




Max ten Oever
portfolio



Hi my name is Max ten Oever,
I am a creative engineer with a wide range of expertise.
I design for **industrial applications** as well as conduct more **conceptual/artistic** projects.
This portfolio shows some of the relevant projects I have done.

Currently focused on: material driven design, sound design and world building.

KUBO sealer360

2023 @TU DELFT

embodiment design for client (team effort)

As part of my master in Delft we worked for greenhouse innovation company Kubo to **design and build** a machine that improved their existing active climate system.

The machine we build was able to seal the LDPE ventilation hoses into multiple compartments during the installation process by using ultrasonic frequency technology. With these compartments the air could be more efficiently distributed.

The project lasted for **5 months** from brief discussion to testing a working prototype in the real environment.

KUBO currently **continues** with our work to make the product a reality.

[video](#)



KUBO sealer360

Approach



Realisation, making the product from scratch combining bought parts and designed parts.



Collaboration with multiple parties to gain expertise and acces to high end parts.



Validation of our main requirements.

Tapestry crust

2019 @TEXTIEL LAB TILBURG

textile design

Tapestry crust is a **woven tapestry** object made at Textiel Lab Tilburg.

A **weaving machine** and post weaving machine techniques were used create a sturdy voluminous organic looking structure. Resembling a 'crust' with a symbol engraved into it.

Later I made a small **clothing collection** revolving around the tapestry to create a visual story where it belonged.



Tapestry crust

Approach

3D expansion exploration



exploration shrink yarns



'2D' production on big industrial loom



3D confection

Testing the **shrink yarn density** in the weft to create the desired result in 3D expansion. Although eventually **melting yarns** were better suited for the 'crust' texture.

