

IN HER SEARCH FOR THE BALANCE BETWEEN MASS-PRODUCED OBJECTS AND TRADITIONALLY CRAFTED ONE-OFFS, DUTCH DESIGNER HELLA JONGERIUS BREATHES NEW LIFE INTO FORGOTTEN DESIGNS AND TECHNIQUES.

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PHOTOGRAPHY BY FRANK OUDEMAN.



'I REALLY DON'T TRY TO IMAGINE HOW EVERYTHING COULD BE BETTER OR NICER LOOKING. DESIGN IN ITSELF DOESN'T INTEREST ME'

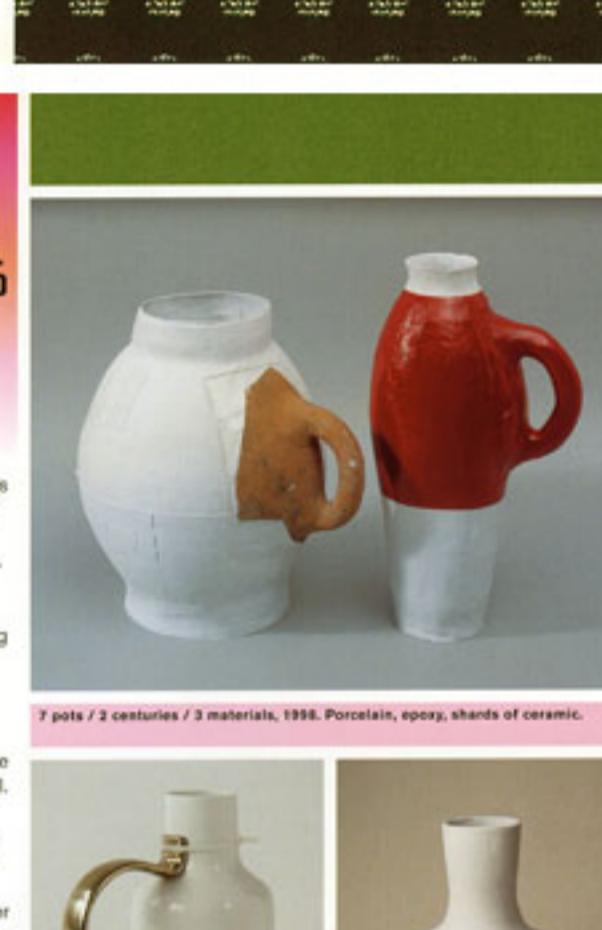
Despite the current plethora of cross-disciplinary objects, differences between artists and designers still exist. Most artists, for example, are buried in a sea of flowers at the openings of their exhibitions. Every available pail, wine bottle and tin can is caressed into service as a temporary vase. As a visitor to many contemporary design shows, however, I recall only one or two instances in which a guest was brave enough to bring the exhibitor an aesthetically compromised object. Designers know one another. They might design vases, but they don't plague their colleagues with annoying bouquets that would destroy the character of the ultimate urn. Although they play with practical objects, they often place the resulting designs on a pedestal like works of art, stripped of their functional nature.

Paradoxically, aware of this phenomenon, designer Hella Jongerius can chuckle at the humour of the situation. How does it relate to her own work? Her products, though exceptionally beautiful, show little evidence of 'design'. On the contrary, her vases are archetypes that exist by the thousands; the form of her Käseje chair replicates that of an Alsatian cheese chisel, and her dinnerware has the intention of surpassing the splendour of a Wedgwood service. And let's not forget the fabrics that Jongerius recently designed for textile manufacturer Maharam, which feature existing motifs from the factory archives.

Jongerius has no problem with occupational disability. In the minds of the general public, the stockbroker lies awake at night thinking of



Dissolve Crystal Prism, 2002. Designed for Swarovski, this crystal chandelier looks like a bell green. The skin of the prism gives it a translucent quality that ask searching questions about the world of product design.



despite the plastic surgeon scans every face in search of what's missing. The designer is offended by the sight of a badly designed object. Hella Jongerius doesn't fit this description, however. 'I really don't try to imagine how everything could be better or nicer looking,' she insists. 'Design in itself doesn't interest me. What fascinates me is the story that a product tells.'

Trendsetter. A word that would surely horrify her, but a word that is most appropriate to Jongerius. Her work appears regularly in nearly every interior-design magazine in the world. The marketplace teems with rip-offs of her rubber vases, embroidered ceramics and knitted lamps. What special quality does she see in her work that makes it an obvious prey for imitators? 'I guess I have a good nose for what's going on. Evolutionary changes influences transcend me. Whether I intuit seems to be, sooner or later, in line with the times. Sounds arrogant perhaps, but up to now that's been my experience.'

