

The proposal is based on the user's own interaction with the furniture, which is involved from the initial phase actively. Thus a custom element and with multiple variables is achieved, which can be a polyfunctional object according to the present and future needs of the owner, because it is not a finished object, since it can be modified and expanded in the future. Objects can be developed from small scale to large scale and inversely. In this manner you can create your own Troldekt starting from the basic panel, quickly, easily and in a creative way.



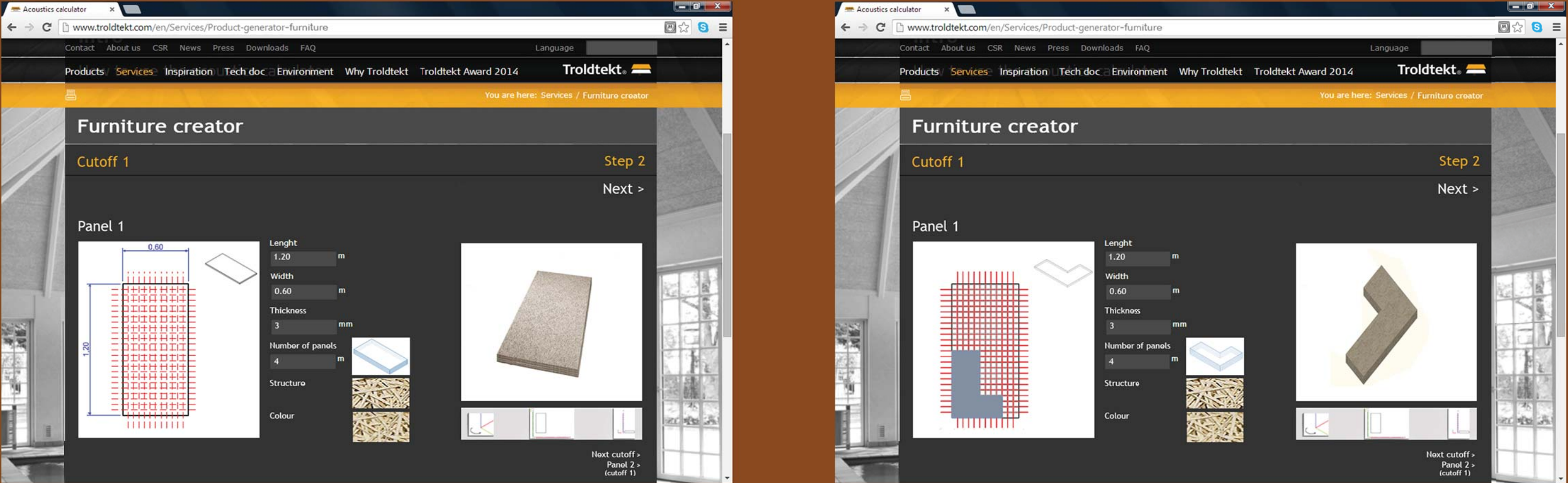
Each piece of furniture is made by layers composed of different panels whose characteristics are chosen by you before cutting them to give them the shape you want from the basic panel selected. Each panel can be repeated to place them in parallel in order to achieve more thickness in a layer.

