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| **Name:** | Kevin D’Amico |
| **Title:** | Horizon Puzzle |
| **Problem:** | To create a universal toy primarily fabricated from wood. |
| **Context:** | This product explores the boundaries between vertical and horizontal orientation in puzzle design. Its surface color treatment options are patterned after phenomenological schemes such as sunrises etc. It can be played with by children or used as a desktop item in an office. |
| **Solution:** | This object is a meditative game / sculpture available in multiple colors on its facade along with natural wood on the reverse. |
| **Brand Strategy:** | This completely wooden toy is painted with current trending colors and themes. The aesthetic qualities of the Horizon Puzzle allows for a timeless quality that can last generations. |