

CAMP DESIGN GALLERY

PRESENTS

MOVIMENTO

A GROUP SHOW BROUGHT IN MILAN BY LA CUBE AND SALVATORE PELUSO



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PRESS PREVIEW 07 November * 4.30pm-6.30pm

OPENING 07 November * 6.30pm-9.30pm

Camp Design Gallery presents *Movimento*, a curatorial project by La Cube and Salvatore Peluso, with projects by nine design practices from Eindhoven, Madrid and Milan: Andrés Izquierdo, Elissa Lacoste, Inés Sistiaga + Lucas Munoz, La Cube, Matteo Pellegrino, Parasite 2.0, PLSTCT, Shahar Livne and Tellurico.

In the Italian dictionary, among the meanings of *Movimento* (movement) you can find: “any phenomenon of aggregation and mobilisation of individuals who, as a result of socio-economic changes, develop consciousness about their social group identity and actively engage to achieve a change in their condition or in the political system itself.”

The curatorial project proposed by La Cube and Salvatore Peluso is a network design, which brings together free and autonomous practices, unrelated to industrial logics and immediate functionality. Those presented at the Camp Design Gallery are projects that can tell stories, explore the possibilities of matter and its cultural meanings; they are projects that undermine the Western concept of comfort and that generate ambiguity rather than having a specific use.

The quality of the *Movimento* is determined not only by a common attitude among designers, but also by a relational structure built around them. In other words, the Movement is born from – and continues to promote – the dialogue between its components. Personal and professional contacts, direct and indirect, form a network built slowly over the years through exhibitions, meetings or conversations.

The role of the curator is therefore like that of the community organiser, who is above all a figure capable of listening and whose intent is to build relational power, ensure autonomy and empowered action to civil (or design) society.

These elective affinities have generated a socio-professional and personal context that can be considered as an ecosystem within a boundless environment that, although not hostile to these practices, is not hospitable to proposals that question the fundamentals of the discipline. Milan is a particularly significant place for this exhibition because, despite being the world capital of design during its Design Week, it currently lacks the most critical and experimental forms.

Movimento brings here a selection of international authors in an alternative occasion to the Fuorisalone, where usually the spotlight is on the big brands and the presence of independent designers is obscured by too many proposals. *Movimento* is a collaborative platform for independent designers, which transforms the gallery spaces into a third place dedicated to meeting and exchanging ideas.



MADRID

Andrés Izquierdo

Andrés Izquierdo (Madrid 1993) is a designer and artist formed in the Fryeburg Academy of Fine Arts and in Maine and in the Instituto Europeo di Design in Madrid.

Andrés works by blurring the preconceived figure of objects in order to give rise to new functional and habitable systems in the plane of fiction. His practice ranges from the production of domestic objects to architectural installations in which spiritual and metaphysical issues raised through light and space blend with earthly concerns such as body, rites, symbolism, violence or pleasure.

To create tensions in his works he often conflicts opposite physical and philosophical conditions: as between baroque and minimalist fluid and static, divine and perverse, present and past or abstract and figurative.

His work has been showcased internationally in exhibitions such as "Errata: Books do Clutter a Room" Mast Books (New York); "Archipiélago" Former British Embassy (Madrid); "Grado Zero" Palo Alto: Center for artistic creation (Barcelona); o "Young talents" DMY (Berlín) among others. Andrés has also given lectures and workshops in international institutions such as ICFF and Pratt University (New York) or Escuela Superior de Diseño (Madrid).

Title: Confinement

The bodies are becoming more hollow, resonant and light. Since they are barely porous and therefore more compact, the soul does not find any steps or means by which to secretly lift flight from them, but must clearly push the thick soft parts that has extended and modeled, rejecting them with violence towards the surface. This thick soft parts will progressively turn into and eventually melt into red thin air.



