# Daniella Thompson - My Portfolio

'A conceptual designer who loves bold colours, playful imagery and copywriting'

# Final year FMP// Euphoria

Create your own brief that is inspired by your dissertation findings.

## My Approach

My dissertation studied what design activism is and why brands may use it. It researched a range of brands such as Nestle, Rowntree, The Quaker Oats Company, Nike and The Body Shop. Specifically, a feature of my dissertation that interested me was when brands built villages for their workers such as Rowntree's New Earswick in York and Cadbury's Bournville in Birmingham. Utopian towns are modelled to be perfect happy places, where society is founded on reason but also a prototype for communism. In response to the brief, I chose to research and design a Utopian town known as Euphoria. Every feature of Euphoria has been designed to optimise happiness but similar to many Utopian towns, there are rules and regulations that govern the residents, enforcing its Utopian background. This is the front cover of my guide for Euphoria.



Euphoria's identity is a geometric sun that uses the negative space of a hexagon, one use of it is that it can be stacked to form a pattern.

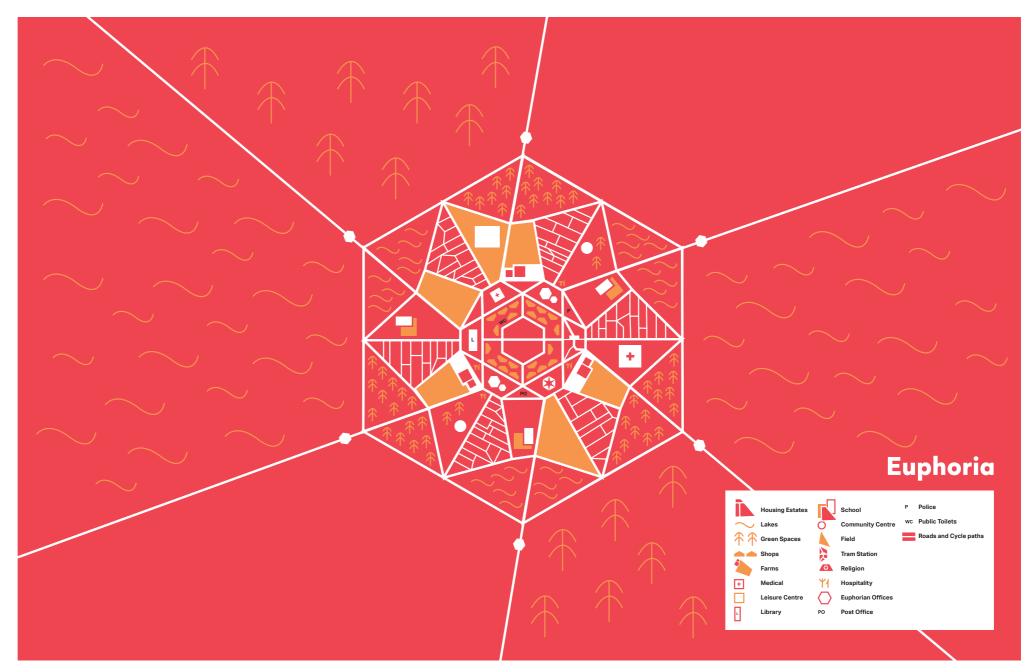








This is a map for Euphoria, shaped like a hexagon in-line with the logo for Euphoria whilst still reflecting the flat surfaces and physical attributes.



This is a A4 guide for Euphoria to advertise the new town to potential residents. The guide is illustration based accompanied with a simple, professional sans serif typeface. The guide explores how Euphoria is Utopian, from the self sufficient housing, the sense of community, sourced local employment, the vast countryside and health conscious transport: cycling and the tram service. The guide also explores the underlying communist ruling to Euphoria, such as ignoring the rules meaning that you may have to leave.





