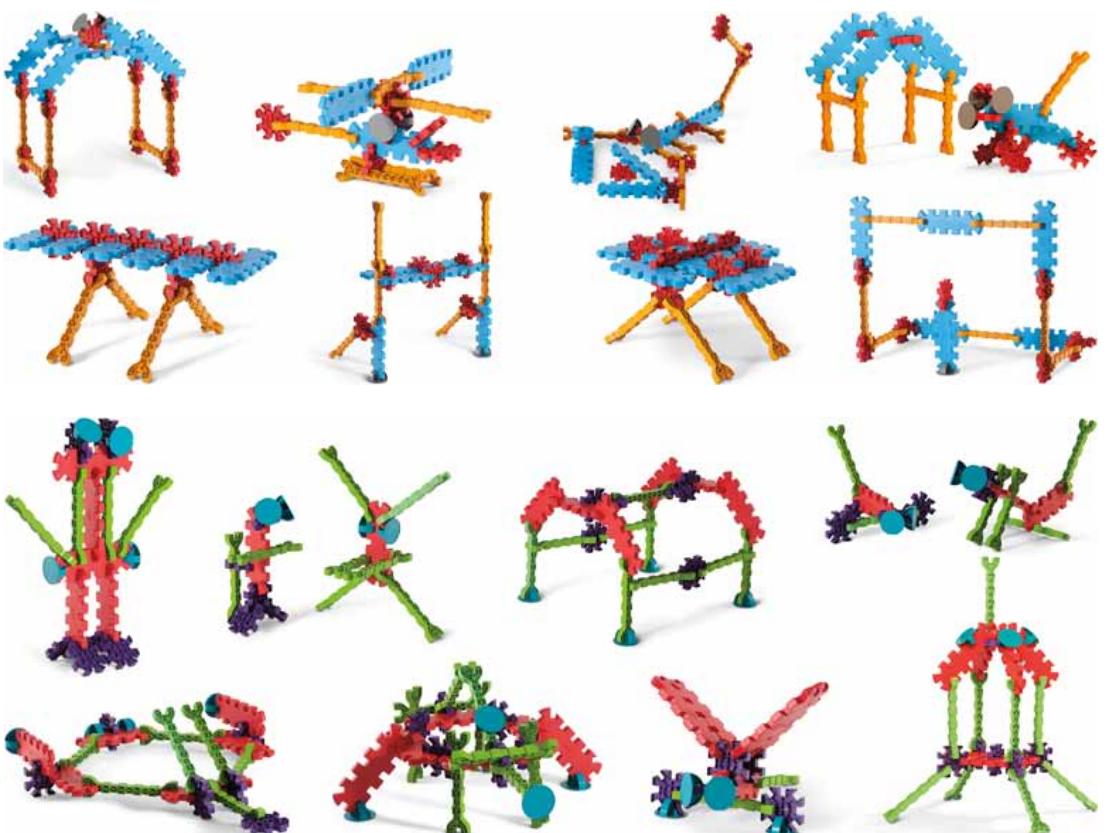




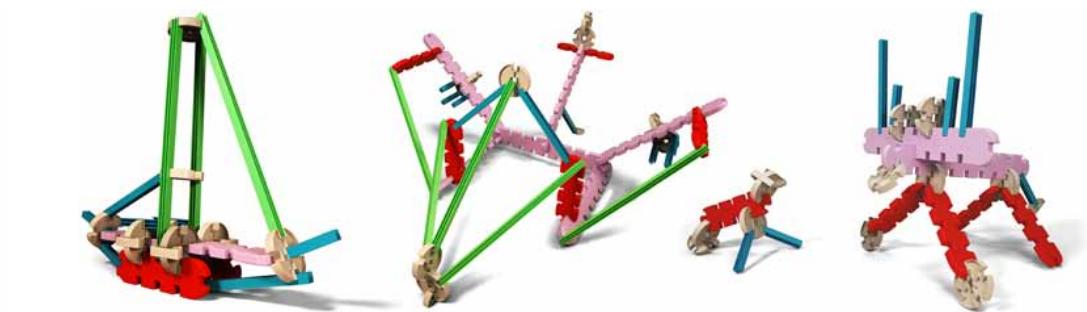
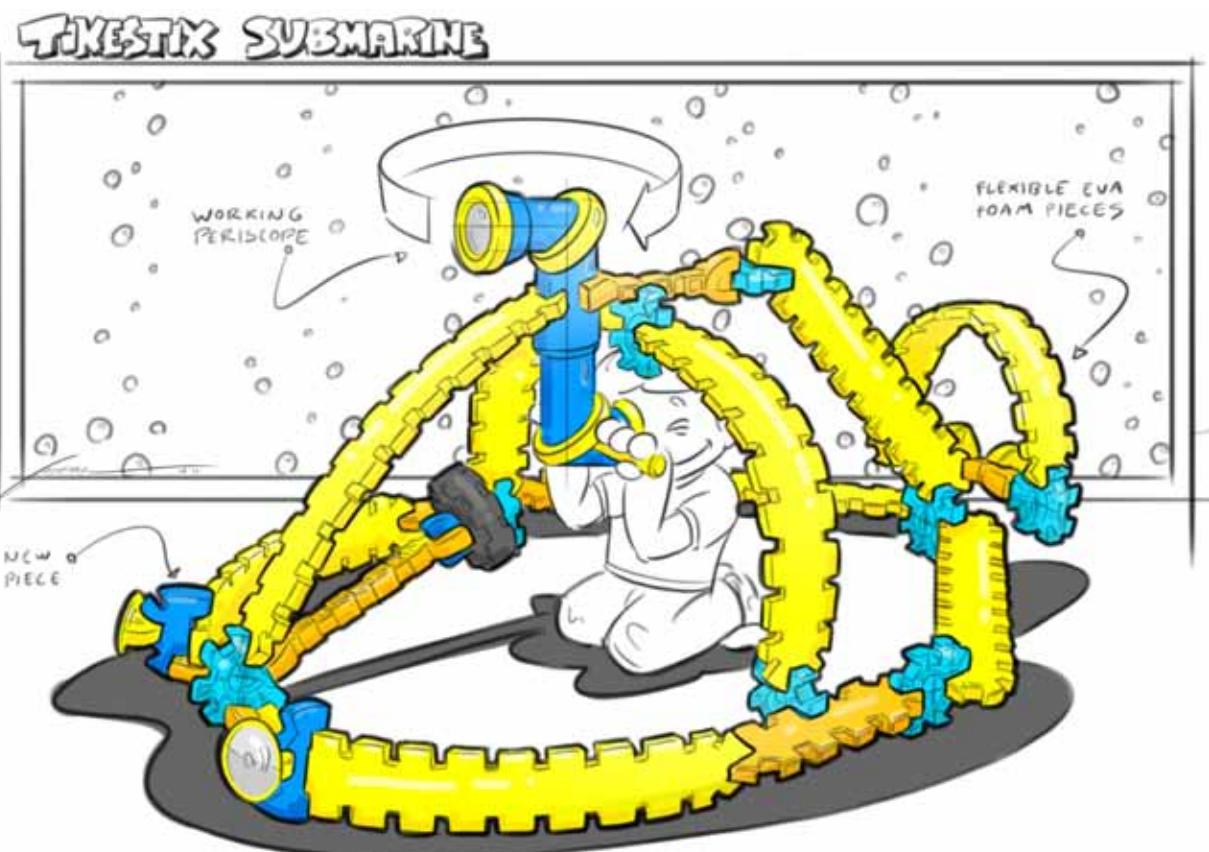
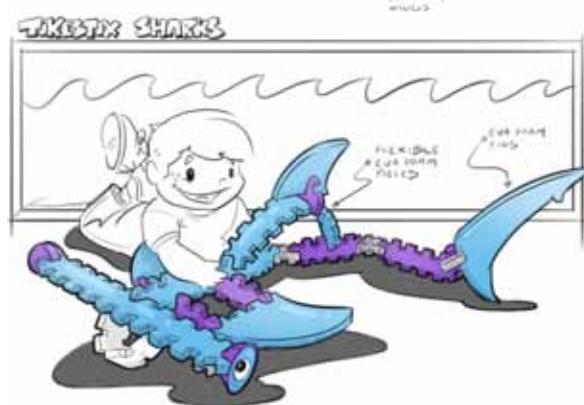
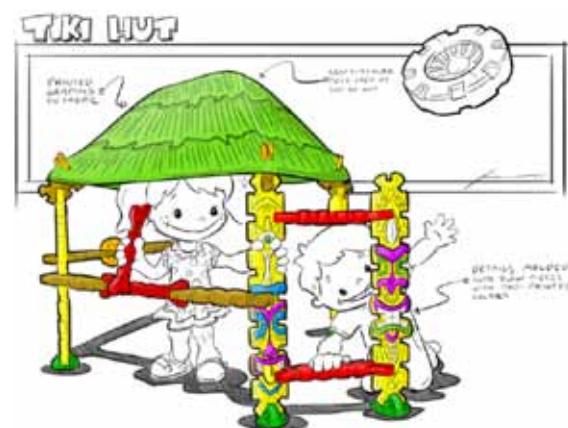
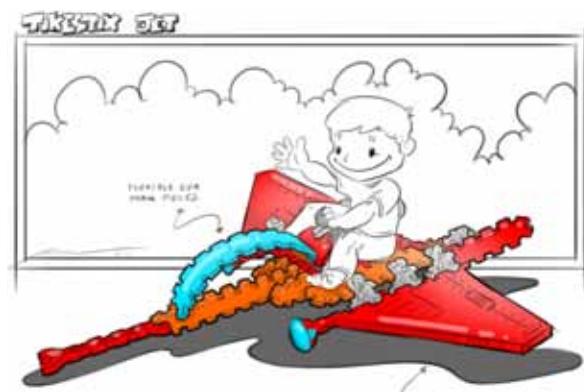
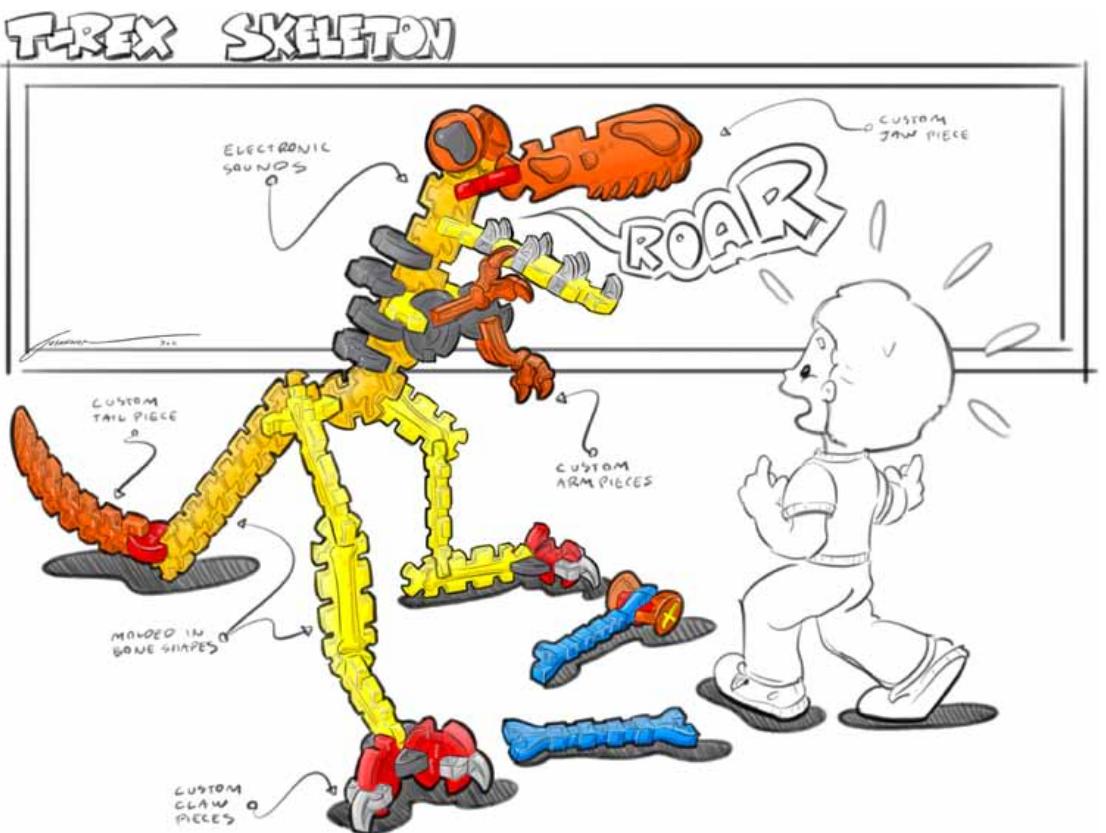
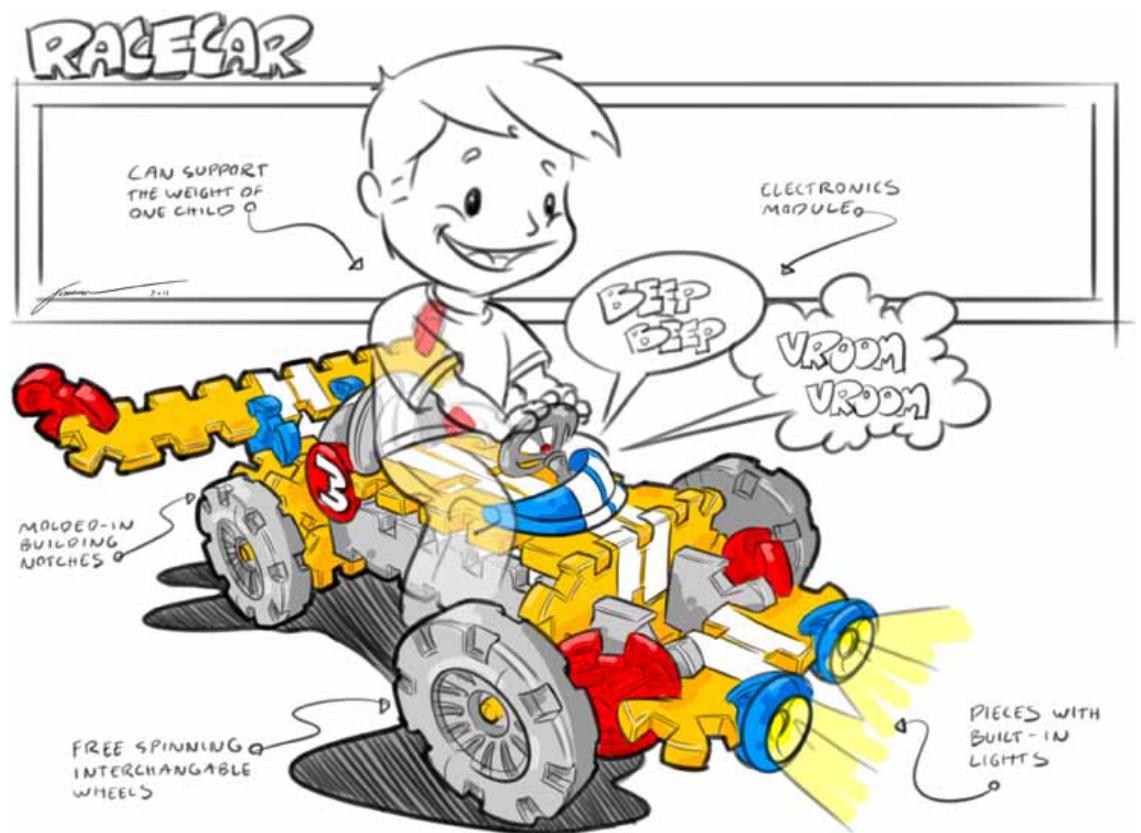
Josh Finkle's Portfolio

