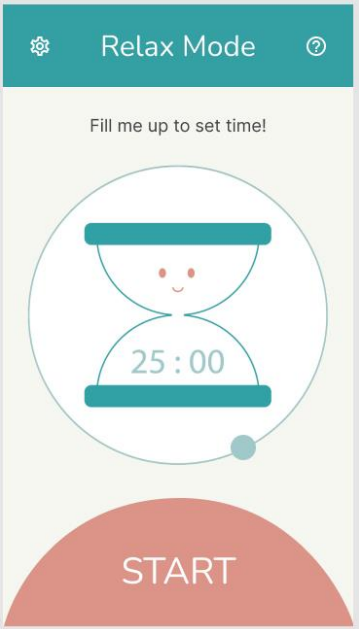
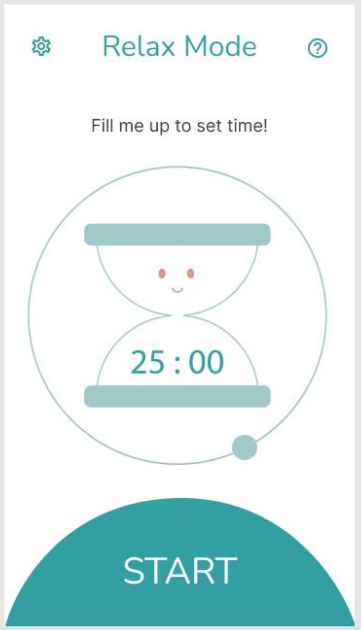
My Visual Designs

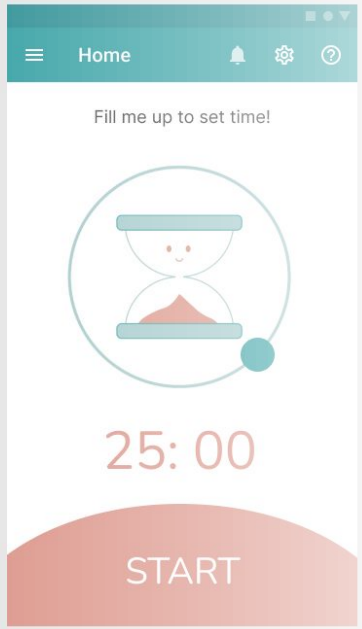
Brenda Lim

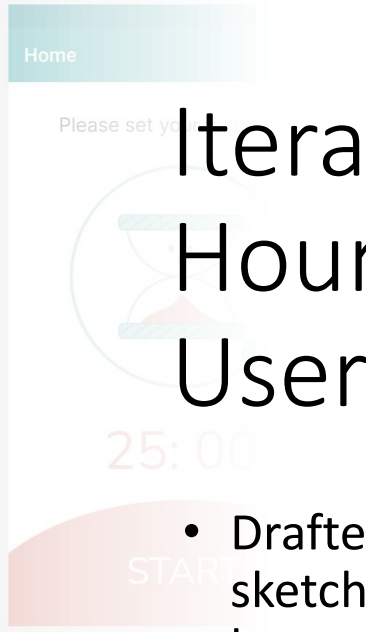
Hourglass (Focus App)

- Hourglass aims to limit the user's time spent on recreational apps so that the user would be less likely to procrastinate his/her work.
- It is implemented using Android Studio.
- For more details about the app: https://istd.sutd.edu.sg/term4-design-exhibition/50001/hourglass
- For more details about the problem statement and app plan: https://docs.google.com/presentation/d/1Z6_wSVaj50bjzH9TIcD-A6lpuKNgwe2SSlxTnVhbeQY/edit?usp=sharing
- Github: https://github.com/Samillynn/HourGlass



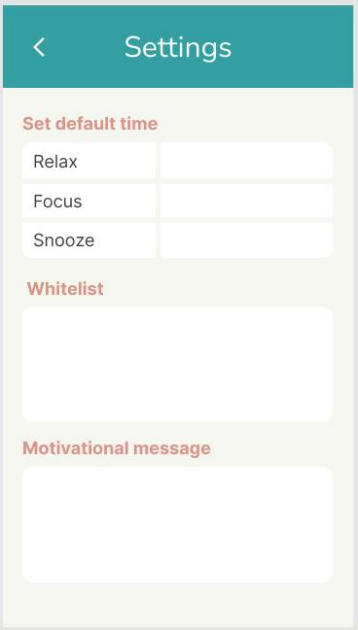


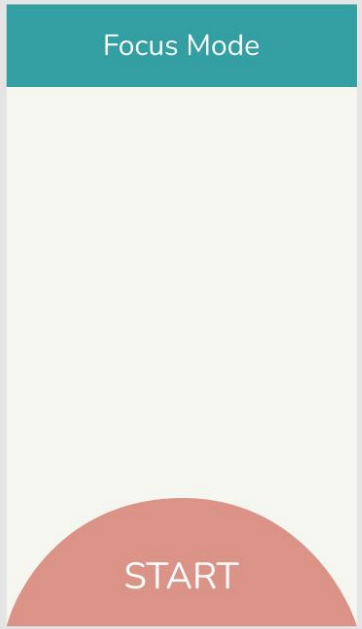


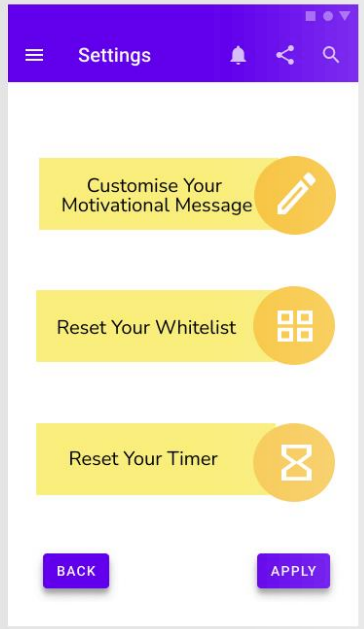


Iterations for Hourglass App User Interface

- Drafted wireframes by sketching on paper, followed by presenting it using Figma.
- Decided to change the colour scheme as it feels rather dull and boring.
- Did not take into consideration how the user interface can be implemented in Android.







