

## Massive Change Bruce Mau

Augmented Reality (AR) blurs the boundary between the physical and digital worlds. In AR's current exploration phase, innovators are beginning to create compelling and contextually rich applications that enhance a user's everyday experiences. In this book, Dr. Helen Papagiannis—a world-leading expert in the field—introduces you to AR: how it's evolving, where the opportunities are, and where it's headed. If you're a designer, developer, entrepreneur, student, educator, business leader, artist, or simply curious about AR's possibilities, this insightful guide explains how you can become involved with an exciting, fast-moving technology. You'll explore how: Computer vision, machine learning, cameras, sensors, and wearables change the way you see the world Haptic technology syncs what you see with how something feels Augmented sound and hearables alter the way you listen to your environment Digital smell and taste augment the way you share and receive information New approaches to storytelling immerse and engage users more deeply Users can augment their bodies with electronic textiles, embedded technology, and brain-controlled interfaces Human avatars can learn our behaviors and act on our behalf

Shed fresh light on the many issues involved in the operation of an architectural practice -- from how a firm is structured to how it manages projects and secures new business -- with the latest edition of *Professional Practice 101*. Case studies, new to the this edition, augment each chapter as does a wealth of material including coverage of: Project management Time management Group dynamics and teamwork Project delivery Communication and leadership skills Design and information technology Marketing Legal and licensing issues Financial management Risk management and professional liability insurance Client and contractor relations Order your copy of this design primer today.

Following up on the best-selling *Hot to Cold*, Bjarke Ingels Group breaks down their work across time in this ambitious multidisciplinary undertaking. This book is the companion to BIG's far-reaching exhibition and features conversations with the likes of Elon Musk and Ray Kurzweil. We explore the evolution of intelligence, communication, migration, and how architecture and design can literally give form to the future.

The long-awaited history of the art college that became an unlikely epicenter of the art world in the 1960s and 1970s. How did a small art college in Nova Scotia become the epicenter of art education—and to a large extent of the postmimimalist and conceptual art world itself—in the 1960s and 1970s? Like the unorthodox experiments and rich human resources that made Black Mountain College an improbable center of art a generation earlier, the activities and artists at Nova Scotia College of Art and Design (aka NSCAD) in the 1970s redefined the means and methods of art education and the shape of art far beyond Halifax. A partial list of visiting artists and faculty members at NSCAD would include Joseph Beuys, Sol LeWitt, Gerhard Richter, Dan Graham, Mel Bochner, Lucy Lippard, John Baldessari, Hans Haacke, Yvonne Rainer, Robert Frank, Jenny Holzer, Robert Morris, Eric Fischl, and Dara Birnbaum. Kasper Koenig and Benjamin Buchloh ran the NSCAD Press, publishing books by Hollis Frampton, Lawrence Weiner, Donald Judd, Daniel Buren, Michael Asher, Martha Rosler, and Michael Snow, among others. The Lithography Workshop produced early works by many of today's masters, including John Baldessari, Vito Acconci, and Claes Oldenburg. With *The Last Art College*, Garry Kennedy, the college's visionary president at the time, gives us the long-awaited documentary history of NSCAD during a formative era. From gallery openings to dance performances to visiting lectures to exhibitions to classroom projects, the book gives a rich historical and visual account of the school's activities, supplemented by details of specific events, reminiscences by faculty and students, accounts of artists' talks, and notes on memorable controversies.

An insight into the creative process of the world famous designer.

## Where To Download Massive Change Bruce Mau

"Here, finally, is a resource outlining fifteen new architectural practice types to help you adjust to a rapidly changing market place. Perhaps your practice would work best as a community enabler, a management thinker, or a social entrepreneur. Author Rory Hyde has found innovators from every part of the architecture field, from firm directors to students, so that their experiences will resonate with yours. These conversations allow you to hear the solutions they've found in their own words, unfiltered, straight from the source, so that you can decide how they suit you. Future Practice includes interviews with Wouter Vanstiphout, architectural historian, Marcus Westbury, director of Renew Newcastle, Bruce Mau, graphic designer, Bjarke Ingels, director of BIG, Dan Hill, senior consultant at the Urban Infomatics division of ARUP, Steve Ashton, partner of Ashton Raggatt MacDougall and many more"--

This title has been removed from sale by Penguin Group, USA.

