

Cederic Marx
Product Designer

ABOUT

Cederic is a german product designer currently based in Milan. His work focuses on creating human-centred objects that improve everyday living and bring clarity to the spaces people inhabit.

He completed his bachelor's degree in Industrial Design at the University of Wuppertal and is currently pursuing a master's in Product and Furniture Design at Istituto Marangoni in Milan.

worked with

ALESSI cappellini LISSONI & PARTNERS **KETTLER** STEININGER [more] **SONOS** squareone

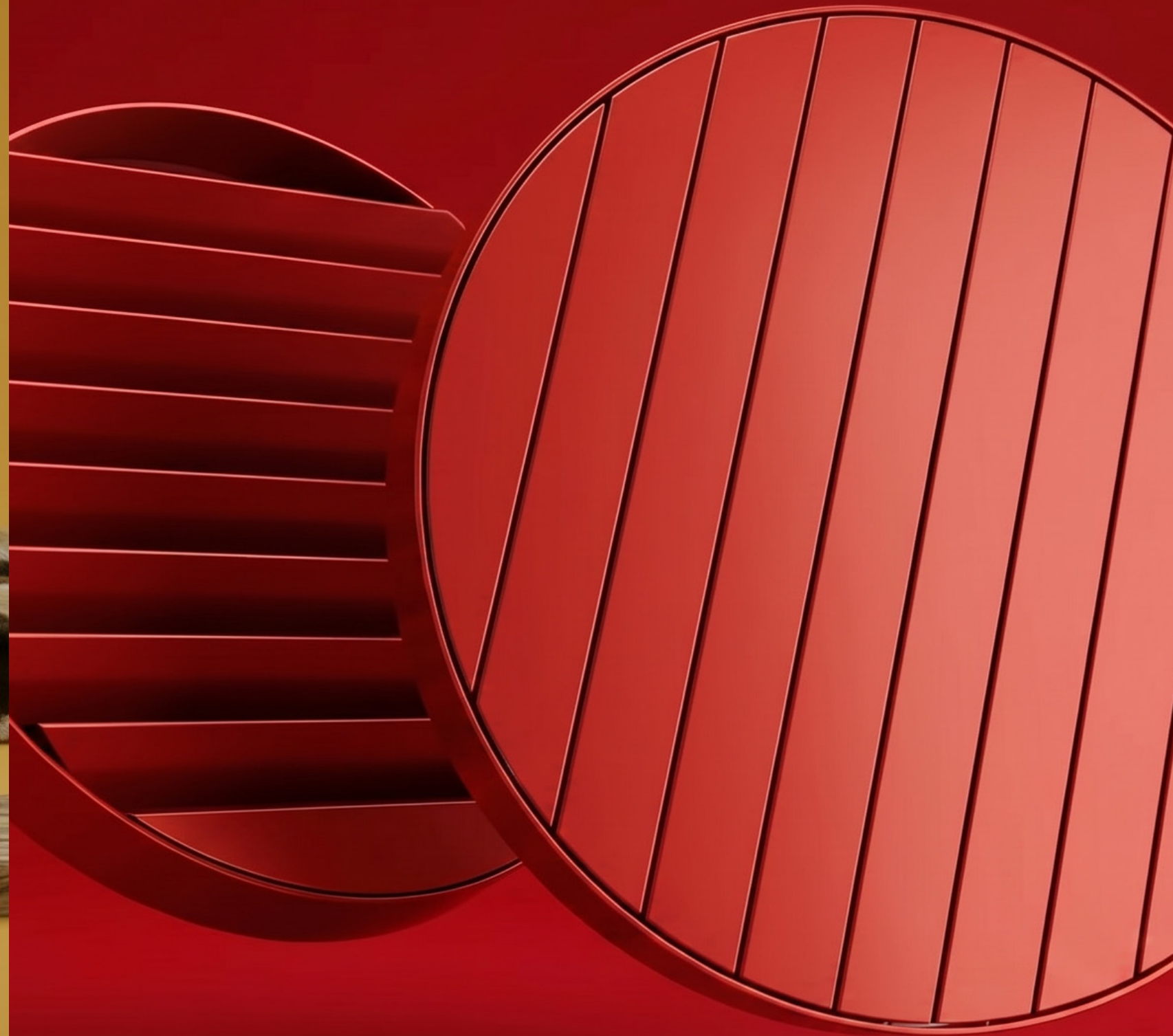


WORK

FENDI CICLO



ALESSI PRIMA



CAPPELLINI MOVE



FENDI CICLO

Part of Fendi Design Prize 2026

THE BRIEF

Fendi invited selected participants to develop a furniture capsule collection inspired by the brand's heritage and the city of Rome. The focus was on interpreting the essence of Roman culture through Fendi's signature materiality, form, and craftsmanship.



