Portfolio

Anne Spickernagel
Münster School of Design
annespickernagel.com

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About me

Hi, my name is Anne Spickernagel.
I'm an Design student from Münster, Germany in my sixth semester.
I'm interested in exploring my creative potential and expanding my skillset in media design.
My dream is to create designs people connect with and learn everything there is about animation!

CV

A-Levels in Reutlingen
Johannes-Kepler Gymnasium

GPA at A-Levels: 2.3

Design Bachelor
Bachelor of Arts (B.A.)
WiSe 21/22 - now
anticip. WiSe 25/26

Current GPA: 1.53

Internship at ___?

Software

Ai Ae Pr Lr Ps Id

Language

Englisch	B2/C1
Spanish	B2
French	B1

Character Design

Pixo & Mycena

These are my first attempts at character design.
I still have a lot to learn, but I'm looking forward to it.

In this case I tried to design mushroom and funghi inspired characters, based on a backstory.

Pixo

Backstory

Pixo is a young mushroom, but he still thinks of himself as very mature and independent. He grew up in the forest village and is very happy about anything new in this boring environment.
He is a curious explorer whose rather clumsy nature often gets him into trouble. It is not uncommon for him to be slightly injured or to bump into the villagers. However, with his lovable nature, they can‘t really hold anything against him for long.
Besides him being chaotic, his exploratory instincts give him a certain resourcefulness and problem-solving talent that is constantly developing.
However, as he spends most of his time wandering around the area on his own, the villagers don‘t realise just how many resources Pixo brings with him.
Pixo‘s curiosity drives him to befriend Mycena, who at first finds him annoying, but soon realises how clever he is and takes him under her wing.

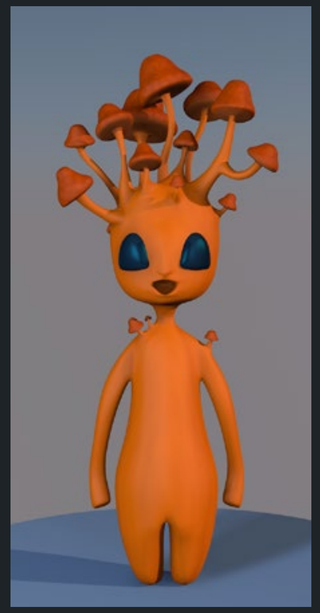
Profile

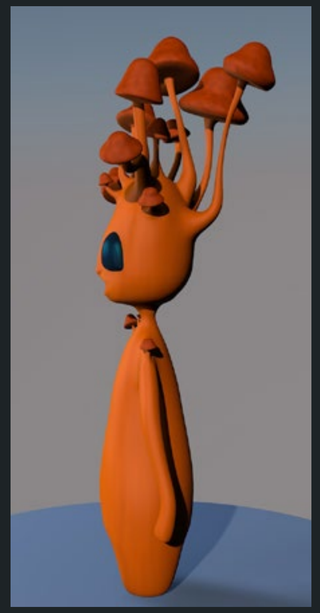
Name: Pixo

Age: 11

Place: Forest village

Person: adventurous, daring





Mycena

Backstory

Mycena is a young mushroom lady who has lived in the Forest Village community for just a few months.
Growing up she travelled through the forest with her mother, learning the art of healing and magic. It is also rumoured in the village that Mycena has the rare power of creation, a highly respected and rare form of magic.
She has a deep connection to the forest and everything that lives in it, and loves to help it in her own way, creating natural, beautiful places.
When her mother died, she came to the forest village as a healer and magician. As she was raised to be a kind and friendly person, and was quickly accepted into the village community.
Mycena is rather introverted and quiet, as she is used to being alone and keeping to herself. This quiet nature also gives her a keen sense of observation, so she often notices things that others would not, such as Pixo‘s potential.