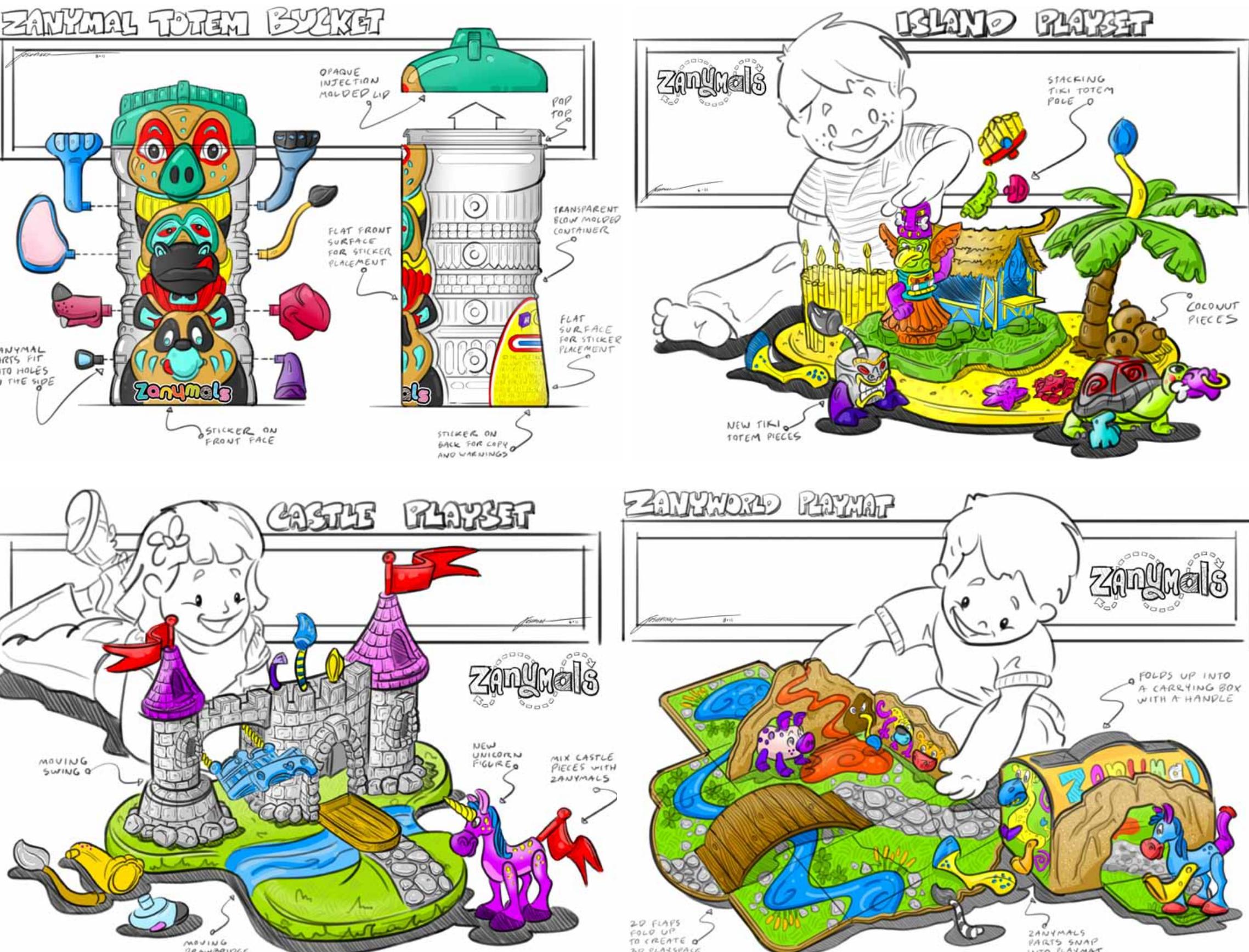
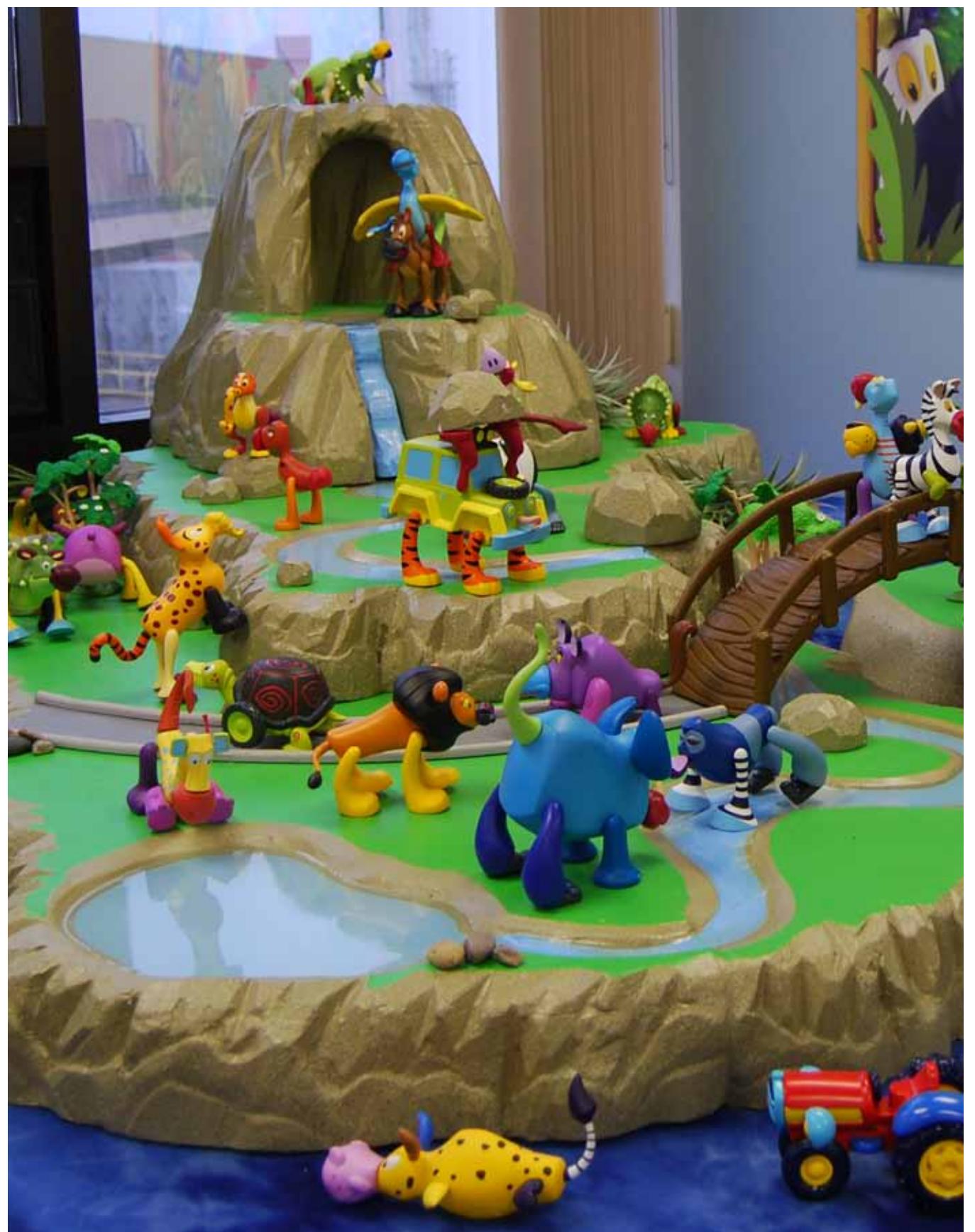


Little Tikes grip and glow flashlights are fun and friendly characters with bendable arms and legs allowing children to attach them to anything they desire. Just tap the lens to turn on a constant or intermittent beam of light. The limbs are made of a steel wire with an over-molded thermoplastic elastomer creating soft, bendable, high friction gripping surface. All images are of models. 2012.

