

2011201220132014/152015/162016

honda one
honda internship
the architecture of mobility
adaptive city mobility
WIP personal 2W project

water



2011 • water

2nd term university project prof. dr. othmar wickenheiser

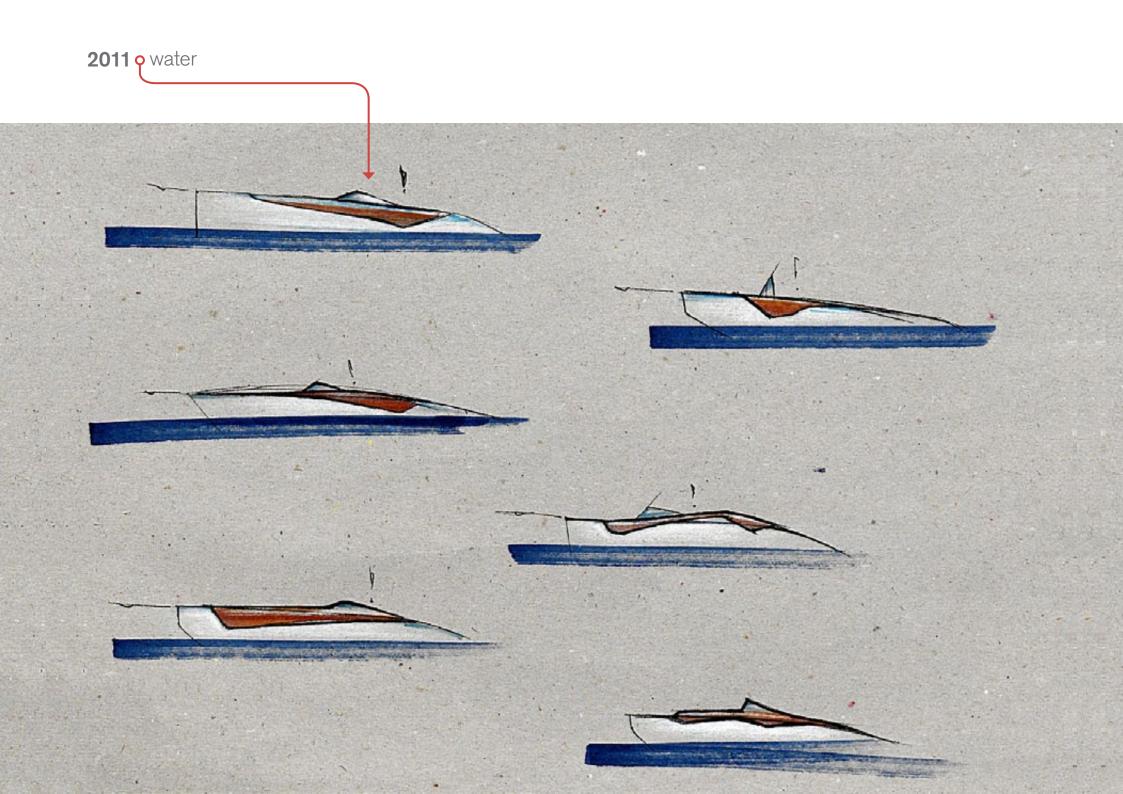
Starting from the Package of a 7m light-weight all-carbonfibre electric motorboat, the task was to produce a design for medium-scaled enterprise Avantgarde Technologies from Munich.

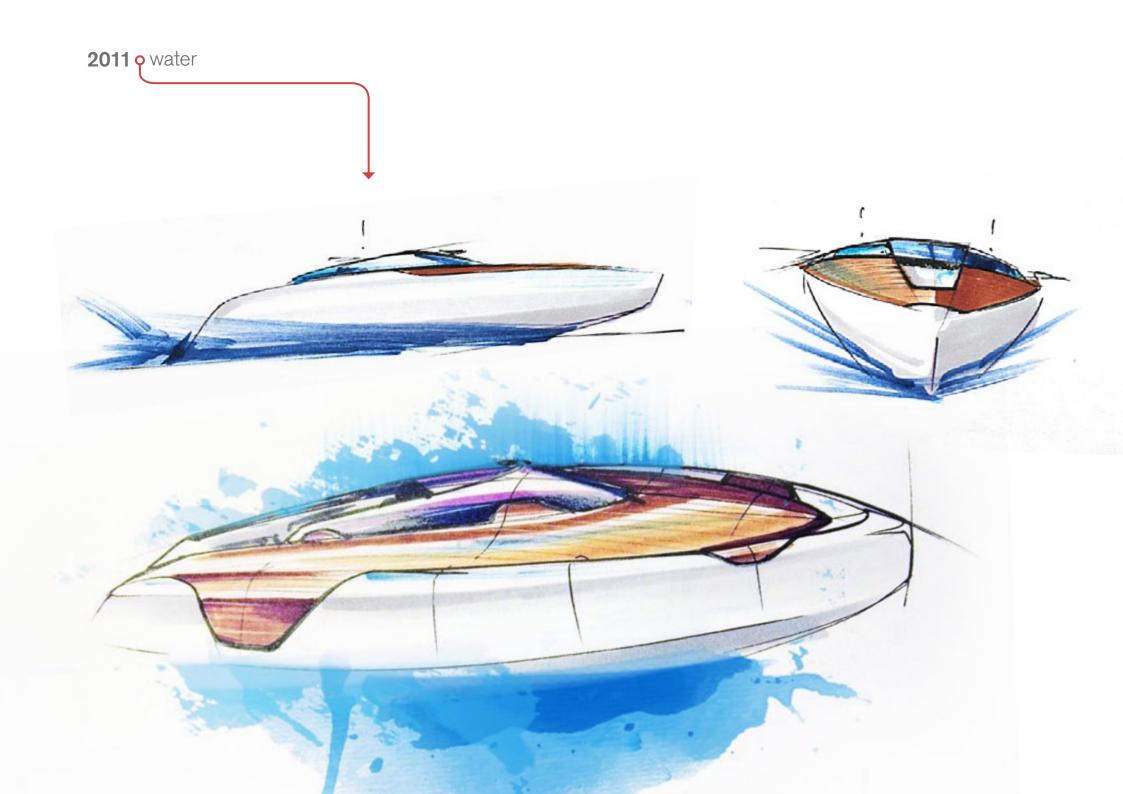
My goal was to make this new inevitable hardware on the way to sustainable mobility (ultralightweight materials and electric drive) visible in a realisable design - but not by applying importtuner-looks for carbonfibre parts and "green-leaves-and-blue-water-bubbles"-symbolic for electric energy.

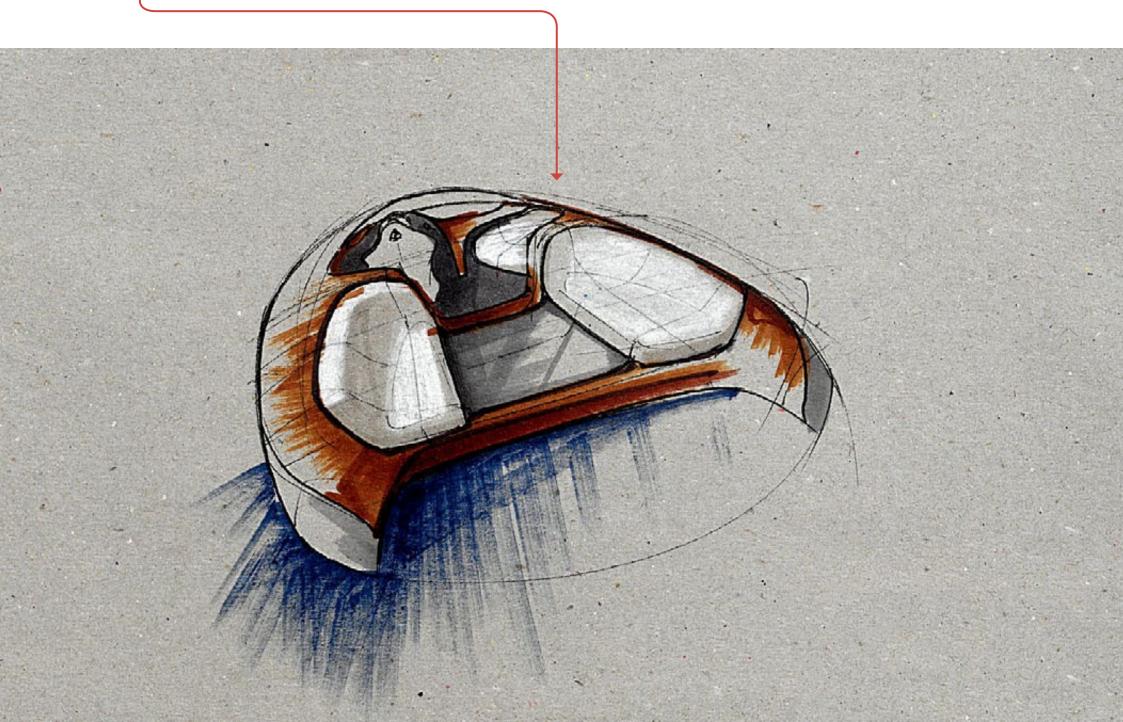
Inspired by the bent plywood of Ray and Charles Eames' furniture and the organic form of cloth flowing the wind, I designed the wooden planking to flow into the interior and split into individual ribs, generating seating and lying surfaces with a lightweight look and low structural complexity, yet high functional durability, much like parkbenches.

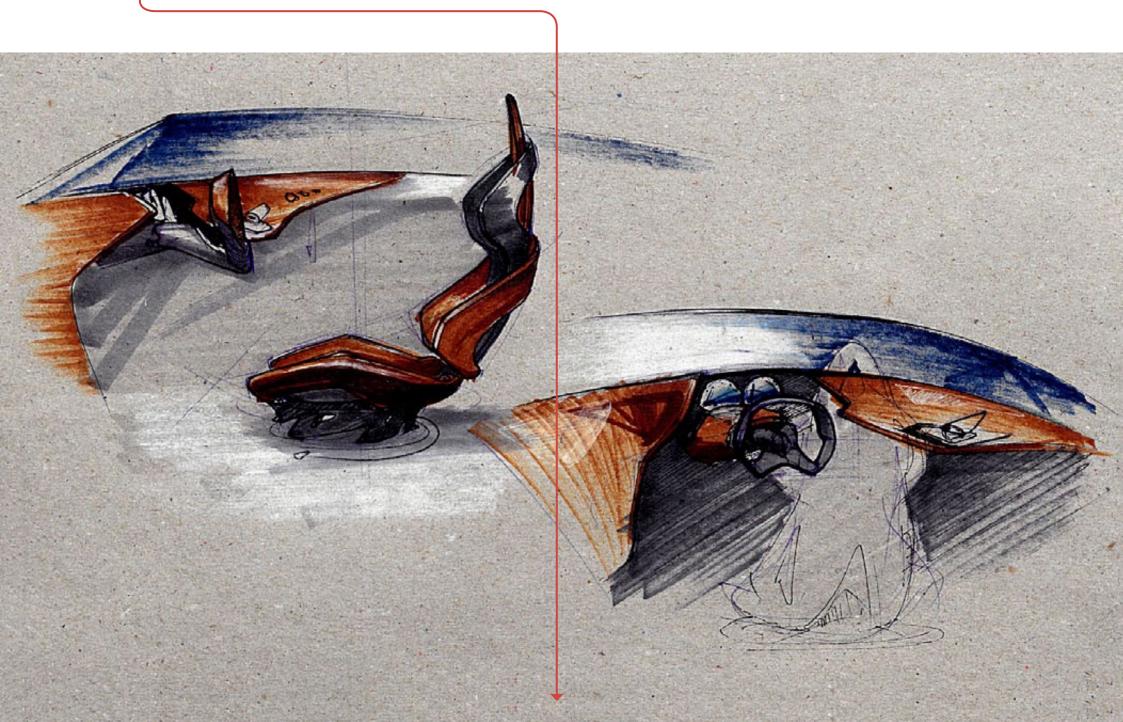


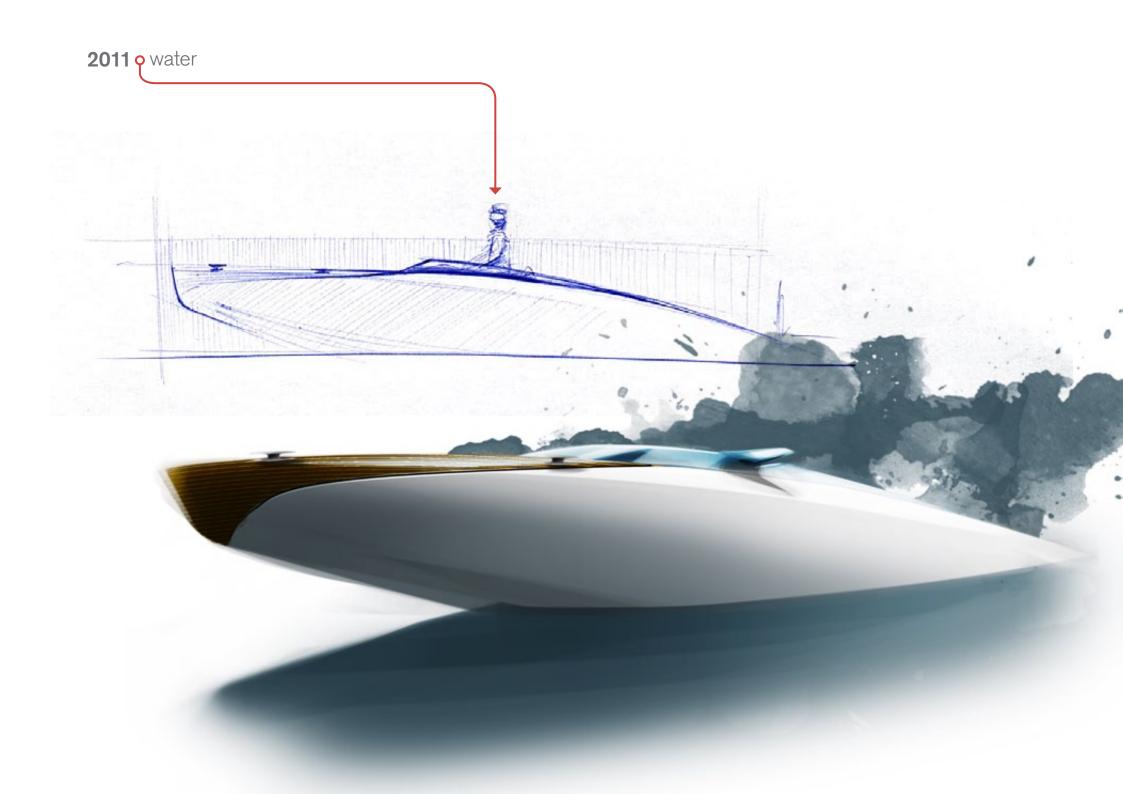
technical package supplied by avantgarde technologies

