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## **BLESS N°67 Situation Designer**

### **Now we have a situation.**

Since the very beginning of its existence BLESS is a fluid and constant attempt to define, construct and shape actively the time we live in.

BLESS is a made-to-measure profession, that takes in consideration personal ( human ) needs aswell as the obvious connection and interrelation of each indiviuum within the physical and spiritual world we inhabit.

Therefore, the endeavor to contribute to all day life in form of creating objects and products has shifted over the years and merged towards the desire of not just creating “more” but rather taking the time to define precisely how, when and under which conditions we like to live and to contribute energetically to the creation of these situations.

BLESS N°67 is not a proposal that is ready-to-consume, but a paticipatory one.

A call to take the responsibility to assume personal needs of purchase and to privilege long lasting value over complusory thrills.

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BLESS N°67 will be worn and shown in action at the Dance New Air 2000 Festival in Tokyo, on November 2nd and 4th 2019:

BLESS on BLESS N°67 No Room Situation Design  
An ode to the moment of creation

In collaboration with Japanese performer Saori Halla BLESS is experimenting further on a field of activity that became more relevant over the years and within their recent works:  
the active creation, shaping and definition of situations, whether implemented within daily life or temporarily defined and condensed in order to feel and re-live a subject from a completely foreign and new perspective that will allow first awareness, then loosening-up and eventually even the modification of rigid personal thought structures.

The deep personal longing to shape a situation like a product is triggered by the felt necessity of finding such a new work practice as a possible way of dealing with the invisible in times of too much background noise.

We observe in general a lack of taking active responsibility, assume precise choices and dedicated will to invest the time it takes to create a more deep-down and longlasting impact on own behaviour rather than experiences life passing by like an endless necklace of short term kicks. Situation Design is not a performance with participatory elements, but the active creation of a situation that comprises a vivid connection of all elements within that temporary field of vision, all on that very moment physical present elements such as objects, products, any kind of world inhabitants - alive and non alive, the heavily loaded invisible space, the inbetween, the coming to live or to terms, the creation of something - everything at the end.