

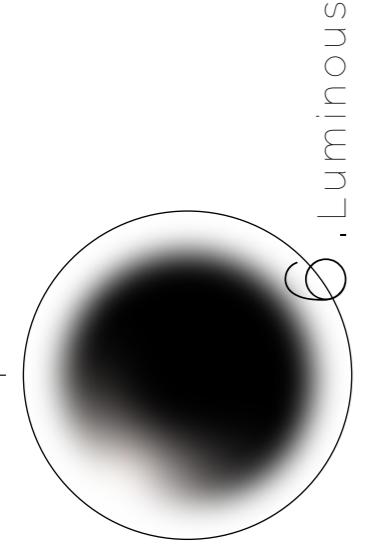
Portfolio

Fien Coolman | 2022-2023

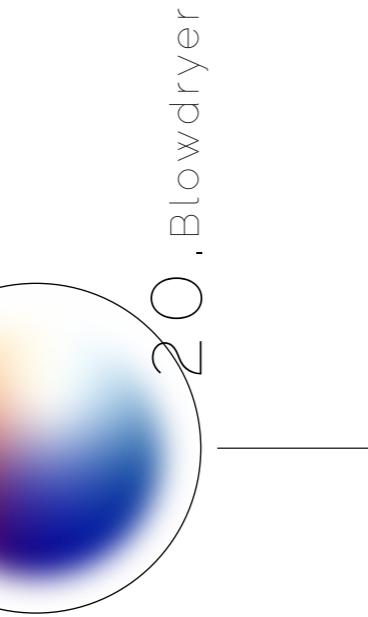
Industrieel productontwerper



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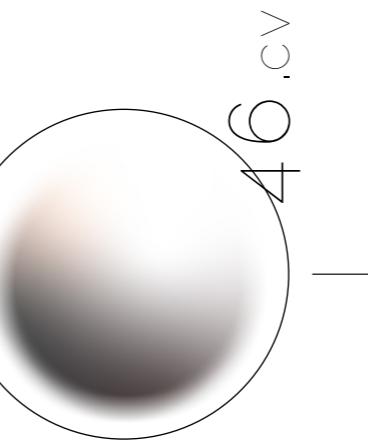
• Luminous



• Blowdryer



• BiVO₄K



• CV

more to come...

LUMINOUS

INTERIOR DESIGN_PRODUCT

Project Luminous

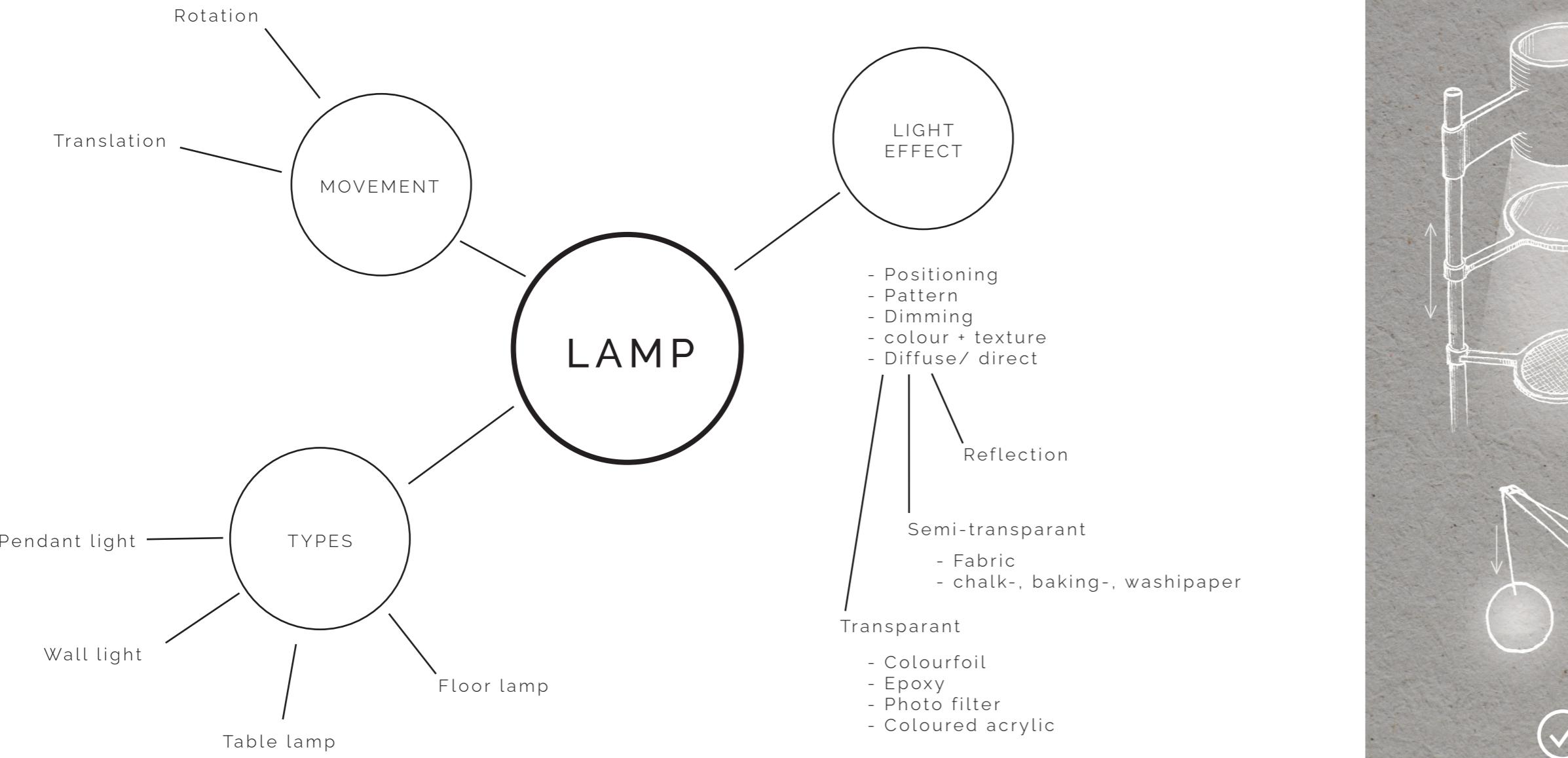
For this assignment, we were challenged to design a lamp that allows only 1 rotation and 1 translation. This movement should also affect the lamp's operation or effect. The whole frame should fit within a cube of 75x75cm. We were free to choose whether it would be a standing or pendant luminaire.

Team member: Olivier Decru

Timing: 5 weeks

Skills: sketching, prototyping, 3D printing

BRAINSTORM: MINDMAP



IDEA SKETCHING



ITERATIONS

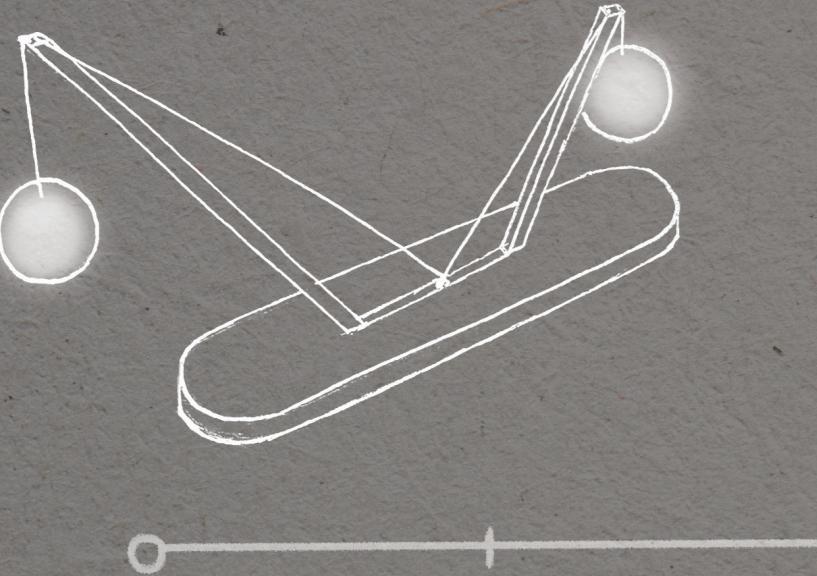
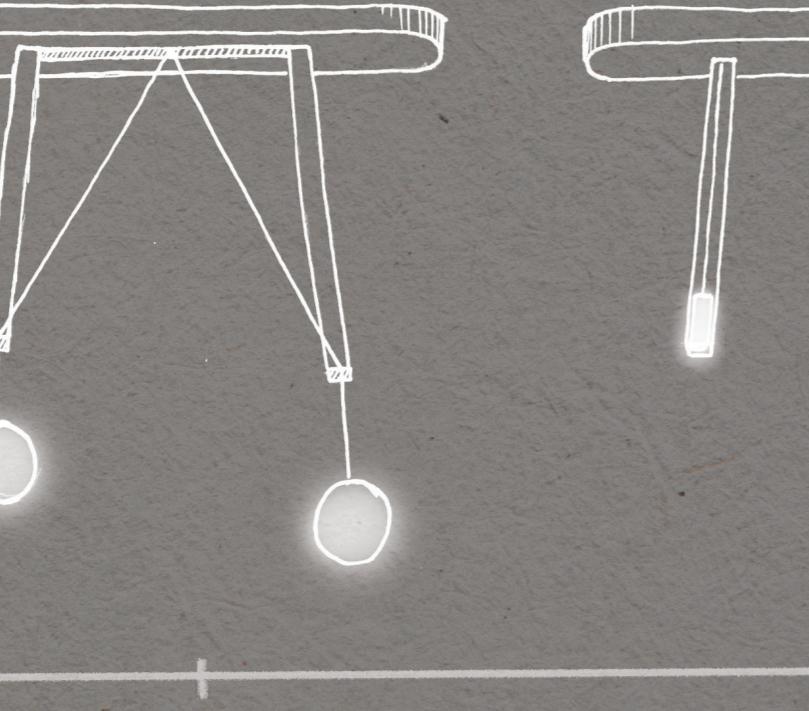
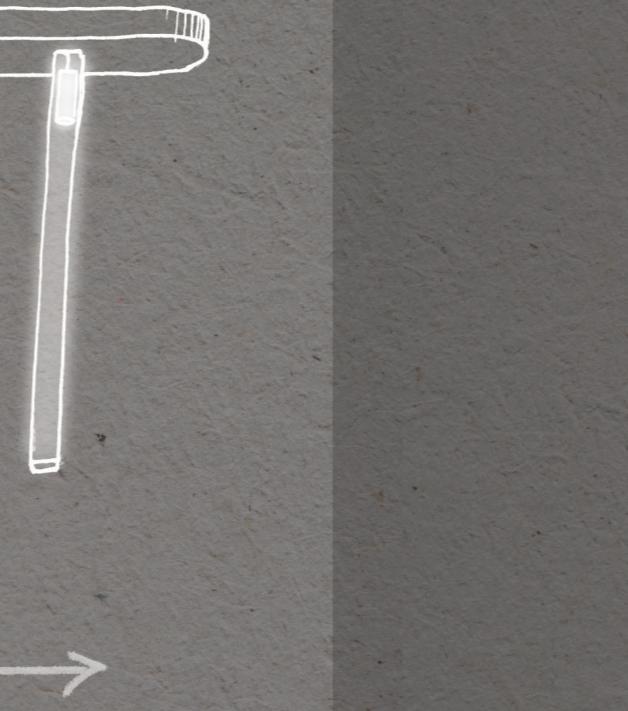


