

Relic

Relic is a Kit of Parts furniture collection created in collaboration with Solus Ceramics.

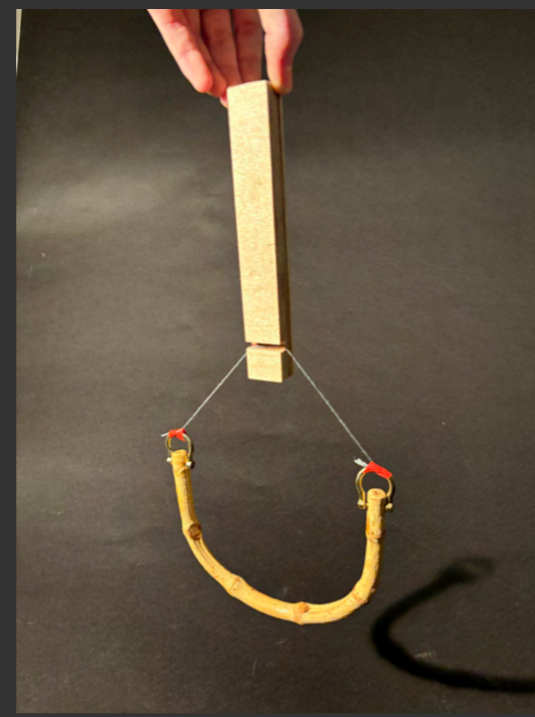
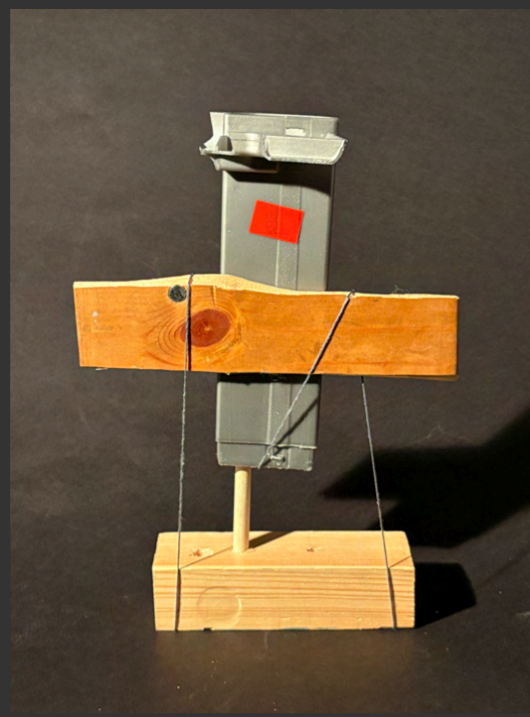
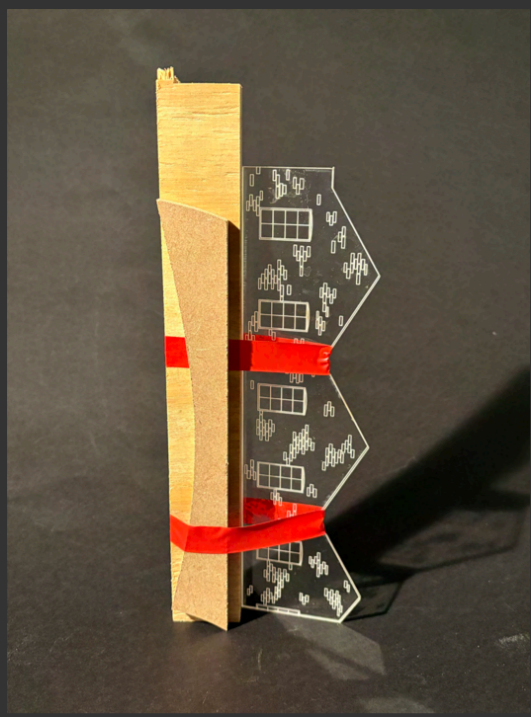
Inspired by ancient and personal artefacts, the project aims to cement stories of the past in the present while recontextualising waste by elevating discarded, mundane, and unused objects.

Constructed from terrazzo, the collection embraces a cyclical material strategy, allowing waste materials to be re-incorporated into future iterations. Its modular construction enables components to be assembled, replaced, disassembled, and reused, extending product lifespan.

Material experimentation informed both the design concept and technical development, creating rich tactile qualities and spatial presence while promoting sustainable, climate-conscious design and conversation.

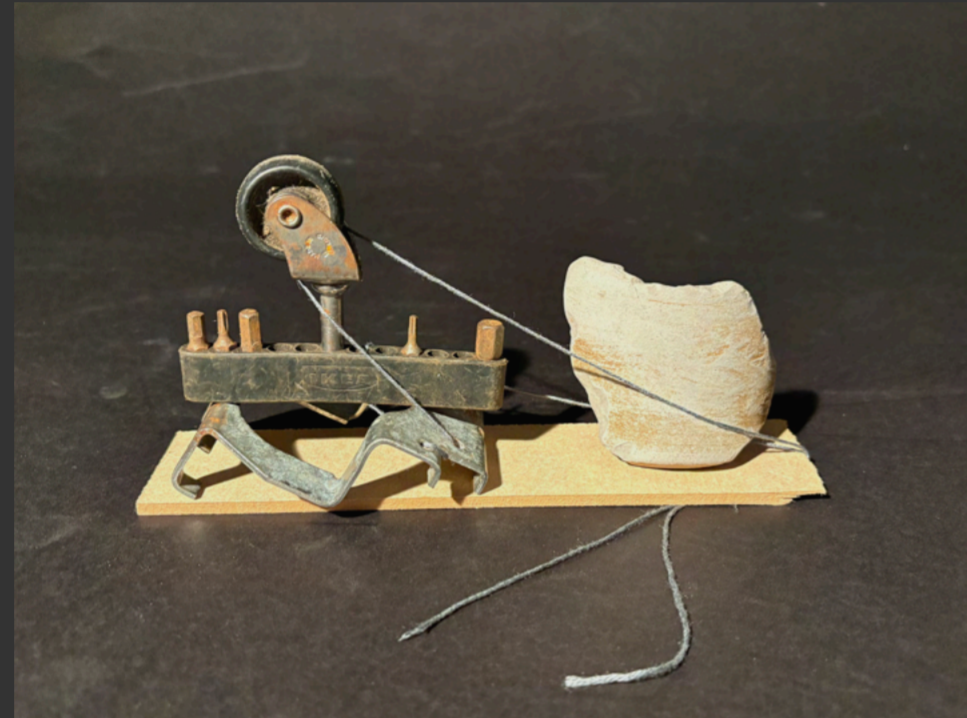
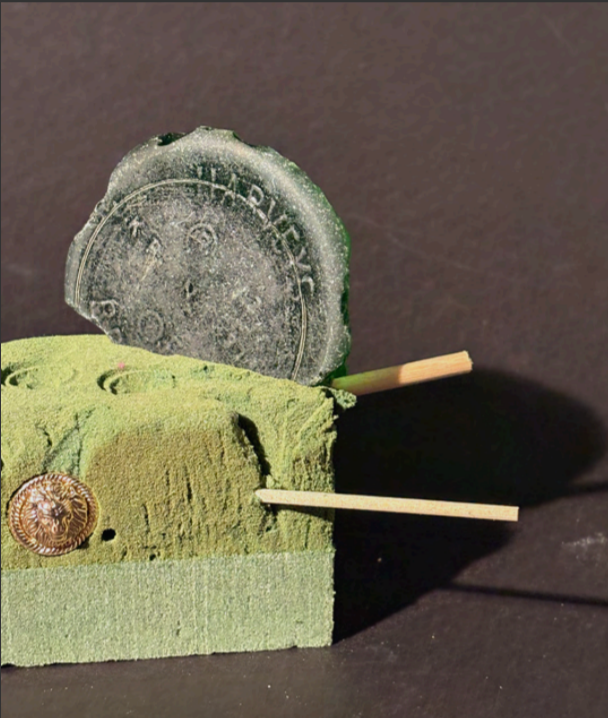
Material & Environmental Resolution Award 2026





