

trendalert

VOLUME TWENTY-FIVE

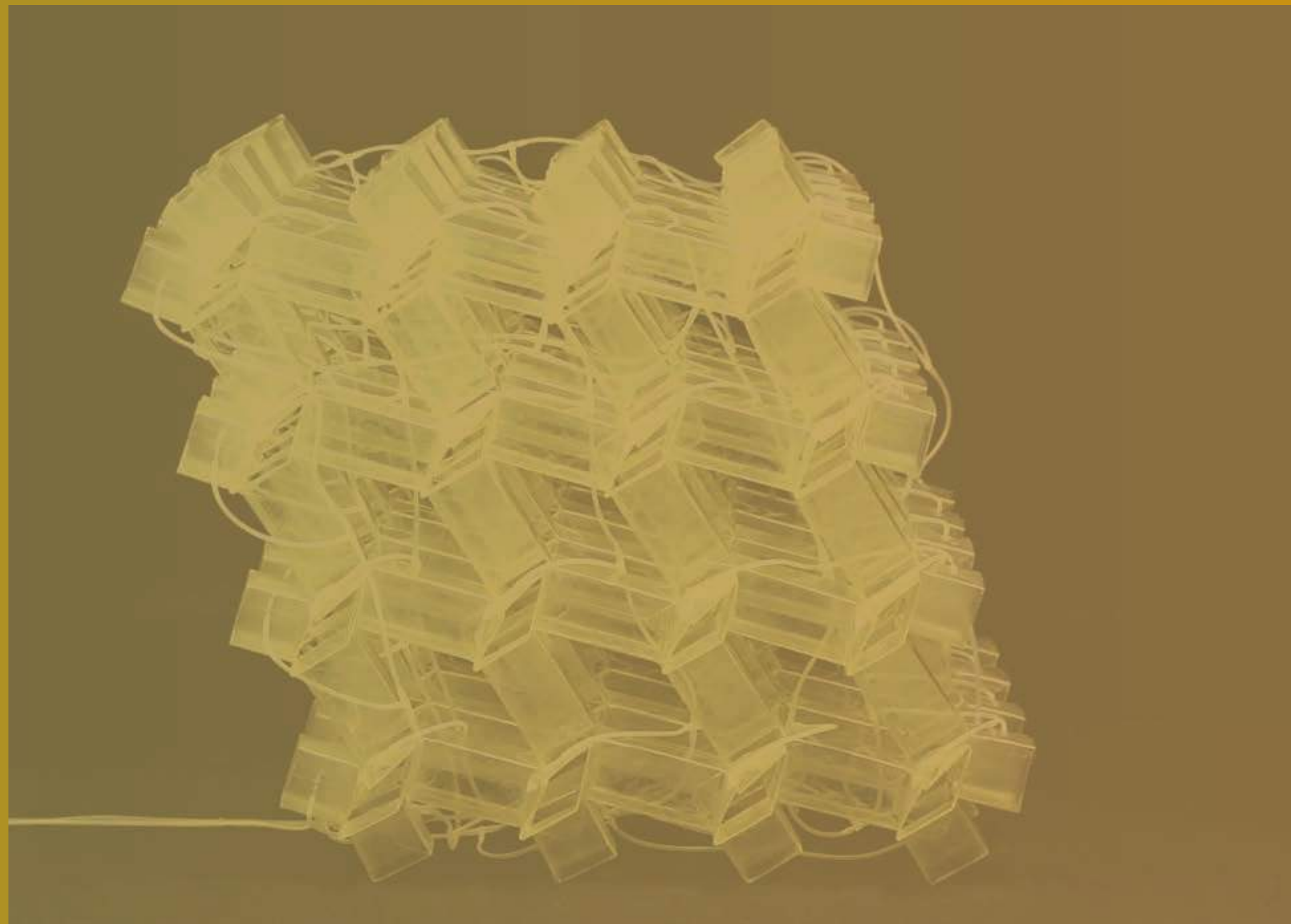
Czarnowski®

trend alert

The **trend alert** is an inspiration resource to help stimulate new and unique ideas for marketing and exhibit design.

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Experimental



Self-Adaption

Foldable Material

Harvard researchers in the US have created a new self-transformable material that can change size, volume and shape.

Inspired by an origami technique called snapology, the three-dimensional modular structure can fold flat to withstand weight, before popping back up to its original shape. It is made up of extruded cubes with 24 faces and 36 edges that act like hinges, allowing it to grow and shrink, and change its shape and stiffness. The cubic design could be theoretically developed at multiple scales, from nanoscale to meter scale.

According to Chuck Hoberman and Johannes Overvelde, lead researchers of the project, the structural system has fascinating implications for dynamic architecture, including portable shelters, adaptive building facades, and retractable roofs. The structural concept could be used to make anything from surgical stents to pop-up shelters for disaster relief.

The team demonstrated how air-powered tubes could be used to change the structure's shape in every direction, but added the structure could also be adapted to respond to electrical current, liquid and heat.

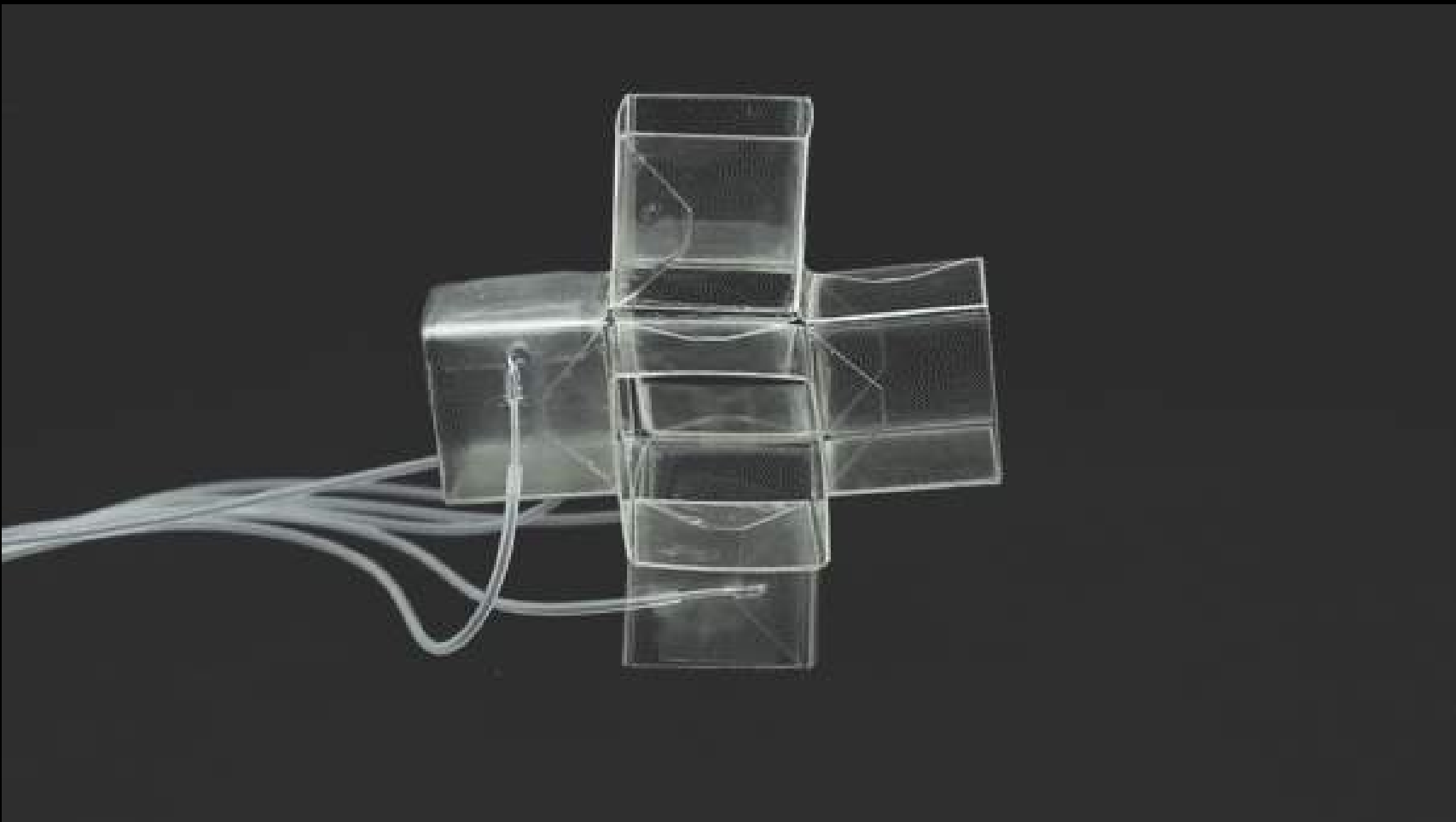
The most interesting applications will arise when the control systems are completely integrated into the structure, particularly if combined with responsive sensors and algorithms. This could allow complex structures to adapt to external conditions on their own.

New technologies in shape-shifting and self-transformable materials are further explored in Wondrous Response 2017/18. We also underline the rising importance of self-thinking materials in Look Ahead 2016 – Color & Materials. For more details and other case studies, see Adapt, Fold & Transform.

<http://www.stylus.com/StylusBlog/>

Click link below to see video:

<https://www.youtube.com/watch?v=maKILHxcGAE>



MIT researchers create 3D-printed fur, opening up "a new design space"

Researchers from the Massachusetts Institute of Technology have developed a method for 3D printing artificial hair, allowing them to print everything from paintbrushes to fake fur.

The team, who are from the institute's Tangible Media Group, are able to print hairs as thin as 50 microns in diameter, making possible new types of tactile surfaces.

The technology, called Cilllia, means that high-density hairy or furry surfaces common in nature can now be created artificially.

As part of the project, the researchers developed their own bitmap-generating software that can create thousands of hair-like strands of hair without them having to be created individually in modeling software.

