

1. Design Submission

lightness HIDEAWAY

PROJECT SUMMARY

I was recently a guest lecturer at the Design Academy in Eindhoven and informed the students about the importance of 'thinking hands'. Nowadays so many people create things on computers. But it is so different when you feel a material and get to work physically. That's when the magic happens and when you find the right balance between thinking and making and you create the best works. So this will now also be the challenge for me at the ICEHOTEL. I am now sending my design proposal, but I am sure that during the making, beautiful unexpected moments will reveal themselves that will make the difference and add the extra layers.

CONCEPT

When I look at the shape of the suite, it feels to me like a cave, a shelter, a protected space. Outside there is the wind and the cold. Inside you enter a quiet and peaceful place where you can disappear. Nowadays our heads are almost exploding from the amount of information we have to process and also from the concerns we can have about overwhelming topics such as climate change, polarization, war, etc. And what I sometimes long for is this quiet place made of natural materials where I just could be.

The feeling is wabi-sabi, a Japanese worldview in which the acceptance of transience and imperfection is central. The aesthetic is sometimes described as one of appreciating beauty that is "imperfect, impermanent, and incomplete" in nature.

DESIGN

At first, I was attracted to the material ice and envisioned beautiful ice drops, but ultimately, I decided to stick with snice. I think it can be very beautiful to just see this soft white color and create shapes with it. And illuminate them with soft light so that the silhouettes appear. So no ice, no other colors, just white snice.

There is actually only one functional object in the room and that is a bed. So that's the centerpiece. I want to start by making a big round soft shape, like a stone, in the middle of the room. And the mattress sinks into it. Smoothly formed. No hard edges, but everything is round.

Other stones rest against the wall and on each other, balancing gently. Playing with gravity and lightness. Very pure and powerful, large sculptural shapes. There is a smaller stone on the floor that you can sit on and where you can relax. Then another soft shape comes out of the wall towards you with a hole in it and another stone in it.

The stones feel like friendly creatures. Some are very smooth, others have textures that feel nice. It may take a while before you see the silhouettes of the stones as you enter the space as all has the same color. Slowly the shapes appear to the eye.

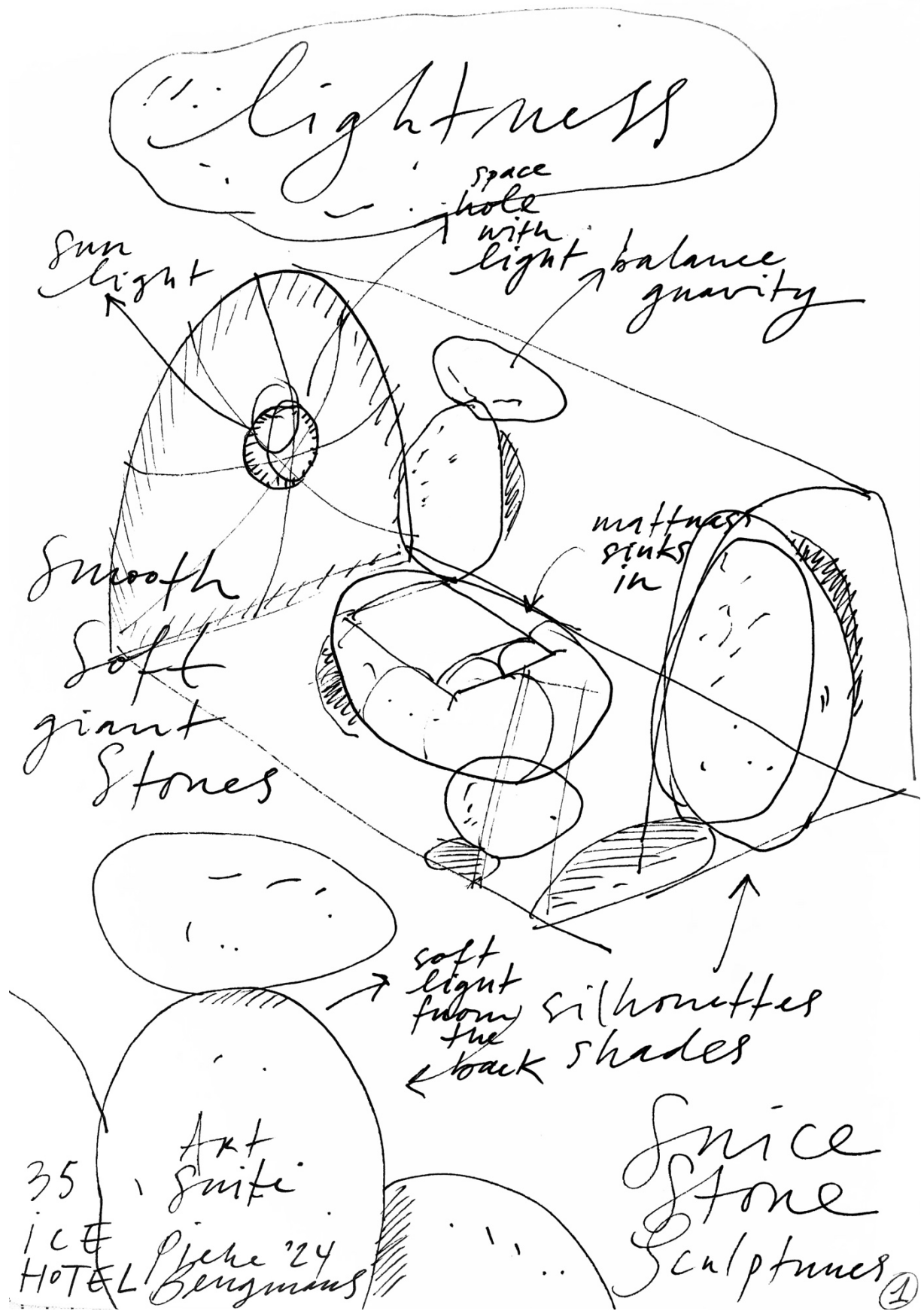
The space, the Art Suite, must feel pleasant, a beautiful environment to rest and sleep, breathe deeply and feel the peace.

