

Design Tasmania

Tasmania Makes
crafting the future

9 December - 3 March 2024







‘Our designers have a reverence that comes with knowing how slowly their materials grow or form. They live and work in Tasmania, where creative people are inextricably linked with the natural world.’

Michelle Boyde, Artistic Director

Tasmania Makes: crafting the future

Simon Ancher | Nanna Bayer | Christopher Clinton | Geoffrey Cameron-Marshall | Benjamin Grieve-Johnson | Elliot Hall | Sean O'Connell | Sabine Pagan | Matthew Prince | Scott van Tuil | Isaac Williams

Tasmania Makes is a new annual platform designed to celebrate and invigorate Tasmania's rich culture of innovation and craftsmanship in design. Known for our thoughtful, resourceful and naturally sustainable ways of working, Tasmania boasts a reputation for its consistently good design and distinct design vernacular.

From the south east coast to Cradle mountain, Hobart to Launceston, eleven designers from traditional design disciplines spanning furniture, ceramics, jewellery and object design were invited to reconsider and refine their practice through the creation of new work responding to local or global imperatives.

The exhibition features radical new work from designers such as an architect creating small-scale aging-in-place objects, a lighting designer researching sustainable surfboard materials and a master ceramicist delving into composting toilet designs. Employed are a spectrum of making modes, from the practical to philosophical, traditional hand tools to advanced digital processes, all exemplifying a unique Tasmanian approach to shaping the future through design.





Day Bed

Simon Ancher

Prototype manufactured by Simon Ancher studio

The *Day Bed* is a flexible object that offers a comfortable platform for rest and casual conversation. It can accommodate one as a lounging experience lying flat or supported in several reclining positions, or a few people in the round as a flat bench seat.

This object is a welcome addition to our current range and can be paired with couches, lounge chairs, side tables, coffee tables and beds.



Materials: blackwood,
powder coated steel and
tan leather

Composting Toilet Thrones

Nanna Bayer

One-of-a-kind

Growing up in the strict minimalist Scandinavian design environment has found me rebelliously designing functional objects, which are always full of colour, fun and humour. Since antiquity, the snake has been symbolic of both medicine and toxicology. Using humour I am drawing attention to the fact that roughly 35,000 litres per year per household flushes our toilet waste out of sight and out of mind.

Isn't flushing precious drinking water criminal in a dry country of bushfires?



Materials: ceramics,
rope, wood, steel
fittings

Adaptive Kitchen Ensemble

Christopher Clinton

Prototype manufactured by Christopher Clinton with Andrea Barker (Ceramics)

Working across architecture, object design and making, I'm intrigued by everyday objects intricately woven into the spaces I design, influencing the user's interaction with both form and function.

My submission for this exhibition deliberately explores adaptive assistive design, focusing on the extension of objects in spaces, and delves into the realm of architecture for aging in place and individuals with limited mobility. This aims to redefine inclusivity in design by highlighting the relationship between objects and the architectural framework, reflecting my commitment to creating environments that not only engage aesthetically but also enhance the quality of life for diverse user groups.



Materials: walnut,
ceramic

Timber Twin Pin Channel Surfboard

Geoffrey Cameron-Marshall

Prototype

An avid surfer for 30 years, Geoffrey recognised that traditional foam construction of surfboards is environmentally damaging. He long harboured an interest in crafting his own more sustainable board. As a passion project he explored this idea in more depth using waste plywood from a renovation to develop a ply surfboard.

The surfboard was an experiment in a combination of making techniques traditionally used in boat building. This next iteration was an opportunity to innovate by taking contemporary twin pin surfboard shape and developing a built-in channel structure designed to improve control. Western Red Cedar covers a hollow core frame of marine plywood strengthened with flax and basalt cloth.



Materials: western red cedar, flax cloth, basalt cloth, marine plywood

Tīd

Benjamin Grieve-Johnson

Manufactured by Other Furniture

Tīd, by Ben Grieve-Johnson, is part of a series of contemporary pieces made with non-industrial techniques under his label Other Furniture. Its surfaces retain the signatures left behind by the hand-work that created them and are intended to actively engage the user. The interplay of light over facets creates a visual dynamism while textures both hidden and obvious offer opportunity for tactile interpretation. The result is an object both rich in qualities and unusually transparent about its genesis.



