Hey there,
I’m Jakub.

Graphic Designer.

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UI/UX

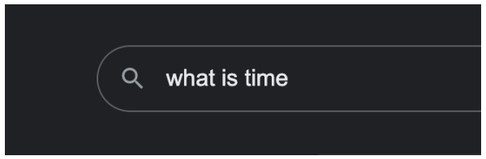
The Spectrum Clock

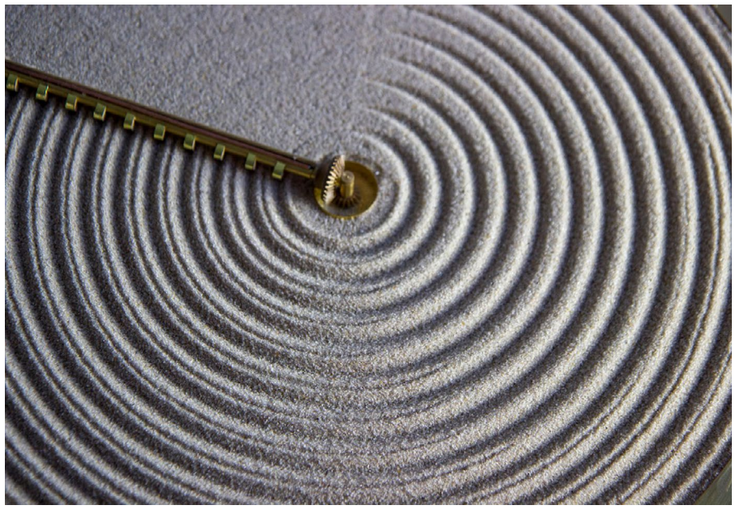
Communicating time with colour.

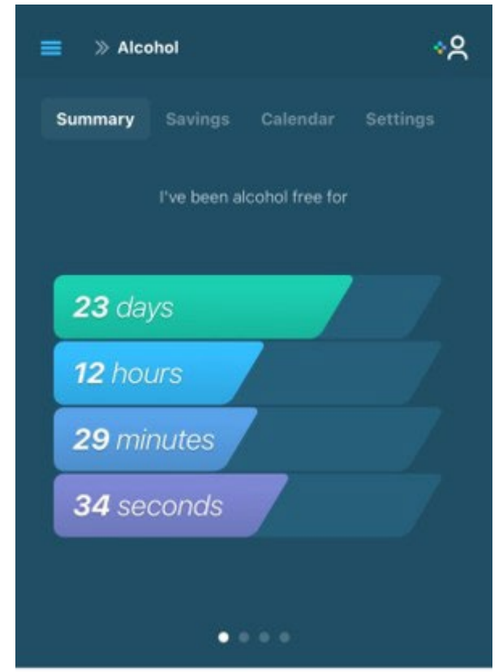
The Brief

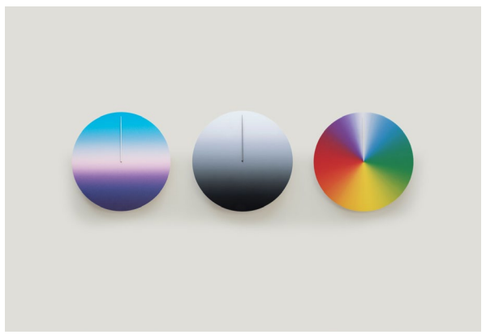
This was a brief set out by the Nottingham Trent University Graphic Design staff which accepted any approach. Here are a few pieces of the most influential research on my project.

Explore interesting ways to visually communicate time.



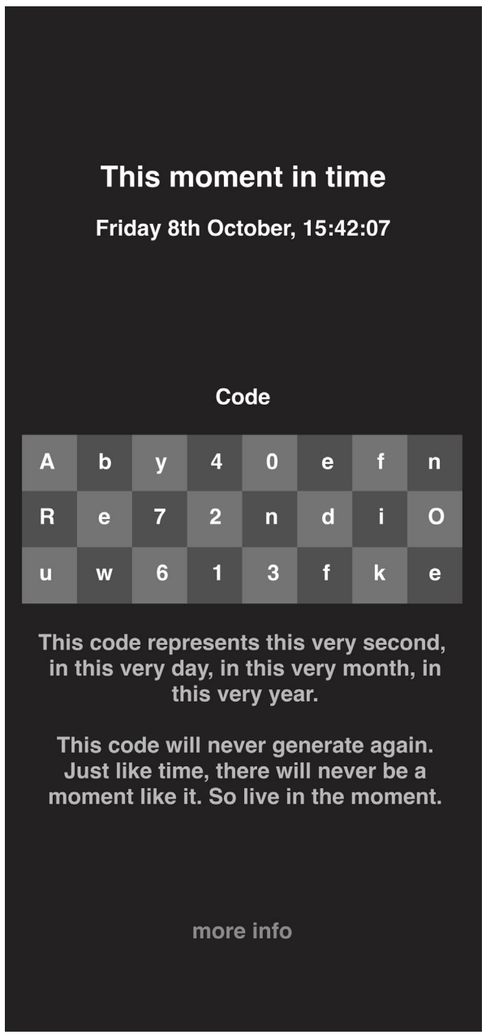




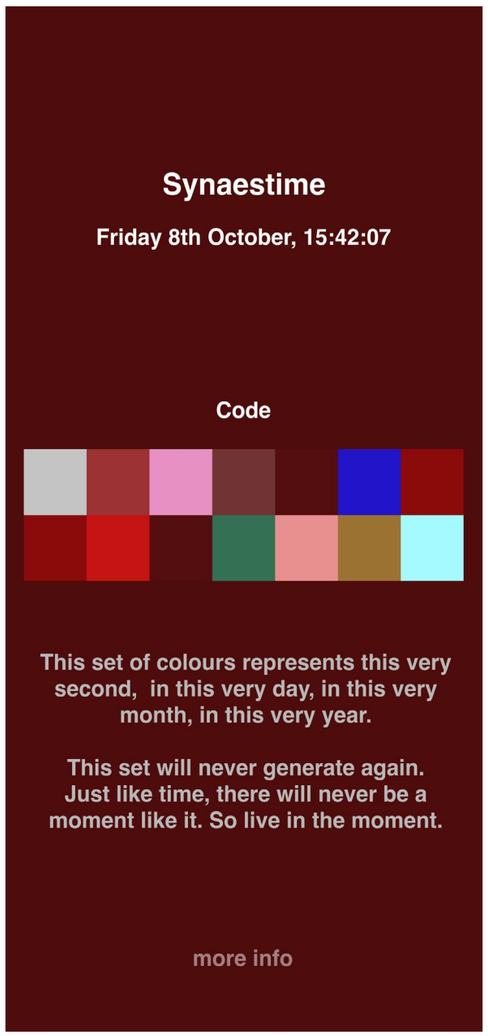


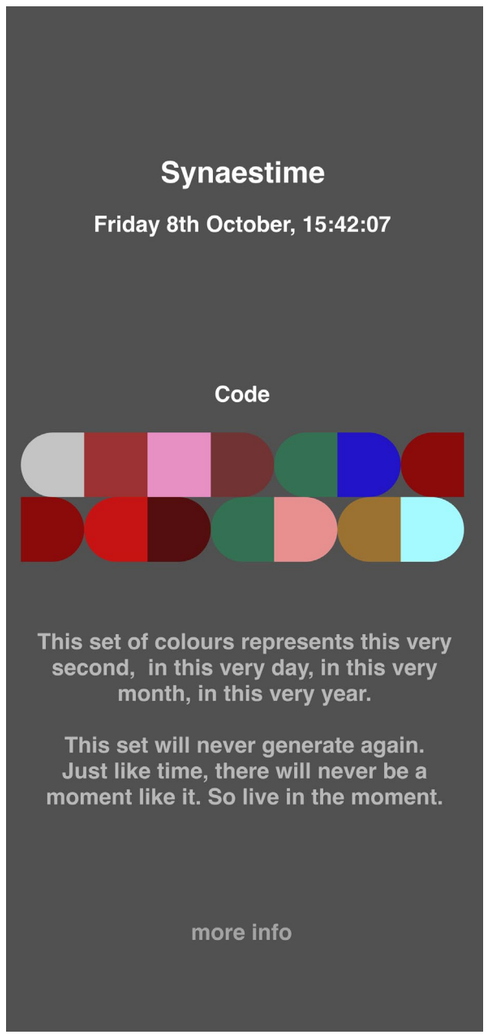
Initial Ideas

As this brief accepted any response, I chose to make this a UI project. Here are the initial ideas I came up with. I carried forward the *Synaestime* idea.

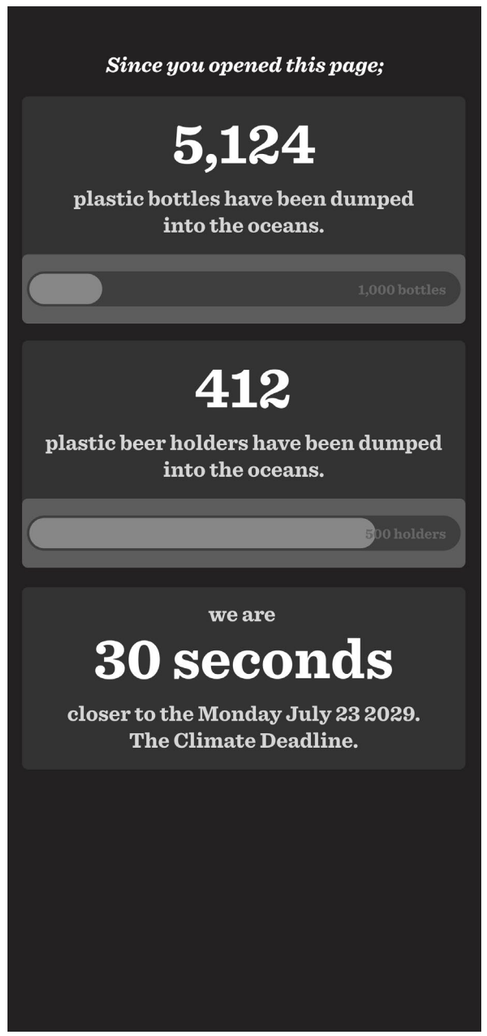


This moment in time
A web page that creates codes for each second in time, inspired by password hashing.

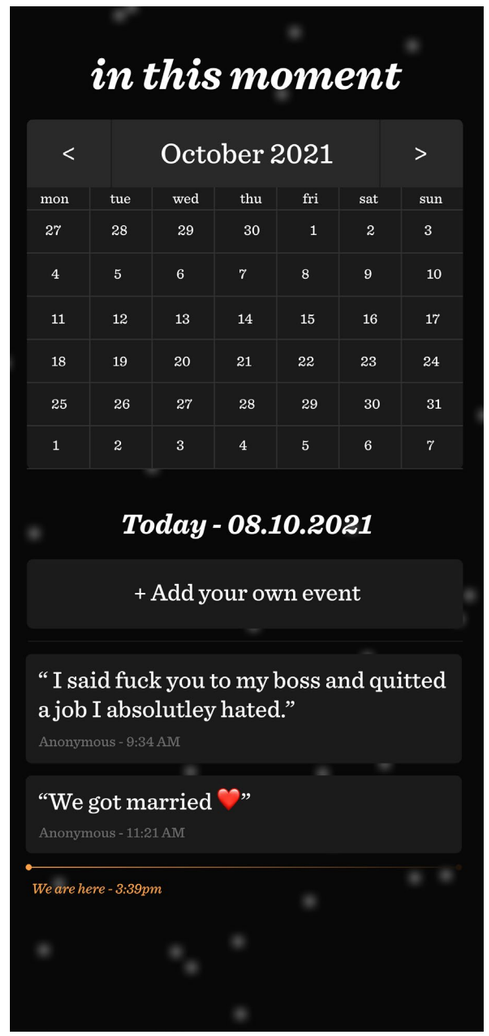




Synaestime
A development of *This moment in time*, but instead of a letter and number based code, colours are shown instead.
It was called *Synaestime* as it was inspired by the synaesthesia condition.



