

MODERN INSTALLATION ART

CONTENTS

002	Zigzag	058	Plastik	122	Stormcloud	190	Glamping
006	Floor Installation	062	S.João Structure	128	Glassberg	194	Based on A Grid
008	The Mendicant	066	Net Blow-up Yokohama	134	FXFOWLE Lounge Installation	196	Baitogogo
010	Ban	070	Rip Curl Canyon	138	Old Market Square Stage	200	Sticky Bamboo Installation
014	Euphony	074	Vaulted Cork Pavillion	144	Floatastic	204	Amass Installation
018	Transamerica	080	Origin of the beginning 2011	148	Strawberry Tree Black	210	American Institute of Architects
022	Wind Portal Installation	084	Origin of the Beginning / Family 2012	152	Trylletromler Pavilion	214	Pink Balls
026	Lost Time	086	The Collapse of Cohesion 2013	160	Brno Art Open	218	TOM II
030	Symphonie Cinétique	092	Anisotropia	162	Porsche Central Display	222	Sonic Bloom
038	Frozen Time Installation	096	Vana	166	Midsummer Night	228	The Pool
044	FLUIDIC- Sculpture in Motion	100	Nu:S Installation	168	Pretty Vacant	232	Dynamic Performance of Nature
048	Living Sculpture 3D Module System	104	Frsh	172	Quiet Motion — 2013	238	Zigzagging Installation
052	Infinity Mirrored Room — the Souls of Millions of Light Years Away	108	Rain Bow Gate	174	Equilibrium	242	Reframe
054	Sheep's Clothing	112	Live Wire	178	Yucca Crater	244	The Andy Warhol Temporary Museum
056	Lotus Dome	116	SCI-Arc Graduation Pavillion	184	Mexico City Seating Installation	250	The Heart of Architecture

252	Anemone	292	MADE Installations
256	Art & About Festival Installation	294	Furin-saisai 2013
258	Don Francisco de Almeida	298	A time Capsule of Life
260	Partyaardvark	300	PP Tree Installation
262	Slow Slugs	304	Art Stage Singapore Installation & Exhibition
264	Steelman	308	PIXEL CLOUD
266	Zagarayuschiy Zayats	312	Gran Museo del Mundo Maya de Mérida
268	Sound Architecture 04	316	Fish Bellies Installation
270	KHOR I	320	INBOX DESIGN 2012 for Montreal Fashion & Design Festival 2012
272	Bioplastics Facade ArboSkin	326	CONTRIBUTORS
274	(l) cone		
278	Sea Room		
280	100 Colors Installation		
286	Fiskars Pavillion		
290	The Carrousel and The Weeping Willow		

MODERN INSTALLATION ART ►

Zigzag

Design Agency:
ISSSStudio (Austin, Texas), with deSc (Brooklyn, New York)

Project Team:
Igor Siddiqui and Deborah Schneiderman

Client:
The Art Fair Company (Chicago, Illinois)

Location:
The Metro Show and the Metropolitan Pavilion (New York, New York)

Photography:
Frank Oudeman

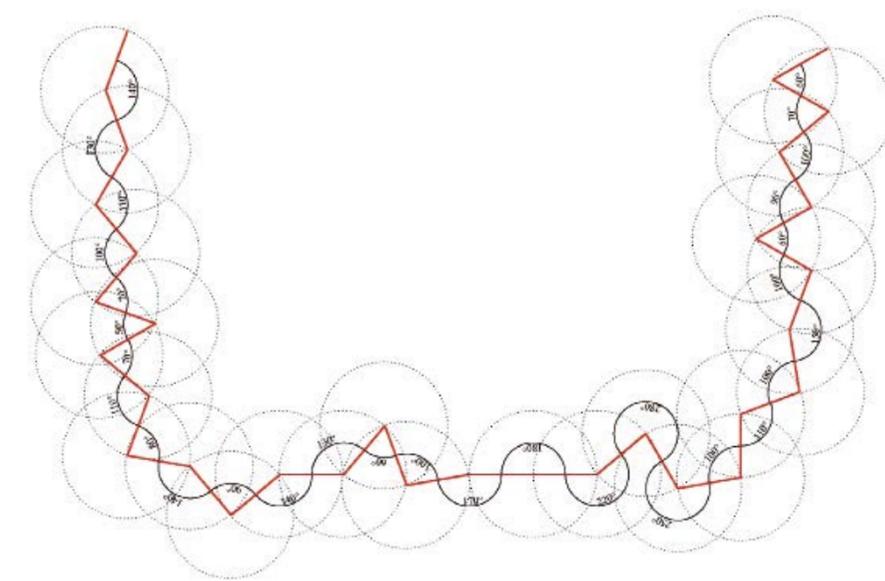
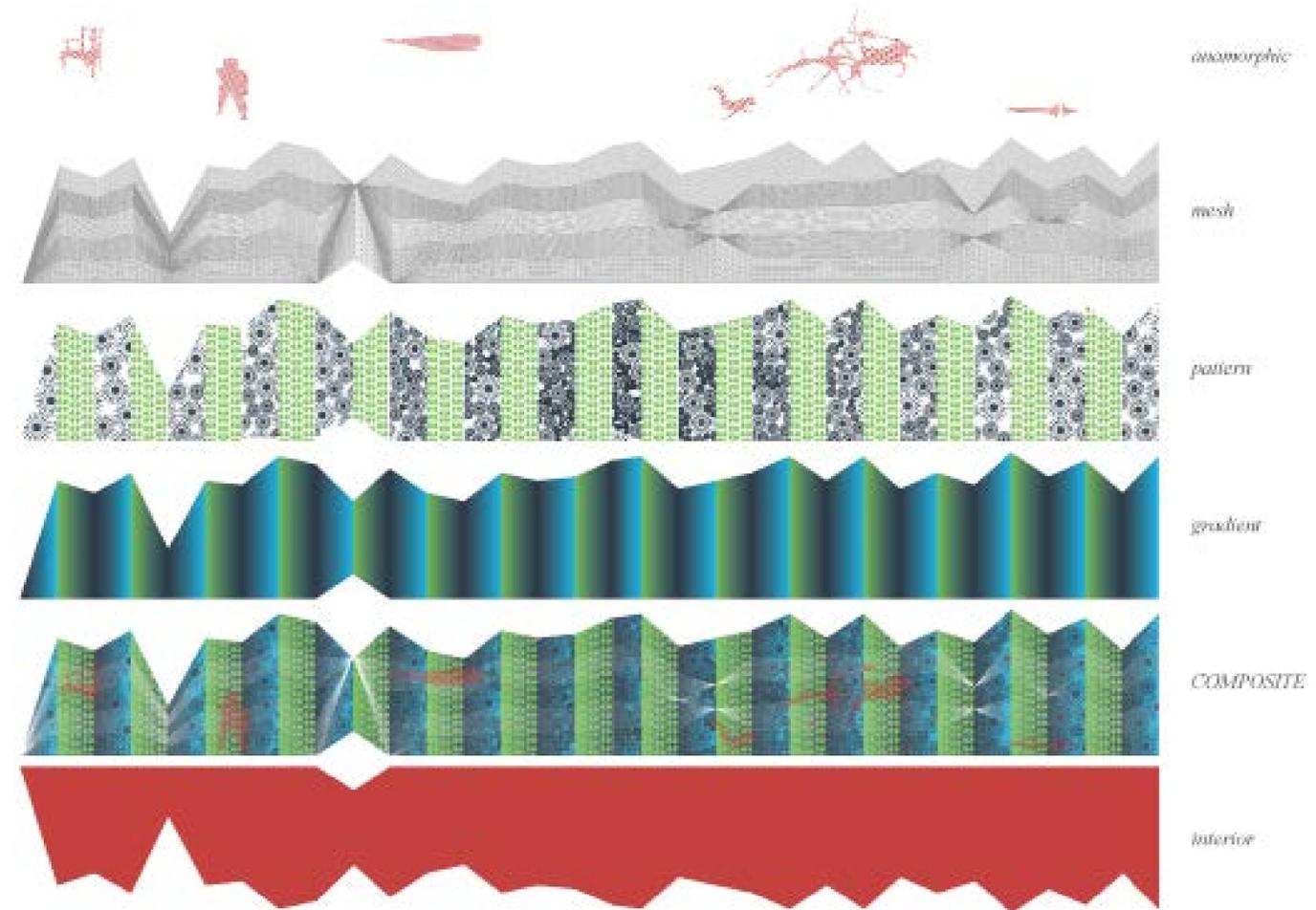


