

PORTFOLIO
Nina Dautzenberg

✦ PRINT
WEB/GUI DESIGN
PACKAGING



01



02



03



04



05



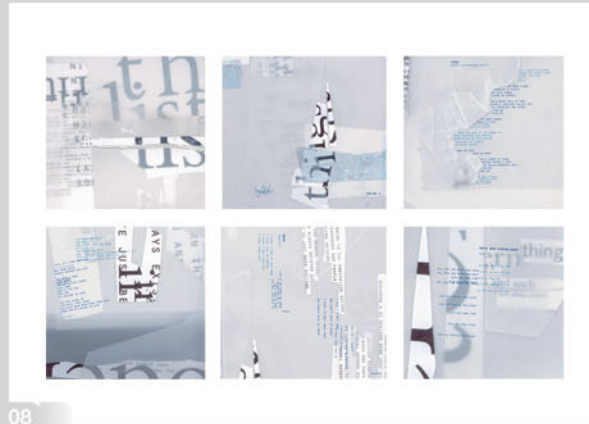
06

PORTFOLIO
Nina Dautzenberg

❖ PRINT
WEB/GUI DESIGN
PACKAGING



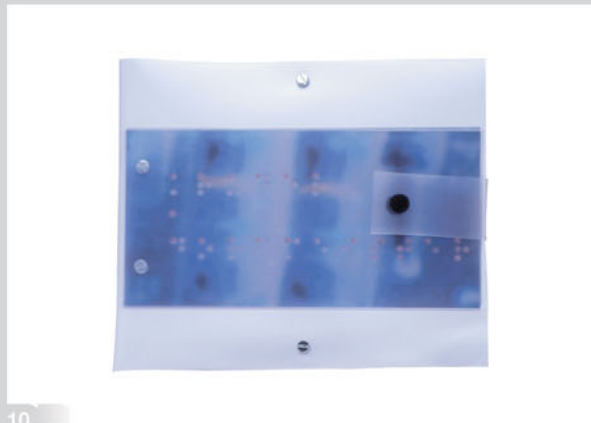
07



08



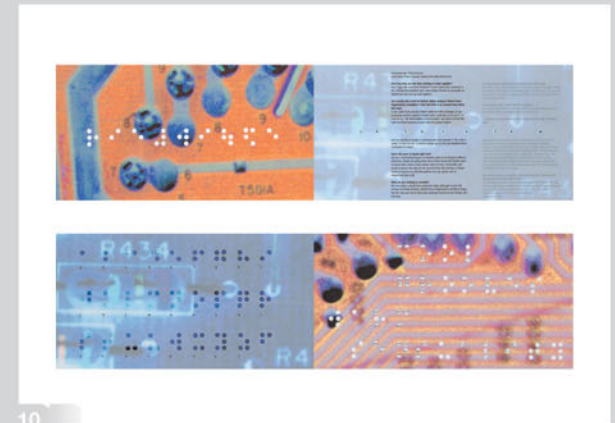
09



10



10



10

07 music packaging | artist/album: billie holiday_best of (student project)

