PORTFOLIO

Edouard Boissinot

2024

Freelance Designer

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CON TENT

modeling & rendering   product
interface   transportation

● modeling and rendering

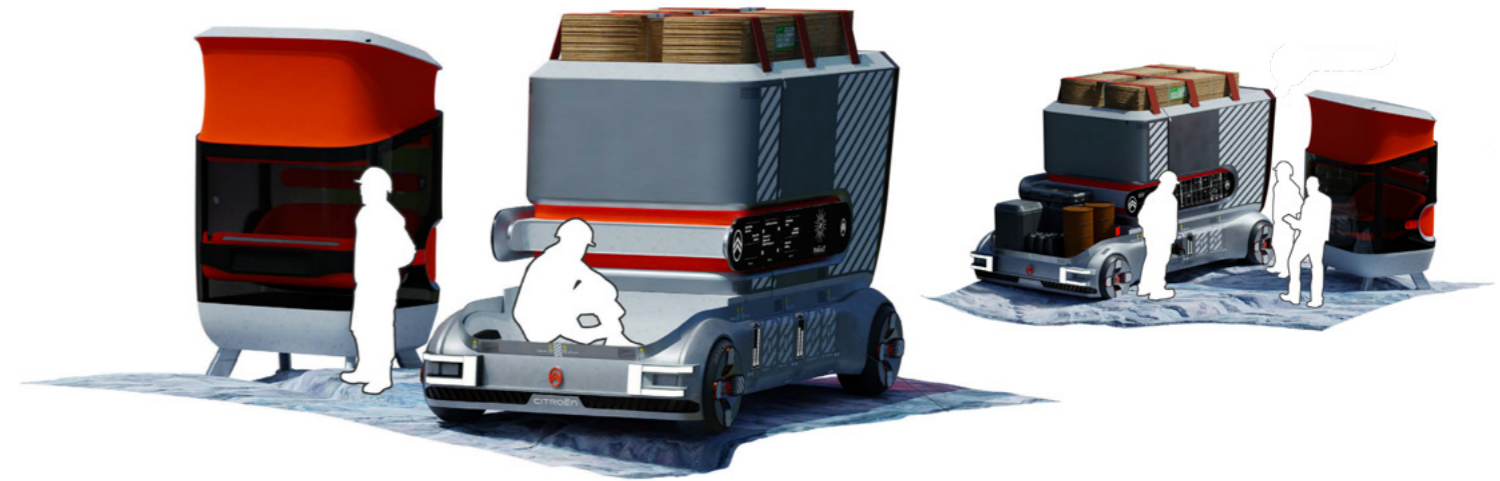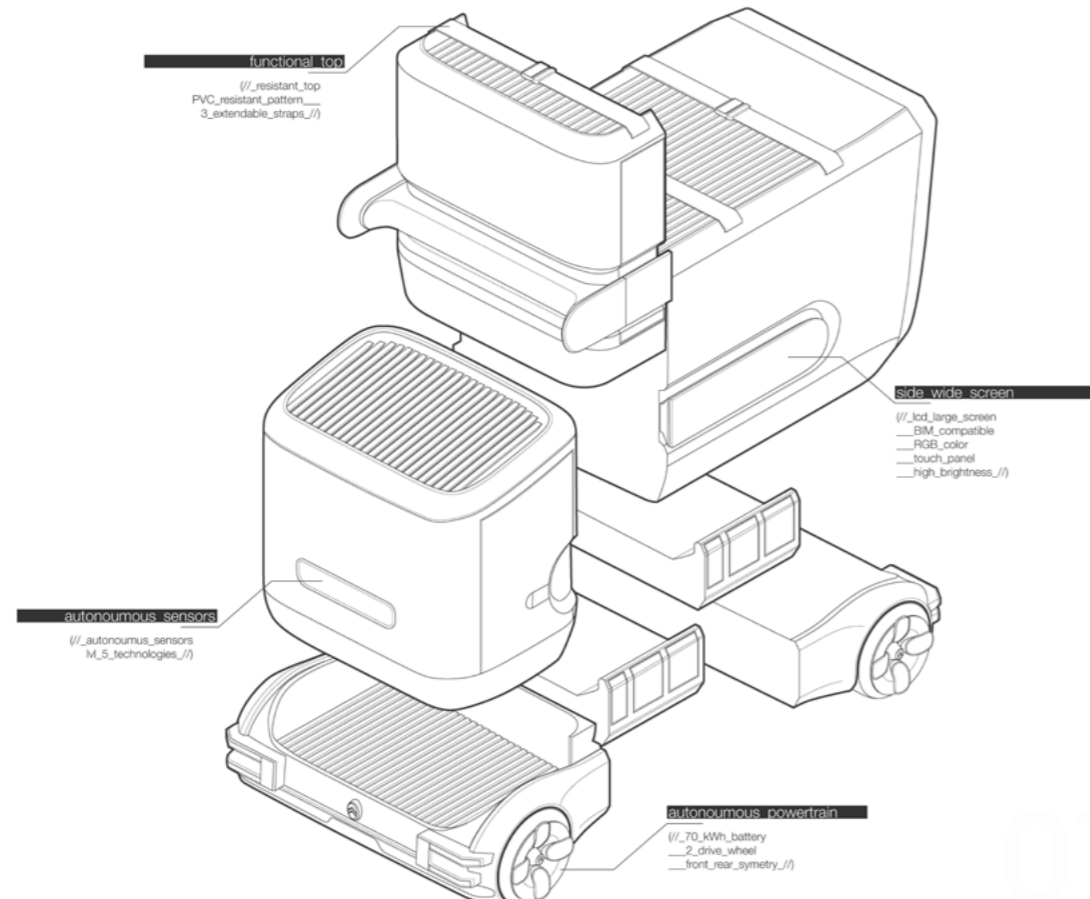● transportation design