This book examines California's enormous impact on contemporary design, from the counterculture of the 1960s to the tech culture of Silicon Valley. On a more expansive level, California: Designing Freedom explores the idea that California has pioneered tools of personal liberation - from LSD to surfboards and iPhones. This ambitious survey brings together political posters and portable devices, but also looks beyond hardware to explore how user interface designers in the San Francisco Bay Area are shaping some of our most common daily experiences. Californian products have influenced contemporary life across the globe to such an extent that in some ways we are all now Californians. Put simply, 'Designed in California' is the new 'Made in Italy'.

The Architecture of Full-Scale Mock-Ups looks at the theory and contemporary practice of creating full-scale architectural mock-ups. This book serves as an introduction to the various forms of full-scale mock-ups which occur today. To broaden the definition of mock-ups, Nick Gelpi dives deep into the use of mock-ups in seven high-profile and global contemporary case studies. Instead of the presentation drawings and final building photos, the documentation of case studies relies on process photos, interviews, and moments of tension in the execution of each building. With never-before-published content, case studies include buildings from all over the world, including the Quincho Tia Coral and Teleton Building, Copper House II, the Pérez Art Museum Miami, the Cité de l'Océan et du Surf Museum, and more. Investigating unique case studies to answer how and when full-scale mock-ups occur today, this book is ideal for professionals and students of architecture studying materials and representation, design-build, and professional practice.

"Design is a way to engage with real content, real experience," writes celebrated essayist Michael Bierut in this follow-up to his best-selling *Seventy-Nine Short Essays on Design* (2007). In more than fifty smart and accessible short pieces from the past decade, Bierut engages with a fascinating and diverse array of subjects. Essays range across design history, practice, and process; urban design and architecture; design hoaxes; pop culture; Hydrox cookies, Peggy Noonan, baseball, The Sopranos; and an inside look at his experience creating the "forward" logo for Hillary Clinton's 2016 presidential campaign. Other writings celebrate such legendary figures as Jerry della Femina, Alan Fletcher, Charley Harper, and his own mentor, Massimo Vignelli. Bierut's longtime work in the trenches of graphic design informs everything he writes, lending depth, insight, and humor to this important and engrossing collection.

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In essays, interviews, and provocative imagery, this book explores the changing force of design in the contemporary world, and expands the definition of design to include the built environment, transportation technologies, revolutionary materials, energy and information systems, and living organisms.

24 global, generous, and galvanizing principles to overhaul the way we think and to inspire massive change Bruce Mau has long applied the power of design to transforming the world. Developed over the past three decades, this remarkable book is organized by 24 values that are at the core of Mau's philosophy. MC24 features essays, observations, project documentation, and design work by Mau and other high-profile architects, designers, artists, scientists, environmentalists, and thinkers of our time. Practical, playful, and critical, it equips readers with a tool kit and empowers them to make an impact and engender change on all scales.

This charmingly illustrated guide shares ten truths about creativity, confidence, and how you can silence that stifling voice in your head. This book is a salve for creative minds everywhere, and duct tape for the mouth of every artist's inner critic. Author and art curator Danielle Krysa explores ten essential truths we all must face in order to defeat self-doubt. Each encouraging chapter deconstructs a pivotal moment on the creative path—fear of the blank page, the dangers of jealousy, sharing work with others—and explains how to navigate roadblocks. Packed with helpful anecdotes, thoughts from successful creatives, and practical exercises gleaned from Danielle Krysa's years of working with professional and aspiring artists—plus riotously apt illustrations from art world darling Martha Rich—this ebook arms readers with the most essential tool for their toolbox: the confidence they need to get down to business and make good work.

