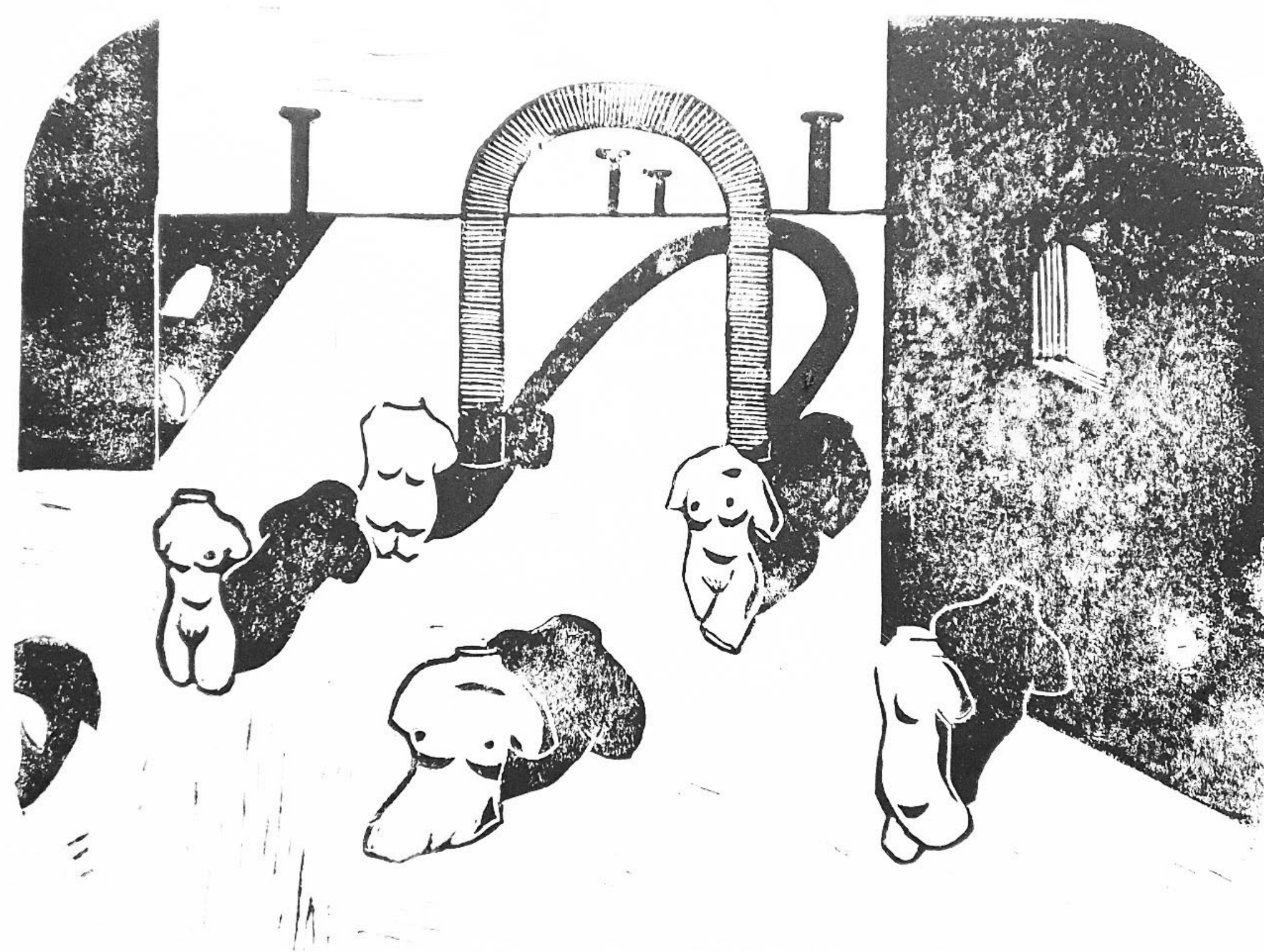




portfolio_

Zuzanna Milancej





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interaction design & illustration

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Lonely Landscapes

This project is a visual communications project that focuses on Women rights. Started by the woman strikes in Poland, I decided to create a multimedia project which resulted in a few different outcomes. Firstly I decided to create linoprints that are inspired by a speculative future where women have become desolate statues in an abandoned city as life couldnt progress anymore. They are seen as idolised, yet forgotten. I hand-printed the linoprints onto a duevet cover, an everyday object that used by everyone in the world.

I did a photoshoot of the duevet with some models in a desolate desert. To showcase the future and the present, the prophecy. I ended up creating an experimental artistic video with a poem from Robert Frost that helped inspire my speculative scenario.



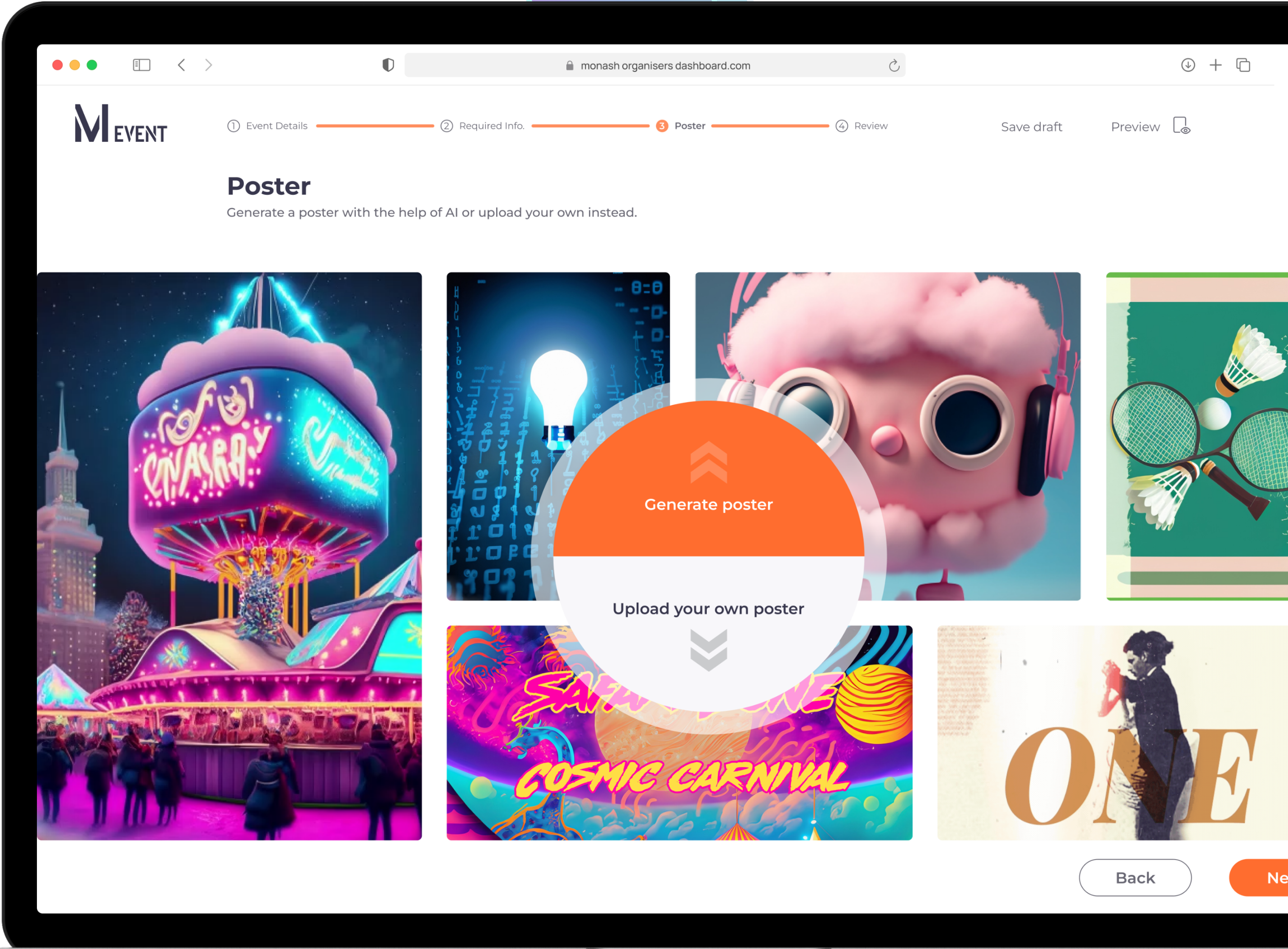
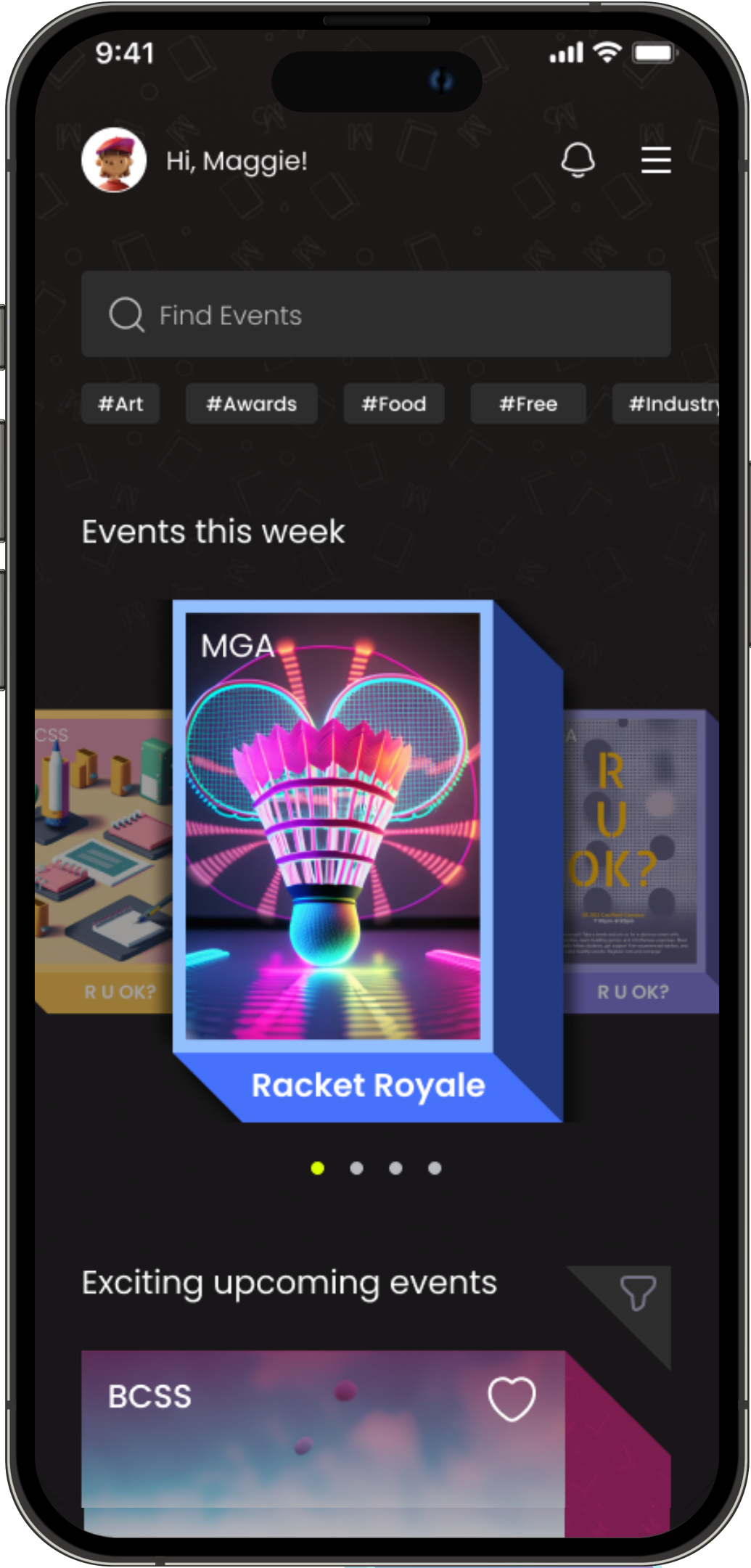


This is a group project.
This project was our capstone project for Masters in Interaction design. For the brief we were to base an interaction project on a certain aspect of student life. We chose events at Monash as we wanted to explore the social aspect of university life and how to improve this through interaction.