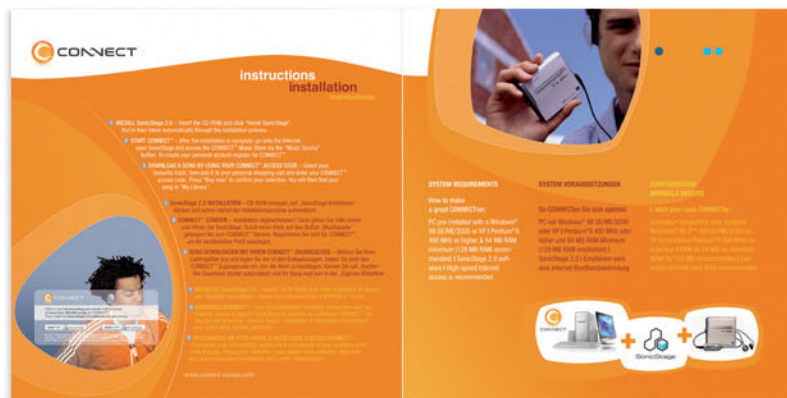
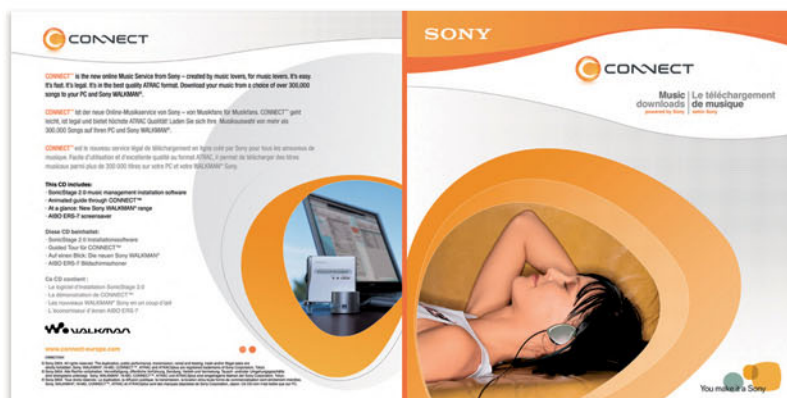
08 music packaging | artist/album: björk_all the pretty things_single (student project)

09 music packaging | album: a journey into ambient groove (student project)

10 music packaging | artist/album: kruder&dorfmeister_K+D sessions (student project)

PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
PACKAGING



PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
PACKAGING



YOU THINK IT IS TOO EARLY FOR THE MOBILE INTERNET?

Have you ever been disconnected?
Imagine you left for a business trip and forgot your mobile at home, or you got out to meet friends without the phone in your pocket.

Wireless services have already made life easier and more fun.
3 billion of 3Mbit per month in Germany, 4 billion in Europe.
Service Based Marketing: Business today already accounts for 12% of mobile operators revenues.

Always on connecting, colour mobile imaging, multi player and games: this is today's mobile. In addition, wireless LAN services already let business users access their company net from airports, hotels and public hotspots. And there's more to come.

So, how do you use mobile services to advertise and create your customers? How do you today enhance your products and services with the unique attributes of ubiquitous communication and instant customer feedback?

© Multimedia, Service Based



MULTIMEDIA HOW DO YOU SHAPE TOMORROW'S COMMUNICATION?

Media always have been changing the way people communicate. Print, radio, television and the Internet have established patterns of media usage in our day life. Now all these forms of consumer media are going digital. They form the way we communicate. How we share them, use them, and pay for them.

The merger of internet services with mobile phones, cameras, TVs and cars with proximity of mobile consumer media will open multiple business of needs and shopping habits.

Call it the new imperative: A multi-channel media approach has become a business requirement.

So, when is your business when mobile price comparison and TV services are demand driving in our changing experience the entire and summer asset?

© Multimedia



TAKE REMOTE CONTROL OF DIRECT COMMUNICATION

Who's facing a change of TV as we know it.
On demand services, messaging trends on TV, viewing a slide with the touch of a remote control, consumers have the power of the Internet ready at their fingertips.

For years the hypothetical critical mass of interactive TV was counted by a host of consumer standards. With the agreement on MHP as a world-wide open technology the need to create platform interoperability and increased consumer accessibility is paved.

But Revenue models and marketing schemes of TV advertising might also be disrupted. At the same time interactive TV services give you the unique chance to directly communicate with your consumers and drastically increase marketing efficiency.

Interactive home entertainment beyond the TV.
Online gaming consoles, DVD and MP3 players today see a considerable penetration. Portable web tablets and smart phones will offer consumers in access entertainment services from all around the house and in their cars.

So, how will you benefit from changing models of TV advertising and protect your own business proposition? How do you best today what will drive consumer acceptance? What will be your service offering?

The Multimedia from NetService offers a unique proven, multi-channel business model, advertisement and services.

