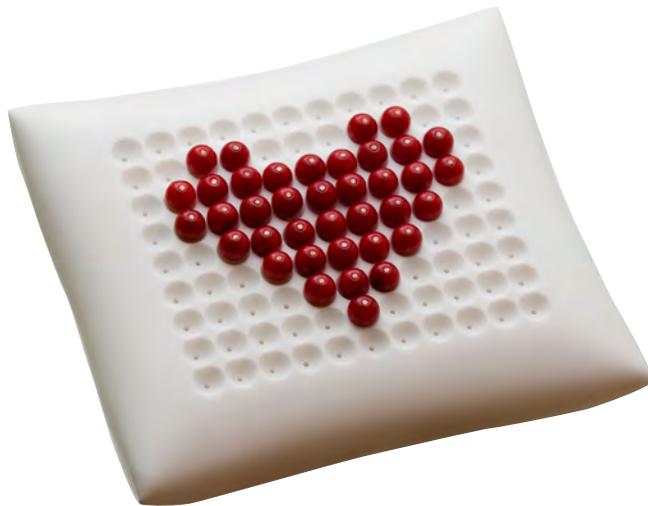


# CROSS STITCH

2011

designer | Fanni Vékony



Fanni Vékony is an exciting character of contemporary Hungarian design since 2007. Her award-winning jewellery artwork is based on the past that defines our personality and on the designer's family memories.

The Cross Stitch brooch is a transformation of the embroidery style used in Szabolcs-Szatmár county, in the Eastern region of Hungary. When making the object, her goal was not to transmit patterns, but to save the process of embroidering for eternity. By recomposing the small coral balls, the owner of the brooch can create new patterns and can experience this meticulous work and the joy of creation. It's made of of CORIAN®, coral, red copper and stainless steel.

# COFFEIN SET

2008

designer | Balázs Antal



The unique visionary artwork of Balázs Antal is already available in New York, Japan and Germany. As a representative of the new wave of gastrod�esign his work is free from clichés. The aim of COFFEIN is to express uniqueness and personality. Its changeable textile “scarves” prevent our hands from burning when holding a hot drink. The use of different patterns and colours reflect the taste of the owner.

# PIXELFOLK RED

2012

designer | TheBétaVersion (Zsófia Rainer, Cili Varga)



TheBétaVersion was founded in 2010, its designers create high-quality handmade, unique leather bags and accessories in their Budapest-located workshop. The PIXELFOLK pieces were inspired by sárközi and palóc textiles (of two ethnographic areas of Hungary). The improved and complemented collection of these pieces were introduced in autumn 2011. Their novelty for spring 2012 is the PIXELFOLK RED collection. Bags are simple but functional, the traditional patterns come to life again thanks to the lively red leather.

([www.thebetaversion.com](http://www.thebetaversion.com))

# MOTIVA

2011

designer | Vanda Berecz



Vanda Berecz graduated as a leather designer in 2011 at MOME (Moholy-Nagy University of Art and Design, Budapest, Hungary) and is now a student in fashion design. The first pieces of the MOTIVA bag collection were born as parts of a university project. The starting point of the design was the embroidery patterns used in Hungarian folk art. The 3D models were made with origami technique using the most simple and basic forms. This way a unique model was framed, which enabled the creation of a specific closing method, which also referred to the opening and closing of flower petals. Bags are made of mounted Napa leather and are currently available in 5 versions, their names also relate to flower types (Cerasa, Cydonia, Diona, Tulipa and Calla).

([www.bereczvanda.blogspot.com](http://www.bereczvanda.blogspot.com))

# FOLK COLLECTION

2010

designer | Zsuzsa Boldizsár



Zsuzsa Boldizsár has worked for years as an industrial designer for the two most well-known porcelain factories of Hungary, the Herend Porcelain Manufacture and the Hollóház Porcelain Factory. She was a Moholy-Nagy Product Design Scholar, her Folk Collection is a product of this period. The series is based on old folk art patterns. Its relief-formed or moulded decors are natural and stylized at the same time, their original versions decorated mainly the sheet-ends, shirt-sleeves, covers and pillow-ends of the 19th century. The novelty of the objects lie in the random placement and cutting of traditional graphic design elements and the avoiding of traditional composing methods.