<http://www.dezeen.com/2016/05/16/mit-researchers-create-3d-printed-hair/>

Click link below to see video:

<https://www.youtube.com/watch?v=1AAP6EhyjRI>

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Trindo Debuted the World's First 3D Printed Trade Show Booth at Viscom 2015

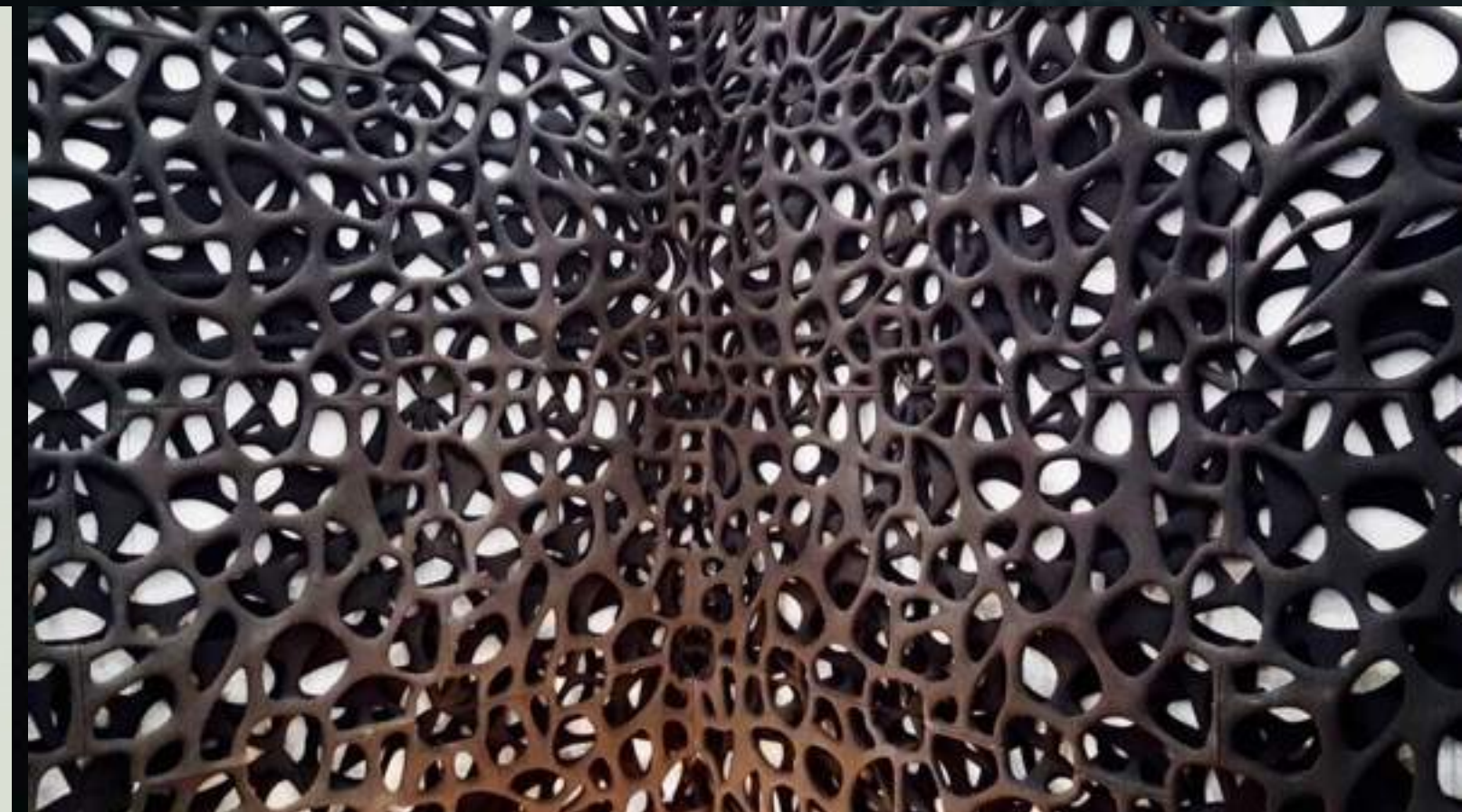
Munich-based 3D printing services bureau Trindo GmbH showed up to Düsseldorf's 2015 Viscom trade show in style with what they're calling the first fully 3D printed trade show booth made entirely by an industrial sand 3D printer. The full-sized exhibition booth was 3D printed in large sections that were assembled on site at the international visual communications trade show. Trindo specializes in product development, marketing conception, and retail store and fixture design. The company draws on multiple design and fabrication techniques for their clients, including large-scale 3D printing which could revolutionize retail and trade show displays and allow customers to affordably customize their display fixtures and hardware.

<https://3dprint.com/106284/3d-printed-trade-show-booth/>

Click link below to see the creation of the first 3D printed trade show booth:

<https://www.youtube.com/watch?v=F2vuKsCoc5g>

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Light, Space, Rhythm – A conversation with Florence To

Florence To is a Rotterdam-based art director and installation artist working across multiple mediums. Producing generative visuals and animations for music and dance performances, developing immersive environments and projections, constructing more idiosyncratic media assemblages – while active in many arenas, she brings a consistent aesthetic and attention to detail to all her projects. Drawing on an appreciation of pattern and material forged in a stint in the fashion industry, she delineates spaces and sounds with light in personal projects and with myriad collaborators.

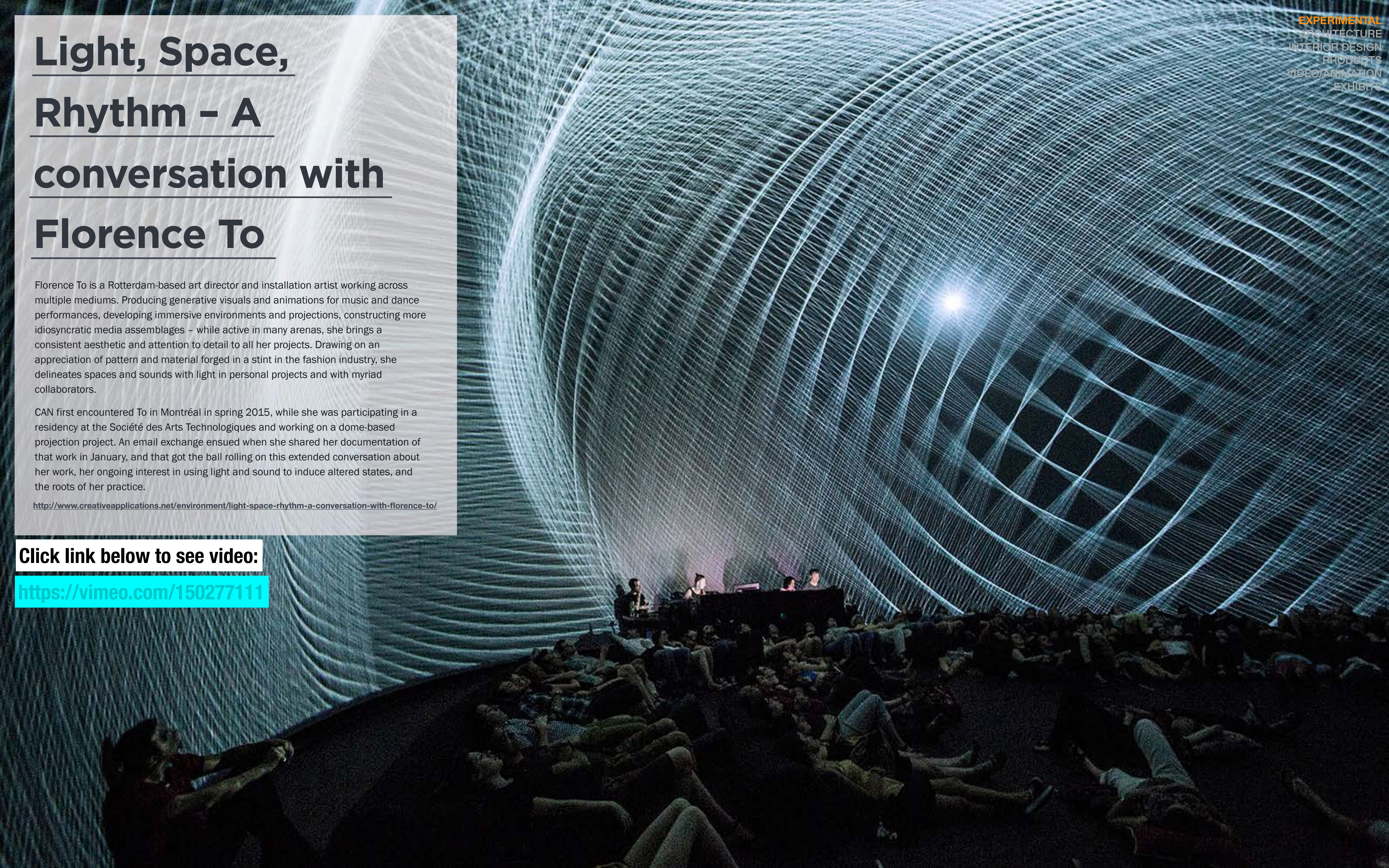
CAN first encountered To in Montréal in spring 2015, while she was participating in a residency at the Société des Arts Technologiques and working on a dome-based projection project. An email exchange ensued when she shared her documentation of that work in January, and that got the ball rolling on this extended conversation about her work, her ongoing interest in using light and sound to induce altered states, and the roots of her practice.

<http://www.creativeapplications.net/environment/light-space-rhythm-a-conversation-with-florence-to/>

Click link below to see video:

<https://vimeo.com/150277111>

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MIMPI – Mobile interactive multiparametric image

Created by Moscow based duo Stain, MIMPI (mobile interactive multiparametric image) is an experiment combining abstract generative image and simple multiuser interactivity.

Running on vvvv, the installation allows the public to influence the image by tilting a smartphone connected to the local network. Sound created by Lazyfish is also synthesized in real-time and contributes to the form of the graphics. The audience's interaction creates an environment that is partway between a game, creation, or contemplation, depending on the participants' mood and actions.

