# Buster Collins'

# Computer-Aided Designer

# Scrapbook

# How to Navigate the Document

Contents completely clickable!

All three QR codes go directly to my website:http://bustercollins.winchesterdigital.co.uk

# Contents

# Virtual Cities: Winchester
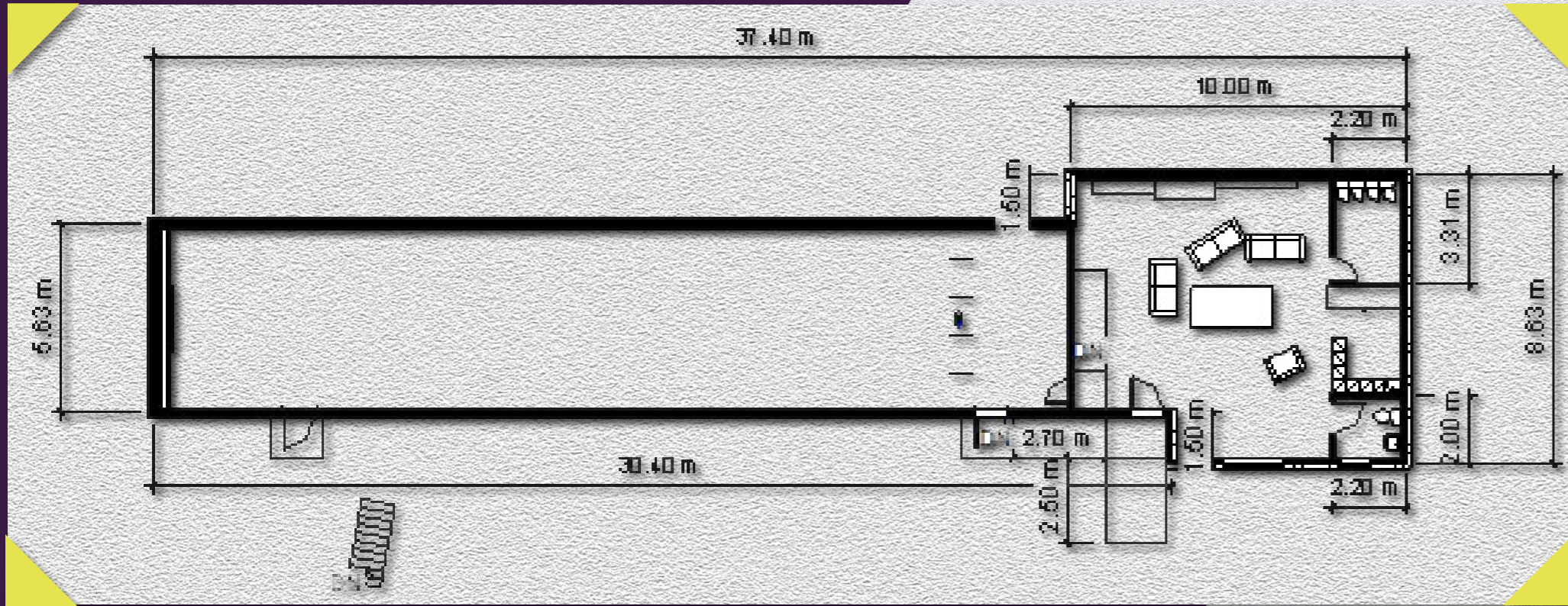
## Created in: ArchiCAD

Virtual Cities is a digital walk-through of Winchester made in Unreal Engine. Several students are creating different buildings for this project, the buildings shown below are my contribution.

# The Rifle Club

## Created in: Revit

My task was to create a document detailing the specifications for an extension to the Rifle Club.



This project was completed entirely in Revit, as such, I used Revit's own renderer to produce these 3D Visualisations of the building to be sent to the client within a titleblock.

To produce this plan, I worked with the client through multiple changes, to ensure the design was as the client envisioned, accessible for the disabled and within the permitted space and budget.

