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Ronan And Erwan Bouroullec Works Downloaded from hi.uconnect.hi.u.edu.vn by guest

GRANT CAMERON

Materials and Design Die Gestalten Verlag-DGV

This book provides readers with a timely snapshot of ergonomics research and methods applied to the design, development and prototyping – as well as the evaluation, training and manufacturing – of products, systems and services. Combining theoretical contributions, case studies, and reports on technical interventions, it covers a wide range of topics in ergonomic design including: ecological design; educational and game design; cultural and ethical aspects in design; user research and human-computer interaction in design; as well as design for accessibility and extreme environments, and many others. The book particularly focuses on new technologies such as virtual reality, state-of-the-art methodologies in information design, and human-computer interfaces. Based on the AHFE 2018 International Conference on Ergonomics in Design, held on July 21–25, 2018, in Orlando, Florida, USA, the book offers a timely guide for both researchers and design practitioners, including industrial designers, human-computer interaction and user experience researchers, production engineers and applied psychologists.

Juillet Laurence King Publishing

The work of photographer Fien Muller and artist Hannes Van Severen lies on the edge between art and design: they favour functional furniture with refined shapes and contours, but at the same time the pieces also have something fragile and frivolous about them. What began as a one-off project for Fien Muller and Hannes Van Severen has turned into quite a success story. With their joint design project Muller Van Severen as its focus, the book is divided into three main sections - Introduction, Process and Objects. Also included are texts based on interviews with the designers themselves, the design journalist Chris Meplon and the London curator and critic Max Fraser.

Sound Materials Walter de Gruyter

Materials are the stuff of design. From the very beginning of human history, materials have been taken from the natural world and shaped, modified, and adapted for everything from primitive tools to modern electronics. This renowned book by noted materials engineering author Mike Ashby and industrial designer Kara Johnson explores the role of materials and materials processing in product design, with a particular emphasis on creating both desired aesthetics and functionality. The new edition features even more of the highly useful "materials profiles" that give critical design, processing, performance and applications criteria for each material in question. The reader will

find information ranging from the generic and commercial names of each material, its physical and mechanical properties, its chemical properties, its common uses, how it is typically made and processed, and even its average price. And with improved photographs and drawings, the reader is taken even more closely to the way real design is done by real designers, selecting the optimum materials for a successful product. The best guide ever published on the role of materials, past and present, in product development, by noted materials authority Mike Ashby and professional designer Kara Johnson—now with even better photos and drawings on the Design Process Significant new section on the use of re-cycled materials in products, and the importance of sustainable design for manufactured goods and services Enhanced materials profiles, with addition of new materials types like nanomaterials, advanced plastics and bio-based materials

The Design Lab: Galerie kreo Artisan Books

Objects: USA 2020 hails a new generation of artist-craftspeople by revisiting a groundbreaking event that redefined American art. In 1969, an exhibition opened at the Smithsonian Institution that redefined American art. Objects: USA united a cohort of artists inventing new approaches to art-making by way of craft media. Subsequently touring to twenty-two museums across the country, where it was viewed by over half a million Americans, and then to eleven cities in Europe, the exhibition canonized such artists as Anni Albers, Sheila Hicks, Wharton Esherick, Wendell Castle, and George Nakashima, and introduced others who would go on to achieve widespread art-world acclaim, including Dale Chihuly, Michele Oka Doner, J. B. Blunk, and Ron Nagle. Objects: USA 2020 revisits this revolutionary exhibition and its accompanying catalog—which has become a bible of sorts to curators, gallerists, dealers, craftspeople, and artists—by pairing fifty participants from the original exhibition with fifty contemporary artists representing the next generation of practitioners to use—and upend—the traditional methods and materials of craft to create new forms of art. Published to coincide with an exhibition of the same title at the renowned gallery R & Company, and featuring essays by some of the foremost authorities on craft at the intersection of art, including Glenn Adamson, curator and former director of the Museum of Arts & Design; James Zemaitis, curator and former head of twentieth-century design at Sotheby's; and Lena Vigna, curator of exhibitions at the Racine Art Museum; an interview with Paul J. Smith, the cocurator of Objects: USA; archival photographs of the original exhibition and important historical works; and lush full-color images of contemporary works, Objects: USA 2020 is an essential art historical reference that traces how craft was elevated to the status of museum-quality art, and sets its trajectory forward.

