Genius Loci Valcucine

After losing someone she loved, artist Candy Chang painted the side of an abandoned house in her New Orleans neighborhood with chalkboard paint and stenciled the sentence, "Before I die I want to ." Within a day of the wall's completion, it was covered in colorful chalk dreams as neighbors stopped and reflected on their lives. Since then, more than four hundred Before I Die walls have been created by people all over the world. This beautiful hardcover book is an inspiring celebration of these walls and the stories behind them. Filled with hope, fear, humor, and heartbreak, Before I Die presents an intimate portrait of the dreams within our communities and a chance to ponder life's ultimate question.

This book presents the design and history of Poliform from a unique perspective--that of fashion photographer Paolo Roversi. This is the story in pictures of a dimension of living that differs from every other. While there have been attempts to create a philosophy of interior design, there has rarely been an effort to discover the soul of furniture and objects. That is what Paolo Roversi has tried to do with his camera in these pages, which are devoted to Poliform, the Italian company that has successfully transformed ancient Italian artisanal traditions into contemporary furniture. By using what have always been his raw materials--time, light, space--Roversi leads us on a photographic journey to the middle of the Poliform universe, helping us to relive the company's story and capture the mysterious, unmistakable soul that makes the surfaces and volumes of its objects vibrate.

Life doesn't look like it's supposed to for Dani Ruiz, a hopeless romantic. After a painful and sudden break-up with Rick Marin, Dani hides away from reality, retreating to a world of fiction where she prefers book boyfriends over the hassles of a relationship. Almost two years later, Dani's friends are tired of watching her in a holding pattern, so they stage an intervention, forcing her back into the real world of dating. Unexpectedly, Dani meets Liam Lucas, a down-to-earth firefighter. He might be the person to show her she's still worth something. Dani's hesitant to trust her heart with another man, but their instant and electric chemistry is something she can't deny. As Dani starts to believe that she's found her real-life book boyfriend, Rick decides that he'll go to any lengths to get her back. Seeing Rick as a changed man makes Dani question everything. Can Dani trust her patched-up heart with Liam? Or has Rick transformed into the man she's always wanted? Written from various points of views, The Do Over is a story of second chances and new beginnings.

An Introduction to Design for Social Innovation

How to Cry at Work

The Design Encyclopedia

Material ConneXion

In his theory of the novel, Guido Mazzoni explains that novels consist of stories told in any way whatsoever about the experiences of ordinary men and women who exist as contingent beings within time and space. Novels allow readers to step into other lives and other versions of truth, each a small, local world, absolute in its particularity.

- This archival volume in a finely crafted box documents the evolution of the Porsche 911- Containing one of two high-quality photoprints signed by René StaudThe highly successful book about the timeless icon among sports cars is now available as a premium quality Collector's Edition.

While the design of these artifacts of branding usually merit focused volumes of their own, the projects presented in ABSOLUTE STATIONARY DESIGN represent campaigns that are so strong and cohesive that none of the individual parts need be removed. The context enhances the overall vision, providing encouragement for future generations. Arts organizations, fashion designers, and software developers alike have access to this knowledge now through the skilled hands of an international roster of brilliant designers.

And Integrated Identity Graphics

Design for territories

Poliform

Before I Die

Timber Design covers timber fundamentals for students and professional architects and engineers, such as tension elements, flexural elements, shear and torsion, compression elements, connections, and lateral design. As part of the Architect’s Guidebooks to Structures series, it provides a comprehensive overview using both imperial and metric units of measurement. Timber Design begins with an intriguing case study and uses a range of examples and visual aids, including more than 200 figures, to illustrate key concepts. As a compact summary of fundamental ideas, it is ideal for anyone needing a quick guide to timber design.

The role of design, both expert and nonexpert, in the ongoing wave of social innovation toward sustainability. In a changing world everyone designs: each individual person and each collective subject, from enterprises to institutions, from communities to cities and regions, must define and enhance a life project. Sometimes these projects generate unprecedented solutions; sometimes they converge on common goals and realize larger transformations. As Ezio Manzini describes in this book, we are witnessing a wave of social innovations as these changes unfold—an expansive open co-design process in which new solutions are suggested and new meanings are created. Manzini distinguishes between diffuse design (performed by everybody) and expert design (performed by those who have been trained as designers) and describes how they interact. He maps what design experts can do to trigger and support meaningful social changes, focusing on emerging forms of collaboration. These range from community-supported agriculture in China to digital platforms for medical care in Canada; from interactive storytelling in India to collaborative housing in Milan. These cases illustrate how expert designers can support these collaborations—making their existence more probable, their practice easier, their diffusion and their convergence in larger projects more effective. Manzini draws the first comprehensive picture of design for social innovation: the most dynamic field of action for both expert and nonexpert designers in the coming decades.

