

karpeta
+
texturae

news
2020

karpeta + texturae

Visioni, elaborazioni, ricordi.

Se lo spazio non è che percezione, con Texturae e Karpeta diventa ispirazione. Passaporto per un'infinità di mondi possibili ed universi declinabili, le carte Texturae e tappeti Karpeta vogliono essere pentagramma di melodia unica e personalissima, modellata e modellabile su desideri e suggestioni di chi la compone.

Visions, elaborations, memories.

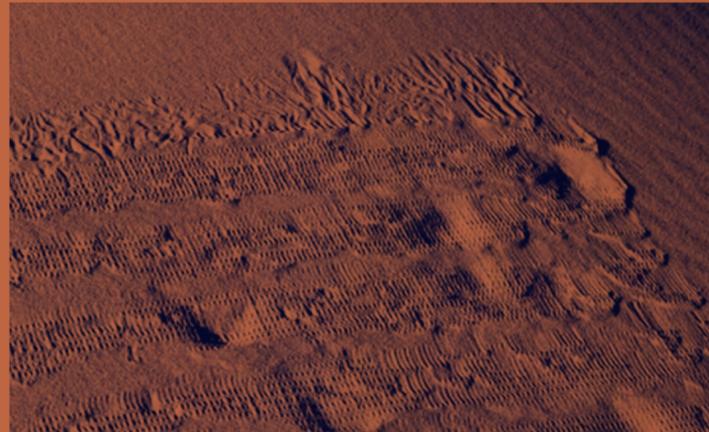
If space is nothing but perception, Texturae and Karpeta makes it inspiration. Key to an unlimited number of possible worlds, these wallpapers are the pentagram for a personal, unique melody to be played according to the wishes and inspirations of those who have composed it.

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TIDE

Unendo la precisa scansione delle maree alle indefinite possibilità immaginative, Tide by DWA Design Studio mescola il rigore e il caos dei colori e della geometria con un approccio modulare, mai uguale. Palette che si mescolano e mescolano a loro volta sfumature e tinte piene, si compongono in un gioco perpetuo, il moto ondoso di una fantasia in una fluida versatilità.

Combining the precise tide scan with the indefinite imaginative possibilities, Tide by DWA Design Studio mixes the rigour and chaos of colours and geometry with a modular approach, never the same.

Palettes that mingle and mix in turn shades and full colors, are composed in a perpetual game, the wave motion of a fantasy in a fluid versatility.



