

[1] **DEGNI DI NOTA.** Design in Italy in critical times.

A project curated by
Gianmaria Sforza.

Stories & Objects designed by
Alfonso Cantafora,
Esploratori dello Spazio,
Esterni, Francesco Faccin,
Sonia Pedrazzini,
Servomuto.

DEGNI DI NOTA.

Design in Italy in critical times.

Step 1
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What is hidden behind a design? Is it an idea that we might not understand very clearly, or many thoughts, or the strange history of its production, or a commercial failure, or the poetic creativity of its authors?

The project stems from a desire to know about the history of an object through the voice of those who conceived it, and trying to figure out and understand something of the design and of Italy today.

Today we communicate in many ways, in many different media, but less and

less, and the most interesting things remain unsaid, implied, under the surface of objects, or hidden between the pages shown to the latest fashion magazine.

Perhaps there are also good ideas outside of the usual circuit, and other ways of communicating by investing resources, not just economic ones, to make them circulate.

We tried to go to the heart to see if there is a substance even in design objects, and where lies their power to define a world.

Gianmaria Sforza.

[1] CAMERA BIKE 5.1

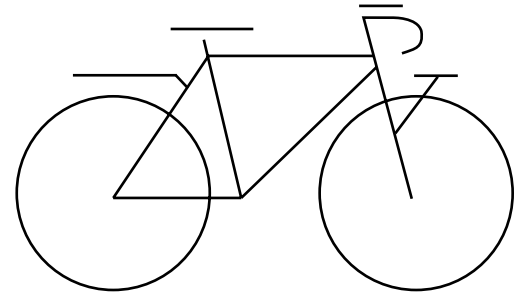
Alfonso Cantafora

Accessories for a bicycle designed for a high sustainable performance: long-distance tourism.

From the smallest element improved in every detail to a bicycle prosthesis, always in progress, obsessively trying to follow the idea of perfection and performance, between technique and pure, cultured invention.

A design born of a fascination for mechanics and their aesthetics, putting machines and experts to the test, a work elaborated with refined traditional techniques, that are slowly disappearing.

The architect Alfonso Cantafora was born in Milan in 1973. He traveled around Europe for ten years, from Milan to Lapland.



[2] PANCHINA CIRCOLARE

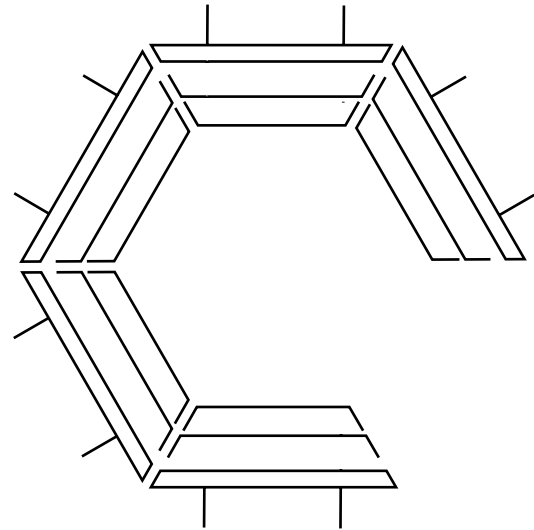
esterni

A bench to socialize and communicate in the public space, for looking into others eyes, or for privacy, or looking for a bit of intimacy even outside.

From the wooden stave bench to the famous ornate cast iron one, the public bench has always been an ordinary, very common object. Indispensable but ever present, it never really changed.

Here, thanks to design and a technical brainwave, the circular bench becomes a conversation island in the urban space, a dynamic place for new social relationships, making it possible to sit inside or outside of the circle.

esterni is a non-profit cultural association based in Milan. Since 1995, it promotes and develops events for public spaces, such as the Public Design Festival in Milan. The panchina circolare was created in collaboration with Jair Straschnow & Wouter Nieuwendijk.



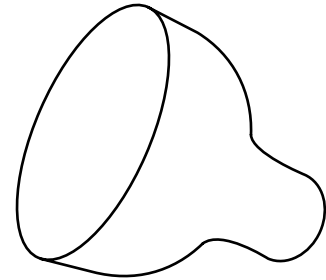
[3] TITTA

Esploratori dello spazio

A curved small bowl meant to be held in the hands, compact and stackable, neither a cone nor a cup, but a little of both.

