

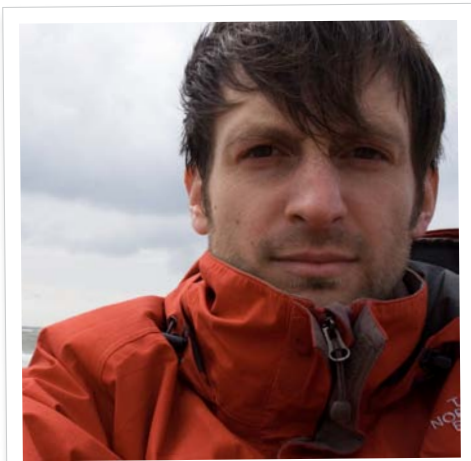
Welcome

My name is Matthias Ritschl and this is
a brief abstract of my online portfolio.

For more information please visit my website.

Best regards, Matthias

matthiasritschl.com



EDUCATION

- 2003 - 2007 University of Applied Sciences FH-Joanneum Graz
Industrial Design - Degree 2007
- 2006 Institute of Design Umea, Sweden
Advanced Product Design MA
- 1998 - 2003 Technical University Vienna, Austria
Architecture

WORK

- 2009 - 2011 Lunatone GmbH, Austria - employee
- 2009 KISKA GmbH, Austria - freelancer
- 2008 - 2009 Break Through AG, Switzerland - employee
- 2008 BP Austria AG, Austria - freelancer
- 2007 LUMITECH GmbH, Austria - freelancer
- 2005 B/F Industrial Desig, Germany - internship
- 2001 Architects Ullmann + Ebner, Austria - freelancer

WORKSHOPS

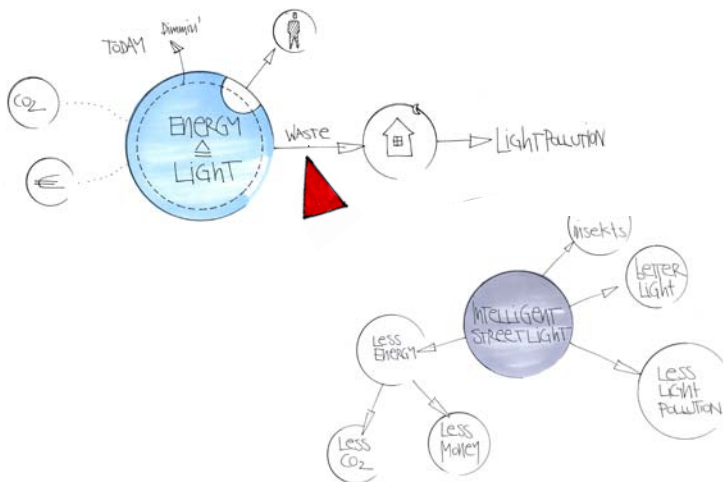
- 2002 Lunarbase design workshop ESA, Netherlands
- 1999 Building survey, Ukraine

EXHIBITIONS

- 2008 Blickfang, Vienna, Austria
- 2003 Humantec: Salone del Mobile, Italy
- 2002 Humantec: 1:1, Austria



"Light is routinely supplied to spaces where no one is present." [International Energy Agency -IEA]