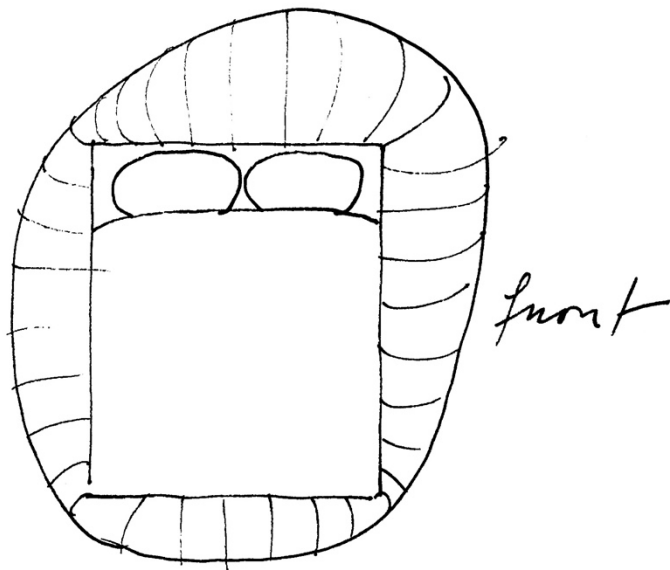
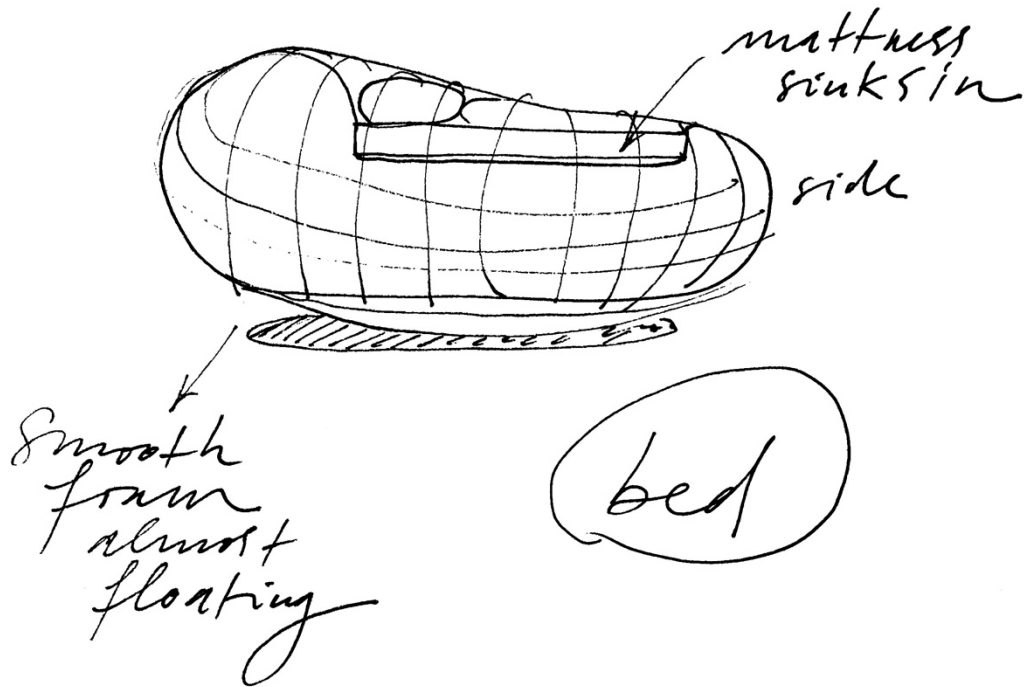
PRACTICAL

