

For Immediate Release

Design Spectrum of Hong Kong Design Centre Presents:

'PASS THE BATON' Exhibition

Part 2 'FROM PROCESS TO PROGRESS'

Continues the Journey of Inheritance

Beyond Preconceptions: Design Power Pushes the Boundaries of Creative Process

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(For Immediate Release – Hong Kong) To explore the concept of 'inheritance', Design Spectrum, a public platform of the Hong Kong Design Centre (HKDC), sponsored by the Cultural and Creative Industries Development Agency (CCIDA), presents a three-part thematic exhibition, 'PASS THE BATON'. The first part, 'FROM PASSING BY TO PASSING ON', which explored the value of inheritance from a new perspective, received an enthusiastic response.

Building on the theme 'FROM PASSING BY TO PASSING ON', Part 1 of the exhibition invited visitors to explore the role of design in inheritance and the importance of objects and cultural heritage that are worth preserving. To continue the journey in exploration, running from 5 July – 14 August 2024, Part 2 of the exhibition will be staged and Curator Michael

Leung will introduce over 20 design projects from Hong Kong, the Mainland, Macau, the United Kingdom, the United States, France, Italy, Japan and Korea. Spanning categories such as product and industrial design, communication design, digital and motion design, and fashion design, the exhibition aims to spark the public's imagination about ways to inheritance. Focusing on the creative process, the exhibition shows how design evolves standard processes to meet the needs of different eras, continually pushing boundaries and amplifying the power of inheritance. Free admission to the exhibition held at D2 Place, with pre-registration required.

Tangible Materials, Intangible Values: Passing on the Inheritance

The role of 'materials' in design is multifaceted. They can be both objects of inheritance and tools of transmission. What kinds of sparks could be ignited when tangible materials carry intangible values? **Designers Niko Leung** (Hong Kong) and **Lucas Hosteing** (France) promote circular design through material explorations to show the positive social and environmental values.

Niko focuses on researching and developing materials found in Hong Kong's soil. Through the '**Hong Kong Soil**' initiative, local construction waste has been reclaimed and Niko explores its potential for reuse in ceramics and rammed earth techniques. Tiles upcycled by local clay waste were used to revitalise the village hall for the 'Sai Kung Hoi Arts Festival 2023', symbolising and perpetuating the villagers' deep connection to the sea. Visitors to the '**FROM PROCESS TO PROGRESS**' exhibition can explore further possibilities through Niko's ceramic works.

French designer Lucas Hosteing's Kouéno collection of hollow column furniture challenges the traditional display function of slabwood. Hosteing collects slabwood, normally treated as waste in the industry, and rolls the edge of the log inwards to create a cylindrical shape. The hollow design allows users to touch the unique, irregular bark texture inside, while the smooth, polished side faces outwards, preserving the natural characteristics of the material while maintaining the practical function of the furniture. The displaying Kouéno offers a fresh perspective and new possibilities for sustainable design.

Culture as Design Material: Redefining Trends

Materials can also be intangible - culture is a vital asset of human society. When simply preserving the original form of culture is no longer sustainable, design plays an important role in the inheritance process to evolve and create engaging chemical reactions to make culture more relevant to today's needs.

Local artist Katol, who has emerged in recent years, combines traditional hand-painted lettering techniques with graphic design experience to develop a unique personal style. This has led to a resurgence of hand-painted signs in local shops and restaurants, creating a vibrant landscape on the streets of Central and Causeway Bay. Meanwhile, **local design studio NINM Lab** combines contemporary trends and technology to bring back music products from the last century, such as cassette tapes and CD players. These items have been transformed into trendy homeware and accessories, bringing physical music storage media to life in a new digital form. Both of them will have exhibits displayed in the exhibition.

Designers also draw inspiration from their passions, delving into their collections and extending fading subcultures through clever design, creating eye-catching, trend-setting pieces that captivate young audiences. **Visual artist Lau Chi Chung** transforms illustrations from old textbooks that he has been collecting over the years, combining them with playful contemporary slang and topics to give these objects a second life. **Local artist Rex Koo**, who has collaborated with director Wong Kar Wai, publishes I KNOW KUNG FU, a collection of paintings documenting iconic action scenes and moves from kung fu films. **Local design brand SPACEMARS**, with a focus on playfulness, brings back the giant toy models of the 1980s with unexpected character mashups, reintroducing them to the world of trendy collectibles. The exhibition features captivating installations inspired by selected works of these designers, creating a truly immersive experience not to be missed.

