



Portfolio

2018-2022



Davide Stefani

CREATIVE

ENTHUSIAST

COLLABORATIVE

Detail profile.

Born on: 18/10/1999

In: Lodi

I live in: Sesto san Giovanni (MI)

I'm currently attending the Master of Integrated Product Design at Politecnico di Milano.

I have been studying for the last 3 years at the faculty of Industrial Product Design at the Politecnico di Milano. Before starting this university course, I graduated from the Giulio Casiraghi scientific high school in Cinisello Balsamo.



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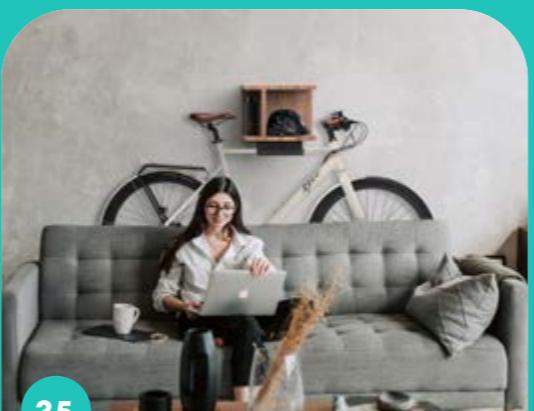
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Skills

Sketching, rendering, ...



A DIFFERENT WAY OF THINKING ABOUT MEN'S SKINCARE

Unmask

Unmask was my project for the Final Synthesis Lab, in collaboration with Braun and Delonghi.

The aim of the lab was to create a smart object that would meet the new needs created by the pandemic.

BRAUN



YEAR: 2020/2021

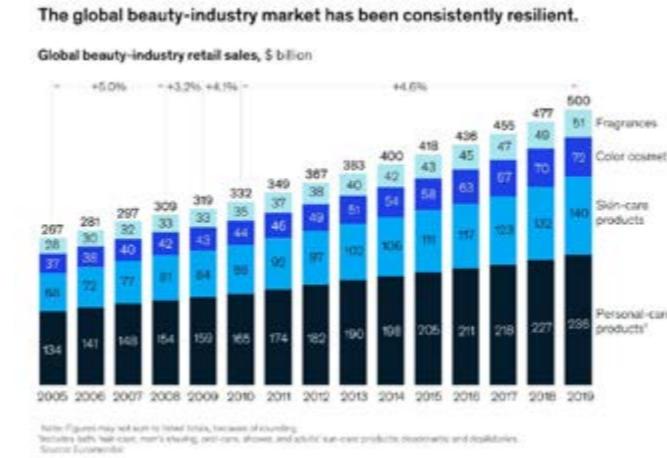
Brief

The so-called 'New Normal' is the phase we found ourselves in after the outbreak of the pandemic, which forced most of us back to our homes.

The project was initially a group project; after the creation of the first concepts, we split up to work alone.

Market research

The first step was to research the trends of the new normal in order to find an interesting area of work.
In the case of my group, Men's Grooming was identified.



+ 4,6%

The growth of the beauty market from 2010 to 2016

-McKinsey&Company

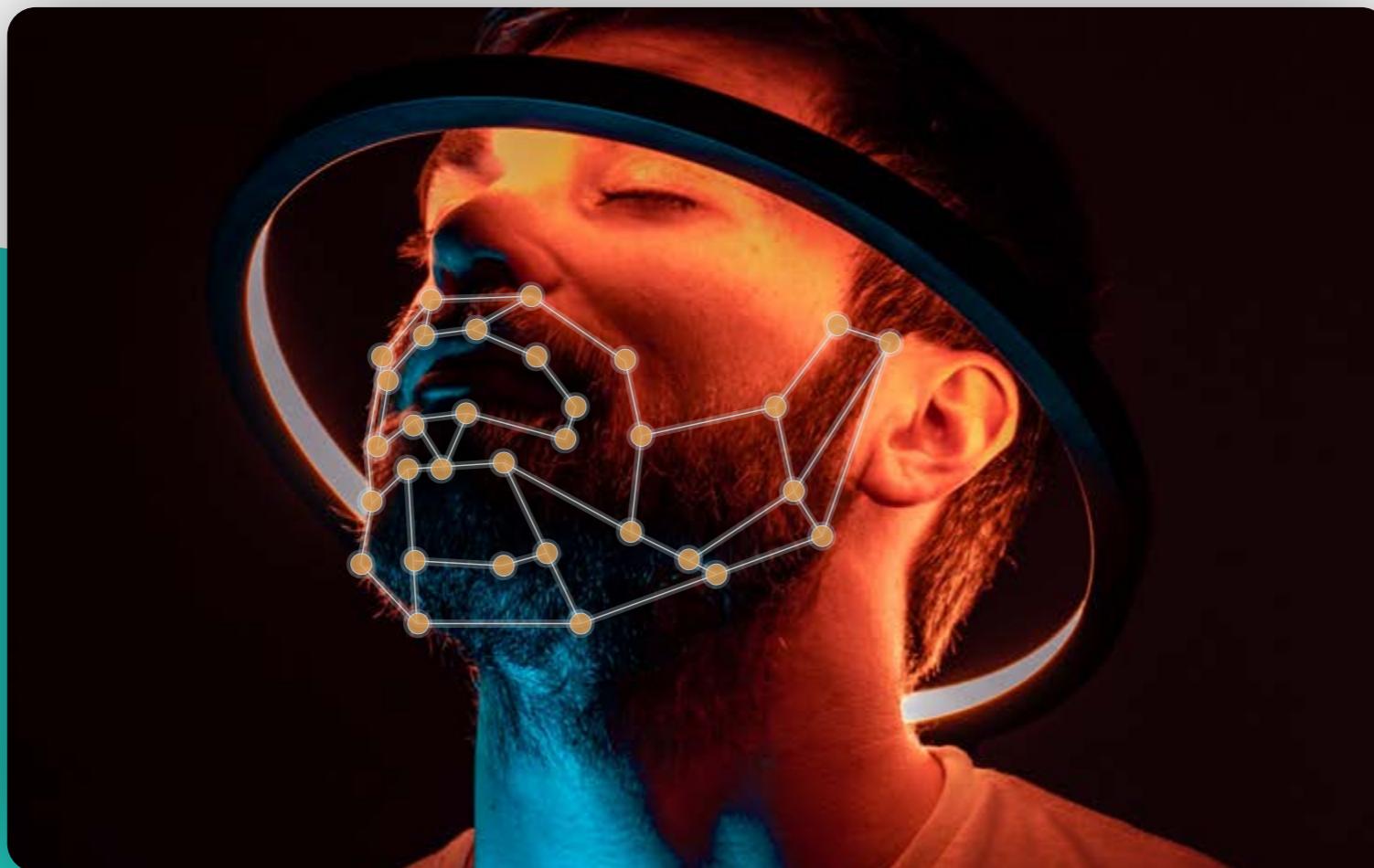
+56,2 Mrd
USD

Growth of the male body care market
from 2020 to 2026
-Zion Market Reserch



Scenario building

Next we moved on to creating a scenario inherent to the data collected. Upgraded grooming is the result of the variables Automatic and Delayed Intervention, also created through technique of Scenario building



A system that automatically helps the user throughout the day to take care of their face and/or beard/hair.

The user is a very attentive person, who cares about personal care, who requires specific attention and wants a product that is able to give him directions, provide specific treatments and unique advice tailored to him.



AMARACHI

The man who does not neglect himself

What others think is less important less important than my health.

22 YEARS OLD

MEDICAL STUDENT

OFF-SITE IN MILAN

2 ROOMMATES

SINGLE

By studying medicine he is stimulated to try new therapies.

Necessity

Take care of the appearance of your face as best you can because it is your calling card. She has some skin problems, such as acne and dryness.

Needs

He needs a product that allows him to practice professional therapies at home.

FREE TIME



MONEY



TECHNOLOGY



CULTURE



RELAX NIGHT

PLEASURE

BEFORE

In the evening after a busy day you want to relax

DURING

He lies down on the sofa to relax a bit (listen to music/audio book, watch a TV series)

AFTER

He implements his evening skin care routine

Tired

Satisfied

Stressed

Happy

Curious

Fatigued eyesight after a day in front of the screen

Relaxing

Monotone

Happy

Sensation of cleanliness

Trouble falling asleep due to stress



From the persona and the customer journey map, two interesting design insights were extrapolated:

- The product we have designed serves to implement the experience of facial care with a moment of relaxation that can be carried out in comfort and without commitment on the part of the user
- The product we have designed is for relaxing and taking care of your facial skin at the same time, using alternative therapies that have beneficial properties for both skin and stress.



NIR THERAPY



LED THERAPY



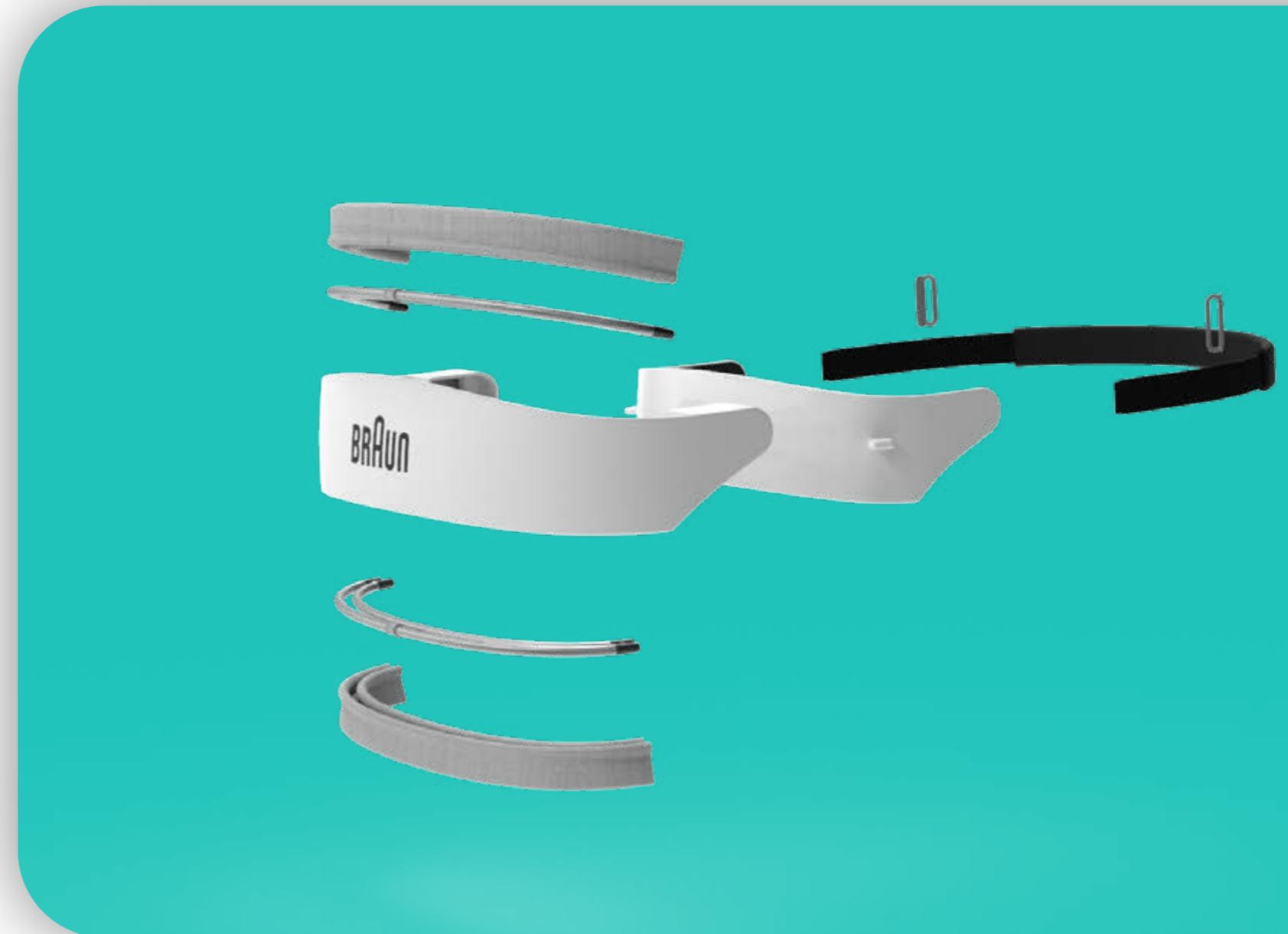
EYE MASSAGE

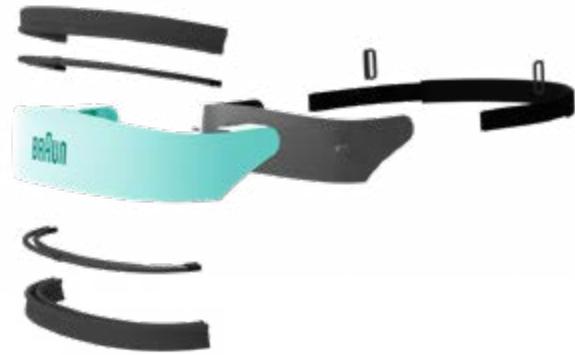
From here we researched a number of therapies that could meet these requirements, and selected three:

After several iterations, the shape and use of the mask became what we see in the finished product.



Unmask has a very simple architecture consisting of two shells, made of PP, and two plies that serve to bring LED and NIR therapy to the entire face.





FRONT SHELL

The function of this shell is to contain most of the product's electronic components. It is also the seat of the other shells: we have seats for the pins of the rear shell and slots for the fascia and folding structures.

The plastic finish is designed to be pleasant to the touch and easy to clean.

