

# Let's play

Entrants in this year's Haute Lumière lighting design competition were invited to play with the concept of "rock, paper, scissors". Here are the remarkable results.

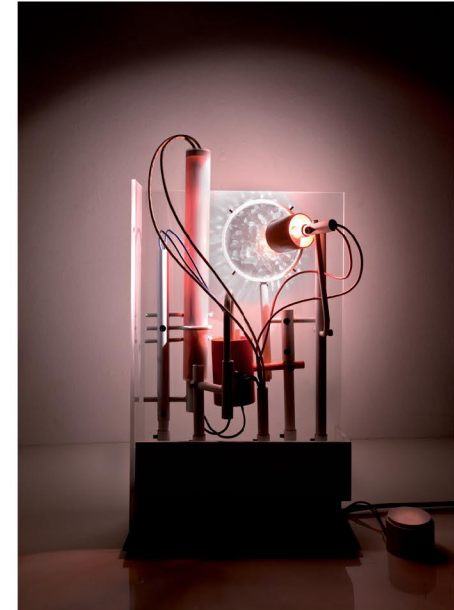
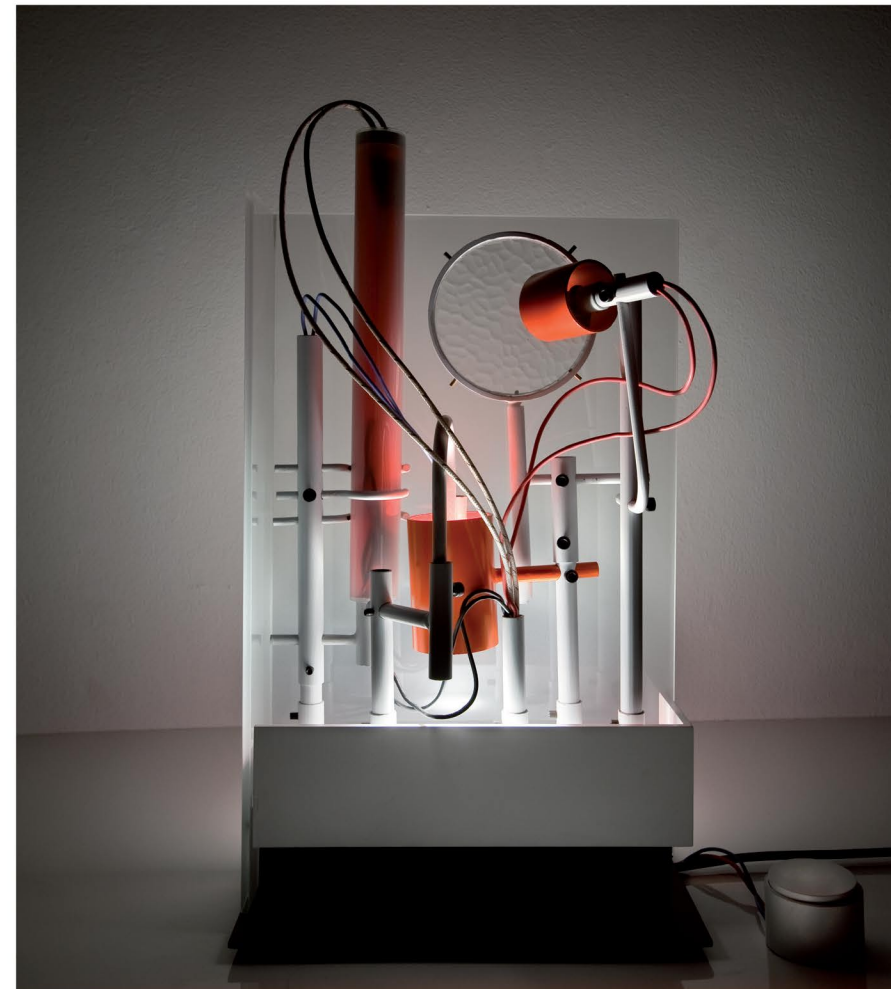


## WINNER:

### **Eduard Claassen**

"This lumière, the photon snake, was an effort to create a fusion between material, medium and tool, using the basic elements in construction. I created a visual analogy or equation derived from the given brief and the result was an 'auto-poetic' lumière with material, medium and tool intertwined. By winding or unwinding the electrical cable (the snake), photons (light particles) are scattered, ultimately changing the shadowgraph through the transparent holding base."

