Model of Iconographic Analysis

What is an iconic design

A design that sets a bench mark for others to follow.

A design that sets new standards in terms of quality, functions/features or style.

A ground breaking design, in terms of its technology or manufacturing techniques used during its production.

A design that improves on the past.

A design that stands the test of time, remaining popular despite the passing of years.

A design that stays in the memory of those who see/use it.

A design that is often recognised immediately by consumers.

A design that inspires other designers.

A design that sets a trend.

A design that is innovative.

A design that is aesthetically pleasing.

A design that has its place in history, or even helps change history.

#### DESIGN MANAGEMENT

#### COURSE SCHEDULE DESIGN MANAGEMENT

SESSION1 10.04.2018	SESSION 2 24.04.2018	SESSION 3 02.05.2018	SESSION 4 15.05.2018	SESSION 5 22.05.2018
Brief Presentation	Theory	Theory	Theory	
MIA Analysis Sofas	MIA Analysis Chairs and Tables	MIA Analysis Systems and Armchairs	MIA Analysis Lighting	
MIA Application Sofas	MIA Application Chairs and Tables	MIA Application Systems and Armchairs	MIA Application Lighting	
Brief Definition and MIA Model Report	MIA Model Report	MIA Model Report	MIA Model Report	Final Exam Session

#### Lesson 4

part1. 30 min What is an iconic design? keys for lighting

part2. 40 min product class analysis systems -technologies and manufacturing processes

Break. 15 min

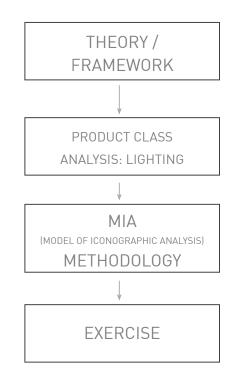
part3. -exercise 2. 20min + debate 20 min -exercise 3. 20min + debate 20 min

part4. 30 min Exam intro

# CORSO DI LAUREA MAGISTRALE IN ECONOMIA AZIENDALE E MANAGEMENT

## **DESIGN MANAGEMENT**

Lesson 4.1 – what is an icon? Lesson 4.2 – product class analysis / lighting LESSON 4 OVERVIEW



KEY MESSAGE

WHAT IS AN ICONIC DESIGN?

An iconic design represents something that is highly recognizable through memory, innovation or differentiation, and that stands the test of time over markets or media.

Timeless objects, originated by mixing innovation and originality that remain in the collective memory, becoming symbols of our lives.



Arco A.Castiglioni, Flos,1932



Atollo V. Magistretti, Oluce, 1977



Colombo281 J. Colombo, Oluce,1962



Parentesi A. Castiglioni, Flos, 1971



Ecclise Vico Magistretti, Artemide, 1965



Tizio R. Sapper, Artemide, 1972



Taraxacum 88 A. Castiglioni, Flos, 1988

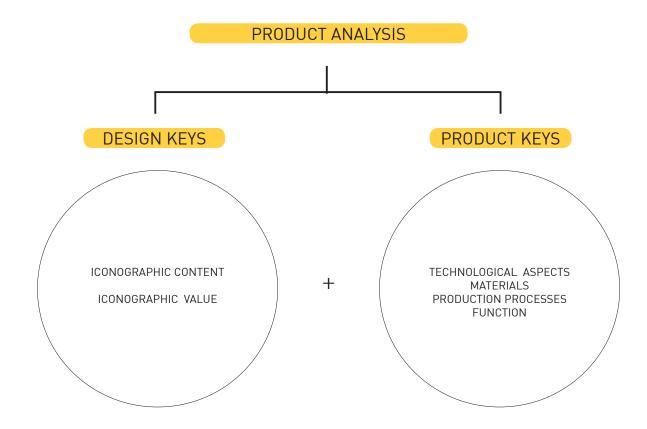


Toio A. Castiglioni,Flos,1964

HOW TO RECOGNIZE AN ICONIC DESIGN

Understanding the different kinds of signs a product has, and how these signs work together, in order to perceive their added value.