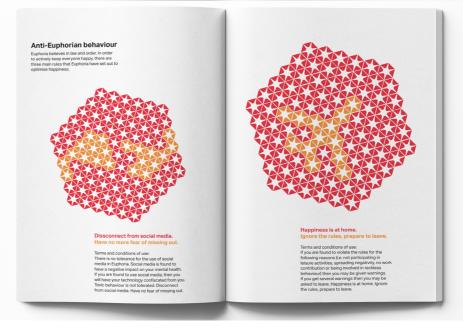












'Stop looking. Happiness is at home. Euphoria' is a poster advertisement for Euphoria, created using the stacked Euphorian logo and colour variations. This aim of this advertisement was to show visual distortion. The advertisements for Euphoria will be in urban areas so that people may make the change of moving somewhere rural.



# D&AD// giffgaff The Power of 5G

Harness the power of the people and explore what 5G could enable in the hands of its member.

### My Approach

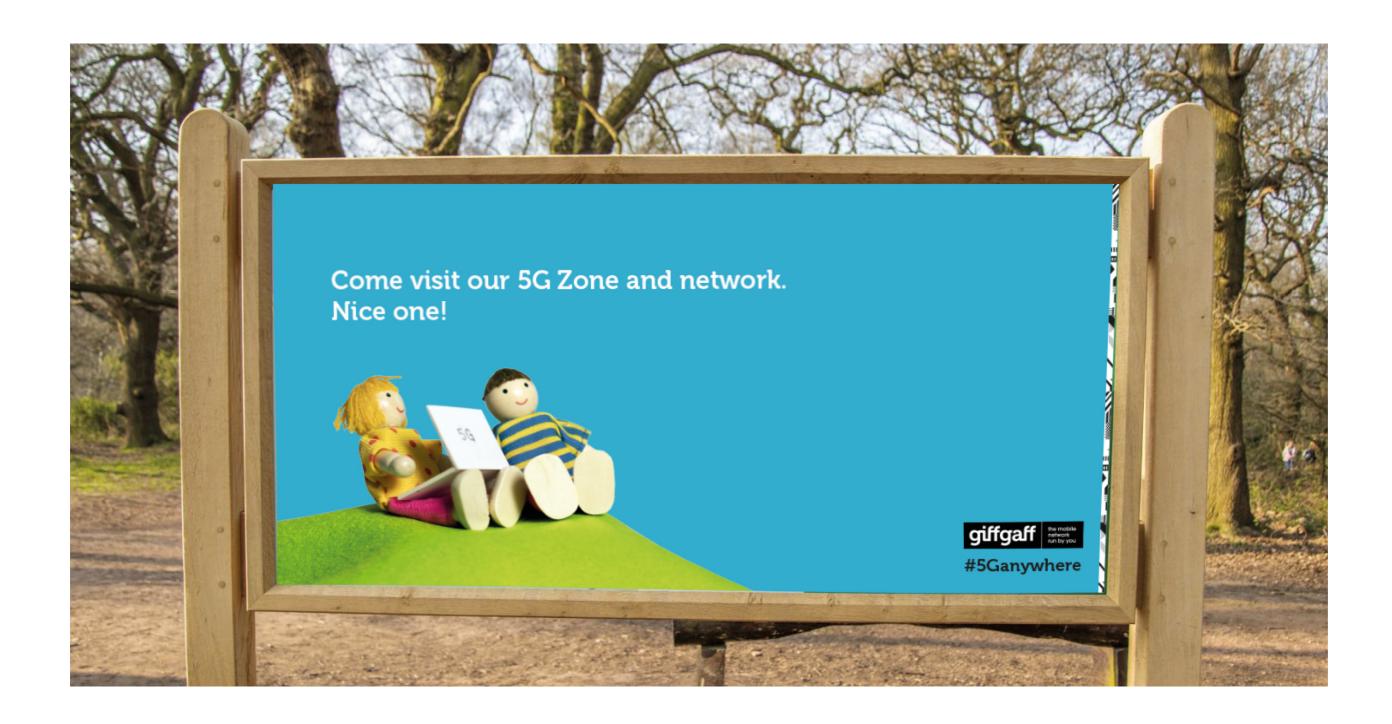
People in rural areas may have poor connection, struggle to work and may feel isolated. Apart from speed, 5G may benefit rural communities as the low latency will mean smoother downloads and no buffering – 'No more mobile traffic!'. The research that I conducted included Margaret Calvert and John Kinneir's signage. The advertisements utilise the language of The Highway Code and the visual imagery is humorous; the advertisements will be placed in rural areas. The launch of 5G proposes a 5G ZONE with desks in unusual places – unlimited 5G will be provided to encourage people to work and network.