table lamp with
external light source



ceiling light with
external light source

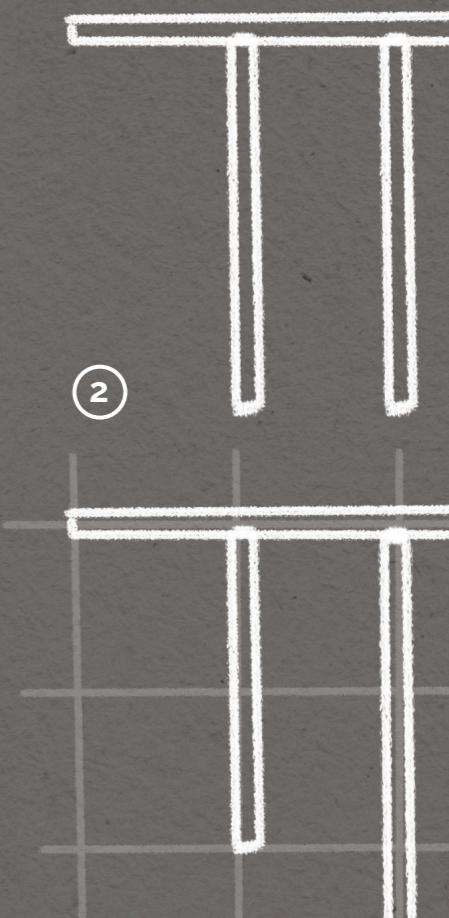


ceiling light with
internal light source

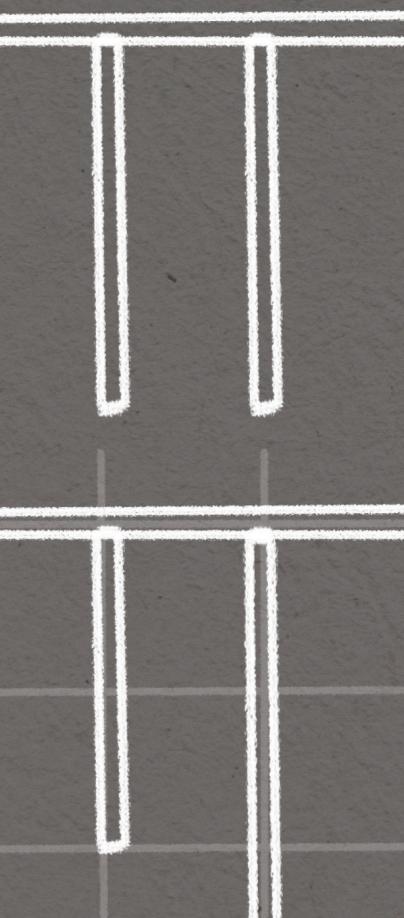
ITERATIONS



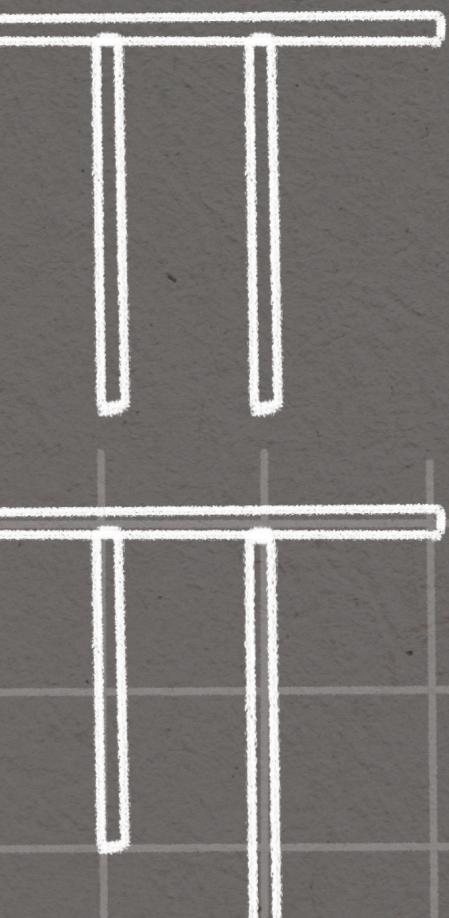
①



②

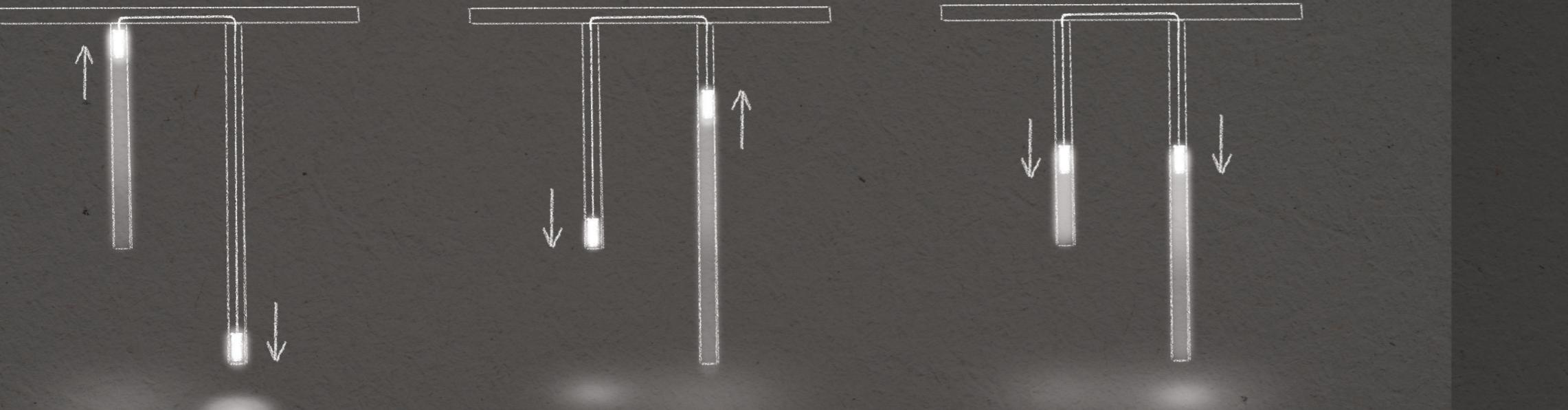


③



25 cm

TRANSLATION

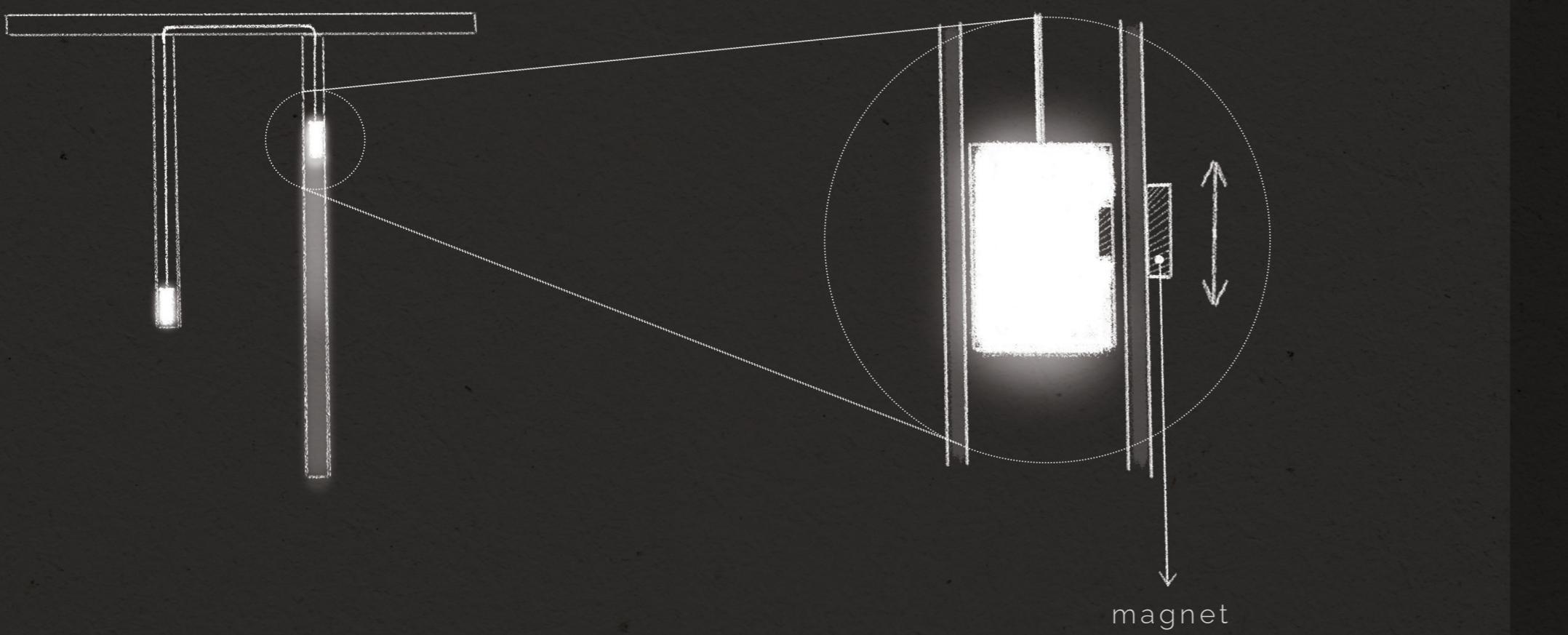


The light effect perceived in the illustrations above, varies depending on where the lights are located in the tubes. When they are higher up, the light breaks through the tube and gives a diffuse, soft glow. When they hang at the end of the tube, it gives a more direct light. This way you can play around with different combinations that fit your need in the moment.