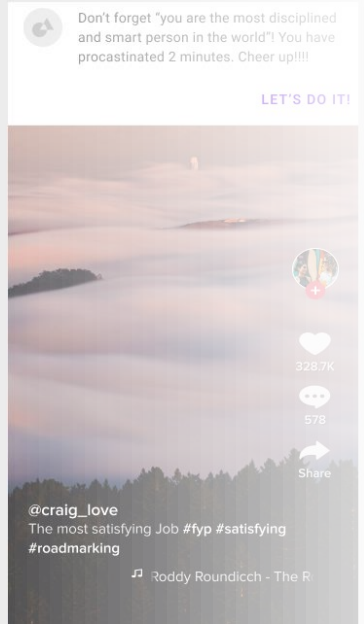
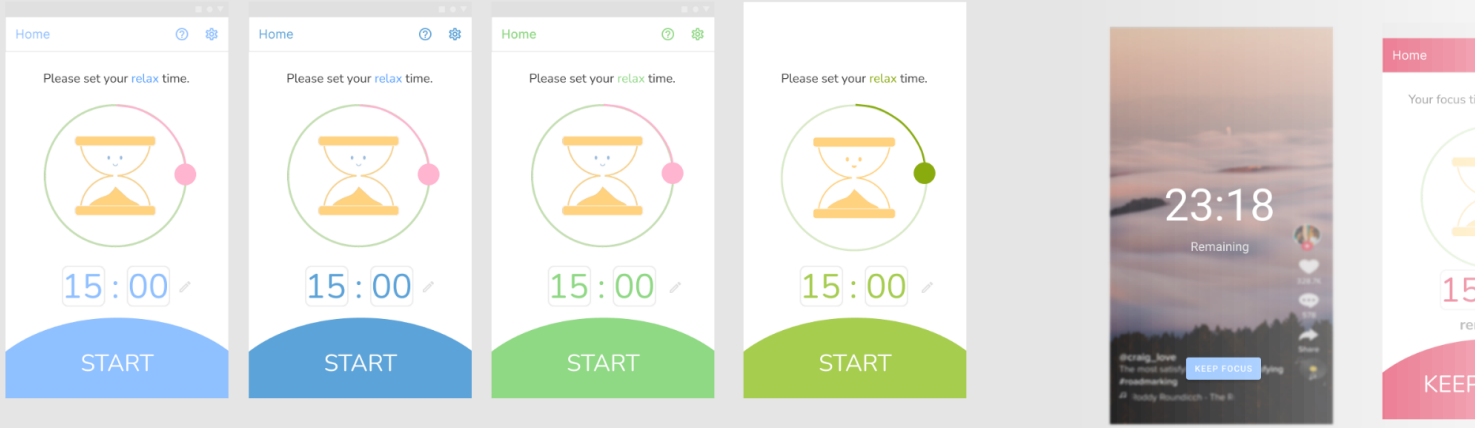
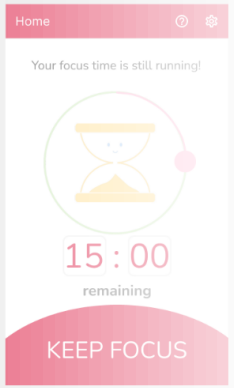


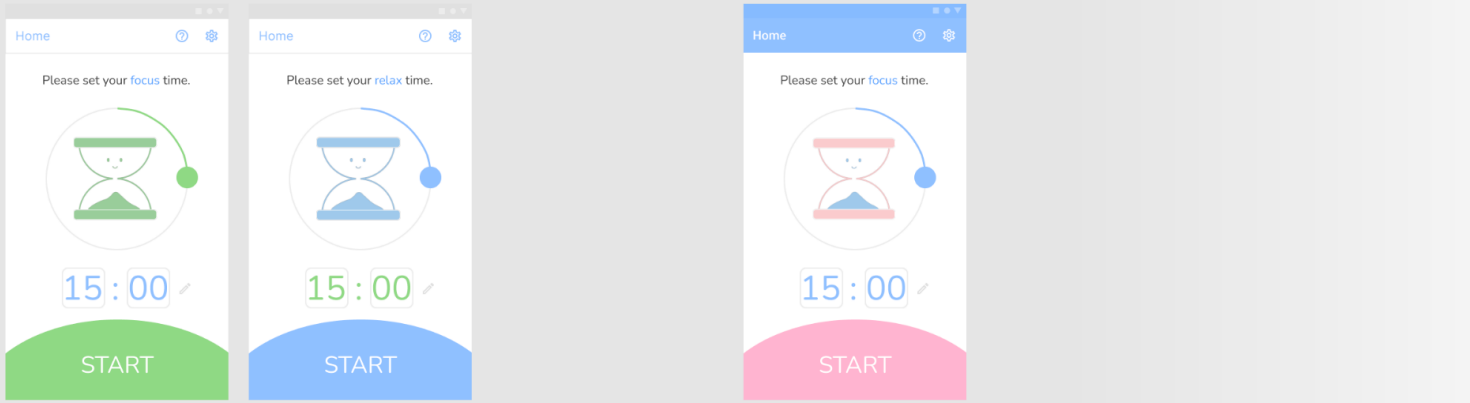
Figure 1: User Interface Draft





Iterations for Hourglass App User Interface

- Used Android assets from the Figma community for better representation of user interface.
- Tried out different variations of colours with teammates
- Selected the one which looks the most pleasing to the eye.



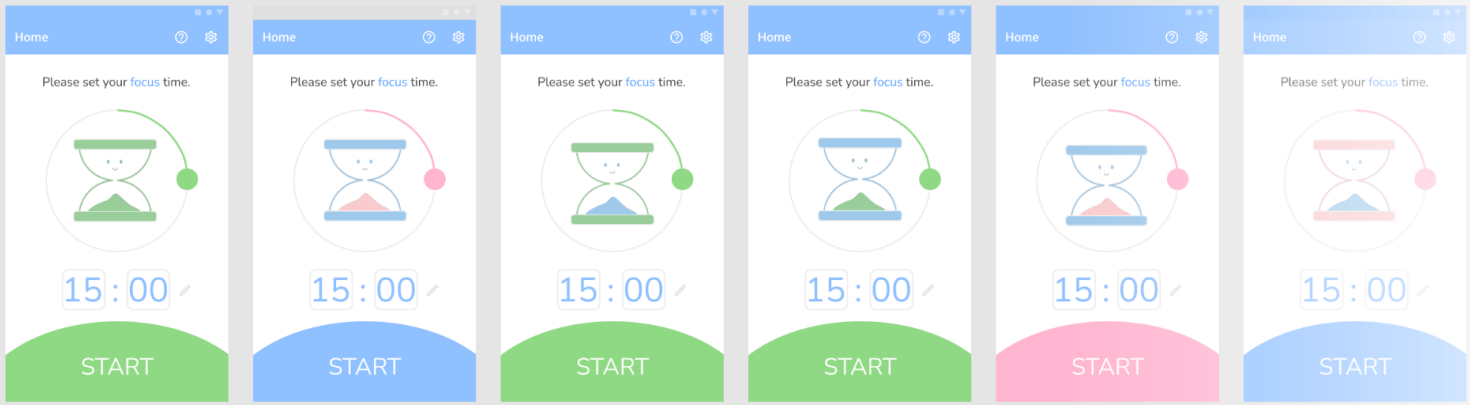
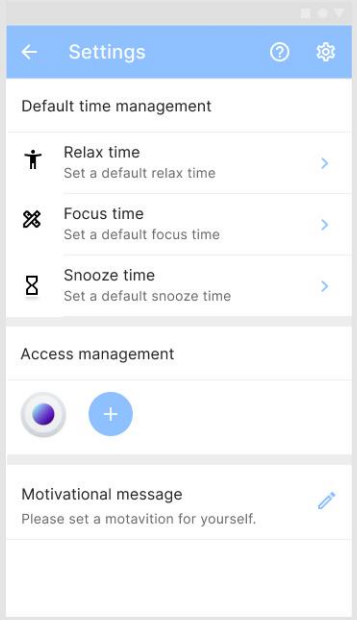
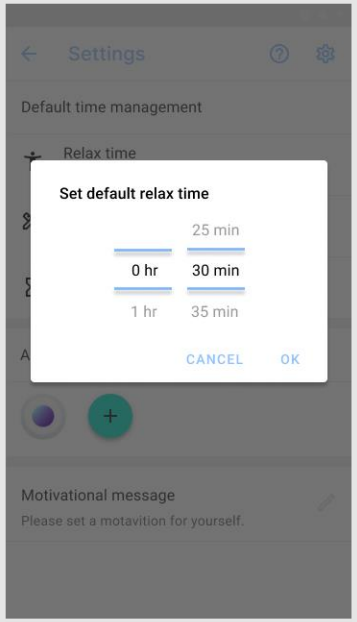


