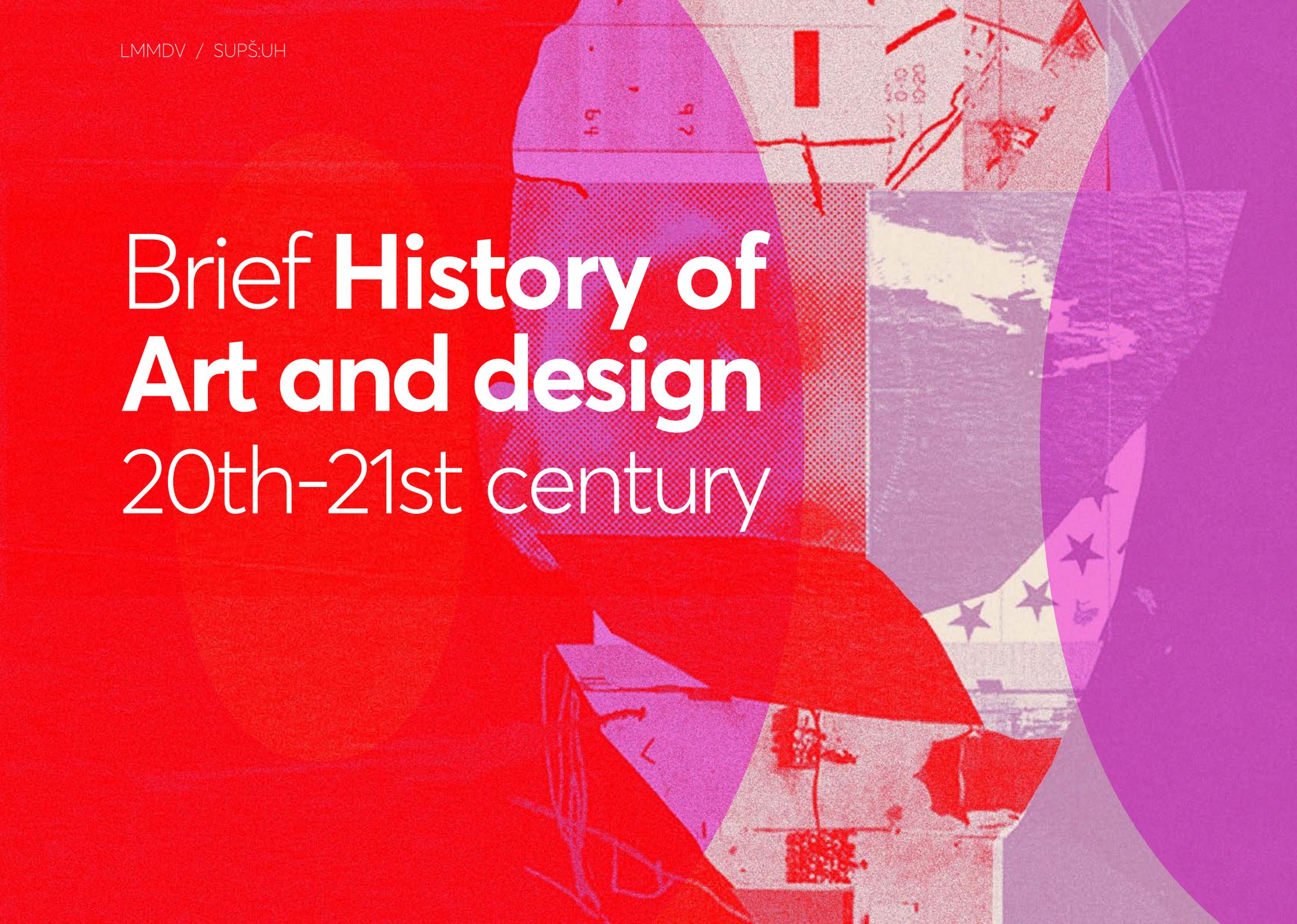


Brief **History of Art and design** 20th-21st century

The background is a complex collage. It features a large red area on the left side. Overlaid on this and other parts of the background are several semi-transparent images: a halftone dot pattern, a map of a region, a banner with white stars on a dark background, and various abstract geometric shapes in shades of red and purple. The overall aesthetic is modern and artistic.

- 01** Bauhaus Movement and International Modernism (1919–1960)
- 02** Surrealism and Abstract Expressionism (1930–1960)
- 03** Pop Art and Pop Design in the Space Age (1955–1970)
- 04** Minimalism and Brutalism (1950–1980)
- 05** Conceptual and Radical Design and Art (1965–1980)
- 06** Street Art, Graffiti, and Urban Design, Feminist Art Movement and Social Design (1970–1980)
- 07** Postmodernism in Art and Design (1980–2000)
- 08** Installation, Performance (1990–nowadays)
- 09** New Media Art (1990–nowadays)
- 10** Global Contemporary Art and Design (2000–nowadays)

BRITISH HISTORY OF ART AND DESIGN 20TH & 21ST

Global Contemporary Art and Design

(2000–nowadays)

THE VALUE OF ART IS IN THE OBSERVER.

Agnes Martin

Global Contemporary Art and Design

(2000–nowadays)



Co-funded by
the European Union



LIEPĀJAS MŪZIKAS,
MĀKSLAS un DIZAINA
VIDUSSKOLA



SUPŠ:UH



Materials created within
Erasmus+ Small-scale partnership
project "EmpowerED: Fostering
Employability, Cultural
Understanding, and Digital
Resilience in VET Education"
No 2023-2-LV01-KA210-
VET-000178458 Implemented
from 1.04.2024. till 31.03.2026.
by coordinator MIKC "Liepājas
Mūzikas, mākslas un dizaina
vidusskola" (Latvia) and project
partner Střední umělecko
průmyslová škola Uherské
Hradiště (Czech Republic), total
project budget is 60 000 euro.

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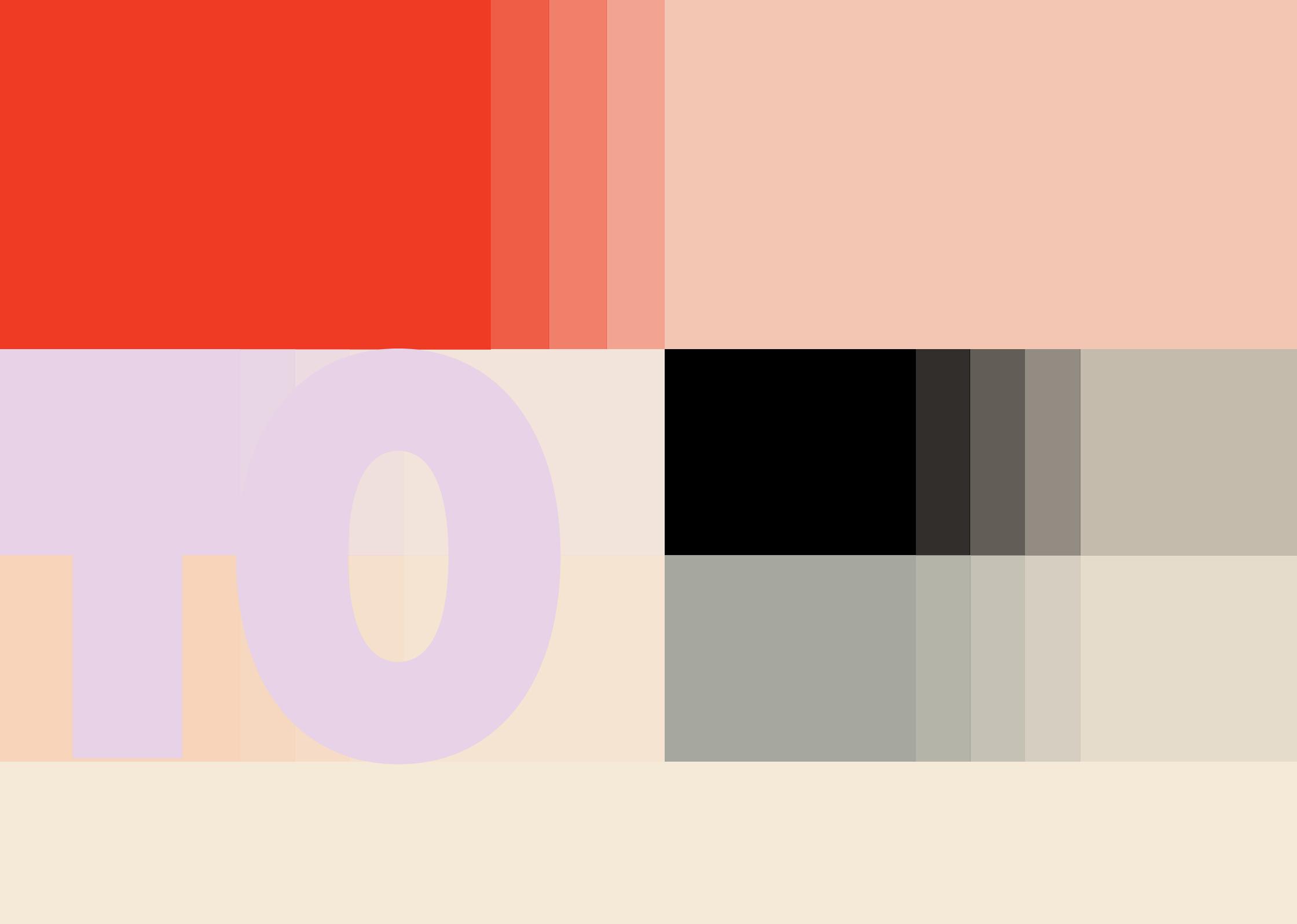
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Global Contemporary Art and Design (2000-nowadays)

