

The logo consists of three overlapping squares. The innermost square is yellow, the middle one is light blue, and the outermost one is light orange. The text 'K.T. Designs' is centered within the yellow square.

K.T.
Designs

Portfolio

Katie Gisbourne - Product Designer

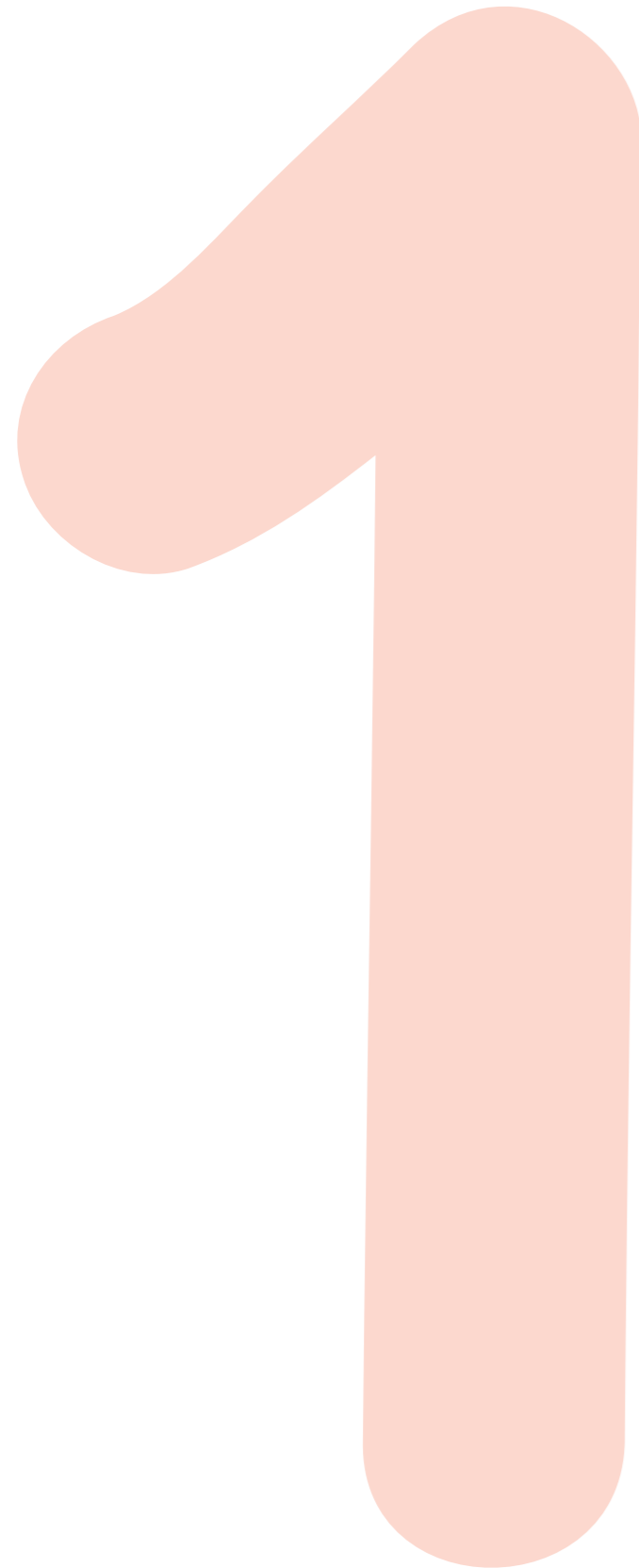
Contents Page

Escape	P 1 - 4
The Pebble	P 5 - 8
The Parallel Chair	P 9 - 12
Eurowings Airline Trays	P 13- 16
Age Isn't Everything Board Game	P 17 - 20
Waterfall Animation	P 21 - 23
Bikupa Desk	P 24 - 26
Rugby League Promotional Poster and Video	P 27 - 28
Waterbottle Replica Model	P 39 - 31
Multipurpose Jar Opener	P 32 - 35
Environmentally Friendly Lamp	P 36 - 39

Phone: 07421759514

Email: katie.gisbourne@phonecoop.coop

Instagram Portfolio: https://www.instagram.com/k.t._designs/

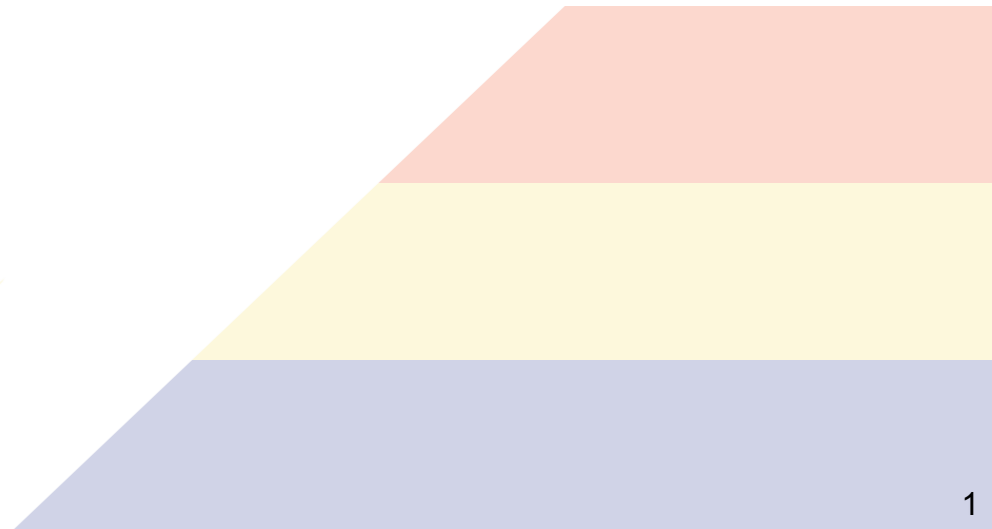


Escape

Third Year Final Project

2020

Escape is a mixed reality screen which provides patients in a discomfoting and busy hospital environment with a means of escaping.







The user experience is the fundamental aspect of Escape. The purpose is to improve patient's experience in a hospital ward.

Escape can be used individually by the patient for an interactive walk in their favourite environment, or with hospital staff for bespoke exercise classes.

Each channel provides an interactive distraction with both visual and sound elements to allow patients to detach from, and relax within, their busy hospital ward.

Mixed reality sensors are built in to the screen to register body movement. The sensors then follow this movement to enhance the interactive experience.

Play Video 1

ESY/CAPE

The process of producing Escape began with research which created the basis of product possibilities.

Ideation, in sketch, digital and written format, allowed the research to fruition.

Through further development, including physical prototyping, CAD design and peer / client discussions, the screen advanced.

The feasibility and smaller detailing of the screen matured.

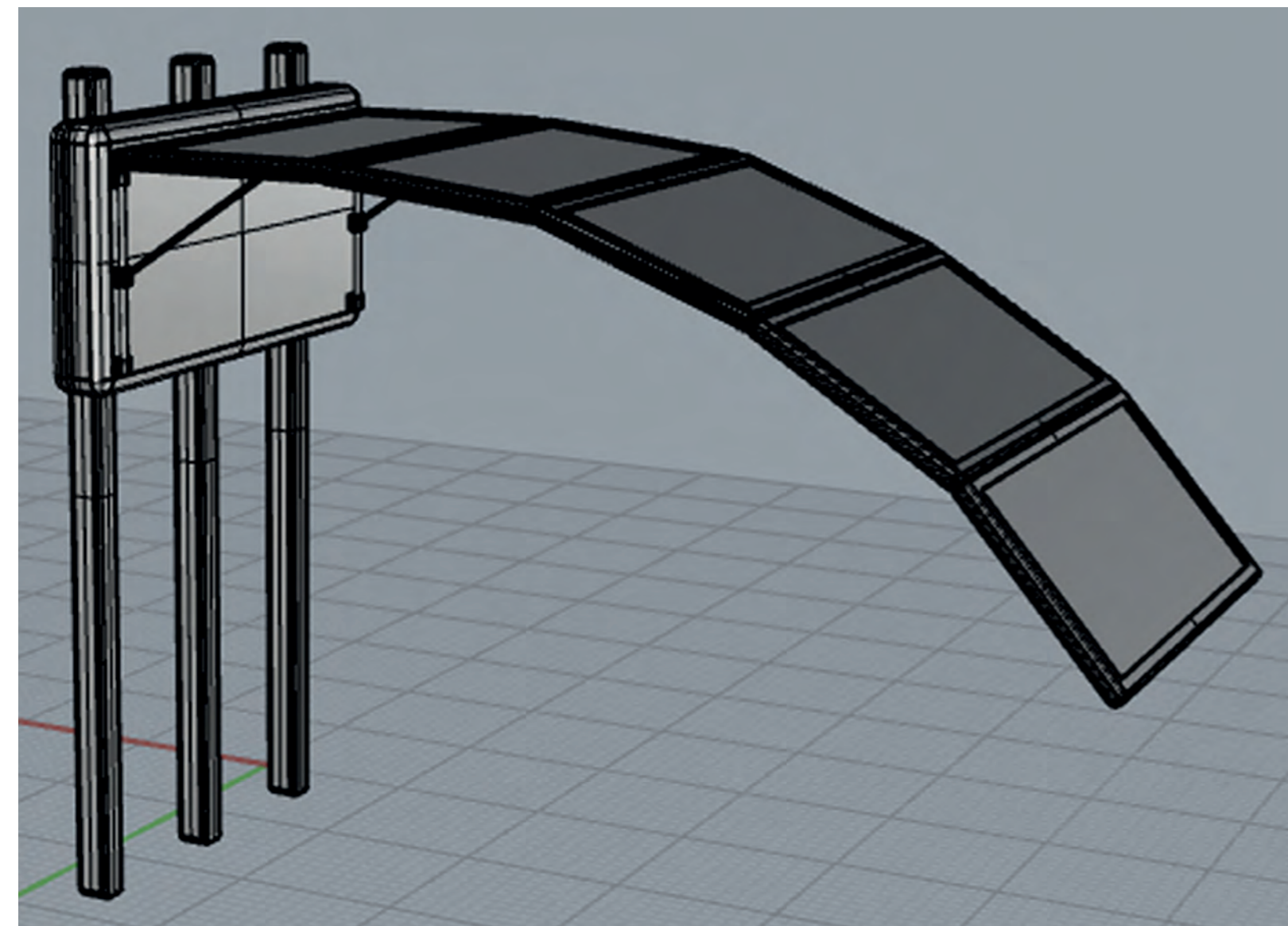
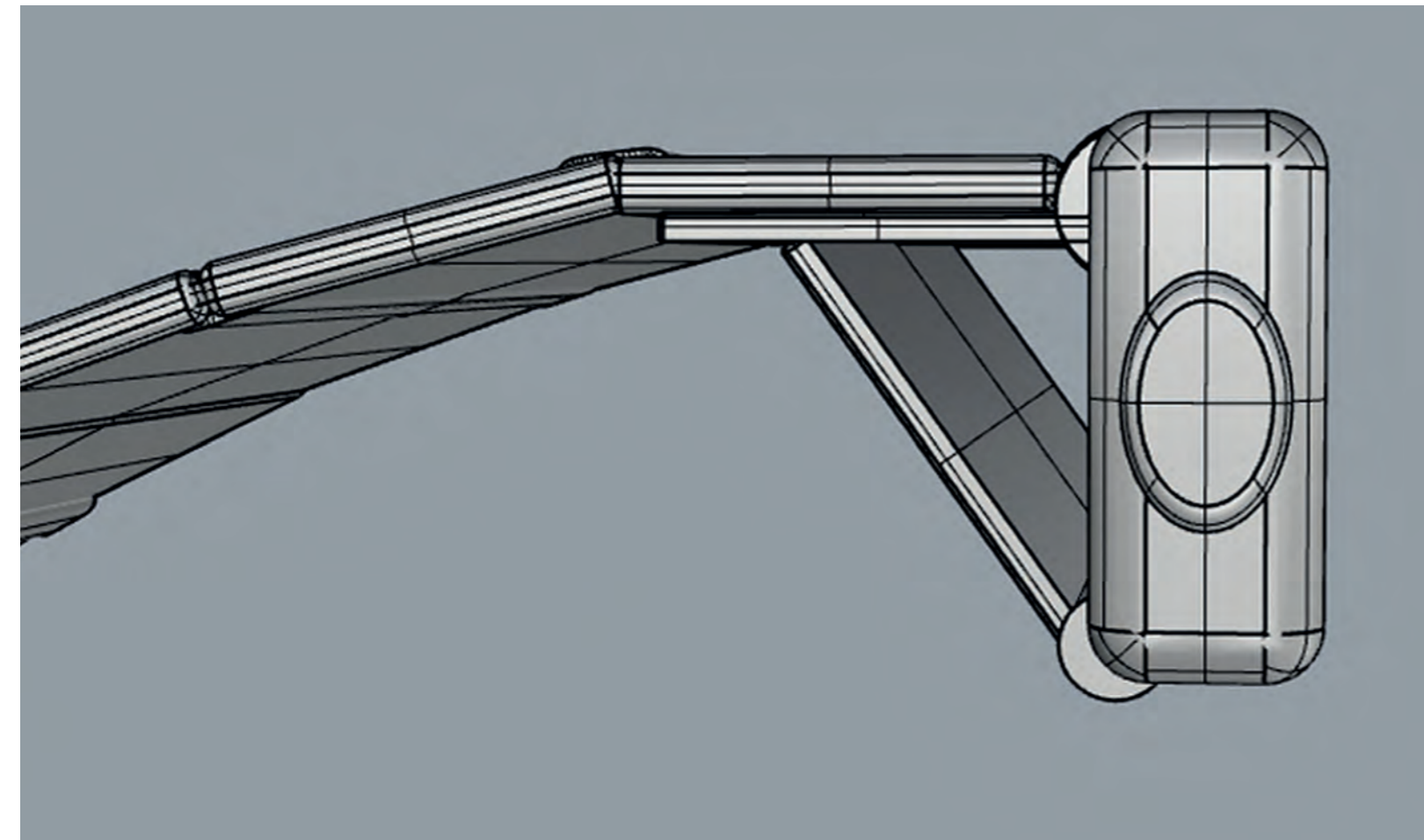
Software and techniques used:

Rhinoceros 6 allowed the product to be digitally modelled.

