HABITS DESIGN STUDIO

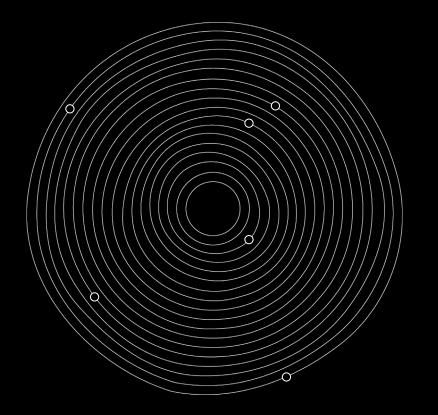
Company profile

.LOGIC VIA ART

WE DESIGN THE SHAPE OF PRODUCTS AND THE LAYER OF INTERACTION AROUND THEM.

The result of the philosophy of the *modus operandi* of Habits design studio: the word VIA. With its latin meaning "through", it indicates how science, technique and virtue merge together in arts as it happened during the Renaissance period, when the artists themselves were the inventors of their own techniques.





.HERITAGE

Our design is an attitude toward innovation





Our studio and workshop Lab in Milan

HABITS DESIGN STUDIO

Habits, founded in 2004 by Innocenzo Rifino and Diego Rossi in Milan, is an industrial design studio with multiple experiences of international relevance. The team is composed by industrial designers, electronic and mechanical engineers, model makers, interaction and visual designers, architects with a multidisciplinary approach. Today, the works of Habits are focused largely on digital products, home

appliances, industrial equipment, lighting, loT, UX interaction and interfaces. We are deeply interconnected with the network of design and manufacturing competences located in all the territories around the city of Milan, which constitute the real Italian design district. At Habits Bangkok, we believe design can be

Bangkol

believe design can be a bridge between SE Asia's manufacturing know-how and it's emerging technology scene.

THE STUDIO CONSISTS OF 6 MAIN TEAMS:

.INDUSTRIAL Design

Our design language is simple and concise: calm, precise neopurism. Basic and versatile, the shape is interpreted in terms of the substance and not purely on the decorative aspects.

.UX/UI Interaction and Visual design

We work on cross channel platforms (mobile, web, physical interfaces, IoT) to create meaningful interactive experiences and unique brand related visual design languages.

.DESIGN Research

Thanks to on field researches we are able to forecast trends and market insights focusing on new opportunities and help new products development.

.PHYSICAL Computing and Electronics

We bring prototypes to life through working interfaces and light feedbacks with coding and electronics.

.MODEL MAKING AND DESIGN Engineering

We create visions, through designs and prototypes, where imagination and reason demonstrate a result that has an impact on the material culture.

.RETAIL DESIGN AND EXPERIENCE

Our design transmits the brand values and the product innovations through spatial and exhibition projects.

Our design experience is strongly oriented to the avant-garde field of industrial design, that embraces the contamination of the more traditional mechanical products with electronics, devices, sensors and activators, interaction and wearability. This discipline is known as interaction design and

it combines various features without placing them in a specific box. The final output shows interactive artefacts that stimulate the human senses on several levels creating the primary relationship between actions and results, on the edge between the physical world and the virtual habits.

WE LET YOU EXPERIENCE FUTURE PRODUCTS

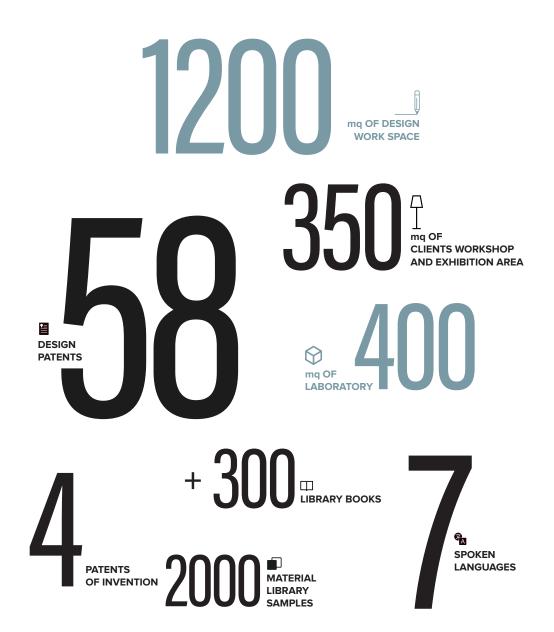




bb MULTINATIONAL CORPORATION

CLIENTS

PEOPLE BOOM





180 +INTERNATIONAL **AWARDS ARE REPRESENTATIVE OF THE VITALITY, EXPERIENCE, KNOW-HOW, AND PASSION OF THE HABITS TEAM.**

THROUGH LONG TERM **COLLABORATIONS WE HELP OUR PARTNERS DEFINE THE WAY OF** LIVING, WORKING, **TRAVELING AND COMMUNICATING IN** THE FUTURE.



