



Miko is available online and visitors are offered a range of starter shapes to work with | Photo source Common Works

STUDIO TURNS SOUND AND MOTION INTO BESPOKE CERAMICS

 ARCHITECTURE & DESIGN

Common Works uses digital data inputs like voice files and social media feeds to create unique bowls and vases

Design and technology studio [Common Works](#) translates sound and motion into bespoke ceramics. The studio's Miko project uses digital data inputs (including voice files, smartphone motion capture and social media feeds) to create unique bowls and vases. Considered a proof of concept prototype service, Miko is available online and visitors are offered a range of starter shapes to work with. One of the starter shapes is a bowl based on NASA asteroid models.

The studio is exploring ways to reduce waste and sees on-demand manufacturing as an area of particular potential. Miko also allows the team to consider ways in which traditional crafts and craftspeople interact with emerging digital technologies. Each ceramic piece created through Miko is hand cast and finished by an artisan ceramicist. Additional methods of customisation are available, but the studio team says that the audience isn't available yet. Demand needs to catch up to supply.

Common Works is part of the Business Growth Programme at London & Partners.

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Email: info@commonworks.co.uk

Website: commonworks.co.uk

Takeaway:

Personalisation plays a key role across many industries, including art and retail. We've seen machine learning and AI be used to create bespoke face creams at retail kiosks and the use of biometrics and 3D printers to create custom meals for every diner based on their health needs. And the concept of creating objects from play, especially digital play, is intriguing. It could be especially powerful when applied to the creation of mementoes of loved ones, particularly as the world's population ages.