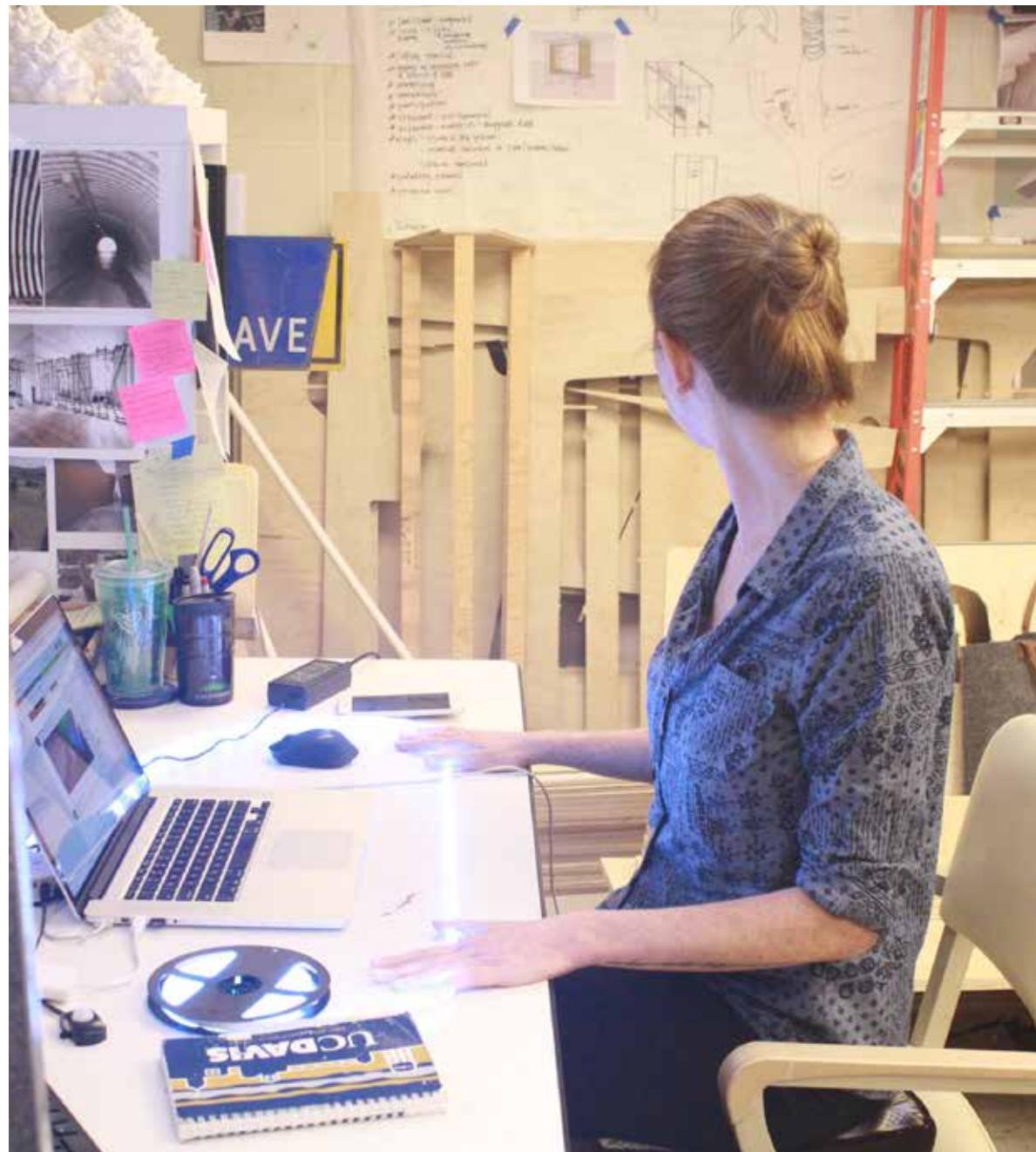


# DIGITAL PORTFOLIO

Jennifer Cadieux



**Creative work sourced from...**

**Freelance**

**In-house**

**Research**

**Volunteer work**

**Personal projects**

**Collection includes projects spanning...**

**Art Direction**

**Publication design**

**Graphic design**

**Exhibition design**

**Motion graphics**

**Experiential design**

**Cartography**

**Narrative Environments**

**Large-scale installations**

**Temporary Architecture**

**Public art**

**Sculpture**

# Lone Sound Magazine - Publication Design

**Role:** Art Director

**Organization:** Lone Sound Magazine,  
Dallas, TX

With live music as a bridge to other contemporary voices and subcultures, Lone Sound highlights the work of photographers, writers, performers, producers, and artists that redefine “Texas music” and “Texas culture”—and join a deeply rooted tradition of diverse musical heritage.

Lone Sound is a bi-lingual print publication thoughtfully composed of curated original content, from photo editorials and in-depth interviews to personal narratives and illustrations.



# Lone Sound



MUSIC | CULTURE | TEXAS

LIMITED EDITION  
copia especial  
NO. \_\_\_\_\_ OF 2,000



# LUMENroute - Public Art Installation

**Roles:** Designer, Project Manager,  
MFA Candidate  
**Organizations:** UC Davis Design Department,  
Arts & Culture Program - The City of Davis

LUMENroute: the pop-up installation that illuminates an everyday walk in the park into a work of art. Motion-activated light fixtures suspend in liminal urban pathways to celebrate human-scale civic infrastructure and encourage participants to reconsider motion through urban landscapes.

Participants walking or cycling through the inconspicuous tunnel were surprised by colorful light that followed their movement from entrance to exit. Seating outside, invited impromptu gathering in the nearby park.

Funded by the City of Davis Arts and Cultural Affairs Fund, the Center for Information Technology Research in the Interest of Society (CITRIS) Grant, and the University of California, Davis Design Department.

