

Design a cutlery

Concevoir des couverts,
couteau, fourchette, cuillère

Cutlery definition:

knives, forks, and spoons used for eating or serving food.

What is considered a cutlery?

Cutlery comprises of **any hand-held implement for eating or serving food**. It includes various spoons, forks, knives, and tongs. It is also called silverware or flatware.



Research







Alessi Mu



Georg Jensen Arne Jacobsen



Sambonet Gio Ponti



littala Piano



Alessi eat.it

Conclusion of research, all cutlery or basically the same.

Therefore I want to find something different with a new material for example.

And then I also, I start to see what the problems are with cutlery that we use:

1. Hygiene, every time they are needed to wash
2. If multiple material are used it's more difficult to mass produced
3. Often need to buy new one because they are too used, example the knife isn't sharp anymore
4. Style wise often the same
5. Never perfectly clean since it can be a complex shape
6. Utensil can change depend the country ex: chopstick

Therefore, to tackle the problem number 2 I've look into mold for uni-material cutlery.

For problem 4 and 6 I've then look into experimental cutlery.

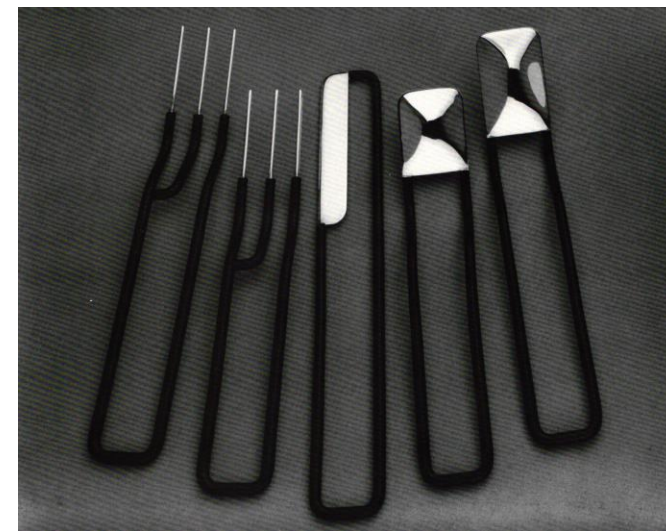
And for problem 1, 3 and 5 I made research on new material that can be easily through away, washed and/or sharpened.

Research one material use



Research experimental







Wood

Too common



Stone

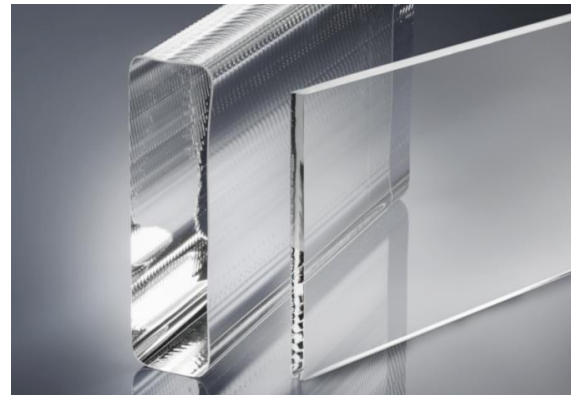
Too long to create

Research material



Metal

Too common



Glass

Not solid enough



Ciment

None food safe



Clay

Interesting, but difficult to reproduce



Liquid clay

Interesting



Plaster

Not food safe



Water that can then become ice.

Interesting



Liquid latex

Not food safe



Silicon that then become solid and rubber.

Not food safe



Oobleck, with is liquid but become solid at the impact, similar as quicksand

Interesting

Critical reflexion

I'm mostly looking at the esthetic, the material and how it's going to look at the end.
Not enough about what's the goal/purpose of my cutlery is.