Zigzag is a temporary installation designed by Igor Siddiqui of the Texas-based agency ISSSStudio, in collaboration with Deborah Schneiderman of the Brooklyn firm deSc. Commissioned by the Art Fair Company for the annual Metro Show at the Metropolitan Pavilion in New York City, Zigzag served as the main entry point into the fair and provided the visitors with a memorable first impression of the event.

The installation's main element is a continuous 100-foot long zigzagging wall, clad in custom wallpaper that abstractly references the exhibition's diversity of content. On the floor, matte-black vinyl - cut in the shape of the shadow that the wall would cast if sun-lit - defines one's sense of arrival to the Metro Show. The installation's faceted panels, the back of which is constructed from bright-red hand-painted canvas, create an intimate guest lounge furnished by the prominent online vintage retailer V&M.

Using rules of perspective, the design playfully engages visitors by offering an ever-changing visual experience based on movement and point-of-view. The graphic wallpaper invites the users to construct their own connections between what may be traditional and what is contemporary – not unlike the content of the fair itself. Designed entirely in the digital realm, the project explores how new technologies are redefining the role of pattern and decoration in the contemporary interior. Unlike conventional wallpaper, which is ultimately based on repetition, every square-inch of Zigzag's surface is uniquely customized to fit the geometry of the angular panels.





CONTRIBUTORS



Arturo Tedeschi

A>T is an architecture firm, based on a collaborative team, focused on concept, design and fabrication of complex shapes. The core of the team is constituted by Arturo Tedeschi and Maurizio Degni. We operate at different scales (from product design to architecture) and our work is supported by a constant research which we lead both independently that within one of most important architecture school: the AA School (London). We usually collaborate with designers and artists from different fields and industries. Recently we faced the computational-design of fashion objects and accessories. We enjoy to face contaminations between different industries (e.g. our Parametric Shoes) as well as matching between natural and artificial (Cloudbridge) or between ancient and contemporary (NU:S Installation at Cloister of Bramante, Rome).



ART+COM

ART+COM creates interactive installations, media spaces and architectures.

The studio translates themes and content into media formats, staged exhibits, full exhibitions, showrooms, and installations for public space. For each respective context, an interdisciplinary team of designers, developers and media technicians devises an original project. Content is always in the foreground, never technology.

The studio has worked at the forefront of the development of new forms of communication based on new media since 1988.

ART+COM's goal is the same today as when it began: imagining the future of media communication and realising that future in the present.



Ball-Nogues Studio

Ball-Nogues Studio is an integrated design and fabrication practice operating in the territory between architecture, art, and industrial design. Essential to each project is the "design" of the production process itself. We devise proprietary systems of construction, create new fabrication devices, develop custom digital tools, and invent materials with the aim of expanding the potential of the physically constructed world. We share an enthusiasm for the fabrication process as it relates to the built world both physically and poetically by letting the properties, limitations, and economic scenarios associated with a process guide a structure's ultimate form while developing methods to extend the intertwined boundaries of aesthetics, physical performance and lifecycle.

Speculation and execution are inexorably linked in our work; each project demands that we maintain tight control over design and production. As young practitioners, this requires a do-it-yourself ethos. Consequently, we have "designed" our career so we can exploit opportunities to build that are outside the constraints of the conventional architectural milieu. Although our projects are experimental with respect to production, they are far more than prototypes; each directly addresses human occupation by enhancing and celebrating social interaction through sensation, spectacle and physical engagement.



Benjamin Hubert

The London based studio was founded in 2007 and specialises in industrial design across furniture, lighting and product sectors, working with international manufacturers throughout Europe. The studio works on a diverse range of projects including both mass/batch produced consumer products and limited edition/one offs.

The studio also focuses on sustainability as an integrated part of each project, whether its creating

products that will last a lifetime both from a quality and durability perspective or from a recyclability and more holistic infrastructure approach. Benjamin Hubert also focuses on the users' perceptions of materiality and challenges preconceived ideas of context or usage.

The studio focuses heavily on product development and works very closely with the manufacturers factories. Projects can take anywhere from 1 to 4 years in development, with the deepest research in new manufacturing techniques or pushing a production process creating the longest design cycle.



Carnovsky

Carnovsky is a duo of artists/designers comprised of Silvia Quintanilla and Francesco Rugi, active in Milan since 2007.

Carnovsky's latest project named RGB is about the exploration of the "surface's deepness".

RGB designs create surfaces that mutate and interact with different chromatic stimulus. The superimposition of three different images, each one in a primary color, results in unexpected and disorienting worlds where the colors mix up and the lines and shapes entwine becoming oneiric and not completely clear. Through a colored filter (a light or a transparent material) it is possible to discover the layers in which the image is composed. The filter's colors are red, green and blue, each one of them serves to reveal one of the three levels.



Claude Cormier + Associés

Claude Cormier + Associés was established in 1995 as a Montreal-based landscape architecture and urban design studio practicing a rigorous conceptual approach towards the creation of public spaces. Through solid technical know-how, the studio aspires to create places that are one of a kind by translating the specificity of each situation into a bold, sustainable, and pleasurable design. The practice strives to elevate the public

experience and transform civic life through projects and installations that are generous, visceral, and timeless.



Dan Corson

Dan Corson is an internationally recognized artist whose large-scale immersive installations and public artworks often engage the viewer as co-creators. Originally trained in theatrical design, Corson's artworks are infused with drama, passion, layered meanings and transform from day to night in mesmerizing ways. He is particularly interested in green design and new technologies and how these tools can help frame and amplify the natural world and our shifting relationship to it.

Corson's Artwork straddles the disciplines of Art, Theatrical Design, Architecture, Landscape Architecture and sometimes even Magic. His projects have ranged from complex rail stations and busy public intersections to quiet interpretive buildings, meditation chambers and galleries.

Corson has been creating dynamic artworks in the public realm for over 25 years. With a Masters Degree in Art from the University of Washington and a BA in Theatrical Design from San Diego State University, his work is infused with drama, passion, layered meanings and often engages the public as co-creators within his environments. He is particularly interested in green design and new technologies and how these tools can help frame and amplify the natural world and our shifting relationship to it.

Among his various awards, Corson has been honored with 8 coveted Public Art Network Year-in-Review National Awards, received the NW Institute for Architecture and Urban Studies (NIAUSI prize) fellowship in Italy, and was tapped by Seattle Homes and Lifestyle as one of the top people that define Seattle Design. He has partnered with architects and landscape architects for 4 AIA Awards and 3 ASLA awards.



