



LU SAUTER
Portfolio

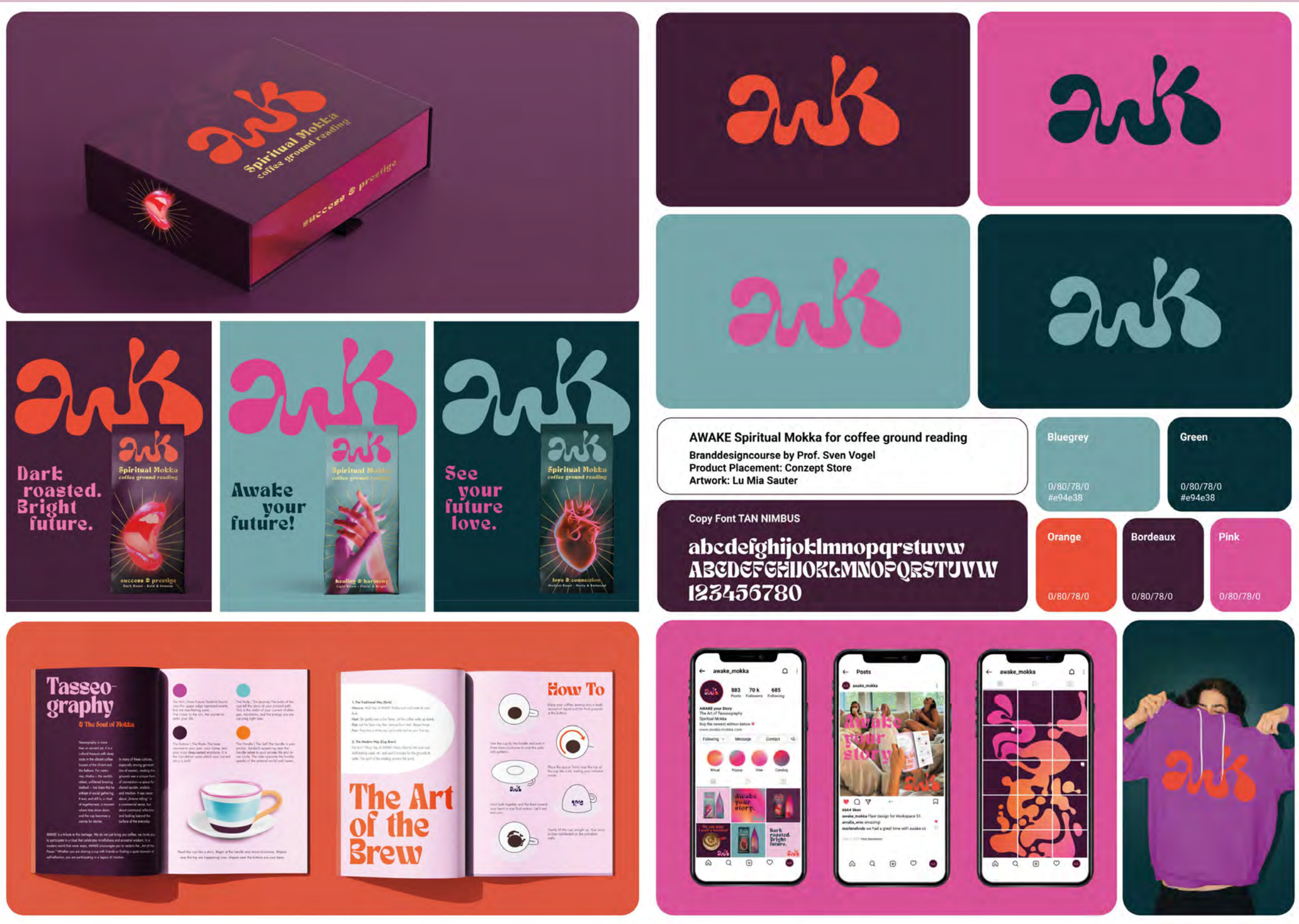




Brand Design - Redesign of an existing festival in Hamburg

Rock & Wrestling Festival An iconic subculture event from Hamburg that combines amateur wrestling in absurd costumes with live bands and party entertainment.

