

KRISTÓF KOVÁCS

This portfolio showcases a curated selection of my furniture, product, and set designs.

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My name is **Kristóf Kovács** and I currently work as a freelance product and visual designer. I was born in 1995 in Kovászna, Transylvania. In 2016, I was admitted to the design department of the **Moholy-Nagy University of Arts and Design** and in 2019 I finished my bachelor's degree.

After the diploma ceremony, I went into a studio of a well-known designer, **Marcel Wanders**. After that, I started the master's program and at the same time I worked in several fields of design. I would highlight the period spent at **HBO production**, when we designed the set design for the **DUNE series**.

Last year Oktober I was invited to the **Big See Design Award** ceremony and I won in product design category with my **Studio Lamp**.

Kristóf Kovács

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Product and Visual designer

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Work experience

2022. Dec. – 2025. Jan.

Freelancer

Product Visualisation – DBE Furniture – Budapest, Hungary

Interior Design – Mondelez – Székesfehérvár, Hungary

Interior Visualisation – PlanB – Budapest, Hungary

Set Design – Dust Bunny – Mogyoród, Hungary

Award Design – Eva Duda Dance Company – Budapest, Hungary

Stand Design – Positive Adamsky – Budapest, Hungary

Product Concept – VPI Concrete – Budapest, Hungary

2022. Jul. – 2022. Dec.

Set designer

HBO Production – Budapest, Hungary

2022. Apr. – 2022. Jun.

Motion designer

MobilFox – Budapest, Hungary

2020. Jun. – 2021. Okt.

Industrial designer

FabLab Budapest – Budapest, Hungary

2019. Sep. – 2020. Dec.

Industrial design intern

Marcel Wanders Studio – Amsterdam, Netherlands

Software skills

Rhinoceros 3D, Keyshot, Adobe Photoshop, InDesign, Illustrator, Lightroom, Premier Pro

Other competence

3D modeling, visualization, technical drawing, 3D printing, woodworking, CNC milling, phisical model making, prototyping, photo and video making, concept creation, design research, presentation making

Languages

English, Hungarian

Education

2020. Sept. – 2022. Jun.

MA – Master diploma – Industrial and product designer

Moholy-Nagy University of Art and Design – Budapest, Hungary

2015. Sept. – 2019. Jun.

BA – Bachelor – Industrial and product designer

Folkwang Universität der Künste – Essen, Germany

Moholy-Nagy University of Art and Design – Budapest, Hungary

Publications

2023. Okt.

Big See Product Design Award

Studio lamp – winner

2023. Feb.

Transilvanian Design Week

Studio lamp – exhibitor

2023. Feb.

Stockholm Furniture and Light Fair

Studio lamp – exhibitor

2021. Dec.

Octogon Design and Architecture magazin

Studio lamp – publication

2022. Okt.

360 Design Budapest

Studio lamp – exhibitor

2021. Dec.

Octogon Design and Architecture magazin

made in FabLab office furniture collection – publication

2021. Okt.

360 Design Budapest

made in FabLab office furniture collection – exhibitor

2019. Dec.

Czech Design Week

Insvisiblamp – exhibitor

Design: Kristóf Kovács
Visual: Kristóf Kovács
Photo: Kristóf Kovács
Prototype: FabLab Budapest
Date: 2024

This portfolio showcases a curated selection of my furniture, product, and set designs.

Stoolbox

01

Concept

Stoolbox is a modular seat, table and storage system with a raw character. The Stoolbox was designed for a playful but minimal as possible interior. Perfectly suitable in home and work environments.

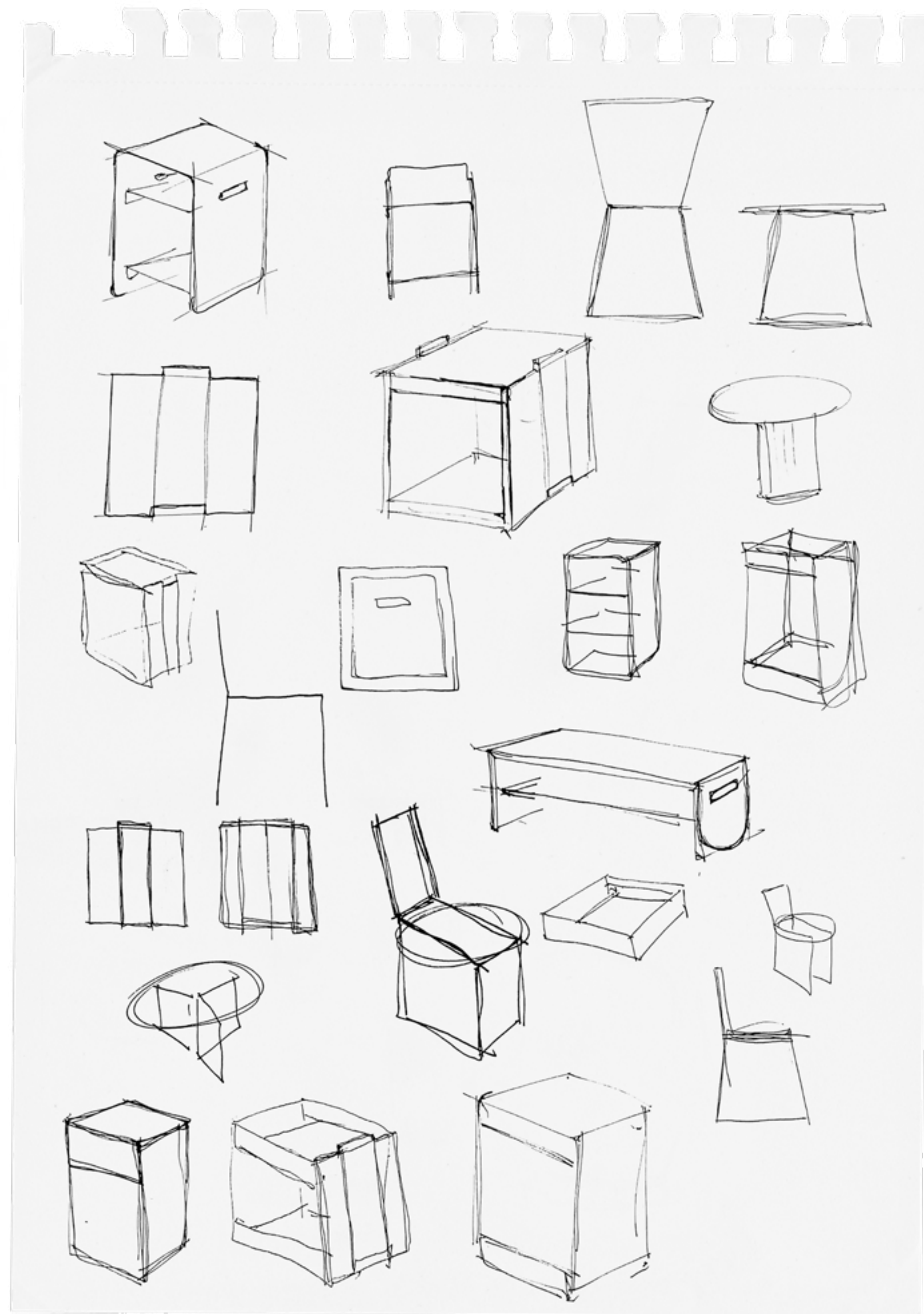
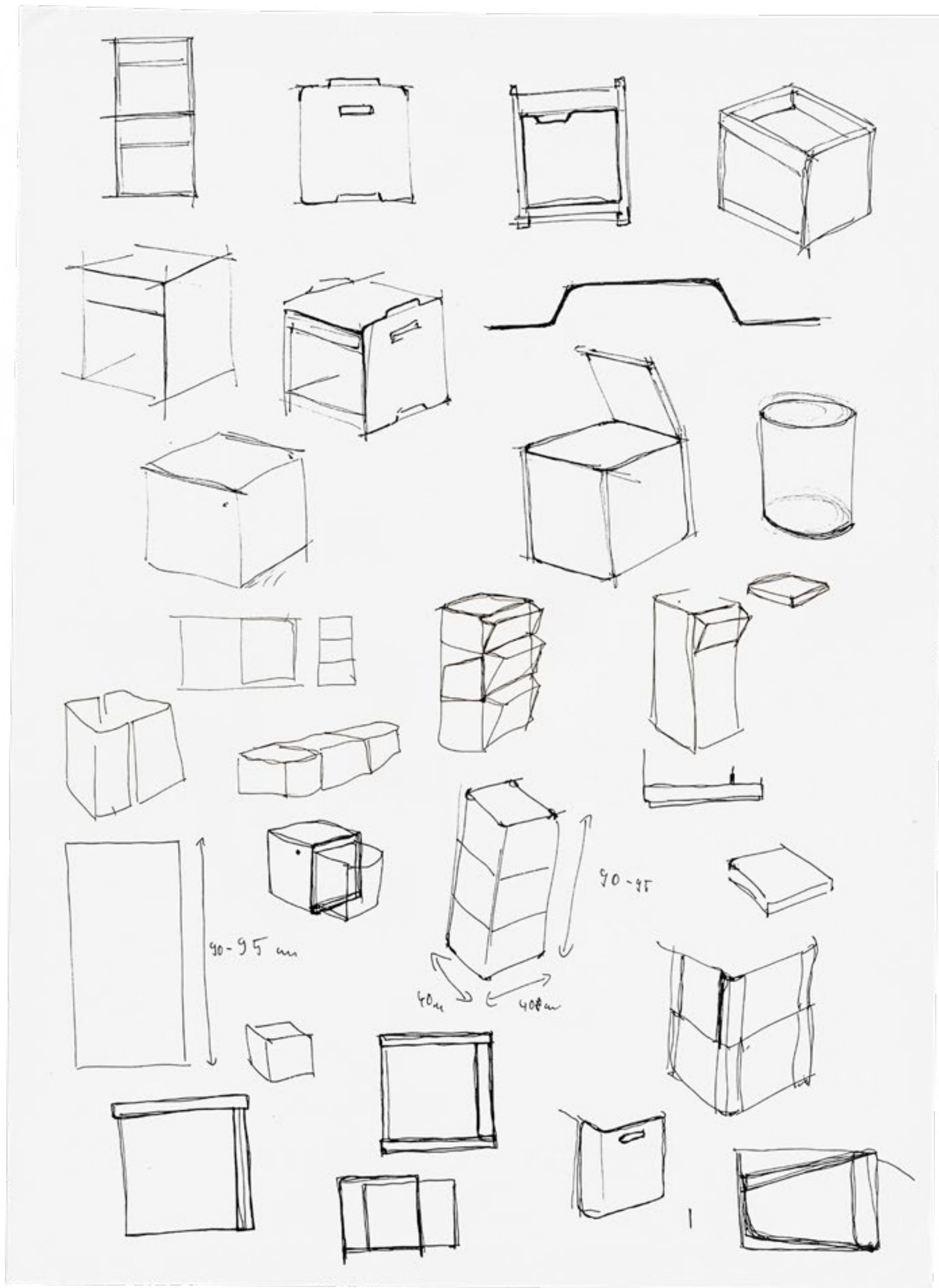
A few years ago while I started my master studies I was thinking about a modular furniture system that I could use in many situations. Back in those days I didn't have too much space in my apartment and I used my furnitures in many ways. I started thinking about a modular system that I can use in many situations. Functional as a seat if somebody comes out, or as a coffee table or bedside table. From this idea I started to design Stoolbox.

I worked in FabLab Budapest and I have a good relationship with them so I used their machine infrastructure for the prototype. From the design perspective the main focus was on simplicity so most of the workshops can produce. Local manufacturing is an important element of sustainable design.

This portfolio showcases a curated selection of my furniture, product, and set designs.









