



# Human Connections Collection

Exclusively for Interface  
by David Oakey Designs

**Interface®**



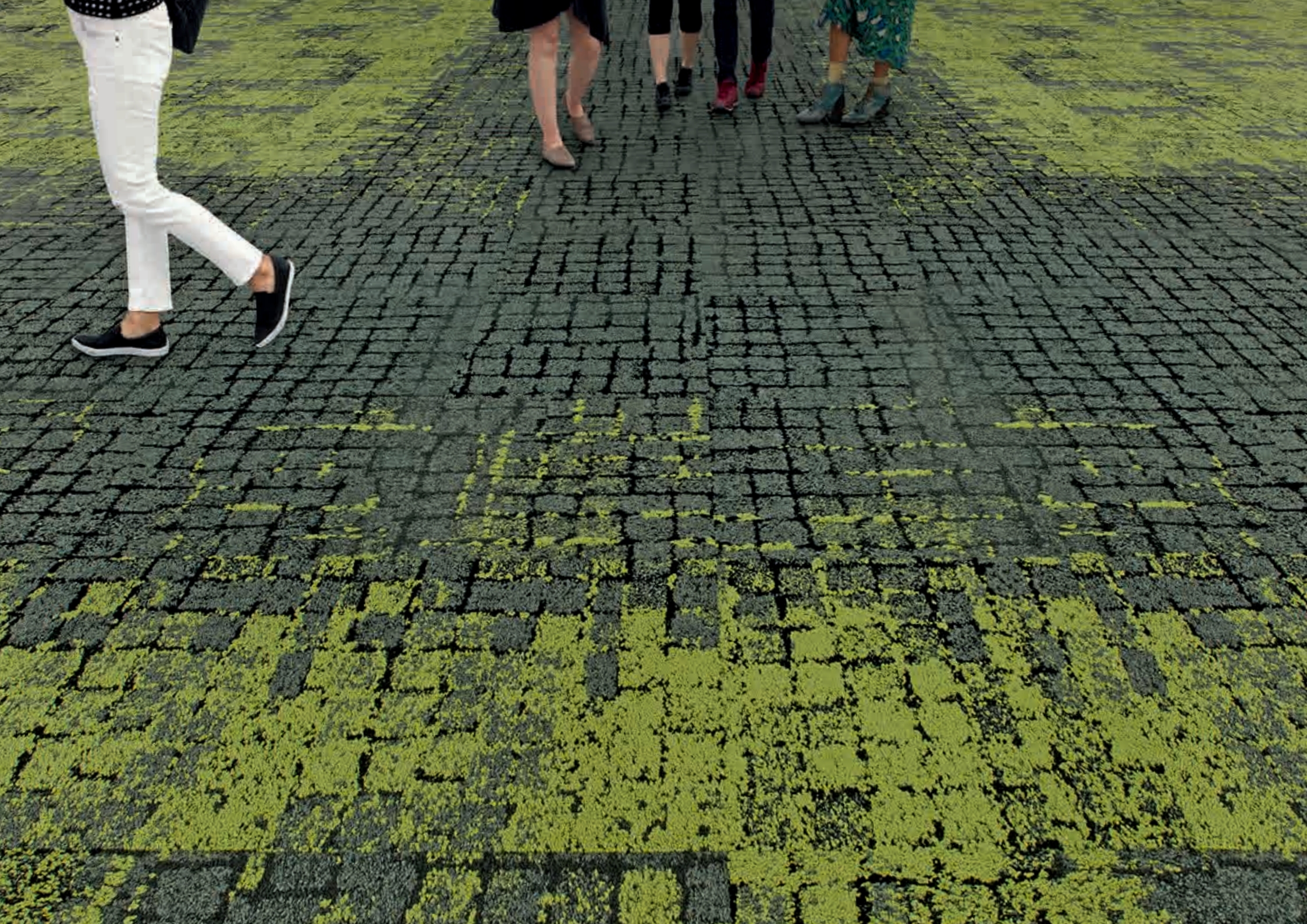
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# Human Connections™ Collection

Technology continues to make our lifestyle smoother, faster and more banded together through the cybersphere. As a result, we humans yearn for connection, whether it is to other humans, tactile touch, or surrounding ourselves with elements from nature. Now more than ever, tech work environments around the world are proof that people need to meet, collaborate and connect in real physical spaces. This need is driving radical change in design. The office of the future is where movement allows people to meet and mingle, often referred to as collision spaces.

40+ years ago, work spaces evolved out of garages and informally inhabited post industrial warehouses. Whether intentional or financially driven, ad-hock, “anti-design” environments introduced the new cool. Recent discussions once again compare urban design to workplace strategy. Formal design and planning for the next generation offices incorporate urban elements such as neighborhoods, town squares, parks and shops allowing for pedestrian movement and people centric spaces creating zones for interaction. In *The Death and Life of Great American Cities*, Jane Jacobs' prolific urban design teachings help guide us into the next genre of design: not a form of chaos, rather representing a complex form of order, embracing the organic nature of people and space. In *The Social Life of Small Urban Spaces*, William Whyte observed urban behavior driven by the needs of people in small spaces: people tend to sit where there are other people and places to sit. Triangulation is the external stimulus providing a link that connects people.

Technology, generational demand, and flexible work policies have created a tribal culture that allows work to happen anytime, anywhere. The new urbane working environments support this nomadic behavior as our new mobile working class migrates between life style hubs and community co-working environments in these tech cities.

As bringing nature into our working and living environments evolves beyond trend into a movement, always inspired by biophilia - the study of how nature contributes to our wellbeing and makes us feel; bringing nature indoors via natural cityscapes, is the featured design solution connecting these worlds. Janine Benyus recounts how like in an ecosystem, the city is complex and thrives on diversity. Human Connections embraces nature's elements in interactive, gritty urban hip neighborhoods.

## The Collection

The genesis for Human Connections is the dynamic quality of a work force that is in constant, people oriented movement; a neighborhood, whether leading pathways for zoning, wayfinding or crossing points, all fostering interaction. This concept of the collection is a broader offering than a traditional, single surface with choices of colors and patterns.

The collection transcends multiple-scales, offering a multitude of choices and combinations; it is part of a greater system. The product line genuinely mimics city surfaces such as turfs, patterns, textures and grounds. The names in the collection, Paver, Stone, Moss and Course are reminiscent of the actual materials of a cityscape in colors represented in nature, stone-like warm grays, an array of greens, and include pops of color as small punctuations, much like flowers in bloom bring color to the landscape.

Human Connections not only includes new designs but correlates to past collections. This new strategy offers infinite choices and combinations that blur lines between the traditional aspects of floor and ground. The floor cannot force people to connect, but it can inspire a call to our natural instincts. Human Connections is the most versatile product line we have designed to date.