CITROËN COMRADE
01

The **Citroën Comrade** is a **tool** specifically designed to meet the needs of **artisans**. This **modular utility vehicle** is the result of an in-depth analysis of the requirements encountered by workers in the sector. With its **adaptable rolling base** and flexible upper elements, the **Citroën Comrade** offers a **complete and versatile solution**.

Thanks to its **road autonomy**, it can be easily maneuvered on the construction site to be **positioned optimally**. The front part transforms into a **deployable living area**, providing artisans with a **secure and welcoming space** to gather and rest. The rest of the vehicle is then used as a **rolling workbench or cart**, providing additional functionality on the field.

The **Comrade** is designed to be an **indispensable companion** at every stage of construction. Equipped with a **side screen** to display crucial plans and information, it also includes a sliding **toolbox** for storing equipment.

Inside, the **Comrade** prioritizes **simplicity and comfort**. A panoramic screen offers the possibility to display information or entertain during well-deserved breaks. The **streamlined design** facilitates cleaning, ensuring a **clean and efficient** work environment.

Modularity is the key feature of this vehicle, designed to **adapt to the changing needs** of artisans. The idea is to offer it for **rent**, with the option to choose the **necessary modules** week after week, providing a **tailored solution** for each project.

⦿ modeling and rendering

⦿ product design

Bē https://www.behance.net/gallery/209662205/Analo-gic-The-Ultimate-Hi-Fi-Interconnect-System

ANALOGIC

02

This project presents a **premium Hi-Fi** device designed to seamlessly bridge the gap between **analog and modern** audio equipment. With its high-quality **amplifier**, motorized analog **mixing console**, and dedicated analog VU meters, the system offers precise control over inputs and outputs, delivering a **superior listening experience**. Featuring customizable stability, an array of versatile connection options, and multiple audio presets, this device adapts **effortlessly** to any setup. Created for audiophiles, it provides an immersive and complete **sound experience** without the need to upgrade or replace equipment.

This project was a short design exercise, focused on developing a **high-end audio device**. I began by quickly sketching and refining the concept in 2D, before moving into 3D modeling with **Rhinoceros 3D** to finalize the form and technical details. Once the model was complete, I used **Blender** to create high-quality renders that showcased the materials and functionality of the product. Finally, I brought the project to life with an animation created in **After Effects**, highlighting the device's key features and user interaction.

