

# MAKERS 1

December 2, 2022 – January 15, 2023

A game of chess played between matter and mind, that is, the hand: in **MAKERS 1**, materials and designers conspire, negotiate, clash, switch places. Adopting a hands-on, three dimensional approach to design as its key principle, the show cuts through what separates the thinking and making of objects. **MAKERS 1** unfolds around two focal points, wood and metal, to consider their possibilities of application in contemporary design, their specificities, as well as the recurrences and mutations of formal codes that give them shape today. Across the exhibition, the truth of materiality is met by the abstractions of technique: at times, matter seems to dissipate into – and be subdued by – the norms set by geometrical synthesis and the history of architecture, while in other instances, it emerges in its dense physical nature, where unexpectedness invariably thrives. Moving along this line of inquiry, **MAKERS 1** aims to test the boundaries and conventions that cause the domestic and the industrial to split, overlap, or merge by bringing together a range of works that examine such polarity – often defying it. If matter still remains the vector through which human gestures can be in the world, **MAKERS 1** takes on the question of form by addressing the infinite project, and the continuous process, of bringing thought into being.

## GROUND FLOOR

1. Jan Hendzel Studio,  
Pier table – Scottish elm  
180x74cm

Each leg is made of 12 equal staves, carefully pieced together to create a hollow cylindrical base. The joining triangular frame has been designed to be infinitely customizable in size, owing to the equilateral geometry of the frame and its three half-lap joints. Crafted from individual pieces of timber, the top is held together by loose tongue joinery, and features bevelled details – hidden in traditional furniture making – that accentuate its preciseness. A combination of cutting techniques, including crown cuts and quarter cuts, adds unique patterns to each piece.

2. studioutte, nastro chair  
54x43x66cm  
nastro (ribbon in Italian) is a metal chair composed of simple iron plates welded together. The seat design was conceived from one continuous line as a homage to refined simplicity: starting from the leg, the line becomes an armrest and then is twisted into the backrest.

3. Marc Morro, Silla 8  
Solid koto and poplar plywood  
45x51x80cm  
Simply by using pressure, sheets of plywood are curved through different structures as supports to form the chair's seat and back. The resulting piece is made up of two joined frames – stripped of any decorative element – to create a comfortable, light, and plastically singular object.

4. Heim + Viladrich,  
A75 TrashBin – 30x34x50cm  
Developed together with Lauriane Heim, the A75 TrashBin makes use of a 100x20mm rectangular tube, whose aluminium profile is divided into 12 equal parts riveted together, forming the structure of the trash bin. Two central parts are milled to create the handles, and the surface is then brushed and waxed, bringing out the natural colour of aluminium and creating a subtle play with light.

5. studioutte, ert chair [ebanized and natural version]  
54x43x65cm  
ert is a wooden chair composed of seven ebonized boards. Supported by a central post, a slender band encompasses the square seat, twisting from the legs to the low, half-moon carved backrest. In the spirit of Dutch Neoplasticism, ert is a tribute to graphic simplicity.

6. Bram Vanderbeke,  
Layered III – 47x40x200cm  
Architectural object, pragmatic sculpture, functional element: Layered is part of a series of items made of layers of black coated pine plywood, where a combination of vertical and horizontal line drawings are translated into a layered 3D object.

7. NM3, Lampada – 6mm  
aluminum, 27x150x27cm

8. studioutte, malta stool  
45x45x43cm  
malta is a wooden stool that doubles as a side table. The body is made of simple intersecting lines, creating a Greek cross shape. A continuous shadow gap is carved on its vertical elements. malta is severe yet warm, a hybrid piece referring to 9th century vernacular Italian design.

9. Raphael Kadid,  
Oblago lamp – solid CNC  
aluminum, black anodizing,  
8x25x25cm  
Inspired by primitive architecture, animal dynamism and neo-futurist concepts, Oblago is the result of a research on ellipsoid geometries – shapes nearly impossible to achieve by hand. The lamp's body is made by carving a single block of aluminum to its limits: at the tangent between inner and outer shell, only 1 mm wall thickness remains.

10. Bram Vanderbeke,  
Inside/Outside, 42x42x180cm  
An architectural column made of eight similar aluminium shapes welded together and treated with both a manual and mechanical sanding treatment. Inspired by cornerstones, it is a spacious object that plays with

reflection, massiveness and transparency, with inside and outside space.

