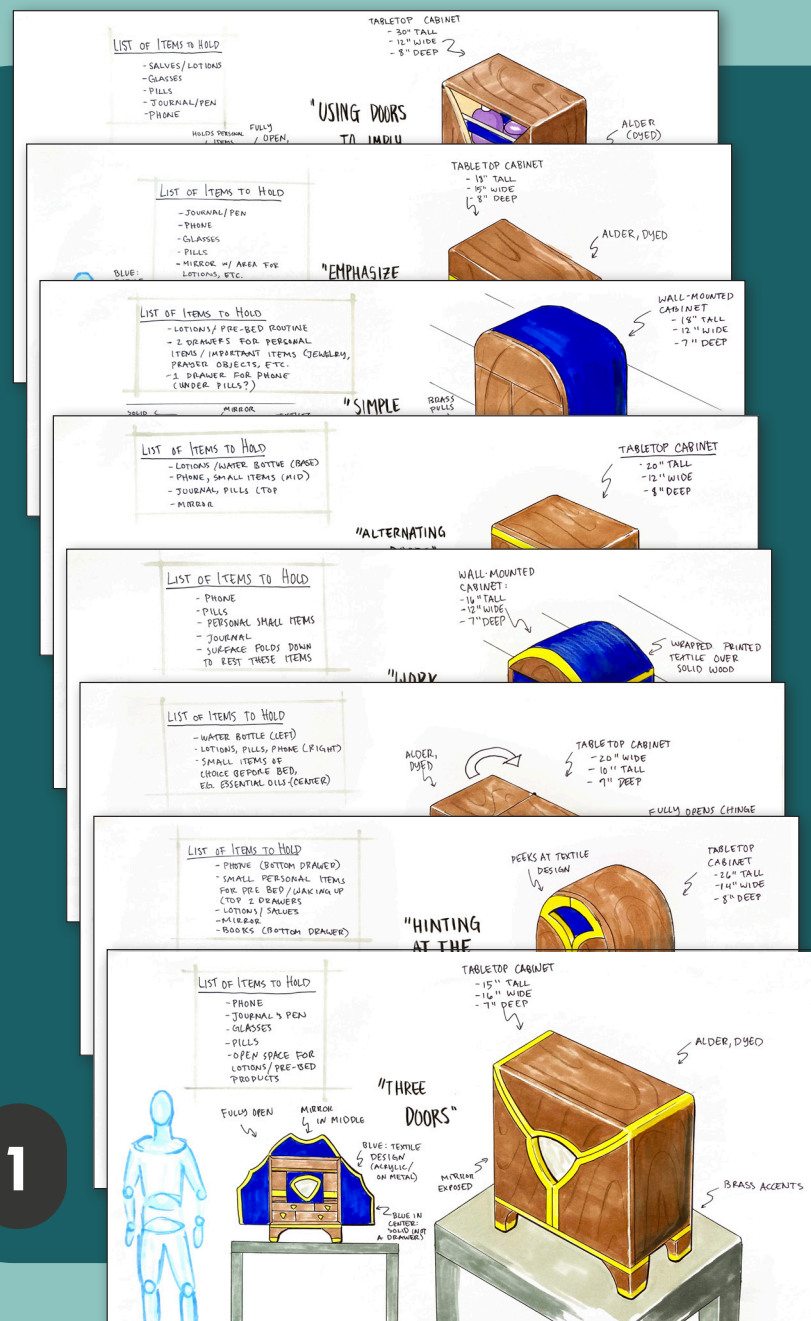
Design and create a finished prototype of a cabinet that both references a historical theme and solves a problem. The cabinet must include two methods of concealment and meet the needs of an intended user and space.

I found inspiration in my research of a type of furniture from a specific era: apothecary cabinets of the English Regency. Through learning about the furniture and graphic design of this era, I refined my aesthetic and functional goals to meet the needs of a specific user. I defined the user as being a young, wealthy individual with a morning or nightly self-care routine.



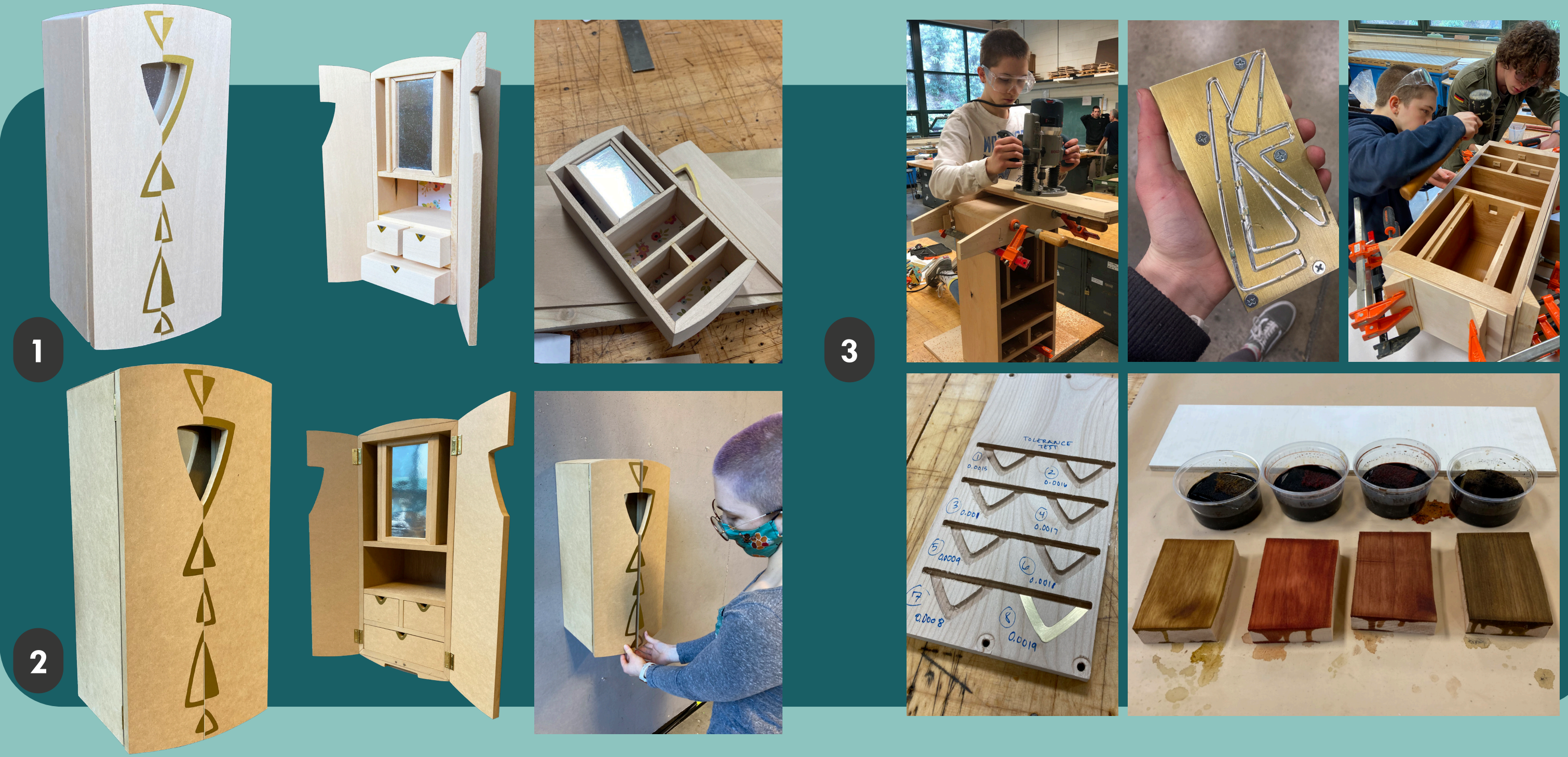
My Goal: Design a piece inspired by apothecary cabinets of the English Regency, meant to encourage positive habits.

research and inspiration



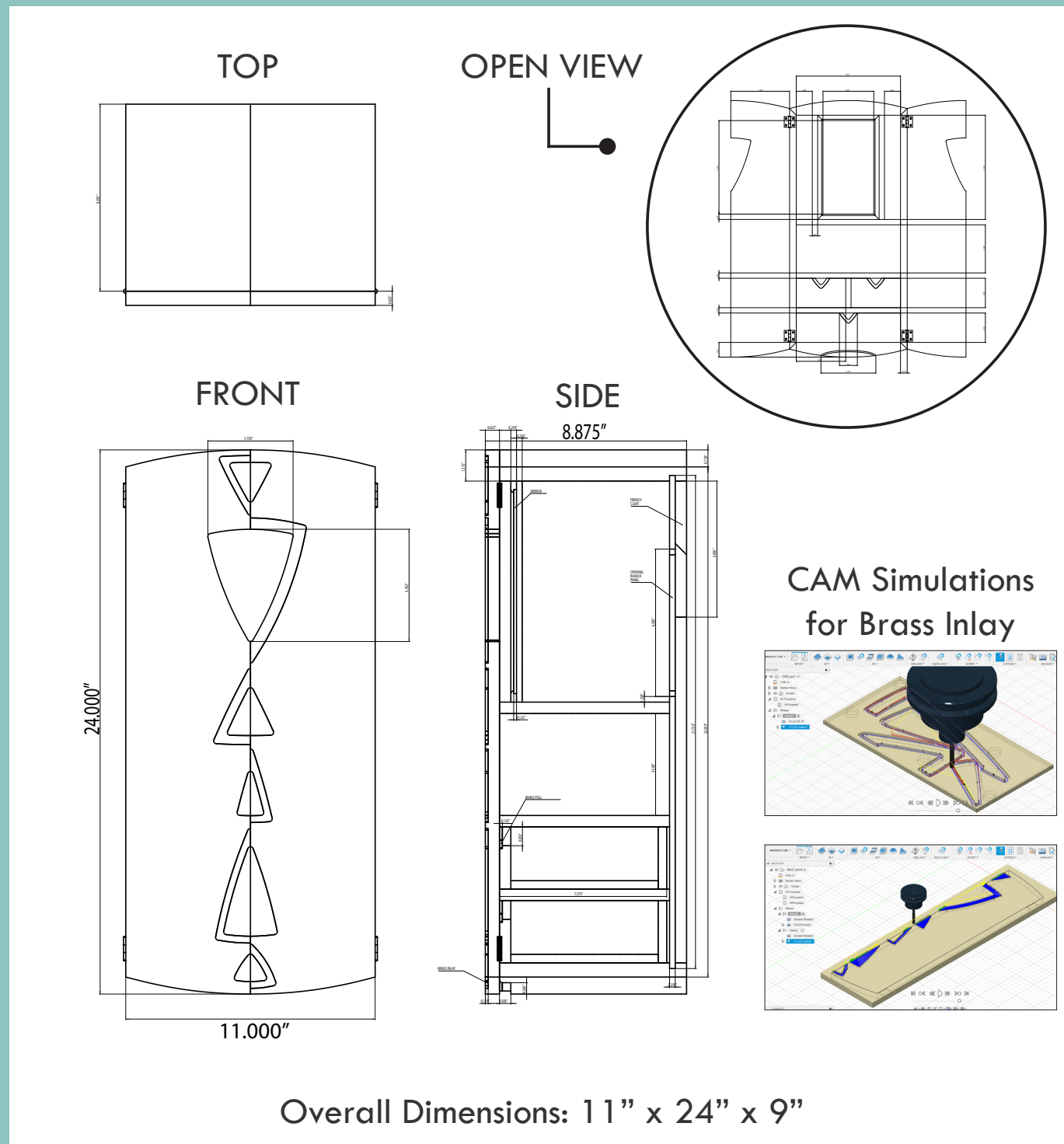
Through development, I explored a variety of cabinet options. Peer critique pushed me to incorporate the brass accents typical of the English Regency, as well as the graphic designs of the period, in a variety of ways. Ultimately, I arrived at a small wall-mounted design.

development



Before beginning the construction of my final cabinet, I created two models: one at quarter scale (1) and one at full scale (2) using MDF and other materials. Building Georgie required custom CNC machining, creating multiple jigs for specific processes, and experimenting with dye and finish samples (3).

process



Georgie features:

Brass inlay and drawer pulls, a “hidden compartment” behind a removable mirror, floral prints inspired by Regency painter William Kilburn (drawer bottoms) and space to store items used in a morning or nightly routine.