THE NARRATIVE

Exploring the passage of Roman time through movement and form. Rather than referencing architecture directly, we translate its essence into monumental objects that capture moments between balance and collapse.

FENDI CICLO

A capsule collection that was developed for Fendi as part of a design competition for their exhibitions.



FENDI ORDO

THE BEGINNING.

Vertical travertine pillars support leather shelves, expressing the clarity of a newly erected form.



FENDI VOLO

STARTS THE DECLINE.

Upright pillars begin to shift, introducing time through movement.

A South African Oryx fur floats between monumental relics of travertine.

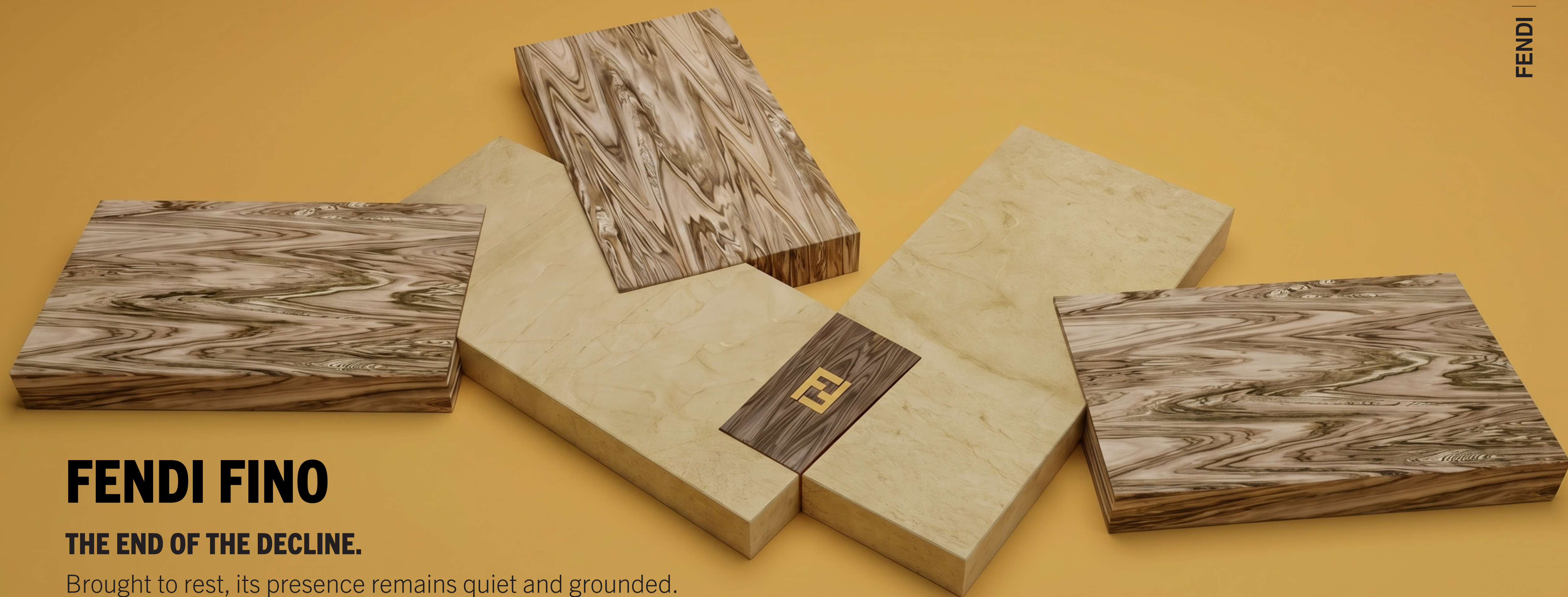


FENDI CADO

THE MOMENT BEFORE GROUNDING.