Daan Roosegaarde

Artist and innovator Daan Roosegaarde (1979) explores the dawn of a new nature that is evolving from technological innovations. With projects ranging from fashion to architecture, he creates smart and social designs that instinctively interact with sound and movement. Roosegaarde's remarkable works function as exploration of the dynamic relation between architecture, people, and technology.

His designs, such as Dune, Intimacy and Smart Highway, are tactile high-tech environments in which viewer and space become one. This connection, established between ideology and technology, results in what Roosegaarde calls 'techno-poetry'.

Roosegaarde has won the Accenture Innovation Award, INDEX Award, Charlotte Köhler Award, World Technology Award USA, TIM Award for Most Innovative Leader, two Dutch Design Awards, the Media Architecture Award, Design for Asia Award, and China's Most Successful Design Award. He has been the focus of exhibitions at the Tate Modern, the National Museum in Tokyo, the Victoria and Albert Museum in London, and various public spaces in Rotterdam and Hong Kong.

Daan Roosegaarde is also a frequent invited lecturer at international design conferences such as TED and Design Indaba, and TV guest at De Wereld Draait Door and Zomergasten.



Dorell.Ghotmeh.Tane / Architects

Dorell.Ghotmeh.Tane / Architects was established by Lina Ghotmeh, Dan Dorell and Tsuyoshi Tane in London in 2006. The firm is already considered an up-and-coming talent amongst the top international architectural firms and Dorell.Ghotmeh.Tane/Architects has managed to set itself apart from the rest with its unique way of tackling the projects that come its way. Public sector, residential buildings, shops and even set designs, there's nothing the trio won't work on.

Inspired by art, design, fashion and sociology, DGT is an architect's firm that refuses to be trapped by a single sector, but strives to be at the crossroads of mutual interests.

Although the firm is now expanding in a globalised world, it is most likely the diversity and the multidisciplinary talents of the three founding members that has given it a solid understanding of the importance of designing a twofold creation: not only international, but also local. To carry out work that is based on the story, the users, the values and the context of a project is at the heart of DGT's approach. The firm thus incorporates an archaeological vision based on identity into its work. In reality, it means – by exploring the background and the client's vision – finding something that will make the project unique.

e/b office

E/B Office

Yong Ju Lee and Brian Brush are partners in the New York and Portland-based design collaboration E/B Office, founded in 2008 (formerly SoftRigid). We create works which inhabit all scales of the built environment: from products, furniture and interiors, to buildings, public art, and strategic master plans. Innovative and visionary, we aspire to build high-resolution environments with exceptional intelligence, beauty, and integrity.

Environmental acuity and a critical digital ethic are core values of our work. We feel it's our responsibility as digital architects to bridge the digital/environmental divide with work that delivers low-latency physical results: real projects that are virtually indistinguishable from their digital visions. To this end we utilize precise design and fabrication tools which enable accuracy and reliability in the design process. With keen interest in how the direct relationship between information and architecture has implications for another dimension of intelligent design beyond conservation, we project architecture imbued with the ability to observe, think, and communicate as a dynamic environmental interface. To us, information is an instrumental material in architecture, and we are crafting a way to build with it.



El Ultimo Grito

El Ultimo Grito are a post-disciplinary studio who use design to explore the social, political and philosophical nature of human relationships with objects. Committed to education they have taught at the RCA, Goldsmiths and Kingston Universities, and in 2012 were appointed to lead the Spaces & Communication Masters Programme at HEAD–Genève. El Ultimo Grito work across media and for a range of international commercial clients and institutions, their work is widely exhibited and is part of the permanent collections at: the Victoria & Albert Museum (UK), MoMA, MAD (USA) and the Stedelijk Museum (NL). They were awarded the London Design Medal 2012 for their significant contribution to design and London.



emmanuelle moureaux architecture + design

French architect and designer residing in Tokyo since 1996, Emmanuelle Moureaux established “emmanuelle moureaux architecture + design” in 2003. Inspired by the Japanese traditional sliding screens, she has created the concept of “Shikiri”, which literally means “dividing (creating) space with colors” in English. She uses colors as three-dimensional elements, like layers, in order to create spaces, and not as a finishing touch applied on surfaces. Architecture, interior, furniture, products, she designs a wide range of projects, by using her unique technique of colour scheming and handling colours as space makers. Emmanuelle is an Associate Professor at the Tohoku University of Art & Design since 2008. And she is also a member of the “Tokyo Society of Architects”.



Emmanuel Novo

Emmanuel Novo is a Portuguese architect, born in 1985, currently working at PÊNSIL [architecture and design studio] as project leader. Graduated from the Faculty of Architecture of Lisbon University, in 2009, with distinction. Postgraduated in Digital Architecture - Advanced Studies Program of ISCTE-IUL/FAUP, with an Amorim Isolamentos Scholarship. His research was focused in CNC fabrication techniques for using wasted cork granules to create digitally controlled materials.



Esther Stocker

The paintings, murals and installations of Stocker, based on grid structures and on the colors black, white, and gray, consistently manifest entanglements, interconnections, interpenetrations, both semantically and formally, for which the variably deployed grid motif functions as a metaphorical logo. Stocker consistently breaks with one-dimensional notions of order, space, and painting, while also posing the question of the possibility and the significance of order, space, and painting as contextual and relational factors and concepts. When an artist so persistently preoccupied with spatial structures and spatial experience, simultaneously calls attention to the fact that “we know nothing about space” (Stocker), then her stance would seem to testify to a productive skepticism which arises from unremitting and methodical attempts at understanding, and from insight into their — in principle — interminability.



FABRIC

FABRIC is a knowledge intensive design practice, which is conducted by Eric Frijters and Olv Klijn. Their involvement in architecture, urbanism and regional strategies results in FABRICations. FABRIC connects design and research aiming at innovative solutions. In 2010 FABRIC won the Prix de Rome and was mentioned as one of ‘Europe’s 40 promising architects under 40’ the next year. Last year the office was nominated for the Iakov Chernikov International Prize and won The Green Architecture Competition together with Lola and Studio1:1.



FAHR 021.3

Exploring new concepts of ephemeral architecture, installation and urban art FAHR 021.3 sustains his work in the formation of architecture, photography and digital process.

After working in international offices as Iwarchitects or J. Mayer H. in Berlin, Filipa Frois Almeida and Hugo Reis returned to Portugal to start the project FAHR. Its experimental, innovative and daring language, seek to breach reality. Using new applied architectural concepts, the team bases its interventions in the exploration of the different senses of the observer.



Florentijn Hofman

Humour, sensation, maximum impact; internationally renowned artist Florentijn Hofman (Delfzijl, 1977) does not settle for less. His sculptures are large, very large,

and are bound to make an impression.

Hofman’s sculptures often originate from everyday objects. A straightforward paper boat, a pictogram of an industrial zone or mass-produced little toy figures can all serve as sources. They are all ready-mades, selected by Hofman for the beauty of their forms. Subsequently he crafts these into clear and iconic images; cartoonish blow-ups of reality that alienate and unsettle through their sheer size and use of materials. Nevertheless they are immediately identifiable and have an instant appeal. Inflatables, window stickers, agricultural plastic sheeting: for Hofman any material is suitable for turning into art.

Although artists do not always tend to value reactions of passers-by, for Hofman the audience is an essential part of his work. He takes due care of embedding his images in their surroundings.



