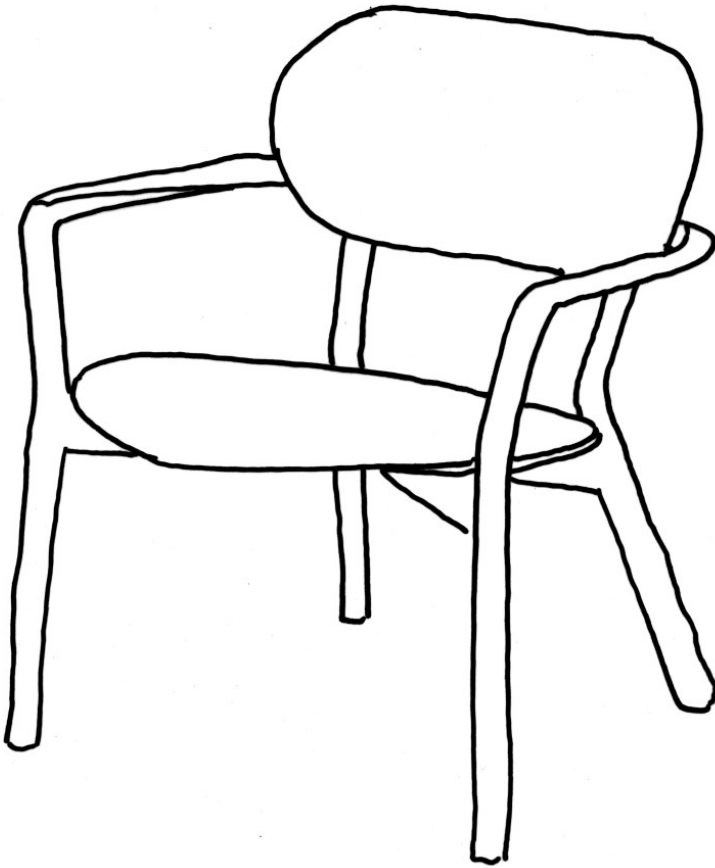


Armchair  
Castor

Armsessel, Castor  
Big-Game, 2014  
Karimoku New Standard, JP



The Swiss-French-Belgian trio Big-Game, made up of Grégoire Jeanmonod (b. 1978), Augustin Scott de Martinville (b. 1980), and Elric Petit (b. 1978) and based in Lausanne, debuted with a splash in 2005 with the wooden hunting trophies they showed at the Milan Furniture Fair. In the meantime, the ironic approach taken by the three designers, who all studied at the ECAL in Lausanne, has become more subtle. The furniture range called Castor (Latin for “beaver”) employs the look of beaver-gnawed tree trunks as a stylistic element. The cut round timber, used in the armchair as well as in the chair, stool, table, bench, and shelf, also takes into account the requirements of production engineering and enhances the functionality of the furniture. The traditional Japanese manufacturer Karimoku is known for its high-quality workmanship using CNC machining along with many steps that are today still executed by hand. The Japanese oak used for the furniture originates from sustainable forestry.

<https://www.eguide.ch/en/objekt/castor/>