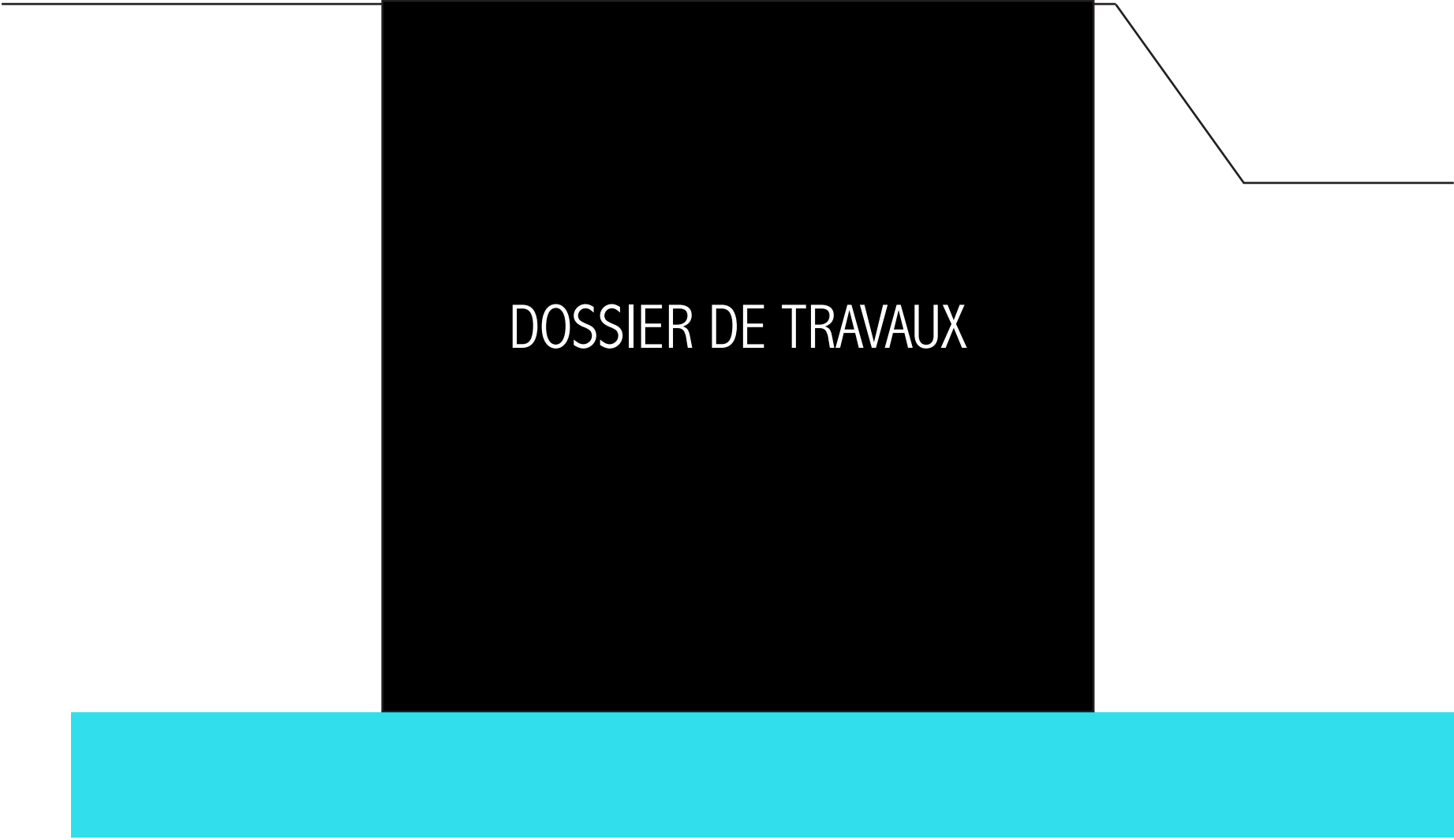
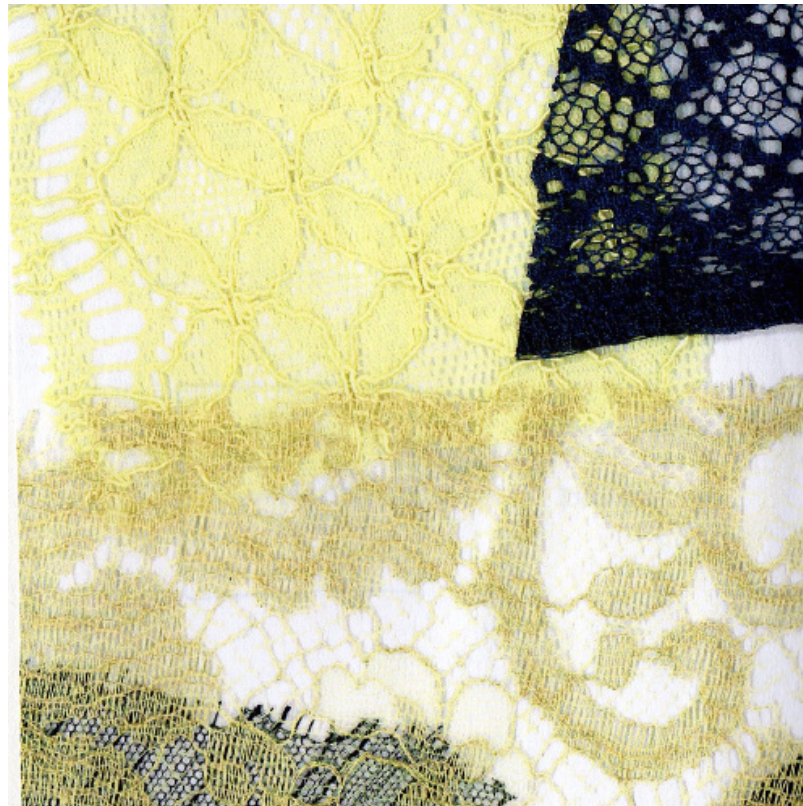




DOSSIER DE TRAVAUX

CONCOURS FFDB (FÉDÉRATION DE DENTELLE ET BRODERIE 2015)

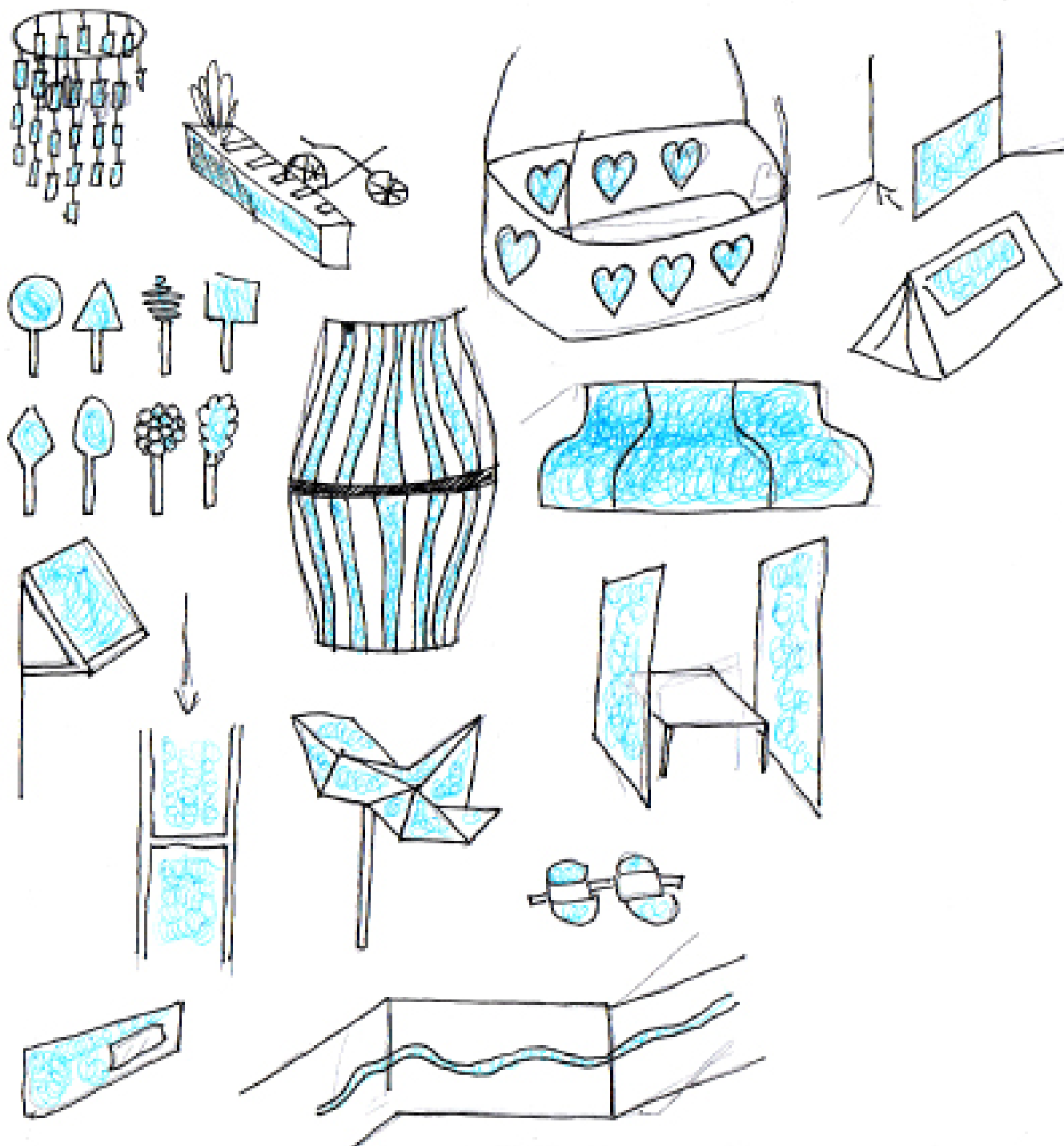


Comment allier le savoir faire de l'art de la dentelle et de la broderie, en la contrastant à la modernité ?

AXE 1 : Ombre et lumière

AXE 2: Contredire l'image de la dentelle

AXE 3: Les endroits publics qui manquent d'humanisme



EXPÉRIENCES:

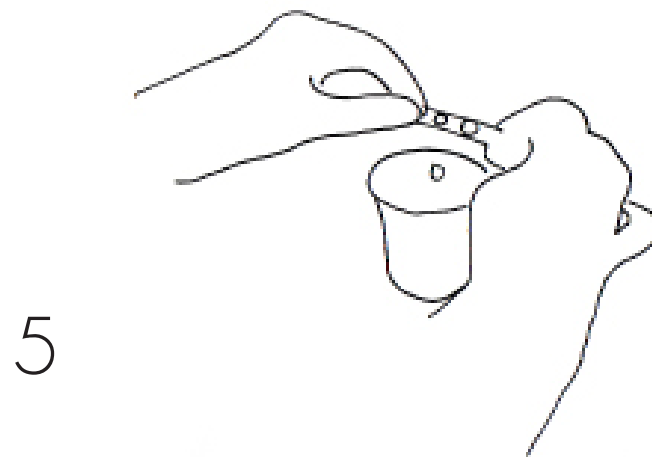
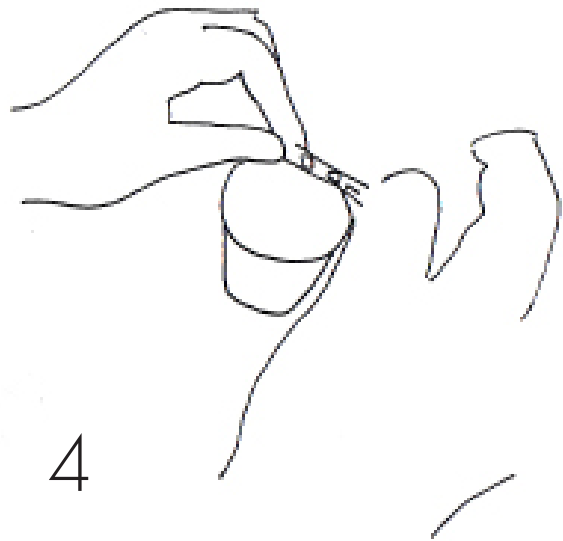
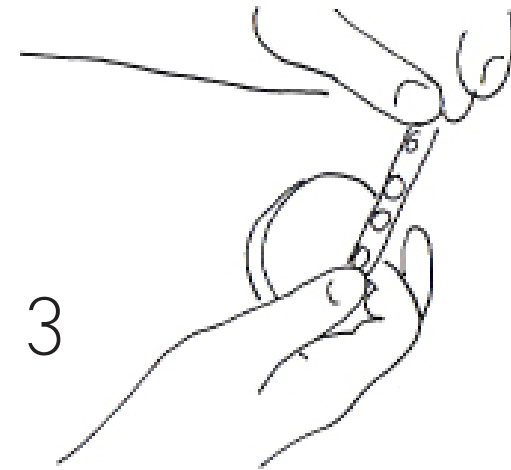
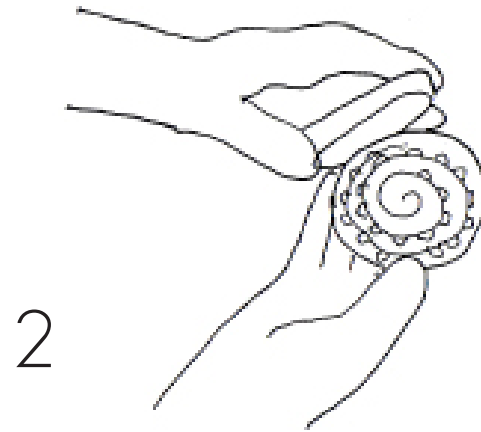
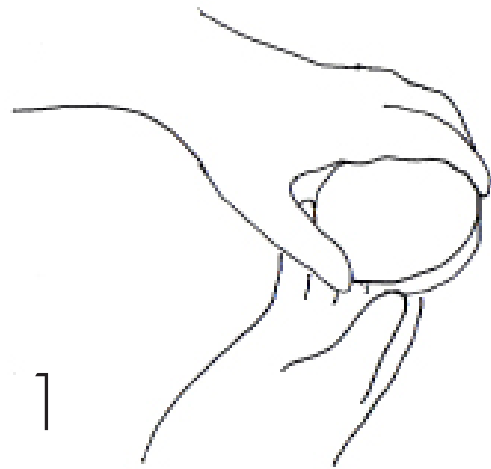