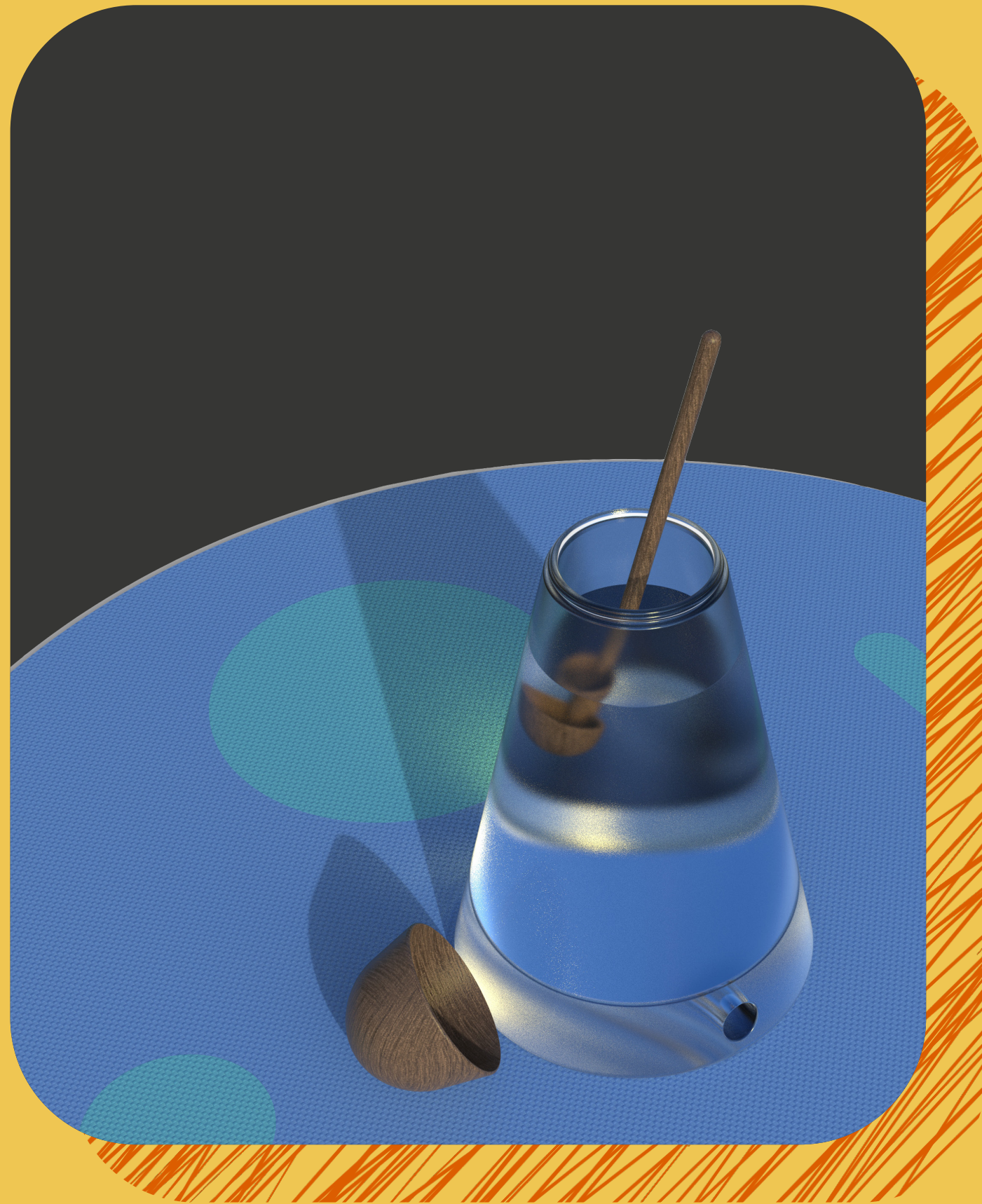
Georgie is a wall-mounted personal cabinet inspired by apothecary cabinets of the English Regency.





Georgie features brass accents, a floral pattern inspired by the paintings of William Kilburn, and a hidden compartment.





SANCTUARY

WANTED Design
Student Workshop 2022
Duration: 4 days

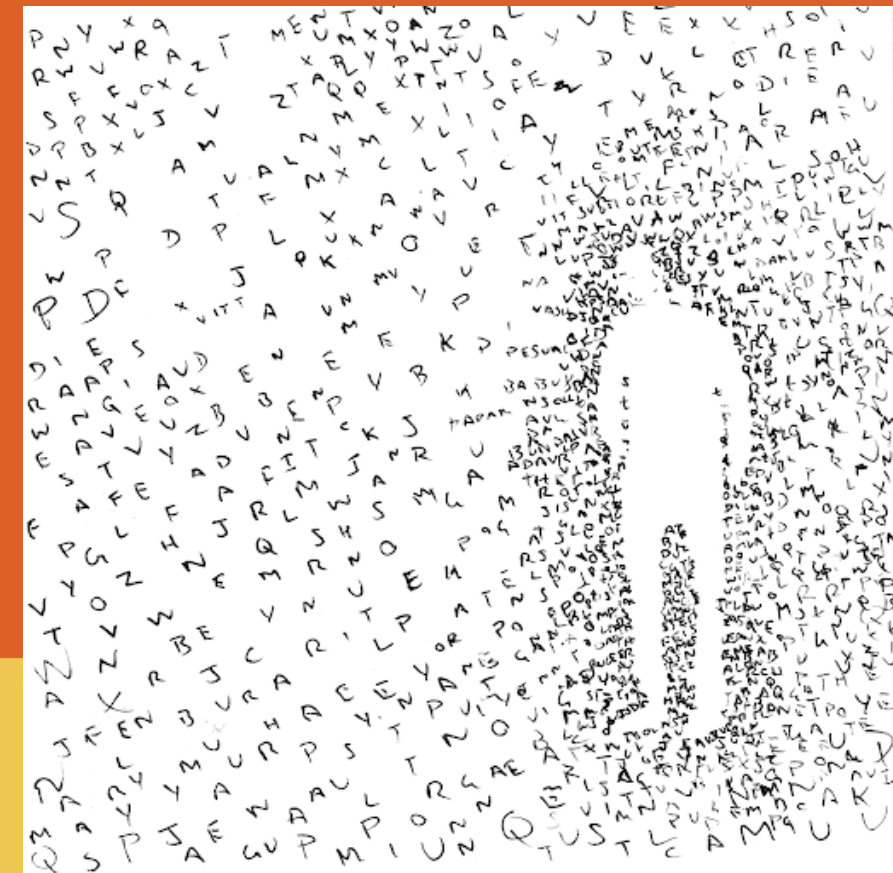
Other team members:
Vivian Chen - ArtCenter College for Design,
Allison Campos - Monica Herrera,
Yeswanth Loganathan - Pratt Institute
<https://www.wanteddesignschoolsworkshop.com/>

BRIEF

Design a physical artifact, environment, and/or series of interactions that encompass a new ritual. This ritual should promote mindfulness and balance within one's own life or within a community.

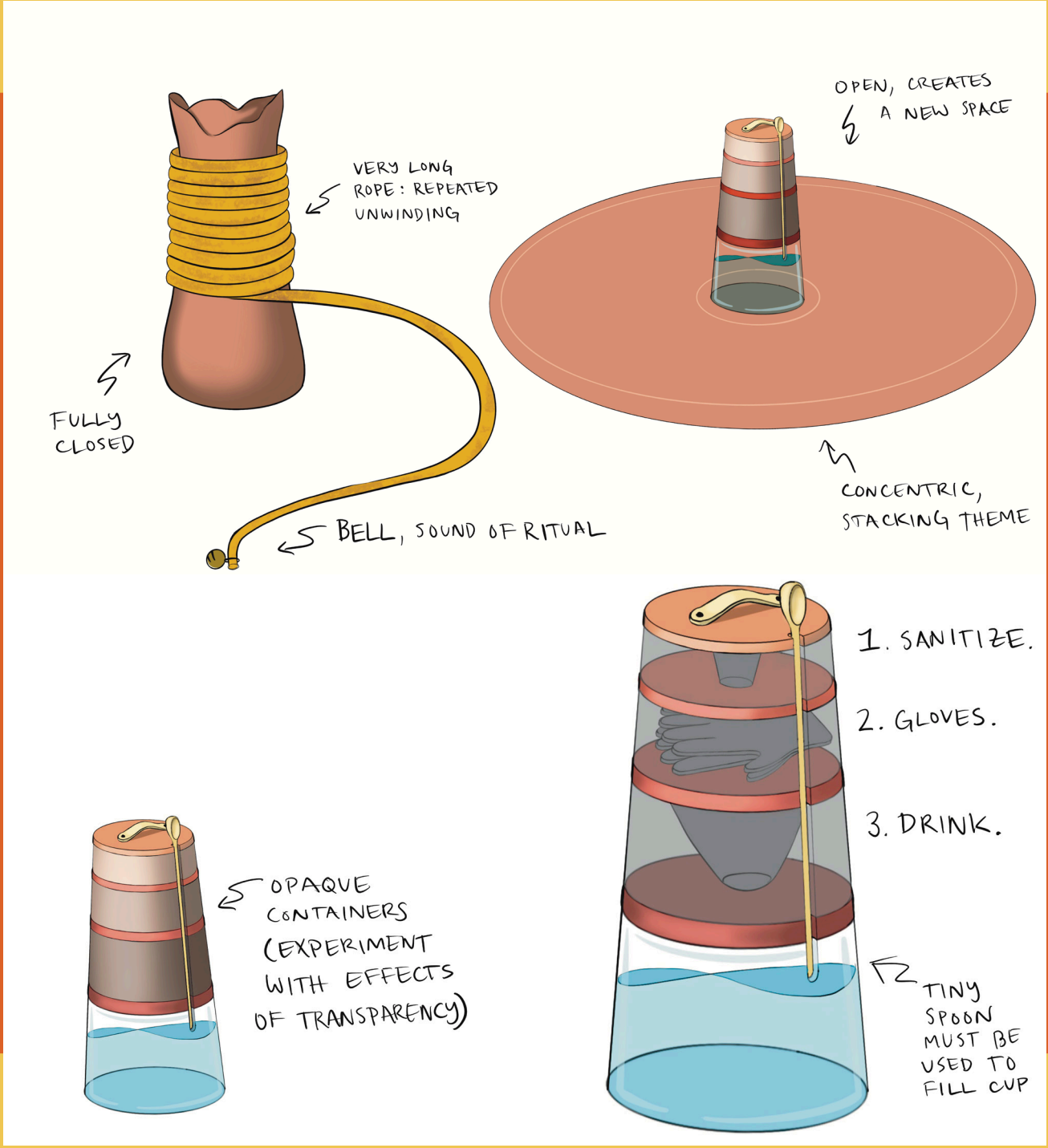
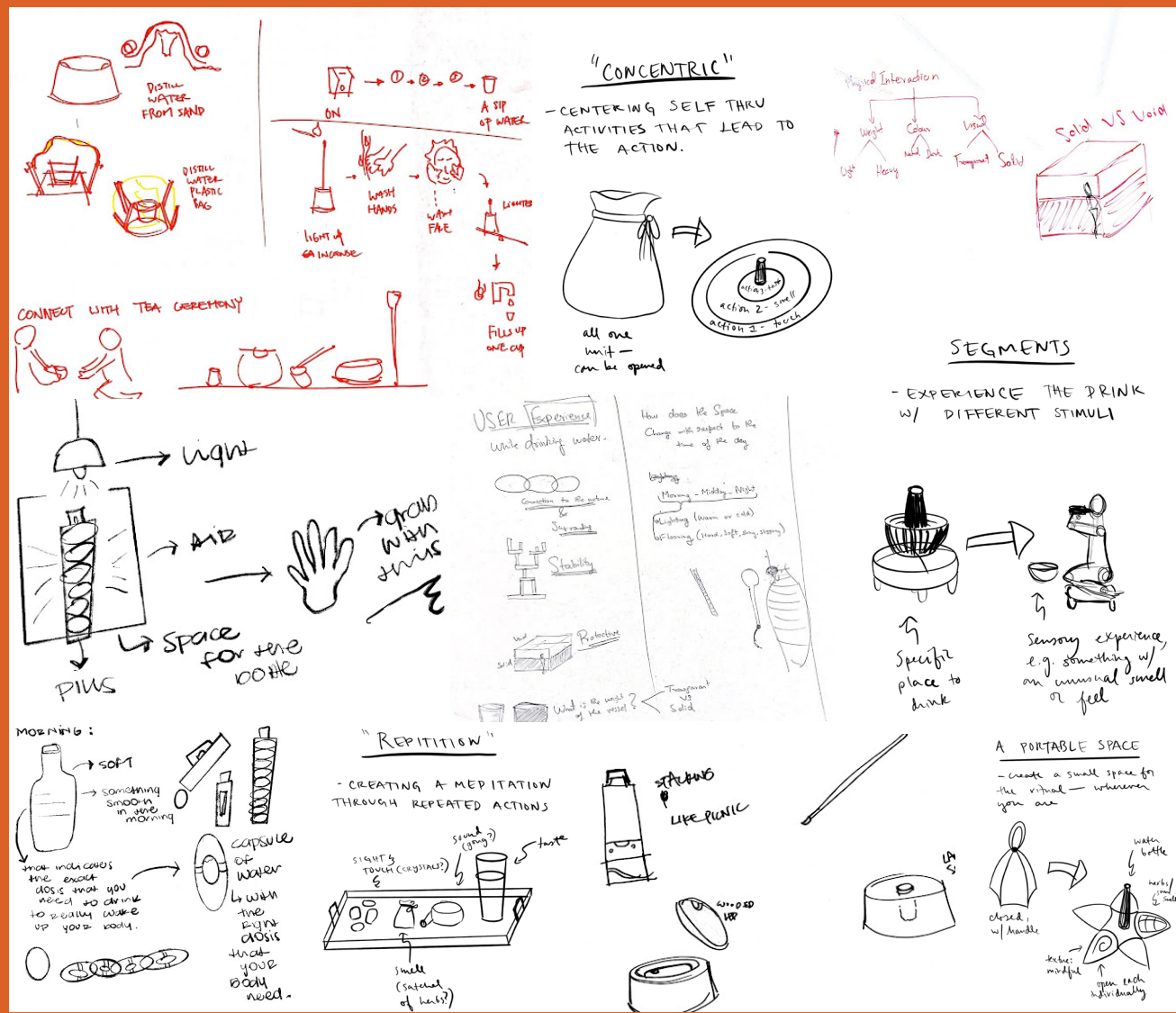
This project was completed as a part of the 2022 WANTED Design Student Workshop.

