

On Sunday, May 15, the group exhibition "Down to earth" opens in Shak gallery, Brussels. For this exhibition, Berry Dijkstra has put together a show with a new generation of designers based in the Netherlands. The Dutch are known for their pragmatic and down-to-earth attitude, while the selected objects are about pushing the boundaries of materials, defying gravity, and at times feeling otherworldly. The exhibition "Down to Earth will be on show till June 19 at Shåk Gallery in Brussels.

Down to earth takes you on a journey through the Low Countries. 15 designers present work, with material research leading to interesting forms and translations. A new generation of designers are working on the reputation of Dutch design. Unlike in the 90s, the designers are more diverse, more women and above all more international. The academies of the Netherlands are bringing a new generation of designers who, despite the rational attitude, have a shot at a trip to the moon.

The Netherlands and its people are known for their pragmatic and hands on attitude. New ideas and forms emerge through research and experimentation. The results are mesmerizing and at odds with the down to Earth attitude and feel rather otherworldly. This field of tension is interesting and creates friction. Something that is characteristic of Berry Dijkstra's work. Bringing together worlds that do not originally belong together is a recurring theme. Also for this exhibition he has made a selection that is very diverse in material, form and function. From functional objects, such as vases, candlesticks to items that push the boundaries of design and can also be labelled art. This grey zone or intersection of disciplines is an interesting field of tension. Down to Earth explores this field of tension.

Fransje Gimbrère is a Design Artist from Tilburg, the textile city of The Netherlands. She graduated from Design Academy Eindhoven in 2017 with her Standing Textile(s) and has been pursuing her career as Design Artist ever since.

By experimental and hands-on research Fransje hunts for new possibilities and applications of existing materials, crafts, and industrial production techniques.

Through engineering material behavior and manipulating image and shape, she influences the way matter is perceived and creates inspiring concepts and stimulating designs for clients and industry.

Fransje is exhibiting around the world with her autonomous work, creates commissioned and site-specific pieces, and works as a freelance creative director, art director, designer, researcher, and consultant for clients in a wide variety of fields.

Olivier van der Mark

Olivier (1999) is an Eindhoven based artist and designer. He has recently graduated from Design Academy Eindhoven. In his studio, he focuses on working with ceramics in an explorative and research-based manner. This method of working helps and informs him to create functional objects, which have an interesting layer of materiality and form.

Nienke Sikkema

(1988) graduated at the Royal Academy of Arts the Hague after studying history and journalism at the University of Amsterdam.

After graduating she started working at the Oude Horn, the glassblowing studio of Bernard Heesen based in Acquoy just outside of Leerdam.

There she learned the craft of glassblowing and started executing her own designs in glass. Her way of working could be described as 'playing with glass'.

She lets the glass drip, stacks it and rolls it into a candleholder or sculpts animals with it. As long as the glass allows it and the material doesn't have to be forced.. Shape, color, transparency and shimmer, all the qualities that glass possesses are used in her designs. Hopefully this way people will recognize the fun of the making process in the objects that emerge from it".

The handblown glass candelabra's are created by letting hot glass drip and cool down at exactly the right moment, creating light catching sculptural shapes that are both spontaneous and controlled.

Tellurico

After graduating with the Master of Contextual Design at the Design Academy of Eindhoven, in 2017 Francesco Pace founded Tellurico, a multidisciplinary design studio specialised in objects, spaces and installations design.

The investigation of alternative solutions through the study of folklore, together with the relationship between crafts and the environment has been the centre of Tellurico's practice. The context in which a project is born has been the primary focus of these years' research. What binds the objects of a place to the characteristic of the place itself intertwines the historical, geological and social aspects of humankind, as well as the uniqueness and simplicity of everyday life. It is an always expanding field of investigation, as endless are the ways to live.

In 2020 Tellurico has been nominated by Platform Magazine among the Best Italian Designers. In 2021 Tellurico won the prestigious Officine Saffi Awards with his project Telluride

So far, Tellurico's works have been presented in many international venues such as the Biennale of Architecture in Venice, Van AbbeMuseum in Eindhoven, M.A.D.RE. in Naples, Triennale di Milano, Brohan Museum in Berlin, Beirut Design Fair, Italian Pavilion in Barcelona, Zoya Gallery in Bratislava and others. He works closely with private clients and received commissions from different galleries such as Palau de Casavells in Barcelona, Mint London, Camp Design Gallery and Functional Art Gallery in Madrid.

Tellurico lives and works in the Netherlands.

Rollo De Courcy

is an independent design studio working with advanced digital software and cutting edge additive manufacturing technology. The studio was founded in October 2020, and has since been involved in some of the largest design weeks globally and represented by a leading Italian design gallery. Biomimicry is central to the research and methodology, with the intention of finding innovative new ways of modelling organic geometry to create products with a positive environmental impact.

This piece is part of the larger 'Urban Stem' collection; an ongoing body of limited works that push the boundaries of manufacturing and software technologies. Intended as an interior light sculpture, the piece visually reacts and changes in accordance to its surrounding environment. The luminosity emanating from the LED core diffuses softly across the textured surface, revealing the intricacies of the form through all its cavities and crevices.

The initial stages of exploration were focused on finding innovative new ways of modelling organic geometry digitally and realizing the designs physically. With a fascination for naturally formed organic structures, an aesthetic identity of similar character and taste is clearly visible. The aim has been to create structures that look as if they've almost grown straight out of the ground, resembling the wild and untamed character of organic matter.

Shåk Gallery