

PORTFOLIO

2023 / 2019

Hello!

I am Hanan

Industrial Designer

Design is the realization of Dreams



about me :



Hanan Nabil

industrial designer

My vision:

I think a great design is born of simplicity and clarity ,so i strive for those two things becouse style is silent communication so it should behear enough

Education:

BNS university , faculty of applied art, industrial design department

Skills :

ideation - team work - packaging - problem solving - fast learning - logos

Softwares



01 Packaging

02 Product design

03 Graphic design

04 Service design

05 Interactive design

CONTENTS

01

PACKAGING

PERFUM



CHANEL



Perfum chanel packaging

The concept

This project revolves around the marketing of the chanel perfum product, which is one of the oldest and most luxurious french perfum in the world in this campaign ,chanel supports singles on their day 11/11 .

Colors

Black : it expresses strenght, seriousness, deveolment .

Yellow : it expresses happiness, activity, and optimism .

Content

package design - graphic design - mockup - advertising .



Paper Specifications

cochet paper
mattle
350 grams
one face

Card Box Size

8 *6 *4 cm

Color Palete

000000 c48e38



PACKAGING



Front



Back



Display stand Specifications

Raw iron sheet
polised
immovable
Bright

Color Palete

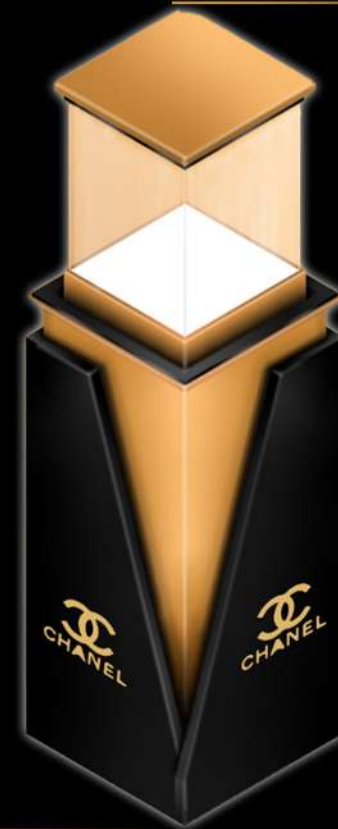


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Dimensions



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PACKAGING



Paper Specifications

cochet paper
mattle
350 grams
one face

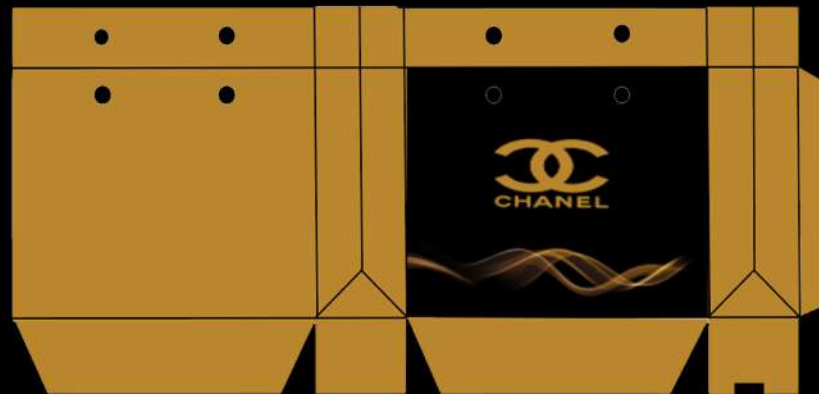
Card Box Size

15*22 cm

Color Palete



000000 c48e38



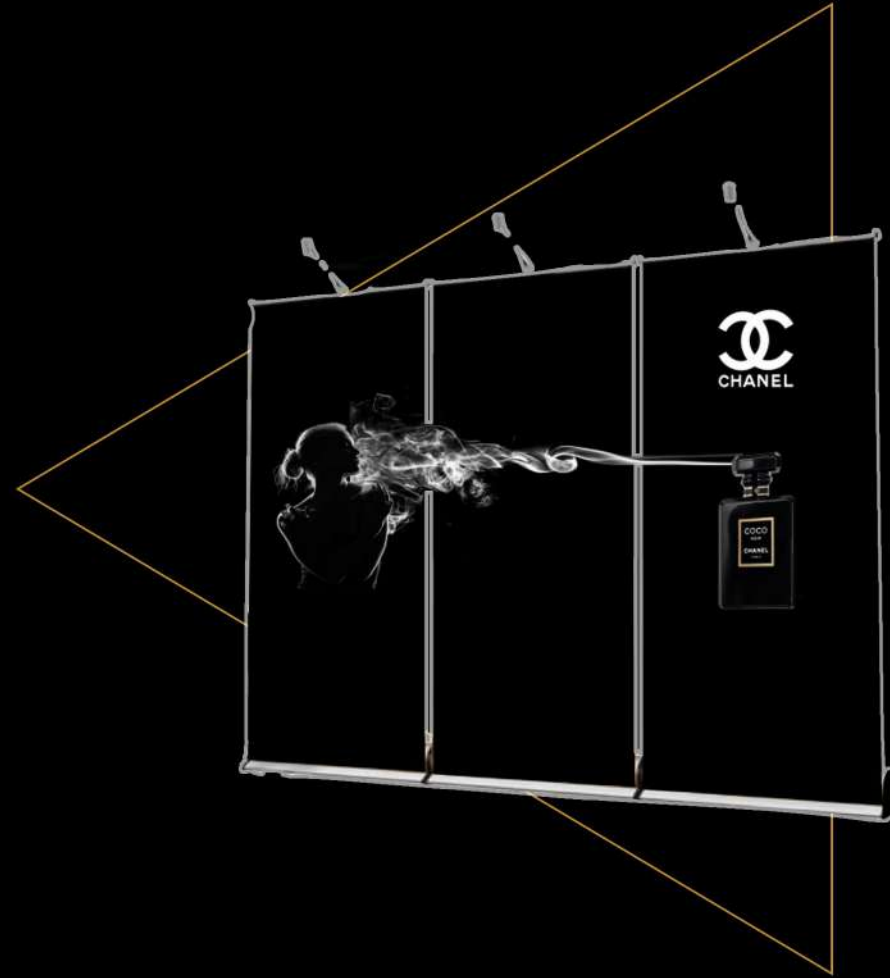
BAG MOCKUP



PACKAGING

Advertising

This advertising expresses the strength of the product and the stability of the smell ,as you can smell it a few meters away .



Advertising



PACKAGING



BTFS

Project idea

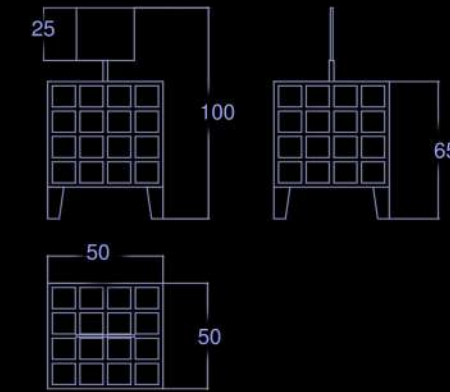
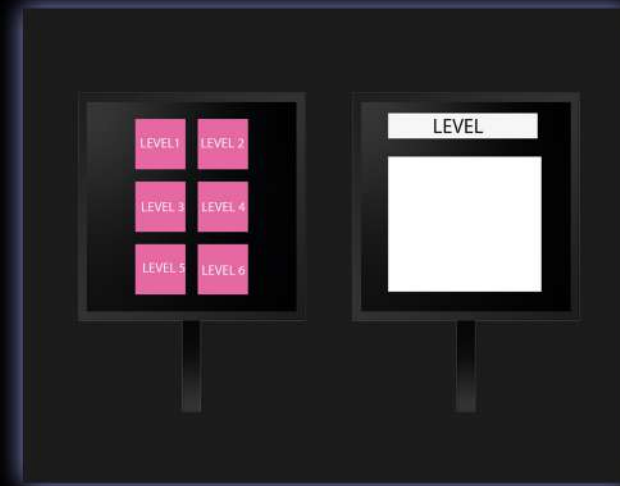
It is a game consisting of several stages for each a stage of them has a role to play in treating a problem from problems suffered by affected children or develop a new skill for them in addition to developing physical skills .