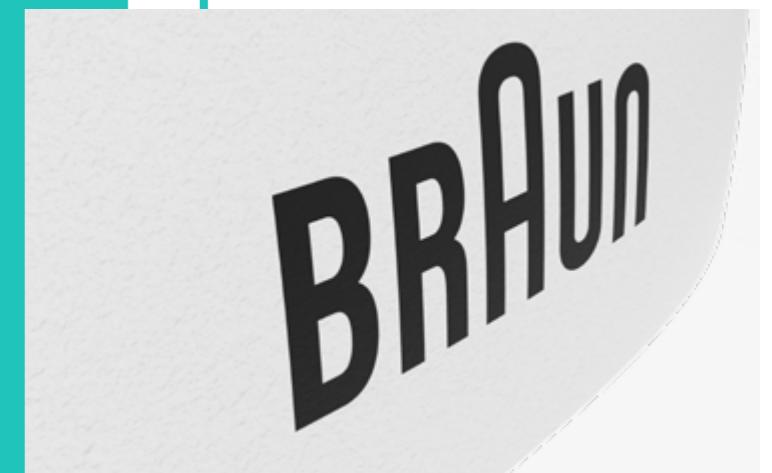
MATERIALS:

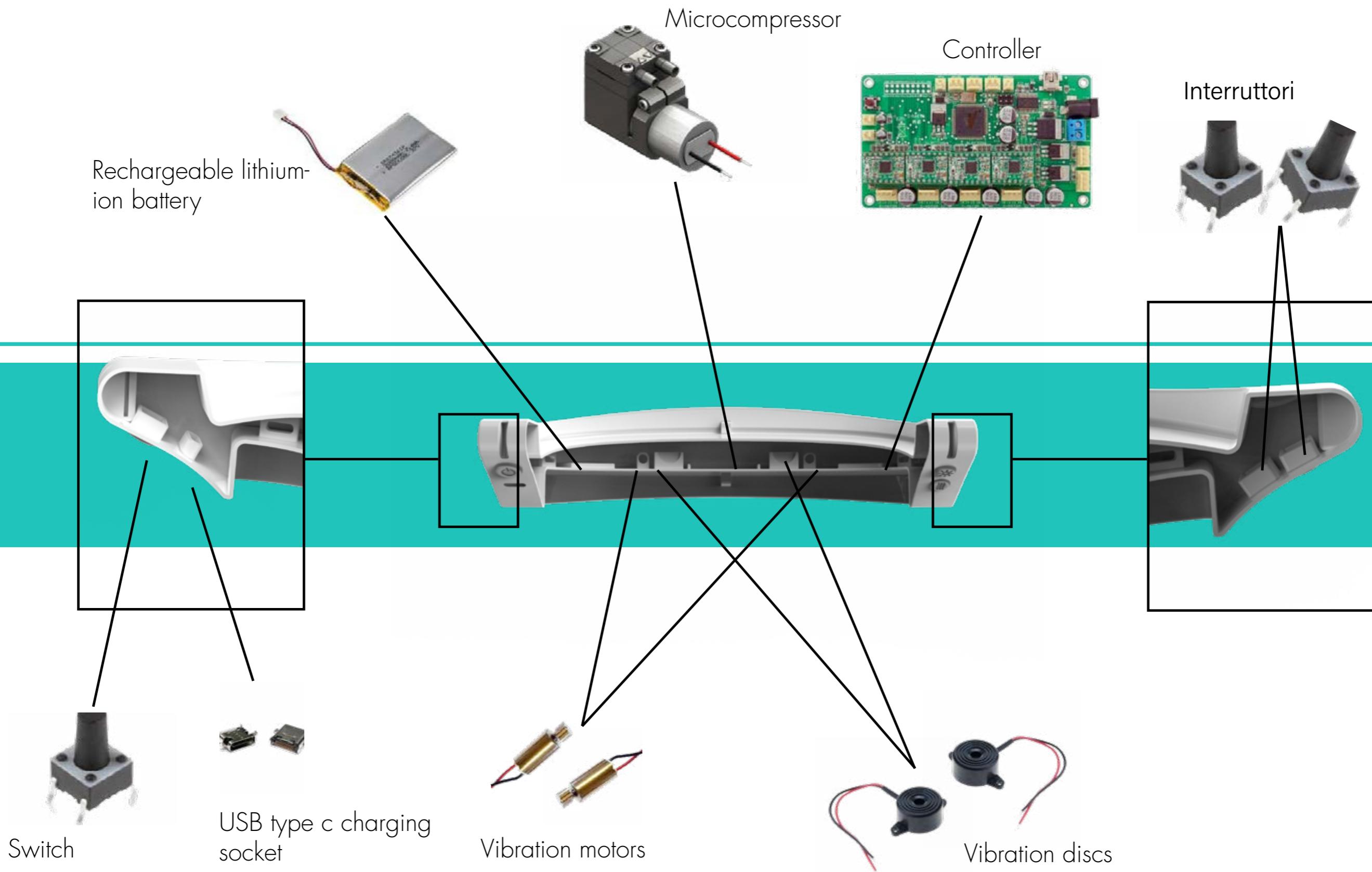


PP White with
rough finish



PP Grey with rough
finish







REAR SHELL

This shell is the seat of the eye massage implemented by the micro-compressor and the 2 vibration discs. The cover is made of neoprene to better adapt to the anatomical shape of a face and also because it can be quickly sanitised for use by several users.

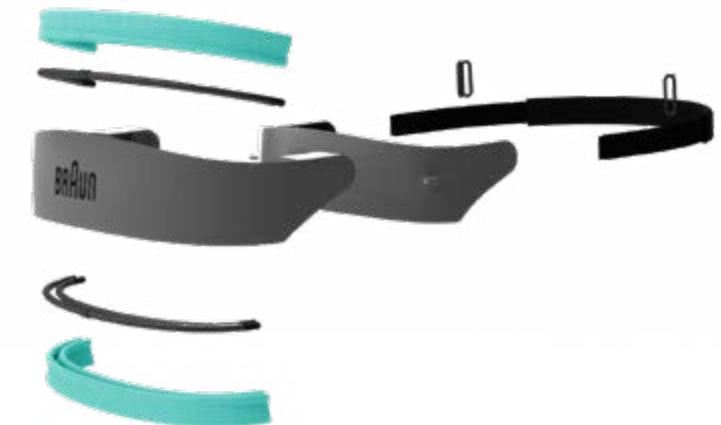
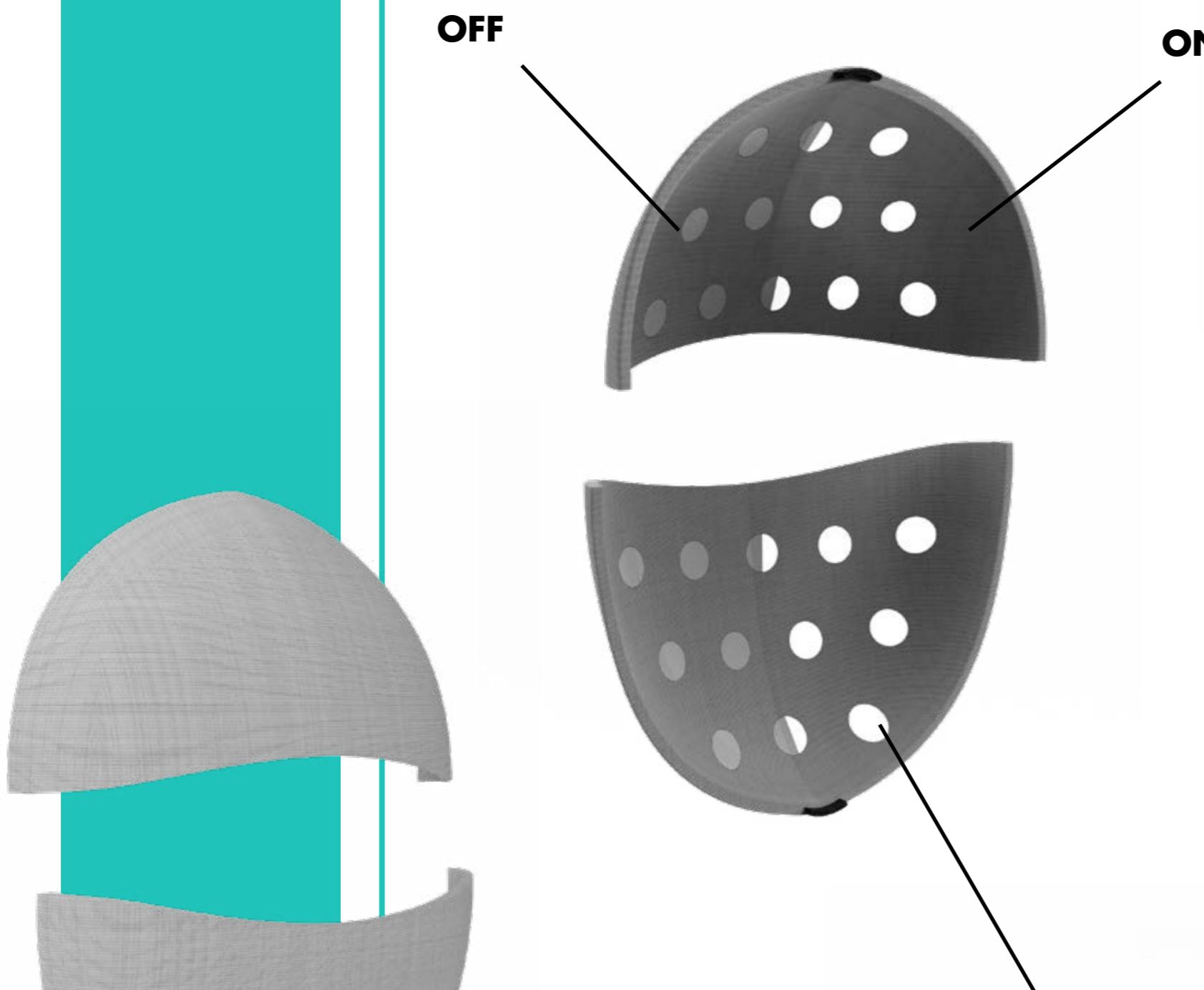
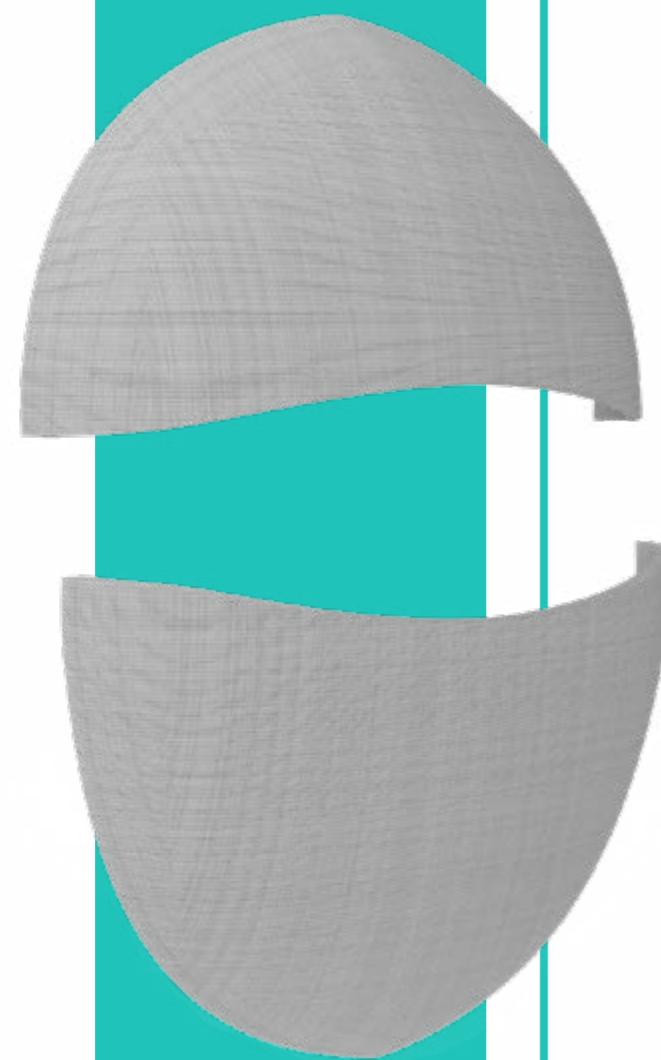
MATERIALS:



PP White with rough finish

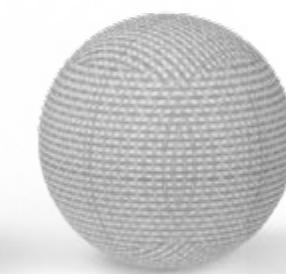


Neoprene for padding



STRETCH CLOTHS

The canvases contain the LEDs and NIR-LEDs that will implement the therapies; they will be carried across the face thanks to the foldable structure. Nylon tabs help the user understand where the canvas should be taken. The metal nylon fabric is designed to reflect light back into the canvas.



MATERIALS:

Nylon for tabs

MetalNylon for cloths



FOLDING STRUCTURE

The function of these four arms is to carry the canvases across the face. The arms are connected to each other by a hinge (anuba type). This hinge holds the arms in place thanks to rubber seals.

The outermost arm is inserted into a hole in the front shell, also with a gasket.

In order to better adapt to the face the structures will be padded.

