

# Jakub Staniszewski

Graphic Designer.

UI/UX

# The Spectrum Clock

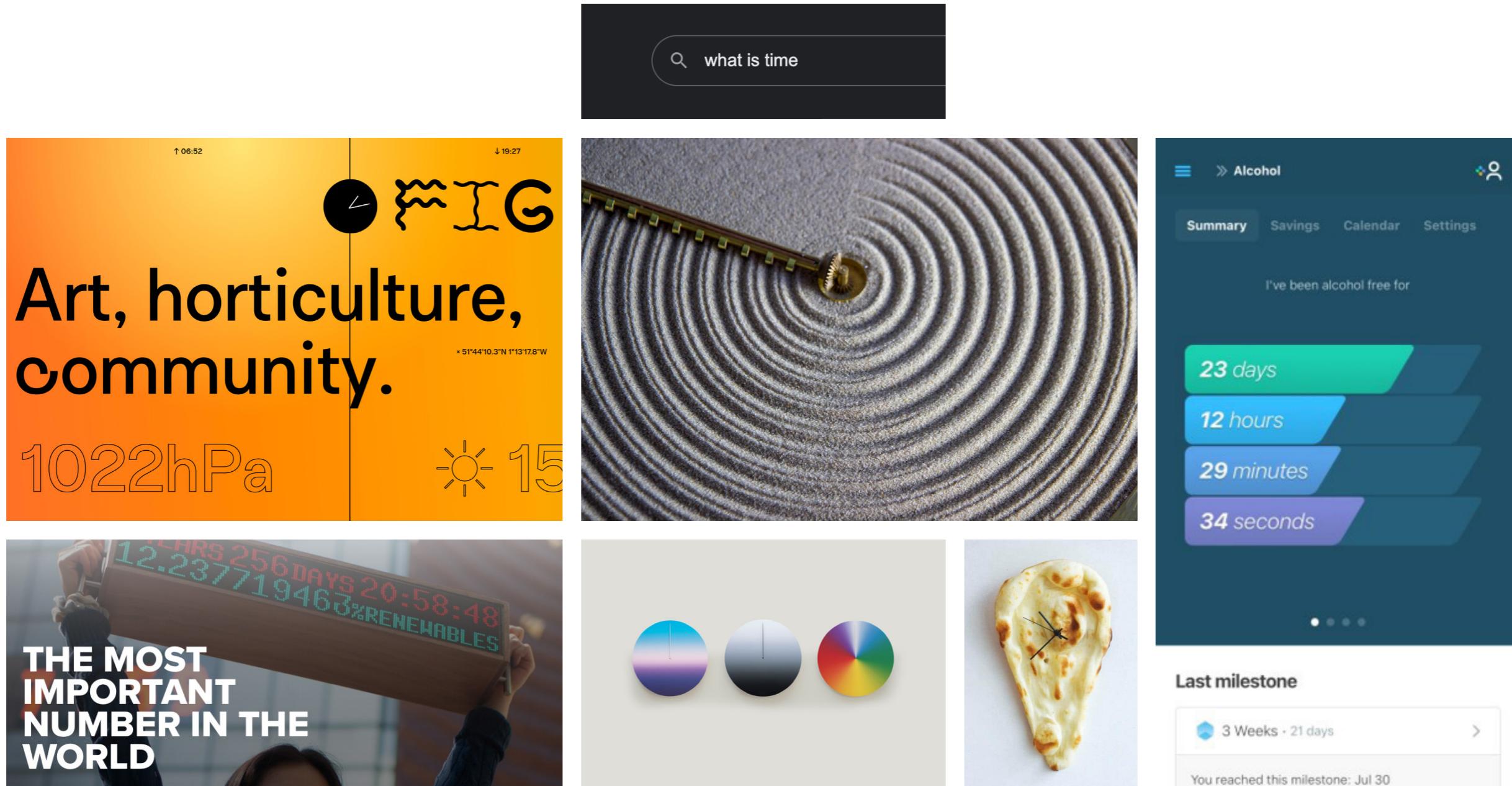
*Communicating time with colour.*

# 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.

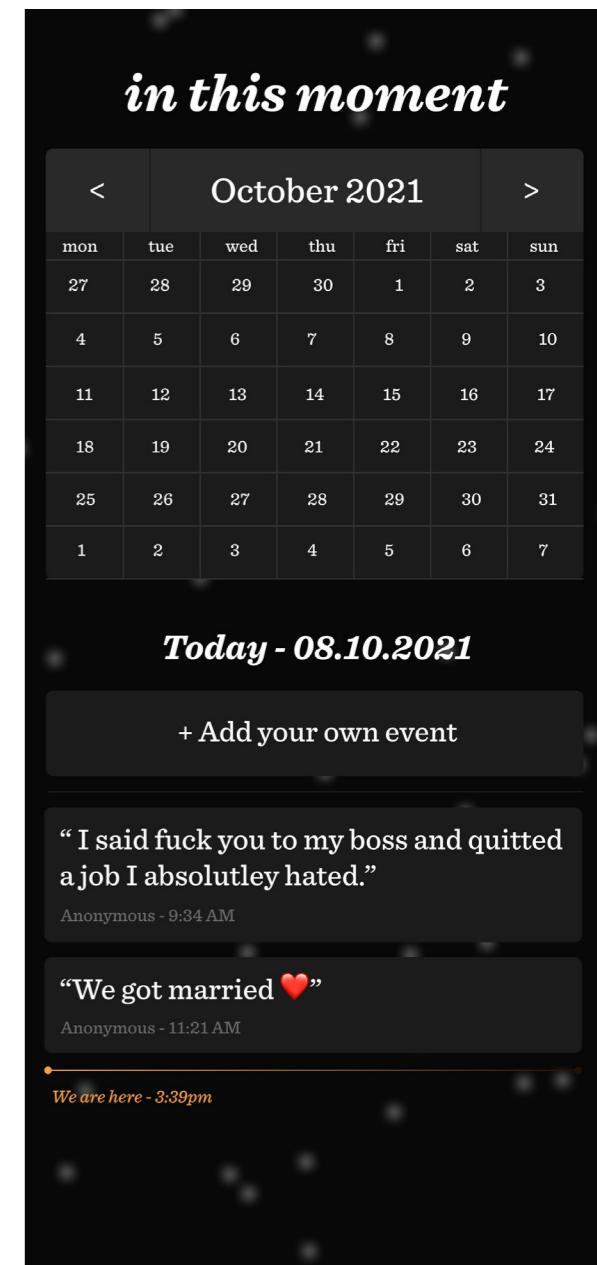