Profile

Name: Mycena

Age: 26

Place: Forest village

Profession: Sorceress

Pixelmagic

Digital Advent Calendar

“Pixelmagic“ was a group project in my third semester.
The goal was to create an interactive digital advent calendar.
We chose to present the calendar in a graphic novel format and created a story called
‘The Secret Life of the Christmas Elves‘.
The user is tasked with helping the elves save the holidays. The story is guided by three main elf characters. We illustrated the contents of the ‚doors‘ and developed and programmed the website ourselves.

The website:

https://www.elfen.msd-pixelzauber.de/index.html

A video of the website:

https://youtu.be/yfbqQTAaDSo

The Elves

The friendly hippie-elf Luana lives far away from the village, behind the mountains. She has been in retirement for quite some time now, enjoying the peace and quiet in her forest hut.
Luana is not really into the hustle around Christmas, she she doesn‘t like to get stressed out about anything. This year, Luana is lured out of hiding...

The head elf Ororphinus is hysterically excited about the upcoming Christmas days, he loves to draw Christmas cards or to bake cookies with Christmas motifs.
He is a perfectionist, therefore he‘s having a hard time this year, as there is always something going wrong...

Looks intimidatingly cool, but is actucally very sweet: Zuri.
She loves her friends and freedom. Her small amount of free time is spent on music and fashion. At the moment she doesn‘t like Christmas anymore, as Orophinus is asking too much of the young trainee elves. Let‘s see how they get him to change his ways...

Pixelmagic

left: desktop version, landing page
right: an example of the mobile verison

The website:

https://www.elfen.msd-pixelzauber.de/index.html

A video of the website:

https://youtu.be/yfbqQTAaDSo

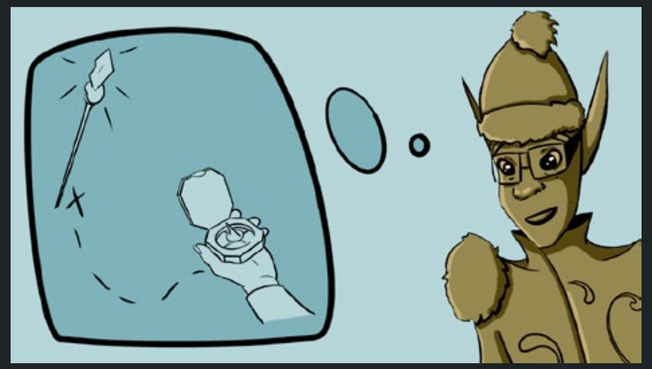
Pixelmagic

Comic

Examples of the comic panels,
taken from day 10 and 20.

“On this clearing you‘ll find an elf, maybe she has some tips for you!“

So the trainee elves make their way to the forest clearing.



“There is the scepter! But how do we bring it back to Orophinus, we have to get out somehow!”

