

# TOP TEN AUSTRALIAN AND NEW ZEALAND DESIGN FORCES & FACES

Now in its third year, *DQ*'s annual Top Ten has gained momentum, growing to encompass New Zealand's flourishing design scene. The field of Australian and New Zealand talent is rich in diversity and always plentiful in supply. Over the past year we've seen some eye-popping projects, exciting concepts, inventive products – all infused with plenty of fresh, resourceful ideas.

The accessibility and high visibility of today's design scene is owed, in part, to the internet and a proliferation of design weblogs. These blogs capture a huge range of projects, products, ideas and concepts, delivering them to our doorstep on a daily basis. The information revolution is well and truly upon us, and has gone a long way in exposing design's greatest minds and masterpieces to the public, the design community and us here at *DQ*.

This year's Top Ten really highlights the best of what we've seen in the past year. These designers' unique approaches, philosophies, working processes and output have brought something new and exciting to the sector. We encourage you to take the time to soak up their stories, share in their experiences and find inspiration in their work.



Name:  
**ILIAS FOTOPOULOS**  
Company:  
**ILIAS**  
Discipline:  
**WALLPAPER, TEXTILES**

**An inspiring moment:**  
Smell of the ocean,  
sound of electronica  
and busy cities  
**A defining moment in  
your career:**  
Showing at 100% Design  
London; winning the 2008  
Bombay Sapphire Design  
Discovery Award



Name:  
**PHOEBE PORTER**  
Discipline:  
**JEWELLER**

**Your best work:**  
'Folded' earrings, 2006  
**The idea you wish you'd  
come up with:**  
LEGO  
**An inspiring moment:**  
Sight of a tidy workshop  
**Your greatest advocate:**  
My Mum  
**Summed up in  
two words:**  
The Bomb



Name:  
**CHRISTINA WATERSON**  
Discipline:  
**ART, OBJECT/  
FURNITURE DESIGN,  
EXHIBITION DESIGN,  
ARCHITECTURE**

**Your best work:**  
'Komodo' series  
**An inspiring moment:**  
Light effects at dawn  
and dusk  
**Your greatest advocate:**  
Mum. Mum is the best  
**Summed up in  
two words:**  
The Alchemist



Name:  
**CHRISTOPHER DOYLE**  
Company:  
**MOON GROUP**  
Discipline:  
**GRAPHIC DESIGN**

**Your best work:**  
At the local salad place  
near my work, you design  
your own salads. My  
salad on Monday was  
inspired  
**Your greatest advocate:**  
Julian Melhuish  
**Summed up in  
two words:**  
The Loudest



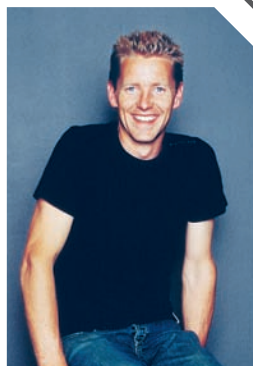
Name:  
**NATHAN  
GOLDSWORTHY**  
Company:  
**CONSCIOUS DESIGN**  
Discipline:  
**INDUSTRIAL DESIGN**

**A defining moment in  
your career:**  
Moving out of my lounge  
and into my studio  
**The idea you wished  
you'd come up with:**  
Internal combustion  
**Summed up in  
two words:**  
The Deliberator



Name:  
**KATE HANNAFORD**  
Company:  
**PENTHOUSE MOUSE  
- MOTH DESIGN**  
Discipline:  
**INDUSTRIAL,  
INTERIOR DESIGN**

**Your best work:**  
PHM Autumn Winter 08  
**The idea you wished  
you'd come up with:**  
Roller-skates  
**A defining moment:**  
That minute before an  
event opening - the make  
or break minute



Name:  
**JOOST BAKKER**  
Company:  
**JOOST**  
Discipline:  
**ARTIST**

**The idea you wish you'd  
come up with:**  
Genetically changing  
the humble white carrot  
to orange  
**An inspiring moment:**  
Digging a spade into  
the deep, rich, red soil  
surrounding our home  
**Your best work:**  
My three girls



Name:  
**SUZIE STANFORD**  
Company:  
**SUZIE STANFORD  
DESIGN**  
Discipline:  
**LIGHTING, FURNITURE**

**Your best work:**  
A lounge suite  
upholstered in  
a patchwork of  
mismatched, long-  
forgotten tapestries  
**Summed up in  
two words:**  
The Bowerbird