Materials: Tasmanian
blackwood, hide glue, tung
oil, bees wax

Biosphere

Elliot Hall

Prototype

Biosphere is a speaker that combines sculptural aesthetic with high sound quality through an engineered tapering form that acts as a sound dampener for resonating sound waves.

The flowing form is influenced by organic structures and can be associated with a diversity of natural elements. The structure has a particular focus on growth and movement as well as representing the vibration of pulsating sound waves through its stepped design.



Materials: birch plywood

Kettles

Sean O'Connell

Custom Prototypes

These shiny water kettles have been hand formed from stainless steel sheet, their forms evolving under hammer and file. They are made to last a lifetime, from strong simple materials that age well. Their graceful quirky beauty adds an intimate sense of joy to the everyday act of boiling water.



Materials: stainless steel, celerytop pine, kangaroo leather

The Poetics of Materials

Sabine Pagan

One-off pieces

The Poetics of Materials explores the value of materials in shaping our perception of and connection to our surroundings. Melding the natural with the manmade, these artifacts reference particular moments in time and place. Each object attempts to capture the intrinsic nature of materials, revealing the features and qualities that prompt immersive and sensorial encounters. Collectively, they create a terrain that reflects on the fragility of our environment while unearthing its material beauty.



Materials: various

Vault

Matthew Prince

Prototype

Vault is a dining chair intended for both residential and commercial applications.

The project intent has been to bring together a range of neighbouring industries to achieve a high level of production efficiency and scalability. Working closely with a local upholsterer, *Vault* utilises a range of unique upholstery methods to realise complex geometry and ergonomic requirements.

Further development of this project will include expanding the design into a range of seating types including lounge chair, occasional chair and barstool.



Materials: steel, plywood, upholstery

Compose Lounge

Scott van Tuil

Limited serial production manufactured by Scott van Tuil and select local manufacturers

Compose is a modular lounge system that celebrates the experiential qualities of materials.

Arranged together, the shaped timber back elements create a rhythm of form enabling the product to meaningfully delineate space in open plan commercial and residential settings. Comprising single, double, corner, and ottoman pieces, *Compose* is highly configurable. Utilising high quality, carefully selected materials, *Compose* offers a luxurious lounging experience.

Proudly designed and manufactured in Tasmania.



Materials: Tasmanian
oak, upholstery

Rebirthed Pallet Dine

Isaac Williams

Final Prototype

The result of a creative practice centred around the exploration of waste materials, *Rebirthed Pallet Dine* is constructed from 100% discarded single-use pallets. The identification of this abundant material source/wastage informed the design's starting point.

During the development of the piece and with the support of a Northern Tasmanian Waste Management Group grant, a broadly applicable process for rebirthing discarded timber has been established.

The piece takes a calm minimal form to offset the unavoidable visual busy-ness created by the timber lamination system and the removal of all hard edges explores returning the timber to a more tree like form.



Materials: found
pallets, finished in
hard wax oil



Simon Ancher

Designer / Maker



Simon Ancher is a designer-maker living and working in Launceston Tasmania. After studying furniture design in 2000 he worked from the Designer Makers Cooperative workshop in North Hobart, where he developed his practice specialising in one-off commissioned work and interior fit-outs. Through his practice, Simon Ancher Studio, he continues to develop his own furniture range as well as undertake commissioned work including public art and seating. Ancher's work is informed by the use of appropriate materials over style and is inspired by observation.

www.simonancherstudio.com.au

Nanna Bayer

Ceramicist



Nanna is a ceramicist specialising in the Nerikomi technique, utilising thin colourful porcelain to create functional and sculptural objects. She started the practice 31 years ago, and has since developed a signature style that has won her international recognition and acclaim. Before moving to Tasmania in 2011 Nanna's work had been shown in 60 exhibitions in 17 countries. She has given invited talks, demonstrations and workshops at symposia and conferences around the world.

[@nannabayerstudio](https://www.instagram.com/nannabayerstudio)

Christopher Clinton

Designer / Maker



Christopher is a Hobart-based architect, designer and maker.

Originally from a trade background, his vision combines a craftsman's eye for detail with practical design rigour and an in-depth knowledge of materials and construction.

