

# "Redefining conventional and modern craft through Co-creative Design"

By Freddy Chrisswantra 2020









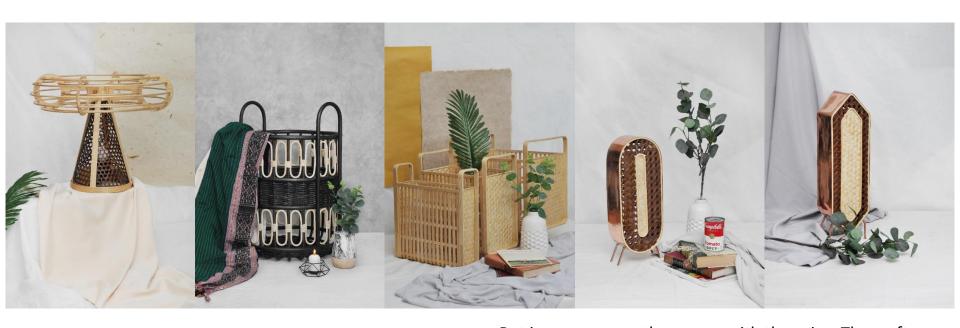
How many artifacts produced by artisans that become masterpieces?





Why? Because the artisans made the masterpieces with all their heart and passion. These masterpieces also symbolized Indonesia's True Cultures and Arts.





But in some cases, they come with the price. The crafts are expensive and take a long time to create.





Because they all produced with what we call today holistic approach?



On the other hand, some artisans faced different problems.







Many artisans can produce craft in high speed and capacity because they already use semi industry production system. Since the products can be made with machine help, there is no special skill needed





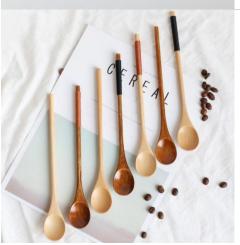












But to compete with other artisan who produce typical products, they have to set the price lower than other.



What is wrong if we create crafts with conventional methods? Nothing is wrong with the approach if we look from the product and how it created.

But it becomes a problem if we see it from an economical perspective.



What is wrong if we create crafts with modern methods? Since machines get involve there is no need for emotional attachment between artisan and the product. the product lost its character and no diversity from others.

This also becomes a problem from an economical perspective.



Let's imagine if products are pricy because they took a long time to produce. Will people or customers buy it in a certain quantity? Or how low the price that they have to set to get the inquiries?

Because if artisans can not sell their products the next thing that will happen is the **decrease** in their income due to **market losses**.



#### Pengrajin Anyaman Bambu di Tasik Keluhkan Penurunan Omzet



Omset Menurun, Pengrajin Anyaman Bambu Tasik Ngeluh. (Ayotasik.com/Irpan)











We have to do something because if we don't, Indonesia artisan will lose their income and will end up artisan considered as a not promising profession to their descendants and the worst is we will lose our precious artifacts as part of our identity.

As designers, what we have got to do with it?



Case studies described in the book "Designers Meet Artisans", indicate that designers can help revive local craft industries by linking tradition with modernity, thereby assisting in meeting the demands of modern society (UNESCO, 2005, pp. 92-106)



## Mission

to). We can elaborate visions as ideation. We see the unseen when others do not.

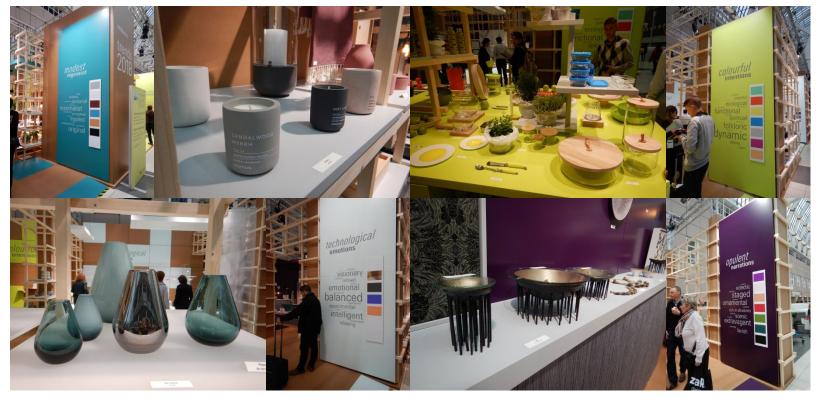
We can give insight into the artisan about how to make a design that easy to produce, has a big market but still has Indonesia Identity.

we have the knowledge or vision// trends// methods



modern crafts serve a knowledge and process that combines materials and methods together in order to create a combination of mass production elements and handwork (Hamilton, 2016).