ROTATION



MOVEMENT



MATERIAL EXPERIMENTATION

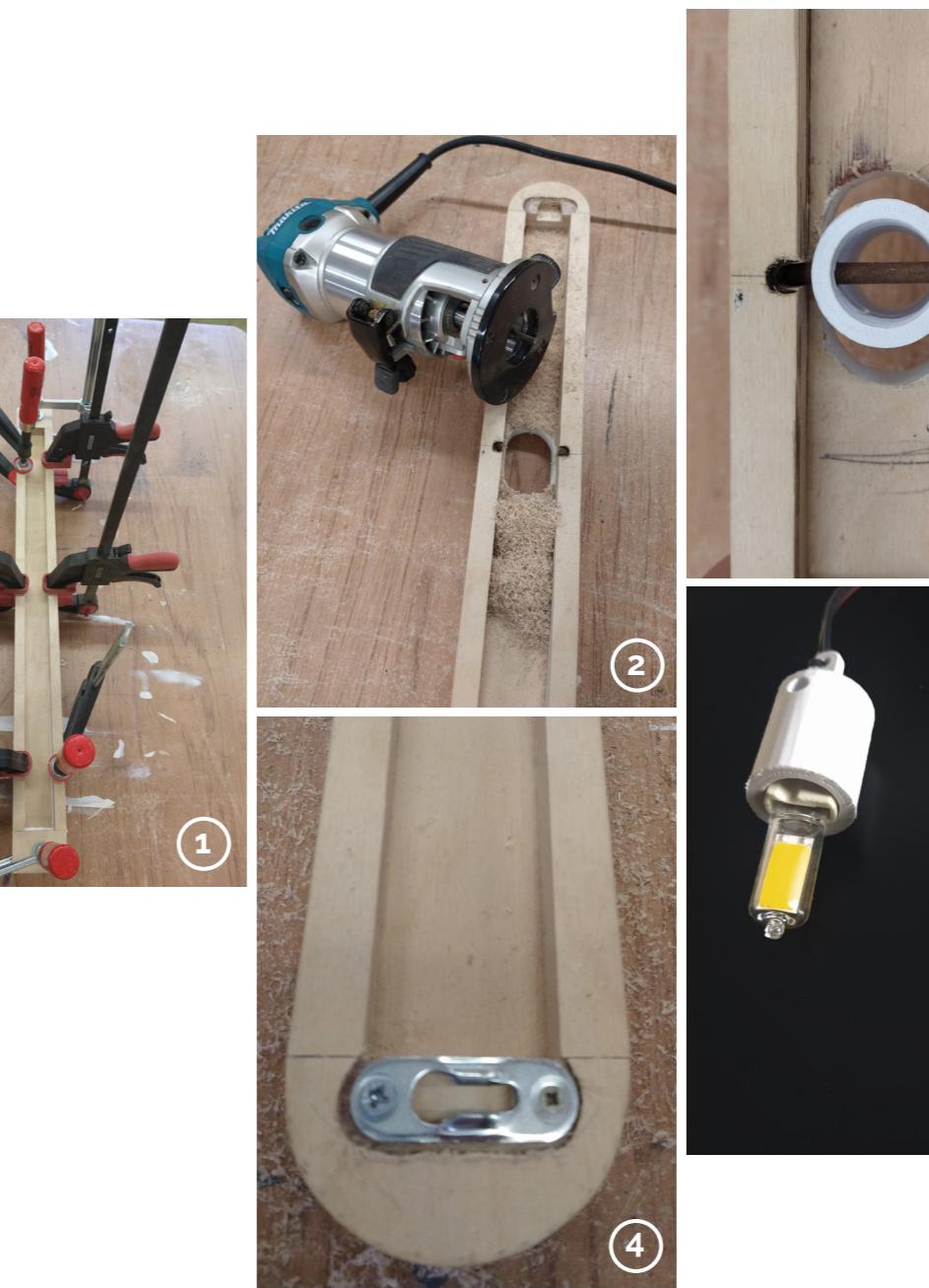


For the tubes, we first chose clear acrylic, with a different material on top to diffuse the light. We tried various kinds of paper, such as washi-, baking- and chalkpaper, and fabric to cover the tubes. The natural linnen came out as the best result, but then we encountered the challenge of how we would hide the seams. So we went for a safer option anyway, working directly on the tubes. With sandblasting, we achieved the desired effect of diffusing the light enough.

PROCESS

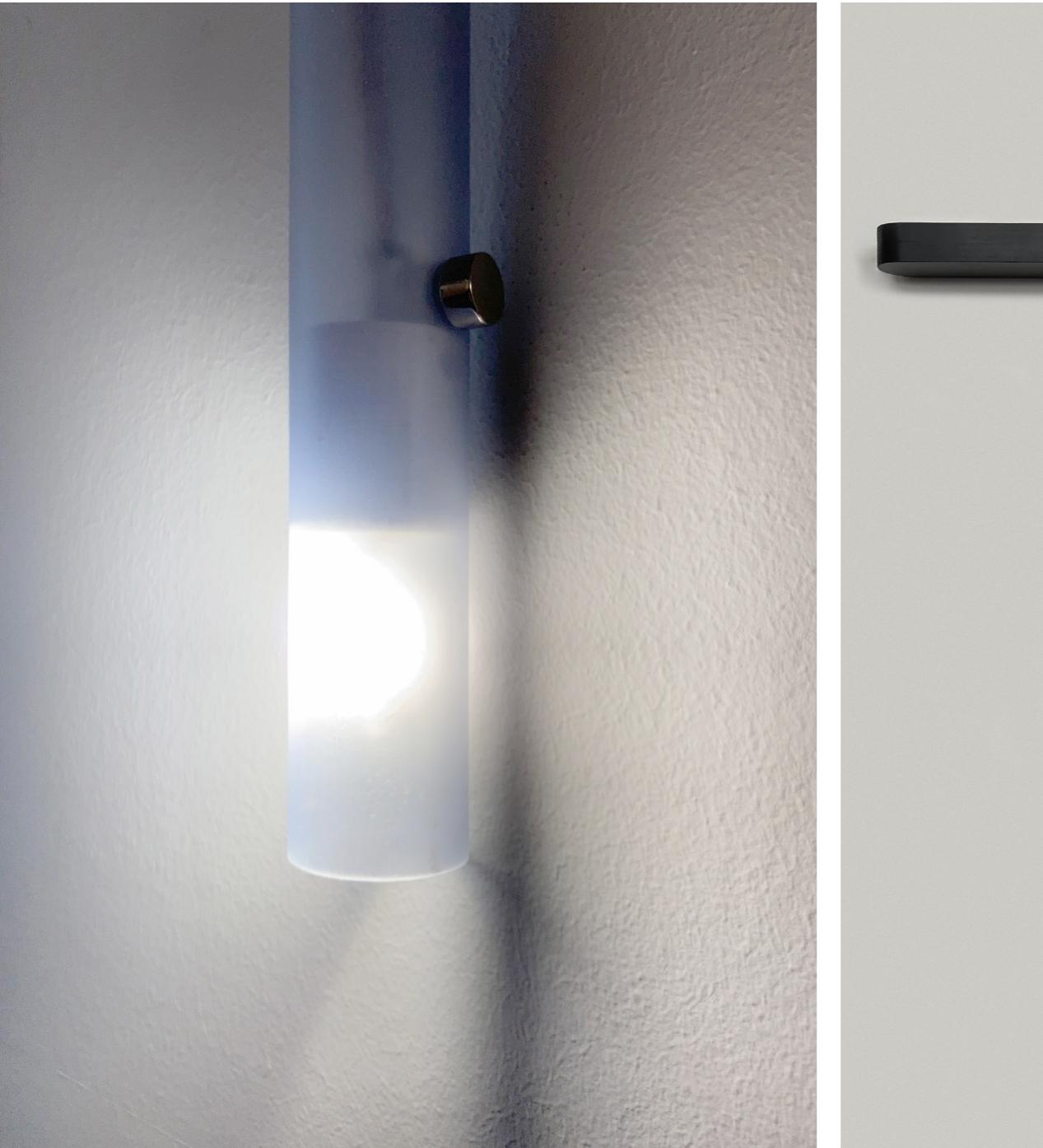


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The horizontal part of the armature consists of two layers of glued 18mm multiplex (1). We routed out the inside (2) to make space for the cable management. Next, two holes were drilled for the PVC tubes. These stay in place with a metal rod (3), that also functions as a hinge. For easy montage, two metal keyhole hangers (4) were places on the far ends of the armature. This way you just need slide it over 2 screws in the ceiling. The last pieces are 3D printed sockets (5) for the lights. A little hole was spared out of the prints for the magnets, that are used for the up and down motion.



BLOWDRYER

FORM STUDY_PRODUCT

Project Blowdryer

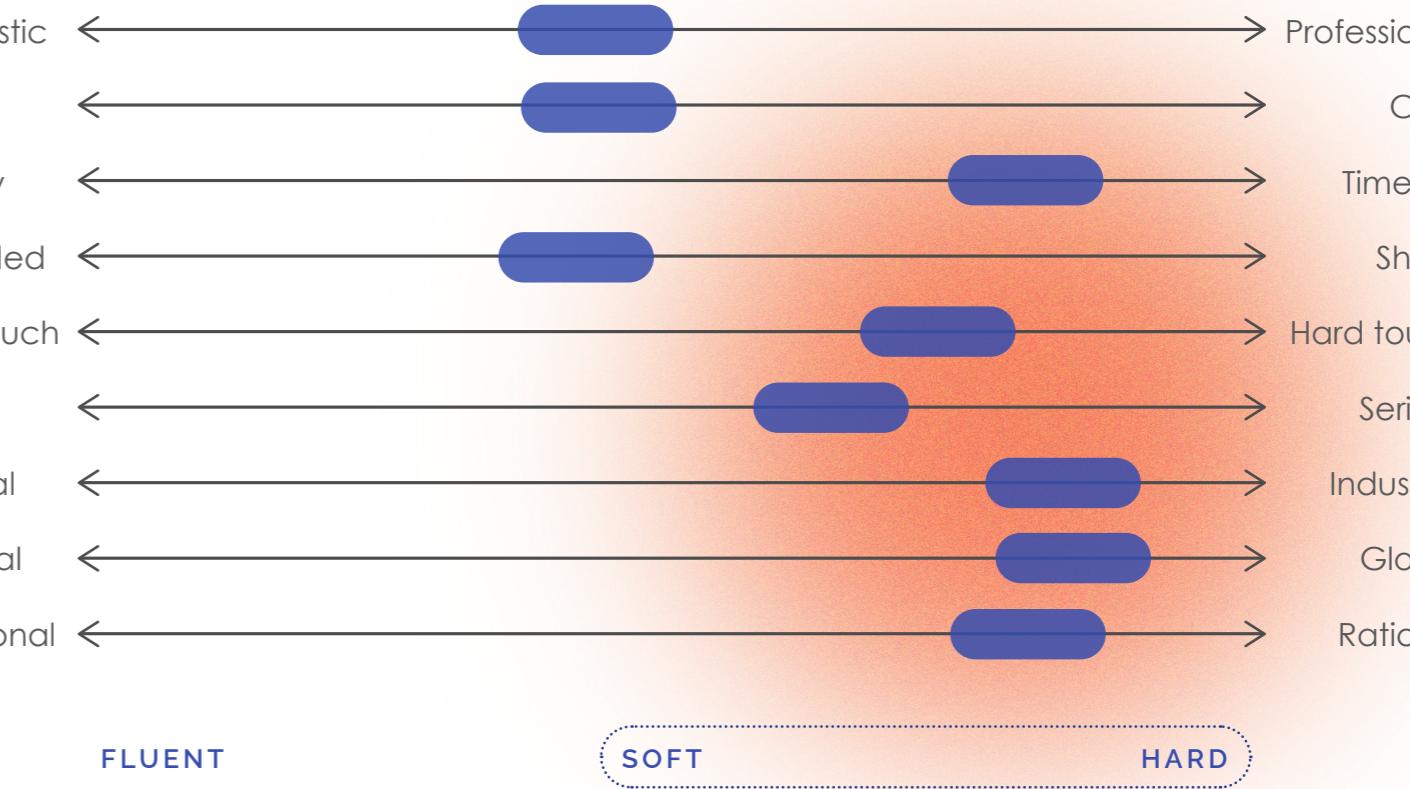
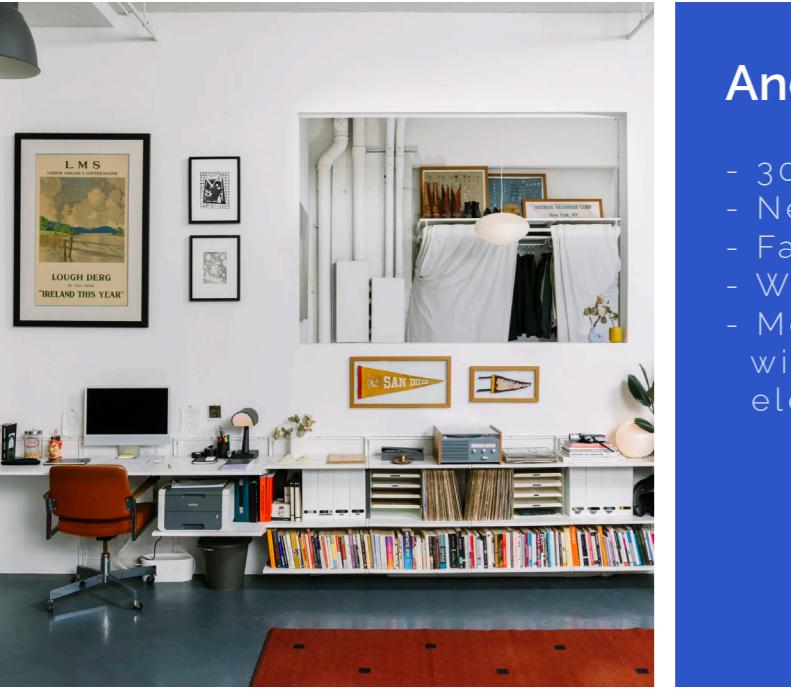
For this assignment, we were challenged to design either a blowdryer or a pocket beamer. The product should fit a certain persona through form, function and finish. The final result should fit into a cube of 25x25cm.

