# STUDIO JÖRG MENNICKHEIM

SELECTED PROJECTS 2018

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# **FC STORE**

NEW FANSHOP CONCEPT CLIENT: 1. FC KÖLN

The store is a replica of the "sacred" place of the FC stars: the player's cabin! Interior from a classic locker room and architectural references from the Rheinenergiestadion were inspiration for the new FC store concept. A unique space that expresses the football club's self-image, the professionalism and the characteristic self-irony.

**Photos: Sabrina Rothe** 













### **CLICK**

# EXHIBITION DESIGN OF THE INTERIEUR AWARDS CLIENT: BIENNALE INTERIEUR KORTRIJK

'Click' introduces a new way to experience products between the physical object and its digital image, inspired by an infinity wall each object is framed within the exhibition space. The scenography's architecture allows an object to be captured perfectly on its own, or zooming out one can view the entire collection of winners. Visitors are invited to capture each object and share online to archive both the exhibition and the objects themselves, generating a digital memory of the Interieur Awards 2016.

The exhibition scenography was developed together with the award winners during the Summer Workshop at CID in Grand-Hornu, Belgium. Photos: Frederik Vercruysse





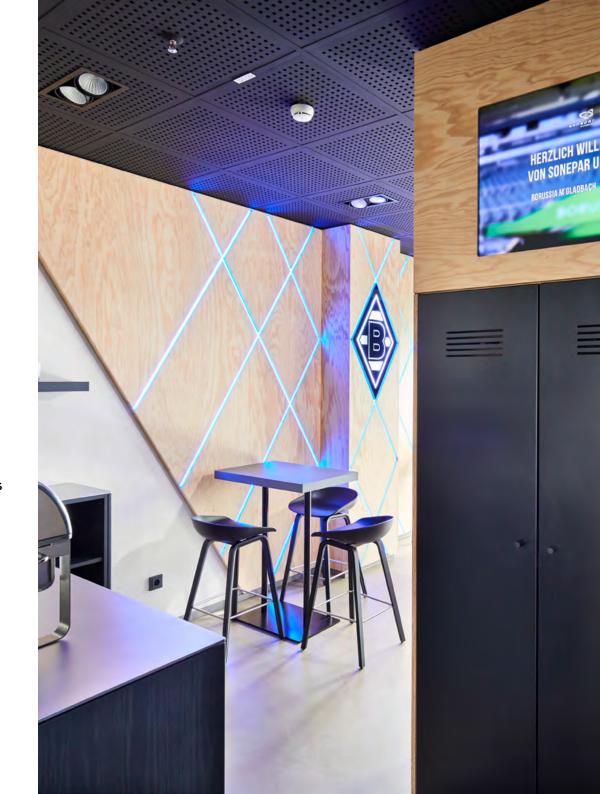
### **BORUSSIA LOGE**

BRAND SPACE AT BORUSSIA PARK CLIENT: SONEPAR

Technology meets football passion.

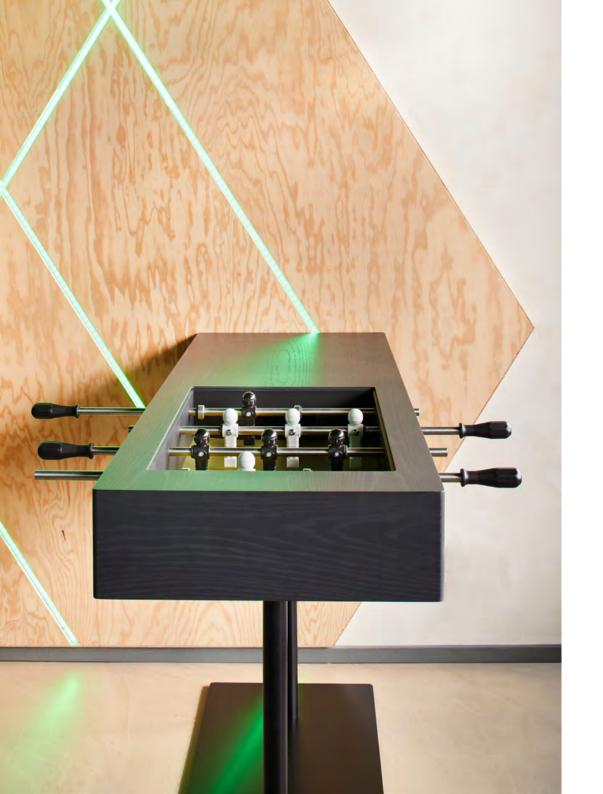
The VIP Box for Sonepar at Borussia Park in Mönchengladbach convinces with a lot of innovation and authentic materials. The light mood of the box can be changed dynamically via a light-grid, which is arranged in a diamond pattern over the complete space. For every situation, the right atmosphere can be created easily. Further technical and playful highlights underscore the innovation philosophy of the company.