Visually complex image is a metaphor of virtual structures, which one can affect intuitively easy. Participant's mind is immersed in the process of influence and perception of emotional feedback. Graphic style hints at futurist aesthetics and has a certain irony along with intention to rethink our attitudes to technology.

<http://www.creativeapplications.net/vvvv/mimpi-mobile-interactive-multiparametric-image-2/>

Click link below to see video:

<https://vimeo.com/146825567>



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Chanel's Spring Couture Show Is A Garden Wonderland

Lagerfeld's ode to spring took the form of a greenhouse within the Grand Palais, filled with a jungle of origami-esque paper vegetation in shades of muted greens, with pops of color throughout. As guests filed in, the flowers bloomed (mechanically, bien sûr) and male-model "gardeners" prepped the runway for the morning's main event. Models walked the circular runway clad in bright reds, oranges, blues, and greens, themselves delicate flowers in Lagerfeld's haute couture garden.

<http://www.architecturaldigest.com/story/chanel-couture-spring-2015-sets>

Click link below to see video:

<https://vimeo.com/118104416>



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Artist Shintaro Ohata Seamlessly Blends Sculpture and Canvas to Create 3D Paintings

When first viewing the artwork of Shintaro Ohata up close it appears the scenes are made from simple oil paints, but take a step back and you're in for a surprise. Each piece is actually a hybrid of painted canvas and sculpture that blend almost flawlessly in color and texture to create a single image. The cinematic figures are sculpted from polystyrene while the backgrounds are made from traditional painting techniques. Via his artist statement:

Shintaro Ohata is an artist who depicts little things in everyday life like scenes of a movie and captures all sorts of light in his work with a unique touch: convenience stores at night, city roads on rainy day and fast-food shops at dawn etc. His paintings show us ordinary sceneries as dramas. He is also known for his characteristic style; placing sculptures in front of paintings, and shows them as one work, a combination of 2-D and 3-D world. He says that it all started from when he wondered "I could bring the atmosphere or dynamism of my paintings with a more different way if I place sculptures in front of paintings". Many viewers tend to assume that there is a light source set into his work itself because of the strong expression of lights in his sculpture.

www.thisiscolossal.com/2013/01/artist-shintaro-ohata-seamlessly-blends-sculpture-and-canvas-to-create-3d-paintings/



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A Swiss Village Becomes an Experiment in Modern Art

Every summer the small Swiss town of Vercorin offers up its public spaces and buildings to artists to do with them what they will. R&Art, the association behind the initiative, commissions contemporary works that seek to engage the village as a whole in an effort to reconcile Vercorin's history and traditions with contemporary culture. Lang/Baumann's "Street Painting #5" is a stunning testament to the strength of the villagers' goal to create "spaces for dialogues in synch with our times."

The painting encompasses the full width of the village, shooting outwards from the central town square down multiple side streets and alleys. Brightly colored diverging lines thread their way through the town and overlap at several points, creating intertwining forms which contrast with the neat, tidy urban edges. Standing in the middle of the square, the lines seemingly extend out into infinity, while from above – an impossible viewpoint afforded only to birds and passing aircraft – they seemingly form a map for some fictional subway system, albeit one realized on a micro-level where every address, cafe, and town landmark has its own train stop.

According to the artists, who spoke to My Modern Met about the painting, construction of the work was opened up to the community, with villagers helping to lay down and paint the lines on the village streets. When it was finished, the town

"used it [the work] in a very playful way...especially the children used it to cycle or skate or walk on the lines."

<http://www.citylab.com/design/2012/01/swiss-village-becomes-experiment-modern-art/1037/>

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Architecture



Archi-Union

Architects shape

Shanghai's Fu

Space

Fab Union Space, a non-profit arts and community center designed by Philip F. Yuan and Archi-Union Architects, located in the West Bund area in Shanghai.

The design, influenced by the 3,000-year-old art of Chinese garden architecture, filters light in diverse ways, underscores indoor-to-outdoor transitions and creates a sense of shifting perspectives and perceptions of scale in a relatively compact 368 sq m building.

www.frameweb.com/news/archi-union-architects-shape-shanghai-s-fu-space-with-curved-concrete-planes



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Alpine Shelter

Skuta

OFIS architects and AKT II in collaboration with students at Harvard University Graduate School of Design, Freeaprove and PD Ljubljana Matica

The project developed from an architectural design studio at the Harvard Graduate School of Design led by Rok Oman and Spela Videcnik from OFIS. In fall 2014, studios of thirteen students were facing the challenges of designing an innovative yet practical shelter to meet the needs of the extreme alpine climate. Inspired by the vernacular architecture of Slovenia with its rich and diverse architectural heritage, the students produced twelve proposals meeting various site conditions, material considerations, and programmatic concerns were produced and catalogued.

The extreme climatic conditions in the mountains introduce a design challenge for architects, engineers and designers.

Within a context of extreme risk to environmental forces, it is important to design buildings that can withstand extreme weather, radical temperature shifts, and rugged terrain. Responding to environmental conditions is not only a protective measure, but also translates into a matter of immediate life safety. The harsh conditions of wind, snow, landslides, terrain, and weather require a response of specific architectural forms and conceptual designs.

120 years after the installation of Aljaz Tower in August of 1985 on Triglav*, this new shelter was placed below Mountain Skuta in Kamnik Alps. It is replacing a 50 year old bivouac that had previously been on the site.

This movie, by film studio Carniolus, shows how the Slovenian army used a helicopter to airlift the various components of an Alpine cabin to its mountainside location.

<https://vimeo.com/151364983>

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MVRDV's Markthal

in Rotterdam

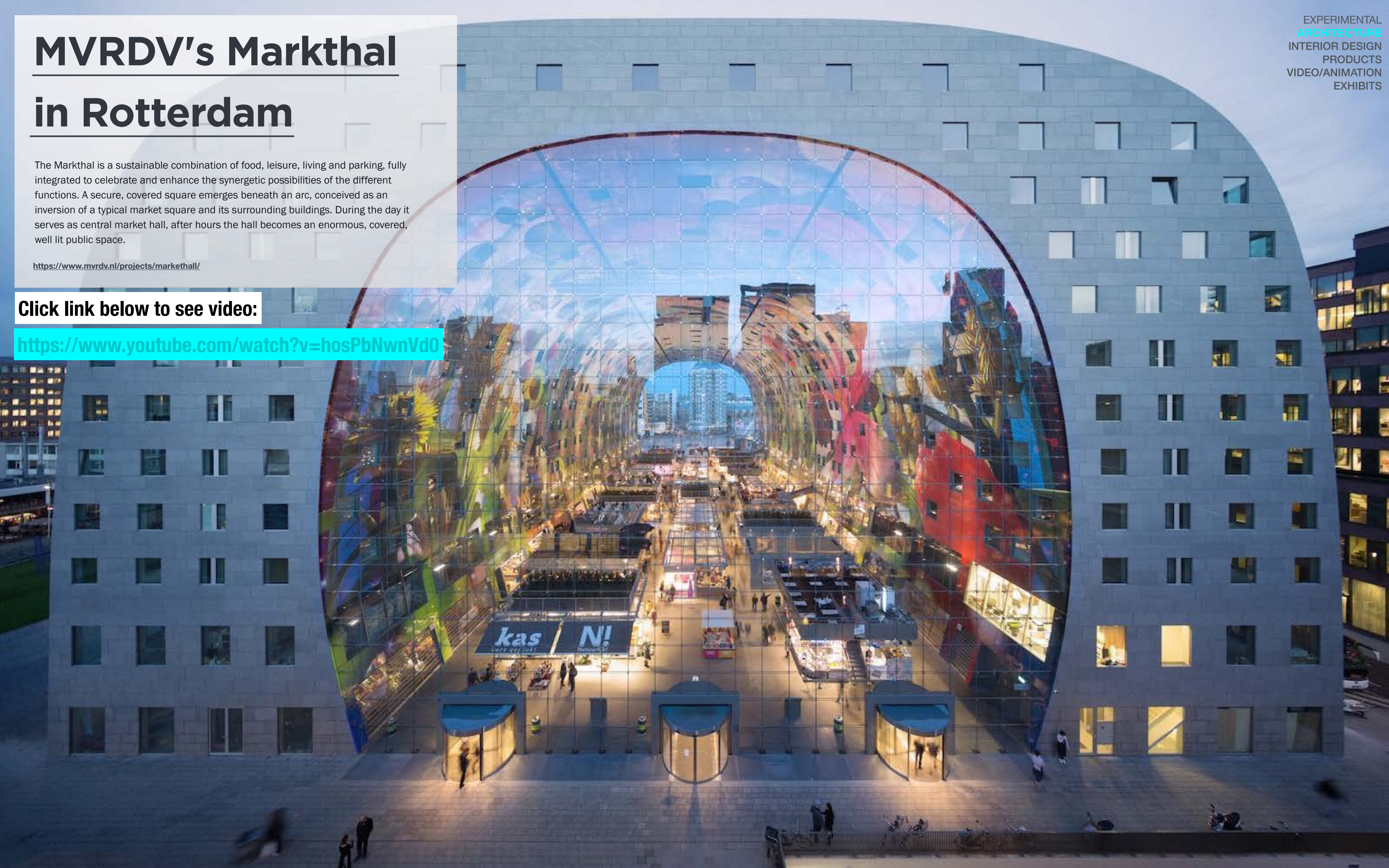
The Markthal is a sustainable combination of food, leisure, living and parking, fully integrated to celebrate and enhance the synergetic possibilities of the different functions. A secure, covered square emerges beneath an arc, conceived as an inversion of a typical market square and its surrounding buildings. During the day it serves as central market hall, after hours the hall becomes an enormous, covered, well lit public space.