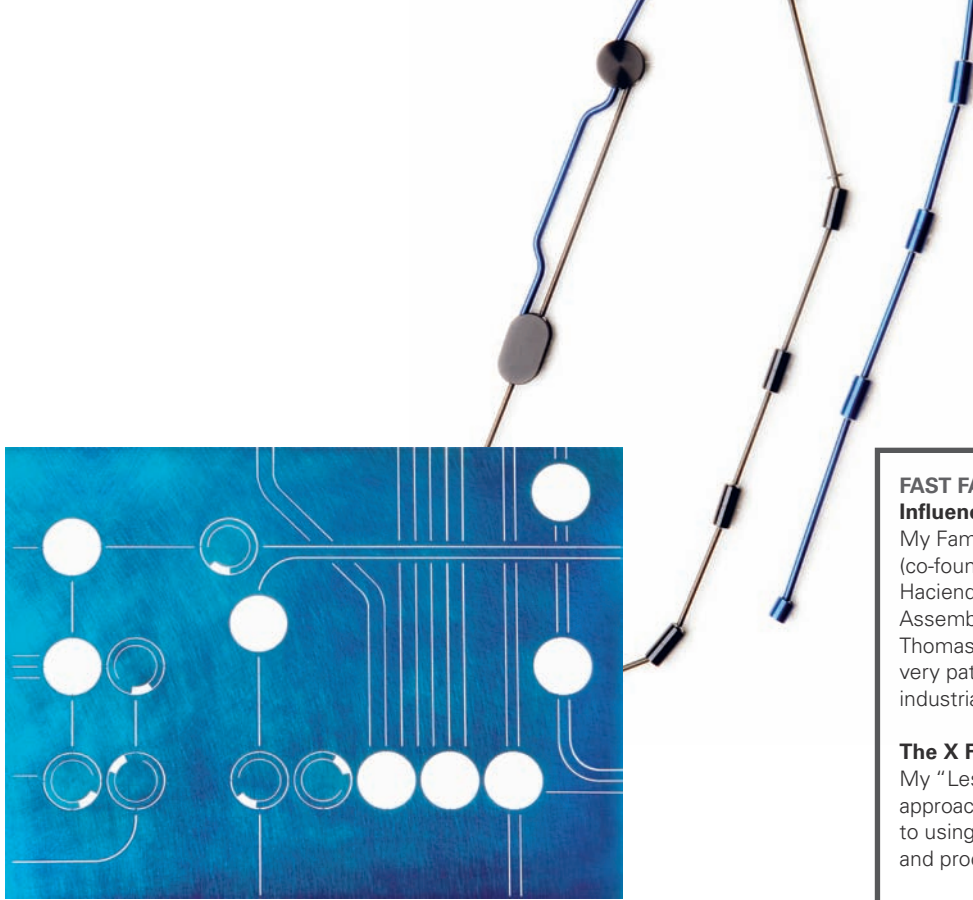
Name:  
**PETER HO**  
Company:  
**PHOOEY ARCHITECTS**  
Discipline:  
**ARCHITECTURE**

**Your best work:**  
Children's activity centre  
at Skinners Playground  
**A defining moment in  
your career:**  
Realising there are many  
great solutions to the  
same problem  
**The idea you wish you'd  
come up with:**  
The 'Jason Recliner'

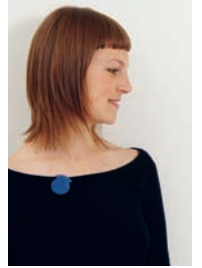


Name:  
**TIM WIGMORE**  
Company:  
**TIM WIGMORE DESIGN**  
Discipline:  
**FURNITURE, INTERIOR,  
OBJECT**

**A defining moment in  
your career:**  
Quitting my safe job to  
start my own business  
**The idea you wish you'd  
come up with:**  
Buckminster Fuller's  
'Fly Eye Dome'  
**Your best work:**  
'Giddyup'



PHOEBE PORTER



**FAST FACTS:**  
**Influence & Support**  
 My Family, Blanche Tilden (co-founder of Studio Hacienda and 'General Assembly'), e.g.etal and Thomas Caddaye (my very patient partner and industrial designer).

**The X Factor**  
 My "Less is More" approach and commitment to using industrial materials and processes.

**Coming Up**  
 This year is already pretty full. The most exciting news is that I'll be showing 'Location Devices' at Metalab in Surry Hills, Sydney, 7-31 May 2009.

**Q** How would you describe your work?

**A** I'm interested in industrial design and engineering. I aim to refine each piece to its necessary elements, often starting with the fastening mechanism which then becomes an integral part of the design. The question of what makes crafted objects different from mass-produced objects, when they may be of the same materials or processes, is essential to my work.

**Q** You trained at the ANU School of Art. What impact and influence has this had on your work?

**A** Art school exposed me to a range of influences: conceptual ideas, the traditions of gold and silversmithing, and newer approaches such as product design and CAD. I didn't gain the sort of widespread technical training that a trade jeweller needs. It was more about developing an individual way of working and the freedom to express an idea through the application of methods and materials.

**Q** You had your first solo show, Location Devices, at jewellery gallery e.g.etal last year. The premise behind this was very beautiful. Please expand on it for us.

**A** The work was generated by my experience of relocating from Canberra to live and work in Melbourne. It is about connectedness and the invisible networks within a city. Having experienced the discovery of Melbourne through street maps and transport networks, I decided to use schematic maps as a metaphor for social networks, direction and belonging – for developing a personal route through life.

A scene from William Kentridge's *Stereoscope*, was an initial source of inspiration. Kentridge drew lines of communication in cobalt blue, shooting from a telephone switchboard across the city. Referencing this image, the centrepiece of Location Devices is a large schematic map made from cobalt blue sheet metal. Locations are marked by a series of wearable metal clips designed to adorn clothing. Visitors to the exhibition can purchase a clip and wear it as a tiny personal location device, becoming a part of this particular creative network.



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