

MICHAELA VALLACHOVÀ-JAKOBSEN



ABOUT
PORTFOLIO



I am a creative **product designer** and **problem solver** with **master degree** in Academy of Fine Arts and Design in Slovakia. My passion for design brought me to Denmark in 2013 to gain more knowledge in this area. I have **experience** in **designing, prototyping and product-development, from ideation to finish product**. In 2018 I started **my own company; Tree Man Timber** that provides **consultancy**, everything from **product concepts** in form of **sketches, visualisations and prototypes** to **end-products**. Specialising in **furniture and accessories** I celebrate **simplicity, minimalism, logic, craftsmanship** and I love **experimenting** and to include **technology** in my design processes.

OURHUB

developing new kind of urban furniture

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In Ourhub we saw big opportunity to empower cities' public space with bringing life via social games. We **produced** more than **8 boxes** and placed in different spots in Copenhagen. One of the cabinets I **helped to develop** was **Petanque hub** that contains 5 sets of petanque boules. I also **designed** and **produced** set **cases**. You can find this particular one in **Islands Brygge**, Copenhagen near Petanque fields and in School of architecture in **Holmen**.

HUBBSTER

developing new kind of urban furniture

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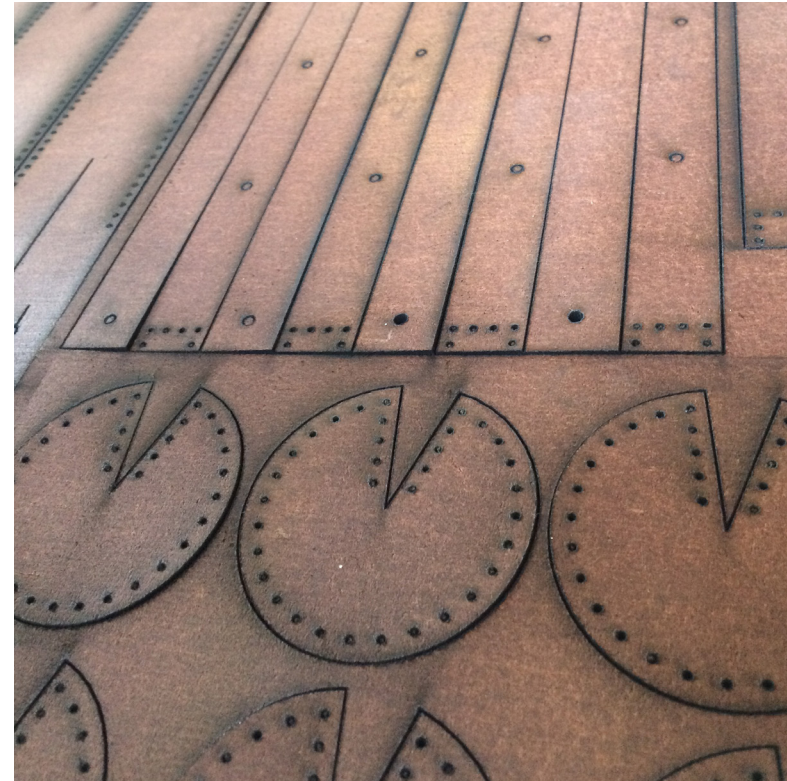


I assisted with the **design** and **technical development**, built **3D models**, made **visualisations**, **prototypes** and prepared files and **technical drawings** for production of all the metal boxes. Moreover I **CNC-machined all the inserts and assembled**. Ourhub, newly Hubbster, is currently **my client**. Here is more about the hubs- www.hubbster.dk

OURHUB

we designed our own packaging

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One of the examples is this Bocce case. It was a very **hands-on process** where I first built some **prototypes, quick and dirty, out of EVA foam**, I took measurements from the final one and translated them to a **vector file**. I cut the parts out of **leather** on a **laser cutter** and **assembled** the case. There is an **integrated chip** in the bottom of the case to help us **localise** the set.

