

# MY CRAFT: DISCIPLINE, METHOD AND APPROACH

It always starts with a fascination, most of the time cultural and wearable. Searching for background info of the fascination usually starts at the web but the real designing always happens analog. I exaggerate the, for me, most interesting parts of the fascination. I start with the tools and materials I know, that are mostly the low tech and old crafts. I have the process in hand because I can control those techniques. During the process my idea is evolving, and most of the time the design is adjusted.

When I invest time in something it's getting more value for me and that feeling is so much stronger with a real object than with a computer file. It's not that I'm scared for the digital techniques but the old crafts have a very rich history and I really appreciate the handcraft. The crafts are a ritual itself, and I want to know them so I can make them my own.

At the one hand, I want to improve the old crafts like they exists for ages and at the other hand I want to respect them by not changing them.

This fluent designing process is for me a very natural way of working, it's comparable with the way we live. You can plan a lot, but sometimes things happen you could not provide. So the making process is for me also the designing stage, maybe it is because of that why it is so important for me that it's visible in the end result.

The imagery and tactility, the material, the process of making, the concept and the end result are all one for me.

(cultural)

## body decoration

/

(natural) material &  
nature (origin)  
symbolic (meaning)

/

## rituals

*projected*

contemporary . personal . now . here