



## 02

Device design/Product design  
Future design/Interaction/Mechanical design

### Restaurant Device

Modern eating experiences in China are characterised by plentiful dishes and often messy tables, covered with an assortment of plates and bowls often creating a crowded and disorderly experience. This project focuses on user expectations and the idea of de-cluttering. Rather than taking a simple organisational tool, the project uses 'visual trickery' to create drama in the process of sorting and storing empty dishes and those in use. Project development focused on creating a technical but elegant visual language to create a strong sense of quality and order.

# Field Research



1. In order to accommodate more customers, the restaurants tend to choose smaller tables.
2. Users tend to order many varieties of food, as the result, a lot of dishes are put on the table.

## Problem Definition



Mussy desktop affects the appearance



As the desktop is small, the range of activities is limited.

# Inspiration

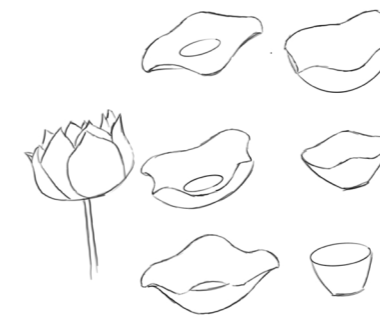
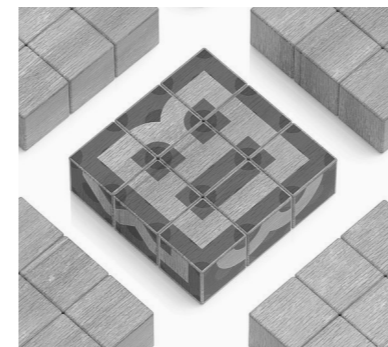
## Image inpainting

People subconsciously associate the unfamiliar shapes with the familiar projects

## Desire for exploration

People are interested in nested structures

## puzzle



## Matryoshka doll



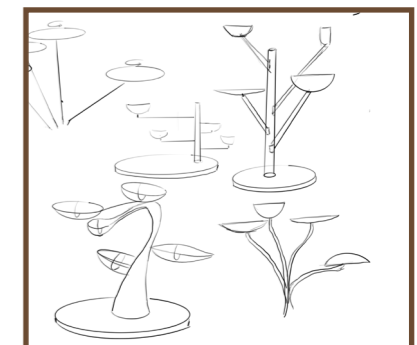
## Visual cheat

People interest in things which look dangerous but in fact save.

