



Big-game

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- Published to coincide with an exhibition at Grand Hornu Images, this book documents the work of design threesome Big-Game

Big-Game consists of the Belgian Elric Petit, the Swiss Grégoire Jeanmonod and the Frenchman Augustin Scott de Martinville. Having met up at the ECAL (Cantonal School of Art of Lausanne) and given their shared passion for the aesthetics of industrial design, in 2004 they decided to join forces and found a design studio, based in Brussels as well as Lausanne. In this relatively short time they have collaborated with, amongst others, Ligne Roset, Galérie Kréo, Vlaemsch and Inout Designers. Their work is minimalist, with a humourous, sometimes slightly subversive touch. In October 2008, Grand Hornu Images (attached to the MAC) brings an exhibition about the work of the threesome, on the occasion of which this book is published. With texts by Lise Coirier and Pierre Keller, it sneaks behind the scenes and offers a visual exploration of the journey of a design object from the conception and drawings to the finalised product. Text in English and French.