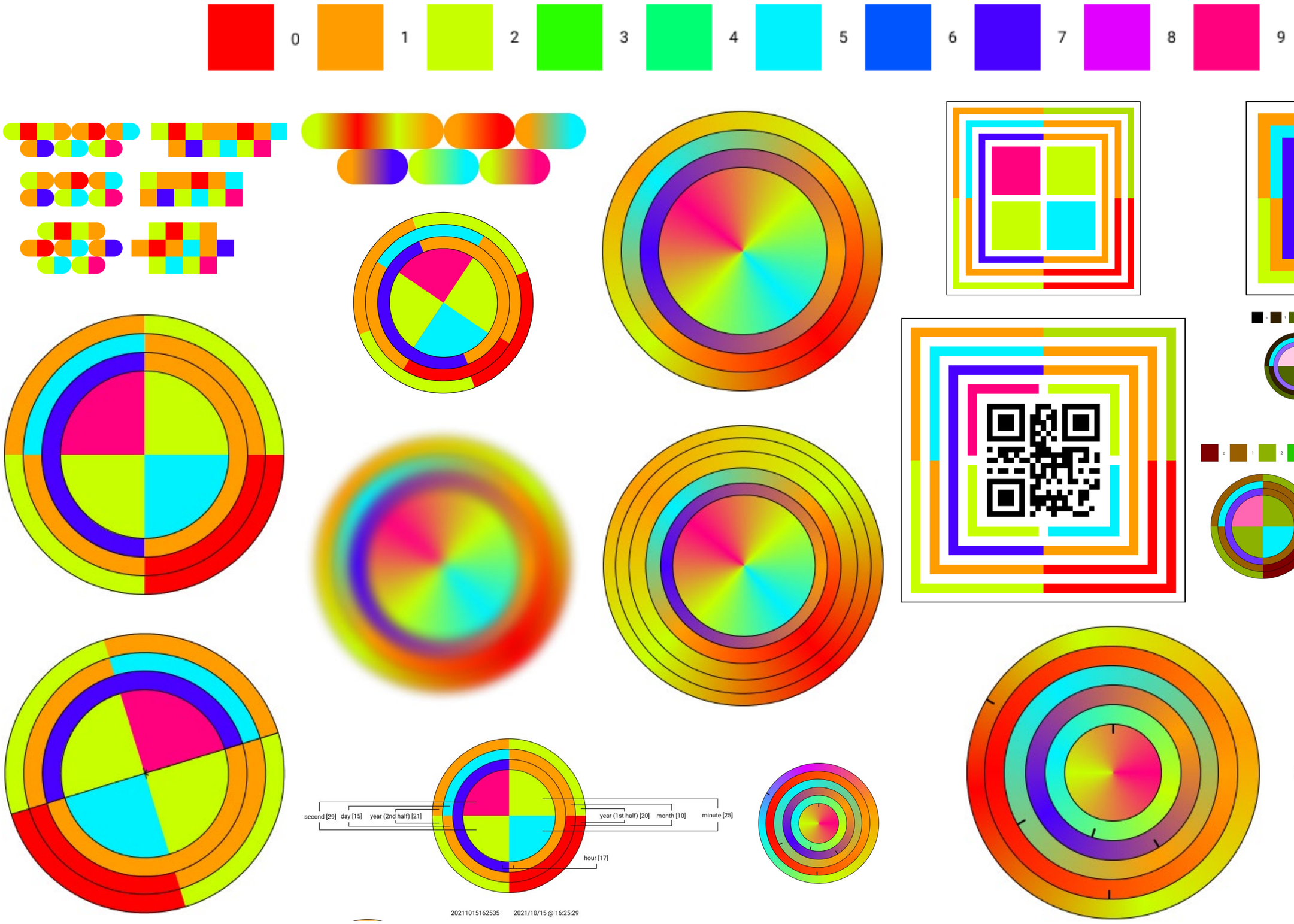
Climate Count-Up
A climate clock where instead of counting down to doomsday, it counts up to show the impact of our pollution.



in this moment
A website where anonymous users can share significant events in their lives and see what happened to others.

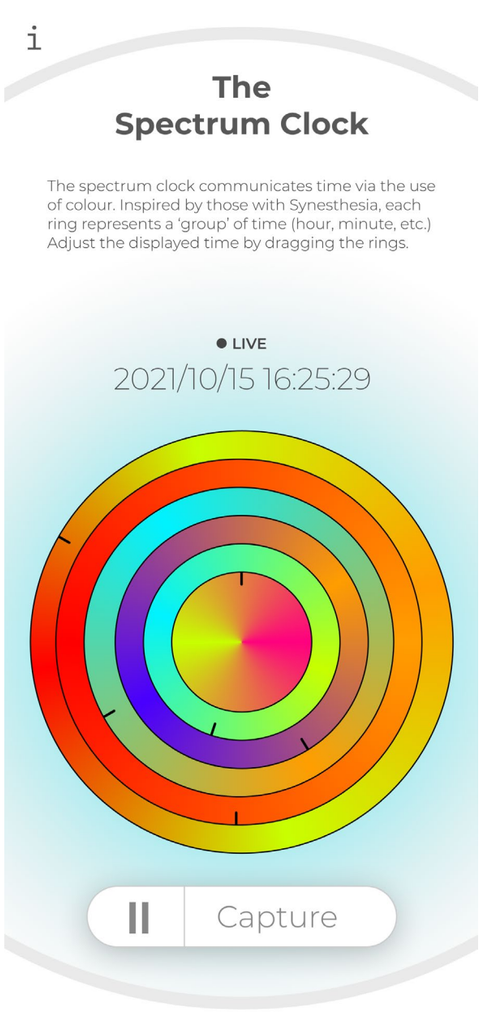
Clock Development

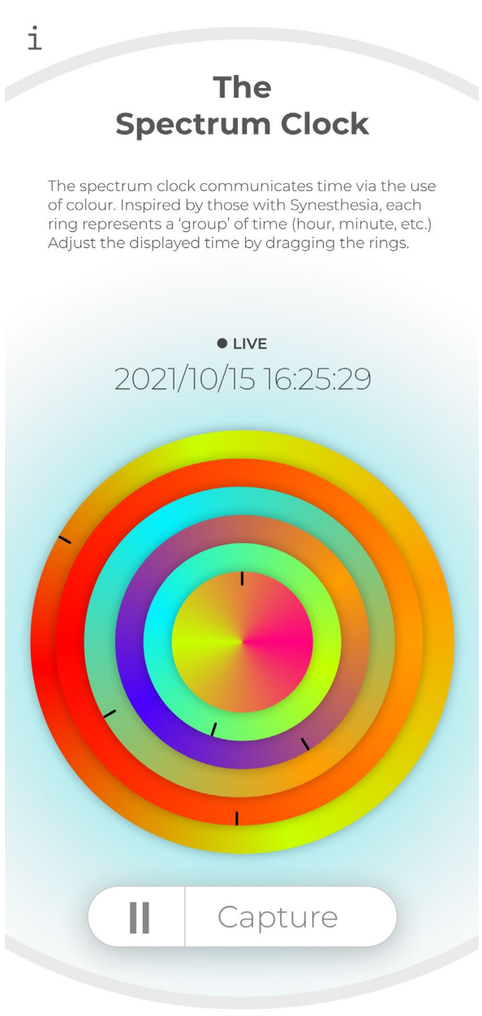
I took the colour grid from the *Synaestime* idea mentioned previously, and kind of just worked on it seeing where my creativity would take me.

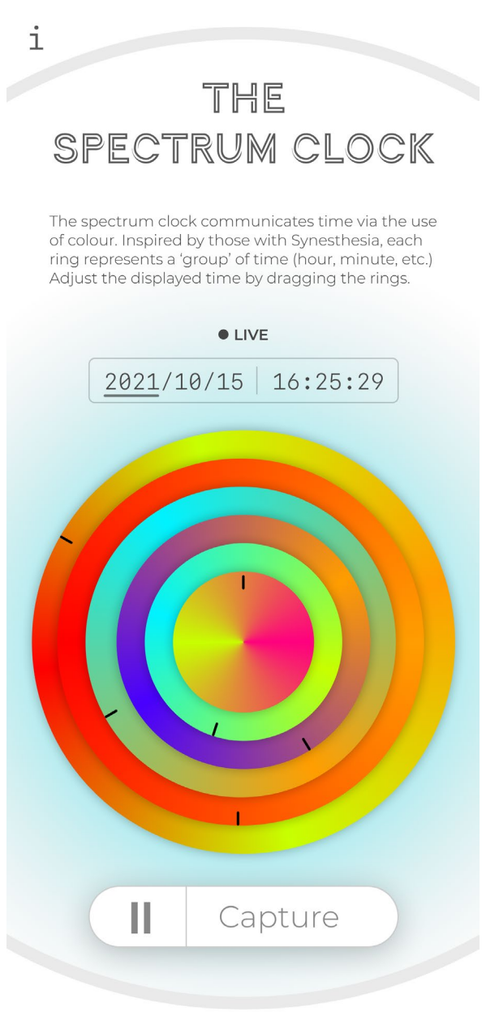


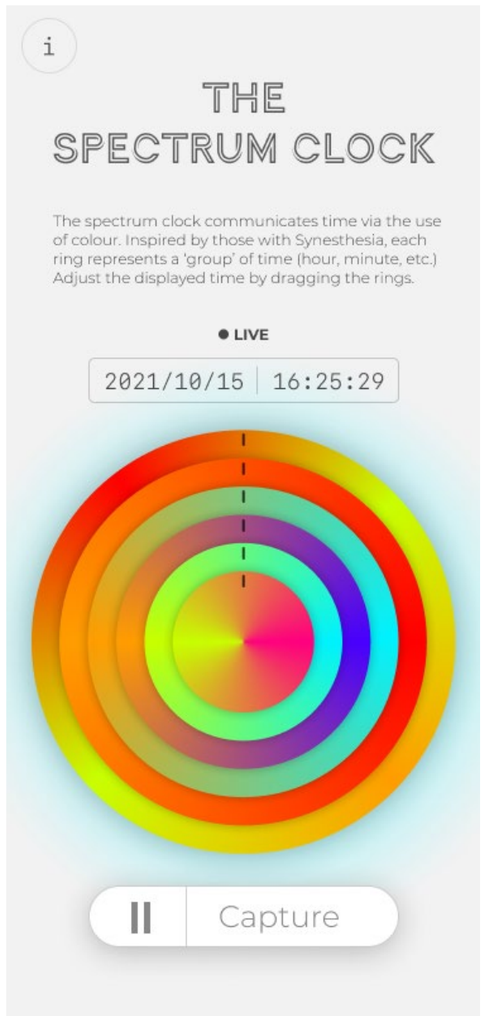
UI Milestones

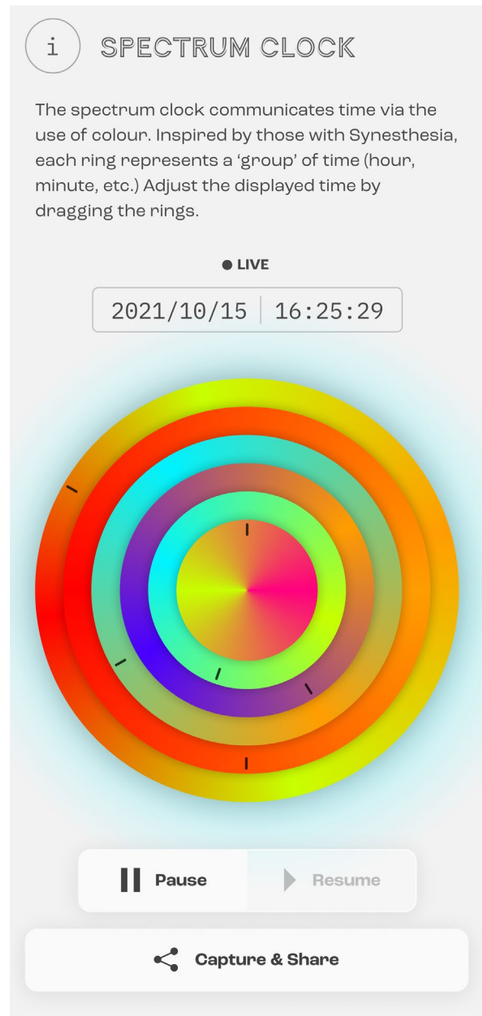
Progression screenshots of my UI until I landed on a final style for my application (the right most screenshot).





