

Resident

15 April 2024

Press Release - Phase Lights by Estudio Persona

Resident is thrilled to announce a new design collaboration, our first with duo Emiliana Gonzalez and Jessie Young, the Co-Founders of LA based Estudio Persona.

The debut product of this collaboration is the aptly named Phase Lights, which are to be release globally in May 2024.

Backstory

Resident and Estudio Persona met in 2022 and realised that both studios share a common goal of producing unconventional products with simple but strong lines, to form sculptural statement pieces. Resident proposed a lighting brief that asked for a large pendant containing a significant memorable element, which also could exist in more regular sizes.

Estudio Persona responded by searching for inspiration in performances specifically led by women.

“The work of Rebecca Horn - White Body Fan, 1972 was a huge inspiration for the Phase collection. Her work triggered an association between her female study and the Moon as a symbol of femininity, darkness, mystery, renewal & transitions. Like the Moon, women go through cyclical phases. Different phases symbolise a different phase of intentions “

The presentation of the initial concepts was warmly received by Resident and followed with 18 months of close collaboration between Auckland and Los Angeles, with Resident utilizing its diverse New Zealand manufacturing capabilities to model dozens of iterations of the Phase family.

As the design progressed it became more and more refined, to a point where the lights have now been reduced to their most essential elements.

The result is a set of strikingly unique crescent shapes, which express themselves through a Small and Large Pendant, Table Light and Wall Sconce.

The Phase lights showcase the rich contrast between light and dark, with graphical volumes of light and shadow encapsulated within a memorable crescent shape.

“The challenge was to design a large graphical volume and make it feel weightless at the same time. By emphasizing the importance of the light source in the design, we managed to balance the overall visual weight “