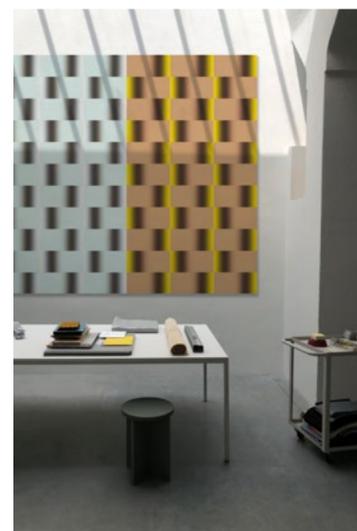
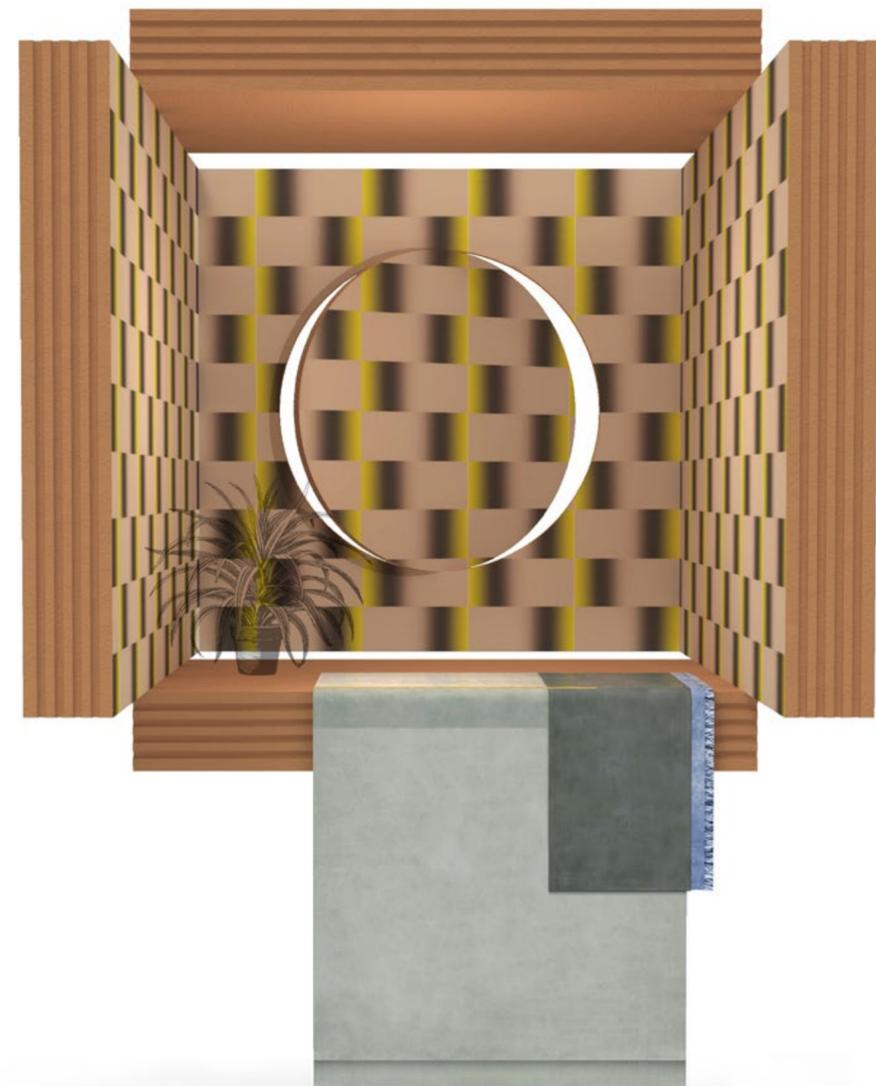
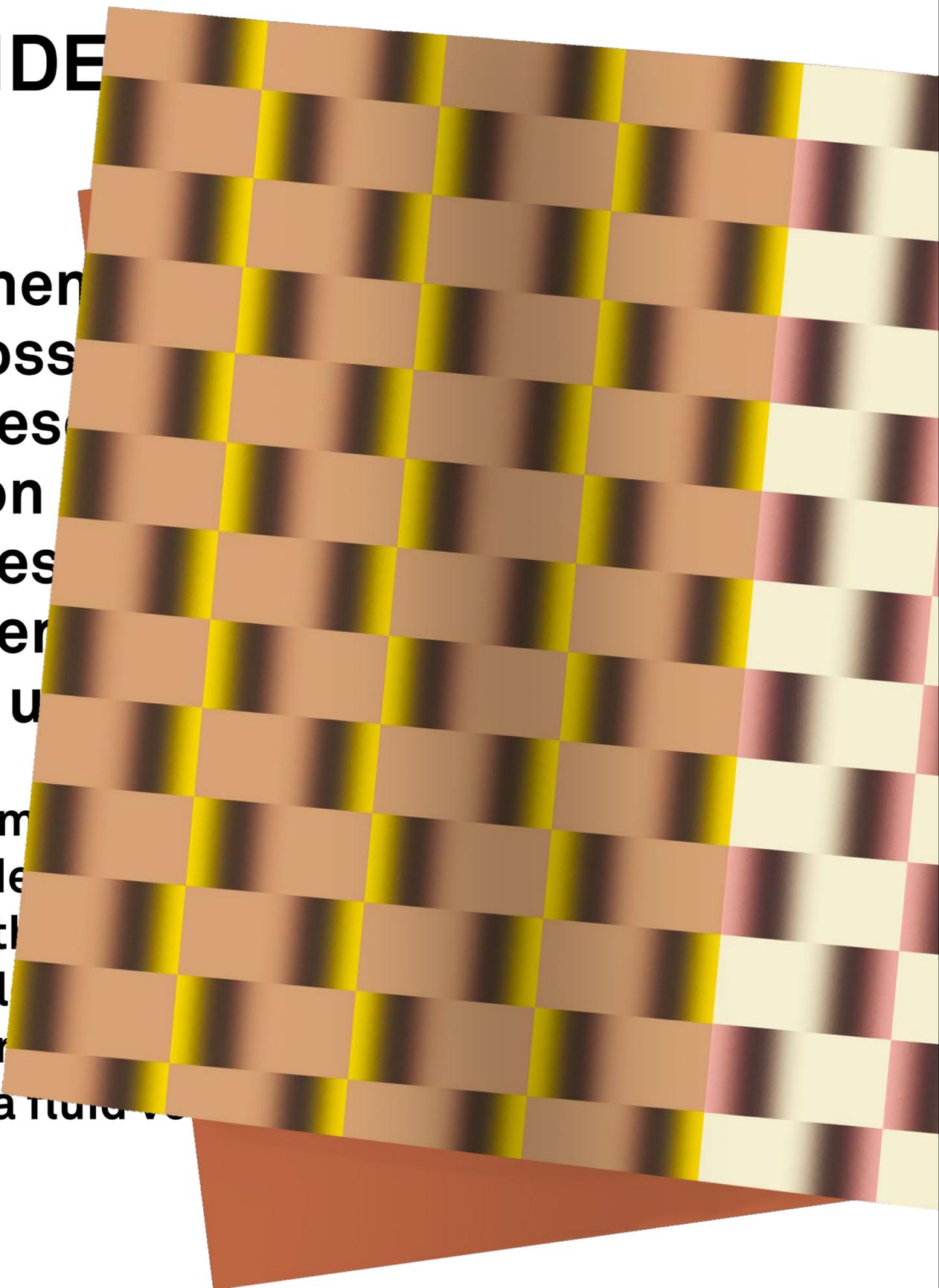
Frederik Wachter. Their work is developed through a continuous dialogue between different sensibilities and common interests, research, rigour and inspiration, declining the creative process to the multiple forms of living.