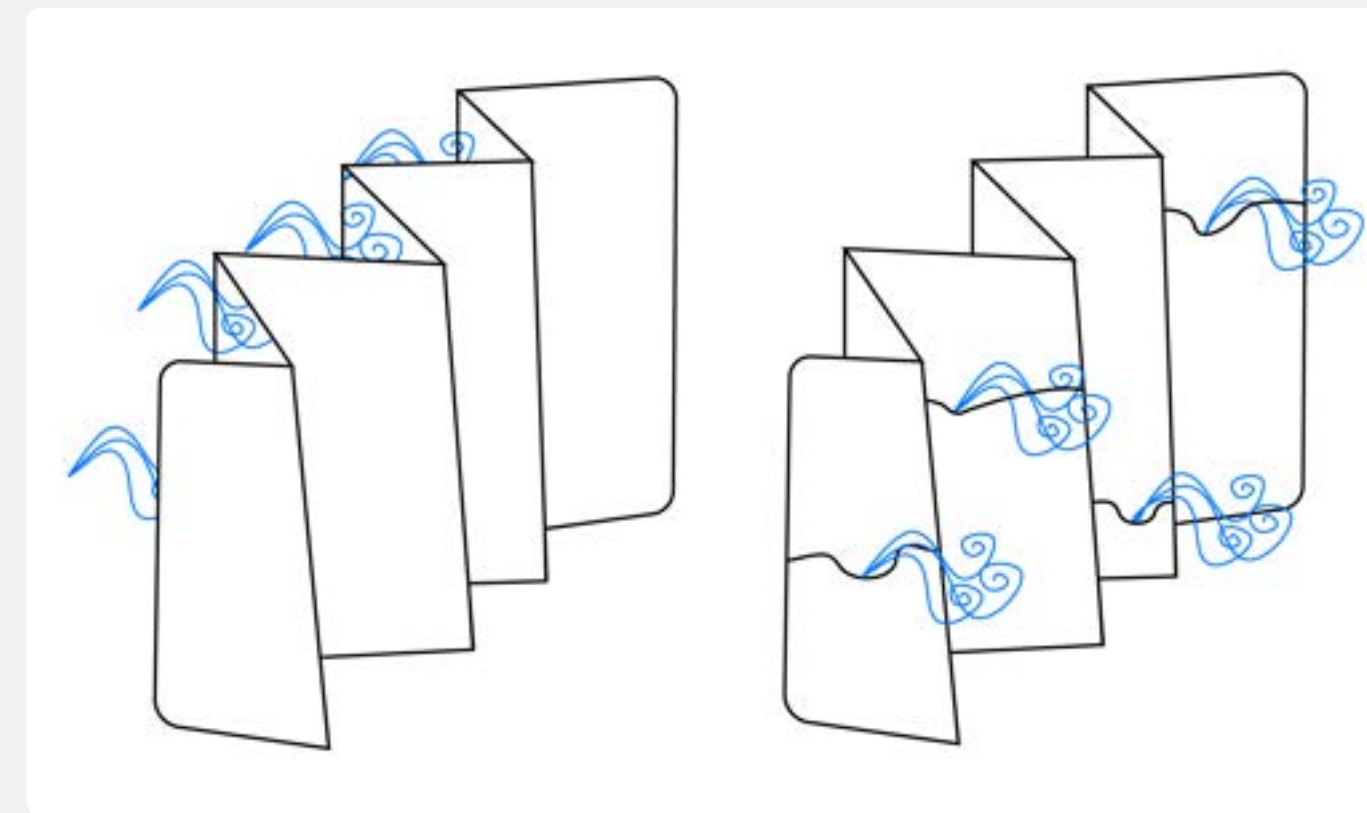
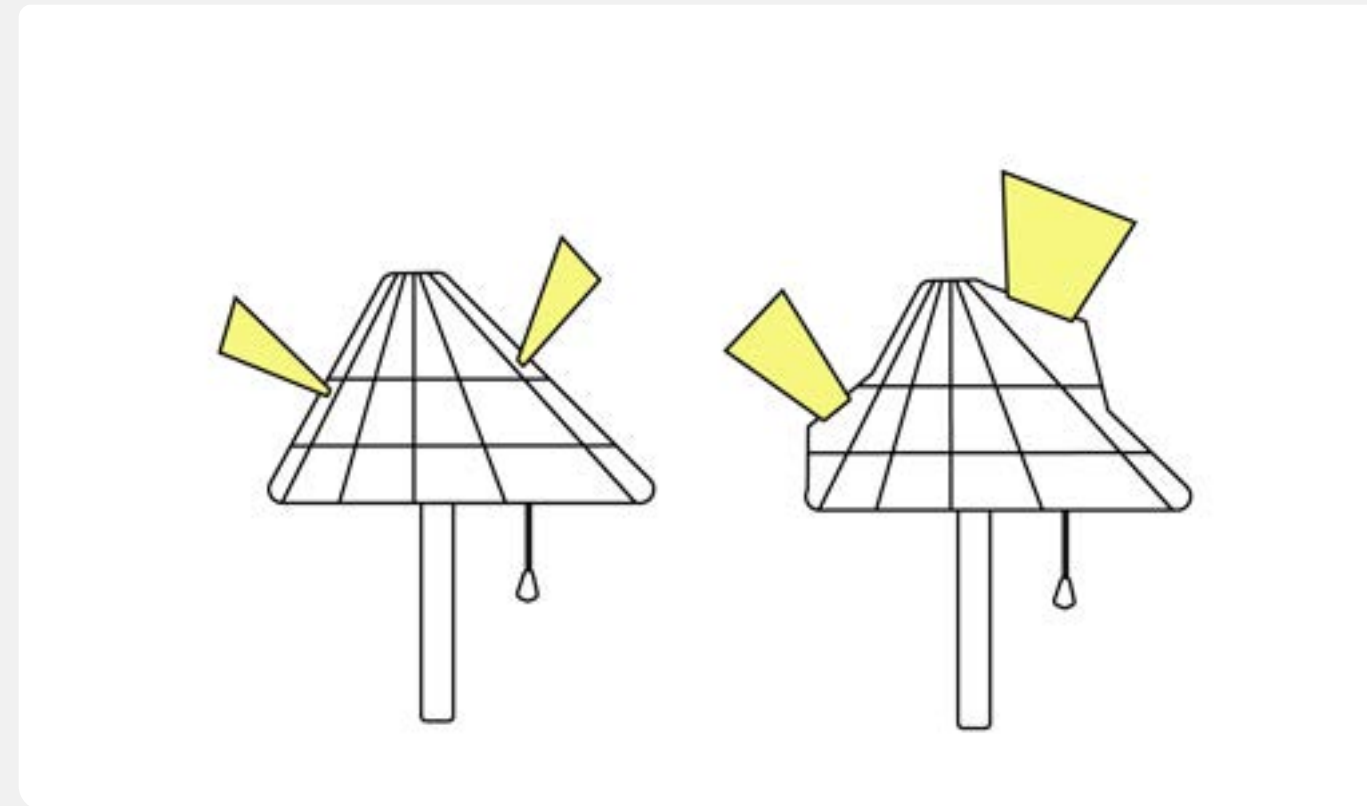
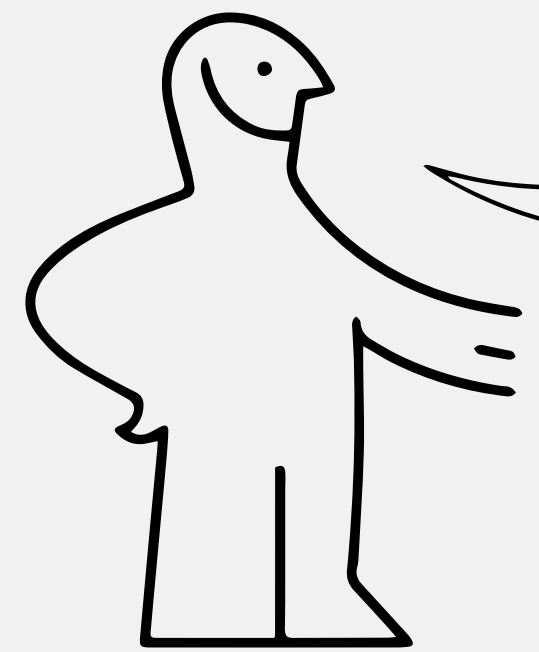
The loom is not the end, confection is the last step to get the final shape.