BAG

designed only for essentials and recycled



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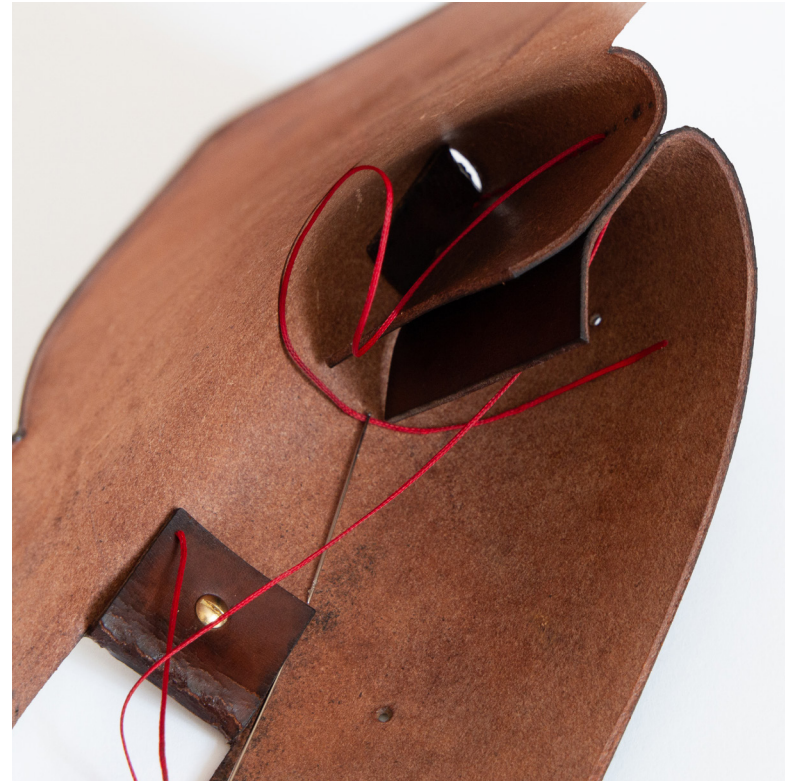
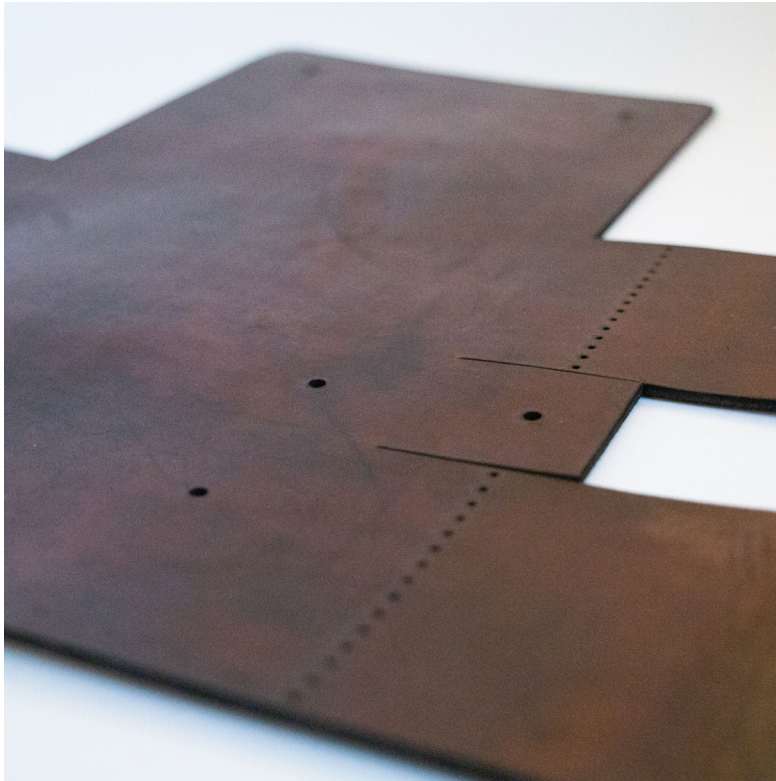


The material comes from an **old briefcase**. It comes with **removable strap** that can be **adjusted** to different length. Besides that the strap can **hold other objects** by hanging them on it like umbrella, coat or a small bag. When strap **removed** it can be used as a **hand-purse**.

BAG

designed only for essentials and recycled

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The body of the bag is made of **one laser-cut piece of recycled leather, sewn and screwed** together.

