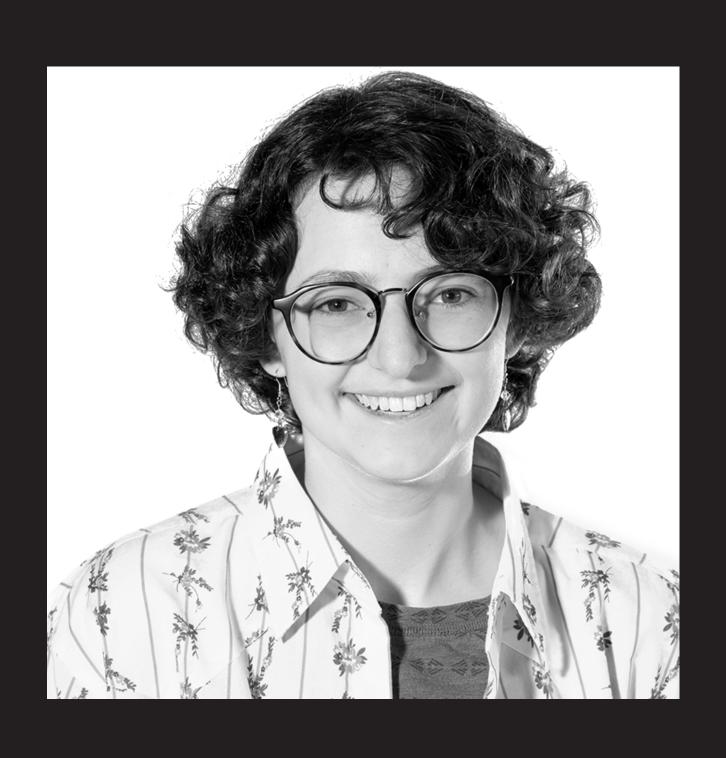
Industrial Design

Portfolio

Lucy Fata



Lucy Fata

As an industrial design student at CCS, I have strengthened my passion for design and creative thinking. I love to immerse myself in projects to create innovative, unconventional and inclusive solutions. I thrive on learning new skills and tackling challenges, which is a big part of why I'm drawn to design—it's a continuous cycle of research and implementation.







Project 1



Project 2



Project 3



Rotary Tool

Project 4





A traveling little library for your community



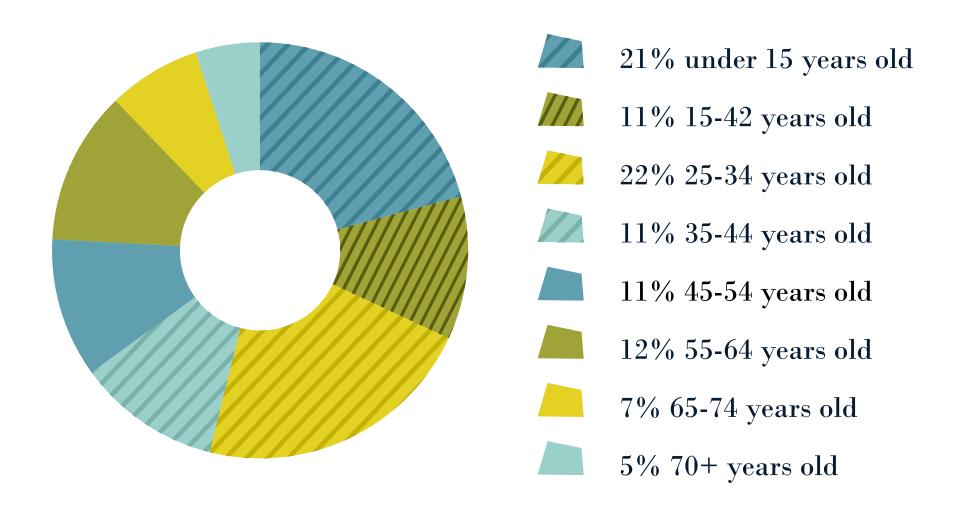
Challenge:

To create a last mile delivery system based around the area of Corktown Michigan



Why Books?

Corktown Population



21% under 15 years old.

Children with access to books are statistically more proficient readers, writers and critical thinkers.

33% of people living in corktown are 25-44 years old

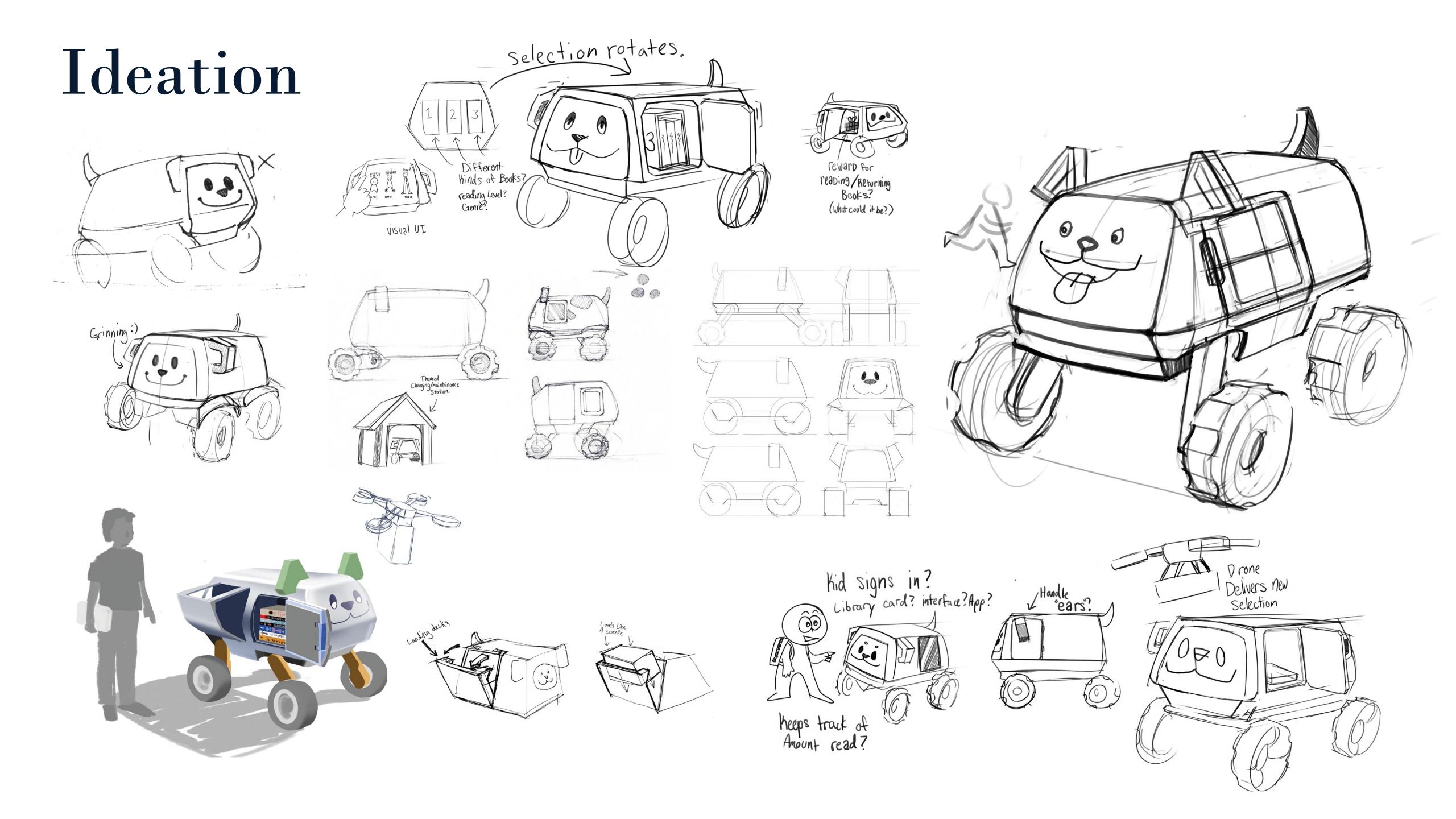
Millenials statistically read more than any other age group. 80% read books in any format.