KRUPS

Russell
Hobbs

MISE EN SITUATION:



OBJET FINAL:



PARTENARIAT RISEBOX (2015-2016)

Binôme: Ninon Oudin



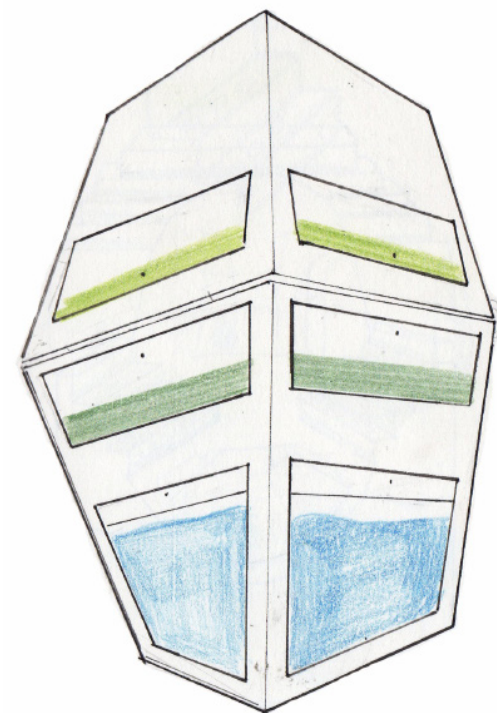
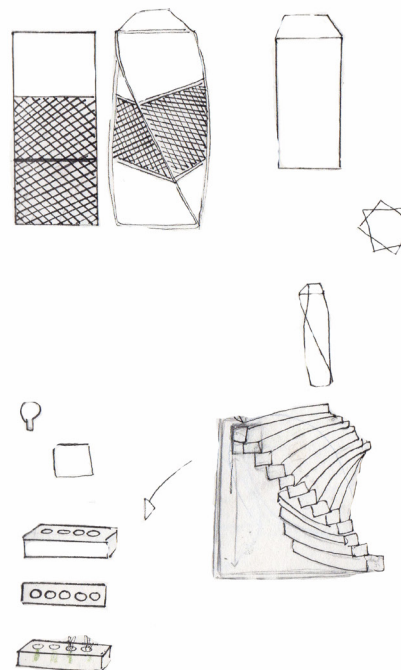
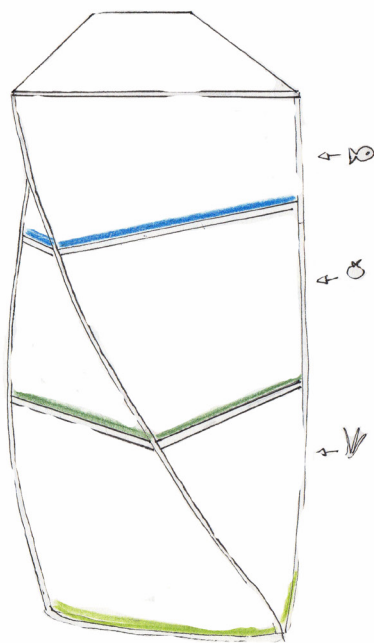
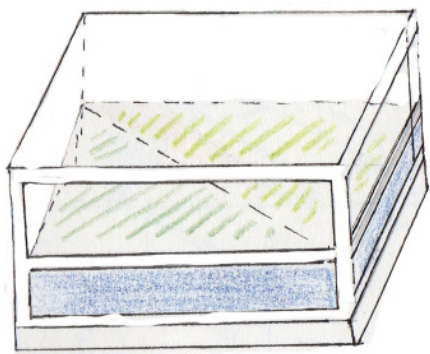
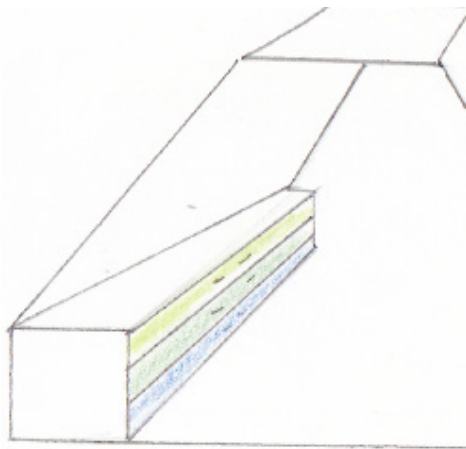
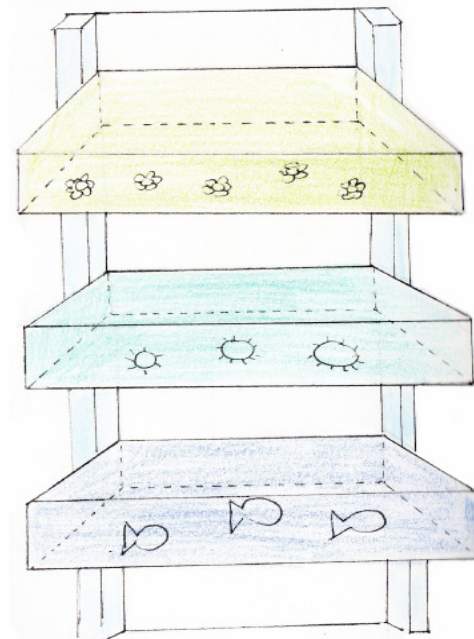
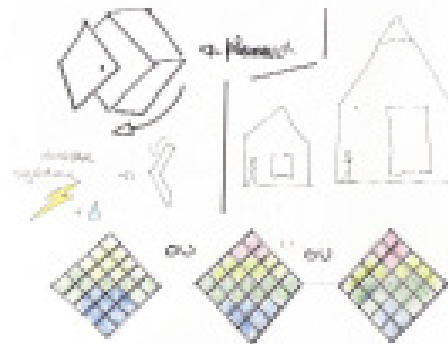
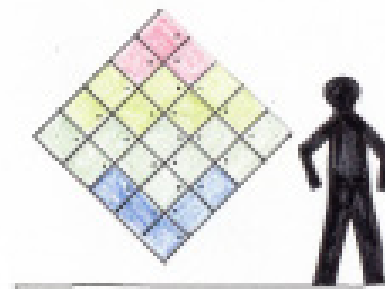
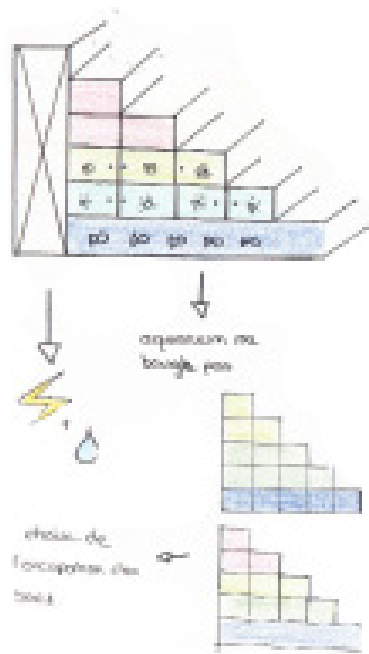
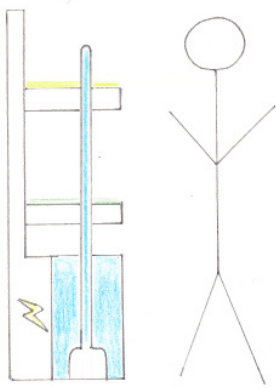
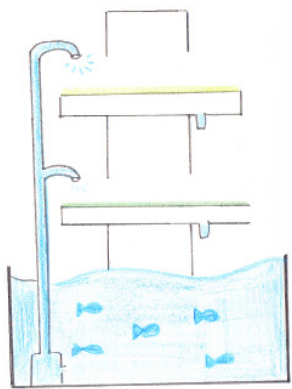
Comment mettre en valeur le fonctionnement de la Risebox sans perturber l'harmonie du quotidien ?

AXE 1 : Permettre d'intégrer la risebox dans des petits habitats

AXE 2: Faire comprendre le fonctionnement de la risebox et de l'agriculture en général

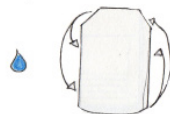
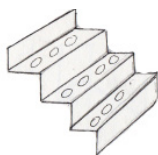
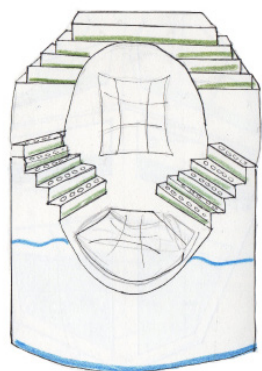
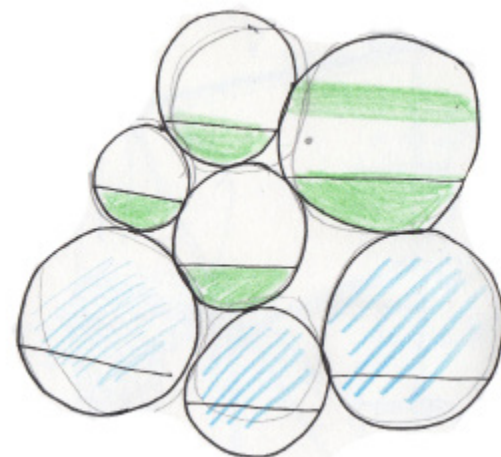
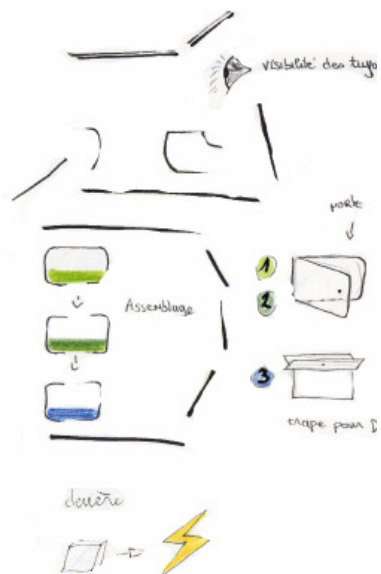
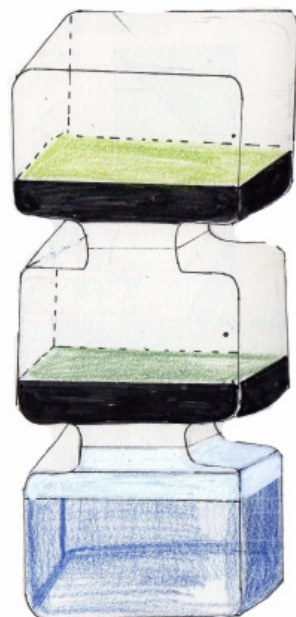
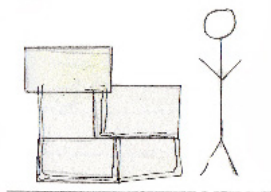
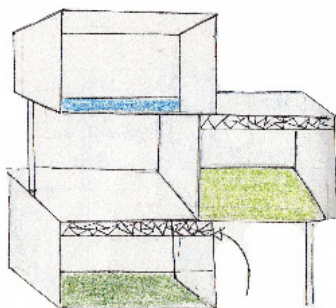
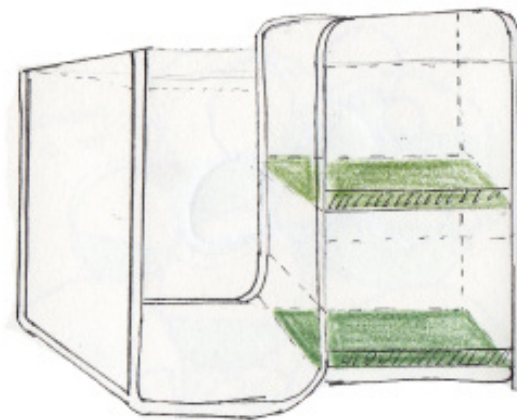
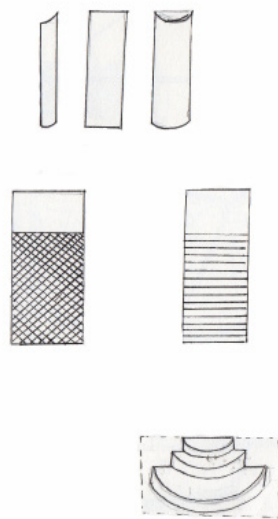
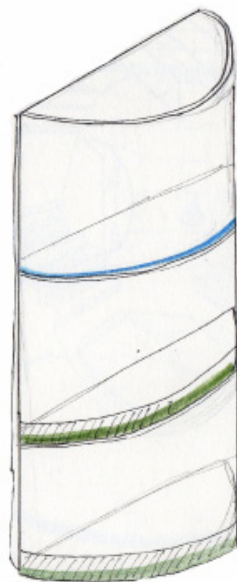
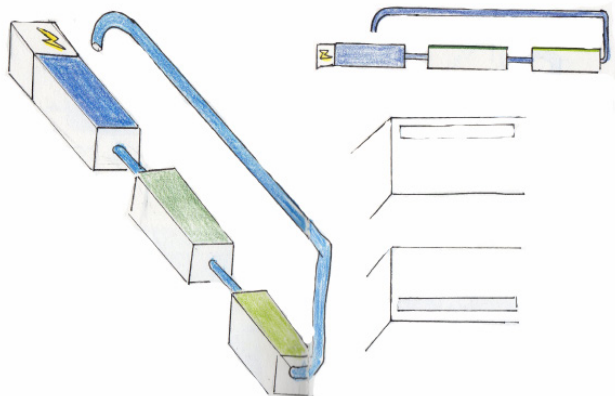
AXE 3: Faire en sorte que la Risebox s'intègre au mobilier