We have the knowledge what happened in Global Market//market need, such as

Competitive price//Trend update//Short production time//Designed



## What about **TRENDS**Trends is not what happened today but more like we try to forecast what and how trends emerge in the future based on the global phenomenon



## **EXUBERANT**

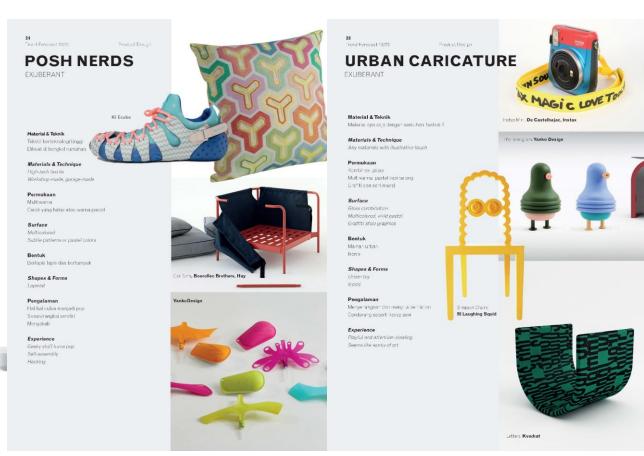


Product Design

#### **NEW AGE ZEN**

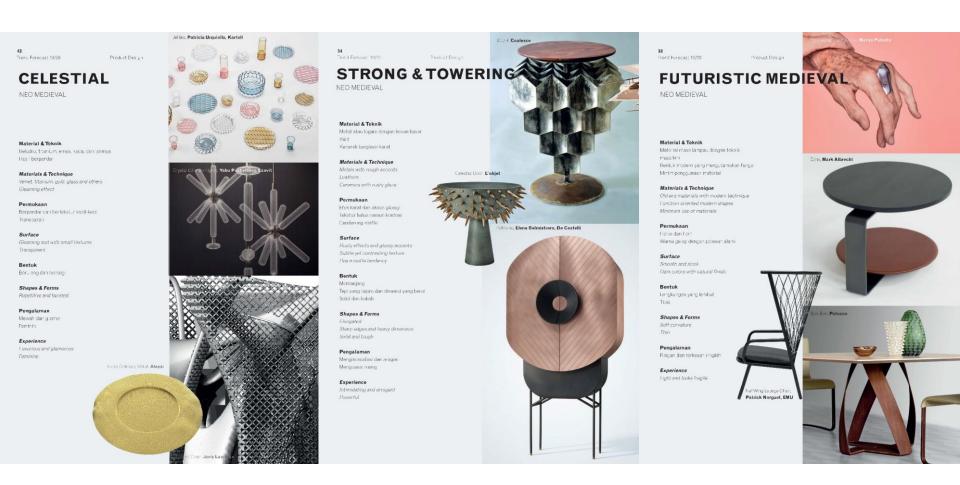
EXUBERANT







## **NEO-MEDIEVAL**





## **SVARGA**







Materials & Technique
Natural materials
Handcrafted
Based on extended researches
Permukaan
Tekatur alemi deri material alemi

