

Introduction

I am a full stack designer who is passionate about technology and people, and how design can bring the two together through beautiful and intuitive interaction. I have a special love for the synergy of analog and digital interaction and the value of joy in the products we use in our daily lives.

I thrive while working with other people and have a positive and motivating influence on my team. I'm the most happy designing innovative solutions for complex problems, creating interactive prototypes and working together with other disciplines to create products that enrich our lives.

This portfolio contains a selection of projects I have worked on over the last 15 years, as a supplement to my Resumé.

I hope you will enjoy my portfolio.

Best regards,
Harry Vermeulen

Canon Powershot V10

I helped design the product concept, user experience and user interface of the Canon Powershot V10, with which we won the 2024 iF Design Award.

'Standard' Canon cameras provide a large amount of settings and adjustments to the user. While this is good for users who are interested in photography and videography, our user research showed that vloggers and content creators, a young and rising segment for camera users, however care less about all the settings, and really want to just focus on the content they are creating. Recording yourself, while talking and performing is hard enough on it's own, and accidentally recording yourself with a wrong setting can be a nightmare once you open the files on a larger screen or start editing your video.

This is why we've designed the Canon Powershot V10 camera. Compared to the 'standard' Canon camera the user interface has been simplified, designed specifically for one hand operation, and the settings have been narrowed down to the core that vloggers and content creators use. This keeps the user focussed on creating content, removing unnecessary distractions and streamlining the recording process.

<https://www.canon-europe.com/cameras/power-shot-v10/>



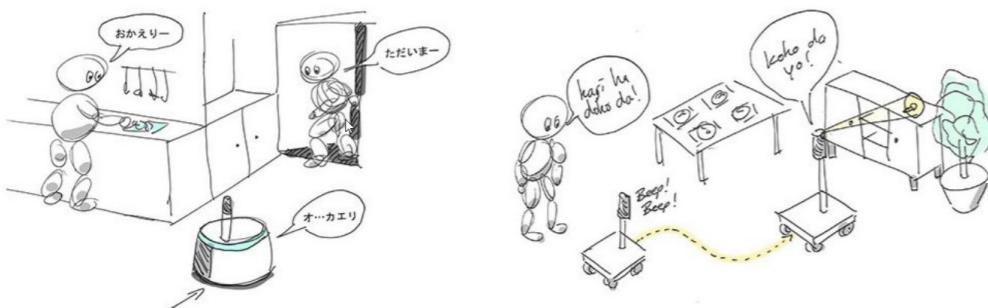
Canon EXPO 2023

I designed the product concept, demonstration scenario, user experience and light and sound interaction of the 'Home Robot' presented at the Canon EXPO 2023 in Yokohama Pacifico.

The goal for this project was to design a temporary product and demonstration scenario to illustrate the use of our high-resolution 360 degree camera technology at the Canon EXPO 2023. After a wide range of sketches and ideas we landed on a simple home robot that would carry things around, and interact with its family by accepting voice commands and outputting light and sound interactions.

I designed the demonstration scenario of how the robot would interact with humans, what light patterns and animations it would show in each interaction, and the accompanied sounds it would make to illustrate its emotions and reactions to its environment and its family.

The actual robot was built in close collaboration with the 'Prototype Sci-Fi Prototyping Lab' and was presented at the Canon EXPO in October of 2023.



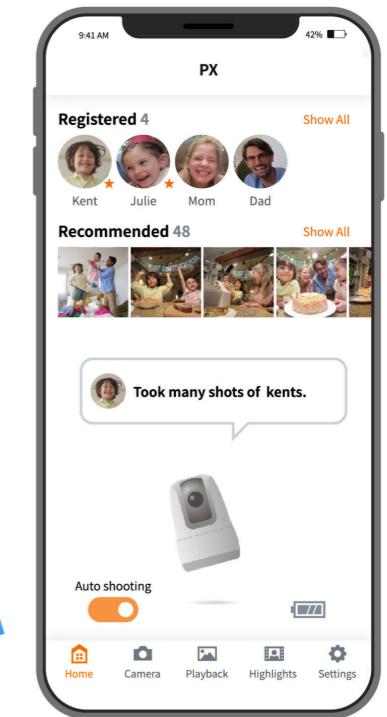
Canon Powershot PICK

I helped design the user experience and user interface of the Canon Powershot PICK, with which we won the 2021 Good Design Award.