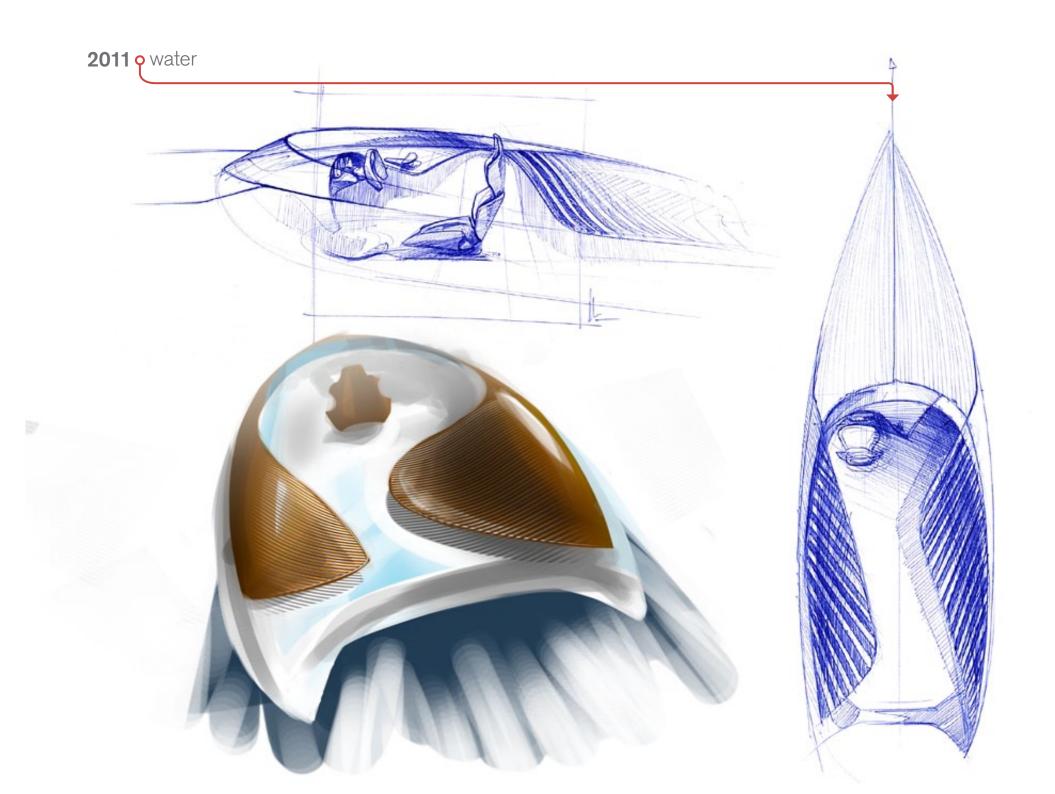








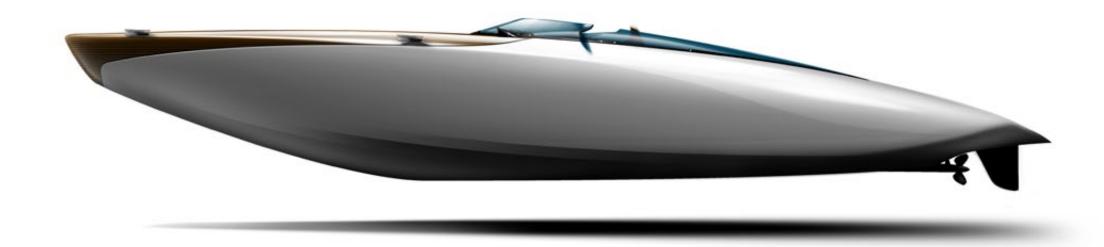




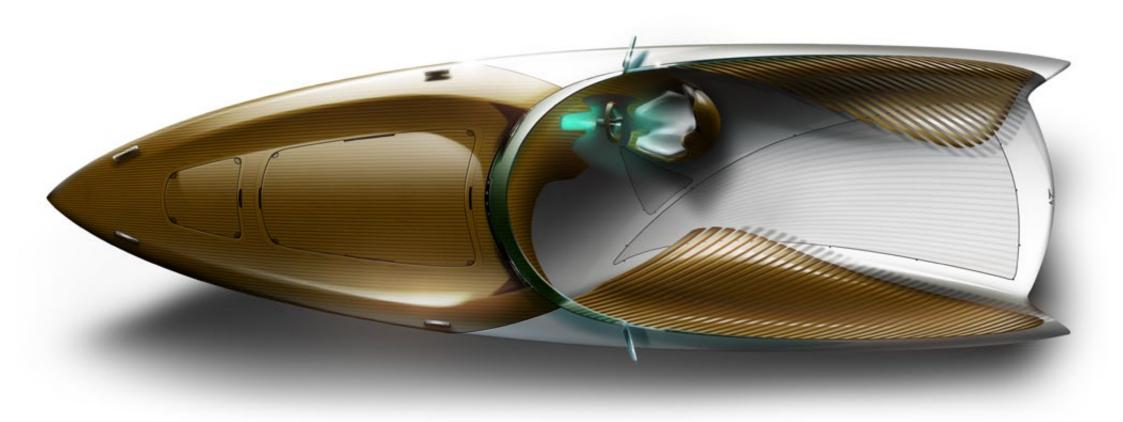
final render



final render



final render



2012 honda one



2012 • honda one

,the future of the motorcycle'

5th term university project

prof. peter naumann hs munich

paolo cuccagna honda r&d europe

teofilo plaza garcia honda r&d europe

Conceptual design of a 2wheel that attracts younger demographics to the market of aging motorcycle customers.



A BIKE FOR A YOUNG, URBAN MARKET HAS THE FOLLOWING...

CUSTOMER PROFILES.











André is 26 years old and lives in Paris. Coming from the countryside he can't stand public transportation and after 2 years of working as an Engineer, he finally has saved enough money to start searching for a serious alternative.

As an Engineer he likes Technics - but also thrives to make things as simple as possible.

So, André's biggest hobby is photography - analog photography, to be exact. While he is mostly concerned about the results, he still is fascinated by the fact how seemingly restrictive tools, like disposable, or toy cameras and analog film in general, without much possibility for adjustment, can be the most intense and fun experience in usage.



Phil lives in London. He's an average 23-year old dude, currently working on his diploma in management studies at a consultant firm.

To avoid the congestion charge while commuting to work or university he is looking for a neat 2-wheeled way to get into the city everyday.

His bike's materials - steel, chrome, leather - and the purism of the fixie approach - no brakes, no gears, fixed drive - just you and your legs - are what make it such a special driving experience for him.



Martin is 21 and currently in education to become a bank clerk in Berlin.

He already had a look at bicycles, but could not afford the risk of appearing at the bank, covered in sweat. But he doesn't want to spend his money on a lame scooter either. Using a car would be idiotic, regarding traffic (plus he could never afford the one he'd like) so he's searching for a smarter alternative which conveys both the ease of use of scooters and the strong statement of a wholesome motorcycle.

He likes them for their Usability - and is thoroughly convinced that less features, although they might appear inferior to competitive products on the data sheet, are the reason for their undisputed ease of use.

COMPETITORS.

125cc.

Scooters.



_good size vs sophistication ratio.

_either old machines.

or new ones, that want to look like kawa ninjas.



ease of use.

_small but limited driving experience.

_teenager image.

E-Bikes.

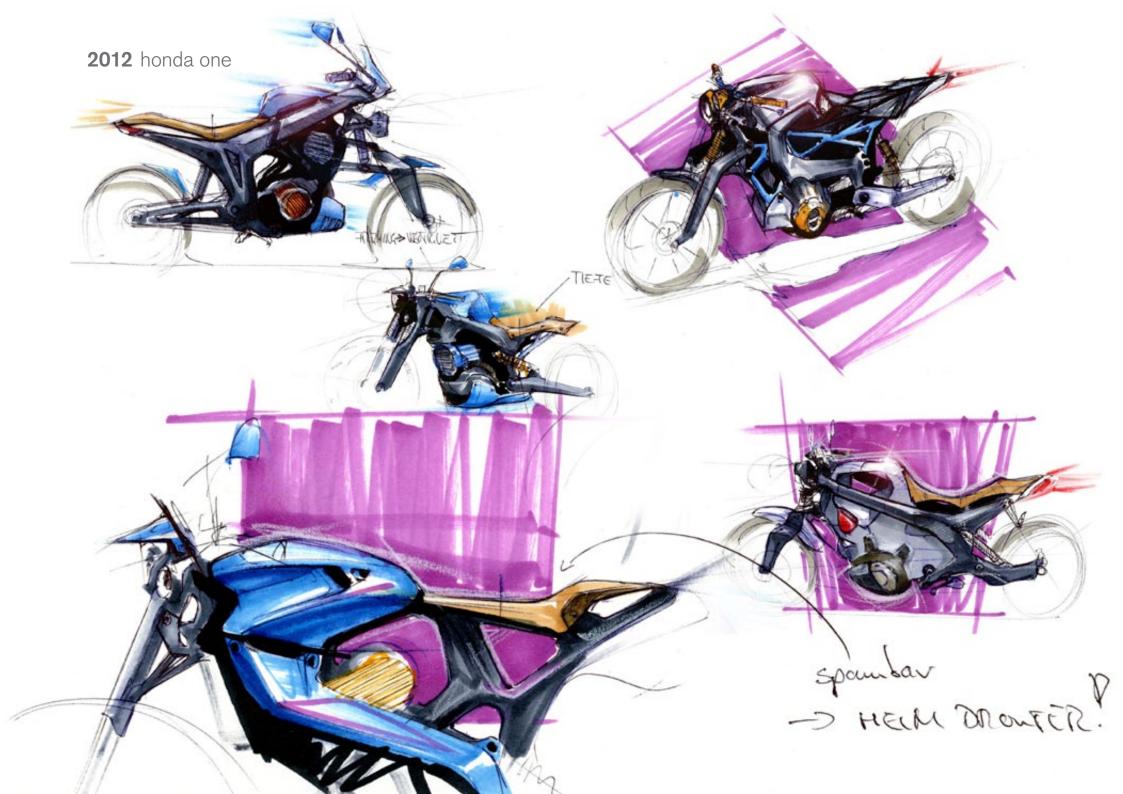


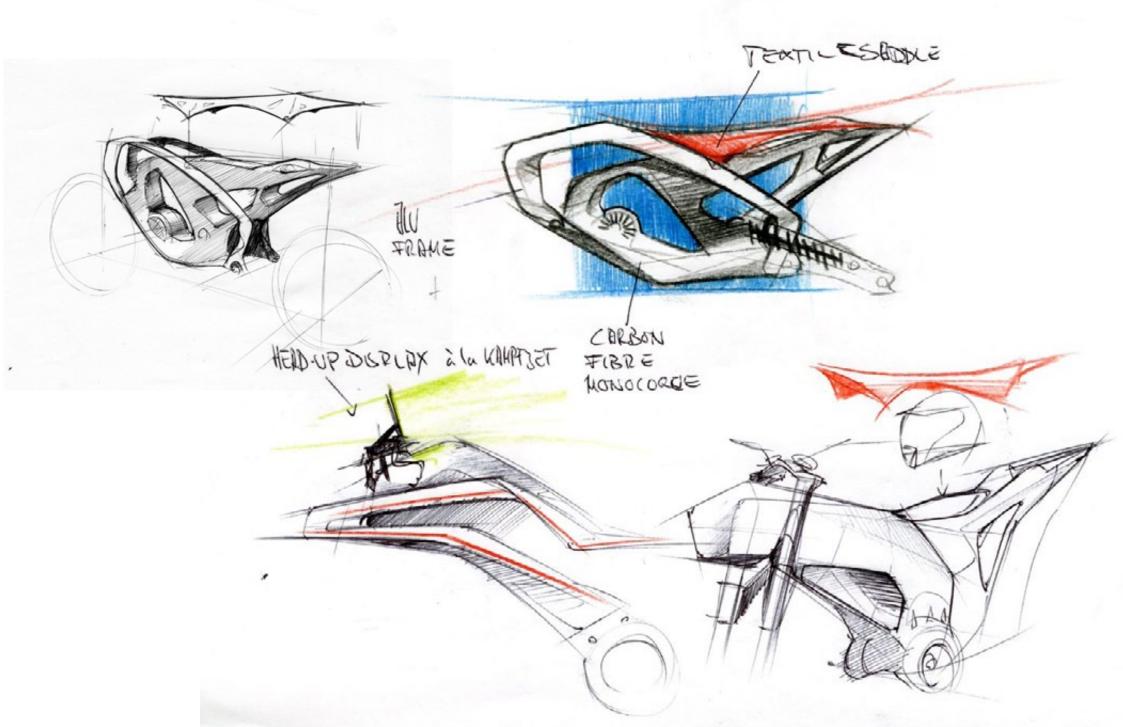
_benefit from electric drive performance.