Bi-stable textile 2023 @TU DELFT

material design for IKEA (duo effort)

For the material experience lab at TU Delft we made a concept for a 'multimorphic textile' to present to IKEA for future textile home appliances. From a material driven perspective.

Our concept was based on integrating 3D printed flexible parts into the woven fabric to create a bi-stable textile. A textile that can be 'clicked' into two different modes. It can be used for different ways of light diffusion as morphable hood on a lamp or adaptable ventilation pockets in room dividers or curtains.



Soft communication 2020 @TU EINDHOVEN

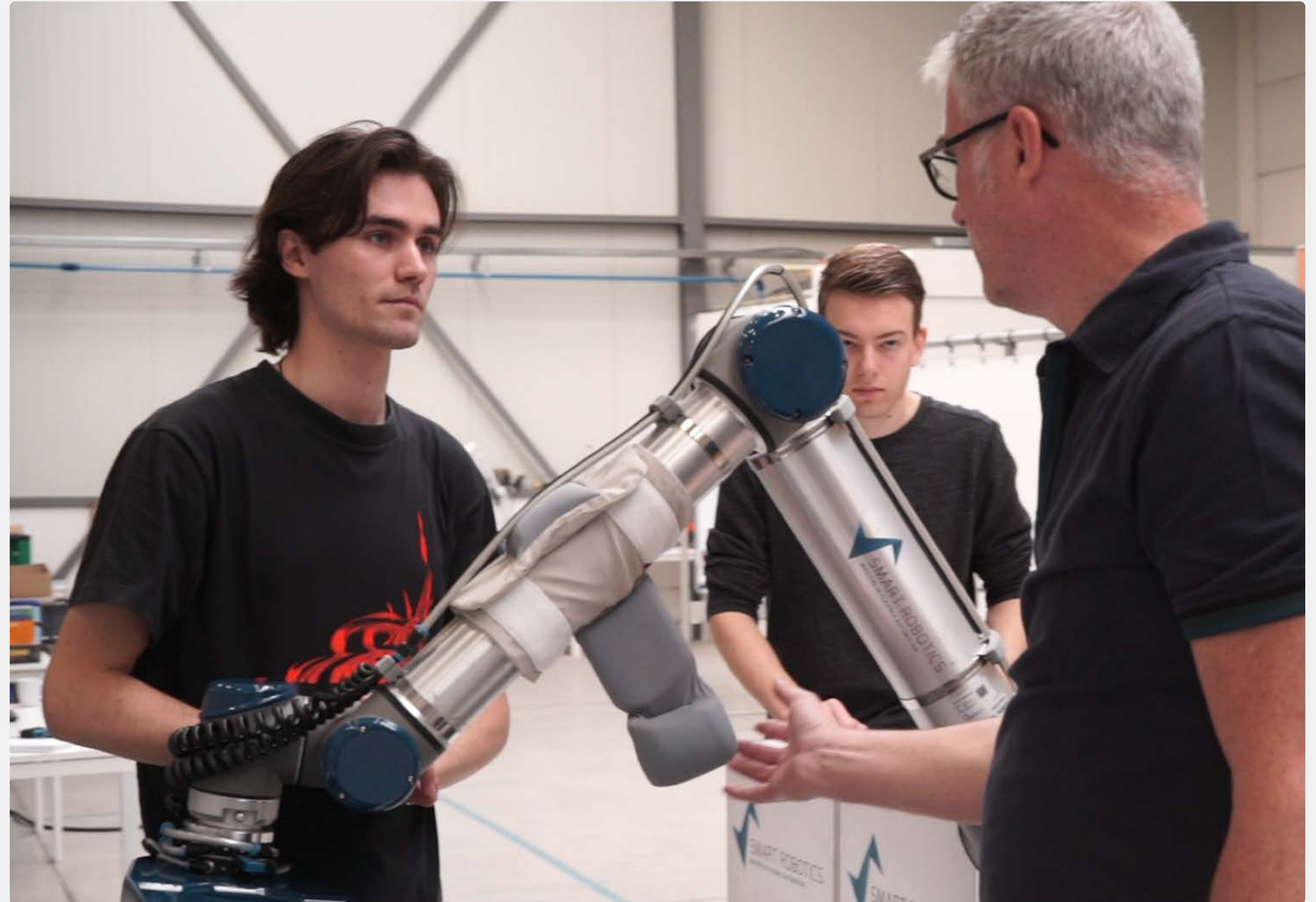
Internet of Materials/HCI

Future concept for assembly line factory.

A hyper-soft sleeve which enables low threshold haptic communication between worker and factory system. The design puts the emphasis on a physical bond between the co-bot and worker.

The key technology in this project is visual AI learning. To be able to use the inherent material characteristics of the sleeve as input without any sensors. 'Smartifying' the material in a cheap and robust way.

video



Soft communication

Approach

Quick prototyping, exploration of inherent material characteristics



Exploring different **soft material parameters** and meaning of interaction through embodied roleplaying.

vision: no electronics

Wearable rating system 2018 @TU EINDHOVEN

design research/wearable technology (team effort)

Addressing the **controversy** of a social credit system.

Usually these systems are tucked away in social/service apps. With this design research we tried to witness the effect of **pushing it to the surface** by integrating a physical rating system into 'future' office wear.

The participants were asked to rate their team members while working together by touching the conductive 'negative' or 'positive' patch. This rating would then be recorded and later discussed.

[video](#)



Wearable rating system

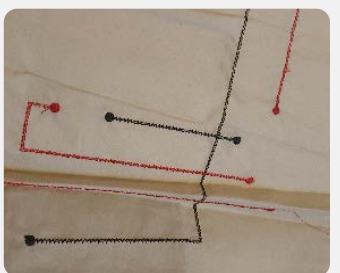
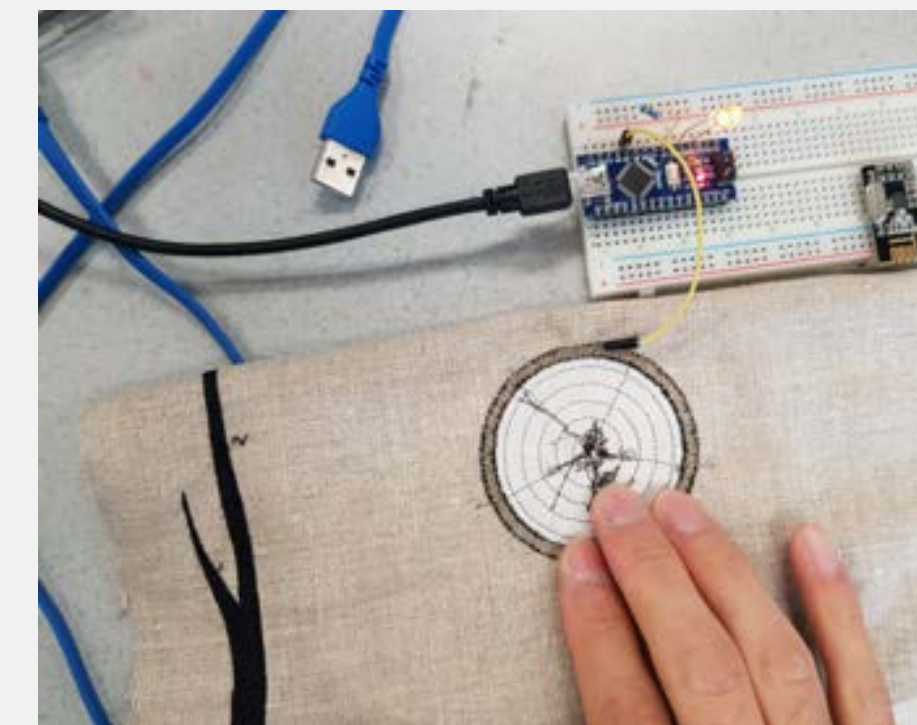
Technology

'smart' textile

The patches were embroidered with **conductive yarn** to send a signal upon touch.

This signal was then programmed to add a green or red light to the **LED ring** in the sleeve.

This signal was then wirelessly transmitted to the system to keep track of the 'score'.