Research

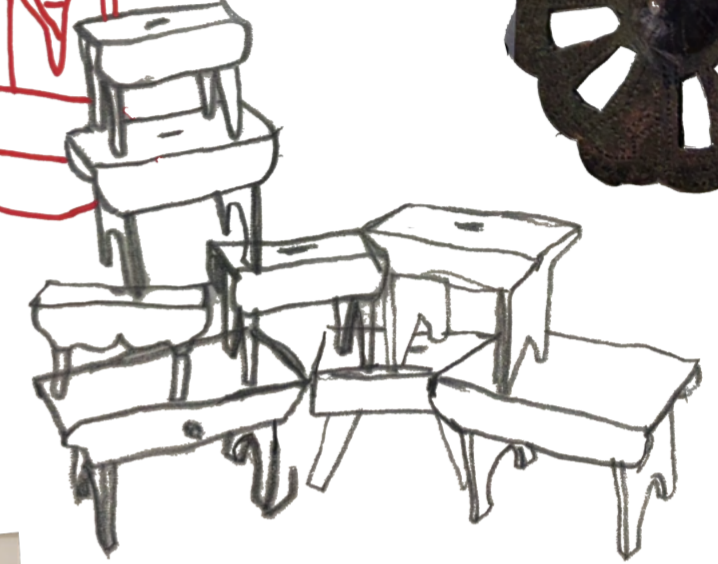
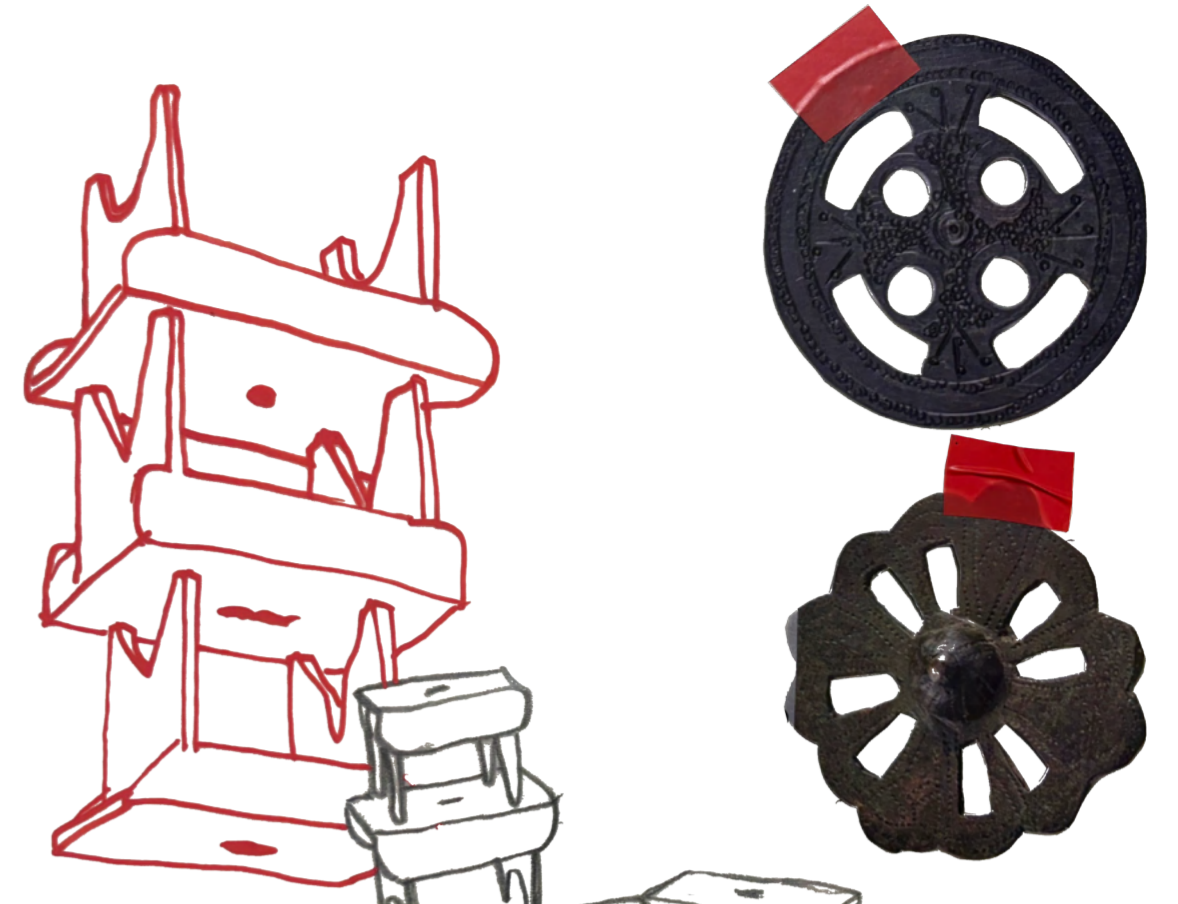
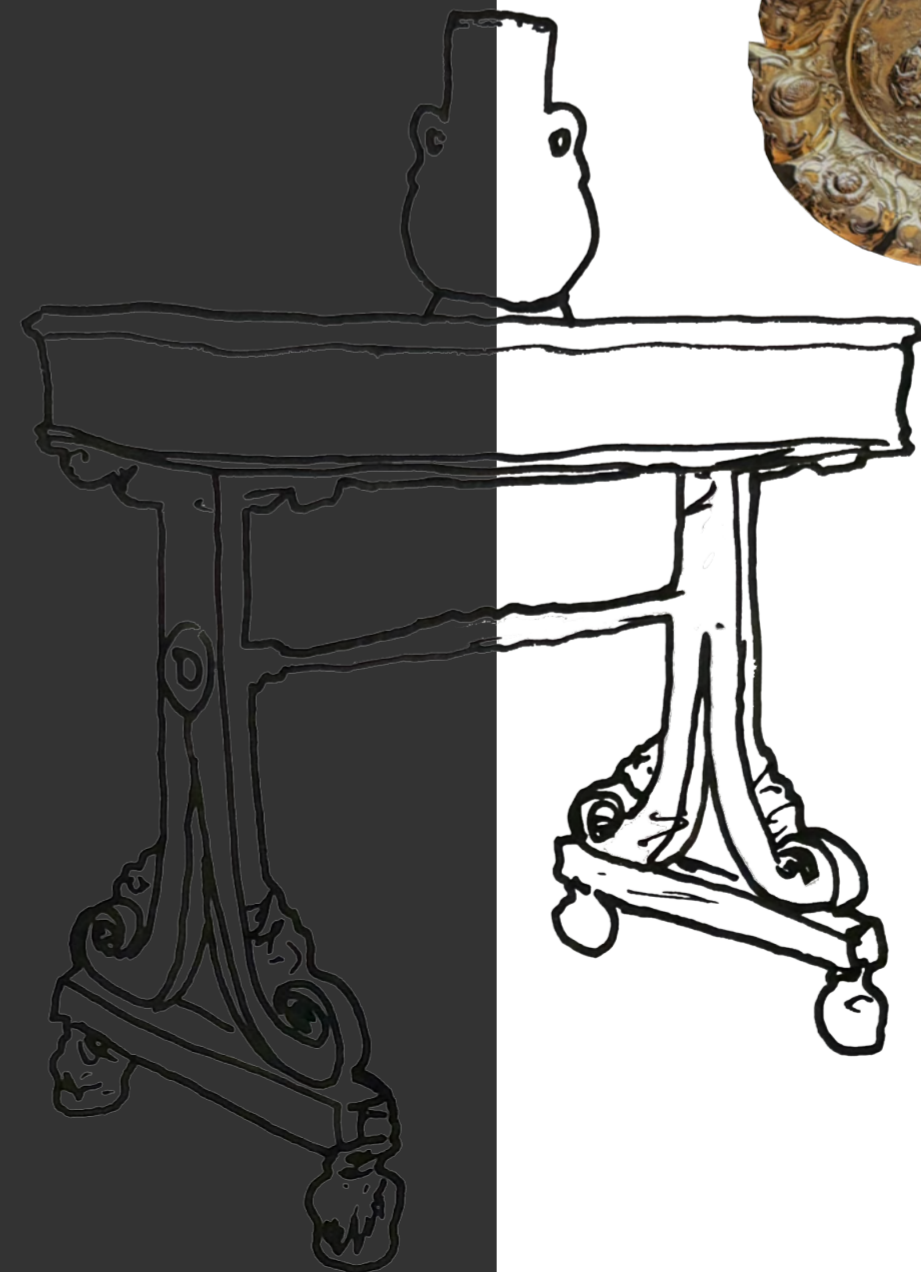
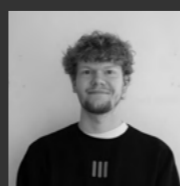
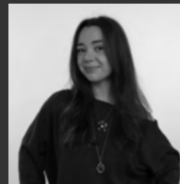
Using waste products to create a series of found object sculptures, recontextualising waste into something of importance.