Figure 2: Variations of colours





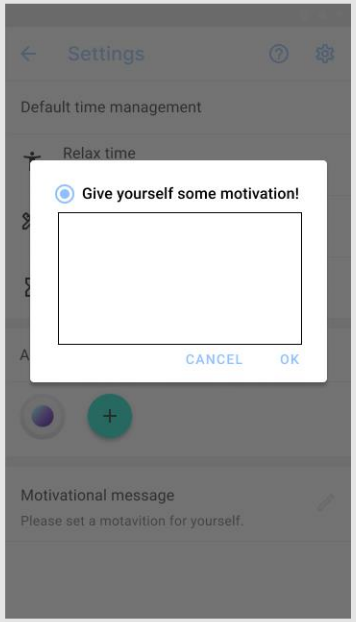
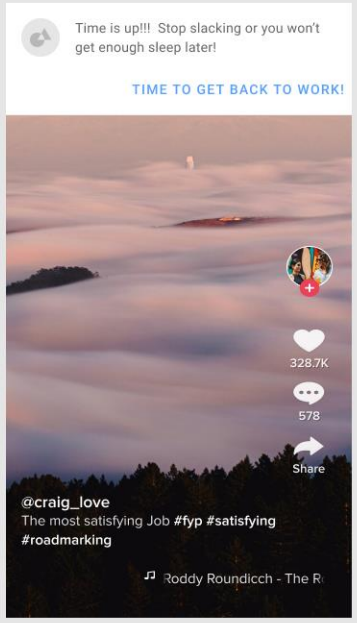
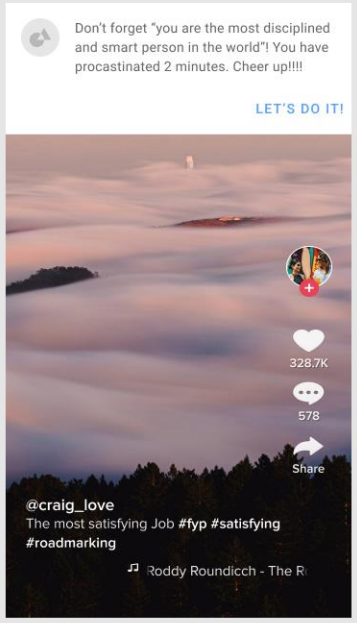
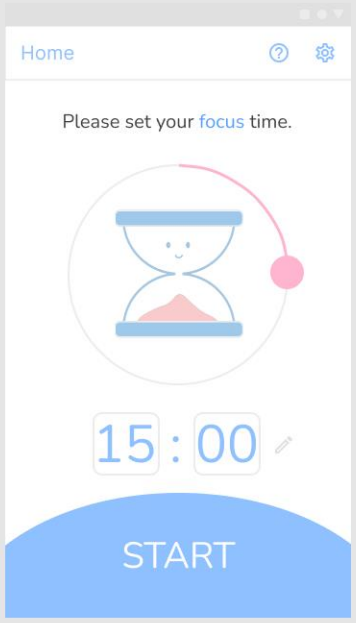
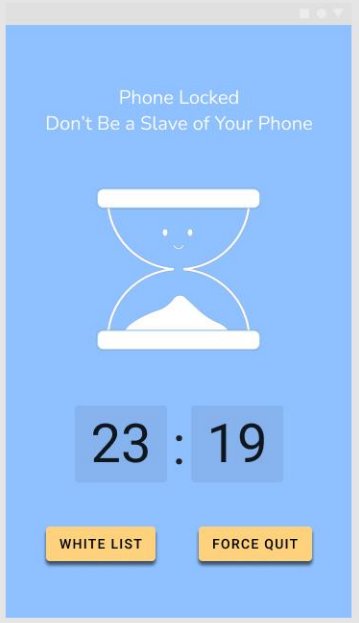


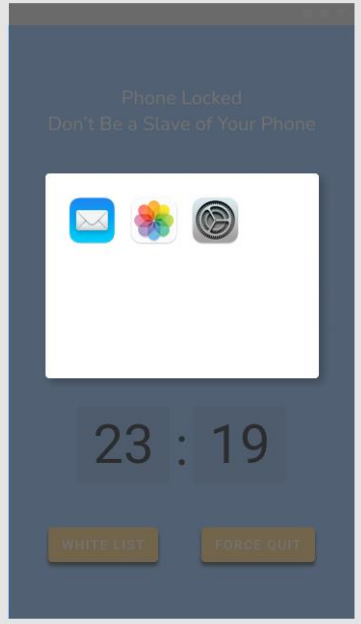
Figure 3: Final User Interface











Iterations for Hourglass App Icon Design

Figure 4: Use of random colour scheme

- Drew the logos using Adobe Illustrator.
- Asked feedback from teammates.
- Decided to change the colour scheme as it feels rather dull and boring.
- Selected the hourglass with smiley face as it looks more friendly.

Iterations for Hourglass App Icon Design

- Selected the hourglass with smiley face and sand as it looks more pleasing to the eye, and more feasible to be implemented in the app.
- Chose a new colour scheme which looks brighter and more cheerful.
- Asked teammates' feedback again and decided to use the last iteration (#14 in Figure 2).

