



L4 CRAFT

LOCAL FOR CRAFT

ALDEIAS DO XISTO

THE SOUL OF A PLACE

On a specific place, the knowledge that we are able to mobilize to act cumulatively on the available resources results in a map of meanings and feelings that give the place a concrete personality, an everyday identity. With this project, **L4Craft**, the Aldeias do Xisto mean to summon that very same identity of the places, adding the reflective thinking and the design project methodology to the local know-how and authorship, in order to create objects which are able to explore feelings of universal interpretation and, through them, bring the beholder to a tangible place one can really experience. Each one of these objects evokes knowledge and resources which are unique to singular places, daring everyone to become a part of them and to belong.

Rui Simão





FOZ DO COBRÃO

N 39° 43' 50''
W 7° 45' 36''







































ão
ia.
(Foz do Coirão)





Alameda e Sarnadinha
Encosta da serra
S... pequenas
a nossa terra.

ervas é sol posto
lua cheia
do Cobrão
mor passeia.

Canção Popular da Foz de Coimbra



GOLD





**THE
PROJECT**

KNOWING IS NOT ENOUGH; WE MUST APPLY.
WILLING IS NOT ENOUGH; WE MUST DO .
GOETHE

L4Craft / Processes with soul

The field of work we are concerned with is that of our own culture, our existence, the ground we tread upon, and it is sensitive to the changes of the time to which we must adapt in order to survive.

The method proposed for this action lies in providing meaning to the signs of our everyday life through the materialisation of significant artefacts.

The purpose of **L4Craft** is to **perceive**, using the five senses, the essence of places and to **observe** the characteristics which suggest their character as a primary concern for the constructions of the future.

Defining which ancestral experiences leave their mark on a place and establishing a counterpoint to reality enabled us to build a case for the design of the **idealised** artefacts on the basis of a working method that combines materials and technologies, within an interaction process between creators residing in the places and their guests. The final result comprises **prototypes**, the first approaches to the process (as important as the finished product, or more so) that are presented to the public to initiate a dialogue, to be tested and to understand whether they are artefacts with a soul, capable of conveying the spirit of the place they come from.

João Nunes

Designer e coordenador do projecto

Project designer and coordinator

*Johann Wolfgang Von Goethe / filósofo alemão. Sec. XVIII

18th century German philosopher

































PATRÍCIA GORRIZ

ANA LOUSADA

CARLOS NETO

FOZ DO COBRÃO 2014