Different embroidery iterations

Vertebrae beach chair

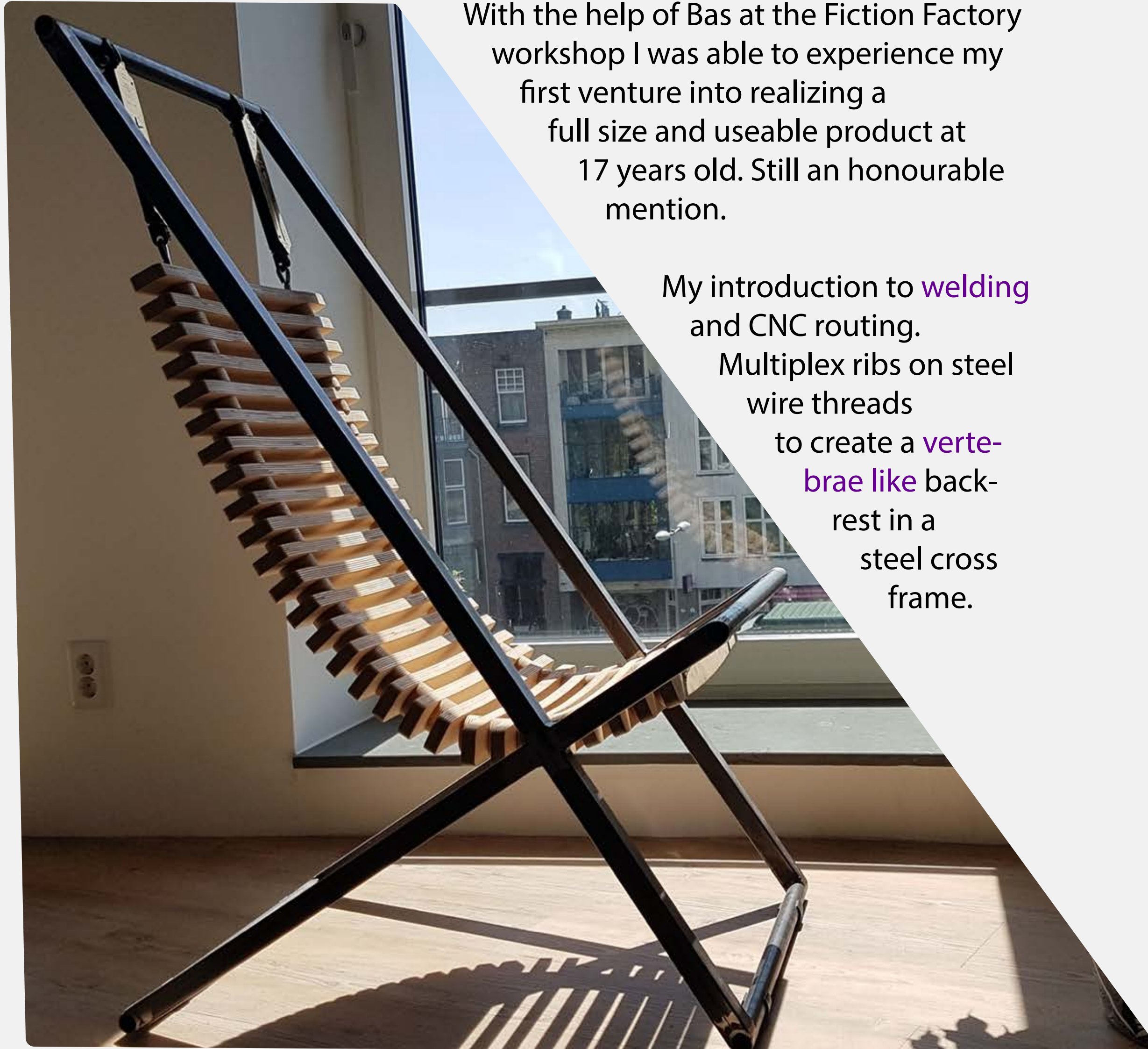
2016 @OWN INITIATIVE

ergonomic furniture design try-out

With the help of Bas at the Fiction Factory workshop I was able to experience my first venture into realizing a full size and useable product at 17 years old. Still an honourable mention.

My introduction to **welding** and **CNC routing**.

Multiplex ribs on steel wire threads to create a **vertebrae like** back-rest in a steel cross frame.



O.M.A sound design 2021-2024 @OMA

video sound design/composition

Together with architectural firm OMA we made three different types of videos.
I was responsible for the sound design/composition and voice over processing to elevate the video to a more complete product.



