

Professional Portfolio

Kester J Miller

Graduate Architect





About

A 25 year old, highly driven part 2 architecture graduate with a calculated approach to problem solving. I am unafraid to experiment with new and varied forms of creative expression and have an enthusiastic mentality towards learning new software skills that will allow me to keep up with the speed at which cutting-edge software & technologies are advancing. Versatile & Meticulous, I perform well in teams and am keen to listen and learn from experienced practitioners.

KM

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EDUCATION

MArch Architecture, Manchester School of Architecture
2021-2023 - DISTINCTION

Course specialising in Sustainable & Inclusive Architecture

BSc (HONOURS) Architecture, Sheffield Hallam University
2016-2019 - 2:1

Course specialising in Environmental Design

A-Levels, Kings Priory School, Tynemouth
2014-2016 : Maths, Design Technology, Business Studies

GCSE's, Kings Priory School, Tynemouth
2009 - 2014 : 11 GCSE's - A* - B

SOFTWARE SKILLS

Revit	●●●●●	InDesign	●●●●○
Rhinoceros	●●●●●	Blender	●●●○○
Photoshop	●●●●●	Grasshopper	●●●○○
Enscape	●●●●●	MidJourney	●●●●○
Sketchup	●●●○○	AutoCAD	●●●○○
Premiere Pro	●●●○○	After Effects	●●●○○

WORK EXPERIENCE

Foster + Partners

25th November 2019 - 25th May 2020

6 months spent working in practice as a Part 1 Architectural Assistant at Foster & Partners on a High-rise residential tower project - Part of a masterplan situated in Beverly Hills, California.

Carden Cunietti Interior Design

23rd July - 31st August 2018

6 weeks internship at an award winning interior design practice in London where I worked in a team on both residential and commercial properties, this included; Producing CAD models + CAD layouts, helping with design, producing renders and on-site visits.

AWARDS

Architizer Vision Awards : Special Mention

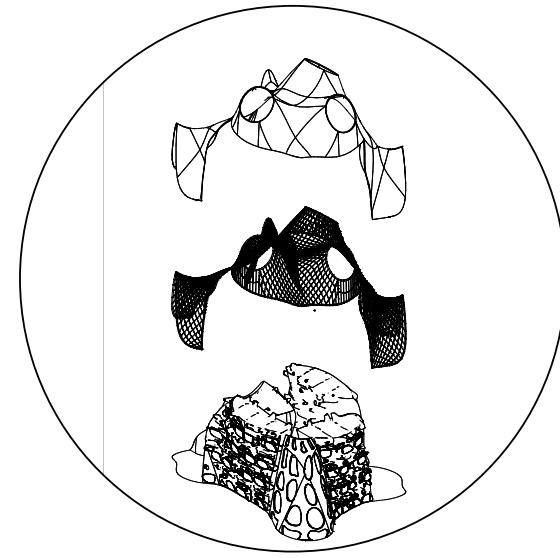
Category : Best Ai Assisted Visual

Piece : 'The future of Lightweight Architecture'



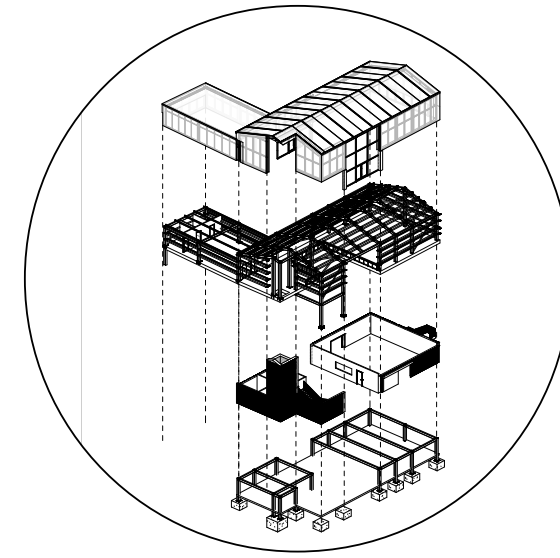
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Co-housing Project

Co-housing masterplan aimed to provide a communal co-housing scheme aimed at 18-35 year olds suffering chronic illness & mobility disabilities



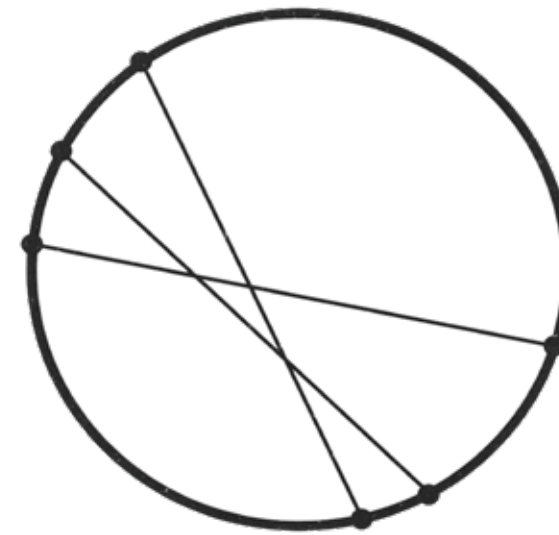
Brasilia Of The North

A Centre for the Physical & Moving Arts University building specialising in Theatre, Sculpturing & Dance.



Art Work

Selected artworks I have produced during my free time

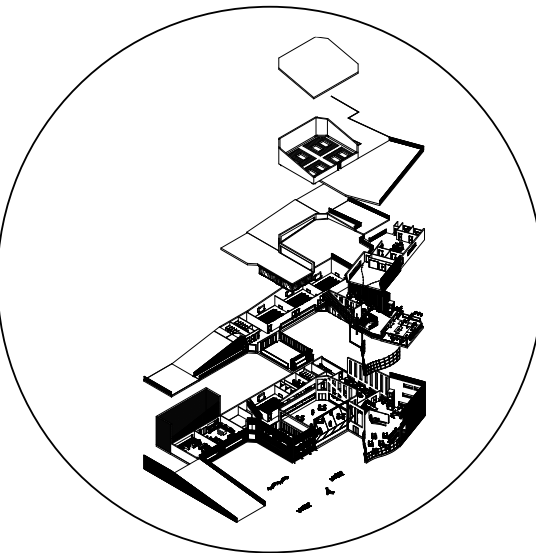
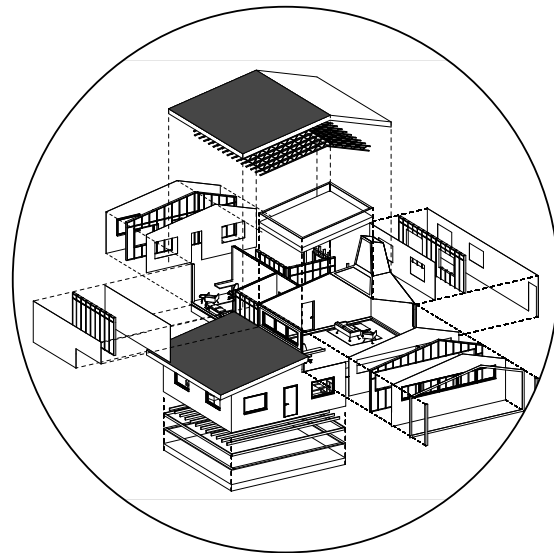


Thesis Project

Apartment complex located in Manchester designed to mitigate the development of psychosis

Adaptive re-use Project

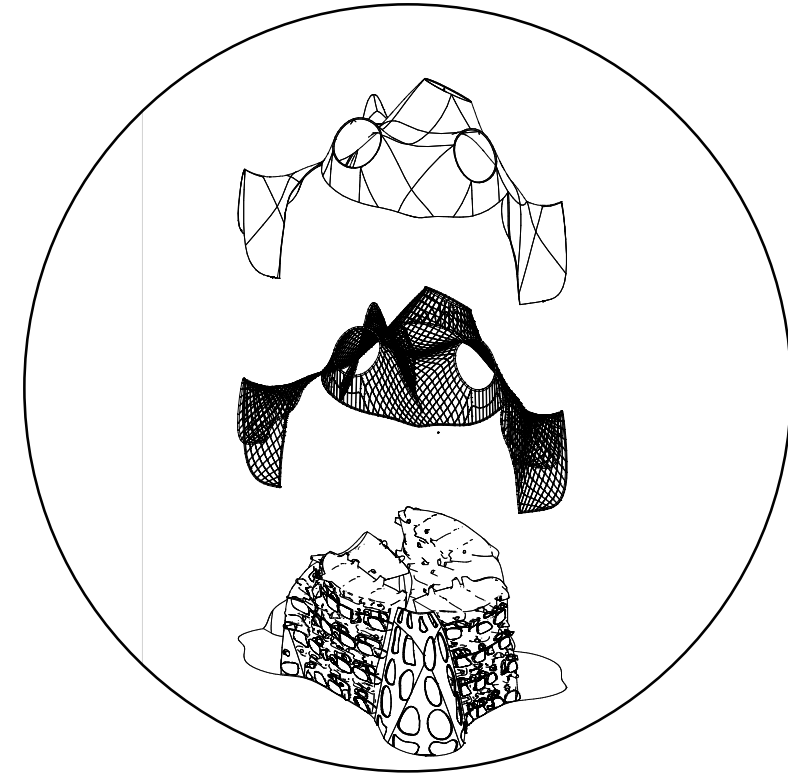
Adaptive re-use project transforming a mechanics garage into a business incubator



Working In Practice

A brief overview of my 6 months working in practice as a Part 1 Architectural Assistant at Foster & Partners.

Portfolio Start



Healing Psychosis City

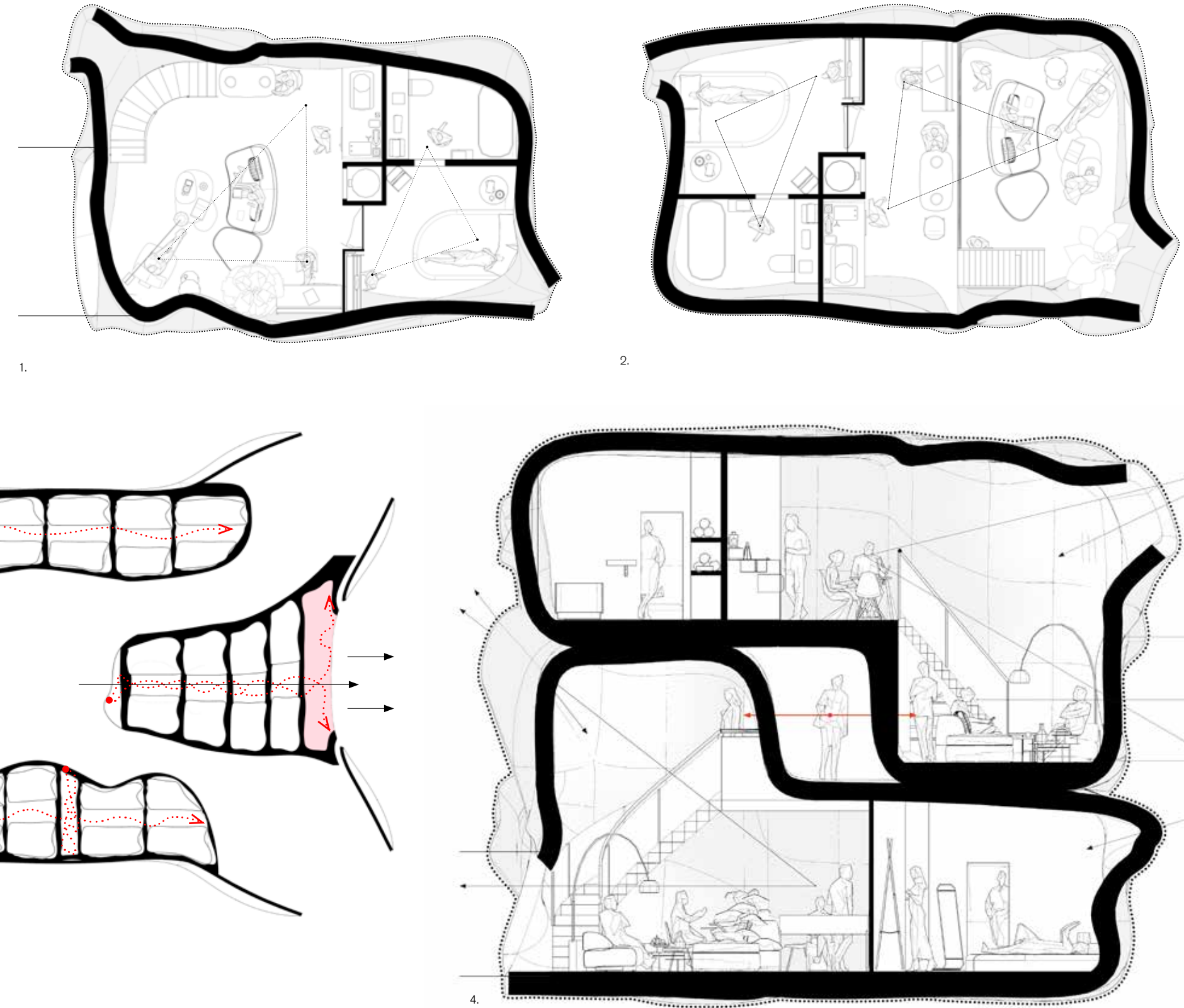
Type : Residential
Location : Salford
Year : 2023

My Final year thesis project looked into the unresolved link between the urban environment and the increased likelihood of developing psychosis, a severe mental condition in which thought and emotions are so affected that contact is lost with external reality. During this project, I took advantage of the creative freedom granted in final year by experimenting with a wide range of creative methodologies including; expressionist art hand drawing, filmmaking, clay model making, Ai text-to-image software and performative dance choreography, in order to research the condition of psychosis. The mix of creative expressions I feel added colour to the design process, culminating in a radical & intriguing design with a high degree of sensitivity and depth which I would never have achieved without the creative exploration.



1.2 Thesis Project
Organic Form Modelling

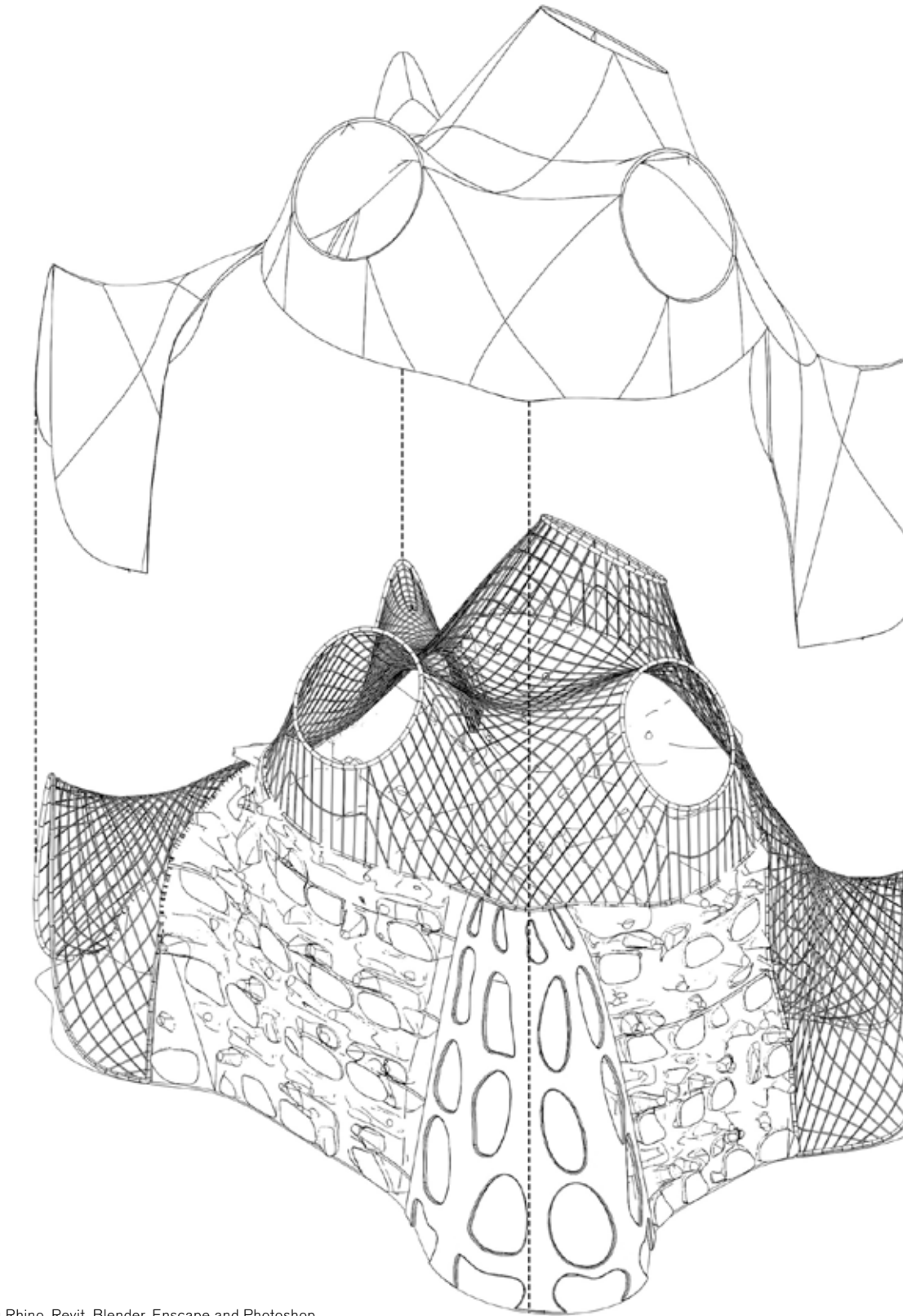
Organic Forms
Inspired by Friedrich Kiesler's 'endless house' project, I designed the apartment units to be biomorphic in nature, prioritising natural daylight and organic forms. The units vary in shape and size in harmony with nature's necessity to produce differentiation, this pulling the apartment away from the rigidity of the existing modernist apartment complex. Another precedent I used was Le Corbusier's 'Unite d'habitation' whereby I used the same anthropomorphic scale 'the modular', and interlocking typology to design the units.



