



# Gemma Louise Arnold

Product Designer

# Introduction...

Hey, I'm now a graduate in product design at the university of Lincoln.

I sew, make and I am competent with computer elements such as CAD, Photoshop and illustrator

I'm not always conventual and I have places to improve but what I give is 100% and am willing to learn and put what I do know to good use.

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# Cattapillow:

3<sup>rd</sup> year ~ own brief Focusing on sleep

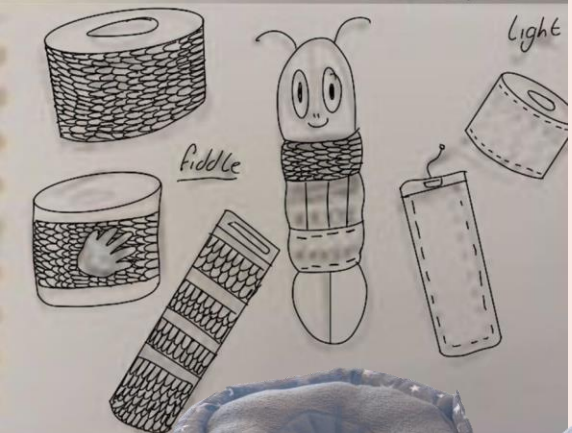
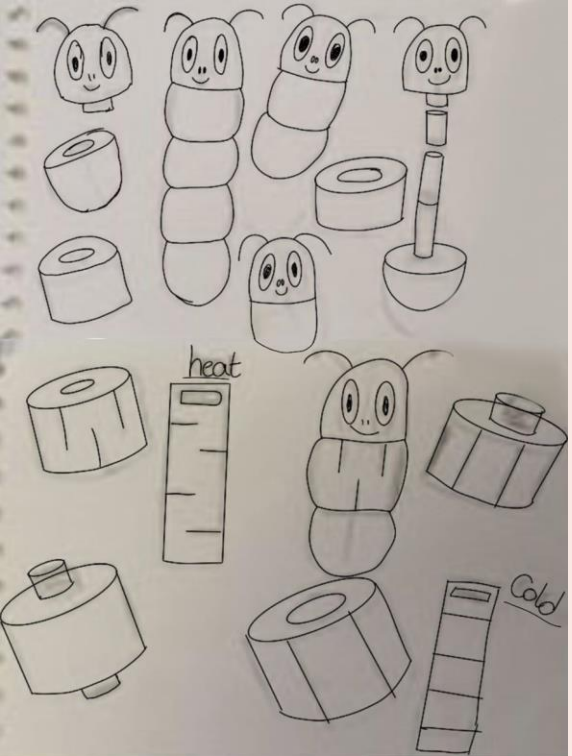
## 1 year project

Cattapillow is a sleep aid with a difference. Looking into peoples issues with sleep and the use of body pillows, I was able to design a modular device what suited the needs of many in one device. Aimed at a multitude of issues, the Cattapillow can grow with the user because of its integral screw mechanism throughout.

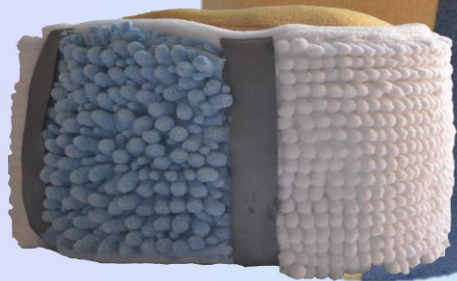


- Can be worn on the users arm
- the heat what aids those who are to cold or suffer aches and pains
- cold for aches and pains and those who are to hot
- a rechargeable light for those scared of the dark
- A fiddle element aids anxiety suffers and dementia patients.