11. The Back Studio,  
assemblage n.35 – aluminum,  
hardware, cold cathode, glass

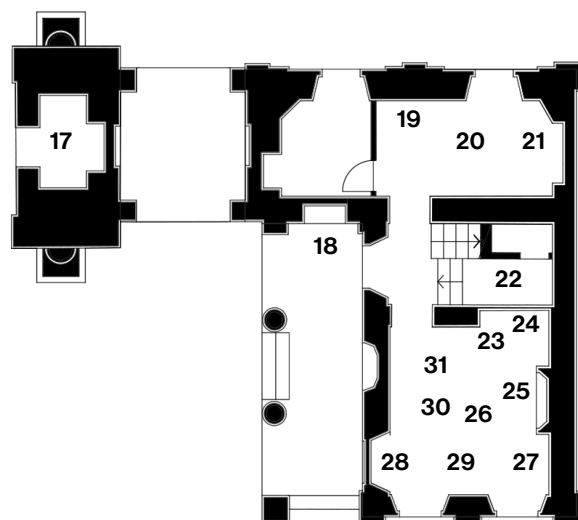
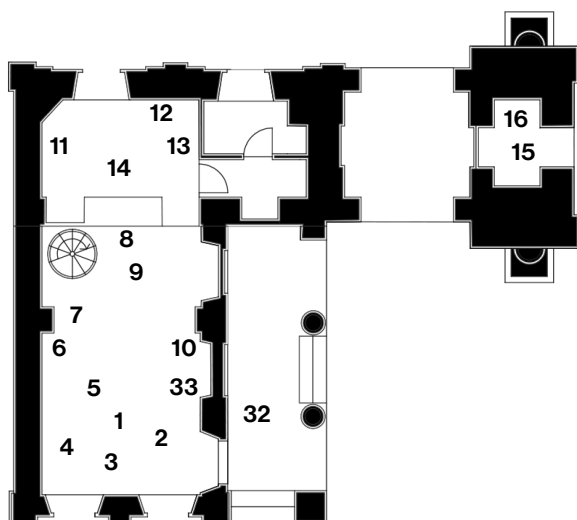
12. Claudia Girbau, Aluminum  
vase with side perforations  
11x34cm  
These vases look into how, with an almost zero degree of intervention, a minimal aspect of utility can emerge out of something, revealing the sophistication bounded into a gesture as primitive as adding a small opening into a surface.

13. Jaclyn Pappalardo,  
C series 1 – precision ground  
tool steel, 44x44x36cm  
C series 1 creates an alphabetical archive of designs, and belongs to the first of several series that will feature the same designing style.

14. NM3, bench NM01  
aluminum+leather,  
32x40x160cm

15. Levent Ozruh, Two Point One,  
PRIMITIVES [1] – 3D printed  
quartz sand, 40x40x60cm  
PRIMITIVES [1] blend the geological and the archeological, sitting alongside the constant flux of erosion. At the scale of a nightstand, they are hybrids of sculpture and furniture: frozen instants in a voxel-based negotiation between volumetric simplicity and cavitory articulation, they question what makes an object primitive – the generated aesthetics, the tools of creation, or the society it is produced for.

16. Zaven, Obione  
168x52x39cm  
Designed and built in Zaven's workshop, Obione is the result of an exercise in learning and sharing experiences aimed at the understanding of matter, form and function. While creating this object, the studio aimed to look for ways to design simple, functional objects of use that can be manufactured autonomously, with materials easy to gather and learnable techniques.



GROUND FLOOR

17. Bram Vanderbeke, Alucast 35x30x123cm

Belonging to a series of aluminum casted objects, its mold is sculpted out of a big foam blocks – an intensive and physical process which is explicated by the scars on the surface. The sculpture's rough polish makes it reflect and absorb light from its surroundings.

18. RAM Isola, Isola.01.33 American Cherry, 66x99x99cm  
A modular system for domestic and work-related contexts, indoor and outdoor environments, Isola.01 is a nomadic, essential element that can be carried and assembled on site. It is a flexible store- and work-station that features lockable wheels, drawers, a retractable desk and cable storage space.

19. goons, Lounge Chair – birch plywood in dark wenge finish 70x68x64cm

A comfortable chair designed with one concept: separating the structure from the body. Half lap joints create a strong but simple armature system to suspend the seat and its back between the chair's legs.

20. Chris Fusaro, Pasta Persa various sizes

This first collection of strainers, bowls and trivets is the result of experiments fueled by a simple desire to turn pasta into metal. This alchemical process relies on a unique

combination of fine jewelry and foundry techniques to produce handmade, one of a kind, functional sculptures for the kitchen. Made entirely out of bronze using the lost wax process (cera persa), each piece is nickel plated so it can be exposed to heat, water and oil.

