

#### **Tokyo Graphic Passport**

雑誌の創り手とBook Storeを巡る旅

#### Intersection Yorgo Tloupas

## +81: What made you think of starting Intersection magazine?

+81:なぜ、雑誌を始めようと思いついたのですか?

Yorgo Tloupas(YT): When working at Crash, I met many people in creative fields as varied as architecture, music, cinema, art, fashion etc., and many of them had a passion for cars or bikes. Yet none of them would ever buy or look at a car magazine. There was a big gap between how interesting the subject was and how boring the mediums covering that subject were.

Yorgo Tloupas(以下YT):『Crash Magazine』で働いていたとき、 建築や音楽、映画、アート、ファッションといった、たくさんのクリエイティヴ業界の人々に 出会ったんだ。彼らの多くは、車やパイクに熱狂的だった。 けれど、車雑誌を買ったり読んだりする人はほとんどいなかった。 いかに題材が興味深くても、メディアが題材を退屈なものにしてしまうという 大きなギャップがあったんだよ。

## +81: What did you wish to express via the magazine?

+81:雑誌で表現したかったことは何ですか?

YT: The magazine was a reaction to the generic approach and look of most fashion and lifestyle magazines, especially men's mags, which always try to cover every possible subject in a superficial manner, and end up skimming over the surface of things without captivating the reader. We wanted to reach a curious, design-conscious audience, and give them something totally new about a subject they all like.

YT:雑誌は大衆へ向けたアプローチであり、ファッションやライフスタイル色の強いものが ほとんどだね。特に男性誌は、表層的で、可能性を持つ全ての題材を見ることができない。 結局、対象となるものの表面をすくい取っただけで、読者の心を捕らえていないんだ。 優たちは好奇心やデザイン性を意識する読者の心を動かし、 彼らが飛びつくような新しい題材を提供していきたいんだよ。

# +81: Who decides the magazine's editorial content, and how is it put together? Could you explain specifically?

81:編集内容のテーマは誰が決め、どのような行程で制作していくのか、具体的に教えてください。

YT: We decide everything as a team, with editors for each section, and a fairly open system of submission. If someone reads about an interesting subject, he can send an email to a specific design address that everyone can read. Often a small piece of news seen in a newspaper or on a blog becomes a proper subject.

YT:それぞれの分野の編集者が集まったひとつのチームとして、全てを決定している。 また、公平かつオープンな提案システムを持っており、誰かが興味深い記事を見つけた場合、 皆が情報を共有できる特定のアドレスにメールを送ることができるんだ。 新聞やプログから見つけてきた小さな記事が、時に大きなテーマとなることもあるよ。

## +81: Are the design, font groups etc. subject to a set format?

+81:文字組やデザインなどは、フォーマット化されていますか?

YT: Intersection has always been designed following strict design rules, with a set grid for the whole magazine, a pody font that is exactly the same through sections (with variations in column width), and specially-designed headline fonts.

We make sure to design these ourselves, so the magazine has its own identity and looks like no other.

YT: 厳密なデザイン・ルールがあるよ。まず、全誌面においては共通のグリッドを使用し、 本文のフォントはコラムの幅のパリエーションに合わせて、完璧に同じセクションで揃えている。 また、見出し用のフォントは、自分たちで特別にデザインしているため、 他にはない独自のアイデンティティを確立しているよ。

## +81: In terms of editorial design, is there anything you take particular care over?

+81:エディトリアル・デザインで気をつけていることは何でしょうか?

YT: We really try to create new fonts each time we redesign the magazine, but keep them in line with what we've been doing over the years.

YT:雑誌をリデザインする度に、新しいフォントを作るようにしているんだ。 とはいえ、長年に渡り、培ってきたラインから外れないようにしているよ。

# +81: What are your criteria when shooting photographs for editorial use and when selecting shots for publication?

+81:誌面用の写真のシューティグや、写真をセレクトする際の基準は何ですか?

YT: We try to produce every image in the magazine, and use very few press shots.

We have a wide roster of photographers worldwide who are ready to help us for very little if any money, and we have a precise type of photographic style we tend to stick to.

YT:全ての写真を撮り下ろすようにしているので、滅多にプレス用写真を使うことはないね。 予算が少なくても、協力してくれる世界中のフォトグラファーの膨大なリストを持っているし、 雑誌に適した明確な写真スタイルがあるんだ。

## +81: Can you name some magazines that have influenced your work so far, and some titles that you think are well-balanced?

