

DAVID NIKLASSON

I.

AUDIO BOOK





AUDIO BOOKS 2007

*side project,
portable mono speakers*

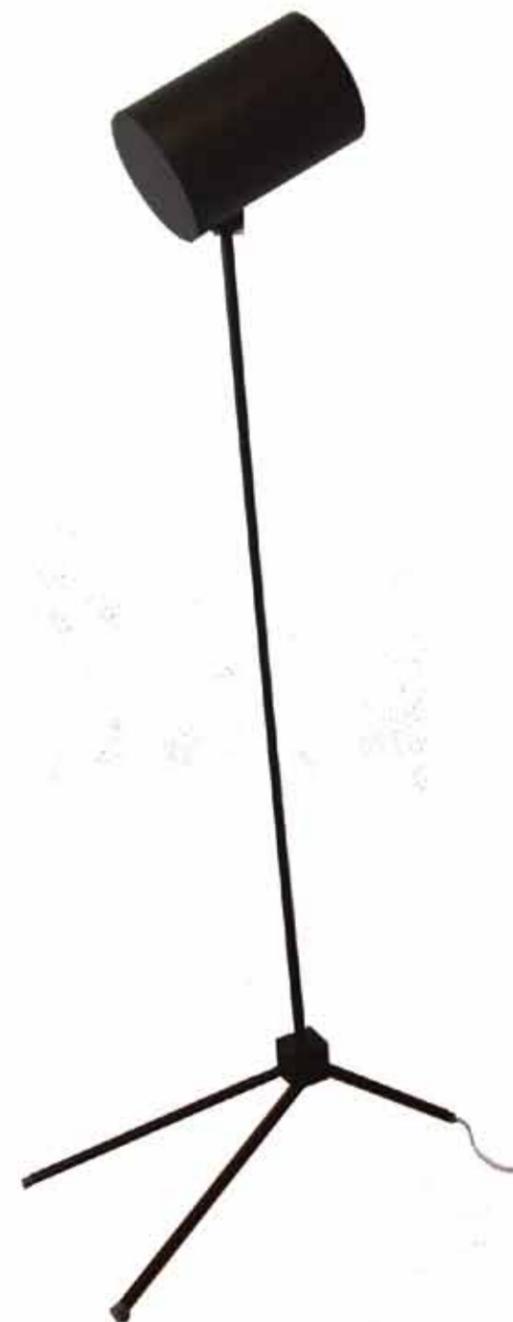
The AudioBook was a response to the growing popularity of pre-recorded audio books.

My intention with the AudioBook was to create a physical book that would narrate the audio book to the listener in order to strengthen the bond between the content and its origin.



II

METROPOL





The filter prevents angular light emission

METROPOL 2008

*lightning project,
floor lamp*

I got the inspiration for the metropol floor lamp after watching a play at the Metropolitan Opera in New York. The displays in front of each seat displaying what was said on stage had a filter on them, making it impossible for people to sneak information off your screen. Translating this application to a lighting concept led to the creation of the metropol lamp, a lamp that solely distributes light right in front of it thus not disturbing people watching it from an angle.



III

WINE PRESERVER



WINE PRESERVER 2009

sustainability project

The wasteful habits of today result in a growth of the landfills previously unheard of.

In the case of wine and wine consumption, technological advances in packaging design has brought us a cost effective mean of storing and distributing wine in the Bag in Box, the construction of the bag in the Bag in Box, however, makes it a hard object to recycle.

