

**STUDENT
DESIGN**

Pupil

A database with designs from
young designers worldwide

info@studentdesign.net

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“To dream, create & produce”

StudentDesign

Two years ago the online platform StudentDesign was founded. As second year Product Design students at the Amsterdam University of Applied Sciences, we noticed that each semester we developed a new project. Yet the assignments always stayed fictitious, and it remained as an assignment for school.

After each period of hard work we were rewarded with a grade by the teachers and then continued with a new, next project. We regretted that those projects slowly fell into oblivion, because we always went on with a new one. There was no time to elaborate on that idea, because a new deadline was always awaiting.

Yet we often saw great projects being designed in our class, let alone worldwide. Those designs deserved a platform. That's why we started sharing projects on our platform on Instagram two years ago. First we shared work from classmates, but soon we got more and more international applications. We now have a community of more than 60,000 young designers from all over the world.

To celebrate our two year existence, we have made a small reproduction of

projects that we shared on our platform, a book called “Pupil”.

The young designers share their view of the future and provide insight into their world and innovative new ideas. The book focuses on students and young graduates from all over the world; from Japan to Mexico and everywhere in between. Pupil is the representation of the different disciplines and visions of these future designers.

The next step

Designers often have innovative design projects that are very interesting and deserve a place in the world. However, most young designers don't have access to the companies that can produce them and these producers are not aware of all these designs. Bringing both parties together is a win-win situation.

Pupil wants to build this bridge between the designers of the future and companies. This book, together with our Instagram platform, facilitates such process and also offers a glimpse into the world of the young designer: to dream, create and produce!

Max Hochstenbach (23)

“We had the opportunity to have our design sold in the museum shop”

Text by Max Hochstenbach
Photography by Patrick Ravoo

Three years ago we did a school project about ceramics. We were briefed to design a tea set for the *Scheepvaart Museum* in Amsterdam. In this museum you walk through the rich Dutch maritime history: from the colonies we had, to the modern ages and the harbour of Rotterdam, which provides the Netherlands a lot of export and import.

Inspired by the tides of the ocean, we came up with a cup that can fluctuate: *Zeeziek* (Dutch for ‘seasick’). We presented the design to the *Scheepvaart Museum* and they were very enthusiastic. We were even offered the possibility to sell the design in the museum store. A huge opportunity, but there was a lot involved. We had to arrange it all by ourselves: from production to marketing to packaging, and all for a reasonable price.

At that moment we were only second year students; we did not have any contacts with producers nor a clue where to start. And so the chance of a product in a great shop went by.

This was one of the main reasons to launch StudentDesign, a platform to link designers and their products to producing companies and producers. It’s difficult for individual students to take care of the whole process. This is where Student Design steps in; we strive to bring both parties together in aim to get the most extraordinary designs in the market place.

During our exhibition at the Milan Design Week last year, we represented some of the amazing designs students created. The culture of students is often inhabited in the design: for example, we exhibited a bamboo chair from Indonesia and a bicycle seat from the Netherlands. As StudentDesign we come across lots of wonderful ideas from young talented designers every day. I very much like how ideas often represent both the identity of the designers as well as the country where they are raised. *Zeeziek* is one of those ideas as well and I hope that with our growing experience StudentDesign can be the bridge between designers and companies.





Guido Lok (22)

“You have the power to change our daily surroundings”

Text by Guido Lok
Photography by Patrick Ravoo

During my school period, I designed many projects with blood, sweat and tears: packaging, shoes, chairs, etcetera. I tried everything to realise the best possible product: brainstorming, finding the right aesthetics, calculating, prototyping, and doing it all over and over again. Even until the last day before the deadline. I always learned and moved on to the next school project.

In just ten weeks me and my 15 classmates designed 16 well-designed products. All these products had potential but aren't used in our daily live. Imagine how many beautiful ideas a whole school, city or country designs in a year! That's why my classmate Max and I started to share the projects from our classmates on our own online platform: StudentDesign.

I realized: 'All these interesting ideas and products from all the school projects I created, are just now laying here in my bedroom. My packaging-, shoe- and chair projects are slowly vanishing under a thin layer of dust. Ten weeks of blood, sweat and tears into one product and this is the outcome?'

Now, two years later, we've published over 1000 international projects and receive around 10 projects a day. This is a continuing flow of inspiration. It gets me really enthusiastic, because we can solve so many problems or needs with this information.

Imagine: 'All the student designers around the globe are educated to design products and create the environment of our future. More or less, all current design students create the footprint of our surrounding of the near future. On the other side are all the producers who actually build our environment. They're the ones with the power to create. The companies who choose to invest into the projects from StudentDesign, are investing in our sustainable, good looking future and are able to manifest their support for the next generation of designers.'

I want to make the student designers realize how much influence they have on our daily surrounding! I want to scout the most beautiful, fresh and innovative projects and bridge them to the right producers.

Nienke Koning (23)

“People have different opinions, but share the same passion for design”

Text by Nienke Koning
Photography by Patrick Ravoo

In the third year of my study Product Design, I designed a project for refugees. I remember how much I enjoyed the human connection this project was creating. These people were all alone in a new country and had to find their way in life again. Our job was to solve their problems at the shelter, but also to bring them together.

This human connection fascinated me tremendously. I always thought design was to fulfil consumer needs; I never looked at it from this new point of view. Design to start a conversation or awareness was something new, but interesting to me.

When Guido and Max were looking for someone to help them out with managing their platform, I was interested right away. I saw a lot of ambition when talking to them, it was very inspiring. I felt that StudentDesign had a the potential to become something more than just a platform for students to display their work. I really wanted to be part of that.

Now, more than 6 months later, I'm still very happy that I've joined the team. It's very rewarding to do and the interaction with students worldwide gives me a lot of energy. I love to see people starting a conversation with each other; they have different opinions, but share the same passion for design.

StudentDesign is a very positive platform where designers support each other. By sharing experience, our creative platform inspires people to walk the extra mile and make their design work. We want to motivate students that their work is more than just a school project. They all have so much potential and it would be a shame if they don't use it.

By being personal, approachable and motivational we invite young designers to share their vision with us and together we will strive to support them turning their school projects into reality. Whether it's a design to fulfil consumer needs, solving a problem or creating awareness.



Kitchen Tools



Crema

Crema encourages the purchase of products with a story. This craftsmanship set is inspired by the Catalan cream, an autochthonous dessert of the Catalan land: it's a reflection of the creaminess and burnt sugar known as "Cremat". The set consists of a jar and two different sized glasses.

DESIGNER: Paula Chacartegui, Spain



◀ Esai Shibagaki

Minamo, Japan

MINAMO means water surface in Japanese. These plates are manufactured with 3D printed resin cast and a metal embossment process. This technique is designed in a new era of cast industry in consumer products. The metal surface is constructed with an algorithmic software. Control on every point on the surface constructs a wavy form through mathematics.

Iris van Houten ▶

Veggie Vases, The Netherlands

Over 2 billion kilos of food are thrown away every year in the Netherlands alone. This comes down to a waste 135 euro per person per year. Veggie Vases can help reduce this waste. It turns out that many people struggle to preserve their vegetables. They either can't be kept fresh long enough or they are forgotten in the vegetable drawer. As a result, they end up in the bin. After research, it showed that storing vegetables in water, like flowers, will keep them fresh much longer. Therefore, the Veggie Vases were designed.



Bubbly Surfaces

‘I am heavily inspired by nature and organic materials, and how they have the adept ability to influence the aesthetics of a design in both a clean and contemporary manner.’

DESIGNER: Natasha Duda, Scotland



ABOVE The Marouba Pendant Light is inspired by the variations which occur in different weathered rock patterns.

My interest in organic surfaces started whilst on placement in Sydney, Australia during my 3rd year of university. On my weekends off, I would explore many of Sydney's spectacular beaches. Over the four months I was out in Australia, I started collecting photographs of these different weathered rock patterns.

