

MS and CLD launched 2020 Master CMF Trend BOX in Aug. 2020, which is the 1st collaborative project since conclusion of MOU in 2019. CLD and MS are hereby to propose the collected and extracted 4 types of world market trend.

By setting each trend themes such as Retro, Mimicry, Haptic and Dream, and fabricating master chips that can inspire designers through color, material and finish, you can break away from existing documents that solely relies on visual representations while actually touching and feeling the texture and the weight of the material through your fingertips, while sensing the spectrum of the color that shines through the light by using various senses of your body. MS under plan of launching CMF packaging box annually based on collected know-how and having a plan of seminar regards colors, materials and finishing in future. With the construction of new platform of CMF consulting service that non-existed, MS will proceed entry of the CMF consulting market aggressively.







The background of MASTER CMF TREND started from MEGA TREND.

MEGA TREND collected based on society, economy, culture, art and global issues.

It proposed as four basic MEGA TREND and based on this, it derived as MSI (MODEL SOLUTION INSIGHT).

MSI collaborates with CLD(Chris Lefteri Design) to select the theme to be proposed as CMF TREND, and derives mood boards and ideas to produce CMF CHIPs with MS' technology

With these parts, MASTER CMF TREND will be offered by MODEL SOLUTION in every seasons.

MASTER CMF TREND also can be checked from online CMF WEB and offline CMF LAB













MEGA 1 / HYPER FRANK

These days, Millennials and Gen Z are leading the society. They want to express themselves in their way. Only the corporation that joining hands rather than rejection on their expression way can survive and collaborate in this era.



MEGA 2 / ETHICS FOR LIFE

Millennials and Gen Z are not only leader of Economic activity. They are now raising voice to ensure safe future to older generation.

As much as consumer's "good consumption"

Prevalence. Corporation has to show alternatives and directions so that wouldn't everyone be able to achieve moral growth?



MEGA 3 / FAMILIAR DIGITAL

Digital and humanity a dual relationship.

Humanity has wishes for convenience that coming from digital but also has sense of rejection of being threatened. Therefore, the technology coming up closer with familiar appearance. in a way that can meet in every moments.



MEGA 4 / BEYOND THE THOUCH

Technology is interacting. Not only response to human but literally interaction.

The technology which does self expression, communicate, and exchange use the language called as light. It seems that we should also look

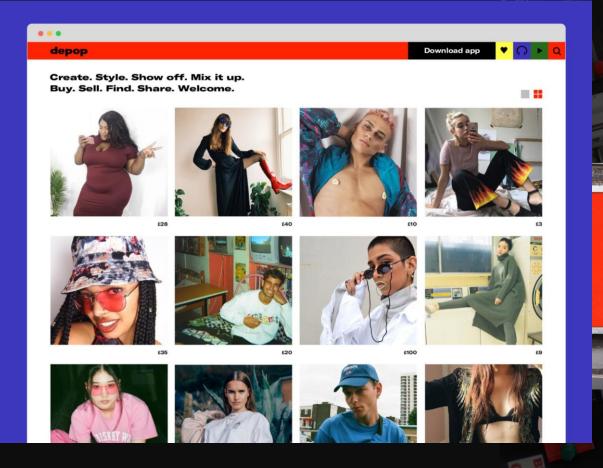
at the technology with a little more positive eyes



02

MEGA TREND THEME 1

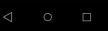
HYPER FRANK



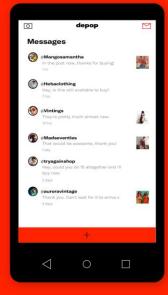
People who pursue experiences and experimental aesthetics use color and material to express 'themselves' and focus on themselves for communication. This is the new analog generation that wants to express itself as the way it is, online and offline.

Unfind vourself









01

As for the millennials and generation Z, motivation for all activities are solely focused on 'myself'. Just because you're thinking of yourself doesn't necessarily mean you'd harm others by doing so, but you'd rather accept who you are as the way you are.