◉ interface

Bē https://www.behance.net/gallery/200498909/avan-
tage-the-referee-mobile-app
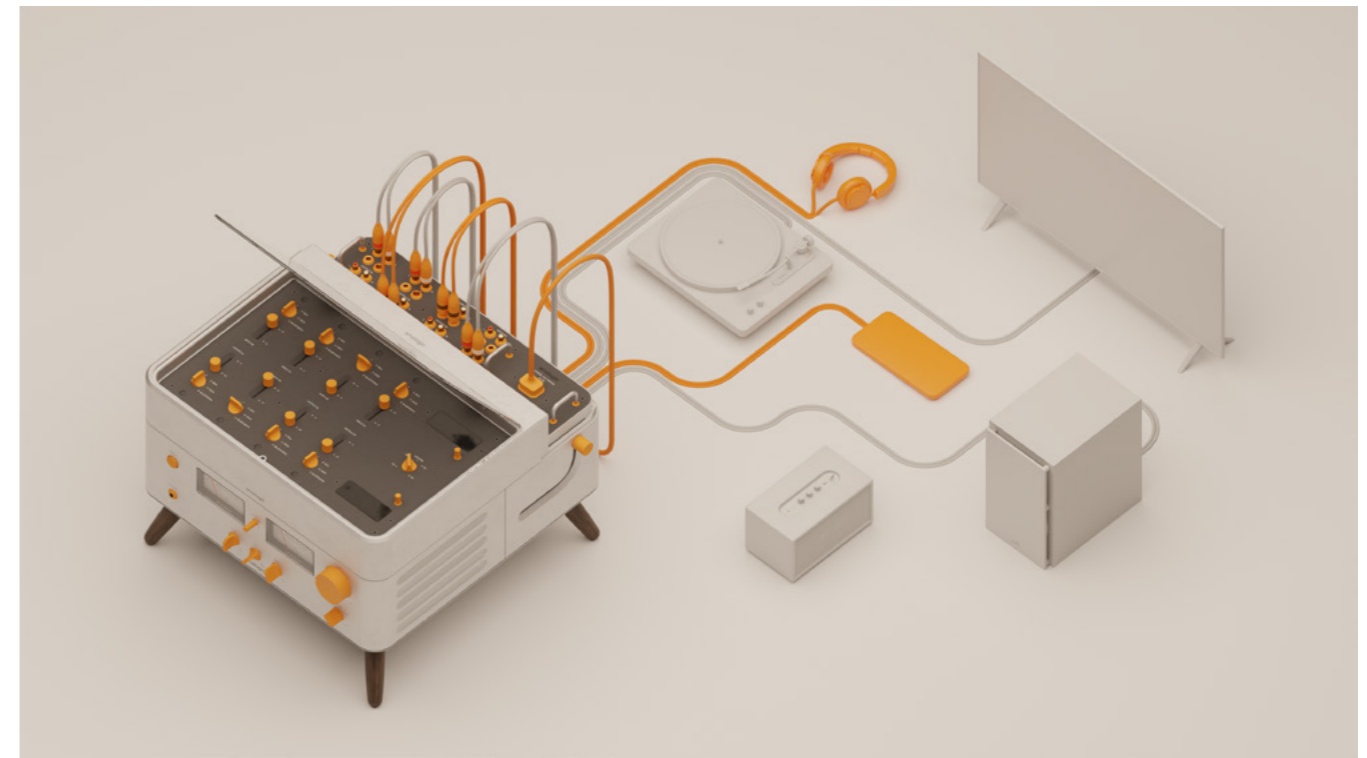
AVANTAGE   03

Avantage is a mobile application intended for amateur football referees. It is a personal project.

The amateur referee plays a crucial role in the conduct of amateur football matches. At the beginning of their career, they are often alone and must manage the smooth running of the match on their own. Before, during and after the match, they are responsible for the game.