By converting these 2D images into 3D forms I discovered that these organic textures were able to alter the appearance of products decoratively, but also enhance the function of the pieces as well.

Aesthetically, my sushi dishes and pendant lights share great similarities. They are created using similar techniques, both being developed using a combination of machine processes and traditional hand-made skills.

'On my weekends off, I would explore many of Sydney's spectacular beaches.'

By mirroring the eroded rock patterns which have been placed onto the surfaces, I discovered that this allowed the lights to match up and accurately fit together in a number of different formations. Whereas, the opposing surfaces of the Ripple Sushi Dishes allow sushi to be placed on the flat surfaces, whilst the uneven areas of the tableware pieces are able to safely store soy sauce at the same time. Not only can these naturally formed surfaces uniquely enhance the appearance of various different products, but they also have the ability to alter the functionality and the ways in which you are able to interact with the pieces as well.



ABOVE Two dimensional photos of eroded rocks, shot in Sydney, were transferred into three dimensional forms.

Metal Chairs



Lihi Kopel ▲
Chair, Iran

In every project, the user is the start and end point, and this project was no exception. A chair allows an essential daily activity: sitting, and therefore this chair is designed to be cuddly and comfortable, that invites busy people with busy routines, and welcomes them in the moment they decide to sit down.



Ben Baldwin ▲
Torii Bar Stool, Great Britain

The Torii stool, inspired by the form of a Torii gate (which marks the entrance to a Japanese temple), explored the properties of steel tubing. Through the use of colour and sculptural form the project aimed to give warmth and lightness to metal, which can be viewed as cold and heavy.



◀ Viktoriia Baran
CreTruba, Ukraine

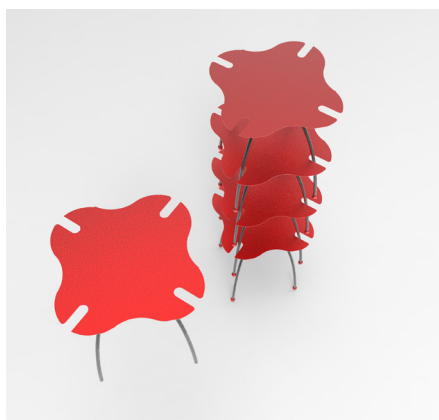
Can a small chair also be a desk? This project answers this question. The way the project is designed, makes it possible to use the object in two different ways. The mobility and lightness of this product makes it possible to move it easily, so it allows the user to make their own decision about their workplace.



▲ Furnished Forever

Low- and High Stance, Australia

The Low- and HighStance stools are the first pieces released by Elliot Bastianon and René Linssen. Furnished Forever aims to offer a range of highly functional products to cater for the commercial and residential markets and utilise the local manufacturing options available in the Australian region. The Stance stools are defined by clean lines, crisp geometry and a restricted colour palette.



Natapat Samnieng ▲

Red, Thailand

This chair is inspired by the shape of the virus AIDS. The chair is made of steel which is used for both the seating and legs. The chair can be easily stacked and through its shape it's comfortable. The profit of sales will be shared with the RED program to find a cure for aids.

Prince(ss) on the pea

Linnea Blæhr

Ease Chair & Lounger, Denmark

'My name is Linnea Blæhr. I'm 24 years old and I live in the Danish city Aarhus. I'm a Danish furniture and interior design student at VIA Design & Business School, where I am currently taking my PBA in furniture design. In the process of creating something new, I often seek towards graphic compositions and layered colour combinations. For me it's important that the design appeals to the recipient in a way where he/she wants to interact and examine the object with both eyes and hands. This is done by mixing sculptural aesthetics with functional qualities.





The chairs are based on a frame made of 20mm pipes. The pipes are bended and welded together to create the frame. To hold the pillows there is a bottom plate of steel. The steel parts are powder coated in matt black. On top of the frame are six pillows. Three to sit on and three to lean on. The lounge is made of textiles from Kvadrat, with a core of firm foam plates. The chair is made of Elegance Leather from Sorensen Leather.'



Jungle Drum



Sahrul Hidayat ▲

Bisa chair, Indonesia

Bisa is a cultural chair made in Indonesia. Indonesia is famous for its use of materials directly derived from nature. Rattan is one of them, and is used in the Bisa chair which is Indonesian for 'can'. Through bending and heating the rattan sticks, the tubes are transformed and they create a square towards a triangle shape in the chair.



Ahmed Bedair ▲

FelWarsha, Egypt

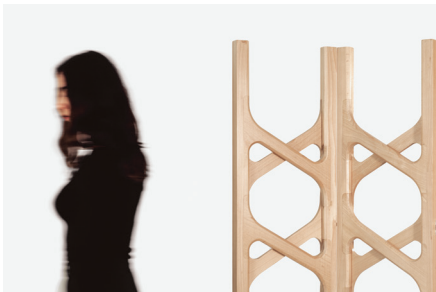
'Fel-Warsha' literally means 'inside the workshop' in Egyptian Arabic. It focusses to re-map and to re-think craftsmanship in contemporary form, by bringing together Egyptian designers and artisans in one place to share knowledge and ideas, and ultimately collaborate to produce vibrant and original products.





Pedro Arturo ▼
H, Mexico

H is a room divider which is both organic and aesthetic. The structure is knotted and creates visibility and space, while it also casts expressive shades. The framed snapshots create a private atmosphere in the room.



Samy Rio ▲
Bamboo Lantern, France

This lamp is a mix of different bamboo craftsmanship techniques used by the Taiwanese. They are known for their traditional bamboo weaving and working with tubes. The lantern consists of both techniques. This lamp can be taken with you, or either be a standing or hanging lamp.



Tosti Time



Dear System

Dear System is a study into our increasingly amorphous relationships with appliances within the home. In the connected home, objects are market-driven to cannibalise attention and work in increasingly complex ways to keep it. Learning, it attempts to exploit the complexities of our connected future and produce a vision of the future home; with the toaster as metaphor. The device burns targeted advertising onto toast as a means of paying for itself; while gathering seemingly useless data to build a worryingly comprehensive portrait of its owner, to be sold back to advertisers.

DESIGNER:

Leon Brown, Scotland



Creative Spirit

Pattern Printer

The Pattern Printer Project rejects the white wall and embraces the dwelling as a creative sanctuary. Walls are for play! The project challenges the conventional wallpaper by breaking up the paper roll into smaller parts. With small repeats, new possibilities appear. They invite the user to interact with the pattern directly on the wall. The static and predetermined wallpapers become flexible and playful when parts can be interchanged, rotated or shifted around. Sharing the files over internet enables the user to print out wallpapers in their home, removing the distance between idea and action. Changing your surroundings becomes easy and playful!

DESIGNER:
Julia Groth, Sweden



Chessi

The user's daily behaviour in handling household appliances was questioned and brought into line with the new living model of cooking in small spaces in the future. The designed kitchen appliances - egg cooker, kettle, waffle maker, toaster and oven - are inductively operated on modular expandable induction hobs. The possibility of free positioning on the cooking plates, makes handling the new devices more flexible and therefore the wall between kitchen and living space breaks.

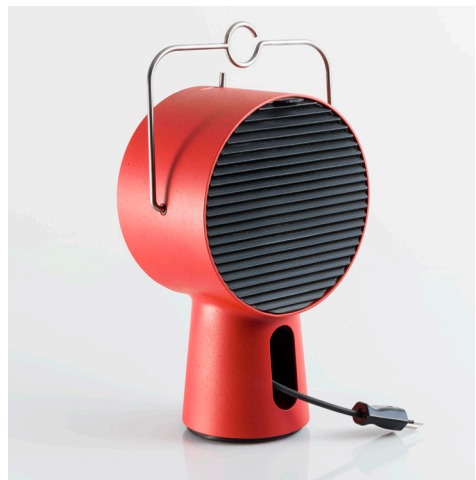
DESIGNER:
Lenn Gerlach & Michael Varga,
Germany



**Maxime Augay ▲**

The Portable Kitchen Hood, France

The kitchen hood is a central element for those who like cooking. This project is based on the fact that there's still a lot of small kitchens that don't have one yet, or in which it's impossible to mount one on the wall. The proposition is a portable kitchen hood that easily fits into tiny spaces, in complement with the small cooking plates. This project explores a new typology of kitchen appliances, from its mechanical conception to a previously unseen aesthetic solution for this kind of object.