MAYA Autodesk enabled rigs to be tested for the animation.

Keyshot rendered the product fully both stand alone and in situ.

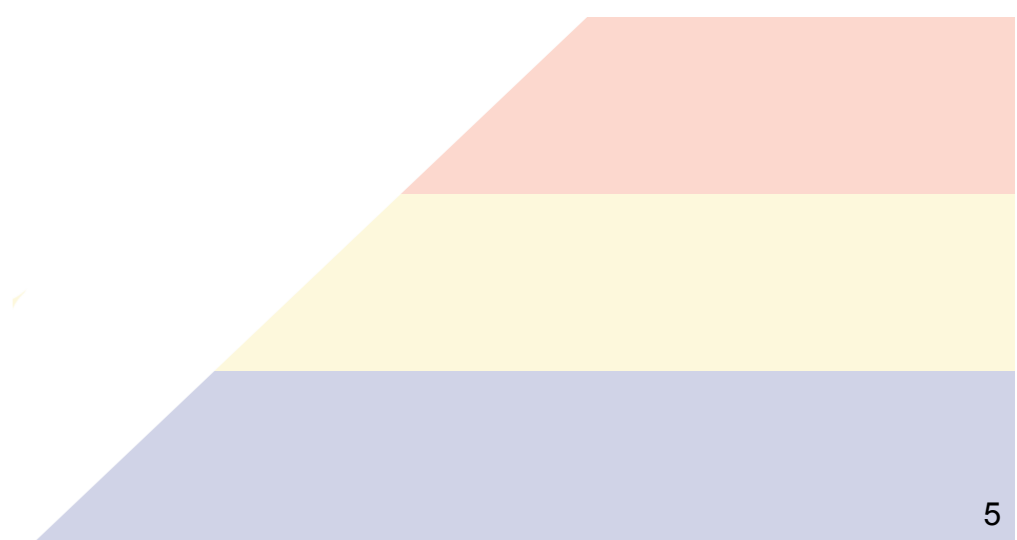
Photoshop supported the logo creation.

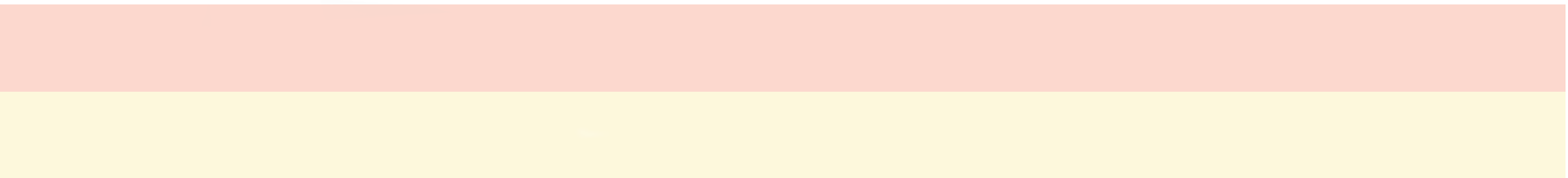


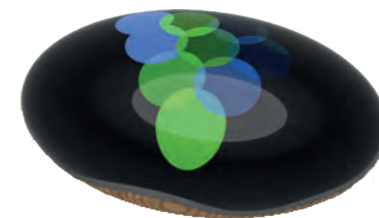


The Pebble
Third Year Final Project
2020

The Pebble is pocket sized, hand held, artificial intelligence Companion that provides support, reassurance and comfort to individuals who experience a mental health disorder.





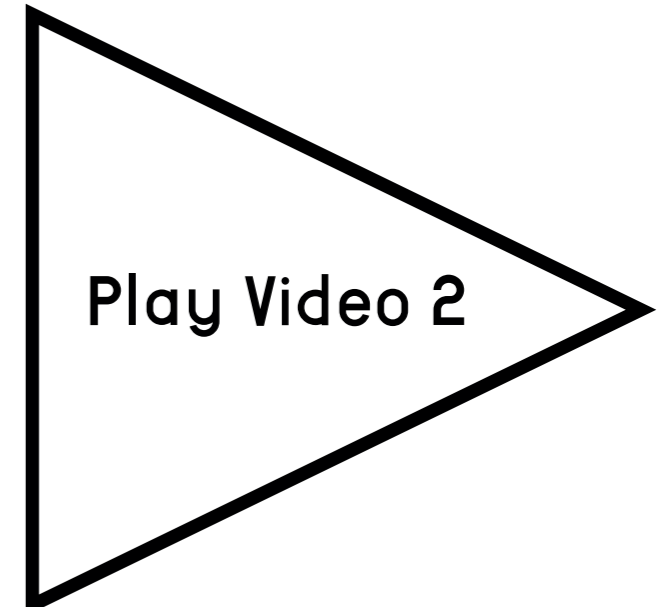


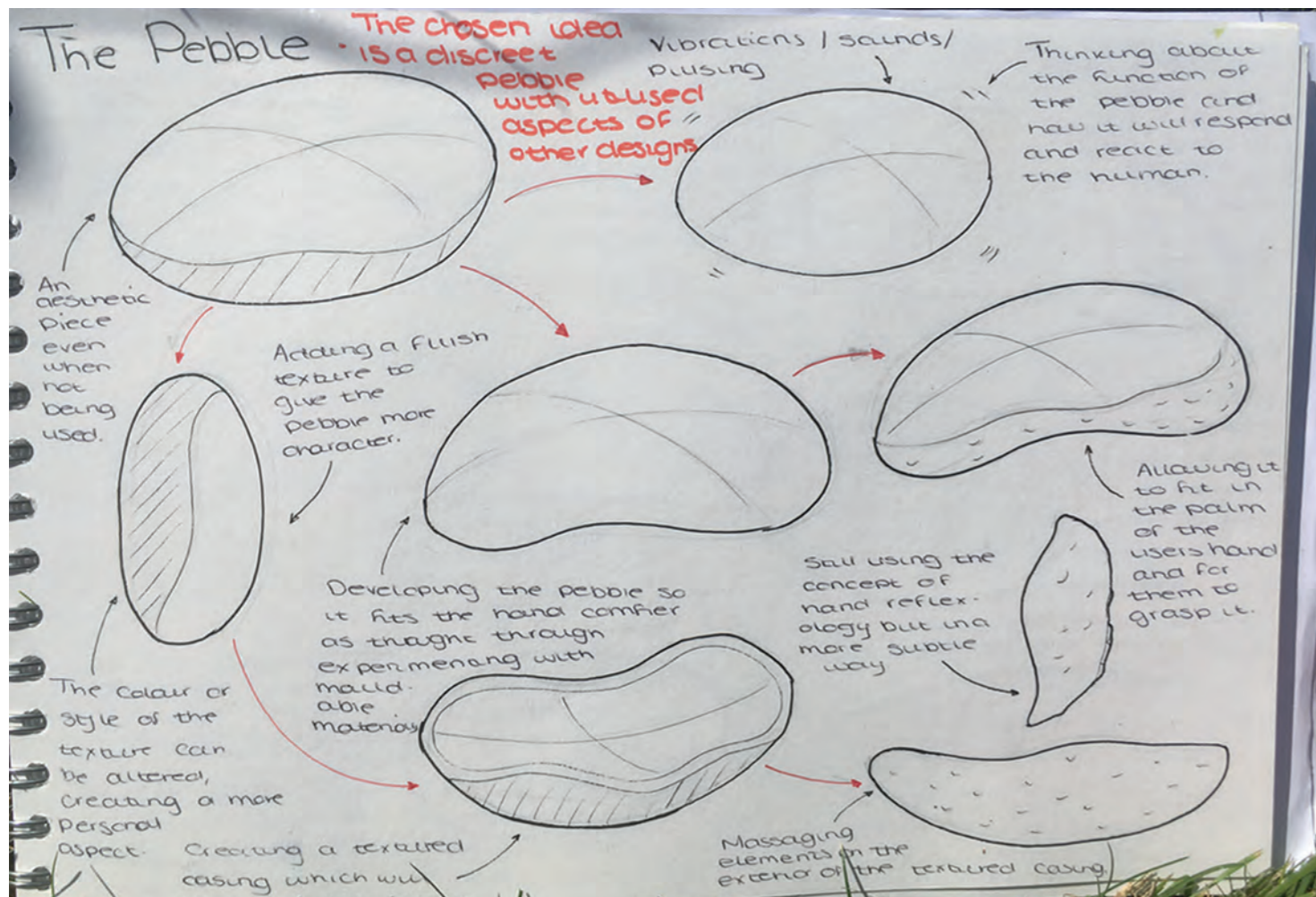
The Pebble is a discreet device that can be taken anywhere.

The artificial intelligence within The Pebble will learn about the user and is programmed with strategies that offer support, provide companionship, aid recovery, and listen. This will enable people with mental health disorders to gain confidence and engage more fully in society.

The Pebble will help to ease the user's struggle and pain.

When you hold The Pebble, you will feel reassured by the shape and weight in the palm of your hand.





The Pebble

Producing The Pebble included a vast amount of client research in order to understand the extent of mental health in a range of people.

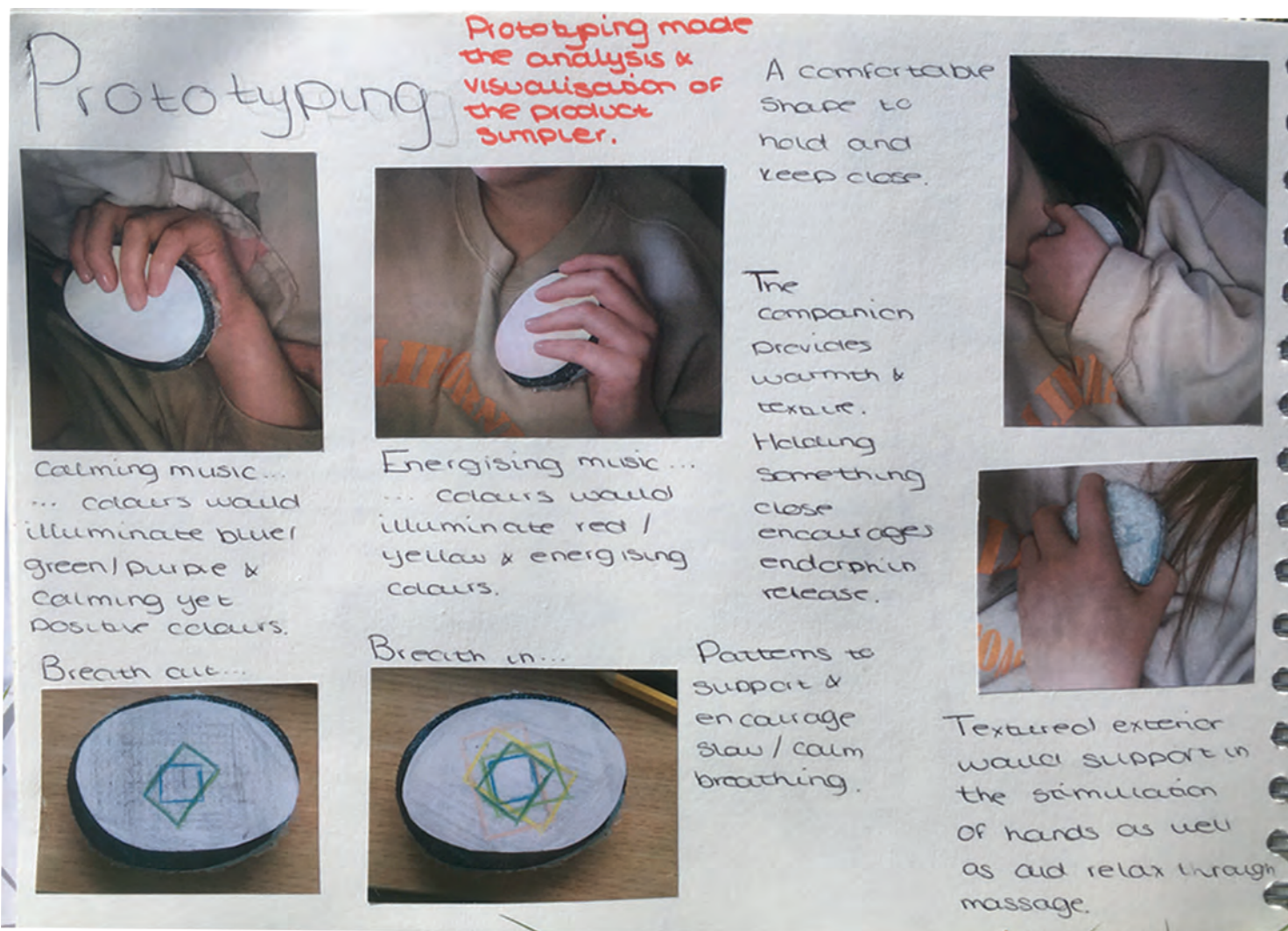
In pairing this with additional research around artificial intelligence, ideation development and further client discussions The Pebble was produced.

