



Azmy Anything is a bespoke design and furniture studio creating custom pieces that satisfyingly solve problems, as well as beautiful objects that are made to order. At the helm is Adam Azmy, who works closely with clients to design and build custom pieces – mostly from wood – that make light work of complex needs. Commissions include an expanding drinks cabinet built to sit in an awkward nook, a pair of portable theatre prop tables for an international tour, and a self-contained electronic drum kit – all neatly packed up and immediately ready for use after opening.

Adam's love for, in his own words, 'making things almost too complicated' goes back to his childhood fascination with retro futurism: the constant innovation that came with the Space Race - the testing, learning and building, and the disregard for aesthetics in pursuit of pushing the boundaries of functionality. The accidental beauty of highly functional design, the joy of an object that changes as it's used or that works in an unexpected way. The result? One-off pieces that are ingeniously designed, brilliantly useful and meticulously made.

Adam spent 10 years in the film industry working in visual effects, most notably on blockbusters *Gravity* and *Avatar*, which both won a VFX Oscar and BAFTA, and as a director. His current short film doing the festival circuit is *Murmurs of a Macrocosm*, which uses sounds from space mixed with NASA audio archives. This marriage of meticulous technological detail and creativity carry through into his hand-made creations, too. He consults with clients to understand what they need this object to do – and then finds the best way to incorporate interesting design features that transform it into more than a purely functional piece. If there isn't a tool that exists to make this happen, he'll make one himself.

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