She hastens to point out that, like all design-related terms, words such as 'intuition' and 'trendsetter' suffer from inflation. They no longer mean anything. The reason, according to Jongerius – who admits, when pressed, to being inspired by what often passes for design – is that we're drowning in a flood of bad design: rubbish presented as 'hip design' on televised DIY programmes, insipid gift-shop gags and cheap mass-produced articles. 'Every corner of the world has been "designed", but the quality of that design is appalling. We're fouling our own designer nest.



Dissolve Crystal Prism, 2002. Porcelain, glass, packing tape.



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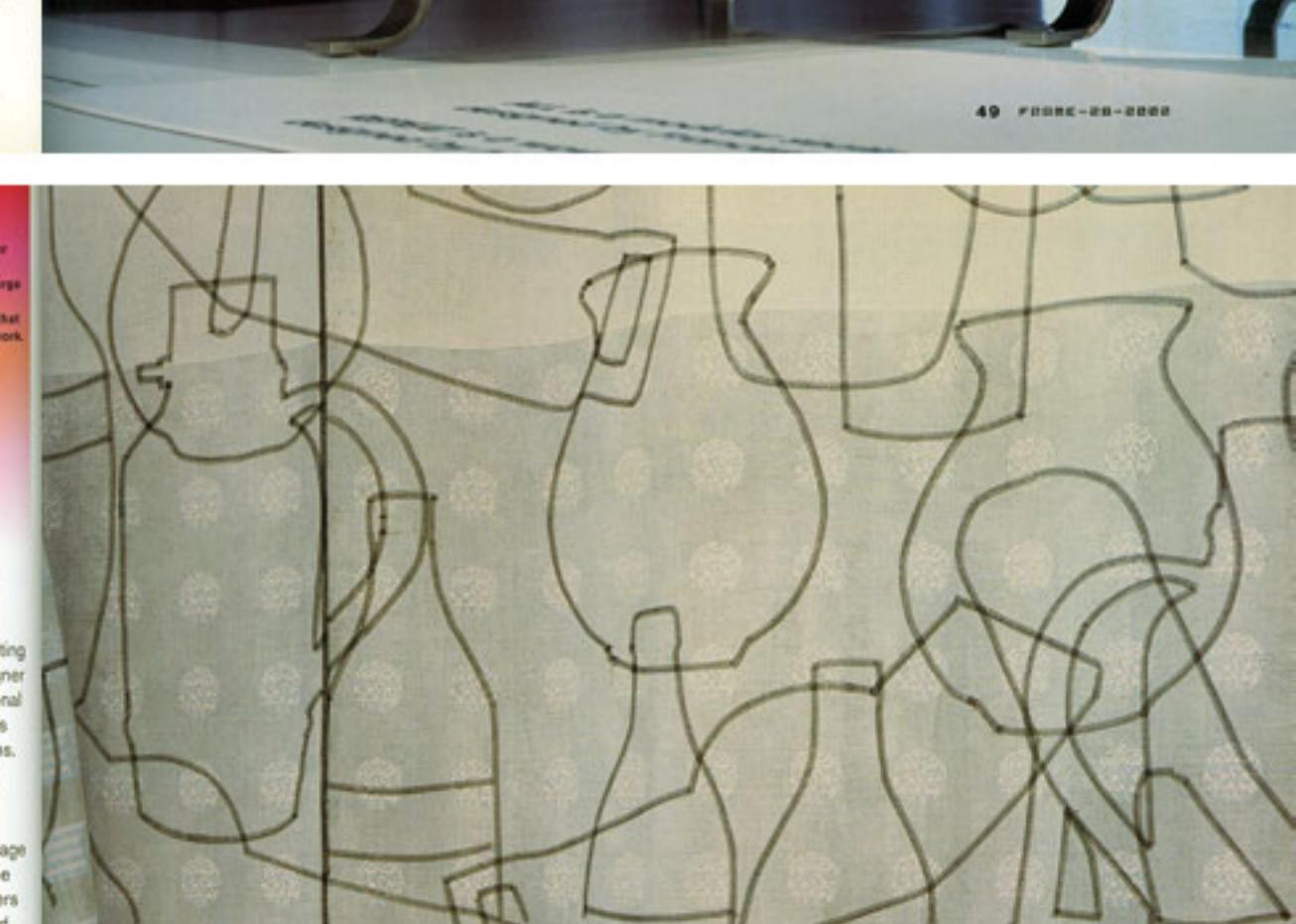
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'GETTING YOUR HANDS DIRTY IS ESSENTIAL TO BEING A GOOD DESIGNER'

Roughly ten years ago, designers still played a major role in the world, but now they seem to be minor in their own success. The story they tell becomes shorter by the day.