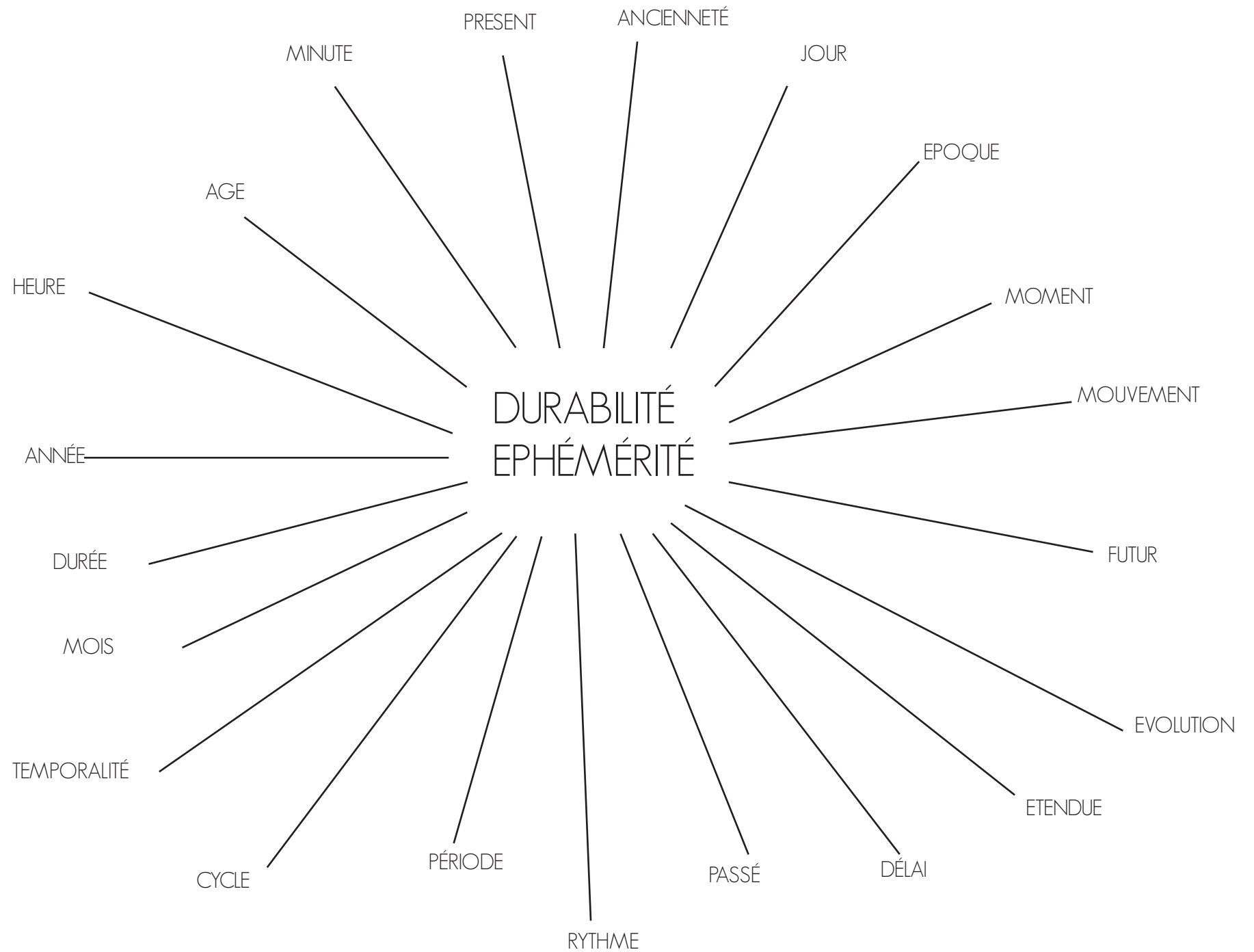






TEMPORALITÉ(2016)





LE VIEILLISSEMENT DE MANIÈRE POSITIVE/NÉGATIVE:



chez l'humain



une pomme



textile



plastique



alcool



certaine voiture



playstation



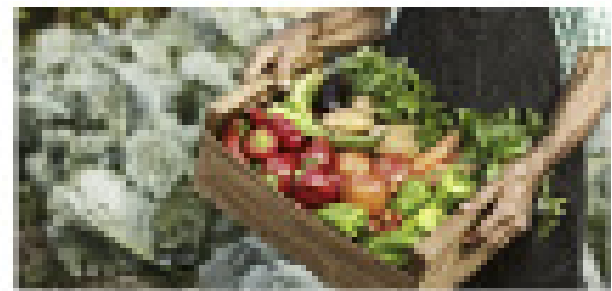
wood casting hilla shamia

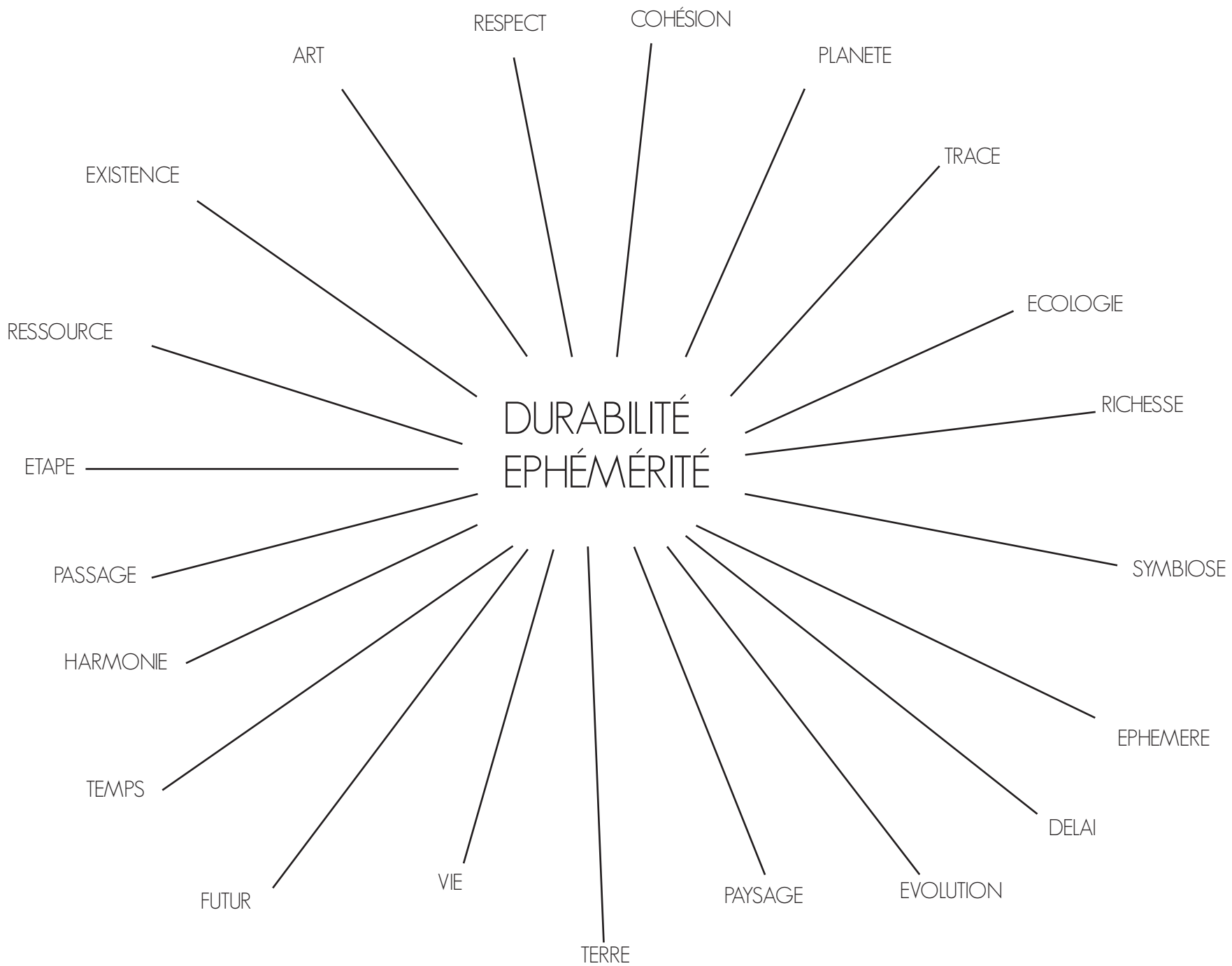
LE SLOW MOUVEMENT:

Slow education



Slow food





LE DESIGN ET L'ART:



Chaise Marie, Starck



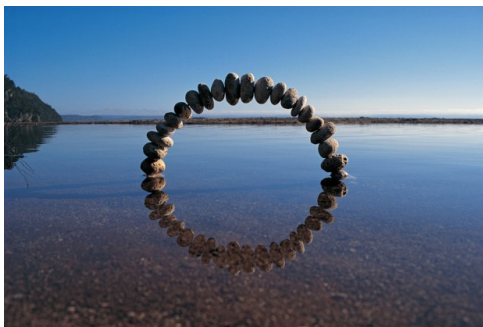
Chaise rouge et bleu, Rietveld



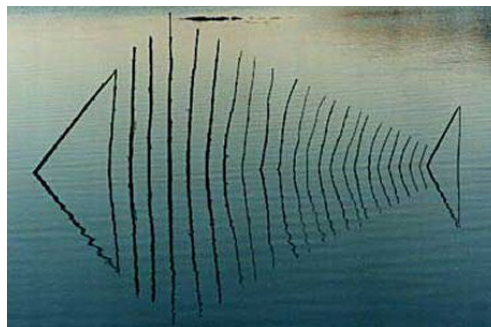
Juicy Salt, Starck



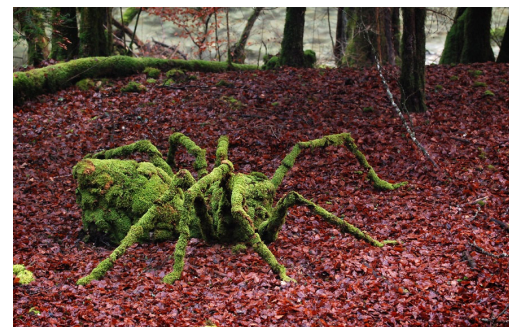
Chaise Thonet



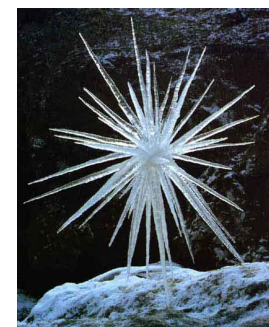
Martin Hill



Wolfgang Buntrock

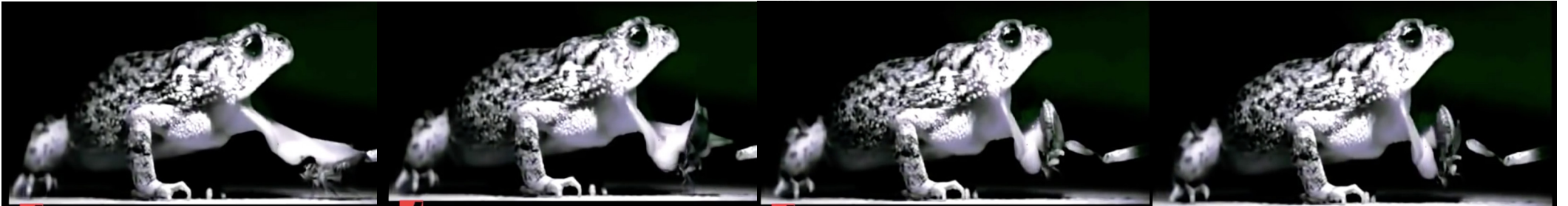


Sylvain Mayer



Andy Goldsworthy

Le temps comme nombre de mouvements



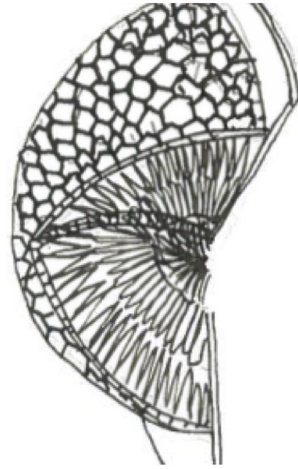
Ref: Le temps par arte

Comment retrouver une lenteur dans une société où la vitesse prime ?

