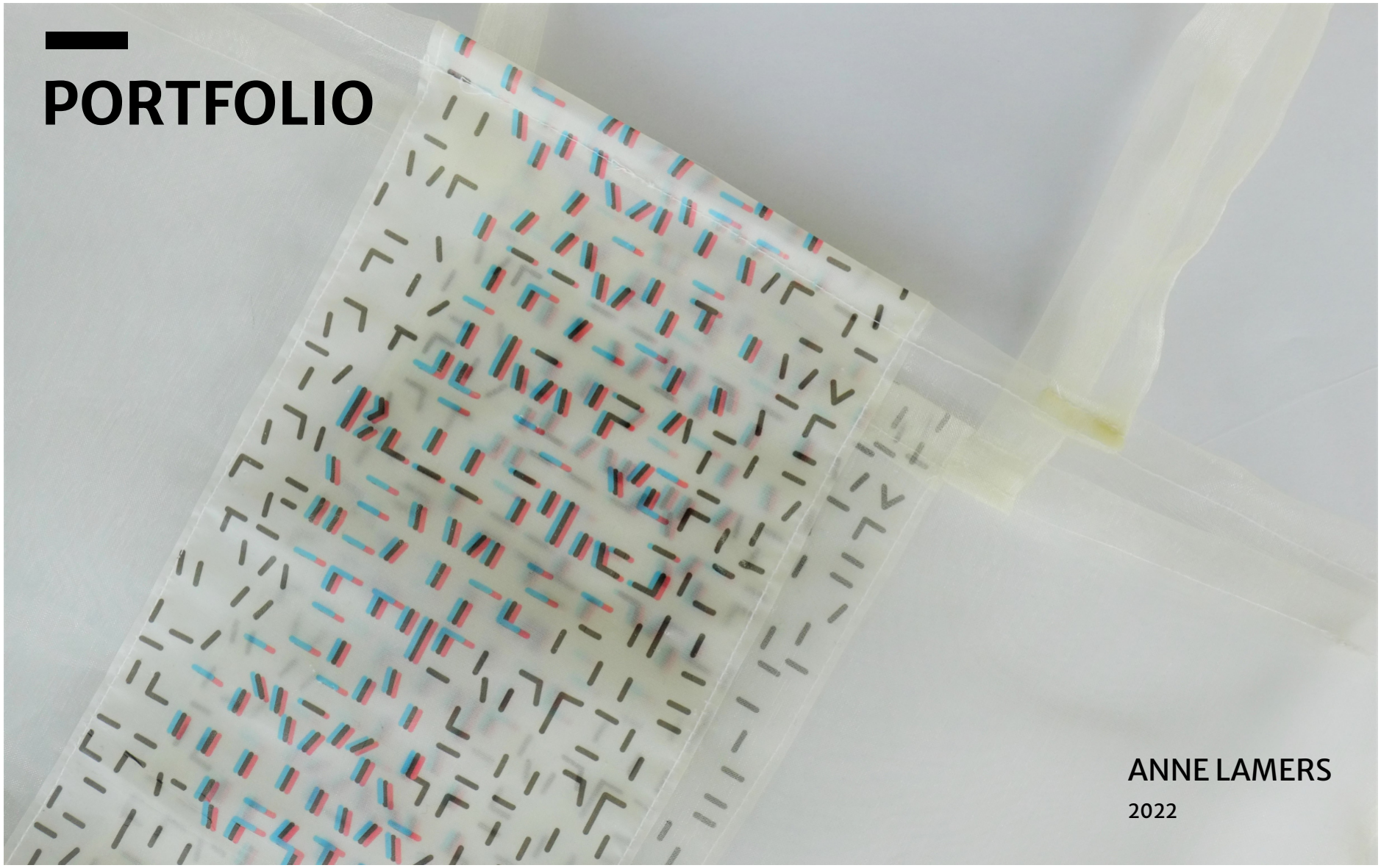
PORTFOLIO



ANNE LAMERS

2022

Resume

Eager to learn and apply the knowledge I gained in my industrial design bachelors and textile innovation masters. Currently looking for a textile innovation master thesis assignment for September and onwards.

DATE OF BIRTH
14/12/1998

NATIONALITY
Dutch

CONTACT
+31 628817733
anne.lamers98@gmail.com

WORK EXPERIENCE

- **Designer & Researcher - Fabric4Masks**
  oct 2020 - May 2021 - in Einhoven
  Fabric4Masks is a collaborative project to rethink and redesign face masks with a focus on local production and weaving. Responsibilities include studying mask comfort, quality testing, and assisting in the design process.