Initial research into Scottish artefacts and antique furniture. Specifically looking into viking era medallions, The Peebles Hoard and the collection of objects in the McManus art gallery

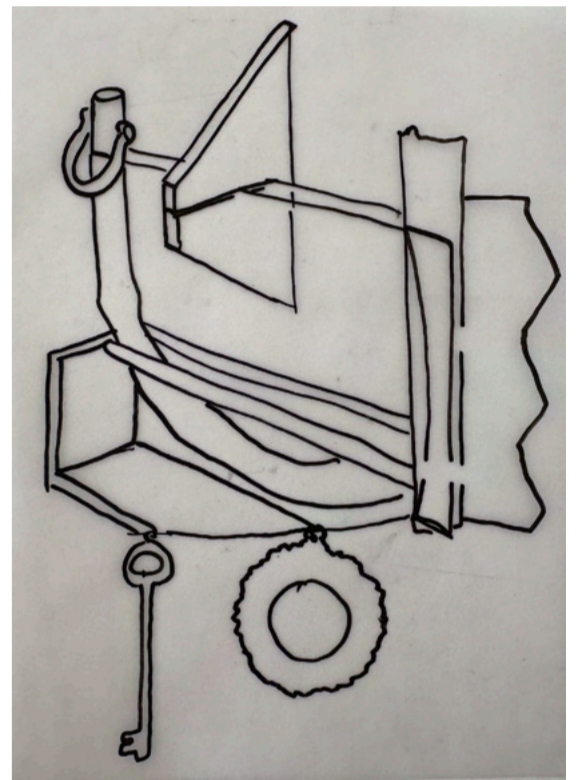
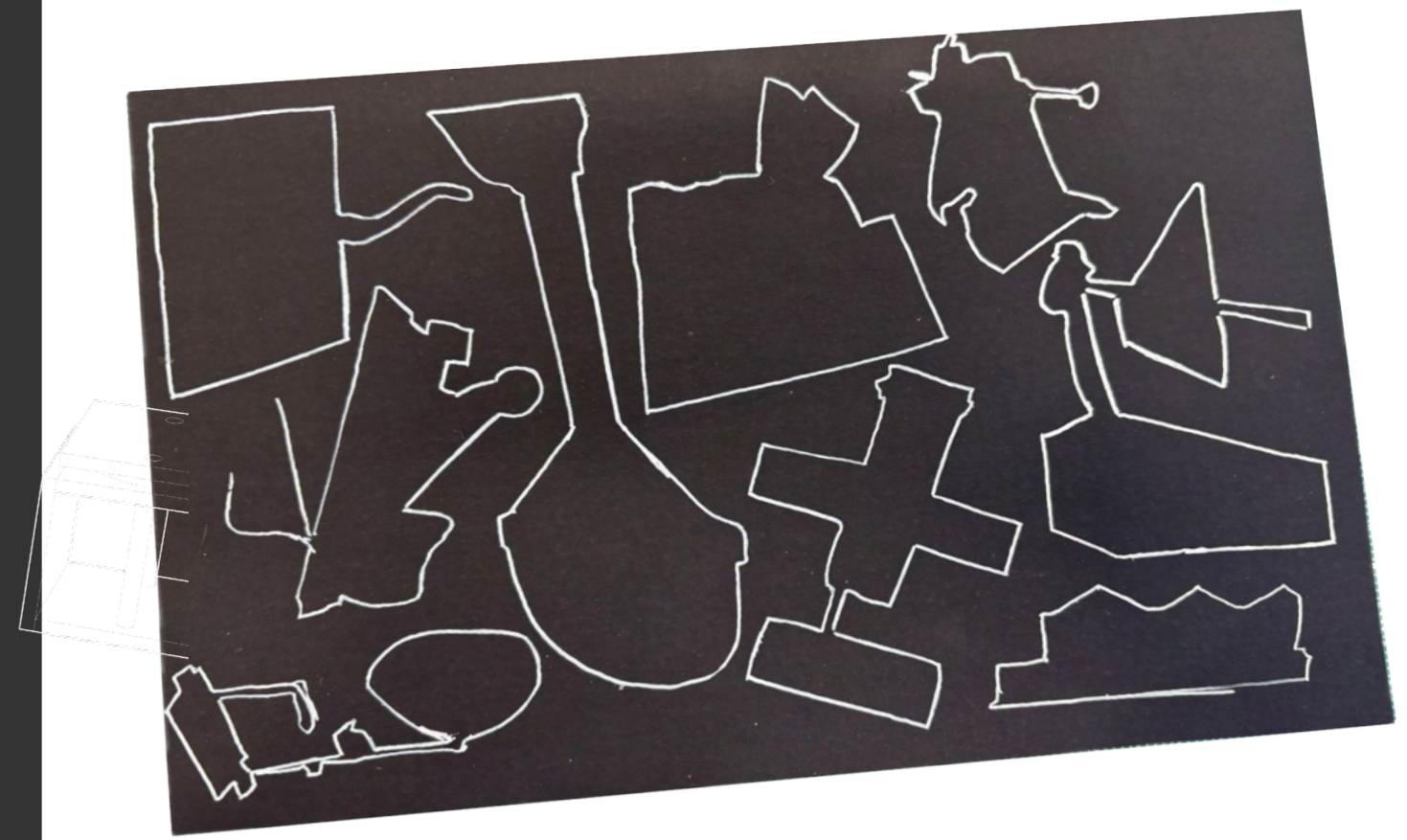
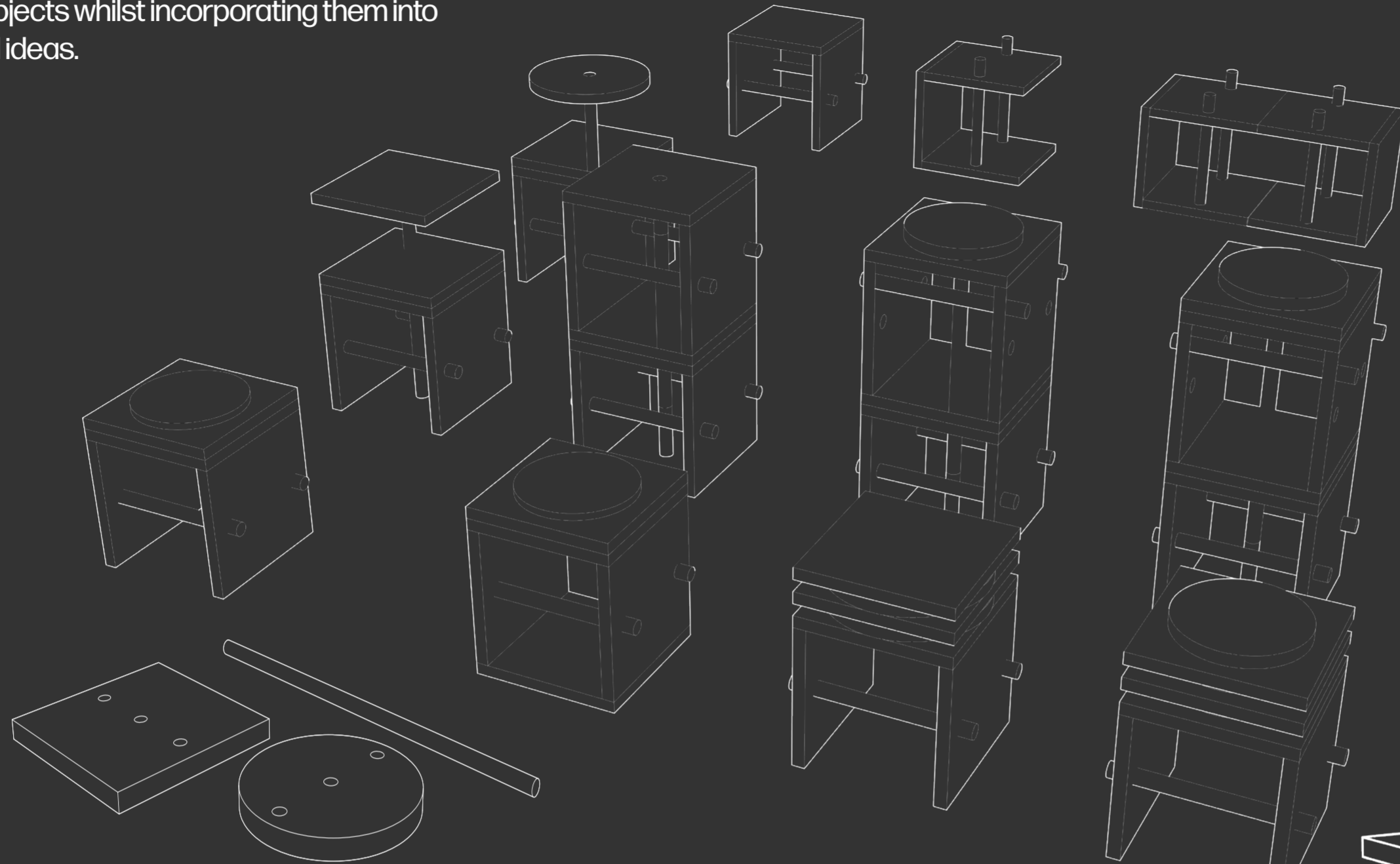
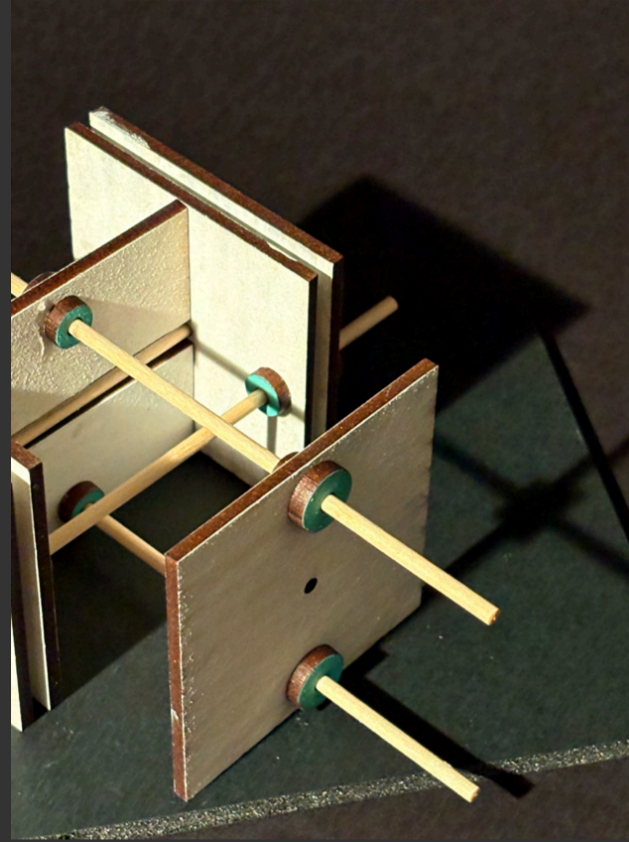
Object: Portrait