([www.boldizsarsuzsa.hu](http://www.boldizsarsuzsa.hu))

# COCODICE STOOL

2011

designer | Co&Co Communication  
developers | Co&Co Communication + Apton&Sinclair



Dice stool make essential elements of the educational product line. These stools are suitable for sitting and offer great help for kids at kindergarden age to get acquainted with the cube. The stool improves gross motor skills and due to the enlargement it helps children to compare and get acquainted with the concept of difference and similarity. The understanding of the reflection in a mirror is a requirement, so the two dices – the black and the white which are each other's reflections – can already be used for practicing at such a young age. Children get to know the dice better and, so later on they can play dice games already knowing the basic rules. Using the dices the training teacher can recognize the eventual symptoms of dysgraphia, which can be avoided totally due to training at an early age.

# PICNIC CASE

2011

designers | Dombon-a-tanya  
(Anna Nóra Nagy, Anikó Juhász)  
theBetaVersion (Zsófia Rainer, Cili Varga)

porcelain designer | Gyula Mihály



Two designer groups teamed up to pull together an unconventional project for an exhibition at the Budapest Design Week in 2011. The question they raised was where design, fashion, systematization and ornamentation meet and from which point on do the two systems amplify each other instead of competing. The answer they got was expressed in a design study. A study, which transforms common human feelings, reactions and attributes into an object. It analyses the human being itself, as an emotional and rational creature in consideration of age and sex and builds on old fashioned customs which characterize us all. It examines common thesis and from these thesis the systems of design, attitude and usage of the objects become obvious. From these principles four different bags were born. The men's bag, the women's bag, the picnic case and the school bag. All of them have a clear shape with fine and simple solutions, made of pitted raw wood blocks with tanned leather stripes.

([www.dombon-a-tanya.hu](http://www.dombon-a-tanya.hu))  
([www.thebetaversion.hu](http://www.thebetaversion.hu))

# KLOCC

2011

designer | Judit Ducsay



The young designer is devoted to function-driven and high-quality design. She designs both for contemporary design studios and for individuals on order. All her hand-made products are representatives of cutting edge Hungarian design. The Klocc bag and holder collection won the Hungarian Design Award in 2011. Each bag is made with a special technique – no cutting and no stiffeners. They are one cm wide and made of 100 % wool. Their singularity is the multifunctional attitude so that they become an integrate part of everyday use.

Award | **Hungarian Design Award 2011**

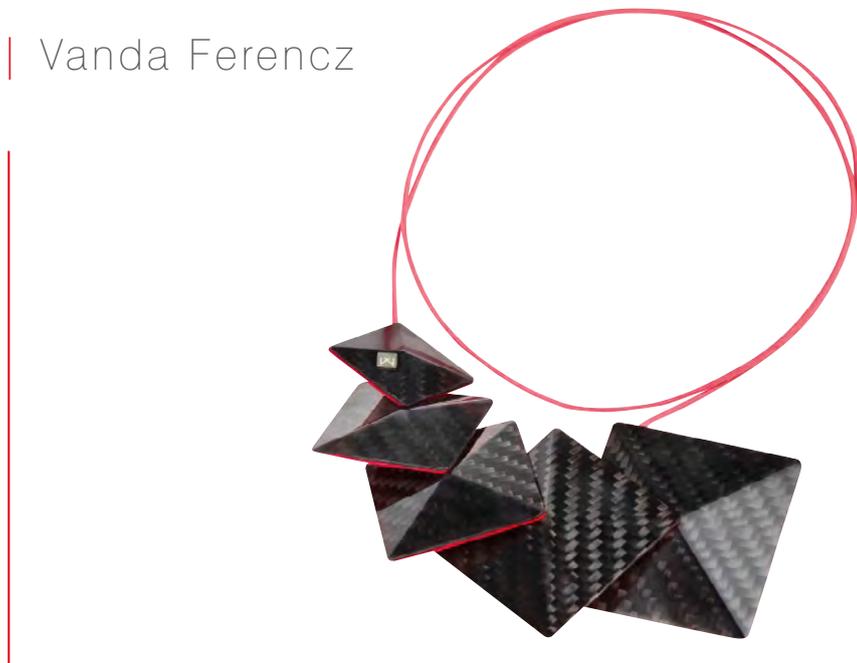
Special Prize Awarded by the Hungarian Design Council / Student category ("KLOCC" – organic form development made of felt)

([www.ducsayjudit.hu](http://www.ducsayjudit.hu))

