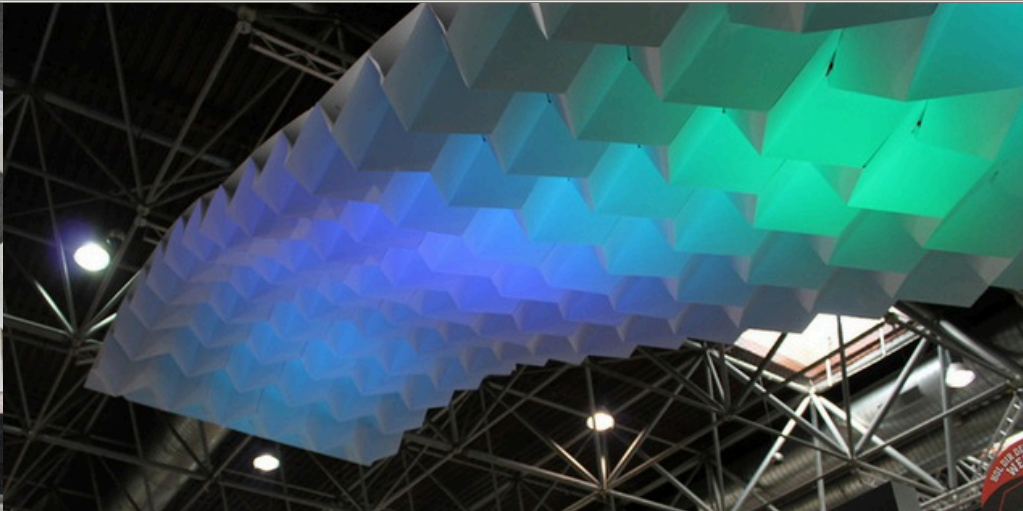


PHILIPP BLUME PORTFOLIO





ABOUT

This portfolio presents seven selected projects by architect and designer Philipp Blume. His work explores lightweight structures, temporary architectures, and atmospheric installations that transform simple materials into expressive spatial experiences. Across public spaces, exhibitions, and collaborative research, Blume combines structural logic, material intelligence, and clear visual storytelling to create environments that are both functional and poetic.

CARDBOARD ART HOUSE (2015)

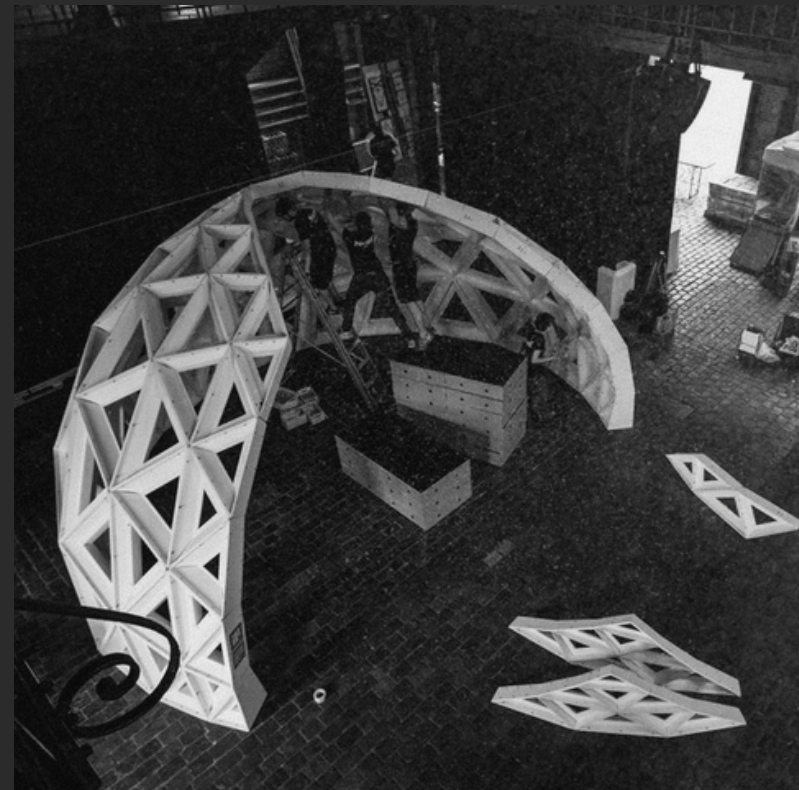
The Cardboard Art House is the core expression of my design philosophy: redefining cardboard—commonly perceived only as packaging—into a full architectural construction material. Developed as my master thesis, the project emerged through extensive material research and 1:1 prototyping, culminating in a fully self-supporting dome built entirely from cardboard. Positioned between design, art, and architecture, the structure functions as a signature object that demonstrates the structural, atmospheric, and poetic potential of an overlooked material.



PACKAGING ART HOUSE (2016)



The Packaging Art House expands the structural principles developed for the Cardboard Art House into a modular, multi-use dome system. Realized as a team project and constructed entirely from cardboard with simple screw-based connectors, the structure was designed for repeated assembly and adaptation. Presented in four exhibitions in 2016, it demonstrated how packaging logics can scale into architectural form, turning a lightweight, inexpensive material into a versatile spatial system.