© Multimedia, Interactive TV



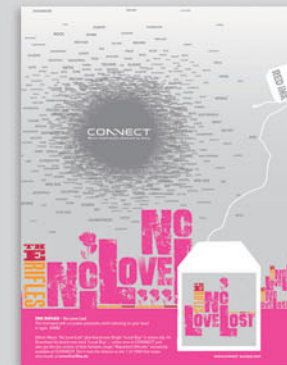
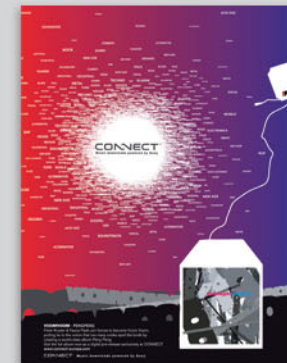
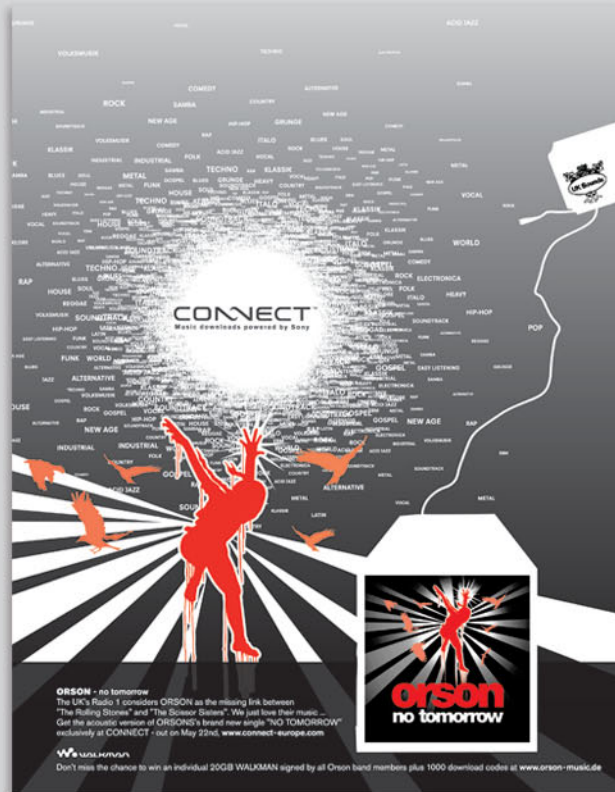
CONNECTIVITY
SHAPING SONYS COMMUNICATION

APPROACH
CREATING CONSUMER INTERACTION

US
COMPANY SOLUTIONS, REFERENCES

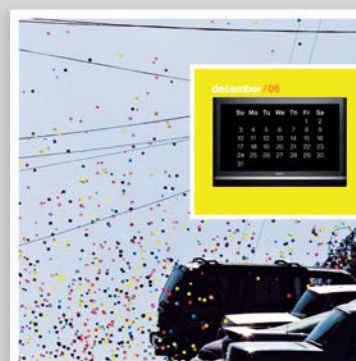
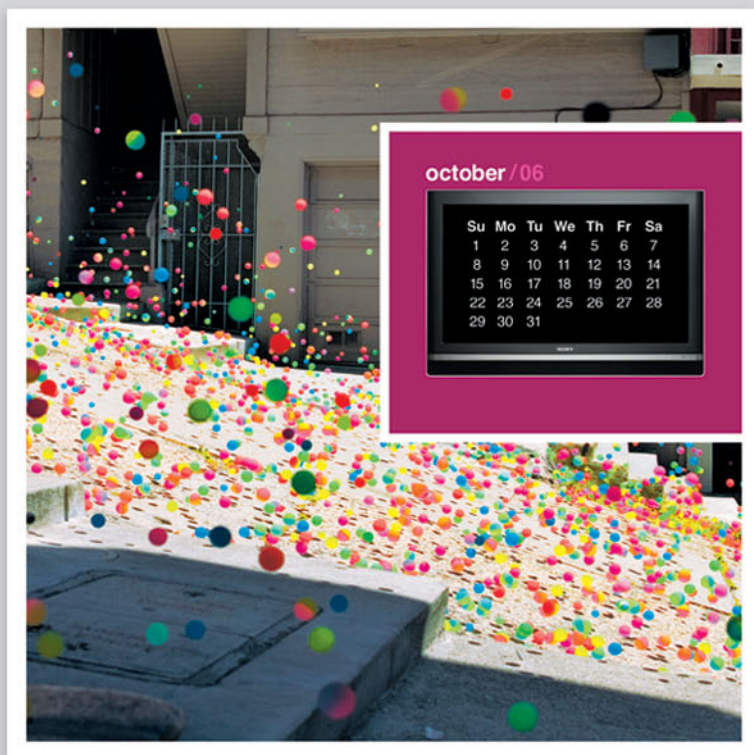
PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
PACKAGING



PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
PACKAGING



SONY BRAVIA

BAUHOUSE - BRAVIA Launch Video

BAUHOUSE are the leading audio-visual artists in Germany. Fabian Grobe (video and picture) and Clemens Wittkowski (DJ Clemens Wittkowski) combine audio, video, and location to create powerful and involving work. Together they produce three dimensional art installations and performances, synchronising sound, pictures, and audience participation. BAUHOUSE turn their selected space into an audio-visual dance floor, integrating vinyl mixing with multi-interfaced video. They combine music with their own films, photos and graphics and blend TV and commercial clips into the mix. The end result is a unique sensory experience, a convincing and absorbing rhythm built through clever synchronization of images to music.

colourikenoother.com



SONY BRAVIA

T.V.I.V.I.S.

- 0 • amount of CGI (computer generated imagery) used in the commercial
- 1 • number of times each shot was filmed (apart from the frog)
- 3 • number of days to shoot the commercial
- 4 • number of cars damaged on day one
- 6 • number of cameras used to shoot the commercial
- 6 • number of windows broken on day one
- 10 • number of compressed air cannons built to fire the balls
- 12 • number of streets in San Francisco that were closed for filming
- 23 • number of people in the camera department
- 46 • number of ball wringers who helped to sweep up the balls
- 52 • height (in feet) the balls in dumpsters were dropped from
- 1000 • pounds per square inch of pressure needed to fire the balls
- 30,000 • number of balls each dumpster was capable of holding
- 250,000 • total amount of bouncy rubber balls used in the commercial

