

On show by Aldo Bakker at Salone del Mobile 2011

with Particles

Wood Project

Jug

with Izé

Handle



3dwn lup, executed by Kuperus and Gardenier

Erik and Petra Hesmerg

About Aldo Bakker

'The approach of Aldo Bakker (Amersfoort, NL, 1971) seems at odds with the conventions and developments that have drawn the face of Northern European design over recent decades, and with the current view that a clear concept will automatically lead to interesting formal aspects. Through his work, Aldo aims to evoke discussion and interaction with multiple senses. Recent developments in society and in the way we communicate with one another create a sense of discomfort and constant distraction.

Aldo's objects respond to this situation. He demands the complete opposite from the observer: slowness and concentration, commitment in time and attention. Precision in form and material raise questions about the use of his objects, how the objects are experienced. During the process, he tries to eliminate modish elements as much as possible. In addition, he does not limit himself to the general meaning of products and their use. Rather, it is precisely the form that gives his work the necessary significance. Every choice concerning the form speaks of a seemingly evident necessity. In the ideal case the object acquires a character all of its own, which enables it to legitimise itself. Products are capable of existing alongside people, instead of being 'just' another extension of use and rituals.'

About the wood project

One of my mentors, Rein van der Heide, is able to express our love-hate relation with wood eloquently: 'Wood is good for making absolutely nothing. It warps, frays and twists. It is a stubborn, contrary material.'

In addition to my recent work in materials such as ceramics and copper, once again I am returning to wood as a living material, full of character to express myself in. After my earlier ceramics and copper, and in particular the time and intensity I spent on the 'Urushi series' I felt a natural urge to expound, to further purify and to create more approachable objects, to work in a more direct manner. My focus in this series is on sole composition, the material and its treatment, resulting in very clear products that embody the important aspects only. And it is precisely my earlier experience that has been essential for this continued development in my work.

Process

The first design proposals are the most neutral version of each design in question. I experiment with these pieces of furniture according to plan. By doing this, I turn each design into an experiment with a type of wood — its treatment, colour, texture, the influence of sunlight, water, stain, fire — that helps answer the question: which treatment best suits the form and its sort? I cannot answer that alone. In the process I will regularly involve various craftsmen, from furniture makers and wood turners to colour experts. This project involves discussion and tackles the notion of 'archetypal' form. The goal is to arrive at a reconsideration of the value of wood as a material.

Ventura Lambrate, Milan

12 – 17 April 2011

Press Preview 11 April 3 - 8 pm

Opening 13 April 5 - 10 pm

Aldo will be present on both occasions

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