*The mattress sinks into a large stone, but at the foot end the stone is low, so that the guest can easily enter the bed and the staff can change the sheets.

*The stones are placed in the room in such a way that you can comfortably walk around the bed. But, if necessary, we can change the dimensions of the stones or create more space between the objects.

*If there are practical objections, we can adjust the design.

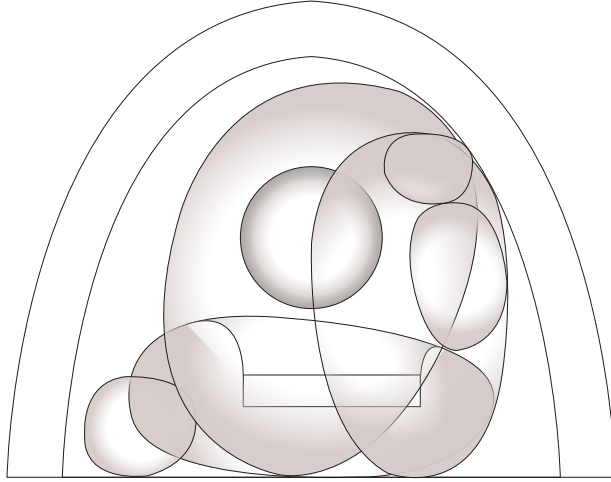




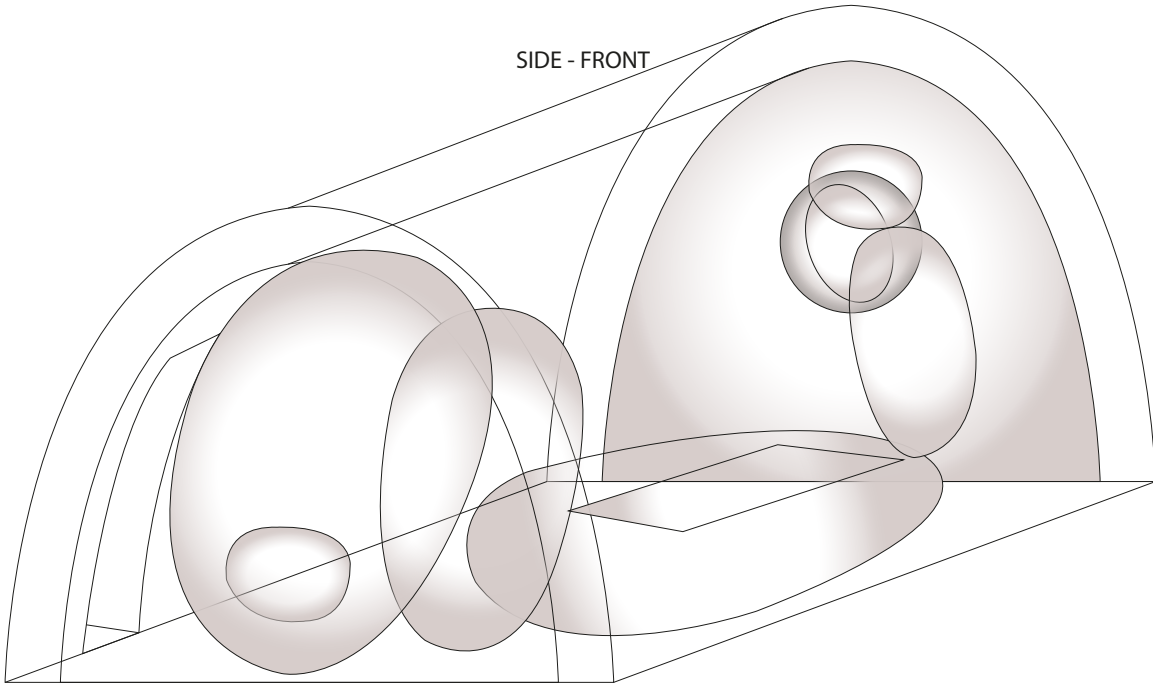
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ICE Suite
HOTEL Fjelle Bergmans '24