Natural textures from natural materials

Organik terstruktur Meliuk Shapes & Forms

Bentuk

Structured organic Bended

Kemewahan natural

Experience Naturalistic luxury





Motif tradisional dan tribal berwarna ceria

Surface

Traditional and tribal patterns in cheerful colors

Bentuk
Penyederhanaan bentuk ilustratif
Berbalut motif

Shapes & Forms
Simplified illustrative shapes
Covered in patterns

Pengalaman Ceria dan bebas Bernuansa pesta rakya

Rich in details

Experience Cheerful and free Folk festivities feel





Magis dan menghipnotis

Experience
Mystical and hipnotizina

## **CORTEX**

#### **CRYSTAL GROWING**

CORTEX

Material & Teknik

Kaca atau material transparan

Materials & Technique

Permukaan Warns biru keabu-abuan

Berkesan dingin Membaurkan cahaya yang masuk

A cold feel Diffusing the light

Bentuk organis yang seolah-olah bertumbuh

menyesuaikan lingkungan

Shape & Form

Organic form that seems to grow adjusting the environment

Dingin dan beku

Experience Cold and frozen



Material & Teknik

CORTEX

Material cerdas dan responsif Materials & Technique

Smart, intelligence and responsive material

Mulus, taktil

Surface Seamless, tactile

Menyesuaikan dengan bentuktubuh

Shapes & Forms

Fit to body shape

Pengalaman

Interaktif dan meningkatkan kualitas hidup

Experience

Interactive and improving the quality of life



Pewarnaan artifisial, gradasi, dan fabrikasi digital

Surface

Artificial coloration, gradation and digital fabrication

Organis

Dirancang dengan parameter tertentu Hasil kreasi digital

Shape & Form

Designed with certain parameters Digital creation result

Melluk dan berpadu dengan harmonis

Experience

Swirling and chiming harmoniously





**PARAMETRIC** 

CORTEX



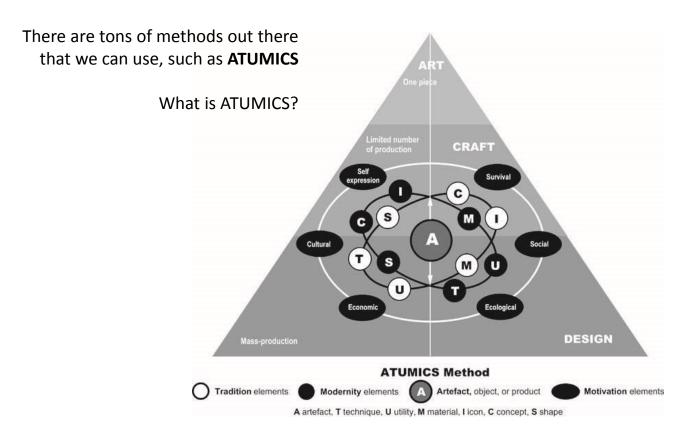








#### **METHODS**



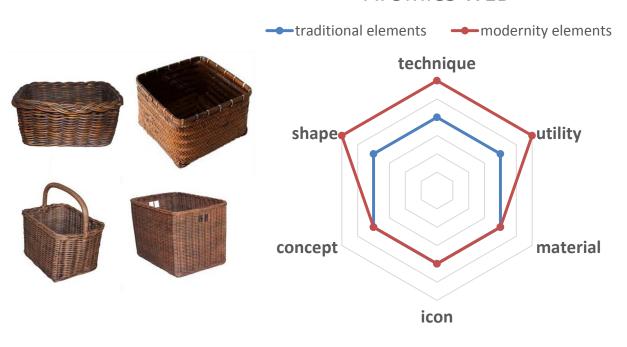
By Adhi Nugraha M.A., Ph.D



### **Design Output**

By using the revitalization design method and applying it to the design concept "soft blended authenticity", Bana created "NATHA" a multipurpose basket that adheres to the power of the simplicity and answers lifestyle needs by applying a stacking system to pursue a compact function yet represent the existing artifacts. In sum, "NATHA" has a soul from Indonesian local wisdom.

## **ATUMICS WEB**

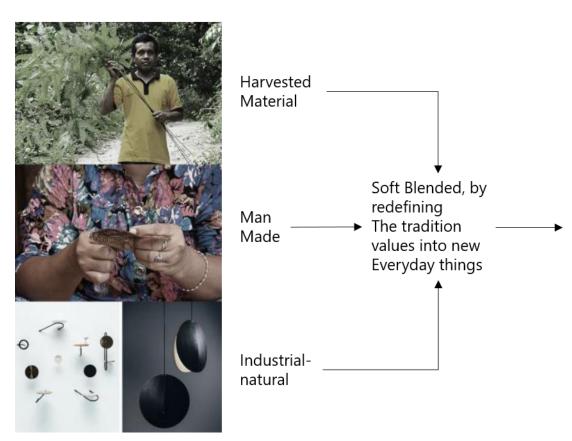






#### **Design Concept**

Bana also tries to create several products referring to existing artifacts and lifestyle trends. Bana tried to apply the concept of Soft Blended Authenticity design by emphasizing the use of endemic Indonesian natural materials and combined with the expertise of Indonesian craftsmen's hands and packaged in a modern style as a manifestation of the style and methods of industrial production processes that produce forms and technics that refer to simplicity and compact which are expected to bring the value of tradition and bring it to the daily values of its users in the future.