Prototype

Pictures of the prototype.

This portfolio showcases a curated selection of my furniture, product, and set designs.



Packaging

Our product features component-based flat packaging, designed for maximum efficiency and ease of use. It’s user-friendly, allowing customers to carry it home effortlessly. The package is compliant with EU postal and courier size and weight standards, ensuring smooth shipping across Europe. Additionally, the space-efficient design enables more units to be transported and stored in the same volume, significantly reducing CO₂ emissions during logistics.

This portfolio showcases a curated selection of my furniture, product, and set designs.

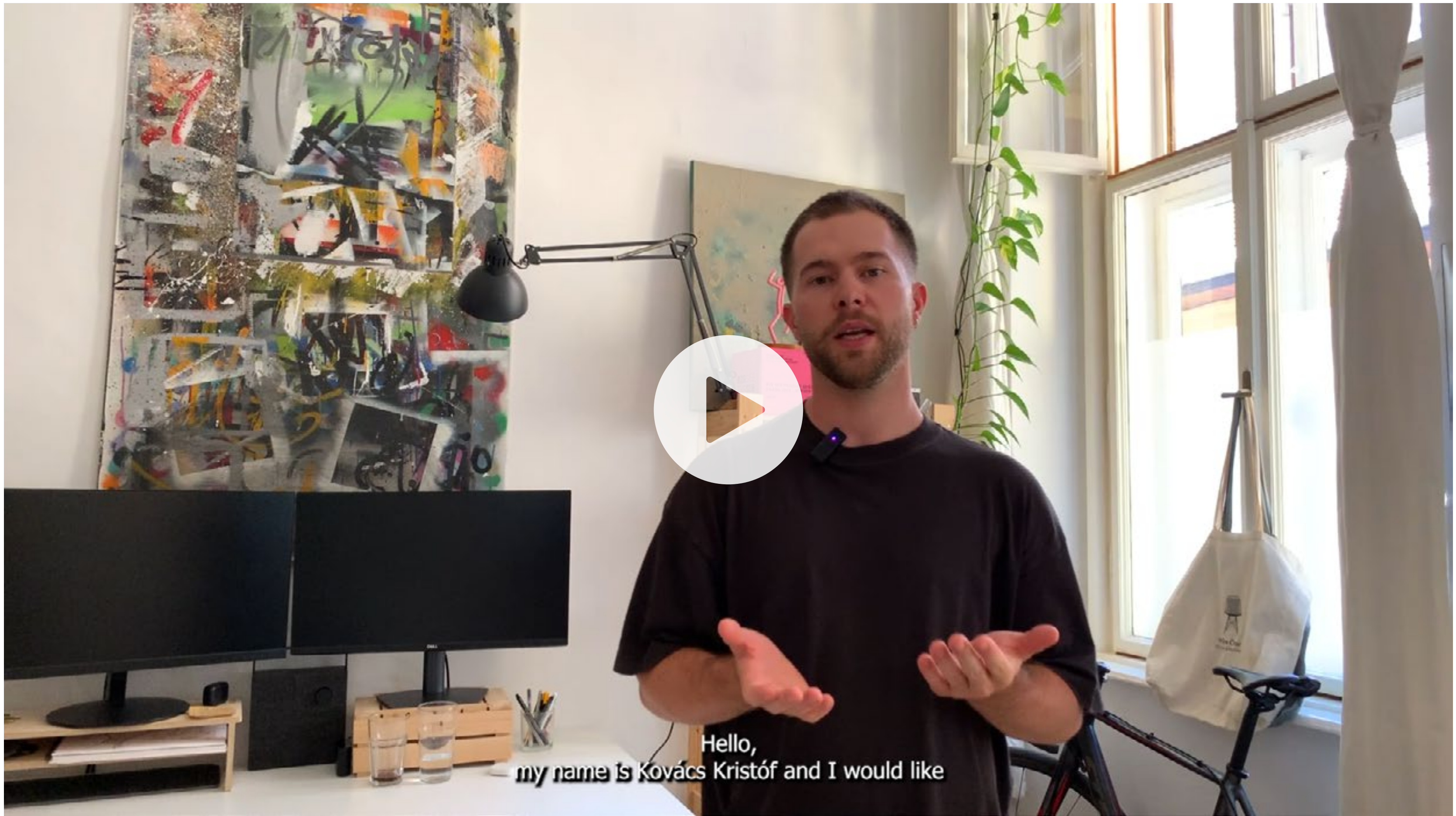


Manufacturing

The three images illustrate the creation of the Stoolbox prototype.

This portfolio showcases a curated selection of my furniture, product, and set designs.





[Click for video presentation](#)

Award: Big See Product Design Award
Design: Kristóf Kovács
Visual: Kristóf Kovács
Photo: Artúr Ekler, Milán Rácmolnár
Prototype: Kristóf Kovács, LumoConcept,
FabLab Budapest
Date: 2022

This portfolio showcases a curated selection of my furniture, product, and set designs.

Studio lamp

02

Concept

This project focuses on rethinking a studio lamp for home use. The idea started at the beginning of my master’s program, where I chose the studio lamp because of its flexibility in controlling light. The initial goal was to develop a playful design which also able to enhance ability to make lighting scenarios. As the project evolved, I did in-depth research on the effects of lighting on human behavior and well-being.

The current design features a range of luminaires that provide customizable lighting to suit different moods and spatial experiences. Its modular system allows for the addition of extra light sources, which can be mounted on either vertical or horizontal supports, offering flexibility and adaptability to various lighting needs.

This portfolio showcases a curated selection of my furniture, product, and set designs.







Prototype

The images display the different manufacturing processes involved in creating the lamp prototype.

This portfolio showcases a curated selection of my furniture, product, and set designs.



Prototype

This portrait was taken in the workshop where my studio lamp was manufactured, with the lamp illuminating me in the background, showcasing both the design and the production environment.

This portfolio showcases a curated selection of my furniture, product, and set designs.



Design: Kristóf Kovács
Visual: Kristóf Kovács
Prototype: FabLab Budapest
Date: 2023

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Raw Objects

03

Concept

“Raw Objects” is an experimental furniture collection that pushes the boundaries of traditional ceramics by exploring unconventional applications in design.

This collection harnesses the precision of 3D printing to create unique, customizable pieces that blend organic forms with the tactile beauty of clay. Through innovative experimentation, each object showcases the versatility of ceramic materials, resulting in furniture that is as functional as it is artistic. The customizability of the process allows for bespoke designs, making every piece a reflection of the user’s personal style and needs.

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Furniture collection

The Raw Objects collection redefines ceramic furniture through the innovative use of 3D printing, allowing for a unique blend of form and function. Crafted from high-quality ceramic materials, each piece exhibits a rich, tactile surface that adds depth and character to its organic shapes. The collection’s customizability enables users to personalize designs, creating furniture that’s truly one-of-a-kind. Balancing practicality with artistic value, Raw Objects celebrates the sculptural possibilities of ceramics, offering pieces that are as visually striking as they are functional, tailored to reflect individual style and sensibilities.

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Shelf system

Dimensions
170x90x35 cm



Console table

Dimensions
95x90x20 cm



Dinning table

Dimensions
130x130x73 cm

Accessories

The Raw Objects collection redefines ceramic furniture through the innovative use of 3D printing, allowing for a unique blend of form and function. Crafted from high-quality ceramic materials, each piece exhibits a rich, tactile surface that adds depth and character to its organic shapes. The collection’s customizability enables users to personalize designs, creating furniture that’s truly one-of-a-kind. Balancing practicality with artistic value, Raw Objects celebrates the sculptural possibilities of ceramics, offering pieces that are as visually striking as they are functional, tailored to reflect individual style and sensibilities.

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Vase

Dimensions
35x20x20 cm



Coffee mug

Dimensions
8x6x8 cm



Candle

Dimensions
12x10x10 cm

Prototype

The three images illustrate the process of creating prototypes with a ceramic 3D printer, capturing the stages of design and production.



Design: Kristóf Kovács
Photo: Anna Bányász, Kristóf Kovács
Prototype: Kristóf Kovács
Date: 2019

This portfolio showcases a curated selection of my furniture, product, and set designs.