As a form of primary research, i investigated what objects were important to people and heard their stories as to why these pieces were significant or sentimental to them.

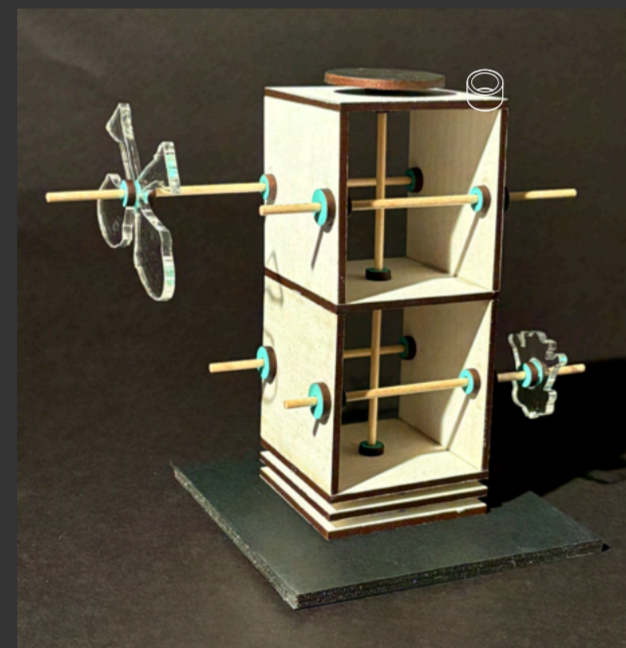
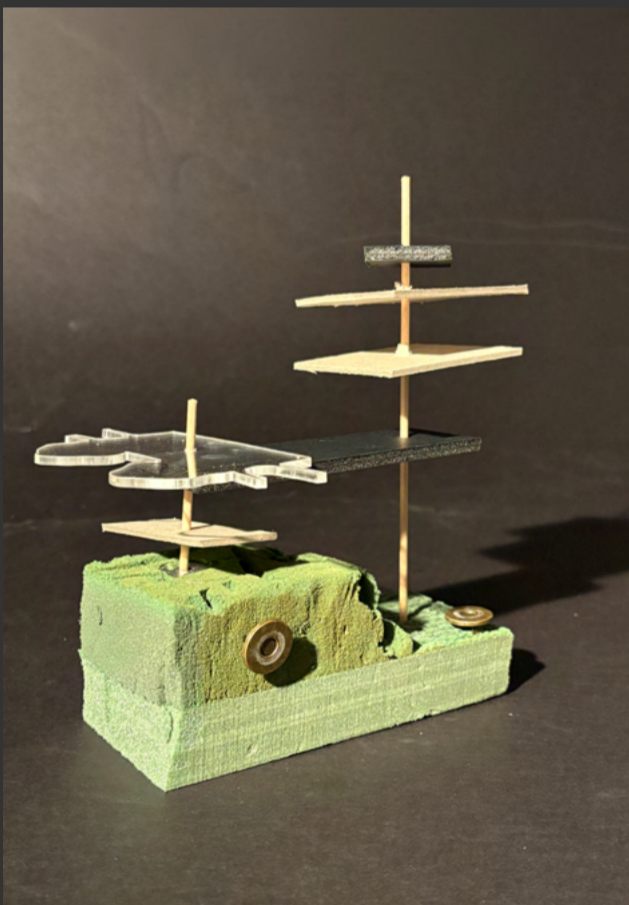