CUP

solution for waste


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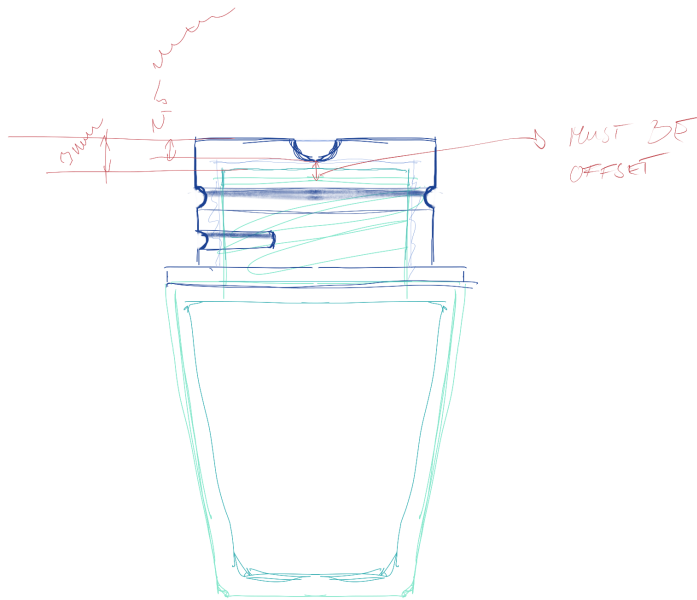


This project is in its developing phase, though the vision is clear- to **fight the waste** and to design an outstanding **cup with extra features** as a replacement for plastic or paper cups. The cup is designed for smaller amounts of beverage. The cup consists of **turning lid** for opening and closing, bottle and case. By combining **glass, ceramics and cork** the cup becomes a nice accessory for daily use.

CUP

solution for waste

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The process consists of **sketches**, and prototyping in form of **3D printing** and **CNC machining**.

TEAR

inspired by element of water

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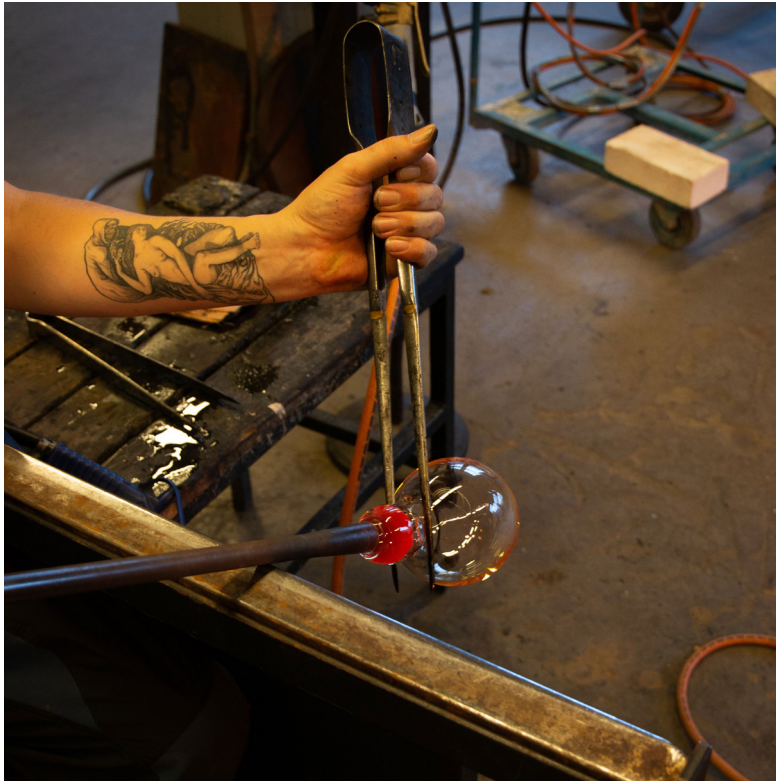


The project is celebrating water as an element that gives life. Drop-shaped glass that encapsulates water was originally designed as a **drinking glass inspired** by traditional **czech spa cups**. This multifunctional product was produced by Rona, a slovak well-known glass producer. **Currently** it is **produced by The Glass Factory** in Sweden.