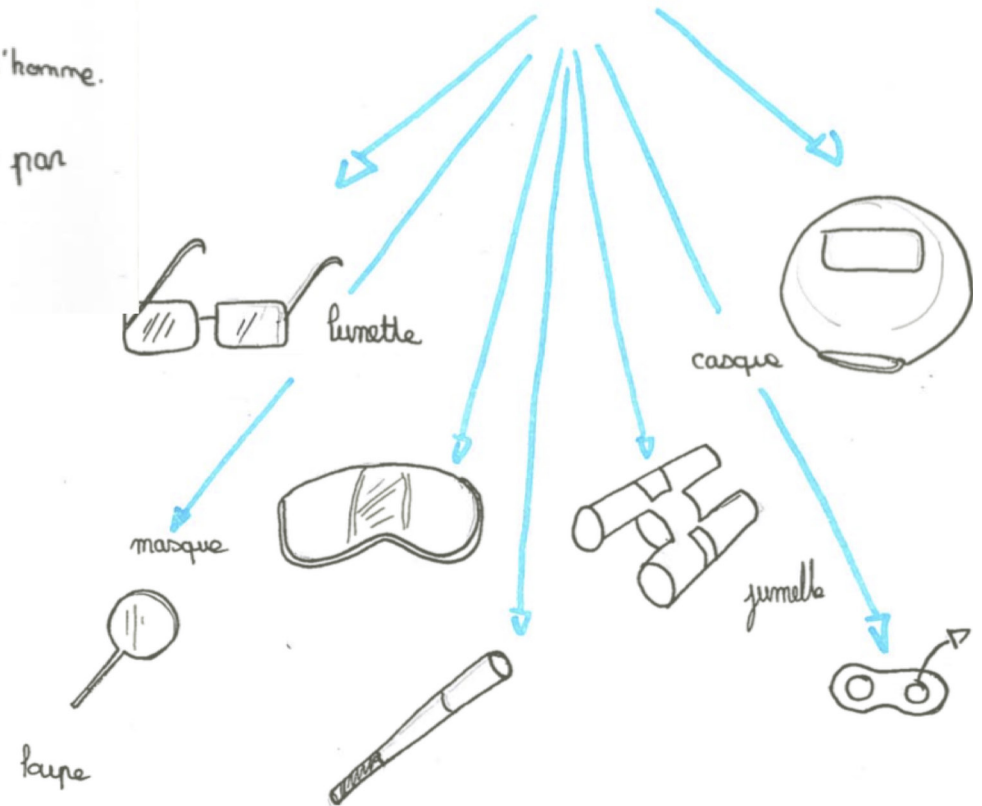
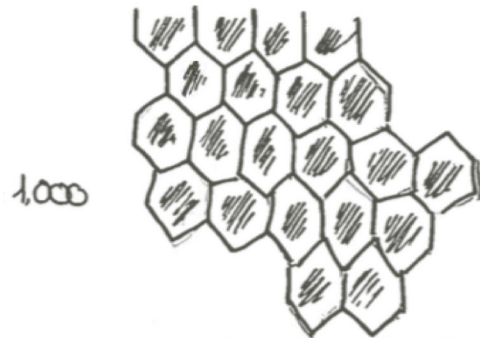
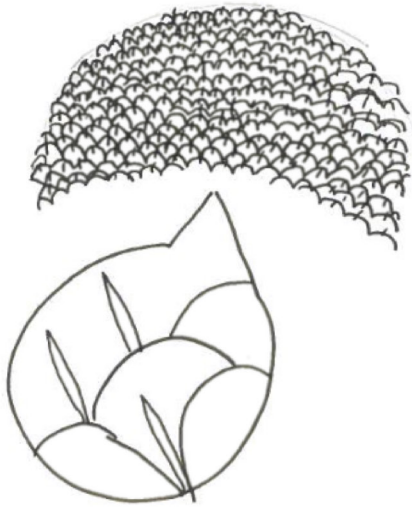
AXE 1 : Durabilité / Ephémérité

AXE 2: Lenteur/ Vitesse

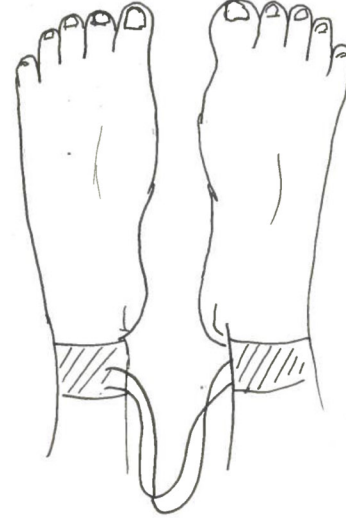
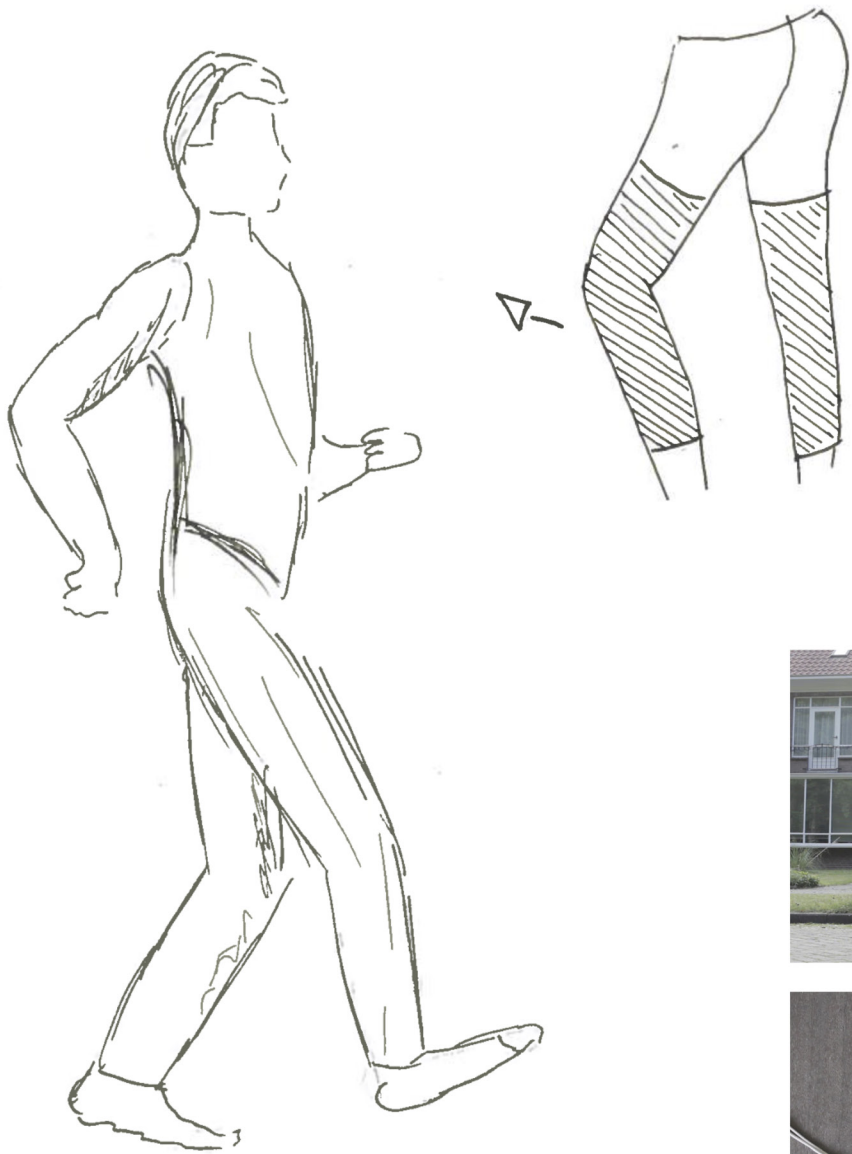
Par la vision



100 000 par
rapport à l'homme
300 x par à l'homme.
300 images par
secondes



Par le mouvement

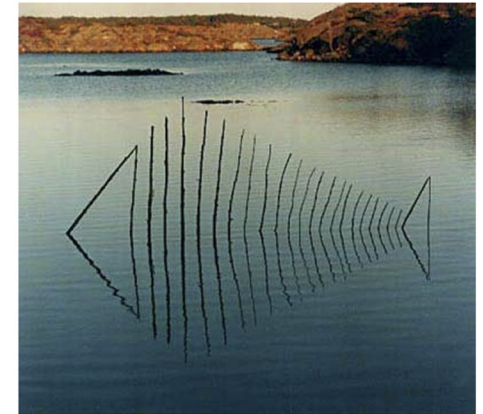


Wei Lun Wang

Par l'éphémérité



Wolfgang
Buntrock



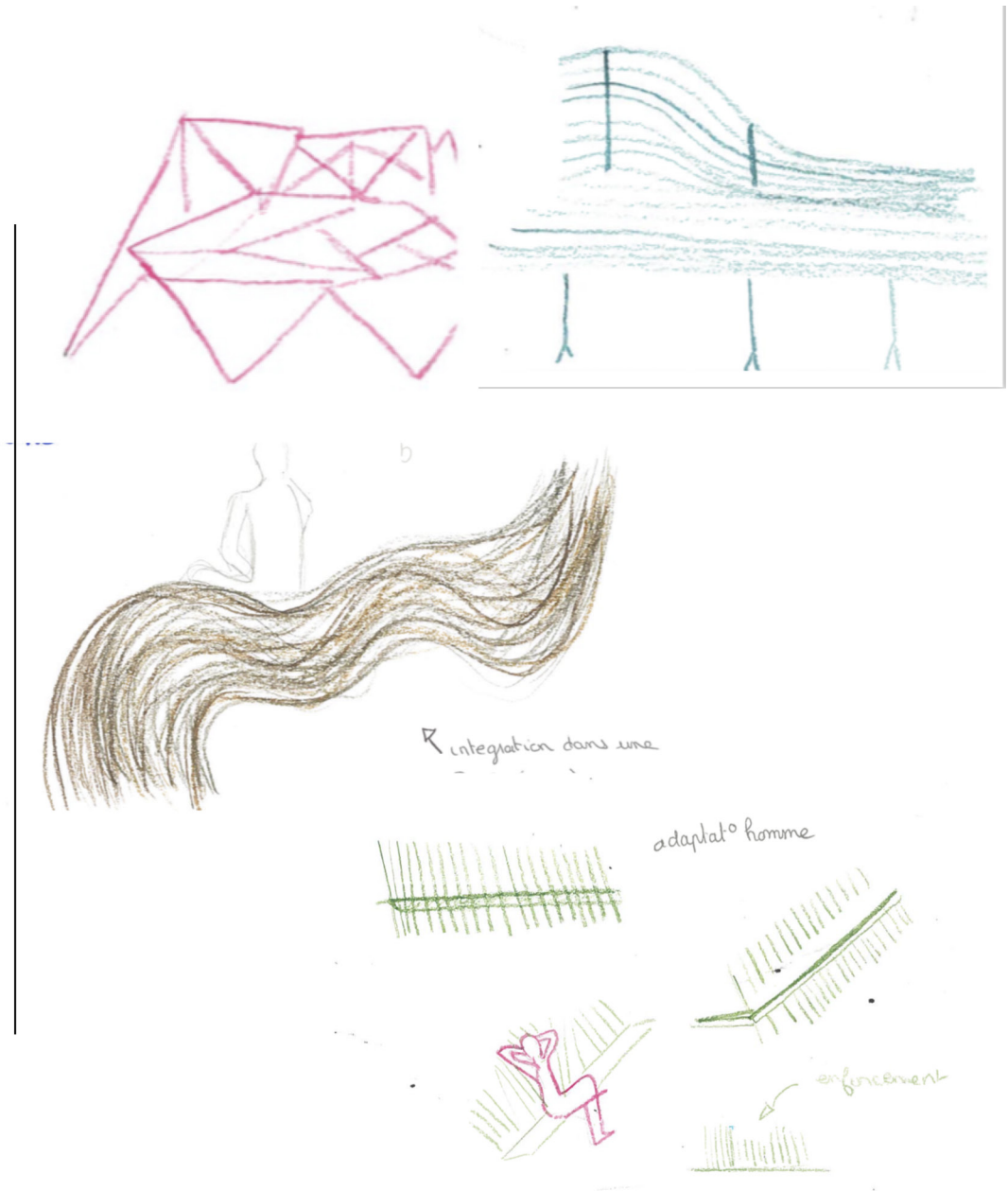
Sylvain
Meyer



Andy
Goldsworthy



En imposant le ralentissement



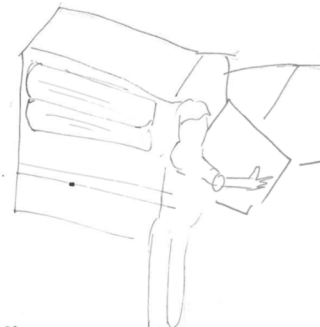
En ralentissant certains moment du quotidien