21. Bureau Barbier Bouvet, Stupid Bending standing lamp 160x60x40cm

The Stupid Bending series began in 2009. The cleverness of those bended lights comes from being made of basic stainless steel tubes, simply bent to endow them with a function which, together with their materials, determines the lamp's final shape.

22. Claudia Girbau, Aluminum vase with side perforations, 11x34cm

23. Raphael Kadid, Espelma lamp – hand-polished solid CNC brass, 3x5x9.5cm  
Espelma is a table lamp made of a single brass element and a mirrored light bulb. With its minimum body, the lamp emphasizes the weight properties of brass to provide stability: being only 95 mm high, the lamp weighs 700 grams. Like a handle, the design is meant to fit one's hand.

24. Lewis Kemmenoe, Patchwork Cabinet cherry wood carcass, timber 90x90x30cm

Finger joined at the corners, the cabinet is formed from a cherry wood carcass. The doors are made from multiple timbers patch-worked together, and features hand carved door handles with gouged textural elements.

25. Laura Sebastianes, Fuente de compañía – aluminum, iron, electric bomb, paper, fabric, wool, water, 30x23x25cm

*Water, where are you going?*  
The constant sound of water moving rhythmically makes it a piece to be contemplated and listened to. Since it only makes sense in the presence of someone, it is a companion object designed to be transported and placed in any interior.

26-27-28. Johan Viladrich, SE01 45x20x40cm

SE01 is a stackable seating element that aims to maximize the use of a 200x20mm aluminium profile – the largest flat bar available. A 6 meters-long profile fits five of the pieces, which form a pentagon when placed side to side.

29. The Back Studio, assemblage n.31 – aluminum, hardware, cold cathode. clamps, fiberglass, 195X32cm

30. Antonio Barone,  
Raster Furniture Armchair 01  
aluminum, steel, EPDM foam  
61x70x53  
A reversible, plug-in system  
that enables the user to edit the  
object by reshuffling its parts,  
the armchair is an exercise  
in decontextualization of  
industrial and architectural  
artifacts. The press-lock  
aluminum raster turns the item  
into a scalable interface and a  
piece of modular furniture.

31. Lewis Kemmenoe,  
Intersect Lounge Chair –  
sapele, iroko, cherry, leather,  
steel, 86x86x91cm  
Made from turned timber  
and constructed by intersecting  
slotted joints – which the chair  
is named after – that act both  
structurally and as design  
motifs.

32. Tornasol Studio, Turbine  
80x65x65cm  
Turbine is a rotating, revolving  
piece of furniture that serves  
both as a side table and a  
bookcase. Its materiality and  
geometry refer to the industrial  
world of machines and motors,  
echoing its rotating function.  
Lacquered steel and plastic  
wheels.

33. Matteo Guarnaccia,  
cestino/sgabello – 24x36x45cm  
Made out of a 1.5mm pre-  
perforated iron sheet (of the  
kind that's often used for doors  
and gates), the object was born  
from a personal necessity after a  
move. It can be used as a basket  
or a stool.

## FIRST FLOOR

1. Bureau Barbier Bouvet,  
Stupid Bending Chandelier,  
110x50x50cm

2. Piovenefabi,  
Vulcano Piccolo – 38x30cm  
Vulcano Piccolo and Vulcano  
Grande are two shapes that,  
like islands in a domestic sea,  
inhabit unknown ecosystems:  
devoid of interiors or exteriors,  
there's only one vast space to  
be explored. During this trip,  
nature's precise designs are the  
only reference points – perfect  
cones that emerge from the  
ocean on the horizon.

3. Arnaud Eubelen, Lander  
table light – 25x25x30cm  
old white glass cover, cut wine  
glass bottle, rusted perforated  
steel sheet, drawer handle,  
socket, switch, bulb, electric  
mower cable, threaded shaft,  
nuts, washer.

4. goons, Standard Console  
birch plywood in dark oak,  
120x27x34cm  
An aesthetically  
straightforward,  
uncomplicated, but carefully  
detailed console that features  
goons' signature zigzag leg.

5. Piovenefabi, Vulcano Grande  
65x30cm

6. Jaclyn Pappalardo,  
La Curva Chair – 88x40x47cm  
Stemming from a project on the  
use of seating in movies and its  
role in character-building, the  
chair explores the relationship  
between furniture and film,  
fiction and reality, taking the  
simple profile of a human sitting  
position with an L-shape leg as  
its starting point, to then repeat  
it obsessively.