MADRID

La Cube

Stefano and Clara are the founders of La Cube, an experimental design studio focused on material and theoretical research that addresses the origin of production processes in relation with the human habits and habitats of the 21st century. The aim of the studio is to develop different kind of projects situated in the floating and ambiguous space between art and design, making experimental projects with objects, installations and texts aimed to research the relation between those disciplines in current contexts and the cultural constructions with them associated.

Title: Untitled Blue

Untitled Blue belongs to a series of pieces made with the aim of showing the inner nature of their process. Each gesture and each action done on the pieces is clearly exhibited in order to let the manual intervention to be read, and, from this reading, to reconstruct the process by which it has been generated. The light acts as a part of the piece as well as a point of light to illuminate it and to show its own features.



MADRID

Lucas Munoz and Ines Sistiaga

Lucas Muñoz and Ines Sistiaga are two Spanish designers with base between Madrid and Eindhoven. Their body of work touches upon the field of designing in search for a balance between her textile expertise and material research skills with his concept driven approach.

Title: Anne Brown in the role of Miranda

"Anne Brown in the role of Miranda" is an XVIII Century English painting by Johann Zoffany, an expert in textile draping painting, who invented a new painting movement at the time. The new vogue consisted on featuring famous actors and actresses in their theatrical roles. Taking this situation and context as a starting point, the design piece "Anne Brown in the role of Miranda" plays with the elements of colour, scale, atrezzo and the duality of container and content.



EINDHOVEN

Elissa Lacoste

Elissa Lacoste is a french designer and artist. She studied at the School of Art and Design of Saint-Etienne and graduated in 2018 from Design Academy Eindhoven. She lives and works in Montréal, Canada since 2019.

Hands-on and instinctive, Elissa Lacoste's work ensues from her quest for the wild, the inexplicable and the sensorial in the contemporary. Her sculptural pieces are lingering between real and surreal, unconventionally textured and vibrant while maintaining a hint of functionality. She evokes an otherness in her work to reflect upon our relationship to our physical environment, be it anthropogenic or natural.

Title: Soft beings

These objects were born from a material exploration of the relation between the bone and the flesh, where a metal structure leads to pulpy shapes in a sensual skin complexion. Hand-modeled and colored with stone powders and pigments, their silicone texture attracts immediate attention through their unexpected softness.

Alike translucent white marble, colorful veined stone or wrinkly skin; these objects amalgamate the mineral with the animal, and create an otherness which intrudes in the domestic space they inhabit



EINDHOVEN

Tellurico

After graduating at Master of Contextual Design at Design Academy of Eindhoven, in 2017 Francesco Pace founded Tellurico, a multidisciplinary design studio specialised in objects, spaces and installations.

The investigation of alternative solutions through the study of folklore, together the relationship between craft and the environment has been always the centre of the Tellurico's practice. What binds the objects of one place to the characteristic of the place itself intertwines the historical, geological and social aspects of humanity as well as the uniqueness and simplicity of every-day life. It is an always-expanding field of investigation, as endless are the ways to live.

So far, Tellurico's works have been presented in many international venues such as Biennale of Architecture in Venice, Van Abbe Museum in Eindhoven, M.A.D.RE. in Naples, Triennale di Milano, Brohan Museum in Berlin, Beirut Design Fair, Italian Pavilion in Barcelona, Bratislava Design Week. He received different commissions from galleries such SideGallery / Casavells in Barcelona, Galleria Salvatore Lanteri in Milan and Mint Gallery in London and Functional Art Gallery in Madrid.

Tellurico is currently based in the Netherlands.

Title: Stool

Series of Stools designed and produced by Tellurico Design Studio, carved out from solid Maple Wood.



EINDHOVEN

Shahar Livne

Israeli born, *1989, is an award winning conceptual material designer located in Eindhoven, The Netherlands. Her lifelong fascinations in nature, biology, science, and philosophy developed into intuitive material experimentation way of work during her bachelor studies at the Design Academy Eindhoven.

