

# PUZZLE

design Edward Barber & Jay Osgerby

MU  
TIN  
A



“Puzzle si ispira a un gioco di infinite combinazioni, lasciando che le forme si uniscano e si mescolino. Semplici figure geometriche si alleggeriscono e fluttuano man mano che il puzzle si compone, formando mappe, isole, nuvole... Le diverse configurazioni e combinazioni permettono a qualsiasi posa di essere sempre unica”  
Edward Barber & Jay Osgerby

“The Puzzle collection is a game with infinite outcomes. The simple geometric shapes become softer and more fluid as the puzzle grows, allowing patterns to ebb and flow. Objects emerge like maps, islands or clouds, with endless possible permutations, meaning that whenever Puzzle is used it will always be unique.”

Edward Barber & Jay Osgerby





## THE CONCEPT

Puzzle è piastrelle in gres porcellanato smaltato, che si articolano in un'alternanza tra fondi tinta unita e pattern grafici a più colori.

L'idea di base della collezione risiede nella progettazione dell'intero ambiente e non del singolo rivestimento, permettendo la comunicazione tra gli elementi architettonici e spaziali dei diversi ambienti della casa e creando una linea continua tra le declinazioni dei colori della collezione.

La versatilità delle tinte unite e dei pattern grafici offre infinite possibilità di progettare gli spazi, abbinando pavimenti con rivestimenti, delineando aree con l'utilizzo di cornici o tappeti grafici, per dare un ritmo e un carattere agli ambienti ogni volta unico.

Puzzle is a set of glazed porcelain stoneware tiles: a mixture of block colours and multi-coloured graphic patterns.

The idea behind the collection is to design the entire room and not an individual façade, giving the chance of communication between architectonic and space elements placed in different parts of the house and drawing a continuous line through colour declinations of the collection.

The versatility of the block colours and graphic patterns offers endless possibilities to the space projects, combining walls and floors, shaping areas with frames and graphic flooring, aiming to give rhythm and attitude to unique settlements.





## THE COLLECTION

Puzzle é un'originale composizione di geometrie e colori che rende i pattern protagonisti. Qualunque sia la disposizione, il disegno che ne deriva risulta sempre interessante e unico, dando vita a infinite combinazioni ogni volta nuove. È realizzata in 25·25 cm, un unico formato ormai inusuale nel mondo della ceramica, con uno spessore importante, 14 mm, per dare maggior valore al manufatto.

Le otto famiglie cromatiche di Puzzle sono composte da:

**6 PATTERN GRAFICI** composti da 3 colori

**3 FONDI A TINTA UNITA** in 3 colori diversi

**2 PATTERN EDGE SPECULARI** composti da 2 colori

Puzzle is an original composition of colour and geometry in which patterns are at the forefront. No matter how you arrange Puzzle, the resulting design will always be interesting and unique, creating infinite combinations that are new every time.

The tiles measure 25 x 25 cm, a single format that is now somewhat unusual in the ceramics world, and are quite thick at 14 mm to give greater value to the piece.

There are eight colour families, each one are composed of:

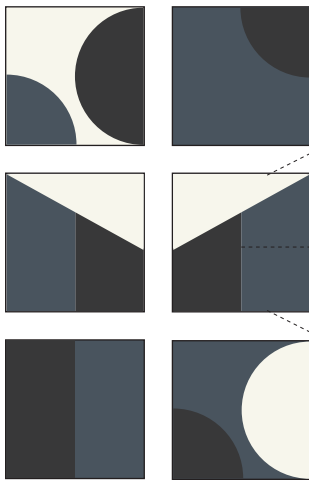
**A SET OF 6 GRAPHIC PATTERNS** in 3 colours

**3 PLAIN TILES** in 3 different colours

**A SET OF 2 SYMMETRICAL EDGE PATTERNS** in two colours

**SET OF PATTERN**

6 pattern grafici  
6 graphic patterns



**ANGLESEY**

**FONDI - PLAIN TILES**

3 fondi tinta unita in 3  
differenti colori  
3 plain tiles in 3  
different colours



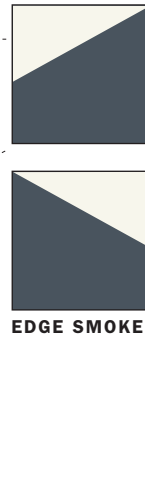
**POWDER**

**SMOKE**

**COAL**

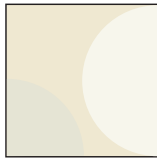
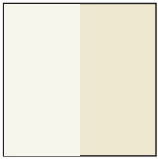
**EDGE**