Le Corbusier and the Maisons Jaoul Princeton Architectural Press Inspirational interviews with 28 world-renowned designers and architects shed light on the experiences that have influenced their lives and work. The regular feature What I've Learned in Frame magazine opens the door for readers to discover more about their favourite designers and architects. In candid interviews, these individuals reflect on the path their careers have taken them and the industry at large, offering the reader the possibility to take a shortcut and learn from their experiences. Revisiting a selection of these interviews for compilation into this new book, What I've Learned includes new material and further insights. The book also features the most important projects or products with which these established creatives made their name, but in a personal way, with the intricacies of real-life woven in. The creative conversations illustrated in this title demonstrate the strengths and inspirational vision of personalities such as Tadao Ando, Jaime Hayon, Hella Jongerius, Daniel Libeskind, Bernard Tschumi and Patricia Urquiola. Features - What I've Learned is based on the eponymous section in Frame magazine. - Established designers and architects reflect on their lives, careers and the industry, with their stories presented in the first person. - The book shows not just portraits of the creatives but also an overview of their best work, and the challenges they face. - Featured are personalities such as Tadao Ando, Jaime Hayon, Hella Jongerius, Daniel Libeskind, Bernard Tschumi and Patricia Urquiola.

Home Futures MIT Press

Project Vitra began in 1957 in Birsfelden near Basel with the production of the furniture of Charles and Ray Eames and George Nelson. Today Vitra is active and known throughout the world for its products and cultural initiatives, which are evidenced by the Vitra Design Museum, its collections, and the architecture of the firm's own corporate campus. Vitra sees itself first and foremost as a project driven by the desire and determination to design the world. This ambition is also the driving force behind "Project Vitra", which offers an inside look at the firm's collaboration with architects and designers, including Charles and Ray Eames, George Nelson, Alexander Girard, Tibor Kalman, Frank Gehry, Tadao Ando, SANAA, Jasper Morrison, Zaha Hadid, Hella Jongerius, Maarten Van Severen, Ronan and Erwan Bouroullec, Jean Prouvé, Mario Bellini, Antonio Citterio, Alberto Meda, Verner Panton, Herzog and de Meuron, and many others. The copiously illustrated chapters with contributions by Alex Coles, Rolf Fehlbaum, Luis Fernández-Galiano, Deyan Sudjic, and Alexander von Vegesack tell stories about the places, people, and products connected with Vitra. This overview is rounded off by a history of the firm and a comprehensive glossary.

Speculative Everything Lars Muller Publishers

The twentieth century offered up countless visions of domestic life, from the aspirational to the radical. Whether it was the dream of the fully mechanised home or the notion that technology might free us from home altogether, the domestic realm was a site of endless invention and speculation. But what happened to those visions? Are the smart homes of today the future that architects and designers once predicted, or has 'home' proved resistant to radical change? *Home Futures: Living in Yesterday's Tomorrow* - accompanying a major Design Museum exhibition of the same title - explores a number of different attitudes toward domestic life, tracing the social and technological developments that have driven change in the home. It proposes that we are already living in yesterday's tomorrow, just not in the way anyone predicted. This book begins with a lavishly illustrated catalogue portraying the 'home futures' of the twentieth century and beyond, from the work of Ettore Sottsass and Joe Colombo to Google's recent forays into the smart home. The catalogue is followed by a reader consisting of newly commissioned essays by writers such as Dan Hill and Justin McGuirk, which explore the changes in the domestic realm in relation to space, technology, society, economy and psychology.

Ronan Bouroullec Yale University Press

Detailing over 100 sound absorbing materials and finishes with case studies of innovative architectural and design applications. *Sound Materials* is a definitive resource for architects, designers, acousticians, engineers, students and creative professionals – the first publication of its kind to catalogue over 100 sound absorbing materials, detailing inspiring real-world applications. Project profiles include work from leading architects and designers such as OMA, Gehry Partners, Foster + Partners, Ronan and Erwan Bouroullec, and Barber & Osgerby. These projects showcase sound absorbing materials in a variety of interior design and architectural contexts and underscore some of the common acoustical and material challenges presented by specific applications, such as healthcare, education, performing arts, office, retail and industrial environments. Fundamental technical concepts are clearly presented to offer readers with an understanding of how materials absorb sound and how these materials are commonly used to reduce noise and reverberation, inform our sense of space, and improve communication in everyday environments. This book not only surveys an extensive range of materials past, present and emerging, but also highlights many exciting opportunities for future innovation and collaboration at the intersections of acoustical engineering, materials science, design and architecture.