TEAR

inspired by element of water

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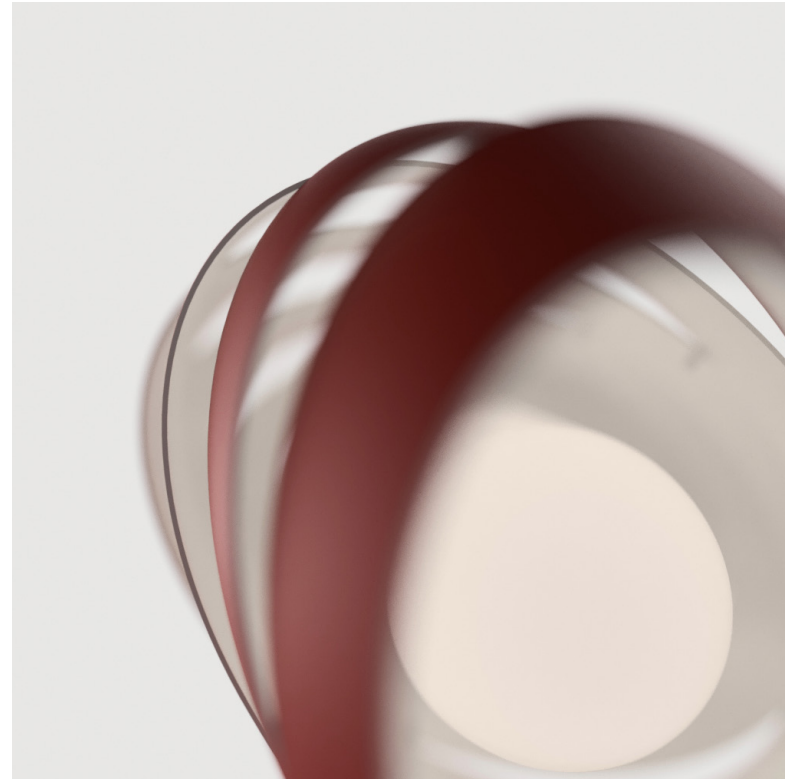


Process includes **ideation, research, brainstorming** in form of **sketches**, and **production** of the **wooden form**, where I provided **2D drawings** and later I decided to **blow the glass freely**. The last stage is **sanding** down the **edges and openings**.

E-LIGHT

geometry play

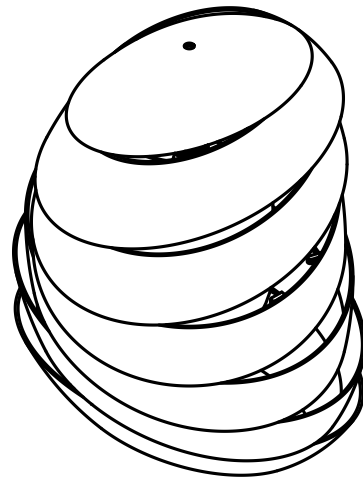
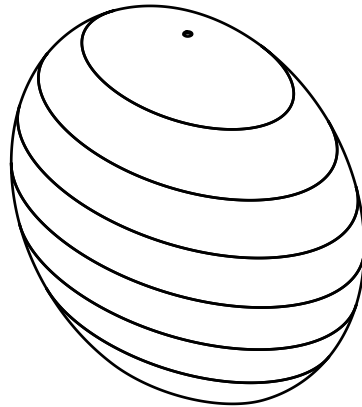
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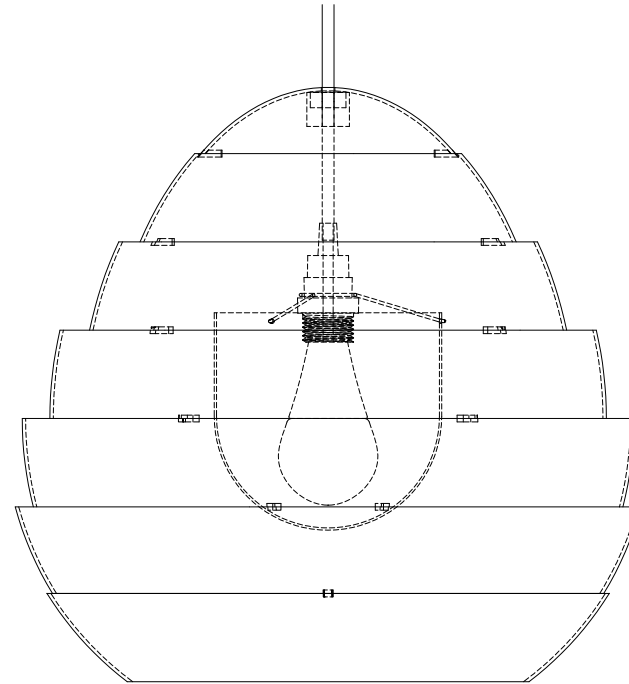
E-Light is inspired by simple but **dynamic shape of lens**. The **playing with the forms** makes the product interesting because **each angle** offers a **unique experience**. Lamp can be produced out of different materials and one of the versions is **powder-coded steel** sheet.