Frederik Wachter. Their work is developed through a continuous dialogue between different sensibilities and common interests, research, rigour and inspiration, declining the creative process to the multiple forms of living.

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DWA Design Studio
Frederik De Wachter, Alberto Artesani

DWA viene fondato a Milano nel 2005 da Alberto Artesani e Frederik De Wachter. Il loro lavoro si sviluppa attraverso un continuo dialogo fra sensibilità diverse e interessi comuni, ricerca, rigore e ispirazione, declinando il processo creativo alle molteplici forme del vivere.

DWA was founded in Milan in 2005 by Alberto Artesani and Frederik De Wachter. Their work is developed through a continuous dialogue between different sensibilities and common interests, research, rigour and inspiration, declining the creative process to the multiple forms of living.

HAIRSPRAY

Hairspray trae ispirazione dagli interni scintillanti dei club anni 70 e dall'esuberanza glam dei loro avventori. Il risultato è un intreccio di linee a tinte vibranti che appare come la superficie di una pelliccia psichedelica.

Hairspray takes inspiration from the bright interiors of the 70s clubs and their patrons' glamorous exuberance. The results are lines weaving together, as in a psychedelic fur.

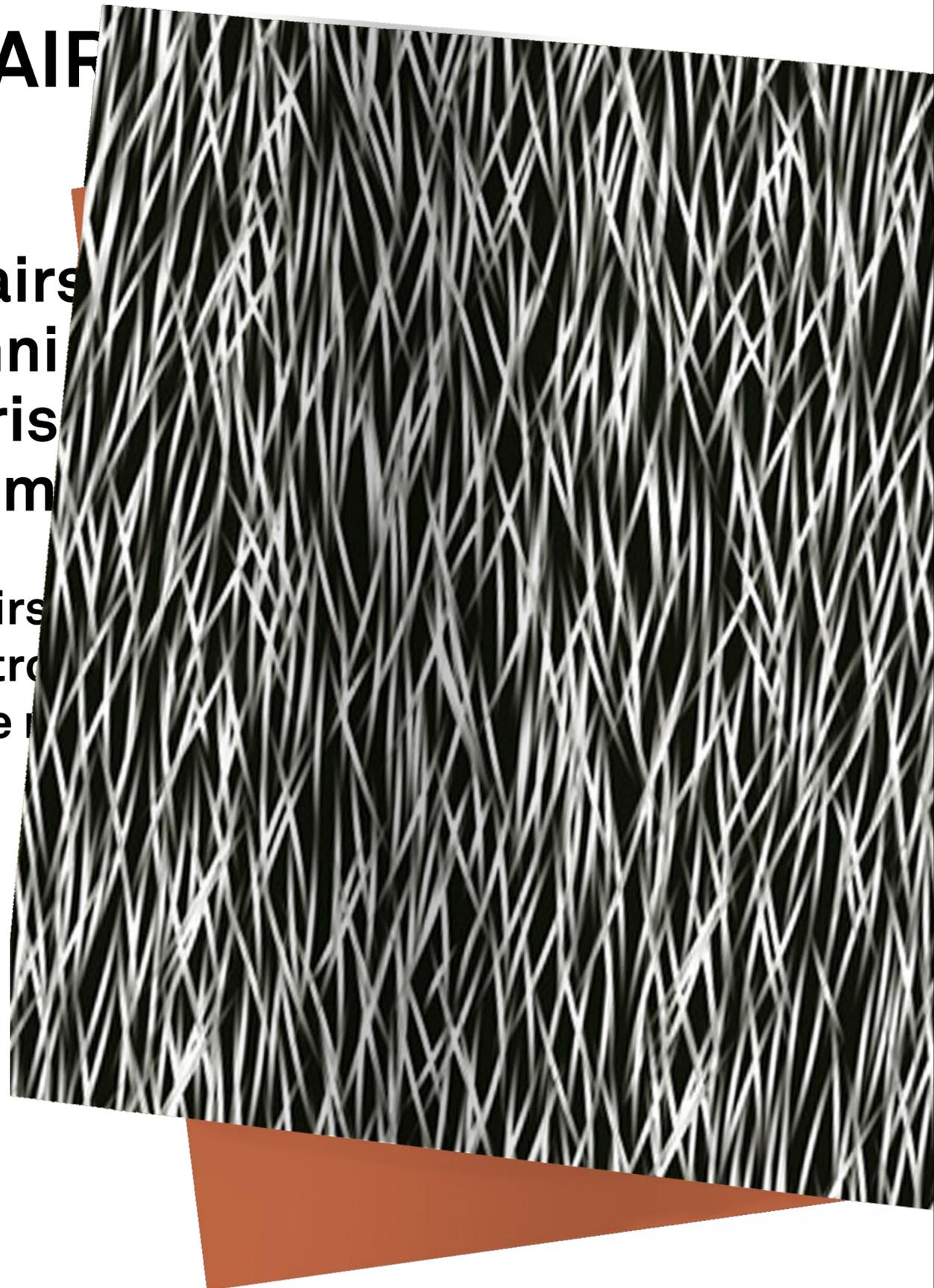


Graphic designer and art director, lives and works in Milan. He began his career in 2006, alternating work and experimenting with new visual languages, mainly through his use of typography as a sign of expression. He works for private clients and institutions, in the areas of creative direction, brand identity and publishing. He was selected for the Tokyo Directors Club Annual 2017. He was also nominated for the XXV and XXII edition of the Premio Compasso d'Oro, and his work has been published in Italy and overseas. He has taught at Philadelphia University in Rome.

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Alessandro Costariol

Grafico e art director, vive e lavora a Milano. Inizia la sua carriera nel 2006 alternando la professione alla sperimentazione di nuovi linguaggi visivi principalmente attraverso l'uso della tipografia come segno espressivo. Lavora per clienti privati e istituzioni e si occupa di direzione creativa, brand identity ed editoria. È stato selezionato per il Tokyo Directors Club Annual 2017. Candidato alla XXV e XXII edizione del Premio Compasso d'Oro, il suo lavoro è stato pubblicato in Italia e all'estero. Ha insegnato presso la Philadelphia University a Roma.

Alessandro Costariol graphic designer and art director, lives and works in Milan. He began his career in 2006, alternating work and experimenting with new visual languages, mainly through his use of typography as a sign of expression. He works for private clients and institutions, in the areas of creative direction, brand identity and publishing. He was selected for the Tokyo Directors Club Annual 2017. He was also nominated for the XXV and XXII edition of the Premio Compasso d'Oro, and his work has been published in Italy and overseas. He has taught at Philadelphia University in Rome.

LINUS

Linus riproduce le linee dei pastelli a gesso, che appaiono polverose e imperfette come tracce a mano libera su una lavagna.

Il motivo ripetitivo combina colori e spessori diversi, creando schemi intuitivi in varie composizioni.

The powdery dusty lines of chalk crayons leave hand-made traces and imperfections. These are used to create intuitive prints in various compositions.

Within these borders we've tried to vary between all-over prints, combining colour, line thicknesses and compositions.



Linus has been initiated by the Designers Christoph Brach and Daniera ter Haar. The studios work reflects a sophisticated treatment of material by mixing the fields of graphic design, photography and product design. This is embodied through research and experiments building a visual language. Together with their team, they are working in their Eindhoven based studio on self initiated and commissioned projects. Driven by curiosity they are questioning the meaning of the subject they are working on.

