

design POP

design POP

LISA S. ROBERTS

RIZZOLI
NEW YORK

New York · Paris · London · Milan

First published in the United States of America in 2014 by
Rizzoli International Publications, Inc.
300 Park Avenue South
New York, NY 10010
www.rizzoliusa.com

ISBN: 978-0-8478-4383-1
LCCN: 2014932012

© 2014 Lisa S. Roberts

Designed by Lisa Benn Costigan

All rights reserved. No part of this publication may be
reproduced, stored in a retrieval system, or transmitted
in any form or by any means, electronic, mechanical,
photocopying, recording, or otherwise, without prior
consent of the publisher.

Printed and bound in China

2014 2015 2016 2017 2018 / 10 9 8 7 6 5 4 3 2 1

FRED HUMIDIFIER
MATTI WALKER





0	introduction	6
1	materiality	12
2	process	36
3	design for technology	64
4	shape shifters	84
5	variance	108
6	blurring the lines	130
7	sustainability	150
8	design for good	174
9	resources	192

design POP



design POP

LISA S. ROBERTS

RIZZOLI
NEW YORK

New York · Paris · London · Milan

First published in the United States of America in 2014 by
Rizzoli International Publications, Inc.
300 Park Avenue South
New York, NY 10010
www.rizzoliusa.com

ISBN: 978-0-8478-4383-1
LCCN: 2014932012

© 2014 Lisa S. Roberts

Designed by Lisa Benn Costigan

All rights reserved. No part of this publication may be
reproduced, stored in a retrieval system, or transmitted
in any form or by any means, electronic, mechanical,
photocopying, recording, or otherwise, without prior
consent of the publisher.

Printed and bound in China

2014 2015 2016 2017 2018 / 10 9 8 7 6 5 4 3 2 1

FRED HUMIDIFIER
MATTI WALKER





0	introduction	6
1	materiality	12
2	process	36
3	design for technology	64
4	shape shifters	84
5	variance	108
6	blurring the lines	130
7	sustainability	150
8	design for good	174
9	resources	192



design POP

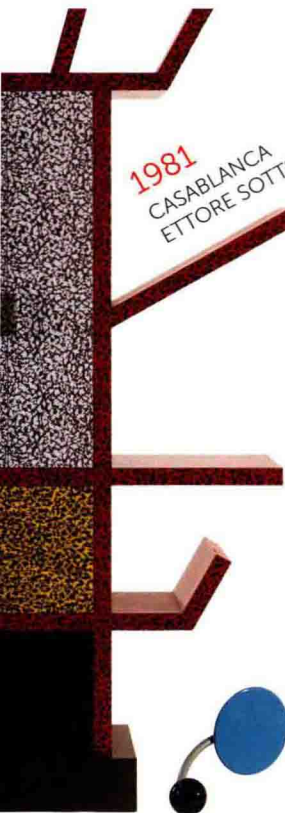
DesignPOP explores game-changing design and the **explosion** of innovation in the twenty-first century. What is a game changer in the world of design? It could be a product that pioneers the use of new materials or a new production process. Or a new typology that alters our expectations about what something should look like. Game-changing design pushes boundaries, creating new possibilities—and ultimately products that enrich our lives.

BLOW-UP BOWL
CAMPANA BROTHERS

This generation has become accustomed to innovation. **But it was the 1980s that marked the beginning of a mind-blowing design revolution.** The obvious game-changing catalyst was the explosion of technology. Suddenly it played a role in every aspect of the design process from creation to manufacturing to distribution. New materials (resin, carbon fiber, high-performance plastics) and new processes (injection molding, laser-cutting, 3-D printing), allowed designers to realize their designs, formerly impossible or too expensive to produce. Designers innovated their way through roadblocks and historic boundaries. And toward the end of the twentieth century, a renaissance began unparalleled in the history of design.