Individual

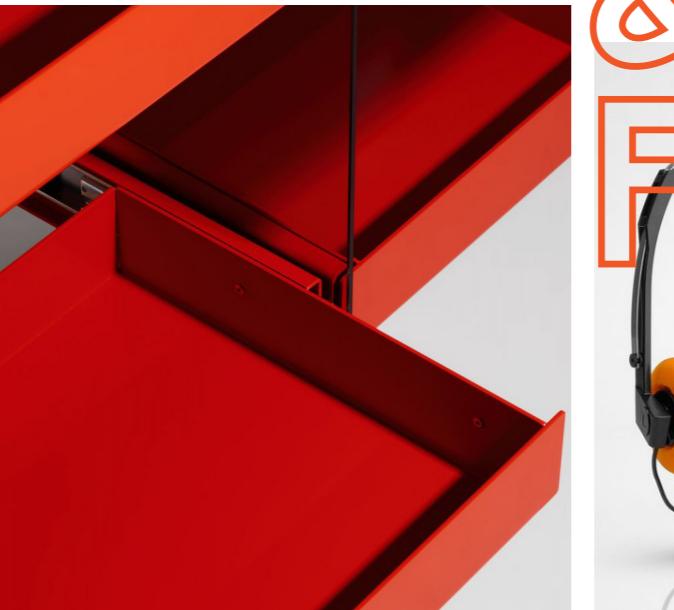
Timing: 5 weeks

Skills: sketching, foam prototyping,
implementing ergonomics,
3D printing

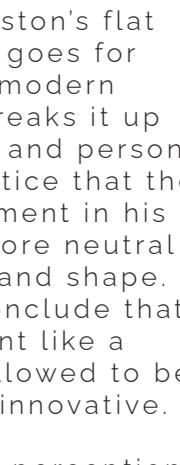
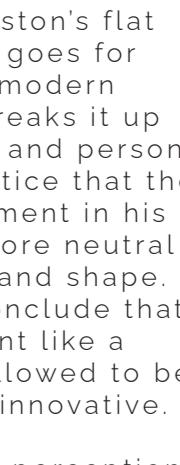
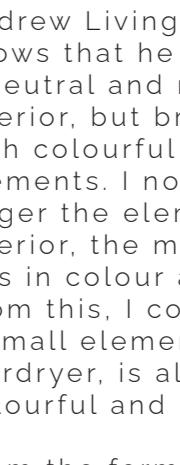
FORM PERCEPTION CANVAS



PRODUCT INSPIRATION



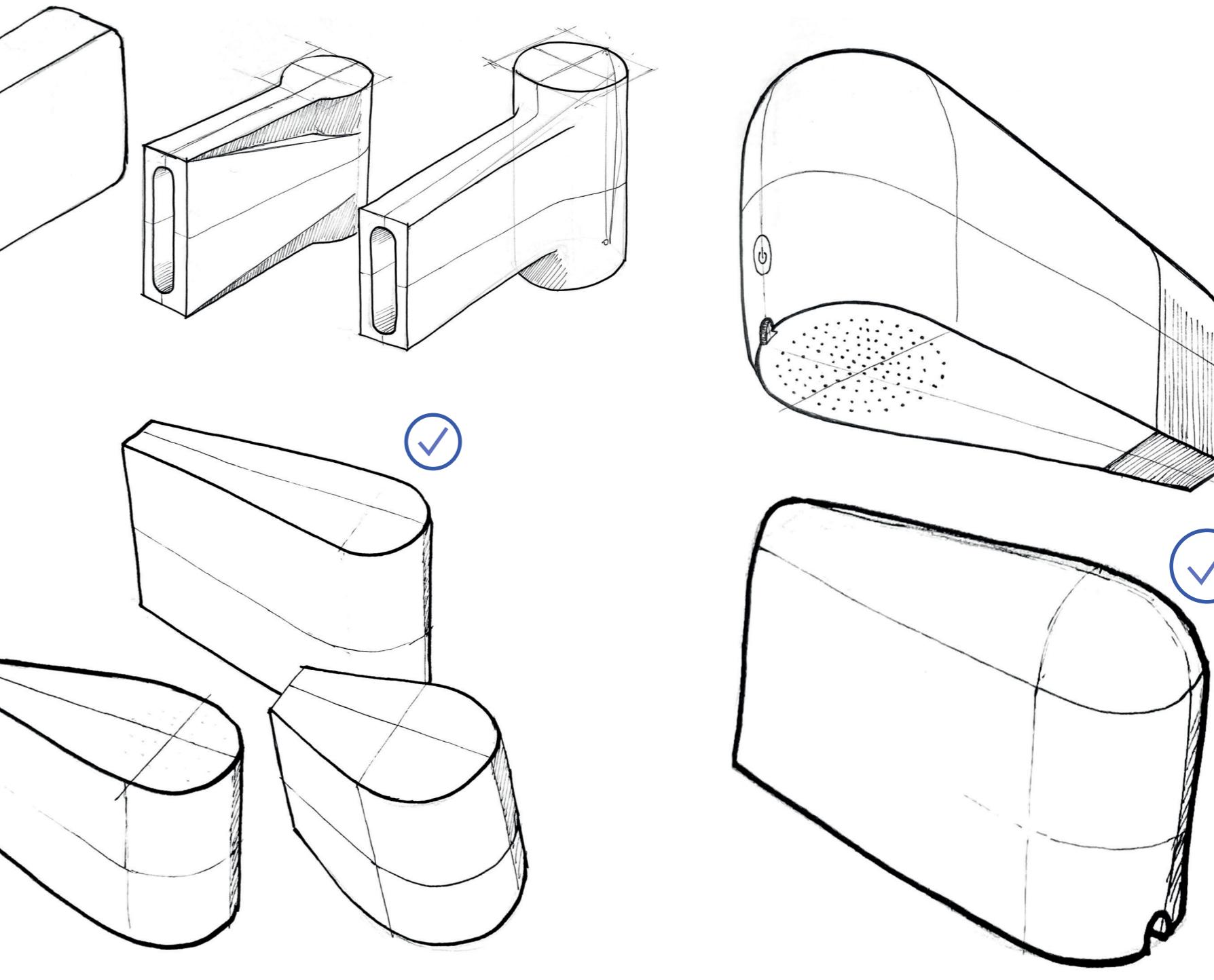
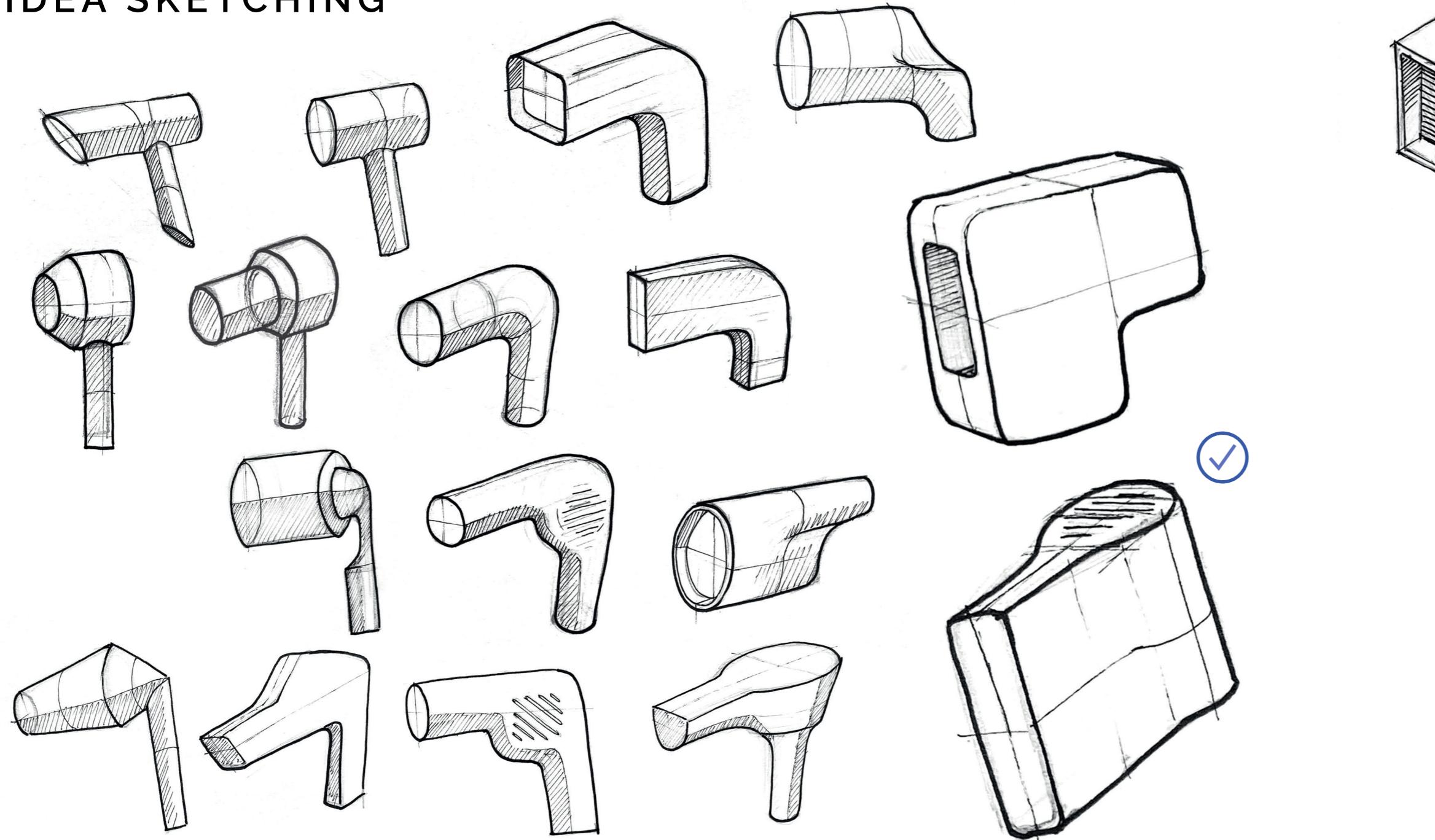
Look
&
Feel