## **CASE STUDY**











Leuwisari is one of the artisan villages spotted in Tasikmalaya-West Java- Indonesia. It took about 1.5 to 2 hours from Bandung to the south by car. Leuwisari specialty is a bamboo craft that comes with high skilled bamboo craftsmanship. The village is also well known for the bamboo laminated technique skill. There is no other region event in Indonesia that use the same bamboo technique.





Bamboo artisans in Leuwisari produced the crafts with the conventional method that one artisan responsible to produce the craft from start until finish (holistic). For instance, they spent 3 to 4 days to produce 1 piece of craft. That is why the only capable to provide in a small amount of craft in a month at a high price.









Meanwhile, in Klungkung-Bali, 1.5 hours from Denpasar, there is Bali Agung village which has an artisan community that can produce wooden craft in high capacity using teak wood as the base material. The unique parts, most of them are women. The main product from this community is wooden tableware.

The difference between Klungkung and Leuwisari is the working system. The working system already applied the semi-industry system which is they do part by part like the conveyor system so that they can produce 600-800 pieces of spoon per day.

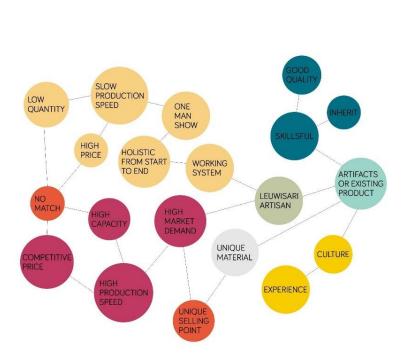


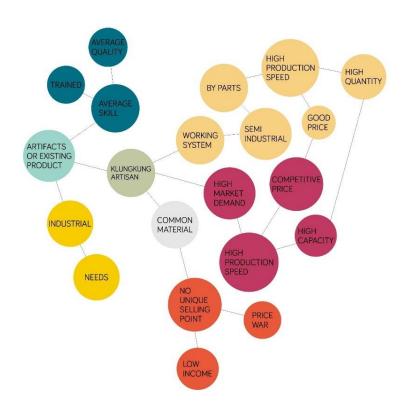


They were aware that the wooden tableware that they produced are not very special because they easy to make with engine help. They do not need special skills to make a spoon, that is why there are so many from small-medium to medium-big enterprise produce the same items. Because of that condition, there is no choice for them to sell the products at a lower price in order to get more buyers