## sculpture

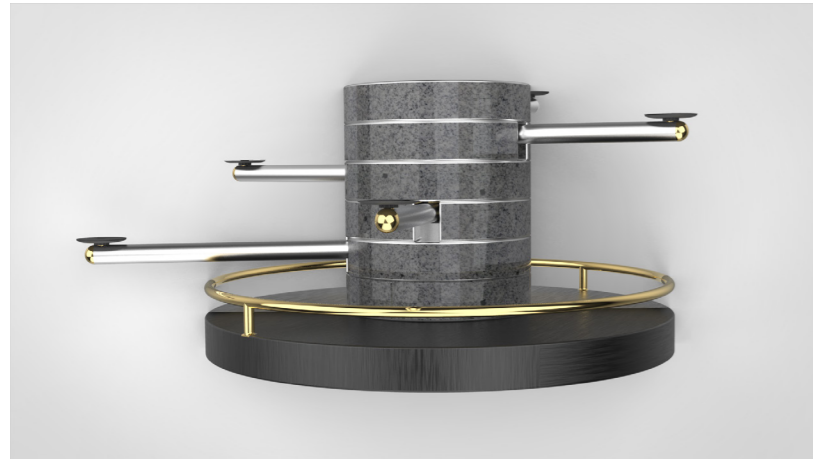


## acrobatics





# Final Design



# Design details

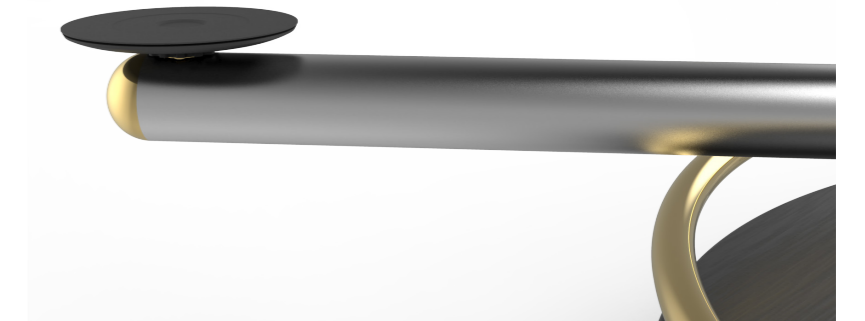


## Paint

The surface of the device is painted. The feeling of the metal is too hard and cold. Moreover, I want to lead people to think about a ancient tool-stone mill.

## Polish

Matte-finish tactile beam is used in the project. When users touch the beam, it not only can make people hold it more easily, but also comfortable as its texture close to the skin



## Drawing

The drawing process, feeling like wood grain, can be seen from the base of the device. In addition, I use small radius to make it feel more soft and steady.



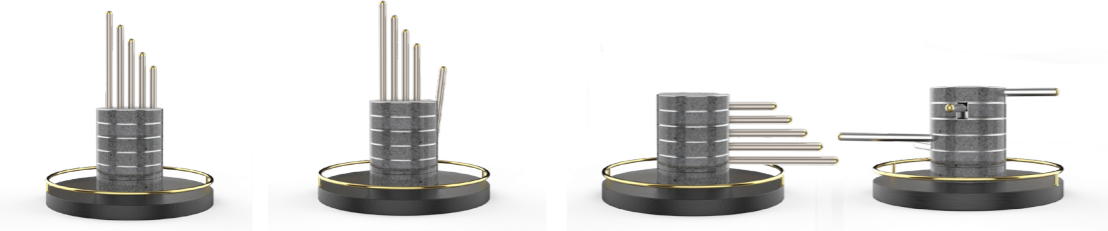
## Texture

The two layers of the sucking disc can be seen clearly. The texture on the knob increases the friction force, gives a sense of scale, and can accurately control the instrument.



