Lexus Design Award 2015 Finalists Announced

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Tokyo, Jan. 29 — Lexus International today announced the finalists for the third annual Lexus Design Award, an international competition that fosters the next generation of creators shaping a better future through design. A total of 1,171 entries from 72 countries were received. The 12 finalists will have the opportunity to present their

ideas at Milan Design Week 2015.

Four of the 12 finalists will receive up to 2.5 million yen each and receive assistance to produce prototypes of their winning designs from four renowned mentors—world-famous engineer and architect **Arthur Huang**, game designer **Robin Hunicke**, architects and designers **Neri** & **Hu**, and designer **Max Lamb**. The four prototypes will be exhibited April 13-19, 2015 at Milan Design Week, the world's largest design exhibition.

Respondents were invited to explore the five senses in pioneering ways. The entries were screened by a panel of world-renowned judges and celebrated design mentors in November in Tokyo. Judging criteria included the depth of understanding and unique interpretation of the competition theme, as well as the uniqueness of perspective and originality of the proposed design concept. The judges were impressed by the wide variety of wonderfully original ideas.

The four prototype finalists include **ANIMAL MASKS**, which allow the wearer to see through animals' eyes; **Diomedeidae**, a kinetic sculpture whose motion and light appeal to the senses; **LUZ**, which uses emotional lighting technology to create an environment appropriate to any weather or climate condition; and **Sense-Wear**, a collection of garments and accessories that emphasize the use of human senses.

The other eight finalist designs will have panel presentations at the Lexus booth. The Lexus Design Award Grand Prix winner will be selected from among the four prototype finalists on April 13, 2015, the press day and award ceremony. Please see the following pages for full details on the prototype and panel finalists.

The finalist entries and judging committee comments can be viewed at <u>www.lexusdesignaward.com</u>. Those attending Milan Design Week are welcome to visit the Lexus exhibit at T32 Torneria/Carrozzeria, Via Tortona 32, 20144 (Zona Tortona). Further details regarding the Lexus exhibit will be announced in mid-February.

| Title | ANIMAL MASKS |
|-------------|--|
| Designer | Keita Ebidzuka (Japan) |
| Description | ANIMAL MASKS allow wearers to see the world through animals' eyes, evoking a mythical world where symbolism meets reality. |
| Mentors | Neri & Hu |
| Title | Diomedeidae |
| Designers | Adriano Alfaro (Italy) Daiki Nakamori (Japan) Gaetano Mirko Vatiero (Italy) |
| Description | Generating electricity from its own flapping movements, Diomedeidae is a kinetic sculpture whose motion and light appeal to the senses. |
| Mentor | Arthur Huang |
| Title | LUZ |

Lexus Design Award 2015 Finalists Selected for Prototype Development

| Designer | Marina Mellado Mendieta (Spain) | |
|-------------|---|--|
| Description | LUZ uses emotional lighting technology | |
| | to create an environment appropriate to | |
| | any weather or climate condition. | |
| Mentor | Max Lamb | |
| Title | Sense-Wear | |
| Designers | Emanuela Corti and Ivan Parati (Italy) (Caravan) | |
| Description | Sense-Wear is a collection of garments and accessories that emphasize use of human senses. | |
| Mentor | Robin Hunicke | |
| Title | Braille Reader | |
| Designer | Juchun Jung (South Korea) | |
| Description | The Braille Reader allows the visually impaired to read printed materials, bridging the senses of sight and touch. | |
| Title | >crosswalk< | |
| Designers | Naoki Kaminaka and Ryo Yamaguchi (Japan) (KAMINAKANAOKIproject2015) | |
| Description | >crosswalk< is a crosswalk design featuring arrows that guide pedestrians, thus allowing smoother crossing. | |
| Title | Embodiment of Fractal | |
| Designer | Hiroyuki Morita (Japan) | |
| Description | Embodiment of Fractal invites the viewer to experience the fresh visual and tactile experience of the fractal growth of a natural forest. | |
| Title | Here Comes the Sun | |
| Designers | Chun-Fu Chen and Chi-Ming Pao (Taiwan) (Department of Product Design, Shu-Te University) | |
| Description | Here Comes the Sun is a heater that simulates sunlight coming through a window, providing warmth and hope. | |
| Title | INSTAMP | |
| Designer | Yuzo Azu (Japan) | |
| Description | Applying traditional East Asian brushwork principles, INSTAMP uses pressure and angle of touch to give emotion and artistic effect to Western lettering. | |
| Title | Leather? | |
| Designer | Amon Matsuo (Japan) | |

| Description | By applying traditional Japanese paper- making/molding techniques to powdered shoe- making by-products, a new unique material emerges. |
|-------------|---|
| Title | Mnote, Mnemonic Note |
| Designer | Benjamin Xue (Singapore) |
| Description | Mnote is a writing pad designed to take advantage of our senses to improve memory and help us retain important information. |
| Title | yamaori taniori tent |
| Designer | Iyo Hasegawa (Japan) |
| Description | Inspired by origami, this tent appeals to the senses as it is transformed from a flat sheet to a visually appealing shelter. |