After creating intensive research through interviews and fun activities, we found out that:

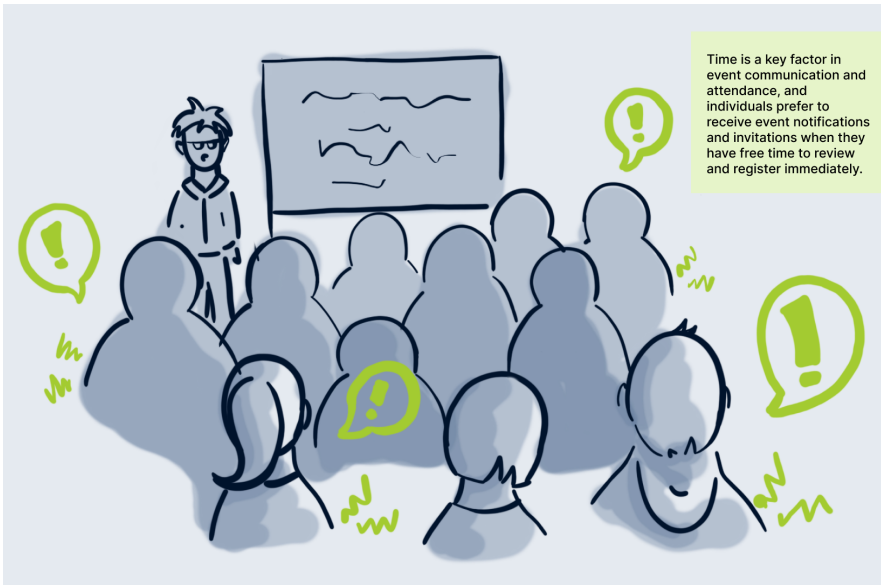
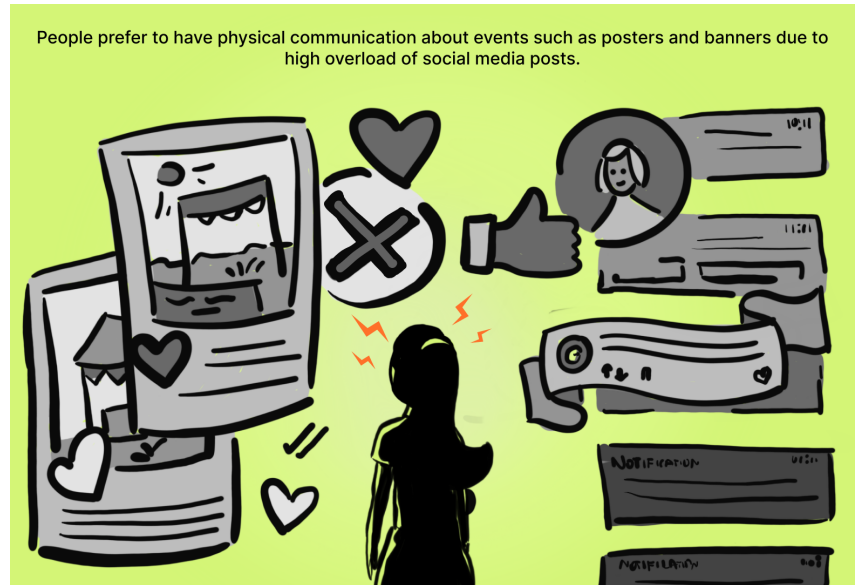
As students, we like to participate in **social activities** to relax and **connect with friends**, which boosts our **well-being** and helps us cope with academic stress. Hence, we aim to find ways Monash can **encourage non-academic engagement** among students.

From this, we decided that we need to design a system that allows the students to gain information about events on a single unified platform.



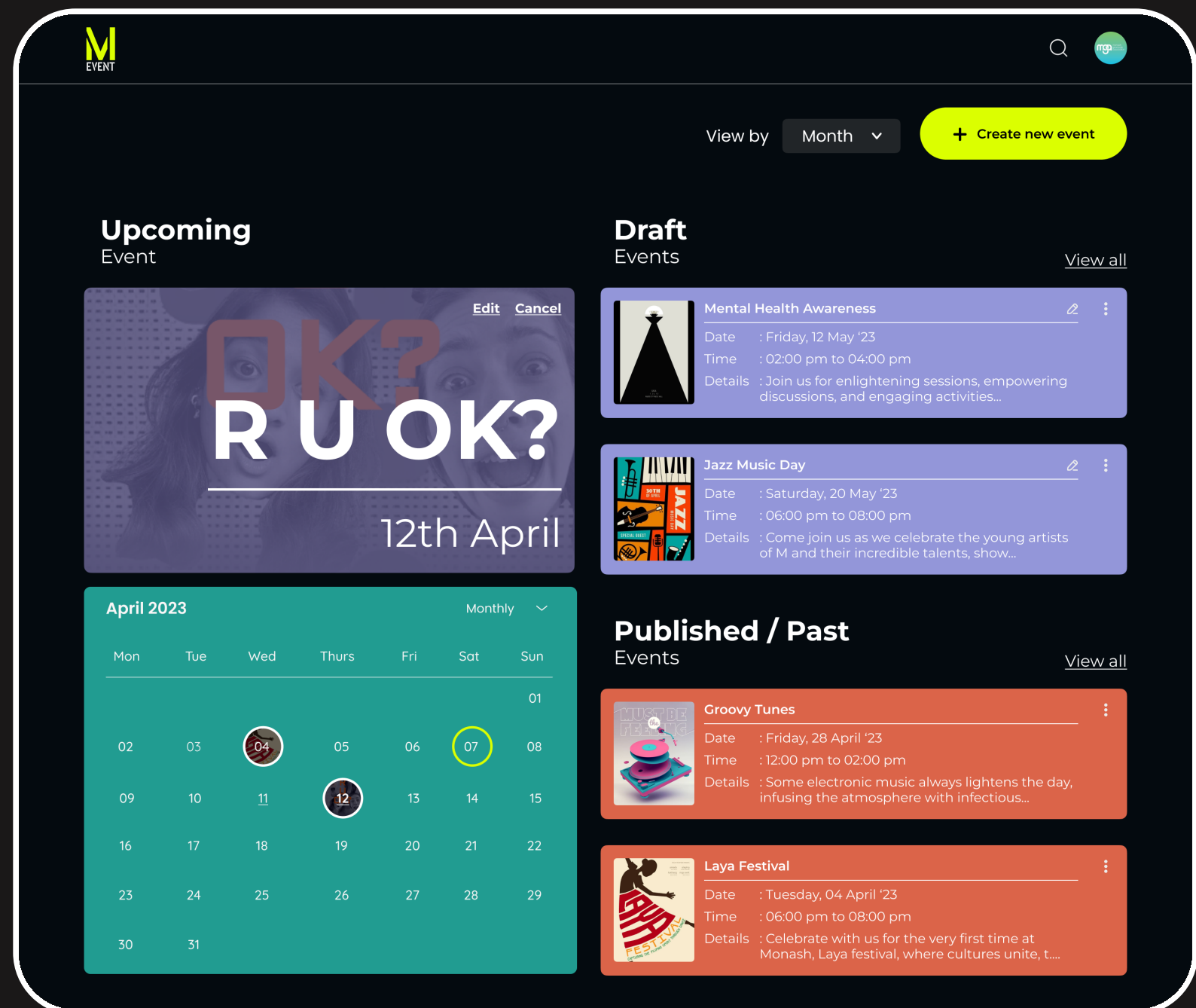
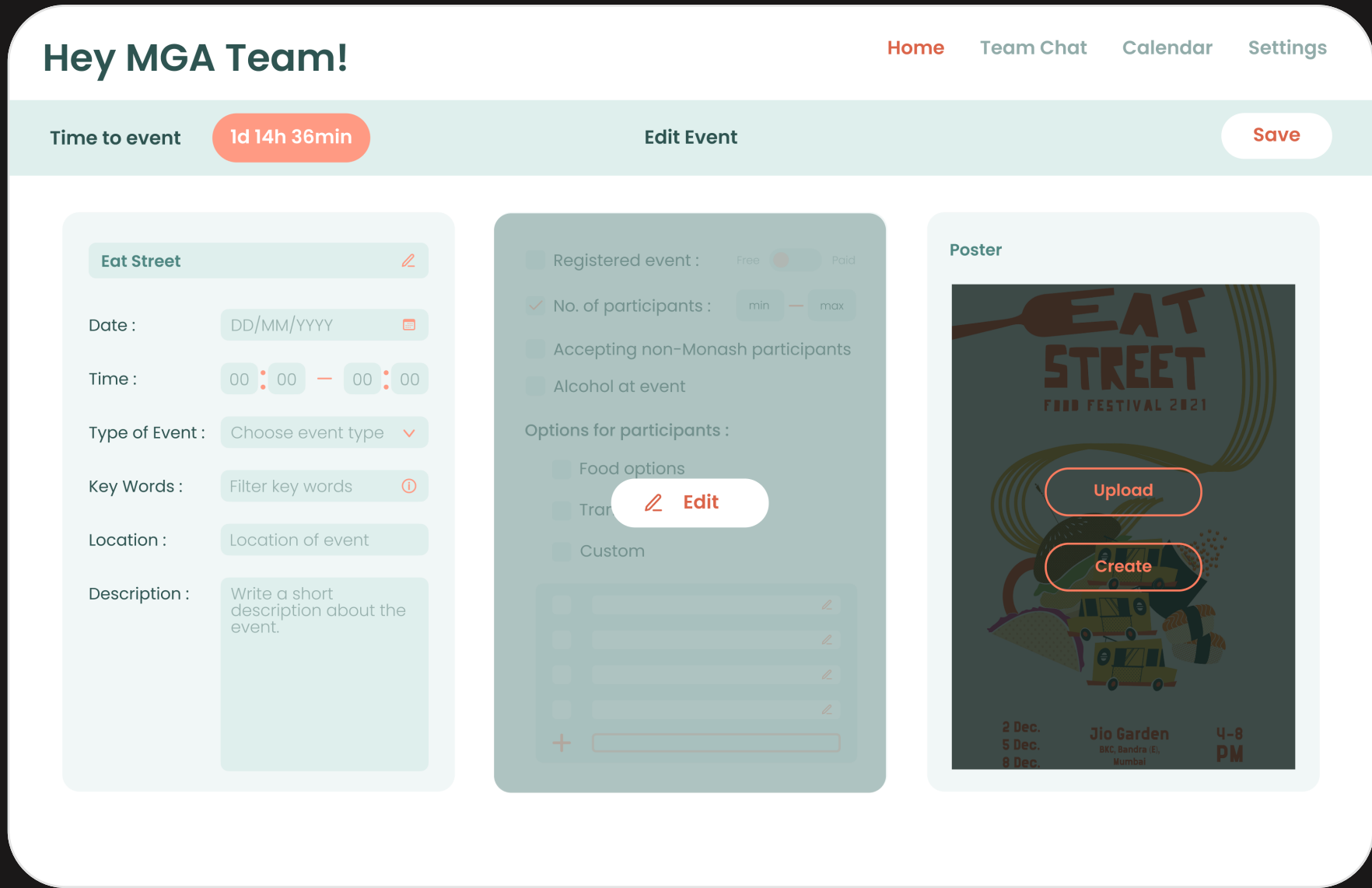
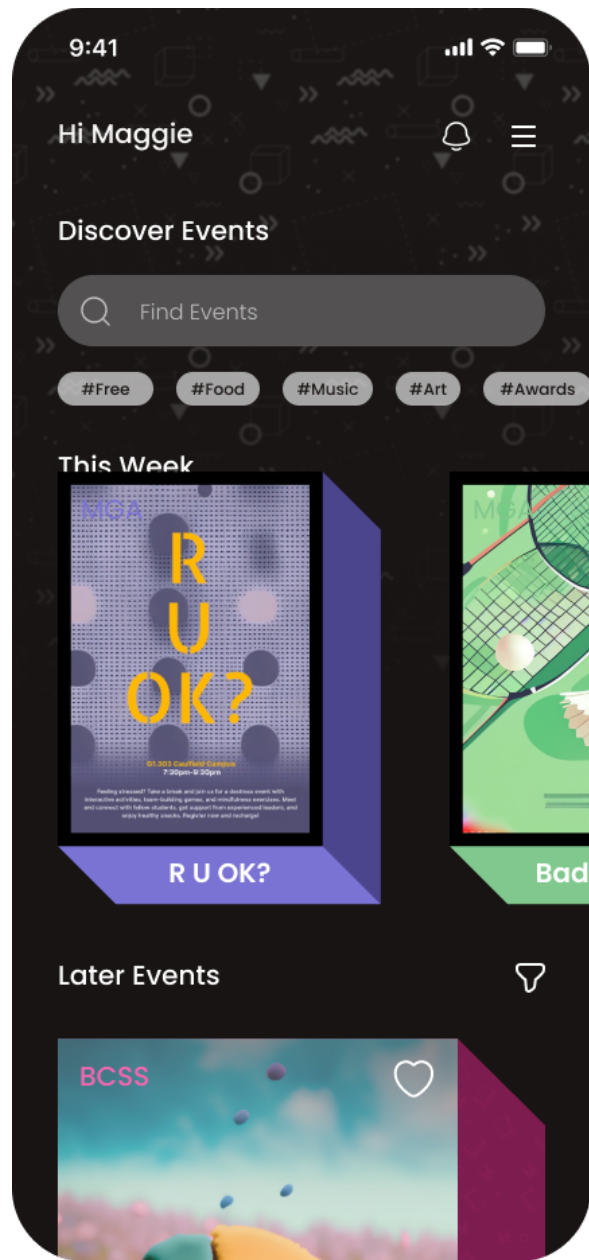
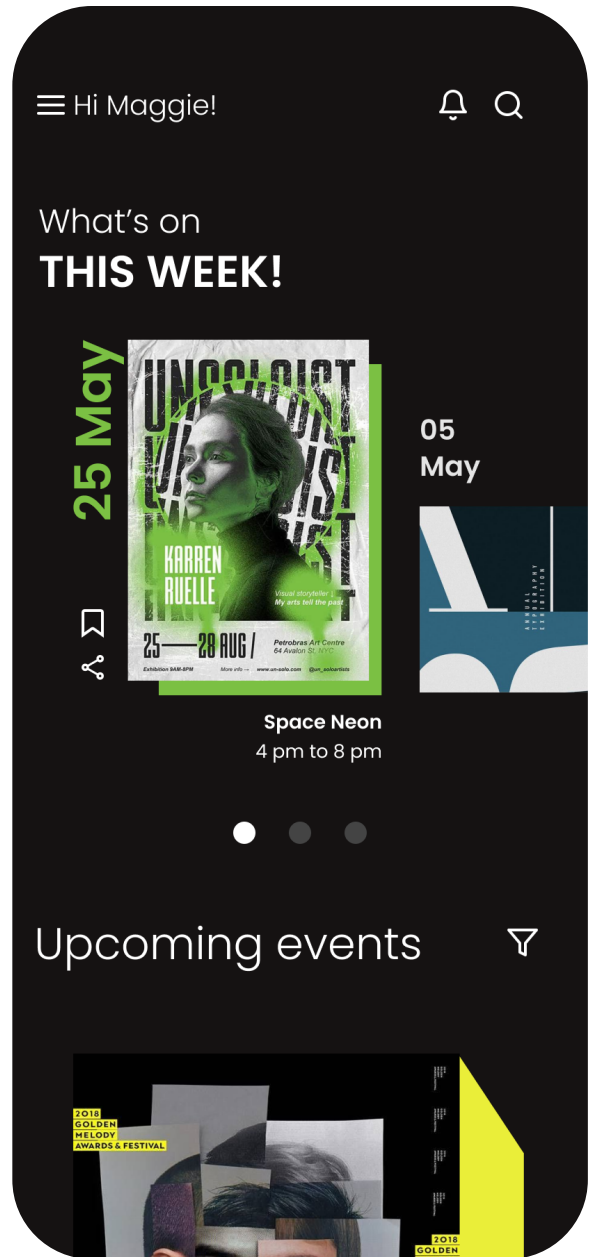