Tommaso Lucarini ▼

Vibe, Italy

Vibe is a modular bottle rack, inspired by the vibes aroused by the Finnish landscape. It can be used on vertical surfaces, like walls, or on horizontal planes through the combination of two of them. Minimal and modern design of the elements, aimed to maximum economy of material (no waste) and to promoting the stackability. The product is made out of three layers of laminated birch with two different thickness, 1mm for the outside layers and 2 mm for the middle. Natural finishing with treated surface protects the wood.



Luca Toscano Otto ▲

Amalgama, Italy

Amalgama is a oil decanter, which describes the partial process of working integration suffered by one of the most populated ethnical groups in Milan: Egyptians. Amalgama criticizes the crystallization of this ethnicity in stereotyped works (Egyptian pizzeria) and the effort for the new generation of immigrants to escape from this cultural and social stigma. The product is designed with the aim of amalgamate, through different materials and production processes, the city and its workers, underlining how integration is often a facade phenomenon that goes across a constant identity conflict.



Mother Nature

Slot

The starting point of this project was clothing, inspired by its rich texture and flexibility of the fabric. By imprinting the texture of fabric and applying similar colour to the ceramic, this product lets people physically interact with the same texture, but on different media. The shape of the vases makes flowers less crowded and brings users a lot of fun by creating their own vases.

DESIGNER:
Xinting Zhang, China



Moove

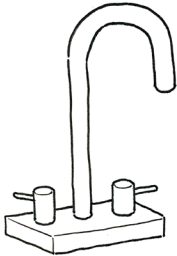
Moove is an ergonomic chair that incites the emotional centre of the brain and enhances energy, focus and creativity. Inspired by Dr. Patrik Künzler's LimbIC chair, Moove combines its seat division enabling more physical pliability with a more

elegant aesthetic at a lower cost. Drawing on the heritage of affordable plywood chairs, Moove offers a warm and medically beneficial alternative to the common ergonomic chair.

DESIGNER:
Yasunori Morinaga, Japan



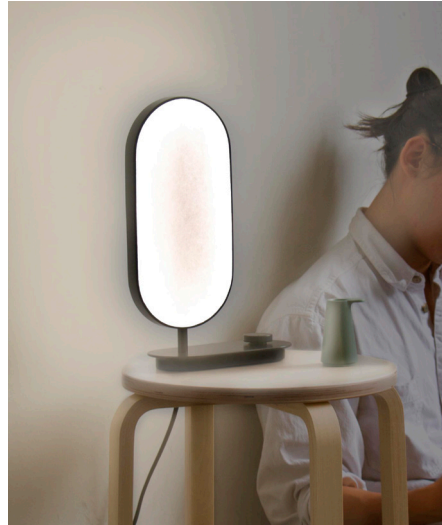
Industrial Vibes



▼ Shane Chen & Jay Qian

Gravity, United States

This desk lamp translates the fluidity of water into an light performance. The lamp itself is a mimic of water faucet in a minimalist design language. Through the programming approach, the lamp is designed to be used in the way like how people use a faucet. The more the knob is turned, the more light and flowing speed the lamp gives off.



▲ Ashley Willard

Day + Dusk lights, Great Britain

Paired lamps that capture the subtle hues of daylight to prompt a more considered approach to lighting design. Each emits a specific temperature of light in accordance to different times of the day, a cool, energising blue from the 'day lamp' and a relaxing warm hue from the 'dusk lamp'. Through a simple dimming interaction, the ratio of light between the two objects can be altered to create the desired ambience in a space, suiting it to productivity or leisure.





▲ Kevin Sinclair

DL01, Scotland

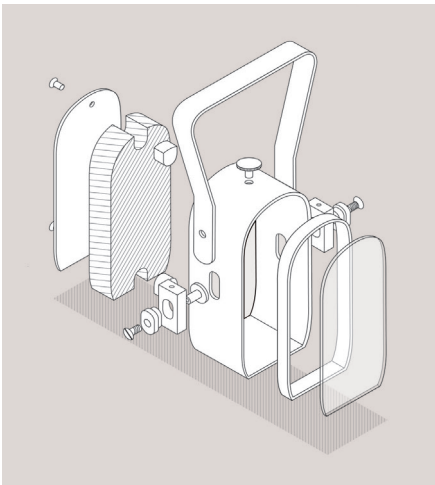
The product has been made as a industry brief for a local company. This had to be incredibly simple to understand and operate. The light has been designed to utilise the most simple of interactions - twist. The difficulty and learning curve in producing an item of this kind will never be known to anyone other than its producers. This excites me as many products have a similar secret and untold story.



▼ Blair McIntosh

Monachyle Lantern, Great Britain

The initial brief was to design a “interactive and portable light” so it was from that moment I chose to design a lantern with the core values of adventure and curiosity. The final outcome is an interactive luminaire taking cues from traditional lanterns and re-appropriated for the modern adventurer.





City Table

As a student in a city like San Francisco, the space is very limited and you are constantly moving. By observing the trash rooms in student buildings, it showed that the most common piece of furniture that was thrown out were tables, which were still in perfect condition. This was the inspiration to design a table that people felt a deeper connection with, so the tables wouldn't end up in the trash. Therefore the table needed to be lightweight, fit into small vehicles and someone should be able to quickly assemble and disassemble the table without the need for tools.

With the use of wooden bolts, the user screw and unscrew them with their own hands and still make a solid joint due to the size of the bolt. A single material was used because the table can be started and finished in the same warehouse without the need for the additional cost of other material and component assembly.

DESIGNER:
Nathanael Gonzales,
Puerto Rico

Twins joints

Knotted Desk

Knotted Desk is a wooden office table for at home. The wooden legs and the wooden tabletop are tied together with paper cord. The weaving allows tightening the legs together in a way, so no glue or screws are needed. The design celebrates the aesthetics and the craftsmanship of paper cord in furniture making. Instead of applying it to the surface of a chair, the cord becomes a more structural and decorative element.

DESIGNERS:

**Tiziani Vögtli, Nadine Schaub,
Stephan Wespi, Germany**



Flowing Water

'In the industrial design class at the University of Pennsylvania, I was given the brief to design a watering can. Having never owned a plant and always viewed watering plants as a tricky task, I set out to design a watering can that makes watering plants easy and enjoyable.'

DESIGNER: Jianan Li, China





ABOVE The 20° Watering Can has perfect ergonomics for both caring and watering plants.

An easy-to-use watering can should be both easy to carry from the water source to the plant and easy to hold when watering, yet the two tasks require different handle geometries. Through experimenting with the angle of the handle, I found an angle of twenty degrees to the horizontal to be the ergonomic sweet spot for both tasks. In addition, the parallel relationship between the spout and the handle makes it intuitive to use, and the slow and steady stream of water produced by the long and narrow spout makes you feel relaxed in the process.



I've always had a preference for a minimalist aesthetic, and I do believe it's the most fitting for objects such as a watering can. The simple geometry of the watering can complements the organic form of the plant.

'Having never owned a plant, I always viewed waterings plants as a tricky task'

To bring my watering can design to life, I first created the model in Fusion 360, and then brought it into Rhino to design the foam pattern to be made on a CNC router. After making a brush-on silicone mold together with a mother mold over the foam pattern, I slush casted the watering can using a quick set urethane resin.

This is one of my favorite projects so far, not only because I learned a new process, but also because it led to me getting my dieffenbachia plant. It has since grown a lot taller under my care with the help of the 20° Watering Can.