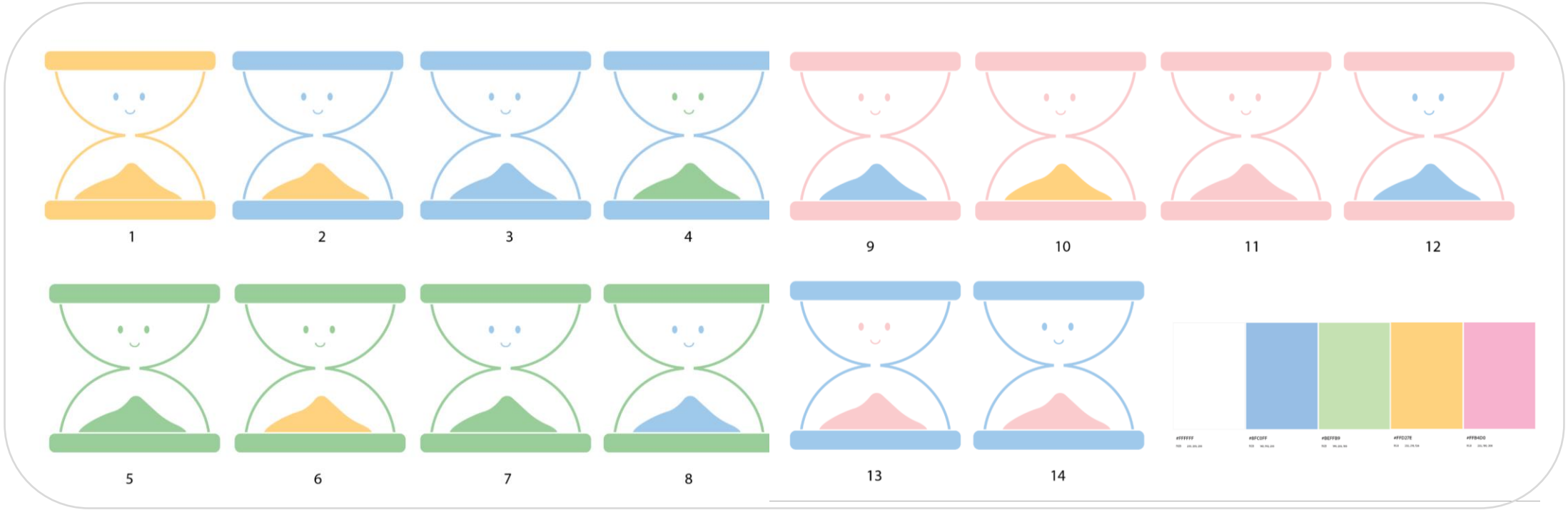


Figure 5: Use of brighter colour scheme

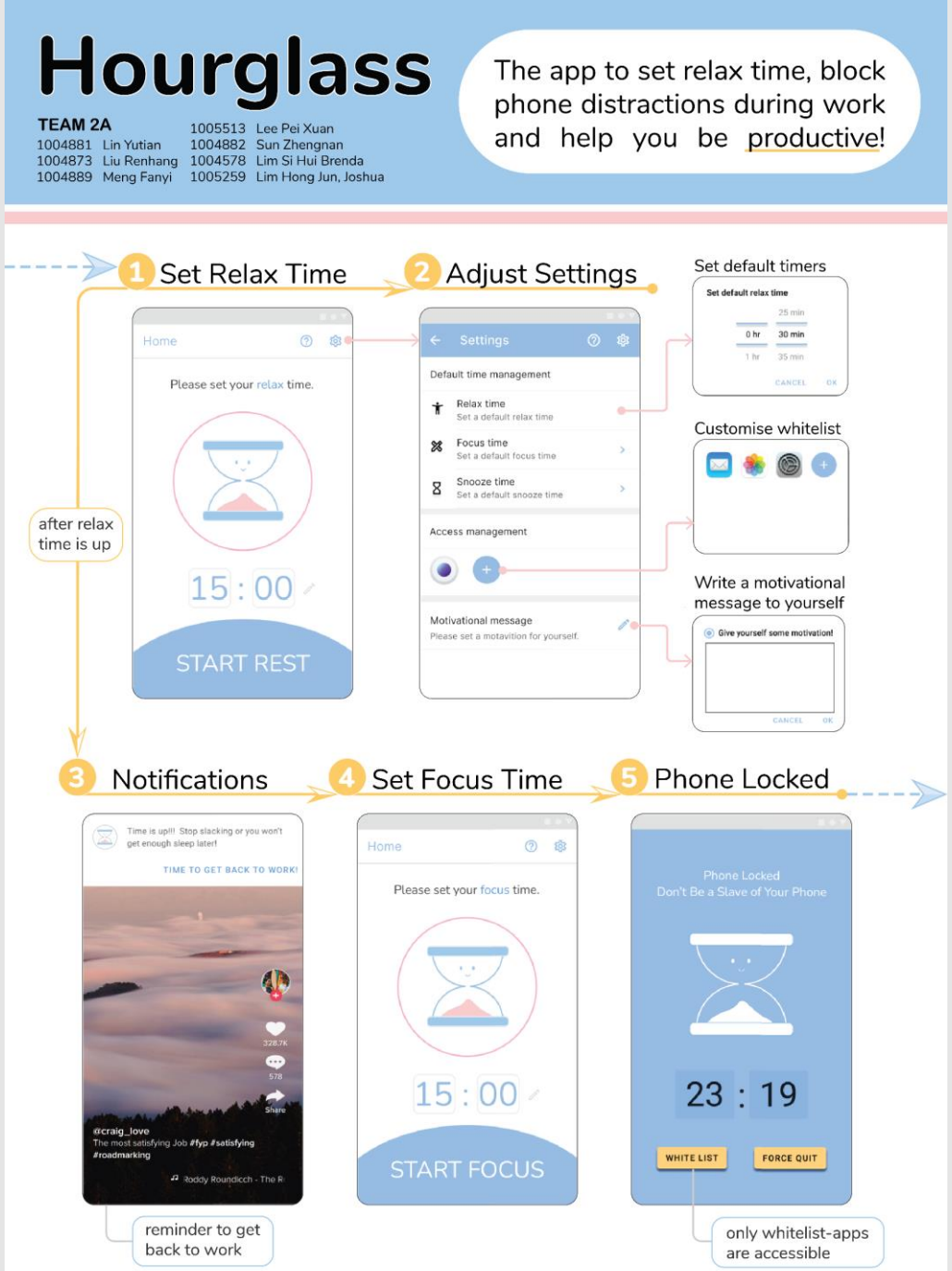


Figure 6: Presentation Poster

Spending (Financial management App)

- Spending allows users to set a budget and aims to keep track of their expenditure
- It is implemented using Android Studio.
- Github: https://github.com/weihong0827/Spending

Typology

Headings: Inter (size 18)