From the 19th-century Arts and Crafts movement to the present day, and from Art Nouveau and Bauhaus to hi-tech and green design, every style of interior design since 1900 is charted in this wide-ranging survey. Design in the 20th century saw an extraordinary evolution, with the emergence of professional interior designers and the growing appetite to redesign homes at frequent intervals. In recent decades the focus has been on sustainable design in public spaces such as offices, factories and ships. Anne Massey explores these developments in social, political, economic and cultural contexts. More than 200 illustrations of interiors from around the world, from William Morriss drawing room to a 21st-century aircraft, reveal the fundamental changes in taste and style from Art Deco to Pop and from the Streamline Moderne to Post-Modernism. This volume has been a classic introduction to the subject for almost thirty years. The new, fourth edition is brought up to date with a chapter on transnational design, encompassing mid-century modernist work in Singapore and Sri Lanka as well as very recent interiors for spaces as varied as luxury hotels in Dubai and a contemporary art museum in Cape Town. Anne Massey shows how a shared language of design and cutting-edge technology are reshaping interiors around the globe.

Winning in An Age of Relentless Change and Disruption Today, we face a bewildering array of changes coming from many directions—globalization, government policy, market disorganization, technology, business trends, demographics, social distortion, and environmental uncertainty. These mega forces are disrupting how organizations do business and often determine whether they succeed or fail. Boom! Deciphering Innovation: How Disruption Drives Companies to Transform or Die is a 30,000-foot guide for leaders who need to make sense of the disruptive landscape, the nature of innovation, and the role of leadership in reinventing the future. The lessons are useful whether you are a leader in a big or small company, nonprofit or government organization. The book is designed to be a quick, fun read. The authors use lively, conversational language, pictures, and short case studies to tell the story of what happened, winners and losers, innovation and transformation. They also provide advice on the first steps in making a company future-ready. About the Authors Lisa Hendrickson is an award-winning serial entrepreneur, innovative strategist, thought leader and purposeful disruptor. An Inc. 500 and TEDx Speaker, she is known for her simple elegant solutions that address complex business problems. She is the founder of Spark City, a “Thinking Partner” consultancy that helps companies trail blaze new products, services and business models. For over 25 years, Jim Colwick has worked with executive teams in Fortune 500, mid-size and entrepreneurial corporations and government to reshape their futures. Jim has also held senior leadership positions in innovative, high-growth, technology consultancies focused on business strategy, technology optimization, customer experience and business transformation. Jim specializes in strategy, innovation, people and change.

S,M,L,XL presents a selection of the remarkable visionary design work produced by the Dutch firm Office for Metropolitan Architecture (O.M.A.) and its acclaimed founder, Rem Koolhaas, in its first twenty years, along with a variety of insightful, often poetic writings. The inventive collaboration between Koolhaas and designer Bruce Mau is a graphic overture that weaves together architectural projects, photos and sketches, diary excerpts, personal travelogues, fairy tales, and fables, as well as critical essays on contemporary architecture and society. The book's title is also its framework: projects and essays are arranged according to scale. While Small and Medium address issues ranging from the domestic to the public, Large focuses on what Koolhaas calls "the architecture of Bigness." Extra-Large features projects at the urban scale, along with the important essay "What Ever Happened to Urbanism?" and other studies of the contemporary city. Running throughout the book is a "dictionary" of an adventurous new Koolhaasian language -- definitions, commentaries, and quotes from hundreds of literary, cultural, artistic, and architectural sources.

Creativity has long been thought of as a personal trait, a gift bestowed on some and unachievable by others. While we laud the products of creativity, the stories behind them are often abridged to the elusive "aha!" moment, the result of a momentary stroke

of genius. In *The Craft of Creativity* Matthew A. Cronin and Jeffrey Loewenstein present a new way to understand how we innovate. They emphasize the importance of the journey and reveal the limitations of focusing on outcomes. Drawing on a wide range of scholarship, their own research, and interviews with professionals and learners who employ creativity in the arts, engineering, business, and more, Cronin and Loewenstein argue that creativity is a cognitive process that hinges on changing one's perspective. It's a skill that anyone can hone, and one that benefits from thinking with others and over time. Breaking new ground in the discussion about how we innovate, this book provides strategies that everyone can use to be more creative.