- 1. Typology 1
- 2. Typology 2
- 3. Plan View of Typologies in apartment context
- 4. Section through interlocking typologies

Modelled using Rhino & Blender

1.3 Thesis Project
Exploded Axon & Internal Perspective



Produced using Rhino, Revit, Blender, Enscape and Photoshop



1.4 Thesis Project

Theory of Design & Inspiration

Psychosis - Positive & Negative Symptoms

The symptoms of psychosis can be categorised into two primary types of effects on the brain; positive and negative.

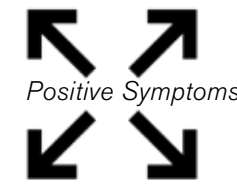
- Negative symptoms take things away from the person leaving them with either an absence or reduction in characteristics (a flattening effect).
- Positive symptoms are effects that are added onto a person (hallucinations and delusions).

Expansion & Contraction

I explored a spatial connection between the instable nature of the psychotic condition (positive & negative symptoms) and the spatial concepts of expansion and contraction.

Inspired by Fabric

I focused on the use of fabric as an Architectural material due to it's highly adaptive nature with the flexibility to both expand and contract, this is shown more on the next page. I also found inspiration from the soft, organic form of fabric which I explored through the design process whereby I developed a inhabitable facade concept and sculptural seating for my building. (shown right)



1. A hand drawing which attempts to spatialise a user suffering from positive psychotic symptoms
2. A hand drawing which attempts to spatialise a user suffering from negative psychotic symptoms
3. A inhabitable facade design for my building inspired by the free-flowing organic folds created by fabric
4. Hand drawing emphasising the flexibility of fabric
5. Using the hand drawn fabric to design a circulatory space within my building



Images and model produced using Procreate, Rhino and Enscape

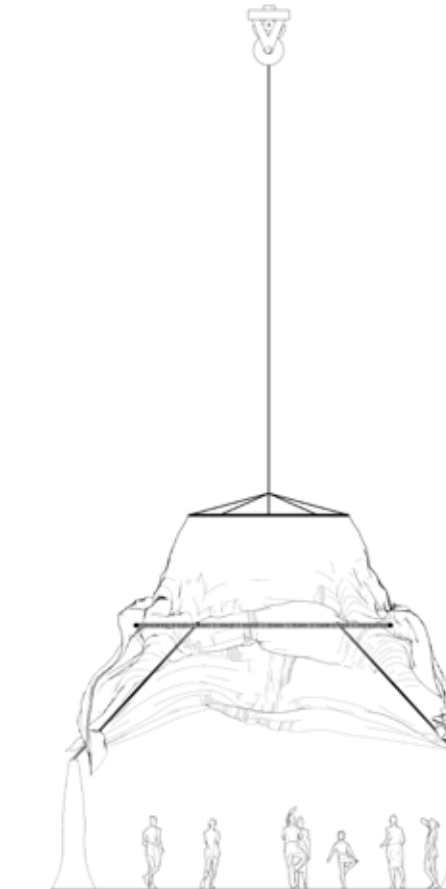
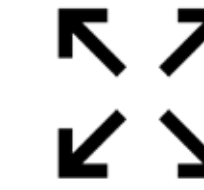
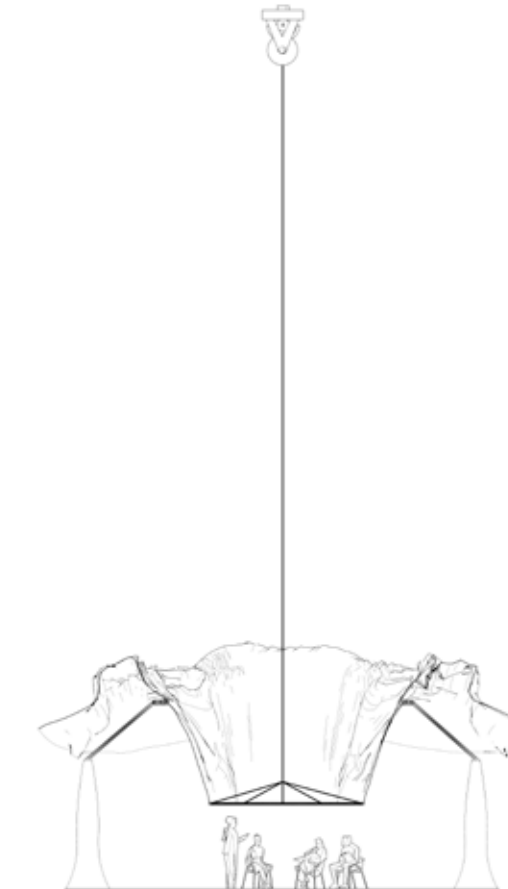
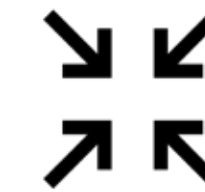
1.5 Thesis Project

Spatial Exploration : Fabric



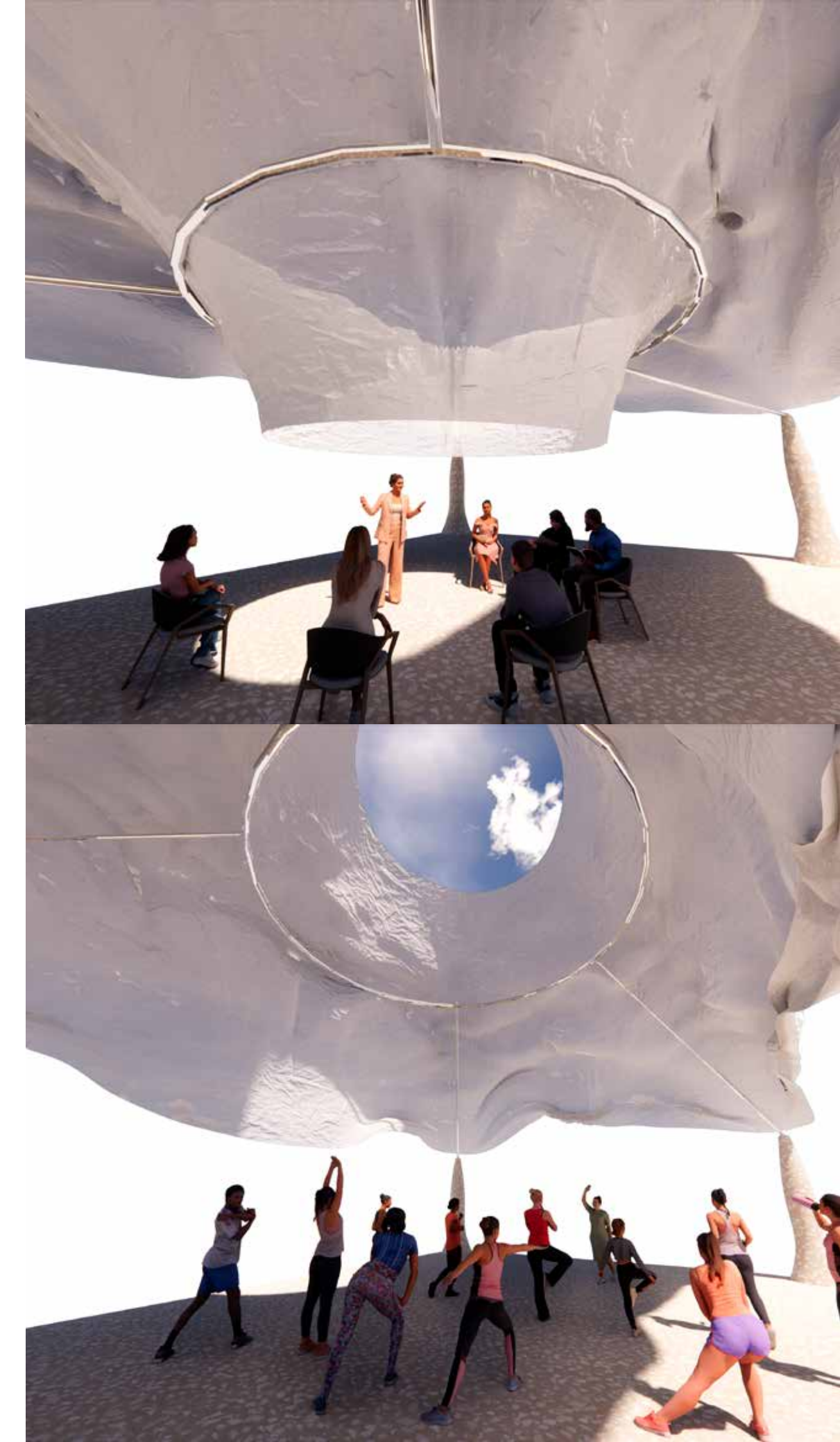
CLICK TO WATCH
Performative Dance
'Exploring the flexibility of Fabric - Performance'

Choreographing a materiality Study to inspire design
Working with a contemporary dancer to storyboard and choreograph a materiality study on fabric. The performance expresses the sensitive and intimate relationship we share with fabric and argues that fabric Architectures of varying scales can bring comfort and security as well as having the flexibility to adapt to the fluctuating needs and desires of someone suffering from psychosis. This performance went on to inspire the design of a transformable fabric structure within my building. (Shown below)



Contracted Canopy
The canopy is lowered via a winch to create a more intimate interior environment more suitable for activities such as book clubs, art therapy sessions and communal meet-ups

Expanded Canopy
The canopy is raised to expand the interior environment making it more suitable for activities such as exercise and meditation classes.



1.6 Thesis Project

Designing with Ai

Using Text-to-Image Ai

During my thesis project I enjoyed experimenting with cutting-edge Ai text-to-image software including; midjourney and DALL-E. Exploring the different ways in which this software can be used throughout the design process, I was able to explore materiality, taking a sensitive approach to express the emotional connection we share with fabric, and the ways in which it can be used as an Architectural material to create spatial atmospheres.

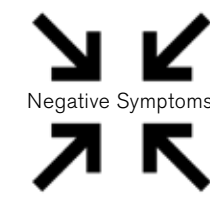


Emotion & Materiality
Sacred Spaces in Fabric; The bed is often thought of as a safe space for people, a place of refuge and comfort when people are feeling their lowest; a warm, comfortable safe space to retreat to.



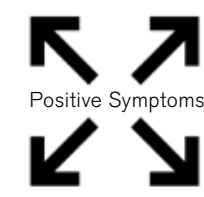
Contracted Spaces
Using Ai I was able to develop a series of images that represented 'contracted' interior spaces built of fabric.

"The walls and ceiling are sunken and sagging, displaying deep ridges and folds which give it a distinct 'deflated' appearance. To me these spaces are warm but heavy & dense in both appearance and weight."



Expanded Spaces
Opposing the series of 'contracted' interior spaces, I also developed a series of 'expanded' interior spaces.

"These images have a distinct sense of 'Lightness' both in appearance and weight. The walls and ceiling are tightly stretched, displaying less ridges and folds giving it a 'inflated' appearance. These spaces are bright & 'airy' as they often possess openings to the outside World."



Re-imagining the existing

Using previously created Ai images used to explore atmospheres of contraction and expansion, I have transformed existing spaces of Abito. This was done through a process of blending the photographs of the existing spaces with the Ai generated Images.



Images produced using Midjourney

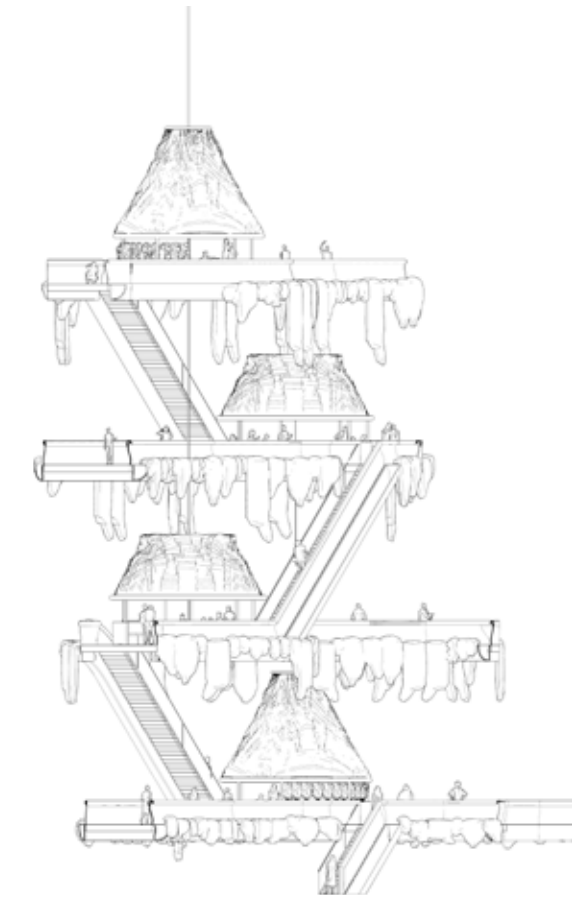
1. 2. 3. 4.

1.7 Thesis Project

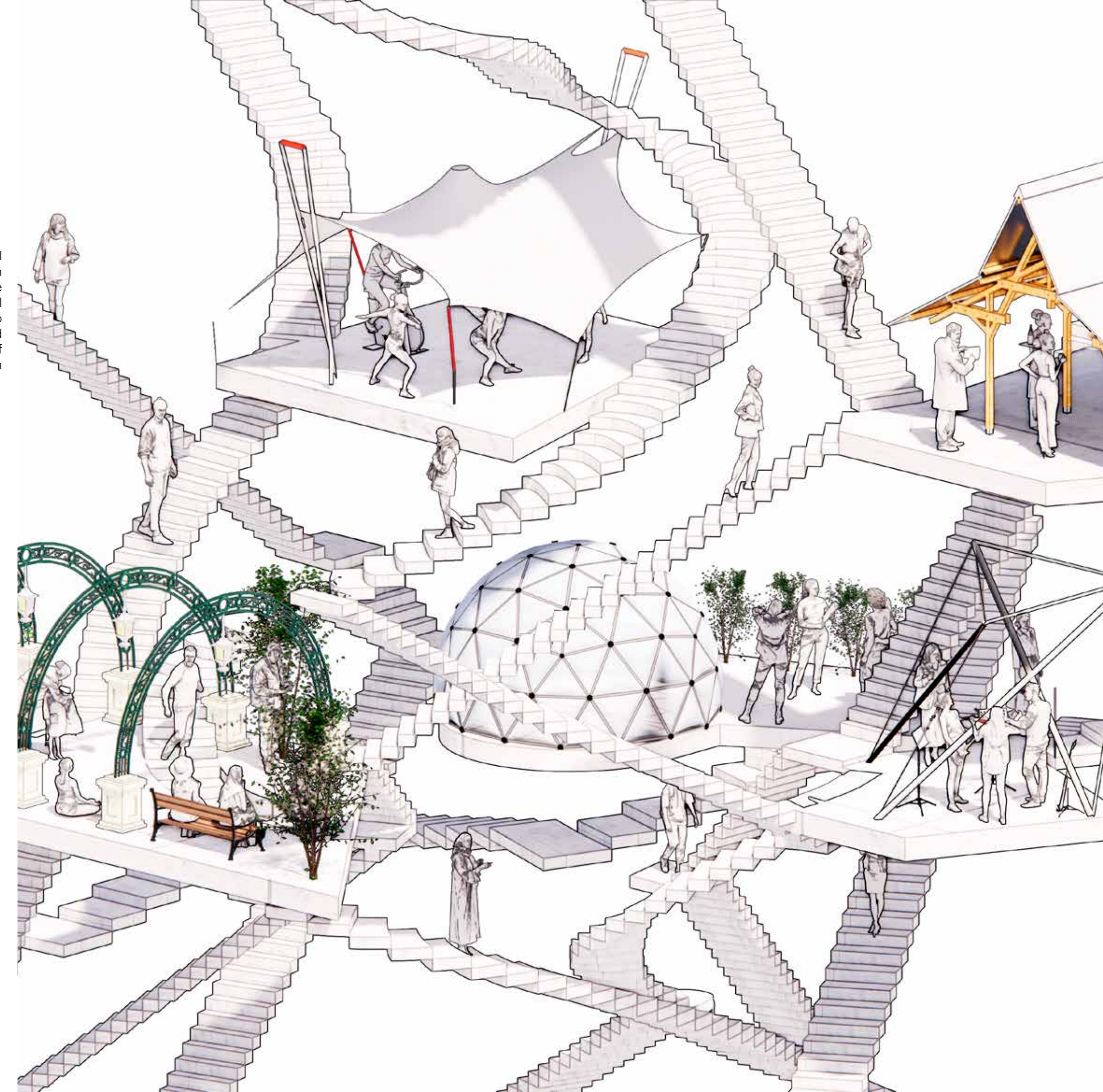
Circulation Strategy

Circulation Strategy Design

Devising a circulatory strategy that aims to mitigate social isolation which I identified as an influential aspect of urban architecture which aids the development of Psychosis. The design aims to do this through encouraging communal engagement via inserting adaptable communal areas into the primary circulation of the Building. The placement and function of these spaces would increase opportunities of chance encounters between neighbours and bring them closer through a wide range of group activities.



Produced using Rhino, Blender, Grasshopper and Enscape

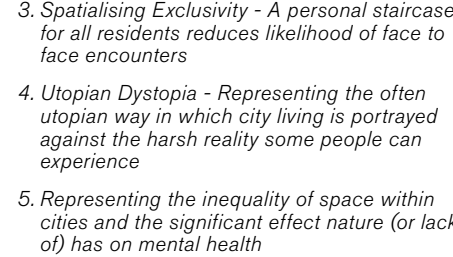
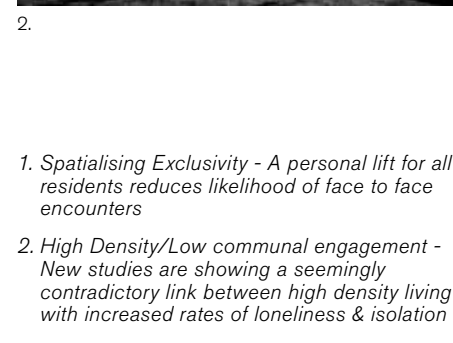


1.8 Thesis Project

Spatialising Psychosis

Explanation - Psychosis City

The first part of my thesis was spent investigating and understanding the condition of psychosis through a range of experimental creative process, culminating in the creation of 'psychosis city', a dystopian parallel world in which current psychosis-inducing trends of urban living are extrapolated to the extreme. I did this in a bid to spatialise the condition of psychosis to better understand the detrimental ways in which Architecture can foster it. The end goal was to then design the antithesis of 'psychosis city', a place which mitigates the development of psychosis as opposed to fostering it.