# MODULAR CARBON COLLECTION/ METAL PETALS

2012

designer | Vanda Ferencz



In English speaking countries there is a specific expression for jewellery that cannot be defined only as decorative fashion accessories, but also as a certain point of view about style and taste. Statement jewellery is progressive and exciting, shocking and passionate. The jewels of Vanda Ferencz are also filled with tension. Her brand new modular carbon collection features square and other rectangular forms. These elements are based on geometry and can be strung in diverse ways. The forms of metal petal jewellery are the stylized magnifications of crystal structure. The polygonic luster offers a different light-shadow experience from each angle, their appearance can be characterized as graceful and ethereal. The collection is made of rhodiumized copper.

([www.vandaferencz.hu](http://www.vandaferencz.hu))

# HUNGARIAN BEAUTY

2012

designer | Hannabi (Anikó Rácz)



Hannabi offers high-quality products in limited editions. In this year's collection, the designer rethinks the furniture of Hungarian folk culture. Original folk furniture has not been highly esteemed in the past decades of furniture making. These stereotypes are difficult to change. The aim is not to evoke an era but to integrate these objects in today's modern homes. The chairs that belong to the dining-table present the patterns of six old Hungarian chair types. The original proportions of the graceful and airy pieces almost match the proportions of today's chairs, so they were made fresh and new by slight changes and the use of CORIAN®.

([www.hannabi.hu](http://www.hannabi.hu))

# PIXEL BAROQUE

2011

Designer | Heonlab (Tamás Bartha, Árpád Hunor György)



The latest table of the designers is part of a product line based on a classic piece of the most important eras of furniture history. This piece can be interpreted as a style study, during which the designers attempted to do a specific digitalization of a form that has well-recognizable characteristics. According to their concept each prototype passes numerous “conversions” during the designing process, until it reaches its final shape that can be ultimately interpreted by factory machines. The piece of furniture becomes the tangible form of this complex process.

# HOUSE OF GAMES

2011

designer | Dombon-a-tanya (Anna Nóra Nagy, Anikó Juhász)



The designers were originally architecture graduates. As a starting point of their artworks they choose masterpieces of the traditional folk culture. Perfect functionalism, formal modesty and a hint of irony describe their everyday personal belongings. The pieces are fresh, easy, essentially simple, their pure lines suggest sensuality, the national character appears in a multicultural context. One of their first product, the House of Games was originally framed as a unique piece, a wedding present for a very good friend. It's hand made using solid wood. The three-storied object is held together by the games inside. It contains domino, mikado, dice, cards, board games, pencils and booklets.

([www.dombon-a-tanya.hu](http://www.dombon-a-tanya.hu))

# WHITE PROJECT

2011

designer | Janka Juhos



Janka Juhos has already prepared three collections under her own brand name, and despite her very young age, she has already had an exhibition in Paris and international professional media has praised her pieces. Janka Juhos is comfortable with using variable materials, mixing them in a unique way. Her geometrical jewellery pieces of non-ferrous metals and wood were originally made as accessories for fashion designer Dóri Tomcsányi's Color Project Collection. In this series that contains bracelets and collars painted white and then re-fretted. She uses a special beech tree-membrain on a sheet-metal, this method makes the pieces flexible and easily adjustable.

([www.juhosjanka.com](http://www.juhosjanka.com))