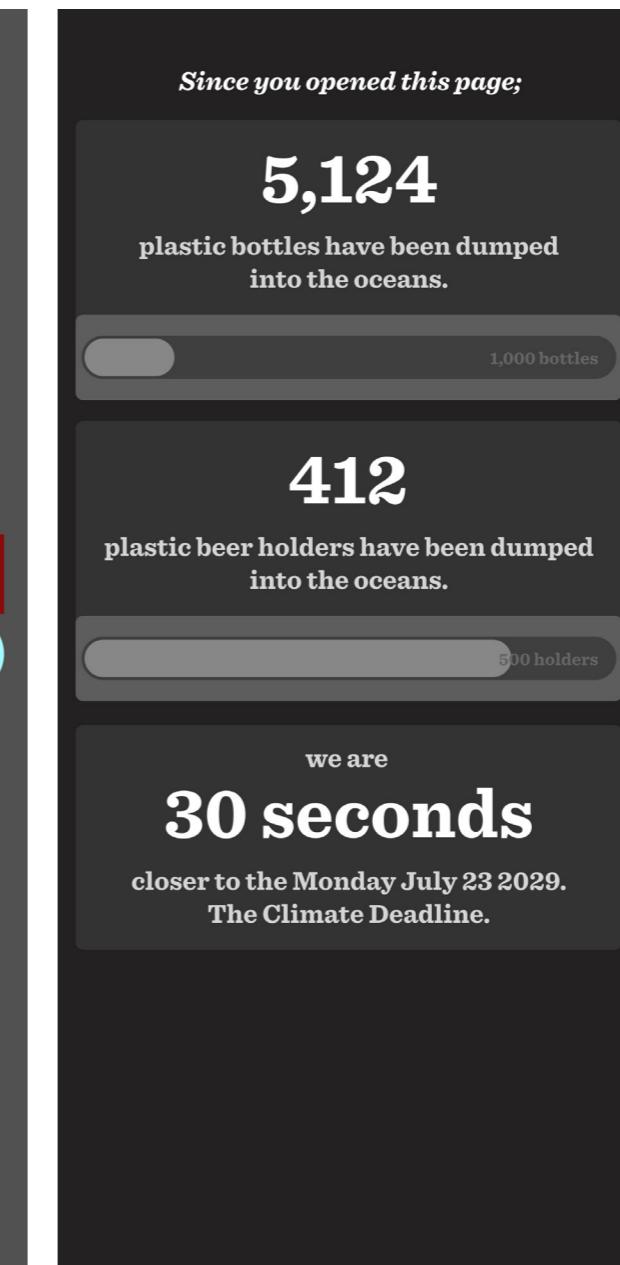
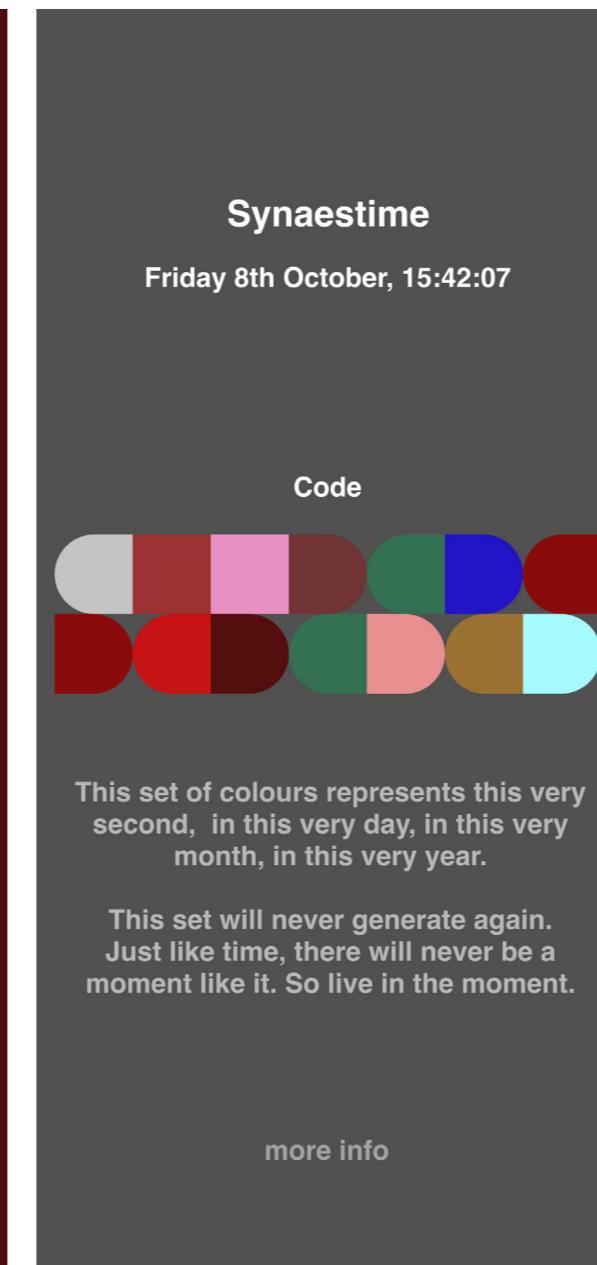
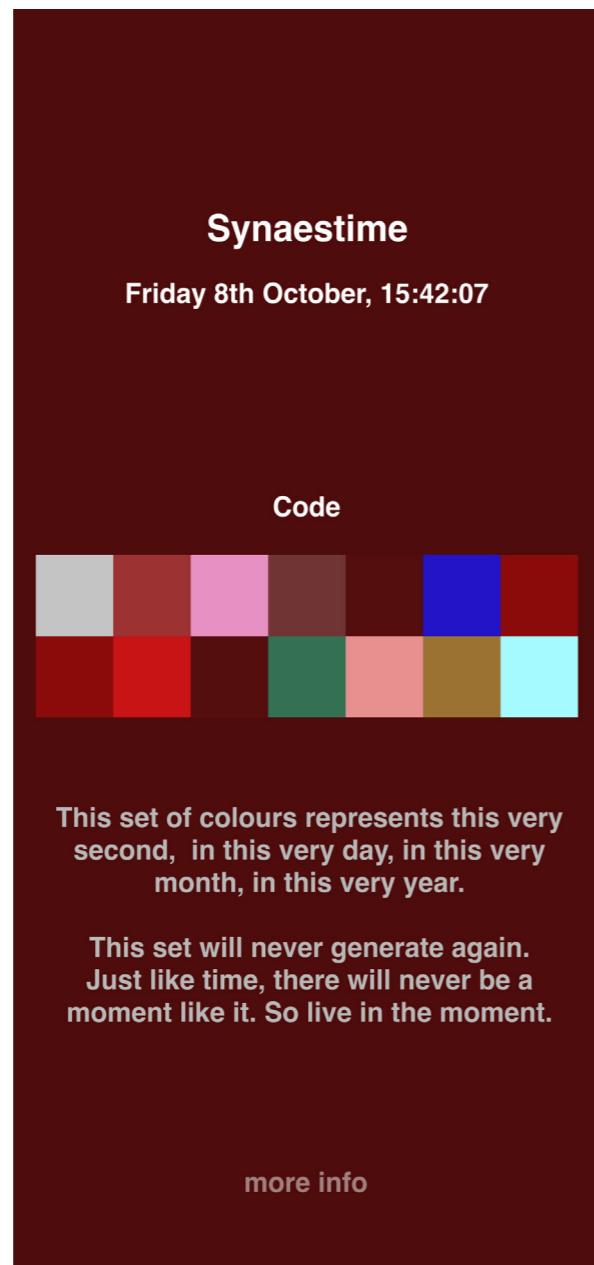
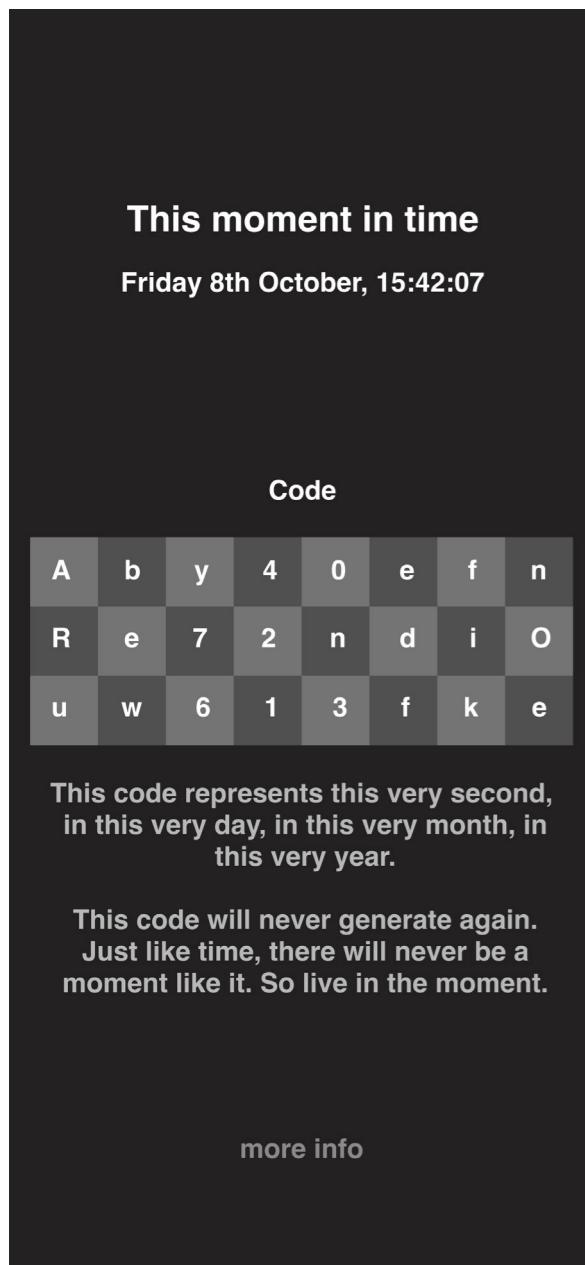
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The Spectrum Clock

