Flashing light in ordinary life

Ke, Yuhang
Design Portfolio
Selected works 2014-2021

List of projects &
Biography Included

1

*Projects are ordered by time.

Extra Ordianry
Objects collection
Master graduation project 2021

Our modern lives are surrounded by so many objects that you could say our world is made up of them. Some of these objects have been existing for a long time and people actually use them and live with them every day. The existence of these objects creates an invisible but very close connection to people, which is mostly unnoticed. The crucial task of the "object maker" designer is to design objects and be responsible for this invisible connection between people and objects. The central aim of this Master project is to understand design as a medium to draw people's attention to the beautiful but neglected little things of everyday life.

Johannes Vermeer was already experimenting with painting in the 17th century in the Netherlands. From the study of painting, it is easy to see that painting is an art in which the arrangement of the picture draws attention to what the painter wants to express. Unlike paintings that glorify and praise gods and heroes, Vermeer's painting uses the sunlight from the window as a spotlight on the maid pouring milk. It is a mundane scene, but for Vermeer it is a forgotten pearl.

According to Martin Heidegger's "Aufleuchten"(Flashing) theory: if the presence of an object is missing or if the availability and the presence between objects do not correspond, this is perceived preferentially in the form of an "Aufleuchten". In this master project, the beautiful but neglected memories, experiences and details of everyday life are used as "Aufleuchten" (Extraordinary) in everyday objects (ordinary), which leads to a transformation of Zuhandenheit and Vorhandenheit. These objects have a similar aim as the paintings of Johannes Vermeer: they are meant to draw attention to the neglected but beautiful trifles of everyday life (Extra ordinary).

"Extra ordinary" as a strategy for redesigning everyday objects, 10 different objects are designed in this master project. They each represent a subtle memory, an experience, a moment and a detail about the beautiful but neglected side of everyday life.

2

1
All the implemented objects in the Master's degree programme Module 2, in the summer semester 2021.
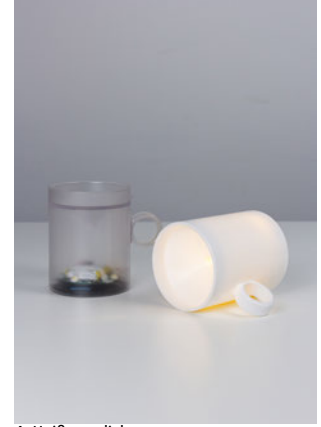
3

Overview of the objects

1. Pflanzgemaß

2. 25 Zoll Vase
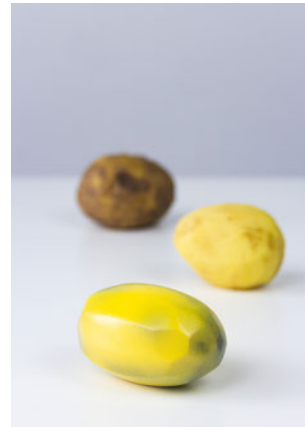
3. Spielplatz für alle

4. Heißtasselicht

5. Ballon Nussknacker

6. Displayer

7. Schmutzige Kartoffeln

8. Sonnetray

9. Druckerbank

10. Kieselstein

4

1
Master project in group exhibition
at Designtransfer of UdK Berlin

*Additional objects

Cappadocia
Lamp
DuPont Tyvek Design Competition 2021
2rd Prize

1

2

Named after Cappadocia, a famous hot air balloon tourist city in Turkey. The Tyvek material is lightweight, heat-resistant, light-transmitting and at the same time very flexible and ductile, and has been designed as a tabletop hot air balloon lamp. Thanks to the integrated magnetic levitation technology, the balloon lamp can be levitated on its base. It can be switched on and off and the light can be adjusted at the touch of a button on the base. The Tyvek material is used as the shade material for the balloon table lamp, providing a soft, even and warm light source while demonstrating the look and levitation effect of the balloon.

1

Due to the magnetic levitation, the hot air balloon table lamp can be suspended at a height of approx. 1.5 cm from the base.

2

The light can be switched on and off and the warmth or coolness of the light can be adjusted by touching the switch on the magnetic floating base.

3

Using magnetic levitation technology, this hot air balloon table lamp can float and rest in the air just like a real hot air balloon.
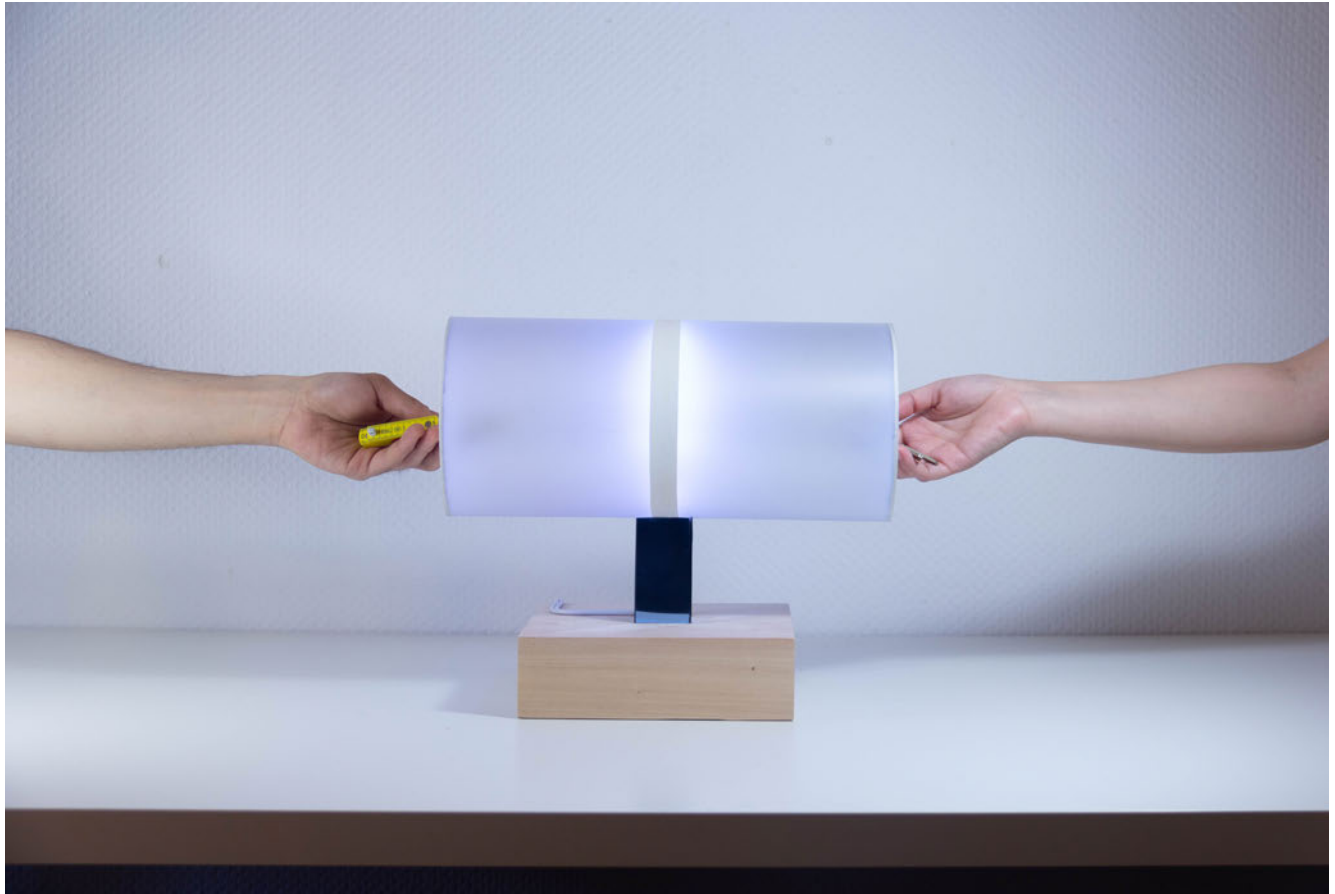
Link to Video: *Cappadocia*

7

3

The clone technology
Speculative design

1

The story of clone technology

-1. In 2120, after deliberation by the UN, human cloning technology was allowed to be put into use.

