

# Mat- erio- logy®

THE CREATIVE INDUSTRY'S GUIDE TO MATERIALS  
AND TECHNOLOGIES **materio**

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## INTRODUCTION p 7

# 01

### FAMILIES OF MATERIALS p 9

This first chapter explores 11 familiar families of materials, including wood, metal and plastic. Following a short introductory text, the future of each family is discussed alongside a detailed analysis of their physical, chemical and technical properties.

# 02

### CATALOGUE OF MATERIALS p 115

A catalogue of 110 'every day' materials, presented as index cards and arranged in alphabetic order. Each card includes a picture, a description, the classical uses and points out the advantages and disadvantages of the material.

# 03

### PROCESSES p 235

How to deal with materials? The major techniques for processing and adapting materials are described.

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### THINK DIFFERENT p 311

As well as feeling, evaluating and processing materials, you can also reflect on them. This last part gathers a series of theoretical articles placing materials and technologies into historical, economical, social and political perspectives. The main debates within the field are covered and lead us to present issues which will, without a doubt, influence the role of tomorrow's materials.

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