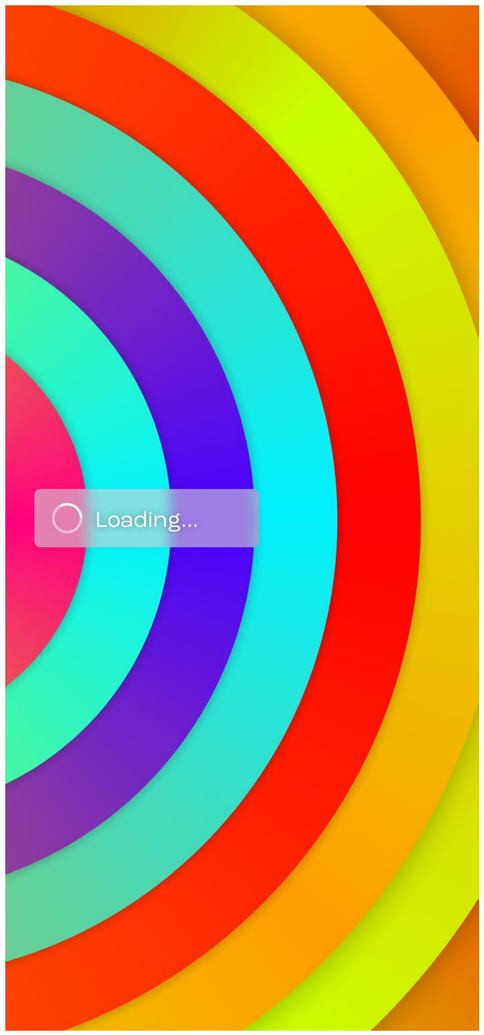


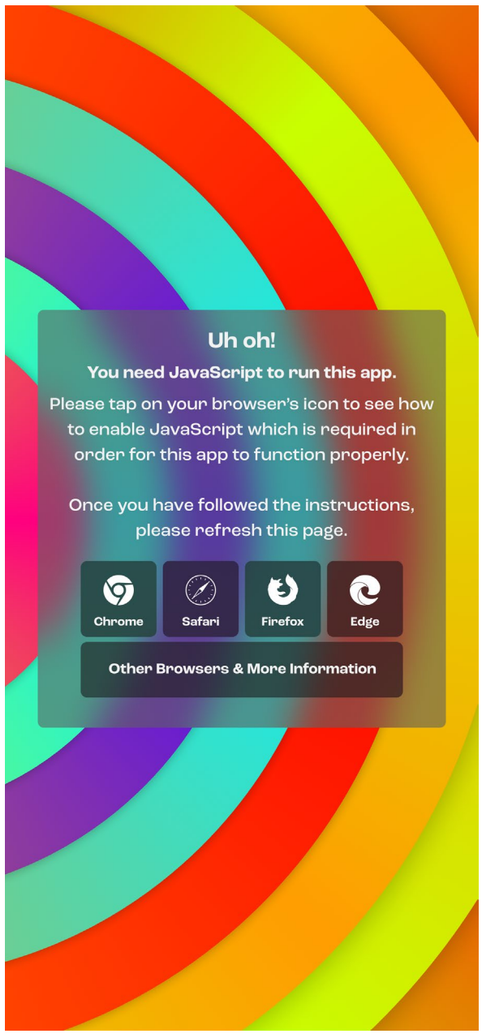


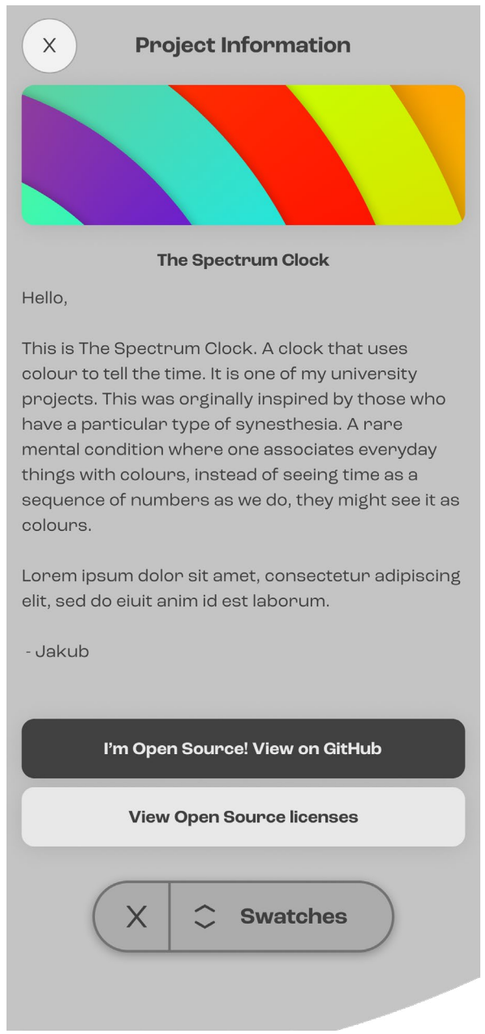


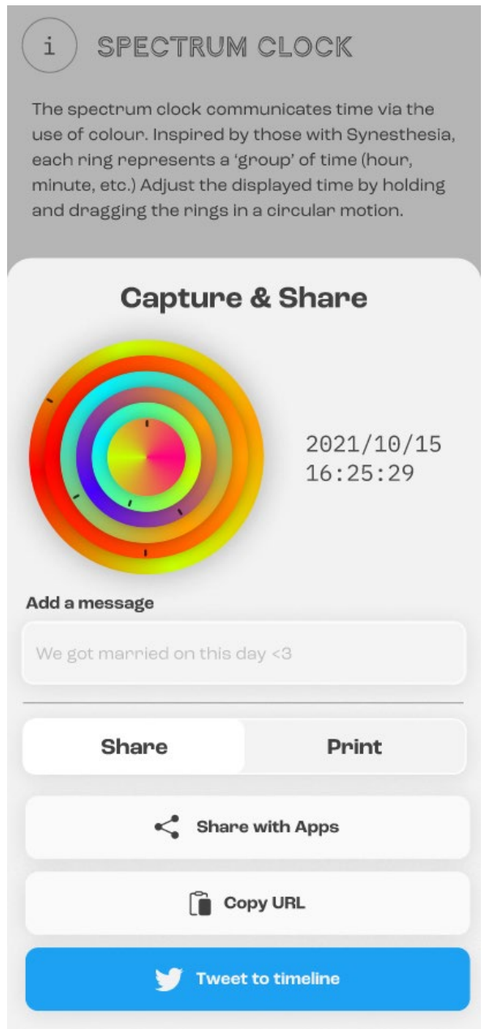
Final Screens

Here are some other final UI screens that I developed.







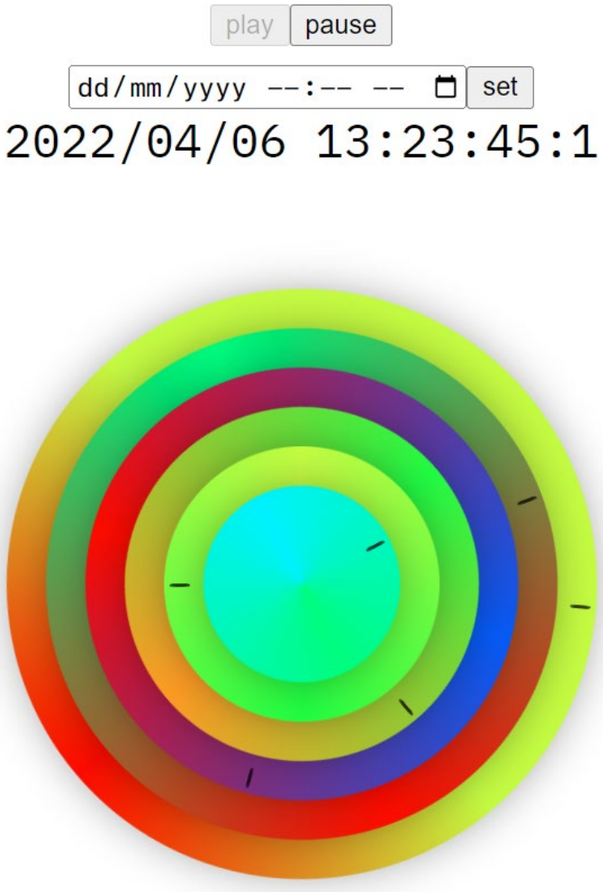


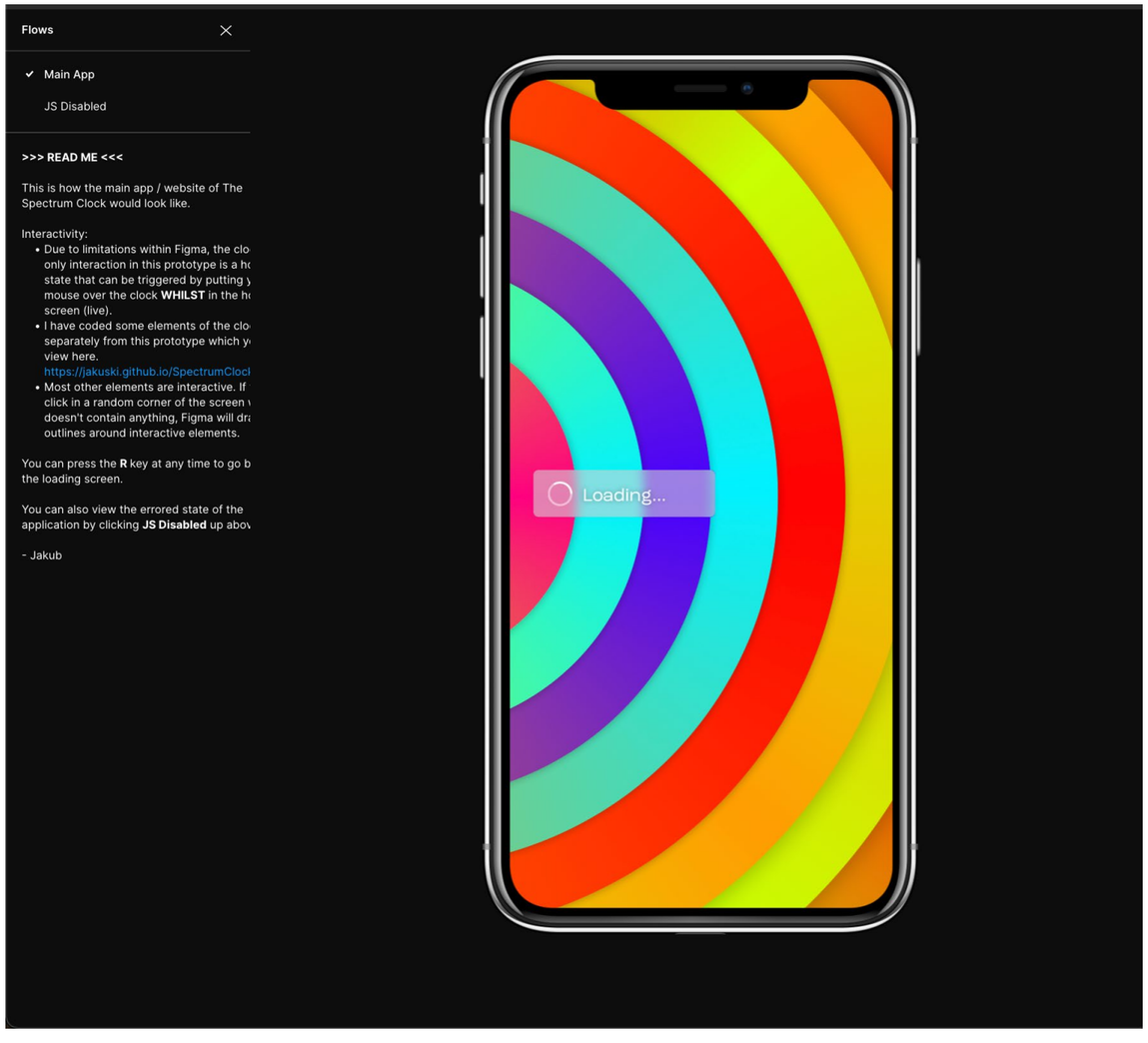
Prototypes

I developed two prototypes for this project.

1) A Figma prototype that can be navigated and interacted with, showcasing the user journey.

2) A coded clock that shows how I wanted the clock to animate and function, however due to CSS/browser limitations. It's not fully how I wanted it. The browser is not able to animate between gradients which I really wanted for my clock.





