

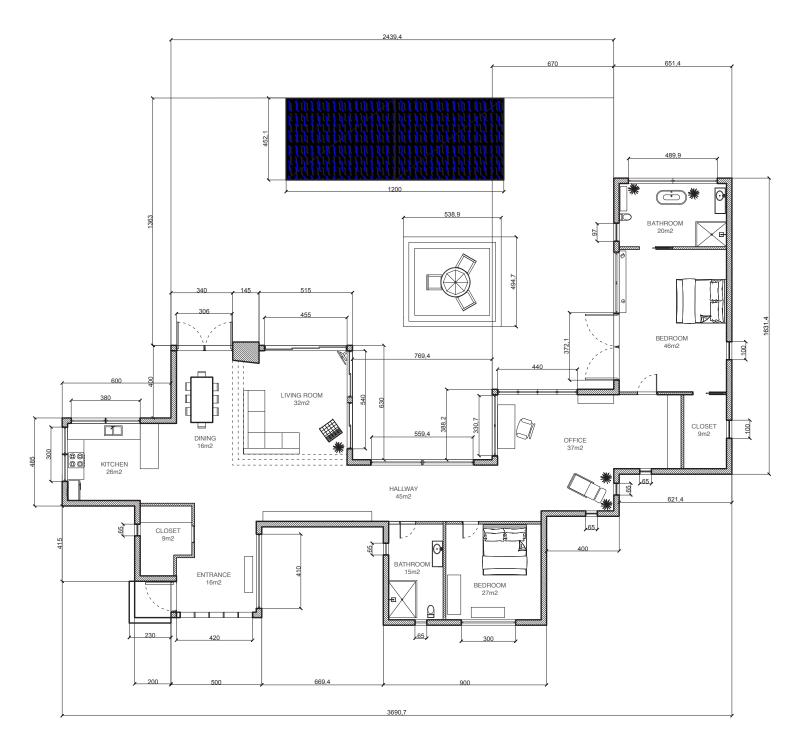
Hi! I'm Anete. I'm a photographer, artist, and an interior architecture & design student at LISAA Paris. In addition to architecture and design, I'm a big fan of plants, nature, animals, and music. I love creating things and am interested in almost everything in this world.

I was born in Estonia, a little country in Northern Europe. I get a lot of inspiration from my country and I love to incorporate my country's rich cultural and historical background in my artistic work as much as possible.

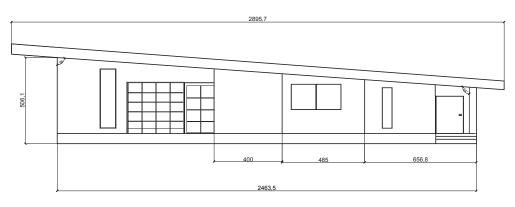
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OA _____ 01 HOUSE **JYVÄSKYLÄ** 02 _____ BRIDGE SL 03 _____ LAMP **ESSR** 04 _____ 2023 LA 05 _____ **CHANCE** 06 LES VAGUES

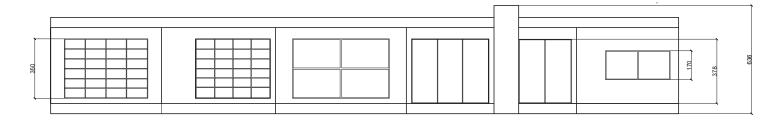
O1 OA HOUSE



OA HOUSE FLOOR PLAN



OA HAUS EAST ELEVATION



OA HAUS SOUTH ELEVATION

The OA HOUSE is a residential one-family building designed to be sustainable and in harmony with nature.

Main goals for this house were to make it sleek and modern while using simple materials - concrete and wood.





The interior is inspired by Frank Lloyd Wright, Arthur Ericksen and Midcentury Modern style - dark woods, minimal furniture, big windows.