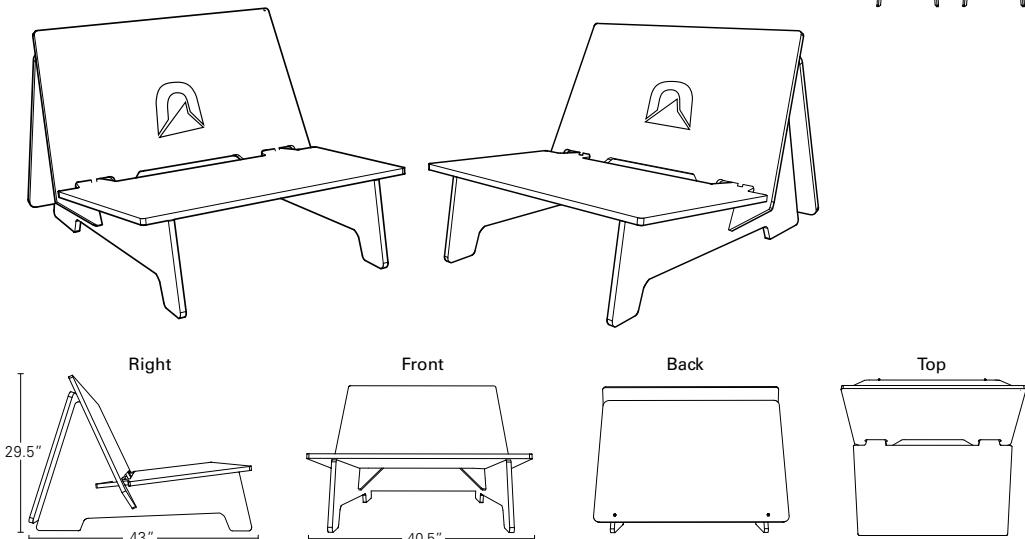




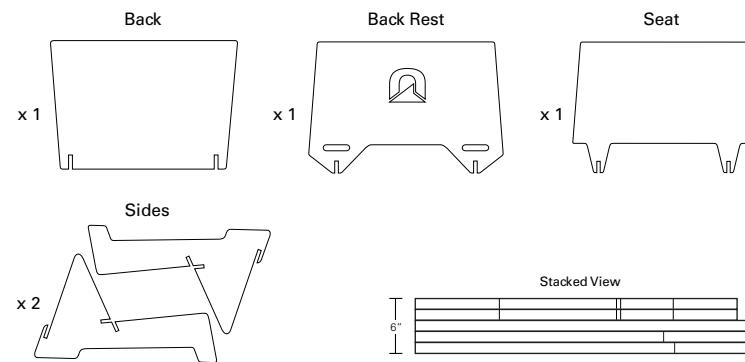
### LUMENroute contd.

Four lounge chairs provide a space for gathering in the nearby park. Each chair was constructed from 1" plywood and translucent acrylic, featured battery-powered motion-activated lighting, and broke down flat for transport.

# Chairs



### Chair Components

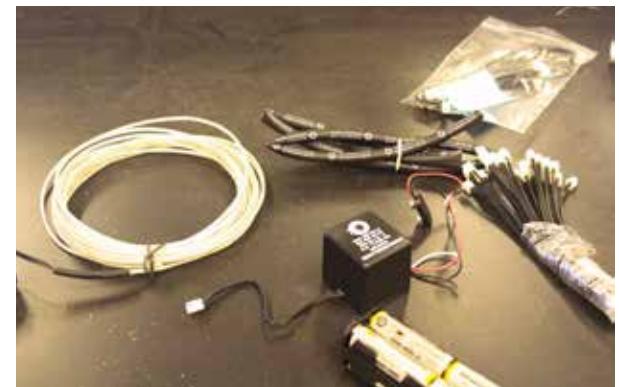




### LUMENroute contd.

Electroluminescent wire illuminated logos on the back of each chair for high-visibility in the dark park at night.

Commercial-grade reflective vinyl wraps were applied to chair backs and featured abstract maps of the local community.

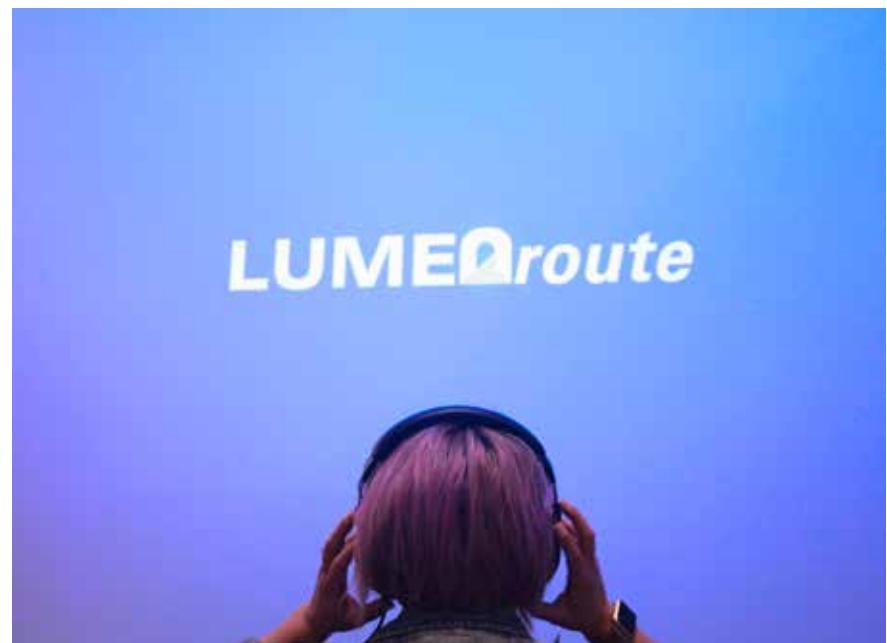




[> video](#)

### LUMENroute contd.

Exhibition of the project included a set of chairs from the park installation, suspended participant-activated light fixture, and audio/video short film outlining the concept, behind-the-scenes production, and installation of the design. The show was open to the public for four weeks and welcomed hundreds of visitors.