This camera is an autonomous shooting camera that automatically detects human faces and takes photos on its own while adjusting the angle and composition. It acts as your own personal camera man, yet is simple enough in design that it doesn't feel intrusive or limiting in your social behaviour. This allows users to focus on enjoying their family time, and it automatically provides the user with pictures of both smiling faces as well as natural expressions.

With artificial intelligence embedded into our products, I strongly felt it was important that our users could relate to our product. I wanted to build a sense of empathy, where the user can feel the hopes, dreams and emotion of the character inside the camera. To convey this, I've designed an animated character that jumps when it's taken nice pictures, celebrates your birthday with you, and shows you love when you had a nice smile.

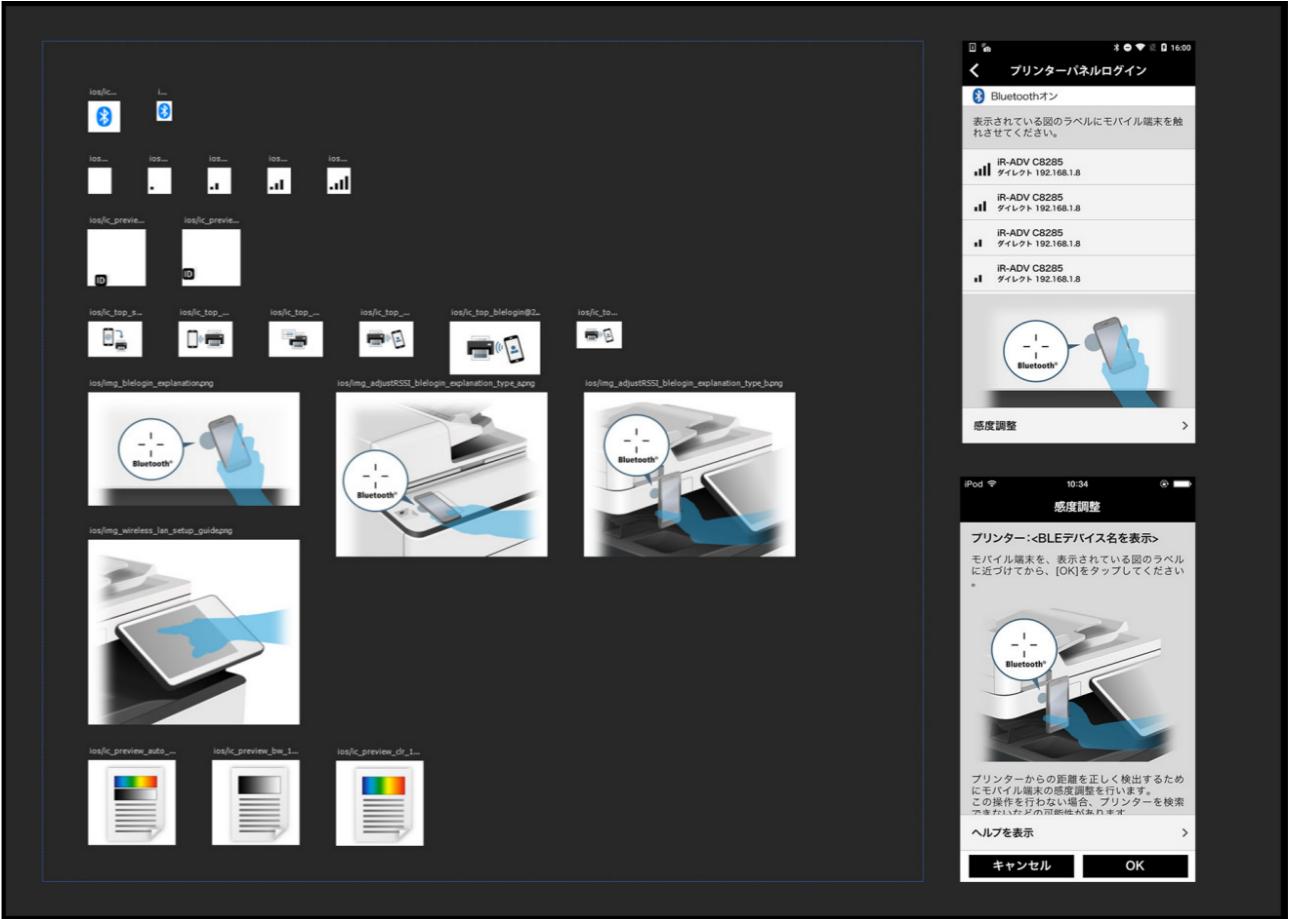
<https://www.canon-europe.com/cameras/powershot-px/>