2 patterns Edge speculari  
2 symmetrical Edge patterns



**EDGE SMOKE**

# PUZZLE COLOUR FAMILIES



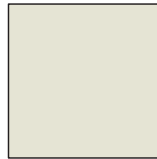
**FAROE**



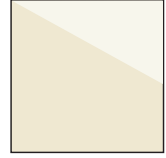
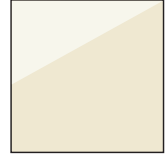
**POWDER**



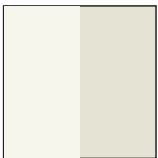
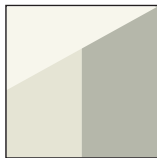
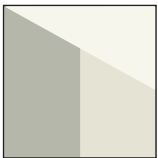
**MINERAL**



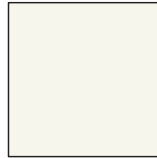
**STONE**



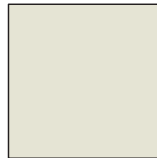
**EDGE MINERAL**



**ALAND**



**POWDER**

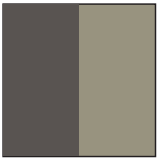


**STONE**



**EDGE STONE**

**ASH**



**GOTLAND**



**POWDER**



**CLAY**



**STEEL**



**EDGE STEEL**



**SKYE**



**STEEL**



**SLATE**

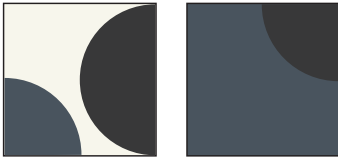


**COAL**

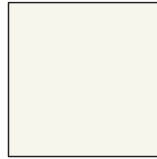
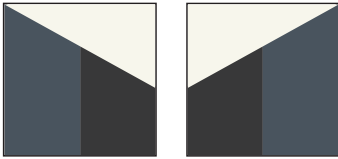


**EDGE SLATE**

# PUZZLE COLOUR FAMILIES



ANGLESEY



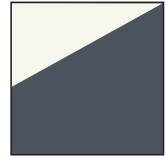
POWDER



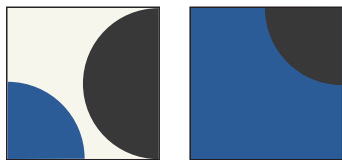
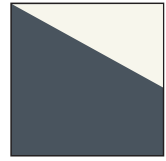
SMOKE



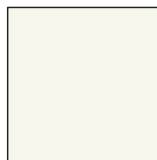
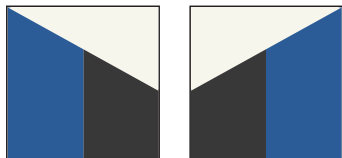
COAL



EDGE SMOKE



MILOS



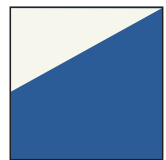
POWDER



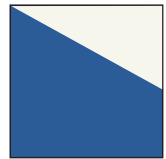
CERULEAN



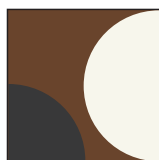
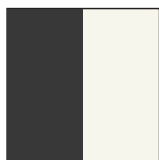
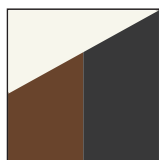
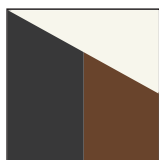
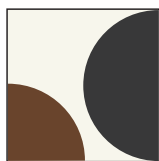
COAL



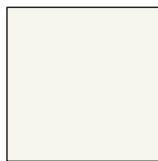
EDGE CERULEAN







**CRETA**



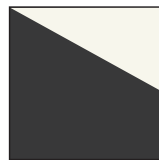
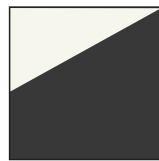
**POWDER**



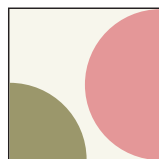
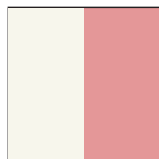
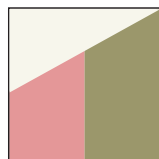
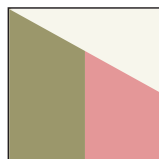
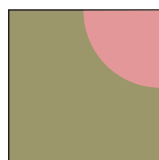
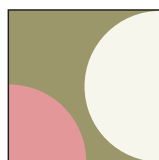
**BRICK**