**Photos: Sabrina Rothe** 











## TO THE POINT

# EXHIBITION DESIGN OF THE INTERIEUR AWARDS CLIENT: BIENNALE INTERIEUR KORTRIJK

The exhibition concept ,To the point' was developed in a workshop at Domaine de Boisbuchet together with the 20 winners of the Interieur Award. The concept is to create an optical illusion so that, when viewed from a certain perspective, all 20 products will seem to be encompassed by a circle.

Photos: Filip Dujardin









### **METROPOLITAN STORE**

**CLIENT: STREET ONE** 

For the women fashion brand STREET ONE we developed a retail concept for major European cities. For the first time the "FASHION DIARY CONCEPT" is realized in Vienna on central Kärtner Straße. The "Zeitgeist" in fashion and the fashion blogs were inspiration for the store design. Elements of the digital world find analogue interpretations in the store.

**Photos: Christian Schaulin** 













# Street One







## KINETIC INSTALLATION

**CLIENT: SAMSUNG** 

We developed an oversized, monolithic sideboard unit for the presentation of TV and audio devices. Underlining Samsungs 360° Design approach the premium TVs are slowly turning on circular platforms that are integrated into the sideboard installation.

**Photos: Samsung** 





### KIDS STORE

**CLIENT: PIPPA & FRITZ** 

Furniture concept for the Kid's Store Pippa & Fritz.

The stackable shelving elements and display cubes can easily be rearranged. The colourful legs as a playful element support the overhanging side of the modules. Further colourful details like the integrated drawers of the cash desk stand in contrast to the minimalist design.

