

# AD

JULY-AUGUST 2017

INDIA

₹150

ARCHITECTURAL DIGEST THE MOST BEAUTIFUL HOMES IN THE WORLD



THE RESIDENCES OF  
THE NEHRU FAMILY

SALONE DEL MOBILE  
THE MILAN REPORT

LET'S GO OUTSIDE  
AL FRESCO LIVING

# AD *perspective*

NEWSMAKERS, OPINIONS  
THAT MATTER, PLUS  
THE LATEST IN ART,  
ARCHITECTURE AND DESIGN

## THE A-Z OF SAIONE DEL MOBILE

Held at the Palazzo Reale, the Fantasy Access Code exhibition—commissioned and produced by textile maker Alcantara—showcased the works of six artists from around the world. Each created a unique installation that visitors were encouraged to interact with. Italian artist Nanda Vigo created the entrance—an arrangement of mirrors, frames and coloured LEDs—which set the stage for the exhibition.

STYLIST SAMIR WADEKAR • PHOTOGRAPHER ASHISH SAHI



**From left:**  
The 'Lanna' lamp by Noé Duchaufour-Lawrance for Italian lighting brand Kundalini. The designer with vessels from his Flirt collection for Ghidini 1961. A mirror from Duchaufour-Lawrance's Folia collection for Saint-Louis.

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## NOÉ DUCHAUFOUR-LAWRANCE

*French designer Noé Duchaufour-Lawrance delves into his creative approach and the themes he explores through his work*

*What new designs did you show at Salone?*

The 'Lanna' lamp for Kundalini draws inspiration from a particular Thai ritual of releasing hundreds of flying lanterns in the sky. The warm light of the opal hand-blown glass diffuser [creates] a refined atmosphere—quite ethereal and reminiscent of old traditions.

I designed a collection of vases for Ghidini 1961 named the Flirt collection. Shapes are literally flirting together—extending the possibility of brass, giving flexibility to metal. A fruit bowl can become a vase; a smaller vase can turn into a larger vase or a champagne bucket.

For Saint-Louis—legendary in the world of crystal—I designed a collection of 25 pieces under the name of Folia. The cut of the crystal mimics the shape of a leaf, which is a reference to the forest that surrounds the [workshop].

*Your creations for all three brands are completely distinct in terms of both material and aesthetic. How do you approach work in a certain medium?*

Design is always based on context: Whom am I designing for? What do I want to achieve? Which materials are we using? There is always a point where concept and inspiration collide and eventually come together. Depending on the project, materials usually come first, and from there, shapes will follow, often in an emotional way.

*Nature and organic forms are themes that run through much of your work. Is that an inspiration for you?*

Nature plays a strong role in my creative process. It's about the light and how it plays in open space; it's about shapes and their irregularity. It's about the incredible amount of details that nature gifts you.

TEXT: DEEPTI UNNI. PHOTO: ASHISH SAHI.