# TIM WILSON



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#### **ANIMAL CHAIR**









This Chair was designed and built by Tim Wilson for his brand Hunchmark in 2018

It has since been exhibited in the Makers Take 3 Exhibition, The Makers Take South East Creatives exhibition in colaboration with (BAD) Brisbane Art Design festival, as well as the Melany Wood Expo.

Through the process of carving with a chainsaw and grinder and then various sanding techniques, a very smooth but slightly uneven and asymmetrical surface is created which is so common for us to encounter in nature. The forms encompass animalistic traits which invite the user to create a stronger bond with the chair as if it were a pet, so that it may be taken care of for generations.

The chair utilised waste timber which would have otherwise been burned for firewood to create a sustainable reading chair to last generations.

### **MAKERS TAKE**





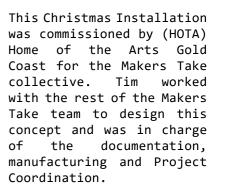


In 2017 Tim Wilson formed the group Makers Take with 5 other Gold Coast designers who had a shared aim of creating a platform to promote local furniture and homeware designers. These events brought the best local designers and makers to meet with the local community, helping to foster relationships and grow the local design scene.

The collective have gone on to create 4 successful exhibitions across the Gold Coast and Brisbane within the first 2 years.

Pictured left is the third event where Tim worked with the rest of the Makers Take team to design the exhibition layout and lighting suspension rig.

### THE FORUM



The concept here was to create a sense of place, that invites strangers amongst the community to share and interact through a playful furniture installation.







### DARK LIGHT







This lighting range was designed and made by Tim for his brand Hunchmark in 2018.

The shades are hand made by joining small strips of clay together around in a circle to slowly build the structure.

The pieces are made out of a black stoneware clay. As with most of the Hunchmark designs, these pieces are left with the textured clay surface without any glaze, which highlights the impressions left by the maker.

## PRAE STORE









These furniture pieces were designed in collaboration with Daniel Wilson Studio for the fit out of the new Prae store in Byron Bay.

Tim's role was resolving design details and also fabricating the free standing tables, benches and shelves.

All the pieces are made from pine with concealed fixings and a natural waxoil finish.

### **HUNCHMARK**







Hunchmark is a brand of objects, designed by Tim Wilson. The pieces are a morph of design and art which are highly functional yet challenge the norm of current consumer goods and try to tell a visual story.

Almost all of the pieces are ceramic which are hand made by Tim. They are made with the pinch pot technique which leaves a slightly textured surface to create pieces embodied with integrity, using natural, local materials whenever possible.

### SPOT LIGHT

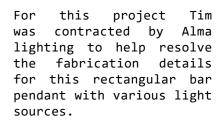


Tim was contracted to Alma Lighting to produce an economical spot light design for the 38 Series which utilises the variety of metal types which are available in the same \$\phi 38mm\$ size tube. Because of this design, the light can be customized to have stainless steel, brass and copper finishes, as well as any range of powdercoat colours.

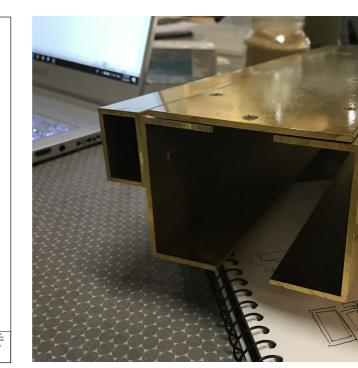
This design allows for a simple and refined adjustable spot light which is water tight and suitable for exterior uses.

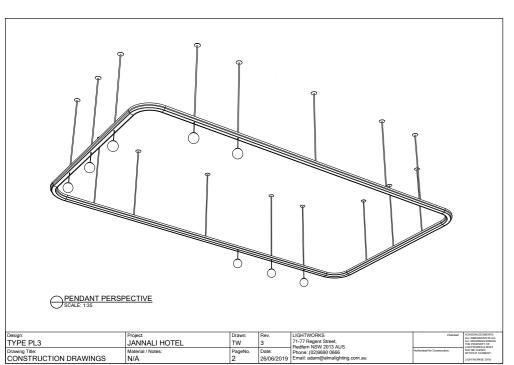
Project is currently in prototype phase.

#### **BAR PENDANT**



Tim liaised with the production managers to refine details and created a 3D model, technical drawings and CNC templates for cutting the custom components.