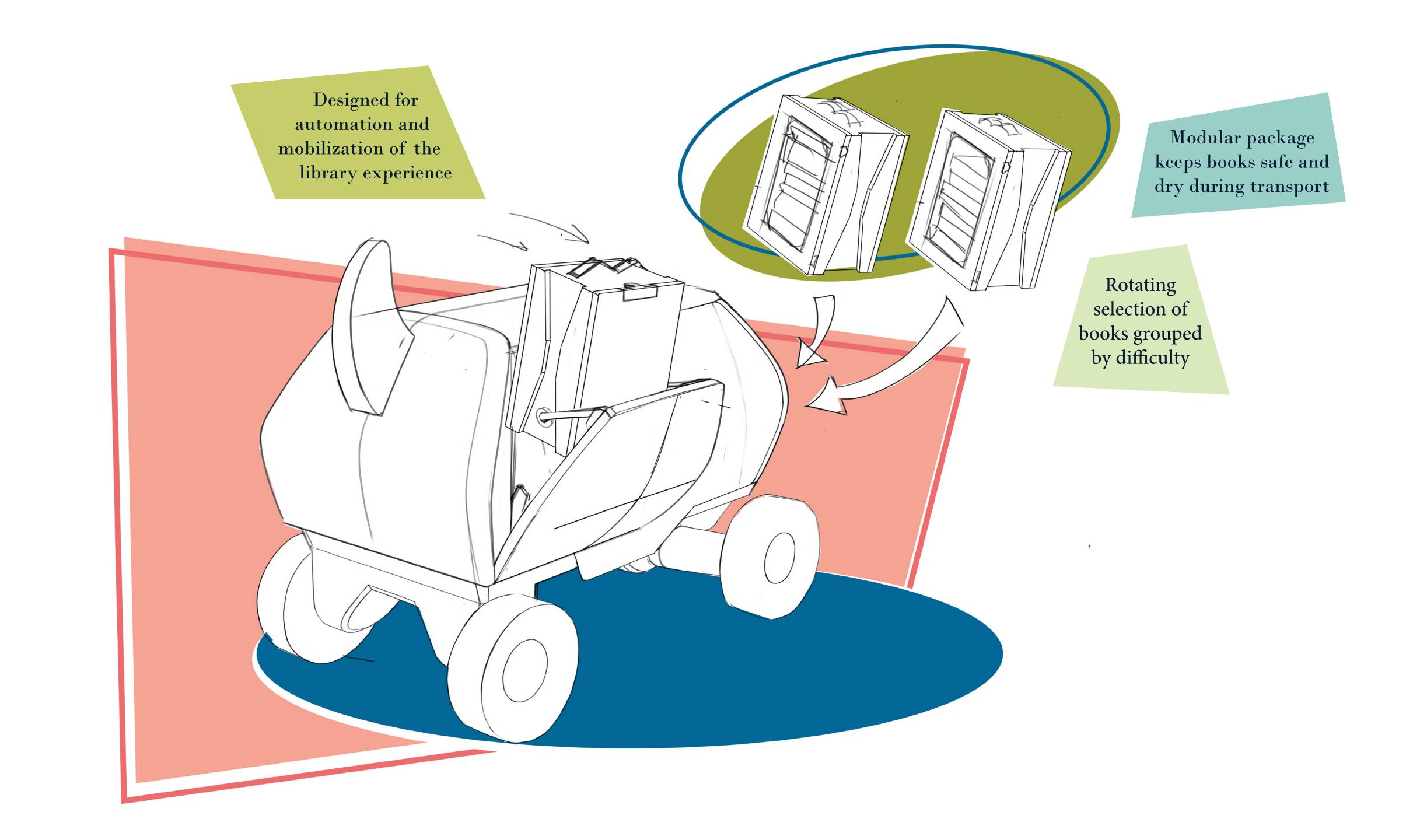
72% have read at least one physical print over the course of a year.

Nearest Libraries to Corktown



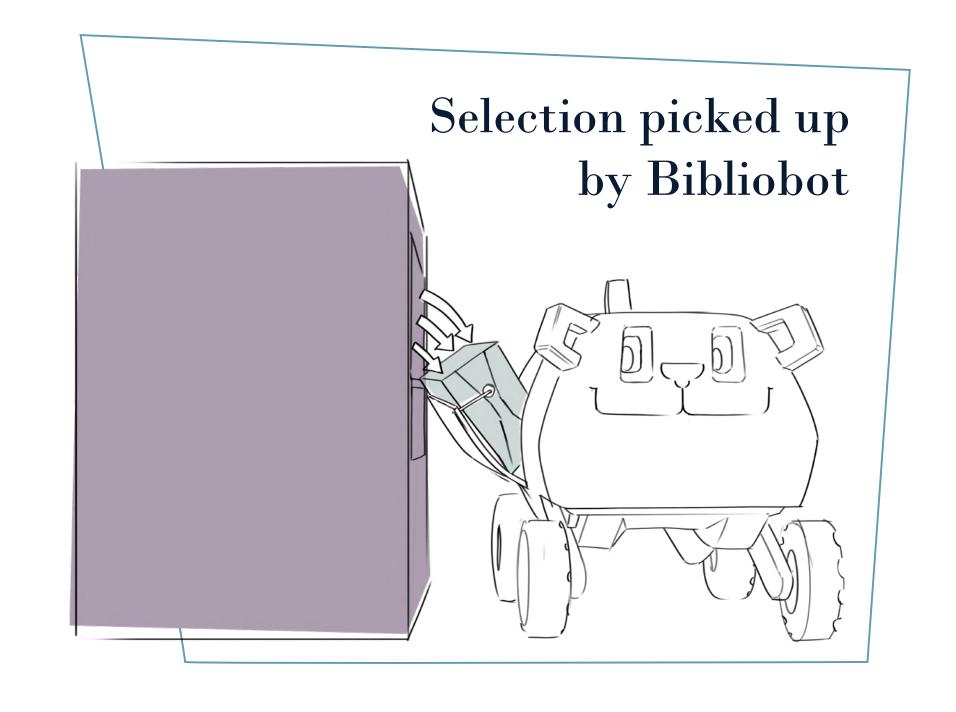
- Bowen Detroit Public Library
- Douglass branch for Specialized Services