In taking pictures of objects and structures in the local community (around Industry City, Brooklyn), we noticed dichotomies between perception and truth. Flowers that appeared to be fresh were fake, spaces that looked open were meant to enclose, and fragile-looking structures withstood fire for hours of the day. We wondered how this contrast could be used to build a ritual for an individual, a ritual that could give meaning and peace to a person that feels disconnected.



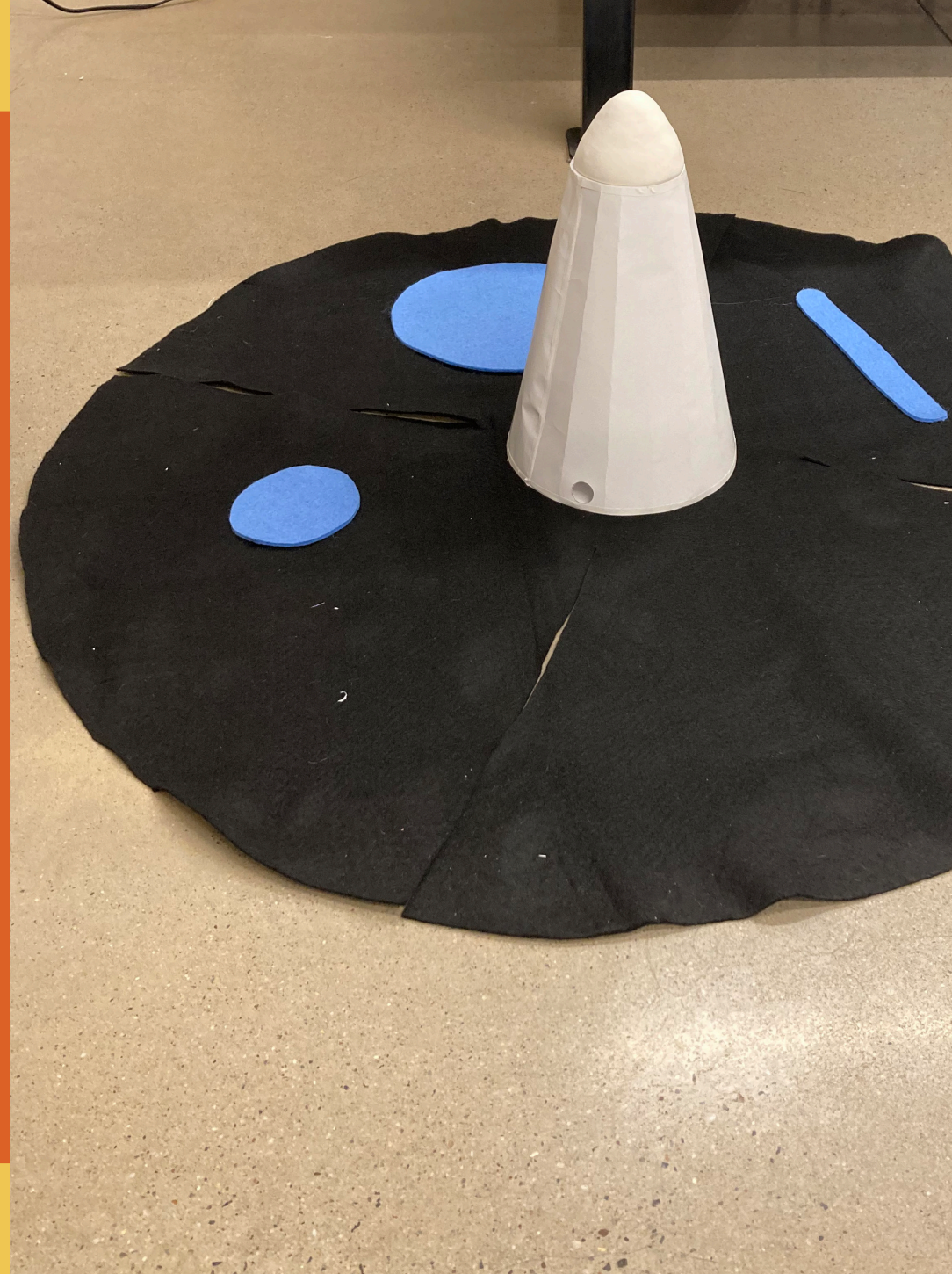
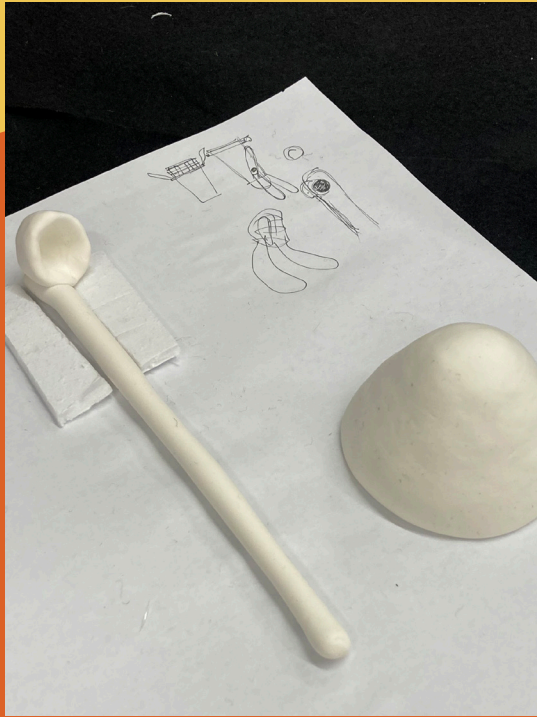
Our goal: **Amplify** an existing action that usually does not involve much thought. **Elevate this action** to become a ritual.

research and inspiration



We chose to center our ritual around an action that is not culturally-dependent: **the act of drinking water**. As a team, we brainstormed many possibilities for a water-drinking ritual. This culminated in a design that includes a series of artifacts, creating a **separate space within one's home** for this mindful moment.

development

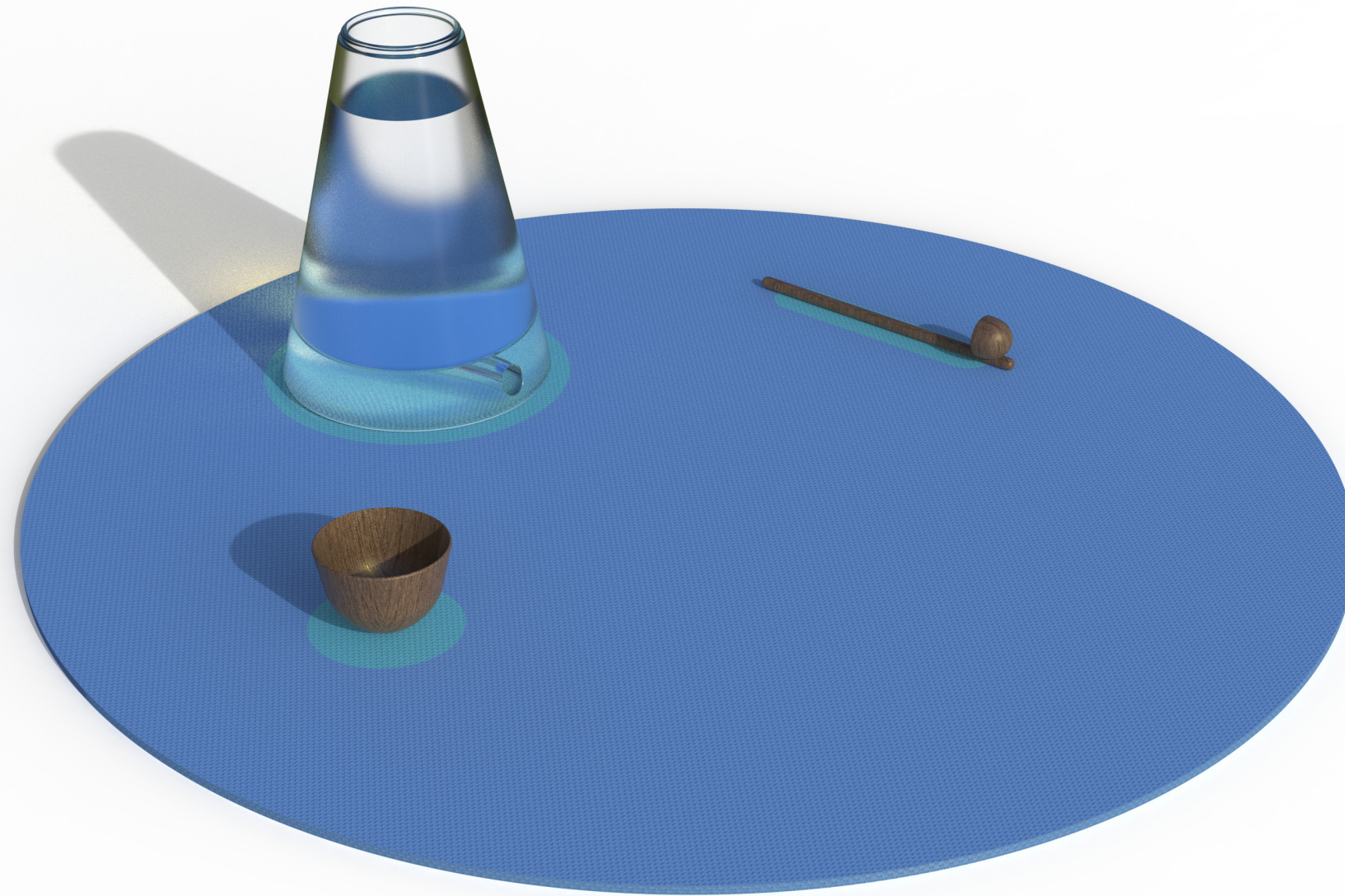


Within a day, we created a full-scale volume study of our ritual. This allowed us to test material interactions, volumes and sizing, and the act of completing the ritual within the fabricated space.

Materials used:
felt, paper, clay.

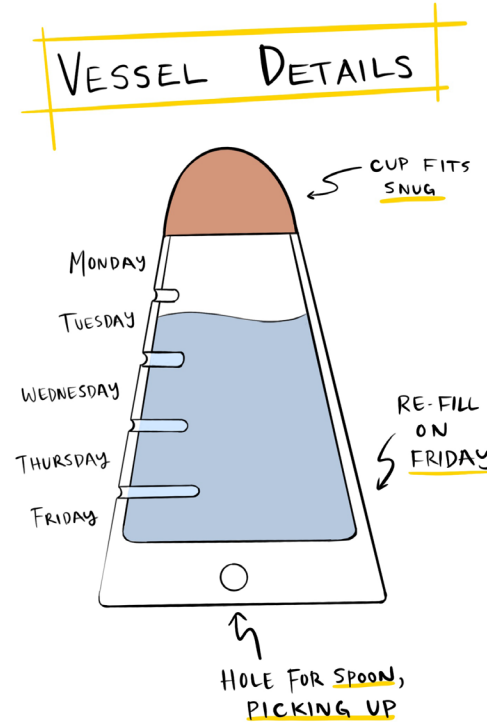
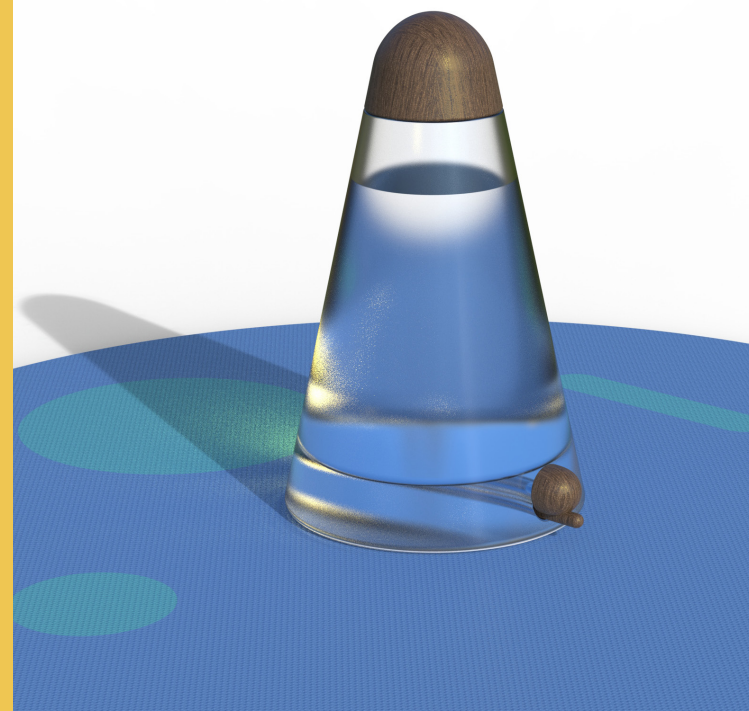
The Sanctuary is a series of artifacts that create a peaceful space. The ritual completed in the Sanctuary applies meaning to the act of drinking water.