FXFOWLE Architects

FXFOWLE advances design that stimulates and inspires; design that tells the story of place, of organizational aspiration, and of synergy between the natural and built realms.

Our work derives aesthetic integrity and an enduring design character through continuous exploration of holistic function and essential components while orchestrating a partnership with clients, stakeholders, consultants, and our staff, in order to galvanize the best resources of innovation and experience. We implement a transparent, thoughtful, and rigorous design process that promotes both excellence and sustainability.

We believe that humanity is at a decisive point in its relationship with the natural world and must build and occupy spaces in ways that minimize our impact on the health of the planet. Concentrated patterns of growth, promoted by imaginative living and working environments, are essential for a healthy planet and a sustainable future. Our design philosophy engages the reinvention and revitalization of the workplace, and we are committed to the mind-set that each component of an environment must contribute to the larger context.



Gerry Judah

Gerry Judah was born in 1951 in Calcutta, India and grew up in West Bengal before his family moved to London when he was ten years old.

He studied Foundation Art and Design at Barnet College of Art (1970–1972) before obtaining a First-Class Honor degree in Fine Art at Goldsmiths College, University of London (1972–1975) and studying sculpture as a postgraduate at the Slade School of Fine Art, University College London (1975–1977). He went on to build a reputation for innovative design, working in film, television, theaters, museums and public spaces, creating settings for productions at many International museums.



Giles Miller Studio

London-based design practice, Giles Miller Studio, specialises in the development of truly innovative surface and interior design projects. Our studio prides itself on the ability to deliver a diverse range of surface solutions that marry architecture with beautiful interior finish through inspiring surface development.

The studio has not only attained extensive international press coverage but has also created acclaimed work for some of the world’s most prestigious brand-names across a variety of industries.

Recent clients include British Airways, Ritz-Carlton Hotels, Westfield, The World Architecture Festival, Bombay Sapphire Gin, Selfridges, Stella McCartney, The Metropolitan Hotel, London Design Museum and the Foreign and Commonwealth Office amongst others.

Giles Miller Studio is located in Spitalfields, in the heart of London’s creative East end. All projects are designed in-house with the vast majority being manufactured in the United Kingdom and completed by hand in our studio.



Glithero

Glithero is built upon the joined conceptual interests of designers Sarah van Gameren (1981) and Tim Simpson (1982). Working from the field of design, but pushing its’ frontiers into other disciplines, the designers use their work to explore a new paradigm production, of more meaningful ways creation of that pose questions about the value of the end product.



Henrique Oliveira

Holding a degree in painting, in addition to works on canvas, the artist explores threedimensional constructions in the form of temporary installations and sculptures. Oliveira was the winner of the third edition of the CNI SESI Marcantonio Vilaça Award (Brazil), in 2009. In 2013, he participated in an artistic residence program in Paris (France), held a solo show at the Palais de Tokyo and participated in a group show at the Schirn Kunsthalle (Frankfurt, Germany). In 2012, he held solo exhibitions at Galeria Millan (São Paulo, Brazil), at Centro Municipal de Arte Hélio Oiticica (Rio de Janeiro, Brazil) and the Offenes Kulturhaus (Linz, Austria). In 2011, he displayed works in the Smithsonian National Museum of African Art (Washington, USA) and the Boulder Museum of Contemporary Art (Boulder, USA). He took part in the 29th

Bienal de São Paulo, in 2010, with a sculpture of architectural dimensions in which interior was possible to walk. In 2009, he constructed a large threedimensional painting at the Rice Gallery (Houston, USA) and participated in the Monterrey Biennial (Mexico) and the Mercosul Biennial (Porto Alegre, Brazil). His works are included in collections such as the Pinacoteca Municipal de São Paulo and the Itaú Cultural Institute (Brazil).

itke

itke

The Institute of Building Structures and Structural Design (ITKE) at the University of Stuttgart focuses its activity on the development of structures as the main aspect of architecture. Combining teaching and research in a highly interdisciplinary environment, ITKE's goal is to push the boundaries of engineering design and material science towards new and non-standard applications in the field of architecture.

The two main research interests of the Institute are geared towards material science for the production of high performance materials and their application, along with structural morphology and the study of innovative structural systems. These fundamental aspects of the research activities at ITKE are investigated both from a theoretical and a practical point of view, integrating computational engineering and advanced analysis methods together with technological fabrication and development of full scale prototypes.

The synergy between research and teaching environment is a central feature of the work carried out at ITKE. The interaction between scientific investigation and academic activities provides a privileged platform to develop high quality research and to establish solid collaborations with industry partners, allowing the continuous trade of original ideas and an innovative approach to structural design which redefines the border between architecture and engineering.



ISSSStudio

ISSSStudio is an emerging design practice with a primary focus on novel relationships between architecture and decorative arts, viewed through the lens of technological innovation and shifting cultural values. Their work spans a broad range of scales, typologies and media, and has been recognized for effectively operating across the fields of product, interior and architectural design. ISSSStudio's founder and director is Igor Siddiqui, an architect, designer, and

scholar with an appointment of Assistant Professor at the University of Texas at Austin. His work has been published, exhibited, and presented internationally. Siddiqui received his Master of Architecture degree from Yale.



Jen Lewin

Jen Lewin is an internationally renowned interactive sculptor. Lewin has spent the last fifteen years honing her highly technical medium through the fabrication of large-scale interactive sculptures that she has exhibited in public spaces throughout the country. From responsive sound and light forms that incorporate dance, to woven fiber video curtains that reflect movement, Lewin's use of technology as a medium challenges popular conceptions of new media works and their limitations. At once organic and electronic, Jen Lewin's playful sculptures leave viewers enchanted and surprised while encouraging delight through the viewer's engagement with the work.

Her works have been featured at the Gwangju Art Biennale, Tisch School of the Arts, Lincoln Center, Burning Man, Wired Magazine's NextFest, and SXSW. Her design and multimedia work has been published in publications such as National Geographic, Siggraph, Computer Assisted Architectural Design Futures, Bon Appétit, Wired, The New York Times, and Automation in Construction.

Joe O'Connell + Blessing Hancock Public Art

Joe O'Connell + Blessing Hancock Public Art

Joe O'Connell and Blessing Hancock began making art together in 2008.

After studying physics, philosophy, and the history of science, Joe began working for science museums where he designed and built exhibits. He founded Creative Machines in 1995 to design and fabricate interactive exhibits for museums around the world. As an outgrowth of his interest in rolling ball machines,

technology, and sculpture he began making public art in 2002.

Blessing has a background in sculpture and landscape architecture, which have both influenced her current work. She owns the art and design company Skyrim Studio, which focuses on public art and master planning. She has contributed to design team projects throughout North America and has extensive experience working with community groups.

Joe is a technologist with an interest in living systems; Blessing is a sculptor with an interest in machines. Together they are drawn to the generative logic that underlies mechanical and natural structures. Their work lies at the intersection between artistic placemaking, meaningful interactivity, and experimental material processes.

They work with Creative Machines to design and fabricate their pieces. Creative Machines is a 14,000 square-foot fabrication facility in Tucson, Arizona with 12 artists, designers, engineers and craftspeople. The shop is set up to support comprehensive prototyping and fabrication. Working intimately with Creative Machines gives them the ability to explore pioneering material processes.



Jonathan Alger

Jonathan Alger is a founding partner of C&G Partners, active in all forms of communication design – particularly exhibition design, branding, interactive experiences and public spaces – over the past 22 years. He is particularly interested in the process of innovation in design, and in the thoughtful application of technology.