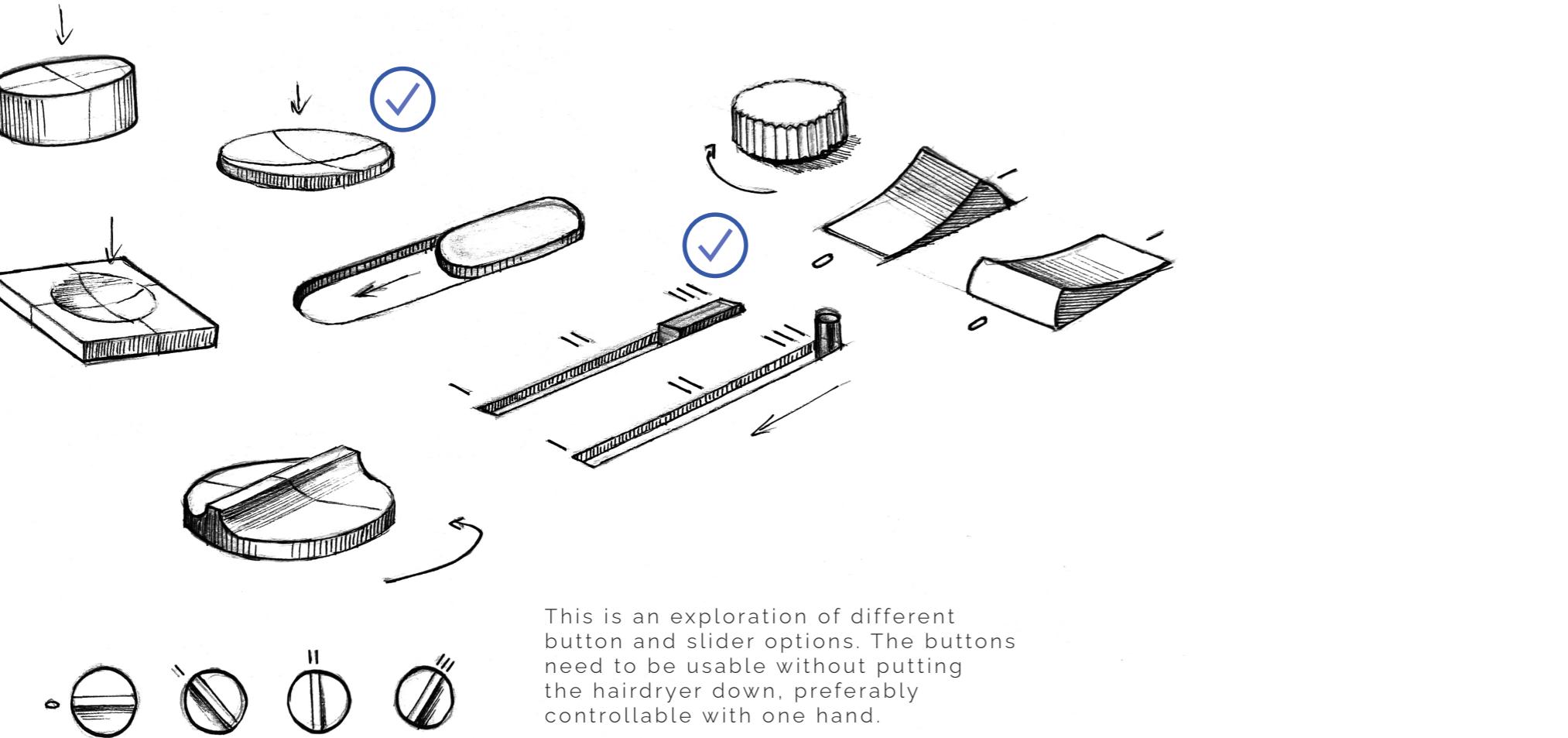
Andrew Livingston's flat shows that he goes for a neutral and modern interior, but breaks it up with colourful and personal elements. I notice that the larger the element in his interior, the more neutral it is in colour and shape. From this, I conclude that a small element like a hairdryer, is allowed to be colourful and innovative.

From the form perception canvas, we see that the form language is rather hard, with some soft elements. Still, it is difficult to design a hard shape that also has to fit nicely into your hand at the same time. That is why rounded off edges are more allowed for this product. Here are some similar products that fit the form perception canvas, inspired by Dieter Rams.

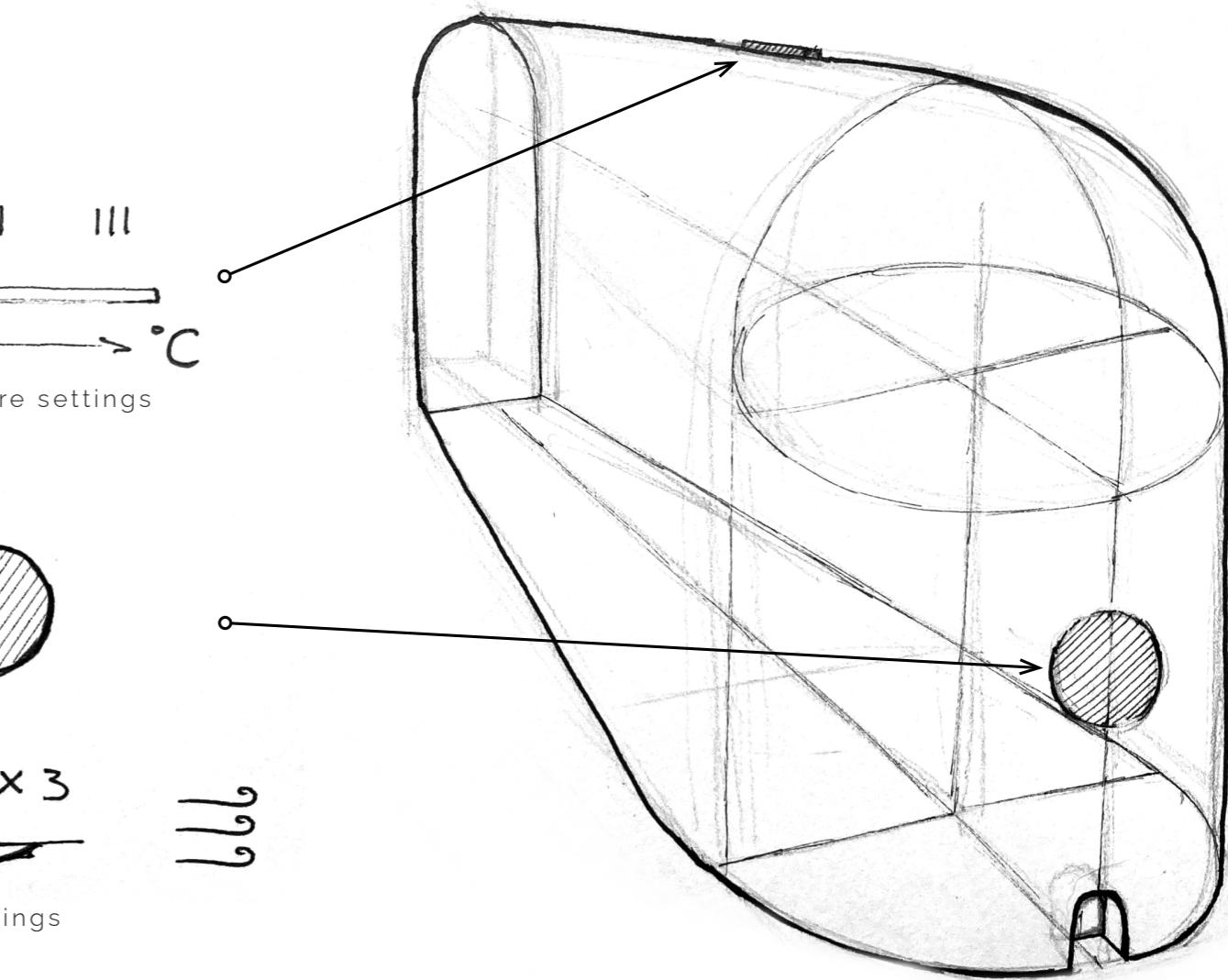
IDEA SKETCHING



IDEA SKETCHING_DETAILS



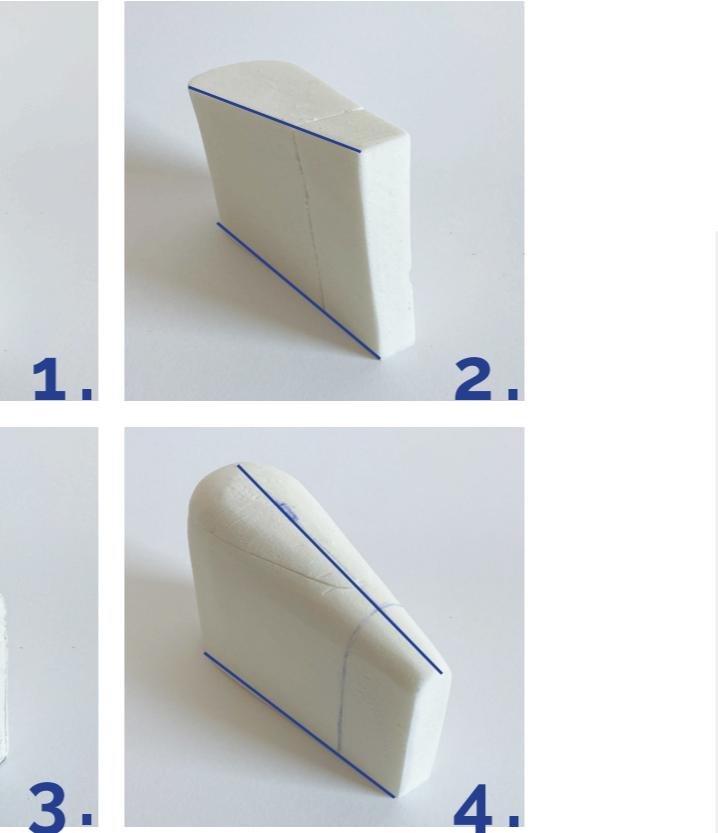
USER INTERFACE



PROTOTYPING

The second evolution is in rounded off top. This makes ergonomically, as the player is so small, you tend to reach over the top.