In our research we found out a few pain points of our target user which were that there are too many different platforms that are used right now to promote different events and clubs; event information sometimes comes at an inconvenient time and it is hard to find the information again afterwards; word of mouth is the current way most students find out about events.



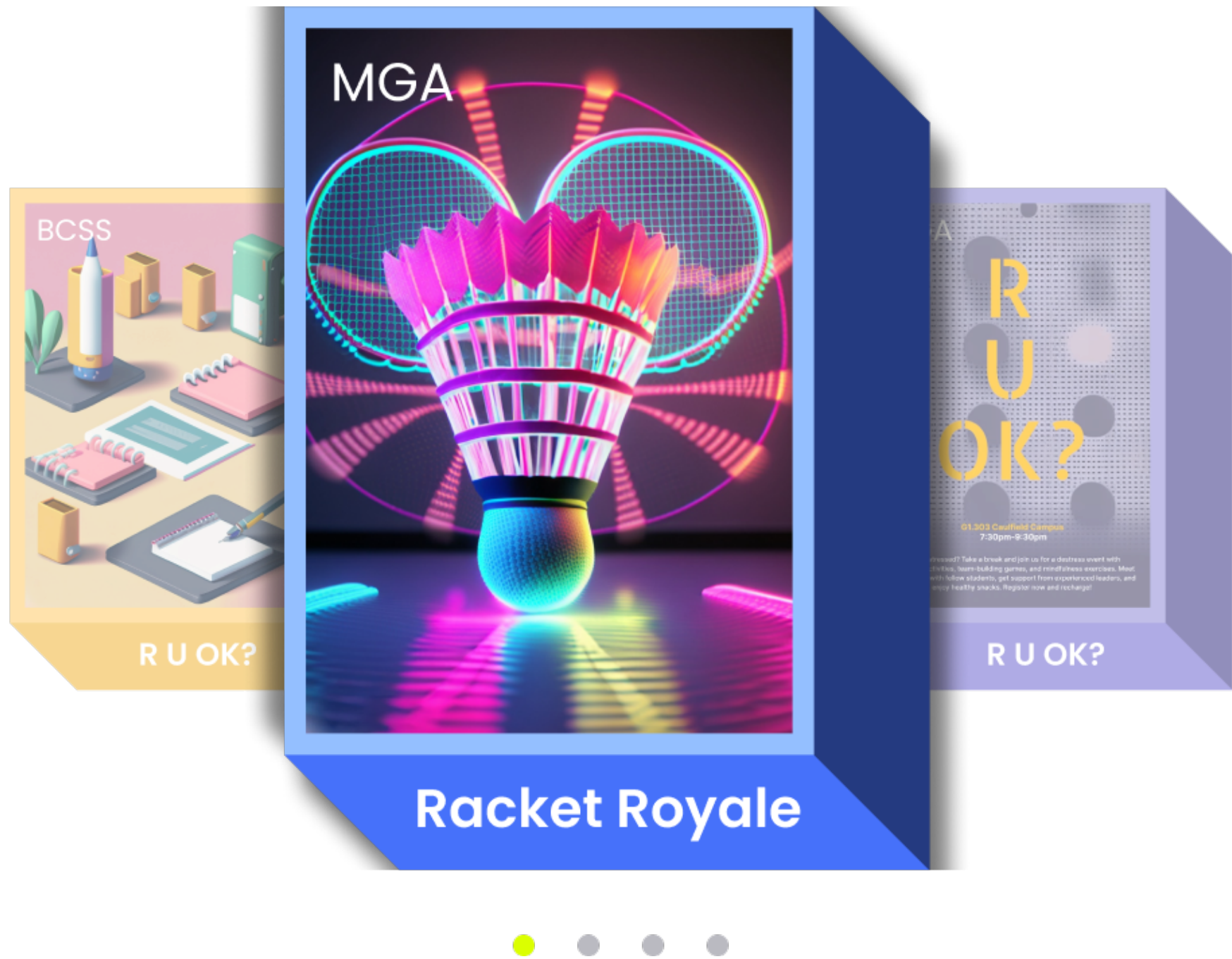
We decided that we need to make a unified mobile platform that would work from the already-existing Monash study app, as a micro-app. As well as this, we wanted to create a platform that the university society leaders can use to create an event promotion. In this system, we have created an easy way to transform information into an interactive poster with the help of AI. We incorporated AI into this project to be used as a tool within our interaction system.

On the right is the progression of different iteration stages of the mobile app and the web app.

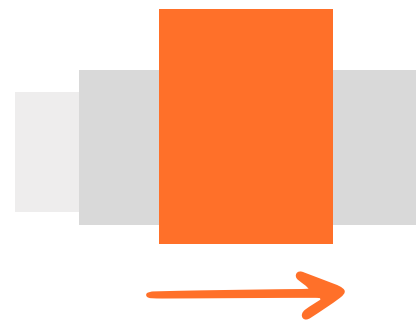




In this group project I was mainly focusing on the initial research, development of the initial UI of both the mobile app and the web app, however my main part was the ethnographic research and interaction of the prototype.



Here are some micro interactions within the app that create more interesting interactions with the user and evoke our theme of 'wonder'.