#### KEYS

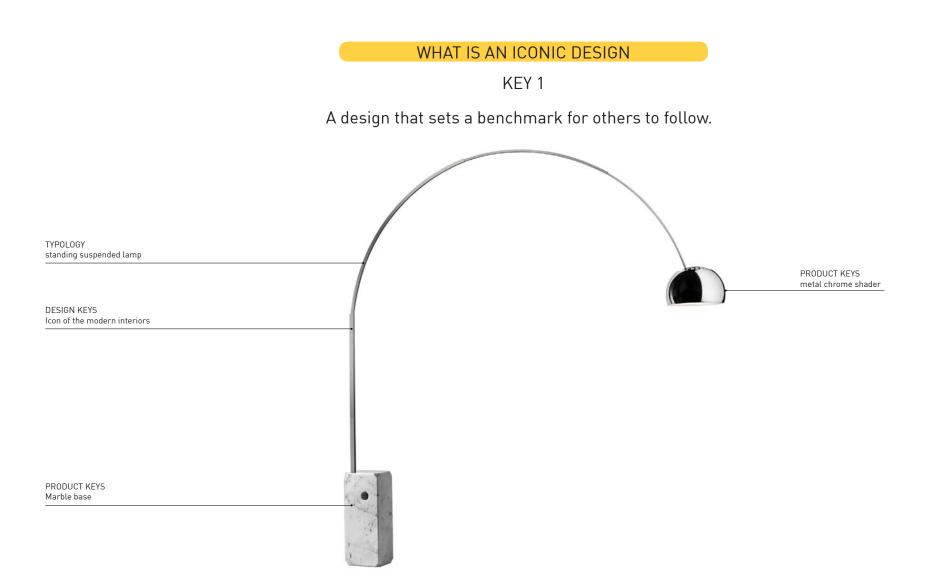
 A design that sets a bench mark for others to follow.
A ground breaking design, in terms of its technology or manufacturing techniques used during its production.
A design that sets new standards in terms of quality, functions (features on style)

3. A design that sets new standards in terms of quality, functions/features or style.

4. A design that stands the test of time, remaining popular despite the passing of years.5. A design that improves on the past.

6. A design that is often recognised and stays in the memory by consumers.

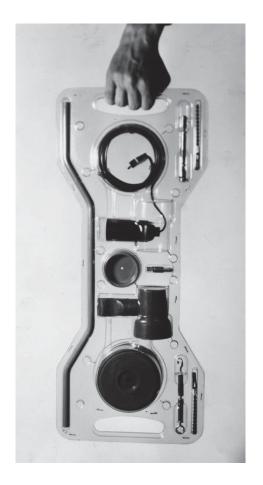
7. A design that sets a trend.8. A design that is innovative.9. A design that is aesthetically pleasing.





KEY 3

## A design that sets new standards





PARENTESI A. Castiglioni, Flos, 1971

KEY 4

A design that stands the test of time



#### KEY 5

## A design that improves on the past.



COSTANZA P. Rizzatto, Luceplan, 1986

#### KEY 6

# A design that stays in the memory of consumers.



KEY 7

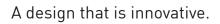
A design that sets a trend.