7. Arnaud Eubelen, One Time  
Chair – 75x35x45cm  
clothes rack steel tube, MDF  
panel, ironing burned fabrics,  
multiplex wood bed slat,  
corroded brass tube, threaded  
shaft, nuts, washers.

8. Max Milà Serra, PR625-  
arecibo led – 110x110x20cm  
Working with scale, it is  
a shrunken-down model  
of a larger original. A light  
instrument multiplying and

resonating light rays while also  
containing them, exactly as the  
original telescope does with  
cosmic rays.

9. LOTTO studio, Canti Chair  
40x50x78cm  
Timber is often cut into planks  
for efficient production,  
transport and use. The Canti  
Chair highlights the material's  
industrial qualities by using  
planks of solid wood and a  
cantilevered construction,  
endowing its bareness with  
a subtle curvature to add  
comfort.

10. Studio Verter,  
Fontana – 30x30x25cm  
Made of galvanized steel  
panels and a pressed aluminum  
top, which reflect light in unique  
ways, Fontana's corners are  
open and its top is lifted: the  
latter, which reflects light on the  
lamp's surrounding surfaces,  
can also be removed to allow  
an alternate set-up.

11. Lewis Kemmenoe,  
Patchwork Screen – sapele,  
timber, brass hinges,  
189x60x60cm  
Through a technique similar  
to the one used in the  
designer's works on display,  
this item uses the curves in the  
grain of the wood to dictate the  
outline of the patch-worked  
woods, allowing the natural  
grain to be articulated, and its  
organic figures to guide the  
form of the inlaid timber.

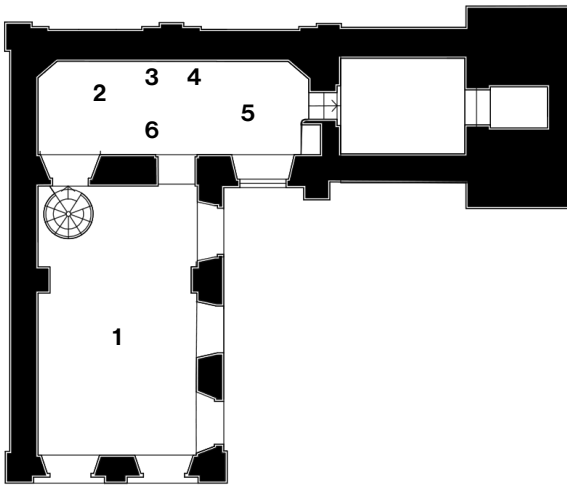
12. Katy Brett, Hand-carved  
Oake Stool/Flowers, Cottage,  
Flowers – pine and oak with  
wax, 35x40x20cm  
These stools act as evolutions  
of Old House Chair's narrative.  
Both stools are intrinsically  
linked to Strathcarron beach in  
the Scottish Highlands, where  
further porcelain shards were  
unearthed.

13. Katy Brett, Old House Chair  
plywood with wax, 40x35x80cm  
The design of Old House  
Chair was informed by broken  
porcelain, foraged in the forest  
behind Old House, a cottage in  
West Sussex. With a dark finish  
that mimics the burnt oak beam  
above the fireplace, the chair  
is composed of six plywood  
segments cut to the same  
shape as the found shards, and  
engraved with their fragmented  
illustrations.

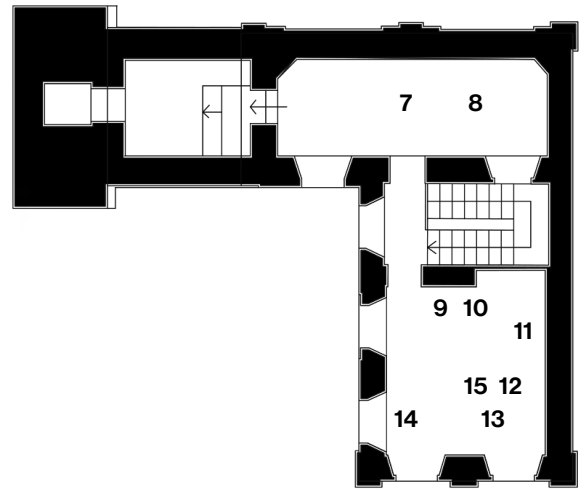
14. LS GOMMA, Satellite Stool  
46x42x36cm

A minimalist seating solution  
that also functions as a side  
table. A re-working of the  
plywood stools designed by  
Belgian brutalist architect  
Juliaan Lampens for  
some of his buildings, this  
contemporary interpretation  
is produced in cut and folded  
aluminum with a blasted and  
waxed finish.