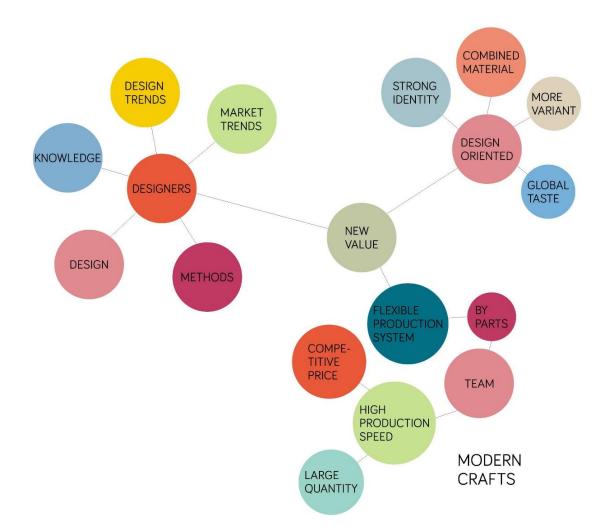




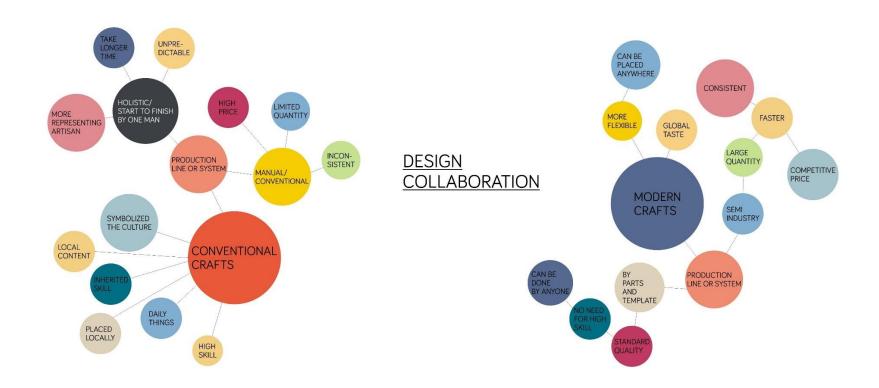




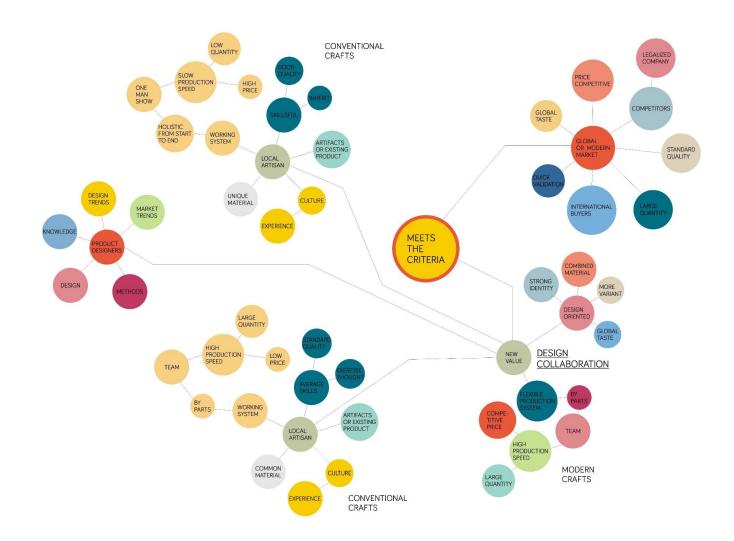














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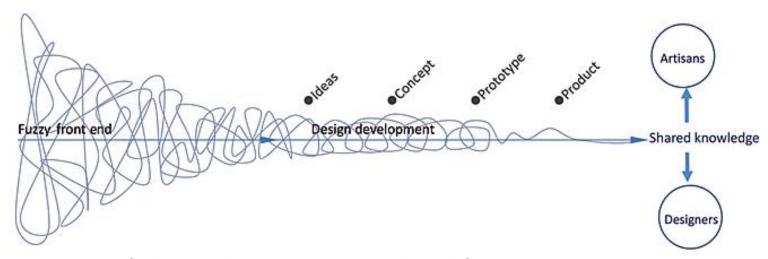






### **IMPLEMENTATION**

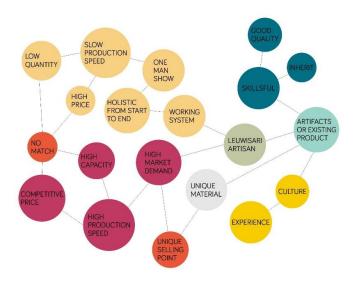


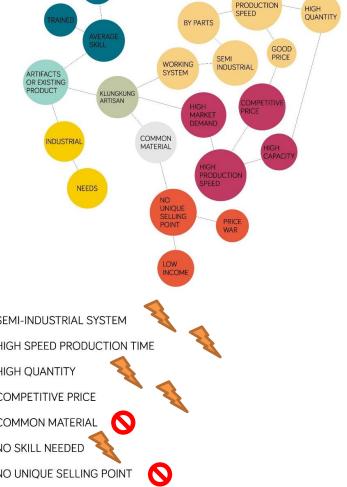


Craft-design collaboration process adapted from co-creation process proposed by Sanders and Stappers (2008)