The clock can be accessed via this URL:
www.jakub.studio/go/p/clock/build

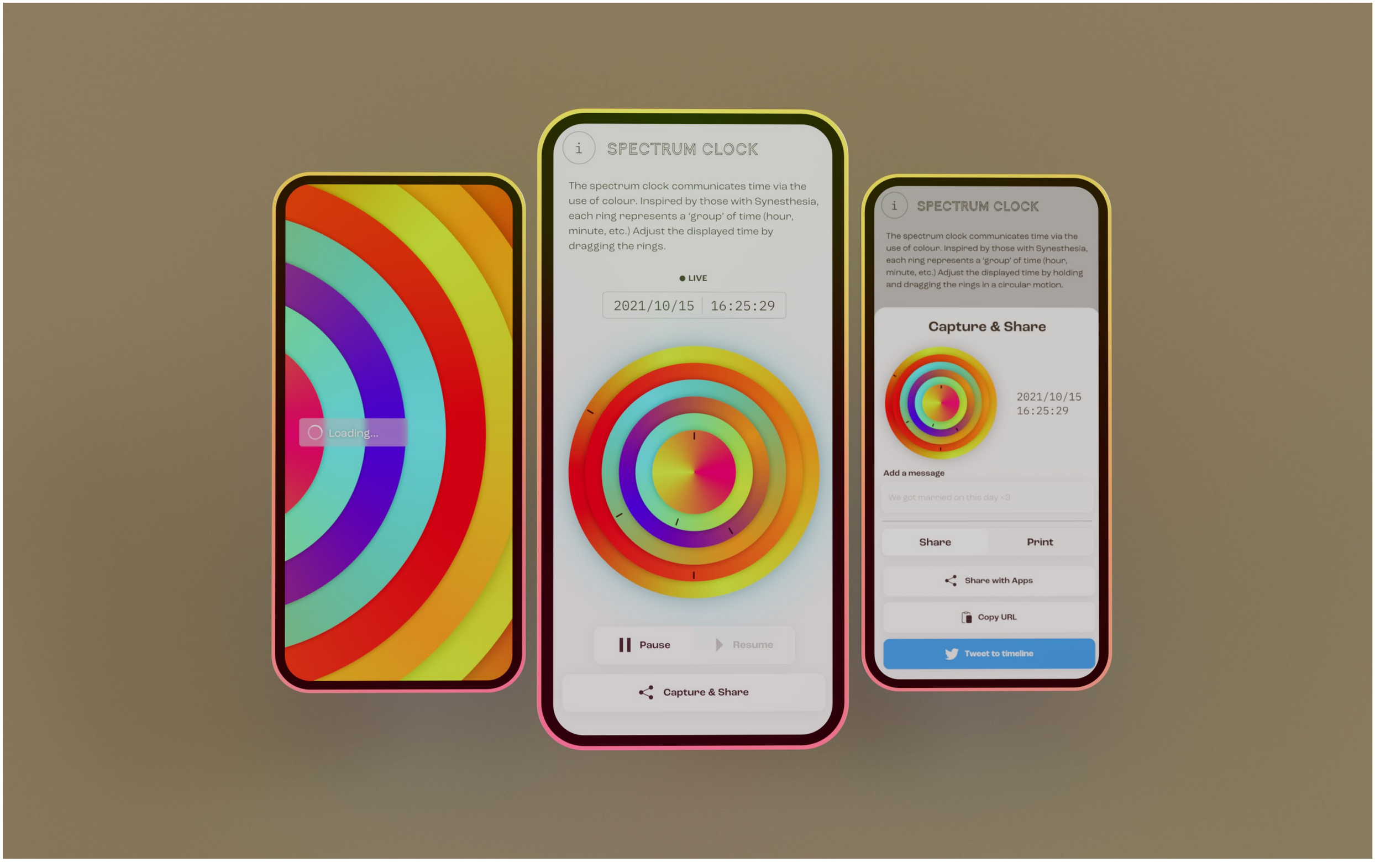
The Figma prototype can be accessed via this URL:
www.jakub.studio/go/p/clock/ui

Mock-up Render

Rendered with Adobe Dimension

Mock-up Render

Rendered with Cinema 4D and Redshift.



Mock-up

Featuring both desktop and mobile to showcase the app being responsive.

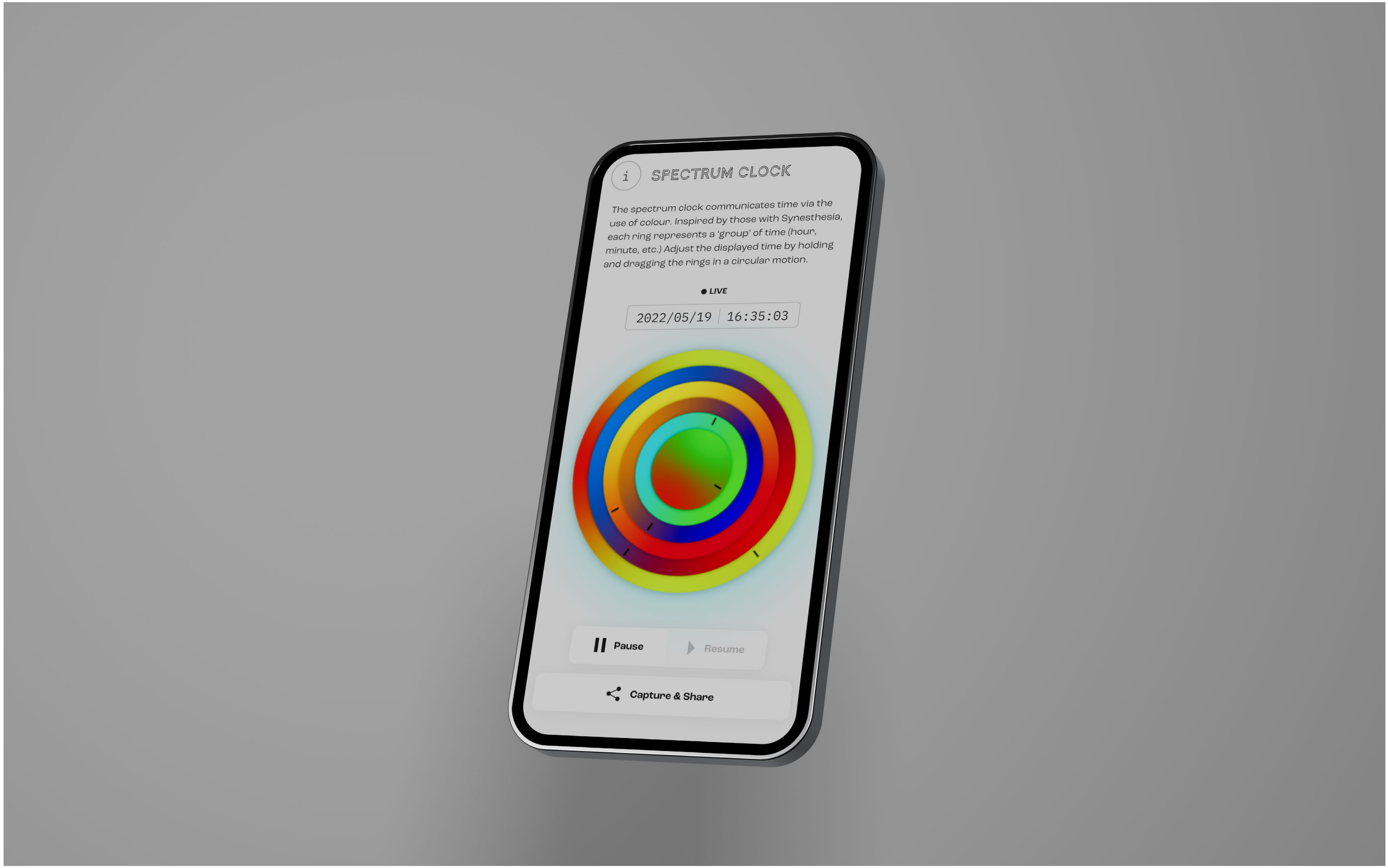
Clock Activation

Rendered with Cinema 4D and Redshift. Exploring the possibility of the clock being a physical item that you would be able to hang on the wall.

Animated Mock-up

Again, rendered with Cinema 4D and Redshift. Here I have finally visualised how I want the clock to look in an a mobile context, I made this using a 120 frame JPG sequence that I created in After Effects.

View the animation by clicking on the thumbnail below or visit this URL: jakub.studio/go/p/clock/video



Packaging

Chivas Regal Whisky

A Chivas for the next generation of hustlers.

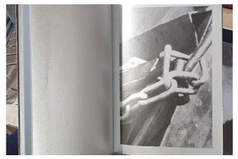
The Brief

The brief was set out by Chivas Regal as part of D&AD's New Blood Awards.

The brief asked us to look at the new generation of hustlers, (think self-made entrepreneurs/just very stuck up people who need their ego scratching) and future proof the whisky to appeal to these so called "hustlers".

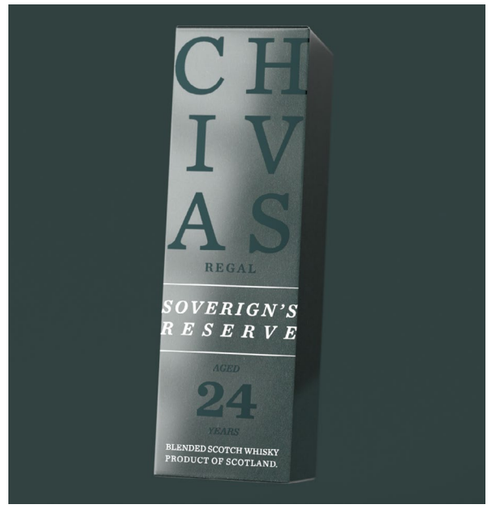
Research

I did a wide range of research for this project consisting of visiting The Whisky Shop and interviewing the staff there to looking at past Chivas Regal collaborations and adverts.