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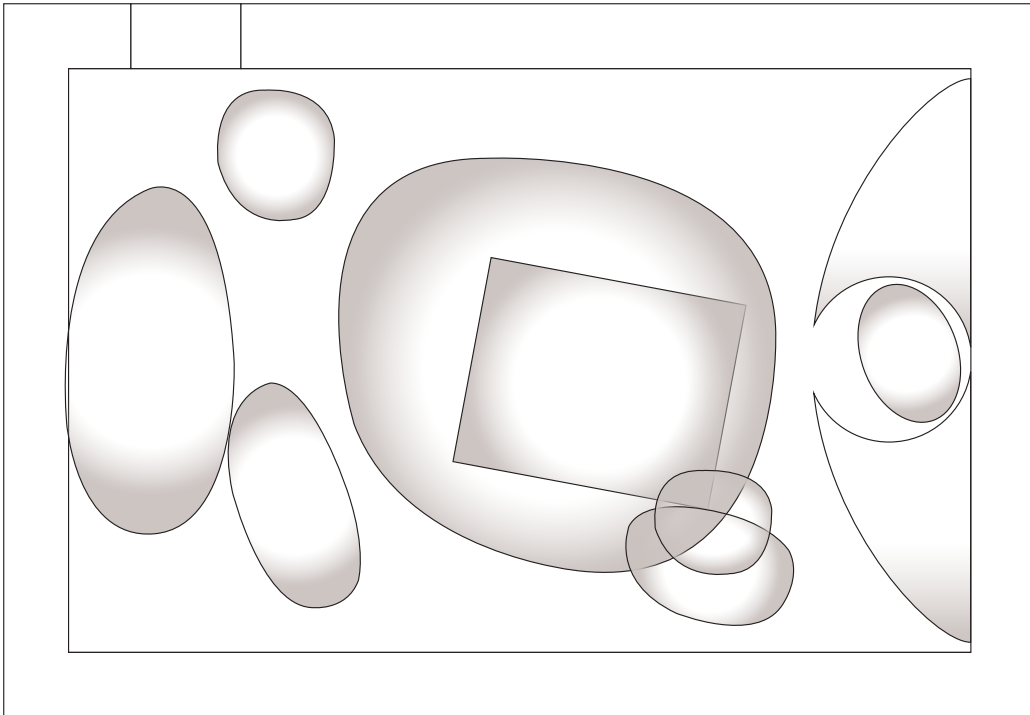
FRONT



