

Q

IRIS QU
JEWELLERY DESIGNER MAKER

ARTIST STATEMENT

Iris Qu was born in China and grew up in a family where both of her parents are landscape architects. Affected by her background, Iris found her interest in design from an early age. She was most attracted by the beauty of the gems and the glows of the metals thus she choose the field to study in university.

Over the learning and practicing at Edinburgh College of Art, Iris has developed a style of combining metal to non-precious materials. As her knowledge grows, she realised jewellery could also be a media for expression. She now sees it as a means of method to connect objects and communicate subjects.

Her background as a science student back in high school in China has provided her the ability to see from multiple perspectives. She appreciates traditional materials and craftsmanship, but she also benefit from technology that boost design and making. Her latest works involve structures that can function only being made precisely. Building digital models to test the size and functionality saves her time and energy in making unnecessary failures, so that she could use this time to experiment with more ideas.

Iris has also experimented with various materials in undergraduate study. With kinetic or interchangeable structures, she intentionally creates more interaction between the wearer and the piece. She believes engaging with the materials is an important way to understand a piece of jewellery.





GRADUATE COLLECTION

Iris's graduate collection is inspired by her childhood experience of collecting glass marbles from Ramune.

This Japanese soft drink was very popular when she was younger. As child, her generation saw the marbles in the soft drink bottles as trapped treasure or beautiful gems. She would feel hugely exciting when her parents get her one as a reward for doing well or an occasional present. Nowadays, Iris could have as many marbles as she want, but she found it difficult to gain same simple happiness as a grown-up.

From a child's perspective, marbles in bottles are precious gems trapped in treasure boxes; play park facilities are castles, war ships, battle grounds. Iris discovered some similarities between these two things. Thus, she decided to develop her work combining the trapped treasure idea with the elements picked from play park facilities.

She intended to make a series of jewellery that reminds people of their lovely childhood and could accompany adults like herself through any future challenges.