The Making of Design Phaidon Press

Digital technologies have profoundly impacted the arts and expanded the field of sculpture since the 1950s. Art history, however, continues to pay little attention to sculptural works that are conceived and 'materialized' using digital technologies. How can we rethink the artistic medium in relation to our technological present and its historical precursors? A number of theoretical approaches discuss the implications of the so-called 'Aesthetics of the Digital', referring, above all, to screen-based phenomena. For the first time, this publication brings together international and trans-historical research perspectives to explore how digital technologies re-configure the understanding of sculpture and the sculptural leading into the (post-)digital age. Up-to-date research on digital technologies' expansion of the concept of sculpture Linking historical sculptural debates with discourse on the new media and (post-)digital culture

littala Birkhauser Architecture

"Les Standiford takes us under the big top and behind the curtain in this richly researched and thoroughly engaging narrative that captures all of the entrepreneurial intrigue and spirit of the American circus." —Gilbert King, Pulitzer Prize-winning author of *Devil in the Grove* Millions have sat under the "big top," watching as trapeze artists glide and clowns entertain, but few know the captivating stories behind the men whose creativity, ingenuity, and determination created one of our country's most beloved pastimes. In *Battle for the Big Top*, New York Times–bestselling author Les Standiford brings to life a remarkable era when three circus kings—James Bailey, P. T. Barnum, and John Ringling—all vied for control of the vastly profitable and influential American Circus. Ultimately, the rivalry of these three men resulted in the creation of an institution that would surpass all intentions and, for 147 years, hold a nation spellbound. Filled with details of their ever-evolving showmanship, business acumen, and personal magnetism, this Ragtime-like narrative will delight and enchant circus-lovers and anyone fascinated by the American experience.

Advances in Ergonomics in Design Springer

An unprecedented survey of modern lighting design foregrounding its materials, innovators, and far-reaching influence

Offering the first comprehensive history of lighting design from the 20th and 21st centuries, *Electrifying Design: A Century of Lighting* explores how lighting has been integral to the development of modern design both in terms of aesthetics and technological advances. This fascinating book outlines the key aspects of lighting as a unique and creative artistic discipline and examines themes such as different typologies, the quality of light, and the evolution of the bulb. A series of essays by Sarah Schleuning and Cindi Strauss showcase lighting designs from different time periods and geographic locations and feature the work of significant figures, including Poul Henningsen, Ingo Maurer, and Gino Sarfatti. With over 130 illustrations of functional and sometimes fantastical designs, a historical timeline, and comprehensive artist biographies, this handsome volume expands our understanding of an understudied but influential art form and demonstrates lighting's central role as both an expression of and a catalyst for innovations in modern and contemporary design. Published in association with the Museum of Fine Arts, Houston Exhibition Schedule: Museum of Fine Arts, Houston (February 21–May 16, 2021) High Museum of Art, Atlanta (July 2–September 26, 2021)

Ronan & Erwan Bouroullec Rizzoli Publications

How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose "what if" questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

The Sculptural in the (Post-)Digital Age Phaidon Press

Explores the homes of 18 global creatives who take an eccentric, whimsical, curated and clever approach to their living space.

Konstantin Grcic Rizzoli Publications

DesignPOP is a survey of trends in contemporary furniture and products that reveals how design is not only changing with the times—it is inventing the future. The game-changing projects that compose *DesignPOP* push the boundaries of our expectations and show us new ideas, new possibilities, and ultimately new products that enrich our lives. The bar has been permanently raised as we enter the next century, and the proliferation of innovative designs continues. New materials and processes are being invented, convention and traditions are constantly being challenged, and sustainability and social responsibility are influencing new directions. Even the definition of designer is changing as the lines between disciplines begin to blur, with new technology from companies like Apple and Dyson radically altering both form and function. Historic boundaries disappear, designers innovate their way through roadblocks, and the twenty-first century is experiencing a design renaissance unparalleled in history. This book showcases a broad variety of these examples: from designs that pioneer a new material or a new production process, or reinvent the use for an existing one, to those that alter our expectations about the way something should look and create a whole new typology, or a thoughtful design added to products that traditionally were only considered for their functionality. It presents work from stars in the field, including Frank Gehry, Zaha Hadid, Marc Newson, Marcel Wanders, Yves Behar, Ronan and Erwan Bouroullec, the Campana brothers, Hella Jongerius, Tord Boontje, Philippe Starck, Karim Rashid, Ron Arad, Ross Lovegrove, Dror Benshetrit, Tokujin Yoshioka, Jasper Morrison, James Dyson, and Jonathan Ive.