It is essential for them to properly prepare for their match to be in the best conditions. The Avantage application is therefore a companion that allows referees to review their skills, prepare for their match, and officiate optimally. The application is divided into three parts. The first part is for learning and reviewing the numerous rules. The second part helps locate sports complexes to familiarize with the environment. The last part allows the referee to set up the match, know the teams, and officiate.
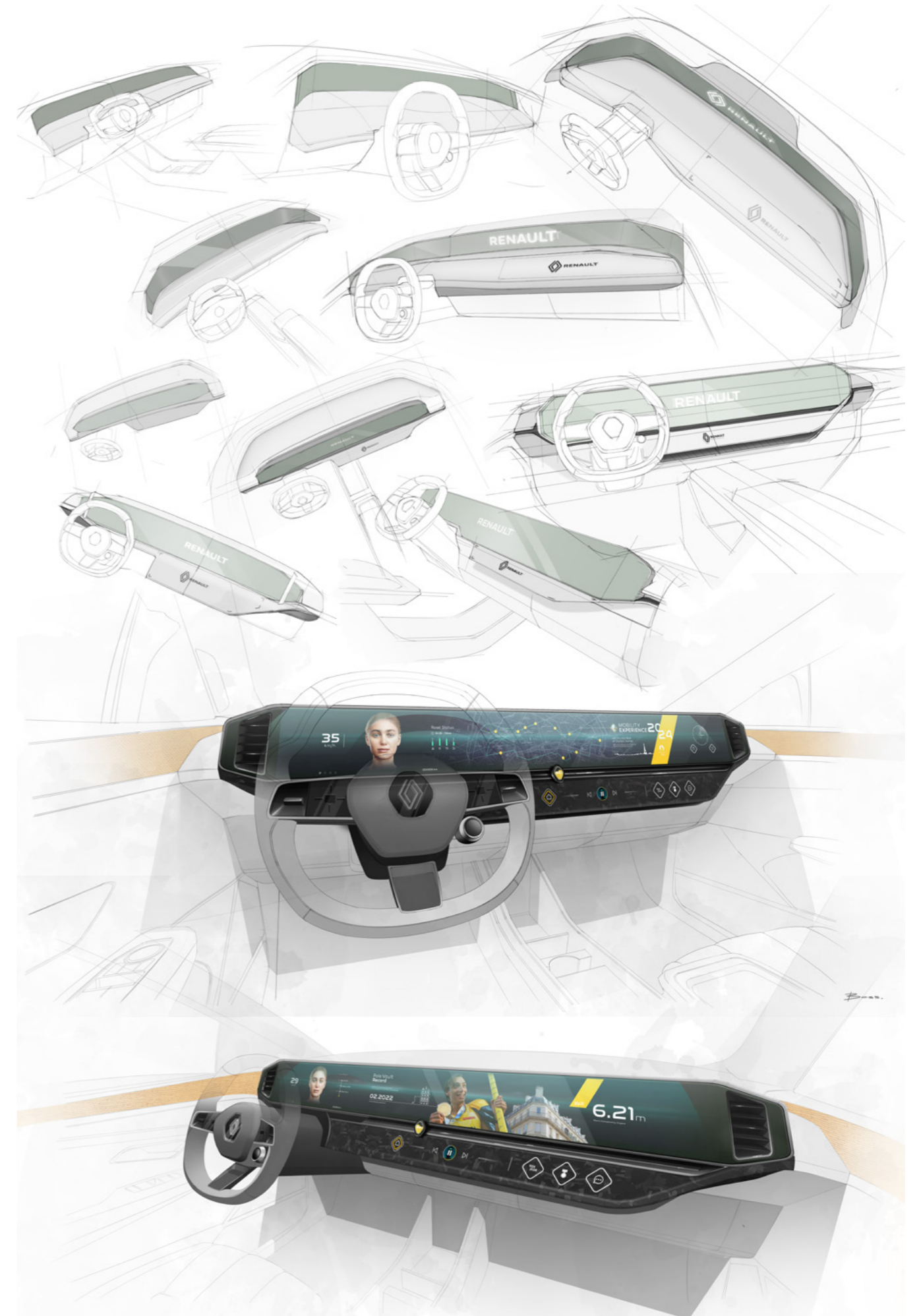
● transportation design
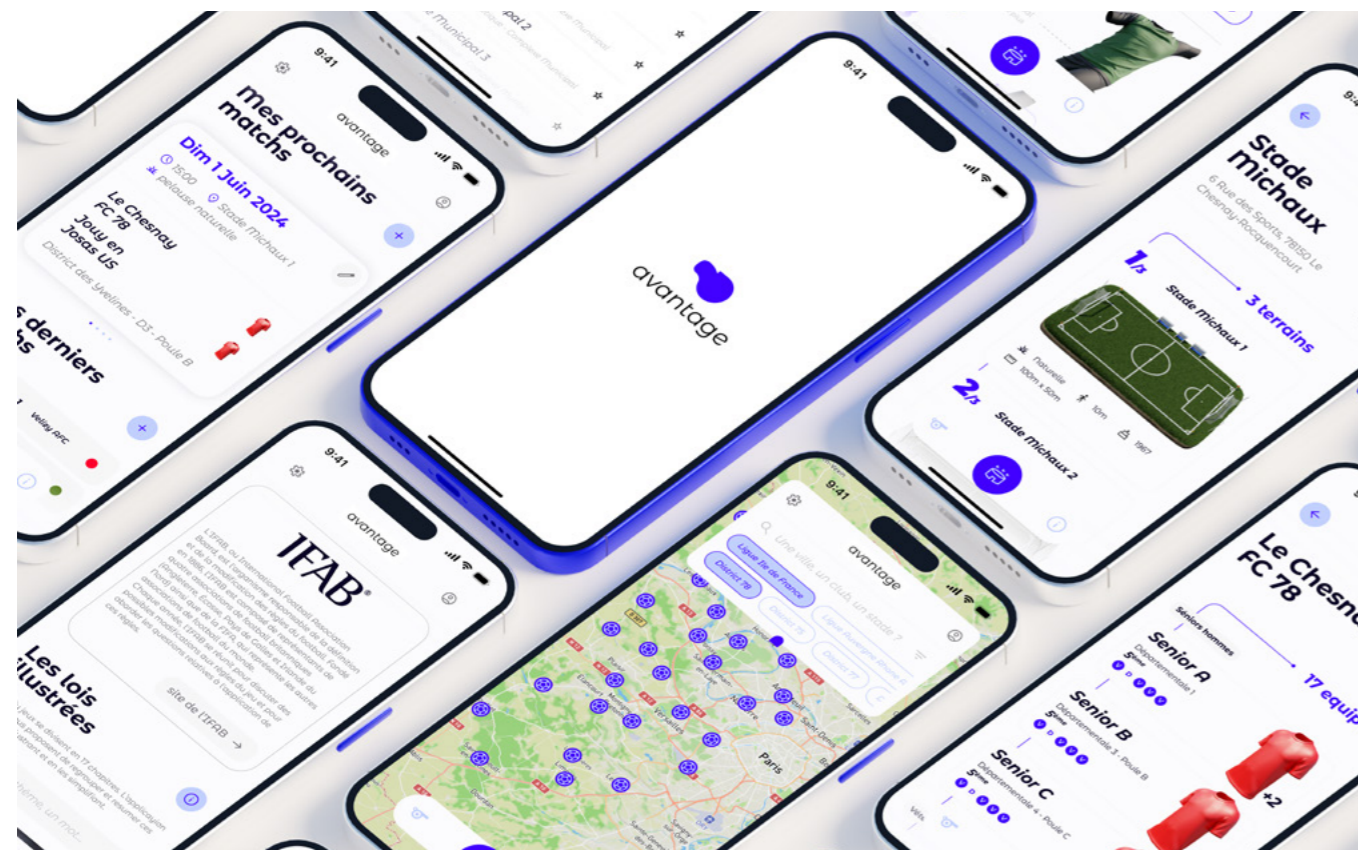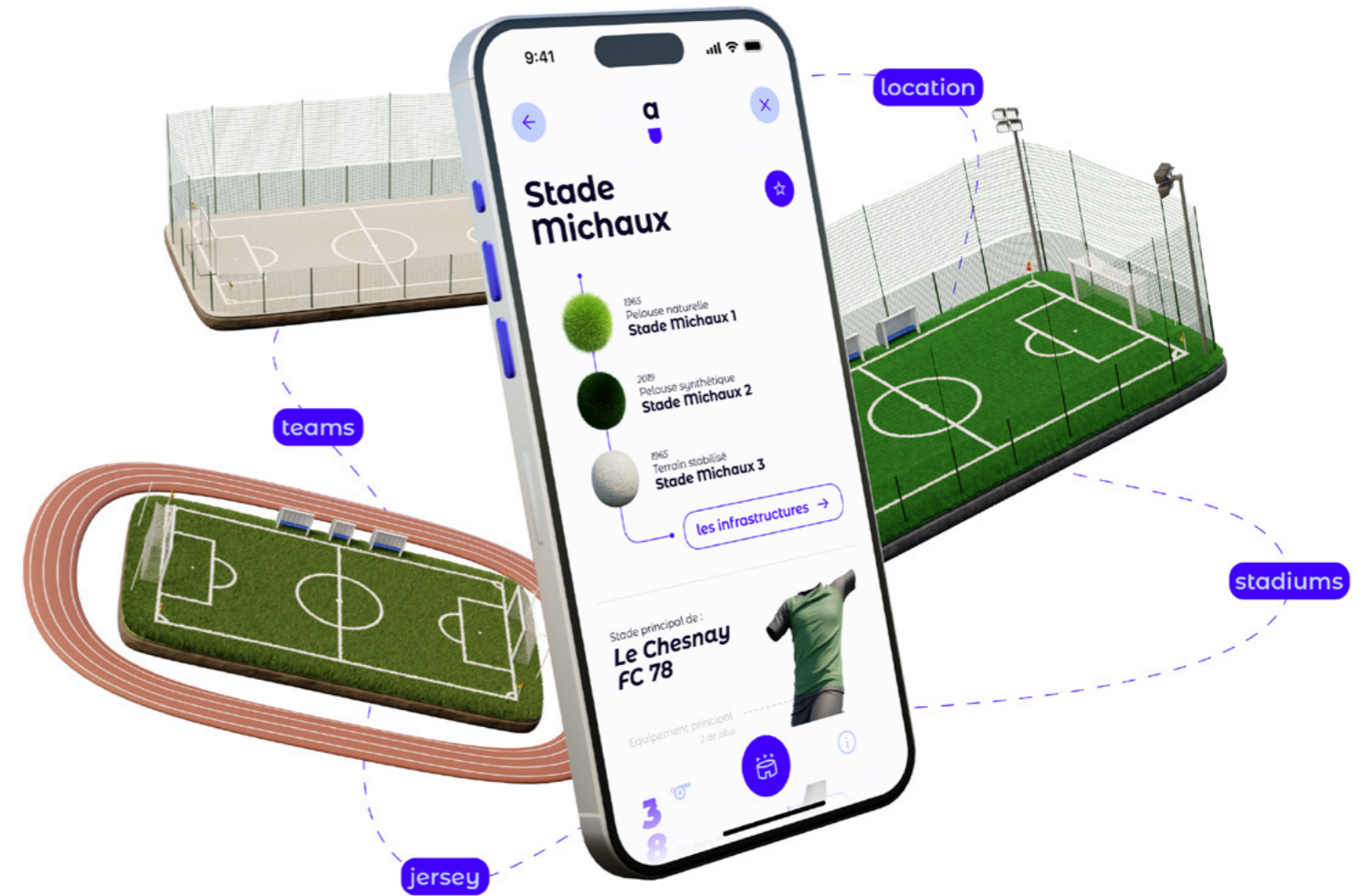
RENAULT COCKPIT 04