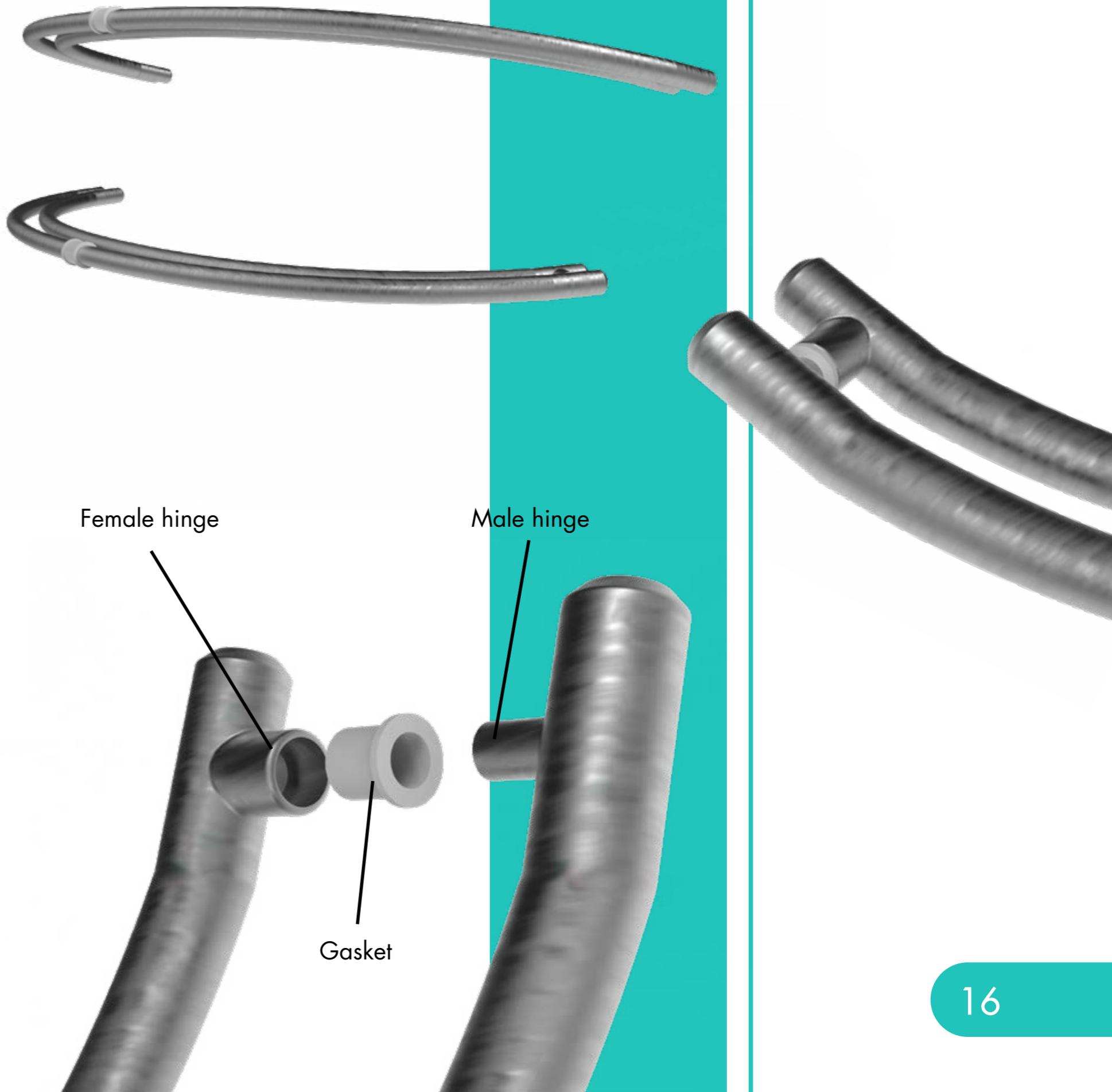
MATERIALS:



Aluminium for arms and hinges



Gasket rubberi



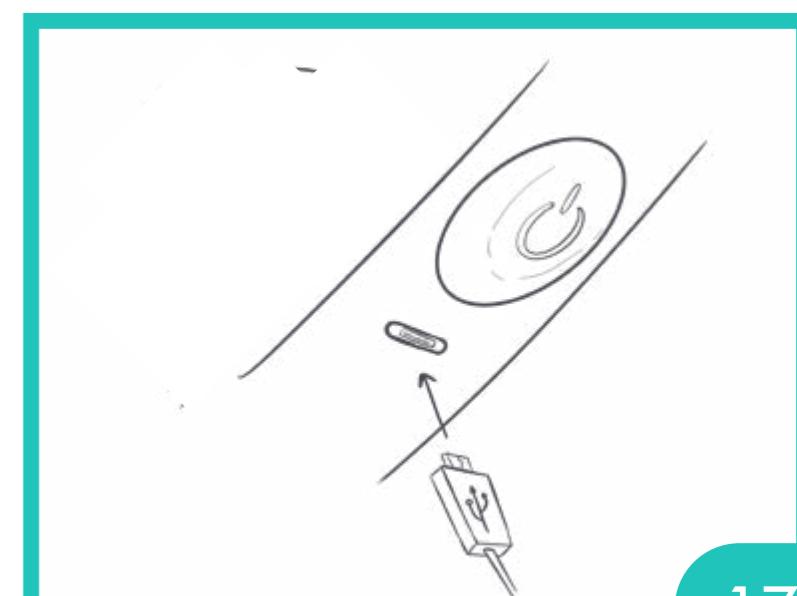
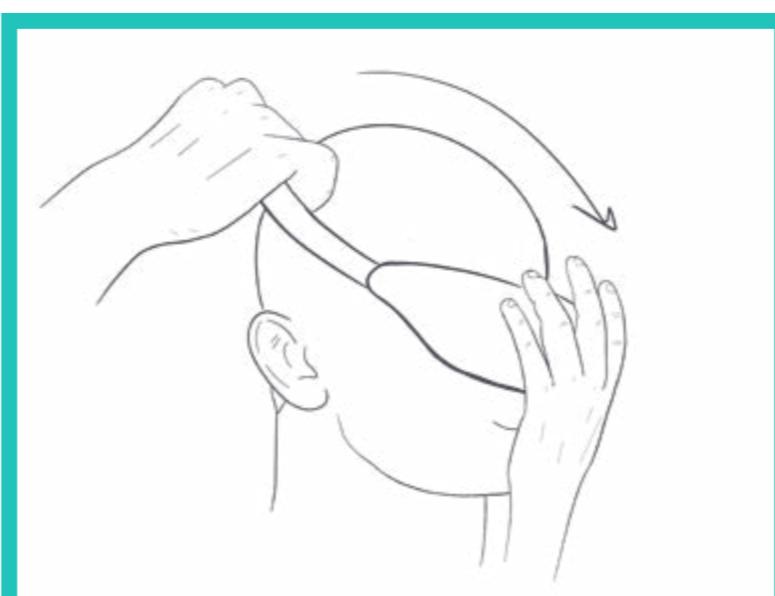
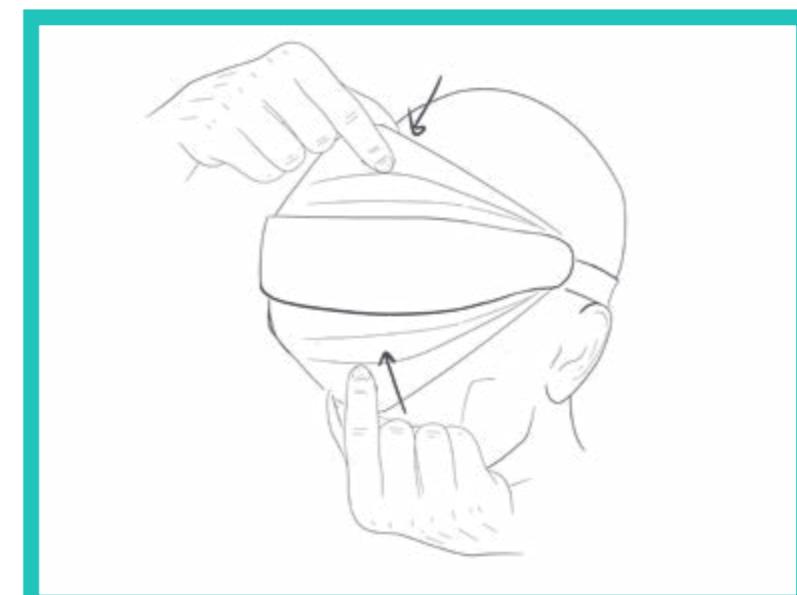
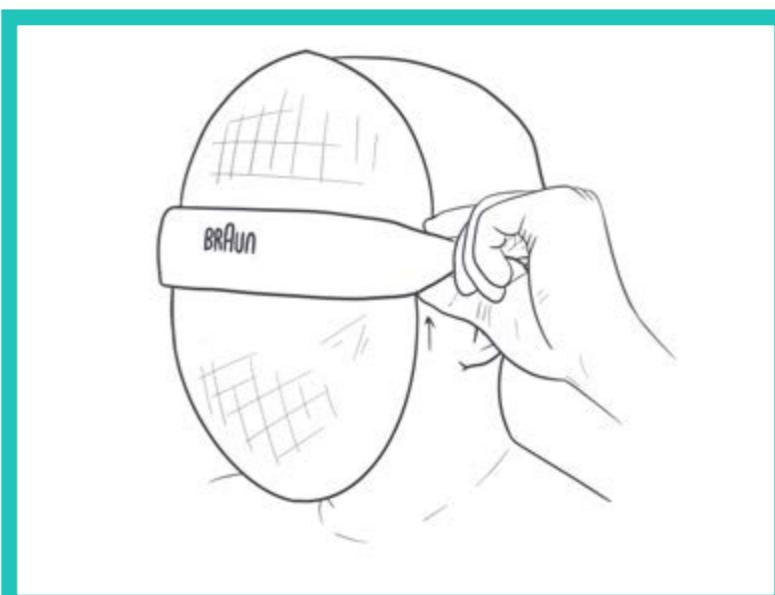
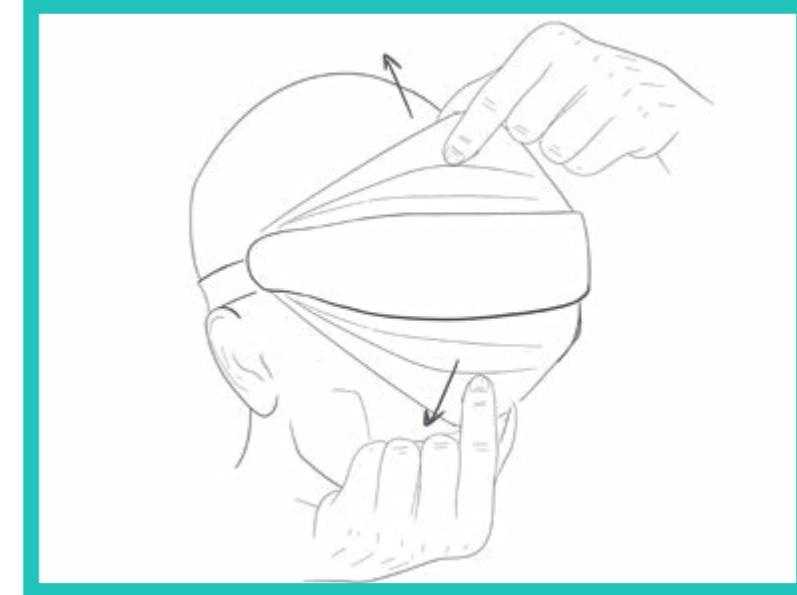
Use

The user can decide whether to use only the eye massage or LED and NIR therapy functions, or to combine them.

Before choosing, however, the mask must be put on, and if the lights are to be used, the canvases must first be extended.

The treatments last 20 minutes, after which the canvases are closed and the mask is removed.

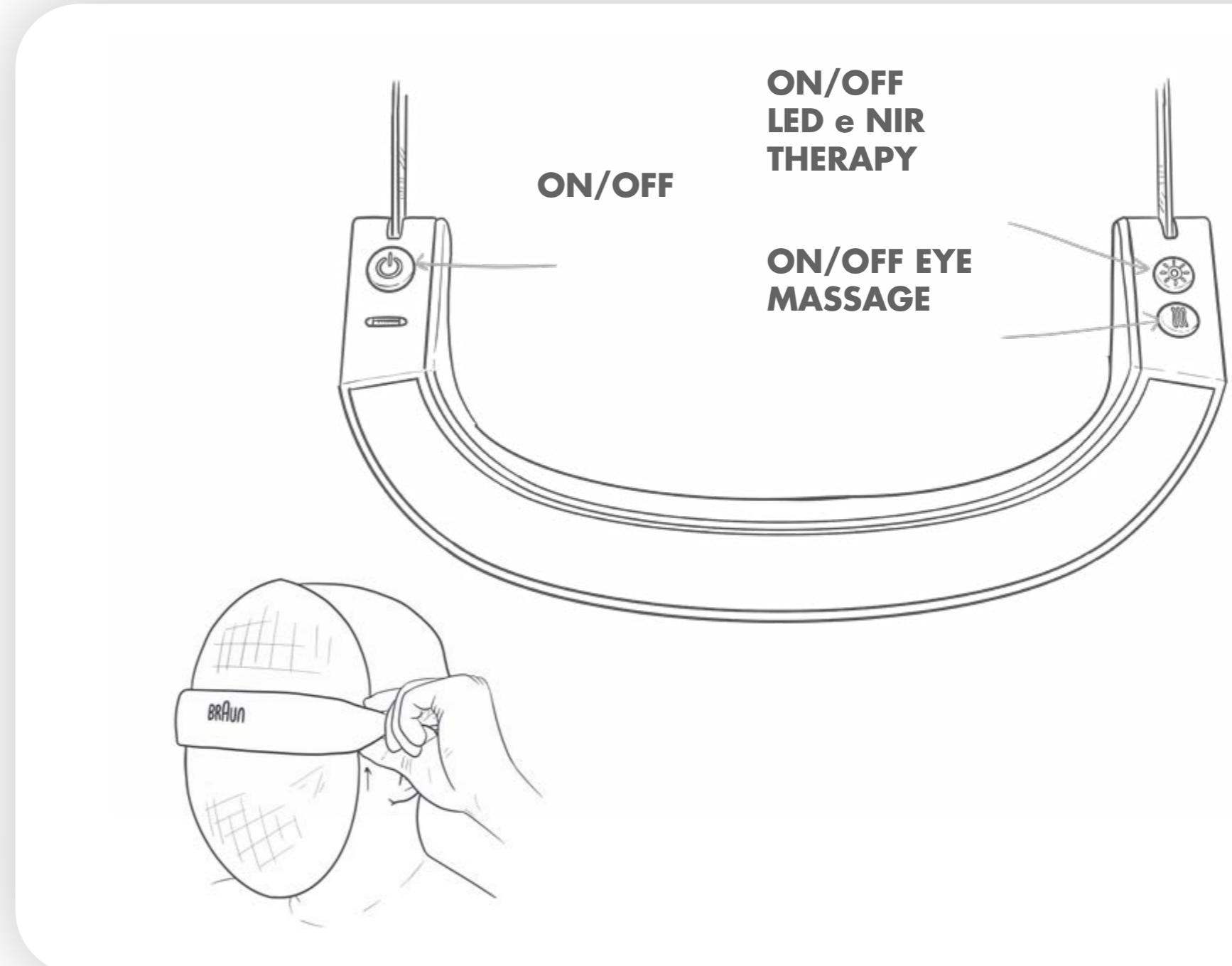
If the mask runs out of power it must be connected to the type c cable.