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# The tree:

2<sup>nd</sup> year~ create something of use for the garden  
6 month project

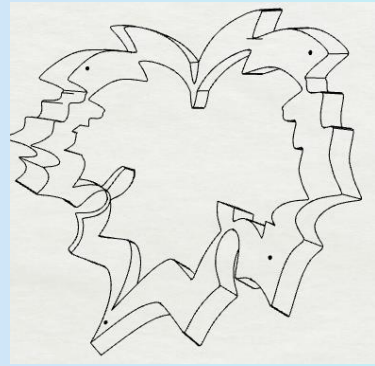
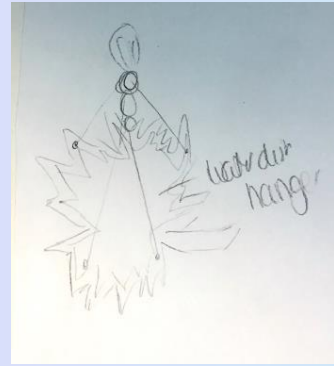
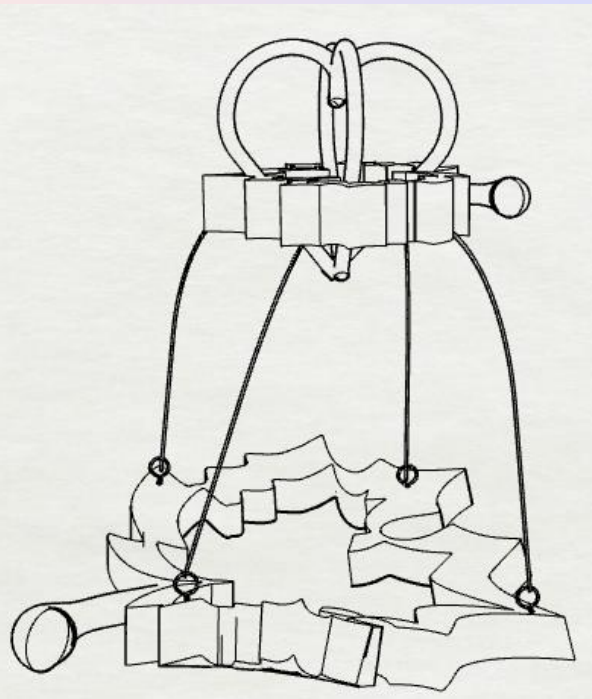
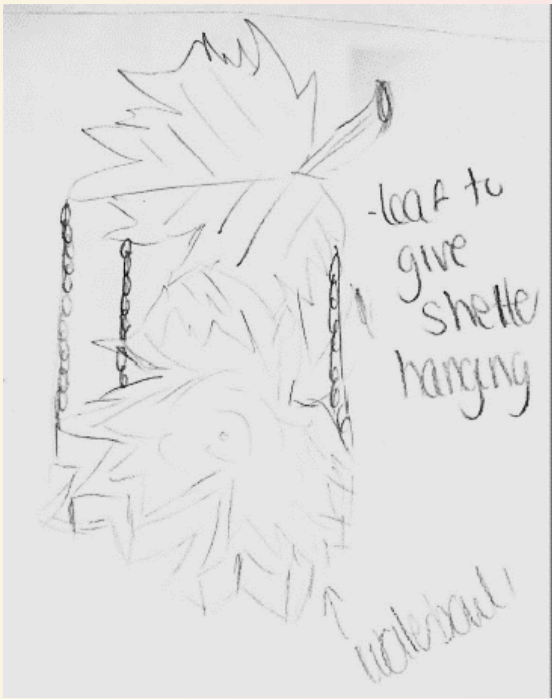
The task given was to design an item to go in the garden. The target audience was for people who wanted to help the garden in many ways.

During the initial stages, I looked into number of items for the garden, wanting to combine popular elements.

The tree is sold as one unit; each month the user would collect the leaves to add onto the tree or placed in the garden if they wish.







