

# MONUMENT <sup>62</sup>

ARCHITECTURE & DESIGN

## Design Atlas

6A + ELEY KISHIMOTO  
ATELIER HAPSITUS  
TORD BOONTJE  
IMU  
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CAMPANA  
UNDERWARE  
SALLY MARSLAND  
MANON VAN KOUWLIJ  
FOUNDRY  
MASCHA MOJE  
LAURA DEAKIN  
NICK MANGAN  
CAI LIGHT  
ZUII  
INSIDE OUTSIDE  
THE ROYAL ART LODGE  
WET DESIGN  
GEOFFREY MANCE  
FORT

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NEW FRONTIERS DURBACH BLOCK  
LIVING TOMORROW UN STUDIO  
EROTIC MINIMALISM UDA TURNS ILTI ON  
BLOCKBUSTER O'CONNOR + HOULE

## 02

## Design Atlas

Michael Moya  
Gwynedd

Laura Deane  
Australia

## RULES OF ENGAGEMENT

DESIGNERIES TAKE AN ongoing design & craft-based course, creating a new piece every 12 weeks for each of our design series. To illustrate our creative process, we've created a set of 100 rules governing the creative process, from the initial idea to the final product. We hope you'll find them as useful as we do. The rules are divided into 10 categories, with 10 rules in each. We'll start with the creative process, starting with the initial idea.

**1. Start with a question.** The creative process begins with a question. It can be a question about a problem, a question about a new idea, or a question about a new material. The question is the starting point for the creative process. It's the question that leads to the final product.

**2. Ask a question.** The creative process begins with a question. It can be a question about a problem, a question about a new idea, or a question about a new material. The question is the starting point for the creative process. It's the question that leads to the final product.

**3. Start with a question.** The creative process begins with a question. It can be a question about a problem, a question about a new idea, or a question about a new material. The question is the starting point for the creative process. It's the question that leads to the final product.

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