

Little Big mirrors

design Big-Game / 2019

With the Little Big laughing mirrors, we wanted to bring back the simple, playful interactions children can have with physical objects.

From a basic, functional mirror that creates a flat reflection, the distortion takes the viewer into an imaginary world, purely through the principles of physics.

Like an object from a fairy tale, interactions with the mirrors are irresistibly playful, no matter what mood the kids are in, and will also help them learn about self-parody. The wall-mounted mirrors are perfect for homes and schools alike, and are a healthy alternative to electronic devices.

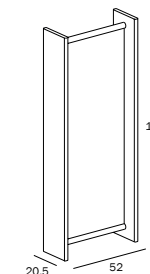
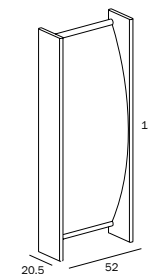
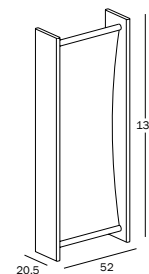
materials /

frame in solid ash, natural. Reflective sheet in polymethylmethacrylate (PMMA), back silvered.



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“ Little Big, thinking big for little people. ”



colour /



Concave



Convex



Flat

Frame / Natural ash 7018
Reflective sheet / PMMA

Big-
Game

BIG-GAME is a product and interior design studio created in 2004 by Augustin Scott de Martinville (French), Elric Petit (Belgian) and Grégoire Jeanmonod (Swiss). It is based in Lausanne, Switzerland.

product sheet

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