Sensory Stimulation Through Tableware: Synesthesia Design Ignites a New Experience of Inheritance

To ensure that things are passed on, design must drive the continuous evolution of both the 'production process' and the 'user experience', developing skills and techniques to meet diverse needs. To enrich dining experience, **Korean designer Jinhyun Jeon** is challenging the boundaries of tableware through synesthetic design. Combining art, humanities, society, science and food culture research, Jeon refines sensory tableware that subverts conventional perceptions. For example, small bumps are added to the smooth surface of a spoon, to stimulate the user's tongue and mouth, triggering a new sensation or perception. As synesthesia awareness varies from person to person, Jeon hopes to stimulate new and unknown sensory experiences through subconscious training

during everyday meals, creating a new realm of culinary aesthetics. His eating tools inspired by the phenomenon of synesthesia will be displayed in the exhibition.

Commissioned Work – Beyond Sound: Seeing Music with Your Eyes

Is sensory experience only transmitted in a one-way street? Is there a way to achieve a sensory transformation of its essence without human intervention during the inheritance process? For example, can the inherent form of ‘sound’ be ‘seen’? **Korean designer Hitencho** joins **Michael Leung, Curator of the exhibition**, to create an interactive installation ‘Beyond Sound’. Applying the concept of cymatics, they use sound wave frequencies to vibrate a water medium, creating ever-changing patterns that make sound inherently visible and transform it into a new visual spectacle. Upon entering the purple exhibition hall of the installation, visitors are transported into a surreal yet playful realm. They can play their own music via Bluetooth devices and see the unique waves generated from these music works projected onto the walls in a mesmerising play of light and shadow.

Experience the Evolution: Free Events at ‘FROM PROCESS TO PROGRESS’

As in past editions, the coming exhibition will be accompanied by free public events, including guided tours, workshops and designers’ sharing during the exhibition period. Highlights include a screening of ‘A Light Never Goes Out’, starring Sylvia Chang who won the Best Actress award and which was nominated for Best Visual Effects at the 59th Golden Horse Awards. The film explores the inheritance of neon sign making. In addition, featured designer and curator of the ‘Hong Kong Soil’ project, Niko Leung, will host a clay workshop where participants can discover the joy of creating with soft clay. Updates are available on the Design Spectrum website.

‘PASS THE BATON’ Exhibition Details:

Part 2 – ‘FROM PROCESS TO PROGRESS’	
Date	5 July – 14 August 2024
Time	10:00am – 7:00pm (Mon to Sun)
Location	Unit A, 7/F, D2 Place ONE, 9 Cheung Yee Street, Lai Chi Kok (Free Admission with pre-registration required)
Part 3 – ‘FROM FUTURE TO NOW’	
Details	To be announced

For further details and the latest updates, please visit: www.designspectrum.hk
Please refer to the attached appendix for more information on selected exhibits.

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Dynamic Duo (DDPR)

Czarina Yeung Tel: 9656 1949
Cell Cheung Tel: 9550 2903

Email: cza@ddpr.com.hk
Email: cell@ddpr.com.hk

Hong Kong Design Centre

Annie Lau Tel: 3793 8460
Koey Wong Tel: 3793 8464

Email: annie.lau@hkdesigncentre.org
Email: koey.wong@hkdesigncentre.org

About Design Spectrum

Design Spectrum is an initiative launched by Hong Kong Design Centre (HKDC) under the sponsorship of the Cultural and Creative Industries Development Agency, formerly known as Create Hong Kong (CreateHK), to foster a good design culture in the community. It aims to nurture local creative capital and to cultivate a flourishing design and design thinking culture within the community. Design Spectrum features year-round exhibitions, exchanges, design appreciation and other promotion programmes to cultivate a creative atmosphere, while nurturing local creative capital. It serves as a unique public face for HKDC to strengthen linkages with the community and partners locally, in other cities of the Guangdong-Hong Kong-Macao Greater Bay Area, ASEAN cities and overseas, and contributes towards creative and cultural tourism.

With the vision to generate demand for innovation and creativity and to expand the local market for creative industries by fostering new business opportunities, Design Spectrum is an ideal place to experience and learn to appreciate good design, exchange ideas and find new inspiration. It is also a good place for local residents in the neighbourhood to gather and enjoy a unique creative ambience.

(Website: <http://www.designspectrum.hk>)

About Exhibition Curator Michael Leung



Michael Leung was born in Hong Kong. He completed the Contextual Design masters course at Design Academy Eindhoven and co-founded his studio in the Netherlands, which specialises in multiple disciplines, from 2D to objects to spatial. His works explore different aspects of design from crafts and industry to local culture and sustainability, and have been showcased internationally, including in Milan and Dutch Design Weeks. Michael was an awardee of Hong Kong Young Design Talent Award* and Perspective's 40 under 40 Award. With his collaborations with Vitra

Design Museum (DE) and V&A Museum (UK), Michael's creativity is reflected in the form of exhibitions as well.