Shahar's body of work focuses on conceptual material research in a multi-levelled methodology, bringing to life narratives through objects and installations centered around materials as carriers of narratives. Some of her projects deal with obscure materials such as blood, man-made fossils, crystallization and more. Her projects starting points are often stories about places, cultures, and relation with resources in the past, present, and the future.

Currently, she works on researching further and presenting internationally her graduation project from the Design Academy Eindhoven "METAMORPHISM", investigating speculative material occurrences in nature and creating new research projects as an autonomous designer, educator and as a collaborator with different companies and institutes.

Title: Memento Mori .The natural behaviors of ceramics

"Ceramics are traditionally cast in plaster molds, which are usually used about 60 times before erosion starts to set in. The acid in the clay slowly breaks down the chalk of the plaster, layer by layer each time a reproduction is made."- Joris Laarman -

In this project, I took inspiration from the natural processes of growth and decay and found a parallel line to the process of ceramic casting.

Experimenting with different ways of creating "erosion" in plaster molds such as hammering, melting the plaster with different materials and chiseling different textures in it. the process starts with a geometrical shape, a material is taken off from the mold gradually changing the shape until the mold can't "take it" anymore and breaks, each shape can be cast but as the mold erode the former shape can't be reproduced ever again. While working with the molds, a dialogue between the material and the creator began. The maker comes with an idea of what he/she wants to have as a result, but the materials have their own qualities and "wants", the final object is a collaboration between the physical and the mind



MILAN

Parasite 2.0

Parasite 2.0 are Stefano Colombo, 1989; Eugenio Cosentino, 1989; Luca Marullo, 1989. They are based in Milan and Brussels. They investigate the status of human habitats, acting within a hybrid of architecture, design and scenography. They have worked and collaborated with ar/ge Kunst (Bozen); Damien and The Love Guru (Brussels); MAMbo Museo d'Arte Moderna in Bologna; Terraforma Festival (Milan); domesti.city (New York); 501(c)3 Foundation (Los Angeles); Marres (Maastricht); Venice Architecture Biennale and the Shenzhen Architecture Biennale, among others.

They taught at NABA Nuova Accademia Belle Arti Milano, and since 2016 they have been regularly teaching at MADE Program-Accademia di Belle Arti R. Gagliardi in Syracuse, Italy. Parasite 2.0 was awarded with the Young Architects Program MAXXI in 2016. They are artist in residence at Jan Van Eyck Academie and mentee at Forecast for the 2019 program. Parasite 2.0 are represented by Operativa Arte Contemporanea Gallery and Galleria Corraini Arte Contemporanea.

Title: Wrapping sofa

Wrapping is a series of itinerant works about: Ivan Illich, designer authorship, Temporary Autonomous Zone, DIY culture, fast branding, open-source, wild marketing, utopia, e-commerce, logo-mania, The Whole Earth Catalogue, containers, Helvetica, low budget, Virgil Abloh, logistic infrastructure, Thomas Moore, graffiti culture, desert islands, luxury fashion industry, primitive future, tracking number, Hip-Hop aesthetics, William Morris, Amazon, artistic values, Phase 2, The Anarchist Cookbook, global shipping, Rap sampling, DHL, subculture, Demna Gvasalia, cardboard boxes, pirate utopia, standard and norms, P2P, vernacular design, packaging, blockchain, the invention of Printing Press, bedroom entrepreneur, Peter Behrens, material circulation, the Silicon Valley, the lack of resources, corporate culture, Bauhaus, the new Silk Road.



MILAN

Matteo Pellegrino

Born in 1982, grows up in Lecce and then moves to Milan in 2001 where he obtains his degree in Interior and product design at the Politecnico university di Milan.

At 22 years old he starts his collaboration with "Fish Design" by Gaetano Pesce. Progressively he collaborates in the making of collections by Alessandro Mendini, Mendinismi, and Nativo Camapana, by Campana Brothers. He slowly becomes more interested in the manufacturing of plastics, resin and silicon, to which he often joins metals, wood and clay.