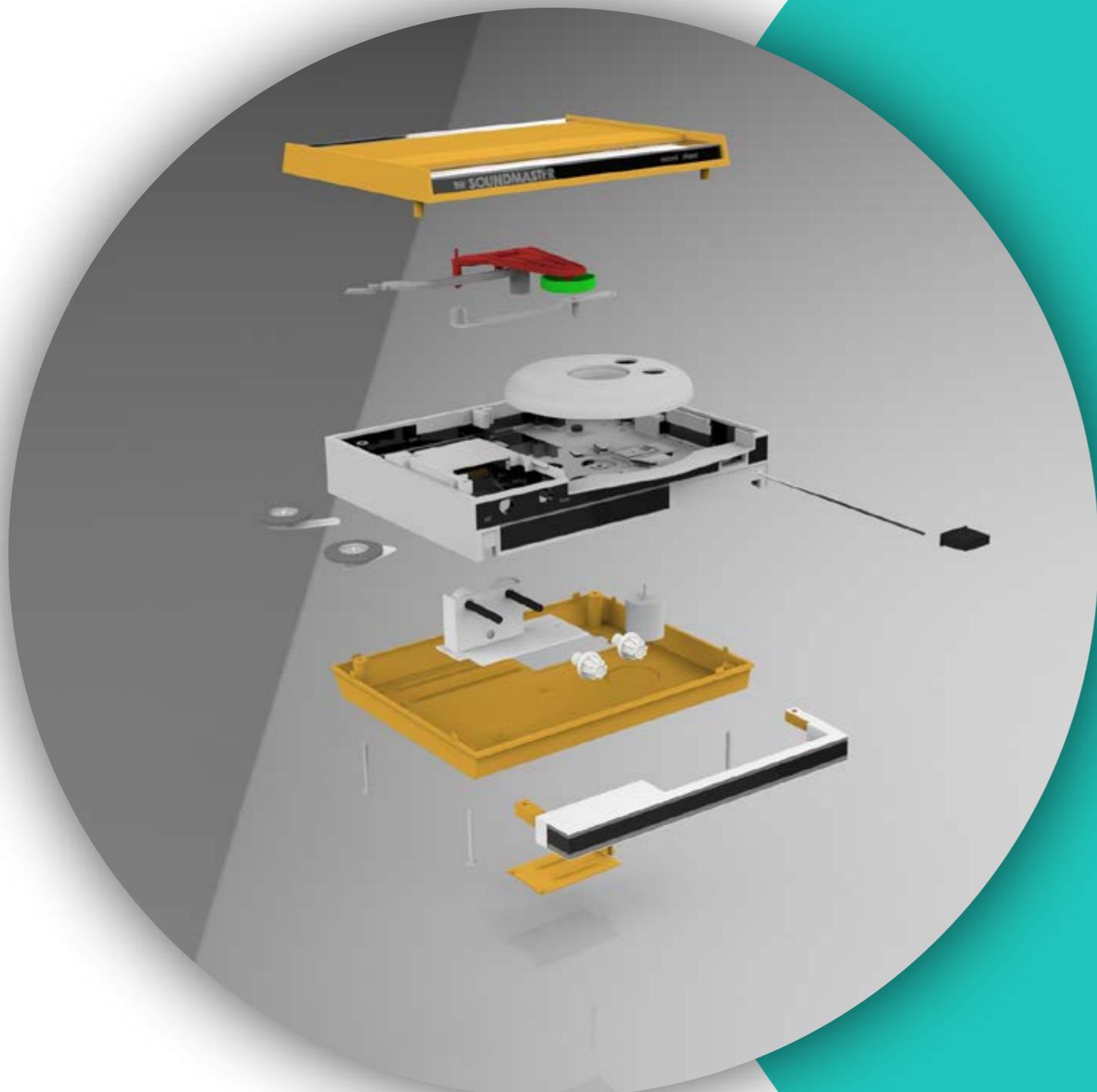


Interface

The user approaches the product via the three physical buttons. On the left we have the on/off button. On the right are two keys: the first to switch on and off the LED and NIR therapy lights, the second to switch on and off the eye massage.

The keys have a different rough finish from the body to make them easy to find during use.



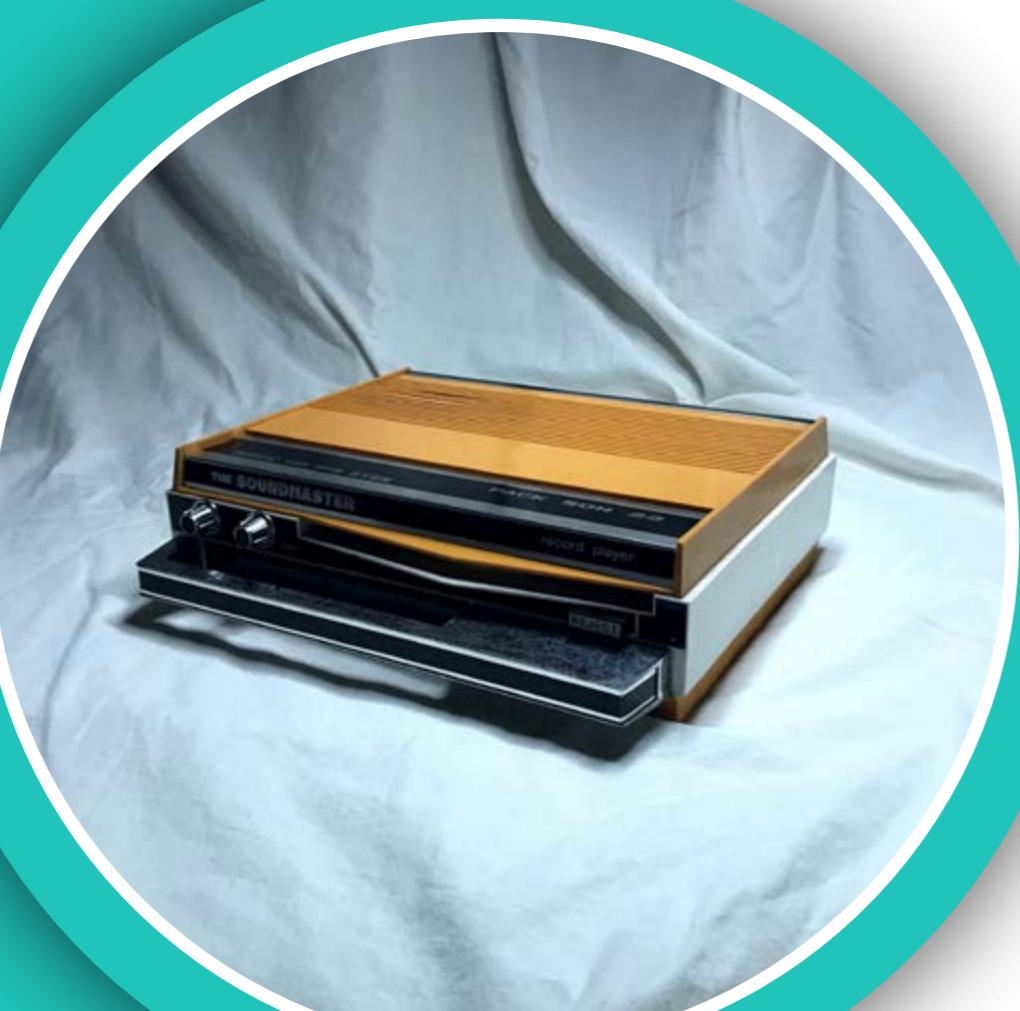


DESIGN REPAIR

Sound master

Sound master was my Design Repair project for the Industrial Product Design workshop.

This was the first of three projects in the workshop.



YEAR: 2020

Brief

The project consists of repairing an object produced before 2010 and trying to make choices to enhance its features.

In my case the object was a Soundmaster Pack Son 22, a 1970s record player.

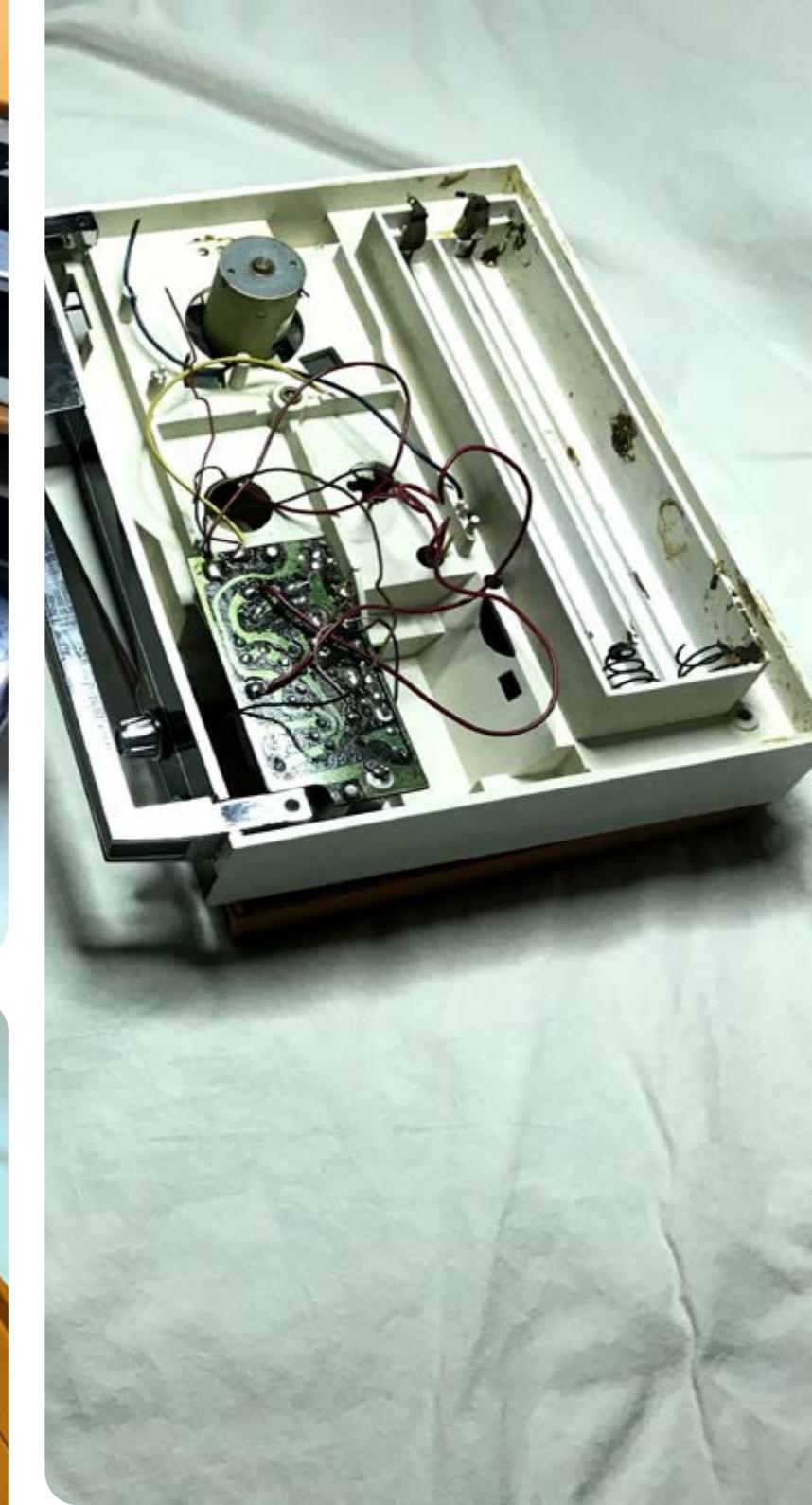
● Understand the product

The first step was to make a photographic survey for two reasons: the first was to analyse the object and understand the damage due to ageing, the second was to show the object to the professors given the restrictions of the pandemic.

Once this was done, I created a data sheet of materials and general dimensions of the product.

As you can see from the picture, the record player had more than just superficial problems.