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Raw Drawing

H.O.M.E. & Style No04/2016

The Porsche 911 Book

A Survival Guide to Corporate America

A major and brilliant work of Marxist theory, admirably rigorous, clear-minded and well-researched.

Chef Egg's kitchen is no ordinary kitchen, oh no! His kitchen has literally come to life with a cast of characters that explain different aspects of cooking. From kitchen safety, sanitation, international flavors, cooking hacks, knife skills and green lifestyle - Chef Egg and his friends want to get you cooking today!

From the largest global resource of new materials comes this innovative new book that connects materials to designers' needs.

In each of the seven main sections, this highly illustrated book identifies key trends, looks to the future, and helps design professionals select materials with the most potential for their specific projects. By defining a material based on its base composition rather than current use, Material ConneXion allows a designer to fully understand the potential and limitations for a material while conceiving of its new application. Organized to follow the model of the Material ConneXion library, the book's chapters are organized on seven base compositions including: Metals, Glass, Ceramics, Polymers, Natural and naturally derived materials,Carbon-based materials, Cement-based materials. The book includes quotes from 54 leading designers, architects, artists and thinkers worldwide, including Wolfgang Joop, Karim Rashid, Peter Marino, Greg Lynn, Gaetano Pesce, and Philippe Starck, that reflect upon the role of materials in contemporary design and identify their favorite materials. Additionally, the book includes an important reference section with a bibliography, glossary of technical terms, and lists of trade show and professional publication web sites.

Time, Light, Space

MODERN LIVING No.259 【日文版】

Logics of Disintegration

Absolute Stationery Design

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H.O.M.E.& Style – ??? ????? ?????? ? ???, ??? ??? ????????: ?????????, ??????????, ??????????, ????????? ????? ?????. ??? ?????????? ?????? ??????, ?? ?? ??????? ????. ????, ?????????? ? ???????? ?????, ? ??????????–??????? H.O.M.E.& Style – ??? ???????????, ????????? ? ??????? ???????? ? ??????????? ?????. ?????? ??????? ? ????, ??? ???????????? ?????????? ???????????? ? ????: ??????? ???????????, ???? ?, ???????, ????????? ?????????? – ???? ????? ???? ?? ???????? ????? ?? ???????????? ??????? ???????? ????? ??? ?????????? ?????????????? ?????????? ? «????? ???????» ??? ???????? ????????.? ??????:??????????????: «??????? ???????». ???????: «????? ??????». ?????: «???? ??????». ??????: «?????? ?????»????????? ?????????????? ??? ?? ??????? ?????????? ??????? ???????? ? ????????? ????? ???????????? – ????? ????? ?????? – «??????????» ?????????–?–?!????? ????? ??????? ??????????????????????? ?? ?????????? 15–? ??????????? ???????????? ??????????? ???????????????? ?????–??????? ?????? ??????

spontaneous and carefree drawing

Theory of the Novel

The Kitchen Comes to Life

Gertrud Arndt, Marianne Brandt, Margarete Heymann, Margaretha Reichardt

"In 1919, the program of the State Bauhaus promised a modern education for the talented, regardless of age and gender, which drew many young women to apply. The "Bauhaus-Girl Type," described in a January 1930 issue of the magazine The Week, knew what she wanted and would succeed. This volume’s essays question the euphoria of the time period with the knowledge of Bauhaus members’ subsequent destinies. These essays take as exemplary the biographies of Gertrud Arndt, Marianne Brandt, Margarete Heymann, and Margaretha Reichardt, both during their training and as Bauhaus graduates."--Site web de l'éditeur.

SALON-interiorLitres

The Design Encyclopedia is a compendium of the world of modern design over the last century and a half. Compiled from a number of primary and secondary sources by the American author and design historian Mel Byers, in consultation with an international team of design experts, this illustrated design reference guide provides the essential framework for a field that continues to generate intense interest worldwide. In this volume are all the essential facts pertaining to modern design: furniture and product design, graphic design, objects designed by architects, and the various styles and schools of design of the late nineteenth, twentieth, and early twenty-first centuries. With 832 pages and more than 700 full-color illustrations presenting the last 130 years in the history of the design of furniture, lighting, fabrics, ceramics, glassware, metalware, objects in a range of other materials, and mechanical, electrical, and electronic appliances, as well as automobiles and some inventions, this essential reference supplants Mr. Byers's earlier overview of the history of design, published in 1994. It is, however, not merely larger than its predecessor but more comprehensive, easier to navigate, and keenly focused. Here design is considered in terms of its concrete application to functional objects, relating it to craft, decorative arts, and industrial design but distinguishing it from fine art and theory. There are separate entries for designers and craftspeople, design studios, consortiums and partnerships, noteworthy manufacturers, significant historical periods and styles, and materials. The various discrete entries are organized alphabetically, and are cross-referenced where applicable. Most of the full-color illustrations are drawn from the world-renowned design collection of The Museum of Modern Art; the remainder are drawn from the Quittenbaum Kunstauktionen in Munich and Hamburg. This invaluable publication is the one essential guide for the design professional, the student, and the interested observer of design in our time.