Coffee maker

04

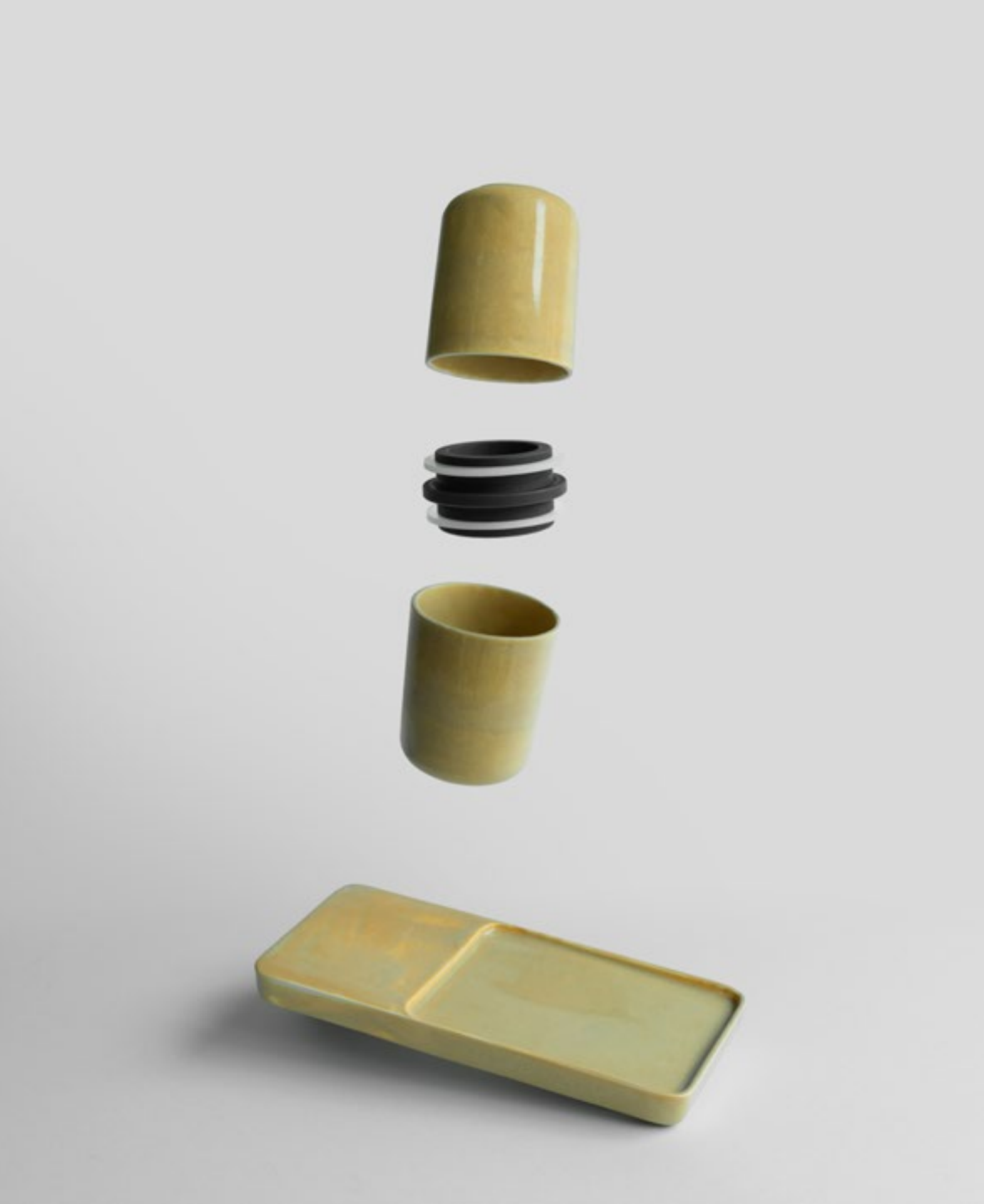
Concept

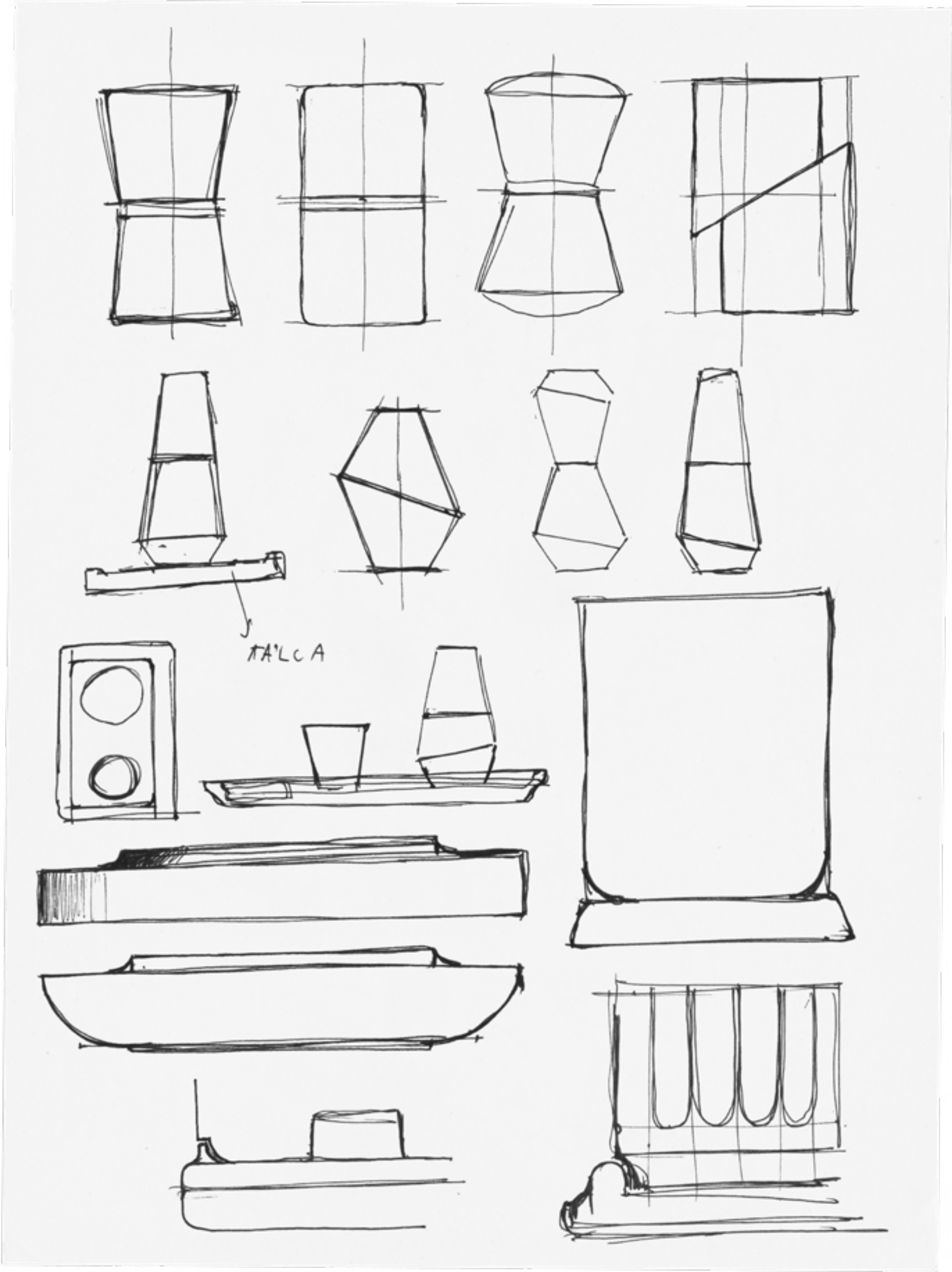
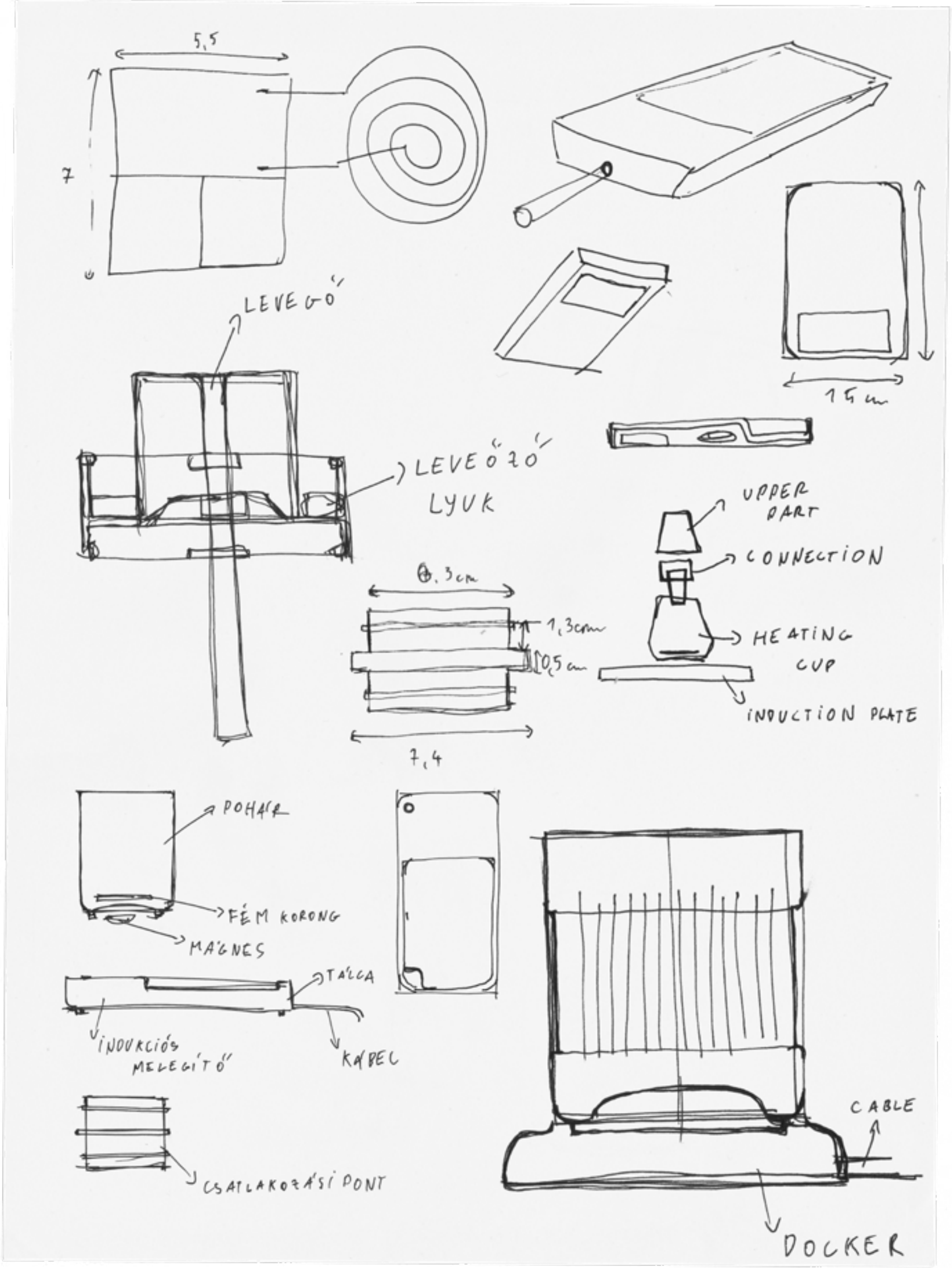
This project was developed during my semester in Germany, inspired by experimenting with various coffee brewing techniques. Living in a dormitory with limited space, I needed a compact solution for making coffee and tea. The result is a sleek, multifunctional product designed to complement a designer’s workspace.

The tool consists of three main parts: two lockable ceramic cups and a filter element. To use it, pour water into the lower cup, add coffee to the filter, and secure the upper cup. Place the setup on an induction plate to heat the water, then flip the cups to let the hot water brew the coffee seamlessly.

This portfolio showcases a curated selection of my furniture, product, and set designs.







Design: Kristóf Kovács
Photo: Anna Bányász
Visual: Kristóf Kovács
Prototype: Kristóf Kovács
Date: 2019

This portfolio showcases a curated selection of my furniture, product, and set designs.

Peach chair

05

Concept

The Pech chair is a versatile seating furniture. Suitable for both indoor and outdoor use. The frame made of steel with a plastic seat, offering a durable and weather-resistant solution. The stackable design of the frame allows for easy storage and transportation.