-2. People who lived 100 years ago can also be cloned.

-3. However, due to technological limitations, humans cannot clone complete memories. Memories can only be divided into two clones.

-4. To get a complete memory, the two clones must help each other and exchange the memory.

-5. But how?

-6. It turns out that daily objects in life have become a carrier of memory. These objects hold memories from 100 years ago. Human clones can exchange memories by exchanging daily objects.

-7. This device allows clones to exchange daily items to complete memory sharing.

-8. Human clones can also share memories by exchanging huge objects, such as houses.

-9. With the help of everyday objects, the clones receive a complete memory.

-10. This is the story of cloning technology.

-11. Hmmm… …

-12. This is really an interesting book, isn't it?

-13. Now you know why we value everyday objects because they are the bearers of our memories. If you want your clones to be able to exchange memories with each other after 100 years, you should treat everyday objects well from now on.

-14. And this is the story about "The power of ordinary".
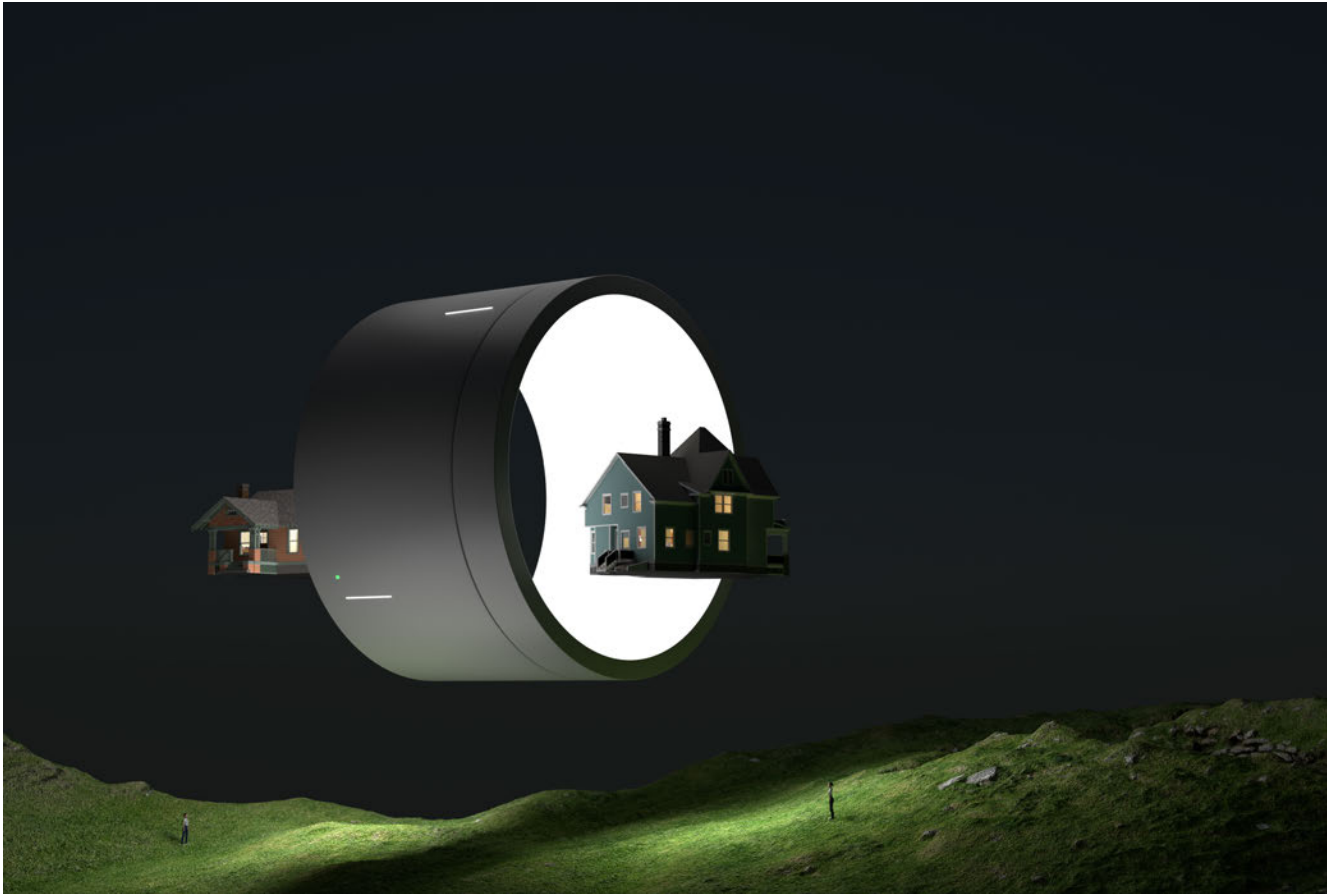
2

Design of the narration "help each other"

The original of the narrative „The Clone Technology" comes from an old fable story: the story of the blind and the lame. When the blind man met a lame, they decided to help each other. The blind man became the leg of the lame man, and the lame man became the blind man's eye so that they could carry on. This story can be simplified as: Two subjects, each with their own mistakes, help each other to achieve one together.

The power of ordinary

Just like the allegorical story of the blind and the lame, the blind and the lame are only the representative protagonists of their own history, but in history of „cloning technology" is about helping each other. The goal of the narrative „cloning technology" is not to discuss future technologies and the ethics of human cloning, but to show the power of daily objects. Daily objects as participants and witnesses of our life. They have a very close connection (memory) with us, and although their strength is not noticeable, they are so strong and can keep memories alive.
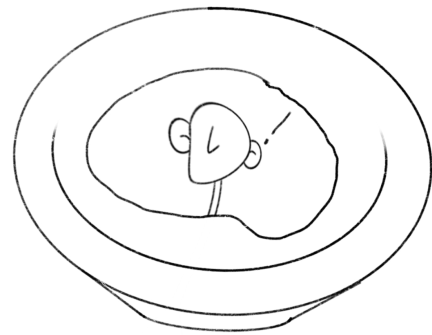
1
The Clone Technology: standard device

2
The Clone Technology: enormous facility

The moon in the glass
Tableware

1

2

Moon in a wine glass (杯中月, by zhong yue)
It is about an ancient Chinese story about drinking the moon in the wine glass. The moon is a symbol of the missing hometown in China. The most famous expression is the moon in the wine glass. This means that the poet had the moon in wine glass by reflection and imagination. This builds a strong connection between this glass of wine and hometown.

The use of reflection is further directed to transfer from this story, and applied it to more other tableware. This story is no longer limited to wine, wine glass and moon. Different mirrors bring more stories.

