

PRESS KIT

ASTRE MOBILE

The itinerant star of French fine craftsmanship



9–27 September 2026

Paris Design Week

Cour de l'intendant - Hôtel de la Marine

MAISON
LACMÉ

MAISON LACMÉ



Maison Lacmé is a creative house founded in France by Cécile and Antoine Tauvel. It transforms familiar objects into works of art through exceptional craftsmanship, restoring our capacity for wonder.

Each creation emerges from the encounter between an artistic vision and exceptional craftsmanship. By revealing the poetic potential of everyday objects, Maison Lacmé creates works in which art, design and craftsmanship become inseparable.

Maison Lacmé collaborates with collectors, interior designers, cultural institutions, foundations and luxury houses.

Astre Mobile is the inaugural work of Maison Lacmé and the first expression of its artistic vision.



ANTOINE TAUVEL — Artistic Director

Antoine Tauvel develops each Maison Lacmé creation through drawing, formal research, scale models and prototypes. These early explorations define the language of each work before being brought to life through close collaboration with exceptional craftspeople.

His work explores the poetic transformation of everyday objects. Through Maison Lacmé, he seeks less to create new objects than to reveal new ways of seeing those already present in our lives.

PRESS RELEASE



ASTRE MOBILE: a transparent car transformed into a work of art, between craftsmanship, matter and imagination.

Astre Mobile is a transparent car that keeps its secrets, whether in motion or at rest. Conceived as a fully-fledged artwork, it falls within the tradition of Art Cars, in which the automobile becomes a medium for artistic expression. It is at once a sculpture, a cabinet of curiosities, and a proposal for interior design.

Imagined and artistically directed by Antoine Tauvel, Artistic Director of Maison Lacmé, Astre Mobile emerges from an in-depth design process combining drawings, formal research, scale models and sculptural prototypes. The result is a blend of luxury and simplicity; noble, durable materials bear the trace of the ephemeral, of movement and of gesture.

This work is also a celebration of encounter and collective creation. Around ten French master craftspeople were invited to contribute. Gold, onyx, shells, wood, leather, feathers, lacquer, porcelain: each material is treated as a language, each piece as an autonomous work. From the steering wheel to the dashboard, from the gear knob to the upholstery, the objects of everyday use are transformed and reinterpreted through Antoine Tauvel's original artistic intentions.

Astre Mobile thus reveals itself as a mobile cabinet of curiosities. A work that can be taken in as a whole or fragmented, lingering over each detail. The separate parts can also be diverted from their original purpose — with many surprises, such as the stone hubcaps that become a lamp and are replaced by their trompe-l'œil version, or the car's logo transformed into a piece of jewellery, and so on. An invitation to slow the gaze, to explore matter, to let imagination take hold.

The project draws on recurring themes in Antoine Tauvel's practice: movement, time, play, the bond with the elements, the sun, the moon and the stars. Each contribution enters into dialogue with these themes, from the artisanal gesture to the evocation of broader phenomena, from touch to light.

At once object, artwork and experience, Astre Mobile questions our relationship to objects and their use. It offers a different reading of the automobile: no longer merely a means of transport, but a territory of creation and reverie.

"This is not a car. It is an unidentified rolling object, a vehicle of poetic exploration that marks the beginning of Maison Lacmé's journey, and opens a future exploration between art, design and fine craftsmanship."

Antoine TAUVEL

Astre Mobile will be unveiled and exhibited for the first time from 9 to 27 September 2026, during Paris Design Week and the European Heritage Days, in the Cour de l'Intendant at the Hôtel de la Marine, Place de la Concorde, Paris.



Photo credit: © Kevin Van Campenhout

ASTRE MOBILE IN 30 SECONDS



Astre Mobile is a transparent car transformed into a work of art.

Conceived in the tradition of Art Cars, it becomes a medium for collective artistic expression.

The project is entirely directed artistically by Antoine Tauvel, who defined its visual language through drawings, scale models and sculptural prototypes, before extending it through a constellation of master craftspeople.

Designed as at once a sculpture, a cabinet of curiosities, and a proposal for interior design, it brings together around ten French master craftspeople around a shared investigation into matter, light and movement.

Key highlights:

- A fully functional car transformed into an artwork
- A strong prior artistic direction (drawings, scale models, prototypes)
- A transparent structure that reveals the invisible
- A blend of luxury and simplicity
- Around ten master craftspeople united
- Everyday objects elevated by materials and hand gestures
- Each element can be repurposed away from its original use
- A sensory and narrative experience



ARTIST'S STATEMENT — ANTOINE



Astre Mobile is a transparent car that keeps its secrets.