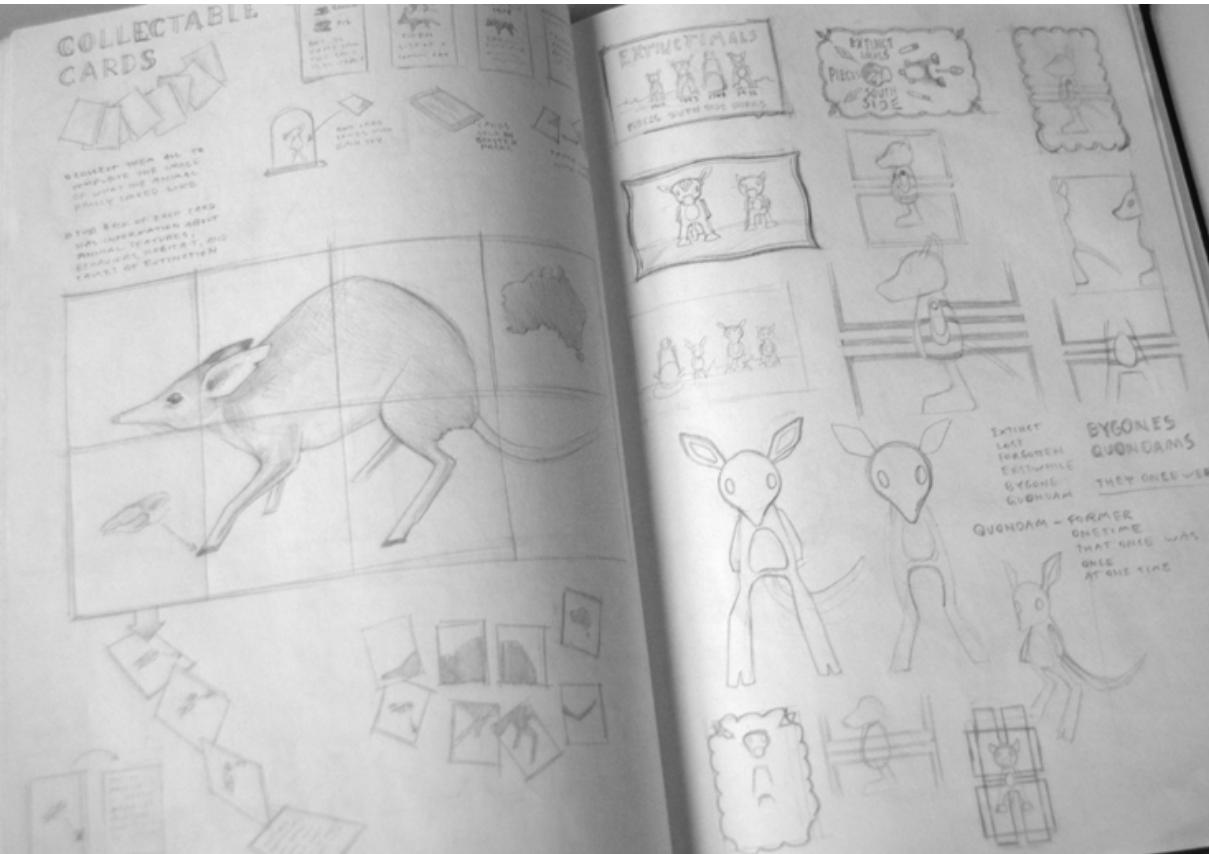
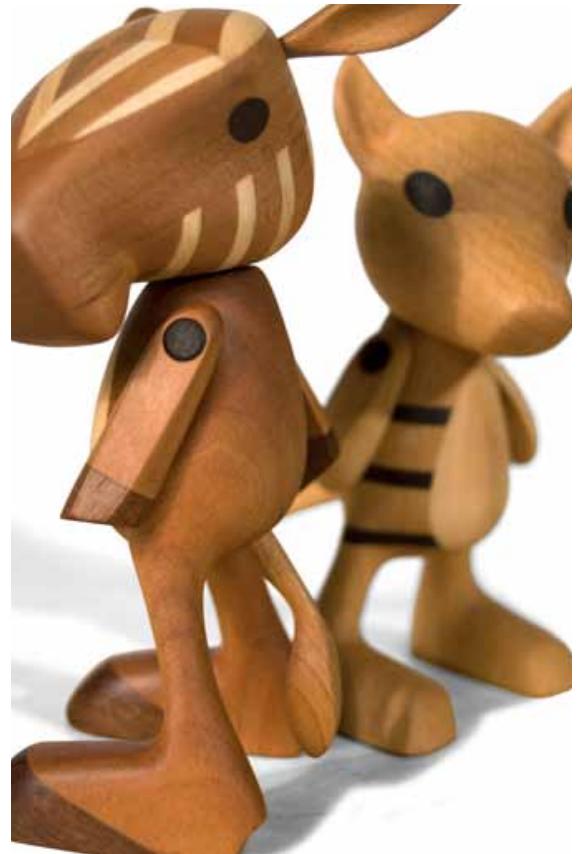
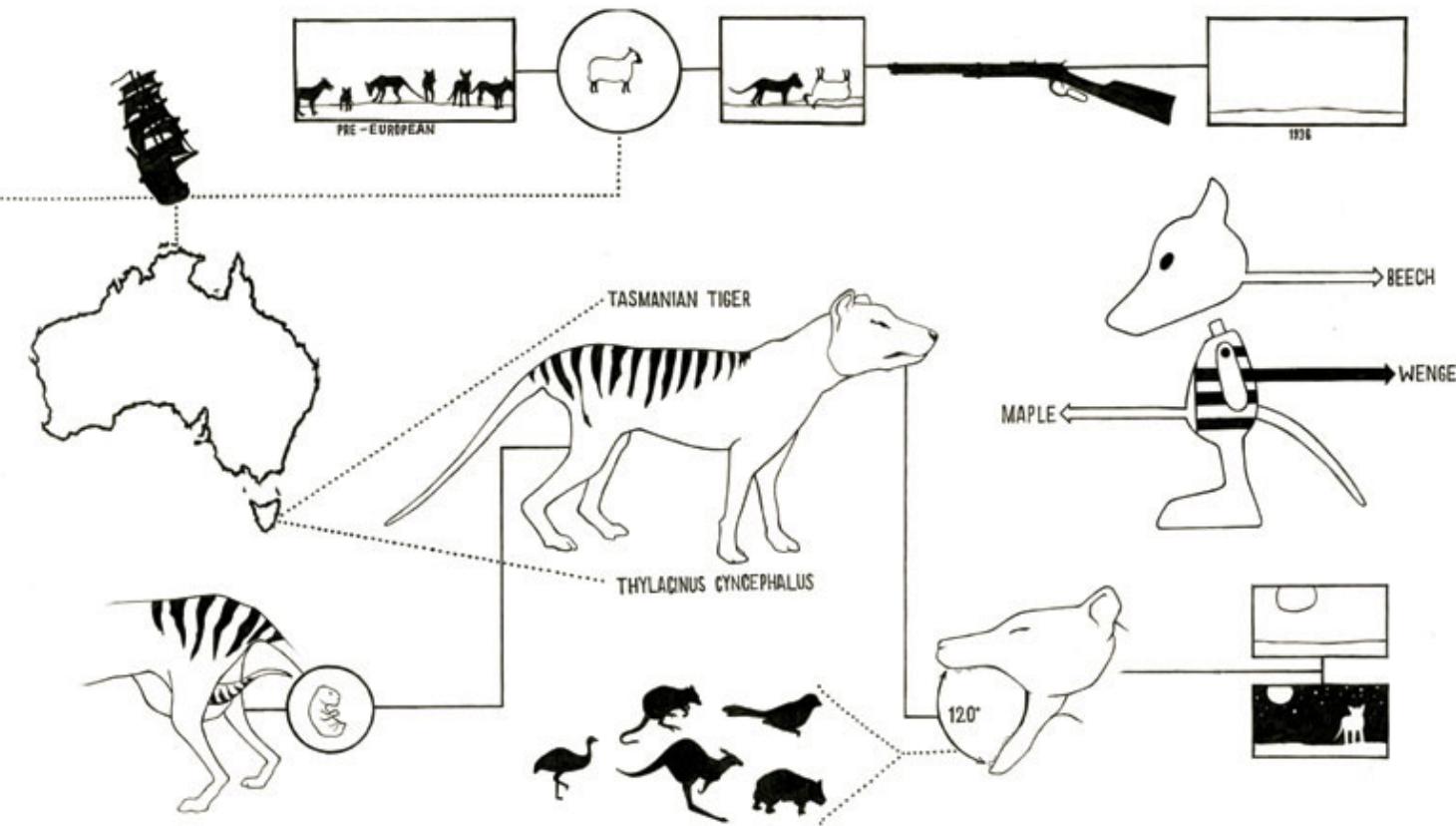


TikeStix is a little tikes construction toy for children ages four and up. I designed it with the goal of allowing kids to build large play environments without costing parents too much money. All plastic components are made in the USA. There are currently four different play sets: \$49.99 clubhouse, \$49.99 playhouse, \$29.99 rocket, and \$29.99 doghouse. All images are of models; the real toys are available for purchase at Toys“R”Us, Walmart Canada, and littletikes.com. Designed by myself and Jake Foley as employees of little tikes. 2011.