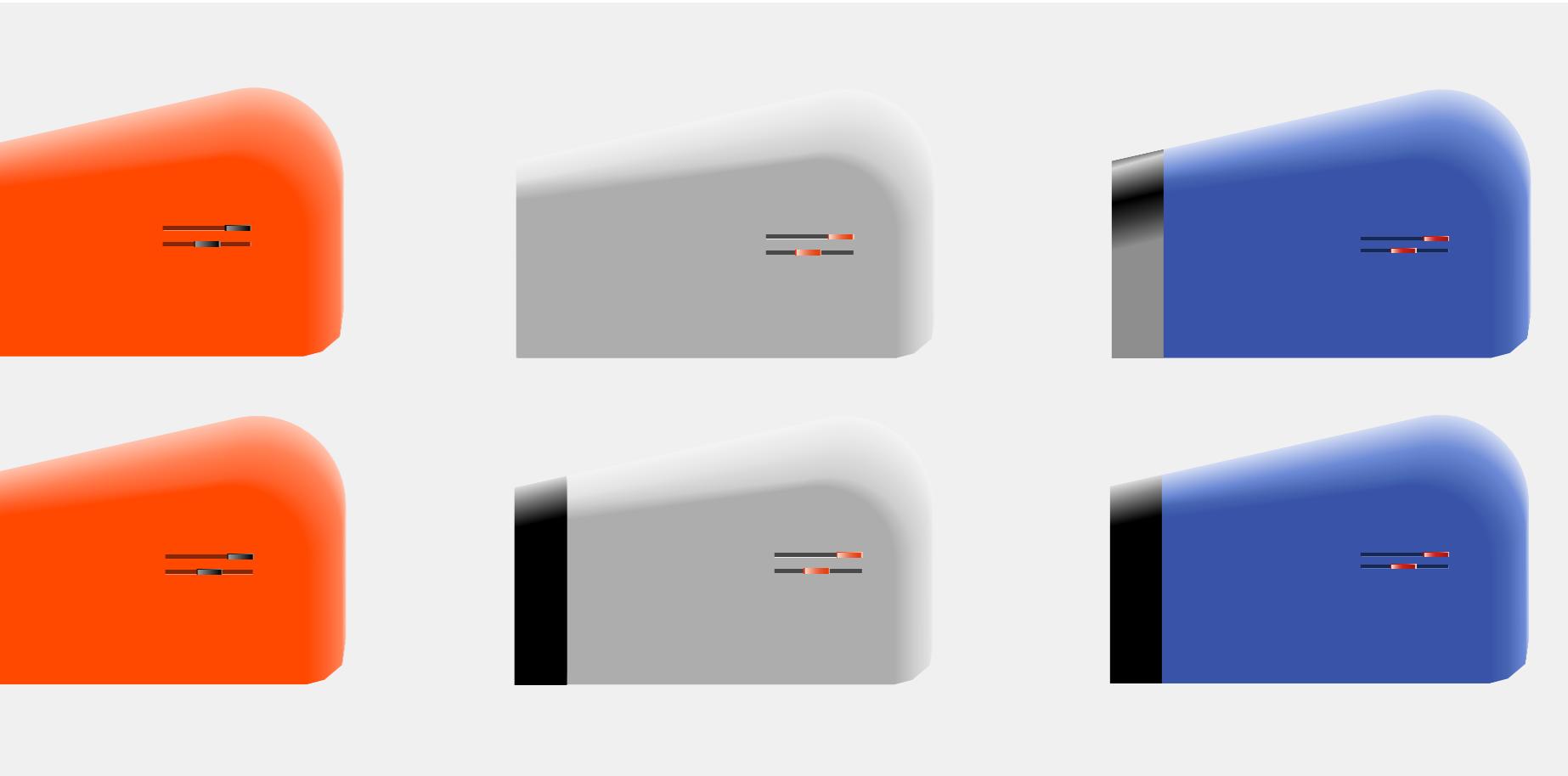
top side provides a good
or button placement,
fingers already rest
This leaves the bottom
only option left for air
knowing that the motor
s underneath the palm
hand too. This way the
est side lays the closest
ir hand, to counteract the
ge effect. At last the flat
m, for easy placement, so
airdryer wouldn't fall in
nk.



ood orange body,
black nozzle & sliders

astic

tin finish



mercury
jet black
blood orange

plastic

satin finish

S



dy,
ders

coba
jet b
lava

plas

satin



BIVOUAK SITE

ARCHITECTURE



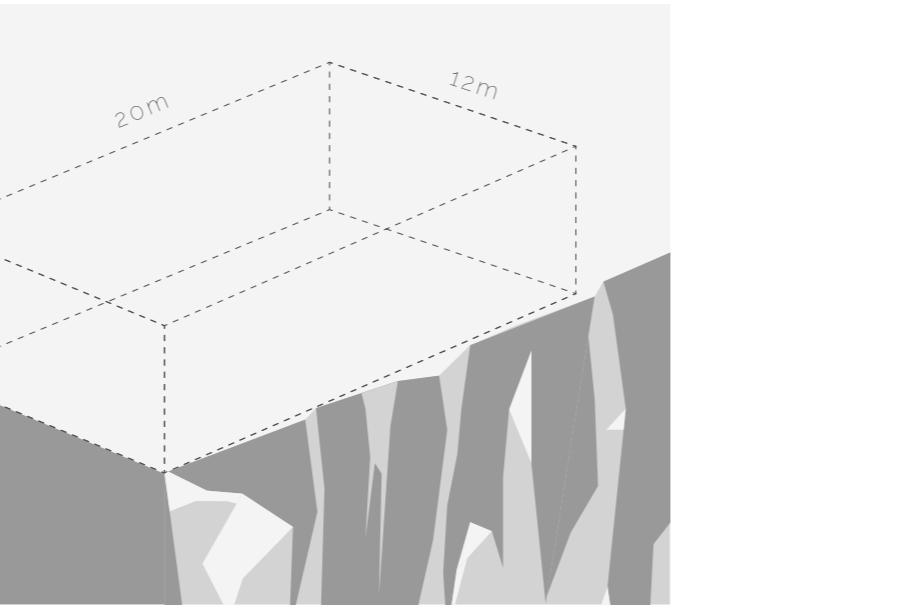
Project Bivouak

This project is located on the white cliffs at Cap de Blanck-Nez. With a sea of grass on one side and the steep cliffs at the other, the bivouac area lies between two very different spaces. There will be place for 8 people to stay the night, with a given room integrated in the design. This assignment is an exercise on space relations.

Individual

Timing: 8 weeks

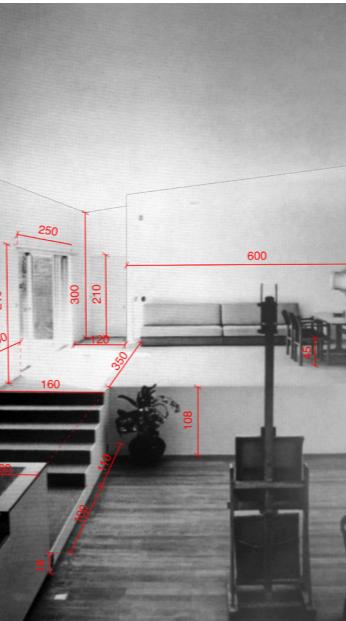
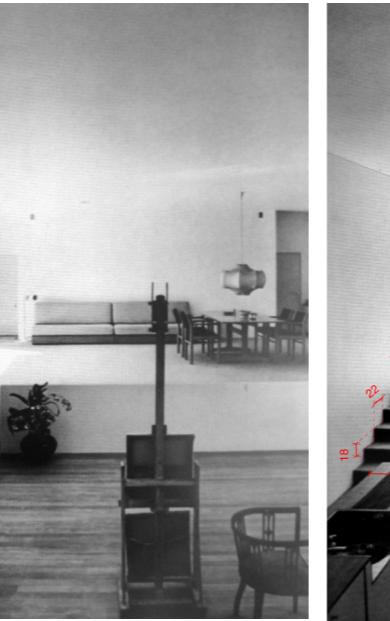
Skills: model making, 2D + 3D visualisation, spatial design, space analysing



programme

- dimentions: rectangular volume of 20m long, 12m wide and 6m high
- 3 rooms + 1 outdoor space with a fireplace
- 1 given room must be recognizable, it may be mirrored or scaled
- sleeping accommodation for 8 people

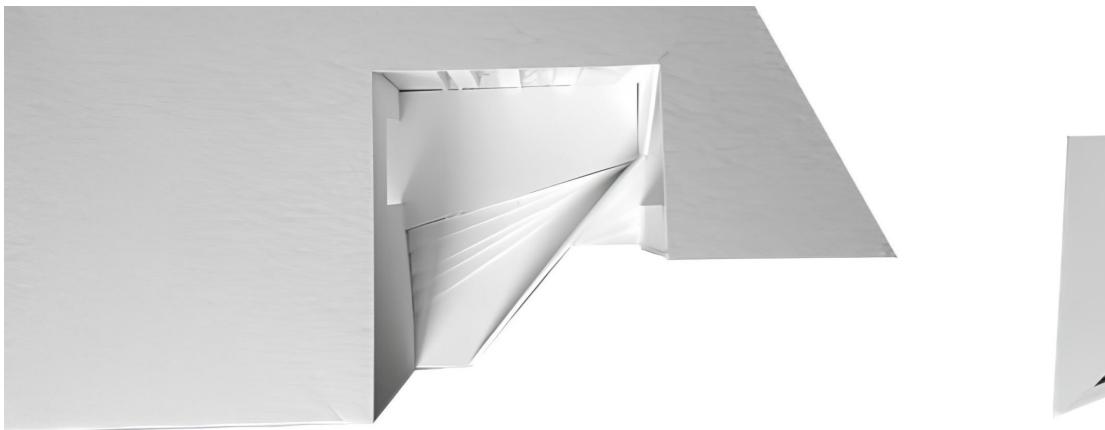
Given Room



As an excersice, this space was to be reconstructed solely based on one image. Using element as stairs and chairs, an estimation could be made of the dimensions of the room. After this, a fysical model was made to further understand the space we had to work with. To finish off this analyses, we needed to imitate the initial picture using our reconstructed model. This result should be as similar as possible.



