ISLAND
2021.2022

Established & Sons

Bouroullec

COMMUNAL SPACE

Island is built from a common thread, the use of wide long planks: they are one of the most simple signs of public furniture. Planks are also the meaning of a deck, of a platform. Island is based on this kind of language: a meeting between some platform, some deck and the notion of public furniture.

The starting point is the public furniture, public benching, the public park where you can find the widest mix of people: kids, adults, people concentrating, people not doing anything. Island is trying to keep this openness. It has the ability to create a park around it. It can bring a capacity of life in lost environments.

TRANSPARENT DESIGN

We are now trying to make some more and more simple manufacturing because behind simple manufacturing, there's two simple things: since we are now running out of human and material resources, we need to be efficient so trying to do less is a good practice. The second aspect of simple manufacturing is what I call "transparent design": it means a very easily, intuitively understandable structure in which you have no problem identifying the material, what is structural, what the parts are doing...

From this point of view, Island is very clear about what it's made of: every material is clearly indicated, the structure is clearly indicated. Even in the coloring method, you can see that each material has its own finish. So, you can understand at a glance the structure, what is made out of wood, of textile, and what each element is doing. It's not something you need to think about, it's intuitive.

OPENNESS

Grid and Islands are exactly the same subject but treated with an opposite approach: If Grid embodies the shelter, Island is the world of openness.

Furniture needs to provoke very intuitive comportments: sometimes bodies need a shelter, they need the feeling of privacy and protection, and sometimes bodies just want to express a kind of welcomeness, of openness.
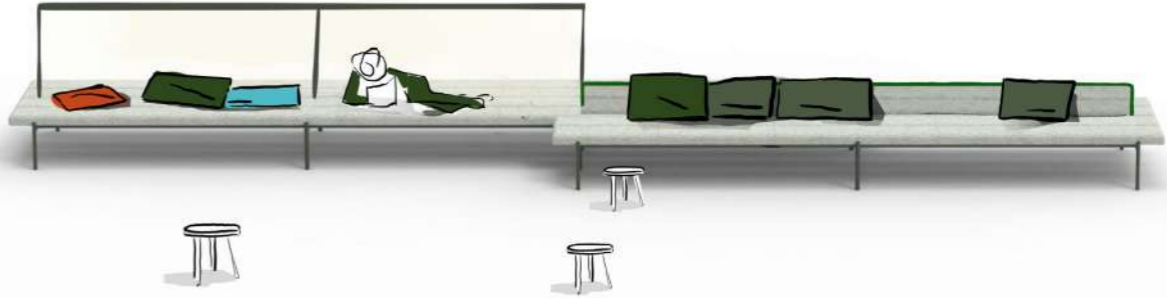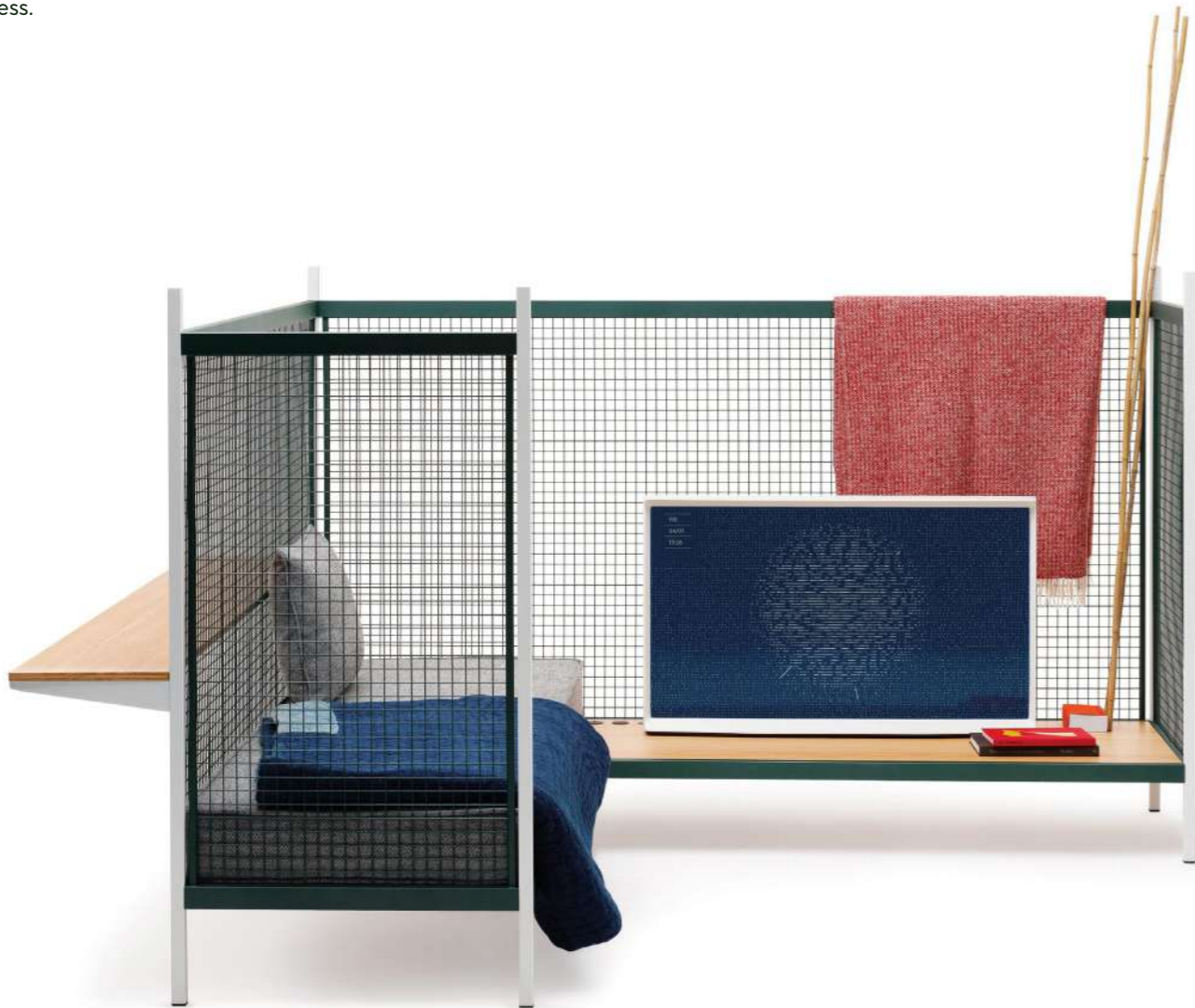
SOCIAL COMPORTMENTS