COOPERATING WITH MULTINATIONALS REQUIRES US TO BE CONFIDENTIAL, SO OUR WORK IS BEHIND THE SCENES. YOU MAY HAVE ENCOUNTERED ONE OF OUR DESIGNS WITHOUT KNOWING IT.



Haier

+ 10 years big appliances Panasonic

+15 years

speakers, telephones



+4 years elevators, control panels

02

LIGHT IS OUR DNA

elastica. .metrica. .agave .minimini .E04

WE DESIGN NEW WAYS OF INTERACTION

paco. cromatica. blue helix sublime. tune pro.

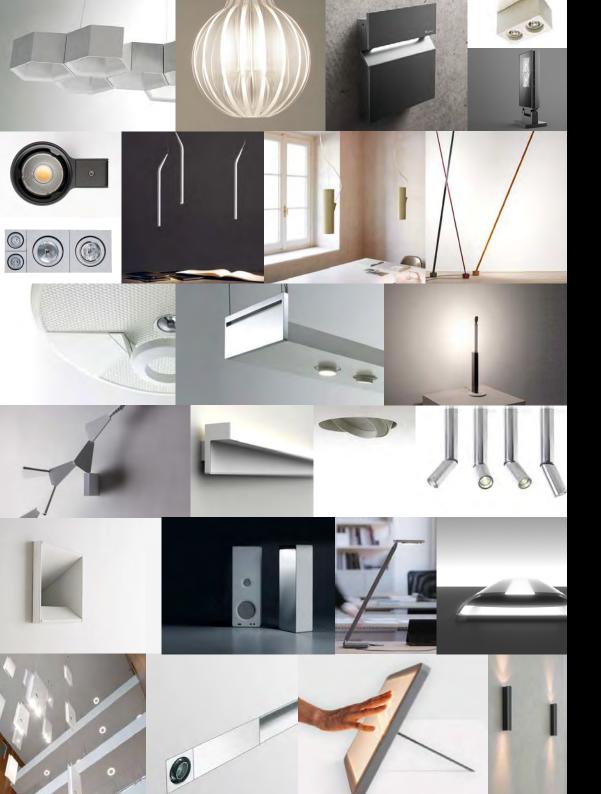
WE DESIGN PRODUCTS WITH Architecture in Mind

.mini audio .mini .quadra .logfire .ONE .hub series .G27 .strati

WE DESIGN THE FUTURE OF LIVING ENVIRONMENTS

.jaqueline .smart home series .drop minicam .AC pro .X3 PRO

.SELECTED WORKS



LIGHT IS IN OUR DNA

Our journey from electric bulbs to diode lamps

DESIGN THE UNEXPECTED



"We thought about how to exploit the mechanical properties of an elastic strip. With our solution elasticity becomes a metaphor for intensity in an innovative light modulation experience."

.elastica flexible light 2018, Martinelli Luce

Awards:







.elastic band

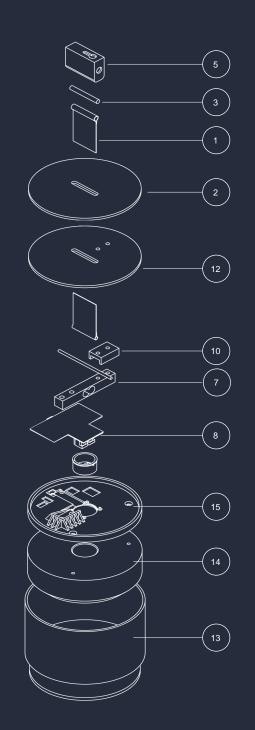
 hand sewing elastic band
 base cover
 upper band block
 led stripe
 ceiling hook

.electronics

load cell screws
 load cell
 electronics
 electronics screws
 electronics block
 lower band block
 laser cut sensor cover

.base

13. base 14. weight 15. 3D print electronics case







Metrica takes its name from the classic measuring instrument, inspired by the same gesture of extraction: by replicating the same movement of the meter the LED light source can be extracted or repositioned inside the lamp body.



prototype for testing the reading of the zebra pattern with the optical sensor.