As a designer at **Continental**, I had the opportunity to work on several projects for various **automobile manufacturers**. My role was to integrate Continental's **latest technological innovations** into **creative and aesthetic** projects.

Following a project presented in this portfolio on **page 14**, I was tasked with imagining a **cockpit for Renault**. The aim of this cockpit was to showcase Continental's latest **screen technologies**. One of the most interesting was the **"under skin" screen** technology allowing the diffusion of images through the **imitation of a material**. It was also necessary to provide a convincing **"pillar to pillar"** screen experience. I opted for a **sleek** design, integrating the current **stylistic codes** of the brand. The horizontal diamond complements the aesthetic of the «L-Shape» screens currently present in the brand's vehicles.

The lower part, covered in **forged carbon**, allows an appropriate human-machine interface to appear depending on the **context**. The experience developed with my fellow designers revolved around the **2024 Olympic Games in Paris**. The goal was to use the vast screen surface to offer an **entertaining and contextual experience**.

This **experience** was **accompanied** by a **virtual reality** immersion.

● modeling and rendering

● transportation design

Bē https://www.behance.net/gallery/194833101/Braun-U(rban)-C(ar)-UC01

BRAUN UC01
05

The **Braun UC01** is a **simple** and **efficient urban** vehicle. While completing my **Master's thesis** in transport design, I focused my research on **mobility for the elderly**. My conclusions showed that the technological evolution of our vehicles tended towards a **complication** of its use and a **gradual exclusion** of the **vulnerable people**. I then wanted to work on a **different evolution**, aiming for **simplification** and **securing** the use of the automobile.

A few years later, I decided to **revisit this topic** that is dear to me. I quickly decided to create a **small vehicle**, **simple**, without **superfluous technology** and with a **clean aesthetic language**. Indeed, beyond my attraction to complex issues, the current face of the automobile leaves me **perplexed**. **Ultra-complex** and **over-designed** vehicles are legion today. For my part, I prefer to focus on the **essentials** to return to the very essence of these objects: **mobility**. Being an admirer of **Dieter Rams**, it then seemed obvious to me to combine these questions with the **«Good Design»** principles of the German designer.

This project is currently a **quick and stylistic draft** of my ideas. I have notably discovered the power of Midjourney to inspire me and create my rendering environments. I also did the modeling on Blender. **The rest** is still **under consideration.**

midjourney search*

◉ modeling and rendering

COUNTRYSIDE HOUSE
06

It's challenging to **envision a space** still in **ruins**, overrun by brambles, and partially **destroyed**. For a client, I've thus begun the **virtual renovation** of their property. The goal is to offer **photorealistic visuals** to **optimize the space**.

Such projects provide me with an **opportunity** to **refine my skills** in **modeling** and **rendering**. Everything is done here using **Blender**. 3D allows for multiple **proposals** to be made in **record time** to visualize the outcome. I handle all aspects of architecture **modeling** as well as the **creation of certain objects and furnishings**. I also take the opportunity to **build my own library** of **objects** and **materials** to increase **efficiency**.