Jongerius's ambition is nothing less than a reassessment of the design profession. 'I'm looking for new meanings. In creating a single product, you can change the way people think about products in general. That's something I genuinely believe in. But why I'm not satisfied with my work unless it makes a statement.'

Her slightly Damaged Dinner Service refers to the importance of imperfection as a precondition for becoming attached to an object. Observing the people around her, she noted that they cherished the chipped cups and cracked saucers in grandma's cupboard far more than the pristine ones. For 12 years every designer of china burns his fingers making. Consequently, she crafted a second-rate service with minor flaws that make each piece unique. Lengthy experimentation with types of porcelain and various kiln temperatures produced the desired result. The next step was to persuade the ceramics industry Royal Tichelaar Makkum to roll out the service at the 'worst' temperatures.

'An incredible amount of intelligence goes into the creative process. Getting your hands dirty is essential to being a good designer. Concocting something on a purely rational basis provides no new insights, and concepts alone are much too bare.' Jongerius would rather delve into materials and manufacturing methods, milking them until they become her own. Only when the material pushes



Slightly Damaged Dinner Service, 1994. Manufactured by Royal Tichelaar Makkum. The plates are all deliberately flawed. Photography by Bob Goedewaagen.



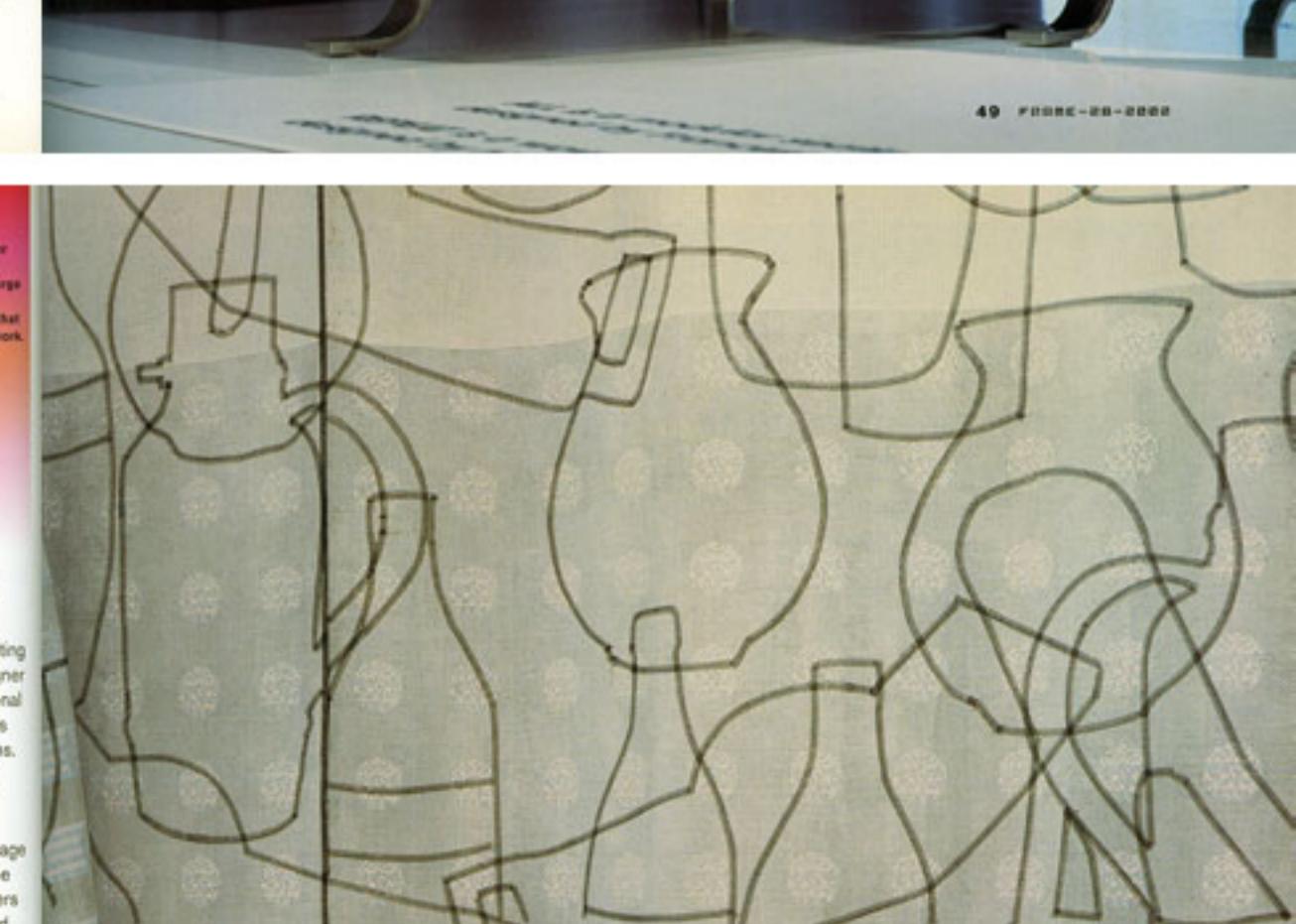
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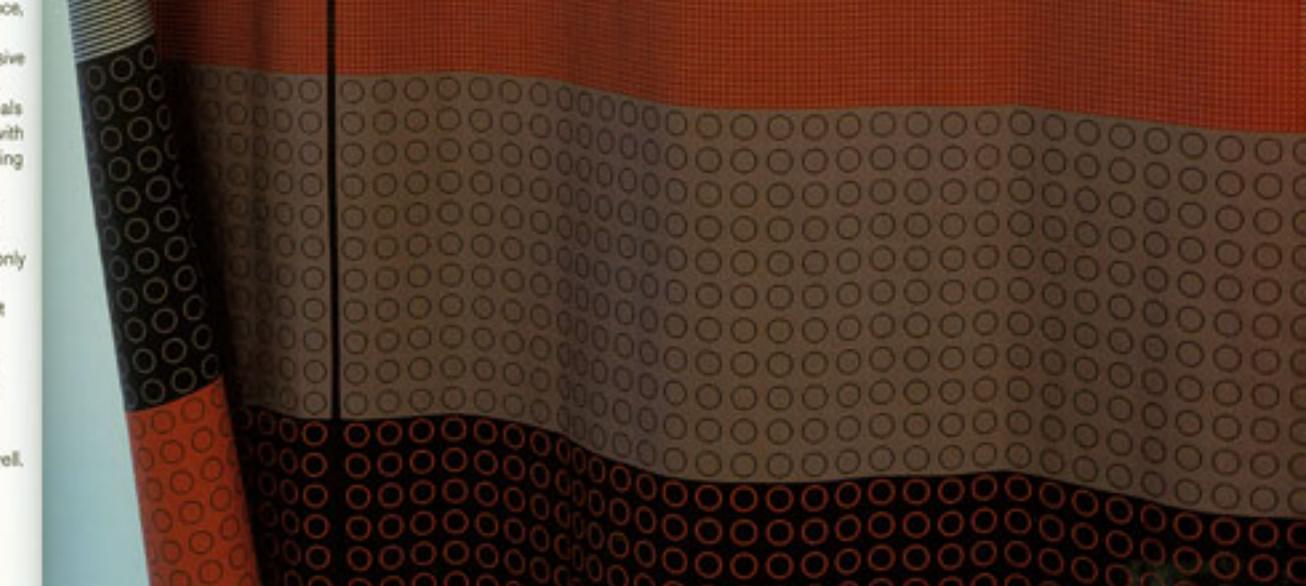