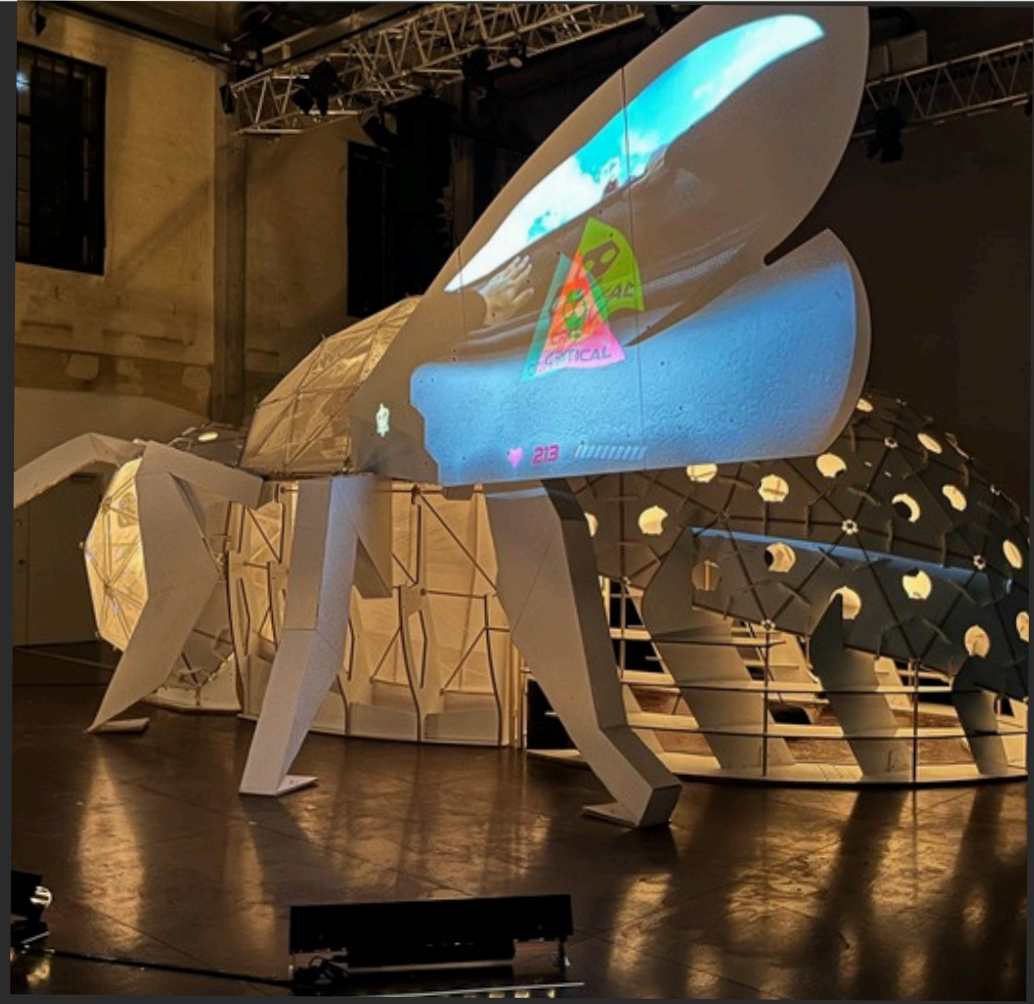




RWA INNOVATION ROOM (2022)

The RWA Innovation Room transforms an unused office floor into a high-quality immersive event and presentation space. Developed under fast-paced production conditions, the project combines a refined material mix with a polygonal feature façade and an integrated light installation that shapes the atmosphere of the room. Custom ceiling structures inspired by origami animate the circulation areas outside the main space. The result is a flexible, contemporary environment that elevates corporate communication through spatial clarity, texture, and light.