Software and techniques used:

Rhinoceros 5 and 6 allowed the product to be digitally modelled.

Keyshot rendered the product fully both stand alone and in situ.

Photoshop supported the logo creation and the interfaces.



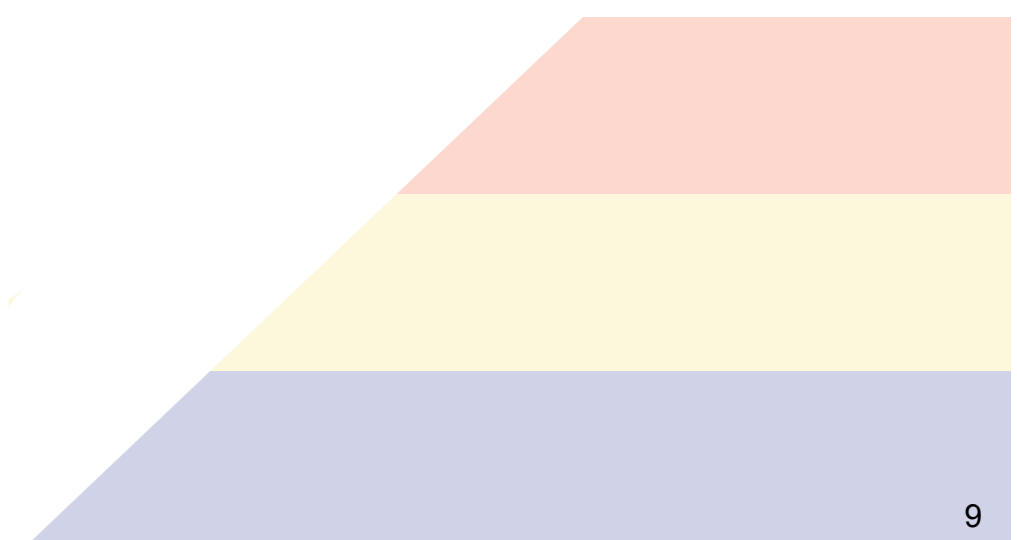


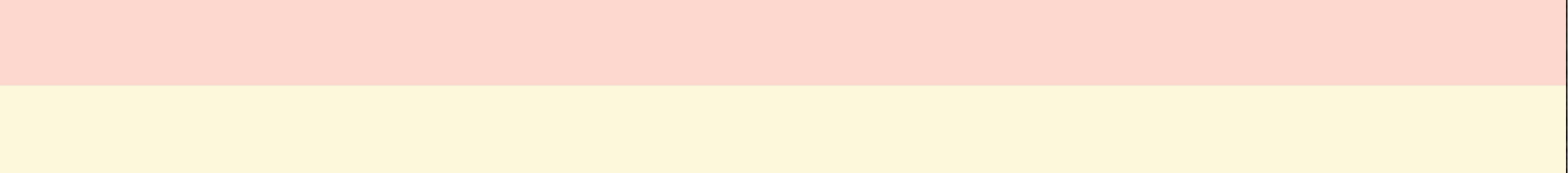
Parallel

Second Year Project

2019

**A chair designed using the concept of geometry
and mathematics.**







The Parallel Chair uses the concept of parallel, continual lines and geometric trapezium shapes.

The legs and back plate use one continual tube of steel which is bent in 16 places to form the two bar appearance. The ends of the bars are welded together.

The seat is made from cork - chosen due to its light weight properties, mouldability and water resistance.

Parallel

The process of producing The Parallel Chair included a range of research focusing around mathematical design, geometric design and manufacturing methods for both in industry and the workshop.

Through sketch work, prototyping and CAD design, the chair took its final form.

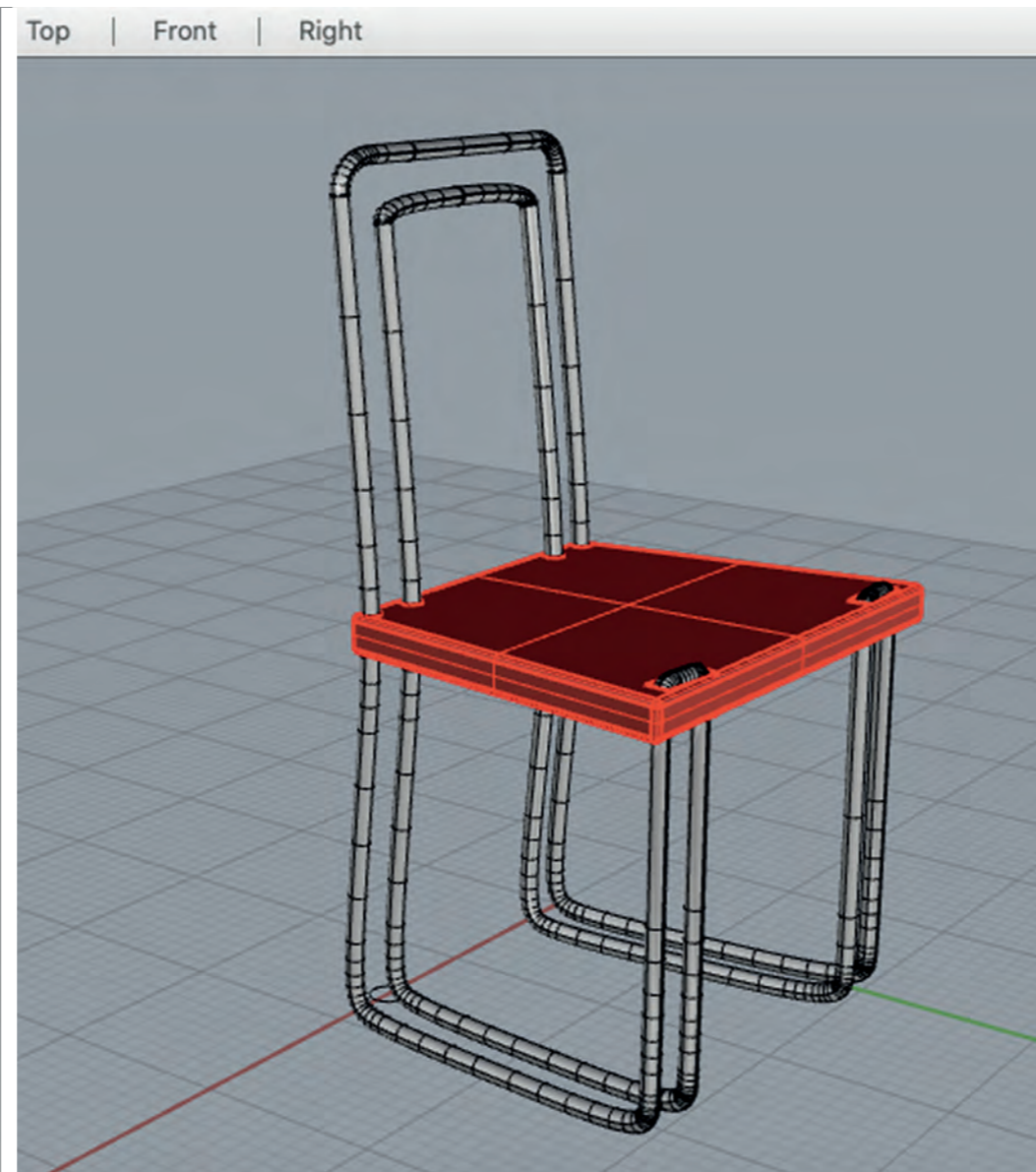
Software and techniques used:

Rhinoceros 5 enabled the CAD Files to be produced.

Illustrator produced the cutting lines for the laser cutter.

Laser cutter and software used to produce the final MDF prototype.

Keyshot allowed the rendering and digital production of The Parallel Chair.