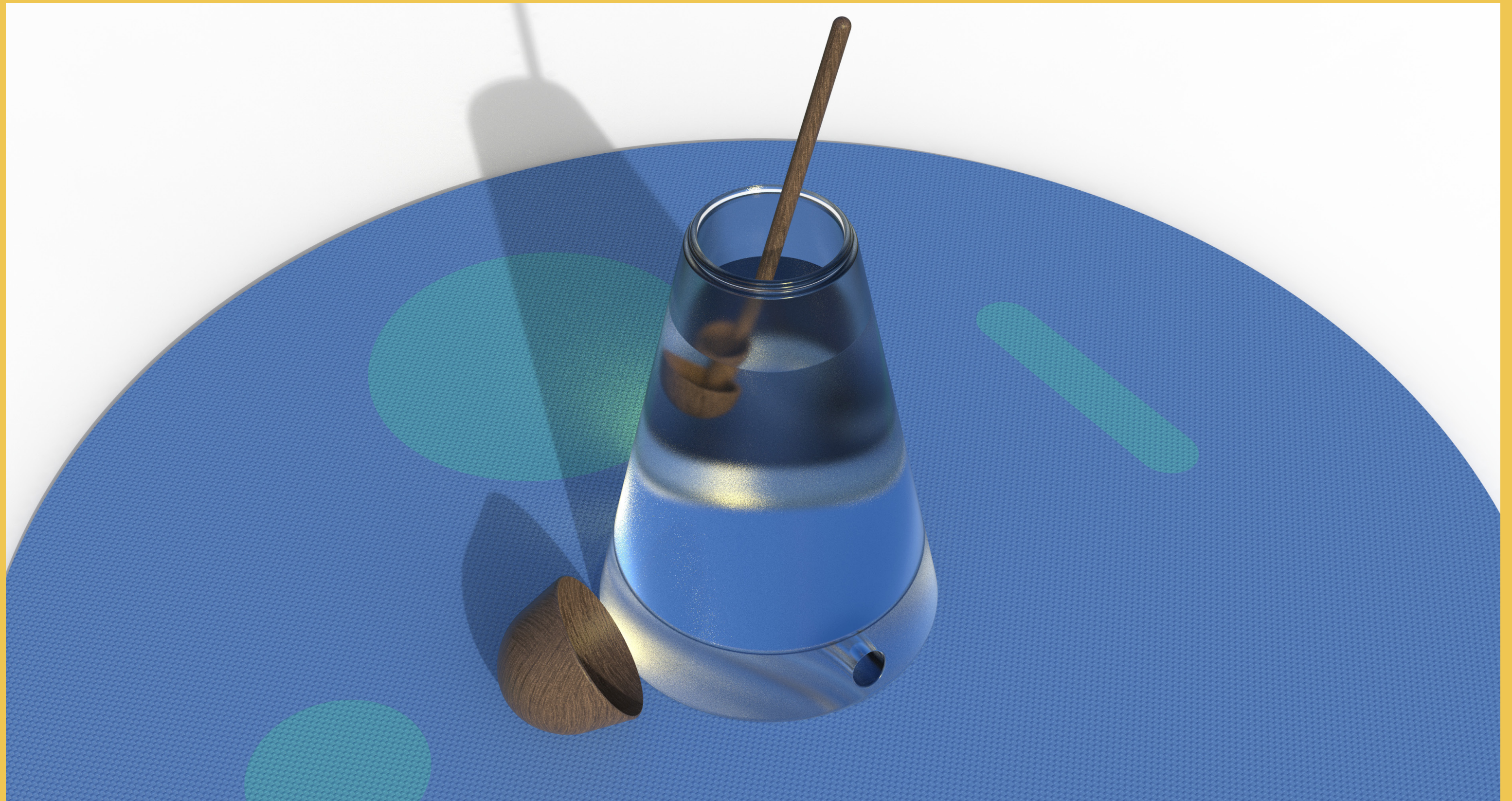
process



The Ritual

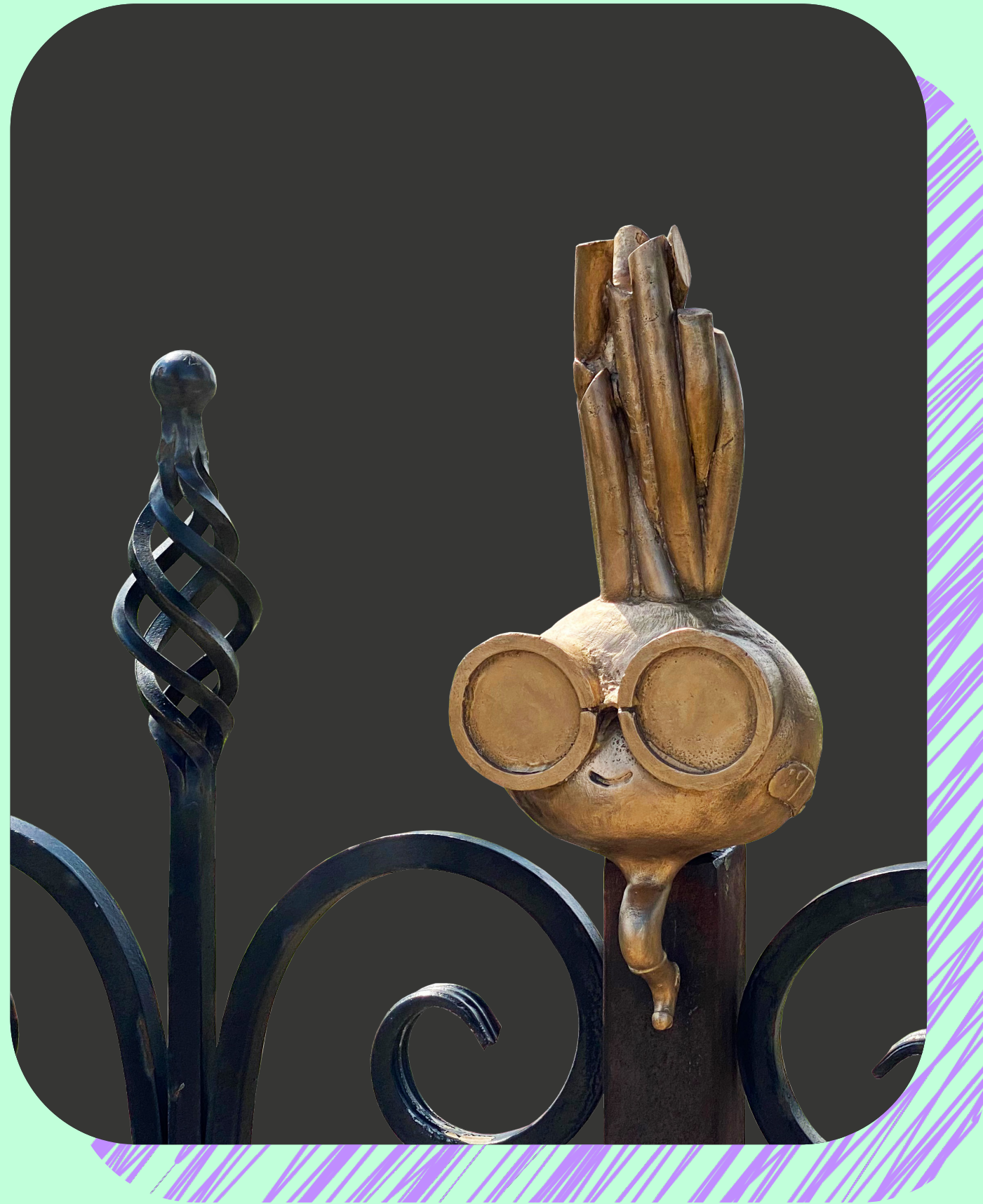
- our user (32 year old male, immigrant, works from home) opens the mat methodically, each “petal” on its own
- he places each artifact in its suggested position on the mat
- he sits on the mat
- he spoons the water into the cup, reflecting on his blessings
- he drinks the water, and the blessings become a part of him
- he returns the components to their original positions, and closes the mat.





The Sanctuary creates a space for self-reflection and presence through the simple act of drinking water.





CURIOSITIES

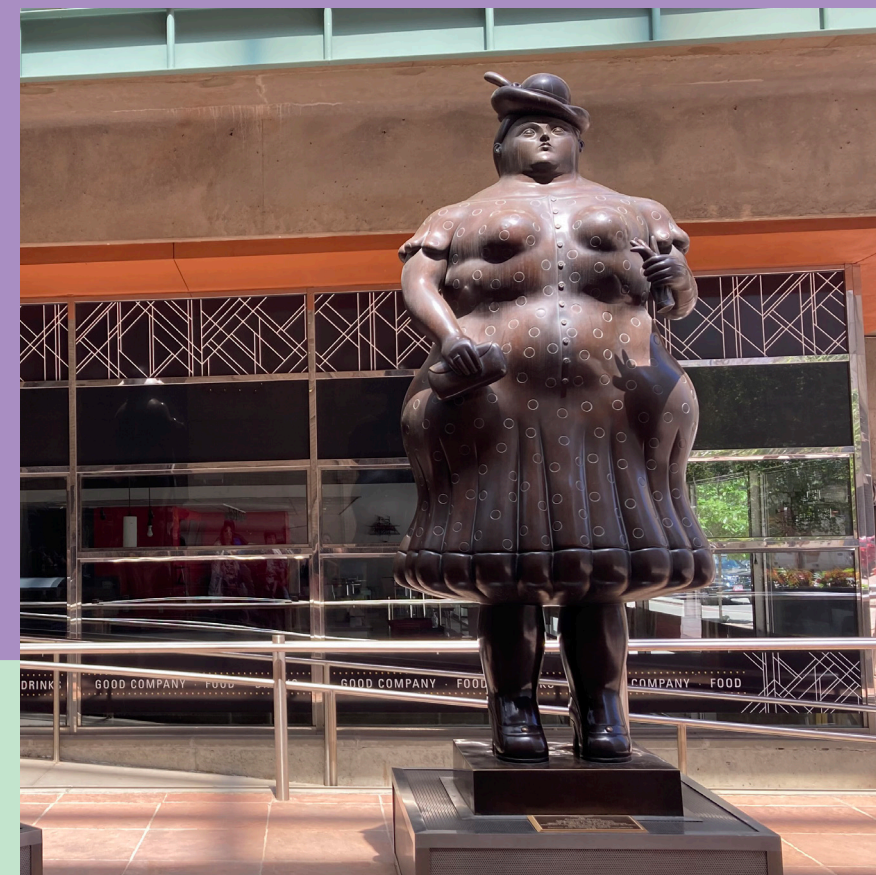
The Museum of Outdoor Arts
Denver, Colorado
Duration: 8 weeks

Other team members:
Lina Halim, Sandra He, Erin Kaden, Catie Rogan,
Patrick Stolper, Chrissy Williamsen, Cris Woessner
<https://www.moaonline.org/>