*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*

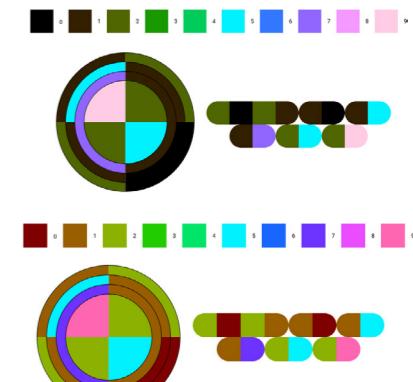
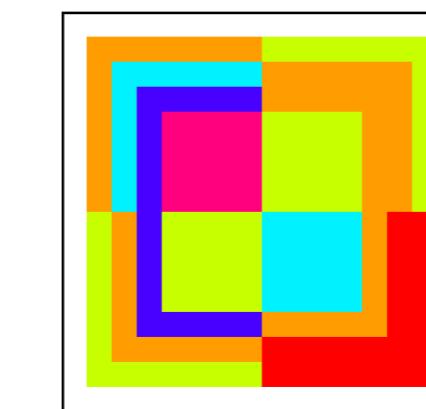
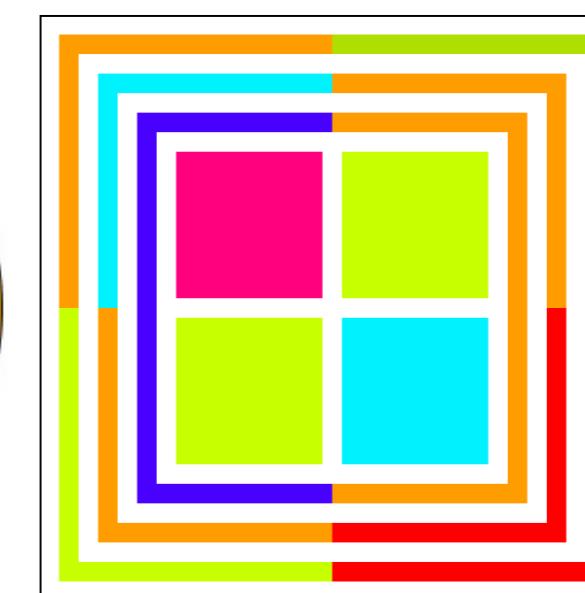
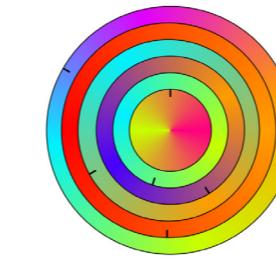
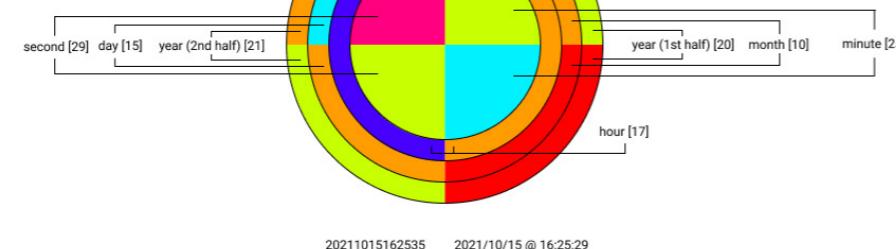
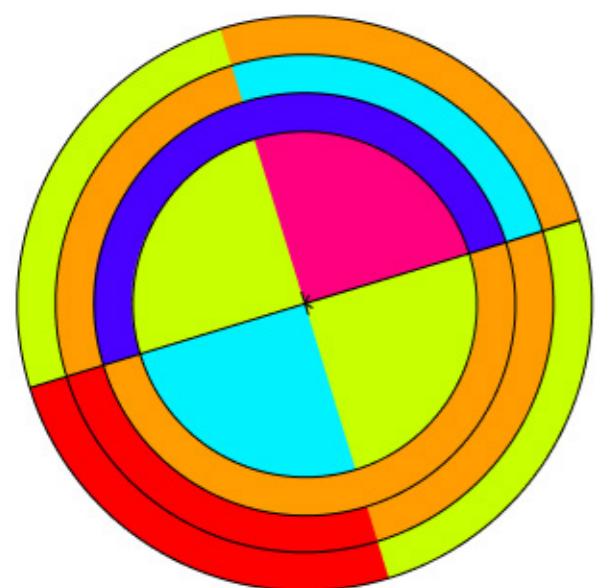
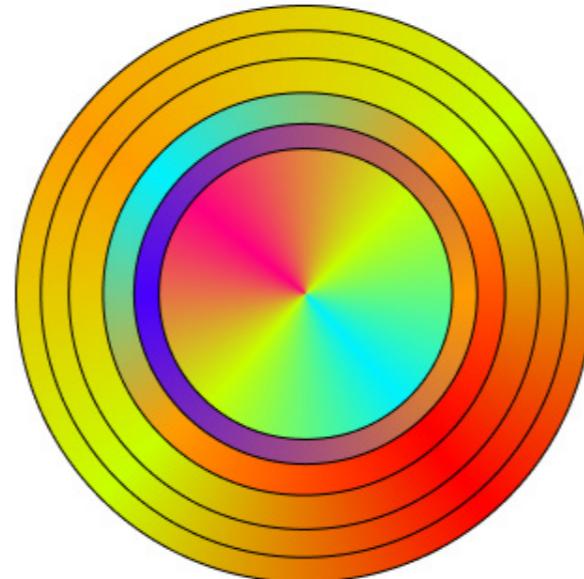
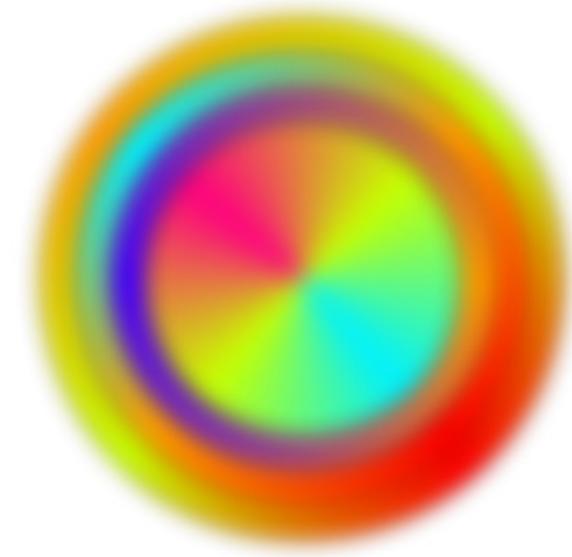
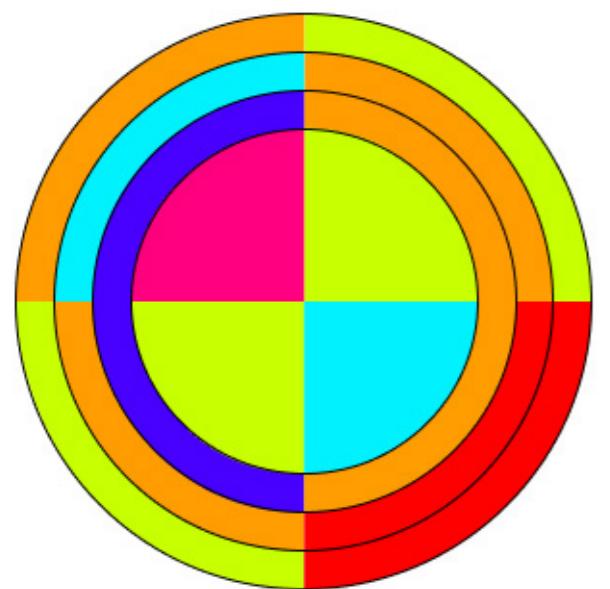
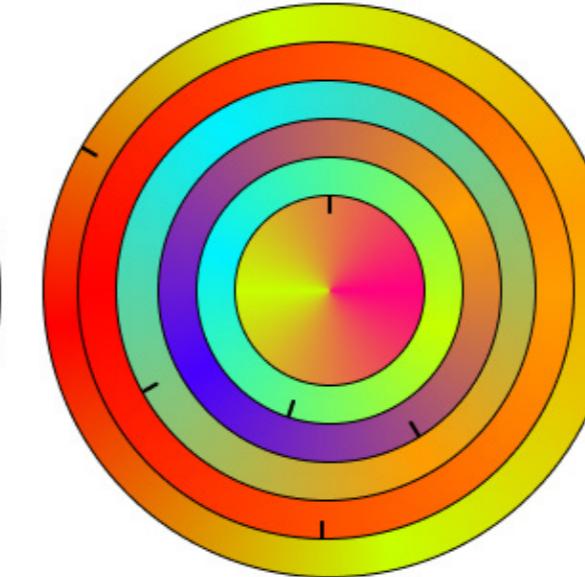
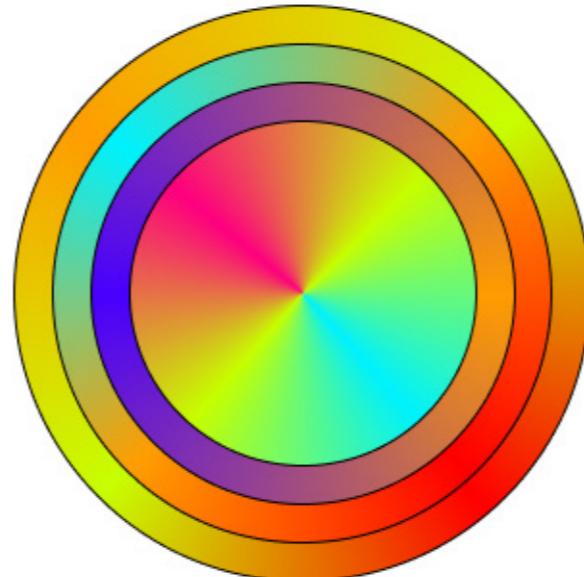
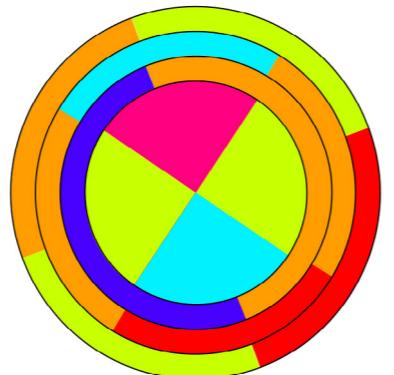
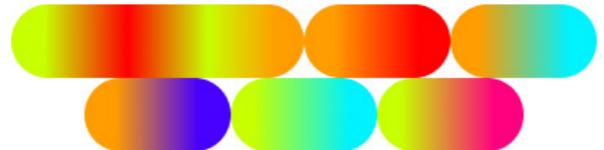
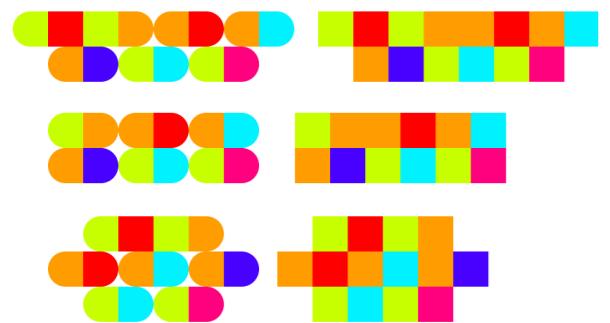
A climate clock where instead of counting down to doomsday, it counts up to show the impact of our pollution.