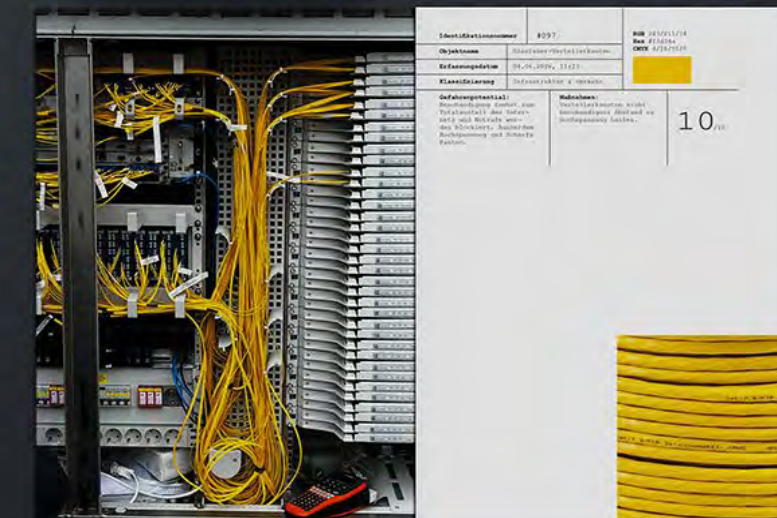
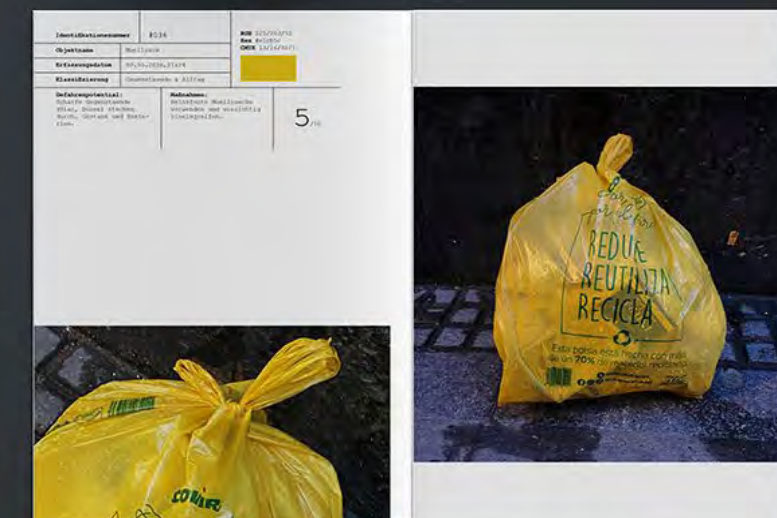
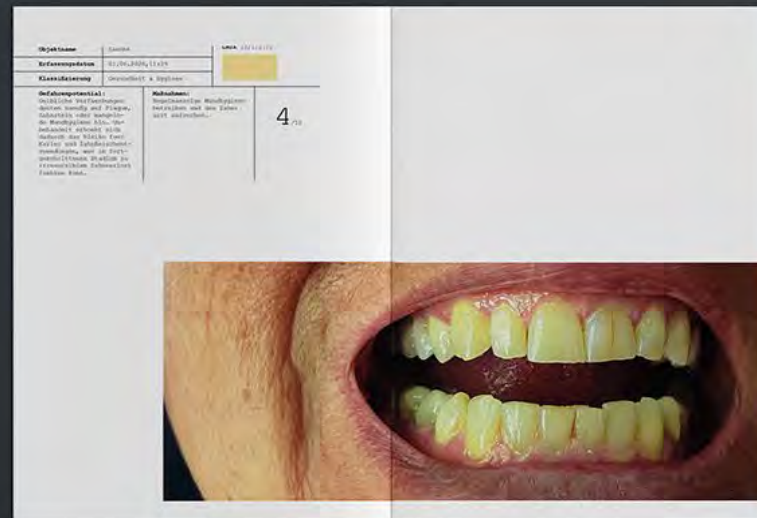
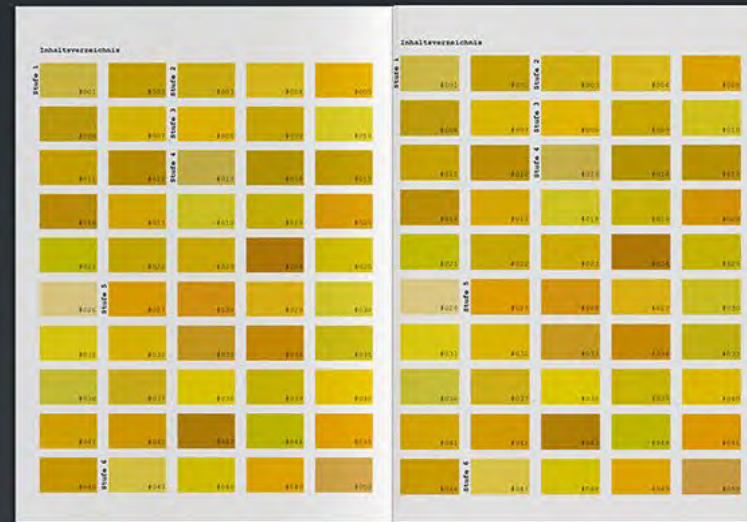
3rd sem. 2026
Brand project festival | Prof. Sven Vogel



