

WDC 2012 Helsinki – World Design Capital

Everyday discoveries - International Design House Exhibition & Event

International Design Exhibition, Helsinki, 6-16 September 2012



Core-Exhibition

In the Core - Exhibition all the participating countries presented their works and projects in the six given themes:

- Icon - **Ernő Rubik: Rubik's cube, 1974**
- Invisible - **János Irinyi: Matches (silent matches), 1836** (model made by: Sándor Bozóki)
- Gathering - **Júlia Néma: uniVERset (Uniset 212 tableware, gas and anagama fired porcelain), 1977/2011**
 - **János Terbe: Lightline Cardboard Chair, 2011**
- Innovation - **Áron Losonczi: Pixel concrete (Semi-transparent concrete), 2007**
- Imagination - **Tibor Kárpáti: Snow White and the Seven Dwarves, Hello Spider Monkey!**
- Tradition reinterpreted - **Barbara Gál, Judit Pusztai: Busós, 2012**





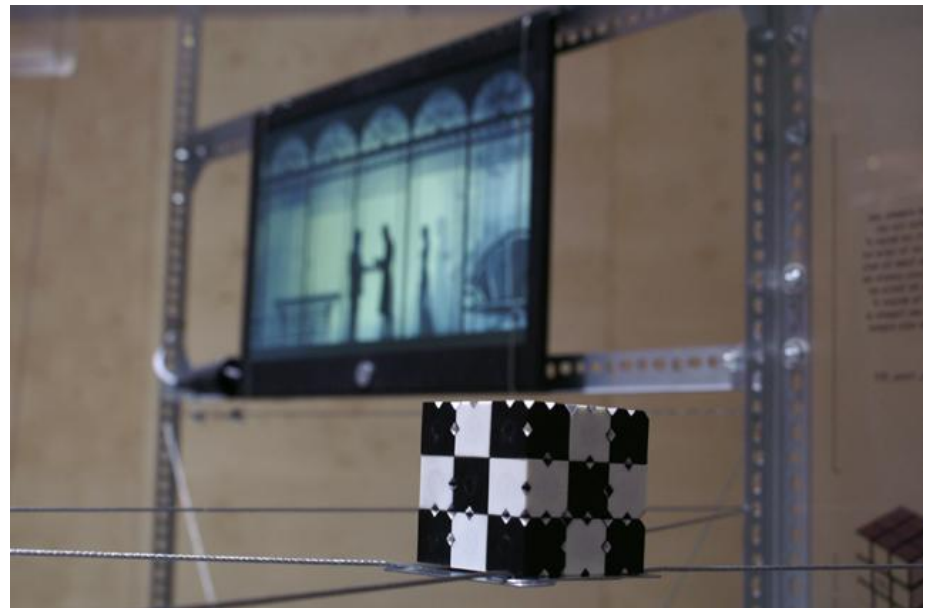




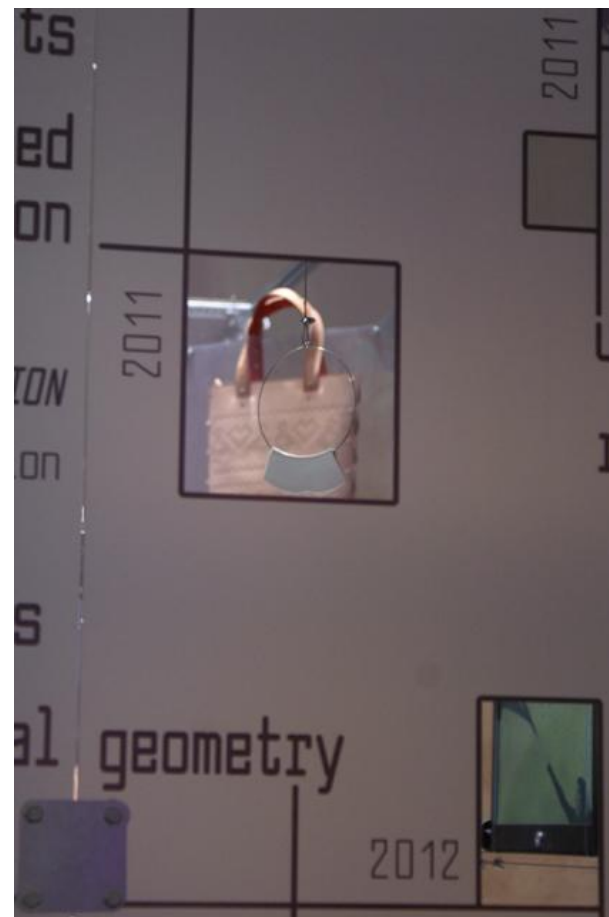
” Continuous Present” – Satellite Exhibition