Next step

Find out other problems about cutlery, or that cutlery can solve,

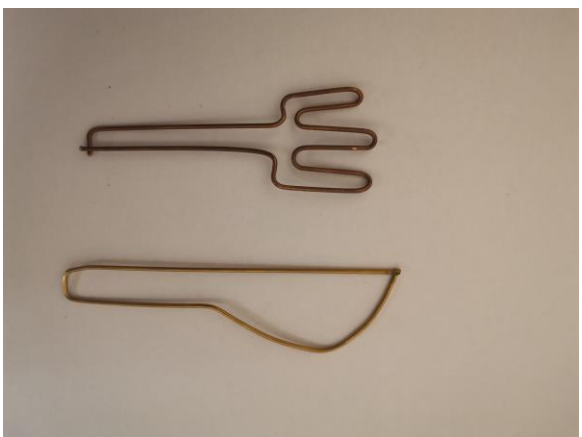
Ex: eating too fast

Not enjoying the food enough

Taking too big bite

Tries out of material into shapes







Cutlery goal/theme

Making people enjoy more they food

Making eating slower

Benefit:

Eat less food

Decrease calorie intake

Improves digestion

Helps you absorb nutrient

Promote thorough during eating

Reduced stress level

Prevent overweight

Increase food satisfaction

Making eating faster

Benefit:

Gaining weigh

Dying sooner

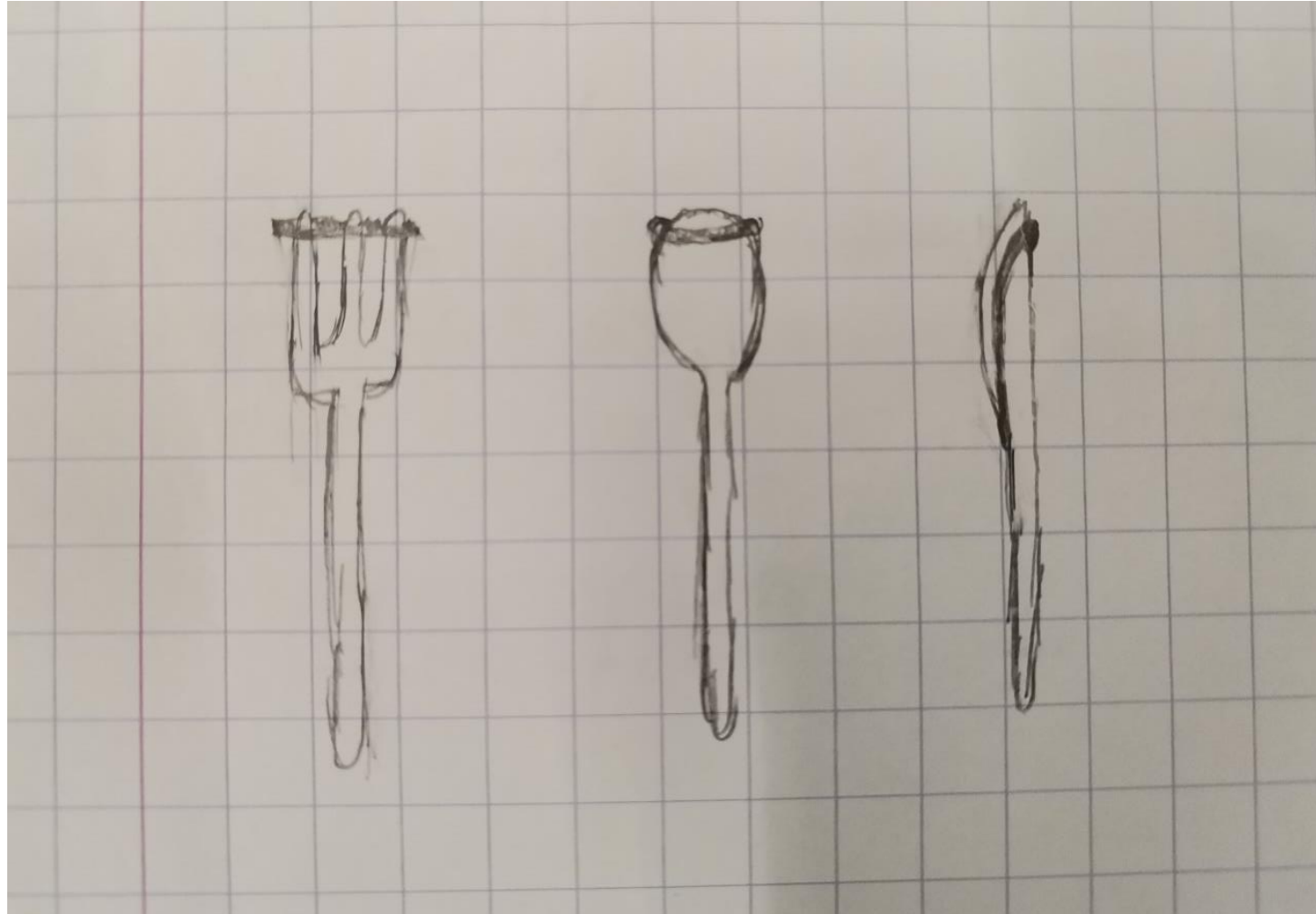
Problems:

People eat too fast,

Doesn't enjoy the meal,

Bad for themself/not healthy,

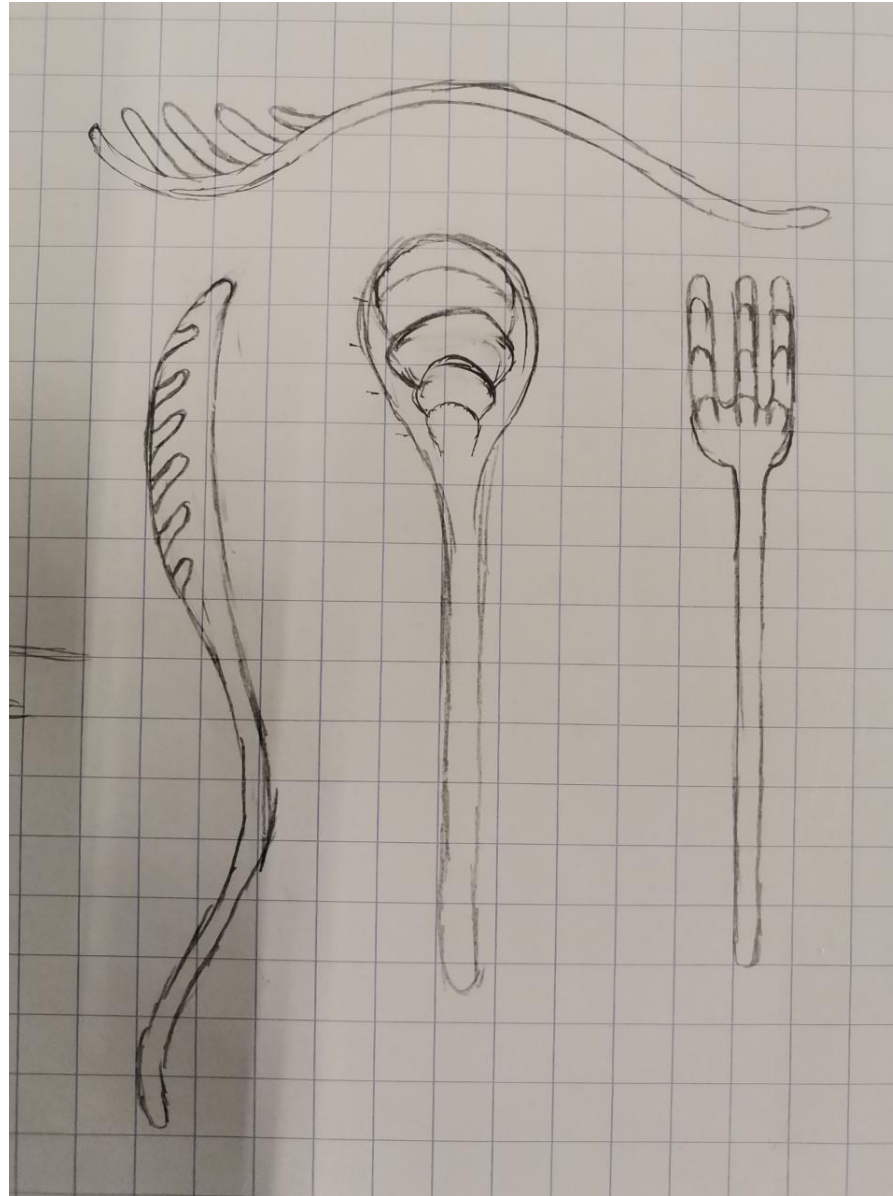
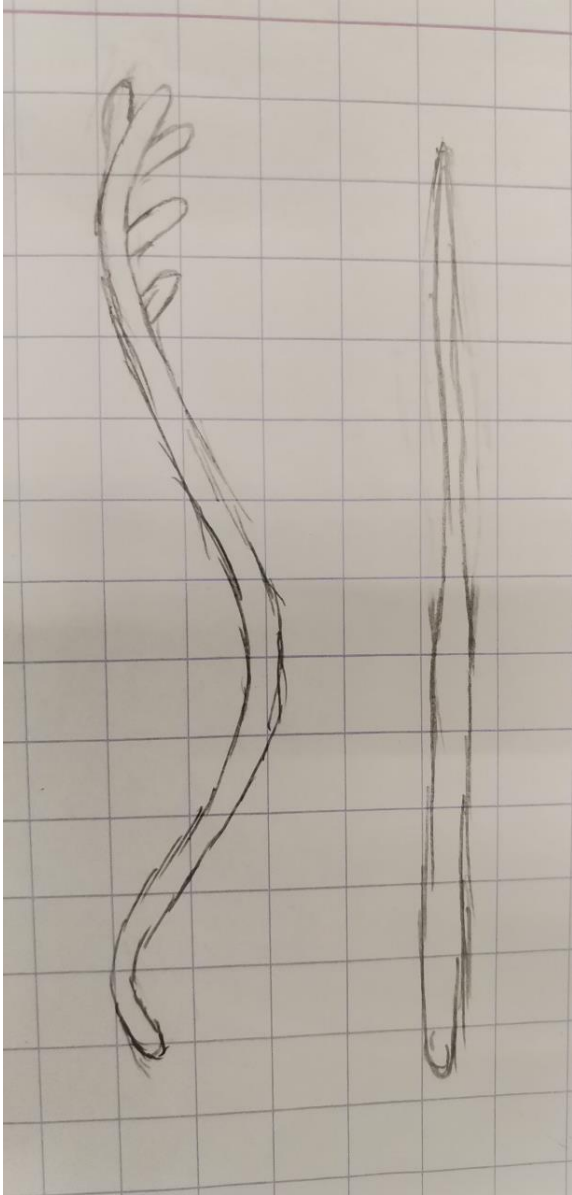
Bad for social interaction,