+81:これまでに影響を受けた雑誌と、バランスが良いと思う雑誌を教えてください。

YT: I don't tend to look at other magazines for influence but a lot of the 1960s and 1970s magazines like Nova, Twen, Lui, Playboy and Man About Town were

a lot of the 1960s and 1970s magazines like Nova, 1 wen, Lui, Playboy and Man About 1 own were pretty much exemplary in their approach to layouts and subjects.

When I grew up, skateboarding mags such as Thrasher and Big Brother shaped my taste quite permanently, and I still think the skateboarding world is a phenomenally creative one.

I loved List magazine, they only did one issue in the 90s but it was great.

Fantastic Man is good today and Vanity Fair remains my favourite magazine to read.

My friend Maxime's magazine Sang Bleu is interesting in its approach,

although I'm not sure it's really a magazine anymore.

YT:あまり他誌から影響を受けることは少ないけれど、

『Nova』『Twen』『Lui』『Playboy』『Man About Town』といった、60、70年代の雑誌は、 レイアウトやテーマ設定においてとても参考になったよ。

また、若い頃に触れた『Thrasher』や『Big Brother』などのスケートボード雑誌から、

現在の自分のテイストは形成されており、今でもスケートボードの世界は最高に

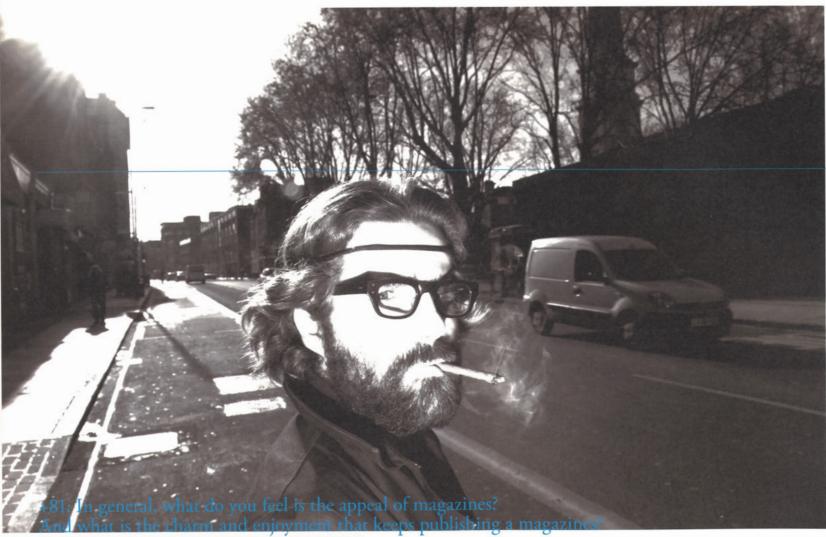
クリエイティヴなものだと思っているよ。あと、『List magazine』は

90年代に1号しか出なかったけれど、素晴らしい雑誌だったね。

近年では『Fantastic Man』も素敵だし、また『Vanity Fair』も読み応えがある好きな雑誌だよ。

友人のMaximeの雑誌、『Sang Bleu』はアプローチが面白いね。

思いつく雑誌はこれぐらいだね。



+81:一般的に雑誌が持つ魅力は何だと思いますか?また、雑誌を続けていく魅力や楽しみは何ですか?

YT: Books have shaped the modern world, and remain one of the most important cultural achievements of man. Magazines to me are just books made more digestible, with nice color pictures and easily grasped chapters. A magazine is an easy and fast way to gather information, in a manner that makes you physically involved (turning pages as opposed to clicking through them).

YT:本は現代を投影した、人類史上、最も重要な文化的功績のひとつだよ。 僕にとって雑誌とは、素晴らしいカラー写真とわかりやすい項目によって、 より内容を消化しやすくなった本だと言える。雑誌は情報を集めるのに簡単で迅速な手段であり、 クリックするだけではなく、ページをめくっていくことで肉体的に関わることができるからね。

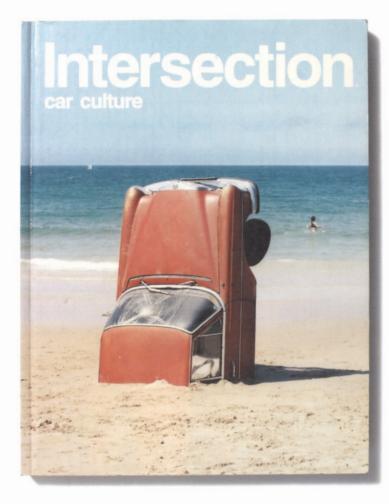
## +81: How do you see the future of magazines? +81: 雑誌の未来についてどう考えていますか?

