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诺

“作为一名设计师你自然希望自己的作品能产生出你所设想的作用，但我的工作要求我必须设计出令人难忘和功能性强强的作品来。”

——丹尼尔·伊诺克森

“AS A DESIGNER OF COURSE YOU WANT YOUR PRODUCT TO WORK AS IT WAS INTENDED BUT IN THE END IT'S MY JOB TO MAKE A MEMORABLE AND FUNCTIONAL PRODUCT OR INTERIOR.”

—DANIEL ENOKSSON

## Daniel Enoksson

自从丹尼尔·伊诺克森获得 2007 年 Mitab “自立设计”竞赛冠军以来他就一直忙于在北欧各国展出其个人作品，同时还要努力完成自己的学位课程。丹尼尔·伊诺克森作品中的图形风格的灵感源于边角锐利的建筑和他自己所说的“在创作时进入的泡沫空间”，其典型特征为采用对比强烈的材料和色彩，如用松木、中密度纤维板和钢材料制成的各种商亭和长凳。

CASA：就设计创作而言，你是如何定义自我和自身个性的？

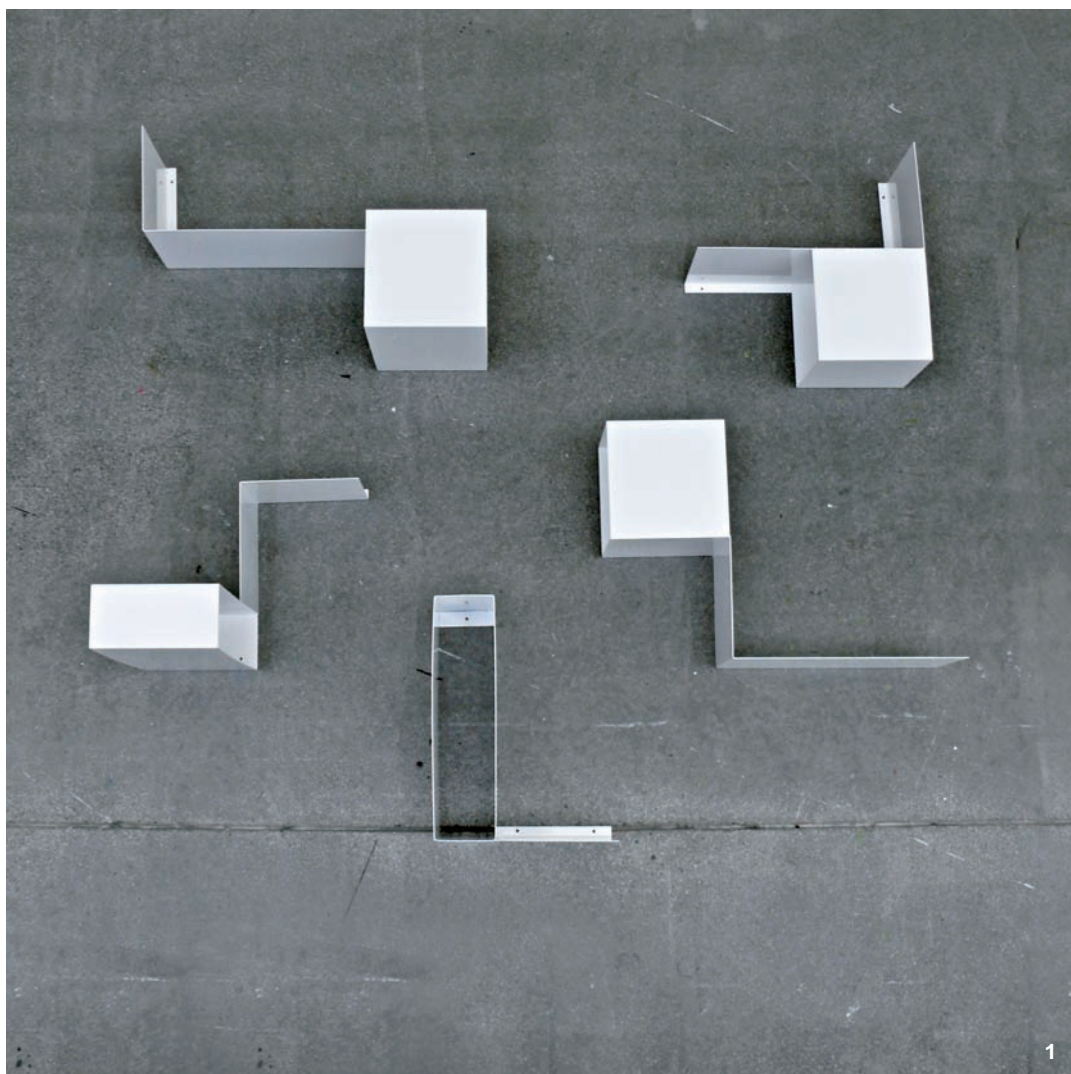
丹尼尔：我总试图将诗歌、幽默和改良元素融合到我的作品中。

CASA：在你看来，区别设计好与坏的最重要标准是什么？

丹尼尔：创造一流产品或环境的关键问题在于企业与设计师之间能否通力合作，因此当两者之间建立紧密的合作关系并且彼此之间真正地相互依靠时产品才可能经受得住时间的考验。

CASA：你是如何让自己源源不断地产生灵感的？你能描述一下从某个物件、某种思想、某位人物或是其他任何事物上面获得灵感时的情形吗？

丹尼尔：这个问题很难回答。有时当别人迫使你在最短时间内想出什么点子时灵感自动就出现了，但我觉得劳



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逸结合、张弛有度才是催生灵感的真正法宝。

**CASA:** 你在大学学习设计期间最难忘的一段经历是怎样的？

丹尼尔：在设计比赛中第一次获奖，但就在全部比赛结束前的一个月他们取消了我的获奖资格因为他们觉得我设计的作品看上去就像一个人造阴茎。

**CASA:** 哪些现代工业或室内设计师让你感到钦佩？为什么？

丹尼尔：哦，我可以在这里说出很多名字，但最终脱颖而出的只有那些保持自己设计风格的人。

**CASA:** 在对待一个特定的设计项目时，你通常会收敛“自我元素”以便更好地照顾到使用者的需求和满意度，还是正好与此相反？

丹尼尔：我必须说我总会先考虑客户的需要和满意度。当然作为一名设计师你自然希望自己的作品能产生出你所设想的作用，但最终我的工作要求我必须设计出令人难忘和功能性强作品来。

**CASA:** 创意乃设计的灵魂，那么你认为什么事情或什么方法能让设计师持续不断地产生出好的创意呢？

丹尼尔：正像我在上面提到的，劳逸结合才能产生好的创意。这听起来像是老生常谈，但我绝对不是那种每天二十四小时、每周七天连轴转的工作狂，因为这会扼杀

人的创造力。在工作之外我会经常冲浪以缓解我紧张的大脑。

**CASA:** 如果你想将来成为一名设计师，那么你对自己的职业生涯有何期望？

丹尼尔：呃，努力地工作，然后让生活充满笑声。

1.2. 角度

3. 切割





The winner of the 2007 Stand On Your Own competition for Mitab has kept busy ever since, exhibiting tirelessly in Scandinavia throughout his degree. Daniel Enoksson's graphic style – inspired by edgy architecture and 'the bubble I enter when creating' – is typified by the contrasting materials and colours of Pieces, a series of stalls and benches constructed from pine, MDF and steel.

**CASA:** How do you define yourself and your individuality in terms of design creations?

Daniel: Well I try to incorporate poetry, humor and reformation in my projects.

