

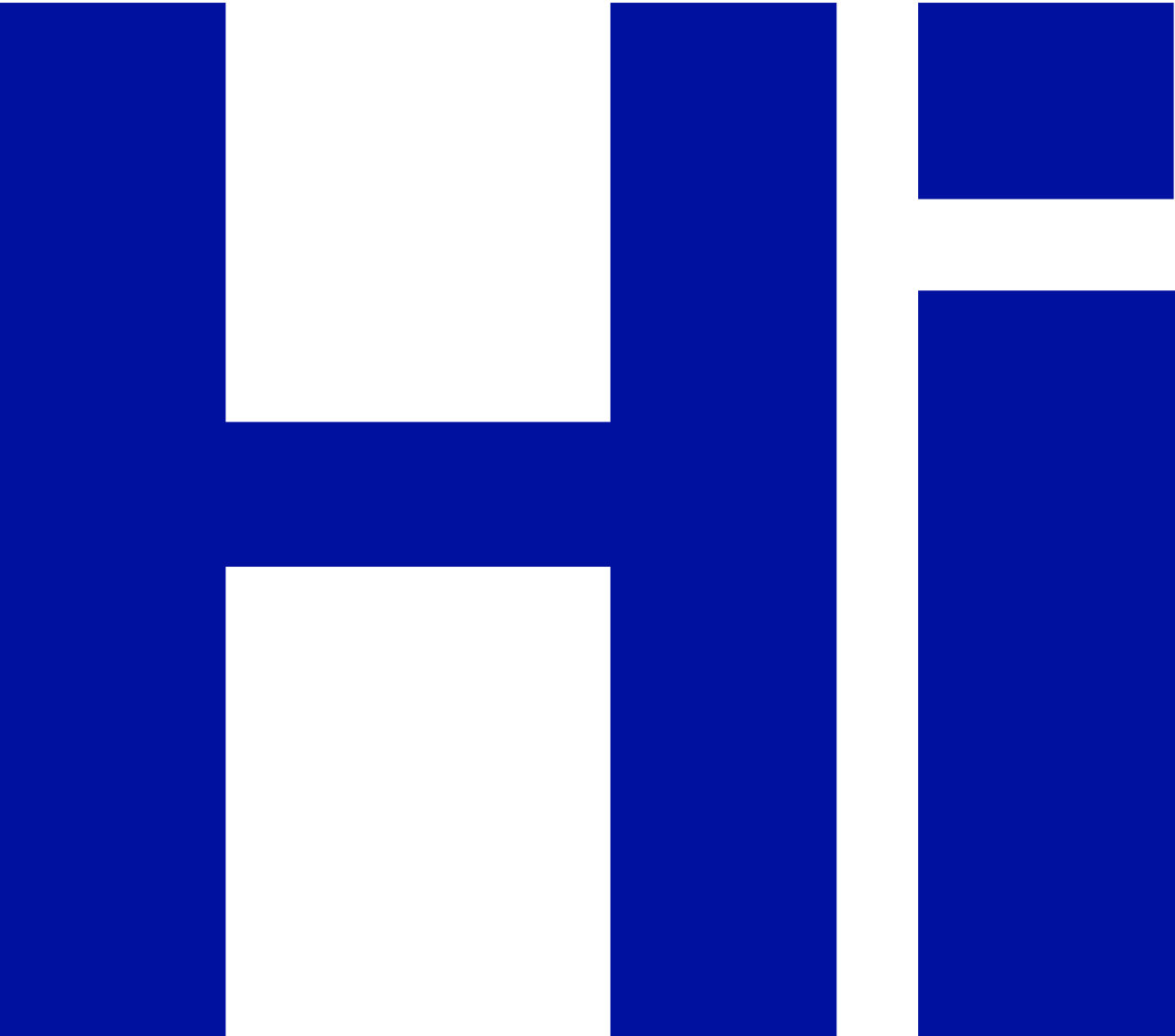
Human Interaction







Statue E.





Human Interaction

From the very beginning, our lamps have been conceived as objects to be lived with. Each product is designed to actively engage the user, to create a direct relationship: a gesture that shifts the balance, a rotation that directs the light, a pull that adjusts the intensity. A conscious, physical contact that restores the centrality of the relationship between person and object, at a time when experience is increasingly becoming dematerialised in the digital realm.

For us, interaction has always been both a technical function and a design principle. It is connection in *Elastica*, a line of light that links floor and ceiling, which can be pulled, adjusted and switched on. It is material sensitivity in *Grammoluce*, where weight acts as a means of adjustment. It is calibrated precision in *Metrica*, where the extension length controls the brightness. It is experimentation in *Fra Tac*, a magnetic system that invites you to compose your own light. It is movement in *Elica*, where rotation turns on the light.