# SPRING/SUMMER COLLECTION

2012

designer | Kepp Showroom



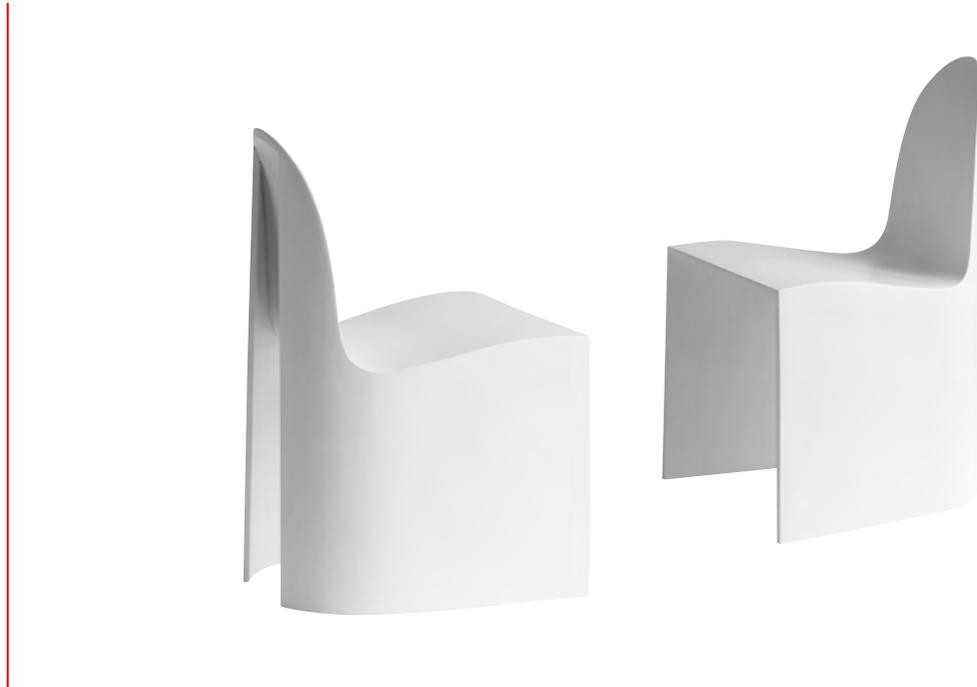
KEPP showroom is a team of four designers: Anett Hajdú, Teréz Havancsák, Szandra Hofstädter and Adél Kovács. The designers create collections of their own uniting various designing fields. The four young designers graduated at Moholy-Nagy University of Art and Design in 2011 and launch seasonally complex collections, deriving from a common inspiration. Anett Hajdú and Szandra Hofstädter are responsible for bags and shoes, while Adél Kovács and Teréz Havancsák design the clothing. Their goal is to reach fashion sensitive audience. Their clothes are currently available in Budapest and in New York.

([www.keppshowroom.com](http://www.keppshowroom.com))

# ALBA COLLECTION

2012

designer | Tervhivatal (Zsanett Benedek, Daniel Lakos)



The designers reinterpreted Daniel Lakos' preceding furniture design pieces. The former series – a table, a shelf and a chair – were finished with birch veneer. The thin plywood constructions are now in white, looking like dematerialized lightweight folded paper.

Kite chair was finalist at Grand Prix on the IFDA award in Asahikawa, Japan in 2002. The chair consists of three pieces of 9 mm thick bent plywood. The components are joined together with densely placed dowels. Rigidity of both pieces is assured by the curved forms.

The aim of the designers was to find harmony between large surfaces and lightness.

([www.tervhivatal.hu](http://www.tervhivatal.hu))

# SPRING/SUMMER COLLECTION

2012

designer | Luu Anh Tuan



Detailed leather surfaces, ancient lacquer painting techniques adapted to fashion and timeless design are the main characteristic elements of the ANH TUAN brand. Luu Anh Tuan a leading Hungarian fashion designer of Vietnamese origin, started his own brand, ANH TUAN in Budapest in 2006.

In order to draw inspiration for work, the designer has travelled across Europe and the Far East learning cultural crossovers. The uniformity of ANH TUAN apparels, accessories and bags evolve from the unique use of textures and fabrics developed by the designer, which has become his handmade trademark. His collections of contrasts embody luxury.

([www.anh-tuan.com](http://www.anh-tuan.com))

# TEXTILE CABLE

2011

designer | Tilka



Orsi Hubai and Krisztián Koncz founded their common brand just over a year ago. The brand name derives from the Hungarian word “textilkábel” (“textile cable”) and was inspired by the string used for irons. The textile cover of the cable becomes a design element in the artworks of Tilka. The string, which is now available in 30 colours, is not only sold separately, but is used for making lamps and extension cords as well. The lamps of the brand are inspired by need, leftover material or just a simple idea.