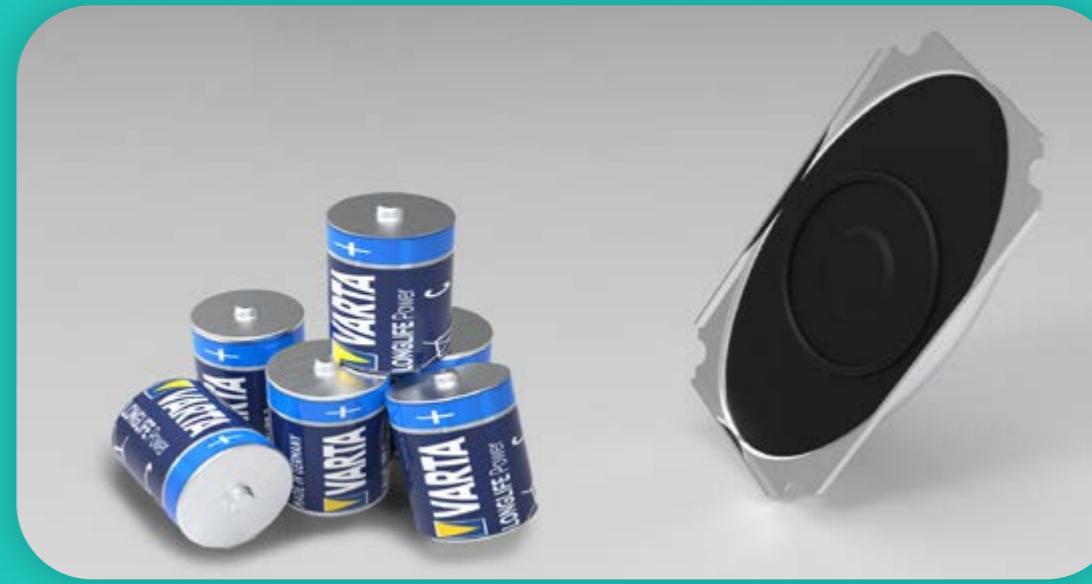
The acid from the oxidised batteries had ruined most of the electronic components inside the case.



Repair

When it came to restoring the record player, it was necessary to decide which components needed to be replaced and improved.

To improve it, the speaker and batteries were replaced. To make it rechargeable, the alkaline batteries were replaced with a lipo battery pack.



OLD



NEW

The restoration initially consisted of a general cleaning of all parts of the body and the contacts on the motherboard.

To replace the components I had to cut and solder the contacts.

The most difficult restoration was definitely the engine, which had acid incrustations on the inside.

Finally for the final delivery I made a small video clip showing the new features of the Pack Son 22.





ILLY X ALESSI

Coffedome

Coffeedome was the first of two group projects in the Industrial Product Design Laboratory.

The project consisted of designing a product for an ideal collaboration between Illy and Alessi.

The product was to give a second life/ functionality to an Illy can.

YEAR: 2020

Brief

At a time of emergency caused by a CoVid19 pandemic, we thought that the collaboration between Illy and Alessi could help raise funds to provide financial aid to Italian hospitals.

The function of the jar, to contain coffee, has remained unchanged but the graphics designed by Alessi will change. The bundle will also include gadgets that will make the tin reusable.

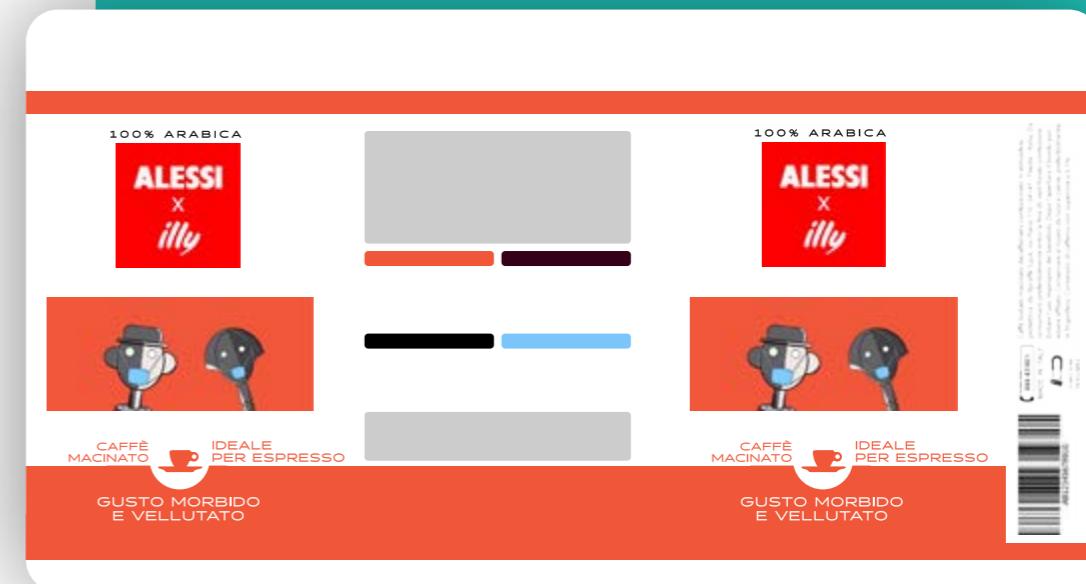


Idea

The desire to create an exclusive object led us to develop a special graphic design using typical Alessi symbols.

We also wanted to add an accessory, a washable and reusable coffee capsule for Nespresso-DeLonghi machines.

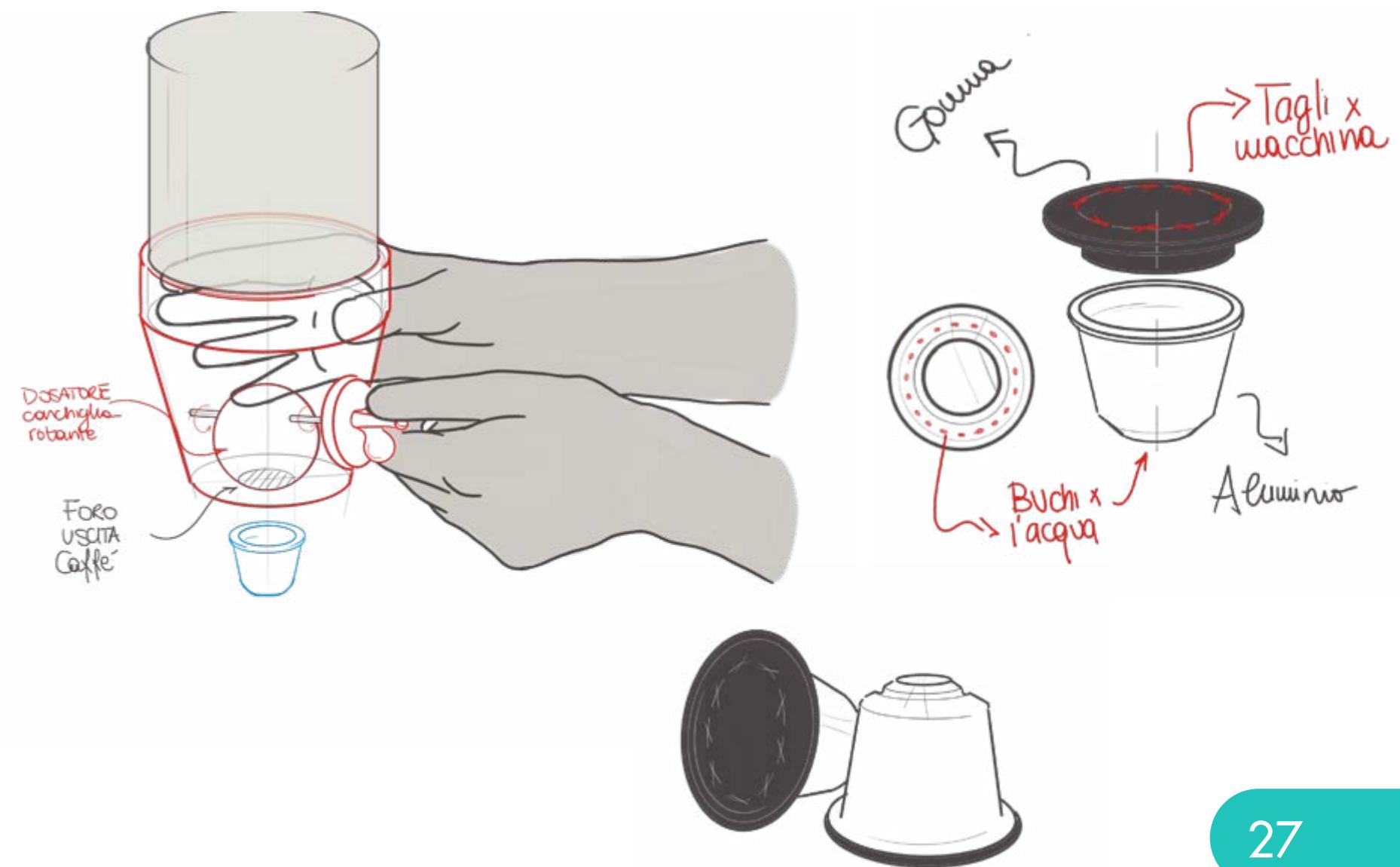
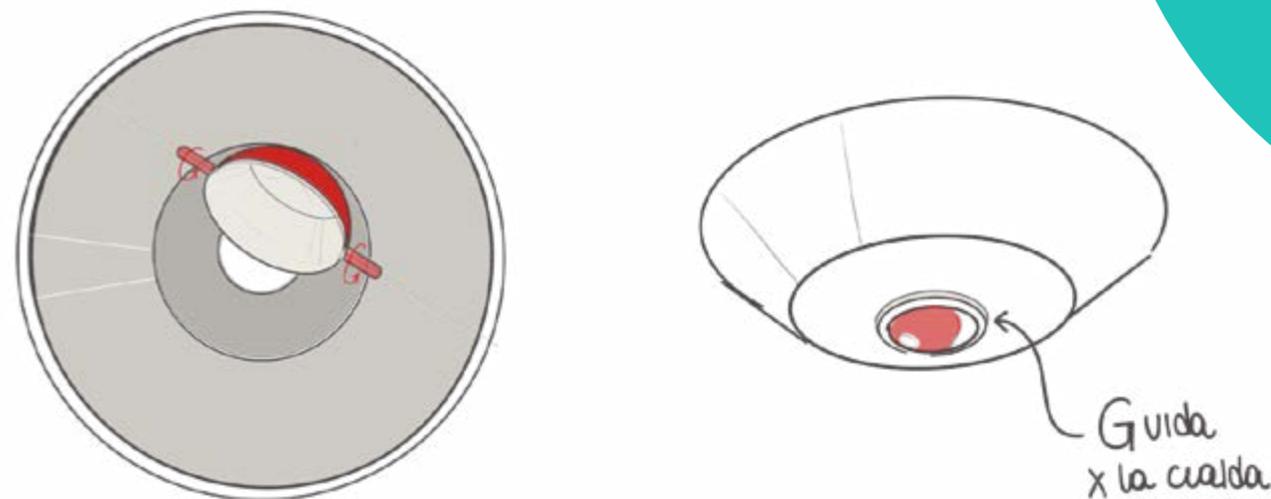
It consists of an outer capsule which is filled with coffee powder and then closed with a rubber cap.



Dome

Together with the capsule we have combined a dispenser to screw onto the can.

The hole is the same size as the capsule, by turning the knob 180° the hemispherical cap collects the coffee powder and pours it directly into the capsule, by turning the butterfly 180° the cap is turned again, blocking the release of further coffee powder.



CMF

Both the capsule and the dispenser have been designed with materials and workmanship in line with those that companies usually use for their products.



rubber cap:
compression
moulding

steel body:
deep drawing



PP threaded wall:
injection moulding

ABS hemispherical
shell: injection
moulding

thermoplastic resin
bow tie: injection
moulding

embossing: semi-
punching

tinplate body:
deep-drawn and
crimped to PP wall



ICON REPAIR

Chill in Chair

The icon repair of the Ball chair was the second of two group projects in the Industrial Product Design Laboratory.



YEAR: 2020

Brief

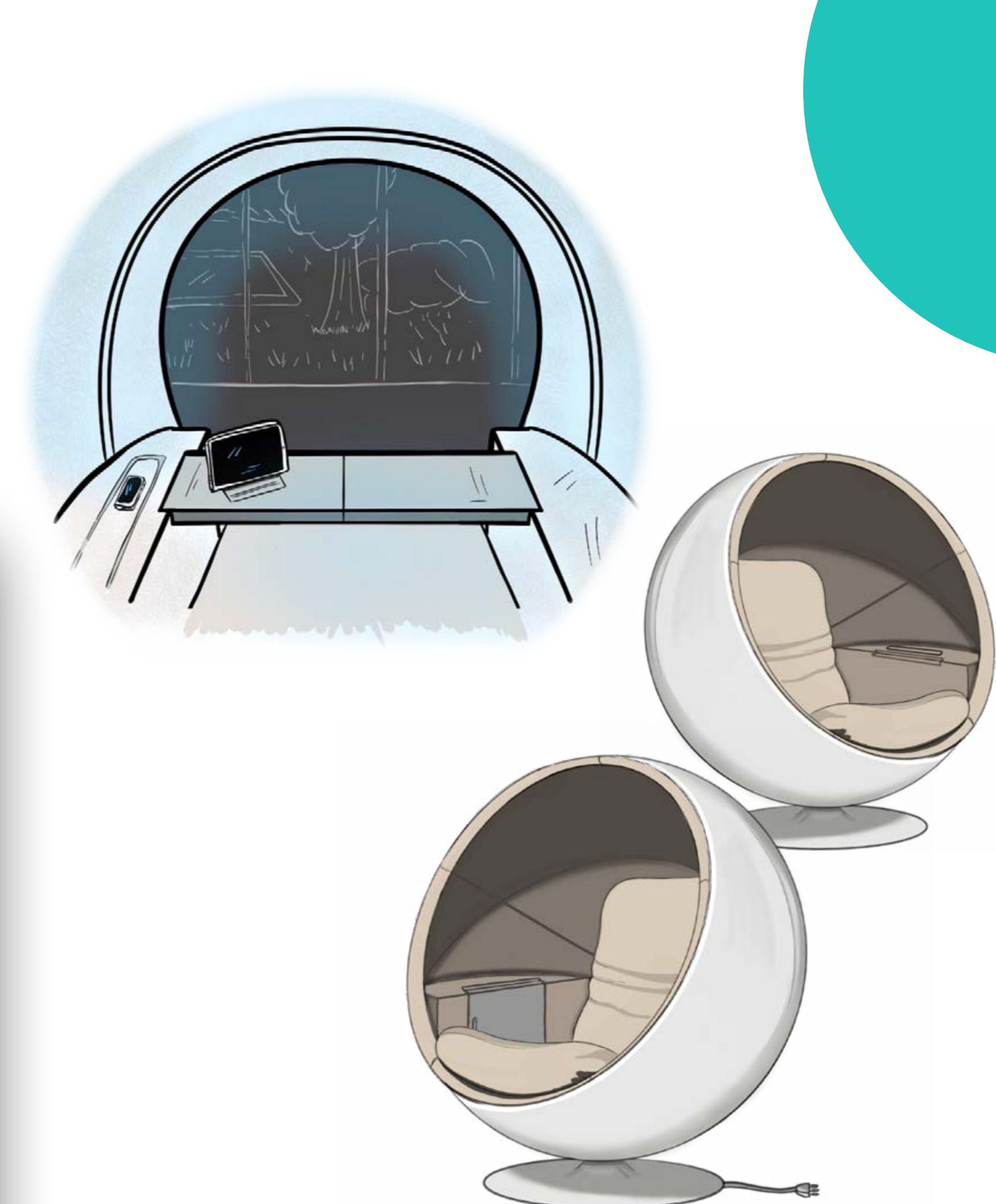
The three-week project consisted of reviving a design icon and enhancing its functions.