Other texts: Roboto

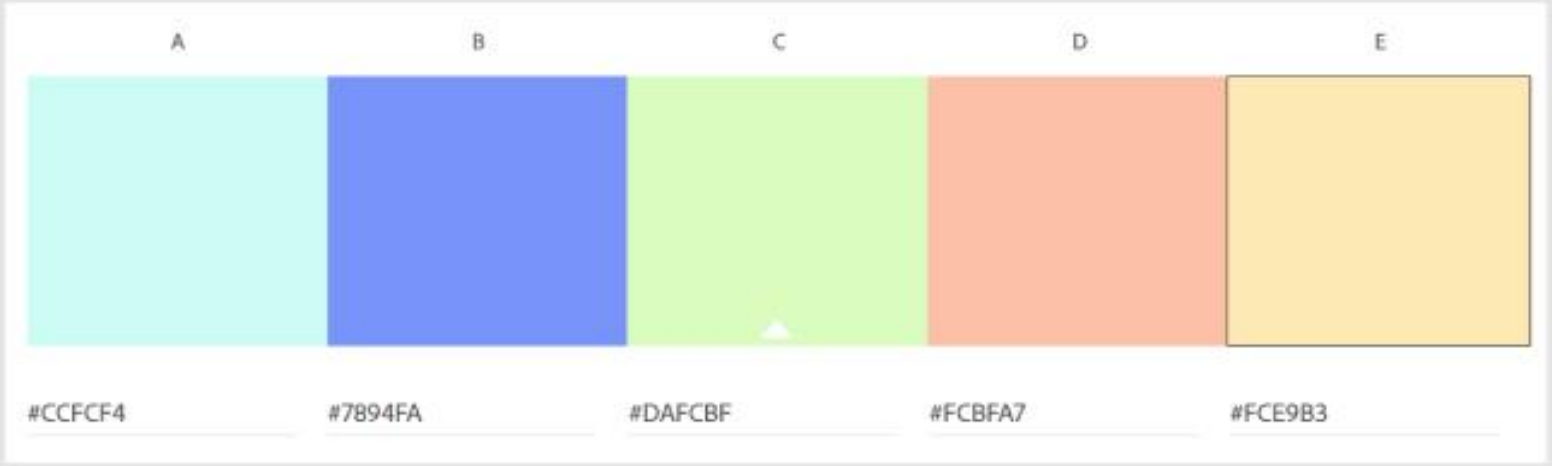


Figure 7: Iteration 1

Colours A and B do not seem to match well

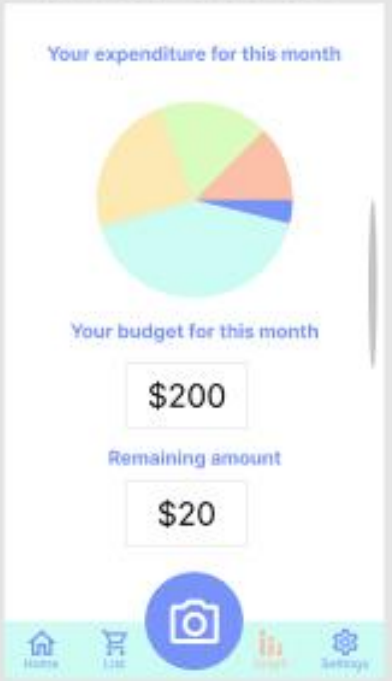
Final Homepage

Final Shopping List

Final Add Item

Final Snap Receipt

Final Expenditure



Final Settings

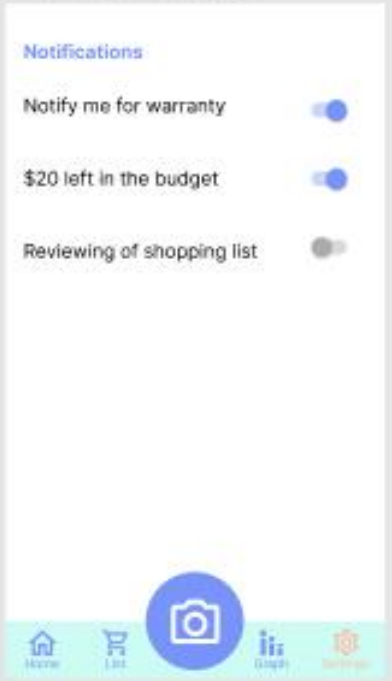
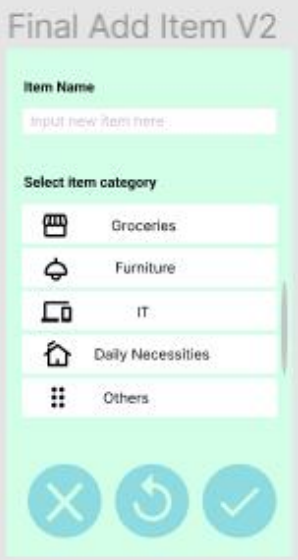
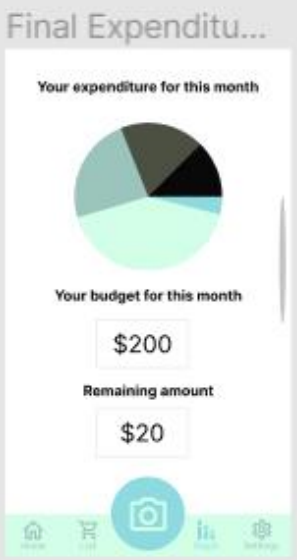
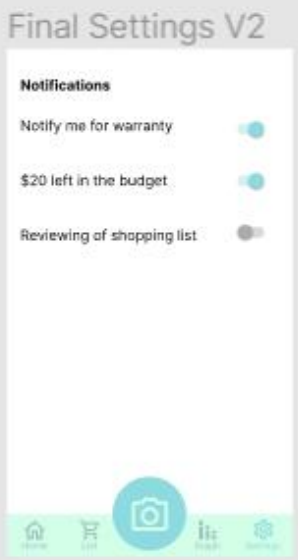
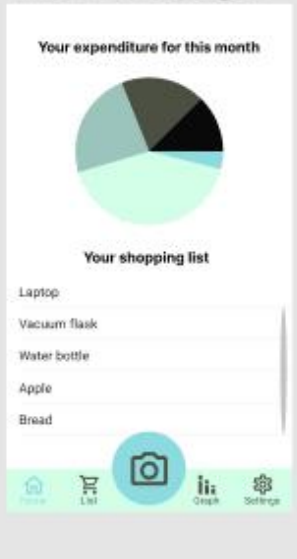


