



PRODUCT DESIGN PORTFOLIO

MAXIMILIAN MORITZ MÜLLER | FOLKWANG UNIVERSITY OF THE ARTS |

2018-2023



Maximilian Moritz Müller

Hi,

I'm Max, a 26-year-old industrial design student at the Folkwang University of the Arts in Essen.

I successfully completed my Bachelor's project in April 2022 and have been continuing my Master's degree in Design Futures, also at Folkwang University, since October 2022. My interests lie in the field of interior, furniture design and household goods design, with a particular passion for object-like author design and the boundary between art and design.

C.V.

ABOUT ME

Name:

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Müller

Born:

28 September 1997
Hattingen, Germany

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58456 Witten,
Germany

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EDUCATION

School:

Gymnasium Holthausen
Hattingen, Deutschland
2008-2016
Abitur

Universitx:

FOM Business School
Essen, Germany
Business Administration
2017-2018
Zwei Semester: B.A.

Folkwang University
of the arts
Essen, Germany
Industrial Design
2018-2022
Abschluss: B.A.
Seit 2022: M.A.

KNOWLEDGE

Languages:

Deutsch (fluent)
Englisch (fluent)
LCCI Business English
B2

Software:

Word
Excel
Power Point

Fusion 360
Solidworks
Blender
Rhino

Indesign
Illustrator
Photoshop

WORK

Retail:

Topshop Store
Oberhausen, Germany
2016-2017
Sales Advisor

H&M Store
Witten, Germany
seit 2017
Sales Advisor

Internships:

Blennemann
Gehobenes
Möbelhaus
Bochum, Germany
2015

Lauterbach GmbH
Schreinerei
Witten, Germany
2018

PROJECTS

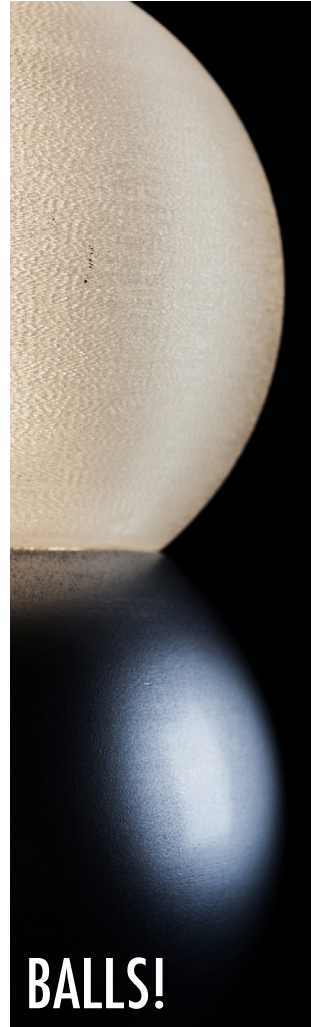
In this portfolio I show a selection of my representative works as a student at the Folkwang University of the Arts.

All of the works in this portfolio were created between 2018 and 2023.

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CELEBRATING THE ACT OF SQUEEZING A LEMON

2022 | B.A. PROJEKT

As the title of my bachelor's thesis already describes, I wanted to celebrate the squeezing of lemons with my three designs. As this act is not usually very spectacular, I wanted to turn this everyday activity into a special experience. The design should tell a story in the truest sense of the word that makes users laugh and stays in their memory for a long time. Far removed from any necessity and yet still functional, my series of three differently styled lemon squeezers quotes other objects, exaggerates the archetypal elements of classic lemon squeezers and emphasises the styled form in a striking way. The cactus, the sceptre and the sombrero are all lemon squeezers that fulfil their purpose of juicing a lemon, turning the unspectacular act of squeezing a lemon into a memorable, funny and special moment.

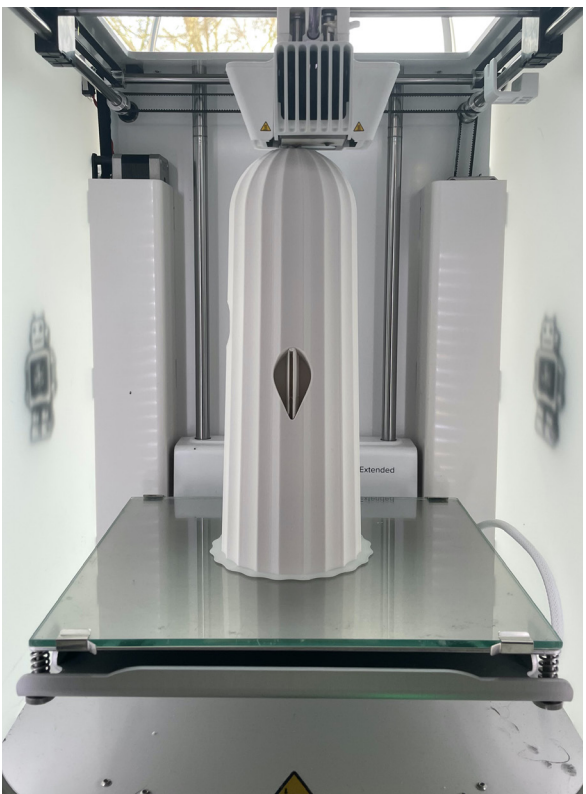




PRESS NOT PRICK

First design from the series of three lemon squeezers.

Stylised cactus with three arms for squeezing citrus fruits. Form and functionality Inspired by Philippe Starck's Juicy Salif for Alessi. Made with the Ultimaker 3D printer from PLA. Later primed and painted green.





LEMON MAJESTY

Second design in the series of three lemon squeezers.

The sceptre is inspired by the oversized pepper mills that are often used in restaurants. Similar to the pepper mills this design is intended to turn the unspectacular act of squeezing lemons into an experience for the guest in the restaurant or bar. Just like the cactus, this model was made from PLA using the Ultimaker 3D printer and later primed and painted in an elegant black colour.





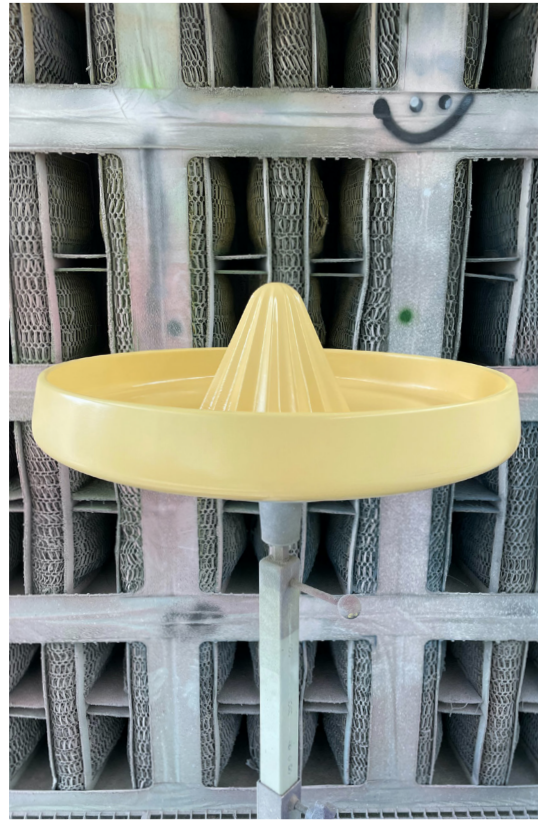
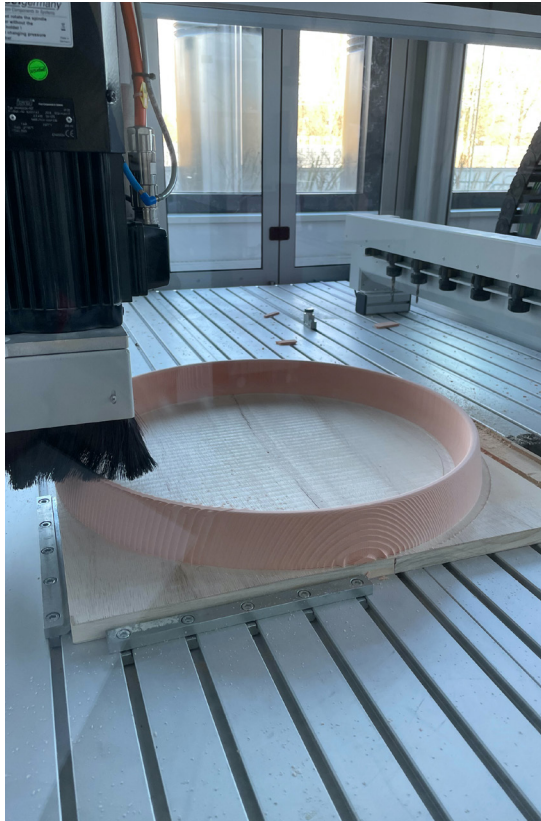


VIVA EL LIMÓN

The last design in the series of styled lemon squeezers.

Designed as an oversized bowl for collecting the fruit juice this design was reminiscent of a stylised sombrero thanks to the equally oversized pressing cone. The small additional red bowl also comes from the 3D printer. The main body itself is made of polyurethane panels.







Appropriate use

This last design in the series of three differently styled lemon squeezers can of course also be operated alone, but for the best show you need two people.