Colour Picker

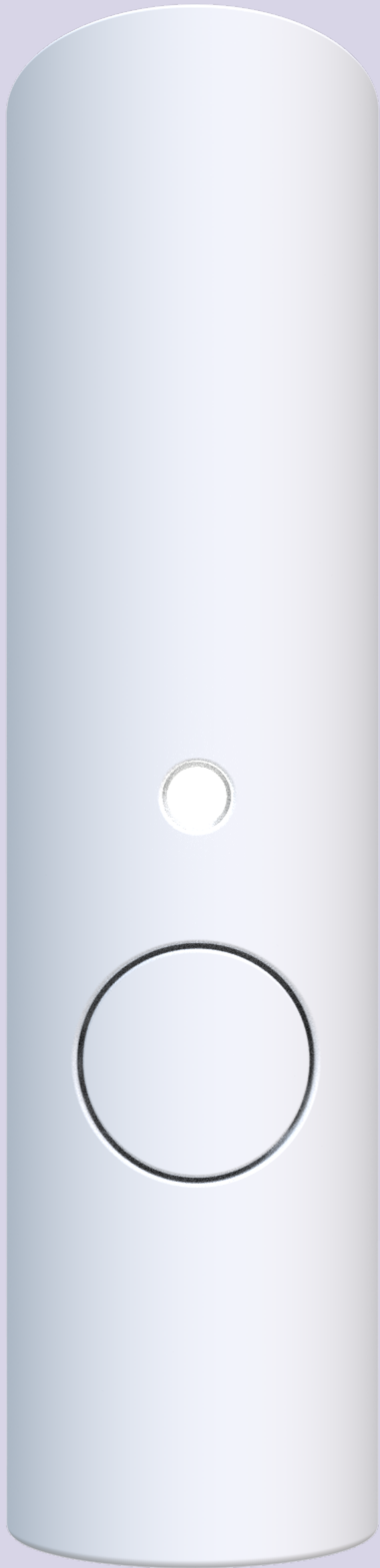
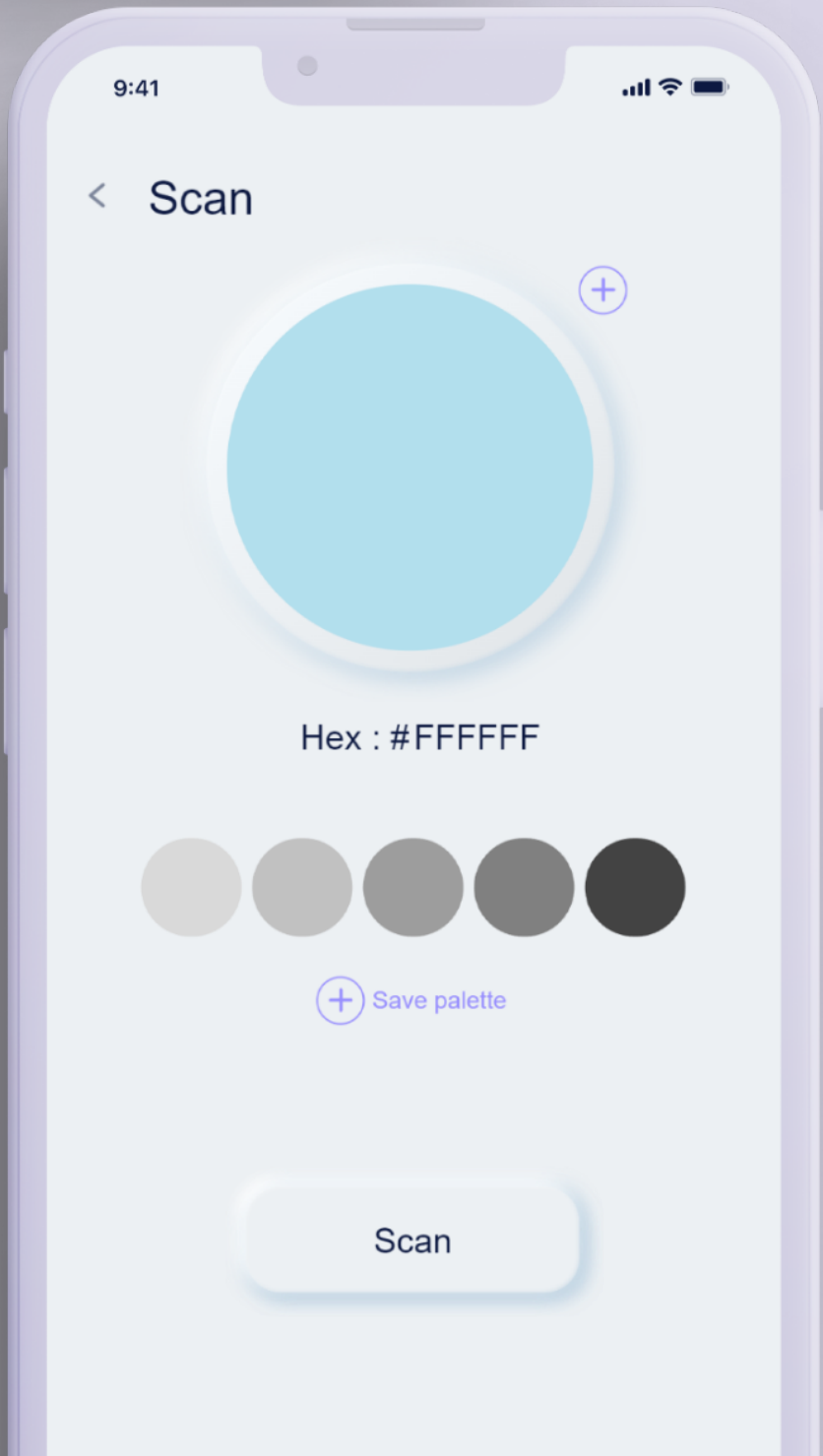
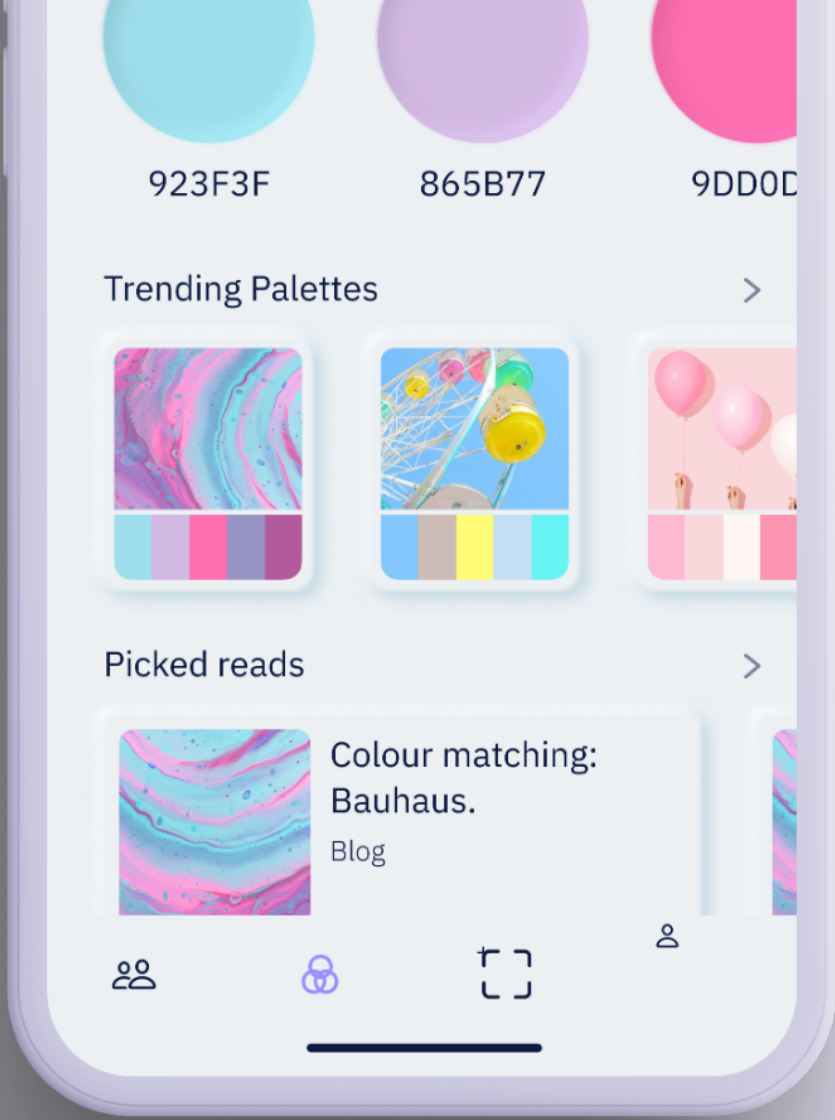
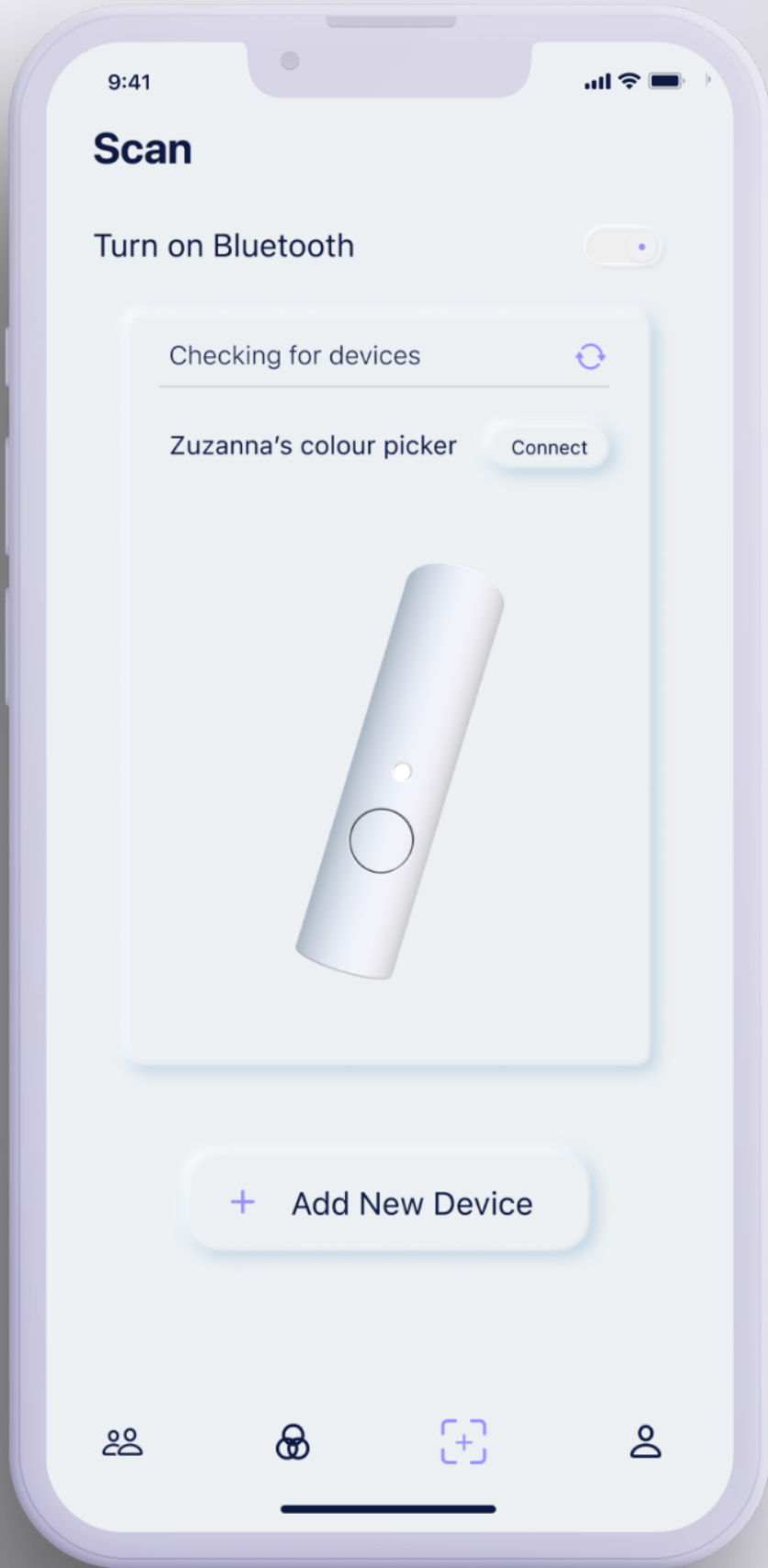


This is a group project.
For this project we decided to focus on designers as our target user.

We wanted to answer the question:
How can we improve the design process of graphic designers in order to get accurate colours quickly, easily and on-the-go from the real environment around them.