GRADUATE COLLECTION





SERIES 1

brooch 1

78 x 25 x 17mm

silver, gold plated silver (alternative to 18ct gold), steel wire

brooch 2

75 x 20 x 17mm

silver, anodized titanium, steel wire

brooch 3

60 x 60 x 17mm

silver, anodized titanium, steel wire



SERIES 2

brooch 1

80 x 72 x 18mm

silver, acrylic, steel wire

brooch 2

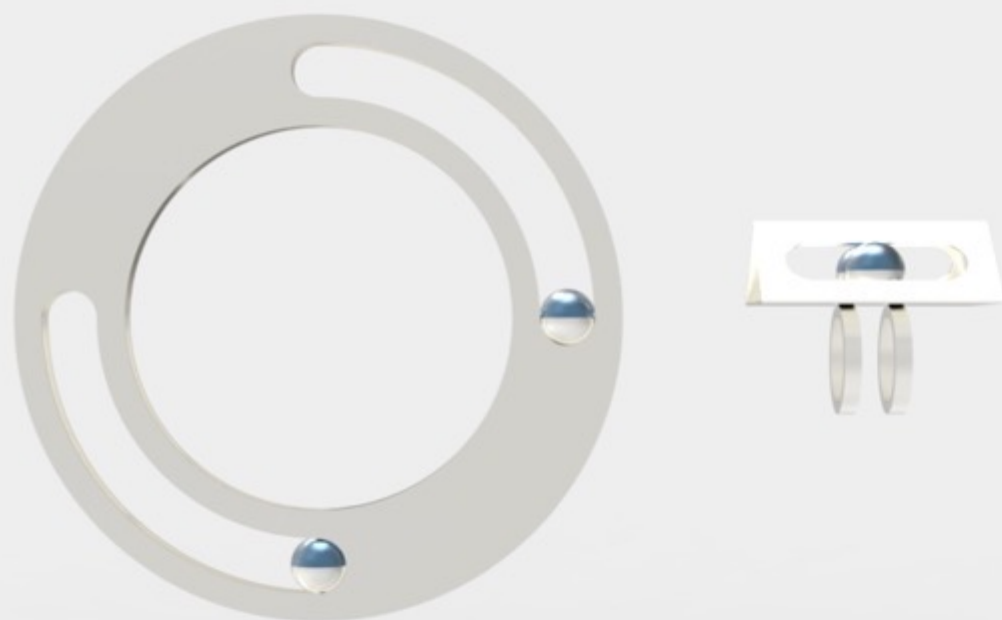
80 x 72 x 18mm

silver, acrylic, steel wire

brooch 3

80 x 72 x 18mm

silver, acrylic, steel wire



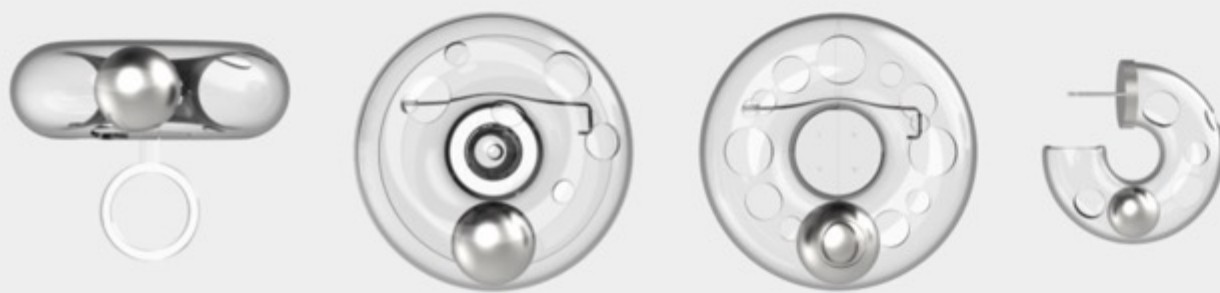
SERIES 3

bracelet

110 x 110 x 11mm
silver, anodized titanium

ring

42 x 35 x 29mm
silver, anodized titanium



SERIES 4

ring

57 x 57 x 45mm

silver, 3d printed resin

brooch 1

57 x 57 x 30mm

silver, 3d printed resin, steel wire

brooch 2

57 x 57 x 22mm

silver, 3d printed resin, steel wire

earring

37 x 37 x 14mm

silver, 3d printed resin

The price range from £80 to £ 900, please contact the artist for more information.