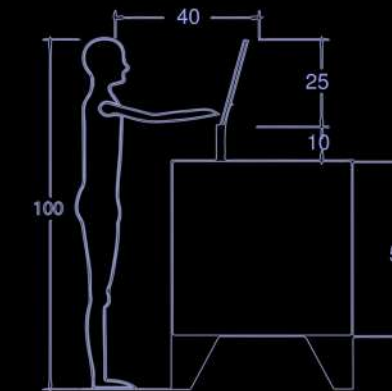
PRODUCT DESIGN

Know how

The child deals with the game from through an electronic screen the main window contains on the namee of the stages and based the child chooses which stage he wants to play it ,so he clicks on its card, and another window opens in front of him containing a chanllenge,he opens the drawer that contains the games of the stage he chose, and if he does not succed, an encouraging message appears in front of him to re-experience, because they always need the saree of encouragemen and motivating words .

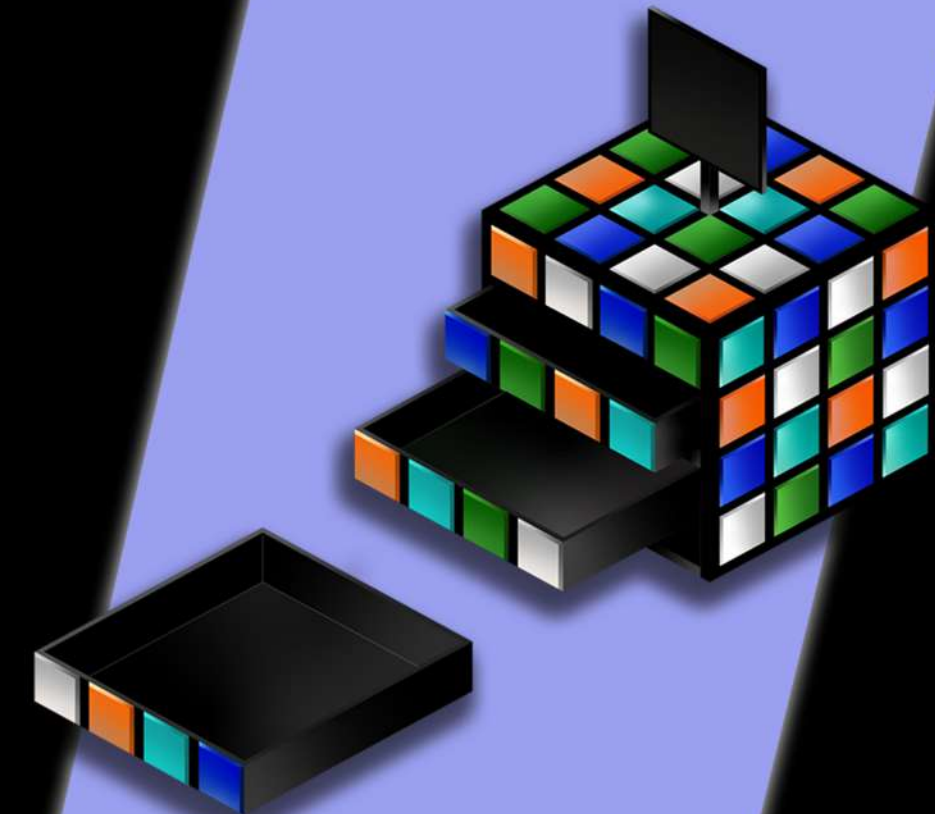


dimensions



usability

disjointed perspective



PRODUCT DESIGN

Levels



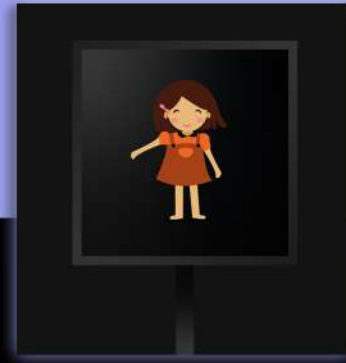
Level 1

this stage is for treatment attention deficit in children as this game depends on the form essential to focus and speed scince one of the cards is placed inside the game is covered and the child reeds it and try to solve the puzzle before the hourglass ends



Level 2

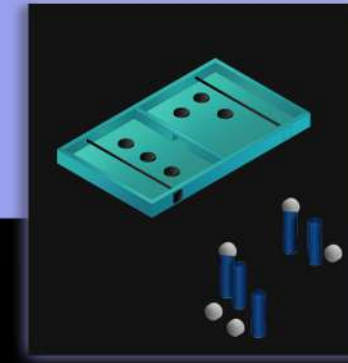
This stage is concerned with treating hyperactivity in affected children as it is long carpet that contains a set of drawings of foot and hands shapes, and the child moves on it ,following the shape of the drawings .