An invitation to rediscover light as a physical, tangible and personal experience.





Grammoluce, Min Dong e Habits Design

The weight of light

Grammoluce is a table lamp with diffused light that transforms illumination into a tangible, interactive experience.

Its on/off and dimming system is truly unique: the light is activated and adjusted by the weight of one or more of the three included frosted glass spheres, placed on the elastic fabric (Lycra) stretched over the circular edge of the borosilicate glass frame. The spheres, each with a different diameter and weight, deform the fabric when positioned, creating a soft, dynamic surface that diffuses light evenly, yet always in a subtly different way.





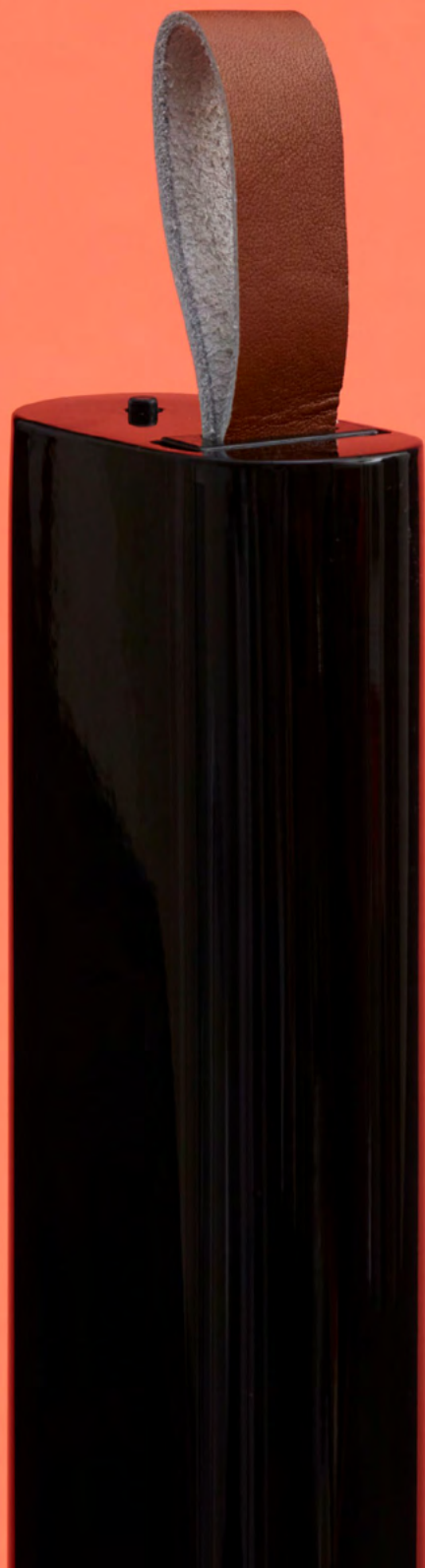




Metrica, Habits Design

Interactive, technological, and playful

The magic of light taking shape the moment it appears. Metrica takes its name from the classic measuring tool. The LED light source can be pulled out or repositioned within the lamp body, replicating the same movement as a retractable tape measure. Inside Metrica, a sensor detects the alternation of black and white markings on the movable structure, thereby adjusting its brightness. The LED light source, hidden within the support that forms the base, switches on when it is pulled out, gradually increasing in intensity until it reaches its maximum extension. It progressively turns off as it retracts back into the lamp body.





METRICA



martinelli luce



METRICA



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Fra Tac, Gianfranco Rollo

A lamp that attracts

Fra Tac is a lamp designed for effortless, intuitive customization. It is made of lightweight aluminum modules, each curved into a "C" shape, which connect via magnets at their inner ends. The lamp can be installed as a wall-mounted or suspended fixture. Once assembled, the modules can be rearranged quickly and easily, no screws or fasteners required. Simply bring the modules together, and they snap into place, allowing you to reshape the lamp with a single "Tac".









Elica, Brian Sironi

A strip of light

Movement generates light: by rotating the Elica arm, it does not take flight, but instead lights up and switches off. There are no switches to disrupt the harmony of its form; it is a propeller of pure light. No technical details are visible: the lamp's arm itself acts as the switch. By rotating the arm, the lamp turns on and off, creating a surprising effect. Switching on and off is accompanied by a sound effect—a click that provides additional feedback to the user while also recalling the sound of traditional switches.









Elastica, Habits Design

Soft, flexible and interactive light

Bridging floor and ceiling, its elasticity becomes a metaphor for intensity, creating an innovative way to control light. A strip of elastic fabric in various colors is attached to the ceiling and connected to a movable base, complete with integrated electronics. Grab the strip and make a quick downward motion, and it lights up. Pull it slowly upward or downward, and its brightness changes. Repeat the quick gesture, and it turns off.









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Martinelli Luce

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