Gosia Markiewicz Industrial Design

## **About Me**



My work is minimal in form, but represents a poetic message of a larger concept. Though I enjoy the whole design process, my strength is in CAD modeling and rendering. I love bringing a concept to life through visual softwares.

When I'm not designing, I'm creating a breadth of works through the use of textiles. I enjoy making patterns and sewing unique garments and projects.

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## **Jüs Juicer**, Fall 2016 16 week project

Jüs is an appliance that highlights nutrition, process, and celebration of food associated with juicing. This project aimed to explore how visual language effects the users' perception of everyday objects.



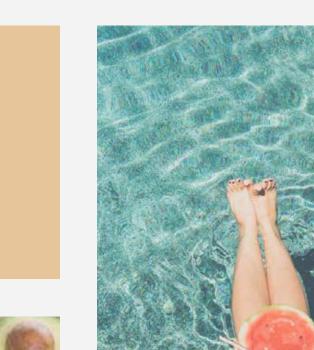
## Inspiration





Inspiration was drawn from the act of preparing food and celebrating healthy eating.

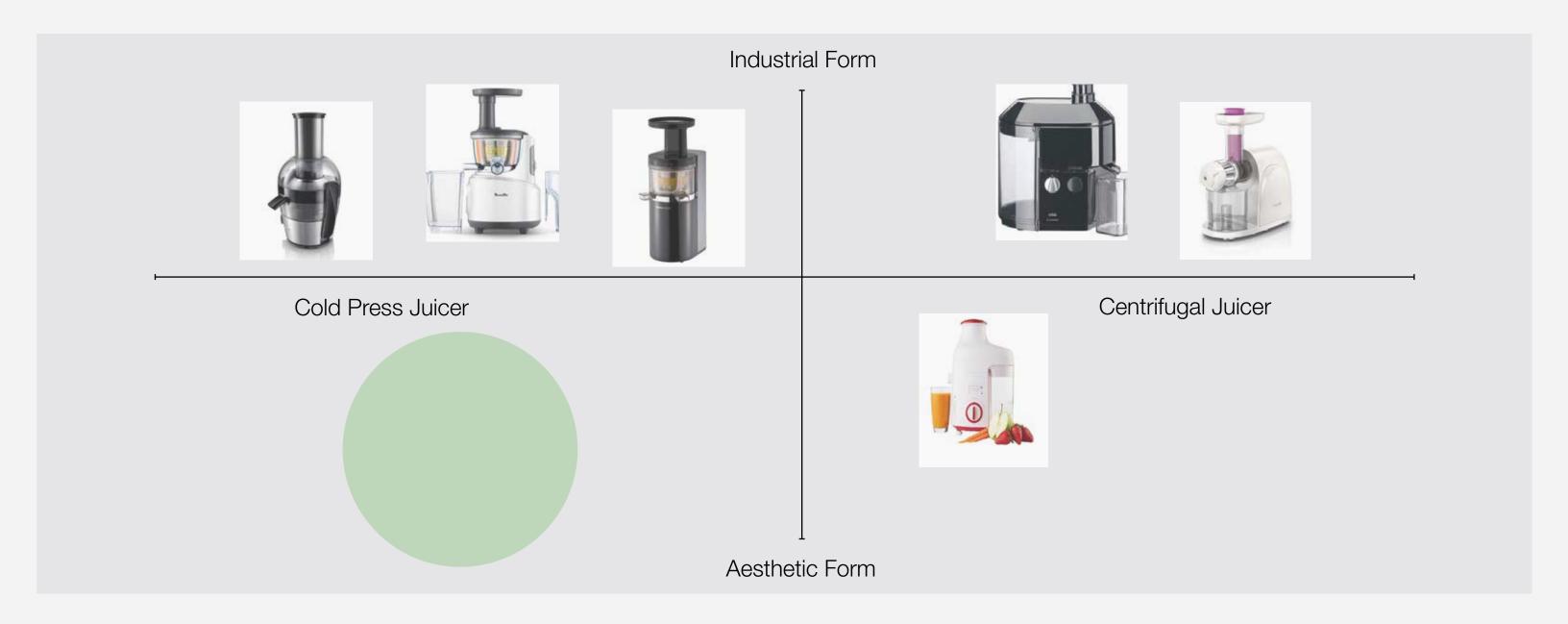








#### Market Research



There are two types of juicers, centrifugal and cold press. **Cold press** juicers produce the **highest quality of juice** because it presses the fruit instead of spinning at high speeds, which breaks down natural nutrients in the fruits and vegetables.

Products on the current market highlight power and strength, which result in a more industrial aesthetic. The opportunity in the market is for an appliance that focuses on an **organic representation** of the act of juicing and celebrates living a **healthy lifestyle**.

#### **User Research**



Sam, Nutritionist

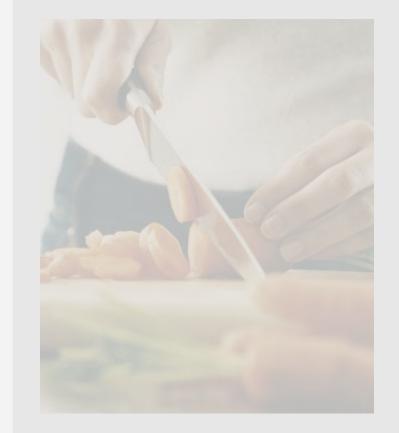
Early riser
Healthy lifestyle
Loves to cook her own food



Dan, Pub Owner

Busy lifestyle
Consumes mostly fast food **Time** and **cost** are key factors

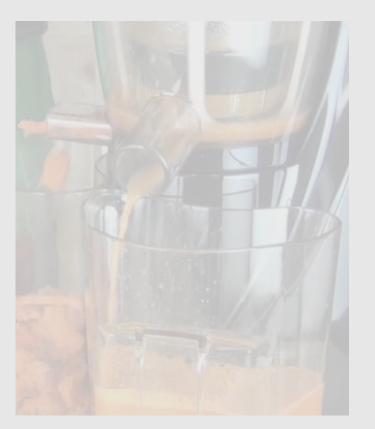
## User pain points found in:



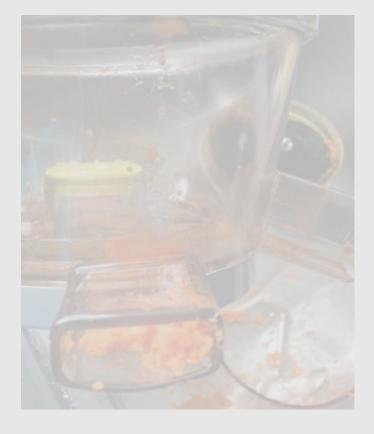
Preparation



Assembly



Extraction



Clean Up

## Hypothesis

How might we design a juicer that emulates healthy living through celebrating food with a focus on:







Easy Cleaning



Organic Gesture



Presentation

### Ideation

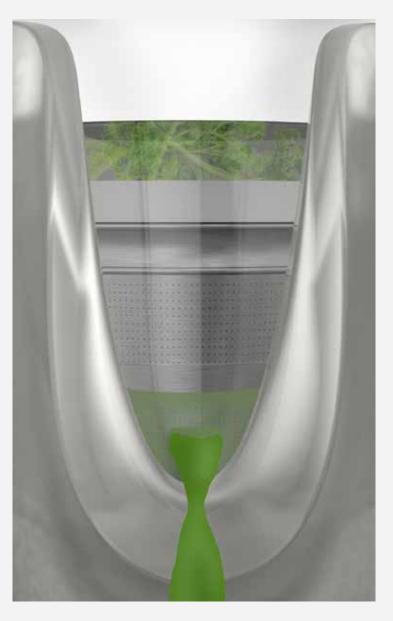


Sketches focused on finding an aesthetic that was simple, had all the necessary components, but also related to the nature of juicing.



#### **Details**





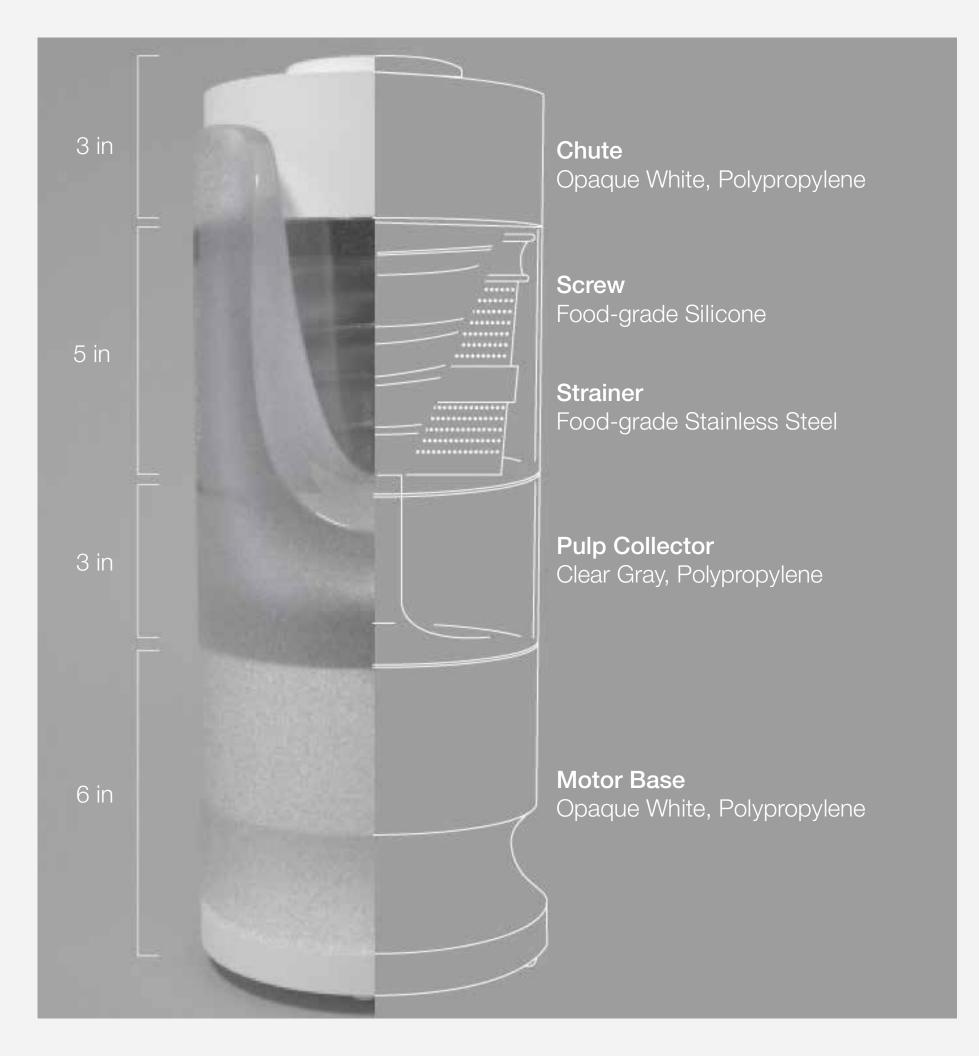




Each component contributes to **refining the juicing experience.** The switch at the bottom turns the juicer on as well as reverses the auger when pieces get stuck. The fruit is then squeezed **through the screw and strainer.** 

The soft curve of the spout keeps the **organic nature** of the process. A container is located underneath the auger to **hide the pulp** until the end, making more time to enjoy a cleaner process. When it's time to store, the motor base **allows for the cord to nest.** 





Components are made with polypropylene to be durable, but also **dishwasher safe.** Parts are either clear or opaque white to bring **contrast and emphasis** on the colors from the fruits and vegetables.







Studio course in Copenhagen aimed to build a 1:1 scale chair prototype using inspiration from Sweden and Finland to understand and interpret Scandinavian principles of design.

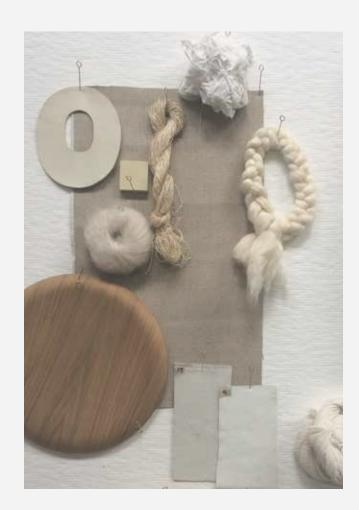


## Inspiration





Studying abroad was a once in a lifetime experience, and wanted my chair to capture those moments of softness, nature, and comfort.