_suffer from limited development budgets in terms of design and marketpenetration.

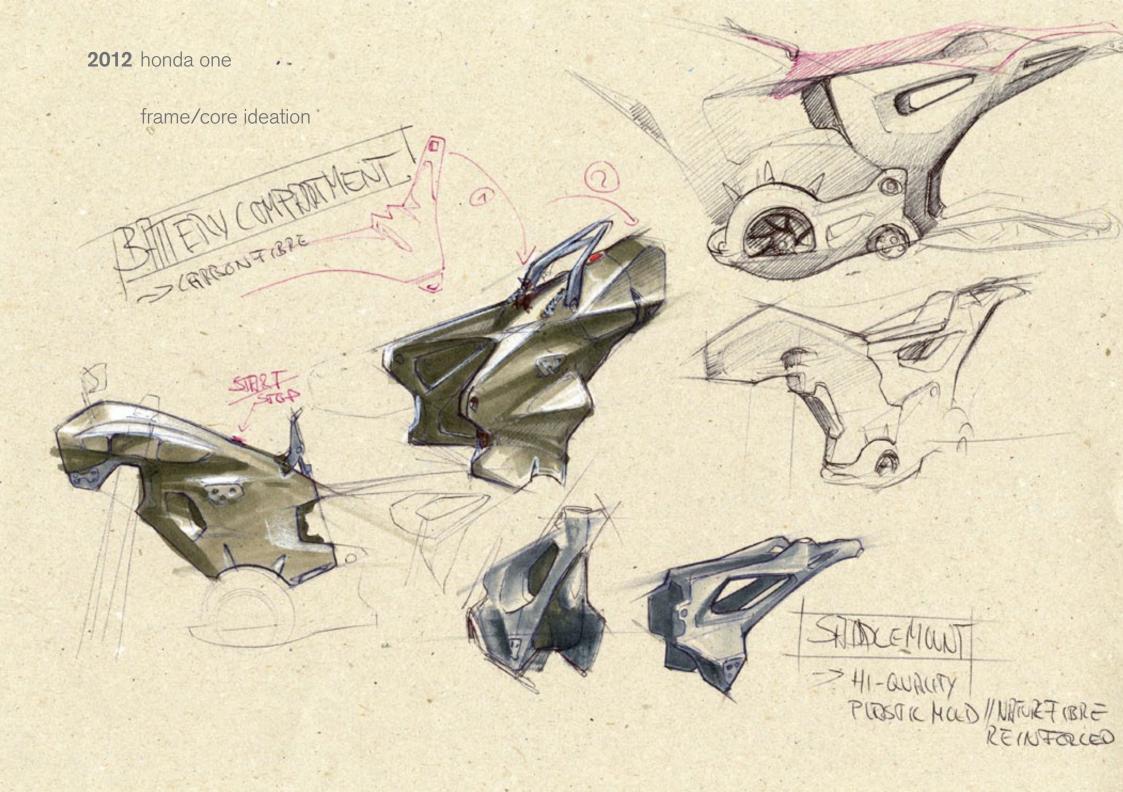
CONTEXT.

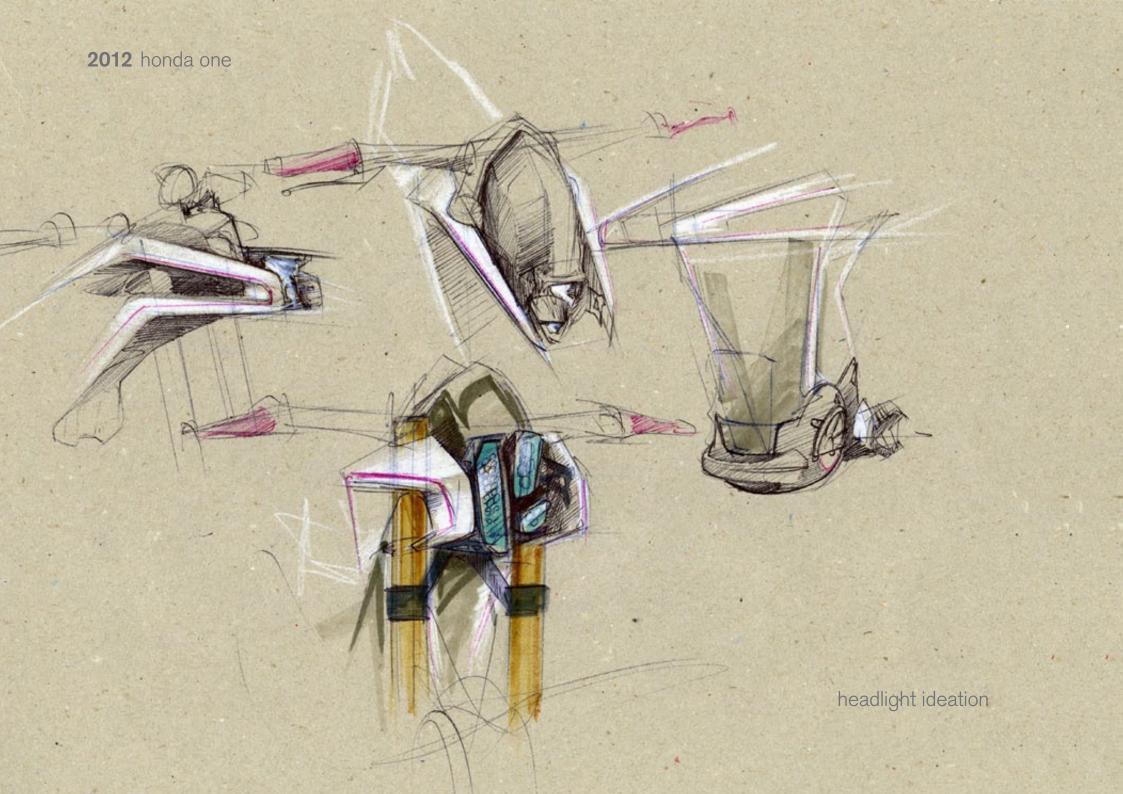


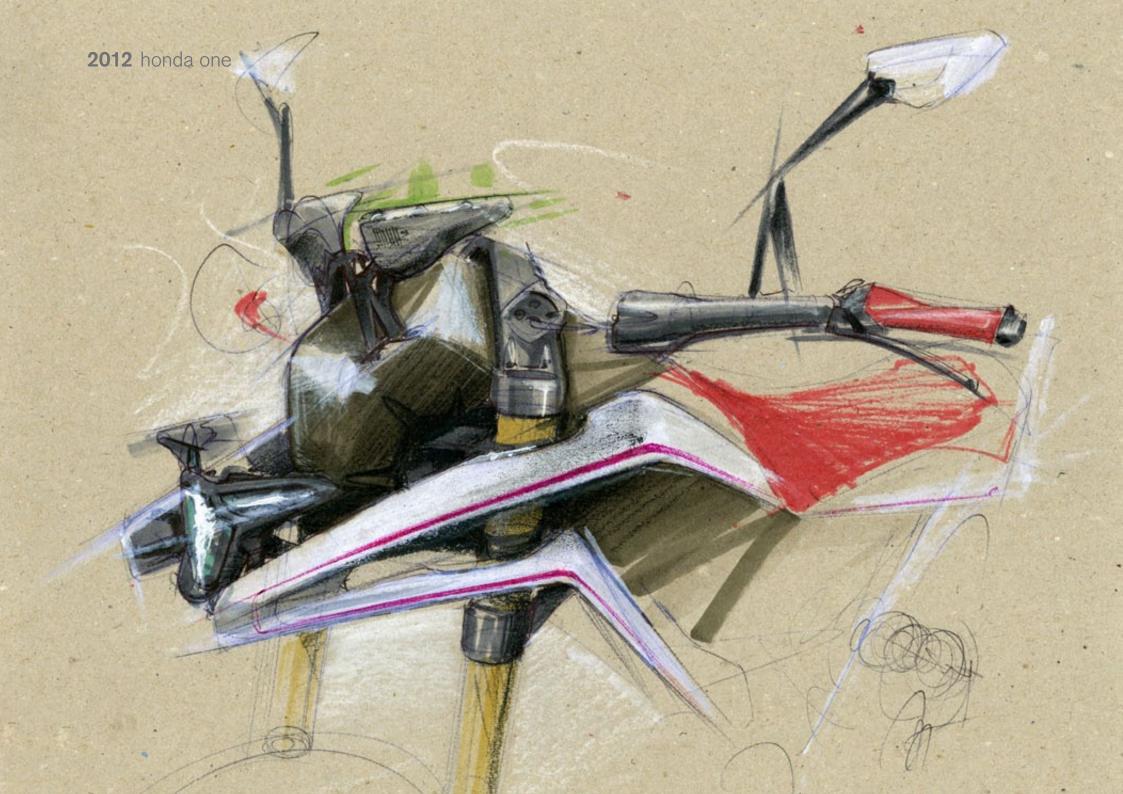












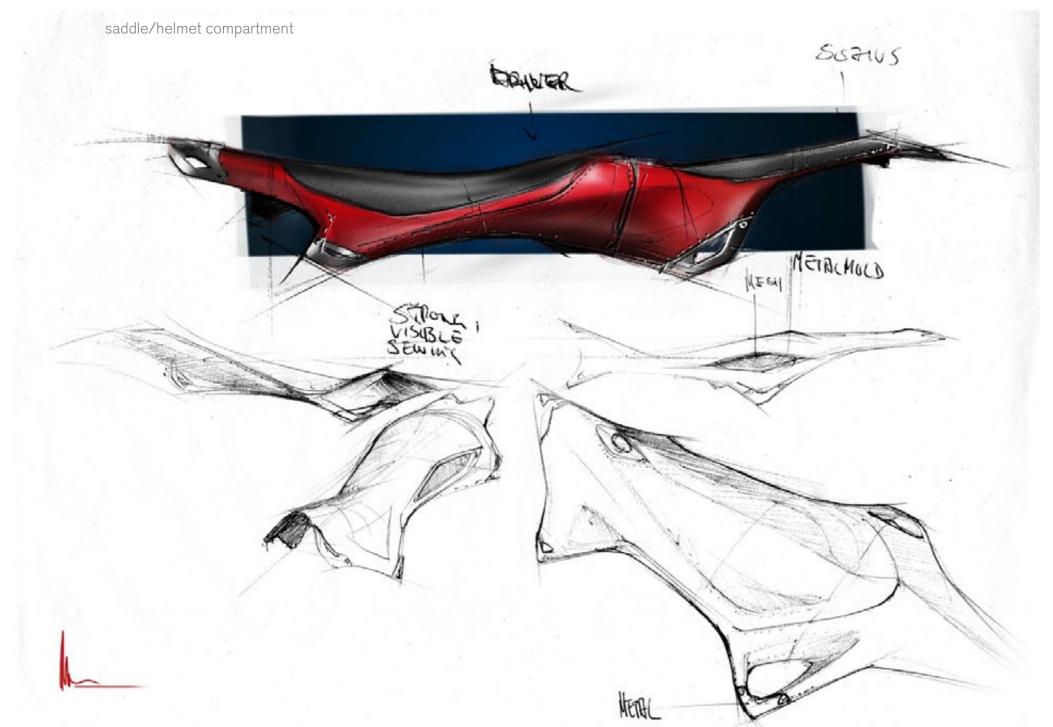
QUALITY.

_visible technical parts strengthen the trust in the vehicle _traditional and state-of-the-art materials





2012 honda one









2013/14 honda internship



2013/14 phonda internship

second internship 7 months rome, italy

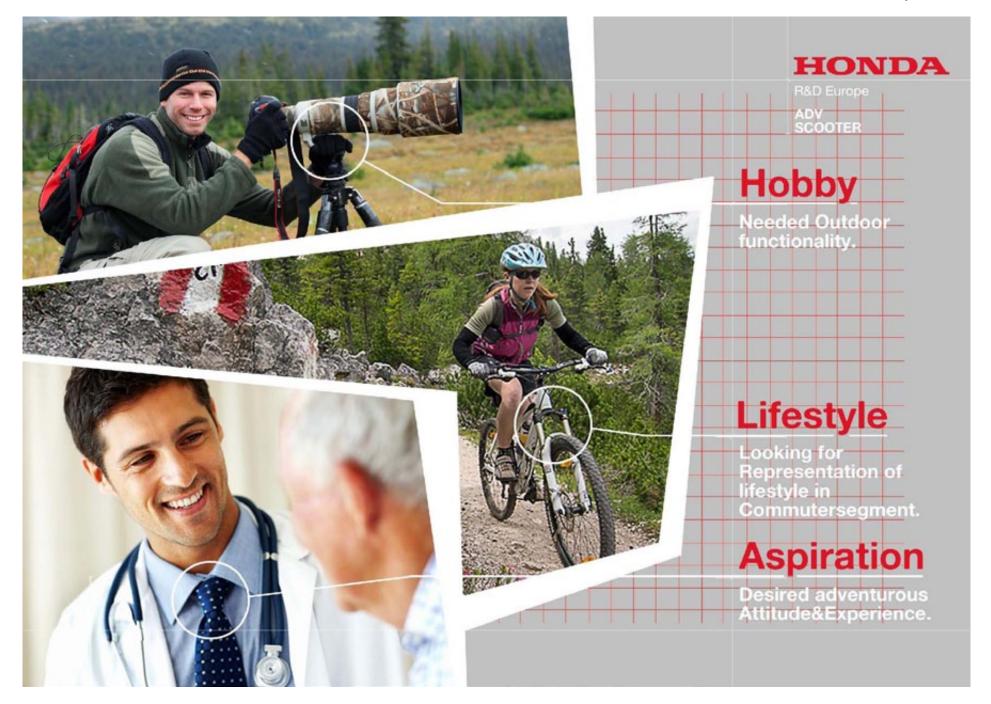
paolo cuccagna honda r&d europe

teofilo plaza garcia honda r&d europe

This is an excerpt of my final internship presentation at the Honda R&D Europe in Rome.