Level 3

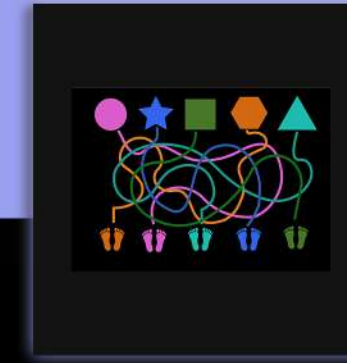
the goal of this stage is to exploit the energy of the affected children through exercise that helps them improve their mood and get rid of bouts of exerssive movement .music , and the child imitates the cartoon caracter .

Levels



Level 4

This stage aims to address the problem of isolation in affected children, which may lead to autism, from the idea of during group games and for the child to accept through them winning and defeating .therefore, this stage contains games .he need focus and others need movement and speed.



Level 5

The maze, its aim to reduce impulsiveness in children, where the child stands at the mark of the legs and follows the color until he reaches the shape that has the same color, by walking in the maze

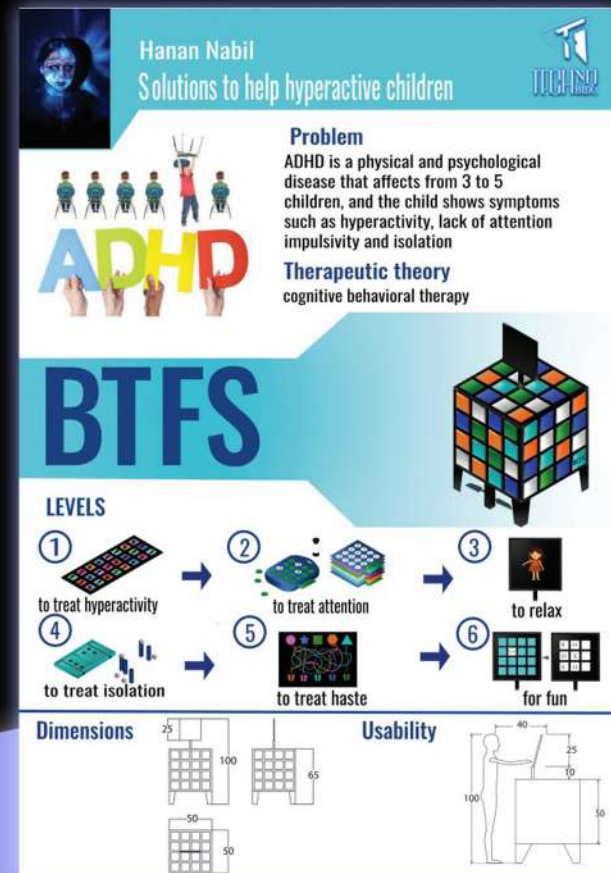


Level 6

The purpose of entertainment and pleasure it is done through the electronic screen it is a set of cards the child presses any them at random, so you purify him with each card a different game opens another window on the screen with the game.