**Photos: Ralph Humrich** 





## **PUMA LOGE**

BRAND SPACE AT SIGNAL IDUNA PARK CLIENT: PUMA

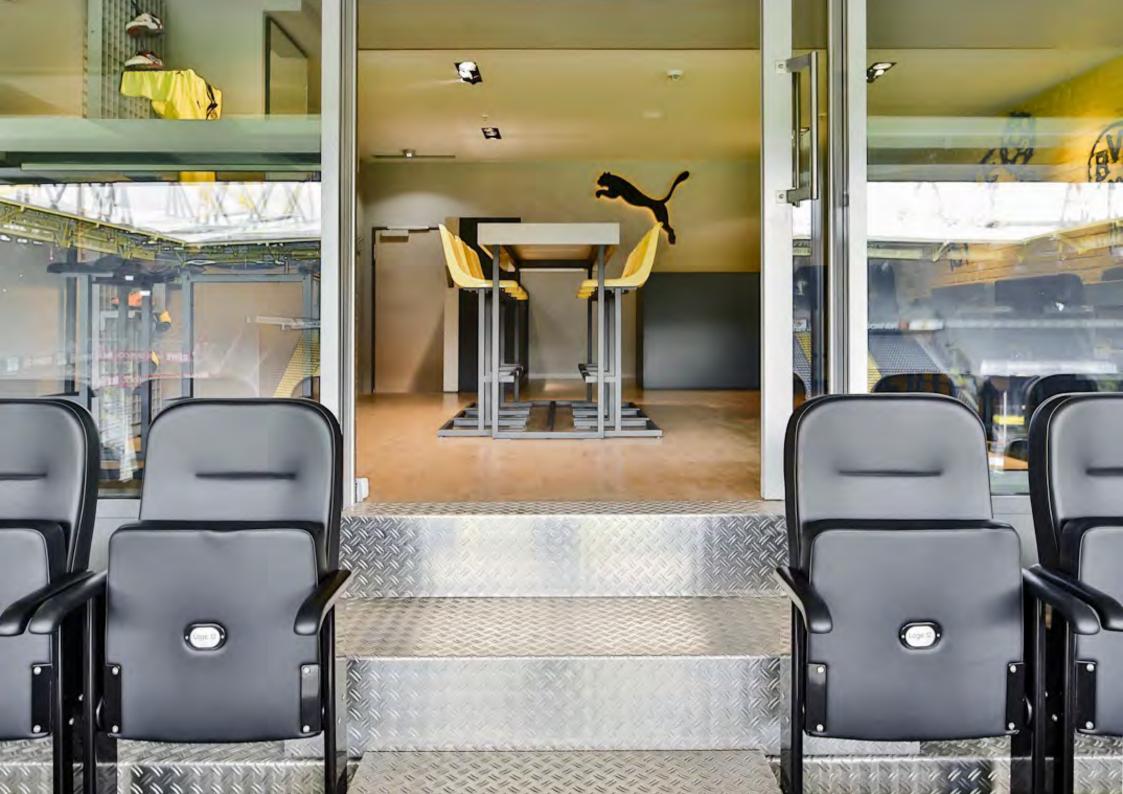
A unique design language which combined elements of the brands Puma and Borussia Dortmund was developed for the VIP box at Signal Iduna Park in Dortmund. Typical elements from a football stadium, like dressing room benches and seat shells are part of the design.

Photos: Vizona GmbH









### ROADSIDE CONCEPT

WORLDWIDE STORE DESIGN CLIENT: CAMEL ACTIVE

The new generation of Camel Active store design. The store architecture is based on a mix of authentic materials that evoke textures and objects that you pass everyday on the roadside as you travel through. Presentation units that remind you of carts in a marketplace in Malawi, a cash register module in Airstream trailer design or changing-rooms that are inspired by cabins on a surfing beach, immerse the customer in the campaign world of Camel Active.

**Photos: Camel Active** 



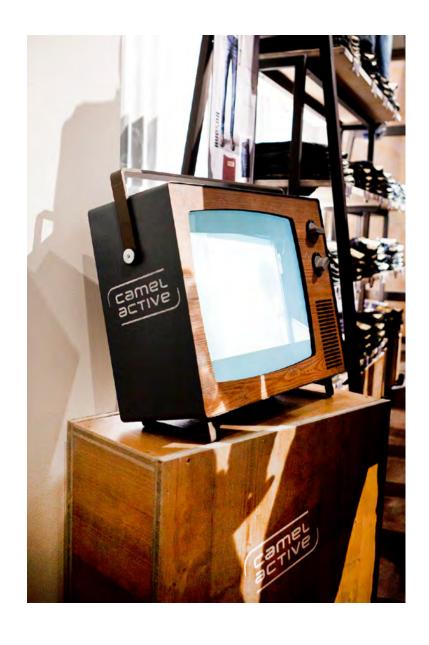












### **UTENSIL STORE**

**CLIENT: UTENSIL** 

UTENSIL is a store for every day products in Cologne. The products originally come from working environments and industrial processes. They are set in a new context by introducing them into the domestic environment. The assortment ranges from laboratory glasses and swimming pool bracelets through tool bags and on to Japanese working shoes. UTENSIL is located in a former Turkish convenience store. Old wall tiles, meat hooks and a glass ceiling from the fifties tell the story of that heritage.

The new interior design is placed in the existing space. Typical elements of the former store like the colourful vegetable boxes inspired the interior concept. They are now serving as storage boxes, in the form of furniture elements made of black MDF. The elements can be stacked and rearranged to display the changing products of UTENSIL.