In the case of my group it was the Ball Chair designed by Eero Aarnio in 1962.

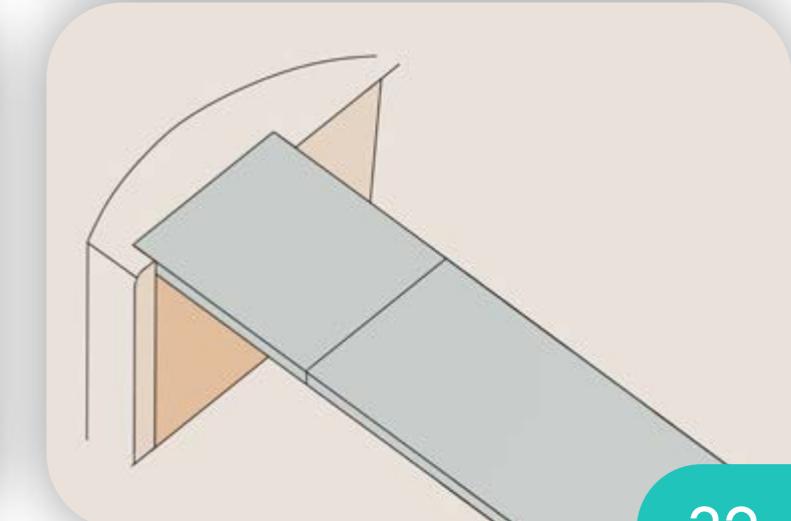
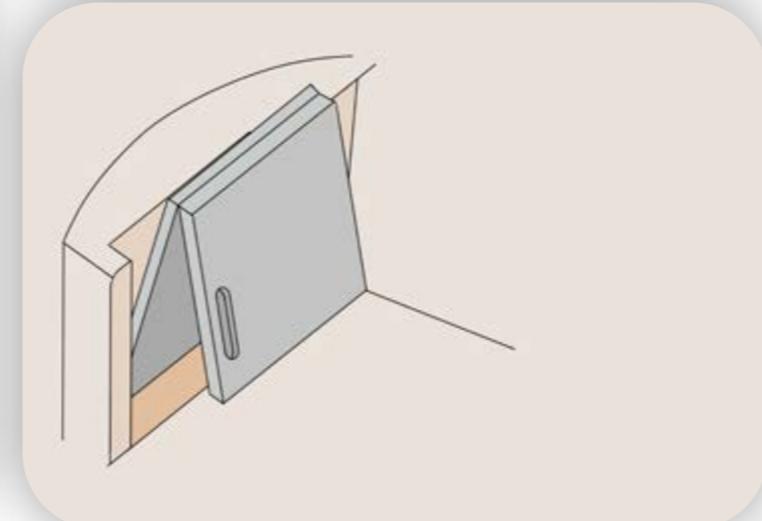
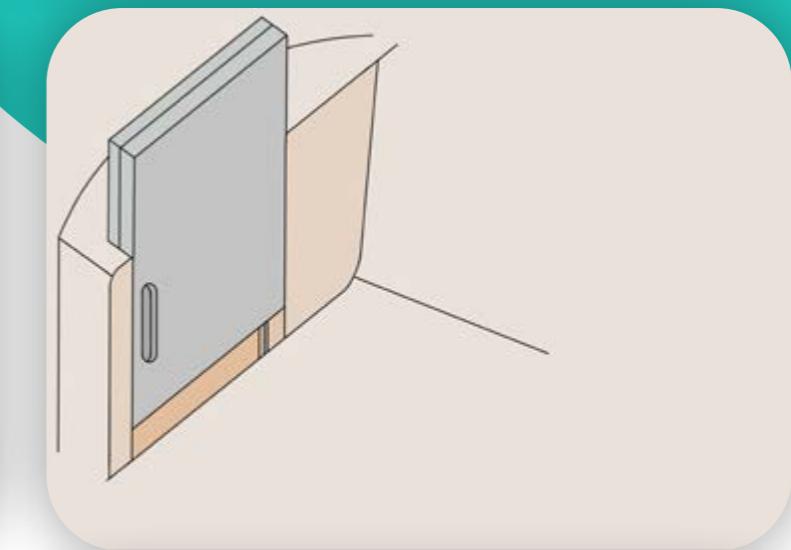
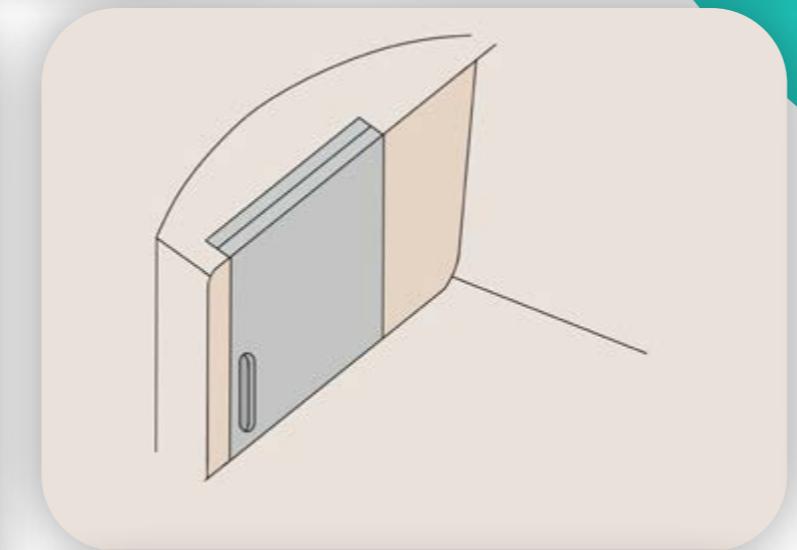
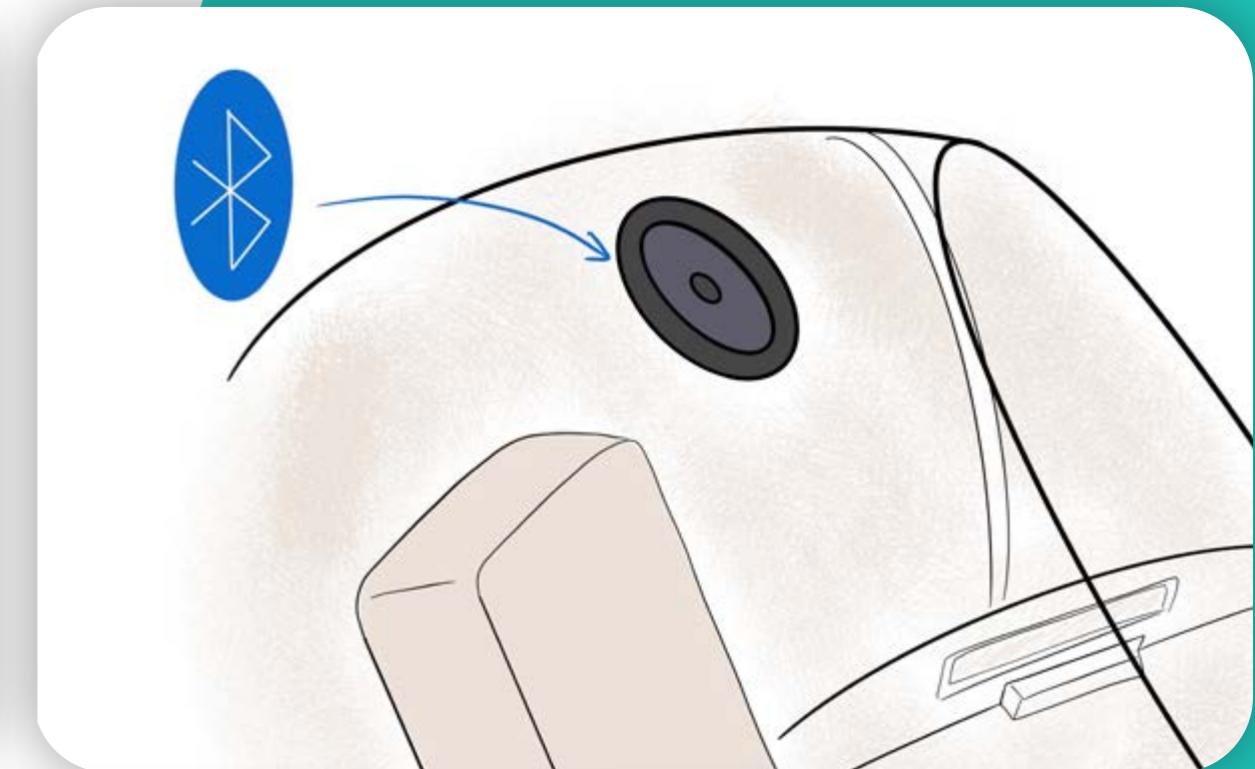
Idea

Chill in chair is a concept designed to create a microcosm of online working and socialising in the home.

On the outside, the chair has remained unchanged; on the inside, we have added two armrests and all the technological improvements.



Inside we find a wireless charging plate, a small table with a removable stand, Bluetooth speakers and RGB lights to change your environment.

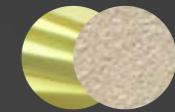
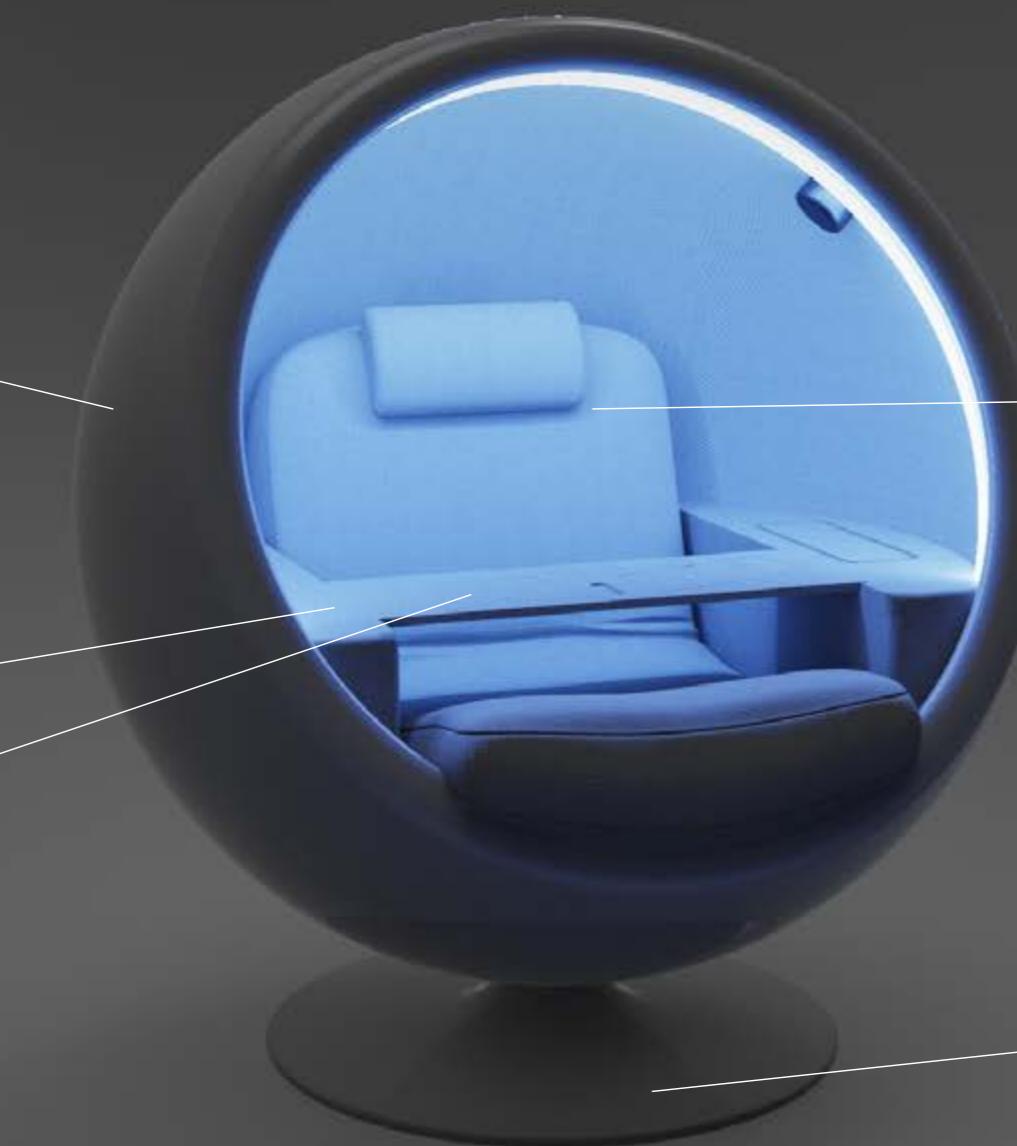


CMF



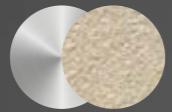
GLASS FIBER

The spherical shell is made by hand from reinforced fibreglass and lacquered in white gloss paint. It is placed on the mould, in this case spherical, in sheets (called "matt"). The polyester resin is mixed with a catalyst liquid which accelerates the hardening process; this is followed by a manual sanding process and then the painting.