- **Teachers Assistant, TU Eindhoven**
  sep 2018 - jul 2019 in Eindhoven
  Responsibilities include setting up a digital platform, planning excursions and exhibitions, and facilitating communication between students and staff.

- **Transcriber and Human Relevance reviewer, Teemwork.ai**
  oct 2019 - december 2020 Remote

- **Sales Assistant Garden Furniture, Tuincentrum Leurs**
  feb 2018 - sep 2018 in Venlo

- **Shelf Stacker and Bakery Assistant, Albert Heijn**
  sep 2014 - feb 2018 in Venlo

EDUCATION

- **Saxion University of Applied Sciences, Master Innovative Textile Development**
  sep 2021 - present in Enschede

- **Eindhoven University of Technology, BSc Industrial Design**
  sep 2017 - jun 2020 in Eindhoven

- **Valuascollege, Gymnasium NT/NG**
  aug 2011 - may 2017 Venlo

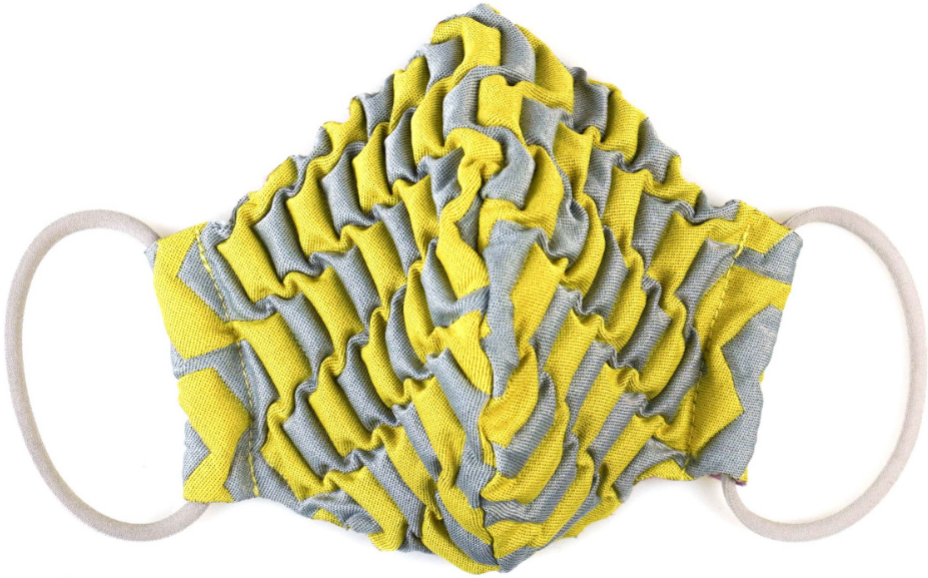
PROJECTS

Fabric4Masks

COLLABORATIVE RESEARCH PROJECT

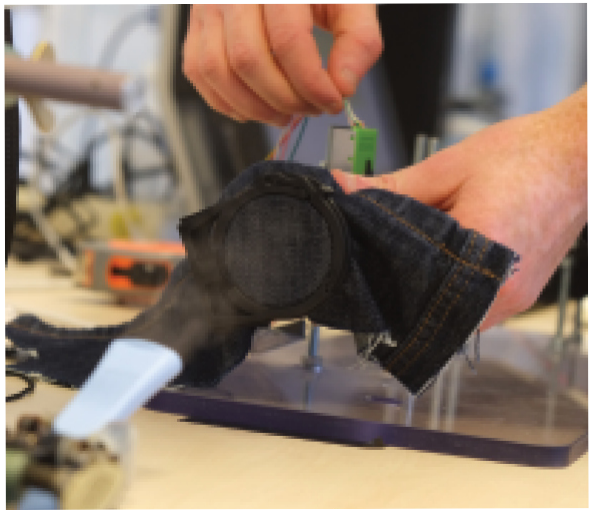
ROLE: RESEARCHER & DESIGNER

PRESENTED AT DDW 2021



Fabric4Masks is an agile and timely project to rethink and redesign face masks for increased comfort and protection in an iterative design process with a focus on weaving. The project is a collaboration between TU/e, by-wire.net, EE-labels and other partners.

My role within the project was to research the comfort of face masks, perform quality tests, to make design suggestions, and to assist in the development of weaving patterns.