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Raw Color

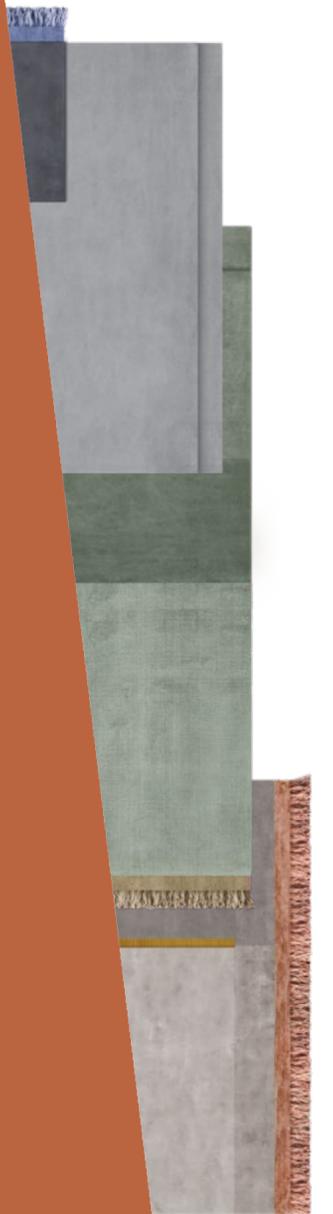
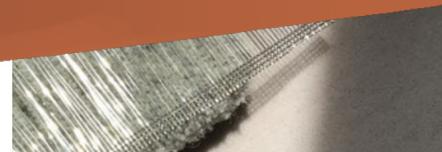
É nato dai designer Christoph Brach e Daniera ter Haar. Il lavoro dello studio riflette un sofisticato trattamento del materiale mescolando i campi della grafica, della fotografia e del design di prodotto. Questo si incarna attraverso la ricerca e la sperimentazione costruendo un linguaggio visivo. Insieme al loro team, lavorano nel loro studio di Eindhoven su progetti autoavviati e commissionati. Spinti dalla curiosità, si interrogano sul significato del soggetto su cui stanno lavorando.

Raw Color has been initiated by the Designers Christoph Brach and Daniera ter Haar. The studios work reflects a sophisticated treatment of material by mixing the fields of graphic design, photography and product design. This is embodied through research and experiments building a visual language. Together with their team, they are working in their Eindhoven based studio on self initiated and commissioned projects. Driven by curiosity they are questioning the meaning of the subject they are working on.

OVERSHADOW

Overshadow è una collezione di tappeti a telaio fatti a mano che indaga il tema della trasparenza. Un'illusione di ombre si moltiplicano con un gioco di sovrapposizioni sulla superficie del tappeto. Il vello superficiale, fa emergere la struttura del tappeto con la sua trama e il suo colore a contrasto.