A mirror is an everyday object that creates a reflection through reflection. And there are many stories about mirrors. For example, there is another world behind the mirror. My question is how an ordinary everyday object like a mirror can be used in such a way that another everyday object is given special and more meaning but without losing the function of the second object. In other words, it's still an everyday object. I am trying to find a specific context. In this context, the mirror can be connected and mixed with other everyday products.
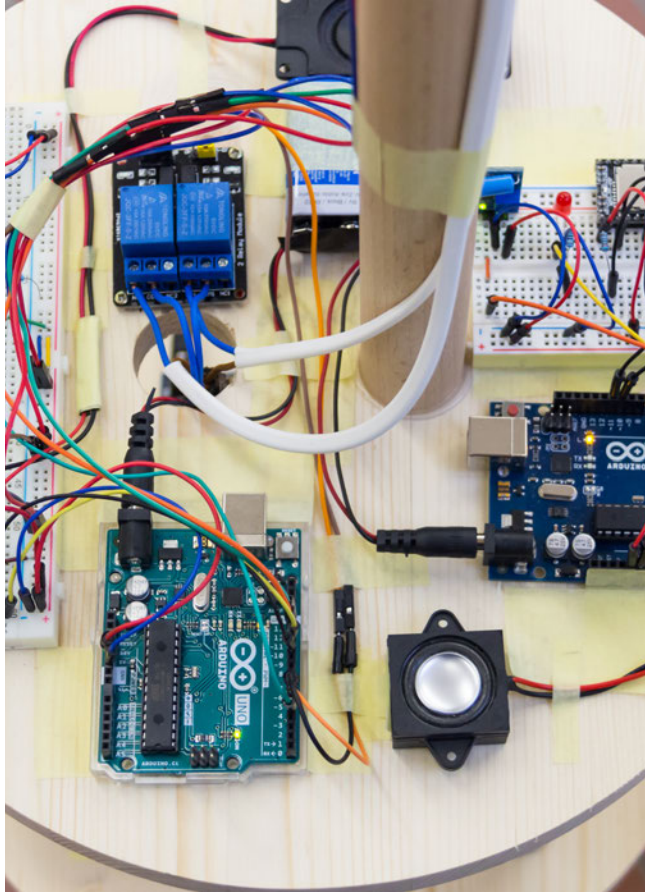
1,2
Moon in a wine glass
The expression of moon in a wine glass first appeared in Tang Dynasty China, which is a literary expression in poetry. The poet places his feelings on a specific object.

3
Prototype

Emotional Technology
Experimental design

1

2

We are learning that we love each other.
Emotional technology refers to concepts and attitudes that techno-logy development can not only consider in terms of efficiency and performance, but can also exert the psychological and emotional potential of technology for the future.

In this project you see three development phases. In the lamp design of the first development phrase, the randomness of the programming isolates the object from people's requirements. In the second phase, people can experience and learn the emotional relationship with the object through technology development. The design in the third pha-

se is an insight into the future as well as a scenario in which people can emotionally interact with all objects through technology.

In addition to machine learning, this project uses the term "human learning". Technology becomes the communication channel between people and objects. People use technology to experience and learn the emotional relationship with all objects. We are learning that we love each other. It will be a great challenge and responsibility for de-signers to design a world full of analog and digital objects in the future.

12

1
Functional model 1
Lampe 2000(details)

2
Functional model 2
the organ of the objects

3
Functional model 2 on a chair with func-tion model 1

Link to Video: *Emotional Technology*

13

Sojaverbundstoffe
Material design

1

2

Link to Video: *Sojaverbundstoffe*

3

The starting point for this project is soy and coffee grounds, which are leftovers from a local Soy Concept Store. The two materials are dried before processing. Two vegetable materials were selected as binding agents: pine resin and alginate. The mixture of soy, coffee grounds and liquid pine resin can either be injected into a mould or pressed in a two-part mould to obtain a three-dimensional shape. A certain temperature and a uniform drying process play a decisive role in the production of the composite with alginate. In the end, tableware elements are produced, which in turn are used in the Soy Concept Store.

15

1
Soy composites with pine resin

2
Soy composites with alginate

3
Use in HUADOU Soy Concept Store

1

It seems you've seen before but not
TL10 desktop organizers

2

This storage box design was the first independent project I did during my internship at YUUE Design Studio. After completing the previous user and market research, I decided to design the project to contradict the some storage box designs. After seeing this design, people feel that they have seen this product before, but they have not. They think they have seen this product because I adopted the size and material of the most normally used storage box. But in fact, people have not seen this design because I have slightly changed the shape of the storage products in the past. I hope that through these small changes people can feel that the storage box itself can be a beautiful and interesting product.
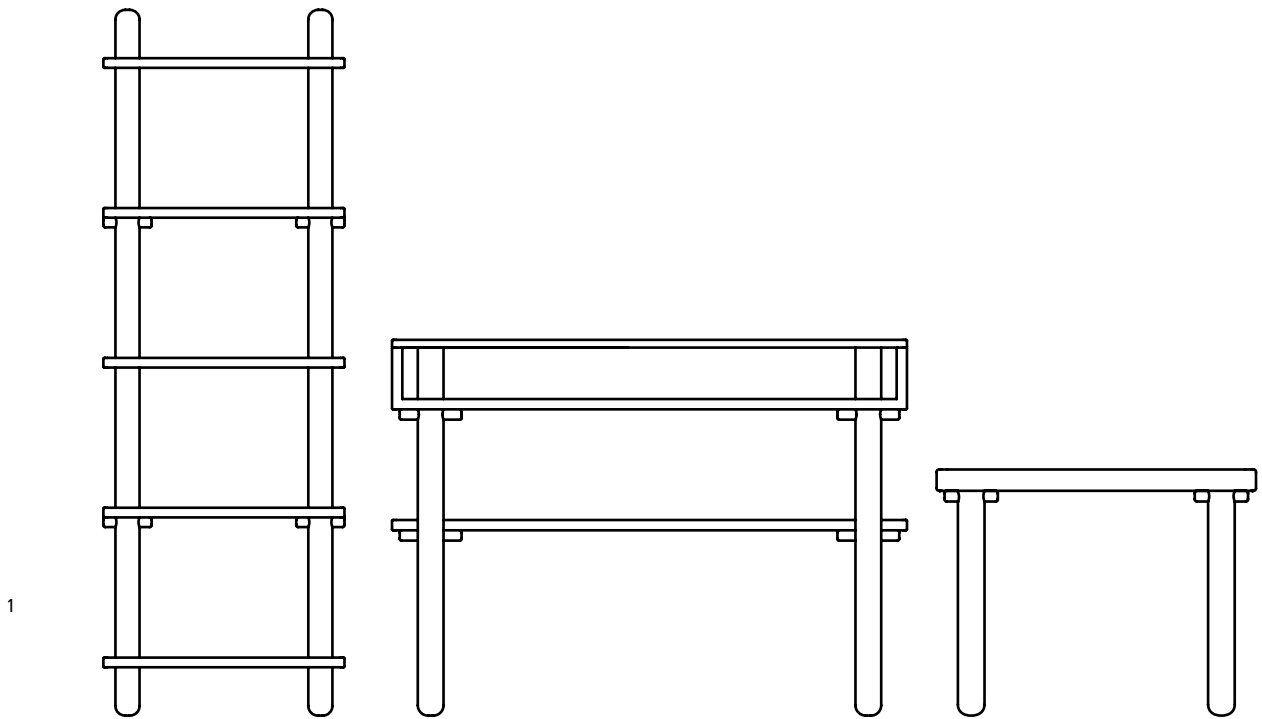
1
The big storage party
(Organizer grandtour, Rendering)

2
The Organizers Collection(Rendering)

Hold up
Furniture collection
Bachelor graduation project 2016
Best Graduation Design Shanghai China 2016

1

Storage becomes exhibition.
The approach of this project was a social phenomenon. In China, due to the high price of houses, more and more young people rent flats in big cities instead of buying one. (In Chinese thought, owning a house or flat is a prerequisite to having a home and living a happy life). The extreme pace of life and work pressure only lead to gradually losing feelings of life. However, in many people's hearts there is still a passion for life. To give an example, some people spend an incredible amount of time shopping online to buy furniture for their own homes without having thought about it in advance.

