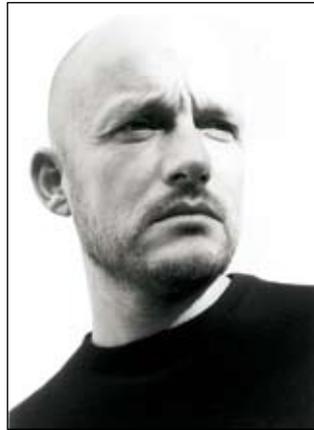


tactile DESIGNS



Vincent Van Duysen

VINCENT VAN DUYSEN, GIVES *HOME CONCEPTS* A PEEK INTO HIS DESIGN AND LIFE AT THE EVENT ORGANISED BY SFIC

words chin wee ping

WHAT INSPIRES YOU?

I have no intentions of reinventing an existing chair or another piece of furniture. I'm interested in the pureness of an object itself. What inspires me are daily life objects. It varies from my daily life inspirations, travelling and meeting people from different cultures, my own personal background and my architectural background to art, theatre and music. However it would still always be drawn back to the essence of the object itself.

WHAT ARE THE COMMON CHALLENGES YOU FACE IN INTERIOR DESIGN?

As a multi-disciplinary architect, my work can vary from creating door handles to designing a skyscraper, however the perception and process of design is always approached the same. Of course the complexity of the brief is restricted by council and/or building regulations and clients, however it makes every project unique and more challenging. On the other hand, in terms of creating, it's about scale of the end product. The complexity of a small object can be as complicated as a building. Sometimes hidden details and refining them can get extremely challenging. Even pure minimalistic language is packed with details people cannot see. That alone makes it challenging.



DRY tiles
for Brix

WHAT IS YOUR DREAM PROJECT?

All my projects are those I dream of. I have been involved in unique projects all over the world where I have met and worked with different people. This makes the projects very special. I always try to work with people whom I share a common synergy with, as well as those brands who have their individual identity. It's very important for me to have the right chemistry with my clients and the people I work with in order to come up with projects that are beautiful and unique every time.

YOU HAVE PROJECTS THAT ARE VERY TACTILE AND VERY SENSUAL. WHAT HAPPENS WHEN YOU MAKE A SWITCH IN DESIGNING SOMETHING LARGE SCALE?

It's another skill and another perception. It's difficult to bring this kind of emotionality and sensuality into a large scale building. Luckily we have engineers and people who are analytical and mathematical to realise my vision. However, the physical appearance of the building and what someone feels when he or she walks in makes the difference. Take for example the Beirut Tower. It is about layers of white glass in a very abstract form. I wanted to do something very minimal, crisp and clean, almost like an ice cube that is popping out of the centre of Beirut. In Jeddah, the tower building is an interpretation of a jewel that a woman is wearing extracted and put into a tower building. This is where my perception is in terms of tactile and sensual thinking within these large scale buildings. It's more difficult to feel it, because of the scale, but I hope that they'll have the same expression as a beautiful wooden table that you want to touch, because of the materiality and angles. I hope that the people will touch the building (he said with a chuckle).

WHAT WOULD YOU BE WORKING AS IF YOU WERE NOT A DESIGNER?

It would definitely be something artistic. I'm a very visual person so maybe photography, or fashion design to reinvent the classic wardrobe. I'm interested to see how we are creating fashion as in architecture. To know how the clothes are going to look like. This is like treating clothes like the houses we make in architecture.

SO WHAT DO YOU ENJOY DOING MOST IN YOUR FREE TIME?

I like to disconnect, even without music. It's all about silence, being completely on my own, alone and to be surrounded by nature and away from everybody. This is a place I would like to be in most. HC



GASTON armchair
for Poliform