## *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.

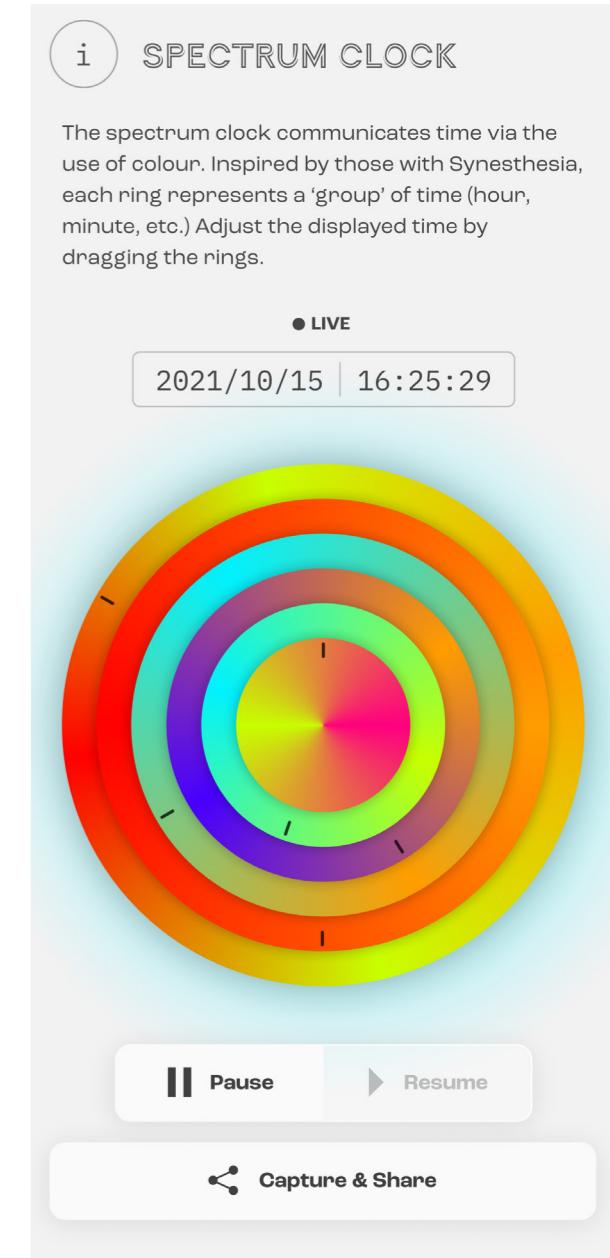
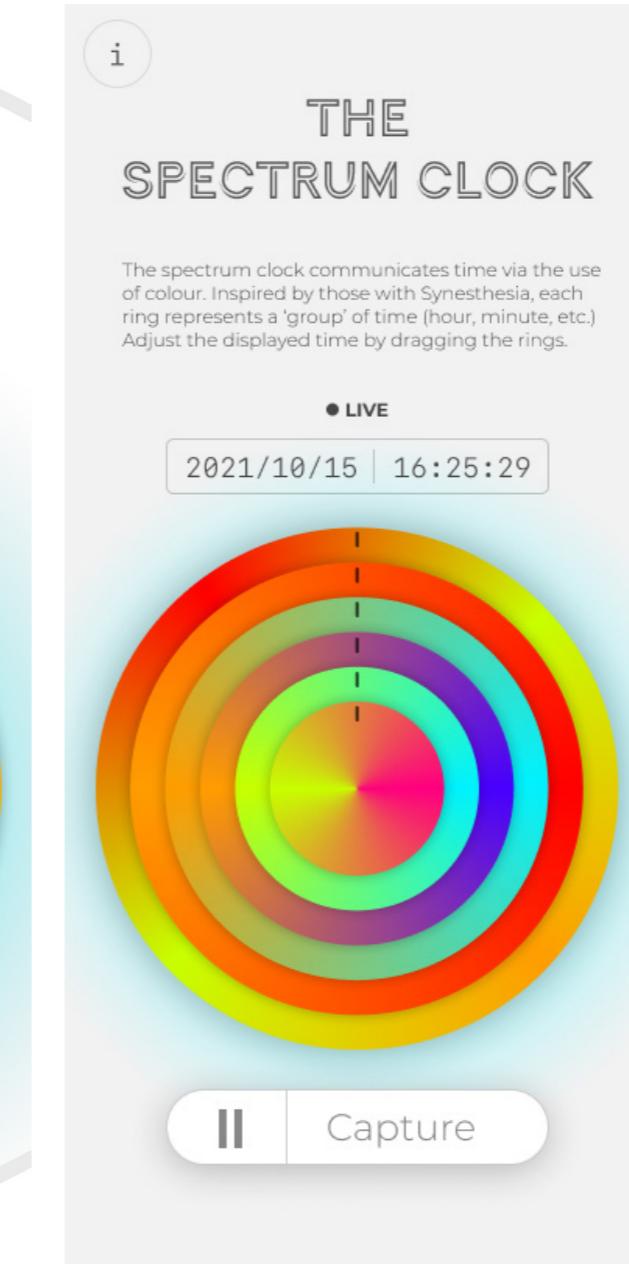
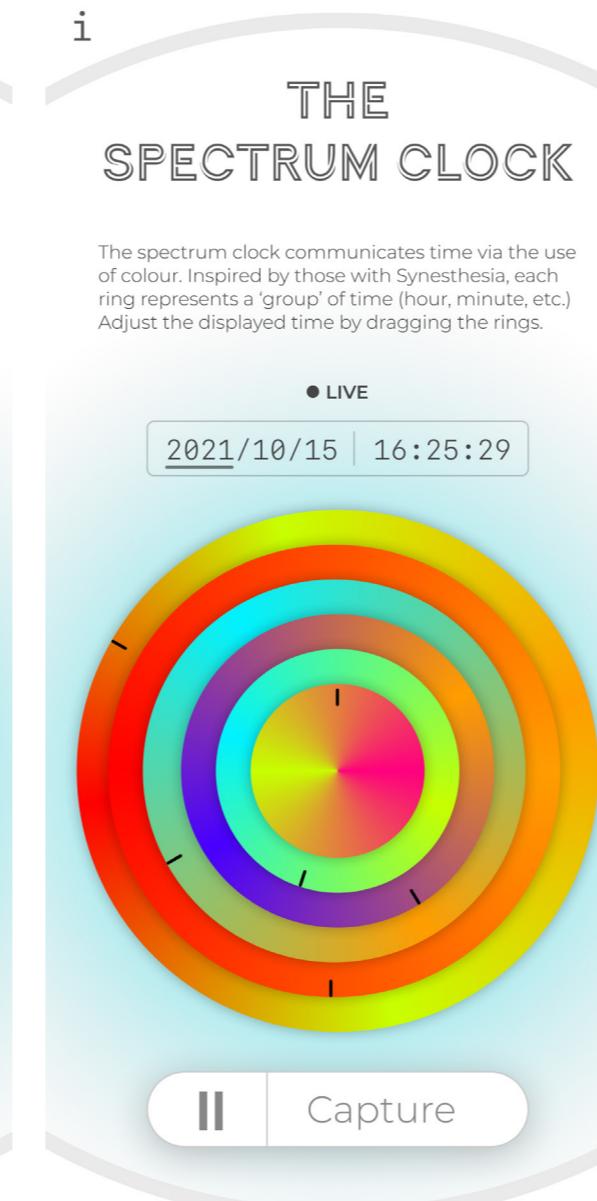
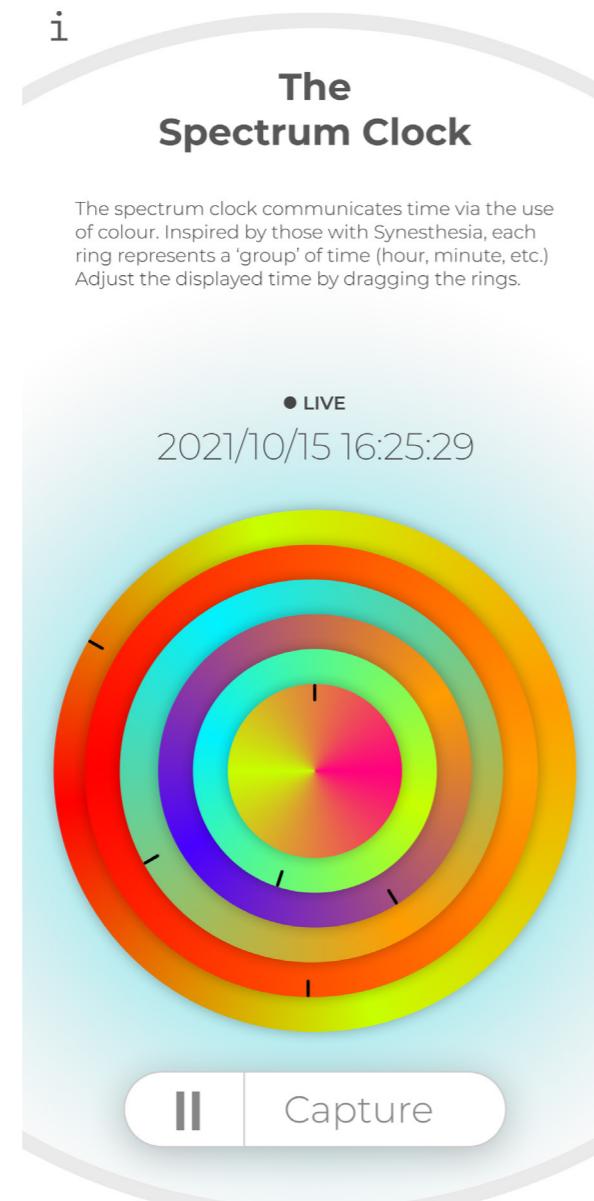
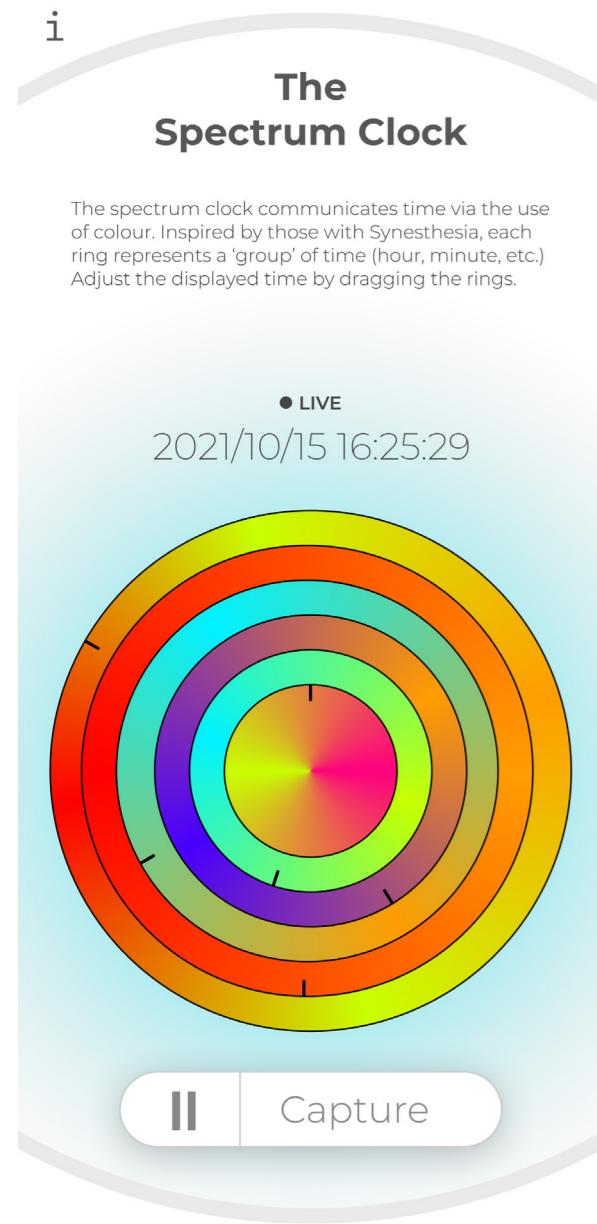


2021/10/15 @ 16:25:35

< This clock here was the one I took to develop into a user interface.