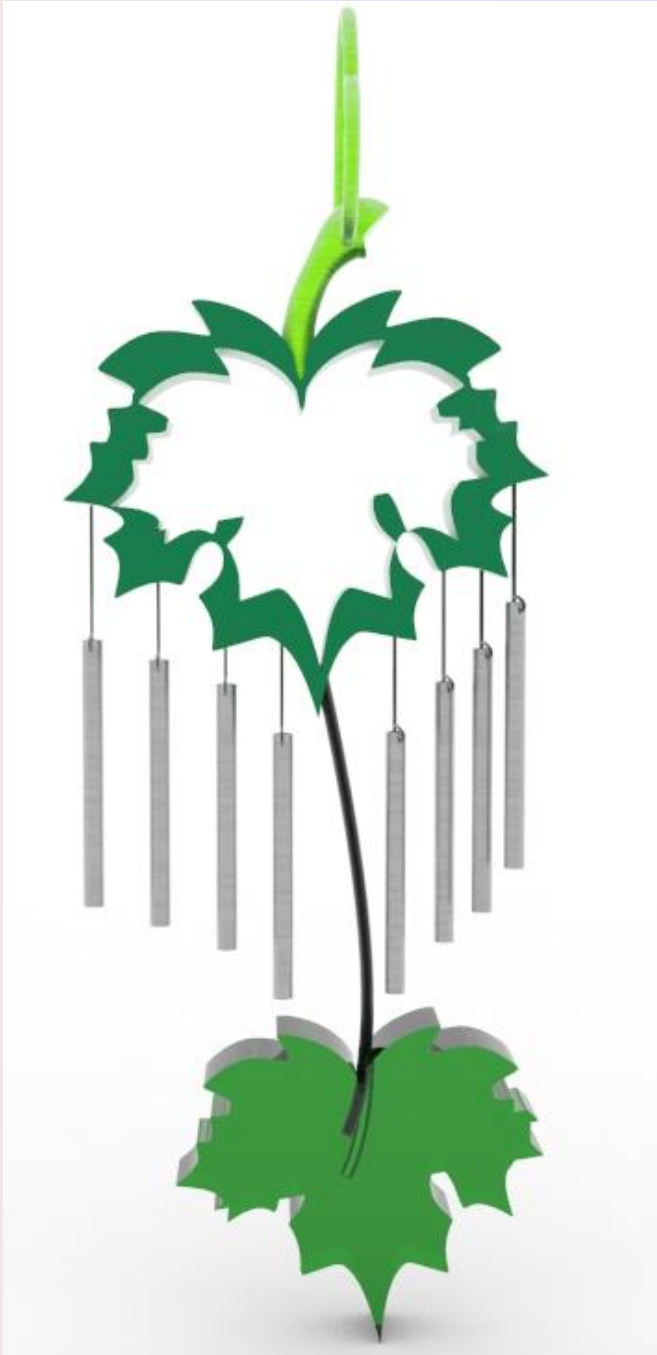
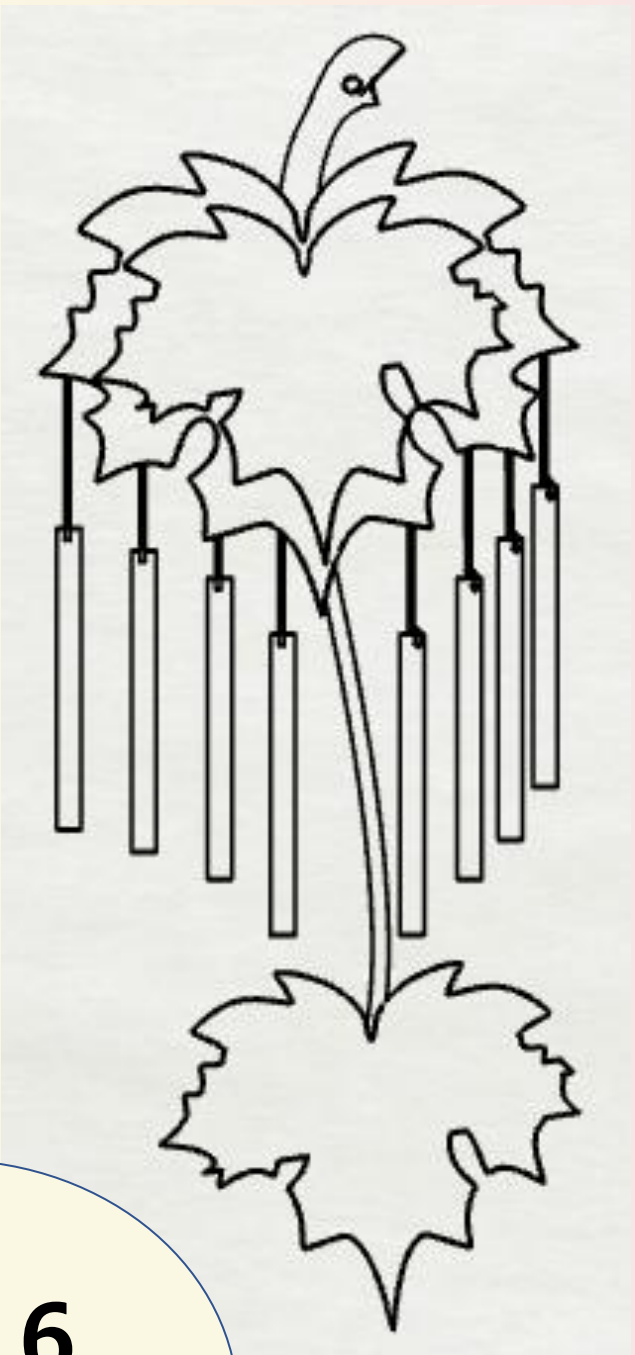
# The Windchime

