



Somnia Lumen, chandelier

EDITION
Delvis (Un)Limited

DETAILS

BODY:	Loofah fillasse, fibers
SIZE:	L: 200 x W: 200 cm L: 78.74" x W: 78.74"
NET WEIGHT:	15 kg
YEAR:	2025
PRICE:	Upon request



Espace Aygo

The object is a merge of a bed together with a conversation pit. Above that you have a big lamp that can lower down to create a closed off atmosphere and can be lifted up to have an open atmosphere therefore the object directs the social and spacial dynamics. This dynamic interplay of the piece makes less a static furnishing than a choreographic device.

MORE INFO:

In their home, everything is oversized, from the objects to the spaces themselves, because they love doing things together. This philosophy of shared living is reflected not only in the layout of the space but also in the way they create collectively, turning every element into a shared experience.



Exhibition:

The Theatre Of Things

THE THEATRE OF THINGS
7 nights and 7 days living with collectible design

Delvis (Un)limited - 6th to 13th of April 2025
The collectible design gallery/brand Delvis (Un)limited presents an exhibition-performance that showcases life in a living space designed by 7 designers. Challenged to juxtapose and intertwine their languages, the designers are also invited to live in the space day and night, bringing to life a sort of domestic stage on the street. The exhibition is curated by Valentina Ciuffi and Joseph Grima. The creative direction is by Studio Vedèt, and the set design is by Space Caviar.



BIO DESIGNER:

'Espace Aygo is our design collective, our home, our workspace, our playground, a domestic experiment in a 20th-century Belgian house. The collective has become an entity. We are 4 individuals operating as 1 organism. Everything is crafted by us, from the spoon to the sofa, from the bath to the cat-box, their functionality is proven by use. Our work is boldly declaring the transformative power of objects and spaces, shaping new ways of being, doing & knowing. We go beyond the conventional idea of possessions and recognize objects as conduits of change, capable of evoking behaviors & instigating shifts in patterns, objects become subjects. As world-builders, we challenge the dominance of a singular reality, believing in the coexistence of countless valid & rich realities. Our creations serve as portals to these diverse realms, encouraging the simultaneous exploration of multiple narratives.'