Development

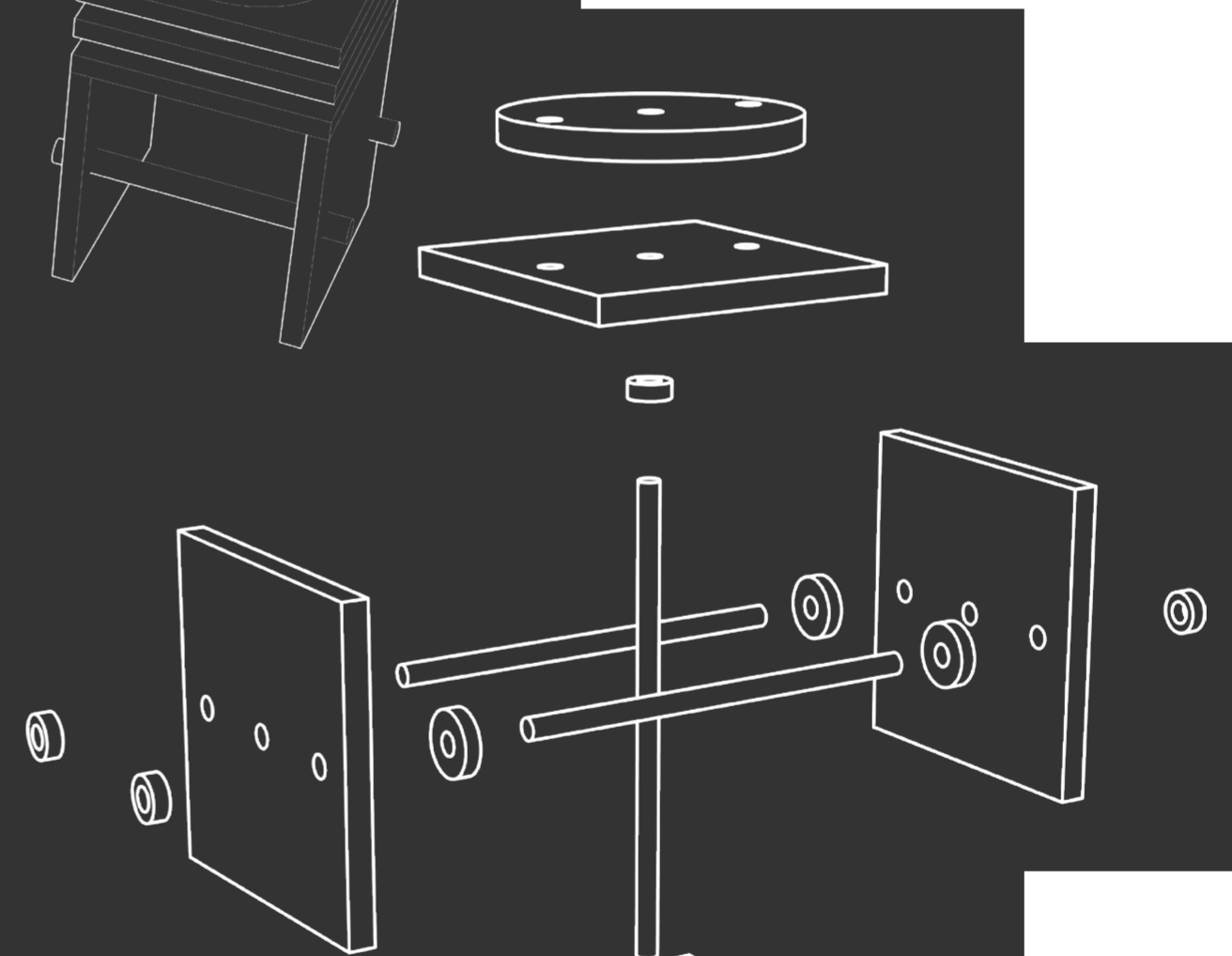
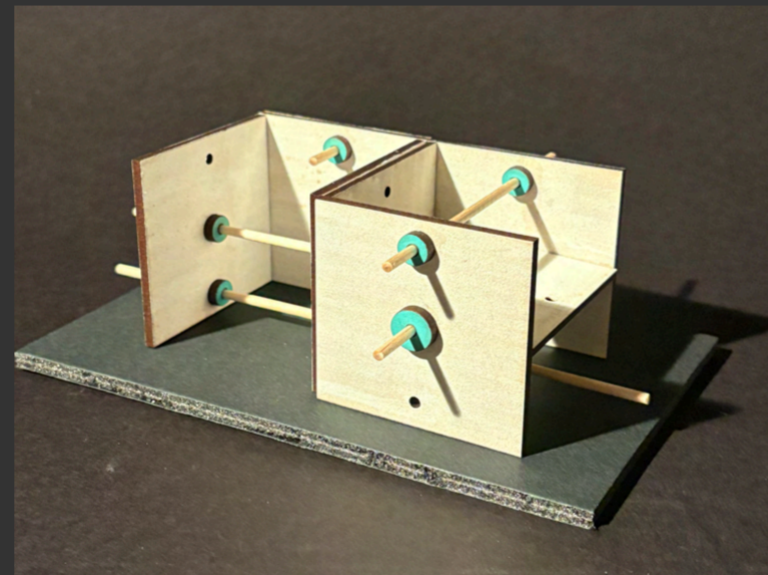
Continuing with the use of found objects whilst incorporating them into more refined design concepts and ideas.