- a+z Design: Tekno, bench-desk for two, Gypsy furniture collection, 2010
- Co&Co Design :Cocodice, 2011
- Judit Ducsa: KLOCC storage collection, 2011
- István Esztáy: Expanding Bags, 2010
- Emil Goodman: Henry Waltz, visual teaser, 2011-2012
- Eszter Imre: New Table-wear, jewellery collection, 2011
- Antal Kelle, Artformer: Helix, interactive object for meditation, 2005
- Krisztina Nagy: Lacy Tales pattern collection, 2012
- TheBétaVersion: Pixelfolk bags and accessories, 2011
- USE UNUSED :Autumn-Winter collection, 2011-2012











Belgium, Austria



Lithuania France



Japan



Croatia



Norway



Finland



Italy
Turkey



”Continuous Present” – Satellite Exhibition, Vienna

Vienna Design Week

28th September - October 6th

Stilwerk, Vienna

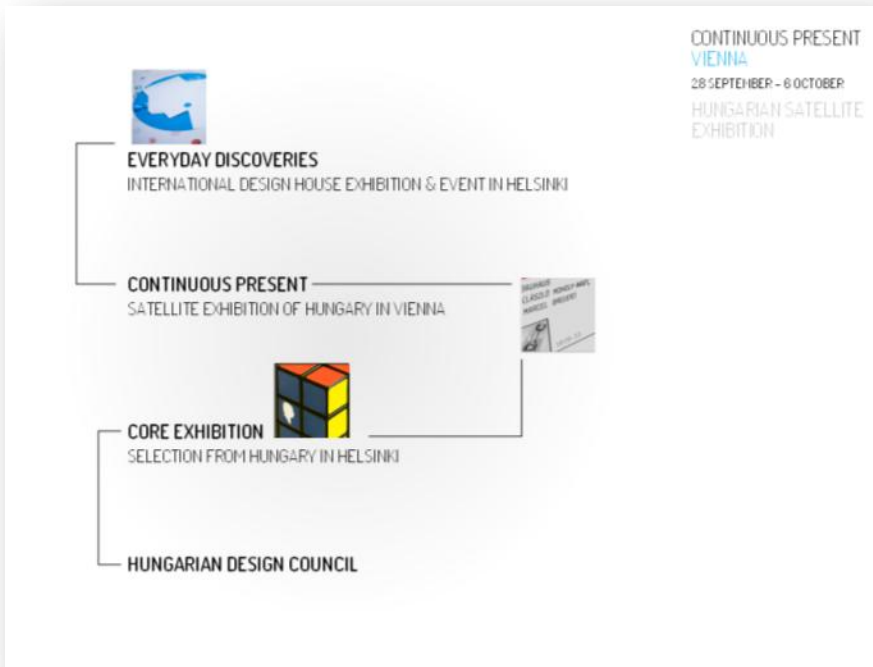


Szellemi Tulajdon
Nemzeti Hivatala

MAGYAR
FORMATERVEZÉSI
TANÁCS







CONTINUOUS PRESENT SATELLITE EXHIBITION OF HUNGARY

HOME

- A•Z DESIGN** Tekno, bench-desk for two
- CO&CO DESIGN** Cocodice, 2011
- JUDIT DUCSAI** KLOCC storage collection, 2011
- ISTVÁN ESZTÁNY** Expanding bags, 2010
- EMIL GOODMAN** Henry Waltz, visual teaser, 2011-2012
- ESZTER IMRE** Table-wear, jewellery collection, 2011-2012
- ANTAL KELLE ARTFORMER** Helix, interactive object for meditation, 2005
- KRISZTINA NAGY** Lacy Tales pattern collection, 2012
- THEBÉ TAVERSION** Pixelfolk bags and accessories, 2011
- USE UNUSED** Autumn-Winter collection, 2011-2012


CO&CO DESIGN

ATTILA COSOVÁN, TAMÁS COSOVÁN, GÁBOR HOFFER, GERGELY HOSSZU, RICHÁRD NAGY, ZSUZSANNA NAGY, ANDRÁS ORAVECZ AND EVA SUMEGI: COCODICE, 2011

Logical games design in Hungary gained worldwide fame thanks to Ernő Rubik, whose Cube of 1974, became a genuine design icon and since 1981 has formed part of the permanent collection of MoMA, New York. Cocodice, which won the red dot design award and the Hungarian Design Award in 2011, is also a special logical game system designed to develop depth perception, touch as well as mathematical and combinatorial skills. As a kind of spatial dominoes game the developmental Cocodice is a set of new generation dice joined by magnetic contact. The values of each dice are not marked on the faces but are notched on the edges and the corners, making the game suitable for the visually impaired and thus providing a fine example of inclusive design.

www.coandco.cc





Thank you for your attention!