DESIGN PROCESS



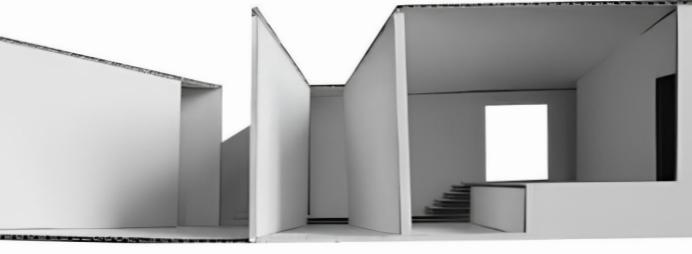
1st iteration

- coherent formalism
- clear representation of given room
- stairs in the direction of the view
- funnel shape of outdoor space (stairs) is misdirected. It would be better reversed; long side to the cliff
- too much useless space: entrance (far right corner) has a blind spot



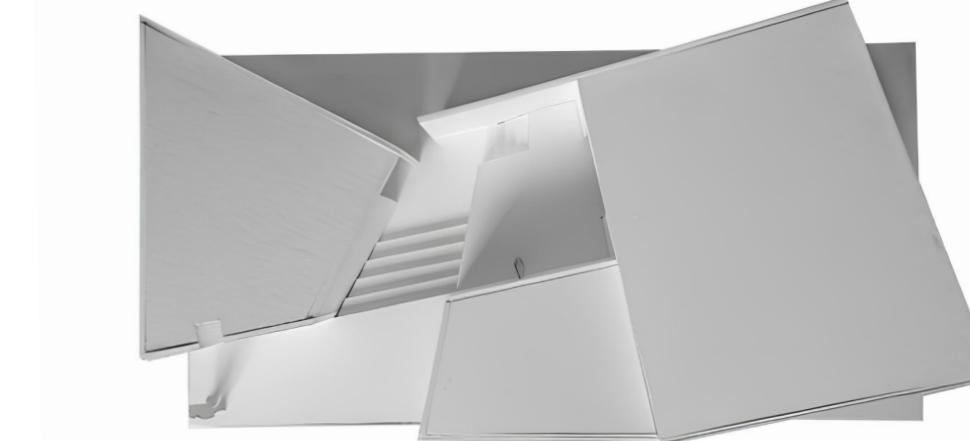
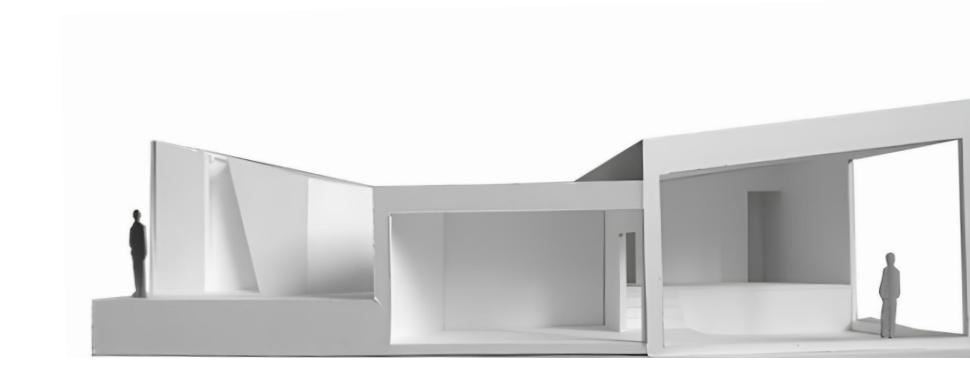
2nd iteration

- the rough arrangement of the rooms are in place
- no cohesive formalism
- striped windows look out on the stairs, this is unnecessary
- no four full-fledged spaces
- two entrances; one too many



3rd iteration

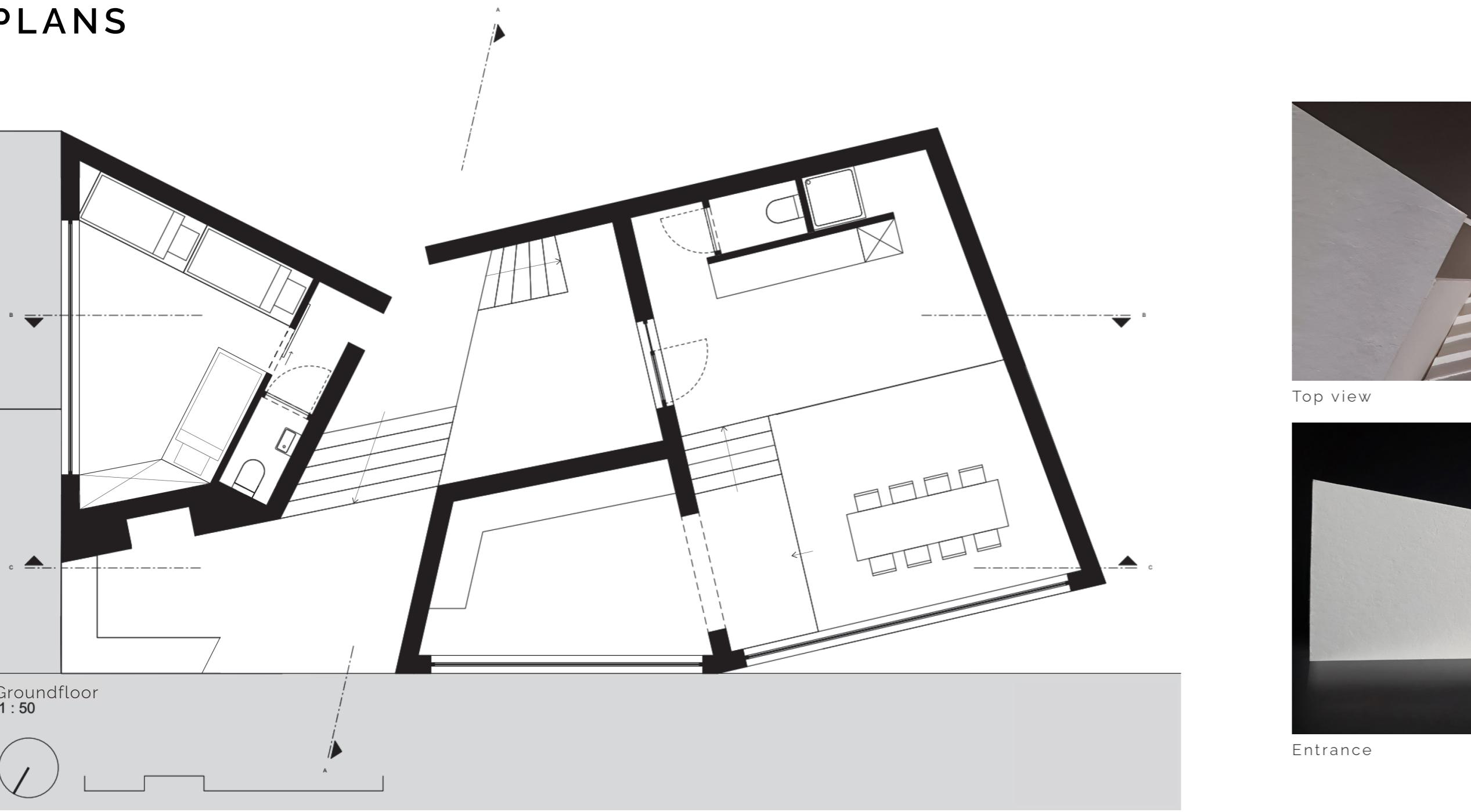
- there are four rooms/spaces but the proportions are off
- the room on the left has a view of the cliff, unlike the stairs at the last iteration
- one entrance instead of two
- the narrow funnel shaped space is too small for a bedroom
- still no coherent form language



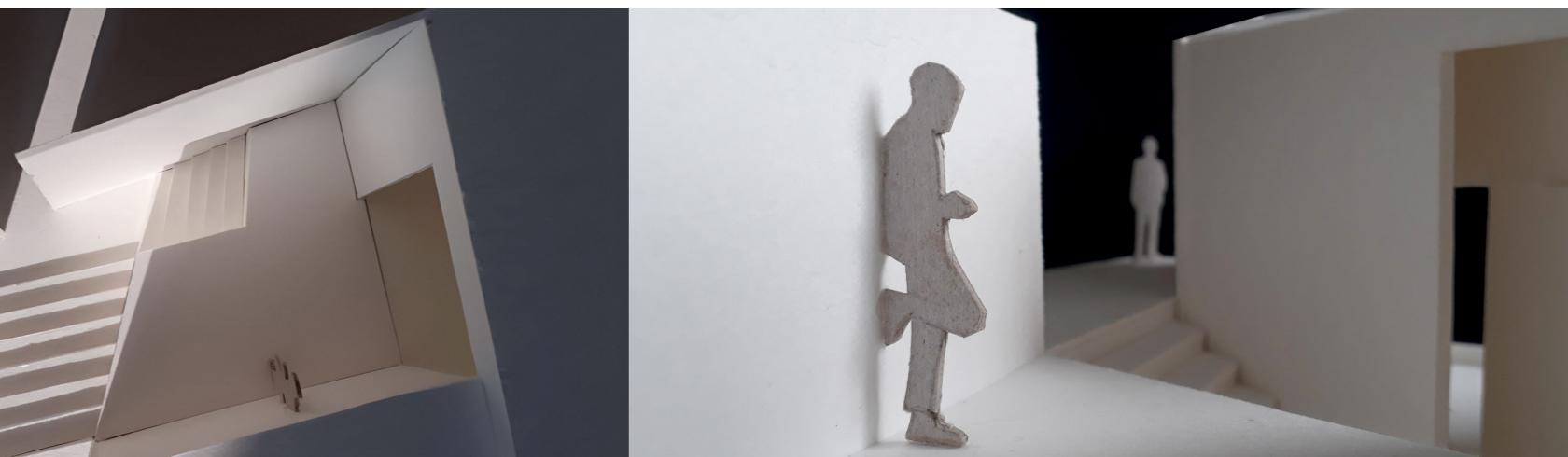
4th, final iteration

- four full-sized rooms with appropriate layout
- incorporated fire pit with sufficient distance
- cohesive form language