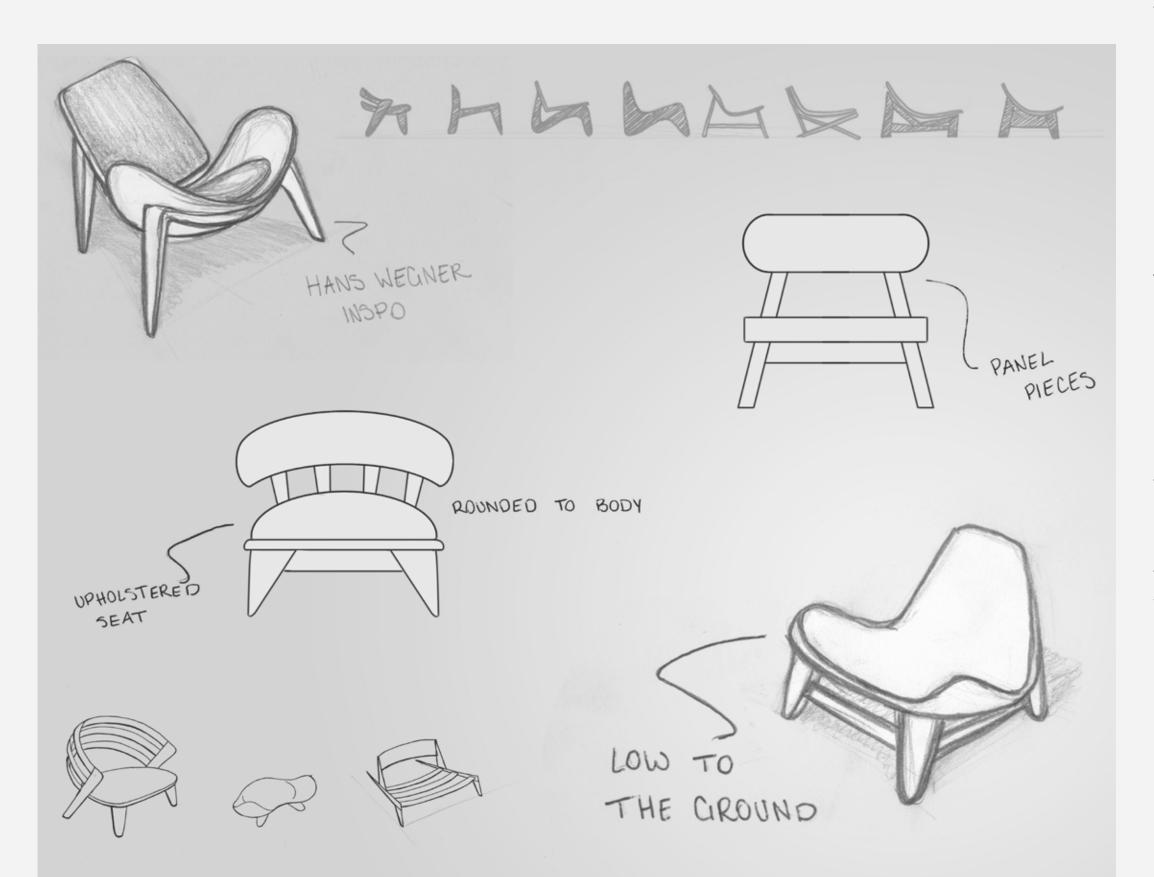








#### Ideation



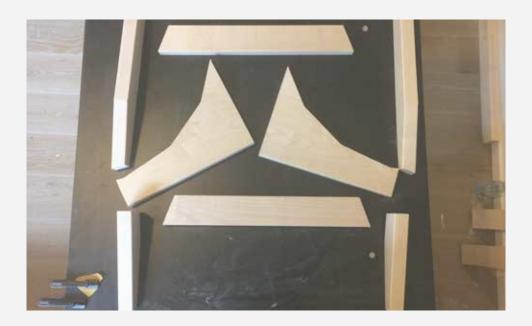
The beginning of our studies was understanding Scandinavian design principles. The key philosophy is a heavy emphasis on simplicity, honesty in materials and process, and relationship to the user.

After touring Sweden and Finland and viewing famous works by Hans Wegner and Arne Jacobsen, this sparked inspiration for a design that captured the key philosophy of Scandinavian design and was more **organic in form.** 

#### **Process**

The frame was built from solid pieces of maple to create a sturdy base that held the 5 planks of plywood. To apply Scandinavian philosophy, the planks were screwed in to show honesty in assembly as well as to accentuate the flare of the planks and outline the frame beneath.







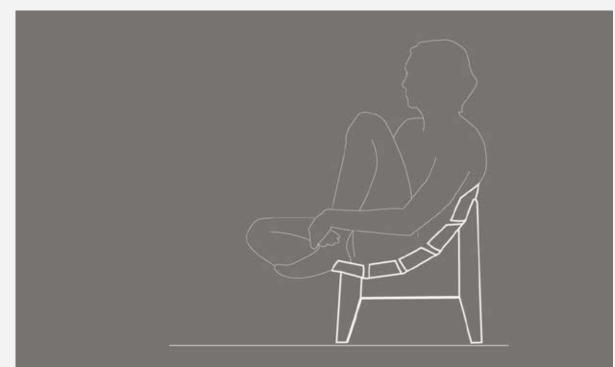




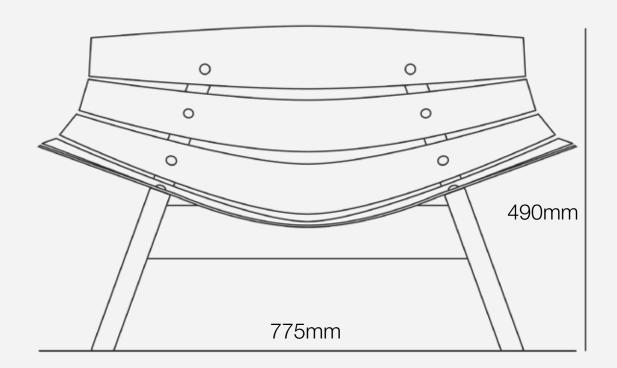








The curvature of the Gosa chair, symbolizing cupping hands, flows with the body to allow for a casual, relaxed position. Wide plywood planks extending horizontally **welcome and embrace** whomever sits down.