<https://www.mvrdv.nl/projects/markethall/>

Click link below to see video:

<https://www.youtube.com/watch?v=hosPbNwnVd0>

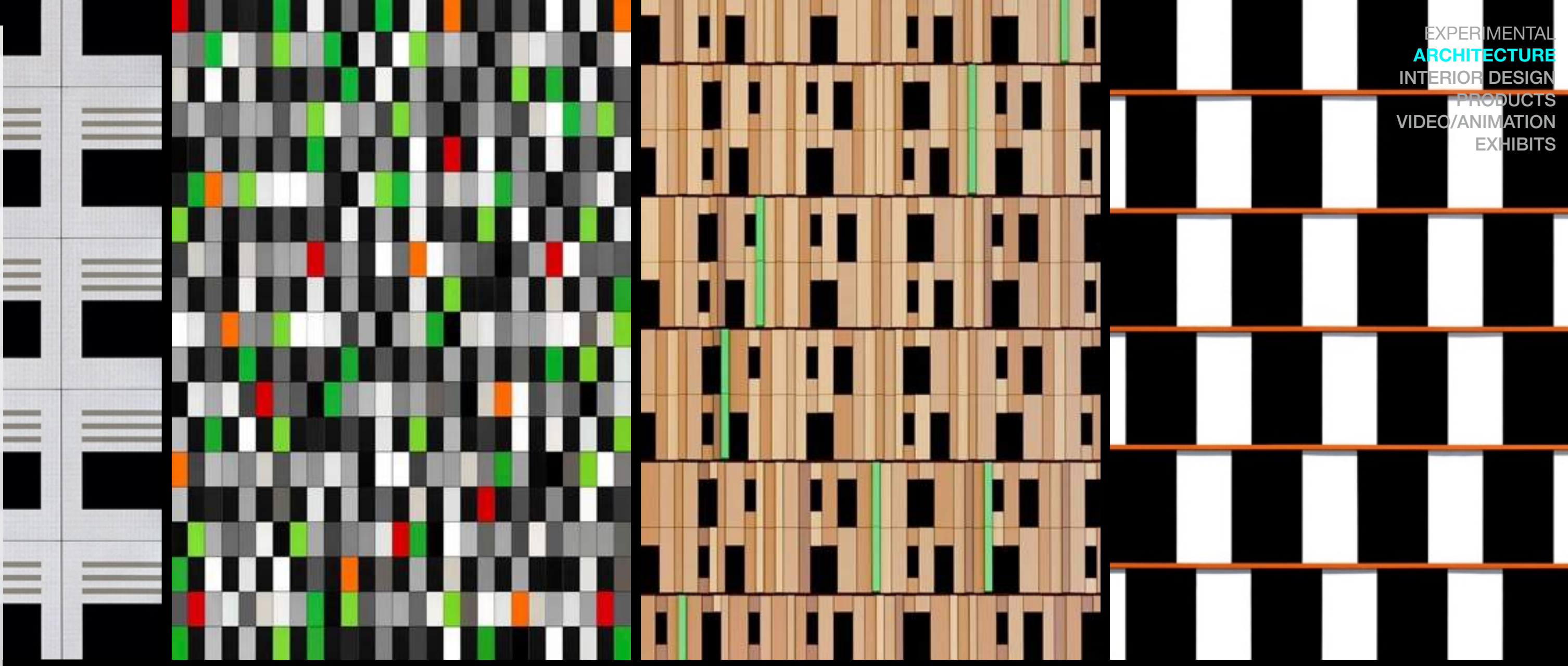
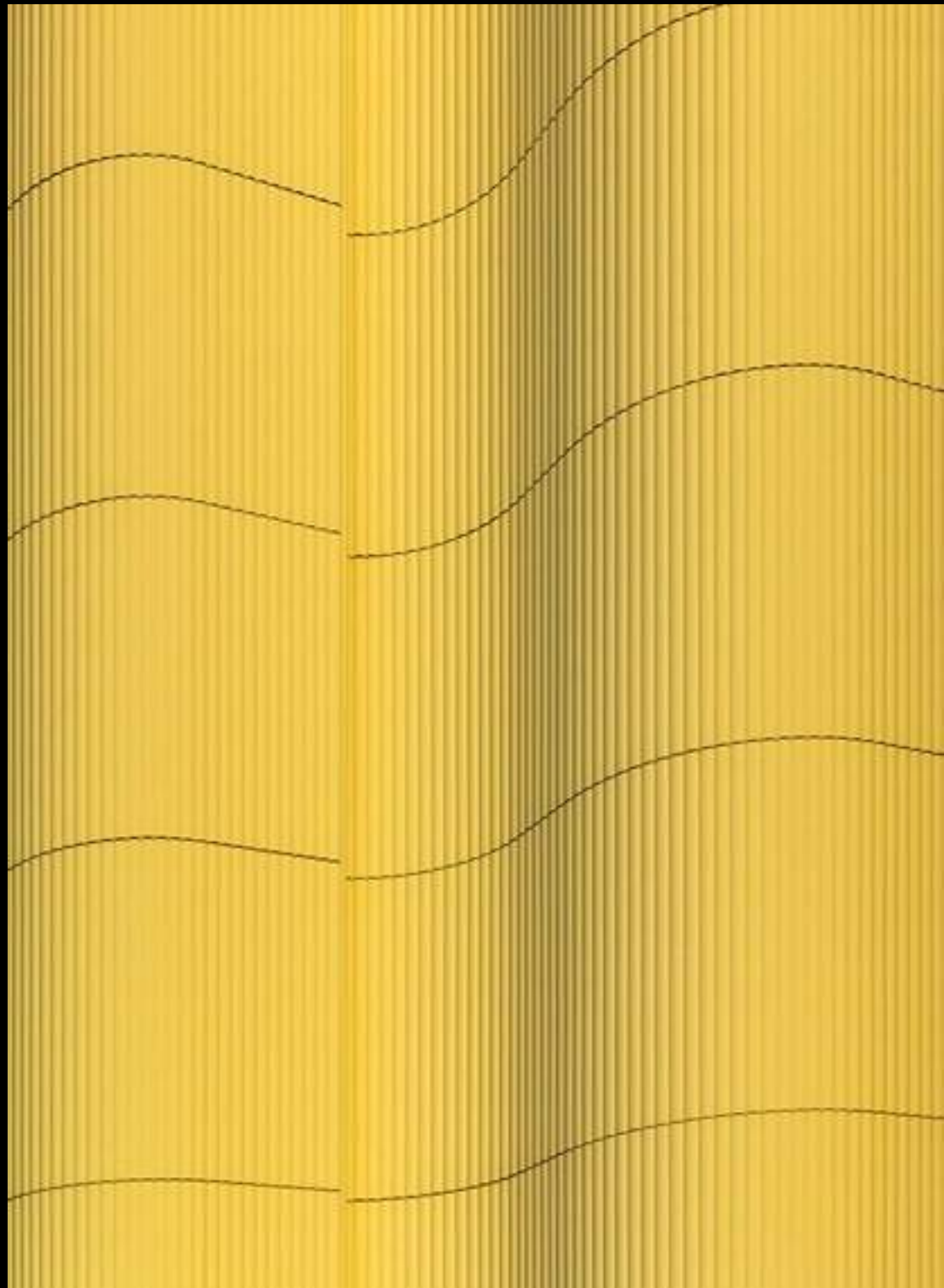