Three slabs verge on collapse, holding the final tension before rest. Leather and fur express strength in fragility through signature Fendi craftsmanship.





FENDI FINO

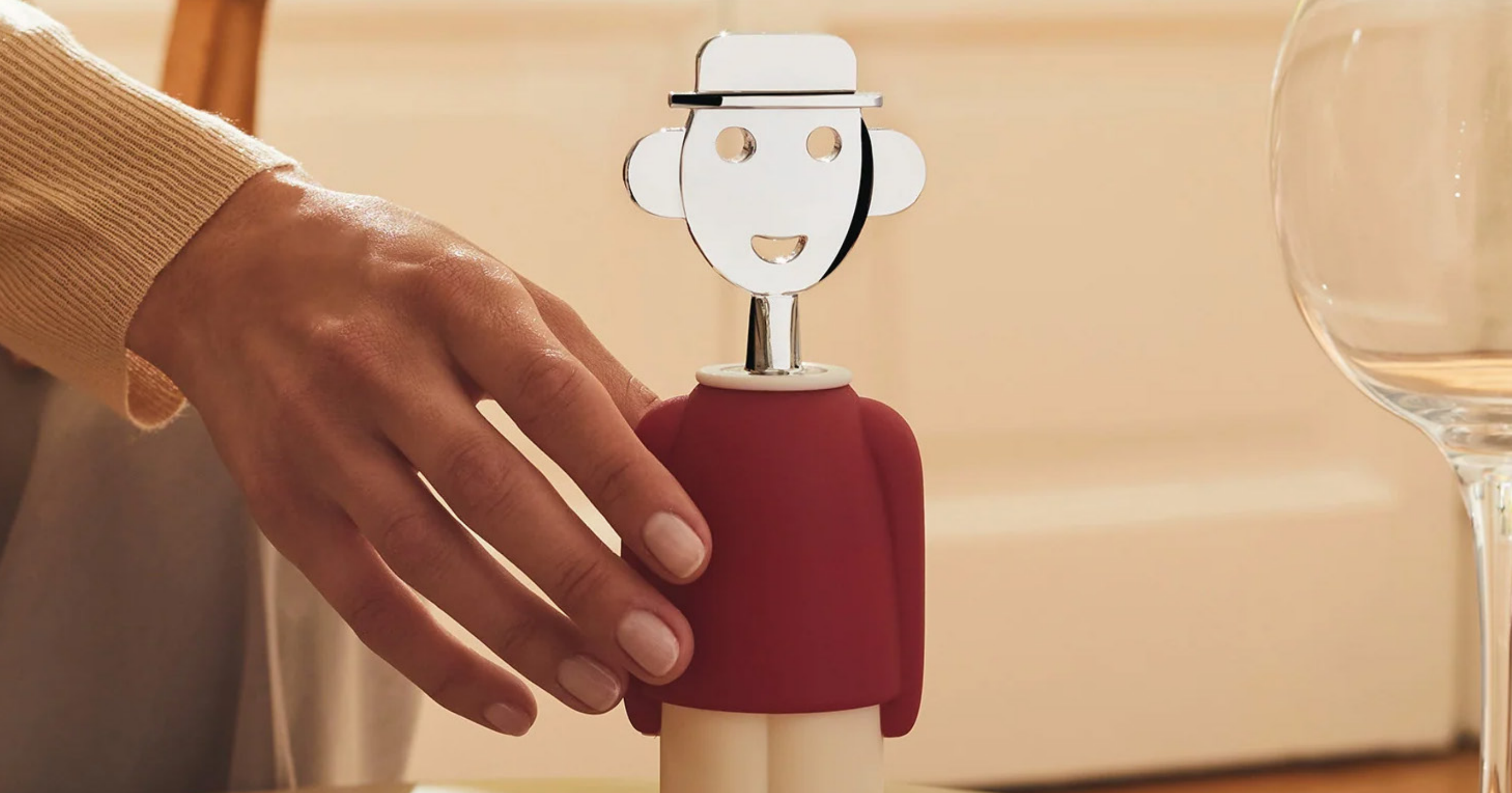
THE END OF THE DECLINE.

