

# Contents



## 09 — Edit

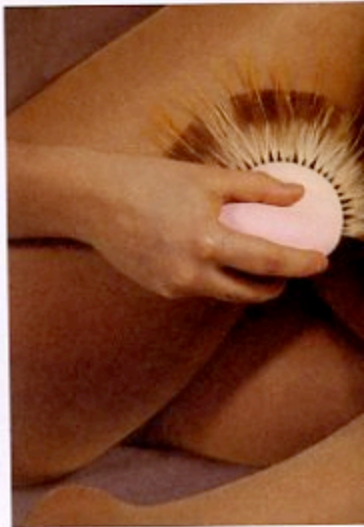
The creative industry round-up featuring the new design, retail, lifestyle, material and technology stories that you need to get up on

## 25 — The Power of Touch

Our theme for this issue is Tactility. We explore what it means to be human in an age where our interaction with the world is frequently moderated by the digital and the virtual, with little room for real contact

## 34 — Designing Tactility

How can we design for a tactile world?  
Our four directions unpack different design approaches  
Flesh / Digital Reality / Messy Play / Luxe Touch



## 68 — The Masters of Tactility

We profile some of the leading creatives who are embedding tactility into their work  
Imprimerie du Marais / Yves Béhar / Formafantasma  
/ Visual Editions / Dimore Studio

## 86 — Goo, Glorious Goo

Kelia Anne takes inspiration from the current obsession with slime





### 96 — Mindset Shifts

We report on emerging behavioural and attitudinal lifestyle trends  
Well-centred Living / Changing the Gaze  
/ Slow Skills / Millennial Parenting

### 123 — Hyper-Real Tactility

Brendi LW creates curious, texturally satisfying compositions that play with our perceptions of the real and artificial



### 134 — Material Innovation

Meet the designers and makers who are radically rethinking materials for a sustainable future  
Living Materials / Shit, Hair, Dust / Today's Waste, Tomorrow's Raw Material



### 149 — Design Notebook

A visual exploration of emerging design movements across the lifestyle industries and their influence on colour, shape and form  
70s Revival / Tubular / Plastic Activist  
/ Iridescence / Solid Mesh

### 160 — Talent

The designers who are putting tactility at the forefront of their work, encouraging touch and preserving the human sensation of physical interaction  
Brendan George Ko / Daria Jelonek  
/ Ada Sokol / Hanna Hansdotter / Core Studio  
/ Reijnald Kolthof / Megumi Matsuno