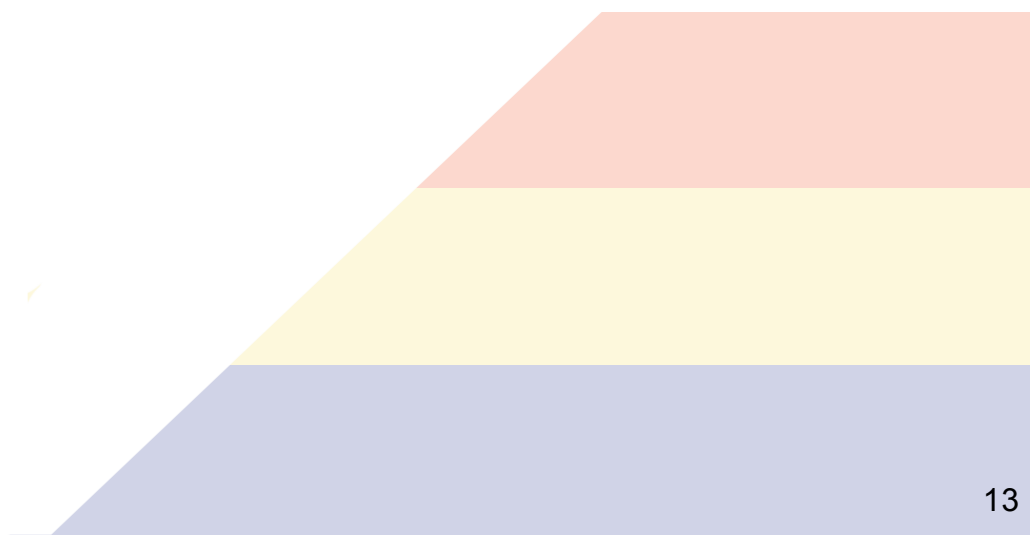


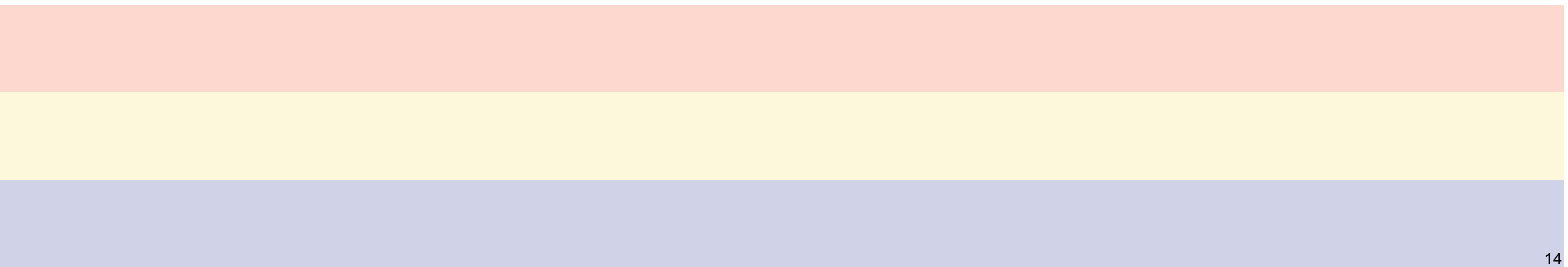
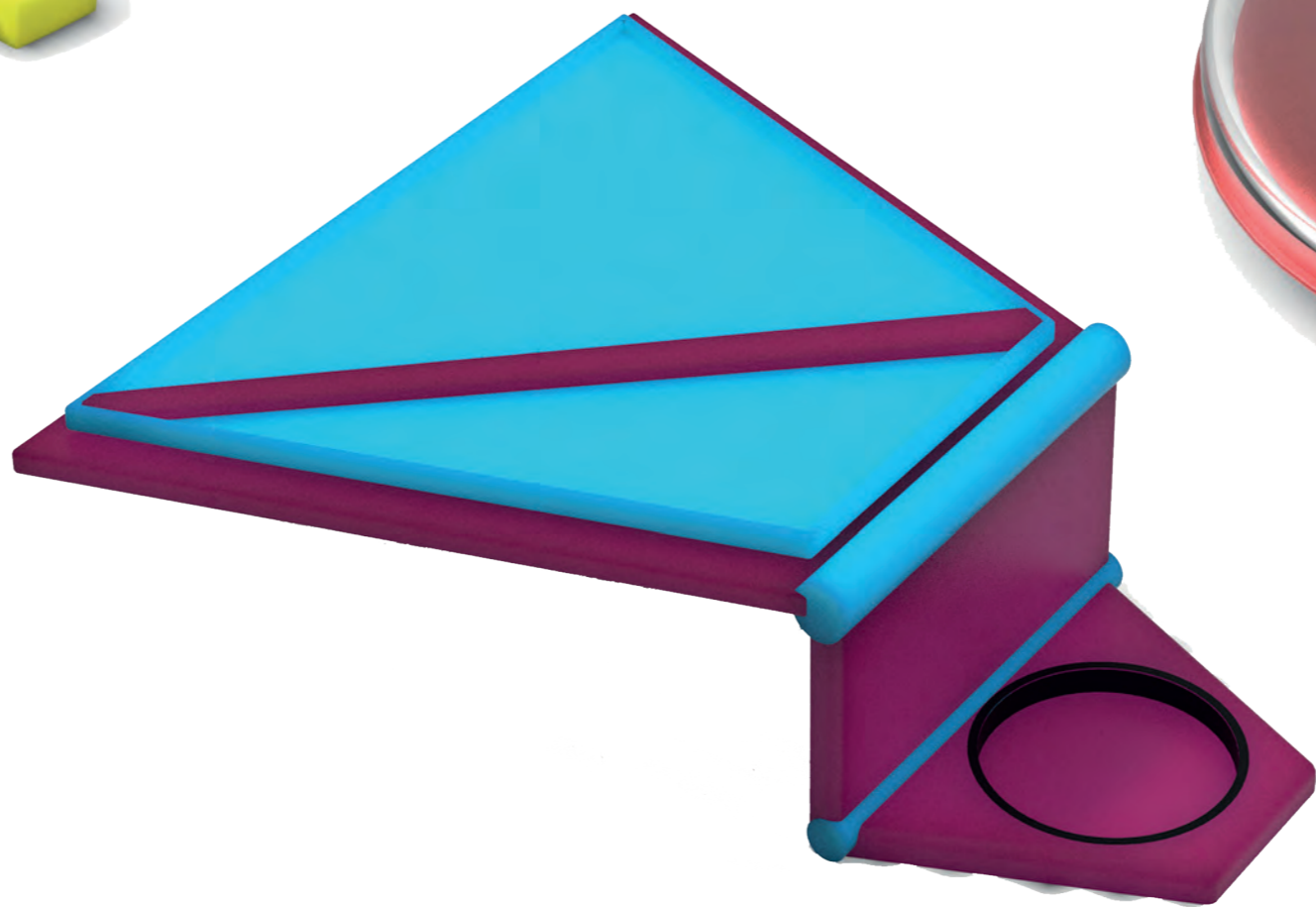
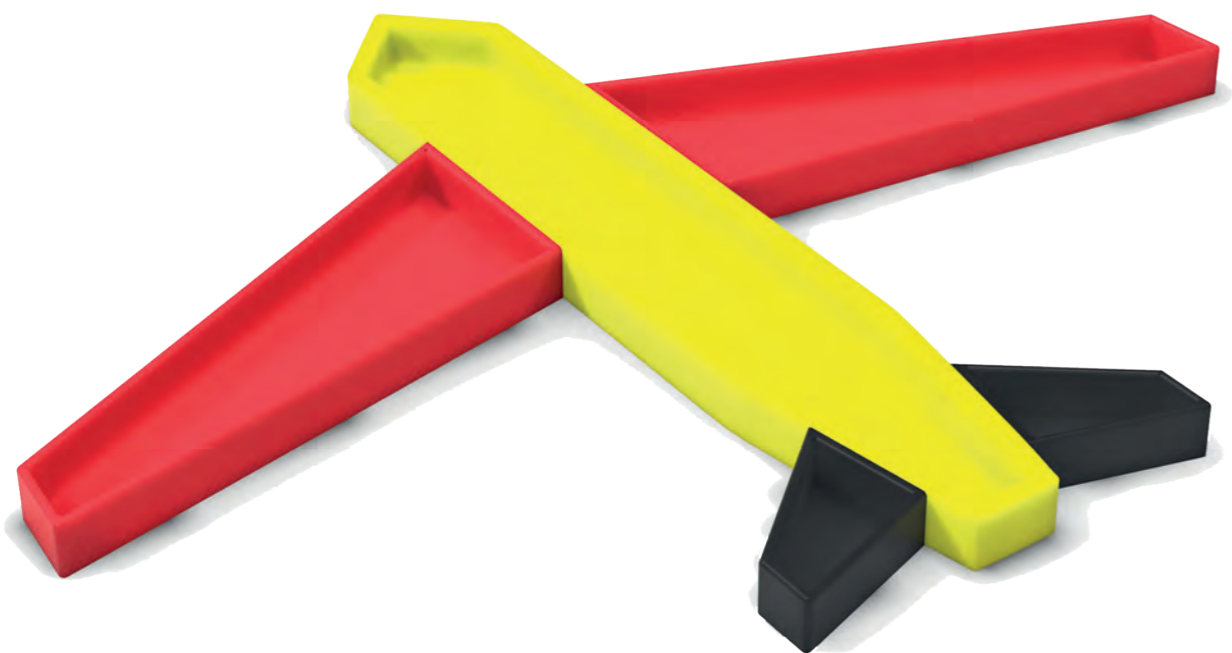
Eurowings Airline Trays

Second Year Project

2019

**A range of airline trays designed to accomodate
Eurowings airlines and their passangers during
meal times.**







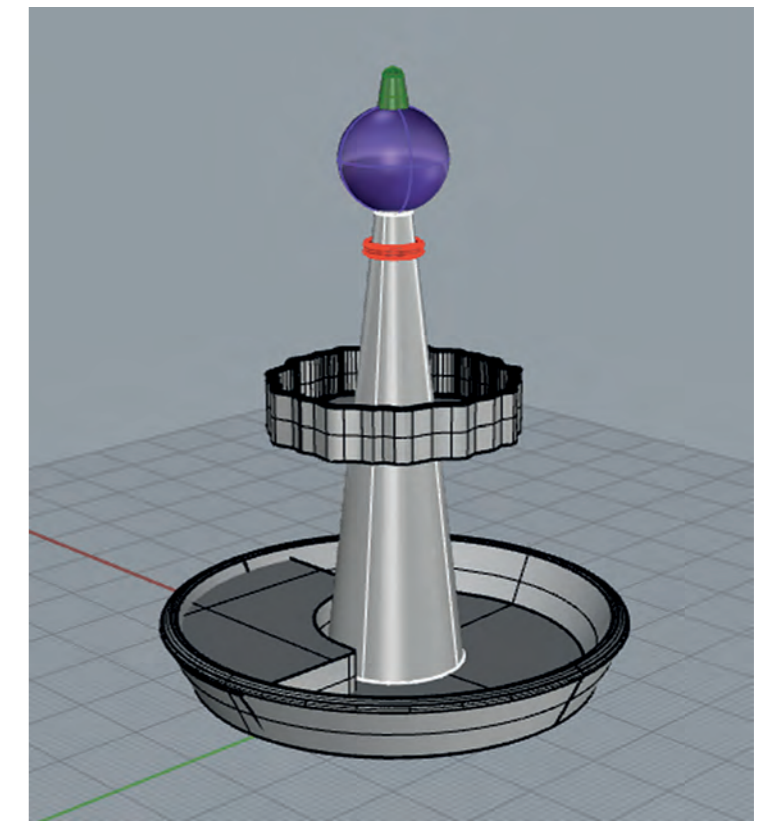
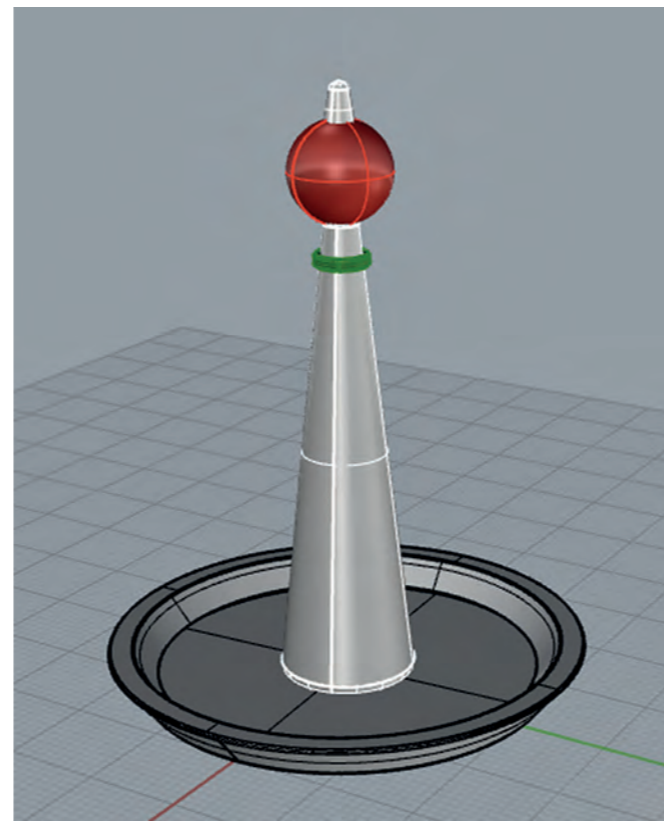
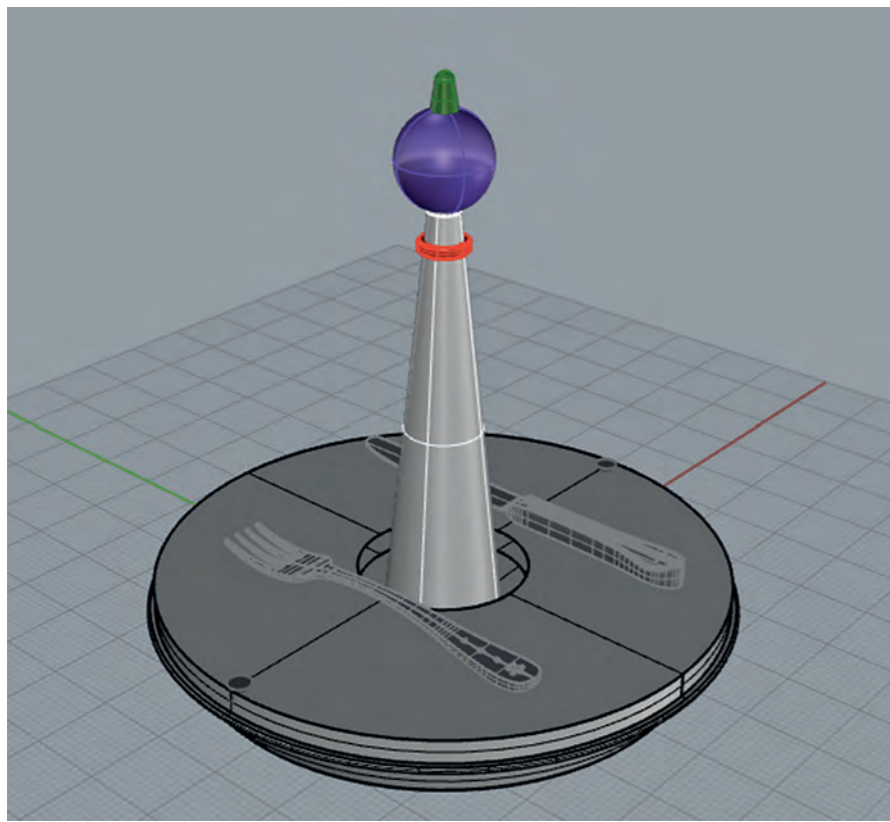
Airline trays produced include: one for children, one for economy class travel and a four for first class travel.

Each tray is influenced by Germany, either through the colours, famous structures or the Bauhaus Movement.

The first class trays include the starter tray, the main meal bowl / tray and the "coffee and cake" dessert tray.

The children's tray doubles as a 'toy' to amuse children on a long flight.

The economy class tray is a streamlined foldable design which utilises the minimal space.



The process of creating the Eurowings trays included a wide range of research around the airline, the country and airline trays in general.