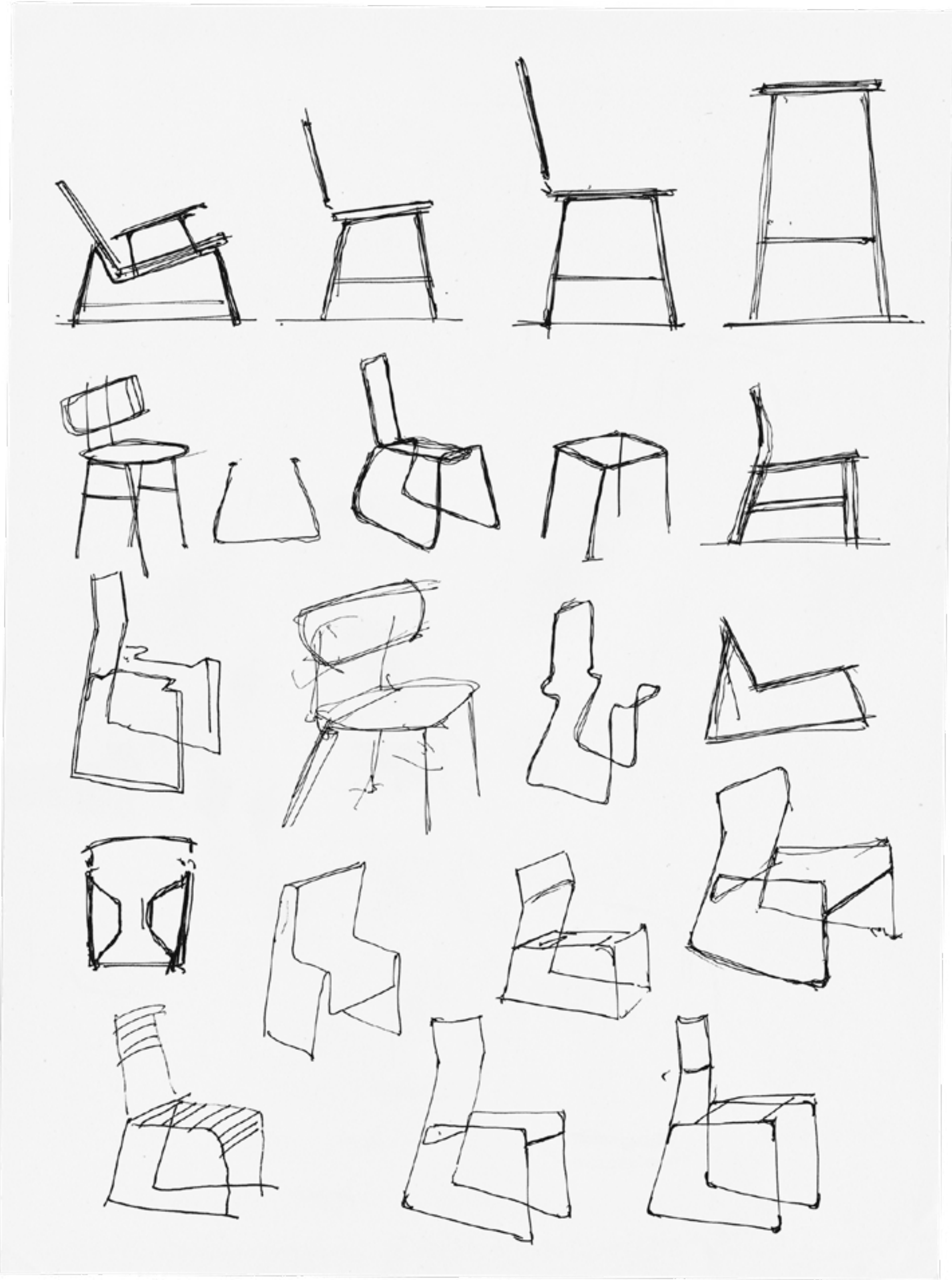
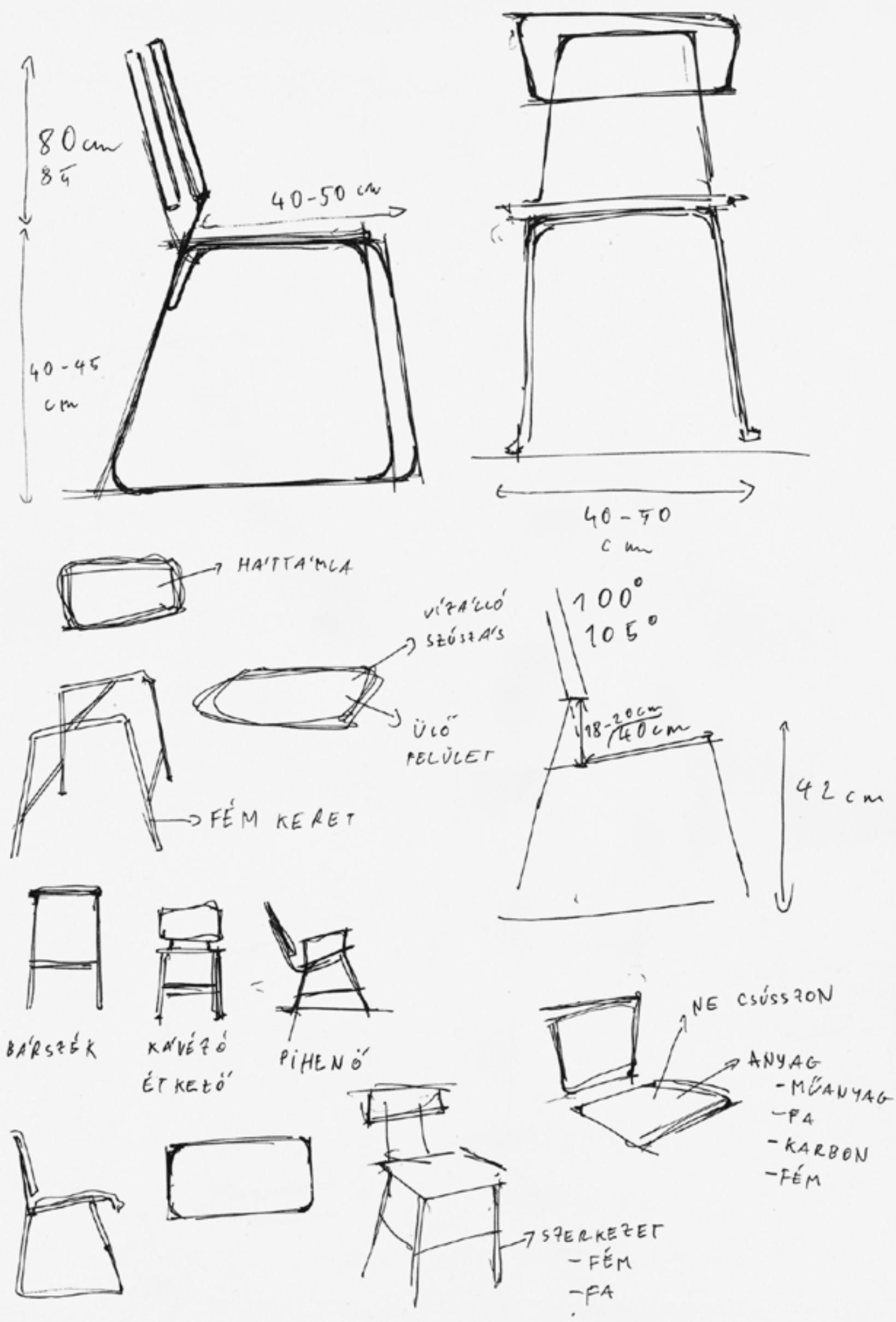
The plastic seats are interchangeable, enabling users to switch to a different color or replace the old seats. These seats are made from recycled plastic. The seat has a slight 2% angle, which helps water droplets slide off easily, preventing water accumulation. The Pech chair offers two different paint options for the frame: matt black and chrome. This choice allows users to customize the chair’s appearance to fit their aesthetic preferences and the surrounding environment.

Whether in a modern indoor space or a stylish outdoor setting, the Pech chair combines functionality, sustainability, and design versatility.

This portfolio showcases a curated selection of my furniture, product, and set designs.

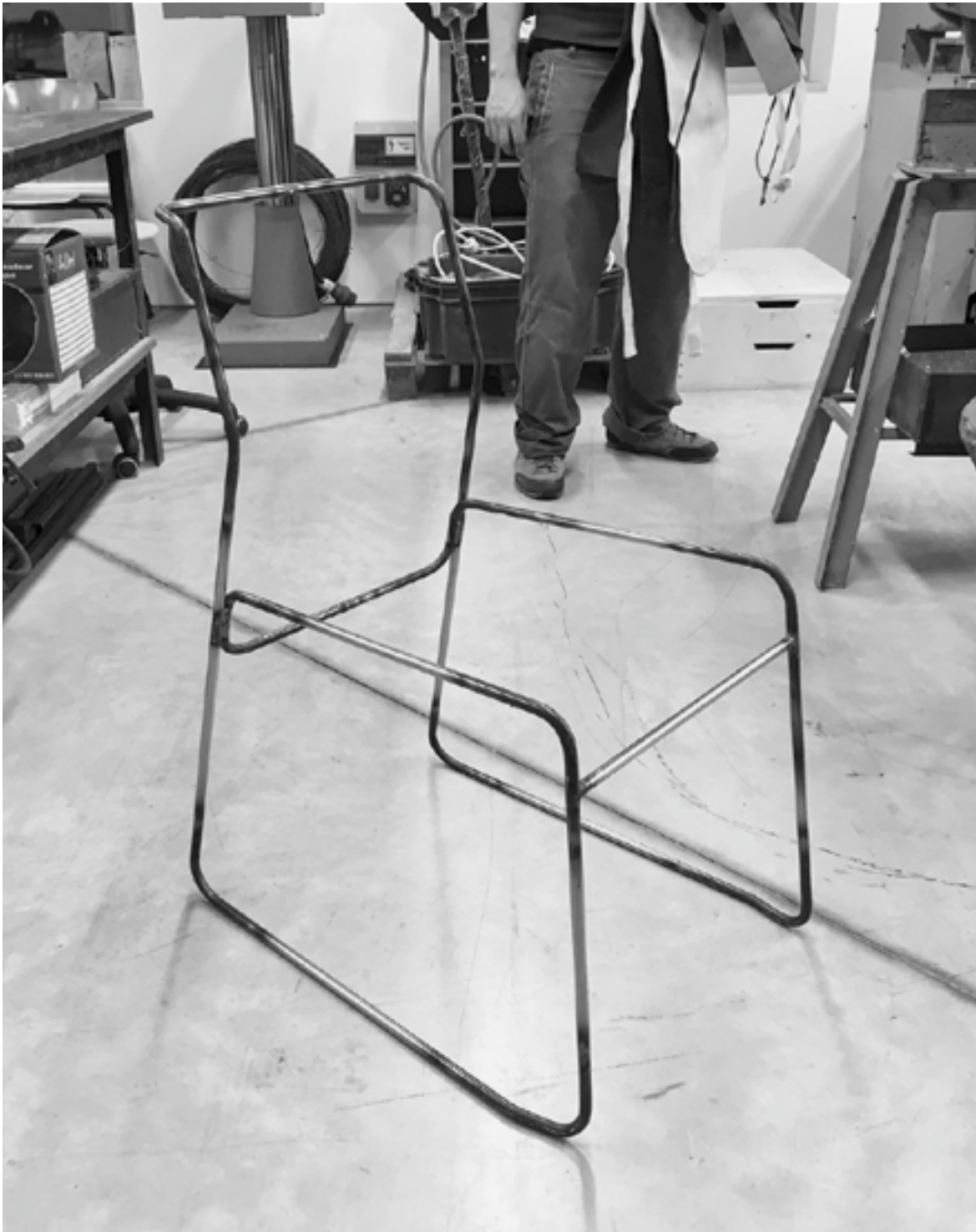






Prototyping

The three images showcase the process of creating the steel frame for my chair. The first two show the bending and welding of the steel frame at university, while the third captures the vacuum-forming of the plastic seat.



Design: Kristóf Kovács
Photo: Anna Bányász, Kristóf Kovács
Prototype: Kristóf Kovács
Date: 2019
Exhibited: Czech Design Week

This portfolio showcases a curated selection of my furniture, product, and set designs.