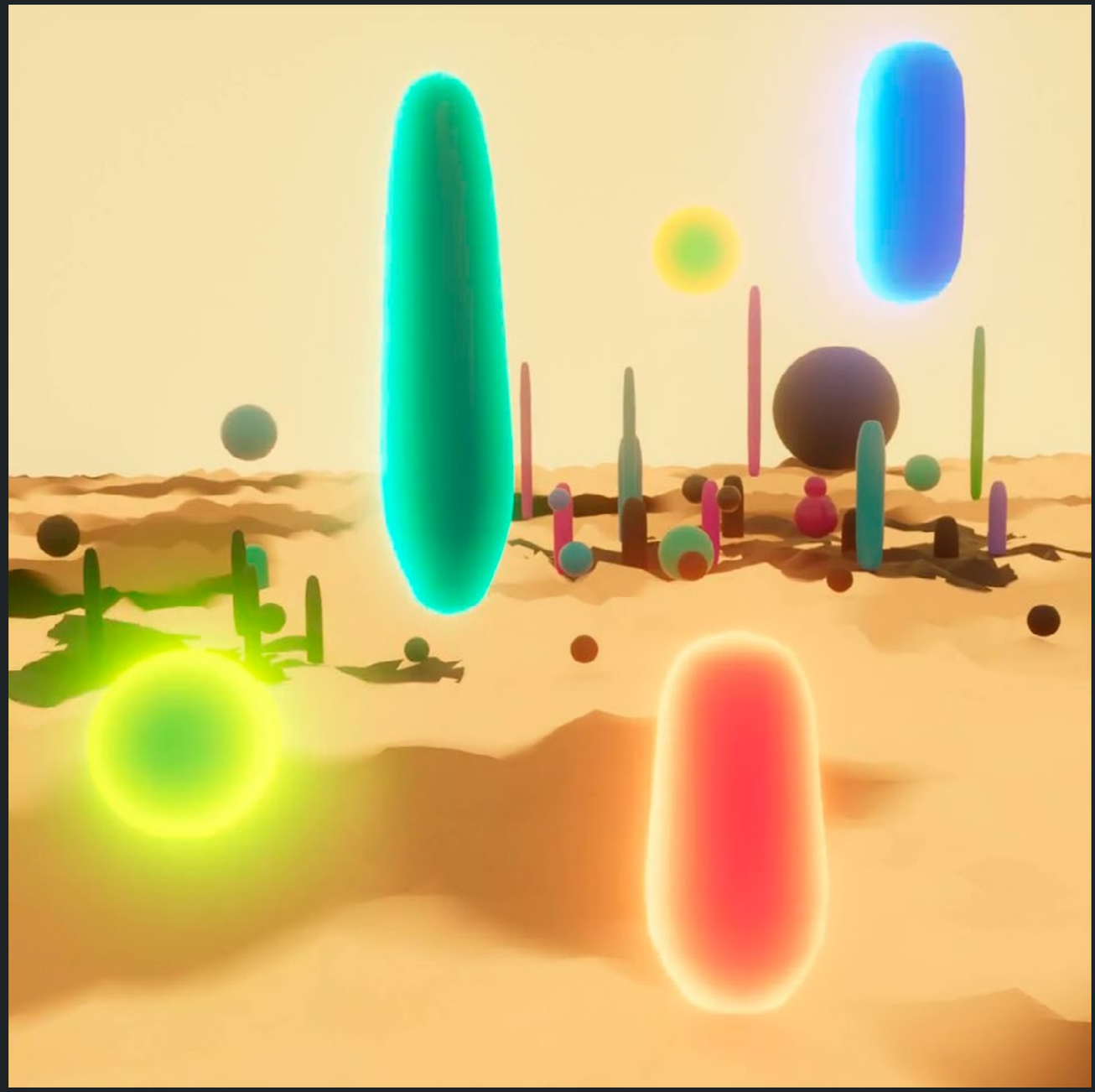
„What do you think, can we climb back up the roots?

Musik Visualizer

Diese Animation ist ursprünglich als Visualizer für den Tame Impala Song „The Moment“ entstanden.

Ich wollte eine außerirdische, ruhige Atmosphäre generieren.

https://youtube.com/shorts/xM6uuM3Hd48?feature=share



Widecube

Digital Playground

The task was to design a concept for a playground with a digital aspect to it.

Widecube is an immersive interactive room concept for playful experiences and becoming familiar with specific worlds.
By using both analogue and digital elements, visitors are fully immersed in a foreign and new world.
The exhibition is centred around a sunken Pirateship as a sort of anchor.

Touching is encouraged in the Widecube to try out, explore, learn and play.