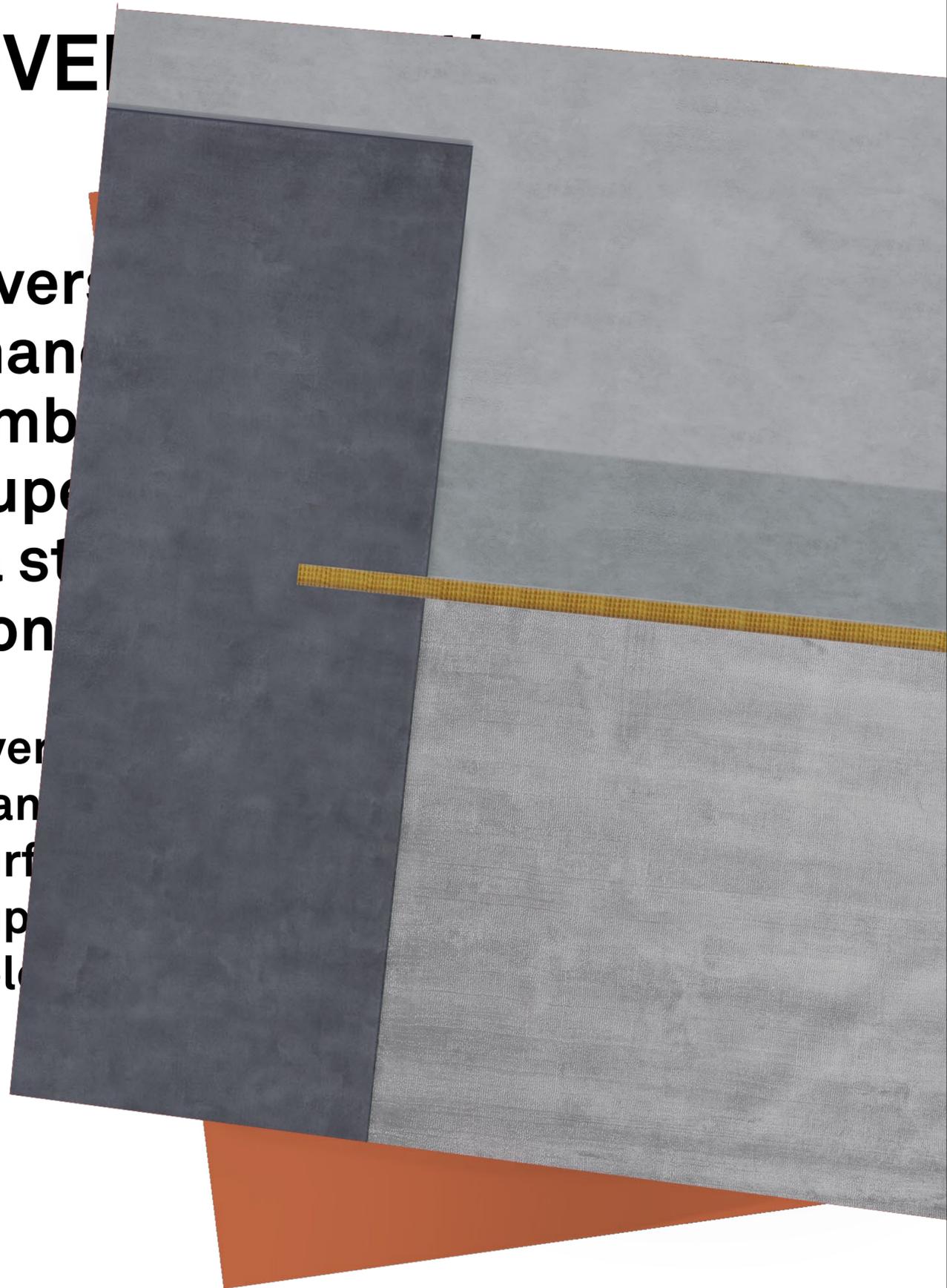
Overshadow is a hand-loomed rug collection that investigates the theme of transparency. An illusion of shadows multiplies in a game of overlaps on the rug surface. A thin graphic line interrupts - not only visually but also physically the superficial pile, letting the structure emerge with it's texture and contrasting colour.



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Alessandra Salaris / Sans Nom studio

Studio Salaris si avvale di un linguaggio potente e contemporaneo per fornire una consulenza creativa alle aziende interessate a comunicare il loro alto valore estetico. La volontà è di offrire un supporto individuale e fortemente personalizzato aiutando i clienti ad esplicitare esteticamente l'intrinseca identità aziendale. La mission e' dare un contributo personale e riconoscibile che non sovrasti la vera anima e la storia delle aziende cliente.

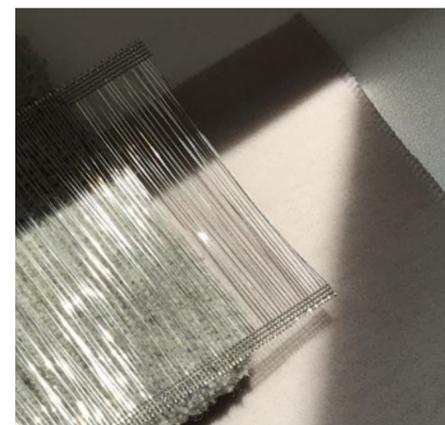
Sans Nom è uno studio di consulenza creativa fortemente radicato sul design di prodotto. Con il suo approccio intraprende una ricerca radicale con lo scopo di riscoprire dettagli quotidiani portandone l'intrinseca poesia in oggetti d'uso. I fondatori scelgono di rimanere anonimi affinché gli oggetti possano esprimersi nella forma più pura e diretta.

Dalla contaminazione dei due studi nascono progetti incentrati sulla pura sperimentazione.

Studio Salaris calls upon a powerful and contemporary language to provide creative consultancy for companies interested in communicating their high aesthetic value. The ambition is to deliver a customised support to help clients achieve an aesthetic expression of their brands. The mission is to give a personal and recognisable contribution that enhances the clients' story and core values.