**CASA:** In your belief, what are the most important criteria, if any, between good and bad designs?

Daniel: The key issue to develop a good product or environment is a collaboration between the assigning company and the designer, so when both step up and use their resources is when a product becomes lasting.

**CASA:** How do you keep your inspirations for design coming in? Could you describe the context of being inspired by a certain object, thought, people or anything else?

Daniel: Hard question, sometimes it just comes to you while other times you have to work your ass off to get to any type of idea, I really think it's the combination of working really hard and find time to relax as well.

**CASA:** What is the most unforgettable experience

in your study of design during the college years?

Daniel: Designing a first prize for a competition; - A month before the whole event they flushed the prize because they thought it looked like a dildo.

**CASA:** Are there any modern industrial or interior designers that you adore, if so who are they and why?

Daniel: Oh there are many but the ones who really went their own way always stands out.

**CASA:** In dealing with a specific design project, do you usually take back your ego-stuff in order to take full consideration of users' needs and satisfaction, or do you get things done the other way round?

Daniel: I'd say it's the other way around but of course you want your product to work as it was intended but in the end it's my job to make a memorable and functional product or interior.

**CASA:** Creativity is the soul of design, what kind of things or methods do you think that can keep a designer creative on a continuous basis?

Daniel: As I mentioned before hard work in combination with relaxation, it sounds like a cliché but I'm not a believer of working 24/7 that will kill your creativity. For instance I surf to relax my mind from my job.

**CASA:** If you choose to be a designer, what are your expectations for your future career?

Daniel: Hmm well hard work and lots of laughs.



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[www.danielenoksson.com](http://www.danielenoksson.com)

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4. 变形灯

5. "Pieces" 凳子