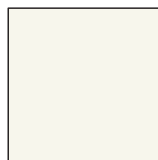
**COAL**



**EDGE COAL**



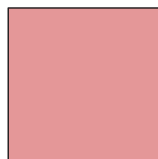
**MURANO**



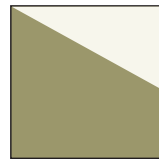
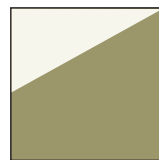
**POWDER**



**OLIVE**



**FRAGOLA**



**EDGE OLIVE**



## SUGGESTIONS

Puzzle è infinite combinazioni randomiche in una totale libertà di disposizione. I nostri suggerimenti mostrano soltanto alcune delle sue innumerevoli combinazioni: un vero pezzo unico, che muta disponendo i suoi elementi in orizzontale o in verticale, a pavimento o rivestimento, seguendo forme regolari o astratte.

Nasce così la possibilità di progettare un pavimento grafico abbinato a un rivestimento tinta unita e viceversa. Creare una gradazione di colore che a partire dal pavimento a tinta unita sfuma in pattern grafici che si sviluppano anche in verticale e mutano in rivestimento. O ancora un pavimento di incontro tra pattern Edge in disposizione ordinata per creare vere e proprie forme geometriche che gradualmente si disordinano in una disposizione randomica. Tre tipologie di elementi combinate insieme: pavimenti e rivestimenti che vedono sia i set di pattern sia i pattern Edge essere utilizzati per comporre battiscopa, perimetri e altre interlinee tra ambienti o spazi, messi in correlazione grazie ai fondi molteplici declinati nelle nuance coordinate.

Puzzle stands for the infinity of possible combinations and a total freedom in its disposition. Our suggestions only show a small group of its endless combinations: a real unique piece that changes with its elements through horizontal or vertical positioning, through floors or walls, and geometric or abstract shapes. Giving the chance of design graphic flooring matched with a block colour façade and vice-versa. Creating a gradation of colours that starts out as a block colour on the floor and blends into graphic patterns up the wall using the skirting board to change into a façade. Or even designing a floor where the Edge patterns are organized into actual geometric forms that gradually disperse randomly. Three types of elements combined together: floors and walls are displayed within set of patterns or Edge patterns, building skirting boards, frames or other lines in between spaces, put in relationship thanks to multiple coordinated block colours.

## **SET-UP 1**

I set di pattern grafici sono disposti in posa sfumata: al centro gli elementi pattern utilizzati randomicamente sfumano in verticale a raggiungere il fondo blu coordinato, e in orizzontale per mutare in bianco. In questo modo, pavimento e rivestimento vengono interposti in una forte sinergia dimensionale.

The set of graphic patterns are placed in a shading set-up: central patterns are randomly used to shade vertically towards blue plain tile, and horizontally towards white. This way, floor and wall communicates through a strong dimensional synergy.

**SMOKE - ANGLESEY - POWDER**



RUSCHIA

WÄCHER



ANGLESEY - POWDER



## **SET-UP 2**

I set di pattern possono essere impiegati anche per creare elementi di decorazione degli spazi, composizioni decorative circoscritte tra fondi tinta unita.

The set of patterns can be used to create other decorative elements in your space, headboards or decorative patterns outlined with plain tiles.

**POWDER - ANGLESEY - COAL**





**ANGLESEY - COAL**





**POWDER - ANGLESEY**





## **SET-UP 3**

I pattern Edge si prestano a infinite composizioni randomiche che creano disegni grafici per dare un tocco ogni volta unico e personalizzabile.

Edge patterns can be used in infinite random compositions, creating graphic layouts and giving a unique and personal touch.

