

TEACHER EXHIBITION NOTES

DESIGNERS IN RESIDENCE

24 NOVEMBER 2016 – 31 APRIL 2017



Image: Alix Bizet's 'Hair by Hood'

INTRODUCTION

The Designers in Residence programme at the Design Museum is a core part of the museum's activity, and exists to provide emerging designers, across any discipline, with time and space away from their regular environment to reflect, research and consider new ways of developing their practice.

WHAT TO EXPECT

The work developed for this year's residency features in the Museum grounds and in a specially designed studio space. The display reveals the development of six months of creative experimentation, offering an insight into the design process; from conception to competition.

The work of the Designers in Residence is presented in the form of concepts through to complete articles. Their work invites the visitor into conversations around a theme. All Designers in Residence are newly qualified and within the first two years of their practice. Their work is centered around the theme 'Open'.

THE DESIGNERS IN RESIDENCE

Alix Bizet – Hair by Hood

Alix Bizet explores our relationship with the material world and how this informs diverse cultures and social interactions. Bizet works across disciplines. From philosophy and psychology to cultural studies. Bizet explores and documents London and its local communities through the medium of human hair. She employs traditional textile techniques and treatments to alter its appearance and therefore influence the reaction to the textile.

The clothing garments that Bizet creates serve to create a social and ethnic map of the communities within which the source material comes from. Bizet invites discussion around the rituals and social customs of the area, investigating the connotations of our hairstyles and questioning cultural perceptions and identities associated with hair types.

Clementine Blakemore – A Tent in the Park

Clementine Blakemore is an architectural designer, interested in the relationship between design, production and place. Her practice is focused on small-scale design/build projects, and she will continue to explore the potential in collaborative construction processes during the residency.



Image: Clementine Blakemore's 'A tent in the Park'

Blakemore takes influence from the Design Museum's building, originally conceived as a 'tent in the park' for the Commonwealth Institute's collection. Creating a lightweight pavilion structure in the grounds of the Design Museum. The design mirrors the Museum's unique double-curved roof to create its own hyperbolic paraboloid that allows visitors to explore the form at close quarters. The structure, assembled by students from the Royal College of Art can be interpreted as a framework for learning and construction as a social event. At the end of March 2017 the pavilion will relocate and be rebuilt in partnership with a community outside London.

Andrea de Chirico – Superlocal 0 Miles Production

An industrial designer engaged with social and ecological issues, de Chirico explores the possibilities of local production. In a world where design and designers are becoming increasingly more socially minded with their output, de Chirico invites us to explore the journey that our everyday objects take from the concept to the raw materials, production processes, assembly, final products and sale to consumers.

de Chirico maps local resources, initiates contact with suppliers and manufacturers and designs the production line using materials available nearby. He describes this as a living network of changing modules; natural, human, social and creative responding to the community and collaborating with the user. Superlocal sets out to highlight the resources on our doorstep.



Image: Rain Wu's 'The Tea Set'

Rain Wu – The Tea Set

An architect with multi-disciplinary and collaborative practice, Rain Wu experiments with new materials. She incorporates food as a medium into her design practice and architectural practice to create unique experiences for her audience. For her residency Wu focusses on the customs connected with tea.

Wu drew inspiration for her project from customs of tea culture in both the UK and her home country of Taiwan. Wu also draws on the Design Museum's collection of tea pots as arbiters of taste as well as the history of the Design Museum building as the previous home of the Commonwealth Institute collection in order to comment on cultural rituals. Wu has created objects that take visitors on a journey from plantation to pot.

ACTIVITY SUGGESTIONS

There are many different aspects of the exhibition that can be explored – Each designer is responding to the theme of 'Open'.

The use of sketchbooks and pencils is welcomed in the gallery, and will support all of the suggested activities listed below. Students are also encouraged to take photographs (without flash) to record their visit.



Image: Andrea de Chirico's
'Superlocal 0 Miles Production'

The following activities are starting points for school and sixth form groups visiting the exhibition:

Before your visit

Using the theme of 'Open', get your students to come up with a design concept. This can be a literal interpretation of the theme through to the most conceptual idea that they can imagine. It can be a service, a product or even a design to influence the design landscape.

Students can present their ideas through different mediums such as film, photography or performance.

When in the exhibition

Ask students to pick a design and identify other themes and messages that they see emerging. What does Rain Wu's tea ceremony say about the modern way in which we consume caffeine on the go? Does Alix Bizet question the wasting of potential human resources?

Discover Design

A generic free downloadable gallery activity worksheet for students, can be downloaded from the museum's online resource:

Discover.designmuseum.org

EXHIBITION GUIDANCE

Objects in the exhibition are on open display rather than in cases. Care should be taken when moving around the exhibition and most objects should not be touched. Any objects that can be touched will be clearly signed. We would be grateful if you could brief your students accordingly.

Depending on your group and your itinerary for the visit, we would recommend that you set aside approximately 40 minutes to explore this exhibition.

Photography is permitted without flash; however filming is strictly prohibited in the exhibition.

Please ensure that you read our school visit Terms and Conditions document before making your visit.

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