

Occhio

Eva Marguerre and Marcel Besau, designers, Hamburg

Ms Marguerre, Mr Besau, can you tell us if you envy architects?

We wouldn't call it envy. There are many areas of design which overlap. Although our tasks are different they include many similar ways of looking at things and challenges: the use of materials, structures and principles – or the relationship between space and object. As young designers we would of course love to have a design become a classic. However the lifespan of products is often much shorter than that of a building, which often dominates the cityscape for decades.

Is a chair more difficult to design than a house?

That depends on your own aspirations. Both tasks can be very difficult. Whether it is a small product or a large house the challenge lies in the details. The main difference is the feeling of greater responsibility one has for the people who will live and work in it when designing a building. They will find it hard to escape the influence of the architecture, unlike most products.

What inspiration do you take from current architecture?

We let computer-controlled design processes inspire us. Algorithmic, generative programs are far more common in architecture. A high level of anticipation and abstraction is necessary to develop them.

What do architects, in Germany or worldwide, do better than designers?

It is difficult to give a general answer: there is good and bad design, just like good and bad architecture.

Do designers and architects speak the same language – and does this make it easier for them to overcome barriers?

Yes, they do: we speak different dialects, which are mutually enriching.