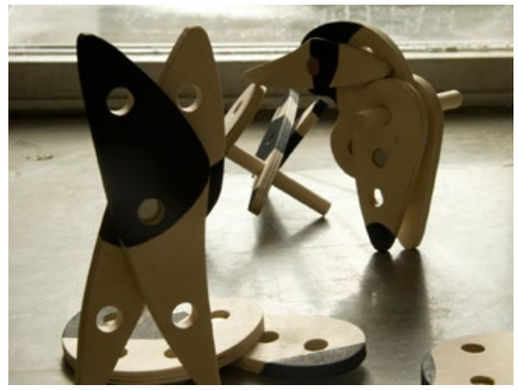
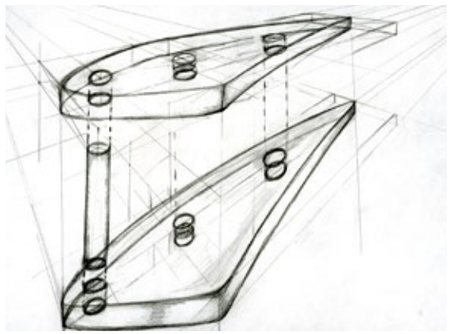
Nimbus

A creative developmental toy that combines 2D and 3D shapes

A group project made in collaboration with a local elementry school. In this project I was working with 3 design students (2 Communication designers and 1 Industrial designer) , and 2 children, on designing a toy.

The final design combines 3D natural shapes as well as 2D positive and negative shapes. The 3D shapes are connected together with earth magnets and dowl, which allows the child to play and develope his/her creativity and visual perception.

As an industrial designer I was responsible for developing the concept, the 3d shaps, and solving design problems such as ease of assembly and maximizing "playfulness possobilities".