1. *Spatialising Exclusivity - A personal lift for all residents reduces likelihood of face to face encounters*

2. *High Density/Low communal engagement - New studies are showing a seemingly contradictory link between high density living with increased rates of loneliness & isolation*

3. *Spatialising Exclusivity - A personal staircase for all residents reduces likelihood of face to face encounters*

4. *Utopian Dystopia - Representing the often utopian way in which city living is portrayed against the harsh reality some people can experience*

5. *Representing the inequality of space within cities and the significant effect nature (or lack of) has on mental health*

Scenes and images produced using Rhino, Grasshopper and Enscape

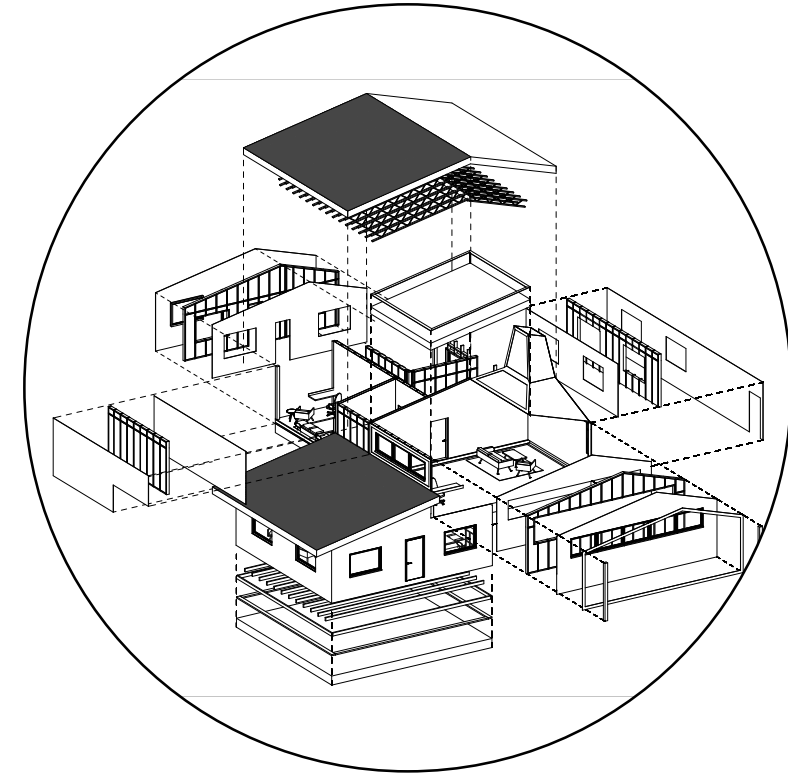
1.9 Thesis Project

Video walkthrough



CLICK
TO WATCH

Produced using Rhino, Enscape, Photoshop & Inshot



Co-housing Project

Type : Residential
Location : Burnley
Year : 2022

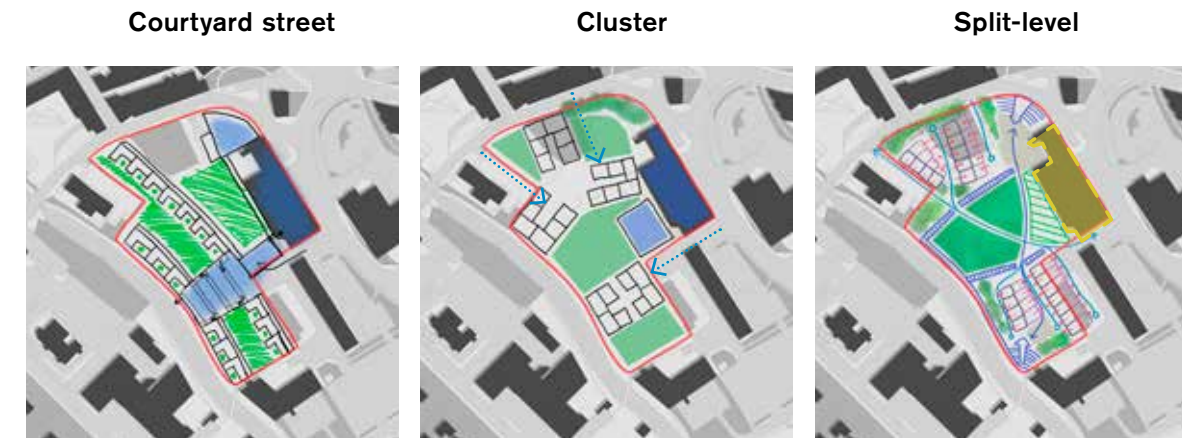
Using the levelling up strategy outlined in semester one, me and my colleague, Jasmine Turner, chose to create a co-housing scheme for those with chronic illnesses and mobility issues as they are part of a marginalised group in Burnley, in particular younger people from this group as current accessible housing schemes are catered towards older dependent people of Burnley. This marginalised group can be looked down upon for not being able to perform as well as typical people within the labour force in order to generate profit, so they often become part of the alternative economy.

Co-housing provides an alternative way of living, helping to strengthen the community. For those living with chronic illnesses and disabilities, they often have an isolating experience as many have limited movement and can be bedridden for long periods of time. This framework provides a chance to make a new community which understands each others needs and can help each other, helping mitigate the social exclusion younger people with atypical health and movement circumstances face.

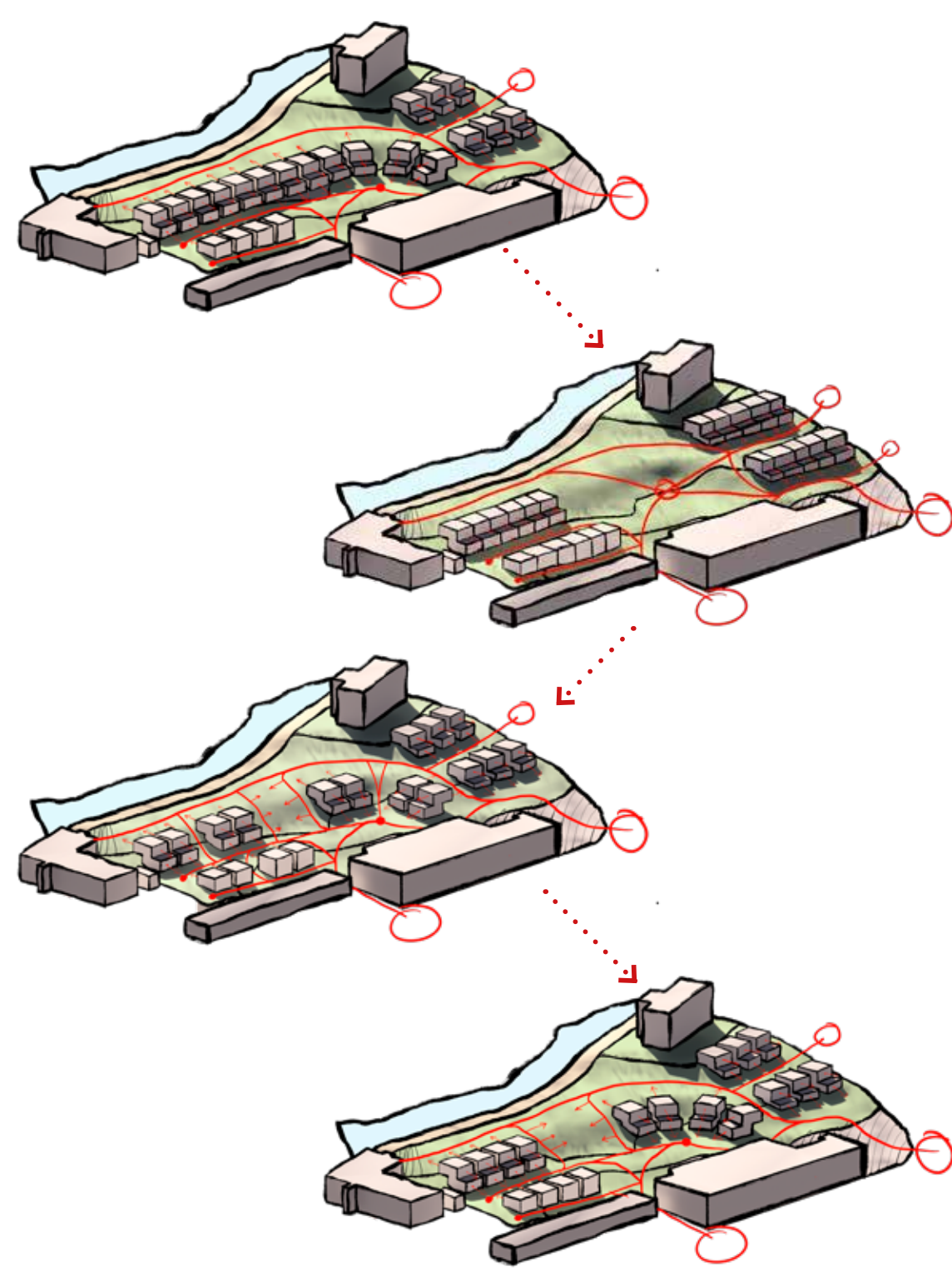


2.2 Co-housing Macro scale massing studies

Massing Strategy
Looking at the site from a macro scale, we began breaking it up into distinctive levels and areas, using the natural contours of the site to foster a non-invasive approach to keep the embodied carbon of the project as low as possible. Favouring a clustered typology which would form intimate communal systems within the wider

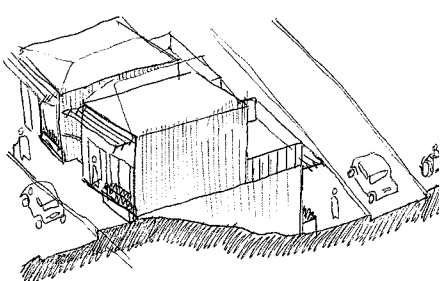
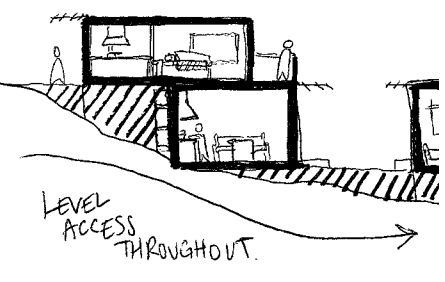


- Creates private garden zones for residents which link to main cluster gardens
- Giving main garden space with the canal, re-establishing cluster formations
- Adapting to sites contours by creating split housing to provide level access to all apartments, whilst still creating various levels of privacy throughout.
- Doesn't work with land's topography
- Ramped access within social area, which acts as tool to define different social areas

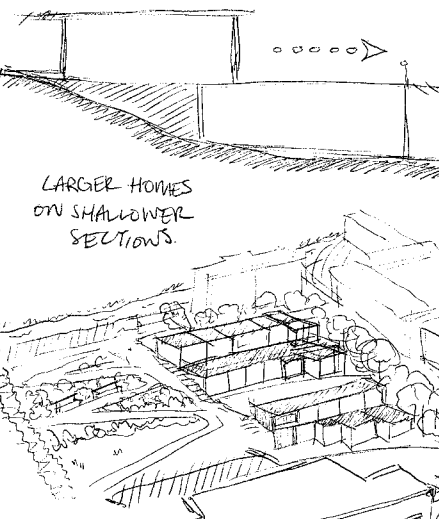


Typology - stacked housing overview

Split level housing adapting to contours of the site, whilst still having level access to each apartment



Larger homes can be on the shallower parts of the site, so there are bigger stretches of construction to rise 3m in height to make sure level access is achievable on both sides.



2.3 Co-housing External Perspective



Produced using revit, enscape and photoshop

2.4 Co-housing

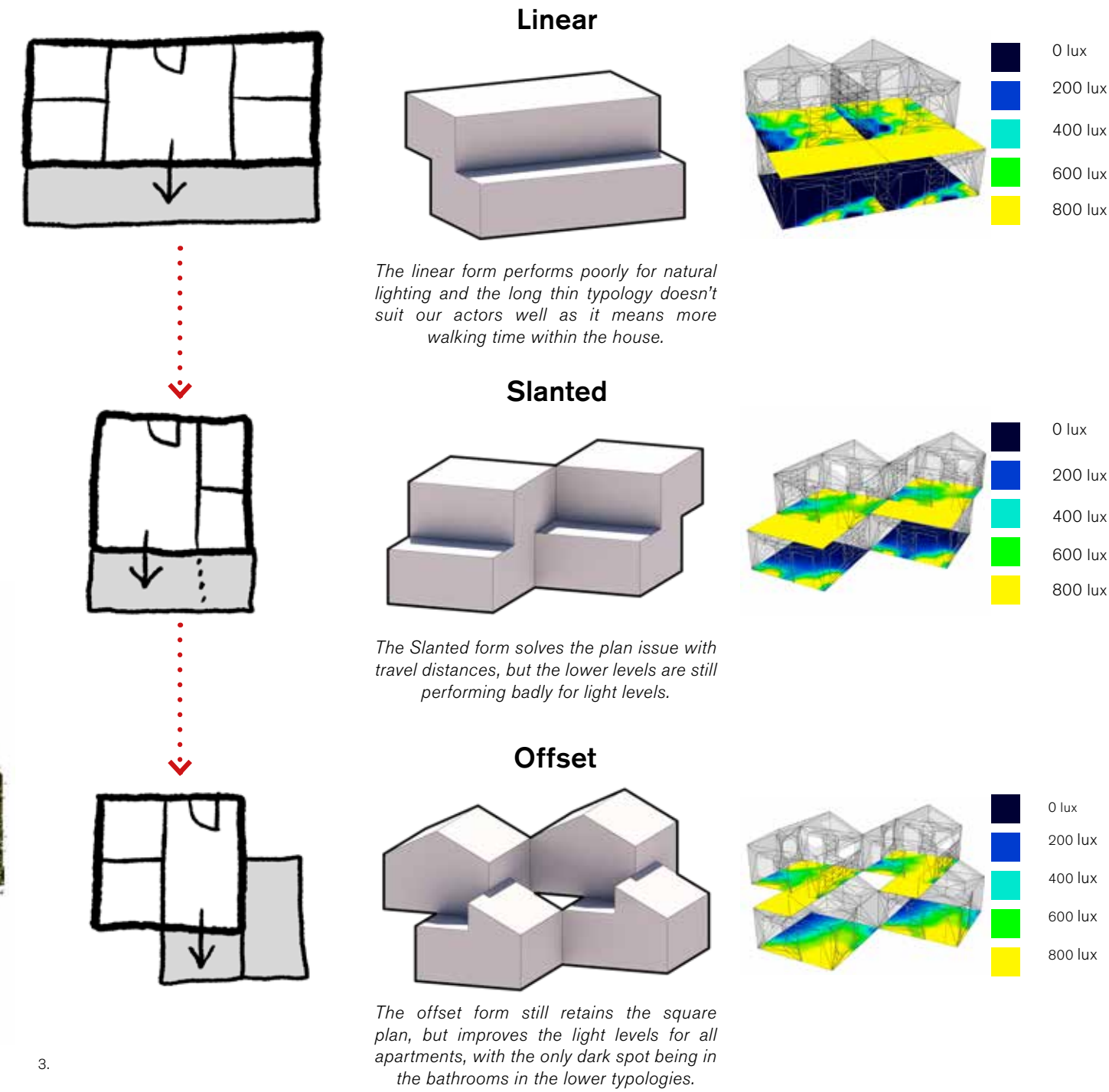
Daylight massing study

Using daylight analysis software to inform the design
 Using setaria daylight analysis software to inspire the form of the apartments, settling on a slanted, offset typology which prioritised ample natural daylight and short travel distances for our clientele who suffer from mutability disabilities. We used the 'Mountain Dwellings' project by BIG + JDS as a precedent study for this project.

1. BIG + JDS Mountain Dwellings precedent
2. Interlocking Typologies
3. Massing development through daylight study



2.



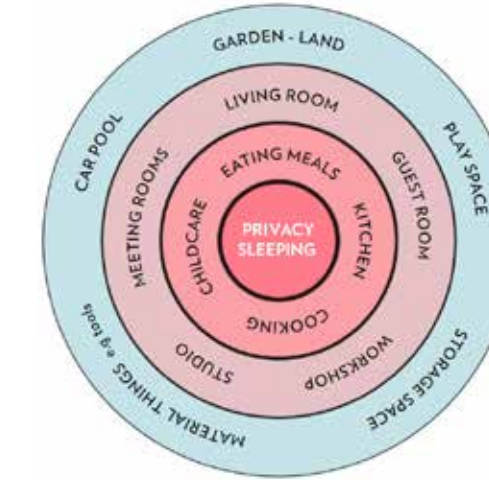
3.