For this project we had to create an interactive system that works with an an external input source.

We found out that it is really important to have the correct colour of products as a designer when developing marketing material or for interior designers when picking out products and colours. We wanted to create a small product that can be attached to the keys that connects to your phone app via bluetooth that can scan colours in real time. these colours are recorded as HEX values that you can save to a palette.



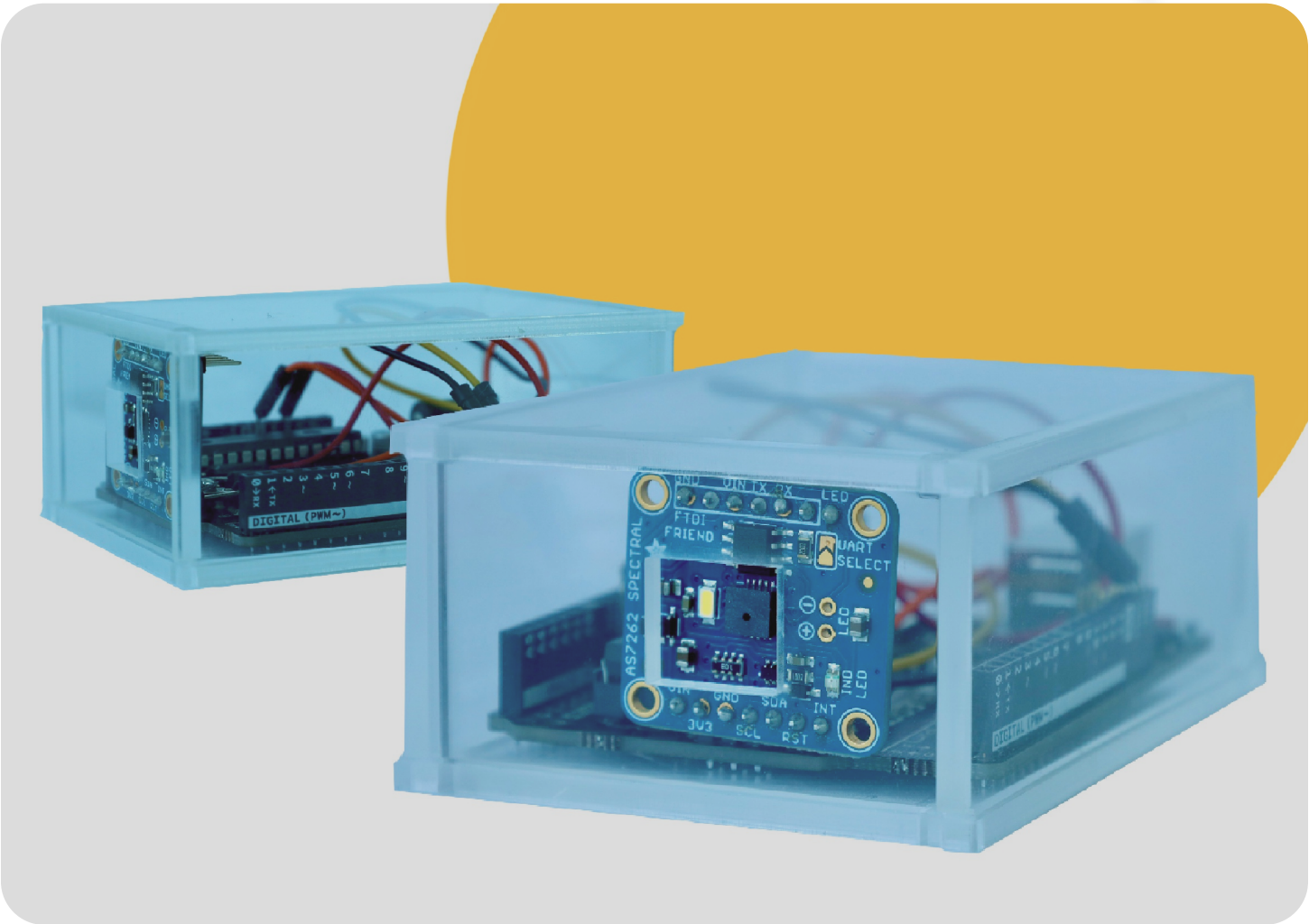
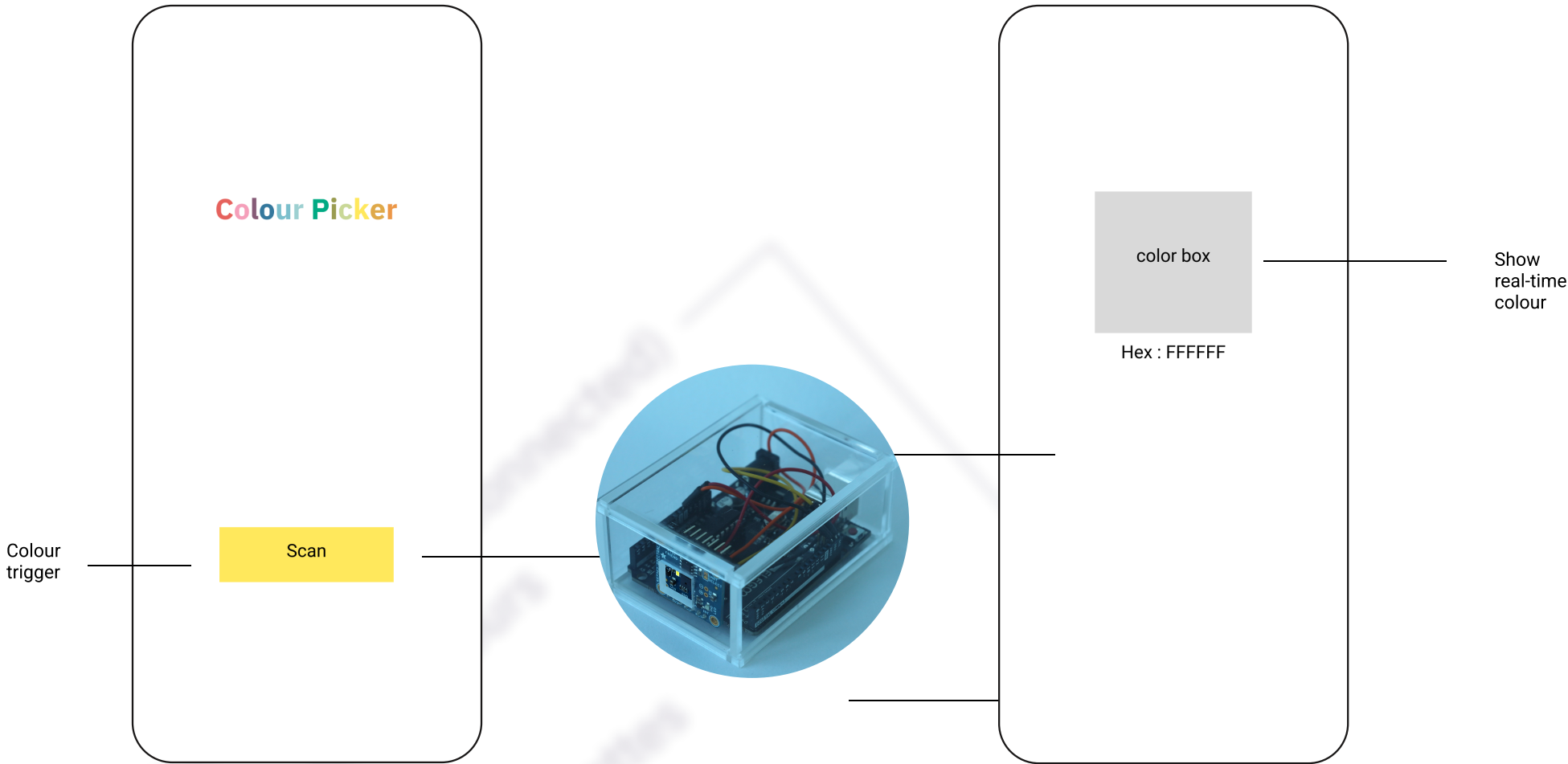
Colour Picker



We started out by mapping the userflow of the app and deciding on the main features of the app which were the colour picker connection and use.

In this project I was focusing on the UI, interaction of the app and the backend coding of the sensor interaction.

For the input we used an Adafruit AS7262 sensor connected to Arduino that is connected to the prototype. The sensor gathers colour information through 6 spectrums. I had to convert these values into HEX values to be sent to protopie connect in order to show on the prototype app in real-time.



Simultaneously, we worked on the design of the prototype colour picker. We came up with the design as a team and my group member prototyped it and 3D printed it. I took the product photos.

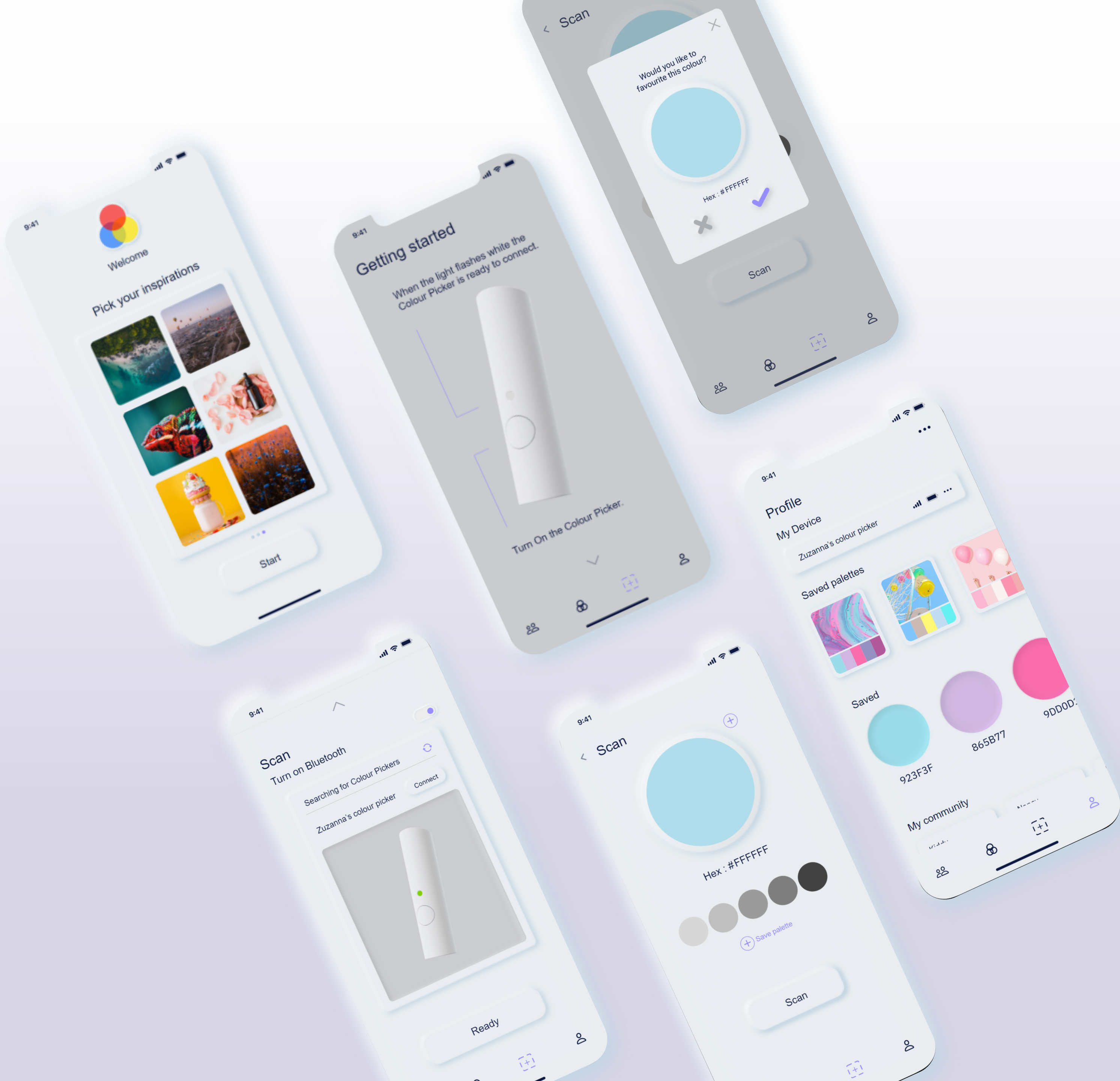
We wanted to achieve a clean and simple look for the product that could fit into someone's pocket or attach to keys. We had to make sure that the whole system would fit into the product that we had a visible button to scan the colour, a mini LED to show the batter and connection status and we needed to make sure that there is a 10mm gap at the top of the sensor and between the object being scanned, creating a tube, otherwise the readings are off.