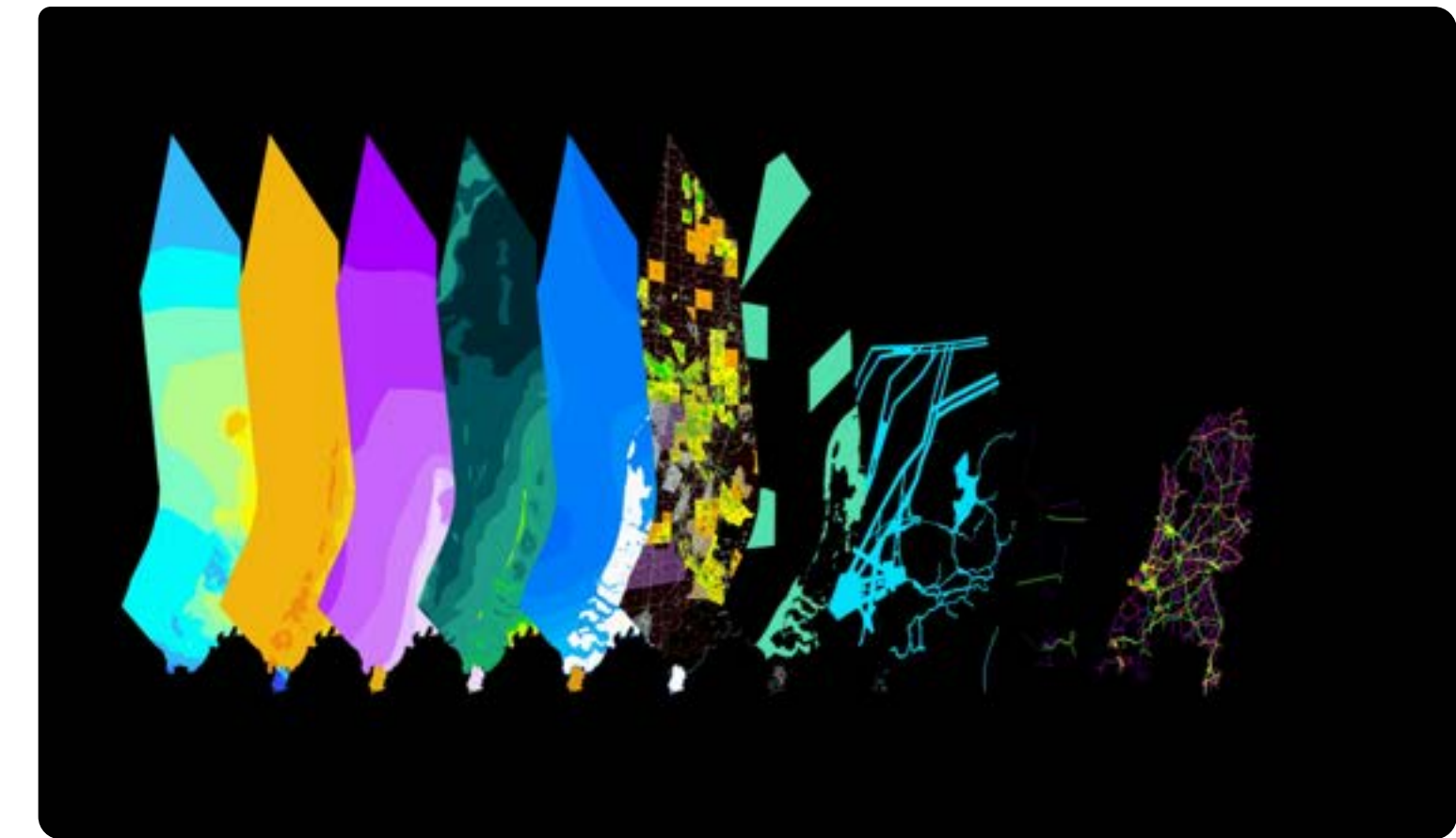
Hospital of the Future

A **conceptual video** made during the pandemic about the relationship between the city and the hospital in the past, present and future. This video was shown at Venice Biennale and later in other architectural conferences.



Ballada

Video for a new housing project concept.