1. brooch 1



2. brooch 2



3. brooch 3



4. brooch 4



5. brooch 5



6. brooch 6



7. ring 1



8. bracelet



9. ring 2



10. brooch 7



11. brooch 8



12. earring

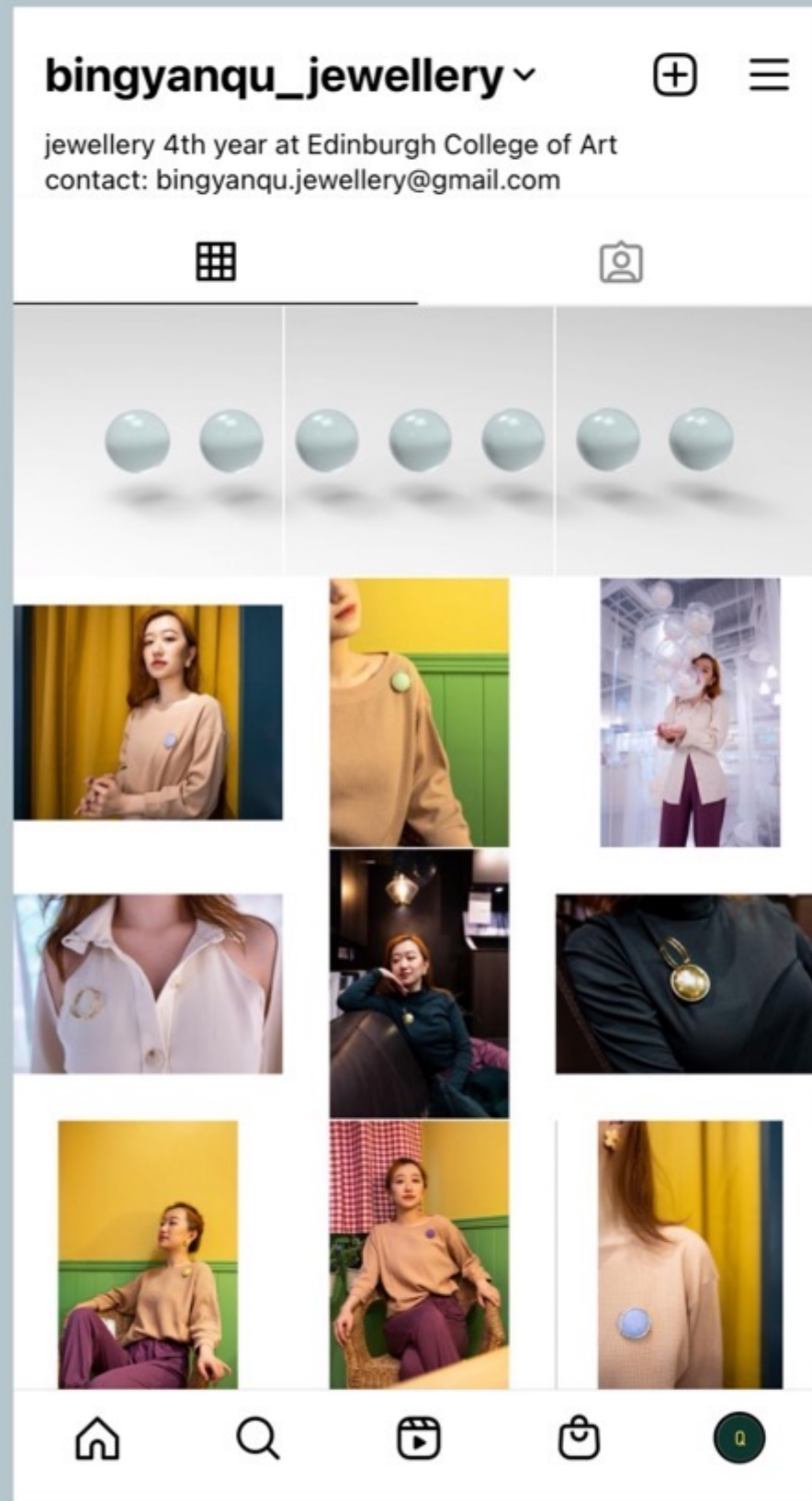