For the UI of the app, we wanted to utilise the neumorphism design style as this product is for designers. It also allowed us to explore a different type of design style that we have ever worked on before, with different sort of interactions, cards, buttons and mostly working with shadow and light to achieve that effect.

In the prototype we included a demonstration of pairing the colour picker device as a first time user and using it in real time as a fully working prototype.

I loved working on this project as it taught me how I can combine design and interaction through physical objects and coding. It has been really challenging as I am not a computer scientist but I feel more confident in interaction design process and working on more technical projects.

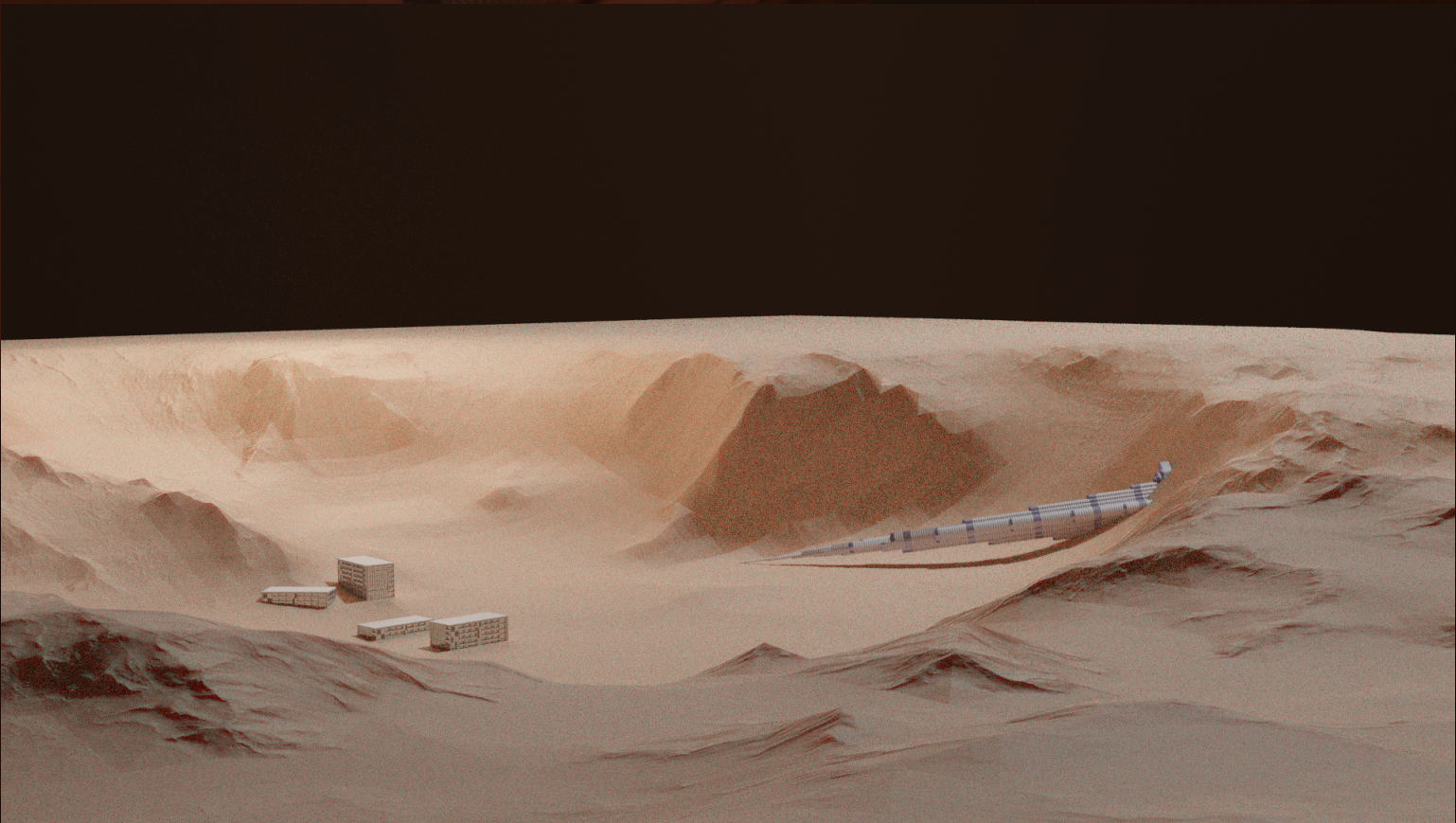


Speculative futures

This project was an edition to my dissertation. The theme of my dissertation was speculative futures and the way the public responds to how they are conveyed/ portrayed.

I created this speculative scenario of Dubai where I grew up, in order to portray a possible scenario in a visual manner. In this scenario the Earth has gravitated towards the sun and the Earth is no longer habitable.

I created these visuals in Blender to achieve a more realistic look but also to create a 360 experience that can be published on media such as Facebook but also used in a larger scale to show on a 360 screen in public.

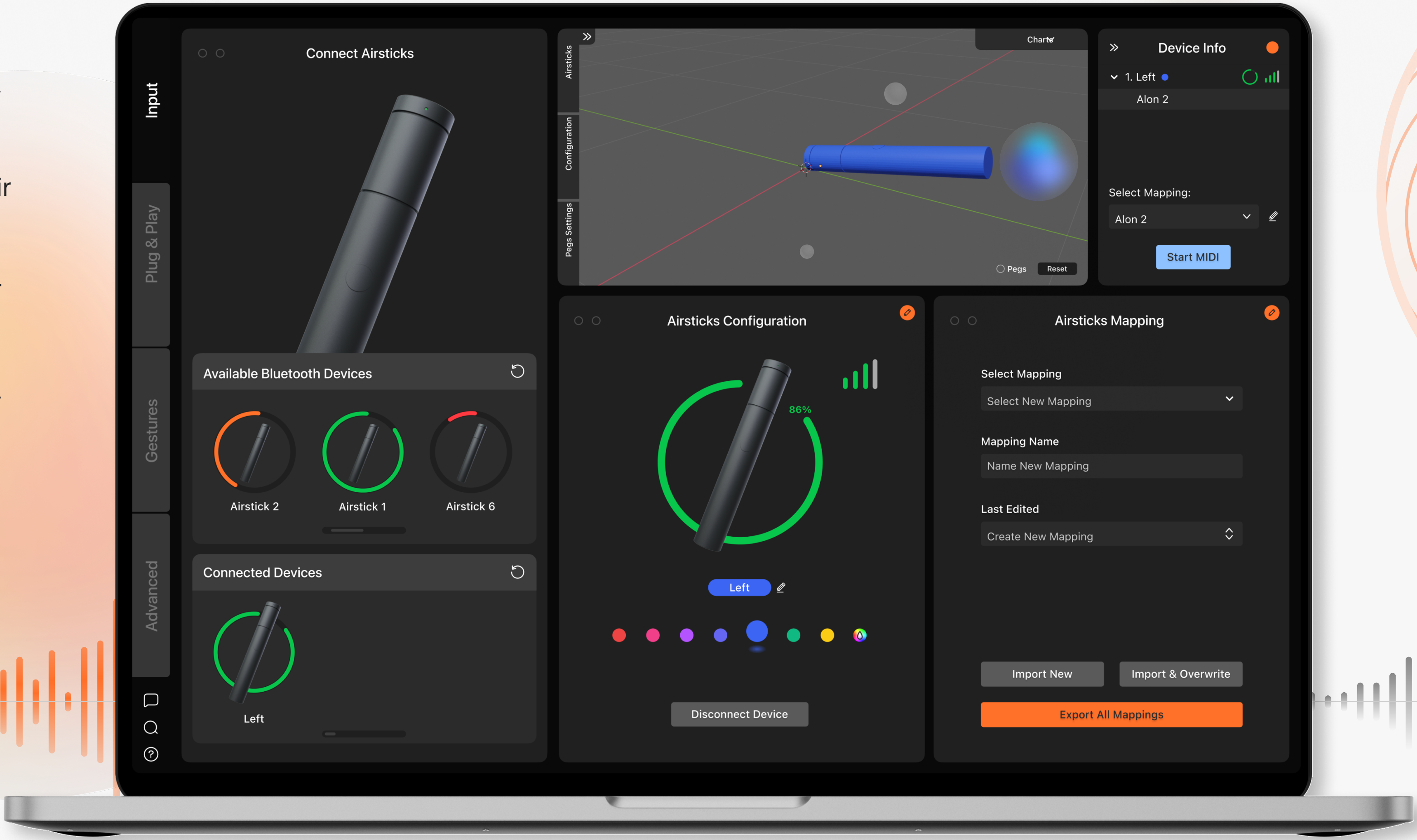


This is a group project. This project we designed a computer app directed towards MacOS to connect and utilise an innovative MIDI device the Airsticks. The airsticks was a student developed project that is currently being finalised with the universities support. We were to design a software that enables the user to easily and quickly use the devices, even as a first-time user. However it had to be agile enough for experienced users to adjust to their setup.

In this project I was responsible for the research, final design of a few components in the UI and the interaction of the whole prototype.

AIRSTICKS

UX PROJECT



Airsticks

These are a few screens that show all the detailed information that might be needed when using and configuring a MIDI device. As well as this, we can see the drag and drop feature that enables us to switch to different workspaces and personalise our space. We tried to show some of the readings and connections from the airstick in a visual manner to make the software more accessible. We decided to go for a dark-mode design with a bright orange accent colour to simulate the ‘on air’ or recording sign, just like whst the software is for.

For the research, we had interviewd musicians and DJs to better understand their needs and painpoints for current software on the market.

The **complexity** of the UI and userflow made it **difficult for the musicians** to compose with ease.



How might we create a **streamlined, easy** to follow, and **flexible** work space for sound designers in order to maxmise their performance?



MINIMAL

Streamlined Design
Aesthetic
Not too much “noise”.



ORGANISED

Icons that make sense and are more universally used.
Condensed layout for maximum performance with a modular design.

