

# Street

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# Furniture







1 | Row of seatings

## Godot

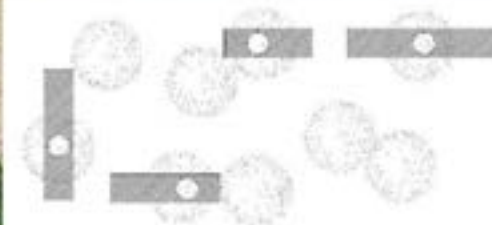
We view the urban area as a place for casual meetings, expected dates and unexpected hazards; a space for looking at both the past and the present, or for projecting dreams onto the horizon; a place for sharing our solitude or exploring pleasurable discoveries; an environment with tranquil isles offering rest to the stroller or reader and any other traveler. The aim of this project was to create squares where those who have recently arrived can meet, and streets where those who are already here can discover other worlds. Therefore, the designers created Godot, a sedate bench, intimately associated with timeless elements and the surrounding trees.

### PROJECT FACTS

Client: ESCOFET 1886. Completion: 2005. Production: serial production. Design: individual design. Functions: seating. Main materials: concrete.



1 | Detail  
4 | Seatings



1 | Details of the internal anchor  
1 | Placement scheme