BRIEF

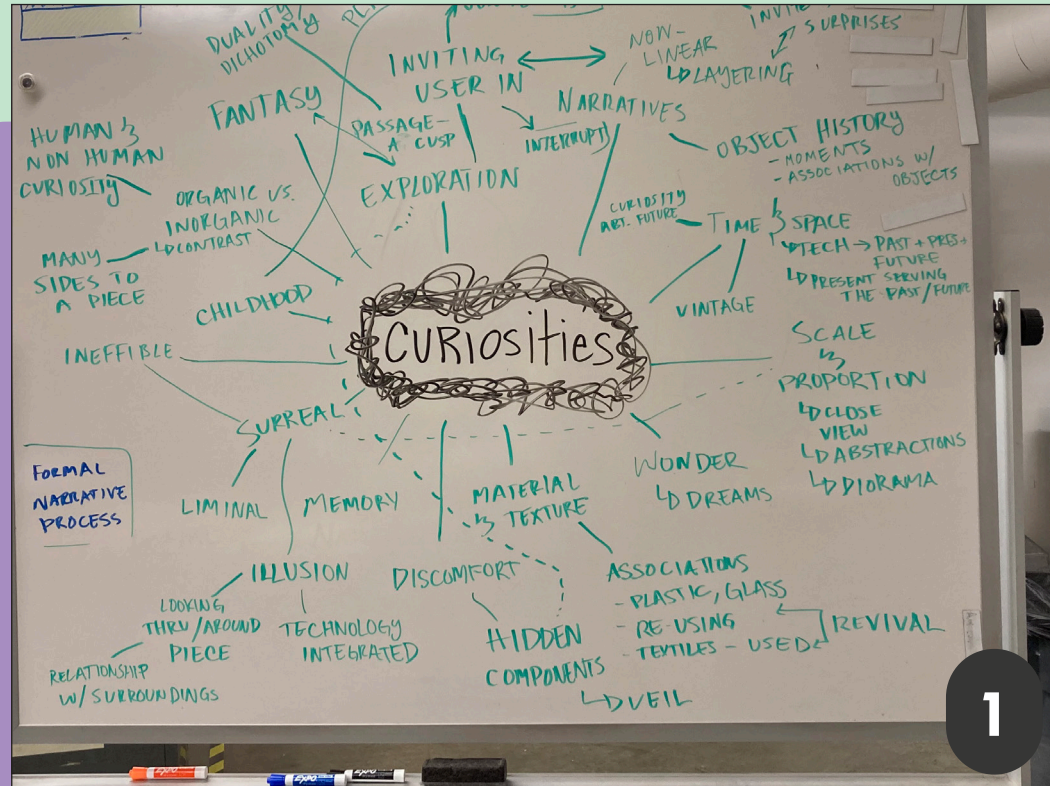
Commissioned by the Museum of Outdoor Arts in Denver, Colorado, our group of eight interns from a variety of backgrounds was tasked to complete a series of site-specific installations at Marjorie Park. The theme of these installations was “Curiosities in the Park,” and we were asked to design, budget, propose, and build 5-6 pieces within a \$9,000 budget.

Our group spent the first two weeks understanding not only Marjorie Park (the site of our installations) but also the art scene in Denver as a whole. We gained inspiration from the natural features of the park, art that already existed on the site, and public art throughout Denver. We attempted to find examples of “curiosities” through multiple lenses, and used this inspiration to guide future ideation and proposal-writing.

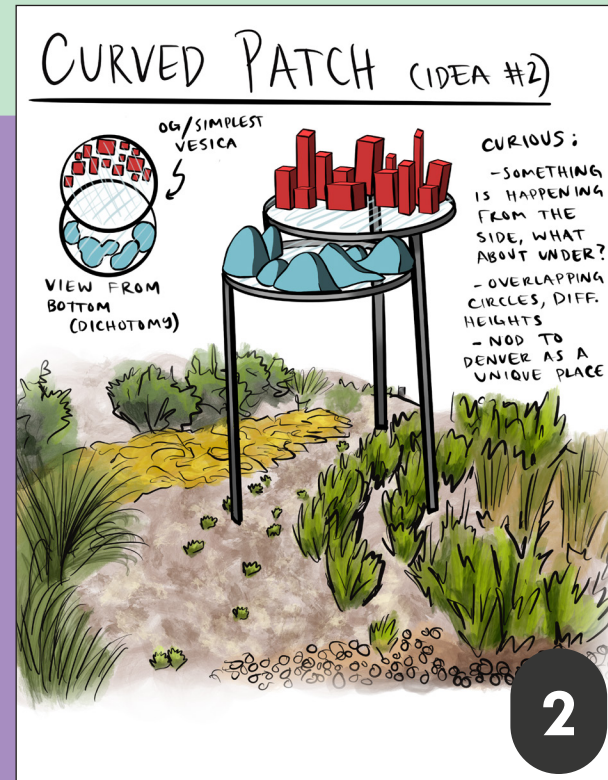


Our goal: Become familiar with the art of Denver and Marjorie Park, and begin to think about [site-specificity](#).

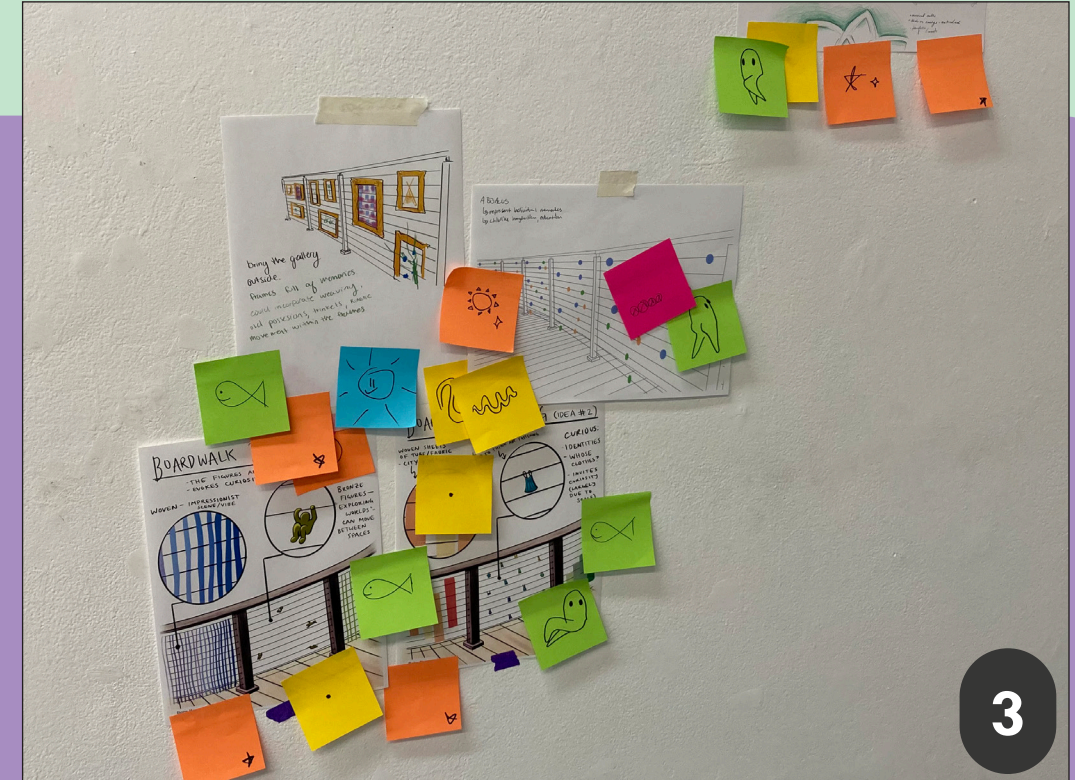
research and inspiration



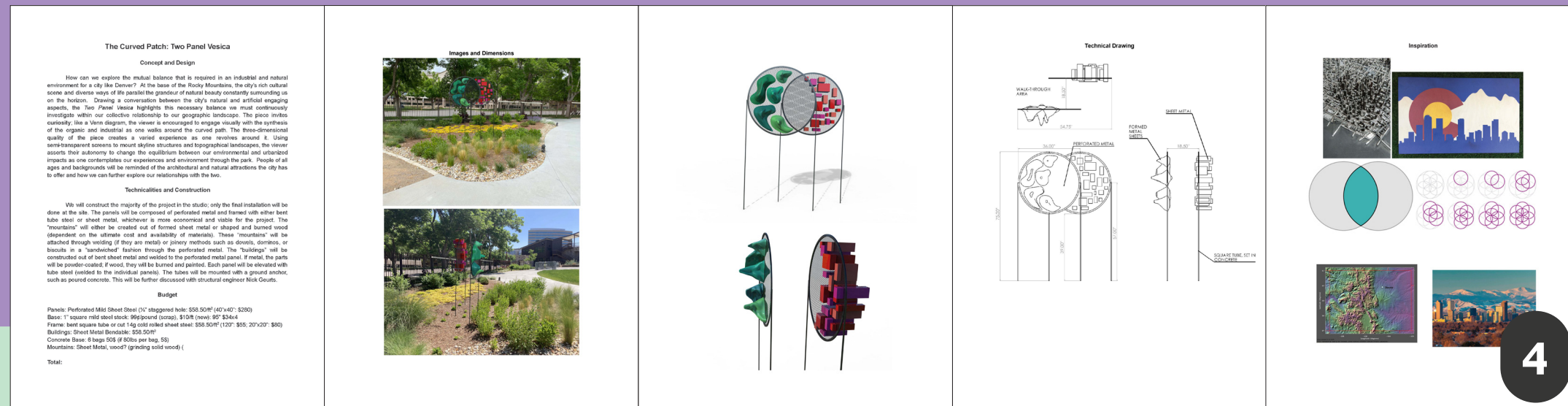
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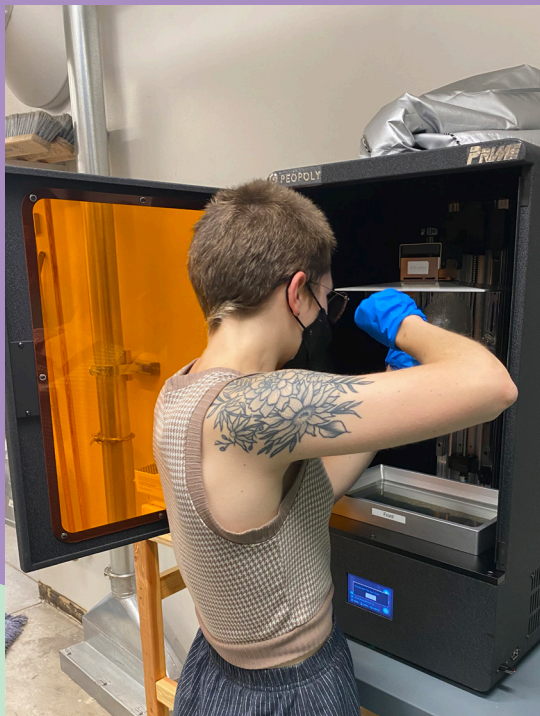
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4

Our ideation grew from general group brainstorming (1) to individual ideas (2) which were refined as a group (3) and processed into a Request for Proposal (4). We proposed sixteen ideas to the Museum's director, and six ideas were chosen as our installations with which to move forward.

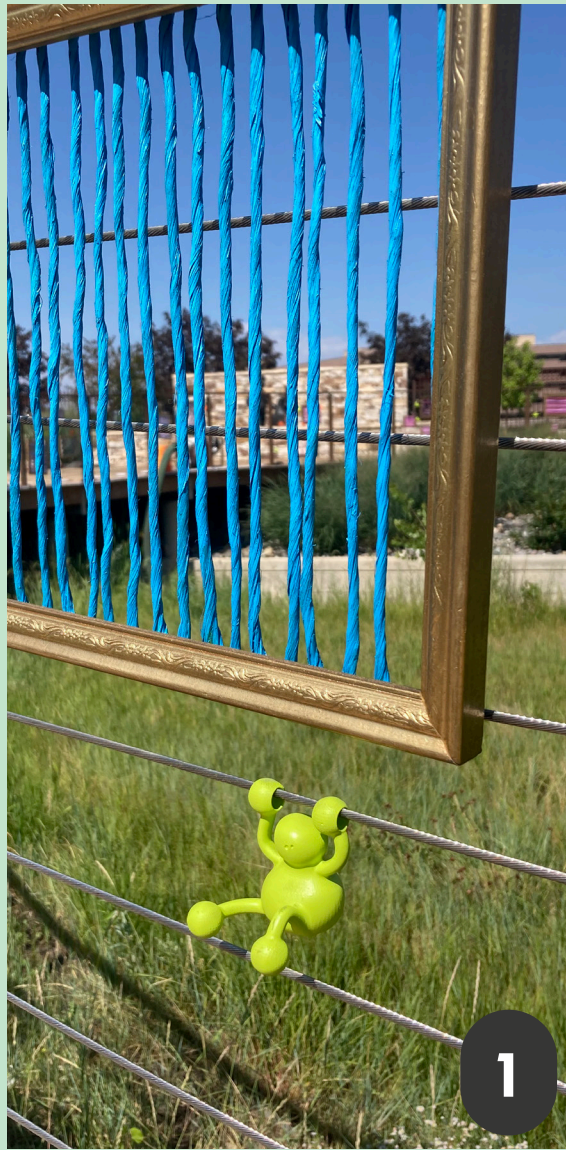
development



We worked as a group to fabricate the pieces to be installed. With a variety of backgrounds and skill-sets present, we used a multitude of processes. One of the main tasks that I was responsible for centered around the use of CADD models and 3D prints to create 68 resin figures.