2.5 Co-housing

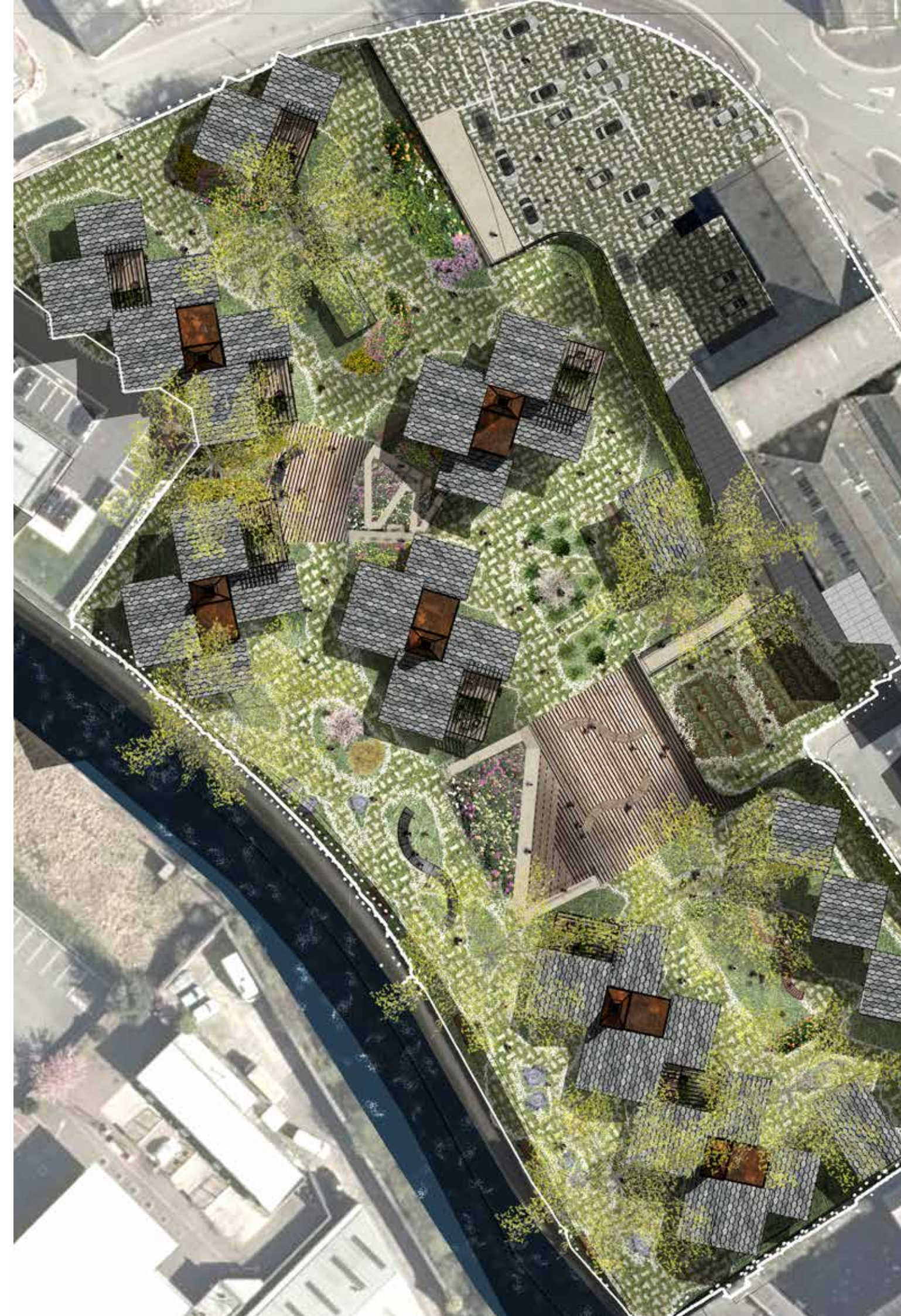
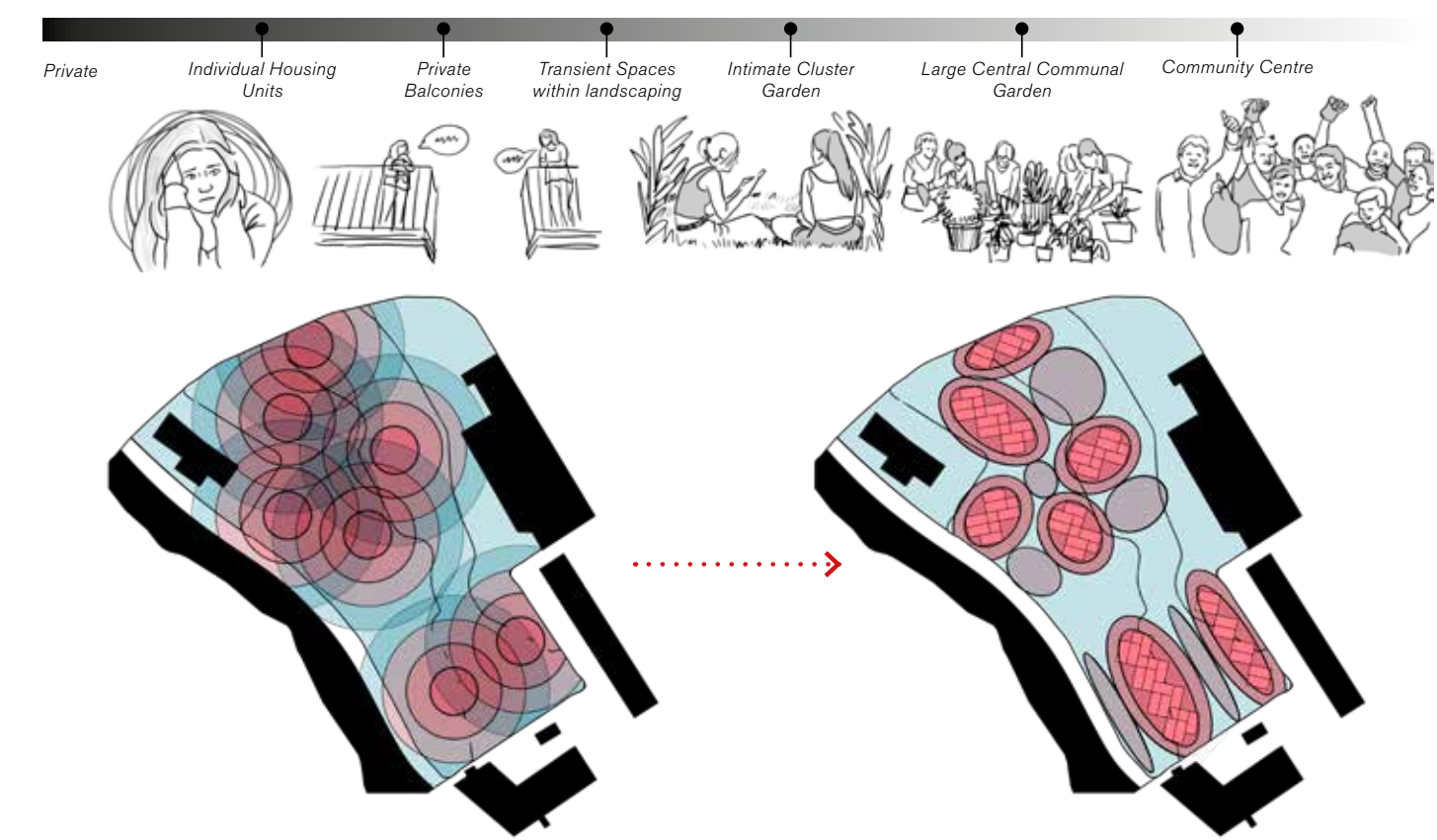
A sensitive client-lead design process

Linking Self-esteem & Privacy
 We identified that our clientèle were prone to suffering low self esteem and depression stemming from their chronic illness' and the knock-on effects it causes. Seeking a way to acknowledge this during the design process and utilising Studio Weaves 'privacy bubbles' concept, we sought to implement a wide range of social spaces, with varying levels of privacy through a 'clustered' layout. This would give our users the option for communal engagement, as oppose to forcing it upon them during times of fragility and precarity.

Studio Weave : Privacy Bubble Study



Low self-esteem vs High self-esteem



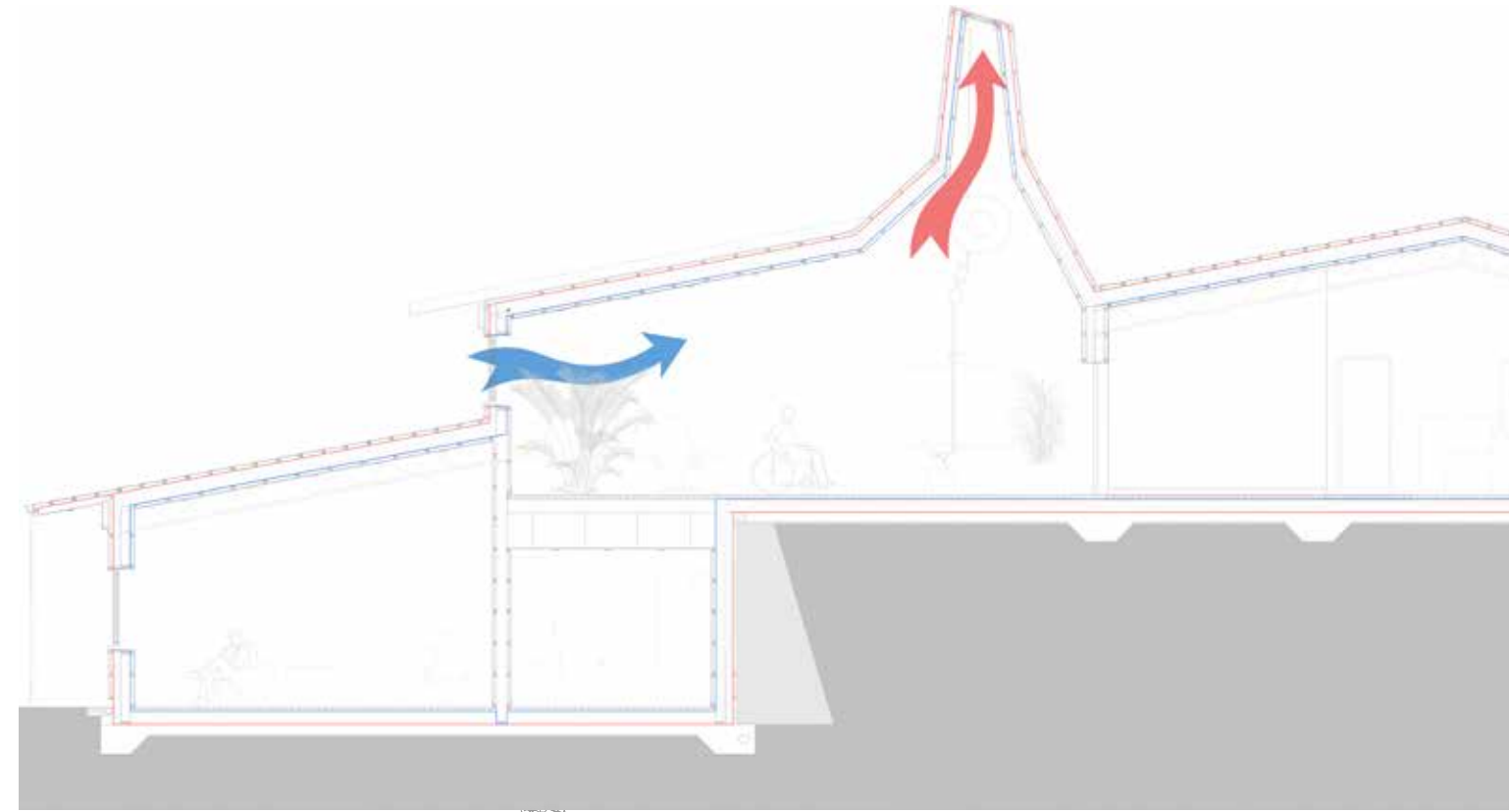
2.6 Co-housing Project Structural Section & Detailing

Simple & Efficient - Degrowth Design

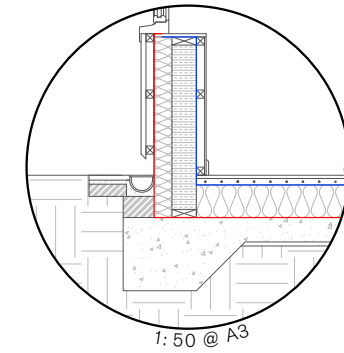
Using only locally sourced and reclaimed materials in this design to keep the embodied carbon of the building to a minimum, we made sure the construction was also kept simple in order to; keep costs at a minimum, ensure local labourers can participate in the construction, reduce waste and improve thermal efficiency.

Purge Ventilation

The mechanically operated skylight acts as purge ventilation for the communal area, mitigating any heat gains which may come from the south facing windows.

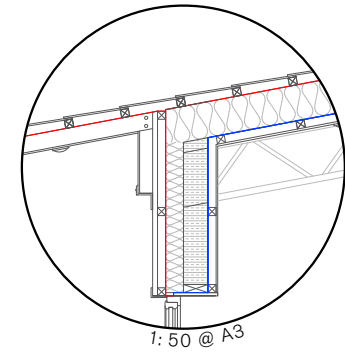


Floor to wall



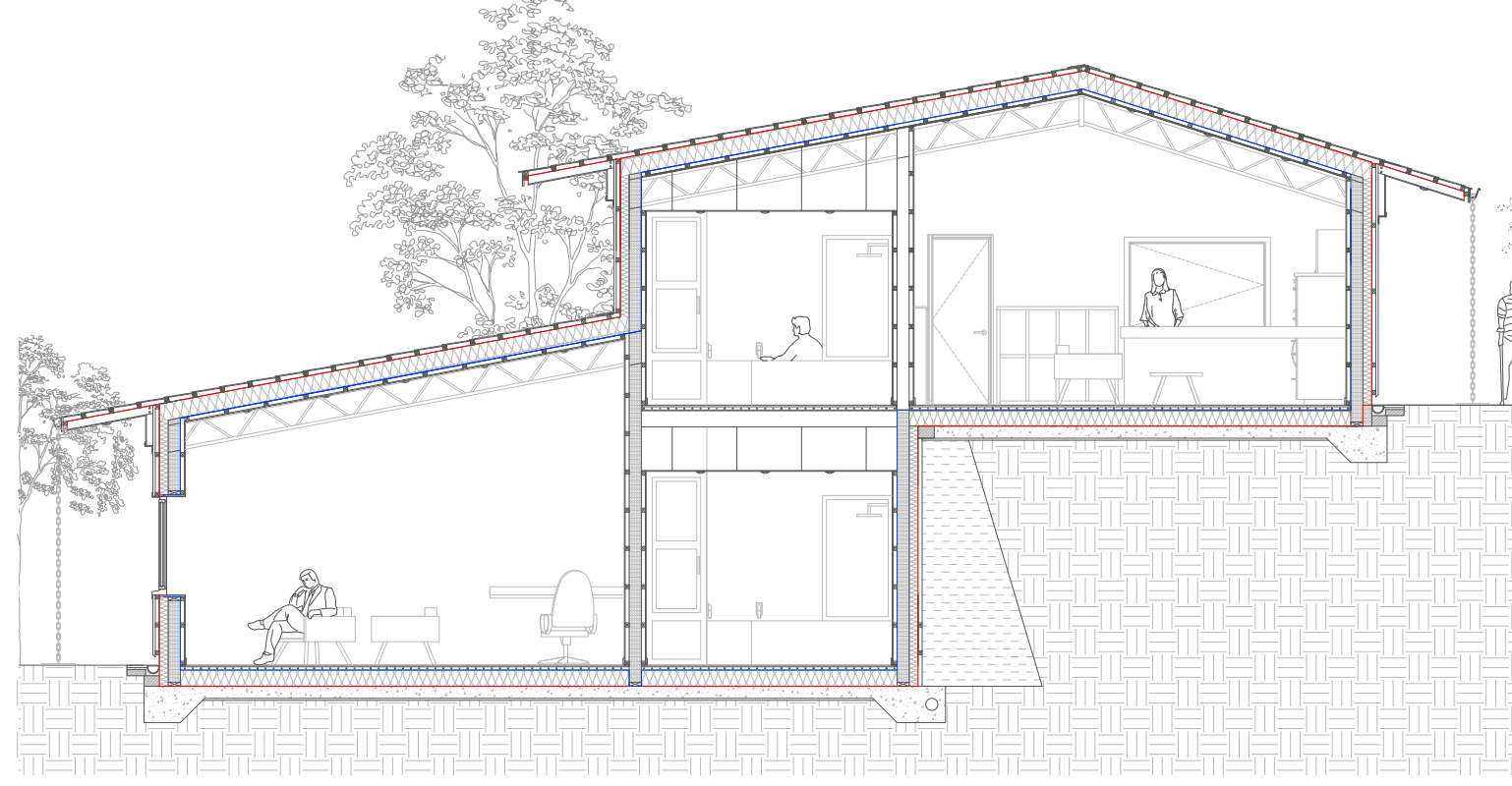
1:50 @ A3

Wall to roof



1:50 @ A3

Floor	Timber flooring	20mm	Wall	Vertical timber	30mm
	Eco-screed with under floor heating	40mm		Cladding	
	VCL			Air gap	50mm
	Insulation	200mm		DPM	
	DPM			Insulation	110mm
	Concrete slab	150mm		Insulation in timber frame	150mm
	Sand binding	25mm		VCL	
	Hardcore			Air gap	50mm
Wall	Vertical timber cladding	30mm	Roof	Metal cladding	20mm
	Air gap	50mm		Air gap	50mm
	DPM			DPM	
	Insulation	110mm		Insulation	220mm
	Insulation in timber frame	150mm		VCL	
	VCL			Air gap	50mm
Air gap	50mm	Plasterboard finish	10mm		
Plasterboard finish	10mm		Webbed joists	340mm	



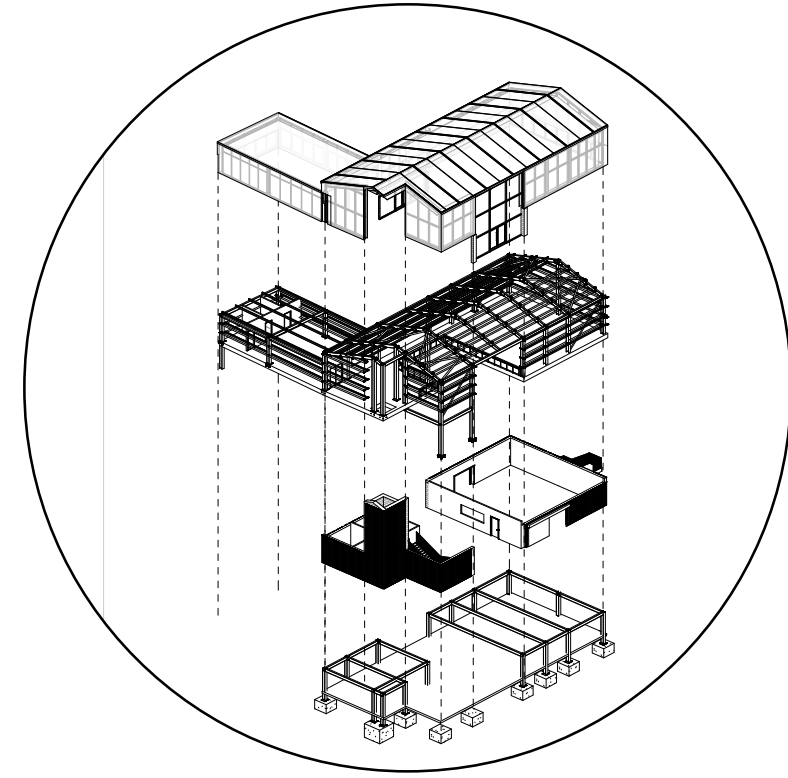
Produced using revit, and illustrator

2.7 Co-housing External Perspective



Produced using revit, enescape and photoshop

3.0 Adaptive Re-use Project
Produced 2022



Adaptive Reuse Project

Type : Commercial
Location : Burnley
Year : 2022

A simple but innovative reuse design with a strong emphasis on circular economy/degrowth principles. The proposed building acts as a central hub for the family brand 'MADE IN BURNLEY' which aims to boost the local economy and community spirit through civic pride. Linking in with the wider project masterplan, the building encourages integration between the local traders and the local community of Burnley by uniting local market traders to fight back against the global franchises that dominate the city, thus strengthening the local economy of Burnley through the facilitation of face-to-face transactions. The building is designed to foster a 'networking atmosphere' and offers; an open-plan branding & packaging workshop, an educational workshop and private office spaces to rent. The design not only encourages integration between the traders themselves but between the local community and the traders through the use of hosting market events, a public communal garden, a communal garden shed that operates through a 'labour for currency' system and a communal cafe.