## Own project based on the tree 2<sup>nd</sup> year

Based on the tree made, I decided to create the May leaf wind chime. Using coloured acrylic, the shape was laser cut and combined with recycled copper tubing and feathers hanging in-between. The final product is suitable for indoor and outdoor use and could be made in a range of colours .



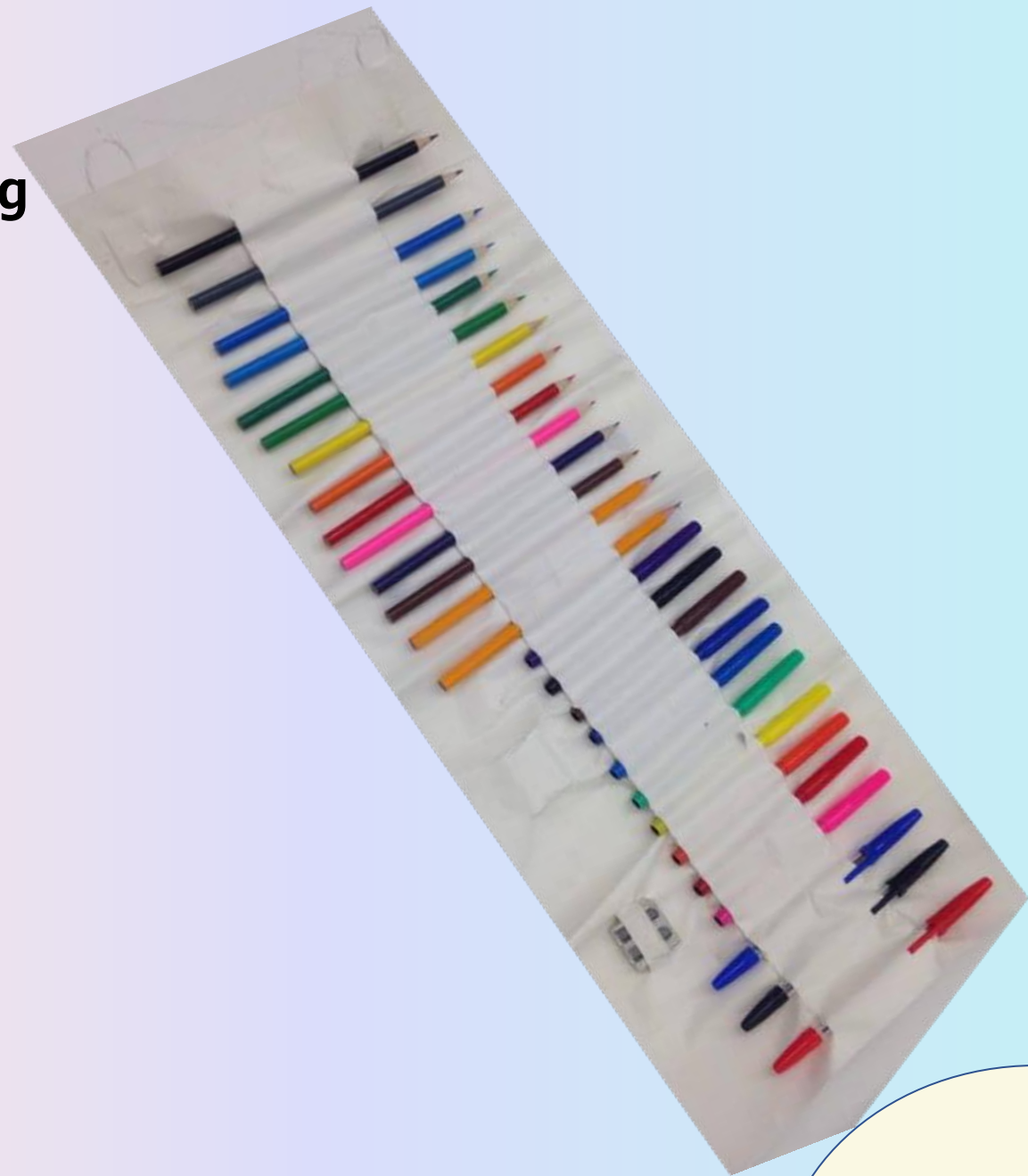




# Candoodle:

**1<sup>st</sup> year brief~ design something from a new or smart material  
6 month project**

This project stemmed from researching a new or smart material. Using this material, I designed a new product. The material I used was called Paptic. Using research and my own experience I looked into the bulky pencil cases and the fact that's students don't always have somewhere to write down ideas or. Candoodle rolls up and holds a ruler, sharpener and rubber as well as 30 pens and pencils.





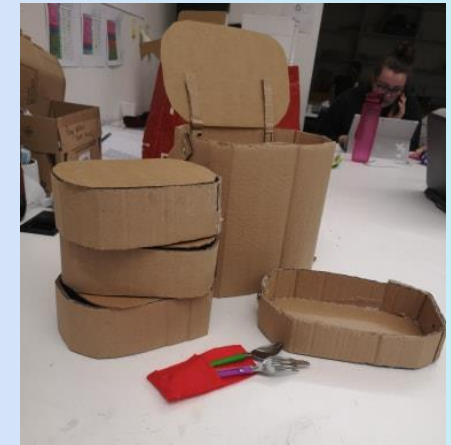


# Air Line Tray: Air Canada

**2<sup>nd</sup> year project~ to design an  
airline tray for 2 classes for a given  
airline  
6 month project**

