

Assessment criteria

Blurred Lines

Between nothing and almost something
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1. Lose control

We creatives often cherish our ideas as children, we hold them tight and we won't let them go. Sharing your ideas won't destroy them, you will just get another perspective, and maybe some new ideas.

2. Coincidence is a beautiful mistake

Chance is something we can't predict, something that is out of our control. If you emphasize the coincidences in your process, beauty can arise from your errors.

3. Curiosity is a tool

Follow your curiosity! We are lucky to acquire this tool. Curiosity is what have created the modern society. But be aware how you use your curiosity. Curiosity can also lead to destruction, as when Pandora opened the box.

4. The lines between the creative fields are blurry, and only in our minds

The lines between the different creative fields are blurry, and only in our minds. It is rules or norms that we can choose to follow, but we don't have to. The distinction between art, crafts and design is man-made construction, and not written in stone.

5. If you follow your intuition, work happens, and you don't need to "work"

Intuition is a tool that helps us make quick decisions. But if we are not aware of what we consume, our intuition can trick us, and we end up doing something someone else wants us to do.

6. Let the industry adapt to you, don't adapt to the industry

Many things are wrong with how the furniture industry is run today. The designer has no power; they have to make what the industry wants. It is a result driven business; it's not about saving the environment by producing less, it is about producing more and making more money. Know your value and your values, before you sell yourself to the industry in need of fast cash.

7. Sameness is bondage

Pesce thought of objects as individuals. Like people, they too were asking to be different, and to be free. 'Sameness' for Pesce meant 'bondage'. He wanted to mass manufacture originals, to produce a diversified series of objects, and in this way, reconnect craft with industry.

8. Ask questions, make your own truth

Ask questions to craftsmen and other people with knowledge, even if the questions sound stupid. And then questioning their answers by tricking them into trying stupid things.

9. 'Dagsform'

Every day is different. You can have the same plan every day but approaching it differently. Your mood and what you have been through that day can affect your mental space. Work according to your daily form.