Public spaces used to be designed with the idea that a certain practice needs a certain set-up, like finding classrooms in a school, for instance. But all of this has exploded due to new media practice in general. The point is to create a kind of typology that doesn't scream "I'm made for this or for that" because one of the great parts of contemporary comportments is that we can very quickly switch from one activity to another activity. So if one piece of furniture is deciding the set-up then your mind will have difficulty switching from one activity to another. So Grid, Island and generally the Bouroullec studio practice is trying to erase this kind of preset definitions of comportments.
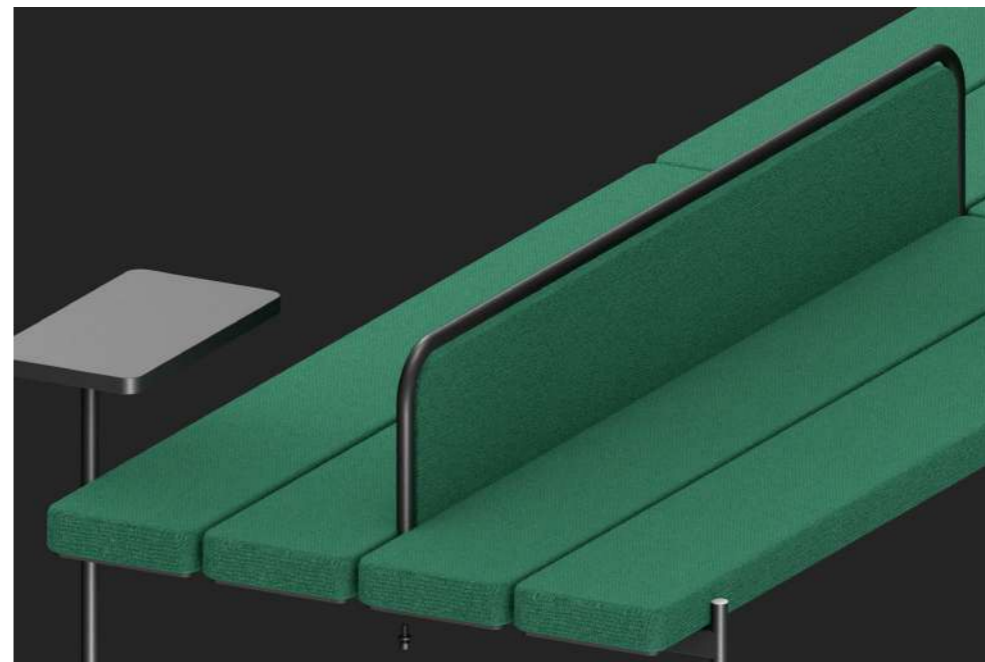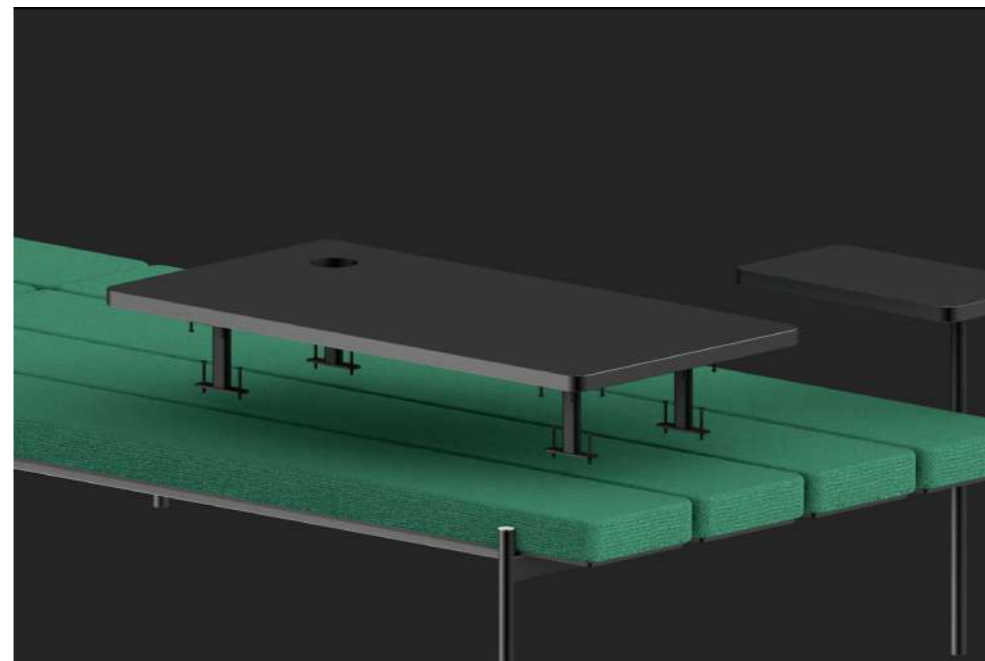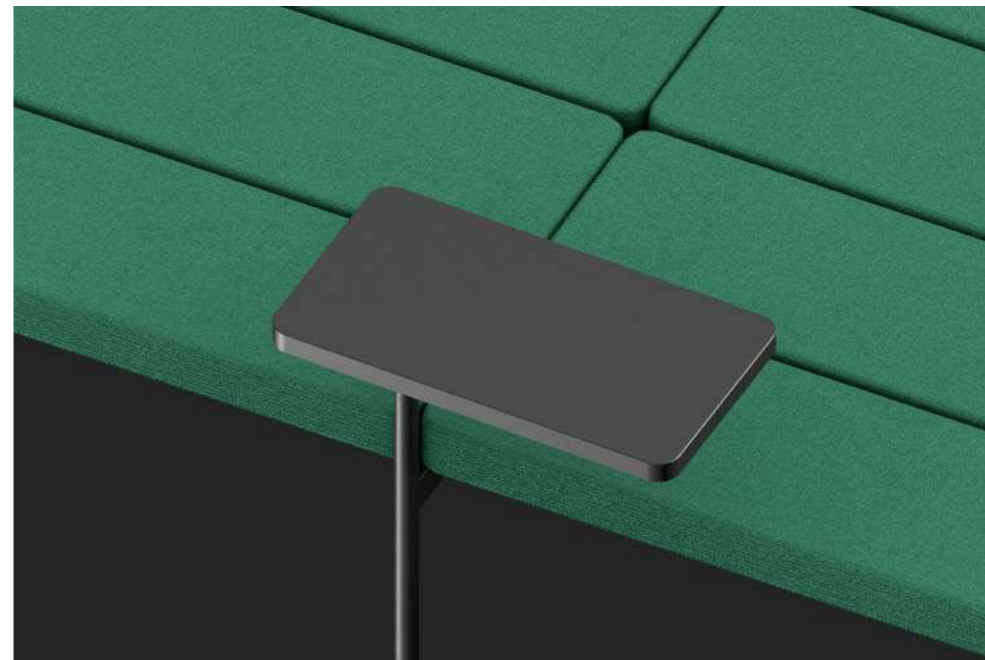