Eating less therefore smaller and less quick

Finished in ceramic

Basic cutlery but with less "ability" to eat



Slow eating

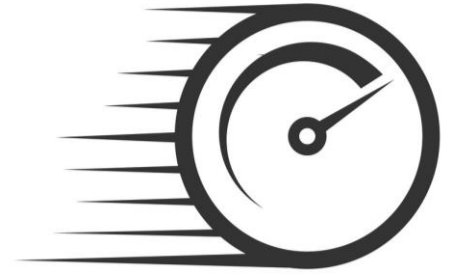
Trying in ceramic

Spacing out the food
and making less
accessible to slower the
process of eating



Eating fast





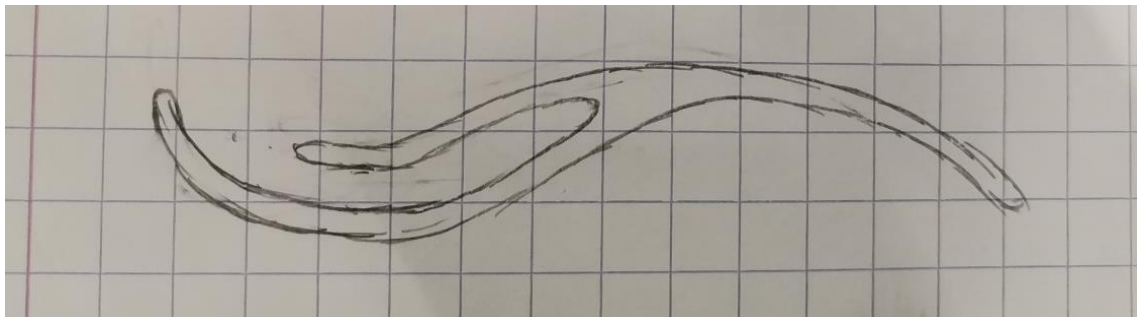
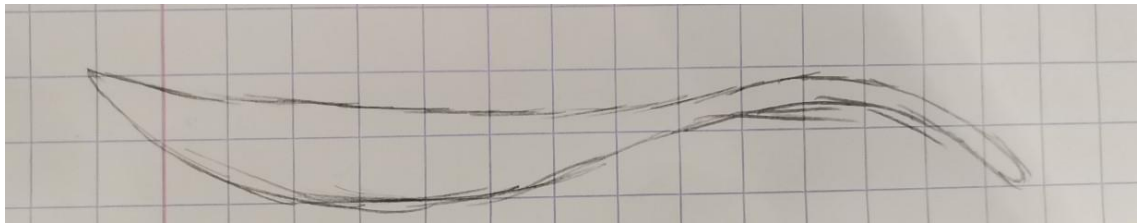
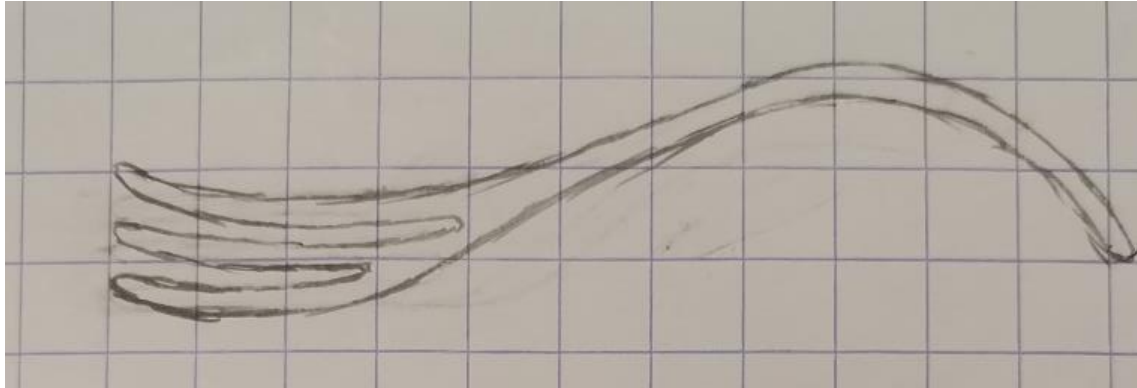
Wind breaking car