Yay! No more mobile traffic!

giffgaff

The poster advertisements utilise the language of The Highway Code and the visual imagery adapts road signage; the advertisements will be placed in rural areas in places such as bus stops, shop windows and information signs.

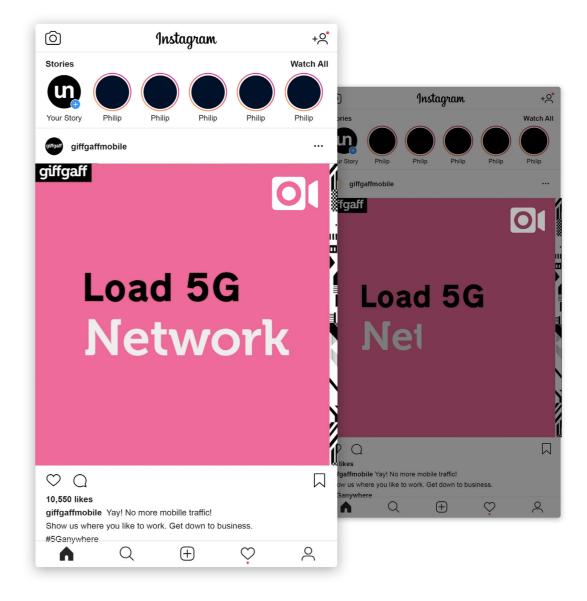




'No more mobile traffic' is translated across social media through a snapchat advertisement and an instagram GIF.

The snapchat advertisement 'The 5G Code' was inspired by The Highway Code, used giffgaff colours and proposals 5G is essential for better connection and ability to work. The 'Load 5G' instagram GIF shows the possibilities of what you can do with 5G as when it plays, it visually represents the word network loading.





# ISTD// The Significance of Numbers

This brief required you to design a typographic piece on the significance of numbers.

## My Approach

My final outcome was a Constantine book 'Onety-two' about the number twelve 'a sublime number'. Twelve is considered a sublime number as it is found in many measurements, time, religion and quantities. To share the importance of twelve, I created a 12 page book where every measurement (i.e.. point size, page size, gsm, line length etc) was divisible by 12 and the content shares 12 facts about 12. The visual appearance was inspired by the bible due to 12's religious links and the cover was printed on a risograph to give the gold vibrance.













# Elmwood// The future Today

Brand a futuristic product that enables you to see up to 10 minutes into the future.

### My Approach

Blush is a brand that sells holographic contact lenses that enable you to watch events up to 10 minutes into the future. Blush creates a solution for awkwardness, shyness and social anxiety as you can watch peoples responses to your actions and avoid situations where you may embarrass yourself. Anxiety effects 1/4 adults so the contact lenses may have a high demand as they could be used as medical alternatives and would be a short-time solution for social anxiety. The contact lenses dissolve after 10 minutes so there is no plastic waste, there would also be a high demand as they are a one time use product. Situations that they may help with include public speaking, spatial awareness, meeting new people and dating.