His current and recent clients include Discovery Times Square, JPMorgan Chase & Co., the National Museum of American History, Griffith Observatory in Los Angeles, the Museum of Jewish Heritage, the US Holocaust Memorial Museum, and the US State Department. Past clients include the Bronx Zoo, the New York Hall of Science, Jet Propulsion Laboratory in Pasadena, California, the American Institute of Architects, American Express, Nasdaq, Voice of America, Sports Illustrated, and the Japanese-American National Museum.

Jonathan has been a finalist for the National Design Award, and has received numerous design honors from the American Institute of Graphic Arts, the Art

Director's Club, the Society for Environmental Graphic Design, the American Association of Museums, and the Webby awards. His work has also been honored multiple times by the American Association for State and Local History. He has been featured on the cover of Graphic Design USA's "People to Watch" issue, and profiled in Interior Design magazine. Jonathan served two years as national President of SEGD, the Society for Environmental Graphic Design.



Lacy Barry

Lacy is a multi-dimensional, multi-platform artist & designer who works within a range of tactile materials, physical fabrication, drawings & digital graphics. Earning a short diploma in computer graphics and web multimedia in 2001, most of Lacy's education has been learnt in the field. Mainly self-taught, under the influence of her mentors, travels, personal involvement & experience, Lacy prefers to take a hands on approach to all her work, personally developed from an imagination of stories, themes & other forms on integrated concepts. Lacy continues to produce work for retail window display, live installations, music videos, commercials, web & print media, venues, earning her multiple awards for her personal & collaborative work. Lacy is inspired by the natural world and its myriad of shapes, textures, colors and subtle complexities, and this fascination permeates her work and artistic practice. www.lacybarry.com



Levi van Veluw

Levi van Veluw was born in the Dutch town of Hoevelaken in 1985 and studied at the ArtEZ Institute of the Arts in Arnhem. Since graduating in 2007, Levi van Veluw has produced multi-disciplinary works including photographs, videos, sculptures, installations and drawings. This varied body of work has been showcased in many different locations across Europe and the United States, earning him a number of nominations and awards.



LIKEarchitects

LIKEarchitects® is an award-winning practice focused on the design of ephemeral architectural objects and on socially relevant international competitions.

The collective of architects, of an experimental, provocative and innovative nature, is formed by the young Portuguese architects Diogo Aguiar, João Jesus and Teresa Otto and seeks to combine their basilar architectural knowledge acquired in the renowned Faculty of Architecture of Oporto with other more radical architectural experiences they have had in worldwide reference studios such as UNStudio and OMA in The Netherlands and RCR Arquitectes, in Spain.

The proposed architecture, which are attentive to the current socio-economic scenario, aim to boost places and involve the community in a critical participation of urban space, having Installation, Happening and Urban Art as references.

LIKEarchitects' work has been awarded several prizes and been published both in national and international specialized magazines and books.



Maria João de Oliveira

Maria João de Oliveira is a Researcher at VitruviusFabLab-IUL. Architect at the [I]Lda Architecture Studio. Master in Architecture and Urbanism at ISCTE-IUL. Postgraduated in Digital Architecture by the Advanced Studies Course in Digital Architecture Program of ISCTE-IUL/FAUP, with an Amorim Isolamentos Scholarship. Her interests focus on developing automated design and construction models, innovative materials applications, modular and interactive physical systems, and social and participatory methods for technology development. Works and publishes in Cork Applications in Architecture, Digital Fabrication and Open Hardware.



Mason Studio

Ashley Rumsey and Stanley Sun share the creative direction of Mason. Collectively, they have over fourteen years of experience designing retail, commercial and hospitality projects around the world for top-level international clients.

Ashley and Stanley met as fledglings in design school and formed an immediate bond, sharing one mind in design values, aspirations and the inability to accept status quo. They grew and evolved together, constantly changing paths but always on the same track. In their travels, they have seen what works, and more importantly, what doesn't.

Mason was born as the child of their experiences. Over the years, they have come to fully respect the level of craft, skill and dedication that is required in the process of any design. Mason is a tribute to all the craftspeople who, through their skill and dedication, bring a design to life.



Miloš Milivojević, M.Arch.

Miloš Milivojević was born in Belgrade, in April 1985. He obtained his Master diploma as the best student in his generation in 2009 from the Faculty of Architecture at the University of Belgrade. Currently, he works as a freelance architect and as a teaching associate at the Department of Architecture, Faculty of Architecture, University of Belgrade.

Milivojević provides contemporary solutions ranging from architecture to graphic design and fashion derived from social, economic and cultural context. He conducts constant research and maintains dialogue with clients, collaborators, contractors and users with the aim to always achieve the best possible solution.

He obtained awards and prizes for his works, which were presented at various national and international exhibitions.



Najla El Zein

Najla El Zein is a French-Lebanese designer based in Beirut, Lebanon. She graduated from the prestigious Ecole Camondo in Paris in 2007.

Najla opened Najla El Zein Studio in Beirut in 2011. Her studio touches upon a multitude of creative areas ranging from spatial installations to hand crafted objects. The studio continuously aims to push the boundaries of design through contextual narratives and the use of ordinary materials within unsuspecting contexts.

Najla has exhibited her design pieces and installations at renowned art and design institutions such as Smogallery, The Boghossian Foundation and The Victoria and Albert Museum during London Design Festival 2013.



Numen / For Use

Product design group For Use was formed through collaboration of Sven Jonke, Christoph Katzler and Nikola Radeljkovic in the year 1998. Since then the group designed furniture and objects for companies such as Cappellini, ClassiCon, Desalto, Interlubke, Magis, MDF Italia, Moroso, and Zanotta.

In 1999 the group realized several important exhibition design projects and established Numen as a group name for projects realized outside of the field of industrial design.

From 2008 on Numen / For Use has been designing objects and concepts without predefined function, resulting in projects like Numen-light, Tape, Tuft, Net and Net Blow-up.

ORPROJECT

Orproject

Orproject is a London-based architecture and design practice set up in 2006 by Francesco Brenta, Christoph Klemmt, Laura Micalizzi and Rajat Sodhi. Our work explores advanced geometries with an ecologic agenda, the integration of natural elements into the design results in an eco-narrative.

Our projects range from experimental small-scale installations to large real-estate developments. We produce high-end luxury design, covering all aspects of a project from design and planning to practical completion. Our work has been published and exhibited widely, amongst other at the London Architecture Festival, the Furniture Fair in Milan, Palais de Tokyo in Paris and the China National Museum in Beijing.

Ecology as a Narrative expresses our approach to ecological design: More than creating perfectly efficient ecological machines we are interested in expressing, through a visual narrative, the sequence of steps in which architecture can harness natural elements. This sequence from a natural element to its integration into design is usually hidden within a photovoltaic panel or concealed behind cladding. We visually expose the sequence as a narrative by expressing each step in a stimulating game of perceptions, Ecology as a Narrative creates awareness of how harmoniously nature can blend into design.



Oyler Wu Collaborative

Dwayne Oyler and Jenny Wu established the architecture and design firm of Oyler Wu Collaborative in Los Angeles in 2004. The office has been published globally and is recognized for its experimentation in design, material research, and fabrication. Their recent projects include reALize, an art installation based on the face of Muhammad Ali (designed in collaboration with Michael Kalish), Screenplay, the featured architectural installation at Dwell on Design 2012 made with 45,000 feet of rope, Netscape, a temporary

pavilion for Sci-Arc graduation constructed of 9 miles of knitted rope, and a 16-story residential tower in Taipei, Taiwan. Dwayne Oyler and Jenny Wu are members of the design faculty at Sci-Arc and received Master of Architecture degrees from Harvard University. This year, the office received the AIA LA Presidential Awards for Emerging Practice as well as the Emerging Voices Award from the Architectural League, which spotlights firms with distinct design voices and the potential to influence the disciplines of architecture.