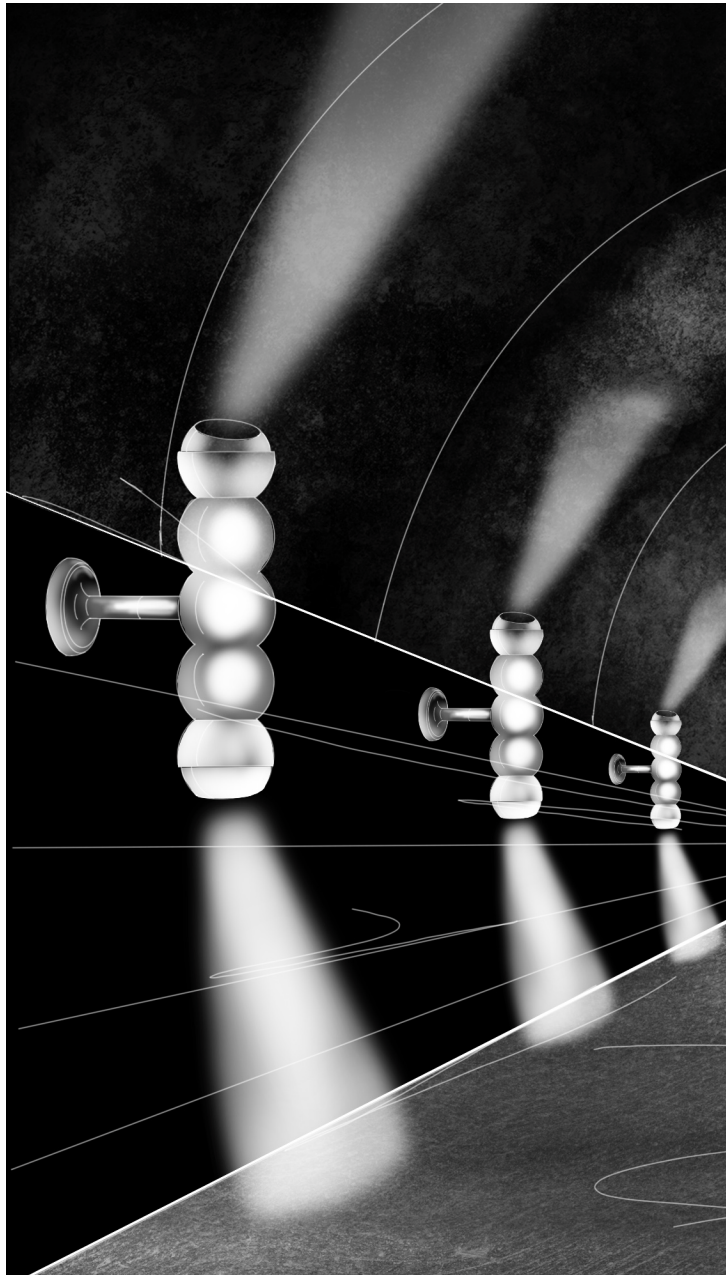
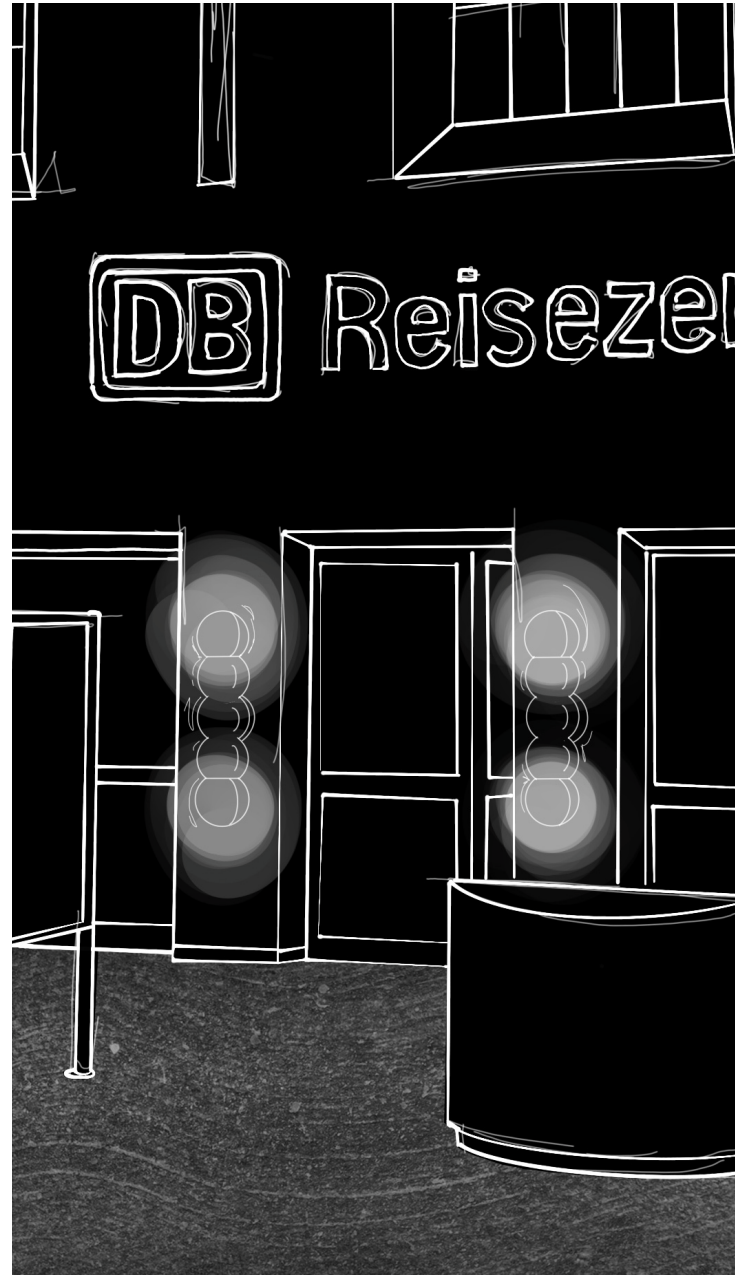
The slight concave curve on the underside means that the lemon squeezer can be positioned on your head and operated by another person. Although this type of operation is not necessary, it offers more show than any other common lemon squeezer.

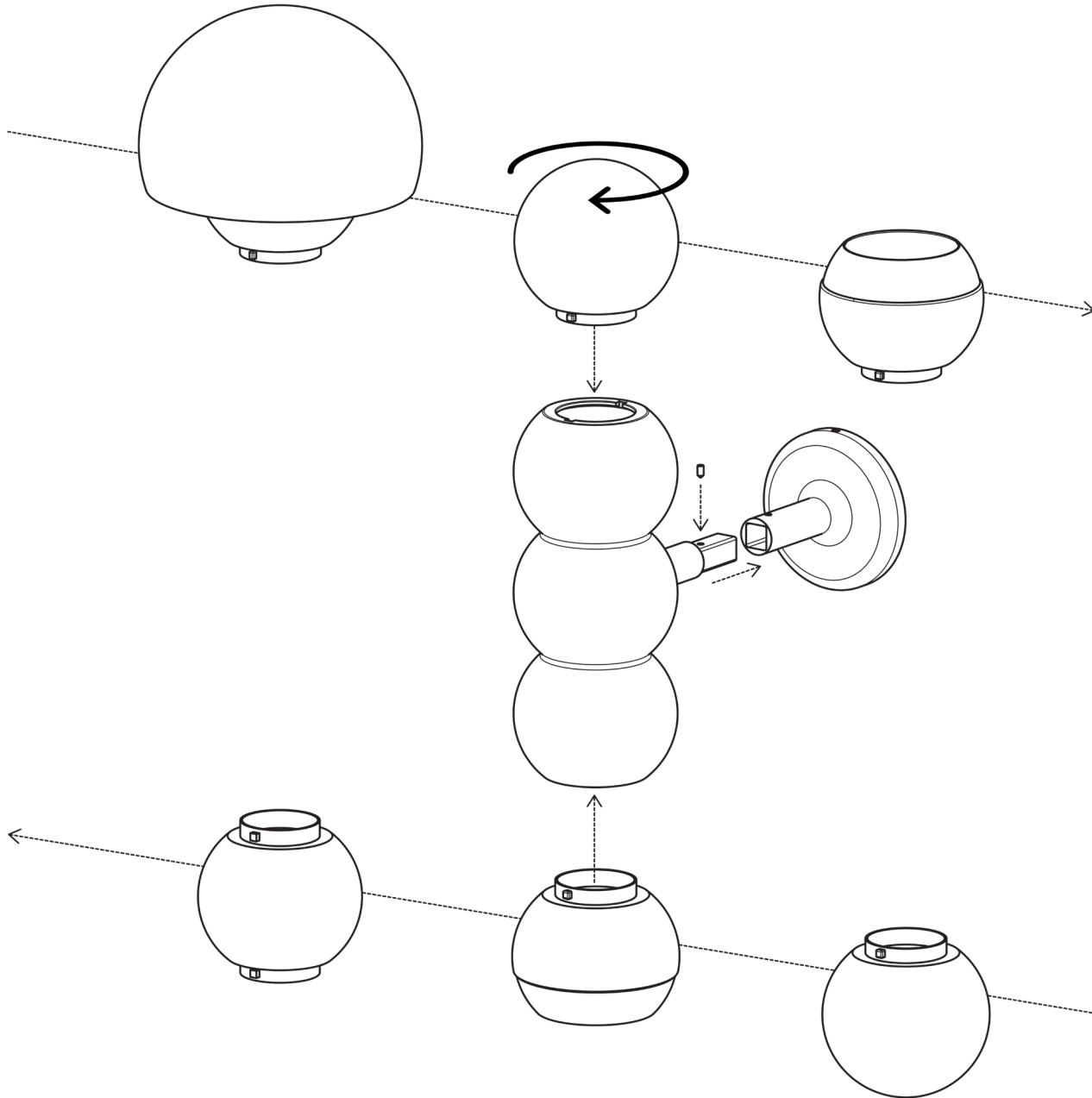
BALLS!