Together with a colleague intern from india, we were tasked to individually produce a design for a "adventure scooter" on the 750cc platform and provide designinput for the resident design team at Honda.





HONDA

R&D Europe

ADV SCOOTER



Customers already customize their Commuting Vehicles for enhanced OUTDOOR & ADVENTURE functionality.



HONDA

R&D Europe

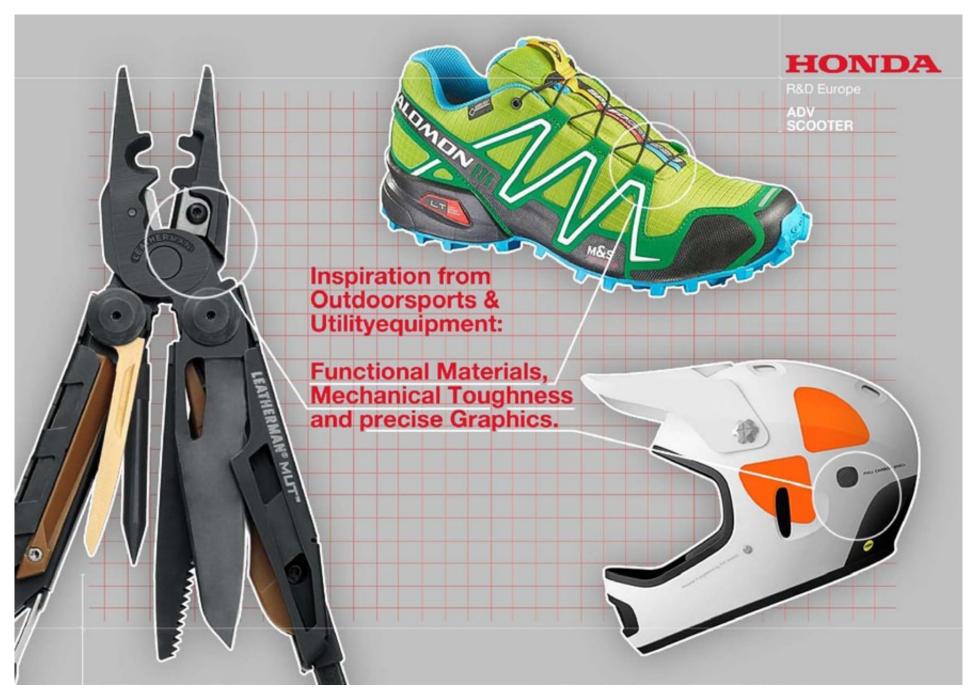
ADV SCOOTER

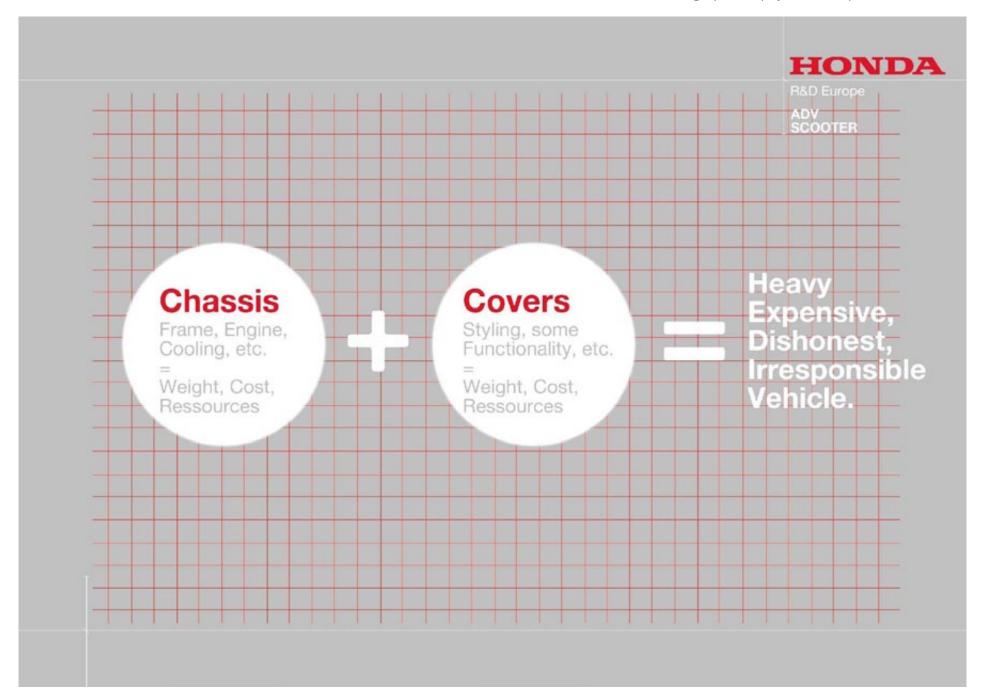
DESIGN CONCEPT

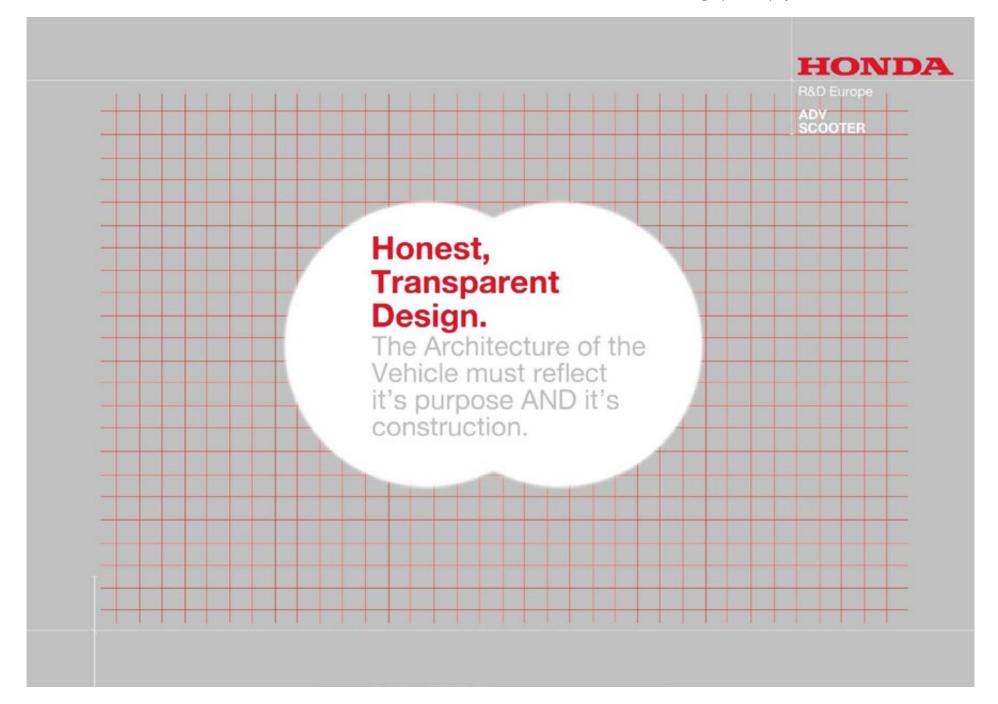
Flexible Cargosolutions & Customizability for better ADVENTURE capability.

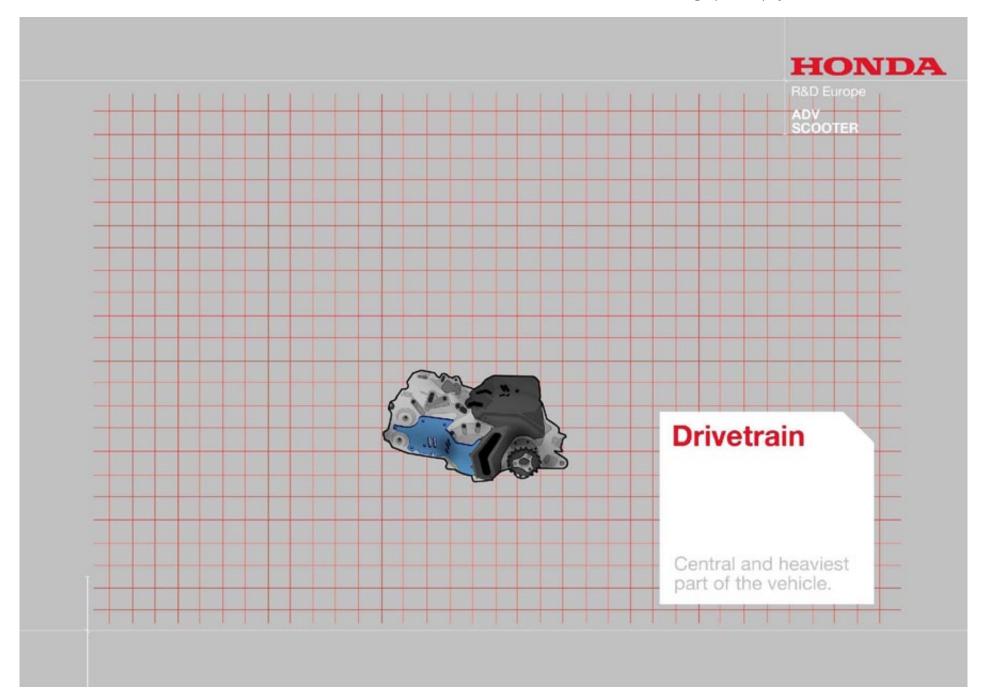
Thus increase suitability for daily use and consequently become more attractive as COMMUTER vehicle in the MaxiScooter-segment.