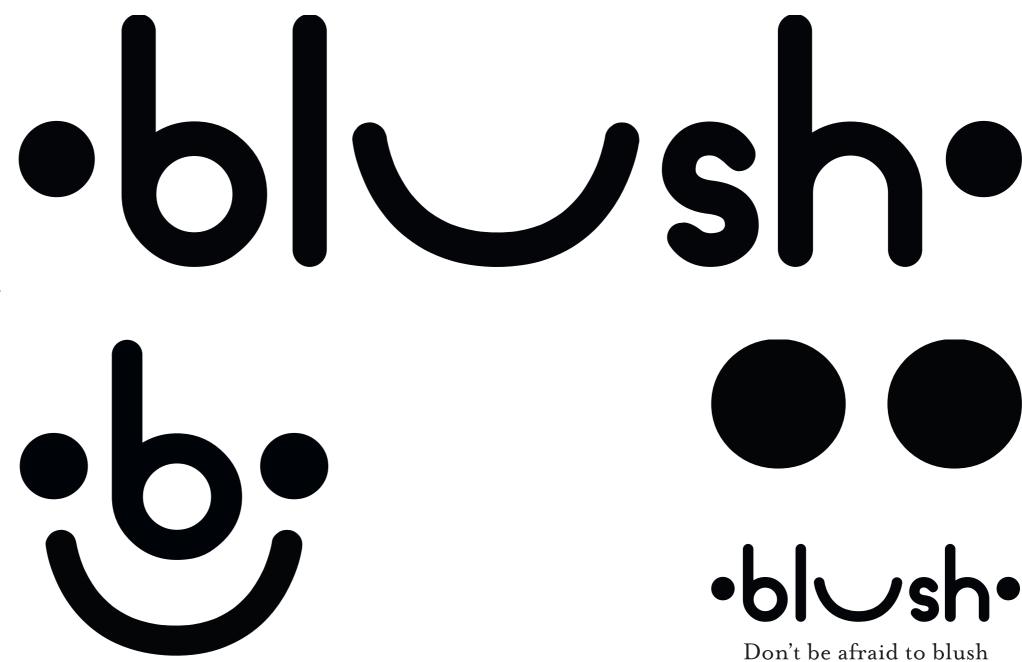
The branding relies on a friendly attitude and playful imagery. My packaging design follows the simplistic principles of Blush and has a minimalistic style and a semicircle dye cut to add interest to the rectangular box.



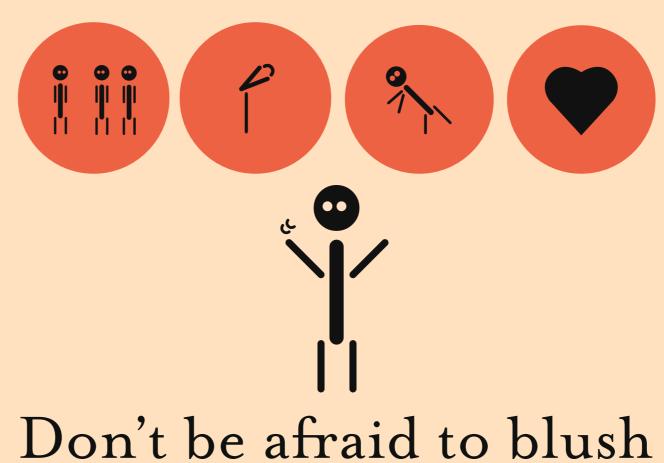
Blush's logo is a blushing face with circular cheeks and a widened 'u' that represents a smile. The identity is responsive when condensed, it forms a face and two dots for cheeks. Blush uses a simple colour palette of black, white, orange and pale yellow as part of its identity. Orange was selected as it is a gender-neutral colour and it is associated with fear.

The typography in Blush's identity is an unique non capitalised rounded sans serif font that is adapted from Alpaca Scarlett Demo. The roundness was inspired by the motion of circular cheeks and the body-copy is Mrs Eaves OT Roman in point size 12; a serif font that complements Alpaca Scarlett Demo.