Brought to rest, its presence remains quiet and grounded. Precisely joined travertine and tigrato marble express the beauty of stillness through craftsmanship.

ALESSI PRIMA

Collaboration with Alessi and exhibited during
Design Week 2026





THE BRIEF

The project asked to design a Domestic Oracle as a concept for the future of the brand. The focus was on rethinking the role of objects within the home, moving beyond pure functionality towards emotional value, atmosphere, and meaningful interaction between user and object.

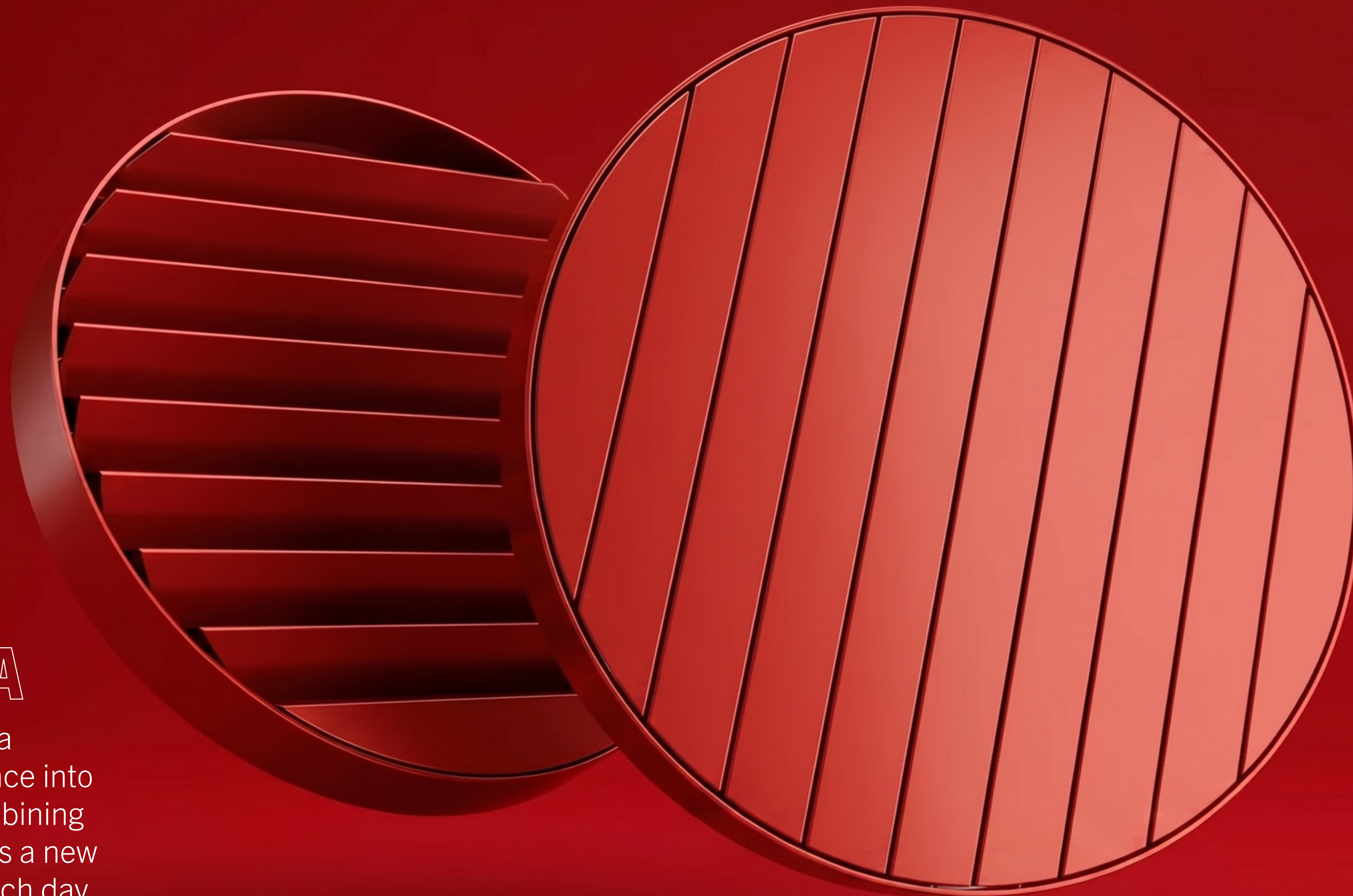
THE NARRATIVE

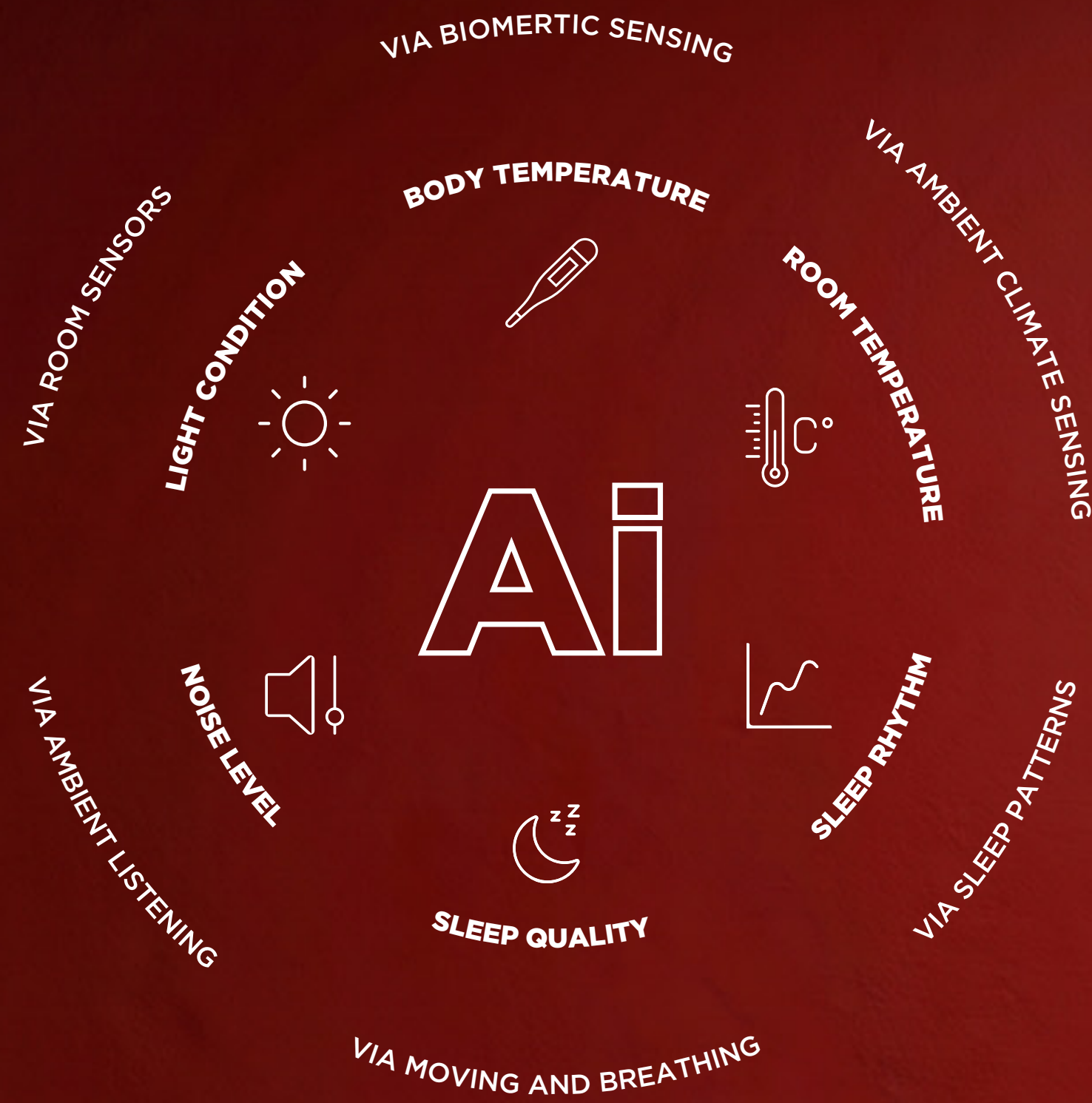
Exploring waking up as a moment of transition rather than interruption. Instead of signals and routines, the project shapes subtle conditions that allow the body and mind to shift naturally from sleep into awareness. Light, sound, and air become tools to alter perception, gently transforming the familiar space and creating a different experience each morning.