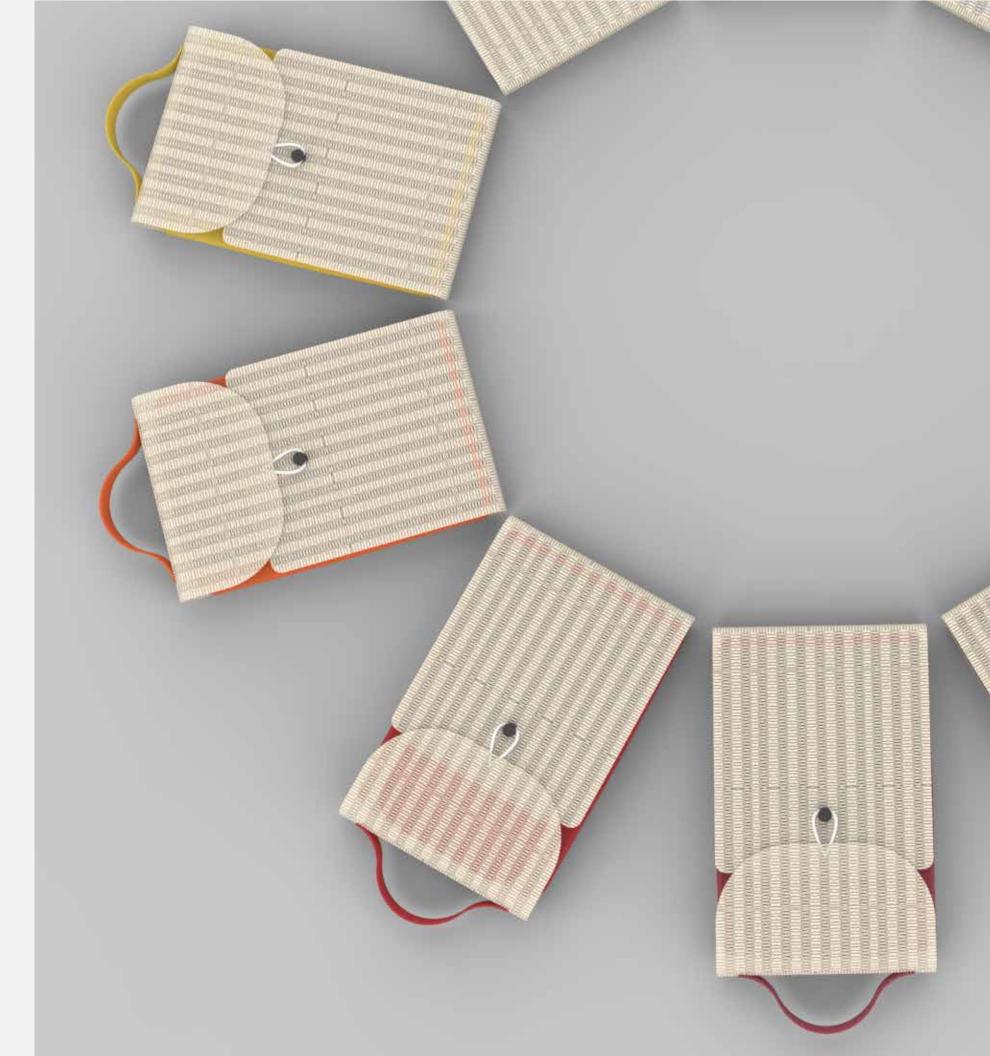




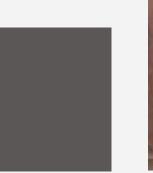
## **Flux**, Spring 2017 8 week project

In today's busy society, both lifestyles and the work environment have changed.

With a group of four, this brief explored today's definition of work and designing for "work on the go."



## Inspiration



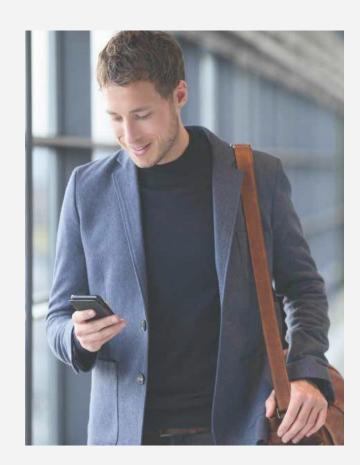




### Work

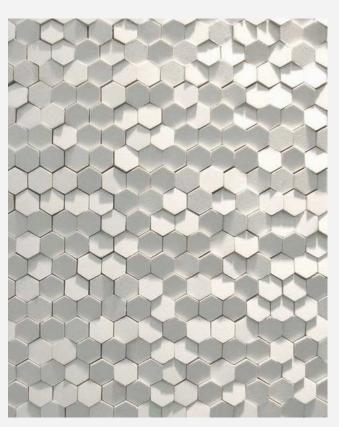
noun

Sustained physical or mental effort to overcome obstacles and achieve an objective









### **Defining tools** needed for work

when not at home or in an office:









### Modes of Transportation:

The **needs** and **abilities** vary depending on the mode of transport



Protection from elements



Limited workspace



Unable to multitask



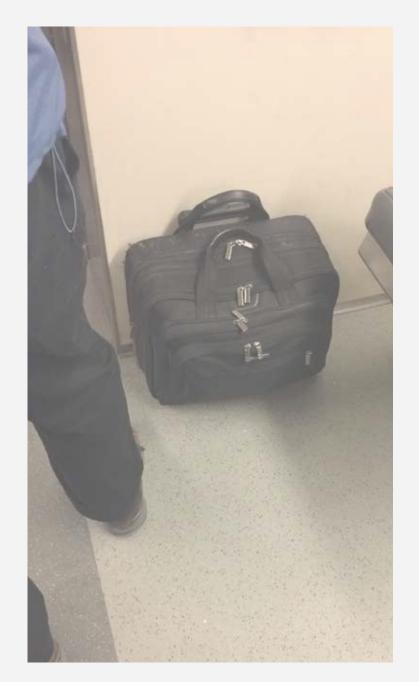
Hard to keep organized

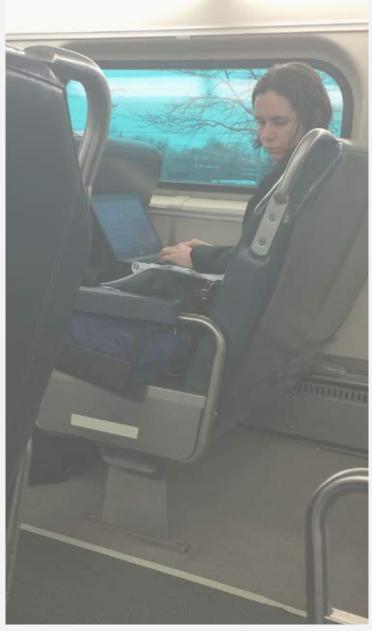


Compact for carry on

#### Field Research

Viewing real world situations of working "on the go" gave good insights to pain points commuters face. Common problems involve **limited space**, most being restricted to just working on the lap. Bags currently used by consumers are **large**, **bulky**, and need compartments for **organization**.