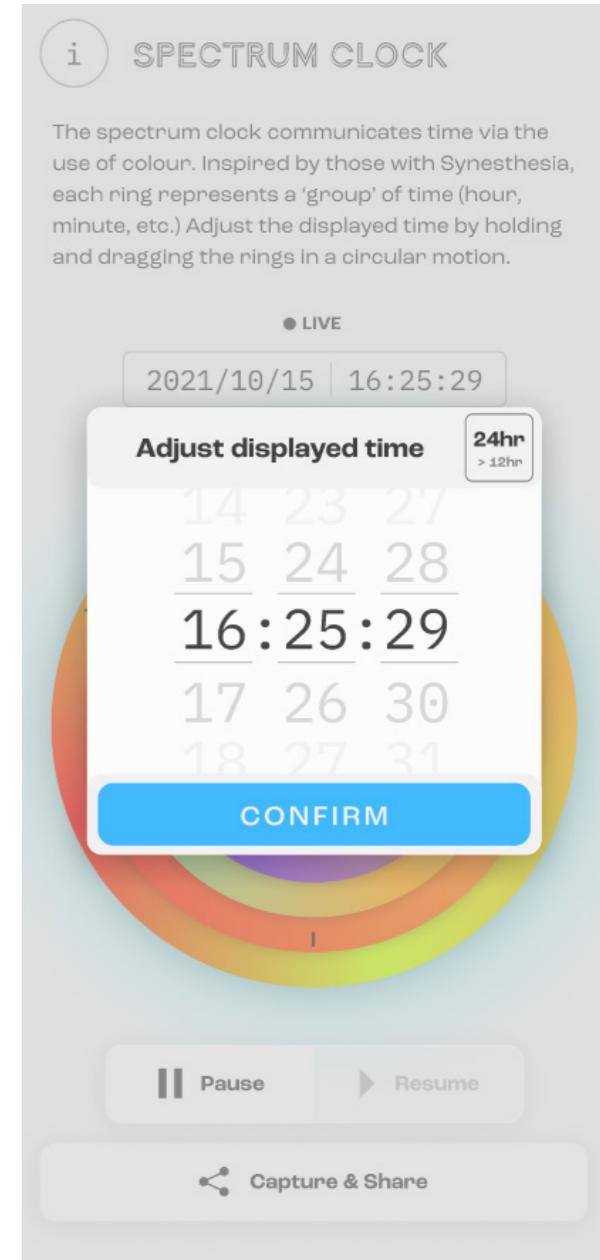
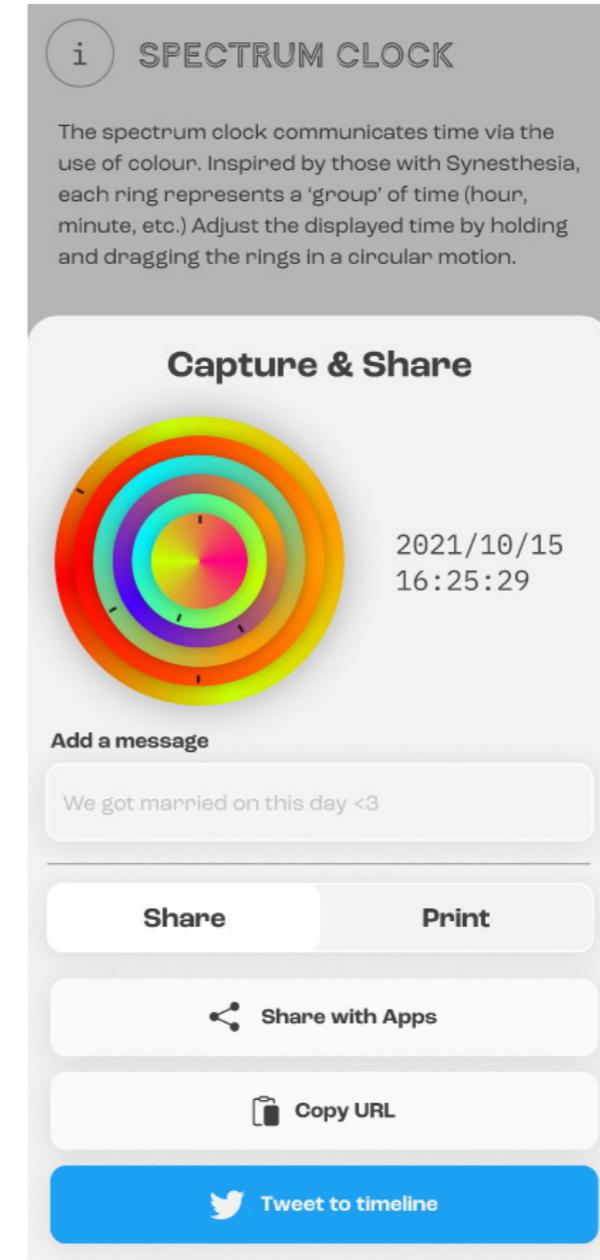
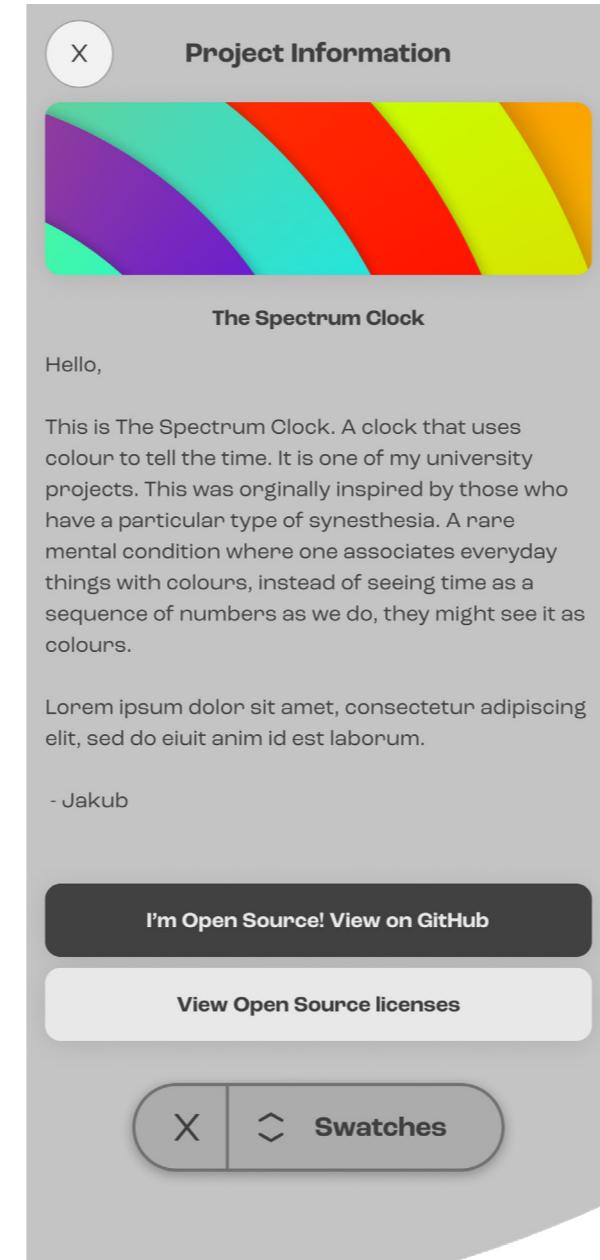
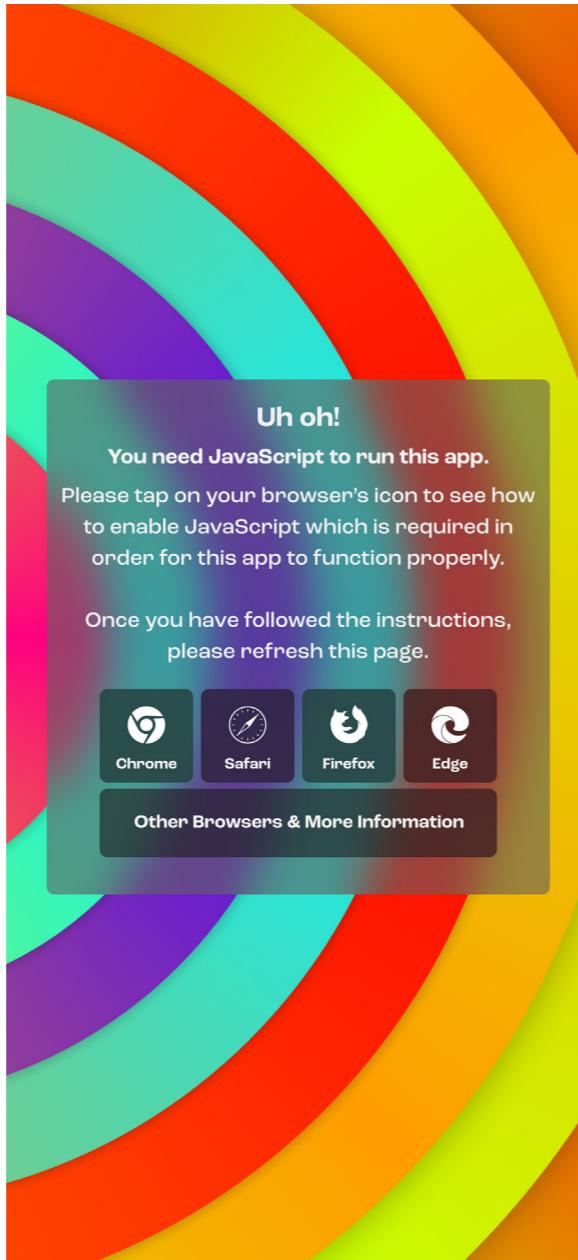
# UI Milestones

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.