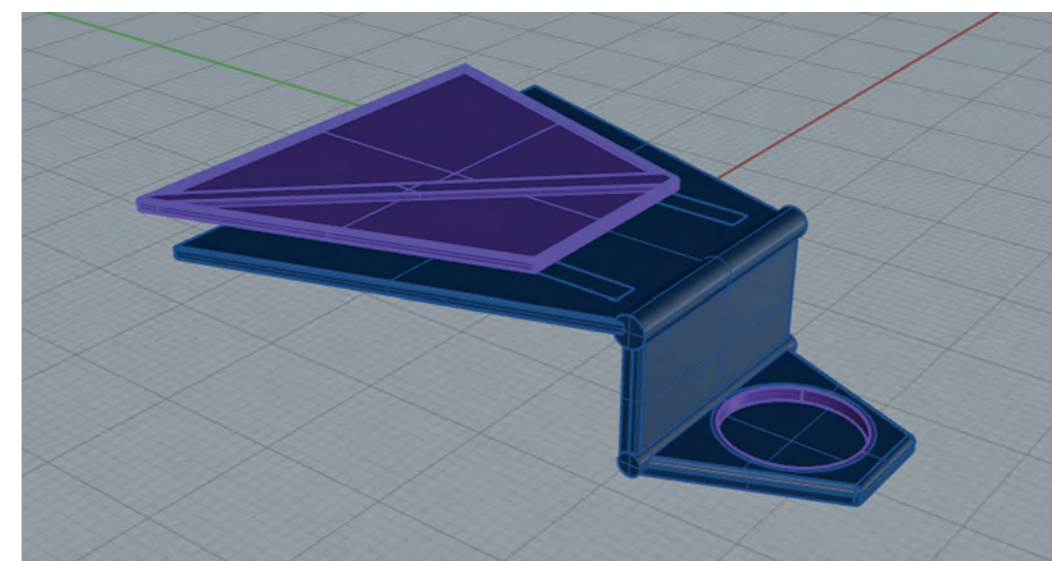
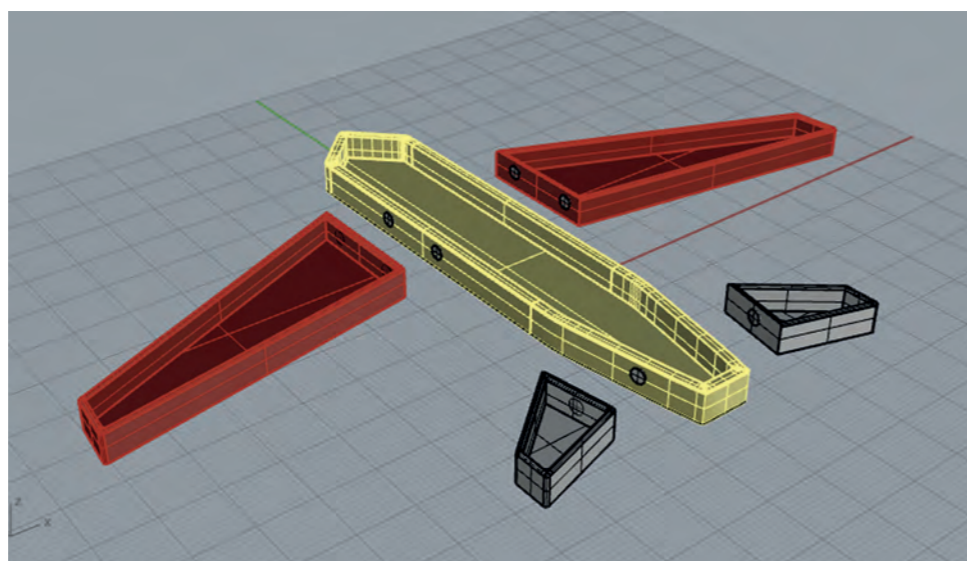
The design process utilised CAD developments and physical prototyping to enhance each individual design.

Software and techniques used:

Rhinoceros 5 and Keyshot 7 allowed the modelling and rendering of each product.

Photoshop enabled the final 'in situ' images to be produced.

Illustrator supported the creation of the final presentation boards.



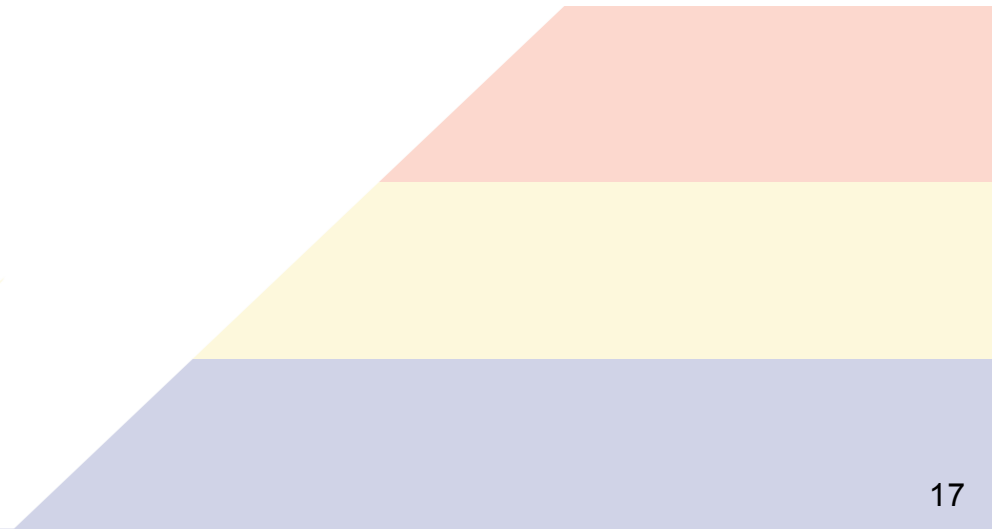


Age Isn't Everything - Board Game

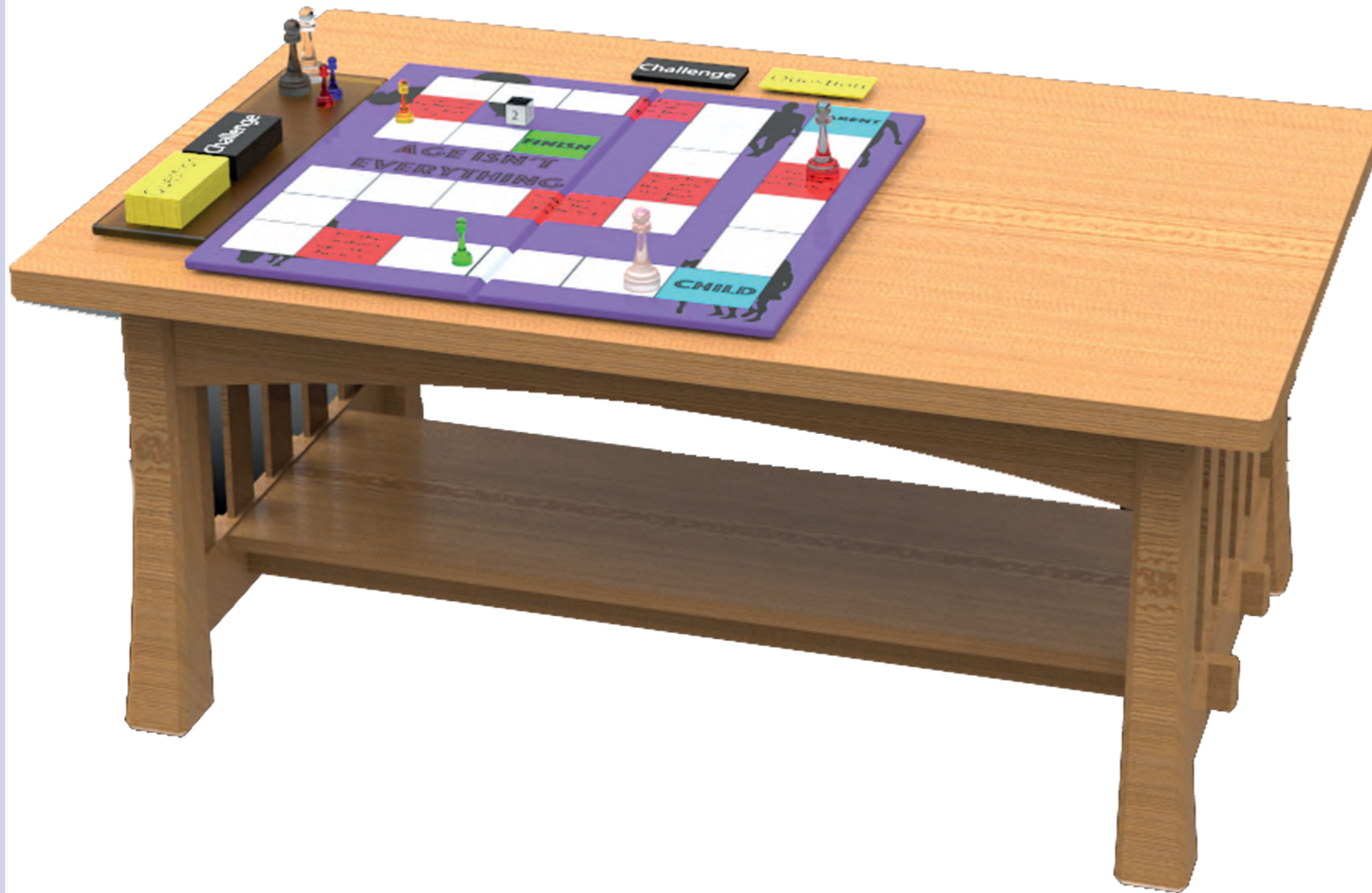
Second Year Project

2019

A humorous board game designed for families of all ages.







The board game which puts children against adults and proves that age isn't everything.

The game consists of challenge and question cards which both teams have to complete. The first team to complete the challenge or answer correctly gains a roll of the dice.

If you land on a red square, you must complete the task. These could be "walk the dog", "do the washing up after the main meal" or "clean your room"

This mini CAD based project began with initial research and the design of the game itself.

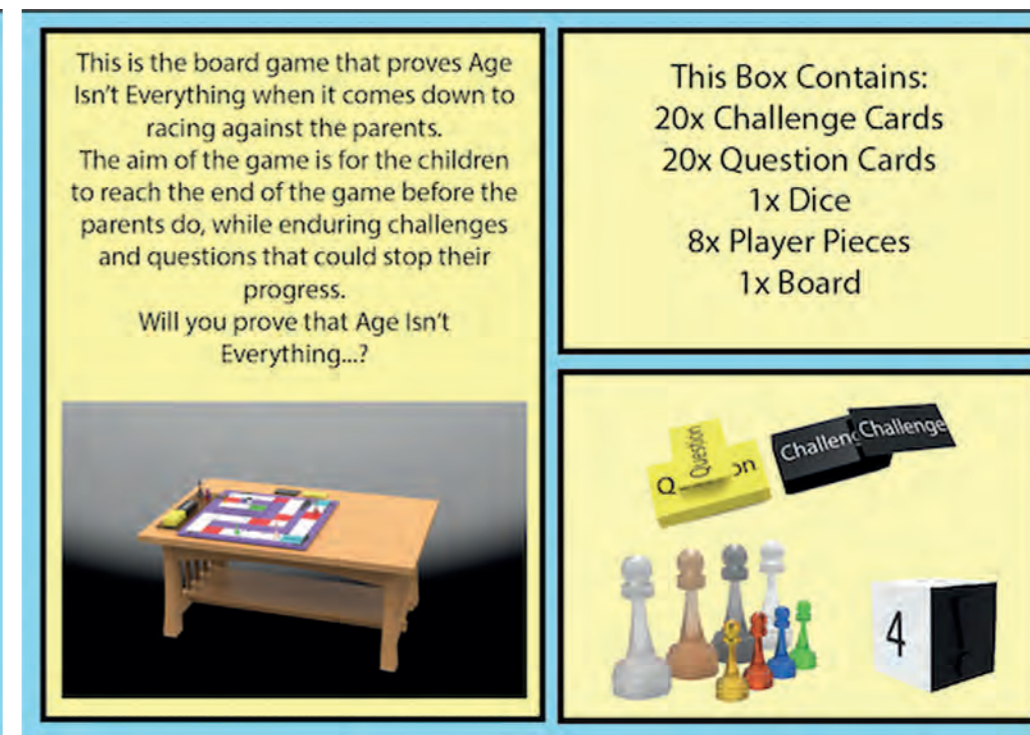
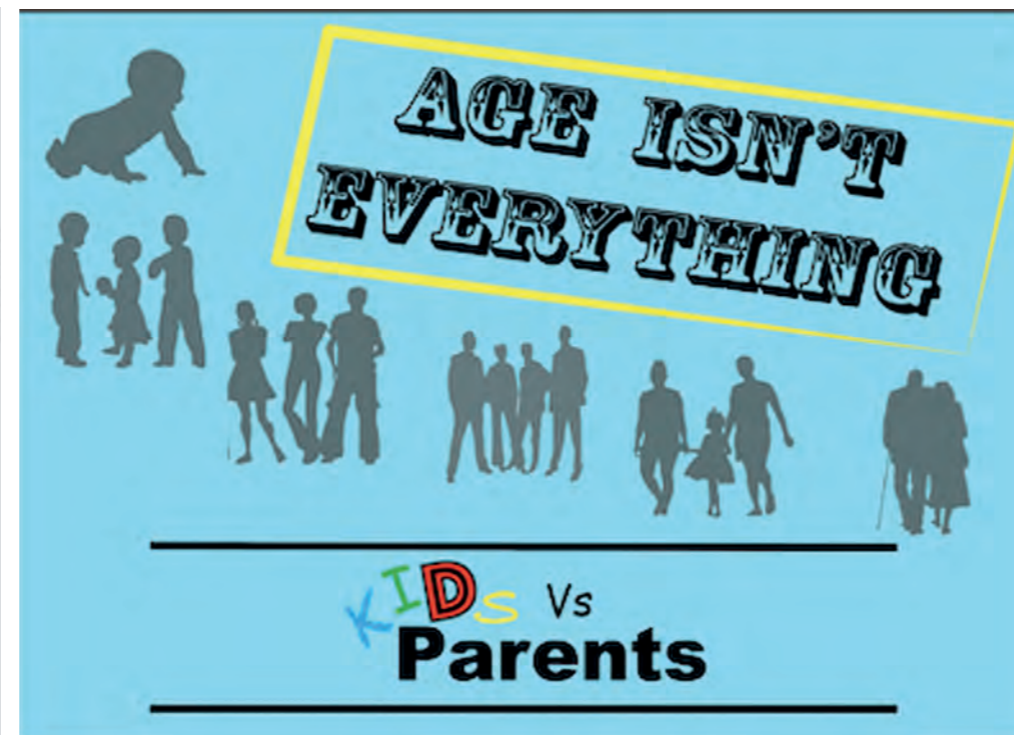
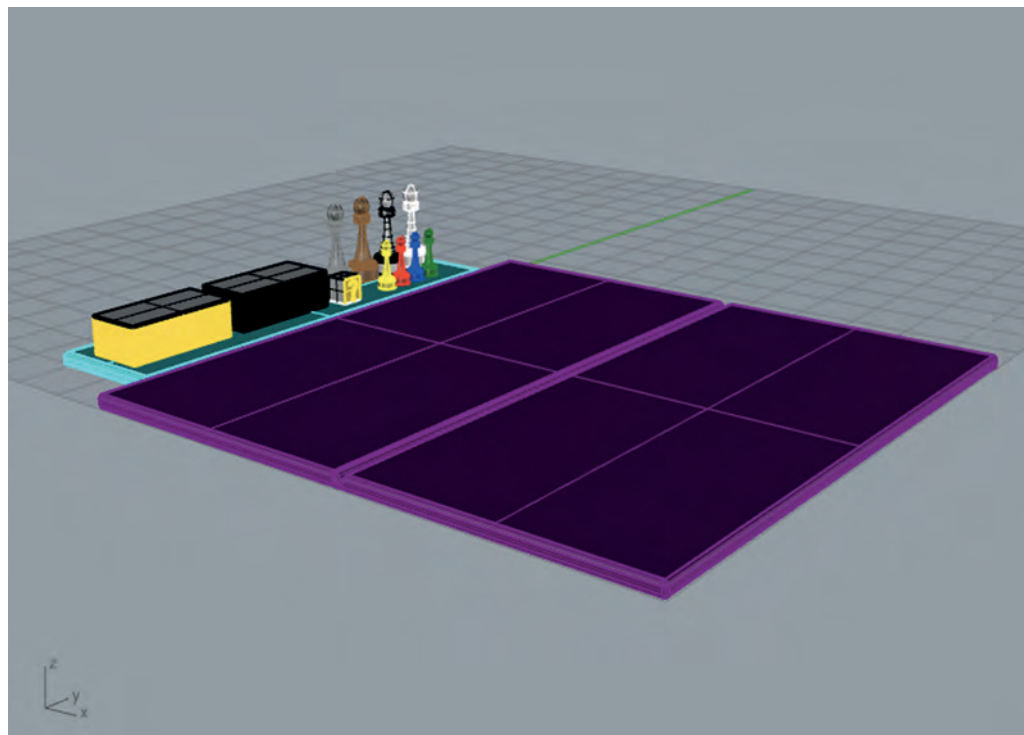
Prototypes of the game were produced when deciding the physical design of the board, the pieces, and the graphics of game for the board.