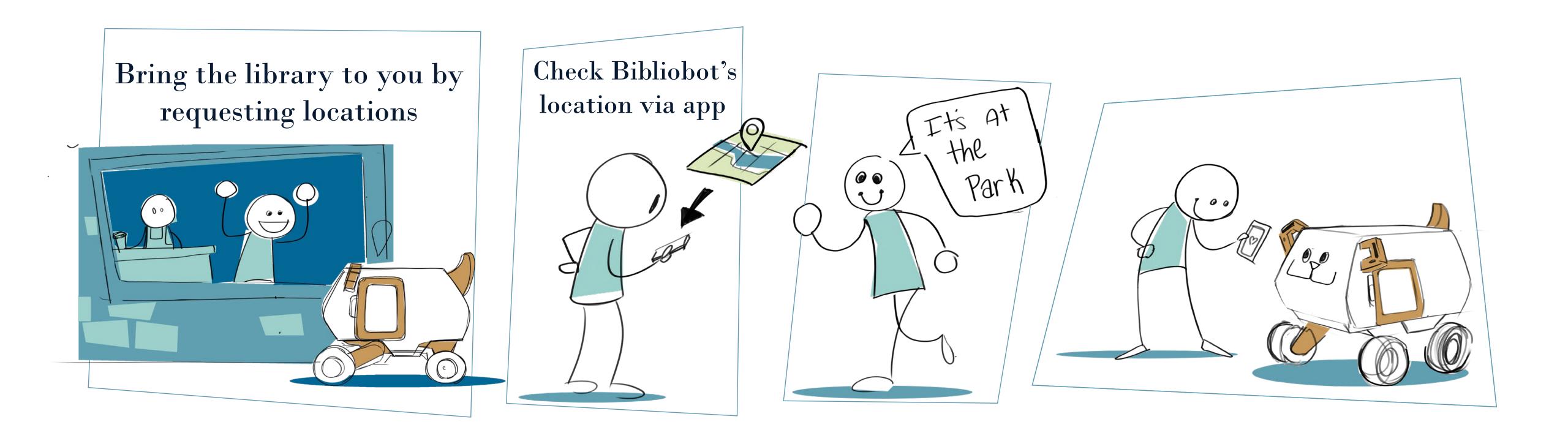


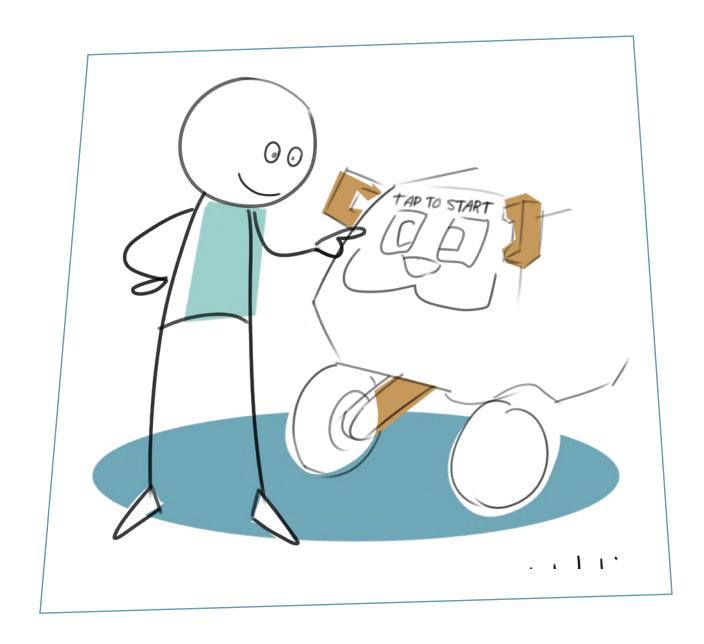


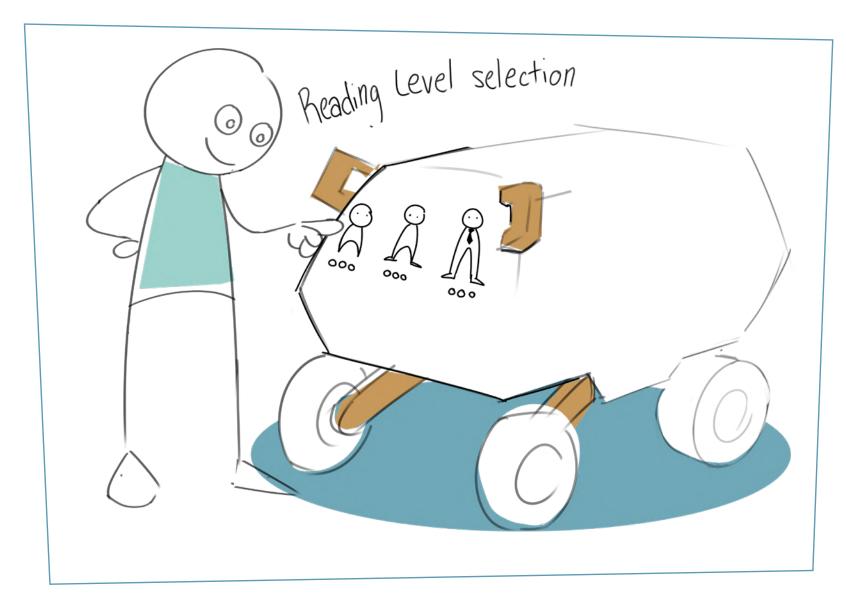


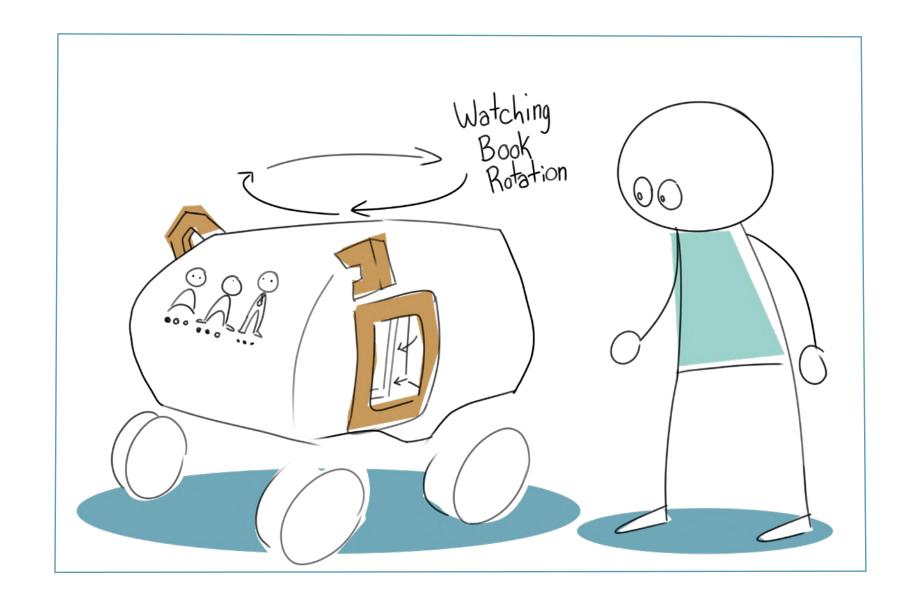




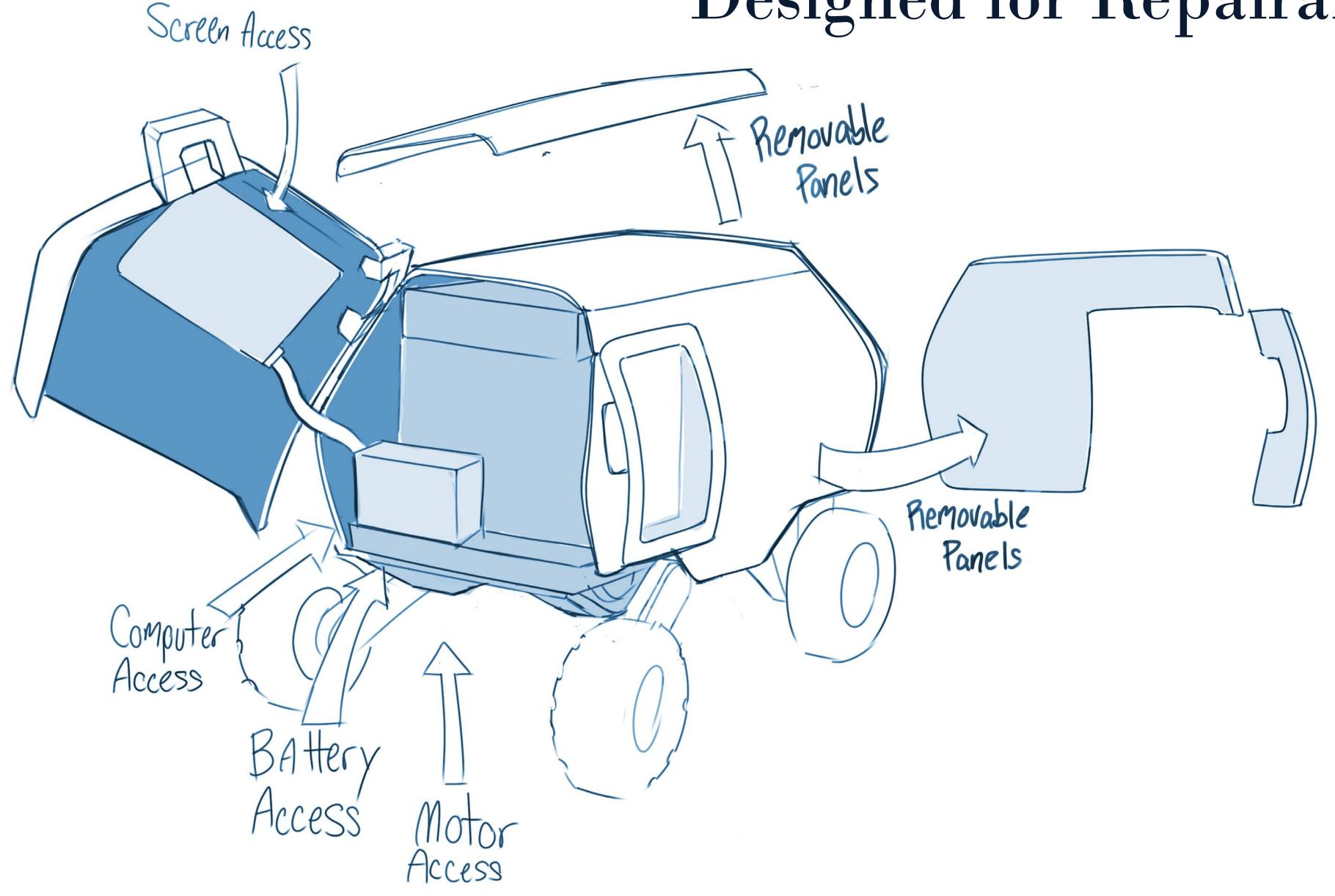