3.1 Adaptive Reuse
Silhouetted Section

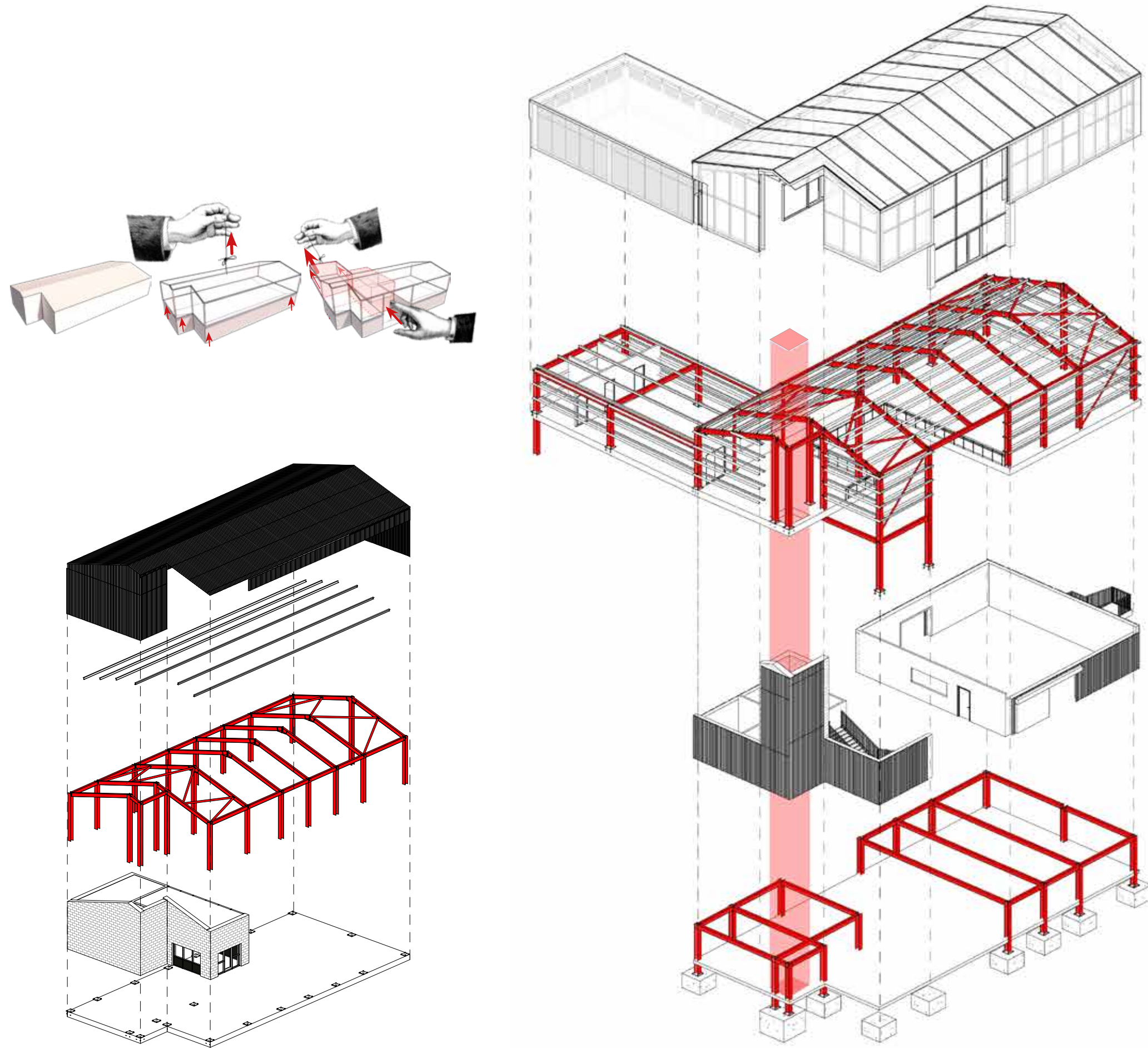


Produced using Revit and photoshop

3.2 Adaptive Reuse Design Concept & Exploded Axonometric

Reusing 95% of the existing building
Designed around degrowth principles and the circular economy construction model to produce a sustainable & innovative adaptive re-use Project. The proposed building re-uses every part of the existing structure excluding the internal partition walls, this includes the existing foundations in order to keep embodied carbon to a minimum. The structural connections and dimensions of the steel framework used enables the parts to be re-used after the buildings life cycle and the existing steel framework is exposed and highlighted throughout the building as a key design feature.

Massing Summary
The existing structure is effectively raised up a floor to accommodate a light-weight, translucent polycarbonate first floor, the polycarbonate is fitted to the existing steel framework. A large central void is created to house a double height central cafe connecting both sides of the site. A first floor extension is added for an educational workshop space.



Produced using Revit, Rhino, Enscape & Photoshop

3.3 Adaptive Reuse Internal Perspective



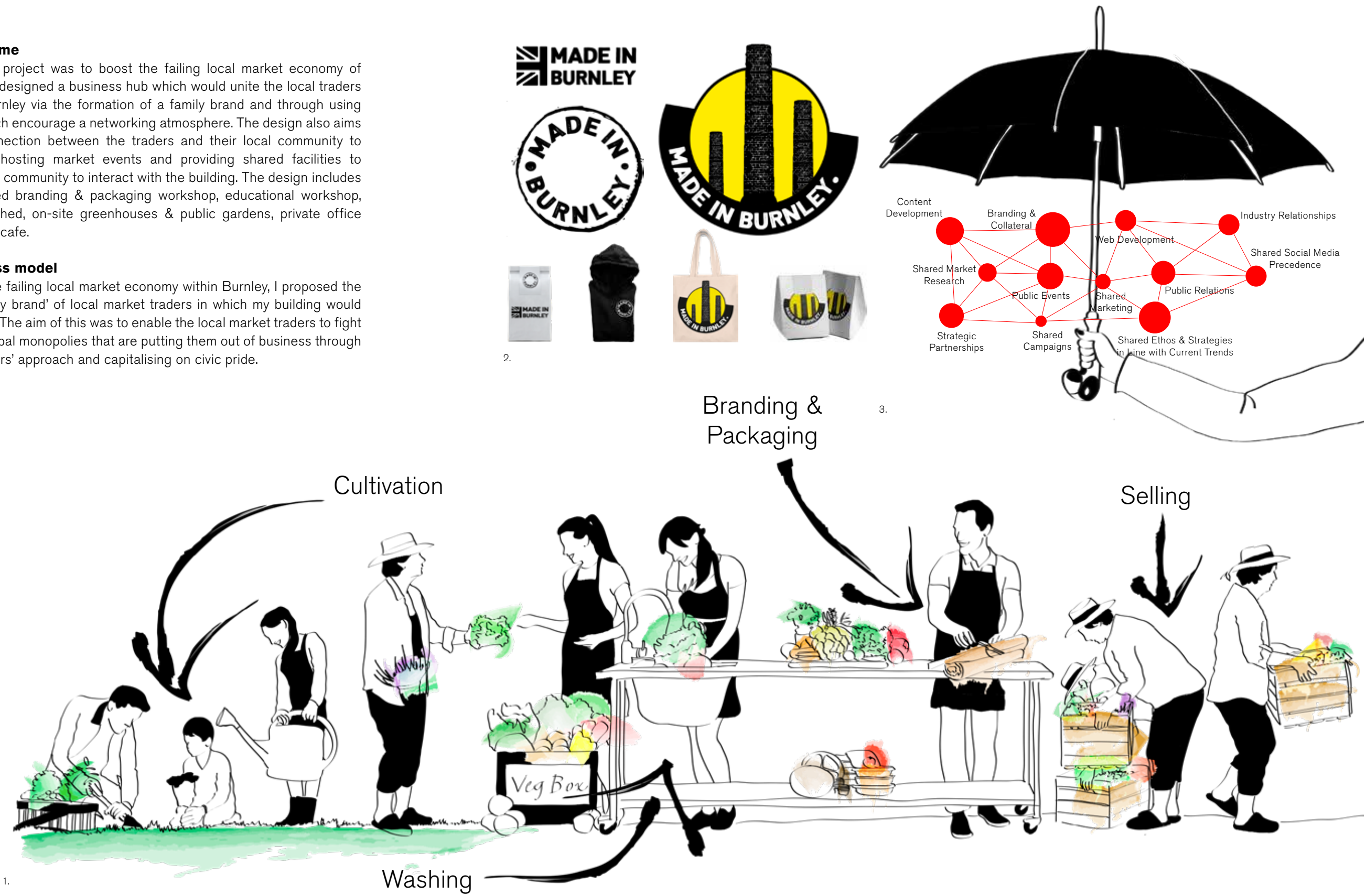
Produced using Revit and photoshop

3.4 Adaptive Reuse Building Programme & Business Model

Building Programme
The purpose of my project was to boost the failing local market economy of Burnley. To do this I designed a business hub which would unite the local traders operating within Burnley via the formation of a family brand and through using shared facilities which encourage a networking atmosphere. The design also aims to improve the connection between the traders and their local community to enhance sales via hosting market events and providing shared facilities to encourage the wider community to interact with the building. The design includes : An opened planned branding & packaging workshop, educational workshop, communal garden shed, on-site greenhouses & public gardens, private office spaces and a public cafe.

Proposed business model
In order to revive the failing local market economy within Burnley, I proposed the formation of a 'family brand' of local market traders in which my building would house and facilitate. The aim of this was to enable the local market traders to fight back against the global monopolies that are putting them out of business through a 'strength in numbers' approach and capitalising on civic pride.

1. Building Programme Illustration
2. Proposed umbrella brand logo & Mock packaging
3. Umbrella brand business model benefits



3.5 Adaptive Reuse Internal Perspective



Produced using Revit and photoshop

3.6 Adaptive Reuse

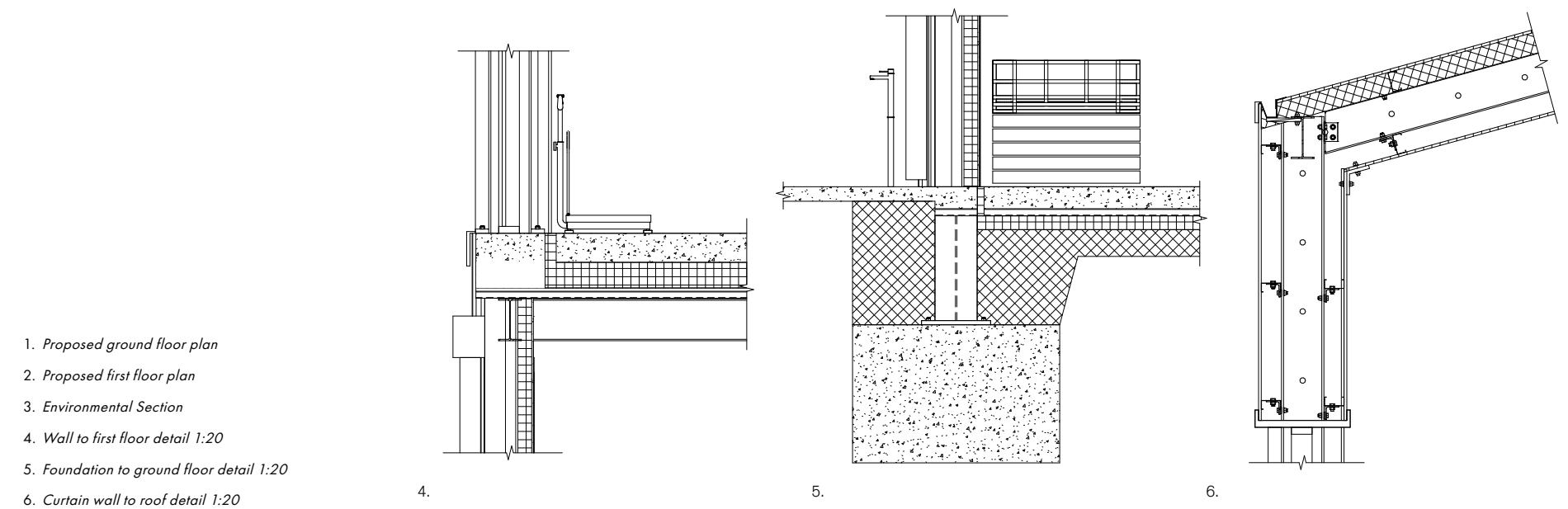
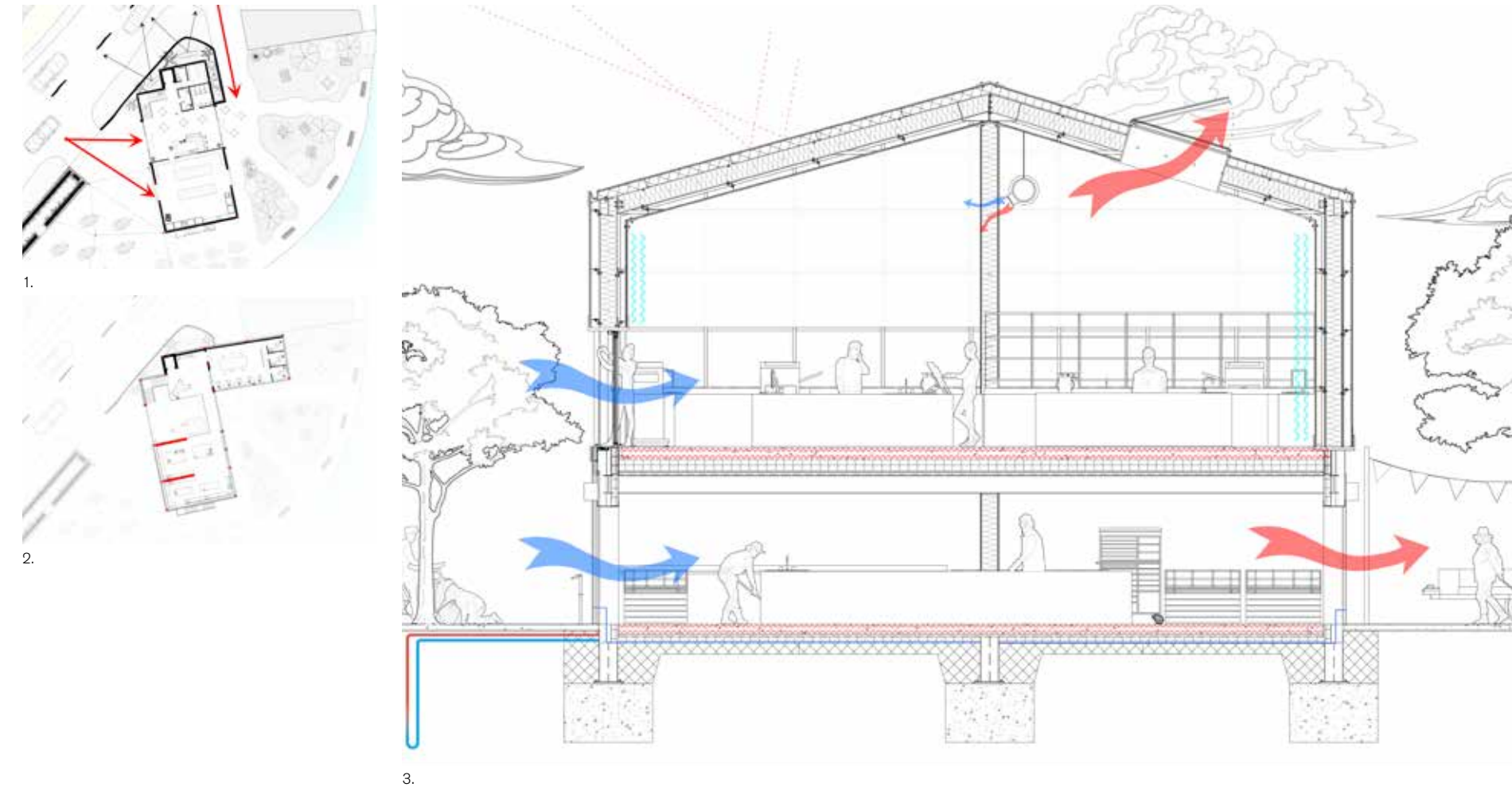
Environmental Section & Detailing

Environmental Section

The structural connections, use of passive ventilation methods and use of smart materials (Aerogel polycarbonate) ensure the building is thermally efficient and requires minimal operating costs. The Aerogel polycarbonate panels ensures the building is flooded diffused natural daylight throughout the day as well as providing a high level of thermal insulation.