2023

This design of a modular wall light was created according to criteria to adapt to different lighting situations in urban spaces. The housing, consisting of three overlapping spheres, is fixed to the wall and houses the light source. A bayonet catch enables various attachments to be fitted to the top and bottom of the housing, allowing the lamp to be adapted to various urban requirements. The flexible attachments can be combined to create different lighting situations or to illuminate specific objects and surfaces. In addition, the luminaire can be rotated 90 degrees into the horizontal position to combine it with other identical luminaires and create a luminous wall object together. With its ability to use various attachments and create different lighting scenarios, it fulfils a wide range of lighting requirements and offers the opportunity to creatively design wall lighting in urban spaces.





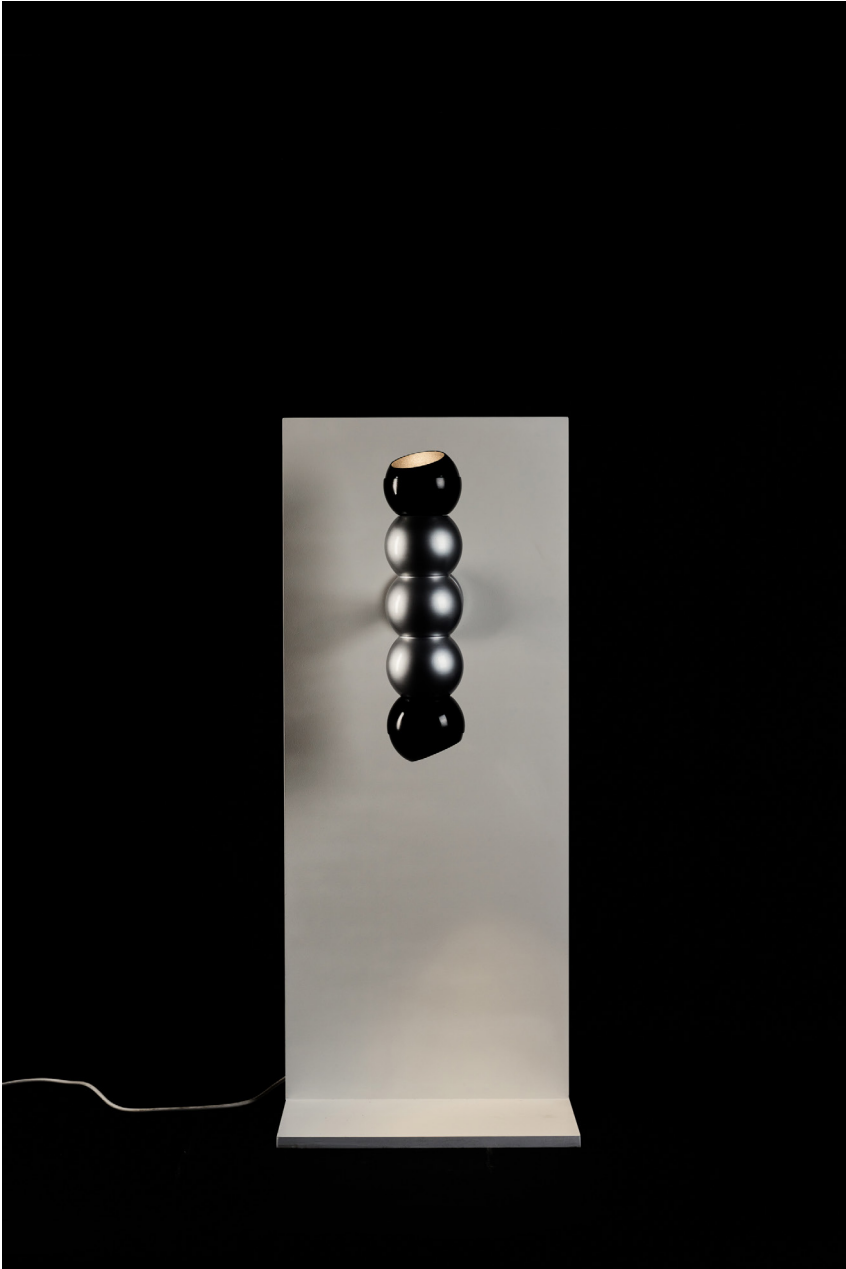


MODULARITIY

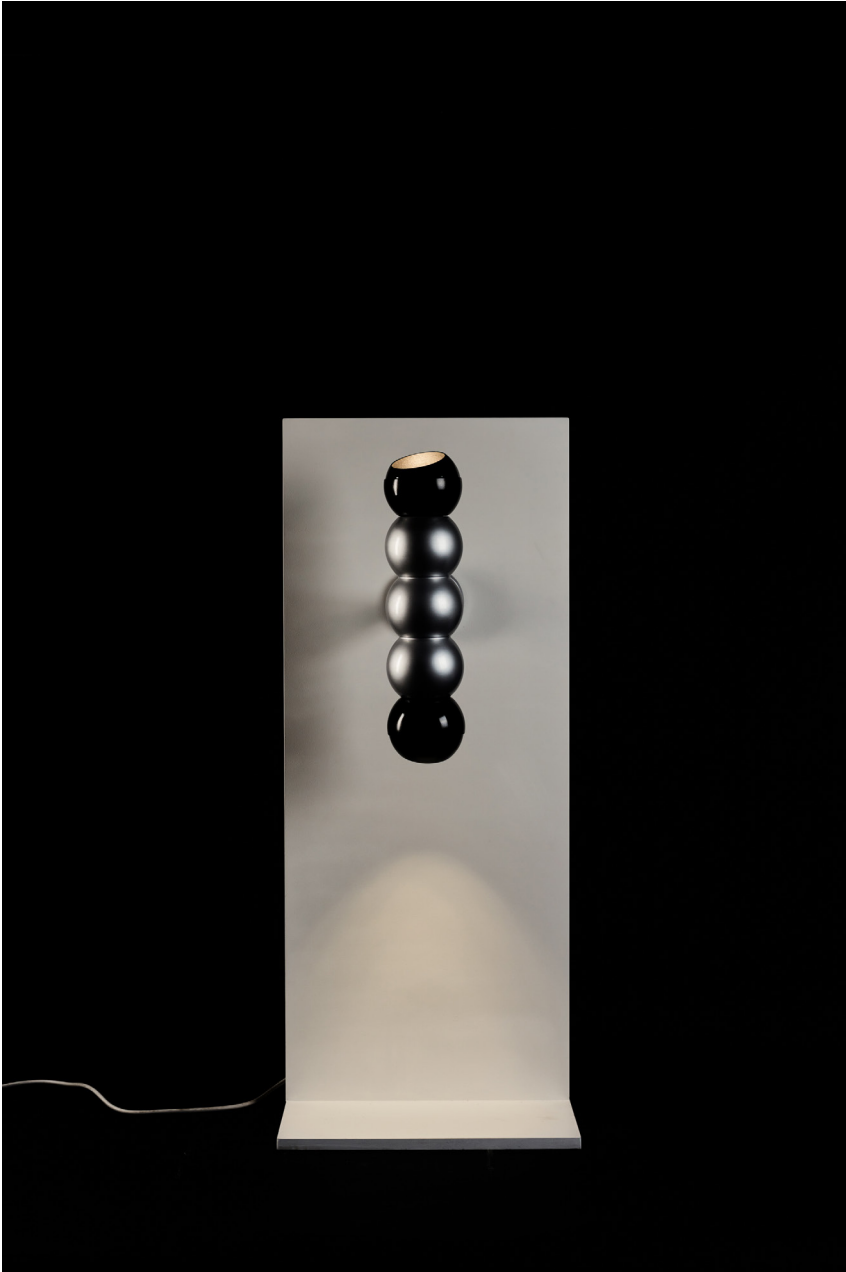
„Modularity“ (also known as the building block principle) is the division of a whole into parts, which are referred to as modules, components, building blocks, assemblies or building blocks. Given a suitable form and function, they can be joined together or interact via appropriate interfaces.