Each group member had a different skill-set; together we combined our knowledge and backgrounds to fabricate the installations.

process



“Curiosities”

1. Framed Worlds - centers around the idea of exploration as a form of curiosity, with interactive figures.
2. The Stone Garden - mimics rock cairns with a whimsical approach.
3. Unseen Creature - approaches the concept of the fantastical “unknown.”
4. We Are - features individual identity pieces in the form of bronze statues.
5. The Long Hallway - asks: what is behind that door?
6. Wander Off - (pictured on next page) captures a rabbit in motion.

final



“Curiosities in the Park” is on display at Marjorie Park until December 2022.

final



VIRTUAL LOVE

Senior Studio 1
Duration: 15 weeks

BRIEF

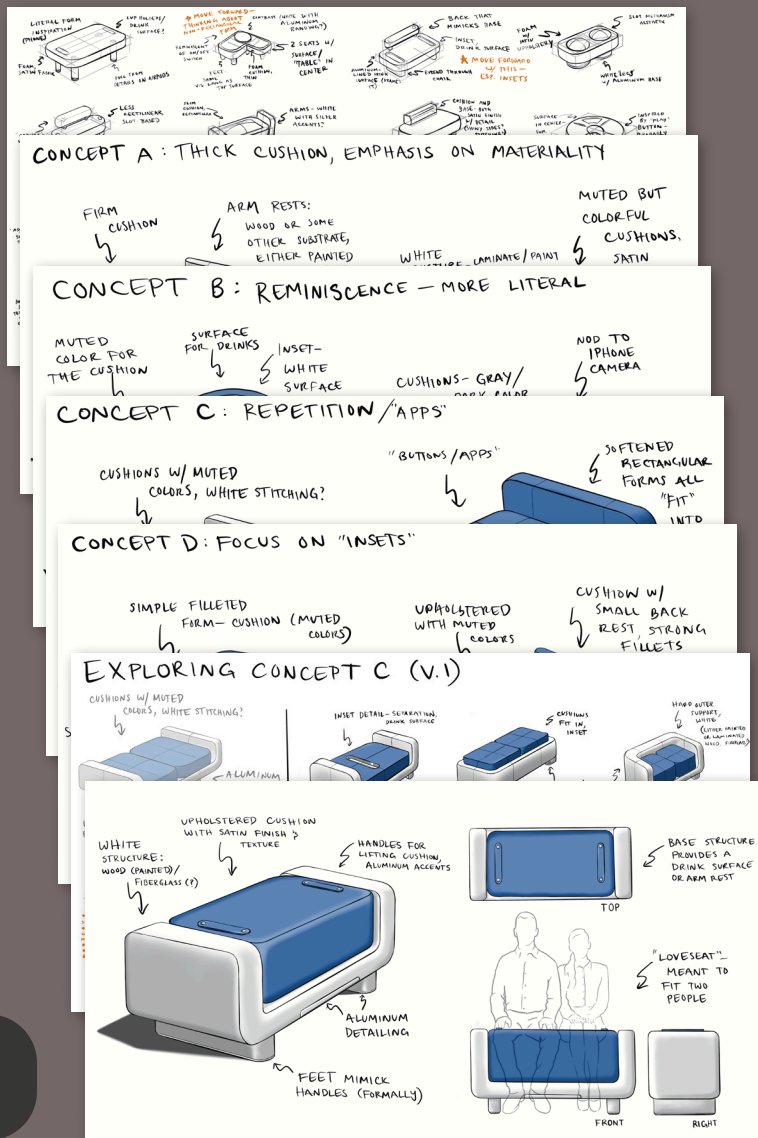
Design and create a finished prototype of a seating piece. This piece should be guided by inspiration from a visual language and a concept, and function as a seating object for at least one user. Form, function, and setting should all be considered.

In looking for inspiration, I was moved by formal and conceptual dichotomies and tensions. One aspect of modern living that I wanted to approach is our relationship to technology and each other as humans. For some, technology has allowed people to meet, to become closer. In other's experience, technology is associated with disconnect. To address this idea, I decided to design a seat that was meant for more than one person and encouraged intimacy, but had the formal language of a recognizable company - Apple.

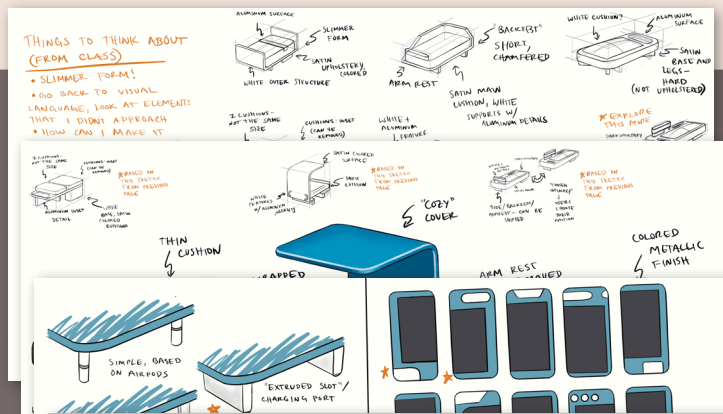


My Goal: Design a seating piece that approaches the ideas of intimacy, disconnect, and technology, accommodating more than one individual at a time.

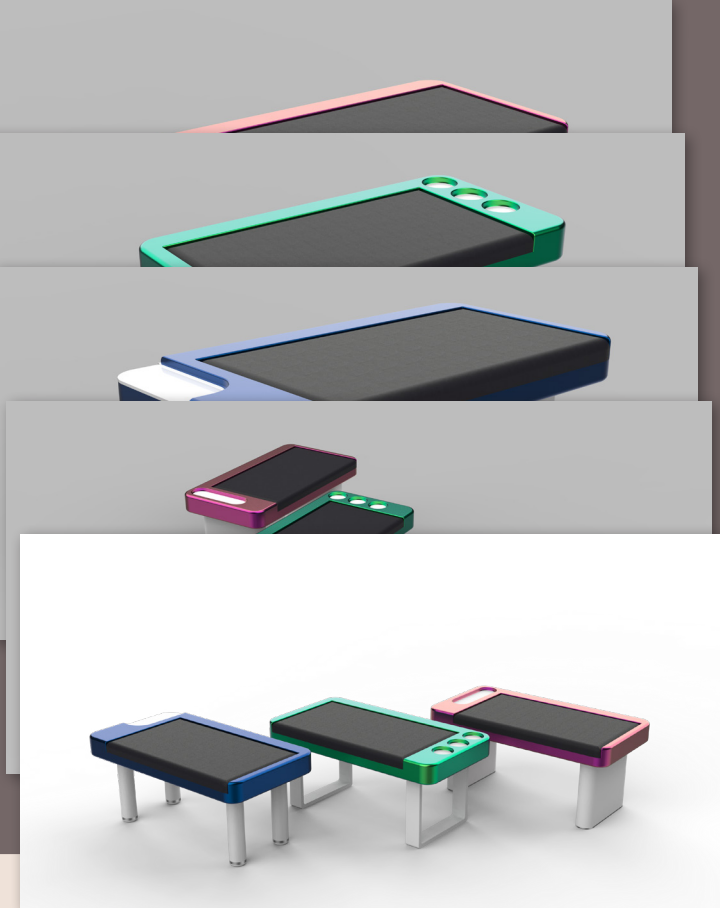
research and inspiration



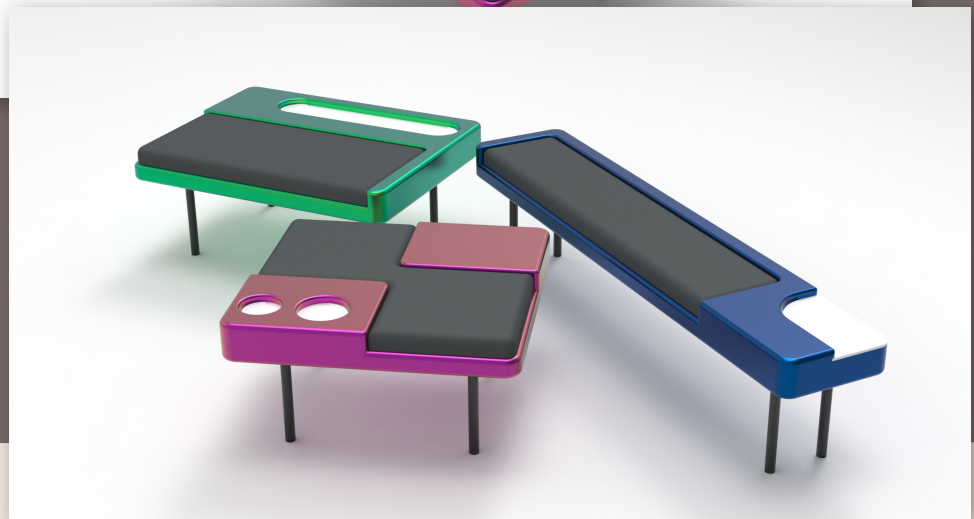
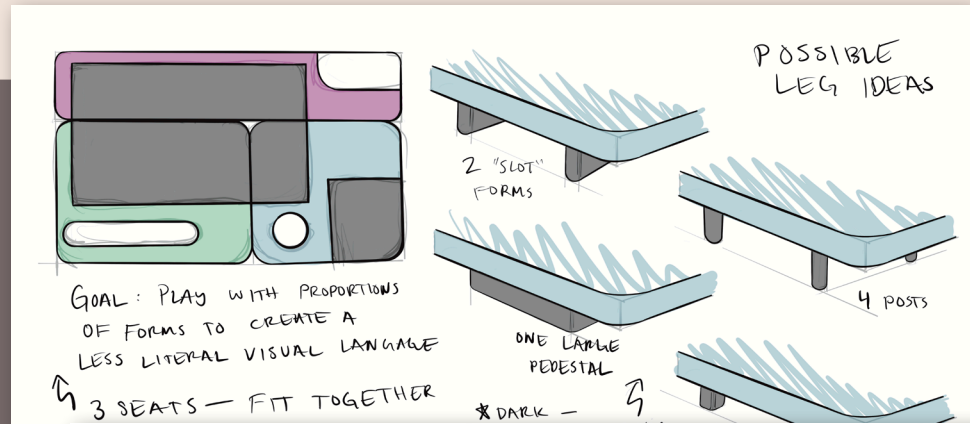
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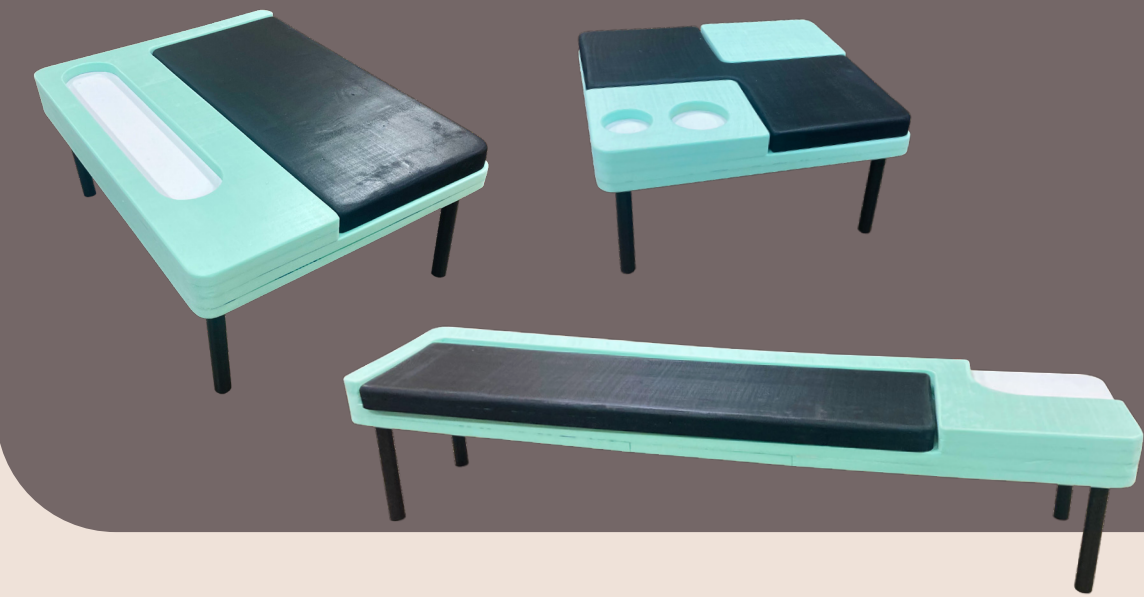


3



Through development, I explored a variety of seating options. A significant challenge that I faced throughout this process centered around using a “cold” formal language to create a “loveseat” type of piece. I ultimately arrived at a series of seats that are formally derived from the design language of Apple, but force the users to sit close together and share a drink surface (a seat not intended for strangers).