I would like to present this love to everyone. It was a long design research process. Finally I found a suitable concept that the furniture could also be a display stand. The furniture would be invisible tools to express the love for life. After that I realised that in this process I want to present something emotionally through design. That is very important and meaningful to me.

18

1
Wireframe drawings of shelves, tables and stools

2
Project Rendering
Digital scenario support by
Adam Beczkowski, Dimensiva Co. Ltd.

An Eames Primer

INTERIORS
NOW!

2

TASCHEN

1
Bachelor graduation exhibition

Absorbing interactions in time
Woodwatch

In the second half of 2015, I designed a wristwatch with my best friend Weiye Lu. I think in this project we used exactly the inspirational function of the design unintentionally. We would combine the wood and the watch, but did not find a suitable way. By chance, I learned a Chinese traditional story that you can nourish the wood. i.e. if you touch and play a piece of wood often, the surface of the wood will become smoother and smoother with shine.

From this I once thought that we should design the wood as the clock case. i.e., do you want to touch the part every day. After time has passed, you can also see that the wood on the clock is slowly becoming shiny. We believe that this is also a way of time.

Touch is the fifth sense of the human being and the most intricate and rich senses that plays a more magical and noble role in our daily life. We can feel comfort, intimacy, kindness, gentleness and thoughtfulness through touch. Touch can enlighten people's minds.

22

1

1,2,3
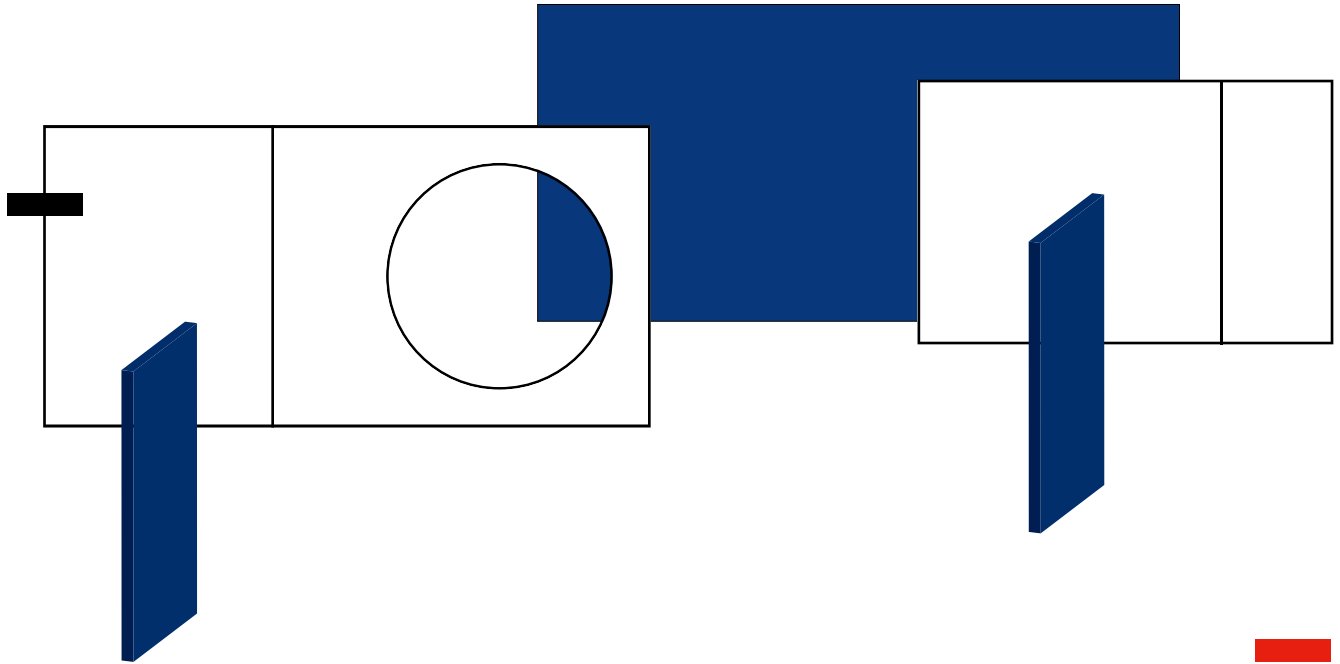Product Collection
Maple, Black Narrabaum, Narrabaum

3

23

2

New History
City infrastructure for Suzhou

1

The task of the workshop is to design the urban infrastructure of Suzhou. In the last hundred years, we have seen the modernisation of the city. Almost all cities are changing very fast to meet the new living needs of people. Some problems have arisen in the modernisation of those cities with long history and old culture. Modernisation has to be accompanied by new and old exchanges. People have encountered problems in the compromise between traditional culture and modern life. The central question is how do we move forward and bring traditional culture into the future, not just to lock it up in museums?

We should review the whole process of forming a traditional culture in the city, from finding, thinking, trying to form historical accumulation and finally producing a recognised culture. On this basis, we will make new searches, new thinking and new attempts to accumulate history in the future of culture.

24

1
Visual communication design of this project.

2
Although the city's infrastructure is based on bus stops, it can be developed into all the necessary infrastructures of the city. This will be a new search, new thinking and new attempts, which will become the new history of Suzhou under the influence of inspirational function of design, and a new urban culture with traditional cultural influence in the future.

2

3

4
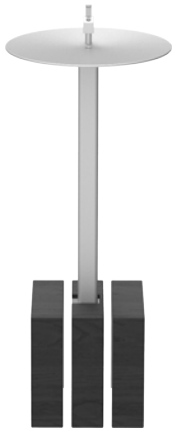
5

3

At present, drinking water systems are not yet popularised in Suzhou. This is a direct drinking water system. It is inspired by the lotus leaves in the Suzhou gardens.

4

The design of the public trash bin in the project is based on the elegant beauty of the white walls and black columns in the Suzhou Garden. There is also a shaft design that allows the bin to almost double its capacity at peak times. Wireframe-like shape to facilitate cleaning staff to replace the rubbish bags, but also saves material.

5

Dies ist ein öffentlicher Schaukelstuhl. Da Suzhou eine Stadt mit schwerer Alterung der Bevölkerung ist, brauchen die alten Leute einen bequemen Sitzplatz. Dies ist auch ein Versuch für die Zukunft.
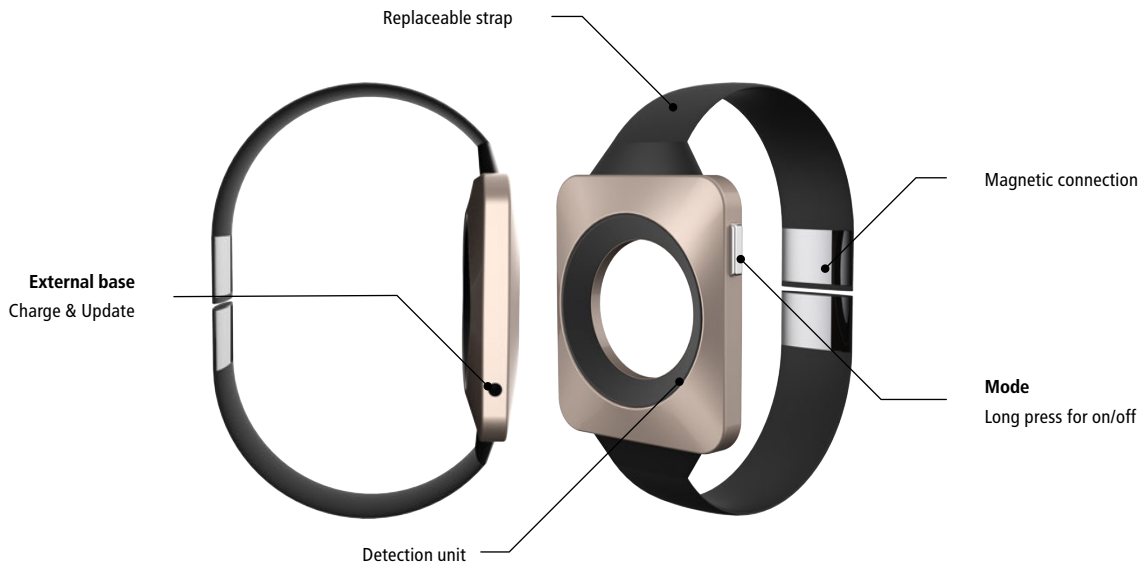
1