(Definition: www.labofrent.de)

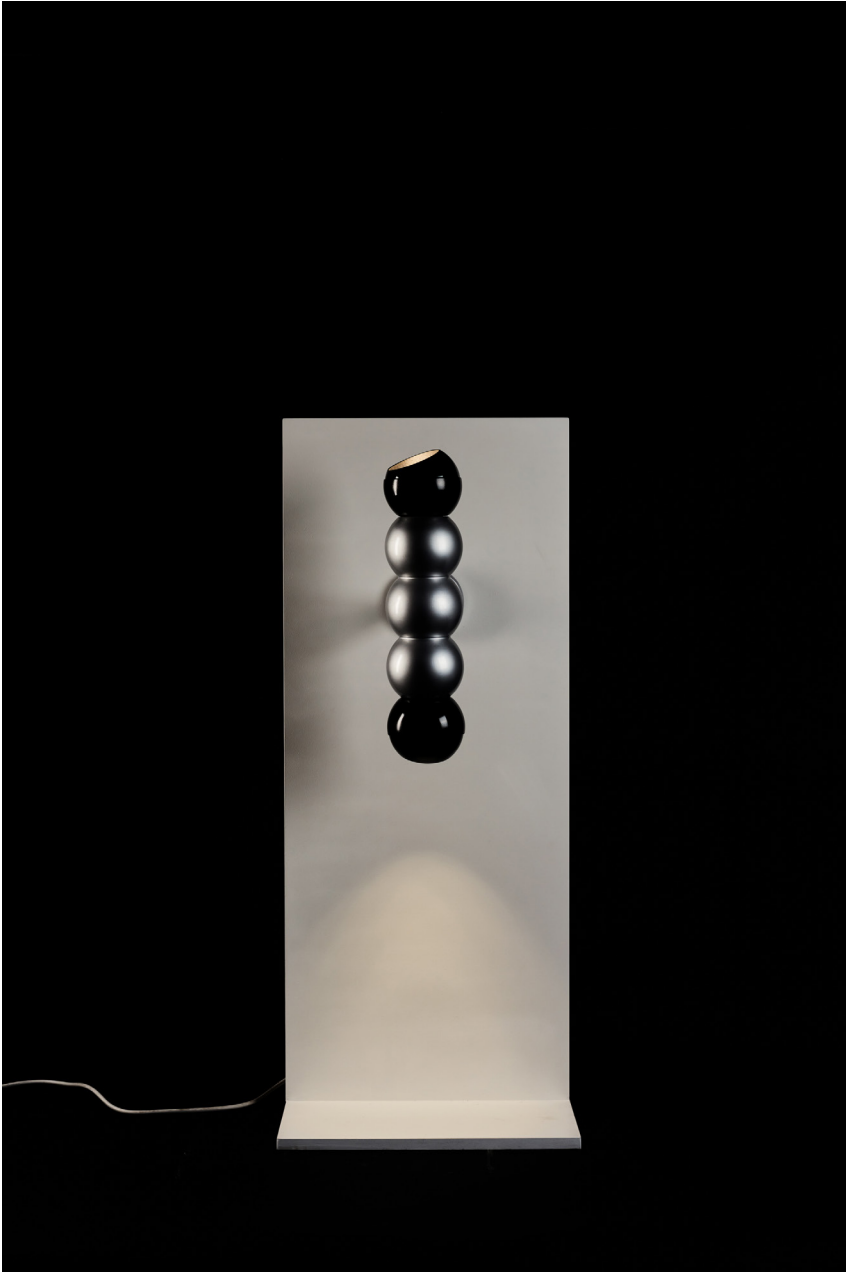
The diagram on the left illustrates the modularity of my lighting design in a simple, clear way. A simple system that anyone can understand, without the need for complex tools. All you need is a suitable Allen key.



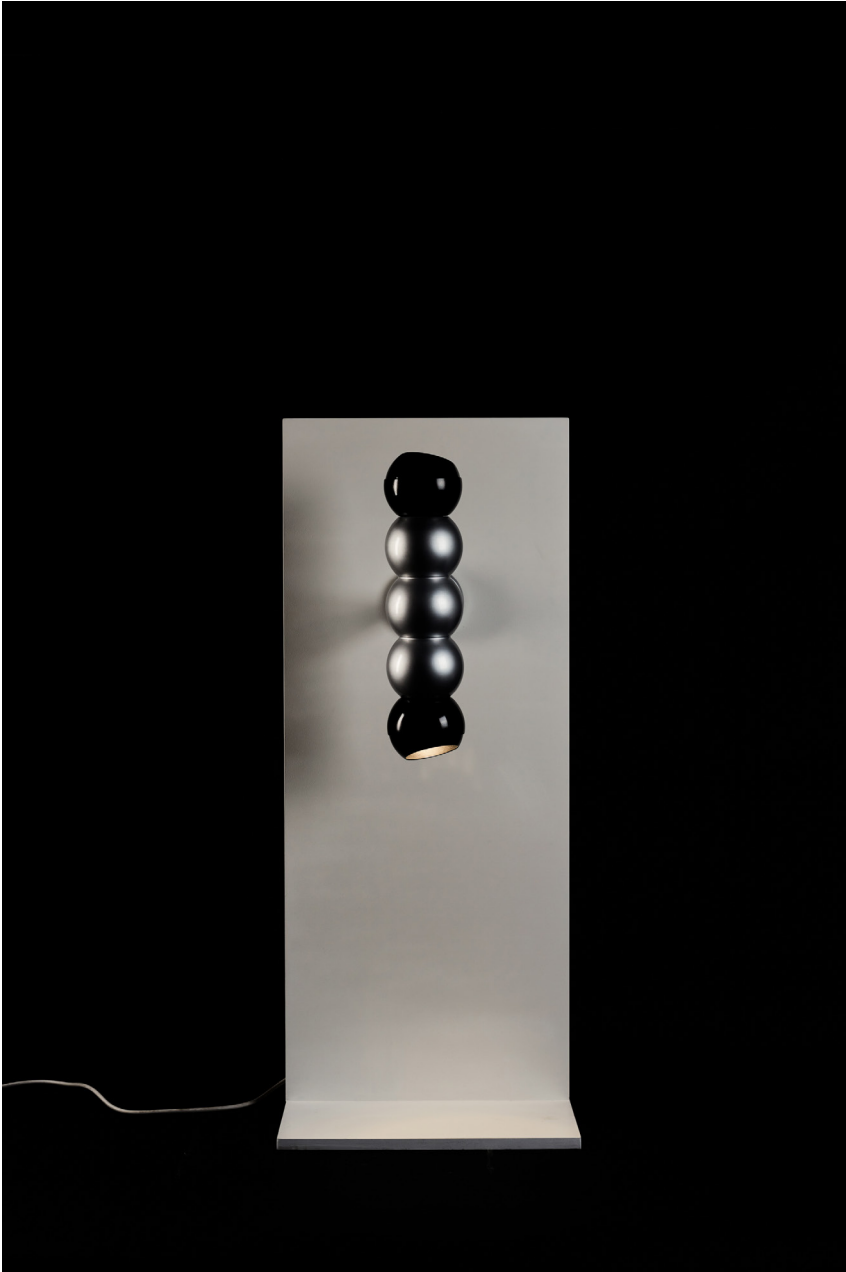
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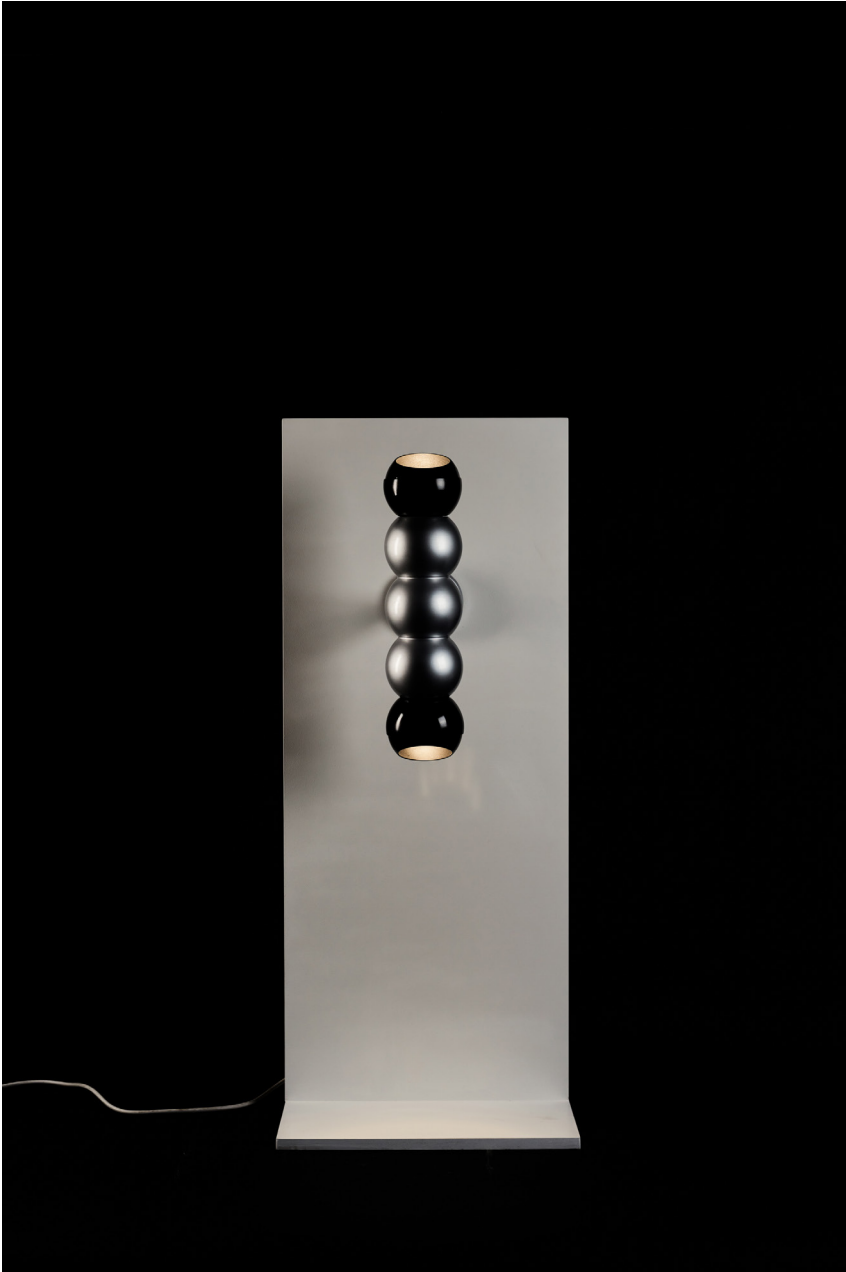
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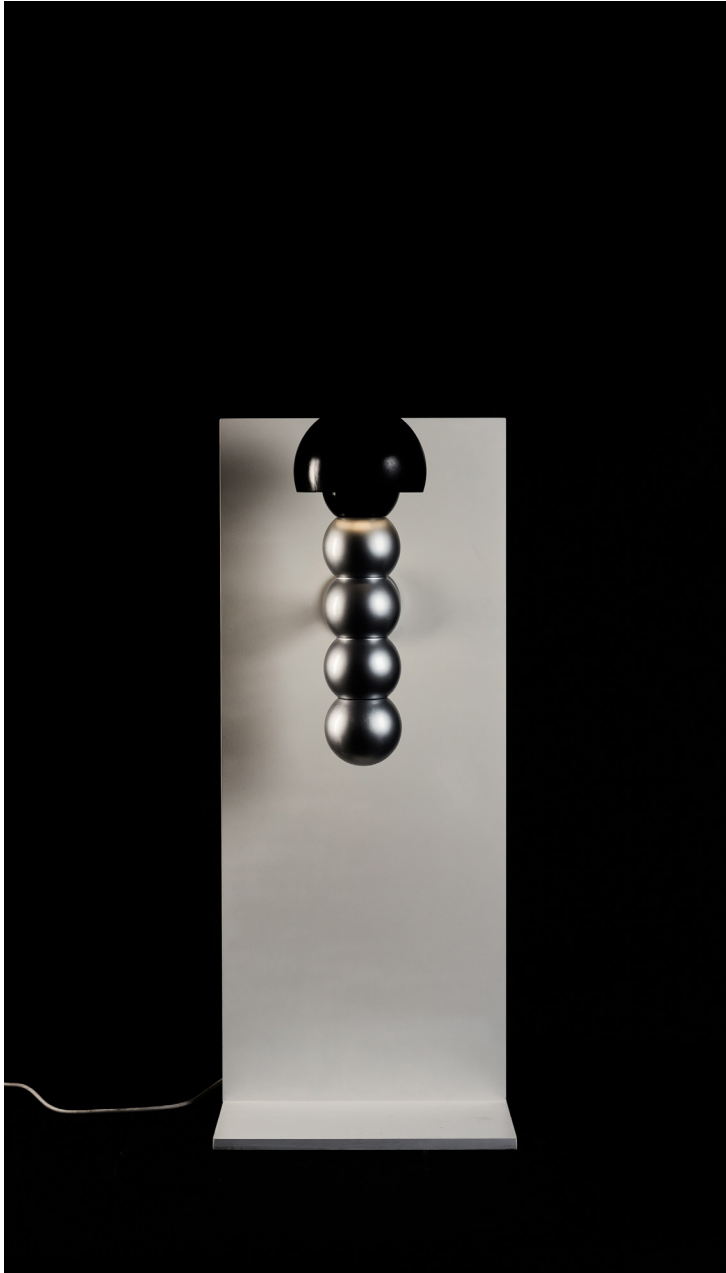
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HIGHPONIC