Canon Print Business

I was in charge of designing and maintaining the user interface for the 'Canon PRINT Business' mobile application. My work included designing the user experience, overall screen flow of the application, designing the screen layout, designing the icons used in the application as well as creating interactive prototypes for user testing and in-house discussion.

I worked closely with Canon's development team to incorporate the latest technical functionality into the design, as well as with the office printer embedded user interface team to make sure the design language is consistent between the actual printer's user interface and the mobile application.



Design Workshop at Zhejiang University

In 2016 I lead a design workshop at the Zhejiang University in Hangzhou, Zhejiang, China. In 4 weeks I taught the students to discover problems worth solving in their community, how to brainstorm for ideas and solutions and how to quickly put together a prototype using simple materials like cardboard, paper and wood.

The workshop was organized by JIDP, the Japanese Institute for Design Promotion, to promote Japanese Design to other countries. Our workshop was very well received and resulted in us being invited for a second time in 2017.



Canon EXPO 2015

I was in charge of designing the user experience, user interface and graphical concept for the 'Contact Wall' video conferencing concept presented at the Canon EXPO in November of 2015 in Tokyo, Paris and New York.

The concept was to have these walls installed in several locations of a business, to easily connect with spaces in different locations and discuss the content of documents in real time with each other. People interacting with the wall are projected in full scale, making the interaction feel natural and realistic.

The system used two Canon projectors to achieve an 8K resolution on the wall, and a two Microsoft Kinects to capture people interacting with the system.

This was the first big project I worked on after joining the Canon Design Center in 2015.