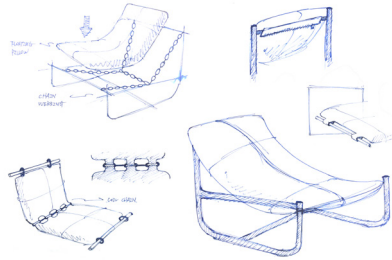
ABOVE & LEFT Jianan made his idea reality by creating a 'mother mold', whereafter he used rotation molding to make his prototype.



Xiaosu Yu ▲

Swang Chair, United States

The Swang Chair is a leather sling chair inspired by the fashion brand of Alexander Wang. It aims to create the laid back street wear look on a chair. The chair features a minimal metal frame and a detachable black leather pillow with zipper details. The pillow can also be used separately as a floor pillow.



Daniel Easton ▼

Chair, Chili

At an age of mass consumption and production, materials become a huge part of our lives. This project aims to challenge the idea of materiality and excessive consumption. The chair is stripped down to the essentials and built back up, heavily focusing on the sitting experience. The design subtly raises awareness for the importance of experiential consumption in its dynamic and ergonomic qualities. It highlights the value of relationships between people and their possessions.



Flexible Seating

DCC

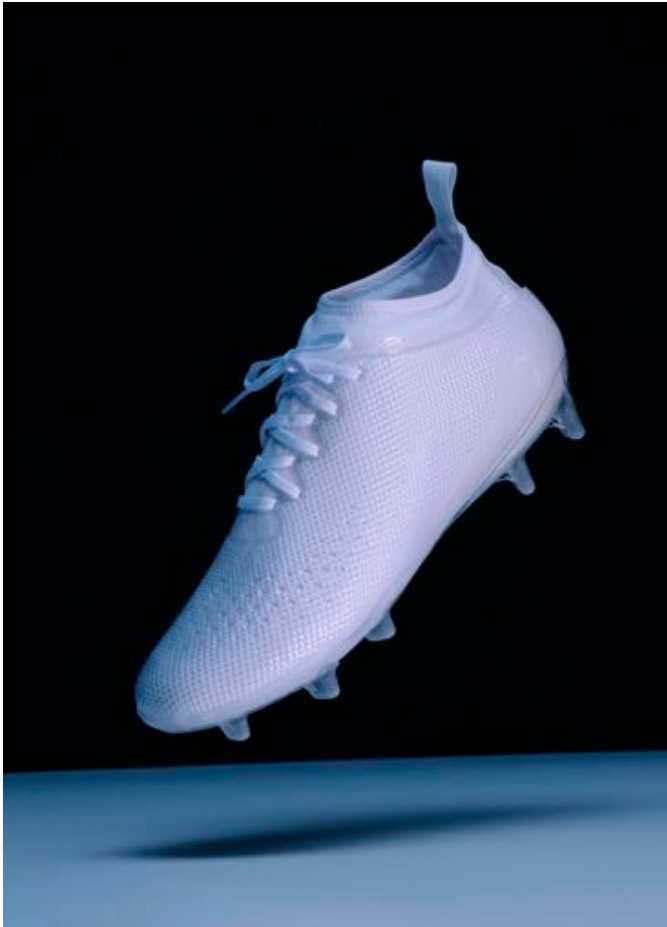
During this project the goal was to create a chair for public spaces and the contract market, that uses the high performance qualities of DuPont™ materials. Through the extraordinary comfort and movement when seated, he created the most challenging typology chair: a cantilever chair.

DESIGNER:
Frederic Rättsch, Germany

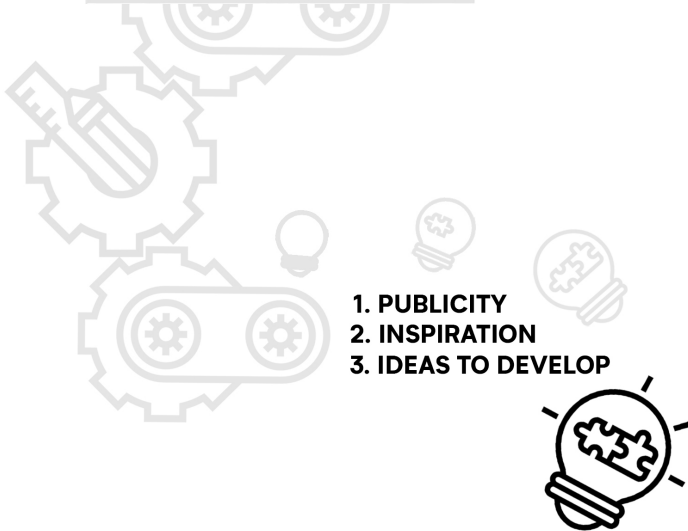
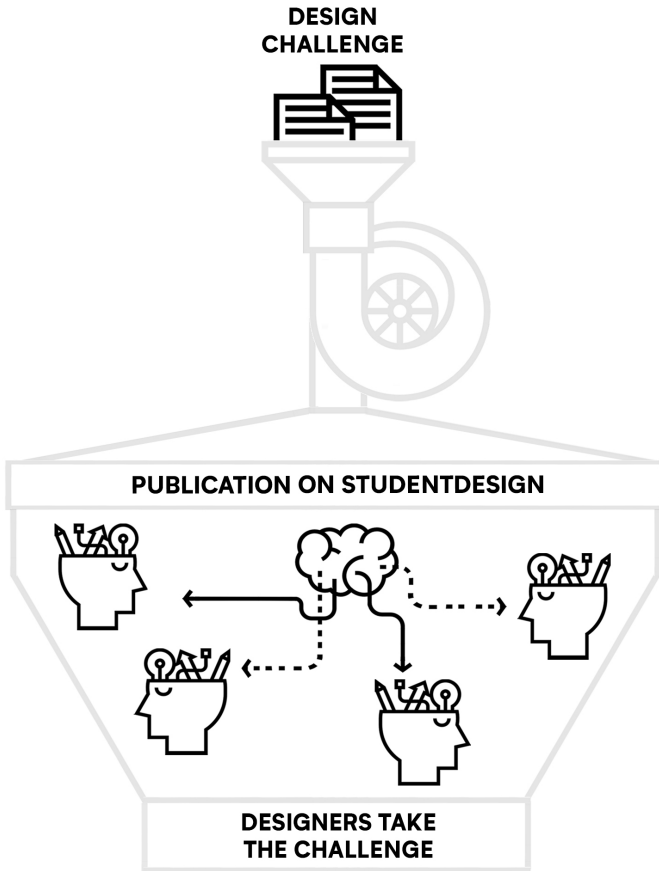




DESIGNER:
Johannes Berger,
United States



DESIGNER:
Jules Mas
France



Business Model #1

Inspiration Generator

You need inspiration or product ideas, but don't have the time, money or creativity yourself? The 'Inspiration Generator #1' is the most efficient machine to produce product concepts for a specific demand of problems or needs.

Take a company in mind who would like to produce a more sustainable product, but doesn't have enough inspiration. The company describes a design challenge and reaches out to StudentDesign. The challenge could be: 'Design a football shoe which is 100% recyclable. It is appreciated if the shoe consists of 1 material, so that recycling can be carried out with ease.'

We will publicate the challenge on our platform StudentDesign. From this moment over 50.000 people will start their

engine and design. The blood, sweat and tears are no longer a worry for the company.

After the deadline, we will make a selection of the best ideas and concepts. This inspirational selection will be presented to the company. We expect, the people from the company are so inspired that they can't wait to develop new products. In the best case scenario, there will be one concept as result from the challenge, that's ready to develop for the company.

The designers who made the best concepts will be rewarded. The company will receive publicity through our platform and new insights on solutions for their problems or needs!

Business Model #2

Match Maker

Match Maker is an initiative focused on collaborations between design students and companies with the power to produce. Our mission is to create opportunities for designers and companies to connect and get the most out of their combined efforts.