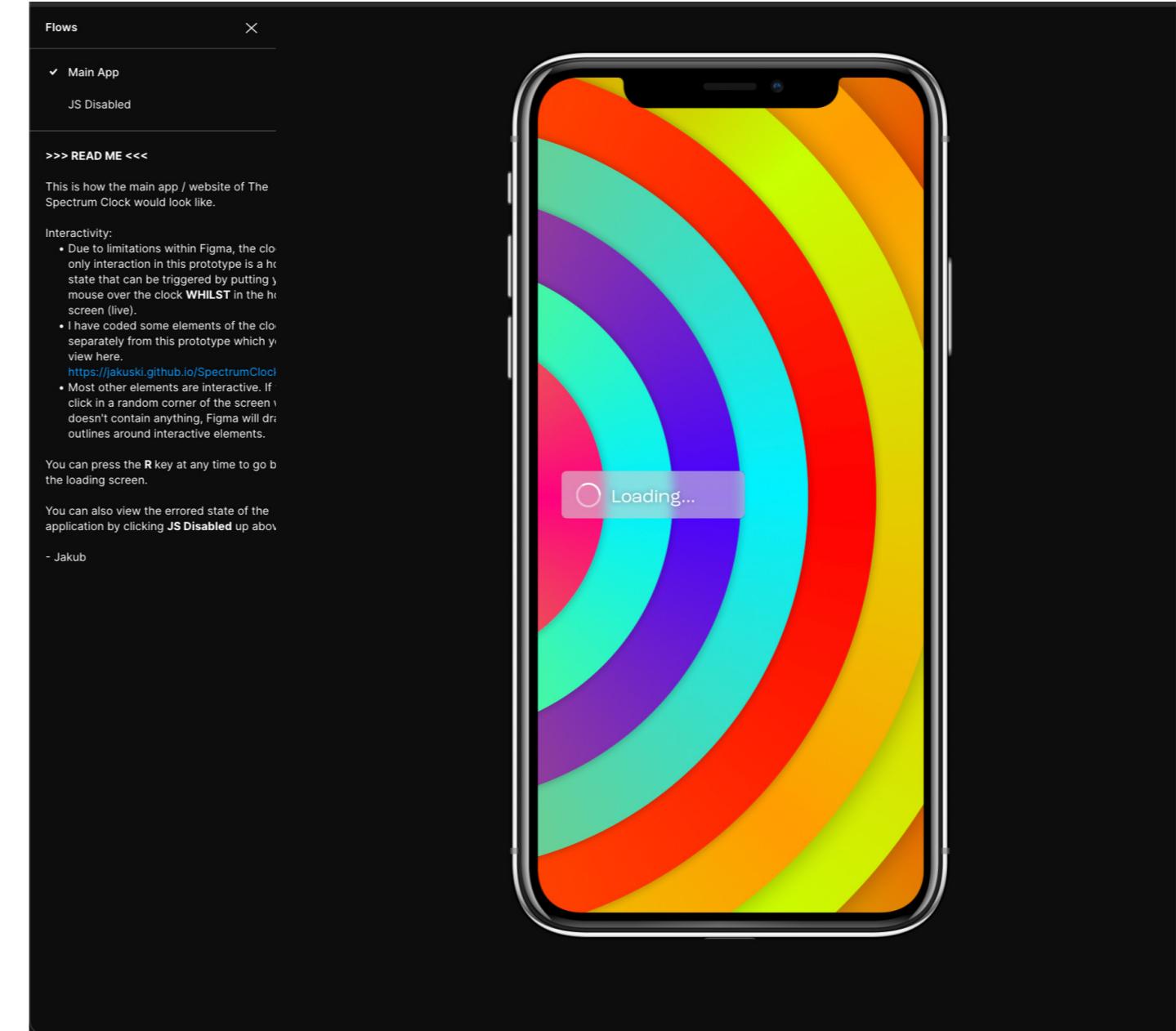


# Prototypes

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/tps-build](http://www.jakub.studio/go/p/tps-build)

The Figma prototype can be accessed via this URL:  
[www.jakub.studio/go/p/tps-ui](http://www.jakub.studio/go/p/tps-ui)

# Mock-up Render

Rendered with Adobe Dimension

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The Spectrum Clock



UI/UX

# Spotify Post-Codes

*Curated playlists by members of local communities.*

## Brief & Idea

### The Problem

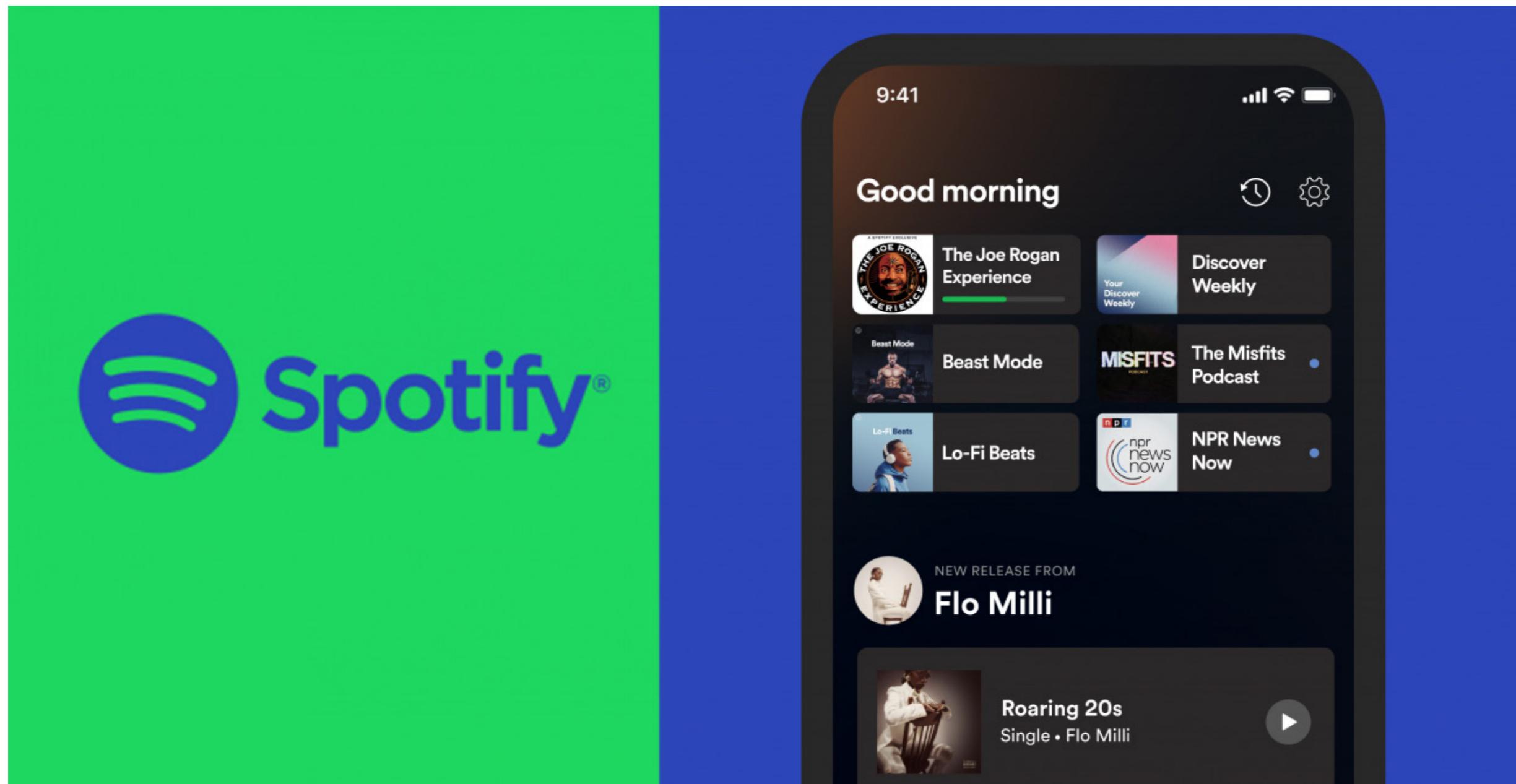
Spotify in it's current state isn't a very social application.  
You're silo'ed into your own music world and don't really break  
out of it.

### The Brief

Generate and design a develop that will get people to  
"soundtrack their life".

## *The Idea:*

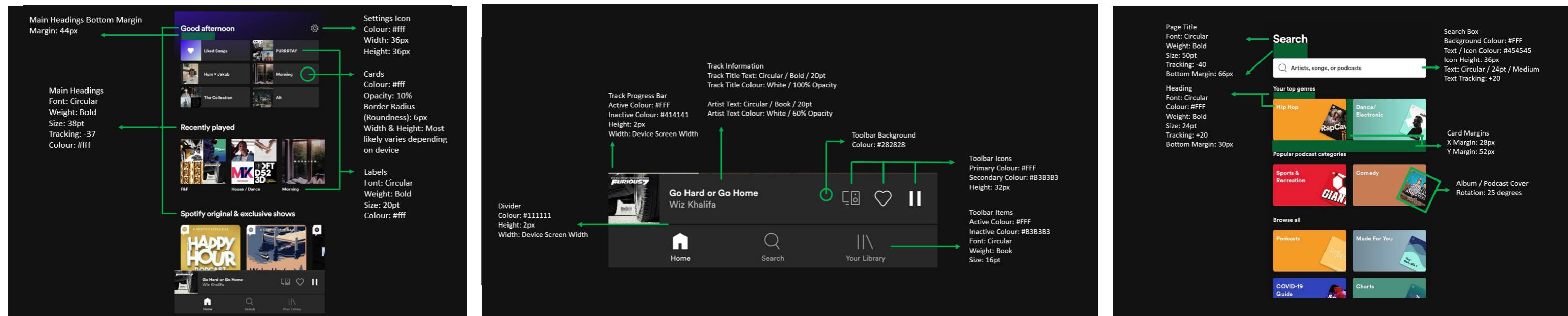
*Playlists for cultural hotspots curated by their local communities.*



# 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 - STYLE

## **Standard Heading (Bold, 38pt, T-37)**

### **Secondary Heading (Bold, 24pt, T +20)**

## Large Input Placeholders

Page Tabs (Bold)