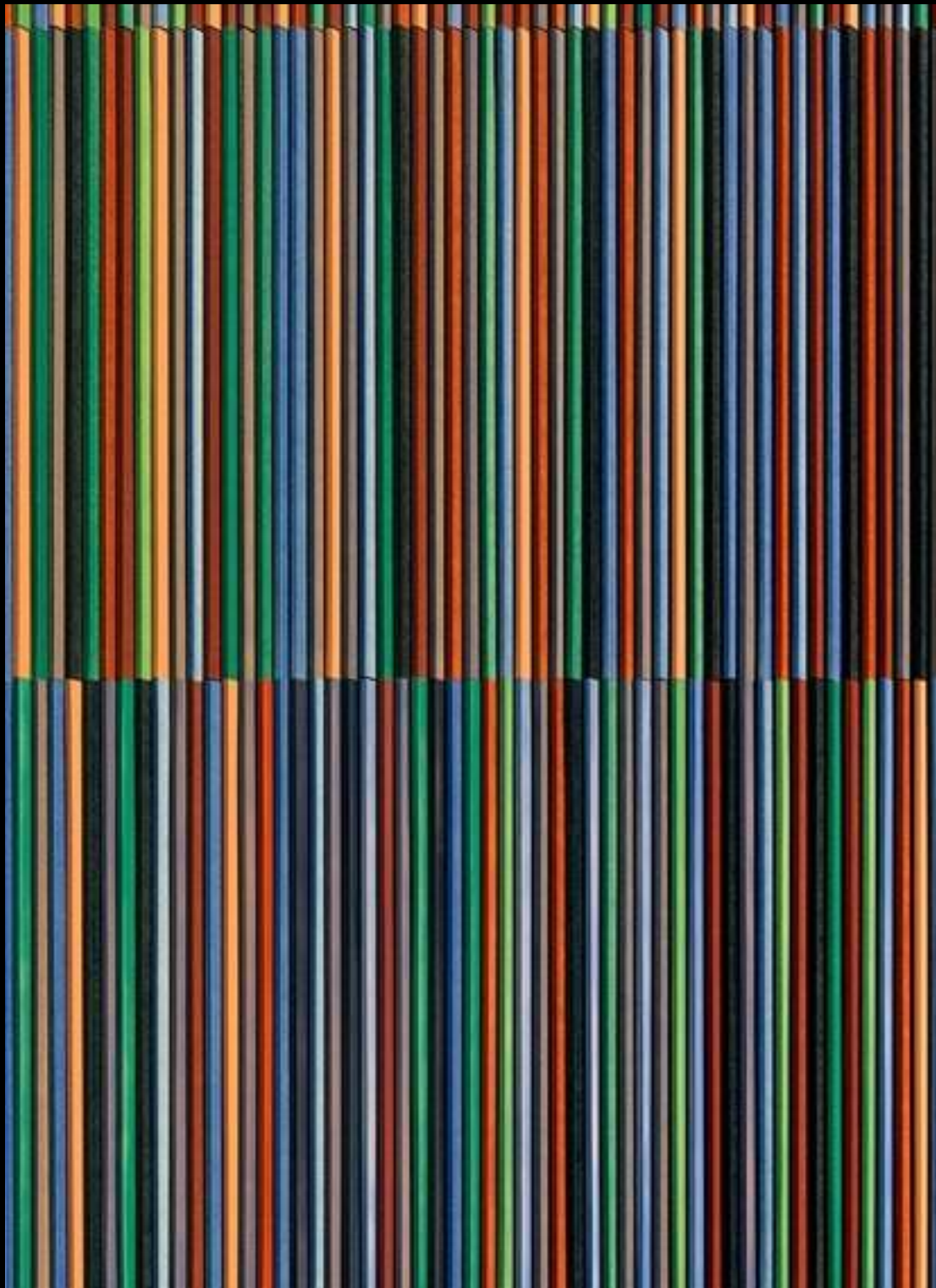
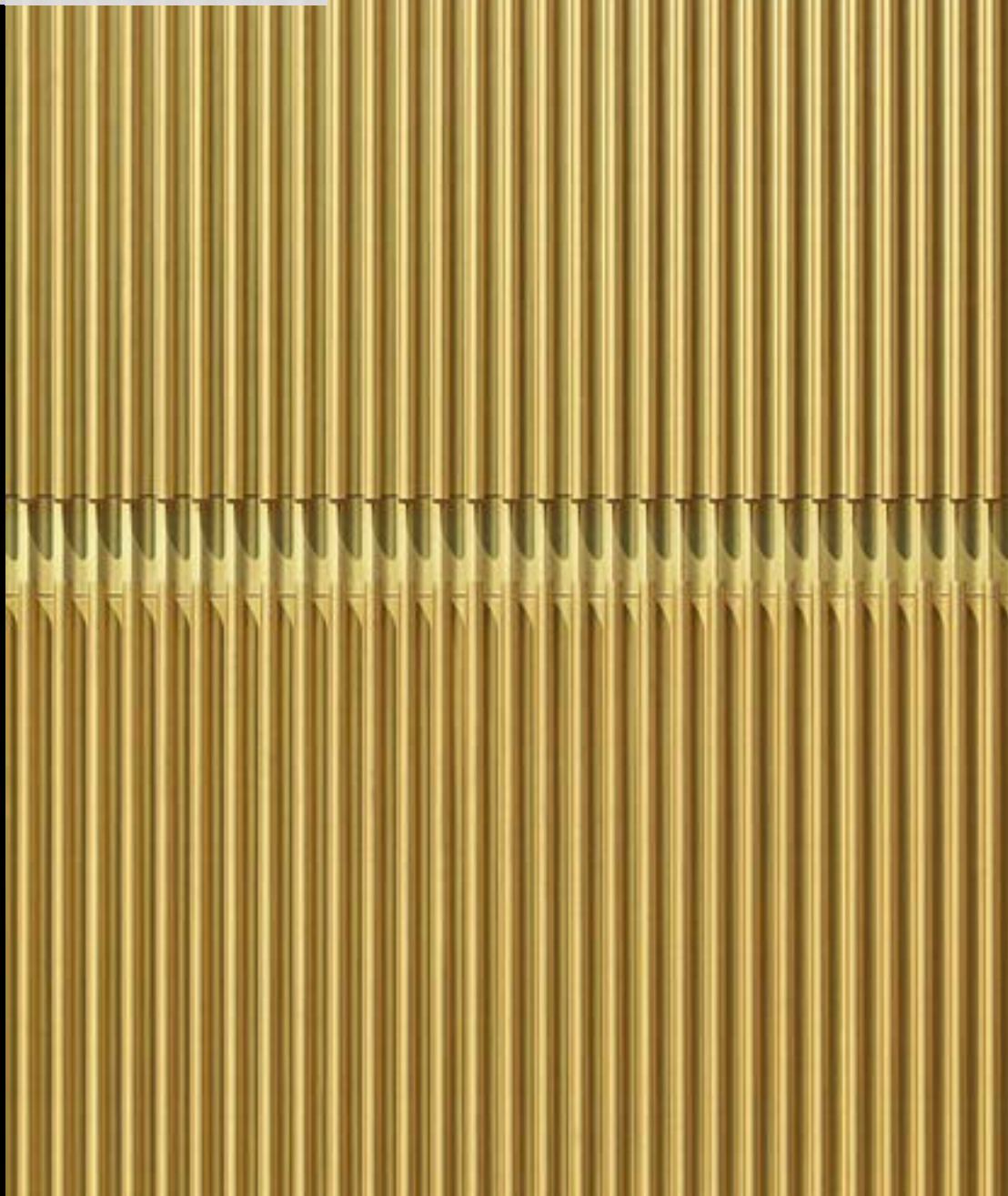
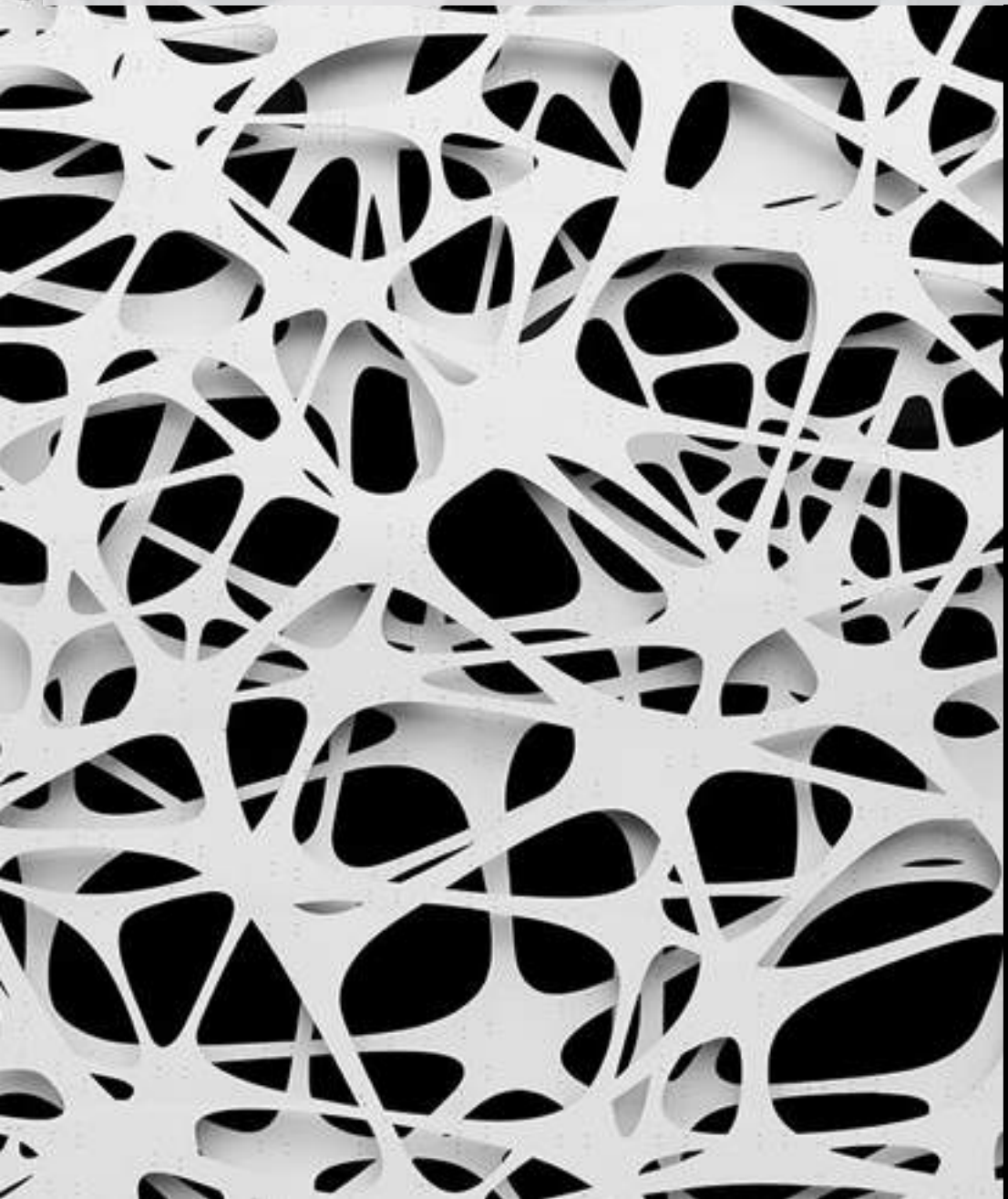
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An Up-Close Look at the World’s Most Beautiful Buildings

