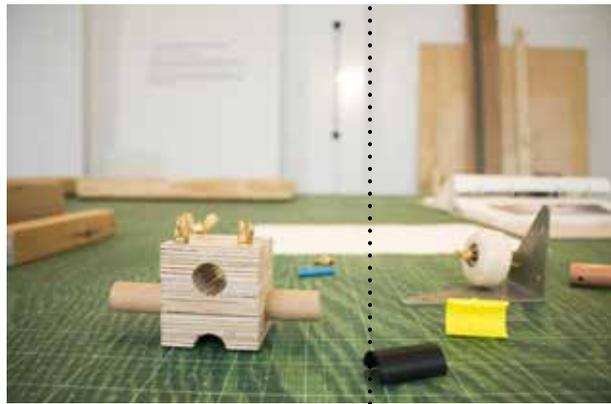




Objects^{OS}
for
re-
re-
re-
re-
re-
use



4

5

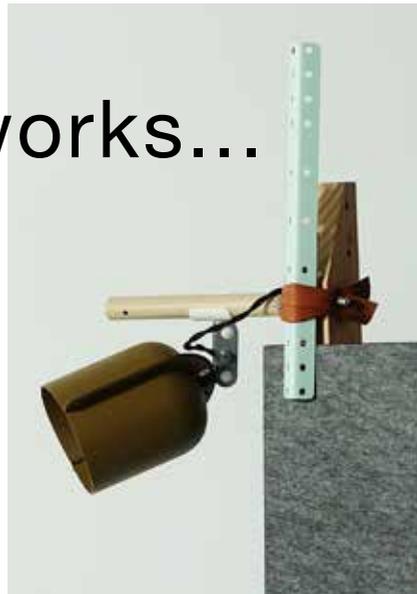
OS unfolds through a continuously evolving exploration by a community of authors that test and evaluate its potential within the field of design, art and architecture.

OS is about imagining solutions together at a moment in time in which resources are becoming increasingly scarce and change is the new status quo, in which everybody is connected to everybody and production can happen on demand.



OS generates parts that are widely interchangeable, objects that allow infinite adaption and repair, and a more sustainably built environment.

How it works...



Since we are designers ourselves, we have more than once experienced how perfectly good material was disposed after its initial use. We also experienced that re-use in fact often ends in 'down-cycling', which means it leads to a lower quality.

But how to make re-use and recycling easier? We started asking ourselves: why not design from one shared design-template instead? Just like an industrial standard, such as f.i. DIN with A4, A5 and so on?

This blueprint is in fact a shared grid and a set of design principles that define the rules of the game.

By applying them during the design phase, the possibility for reuse will be built in from scratch. The object becomes an assembly of modular components that can form a table or a rack but can also be taken apart again without being damaged.

This means that your design can be disassembled and repaired and its parts can also connect to those of someone else. As if Lego

would click into Meccano, and other toy blocks.

In this way, you can reuse parts of a stool in a lamp or in several other re-configurations. And the individual parts will still keep their quality.

People can download, use and edit the designs on the OpenStructure website or submit their own. Either way, OpenStructures invites both companies as individuals to produce and consume in a more circular way.

**Business
as
usual**

objects of temporary use
f.i. fast-fashion, shop interior,
fair stand, infrastructure for
temp. event, ...)
is conventionally designed
and conventionally produced

object is used
for primary purpose
for a limited period

object is disposed
conventionally as waste



Linear
production
+ consumption

Openstructures alternative

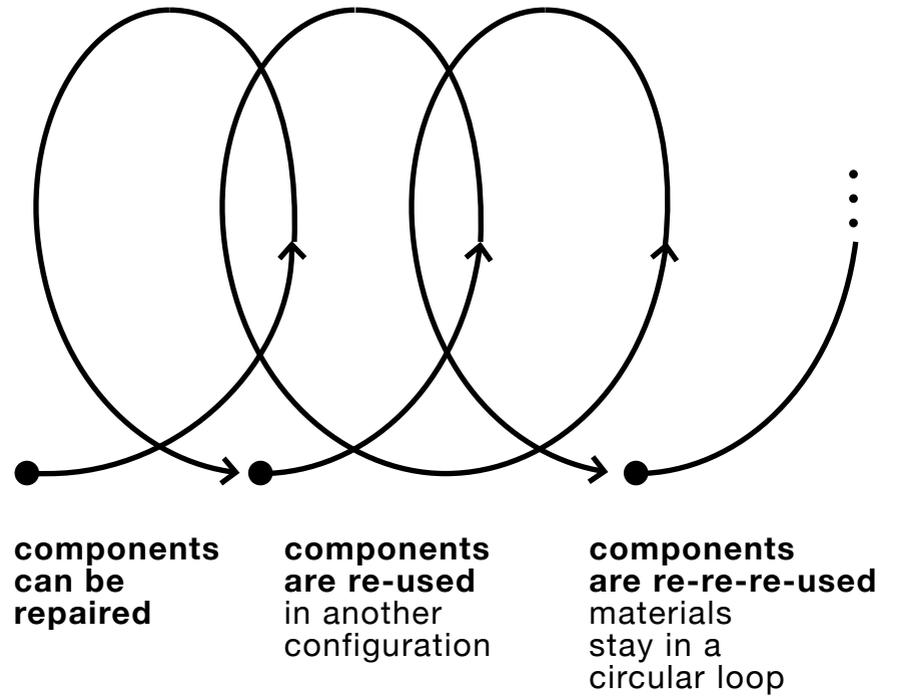
objects of temporary use
f.i. fast-fashion, shop interior, fair stand, infrastructure for temp. event, ...)
is designed in a modular way according to OpenStructure's principles

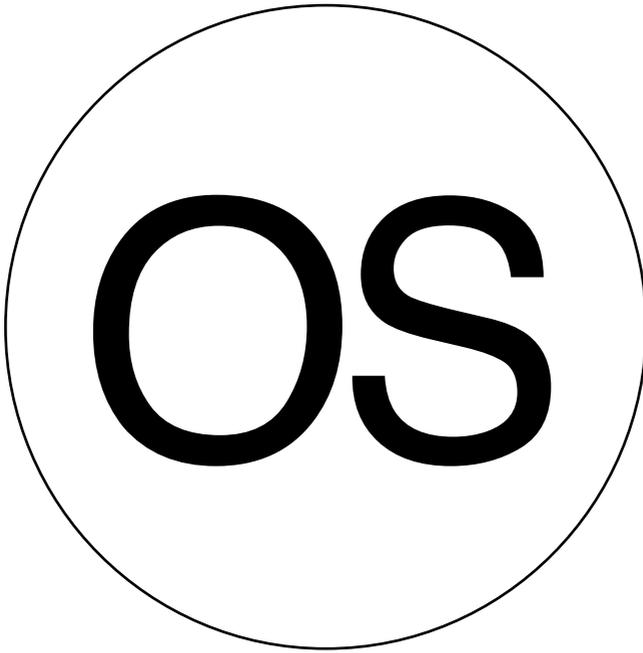
furniture is used
for primary purpose for a limited period

furniture is disassembled
into components

object is disposed
conventionally as waste

Re-re-re-use diagram





OpenStructures

It all works together or it doesn't work at all