LOOSE PARTS is a furniture system designed to adapt to changing needs and environments. Based on an intuitive building system, the invitation to assemble, disassemble and reassemble drives our design process, with the goal of ultimately reducing furniture landfill waste, encouraging reuse, and inspiring individual acts of agency. Founded in 2019 by Jennifer June with the express desire to create sustainable and creative opportunities for people to engage with their interiors and the objects that fill their lives.



LOOSE PARTS

SIT/STAND

loose.parts @loose_parts LOOSE PARTS: Inspired by ad hoc furniture assemblies found on the city streets of New York, Sit/Stand offers an alternative to the ubiquitous plastic egg crate favored for its openended use. Made with reclaimed Douglas Fir and featuring a simple hole pattern, bolts and boards interlock to create a stable surface that is both satisfying to assemble and easy to break apart as needed.

PUBLIC ACCESS: Tell us about your project.

Imagined for public spaces such as parks and sidewalks, Sit/Stand serves a dual purpose, as both a seat for people to gather, sit, and converse, and a container to hold, display, and decorate. When clustered in groups of 4-5, the piece invites social interaction and interiorizes public space, creating a sense of community and connection with our surroundings.

Sit/Stand is a celebration of sustainable design and the creative potential of everyday materials, inviting us to re-imagine the ways in which we inhabit public spaces.

PA: Where is your project installed and how did you choose your location?

LP: I have a group of Sit/Stand pieces installed on the sidewalk outside my studio and showroom in Catskill, NY. As a newcomer to the area and having just opened my showroom, I wanted a way to connect with the town and its residents. I noticed other businesses had potted plants and benches outside their shops, but they were large and heavy pieces that faced the street, not encouraging face-to-face interaction. I wanted to offer seating that was movable and could be arranged in different configurations, encouraging a range of conversations among people.

PA: What's the vision behind your design?

LP: My vision for Sit/Stand was to create a versatile furniture piece that celebrated sustainable design and the creative potential of everyday materials. For this project I wanted to highlight a new material I had just gotten from the mill; reclaimed FSC certified Douglas Fir that



had a beautiful grain pattern and honey color.

Initially, I envisioned a completely different design. A chair with a band of Fir wrapping around the seat like a halo. But then in doing the mock-up I started to see the potential for how the design was coming together and decided to follow that thread further to develop the Sit/Stand.

The vision is never very clear in the beginning, just a vague notion I stumble towards. I find so much direction in the actual construction of the piece. More often than not, it's the materials that tell me where they want to go.

PA: What surprises did you discover through this project?

LP: I initially envisioned Sit/Stand as movable seating for public spaces, but I've been surprised by how they've also been used as a side table to hold drinks or a temporary stand for a laptop. It's been rewarding to see how people have adapted the pieces to their own needs and preferences, making the project feel like a collaborative effort with the community. Additionally, working with reclaimed timber has brought unexpected challenges and rewards, requiring me to be adaptable and creative in my design and construction process.

PUBLIC ACCESS





share? references that relate to your project that you'd like to Any inspirational LP: I find inspiration in American urbanist William H. Whyte and this quote, "" The possibility of choice is as important as the exercise of it. If you know you can move if you want to, you can feel all the more comfortable staying put. Urban place making, especially in New York City where old discarded furniture is given new life in the form of street vendor displays or ad hoc chess tables. And my constant load stone for any project comes from Simon Nicholson, "In any environment, both the degree of inventiveness and creativity, and the possibility of discovery, are directly proportional to the number and kind of variables in it.