# Lightning in a Bottle Arts & Music Festival - Maps & Design

**Roles:** Cartographer, Design Assistant

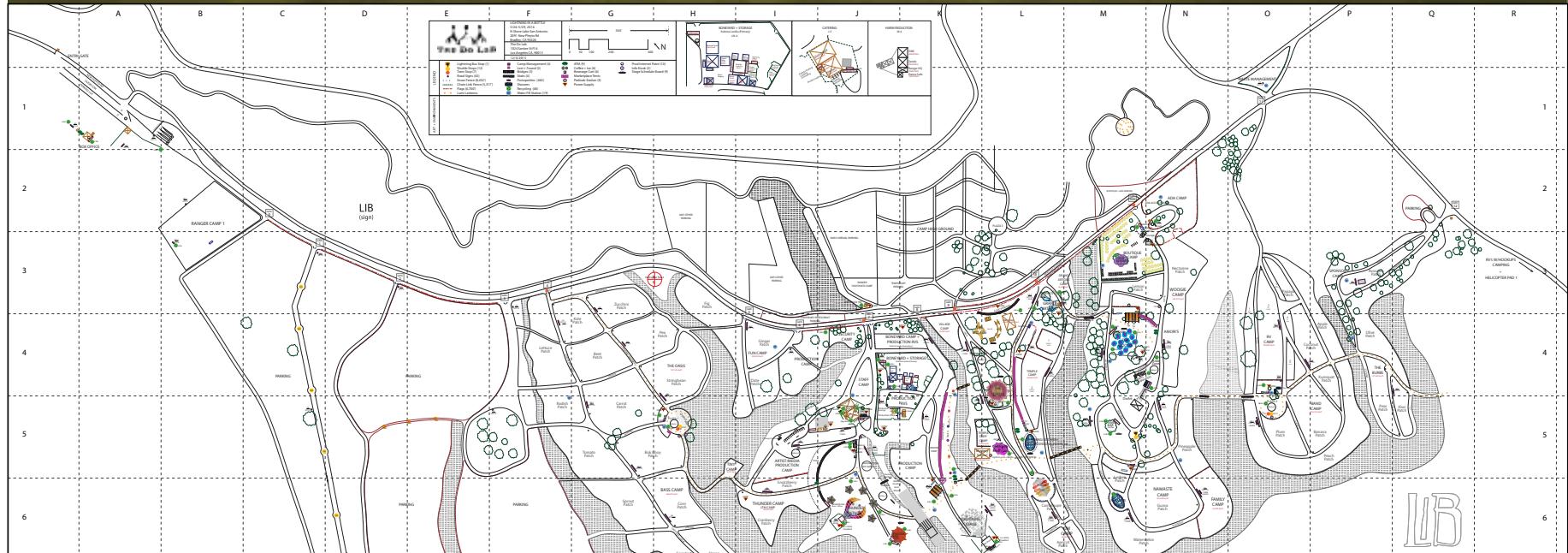
**Organization:** The Do LaB - Los Angeles, CA

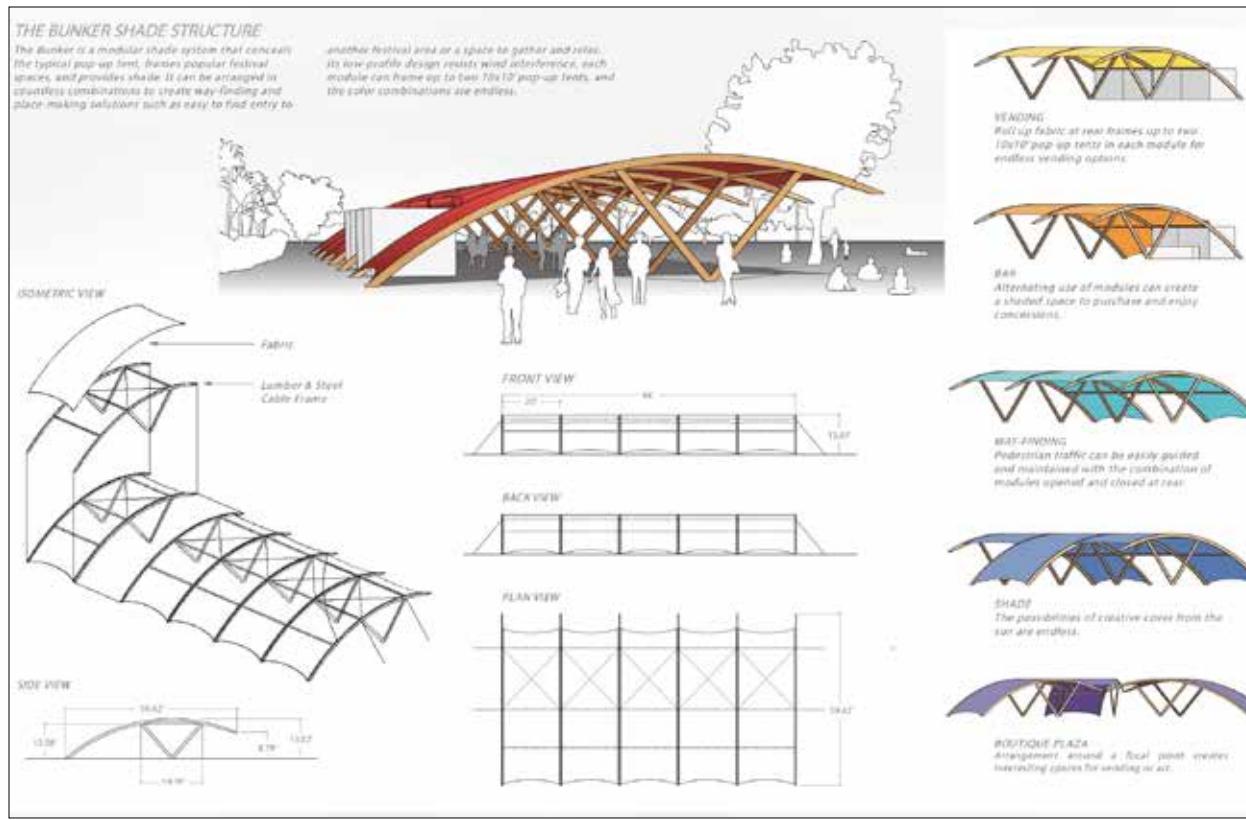
Lightning in a Bottle Art and Music Festival welcomes more than 25,000 participants annually and features hundreds of curated installations and experiences from around the world.