ALESSI PRIMA

Transforms waking up from a stressful, repetitive experience into a multisensory one. By combining light, sound and air it creates a new and personal way to start each day.





THE FUNCTION

One central object manages the use of environmental influences, adjusting their intensity and sequence depending on the user's state.

A CHANGE IN THE AIR.

WIND

A SPATIAL SOUNDSCAPE.

SOUND

A CHOREOGRAPHY.

LIGHT

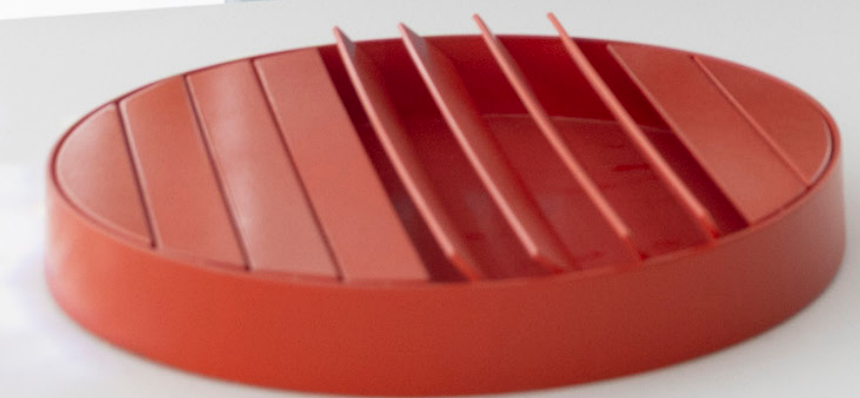


ALESSI

MILANO
DESIGN
WEEK

EXHIBITION AT SUPERSTUDIO PIÙ

Designed for Alessi, Prima was presented during Milan Design Week 2026 at Superstudio Più. The installation invited visitors to discover, interact with, and engage with the project through a playful and immersive experience.



CAPPELLINI MOVE

Designed for Cappellini with Piero Lissoni as the Art Director



THE **NARRATIVE**

MOVE translates these values into a cohesive outdoor collection built around a single continuous gesture. Lounge chair, side tables and planter share the same formal language, creating a system that can adapt to different spaces and social settings while maintaining a calm architectural presence. Material innovation, modularity and visual simplicity allow the collection to support everyday use without competing with its surroundings.

cappellini | *move*

THE **BRIEF**

The project explored the development of an outdoor furniture system for Cappellini, balancing the brand's experimental identity with Piero Lissoni's restrained and architectural design approach. The objective was to create a capsule collection for the contract and hospitality market.



CAPPELLINI MOVE

An outdoor capsule collection for hospitality.





LOUNGE CHAIR

The lounge chair is the core element of the MOVE collection. Upholstered in 3D Spacer Fabric, it combines comfort, durability and a distinctive architectural silhouette.