Created by an international team of architects and designers concerned about our failing education system, *The Third Teacher* explores the critical link between the school environment and how children learn, and offers 79 practical design ideas, both great and small, to guide reader's efforts to improve our schools. Written for anyone who has school-age children in their life, from educators and education decision-makers to parents and community activists, this book is intended to ignite a blaze of discussion and initiative about environment as an essential element of learning. Including a wealth of interviews, facts, statistics, and stories from experts in a wide range of fields, this book is a how-to guide to be used to connect with the many organizations, individuals, and ideas dedicated to innovating and improving teaching and learning. Contributors include children's singer and advocate Raffi, author and creativity consultant Sir Ken Robinson, scientist and environmentalist David Suzuki, inventor James Dyson, and other experts who are working to create fresh solutions to problems and create a new blueprint for the future of education.

How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose "what if" questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

Contains, in a single volume, over 1,000 of the most outstanding works of architecture built since 2000. Features the work of internationally acclaimed architects alongside that of the next generation of emerging architectural stars, and those unknown outside their own countries.

Exhibitions have long played a crucial role in defining disciplinary histories. This fascinating volume examines the impact of eleven groundbreaking architecture and design exhibitions held between 1956 and 2006, revealing how they have shaped contemporary understanding and practice of these fields. Featuring written and photographic descriptions of the shows and illuminating essays from noted curators, scholars, critics, designers, and theorists, *As Seen: Exhibitions that Made Architecture and Design History* explores the multifaceted ways in which exhibitions have reflected on contemporary dilemmas and opened up new processes and ways of working. Providing a fresh perspective on some of the most important exhibitions of the 20th century from America, Europe, and Japan, including *This Is Tomorrow*, *Expo '70*, and *Massive Change*, this book offers a new framework for thinking about how exhibitions can function as a transformative force in the field of architecture and design.

Global media and advances in technology have profoundly affected the way people experience events. The essays in this volume explore the dimensions of contemporary spectacles from the Arab Spring to spectatorship in Hollywood. Questioning the effects that spectacles have on their observers, the authors ask: Are viewers robbed of their autonomy, transformed into depoliticized and passive consumers, or rather are they drawn in to cohesive communities? Does their participation in an event as audiences, activists, victims, tourists, and critics change and complicate the event itself? *Spectacle* looks closely at the permeable boundaries between the reality and fiction of such events, the methods of their construction, and the implications of those methods.

The Netherlands at the forefront of design! Everybody is a designer! But why? Why do we colour, organize, and form the world around us - and why do we call that a profession? In this book, Thonik, an Amsterdam-based studio led by lauded designers Nikki Gonnissen and Thomas Widdershoven, researches eleven personal reasons why they design - from the need to create impact to a constant search for independence; from the benefits of systems to the urgency of play. *Why We Design* looks back on twenty-five years of design practice and speculates on the future of graphic design.

**SELLING POINTS:** \* Thonik's collection of works from the past 25 years \* The Amsterdam-based studio discusses their past, present, and future need to design.

"David Amerland demystifies Knowledge Graph (TM), TrustRank (TM), AuthorityRank (TM), personalized and mobile search, social media activity, and much more in this plain-English book teaching how to be ahead of the curve when it comes to SEO techniques. Drawing on deep knowledge of Google's internal workings and newest patents, he also reveals the growing impact of social networks on SEO performance. This book is designed for businesspeople, not technologists, and gives easy-to-follow instructions that reflect radical changes at Google and beyond."--Publisher's description.

"The relationship between contemporary architecture and nature is fundamental to today's creativity. Some architects reject nature or imagine that they can create an artificial world of their own - while others are seeking new ways, aided by science and the computer, to chart new directions for the buildings of tomorrow. From ecologically-oriented designs to the most astonishing new forms, this book shows how essential nature remains to architecture."--BOOK JACKET.