Corporates now know that they lifestyle with no lies, complaints and discrimination is leading all social and economical activities. These are the times when only the brand that's able to join them can enjoy and survive together. To make drastic change in society and diverse lifestyle coexist, one must accept the differences rather than ostracizing the wrongs first.

This kind of truthful seeking of an expense surely correlates to truthful existence.

We all must realize that the action that I can take by myself as of now

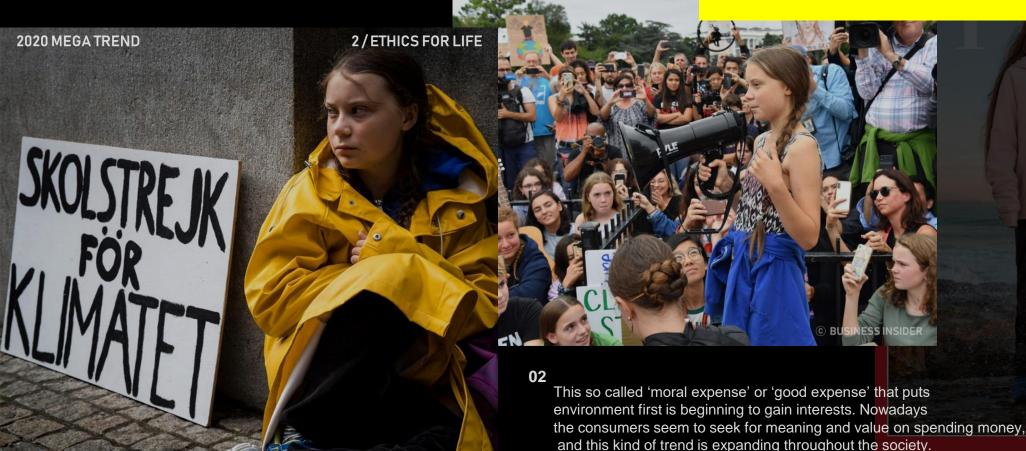
Is for the future rather than right now, no matter how small it is.

"We were only born here and yet we must bear the danger of this society forever." cries 16 years old environmental activist Greta Thunberg. Her movement that was started

from the school strike now has the whole world participated.

Greta Thunberg raises the voice to demand safe future that values moral growth rather than economic growth, while criticizing the whole world for giving false hope to the youth by passing on the horrible environment. If you truly know about her tears and courage activity, don't you think we ought to join her as well?

ETHICS FOR LIFE



78,1%



나의 소비가 누군가에게 도움이된다면 그것만으로도 행복하다

70.5%



01

Technology is deeply embedded in our lives and it cannot be rejected or overlooked. As if it's opposing to concerns that technology growth is inhuman and cause human disconnection, technology speaks in its own way for communication and interaction with humans. Technology begins the communication with visuals, which could be the strongest or the weakest of the humans with their own language, the light. We can feel how the technology is whispering to us using the color of the light, as if there's no words needed.

BEYOND THE TOUCH

02

Interactions between the man and the technology is being widened gradually. From small flashlight to area that's big enough to house people, the design that's surrounded by the language of the light makes sure that we can experience new fantastic visuals. As if we're surrounded by the light and roam around the space, trapped in the white hole in real life.





MIMICRY

DREAM



THEME 1 / RETRO

- POP COLOURS
- VIVID COLOUR CONTRAST
- LAYERING DISSIMILAR MATERIALS
- BOLD PATTERNS
- REFLECTIVE SURFACE
- TRANSPARENT LAYER



THEME 2 / MIMICRY

- MODIFICATION OF MATERIALS FROM NATURE
- INSPIRED BY NATURE
- LOOK LIKE / REAL LIKE
- RECYCLED MATERIALS WITH A STRONG ECO STORY
- WARMTH AND SOFTNESS



THEME 3 / HAPTIC

- SENSUAL EXPERIENCE
- TEXTURE CONTRAST
- SUBTLY TEXTURED SURFACES
- MINIMUM AND TONED DOWN
- SOFT FEEL MATERIALS AND FINISHES
- 3D FABRICS
- TACTILE MATERIALS