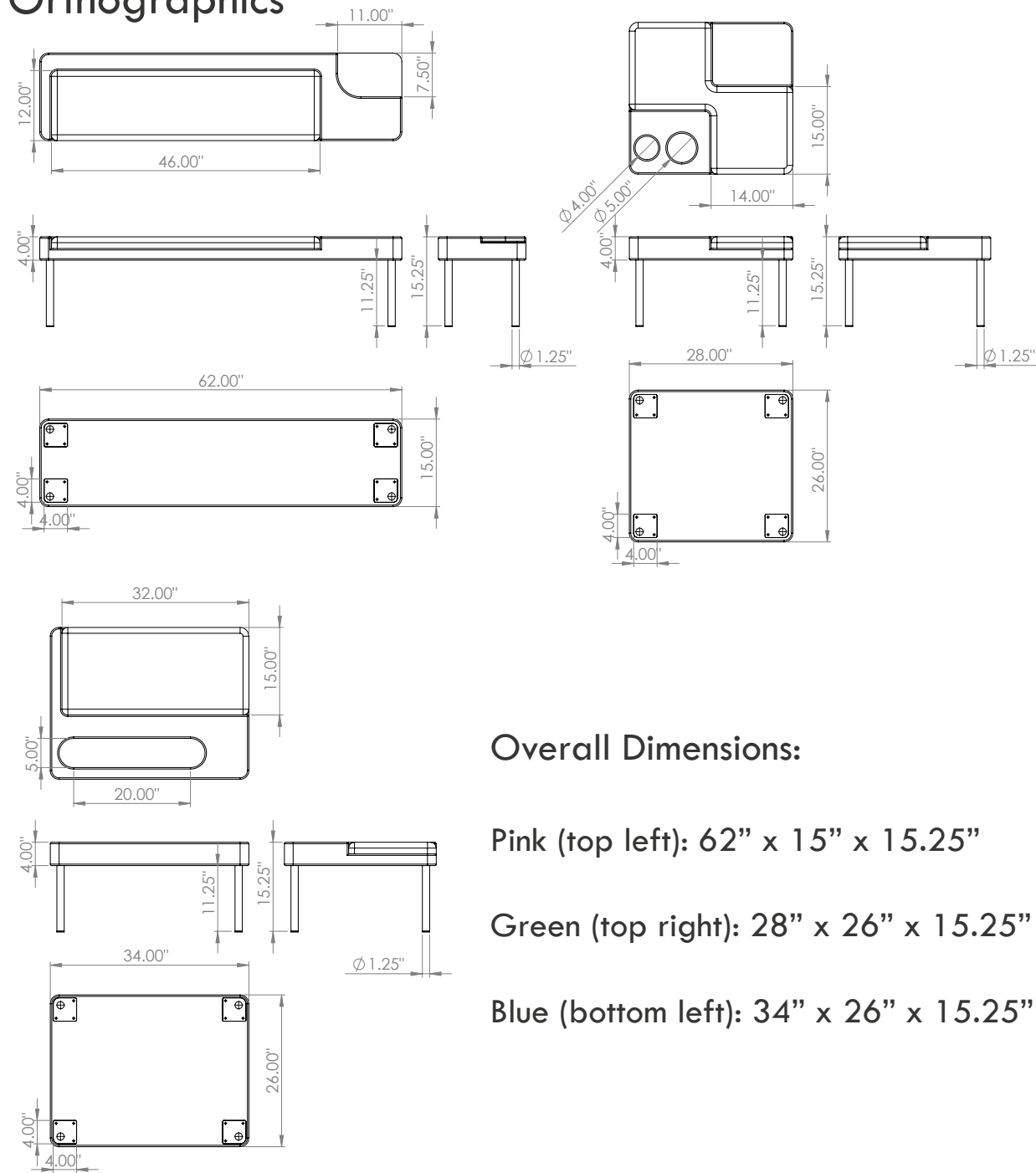
development



Before beginning the construction of my seats, I created a full-scale model using foam, PVC pipe, and paint (1). Fabrication of my final pieces required me to complete a variety of processes, such as sewing cushions, CNC milling MDF, adding threaded inserts, adding details such as round-overs, welding steel legs, and finishing all pieces with a spray vinyl and pearlescent lacquer (2).

process

Orthographics

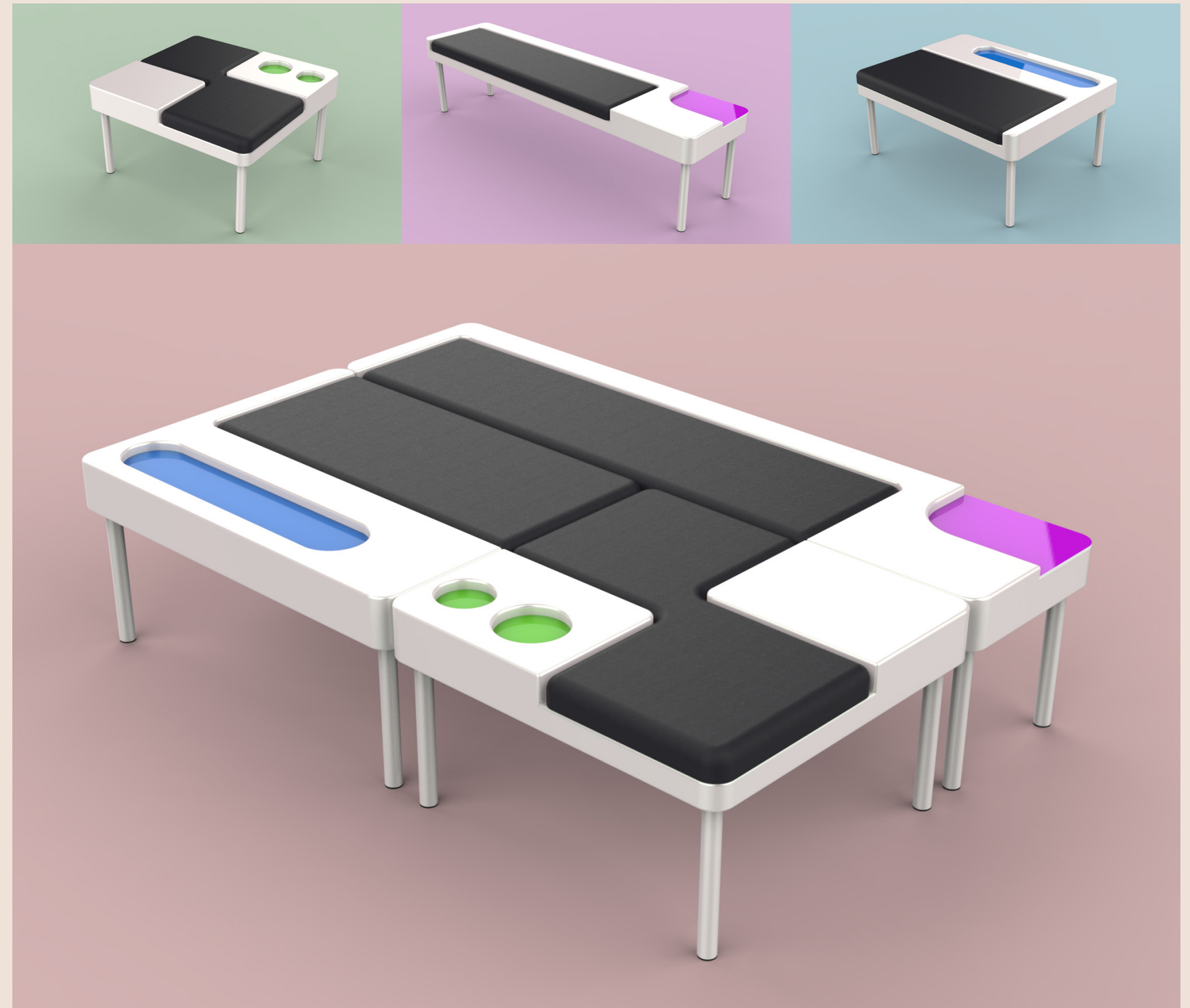


Overall Dimensions:

Pink (top left): 62" x 15" x 15.25"

Green (top right): 28" x 26" x 15.25"

Blue (bottom left): 34" x 26" x 15.25"



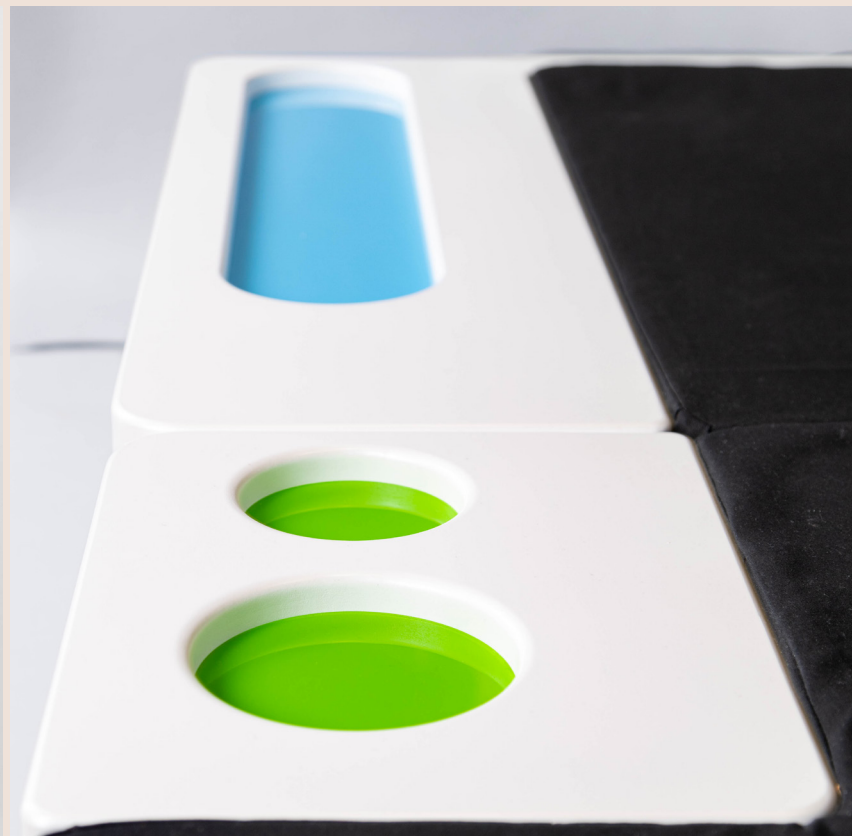
Virtual Love is a series of seats that approach the interconnection between intimacy and technology. Featuring forms that nod to the design language of the Apple Corporation and its competitors, these seats encourage closeness; the interaction between the cushion layout and drink surface forces the users to share a physical space. All three pieces fit together to create a larger, interacting form.

final



Virtual Love is a series of loveseats that approach the interaction between intimacy and technology.





Virtual Love features a pearlescent white base, colorful acrylic drink surfaces, and matte black cushions.





BRIO

Senior Capstone Project
Duration: 15 weeks

BRIEF

How might I design manufacturable home furniture that provokes adults to experience joy through evoking remembrance of childhood?

In my research, I created a product space in which my piece could exist. I was inspired by furniture objects that were playful and evoked a remembrance of childhood. There were three main ideas that tied together the pieces pictured to the right:

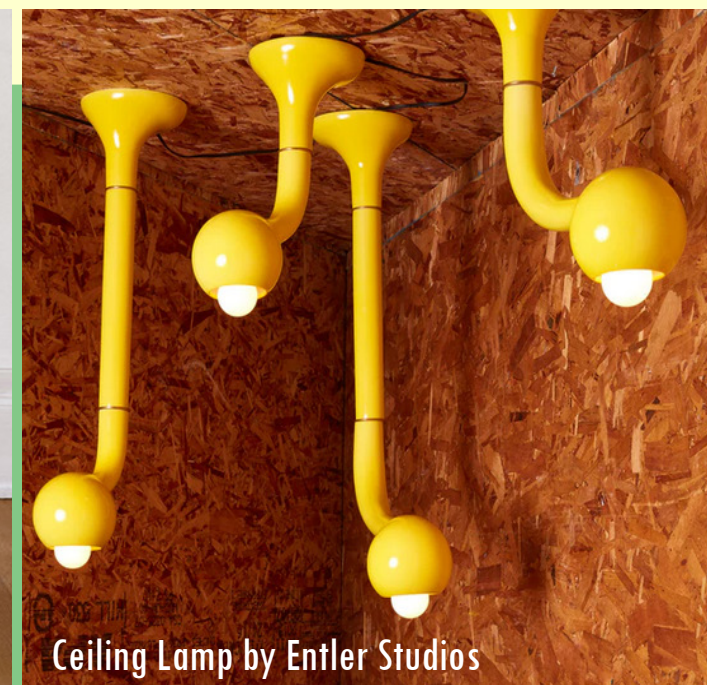
- simple forms + lively colors
- a nod to childhood, but not in a way that is "too direct"
- ultimately, they evoke joy!



