



Anti-Environments

**On the Exploration of Unconventional Tools
through Friction and Norm-Bending**

Luis Adrian Borchardt

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Binding	Paperback / softback
Territory	World excluding Austria, France, Germany, Switzerland, Puerto Rico, United States, Canada, and Japan
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Price	£32.00

- One of the most exciting and timely books on creativity of recent years and an invitation to break with conventional ways of using design tools
- A sensual, unconventional companion on digital design, featuring groundbreaking research on expanding the use of tools and programs
- Demonstrates how design software can be repurposed for democratic goals
- Winner of one of German Stiftung Buchkunst's 2025 Sponsorship Prizes for Young Book Design and a 2025 International Creative Award
- Digital media and their design are highly topical

In **Anti-Environments**, designer-artist Luis Adrian Borchardt explores how misusing digital tools and alternative design processes can unearth new creative potential and lead to greater autonomy and experimental practice with digital media. This highly unconventional companion on design tools challenges established traditions and methods through friction. Borchardt deliberately examines fields of tension and software limitations to break with conventional ways of use and to open new, unexplored avenues for creativity. He advocates for digital media being understood as dynamic formative systems to be made use of and to be repurposed, rather than as linear processes.

Borchardt's visionary book is itself such an "anti-environment," produced entirely in Google Sheets and avoiding conventional design programs. In this way, he demonstrates an alternative hybrid publishing approach, allowing readers to print a work from the internet and bind the volume themselves.

Borchardt is a trailblazer for a more open, democratic concept of disseminating knowledge and making it accessible.

Luis Adrian Borchardt is a Berlin-based graphic designer and artist. His practice explores experimental forms of publishing and the interplay of digital processes and social dynamics. Through errors and acts of subversion as aesthetic and political means, his work questions traditional publication systems.