Over the past decade, the Rotman School of Management and its award-winning

publication, Rotman magazine, have proved to be leaders in the emerging field of design thinking. Employing methods and strategies from the design world to approach business challenges, design thinking can be embraced at every level of an organization to help build innovative products and systems, and to enhance customer experiences. This collection features Rotman magazine's best articles on design thinking and business design. Insights are drawn from the people on the frontlines of bringing design into modern organizations, as well as from the leading academics who are teaching design thinking to a new generation of global leaders. Rotman on Design is divided into three sections, each of which features an all-new introduction by a prominent thought leader. The selections cover a variety of practical topics, focusing on why design methodologies are so important today and how they can be introduced into organizations that have never before considered design thinking. They also illustrate the particular skills that promote great design - whether it be of a new business plan, a user experience, a health care system, or an economic policy. Together, the articles in this collection will help managers to thrive and prepare for future challenges. Anyone who is interested in fostering creativity and innovation in their organization will benefit from this engaging book.

designing designing is one of the most extraordinary books on design ever written. First published in 1984 and reprinted with this title and cover in 1991, the book was the product of ten years of auto-critique, reflection and experimentation on writing on designing. Offering a savage auto-critique of his own work on "methods", as well as of the wider methods and ends of advanced industrial societies as a whole, this book challenges the traditional product- and progress-orientated focus on design by insisting that the world now coming into being requires designing to be understood as 'a response to the whole of life.' But designing designing is also unique in modern design thinking in its exploration of what writing on designing might be. Combining essays, interviews, reflections, performances, plays, poems, chance procedures, photographs, collages and quotes, Jones experiments with both form and content in an attempt to make a book which 'is not simply about designing but is instead itself an instance of the ideas and processes explored within it.'

A celebration of the work of contemporary architect David Rockwell, who works at the intersection of architecture and performance This unique insight into the projects and philosophy of renowned architect and Tony Award-winning set designer David Rockwell explores the remarkable range of his work, from restaurants and hotels to museums and Broadway stages. It is the first book to shine a spotlight on the relationship between architecture and performance and features contributions from leading voices and talents in fields as diverse as architecture, lighting design, and the culinary arts. David Rockwell's fascination with theater has long informed his built work. Drama explores the core principles that Rockwell uses to enhance the impact of his architecture, with contributions from experts across the creative world - from record producer Quincy Jones to

chef José Andrés. It's both an exciting new insight into the work of an important contemporary architect and a compelling case for the virtues of interdisciplinary collaboration.

An information-packed, beautifully illustrated handbook exploring the evolution of design, from the industrial revolution to the digital explosion. Designers, makers and users are the three essential participants in the creation of any kind of design. This is not limited to objects or buildings, but includes environments, systems and networks. Exploring these relationships enables us to understand how we shape the world and how it, in turn, shapes us. To coincide with the Design Museum's highly anticipated move to the former Commonwealth Institute in Kensington in 2016, *Designer Maker User* traces the evolution of design, from its roots in the Industrial Revolution to its transformation by the digital explosion. Rather than present a conventional chronology, this book focuses on the continuing interaction between the three key players – Designers, Makers and Users – and the role of design in modern society. Featuring pivotal writings on design, a carefully-curated portfolio of design landmarks and a simple timeline charting the development of the modern design industry, *Designer Maker User* pushes beyond the walls of the museum, providing students and non-specialists with an appreciation for the significance of design and its far-reaching impact on the world in which we live. It is not only a view into the Design Museum's permanent collection, but also a remarkable primer on contemporary design. The way we experience the world is largely through the design of the places, products, communications, services and systems we encounter every day. Design determines how difficult or easy it is to achieve certain things - whether boarding a plane, taking a bath, cooking a meal, crossing the street or making a call, we all want a world that works .....

A philosophy and practice of asking the deeper, more essential questions required to address the complex problems we face as individuals, businesses, and a society. The rational mind prefers answers over questions. But we live in irrational times. Albert Einstein once said: "If I had sixty minutes to solve a problem and my life depended on it, I'd spend fifty-five minutes determining the right question to ask." At a time when our problems are too complex to be satisfied by familiar answers, today we need questions more than ever. Yet, in a world where information is valued above knowledge, ideology drowns out discourse, and the demands of "doing" leave little space for thinking, curiosity--the engine of inquiry--has become an endangered species. So much of modern life is built upon a set of narratives that have gone unquestioned for too long, says entrepreneur and thought-leader Seth Goldenberg. In this unique blend of modern-day philosophy, cultural criticism, and business strategy, he argues that by embracing radical curiosity, we can we begin rewriting the narratives that no longer serve us, our organizations, or the institutions at the bedrock of our society. To do so, we must adopt a practice of relearning how we learn, reengaging in dialogue, returning to nature, reviving our childlike sense of



wonder, and more. A bold and provocative book from a brilliant contrarian thinker, *Radical Curiosity* reminds us that questioning the status quo is a necessary precondition for progress.