Sans Nom is a creative studio with a deep-rooted focus on product design. With its work it takes a radical approach and aims to discover hidden everyday details bringing their poetry into objects of use and research. Its founders, driven by a profound passion to create objects, choose to remain anonymous to let their objects speaking in a pure form.

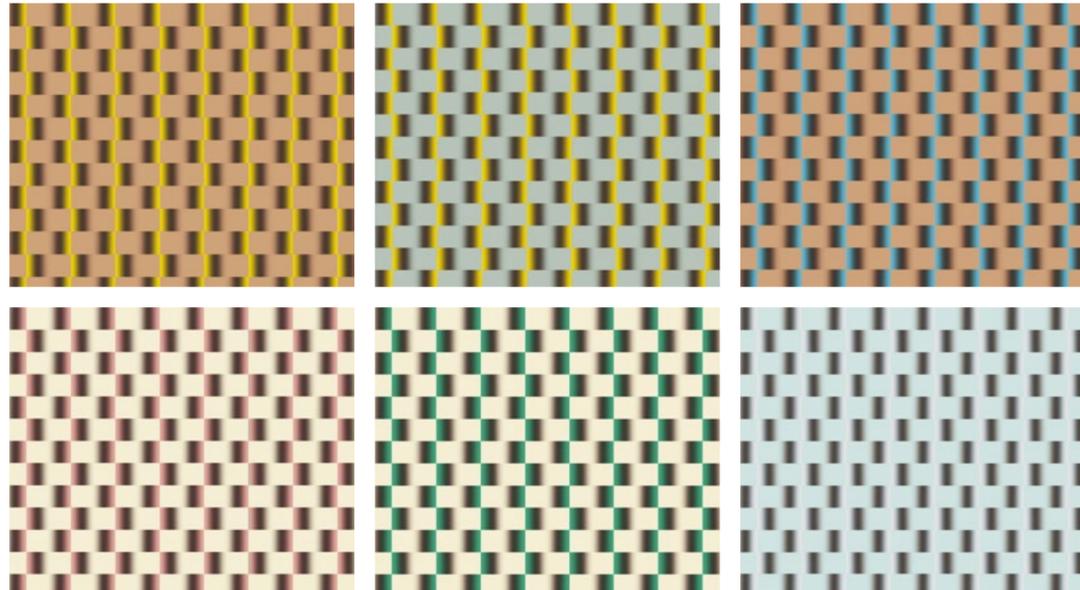
From the combination of the two studios arise experimental projects.



