

# CREATIVE FUTURES

Meet the Designers  
- Giles Miller, Product Designer

**DESIGN  
MUSEUM**

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# Meet the Designers

## - Giles Miller, Product Designer

**Giles Miller is a product designer who has worked extensively with cardboard as a versatile and unexpectedly beautiful medium. Always keen to develop new ways of working, his products are often playful and experimental. He has shown at the Design museum as part of the [Designers in Residence](#) Programme and belongs to design collective, Farm.**

### **Which design disciplines do you work in and why?**

I work across a variety of disciplines, having initially trained in furniture design and then studied design products, and now being increasingly interested in working in interiors. I think training in furniture gave me the basis for working on details and function in particular. I worked in cardboard too which was an interesting material to work with and exploit. However, I am interested in scaling up the focus of my work to a larger space with a fuller and more complex consideration, hence my increasing interest in spaces as a whole.

### **Can you pinpoint what first inspired you to become a designer?**

When I was younger my family used to head down to the south of England each summer and sail in the Solent. I love the sea and especially the boats. I first saw the inside of a yacht when I was about 10 and have been intrigued by the functionality of the folding furniture inside ever since. I suppose that was when my interest in design first began to develop.

### **Which part of your education has been most crucial to your progress as a designer, and why?**

Whilst studying for my BA I found myself surrounded by people who were interested in design and had a passion for it that I had never experienced. My classmates inspired me to enjoy design and my own individuality as opposed to simply trying to work in a directed and instructed way, and we formed our collective, Farm as a result of our blossoming relationships as designers.

### **If you could visit yourself aged 16, what advice would you give yourself about your future as a designer?**

The single most important thing that I would tell myself at least as far as my career development was concerned, would be to do what I enjoyed. I almost made the mistake of studying business, and luckily I realised then that giving up design which was one of my main interests, was a waste.

**Describe a typical day at work.**

There is no typical day at work, but I certainly spend an unforgivable amount of time dealing with emails when I should be drawing or designing. I suppose after an hour or two of emails I will generally spend half of the day dealing with orders, sorting out deliveries and talking to suppliers or distributors, and then the next half of the day I always hope to spend designing. 'Designing' can be drawing on the computer, making scale models, testing parts etc or (and this is my favourite pastime) putting pen to paper and sketching out development of new ideas.

**What are the big issues affecting your industry at the moment?**

I think as designers we spend much of the time trying to figure out what we are doing as a profession. There are in fact a huge variety of different types of designers out there working on a whole range of different things, so really there are also a huge variety of issues that affect us all in different ways. Personally I feel my big issue currently is the dwindling manufacturing industries within the UK. Much of the manufacturing of products is now done abroad, and I think it is really the designers who have the job of re-instigating the British producers and re-invigorating an interest in British manufacture for the consumers. It's something that designers do have the power to do, and we should realise and address that issue soon.

**Where do you hope to be in 5 years time?**

Design is a difficult industry to survive in, especially when working on your own company, so I hope to have sustained my business and work so that I am still a designer in 5 years time. I suppose measurable achievements for me would be to be designing products and spaces that people buy and most importantly love, but also I would like to employ. I think one of the best things we can achieve in life is to create jobs, and I hope to do just that in the future.

**What are the key attributes needed for a successful design career?**

Creativity, ambition and a passion for having a positive affect on the world around you and those living in it.

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