

WORKING MATTER

3XN GXN presents *Working Matter*, an exhibition for 3 Days of Design 2026 in Copenhagen. The exhibition brings together six designers who share a common way of working: they begin with the material, not the form.

At 3XN GXN, research into material practice sits at the centre of how we think about the built environment. Through our installation *Local Resource / Collective Knowledge* at the Venice Architecture Biennale, we asked what architecture might learn from working with what is already present — the materials, ecologies, and communities of a place.

At the Copenhagen Architecture Festival, our conversation *In Nature There Is No Waste: How to Go From Unwanted To Aspirational by Slowing Down Design* explored how waste is not a problem to be managed, but a material in its own right. *Working Matter* continues that conversation — this time with designers.

Working Matter is not an exhibition of answers. It is a space for questions and exploration! The six participating studios ask where a material comes from before they ask what shape it should take. They find potential in what has already been used, grow entirely new materials from unexpected sources, extend familiar substances beyond their assumed limits, and recover the intelligence held in traditional craft.

PROCESS IS THE WORK ITSELF.

PARTICIPATING STUDIOS

| | |
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| Studio Loop Loop | www.studiolooploop.nl |
| Front | www.front-materials.com |
| Crafting Plastics | www.craftingplastics.com |
| Small Revolution | www.smallrevolution.dk |
| Russo Betak | www.russobetak.com |
| Daniyar Uderbekov | udrb.tilda.ws |

ABOUT 3XN GXN

3XN GXN is a Danish architecture studio founded in 1986, driven by the belief that architecture shapes behaviour. Rooted in Scandinavian stewardship and working internationally, they design with deep respect for people, resources and the ecosystems their buildings become part of. Through genuine dialogue with clients, communities and collaborators, they create places shaped by evidence and inquiry. Behavioural science, circular design and emerging technologies are integral to their thinking, guiding the creation of resilient, humane environments grounded in participation and shared knowledge.

<https://3xn.com/>
<https://www.3daysofdesign.dk/exhibition/3xn-gxn>

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