# Useability

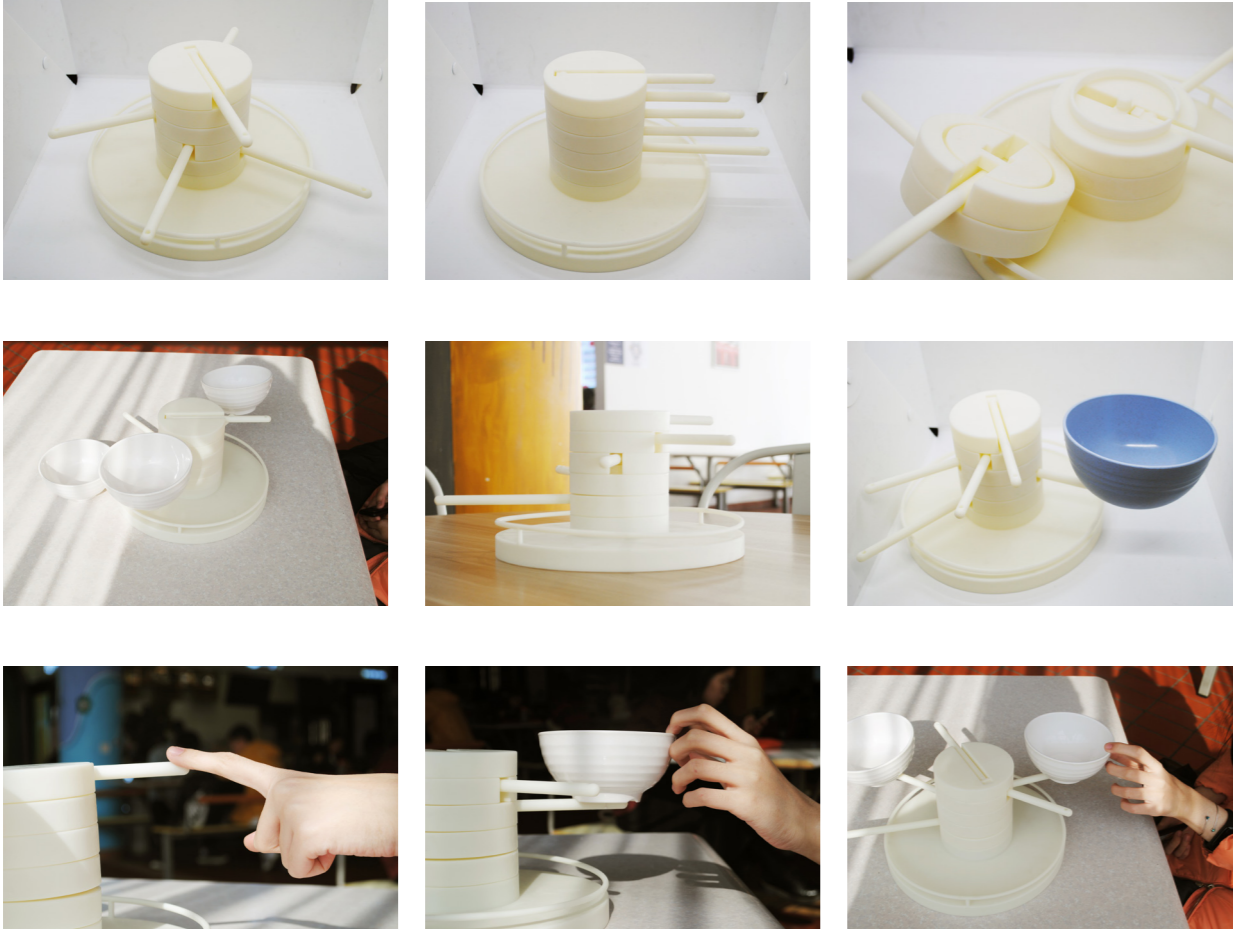
How to rotate the body of the device.



How to use a chuck to fix bowls on the device.

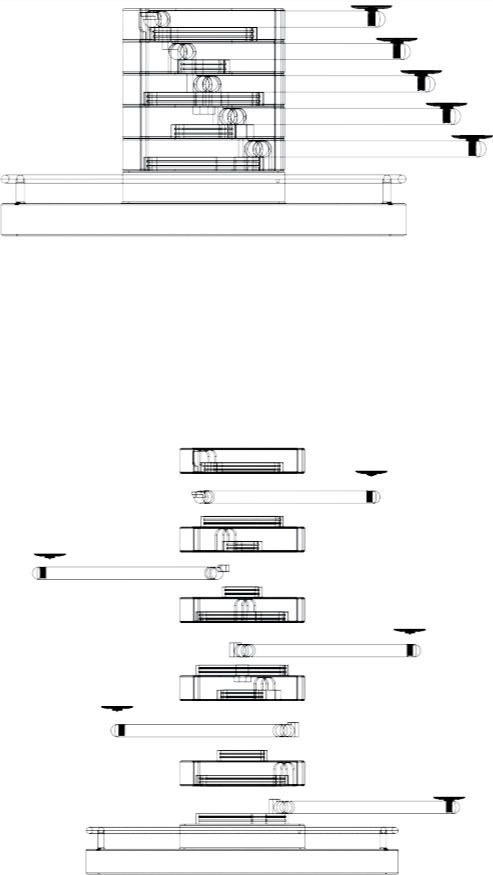


# Test



# Manufacture

This part shows the internal structure of the device.



Aluminium Steel 6001 - Investment Casting

Silicon  
5cm  
10cm  
15cm

Stainless Steel

Electroplating

Copper - Forging

Cast Iron (KT3006) - Casting