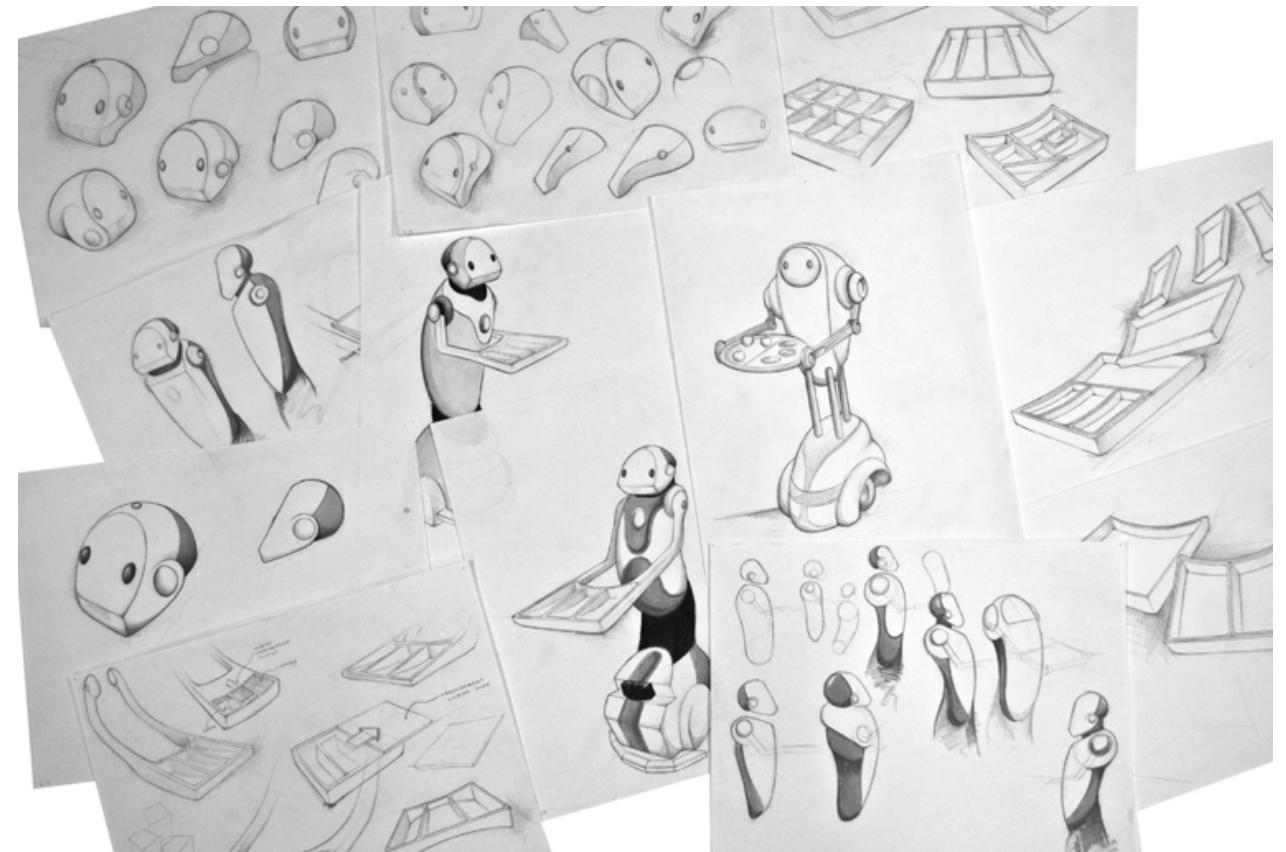
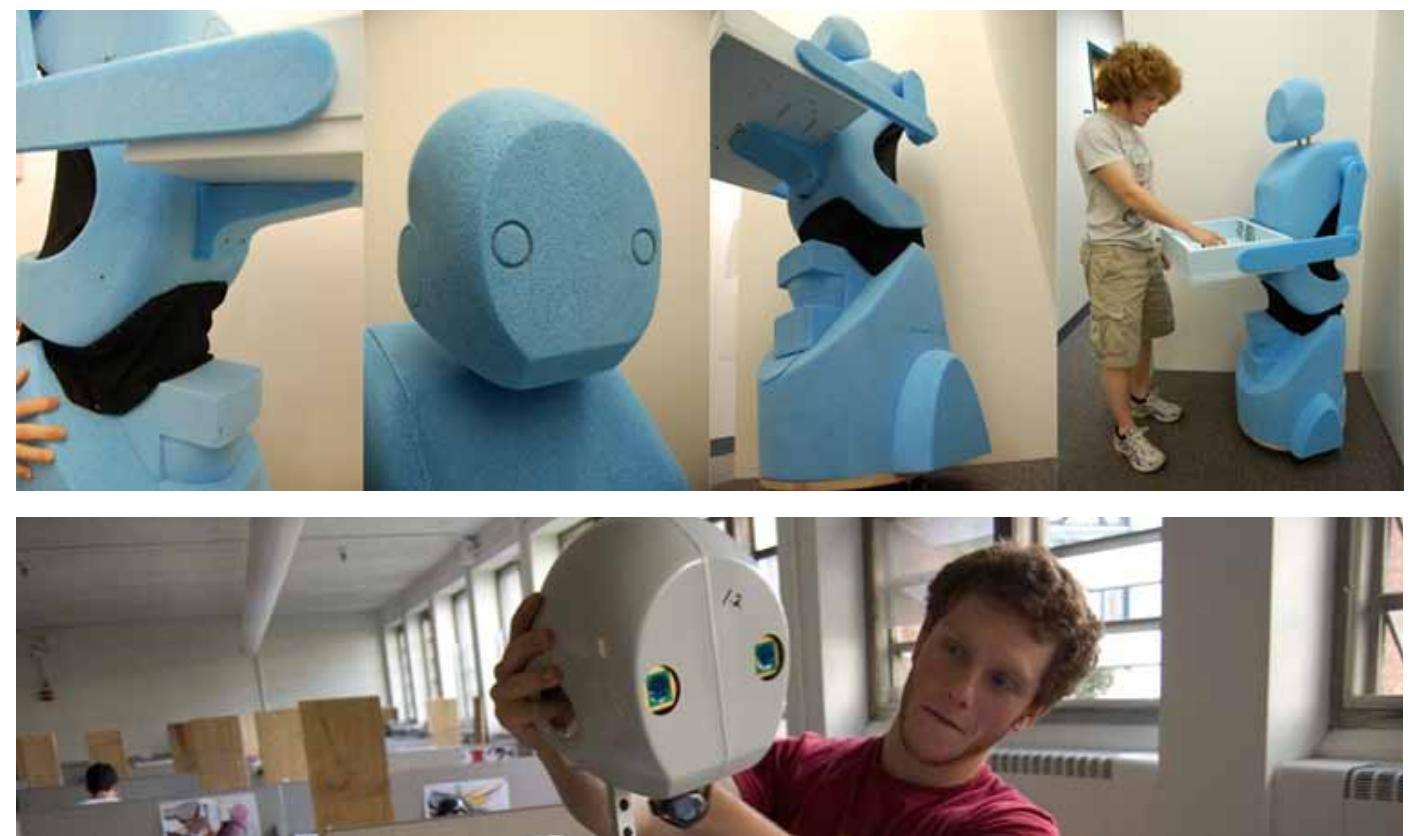




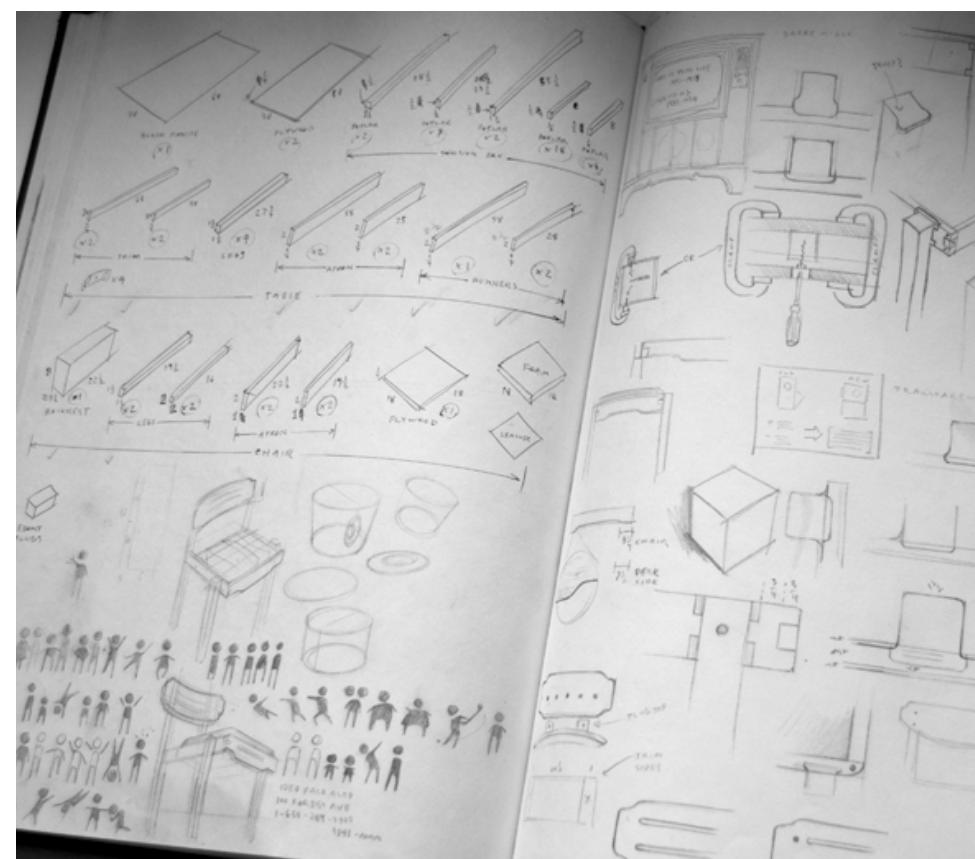
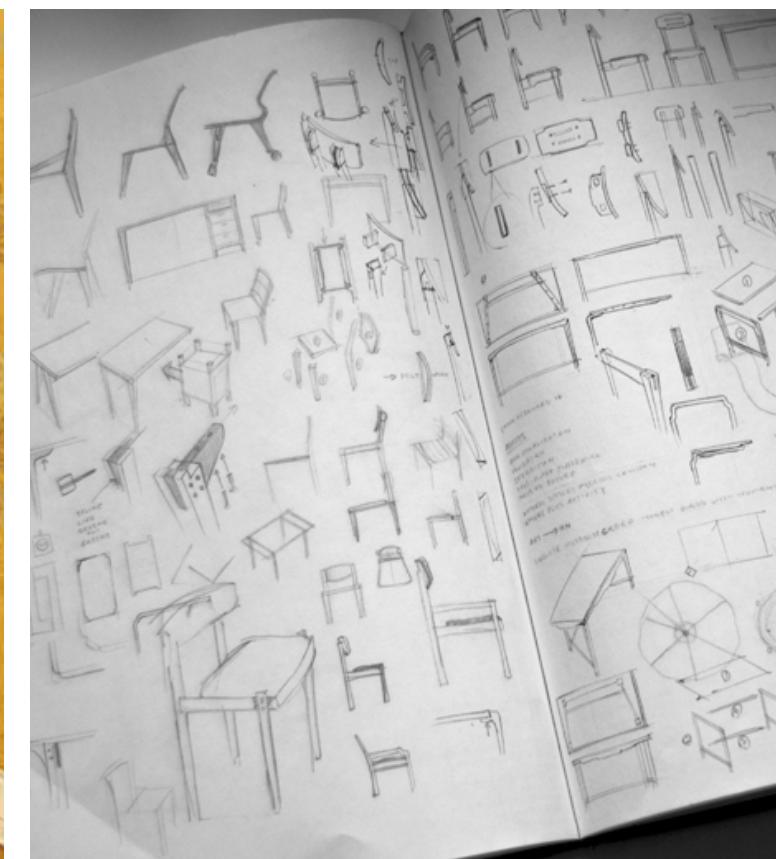
Zanyimals are little tikes characters with interchangeable body parts. I designed and fabricated play sets to expand the line incorporating the essence of zanyimals: mixing pieces to form crazy creations. I also hand built a large environment to display the Zanymal line to buyers. 2011.



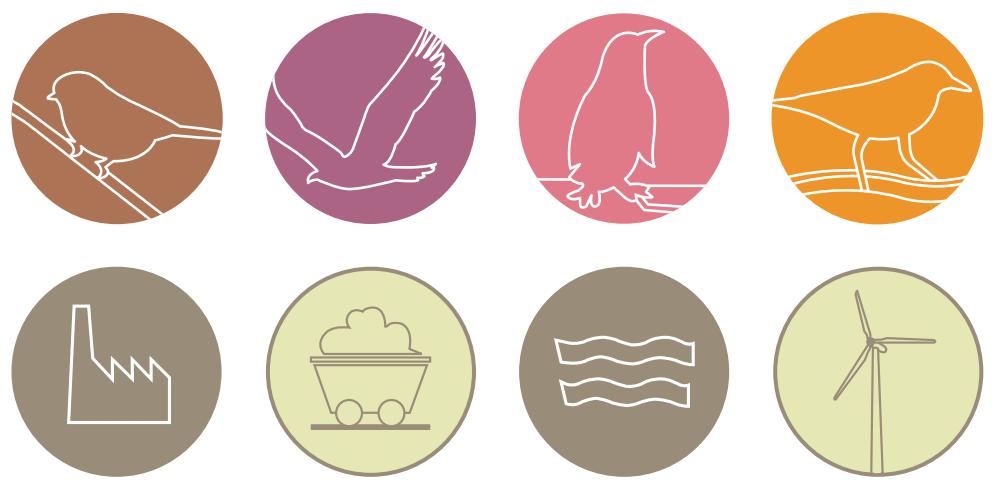
Handcrafted wooden toys of recently extinct animals. I selected these four creatures for their beautiful shapes and patterns. Choosing an anthropomorphic approach, I designed them with simplified, humanistic shapes and statures. Once unfolded, the packaging becomes an information graphic about the animal inside. These toys are meant to incite wonder and interest in creatures that existed only a short while ago. Honorable mention winner in I.D. magazine's 2010 annual design review student category. 2009.



Snackbot is a mobile autonomous robot, intended for both fully autonomous and semi-autonomous operation, built by an interdisciplinary team at Carnegie Mellon University. Snackbot has two jobs; to serve as a research platform for projects in robotics, design, and behavioral science and to serve snacks. Erik Glaser and I were responsible for the design, production, and construction of Snackbot. For more information, publications, videos, and links to Snackbot in the media please visit snackbot.org. Sponsored by the National Science Foundation, Microsoft, and the Hillman Foundation. 2008.