It then further progressed as each individual part was modelled and the graphic elements were designed.

Software and techniques used:

Rhinoceros 5 and Keyshot 6 were utilised in producing and rendering the board game, pieces and box. This was my first insight into placing previously made labels onto a 3D model in Keyshot and UV mapping them around the box.

Adobe Illustrator aided the production of the labels and the whole board and packaging design.



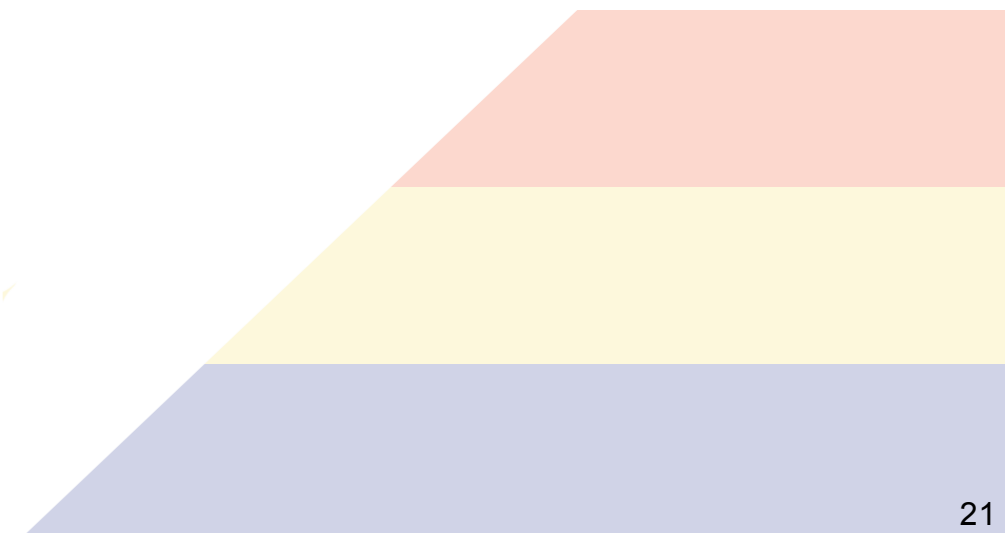


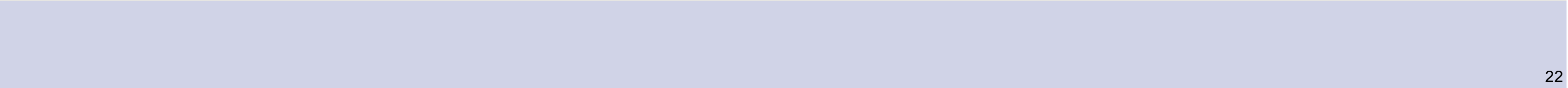
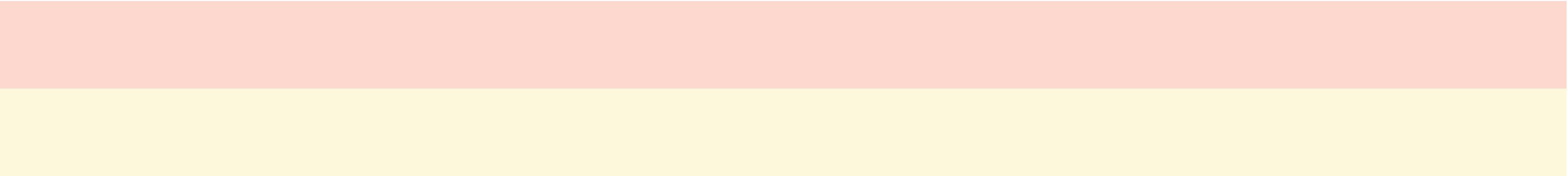
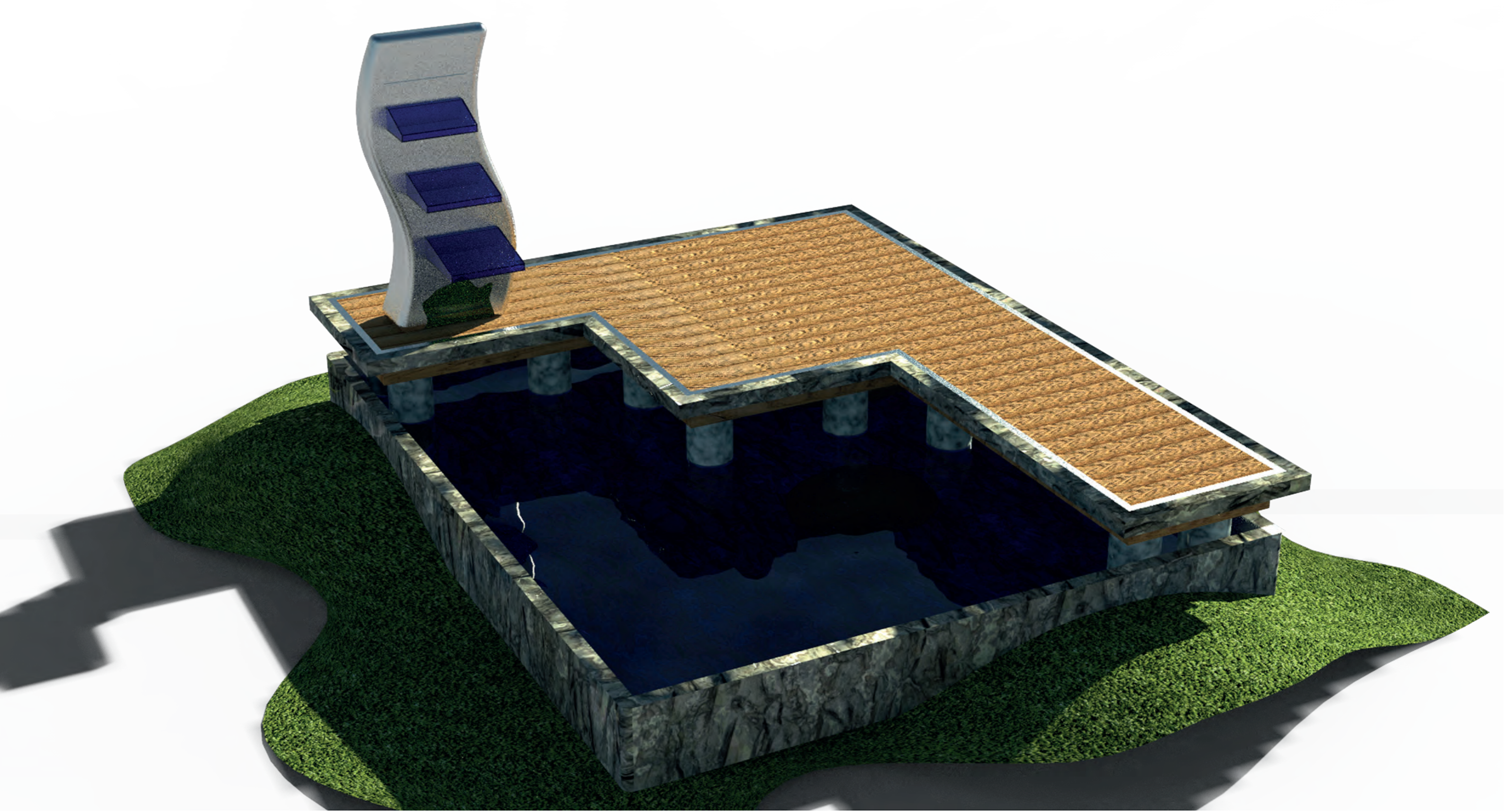
Animation Waterfall

Second Year Project

2019

Designing and animating a waterfall to enhance a garden ecosystem.







AquaGardens is a waterfall feature design which increases relaxation and improves the ecosystem. It has 3 settings which change the flow in water to create different sounds and visual experiences.

The waterfall can come in a range of sizes suitable for all garden environments.

This project saw my first opportunity at producing an animation which demonstrates the function of the waterfall fountain.

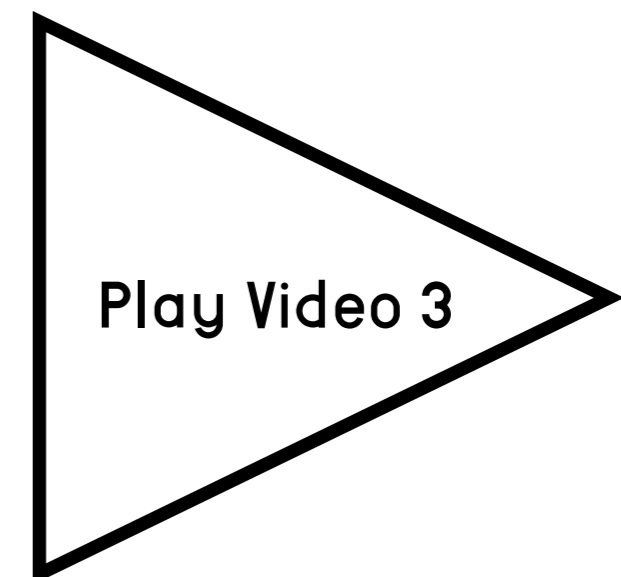
Software and techniques used:

Rhino 5 was used to produce the final model.

MAYA Autodesk enabled the animation of water flowing out of the fountain however, the computer capability could not support the render of this.

Keyshot 6 supported the rendering of the whole product and animation.

Adobe After Effects allowed the animation to be pieced together.