This project also gave me the chance to **model** one of my favorite **pieces of furniture**: the **Vitsoe 606** shelf by the renowned designer **Dieter Rams**.

interface

interface

BEWEEL APP
07

CAPASCAN
08

At the launch of my **micro-enterprise**, I had the opportunity to participate in the **beweelsociety** adventure. This **Lyon-based startup** designs and manufactures **connected bicycles**. My role in this company was to **design the mobile application** dedicated to these bicycles.

My goal was to offer a **fun and visually striking application**. A very **noticeable accent color** to balance out the very **pronounced typographies**. The application revolved around a **map** allowing users to **locate** their vehicles, create **routes**, and **navigate**. The rest of the application featured many interesting **data** points to **optimize** journeys and see their **beneficial impacts**.

The next part of my work involved **producing a coherent and usable design system** for the project's continuation. I then **followed the project's development** with the developers.

I also created animations for this application at the **Prodays exhibition in Paris in 2023**.
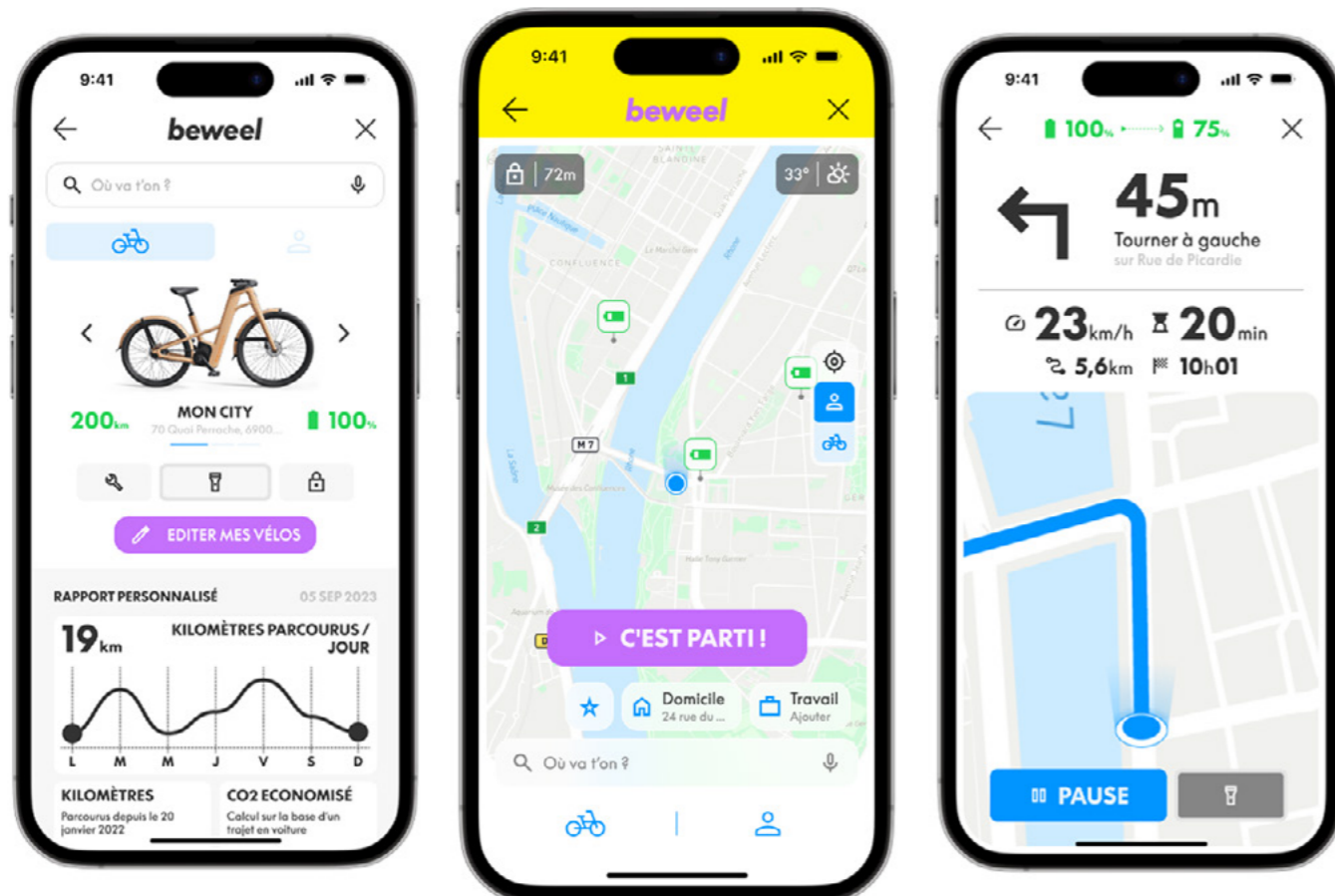
Capascan is a **mobile application** for **detecting vacant spaces** and a dashboard for **collecting the data** from this application. **Continental** engineers have developed a simple technology available on smartphones to **scan** the rear of a **trailer** and **detect potential free space** for accommodating a **new load**.