A popular object becomes an exceptional creation, an assemblage of rare materials and a moving exhibition space. Discovering a transparent body was the turning point: it made it possible to reveal what usually remains hidden. Astre Mobile is at once a sculpture, a cabinet of curiosities, and a proposal for interior design.

I imagined this project as a constellation of works realised by around ten master craftspeople. Each was invited to intervene on a specific part: the steering wheel, the dashboard, the gear knob, the upholstery, the logo, the key, and so on. As many everyday elements transformed into sensitive objects, and as many encounters that fed this collective creation.

The whole draws on numerous references from the History of French Art and Furniture, and employs a great variety of techniques: feather marquetry, urushi lacquer, shell embroidery, heliogravure and more. Astre Mobile evokes the stars, travel, reverie, poetry, the elegance of natural materials, the relationship to the elements, and the importance of sublimation through the craftspeople's hand.

The whole functions as a mobile cabinet of curiosities. A work that can be apprehended in its entirety or fragmented. The separate parts can also be diverted from their initial purpose — with many surprises, such as the stone hubcaps that become lamps and are replaced by their trompe-l'œil version, or the car's logo transformed into a piece of jewellery.

This project is traversed by recurring themes in my practice: movement, time, play, the bond with the elements, the sun, the moon and the stars.

Astre Mobile is an attempt to restore to the object its capacity to surprise and to create a form of wonder.



ASTRE MOBILE IN 5 KEY REFERENCE POINTS



1. A CONTEMPORARY ART CAR

Astre Mobile is rooted in the tradition of Art Cars, in which artists and designers transform vehicles into fully-fledged works. Here, the car is no longer merely a functional object: it becomes a medium for expression, conceived as a unique piece that is still capable of being driven. It is at once a sculpture, a cabinet of curiosities, and a proposal for interior design.

2. A REVEALING TRANSPARENCY

The transparent body is the starting point of the project. It inverts the usual relationship to the car: instead of concealing its structure and components, it exposes them. This choice transforms the object into a mobile showcase, in which every detail becomes visible and legible.

3. A CONSTELLATION OF MASTER CRAFTSPEOPLE

Around this structure, around ten master craftspeople came together to champion collective creation. Each intervenes on a specific part, with their own language and technique. The result is a constellation of expertise, united by a shared artistic direction.

4. REPURPOSED OBJECTS

The car's elements — steering wheel, dashboard, gear knob, upholstery, logo — are treated as objects to be reinterpreted. They leave their original function behind to become sensitive pieces, sometimes autonomous, sometimes transformable into objects of diverted use or contemplation.

5. A SENSORY EXPERIENCE

Astre Mobile is not limited to the visual. It engages touch, light, sometimes sound and imagination. Each material reacts differently depending on the angle, the hand or the gaze. The whole composes an experience in which the object becomes a field of attention and expanded perception.



A CAR AS A TERRITORY OF CREATION



Astre Mobile explores the richness of the elements that make up a car.

Each part becomes a space for intervention:

- The steering wheel — a tactile and sensory experience
- The dashboard — the clockwork of space-time
- The gear knob — a form shaped by gesture
- The upholstery — a textile territory
- The logo — a sculptural jewel-object

Each element can exist independently, while also participating in a coherent whole — and can even be repurposed from its original use.



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APPROACH:

A WORK BETWEEN TIME, MATTER AND MOVEMENT

Every element of *Astre Mobile* interrogates time: the time of the artisanal gesture, the time of materials, the vaster time of natural cycles and the stars.

References intersect: Antiquity, Egypt, Japan, Art Deco, Minimalism, Arte Povera, the work of great historical manufacturers, the worlds of aeronautics and space.

The object becomes a meeting point between different scales, between expertise and imagination.

The whole is conceived as a sensory experience, engaging sight, touch, hearing and even smell.

A GOLDEN CAR, ALL TRANSPARENCY — A JEWEL FOR THE COUR DE L'INTENDANT

The transparent body makes the engine visible as an exhibition piece, and the chassis becomes both sculpture and skeleton.



Astre Mobile brings together around ten French master craftspeople.