Designed for Repairability



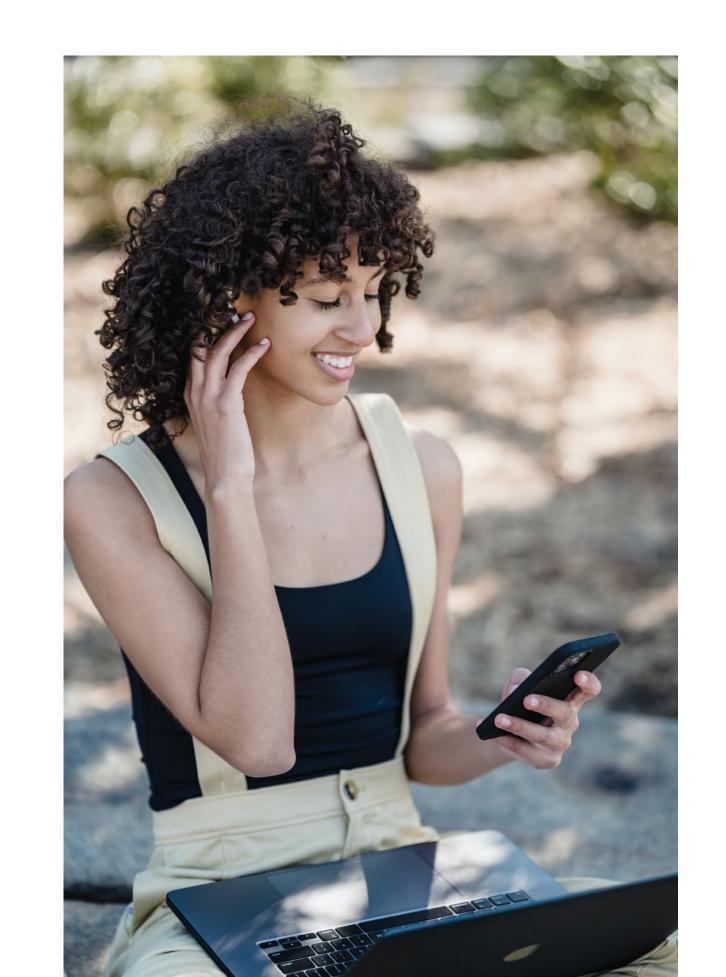


Portable Headphones

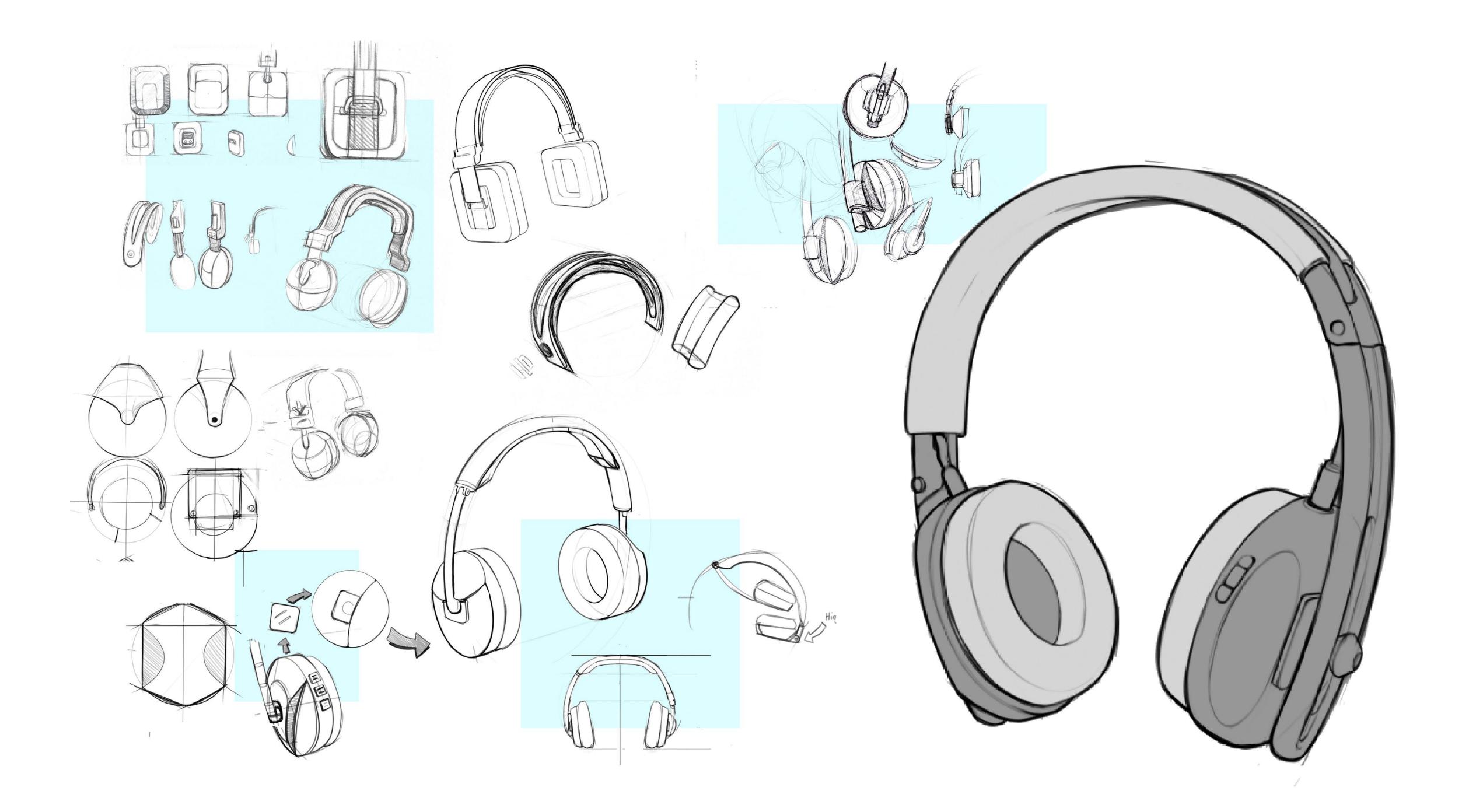


Target Market

Young adults looking for headphones that fit thier busy lifestyle.









