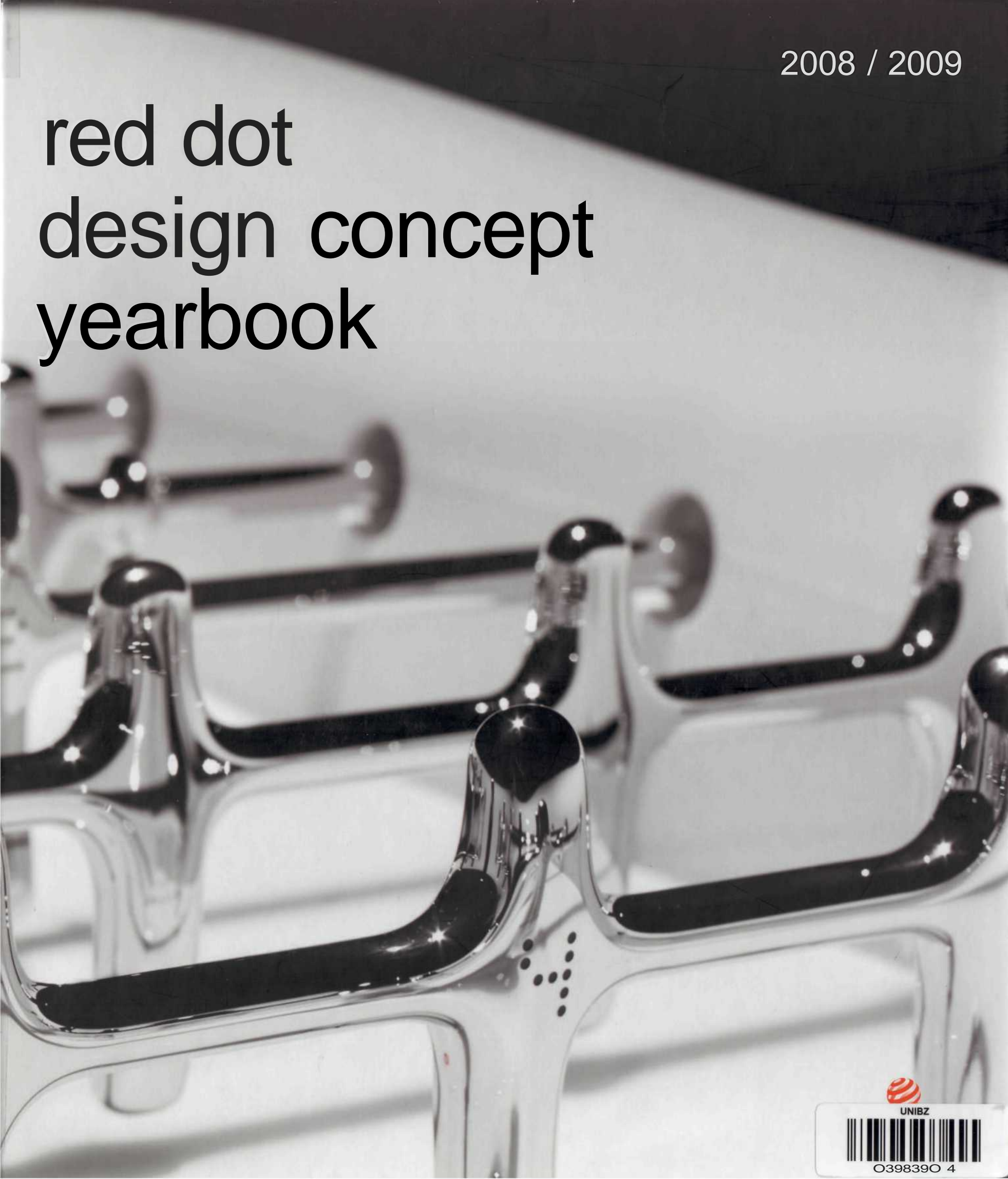


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360

Francesco SOMMACAL,
Italy

Recreation

The 360 replicates the sensation of snowboarding, surfing and skateboarding. Riders place their feet into the inner parts of both wheels, which puts them in a natural position to shred roads, grass or dirt hills.

The 360 is a piece of equipment that is suitable for everyone who likes sports connected with passion, freedom, energy, craziness and action. Its inspiration was found in adrenaline and action sports such as surfing, snowboarding and skateboarding.

Using the 360 is simple and intuitive. With easy body movements, the user is able to direct it and ride it on different surfaces, such as the road, grassland or earth. The 360 consists of two orbital wheels that are connected by a flexible shaft.

The rider places their feet into the inner part of the wheel - a natural position for experiencing the feeling of snowboarding, surfing or skateboarding. The 360 can easily be adapted to the physical characteristics of each rider, with both the distance between the two wheels and the slant of the step being adjustable.

The 360 can be used in two ways: "free-ride" and "freestyle". On one hand, it can be ridden downhill as it is equipped with a system to regulate speed. On the other hand, it can be used to perform tricks and figures. Imagination is the only limit!





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Francesco SOMMACAL

Francesco Sommacal studied in Italy at the **Academy of Design Bolzano**, and later, at the Faculty of Design and Art at the Free University of Bozen-Bolzano. In 2007, he was awarded with the VOLVO SportsDesign AWARD for 360. as well as the Playing Design Award (Milano) for Mausi. He has worked with industrial **design studio DNA** and graphics studio Imagine. In 2008, he moved to Germany to work with **Michael Schmidt**, founder of Code2design.



360

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