Aerosol penetration testing at TU/e Darcy Lab

Photos & Weaving by Milou Voorwinden (2021)

Layered Embroidery for Dynamic Aesthetics

COLLABORATIVE DESIGN PROJECT

INDUSTRIAL DESIGN – YEAR 2

PRESENTED AT THE 2019 INTERNATIONAL SYMPOSIUM OF WEARABLE COMPUTING (ISWC) DESIGN EXHIBITION IN LONDON

The focus of this project is the use of technology as a means of pushing craftsmanship forward. The embroidered dynamic fabric allows for the reveal of different information or visuals based on different viewing angles and lighting conditions. Embroidery patterns are generated by a Processing program. These patterns create fabrics that shift in appearance depending on the viewing angle. The layered embroidery technique can be applied for visual effects in fabric or for embedding personal and meaningful information in a visual form.

video >

Making Clothing Matter

COLLABORATIVE RESEARCH PROJECT

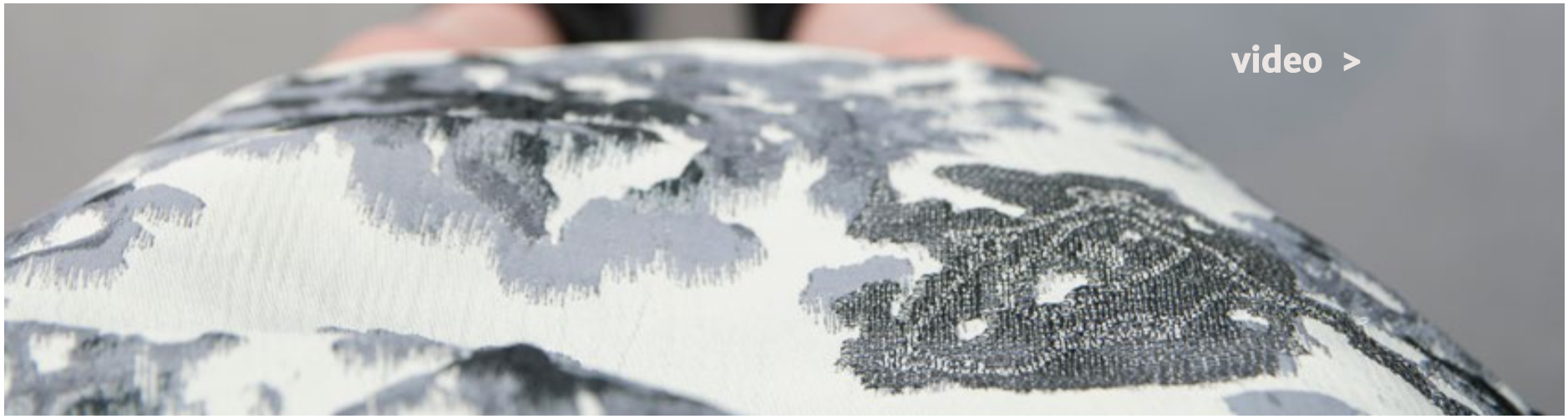
INDUSTRIAL DESIGN – YEAR 2

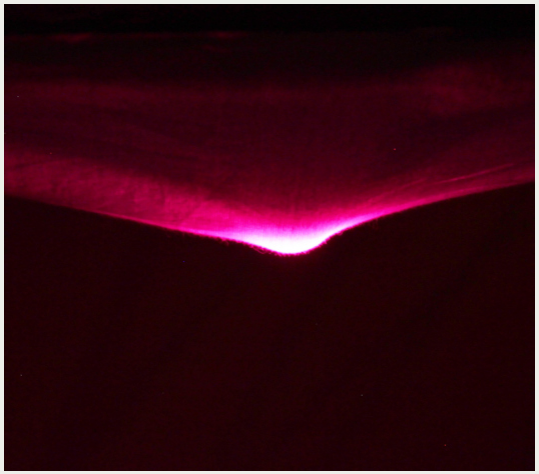
CRAFTING EVERYDAY SOFT THINGS

The visual elements of clothes can tell a lot about the wearer, making clothing a form of communication and self expression of social and cultural cues. However, clothing often lacks personal value to the wearer. This project explores ways to make clothing more meaningful and personal to the person wearing it.

(Semi-)hidden information embedded in clothing is used for this exploration.

The embroidery technique developed in project 2 is used as a method to create a semi-hidden message. Qualitative research is used to test how people experience wearing a secret message.





HUSH

COLLABORATIVE DESIGN PROJECT

INDUSTRIAL DESIGN – YEAR 1

video >

Sleeping problems are very common in the Netherlands. To help solve this problem, HUSH was developed. HUSH is an oval shaped canvas fastened above your bed. There is a small lit up ball in the canvas, moving from left to right behind the fabric. This movement of the ball stimulates eye movements which have been proven to make you feel sleepy.