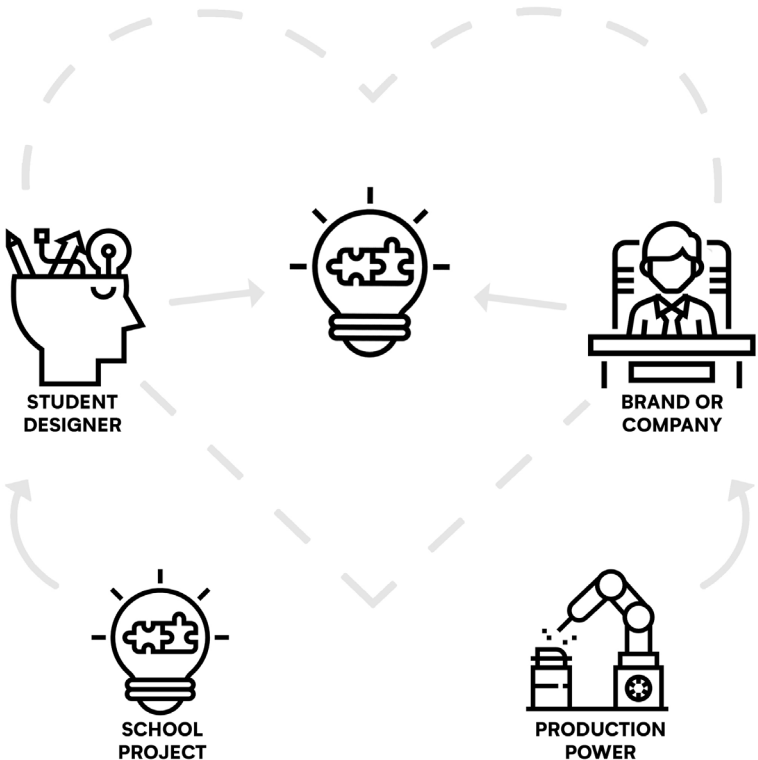
Design students have many valuable school projects as seen throughout this book. Most of these talented designers are willing to produce their design in order to transform their ideas into reality, but don't have the right connection to produce.

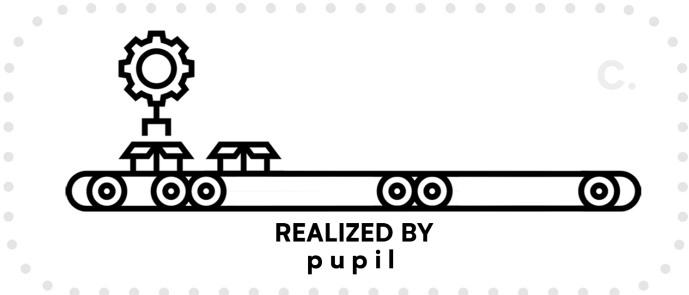
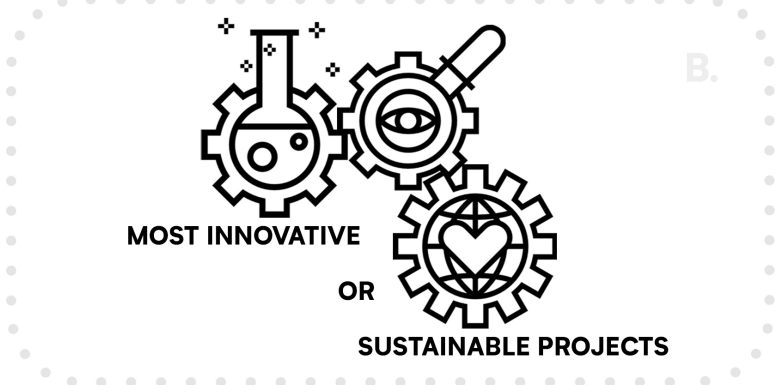
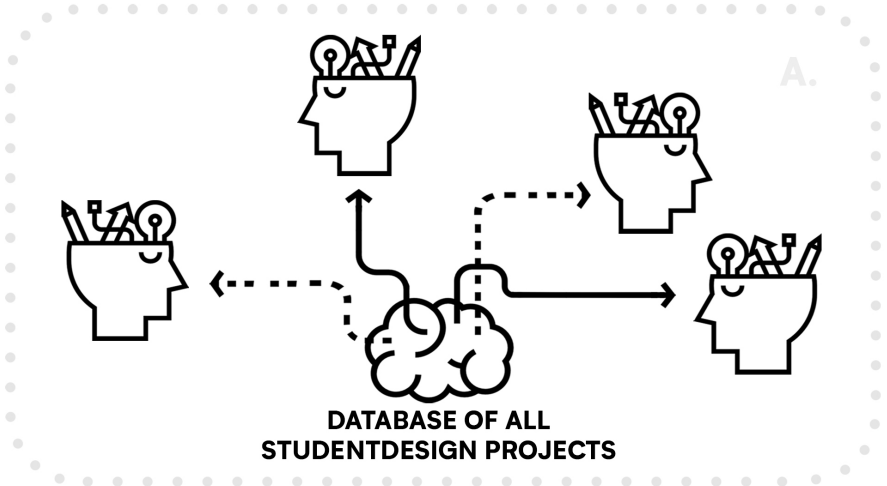
On the other hand, there are the brands or companies who do have the power to develop products. They are willing to extend, diversify or innovate their brand and need new refreshing projects to work on.

Scouting the future

StudentDesign wants to build this bridge between designers and companies who want to develop inspiring projects. We will propose a selection of student projects or designers which are likely to match the project for the company. StudentDesign functions as a 'scout' for companies; it doesn't matter if you're looking for something specific, like a clock, or if you just want us to scout projects or designers who match your company. Through collaborating the students will be rewarded via royalties and gain a valuable project experience.

We are determined to establish inspiring collaborations which are profitable for both parties. The projects will be documented and also be promoted via the online platform StudentDesign.





Business Model #3

Pupil Mission

We are getting excited by all the projects we are able to represent on StudentDesign. Even better, sometimes we get so excited about projects that we are thinking of ways to develop the products ourselves in collaboration with the designers.

From idea to reality

The mission of Pupil is to develop the most innovative and sustainable projects from StudentDesign and make them available for consumers.

A. The database of StudentDesign has grown to a collection of thousands of school projects within two years. Daily, several projects are submitted from students all around the world. StudentDesign organizes these projects into product categories and countries.

B. The most innovative or sustainable projects will be selected by Pupil. During this selection process quality will be chosen over quantity.

C. Pupil will develop all the products by themselves. The products aren't just realized to be used in our daily surrounding. The products are an inspiration for comparable products and they highlight the ability to create beautiful things with the help of talented young designers for a better world.

The products and stories behind them will be manifested by Pupil to inspire everyone who can relate. The products are available to buy directly from Pupil.



DESIGNER:
Nathan Baraness,
Greece



DESIGNERS:
Luca Toscano, Sara Monacchi,
Maria Testelli, Luca Viscardi
Italy

A person wearing a white t-shirt is holding a cone of golden-brown french fries. The cone is made of a dark, textured material, which is potato peel waste. The person's hands are visible, one holding the base of the cone and the other reaching towards the top. The background is plain white.

Potato Waste?

'Fries companies produce a lot of potato peels waste. The idea of this project is to use this waste material in order to create a street food packaging.'

DESIGNERS: Pietro Gaele, Paolo Gentini, Simone Caronni, Italy



ABOVE The potato peels are used for the packaging of the potato fries.

The potato peel is made up of starches and fibers components, which after maceration and natural drying, acquire the ability to bond with each other and harden. The obtained material is completely made of production waste and is 100% biodegradable. After being used, the packaging can be usefully re-inserted in the biological cycle becoming animal food or fertilizer for plants.