* sponsored by the Cultural and Creative Industries Development Agency

About Hong Kong Design Centre

Hong Kong Design Centre (HKDC) is a strategic partner of the Government of the Hong Kong Special Administrative Region in leveraging the city's East-meets-West advantage to create value from design.

To achieve our goals we:

- ◆ Cultivate a design culture
- ◆ Bridge stakeholders to opportunities that unleash the value of design
- ◆ Promote excellence in various design disciplines

(Website: <http://www.hkdesigncentre.org>)

About Cultural and Creative Industries Development Agency


The Cultural and Creative Industries Development Agency (CCIDA) established in June 2024, formerly known as Create Hong Kong (CreateHK), is a dedicated office set up by the Government of the Hong Kong Special Administrative Region under the Culture, Sports and Tourism Bureau to provide one-stop services and support to the cultural and creative industries with a mission to foster a conducive environment in Hong Kong to facilitate the development of arts, culture and creative sectors as industries. Its strategic foci are nurturing talent and facilitating start-ups, exploring markets, promoting cross-sectoral and cross-genre collaboration, promoting the development of arts, culture and creative sectors as industries under the industry-oriented principle, and promoting Hong Kong as Asia's creative capital and fostering a creative atmosphere in the community to implement Hong Kong's positioning as the East-meets-West centre for international cultural exchange under the National 14th Five-Year Plan.



(Website: www.ccidahk.gov.hk)

Disclaimer: The Government of the Hong Kong Special Administrative Region provides funding support to the project only, and does not otherwise take part in the project. Any opinions, findings, conclusions or recommendations expressed in these materials/events (or by members of the project team) are those of the project organisers only and do not reflect the views of the Government of the Hong Kong Special Administrative Region, the Culture, Sports and Tourism Bureau, the Cultural and Creative Industries Development Agency, the CreateSmart Initiative Secretariat or the CreateSmart Initiative Vetting Committee.



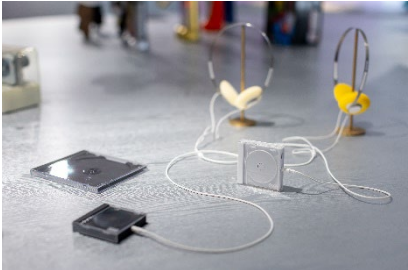


Appendix 1: Highlights of Design Spectrum’s ‘PASS THE BATON’ Exhibition

Part 2 – ‘FROM PROCESS TO PROGRESS’

Commissioned Work Title (Region)	Description
<p align="center">HiTENCHO (Korea)</p> 	<p>Beyond Sound Is sensory experience only transmitted in a one-way street? Is there a way to achieve a sensory transformation of its essence without human intervention during the inheritance process? For example, can the inherent form of ‘sound’ be ‘seen’? Korean designer Hitencho joins Michael Leung, Curator of the exhibition, to create an interactive installation ‘Beyond Sound’. Applying the concept of cymatics, the installation uses sound wave frequencies to vibrate a water medium, creating ever-changing patterns that make sound inherently visible and transform it into a new visual spectacle. Upon entering the purple exhibition hall of the installation (?), visitors are transported into a surreal yet playful realm. They can play their own music via Bluetooth devices and see the unique waves generated from the music works projected onto the walls in a mesmerising play of light and shadow.</p>

Designer/Exhibitor (Region)	Description
<p align="center">Gobezzia (France)</p> 	<p>Kouéno Kouéno is a collection of benches made from slabwood. Slabwood refers to the edge pieces milled from a saw log. These pieces of wood are typically discarded by sawmills and woodworkers due to their asymmetrical and irregular shapes. Through Lucas Hosteing’s research, a collection of geometric extrusions that resemble inverted trees was created. This approach allows us to incorporate slabwood into our interior spaces in its most natural form.</p>
<p align="center">TMML STUDIO (Hong Kong)</p> 	<p>Rammed Earth Here, a tile panel, a pile of raw dirt, a few moulds, rolls of clay, and blocks of unfired dirt. What you see here is dirt in different conditions: raw (collected from construction sites), plastic (made into a clay body), solid (rammed into an earth block), and a device used to give the clay a certain form. You may know that dirt is beneath our feet and buildings, but you may not know that this material makes up at least 50% of the pieces exhibited in this project. When dirt is compressed, it becomes rammed earth; when fired, it turns into ceramics. Hong Kong Soil was initiated in 2021 and has been transforming discarded soil from construction into ceramics and rammed earth construction ever since.</p>