Senso

COLLABORATIVE COURSE PROJECT

INDUSTRIAL DESIGN – YEAR 2

Professional gaming, also known as e-sports, has become increasingly popular. Hearing-impaired e-sport participants are not able to hear where sound is coming from when playing a game, like an average player would. Electronics within the headband are used to provide haptic feedback to the wearer. Vibrations are used to let players know which area of the game they should direct their attention to, allowing them to play at the same level as hearing participants.

IUGO

FINAL BACHELOR PROJECT

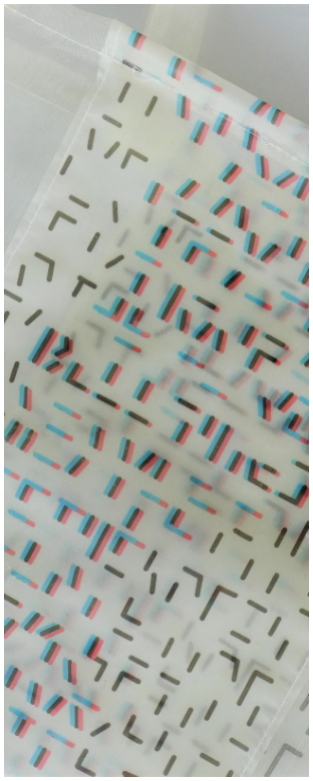
INDUSTRIAL DESIGN – YEAR 3

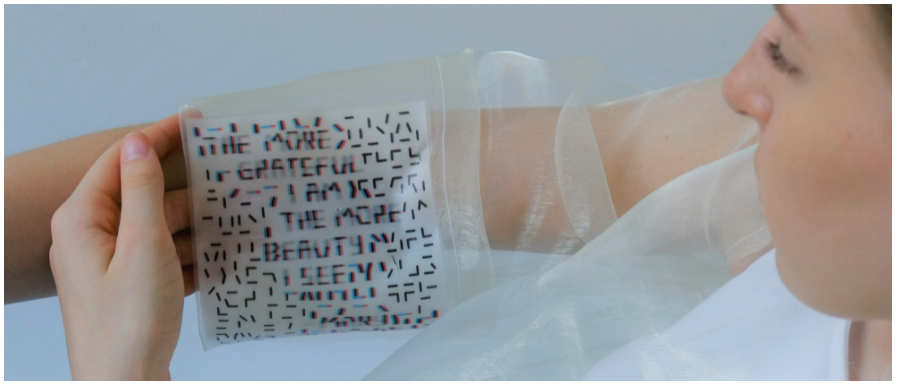
Clothing is a means to project our personality and style outwards. There is little personal attachment to clothing which can cause clothing to be discarded and replaced quickly. Adding personal value to clothing can increase person-product attachment, which prolongs the lifespan of clothing.

IUGO is an exploration of how this personal value can be embedded in clothing. It is a layered pattern that conceals and reveals personally meaningful text. The pattern is designed to conceal the message when the two layers of fabric holding the pattern are not aligned. The wearer is guided in aligning the pattern correctly and revealing the text. It is up to the wearer whether the message is visible to the outside world, only visible to them or only visible when the piece of clothing is off the body.

The pattern is a safe method of encrypting a meaningful message into your clothing yet making it available and readable if desired.

video >





Innovative Textile Development

COLLABORATIVE RESEARCH PROJECTS

MASTER INNOVATIVE TEXTILE DEVELOPMENT – YEAR 1

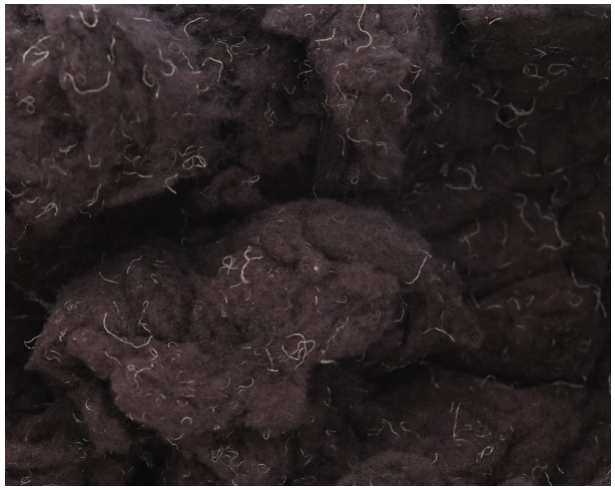
Three projects during the master are collaborations with companies who give case assignments. Full details cannot be given due to confidentiality agreements. Research includes:

1) Consumer needs for sustainable lingerie.