Desk and chair inspired by the early 20th century architects Greene & Greene and woodworker Sam Maloof. The desk is a hollow torsion box laminated with black pionite; legs and stretchers are removable for easy transportation. I upholstered the chair with black leather. Mahogany with Ebony plugs. 2010.



bird & energy

How Human Energy Infrastructure
Affects the Lives of Birds

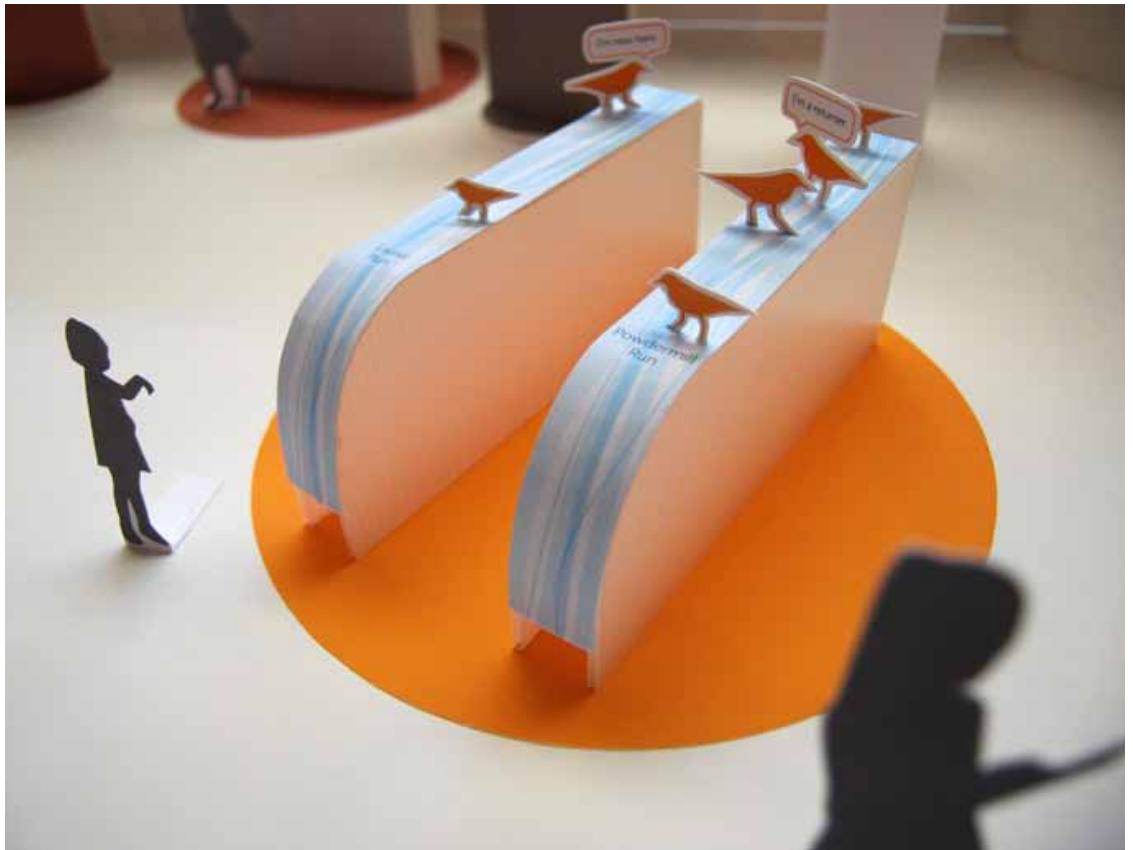
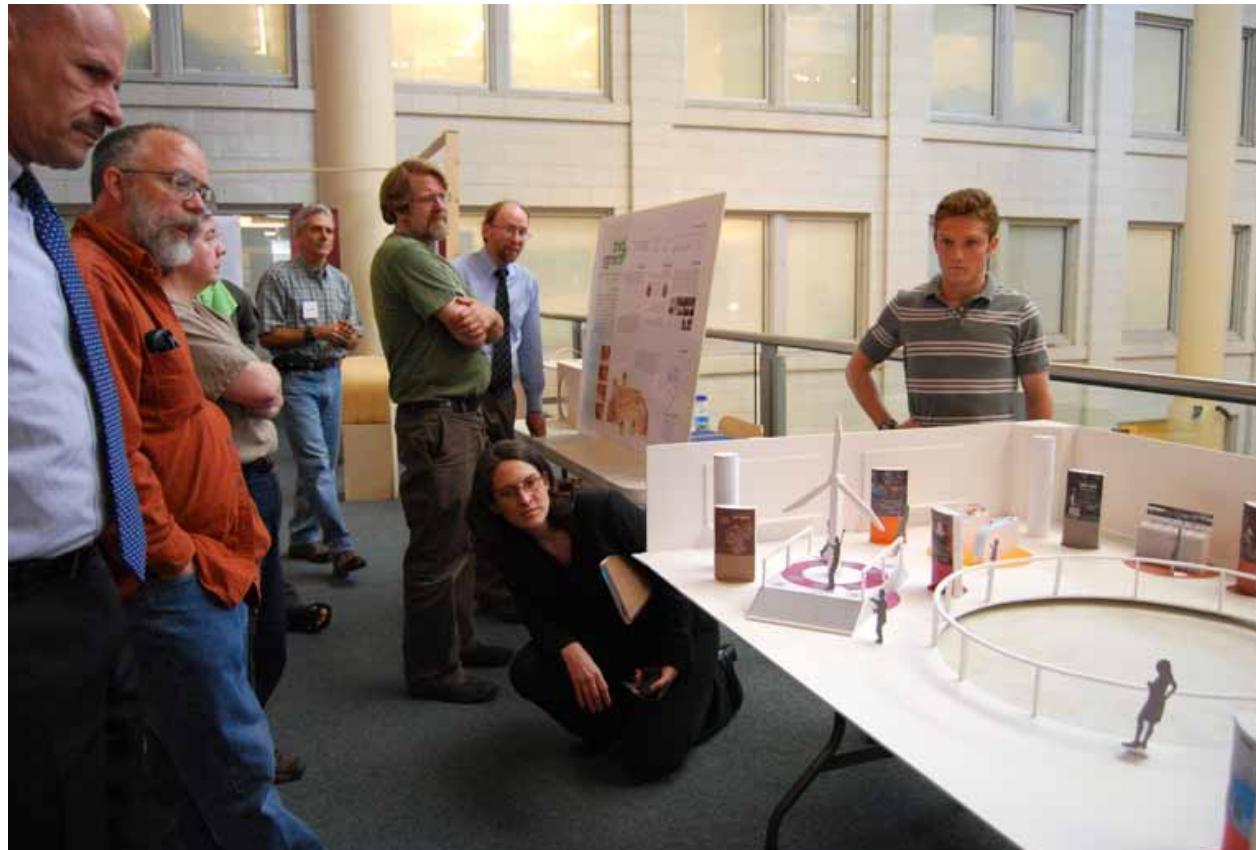
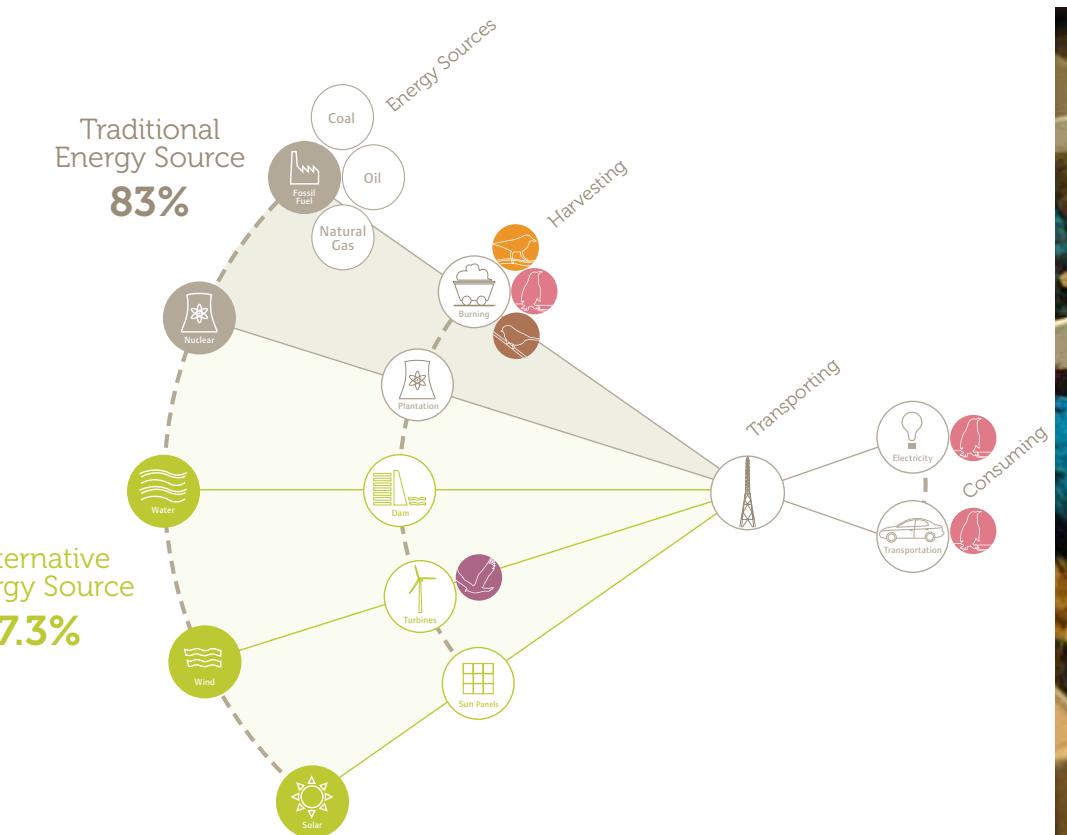
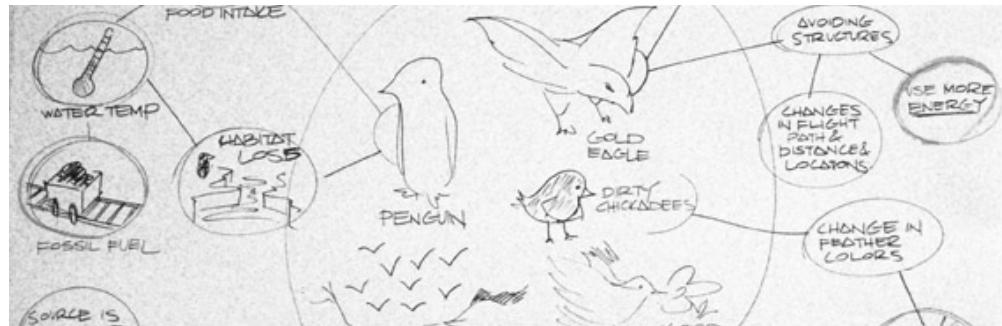
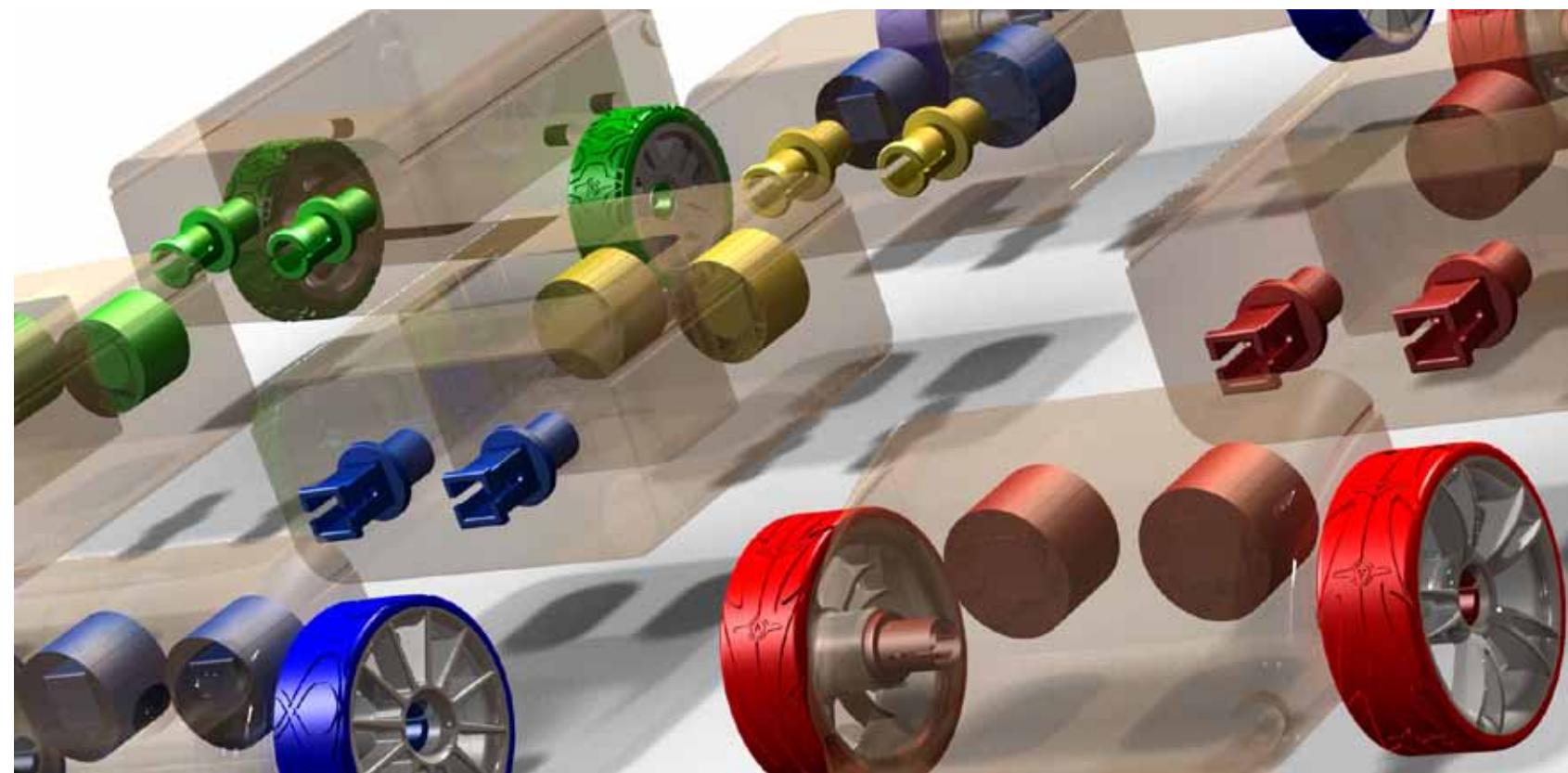


