

Portfolio

Product Design Engineering
EAFIT University - Medellín

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FIRST PROJECT – NAME: MUMPAAK

Description

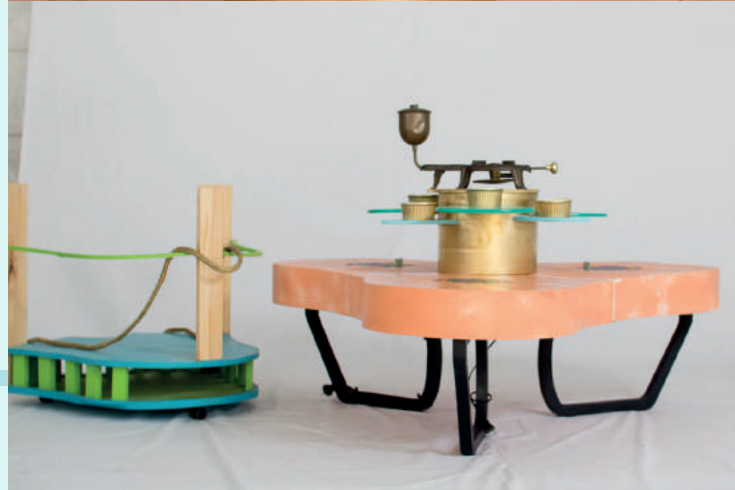
Seeks that students by developing a product have their first approach to engineering and design, understanding the main elements in this areas, also starting to identify a context and an user, for satisfying their needs and desires.

First objective

Developing a picnic kit inspired in the artist Hugo Zapata.

Second objective

Creating a portable kitchen inspired in the country of India.



SECOND PROJECT – NAME: A1-R3

Description

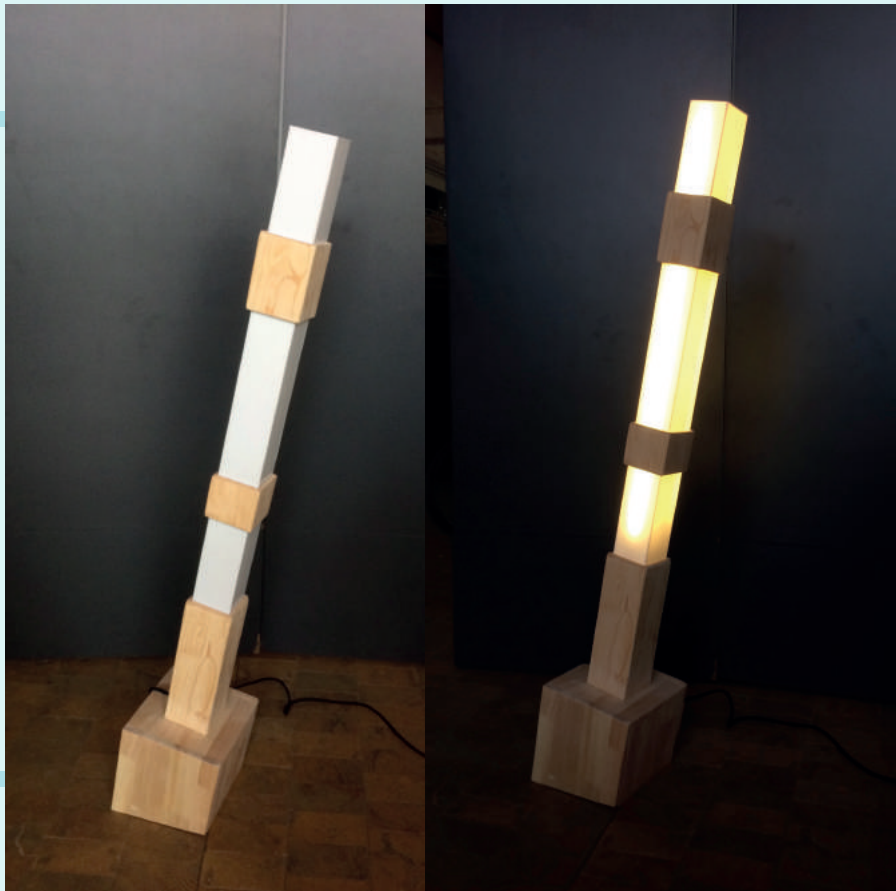
It's main objective is applying the concepts of firmness, utility and beauty in the design of a piece of furniture by using observation, collage, sketches, models in scale and blueprints with the purpose of developing abilities for the process of becoming a product design engineer.

First objective

Design a lamp inspired in the architect Steven Hall.

Second objective

Design a piece of furniture inspired in a travel blogger.



THIRD PROJECT – NAME: MYTHOS

Description

Understanding the conceptualization as a fundamental stage in the design process, and in product developing, by studying and applying elements of inspiration, in forms and function.



FIFTH PROJECT – NAME: TINY

Description

Design and development of a mobility solution, by using different tools like 3D modeling, construction of prototypes, simulations, calculations, and use of machines.



SEVENTH PROJECT – NAME: STAF

Description

Design and development of an autonomous vehicle by integrating machine technologies and electronics, also by multidisciplinary work.

STAF: Servicio de Trazado Automatico de Figuras (Service of Automatic Figure Sketching).