colourikenoother.com

PORTFOLIO
Nina Dautzenberg

✦ PRINT
WEB/GUI DESIGN
PACKAGING



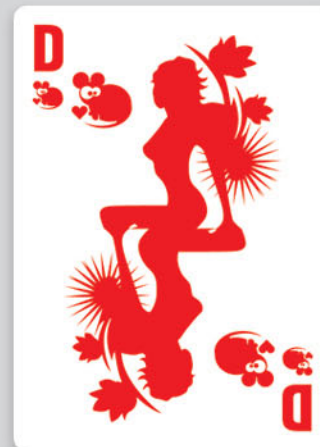
15



16

PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
PACKAGING



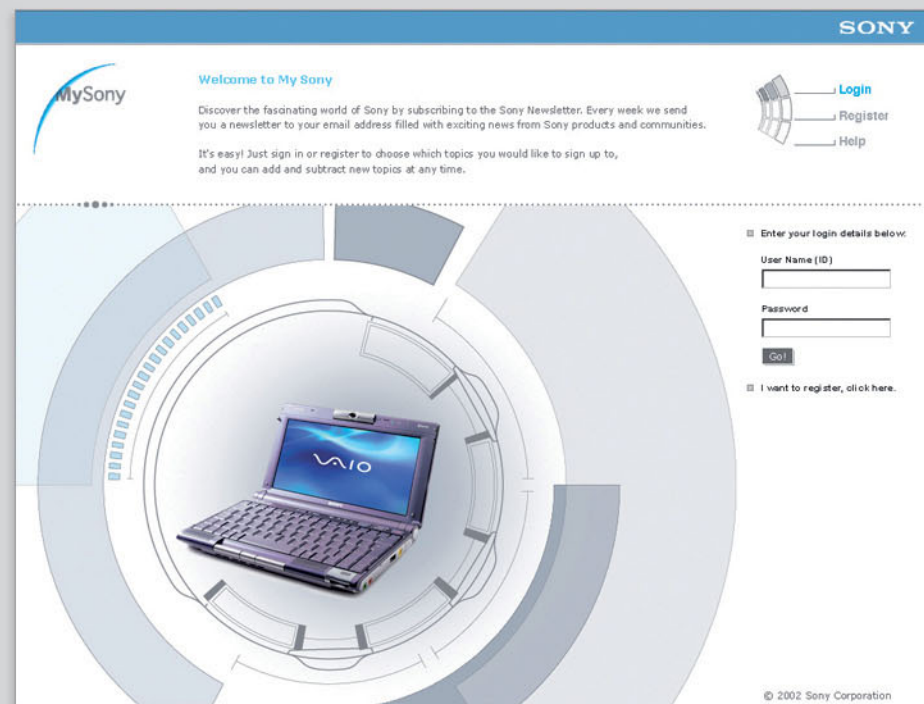
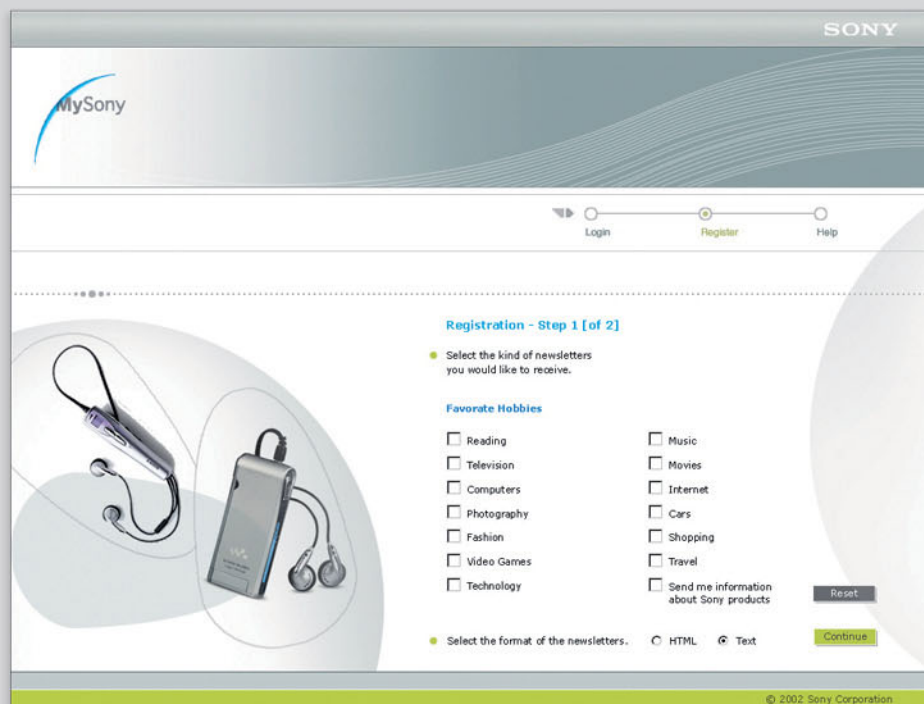
PORTFOLIO
Nina Dautzenberg