The airline project involved designing trays used inflight. Alongside capturing the nature of the company, there had to be a difference in the trays determined on the class.

Mine is based on the Canadian outdoors and the traditional tin lunchboxes they used to have. Branded in the airline style so similar colours fonts and designs were used to create the products aesthetics and the menu was tailored to Canada so the passenger could start to experience the culture from the minute they get on the plane.







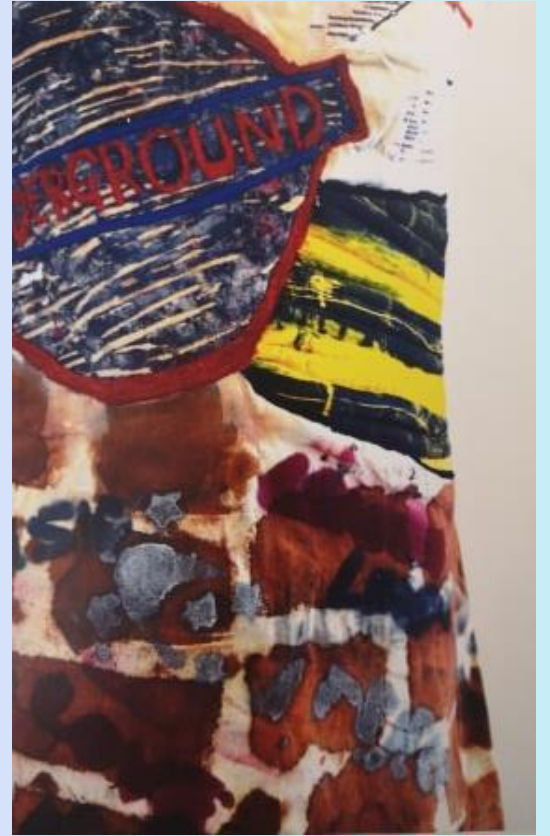
# Urban decay:

A-level textiles~ to design an item of clothing based on urban decay  
6 month project

Based on the topic of urban decay, I chose to make a dress using London as my landscape. The city's decay through posters being stuck up, rust and paint as well as graffiti provided a rich background for the piece. Using an array of techniques -from printing, quilting, graphics and printed onto the fabric from machine embroidery to highlight the key features. This dress shows London in a different light, showing its imperfections instead of all the tourist hotspot beauty locations that are normally displayed.







