

Lucy Evans

Design Portfolio

2020

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WhiteWater



Tee-Hee



Tray Design



CAD

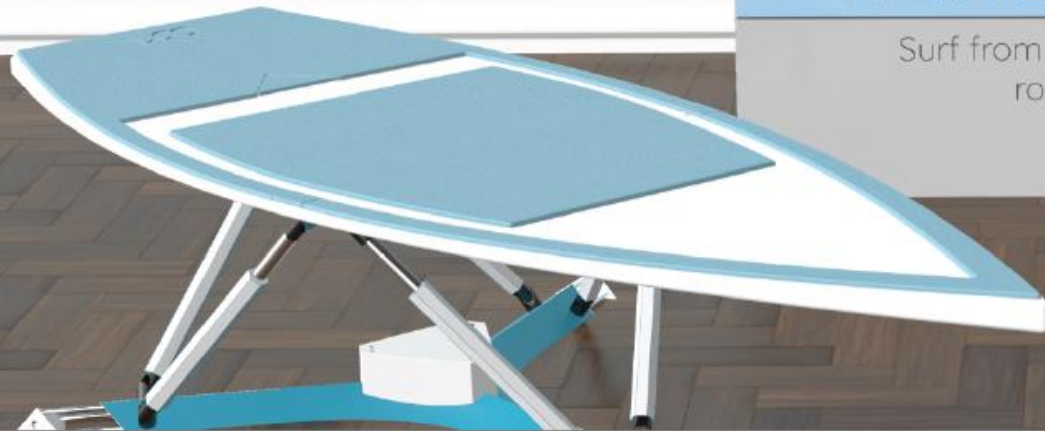


Coffee Table

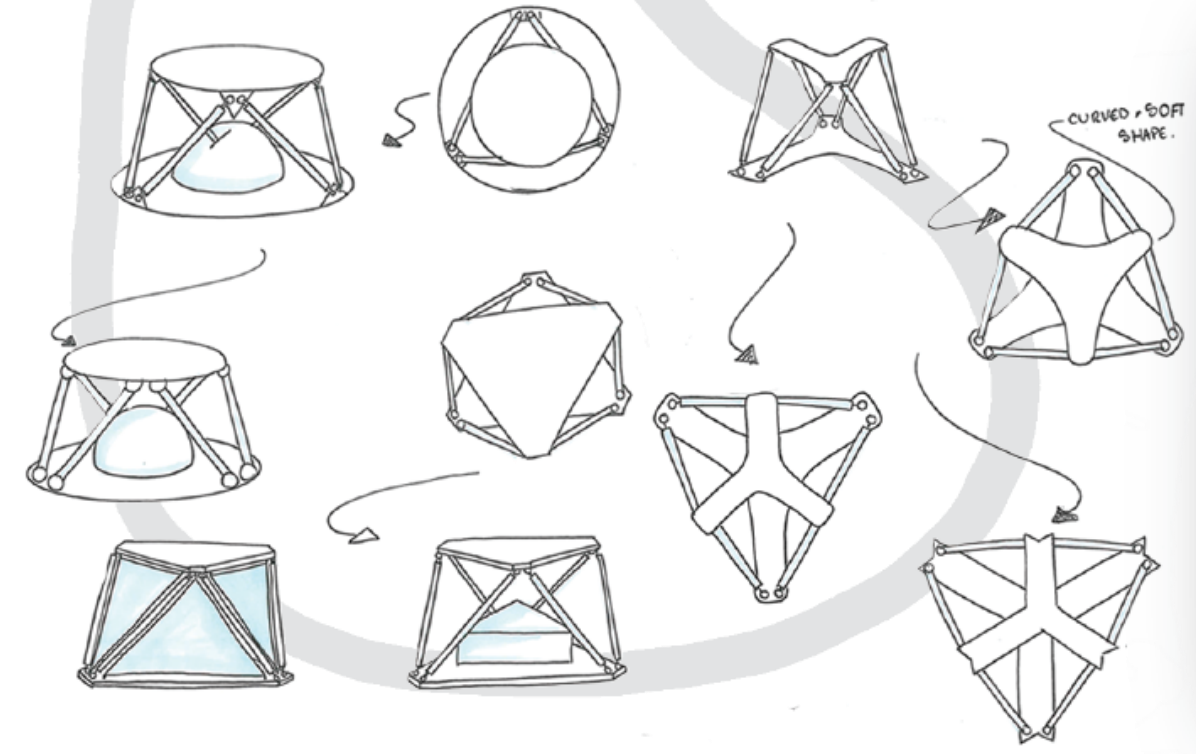
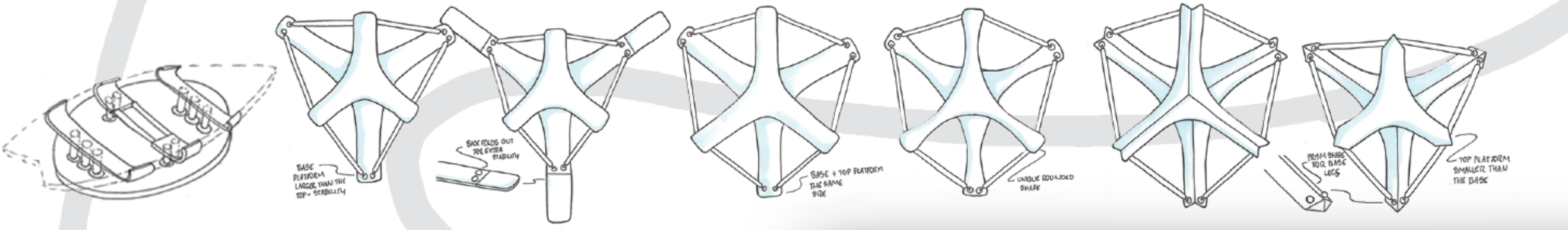
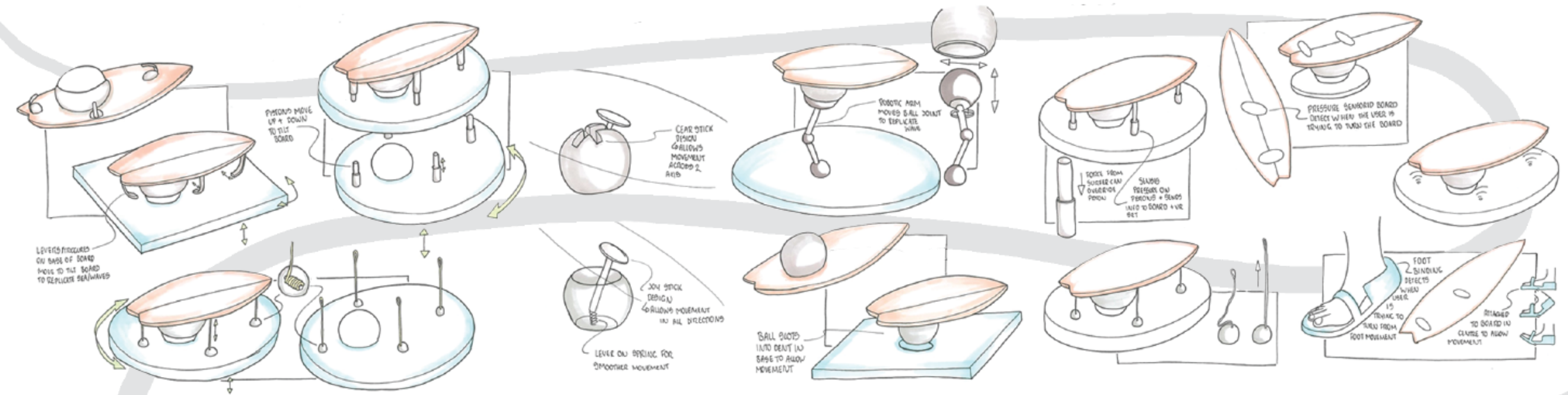


WhiteWater

Surf from your living
room



WhiteWater



Development

Once I had settled on the idea of a VR simulator I brainstormed ways of making the board move. After deciding on a system to use, the base was developed around the theme of 'speed and energy'



Prototyping and Testing

I used sketch and scaled models throughout the design and development process to help me understand the mechanics and visualise the final product. I also conducted tests with the users to help me establish dimensions.



LOGO

Back

Menu

Freestyle

Games

Back

Board Type



Gun



Fish



Shortboard



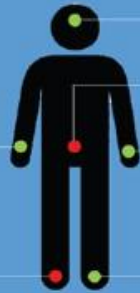
Mini-Mal



Longboard

Back

Body Tracking



Head tracker

Waist tracker

Left Hand tracker

Right Hand tracker

Left foot tracker

Right foot tracker

Back

Location

Kuta, Bali, Indonesia

Fistral Beach, Newquay

Hossegor, France

Jeffreys Bay, Oahu, Hawaii

← Back

Back

Skill level

Beginner

Intermediate



Advanced

← Back

Games

Games are a good way of improving balance, stamina and coordination.

Jewel Challenge

Avoid the Wildlife

Stay on the Wave

Jewel Challenge

Surf down the wave collecting as many jewels as you can before time runs out.