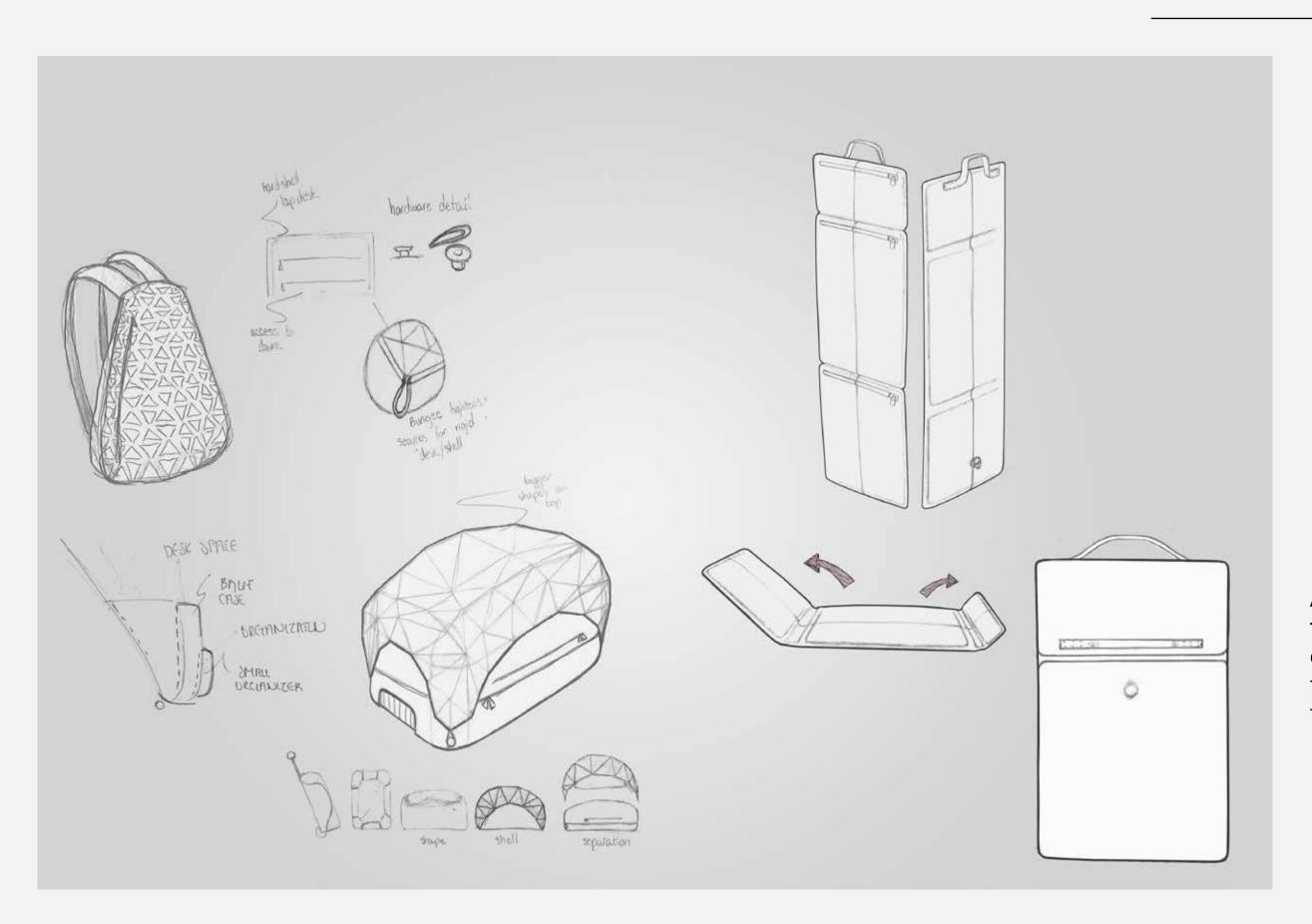


## Hypothesis

**How might we** design a work bag intended for working in any environment with consideration for:

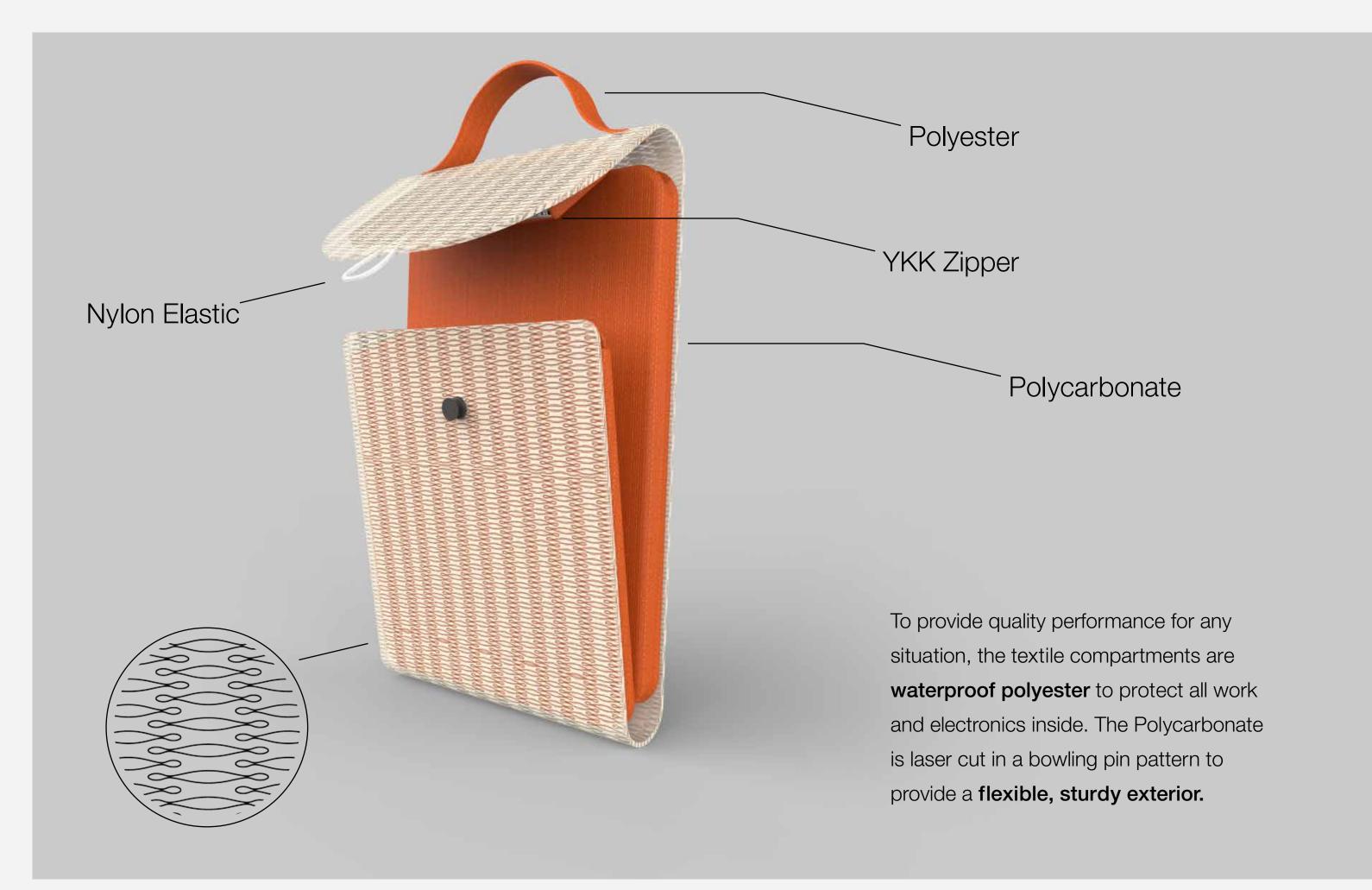


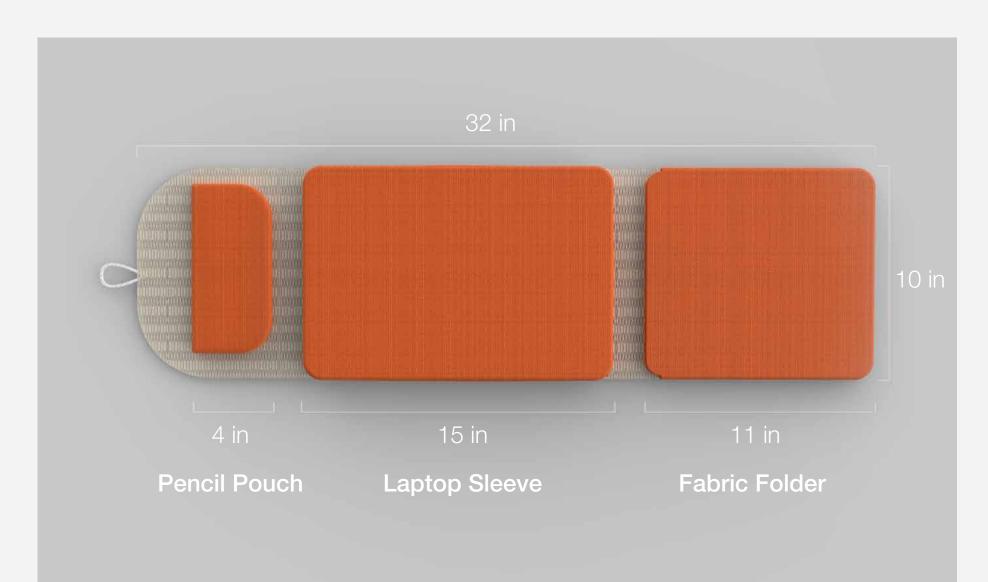
### Ideation



Along with sketch ideation, tessalations and laser cut patterns aided in finding a form that was flexible as well as sturdy.







Flux organizes everything you need in 3 compartments: a pencil pouch, laptop sleeve, and fabric folder. The bag can be unfolded to **create a workspace** in any setting. The top placement of the pencil pouch allows for quick access to the essentials. With zippers to keep the bags closed, Flux can be **used in either orientation** to provide a hard surface to write on or ventilation for laptop usage.



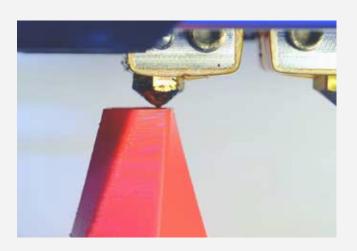


**Tempo**, Fall 2017 8 week project

The toy that allows children to compose their own tune and choose the Tempo. This individual project explored designing around the trends of social responsibility, sustainability, and 3-D printing.



## **Project Brief**





Design a children's toy inspired by recent trends of sustainable products and 3D printing.