Island is a fixed set-up with many options, so the real modularity is the mindset, it doesn't have a preset. The materiality, the set up are not bringing any kind of limitation. Everything can happen on it, the goal is to provoke the possibility of everything.
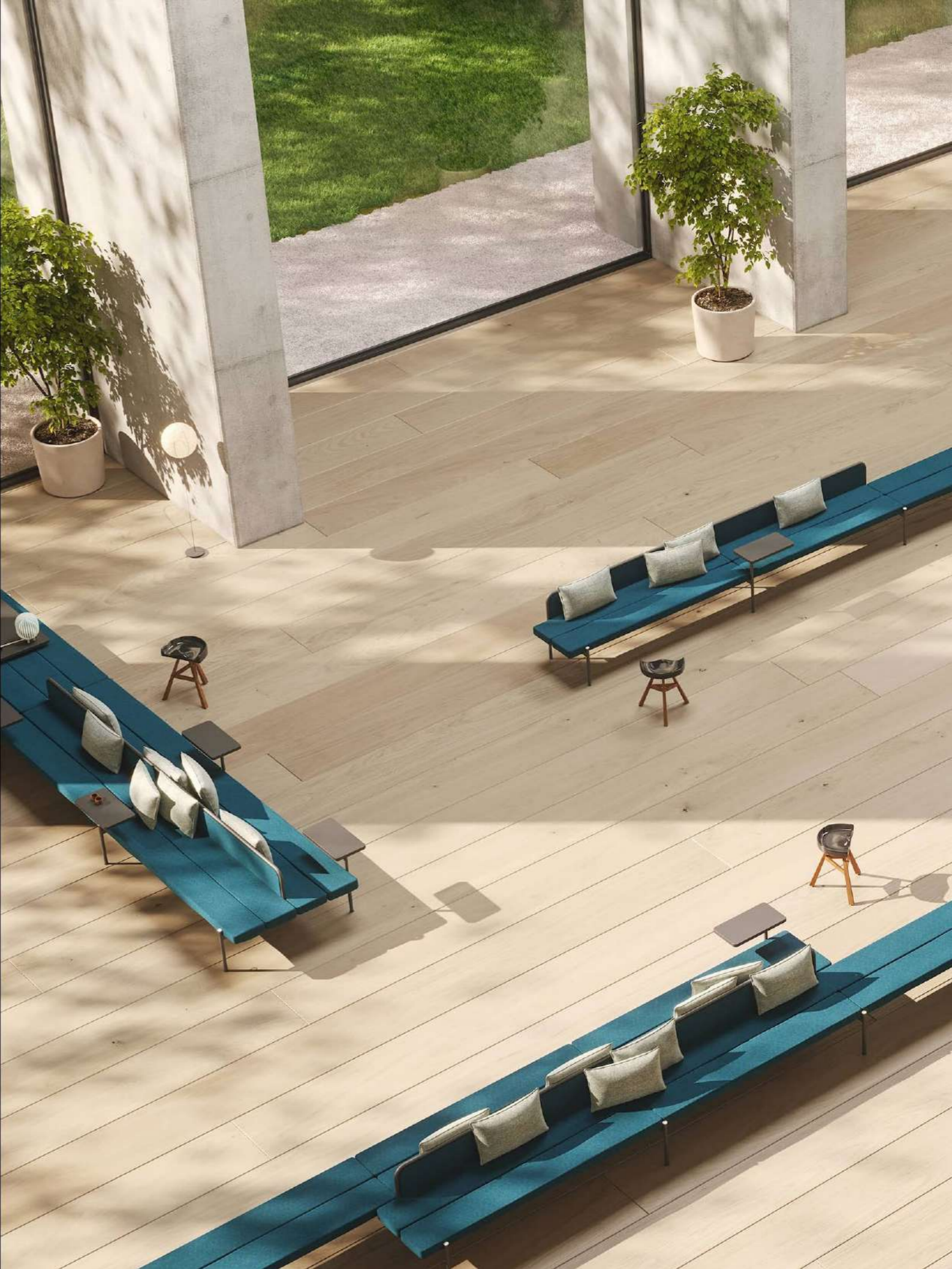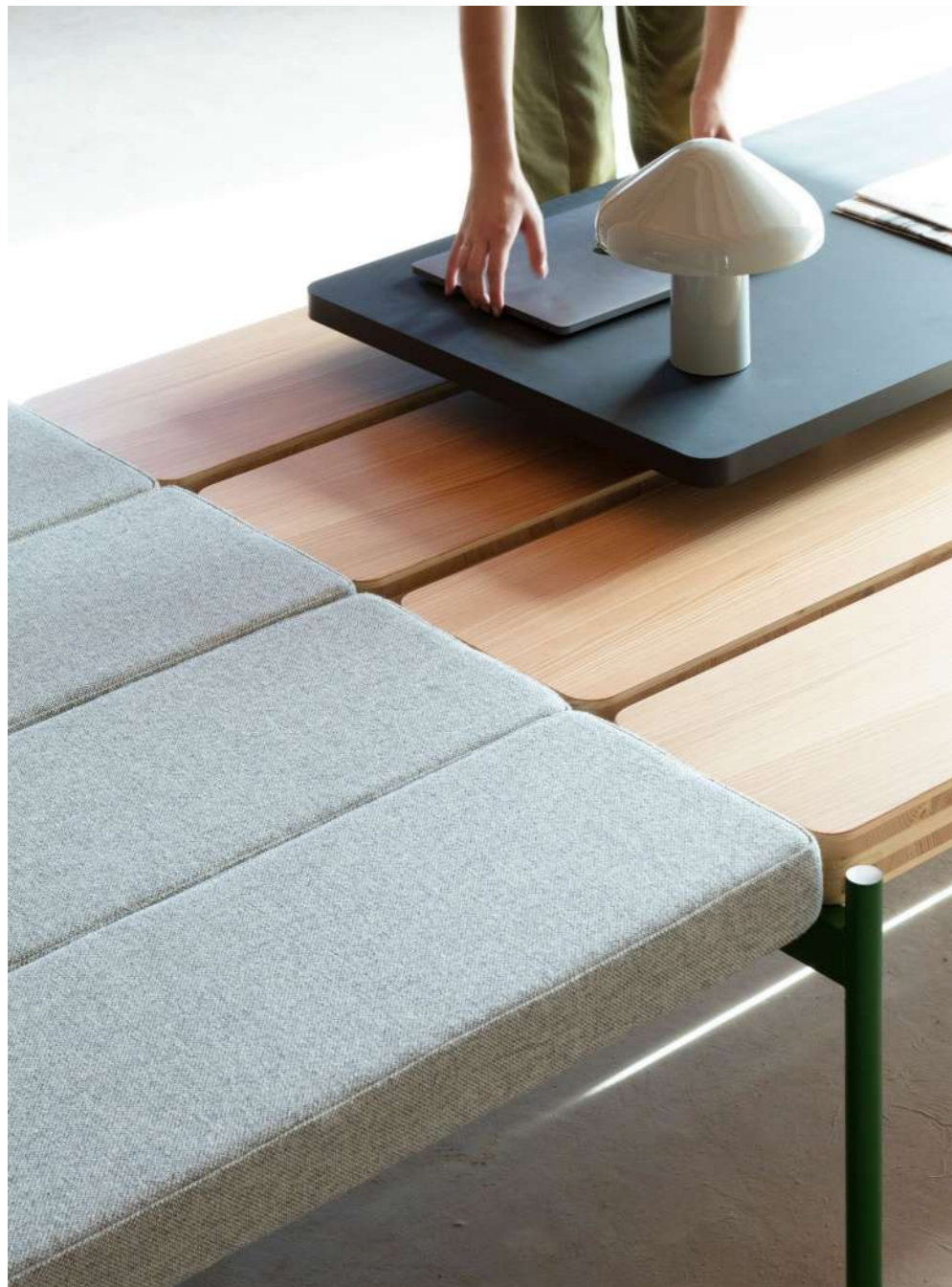
MODULARITY