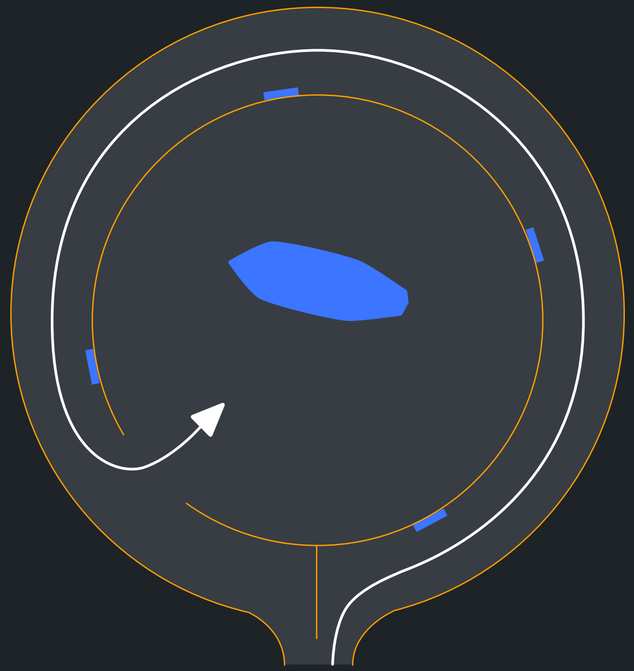
Modules

_Portholes with the story of the ship.
_A projection surrounding the whole playground exhibition that is moveable through the steering wheel on the ship.
_A climbing module on the ship.
_Cave serving as audio station and quiet place.
_Binoculars all around the ship.
_A discovery tool that serves to collect the hidden content.
_A media table displaying the collected content.

