



In 1960 the scientist, inventor and musician Manfred Clynes coined the term cyborg, which then grew ever more popular thanks to innumerable sci-fi novels and films; it designates an organism that combines natural and artificial elements. Designer Marcel Wanders interprets this fusion as the expression of a continuous search for new combinations, in today's world, where it seems there is nothing truly new left to invent. This is the background to the creation

of Cyborg, a seat with a highly resistant and versatile polycarbonate shell. The seat can then be completed with backrests in a selection of different natural or synthetic materials: from polycarbonate to wicker, from solid wood to plywood, to the most recent upholstered versions with fabric or leather cover. This further evolution of the chair is in equal parts poetic and technological, cosy and surprising, in keeping with the widest range of different settings.



Designer in Magis

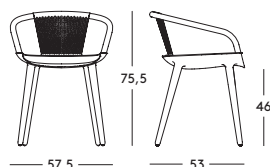


Cyborg — design Marcel Wanders, 2017
Technical Sheet

Armchair

Material: frame in airmoulded polycarbonate.
Back in aluminium painted in polyester powder. Suitable for outdoor use.

Magis logo is stamped on each product of our collection vouching for their originality.



Cyborg Daisy



Frame: Glossy Black 1763 C
Back: Dark Grey "gun metal"



Frame: Glossy White 1736 C
Back: Beige "champagne"



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Designer



Marcel Wanders

Regarded by many as an anomaly in the design world, Marcel has made it his mission to “create an environment of love, live with passion and make our most exciting dreams come true”. His work excites, provokes, and polarises, but never fails to surprise due to its ingenuity, daring and singular quest to uplift the human spirit, and entertain.

In his designs, Marcel often mixes innovative materials and techniques with references to well known historical styles and archetypes, so users can easily connect to the pieces, enjoying them for a long time and in doing so create sustainable surroundings.

Marcel’s chief concern is to bring the human

touch back to design, ushering in what he calls design’s ‘new age;’ in which designer, craftsperson and user are reunited.