← Back



Shortboard

Level: Advanced

Manoeuvrability: ●●●●○

Suitable for: Fast, steep waves. Aggressive surfing in the most critical section of the waves.

Size: 5'5" to 6'4"

Features: usually have a nose rocker, a pointy nose and thinner rails.

← Back

Select →



← Back

Speed: 12mph
Lean forward for more speed

Interface Design

The virtual reality interface design was planned out using basic shapes before being created in Adobe Photoshop and Illustrator. The interface includes freestyle and game options to improve different areas of the users surfing



WhiteWater

Result

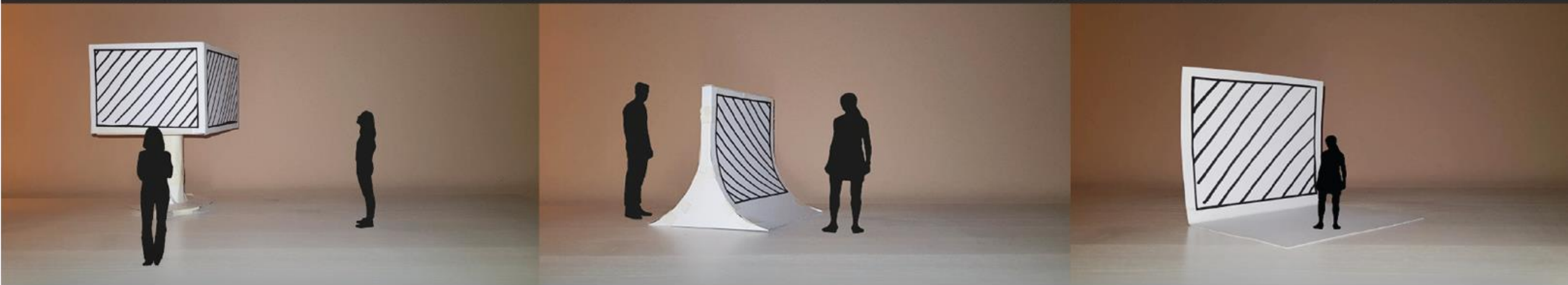
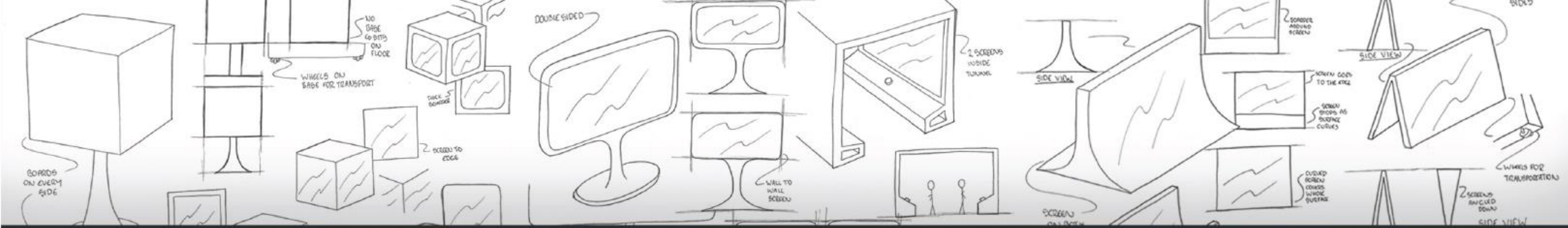
A home surfing simulator which uses virtual reality and body tracking, allowing the users to learn and practice the sport when access to the sea is limited.



Tee-Hee

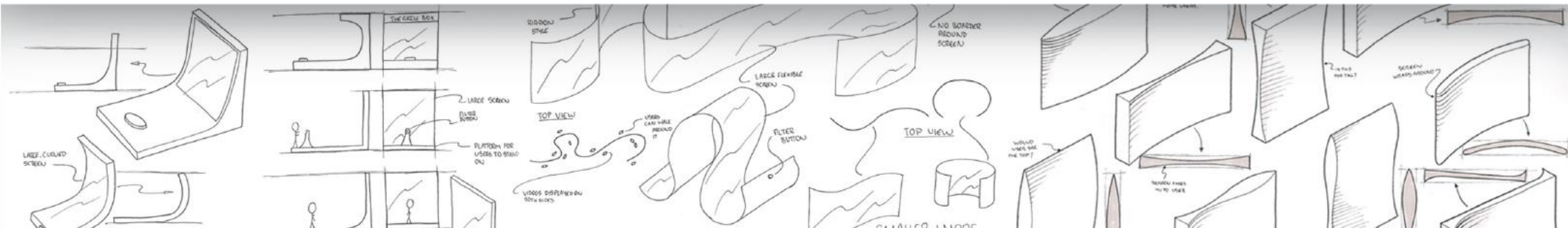
Brief:

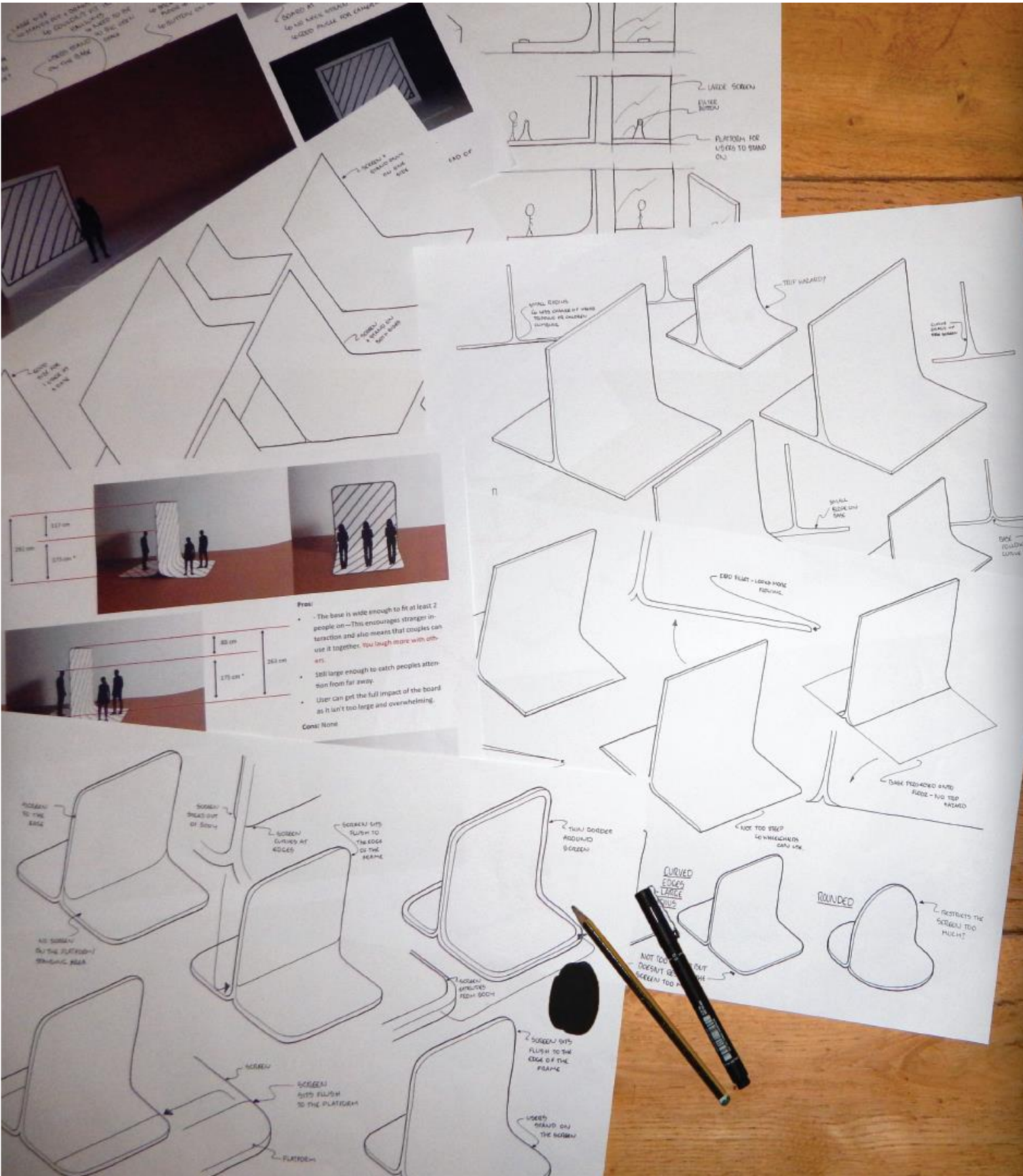
How might we use AI to support people to reach a happy, meaningful and productive one hundred year life?



Ideation and Prototyping

I decided to design an installation aimed at making users laugh. To start off the design process I ideated a range of forms, using sketch models to help me visualise the product





Development

Development of the products form was done through sketches, CAD models and sketch models



User Feedback

Throughout the design process I collected feedback from users, this helped me develop the design into a successful and effective product.





