INTERIORS & ARCHITECTURE • Materials-Products-People-Projects





SURFACES REPORTER'S BEST OF BEST MATERIALS & PRODUCTS

COLLECTORS EDITION VOL-III 2016





GREAT TO HAVE YOU AS A PART OF SURFACES REPORTER

SHOWCASE COLLECTOR EDITION VOL III 2016



SURFACES REPORTER

MATERIAL

SOME UNTOLD

{POETRIES}

STORIES

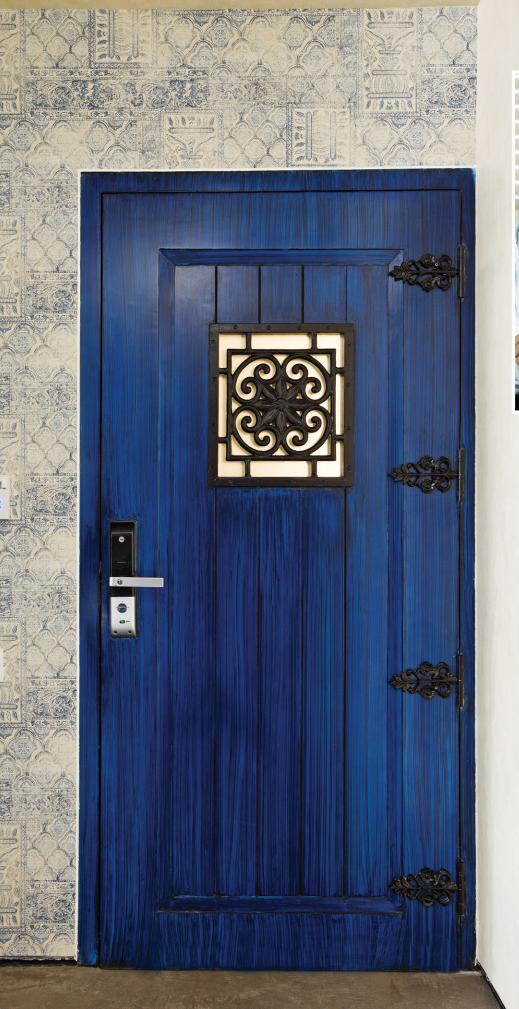
When an idea embraces materials, different forms & expressions are born. As the touch of a musician brings life to an inert musical instrument, a material comes to life when a designer actualizes an idea with it.

In architecture & interior projects, often the central theme and idea are discussed. Beneath this, many small but significant stories get crushed & forgotten. During project execution, we go through so many trials & errors, experiment, face unexpected challenges, deal with changes in client's brief, work with artisans, partner with other firms, play with colours & materials, laugh, cry, learn, succeed, and so much more. Material Poetries is a place to share the untold stories along with all the "emotions and learnings".

When we discuss design by design, sharing becomes teaching, reading becomes learning, and story becomes inspiring.

These stories are from various projects, from the seasoned and upcoming ones. We hope you will like our attempt at bringing forth the untold stories. Eagerly waiting to know more, write to us at **press@surfaces.in.**







DHAVAL SHELLUGAR & FARAH AHMED

A BEAUTIFUL DOOR DONE WITH TEAK, FINISHED IN **COBALT BLUE DISTRESSED PAINT**

Farah & Dhaval expressed,

"The client wanted a dramatic foyer with a 'Games of Throne' inspired door. The entrance of this lovely Anglo-French themed house is a space in blue and beige. The walls are clad in wallpaper and the door is made with Teak and finished in a cobalt blue distressed paint. The center peep hole is made with cast iron."

Project- Nadhani Residence, Koramangla, Bangalore Client- Puja and Pallav Nadhani Designers- Farah Ahmed, Dhaval Shellugar Firm- FADD Studio, Bangalore www.faddstudio.com