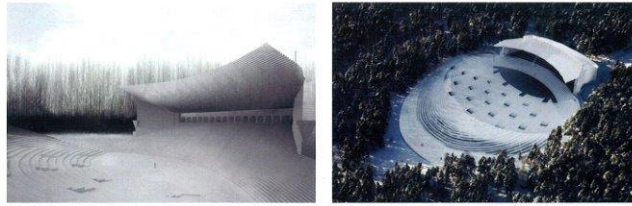


OVERSEAS



Dorell.Ghotmeh.Tane / Architects

A sensory approach



The beginning

Dan Dorell, Lina Ghotmeh and Tsuyoshi Tane met in London in 2006, each with their own very different background in architecture. Their drive to break away from the norm saw them set up their own firm driven by the idea of entering an open competition with the prize to design the National Museum in Estonia.

The three young architects rich from their different experiences prepared their presentation and won the competition with ease. Their success brought them their first business cards and their first signed contract.

The task was to build a 34000 sq m public space in a former Soviet airbase, considered to be a scar on the heart of the city. The project was as controversial as it was original and it received a lot of press which propelled the young architects to the forefront of the international stage. Other projects soon followed on all the continents. The agency in Paris now has 14 employees.



OVERSEAS



A new platform

The firm is already considered an up-and-coming talent amongst the top international architectural firms and Dorell.Ghotmeh.Tane / Architects has managed to set itself apart from the rest with its unique way of tackling the projects that come its way. Public sector, residential buildings, shops and even set designs, there's nothing the trio won't work on. Inspired by art, design, fashion and sociology, DGT is an architect's firm that refuses to be trapped by a single sector, but strives to be at the crossroads of mutual interests.



A sensory approach

Although the firm is now expanding in a globalised world, it is most likely the diversity and the multidisciplinary talents of the three founding members that has given it a solid understanding of the importance of designing a twofold creation: not only international, but also local. To carry out work that is based on the story, the users, the values and the context of a project is at the heart of DGT's approach. The firm thus incorporates an archaeological vision based on identity into its work. In reality, it means – by exploring the background and the client's vision – finding something that will make the project unique. www.dgtarchitects.com