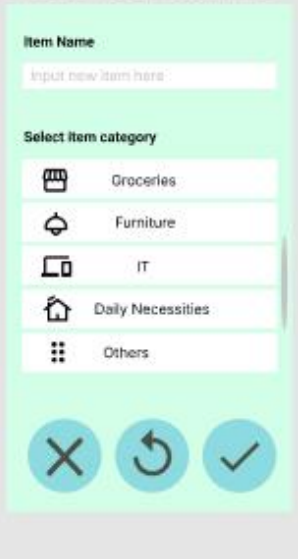
Figure 8: Iteration 2

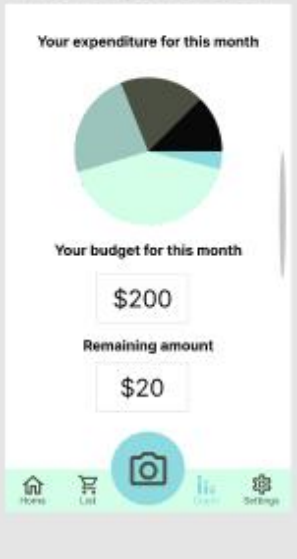


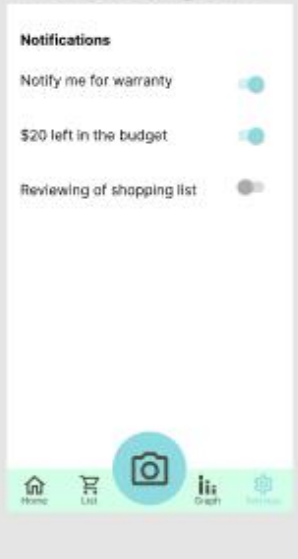






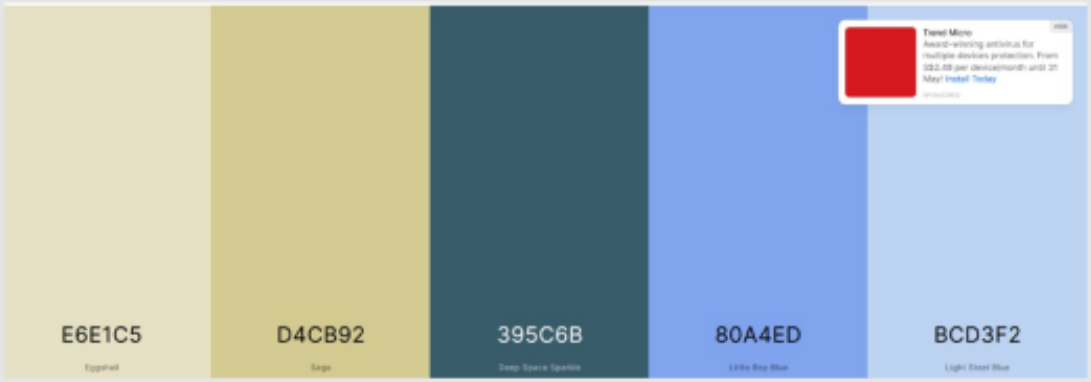




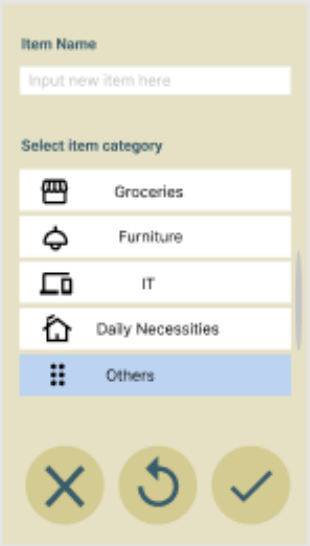


App Icon

The 4 corners represent a camera snaping a picture of a receipt spending ($)



Final Add Item V2



Final Add Item ...

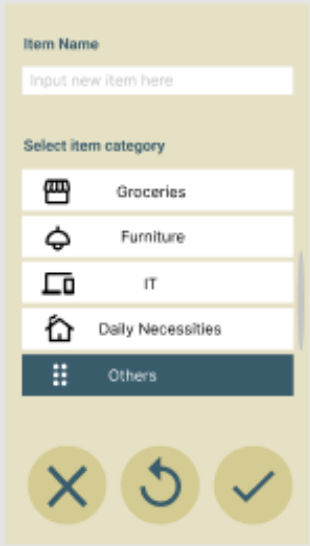
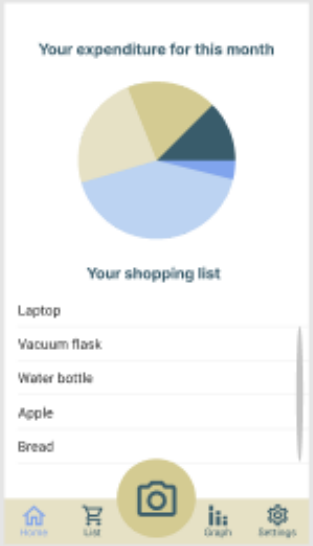


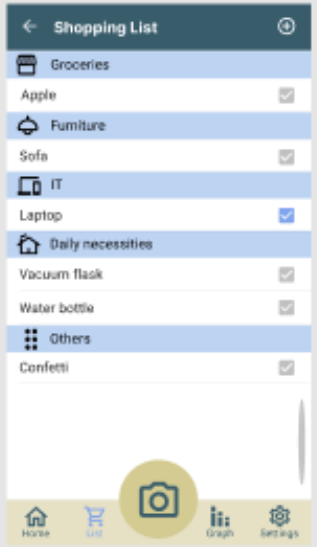
Figure 9: Final UI and app logo

These colours feel the most relaxing.

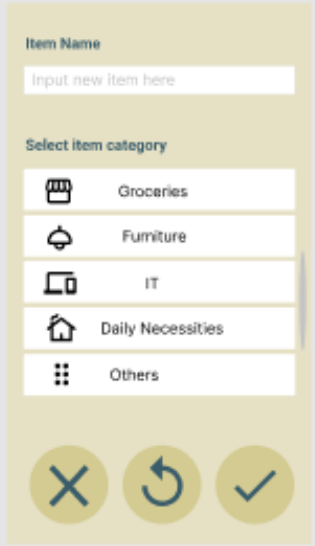
Final Homepag...



Final Shopping ...

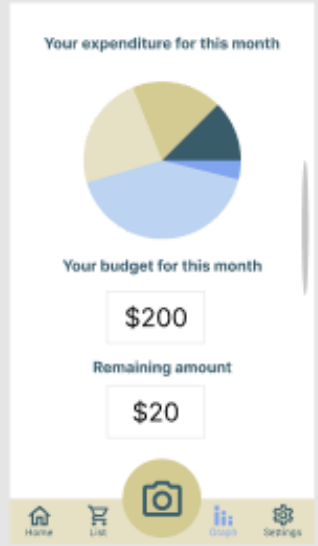


Final Add Item V2

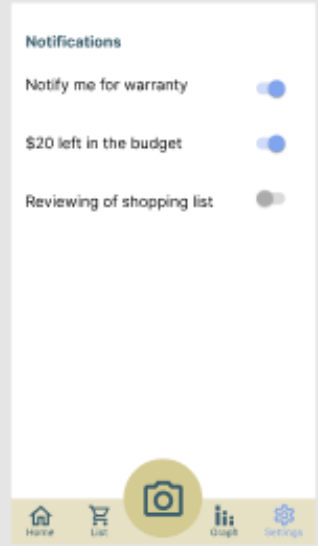


Final Snap Rece...