Brand Design - Awake | Spiritual Mokka

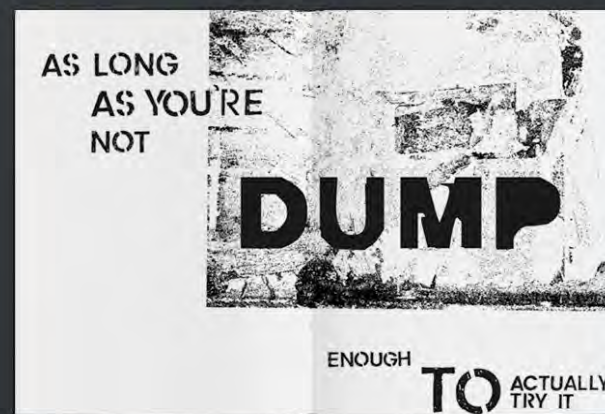
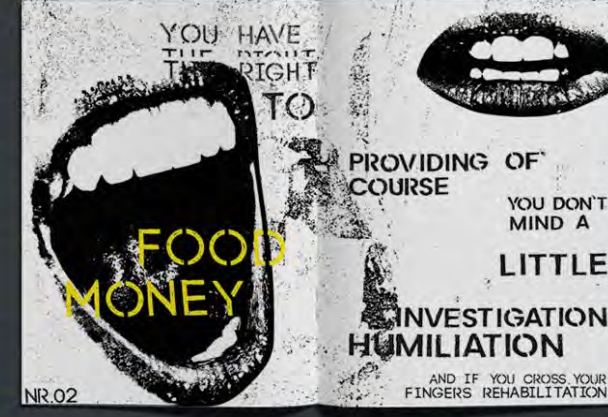
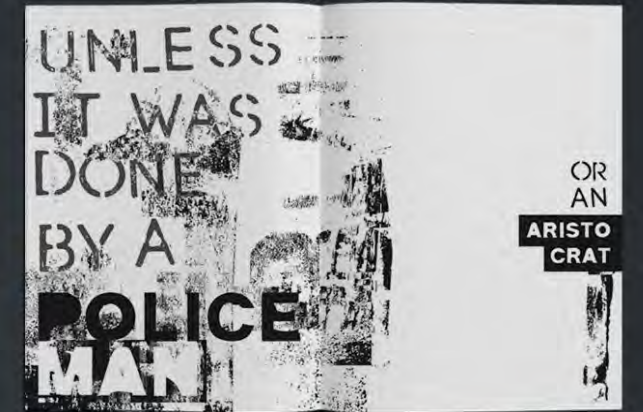
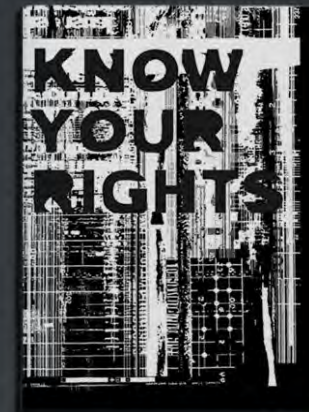
A mocha that combines the pleasure of coffee with the tradition of reading coffee grounds to create an interactive experience.

2nd sem. 2025/2026
Basic project | Prof. Sven Vogel



Editorial Design - It's not a book it's a catalog
Alert Level Yellow — a catalog.
A Catalog sorting yellow objects by the level of Danger they Cause.

