O-Space, suspension

FOSCARINI

design Luca Nichetto and Gianpietro Gai 2003



What is O-Space? A luminous, sensual spaceship, a jewel case containing an invisible light source or a form that can be set in any furnishing or life style? The value of this suspension lamp is that it is a universal symbol, a container that everyone can fill with its own meaning: like the vowel of a new alphabet. O-Space's graphic sign is actually a flattened sphere cut on two sides. In this soft yet geometric form that has a strong impact and is extremely original, the illumination is both reflected inside and directed downwards.

The polyurethane shell, chosen fot its lightness and solidity, protects from dazzle and hides the electricity leads, creating a completely free space inside.

O-Space, suspension technical info

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Description

Suspension lamp with diffused and direct light. Diffuser consisting of two high density polyurethane foam shells assembled and glued together. The glossy chromed metal lighting technology part is placed in the lower shell where, from a round hole protected by a glass disc with an acid-etched finish, a beam of light is cast down. Two stainless steel suspension cables and transparent electrical cable, ceiling rose with galvanised metal bracket and glossy chromed metal cover.

Canopy decentralisation kit available.

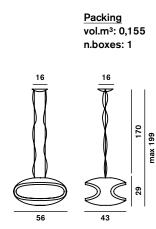
<u>Materials</u>: expanded polyurethane and chrome metal

Colours: white, orange



Brightness semi-diffused and direct down light





<u>Weight</u> net kg: 4,40 gross kg: 6,40 Bulbs → halogen energy saver 1x120W R7s (78 mm)

Certifications





O-Space, suspension designer

FOSCARINI

Luca Nichetto

Born in Venice where he graduated in Industrial Design. In 2006 he founded his studio, Nichetto&Partners, that deals with Design Consultant as well as Industrial Design. He held workshops in different universities in Italy and abroad and he takes part to exhibition in Europe, United States and Japan.

Giampietro Gai

Giampietro Gai was born in Valdobbiadene (TV) in 1972 and he graduated in Industrial Design at the IUAV Univesity of Venice in 1998, with a thesis on "Individual mobility". In 2001, he started working as a designer with Luca Nichetto and the two of them founded the "Spunklab" studio in 2004 in Venice. In 2007, he moved to Bolzano, where he has managed his "Genikdisegno" Studio ever since. Furthermore, he is a teacher and researcher at the Design and Arts Faculty of the Libera Università of Bolzano since 2008. Go to concept site for O-Space: www.foscarini.com/o-space