BOURGIE Ferruccio Laviani, Kartell, 2004



KEY 8



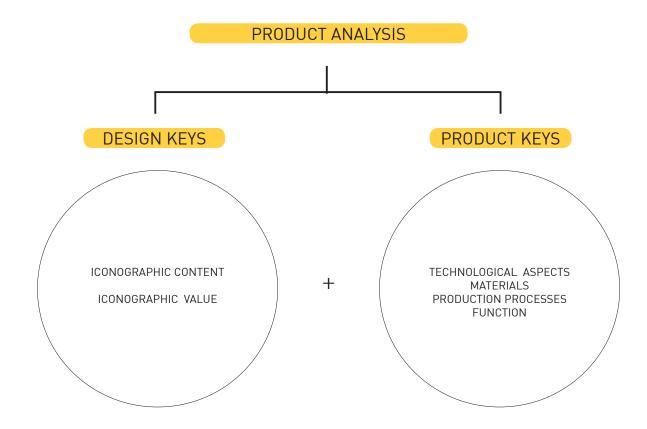


KELVIN A. Citterio, Flos, 2009

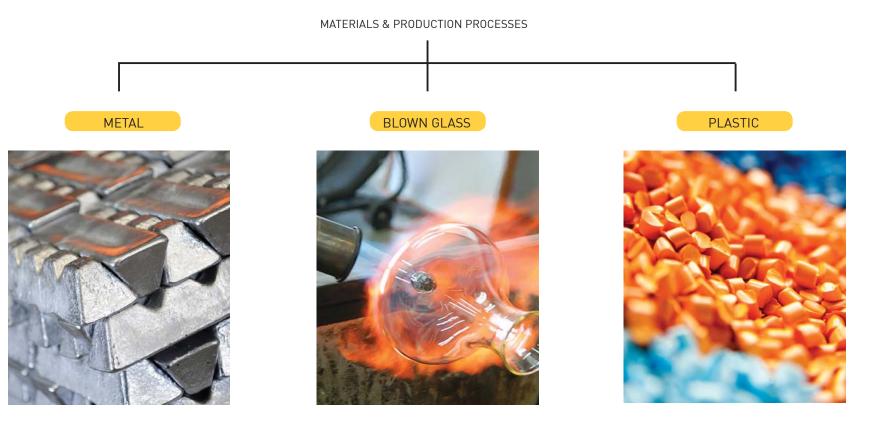
#### KEY 9

## A design that is aesthetically pleasing.

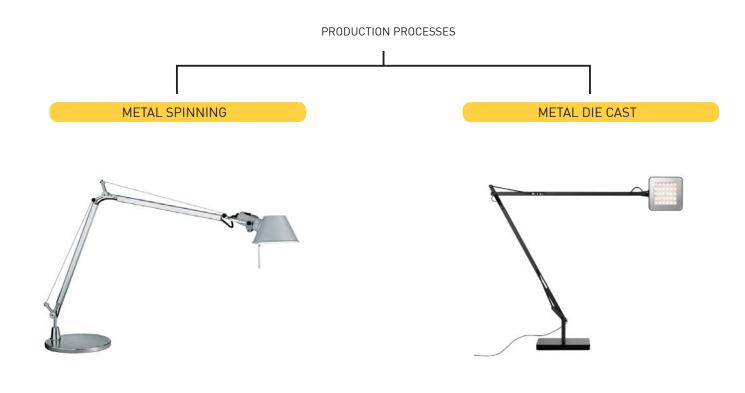




## PRODUCT KEYS ANALYSIS: LIGHTING



### PRODUCT KEYS ANALYSIS: METAL MANUFACTURING



TOLOMEO Michele de Lucchi, Artemide, 1987 KELVING A. Citterio, Flos 2009

## PRODUCT KEYS ANALYSIS: METAL SPINNING

#### PRODUCTION PROCESSES. METAL SPINNING





1. METAL PLATE

2.PRESSURE AGAINST A MOLD

3. FINISH OF SHAPE

## PRODUCT KEYS ANALYSIS: METAL SPINNING

PRODUCTION PROCESSES. METAL SPINNING







4. FINISHED PIECES

6. FINISHED PIECE

5.CHOOSE OF FINISH

### PRODUCT KEYS ANALYSIS: METAL PARTS & ASSEMBLY

VIDEO



https://www.youtube.com/watch?v=oTjKLd5Wg0Y

#### PRODUCT KEYS ANALYSIS: GLASS

PRODUCTION PROCESSES

**BLOWN GLASS** 



EMPATIA Carlotta de Bevilacqua, Artemide

## PRODUCT KEYS ANALYSIS: GLASS

#### PRODUCTION PROCESSES. BLOWN GLASS





1. RAW MATERIALS (SILICA...)

2. FURNACE AND GLASS TANK

3. BLOW PIPE COLLECTING MELTED GLASS

#### PRODUCT KEYS ANALYSIS: GLASS

#### PRODUCTION PROCESSES. BLOWN GLASS



4. BLOW AIR AND SHAPIING