You might be unsure of exactly what you’re looking at when you first see the images in Roland Fischer’s series “Facades.” They could be tiles or fabric patterns or perhaps optical illusions. Unless you happen to recognize the patterns highlighted in the photographs, your only clue that you’re looking at the facades of buildings is a straightforward title that lists the building name and city where it stands. Although the location is noteworthy, by pairing down the architecture into a final version that lives in print form at 71-by-49¼ inches, Fischer speaks to the universal aesthetic populating the world’s major cities.

http://www.slate.com/blogs/ behold/2015/06/07/roland_fischer_s_facades_up_close_photos_of_the_world_s_most_beautiful_buildings.html



Interior design

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Jenga-like workspace inside converted barn in Belgium

Studio Farris Architects has integrated an office into a staircase made from stacked timber beams, and installed it inside a renovated barn in West Flanders, Belgium.

To make the addition appear visually separate from the simple, gabled form of the barn, Antwerp-based Studio Farris developed a tower of wooden beams that resembles a giant version of wooden game Jenga.

The structure incorporates a staircase, mezzanine office, meeting space and bookshelves – tapping into the growing trend for staircases with additional functions.

<http://www.dezeen.com/2016/05/21/studio-farris-architects-barn-conversion-office-interior-design-jenga-staircase-west-flanders-belgium/>

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Puzzle by Barber & Osgerby

Puzzle stands for the infinity of possible combinations and a total freedom in its disposition: a real unique piece that changes with its elements through horizontal or vertical positioning, through floors or walls, and geometric or abstract shapes.

<http://www.mutina.it/en/puzzle/>

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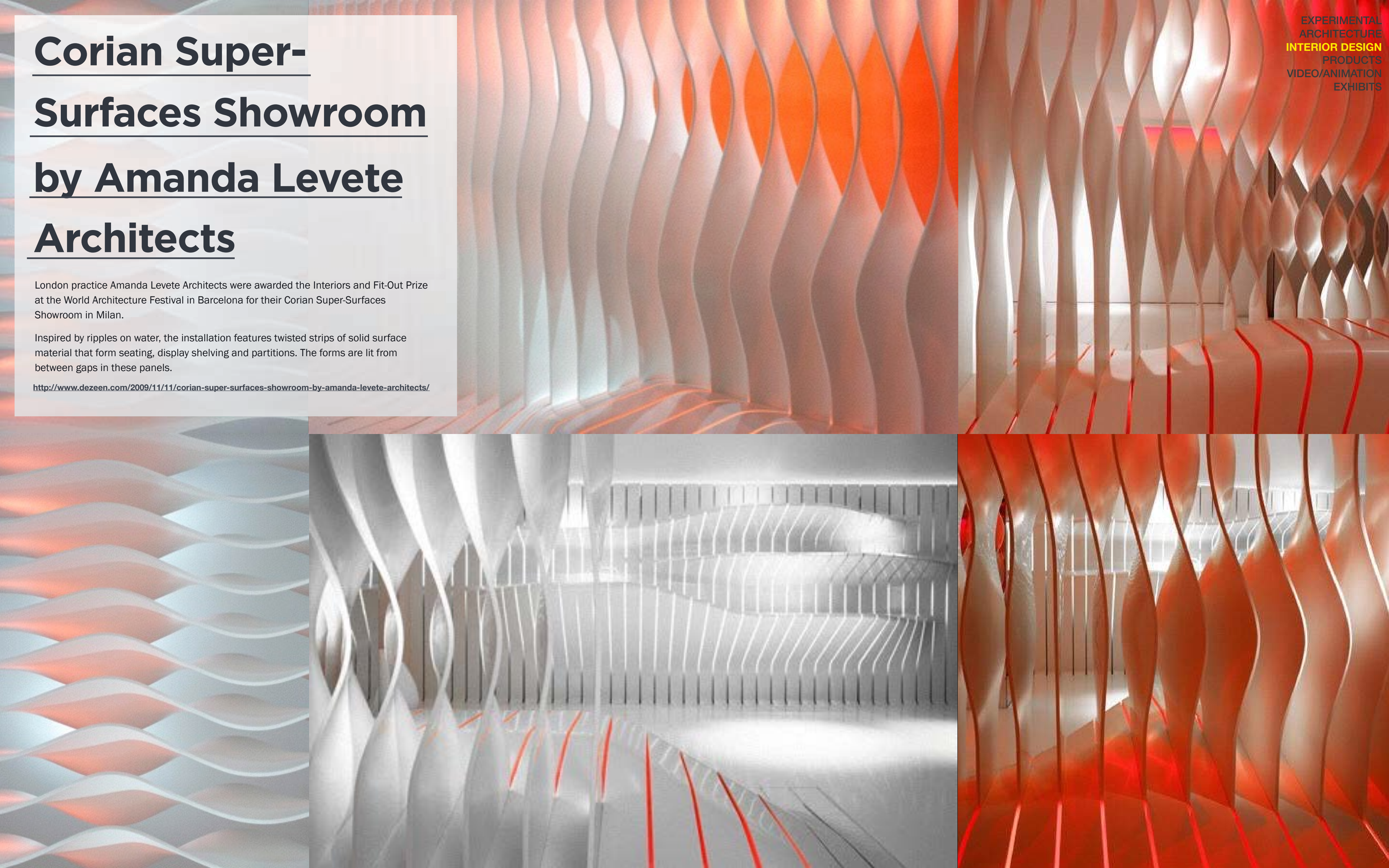
Corian Super- Surfaces Showroom by Amanda Levete Architects

London practice Amanda Levete Architects were awarded the Interiors and Fit-Out Prize at the World Architecture Festival in Barcelona for their Corian Super-Surfaces Showroom in Milan.

Inspired by ripples on water, the installation features twisted strips of solid surface material that form seating, display shelving and partitions. The forms are lit from between gaps in these panels.

<http://www.dezeen.com/2009/11/11/corian-super-surfaces-showroom-by-amanda-levete-architects/>

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A Tribute to the Modern Day Master of Light and Space

James Turrell, modern day master of light and space, has been working with colored light and space for nearly 50 years. His extensive training in perceptual psychology has made him an expert in the field, and he has work all over the world illustrating the power light has on the human condition. His art has received multiple awards and recognition internationally and he remains one of the most respected artists of the century.

I make spaces that apprehend light for our perception, and in some ways gather it, or seem to hold it...my work is more about your seeing than it is about my seeing, although it is a product of my seeing.- James Turrell

This post is a tribute to James Turrell and goes through some of his most extensive pieces from the 1960's through today. From Afrum I (1967), which creates an illusion of three dimensional light, to Aten Reign (2013), which redefines the interior of New York's Guggenheim Museum, these images reveal Turrell's amazing ability to transform space and light as we know it while tapping into our subconscious minds and allowing us to feel and breathe his spaces.

<http://www.disd.edu/blog/master-of-light-and-space/>

Click link below to see more projects:

<http://www.disd.edu/blog/master-of-light-and-space/>

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The Light Inside, 1999, Museum of Fine Arts Houston, Texas, USA

Products



737 Cowling Chair

Created from the engine cowling of a Boeing 737, this colossal, luxurious chair spins weightlessly on its highly polished spun aluminum base. Stood

in its original orientation, this immense, captivating structure is the epitome of luxury seating. The epic proportions of the high gloss flawlessly finished shell and dark interior upholstered in the highest quality leather, frame the hand mirror polished cowling opulently. This unique and impressive masterpiece would form center of any room.

<http://www.fallenfurniture.com/product/737-cowling-chair/>

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The return of the POP Swatch watch

Swatch first launched POP in 1986. Designed to be worn with a degree of customisation, whether popped onto an optional strap, dangled from a necklace or clipped to a T-shirt, the POP Swatch was an irreverent quirk perfectly in tune with the times. And, according to Carlo Giordanetti, Swatch creative director, now is the right time to bring one of its best-loved inventions back. 'POP Swatch has been popping in and out of our minds for quite some time,' he admits of the decision to revive it. 'Dressing and accessorising with freedom and personal creativity is a fundamental criteria for the new fashion generation.' Hence, Giordanetti and his team were keen to stay faithful to the carefree vibe that characterised the pieces from the start. Pictured: the POP Swatch watch in its matching pop packaging.

<http://www.wallpaper.com/gallery/watches-and-jewellery/swatch-bring-one-of-its-best-loved-inventions-back-pop-swatch-watch#156376>



If only Thomas Edison Had Been More Interested in Lasers

In an alternative universe, Thomas Edison never invented the phonograph. We figured out lasers, computers, and MIDI audio first. Then, and only then, did someone think to place grooves on a disc and spin it around, reading its bumps to make music.

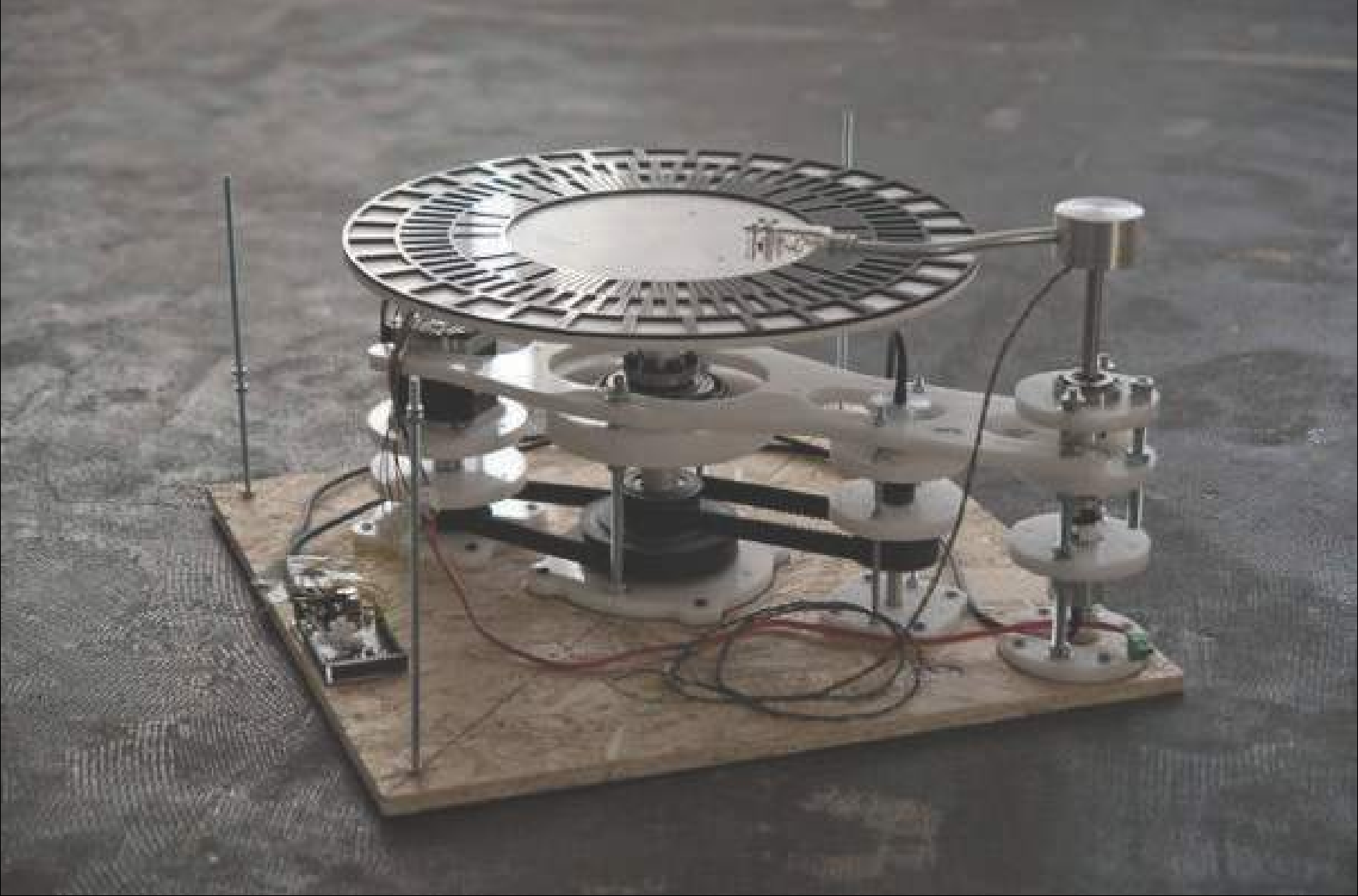
This is the basic idea* behind Soundmachines. Created by The Product for, of all things, a Volkswagen event, it's essentially a giant, three-headed laser record player. But instead of playing records—an inforich medium that can only be read one way—it reads something with far less information that can be read billions of ways.