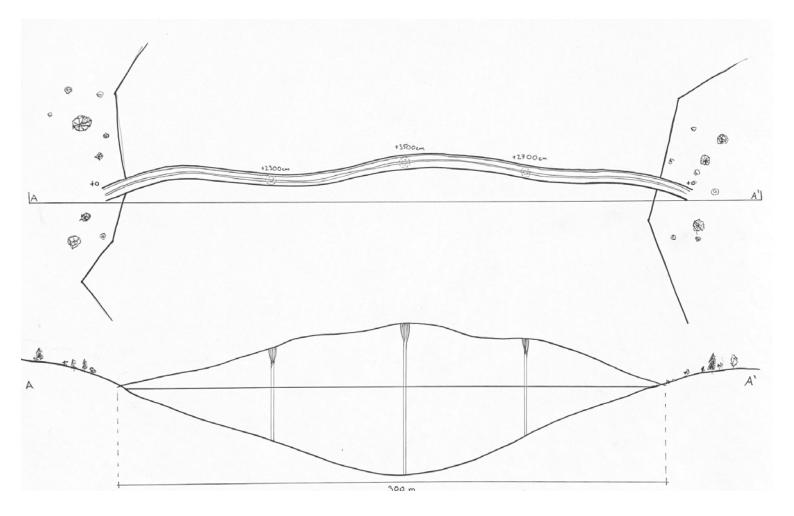


The OA HOUSE has 2 bedrooms, 2 bathrooms, a kitchen, a sunken living room, and an open office area. There are windows opening up to each side of the house with the biggest windows facing South, providing sunlight throughout the day.

02 JYVÄSKYLÄ BRIDGE



The purpose of Project Jyväskylä was to create a horizontal transitional space - any kind. As a group of three, we decided to create a series of bridges that span across four small islands in Jyväskylä, Finland, therefore creating a hiking trail that takes people across the lake while immersing them in the vast Finnish nature. The whole hike is approximately 3km long, out of which the longest bridge is 450m and shortest a 100m long.



BRIDGE ELEVATION

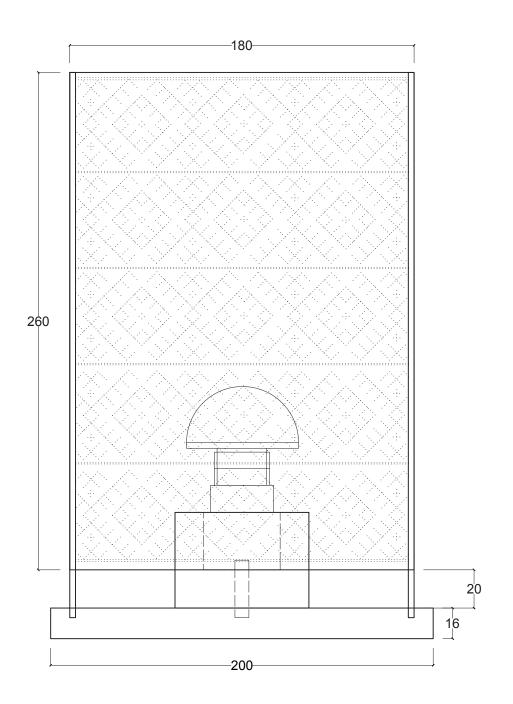


On the bridge, there are separate lines for bikes and pedestrians. Bicyclists have the option to stop riding and switch over to the pedestrian side after every 50m by having a small incline out of their lane. The middle area of the bridge is covered by plants to incorporate people in the nature even more.

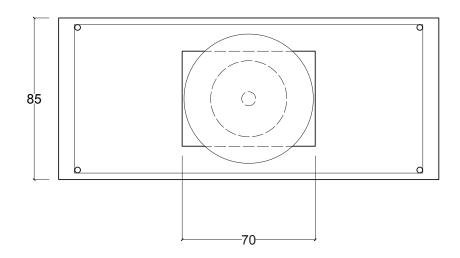




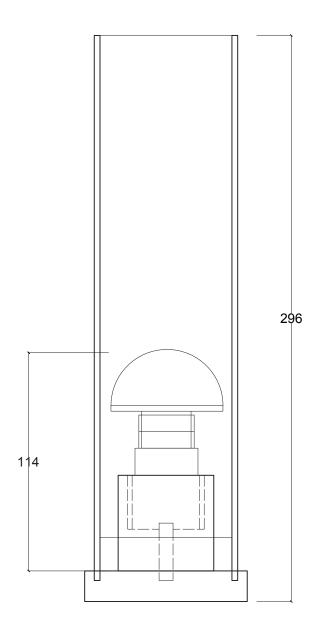
The SL Lamp is a table lamp made out of wood and paper. It uses a rechargeable wireless lightbulb covered by a lamp shade with a traditional Slavic stitching pattern poked into it with a small needle.