Appears only when required
Smart bracelet

With the development of technology, there are now many wearable products whose functions are becoming more and more complicated. People want to be able to receive and read important information the first time they call them. This leads to various wearable devices constantly reminding people to send messages, transmit information, and sometimes even repeating the information incorrectly several times. Some products can even respond to the user's voice, others play pre-recorded sounds and others respond in a comical way, euphemistically called an interaction. In extreme cases, when constantly intervened by wearable products, people become a puppet of these technology products?

Many manufacturers call such wearable products a good friend of the user. Which friend will always be near you, pestering you with seemingly important but completely irrelevant messages? I believe that the interaction between wearable technology products and people is not only in the exchange of information, but also in the communication gap. The interaction between the product and the product should be displayed when the user wants and allows it. In simple terms, this is the efficiency of interaction. From a deeper perspective, this is a positive or negative relationship of the objects. It is like music, every time the bass drum has to be exactly on the drum, no matter how long the distance between the drums is. This organic dynamic interaction is actually a concrete manifestation of the inspirational function of design.

1
Project Rendering

Replaceable strap

Magnetic connection

External base
Charge & Update

Mode
Long press for on/off

1

Detection unit

Nowadays, more and more people pay attention to the air conditioning around them. Many people use an air purifier in their home. But there are few people who know about the climate condition outside. Maybe the weather doesn't look bad even when the sun is shining, but the real climate condition is invisible, for example PM 2.5 and invisible dust. We should use design as a tool to perceive the invisible danger. Aircircle is a supporting product. It takes care of the air quality around you. Aircircle can detect the condition of PM2.5 and also the temperature and humidity. It is connected to your smartphone through bluetooth. There is also an app for it.

When the product detects a bad climate condition, it will tremble to respond with the red flashing ring light. User can also read any kind of data in the app. There are multiple modes for different needs such as sports, work and so on.

Matching the interaction of the product, the APP shows the climate status according to different theme colours. At the same time, the recognition of digital data would take place. Users can also select different climate state elements for different regions and environments.

28

1
Design descriptions

2
The pollution through industrial production

3
The real climate condition is invisible.

4
Interactive use with App

2

3

PM 2.5

179 ug/m³

Trotzdem gutes Wetter scheint.
Shanghai 20/10/2015

29

● **PM 2.5 Erkennen**

68 ug/m³

● **PM 2.5 Warnung**
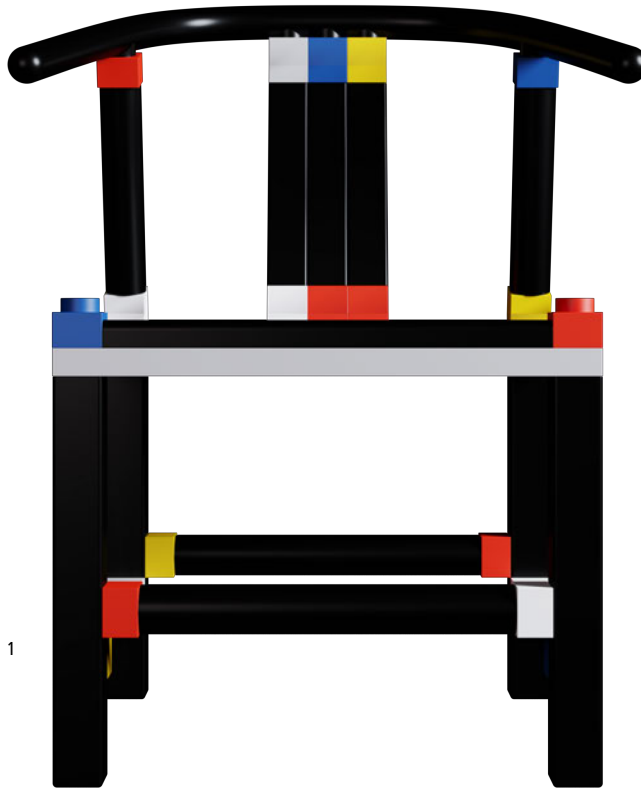
179 ug/m³

● **PM 2.5 Gut**

27 ug/m³

4

Cultural meeting
Chair
IM(Istituto Marangoni) University Design Competition
Excellent Design of 2015

1

This is a project for the Istituto Marangoni furniture design competition. The theme of the competition is the exchange of Chinese culture and Western modern culture. The theme of the competition is the exchange of Chinese culture and Western modern culture.

In the Ming Dynasty of China, people believed that the structure of the chair was very beautiful and stable even after constant reflection and experimentation. People began to follow this ethos, which make people feel calm and peaceful. This is the conclusion that people have been searching, thinking and trying for a long time, along with the development achievements in other fields, to develop a dynamic and

peaceful traditional Chinese aesthetic. And this is very similar to the aesthetic development of the modern West. Piet Mondrian's Composition with Red Blue and Yellow is also a reinterpretation of the past in Western aesthetics. I believe that the role of culture should be to help people evolve rather than to imitate history.