Photos: Ralph Humrich





#### **EA SPORTS BAR**

**CLIENT: ELECTRONIC ARTS** 

The EA SPORTSBAR is a place where analogue objects from the world of sports meet digital interactive architecture.

The bar becomes link between real space and EA's virtual game worlds. Situated in EA's headquarters building the EA SPORTSBAR is designed as a showroom, public bar and employee's restaurant.

References from the world of sports can be found in the materials and the design language of the interior and furniture used in the bar. Seatscapes made out of black perforated leather, evoke materials from boxing and give a visual contrast to the coach benches in light ash wood. Part of an original gym floor with the typical graphics becomes a wall installation.

The architecture of the space is animated by the two wall-filling LED pixel screens. The old-school pixel aesthetic is a reminder of the early beginnings of the computer game era.

**Photos: Anton Moisseev** 









#### **KRIZZL**

# CUSTOMIZABLE IPHONE COVER CLIENT: GOODGOOD PRODUCTS

A set of Krizzl comprises an iPhone case and a 40 sheet DIN A5 note pad with a dye-cut forming in an iPhone outline on each sheet. The cutout is easy to separate from the sheets and can be placed inside of the case. Finally, you just clip the case over the back of your iPhone. The lipstick kiss of your girlfriend, your personal train timetable, the first doodle of your children: The analogue doodles or pocket-graffittis provide uniqueness to your digital companion.

**Photos: Malwine Schomburg** 







#### **RASTER**

**CLIENT: UTENSIL** 

The wardrobe RASTER is inspired by perforated walls normally used in workshops. By folding of the sheet metal it becomes a three dimensional object with trays that allows for mounting hooks to multiple sections. It can be used in the kitchen and kids room as well.

Photos: Ralph Humrich / Malwine Schomburg









### **NEW SCHOOL**

**CLIENT: UTENSIL** 

The school chair: a truly iconic piece of furniture known for its wooden slatted construction. While keeping the traditional form and materials, the design has been upgraded to be used as a barstool, at home or in gastronomy.

**Photos: Malwine Schomburg** 









## CAR PET

SERIES OF RUGS CLIENT: UTENSIL

Carpets for domestic spaces, developed in cooperation with a manufacturer of car carpets. The concise design vocabulary and the typical linked borders communicate the automotive origin. CAR PETS are made of new wool and goat hair.

**Photos: Ralph Humrich** 

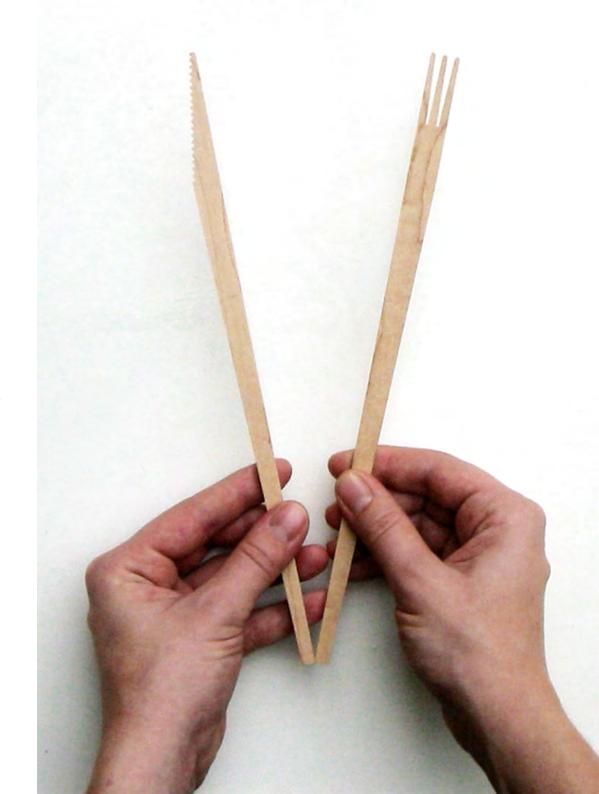




### LINK

**CLIENT: TOKYO DESIGN WEEK** 

LINK is intercultural cutlery. The shape is a fusion of fork, knife and chopsticks. It is made from watercut maple wood. The user separates the fork and knife, both of which are fully functional. The slim, elegant form means that they can be turned around and used as chopsticks.