Tim Höltje, Paulina v. Kietzell, Justus Plaputta, Anne Spickernagel

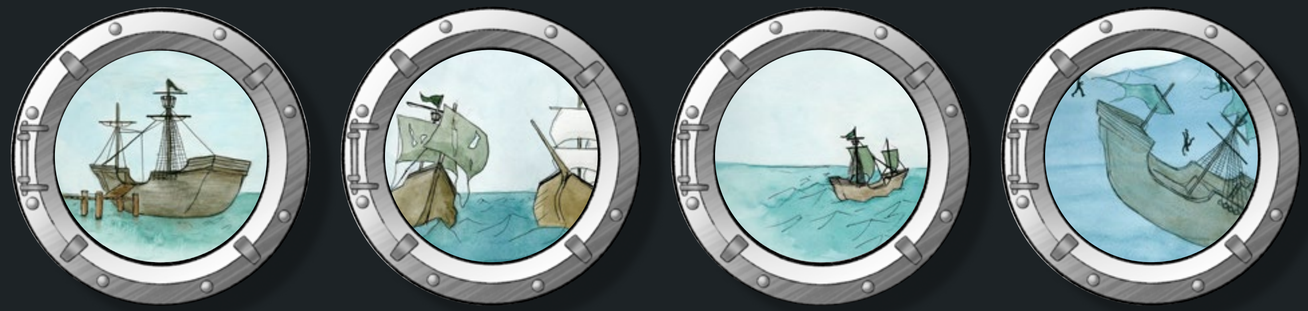
Widecube

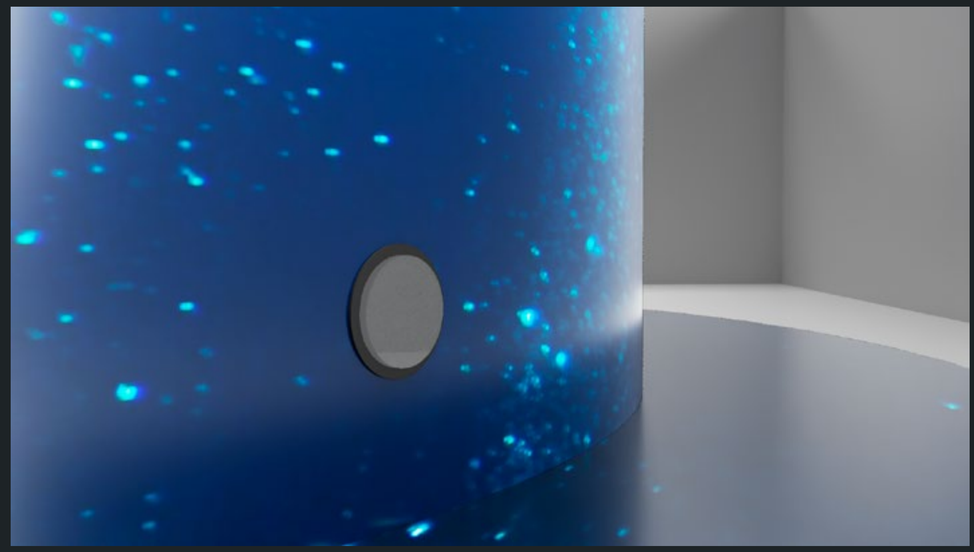
Floor Plan



Entrance along the corridor around the exhibition room, passing the porthole story.
The entrance provides a view of the ship,
also visible: the binoculars, cave, climbing module, and the steering wheel.

History of the Ship





The history of the ship and its sinking, visible through the portholes, serves as an introduction to the exhibitionand helps the immersion.
The ship starts in the harbour, then heads out to sea, where it encounters a pirate ship that destroys it.
In the last picture, the ship sinks.
On the left a sample render is displayed providing an idea of its appearance.

Widecube

Climbing Module

The Climbing Module invites visitors to come on board and climb up the ship.
Access to the ship‘s deck is possible both through the ship‘s hull and via a ramp located at the back.

Binoculars

The binoculars allow for a more detailed inspection of the projection, and in some cases, additional content can be discovered and saved using the discovery tool.

Moment Mal

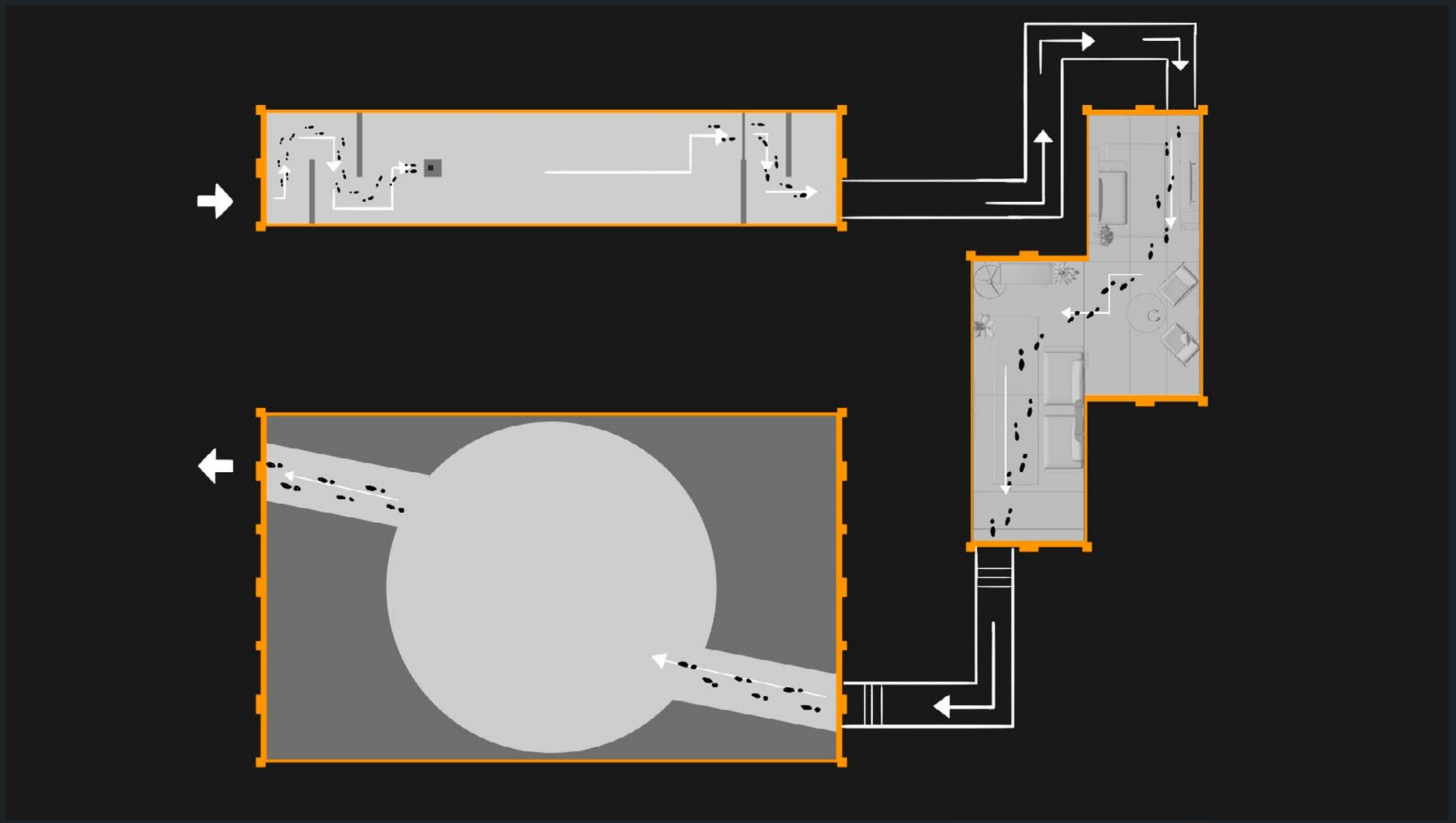
„Moment Mal!“ (engl. „Wait a moment!“) is a travelling container exhibition.