5. REFINING SHAPES WITH MOLDS

6.DECORATION

#### PRODUCT KEYS ANALYSIS: GLASS

VIDEO



https://www.youtube.com/watch?v=NtSqs9Ka-UM

## PRODUCT KEYS ANALYSIS: PLASTIC

PRODUCTION PROCESSES

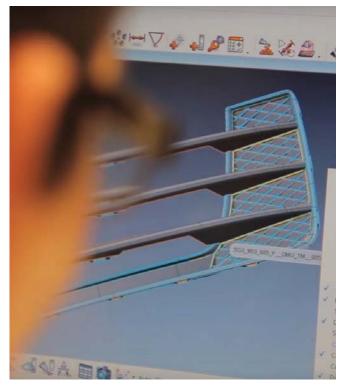


HOPE F. GOMEZ PAZ; LUCEPLAN; 2011

## PRODUCT KEYS ANALYSIS: PLASTIC

#### PRODUCTION PROCESSES. MANUFACTURING PLASTIC PIECES







1. RAW MATERIALS

2. MOLD ENGINEERING

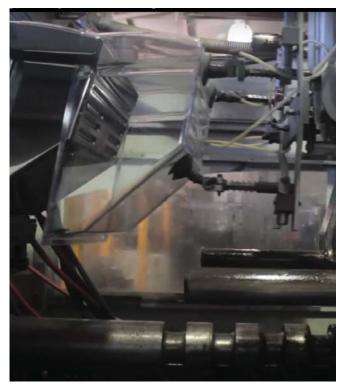
3. MOLDS

## PRODUCT KEYS ANALYSIS: PLASTIC

#### PRODUCTION PROCESSES. MANUFACTURING PLASTIC PIECES



4. MANUFACTURING FACILITIES





5. INJECTION MOLDING

6. PARTS ASSEMBLY

## PRODUCT KEYS ANALYSIS: PLASTIC

VIDEO



https://www.youtube.com/watch?v=TG\_t2Qk3cuc&t=205s



# CORSO DI LAUREA MAGISTRALE IN ECONOMIA AZIENDALE E MANAGEMENT

DESIGN MANAGEMENT

Lesson 4.3 – exercises

TEAM EXERCISE Nº1

MIA

Objective:

Understand the iconic values of products through product analysis

Methodology:

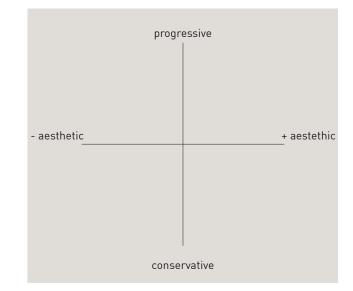
Throughout the use of an analytical matrix:

1) Combine an iconic lamp and an armchair to create a living room situation.

2) Map the selected products in terms of Iconicism and aesthetics code

3) Cluster the results.

4) Be prepare to comment your maps.