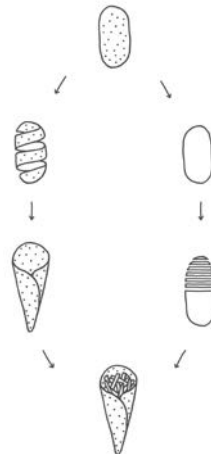
‘Peel Saver is a sustainable remedy whose aim is to replace plasticized paper packaging’

Traditional street packaging has a very short time of use, immediately becoming a hardly recyclable waste. Peel Saver is a sustainable remedy whose aim is to replace plasticized paper packaging. Fries are thus served inside the same peel that originally contained and protected the potato, returning to the ideal and the natural state in which it was.

In detail the production process consists in a first phase of maceration and natural drying of the peels that are later spread out in a circular mold. Subsequently, the

product is rolled around a conical shape, as it happens with the artisanal ice cream waffle cones.

With the due investments, this project can be produced on a large scale with all the adaptations that are necessary for an industrial production.



ABOVE A lifecycle-analysis on the materials being used in the Peel Saver project.

Friendly Ergonomics



Duo

The DUO is a transformable suitcase, which can be easily adjusted from a small carry-on to a larger suitcase for longer journeys. It's the perfect solution for more flexibility while traveling, by adapting the suitcase to your personal needs. The DUO is very easy to use. Press the button and the size can be easily adjusted by

pushing or pulling the upper shell. Additional luggage is no longer a problem, just expand it and check it. To save space at home, shrink the DUO to store. Now, there is no longer a need to buy different sized luggage!

DESIGNER: Rebecca Weiß, Germany



◀ Fraser McPhee

Touch, Schotland

A collection of switches and electrical outputs focusing on the sensation of touch a brief moment experienced within this everyday object. The collection is made up of an on/off button, dimmer switch, usb output, electrical and a long- range wireless electricity transmitter that come in an unobtrusive white coloured silicone coated plastic to bring focus to the clean and sensitive form that allows the user to embrace the feeling of touch.

Paulina Grebenstein ▶

Moonwalker, Norway

In times of demographic change towards an older society, the Moonwalker aims at a generation of elderly people who want to grow old in dignity and style. The rollator is part of a family of mobility products such as scooters, e-bicycles and more. This enables a smooth transition from one way of mobility to another. The add-on system for baskets, bags, backpacks and more, gives the possibility to personalize and change the walking aid to the user's needs.





Colour Pop

◀ Ieuan Davies

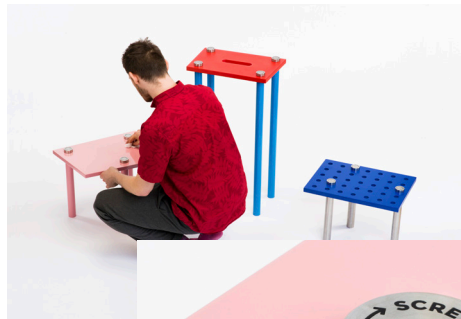
Balloon Chair, Great Britain

This series of stools is made with steel tubing and white concrete, cast in large party balloons. The products celebrate simplicity and creativity, with minimalistic joints formed by the organically shaped concrete balloon, swallowing the steel legs. The design came about by exploration into materials and the focus of their potential and limitations. The aim was to eliminate their limitations by exploring and experimenting with composites and the combination of unconventionally suited items/materials.

Eddie Olin ▶

Screw You, Great Britain

Instead of being a hidden internal feature the bolts become part of the furniture's unique visual character. The relaxed nature of the bolts carried over into the Memphis influenced asymmetrical designs. Bright, non uniform shapes cut in a higgledy piggledy manor to compliment the simplified bolt assembly.



TLC

TLC is an assemblage, which hybridises three different pieces of furniture into one, yet each part retains its own archetypal character when joined together. The small table offers a space for personal belongings, such as an unfinished book, your phone or glasses, while the lamp bathes the sitter in light to create an intimately illuminated zone.

DESIGNER:
Tom Butterfield, Great Britain



Plastic Fantastic



DESIGNER:
Dylan Casasnovas, France



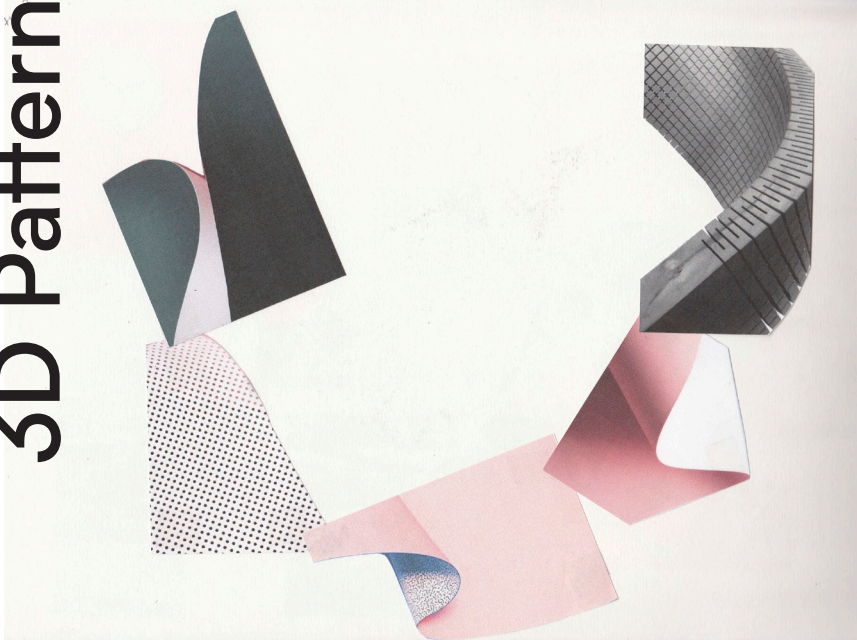
Dapple is a shelf made of recycled PolyEthylene with a powder coated white steel tray. The main idea was to focus on this new kind of material, produced by Smile Plastics in England. The marble texture comes from all the plastic trash they find, melted together. A press is used to make a big sheet of plastic, that can be worked with wood machines or CNC.

I made all the parts by myself with the machines we got in the workshop of my school, which means that the industrial procedures for mass production are no more complicated.

The shelf is also flat-packaged and very easily mounted. There was a particular focus on the simplicity of the assembly, you just need a screw driver to fix each part, and the final product can be recycled over and over again.



3D Patterns



◀ Evgeniia Balashova

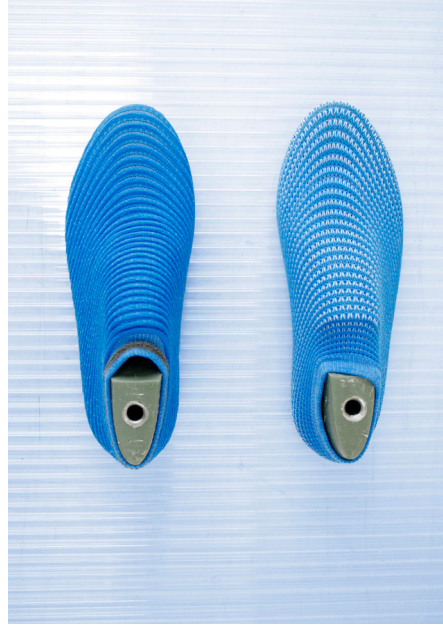
3D printed jewellery, Russia

This work is a quest for finding harmony between chaos and order. Eve creates her pieces using a combination of digital manufacturing and traditional hand skills, bringing 3d printed nylon and precious metals together in unique, captivating compositions. The contrast between two materials highlights their beauty - smooth, polished shine of metal against grainy texture of 3d printed nylon. Eve's approach to making is experimental in the sense of pushing the boundaries and material possibilities of 3d printed nylon, challenging its weight, texture and kinetic qualities.

Polina Krichko ►

NDVI, Finland

NDVI is a synthesis of performance textile and footwear design. The objective was to create a lightweight piece, seamlessly knitted on the machine in a three-dimensional shape. Concept-wise, this design was strongly influenced by the excessive detailing and technical feel of motorcycle knee guards, as well as impressions of speed and movement. Working closely with a technician has helped creating different performance zones, through the combination of open highly elasticated structures and dense supporting ones.