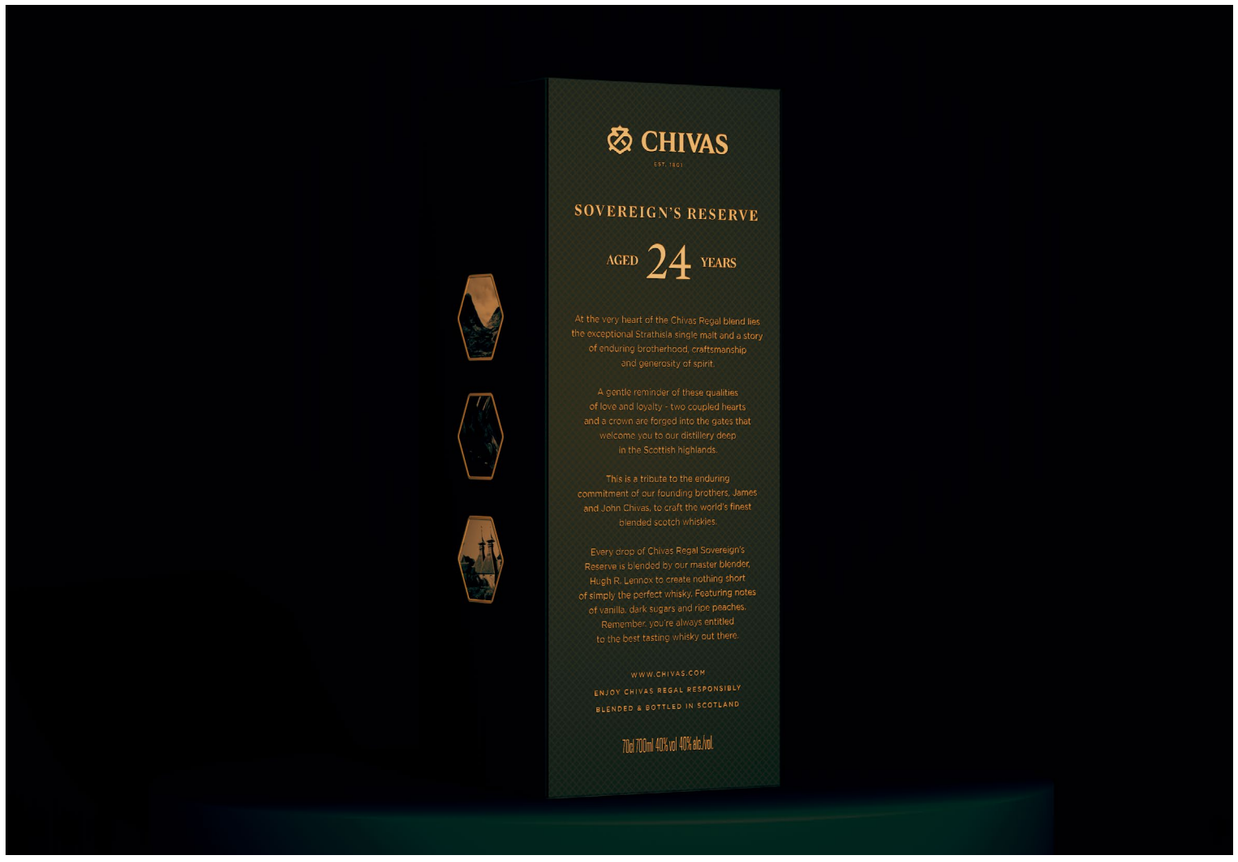
Development

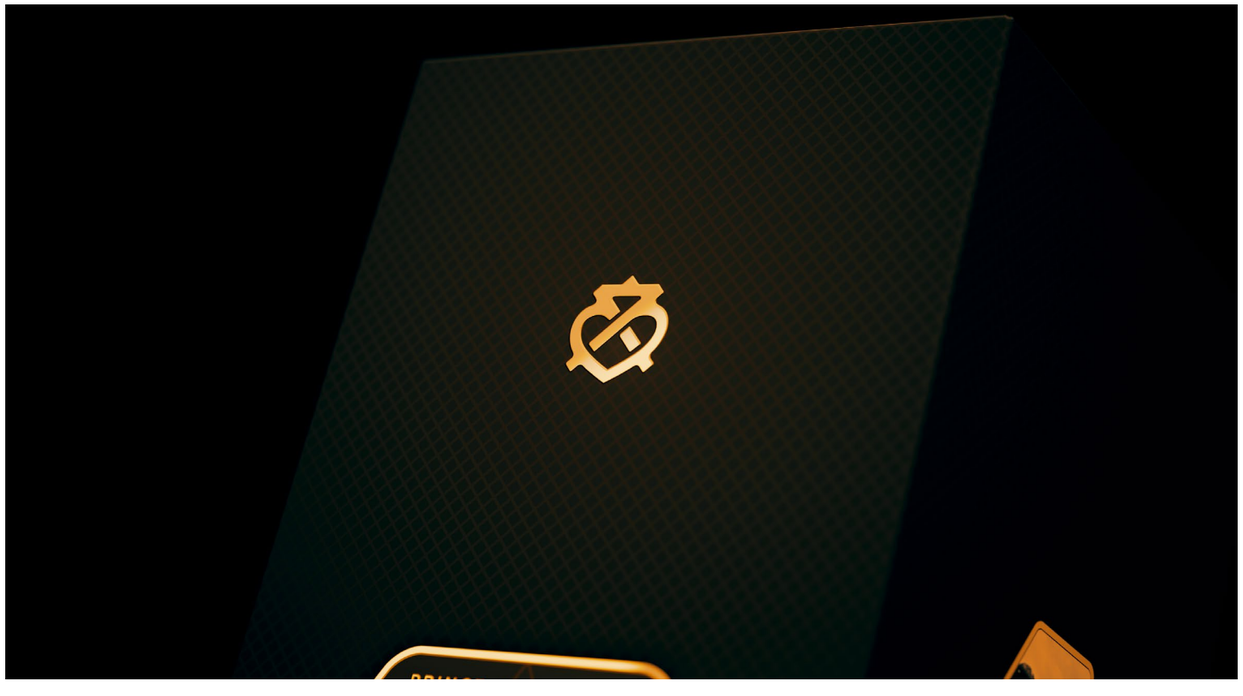
These were done using a mix of Photoshop, Illustrator and Adobe Dimension.



Final Box Renders

Design made in Illustrator and then rendered with CINEMA 4D using the Redshift render engine and Maxon's Magic Bullet Looks for colour post-processing.





Final Box Renders

Final Bottle Renders

I really struggled with glass in Cinema 4D and Redshift, there is a lot to learn about the physics of light in order to get the results you want.

I made the glass bottle design and birch cork/lid myself using Cinema 4D's Loft feature.

Editorial

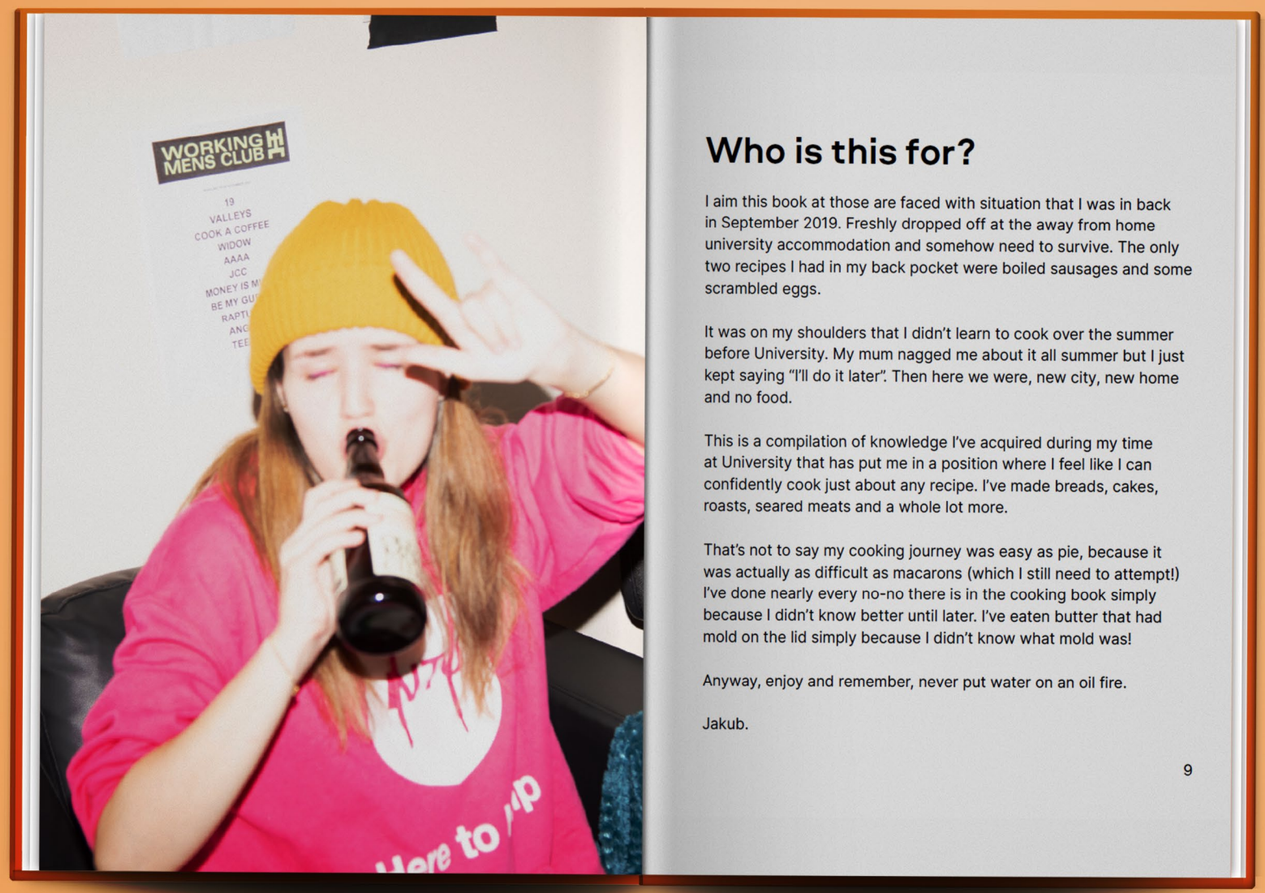
How to cook and not die trying.

A compilation of lessons I learnt the hard way.

Book

This was a self initiated project that I did during my time at Nottingham Trent University. This was a cookbook aimed at first year university students who are away from home and have no idea how to cook.

This project was also a passion project in a way since I really love cooking, this project in a way reflects on my cooking journey as I try and teach others the mistakes I made when I was learning.



Finals

The book was split into two halves, one titled “How to not die” which covered cooking theory and other topics. The second half was titled “How to cook” which contained recipes which applied that knowledge.

Good ol’ eggs.

A good egg is a brilliant way to start your morning, it’s also nutrient full and some other health stuff.

INGREDIENTS

POACHED
Eggs
[O] Vinegar, a drop

FRIED
Eggs
Oil

SCRAMBLED
Eggs
Oil
[O] Sour Cream 2tsp
[O] Fresh Chives

BOILED
Eggs,
[O] Vinegar

METHOD

POACHED
Crack your egg into a ramekin or bowl and a dash of vinegar to them, boil a pot with water at least 5cm deep and then create a whirl pool by stirring the water with a spoon. Slowly drop the eggs into the water and then let them cook for 3-4 minutes. Lift them out with a slotted spoon and drain it on kitchen roll, let them cool and serve.

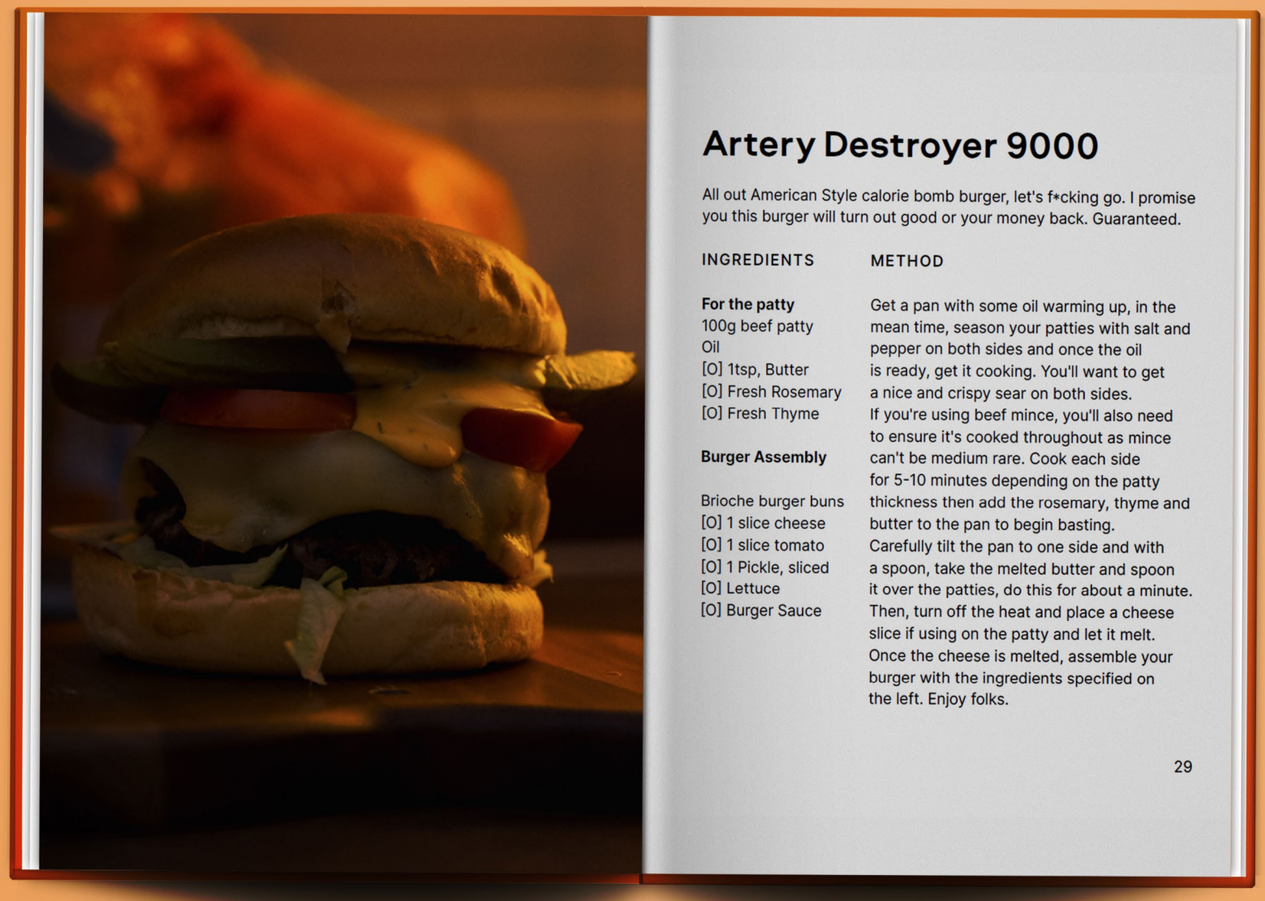
FRIED
Add some oil to a pan and let it heat up, we're doing a gentle pan fry here. Once the pan is warmed, crack the egg into the pan and cook until the egg whites are opaque and the yolk is semi firm or to your liking. Once they're done, take them out the pan and serve with a sprinkling of salt and pepper.

SCRAMBLED
If you're using fresh chives, prepare them by chopping them as finely as you can. There won't be time to chop these during the cooking process. Get some oil into a pan, again we're doing a gentle pan fry here and crack an egg, two or three if you're feeling hungry and start stirring with a spatula. Break up the yolks and don't stop stirring. The eggs will slowly form into a solid, as soon as you see that process happening, add your sour cream and chives if using, then cook for 30 seconds more and serve. If you're not using sour cream or chives, serve immediately.

BOILED
Place the amount of eggs you want to cook into the bottom of a pan, ensure they fit snug and aren't stacking ontop of each other. Fill the pot with water until it's a 2-3cm over the eggs. Bring the pot up to a boil on high heat, once boiling, turn the heat off, set a lid on the pot and wait for the following amount of minutes for how you want them.

Soft Boiled	Medium Boiled	Hard Boiled
4 ↔ 6 minutes	6 ↔ 8 minutes	8 ↔ 12 minutes

Then, drain the hot water out from the pot and fill with cold water, leave for 10 minutes then take the eggs out and peel.



Artery Destroyer 9000

All out American Style calorie bomb burger, let's f*cking go. I promise you this burger will turn out good or your money back. Guaranteed.