Hip Neighborhoods



Rue Yellow | Stone Course Yellow/Stone



Sett in Stone Granite, Flint | Moss Granite/Moss  
Moss in Stone Granite Edge | HN830 Kiwi



# Paver

8337-001-000 Granite

8337-002-000 Slate

8337-003-000 Flint

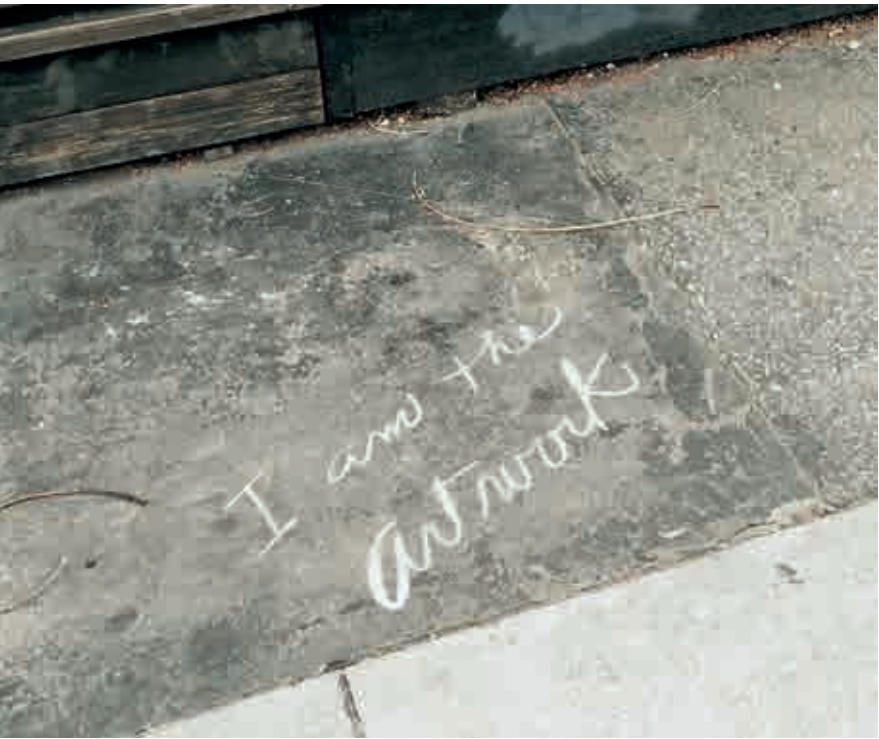
8337-004-000 Onyx



Paver Slate

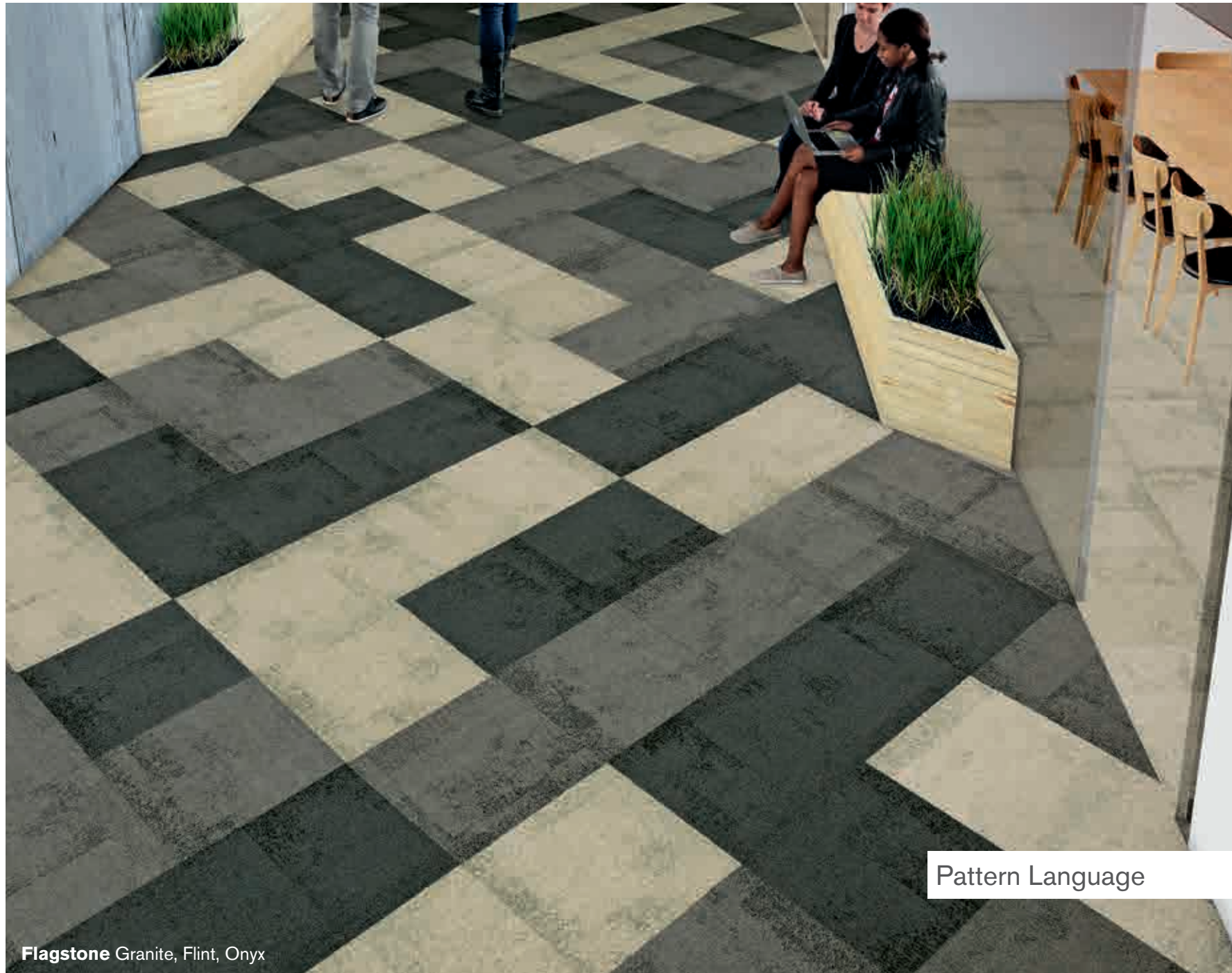
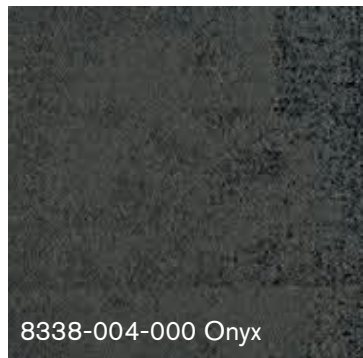
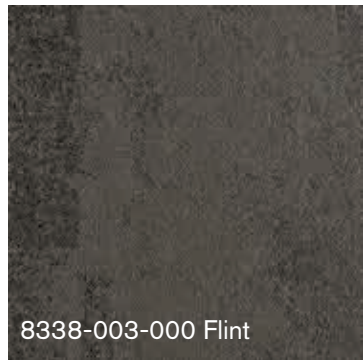
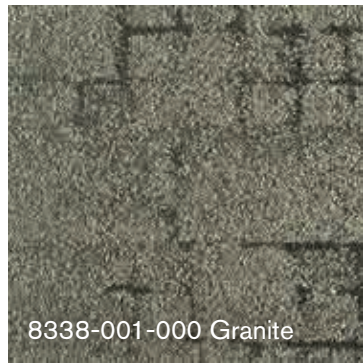
Social Connections