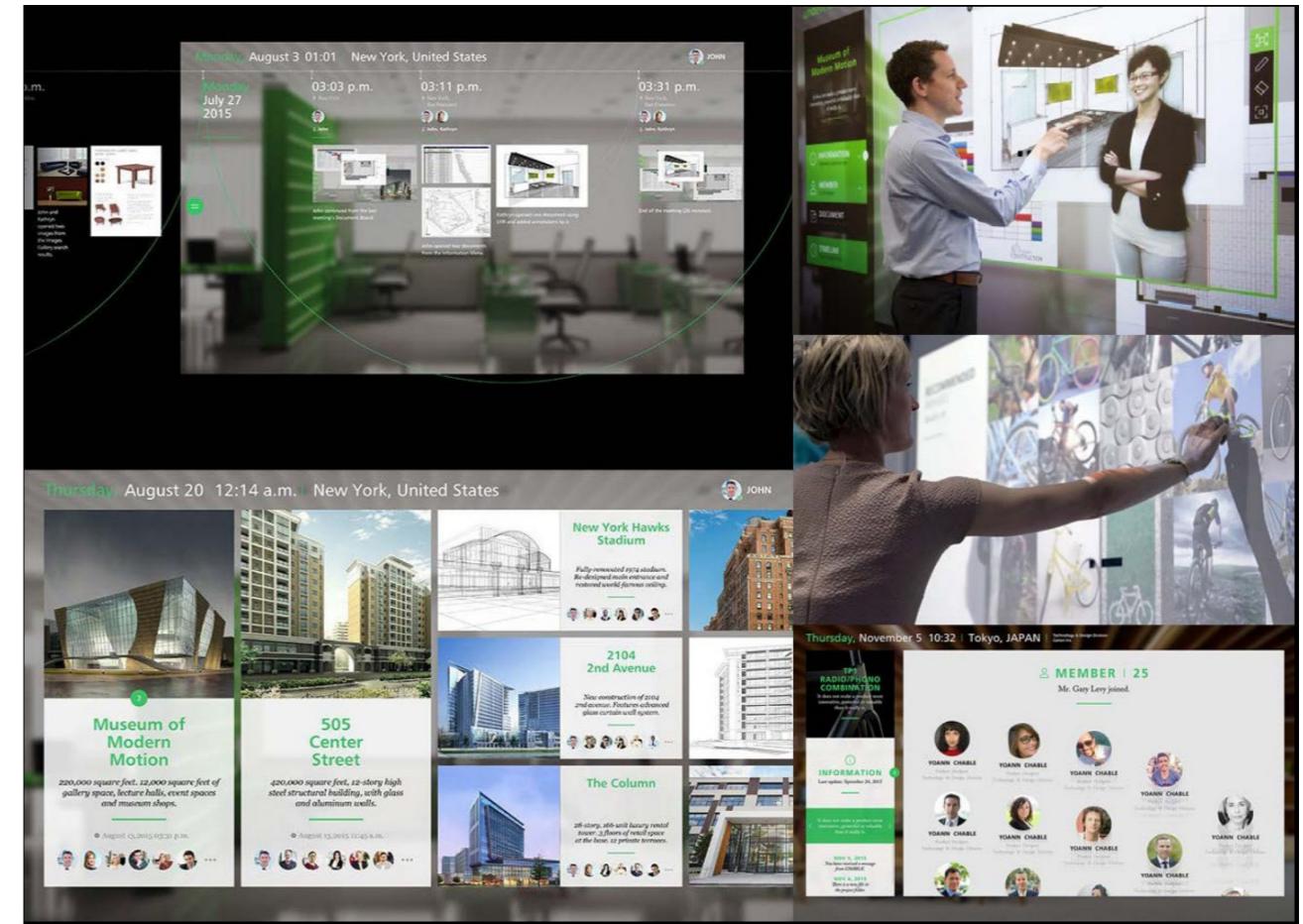


Image Finder

A visual window into the large amount of objects on display at the National Museum of Ethnology in Osaka.

Image Finder allows visitors of the museum to seamlessly browse the entire collection of objects, using an intuitive multi-touch interface and a physical dial to filter and select objects. In 2012 we won the Good Design Award with Image Finder based on it's intuitive interface and responsiveness.