PLANS

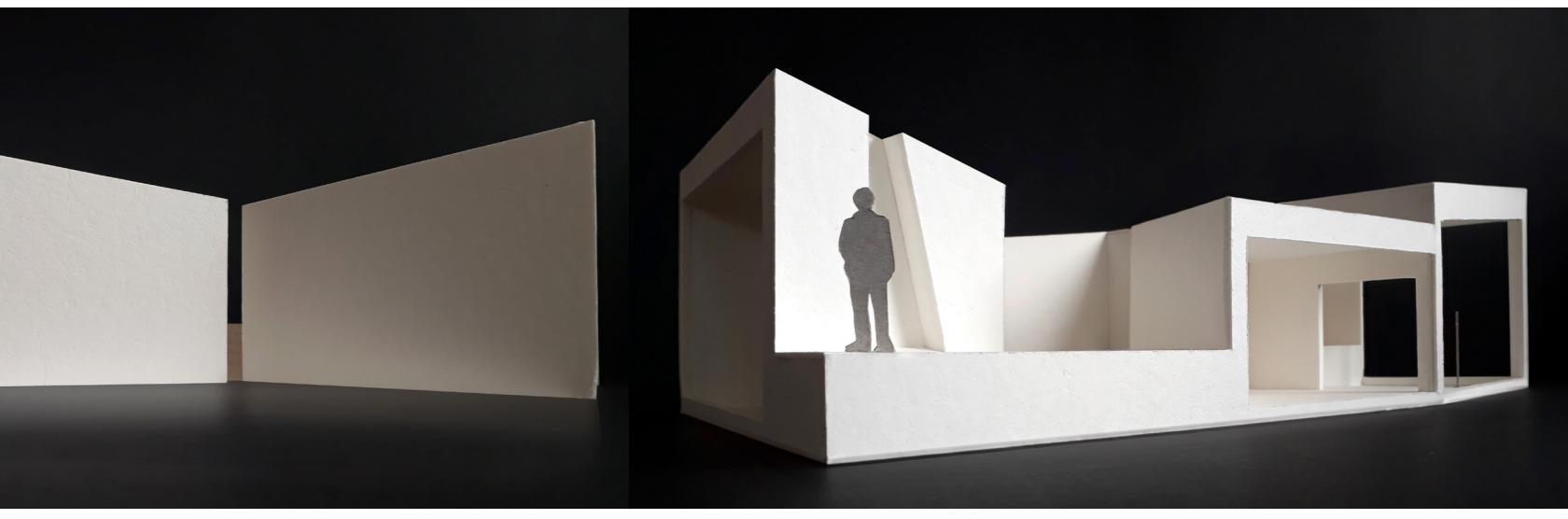


MODEL



Top view

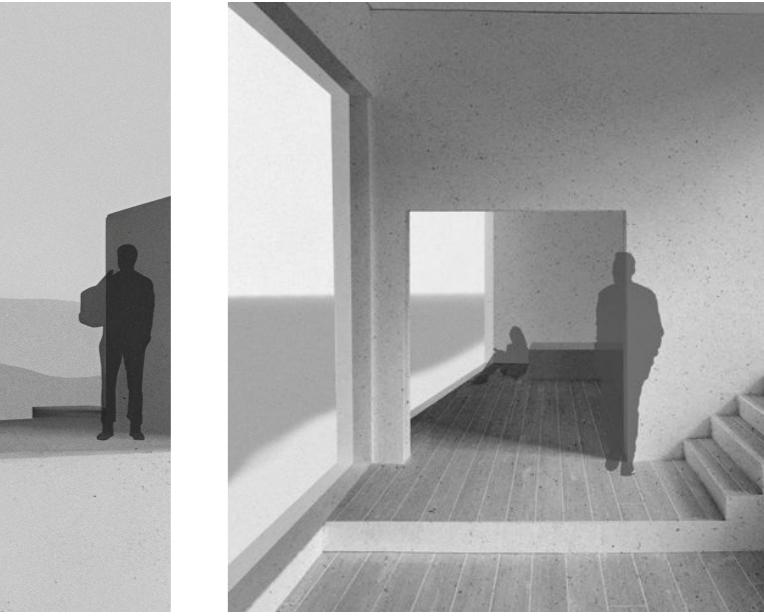
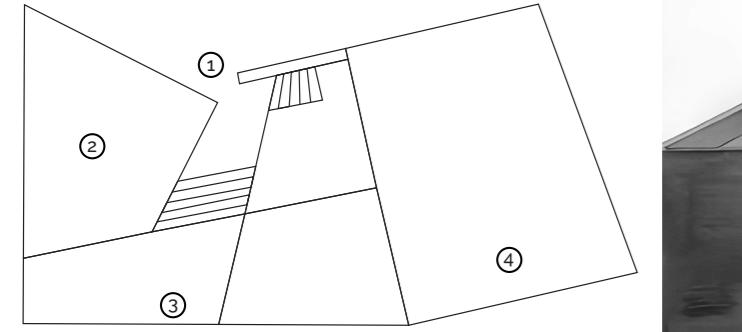
Inner courtyard



Entrance

Vantage point

SCENARIOS



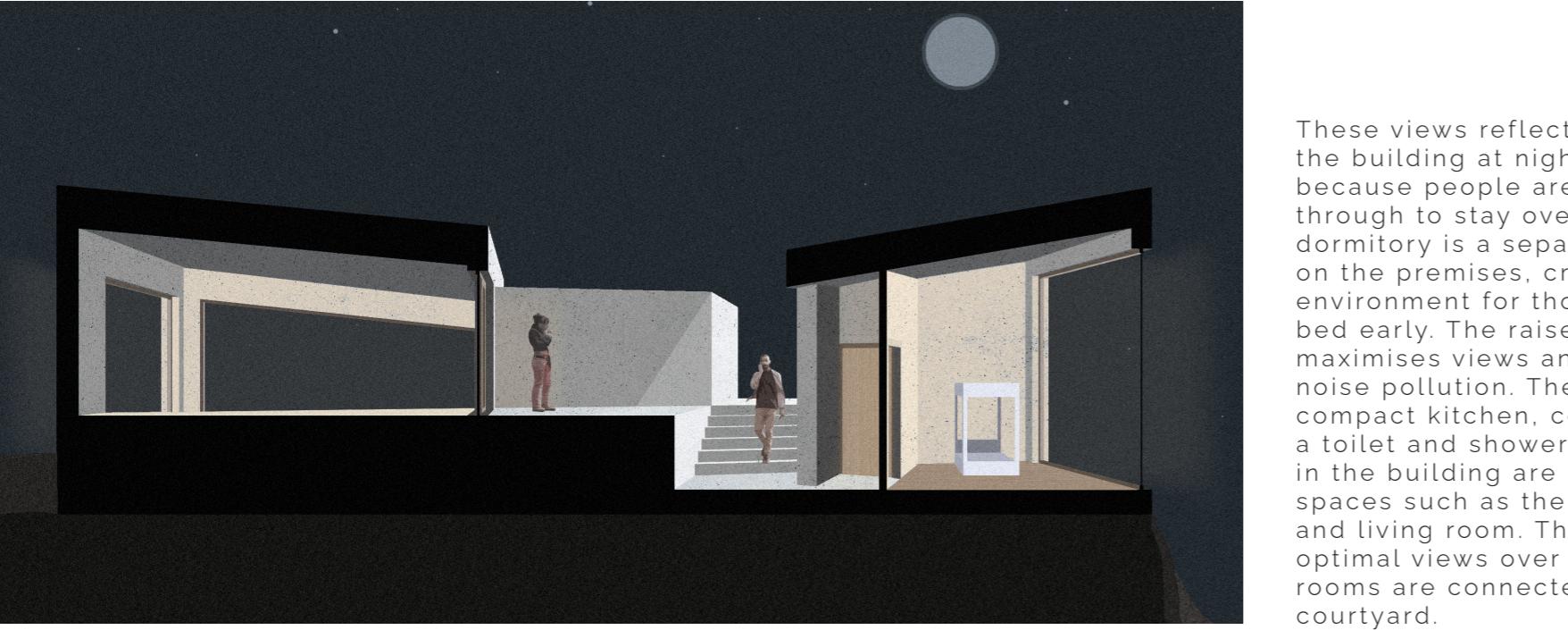
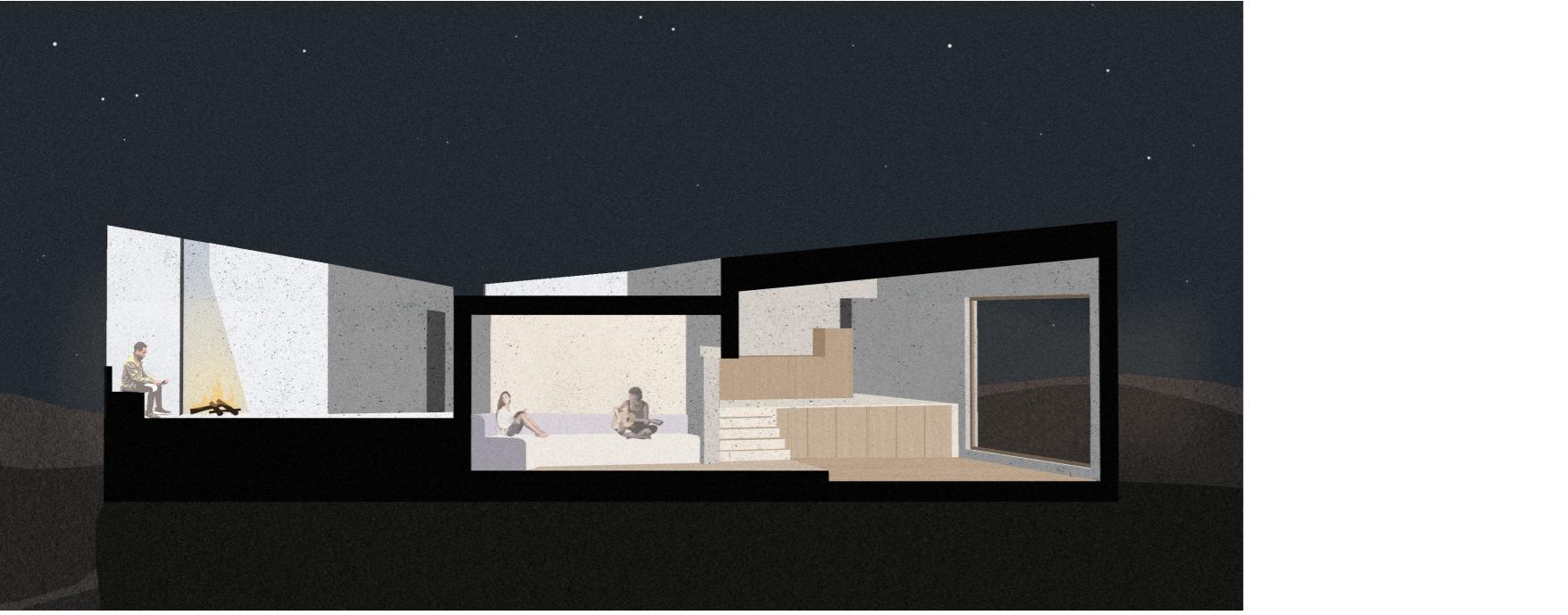
FRAGMENTS

A fragment is where a space transitions from one purpose to another, for example: entering to leaving, inside to outside, private to public.

Fragment 1 puts the focus on entering the building. The entrance itself is formed by two declining walls, between which you can already catch a glimpse of the terrain inside. Right after entering, a branching ignites where you can go every directions. With the inner courtyard I wanted to break up the terrain. The outdoor space forms a gap between the day side and the night side of the complex.

Fragment 2 shows the transition from the stairways to the vantage point. With the staircase widening upward, it establishes a gradient from an intimate enclosed space to an open and exposed area. Because of the height of the platform, the adjacent wall (on the right in the image above) loses some of its height. This gives the illusion of a less enclosed outdoor space.

Fragment 3 represents the portal between the livespace and the seating area. These rooms are separated by a porch and the suspended ceiling in the smaller room. The only connection is in the raised floor, which is connected to the 1st step of the stairs in the other room. Walking down the stairs and following the platform, the open functional room hits a dead end in the smaller room next to it. Instead, it becomes the most intimate room in the building with only the view of the sea as its main focus.



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These views reflect the use of the building at night, mainly because people are only passing through to stay overnight. The dormitory is a separate building on the premises, creating a quiet environment for those going to bed early. The raised platform maximises views and prevents noise pollution. There is also a compact kitchen, combined with a toilet and shower. Lower down in the building are more intimate spaces such as the dining area and living room. These also have optimal views over the sea. All rooms are connected by the courtyard.



FINAL RESULT

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Hello! I'm an aspiring interior designer, with an academic background in architecture. In my free time I like to paint and sketch, do some small interior projects for myself and 3D visualisation. I'm always seeking to learn new skills, both software-based and manual.

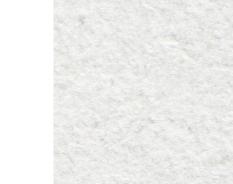
SKILLS

PERSONAL

- Sketching, painting, model making, prototyping, creative thinking
- resolute, verbal, direct

SOFTWARE

- Sketchup
- Autocad 2D
- Siemens NX
- Photoshop
- Illustrator
- Indesign



EDUCATION

- ARCHITECTURE AND INTERIOR DESIGN (2014-2020)
Stedelijke academie voor Schone kunsten, Bruges
- ARCHITECTURE | 2nd UNDERGRADUATE (2020-2022)
University of Antwerp, Antwerp
- INTERIOR DESIGN | 2nd UNDERGRADUATE (2022-.....)
Howest, Courtray

WORK EXPERIENCE

- STUDENT ARCHITECTURAL DRAFTSMAN (2020-2021)
Atelier Marie, Bruges