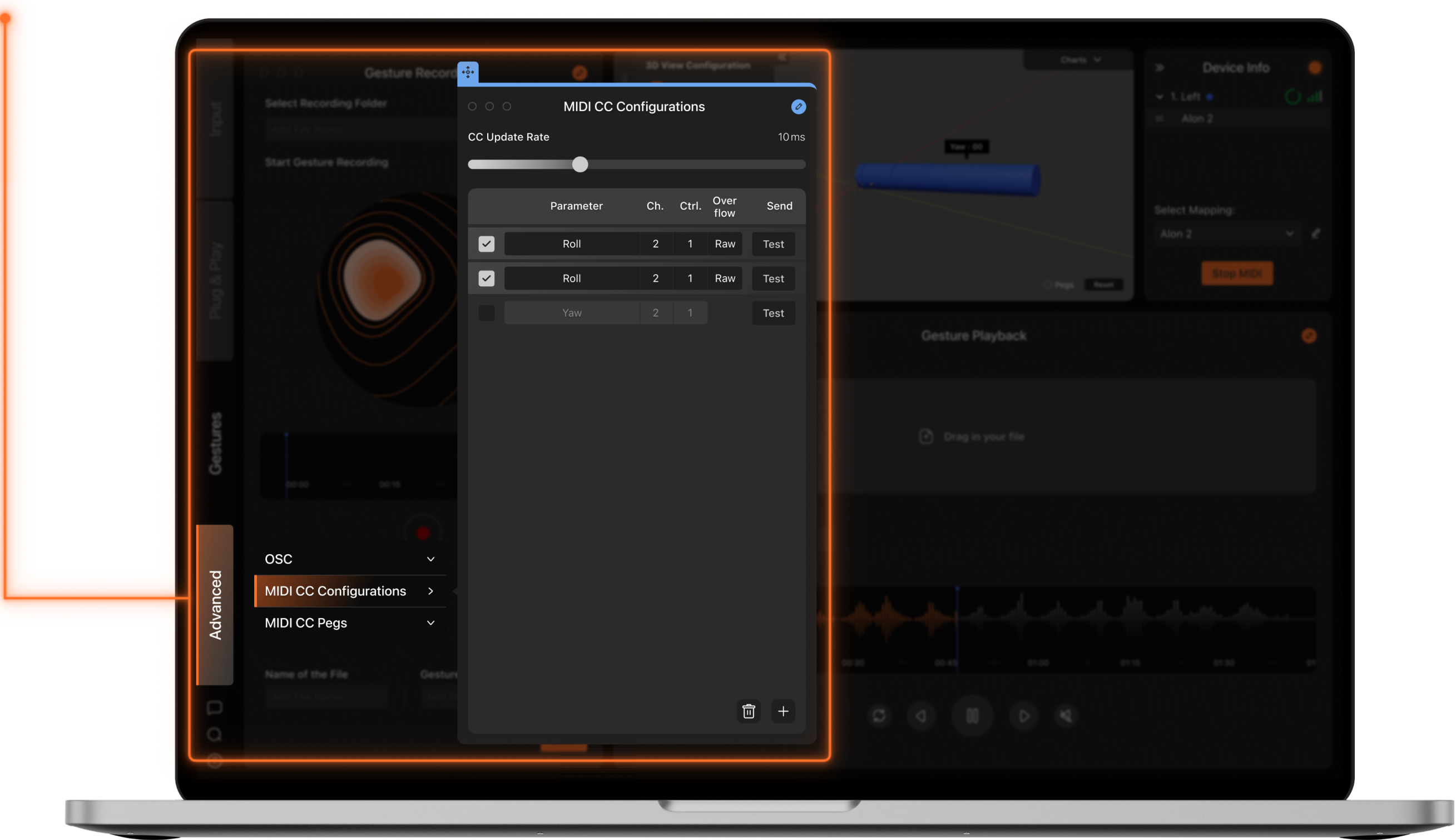


DARK MODE

Make it easier on the eyes.

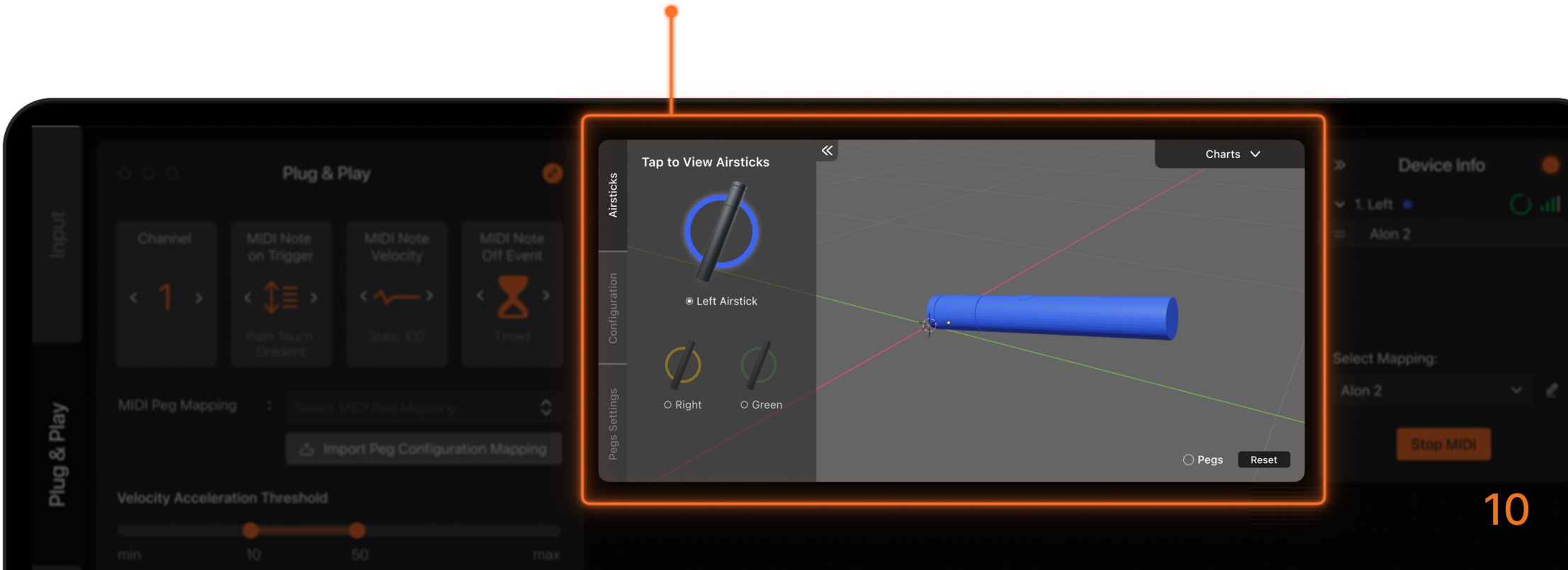
Advanced Panels

Drag and Drop advanced panels in any page for convenience.



Airsticks

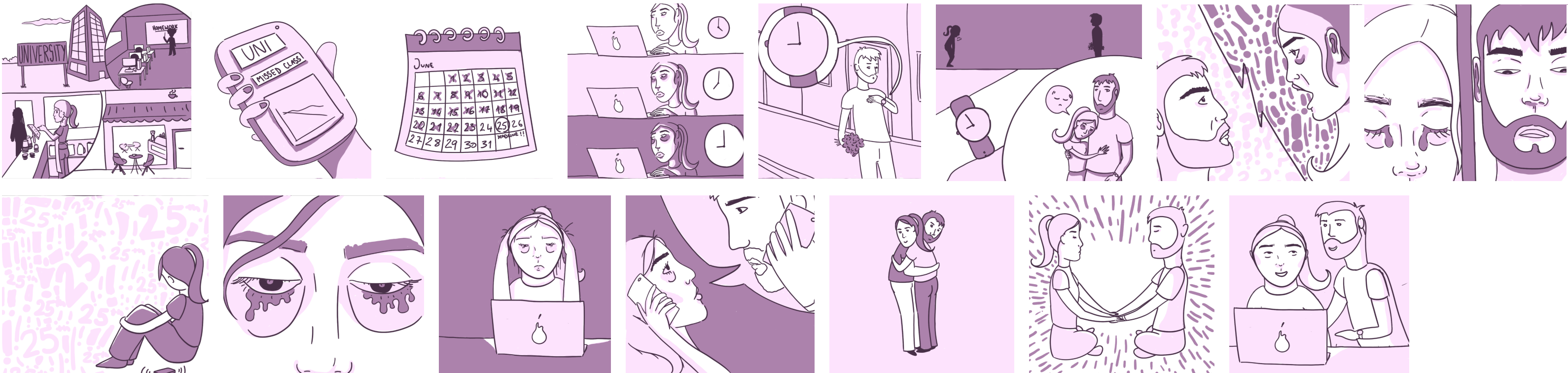
User can choose to view one or multiple airsticks which will be displayed on the 3D Screen.



This project focuses on a meditation app. I used the neumorphism style to try and create a dreamy aesthetic. I wanted to create a bigger contrast than I had managed to before with neumorphism so that it would be more accessible. Apart from the UI, I also did the interactions of the prototype with some very intricate interactions with variables to detect time spent meditating to show it in the weekly report.