1981

CASABLANCA
ETTORE SOTTsass



1984

GRANDMOTHER PLATE
NOTEBOOK PLATE
ROBERT VENTURI

1983

FIRST CHAIR
MICHELE DE LUCCHI



1985

WHISTLING BIRD TEA KETTLE
MICHAEL GRAVES



1989

OXO GOOD GRIPS SWIVEL PEELER
SMART DESIGN

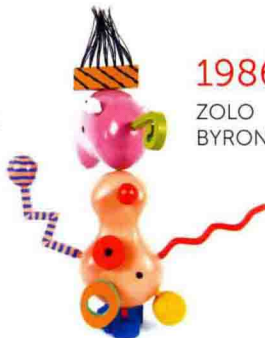
1985

LOCKHEED LOUNGE
MARC NEWSON



1986

ZOLO
BYRON GLASER & SANDRA HIGASHI



1990

JUICY SALIF
PHILIPPE STARCK



1992

CROSS CHECK CHAIR
FRANK GEHRY



1992

LUCCELLINO
INGO MAUER



Today, products need to be even more spectacular and surprising to get our attention. Materials and processes previously used only in specific industries are finding their way into consumer applications. Sustainability and social responsibility are influencing new directions. Even the definition of designer is changing as the lines between disciplines begin to blur. *DesignPOP* features a curated selection of game-changing products that have popped up since 2000. Each chapter illustrates different criteria. Taken as a whole, the breadth of ideas and innovation reveals distinct patterns in a changing industry—and hints as to how the industry might invent an even more remarkable future.

1993

85 LAMPS FOR DROOG
RODY GRAUMANS



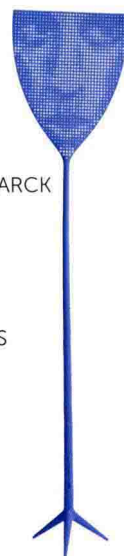
1996

GARBO
KARIM RASHID



1998

DR. SKUD
PHILIPPE STARCK



1997

EGG VASE
MARCEL WANDERS



1995

KNOTTED CHAIR
MARCEL WANDERS



1994

ANNA G.
ALESSANDRO MENDINI



1993

DYSON VACUUM CLEANER
JAMES DYSON



1993

VERMELHA
CAMPANA BROTHERS



1993

MERDOLINO
STEFANO GIOVANNONI



1994

BOOKWORM
RON ARAD



1998

IMAC G3
JONATHAN IVE







List of Products

1

materiality 12

Peacock Chair 14
Soft Urn 16
Zeppelin 18
Blow Up Bamboo Centerpiece 20
Midsummer Light 22
Osorom Bench 24
Honey-Pop Chair 26
To:Ca Clock 28
Samurai Lamp 30
ToFU Lamp 32
Carbon Chair 34

2

process 36

Smoke Dining Chair 38
Vase of Phases 40
Chippensteel Chair 42
Bin Bin 44
Rainbow Chair 46
One Shot Stool 48
Crevasse 50
Random Light 52
Him & Her Chairs 54
Illusion Side Table 56
Blossom 58
Bank in the Form of a Pig 60
Chubby Chair 62

3

design for technology 64

Dyson Air Multiplier 66
Creature 68
iPhone 70
Nest Learning Thermostat 72
Looksoflat Lamp 74
Jambox 76
Amiigo 78
Lytro Light Field Camera 80
CubeX Trio 82

4

shape shifters 84

Org 86
Fast Vase 88
PlusMinusZero Humidifier 90
Fred Humidifier 92
Stack 94
Tripod Trivet 96
Stitch Chair 98
Garlic Rocker 100
Collapsible Strainer 102
Flux Chair 104
Mercury Ceiling Light 106

5

variance 108

Nobody's Perfect Chair 110
Algues 112
IO Vase 114
Clay Furniture 116
Vase #44 118
To be continued 120
Airborne Snotty Vase 122
Do hit Chair 124
Fontessa Shoes 126
Showtime Multileg Cabinet 128

6

blurring the lines 130

WrongWoods Sideboard 132
Ripple Chair + A-POC Gemini Vest 134
Love Bowl 136
Rados 138
Zig Zag Shoes and Bag 140
Beads and Pieces 142
Too Young To Die 144
Balloona Stool 146
The Honeycomb Vase 148