Display panel



03 GRAPHIC DESIGN

ALONE



GRAPHIC DESIGN

3d digital painting

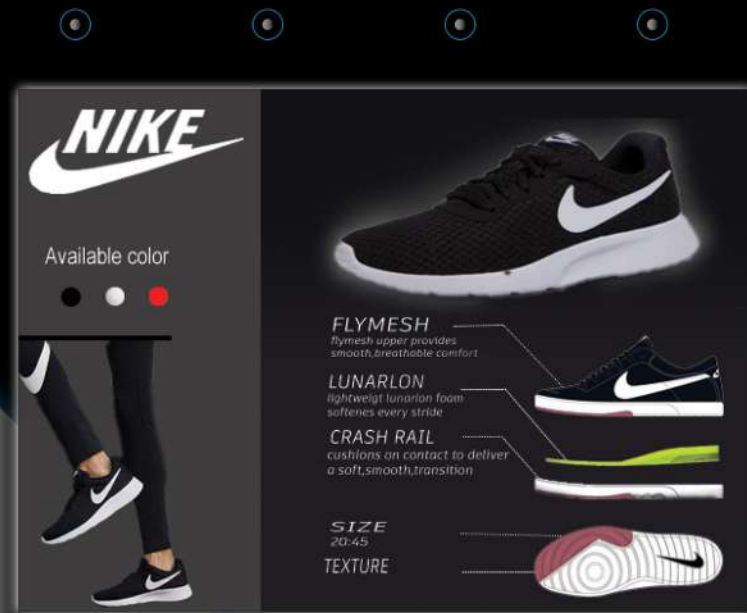
This shaving machine was painted by photoshop and converted from 2d to 3d, with the dismantling of its elements



PANORAMA



GRAPHIC DESIGN



Layout design

in this project, it was planned to show the product, so that it shows the usability, its component parts, and the available colors.

Re- design

In this project, the chair was redesigned with an advertising for it in the form of a website for selling furniture





04 SERVICE DESIGN

04 Service design

To provide the necessary services to save time and effort, facilitate shopping and avoid congestion, the necessary areas were identified in all malls, and the types of people present in the mall were determined to provide the necessary services to them.



SERVICE DESIGN

WORK TEAM

MAKARIOUS HANY

Makarious is my partner in this project. it was pleasure working with him.he is talented, smart, hardworking and helpful