Faire son lit



Ranger



Aller au travail



Faire des courses

PUIS SORTIR D'UNE ETAPE D'ACTION



Des moments en famille

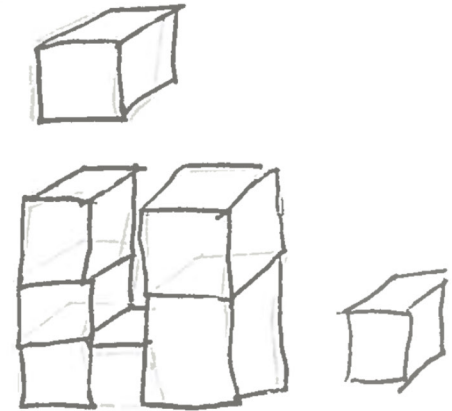


Manger

Création d'une expérience

Par vidéo →

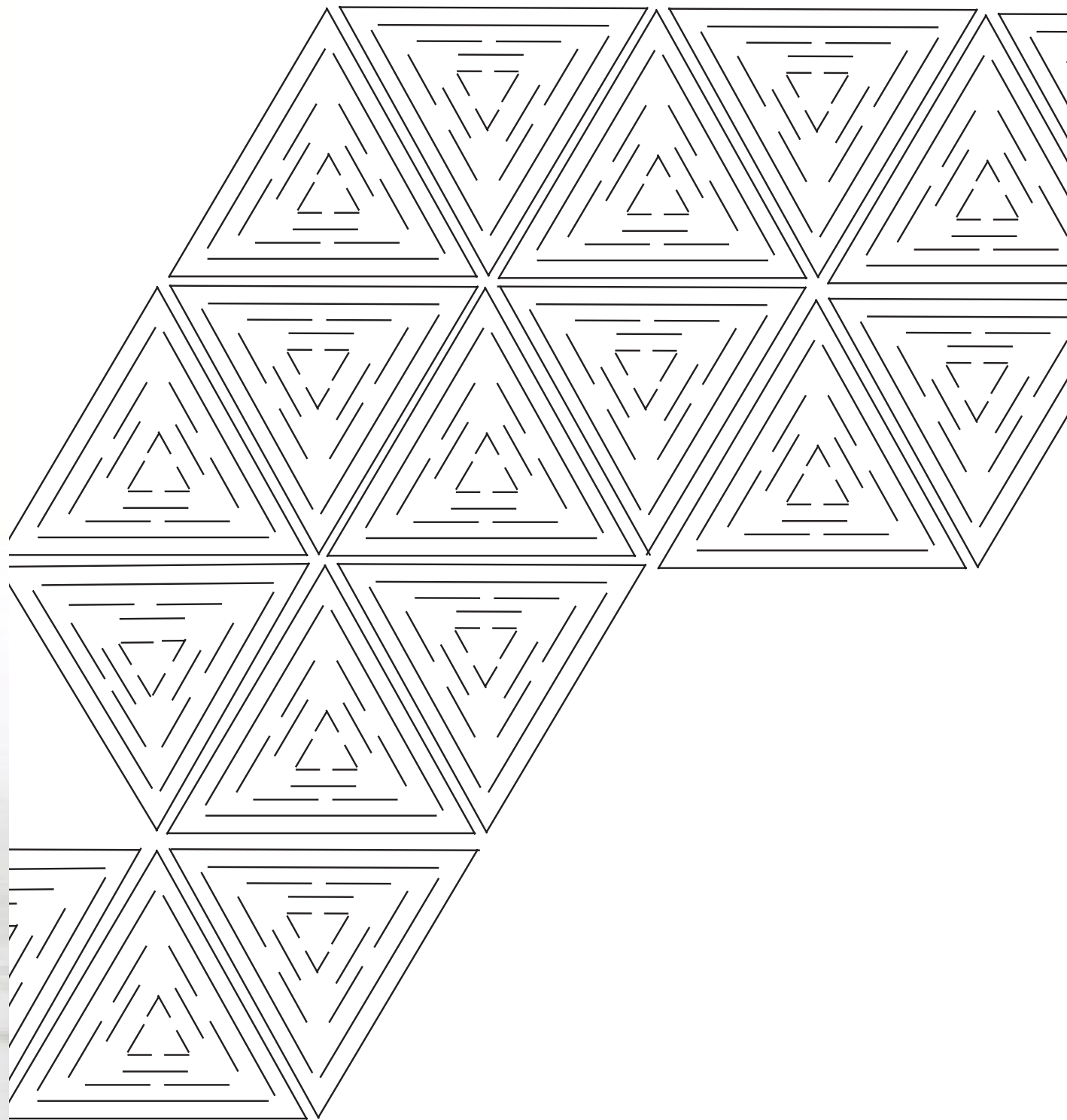
Dans une voiture →

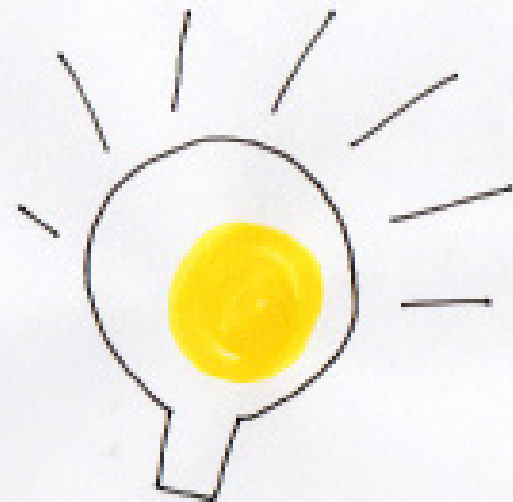
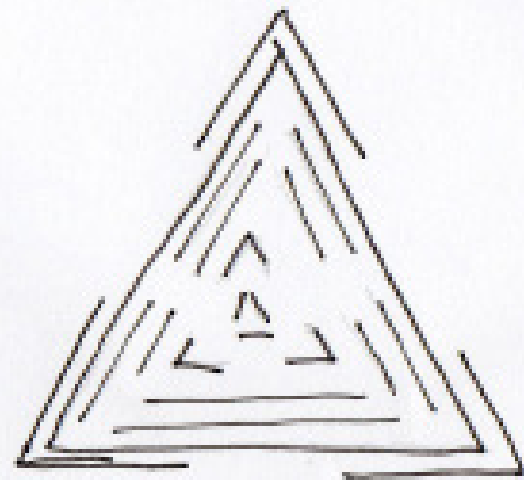
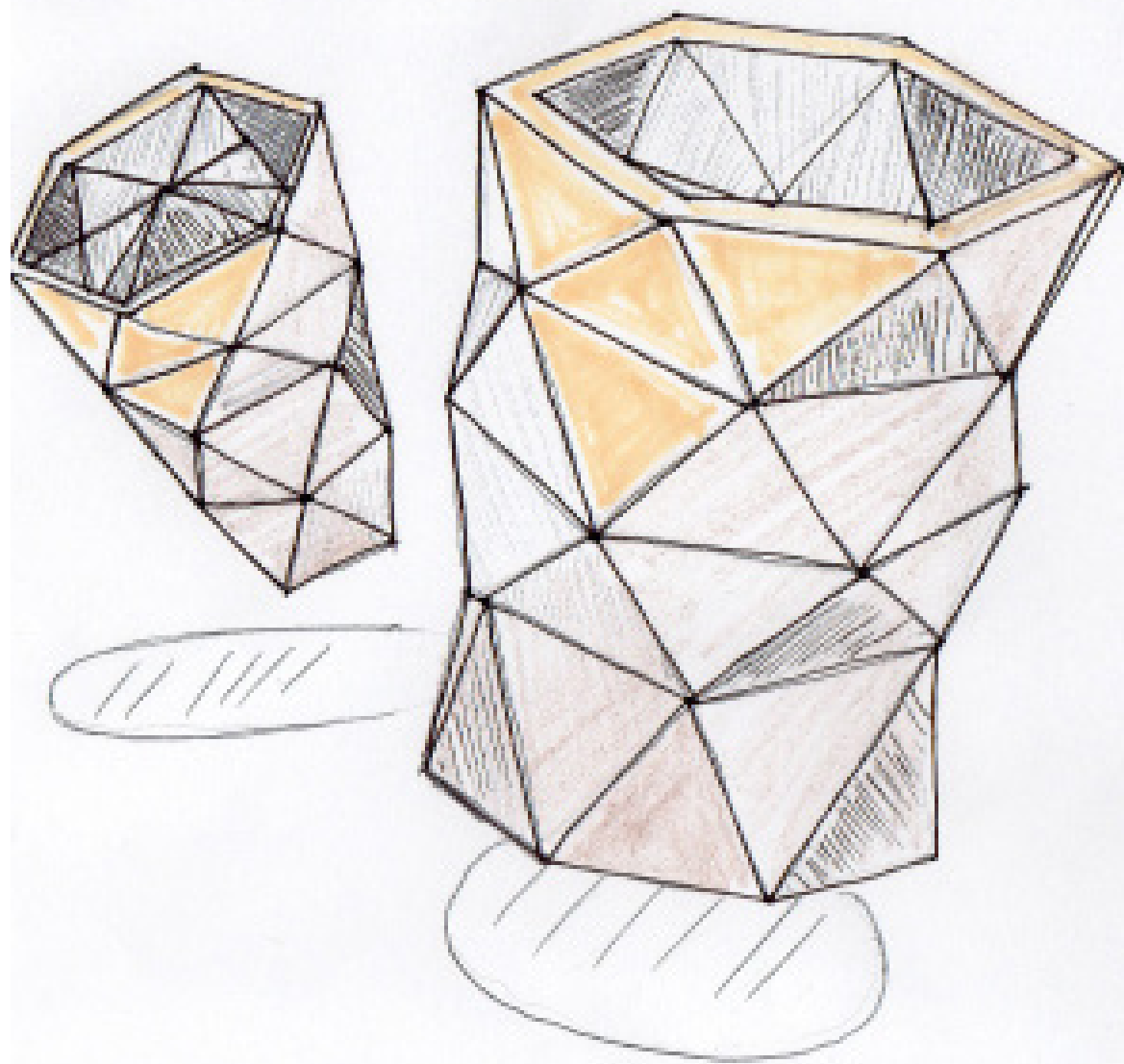


ECLAIRÉ (2016)









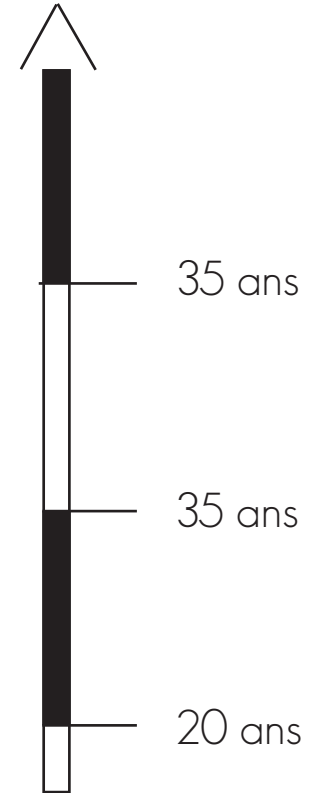
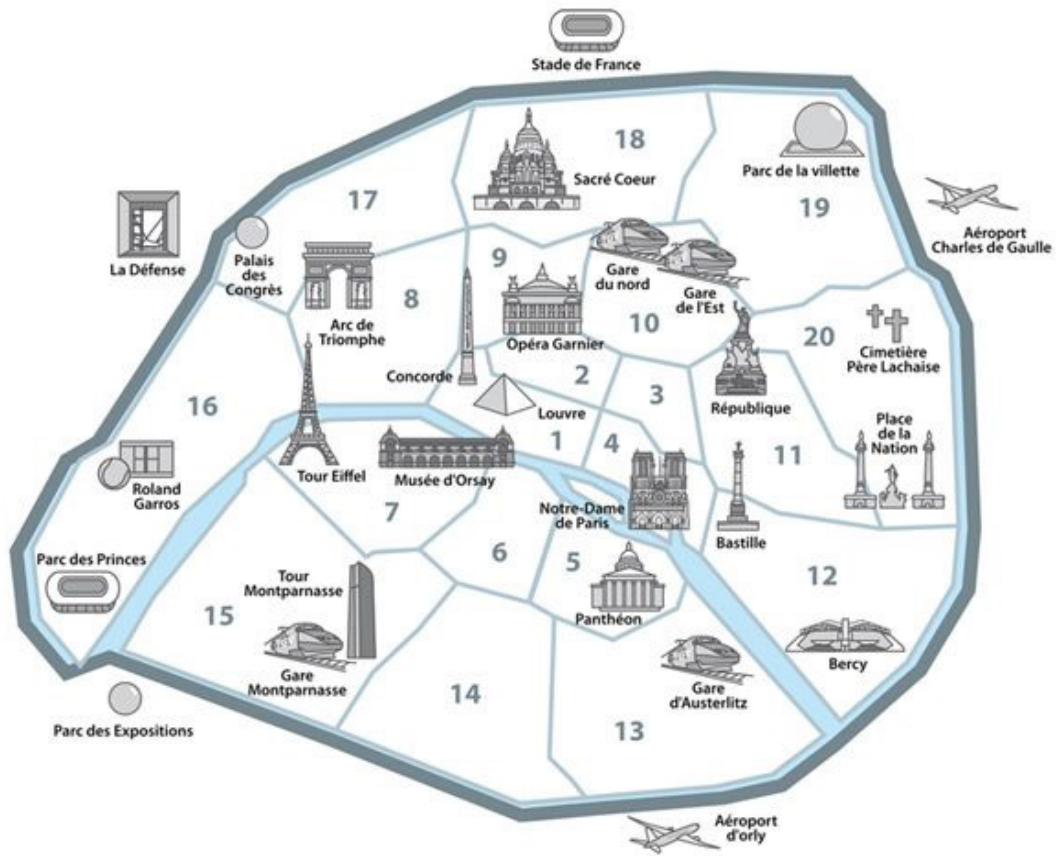
PARTENARIAT AVEC LE THÉÂTRE DE LA MARIONNETTE (2016-2017)



Le Mouffetard
théâtre des arts
de la marionnette



POUR QUI ?



LES DIFFÉRENTS THÉÂTRES DE MARIONNETTES

Les ombres



À tige



À contrôle

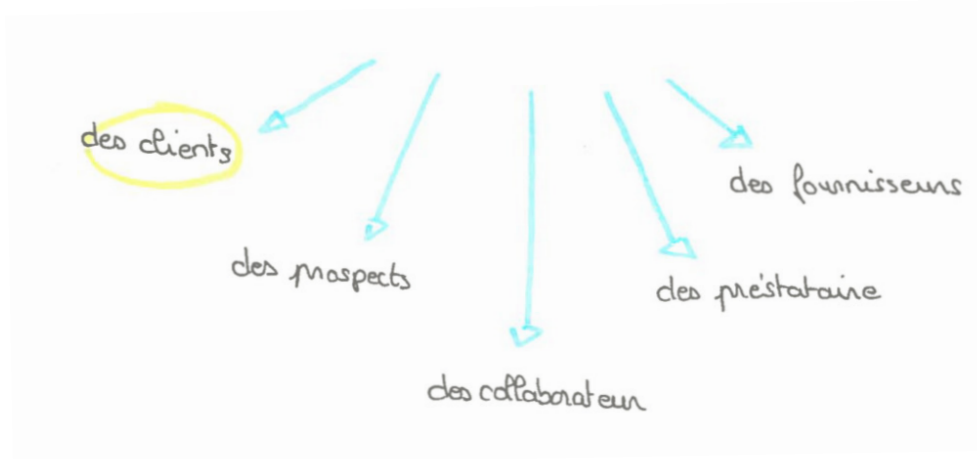


À gaine

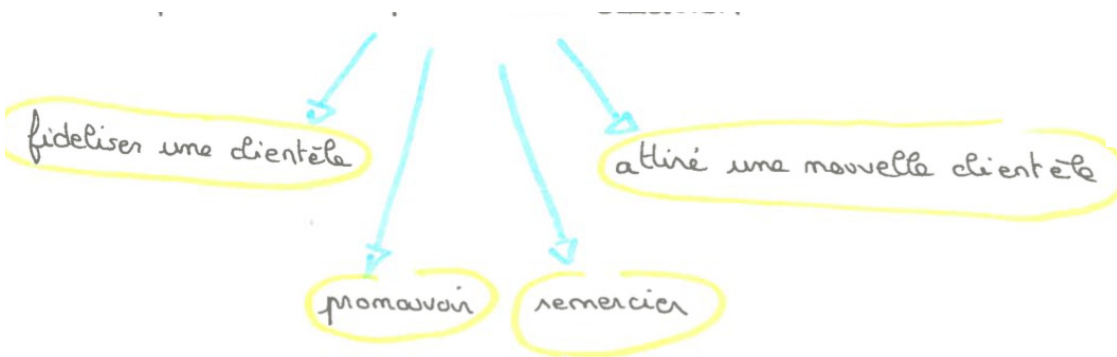


LA DEMANDE: OBJET PROMOTIONNEL

POUR QUI ?



POURQUOI ?



QUELS SONT LES PRODUITS PROMOTIONNELS
LES PLUS UTILISÉS ?



