



ABOUT US

eye + eye is a Brussels based multidisciplinary Design studio founded in 2016 by Clémence Sapparrart & Coline Jarry.

Owning respectively a master of Graphic Design and Industrial Design, the two designers explore the close link between the two fields. This complementarity enables eye + eye to conceive projects in a comprehensive and cross-cutting approach, considering at the same time the object, the design, the display, the graphics or the packaging.

eye + eye is the combination of two open eyes on the world, working together in the same direction (without any squint, don't worry). Not keeping their tongues nor eyes in their pocket, Clémence and Coline imagine new projects by exploring new materials, colors, and representation methods. Between illustration, graphic design and industrial design, eye + eye brings a new, fresh and comprehensive vision to the world of Design. Don't hesitate to get an eyeful on our projects, and most of all, keep your eyes open!

LEVIOSA - illustrations

"Leviosa" is a series of posters playing with the codes of illustration and perception in three dimensions. The architectural forms are seemingly floating in the air, devoid of any floor anchoring, scale nor perspective, becoming virtual shapes that open the door to curiosity. Those illustrations question the relationship between the dimension of the representation itself and the one of the fictitious object. Leviosa is a poetic nod to the works of M.C. Escher and his research on what he called "impossible objects".

NINGYO - shoes

The Ningyo shoes revisit and play with the codes of the traditional Japanese Geta sandals. "Ningyo", Japanese translation of "mermaids", echoes the hybrid aspect of this creation. Just as those aquatic creatures, the shoes are divided into two distinct parts, balancing each other out with harmony. The top of the shoes is modern and flamboyant, whereas the sole is closest to the traditional Geta sandals and their minimalist and refined design. With this hybrid design, the Ningyo shoes explore the question of the link between tradition and modernity.

No tears - necklaces

As a puzzle, the necklaces are created from simple geometrical motifs that, once assembled, create a strong graphic composition. NO TEARS explores the close link between graphic design and the necklaces, considered as a system of signs. The use of the eye motif in the necklaces is a reference to the symbolic signs used in Ancient Egypt, where the Eye of Horus was a symbol of protection and power. Element of finery, jewels were seen as magical and protective objects against danger and misfortune. The volume of the necklace is divided into different types of surfaces diversified by the textures, the materials and the colors. NO TEARS explores the mix of noble and classical materials, such as leather and silver, with the polymer clay, a material offering quasi-infinite possibilities of shapes and shades.



I like big forks and I cannot lie – table fork

I like big forks and I cannot lie revisits with humor the codes of the traditional table fork. By changing the established proportions and multiplying the number of tines, eye+eye allows eating more at every bite and creates a tailor-made fork for gluttons and bon vivants. In line with Foodporn, the project restores the image of gluttony and sees the fork as a creator of a carnal link between the user and his food.

I'd rather stay in my pool – bath towels

I'd rather stay in my pool is a series of three towels on the theme of the nostalgic love of summer. By changing the codes of the traditional (and boring) white bath towel, eye+eye brings back summer in interiors by bringing the idealized graphic universe of the pool.

Cultural center – visual communication

Every year, the cultural center of Jette celebrates the end of summer in order to present its new program and creative workshops. In a desire to transcribe the festive spirit of the center, the poster and other communication mediums are composed of simple and bright colored shapes, bringing a lively and playful dimension.

Shoes please - carpet

Shoes please is a series of carpets inspired by dream-like marbled shapes. In a graphical experimentation set up as a laboratory experience, the material is analyzed, treated, modified and enlarged in order to extract a fragment. The carpet's details, playing with the microscopic scale, immerse us in a whimsical world, where our vision is blurred. Shoes please is an invitation for losing ground.

Trouble - typography

Trouble is a disoriented typographic research. Trouble plays with our perception of the letters and tries to make us doubt about what we see. When perception is disturbed, memory takes over.

Bored at school - illustrations

Bored at school is a series of illustrations exploring the theme of boredom at school as a source of imagination and creativity. The illustrations feature a fantasized evasion from the classroom, where the object of leisure becomes an idealized object of desire. The reaching hand seems to crave for the ball, unreachable. The earth globe, typical of school, transforms into a basketball, highlighted by the pedestal. The sky is a central element in the illustrations since windows are in classrooms open gates to daydreams.

Dabbing the moon - notebooks

Dabbing the moon is a series of handmade notebooks on the theme of emotions and lunar phases. In the same way as prints found on the moon, the covers allow any possible Pareidolia. eye+eye explores complementary shapes and colors, offering different systems of signs. The patterns being made with stamps, each notebook becomes unique and emphasizes the intimate and personal aspect of a diary. Dabbing the moon is an invitation to dreamy mediations.