This is a perfect object in memory of long walks on the Italian Riviera promenade. Through times, food culture has created iconic shapes for the mass market, some of them timeless, ever present in the collective imagination. Food, be it ice cream or fruit, usually only comes in a functional container, but this object on the contrary is created to be held with pleasure both in hands and mind, in memory of Proust, for a snack on the way.

Esploratori dello spazio was born in San Marino in 2004 from the graphic designer Sauro Antimi and the architect Benedetta Masi. The studio works right on the border between communication and design.



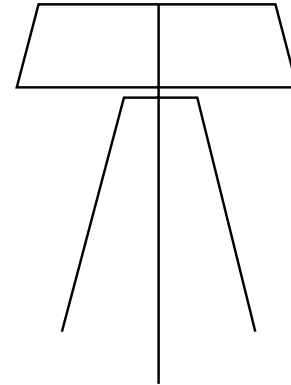
[4] TAVOLO BINARIO

Francesco Faccin

A table to be easily assembled and disassembled, easy to carry, and to use outdoors for more than one occasion.

These little pieces of furniture stem from precise recipes, dedicated to creating objects using dry construction in which all parts are essential. Here the construction gives substance to the design and shapes the object. In a simple way, the number of pieces is brought to a minimum, solving the would be assembling problems, leaving out accessories.

Francesco Faccin was born in Milan in 1977. He works as a free-lance designer. Among other prestigious collaborations, he teaches Product Design at the NABA of Milan.



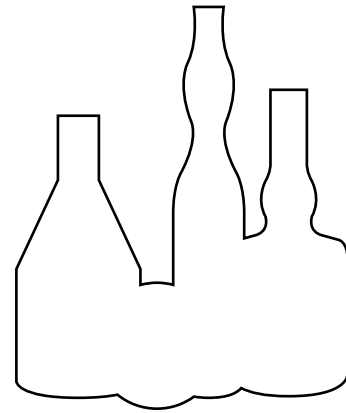
[5] LE MORANDINE

Sonia Pedrazzini

A family of ordinary candle shaped objects, inspired directly by Giorgio Morandi's paintings.

The highly tactile-chromatic translation of a picture, from a graphic universe into an object created to be contemplated, even eventually lit. Shapes released from the picture, flowing freely in space, moving slowly on imaginary courses in order to create intimate still-lives, like the ones drawn by the artist on the table in his atelier. Morandi's shapes could slowly be melting in an intimate half-light, or just give occasion to carry out the subtle art of composition and arrangement.

Sonia Pedrazzini, was born in Capri and graduated in Industrial Design in Rome. Since 1989 she works in the design, packaging and publishing fields. She created the magazine IMPACKT together with Marco Senaldi.



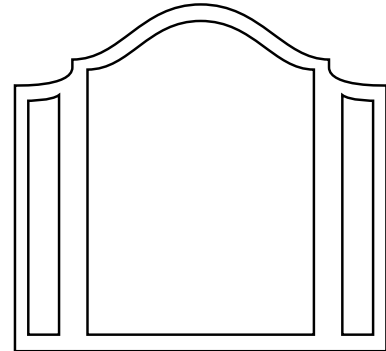
[6] THE GREAT ESCAPE

Servomuto

Lampshades created using very traditional techniques are transformed by an eccentric creativity. Out of old houses, wardrobes, cellars and lofts come surprising creations of an aesthetically ambiguous nature.

The language is romantic, but also ironic and scoffing. Classic living-room fabrics are contaminated by neo-gothic prints and military memorabilia, as if they had been handled by an anarchist upholsterer. A collection of unique pieces, proudly hand-made by more than one pair of hands in Salento (South Italy).

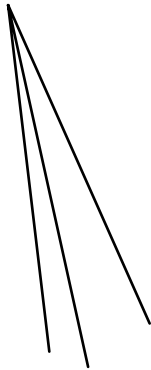
Servomuto was born in Lecce in 2007 to manipulate lampshades and build unique pieces, ever proudly hand-made by more than one pair of hands.



[*] TRIBACHETTA

Gianmaria Sforza

A cross-culture piece of cutlery designed for a global world where all cultures meet, food cultures too. A playful, innovative and inexpensive tool for eating, which mixes cultures and rituals, cut out for every person on the move. Imagine a moveable feast with a new range of food to experiment.



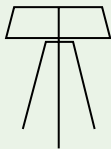
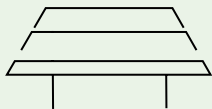
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