E-LIGHT

geometry play




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The **approach** in the design process was very **architectonic** and hands-on by **deconstructing and sculpting** of **vacuumed foamed PVC** sheet in form of the **lens**. This lamp was presented to the **LeKlint** team with which we produced **3D printed prototype** in the **1:1** scale.

LORGNETTE

connecting old with new

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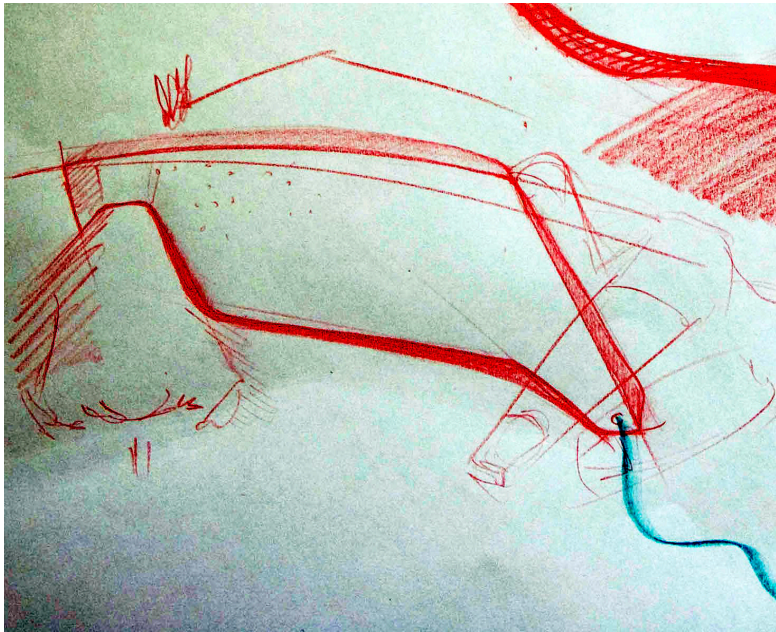


The concept is a combination of „old” and „new”. The „old” is represented by **lorgnettes** and **monocles** in the old days; in past also considered as a piece of jewellery. The lens is replaced by **opaque material** with **pin-hole perforation** by which the „new” finds its place in this object. The **perforation** reduces stimulus projected in the retina and this produces **less distortion** which allows one to **see sharper**. Lorgnettes, therefor, work **both for long-sighted** and **short-sighted**, but also in more complicated sight cases.

LORGNETTE

connecting old with new

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After **research** followed by **sketches** and **paper models** the final production took it's place. The lorgnettes were **laser-cut**, **bent**, **powder coated** and **sandblasted**. The material is sandblasted or powder-coated **aluminium**.

