



Casted Wood

Heidi Turunen / Aalto University

DESIGN DRIVEN
VALUE CHAINS
IN THE **WORLD**
OF CELLULOSE
DWOC

Contents

Methods & Materials

Objectives

Shapes

Colours

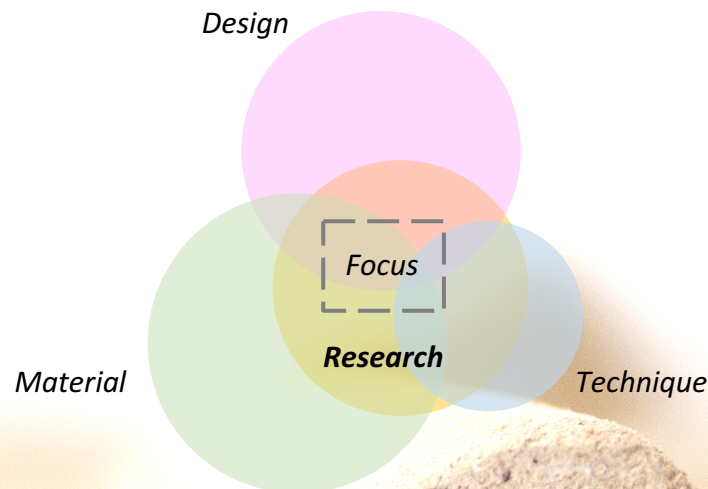
Surfaces

Potential application areas



Photo Eeva Suorlahti

Methods



“Research Through Design” *generating new tacit and explicit knowledge how the cellulosic materials like to be handled, and what are the limits of the material.*

- Result: material samples, formal, visual and tactile experiments

“Research by Design”

visualizing potentials and creating preliminary knowledge for future product applications

- Result: designed exhibition pieces

Photo Eeva Suorlahti

Materials



SAWDUST / WOOD FLOUR



NANOCELLULOSE

Mixing



MOULDS

Material Features and Value Propositions

- **Material Design:** Surface structures, colours, haptic value-laden properties and visuality can be designed varying the consistence, scale and proportion of ingredients
- **Shaping:** boards, panels, casted 3D objects
 - No need to hot press
 - The cast pieces are reproducible by using the moulds again
- **Postprocessing:** by drilling, sawing, sanding
- **Haptic properties:** surface temperature and texture are almost as in wood-based products
- **Environmental friendliness:** completely wood-based material combination has a low environmental impact and is recyclable
- **Economy:** competitive raw material price, simple production process



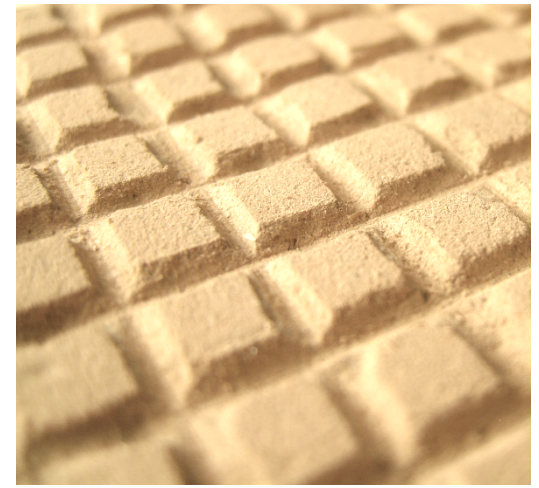
Experiments with Shapes



Freeform geometry



Regular shapes



Regular patterns

Details of casted tiles, 2016-2017
Photo Heidi Turunen

Shaping by Casting



→ *New method among wooden products*

→ *Enables for new forms and shapes*

→ *Material consumption: saves material & energy*

Experiments with Colours



Photo Eeva Suorlahti



Dyeing of Material

→ *Altering visuality by selecting different dyes:*

→ *Soft tones*

→ *Vivid hues*

Photo Eeva Suorlahti



Experiments with Surfaces



Photo Eeva Suorlahti



From Fine Wood Dust to Coarse Chips

→ *Adjusting material proportions and coarseness*

→ *Scale of the surface*

→ *Visuality of surface texture*

Photo Eeva Suorlahti

Conclusion

Create knowledge how to process material combination by casting

- Casting not commonplace for wooden materials
- Additive method

Understand design possibilities

- Tactile aspects: surface textures, 3D shapes..
- Visual aspects: dyeing, patterning..

Clarify potential end-use applications for indoor use

- Wall panels, acoustic / sound directing elements, light weight boards, toys, 3D printed objects, applications in sports industry, jewelry, shoes, disposable applications for indoor gardens, interior decoration products, furnishings or products related to construction industry



Photo Eeva Suorlahti



Thank you!

Heidi Turunen
heidi.turunen@aalto.fi

Department of Architecture
School of Arts, Design and Architecture
Aalto University

**DESIGN DRIVEN
VALUE CHAINS
IN THE WORLD
OF CELLULOSE
DWoC**

Photo Eeva Suorlahti