Energie transitie

Video about the Energy Transition in the Netherlands.

video

visuals from video, made by OMA

Music

2020 – now @OWN INITIATIVE
production and recording



skylar - Fantasies are Enough
2020 EP

videos



artwork by ity and me

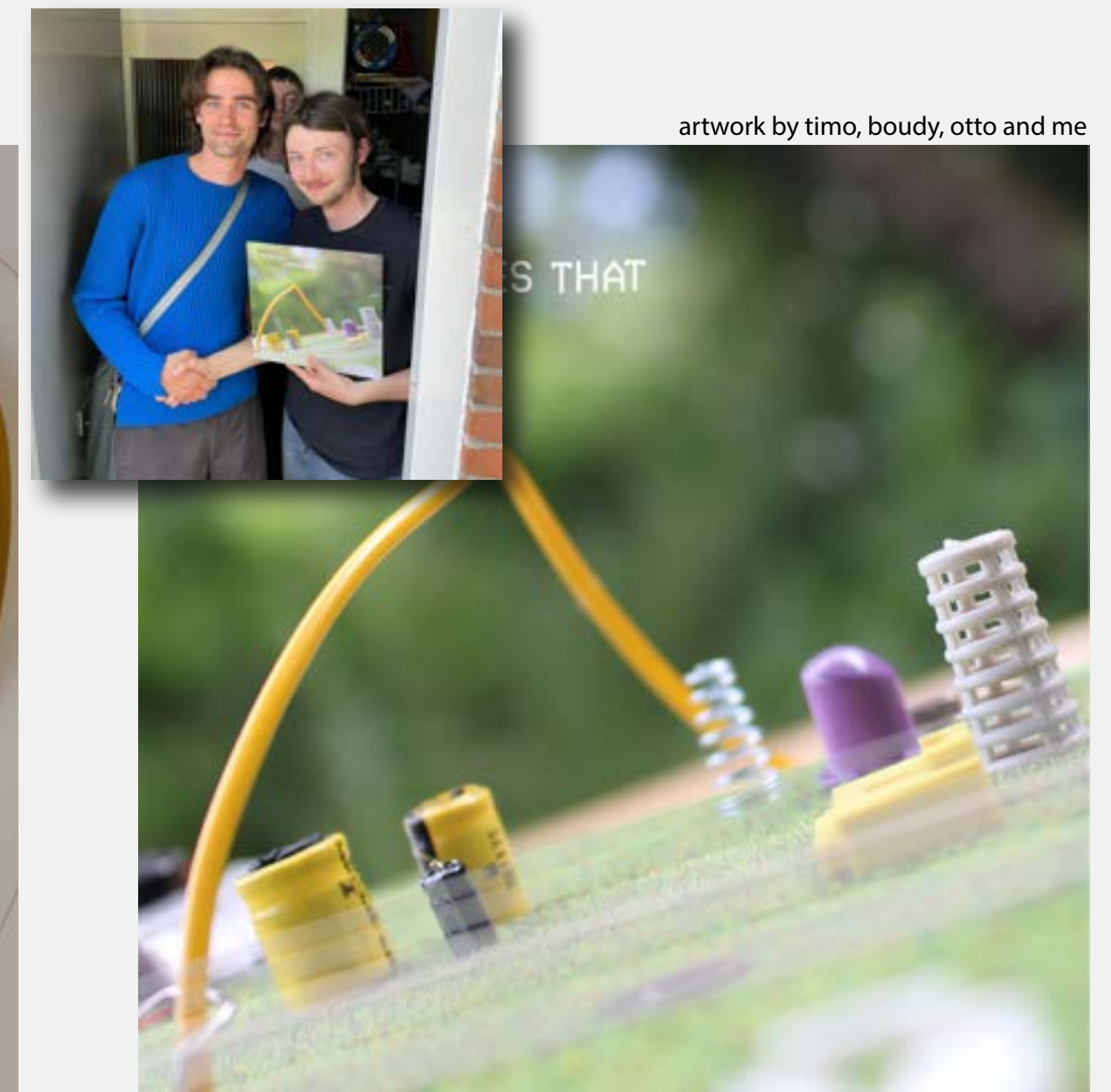
skylar & ity - flowerlovetheasis
2021 single



skylar & emeel - shatter shatter
2021 single



skylar - pod console
EP 2022
CD release
with folded lyrics booklet

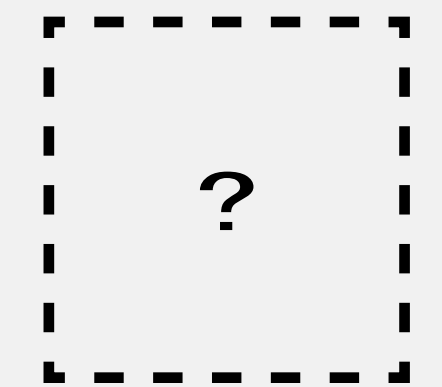


artwork by timo, boudy, otto and me

a fungus - It already does that
2022 album
vinyl release

Skylar is my **electronic adventurous pop** solo project and 'a fungus' is a **math-pop/folk** band project I share with 3 of my close friends.

With both acts I also **perform**. Some places include; Amsterdam, Eindhoven, Groningen, Rotterdam, London, Brighton, Genk, Tokyo.



new music is always in the works
:]

Tangibility?