DESIGNER:
José Bermúdez, Mexico

Yeo Yiliang ▼

Beauty, Singapore

A hijab is a veil traditionally worn by Muslim women in the presence of adult males outside of their immediate family, which usually covers the head and chest, and is also a symbol of privacy and modesty. There is nothing in hijab that restricts a Muslim woman's freedom to express her views and opinion, to own property, to have an education and a career, or to choose a spouse. Beauty is therefore inspired by the grace and elegance of a woman's eyes.



Sleep Well

Stauper

Hopefully, this agile daybed serves as a vessel for spreading the word of flax's versatility; and thereby nudging the public to be a part of a CO2 positive process. Flax requires a minimum to grow and is farmed all around the world; making it excellent to utilize as a substitute for less sustainable materials, such as plastics and traditional composites.

DESIGNERS:

**Jonas Kolstad, Gard Hagen,
Norway**



Juicy Flavours

Flora

This design is meant to be as clear as possible. It's made up out of two elements: the base, which is the light source and the leaves, which are steel folded sheets. The lines of this object are based directly on nature. Each reflector is a leaf, which catches and reflects the light. It brings functionality and amplitude to the base.

DESIGNER:
Antoine Rouzeau, France



Spicchio

This compact electric juicer adapts to all glass sizes, allowing you to press fresh juice directly into it. The appliance is designed to be not only easy to clean, but also to be instinctive and handy to use every day. Thanks to its reduced size and its character, it's very practical. To make this possible, the gears were redesigned and overmolded by a tiered polyurethane sleeve for extra grip on the glass.

DESIGNER:
Ludovica Gianoni, Italy

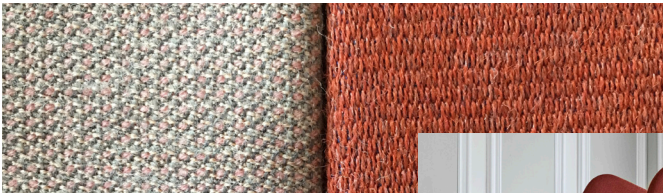


Scandinavian Comfort



◀ **Lise Vester**
Pacem, Denmark

Pacem (Latin for peace) is designed to improve the environment of institutions to be warm and homelike. The motorized chair helps people with disabilities to sit down, to adjust the comfort and to get up on their feet again - all controlled by a remote. All the technology is wrapped in a comfortable and contemporary design. The chair is made from statements and personal experiences from Hospices in Denmark.



Mathias Bek ▶
Note Chair, Denmark

Note Chair allows room for a quiet, silent time away from the noise of your everyday life giving the opportunity to think, share messages, sweet notes and dreams with your loved ones. Note Chair only demands your presence in return.



Ella Shegai ▶

Jewelry Box, Norway

'Jewelry box' is a lounge chair that allows you to keep your books, phones, tablets and other precious things close at hand between the chair's side folds. The storing feature is inspired by a ring display function. This lounge chair is a reflection about nowadays craving for historical aestheticism with its art-deco and mid-century modern aesthetics on the one hand and multifunctionalism on the other.



◀ Kasper Egelund

Bend Lounge, Denmark

The main focus of the project was to create a space with greater value for the residents in the 'Space' building by Brazilian architect Vasselei inc. and just as well to insure a good first-hand-impression of the building. The chair was hereby formed with the tradition of Danish design in mind, and willingness to obtain a sculptural expression with a soft and inviting look.



C-224

c-224 is a lamp for libraries. Developed in collaboration with Oledcomm, this lamp introduces a new wireless communication technology called Li-fi. Using the visible light of the LEDs to diffuse the network, Li-fi allows to reach higher network speeds and a more secure connection than Wi-fi. Placed under the light, the devices benefit from a fast and reliable connection. Thanks to its infrared emitters that transmit data through invisible light, Li-fi remains active even when the light is switched off.

DESIGNER:
Alexandre Picciotto, France



Working flow

DESIGNER:
Zahra Ghiasi, Iran



Slot

Slot is the minimal and intuitive solution for toothbrush storage. The design focuses on using the natural affordance to lean, by offering three primary channels large enough to accommodate a range of differently sized toothbrushes. Its smooth surface and soft curves not only allow for easy wash-ability but also bring an elegant form to sterile bathroom counters.

DESIGNER:

Josh Lyman, United States



Mornings Freshness

Schmitt

The first project at the academy was to design a razor for men. At this point the fascination for wire was sparked by a wire-braiding craft shop at Cologne, Germany. Herefore this material is used in this design. After finding the right diameter, shapes made of wire started to turn through my mind. As soon as mockups followed, questions of handling determined the process of finding a shape. Due to the attribute of the wire, the outcome is characterized by a flowing shape and has the precise handling of a pencil.

DESIGNER:
Hari Wolfer, Germany



Child Again

Paper Planes

A collection of 3 instructional prints on 'seeded' paper that can be folded into a paper aeroplane and thrown into a natural, or even an urban environment. Each colour indicates a different aeroplane and difficulty for the user. The bio-friendly seed paper breaks down and gives life to the Wildflower seeds inside. This fun and positive impact helps bugs, birds, bee's and plant life to thrive in the ecosystem.

DESIGNER: Fraser McPhee, Schotland

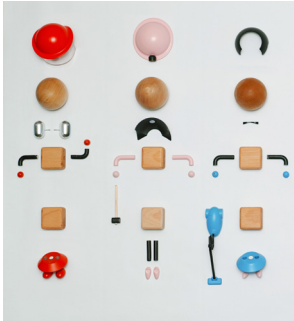




▲ Siyuan Wang

Unisex Toys, China

All these small little wooden people came from a simple word: unisex. Nowadays, topics like female rights and gay rights are really becoming hot issues of social concern. Everyone seems to be trying so hard to get rid of these old stereotypes of both genders, that causes the segregation between genders among this society. Instead of focusing on adults, this design is made for our next generation: children.

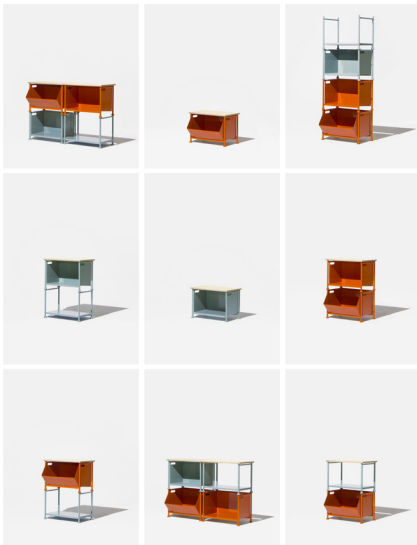


Nicole Giavaldi, ► Lorenzo Waller

Cora, Italy

Cora is a small boat that can be disassembled and easily transported. It is used to simply feel the connection with nature and be transported by water. The project is in the middle between craftsmanship and technology, simple in its concept and playful. Cora is a boat for those who want to take advantage of their free time to rediscover the pleasure of being cradled by water in natural frames inaccessible otherwise, a way to escape from everyday life. Everyone with this object can be a little sea captain!





◀ Kohei Kojima

Stillage Shelf, Japan

Inspired by the stillage stacking system in the warehouse, Stillage Shelf is a modular stacking storage for urban residents who often move their residence. It works as a container to carry their possessions. And after the arrival at the new residence, it can be used as shelves only with stacking. When it is stacked, the feet of the upper unit sits on the top of the pipe structure. It comes with a plywood top board and three different types of container, which includes an open shelf unit, closed box unit, and a basket unit made of aluminium.

Cabin Crew

Jumphol Socharoentham & Pakawat Vijaykadga ▶

Bird Feathers, Thailand

This project was inspired by the interest in craftsmanship, especially woodworking. Feathers are one of the most beautiful objects from nature and the project focussed on translating this piece of nature into wood. In the end, the layering, shading and colours turned the closet into an almost living object, like a bird with its beautiful feathers.