The SL lamp uses no glue throughout the whole structure. The base is connected by wooden sticks and one screw.



The lamp shade is connected by sewing the four sides of it together with yarn.

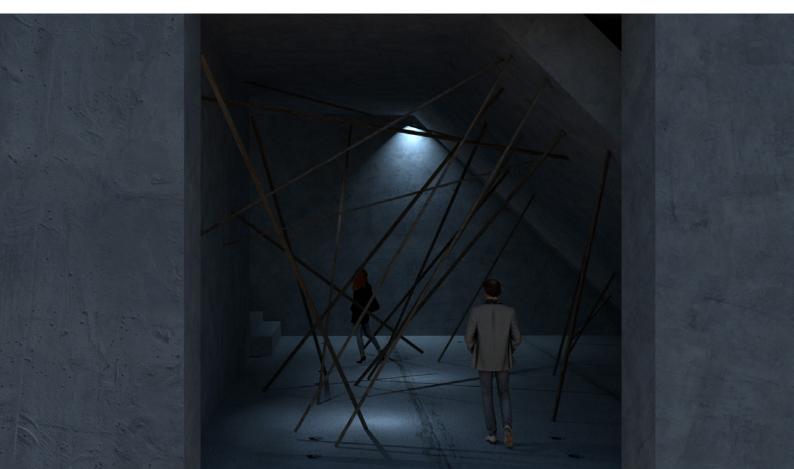


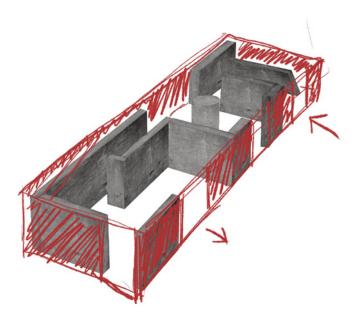
Due to the wireless remotecontrolled lightbulb, the lamp has the option to choose the color of the light according to the user's mood or preference.

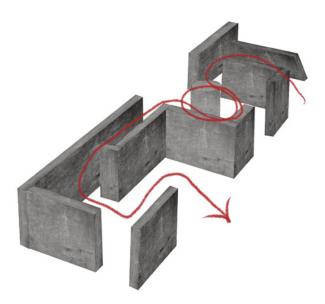
04 ESSR 2023

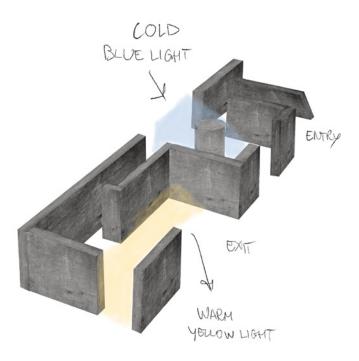
ESSR 2023 is a temporary immersive exhibition designed specifically for the Gallery 0 at Centre Pompidou in Paris, France.

The exhibition is designed around the word "resist" and is telling a story of the Estonians' route to freedom and There are multiple ways on how the resistance of the Estonian people is shown throughout the exhibition - small wooden spikes supporting a large tilted concrete wall, blue and cold lighting throughout the whole gallery, and projections of key events that led to Estonia re-establishing its independence in 1991.









The exhibition begins by entering through a spiky area underneath a concrete wall which eventually leads to a staircase.

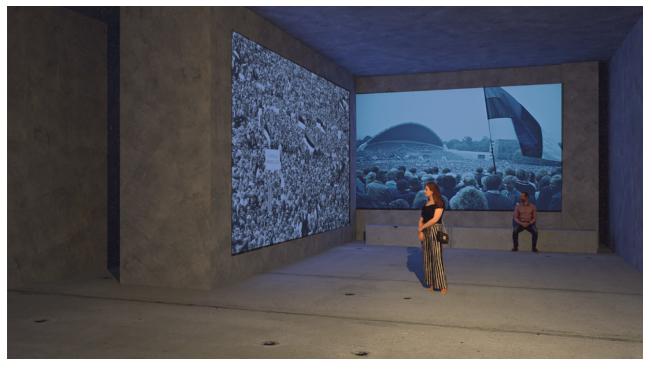
The next main area is a big room with a large pillar in the center, onto which different events from Estonian history are projected, such as the Mass Deportation of 1941.