15. Bureau Barbier Bouvet,  
Stupid Bending, 25x30x25cm



FIRST FLOOR



## BIOGRAPHIES

### KATY BRETT

Katy Brett is a multi-disciplinary artist whose practice is primarily driven by revitalising vernacular tradition. Born in London and of proud Scottish ancestry, she now resides and works in New York. Katy has recently focused on applying contemporary manufacturing methods to pre-industrial forms.

### GOONS

An atelier focused on exploring simple concepts, goons was founded in 2019 as a collaboration between architect Paul Trussler and designer/creative editor Mia Kim. Both as a couple and individually they have worked in the studios of Frank Gehry, Hermès, Chanel, and Pentagon.

### LEWIS KEMMENOE

Lewis Kemmenoe is a London based designer and maker of functional objects. His work focuses on the emotive and organic nature of timber, combining its materiality with form to produce furniture pieces that balance refined details alongside raw elements.

### MARC MORRO

Born in Mallorca in 1983, Marc Morro is a furniture designer with a studio in Barcelona. Using forcefulness

and coherence as starting points for his projects, he offers his design and product development services for people, companies and/or brands.

### RAM ISOLE

RAM (Real Archetypal Metaphors) is a platform for design and curatorial projects founded in 2020 by Juarez Corso, Antonio Barone and Paola Mongiu. Corso and Mongiu are the founders of MAR, a Milan-based multidisciplinary office, while Barone is co-founder of Cookies collective, a catalyst for art and architecture that uses exhibition-making as medium.

### ARNAUD EUBELEN

Working between sculpture and design, Arnaud Eubelen reappropriates, re-evaluates and reassembles fragments from the entropic urban context we inhabit by treating it as a hardware store (a *matériothèque*) to challenge the assumptions about object-making and its codes.

### LOTTO STUDIO

Berlin-based designers Mirko Ihrig and Casey Lewis form LOTTO, a studio at the intersection of industrial design, interiors, custom furniture and explorative works. Through a practice based on reference, narrative and re-contextualization, the duo reinterprets objects,

materials and processes to transpose them into non-native contexts.

### LEVENT OZRUH

Levent studied architecture at Edinburgh, the Bartlett - UCL, and the Architectural Association. He leads OZRUH, a London-based design firm that works primarily in architecture and outer space industries, whose compositionally divergent body of work converges in its exploration of a bottom-up, anti-fragility, material-oriented design creation.

### JACLYN PAPPALARDO

Jaclyn Pappalardo is an independent designer and maker based in London. With an interest in the use of seating, Pappalardo looks at chairs as a study of body, shape and language, exploring new techniques and material-driven processes while building on repetitive profile and patterns in the pursuit of timelessness.

### STUDIOUTTE

Established in 2020, studioutte is a Milan-based multidisciplinary practice for architecture, interiors and collective design. studioutte's hybrid design combines research on vernacular architecture and influences across regional practices. Through a clear, expressive approach, its aim is to reach the essence

of design, distilling ideas into poetic forms and spaces.

### BRAM VANDERBEKE

Bram Vanderbeke is a Ghent-based, Belgian artist/designer. He graduated from Eindhoven's Design Academy in 2016, complementing a prior training in Design at the Royal Academy of Fine Arts, Ghent. His practice is diverse but consistent, and stands out for its material, sculptural and monumental qualities.

### ANTONIO BARONE

Antonio Barone, class of 1981, studied Industrial and Exhibit Design at Politecnico di Milano. He shared working experiences in international design practices including James Irvine studio in Milan and OMA/Rem Koolhaas in Rotterdam, working on products, furniture and exhibition designs.

### BUREAU BARBIER BOUVET

Born in Marseille in 1981, Stéphane Barbier Bouvet lives and works in London and Brussels. Throughout his practice, he adopts a methodology similar to that of the critic, the curator, the designer or the sculptor, employing a strict economy of gestures and means to combine different applications (production systems, conceptual principles) and observations (our relation to production and the circulation of objects).

#### CHRIS FUSARO

Chris Fusaro is an Italian-Canadian industrial designer. He engages with various materials and processes, illustrating sensibilities for both mass production and craft. Fusaro holds a BA in sculpture from Concordia University and a technical degree in industrial design. After working for artists like Jon Rafman and Gaetano Pesce, he started his namesake studio in 2019.

