



ANTOINE BOUBY

*design
portfolio*

ANTOINE BOUBY, design student

PORTFOLIO 2018



GAMECUBE 2, 2015

*Restyling of the **GameCube's** shell, the Nintendo's iconic video games console sold during the 2000s. The shell gets **more slender, elegant** and therefore **less childish** in an attempt to give more **dynamism**, necessary to a very image of **performance**.*



NICE LEGS, 2015

Pair of legs made of enamelled copper and designed to drive old industrial pliers into a lively and «off the wall» item. These legs are a way to bring the art of enamelled copper to a more contemporary state.



TOPAZE, 2017

Octagonal object - that evokes a piece of jewellery - made from a raw alder plank, straightened, planed, sawed and glued ; with Pierre Pageault, carpenter. It is an object that tries to enhance the material as much as the work of the wood.

KONÉTU, 2017

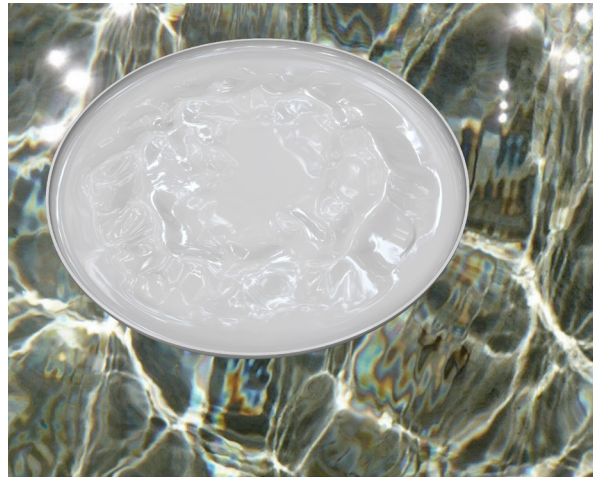
*Wooden monster which **metamorphoses** and **takes the identity of the child** thanks to the **treasures and collected items** that are put in its holes. The aspect that it takes is a **reflection** of the child's personality ; as an example a child that **enjoys birds** will use **feathers** or if he loves the **sea wildlife**, he may will use **shells and seaweeds**.*



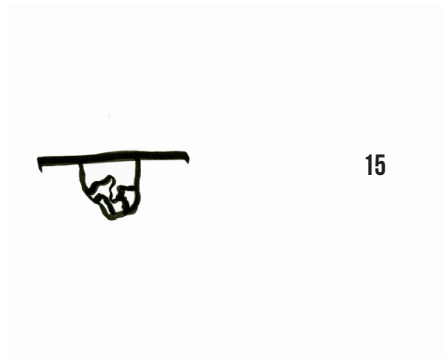
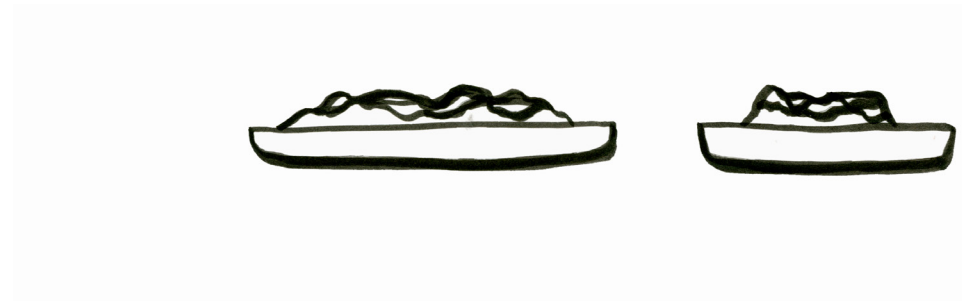


PUYS, 2017

*Set of plates intended for the **increase** of wiping and the degustation of **liquid dishes**. The meanders and the bumps - that evoke a landscape - oblige the users to take a **piece of bread** and use it in an attempt to mop up the **precious sauce**.*



«There is nothing more flattering than somebody who takes a piece of bread to *wipe your course*. In France, we have got a real *culture of the love of good food*.»
Mathieu Pacaud, french chef and holder of three Michelin stars





BERNARDAUD, 2016

Set of Limoges porcelain vases made in the modelling workshop of the Bernardaud manufacture (Limoges, France) ; with Stéphane Bonneau, modelling workshop foreman, Maître d'Art 2010 et Meilleur Ouvrier de France 2011.



MATRIOCHKAS, 2018

Inspired from the shape of russian dolls, these objects are made of textile and filled with cellulose wadding. Their shape is also a way to play with the perception we have of objects that surround us : «What is this ? A doll, a cushion, a bicycle saddle...?».



QUATRE-VINGT-DIX, 2016

90 days, 90 sketches. *Experimenting, testing, trying...* are the words that led the making of this crazy drawing book, which allies drawings on photographs of chefs and feet or cactus representations.



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