"From a young age, I've been delighted by the effect of morning or late afternoon sun pouring through the window or by the play of light through the branches of a tree. Train station lights also left quite an impression on me. Ever since, I've always searched for a fun atmosphere created by a particular light source. And it can be so much more effective if that light source has a sculptural quality, throwing or reflecting light in an unexpected fashion."



## SECOND PLACE:

### **August de Wet**

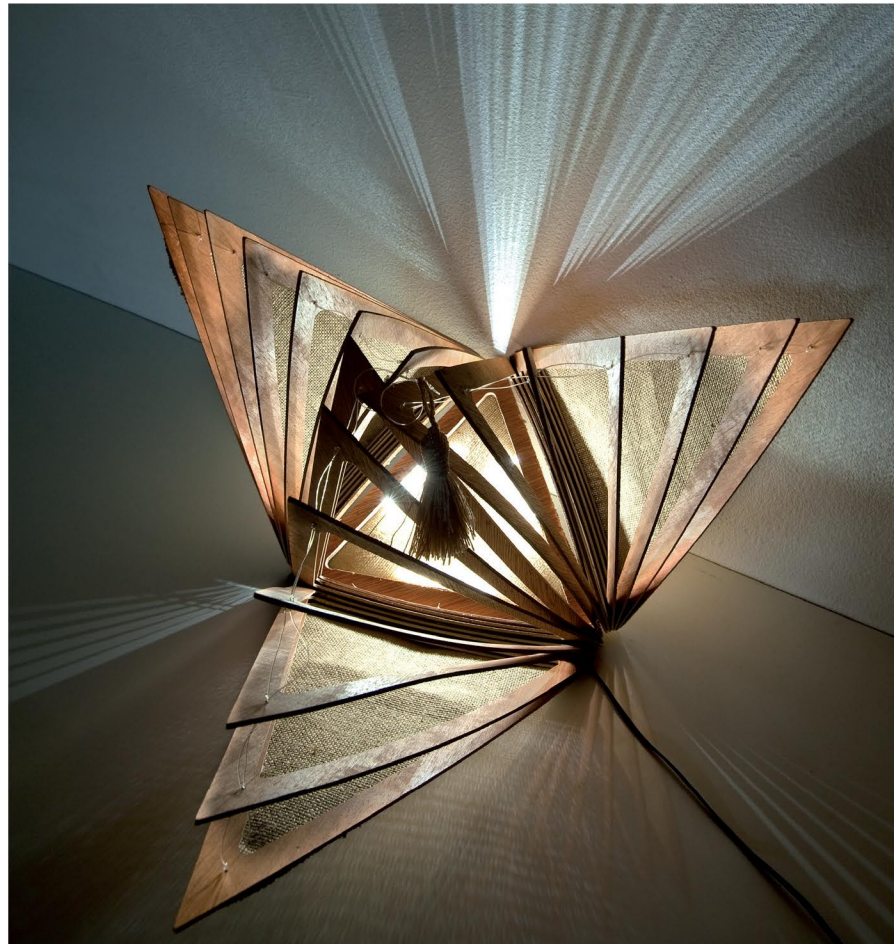
"My response to the brief and central concept has nothing to do with what the design looks like, but how it works. I designed a random switch with complex electronics such that when you press the switch, you don't know which light source will go on. This randomness mimics the game 'rock, paper, scissors'. I wanted three light sources with distinct implications, each quite different from the next: a coloured glow, an uplighter and a textured light. The sandblasted glass gives cohesion to the proposition as a whole. From behind, you'll see that the design is inspired by a science project that has unknown possibilities."

"The immateriality of light as a medium always inspires me. With lighting, object and sculpture, space and experience come together in one moment."