2020/21

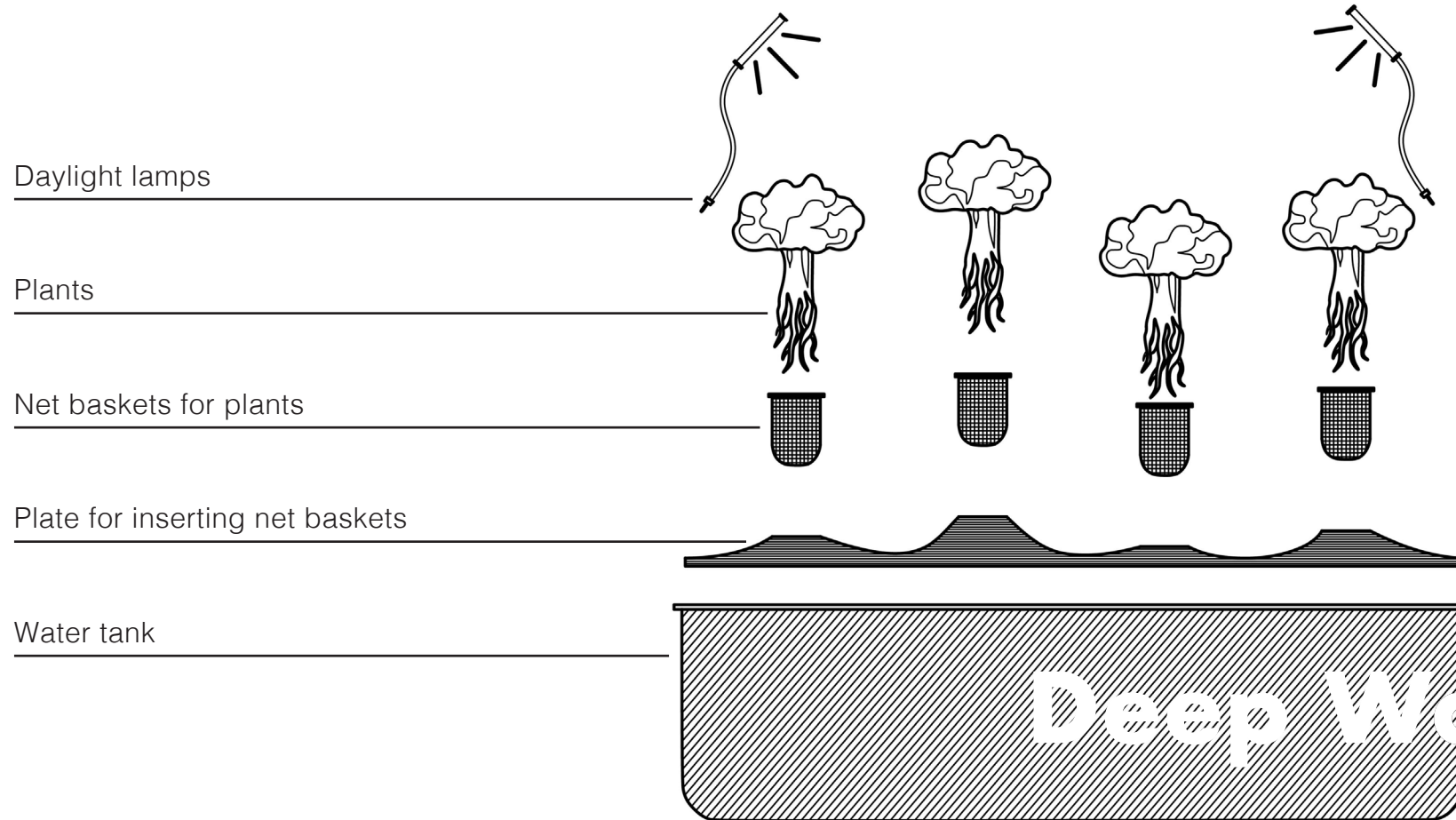
The main aim of our hydroponic system is to make better, different and more efficient use of the available space, especially areas of a room such as corners or ceilings, which are usually lost and unused space. In today's world, where living space is limited, especially in large cities, and there is often no garden or green space available, it is becoming increasingly important to use indoor gardening systems that allow users to grow their own plants and vegetables without losing too much space in the room.

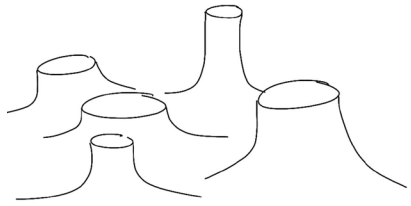
When not in use, the indoor garden, which is suspended from three ropes, can be pulled up to the ceiling of the room using three associated castors so as not to further encroach on the already small living space.

STRUCTURE

Variant of hydroponic systems selected by us for our own design of such a system.

