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.
Armchair

Material: frame in air-moulded polycarbonate. Back in solid ash, natural or painted (Cyborg Stick) or in ash plywood, natural or painted (Cyborg Ply).

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

FATIGUE, LOAD AND IMPACT TESTS

Arm sideways static load test EN 15373:2007, L3 - severe
Seat and back static load test EN 15373:2007, L3 - severe
Leg forward static load test EN 15373:2007, L3 - severe
Leg sideways static load test EN 15373:2007, L3 - severe
Arm downwards static load test EN 15373:2007, L3 - severe
Arm fatigue test EN 15373:2007, L3 - severe
Seat front edge fatigue test EN 15373:2007, L3 - severe
Seat and back fatigue test EN 15373:2007, L3 - severe
Non-domestic seating. Vertical load on back rest EN 15373:2007, L3 - severe
Non-domestic seating. Information for use EN 15373:2007
Non-domestic seating. Safety requirements EN 15373:2007
Stability EN 1022:2005
Arm impact test EN 15373:2007, L3 - severe
Seat impact test EN 15373:2007, L3 - severe
Back impact test EN 15373:2007, L3 - severe
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.