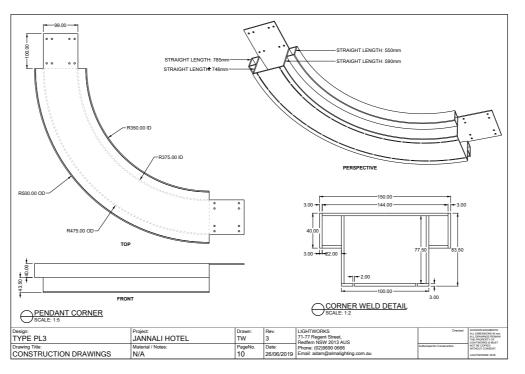


B7- JACK NUT-C/W PACKER

PENDANT DETAIL
SCALE: 1:1

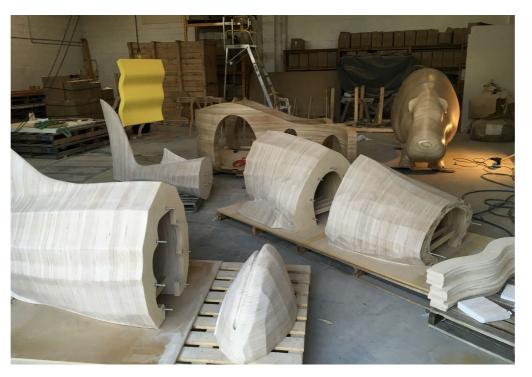
Project:
JANNALI HOTEL
Material / Notes:
N/A

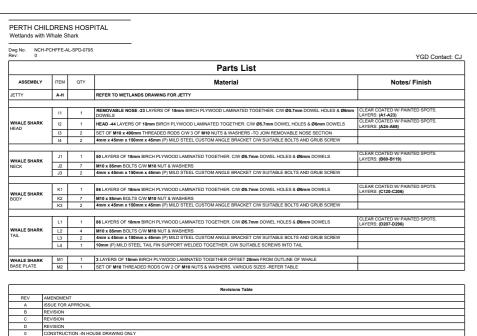
Design:
TYPE PL3
Drawing Title:
CONSTRUCTION DRAWINGS

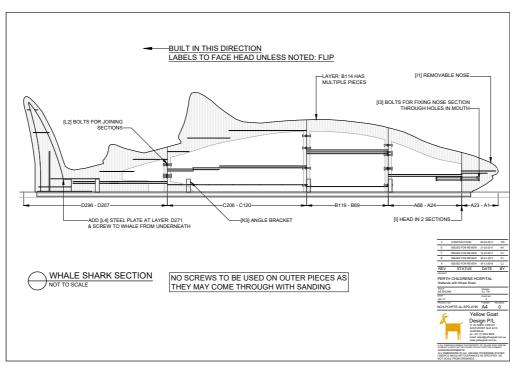


#### **PLAY ANIMALS**









Whilst employed at Yellow Goat Design, one of the major projects Tim worked on was the play animals series.

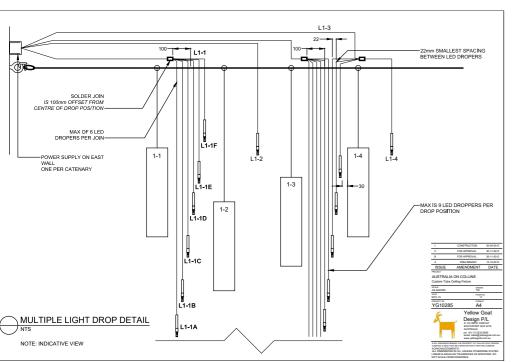
Tim's role on this series consisted of liaising with the production and design managers to solve the technical difficulties in fabricating these large scale play animals. Tim created 3D CAD models of the animals, slicing them into hundreds of pieces of plywood which were cut on a CNC router to then be laminated together to create the complex shapes.

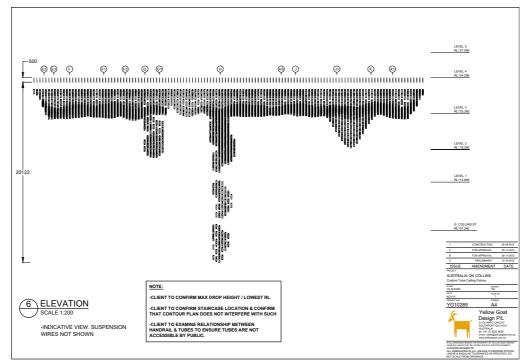
### **COLLINS** ST

Another project Tim handled while working at Yellow Goat, was the lighting installation at the Collins Street Shopping Centre in Melbourne.

Tim worked with the design from the Architects and created technical drawings which consisted of 80 pages. Tim devised a table system which had codes for each of the 5000 tubes to indicate the correct shade of green, the location and the drop height.





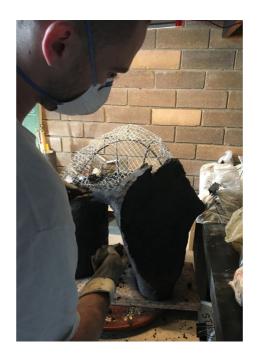


### SCULPTURE











Tim has long been an artist in his spare time, but has recently ventured into making large concrete sculptures.

For this process Tim had to research lightweight concrete fabrication techniques to create a suitable method for creating these abstract shapes.

After a small maquette was finalised, a wire mesh frame was bent into shape and steel bar tied in for extra support. Then a unique concrete mix was developed to prevent slumping. This was mixed in small batches to be pressed and rendered over the frame, with multiple coats to achieve a smooth finish.