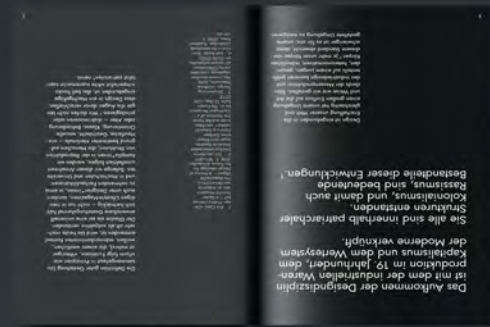
3rd sem. 2026
Catalog design | Prof. Stefan Stefanescu



Editorial Design - „Know your rights“ | the clash
 Choose a song with lyrics and create a small booklet incorporating both digital and analog elements based on its content.
 Font © Neville Brody

2nd sem. 2025
 basic project | Prof. Stefan Stefanescu

Typography - Design of a typographic booklet with blur effects that incorporates two feminist texts.

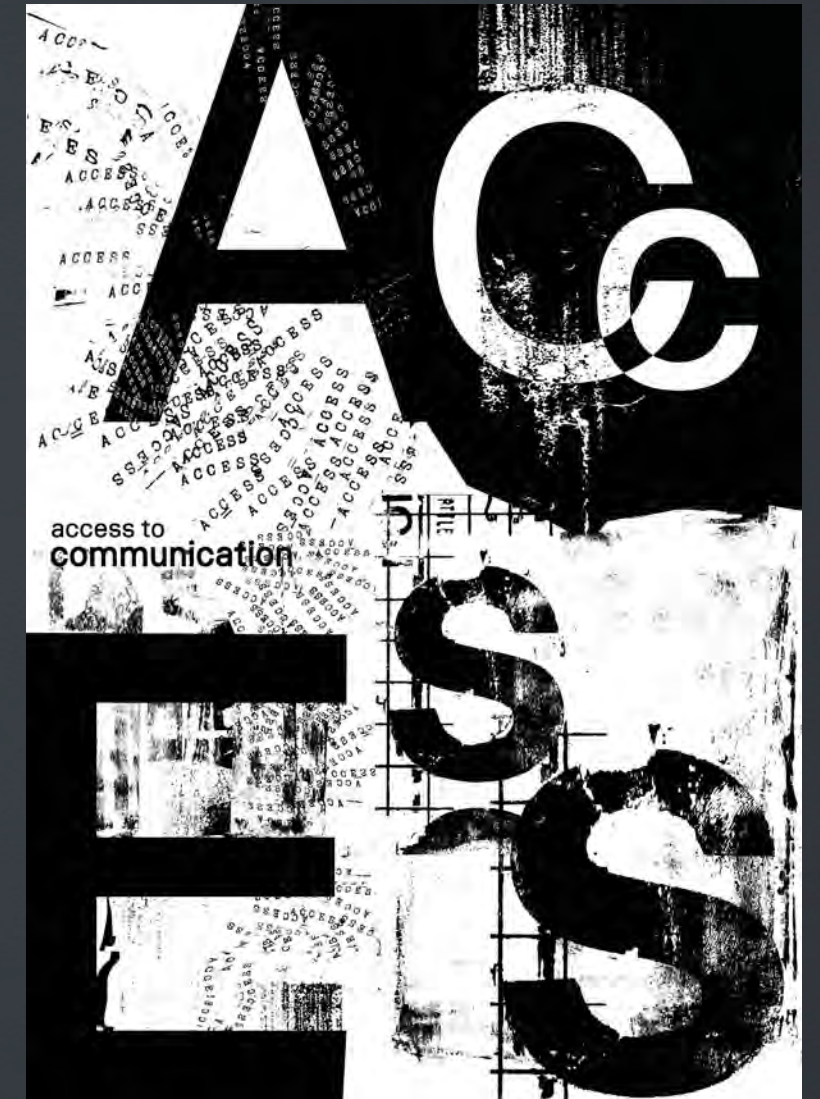
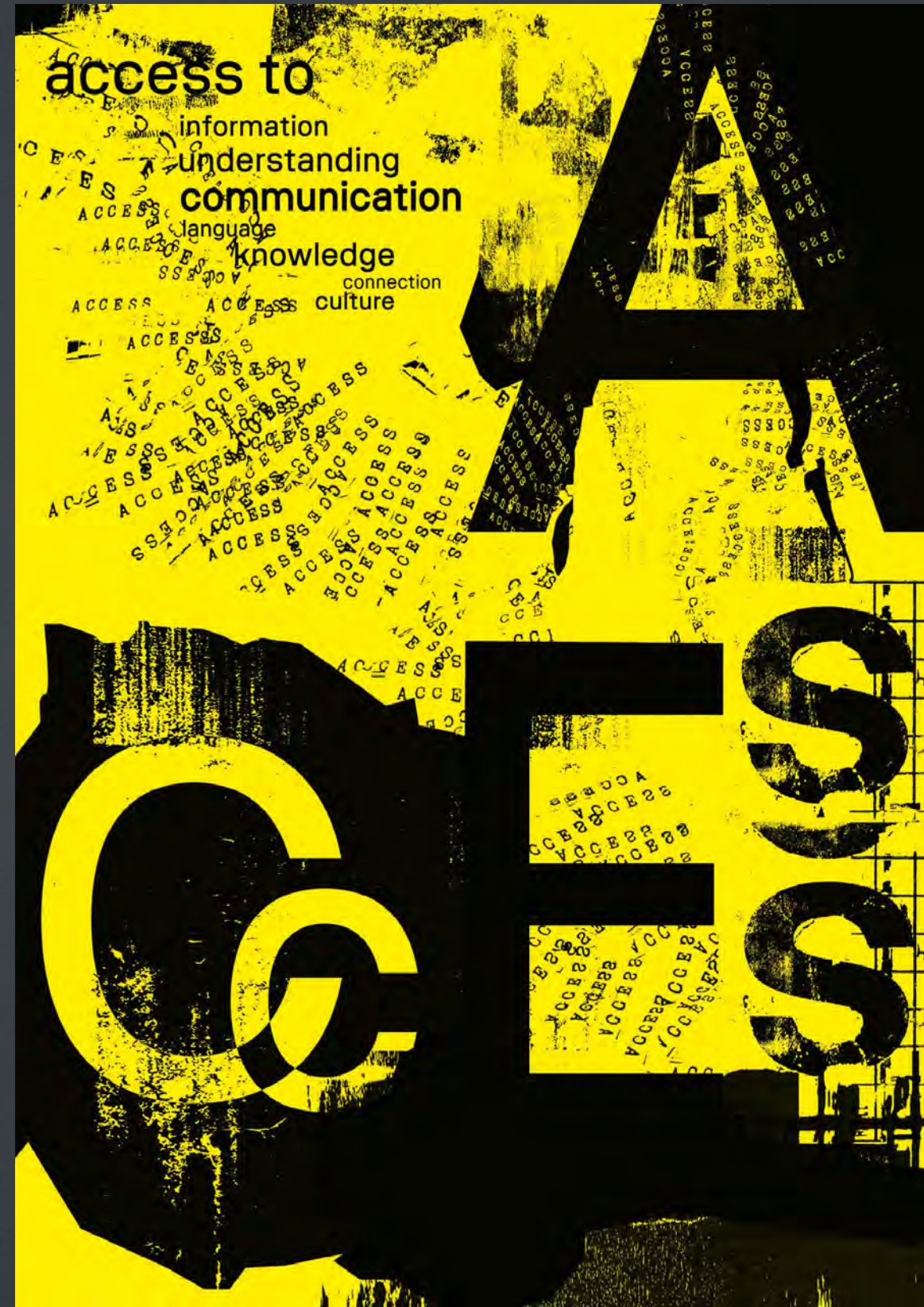
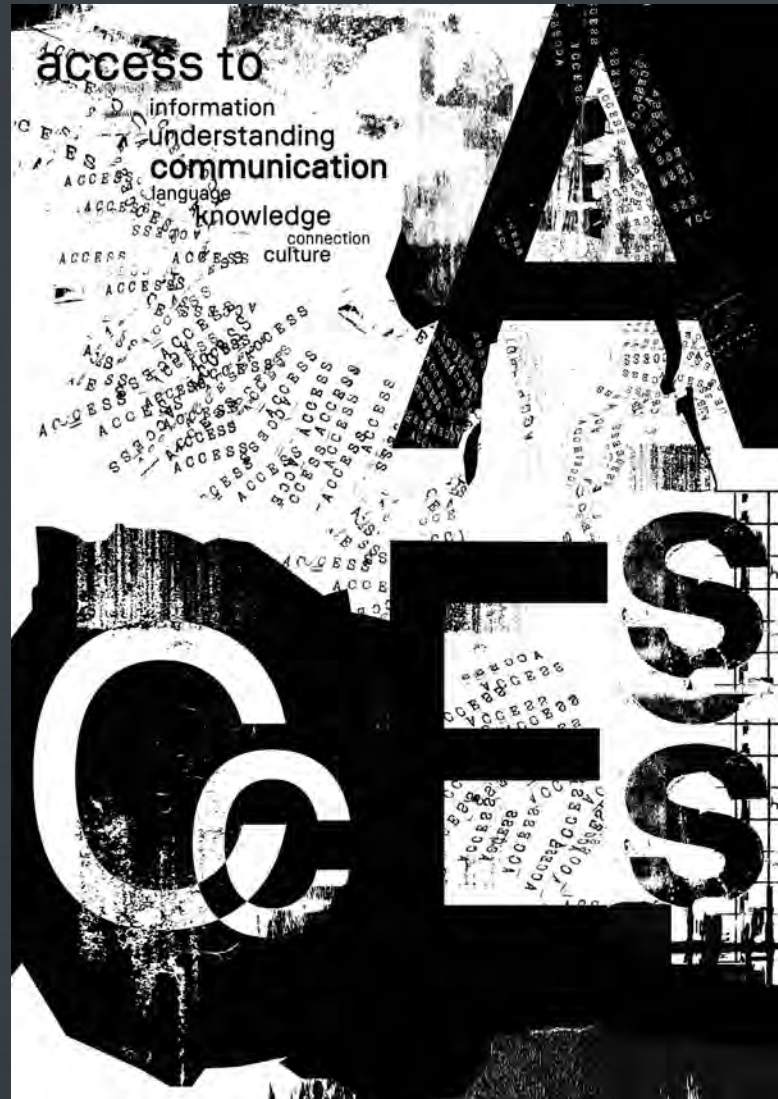