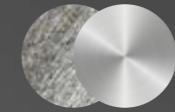
POLYURETHANE FOAM ALCANTARA

The upholstery of the inner shell and the seat is made of Alcantara, an elegant and comfortable fabric. The structure, on the other hand, is made of polyurethane foam, thus guaranteeing softness but also solidity.



ALUMINIUM ALCANTARA

The armrests have a die-cast aluminium frame, manually covered in Alcantara. The coffee table, similarly die-cast, is made according to the same dynamics, as is the device support.



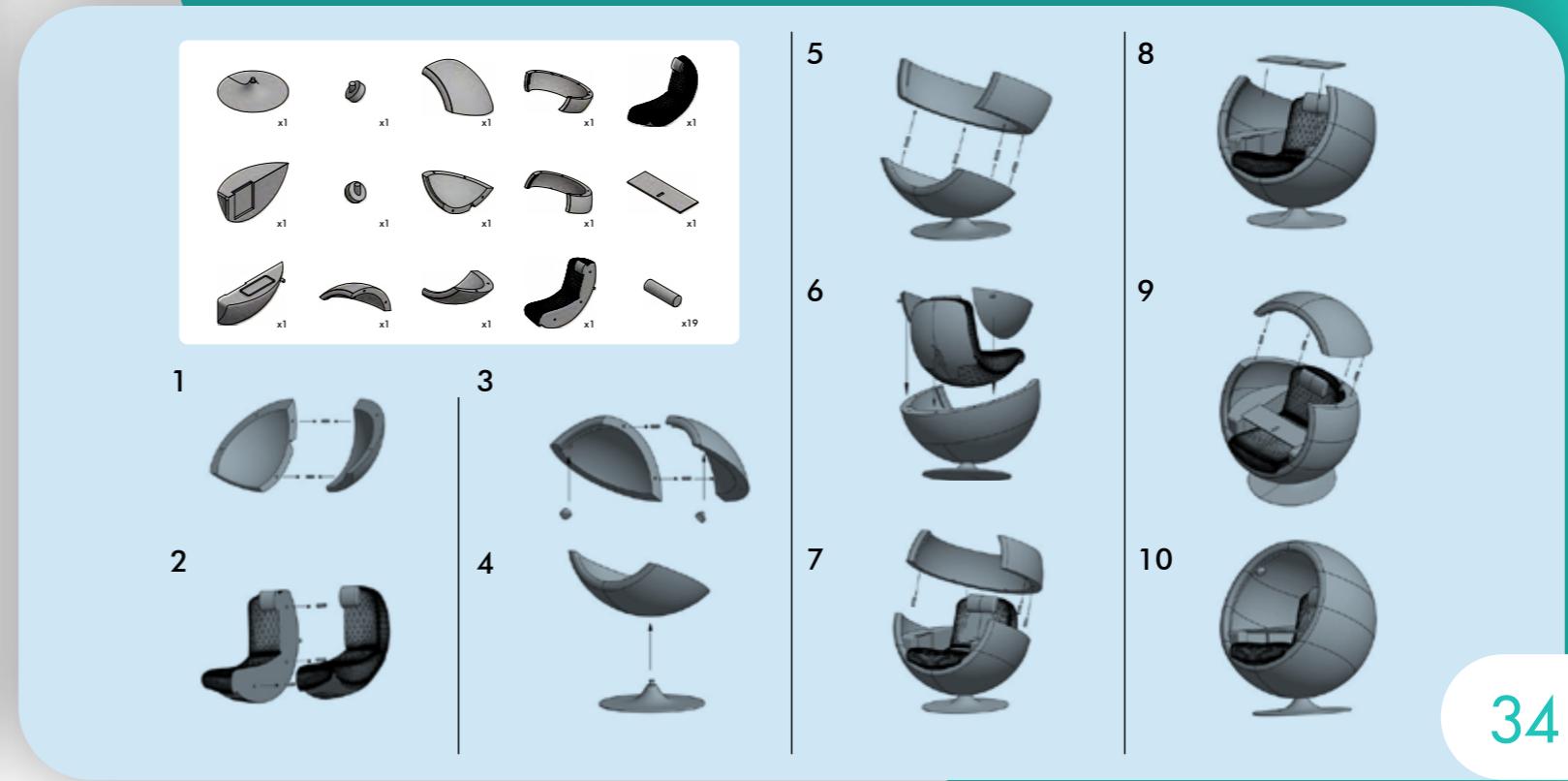
GLASS FIBER ALUMINIUM

The base, like the shell, is made of handmade fibreglass and then lacquered. The pivot that keeps the chair swivelling 360 degrees is made of die-cast aluminium.

3D model

The last step of the project was the 3D modelling of the product and then a decomposition for 3D moulding of a 1:5 scale model.

Finally, we created an instruction manual to build the model.





FURNITURE

Composad

The project in collaboration with Composad, an RTA (ready to assemble) furniture company from Lombardy, was the first project of the master's course in Integrated product design.

This group project was the first time I had the chance to get into the world of furniture design.

 **composad**



YEAR: 2021/2022

Brief

The aim of the workshop was to create two pieces of furniture in the domestic setting and one in a non-domestic setting.

In this section we will focus on the piece of furniture I am most passionate about the bike hanger.

The first thing we did for this project was a trend research and a survey to be submitted to a sample of 100 people. After these 2 steps we created interesting scenarios to develop our project ideas.

The "Hope this bike will last for the entire season"

We tried to understand which new habits were derived from the new modes of travel and the use of micro-mobility means, subsequently shifting the attention to the place where the user is used to store the vehicles.

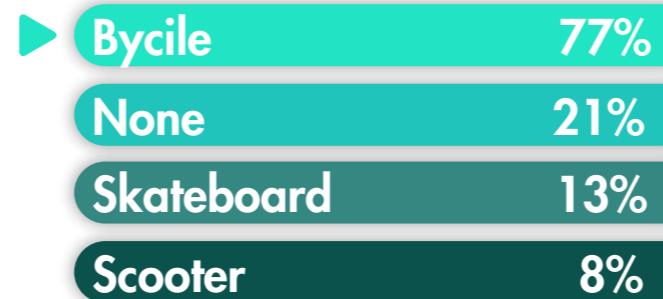
No garage

The "Look, a new scratch"

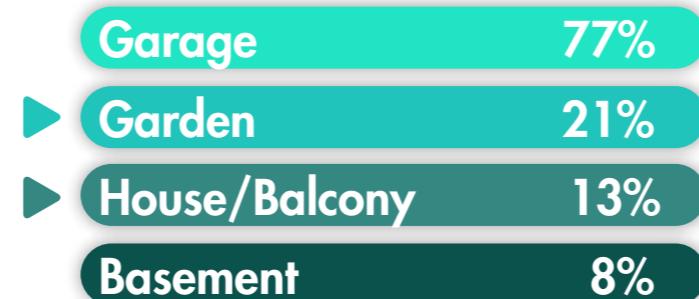
Survey

Green mobility

What "green" vehicle do you have?



Where do you put them?



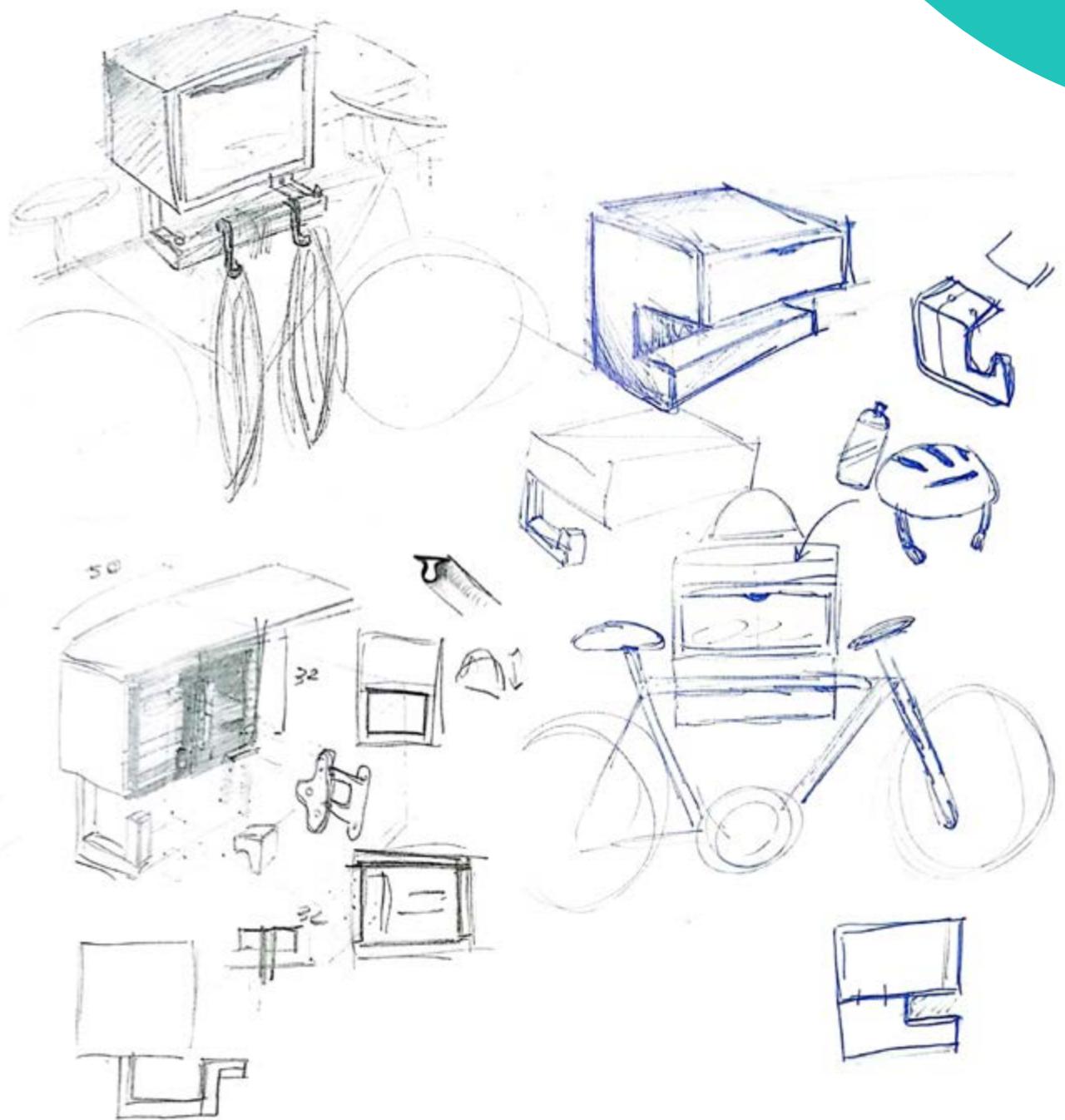
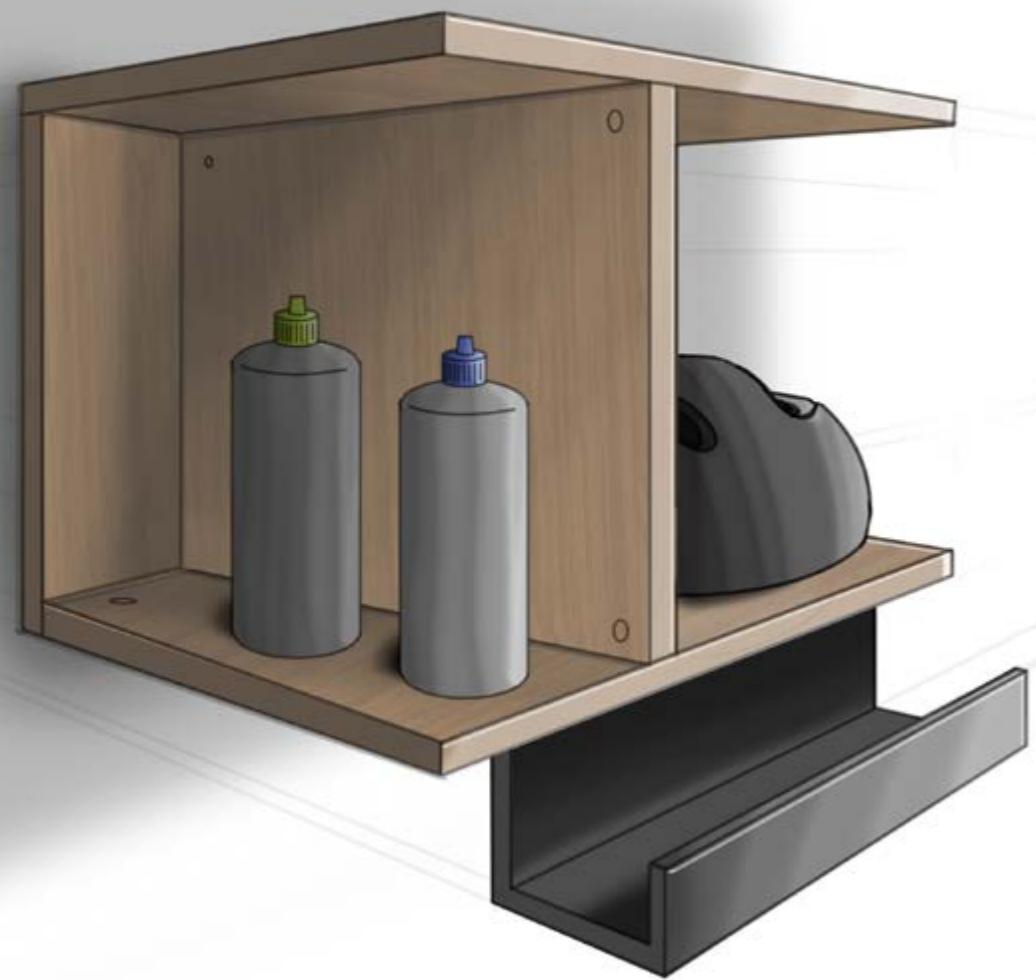
The "Move the bike! The car doesn't pass!"