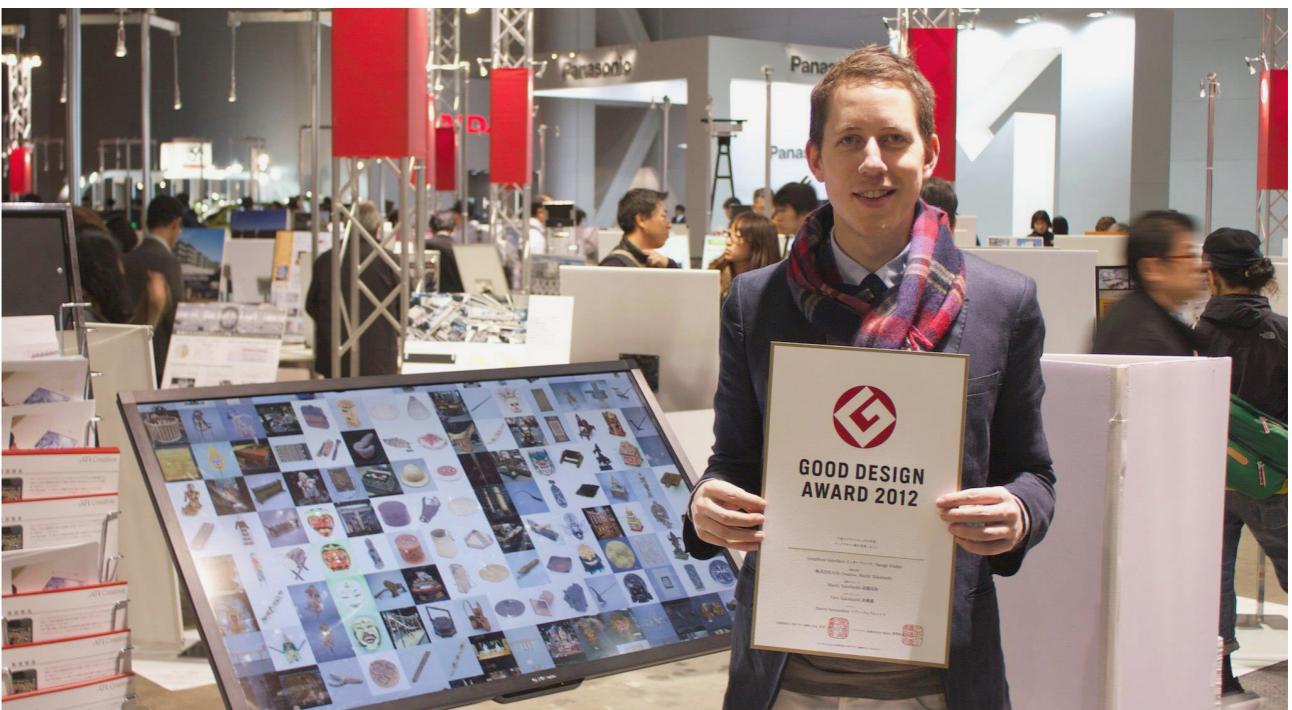
I was in charge of the design and development, in C++ openFrameworks, over a timeframe of 3 months.

Client

National Museum of Ethnology in Osaka

<https://www.g-mark.org/en/gallery/winners/9d8ce739-803d-11ed-862b-0242ac130002>

<https://www.youtube.com/watch?v=jMinQA7Ym4A>





Digital Cabinet

A Digital Cabinet interface, based on the file cabinets of Umesao Tadao, exhibited at the Umesao Tadao special exhibition at the National Museum of Ethnology in Osaka.

The Digital Cabinet allows visitors to create or scan their original kyoudai cards, and store them inside a digital cabinet. The cards can then be browsed through a touch interface and can be filtered by age, category and gender to explore the different experiences visitors have while visiting the exhibition.

I was in charge of the design and development, in Flash Actionscript, PHP and SQL, over a timeframe of 3 months.

Client

National Museum of Ethnology in Osaka

<https://www.youtube.com/watch?v=oGxz-Qwy2YA>



Chinese Exhibition

An interactive map installations created for the permanent exhibition of the National Museum of Ethnology in Osaka.

The installations allows visitors to compare photographs from different regions, ethnicities and time-frames, to explore the differences in the large amount of cultures in China. A new interface for the timeline allows users to expand or reduce the selected range, by moving the circular controller up and down on a curved pyramid shape.

I was in charge of the design and development, in C++ openFrameworks, over a timeframe of 6 months.

Client

National Museum of Ethnology in Osaka

<https://www.youtube.com/watch?v=A3HkFpf3ff0>



Calculating Dreams

A fictional narrative about a man's fear of the earth's surface, due to the increasing risk of global warming and earthquakes.

I've designed a character with the dream to leave the earth's surface and to live up in the sky. He designs objects and conducts experiments to test his equipment, and challenge his assumptions about our way of life.

We live our lives, keeping our dreams separate from reality. What if we started to design for our dreams? Can we change our probable future to the more fantastical futures we imagine?

As this was a solo project, I was in charge of the narrative design, product design, cinematography and illustrations over a timeframe of 1 year.

Client
Graduation Project, Royal College of Art