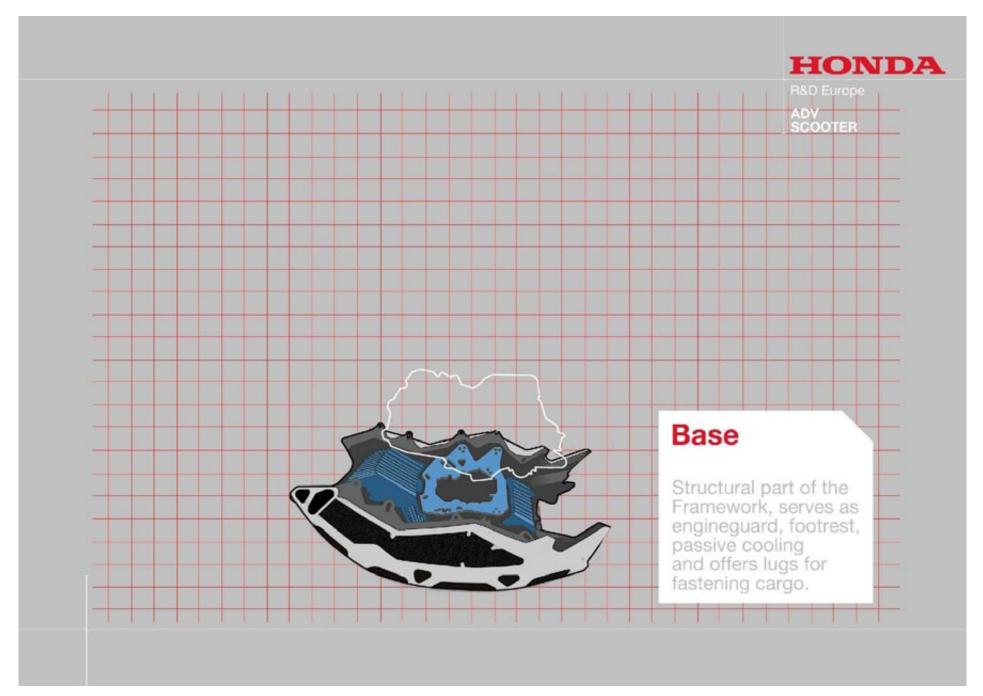


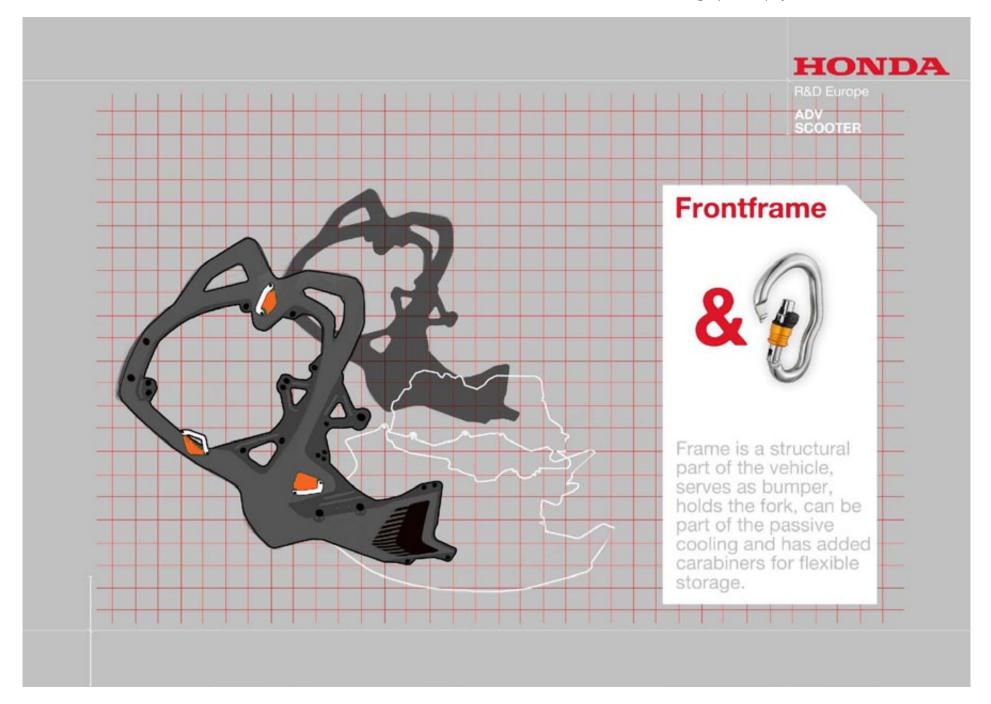


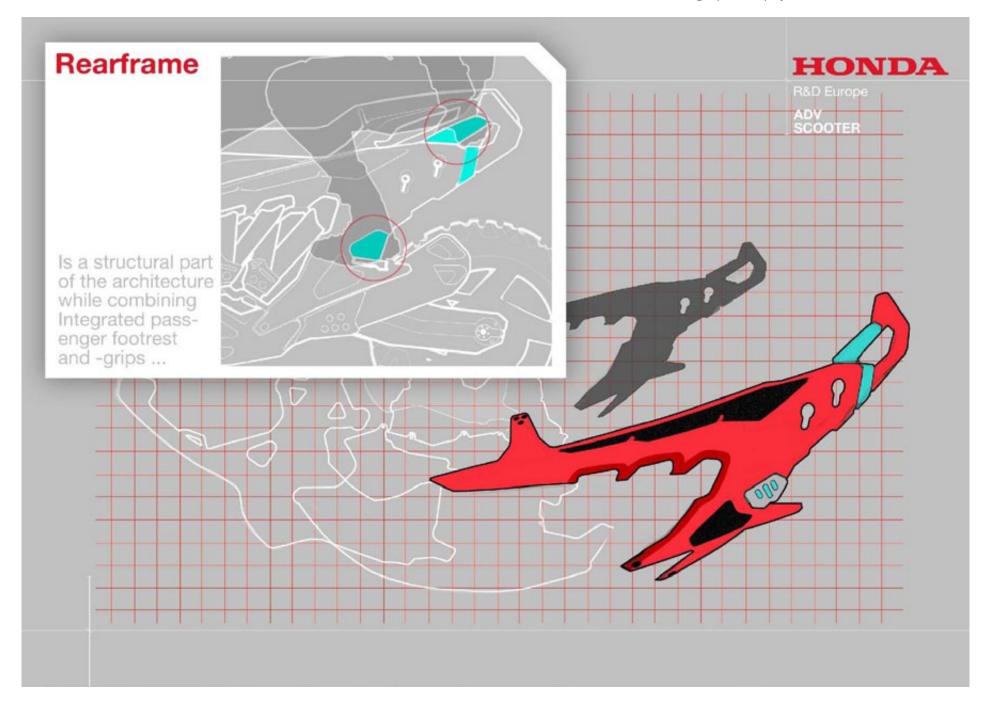


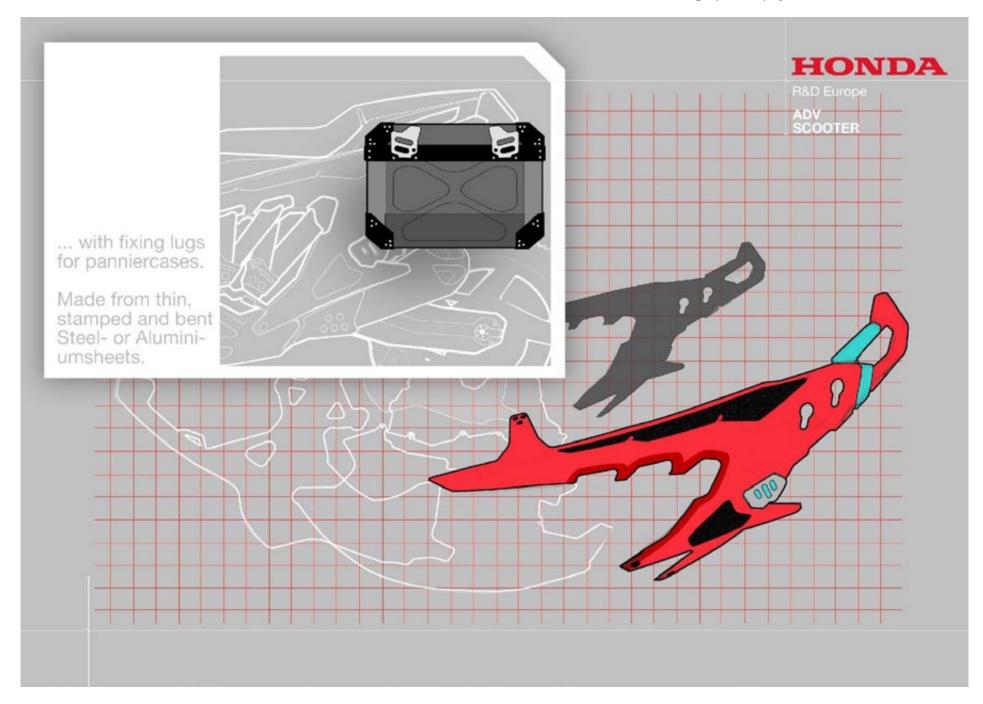


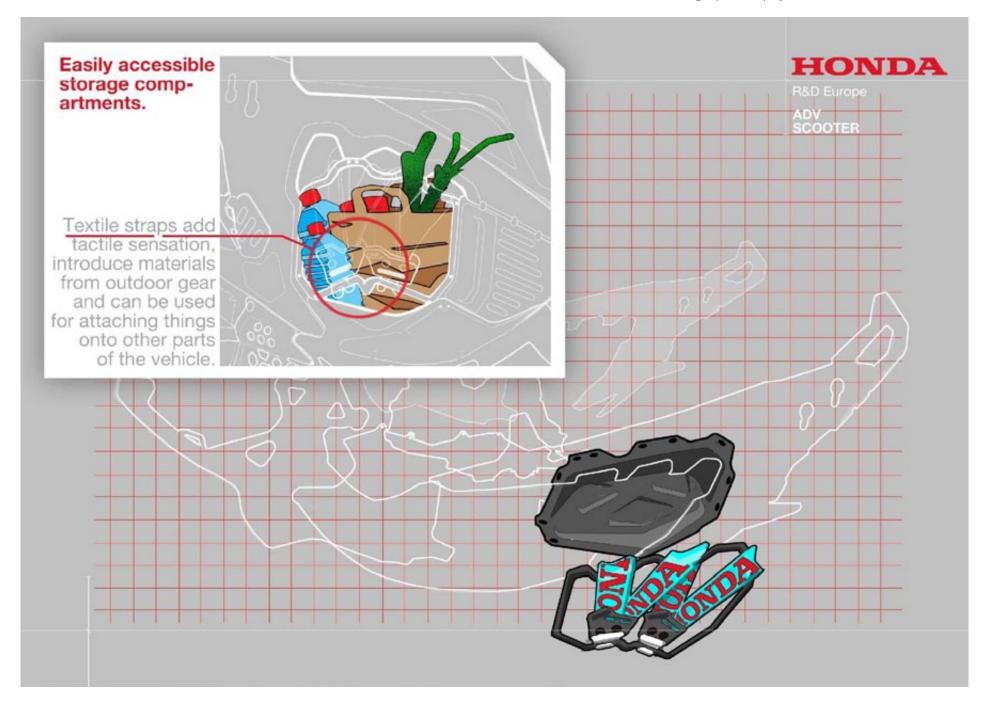


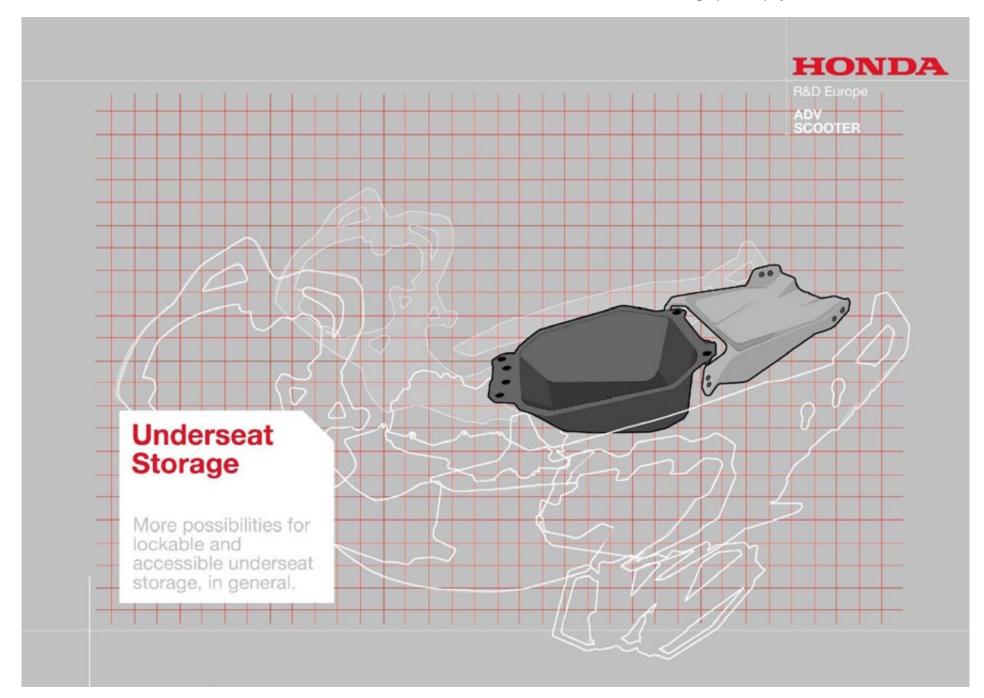


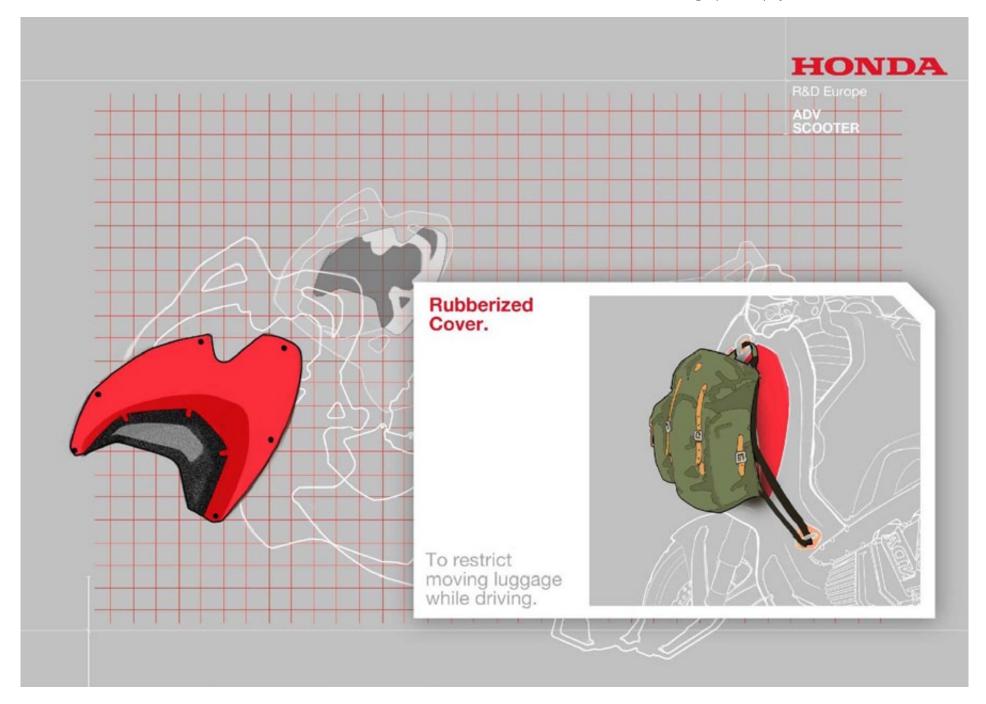


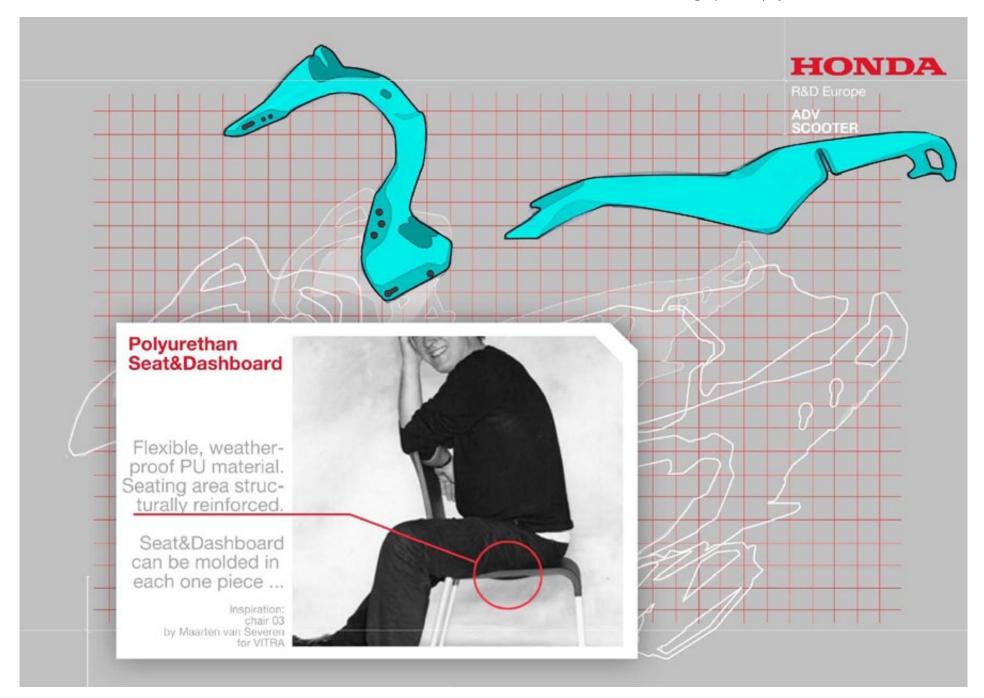


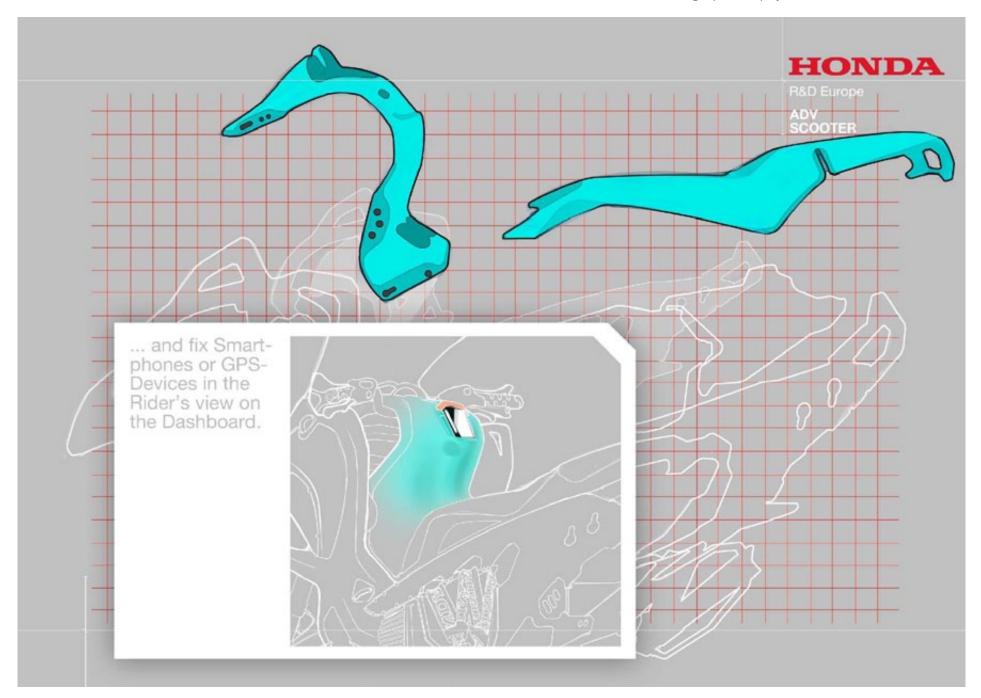


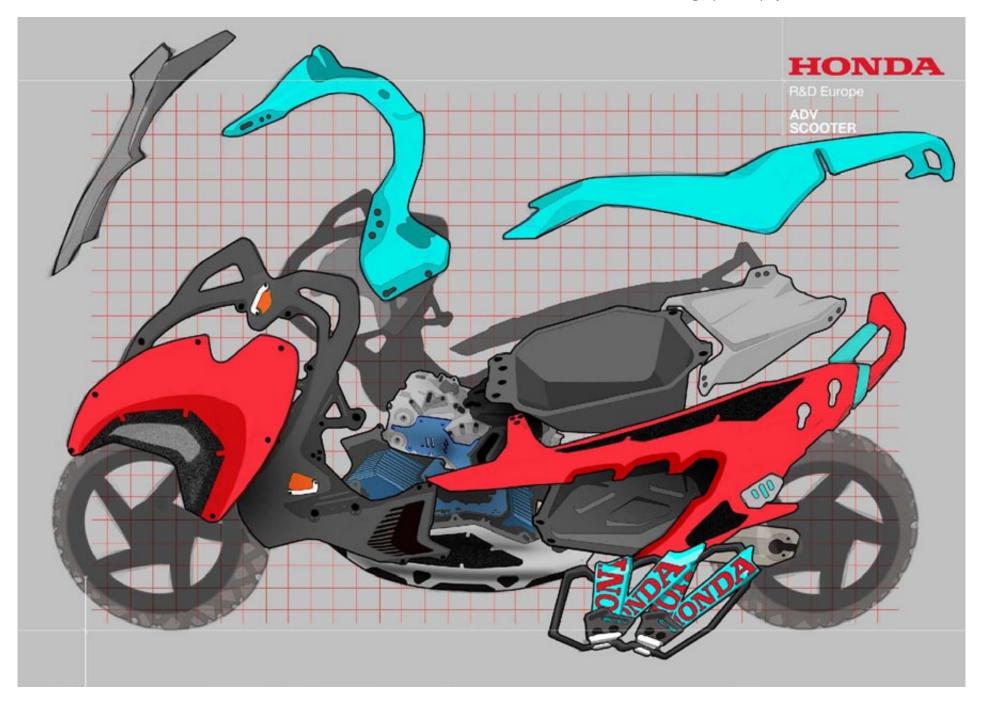


















2014/15 the architecture of mobility



2014/15 • the architecture of mobility

9th/10th term bachelor thesis prof. peter naumann

This is just a short excerpt, for the full context of my bachelor thesis visit the infosite: www.thearchitectureofmobility.com

After 4 years of studying design and 2 internships with a focus on transportation, i felt the need to reassess my original motivation at design cars fundamentally.

The result was a personal questioning of our current concept of mobility in sociocultural, ecological, economical and also moral aspects in the discipline of design.

"Design" in transportation is mainly about styling, styling is not part of solving mobility issues, it is even part of creating them.