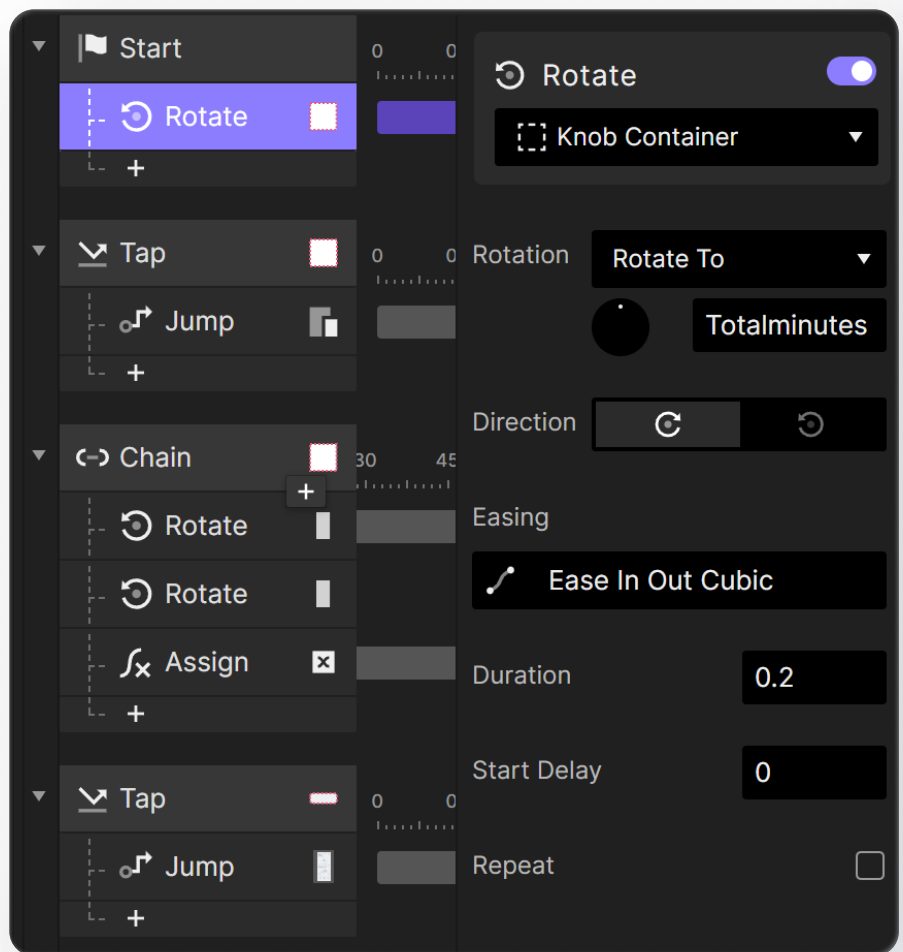
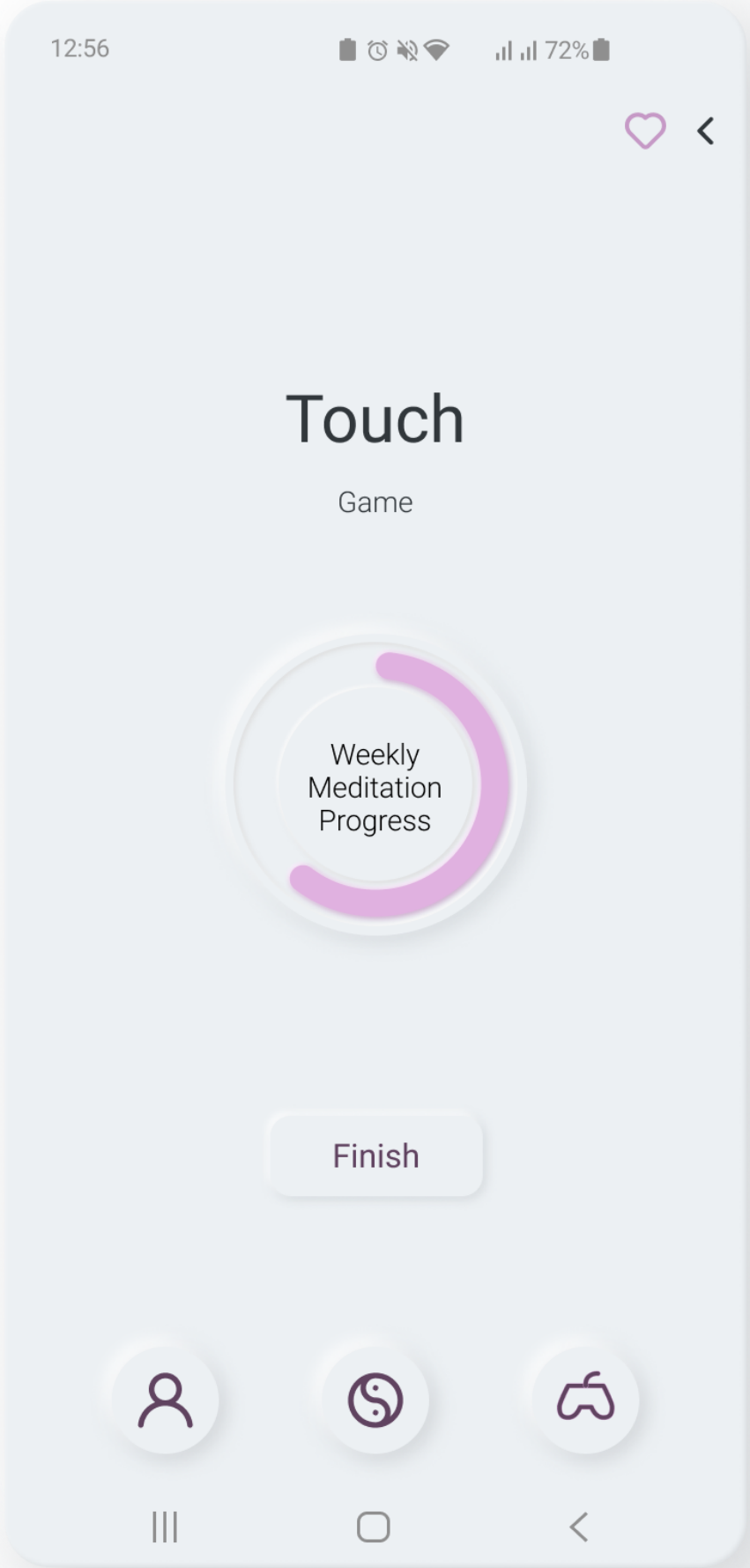
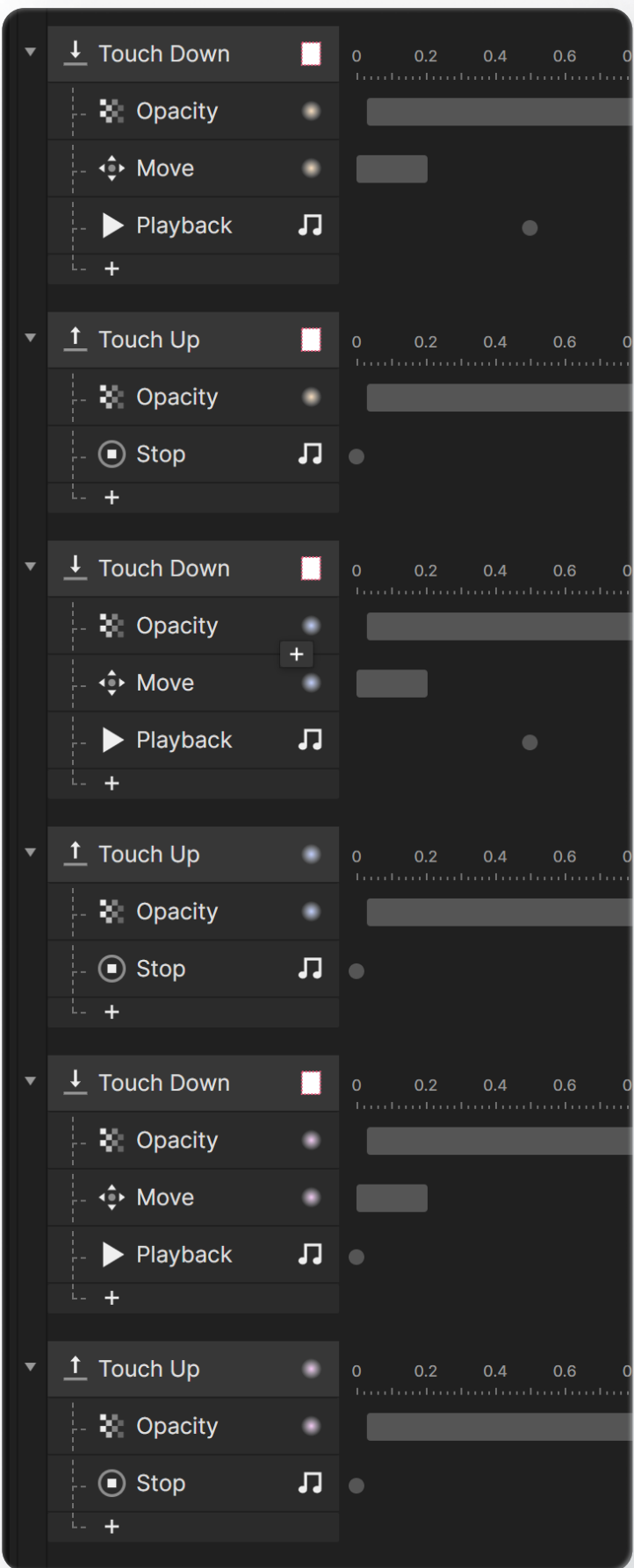
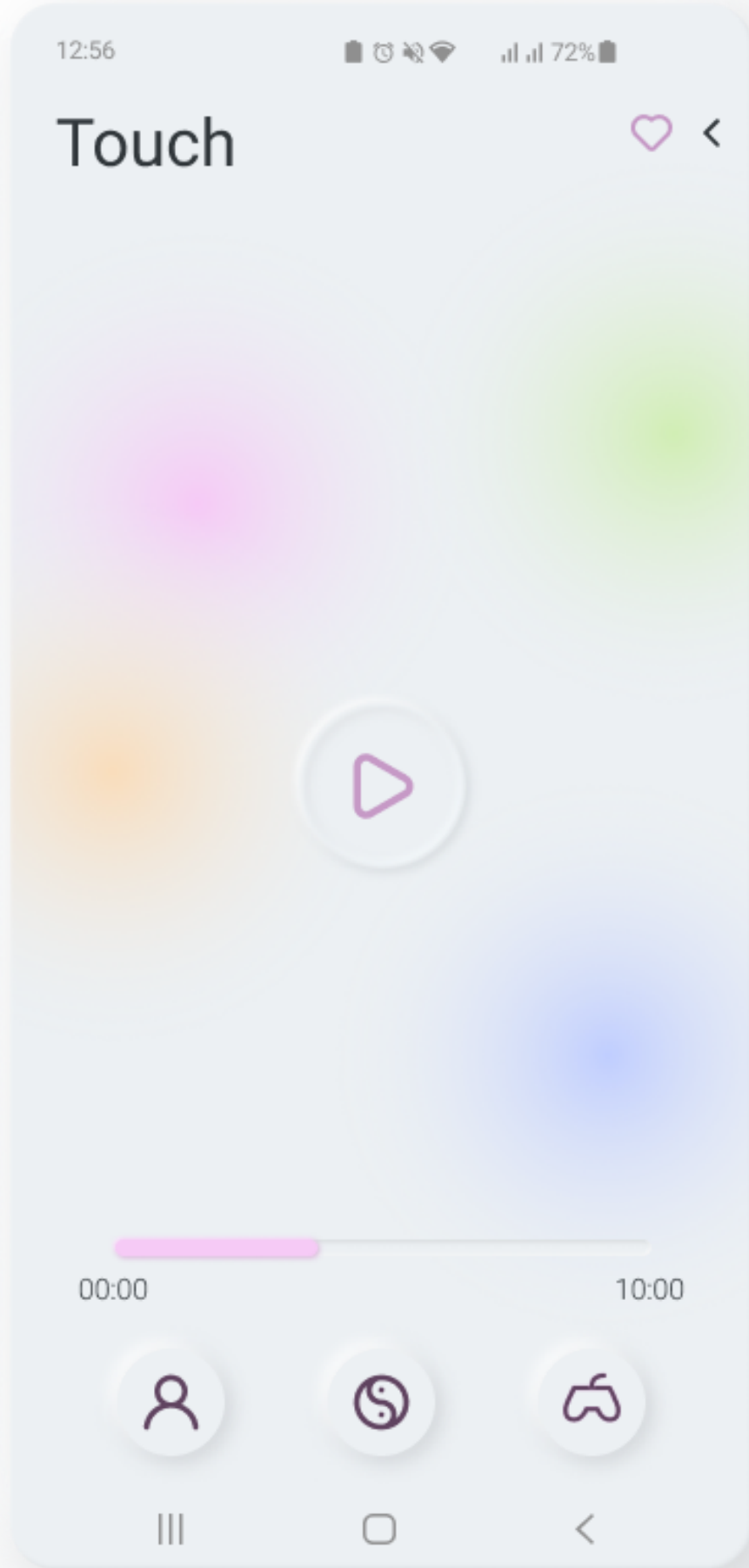
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The app was based on my persona whom is very stressed out and it seems like there is too much going on with university, work and a relationship.

The app is designed for meditation through interaction which includes some touch games that work fully in the prototype with different sound features for relaxation.

I also added a progress system so that the user knows how much meditation they have done this week. This progress bar changes and updates everytime the user does a meditation session. There is also night meditation that automatically changes depending on the time of day to quickly allow the user to brows through meditations appropriate for the time.



This was an illustration project I created for the restaurant Franco Manca. This is an Italian pizza restaurant. As to commemorate the illustrator who created all of the illustrations used throughout the Franco Manco franchise, they had created a competition to create some pizza-inspired illustrations. These illustrations were then purchased by Franco Manca and hung in their new store in London.

For my illustrations I was influenced by lino printing. Unfortunately due to the time constraints I decided to digitally illustrate the way a lino print looks. I created a few different illustrations with different animals that seem to be eating pizzas. only the pizzas are in colour to make them more stand out as this is a pizza restaurant and the previous illustrator always created these colourful cartoon-looking pizzas. I enjoy using different mark-making to create different textures.