Key Points :

- Ground source heat pump
- Mechanical Skylight for purge ventilation
- Sliding glass windows and barn doors
- Double skin Aerogel polycarbonate
- (MVHR) Exposed Duct work
- Insulated corrugated roof

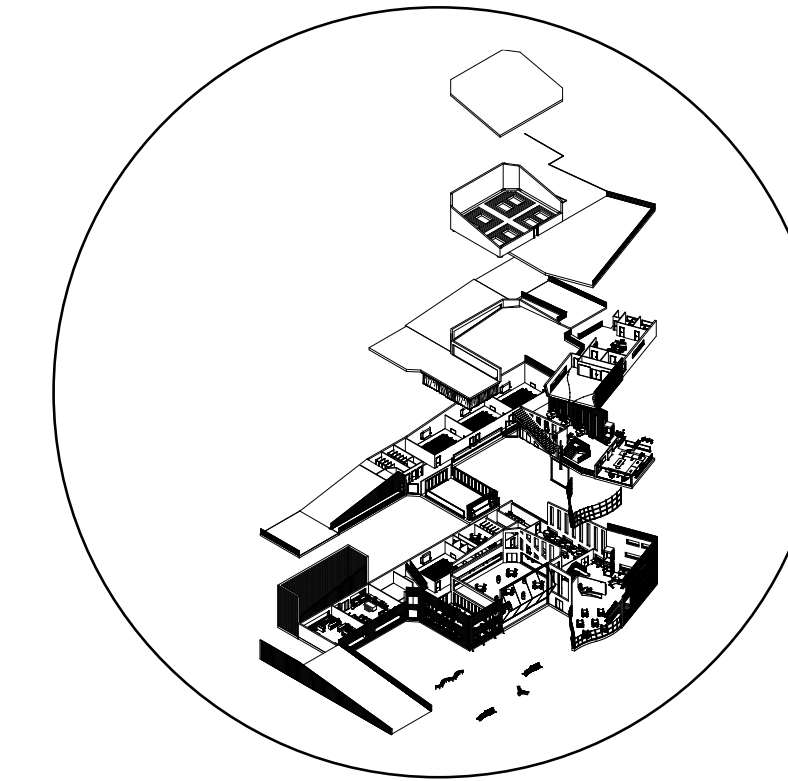


1. Proposed ground floor plan
2. Proposed first floor plan
3. Environmental Section
4. Wall to first floor detail 1:20
5. Foundation to ground floor detail 1:20
6. Curtain wall to roof detail 1:20

Caption ullamcorper suscipit lobortis nisl ut aliquip

4.0 Arts Centre

Produced 2022



Brasilia of The North

Type : University Building
Location : Newcastle, England
Year : 2019 (Third Year, Semester 2)

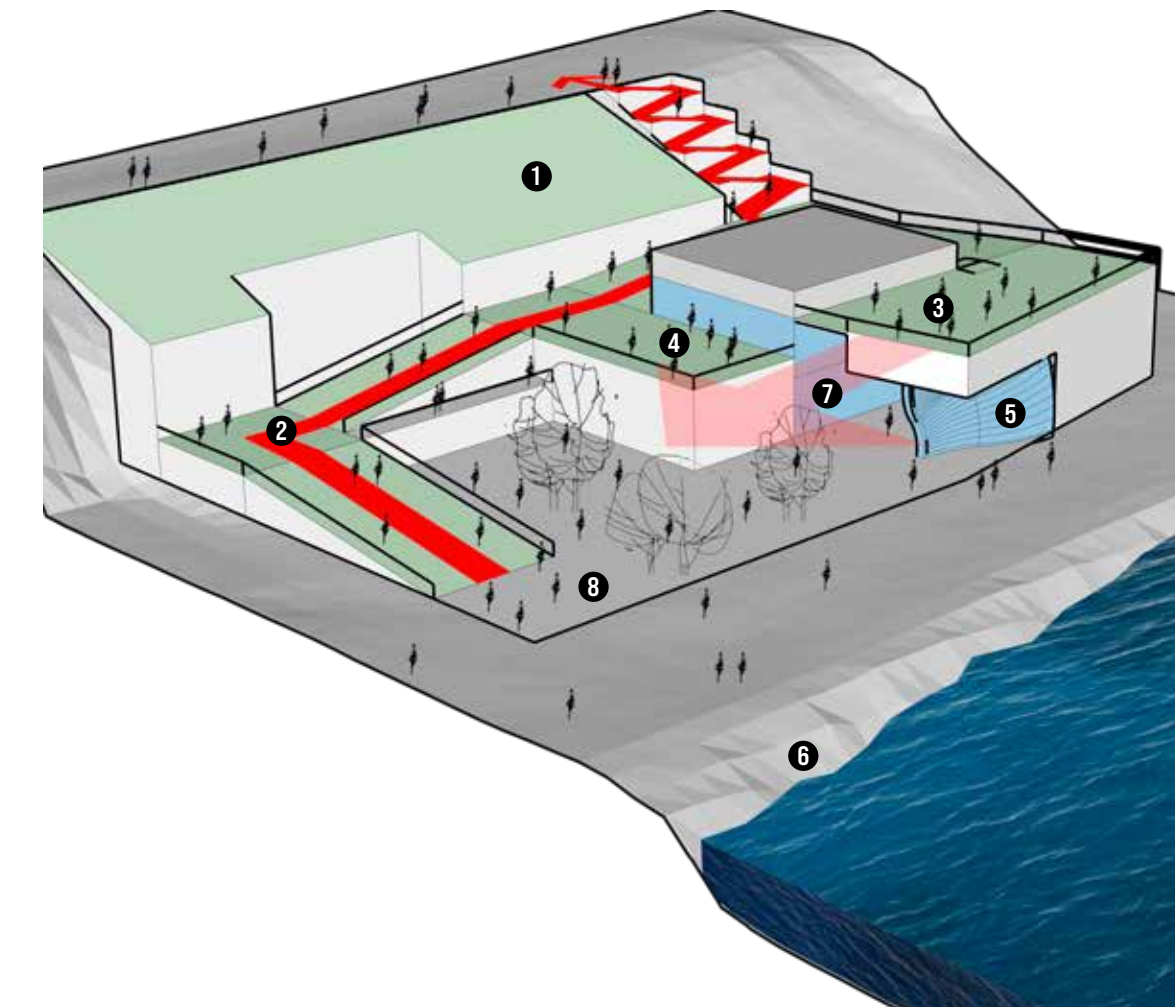
A centre for the Physical & Performing Arts; My aim for this project was to create a building that would embed itself as a significant focal point of the local artistic community in Central Newcastle as a place to showcase various forms of artwork. The primary objective was to create a design that would act as a beacon & advert, showcasing the art produced within the building as well as the works of local artists from the surrounding area. To do this I encouraged public interaction through integrating my design into the public realm, linking the top of the site down to the quayside, acting as a primary public footpath as well as a sculpture garden. It was important that my design stood up to the demanding nature of the creative industry and the growing demand for new experiences, encouraging creativity by prioritising the flexibility and adaptability of space within the design. Situated alongside the Tyne river on the vibrant quayside, I also sought to take advantage of the impressive views upriver.

4.1 Arts Centre External Perspective

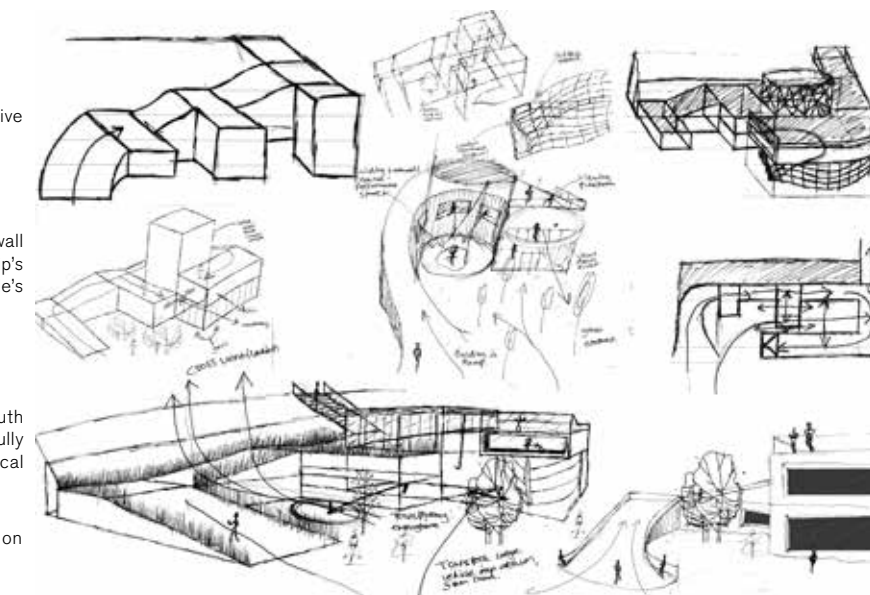


Produced using Revit, Rhino, enscape and photoshop

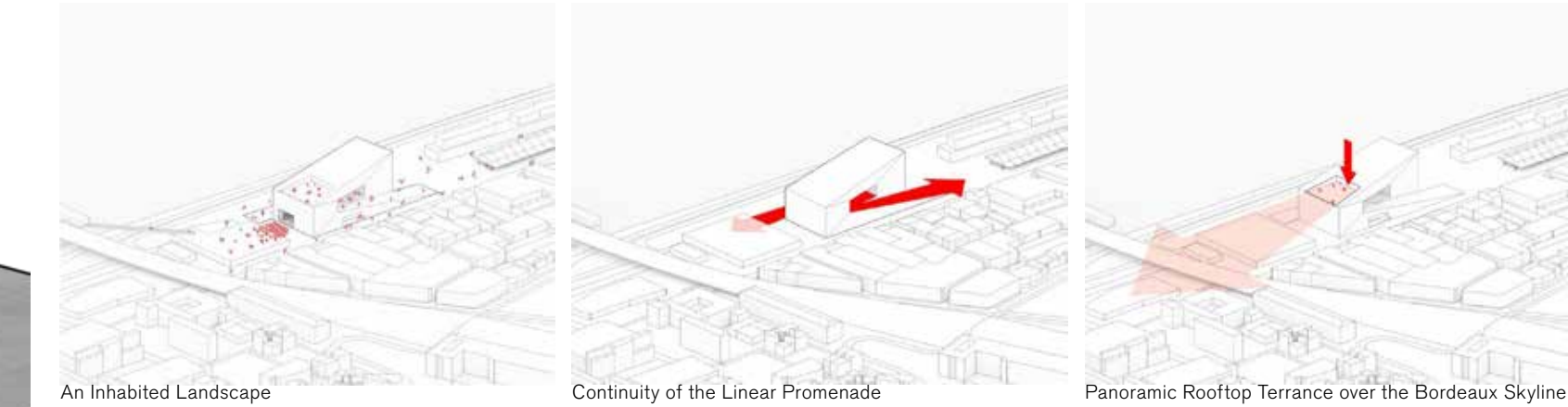
4.2 Arts Centre Concept Design & Precedent Studies



- 1 Rain Garden
- 2 Public Circulation
- 3 Viewing Platform - Impressive Views Up River
- 4 Green Roof / Sculpture Garden
- 5 Sculptural Glass curtain wall design is inspired by a ship's Hull in homage to Newcastle's rich ship building history
- 6 River / Quayside
- 7 Large polycarbonate south facade of atrium can be fully opened via a hydraulic vertical folding wall
- 8 Green entrance continuing on from the quayside



Early Concept Sketches



An Inhabited Landscape

Continuity of the Linear Promenade

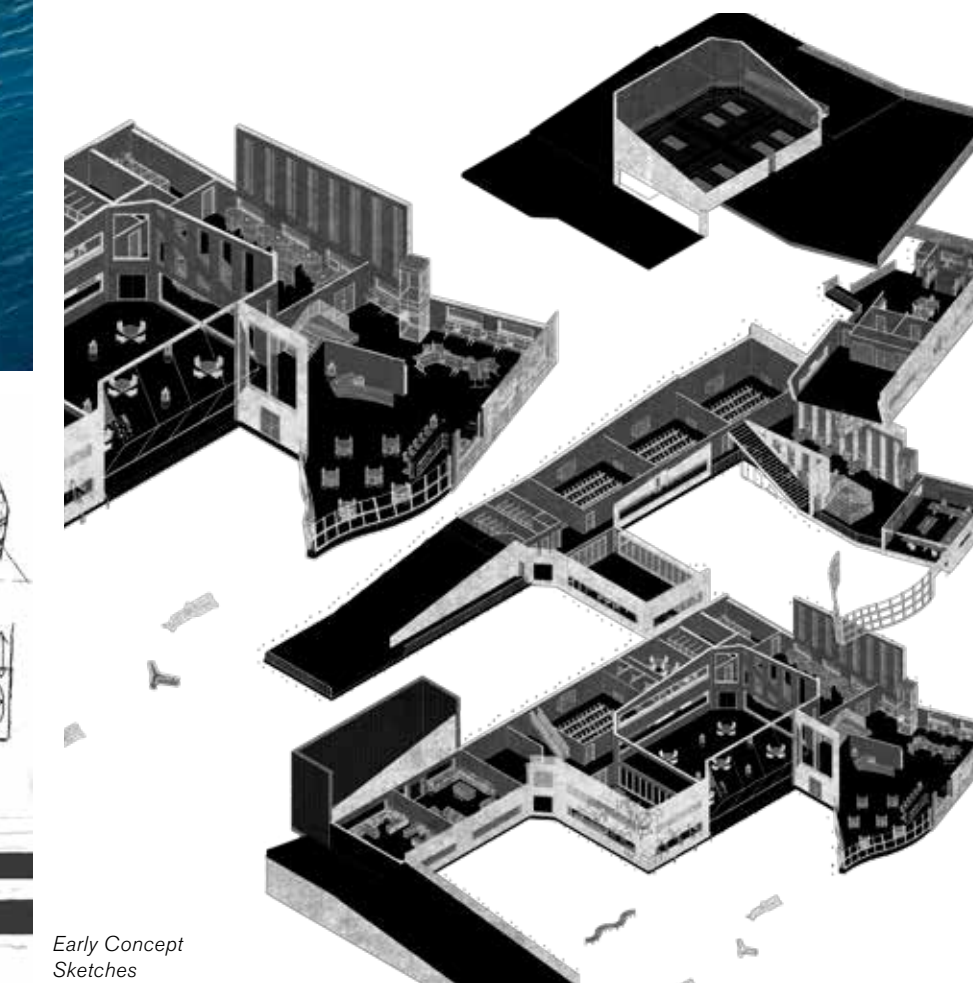
Panoramic Rooftop Terrace over the Bordeaux Skyline

Using BIG's 'Urban Room' as precedence

The design concept (left) behind my idea was inspired by BIG's 'urban room' cultural centre in Bordeaux (above) which placed emphasis on embedding itself into the public circulation and unlocking impressive, expansive views.

Design Concept

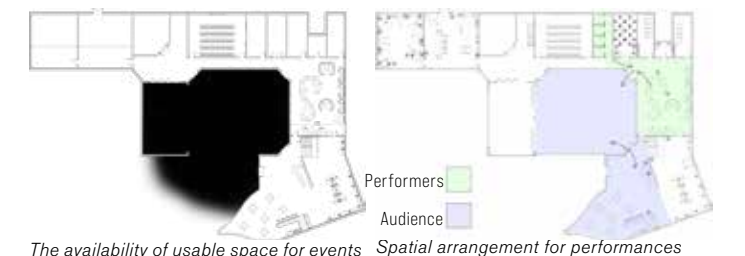
A key driver was to create a design that would act as a beacon & advert for art, showcasing the art produced within the building as well as the works of local artists from the surrounding area. To do this I encouraged public interaction through integrating my design into the public circulation, linking the top of the site down to the quayside, acting as a sculpture garden that doubled as a primary public footpath.



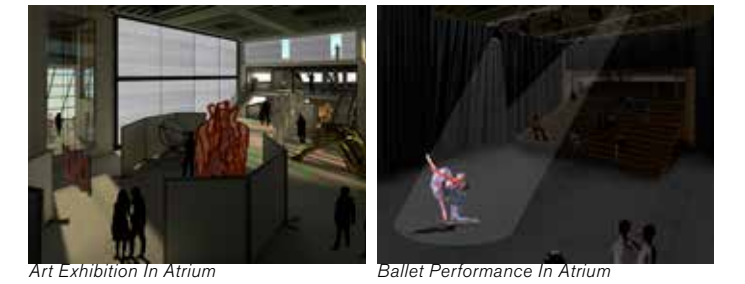
Early Concept Sketches

Designing for Adaptability - 'Fun Palace' Precedent Study

Using Cedric Prices Fun palace and 'The Shed' in New York as precedent studies to inspire an transformational event space. The goal was to achieve a design that would broaden the creative boundaries of the students as opposed to limiting it.



The availability of usable space for events Spatial arrangement for performances



Art Exhibition In Atrium

Ballet Performance In Atrium

4.3 Arts Centre
External Perspective



5.0 Working In Practice
Foster + Partners



Working In Practice

25th November 2019 - 25th May 2020
A brief overview of my 6 months working in practice as a Part 1 Architectural Assistant at Foster & Partners:
High-rise residential tower - Part of a masterplan situated in Beverly Hills, California.