As cartographer, I designed all maps for operations, logistics, production, permitting, and many other departments. In collaboration with illustration artists, I designed festival participant maps for print and web assets.

From the company head quarters in Los Angeles, CA and on-site on festival grounds in Paso Robles, CA, I managed print services for use in the 20+ department company. During times of festival expansion, I provided land surveys and analysis.







## Do LaB contd.

On-site, I coordinated the first-ever aerial drone photographer of the festival grounds from ingress to strike for logistical analysis, assisted with topographic surveys, and GPS data collection. I also contributed support on structure proposals and marketing media for use with such clients as Coachella and Boom Music Festival.



# Red Lightning Burning Man Installation

**Roles:** CAD Designer

**Organization:** Red Lightning -

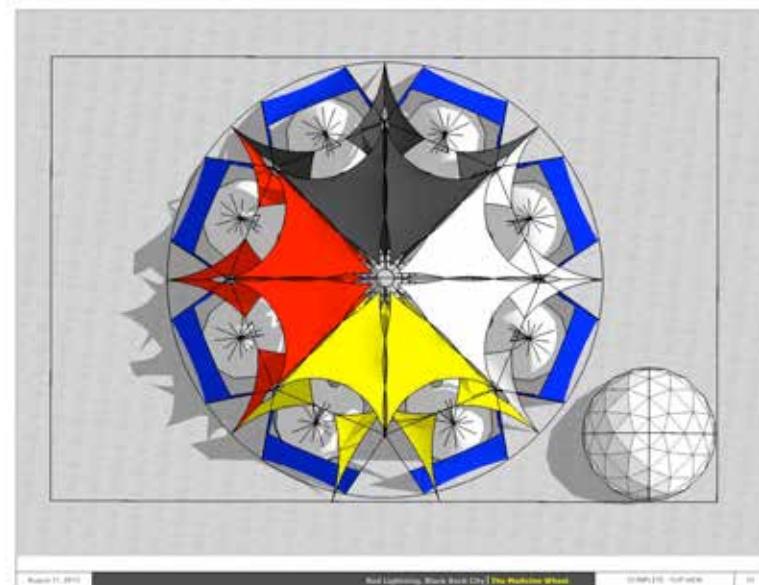
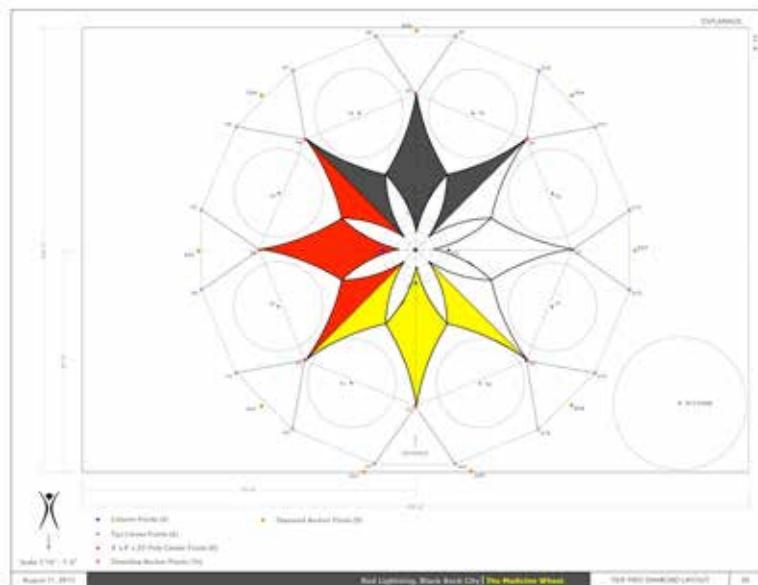
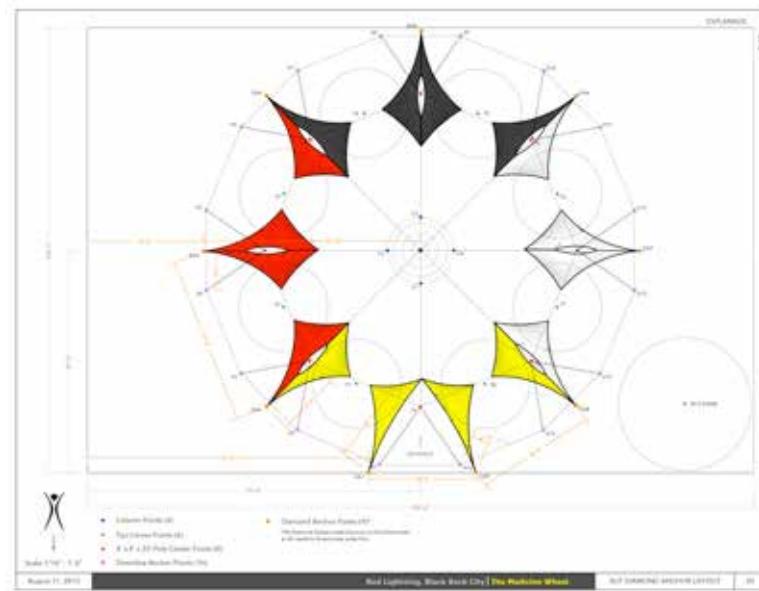
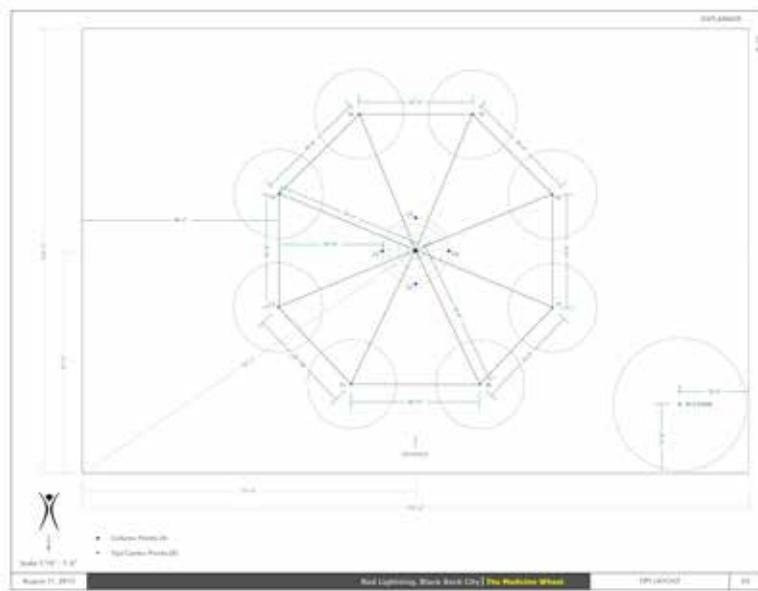
**Black Rock City, NV**