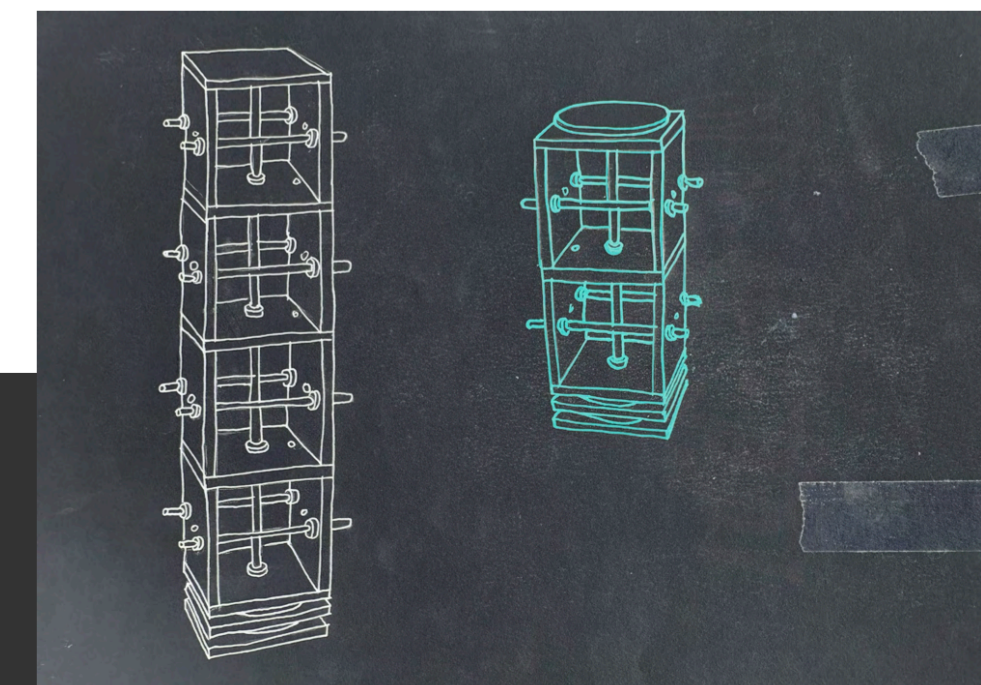
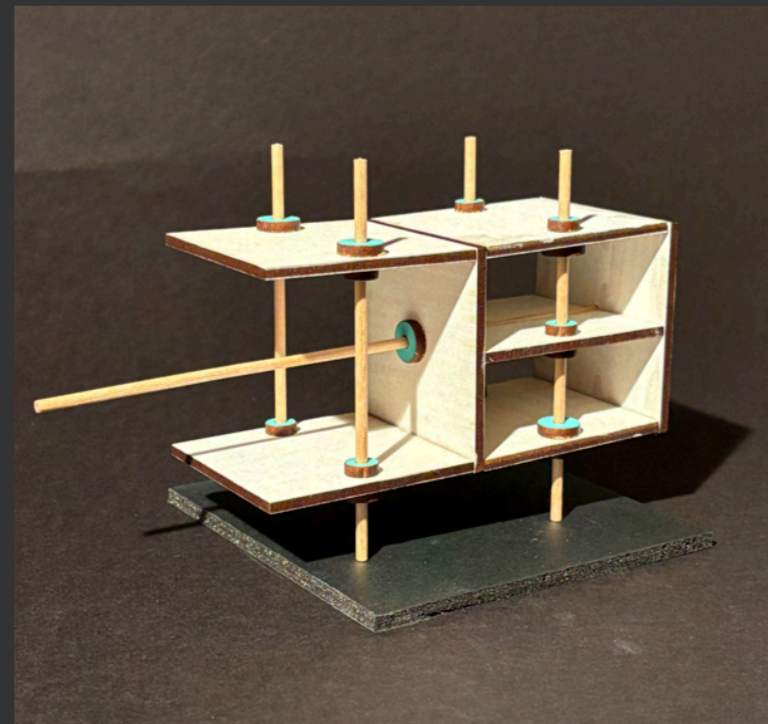
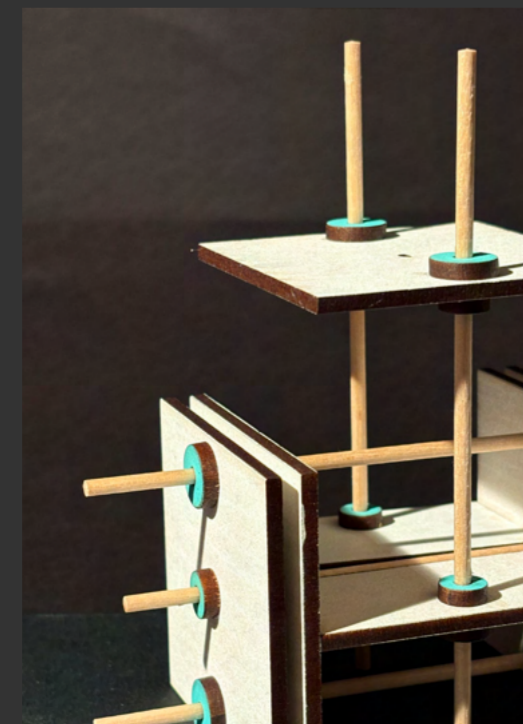
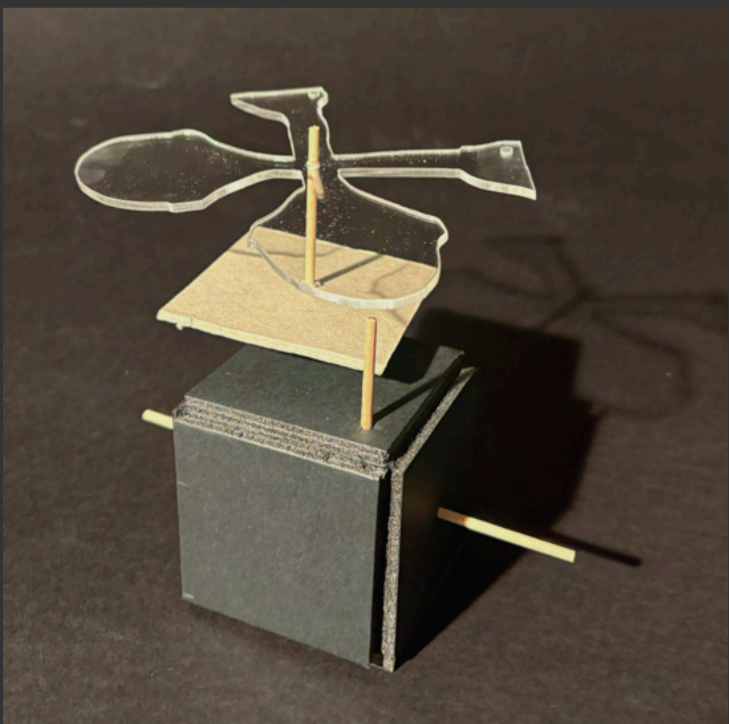
Abstraction of silhouettes created from the first round of sculptures. Used to inform my medallion symbols