Paul Scales Architecture Studio

Adam Scales (CA), Paul van den Berg (NL) and Pierre Berthelomeau (FR) met while working together at ZUS [Zones Urbaines Sensibles] in Rotterdam. Prior to this they had worked at various architecture offices in several countries of the world.

Adam and Paul went on to establish their own architecture office in Rotterdam under the name Paul Scales; where they focus on researching, exploring, tests by doing, initiating and challenging the social and physical construction of the city.

Pierre formed a collective in France with the name Atelier Kit. This atelier combines research and design with a 'hands on' approach to construction. They are dedicated to working with self-builders and renovators.



Patrick Nadeau

After post-graduate design diploma, he was supported by the National Centre for Plastic Arts. In 1997, he was invited to stay at the Villa Kujoyama in Kyoto by the Ministry of Foreign and he began to be particularly interested in plant design.

In 1999, Patrick Nadeau set up his own consultancy and develops projects that combine elements of architecture, design and nature (architecture, design, scenography and installations). This unique approach has attracted the support of innovative companies

and institutions such as Authentics, Boffi, la Maison Hermès, Kenzo Parfums, Louis Vuitton or a company in Reims specializing in social housing which has asked him to develop a house totally covered with plants. His personal exhibition untitled " Nature Individuelle" (2010) illustrates his approach: the coexistence of all types of materials –natural or artificial- and the integration of living elements in each of his proposal.

Thierry de Beaumont writes a book about his work: Patrick Nadeau / Végétal design, publishers Alternatives and Particule14, 2012

Patrick Nadeau also acts as director of research at the ESAD in Reims where he creates "plants design" workshop. He is also a guest lecturer at the Ecole Camondo (Les Arts Décoratifs) in Paris.



Pedro de Azambuja Varela

Pedro de Azambuja Varela is a Portuguese architect graduated by the Faculty of Architecture of the University of Porto in 2006. He has worked with henke und schreieck Architekten in Vienna and Architecture in Formation in New York and Postgraduated in Digital Architecture - Advanced Studies Program of ISCTE-IUL/FAUP, with an Amorim Isolamentos Scholarship. Pedro currently manages AZVAvsuals and is a researcher in DFL/CEAU, FAUP (Digital Fabrication Laboratory), interested in the digital approach to stereotomy.

pentagon design*

Pentagon Design

Founded in 1996, Pentagon Design is one of the leading Scandinavian design agencies. The company offers holistic design services to help increase their customer's brand value. Understanding the customer's business objectives and the end customer needs are the basic tenets for design. Pentagon Design offers services in four areas: product design, retail- and interior design, corporate identity and graphic design, and service design. Pentagon Design is known for holistic, user-driven solutions to meet everyday needs.

Pentagon Design creates supreme brand value for the client. The premises include strategic insight, innovative approaches, and solid skills in execution. The customer driven design process has four dimensions: discover, define, design, and deliver.

Company's team is made up of 15 experts skilled in design strategy, product design, graphic design, and interior design. The company has received many acknowledgements, such as the esteemed iF Product Design, red dot, Design Plus and Fennia Prize -awards.



Qastic

Established on 2010 by Mahdi Alibakhshian, Qastic studio is recognize for its work in architecture, sculpture, design and urban infrastructure.

The studio is mainly concentrated on finding innovative design solutions with artistic approach and ongoing attention to material, fabrication and craftsmanship. Undertaken in a spirit of curiosity and experimentation systems, Qastic believes in collaborative methodologies in the discipline of design

Within the collaborative works of Mahdi Alibakhshian with interdisciplinary discourses like science and art, studio has acquired a high level of expertise in the design and realization of arguments that are although considered as fundamentals of design, has never been questioned. It is under the Qastic umbrella that each of design outcomes will define a new brand with another "astic" suffix that can continue to regenerate versions of design services in that particular realm. Out of this branding process, Floatastic and Jewelastc have initiated their design services in their parallel researches with Qastic.



RAAAF

RAAAF [Rietveld Architecture-Art-Affordances] operates at the crossroads of architecture, art and science. The studio started in 2006.

RAAAF makes site-specific work and has developed the design approach of 'strategic interventions', which derives from the respective backgrounds of the founding partners: Prix de Rome Architecture laureate Ronald Rietveld and philosopher Erik Rietveld. Besides them the core design team consists of architect Arna Mackic. Design research by varying multidisciplinary teams consisting of scientists and other specialists leads to clear concepts, evocative visualizations, and novel horizons. A striking example of this is the installation 'Vacant NL', the Dutch contribution to the Venice Architecture Biennale 2010, in which the potential of 10.000 governmentally- owned vacant buildings was shown and that now is central in the discussions concerning innovative re-use. Another example is the cut-through monument Bunker 599, which unorthodoxly questions the Dutch and UNESCO policies on cultural heritage.

RAAAF's work has been published world-wide and exhibited at leading art- and architecture biennales such as those of São Paulo, Istanbul and Venice. The studio has won several prestigious awards, including the Prix de Rome Architecture 2006, the Rotterdam Design Prize 2011 and a VIDI-award of the Netherlands Organisation for Scientific Research (NWO). In 2013 RAAAF earned the title of New Radical. The various juries emphasize the ability of the studio to cross and stretch the disciplinary borders of architecture, science and art.



ROBERTWECHSLER.COM

Robert Wechsler

Robert Wechsler is a sculptor living and working in Los Angeles.

Marked by an intervention in the familiar, Wechsler's work is designed to bring insight and levity to the public audience through the alteration of customary objects and spaces. With a mischievous bent he perturbs the norm in order to demonstrate the malleability of the conventions that often define our everyday experience.

Focusing on the familiar, Wechsler seeks to awaken undiscovered virtue in everyday objects and spaces by challenging commonplace associations through careful intervention. A conscious re-examination of his subjects re-instates the novel back into the familiar. This is the moment of surprise, the moment we discover what is unseen in what we always see. In reverence for what initially appears modest we get a small glimpse of the boundless elegance of our world.

Wechsler's current work focuses on the U.S. penny. In production since 1909, the penny has been one of the most familiar objects of daily life in the United States for more than a century. Rendered practically worthless by inflation, the penny is now nearing the end of its life. Still produced but without purpose, exceptionally common but rarely used, ubiquitous to the point of invisibility, I see the penny as fertile ground for surprise.



Ronald van der Meijs

Ronald van der Meijs studied architectural design and graduated cum laude in 1993 at the Art Academy St. Joost / Avans Hogeschool in Breda, Netherlands. From 1993 he had his own practice and focused primarily on architectural designs and concepts involving various architectural, furniture and interior assignments, which have been realized. Since 2001 his work shifted to conceptually and autonomous work in which architecture is still a recurring theme.

He constructs site-specific installations and sculptures that questions how people relate to their environment by technology, both high tech and with more earthy, rural construction methods.

