

LUUS
■ DESIGN STUDIO

DISCO HOUSE COLLECTION



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Disco House is a furniture collection built around the invisible relationship between music and architecture: the idea that music creates a feeling, feeling evolves into an atmosphere, and atmosphere ultimately becomes a space. The collection translates this progression into furniture through colour, material and form, creating a design language that feels both playful and composed.

The collection draws on the high-gloss, liberated and glamorous spirit of nightlife culture in the late 1970s and early 1980s. Rather than offering a nostalgic interpretation of the era, it sets its sense of freedom against today's more sterile, safety-driven and controlled way of living. The reference is not nostalgic, but critical: a response to a present that has become increasingly controlled and predictable. Disco House brings the luxurious, bohemian spirit of that period into dialogue with the comfort and sensibilities of contemporary life.

Disco House extends beyond the conventional boundaries of a furniture collection, unfolding instead as a carefully constructed scenario for living. Each piece represents a different character one might encounter over the course of a night, embodying a personality of its own: some are more outgoing and social, some more distant, and others more intimate and seductive. Together, they form the cast of characters that shapes the distinctive atmosphere of the Disco House universe.

The Unifier

Chair



Green Fabric
Green Lacquer



Red Fabric
Red Lacquer





The Unifier

Chair

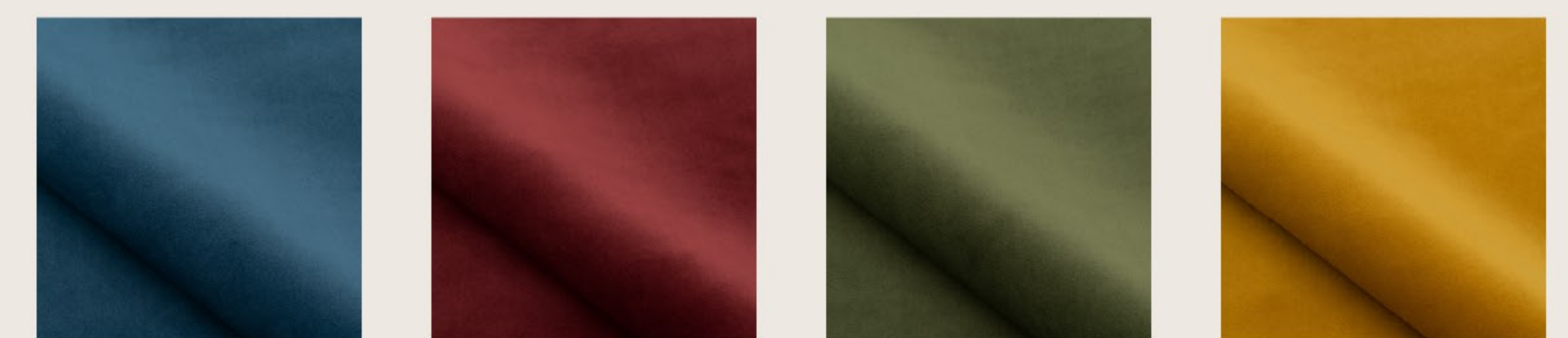
Materials :

Wood surface finished in high-gloss lacquer.
Nobilis velvet fabric used for upholstery.
Base and all metal components in brushed stainless steel.

Lacquer Colors :



Fabric Colors :



Dimensions :