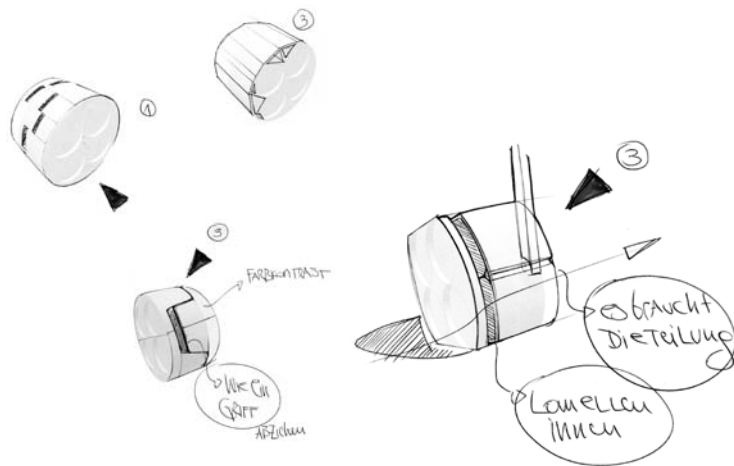


LIGHTonDEMAND

LIGHTonDEMAND is a smart LED street-light for secondary roads, which dynamically reacts to illumination needs.

It provides light primarily when it is needed, which saves a significant amount of energy, money and reduces light pollution while creating better illumination.

more information at matthiasritschl.com

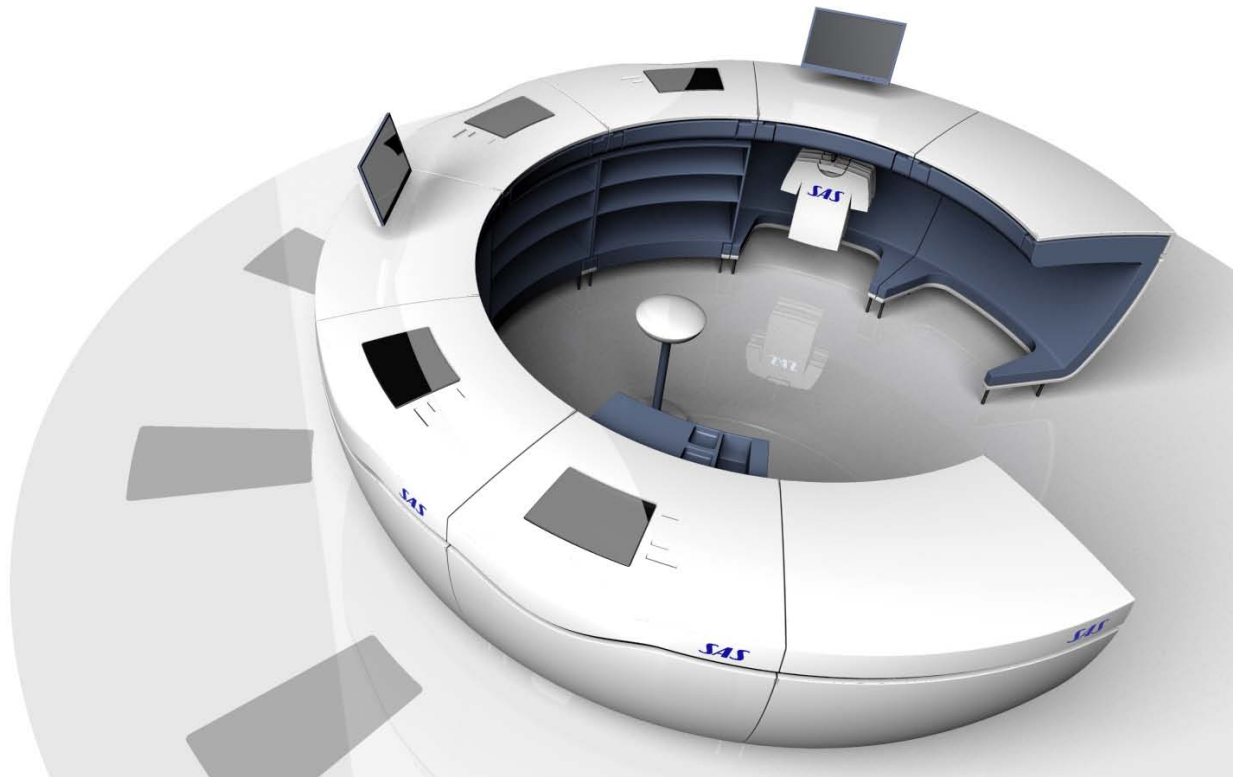


LUMITECH Softbox

Lumitech, a company focused on developing and producing LED technology, wanted a design concept for a spotlight using/showing their technology.