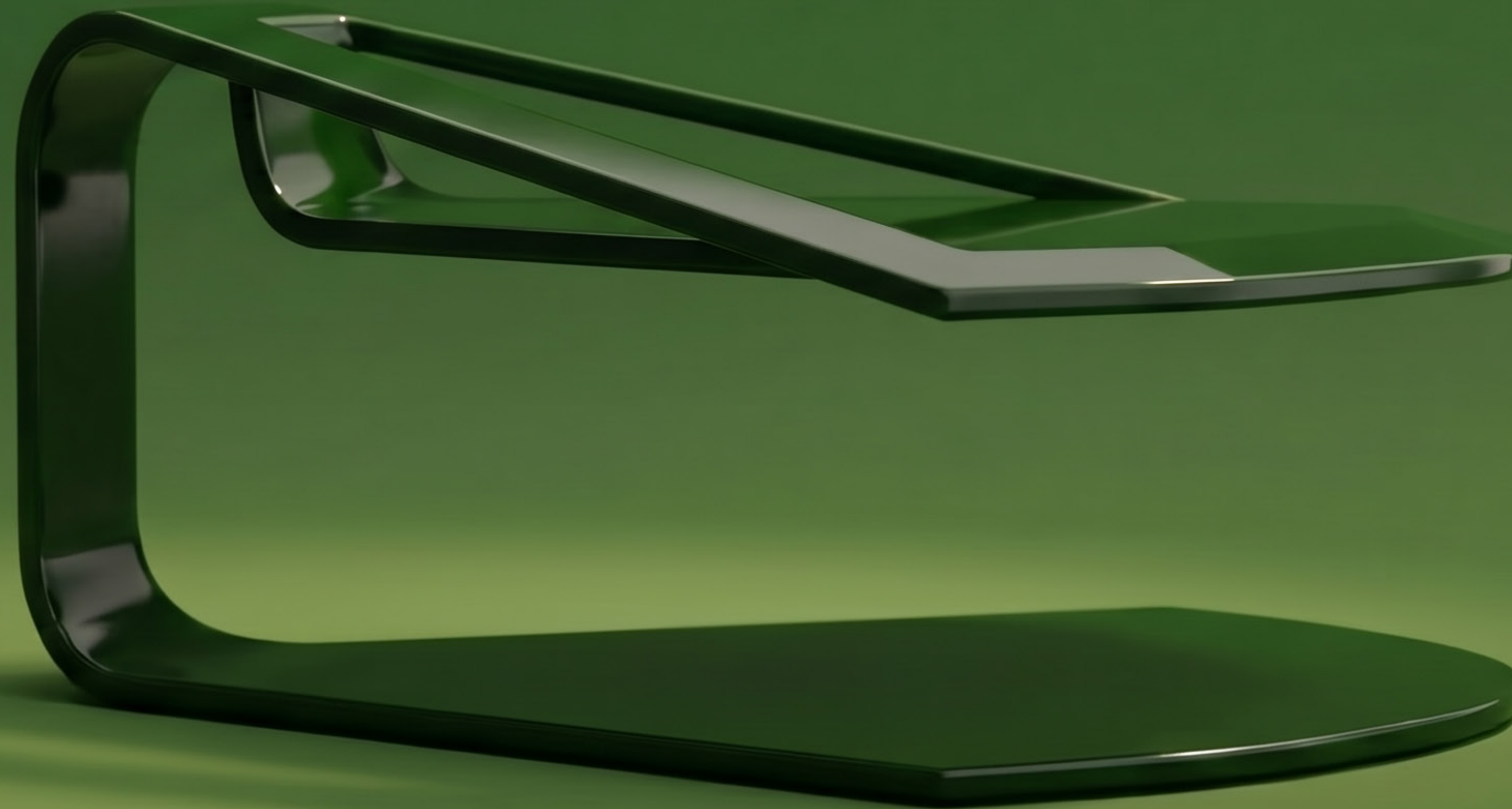
SIDETABLE

A versatile companion piece that extends the collection's formal language. Lightweight and adaptable, it supports a variety of outdoor settings.



CORNERTABLE

Designed to connect seating arrangements, the corner table maximises flexibility within the system. Its compact geometry integrates naturally with the collection.



PLANTER

The planter introduces greenery as part of the furniture system. It helps define spaces while reinforcing the collection's sculptural identity.



CONTACT

 info@cedericmarx.com

 +49 174 3472815

 [cedericmarx](https://www.instagram.com/cedericmarx)

 cedericmarx.com