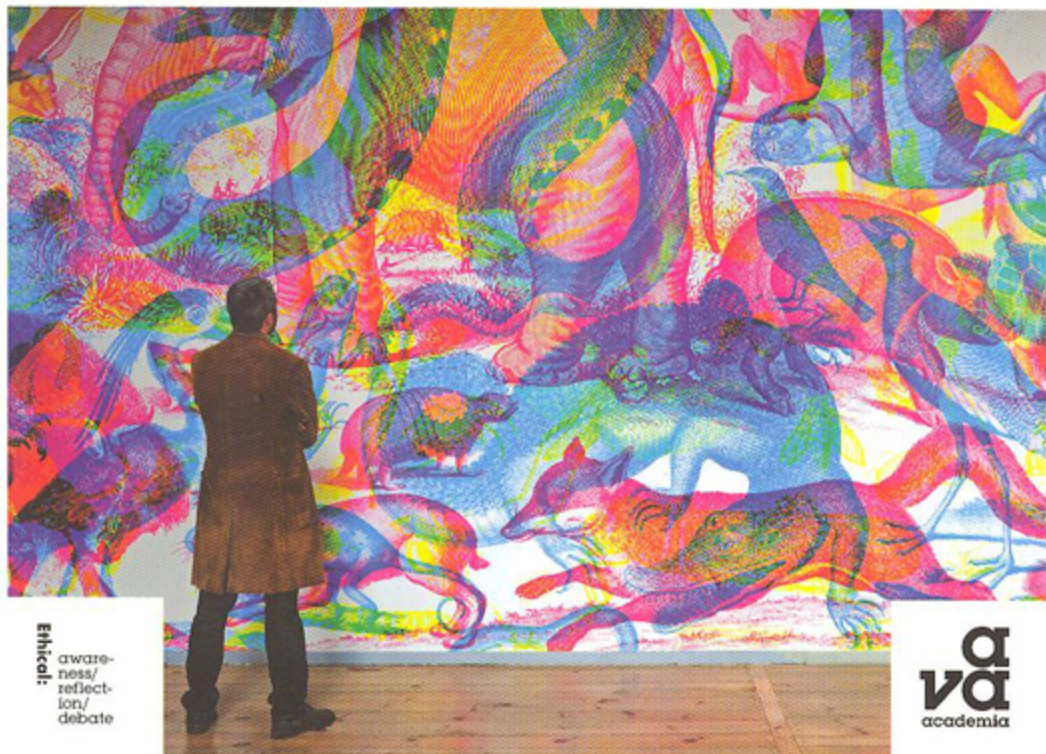


texture+ materials

n
the feel, appearance or
consistency of a surface
or a substance

n
the matter from which
a thing is or can be made



Ethical:
aware-
ness/
reflec-
tion/
debate

va
academia

Experience

Every interior space should create an experience for the user – that is what we all hope to achieve as designers. As we have seen in the historical section of this chapter, the use of coatings and coverings such as stucco, gilding and fabrics dramatically change the feel and impression of a space with relatively little effort. In today's drive for short turnaround times and value for money, designers often make use of low-budget but high-drama effects in their designs.

Taking the experiential to, perhaps, its logical conclusion, designers are using technology to experiment with the virtual coating of space using images that are not only constantly changing but which are also generated by ourselves and the lives that we lead.



Above and facing page:
SPRMRKT STH retail store,
Amsterdam, Netherlands,
by Doepel Strijkers
Architects, 2010

Intended to bring skin, body and clothing together, a tensile fabric stretched over a structure of mannequins creates a second skin within the store. Emphasizing both perfection and imperfection, the fabric is tensioned and torn to both create and reveal space.



'We were inspired by perfection versus imperfection and driven by bodily irregularities, such as the mutation of skin through tattoos and piercings. The human body can be seen as a form of clothing that conveys personality. We wanted to bring skin, body and clothing together, but in a subtle way.'

**Eline Strijkers of
Doepel Strijkers Architects**