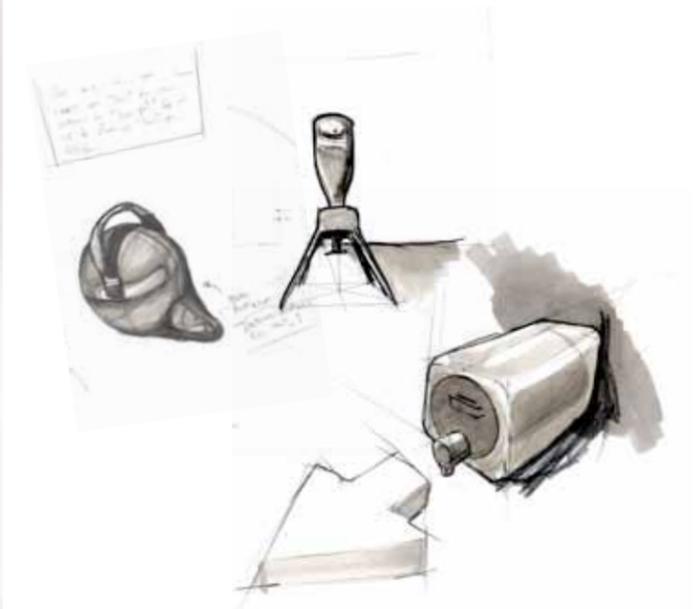
One of the biggest advantages in the Bag in Box compared to the traditional glass bottle is the possibility to dispense a small amount of wine without ruining the rest of the wine in the package.

The reason why this is so is because wine reacts to air making it sour over time.

With an airtight packaging such as the Bag in Box this is not an issue, but an opened bottle of wine will remain open.

In order for wine bottle to regain grounds lost to the Bag in Boxes in a future world where glass bottles again are valued for their longevity, they must match the functionality of the Bag in Box.

Even though manually removing air is less convenient than the handling we have grown fond of with the Bag in Boxes it still might be a small price to pay while walking towards a brighter future.



IV

SOLUS



SOLUS 2008

*transformation project,
rocking chair*

The solus chair is a transformation of the Arne Jacobsen knock-off “Jupiter” chair from ILVA. My intention with the solus chair project was to transform a typical “modern classics” imitation chair into an iconic stand alone piece of furniture.

By copying design elements from other famous chairs from the last century I wanted to explore if singularity would be achievable even though no or little of the applied design was original.



V

WATERING CAN



WATERING CAN 2009

workshop with IDEO

group project

We made a watering can which incorporates an absorbant ceramic material that dries slowly.

The tip of the can is constructed by this material and will change color and texture when moist, whereas the rest of the can is made out of non-absorbing ceramic.

When the can is drying the material is will fade to white and will match the rest of the can.

By comparing the difference in colour between the tip and the body of the canister, time can be told.

The lighter the tip gets, the drier your plants are.

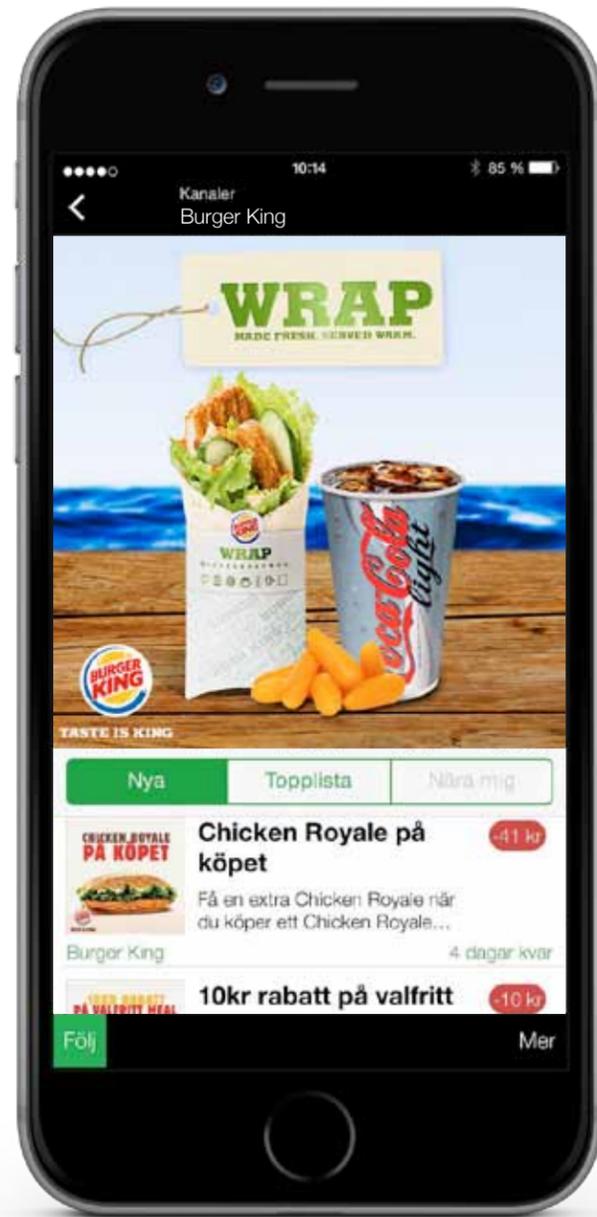
When the stone has changed back to completely white, it is time to water your plants again.