Wonder Wood Jrp Ringier

This volume unveils a little-known side of the daily studio work of acclaimed designers Ronan and Erwan Bouroullec (born 1971 and 1976): their drawing. Printed on newsprint and gorgeously designed, this chunky book has been put together from a volume

of sketchbooks and drawings realized between 2004 and 2012, totaling more than 850 color and black-and-white works. Ronan and Erwan Bouroullec have worked together since 1998 for numerous manufacturers, among them Vitra and Cappellini. Among their iconic pieces are the "Disintegrated Kitchen" (1997), the "Spring Chair" (2000), and, more recently, the "Vegetal Chair" (2009). They have also worked with Issey Miyake, Camper and Kvadrat on architectural projects. Drawing is published on the occasion of several exhibitions of Ronan & Erwan Bouroullec designs, including their retrospective at the Musée des Arts Décoratifs, Paris.

Electrifying Design Frame Publishers

The first book to comprehensively document the 140-year history and influence of Finland's legendary product design brand *Iittala* is a world-renowned master of Finnish design, producing objects that are as timeless and beautiful as they are essential. Here, for the first time, products and images from different decades are brought together to document the company's growth dynamically from a small glass workshop in a remote village to one of the design world's most recognisable brands. The result: a lavishly illustrated chronicle of *Iittala*'s fabulous designs, progressive philosophies, and unique working methods.

Ronan & Erwan Bouroullec Centre Pompidou-Metz Editions

In 2019, the Vitra Design Museum will publish the *Atlas of Furniture Design*, the definitive, encyclopedic overview of the history of modern furniture design. Featuring over 1700 objects by more than 500 designers and 121 manufacturers, it includes approximately 2800 images ranging from detailed object photographs to historical images documenting interiors, patents, brochures, and related works of art and architecture. The basis for the *Atlas of Furniture Design* is the collection held by the Vitra Design Museum, one of the largest of its kind with more than 7000 works. The book presents selected pieces by the most important designers of the last 230 years and documents key periods in design history, including early nineteenth-century industrial furniture in bentwood and metal, Art Nouveau and Secessionist pieces and works by protagonists of classical modernism and postwar design, as well as postmodern and contemporary pieces. The *Atlas of Furniture Design* employed a team of more than 70 experts and features over 550 detailed texts about key objects. In-depth essays provide sociocultural and design-historical context to four historical epochs of furniture design and the pieces highlighted here, enriched by a detailed annex containing designer biographies, glossaries, and elaborate information graphics. The *Atlas of Furniture Design* is an indispensable resource for collectors, scholars and experts, as well as a beautifully designed object that speaks to design enthusiasts.

The Alchemy of Things Uitgeverij Luster

In *The Kinfolk Entrepreneur*, author Nathan Williams introduces readers to 40 creative business owners around the globe, offering an inspiring, in-depth look behind the scenes of their lives and their companies. Pairing insightful interviews with striking images of these men and women and their workspaces, *The Kinfolk Entrepreneur* makes business personal. The book profiles both budding and experienced entrepreneurs across a broad range of industries (from fashion designers to hoteliers) in cities across the globe (from Copenhagen to Dubai). Readers will learn how today's industry leaders handle both their successes and failures, achieve work-life balance, find motivation in the face of adversity, and so much more.

Rudolf Steiner The Monacelli Press, LLC

Wonder Wood presents this timeless material as it is being used today and how it can be used in the future. It also documents a selection of current international projects and processes, making-ofs, and experiments by 120 internationally renowned designers, architects, and artists, whose creative and innovative approach to the material makes their work compelling. For selected projects, interviews with the designers provide an in-depth look at the creative process and its results. A second section, dedicated to materials and technologies examines innovative developments as well as wood, wood-based materials, finishing technologies, and wooden structure principles. With biographies of the designers represented in the book, an alphabetical index, a bibliography and sources, *Wonder Wood* will serve the reader as a classic book of reference.

18 Frame Publishers

A collection of 462 reproductions of hand made sketches by 150 internationally recognized designers, including Bouroullec Brothers, Michael Graves, Hella Jongerius, Karim Rashid, and many others. ""The Hand of the Designer"" is an intimate look into the creative process of the designer, and a celebration of the everlasting power of free hand sketching even in the AutoCAD era