**And the judges said...**

*“Haute Lumière has come of age. We are excited by the standard of entries this year, indicative of the improved design consciousness we now have in South Africa. There was a time when South African designers would buy European magazines and just copy what they found there. But this year’s entries were absolutely original.”*

– Paul Pamboukian, Paul Pamboukian Lighting Design, chief sponsor and judge

**Judges**

*Annemarie Meintjes (Deputy editor, VISI magazine), Paul Pamboukian (Lighting designer, owner of Paul Pamboukian Lighting Design), Lucilla Booyzen (Director of SA Fashion Week), Silvio Rech (Architect), Randal Wahl (Regent Lighting), Robert Alexander (Regent Lighting), Nico Botes (Head of Architecture, Interior Architecture and Landscape Architecture at the University of Pretoria), Marc Machtelincx (European Light and Design Centre – ELDC), Karen Grant (Consulting judge; editor of Lighting in Design)*

**FINALIST:****Ayesha Mohamed**

“I was inspired by the individuality of rock, paper and scissors, synthesized into a unified whole, to create a three dimensional form for this lumière that allows for rotation on all sides and creates different shadows and ambiance to suit the moment. Three sides are enclosed, so light is diffused for a more relaxed, subtle atmosphere while, if rotated in the opposite direction, the light creates a more fun, vibrant, and playful ambiance. The expansion and contraction of the lumière allows for flexibility and movement, creating a sense of unpredictability.”

*“A lighting design practice integrates the arts, sciences and the business of illumination design and implementation – far beyond the mere concerns of visibility and horizontal foot candles. We purposefully manipulate both daylight and artificial light to enhance the sensorial and emotional experience of a space. By using lighting design as a tool to explore the different applications and effects of light sources, we are able to communicate and reinforce the relationship between practical and abstract concepts inherent in interior design.”*

**FINALIST:****Rudie Botha**

“This lumière is a physical representation of the materials and their hierarchy in the game ‘rock, paper, scissors’. Here, a section of flat bar is blunted by a terrazzo block, and the flat bar then penetrates a paper shade. Light merges with the paper and is beamed down, ultimately covering the rock.”

*“To me, light and space are similar. Both, I believe, cannot be created but are always present and can only be manipulated and/or organised. Light describes space and space manipulates light. What really interests me in lighting design is that it is so completely unpredictable and surprising. There is no way you can model light in a predictable fashion. Light is very complex and one shouldn’t try to understand it; the beauty is in the mystery of it. Light is what will happen tomorrow morning.”*



TERRAZZO BLOCK FROM UNION TILES; FABRIC CABLE FROM URBAN COTTAGE INDUSTRIES

**FINALIST:****Rozan Cochrane**

“This luminaire is a visual feature, as opposed to a functional light. It focuses on shadow-making and works best in a darkened environment. The structure is simultaneously interactive and simple, so as not to distract from the shadows themselves. The light/shadow process may be manipulated by changing the distance of the light source from the object which makes the shadow. One can also position the shadow/light towards any surface. Consequently, under the control of each individual viewer, the final effect of the luminaire is left to chance.”

*“I’ve been playing with the use of light and shadow as a medium and thus inevitably incorporated these as the main elements of the luminaire. I have always found an incredible beauty in light’s constant companion – the shadow. It is through this dominance and compliance that I explore the interplay of form and filtered light to create a deception of a tangible (shadow) drawing. The aim is to make something visually ‘tangible’ out of light. With Fine Art as a background and major influence, my lights most often tend to be more focused on the actual effect and presence of light, rather than its function.”*



**And the judges said...**

*“Regent’s support of the Haute Lumière competition highlights the importance of lighting as a key design field within South Africa, and serves to create an awareness of the critical role that light and light fixtures play within spatial design. I was pleased to see that this year’s entrants used materials that were refreshing and new.”*

– Randal Wahl, Regent Lighting Solutions, judge



**WHO MADE IT POSSIBLE?**

Haute Lumière is sponsored by Paul Pamboukian Lighting Design, VISI magazine, SA Fashion Week, Regent Lighting, and European Light and Design Centre (ELDC).

**HAUTE LUMIERE 2012**

Get all the details for the 2012 Haute Lumière competition in VISI 58.

**FINALIST:**

**Christopher Wood**

“My design explores the nature of light through folding paper while seeking new tectonic forms for lighting.”

*“I’ve always been fascinated by new technologies, in this case LED, which led to the creation of the Fissure light that won last year’s Eskom ETA Sustainable Energy Award. Although I took a completely different approach for the Haute Lumière Competition, this design further explores the new possibilities one can achieve with LED. This technology allows designers to reinvent lighting archetypes, discovering new forms in lighting design.”*