

My philosophy of design

Arts and crafts objects shown at this website are my own designs. I design all of my things myself and I make them myself.

I strive for flowing, simple, curved lines giving the wooden figures and products a characteristic profile, beautiful forms and to supplement the design with a high quality finish, that makes people say "Ah!" when they pick them up and touches them, because the final surfaces are of a soft silk quality. My things are made *to be touched, fondled and used*. This is obtained by grinding the figures with sandpaper ten times, starting with coarse grain (80) and finishing with very fine grain (1200).

The practical products are made to be used. They must be elegant and durable. And give a sensual pleasure to touch. My original inspirations arose in a time – the late 1950's and 1960's – where craftsmen and architects in Denmark created series of now classical – then modern – Danish design furniture.

Architecture and modern design was one of my main sources of inspiration and I was especially interested in the works of Gaudi, Eero Saarinen, Frank Lloyd, Arne Jacobsen and later Gehry. Also artists like Henry Moore.

The basic forms and lines and profiles in nature has also had a clear impact on my design style: Animals, plants, landscapes.

As to the quality I strive for in my products Steve Jobs fanatical demands to his design engineers has been an inspiration.

My starting point usually is minimalistic: How few lines and elements and profiles is necessary to the design of an interesting wooden object? I do not strive for quantity but for quality and I continually refine my designs and vary the profiles in small, but decisive, ways. The wooden blocks themselves also makes variations unavoidable. My intentions are to find forms and lines, that embody both intensity and calm. There has to be an integrity in my figures. An integrity, that gives identity and quiet dignity. To create calm and harmony in the hands and mind of the observer/user.

My customers says, that the longer time they have my figures in their homes, the more content they are with them as decorations but also as life-giving elements in the interior architecture around them. The figures becomes a focus point in the room and gives beauty and rest to your eyes.

The practical production process consists of two phases of roughly equal duration. The first part consist of using electromechanic machinery and the second part is purely manual work: Grinding the wooden figure with sanding paper gradually finer and finer.

I mostly work from massive blocks of wood. Lately, however, I want to make bigger figures – whales for instance – so I am developing experience with gluing layers of wood together. Also I have begun to lift some of the fishes I make up on sticks of brass placed in a solid piece of brass 15 mm. thick.

Figures and practical objects represent also a quiet reference to the value of organic forms in interior decoration without falling back to the overloaded opulent style of the “Jugend” period. The hook on my clothes hangers, though, is not my own design and probable is jugend. So I am not fanatic.

The organic lines, curving surfaces and elegant profiles constitutes an interesting contrast to the minimalistic interior architecture of our time. Also my products makes a stunning impact on reception disks hotel windows etc.

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