

Roedeer

() **Big-Game**
Switzerland/Belgium

Big-Game aims to edit each new year a series of objects that are linked to a self-imposed theme. The first year's theme is the reinterpretation of the codes of bourgeois furniture. The Moose & Deer Head are part of this series: a modernized, somehow abstract version of the trophy head, executed in triplicate. "We wanted something light to stress the heavy drama that is usually associated with this object – the killing of the animal and the stuffing of the head."

Material

Beechtriplex

Dimensions

12.1 x 17.6 x 30 cm

Colours

Natural, black, white and gold