The Do Over
Poststructuralist Thought and the Claims of Critical Theory
St Petersburg
Futuro È Già Qui

"Basic is a series about the basic disciplines of graphic design with many examples in each area. The first instalment in the series was about Logos. The earlier books were about Packaging, Corporate Identity, Brochures, Promotions, Sign and Stationery. This new book, Basic Cover, as its name suggest, explores different kind of covers: in books, magazines, albums, catalogues, annual reports and newspapers."

SALON-interior ??? ?????? ? 1994 ???? ? ? ??????? ????????? ????????? ?????? ?????? ??????? ????????????, ?????????? ? ???????????, ????????? ? ?????? ? ??????? ???????? ?????????. SALON-interior – ???????????? ?????????? ?????? ?? ??????????? ? ???????. ??? ?????, ??????????, ????????????, ??? ????????? ? ??????, ??????? ???? ????????? ? ???????, ??????? ????????? ?????? ???? ? ????? ??????????? ????????? ?????????? ??????????? ? ???????. ???????, ??????? ????????, ?????? ???????????, ???????????? ??????, ???????? ? ???????? ????????, ??????????? ? ?????????????? ??????? – ??? ???? ??????? ???????? ??????????? ????????????? ?????????????? ???????? ?? ????????????? ? ?????????? ???? ??????????? ? ???????.? ??????:???? ?????????????????? ? ?????? ?????? ??????????? ? ?????????????????? ???? ? ?????-????????????????? ?????Visual Comfort Gallery ? ??????????????????????????? ??? ????? ?????????? ????? ?? ??????????????? ???????? ? ????????????? ??????????????? ? ??????????????? ?????? ?????? ??????

As Picasso said: 'It took me a lifetime to Paint Like a Child'. Raw Drawing is not an art class — it is a unique philosophy and a practical resource that teaches you how to draw spontaneously and creatively without any inhibition. Learn how to use signs, lines and shapes to create a new visual language. It's a non-judgmental technique to help you visualize your thoughts, express your emotions, develop your ideas and, why not, relax with a pen or pencil. Since he launched the Raw Drawing initiative in 2017, Italian artist Alessandro Bonaccorsi has given dozens of courses across Italy, helping people expand their creativity. This book brings together all of Alessandro's core teachings, making the power and creativity of raw drawing accessible to everyone. The book is recommended for those over 14 years of age, who are open to let themselves become children again and draw with a carefree mind. Use Raw Drawing to get closer to the heart of things, and learn to appreciate the beauty of the spontaneous.

4 »Bauhausmädels«
DECO?????217?
A Cultural History
MODERN LIVING No.245 ?????

SALON-interior был создан в 1994 году и с момента основания публикует лучшие работы ведущих архитекторов, дизайнеров и декораторов, созданные в России и странах ближнего зарубежья. SALON-interior – авторитетный российский журнал по архитектуре и дизайну. Все новое, уникальное, эксклюзивное, что создается в стране, находит свое отражение в журнале, помогая читателям всегда быть в курсе современных тенденций российской архитектуры и дизайна. События, мировые выставки, обзоры аксессуаров, исторические здания, интервью с мировыми звездами, ландшафтные и флористические решения – все темы журнала призваны максимально информировать взыскательного читателя об увлекательном и творческом мире архитектуры и дизайна.В номере:Чертоги разумаСтиль сюрреализмКороли гостинойОбзор мягкой мебелиДень радостиПоздравляем с Пасхой!Интерьер и мореКвартира в КаннахСемейная историяИнтерьер для счастливых людейБургеры и деликатесыРесторан в Москвеи многое другое