TOIO A. Castiglioni, Flos



AK-47 P. Starck, Kartell



COSTANZA P. Rizzatto, Luceplan



ARCO A. Castiglioni, Flos



ORBITAL F. Leviani, Foscarini



SNOOPY A. Castiglioni, Flos



TACCIA A. Castiglioni, Flos



MOLOCH Gaetano Pesce, Bracciodiferro



TRESS M. Sadler, Foscarini



SUPERLOON J. Morrison, Flos

ICONIC ARMCHAIRS



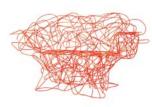
A.B.C A. Citterio, Flexform



LOUISIANA Vico Magistretti, DePadova



SANLUCA A.Castiglioni, Poltrona Frau



CORALLO F+H Campana, Edra



NEMO F. Novembre, Driade



FELTRI G. Pesce, Cassina



TUBE Joe Colombo, Cappellini



ELDA Joe Colombo

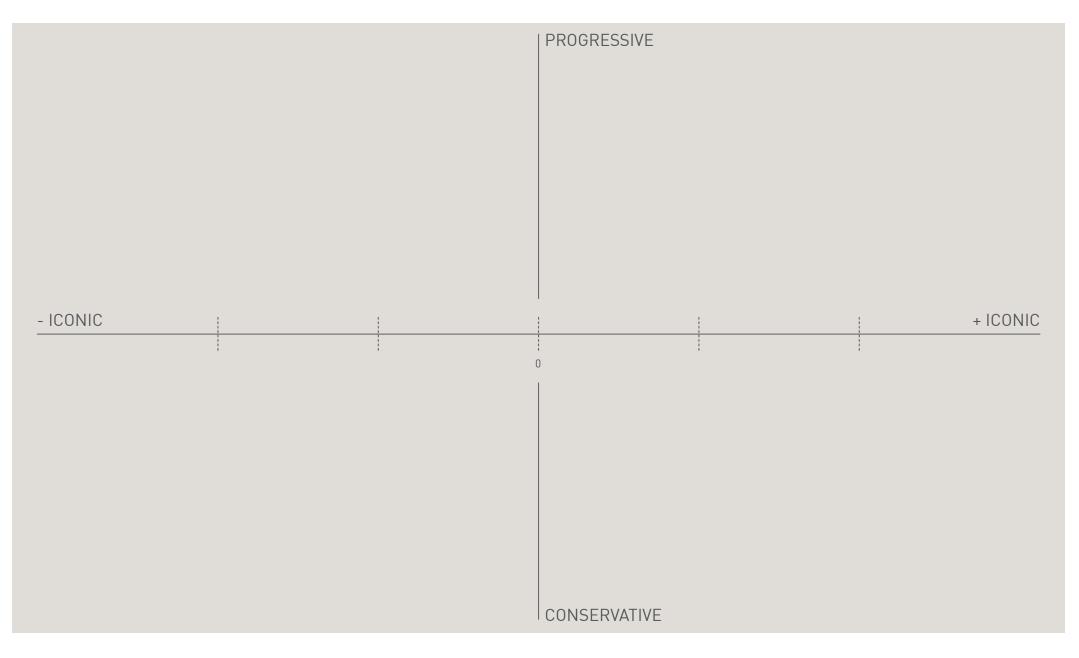


TULIP M. Wanders, Capellini



LC4 Le Corbusier, Cassina

#### ICONICISM VS. AESTHETICS CODE



TEAM EXERCISE Nº2

MIA

Objective:

Understand the iconic values of products through product analysis

Methodology:

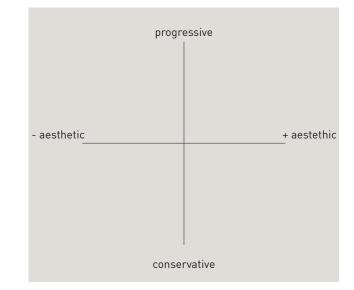
Throughout the use of an analytical matrix:

1) Combine an iconic lamp, a table and a chair to create a dining situation

2) Map the selected products in terms of Iconicism and aesthetics code

3) Cluster the results.

4) Be prepared to comment on your choices.





HOPE F. Gomez Paz, Luceplan



SKYGARDEN M. Wanders, Flos



MERCURY Lovegrove, Artemide



CABOCHE Urquiola, Foscarini



TARAXACUM 88 Castiglioni, Flos



MOD 2097 Sarfatti, Flos



TARAXACUM A. Castiglioni, Flos



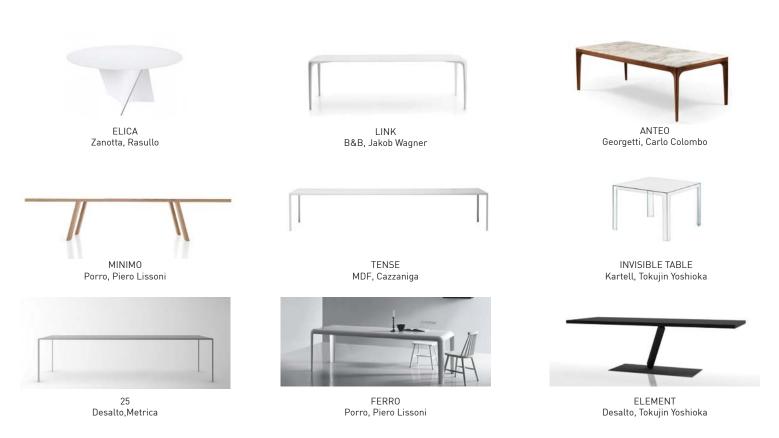
TITANIA A. Meda, Luceplan



COPERNICA C. De Bevilacqua, Artemide



ALLEGRO Attelier OI, Foscarini





CONCORDE Poliform, E. Gallina



DEJAVU Magis, Naoto Fukasawa

ONE Magis, K. Grcic



FRIDA Pedrali, O. Fioravanti



BAC Capellini, J. Morrison



ZIGZAG Cassina, Rietveld



LOUIS GHOST Kartell, Starck



EROS Kartell, Starck



MASTERS Kartell, E. Quillet



SUPERLEGGERA Cassina, Gio Ponti



NEVE Porro, Piero Lissoni

ITALIAN DAY DINING SITUATIONS: LIGHT + CHAIR + TABLE

#### ICONICISM VS. AESTHETICS CODE