Natural processes are part and subject of many of his works. He is interested in how nature and humans organizes itself: the consistency of growth and decay, processes of evolutionary adaptation to a changing environment. In particular, his interests include how people derive from technology development in response to the nature and the elements. To show and investigate this matter in his work, he combines technology with natural and rural elements. "Nature has it's own order, time and rhythm"

Ronald van der Meijs has exhibitions in various museums, galleries, artists' initiatives, art biennials and festivals in the Netherlands and abroad. He received art commissions of the Dutch Province of Drenthe, SKOR and Atelier Rijksbouwmeester / Dutch Ministry of housing. Also he received two major art grands from Fonds BKVB of the Dutch government.



Ronan & Erwan Bouroullec Design

Ronan (born 1971) and Erwan Bouroullec (born 1976) are brothers and designers based in Paris. They have been working together for about fifteen years bonded by diligence and challenged by their distinct personalities. Their studio is based in Paris.

In 1997, they were spotted by Cappellini, giving them their first industrial design projects. They began working with the Galerie kreo in 2000. They met then Rolf Felhbaum, President of Vitra, and worked on a new office system entitled « Joyn». Since then, they have gone on to work with Alessi, Axor Hansgrohe, Cappellini, Established & Sons, Flos, Hay, Kvadrat, Kartell, Ligne Roset, Magis, , Mattiazzi, Mutina, Nani Marquina and Vitra.

Several monographic exhibitions have been devoted to their work: "Ronan and Erwan Bouroullec" at the Design Museum, London (2002) and "Ronan and Erwan Bouroullec" at the Museum of Contemporary Art, Los Angeles (2004), "Album" at the Vitra Design Museum (2012) and "Bivouac" at the Centre Pompidou Metz (2011) and then at the Museum of Contemporary Art in Chicago (2012-2013). In 2013, the Arts Décoratifs, Paris presented "Momentané".



ROW Studio

ROW Studio is an architecture and design firm founded by Álvaro Hernández Felix and Alfonso Maldonado Ochoa in 2005 with partner Nadia Hernández Felix joining the following year. Its name derives from the term used in economy to refer to global phenomena (ROW: Rest of the World), as a critical standpoint against the clichés of Mexican architecture and the need to generate an international discourse both in processes and proposals departing from a multidisciplinary approach. At the same time addresses the need of expanding the field study and influence from architecture to other disciplines such as sociology, psychology, economy, marketing, etc.

Winners of a Merit Award at the 2009 Best of Year Awards of Interior Design Magazine with the project Espacio C Mixcoac for Coca Cola FEMSA, the same award in 2011 with the project Maison Carlos Ortega and 2012 with Wax Revolution Polanco.

Selected by Surface Magazine for the inaugural edition of their section Talent, where they select 3 emerging architecture firms to follow from around the world in April 2012.

Sanitas Studio

Sanitas Studio

Sanitas Studio is a Landscape and Art studio led by Sanitas Pradittasnee with a team of architects and landscape architects. Sanitas studio works in the area between landscape architecture and Fine Art, inspired by social context, deep cultural research and seamless boundary between landscape architecture and Fine Art.

Sanitas Studio's works include sculptural work, art installation and landscape architecture projects. By working in varying scale, the studio is able to explore the possibility of built environment, its meaning and its interaction with people.

Sanitas Pradittasnee has a background in Landscape Architecture. From the beginning, she looked at art as part of the process in creating memorable place and take it as a way to bring more depth to landscape works and provoke people's consciousness. She practiced as Landscape architect for 4 years before pursuing her master degree in Fine Art at Chelsea College of art & design, London. After the graduation, she started to set up her studio of practising fine art and landscape design with the art approach. Her subject is influenced from the philosophy of "the impermanence of thing" and the form of nothingness. While her works are expressed in contemporary way, but there is always a connection from the past or history. They are also emphasized on sculptural space and interaction with people's consciousness, which are varied from video installation, sculpture to sculptural space.

SNARKITECTURE

Snarkitecture

Snarkitecture is a collaborative practice operating in territories between the disciplines of art and architecture. Working within existing spaces or in collaboration with other artists and designers, the practice focuses on the investigation of structure, material and program and how these elements can be manipulated to serve new and imaginative purposes. Searching for sites within architecture with the possibility for confusion or misuse, Snarkitecture aims to make architecture perform the unexpected.

Snarkitecture was established by Daniel Arsham and Alex Mustonen.



Suzan Drummen

Suzan Drummen is a visual artist, living in Amsterdam, the Netherlands. She makes many multidisciplinary works in the media of painting, photography, installation and public art. The works are a playful investigation of space, illusion, optical effects and other visual phenomena as part of a broad exploration of visual perception and the limits of beauty. There is an ongoing inquiry into the limits of seduction and repulsion.



TAAT

Through their successful cooperation on KHOR I, Breg Horemans and Gert-Jan Stam discovered the wide range of possibilities in the interdisciplinary field of architecture and theatre. The project had raised their consciousness and interest for what Dr Julet Rufford, researcher at Queen Mary University of London describes as the 'performativity of space'. Having found

this huge potential the duo decided to explore it further and founded TAAT (Theatre as Architecture Architecture as Theatre).

As TAAT they formulated an ambitious long term project called HALL33. For this project they take the idea of architecture as theater to its extreme in developing a building that is a theatre play and (at the same time) a theatre play that is a building.

Next to HALL33, TAAT has started to work with visual artists, theatre makers and curators on creating applied architectural settings that enhance the performer-spectator interaction.



Tonkin Liu

Tonkin Liu is an award-winning architectural practice, whose work encompasses architecture, art and landscape. We offer forward-thinking clients a design that is finely tuned to the place it is sited, the people who will occupy it, and the culture that surrounds it at the time.

This emphatic search for new beginnings is set out in our book "asking looking playing making", published in 1999. The unique story telling methodology searches for archetypes that will inform the process of design from inception to completion, giving the project a lasting resonance.

Each project embodies our relationship to nature. Some projects celebrate changing weather and seasons, some evoke the power of nature as symbols, whilst others emulate form and performance, using lessons in nature to inspire pioneering construction techniques. Our preoccupation with nature informs the design process, whether through biomimicry or by using the elements nature generously gives us for free.

We are interested in doing what we have not done before and our aim is always the same, to satisfy the mind and touch the heart.



Tom Price

Born in London in 1973, Tom Price continues to live and work in the capital. Drawing on his background in sculpture and design his practice regularly delves into the grey areas between the two disciplines. Much of the work Price produces seeks to explore the untapped potential of familiar materials, encouraging them to behave in unfamiliar ways. This often requires developing machinery and tools that are capable of subverting conventional industrial manufacturing techniques, introducing a dose of entropy into what are typically very controlled processes. Chance is an essential element in this creative process, and one that Price relies on to transcend the limits of imagination. Since graduating from London's Royal College of Art, Price has established an international career as an artist and designer with works in major collections and museums worldwide, including acquisitions by San Francisco MOMA, Denver Art Museum, The Nelson-Atkins Museum of Art, the MKG Hamburg, and Amore Pacific Museum of Art. He has also completed several large-scale sculptural commissions for public and private spaces.



TORAFU ARCHITECTS Inc.

Founded in 2004 by Koichi Suzuno and Shinya Kamuro, TORAFU ARCHITECTS employs a working approach based on architectural thinking. Works by the duo include a diverse range of products, from architectural design to interior design for shops, exhibition space design, product design, spatial installations and film making. Amongst some of their mains works are 'TEMPLATE IN CLASKA', 'NIKE 1LOVE', 'BOOLEAN', 'HOUSE IN KOHOKU' and 'airvase' 'Light Loom (Canon Milano Salone 2011)' was awarded the Grand Prize of the Elita Design Award. Published in 2011 were the 'airvase book' and 'TORAFU ARCHITECTS 2004-2011 Idea + Process' (by BIJUTSU SHUPPAN-SHA CO., LTD.) and in 2012, a picture book titled 'TORAFU's Small City Planning' (by Heibonsha Limited).

