Edward Barber & Jay Osgerby

"An icon is an object that sets a new standard, it is revered and marveled in a moment in time, or even defines the era."

**Olympic Torch, 2012**

One of the most important aspects of our studio output is public work. The Torch for the 2012 London Olympics was certainly the most well known public commission and was a wonderful project to be part of. It was challenging to find the right striking point and quite daunting at times, but the ideas behind the design and the technical implementation of the project all worked fairly seamlessly. It was a great moment when the torch entered the stadium on the opening night in 2012.

**Tip Ton, Vitra, 2011**

Our first project with Vitra began as a research project: how to make a simple chair; but one that also has movement. The reception of the piece almost surprised us. It is interesting to see how quickly people will accept a new archetype.

**Pacific, Vitra, 2016**

Our first office chair was an attempt at serenity: the objective was to make a product that could perform all of the functions of a conventional task chair, but in the most calm and refined manner. We reduced the visual impact of the many levers and controls, leaving a simple, comfortable chair: Pacific is the antithesis to the awkward contraptions often seen in the workplace.

**Forecast, London Design Biennale, 2016**

A conceptual work for the first London Design Biennale, installed in the courtyard of Somerset House. We were inspired by the theme of Strips to mark the 150th anniversary of the book by Thomas Moore, with a weather station. We have identified one of the key conversations of the Biennale as being around the idea of being an ancient construct, and the weather was seen as one which we could incorporate into our work.

**Evelynwood, Magis, 2007**

Steelwood comes from the natural combination of two traditional materials that give rise to a simple, comfortable chair.

**Ronan & Erwan Bouroullec**

"With time, certain rare design projects become what people call 'design classics' successful objects that keep their originality over the years. These objects have a sort of timeless levity. This is what we try to achieve in our work. In a certain sense we would be very pleased if some of our projects became 'classics'. It is not a real objective, but it would be proof that we are doing something right."

**Clouds, Knoll, 2009**

Pebble is a range of tables, clouds is the expression of lightweight reflectance on the use of fabric to make acoustically insulated spaces. Like a living organism, Clouds creates surfaces that can evolve in terms of geometry defined by the user.

**Aim, Flos, 2013**

This is the industrial version of the Lamps we showed at the Triennale in Milan in 2016. As designers, we generally focus on products made in unlimited numbers. Nevertheless, the projects we develop for the gallery allow us to open up our work and to conduct research in a more natural way than the constraints of industry.

**Atome, Vitra, 2006**

The beauty of the Atome collection is that a sofa can be something more than a mere piece of furniture. Becoming a place inside a room.