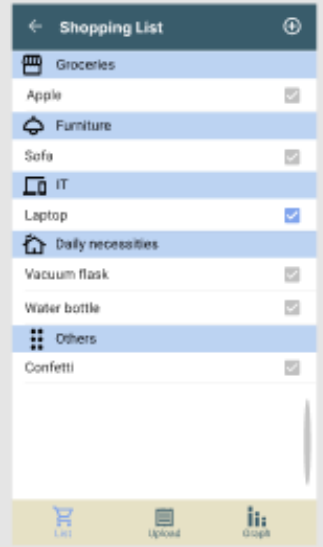
Final Expenditu...



Final Settings V2



remove home p...



Other Projects

- Designed posters to summarise main points with the aid of visuals.
- Illustrated diagrams using Adobe Illustrator.

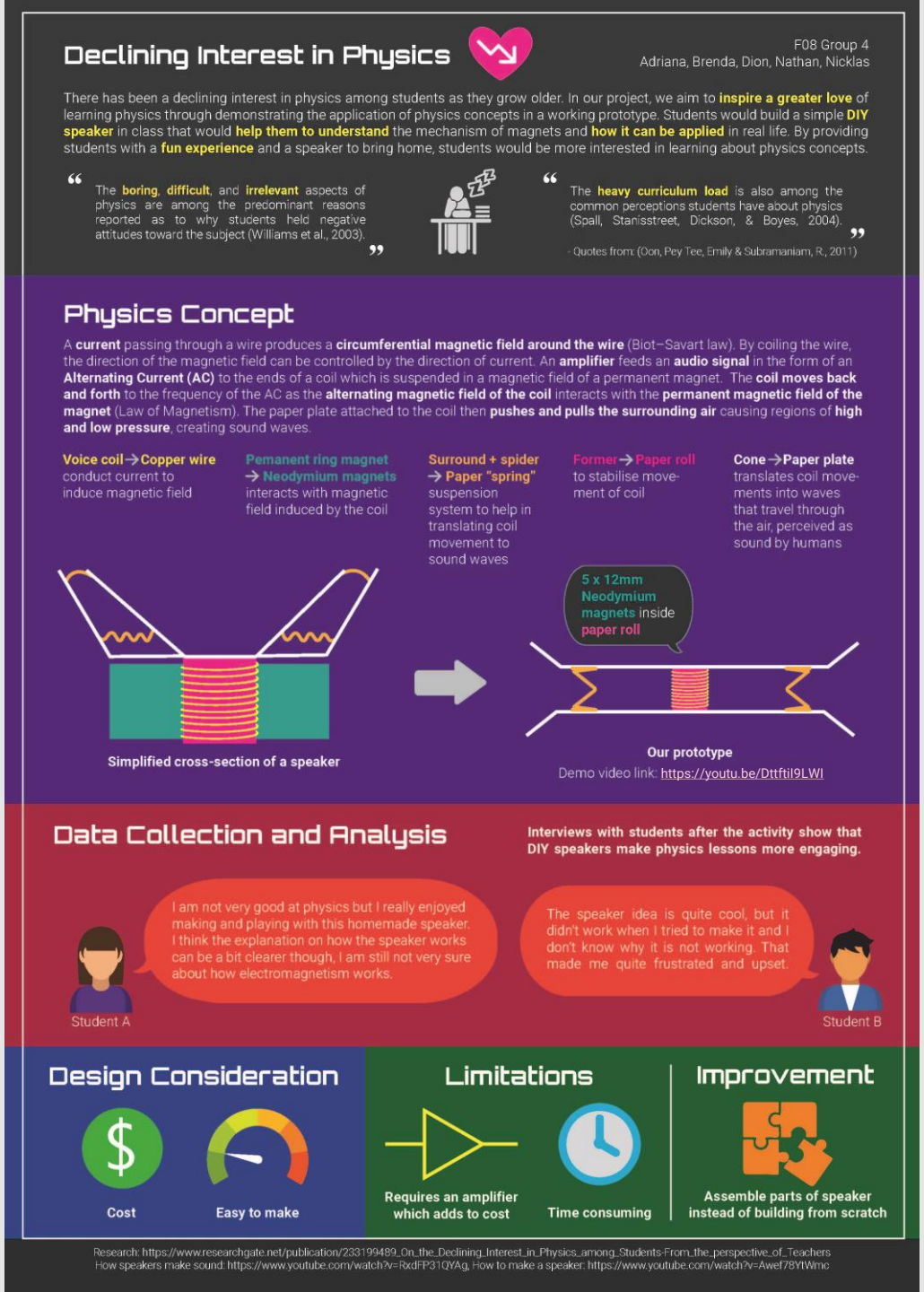
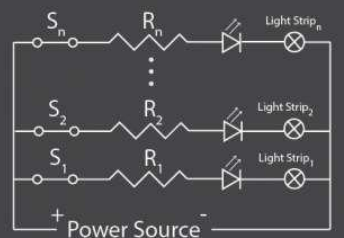


Figure 10: Poster about DIY speaker for a Physics project

Toilet Cubicle LED Sensor

Design 2D Component (Technological World)



F08 G4
Adriana,
Brenda,
Dion,
Nathan,
Nicklas

PHYSICS PRINCIPLES

A Light Emitting Diode (LED) and a light strip is used as a signal for an occupied cubicle in the toilet which lights up when the cubicle door is closed. The light strip is attached to the corner of the cubicle while the LED is attached to a layout board at the entrace of the toilet. The circuit is form with a power source (9V battery in this case), 220 Ohm resistors, LEDs, light strips and switches. Every door has its own switch, LED and light strip, hence the LED, light strip, resistor and switch for each door must be connected in parallel to the battery, such that closing and opening a door only affects one LED and light strip. The resistor is used to control the amount of current in the circuit between 20mA-30mA such that the LED does not blow.

EXPERIMENTAL DESIGN

We tried and tested 3 different switches namely Button Switch, Limit Switch and the Reed Switch. To see which switch fits best to our prototype, we open and close the doors 10 times each for each switch and see whether the LED and light strip lights up. The result is as shown in the pie chart below.

	Button Switch	Limit Switch	Reed Switch
Switches			
Success Rate			
Physics Principles	When the door closes, a force is applied onto the button thus closing the switch	When the door closes, a force is applied onto the lever thus closing the switch	A magnet is attached to the corner of the door, when the door closes, the magnet interacts with the reed switch and closes the circuit
Pros	Durable	Requires lesser force and precision on the placement compared to button switch	Contactless, reliable
Cons	Requires high precision on the placement of the switch for it to work	The lever is more vulnerable, breaks easier as compared to the button switch	Reliant on the magnet, if the magnet hits on the wall every time the door closes, it would eventually lose its magnetism and the circuit would fail. It is Fragile.