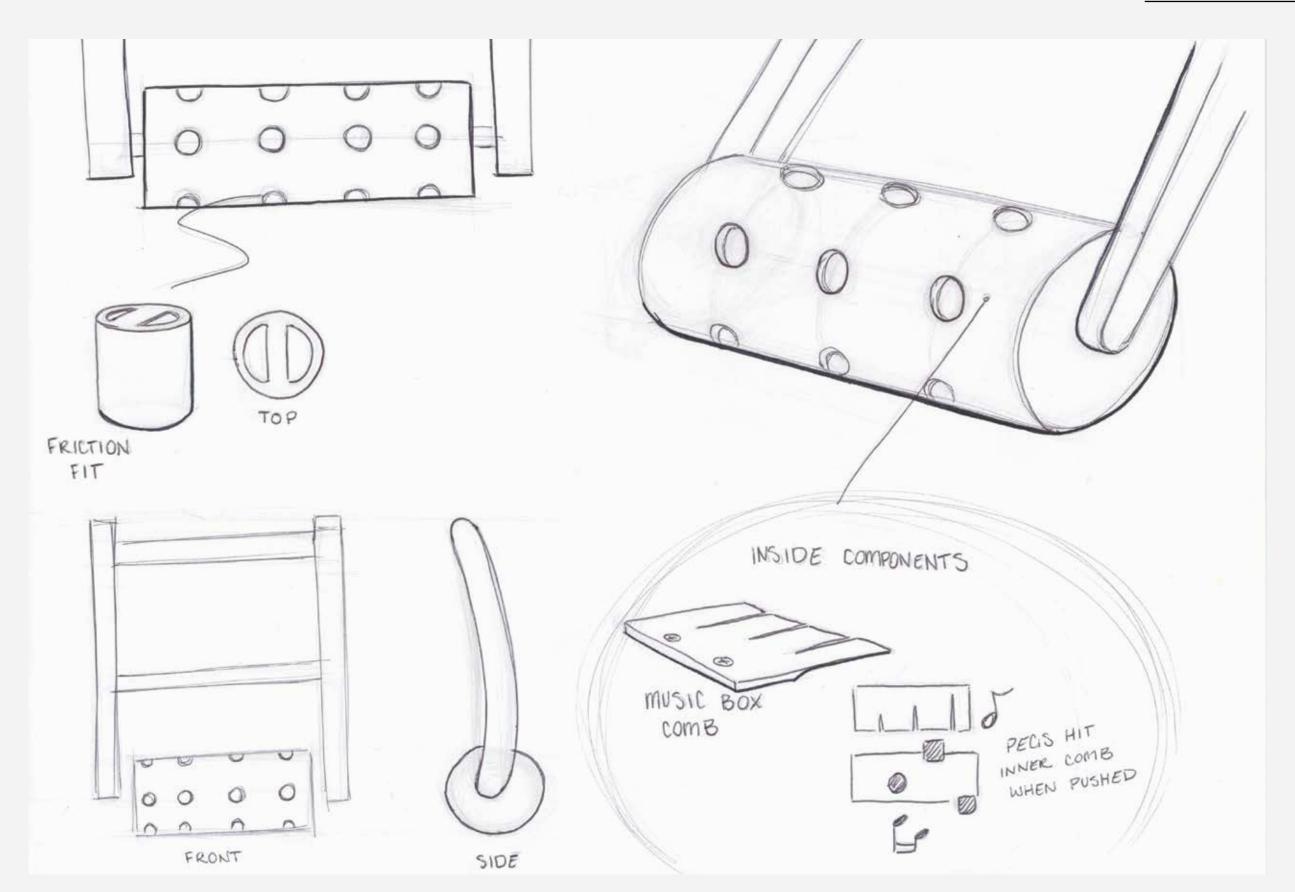








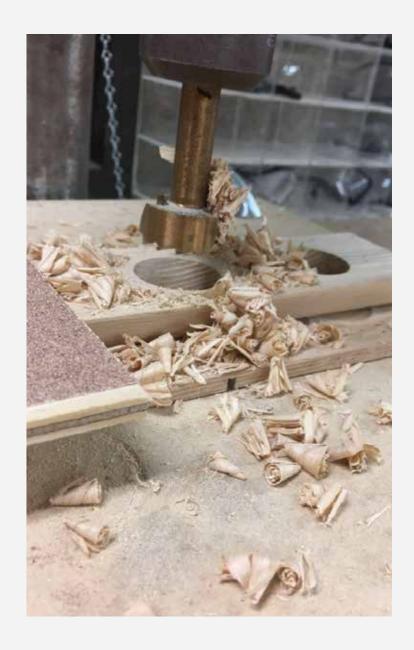
## **Concept Sketching**





This concept aimed to redesign a **traditional music box**. In addition to form exploration, it was important to resolve the **function and assembly**.