Blush's tag-line 'Don't be afraid to blush' reassures you that you should have no fear of embarrassment when you use Blush.



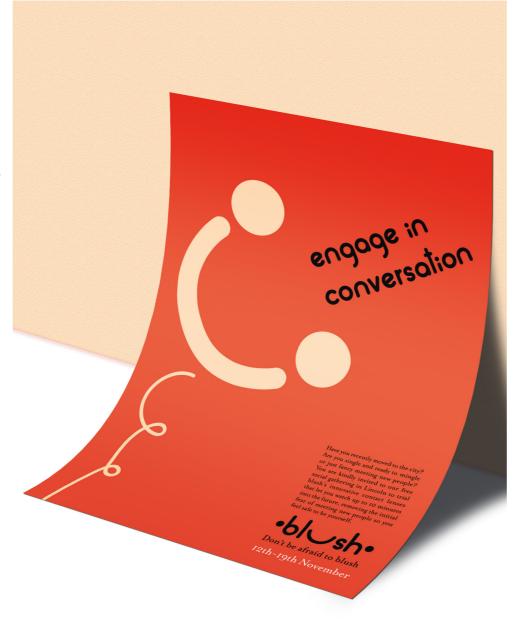
A pictogram that I designed depicts what situations that Blush can help you with like meeting new people, speaking in front of people, falling over and dating.



(avoid awkwardness)

The flyer 'Engage in conversation' advertises a brand launch for Blush where you are encouraged to trial the contact lenses whilst meeting new people from your local area. The visual of a telephone is a transformation of Blush's signature smile.

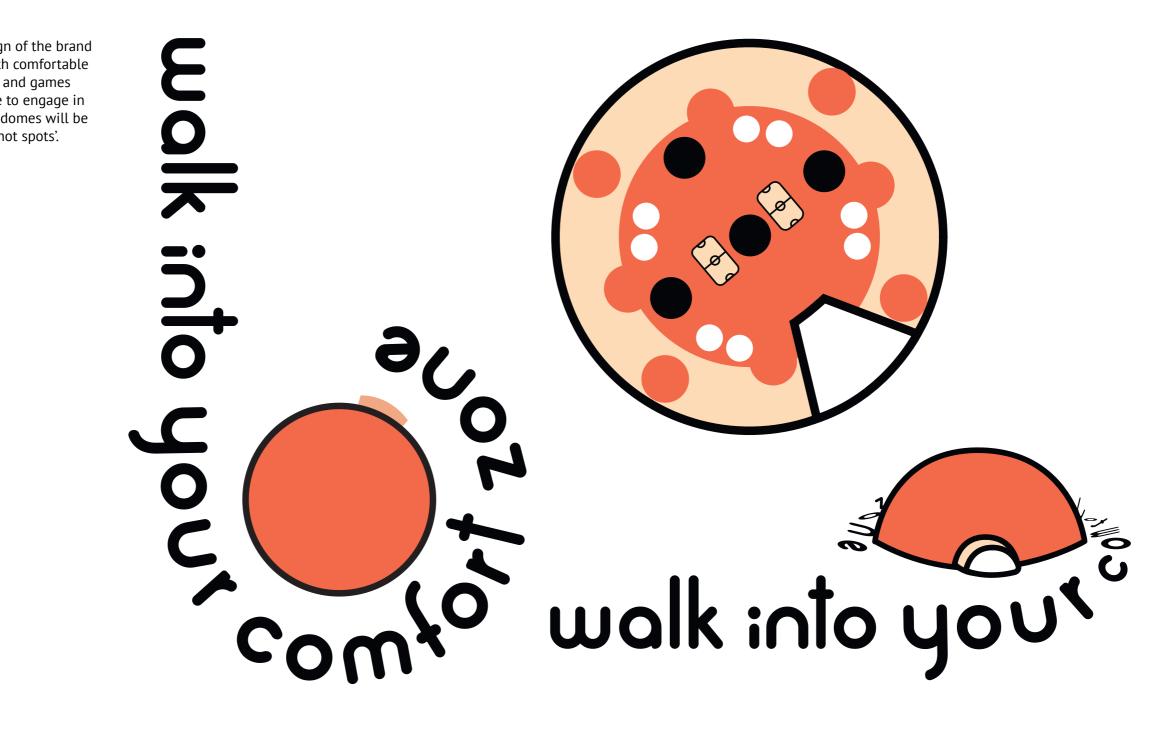
The language used for Blush is playful, friendly and witty. This is shown in advertisements for Blush with the involvement of typically awkward phrases such as 'erm', 'aah' and 'erm' on its billboards.







