Time Conflicts

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Our relationship with time is complicated. Time is constant, but always changing. It passes by both fast and slow. In society, time is money. Or actually, human time is money. The materials designers use often take more than a lifetime to grow, while most designs are used only for much shorter periods of time.
Time conflicts explores the possibility to balance the time it takes for a material's formation with the length of its use-phase.
In actuality, there are various alternative materials, many of which are waste materials of existing, local processes. Some examples include horse hair, deer bone & pheasant feathers. Their potential has been explored through the design of an everyday object: the brush.