

One Console

Designer: Alain Gilles



The One Console presents an unexpected, unique and in some ways imperfect piece of architecture that recalls the Dolmens of prehistoric times, which were created by stacking irregular stones in a way that was apparently random and precarious. It is as if the elements that make up the console were not intended to be together, but had instead shifted unexpectedly away from their original position, thereby giving life to a contemporary and recognizable accessory with a striking top and unusual bases.

A barely visible opening between the curved modules that form the base allows an interplay of light that illuminates the different profiles of the console's supporting columns. The legs are very close to each other, so much so that from different perspectives the distance is imperceptible; this generates visual instability and a surprising dynamic effect. At the same time, the interplay between the legs gives direction to the console, and therefore to the space in which it is placed. These unusual features give the product a personal richness, making it unique and particularly unexpected.





Data sheet



Width: 153cm Depth: 40cm Height: 75cm Width: 183cm Depth: 40cm Height: 75cm

Finishes

Тор



Veneered wood Walnut Canaletto



Veneered wood Brushed Grey oak



Veneered wood Brushed coal oak

Base



Painted metal

Mat bronze



Painted metal Mat lead

MONOMATERIAL - Top and base



Veneered wood Brushed coal oak



Veneered wood Brushed Grey oak



Veneered wood Walnut Canaletto





Clay finish and hand spatula ef- Clay finish and hand spatula ef- Clay finish and hand spatula ef- Clay finish and hand spatula effect fect fect fect Graphite Neige Perle

Glacier



Materials, fabrics, leathers, colors and finishes are approximate and may slightly differ from actual ones. You can find the complete collection of Bonaldo fabrics and leathers on the website https://bonaldo.biz