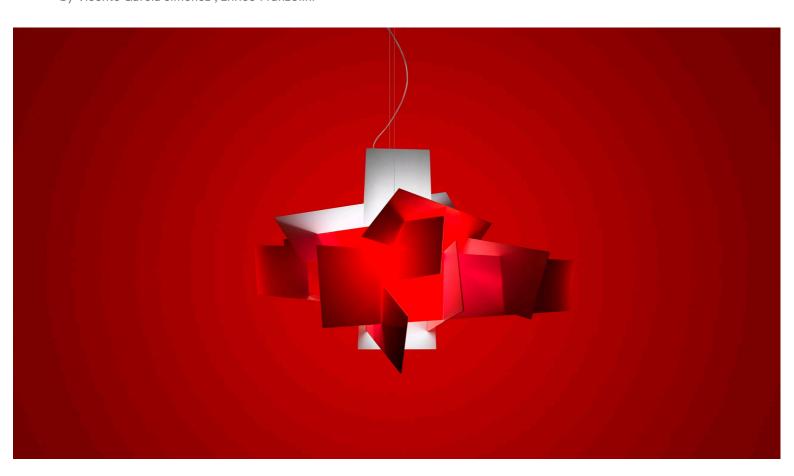
Big Bang, sospensione

by Vicente Garcia Jimenez, Enrico Franzolini



DESCRIPTION

Irregular and apparently random intersections of spatial planes create a volume around the light source and produce the dynamic character of the exuberant suspension lamp Big Bang. By evoking the dynamism of an explosion, the methacrylic planes – available in the white or white/red versions – seem to escape the central luminous core and explode in all directions. A highly plastic luminous body, characterised by the intrigues of light and shade, of great visual impact and yet aerial, ideal for singlehandedly personalising interiors of various styles. Big Bang provides an intense, decisive and direct light. The particular arrangement of the surfaces guarantees maximum reflection and at the same time avoids dazzling, whilst offering a different lighting effect from all angles. With the L and XL versions, the strong scenic effect of this lamp is further emphasised, making it ideal for significant venues in which it creates charming luminous architecture.

MATERIALS

Methacrilate and aluminium varnished

COLORS

Red, White



Suspension lamp with diffused, direct and indirect light. The lamp consists of an epoxy powder coated white aluminium plate and 6 different shaped translucent methacrylate slabs which fit into one another thanks to purpose designed couplings cut into the slabs. In the red version, the slabs are silk-screen printed and colored on the outside. Two stainless steel suspension cables and transparent electrical cable, ceiling rose with galvanized metal bracket and epoxy powder coated white metal cover. The electronic transformer, in the fluorescent version, is housed in the canopy. Canopy decentralisation kit available.

Big Bang LED

SCHEMATIC & LIGHT EMISSION



MATERIAL

Methacrilate and aluminium varnished

COLORS



ACCESSORIES

Kit B

LIGHT SOURCE

LED included 37W Mid power 3000 K 3260 lm CRI>90 Dimmable

CERTIFICATIONS









IP 21

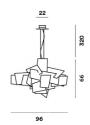
ENERGY EFFICIENCY

A+

FOSCARINI

Big Bang

SCHEMATIC & LIGHT EMISSION



MATERIAL

Methacrilate and aluminium varnished

COLORS



ACCESSORIES

Kit B Kit F Kit M LIGHT SOURCE

LED retrofit, Halo 160R7s Non dimmerabile

Fluo 26GX24q-3 Dimmerabile

CERTIFICATIONS









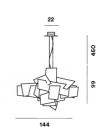
IP 20

ENERGY EFFICIENCY

A+, A, C

Big Bang L LED

SCHEMATIC & LIGHT EMISSION



MATERIAL

Methacrilate and aluminium varnished

COLORS



ACCESSORIES

Kit B

LIGHT SOURCE

LED Included 58W Mid power 3000 K 6084 Im CRI>90 Dimmable

CERTIFICATIONS









IP 20

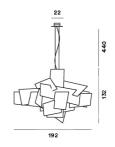
ENERGY EFFICIENCY

A+

FOSCARINI

Big Bang XL LED

SCHEMATIC & LIGHT EMISSION



MATERIAL

Methacrilate and aluminium varnished

COLORS



ACCESSORIES

Kit B

LIGHT SOURCE

LED Included 87W Mid power 3000 K 9126 Im CRI>90 Dimmable

CERTIFICATIONS









IP 20

ENERGY EFFICIENCY

A+

Big Bang, sospensione

Designer

VICENTE GARCIA JIMENEZ

After several significant professional experiences in the field of design, he teamed up with Enrico Franzolini in the Big Bang project, entailing lamps with an exuberant personality that bring to mind the dynamism of an explosion.

Subsequently, he created the modular lighting project, Fields, which draws its inspiration from the view of a landscape from above, as well as the Le Soleil lamps, spheres of irregular strips creating a special luminous effect.



Big Bang, sospensione

Designer

ENRICO FRANZOLINI

His artistic research as a youth led to multiple participations in collective and personal exhibitions, starting with the Biennale in 1972, in the decorative arts section.

In parallel with his artistic research, he developed his engagement in the fields of architecture and industrial design. His studio tackles very different design topics in terms of scale and subject matter, but they all share a recognisable method and stylistic consistency. Together with Vicente Garcia Jimenez, he designed the Big Bang lamp, which is an explosion of criss-crossing planes that leads to a completely unprecedented type of lighting.



family





Big Bang

Big Bang