

Hocker, Box, Prototyp, 2004–2006
Entwurf: Big-Game / Grégoire Jeanmonod, Elric Petit,
Augustin Scott de Martinville; in Zusammenarbeit mit
Adrien Rovero
Herstellung: Big-Game, Lausanne, CH
Material/Technik: Aluminium, thermolackiert
40 × 30 × 24 cm
Dauerleihgabe: Schweizerische Eidgenossenschaft,
Bundesamt für Kultur Bern



Designer trio Big-Game has been creating furniture ensembles, lighting, and utensils since 2004. For its *Pack Sweet Pack* collection, it transposed functional and formal elements from the packaging industry to traditional furniture.

Augustin Scott de Martinville (b. 1980), Elric Petit (b. 1978), and Grégoire Jeanmonod (b. 1978) met in 2004 at the *École cantonale d'art de Lausanne*. In 2006, along with Adrien Rovero (b. 1981), they presented their second furniture collection at the Milan Furniture Fair—just one year after their debut collection *Heritage in Progress*. Featuring a rug, vases, pendant lamps, mirrors, stools, and a tetrahedron-shaped armchair, *Pack Sweet Pack* confronts domestic living space with the packaging industry. Although in formal terms the *Box* stool, in folded aluminum with an inset handle, recalls Le Corbusier's *Tabouret* from 1959, its structure and color scheme unmistakably reference its source of inspiration: a folded cardboard box. As well as juxtaposing two distinctive design areas, the collection takes a playful approach to symbols—as signaled by the name of the Lausanne-based design collective. This radical approach, which runs counter to furniture-industry conventions,

has played a significant part in the success of the now well-established design studio. (Sabina Tenti and Renate Menzi)

<https://www.eguide.ch/en/objekt/box-prototyp/>