From there, a narrow corridor leads people to a big hall where scenes of Estonians' resistance are projected onto the concrete walls, such as clips of the Baltic Way and the Singing Revolution.

Right before exiting, the blue light changes to yellow, symbolising the coming freedom and liberty.



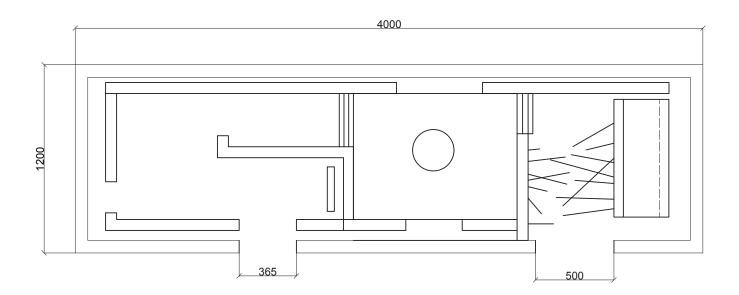






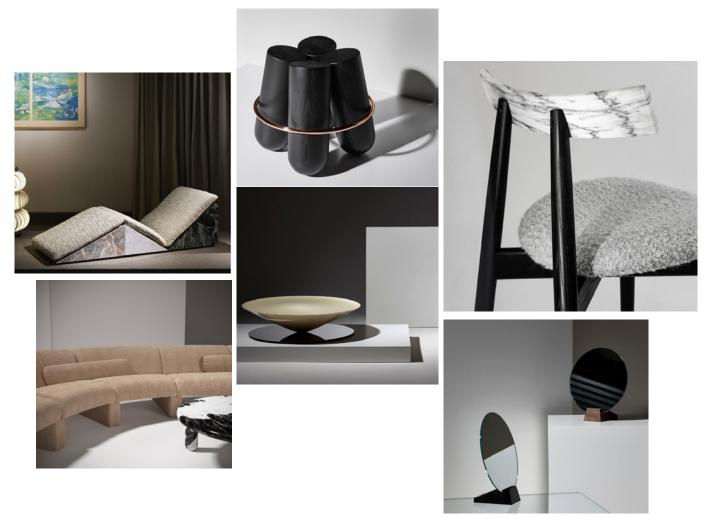


MODEL 1:100

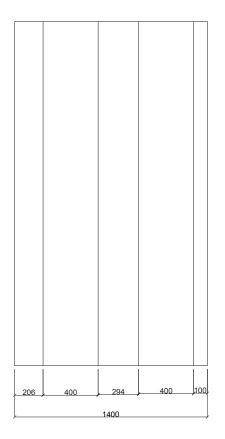


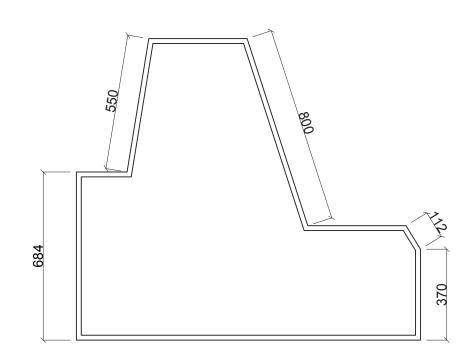
05 LA CHANCE

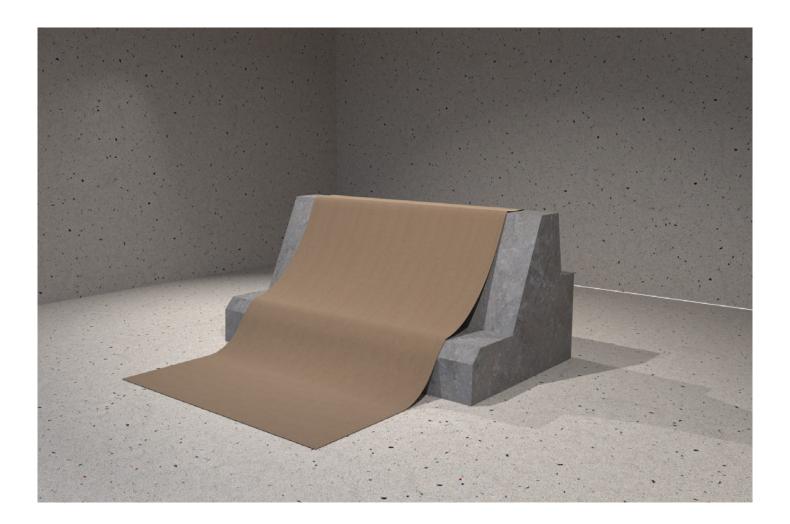
La Chance is a Paris-based design company that focuses on collaborations with new artists. Their pieces are bold, unique, and carefully made using noble materials such as birch, ash, walnut, and marble. For this project I was asked to design furniture for La Chance's showroom that fits with the overall brand and keeps their design principles in mind. It was necessary to provide a way for La Chance to showcase their own furniture without overshadowing it.