Repairable Design replacable cord customizable buttons soft ear cups

bluetooth or aux

adjustable



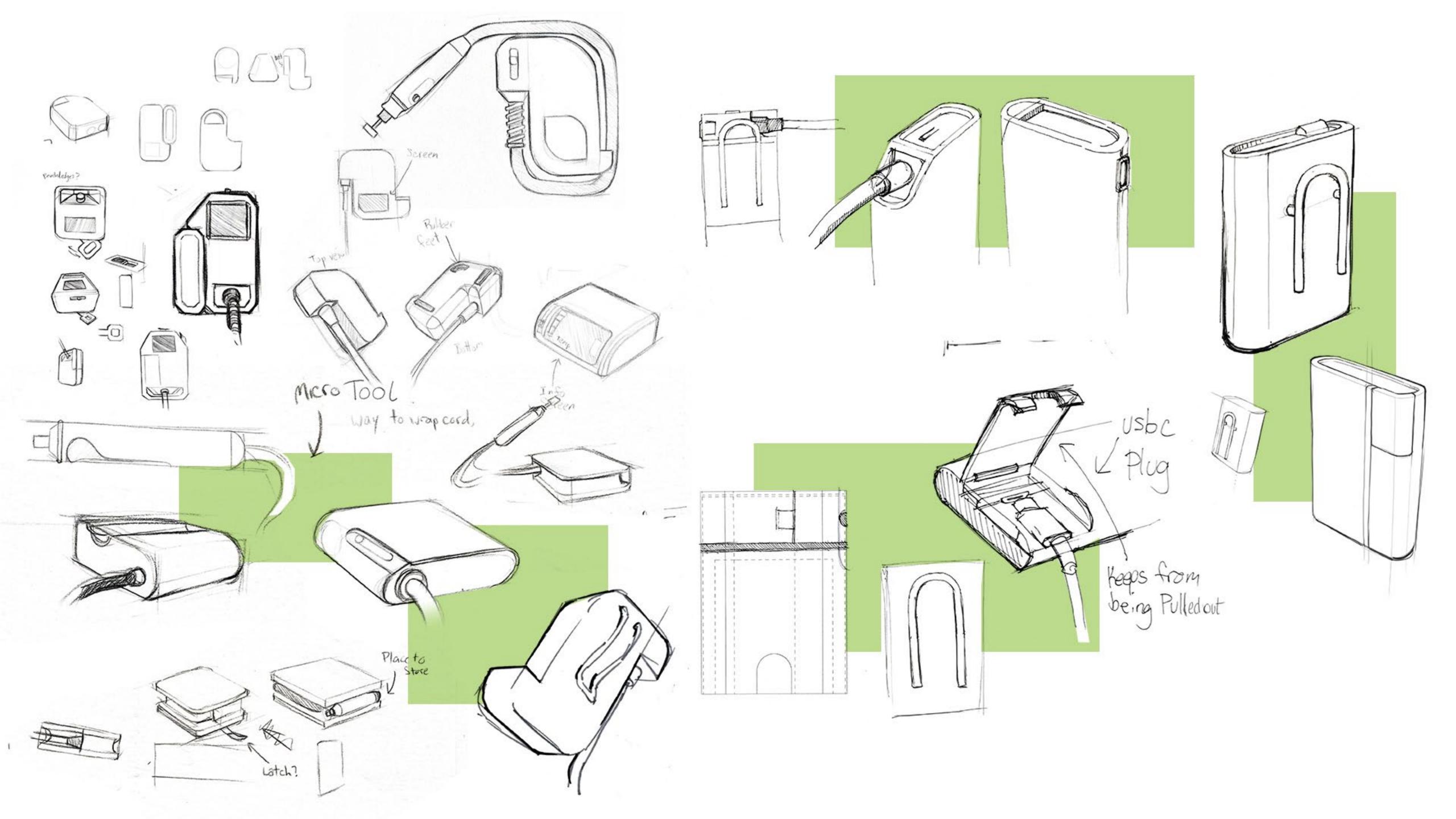
Picus Is a rotary tool designed for beginner makers and artisians who want to become more familiar with power tools