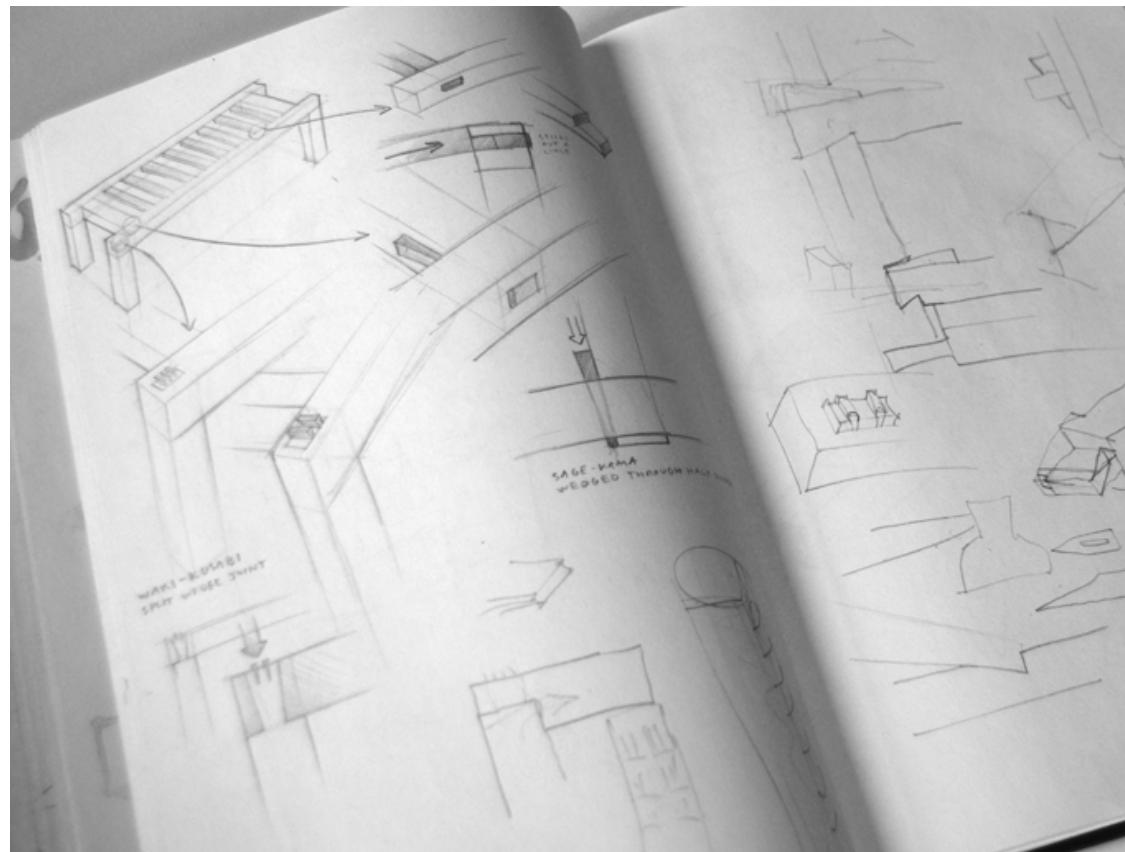
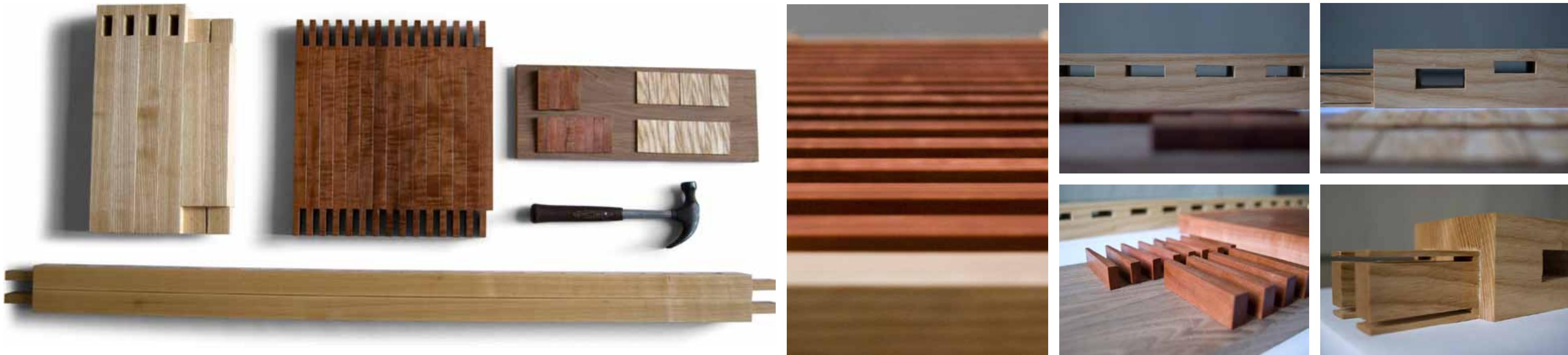
Exhibit design concept for the Carnegie Museum of Natural History's bird department. Our goal was to show relationships between human energy infrastructure, the environment, and birds. The content of our exhibit focuses mainly on current research from the Carnegie Museum's bird department and Powdermill reserve. We hope that through experiencing our exhibit the participant will gain an understanding of the interconnectedness of birds and energy, realize the extent to which researchers are trying solve problems, and feel empowered to think critically and take action. 2010.