A BAR CHAIR

simple function

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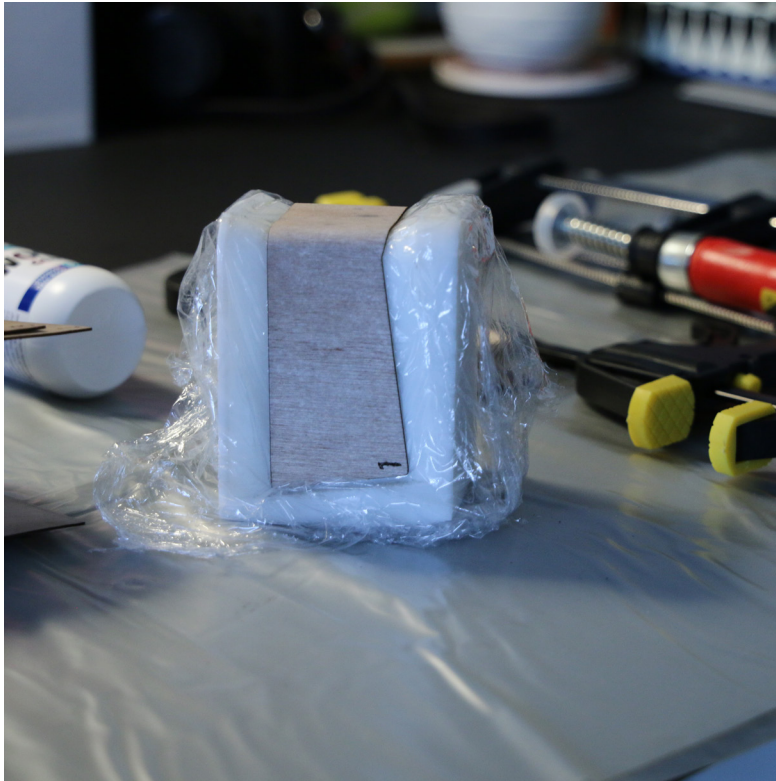


A Bar Chair is an **assembly of simple forms** put together to fulfil not only function of **sitting** but also **storing a bag** and a **coat** that one brings to a bar or a restaurant. Materials are cold, rough **concrete** in contrast to warm, smooth **wood**. The process is also described and published in my **blog** under this link- <https://www.treemantimber.com/blog/2019/2/27/how-i-built-the-model-of-my-designs-part-ii>

A BAR CHAIR

simple function

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I decided to make a **scaled model** of this chair where are used several techniques and processes like **concrete molding** into silicone, **3D printing**, **laser-cutting**, **veneer banding**. And it was FUN!

PRACTICE PAD

designed with drummer for drummers

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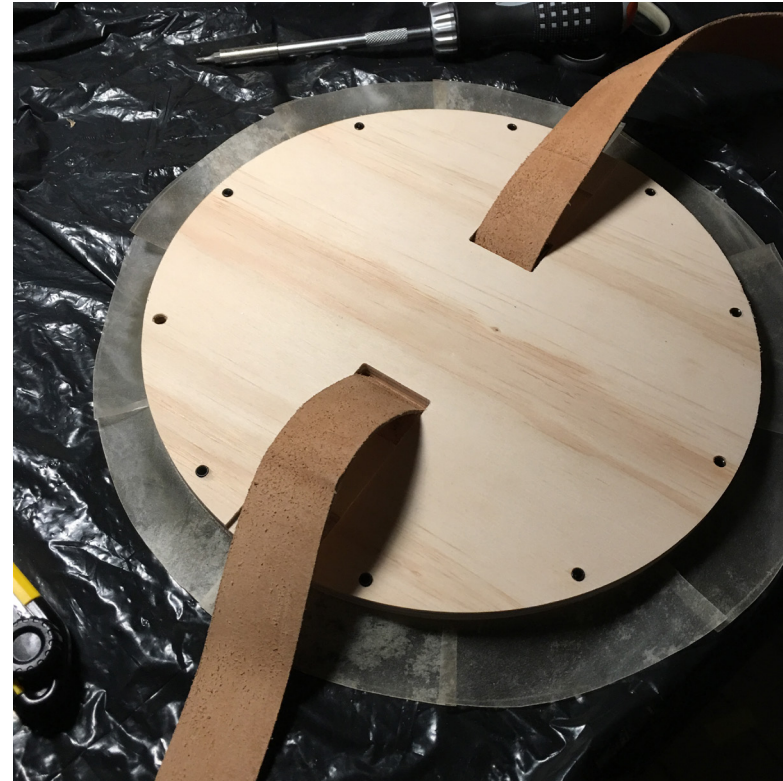
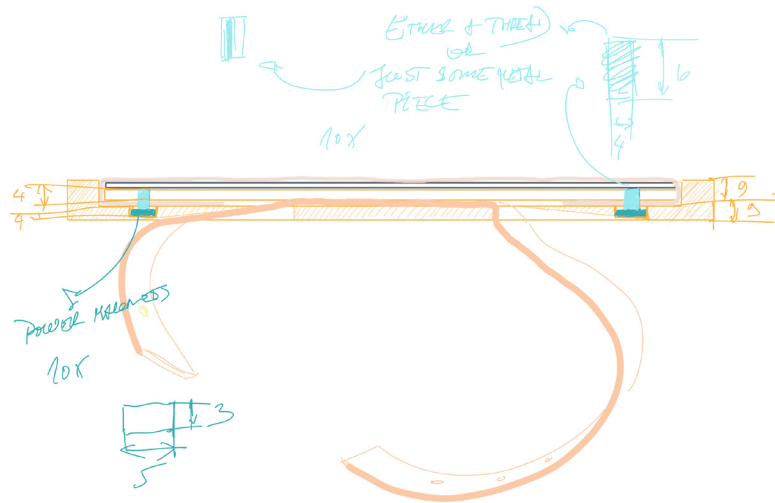