✦PRINT
WEB/GUI DESIGN
PACKAGING



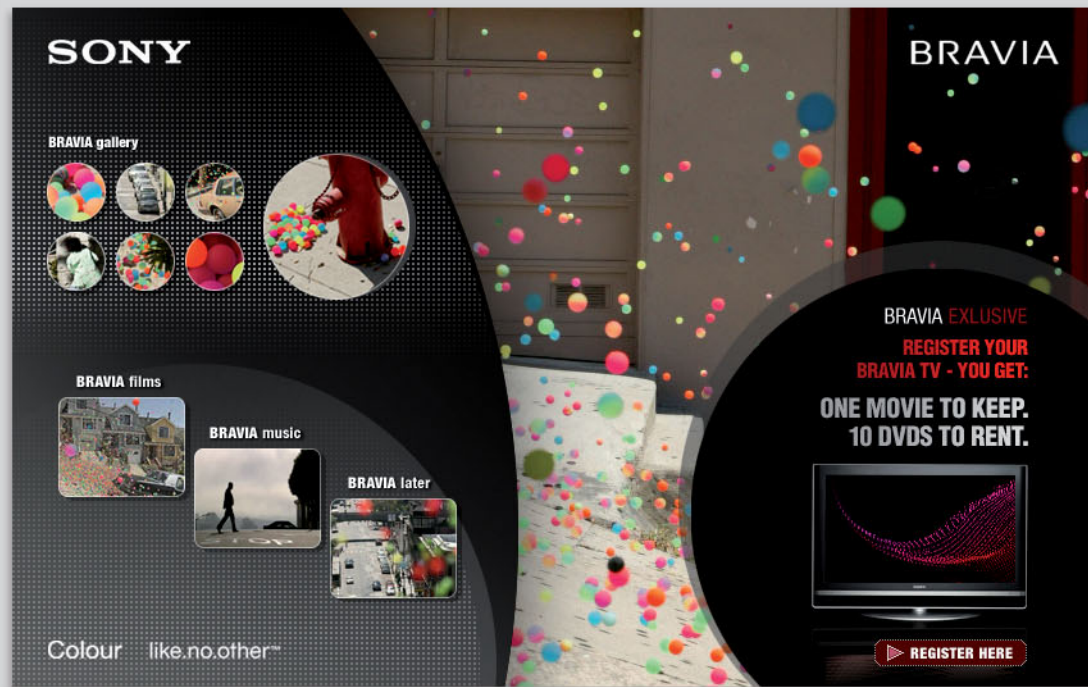
PORTFOLIO
Nina Dautzenberg

PRINT
✦ WEB/GUI DESIGN
PACKAGING



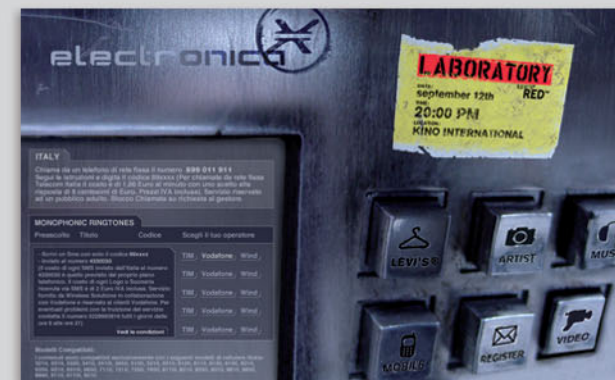
PORTFOLIO
Nina Dautzenberg

PRINT
❖ WEB/GUI DESIGN
PACKAGING



PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
PACKAGING



PORTFOLIO
Nina Dautzenberg

PRINT
✦ WEB/GUI DESIGN
PACKAGING



PORTFOLIO
Nina Dautzenberg

PRINT
✳️ WEB/GUI DESIGN
PACKAGING

Title	Time	Artist	Album
Let It Out	2:55	Jae Mason	DJ Kicks
Anthracite	3:45	Cymande	Dakar & Grinser
Black Sea	1:20	Drexciya	Booka Shade
Im agination Limitation	5:11	Henrik Schwarz	Dino Felipe
Chant Avec Cithare	1:47	Pharoah Sanders	Bhren & Der Club Of Gore

WHY THIS PLAYLIST

Lorem ipsum ad dolor in cudat in laure sit larum intervenare in verdarut cum cum sine est. In sedat cum laure.

Lorem ipsum ad dolor in cudat in laure sit larum intervenare in verdarut cum cum sine est. In sedat cum laure.

Lorem ipsum ad dolor in cudat in laure sit larum intervenare in verdarut cum cum sine est. In sedat cum laure.

PORTFOLIO
Nina Dautzenberg

PRINT
✦ WEB/GUI DESIGN
PACKAGING



PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
PACKAGING



Home

Vision

Core Workpackages

Showcases

News

Press

Download Area

Intranet

WELCOME

Pervasive games are a radically new game form that extends gaming experiences out into the physical world. To achieve a high quality interactive experience for these games, new technologies to support the creation of new compelling forms of content will be explored by this consortium.

Integrated Project on Pervasive Gaming

WHAT'S NEXT?

IST 15-17
November 2004, "Netherlands Congress Centre", The Hague - project exhibition and presentation.

