

MONITOR

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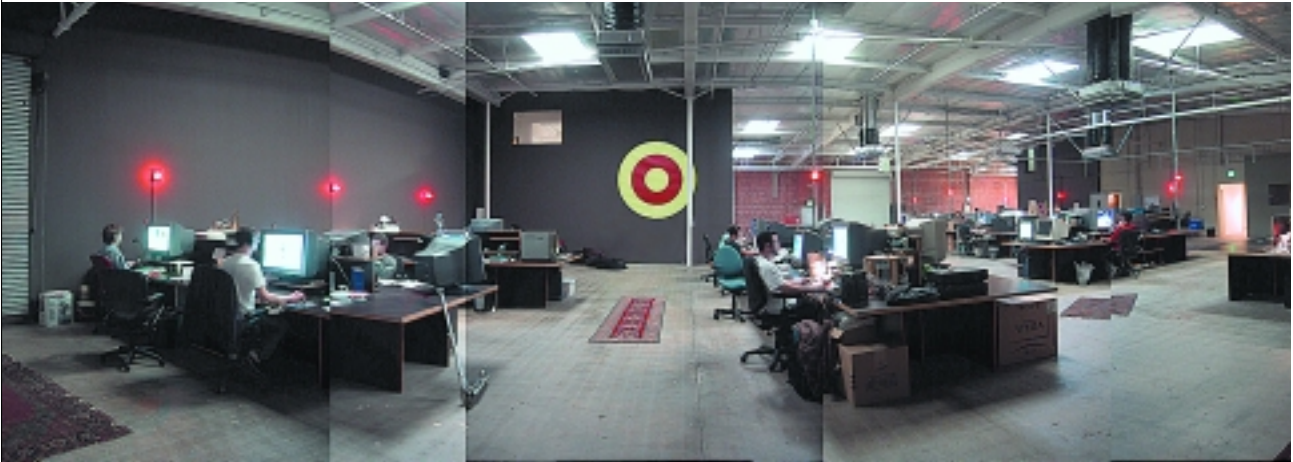


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.0/ 14,95 EURO .1/ 14,95 EURO .F/ 15,95 EURO .NL/ 16,90 EURO .UH/ 9,95 GBP





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Blur is an animation and visual effects company specialising in computer animation, visual FX, concept art and broadcast design. Commissioned to design a 1900 sq. m working space for Blur, (M)Arch studio received a list of requirements including areas for common use, animators, broadcast design, producers, edit suite, IT, conceptual artists and a motion capture system. (M)Arch created a space that allows for both intense individual work and energetic group collaboration, as well as leisurely relief in shared spaces during breaks. Blur is housed in the former studio of artist Sam Francis. This artistic connection was an immediate draw that inspired the design process. Large dark-coloured custom workstations were designed to accommodate the Blur artists and provide a focus point in the large space, grounding the importance of their work. Rich, saturated colours were chosen to give the space a resonant and «immersive» quality. At the artists' request, the lighting in the studio is kept very low, producing an intimate atmosphere, enhanced by such details as red lights flashing against dark walls and a variety of oriental carpets placed here and there on the vast surface of the concrete floor.