INGREDIENTS

For the patty
100g beef patty
Oil
[O] 1tsp, Butter
[O] Fresh Rosemary
[O] Fresh Thyme

Burger Assembly

Brioche burger buns
[O] 1 slice cheese
[O] 1 slice tomato
[O] 1 Pickle, sliced
[O] Lettuce
[O] Burger Sauce

METHOD

Get a pan with some oil warming up, in the mean time, season your patties with salt and pepper on both sides and once the oil is ready, get it cooking. You'll want to get a nice and crispy sear on both sides.
If you're using beef mince, you'll also need to ensure it's cooked throughout as mince can't be medium rare. Cook each side for 5-10 minutes depending on the patty thickness then add the rosemary, thyme and butter to the pan to begin basting.
Carefully tilt the pan to one side and with a spoon, take the melted butter and spoon it over the patties, do this for about a minute.
Then, turn off the heat and place a cheese slice if using on the patty and let it melt.
Once the cheese is melted, assemble your burger with the ingredients specified on the left. Enjoy folks.

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Branding

Buzz Scooters

Your ride, your way.

Colour Quiz

This brief was set out by Bulletproof design studio, it was called Stay Naive and we were given two random words off which we had to build a brand.

I was given Buzz and Electric Scooters. The two words go hand in hand and were an ideal match. My idea for this brand was a scooter company that made user customisable scooters.

Website

One of the ways the brand would express that would be through their website, which offers users an optional quiz that would assign a colour to the user and use it as a theme colour for the main website.

Renders

Render done with Cinema 4D and Redshift.

Renders

Render done with Cinema 4D and Redshift.

Companion App

Users would be able to download a companion app that would show them their scooter vitals as well as other information. Upon connecting the app to the scooter, the app would automatically take on the scooters colours.

UI/UX

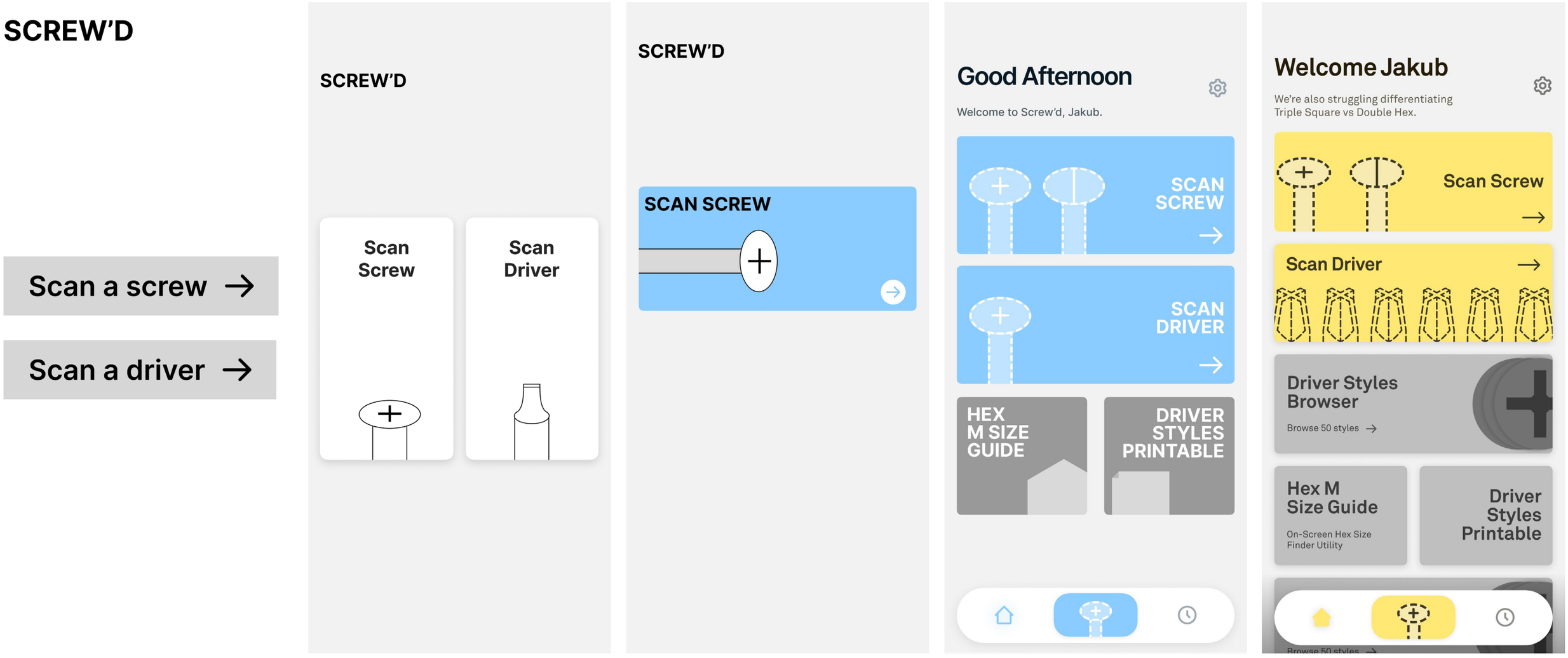
screwd

Keeping the world together, one screw at a time.

Development

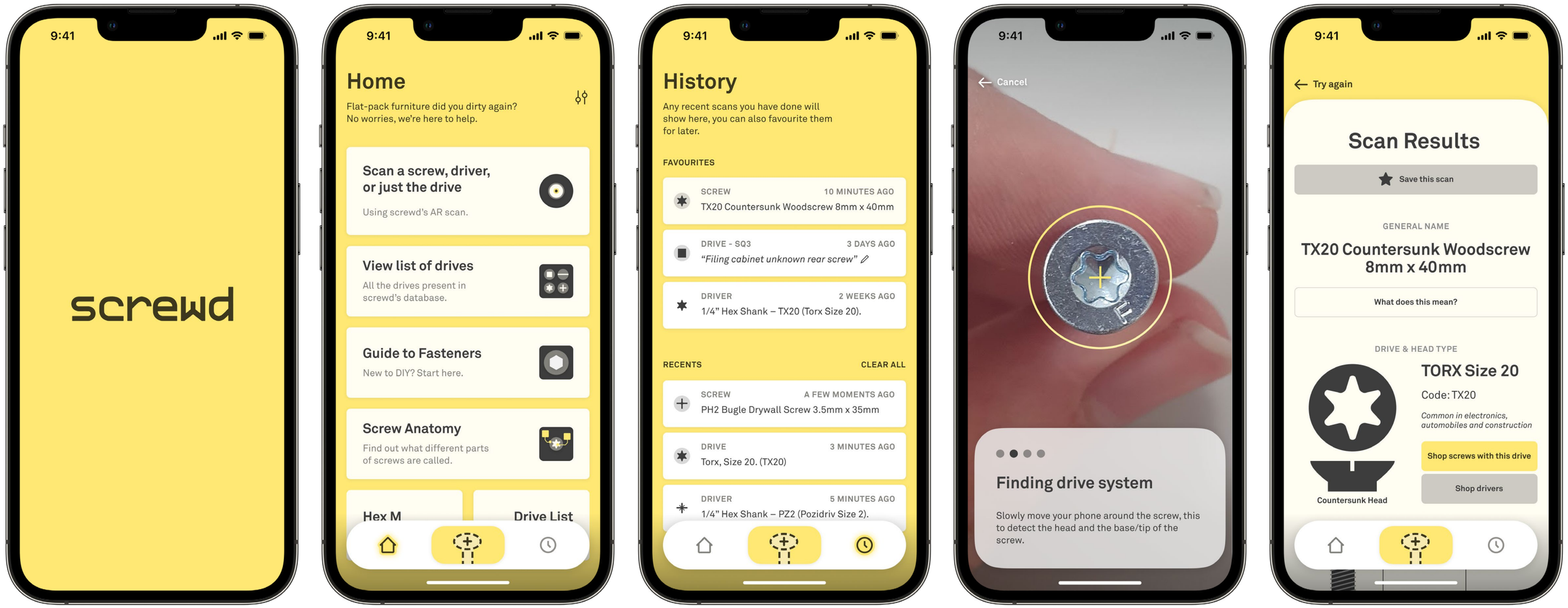
This project was all about celebrating the ever so mundane but ever so important screw. My idea for this project would be to design an app that would scan screws to find their info.

These are screen-shots of my development work from left to right. I wanted this project to have a more modern and clean look as I believe that would suit the project best.



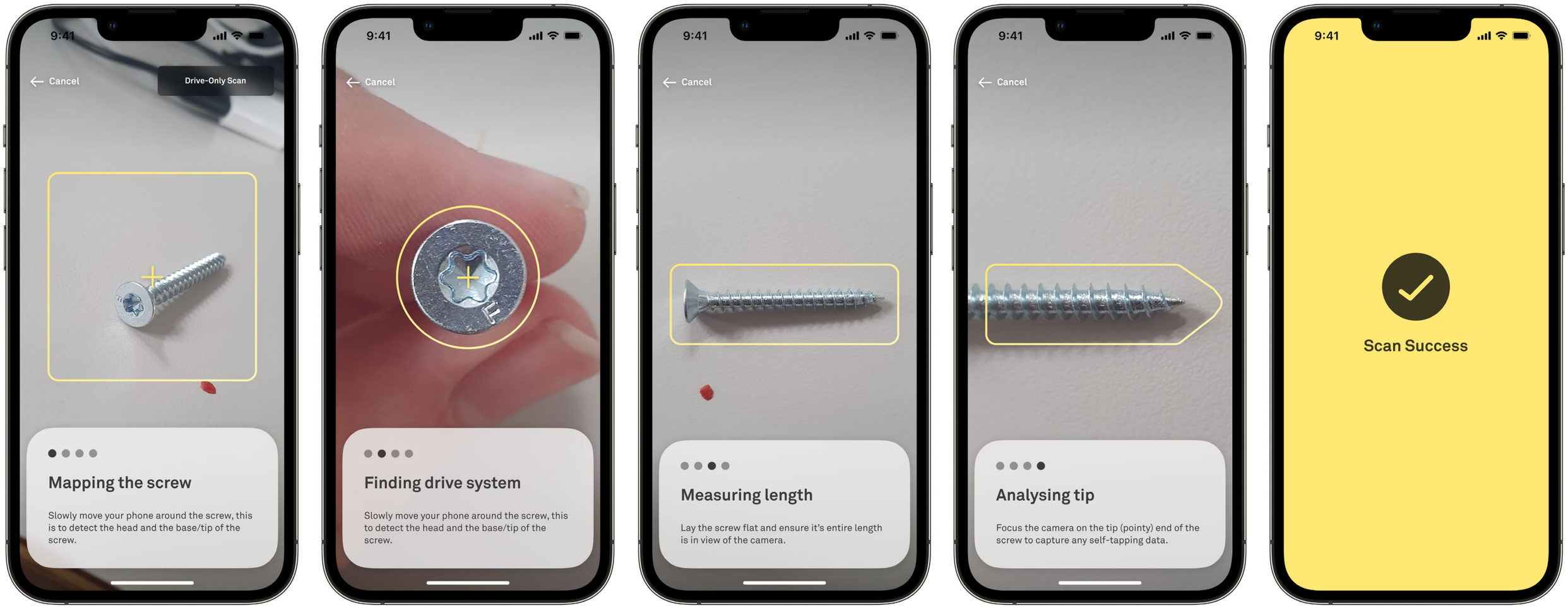
Finals - Overview

Here are a selection of my finished frames that show the basic functions of the application.



Finals - Scan Flow

These are the frames for the scanning process. In the real world, this would be an AR-backed process.




09:47
Weather
Maps
Health
Files
Facebook
Airbnb
Notes
Photos
Camera
Slack
Clock
Instagram
App Store
Stocks
Telegram
Reminders
Books
Home
Mail
Spotify
screwd
09:47
Search
screwd
Yellow Beanie Studio
GET
98k RATINGS
4.9
AGE RATING
9+
Years Old
CHART
#1
Utilities
What's New
Version History
Version 1.8.2
1 day ago
- Updated the driver list with new security drives (Torx Bore/Pin).
- Improved scanning stability and performan more
Preview
screwd
AR powered screw scanning utility.
Today
Games
App
Arcade
Search

Finals


RECENTS
SCREW
PH2 Bugle Drywall
DRIVE
Torx, Size 20 (TX20)
DRIVER
1/4" Hex Shank – PZ2 (Pozidriv Size 2).
Home
Flat-pack furniture did you dirty again?
No worries, we're here to help.
Scan a screw, driver, or just the drive
Using screwd's AR scan.
View list of drives
All the drives present in screwd's database.
Guide to Fasteners
New to DIY? Start here.
Screw Anatomy
Find out what different parts of screws are called.
Drive List
Hex M
Cancel
Try again
Scan Results
Save this scan
GENERAL NAME
TX20 Countersunk Woodscrew 8mm x 40mm
What does this mean?
DRIVE & HEAD TYPE
TORX Size 20
Code: TX20
Common in electronics,
Return Home
Scanning Instruct

Drive Poster

As additional content to the application, I designed a poster that listed all the screw drive systems I came across.