*project made with
Jonas Lagerstedt, Ola Nystedt, Joel Herslow,
Janicke Möller and Aldo Jimenez*



VI

ASSORTED GRAPHICAL WORK



LAY-OUTS

Examples of lay-out work done for Burger King (Sweden) for the use on the Mikz app and in print.

I produced lay-outs for in-app offers, vouchers and Mikz branded printables for the Swedish branch of Burger King. Similar work done for clients such as Intersport and Subway.





MIKZ BRANDING

Various Mikz branded items

During my time at Mikz I produced lay-outs and designs for marketing and event materials such as roll-ups, clothing, bags and posters.



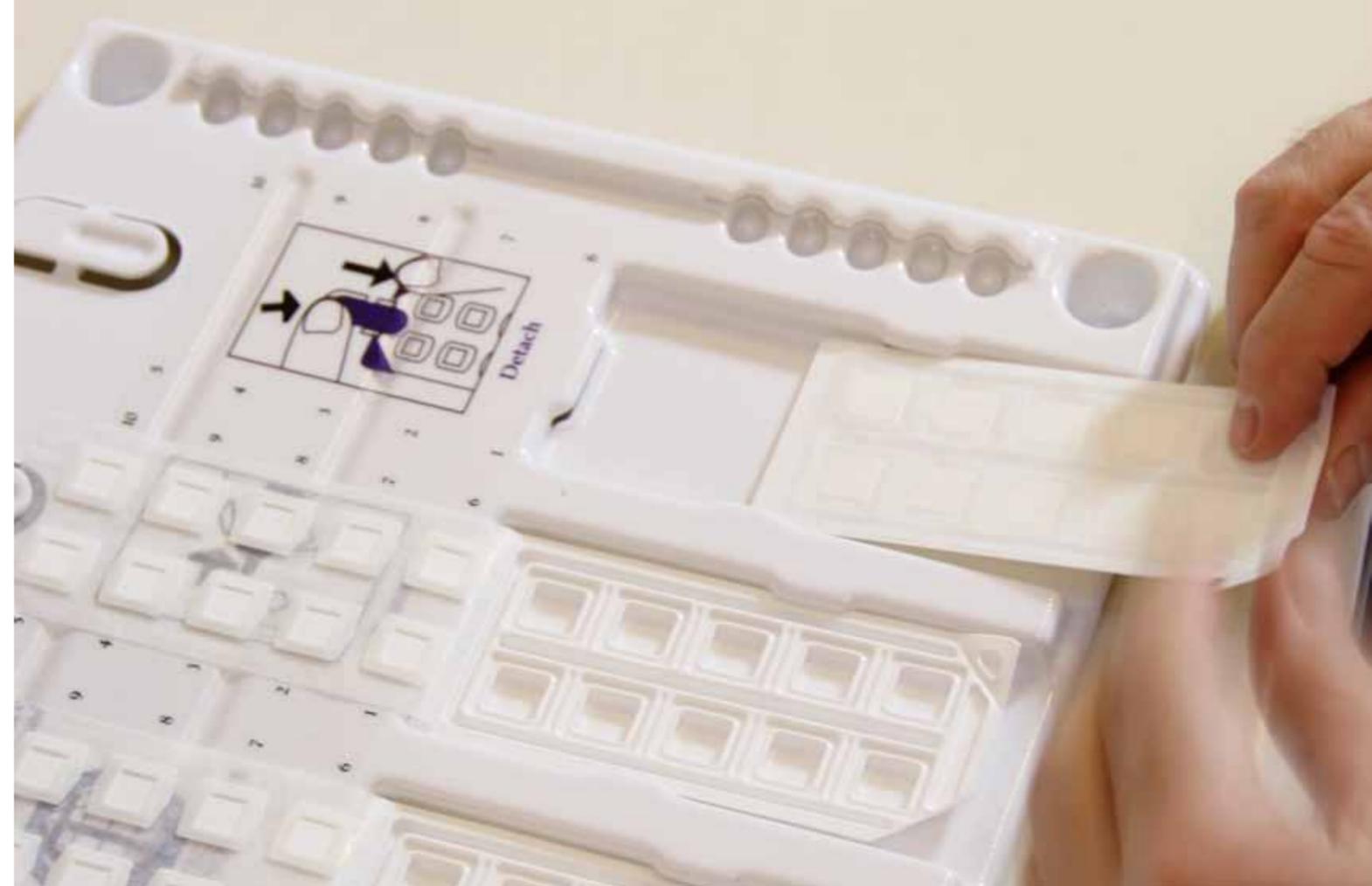
First Prize
David Niklasson (Sweden)