Contemporary Art

The term contemporary art is loosely used to refer to art of the present day and of the relatively recent past, of innovatory or avant-garde nature.

Modern Art vs Contemporary Art: They're NOT the Same! What is the Difference? These terms are often used interchangeably, leading to confusion about their distinctions. However, it is important to note that modern art and contemporary art represent distinct periods and artistic approaches.

<https://www.youtube.com/watch?v=tW72-LG4SbQ>



Tracey Emin
Hate and Power Can be a Terrible Thing (2004).
Textiles, object: 2700 x 2060 x 3 mm. Tate

This is a textile-based work which hangs on the wall. **Tracey Emin** used an old pink wool blanket, cut in two and intersected with a cotton extension in the same shade of pink, as the basis for a landscape of text. The work is dominated by the words **"Permission to Fire/ Enzyne"** in large black capitals.

An English flag incorporating the **Union Jack** in one corner bisects these words on the upper half of the blanket and trails a section of rope terminating in a metal clip. Individual flowers cut out from floral print fabrics are appliquéd across the flag and the blanket behind.

On the left side of the blanket are the words **"You cruel heartless bitch/ You have no idea of faith"** in blue and red felt on sections of pink and blue floral fabric. These are balanced on the right by the words **"I hate women like you/ One day you will ask yourself what have I done to [sic] late"** in turquoise, mustard and pale pink felt on blue green and orange floral fabrics.

Below the flag and the word *"enzyne"*, a misspelling of *"ensign"*, are the words **"Guess what/ The worse I could do is betraye [sic]/ Rot in hell"** in salmon, fluorescent pink, black and red felt. A small white felt dove accompanies them.

These words are all composed of individual letters cut out and individually stitched to the blanket or another fabric appliquéd onto the blanket.

Two small sections of plain white fabric contain texts hand-written onto them in the artist's signature handwriting in pink biro. One poetically describes **"800 men and boys/ their bodies floating/ like flotsam and /jetsam on the surf/ ice cold black/ waters, an eary [sic] grave,/ of which you invented"**.

The other accuses a woman of **"Crimes against Humanity"**, addressing her as **"you, supposed mother – A mother who Reiked [sic] of Power CRAZY Hate and Fear, of all the terrible things that you did, in the name of political conquest"**. The text elaborates **"In 1982, A year so many conscripts did not got home – Because you, you killed them all."**

Along the bottom of the work, run the words **"There's no one in this room who has not thought of killing"** in four shades of blue.

A small yellow satin label on the bottom right-hand corner of the blanket bears the work's title and date and the artist's signature in black biro.

Contemporary Design

It is a style that adapts to current and emerging trends, and it borrows characteristics from other design styles such as Art Deco, futurism, modernism.

In contrast, contemporary design borrows elements from various eras and styles, making it more eclectic and adaptive, yet always capturing the zeitgeist of the current moment.

By definition, it is hard to pin down a specific starting point for contemporary design, but after World War II, as the modernism movement was becoming well-established, design elements started to shift in response to changes in technology, culture, and society. The 1970s and 1980s are particularly notable for the rise of postmodernism, which challenged the strict rigidity and functionality of modernism with more playful, eclectic, and ornate designs.

From 2000 onward, contemporary art and design have evolved through rapid technological advancements, shifting social and political landscapes, and the blurring of traditional boundaries between disciplines.

Most Significant Trends and Movements

Most significant trends and movements that have shaped global contemporary art and design in this period are:

Digital and AI-Generated Art

- / The rise of artificial intelligence (AI) in art creation, with works by **Refik Anadol** and Mario Klingemann pushing computational creativity.
- / NFTs (Non-Fungible Tokens) revolutionizing digital ownership, led by artists like Beeple (Mike Winkelmann) and platforms like OpenSea.
- / Interactive digital installations such as teamLab's immersive environments, merging technology and experience.



<https://www.youtube.com/watch?v=UxQDG6WQT5s>

TED Talks. *Art in the age of machine intelligence* | **Refik Anadol**. Video made in 2020

Post-Internet and Social Media Art

- / Art created for and by social media (**Amalia Ulman's Instagram performances**, Petra Cortright's webcam art).
- / Meme culture and viral art as a new form of visual communication.
- / Online collectives like DIS Magazine redefining contemporary aesthetics.

In 2014 **Amalia Ulman** tricked us all. The digital artist spent four months curating an Instagram profile that documented the life of a wannabe it-girl trying to make it in LA. We watched as Ulman's story unfolded, climaxing with a (fake) boob job and public apology. At the point when almost 90,000 followers were invested in Ulman's life, she announced that it had all been a hoax. The performance piece was titled "Excellences & Perfections", and it was an art world sensation. Not only had Ulman shone a light on social media's ability to dupe; she had also created what critics heralded as the "first Instagram masterpiece"

<https://www.youtube.com/watch?v=ywxJgHP1wXM>

Short Lecture on Amalia Ulman

Sustainability and Eco-Art

- / Environmental consciousness in both art and design.
- / **Olafur Eliasson's** climate-focused installations (e.g., *Ice Watch* with real ice blocks melting in urban spaces).
- / Agnes Denes and John Gerrard exploring ecological futures through land art and digital simulations.

Olafur Eliasson's climate-focused installations *Ice Watch*. 2014

Twelve large blocks of ice cast off from the Greenland ice sheet are harvested from a fjord outside Nuuk and presented in a

clock formation in a prominent public place. The work by Olafur Eliasson and Minik Rosing raises awareness of climate change by providing a direct and tangible experience of the reality of melting arctic ice. *Ice Watch* has been installed in three locations.

The first installation was in Copenhagen, at City Hall Square, 2014. The second installation took place in Paris, at Place du Panthéon, 2015. Third version of *Ice Watch* was at two locations in London – outside Bloomberg's European headquarters and in front of Tate Modern, 2018.



Olafur Eliasson's climate-focused installations *Ice Watch*. 2014

Time lapse video of Olafur Eliasson's climate-focused installations *Ice Watch*

<https://olafureliasson.net/artwork/ice-watch-2014/>

Political and Identity-Based Art

- / Art addressing race, gender, LGBTQ+ rights, and decolonization.
- / **Ai Weiwei's** activism-based works on human rights and migration crises.
- / **Kara Walker, Theaster Gates, and Zanele Muholi** exploring Black identity and history through diverse media.