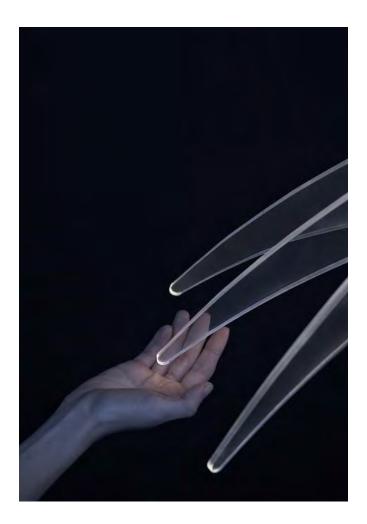


Analogue movement is interpreted by an optical sensor capable of switching the LED portion on and off.

Awards:



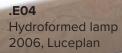
MODULARITY AND TRANSPARENCY





DESIGN FOR ESSENTIAL





Awards:



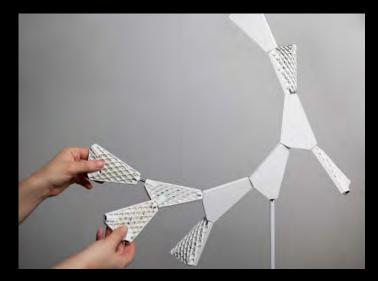
PROCESS CONTAMINATION



E04's detail of the electrical cable graft is obtained by hydroforming an aluminum tube. This technology was transferred in lighting design from the production of bicycle frames.

WE DESIGN NEW WAYS OF INTERACTION

and the shapes that lead them





SYNESTHESIA

.cromatica

light & sound scenarios speaker 2015, Digital Habits #include "Habits_NeoPixel.h"
#include "EEPROM.h"
//#include <SoftwareSerial.h>
#include <Bounce2.h>
#include <Wire.h>
#include "AT42QT2120.h"

const uint8_t isrPin = 2; // interrupt
vector 0

AT42QT2120 qTouch

define PINRGB 9
define PINW 10
define SW 7

Habits_NeoPixel strip = Habits_NeoPixel(11, PINRGB, NEO_GRB + NEO_KHZ800); // 10 pixels WS2812 RGB

bool ledState = LOW; bool oldState = LOW; Bounce debouncer = Bounce()

pool A2DP=false; pool AVRCP=false; pool HFP=false; pool TWS=false; pool BLE=false; pool SPP=false;

bool line_Done=0; bool effectON=0;

define MAX_NEC 20 // Maximum n° of commands for a presetted effects (Check MEM and buffer limits)

const boolean invert = false

struct effectCMD // Data structure for each command recived for a presetted effect { bool pixelsRGB[16]; byte r; byte g; byte b; byte b; byte d; effectCMD() // Constructor { for(int i = 0;i < 16;i++) { pixelsRGB[i] = 0; }

r = g = b = w = d = 0;

, myPreset[MAX_NEC]; // Static declaration for maximum n° of commands for a presetted effects

int8_t RGBWDH[7] = {0,0,0,0,0,0,0}; //
RED,GREEN,BLU,WHITE,DELAY,HRZ,VARIATION
int8_t RGBWDH_old[7] =
[200,100,50,0,0,0,0}; // RED,GREEN,BLU,W
HITE,DELAY,HRZ,VARIATION

int8_t parserStatus = 0; // 0 Not connected - 1 Connected int8_t effectStatus = 0; // 0 - 1 Static colour - 2 App effect - 3 Static effect int8_t parserStatus_old = 0; // 0 Not connected - 1 Connected int8_t effectStatus_old = 0; // 0 - 1 Static colour - 2 App effect - 3 Static effect bool reloop = 0; uint8_t n_PE = 0; // Step counter for a presetted effect uint8_t N_PresetEffect = 0; // N° of commands recived for a presetted effect unsigned long time;

void setup()

pinMode(13, OUTPUT); //MUTE (input or OUTPUT HIGH for forcing play) digitalWrite(13,LOW);

pinMode(4, OUTPUT); //Route serial data
(LOW -> BTmodule, HIGH -> USB)

/inMode(6, OUTPUT); //USB Phone charge /HIGH -> charge)

pinMode(PINW, OUTPUT); setPwmFrequency(PINW, 256); //256

set_fst_bt_param();