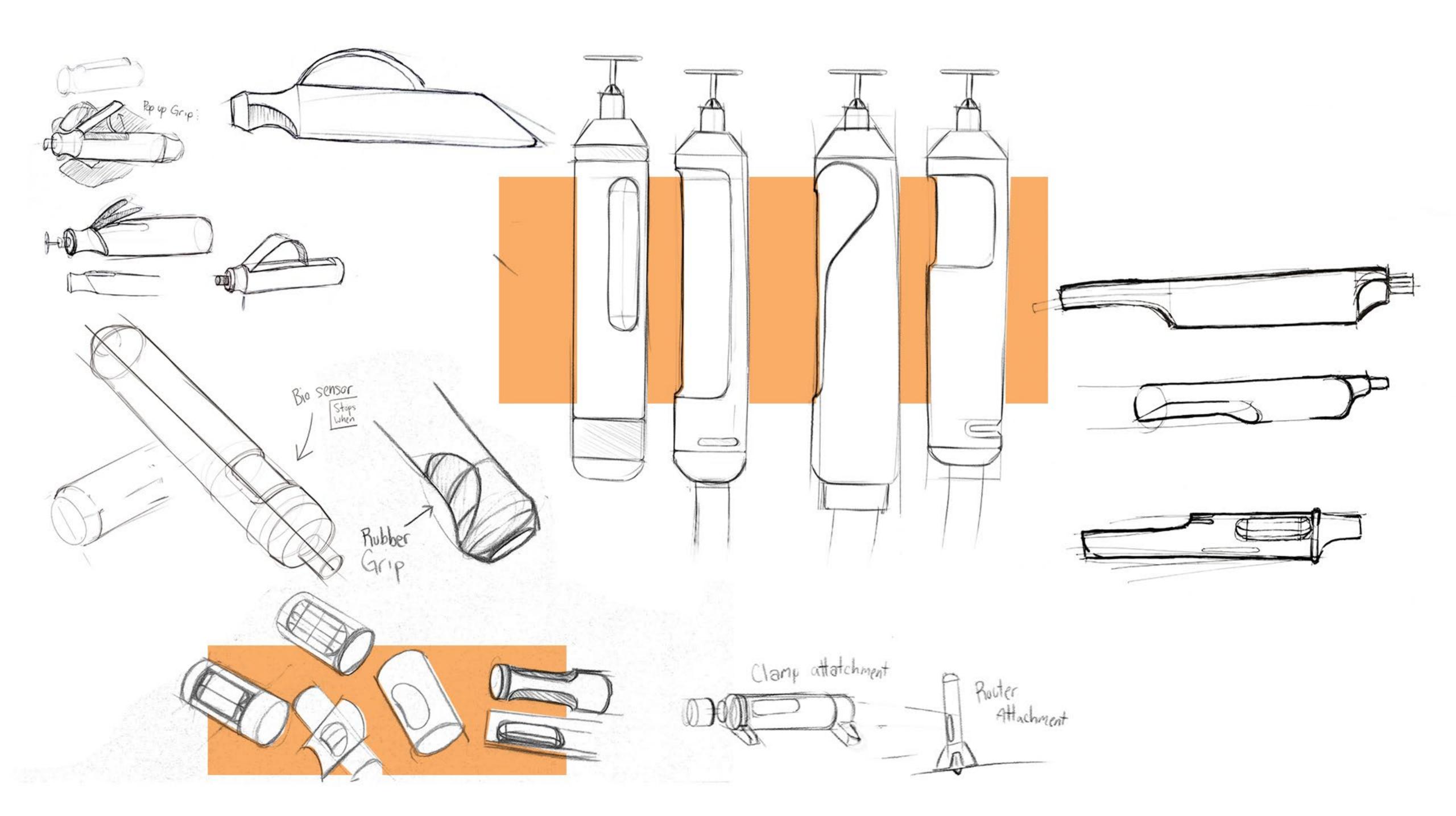


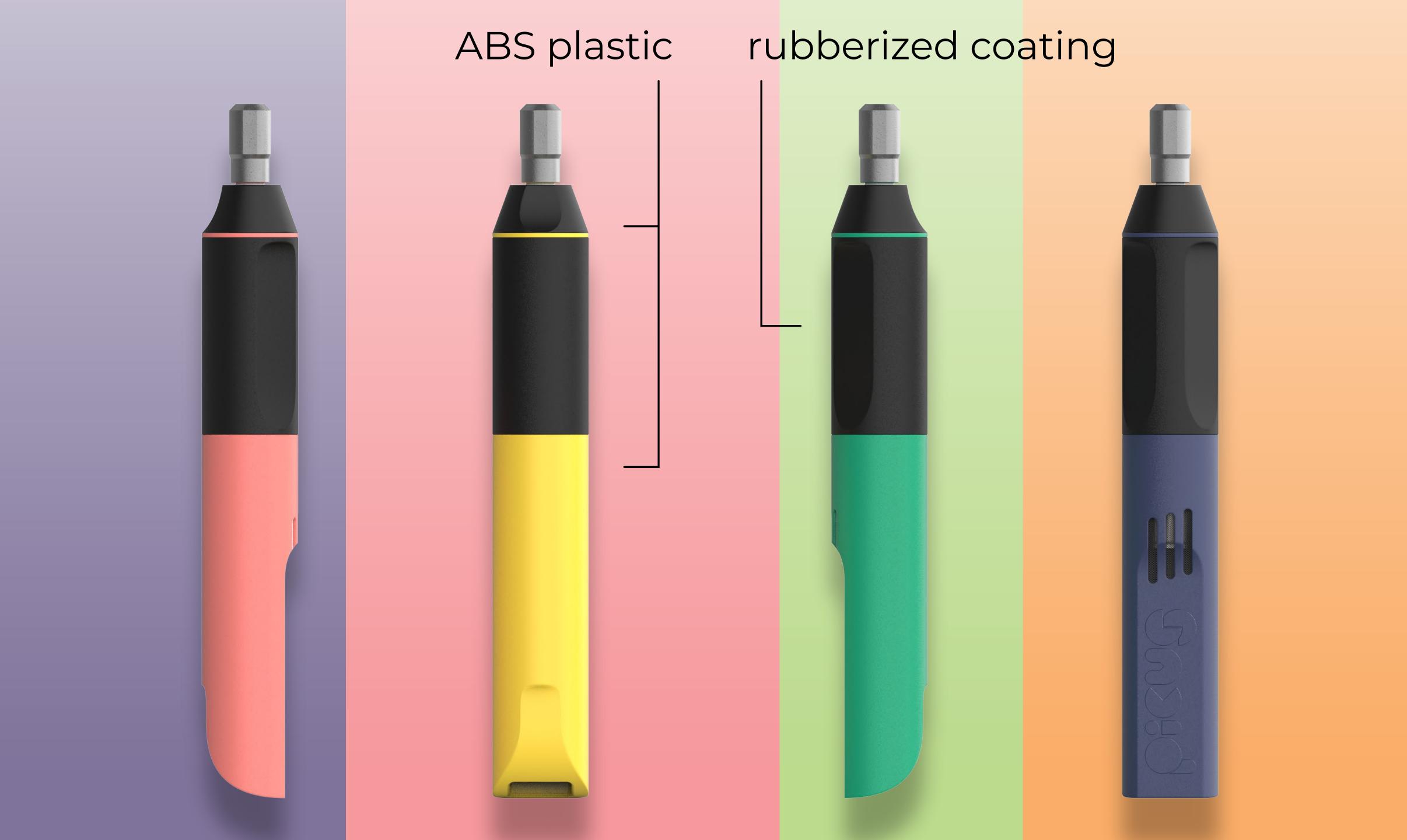