Once a year, tens of thousands of people gather in Nevada's Black Rock Desert to create Black Rock City, a temporary metropolis dedicated to community, art, self-expression, and self-reliance.

Hired by Red Lightning Non-Profit Organization, one of the longest-running theme camps at the event, I designed a large-scale installation in honor of our Native Americans guests from Standing Rock to share their culture and vision of unity with the diverse Burning Man community. Among the activities was a synchronized drum beat and prayer in which 66 global locations simultaneously performed the ritual.

My contribution to the project included design of 3D models, renderings, build plans, and on-site installation assistance.



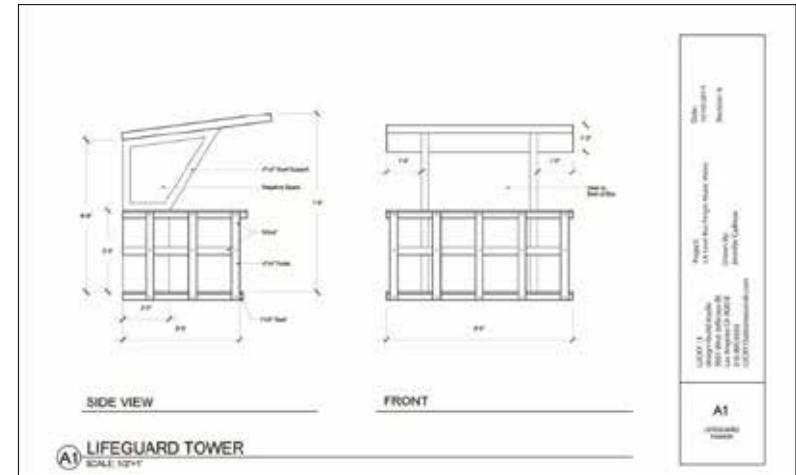


# LA Love Bus Music Video Prop Design

**Role:** CAD Designer

**Organization:** Lucky 13 Creative -  
Los Angeles, CA

LUCKY 13 Creative was a fabrication shop that specialized in unique project needs. I assisted them in generating build plans for the centerpiece of the music video, "LA. Love," performed by recording artist Fergie