41%



4%



8%



4%



5%



4%



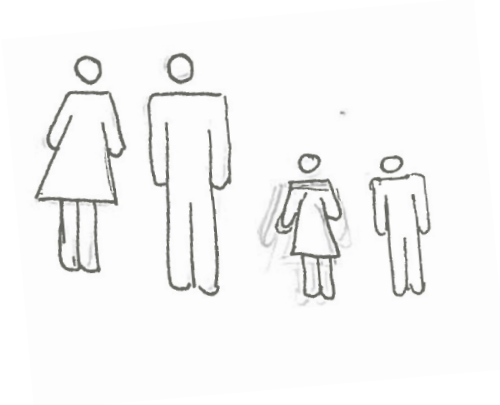
5%



3%

LA DEMANDE: OBJET PROMOTIONNEL

Qui est visé pour l'objet promotionnel ?



Pour quels événements ?

Scène ouverte à
l'insolite

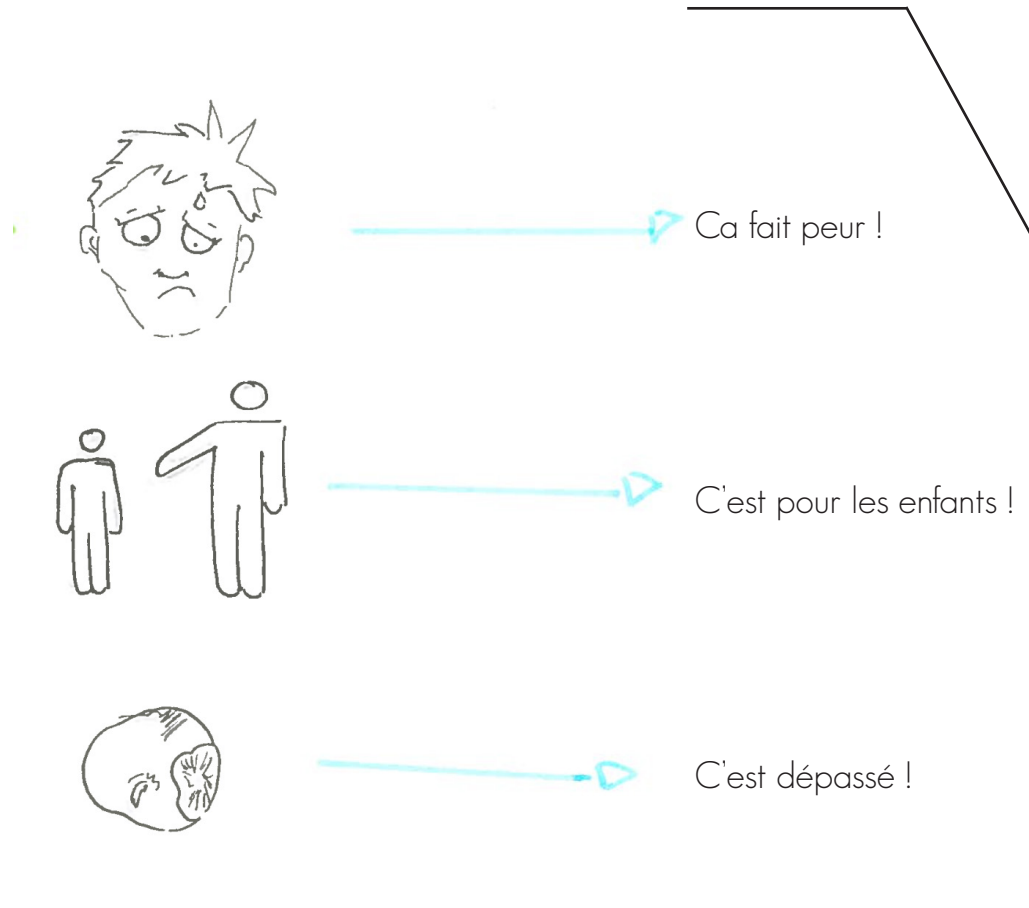
Biennale internationale des arts de la marionnette

Quels sont les produits tendances ?

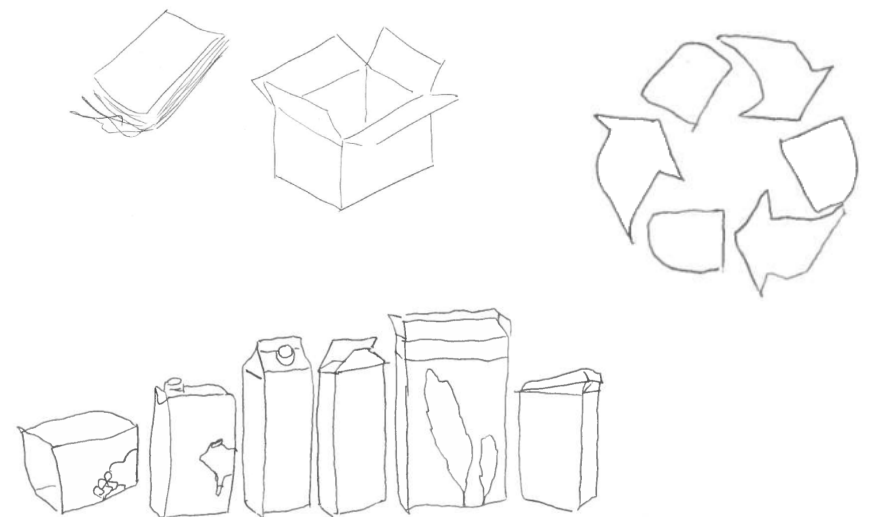


LES ENJEUX

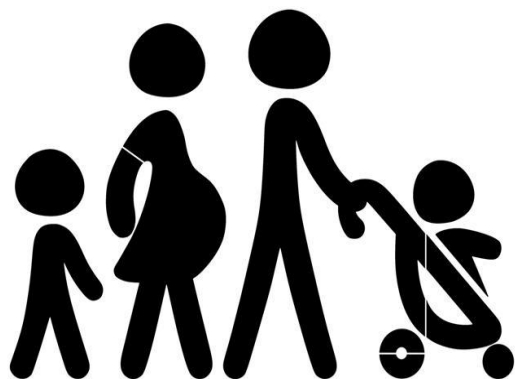
1 Lutter contre les préjugés



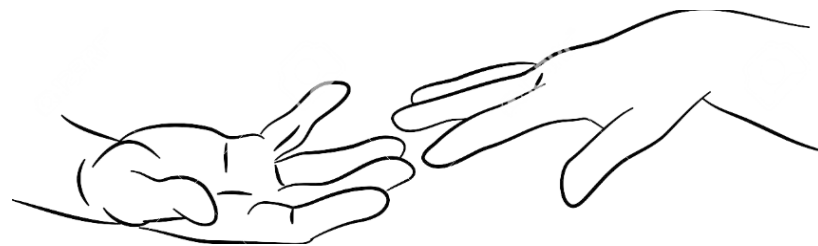
2 Répondre à un moindre coût de production



3 Être adapté autant à l'enfant qu'à l'adulte



5 Transmettre et comprendre les différents arts de la marionnette



4 Faire un objet utile

En utilisant le ludique:



ZanimoOz Pincés à sachet
Designer : Erwan Péron / Marque : Lib Editeur
d'idées

Comment rendre le spectateur, acteur à travers un objet promotionnel ?

AXE 1 : Par la manipulation

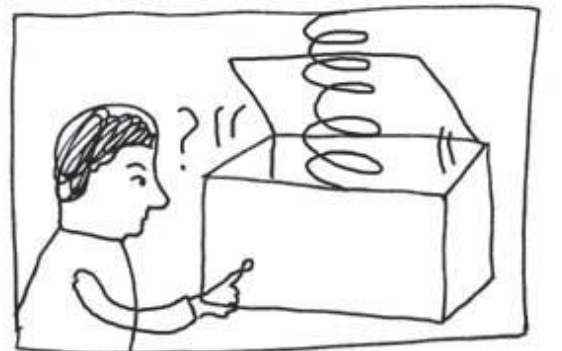
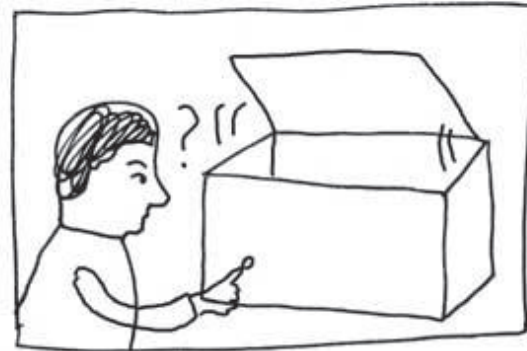
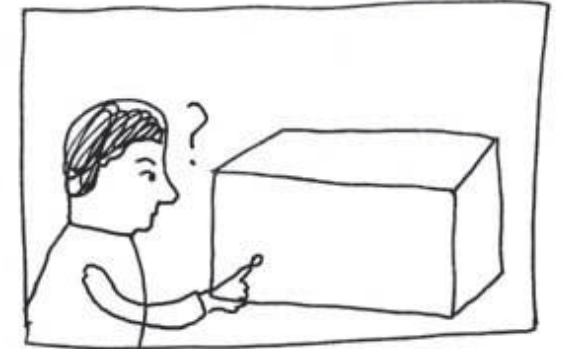
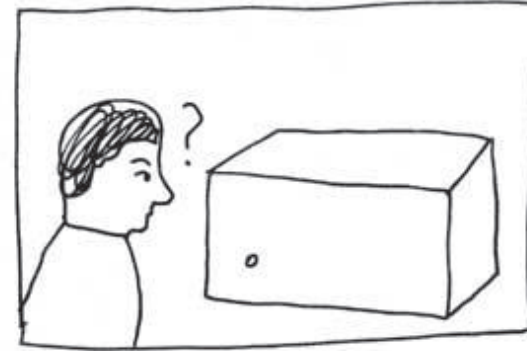
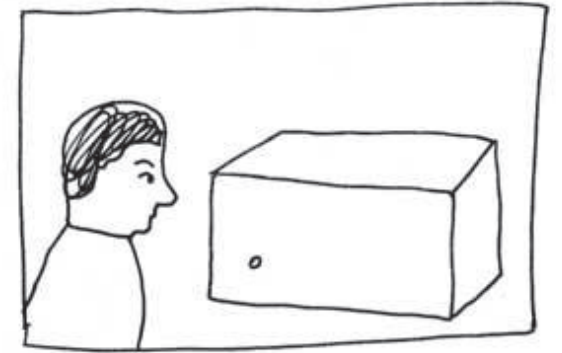
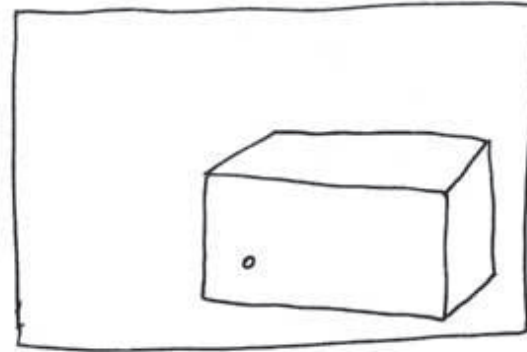
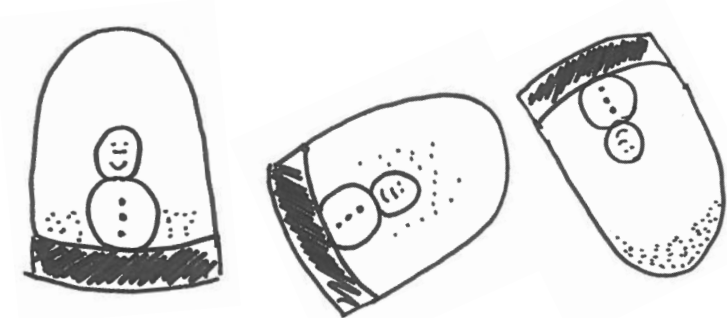
AXE 2: Par la construction