Invisiblamp

06

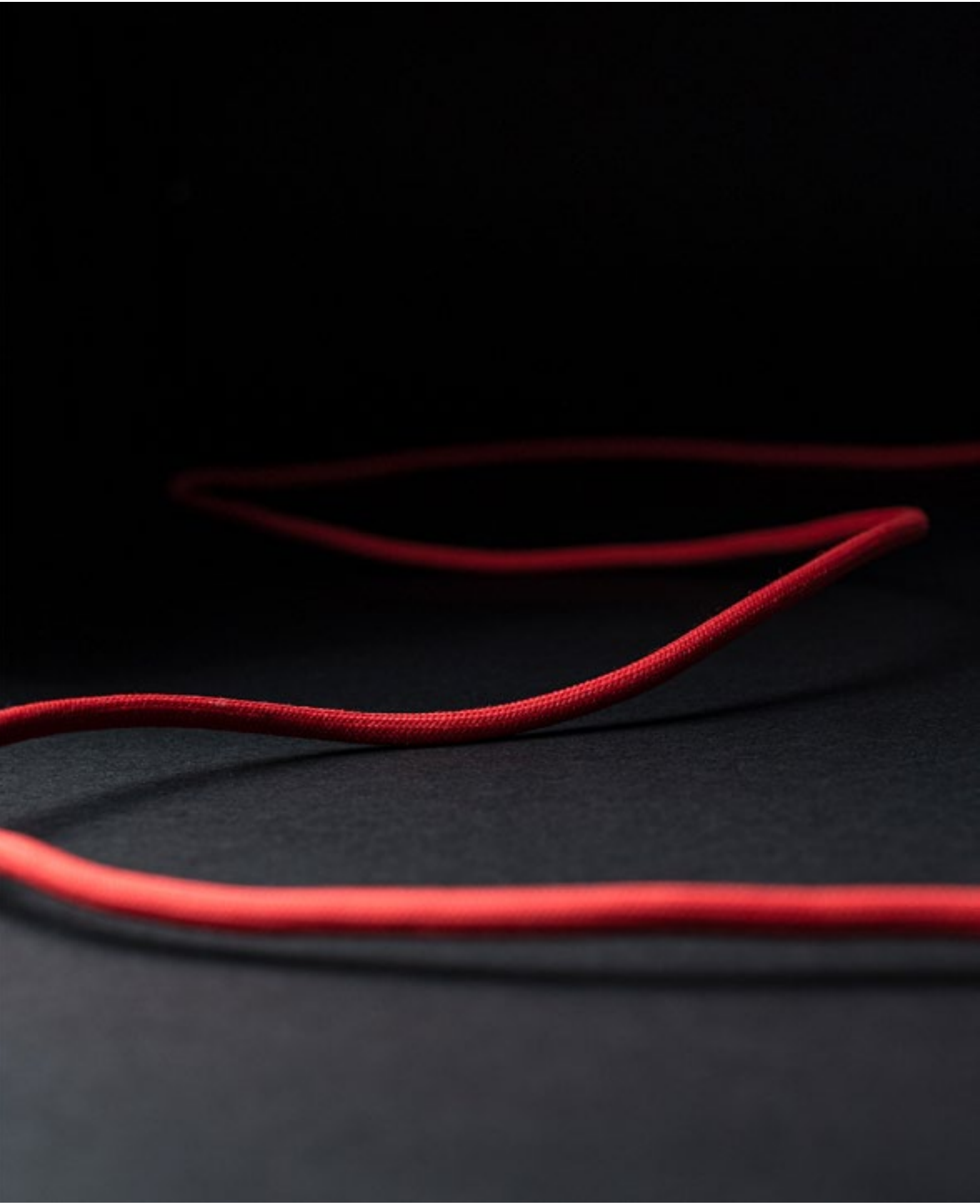
Concept

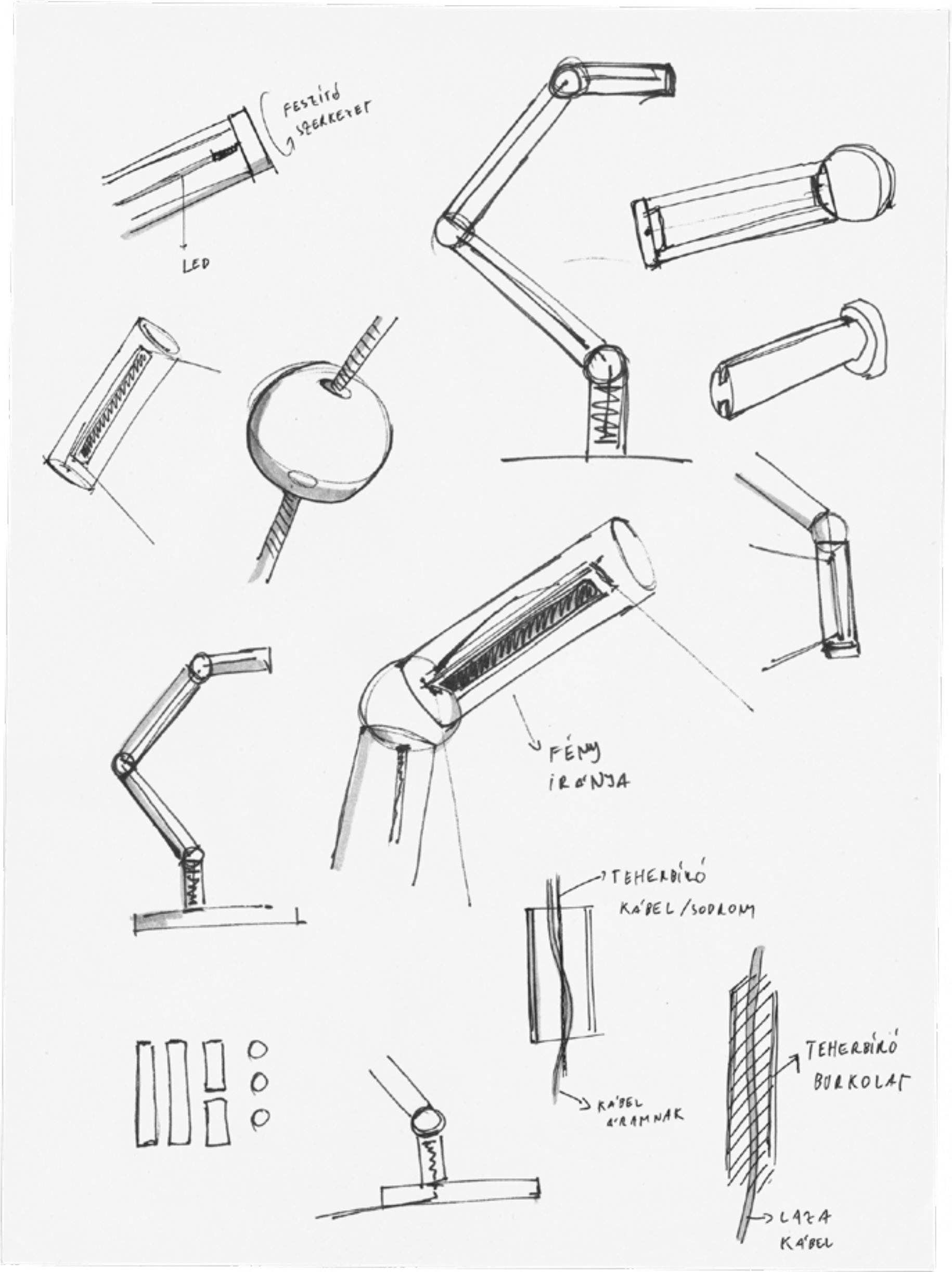
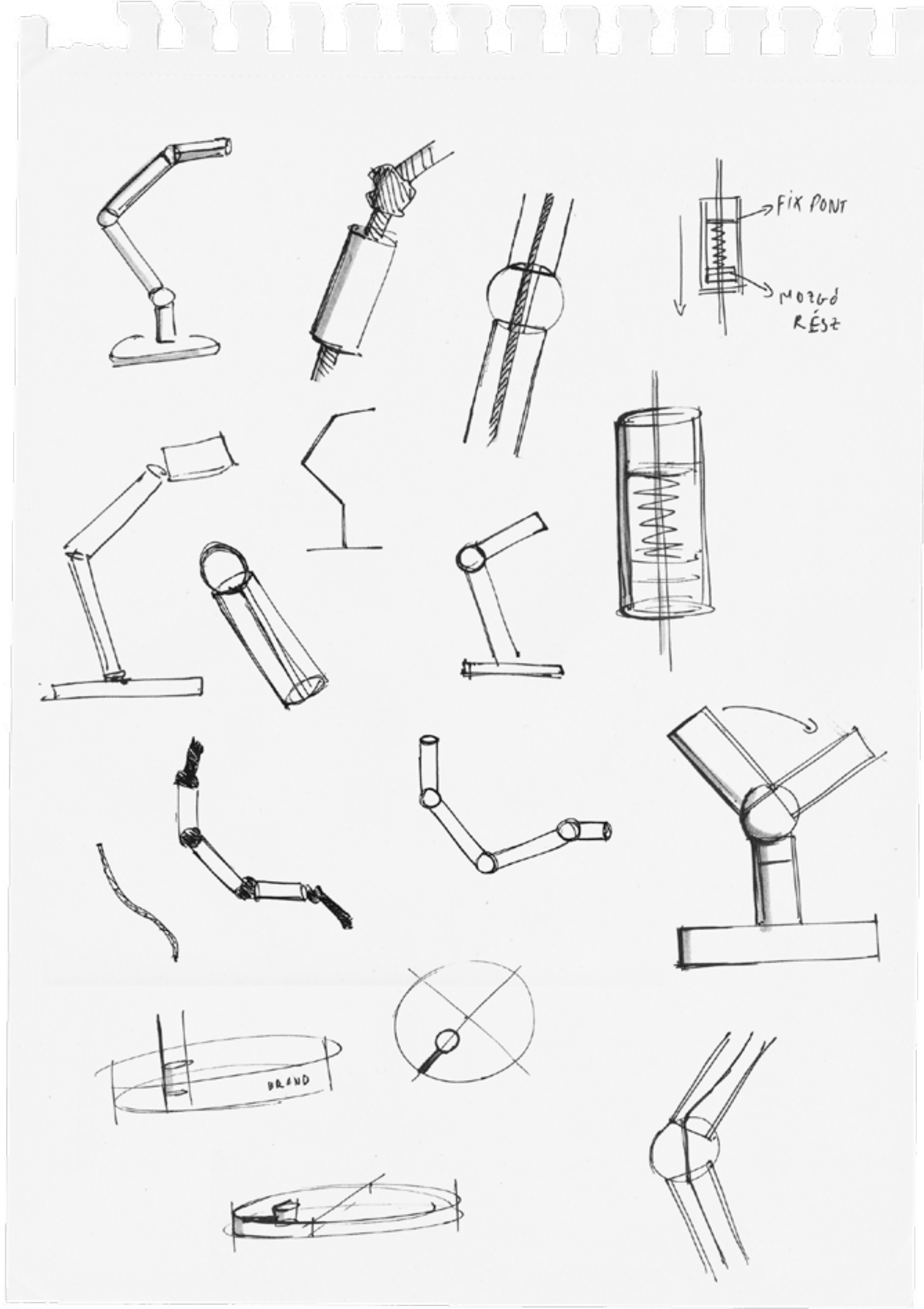
The idea of Invisiblamp started during my bachelor’s. The starting point was to come up with a junction point. Later I did some experiments with this junction and then I started to build the lamp. In the early models.

I used cardboard tubes and then I changed to plexiglas, because I wanted to shows the product this unique feature. The junction point consists of two pieces of plexiglass tubing, a cable and a wooden ball. They are strung together on a cable and can turn on the wooden ball. I have placed a spring tension solution in the lower part of the lamp, which is also shown.

This mechanism not only tensions the cable but also makes the object understandable during use.







Design: Kristóf Kovács
Photo: Kristóf Kovács
Experiment: Kristóf Kovács
Date: 2019

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Experimente

07

Concept

This project was made during my semester in Germany. The main goal was to experiment with a material that we never worked with before. I chose polyurethane foam because I found it interesting the surface of the blown foam and I never used this material in my projects.

I had to experiment quite a lot until I was able to create 3D shapes. I saw a custom built robot arm 3D printer and I found it interesting how he used a cnc milled object as a structure until the plastic was hard enough and I used this technique just in another way.

The [video](#) shows the process of using the cardboard support.

This portfolio showcases a curated selection of my furniture, product, and set designs.



Client: FabLab Budapest
Design: Kristóf Kovács
Photo: Kristóf Kovács
Manufactured: FabLab Budapest,
Kristóf Kovács
Date: 2019

This portfolio showcases a curated selection of my furniture, product, and set designs.

Console



Concept

Back in 2019 I was working at FabLab Budapest when an internal renovation was taking place. We were furnishing the office and I designed this specific size console, because of the limitation of space. The top of the furniture works as a pedestal and the inside we put the less attractive things. I experimented with different glued joints and I used materials from the workshop to make the furniture. The wooden structure provides the frame for the furniture, with recessed OSB panels. This frame allows us to make this furniture in different sizes. The combination of the two materials matches the aesthetics of the workshop.

This portfolio showcases a curated selection of my furniture, product, and set designs.





Client: Éva Duda Dance Company
Design: Kristóf Kovács
Photo: Kristóf Kovács
Visual: Kristóf Kovács
Manufactured: FabLab Budapest,
Kristóf Kovács
Date: 2021-2024

This portfolio showcases a curated selection of my furniture, product, and set designs.