The idea is to slow down the process of forming definitive opinions on current topics and to reduce the pressure of having to do so.

As a group we hope to achieve this change through three steps, represented by three container ‚worlds‘. Each world makes a discovery intended to lead to the realisation that it takes time and thought to form an informed opinion.

Fynn Teske, Nina Adam; Jan-Malte-Verlemann, Pauline Friedrich, Leoni Hahn, Anne Spickernagel

Moment Mal



Moment Mal

1. Emotion

Entry point:
Unbiased, since the theme of the exhibition is not made clear in advance.

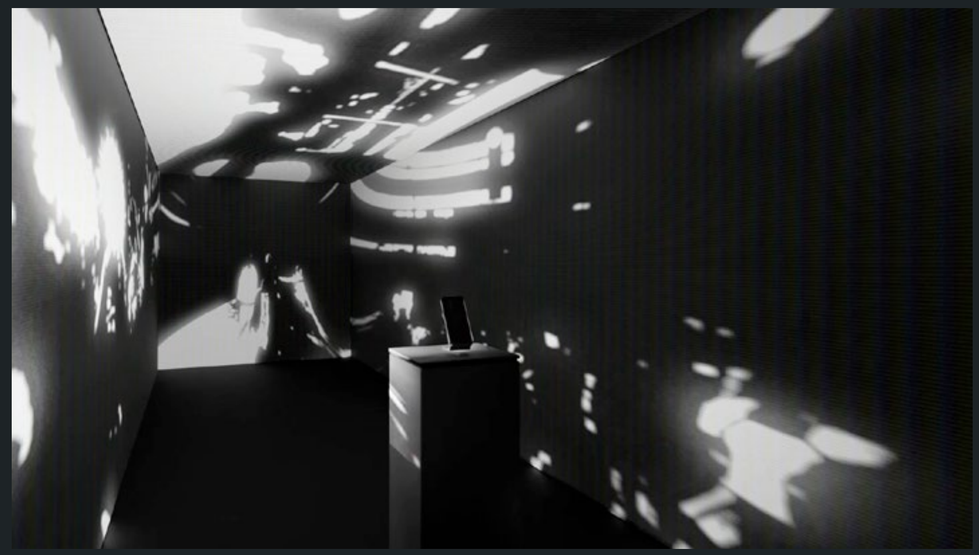
Intention:
To create a feeling of being overwhelmed by emotions and thoughts.