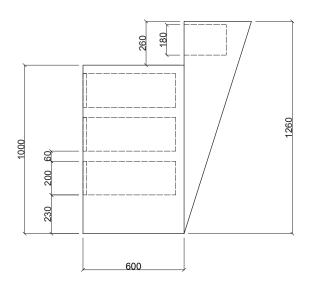
*pictures from La Chance's website

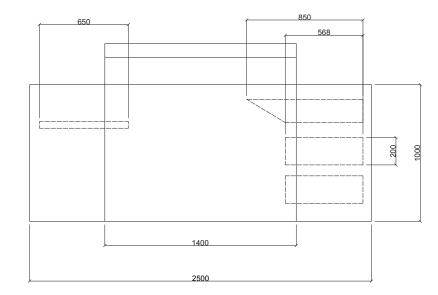






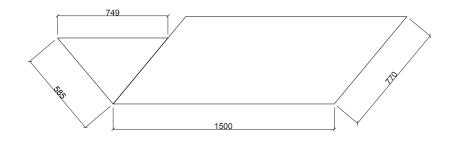
RUG DISPLAY

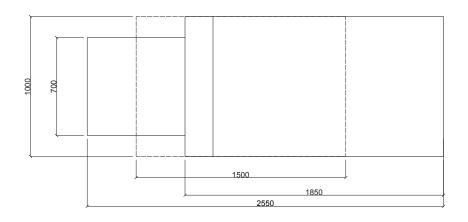






COUNTER



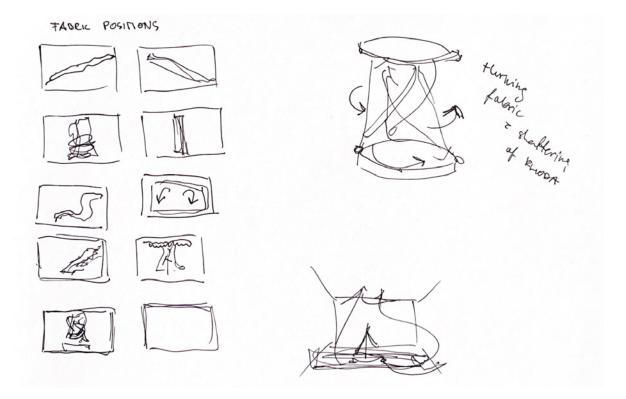




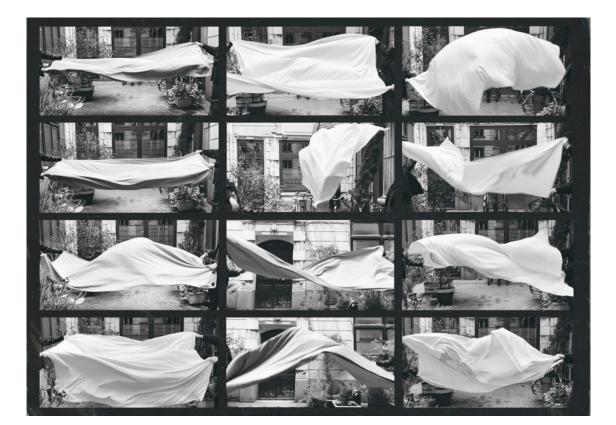
06 LES VAGUES

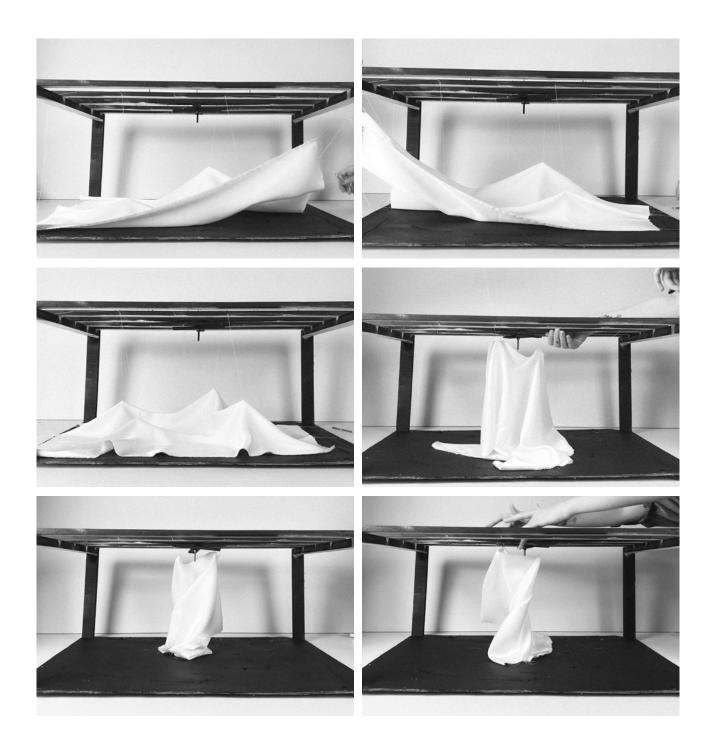
"The Waves" by Virginia Woolf is considered to be one of her most experimental works, consisting of ambiguous and cryptic monologues between 6 characters. For this project, the goal was to come up with a suitable scenography for Théâtre de Châtillon and Marion Stoufflet & Élise Vigneron's adaption of "The Waves" or "Les Vagues" in