#### **Labels (Bold, 20pt)**

## **Scroller Item Header (Bold. 26pt. T-2)**

**Scroller Item Description (Book, 22pt, T-30)**

## **Secondary Title (Bold, 38pt)**

### Tertiary Title (Medium, 24px)

## 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, | -25)

### Playlist Item Description (Book, 20pt)

ICONS - COLOURS

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

ICONS - SIZES

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

III COLOURS

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

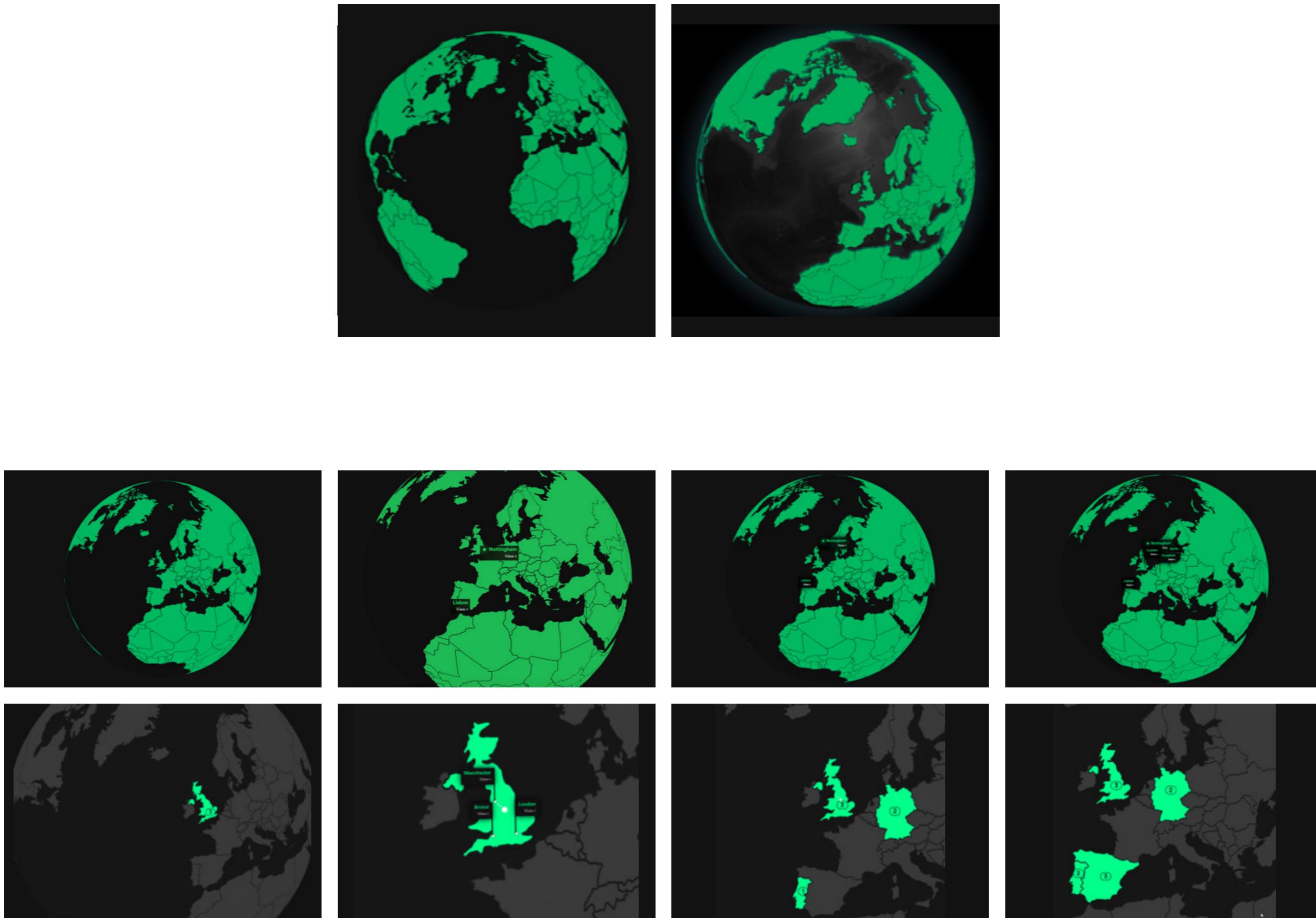
## UI BORDER RADIUS



# 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 Showcase

On the left I have my cover image for my D&AD submission and on the right I have showcase of the initiation screens for the Post-Codes feature.

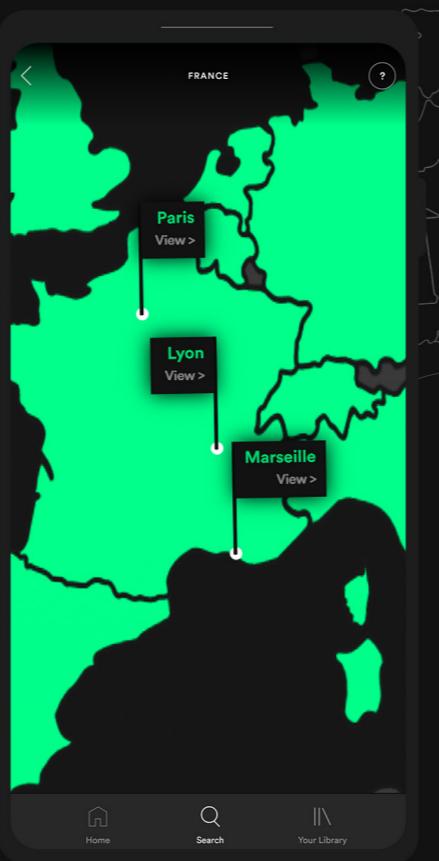
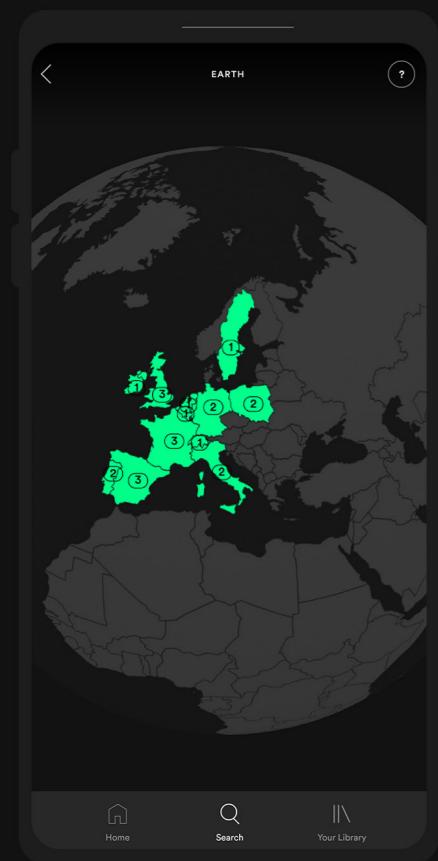


# Finals Showcase

Shown here are globe interaction screens as well as the playlist screens.

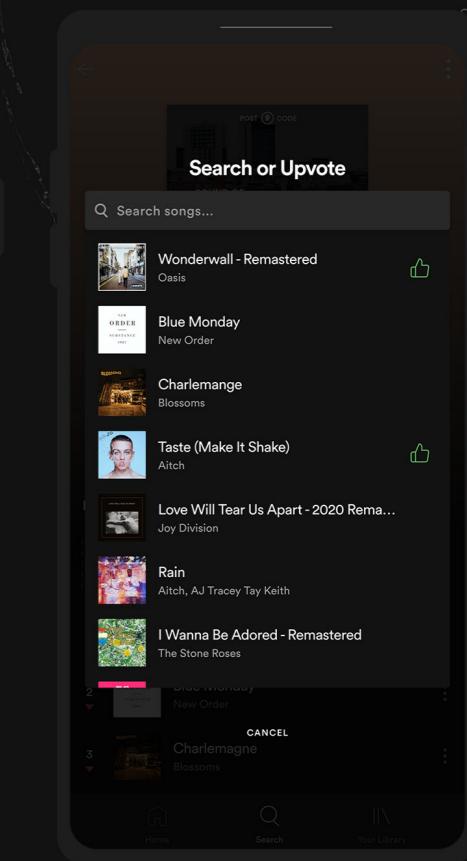
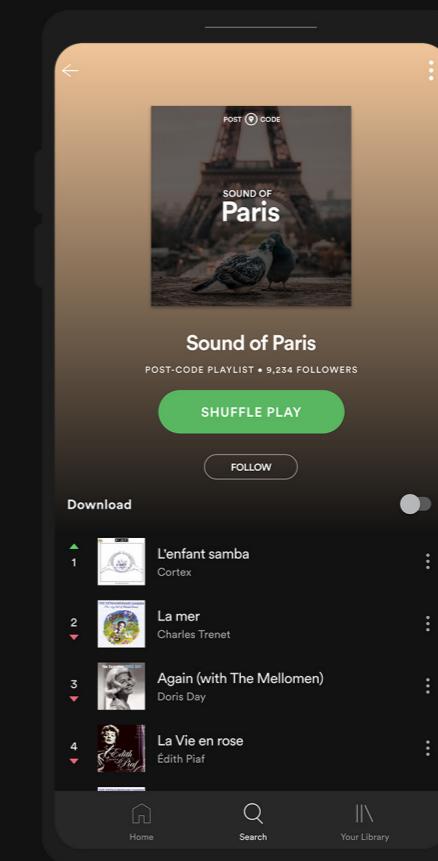
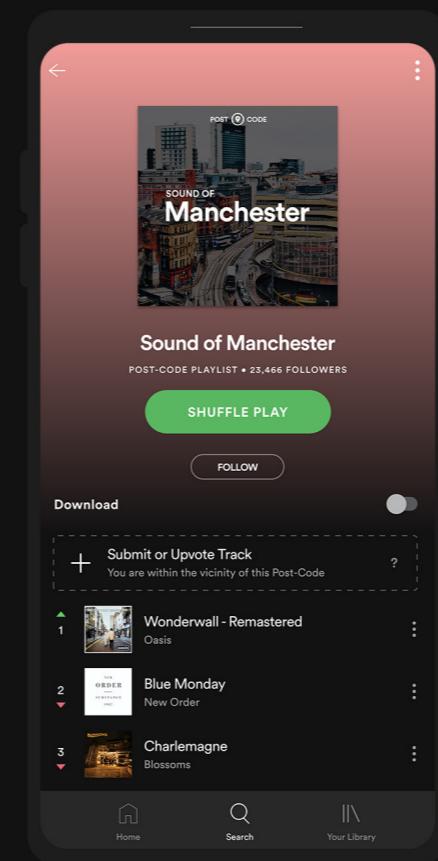
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Spotify Post-Codes

## Post-Codes



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## Post-Codes



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## 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](http://www.jakub.studio/go/p/spc-vid)

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Spotify Post-Codes

INTRODUCING

# Post-Codes

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.