The result is a semi modular concept in order to house different lens and reflector sizes.

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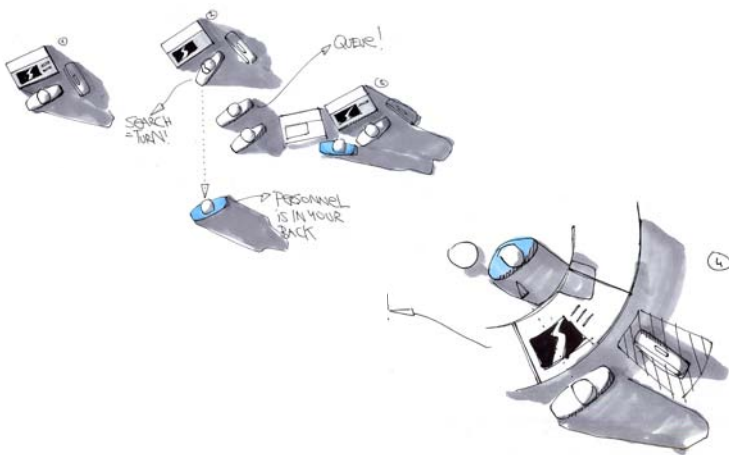


SAS Zone

The SAS Zone is a check-in counter for domestic airports in Sweden. It's an interface between SAS and its customers.

Besides the obligatory Check-In procedure the bar like arrangement supports the interaction of passengers and personnel, shows the existing "service" and communicates company brand values.

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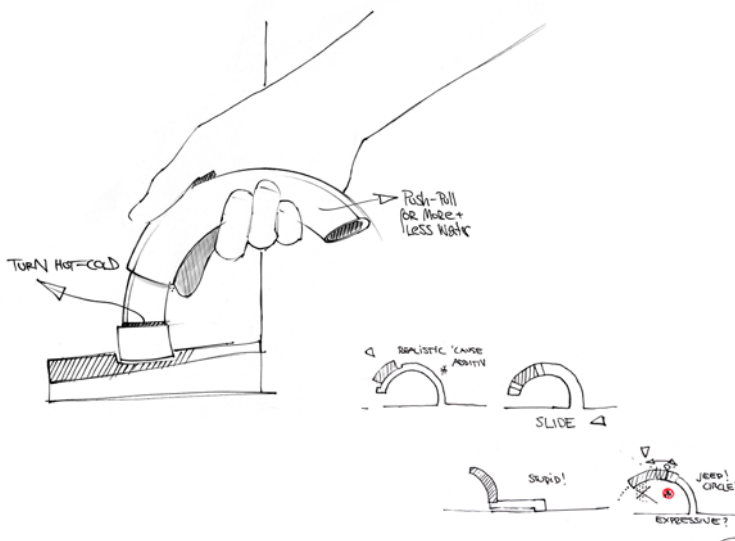
Phil

Phil is a water tap based on a new kind of handling concept.

In contrast to regular taps a circular movement turns the water on and off. By sliding the handle towards the sink the user turns the water on while sliding the handle back makes the water stop.

The brand name "GROHE" is exemplary.

more information at matthiasritschl.com





SBLINE

SBLINE is a user-centered navigation aid for snowboarders.

Based on an augmented reality (AR) head up display the goggles link needed information to the user's point of view.

SBLINE shows alternative routes as well as zones of dangers, First Aid, etc. on the go, which reduces potential risks (avalanches, ...)and enhances the fun.