The layout and design of the brand launch – a dome with comfortable chairs, refreshments and games to encourage people to engage in conversation. These domes will be positioned in town 'hot spots'.



## Heart Music Art// Album Artwork

I was asked to create an album sleeve and sticker for this brief with artwork that was inspired by songs lyrics. The song that I chose was Electric Feel by MGMT.

## My Approach

The visual hybridity of my design was inspired by the lyrics 'Put your circuits in the sea' – by putting electricity into the sea, you are essentially killing sea life; an extreme interpretation of this could be that humans are causing extinction. This is what the world is for, making electricity' - in Western Society, arguably people need and rely on consumerism goods such as technology. In order to link consumerism and extinction, I decided to create an ironic cover by accompanying a dinosaur with a special offer price tag. The visual language on the price tags, the colour scheme and the typography pairings are all appropriate of consumerism. To add interest to the back cover, I decided to place the lyrics on a price tag and feature other extinct and endangered animal price tags.



The inner sleeve was designed to work in unison with the outer sleeve so that when you extracted the vinyl, you see 'they're gone' paired with a dinosaur. When designing the vinyl sticker, I decided to photograph an evacuate the dinosaur game that I purchased at Tiger. The alternate sides feature the dinosaur fossil being discovered on Side A and the absence of the fossil on Side B, implying the disappearance of dinosaurs as an extinct species.







## CV-Daniella Thompson

#### Work Experience Graphic Design, Little Agency, Leeds (August 2019)

Whilst on placement, I designed business cards, instagram advertisements and adverts for a variety of clients that they work with.

#### **Education**

The University of Lincoln (September 2017 – 2020) BA (Hons) Graphic Design

### Pontefract New College (September 2015 – June 2017)

Graphic Communication - B Media Studies - B Psychology - C AS Level in Mathematics

## The Snaith School (September 2010 - June 2015)

11 GCSE's, grades A-B, including Maths and English.

#### **Employment**

Casual Events Staff/Waitress, CGC, Pontefract Racecourse and similar venues. (July 2018 - Current)

Customer Service, dealing with clients, team work, time management and working independently.

# Kitchen Staff, Tower Bar Kitchen, Lincoln (September 2019 – November 2019)

Team work, meeting deadlines and food preparation.

#### Temporary Waitress, The Cocktail People, York Race Course, York (July 2018 – September 2018)

Personal service to customers and handling cash.

#### Christmas temporary sales assistant, Debenhams's, Lincoln (November 2017 – January 2018)

Monitoring fitting rooms, replenished stock and customer service.

#### Part-time Visual Merchandiser, Nutmeg, Morrison's, Selby (March 2016 – March 2017)

Working independently, training a new colleague, display merchandising, customer service, replenishing stock.

# Admin Assistant, The Junction, Goole (September 2014) Two-week duration

Office based tasks such as data analysis, selling cinema tickets to customers, marketing, advertising and assisting an interactive performance theatre group.

#### **Key Skills**

- Enjoys copy-writing, concept development and has good working knowledge of Adobe Software such as Illustrator, Photoshop, InDesign, After Effects, Premiere Pro and XD.
- Loves working as part of a team, good problem solver and can easily adapt to new situations.

#### **Contact details**

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