GLASS PRINT 2012

nuveau design competition

My contribution to the international 2012
nuveau design competition for which I was
awarded 1st prize.

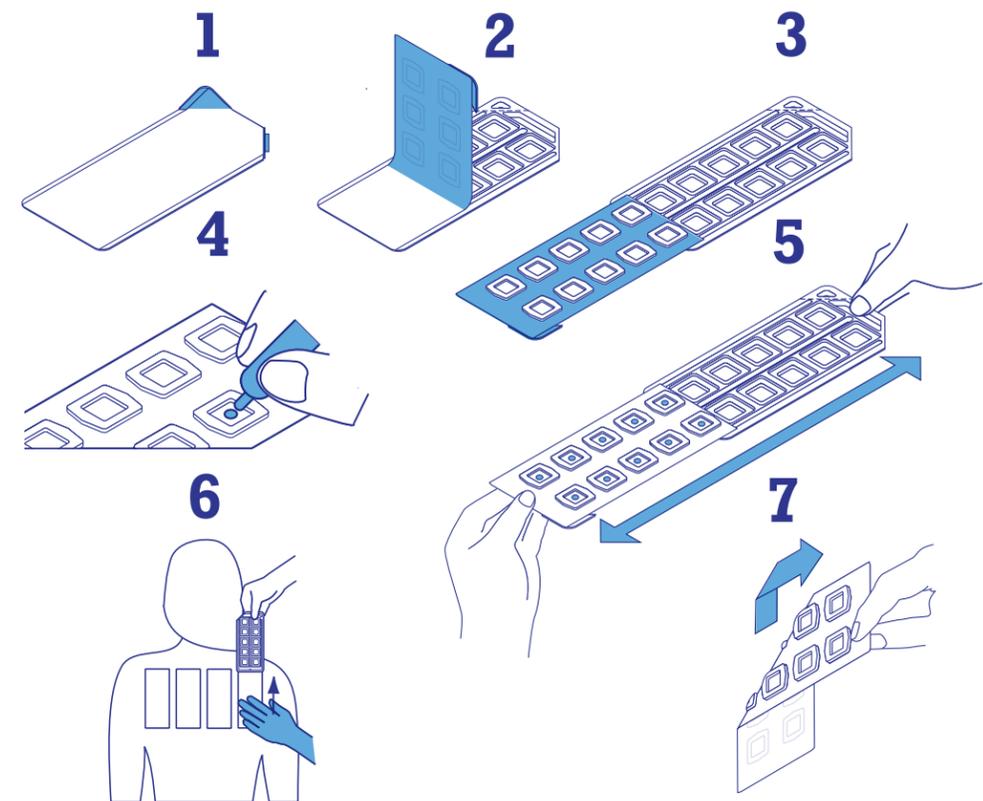




GRAPHICS

*Box designs and pictograms
for Chemotechnique Diagnostics*

Instructional graphics and package designs
for a Swedish medical device company.



LOGOTYPES 2008-2010

Various organizations/companies

Logotypes created as parts of visual identities
for various organizations/companies.



VII

WHAT CAN YOU BRING TO THE TABLE?





WHAT CAN YOU BRING TO THE TABLE?

2008

*Milan fair exhibition,
group project,
furniture*

“What Can You Bring to the Table?”

What will happen if you let 31 industrial design students work together in a project without knowing what the others are doing? Inspired by the folded sketch, a child’s game where you draw one part of a character not knowing how the previous or next person will draw theirs. The aim was to design five chairs where each chair in the exhibition represents one characteristic. The inspirational words vain, awkward, voluptuous, androgynous and vicious were extracted from the sketch and free for interpretation.

“What can you bring to the table is a group project where no one has to compromise. Each part is designed independently without influence from the other participants.”



VIII

SANCTUARY



Image courtesy of NASA

SANCTUARY 2010

head worn VR enclosure

project in collaboration with NASA

The notion of personal integrity is of paramount importance when living and working alongside others in a confined space.

The concept of a personal hide-away, a sanctuary, came to mind when discussing the future of space exploration. Long time spent aboard a confined space vessel requires healthy relationships toward your crewmates.

Even though the concept of private quarters is by no means a new one I propose an additional area for private activities and contemplation. This area would not be a physical one but rather one perceived.