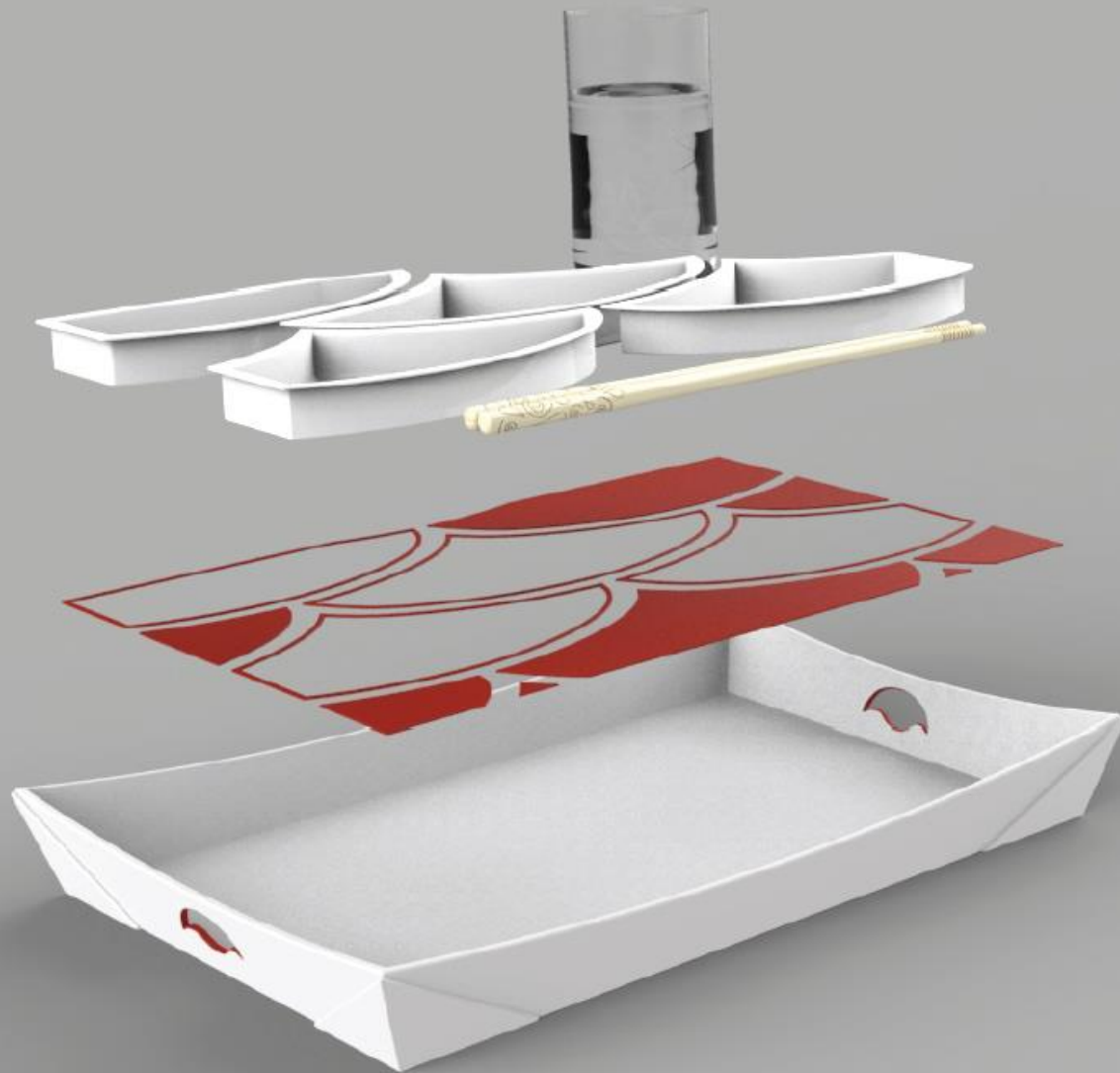
Result

An interactive board installation designed to increase laughter through the idea that it is contagious, exposing the general public to all the hidden benefits it has on our health and wellbeing.