AXE 3: Par le jeu

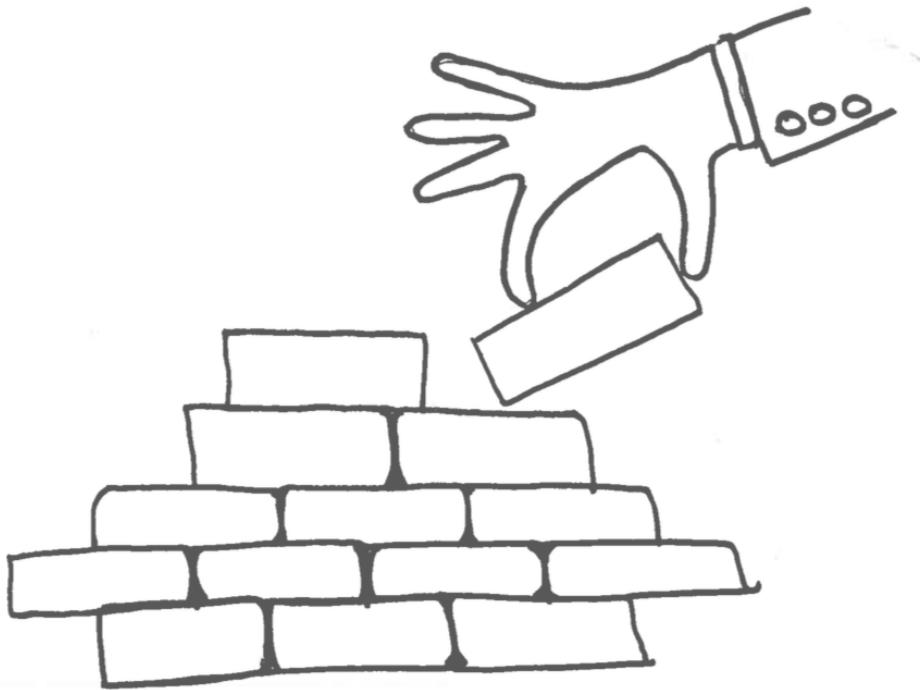
PAR LA MANIPULATION



Olivier Cabanel

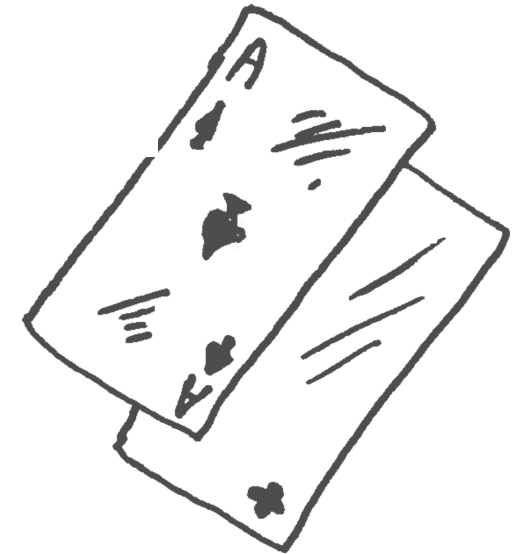


PAR LA CONSTRUCTION

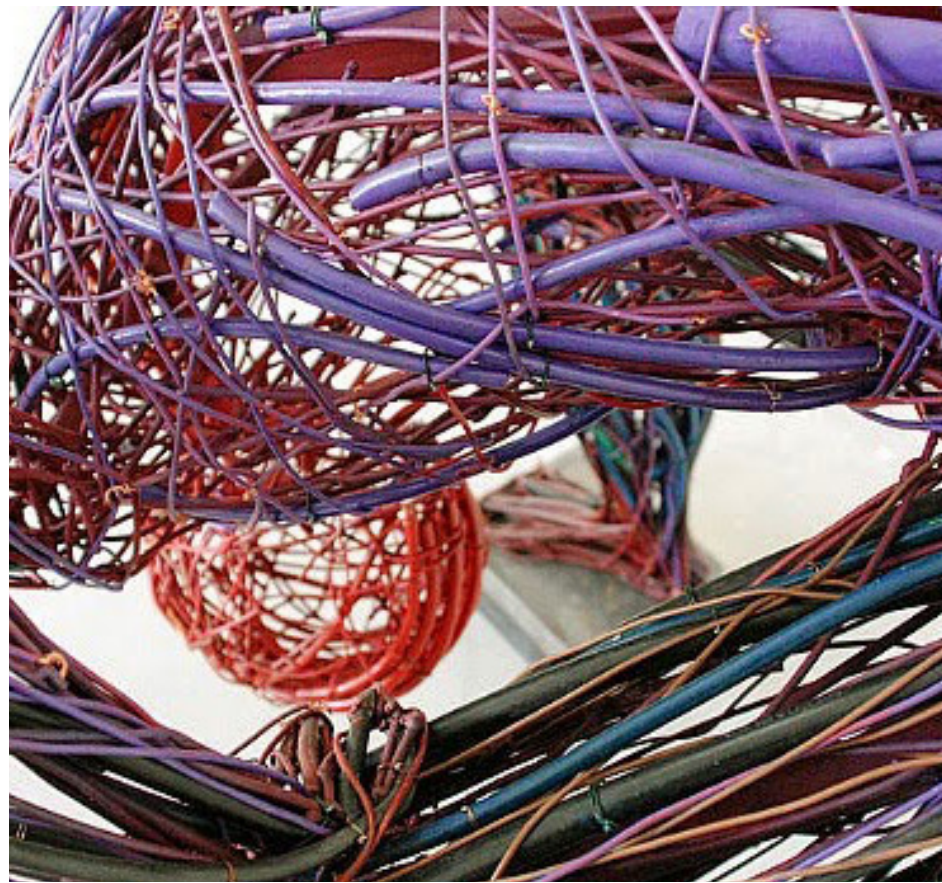


CONST DESK LAMP., Thinkk studio

PAR LE JEU



RANGE TES FILS (2017)

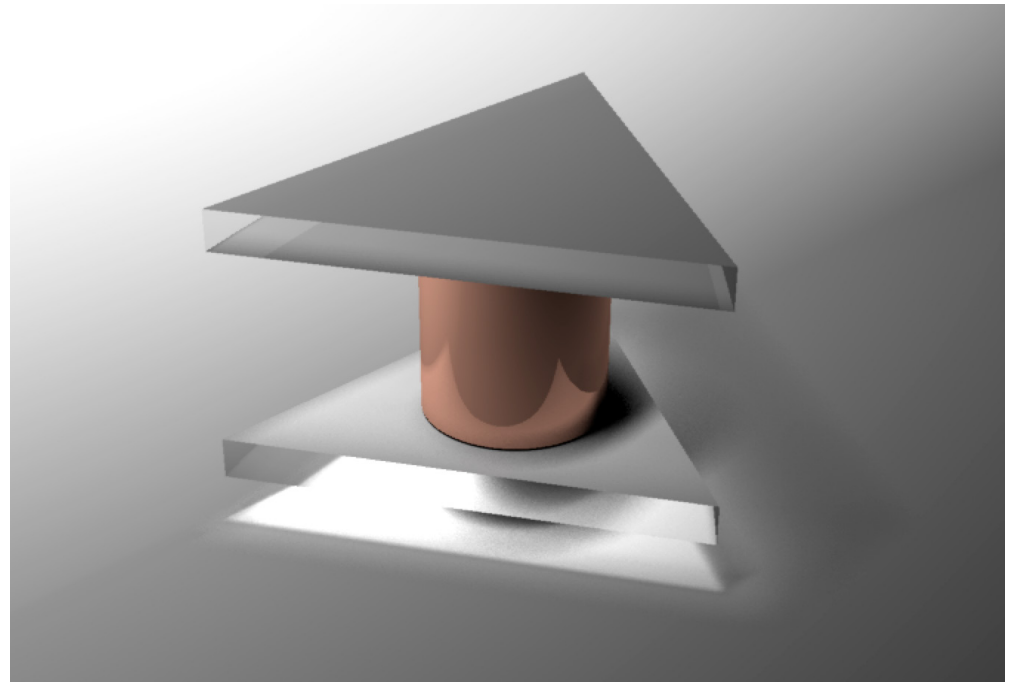
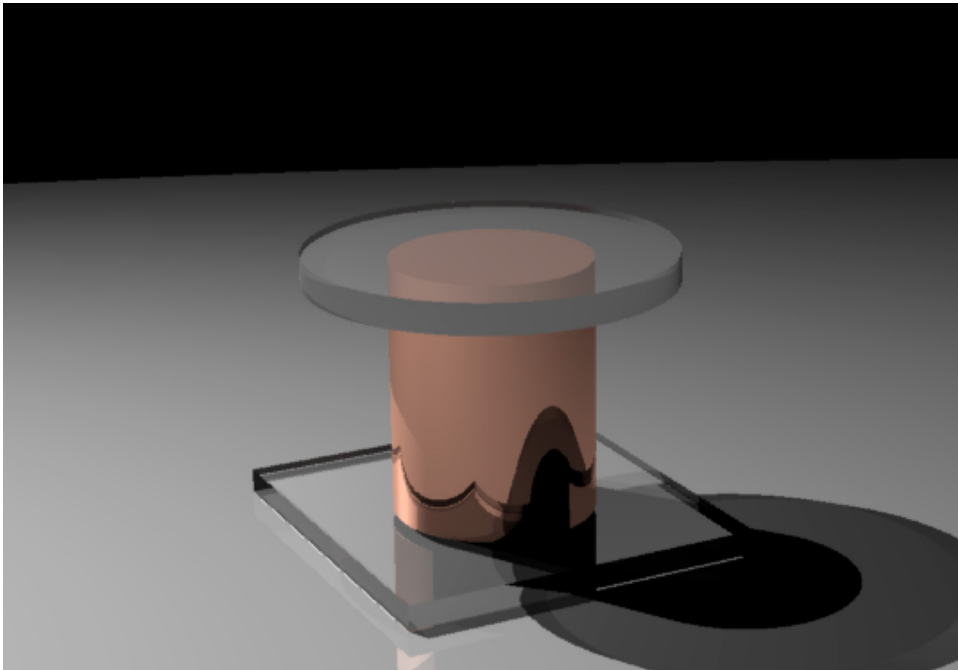
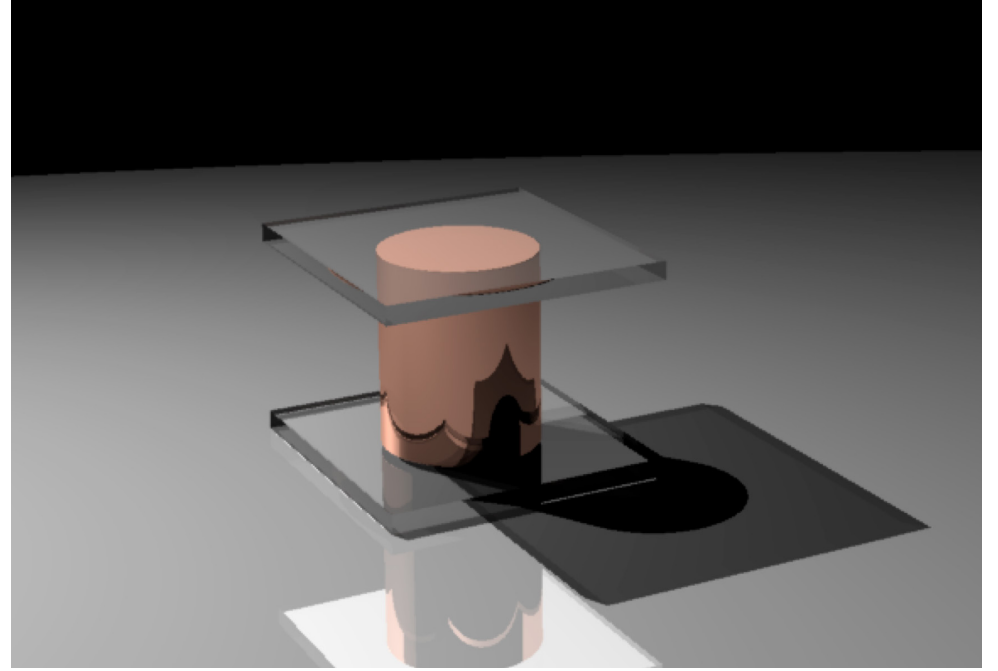
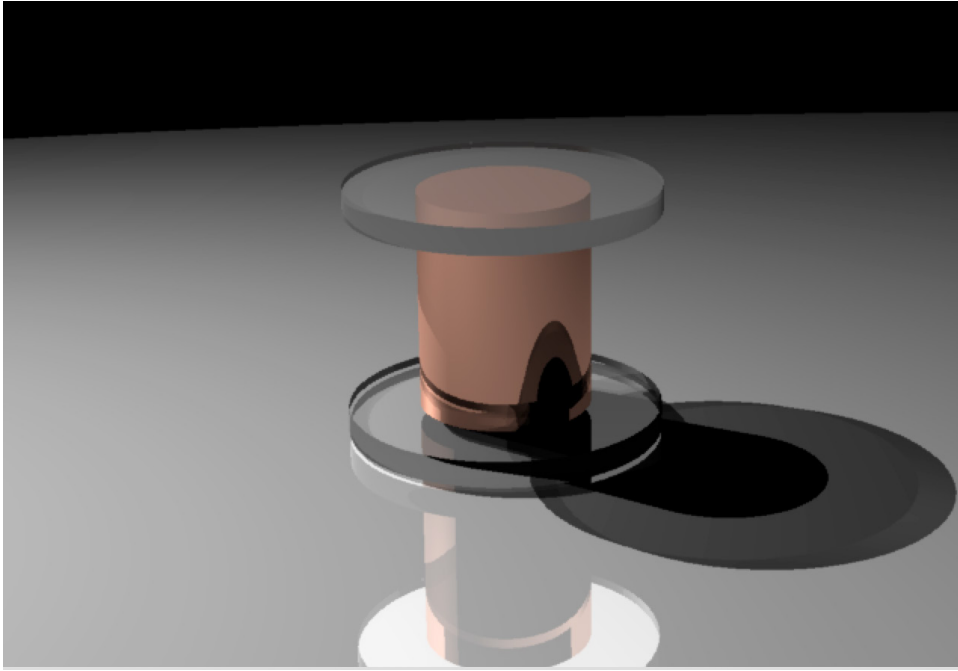