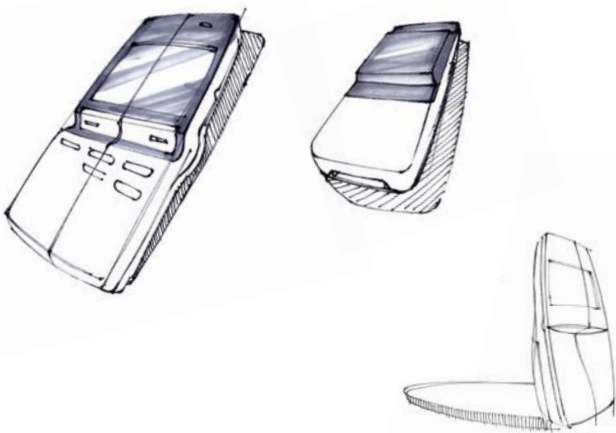


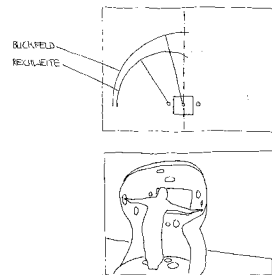
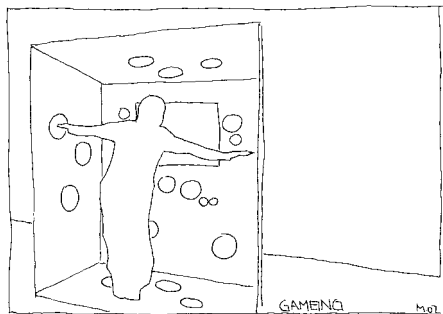
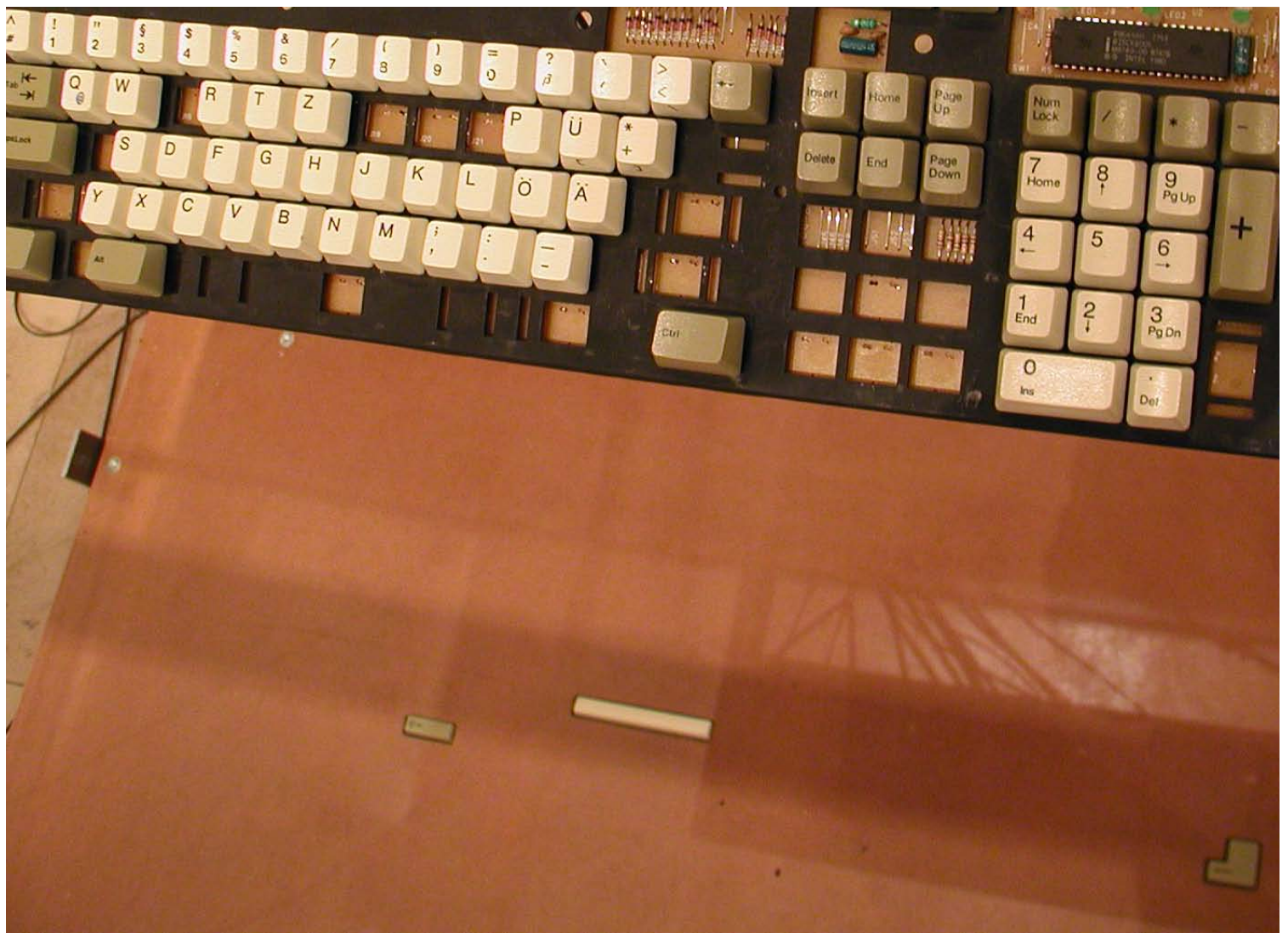
DECT Phone