It's very simple to add the different elements like the table, the charging pod: you can easily plug them and play with modularity very quickly. It works just like a lego, it's not static, there's a lot of possibilities with the same elements in a playful and intuitive way. We like to use the natural intuition of the user to create things. There are a lot of possibilities with the same objects.
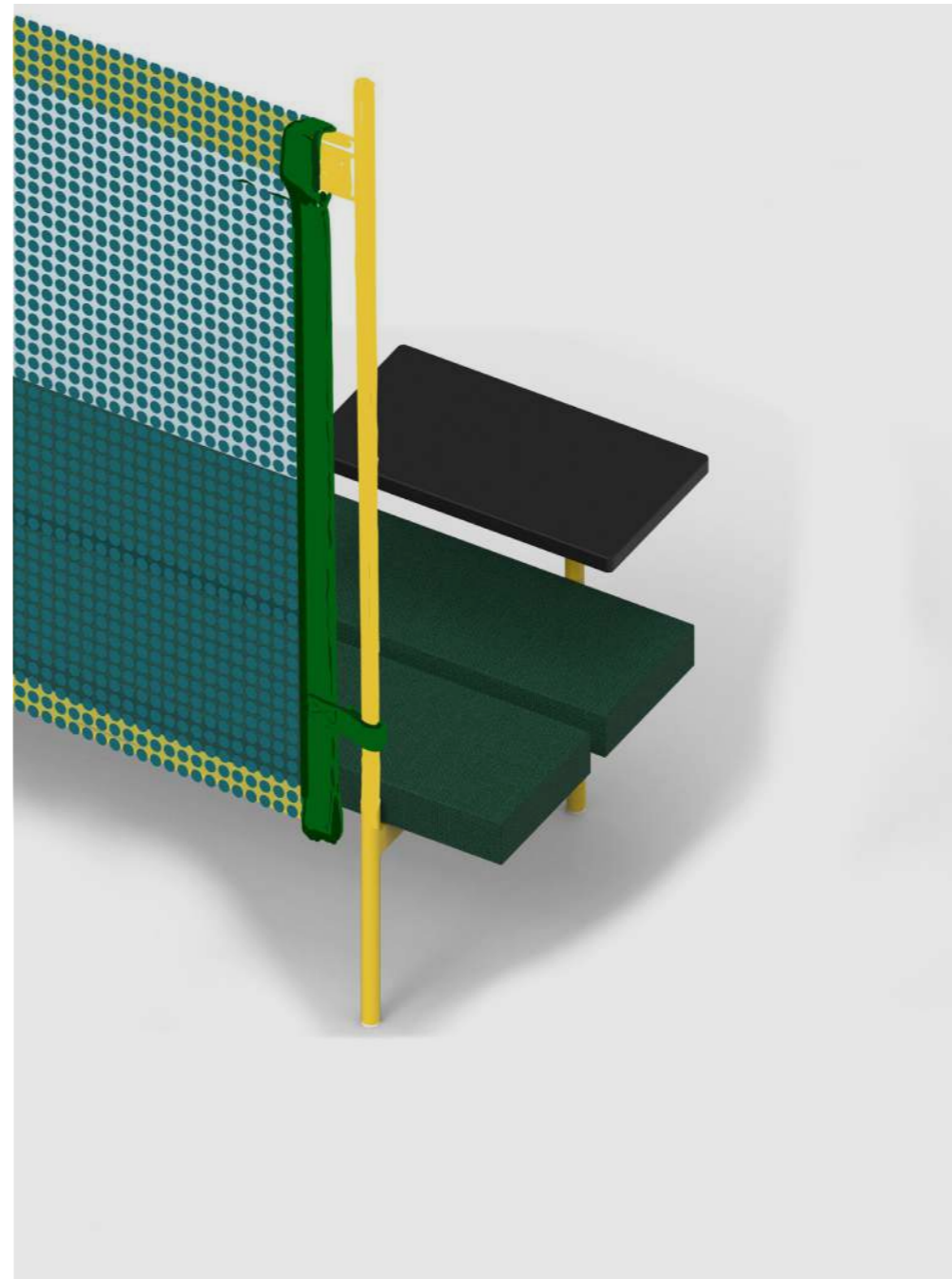
This project finds a lot of its origins in the park, so we are working on the outdoor version at the moment. First we need to reset the materiality, and then depending on how far we want to go, we can think about creating a roof, a wind-breaker. We could provide a number of things but the first thing is to find the right materiality. It's fundamental.