Thus, i wanted to examine which paradigm shifts in design moral, product lifecycles and sociocultural impact need to be considered for designing a sustainable mobility revolution in the upcoming age of the autonomous car.



1. Think simple. Abstract.

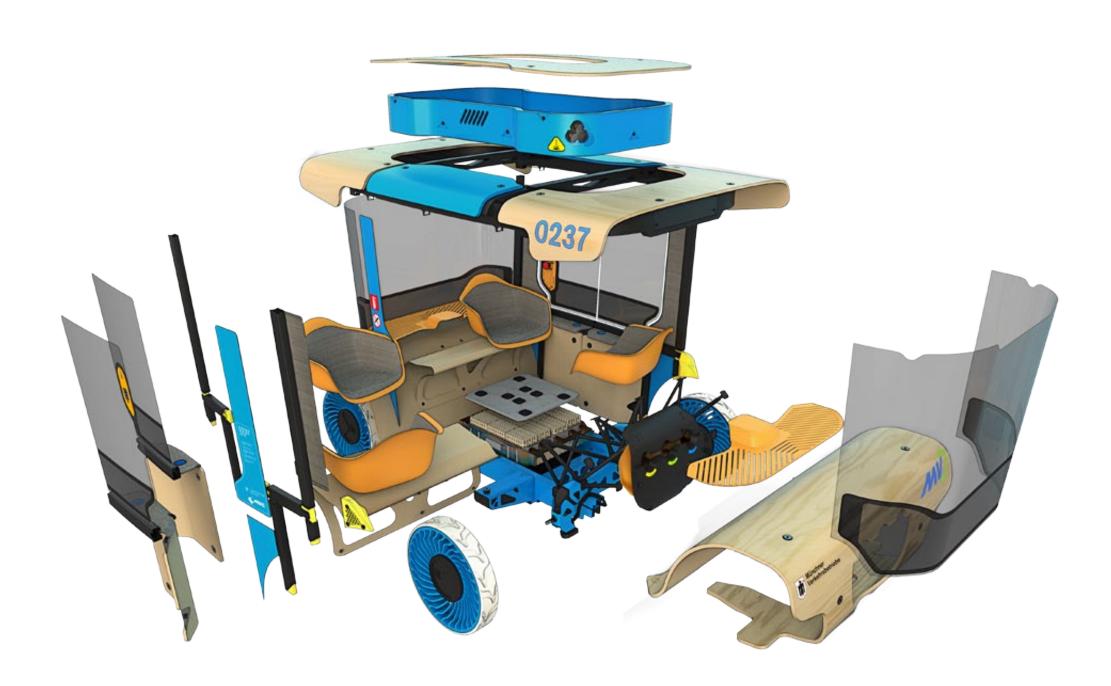


2. Make it tangible.

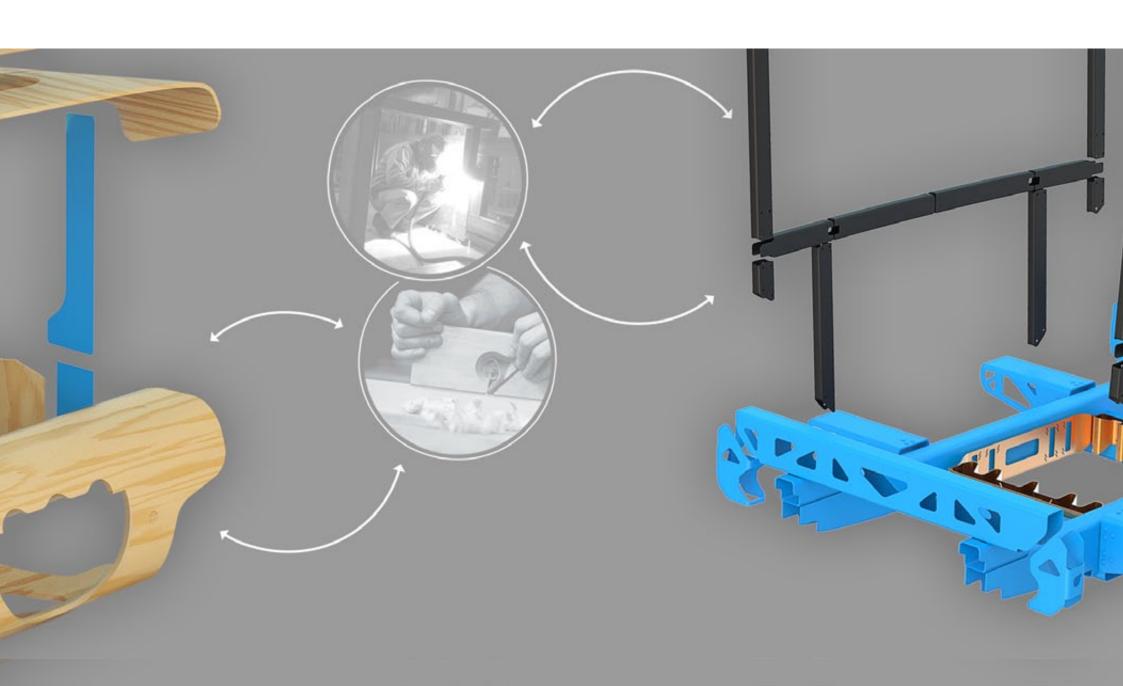




3. Architecture equals Design.



4. Consider lifecycles and economical context.



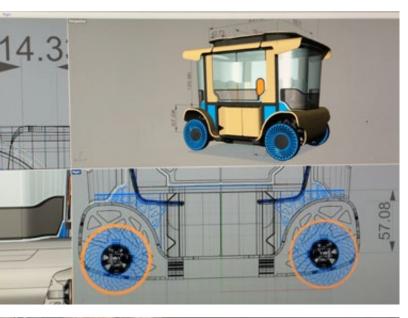
5. Design for Demographics, not markets.



7. Make it social to avoid mere consumption.



8. Build.







9. Show & Tell.



2015/16 adaptive city mobility ©



2015/16 o adaptive city mobility ©

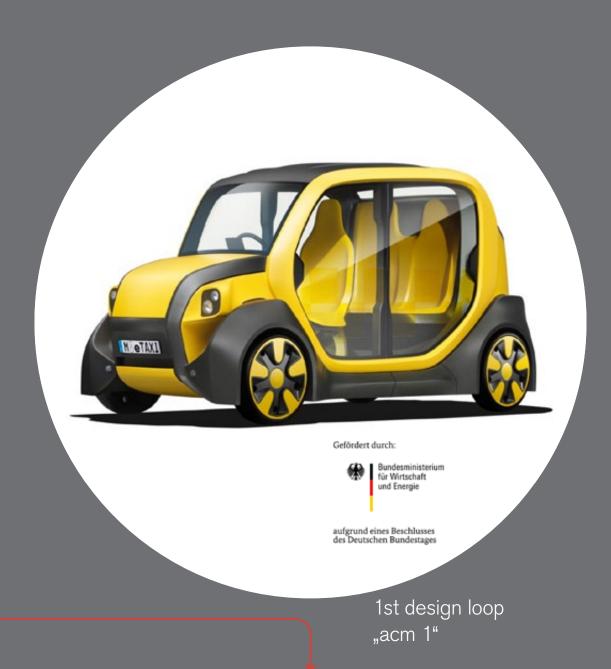
2nd design loop for "acm 2" freelance project support for **naumann design**

Government funded Lighthouse Research Project on a small, lightweight multipurpose electromobility ecosystem.

_Vehicleclass - L7e
_450kg (without batteries)
_Taxi version for 2 Passengers
_Interchangeable Batteries
_cargo/commercial versions available

Fully digitally embedded for dynamic advertisement, fleet management and mobility services.

All following pictures are copyrighted to the adaptive city mobility project and naumann design.