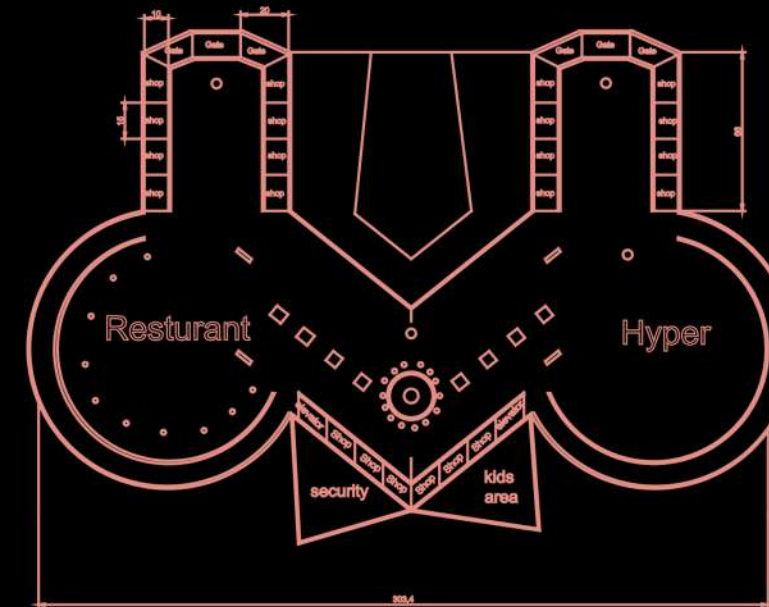
SKILLS

Sketching, packaging,3d modeling, presentation, ideation

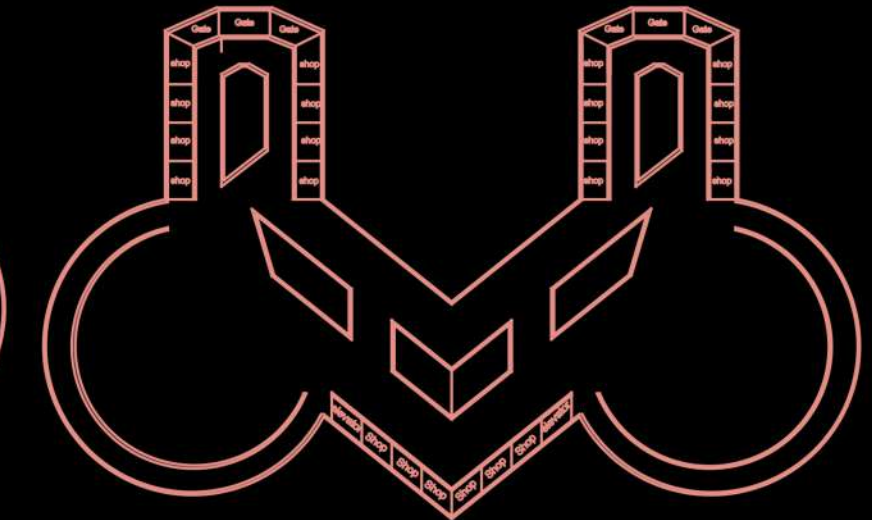
SOFTWARE



PLANS



FLOOR1



FLOOR2

SERVICE DESIGN

SERVICES



Mall delivery service

The service connects people from different places to the mall by stopping buses at specific points and areas designated for moving to the mall.



Shipping service

This service works in two phases, the first is by shipping the products from inside the mall to the cashier's places. the second phase is the process of shipping heavy products weight to the person's home.



Transfer service inside the mall

it connects the person inside the mall to his destination by location. this service is used specifically for the elderly, pregnant women and people with disabilities



Emergency service

This service works to provide all people inside the mall with a bracelet

SERVICE DESIGN

SERVICES



Product search service

this service works to connect the person inside the mall to his destination or to the product to be purchased by searching in writing or by recognizing a picture or place



children's entertainment service

it entertains people and children in designated places inside the mall until the adult finishes shopping inside the mall.



service for restaurants and meals

it deliver meals to the customer through tables, where the meal is selected



purchase and payment service

this service works on paying the person manually in certain areas inside the mall instead of having a cashier for each store

SERVICE DESIGN

SERVICES



GPS screen service

it works to clarify the paths and maps that the customer takes and determines its location in relation to the mall



Organizing service and saving time

this service records all the activities carried out by customers inside the mall and determines the time period for each activity.



location and grammarstudy

it works to clarify all the regulations and rules inside the mall, such as it is forbidden to exit from the entrance gates, ect



Codes

it provides the customer with several advantages, including freedom of movement, as it is through it

SERVICE DESIGN

PRODUCTS



Bracelet

each bracelet delivered to the customer contains a number and a location device.it consists of 3 buttons, the first to request emergency, the second to determine the nearest way to exit at emergency and the third to know the time spent in mall.



interactive screen service

interactive screens are distributed in separate places of the mall, especially at the crossroads.it provides several service as follows:



special vehicles

it is used in special corridors to transport people who are unable to move, such as the elderly and people of determination.