COLLECTIVE

It's really a mix of different elements that can be combined and some elements are more collective and some individual. It's a large island in which you can easily privatize tiny areas around it. Then body posture and personal stuff will naturally indicate if a person wishes to communicate or stay concentrated.

weight bar.

wind textile

strap

straps with scratch
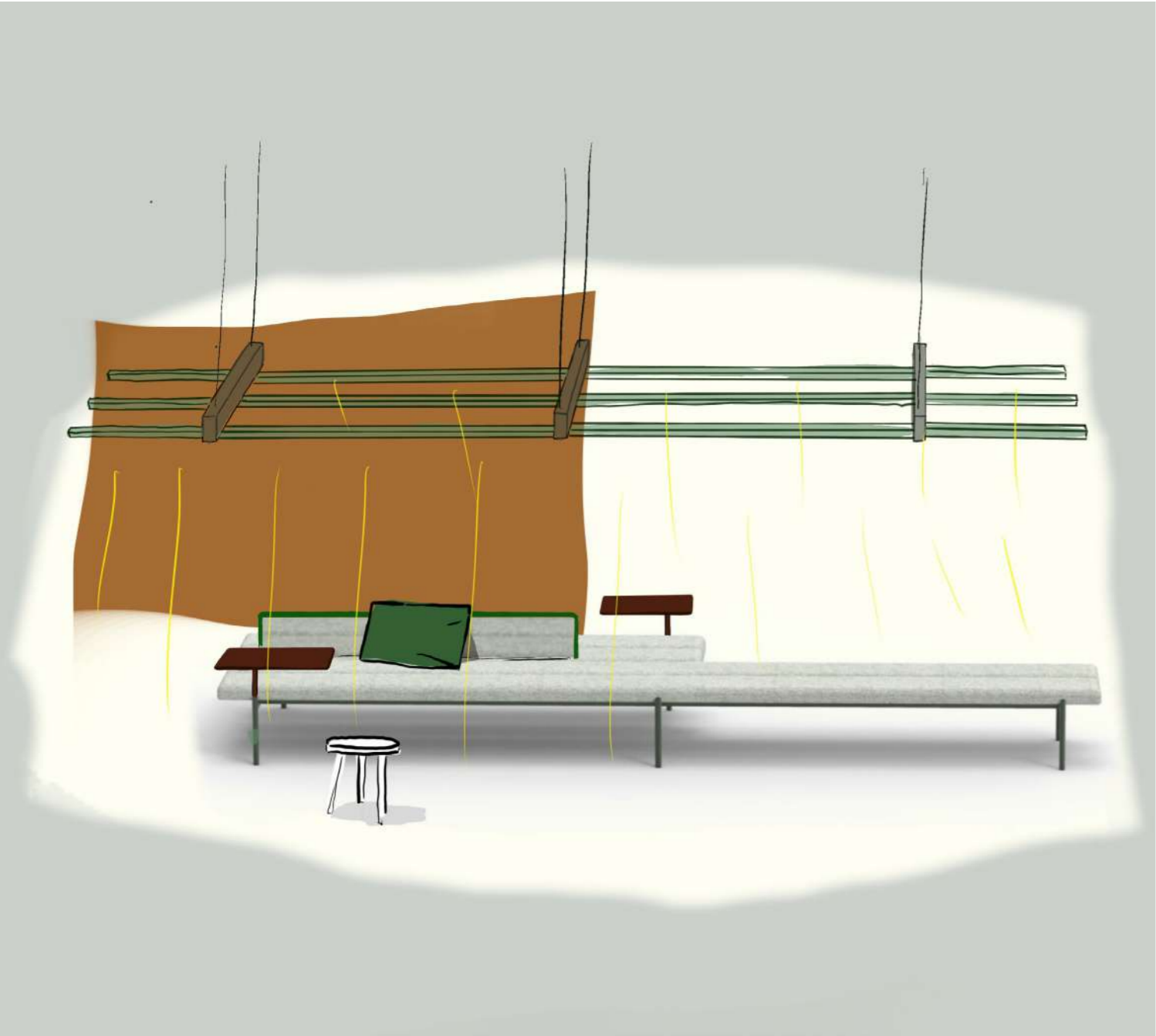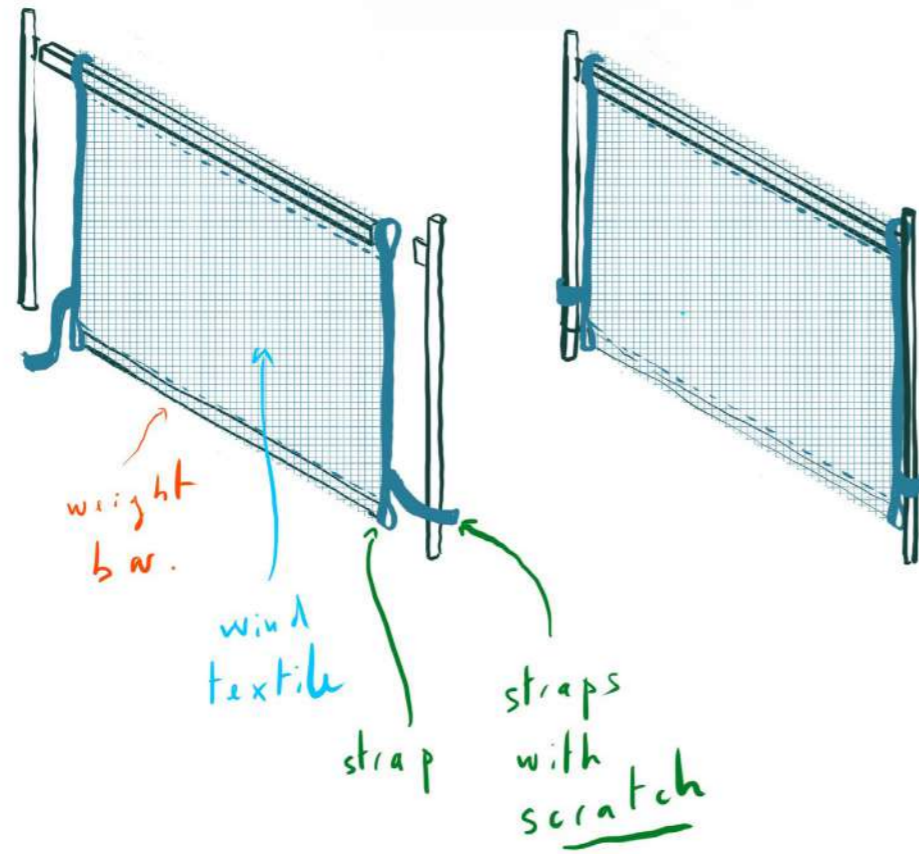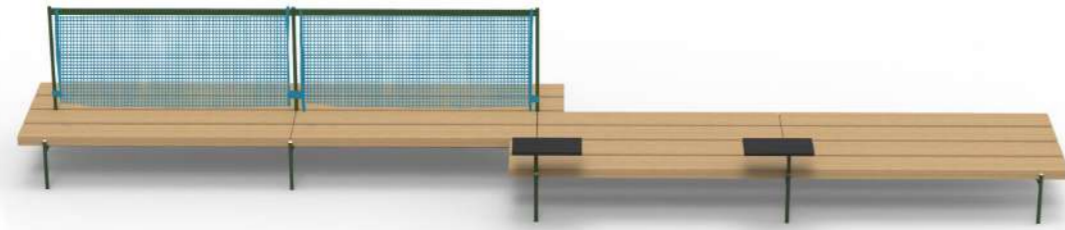
MATERIALS