30

1
IM University Design Competition
Excellent Design of 2015

Chairman of the Jury:
Giulio Cappellini

2
Project exploded view
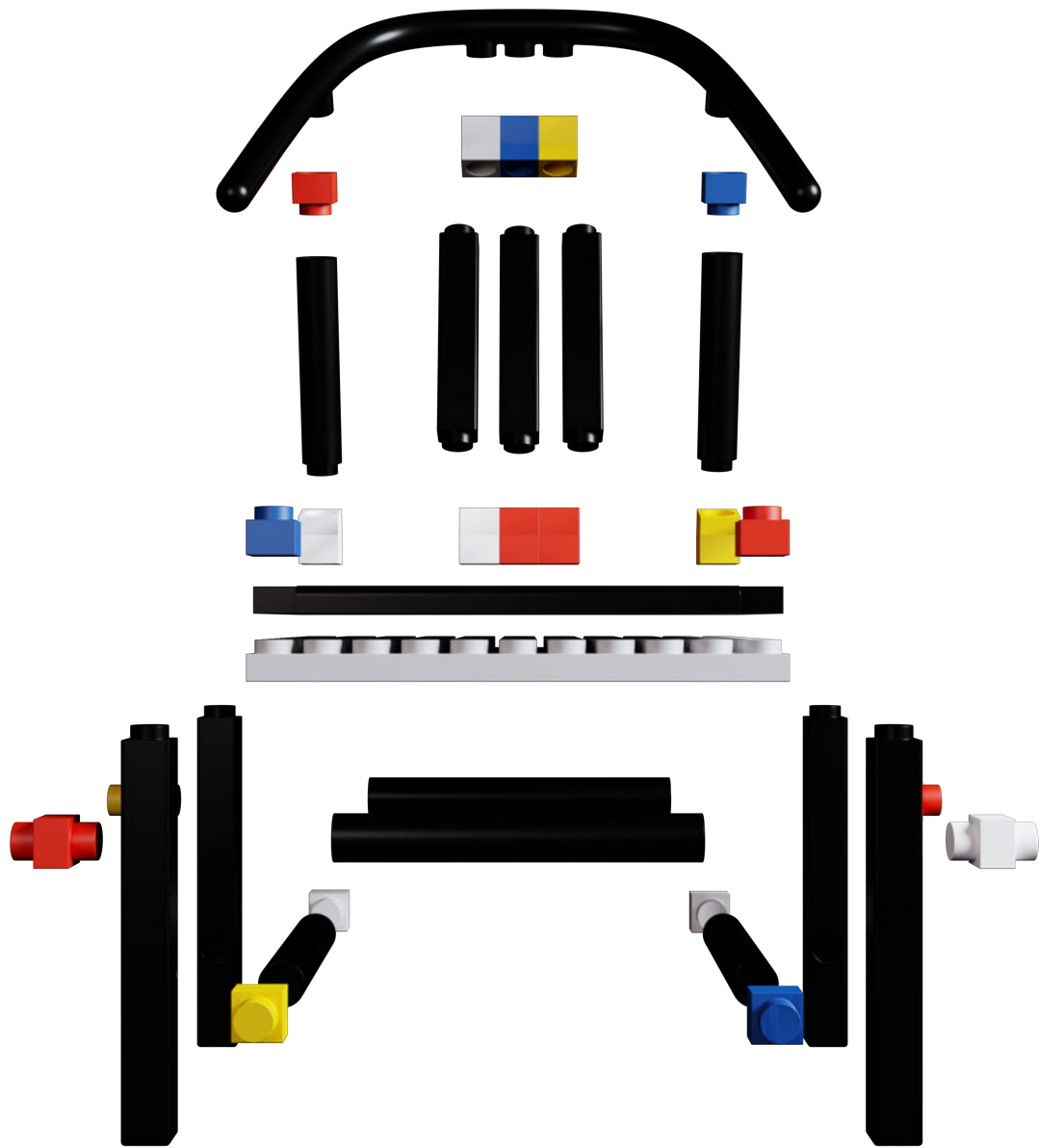
2

31

2

Represents me
EDGE Concept car
KIA Car Design Award China 2015
Best 30 Finalist

Cars are the largest and most numerous of sculptures associated with our lives. The car solidifies and people have to feel its movement through observation. What drives people to do this? Cars constantly reflect their characteristics. People often guess the character of a car owner through the car. If the car is an object that can be shown, it should have that feeling. In the future of technological progress, when cars are no longer a product with emotional power for people. That will be a terrible thing. All people drive the same car, and the car is a simple means of transport for people. If we look at the inspirational function of design, people will also interact with the car, be stimulated and feel the emotional power.

2

3

Combined with KIA's consistent, clean and straight lines, EDGE gets the front end of KIA's family. EDGE has joined the spirit of the Chinese double-edged sword with the straight lines and sharp angles, making the car look neater and more exciting. EDGE is for young people who are full of expectation and enthusiasm for the future. EDGE stands for determination, perseverance and courage. Cheer for young people: I want to find zero critical point of my own.

33

1
Project Rendering

2,3
Model in the final on 13 July 2015 Beijing

Without thinking where it is
Cloud Service interface
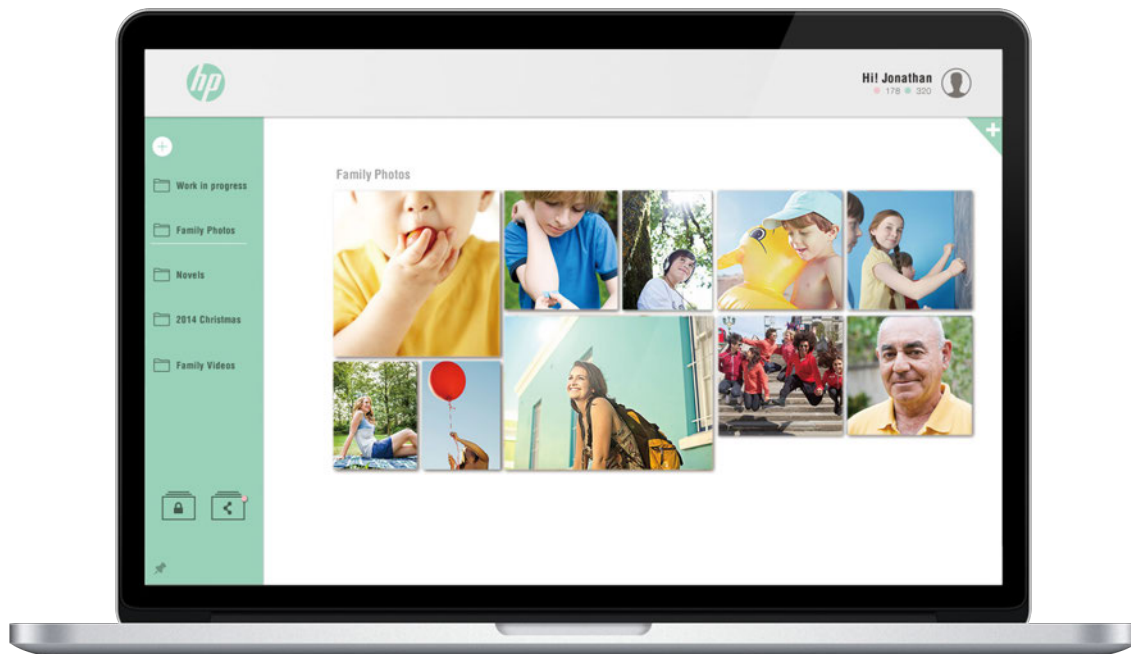
1

This was a team workshop with HP China's design department in 2015, the goal of which was to provide HP China with a new interactive interface for online personal cloud services. After several rounds of market analysis, user research and brainstorming, the solution my team proposed was to provide users with an interactive approach based on their daily file usage habits, just as everyone is familiar with their real desktop. Each person has their own unique working habits, so the position of objects on the desktop is most familiar and natural to the user of the desktop. This invisible, natural and secure interaction is the core objective of the project.