UI/UX

Spotify Post-Codes

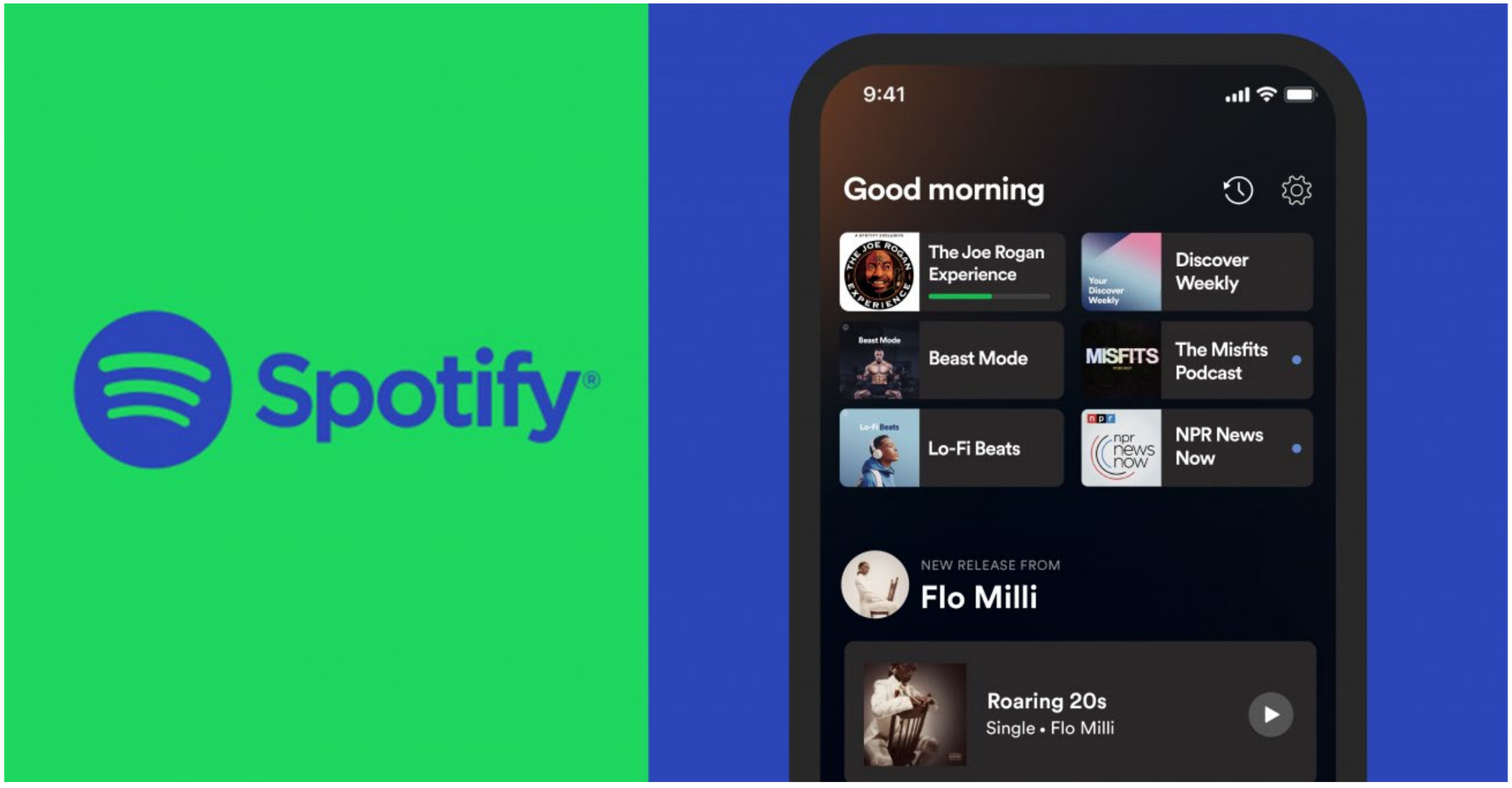
Curated playlists by members of local communities.

The Problem
Spotify in it’s current state isn’t a very social application. You’re silo’ed into your own music world and don’t really break out of it.

The Brief
Generate and design a develop that will get people to “soundtrack their life”.

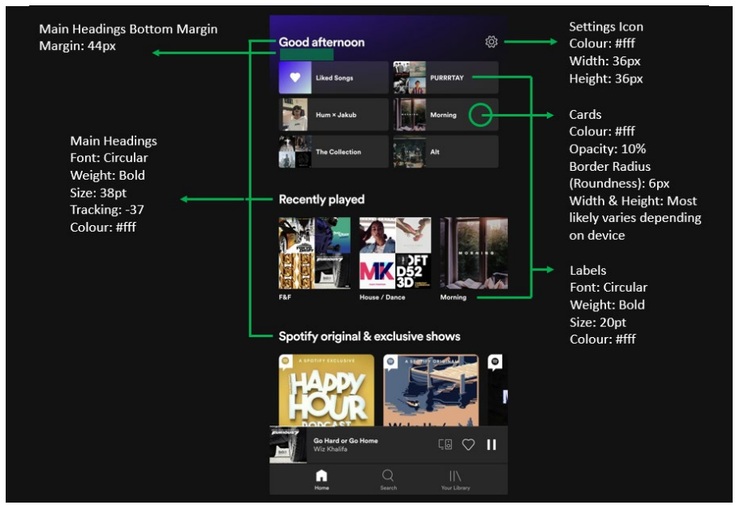
The Idea:

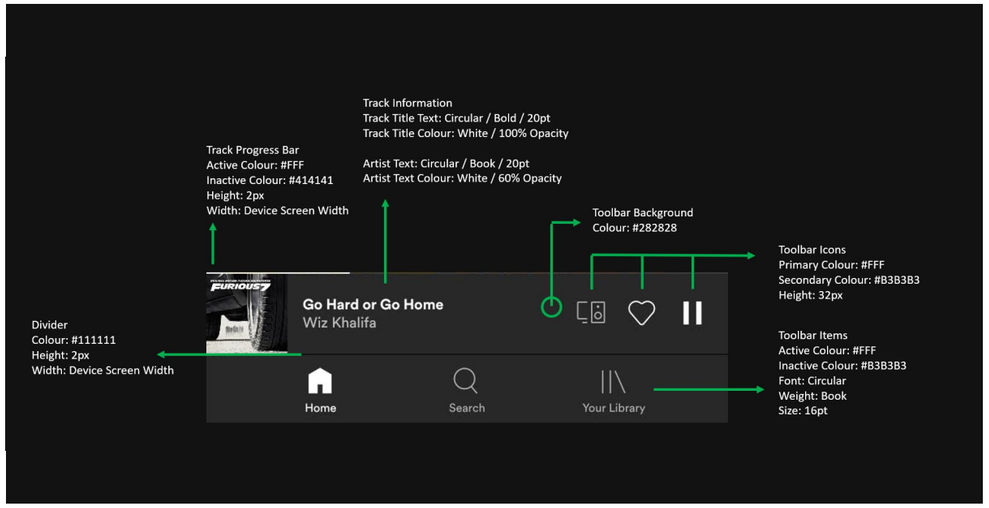
Playlists for cultural hotspots curated by their local communities.

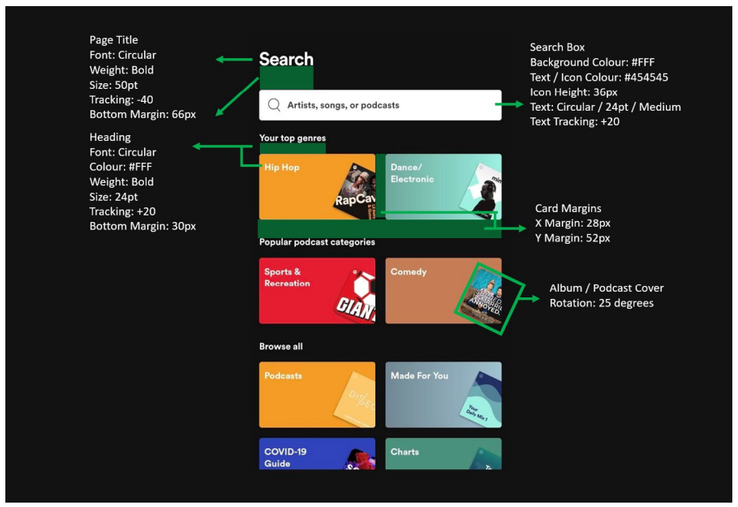


Spotify UI

In order to ensure that any feature I design remained consistent, I had to reverse-engineer Spotify's design system. To do this, I took screenshots of various UI elements from Spotify and took them into photoshop and adjusted my settings and attributes until my text, shapes, etc. matched exactly.







Spotify UI Guidelines

TYPOGRAPHY - COLOURS

#FFF (Opacity 100%)
#FFF (Opacity 60%)
#FFF (Opacity 50%)
#FFF (Opacity 30%)

TYPOGRAPHY - STYLES

Page Title (Bold, 50pt, T-40)
Standard Heading (Bold, 38pt, T -37)
Secondary Heading (Bold, 24pt, T +20)
Large Input Placeholder (Medium, 24pt, T +20)
Page Tabs (Bold, 24pt)
Labels (Bold, 20pt)
Scroller Item Header (Bold, 26pt, T -20)
Scroller Item Description (Book, 22pt, T -30)
Secondary Title (Bold, 38pt, T -40)
Tertiary Title (Medium, 24pt, T +15)
Subtitle (Medium, 16pt, T +100)
Primary CTA Button Label (Bold, 24pt, T +45)
Secondary Button Label (Bold, 18pt, T -40)
Playlist Item Header (Book, 26pt, T -25)
Playlist Item Description (Book, 20pt)

ICONS - COLOURS

#FFF (Opacity 100%)
#FFF (Opacity 50%)
#57B760

ICONS - SIZES

26px
32px (Default)
36px
38px
112px

UI COLOURS

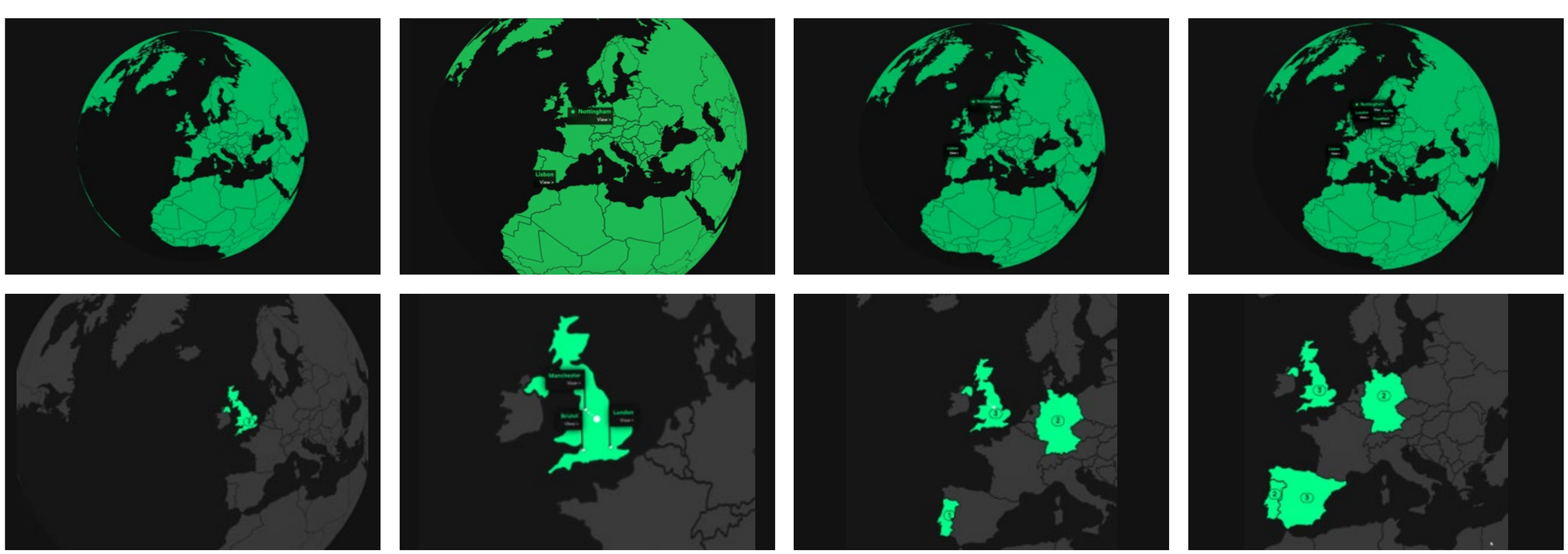
White #FFF
Translucent White #FFF (Opacity 10%)
Accent 1 #63AF63
Accent 2 #59B761
Page Background #121212
Toolbar Background #282828
Toolbar Divider #111111