Key elements:

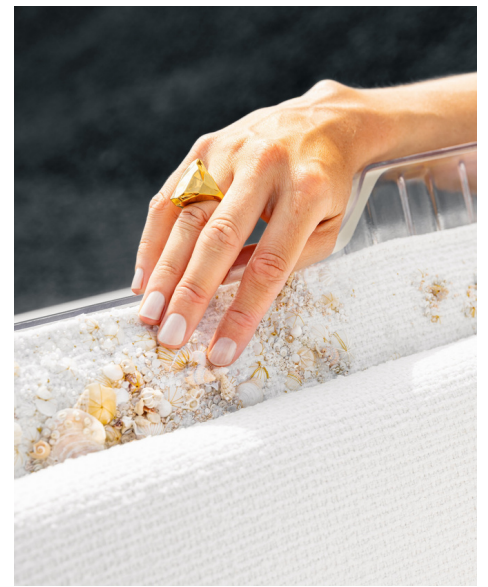
- Astre Mobile brings together around ten French master craftspeople, including:
- Feather marquetry dashboard — Maison Vermeulen
- Shell-embroidered upholstery — Aurélie Lanoiselée
- Porcelain gear lever — Ateliers Arquié
- Heating unit — heliogravure by Fanny Boucher, gilded with gold leaf by Lise Richardot
- Driftwood steering wheel — Claude Prautois
- Urushi lacquer key — Alexandre Duboc
- Russian leather pieces — Élise Blouet-Ménard
- White onyx hubcaps — Hervé Obligi
- Trompe-l'œil white onyx hubcaps — Pierre-Yves Morel
- Metallic embroidery logo — Marie Archambaud



Feather marquetry
dashboard by Maison
Vermeulen



Driftwood steering wheel —
Claude Prautois



Shell-embroidered upholstery
— Aurélie Lanoiselée



Logo in metallic embroidery —
Marie Archambaud



Porcelain gear lever — Ateliers
Arquié



Heating unit — heliogravure by
Fanny Boucher, gilded with gold
leaf by Lise Richardot



Russian leather pieces —
Élise Blouet-Ménard



White onyx hubcaps —
Hervé Obligi

Coming soon:

- Urushi lacquer key
Alexandre Duboc
- Trompe-l'œil white
onyx hubcaps
Pierre-Yves Morel

Available visuals
(high-resolution on request):

PRESS VISUALS

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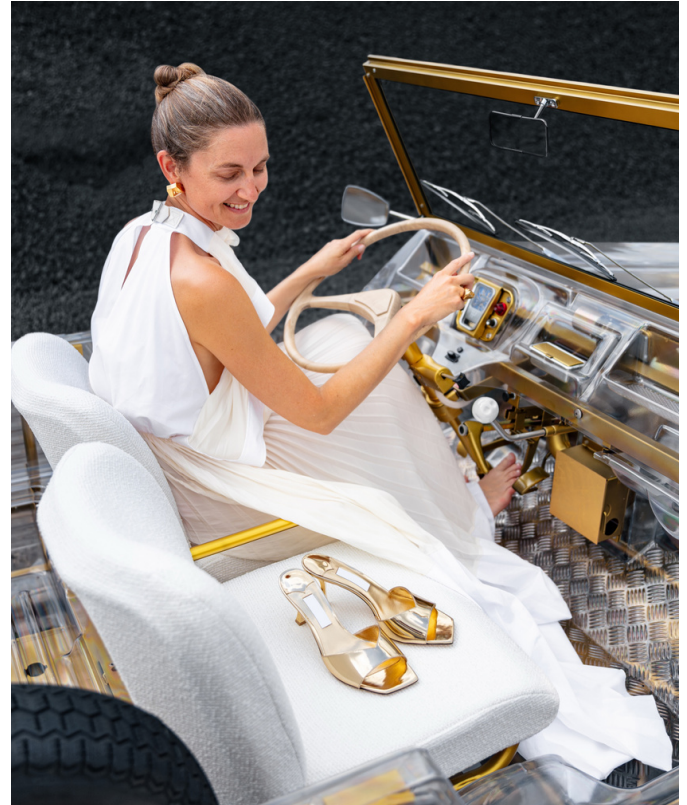


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Front view — Astre Mobile



Front of the car with Cécile Tauvel



Feather marquetry dashboard
by Maison Vermeulen



Three-quarter rear view — Astre Mobile

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Paris Design Week Maison &Objet

Paris Design Week is a leading contemporary design event that transforms Paris each year into an open-air creative journey, bringing together designers, craftspeople, galleries, publishers and cultural institutions. Over ten days, the event highlights new forms of creation, know-how and the dialogues between heritage, innovation and the decorative arts.



The Hôtel de la Marine, a monument located on the Place de la Concorde, opened to the public in June 2021 following a restoration campaign led by the Centre des Monuments Nationaux. At the end of the 18th century it housed the Garde-Meuble de la Couronne, the institution responsible for furnishing the royal residences and maintaining their furniture, and then, from the French Revolution onwards, the Ministry of the Navy.



What if the objects
that surround us still
had stories to tell?

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