#### CLAUDIA GIRBAU

Claudia Girbau is a designer from Barcelona living and working in Milan. With a background in fashion, after graduating from Central Saint Martins and the Royal College of Art in London, she worked at Prada as a womenswear designer. After starting the pinasaan series in 2019 she has presented her work at Collectible Fair and Sized LTD, among others.

#### MATTEO GUARNACCIA

Matteo Guarnaccia is a Sicilian designer based in Europe, working in between different design fields while trying to escape labelling. After studying design in Barcelona, he built experience in Los Angeles and Madrid. Numerous travel experiences helped Matteo in constructing a wider understanding of his surroundings.

#### LS GOMMA

LS GOMMA is a contemporary design studio that works across lighting, furniture and homeware to explore new materialities within the domestic realm, and production techniques that question existing furniture typologies. Rooted in function, their objects are designed to incorporate a gesture that extends beyond it.

#### RAPHAEL KADID

Raphael Kadid is a French architect and designer based in Basel, practicing in the field of architecture, product design, photography and edition. Trained as an architect in the offices of Diener & Diener and Buchner Bründler in Basel, Kadid has been working independently since 2021. He also runs the art and architecture newsletter Daily Dose, and directs Raphael Kadid Objects, his eponymous design studio.

#### MAX MILA SERRA

Born in Barcelona in 1994, Max Milà Serra draws his practice from daily life, nature, and the built world, which he transforms through light and motion in an effort to reach a deeper understanding of them. His works are installations, light instruments, lit objects, and light-emitting objects that come alive through movement.

#### NM3

NM3 does interiors, products, and custom furniture with a strong focus on raw material and geometric rigor. NM3 wants to extract specificity through the strict ordinary: average industrial elements are assembled through common techniques, focusing on form and composition which underlie, at the same time, their ordinary abstractness and infinite possibilities.

#### LAURA SEBASTIANES

Born in Córdoba in 1990, Laura Sebastianes is based in Barcelona. Graduating in Fine Arts from the University of Granada, her work has been exhibited in Mayrit Bienal (Madrid, 2022), Sainte Anne Gallery (Paris, 2022), Grund (Berlin, 2021), Tecla Sala (Hospitalet de Llobregat, Barcelona, 2021), Piramidón Centre d'Art Contemporani (Barcelona, 2021), Hangar (Barcelona, 2018),

and Matadero (Madrid, 2018), among others.

#### JAN HENZEL STUDIO

Jan Hendzel Studio design and make expressive objects, furniture and spaces, using reclaimed, home-grown, and sustainably sourced British timbers.

#### STUDIO VERTER

Studio Verter was founded in 2018 by Claudio Saccucci (IT) and Roxane van Hoof (NL). The Rotterdam-based practice works in the fields of architecture, research, design and education. Their projects are part of an evolving research into material, composition and experiential qualities.

#### THE BACK STUDIO

Established in 2019, The Back Studio is a collaboration between Eugenio Rossi and Yaazd Contractor. Drawing from their experiences in Turin and Mumbai, as well as their shared journeys at the School of the Art Institute of Chicago, the studio's practice addresses the ubiquity of architecture – a discipline that shapes and informs our daily interactions – to harness its tactile, stubborn materiality.

#### PIOVENEFABI

PIOVENEFABI is an architecture studio founded by Ambra Fabi and Giovanni Piovene. Operating between Milan and Brussels, the studio works on architecture, urban research, territorial design and visions, developing projects for the public, communicating with the many, almost infinite interpretations of that shared context.

#### TORNASOL STUDIO

Tornasol Studio is a product design office based in Madrid. Formed by designer Inés Llasera and architect Guillermo Trapiello, the studio integrates playful and sensorial elements without leaving functionality aside, presenting

a diverse practice focused on materiality, visual metaphor, and experimentation.

#### JOHAN VILADRICH

Johan Viladrich is a designer based in Montpellier. His work brings forth a rational form of design, employing standardized materials to create functional structures that, instead of accommodating traditional values of comfort or ergonomics, fulfill a productive ideal through their dimensions and proportions.

#### ZAVEN

Zaven is a Venice-based design studio founded in 2008 by Enrica Cavarzan and Marco Zavagno. They operate at the crossroads of product design, graphic design, interior design and art direction. For Zaven, design is an analytical process: each project is driven by extensive research taking form in the final product.