French. Since the play on its own is rather abstract and experimental, as a group of three, we wanted to make the stage design simple but still unique, therefore coming up with the idea of using just one huge piece of fabric that covers the whole stage. There are no actors on stage at any point, however the fabric is manipulated by people off-stage, making it function like a big marionette puppet.



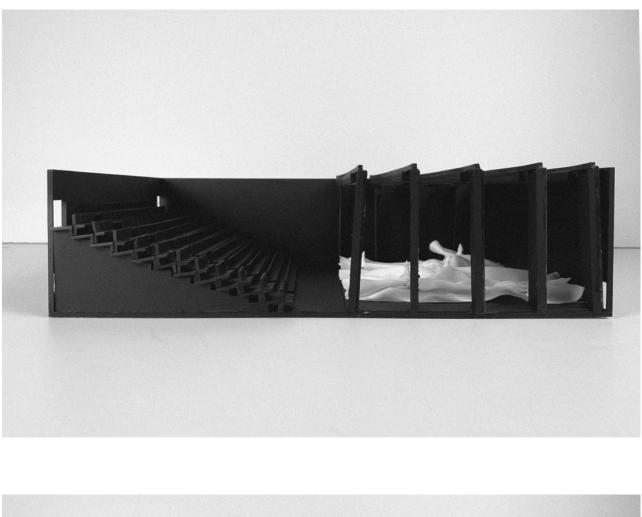


Different fabrics have different mechanical properties, so after sketching and thinking about the different positions of the fabric throughout the play, it was important to find the right fabric. The perfect material turned out to be silk & cotton mix.