YT: It's tough out there, the internet has grabbed a lot of readers and a lot of advertisers. But magazines won't disappear, they just have to adapt and offer what cannot be had on a screen. Touch, imagery and the sense of an object.

YT:厳しいと思うね。今やインターネットは多くの読者と広告主をつかんでいる。 でも、雑誌はなくならないだろう。スクリーンでは得られないものを提供するのに適しているから。 実際に触れて、想像し、センスを得ることができるからね。

Yorgo Tloupas is a French art director and designer. He attended the ESAG art and design school in Paris. For graduation he used his knowledge and contacts in the snowboarding world to create a range of boards. Since 1996 he has been working with various clients, from magazines (Crash), to fashion brands (YSL, Armani, Lacoste, etc.), and many other names in the world of art, music and design. Since 2001 he lives in London, where he launched the magazine Intersection with Dan Ross and Rankin.

フランス出身のアート・ディレクター兼デザイナー。ESAG art and design schoolにて修学後、スノーボードの知識 と人脈を生かしてポード用のクリエイションを幅広く手 がける。1996年以降、雑誌『Crash』やYSL、Armani、 Lacosteなどのファッション・プランド、その他アート、音 楽、デザイン分野で活躍。2001年よりロンドンに拠点を 移し、Dan Ross、Rankinと共に雑誌『Intersection』を



#### Intersection

車やバイクに興味を持ちながらも、車雑誌を購読するタイプ の人間はYorgo Tloupasの周囲にいなかった。『Dazed & Confused』のDan RossとRANKINも同じ考えで、その ギャップを埋める新しい雑誌を一緒に生み出すことになっ た。生まれ育ったパリから、モーター文化の盛んなロンドン に移住したTloupasは、雑誌をデザインする立場から、雑誌 を発行する立場にもなった。そして、2001年に生み出された 『Intersection』は、全く新しいファッションとクリエイティヴ の香り漂うモーター・マガジンとして世界中に受け入れられ た。大胆な写真のカット割り、タイポグラフィの美しさ、誰も が見たことの無いようなアーティステックな雑誌が誕生した のである。それから8年、『Intersection』は、中東版、日本版 とモーター・ファンの多い地域に続々と拡大している。

Page.66

There was no-one with an interest in motorbikes or cars, who also subscribed to car magazines in the vicinity of Yorgo Tloupas. Dan Ross of Dazed & Confused and Rankin had the same thought and they decided to produce a new magazine together that would fill that gap. The Paris born Tloupas uprooted to the flourishing motor culture of London, and also moved from the standpoint of magazine designer, to that of magazine publisher. Intersection was born in 2001 and so it was that a completely new fashion and creatively flavoured motor magazine came forth into the world. It was the birth of a magazine with daring cutting of photographs, exquisite typography, and is a magazine with an artistic quality you won't find anywhere else. Eight years on, Intersection now has a Middle East and Japan edition and is expanding rapidly into other regions where motor culture fans are aplenty.

Editor in Chief: Dan Ross Creative Director and Design: Yorgo Tloupa Published by Intersection Media Ltd. 1st issue 2001

# CONTENTS



### JILL EVANS TEST DRIVES THE HUMMER TEXT GUY BIRD PHOTOGRAPHY EWEN SPENCER







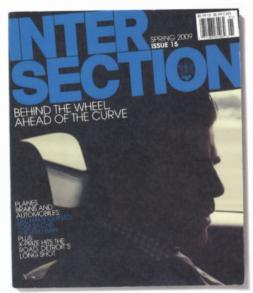
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Forland London Intersection Page.70





15th issue Spring 2009



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d From the beginning. Diamandiswe envisioned his X Prize Foundationninspiring and kick-starting forwardpathicking projects across a range be of areas. Adopting the theory of open participation/competition.

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