# Flagstone







**Flagstone** Granite, Onyx



**Flagstone** Onyx | **Sett in Stone** Granite



# Kerbstone

8339-001-000 Granite

8339-002-000 Slate

8339-003-000 Flint

8339-004-000 Onyx



Kerbstone Slate

Creative Vibe





**Kerbstone Flint | Flagstone Flint**



**Kerbstone Onyx | Flagstone Granite**



# Sett in Stone

8342-001-000 Granite

8342-002-000 Slate

8342-003-000 Flint

8342-004-000 Onyx



**Sett in Stone** Granite, Onyx

Crossing Points









Urban Biophilia

Moss Flint/Moss | Moss in Stone Flint Edge | Sett in Stone Flint | Kerbstone Flint | Flagstone Flint







# Moss in Stone

8340-001-000 Granite Edge

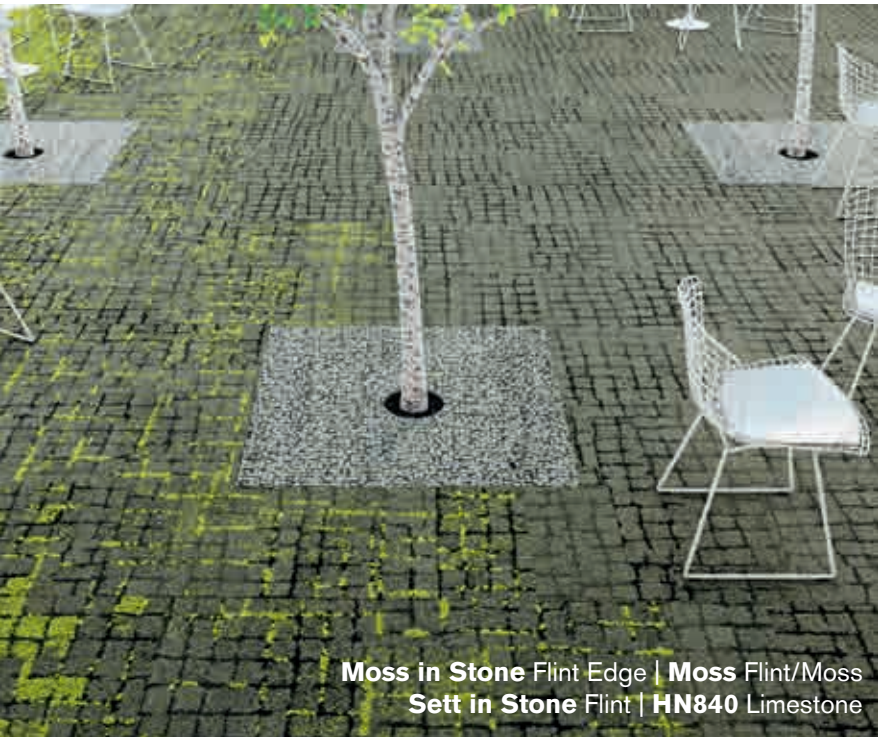
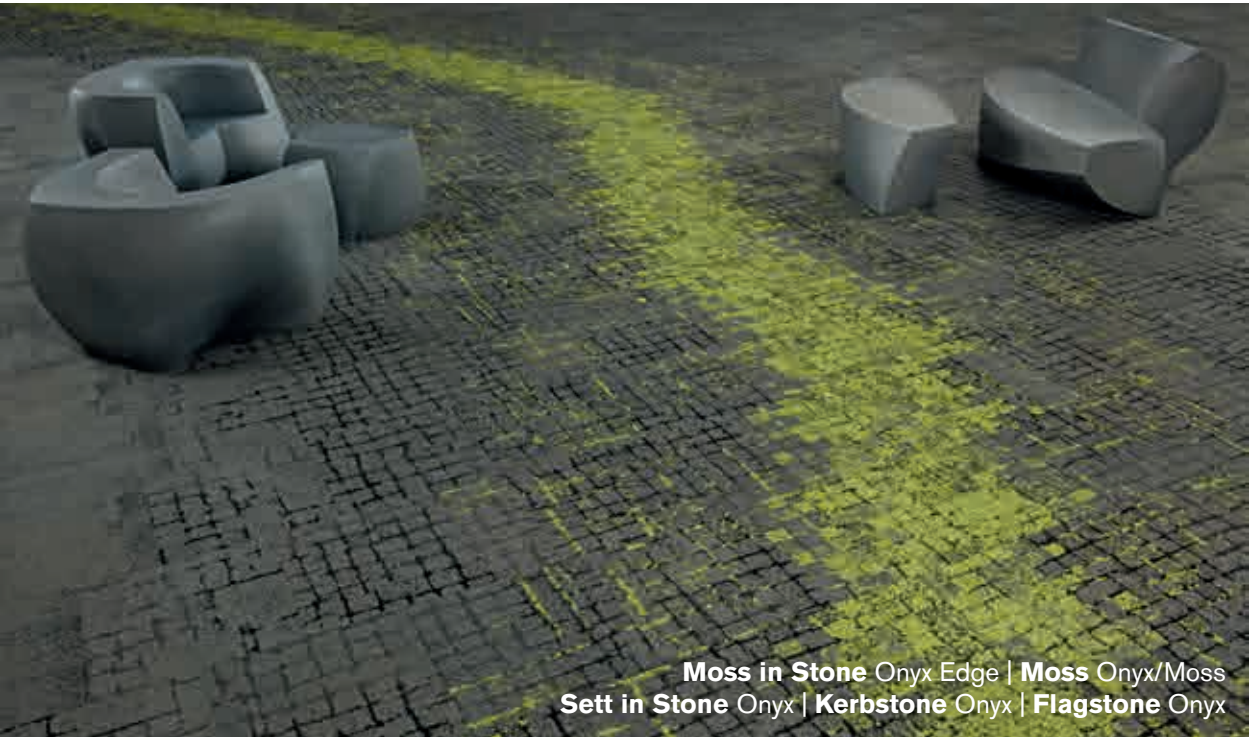
8340-002-000 Slate Edge