<p>STIMULI Designart (Korea)</p> 	<p><Sensory Stimuli> Sensory spoon collection Sensory tea cup collection The project aims to reveal just how much more can be achieved by stretching the limits of tableware. It focuses on enhancing the eating experience by introducing a concept of eating tools inspired by the phenomenon of synesthesia. The synesthesia design research is a multi-year project conducted with experts in various fields, including art, humanities, society, science, and food culture.</p>
<p>Katol (Hong Kong)</p> 	<p>The Story of Hand Lettering Hand-painted shop signs have recently made a comeback in Hong Kong, extending beyond just shop signs to include hand-painted interior and window graphics. Here, we present a casual and mini showcase, introducing the basic stroke concept of hand-lettering by Katol, a graphic designer and sign-painter. Experience the unique texture of hand-painted signs using various mediums and materials. Open to all who are interested in learning hand-lettering.</p>
<p>Work by Works (Mainland)</p> 	<p>Digital graffiti typography developed for @xanderzhou Digital Graffiti Type graphics developed for Xander Zhou 23 AW promotion posters.</p>
<p>Chulan Kwak (Korea)</p> 	<p>Cursive Structure Designer Chulan Kwak expresses the three-dimensional form of brush strokes in calligraphy, transcending its flat format. Through the concept of brush-writing in space, Kwak aims to harmoniously combine the characteristic movement and negative space.</p>
<p>ReStart Associates (Hong Kong)</p> 	<p>I Know Kung Fu Inspired by classic kung fu flicks from the 1980s and 1990s, Hong Kong cult illustrator Rex Koo pays tribute to the heroes from his childhood in I KNOW KUNG FU – an artbook that celebrates the much-loved shows and stars that have made Chinese martial arts into the global pop-culture phenomenon that it is today.</p>
<p>First and Last Ltd. (Hong Kong)</p> 	<p>Old Textbooks A series of prints, ranging from postcards to posters, is derived from the Old Textbooks archive. Elements from old textbooks are collaged into prints that are relevant to today's context, infused with a sense of humour that resonates with various situations we currently encounter. The designs are printed using Risograph, which is the same printing method used for printing school notices back in the day.</p>

<p>Spacemars (Hong Kong)</p> 	<p>Darth Machine/ CP-P2 Robot The Jumbo Machinder was a coveted item for many kids in the 1980s, yet not everyone could afford one. As toy culture grew, particularly among Sofubi enthusiasts, Spacemars designed and produced a collection with the aim of invoking childhood memories for every toy lover. With future characters from this series, users are encouraged to customise unique toys using their creativity.</p>
<p>Zence Object Technology (Macau)</p> 	<p>Chazence Chazence is Zence Object Technology's first project, effectively converting tea waste into three new types of materials: tea boards, tea polymer, and tea paper. These fully biodegradable materials serve as sustainable alternatives to wood and plastic products. Over the past two years, they have successfully reduced over 1.2 thousand metric tons of carbon emissions.</p>
<p>NINM Lab Ltd (Hong Kong)</p> 	<p>It'S OK Bluetooth 5.0 Stereo Cassette Player Long Time No See Bluetooth 5.0 CD Player PLAYDISC™ A Music Survival Kit It's Real Bluetooth Speaker+Cassette Player Combo NINM launched IT'S OK in 2018, bringing a new perspective to the romanticism of the '80s cassette player. It is the world's first cassette player with Bluetooth 5.0 capability that not only supports traditional 3.5mm headphones but is also compatible with Bluetooth 5.0 headphones or speakers. The idea extended to Long Time No See, a portable CD player and later developed PLAYDISC™, which is both a music medium and a music player. Continuing the cassette romance of the IT'S OK collection, IT'S REAL Cassette Player Combo is not only a cassette player but also a Stereo Bluetooth speaker equipped with the REAL TAPE Bluetooth 5.0 Music Transmitter Tape. The REAL TAPE is also compatible with other hand-held boomboxes, turning the old boombox into a Bluetooth speaker.</p>
<p>studio RYTE (Hong Kong)</p> 	<p>Triplex Stool (5.0 version) Flax Fiber Triplex Stool is made sustainably with biodegradable flax fiber, one of the most robust natural cellulosic materials. The 3-piece identical structure, with curved geometry details, can be easily assembled to become a lightweight stool or disassembled for compact storage and shipping.</p>
<p>MUJI & Dyelicious (Hong Kong)</p> 	<p>ReMUJI - MUJI Clothing Recycling Program To encourage the concept of simple living and resource recycling, MUJI initiated ReMUJI. It involves repurposing archived pieces from past collections by recycling used garments and collaborating with a natural indigo dyeing studio based in Hong Kong to re-dye the clothing for upcycling.</p>

*The exhibition is open for free admission; pre-registration is required. For details and updates, please visit: www.designspectrum.hk