Some planks are made out of wood and some are made out of textile. I mind this kind of very strong visual partition in between materials and different finishes. We have been using a quite strong color code for the metal, different kinds of colors - strong green, strong red and yellow for example -, it is a way to relax everything, it's not stainless steel, it's not copper, it finds its roots in easygoing collective furniture.
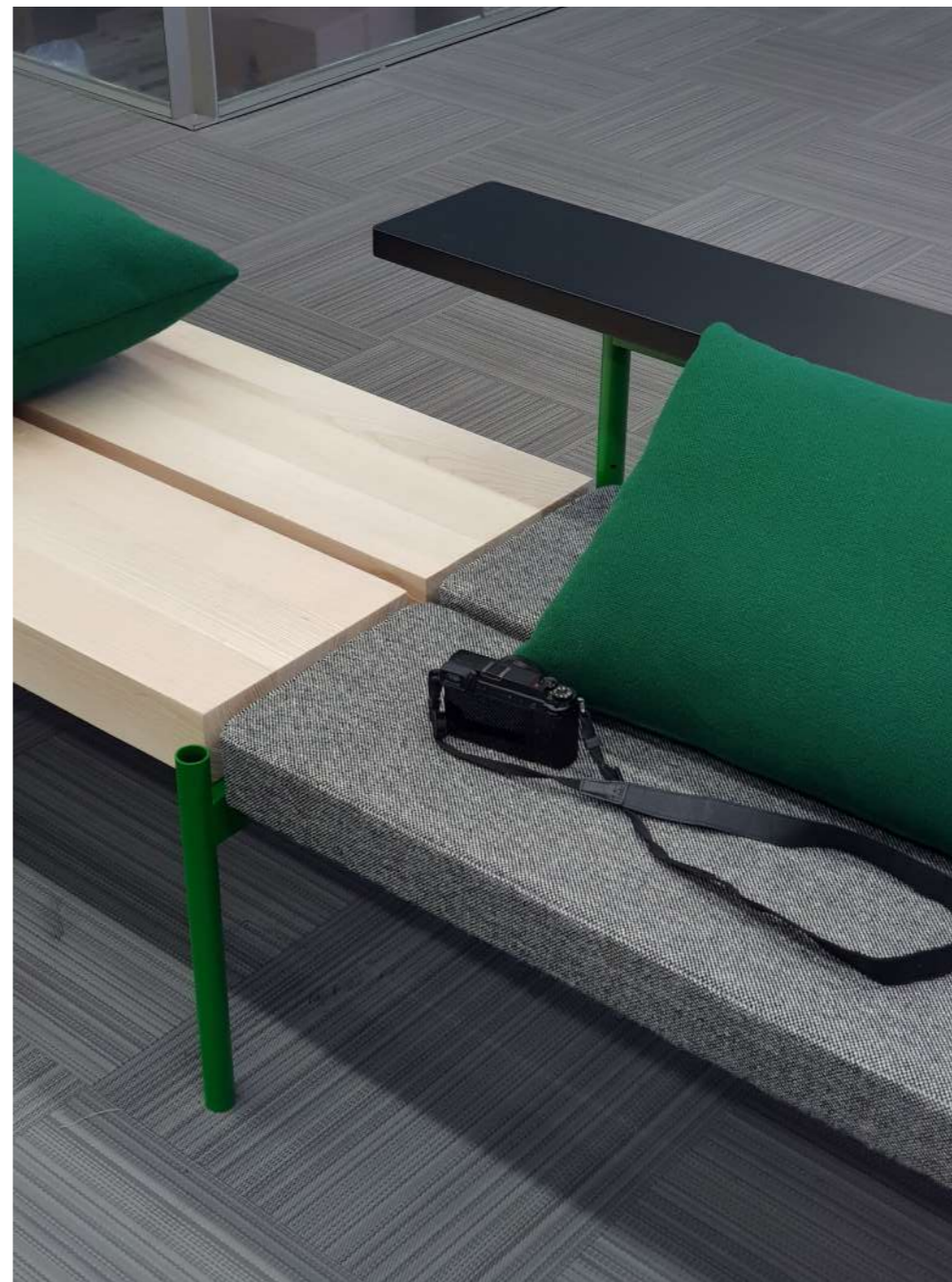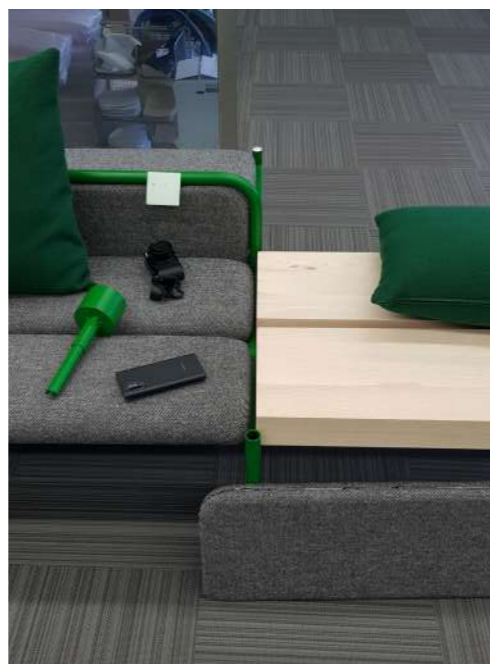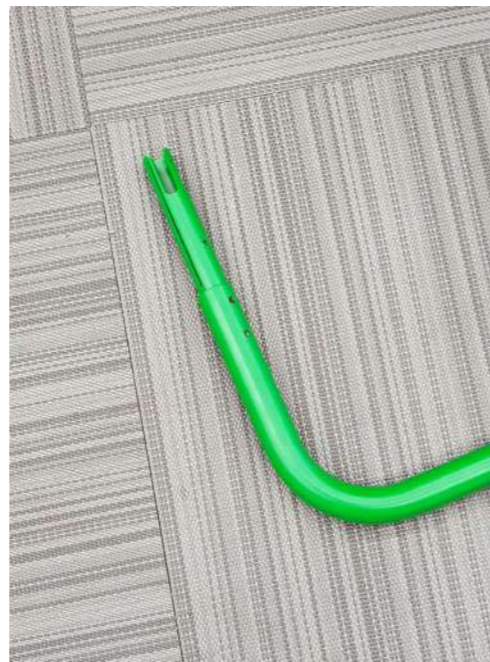
#planks #communal design #public furniture #openness

Island is built from a common thread, the use of wide long planks: they are one of the most simple signs of public furniture. Planks are also the meaning of a deck, of a platform. Island is based on this kind of language: a meeting between some platform, some deck and the notion of public furniture.