8340-003-000 Flint Edge

8340-004-000 Onyx Edge









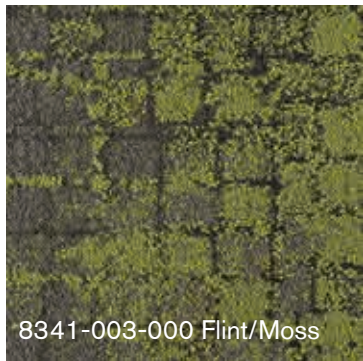
# Moss



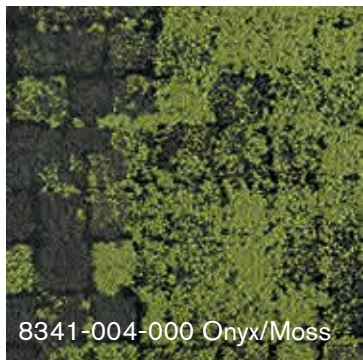
8341-001-000 Granite/Moss



8341-002-000 Slate/Moss



8341-003-000 Flint/Moss



8341-004-000 Onyx/Moss



Gritty Urban Nature

**Moss** Onyx/Moss | **Moss in Stone** Onyx Edge | **Sett in Stone** Onyx



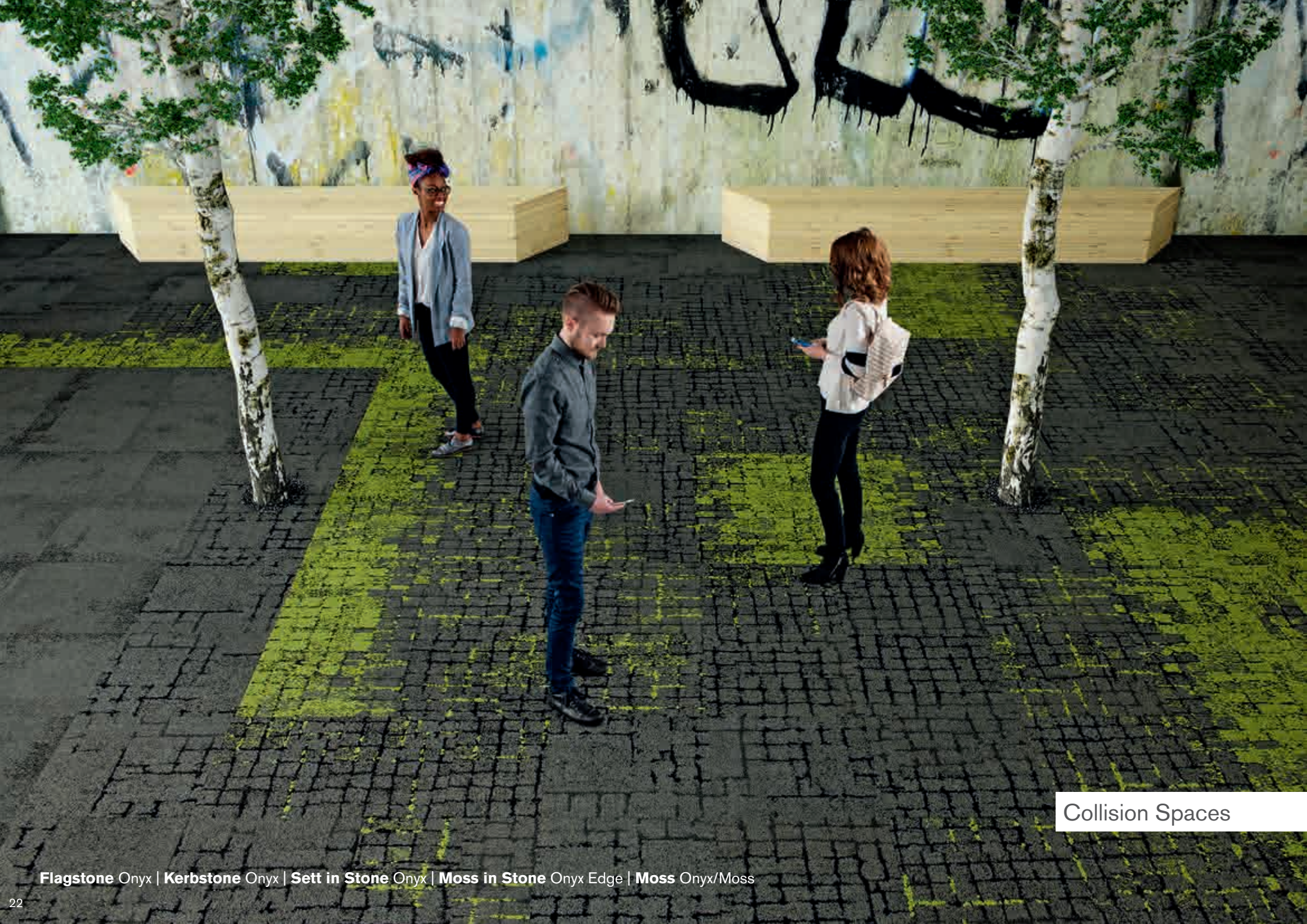


**Moss** Slate/Moss, Flint/Moss, Onyx/Moss  
**Moss in Stone** Slate Edge, Flint Edge, Onyx Edge



**Moss** Flint/Moss





Collision Spaces

Flagstone Onyx | Kerbstone Onyx | Sett in Stone Onyx | Moss in Stone Onyx Edge | Moss Onyx/Moss