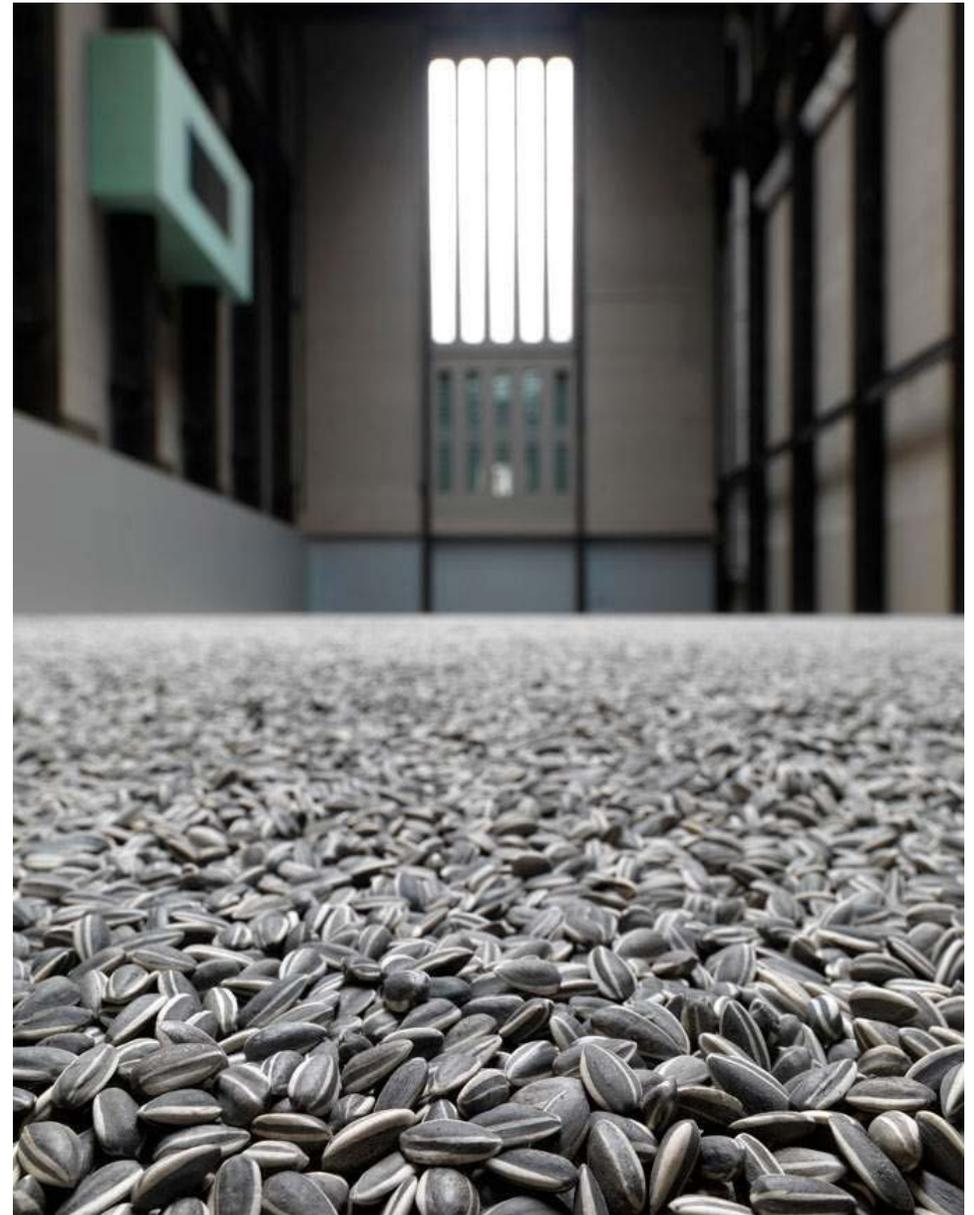
Ai Weiwei

The Chinese artist has become one of the most important cultural commentators of his generation.

Ai Weiwei's "Sunflower Seeds" - is made up of millions of small works, each recently identical, but actually unique. However realistic they may seem, these life-sized sunflower seed husks are in fact intricately hand-crafted in porcelain.

Each seed has been individually sculpted and painted by specialists working in small-scale workshops in the Chinese city of Jingdezhen. Far from being industrially produced, they are the effort of hundreds of skilled hands. Poured into the interior of the Turbine Hall's vast industrial space, the 100 million seeds form a seemingly infinite landscape.

Porcelain is almost synonymous with China and, to make this work, Ai Weiwei has manipulated traditional methods of crafting what has historically been one of China's most prized exports. *Sunflower Seeds* invites us to look more closely at the 'Made in China' phenomenon and the geo-politics of cultural and economic exchange today.



Ai Weiwei's Sunflower Seeds . 2010 – 2011. TATE MODERN
<https://www.youtube.com/watch?v=PueYwpgJW8>
Ai Weiwei "Sunflower Seeds" | Artist Interview | Tate

New Media and Experiential Art

- / Augmented Reality (AR) and Virtual Reality (VR) used in large-scale art pieces (e.g., **Marina Abramović's VR performance "Rising"**).
- / Random International's "Rain Room", allowing audiences to walk through controlled rainfall without getting wet.
- / Generative and algorithmic art, where software continuously alters visuals (e.g., Casey Reas, Rafael Lozano-Hemmer).

Marina Abramović virtual reality "Rising", 2018

Marina Abramović's *Rising* (2018) addresses the effects of climate change by transporting viewers to witness rising sea levels.

Wearing an immersive headset, viewers enter an intimate virtual space, where they come face-to-face with the artist, who beckons from within a glass tank that is slowly filling with water from her waist to her neck.

Users are invited to make contact with the virtual Abramović and then find themselves surrounded by a dramatic scene of melting polar ice caps. Abramović urges viewers to reconsider their impact on the world around them, asking them to choose whether or not to save her from drowning by pledging to support the environment, which lowers the water in the tank.

Abramović's pioneering performance career has centred around time-based work, which uses both hers and the public's body as a canvas. She has continually pushed the boundaries with durational work that has defined contemporary performance. With *Rising*, the artist's presence is brought into another dimension.

To produce the artwork, Acute Art developers captured the artist's unique facial expressions to create a realistic looking avatar of Abramović. Embracing new technology in an endeavour

to transmit the presence of the artist virtually, *Rising* allows users to directly interact with the artist virtually from anywhere in the world.

Let's get behind the scenes of artist Marina Abramović's latest VR project on the effects of climate change and rising sea levels, produced in collaboration with Acute Art—a leading partner for contemporary art production in virtual and augmented reality.

Abramović's full VR experience will be shown at the 58th Venice Biennale. Guests wear immersive headsets that allow them to come face-to-face with the artist as she stands in a glass tank slowly filling with water. *Rising* shows how the VR experience was created and gives Abramović an opportunity to explain how her project aims to raise empathy for the planet.



https://www.youtube.com/watch?time_continue=1&v=IQ3Yxi6pCvc&embeds_referring_euri=https%3A%2F%2Fwww.acuteart.com%2F

Marina Abramović's VR performance "Rising"

Hybrid Fashion and Design

- / The influence of Iris van Herpen in creating sculptural, 3D-printed garments.
- / **Virgil Abloh's** Off-White merging streetwear with high art influences.
- / **The use of biodesign, sustainability, and upcycling (e.g., lab-grown materials) in fashion and product design.**

Virgil Abloh

Artist and designer Virgil Abloh (American, b. 1980). Abloh pioneers a practice that cuts across media and connects visual artists, musicians, graphic designers, fashion designers, and architects.

Abloh cultivated an interest in design and music at an early age, finding inspiration in the urban culture of Chicago. While pursuing a master's degree in architecture from the Illinois Institute of Technology, he connected with Kanye West and joined West's creative team to work on album covers, concert designs, and merchandising. In 2013, Abloh founded his stand-alone fashion brand Off-White™ in Milan, Italy, and in 2018 assumed the position of Men's Artistic Director of Louis Vuitton.

Listen to audio recordings on various topics- EARLY WORK, FASHION, MUSIC, BLACK GAZE, DESIGN, THE END

<https://mcachicago.org/publications/websites/figures-of-speech-audio>

<https://www.youtube.com/watch?v=2y11ZJf7pKY>



The exhibition "Virgil Abloh: 'Figures of Speech'" at the Museum of Contemporary Art Chicago, 2019



Off-White™ c/o Virgil Abloh, Spring/Summer 2018, Look 11; courtesy of Off-White™ c/o Virgil Abloh.