Tray Design

Brief:

Design a first class and economy class food tray for the Cathay Dragon airline, focussing on cultural design





Research and Inspiration

Research into the airline enabled me to recognise the brand identity and style that the product would be based around.
Research into Hong Kong culture was also carried out which provided the inspiration for the final designs





Testing and Prototypes

Multiple prototypes and scaled models were made throughout the design process, this assisted me in the form development and allowed me to visualise the final product in use

FIRST CLASS AND ECONOMY CHOPSTICKS



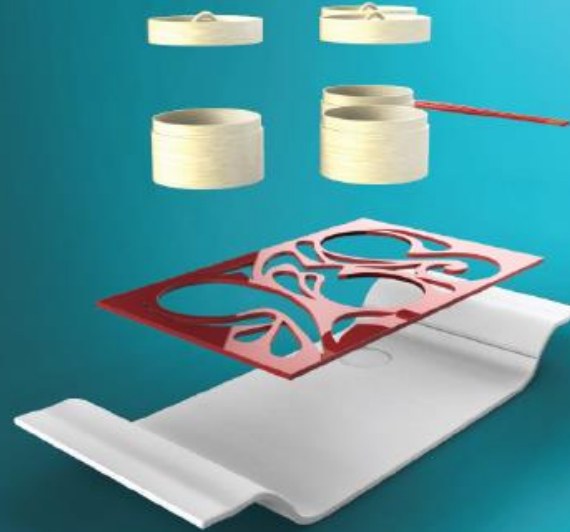
Along with our trays we present our new culture inspired chopsticks. The first class chopsticks are made from red plastic (a very important colour in hong kong and the colour of Cathay Dragons brand) whilst the economy ones are made from chinese beech, both with gold engravings. The engravings at the top are of swirls and petal shapes, very common shapes used in chinese paper cutting. 9 gold rings are engraved at the bottom to represent the 9 roofs of the ten thousand buddha's monastery.



FIRST CLASS: IN-FLIGHT FOOD TRAY



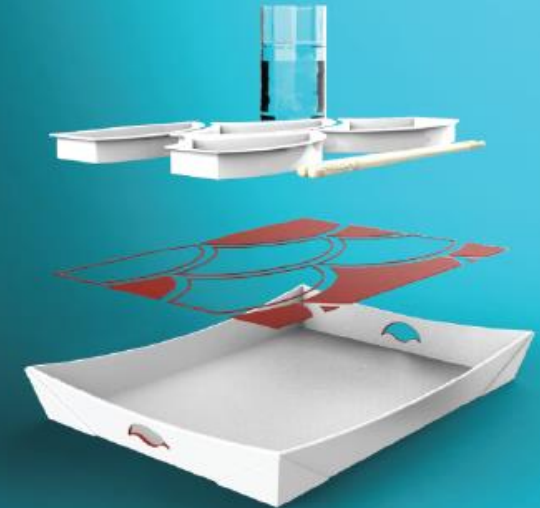
Announcing our new first class in-flight food tray, inspired by Hong Kong and Chinese culture. Food is served in three bamboo steamers which are each kept in place by a red anodized aluminium insert. The insert is designed with a pattern cut out in the style of chinese paper cutting and is filled with symbolism such as some Hong Kong and chinese lucky numbers as well as the Cathay dragon logo. The body is inspired by the shape of Hong Kong temple roofs, whilst providing handles and an area to place the chopsticks when they are not in use.



ECONOMY CLASS: IN-FLIGHT FOOD TRAY



Announcing our new economy class in-flight food tray, inspired by Hong Kong and Chinese culture. Including 4 food compartments which, along with the silicone grip, are designed around the chinese dragons iconic scales and displayed in the form of the chinese art, paper cutting. The body is inspired by zhezhi with the handles taking the shape of a Bauhinia Blakeana petal, as seen on the flag of Hong Kong.



Result

First class and economy class trays inspired by the art of paper cutting in Hong Kong culture as well as the temples, Hong Kong flag and the local cuisine. Both trays also have a link to the airlines brand identity through the use of colour and style

CAD Modelling

Brief:

Model a complex existing object with accuracy with an emphasis on realism.





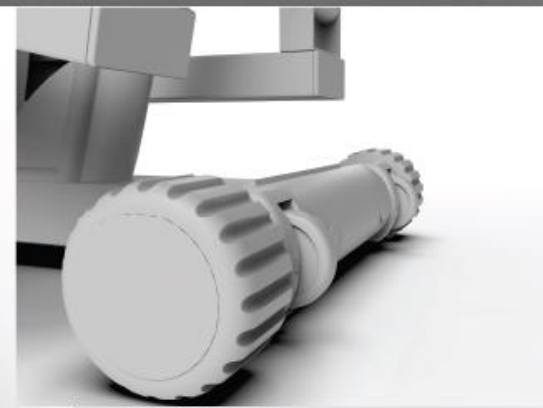
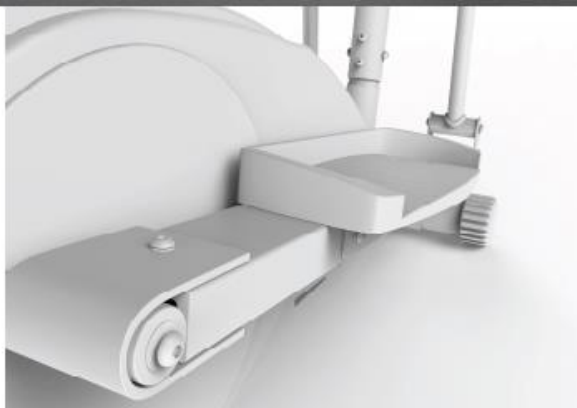
Preparation