7

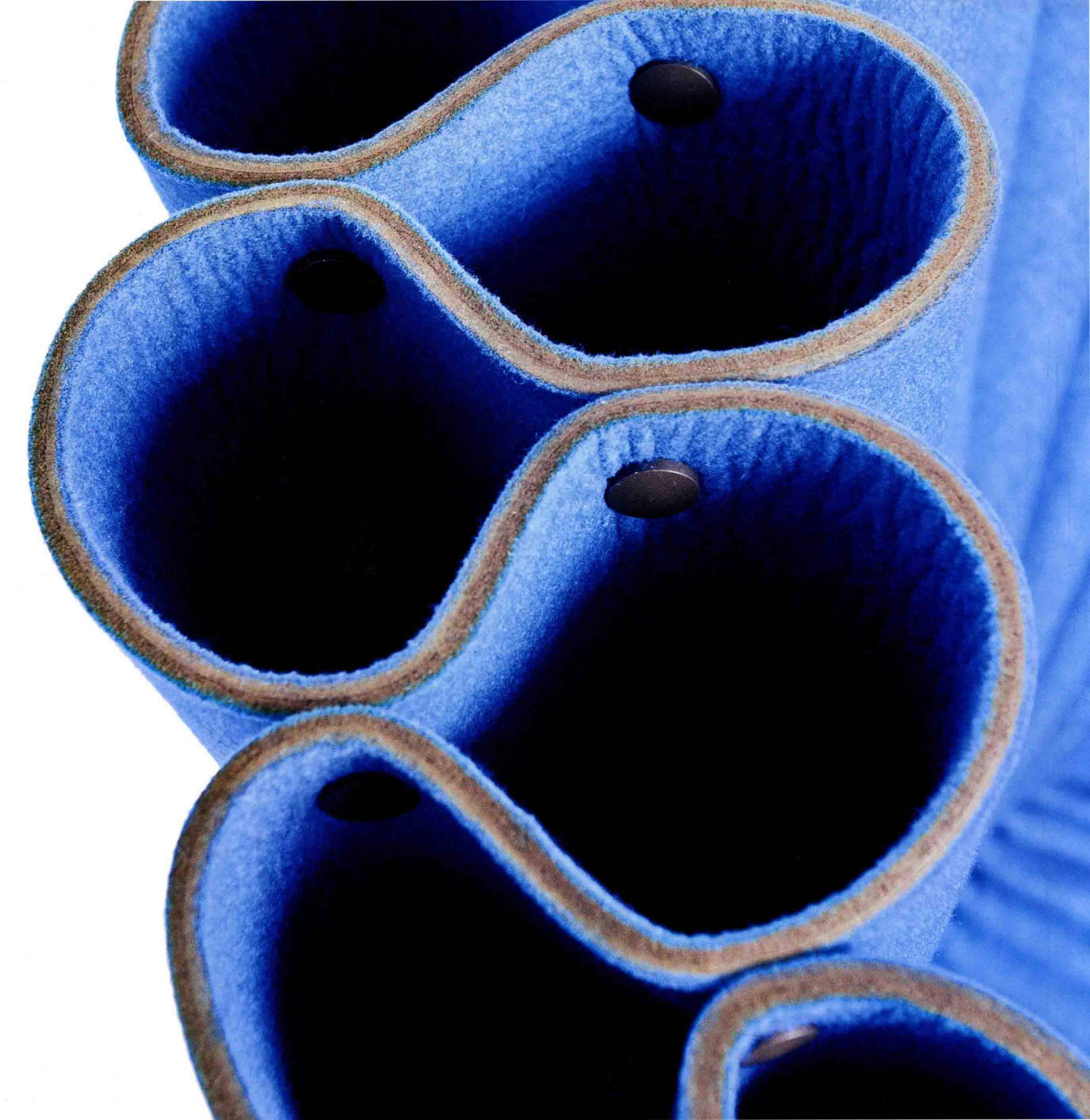
sustainability 150

Tide Chandelier 152
Moscardino Spork 154
Brelli 156
Kaktus 158
Stretch Bag 160
Plumen 162
Flip Flop Vase 164
FoldScapes 166
Wooden Radio 168
Wasara 170
Bobble 172

8

design for good 174

NYC Condom Dispenser and Wrapper 176
XO Laptop 178
Johnson & Johnson First Aid Kit 180
Target Clear RX Pharmacy Bottles 182
Height-Adjustable Tub Rail 184
Etón FRX3 Emergency Radio 186
Home Hero 188
See Better to Learn Better 190



chapter 1

materiality

Designers are more inventive than ever in the ways they use materials. Aided by such resources as “material libraries,” designers can look up thousands of different materials and determine what is best to use for each design. The availability of information has given designers the opportunity to be more creative. A great example is the use of Tyvek, a popular material originally produced for insulation in house construction. This synthetic paper is now being transformed into lighting fixtures, wallpaper, bags, coats, and much more. Another instance can be found in the application of epoxy resins to carbon fibers. This combination makes the delicate carbon fibers so strong and resilient that they can be woven into sturdy yet extremely lightweight chairs. These examples illustrate how increased knowledge and increased choice of materials has opened up a world of possibilities to the designer that didn’t exist before.