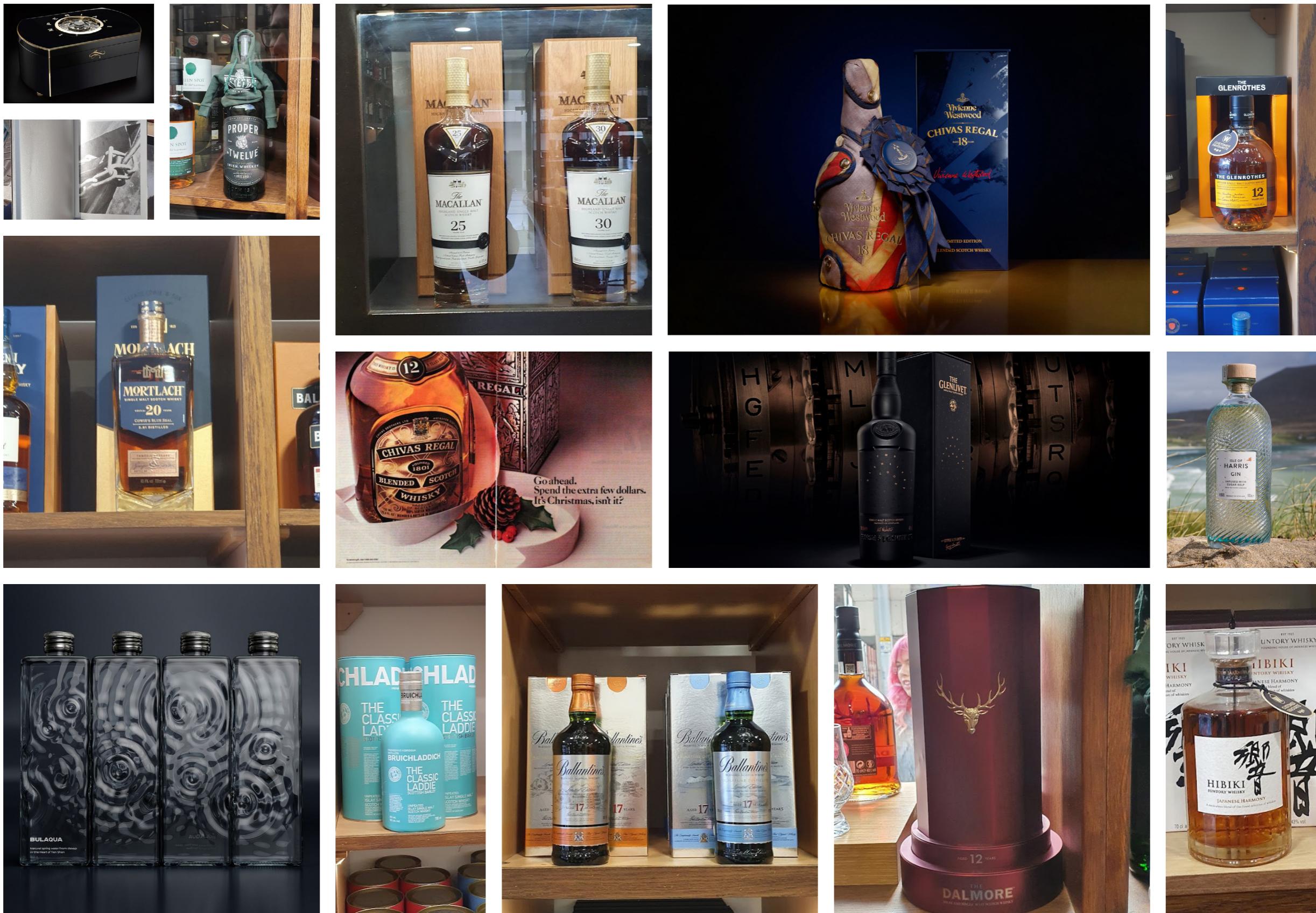
The brief asked us to look at the new generation of hustlers, (think self-made entrepreneurs/just very stuck up people who need their ego scratching) and futureproof the whisky to appeal to these so called "hustlers".

Chivas Regal Whisky  
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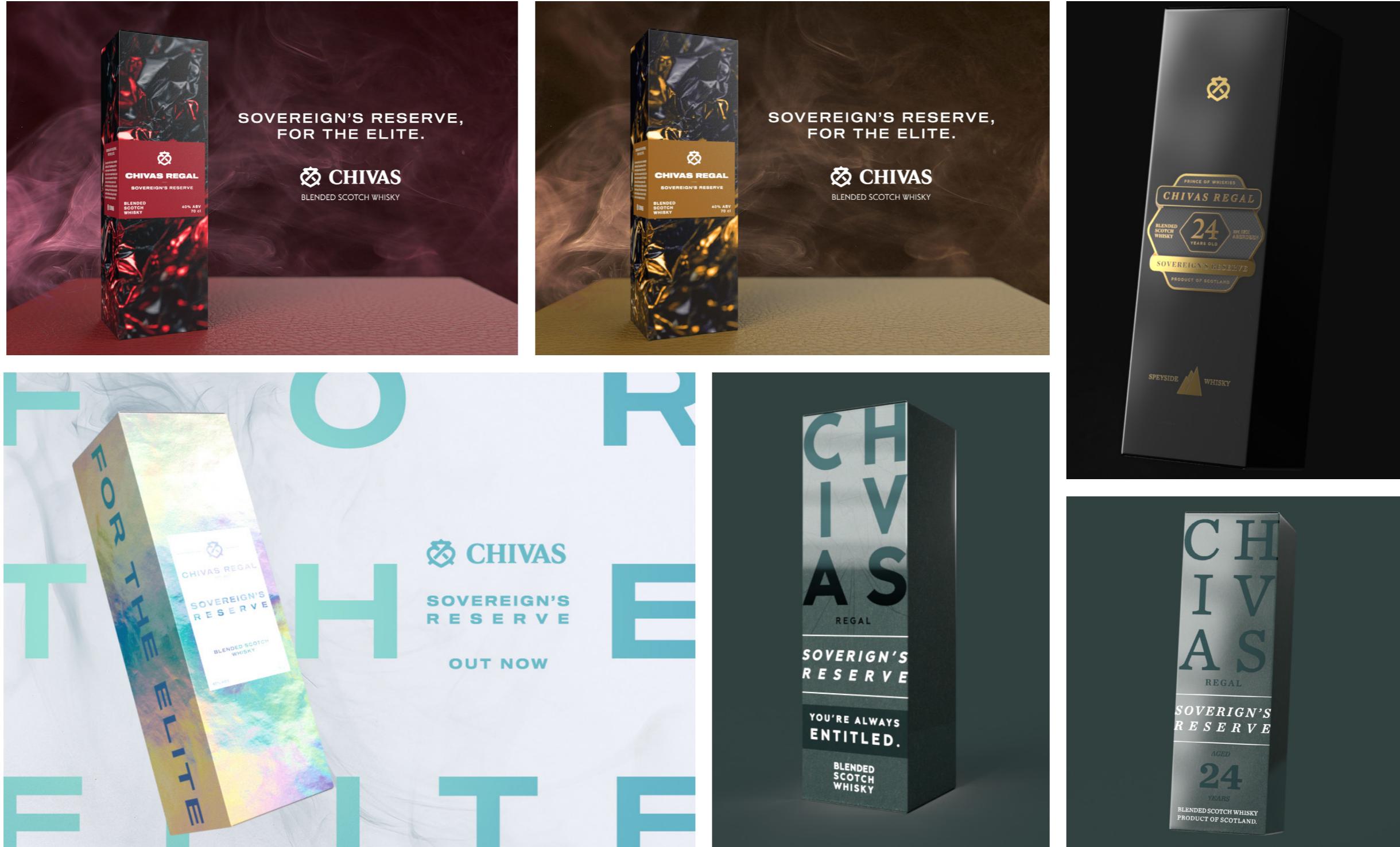
# Research

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.



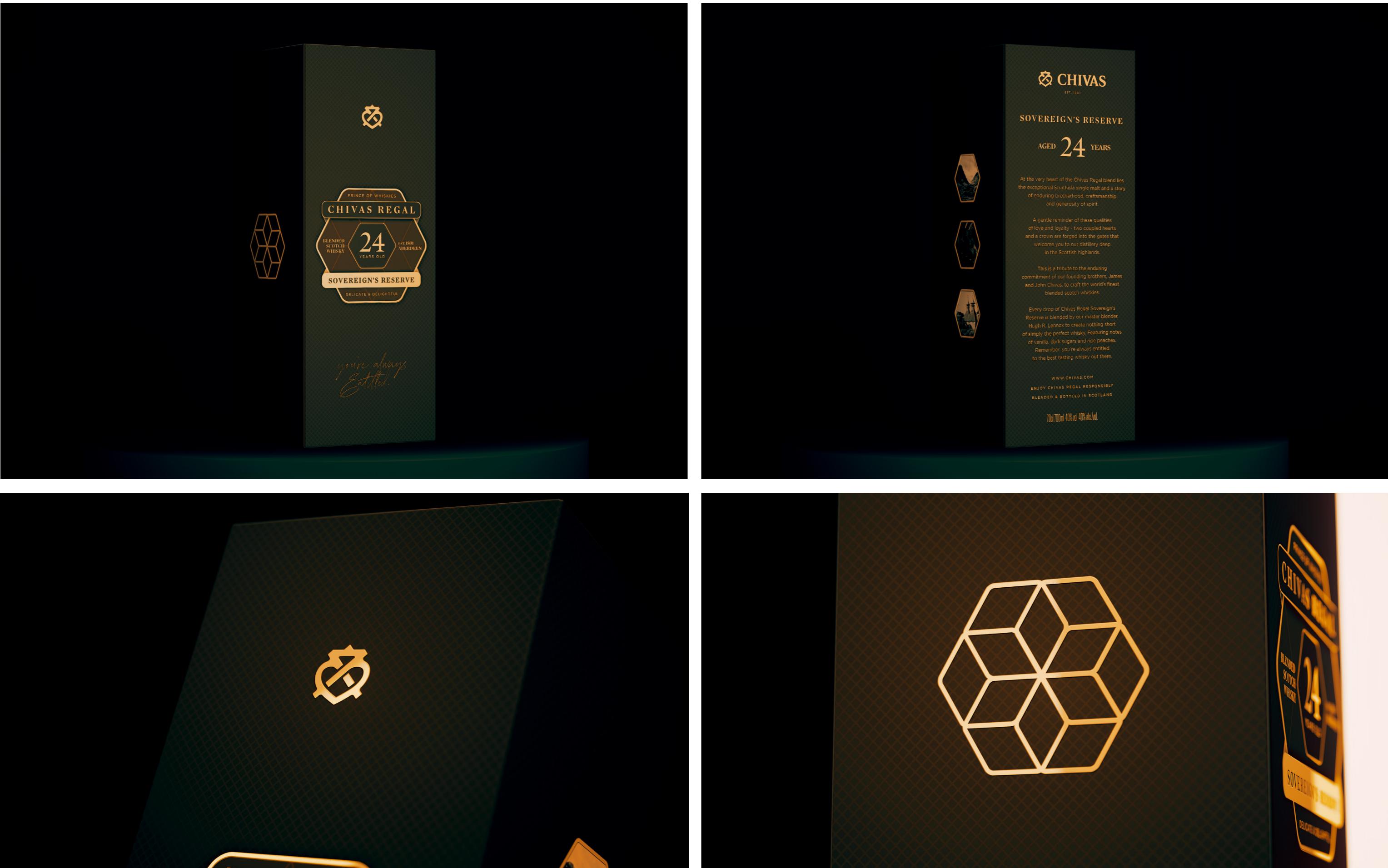
# Initial Renders

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 alot 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.