The product I chose to model was a gym cross trainer as it has plenty of separate, complex parts which allowed me to challenge myself. I measured each part my hand in order to create an accurately scaled replica model

**THE BODY
ACHIEVES
WHAT THE
MIND
BELIEVES.**

Result

3D CAD and render of an existing
cross-trainer using Rhino 5 and KeyShot 7

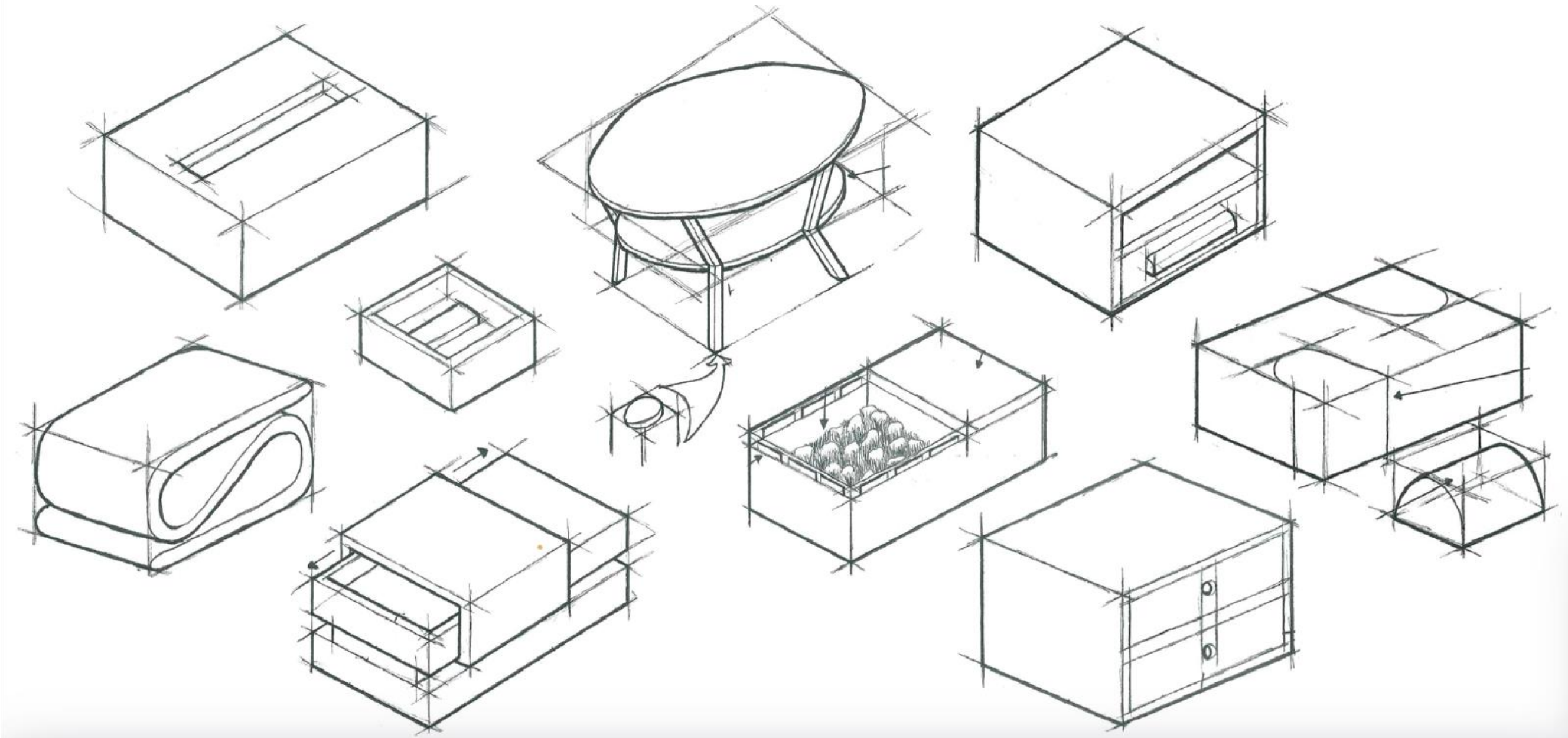


Coffee Table

Brief:

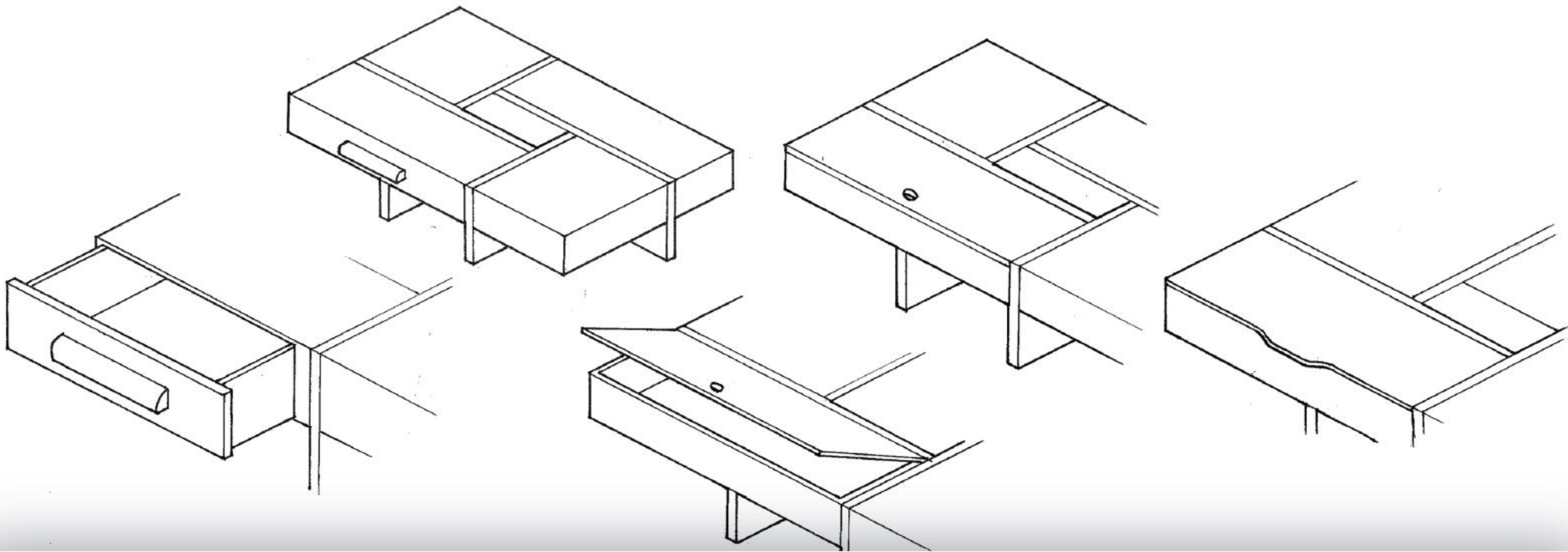
Design and manufacture a piece of furniture for a chosen client.





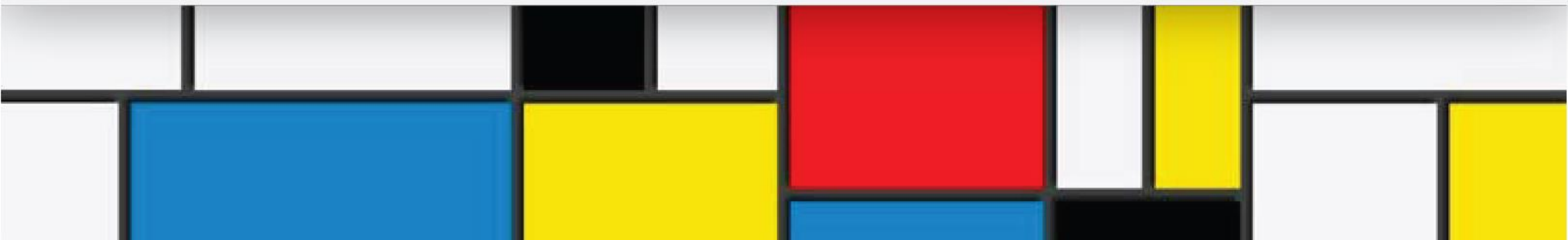
Ideation

I started ideating some designs on paper, experimenting with different forms and materials



Development and Inspiration

The form and function of the table was developed to provide storage whilst taking inspiration from Mondrian art.





Manufacture

I used a wide variety of manufacture techniques whilst making the table, working with both timber and plastic.



Result

A pine coffee table with built in storage, inspired by similar products and mondrian art.