Equipped with a possibility to alter the perceived reality to one better fitting ones' mindset i which to create an environment where people have the chance to create distance to irrelevant matters when circumstances requires so.

My concept focus around the alteration of visual and auditorial inputs through a a head worn personal device in order to create an individualized altered reality for the benefit of psychological health.



IX

FALK BICYCLE



FALK BICYCLE 2012

*Master project
commuter bicycle*

The FALK bicycle was created with long distance bicycle commuting in mind. Equipped with a luggage compartment and integrated lighting it allows for a comfortable commute on busy roads while bringing all the necessities along.

My ambition with the FALK bicycle project was to question the role of the bicycle in modern society. Seeing how the iconic safety bicycle had remained unchanged in the last one hundred years when the surrounding world had since been in ever transformation I wanted to explore whether I in any way could optimize the notion of bicycling for a select group of bicyclists. Research on traffic behaviour paired with interviews with, and observations of, bicycle commuters traveling the roads of southern Sweden based the foundation of the design of the FALK.

The FALK is a front wheel driven recumbent bicycle equipped with integrated directional lights as well as a brake light. Additionally it features a luggage compartment suitable for the transportation of all things necessary in the life of the modern man.



X

SECURE TRAVEL WALLET



SECURE TRAVEL WALLET 2011

defined user / defined space project

wallet / wallet return service

The secure travel wallet derived from the notion that a wallet nowadays is more of a protector of information rather than the transporter of currency that it used to be.

The wallet is unlocked only by the thumb print of its owner.

If stolen, the wallet will try to persuade thieves to return the wallet to its rightful owner with the promise of a finders' reward. Should the thief choose to pry the wallet open, the wallet emits a signal cancelling all debit / credit cards.

