



Elvio Brianese



Dominic College Chapel, Tasmania

Photograph: Peter Whyte

## Liminal Studio

An international award-winning designer, Elvio Brianese is one of the Founding Directors of Liminal Studio, a Tasmanian-based architecture and design firm. Driven by a passion for collaborative design, the firm embraces and acknowledges the value of different disciplines. This holistic approach, combined with conceptual thinking, lies at the core of their design philosophy.

**If you weren't an architect, what would you be?**

EB A chef or a sculptor

**Which books do you have on your bedside table?**

EB Venice Pure City by Peter Ackroyd, Plato at the Googleplex by Rebecca Newberger Goldstein and Make Design Matter by David Carlson

**Your favourite architectural holiday destination?**

EB Japan, Italy, Spain

**You're based in Tasmania...does this affect your aesthetic or design philosophy in any way?**

EB Living on an island, where everybody knows everybody, provides particularly fertile ground for collaborative opportunities. Our projects are born out of the creativity embedded in this place, the unique landscapes and the community. Being on a small

island has intensified the opportunities for chance events that have led us to collaborate outside the more traditional realm of architecture.

**Your dream house is...?**

EB My family home.

**Liminal sees itself as a collaborative practice...what do you see your role as Director being?**

EB Encouraging exchange within the Studio across creative disciplines

**Which architect (past or present) would you most want to collaborate with?**

EB We are always pushing our boundaries and collaborations beyond architecture so I would choose another creative, Chef Heston Blumenthal

**Name the building you wish you'd designed...**

EB Carlo Scarpa's Brion Cemetery, San Vito d'Altivole, Italy

**Pen and paper or iPad?**

EB Yes!

**Perfect happiness is...?**

EB Having the time to pause.

**The best and worst aspects of contemporary Australian architecture?**

EB Best: Doing a lot with a little, producing projects with depth and integrity.  
Worst: Hero shot architecture.

**Any advice for the young?**

EB Don't be in such a hurry! +