Objective:
To confront the visitor through visual and auditory overstimulation.

Timeline:
_Visitors come in
_One starts the projection of the video
_Immersive visuals and sound play that floods the vistors perception
_“What do you think?”, “What’s your opinion on this?”, “One has to have a position!“, ...
_They recognize the feeling of pressure

Video, Sound:
https://youtu.be/FyVc6rIZlKo

Person starts Video



Still of the Visuals

Moment Mal

2. Context

Entry point:
Curiousity about what comes next, primed by the first container world

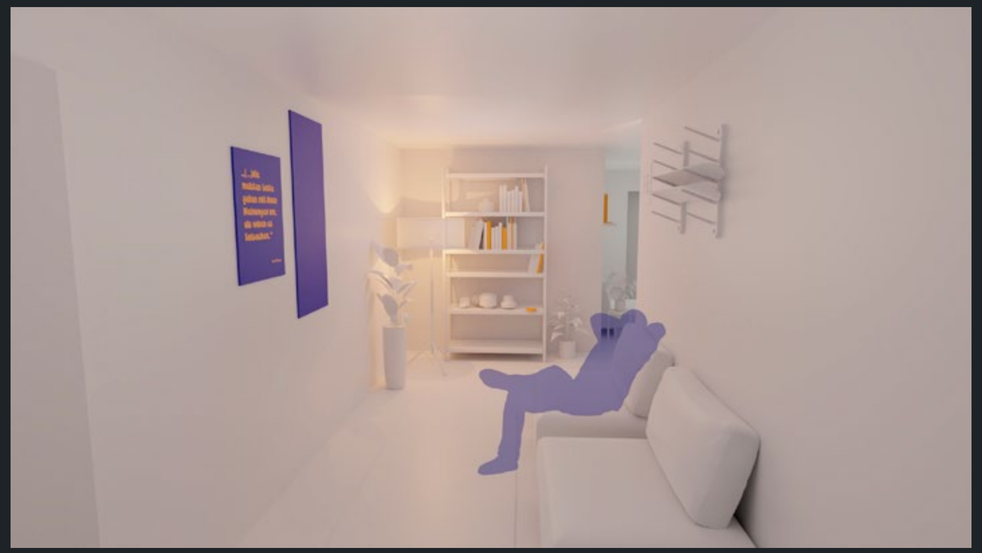
Intention:
To help contextualise what visitors have seen and heard

Objective:
Visitors to discover quotes from journalistic sources in a calm environment

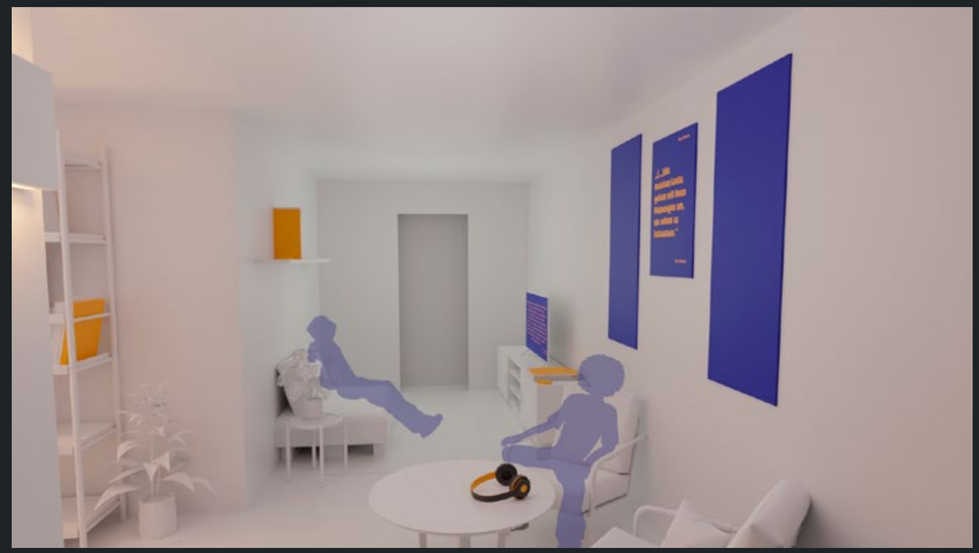
Timeline:
_Visitors come in (feeling agitated)
_Recognize the calm atmosphere
_Start looking into the clues, which are highlighted for them
_They take their time to take in what they read and hear
_Visitors (objectively) categorize the emotions they felt in container N° 1