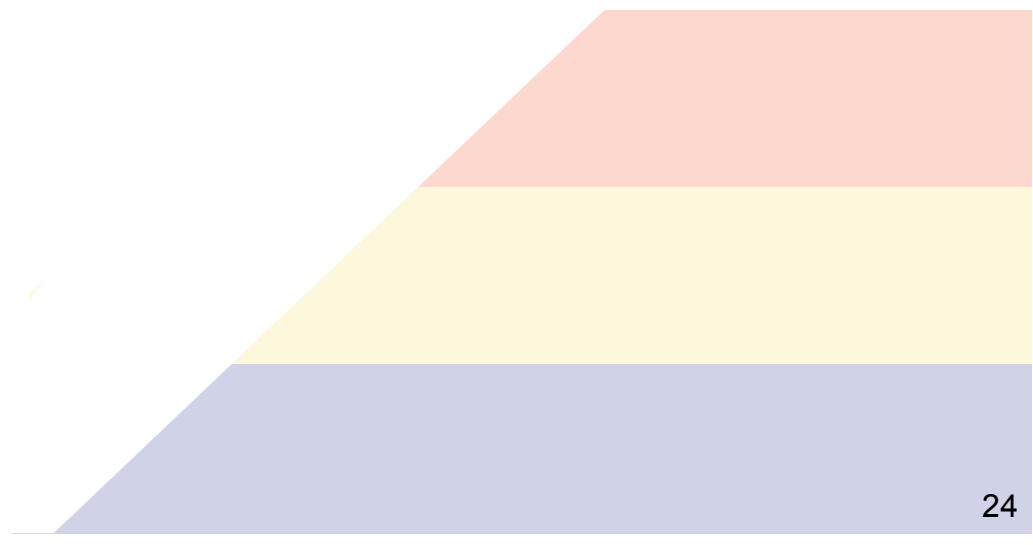




Bikupa

2019

**A unique, geometric desk designed for student
accommodation**







Bikupa is an IKEA inspired design which utilises geometric and minimalistic properties.

It has been produced using both an ash wood, carbon fibre material and stained wood to make it suitable for many environments.

Software and techniques used:

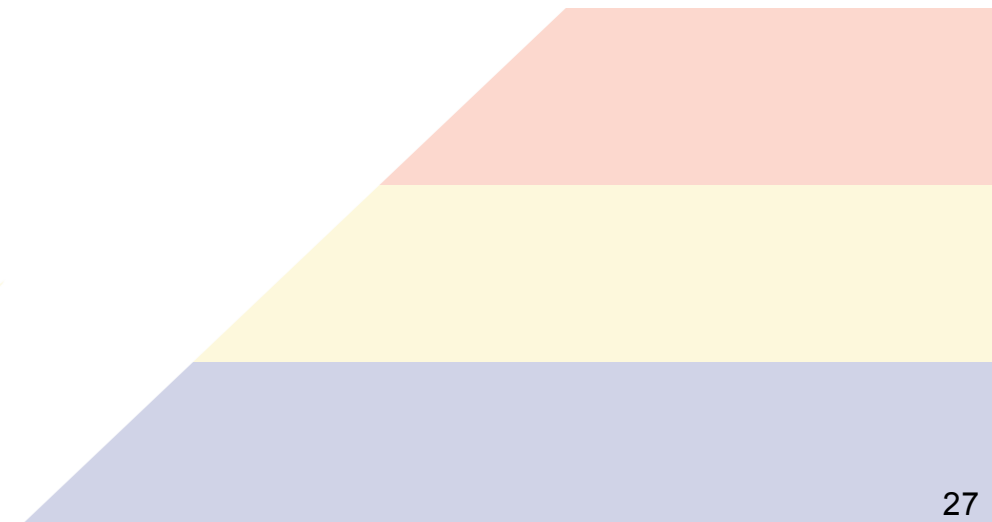
Rhino 5 was used to model the desk and Keyshot 6 used to render the materials.

Photoshop supported the magazine design.





**Rugby League Poster and Film Clip
2019**



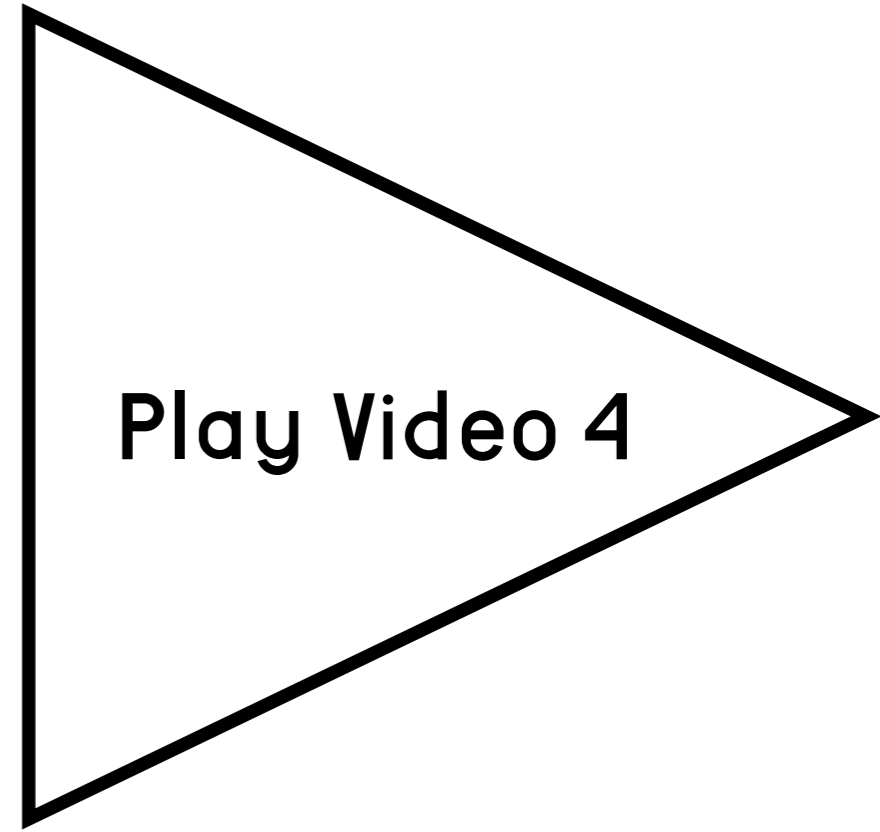
**University Of Lincoln
Rugby League Taster Session
2019**
19th September
6pm
University Sports Centre

Come
chat with us
at the sports fayre
Wednesday 18th
September



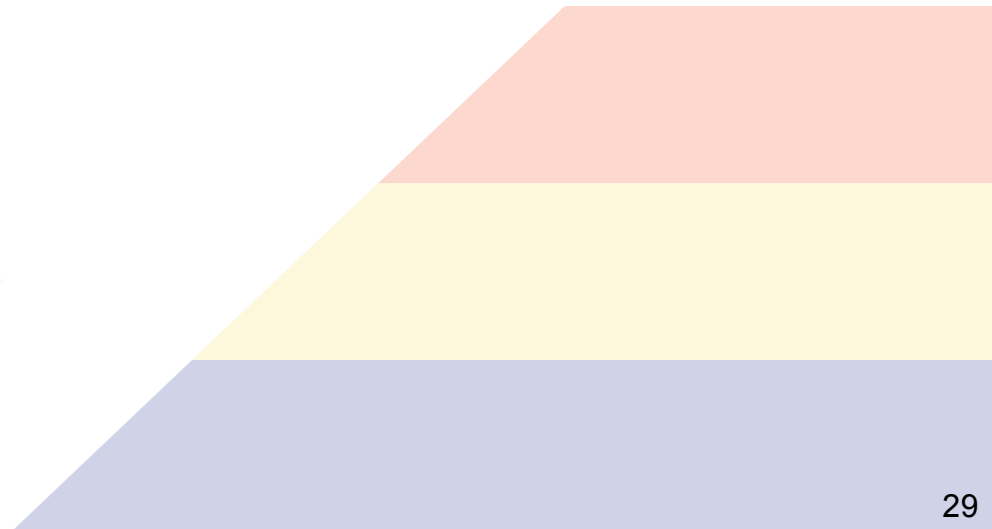
**What the University of Lincoln
Rugby League
can offer you...**

- Regular fast-pace matches.
- National and Regional Opportunities.
- High Quality Training.
- Benefits within the University of Lincoln.
- Different and Creative Weekly Socials.
- Friends and Support for Life.
- Exclusive Benefits as a Team and Social Member throughout Lincoln.





**Waterbottle Replica Model
2018**







This project was the first brief in which I learnt a new software.

The task asked for a detailed replica model of an object.

This task was the first insight into the use of new software Rhino 5 and Keyshot 7.

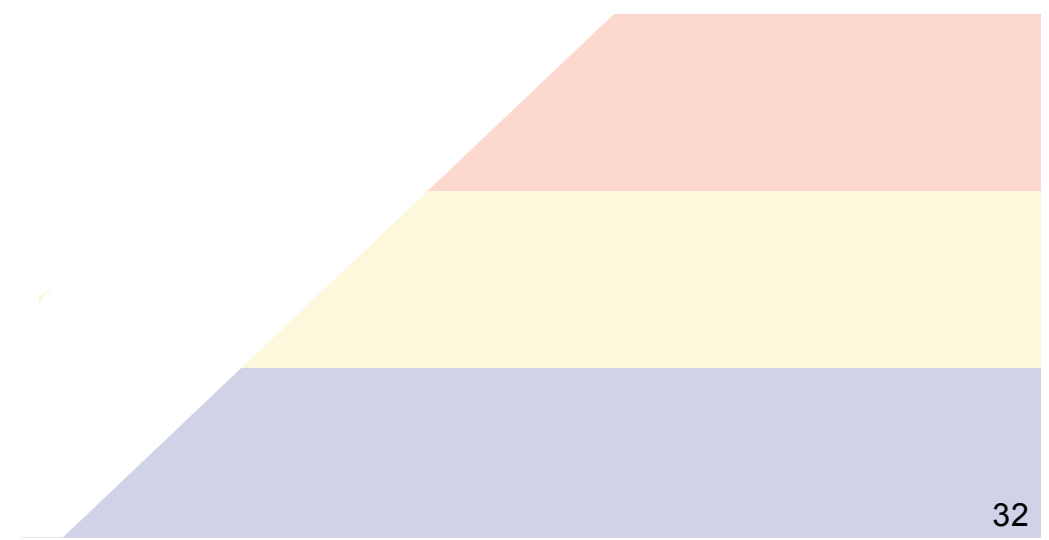


Multipurpose Jar Opener

Alevel Project

2017

**A jar / bottle / can opener
designed for those with limited
dexterity.**







The Jar opener is a three in one gadget which has been designed to support anyone with limited dexterity.

The experience of this gadget aims to improve quality of life within the home by ensuring the user does not feel disadvantaged and incapable of completing 'simple' tasks.

The cleanliness and sleek design supports its final aesthetic and aims to make it more appealing.

Further development could see the design becoming more minimal and suitable for smaller hand sizes.

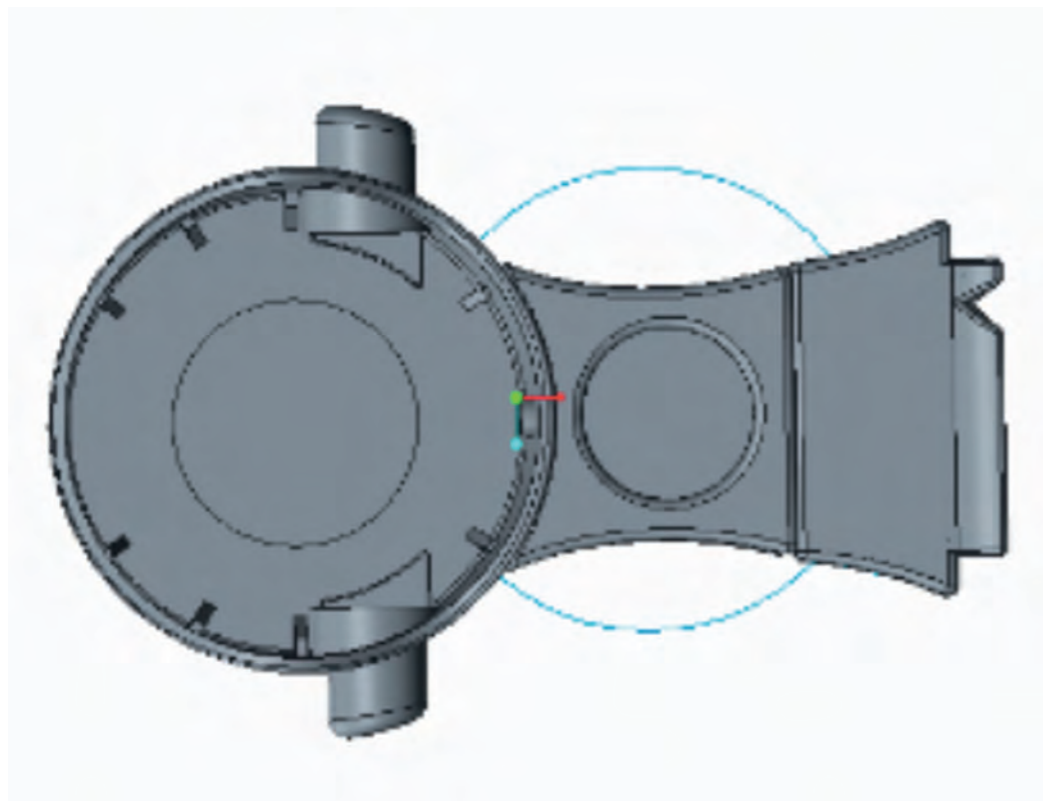
Continual client discussions and product development led to the final design outcome.
The gadget was physically produced using CAD software which 3D printed the model out.

