PORTFOLIO
impressions of my work

PRODUCT DESIGN
by Kevin Verbeek

my approach of
CREATING PRODUCTS

GENERATING CONCEPTS
- Sketches
- Drawings
- Sketch-Up
- Renderings

MAINTAINING DEVELOPMENT
- CAD Design
- Engineering
- Prototypes
- Improvements

ACHIEVING RESULTS
- Strollers
- Trivanti
- Luggage
- Reiatcherze
SKETCHES

The quickest and easiest way to communicate my ideas, a function or simply the shape of an object.

All my designs are scribbled on paper before they turn into something more sophisticated.
DRAWINGS

In order to illustrate and compare the concepts, I prefer to colorise simple drawings and spike them with basic explanations and indications.

Hand drawings are a conservative but very efficient way to present a technical solution in a roundly comprehensible manner.
SKETCH-UP

One of my favourite tools when it comes to visualise different versions of a concept.

Especially when working in Teams, it’s best to use a common and simple language to present concepts to the customers.
RENDERINGS

Photo View 360 and KeyShot are the tools I use to create photo realistic images of virtual objects.

Some materials only show their appeal in the spotlight, with a considerable amount of time.
CAD DESIGN

Most of my concepts are digitalised with SolidWorks. I design efficiently but accurately by using pre-settings and workflows established over more than 10 years.

This time-consuming part of the process is not only essential for the product itself, but also for simulations, manuals, and assembly instructions.
ENGINEERING

My technical comprehension and experience with all sorts of materials and production methods are the foundation for a successful development.

Due to confidentiality agreements towards my previous customers, technical details can not be shown at this stage.
Converting a project into a final product is not only a great satisfaction, but also my favourite step in the process of a development. Most parts are made by highly precise machines. CNC milled, laser cut or 3D printed, they all need to be fitted and assembled by hand.
I tend to use and mis-use the prototypes I built. Because they are meant to be used for evaluation, not just as a physical toy on someone's desk.

Finding and improving the weak spots is just as important as analysing the durability, usability and ergonomics of the product.
STROLLERS
Over the years I created several Strollers, Buggies and lots of technical parts for ongoing models.
emmaljunga.se
TRIVANTI

The electric scooter combines modern technology, premium components and contemporary design.
LUGGAGE

Working with fabrics isn't reserved to fashion only. Many challenges can be fixed with needle and thread.
REIATCHERZE

The invention that lets you enjoy a Fondue in the outdoors even more than in a cosy dining room.

holzim.ch
THANK YOU
for your interest

feel free to leave me
ANY KIND OF FEEDBACK

keverbeek@gmail.com