



Beginnings

1. When and how did you know that you wanted to be an industrial designer?

That was a process. I spent 10 years as an interior designer, but that didn't allow me to express myself in the way I wanted to. Designing products gives me the freedom to be 100% independent. I only started to focus solely on product design 2 years ago.

Education

1. You studied the universal values in the perception of beauty amongst people and animals. That is super interesting. Was that a course or was it a full academic program? Please take us through some of the things that you learnt from this particular study and kindly tell us how it inspires your work today.

That was very interesting and still is today. It fascinated me that a lot of people have a communal perception of beauty. It's extremely interesting to be able to know exactly when someone likes something and why they find it beautiful. It's especially interesting to know if I can influence this process as a designer. It seems that due to universal values of beauty, such as symmetry and repetition, designers can be of great influence. These values are deeply woven into our biological system, as they are in animals. That's why things can often have a negative effect in nature if they are out of the ordinary.

I have learned to constantly view things from a different perspective and that can be most clarifying. For example, a chair is always recognisable as a chair due to its shape. Even if it has an extremely weird or funny design, we still know that we can sit on that shape. But what if I create a lamp that provides beautiful light but is shaped like a chair. That plays havoc with our perception of things. Are we now looking at a lamp or a chair that creates light? I'm using this example to illustrate my way of thinking. I tend to think in a very strange and complicated way, so that I can discover great new ideas that I can work on, until I have a new product that seems right.

2. It's said that your work is partly based on these universal values, but moreover that you anticipate on occurrences during the design process. How is that? Please explain, giving an example if possible.

I think a lot of designers work this way. I like to let things develop naturally during the design process. I can start an idea with a beautiful material, intending to create a chair, but then suddenly decide to make a cupboard instead, because its shape, when using this particular material, forms more of a

challenge to me. Or as often happens, my first prototype fails, but leads me to a totally different, but great idea, which I would never have thought of if my first idea had succeeded.

Work

1. The Big Bubble – the lamps look like large elongated soap bubbles from the soap bubble balloons kids game, frozen mid air and hung as lamps. Pretty interesting for the eye. What inspired this design? How was the process of creation like?

Most of the time I design by using a sketchbook or behind my laptop. With the bubbles I was playing with my son, blowing bubbles. We tried to change the shape of the bubbles as they floated through the air by blowing against them. That was a beautiful moment and one where a great idea was born. The reflections in the changing shape of the bubbles were mesmerising. I tried to recapture that feeling in my design of the bubble lamps and I think it worked extremely well.

2. The Light Breeze – please explain how this product is constructed and what the point behind it is.

The light breeze is a 3D printed lamp. As you know 3D printing is a costly process and you pay per m³ of materials used. Therefore I tried to design a lamp using the least possible amount of materials, creating a product as light as possible. That's how the Light breeze was created. So light and delicate, as if it could be blown away by a breeze.

3. The Dots resembles a giant caterpillar. Aurum resembles oysters. Aurum Translucent looks like jellyfish. Did these living organisms inspire these mentioned works either consciously or subconsciously or what inspires your work in general? Is this related to your studies as mentioned in the question above under "Education"?

Inspiration can come from anywhere. I like to work in a fairly abstract way, so I won't consciously or literally create a Jellyfish. Certain contours are created because I'm working with distorting the shape of glass. If this results in people seeing specific things in my designs, then that's fine by me.

Future

1. Any future plans or work that you would like to share with us?

I don't have any images I can share with you yet unfortunately. I'm currently working on some new light objects, an outside heater and a chair. But as you now know these might all become cupboards!