Off-White™ x Nike Air Jordan 1

Biodesign, Sustainability, and Upcycling in Design and Art

The intersection of biodesign, sustainability, and upcycling is transforming the way designers and artists approach materials, production, and environmental responsibility. These three concepts collectively contribute to a future where design and art are not only aesthetically compelling but also regenerative and eco-conscious.

Biodesign: Nature-Driven Innovation

Biodesign integrates biological processes, living organisms, and biotechnology into design and art. It pushes beyond traditional sustainable practices by using self-sustaining, biodegradable, and regenerative materials.

Examples in Design and Art:

- / Mycelium furniture and sculptures – Artists and designers use mushroom roots (mycelium) to create biodegradable chairs, lamps, and art pieces.
- / Algae-based textiles and inks – Used in sustainable fashion and printmaking.
- / Bioluminescent installations – Interactive artworks using bacteria that emit light.

Ananas Anam

The pioneers of innovative natural textiles from waste pineapple leaves.



The shoe brand *Camper* and the fashion brand *Ally Capellino* developed prototypes using material from Ananas Anam.

<https://www.youtube.com/watch?v=pYmym4XXb8c>
Reusing Pineapple Leaves to Create Sustainable Clothing

Sustainability: Responsible Design Choices

Sustainable design and art focus on minimizing environmental harm by reducing waste, optimizing energy use, and choosing eco-friendly materials.

Examples in Design and Art:

- / Passive architecture – Buildings designed with minimal energy consumption.
- / Eco-friendly paints and pigments – Natural dyes and non-toxic paints used in murals and sculptures.
- / Minimalist, durable design – Products designed for longevity, reducing overproduction.

G-Star RAW



Musician Pharrell Williams has worked with Dutch fashion brand G-Star Raw to create a denim collection made from waste plastic scooped up from the ocean.

made the garments in the RAW for the Ocean collection from materials created by Bionic Yarn, which transforms recycled plastic into textiles.

Women's jumpsuit. G-Star collections co-designed by Pharrell Williams.2014
https://www.youtube.com/watch?v=e8_qbFKWJBE

Upcycling: Creative Waste Transformation

Upcycling transforms discarded materials into higher-value art and design pieces, reducing landfill waste while promoting creativity.

Examples in Design & Art:

- / Reclaimed wood furniture – Old wood is repurposed into modern design pieces.
- / Wearable art from industrial waste – Designers create jewellery and fashion from scrap metal, plastic, and electronic waste.
- / Art installations from ocean plastic – Artists use waste materials to raise environmental awareness.

<https://www.youtube.com/watch?v=RaXGjBbTw58>

Recover™ is a leading materials science company in Spain specializing in the production of low-impact, high-quality recycled cotton fibre and fibre blends.

The origins of Recover™ trace back to 1914 with the establishment of Hilaturas Ferre, a Spanish textile company initially focused on producing jute and other non-clothing textiles. Facing raw material shortages during the World Wars, the company began recycling textile waste into cotton yarns in 1947.

Urban and Public Art Renaissance

The City as a Canvas

- / The continued rise of street art and graffiti culture, with artists like Banksy and JR transforming cityscapes.
- / Large-scale installations redefining public space (e.g., **Christo and Jeanne-Claude's "The Floating Piers"**).
- / The role of architecture in creating artistic urban environments (Bjarke Ingels, **Zaha Hadid**, Snøhetta).

Christo and Jeanne-Claude's

Christo Vladimirov Javacheff (1935–2020) and **Jeanne-Claude Denat de Guillebon** (1935–2009), known as **Christo and Jeanne-Claude**, were artists noted for their large-scale, site-specific environmental installations, often large landmarks and landscape elements wrapped in fabric, including the *Wrapped Reichstag*, *The Pont Neuf Wrapped*, *Running Fence* in *California*, and *The Gates* in *New York City's Central Park*.

Christo and Jeanne-Claude's "The Floating Piers"

For sixteen days—June 18 through July 3, 2016—Italy's Lake Iseo was reimagined. 100,000 square meters (1 million square feet) of shimmering yellow fabric, carried by a modular floating dock system of 220,000 high-density polyethylene cubes, undulated with the movement of the waves as *The Floating Piers* rose just above the surface of the water.

Visitors were able to experience the work of art by walking on it from Sulzano to Monte Isola and to the island of San Paolo, which was framed by *The Floating Piers*. *The Floating Piers* was absolutely free and open to the public.

"Those who experienced *The Floating Piers* felt like they were walking on water—or perhaps the back of a whale," said Christo. "The light and water transformed the bright yellow fabric to shades of red and gold throughout the sixteen days."

The Floating Piers was first conceived by Christo and Jeanne-Claude in 1970. It was Christo's first large-scale project since Christo and Jeanne-Claude realized *The Gates* in 2005, and since Jeanne-Claude passed away in 2009.

As with all of Christo and Jeanne-Claude's projects, *The Floating Piers* was funded entirely through the sale of Christo's original works of art. After the 16-day exhibition, all components were removed and industrially recycled.

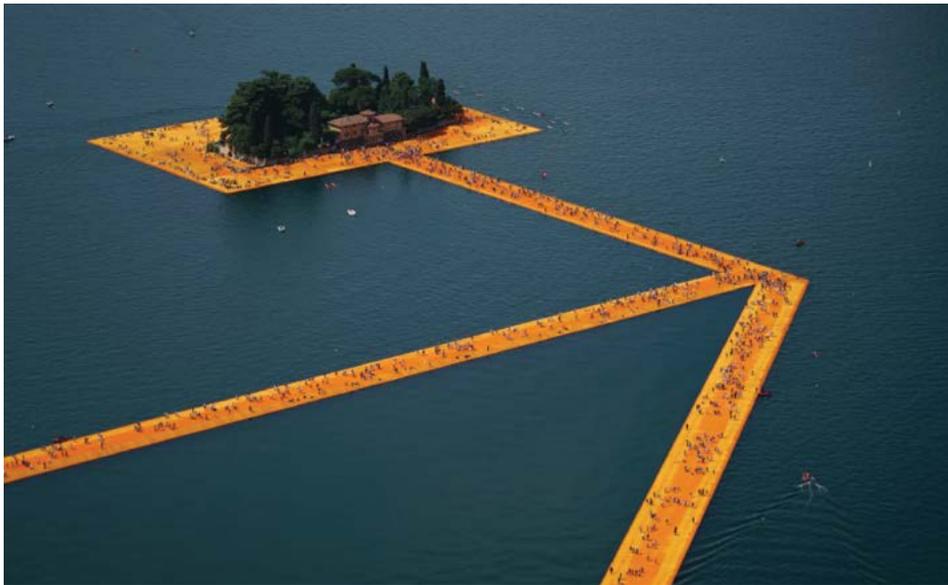
Christo



The Floating Piers (Project for Lake Iseo, Italy)

Drawing 2014 in two parts

Pencil, charcoal, pastel, wax crayon, enamel paint, hand-drawn map, cut-out photographs by Wolfgang Volz, fabric sample, and tape
38 x 244 cm and 106.6 x 244 cm (15 x 96 in and 42 x 96 in)



Christo and Jeanne-Claude
The Floating Piers, Lake Iseo, Italy, 2014-16

<https://www.youtube.com/watch?v=h9KMY970tXk>

PBS NewsHour video about Christo and Jeanne-Claude's artworks and 'The Floating Piers.'

Zaha Hadid

Zaha Hadid (1950-2016) was born in Baghdad Iraq and commenced her college studies at the American University in Beirut in the field of mathematics. She moved to London in 1972 to study architecture at the Architectural Association.

She began her own practice in London in 1980 and won the prestigious competition for the Hong Kong Peak Club, a leisure and recreational centre in 1983. Painting and drawing, especially in her early period, are important techniques of investigation for her design work. Ever since her 1983 retrospective exhibition at the AA in London, her architecture has been shown in exhibitions worldwide and many of her works are held in important museum collections.