2nd sem. 2025
basic project | Saskia Kühnemund
+ Lisa-Marie Fechteler



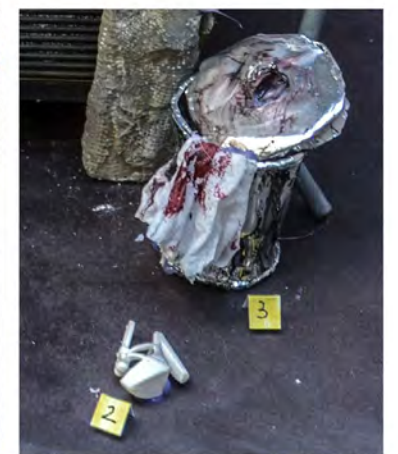
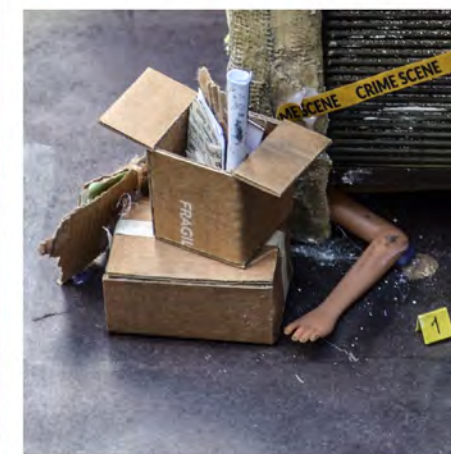
Type Design - The Letter "Z" in an Urban Setting -
Photograph three-dimensional everyday objects or arrangements
that form the shape of a Z, and place them front and center.

2nd sem. 2025
basic project | Prof. Pierre Pané-Farré



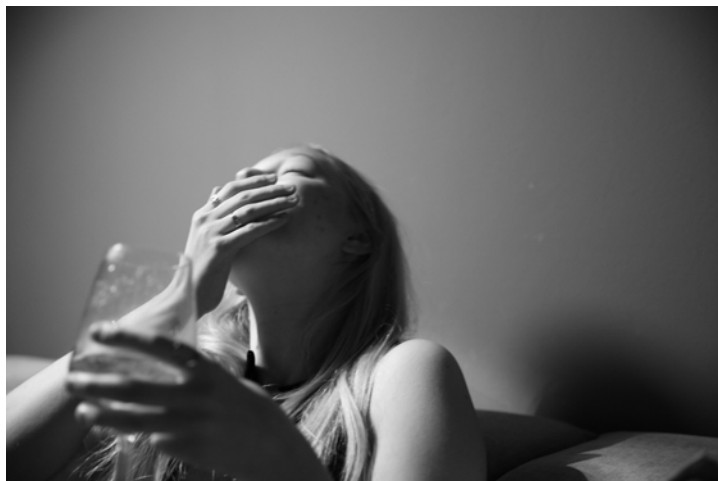
Type Design - Create a graphic design in A1 portrait format addressing the question: "What is a typeface?"