Traffic lights

it is located in the special tracks to organize the movement of private cars for special cases from the elderly and others

SERVICE DESIGN



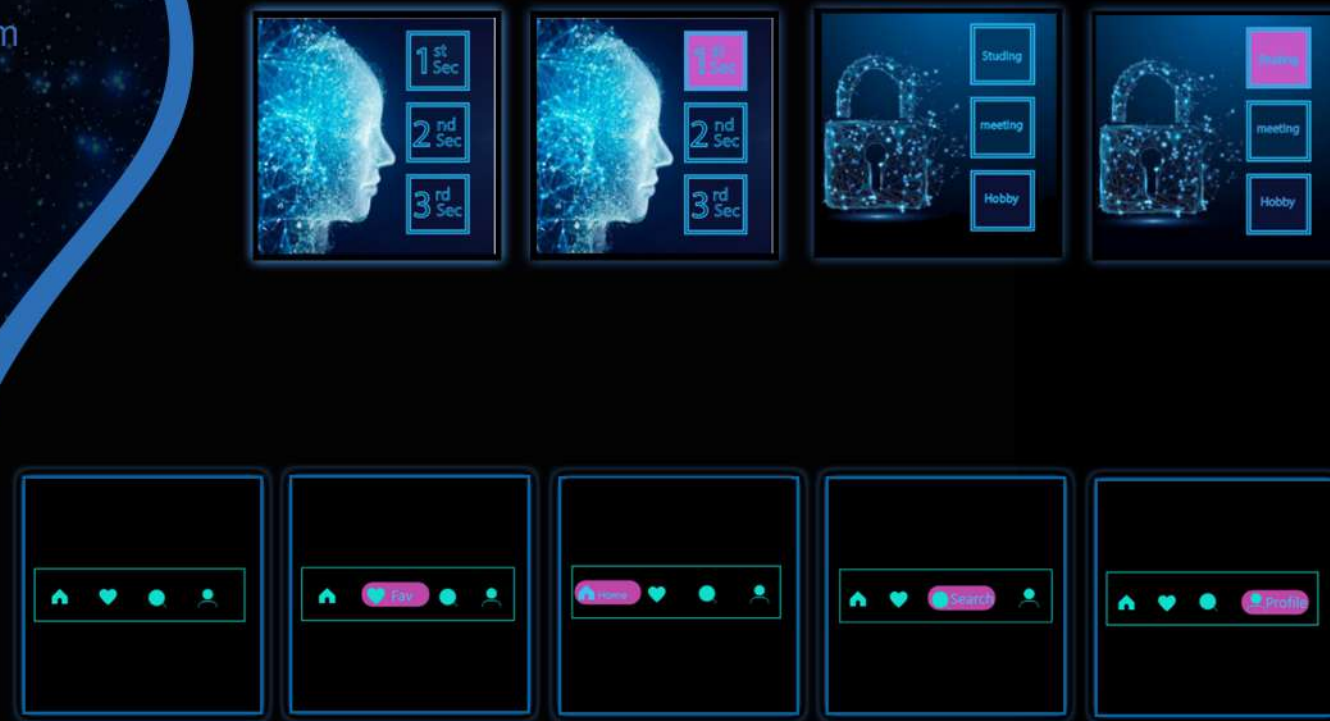
05 Interactive design

METAVERSES

The project is about metaverses and how it can benefit us in the field of education and how metaverses can change the from of education anf add to it the spirit of adventure and experiment and this is through the fact that student will wear a VR glasses, and this is the product that he will use, and he will deal with swapping, and then he will enter the metaverse world, and screens will appear in front of him to choose the project he wnats to study

SCREENS

Screens appear in front of the student to choose from them at the beginning of his academic year, then he chooses the main page of the program to choose what he wants to do



The student chooses the subject to be studied, so when he chooses study space,he studies the moon, plants and maps and turns into an avatar and travels through space.





When the student chooses to study chemistry, he studies scientific experiments and tests their validity in addition to studying the chemical elements.



When the student chooses the subject of biology, he can enter the human body, see the organs, touch them, and move them.



INTERACTIVE DESIGN



Contact us



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Thank
you !