Known as an architect who consistently pushes the boundaries of architecture and urban design, her work experiments with new spatial concepts intensifying existing urban landscapes and encompassing all fields of design, from the urban scale to interiors and furniture.

She is well-known for some of her seminal built works, such as the Vitra Fire Station (1993), Weil am Rhein, Germany, the Mind Zone at the Millennium Dome (1999) Greenwich, UK, a ski jump (2002) in Innsbruck, Austria and the Rosenthal Center for Contemporary Art (2003) in Cincinnati, Ohio.

Heydar Aliyev Center / Zaha Hadid Architects. Baku, Azerbaijan

The Center, designed to become the primary building for the nation's cultural programs, breaks from the rigid and often monumental Soviet architecture that is so prevalent in Baku, aspiring instead to express the sensibilities of Azeri culture and the optimism of a nation that looks to the future.

The design of the Heydar Aliyev Center establishes a continuous, fluid relationship between its surrounding plaza and the building's interior. The plaza, as the ground surface; accessible to all as part of Baku's urban fabric, rises to envelop an equally public interior space and define a sequence of event spaces dedicated to the collective celebration of contemporary and traditional Azeri culture. Elaborate formations such as undulations, bifurcations, folds, and inflections modify this plaza surface into an architectural landscape that performs a multitude of functions: welcoming, embracing, and directing visitors through different levels of the interior. With this gesture, the building blurs the conventional differentiation between architectural object and urban landscape, building envelope and urban plaza, figure and ground, interior and exterior.

https://www.youtube.com/watch?v=H_ReGaTJ92s

Heydar Aliyev Center / Zaha Hadid Architects. Baku, Azerbaijan. 2013



Heydar Aliyev Center / Zaha Hadid Architects. Baku, Azerbaijan. 2013

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Latvian Contemporary Art and Design

Conceptual art and design in Latvia have undergone significant development since the year 2000, with a particular focus on experimental, socially, and environmentally responsible projects. During this period, Latvian artists and designers have actively participated in international exhibitions, biennials, and design competitions while also fostering local initiatives.

Sustainable, Ecological, Functional Design

- / **One Wolf** – founded in 2012. The brand creates unisex clothing that combines functionality, wit, intelligence, and asceticism. Each collection tells a story about the extraordinary in human life. One Wolf supports fashion sustainability and zero waste by introducing the tag “MADE TO ORDER.”



“One Wolf” 2016/17 autumn–winter collectio

- / **Mammalampa** – founded in 2009. “Mamma” (mom) embodies both our philosophy – returning to the roots, the authentic, the unmanufactured – and the fact that a feminine approach dominates the lamp design. Mammalampa lamps are created from natural materials and with minimal technological intervention, primarily through manual labour, primitive material processing, or even untreated materials.



Mammalampa “The Bride” 2009

/ **Vaidava Ceramics** – (founded in 1980) produces contemporary, handcrafted tableware from natural materials while preserving ancient pottery traditions.



Collection ZEME. 2015. Authors: Miks Balodis, Uģis Balodis.

/ **Riga Chair** – (founded in 1999) a manufacturer of ergonomic and stylish chairs, collaborating with international designers.



Bloom Bar, Aldis Circenis, 2012

/ **«an&angel» (founded in 2004)**

Artis Nīmanis, founder of the glassware design brand «an&angel», knows glass and loves to experiment with its materiality, form and function. Not only has he found a unique technology for coating glass bowls with steel but managed to prove that it is possible to construct a glass bicycle.



«an&angel» DECO 2012

<https://www.youtube.com/watch?v=IxT4uwAHzjM>

- / **Sarmīte Poļakova** *Studio Sarmīte* is a materials design and research studio focussing on transforming industry waste and its byproducts into new closed-loop concepts. Sarmīte has worked with renowned companies such as "Vitra," "Adidas," "Levi's," and "Hirsch," creating innovative materials and products based on sustainability principles.

"**PineSkins**" is a versatile, leather-like material made of inner bark of pine trees, a by-product of the tree cutting industry. Ranging from earthy brown to pink, deep terracotta to ash-grey and a scent of wood, PineSkins carries a unique appearance that feels familiar yet unseen.



Studio Sarmite PineSkins rug, 2015

Conceptual and Contemporary Design and Art

- / **Mareunrol's** (founded in 2012)

A fashion and conceptual design duo working with experimental and conceptual materials, creating unique clothing and accessory designs.

The story of the collection "**Tenant / Research Work N°2**" is about a man who returns home after a not-so-exciting and rather exhausting workday and decides to take the stairs instead of the elevator. As he climbs upward, he gets lost in his thoughts, and the surrounding space transforms—it becomes a labyrinth where the way out must be found by discovering oneself and altering the usual course of life.



Mareunrol's « Tenant / Research Work N°2 »

<https://www.youtube.com/watch?v=d79lyvUaAro>

/ **Didzis Jaunzems (founded in 2012)**– an architect and environmental designer who creates interactive installations and contemporary architectural projects in urban spaces.

The Wicker Pavilion is designed combining contemporary architecture and traditional craftsmanship. It offers a place for relaxation and meditation in the heart of Jardins de l'Europe in Annecy, France. The pavilion blends in with the surrounding landscape and forms a shaded space for park visitors to shelter from the hot summer sun. Pavilion offers beautiful views to the surrounding nature, thus creating a communion between the sheltered space and the exterior. Filtered daylight through pavilion inspires eyes and mind to travel.

The pavilion is designed using timber grid shell structure technique and covered with 262 traditional wicker baskets in a cone shape, weaved by Latvian craftsmen. The triangular mesh of the grid is assembled on the ground, then middle part is lifted at necessary height and then three corners are fixed to create final arched shape. Timber structure is made of pine tree planks.



The Wicker Pavilion Didzis Jaunzems, Ksenia Sapega

/ Kristaps Ģelzis is considered a classic of Latvian contemporary art, having been active in the field since the 1980s. In his installations, video works, large-scale watercolours, and other media, he has paid particular attention to materiality and the peculiarities of perception, often addressing socio-critical and political aspects, as well as consumer society and pop culture clichés. With wisdom and a critical tone, Ģelzis reflects on the events of the era, his country, and its people.

In 2007, Ģelzis unexpectedly turned to watercolour painting, creating a series of large-scale works that not only demonstrated his ability to evolve and surprise audiences without the use of technological tricks but also showcased how the previously unpopular and nearly forgotten watercolour technique could serve as an effective medium for contemporary art. His large-scale watercolour "*Ugunskurs*" (*Bonfire*) focuses on ecological issues. With his characteristic irony, Ģelzis highlights not only environmental concerns but also the pollution of human minds and language.



Kristaps Ģelzis. "Ugunskurs". Paper, luminescent watercolour, 155 x 266 cm. 2008

Multimedia and Interactive Art

- / Artists such as **Kristaps Epnors**, Ieva Epnere, and Rasa Šmite & Raitis Šmits are internationally recognized for their work in digital and interactive art.

Kristaps Epnors is an internationally recognized artist working in photography, video, installation, sound art, graphics, and sculpture. His work often focuses on exploring the physical and emotional boundaries of humans, employing an anthropological approach through both personal and archival materials.

For the video installation "**Aizmirst mani nevar**" ("Cannot Forget Me"), Kristaps Epnors used materials from his family archive. The story revolves around the artist's father's friend, poet Miervaldis Kalniņš, who voluntarily moved from Latvia to Siberia in 1971. Original video chronicles filmed by Kalniņš in Tuva, along with his extensive correspondence, create scenes reminiscent of adventure stories with Kalniņš himself in the lead role, while Epnors's work transforms into a multimedia biographical essay.



Kristaps Epnors. Aizmirst mani nevar. Video / mixed media installation
2018. HD video "Ezers", 00:12:02 <https://vimeo.com/330618330>

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Czech Contemporary Art and Design

Historical Context

Czech contemporary art and design have evolved significantly since the fall of communism in 1989. The transition from socialist realism to a more open, globally influenced art scene was marked by the rise of conceptual art, new media, and experimental design. The Velvet Revolution enabled artists to explore new themes, materials, and artistic freedoms that were previously restricted. Throughout the 1990s, Czech art engaged with postmodernism, reflecting a critical stance towards history, identity, and globalization. The 21st century has further expanded these themes, incorporating digital technologies, ecological concerns, and interdisciplinary approaches into art and design.