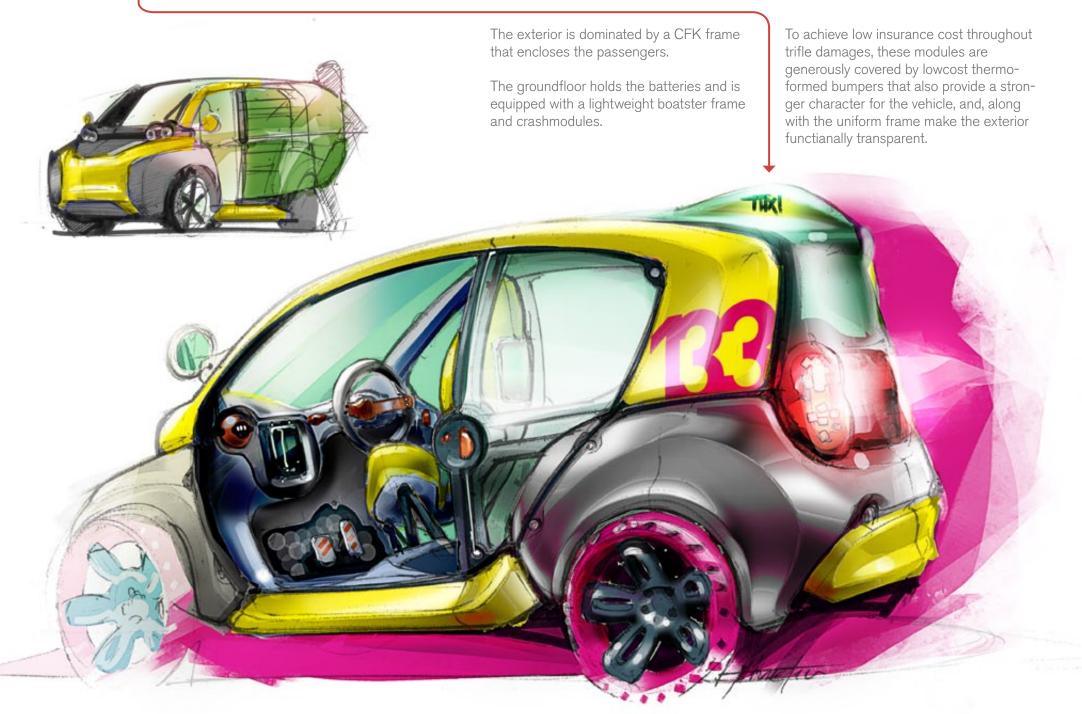


Design of the overall architecture and parts was strongly oriented on design-to-cost and the lowest possible vehicle weight.

Challenges were providing a juxtaposed approach to vehicular aesthetics, with strong character for such a small vehicle - while considering legislative regulations and favourable

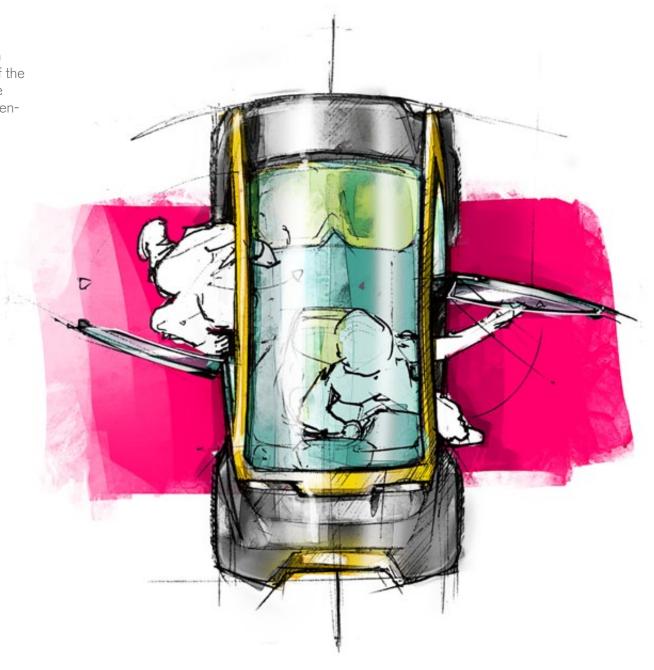
insurancecosts to attract commercial fleet operators to the idea of a dynamic e-fleet of lightweight urban vehicles.

2015/16 o adaptive city mobility ©

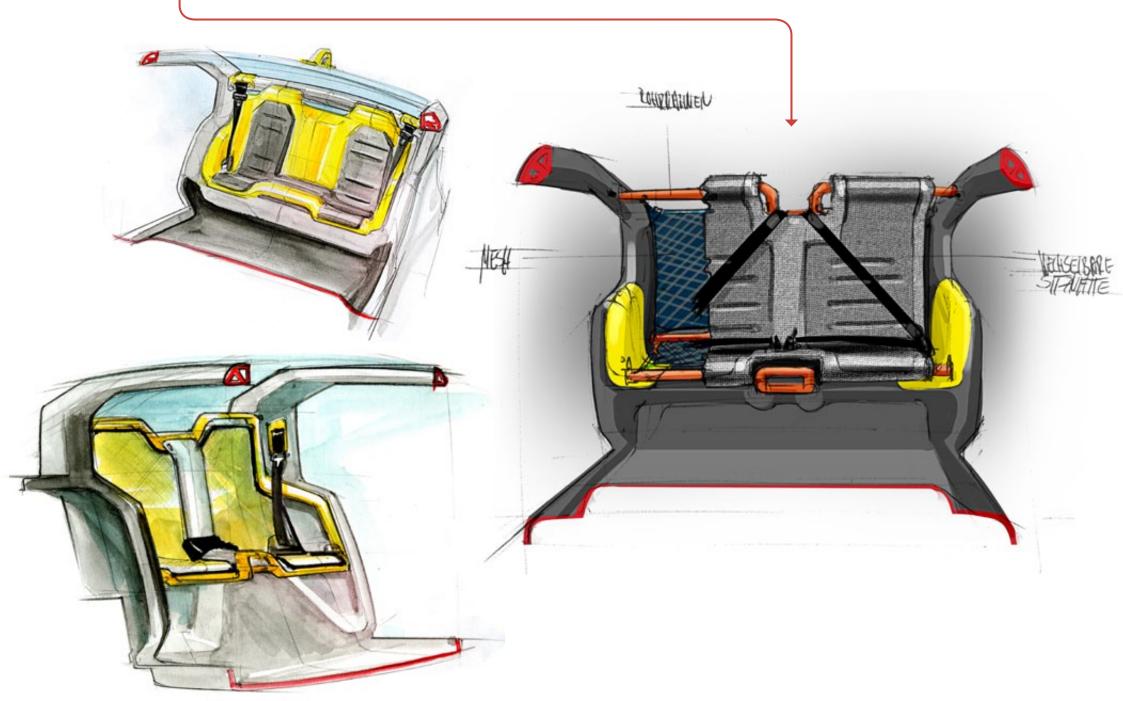


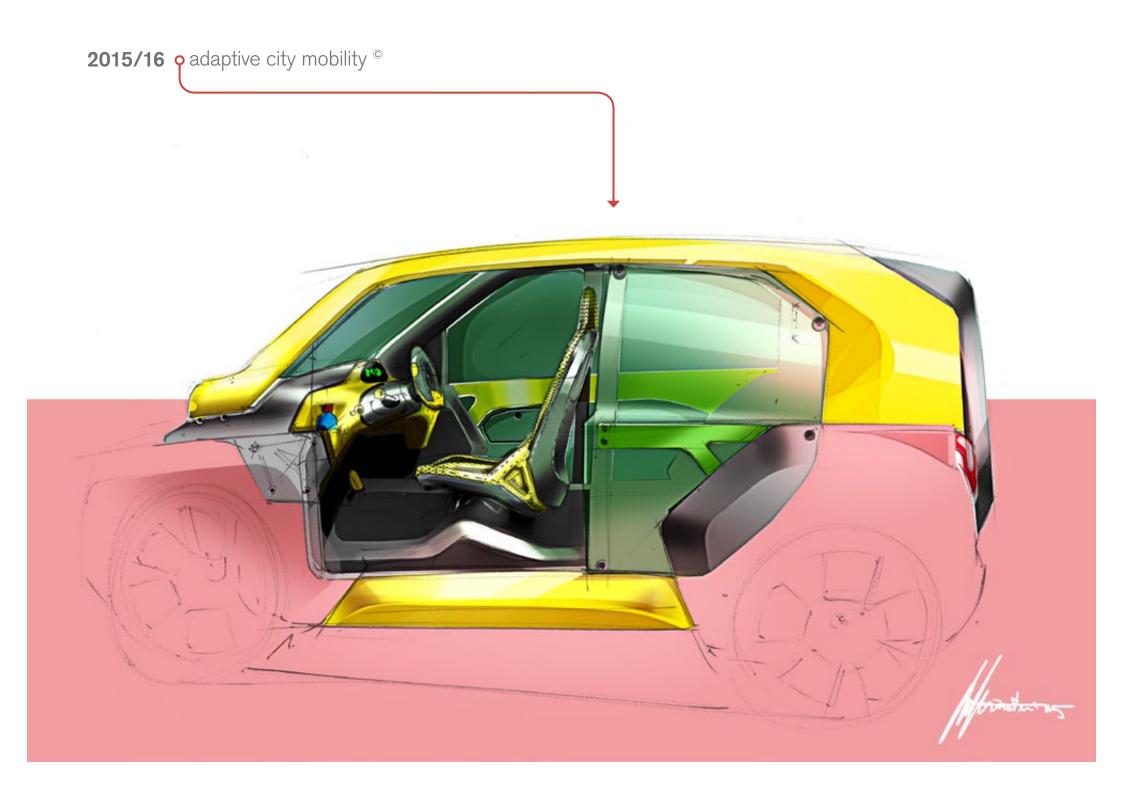
2015/16 opadaptive city mobility ®

The 3-seat interior for the taxi-version went through a thorough evaluation of the driver's "office" situation as well as the passengers' bench-solution and their entertainment opportunities.



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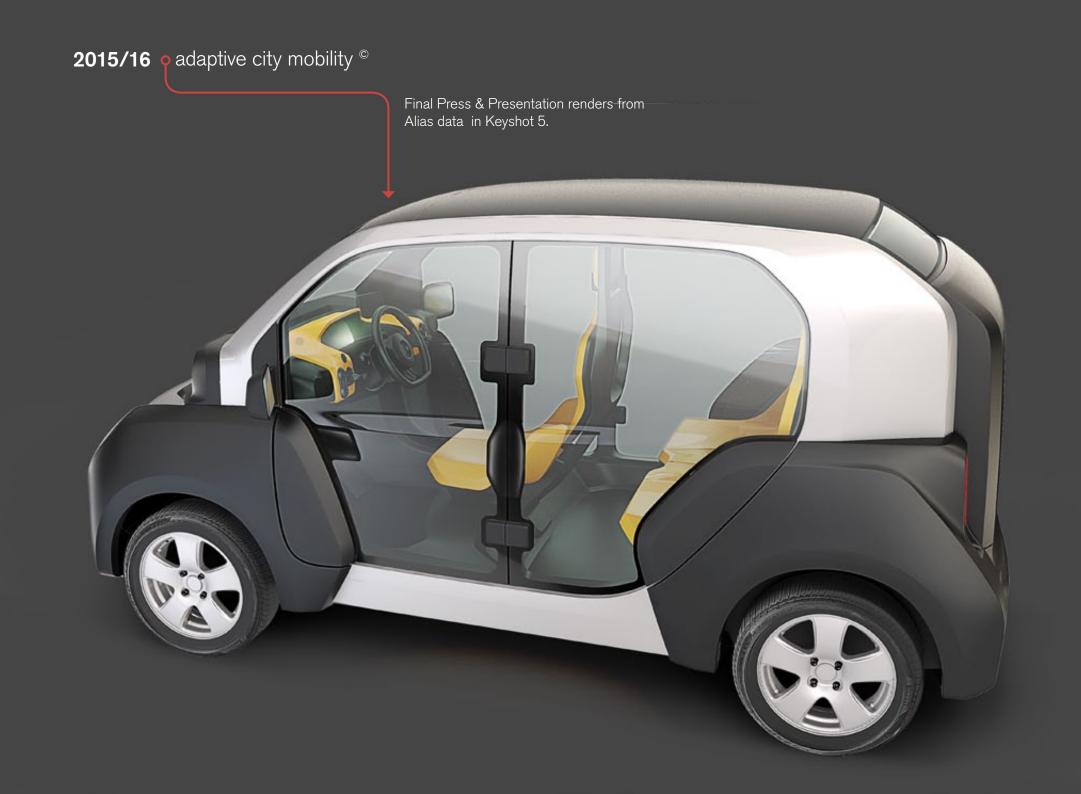
The exterior & exterior were presented on June 1st, 2016 in a 1:1 scale designprototype.

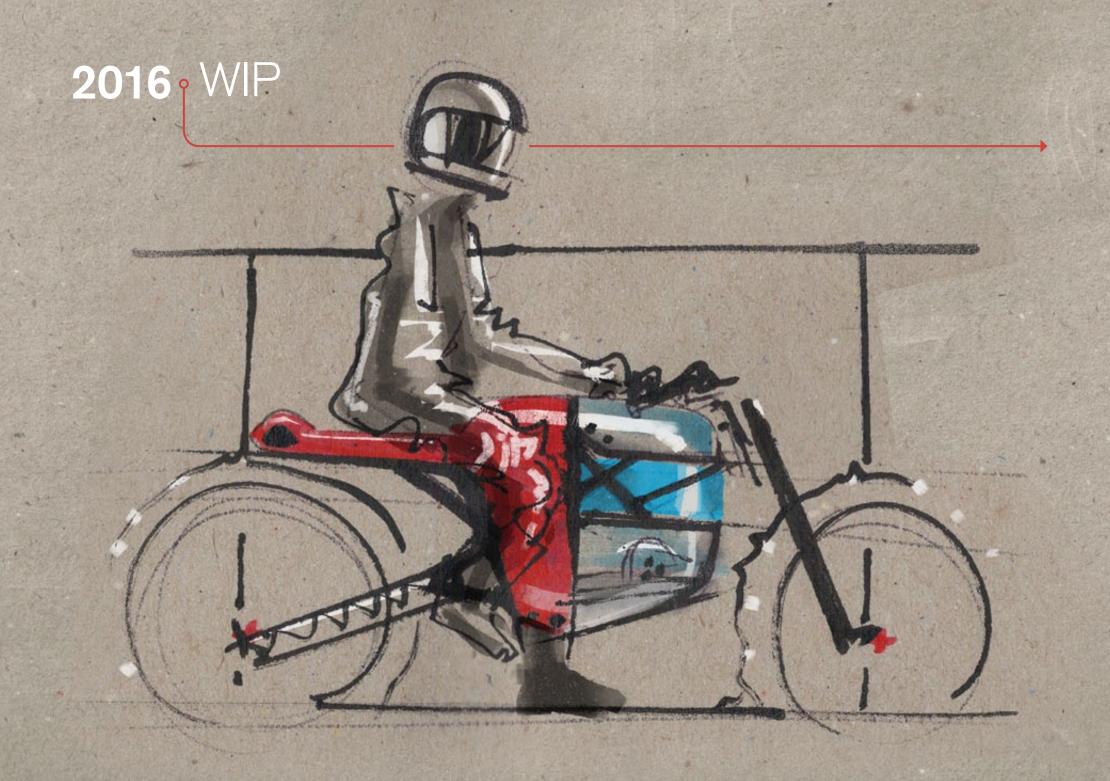




Final Press & Presentation renders from Alias data in Keyshot 5.