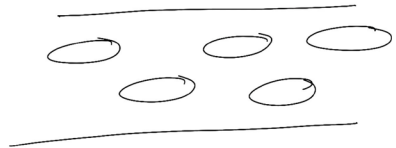
In its basic form the so-called „deep water culture“ consists of only five different components, which are listed below.



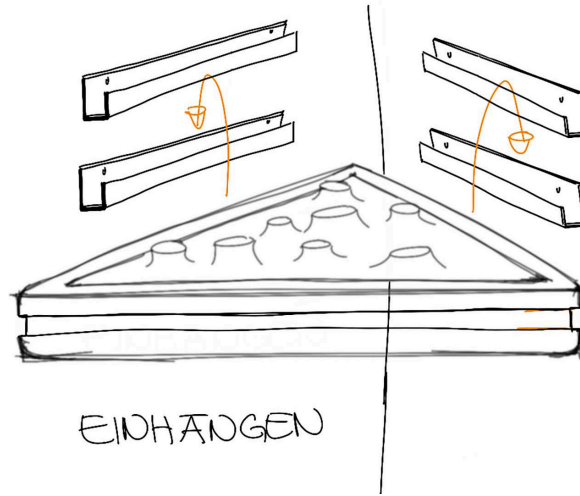
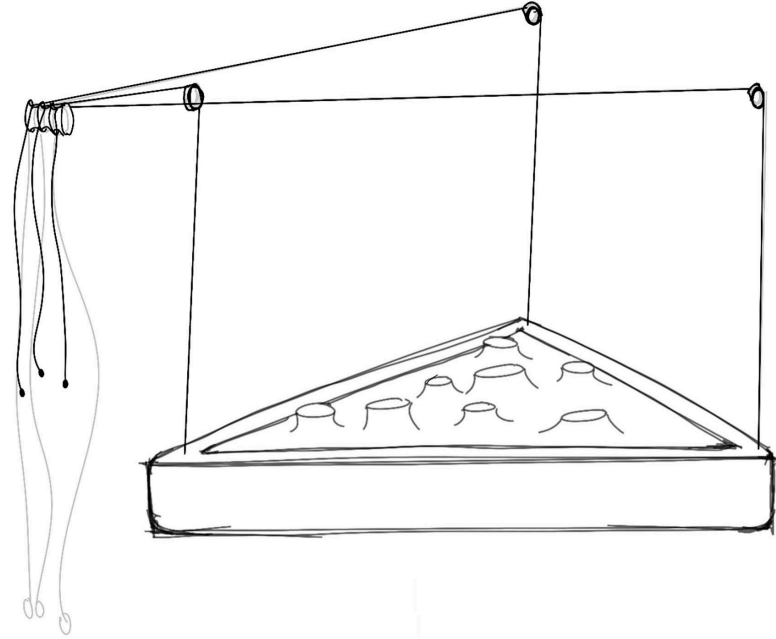
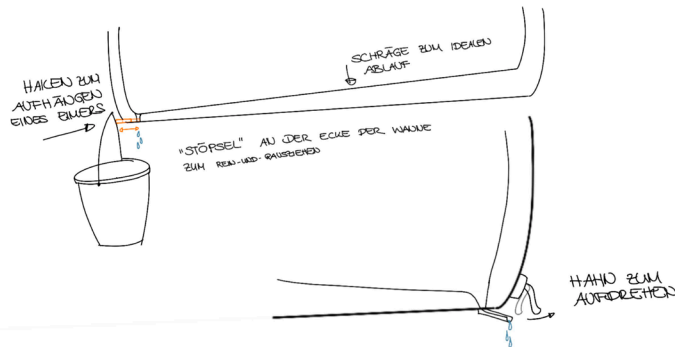
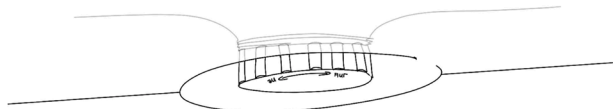
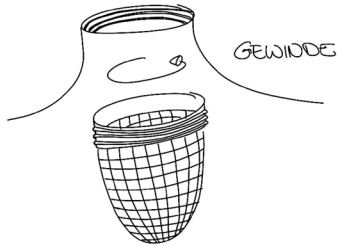
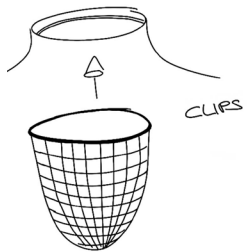


→ ERHEBUNGEN & UNTERSCHIEDLICHE HÖHEN

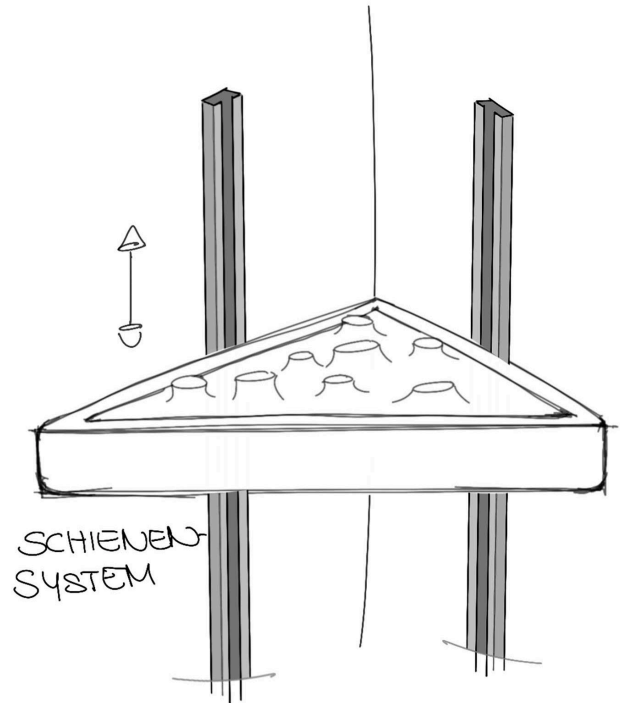
ERMÖGLICHT GLEICHZEITIGEN AUBAU VERSCHIEDEN GROßER PFLANZEN



→ GLATTE OBERFLÄCHE FÜR MAXIMALE RAUMNUTZUNG



FLASCENZUG
ERMÖGLICHT FLEXIBILITÄT IN DER RAUMNUTZUNG





PROTOTYPE

Scale model of the final design.

The body and the pot plate of the prototype are made of thermoformed polystyrene. The holes in the pot plate were dimensioned according to the dimensions of purchased net baskets.



ARTIFICIALLY STYLED

2022/23

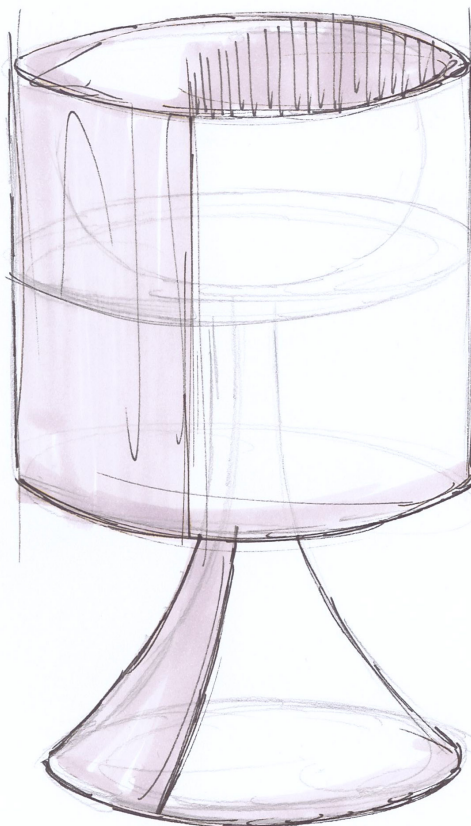
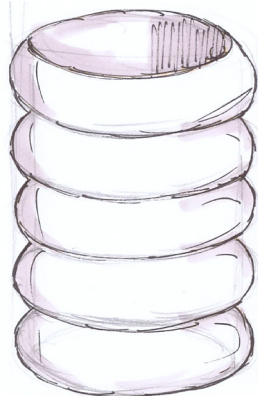
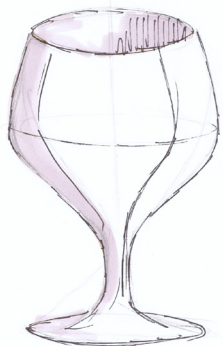
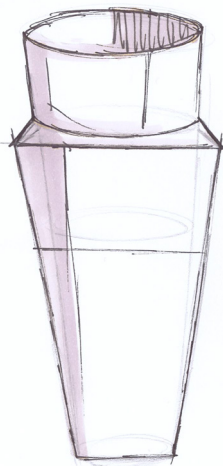
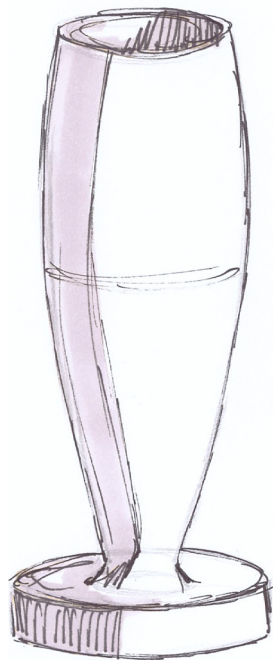
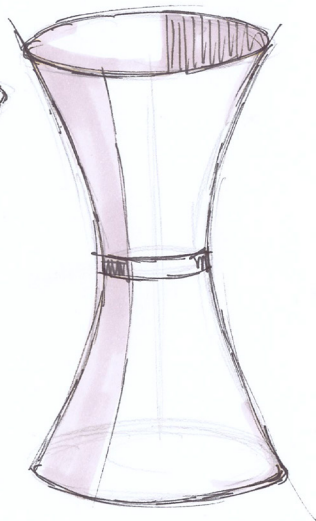
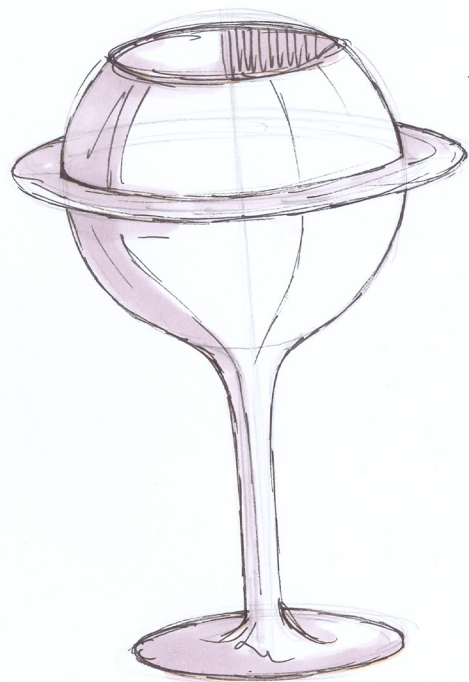
This project investigates styling in product design with the help of artificial intelligence. I chose a white cup as the starting point for investigating styling, as an object of this category, in its basic form, has a lot of potential for styling. The aim was to find out whether the A.I. programmes currently widespread on the Internet can already replace designers, or whether there are clear weaknesses where designers continue to play a necessary, irreplaceable role. I worked with the two A.I. programmes Chat GPT and DALL-E 2, which are currently in vogue, and the two final designs, both my own and the artificial intelligence design, were implemented in ceramic at the end of the project, each in triplicate.