Principles of Czech Contemporary Art and Design

Czech contemporary art and design are characterized by several key principles:

- / **Conceptual Approach:** Many artists emphasize ideas over aesthetics, influenced by the Fluxus movement and conceptualism of the 1960s. This allows for a deep engagement with political, social, and philosophical issues rather than purely visual representation.
- / **Interdisciplinarity:** Artists blend visual arts with performance, digital media, sound, and social activism. Collaborations across disciplines are common, leading to

hybrid works that challenge traditional art forms.

- / **Identity and Memory:** Historical narratives, national identity, and personal memory play a crucial role in many works. Artists frequently address the legacy of totalitarianism, displacement, and cultural transformation in post-socialist Europe.
- / **Globalization and Local Context:** While engaging with international trends, Czech artists often reference local culture and history. They balance modern global influences with distinctly Czech themes, including folklore, historical references, and national symbolism.
- / **Environmental and Political Themes:** Many contemporary artists address ecological concerns, political structures, and social issues, reflecting global anxieties about climate change, sustainability, and governance.
- / **Experimental and Minimalist Design:** Czech designers often favour a minimalist yet highly experimental approach, using unconventional materials and innovative production methods. This is seen in contemporary product design, architecture, and graphic design.
- / **Public Space and Social Engagement:** A strong focus on public art and participatory projects invites audiences to engage with the artistic process. Street art, interactive installations, and community-driven projects are prominent.
- / **Irony and Playfulness:** Humour, irony, and absurdity are frequently used as critical tools. Czech artists and designers often employ satire to comment on political and cultural issues, creating works that provoke thought while maintaining accessibility.

- / **Material Experimentation:** Many contemporary Czech artists and designers explore innovative materials, from recycled and organic substances to high-tech composites, reflecting concerns with sustainability and the evolving nature of artistic media.
- / **Interactivity and Technology:** With the rise of digital art, Czech contemporary artists incorporate technology, virtual reality, artificial intelligence, and interactive installations into their work, encouraging audience participation.
- / **Narrative and Storytelling:** Many artists utilize storytelling techniques, creating immersive experiences that bridge personal history, folklore, and contemporary social issues.
- / **Institutional Critique:** A number of Czech contemporary artists critically engage with cultural institutions, questioning the role of museums, galleries, and government in shaping artistic discourse and national identity.

Notable Czech Contemporary Artists

Jiří David (b. 1956)

Biography: Born on August 28, 1956, in Rumburk, Czechoslovakia, Jiří David spent his early childhood in Dolní Poustevna, a small town in Northern Bohemia. He later moved to Prague, where he pursued his passion for art. David studied at the Academy of Fine Arts in Prague, graduating in 1984. In 1987, he co-founded the art group Tvrdohlaví (The Stubborn Ones), which played a significant role in the Czech art scene during the late 20th century. Throughout his career, David has been a prominent figure in contemporary Czech art, known for his diverse and provocative works.

Artistic Principles: Jiří David's work spans various media, including painting, photography, and installation art. He is known for embracing all visual media, often turning to painting, but also creating assemblages made of various objects and toys, as though they were extensions of his body, forming pieces like 'Raketa' (Rocket, 1990–99). His art often addresses social and political themes, challenging viewers to reflect on contemporary issues. David frequently incorporates irony and provocation, aiming to question established norms and provoke public discourse.

Notable Art Projects:

- / **"Hidden Images" (1991–1995):** A photographic series where David blended multiple portraits, creating composite images that explore identity and perception.
- / **"Apotheosis" (2016):** A reinterpretation of a 19th-century painting, David's version incorporates contemporary figures and symbols, commenting on national identity and history.

David Černý (b. 1967)

Biography: David Černý was born on December 15, 1967, in Prague, Czechoslovakia. He studied at the Academy of Arts, Architecture and Design in Prague from 1988 to 1994, under the tutelage of Kurt Gebauer. In 1995 and 1996, Černý participated in the Whitney Museum Independent Study Program in New York. He gained international attention in 1991 when he painted a Soviet tank pink, an act of civil disobedience that led to his brief arrest but also established him as a provocative figure in the art world. Throughout his career, Černý has continued to create controversial and thought-provoking works that challenge societal norms and political structures.

Artistic Principles: Černý is widely recognized for his monumental sculptures in public spaces, which speak directly to everyday people and protest authority through satire and subversive humour. His works often critique political systems, societal behaviours, and historical events, using irony and absurdity to engage the public. Černý's art challenges viewers to reconsider their perspectives and question the status quo.

Notable Art Projects:

- / **"Tower Babies" (2000):** A series of cast figures of crawling infants attached to Prague's Žižkov Television Tower, symbolizing the dehumanizing aspects of technology and modern society.



- / **"Entropa" (2009):** Created to mark the Czech presidency of the Council of the European Union, this installation depicted EU member states through controversial stereotypes, sparking widespread debate and reflection on European identity.
- / **"London Booster" (2012):** A double-decker bus outfitted with mechanical arms, performing push-ups during the 2012 Summer

Křištof Kintera (b. 1973)

Biography and Education: Born on September 20, 1973, in Prague, Křištof Kintera is a prominent Czech artist and sculptor. He pursued his art education at the Academy of Fine Arts in Prague, studying under Professor Milan Knížák. Kintera furthered his studies at the Rijksakademie van beeldende kunsten in Amsterdam. Throughout his career, he has been nominated three times for the prestigious Jindřich Chaloupecký Award. Kintera continues to live and work in Prague.

Artistic Principles: Kintera's work is characterized by its inventive use of everyday objects, transforming them into thought-provoking sculptures and installations. His art often explores themes of urban life, consumerism, and the relationship between humans and technology. Kintera employs humour and irony to engage viewers, encouraging them to question societal norms and behaviours.

Notable Art Projects:



- / **"My Light is Your Life":** A public installation featuring streetlamps arranged in human-like forms, commenting on urban infrastructure and its impact on daily life.
- / **"Postnaturalia":** An artificial ecosystem constructed from electronic waste, reflecting on environmental issues and technological advancement.

Eva Kořátková (b. 1982)

Biography and Education: Eva Kořátková was born in 1982 in Prague. She graduated from the Academy of Fine Arts in Prague and later attended the San Francisco Art Institute. In 2007, at the age of 25, Kořátková became the youngest artist to receive the Jindřich Chalupecký Award, a significant recognition in the Czech art scene. Her work has been exhibited internationally, showcasing her as a prominent figure in contemporary art.

Artistic Principles: Kořátková's art delves into the constraints imposed by social and institutional structures. She examines how these systems influence individual behaviour and psychology. Her installations often incorporate elements of performance, sculpture, and collage, creating immersive environments that challenge perceptions of reality and control.

Notable Art Projects:

- / **"The Theatre of Speaking Objects":** An interactive installation where inanimate objects are given voices, exploring themes of communication and authority.
- / **"Asylum":** A multimedia project investigating the conditions and narratives within mental health institutions.

Milena Dopitová (b. 1963)

Biography and Education: Born in 1963 in Šternberk, Czechoslovakia, Milena Dopitová is a leading figure in contemporary Czech art. She studied at the Academy of Fine Arts in Prague, where she was a member of the influential art group Pondělí (Monday). Dopitová currently serves as a professor at the Academy of Fine Arts in Prague, mentoring a new generation of artists.

Artistic Principles: Dopitová's multidisciplinary approach encompasses installation, photography, and video art. Her work

addresses themes of identity, memory, and the passage of time, often through a feminist lens. She explores personal and collective experiences, highlighting the intersections of private and public spheres.

Notable Art Projects:



- / **"Next Stop Is on Request":** An exhibition featuring installations that reflect on the transient nature of life and the concept of journey, both physical and metaphorical.
- / **"Place for the Meeting of Nations":** A project in Brussels where Dopitová created a space designed to foster dialogue and understanding among different cultures.