2) Finishes for recycled upholstery fabric.

3) Recycling possibilities for a sustainable lingerie company.

Bioplastic composite with fabric scraps as reinforcement



Recycled fibres

Quality testing of stain repellent finishes

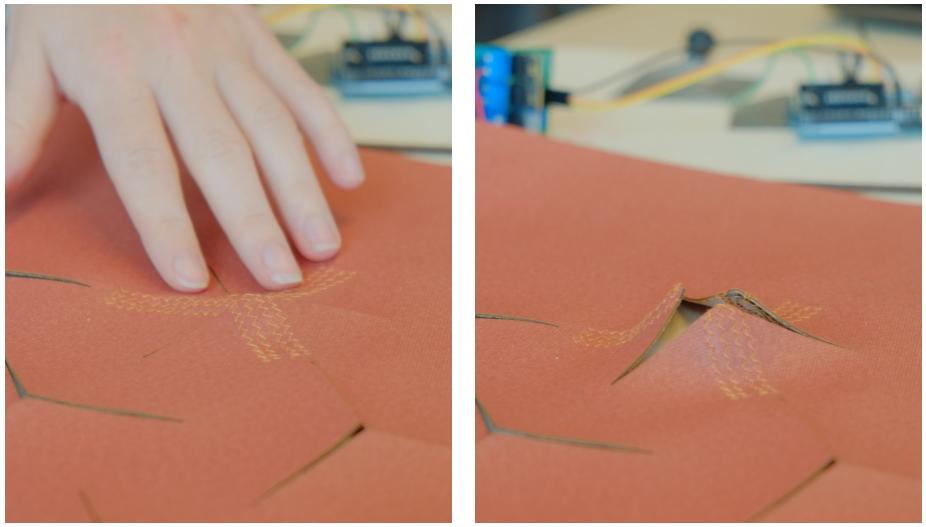
External Adaptive Sun Shading

COLLABORATIVE RESEARCH PROJECT

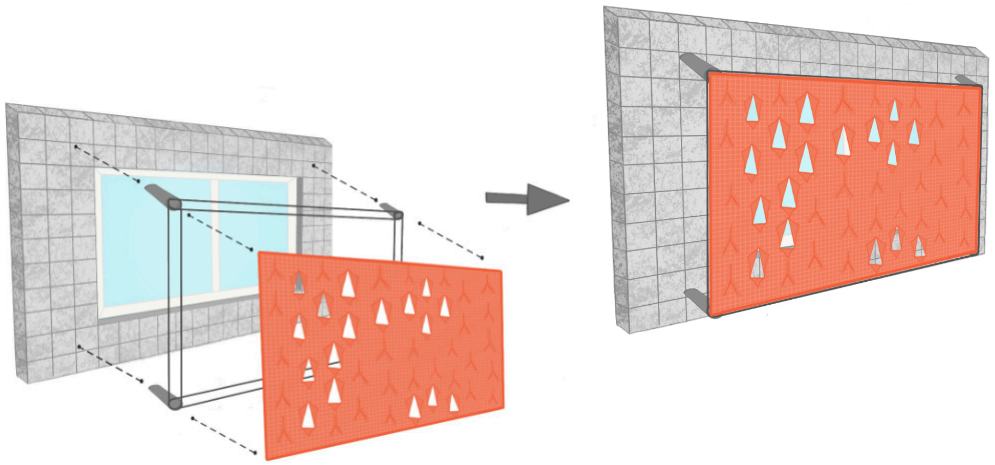
MASTER INNOVATIVE TEXTILE DEVELOPMENT – YEAR 1

Solar irradiation is the main reason for heat gain through windows in buildings. Traditional solar shading systems highly depend on human interference and thus do not provide optimal energy savings. Automated adaptive sun shading is proposed as a solution to prevent solar heat gain while maintaining resident comfort.

Shape memory alloys actuate the light weight textile system. Heating up the alloys through current makes the alloys take on their programmed shape, which in turn opens the textile to let sunlight pass through, or close the textile to provide shading.



The openings, actuated by shape memory alloys, are closed or opened depending on the surrounding circumstances.



Sketch of facade attachment to window.

thank you

for more information please visit my website or get in touch

WEBSITE
annelamers.com

PHONE
+31 628817733

E-MAIL
anne.lamers98@gmail.com