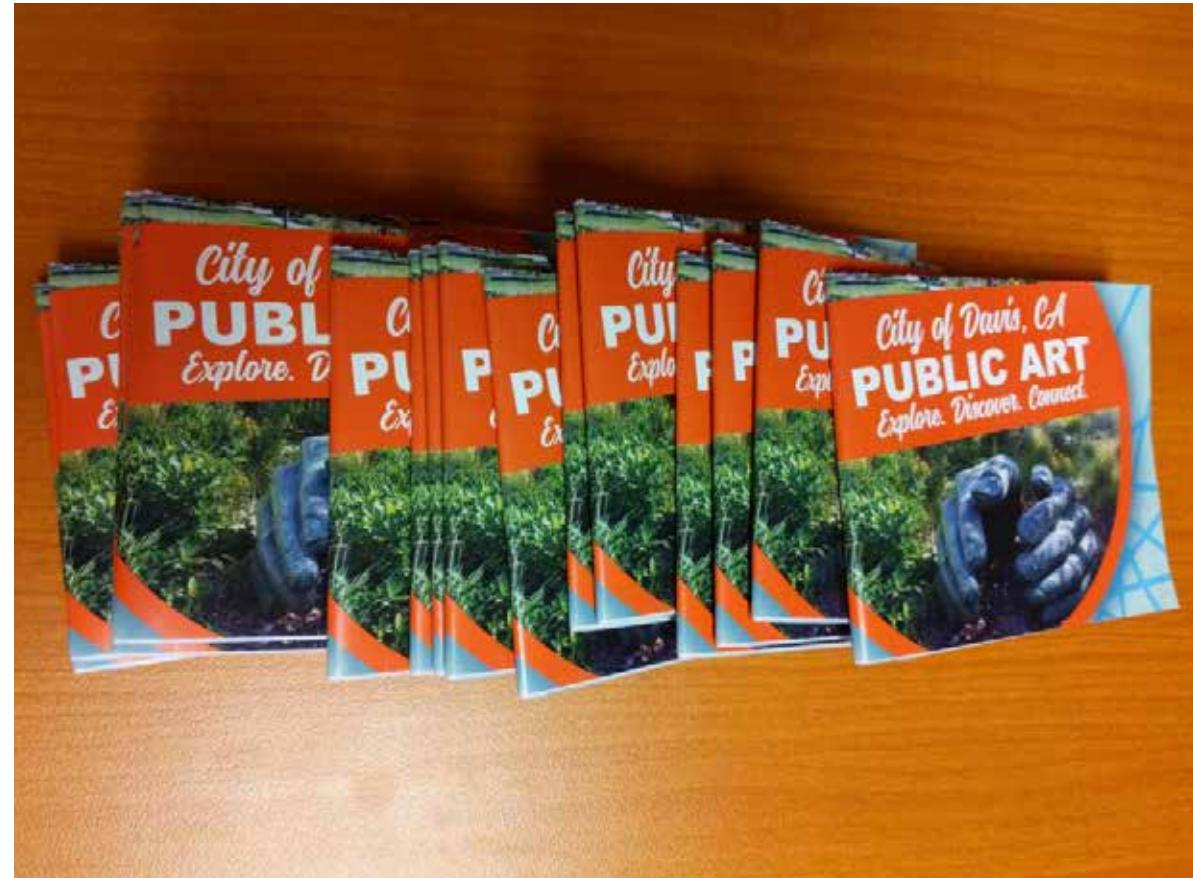
# Public Art Map

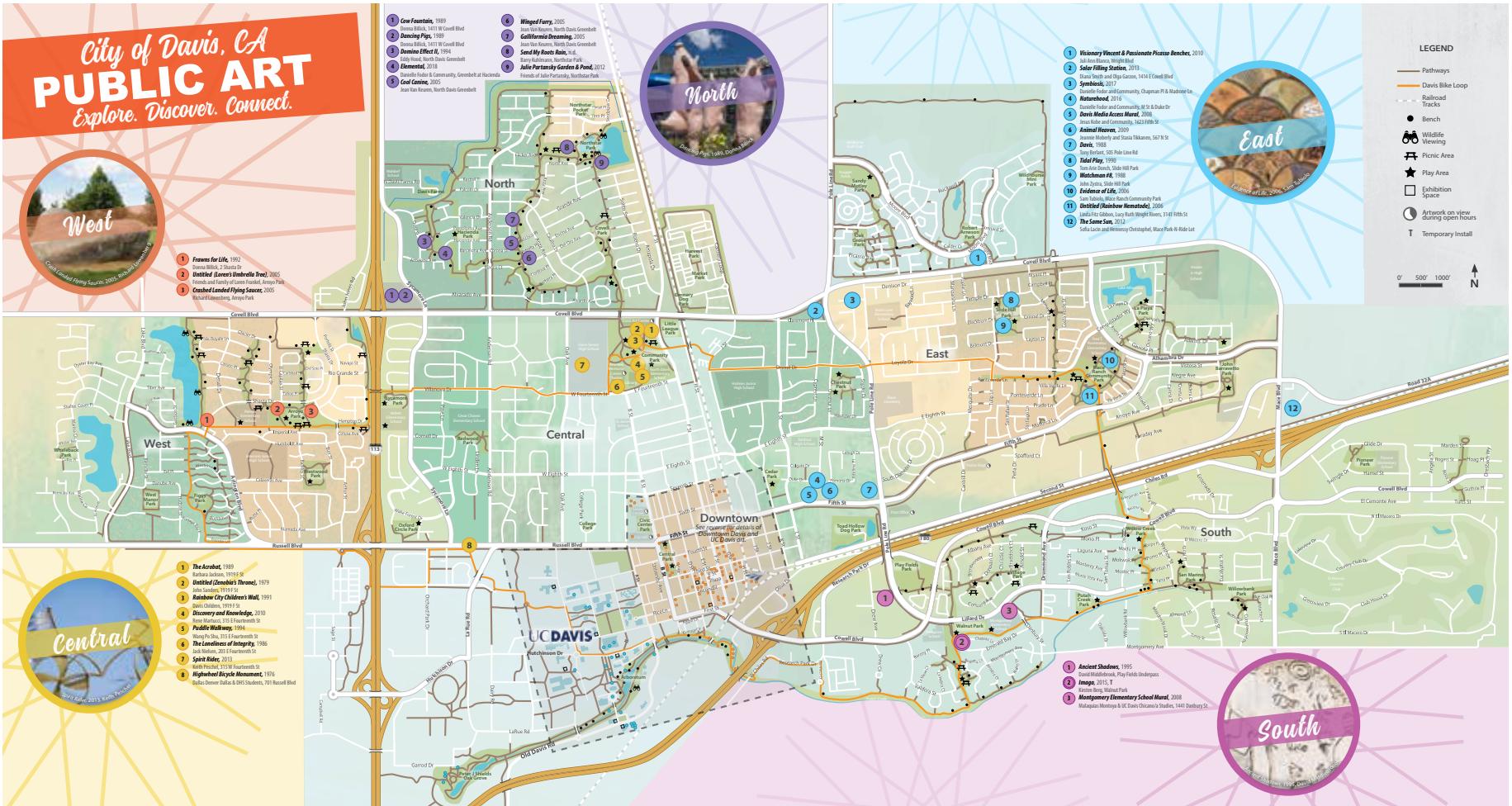
**Roles:** Cartographer, Designer

**Organization:** Arts & Culture Program -  
The City of Davis, CA

The City of Davis Arts & Cultural Affairs Program supports community-based arts projects, cultural opportunities, and education initiatives that foster excellence, diversity, and vitality in the arts. The Public Art Map I created for them invites residents and visitors to explore the city and discover public art that will connect them with the legacy of vibrant art in the city. The project celebrates the culturally creative environment, shares the work of emerging and local artists alongside international masters.