**EDGE SMOKE**

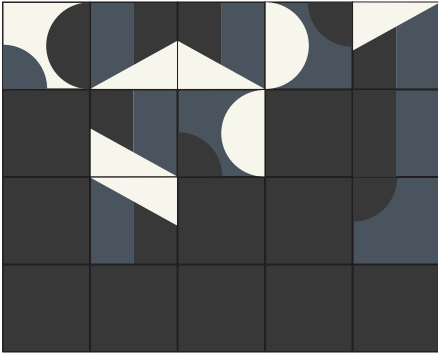


**EDGE SMOKE**

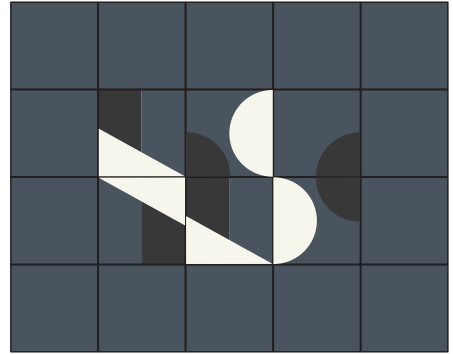




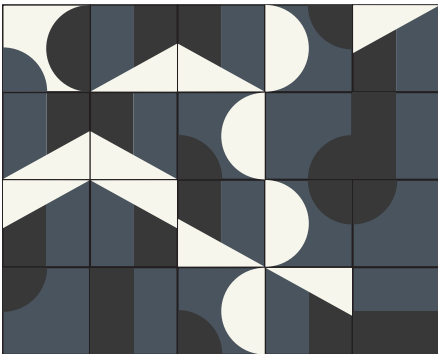
**PATTERN ANGLESEY**



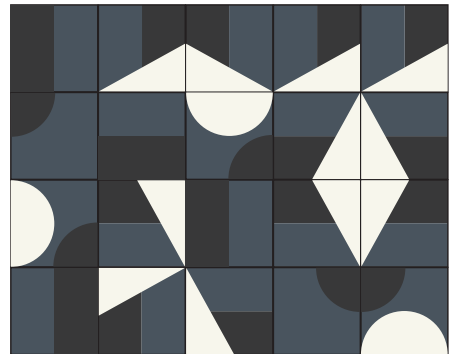
**POSA SFUMATA CON FONDO TINTA UNITA**  
Shaded installation on solid background



**POSA CON FONDO TINTA UNITA**  
Shaded installation on solid background

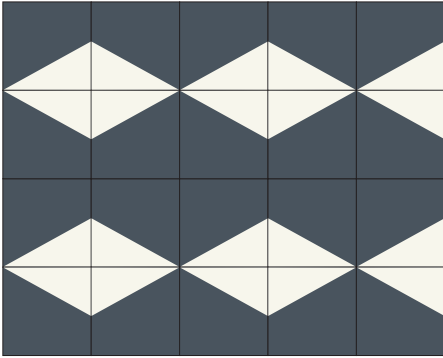


**POSA RANDOM**  
Random installation

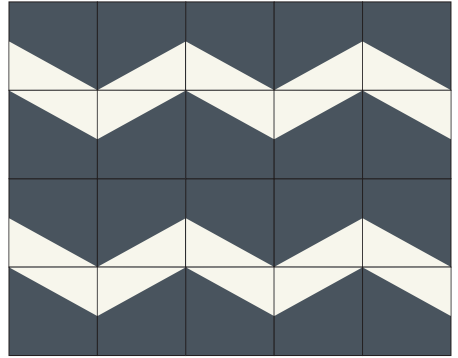


**POSA RANDOM**  
Random installation

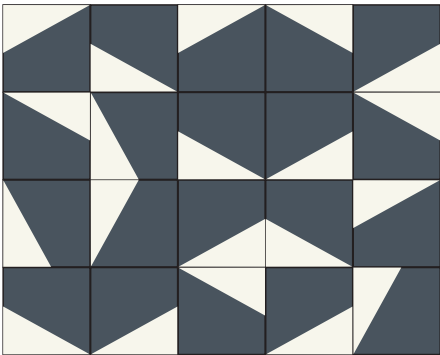
**PATTERN EDGE SMOKE**



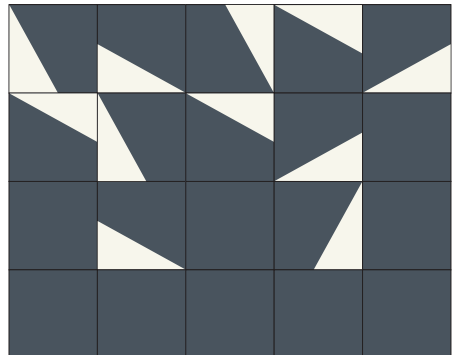
**POSA ORDINATA**  
Well-ordered installation