The practice pad was carefully developed in **collaboration with a professional drummer**. We saw a gap in the market, that is full of ugly practice pads :) and we decided to make one that looks good and is very practical for **training with brushes**. I designed it as **minimal** as possible, without any disturbing elements, so the **screwing is hidden**. The practice pad can be **attached to a leg** or to a **snare drum**.

PRACTICE PAD

designed with drummer for drummers

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The materials are **CNCed hard wood**, **leather** and **stretched animal skin** used for percussions.

MY FRAME

designed only for me

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In designing my frame I was inspired by aesthetics of **frames from 80'**, decade when **I was born**. I went for a **subtle**, but still **original look**. The frame works more as **part of my face**, rather than overshades my facial features.

MY FRAME

designed only for me

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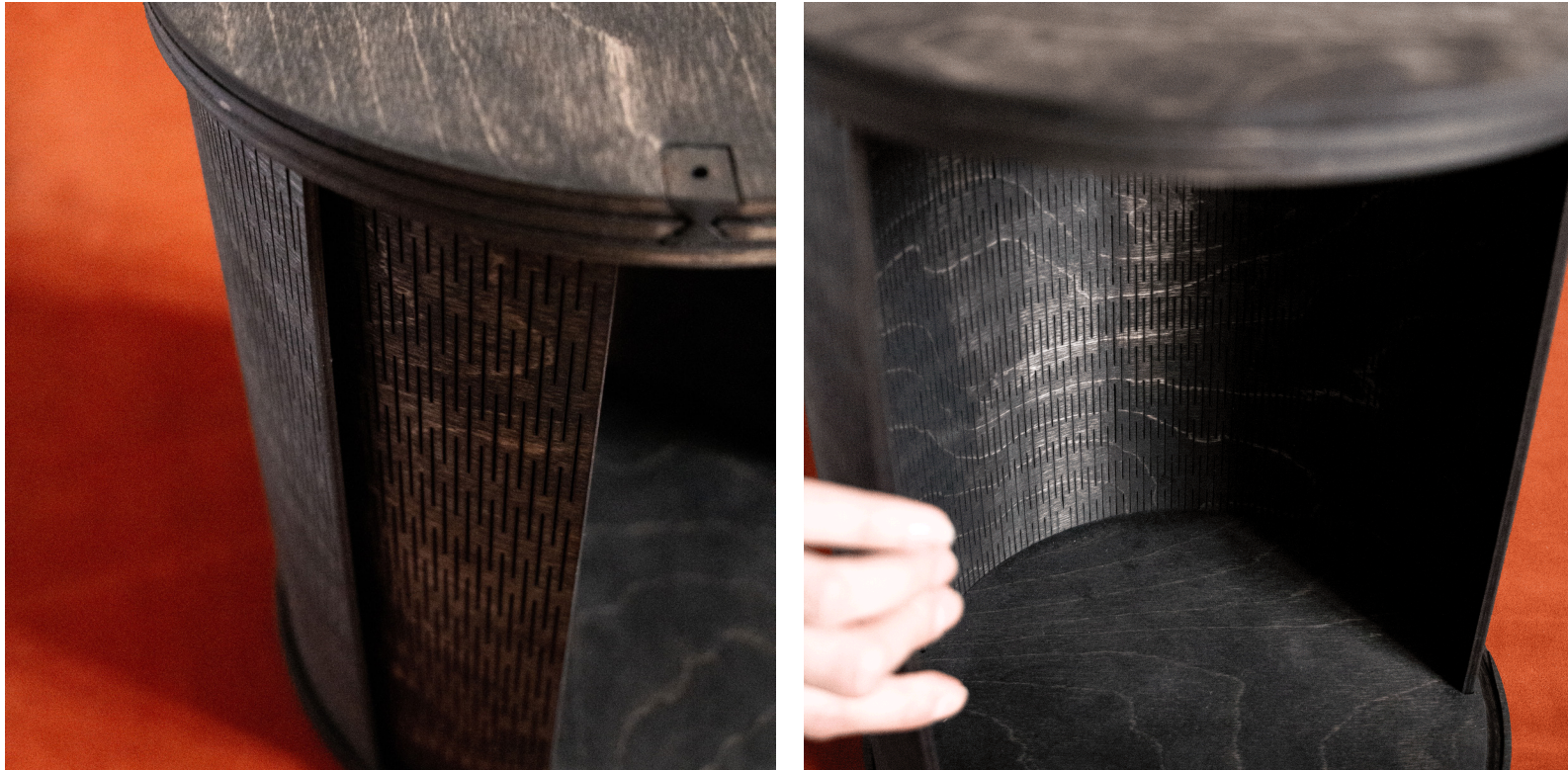