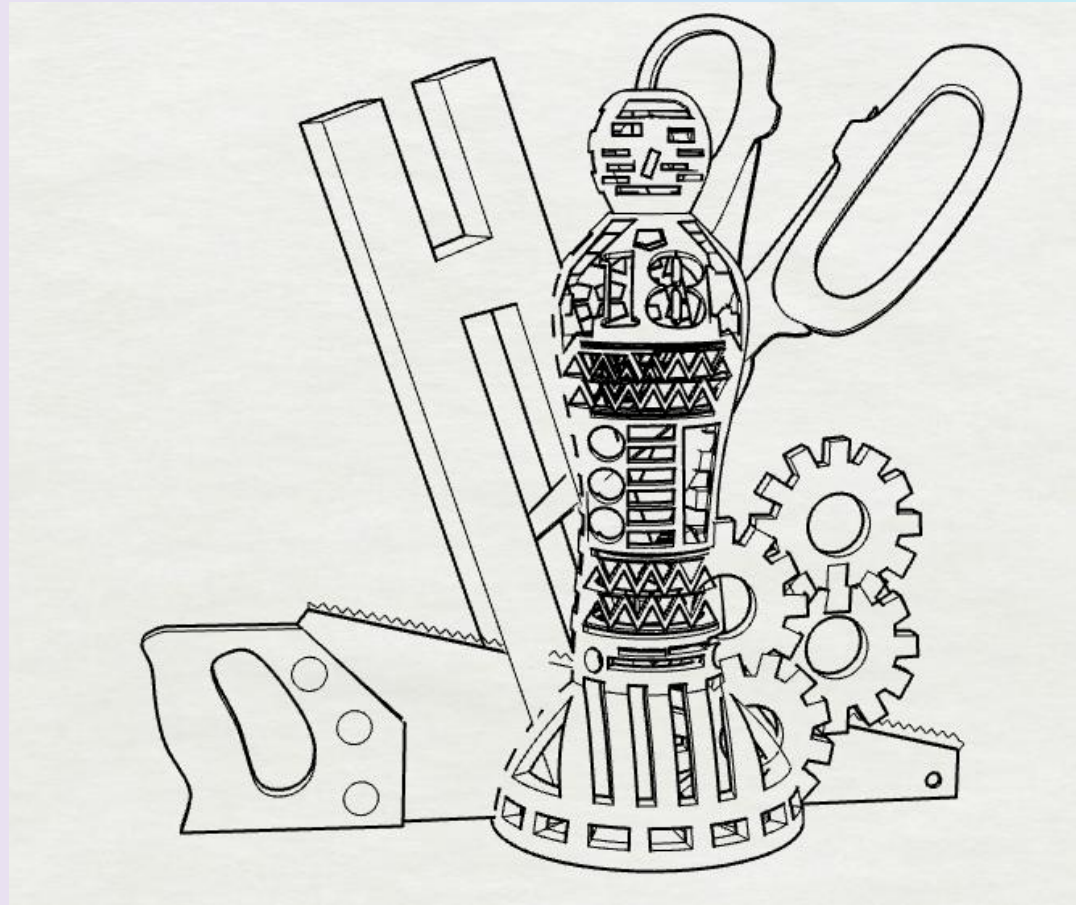
# Competition Trophies:

**1<sup>st</sup> year project~ Lincolnshire  
Young Designers competition trophies  
6 month project**

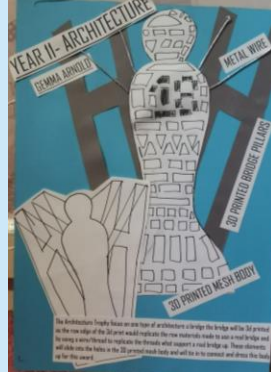
This live project required working with competition judges to design a set of 10 trophies for the A-level and G.C.S.E competition.

They had to be able to be given out and be something the winner would want to display and be proud to own.

Taking inspiration from human figures as trophies and the unison award shows like the brits, the base would be similar. The standardised centre of each trophy was 3D printed, as required, before the categories key items were added around. This made them all look part of one set and therefore one competition.,









# Board Game:

2<sup>nd</sup> year project ~ design a board game for a family.  
6 month project

The board game was designed as a family game based around fantasy and adventure as I am interested in children design and merchandising. I decided to create a board game based on the Netherlands theme Park Efteling which is based around European folk law and fairy tales.

The game sees up to 4 players battle to collect their characters lost items in their baskets and take them back to their toad stool, answering questions and doing tasks along the way. The game if developed further would aim to be sold in their theme park and online as merchandise.