Color palette

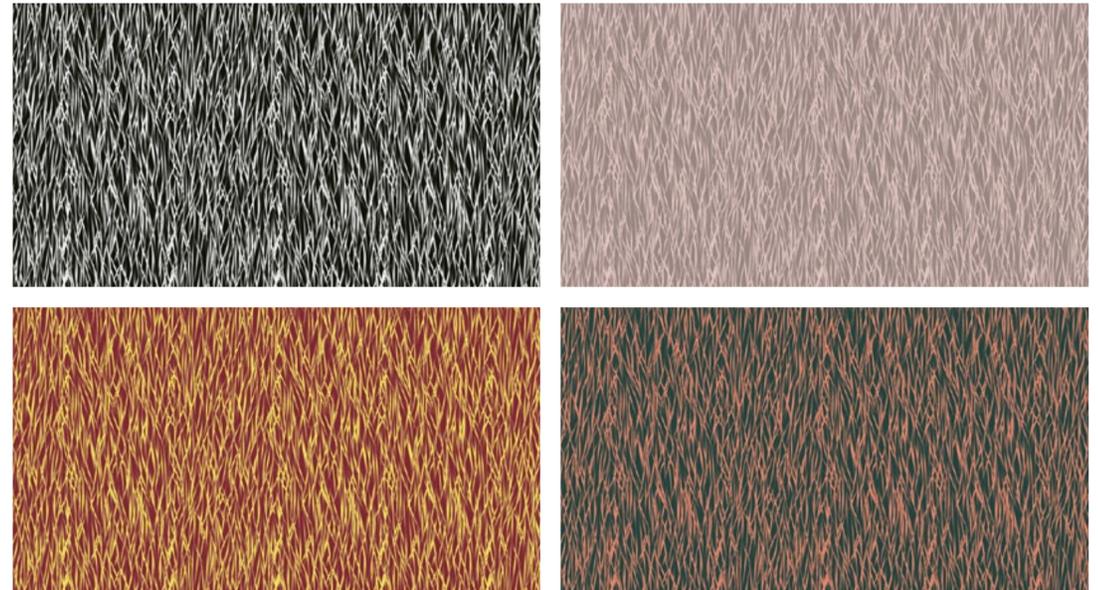
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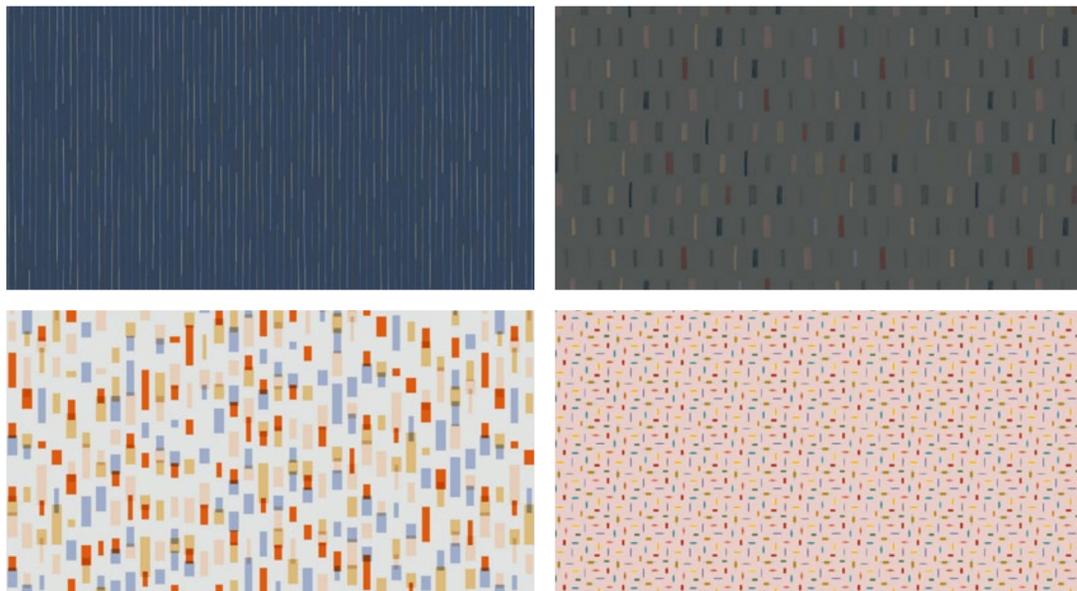
HAIRSPRAY

Alessandro Costariol



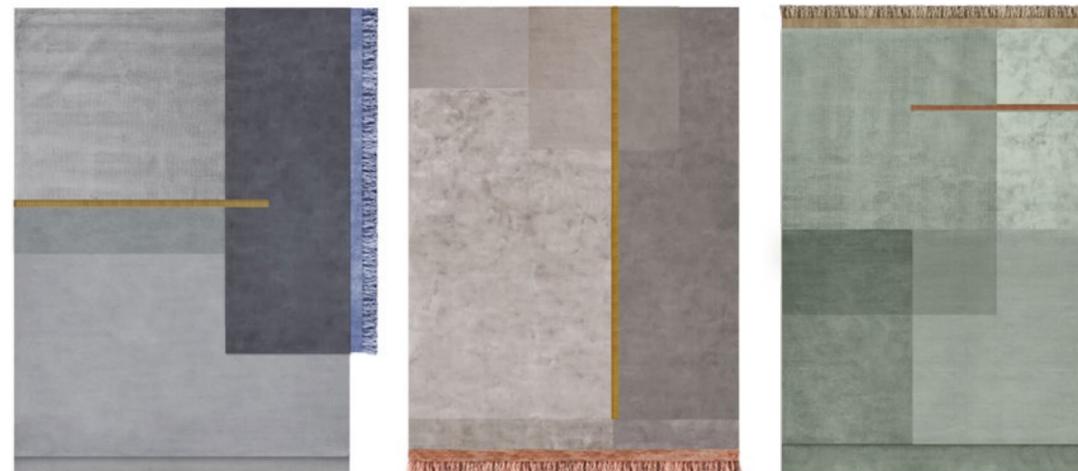
Linus

Raw Color



OVERSHADOW

Alessandra Salaris, Sans Nom studio



Art Direction & Graphic Design

/ à r o / studio

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