

Vicente García Jiménez

SHAPING FORM THROUGH LIGHT



SPANISH-BORN DESIGNER VICENTE GARCÍA JIMÉNEZ HAS STUDIED TEXTURES, COLORS, LIGHT, AND shadow throughout his life. After graduating from the University of Experimental Sciences in Castellon de la Plana, Spain, with a major in industrial design engineering, he moved to Barcelona to collaborate with furniture and lighting company Santa & Cole. Jiménez later moved to Udine, Italy, where he developed a new line of lighting fixtures for Italian manufacturer Karboxx. In 2005, he became art director for the Spanish lighting company Fambuena. Jiménez currently lives and works in Udine where he is creating lighting fixtures, furniture, and exhibition spaces.

CREATING EMOTION AND LIFE THROUGH ART

MSC: Your work reflects an interest in objects and forms that create life and emotions through lighting. What inspired or brought about this idea that light can create emotion and life, and how do you create it in your own pieces?

VGJ: If you think from the beginning of time, everything started with a big impact, a big light; it is all about life. Every single light creates an atmosphere. Form, lights, and shadows are channels that can make you feel emotion. Soft diffusing light, layers of light, or a simple candle can make you feel free,

relaxed, and comfortable. Of course, it also depends on the place and the people you are with and what you are doing at that moment.

INSPIRATION AND FORM

MCS: Your work is often geometric in form. What influences these forms?

VGJ: I begin with a concept. Then I start developing it into more detail, thinking about the union of materials and shapes. You never know where an idea will come from. Sometimes I start thinking about the packaging and shipping of a product and the design emerges from that. In the end it is about proportion. I love geometric shapes that are primitive in their simplicity or when you use them in a repetitive way. In the case of the light fixture *Fields*, it has a lot of versatility in terms of where it can be installed and how. It is one object, but when several are grouped together it becomes a field of overlapping planes of light.

MSC: You often work with layers of light, color, and texture within one piece. How do you successfully combine all of these elements?

VGJ: There are different types of light and shadows. To blend different types