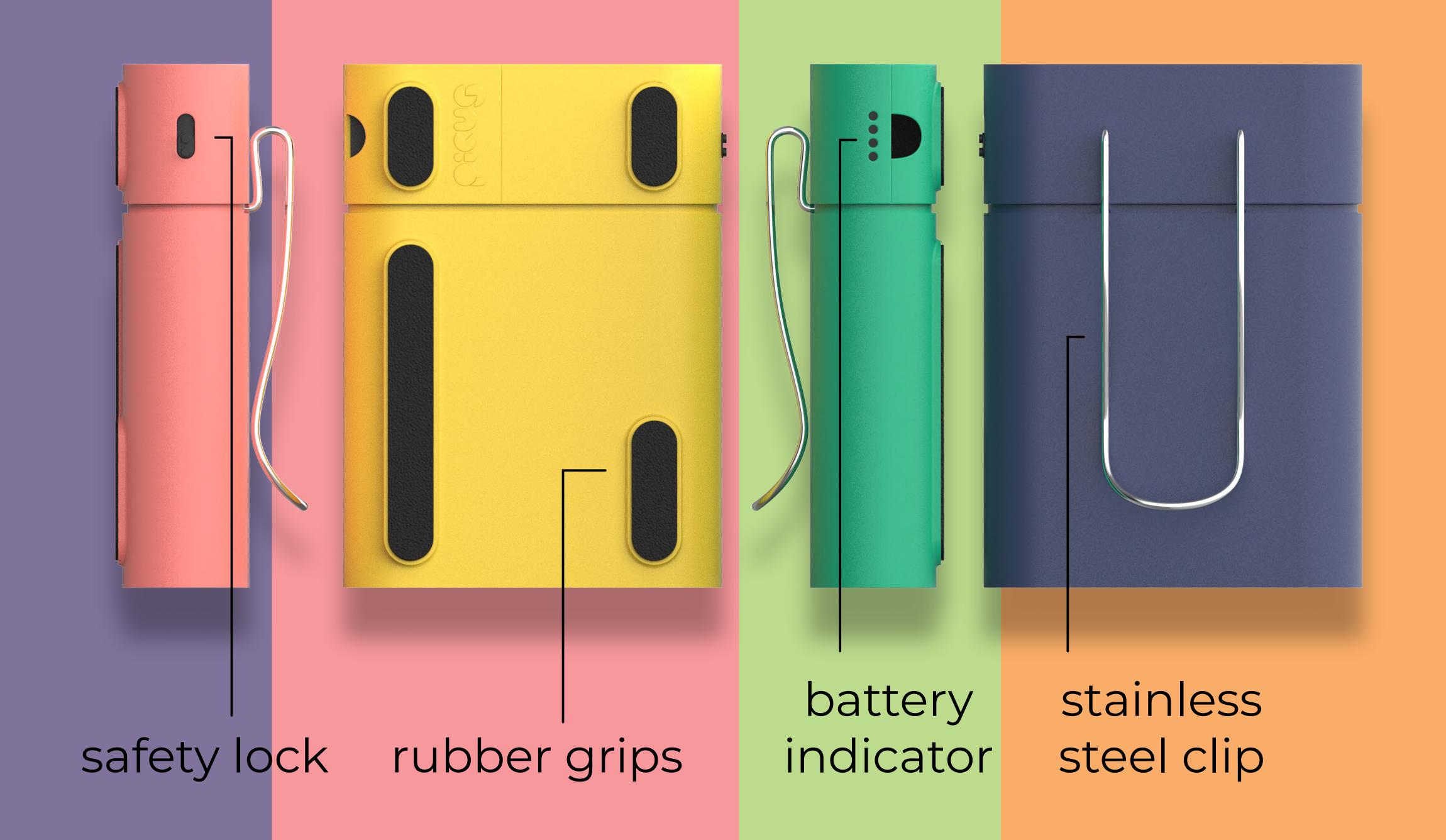
Project Focuses:

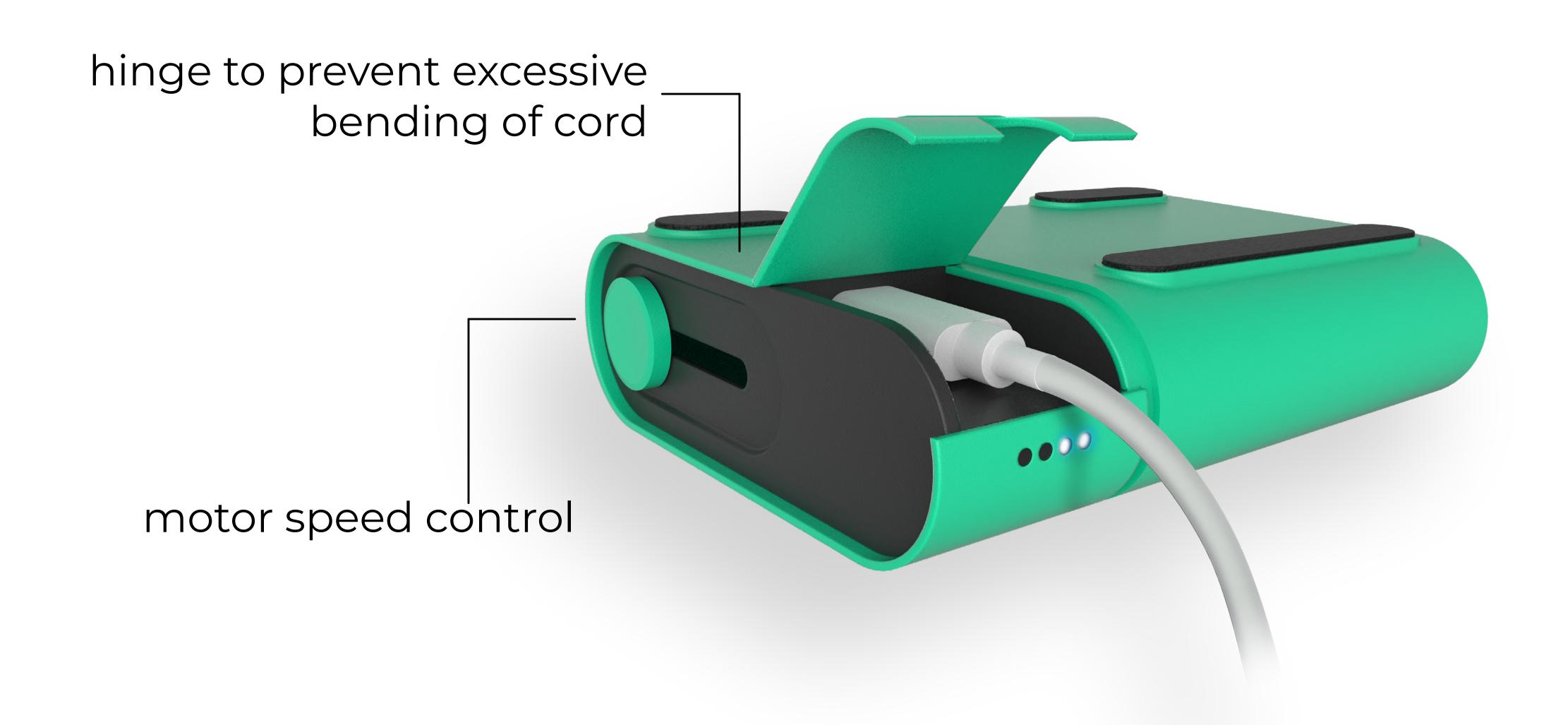
Portability Ergonomics Flexability



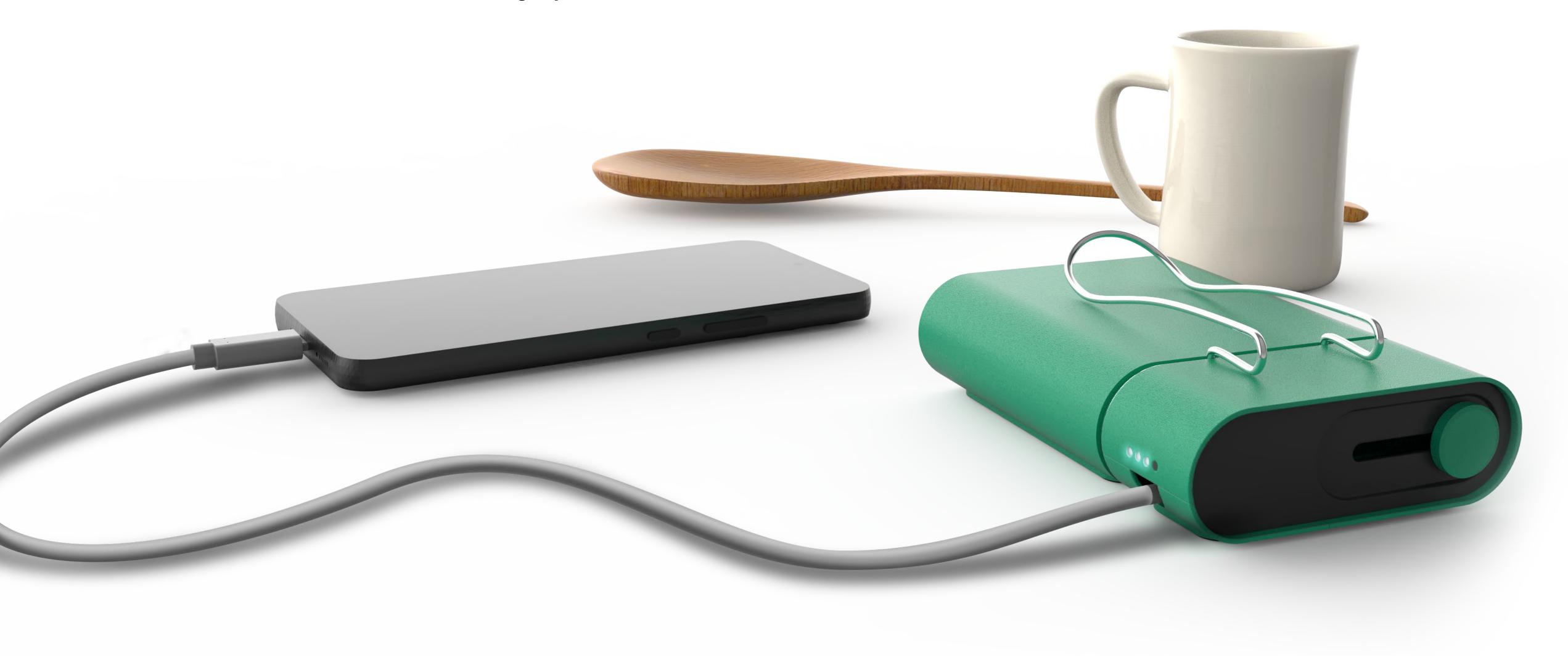








Usable as a battery pack for casual use.





College For Creative Studies

Render Relay

Render Relay is a College for Creative Studies based design competition for modeling and rendering.

Students are given a Prompt and three weeks to complete thier submission.

challenge: Concept Game Console