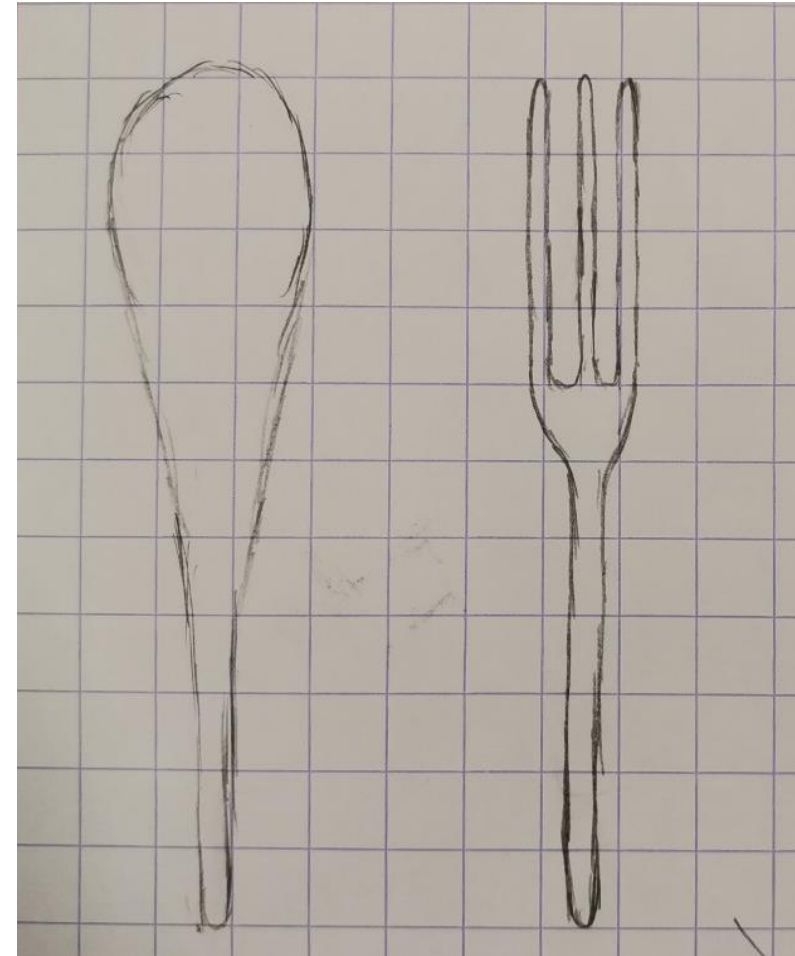
Eating fast

Making the space of the cutlery that we use to eat bigger, therefore eating even quicker and potentially disgusting

Side view



Top view



Critical reflexion

Not enough style research

To slow in making, find easier way

Didn't put material test

Next step

Realize cutlery in Rhino

Experiment with more shapes

Include material test

Try silicone with structure inside

Realization of cutlery with concept Making

Critical reflexion

all cutlery shapes same, develop different shapes

Didn't use material process

Didn't try out the effect

Only one try of fast eating, develop more

Next step

Include photos of prototype

Try silicone with structure inside

Try the cutlery effect

Look into detail ex handel

Look more into shapes for fast eating

Double blade
interesting
Stable in hand because
of the curve

Handel to small



Interesting shape

Too big for the hand
Too difficult to realize
the inside and to
perfectly working

Good to visualize it

Too big

Too simple

Not enough slow eating





Interesting shapes

Print didn't work well

Spoon look too similar as a
pipe

Can be even more efficient

Knife to simple



Fork very delicate
Fork make good slow eating
Knife good looking
Interesting shapes
Knife good in hand

Spoon not that handy,
annoying
Fork to small
Fork not solid enough

Critical reflexion

all cutlery shapes same, develop different shapes

Didn't use material process

Specific and develop more into fast eating

Shapes made interesting

Next step

Try silicone with structure inside, find silicone

Try out with food

Include new cutlery

Develop handle

Use knowledge of slow eating and include into fast eating



Good in hand
Great continuation between blade and handle
Slow down the process of eating