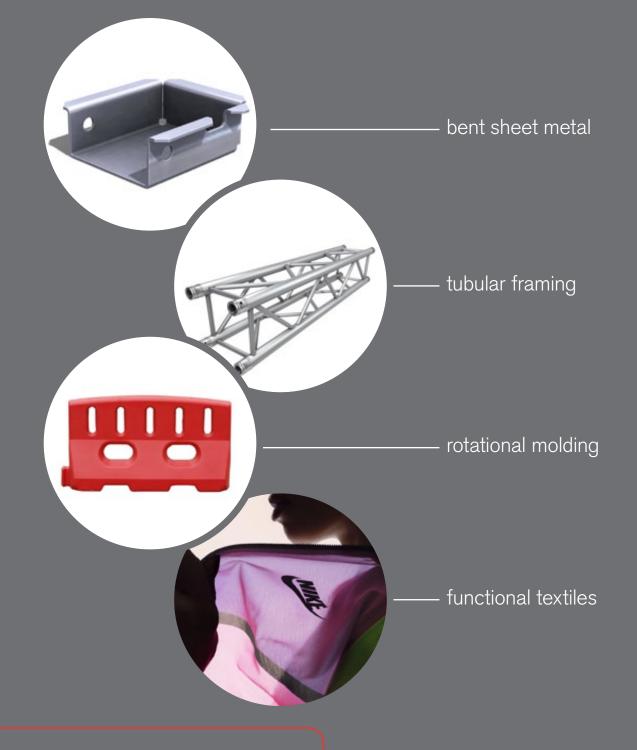
2016 • WIP - personal project

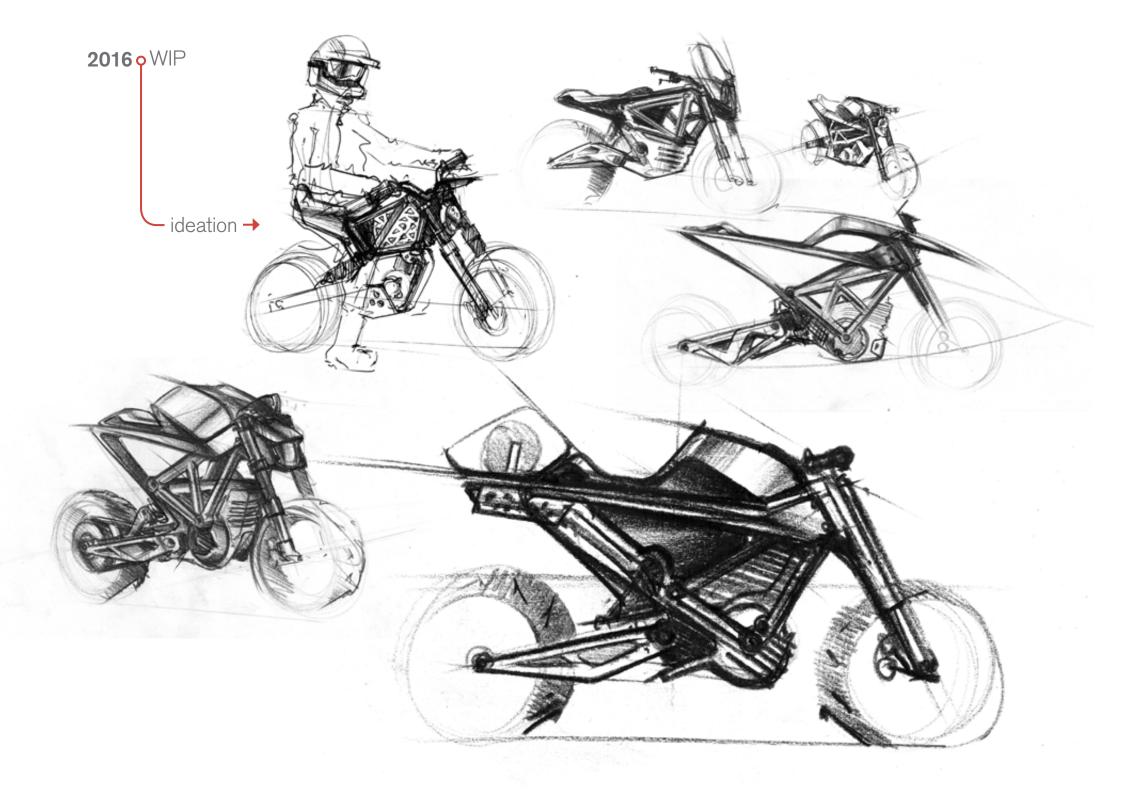
approx. 1 week's work so far.

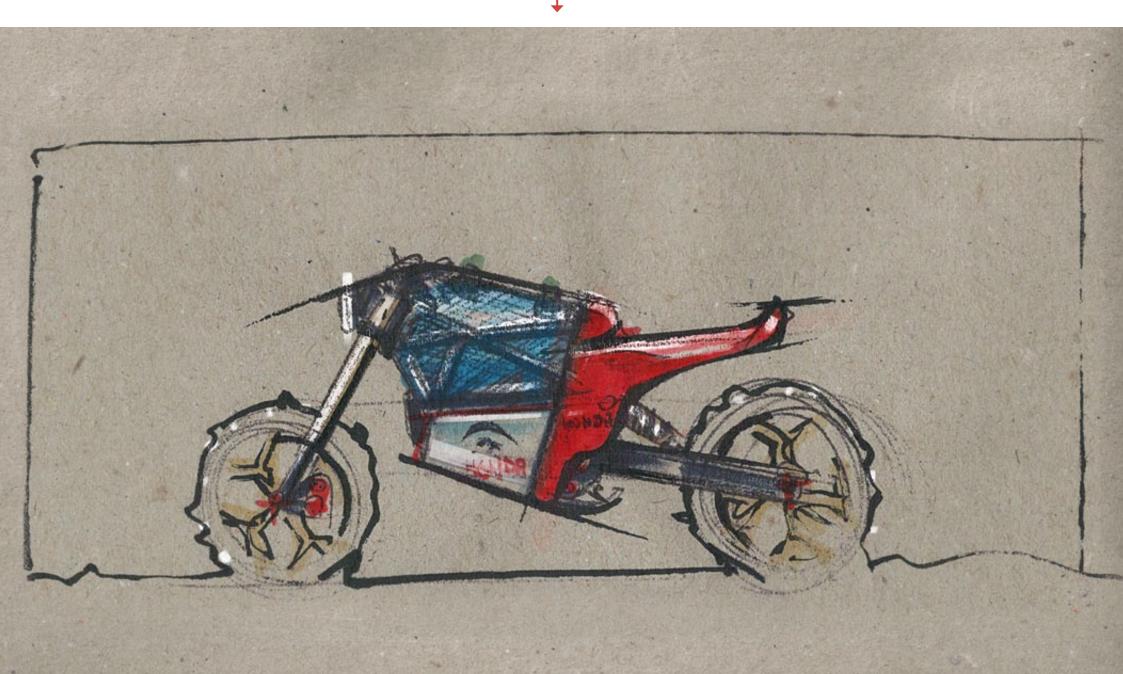
Batteries make electric mobility expensive and thus still hinder broad acceptance - to reduce cost and improve attraction: how could a manufacture-driven, low-invest, design-to-cost approach to a 250cc-equivalent bike design look like?

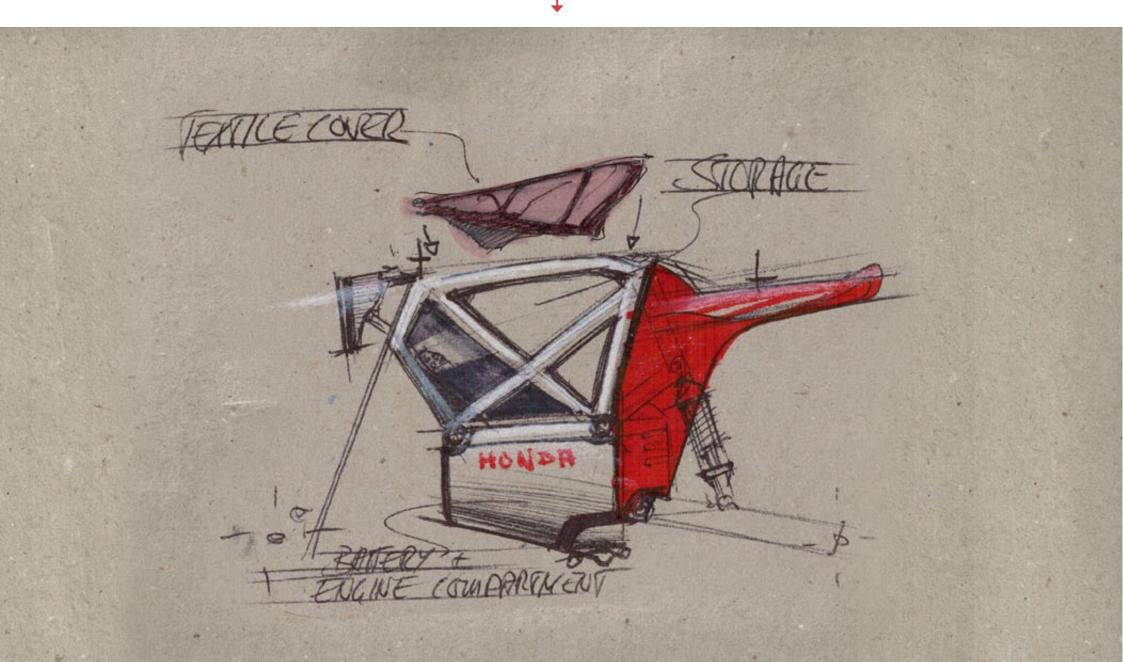
Leaving styling aside:

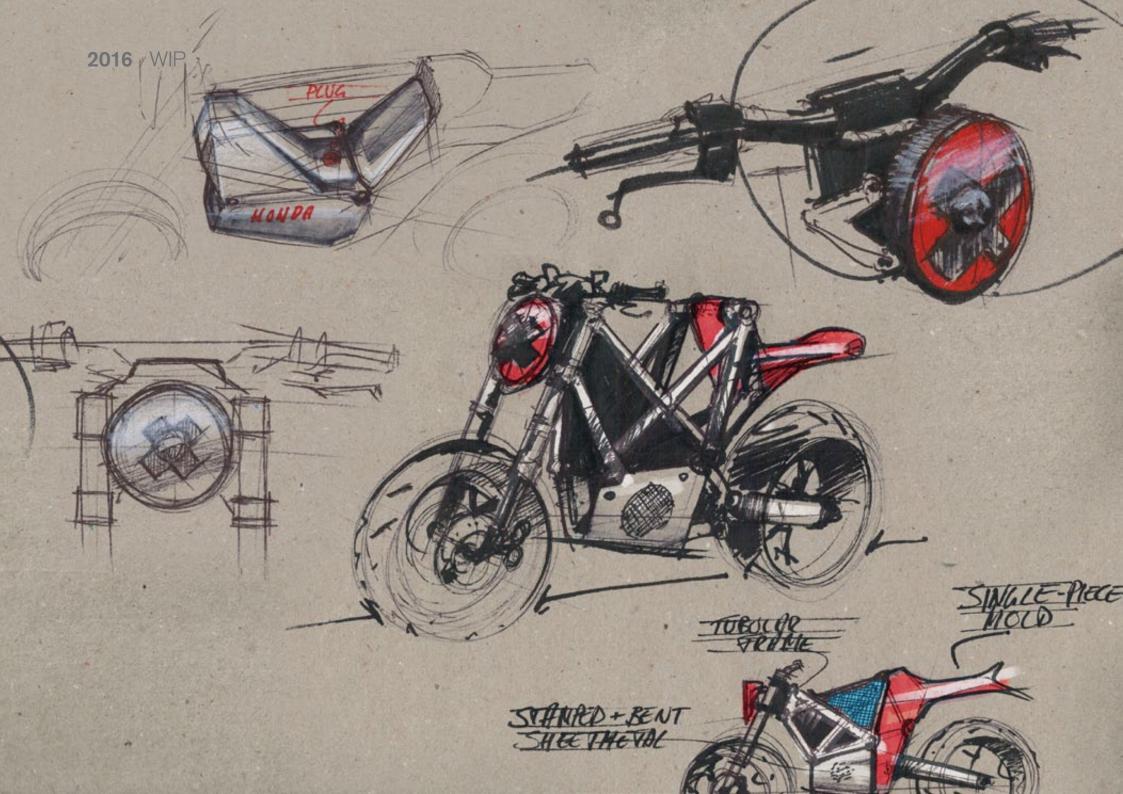
What effect does using only simple manufacturing techniqes and looking beyond the scope of cluttering designs with injection molded parts have?













3D Model / Rhino / current WIP status