Katrine Bjørn ▲

SIM Trolley Cart, Denmark

The lines and the simplicity of De Stijl was the inspiration for his project: the graphic look is always different no matter from which side you see the object. This fact was used to design a new interpretation of a trolley cart with an extra table and removable panel, that makes the everyday life for wheelchair users, people with an injured leg or people who have trouble walking, easier. They are not dependent to get to the dining table, the table comes to them.



Ezgi Sari ▼

Concave, Turkey

Concave is a laundry basket, which is designed specifically to ease the process of doing the laundry. It's composed of two wooden parts which can be used to separate different clothes types, textures or colours. The two-part functionality will save a lot of time, since the user does the separation of the clothes already before washing them. Lastly, the top part can also be used to hide away the dirty clothes if a separation is not desired. It can also be useful when carrying the laundry basket.



Sunday Clothes

Po Rack

The Po Rack is a clothes rack inspired by the childhood classic the Teletubbies, designed to bring new experiences to daily routines through fun interactions. It features three springy circle hangers, users can hang clothes by pulling on the rings; the rings bounce back when the garments are taken down. The Po Rack aims to make hanging clothes more attractive than it ever was to those who are lazy at organizing their clothes and make everyone fall in love with this new daily routine.

DESIGNER:

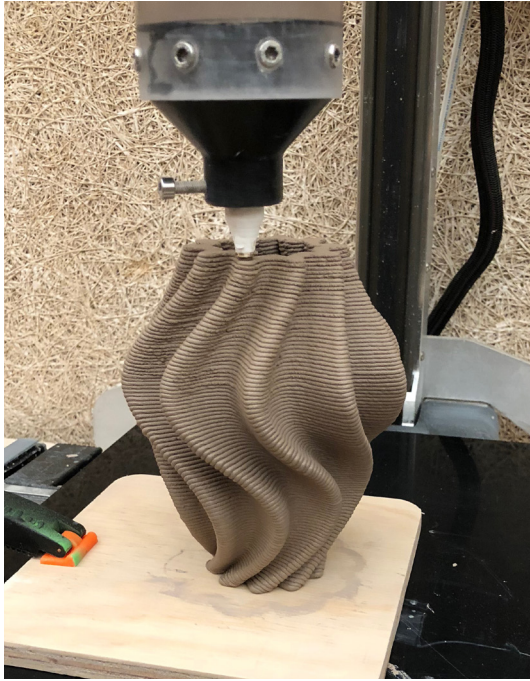
Xiaosu Yu, United States



**DESIGNERS: Erin Hunt & Kelly
Devitt, United States**



Tensive Craftmanship



This series of vases was a collaboration which extenuated Kelly's knowledge of ceramics and Erin's computation and 3D printing abilities. By using Grasshopper 3D, a visual programming language for Rhinoceros 3D, Erin was able to design a definition with a number of parameters. This allowed Kelly to aid in the design process through the manipulation of a variety of variables such as the dimensions and forms of the vases.

This grasshopper definition was created with a series of graph mappers that were used to manipulate the rotation, profile, and level of detail of a single curve. These vases were printed on a Potterbot 7 ceramic 3D printer by Deltabots.

Once the vases were bone dry they were bisque fired (1038 degrees Celsius) in an electric kiln. Once fired they were left to

electric kiln. Each color of adjusted glazing had the same base elements but differed in the color of Mason Stain added to the base formula.

The design process allows for an infinite number of vase adaptations. Combined with a knowledge of glazing techniques the possible variations are endless.





Precious Belongings

◀ Ian Zhang

Róg, United States

Róg began as a personal project to solve a couple minor annoyance of mine: how dirty the old Pratt floors were. The floors of the studio were always covered in various dusts making anything that touches it soiled. Another issue that was present in the studio was the lack of the right size stool. Róg is made with the mindset to be as unobtrusive as possible while giving a small moment of elegance in the workspace. The hooks were designed to attract the attention of the user.

Maïke Elberfeld ▼

Dressboy, Germany

The clothes stand reinterpreted. A piece of furniture that facilitates the changing of clothes. It can be used flexibly - whether for personal use or in public spaces. "Dienlich" is German and means useful – and that is what this piece of furniture is.



Clothes Chair

If you only had 50 things to furnish your apartment with, what would they be and look like? The result: the Clothes Chair concept, a chair with oversized and extended proportions that acts as a night valet. The tubes propose space for the clothes which are worn more than once. Through the layers of clothes the chair gains comfort and personality.

**DESIGNERS: Robin Hoske,
Tobias Brunner, Germany**



Designers A-I



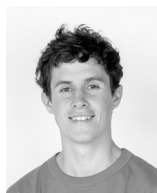
Alexandre Picciotto
France



Antoine Rouzeau
France



Ashley Willard
Great Britain



Ben Baldwin
Great Britain



Blair McIntosh
Great Britain



Daniel Easton
Chili



Dylan Casasnovas
France



Eddie Olin
Great Britain



Ella Shegai
Russia



Erin Hunt
United States



Esai Shibagaki
Japan



Evgeniia Balashova
Russia



Ezgi Sari
Turkey



Fraser McPhee
Scotland



Frederic Rättsch
Germany



Gard Hagen
Norway



Hari Wolfer
Switzerland



Ieuan Davies
Great Britain



Ian Zhang
United States



Iris van Houten
The Netherlands

Designers J-L



Jay Qian
China



Jianan Li
China



Johannes Berger
Germany



Jonas Carlsen
Norway



José Bermúdez
Mexico



Josh Lyman
United States



Jules Mas
France



Julia Groth
Sweden



Jumphol Socharoenatham
Thailand



Kasper Egelund
Denmark



Katrine Bjørn
Denmark



Kelly Devitt
United States



Kevin Sinclair
Scotland



Kohei Kojima
Japan



Lenn Gerlach
Germany



Leon Brown
Scotland



Lihi Kopel
Iran



Linnea Blæhr
Denmark



Lise Vester
Denmark



Lorenzo Waller
Switzerland

Designers L-R



Luca Toscano
Italy



Luca Viscardi
Italy



Ludovica Gianoni
Italy



Maïke Elberfeld
Denmark



Maria Testelli
Italy



Mathias Bek
Denmark



Maxime Augay
France



Michael Varga
Germany



Nadine Schaub
Switzerland



Natapat Samnieng
Thailand



Natasha Duda
Schotland



Nathan Baraness
Greece



Nathanael Gonzalez
Puerto Rico



Nicole Giavaldi
Italy



Pakawat Vijaykadga
Thailand



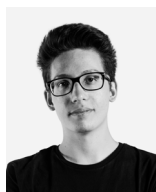
Paolo Gentini
Italy



Paula Charcartegui
Spain



Pedro Arturo
Mexico



Pietro Gaeli
Italy



Polina Krichko
Finland

Designers R-Z



Rebecca Weiß
Germany



Rene Linssen
Australia



Robin Hoske
Germany



Sahrul Hidayat
Indonesia



Samy Rio
France



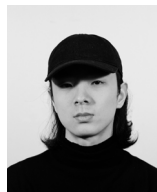
Sara Monacchi
Italy



Shane Chen
Taiwan



Simone Caronni
Italy



Siyuan Wang
China



Stephan Wespi
Switzerland



Tiziana Vögtli
Switzerland



Tobias Brunner
Germany



Tom Butterfield
Great Britain



Tommaso Lucarini
Italy



Viktoriia Baran
Ukraine



Xiaosu Yu
United States



Xinting Zhang
China



Yasunori Morinaga
Japan



Yeo Yiliang
Singapore



Zahra Ghiasi
Iran

Pupil

Pupil is a collection of inspiring projects which originate from a database with thousands of design projects from StudentDesign. It focuses on the young designers from all over the world; from Japan to Mexico and everything in between. Pupil wants to build a bridge between the designers of the future and companies. This book provides ways in which this collaboration can be entered and also offers a glimpse into the world of the young designer: to dream, create and produce!

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