2024 @TSUKUBA UNIVERSITY JAPAN

Media art

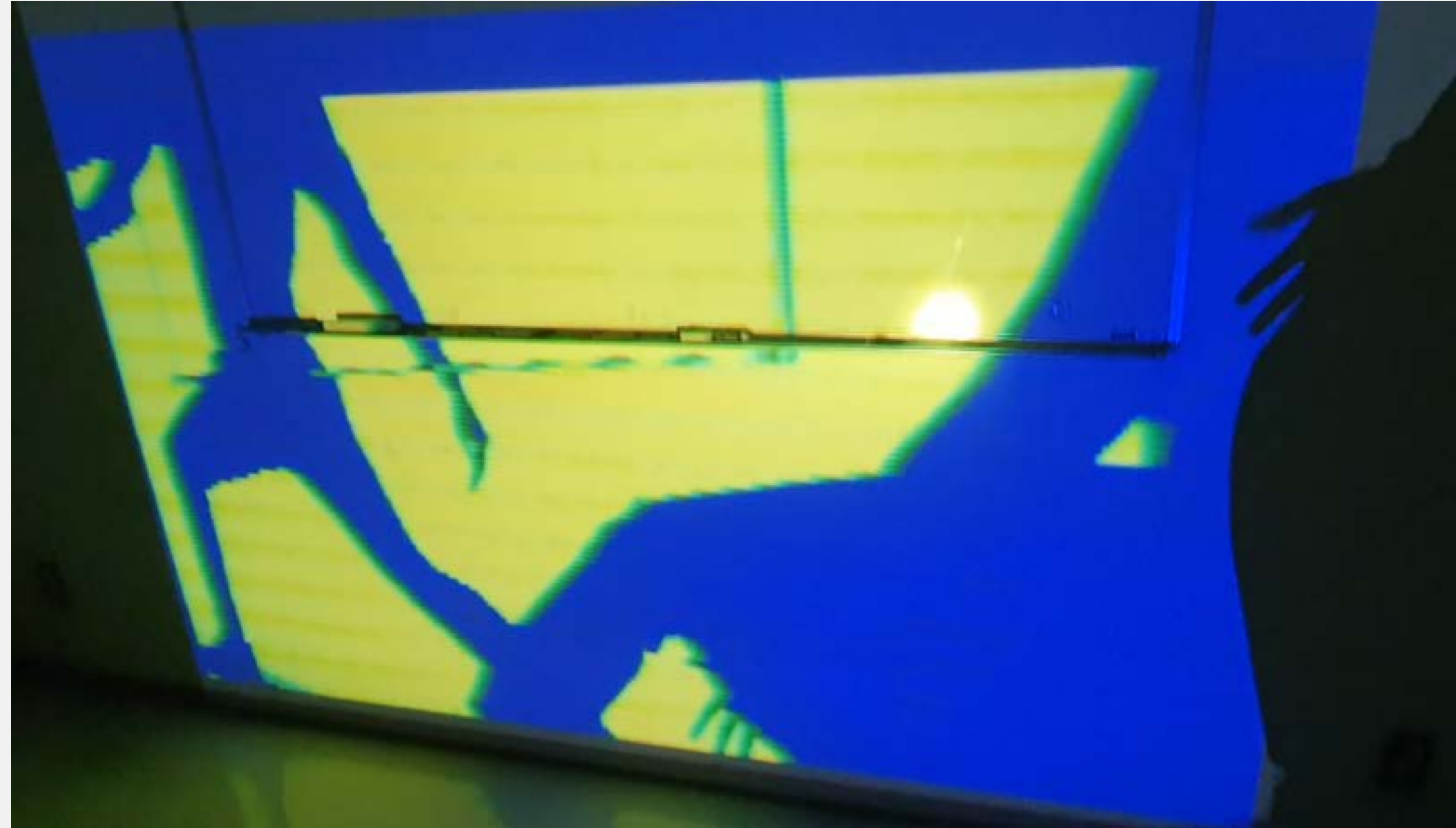
'Tangibility?' is an **interactive sound art** installation.

The shadow of the visitors is being projected onto the wall. Every 15 seconds these shadows are then translated into a **spectrogram** (x: frequency y: time) that is then played through the room.

The shadows are a negative of the spectrogram. This means the shadows 'block' the sound and white noise becomes more coherent through occupying the space. Together you can try to create cohesion in the sound chaos.

The installation questions tangibility by combining two immaterial concepts, **shadow and sound**.

The shadows are a projection of the visitors in the space where they are later 'burned' onto the wall and 'literary' translated to their matching soundscape.



[video](#)

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