Zoltán Imre Award

09

Concept

Éva Duda, Gyula Harangozó Prize-winning Hungarian dancer, choreographer, director, founder of Éva Duda Társulat and founder of the Imre Zoltán Award, was asked to design a trophy for the award.

The main aspect of the design of the award was the creation of a dynamic composition that reflects the dance movements. I made some form variations and we ended up at the first one. The upper part is a 3D printed twisted shape. The bottom part is CNC milled ash wood.

This portfolio showcases a curated selection of my furniture, product, and set designs.





Manufacturing

The awards are created using 3D printing and are enhanced with various materials and meticulously crafted surface finishes. Their color scheme can be vibrant and bold or elegantly understated in a classic black-and-white combination.

The final design is fully tailored to the client’s needs, resulting in a truly unique and creative piece. These awards stand out not only for their aesthetic appeal but also for their ability to represent the outstanding achievements of the recipients.

This portfolio showcases a curated selection of my furniture, product, and set designs.



Client: FabLab Budapest
Design: Kristóf Kovács
Visual: Kristóf Kovács
Date: 2021

This portfolio showcases a curated selection of my furniture, product, and set designs.

Conference table

10

Concept

The table was designed during my time at FabLab Budapest. We had difficulty fitting in the old table and it was a constant problem of cables. To solve these problems I designed the Conference table, which allows more people to work and the cable organiser in the middle hides the cables.

This portfolio showcases a curated selection of my furniture, product, and set designs.





Design: Kristóf Kovács
Visual: Kristóf Kovács
Date: 2021

This portfolio showcases a curated selection of my furniture, product, and set designs.

Box Furniture



Concept

The Box furniture project is a collectable design furniture collection that, in addition to its exciting visual appearance, functions as a functional home furnishing object. In many cases, the packaging of the products is designed to as high a quality as the product itself. For this reason we don't want to get rid of them and they end up in a corner of our room. The collection is inspired by this phenomenon and creates furniture that exploits the aesthetics of the box.

This portfolio showcases a curated selection of my furniture, product, and set designs.



Art Direction: Judit Varga
Design: Kristóf Kovács
Visual: Kristóf Kovács
Date: 2022

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Dune: Prophecy set design

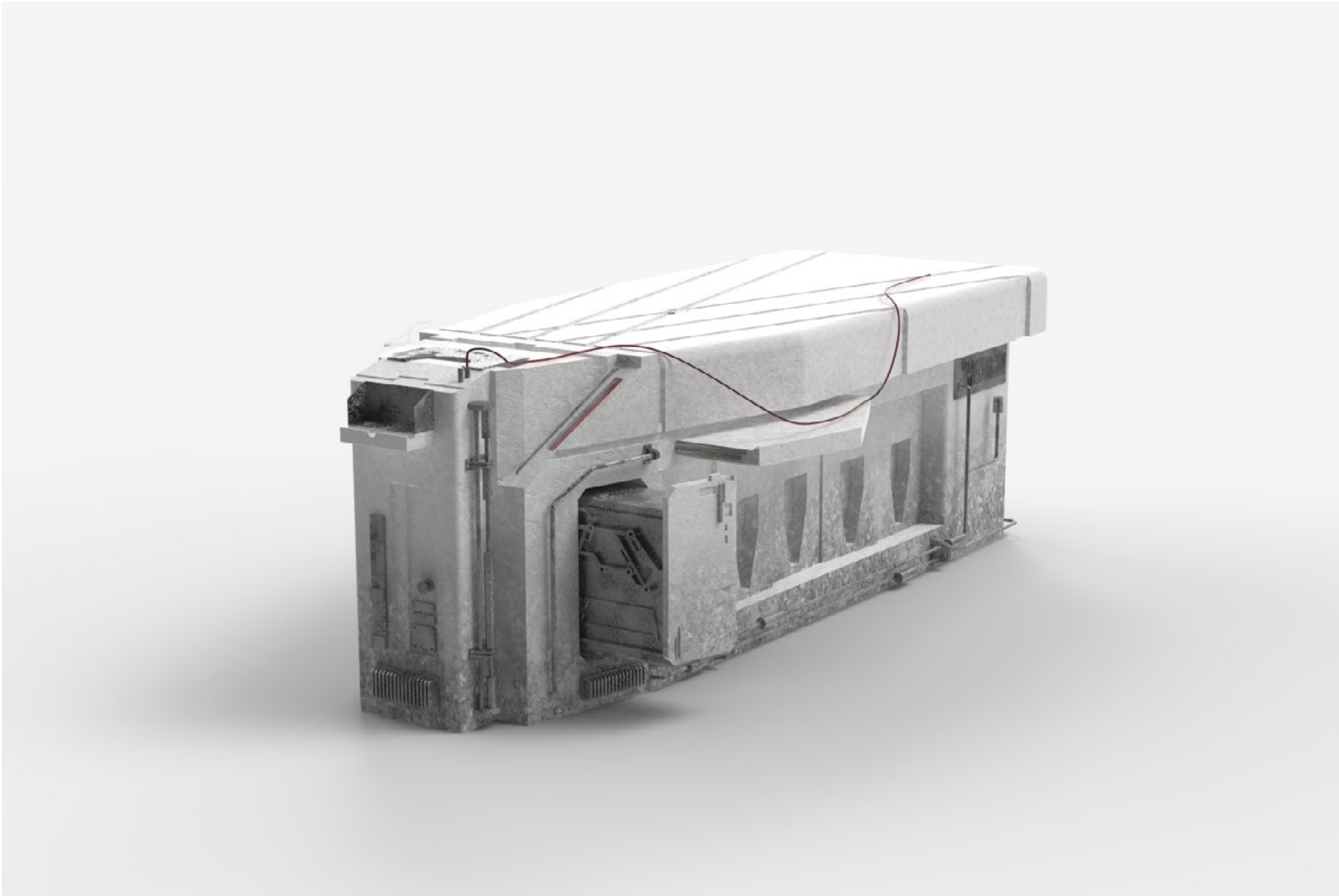
12

Description

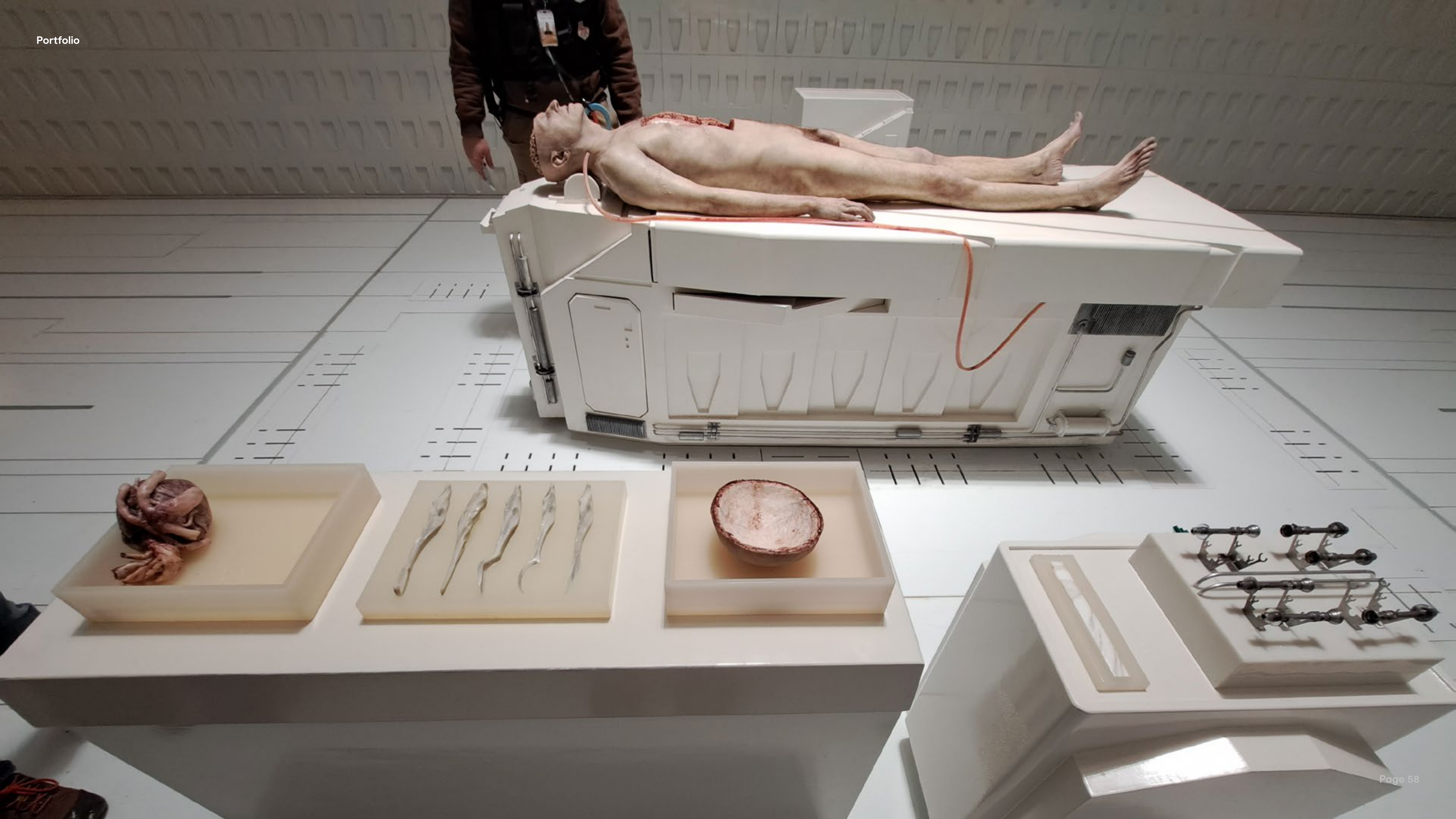
The story takes place in the universe of the Dune series created by Frank Herbert. Titled “The Sisterhood,” the series is an upcoming science fiction streaming television series for HBO MAX.

The object depicted is an autopsy table crafted from white stone, featuring grooves on its surface for blood drainage and a retractable drawer. The design’s stark functionality and raw materiality echo the utilitarian aesthetics of the Dune universe.

This portfolio showcases a curated selection of my furniture, product, and set designs.