**POSA ORDINATA**  
Well-ordered installation



**POSA RANDOM**  
Random installation



**POSA SFUMATA CON FONDO TINTA UNITA**  
Shaded installation on solid background

## EDWARD BARBER & JAY OSGERBY

Barber e Osgerby inaugurano il loro studio londinese nel 1996, dopo essersi laureati al Royal College of Art di Londra. Il loro approccio multidisciplinare sfida i confini del design industriale, dell'architettura e dell'arte. I loro lavori includono collezioni per Knoll, Vitra, B & B Italia, Cappellini, Venini e Flos, limited edition e commissioni pubbliche come la London 2012 Olympic Torch e la moneta da 2 sterline disegnata per la Royal Mint. La prima monografia estensiva loro dedicata, pubblicata da Rizzoli New York, è del 2011. Entrambi sono Royal Designers for Industry (RDI) e Honorary Doctors of Art. Il loro lavoro è nelle collezioni permanenti di musei in tutto il mondo, come il V&A e il Design Museum di Londra, il Metropolitan Museum of Art di New York o l'Art Institute di Chicago.

Barber and Osgerby opened their London studio in 1996, having graduated from the Royal College of Art in London. Their multidisciplinary approach pushed the boundaries of industrial design, architecture and art. Their work includes collections for Knoll, Vitra, B & B Italia, Cappellini, Venini and Flos, limited edition pieces and commissions such as the London 2012 Olympic Torch and the £2 coin designed for the Royal Mint. The first extensive monograph on the pair was published by Rizzoli New York in 2011. They are both Royal Designers for Industry (RDI) and Honorary Doctors of Art. Their work is included in the permanent collections of museums around the world, such as the V&A and Design Museum in London, the Metropolitan Museum of Art in New York and Chicago's Art Institute.





# PUZZLE

Modello registrato  
Registered design

**design** Edward Barber & Jay Osgerby 2016

**production** industrial

**material** gres porcellanato smaltato ad impasto omogeneo  
glazed homogeneous porcelain stoneware

**sizes** \*25·25 cm - 10''·10''

**thickness** 14 mm

**complementary pieces** battiscopa \*12,5·25 cm - skirting 5''·10''

\*misure nominali - nominal sizes

# PUZZLE / technical features

## UNI EN14411:2012 App. GL. (Bla Group)

norma standard	caratteristiche features	valore prescritto value required	PUZZLE
ISO 10545/3	assorbimento d'acqua water absorption	<0,5%	0,06%
ASTM C373		<0,5%	0,06%
EN 101	durezza superficiale (scala mohs) surface hardness (scala mohs)	> 5	conforme unaffected
ISO 10545/9	resistenza agli sbalzi termici resistance to thermal shock	nessuna alterazione visibile no visible alteration	resiste resistant
ISO 10545/12	resistenza al gelo frost resistance	nessuna alterazione visibile no visible alteration	resiste resistant
ASTM C1026		unaffected	unaffected
ISO 10545/13	resistenza agli attacchi chimici resistance to chemical attacks	nessuna alterazione visibile no visible alteration	resiste resistant
ASTM C650			unaffected
ISO 10545/4	sfuerzo di rottura (N) breaking strength (N)	Sp $\geq$ 7,5 min 1300	5019
	Classificazione carico di rottura breaking strenght classification		U4 (carichi pesanti) U4 (heavy weights)
DIN 51130 - 04		valori medi 6° $\div$ 10° 10° $\div$ 19° 19° $\div$ 27° 27° $\div$ 35° > 35°	R9 R10 R11 R12 R13  R10
ISO 10545/14	resistenza alle macchie stains resistance	CLASSE 3 MIN. MINIMUM 3	resiste resistant

## LEED CERTIFICATION

> 20% PRE-CONSUMER



# PUZZLE / packing

<b>formato size</b>	<b>pz-mq pcs-sqm</b>	<b>pz-scat. pcs-box</b>	<b>mq-scat. sqm-box</b>	<b>scat.-pal. box-pal.</b>	<b>kg-scat. kg-box</b>	<b>kg-pal. kg-pal.</b>	<b>mq-pal sqms-pal</b>
25·25	16	12	0,75	60	22,20	1332,00	45,00
set of 6 patterns 25·25	16	12	0,75	60	22,20	1332,00	45,00
edge 25·25	16	12	0,75	60	22,20	1332,00	45,00
battiscopa 12,5·25	-	10	2,5 ml	-	9,25	-	-



V1  
variazione uniforme  
uniform variation

**credits**

**photos** Leonardo Scotti

**portrait photo** Pascal Grob

**styling** Alla Carta Studio

**concept** Simona Bernardi

**text** Mutina

**thanks to:**

Danord

Flos

KnIndustrie

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