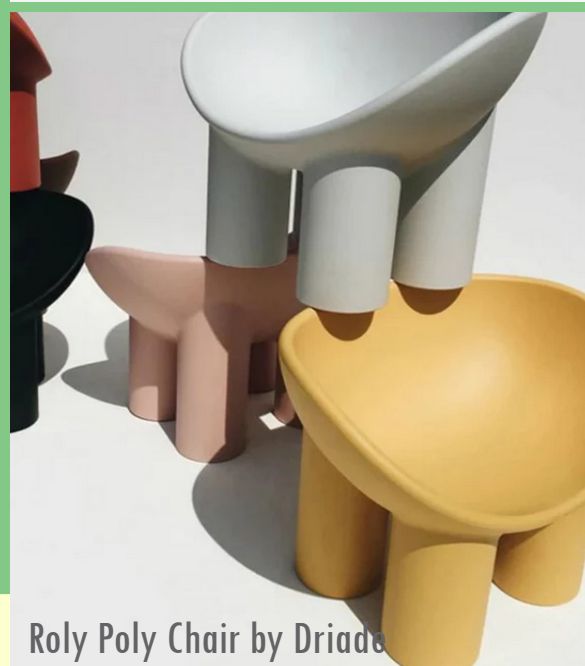
KISU by Eero Aarnio



Blowing Chair by Seungjin Yang



Ceiling Lamp by Entler Studios



Roly Poly Chair by Driade



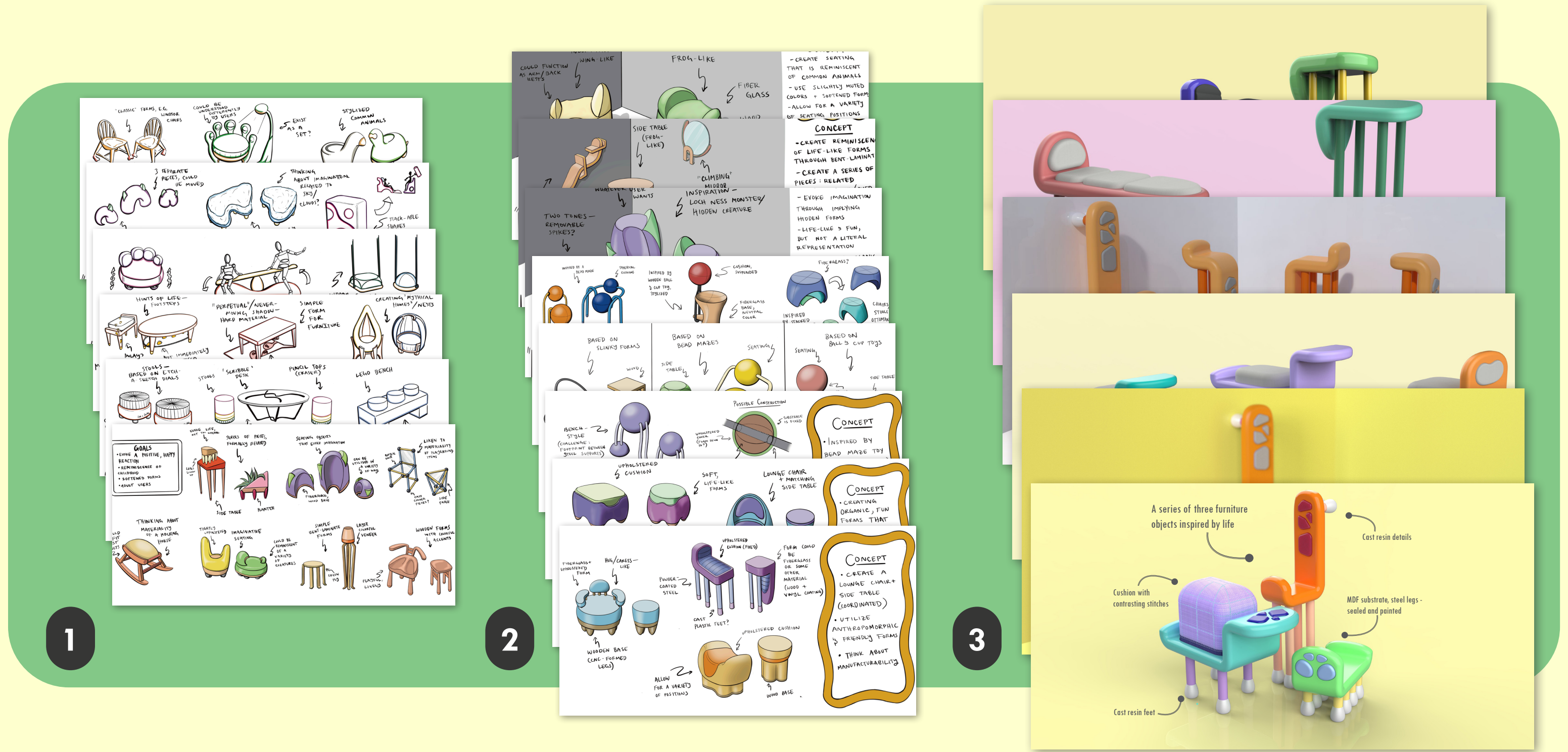
Tangle Table by Oki Sato



Play by WOO Furniture

My Research and Inspiration Goal: Create a product space of playful furniture in which my piece could exist.

research and inspiration

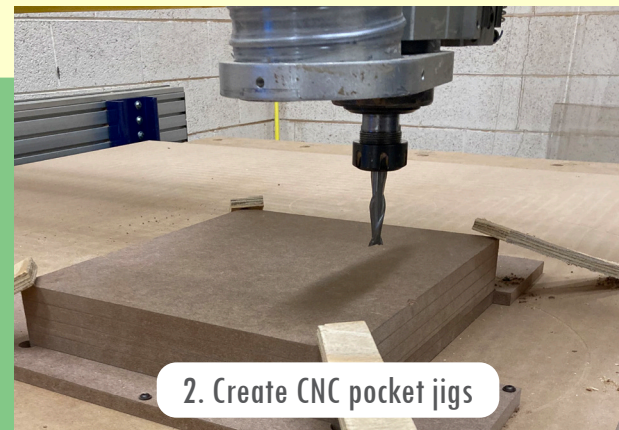


Through development, I explored a large variety of furniture objects that **approached the idea of provoking joy** through remembrance of childhood. While I ideated around several main themes (childhood toys, imagination, anthropomorphism, and playful function to name a few), my final design focused on creating a series of three furniture pieces **inspired by life**.

development



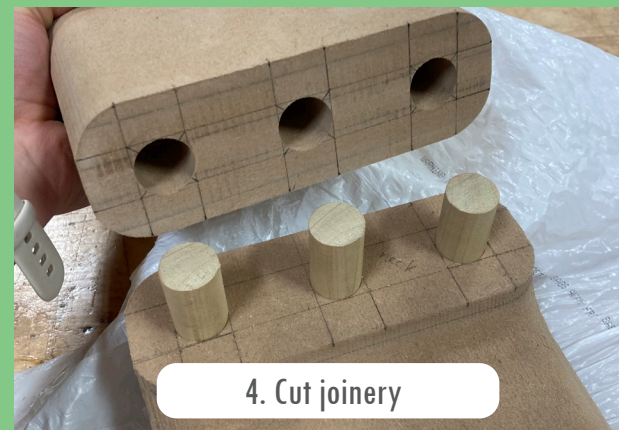
1. MDF glue-up



2. Create CNC pocket jigs



3. CNC mill pieces



4. Cut joinery



5. Glue up pieces



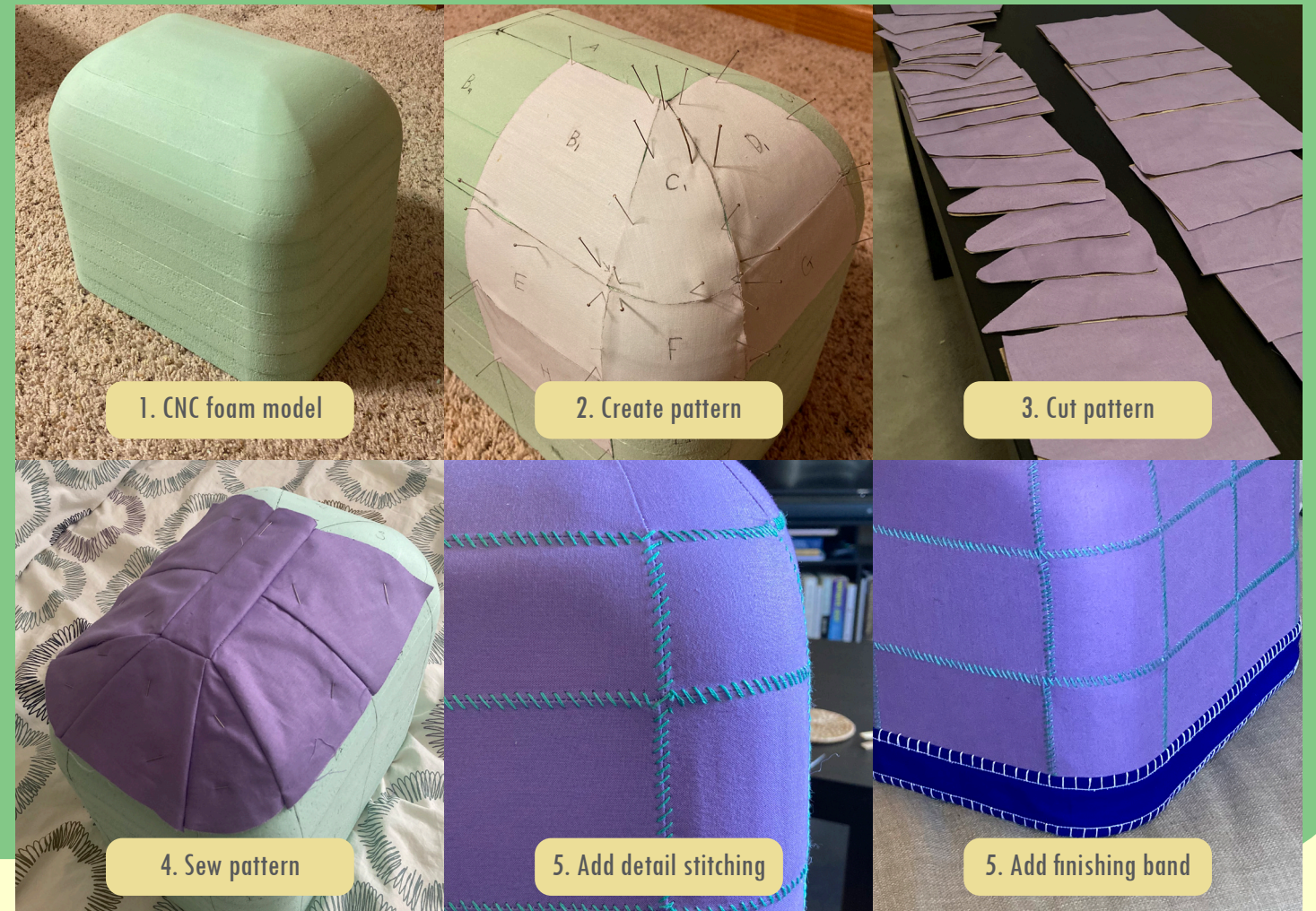
6. Prime pieces



7. Finish pieces

To create the main bodies of my pieces, I used MDF as a substrate. I chose MDF due to its dimensional stability and lack of grain direction, which was valuable in CNC milling. I cut each piece as a **CNC flip cut**, before using **dowel joinery** to assemble pieces. I **sealed the substrate** with a hard polyurethane outer coating before **painting** with vibrant colors.

process



In creating the detail pieces and feet out of resin, I **3D printed** and sanded the positive forms, created a **silicone mold** of those pieces, and **cast resin** with mica powder into the mold. To fabricate the cushion, I created a multi-piece fabric pattern on a hard foam model, which I then **sewed** and filled with upholstery foam before adding **decorative stitching** and banding.

process



Furniture designed to evoke joy.



final



Zing
a seating
object



Zeal
a table
object



Zest
a stepstool

Brio is a series of furniture objects designed to evoke joy through a remembrance of childhood.



thank you!



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