Magdalena Jetelová (b. 1946)

Biography and Education: Magdalena Jetelová was born on June 4, 1946, in Semily, Czechoslovakia. She studied at the Academy of Fine Arts in Prague from 1965 to 1971 and received a stipend to attend the Accademia di Belle Arti di Brera in Milan in 1967. Throughout her career, Jetelová has received numerous awards and stipends, including recognition from the City of Munich in 1985 and the Lovis Corinth Award in 2006. She has lived and worked in various cities, including Munich and Bergheim.

Artistic Principles: Jetelová's art is characterized by its monumental scale and engagement with space and environment. She often addresses themes of memory, displacement, and the relationship between nature and human intervention. Her use of materials like wood, stone, and light emphasizes the physicality and ephemerality of her installations.

Notable Art Projects:

- / **"Atlantic Wall":** A series of laser projections on World War II bunkers along the Atlantic coast, highlighting historical scars and their lingering presence in the landscape.
- / **"Domestication of a Pyramid":** An architectural intervention that reconstructs a pyramid within a domestic space, challenging perceptions of scale and context.



Magdalena Jetelová
Essential is visible

Jakub Nepraš (b. 1981)

Biography: Jakub Nepraš studied at the Academy of Fine Arts in Prague, specializing in new media. He gained recognition for his innovative use of digital animation, video sculptures, and interactive installations. His work has been showcased at major international exhibitions, including Art Basel and the European Media Art Festival. He often collaborates with scientists and engineers to create artworks that bridge the gap between technology and organic processes.

Principles of Art: He blends video projection with physical materials to create dynamic, evolving forms that mimic biological and social structures, reflecting the complexity of contemporary information systems.

Notable Artworks:

- / *Brain Cell* (2007) – A projection-based installation mimicking neural networks.
- / *Polygnosis* (2010) – A generative video sculpture that explores collective consciousness and information overload.

Lubomír Typlt (b. 1975)

Biography and Education: Lubomír Typlt was born in 1975 in Nová Paka, Czech Republic. He studied at the Academy of Arts, Architecture & Design in Prague under Professor Jiří Šalamoun, then at the Faculty of Fine Arts at Brno University of Technology under Professor Jiří Načeradský. His artistic development was further shaped at the Kunstakademie Düsseldorf, where he studied under renowned professors such as Markus Lüpertz, Gerhard Merz, and A. R. Penck.

Artistic Principles: Typlt is known for his expressive figurative paintings, which are characterized by intense colours and bold brushstrokes. His works frequently depict adolescent figures in situations that balance between fear and aggression, captivity and freedom, isolation and solidarity. The strong psychological tension in his paintings invites viewers to reflect on deeper human emotions and social constructs. His use of vibrant complementary colours and distorted proportions creates a dynamic visual effect, emphasizing the surreal and unsettling nature of his subjects.

Notable Art Projects: Throughout his career, Typlt has held numerous solo exhibitions, including at DSC Gallery in Prague. His works have also been featured in group exhibitions in Berlin and other European cities. Apart from painting, Typlt is also active in sculpture and is a lyricist for the experimental music group WWW Neurobeat, integrating visual and auditory elements into his artistic expression.

Typlt's work is highly regarded for its depth, emotional intensity, and ability to reflect on the complexities of human psychology and contemporary society.



Lubomír Typlt Crying Babies

Patrik Hábl (b. 1975)

Biography and Education: Born in Zlín, Czech Republic, Patrik Hábl is a prominent contemporary artist and professor. He graduated from the Academy of Fine Arts in Prague (AVU) in 2000, where he studied under Professor Pavel Nešleha. Hábl has participated in over fifty solo exhibitions worldwide, with notable shows in Milan, Kyoto, Graz, and Munich. His works have also been featured in group exhibitions across Paris, New York, Istanbul, and Zurich. Notably, he is the only living Czech artist whose works are sold at Sotheby's and Christie's auctions.

Artistic Principles: Hábl's work is characterized by a deep exploration of abstract painting, focusing on the interplay of light and shadow, texture, and the emotional resonance of colour. He often experiments with unconventional materials and techniques, creating immersive installations that challenge traditional perceptions of space and form.

Notable Art Projects: One of Hábl's significant projects includes his participation in the Fourth and Sixth Beijing International Art Biennale. His works have been exhibited in various international venues, reflecting his global artistic engagement.



Patrik Hábl Black Mountain

Vojtěch Kovařík (b. 1993)

Biography and Education: Kovařík is a contemporary Czech painter known for his large-scale figurative works. He graduated from the Faculty of Art at Ostrava University.

Artistic Principles: His art is characterized by bold colours and exaggerated forms, often drawing inspiration from mythology and classical themes.

Notable Art Projects: "The Three Fates: Clotho, Lachesis, Atropos" (featured in the NGV Triennial 2023–2024), "Even Heroes Need a Rest" (solo exhibition at L21 Gallery).



Czech Contemporary Design

Czech contemporary design is renowned for its innovation, blending traditional craftsmanship with modern aesthetics. This fusion is evident across various disciplines, including architecture, furniture, glassmaking, and home décor.

Architecture: Architects like Eva Jiřičná have significantly influenced Czech contemporary architecture. Her distinctive style, characterized by simplicity and clean lines, is exemplified in projects such as the modern Orangery at Prague Castle and the ultra-modern Congress Centre in Zlín.

Design Initiatives: Platforms like Designblok, the largest design and fashion festival in Central Europe, play a crucial role in promoting Czech and international designers. This annual event showcases the latest trends and innovations in design, reflecting the dynamic and evolving nature of Czech contemporary design.

Overall, Czech contemporary design continues to thrive, marked by a harmonious blend of historical influences and modern creativity, contributing to its growing prominence on the global stage.

Jindřich Chalupecký Award

History of the Award

The **Jindřich Chalupecký Award** was established in **1990** by a group of prominent Czech cultural figures, including **Václav Havel**, **Jiří Kolář**, and **Theodor Pištěk**. The award is named after **Jindřich Chalupecký (1910–1990)**, a Czech art critic and theoretician who significantly influenced modern Czech art.

The award was created to recognize and support **young visual artists under the age of 35** working in the Czech Republic. Its goal is to provide talented emerging artists with **opportunities for international exposure, financial support, and professional development**.

Principles of the Award

The award focuses on artists who show **originality, innovation, and conceptual depth** in their work. The **selection process** follows these principles:

- / Open to **Czech artists under 35 years old**.
- / Emphasis on **experimentation, critical thinking, and new artistic approaches**.
- / Encouragement of **interdisciplinary and multimedia work**.
- / Winners receive **financial support, exhibition opportunities, and artist residencies abroad**.
- / An **independent international jury** selects the finalists and the winner.

The award is administered by the **Jindřich Chalupecký Society (Společnost Jindřicha Chalupeckého)**, which organizes **exhibitions, discussions, and publications** to promote contemporary Czech art.

Notable Laureates

Since its foundation, the Jindřich Chalupecký Award has recognized **several important Czech artists** who have significantly contributed to the local and international art scene. Below are some of the **most influential laureates**:

1990 – Vladimír Kokolia

A painter, printmaker, and conceptual artist known for his abstract and figurative works. He later became a professor at the Academy of Fine Arts in Prague (AVU).

1991 – František Skála

An artist working with sculpture, installation, and illustration, often incorporating humor and storytelling.

1995 – Petr Nikl

A multimedia artist combining painting, performance, and music, known for his interactive projects.

1997 – Jiří Příhoda

A sculptor and installation artist, working with space and architecture.

1999 – Jiří Černický

A conceptual artist exploring social, political, and technological themes.

2000 – David Černý

One of the most internationally recognized Czech artists, famous for provocative public sculptures such as "Entropa" and "Babies".

2005 – Kateřina Šedá

A socially engaged artist working with public participation and community projects.

2007 – Eva Koťátková

A conceptual artist exploring themes of control, institutions, and social systems through installations and performances.

2013 – Dominik Lang

A sculptor and installation artist, known for reinterpreting modernist aesthetics.

2016 – Matyáš Chochola

A performance and multimedia artist combining mythology, pop culture, and mysticism.

2021 – Valentýna Janů

A contemporary artist working with video, installation, and poetry.