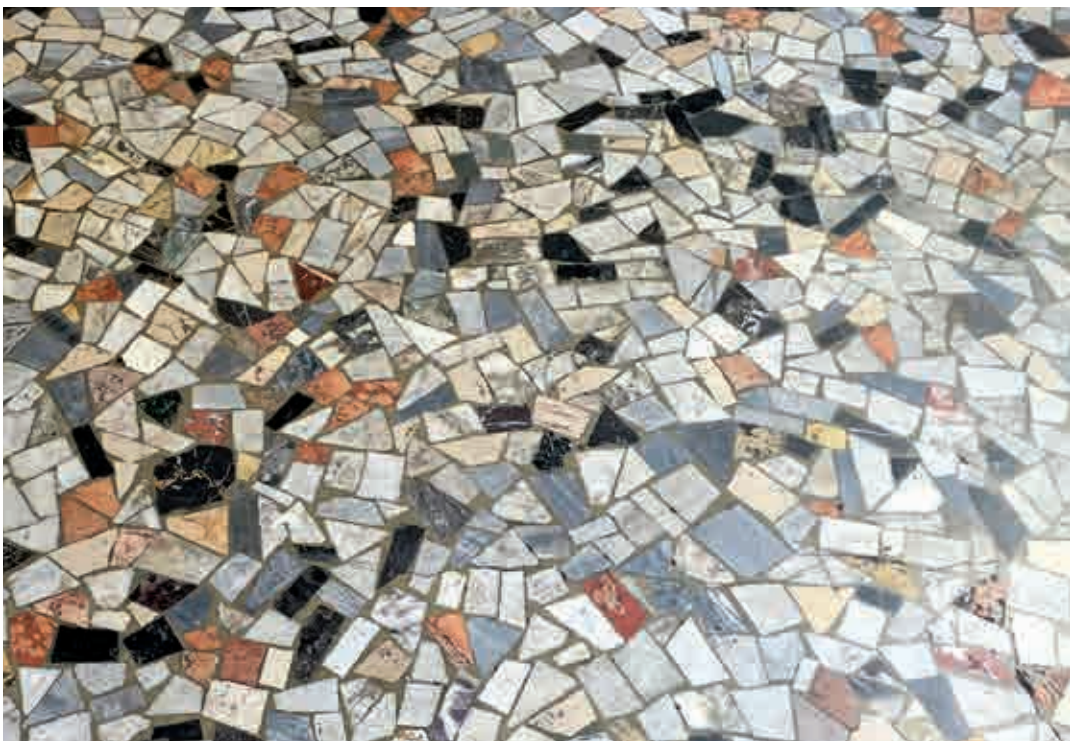


Pathways





**Flagstone** Granite  
**Sett in Stone** Flint | **Stone Course** Grey/Stone

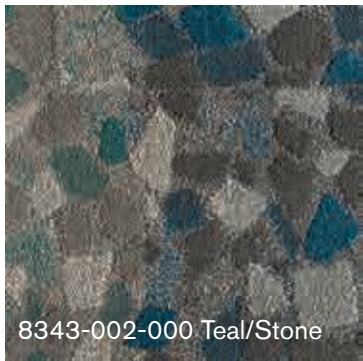




# Stone Course



8343-001-000 Grey/Stone



8343-002-000 Teal/Stone



8343-003-000 Green/Stone



8343-004-000 Yellow/Stone



8343-005-000 Orange/Stone



8343-006-000 Red/Stone



8343-007-000 Pink/Stone



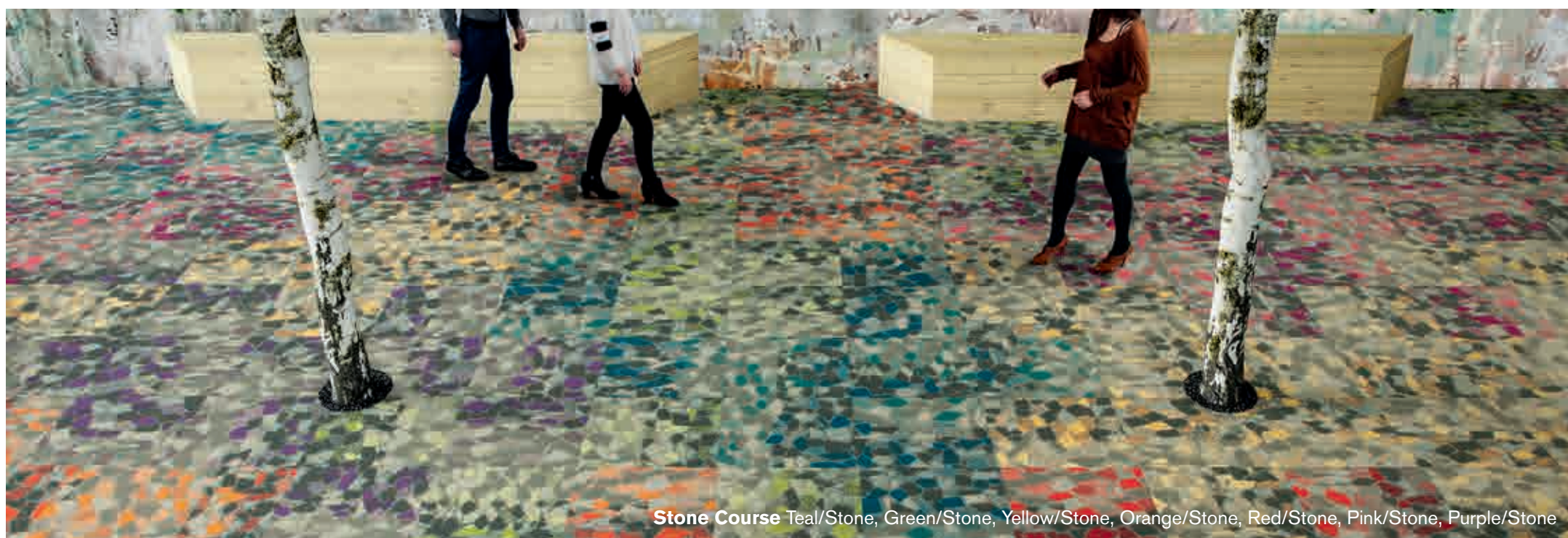
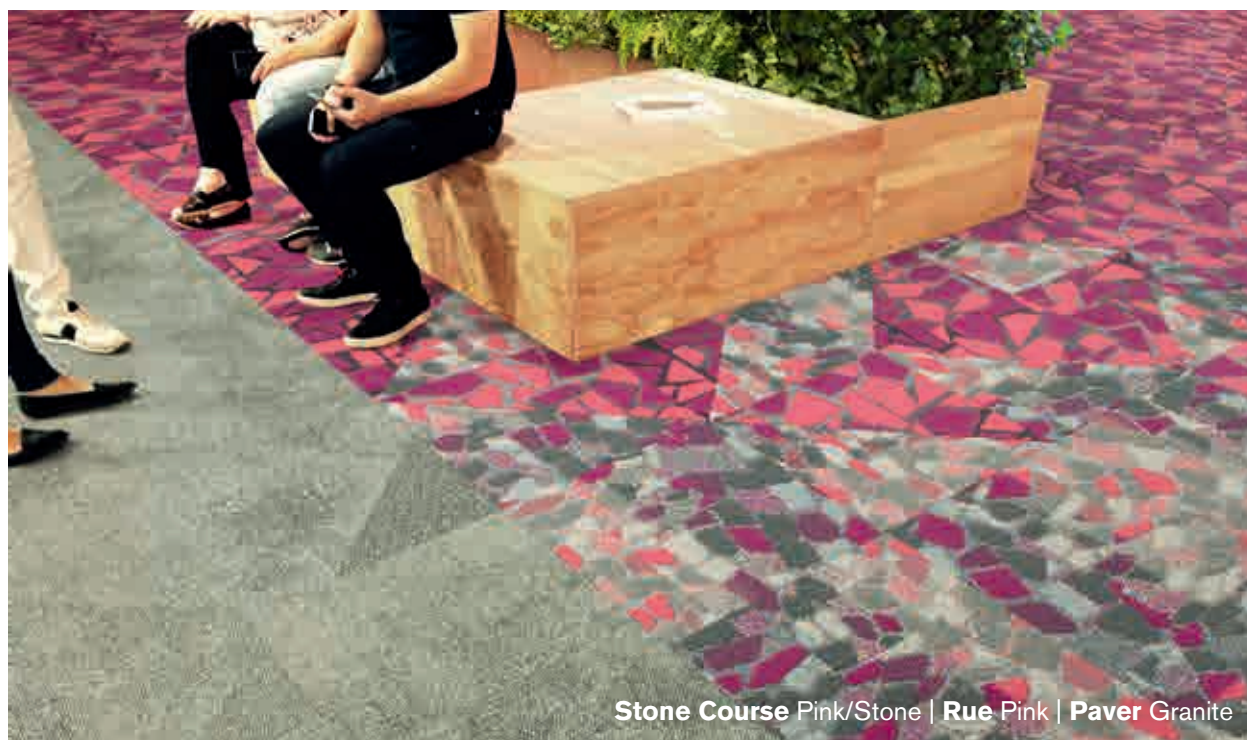
8343-008-000 Purple/Stone