The process started with **sketches** and ended with **laser-cut parts** that I **assembled**. The material is **horn**.

SMALL SHOWROOM

environment for my scaled models

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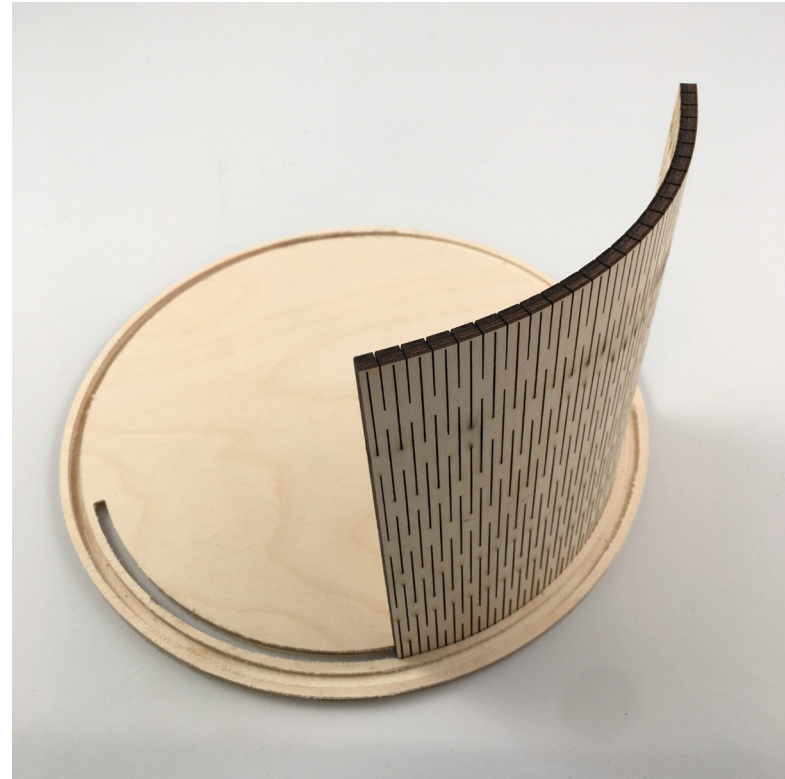


The cylinder-shaped room is equipped with a **curtain** that can be **slids around**. Currently I am building **electronics** with integrated **light sensor and LED**, that will light up E-light. The lamp will hang from the top and will **illuminate the bar chair**. The whole process is described under this link- <https://www.treemantimber.com/blog/2019/2/27/how-i-built-the-model-of-my-designs-part-i>

SMALL SHOWROOM

environment for my scaled models

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Material is **birch** and the curtain and the main **wall** are **perforated** with a pattern that **allows** the board **to bend**. There were different **tests** made before deciding what density is **the best**. First I started with **sketches, 3D models and cardboard prototypes**, then **tests** and production with **CNC machine** and **laser cutter**. The wood is stained with **black oil** and **assembled by hand**.