



Interview!

**N°1 CATENARY POTTERY PRINTER / *Great Things to People***

"This is part of an exploration into how to create standard machines that generate non-standard results, mixing analogue numerical controls with traditional materials and techniques, integrated in one real-time process, suggesting that parametric design is not necessarily a digital computation methodology. For this purpose, we work with the translation of computational logic and automation processes in the material world through an analogue machine that allows us to articulate physical variables in real time, like gravity, fluid weight, fabric tension, size and material, position and number of anchor points in XYZ, the horizontal limit to achieve a flat bottom, slipcasting volumes, drying times, pottery viscosity, types of potteries (ceramic, gres, porcelain, etc.), water quantity, thickness of shell, etc. Crossing these formal and material results with other functions, we can create tableware, candle holders, hanging lights, and appliqués, for example. We even have the possibility to change scale and produce larger objects, such as tables, stools, mirrors, etc., using wax instead of pottery for lost wax casting processes (aluminium, brass, copper) or catalysed resin, and the like." [gt2p.com](http://gt2p.com)

**DELIRIOUS HOME**

*Alain Bellet & Chris Kabel, Project directors*

A playful interpretation of the 'smart home' concept by undergraduates in ECAL's Industrial Design and Media & Interaction Design programme. "Oh please, no more smart home appliances. No more fridges that order stuff they think we want. Or rather, fridges that we programmed to order the things we thought we wanted but we don't. We are fine. Really. The ultimate object – still missing in the delirious home – would be an object able to laugh at itself." [ecal.ch](http://ecal.ch)



**IL PORTINAIO (1) / *Anne-Sophie Bazard, Tristan Caré, Léonard Golay***

A very helpful automated curtain. As you come near it, a hand symbolising a porter comes up to you, leading the way to the rest of the exhibition.

**CACTUNES (2) / *Pierre Charveau, Martin Hertig, Pauline Lemberger***

This project invites viewers to touch the cacti – which eagerly await you. Touch them and find out how they react!



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**DIPTYCH / *Lex Pott***

For his new furniture collection, Dutch designer Lex Pott turns to wood. During the Salone, he showed his Diptych series, created in collaboration with online platform and design label New Window. "We experiment with wood; trying to find new qualities within it. Wood has all these annual rings, and every ring consists of a winter part and a summer part. During wintertime the wood is compact – the tree saves its energy – but in the summer, the tree really grows very fast, so the structure is much more open. If you sandblast the wood with the same amount of pressure, you only blow away the summer part. In so doing, you can make the wood almost transparent, and can even see the timeframe of a period of 50 years (Pott uses trees planted in 1960 that were felled in 2013); you can see how the climate changes, the good summers and harsh winters, etc. Our work reveals new qualities within the wood, with an old principle and an old material being given a new meaning and a new visual language." [lexpott.nl](http://lexpott.nl), [newwindow.nl](http://newwindow.nl)



**SUNCLOCK / *Lina Patsiou***

The SunClock collection is a series of clocks covered in natural leather that has acquired a tan. Using a solarium lamp normally employed for cosmetic tanning, the clocks in the collection have been suntanned – each presenting different tan-line patterns on their faces. These patterns were inspired by the transition between night and day. With a playful reference to the relationship between sun exposure and changes in skin tone, these clocks are truly time-oriented timepieces. [linapatsiou.com](http://linapatsiou.com)