The sketch is the soul of a project,’ declares Swiss architect Davide Macullo. ‘Any other media are just technical tools. That said, the model still belongs in the realm of the sketch. With a model, you can imagine a magical world. The mystery of designing is to begin without knowing what you will invent. Start without ideas, and the sketch tells you what is needed. New forms can arise only if you free yourself from preconceived ideas.

Having worked in the Lugano-based atelier of Mario Botta for 20 years, Macullo has global experience and intuitive design skills. He established his own office in 2000, and has since gained international attention, winning awards and exhibiting at renowned furniture and design expos.

For Macullo, sketching is vital to everything that he does. His designs are drawn from the contexts in which they are inserted, and, he explains, ‘only later is the unknown aesthetic revealed’. To achieve this, he and his colleagues sketch. ‘First we present sketches, then models, then drawings,’ he explains. ‘The idea must be delivered with sketches to keep the attention focused on the reasons behind it. There are artists and architects who can barely draw a line, but they can use other media to transmit an idea of space. I can’t: I need to sketch and imagine everything through the drawing.’