2nd sem. 2025/2026
basic project | Prof. Pierre Pané-Farré



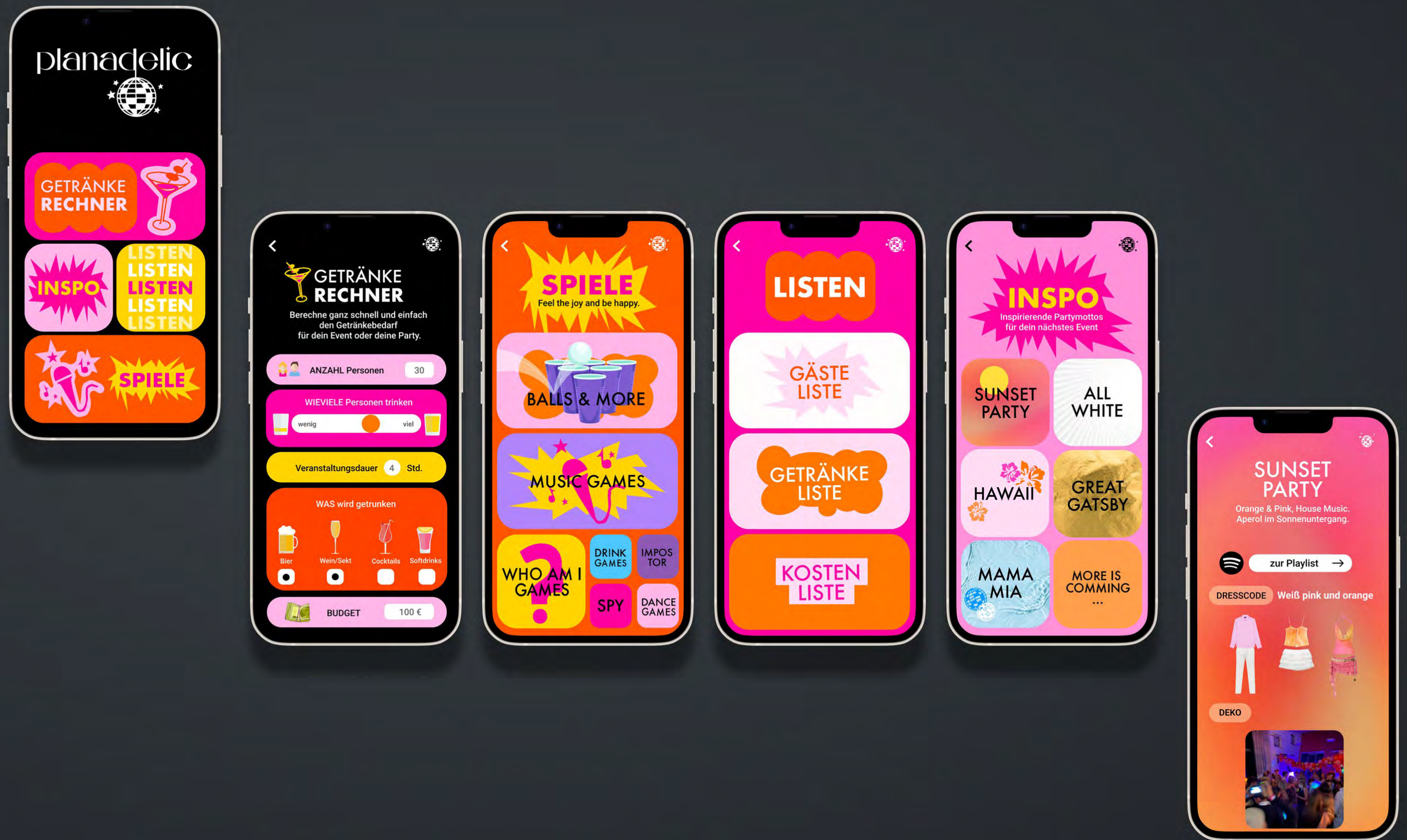
3D Design - Building an analog hut without material constraints. My work "Candy Crush" plays with the ambivalence of protection and the abyss. The giant pink teddy bear serves as an innocent shell for a crime scene.