5.1 Foster + Partners
Beverly Hills Project



External Perspective not produced by me

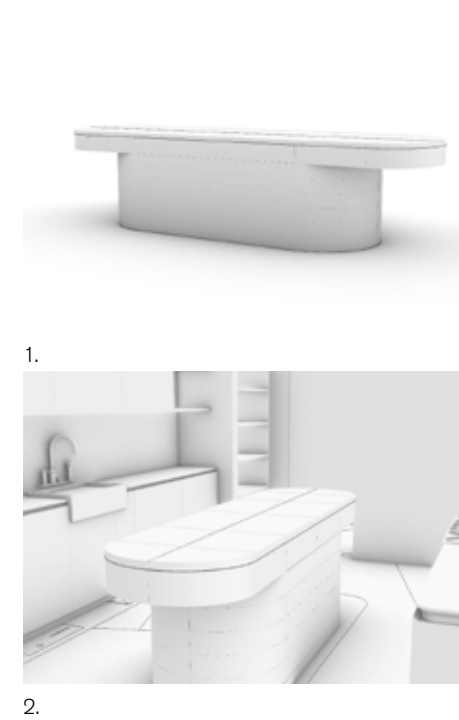
5.2 Foster + Partners
Internal Renders / Furniture Modelling / Scene dressing



Creating Perspective visuals
Using a combination of Revit, Rhinoceros and Photoshop, I composed and created Interior perspective visuals for the project using a variation of bespoke modelled furniture designs which were used in presentations to pitch concepts.

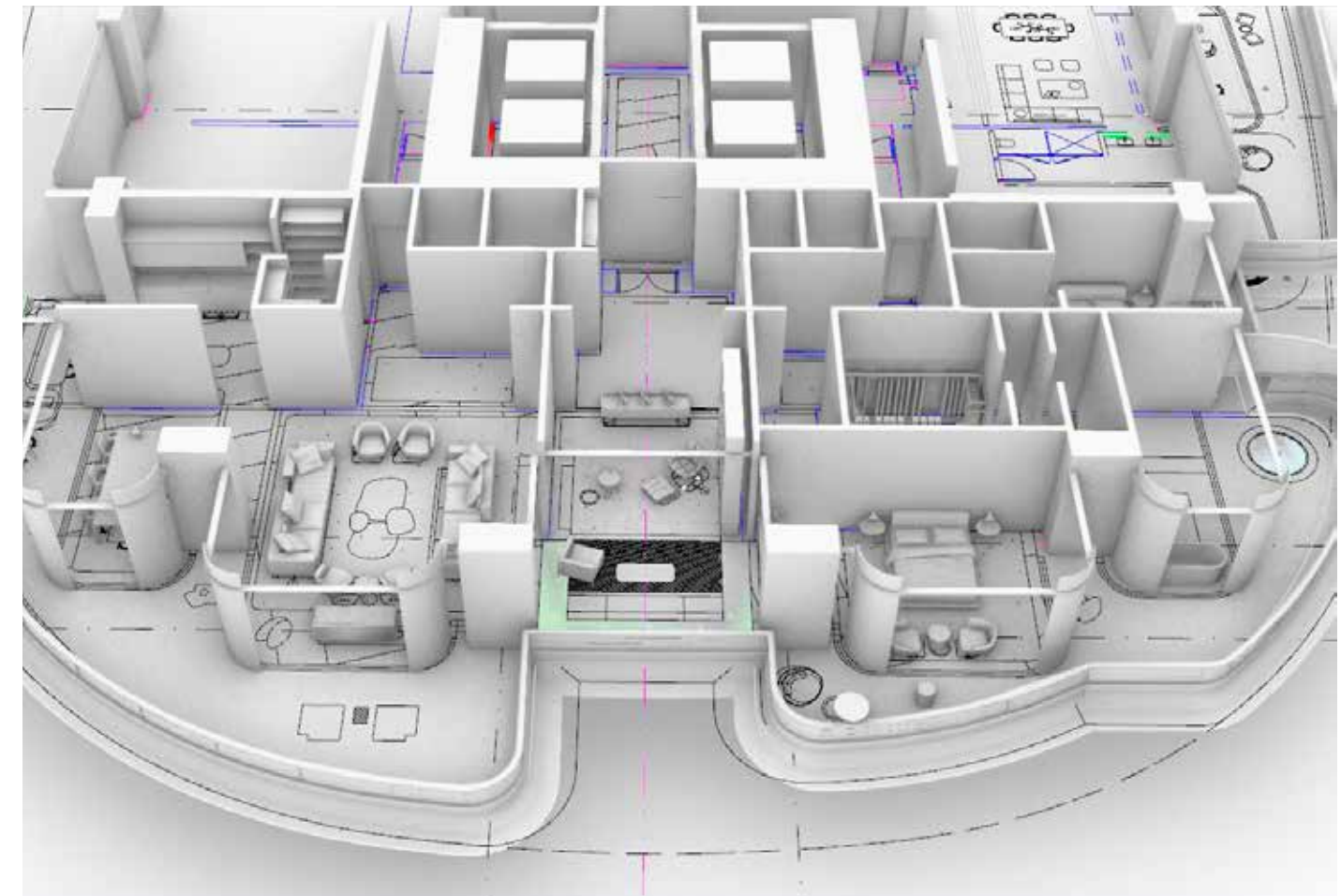
5.3 Foster + Partners Furniture Modelling / Scene Dressing for 3D Printing

Furniture Modelling / 3D Printing
Using a Rhino model, converted from a Revit Model I was able to furnish the scaled CAD Model of the apartment with both furniture Modelled by myself and furniture found online. This furniture was then organised in a separate file, 3D printed and placed in a large 1:50 Scale model used in a client presentation.



1. Bespoke Kitchen Island Modelled in Rhino and 3D printed
2. *
3. Rhino Model converted from Revit Model - Used to find furniture dimensions and layout for real model
4. Setting out 3D printed furniture onto scaled floorplan
5. Final Furnished 1:50 Model used in client presentation

Produced using Revit, Rhino and working closely with the modelling team



3. 4. 5.

5.4 Foster + Partners Model Making

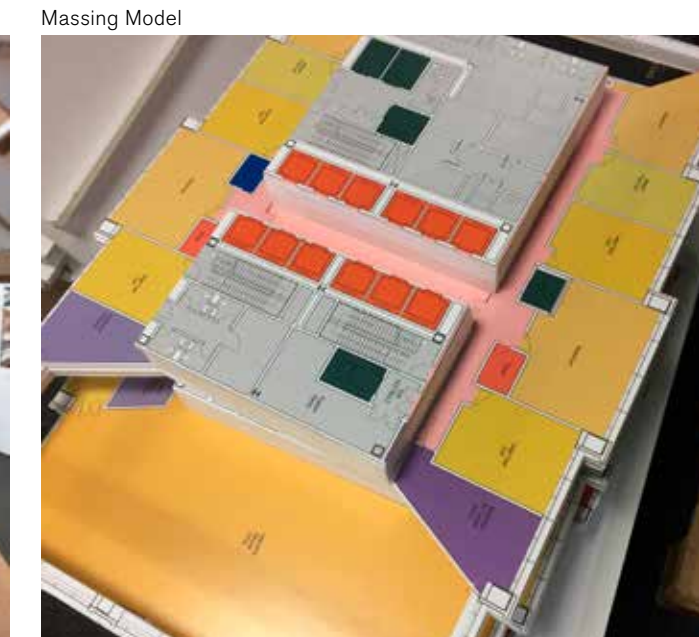


Laser cutting with pulp board
Created in One day, I was asked to create a 1:50 sketch model of a 'Events Building' located inside the Beverly Hills Masterplan. Using a scaled PDF given to me for dimensions, I created the laser cut model using pulp board and Polystyrene. Using Rhino and AutoCAD.



Laser cutting with pulp board
During the first week of official work at Fosters I took part in helping construct an impressive 4.5 metre long modular model of a refurbishment project at Snowdon Aviary Zoo. Snowdon Aviary being a rare example of a completed work by Cedric Price, I took great pride in participating in this project. Using Rhino and AutoCAD.

Although working in a specific team on a specific project, being a part 1 assistant I was able to help out on a range of different projects and create a variety of Models.



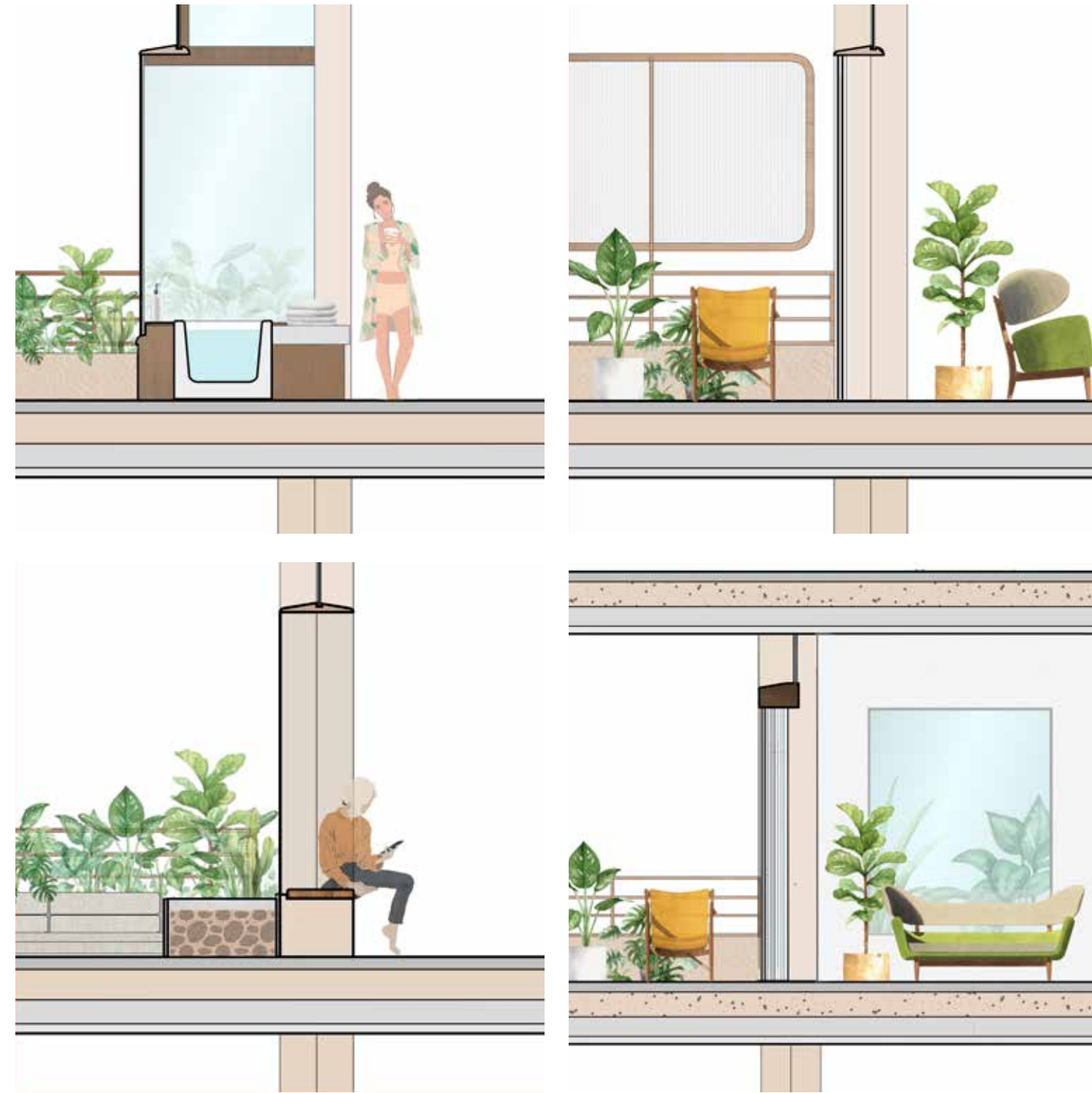
Massing Model using foam board
Using a 'zund knife cutter', I was tasked with constructing a massing model from printed foam board.



Masterplan Massing Model using spray painted acrylic
Helping to construct a large modular massing model for a masterplan project based in China, I used layers of acrylic which I spray painted on one side to signify the residential, commercial and public structures. Using Rhino and AutoCAD.

5.5 Foster + Partners Creating Presentation Boards

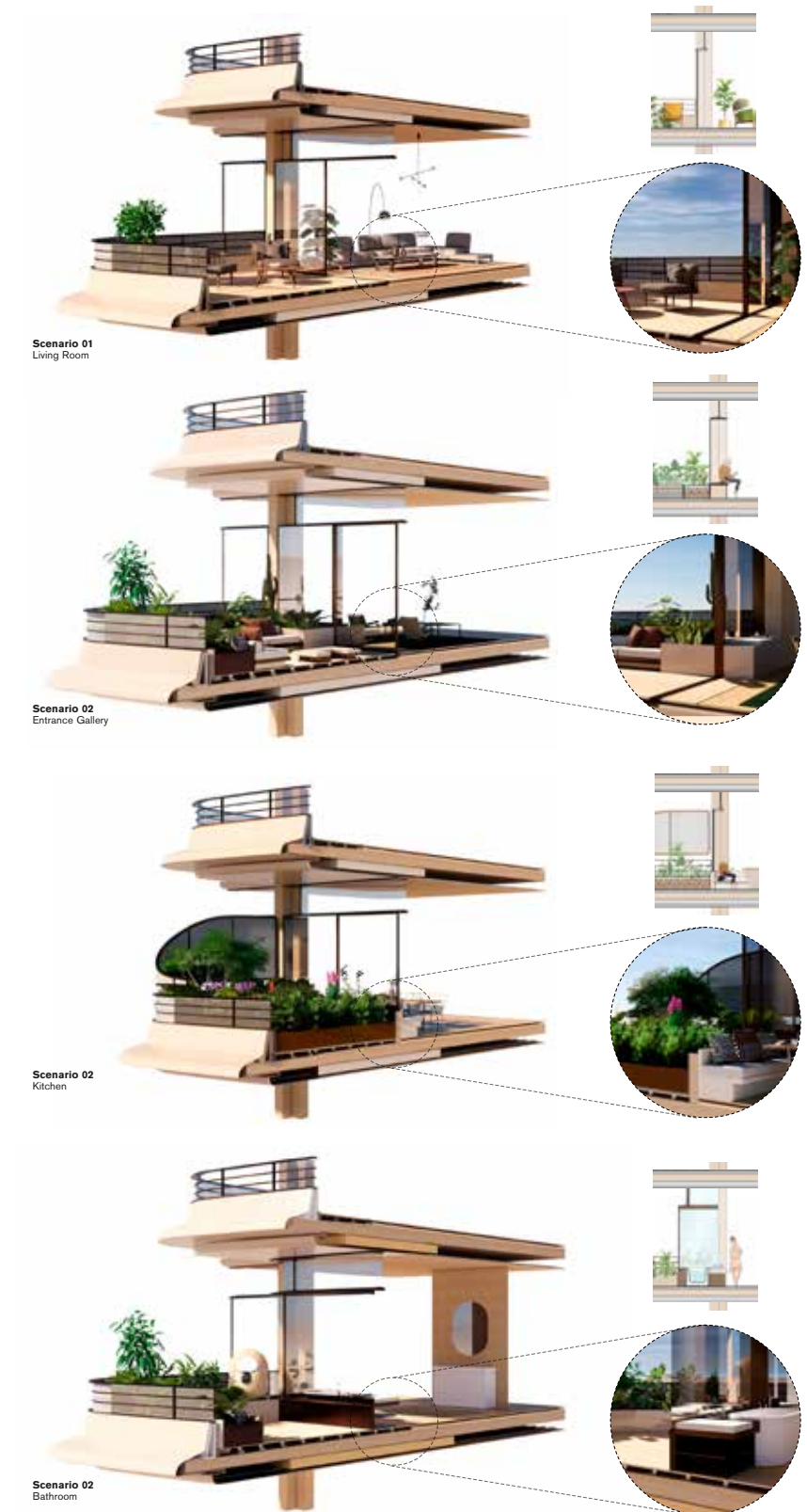
Presentation Boards & Illustrations
Using a combination of Revit, Rhino, AutoCAD, Illustrator and Photoshop, I created rendered sections to showcase different transom conditions and to assist a presentation board showing a variation of Glazing Scenarios for the apartment.