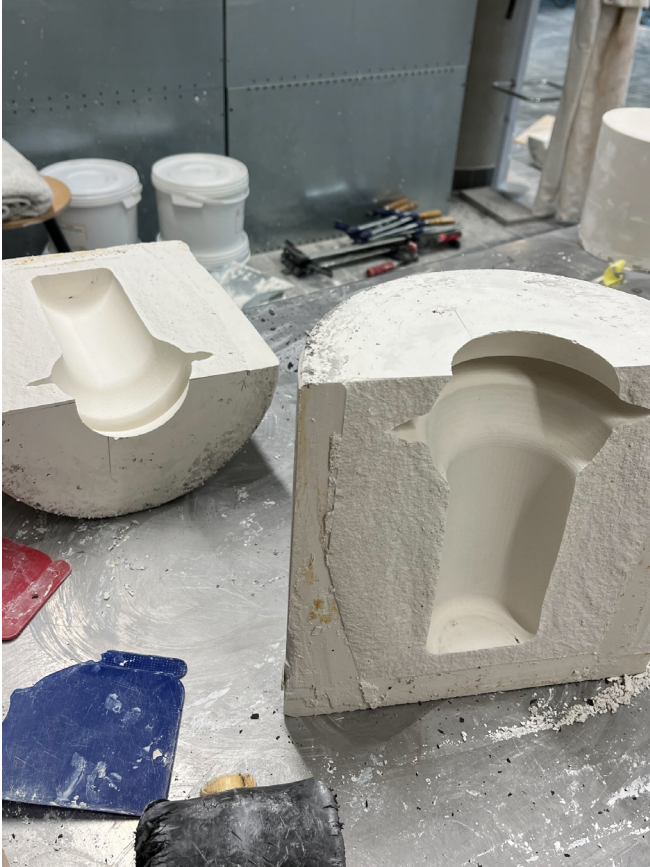


**„Design a Sci-Fi inspired shape for
a white cup in front of a white
background.“**

**Final prompt to create my own design
and insert it into the A.I. programme
DALL-E 2.**

Prompts are instructions or commands
that are given to an AI system to trigger a
specific task or action. AI prompts can be
written in natural language or in a special
programming language.
(Definition: LinkedIn)







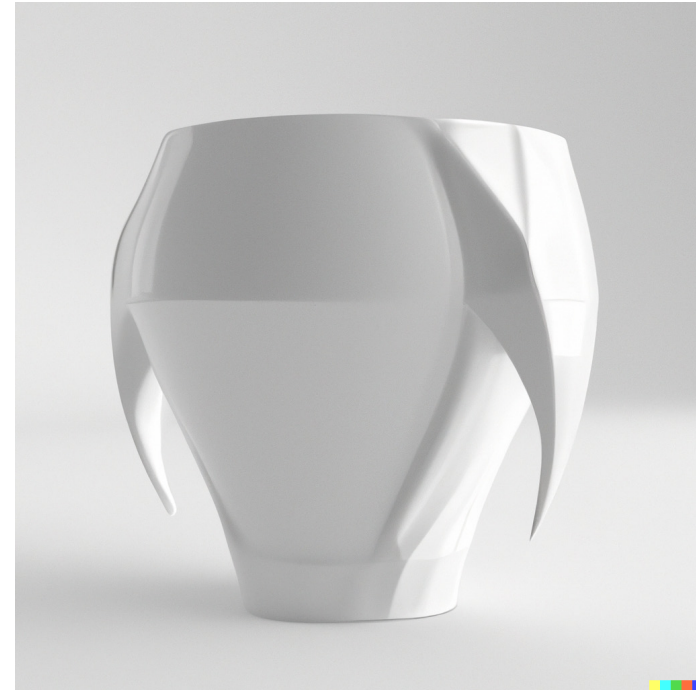
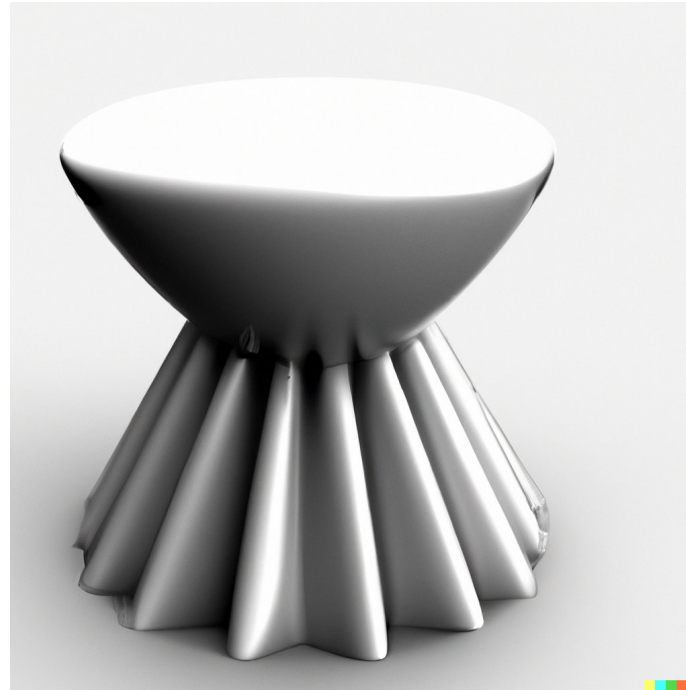
Product designer

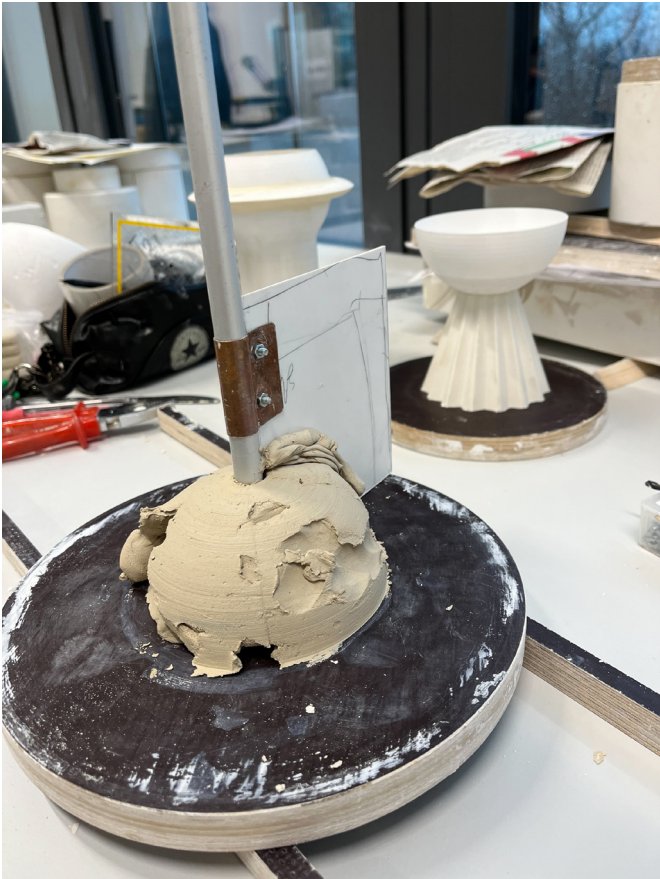


DALL-E 2

Artificial intelligence to generate images based on text descriptions.