Garage

The "Country lover"

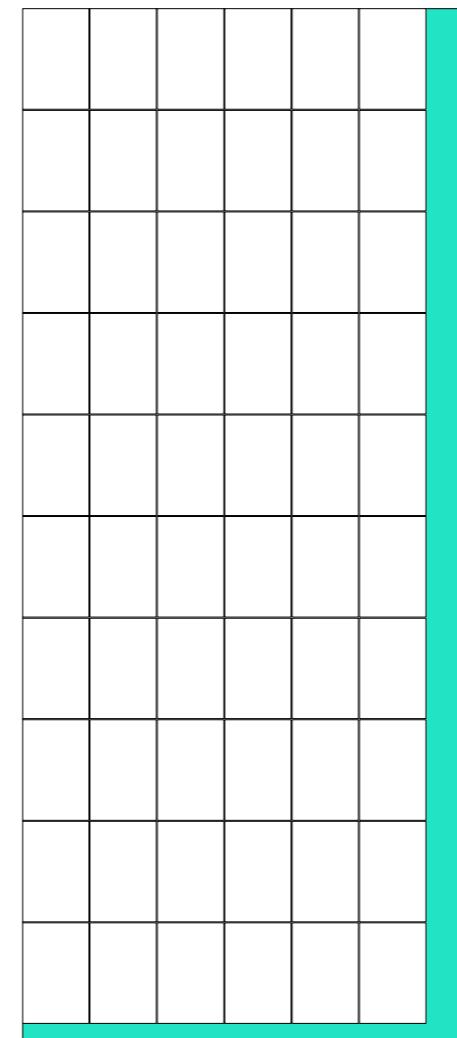
Car driver

We moved on to the creative process of trying to shape this bike hanger. These are the iterations to arrive at the final product.



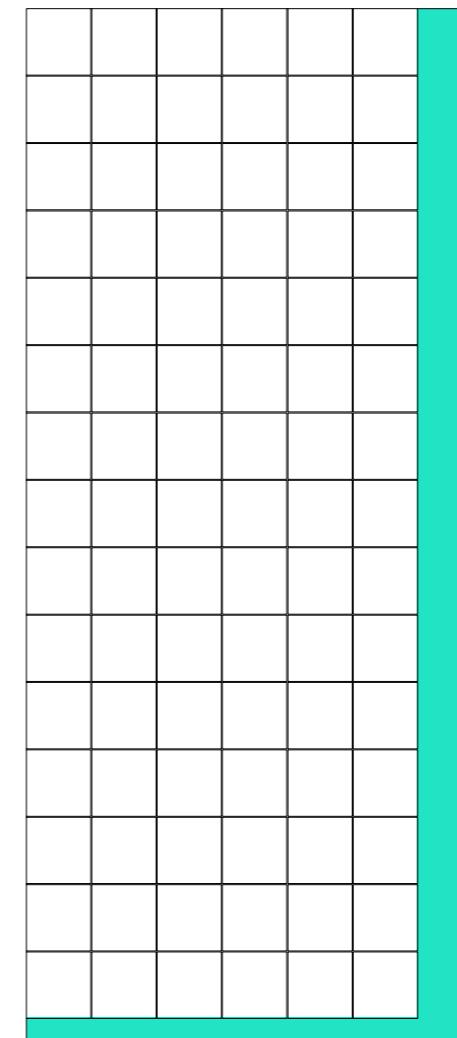
When designing the individual pieces of furniture, we took into account the constraints that the company had set (nesting, weight, packaging, etc.)

BACK PANEL



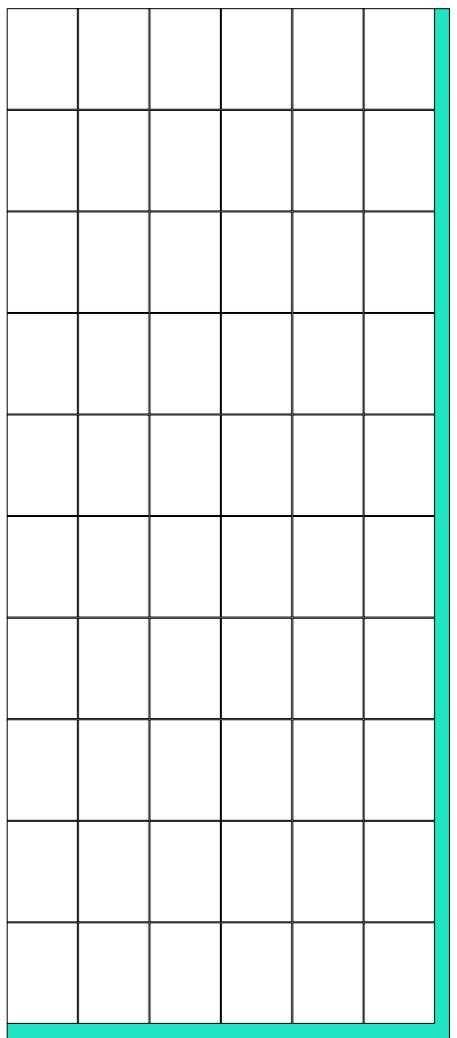
Panel: 512 x 220 x 3 cm
Scrap: 4,8 %

LATERAL PANEL



Panel: 512 x 220 x 3 cm
Scrap: 13,3 %

BASE PANEL



Panel: 512 x 220 x 3 cm
Scrap: 10,1 %

Weight: 11.3 kg

Dimensions: 56 x 47 x 14 cm





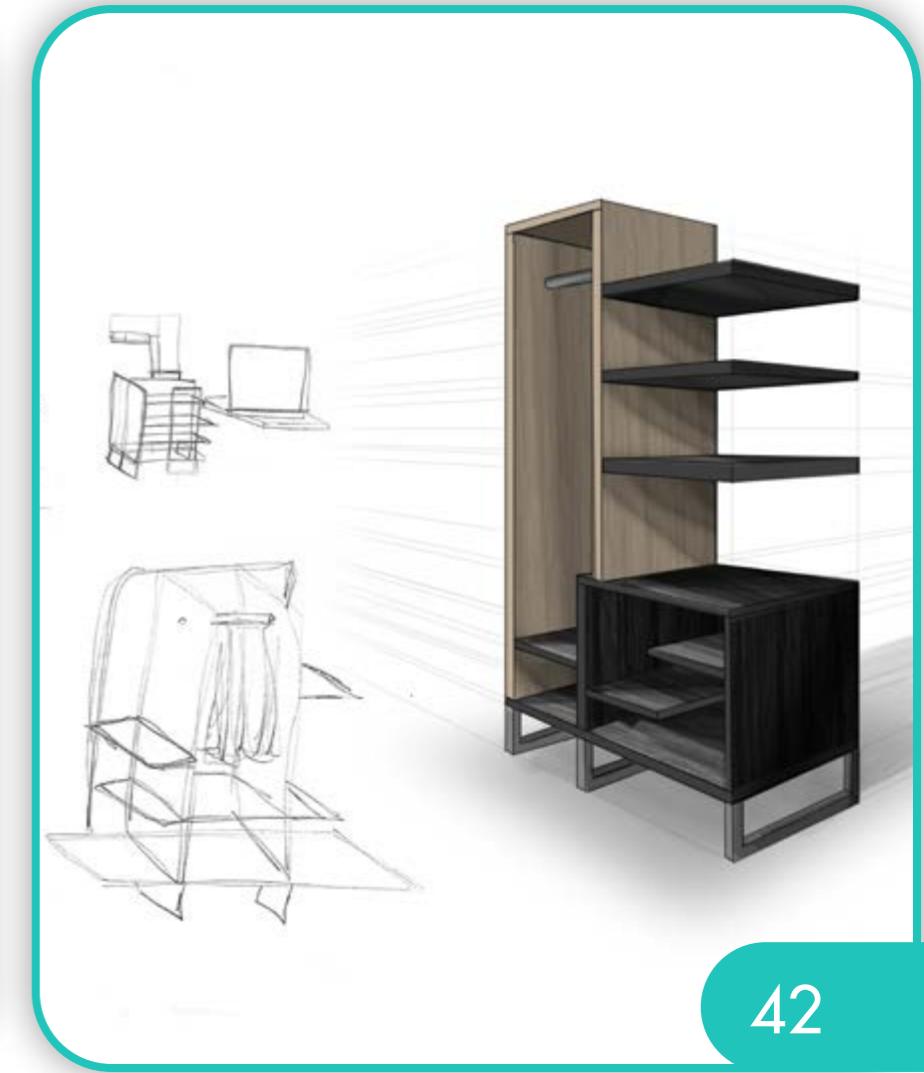
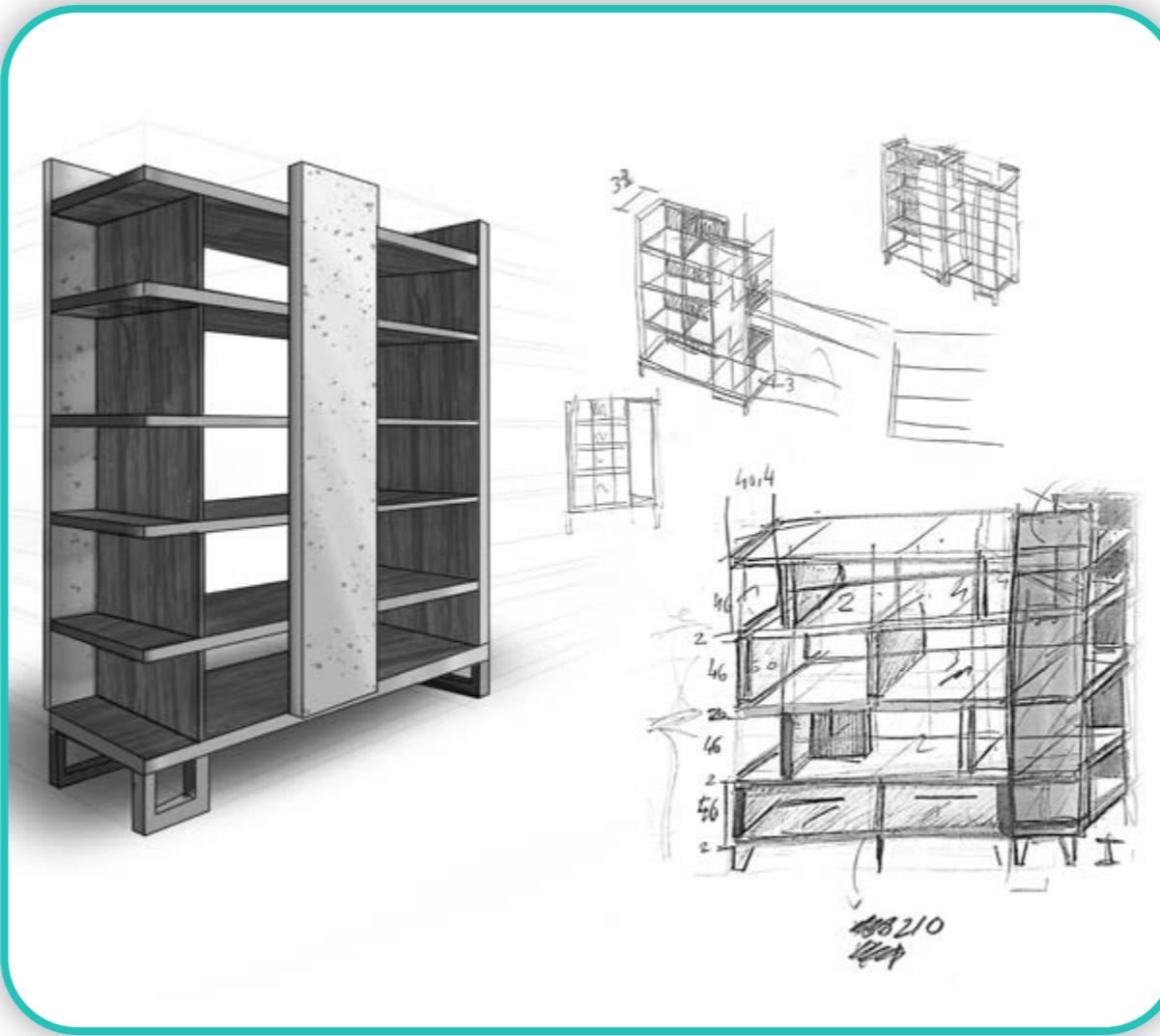


SKETCHING, 3D MODELING RENDERING

Skills

Over the years I have tried to develop my passion for drawing, always trying to improve. During the second semester of the third academic year, I was able to attend a course in advanced graphic techniques, where drawing, 3D modelling and rendering were trained intensively. Below are the works I am most proud of.

SKETCHING



RENDERING