2

35
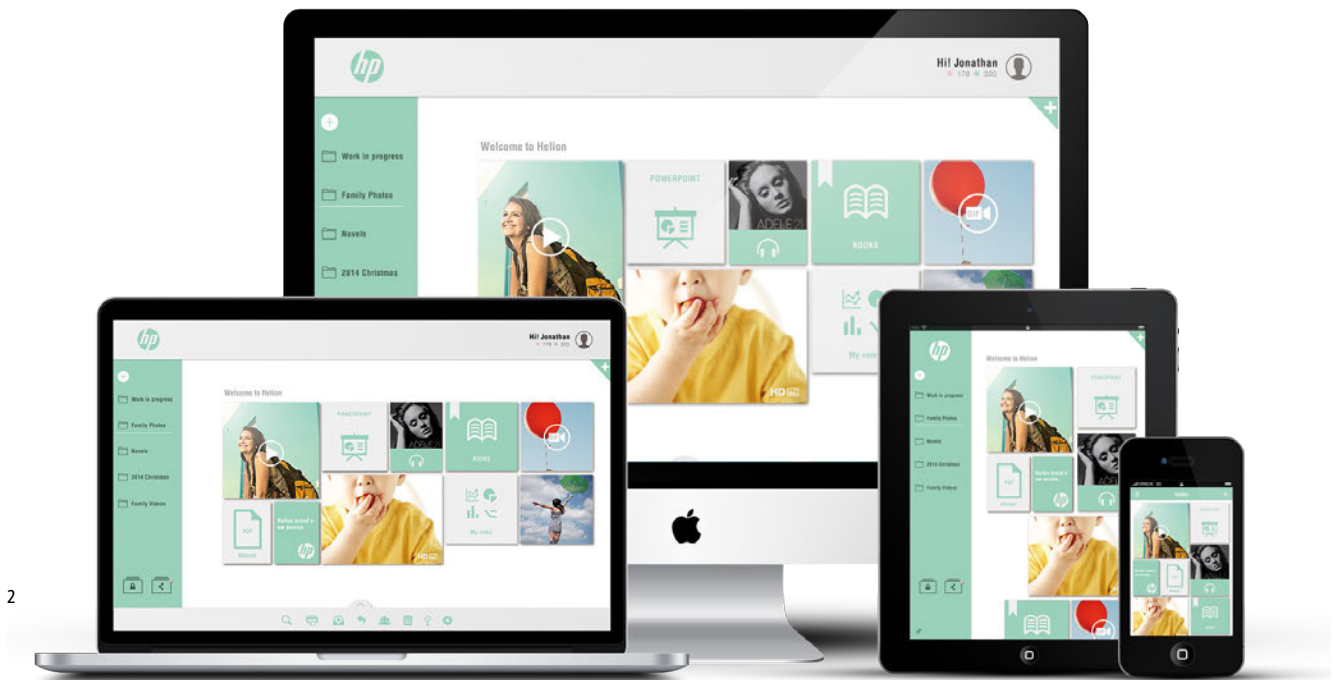
Through the collection, analysis and deep learning of data on the user's daily usage frequency and file location habits, the different files in the personal cloud service interface will be organized in a long-term dynamic and progressive form. Each active change, edit and modification by the user will stimulate the AI algorithm to learn, thus gradually generating a unique file classification logic for the user.

1
Interface prototype, Pictures assortment

2
Multi-platform interface prototype

One fine day
Bicycle

1

This project was a team workshop in 2014 in collaboration with the R&D department of GIANT China. the goal of the workshop was to design and develop a bike for urban women for GIANT China. The project was sponsored by GIANT China, which provided technical support. After discussions with the market research team, we identified some details of the design target: for a single urban woman with a pet. We brainstormed the details of the new design by conceptualising a cycling trip for the user and her pet. The pet was positioned at the front of the redesigned bike and the frame and tyre sizes were subsequently redesigned. The purpose of the change was to create a memory of the user and the pet travelling together.

1,2
Prototype based on GIANT iNeed 500
model (2013)

2

Romantic machine
Fetal heart rate monitor

This is a digital product design project in which I designed a household fetal heart rate monitor. With the development of technology, more and more test projects that were previously only available in hospitals can be tested at home itself, e.g. Fetal Heart Rate Monitor. Technology always offers new possibilities for our lives, but how can we turn these technologies into actual products?

There are already many fetal heart rate products on the market that look very different but actually read the vibration of fetal heart rate. It is always very romantic to have children. With the development of science and technology, we can hear the fetal heart rate clearly at home, which is also very romantic. I hope to bring this romance to the user through the inspiration of the design. If you have heard the Fetal Heart Rate, you know that it is very dynamic, sometimes soothing and sometimes rhythmic. It is like music, composed of different rhythms. My design also displays the music melodies from the Fetal Heart Rate, while the detected data is displayed accurately through the app. People can also save the music and play it for the adult child. The inspirational function of the design made this product a romantic machine.
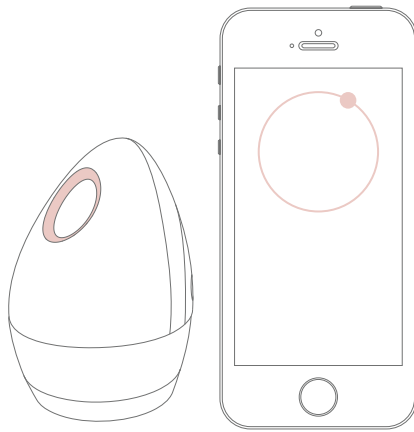
1
Design of device and mobile app

39

1

1

Pull main interface down then measure-
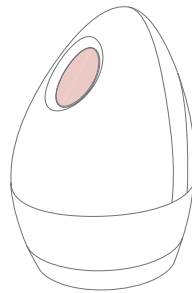ment process starts automatically
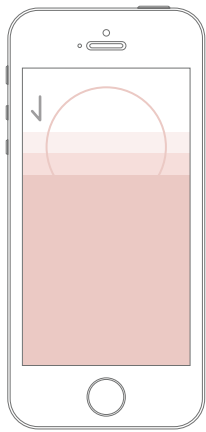
2

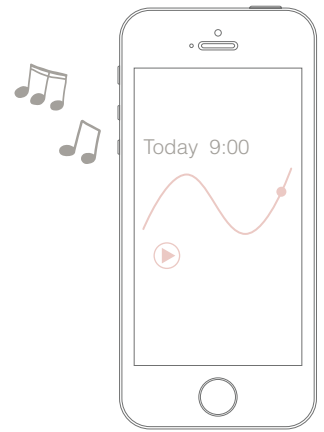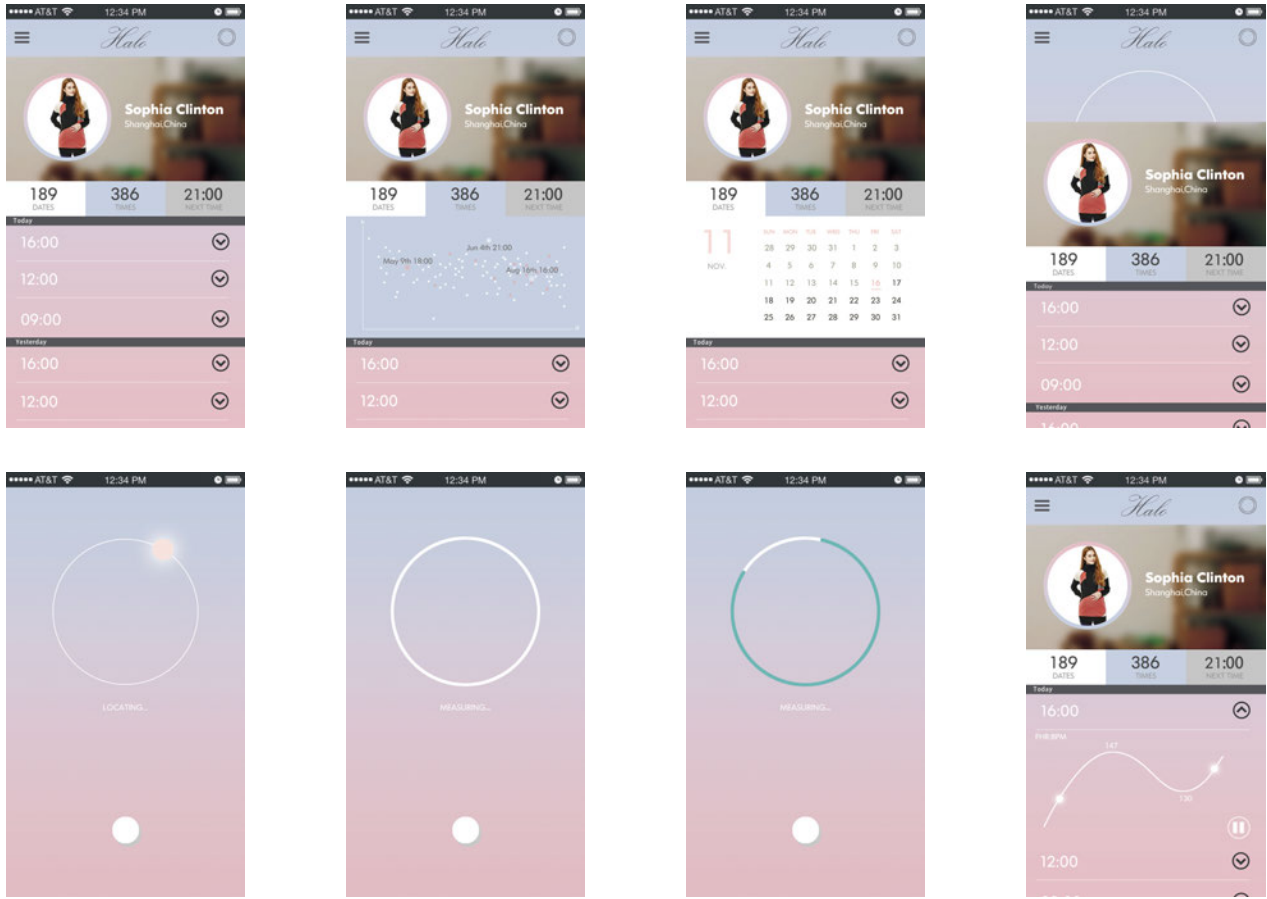APP and devices help the user to find the
position together.