2nd sem. 2025/2026
Basic project | Prof. Natalia Stachon



Photography - A black-and-white portrait series of the same person, spanning several weeks, with a focus on genuine emotions.

1st sem. 2025
basic project | Prof. Vincent Kohlbecher



Interaction Design - App Development to Solve an Everyday Problem:
A Party Planning App Using Figma.





Collage - A series of analog collages made from newspaper clippings and paint, which ironically examines various role models and characters by incorporating short phrases.



Collage - An analog, graphic-typographic poster on the theme of "collaboration"



Drawing - A series of analog drawings capturing the cluttered chaos of everyday spaces such as workshops or basements.

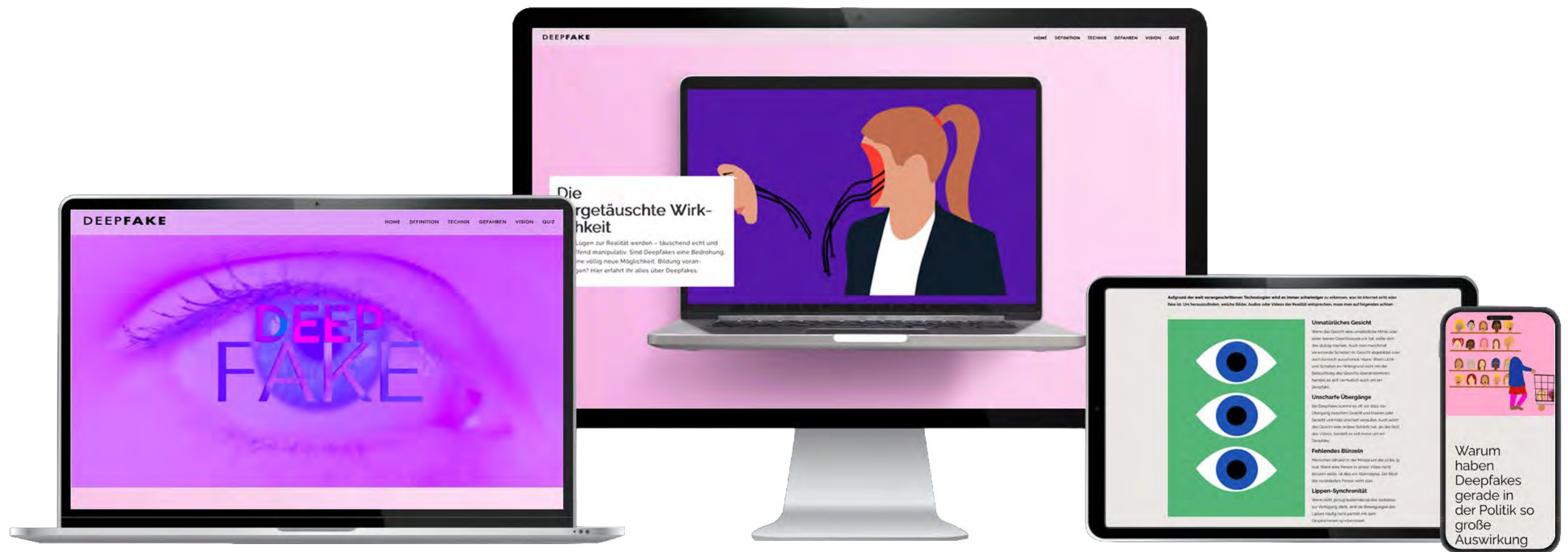


Painting - A visual interpretation of my own intuitions and ideas regarding Thomas Brasch's poem, rendered in a large-scale, free-form drawing.



Painting - An artistic depiction of a personal bookshelf as a "shelfie," featuring items selected for their shape and color.

2024
Portfolio for HAW
Qualification test for HAW



Webdesign - Development of an interactive educational website on the topic of deepfakes for the media evening at Heinrich Hertz School

2023
Media profile HHS
deep-fake.eu