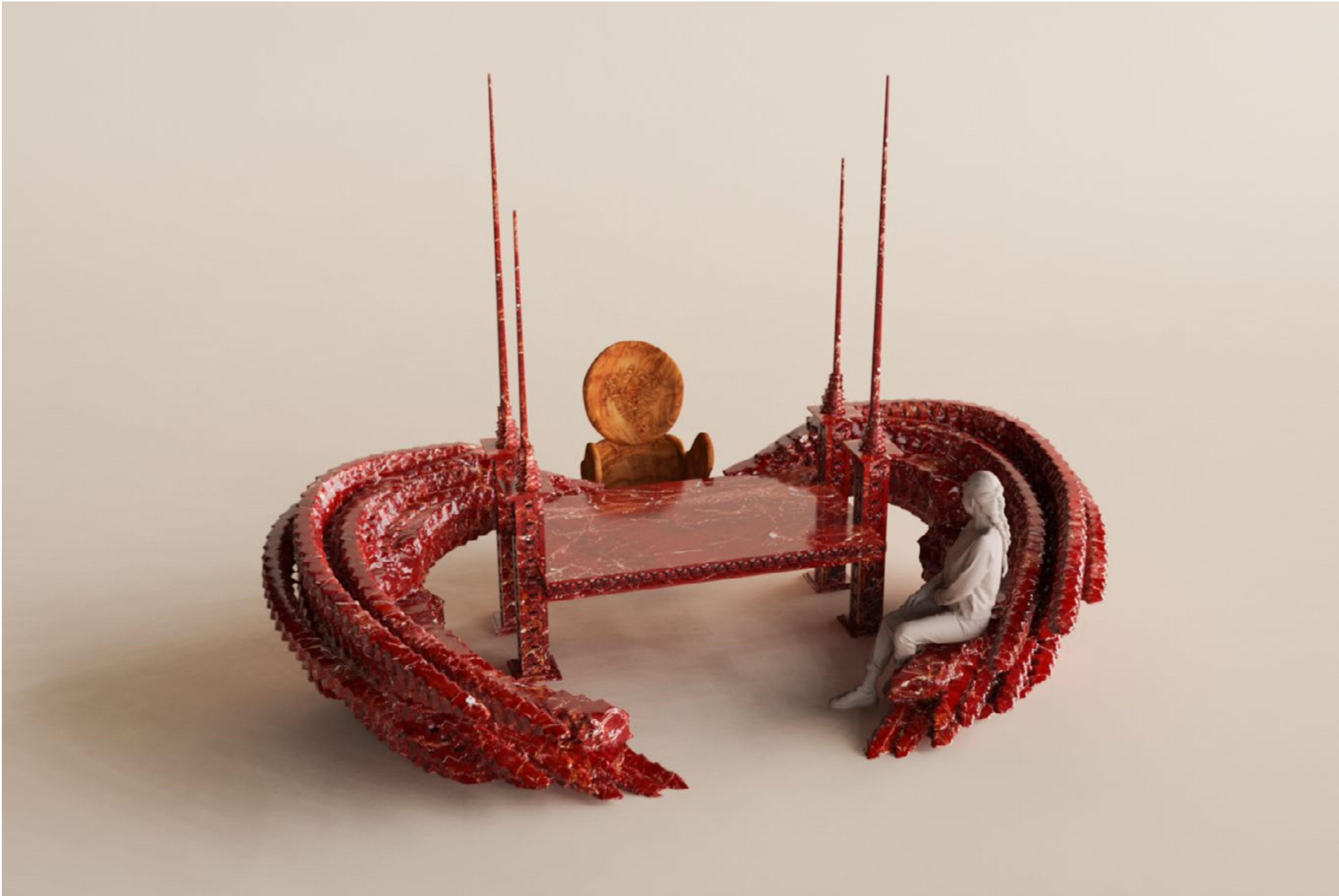




Description

A red marble table with two extended wings serving as seating areas. Its sculptural form and earthy tones align with the aesthetic of the Dune universe.

This portfolio showcases a curated selection of my furniture, product, and set designs.





Description

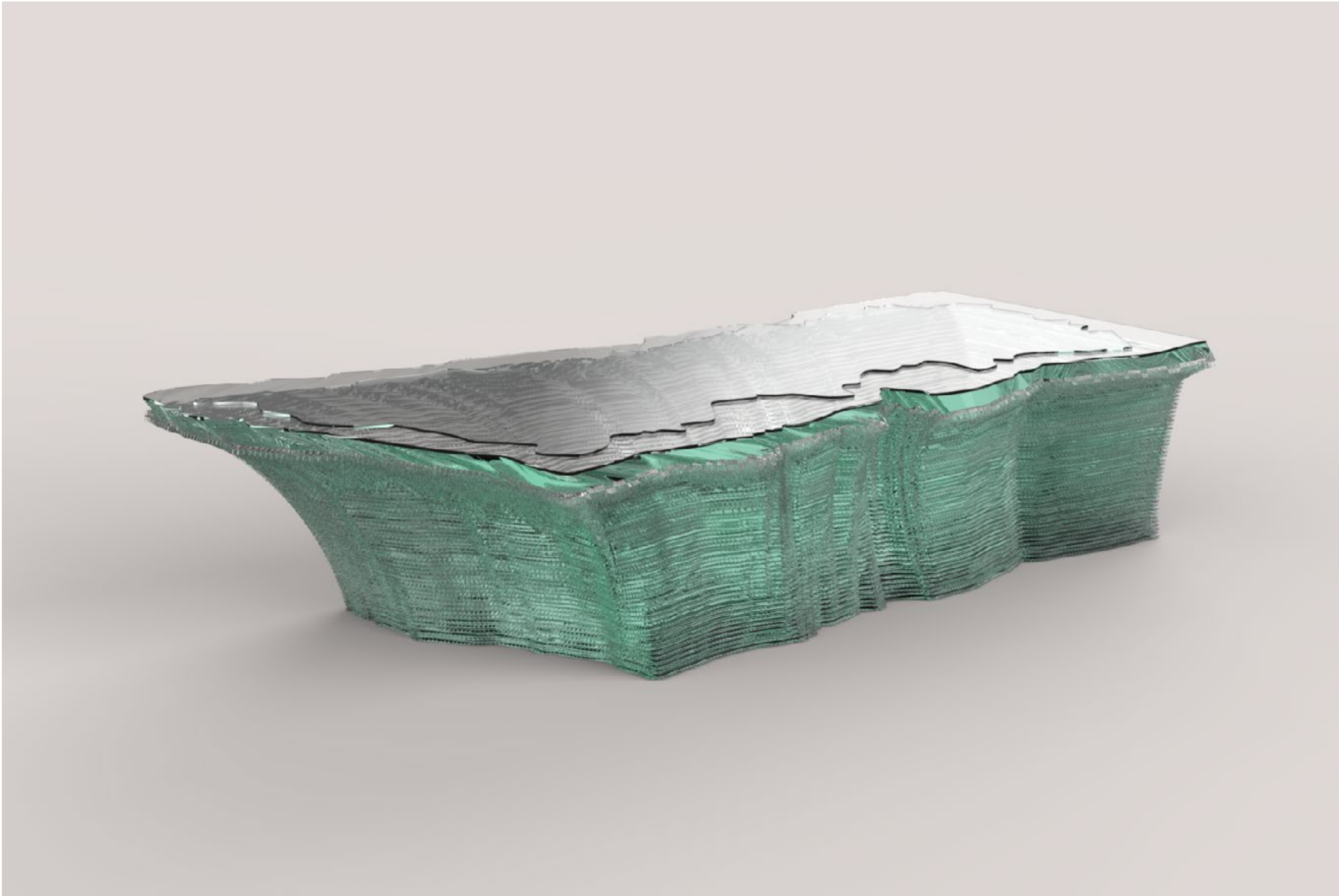
A wooden table designed to seamlessly integrate into the visual language of the Dune series. Its organic forms and textured surface evoke the natural yet futuristic aesthetics of the desert world.

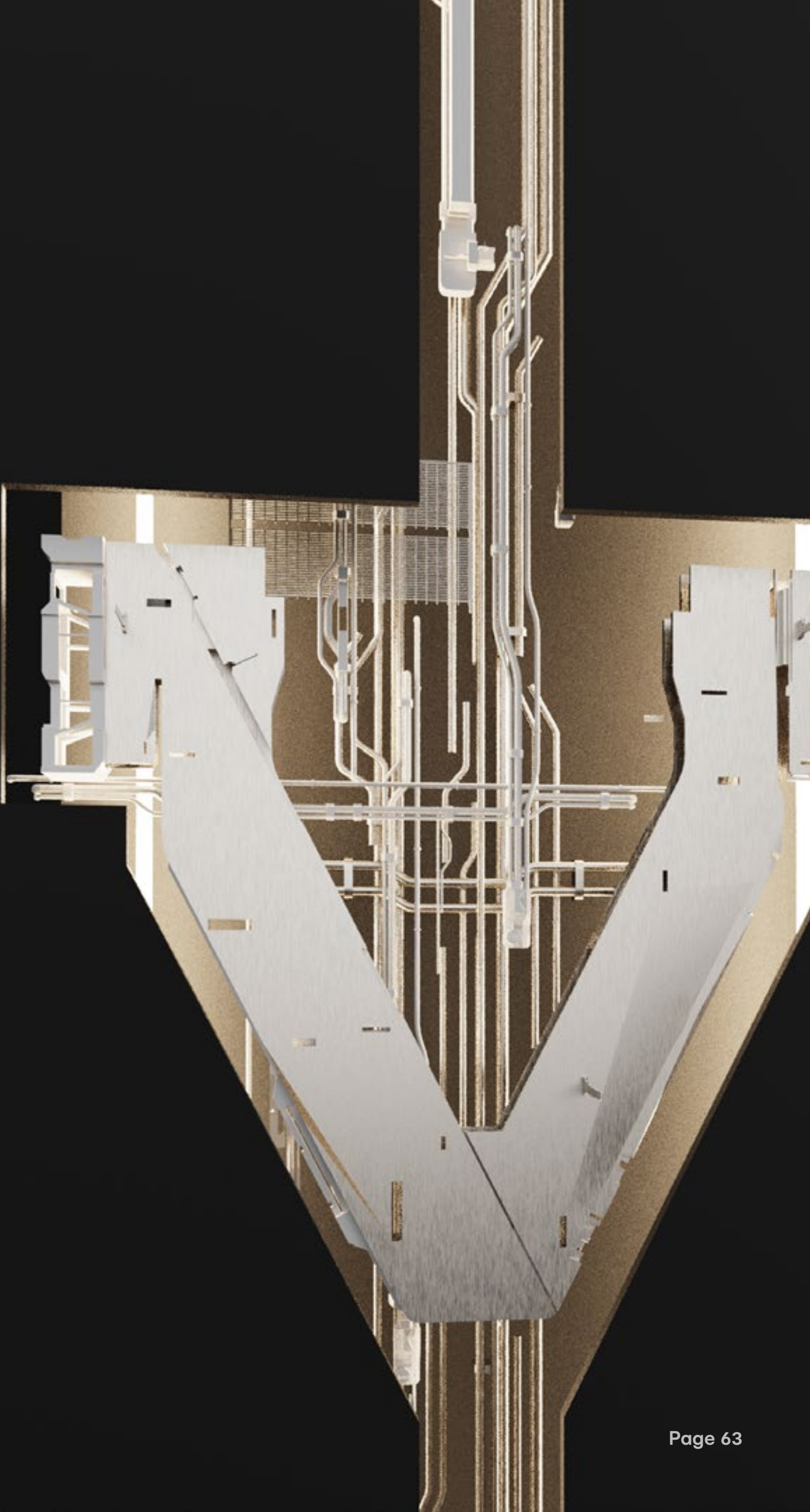
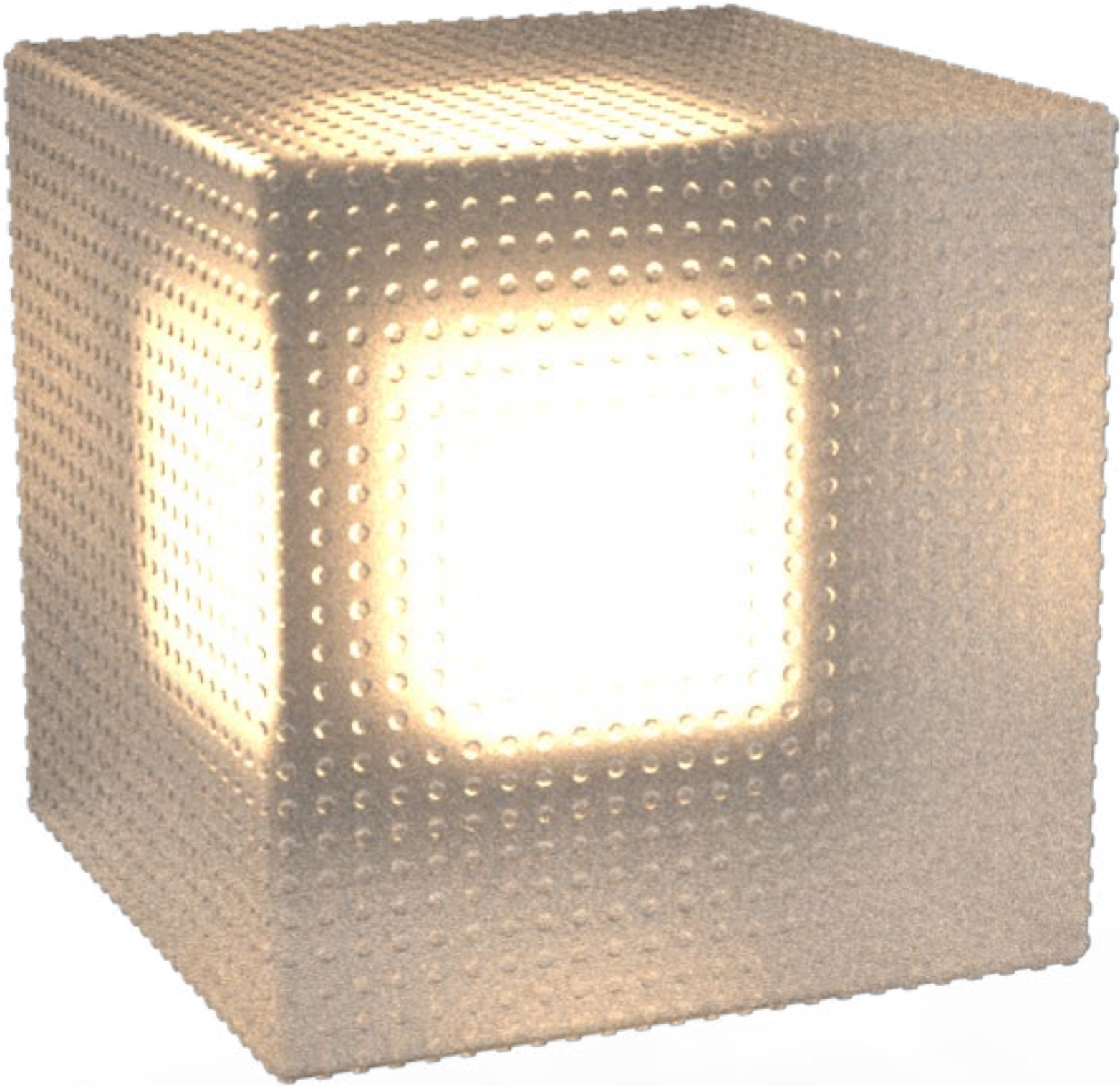