3

Press the button then start measuring.

4

After the measurement listen to the music
of the child's heart rate stop.

1

Today 9:00

1
Instruction of use
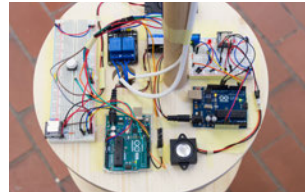
2
App-Schnittstellen nach Verwendung

The app integrates all data processing, handling and storage functions. The app guides the user through the entire measurement process. Users can access all previous measurement data in the app or generate fetal heart rate music in the app and share it with other family members.

Liste der Projekten

Extra Ordinary
2021

Master graduation project
Collection of 10 objects
UdK Berlin

Cappadocia
2021

Lamp
DuPont Tyvek Design Competition 2021
2rd Prize
Plastics, Paper

Analog interaction
2021

Color Research
Interactive colors, Plastics
UdK Berlin

The clone technology
2020

Speculative design
UdK Berlin

The moon in the glass
2020

Tableware
Ceramic, Plastic
UdK Berlin

Borrowed scenery
2020

Folding screen
Plastic, Metal
UdK Berlin

Relay after Da Vinci
2020

Research
Furniture construction without screws
UdK Berlin

Emotinal technology
2019

Speculative design
Arduino, Plastics
UdK Berlin

Sojaverbundstoffe
2019

Material design
Soybean grounds, Pine resin
UdK Berlin

Balloon Nutcracker
2019

Nutcracker
Plastics, Wood

25 inch vase
2018

Vase
Plastics, Metal

TL10
2018

Desktop Organizer
Tongling Co. Ltd, China
Plastics
YUUE

Wall mirror
2018

Wall mirror
ZAOZUO Co. Ltd., China
Mirror, Metal, Wood
YUUE

Lounge Chair
2017

Lounge Chair
Mitab Co. Ltd., Sweden
Fabrics, Metal
YUUE

Organizer
2017

Desktop Organizer
Mamamoon Co. Ltd., China
Plastics
YUUE

Hold up
2016

Bachelor graduation project
Table, Stool, Shelf
Wood, Aluminium, PMMA
SIVA

Wood watch
2016

Watch Collection
Yuyunjian Co. Ltd., China
Wood, Leather
Yuyunjian

City infrastructure for Suzhou
2015

Space, Seat, Trash bin, Drinking fountain
SIVA

Smart bracelet
2015

Smart bracelet
Metal, Plastics

LEGOxMing Chair
2015

Chair
IM University Design Competition
Excellent Design of 2015
Wood

EDGE
2015

Concept car
KIA Car Design Award China 2015
Best 30 Finalist
an SIVA

Wine dispenser
2015

Wine Dispenser Machine
ibarrel Co. Ltd., China
Metal
Yuyunjian

Cloud Service interface
2014

UI/UX
HP Co. Ltd., China
SIVA

One fine day
2014

Bicycle
Giant Co. Ltd., China
Fabrics, Metal
SIVA

Fetal heart rate monitor
2014

Fetal heart rate monitor
Plastics
SIVA

Wall clock
2014

Wall clock collection
Bamboo, Wood
SIVA

Halo
2014

Sofa and coffee table
Holz, Stoffe, Papier
SIVA

**„The most familiar stranger"
experimental project**
2014

Social experiment
SIVA

Yuhang Ke

Born in Taizhou, China in 1993. In 2016, he completed his bachelor's degree in product design at the Visual Arts College of Fudan University in Shanghai. During his Bachelor, he has accumulated work experience in different design studios. He finifshed his product design master degree in University of Art Berlin between 2019 and 2021.

Work experience	04 / 2017 - 11 / 2018	**YUUE Design Studio Berlin |** Product Design Intern
	08 / 2015 - 08 / 2016	**Yuyunjian Design Studio Shanghai |** Produkt Design Partner
	04 / 2015 - 06 / 2015	**Mathis Heller Design Shanghai** | Junior Produkt Designer
	09 / 2014 - 03 / 2015	**Jacob Jensen Design Shanghai** | Product Design Intern
	07 / 2014 - 08 / 2014	**DeTao Gruppe Shanghai** | Graphic Designer

Design Archiv

	2021	**Dupont Tyvek Design Competition China** | 2rd Prize
2016	**Best Graduation Design Shanghai China**
2015	**KIA Car Design Award China** | Top 30 Finalist
2015	**IM University Design Competition China** | Excellent design of 2015

Education

09 / 2012 - 06 / 2016   **Shanghai Institute of Visual Arts of Fudan University**
Industrial Design (Produkt Design), Bachelor
Grade point summary: 1,9

10 / 2019 - 10/2021   **University of the Arts Berlin**
Produkt Design, Master
Grade point of Graduation: 1,3

Exhibitions

	2021	**UdK SoSe2021 Rundgang** | Extra Ordinary master project
		UdK master program: MAKE?! | Extra Ordinary master project
	2021	**UdK SoSe2020 Kleiner Rundgang(digital)** | Extra Ordinary Part 1
	2020	**UdK WiSe20-21 Kleiner Rundgang(digital)** | The power of ordinary
	2019	**UdK WiSe19-20 Kleiner Rundgang** | Emotional technology, Sojaverbundstoffe
	2016	**SIVA annual graduation exhibition** | Hold up
	2015	**IM University Design Competition China ceremony** | LEGOxMing
	2015	**KIA Car Design Award China ceremony** | EDGE

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Credits

S3 1; S5 1: Yuhang Ke;
S6 1-2: Xueqi Huangfu, Dong Liu;
S7 3; S8 1; S9 2; S10 1-2; S11 3; S12 1-2; S13 3; S14 1-2; S15 3; S16 1; S17 2; S18 1; S19 2: Yuhang Ke;
S22 1; S23 2-3: Yunjian design studio;
S24 1; S25 2-5; S26 1; S28 1: Yuhang Ke;
S29 2-3: Baidu, China;
S30 1; S31 2; S32 1; S33 2-3; S34 1; S35 2; S36 1; S37 2; S39 1; S40 1; S41 2: Yuhang Ke

Informations

Ke, Yuhang
Design Portfolio
Seleted Works 2014-2021

List of projects
Biography Included

Contact

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Vimeo: Yuhang Ke