

1/2 Fauceness - Awareness, Control & Simplicity

Control and be aware how much water you are using.

Fauceness

1 Turn the water on by pushing down on the fauce*

Once you start pushing the counters will show you:
 - how many seconds you will have water
 - how much water are you using(in ml)

2 After time expired the faucet will return to the normal position

counters →

turn
hot cold

counters front view

Counters Leagacy

Each centimeter push represent 5 more seconds
 1 seconds = 100ml of water used

seconds	water used
6	500 ml
7	600 ml
	700 ml

Solution

Once you start pushing the counters will show you:

- how many seconds you will have water
- how much water are you using

* an additional counter can be add, cost

Time + volume + cost = Awareness

Each centimeter push represent 5 more seconds
 1 seconds = 100ml of water used

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Creative's profile



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Creative's top 5 skills

Product Design