But while Soundmachines is an interesting enough project unto itself, I'd be curious to see where object-designed music could go. If a laser can read the texture of a piece of plastic, there's no reason it couldn't read the texture of a building's bricks, a sidewalk's concrete or—and admittedly this jump is a bit weird—skin on a person's face. If wrinkles tell our eyes someone's story, what could they tell our ears?

<http://www.fastcodesign.com/1669605/a-record-player-with-no-records-and-lasers-instead-of-a-needle>

Click link below to see more:

<https://vimeo.com/35014340>



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Lumio Lamp

Lumio is a dynamic, multi-functional lamp that conceals itself in the form of a hard-cover book. Lumio opens to 360 degrees and comes with a custom orange micro-USB charger, magnetic wooden pegs for mounting, and a beautiful leather strap for hanging.

<http://www.hellolumio.com/>

Click link below to see more:

<https://vimeo.com/112128027>

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NeoCon 2016

NeoCon has evolved into one of the most recognized and attended trade shows in the industry and this year will be no exception. With the help of our Advisory Council, the show has remained focused on being at the forefront of changing commercial design and business trends.

<http://www.neocon.com/>

Click link below to see snapshots and videos from the show:

<https://czarnowski.app.box.com/s/a7jrvk5kk05qtmqz31vs8p8vk7ujgl24>



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Video/animation



Blob by bookshelf

by Peder Norrby

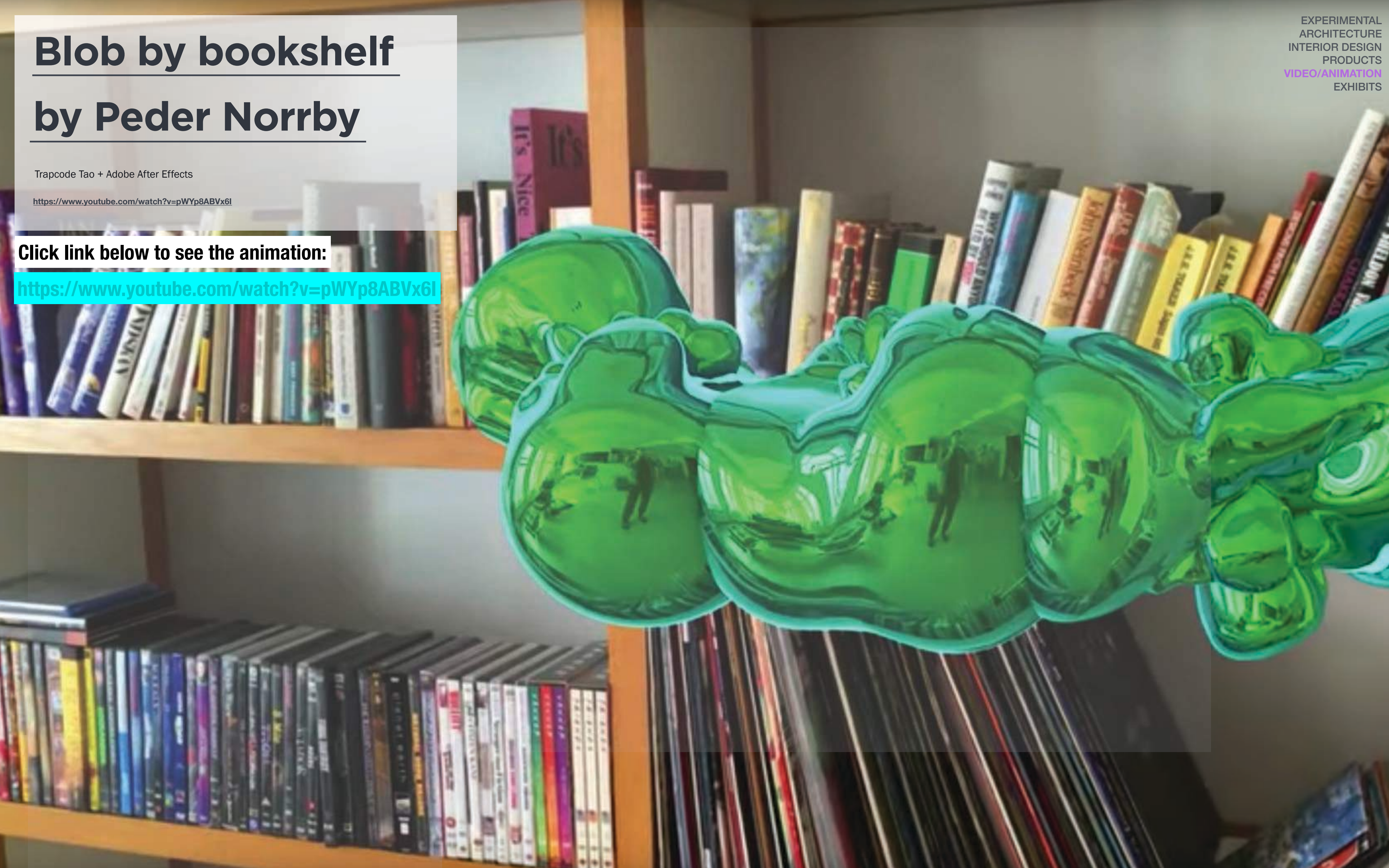
Trapcode Tao + Adobe After Effects

<https://www.youtube.com/watch?v=pWYp8ABVx6I>

Click link below to see the animation:

<https://www.youtube.com/watch?v=pWYp8ABVx6I>

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Tao Plastic Vortex

by Peder Norrby

Plastic vortex made with Trapcode Tao in Adobe After Effects. DOF by AE Lens Blur. 15 second seamless loop x4.

<https://vimeo.com/156965884>

Click link below to see the animation:

<https://vimeo.com/156965884>

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Tao Maelstrom

by Peder Norrby

Macro-style vortex made with Trapcode Tao in Adobe After Effects. DOF by AE Lens Blur.
15 second seamless loop x4.

<https://vimeo.com/156965803>

Click link below to see the animation:

<https://vimeo.com/156965803>

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Please Touch

the Art

One day, a blind man discovered a screw painting by Andrew Myers with his hands. The blind man found as much enjoyment out of the tactile elements of the work as any sighted person ever has by just looking at them. Andrew considers this moment as one of the most inspiring of his career. This led us to a question: Why is touching artwork so taboo?

Prior to the mid-1800s, tactile interaction was commonplace for visitors experiencing collections of art, but as museums of art evolved, rules forbidding touch became the norm. In some cases, these were to protect artwork that truly was not meant to be touched, but in large part these norms had nothing do with preservation and everything to do with nineteenth century politics of gender, race and class control.

In light of all this, we decided to create a documentary that elevates the role of tactile art within visually impaired community. It was at that point that we met George Wurtzel.

George is a blind artisan and teacher working at Enchanted Hills Camp in Napa - a 300 acre summer camp for the visually impaired that's nestled in the red wood forest above Napa Valley. Here George teaches others, through example, how to use the tools necessary to become artisans.

<http://www.cantorfineart.com/story/please-touch-the-art/>

Click link below to see the documentary:

<https://vimeo.com/channels/staffpicks/166149898>

Hong Kong Strong

by Brandon Li

A deep dive into the many layers of Hong Kong. A film about the madness and beauty of this seemingly impossible city in the days leading up to Chinese New Year. And an exploration of my own Cantonese heritage.

Click link below to see the short film:

<https://vimeo.com/channels/staffpicks/166929892>

Click link below to see more the Director's Commertary:

<https://www.youtube.com/watch?v=6YosDqsWvyU&list=PL4HCvXRptWNnWY9u6bAvD3fWaJRvauDQW&index=1>

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OK Go - Upside

Down & Inside Out

Since “Here It Goes Again,” OK Go videos are always hotly anticipated for their unique combination of creativity and innovation. Their new video, “Upside Down & Inside Out,” is no exception. This time, though, they’ve gone bigger and arguably crazier than ever, creating the first video shot entirely in zero gravity. It’s completely mind-blowing, and in true OK Go form, they didn’t rely on wires or green screens to make it.

Damian Kulash, frontman for OK Go, directed the video with Trish Sie, who has previously collaborated with the band several times, including choreographing the treadmill routine for their Grammy-winning video “Here It Goes Again.”