The starting point is the public furniture, public benching, the public park where you can find the widest mix of people: kids, adults, people concentrating, people not doing anything… so Island is trying to keep this openness. It has the ability to create a park around it. It can bring a capacity of life in lost environments.

#Emeco #Truss #simplicity #transparent design #simple manufacturing

Island is somehow close to the Emeco project we worked on. "Truss" project was a long process, we tried many things that was not fitting EMECO 100%, finally we opted for a very simple proposal. The Truss project we did for Emeco has the same kind of incredibly clear visual language, a clear material language and incredibly clear making and raw materiality. We did a very simple design and Island shares the same approach. It's simple but it has its own logic and language. We are now trying to make some more and more simple manufacturing because behind simple manufacturing, there's two simple things: because we are now running out of human and material resources, we need to be efficient so trying to do less is a good practice. The second aspect of simple manufacturing is what I call "transparent design": it means a kind of structure which can you very easily, intuitively understand in which you don't have problem identifying the material, what is structural, what the parts are doing. From this point of view, Island is very clear about what it's made of: every material is clearly indicated, the structure is clearly indicated. Even in the coloring method, you can see that each material has its own finish. So at a glance you can understand the structure, what is made out of wood, of textile, and what each element is doing. It's not something you need to think about, it's intuitive.

#Grid #openness #intuition #welcomeness

Grid and Islands are exactly the same subject but treated with an opposite approach: If Grid embodies the shelter, Island is the world of openness. I really believe that more and more you need to create some impromptu moments in which you're not over-deciding before what you're going to do. Furniture need to provoke very intuitive comportments: sometimes bodies need a shelter, they need the feeling of privacy and protection, and sometimes bodies just want to express a kind of welcomeness, openness.
Island is open from any side, you can approach it from any side, while the other projects are creating some kind of sheltered and focused areas, this one is much more open-minded. It is open and much more central. Island is not only about modularity it's also about extension, we could have called it Archipelago. In that sense, the project can have the ability to be extended in every direction and to communicate next to each other.

#public spaces #Grid #social comportments #set up

Public spaces used to be designed with the idea that a certain practice needs a certain set-up, like finding classrooms in a school, for instance. But all of this has exploded due to new media practice in general. Also there used to be a lot of lost spaces, with the distribution of spaces, corridors, lobbies, open squares outside but now those spaces have become very fundamental. Because what people really need is to actually meet, to exchange, to provoke a switch into what they are doing and Grid & Island want to allow this.
The point is to create a kind of typology that doesn't scream "I'm made for this or for that" because one of the great parts of contemporary comportments is that we can very quickly switch from one activity to another activity. So if one piece of furniture is deciding the set-up then your mind will have difficulty switching from one activity to another. So Grid, Island and generally the Bouroullec studio practice is trying to erase this kind of preset definitions of comportments.

#modularity #mindset

Island is a fixed set-up with many options, so the real modularity is the mindset, it doesn't have a preset. There is also this idea of a deck, a platform. You can imagine people having a party, playing the piano, putting a gigantic sculpture on it. What I like with plates in general is that it's a very easy way to put something in front, whatever its nature.
The materiality, the set up, are not bringing any kind of limitation. Everything can happen on it, the goal is to provoke the possibility of everything, what people will do with it I don't know, everything should happen.

#fabric #materials #planks

The planks are very important because they have a surface on which you can sit or on which you can put something. Some planks are made out of wood and some are made out of textile. The textile on the plank becomes a soft unit. Which textile, which color doesn't really matter but the only thing that I mind is this kind of very strong visual partition in between materials and different finishes. We have been using a quite strong color code for the metal, different kinds of colors - strong green, strong red and yellow for example -, it is a way to relax everything, it's not stainless steel, it's not copper, it finds its roots in easygoing collective furniture.
Inside every material, there is a kind of hidden social protocole: when you put some textile, people are more delicate and more quiet. If you put wood, you can imagine having a rock band playing on it. it's all about people interacting, all those plates, all those planks create a very scenographic space, so by having people quickly interacting a certain resultant mess will actually finish the design. You need a little bit of life to make it lively.

#collective #privatization

It's really a mix of different elements that can be combined and some elements are more collective and some individual. It's a large island in which you can easily privatize tiny areas around it. Then body posture and personal stuff will naturally indicate if you wish to communicate or stay concentrated.

#materiality #interactivity #outdoor version

This project finds a lot of its origins in the park, so we are working on the outdoor version at the moment. First we need to reset the materiality, and then depending on how far we want to go, we can think about creating a roof, a wind-breaker. We could provide a number of things but the first thing is to find the right materiality. It's fundamental.

#modularity #lego

It's very simple to add the different elements like the table, the charging pod, you can easily plug them and play with modularity very quickly. Just like a lego, it's not static, there's a lot of possibilities with the same elements in a playful and intuitive way. We like to use the natural intuition of the user to create things. There are a lot of possibilities with the same objects.

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