This DECT phone was one of the projects during my internship at BF Industrial Design in Nürnberg, Germany.

As most of the projects this mobile was built on a package provided by the manufacturer.

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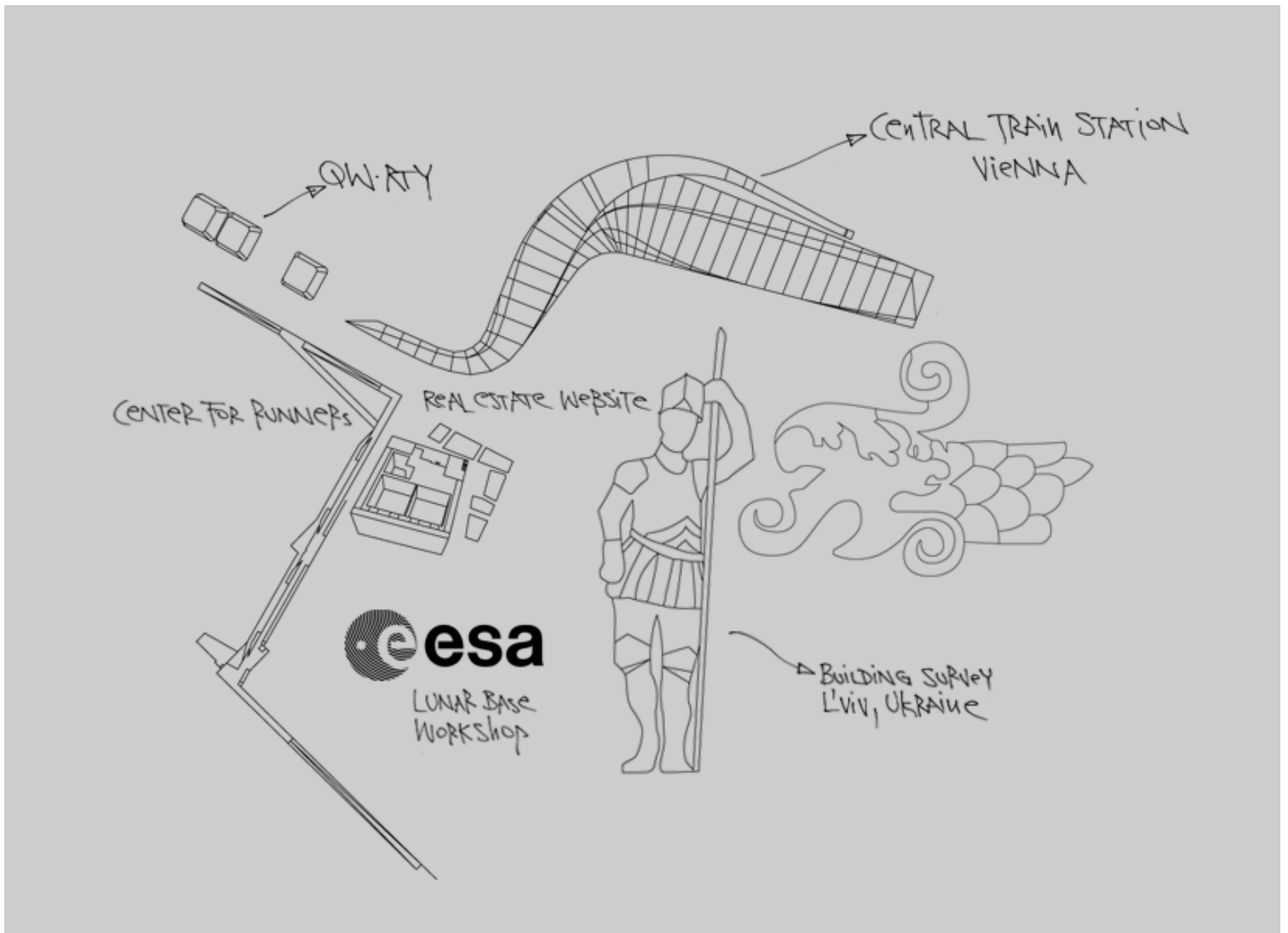