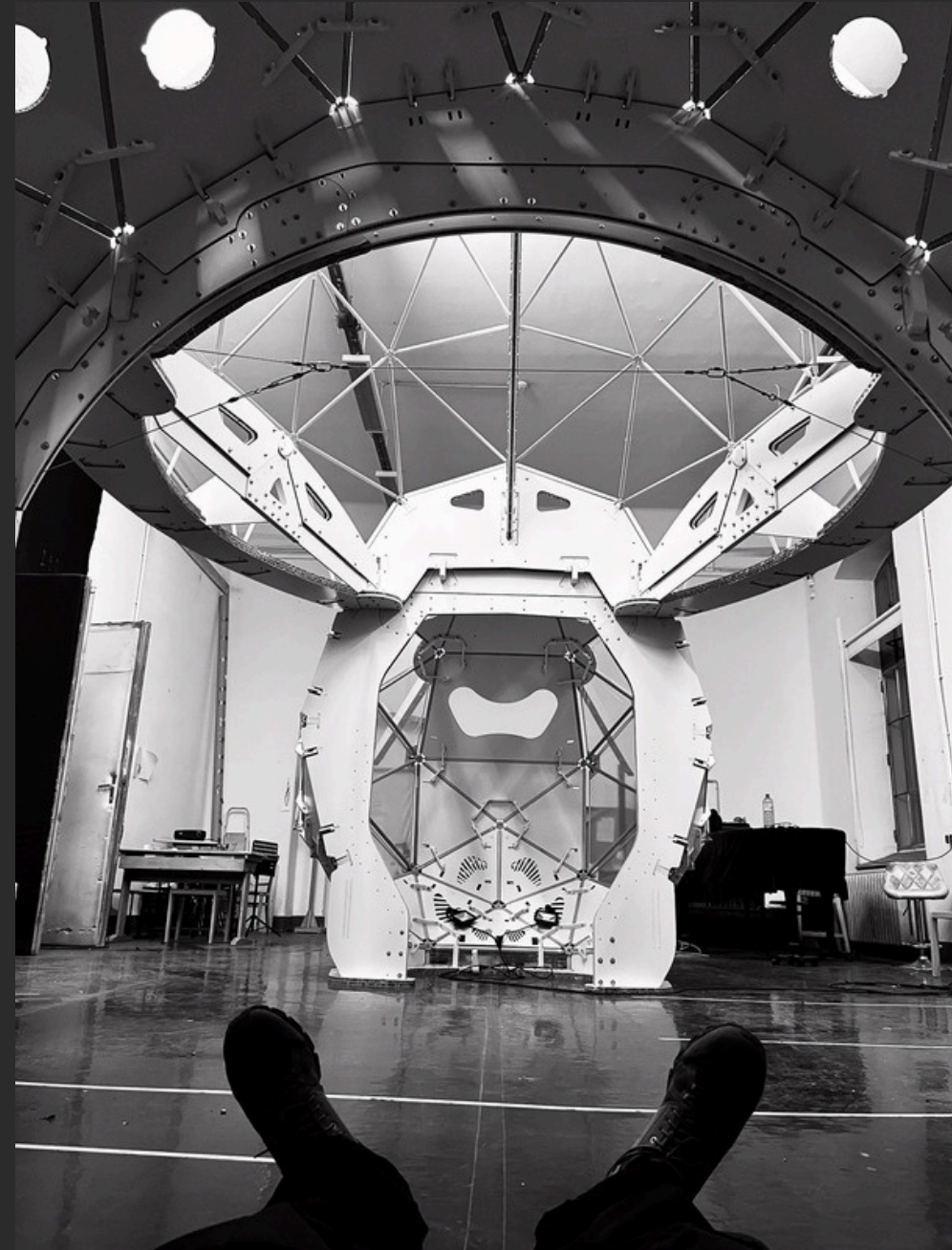
THE BEE (2022)

The BEE is an immersive installation and stage set for a youth theatre production, built around an oversized, inhabitable bee structure. Designed for both interior and exterior play, the piece merges performance space and scenography into a single architectural object. A 3D-mapping layer on the semi-transparent outer hull extends the narrative through animated storytelling. Constructed from honeycomb cardboard, a geodesic dome kit, and technical fabrics, the installation evokes a spaceship-like organism — part shelter, part creature — that invites audiences into an experiential world of scale, light, and fantasy.

MY WORK

My practice explores how light, structure, and material can shape temporary architectures that resonate beyond their physical boundaries. I am drawn to transitions — moments where a space becomes an experience, where a gesture turns into atmosphere. Each project is an investigation into clarity, reduction, and the expressive potential of lightweight construction.

Whether working in public space or within cultural institutions, my aim is to create spatial interventions that provoke curiosity, heighten perception, and reveal new ways of inhabiting our built environment.





SCHRÖDINGER'S RAT (2021)

Schrödinger's Rat is an interactive art sculpture and immersive spatial installation inspired by Erwin Schrödinger's famous thought experiment. Honored with a Black Rock City Honoraria Grant for Burning Man 2020, the work premiered at Ars Electronica 2021.

In a reversal of the original experiment, a large cat sits atop a triangular structure, observing the "quantum world" inside. Participants enter the installation and experience shifting states of light, sound, and spatial perception, becoming both subjects and objects of the experiment — Schrödinger's rat rather than Schrödinger's cat.

Constructed from translucent cardboard, plywood, and a mixed-material envelope, the piece creates a dreamlike threshold between observation and experience, turning scientific metaphor into a walk-in architectural narrative





PACFORT STAND (2025)

This project reimagines cardboard as an architectural language. Developed for a modular trade-fair environment, the system turns a humble material into a sculptural, light-filled landscape of walls, displays, and furniture.

First unveiled at FESPA 2025, it shows how precision, simplicity, and sustainability can merge into a spatial narrative where branding, structure, and material speak with one voice.



THE WAVE (2017)

The Wave is a floating landscape suspended high above the exhibition floor — an ultra-light structure whose strength comes from the quiet intelligence of origami. Shaped through parametric design, it flows through the hall like a frozen motion, defining the room without touching the ground. A soft light installation animates its folded surfaces, turning the ceiling into an immersive horizon of rhythm, shadow, and gentle movement.

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