Serial.begin(115200); Serial.setTimeout(10000);

.cromatica arduino code



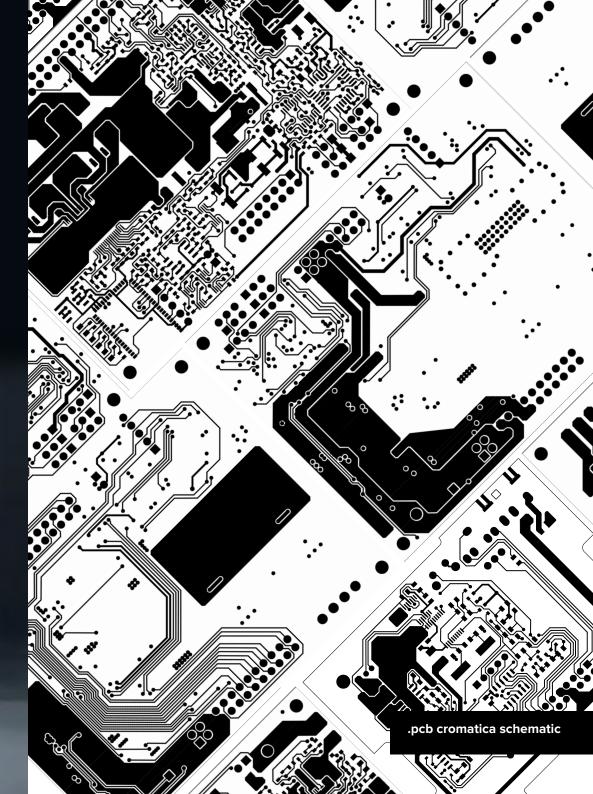
SINGLE TAP on/off



dimmer

HOLD color/white light HOLD change light color





UNCONVENTIONAL MATERIALS



.paco concrete bluetooth speaker with gesture control, 2014, Digital Habits



Awards:

reddot design award

MEANINGFUL LIGHT



.blue helix sublime IoT water heater 2020, Ferroli







DESIGN FOR CONTROLS



.Tune Pro high performance mixer 2022, Bianco di Puro

WE DESIGN PRODUCTS WITH ARCHITECTURE IN MIND

inspired by architecture and designed for space



ARCHITECTURAL MIMESIS

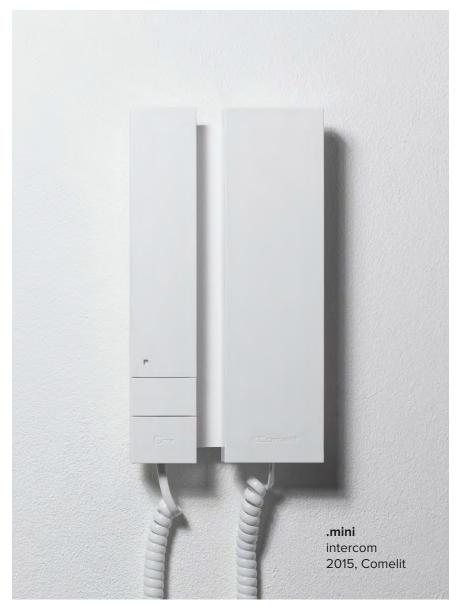


.Superstudio "Monumento continuo", 1969-1970

.mini audio hands free door entry phone 2017, Comelit









The design follows a rigorous line of geometry in a constant search for synthesis with the architecture, balancing light and shadow.





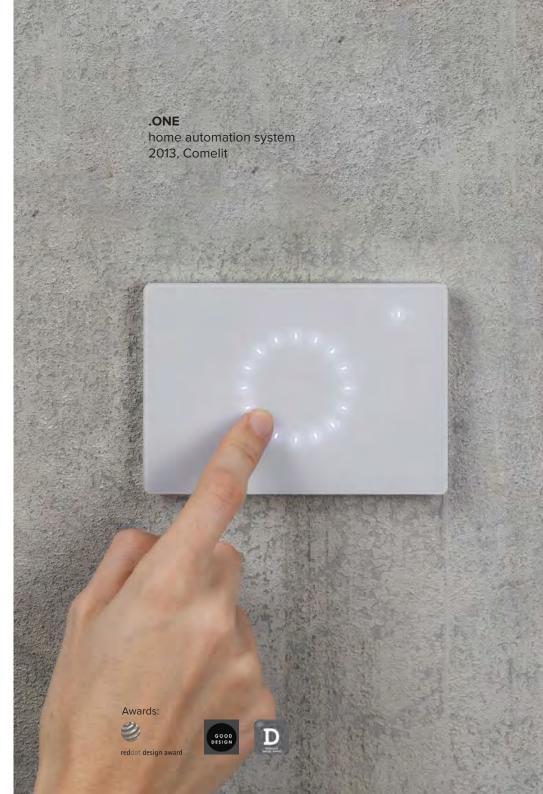
Awards:

.logfire fire prevention system 2021, Comelit



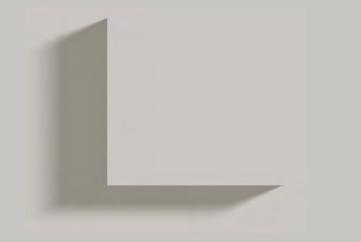
Awards:





.hub series home automation system 2019, Comelit

-omelit



PIANO

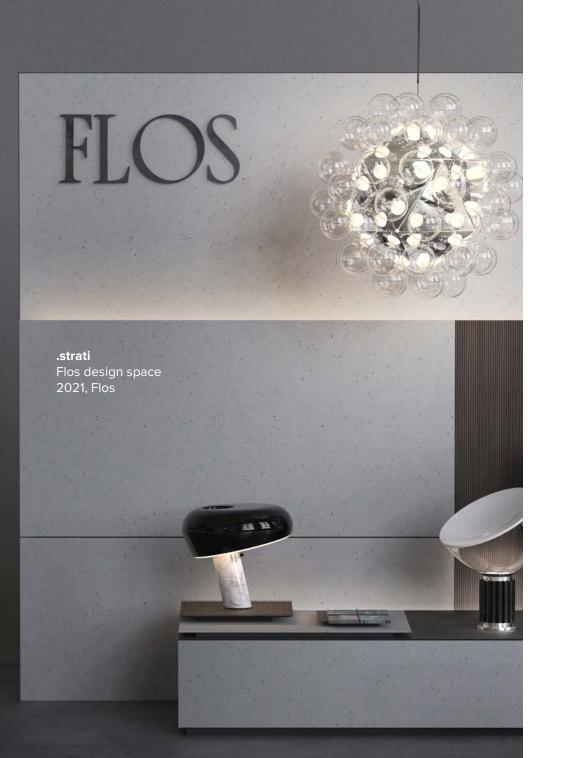
.**G27 series** wall switch series 2020, Bull

Awards:

reddot design award







MATERIAL SLICES DEFINING SPACE



.Fondazione Querini Stampalia, Carlo Scarpa, 1961-1963





WE DESIGN THE FUTURE OF LIVING ENVIRONMENTS

JPH NT-

+20 years in appliances design field.

NEW RITUALS

(Intra and Intra

110

.jacqueline IoT water kettle 2017, Bugatti

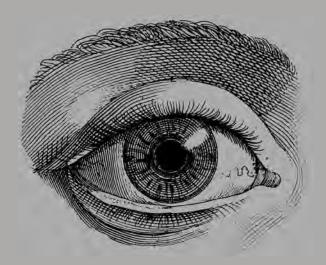
Contra D



The design recalls the traditional ceramic teapot, whose shape is reinterpreted in a contemporary way, maintaining continuity with the original composition.



DESIGN CONSISTENCY





.smart home series security camera & doorbell 2021, Arenti



Awards:

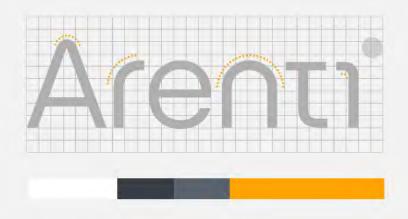
ieddot design award



.drop minicam indoor mini camera 2021, Arenti

Awards:

il=





.arenti identity logo, website, app and packaging 2021, Arenti







.AC Pro air cooler 2021, Hatari

ENVISIONING CHOREOGRAPHIES





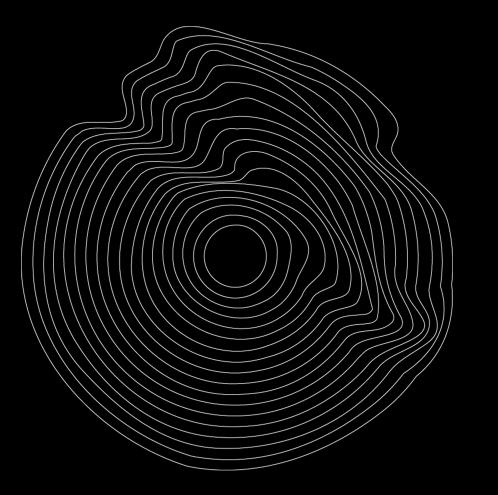


.X3 PRO foldable treadmill 2018, Xquiao

Making of a scaled mockup in our lab to study proportions and movements.