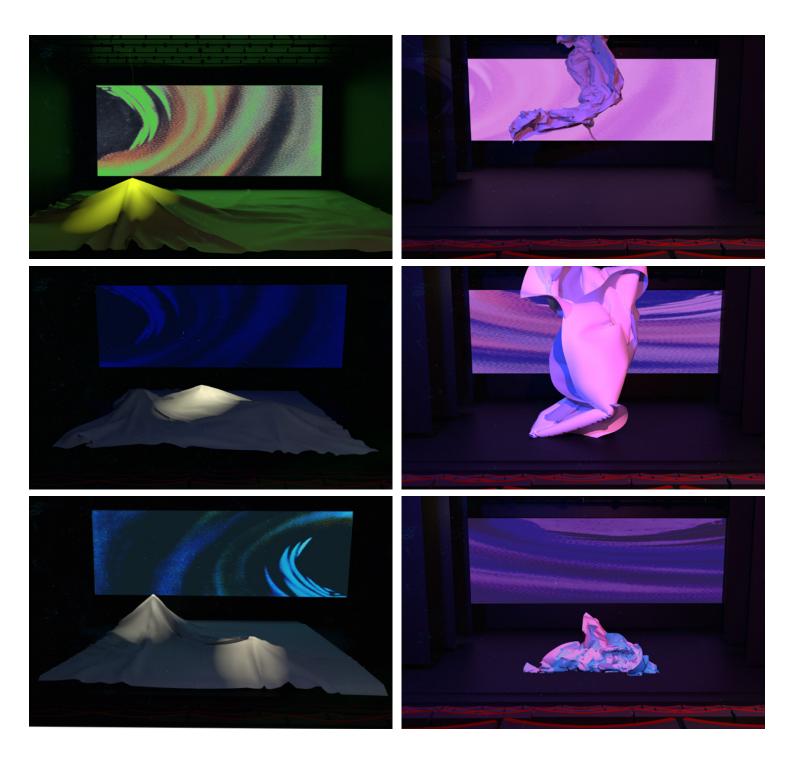


The 1:20 scale study model played an important role in figuring out the possibilities of manipulating the fabric by using multiple long strings attached to the fabric.



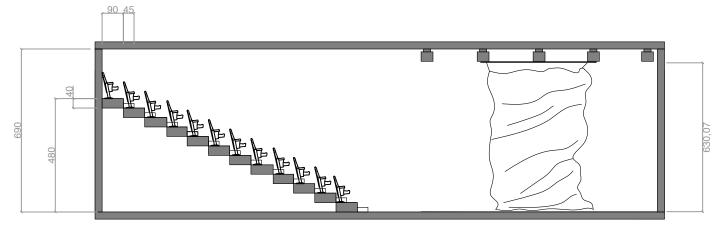


FINAL MODEL 1:50

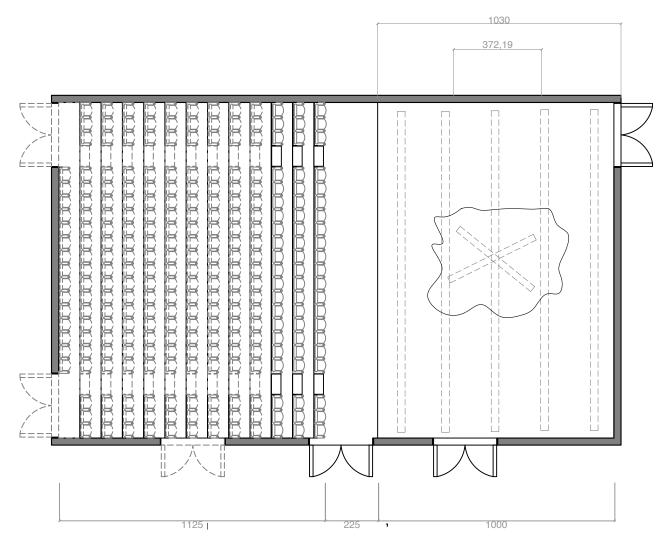


There are two key scenes that we focused on - the arrival of Percival, who represents hope, and the shattering of Rhoda - a character with the most complicated story and a troubled past.

Since there are no actors on stage, yet the play has 6 different characters, each character is represented by a "peak" that are created by the fabric being pulled up by a string. Since the shattering of Rhoda is a rather emotional and powerful scene, it is represented by a "tornado" of fabric that turns violently for some time and then reaches its culmination by falling to the stage representing the death of Rhoda as well as finally feeling the peace she never felt before.







FLOOR PLAN



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