SATELLITE WORK PACKAGES

Crossmedia Games
Students diving in and out of physical and virtual game experiences. [info](#)

Socially Adaptable Games
Transforming social activities in our everyday lives into pervasive adventures. [info](#)

Massively Multiplayer Reaching Out
Extending MMRO with ubiquitous game play accessed via mobile technology. [info](#)

Enhanced Reality Live Role-Playing
It takes place entirely in a physical environment but enhances experience.. [info](#)

City as Theatre
Artistic games that take place simultaneously online and on-the-streets. [info](#)



Home

About IPerG

Work Packages

News

Active

Press

Download Area

Intranet

CITY AS THEATRE

This showcase focuses on artistic games that take place simultaneously online and on-the-streets. Collaboration between professional artists and technology developers will demonstrate new kinds of experiences that engage and involve participants, building on their collaborative interactions with one another and with actors. These experiences will be delivered as public events at site venues and festivals and will be evaluated through a combination of audience feedback, ethnographic observations and analysis of system logs. Participants will use their own devices - mobile phones and broadband enabled PCs - supplemented with new forms of public interface including street projections and tangible interfaces. The showcase will establish game structures that reflect contemporary issues concerning the relationship between pervasive technologies and society and that connect multiple sites and time-zones.

Role of the partners

The University of Southampton will lead this showcase and will be responsible for implementation of the core game server, distribution software and orchestration tools and also for leading analysis of the performance. Blast Theory will lead conceptual, design and specification work and will



Home

About IPcity

Research Topics

Application Scenarios

Urban Renewal

Large Scale Events

Time Warp

City Tales

Publications

Downloads

Newsletter

Intranet

CITY TALES

This showcase focuses on providing mixed reality with an emphasis on a user generated content creation interface to a wide range of user groups. The showcase will target a mass audience. We will study options to let users participate both actively and passively by enable a mass audience to create mixed reality city tales via a very simple user interface and allowing visitors to browse the tales and stories of other visitors. The main aim of this showcase is to create a homogeneous, self-governing mixed reality platform accessible to all city inhabitants as well as to visitors. To enable interaction with a mass audience we will focus on providing a very simple user interface to allow user generated content creation from unphysical users such as elderly or young people as well as encouraging a great of the urban space to use the platform to post their visions and opinions. Our target is to make mixed reality content available to a mass market and by doing so take away the technology based stigma in and around mixed reality applications and to provide an alternative forum for urban cultural development.

Our Goals are:

- Understanding how users experience stories across the boundaries of virtuality and physicality and how different combinations of virtuality and physicality influence the perception of a story.
- Development of intuitive and easy to use user interfaces for Mixed Reality applications.
- Transforming mixed reality applications into a mass market tool by familiarising mass media users with mixed reality applications.
- Facilitation of user created content for Mixed Reality applications that is independent of the delivery format.

PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
PACKAGING

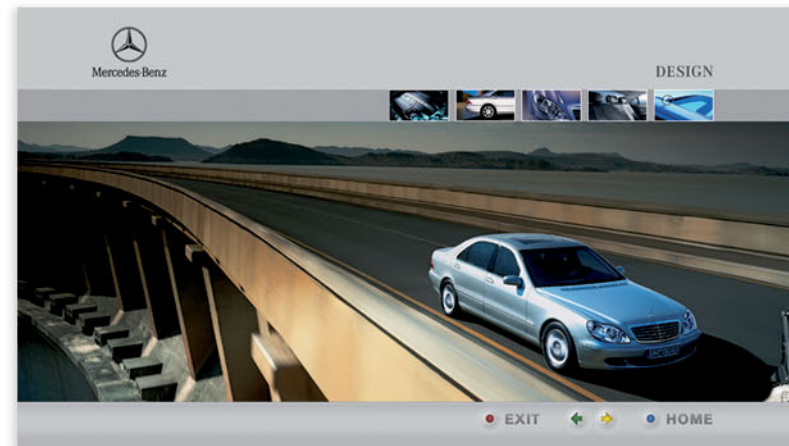
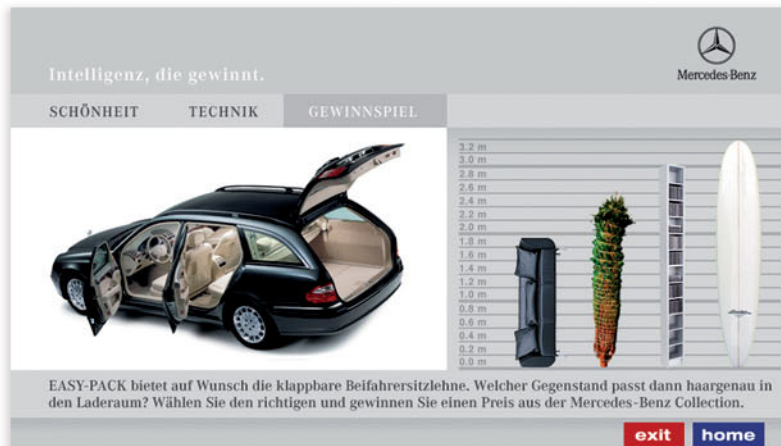
PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
PACKAGING