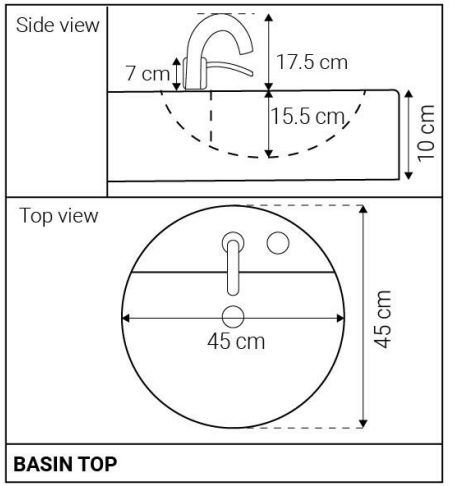
PROTOTYPE FEEDBACK

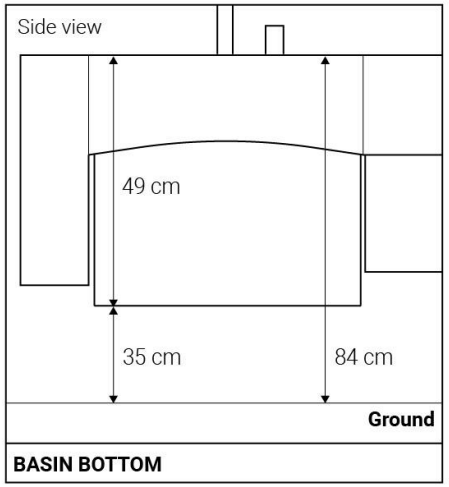
We released a survey among SUTD students to receive feedbacks regarding our physical prototype implementation in a public toilet. The result shows that majority of the students found it a good idea to put up LED light marking occupancy of a cubicle. However, some of our limitations of our product includes the reed switch being quite fragile, having the outer material made of glass. Our solution to this issue would be to cover the reed switch with a less fragile material, such as plastic. Another limitation is the large use of electricity by using a light strip on each cubicle; for future iterations, we can just remove the light strips to save electricity.

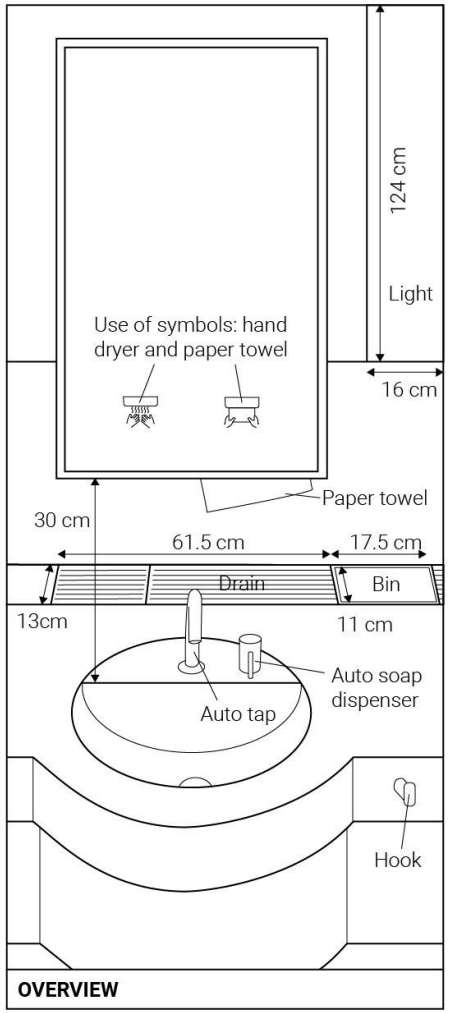
Figure 11: Poster about circuits for a project

Bathroom Vanity Set

Jewel Changi Airport Toilet at Level 5



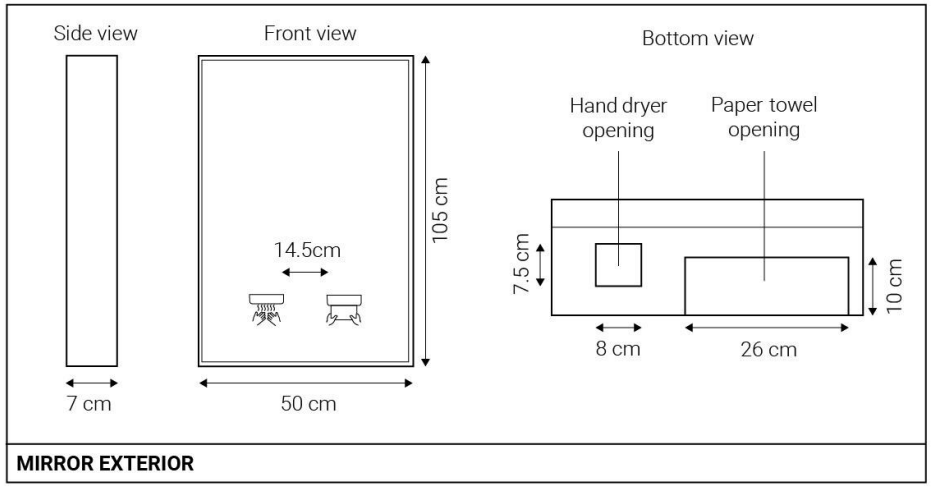


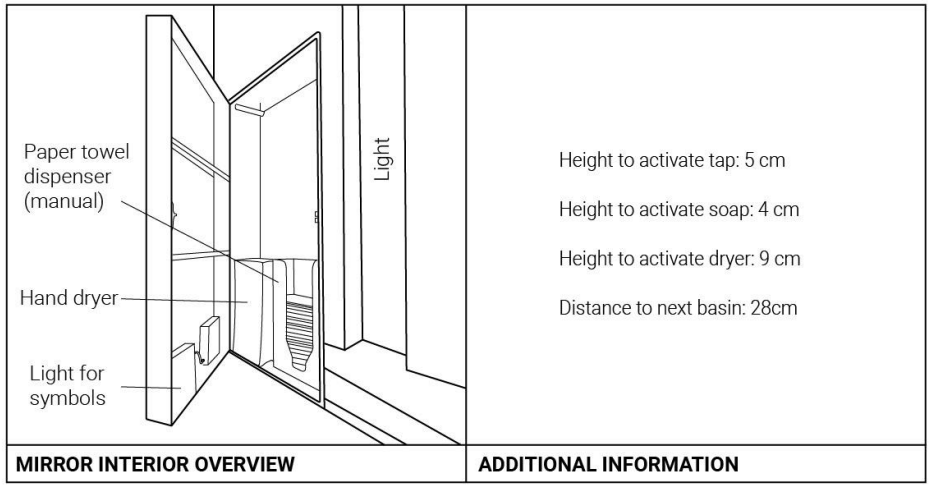


Cohort 08 | Team 04 Design Phase 01 / Part 01 **Sections and Elevations**

Bathroom Vanity Set

Jewel Changi Airport Toilet at Level 5





[Click here to view more details about the toilet project]

Figure 12: Tracing of real images using Adobe Illustrator

Thank You

These are the main visual designs that I have done.