I proposed a **simple and functional design** for quickly scanning the back of the trailer and sending this information to the **fleet manager**. They can then book a new destination to **fill the vacant space**.

The goal was to offer a **data-focused** design to make it as **pleasant** and **easy** to **visualize** as possible.

● modeling and rendering

● transportation design

DELIVERY ROBOT

09

Continental is a manufacturer of **various technologies** that **strives** to make **mobility smarter**. Beyond the ability to **autonomously** and safely move **vehicles**, it's also essential to consider their **acceptance**. This is precisely the objective of this project: to create a **delivery robot** using human-machine interfaces (HMI) to **communicate effectively**.

My role in this project was multifaceted. I **designed the object** from A to Z, aiming to give it a **friendly** yet **robust** appearance. The more complex **upper** part encourages interaction to retrieve **orders**.

The bulk of my work involved **integrating various HMIs** to interact with **pedestrians**. In an **urban environment**, it can be **challenging** to easily understand the movements of a small **autonomous object**. My goal was to **prioritize information** using different and increasingly precise visual elements as one approaches the robot. Firstly, the **illuminated flag**, visible from afar. Next, a **360° light strip** allows for a more complex pattern. Finally, the **visual signature** on the screen ensures **precise** dialogue completion.

This robot was used in **virtual reality** to conduct **real-life tests** with **users**.

🟡 modeling and rendering

🔴 product design

SHYTECH DISPLAY   10

The **Shytech** is a **technological demonstrator** destined for **CES in Las Vegas**. Like many projects I produce at **Continental**, the objective is to showcase the group's **technologies**. Here, it's the **"under-skin" screen** technology.

This **impressive technology** allows **high-resolution display** under a printed skin, such as **wood** in this case. Although its use on such a large surface may be ****criticized****, this technology enables the designer to completely **camouflage** the interface and integrate it **contextually** to the user.

I had the opportunity to participate in the **conception** of this physical prototype during this project. Firstly, with **my pencil and mouse** (the renderings are done in Maya, as well as the modeling), and then through my **project management**, where I was able to travel to Germany to **choose** and **refine** the **aesthetic choices**.

Although the project's overly **imposing form** is subject to criticism (as per Continental's wishes), it represents for me the **first physical realization** of one of my ideas.

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⊙ https://www.instagram.com/tonissiob

about

My design vision can be summed up in two words: efficiency and simplicity. Through my various projects, I aim to address a specific need as effectively as possible, without trying to solve more than necessary. The "Swiss Army knife" effect is my perpetual challenge. Returning to simple objects is often more effective than complex multifunctional solutions. To stay relevant in our current era, the efficiency of our designs is crucial for both economic and ecological reasons. The quest for the perfect object - one that is used to its fullest potential - is my primary motivation. I also wish to move away from screens to restore meaning to the gestures and moments of our everyday lives.

education

2016 - 2019

ISD Rubika, Valenciennes, France

Master's Degree
Transportation design

2014 - 2016

E.S.A.A.T., Roubaix, France

Bachelor's Degree
Product design

skills

hand sketching - adobe suite (indesign, photoshop, illustrator, after effect) **- 3D modeling** (blender, maya, 3ds, alias) **- 3D rendering** (cycles, arnold, vray, vred, keyshot) **- ux/ui design** (figma, xd, play)

work experience

Edouard Boissinot
June 2023 - present
Paris, France

Founder & Designer
My micro-enterprise allows me to delve into broader domains. Thanks to my skills, I can thrive in areas and with tools that fascinate me. I'm fortunate to continue my activities in transportation and industrial design. I also apply my expertise to interface projects. Lastly, my 3D skills enable me to model and render various requests.

beweelsociety
June 2023 - November 2023
Paris, France

UI/UX Designer (freelance)
Mobile app UX/UI design, design system, motion design.

Dior
November 2023
Paris, France

3D modeler (freelance)
Architecture modeling and rendering

Trackapp
July 2023 - August 2023
Paris, France

UX/UI Consulting (freelance)
Mobile app UX/UI design, design system, style advice, rationalisation and simplification design.

Continental
February 2020 - April 2023
Rambouillet, France

Transportation Designer
Interior & Exterior advance design, demonstrator design, UX/UI design, Industrial design, 3D modeling & rendering.

PRO FILE