The definitive cultural biography of the “Venice of the North” and its transcendent artistic and spiritual legacy, written by Russian emerge and acclaimed cultural historian, Solomon Volkov. Long considered to be the mad dream of an imperious autocrat—the "Venice of the North," conceived in a setting of malarial swamps—St. Petersburg was built in 1703 by Peter the Great as Russia's gateway to the West. For almost 300 years this splendid city has survived the most extreme attempts of man and nature to extinguish it, from flood, famine, and disease to civil war, Stalinist purges, and the epic 900-day siege by Hitler's armies. It has even been renamed twice, and became St. Petersburg again only in 1991. Yet not only has it retained its special, almost mystical identity as the schizophrenic soul of modern Russia, but it remains one of the most beautiful and alluring cities in the world. Now Solomon Volkov, a Russian emigre and acclaimed cultural historian, has written the definitive cultural biography of this city and its transcendent artistic and spiritual legacy. For Pushkin, Gogol, and Dostoyevsky, Petersburg was a spectral city that symbolized the near-apocalyptic conflicts of imperial Russia. As the monarchy declined, allowing intellectuals and artists to flourish, Petersburg became a center of avant-garde experiment and flamboyant bohemian challenge to the dominating power of the state, first czarist and then communist. The names of the Russian modern masters who found expression in St. Petersburg still resonate powerfully in every field of art: in music, Stravinsky, Prokofiev, and Shostakovich; in literature, Akhmatova, Blok, Mandelstam, Nabokov, and Brodsky; in dance, Diaghilev, Nijinsky, and Balanchine; in theater, Meyerhold; in painting, Chagall and Malevich; and many others, whose works are now part of the permanent fabric of Western civilization. Yet no comprehensive portrait of this thriving distinctive, and highly influential cosmopolitan culture, and the city that inspired it, has previously been attempted.

Jan-Ole Schiemann (*1983) belongs to a young artist generation, subjecting painting to a critical actualisation. On the fringes of figuration and abstraction, he extracts fragments of advertisement, comics, architecture from their original context. Almost transparently, he interweaves and layers structures, logos, topographies, graffiti, and everyday textures. This complex surface mesh, always full frontal, yet equally deep, dissolves the fabric of reality as a flashing, constantly renewed and self-generating hyper-text, into which one can actively immerse oneself or trace the origins of individual elements.00Exhibition: Nino Mier Gallery, Los Angeles, USA (15.02.-13.03.2020).

SALON-interior
Print 2, Porsche 911 Gt1, 1998
Jan-Ole Schiemann
Timber Design

???????? ????? ???4?22?? Earth Day ???????????????????????????1970???????????????1990?? ?? ??????????????????

The issue, edited by Marina Parente and Carla Sedini, founder of D4T - Design for Territories Research Network of Politecnico di Milano, aims to contribute to this new field of study helping readers understand the design-led phenomenon, which involves the tangible resources of a territory (like monumental and landscape heritage) as well as the intangible ones (like cultural identity and people values). The main topic of this issue is: How could the design develop the local dimension enhancing and revitalizing the territory at the same time? Furthermore, with issue #13 we are opening a series with artists' images that will match the articles with a visual research connected to the proposed subject. Photographer Carla Sedini, co-editor with Marina Parente of this issue, gave us permission to publish a selection of images about "design that is not there", "design that may be" and "tacit design" within urban territories around the world. We hope that many creatives will interpret the "Suggestions for Design" launched here. The numerous contributors to this issue are: Miriam Bicocca; Letizia Bollini; Marco Borsotti & Sonia Pistidda; Raffaella Fagnoni & Silvia Pericu; Davide Fassi, Laura Galluzzo & Anna Linda De Rosa; Rosanna Gaddi; Helena Gentili & Daria Casciani; José Luis González Cabrero, Ana Margarita Avila Ochoa, Ana Calvera, Debora Giorgi, Yosser Halloul, Insaf Khaled & Rosa Povedano; Maria Antonietta Sbordone; Reham Mohsen & Andreas Sicklinger; Carla Sedini & Luca Fois.
SALON-interior ??? ?????? ? 1994 ???? ? ? ??????? ????????? ????????? ?????? ?????? ??????? ????????????, ?????????? ? ???????????, ????????? ? ?????? ? ??????? ???????? ?????????. SALON-interior – ???????????? ?????????? ?????? ?? ???????????? ? ???????. ??? ?????, ??????????, ????????????, ??? ????????? ? ??????, ??????? ???? ????????? ? ???????, ??????? ????????? ?????? ???? ? ????? ??????????? ????????? ?????????? ??????????? ? ???????. ???????, ??????? ????????, ?????? ???????????, ???????????? ??????, ???????? ? ???????? ????????, ??????????? ? ?????????????? ??????? – ??? ???? ??????? ???????? ??????????? ????????????? ?????????????? ???????? ?? ????????????? ? ?????????? ???? ??????????? ? ???????.? ??????:???? ?????????? ??????????? ?? ????????? ???????? ?????????????? ?????????? ???????????, ???????, ????? ??????? ? ?????????????? ???????????????? ??? ?? ?????????????? ????????????????????? ???????? ? ??????? «???????????»?????? ???????????? Tiffani Bar ? ?????? ?????????? ?????? ??????
Basic Cover
The Global Resource of New and Innovative Materials for Architects, Artists and Designers
MODERN LIVING No.254 ?????