PORTFOLIO
Nina Dautzenberg

PRINT
❖ WEB/GUI DESIGN
PACKAGING



PORTFOLIO
Nina Dautzenberg

PRINT
✦WEB/GUI DESIGN
PACKAGING

Experience music in excellent ATRAC
Advanced **Lossless*** audio quality
*near CD quality



Marking the release of the
new WALKMAN S700 series

With **20** essential classical &
jazz albums to choose from.

10% VALENTINE'S DAY DISCOUNT

DISCOUNT VISIBLE IN YOUR SHOPPING CART
Promotion Runs Until 18.02.07

CONNECT
music downloads powered by Sony

Sony CONNECT download store presents ...

Buy one and get one free
on any of these 50 albums!!

... Find out more about this special **CONNECT** offer

THE BEST ROCK ALBUMS OF THE LAST CENTURY

A SELECTION OF 30 CLASSIC ROCK ALBUMS...

...ALL AVAILABLE FOR JUST £6.66
Promotion Runs Until 31.03.2007

DOWNLOAD EEN ALBUM NAAR KEUZE

VOLG DE INSTRUCTIES

DE NIEUWE **α** DIGITALE SLR MET TELELENS VAN SONY!

10% discount on all your music purchases ...

Discount visible in your Shopping cart.
Promotion runs until 30.04.2006

CONNECT
Music downloads powered by Sony

PORTFOLIO
Nina Dautzenberg

PRINT
WEB/GUI DESIGN
✦ PACKAGING



31



32



33



34



35



36

31 special packaging pitch | client: Rolodex

32 cosmetic line | perfume/lip gloss/deodorant (student project)

33 product design | client: Ronson (lighter gift pack)

34 game design | client: Sony BMG Munich (memory game featuring various artists)

35 product design | client: Maybach (advanced mobile device)

36 packaging | energy drink 6 pack (student project)

resume

surname Dautzenberg
first name Nina
address Auguststraße 65, 10117 Berlin
contact phone: +49 (0)30 978 937 57
mobile: +49 (0)178 858 29 16
nina@jungeschachtel.de

education

2000 bfa degree in communication design
at parsons school of design, new york
1998 - 2000 parsons school of design, new york
1996 - 1998 parsons school of design, paris
1995 - 1996 académie julian, paris
1994 - 1995 sorbonne, paris
1985 - 1994 gymnasium (a-levels), kronberg

skills

excellent german (mothertongue), french and english
professional knowledge of photoshop, illustrator,
indesign, quark-x-press

work experience

2006 founder of jungeschachtel, berlin
2002 - 2005 full-time art director at sony europe, berlin
05-06 2001 free lanced graphic designer at mass design, new york
03-04 2001 free lanced graphic designer at lloyd (+co), new york
01-03 2001 free lanced graphic designer at smart design, new york
09-12 2000 full-time designer at karim rashid inc., new york
06-09 2000 full-time designer at frog design, new york
1997 - 1998 free lanced graphic designer at paris live, paris
07-08 1994 internship at borros advertising, wuppertal

awards

2003 media award for daimler chrysler/prosieben interactive TV, berlin
1996 -2000 deans list parsons school of design, new york
1999 art directors club scholarship foundation award, new york