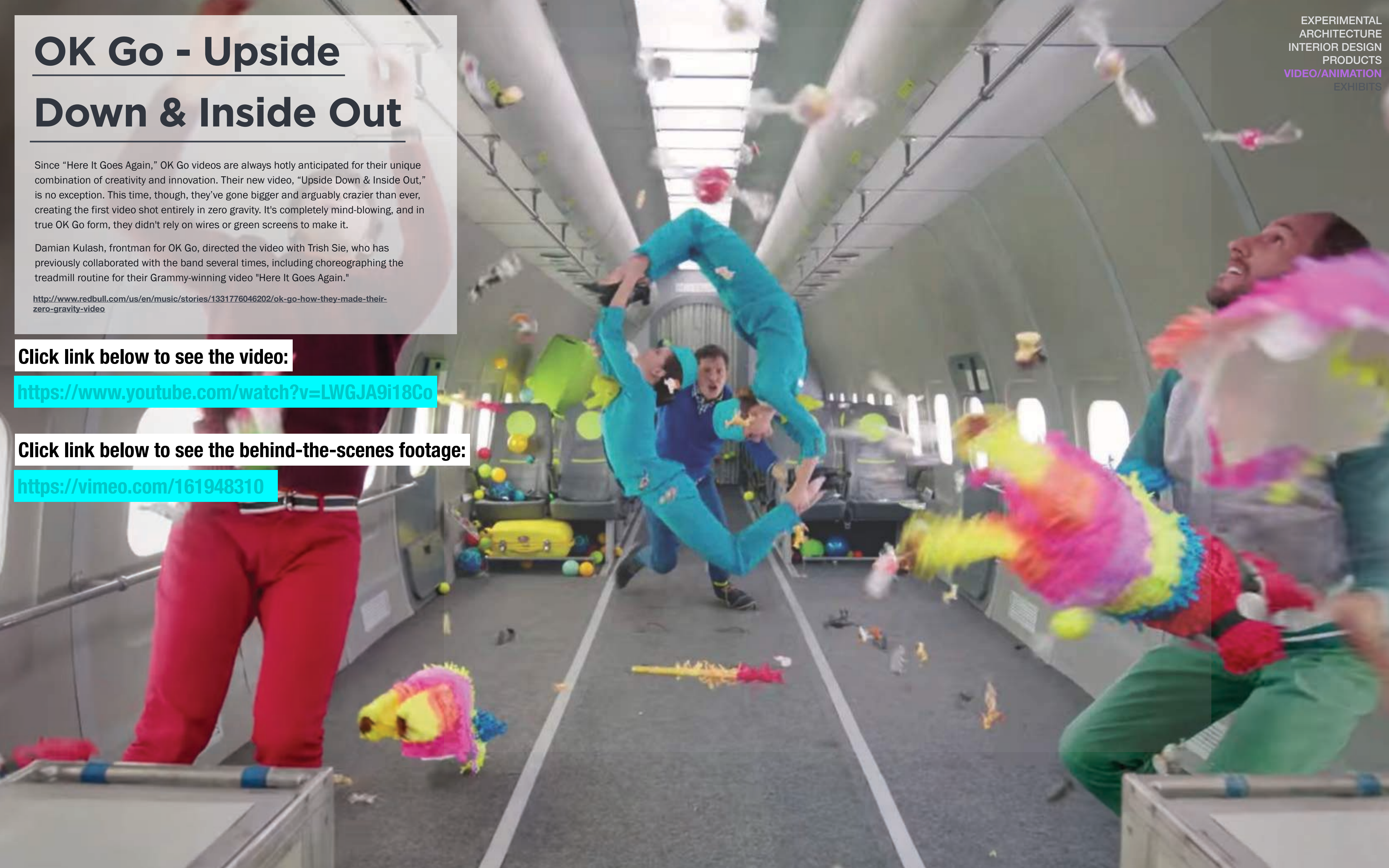
<http://www.redbull.com/us/en/music/stories/1331776046202/ok-go-how-they-made-their-zero-gravity-video>

Click link below to see the video:

<https://www.youtube.com/watch?v=LWGJA9i18Co>

Click link below to see the behind-the-scenes footage:

<https://vimeo.com/161948310>



Exhibits

This section shows some of our
latest work with exhibit design



Info

Client: **Krush**

Show: **SXSW 2016**

Account Director: **Laurie Ciesla**

Account Coordinator: **Kelly Below**

Project Manager: **Brad Bennett**

Technology Lead: **Angela Dills**

Design: **Collaboration with Real Art**

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SEE MORE IMAGES >

Info

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Show: **SXSW 2016**

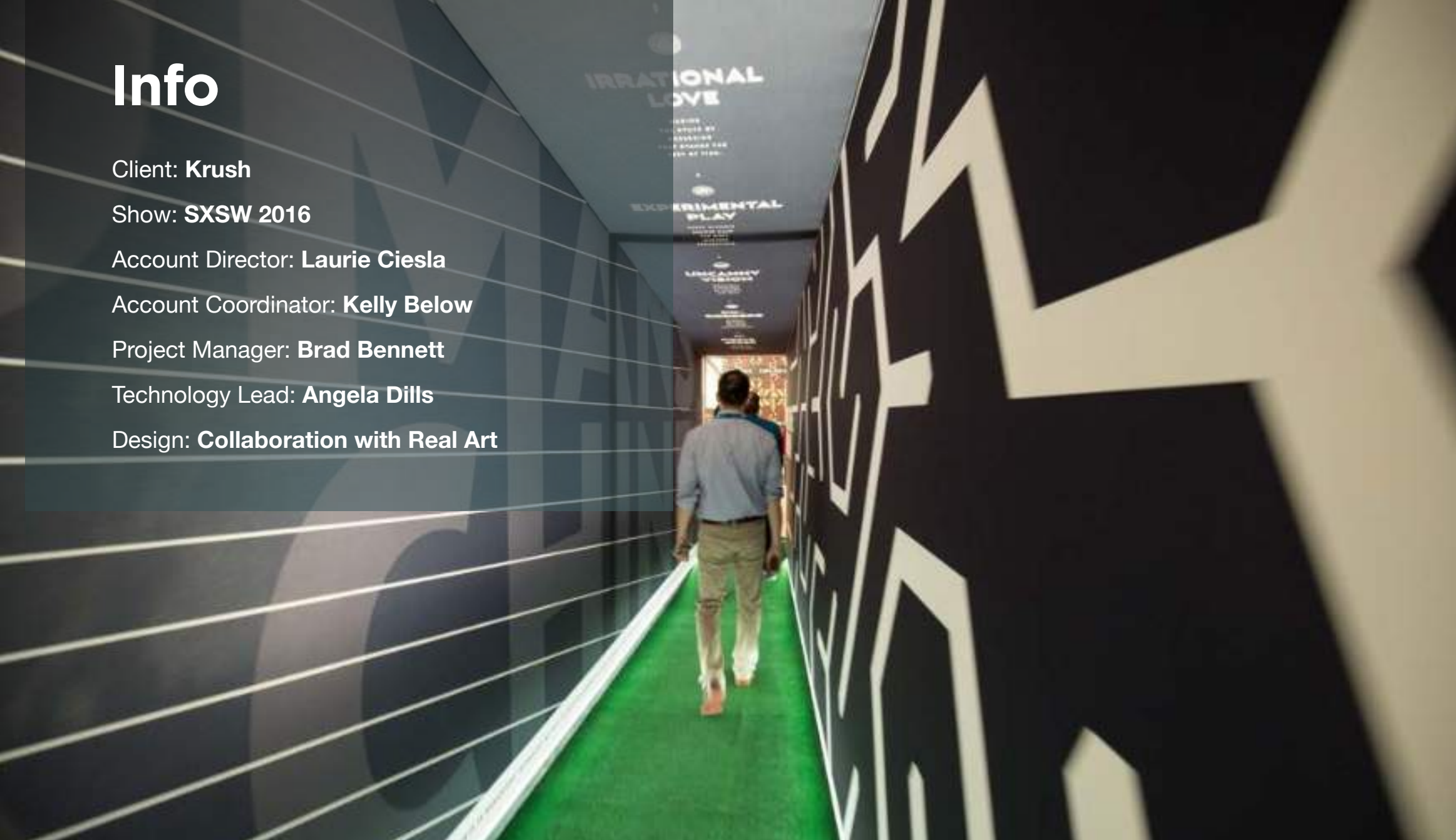
Account Director: **Laurie Ciesla**

Account Coordinator: **Kelly Below**

Project Manager: **Brad Bennett**

Technology Lead: **Angela Dills**

Design: **Collaboration with Real Art**



Info

Client: **Stryker**

Show: **2016 AANS**

Account Director: **Heather Walker**

Account Manager: **Lynn Portwood**

Project Manager: **Mitch Nettles**

3D Lead Designer: **Dave Stahl**

EXPERIMENTAL
ARCHITECTURE
INTERIOR DESIGN
PRODUCTS
VIDEO/ANIMATION
EXHIBITS



Info

Client: **BMW**

Show: **2016 Chicago Auto Show**

Account Director: **Mike Paga**

Account Manager: **Dan Loaskie / Courtney Zoller**

Project Manager: **Mike Porter**

3D Lead Designer: **Marcus Vahle**

EXPERIMENTAL
ARCHITECTURE
INTERIOR DESIGN
PRODUCTS
VIDEO/ANIMATION
EXHIBITS



Info

Client: **Mercedes**

Show: **2016 Chicago Auto Show**

Account Director: **Blake Jungmeyer**

Account Manager: **Caleb Paradis**

Project Manager: **Monty Bidwell**

3D Lead Designer: **Patrick Kelly**

EXPERIMENTAL
ARCHITECTURE
INTERIOR DESIGN
PRODUCTS
VIDEO/ANIMATION
EXHIBITS

Mercedes-Benz



Info

Client: Czarnowski

Show: 2016 Exhibitor

Czar Team Involved: Dillon Nagle,
Suzanne Murphy, Kaylee Goldhammer,
and many more

3D Lead Designer: Carl England &
Marcus Vahle



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