BUSINESS CARD



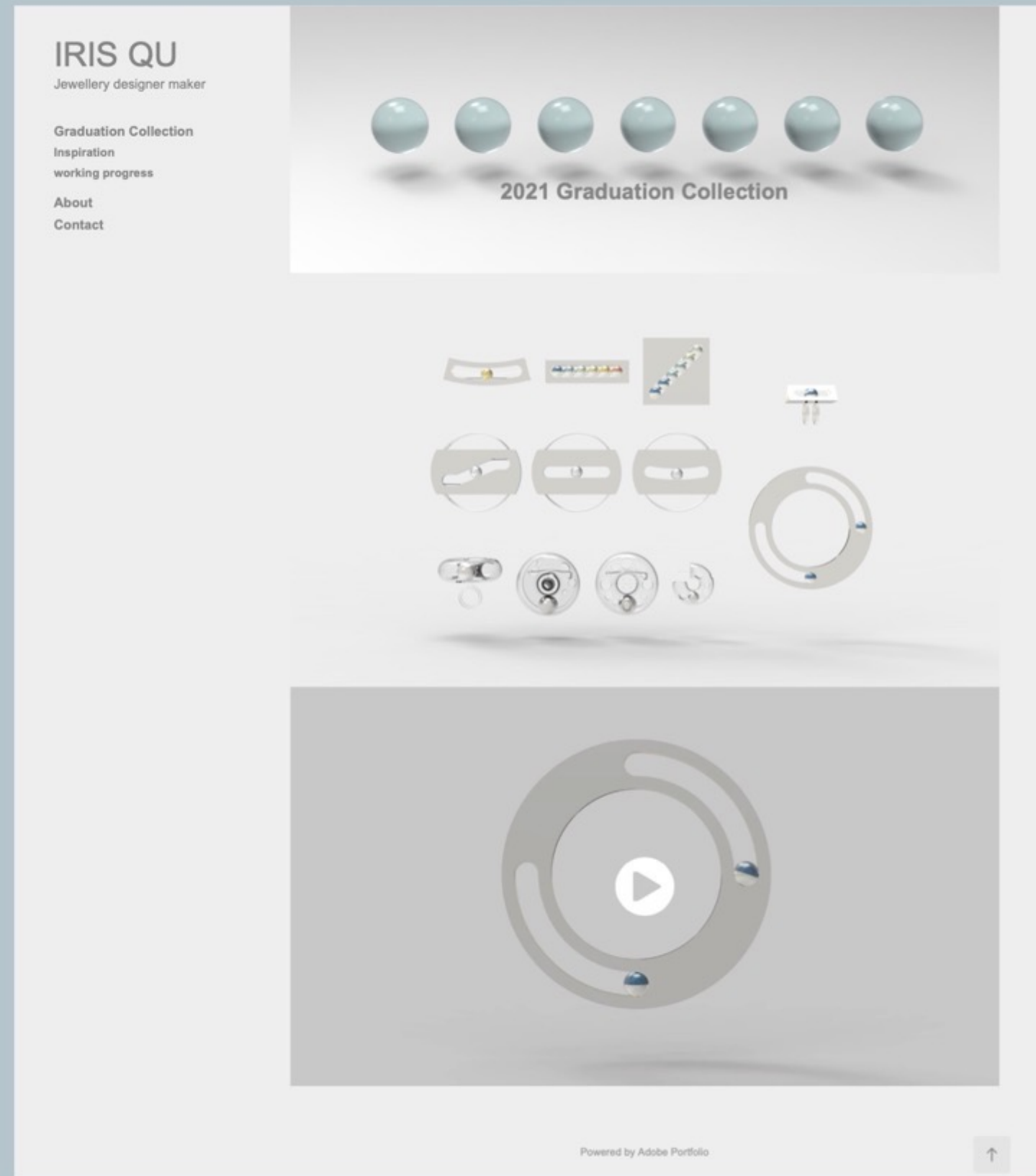
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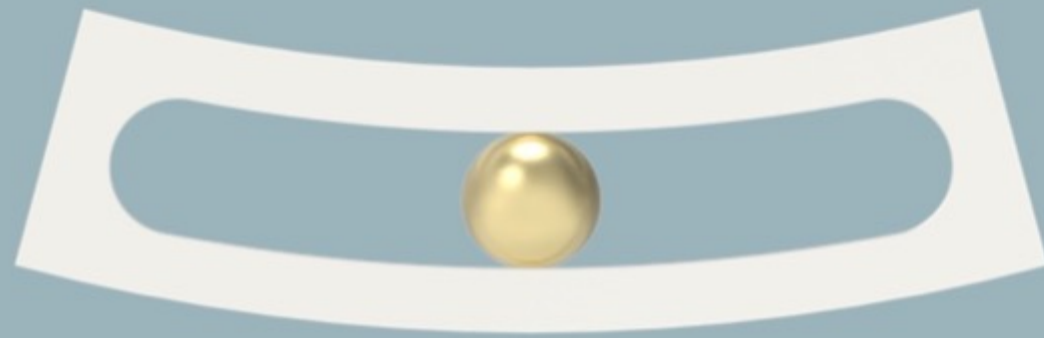
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