In 2012 he establishes his own personal studio in Milan, working both on projects of interior design and on products for various companies. In 2015 he moves to New York to collaborate with Gaetano Pesce and to start a series of new individual projects working in a original transverse way between design, art and fashion. From 2017 on, Matteo and Camp Design Gallery collaborate together.

His work mainly focuses on the processing of plastics, polyurethane foams, resins and silicones, trying to investigate and explore different creative techniques applied to product development. His approach is transversal and intradisciplinary, based on the philosophy of "thinking with your hands". His work is born from "hands on" experimentations of materials, and on the reinterpretation of their characteristics giving life to unique and original pieces of design.

His projects and his philosophy are often influenced by an experience of life, by trend, by social changes, and by contemporary issues, giving voice to a transformative and complex reality, but without neglecting an ironic and sometimes desecrating vein on the important themes of life.

Title: Small Leap I and II

Contamination, if perpetuated with system and organization, is the greatest form of beauty and prosperity, great countries and great peoples of the past have been formed in this way and even today the echo of their technical, artistic, humanistic, aesthetic and legal advances constitute the basis of our civilization.

These resin carpets have been reflect the design of galaxies and photos made by space telescopes. Needless to emphasize how the concept of boundary is limited and limiting in that context, and how small and petty border issues are minuscule compared.

Living knowing your boundaries but constantly trying to overcome them is an exercise that should be everyone's patrimony, and you should be careful when you lose the key to your visions because you could remain prisoners.



MILAN

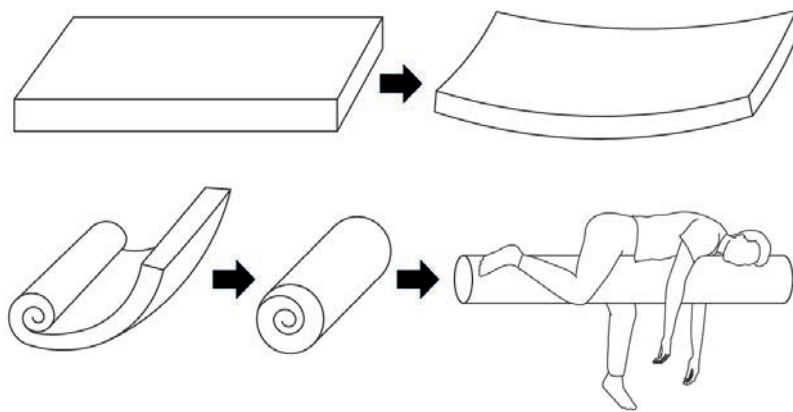
Plstct

is an art and design duo established in 2017 by Grazia Mappa and Gabriele Leo. We aim to question the western notion of comfort by investigating the co-evolutive relationship between body and space and how it relates to ecology, technology and politics. Our practice is based on a cross-disciplinary approach whose main goal is to occupy that gray zone between functional and non-functional.

From 2018 we run Post Disaster, a curatorial platform staged on the rooftops where we invite thinkers and performers to make aesthetico-political art and to discuss the paradoxes of contemporary urban condition.

Currently we live and work between Milan and Taranto.

Title: Monkey bed



Camp Design Gallery

"Camp taste is, above all, a mode of enjoyment, of appreciation - not judgment. Camp is generous." Susan Sontag

Camp Design Gallery, Milan, specializes in collectible contemporary design that aims to investigate material culture, renewing the concept of production beyond the canonical limits of art and design.

Founded in 2015, the gallery work is based on research, experimentation, and contamination of contemporary codes that result in unique design projects born from the collaboration of international designers and artists.

Camp engages in scouting and guidance for new talent, through a continuous mix of renovation, study and research and an annual program of exhibitions, trade shows and events.

A new space for design, a place that generates opportunities and synergies to create a constructive cultural network, critical and dynamic, opening up to curatorial projects and partnerships with cultural institutions and art foundations.

MOVIMENTO (Madrid-Eindhoven-Milano)

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