### **Prototype**



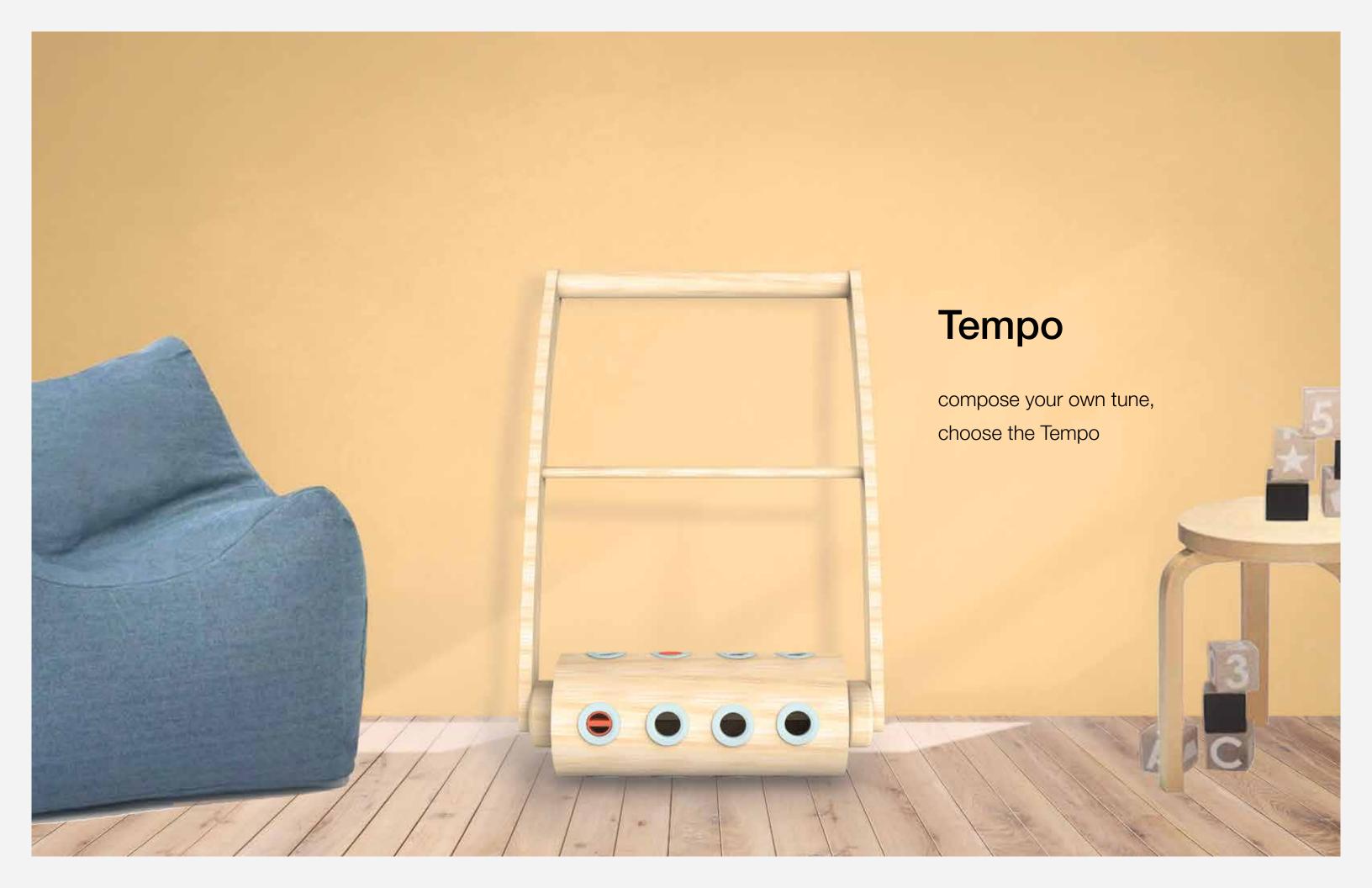


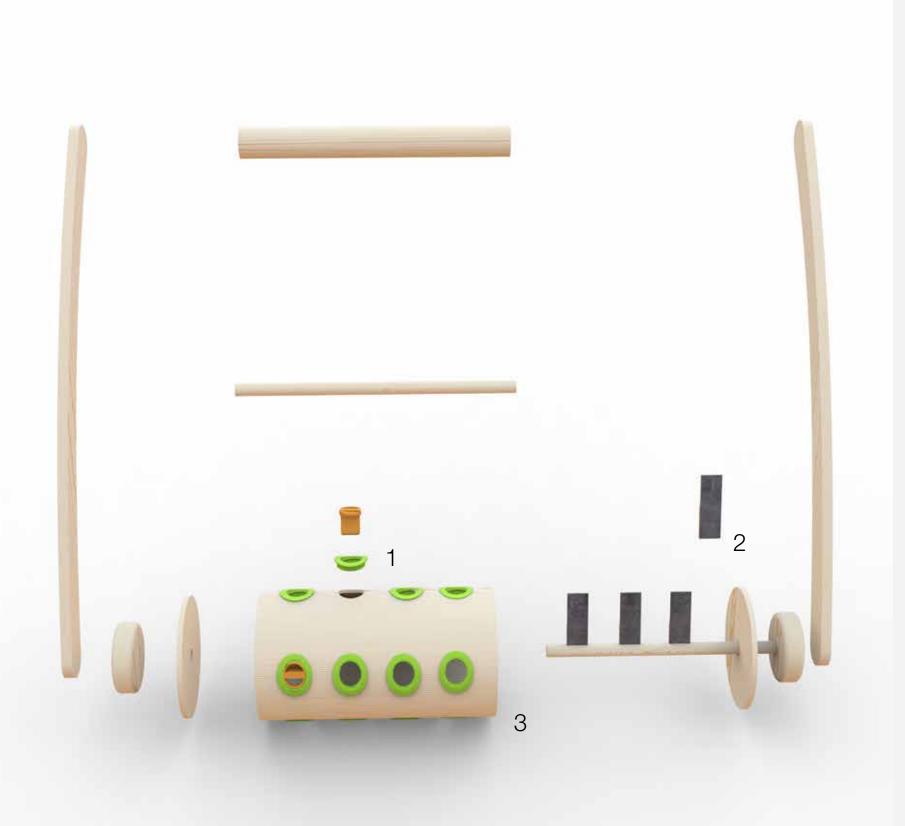




This prototype utilized both **CNC machining and hand craft** in the construction process. To create the barrel shape, eight pieces were glued into an octagon, then sanded and smoothed to create the correct shaping. Holes were drilled before assembling, for ease of construciton.

While certain components, like the side pieces, can be machined to reduce labor, the overall construction of the piece is time and **labor intensive**. Through the prototype process, joints and construction issues were resolved before going to production.

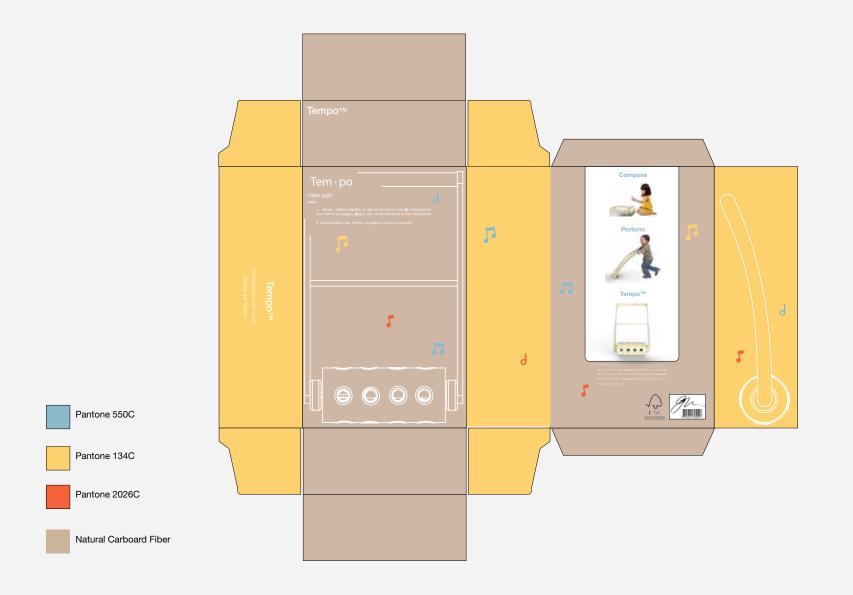




- 1- Compostable PLA
- 2- White Ash Wood
- 3-3mm Steel

Inspired by a traditional music box, the interchangeable pegs pluck the inner music comb to create a **unique tune**. The faster the toy is pushed, the faster the tune plays. Tempo is made from sustainably sourced **White Ash** and includes digital files to **3D print** additional pegs, allowing for more customization in tune and colors.







Psychology suggests that feelings of happiness occur when the human eye encounters **the color yellow**. While the colors were chosen to get the attention of children, the overall design is targeted towards **parents** and **grandparents** influenced by design.

http://phase1prototypes.com/choosing-colors-product-packaging/