Description

A three-meter-long table crafted from layered, semi-translucent greenish glass, resembling molten formations. The design highlights organic fluidity and depth, creating a unique interplay of light and material.

This portfolio showcases a curated selection of my furniture, product, and set designs.

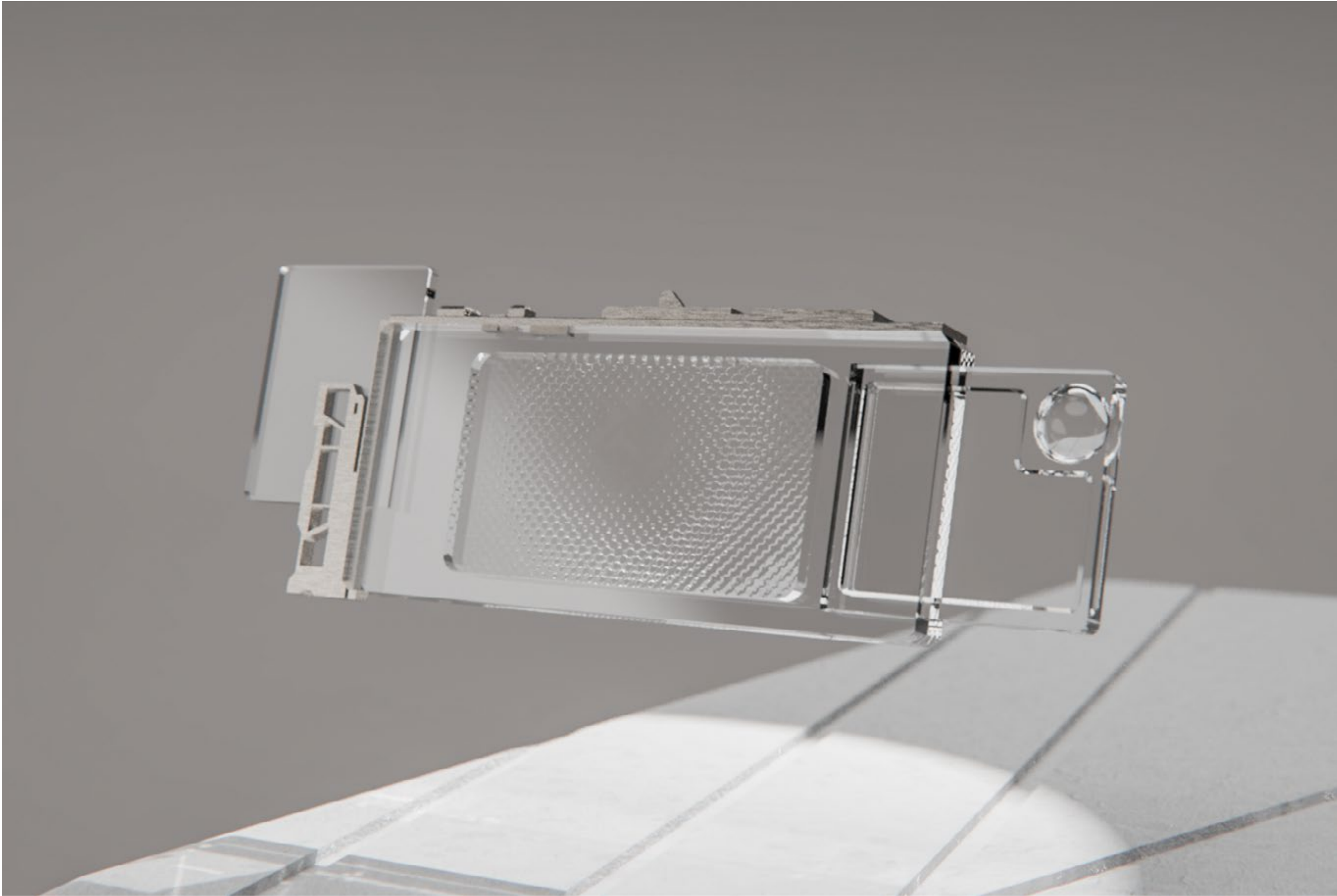




This portfolio showcases a curated selection of my furniture, product, and set designs.

Description

A prop design for the Dune series, showcasing a concept for a translucent, adjustable magnifying lens suspended above a medical examination table. The design combines futuristic aesthetics with functional precision, emphasizing the series’ signature blend of technology and organic elements.



Client: DBE Furniture
Visual: Kristóf Kovács
Date: 2024

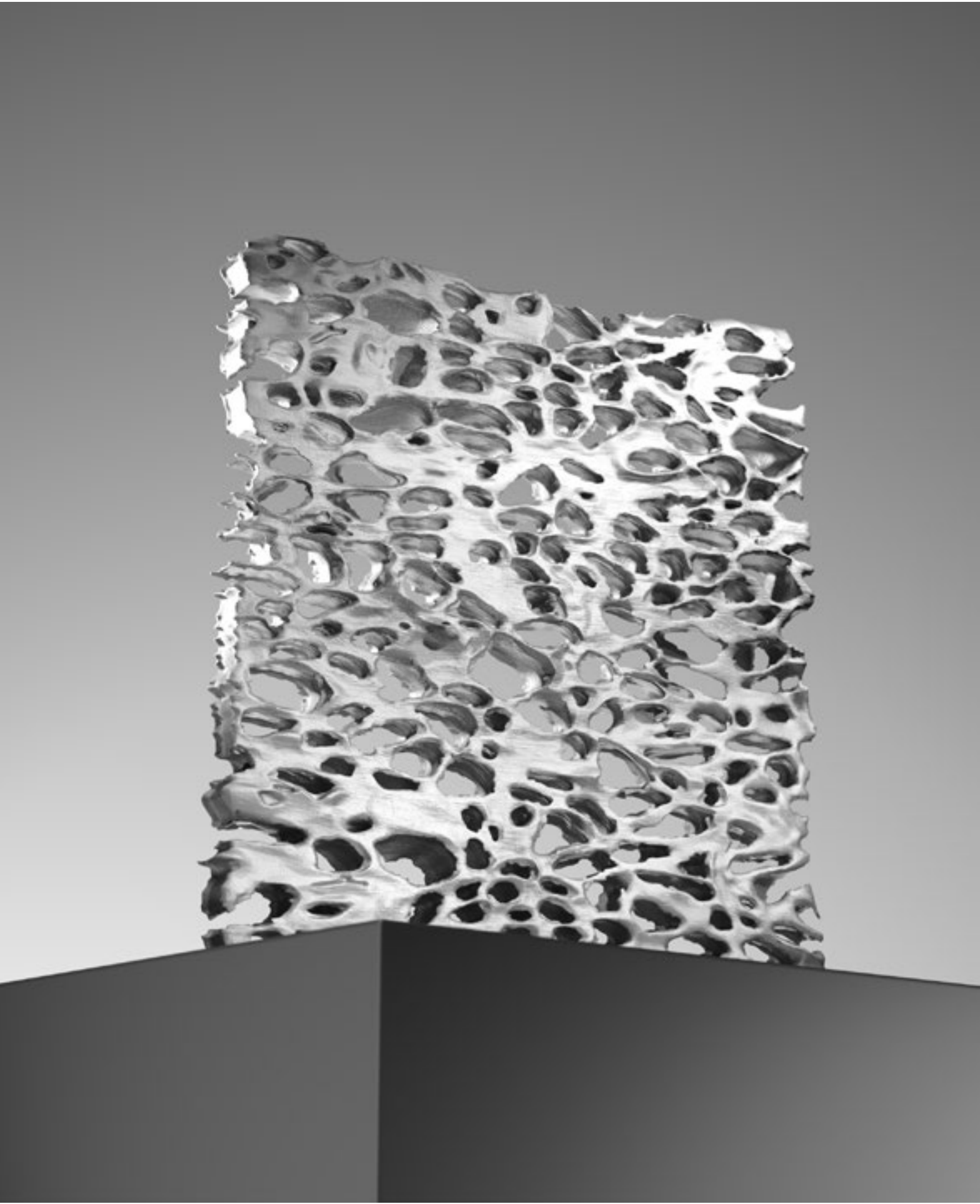
This portfolio showcases a curated selection of my furniture, product, and set designs.

DBE Furniture visuals

13









Design: Kristóf Kovács, Péter Vető,
Tamás Máté Nagy
Visual: Kristóf Kovács
Photo: Milán Rácmolnár
Date: 2023

This portfolio showcases a curated selection of my
furniture, product, and set designs.

Stockholm Furniture Fair stand design

14

Concept

MOME Design students had the opportunity to participate with an independent stand for the third time in the Greenhouse section of the Stockholm Furniture and Lighting Exhibition this February. The stand was designed and built by three of us.

This portfolio showcases a curated selection of my furniture, product, and set designs.



Design: Kristóf Kovács, Áron Turóczy
Photo: Kristóf Kovács, Szabolcs Serár
Date: 2018

This portfolio showcases a curated selection of my furniture, product, and set designs.

Vibe Festival installation

15

Concept

This installation, created in collaboration with an architect friend, was designed for a music festival as a 10m x 15m chill zone. The semi-transparent textile exterior creates a mysterious, calming effect, while the interior offers a serene escape with sand-covered floors, trees, and cozy seating. Visitors remove their shoes to experience the tactile sensation of walking on sand, slowing down from the festival's vibrant energy. The space invites introspection, rest, and a moment of connection with nature amidst the buzz.

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