TOKO

Toko

Toko is a graphic design studio creating thoughtful and contemporary design solutions in the varied domain of commerce and culture.

From concept and design to realisation, the studio offers a full creative service within branding, digital, spatial and print design.

Since its inception in 2001, Toko has worked on a wide range of projects in equally as many industries.

Collaborating with clients who seek distinctive and innovative design solutions through creative lateral thinking, quality design and execution.

Small-scale to monumental, local to global, start-up or established, it is the studio's pursuit to discover the ultimate potential of a project or brief. Resolving each design task with clarity, creativity and authenticity.



Toshihiro Komatsu

Since studying at Tokyo University of the Arts, Massachusetts Institute of Technology and the Rijksakademie van Beeldende Kunsten, Komatsu has shown extensively both internationally and nationally. He has had exhibitions and projects in a range of public and private exhibitions and project spaces, for example: MoMA PS1, New York (1999); Queens Museum of Art, New York (2000-2001); Tokyo Metropolitan Museum of Photography (2003); the Museum of Contemporary Art, Taipei, Taiwan (2005); the gallery at Wimbledon College of Art, London (2009); the 2009 Shenzhen Hong Kong Bi-City Biennale of Urbanism/Architecture: City Mobilization, China (2009-2010); the Echigo-Tsumari Art Triennale 2012, Niigata, Japan; and the Setouchi Triennale 2013, Kagawa, Japan. He is a recipient of the several awards including the VSB Foundation Grant, the Netherlands (1995); Union Foundation for Ergodesign Culture Grant, Japan (1996, 1997); Pollock-Krasner

Foundation Grant (2000); the Daiwa Anglo-Japanese Foundation Grant, UK (2009); and the Nomura Cultural Foundation Grant, Japan (2009). He is currently Associate Professor, Kyoto Seika University, Kyoto, Japan.



UNIVERSITY
of HAWAII
MĀNOA

UHM School of Architecture

The UHM School of Architecture is first and foremost a flagship professional school, providing the opportunity for a student to earn an accredited degree in the field of architecture. The only U.S. school of architecture in the middle of the Pacific region, it has been actively and directly engaged in the life and mission of the Mānoa campus by participating in a number of design/research/outreach efforts on campus and in the community. This year, Assistant Professor Hongtao Zhou, PhD, MFA and his Architecture graduate students has formed an architecture residency to promote the art of architectural installation in Honolulu. The residency will practice contemporary sculptures and installations related to architecture, including public art, interior architecture, installations and performance.



UNSTABLE

UNSTABLE is a multidisciplinary design and research laboratory that explores the social and political aspects of architecture in relation to the urban context. Established by architect Marcos Zotes in New York in 2012, UNSTABLE operates today from Reykjavik, Iceland.

UNSTABLE understands architecture as the process through which complex urban conditions are mediated. The city is our laboratory, and public space our field of intervention. We are set to deploy a series of urban devices that seek to challenge the conventions of public space through a temporary transformation. Our interest relies on derelict buildings, obsolete public spaces and disused urban structures, breathing new life into places that have become stagnant or empty. UNSTABLE encourages the active participation of city dwellers, which are challenged to question their relationship to the city, re-contextualizing the familiar in order to re-evaluate its meaning and value"



WHITEvoid interactive art & design

Studio WHITEvoid operates at the interface of art, design and technology.

Studio WHITEvoid is comprised of specialists in interaction design, media design, product design, interior architecture and electronic engineering.

Studio WHITEvoid creates interactive installations and products for museums, exhibitions, trade fairs, festivals, events, concerts and clubs.



WY-TO Architects

Yann Follain and Pauline Gaudry are the co-founders of WY-TO, an architectural design studio based both in Singapore and Paris. WY-TO develop their projects to design an alternative built environment and improve the daily life. Solving space issues, having direct and positive impact on people's existence and improving their quality of life are values that WY-TO's team promotes.

WY-TO has been responsible for designing some of Singapore's key creative projects including designing and curatorial development for Andy Warhol retrospective, Essential Eames exhibition, [Outside In]: A Magnum Photos showcase, Mummy – Secret of the Tomb, a light art installation for the I Light Marina Bay festival and more recently the Herman Miller Design Festival Reach Singapore 2013.

While developing art and cultural projects, living and working in Singapore influenced the way Yann Follain designs spaces, which is highly contextual and related to Tropical environment. WY-TO aims to develop more projects in the near future to bring to Singapore and South-East Asia high quality works in Tropical Sustainable Architecture. «An architecture that would genuinely re-enact how humans interact with buildings and environment at the turn of the 21st Century in South-East Asia».



XYZ: technology dedicated to culture

Created by two multimedia technology experts, Eric Cyr and Jacques Larue, XYZ Cultural Technology has taken on the mission of offering designers of all kinds the technological means to realize their creative ambitions. "We want to help creators surpass their limits," explains Larue, "whether it is an international artist who asks us to produce a giant dynamic fresco, a curator who wants to make her exhibition an immersive experience, or a hospital director who wants to create an event around one of his departments." XYZ's expertise includes integration of multimedia systems for theatres, museums, and businesses and the creation of immersive environments. The diversity of XYZ's mandates and clients testifies to the firm's expertise and the quality of its services.



Yayoi Kusama

Yayoi Kusama is a Japanese artist and writer. Throughout her career she has worked in a wide variety of media, including painting, collage, sculpture, performance art and environmental installations, most of which exhibit her thematic interest in psychedelic colors, repetition and pattern. A precursor of the pop art, minimalist and feminist art movements, Kusama influenced contemporaries such as Andy Warhol and Claes Oldenburg.

In 1957 she moved to the United States, settling down in New York City where she produced a series of paintings influenced by the abstract expressionist movement. Switching to sculpture and installation as her primary mediums, Kusama became a fixture of the New York avant-garde, having her works exhibited alongside the likes of Andy Warhol, Claes Oldenburg and George Segal during the early 1960s, where she became associated with the pop art movement. Embracing the rise of the hippie counterculture of the late 1960s, Kusama

came to public attention when she organized a series of happenings in which naked participants were painted with brightly colored polka dots.



5468796 Architecture Inc.

5468796 is a Winnipeg-based design studio established in 2007. Working around a single table, our office unites the diverse knowledge and experience of twelve young professionals. Together, we believe that every client, user and civic environment – regardless of budget – deserves an outcome that advances architecture.

Firm recognitions include the Rice Design Alliance Spotlight Award and the Royal Architectural Institute of Canada's inaugural Emerging Architectural Practice Award for "the quality of their built work, service to their clients, innovations in practice and public recognition." In 2013, 5468796 was selected as a WAN 21 for 21 Award Winner, a major international competition whose aim is to highlight 21 architects "who could be the leading lights of architecture in the 21st century." In addition, they have been featured in Wallpaper* Magazine's Architects Directory, the Architectural League of New York Emerging Voices lecture series, and the Design Vanguard issue of Architectural Record.



Acknowledgements

We would like to thank all the designers and companies who made significant contributions to the compilation of this book. Without them, this project would not have been possible.

We would also like to thank many others whose names did not appear on the credits, but made specific input and support for the project from beginning to end.

Future Editions

If you would like to contribute to the next edition of Artpower, please email us your details to: artpower@artpower.com.cn