UI BORDER RADIUS

6px
15px
100%

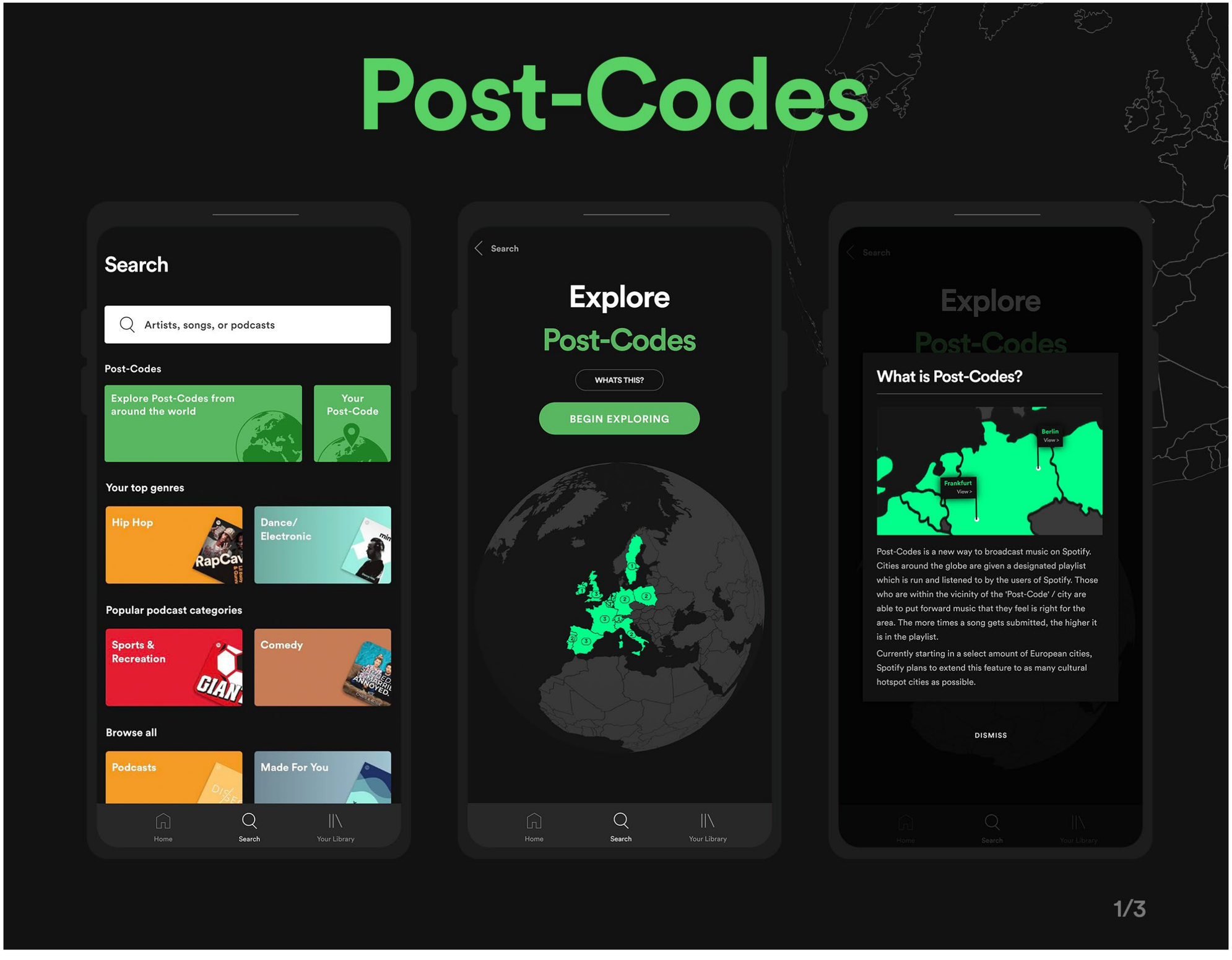
Globe Development

I wanted to make my project finals as convincing as possible, hence, I decided to actually code a globe that users would be able to interact with and tap into. I did it with JavaScript using the minature earth library however I did try others (the top two pictures) before settling on minature earth (bottom set of images) as it came closest to the aesthetic and functionality I wanted.



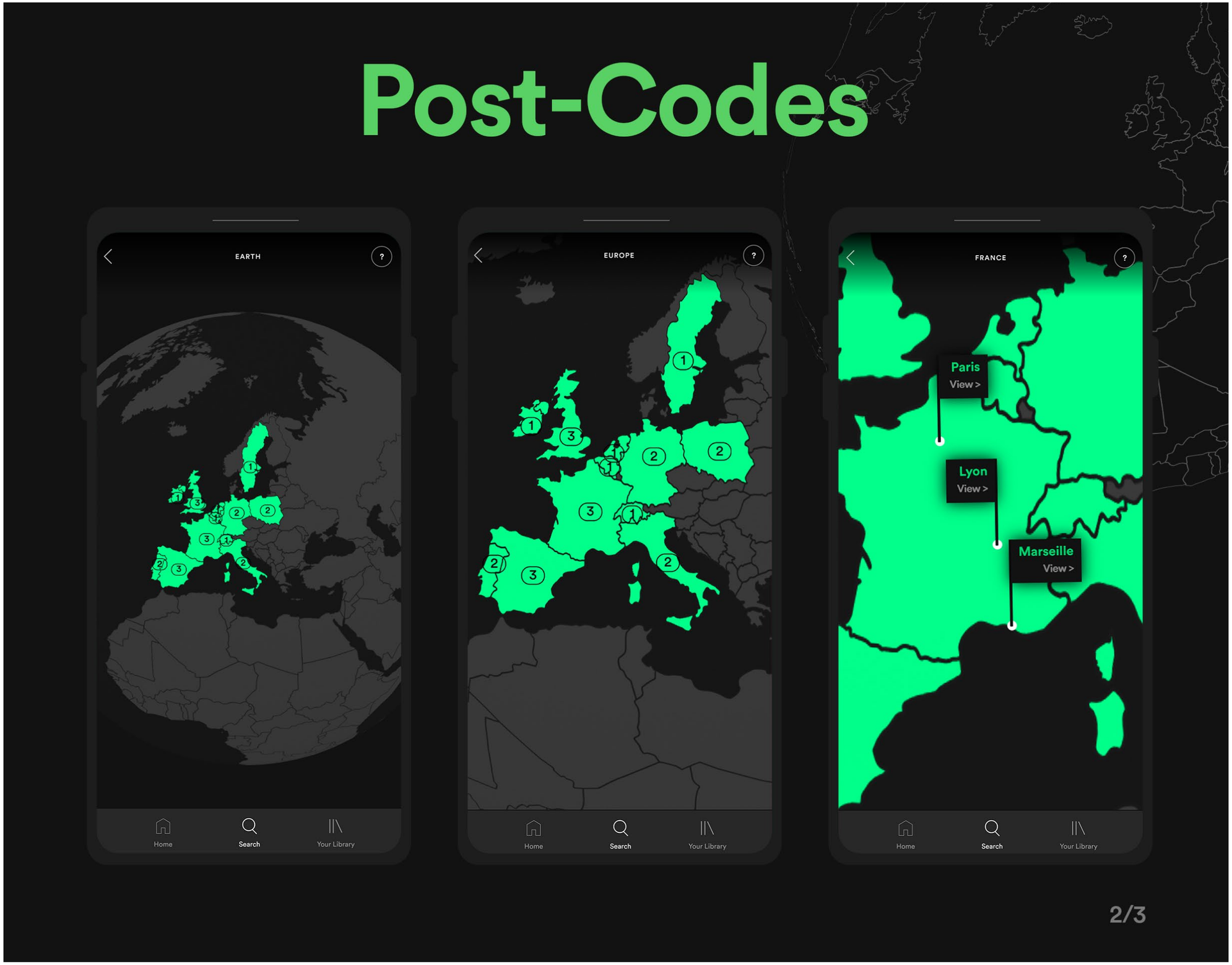
Finals

These are the finals that I submitted to D&AD New Blood, this screen shows the initiation/onboarding of the feature.



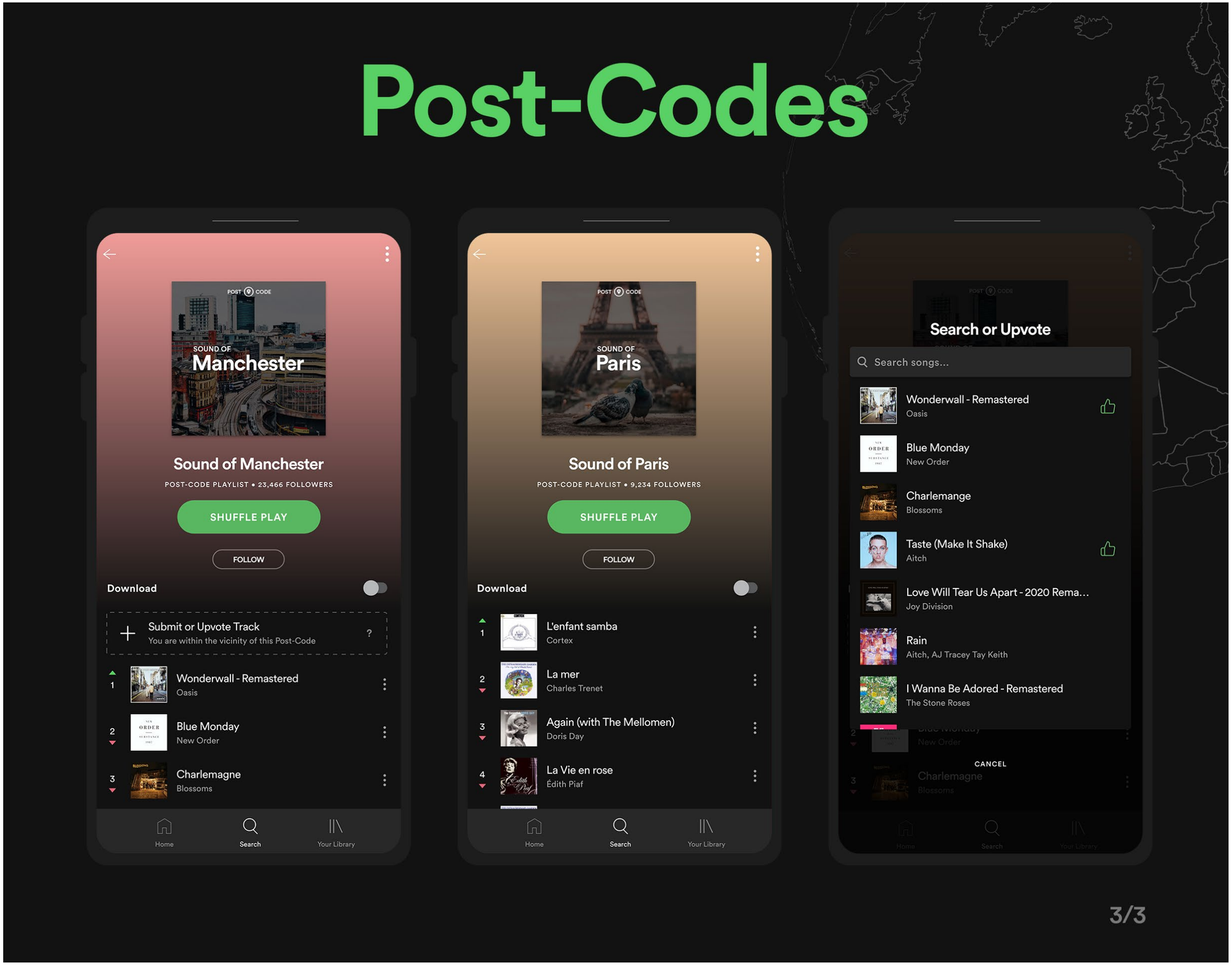
Finals

The board shown here shows how the user would interact with the globe, zooming/locking onto a country to view it's Post-Code playlists.



Finals

These are the playlist screens which shows what it would like look should a user be eligible to vote, and then not vote as well as the actual upvote function.



Launch Video

This video shows the user journey and promotes the feature overall. I made it using a combination of Figma screenshots, the working globe and After Effects.

The video is available to view here:
www.jakub.studio/go/p/spc-vid
Alternatively, click on the thumbnail below if viewing digitally.