QW.RTY

This project was my contribution to a pan European project called "Humantec - future office.

The plexiglas cube with its scattered keys is an artificial attempt to INTEGRATE MOVEMENT to office work. The aim is to find an alternative data entry system/interface which meets human needs better than the current keyboards.

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Architecture

Before I got into industrial design I studied architecture for 5 years at the TU Vienna.

Those years were very important to me as a professional as well as a person.

I worked on moving architecture, computer interfaces and building surveys as well as on a lunar base.



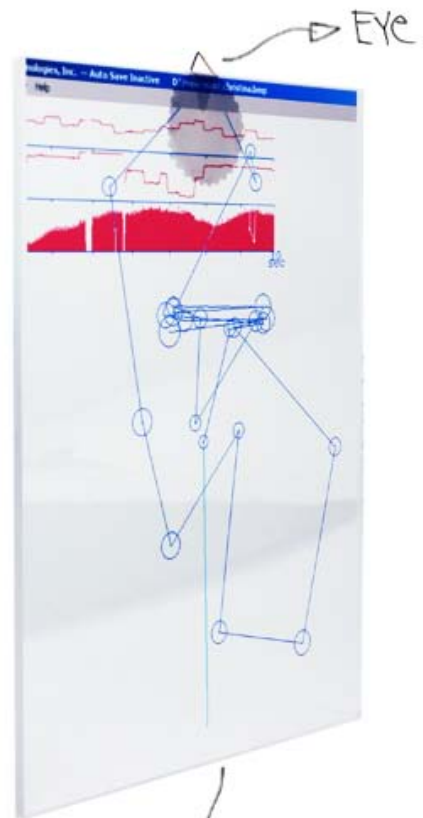
Straight Line

Straight Line is a minimalist LED light for desktop use. The concept idea is that the conductive elements (wires) not only supply electricity. They are also part of the supporting structure and replace the hinges. This results in a very compact and exclusive design, with a modular construction and very flexible handling.



ORIGINAL
PICTURE

EYETRACKING SCREENSHOT



DIGITAL SCIENTIFIC PORTRAIT

10 Second Portrait

This project is a scientific but very honest and personal interpretation of a traditional portrait.

It is painted by my eyes and subconscious using a contemporary eye tracking system.