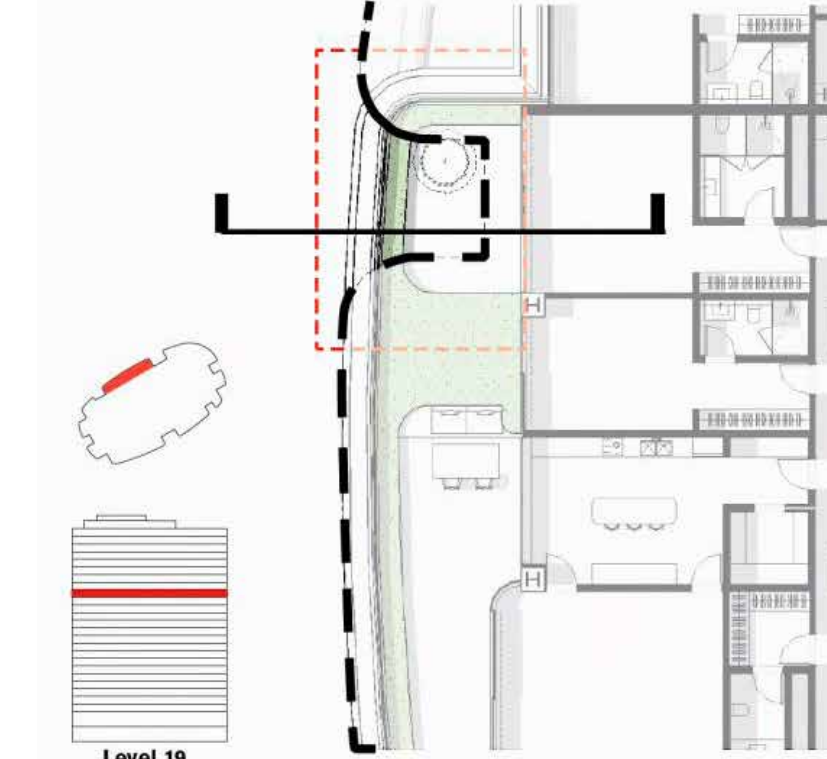
Produced Using Rhino, Enscape, Illustrator and Photoshop

5.6 Foster + Partners Privacy Studies

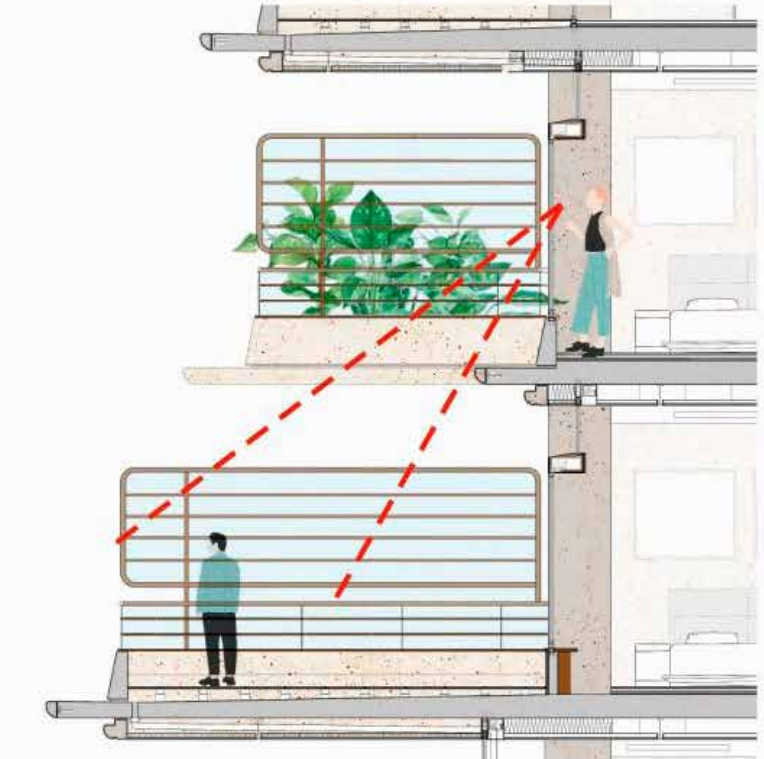
Facade Design & Studies
Due to the organic nature of the tower design and it's alternating 'randomised' floor plans / slab edge conditions, there were many questions to be asked about privacy issues. To acknowledge and address these issues I was part of a team that was tasked with creating a privacy study focusing on the balconies of the Tower block. Using a combination of Revit and Photoshop I created rendered elevations to highlight / resolve the potential privacy concerns through the use of planters.



Scenario 01
4 Split - In Line 3 Bed+ Unit



Level 19

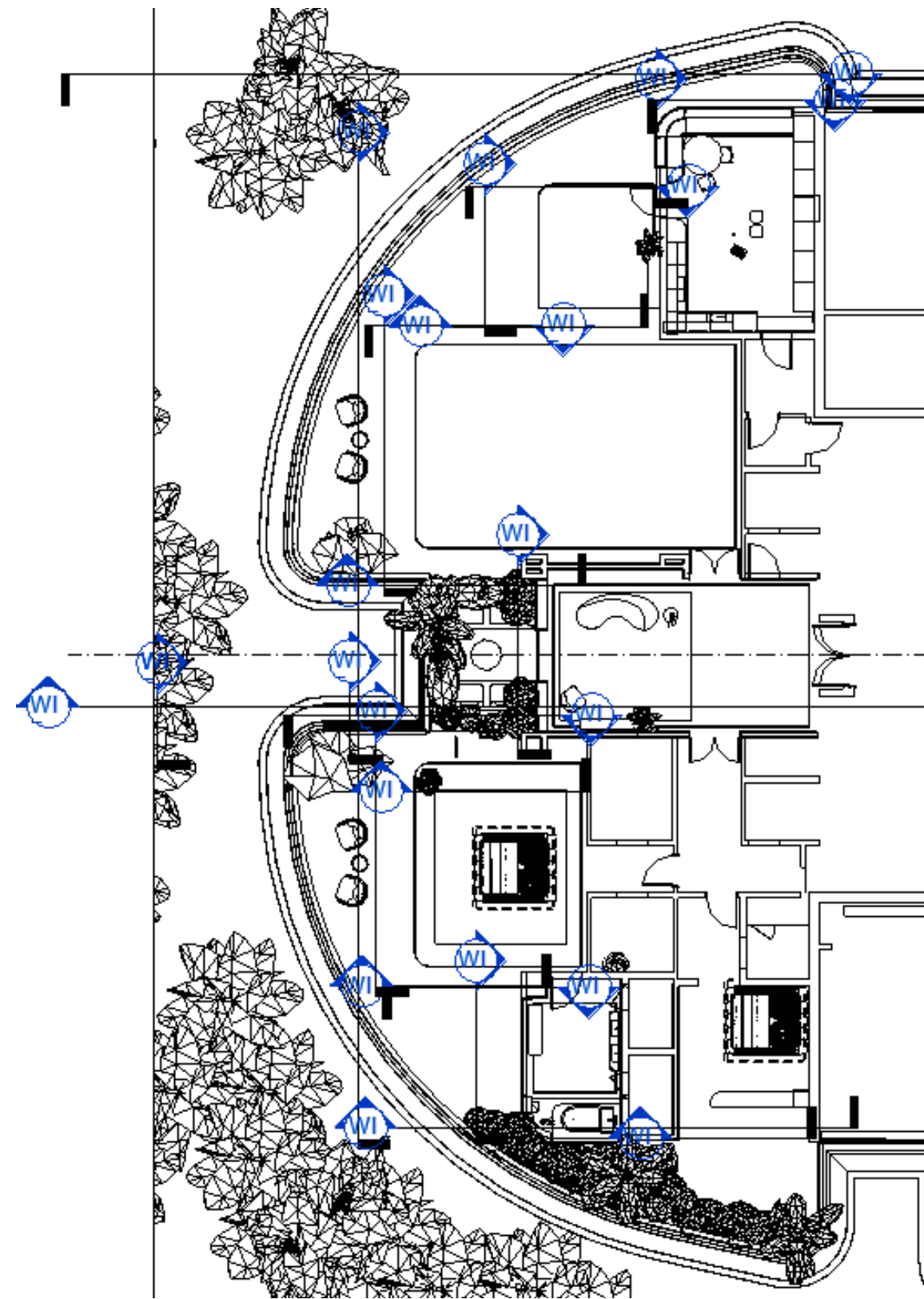
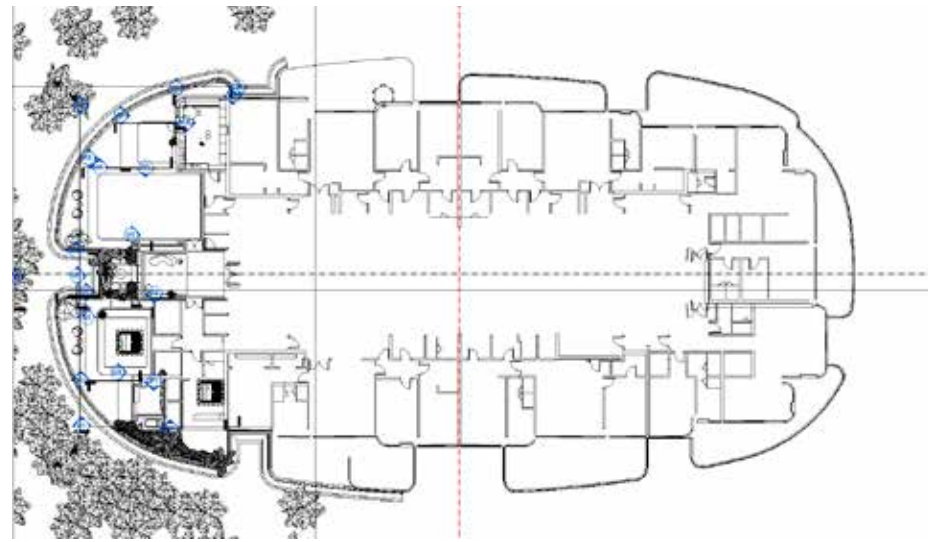
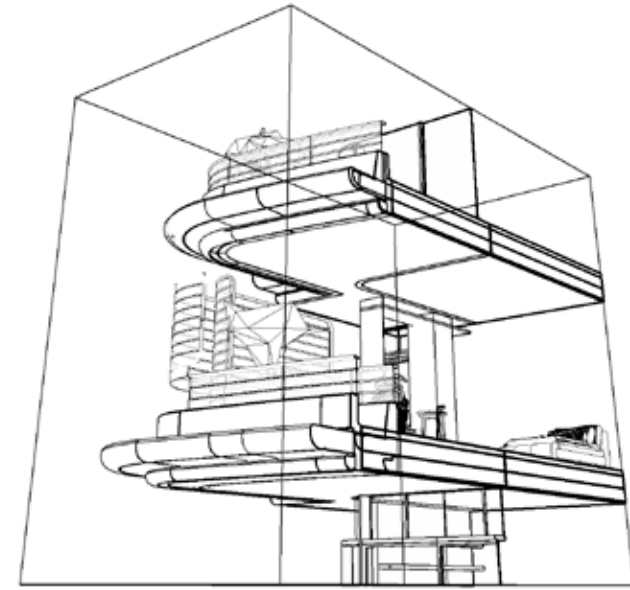


5.7 Foster + Partners

Modelling In Revit

Modelling In Revit

The majority of my time during the 6 months was spent working corroboratively on large 'central' revit models of the residential tower block. Using worksets and design options, I would create alternate options regarding area size, glazing types, Slab edge conditions and interior layout as well as modelling custom parametric furniture using the native Revit modelling system.



6.0 Artwork

2020/2021



Art Work

25th May 2020 - Current

Pieces of artwork I have produced during my free time

6.1 Artwork

Projection Mapping Art Display

Testing Phase

Experimenting with projection mapping onto 3D surfaces by importing my 3D scanned meshes into a projection mapping software.

Created using 3D scanning software, mesh editing software and projection mapping software

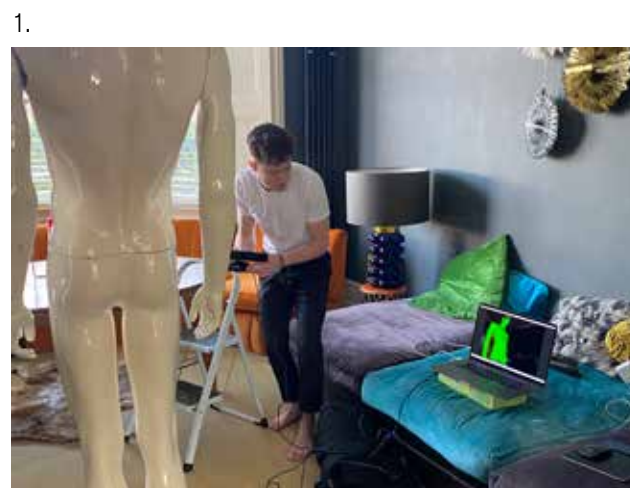
3D Scanning the mannequin

3D Scanning the same mannequins used in the display using a Structure \ Structure Core depth sensor to create an accurate 3D mesh model

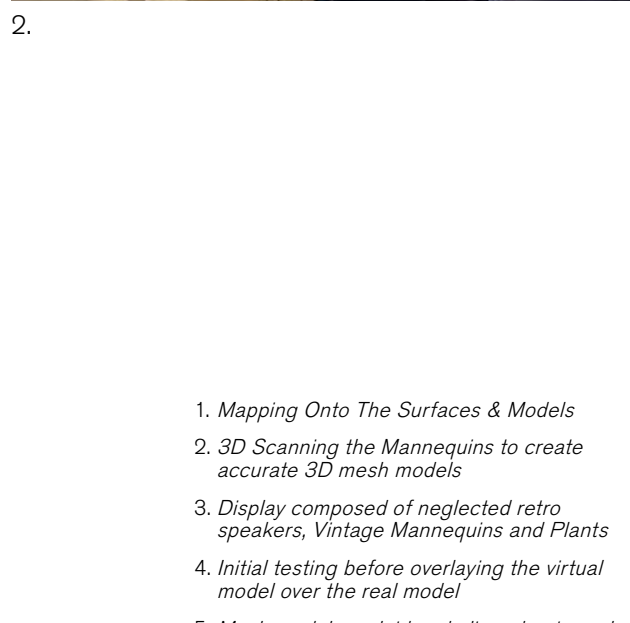
Creating using a 3D scanning software

Projection Design

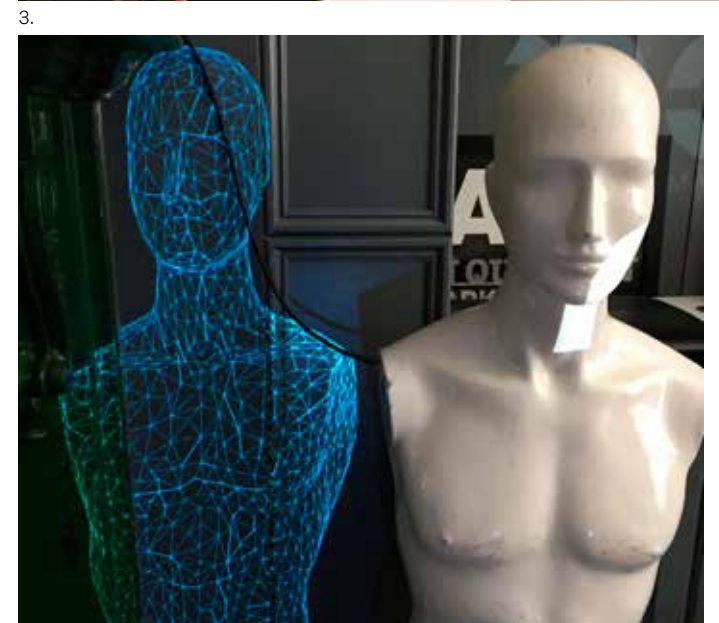
Once mapped, I had the freedom to experiment with a wide range of visual effects. The initial mapping concept I had was to project old footage of the 'Jarrow Marches' - A Culturally significant and well documented political event which took place in the local area.



1.



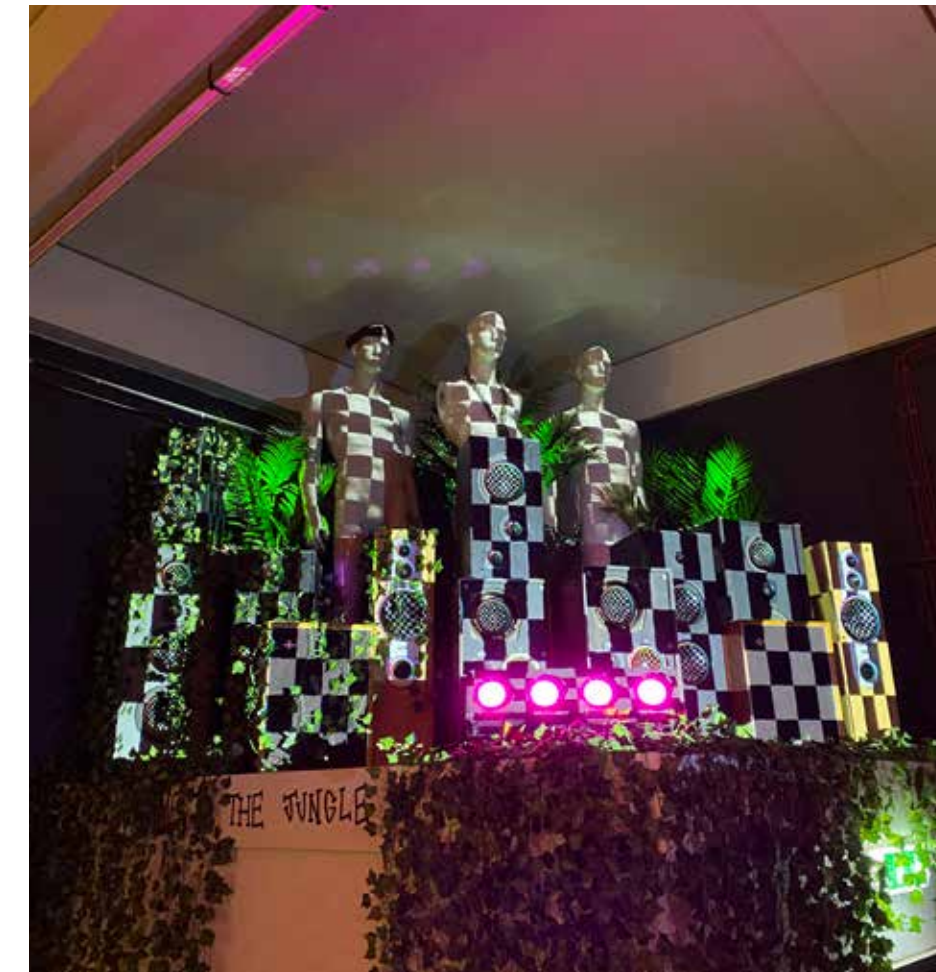
1. Mapping Onto The Surfaces & Models
2. 3D Scanning the Mannequins to create accurate 3D mesh models
3. Display composed of neglected retro speakers, Vintage Mannequins and Plants
4. Initial testing before overlaying the virtual model over the real model
5. Mesh model overlaid and aligned onto real model allowing me to cast virtual shadows



4.



5.



Link to videos of display in motion : [Click here](#)

6.3 Artwork

Surrealist Digital Collage Artwork

Surrealist Digital Collage Artwork

A recent and continuing passion of mine is creating surrealist digital collage artwork and selling them as prints online. The artwork is created via collaging together images together and editing them on Photoshop. The future goal is to start adapting the artwork and printing them onto apparel, creating my own clothing line.



Portfolio End