

The Fossil project

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The fossil project emerges from the dirtiest places in the industry-professional painting factories that use polyurethane paint.



At the end of the day, there are many samples of colors that are not usable anymore since they have been mixed with the B component (the reacting material). I asked several paint shops to pour this paints leftovers at the end of the day into molds I made specially for that purpose.



Many elements affect the drying procedure of the paint- time, heat, humidity, UV light, measures and dosage between the paint and the hardener material.

with so many elements affecting the drying process, many interesting phenomenons happen by mistake.



After working on it for a period of 6 months to two years, I got 4.5kg of polyurethane chunks of material combined from 1000's of layers that stuck and attached to one another.





The material is very durable, strong and reacts well under carving techniques.

Any incision made will expose the layers in a different way.



I started making 3D objects from this chunks, checking the layers exposure in different techniques



CNC cutting machine



Laser cutting machine



Drilling and sanding



And many other different techniques...



At the same time I explore the material in 2D-
spraying on MDF wood boards for furniture applications



When the material coats strong surfaces, it is much stronger and easier to work with than a raw chunk (and the process is much faster)









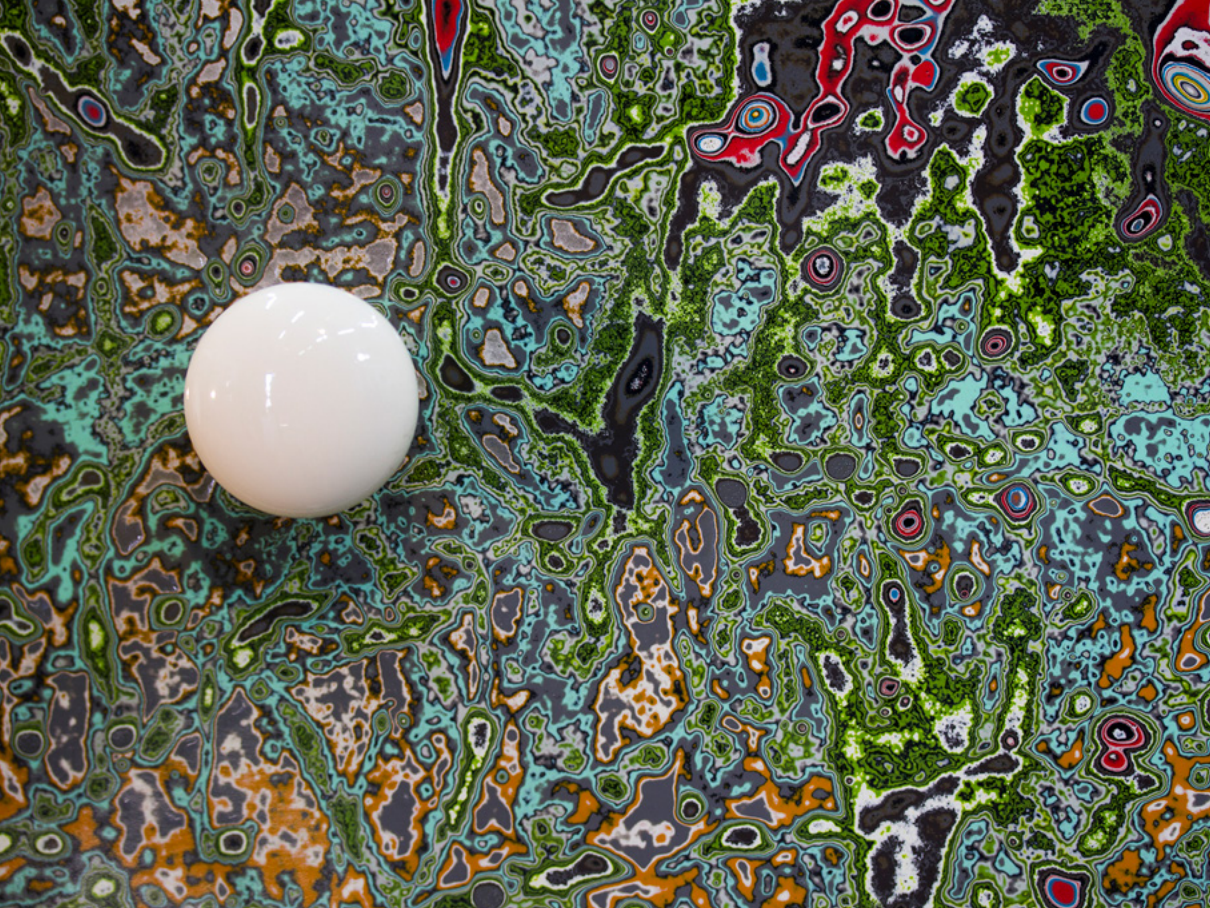












Fossil furniture are custom made items made specially for the client according to his needs, preference of colors and size.

The process of creating the layers takes about 3-4 months.

For more info, please contact-
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