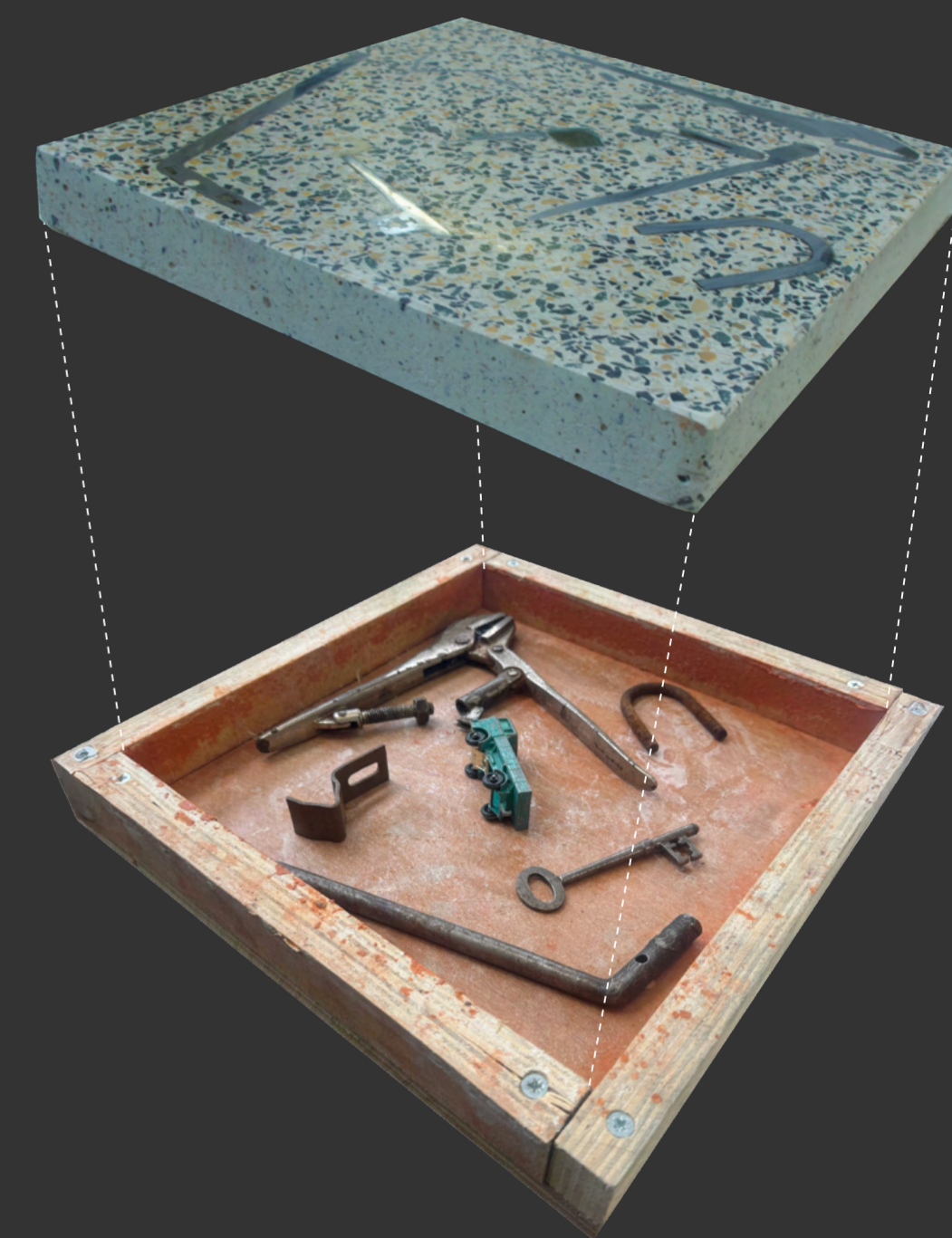
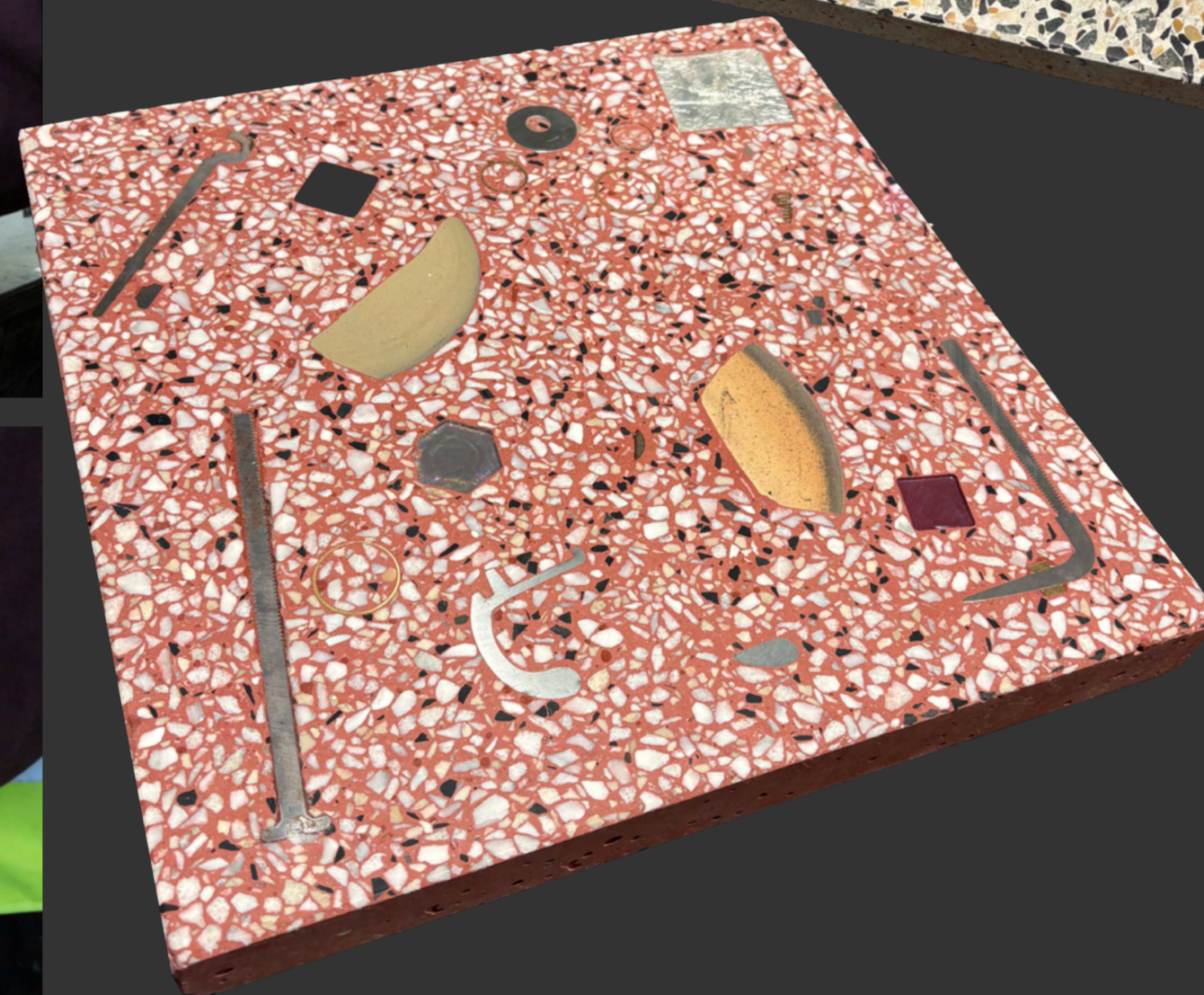
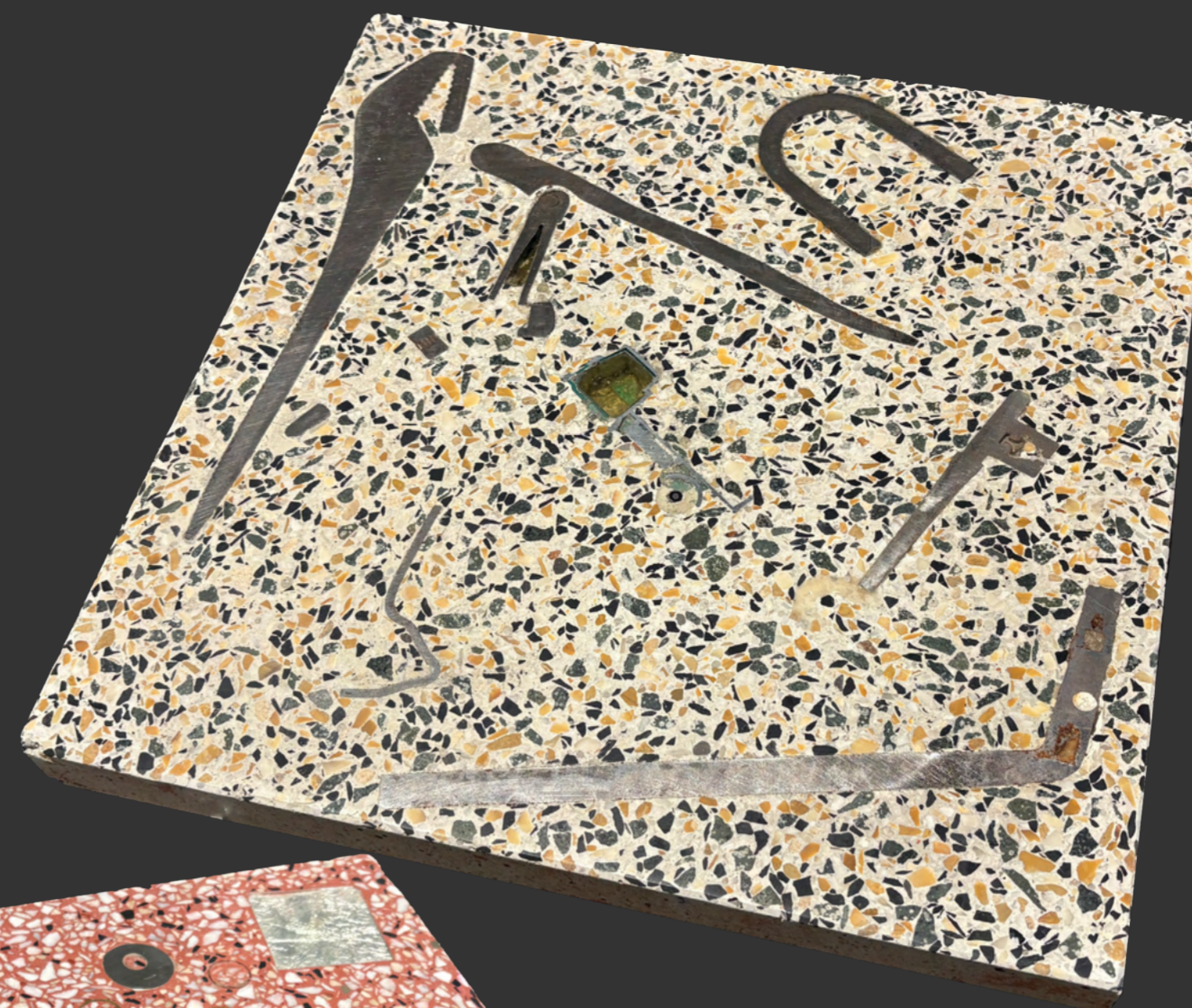
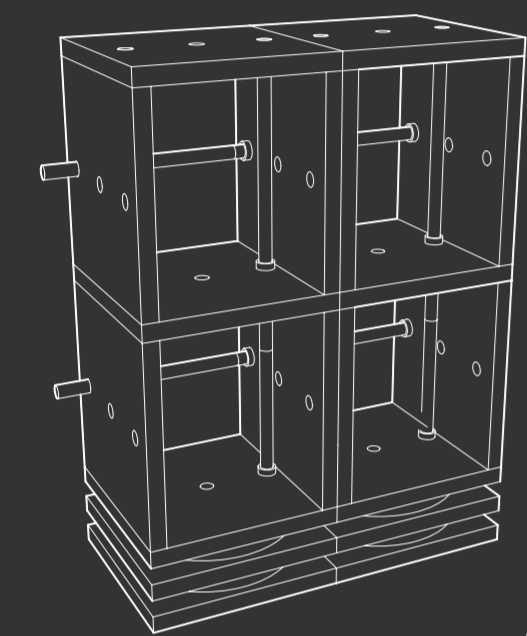
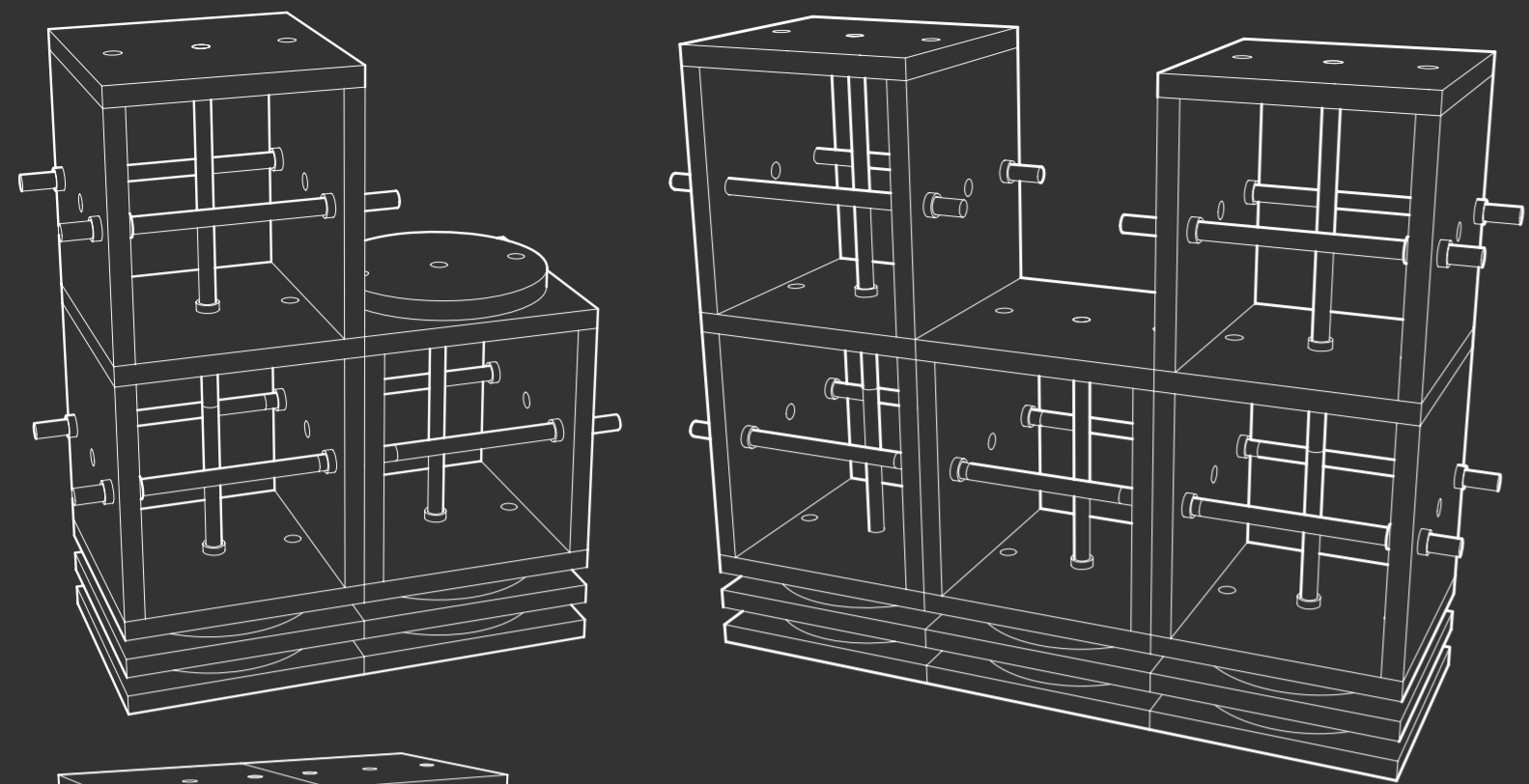