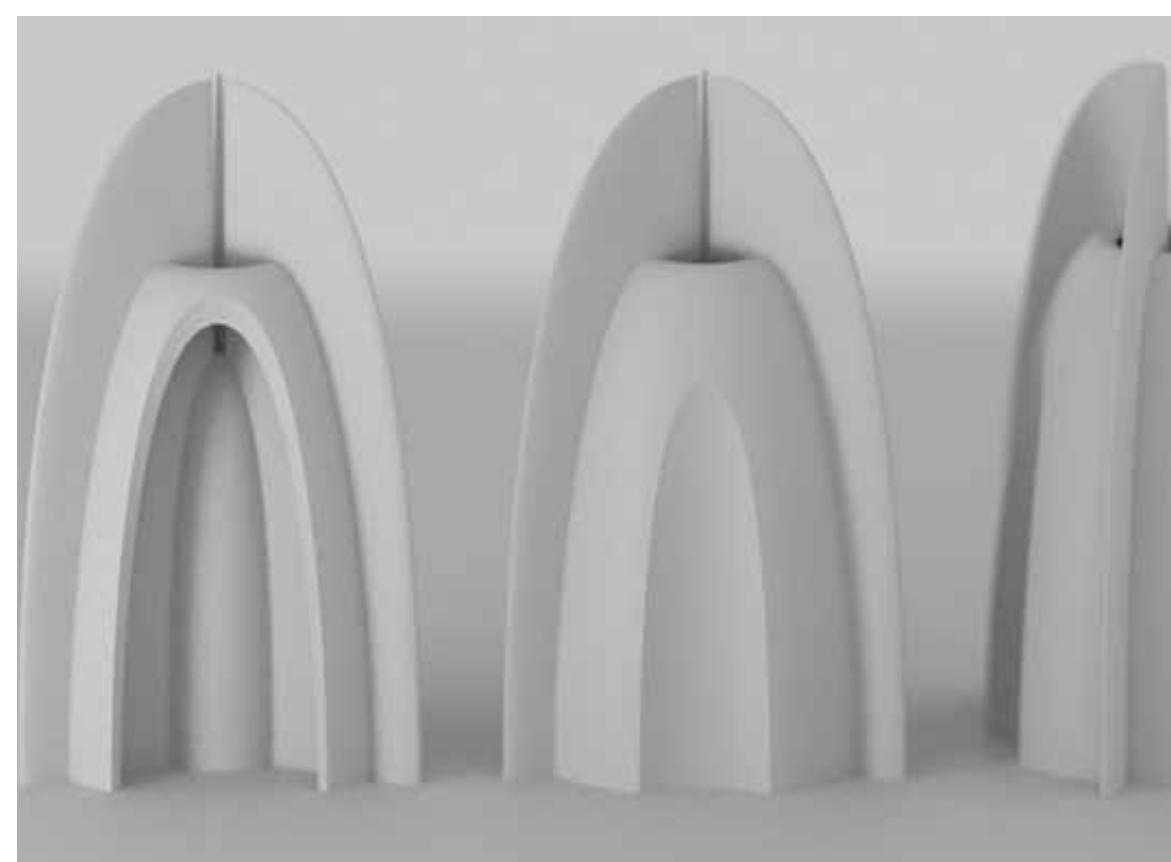
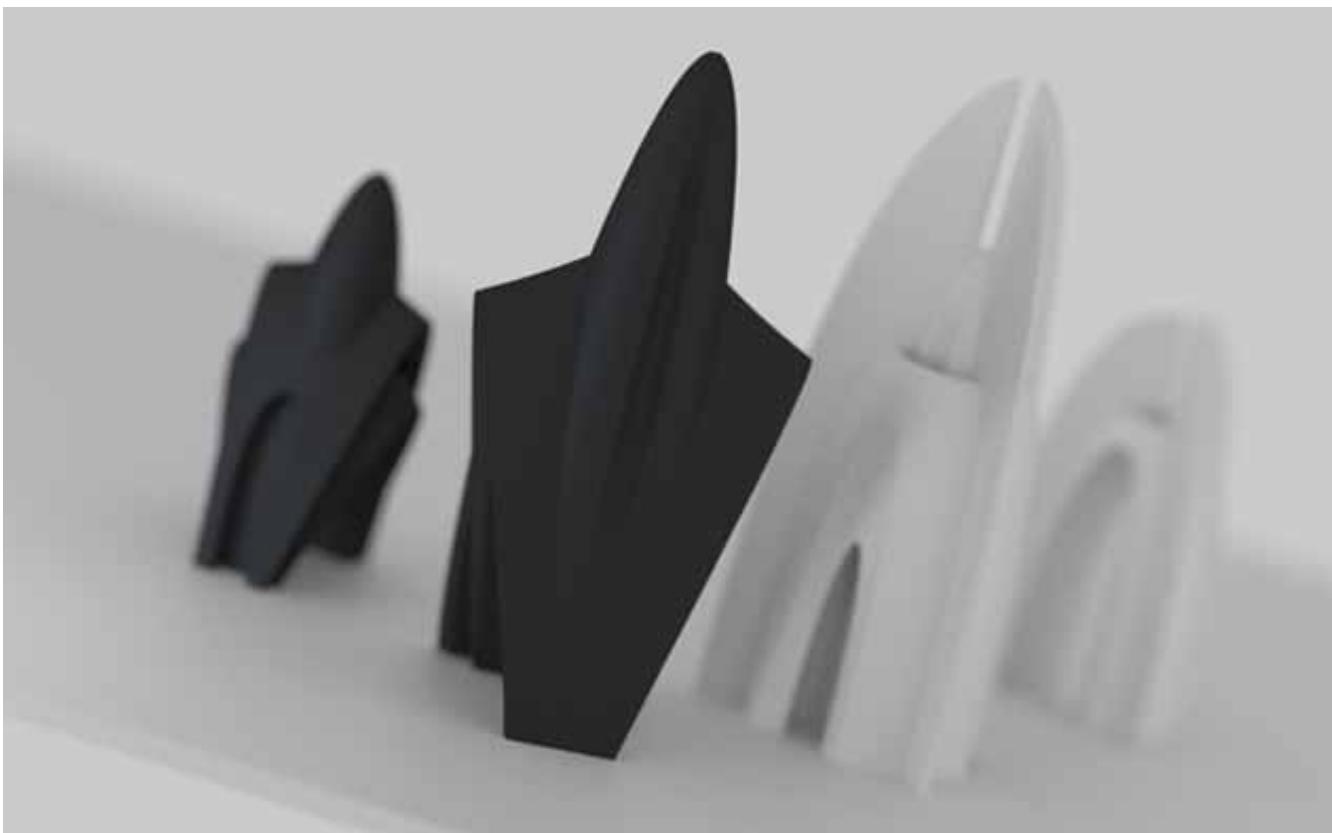
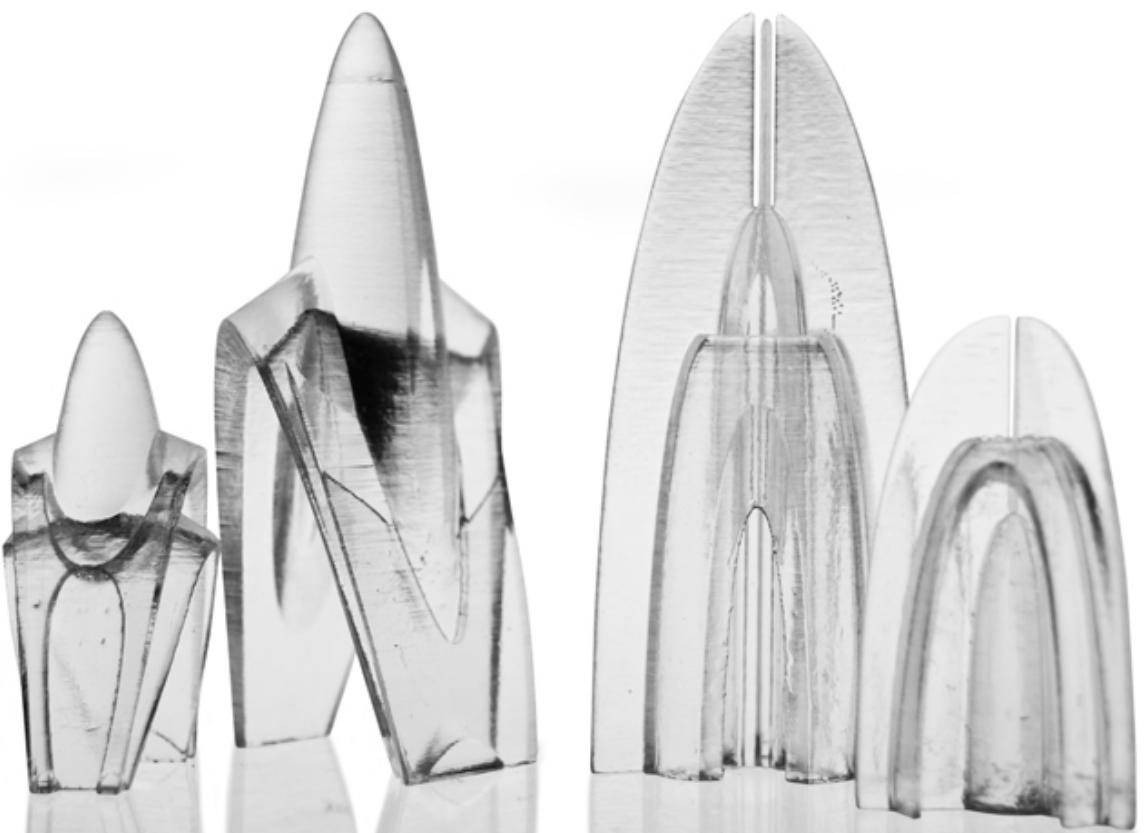
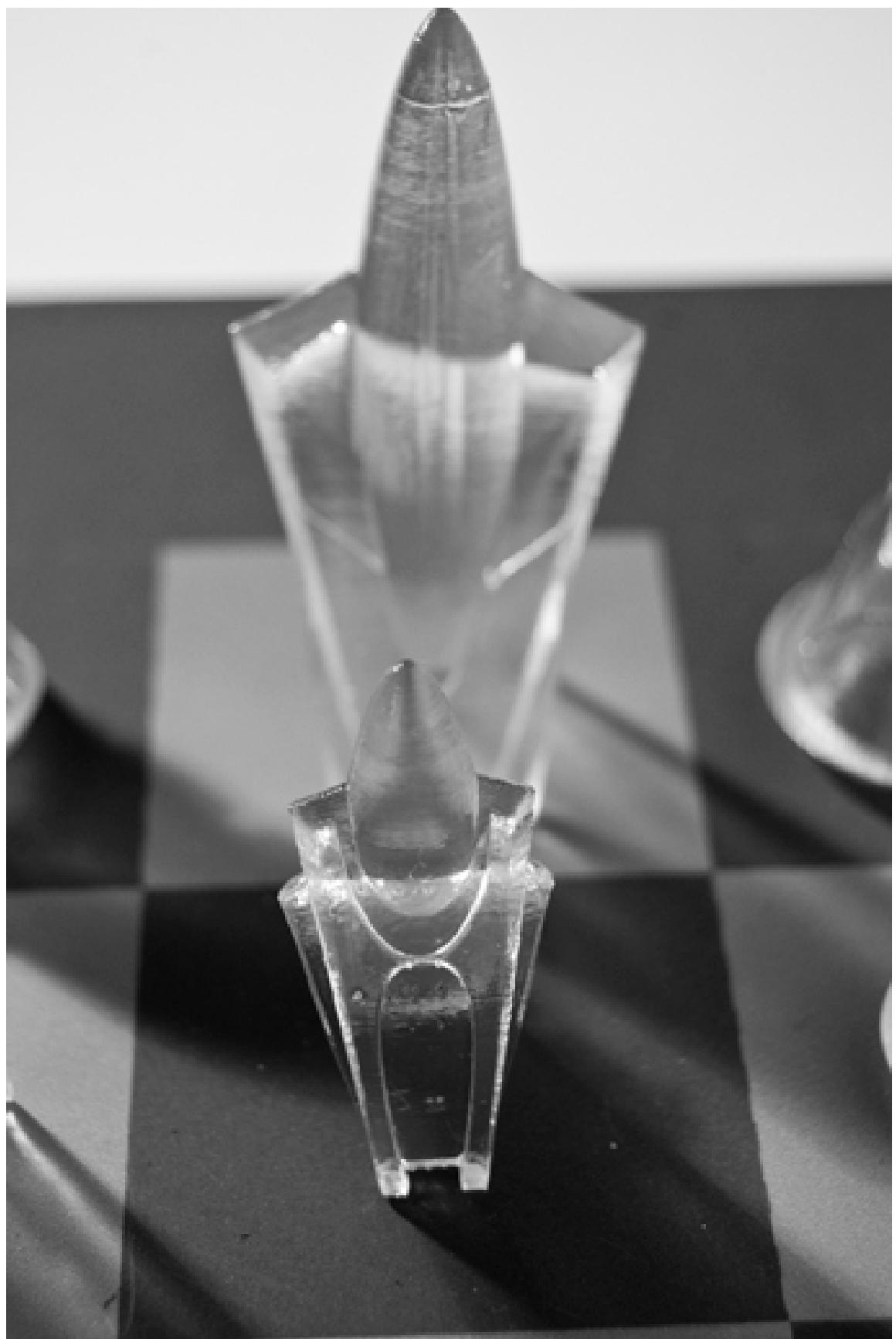
Coffee table inspired by Hector Guimard and the French Art Nouveau style of the early twentieth century. Birdseye Maple and Mahogany. 2009.



Automoblox - I worked on a wide range of projects to expand the business including: scale models of point of purchase and play structures, product photography and photoshop, a specification packet for toy carrying case, and the design and modeling of new office space. 2010.