.BEYOND THE PRODUCTS

EXPLORATIVE RESEARCH TURNS INTO PROJECT OPPORTUNITIES.

Each project begins with a wide explorative phase, which sets potential directions. We summarize our insights, reflections and highlights in reports, that become the starting point to discuss ideas with our clients.



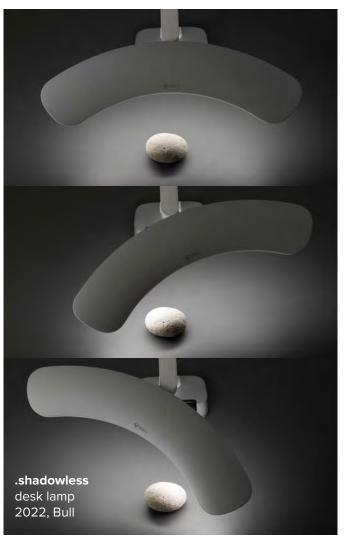






WE INNOVATE THROUGH TECHNOLOGY AND LIGHT.





Researching a light method without shadows for learning and studying.

WE LEAD RESEARCH PROJECTS TO FORESEE CLIENTS' FUTURE PRODUCTS SCENARIOS.

All members of our team have an active role in the theoretical education and in spreading our design model. We have been leading courses, workshops and individual lectures for many years, at various universities and Italian and European institutions. Teaching is a way for us to analyze, synthesize and formalize the knowledge achieved in design practice.

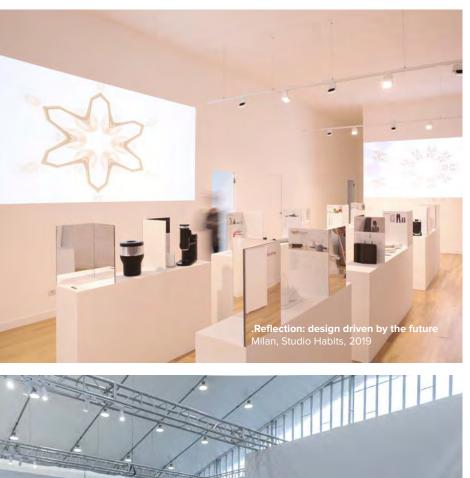
> POLITECNICO MILANO 1863

Χ



BRAUN 150+ PROJECTS IN 3 YEARS







WE SPREAD OUR DESIGN CULTURE THROUGH EXHIBITIONS AND EVENTS.

Habits has created a standing appointment with visitors of the Design Week during the Salone del Mobile in Milan. Since 2013 it offers, annually, products and innovations at SuperStudio, in the famous Zona Tortona area.

Habits also participates to other cultural exhibitions, both about makers and digital manufacturing, as the Maker Fair in Rome, and cultural events like the Biennale di Venezia.

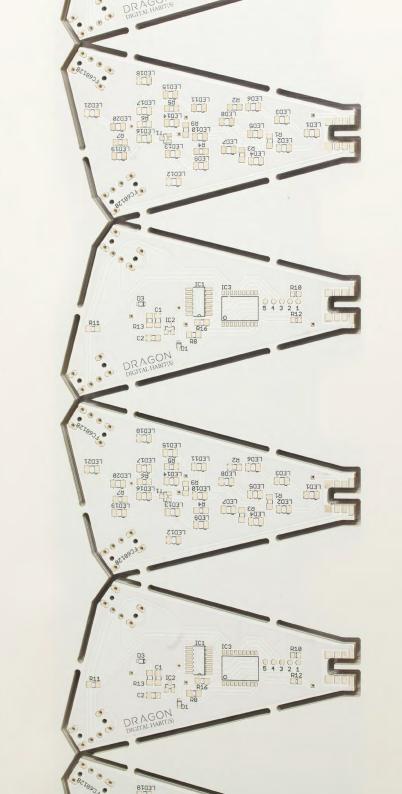








.CRAFTING THE WONDER



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