([www.tilka.hu](http://www.tilka.hu))

# NISSYOKU (PROTOTYPE)

2010

designer | Péter Toronyi



Péter Toronyi was awarded the 2012 KOIZUMI International Student Lighting Design Award, the Japanese student lamp design award. The lamp was inspired by the solar eclipse phenomenon. This table lamp, which exists currently only as a prototype, corresponds to the principal of “less is more” and creates a specific atmosphere by mysterious chiaroscuro effects. The hemisphere panels that were cut from the two sides of the basic form can be moved in any direction. The direction and the intensity of the light can be adjusted by turning these lentil-shaped pieces out, and by touching the middle metal ring the lamp can easily be turned on and off. It can be used as a hooked chandelier, separately as two wall lamps, and together as a table lamp.



awards | Red Dot Design Award / design concept 2011  
KOIZUMI International Student Lighting Design  
Competition 2010, 1st prize

([www.toronyipeter.hu](http://www.toronyipeter.hu))

# TABLE SET

2009

designer | Balázs Antal

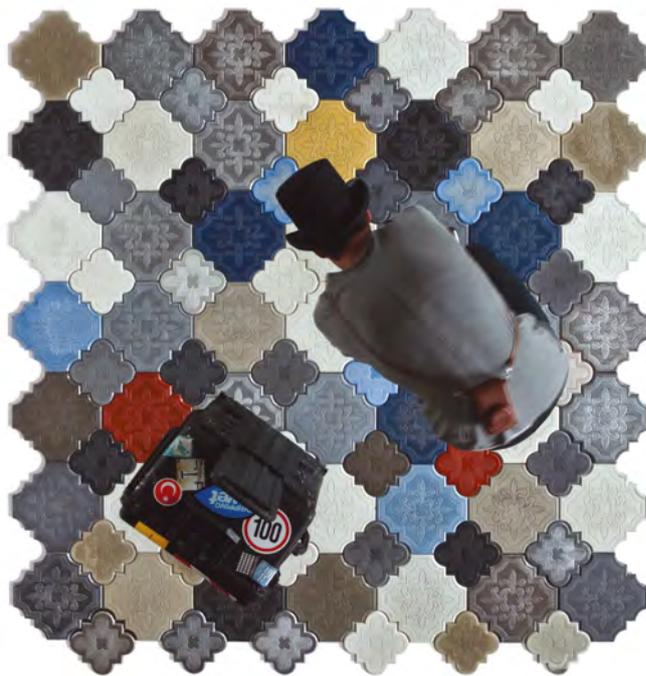


Apart from uniqueness, quality and pure design, this series gives an answer to table setting traditions of various national cuisines. Within the collection each piece is multifunctional. The goal of the designer was to create a full cover that meets all requirements using only 8-10 elements, and to make the cover useable both for everyday and special occasions. The collection meets the requirements of 21st century eating habits and looks for a solution for basic questions such as the relations between form and function.

# FLASTER

2009

designer | András Rudolf Ivánka



IVANKA Studio and Concrete Factory is a Budapest headquartered firm founded by Katalin Ivanka and Andras Ivanka in 2003. Their work is based on the versatile nature of concrete – main material chosen for creative expression through discovering unexplored attributes.

Flaster is a concrete floor and wall covering fostered from a traditional motive. Made from fiber reinforced high performance IVANKA concrete, these tiles are available both for exterior and interior usage. Flaster comes in three different thicknesses, therefore it can be applied for floors, walls or for heavy traffic. The contemporary use of the material, the custom colour of the product and the variation of small and large modules give endless possibilities for the user to create a unique surface.

([www.ivanka.hu](http://www.ivanka.hu))

# COCODICE (GAME KIT)

2011

designer | Co&Co Communication + Apton&Sinclair



Cocodice is an educational toy created by the Hungarian design team Co&Co. The word Cocodice is short form for corner-contact-dice, the form of which reinterprets the conventional rolling dice, creating a new toy. Markings are found on the edges of the black and white magnetic, plastic dice that replace the well-known pips on the traditional dice. During the game the dices have to be moved, turned, placed upon each other so that the markings would form mirror images.

The process of creation is characterized by inclusive design. The designers tested the basic idea of the toy in nurseries, and the spontaneous, creative play of the children shaped the designers' further ideas. Its rules were modeled on the possibilities children intuitively saw in the toy.

Cocodice is recommended from the ages of 4-5, it can serve as a developing tool until the ages of 10-12, after that, its function is to simply entertain. It develops depth perception and the recognition of reflections, the fine motor skills; and to older children it can become a combinatorial logic game. Besides this, thanks to the markings, Cocodice can also be used by the visually impaired.

Cocodice achieved great success in a short time that demonstrates the toy's novelty. Toy was recognized not only by the children but also by the design world as it won the Red Dot Design Award, and the Hungarian Design Award.



awards | Red Dot Design Award / product design 2011  
Hungarian Design Award / Product category 2011

([www.coandco.cc](http://www.coandco.cc))