Wayfinding

Stone Course Grey/Stone | Paver Slate





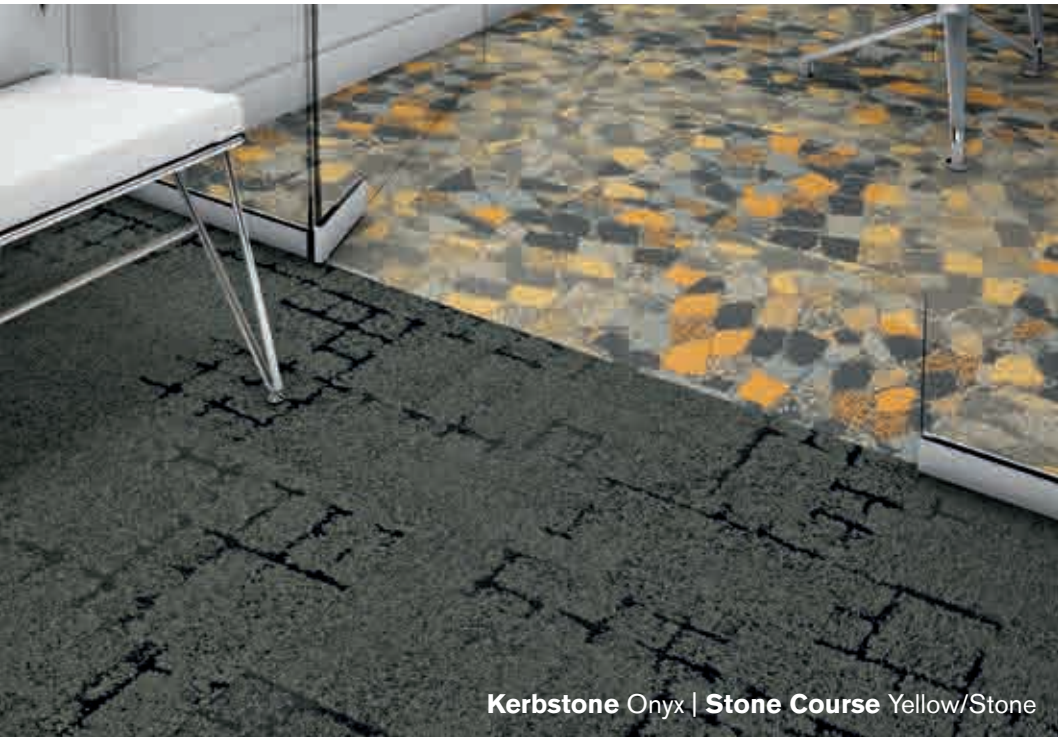




Refuge Spaces

**Flagstone Slate | Stone Course** Grey/Stone, Teal/Stone, Green/Stone, Orange/Stone, Pink/Stone, Purple/Stone







# Rue



8344-001-000 Grey



8344-002-000 Teal



8344-003-000 Green



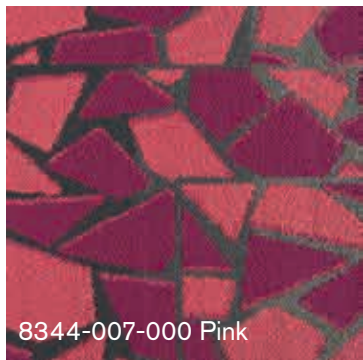
8344-004-000 Yellow



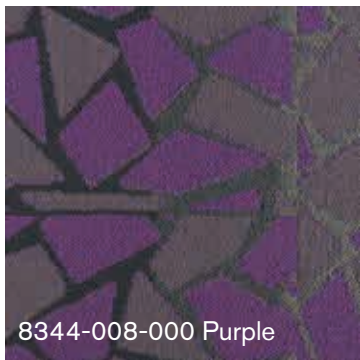
8344-005-000 Orange



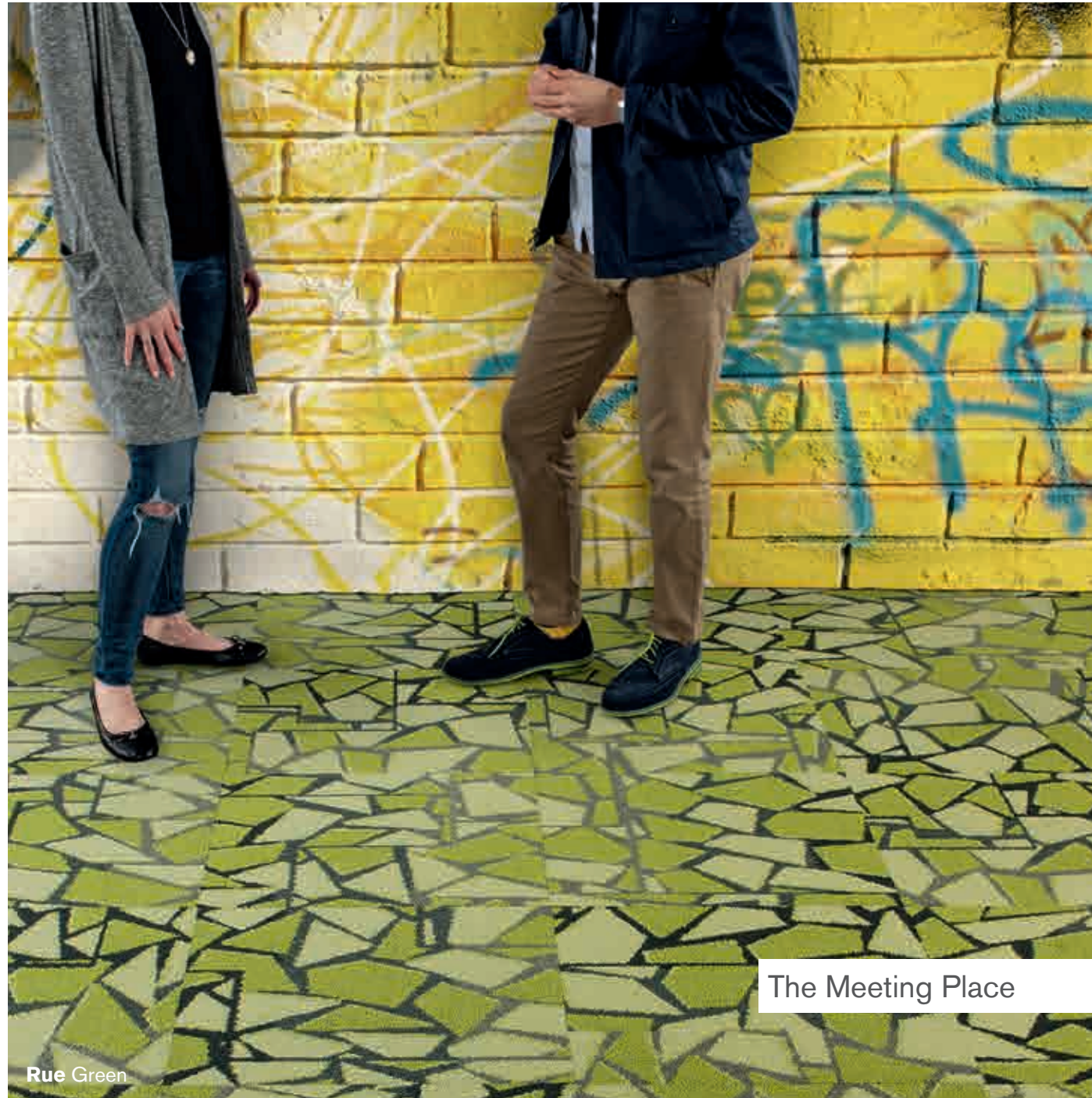
8344-006-000 Red



8344-007-000 Pink



8344-008-000 Purple



Rue Green

The Meeting Place





Rue Grey, Green, Yellow, Orange, Red





Triangulation

**Rue** Teal, Green, Yellow, Orange, Pink, Purple  
**Stone Course** Teal/Stone, Green/Stone, Yellow/Stone, Orange/Stone, Red/Stone, Purple/Stone