Chris' design-by-making process and the making of finely-crafted furniture and objects is inextricably linked to his practice of architecture.

christopherclinton.com.au

Geoffrey Cameron- Marshall

Designer / Maker

Drawing inspiration from natural forms, Geoff's practice is focused on combining new technology with traditional techniques. Dwindling resources and unsustainable and unscrupulous practices have led Geoff to consider the provenance of materials he uses. Using a rethink reuse reduce approach he aims to design timeless pieces incorporating reclaimed materials. Hand crafting practices blend seamlessly with 3D modelling processes to create pieces that acknowledge the past whilst looking to the future. The resulting objects are hand-finished and assembled, ensuring quality and artistic integrity.

@geoffreycameronmarshall



Ben Grieve- Johnson

Designer / Maker

Ben is a maker with a background in philosophy. He chooses to limit himself to hand-tool processes and non batch-production wherever he can in order to cultivate a design idiom of vitality (that is, oriented around human-life rather than the project of totalised technology). Ben works in a small studio in Moonah, Hobart.

"Quite a lot has changed here in recent years; some of it even for the better. Tasmania Makes is an overdue opportunity for a new expression of Tasmanian design and craft identity and I'm very excited to be able to contribute to it."

otherfurniture.au



Elliot Hall

Designer / Maker

Elliot is a young, environmentally-inspired designer who has created a 'wave-inspired' sound speaker for this exhibition

Biosphere is a speaker that combines a sculptural aesthetic with high sound quality through an engineered tapering form that acts as a sound dampener for resonating sound waves.

The flowing form is influenced by organic structures and can be associated with a diversity of natural elements. The structure has a particular focus on growth and movement as well as representing the vibration of pulsating sound waves through its stepped design.

@ elliot_hall_design



Sean
O'Connell
Metalworker



Sean is a jeweller and metalworker who has been living off his work for 20 years. He has won contemporary jewellery awards both here and overseas, and his work is held in collections such as the National Gallery of Victoria and the National Gallery of Australia. In 2017 Sean completed a PhD in Fine Arts, resulting in a parallel strand of work which centres around photography and experiments in visualising force and inner material structures.

www.oneorangedot.com

Sabine
Pagan
Jeweller



Sabine is an academic who has recently relocated to Tasmania. She is a proficient jewellery and object designer and is connecting to Tasmania through rocks and raw material to create original and unique pieces of jewellery.

instagram.com/sabinepagan

Matthew
Prince
Designer / Maker



Matthew Prince is a furniture designer based in Launceston, Tasmania. His practice ranges from designing and making bespoke pieces for private clients, to developing furniture products for large-scale production. With an Associate Degree from the Australian School of Fine Furniture and a Bachelor Degree in Furniture Design from the School of Architecture and Design, UTAS, Prince's training provides a strong foundation as both a designer and maker. His ability to draw connections between conceptual development and practical execution is at the core of his practice, and provides a basis for design language and innovation.

www.matthewprince.com.au

Scott van Tuil

Designer / Maker

IVAN TUIL Design Studio was established by Scott van Tuil upon graduating from the University of Tasmania with a Bachelor of Environmental Design. Working across a diversity of modes, materials and scales, the desire is always to create objects that are beautiful in form and function, and meaningfully contribute to the spaces they inhabit. Located in Hobart, Tasmania, this small island at the edge of the world continues to inspire and influence.

www.van-tuil.com



Isaac Williams

Designer / Maker

Isaac Williams Design Objects, is the studio of lutruwita (Tasmanian) designer and artist Isaac Williams. Born into a maker culture in the rural north east, since completing his Bachelor of Environmental Design (Arch) at UTAS, Isaac's work has ranged from visual to object, as both client and personal work. Current work is centred around the curation and refinement of discarded materials, looking at waste as archeological artefacts and the interplay of the circle and square through the lens of form and symbology. These ideas take form through the mediums of pencil/digital drawing (graphic and CAD) and visual/object making from found waste material.

isaacwilliamsdesignobjects.com



Design Tasmania

Design Tasmania is recognised as one of Australia's leading not-for-profit design organisations. Dedicated to nurturing and championing creative practice in Tasmania since 1976, we encourage creative risk-taking, facilitate new work and collaborate to broaden the national and international audience for Tasmanian design and bring design to as many as possible.

We are a destination attraction for cultural tourism in the state's north and promote design and craft through our annual exhibition program as well as housing one of Australia's most significant contemporary timber design collections.

www.designtasmania.com.au



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Tasmania Makes 2023

Image Credit: Melanie Kate for all exhibition photography. Photographs of the designers provided by the designers.

Design Tasmania acknowledges the *palawa* people as the traditional owners of this island *lutruwita*.

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Australian Government



Tasmanian
Government