The comprehensive map features 170 sculptures, murals, and exhibition spaces, all reachable on foot or by bike.







# Think Outside the Box - Vinyl Wrap Design

**Roles:** Designer, Proposal Review

**Organization:** Arts & Culture Program -

The City of Davis, CA

The Think Outside the Box project is an ongoing project aimed at transforming everyday public utilities into works of art. Unlike traditional mural painting, the project encourages aspiring artists to complete work from their studios in a wide range of creative mediums, including ceramics, mixed media collage, abstract digital art, and graphic design. Selected applicants were chosen based on potential to enhance the surrounding urban landscape with unexpected media.

My role in this project was to review 75+ artists' proposals and promote the selection of fresh concepts and unexpected media. I applied the artwork onto large-format templates and prepared files for printing on vinyl.

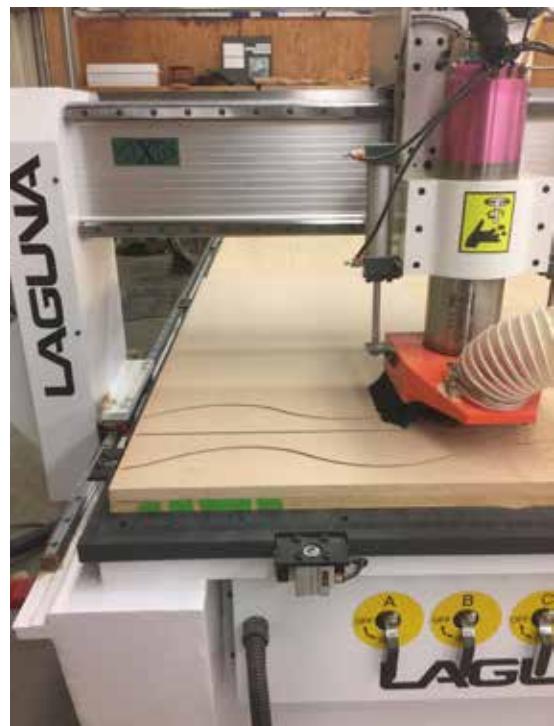


# Participating with Landscape

**Role:** Designer, MFA Candidate

**Organization:** UC Davis Design Department

To engage with the work of artist, designer, and architect, May Lin, I practiced her methodology and designed a sculpture inspired by *Topographical Landscapes* (1997). I translated topographic data into a 3D model, extracted cross-sections, and used the computer numerical control (CNC) machine to cut the shapes from medium-density fiberboard (MDF). Fabrication included refinement of 32 individual shapes, arrangement, and adhesion. The result is a systematic interpretation of a natural landscape and an alternative perspective to understanding the environment.



# New Belgium Game - Branding

**Role:** Graphic Designer

**Organization:** Lightning in a Bottle Arts & Music Festival presented by the Do LaB - Paso Robles, CA

As a design assistant for LIB, I often assisted with on-the-fly projects... like the time when festival sponsor New Belgium Brewing wanted to get in on the fun, and our team created a larger-than-life skeeball game. I enjoyed a break from my map projects to convert their logo into a large-scale stencil and applied it to the over-sized game for festival fun