Significance of the Award

The Jindřich Chalupecký Award is **one of the most important recognitions in contemporary Czech art**. It has helped launch the careers of **many prominent artists**, giving them opportunities to exhibit internationally and collaborate with foreign institutions. The award has also played a key role in **connecting Czech art with global trends** and **promoting experimental and interdisciplinary approaches**.

Each year, the finalists participate in a **major group exhibition** showcasing their latest work. The winner receives financial support and a **residency abroad**, allowing them to develop new projects and expand their artistic practice.

Contemporary Czech Design

Historical Context (1993–Present)

The development of contemporary Czech design since 1993 has been shaped by the country's transition from a centrally planned economy to a free market after the dissolution of Czechoslovakia. This period saw significant changes in production, aesthetics, and the role of design in society.

Key Phases in Czech Contemporary Design

/ 1990s – Transition and Global Influence

- / The 1990s marked a shift from socialist-era industrial production to private entrepreneurship.
- / Czech designers gained exposure to Western design principles and international markets.
- / A growing emphasis on branding, corporate identity, and functional aesthetics.

/ 2000s – Rise of Experimental and Conceptual Design

- / The 2000s saw a new wave of designers emphasizing craftsmanship, minimalism, and sustainable materials.
- / Institutions like **Designblok (1999)** and the **Academy of Arts, Architecture & Design (UMPRUM)** played key roles in supporting new talent.
- / Increased collaboration between designers and manufacturers, leading to globally recognized Czech brands.

/ 2010s – Sustainability, Innovation, and Digital Design

- / Designers explored ecological materials, 3D printing, and sustainable production.
- / Czech design started gaining international recognition at events like **Milan Design Week** and the **London Design Festival**.
- / A strong focus on **public space design, urban furniture, and social engagement**.

/ 2020s – Technology and Craftsmanship Fusion

- / The latest trends include AI-driven design, virtual reality, and interactive digital experiences.
- / Artisanal and handmade design is revived as a counterbalance to industrial mass production.
- / New startups and collaborations with Czech glassmakers, porcelain producers, and industrial companies have emerged.

Principles of Contemporary Czech Design

Czech contemporary design is defined by several core principles that blend **functionality, tradition, and experimentation**:

Minimalism and Functionality

- / Influenced by **Bauhaus** and **modernist principles**, Czech designers prioritize clean lines, geometric shapes, and practical solutions.
- / Example: **Studio Olgoj Chorchoj**, known for refined industrial and product design.



Sustainability and Material Innovation

- / Use of **eco-friendly materials, recycled elements, and biodegradable components**.
- / Example: **LLEV Studio**, which creates sustainable design from biomaterials.

Heritage and Craftsmanship Revival

- / Contemporary designers incorporate **traditional Czech glass, ceramics, and woodwork** with modern aesthetics.
- / Example: **Lasvit**, a globally acclaimed glass design company blending tradition with innovation.

Experimentation and Playfulness

- / Designers incorporate **humour, irony, and unconventional approaches**, reflecting Czech artistic traditions.
- / Example: **Maxim Velčovský**, who reinvents traditional objects with conceptual twists.



Public Space and Social Engagement

- / Strong focus on **urban furniture, interactive installations, and participatory design**.
- / Example: **Petr Štefek and mmcité**, specialists in urban furniture design.

Technology and Interdisciplinarity

- / Integration of **3D printing, AI, and digital fabrication** in product and furniture design.
- / Example: **Boris Klimek**, known for innovative lighting and interior design.

Notable Czech Contemporary Designers

Maxim Velčovský (b. 1976)

- / **Biography:** Studied at UMPRUM in Prague, later became the art director of Lasvit.
- / **Principles:** Uses irony, conceptual twists, and references to Czech traditions in his ceramic and glasswork.
- / **Notable Works:** "Sputnik" chandelier, "Grandmother" porcelain series.

Lasvit (founded 2007 by Leon Jakimič)

- / **Principles:** Blends Czech glassmaking traditions with modern technology.
- / **Notable Projects:** Large-scale glass installations in hotels and airports worldwide.

LLEV Studio (Eva & Marcel Mochalovi, founded 2004)

- / **Principles:** Sustainability, biomaterials, and experimental design.
- / **Notable Works:** "Soil Lamps" made from natural sediment, "Mushroom" furniture line.

Boris Klimek (b. 1984)

- / **Principles:** Focuses on lighting and interior design, inspired by nostalgia and organic forms.
- / **Notable Works:** "Memory Lamps" series, which resemble floating balloons.



Studio Olgoj Chorchoj (Michal Froněk & Jan Němeček, founded 1990s)

- / **Principles:** Combination of industrial design, architecture, and furniture making.
- / **Notable Works:** Glass and steel furniture, modernist-inspired lighting.

Mmcité

- / **Principles:** Urban furniture, modular systems, and sustainable public space design.
- / **Notable Works:** Modern tram stops, smart benches, and bus shelters in Prague.

Dechem Studio (founded 2012 by Michaela Tomišková & Jakub Jand'ourek)

- / **Principles:** Handcrafted glass objects blending tradition with contemporary aesthetics.
- / **Notable Works:** "Bandaska" collection inspired by Czech household items.

Notable Design Institutions and Events

Designblok (founded 1999) – The largest Czech design festival showcasing new talent and international collaborations.

Czech Grand Design Awards – Prestigious awards celebrating Czech designers across various disciplines.

Prague Design Week – A platform for independent designers and innovative projects.

UMPRUM (Academy of Arts, Architecture & Design, Prague) – The leading educational institution shaping contemporary Czech design.

DOX Centre for Contemporary Art – Frequently exhibits contemporary Czech and international design.

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Students' Tasks

1. Understand how street art conveys political or social messages.

Objective: Understand how street art conveys political or social messages.

Task:

Look & Analyse (5 minutes):

Show 3 printed examples of street art (e.g., Banksy, Ai Weiwei, David Černý).

Ask: What message is the artist sending?

Quick Sketch Challenge (10 minutes):

Students sketch their own street art idea on a small piece of paper.

Must relate to a real-world issue (e.g., climate change, freedom, technology).

Speed Gallery (5 minutes):

Students pass their sketches around.

Each person writes one word describing how the artwork makes them feel.

2. Fashion as Contemporary Art – Concept Sketch & Explanation

Objective: Explore how fashion reflects social issues or personal identity.

Task:

Mini-Brainstorm (5 minutes):

Students write 3 words about how clothes reflect identity or culture.

Example: "Power – Creativity – Rebellion."

Quick Fashion Design (10 minutes):

Students sketch a symbolic clothing item (e.g., a jacket, dress, or shoes).

The design must represent an idea or social message.

Example: A jacket made of drawn-on newspapers = "freedom of speech."

Pair & Share (5 minutes):

Students explain their design to a partner in 2 sentences.

3. Museum Curation – Classroom Exhibition Planning

Objective: Curate an exhibition of contemporary artworks based on a theme.

Task:

Choose a Theme (5 minutes):

As a class, decide on an exhibition theme:

Technology & Art

Nature & Climate

Social Identity & Activism

Small Group Curation (10 minutes):

Groups pick 3 famous contemporary artists (from a provided list).

Write a short description of why these artists fit the theme.

Present & Vote (5 minutes):

Each group presents one artist.

The class votes on which artist fits the theme best.

4. Upcycling Art – Redesign Challenge

Objective: Think creatively about reusing materials in contemporary design.

Task:

Speed Brainstorm (5 minutes):

Students list 5 everyday objects that people throw away.

Design a New Use (10 minutes):

Pick one object and redesign it into something useful or artistic.

Example: Old books → Sculptures or shelves.

Students draw their idea and write one sentence about its purpose.

Classroom Gallery (5 minutes):

Hang drawings on the board and do a silent walk-through.

5. Performance Art in 60 Seconds

Objective: Express contemporary themes through body language.

Task:

Choose a Contemporary Art Theme (5 minutes):

Students select a theme like social media addiction, loneliness, identity.

Mini-Performance (10 minutes):

In pairs, students create a silent performance (no words, just movement).

Must last exactly 60 seconds.

Quick Discussion (5 minutes):

What was the message?

Was it more powerful without words?