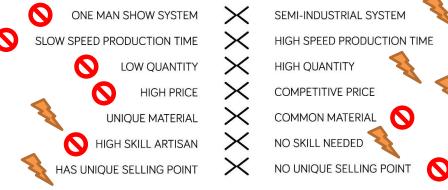


## ANALIZED TO PREDICT POSIBILITIES

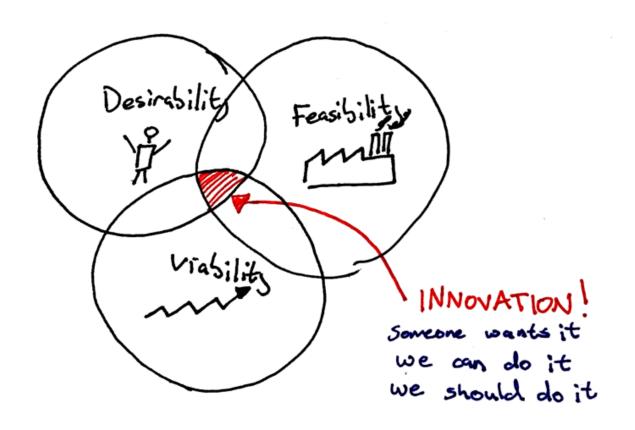




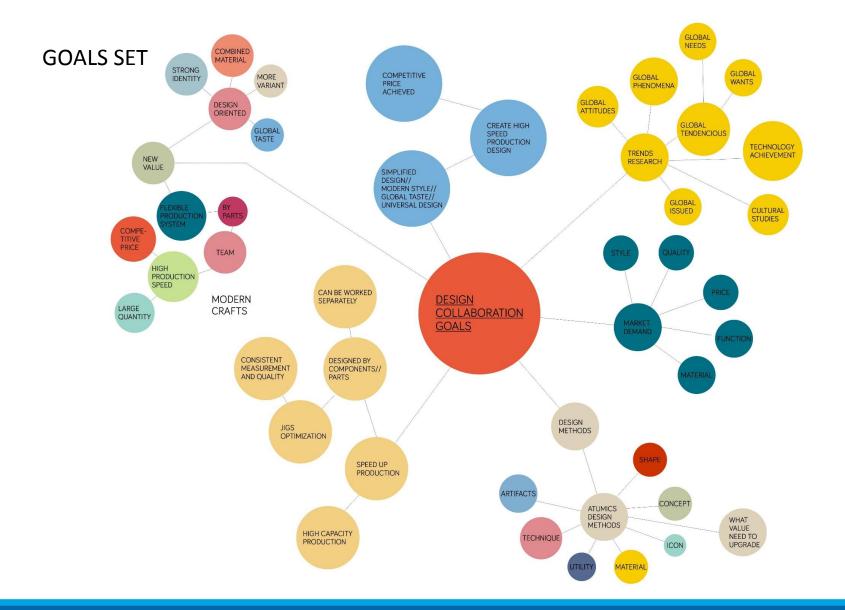
HIGH













# **RESULT**

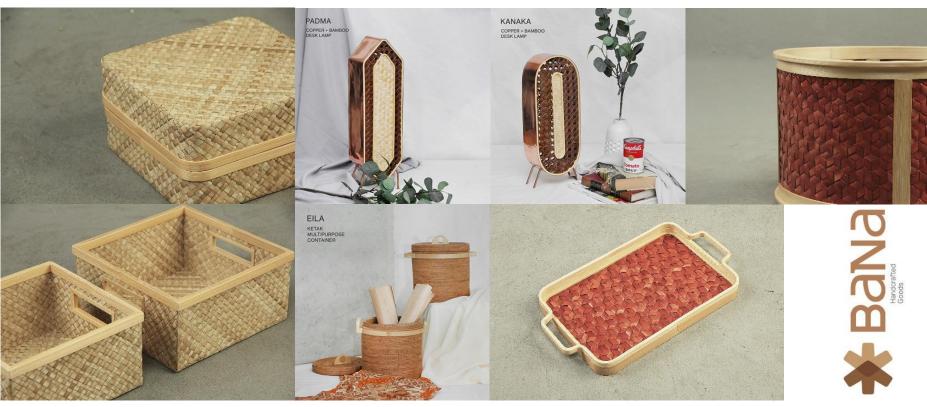






### TEMBAGA-BOYOLALI

### LONTAR-FLORES



PANDAN-RAJAPOLAH

KETAK-LOMBOK