An illuminating journey through today's fascinating world of design. What can we learn from the ways great designers think—and how can it improve our lives? In *CAD Monkeys, Dinosaur Babies, and T-Shaped People* Warren Berger, in collaboration with celebrated designer Bruce Mau, revolutionizes our understanding of design and unlocks the secrets of the trade. Looking to the creative problem-solving work of design professionals, Berger reveals that design is a mindset, a way of looking at the world with an eye toward improving it. The practice of design-thinking opens readers to their innate capacity for reimagining the world around them.

In this book Papanek looks at the exciting possibilities for the future if architecture and design were to become environmentally and socially responsible. He shows how people can contribute to the well-being of the planet through awareness of design.

Aging is a gift that we receive with life—and in *New Aging*, the architect Matthias Hollwich outlines smart, simple ideas to help us experience it that way. *New Aging* invites us to take everything we associate with aging—the loss of freedom and vitality, the cold and sterile nursing homes, the boredom—and throw it out the window. As an architect, Matthias Hollwich is devoted to finding ways in which we can shape our living spaces and communities to make aging a graceful and fulfilling aspect of our lives. Now he has distilled his research into a collection of simple, visionary principles—brought to life with bright, colorful illustrations—that will inspire you to think creatively about how you can change your habits and environments to suit your evolving needs as you age. With advice ranging from practical design tips for making your home safer and more comfortable to thought-provoking ideas on how we work, relax, and interact with our neighbors, and even how we eat, *New Aging* will inspire you and your loved ones to live smarter today so you can live better tomorrow.

This book defines the history of modern interior design through the reuse of existing buildings. This approach allows the history of the interior to be viewed as separate from the history of architecture and instead enables the interior to develop its own historical narrative. The book is organized around six thematic chapters: home, work, retail, display, leisure and culture. Each one comprises a selection of case studies in chronological order. 52 key examples dating from 1900 to the present are explored in terms of context, concept, organization and detail and are illustrated with photographs, plans, sections, concept drawings and sketches. This unique history will be invaluable for students of interior architecture and design seeking a survey tailored especially for them, as well as appealing to interested general readers.

Newly updated and overflowing with color, this well-established history of interior design describes and illustrates each movement and change in taste throughout

the twentieth century. Interior design experienced an extraordinary amount of changes in taste and style during the twentieth century. From William Morris and the Arts and Crafts movement to expressionism, postmodernism, and green design, Interior Design Since 1900 charts them all. Featuring more than two hundred color illustrations of interiors from around the world, this book reveals the fundamental changes in style that occurred throughout the century. The 1900s saw the emergence of professional designers and a growing appetite to redesign homes to keep up with popular fashion. In recent decades, the focus has shifted toward public spaces and sustainable design. In this survey, Anne Massey explores the social, political, economic, and cultural contexts of these developments. This book has been a classic introduction to interior design for almost thirty years. The new, fourth edition is brought up-to-date with a chapter on transnational design, encompassing mid-century modernist work in Singapore and Sri Lanka, as well as more recent interior spaces, including luxury hotels in Dubai and a contemporary art museum in Cape Town. Through this book, Massey shows how a shared language of design and cutting-edge technology are reshaping interiors around the globe.

A brand-new monograph celebrating one of the most sought-after design studios working today nendo's extensive, idiosyncratic body of work flows seamlessly across disciplines, and is executed in every medium imaginable - from paper clips to watches, shoes, chocolates, glassware, and furniture, all the way up to interior design projects and freestanding architecture. Hot on the heels of nendo's 2019 Phaidon monograph, which traced the first 13 years of the studio's prolific output, nendo 2016-2020 shows us what founder Oki Sato and his team did next - an astonishing number of projects in five years.

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