'ONLY WHEN THE MATERIAL PUSHES THE ENVELOPE DO NEW POSSIBILITIES AND UNEXPECTED CONCEPTS EMERGE'

Maharam and the Mess Design Gallery in New York, where she first exhibited the fabric at a popular woman show in May 2002. They took a considerable risk in backing this project.

I remind her of the freedom she claims is essential for working in an undisturbed atmosphere. 'You're right. Working with industry always carries a risk. Throughout the process, you're constantly forced to make concessions. Fortunately, having done a lot of research – mainly by experimenting with porcelain, strangely enough – I had a lot of self-confidence going in. This project: old versus new, classic tradition versus banal symbols, and the power of decoration which the visual to take on a different meaning. She's referring to 'messes' – the fabrics which she put rubber patterns on porcelain jugs and used ordinary plastic tape to make vases with ceramic bases and glass necks. Like the upholstery fabrics, these too were strange marriage that united old family members without stripping them of their individuality.'



Opposite: Repeat, 2002. Upholstery textile designed for Maharam. Large-scale pattern sequences yield a total length of 100 metres. When applied to furniture, each piece takes on an individual character, while remaining in the vocabulary of the print.



Opposite: Long Neck and Groove, 2002. Glass, porcelain, packing tape.

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Käseje chair, 1993. Carbon-fibre frame with felt or foam. Jongerius based her design on a wooden chair that she saw in Africa. Distributed by Cappellini. Photography by Bob Goedewaagen.

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