1:5 scale model making to explore real forms



CAD development to rapidly explore configurations and make adjustments





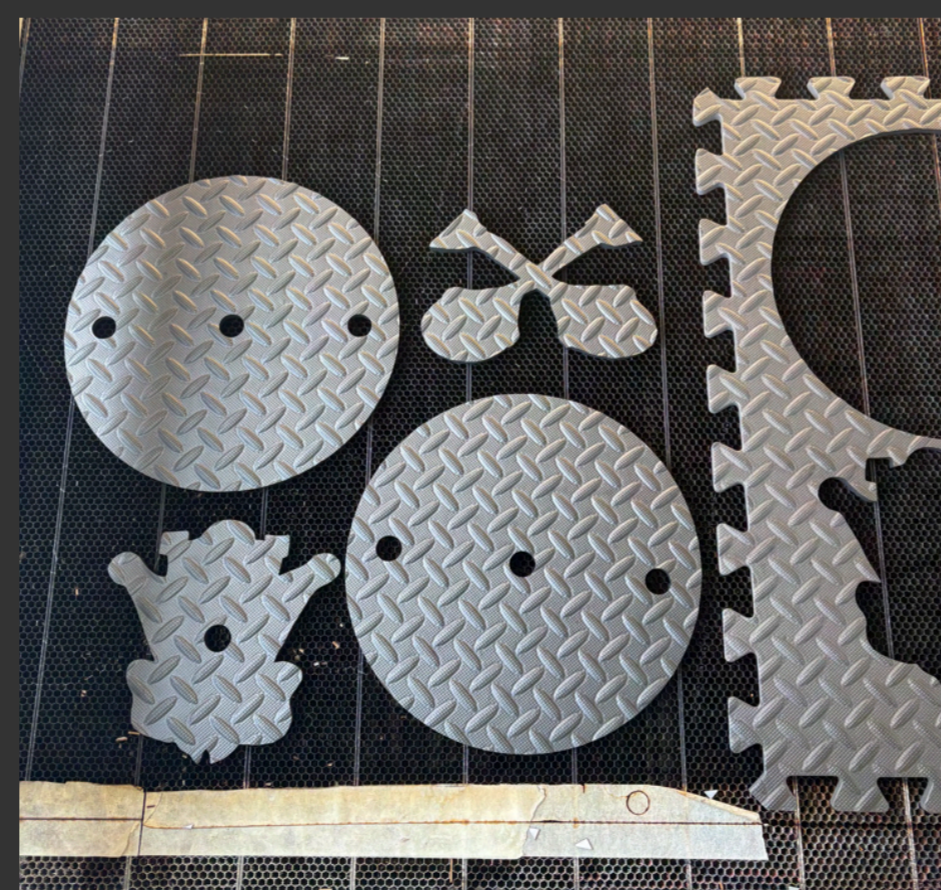
Making

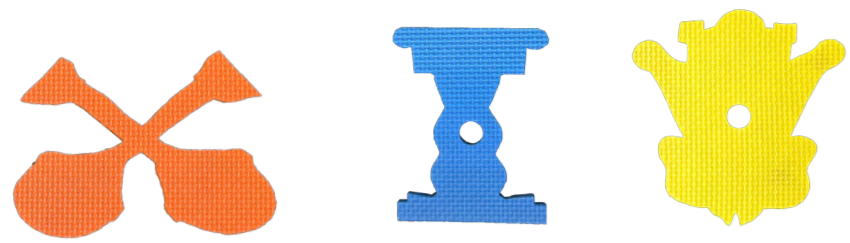
Creating sample Terrazzo slabs to explore colour, mixes, material inclusions, and composition.

Learning through making, the properties of terrazzo allows it to be destroyed and remade into new pieces in the future

Terrazzo naturally air cures over the course of 24 hours, then allowing the pieces to be processed through drilling, cutting and polishing processes.

Using recycled rubber flooring as the cushions and spacers for the project, exploring cutting it to shape using laser cutters.





Final outcome

The final outcome consists of a kit of identically cut and drilled slabs, which can be assembled and interchanged seamlessly with each other. The pieces act as a conversation catalyst and emphasise the stories of the objects within.

These pieces are bespoke and allow for customisation in terms of what objects are on display. These could be waste objects, tools, pottery, toys or even sentimental family heritage pieces.