#### **HEIMSPIEL**

MOBILE TABLE FOOTBALL
CLIENT: HEIMSPIEL PRODUCTS

The mobile table football "HEIMSPIEL" is a toy that attracts adults and children alike. With its compact size, it doesn't take up as much space as traditional table football games. You can play it just about anywhere – on the kitchen table, in the park, in the bar or in the office. When you've finished playing it can be conveniently hung on the wall using it's own custom wall-hanger. HEIMSPIEL is extremely durable and withstands even the roughest players.

The structure of HEIMSPIEL is made from CNC-cut polyethylene panels. This material is usually used for machine parts. It is a highly-durable and recyclable. The toy has rubber feet to keep it from sliding on smooth surfaces. The toy players are original size. With two handles per team, HEIM-SPIEL is ideal for two players.







## **VITA**

1973	BORN IN KASSEL (GERMANY) WHERE I GREW UP IN A FAMILY OF CARPENTERS
1994 - 1997	APPRENTICESHIP IN CARPENTRY
1998 - 2003	STUDIES "INTEGRATED DESIGN" AT KÖLN INTERNATIONAL SCHOOL OF DESIGN (KISD) AND "INDUSTRIAL DESIGN" AT ENSCI LES ATELIERS IN PARIS
2002	WORK FOR RONAN + ERWAN BOUROULLEC IN PARIS.
2003	DIPLOMA "RHEIN PLUG-INS" LUCKY STRIKE JUNIOR DESIGN AWARD BRAUNPRIZE FINALIST
SINCE 2004	OWN DESIGN STUDIO FOR PRODUCT AND INTERIOR DESIGN IN KÖLN. THE STUDIO DEVELOPES PRODUCTS, FURNITURE, BRAND SPACES, RETAIL-CONCEPTS, FLAGSHIPSTORES FOR BRANDS AND INSTITUTIONS
SINCE 2009	TUTOR OF DESIGNWORKSHOPS FOR BIENNALE INTERIEUR, ISTANBUL DESIGN BIENNALE, VITRA DESIGN MUSEUM, UNIVERSITY OF LIECHTENSTEIN AND OTHER ORGANISATIONS
SINCE 2010	ARTDIRECTION OF PRODUCT LABEL UTENSIL
SINCE 2015	LECTURER AT DESIGN DEPARTMENT PETER BEHRENS SCHOOL OF ARTS (DÜSSELDORF)

## **AWARDS**

2015	GERMAN DESIGN AWARD NOMINATION FOR RASTER
2014	RED DOT DESIGN AWARD FÜR KRIZZL
2008	ISPO BRAND NEW AWARD FINALIST
2006	ESPRIT STORE DESIGN AWARD WINNER
2005	BRAUNPRIZE FINALIST
2005	ESPRIT FIXTURE AWARD WINNER
2004	LUCKY STRIKE JUNIOR DESIGN AWARD
2003	VISIONS OF WATERWORLD AWARD

#### **CLIENTS**

**AMERICAN APPAREL BIENNALE INTERIEUR KORTRIJK CAMEL ACTIVE CECIL ELECTRONIC ARTS GMBH ESPRIT EUROPE GMBH** 1.FC KÖLN **FESTOOL** JOOP! LEE LEICA CAMERA AG LINDT & SPRÜNGLI MEDI PUMA **SAMSUNG STREET ONE** UTENSIL **VAILLANT GROUP** VITRA VITRA DESIGN MUSEUM **VIZONA** WRANGLER

## **CONTACT**

STUDIO JÖRG MENNICKHEIM SIEBENGEBIRGSALLEE 188 50939 KÖLN/GERMANY

T: +49 (0)221 39809778

INFO@JOERG-MENNICKHEIM.COM JOERG-MENNICKHEIM.COM