Rue Orange

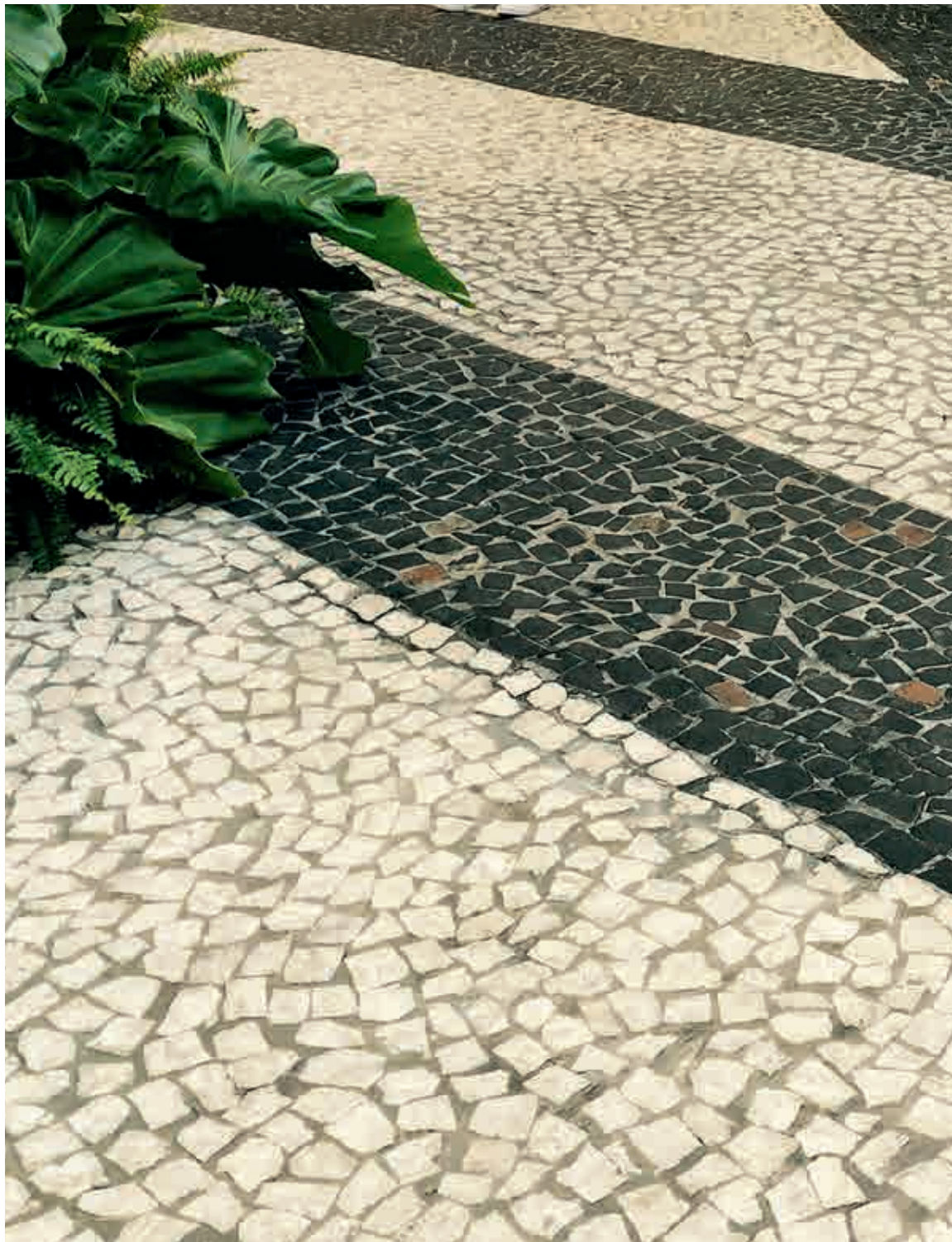


Flagstone Onyx | Rue Yellow



Rue Green



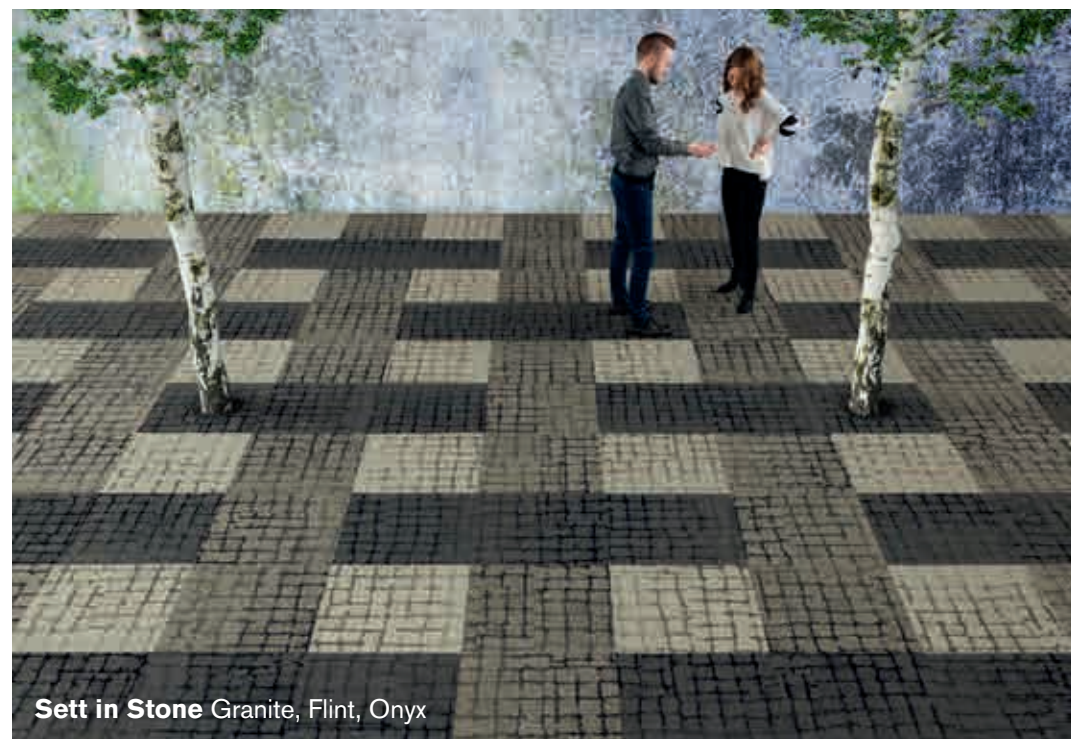


Street Scapes













Street Scapes

Sett in Stone Granite, Onyx





**Sett in Stone** Granite, Onyx



**Sett in Stone** Granite, Onyx

Social Spaces







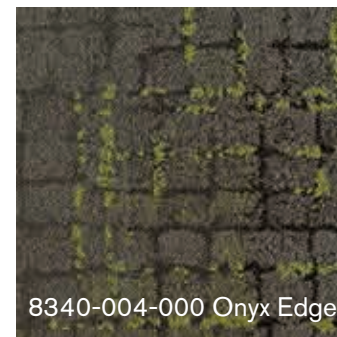
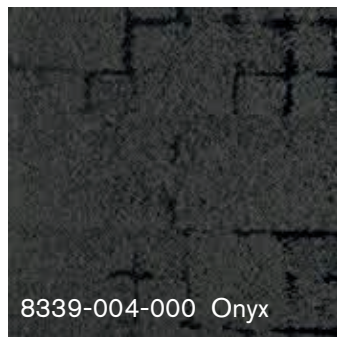
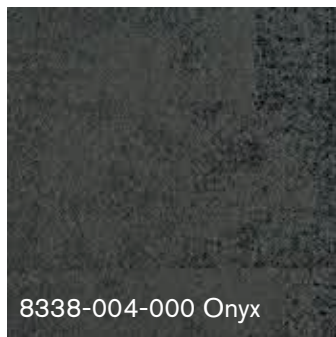
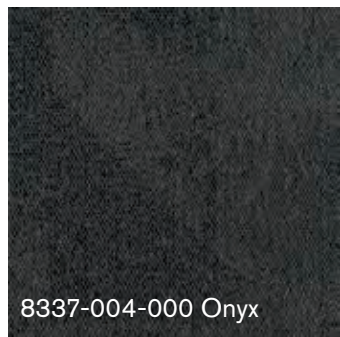
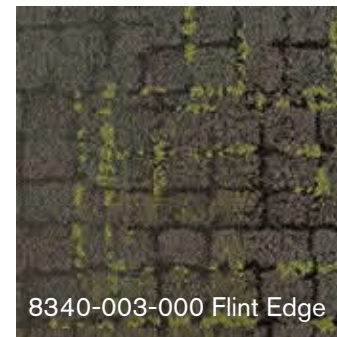
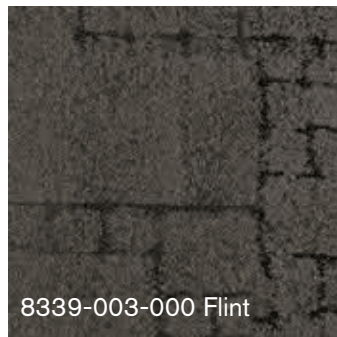
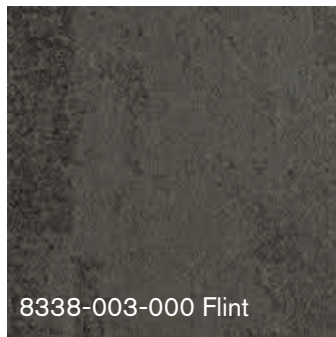
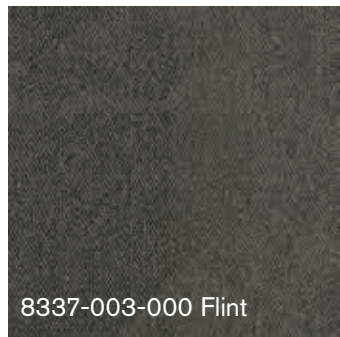
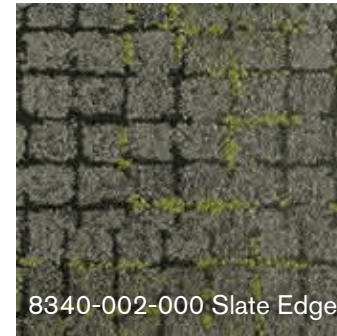
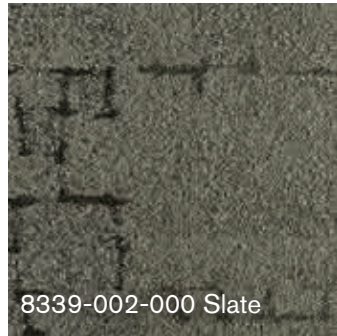
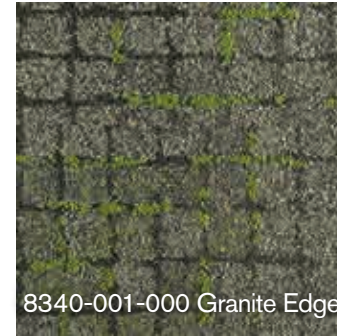
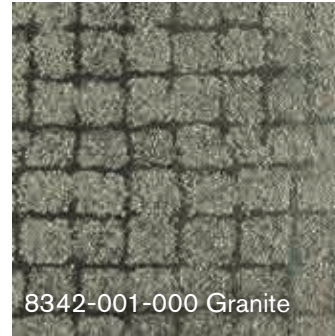
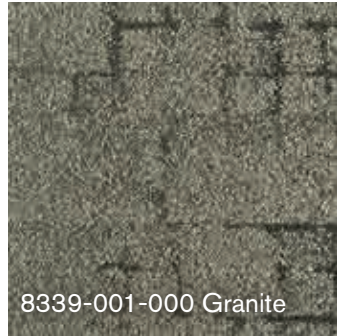
Paver

Flagstone

Kerbstone

Sett in Stone

Moss in Stone





Moss



8341-001-000 Granite/Moss

Stone Course



8343-001-000 Grey/Stone

Stone Course



8343-002-000 Teal/Stone

Rue



8344-001-000 Grey

Rue