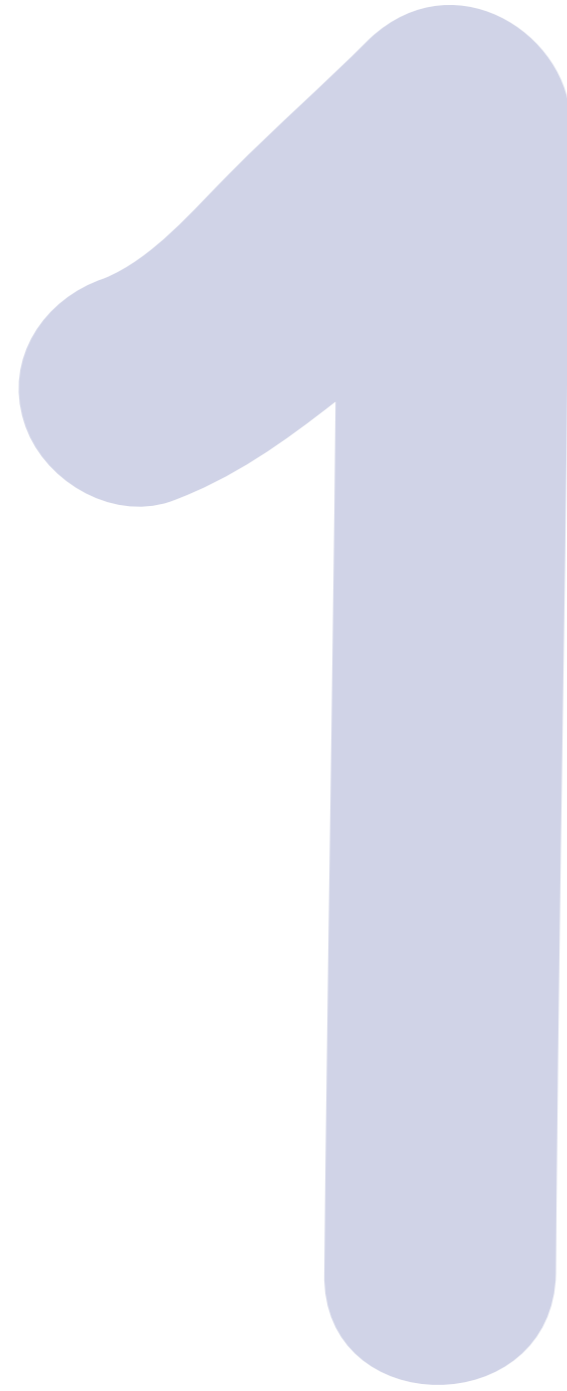
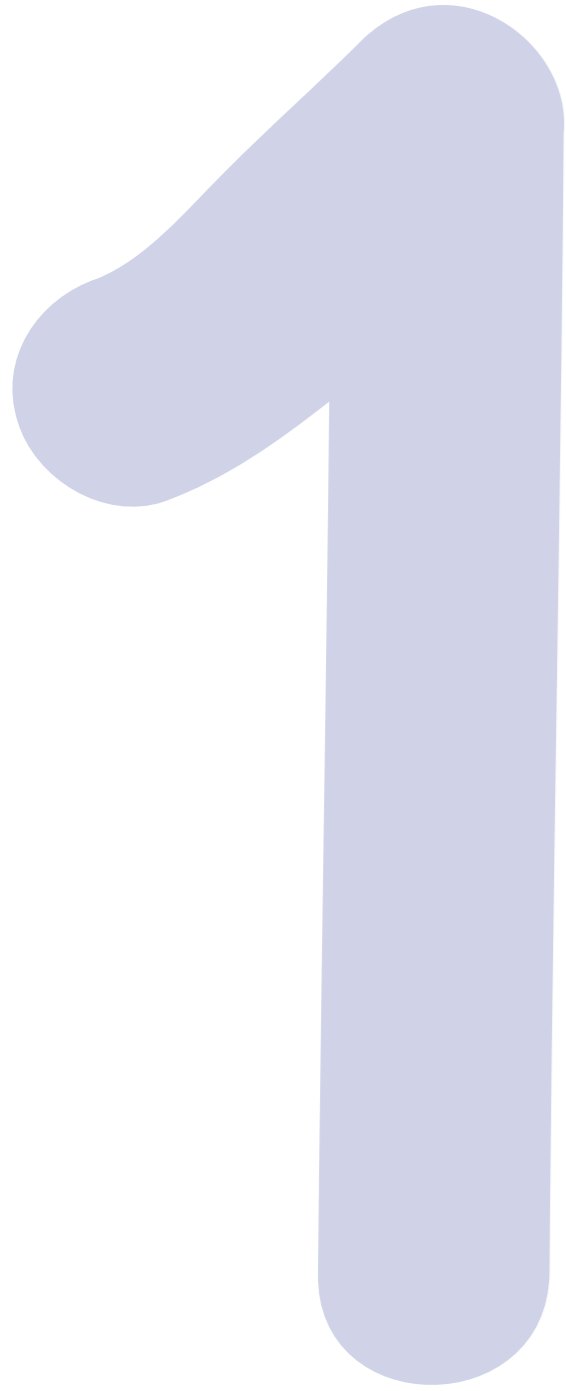
Software and techniques used:

Creo parametric 2.0 allowed the jar opener to be physically modeled.

3D printing on an STL machine produced the model with resin printing on the FormLabs producing the grips and textured pieces.

Hardening the pieces, sanding, priming, spray painting and adding the fixings produced the solid final piece.



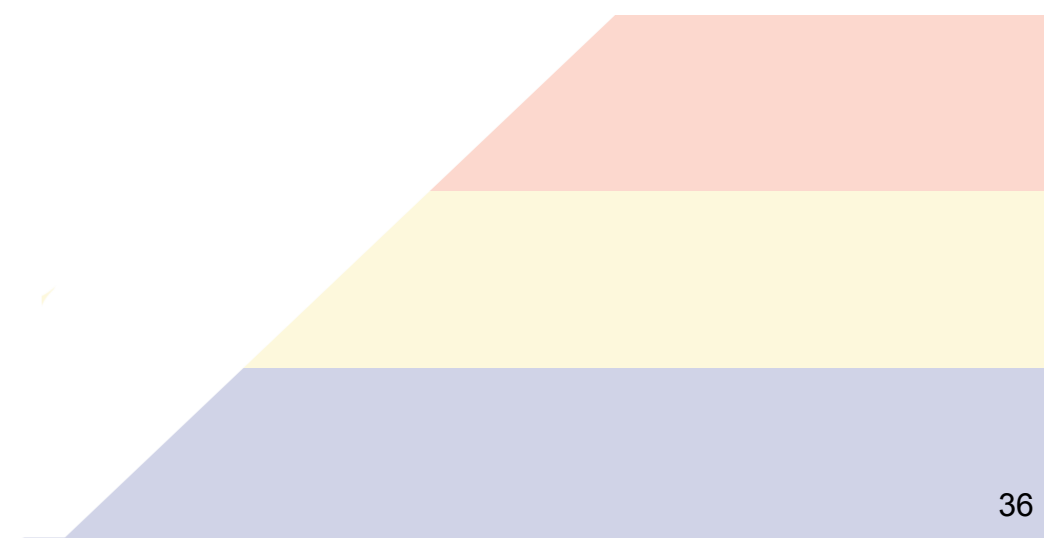


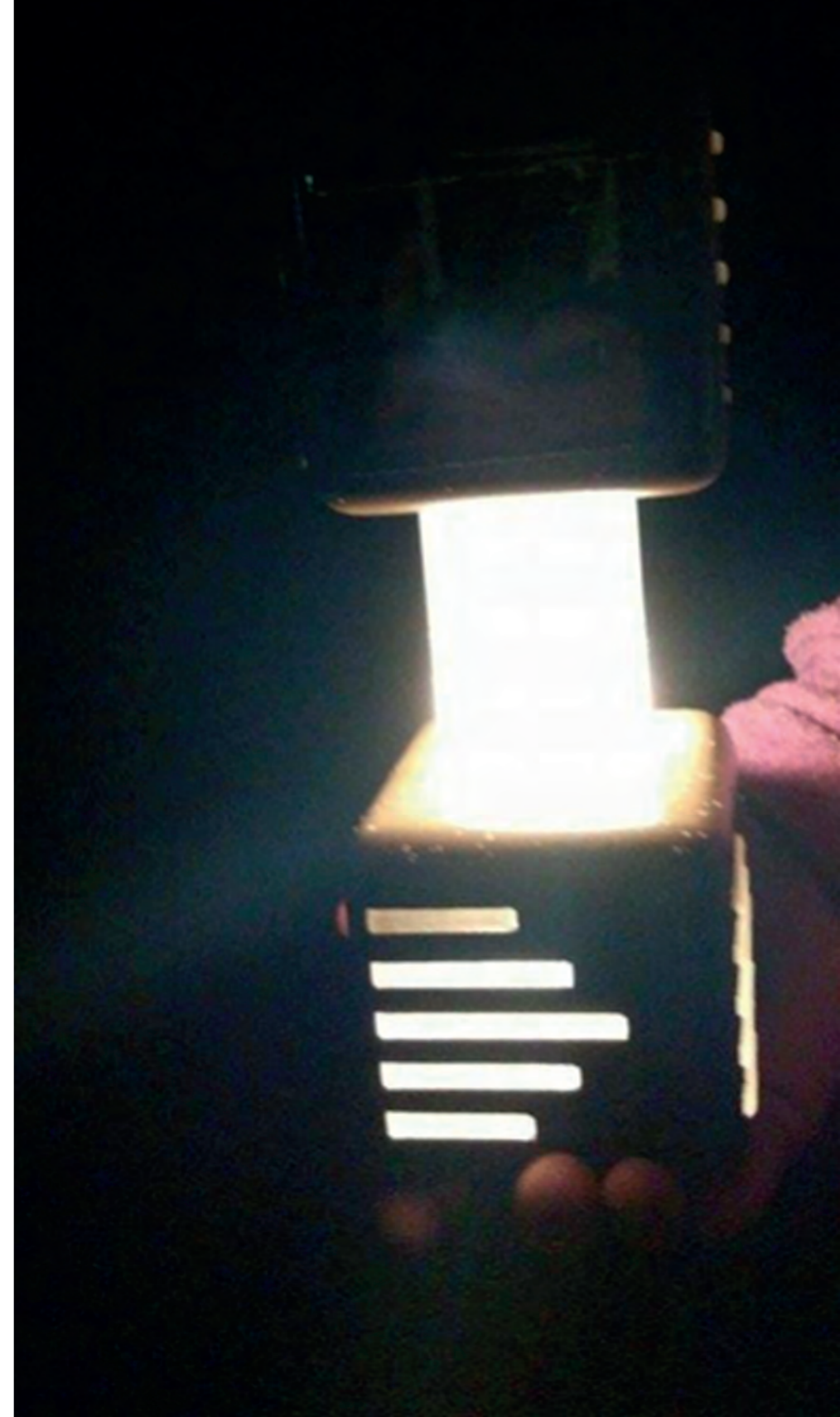
Solar Powered Lamp

AS Project

2016

**A lamp designed for an out-of-bounds
holiday cottages on the Ross of Mull.**







Camas is an environmentally sustainable outward bound holiday centre which is powered only with wind and solar energy. There are no lights in the main buildings or bedrooms. Therefore, the lamp has been designed around the environment.

If produced fully, the two cube pieces would be produced from wood and the centre section from a bioplastic. The lamp itself is powered with solar pannels.

The design is descreet to not be intrusive during the day but sturdy so it can be easily held when walking around at night or when placed on a precarious surface.

When the two cubes are separated, the full light automatically turns on. When closed, the light is shut off. The switches can be flicked while the lamp is shut to create a dimmer light.

Research and development was a large part of this design process as the product needed to be environmentally suitable for the client.

Sketch designing, foam prototyping and 3D modelling aided the further development and the overall manufacture of the final piece.

Systems and techniques used:

Creo Parametric 2.0 aided the 3D model production

3D printing on an STL printer produced the final physical model which was then sanded, primed and sprayed. - for the wooden effect, dip coating was attempted, however, this did not work so the pieces were spray painted instead.