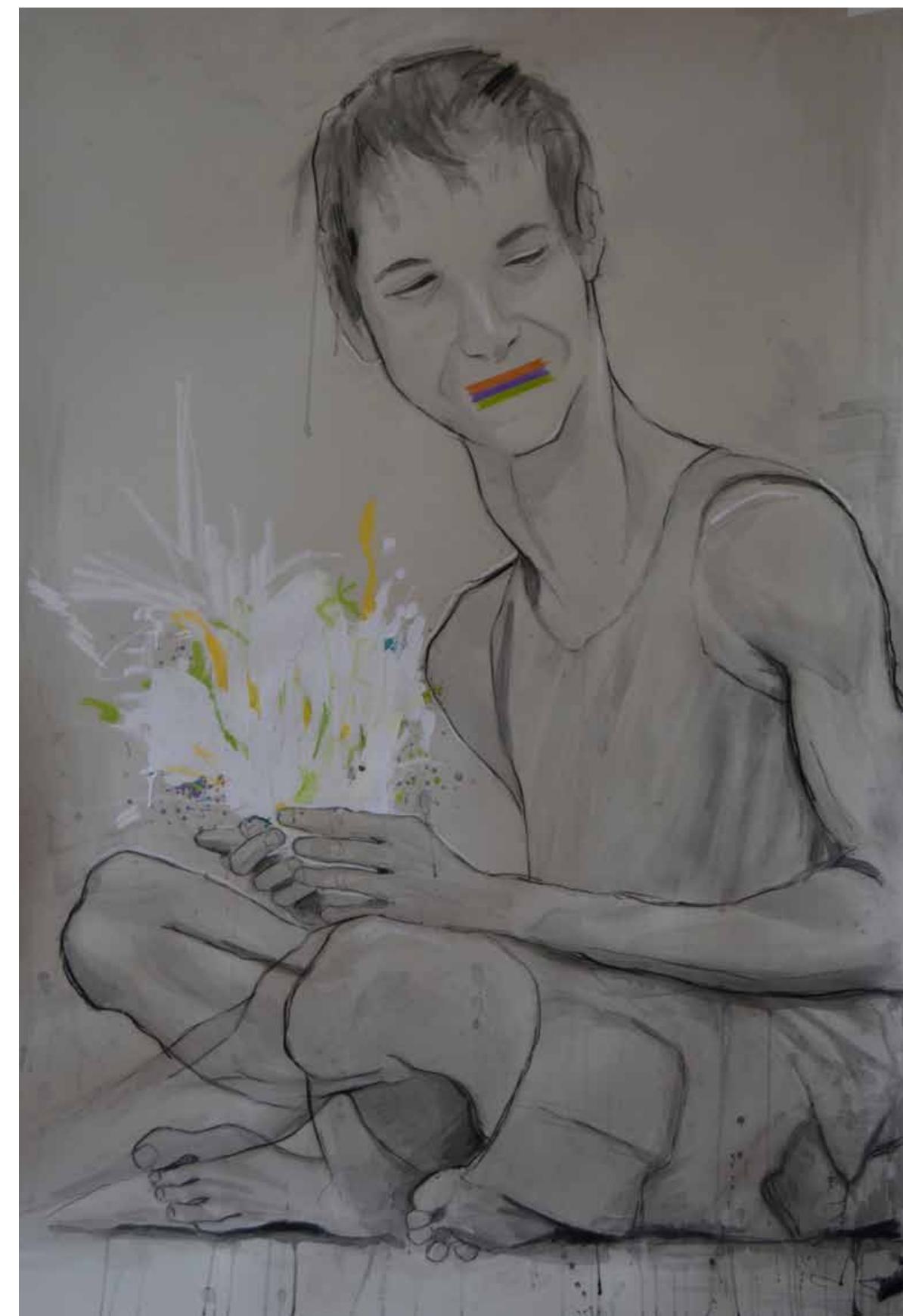
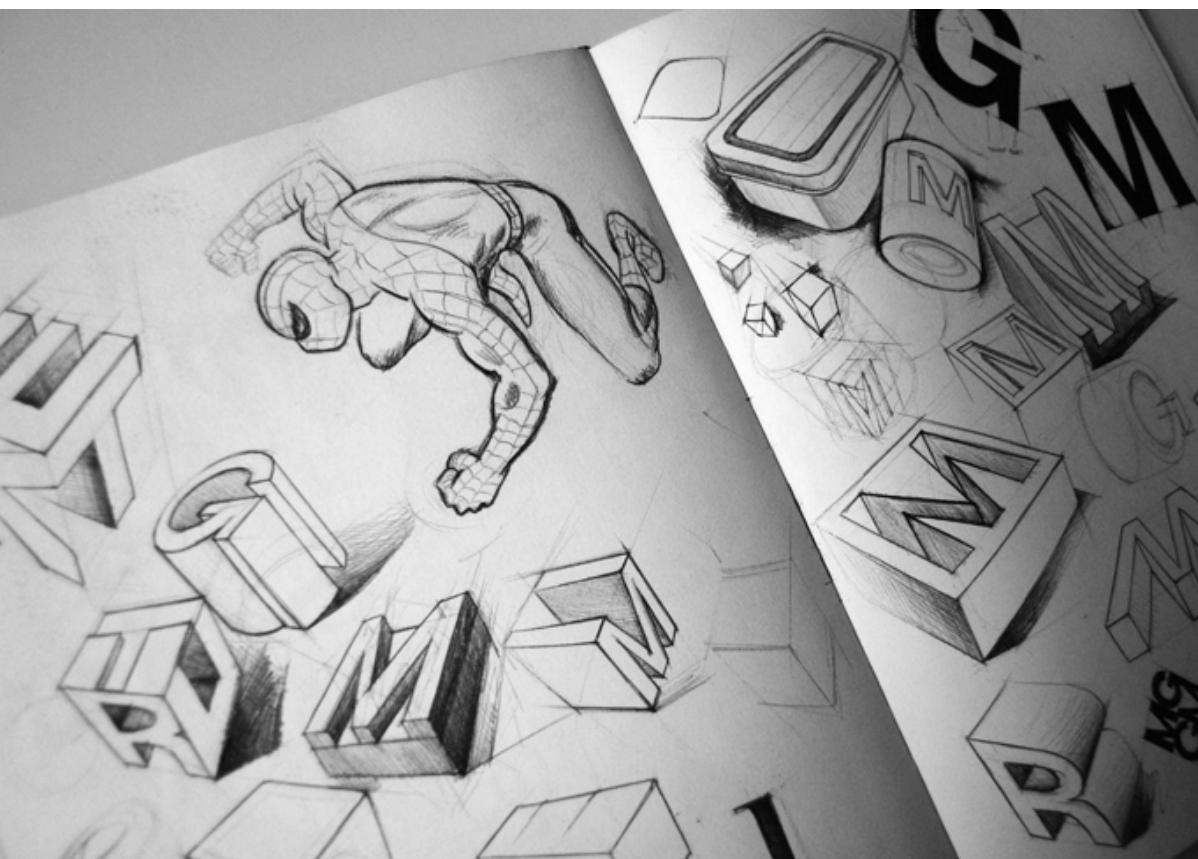
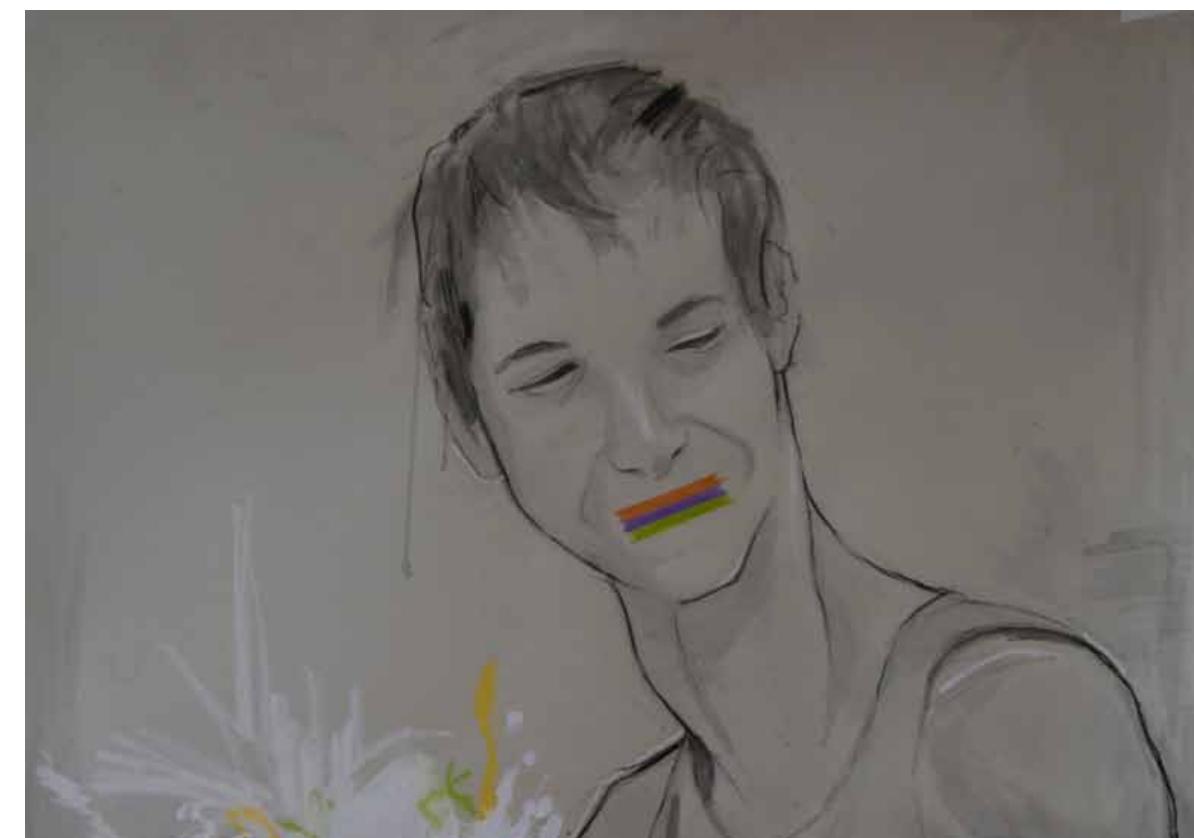
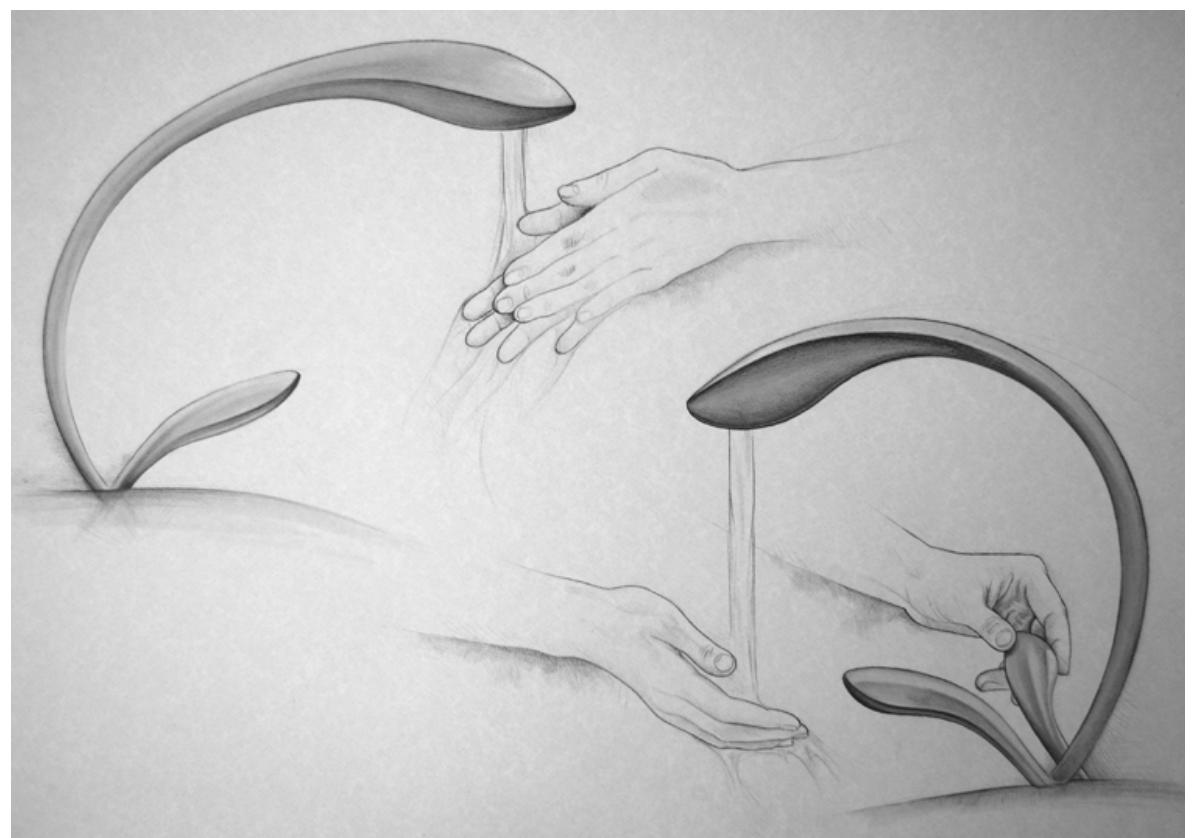
A hammer and 20 minutes are all that is required to construct this bench. No adhesives, no metal fasteners, just wedges and angled mortises. Tenons and wedges protrude, accentuating the joints and recalling the construction process. The materials are ash and makore; the joints are split wedge and wedged through half dovetail. 2009.



Static vs Kinetic chess set designed and 3D printed by my experimental forms class. I created both the static-white and kinetic-black bishops and their respective pawns. solidworks and maxwell. 2009.



Radio Flyer - I worked as part of the product development team generating concepts for future products, constructing prototypes, testing prototypes with children, and discussing production processes with the China office. 2009.



Asorted Drawings