Quotes:
“[...]most people treat their opinions as if they were facts “
-Max Fellmann

“A dramatized message is clicked more than a sober or even differentiated message - regardless of whether it is right or wrong.”
-Dirk Asendorpf, SWR



First half of the second container world



Second half of the second container world

Moment Mal

3. Reflecting

Entry point:
Placing other people‘s opinions, in order to form one‘s own

Intention:
To consciously take time to reflect on feelings and insights

Goal:
Idyllic atmosphere, inviting to pause for a while

Timeline:
_Having sorted through their feelings the visitors come in
_While they sit or lay down questions flow along the projected sky
_Visitors understand and become aware of the importance of a decelerated formation of opinions

Third container world

Question:
“Do I consciously look for different perspectives before I form an opinion ?“

Moving Posters

On this page and the following page, you will find still versions of the moving posters.
To access the videos, click on the links.

Poster N° 1:

https://youtube.com/shorts/BRx5MbHLO5k?feature=share

Moving Posters

Poster N° 2

https://youtube.com/shorts/ITAuKAN8qVc?feature=share

Poster N° 3:

https://youtube.com/shorts/_p3P0w9r8Hg?feature=share

Photography

More photos on my Website:

https://annespickernagel.com/

Photography

Photography

Legends of Olympus

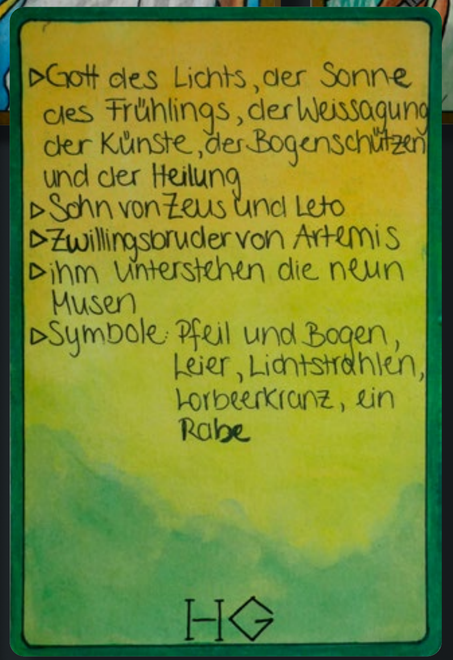
"Legends of Olympus" is a trading card collection based on characters from Greek mythology.

The characters are divided into categories.
This is indicated by the coloured edges and the writing on both sides at the bottom of the cards.

Legends of Olympus

Front:
Gold rim: Olympic deity + I
Green rim: Major deity + I
Red: Minor deity + II

Back:
HG: Major deity
AG: Old deity/ preolympic
NG: Minor deity



Information, e.g.:
_God of light, the sun, spring, prophecy, the arts, archers and healing
_Son of Zeus and Leto
_Twin brother of Artemis
_The nine muses are _Subject to him
_Symbols: Bow and arrow, lyre, rays of light, laurel wreath, a raven

Legends of Olympus

Legends of Olympus

Screenprints

Thank you for your time!

Anne Spickernagel

Münster
anne.spickernagel@web.de

annespickernagel.com