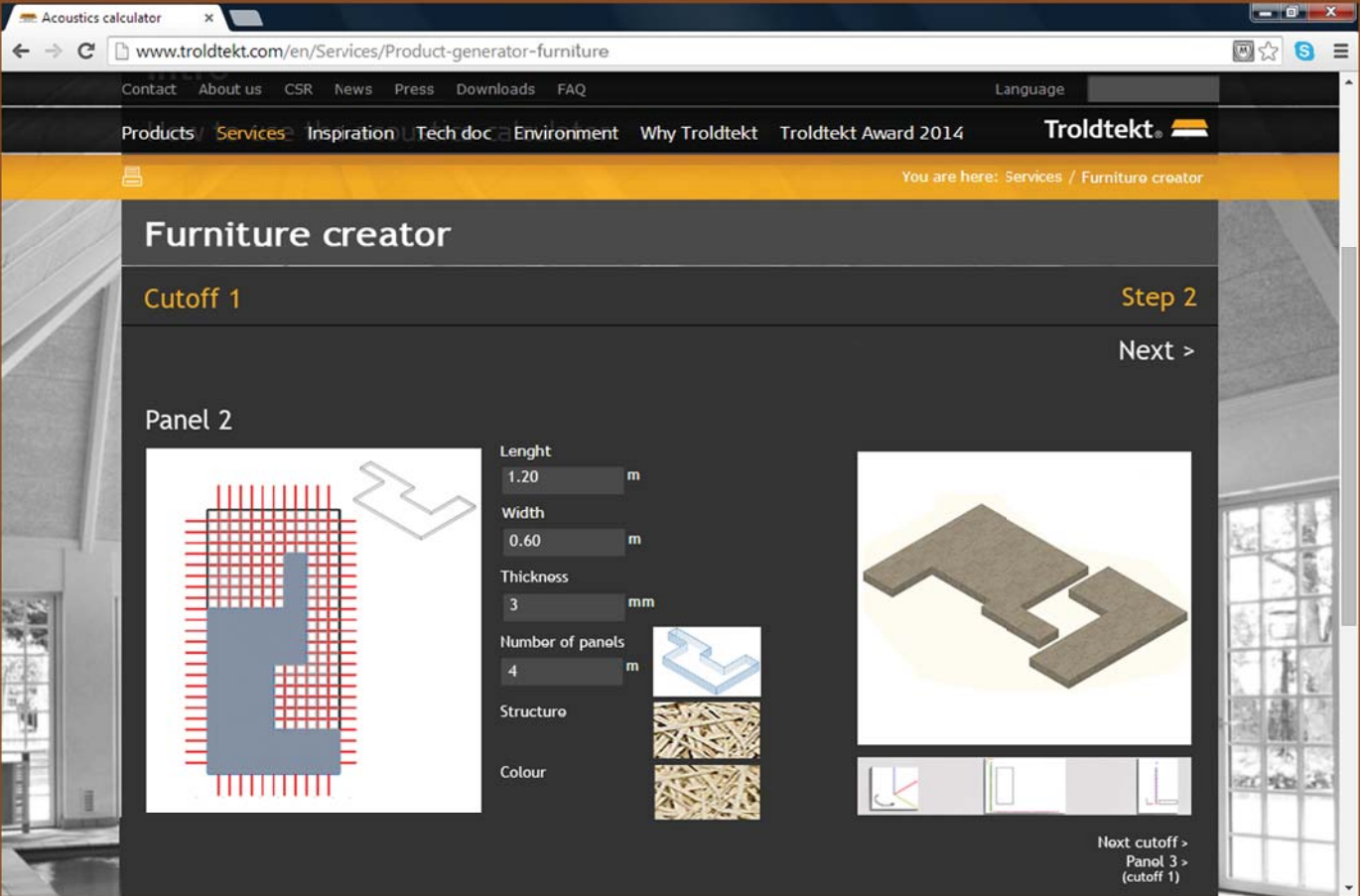
Step 1

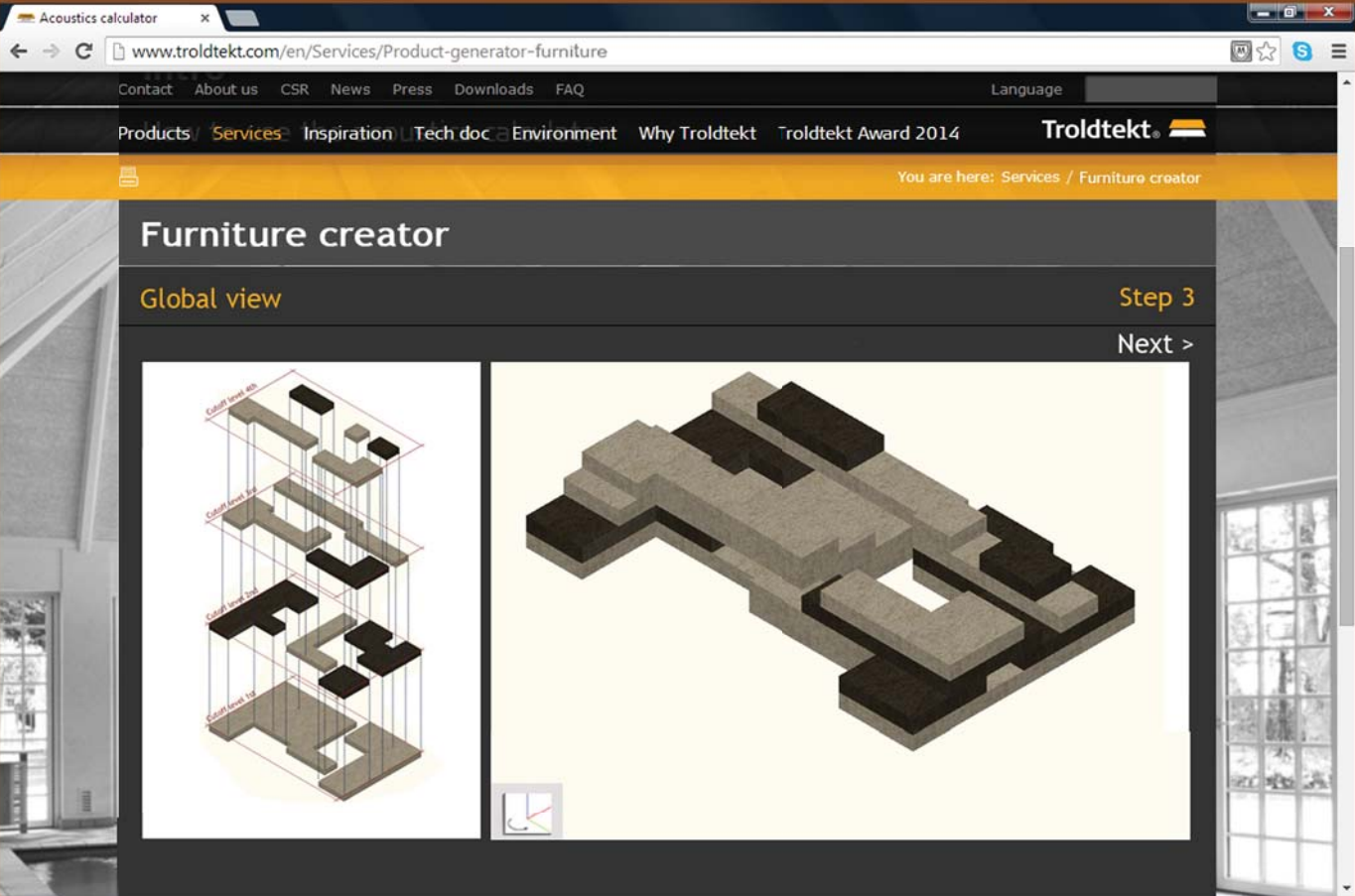


You put the panels in relation to others as you desire using the software tools, which let you see all the pieces in each layer and their accurate positions and to turn the 3D model to check how the result is going.

Step 2










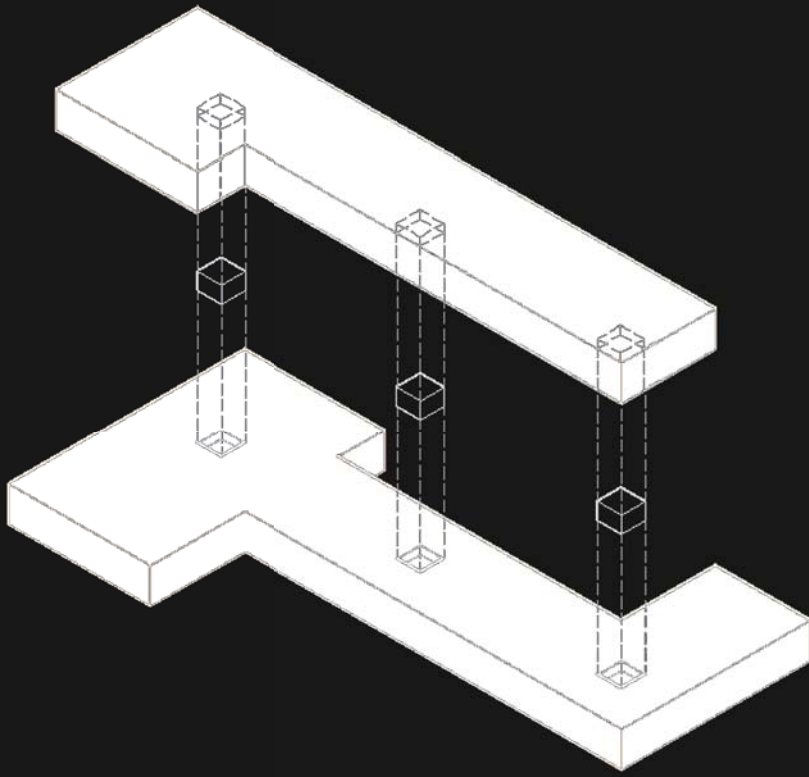
Step 3

Step by step you will be setting up the total volume of the object, which will not be the definitive one if you don't want it to be because you can adapt it whenever you need it, since the pieces have holes where you introduce the wedge that joint them without adhesive. You will receive at home the pieces already cut and the accessories you need to it easy assembly.





It can be produced from a coffee table to a bench or a chair and whatever you can imagine.



Home assembling troughed wedges, allowing multiple possibilities.