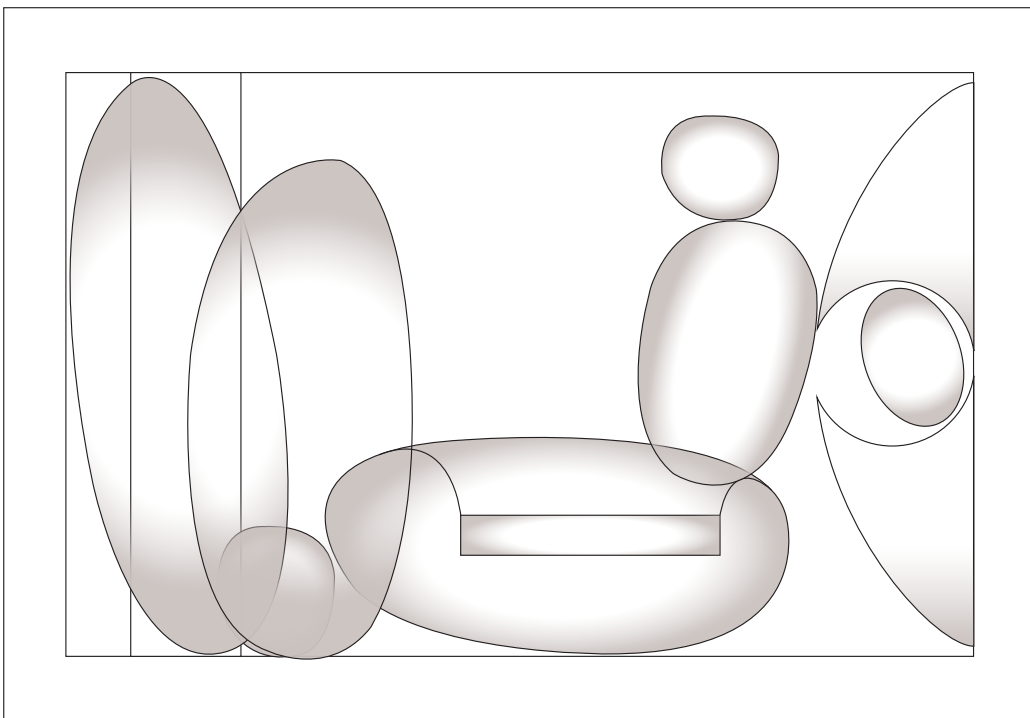
SIDE - FRONT



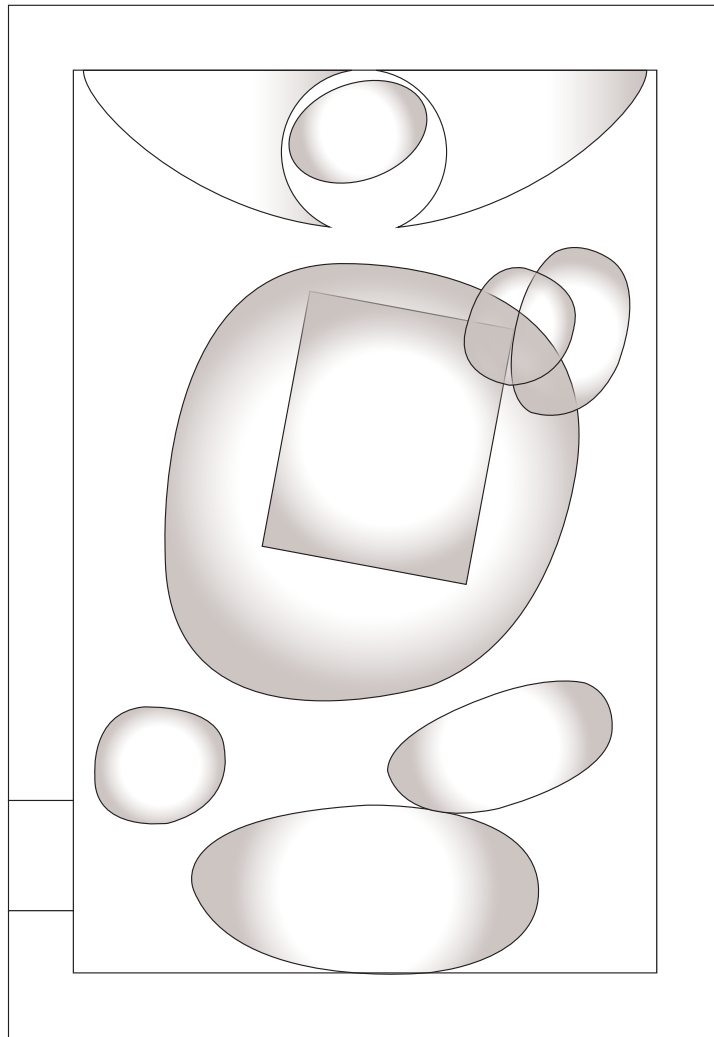
TOP



FRONT



TOP



DESIGN DRAWING 03



LIGHT EFFECTS - SILHOUETTES (plaster)



MATERIAL EFFECTS - STRUCTURE SAMPLES (porcelain)



MATERIAL EFFECTS - STRUCTURE SAMPLES (white stones)