8344-002-000 Teal



8341-002-000 Slate/Moss



8343-003-000 Green/Stone



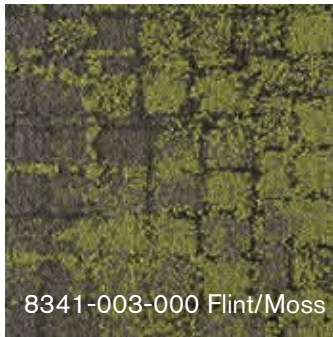
8343-004-000 Yellow/Stone



8344-003-000 Green



8344-004-000 Yellow



8341-003-000 Flint/Moss



8343-005-000 Orange/Stone



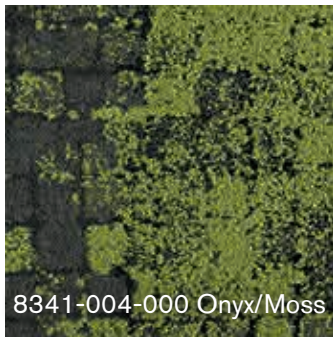
8343-006-000 Red/Stone



8344-005-000 Orange



8344-006-000 Red



8341-004-000 Onyx/Moss



8343-007-000 Pink/Stone



8343-008-000 Purple/Stone



8344-007-000 Pink



8344-008-000 Purple





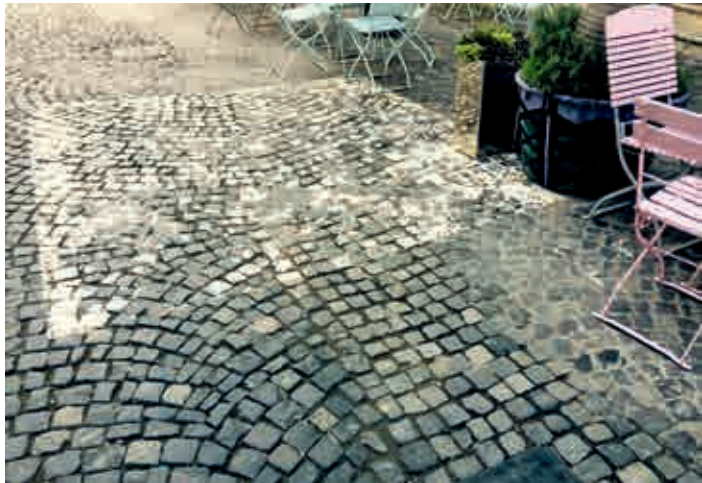




**Sett in Stone** Onyx  
**Moss in Stone** Onyx Edge  
**Moss** Onyx/Moss



**Rue Green**  
**Stone Course** Grey/Stone  
 Green/Stone



**Stone Course** Teal/Stone  
 Green/Stone, Yellow/Stone  
 Orange/Stone, Pink/Stone



**Sett in Stone** Onyx  
**Stone Course** Grey/Stone







## Human Connections Collection

Carpet cannot make humans connect.  
It can define wayfinding, pathways, crossing points,  
create attractive meeting places and collision spaces.



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