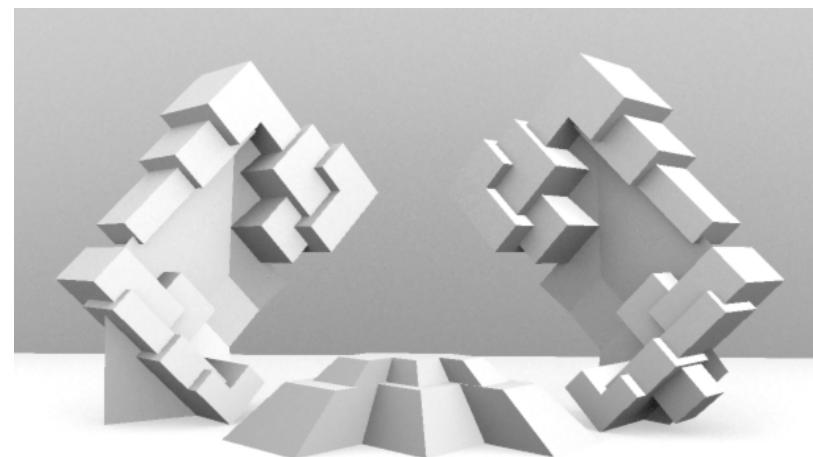
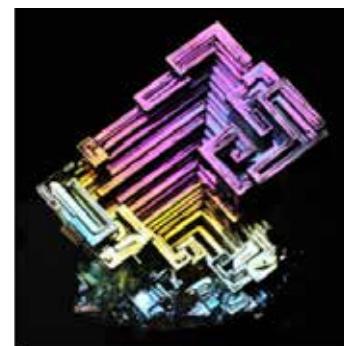
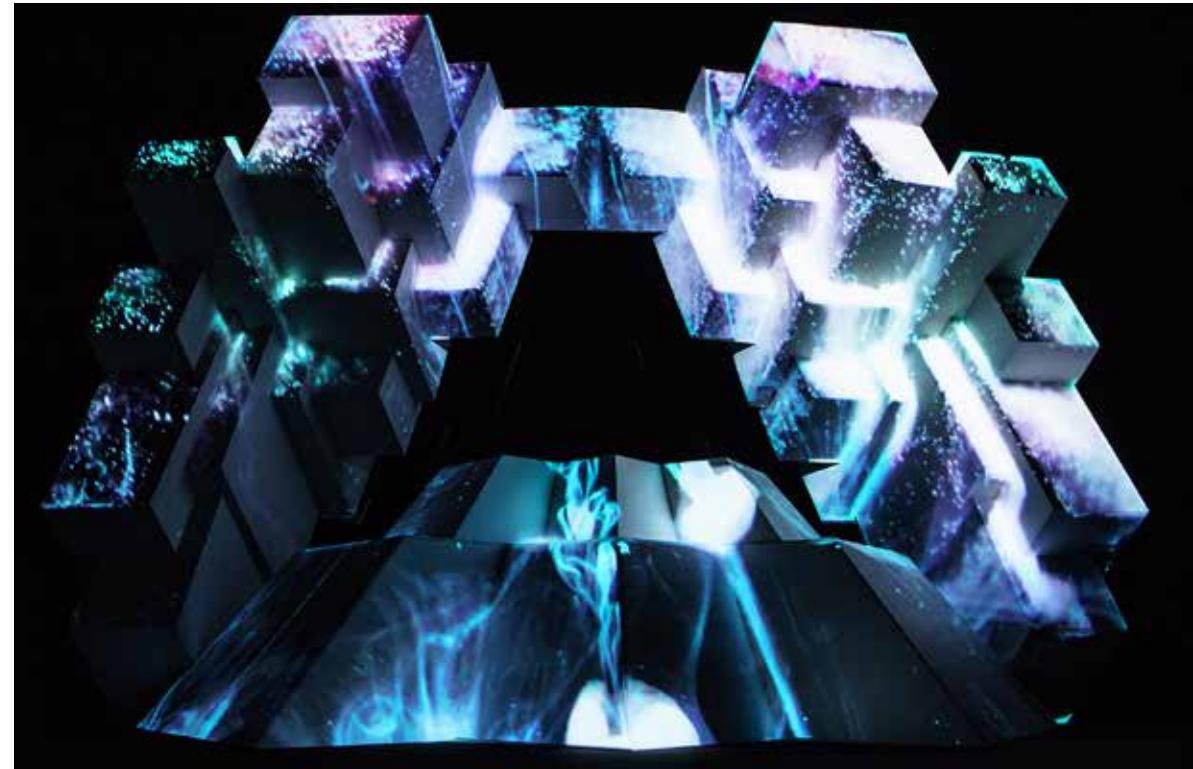


# DJ Remady Stage

**Role:** Design Assistant

**Organization:** 1028 Designs -  
Los Angeles, CA

Drawing inspiration from a Bismuth rock, this dynamic projection-mapped stage was created for Swiss music producer and DJ Remady for an international tour. My contribution included projection mapping concept ideation, 3D modeling, and CAD design assistance.

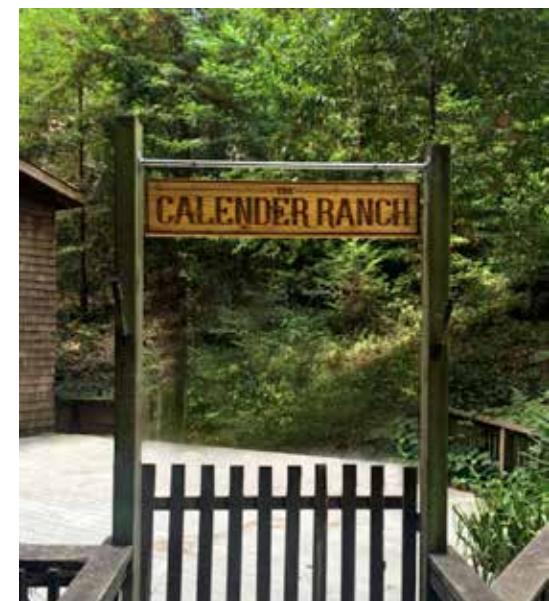
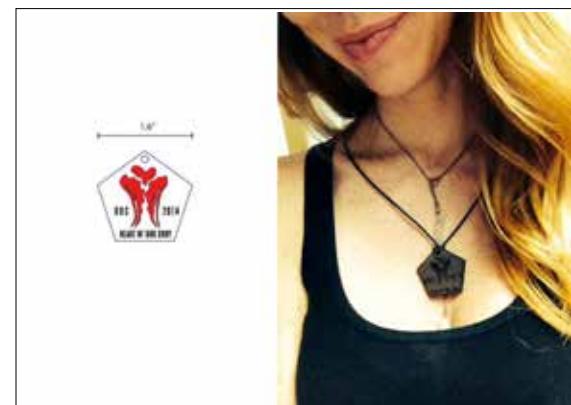


# Woodworking - Laser-Cutting & CNC

**Role:** Designer

**Organizations:** commissioned and  
personal projects

Using Laguna Laser-cutters and CNC machines with VCarve and EdgePro software, I design and craft a variety of personal and client projects. The laser-cutter is one of my favorite tools to share with students, as it is excellent for teaching vector design and prototyping.



# Quantities of Curiosity

**Roles:** Installation Designer,

**MFA Candidate**

**Organization:** UC Davis Design

Romanesco Broccoli was the subject for hand-made two-piece silicon and plaster molds, which were used to yield one hundred plaster castings of the peculiar vegetable. The sculpture drew curiosity in its singular organic forms and repetition as a group of multiples. This piece was one of the results of my interdisciplinary research in pursuit of an MFA in Design and was on exhibition in the Cruess Hall design building at UC Davis.





*Jennifer Cadieux*

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