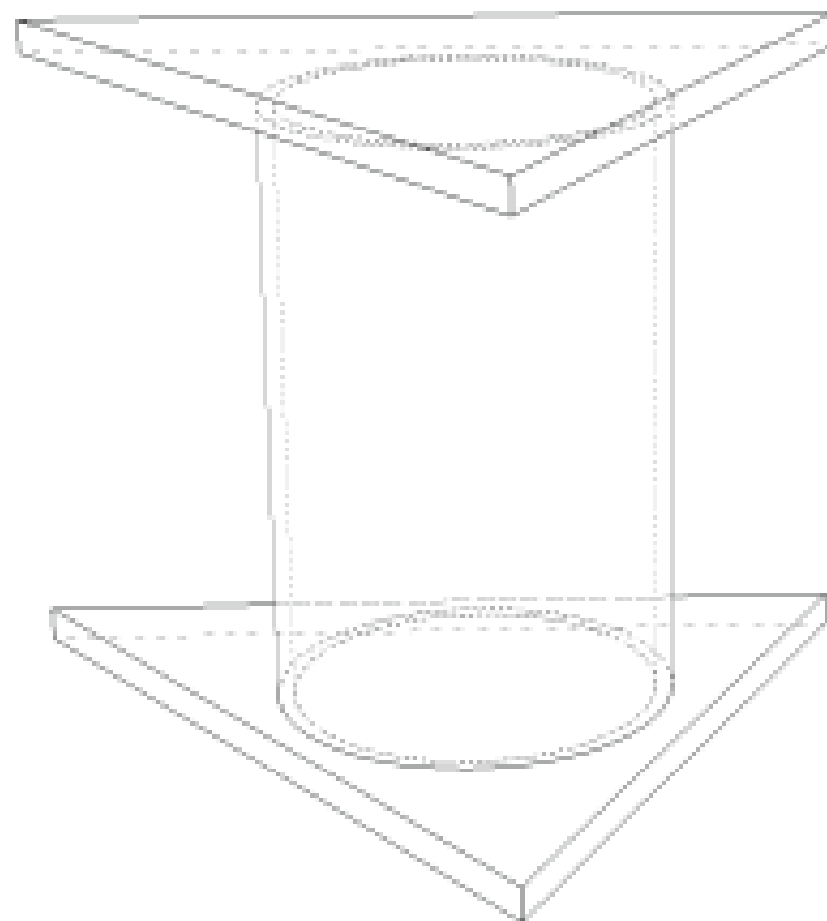
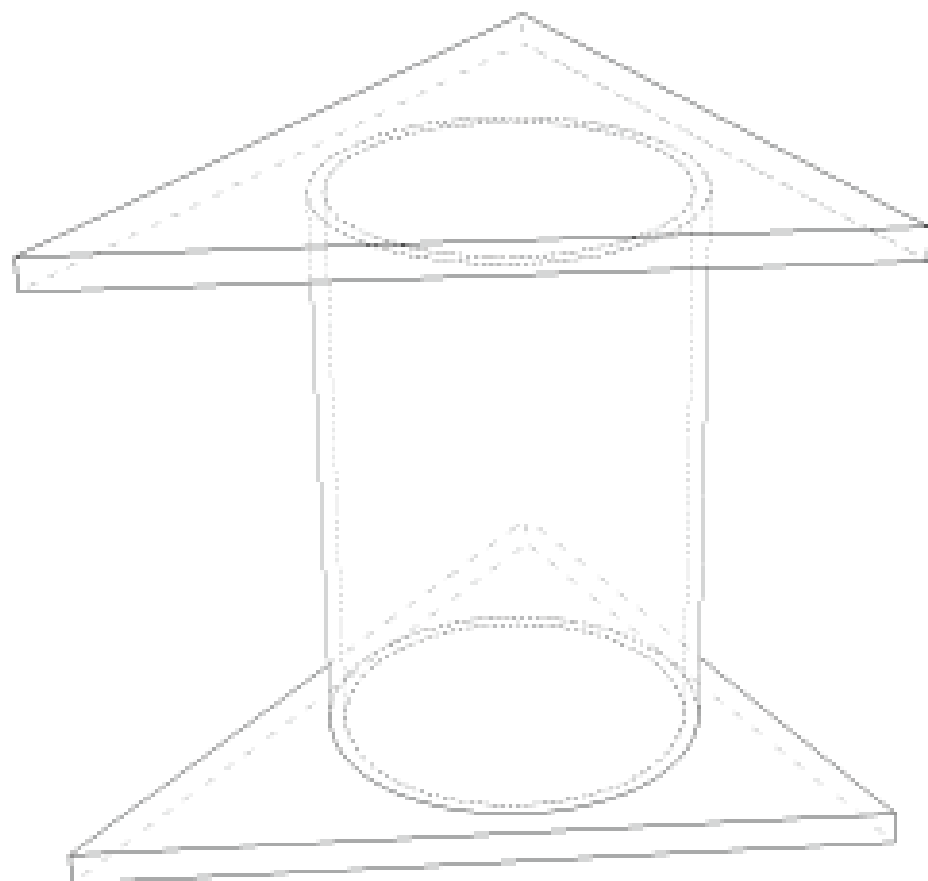
Comment faire du câble un objet envahissant,
quelque chose d'agréable ?

AXE 1 : En envahissant l'espace

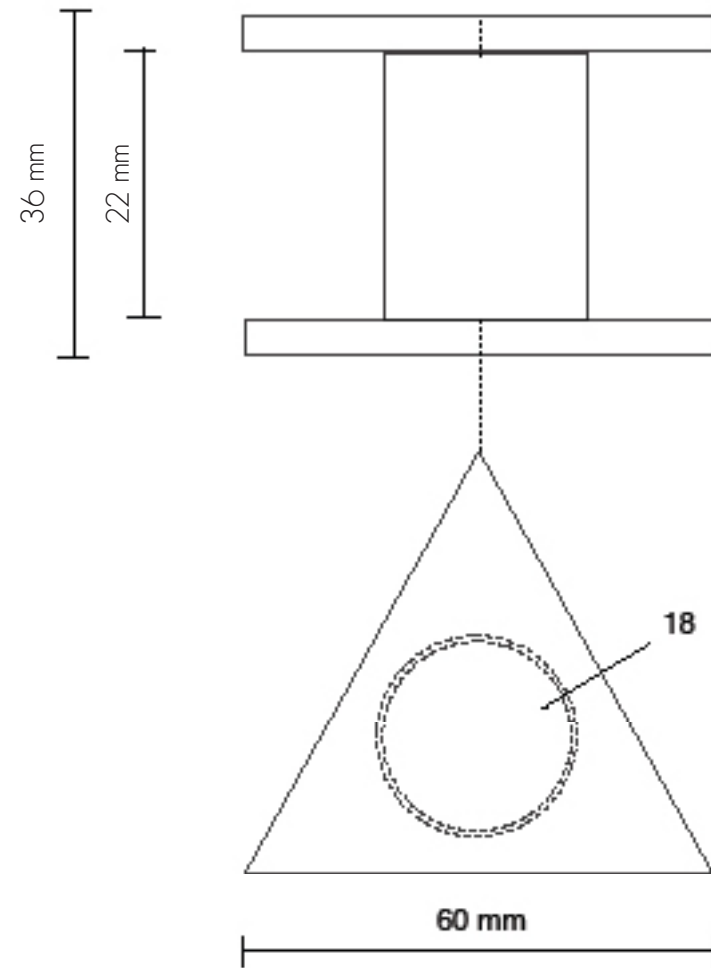
AXE 2: En valorisant le fils

AXE 3: En le dissimulant



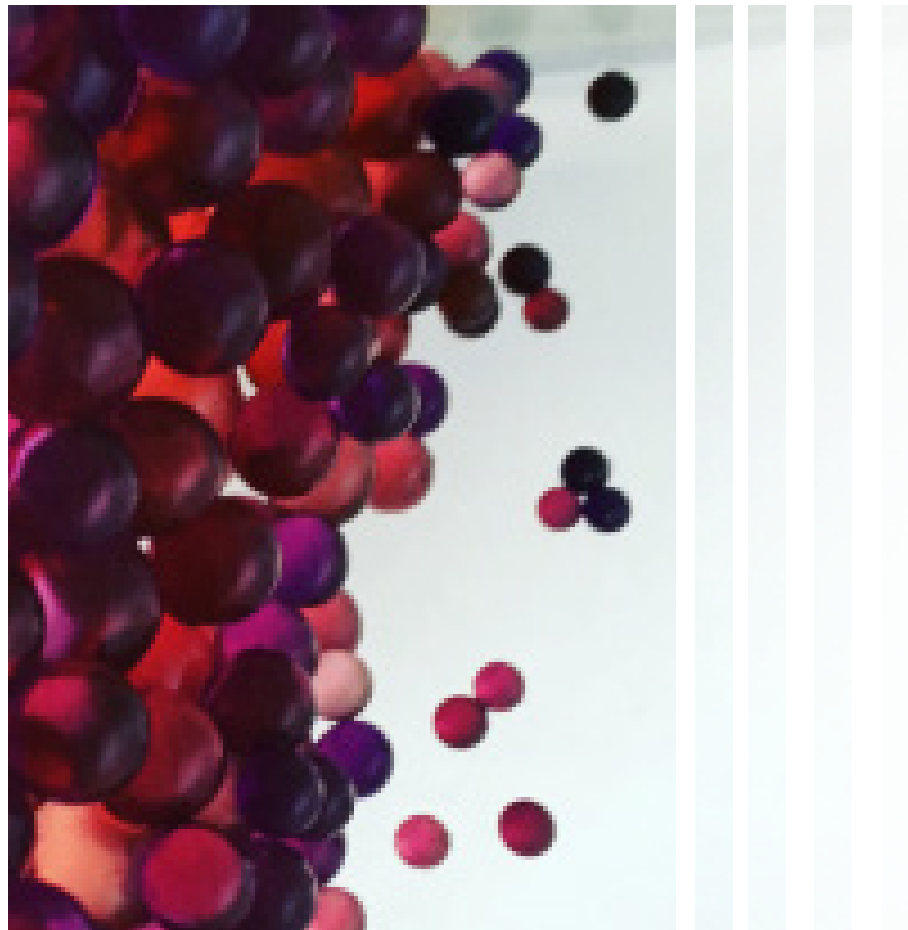








DOUBLE VUES (2017)





Système squelettique



Système musculaire



Système respiratoire et circulatoire



Système urinaire



Système digestif



Système lymphatique



Système reproducteur



Système nerveux

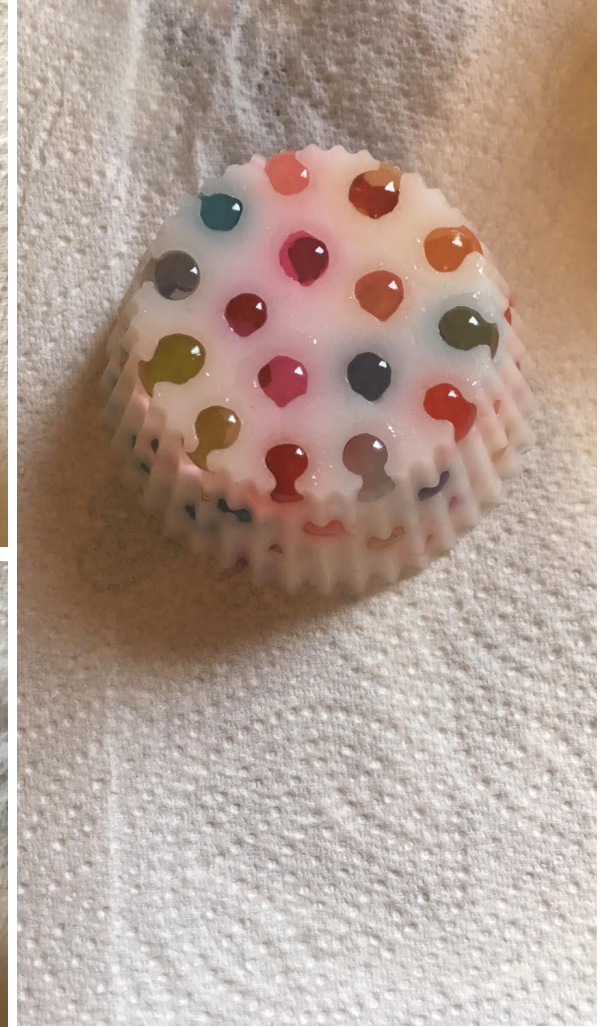


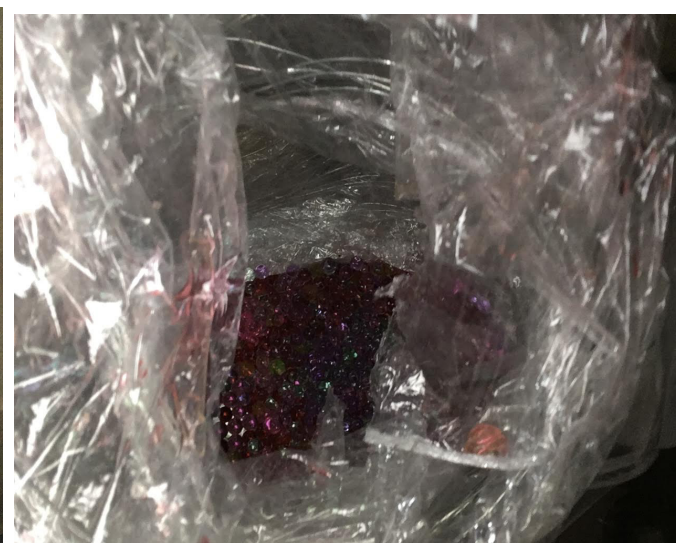
Système endocrinien



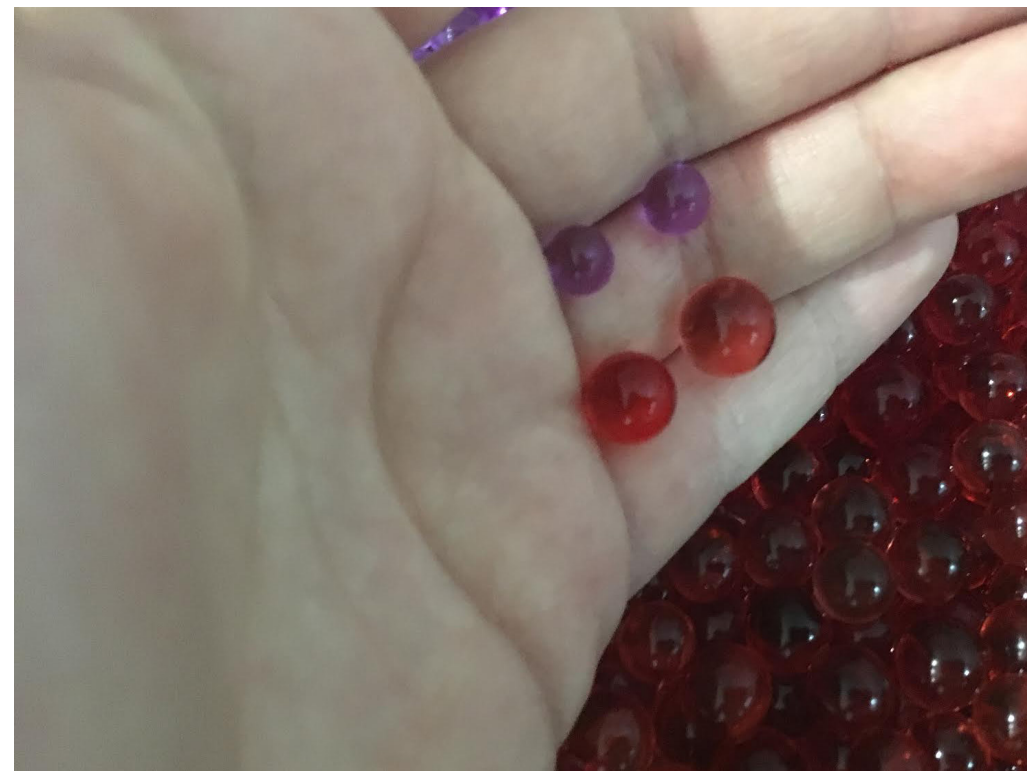
Système tégumentaire













PROJET PERSONNEL