Too simple design

Work to understand the
idea

Good in handle

Spoon work to slow eat

Spoon doesn't look ok

Not good balance of weigh

either in spoon or knife

Knife to simple

Annoying to eat with

sppon



Interesting shape
Work good for slow eating

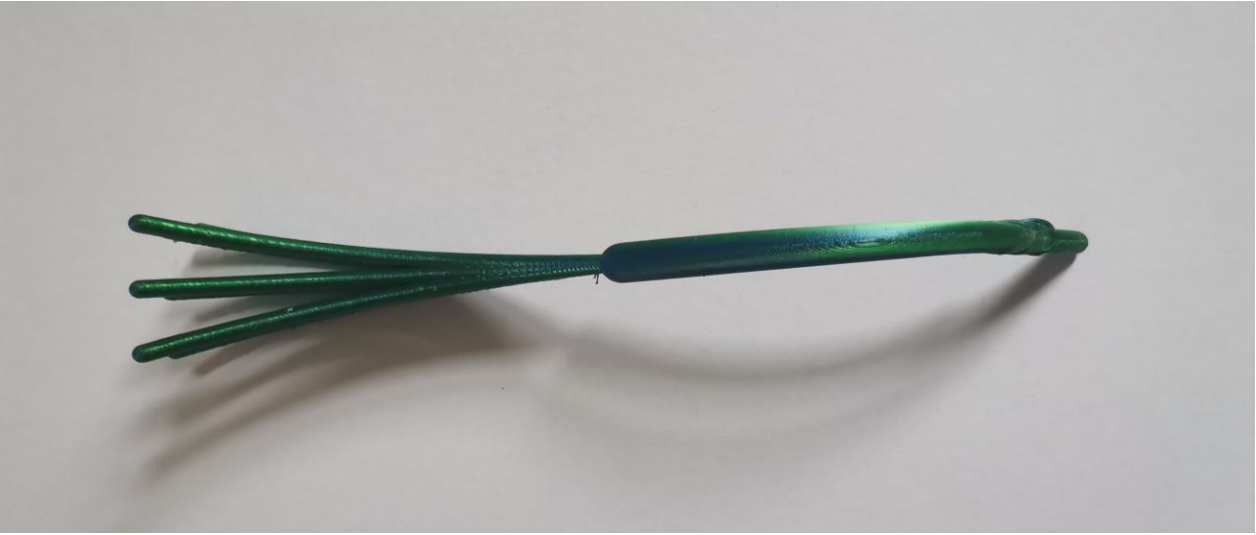
To big
Balance of weigh to much in front
Too fine handle





Interesting shape
Good size between handle and "fork"