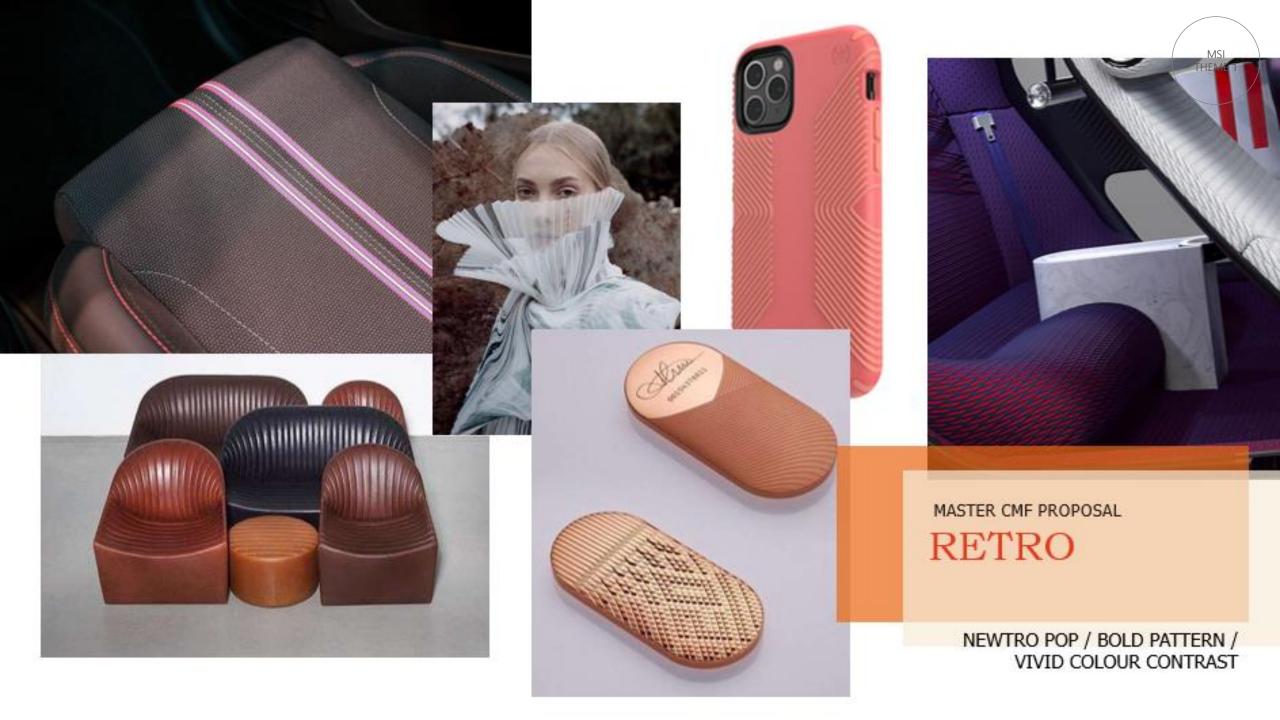


THEME 4 / DREAM

- IRIDESCENT
- OMBRE
- LIQUIDIFY
- TRANSLUCENT & TRANSPARENT
- COLOUR & LIGHTING BLEND
- OPTICS
- SCENTED SURFACES

















Reference









Bold shape leather



Suede colour block

Reference





Bold patterned glass + Mirror polished metal

RETRO 03



Transparent colour shutters

Crystal(look) surface with gradient pattern















MIMICRY 02









White carbon look Cellulose Acetate



Soft texture mimicking Artificial marble+Soft suede



combination

Genuine wood+Metal

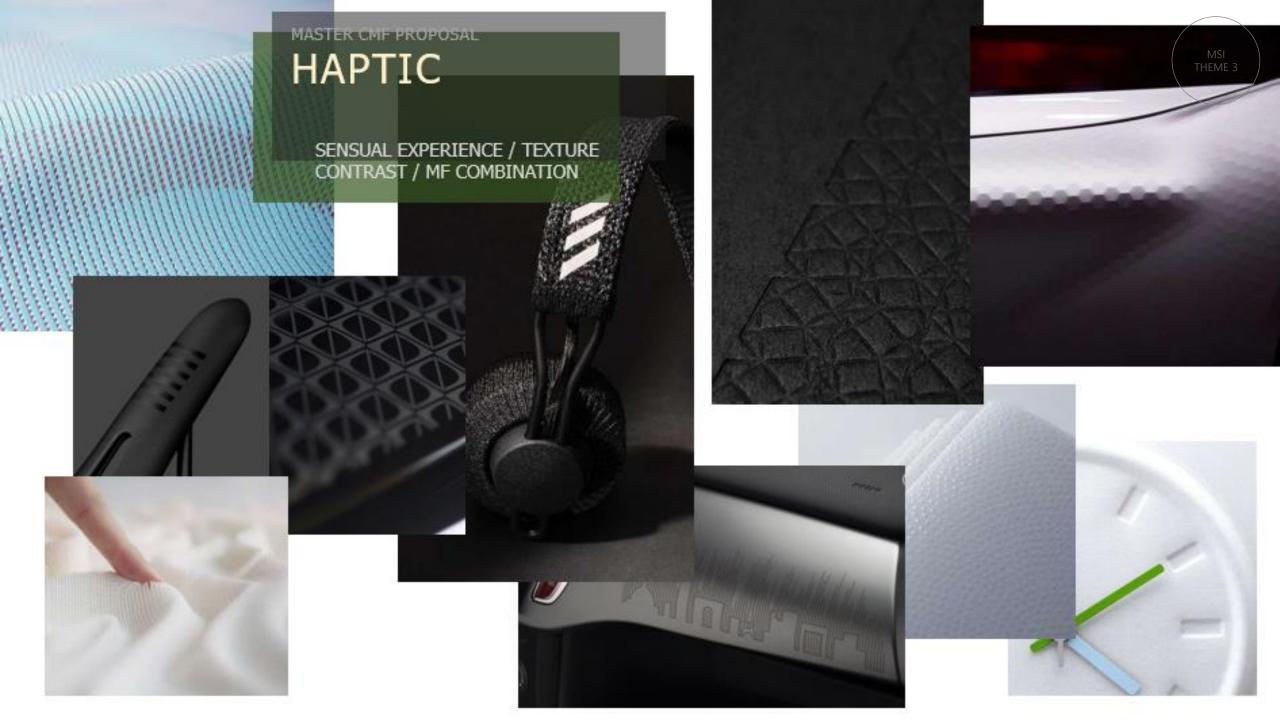




HAPTIC CMF theme

Simplified sensorial surfaces provide an escape from digital stress and enhance emotional well-being

- SENSUAL EXPERIENCE
- TEXTURE CONTRAST
- SUBTLY TEXTURED SURFACES
- MINIMUM AND TONED DOWN
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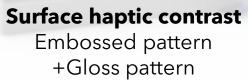


MSI THEME 3











Debossed pattern + Smooth suede

MSI THEME 3

Reference









Tone-on-tone contrast

Gloss + Satin

Malt + Brushing

MSI THEME 3

Reference







Haptic in depthDebossed pattern on velvet



Dual textileTextile+duplicated textile











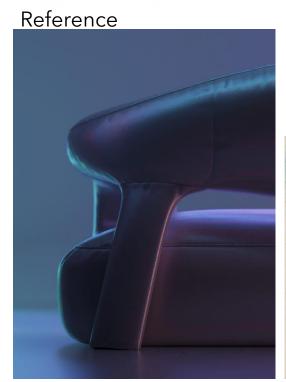
DREAM 02





Dichroic layer in depth Perforated suede+ Dichroic layer

Colour shifting finish







Dichroic PVD

Colour shifting Ceramic PVD



Layered colour blending