The final selected prompt presented on the previous pages has now been used again to create an A.I. generated design after the design process. The following three images show a selection of the designs of a white cup generated in Dall-E 2.





Artificial intelligence

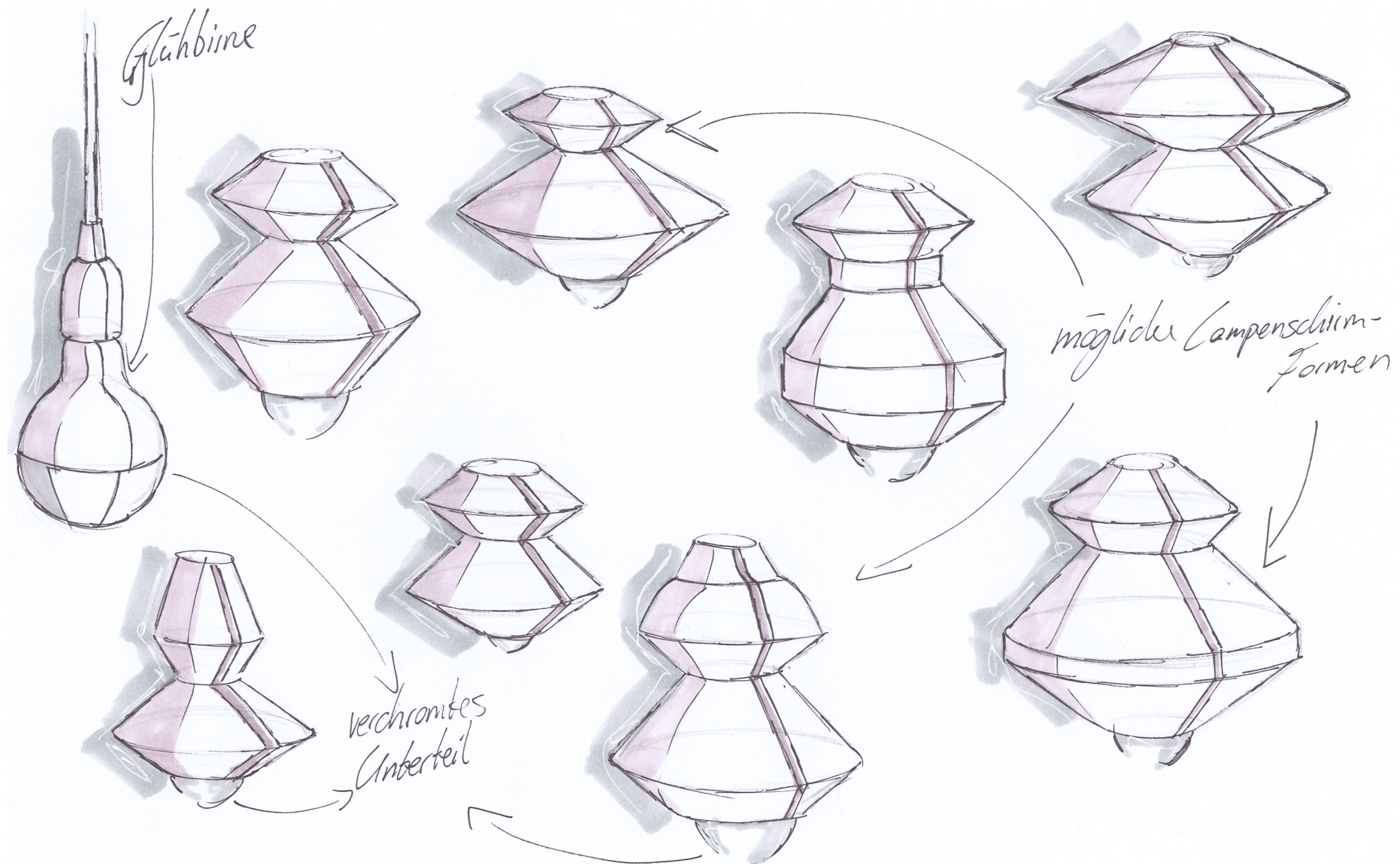


SPACE AGE WANNABE

2019/20

Space Age Wannabe tests the limits of 3D printing, or at least the limits of the Ultimaker 3D printers at the Folkwang University of the Arts. This design was not just created from drawings or models, but from an experiment whose aim was to find out what angles are possible in 3D printing. There were certain criteria that were defined in advance. The requirement was that neither support material nor fillings were to be used during the printing process. The body was not allowed to have a large wall thickness and was to be printed in a spiral shape. In order to enable spiral printing with this shape, the lampshade had to be provided with a slot that both functionally enabled easy removal of the lampshade and created a spiral print path. Once these criteria had been defined, several test prints were carried out until the maximum possible angle for such a shape and such print settings was found.



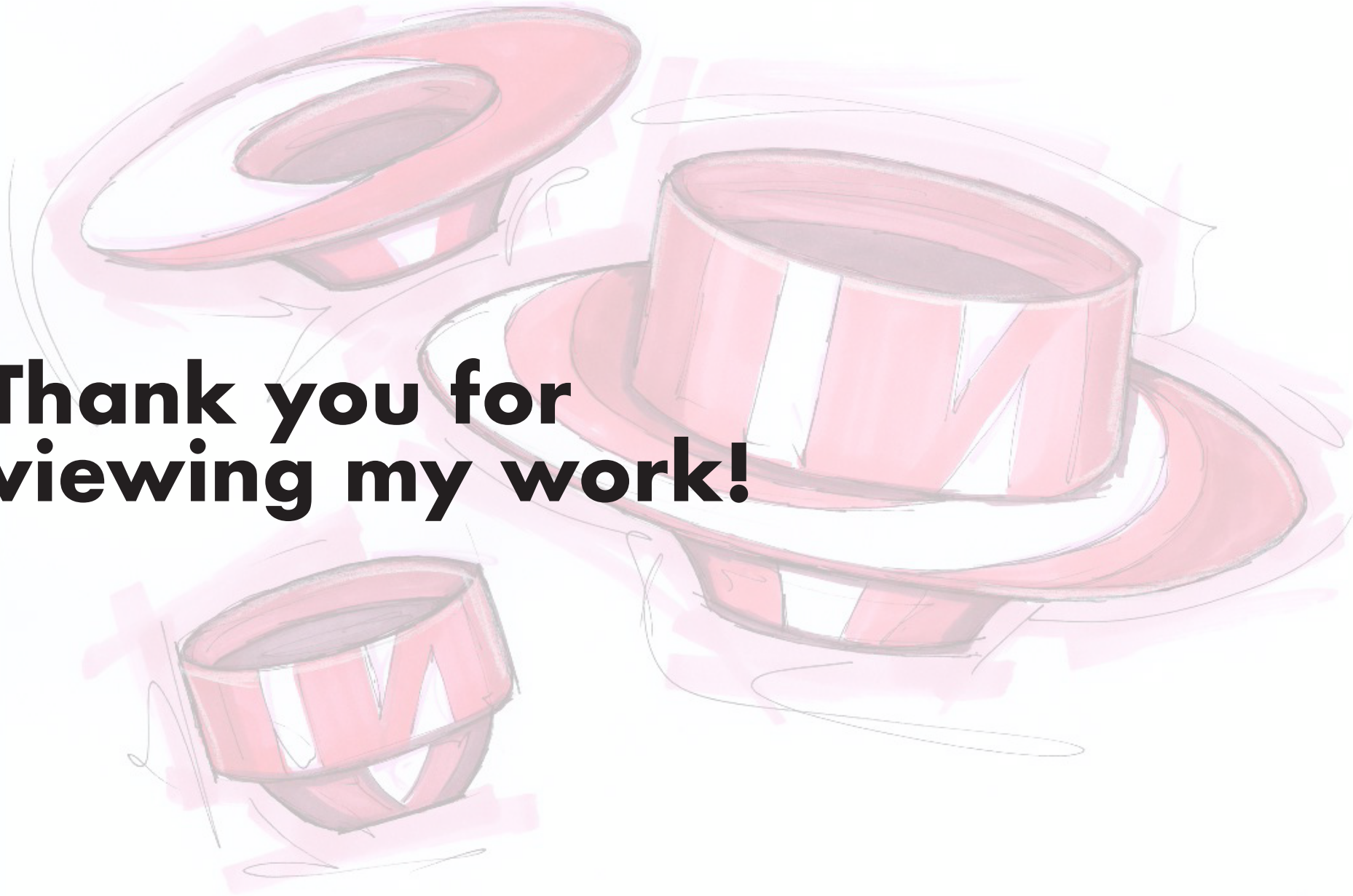








**Thank you for
viewing my work!**



Portfolio Maximilian Moritz Müller

2018-2023

Folkwang University of the arts

Department 4: Design

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Folkwang

Universität der Künste