Not efficient enough for fast eating
Too long



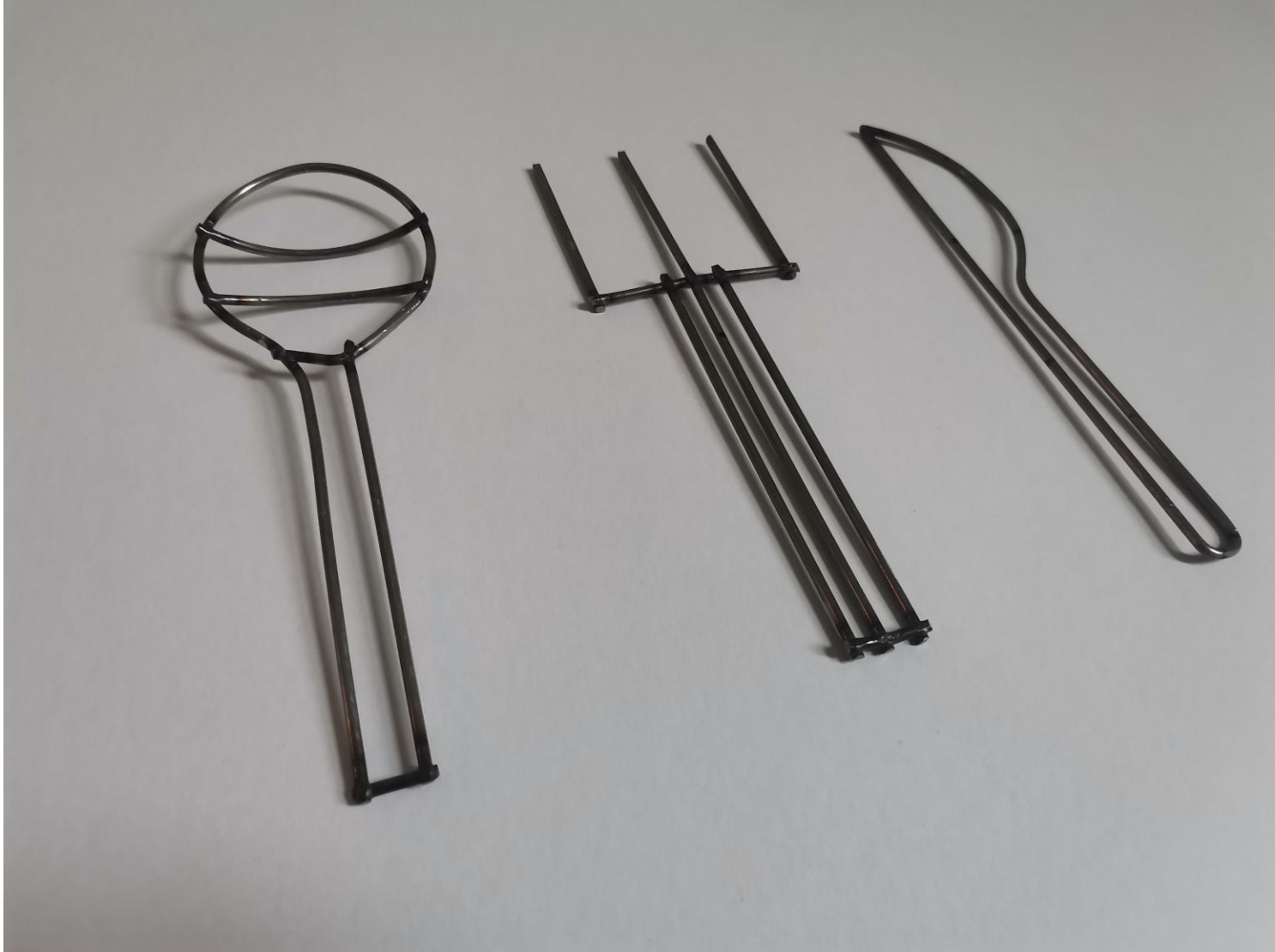
Interesting shape

Too big

Front to spread

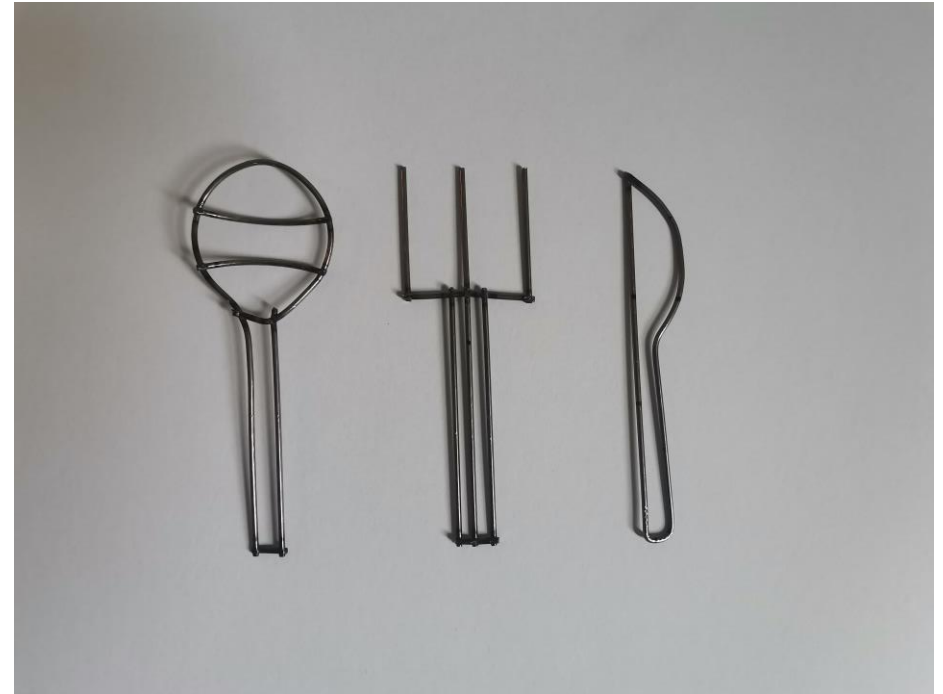
Not efficient enough for slow eating





Simple/minimalist but good design
Good proportion

Too strait, not enough curve
Too much 2D
Doesn't work except fork



All prototype



Critical reflexion

Didn't use material process, silicone

Specific and develop more into fast eating

Shapes made interesting

Next step

Try silicone with structure inside, find silicone

Try out with food

Reflect on all prototype and start creating final cutlery shape, into two parts, handle and top

Research into final for fast eating

Reflect on all prototype using the knowledge/discovery with slow eating and start creating final cutlery for fast eating, with is the concept

Feedback of yourself

Next step

Water knife

Show it use silicone

Eating to fast

Make it to eat even faster