# Princess Yachts
# X95 Project

## Created in: 3Ds Max

As part of our Application to Princess Yachts, potential interns were tasked with creating a 'concept for a Unit of Furniture, using the X95 Saloon or Dining Area as a reference'.
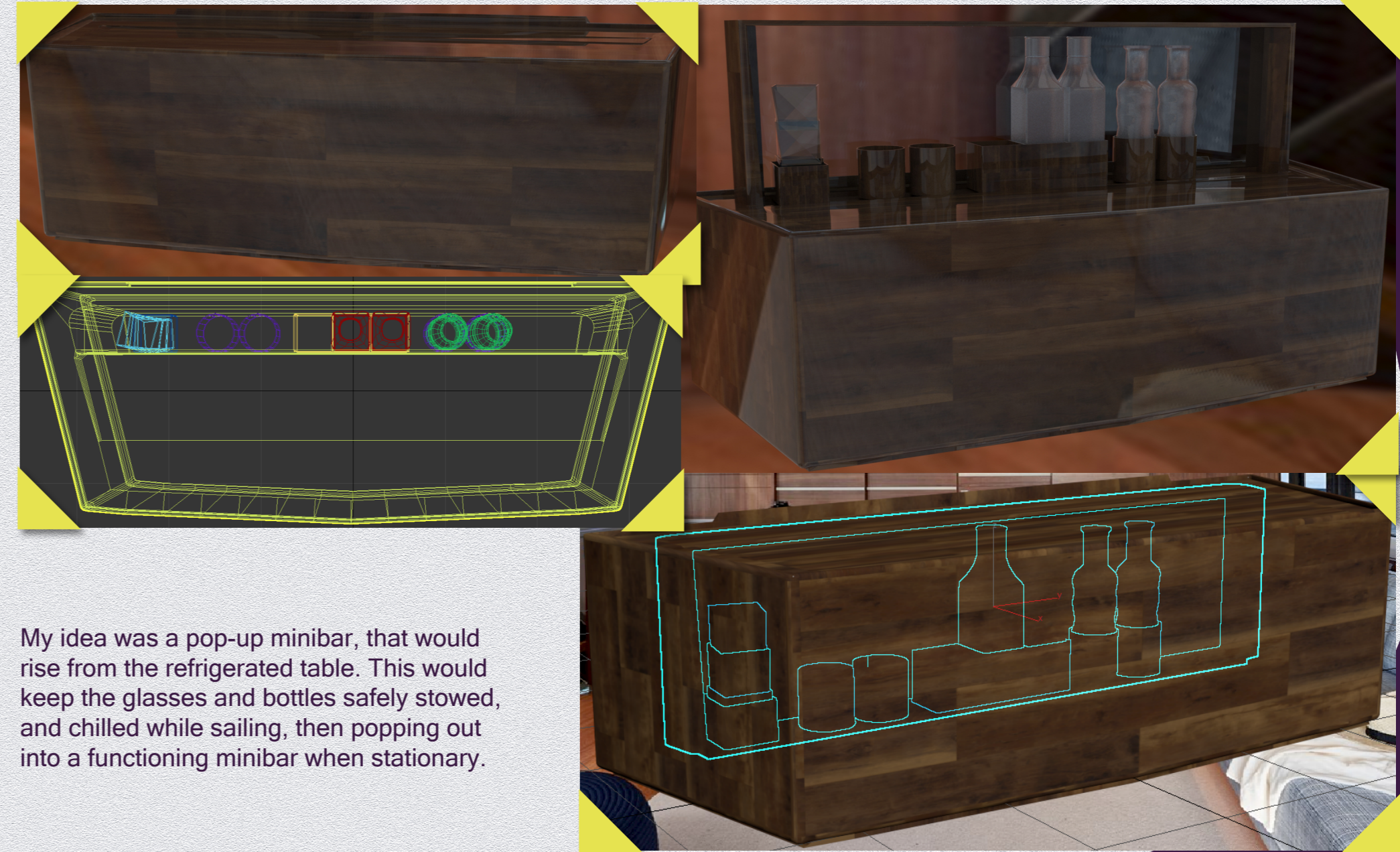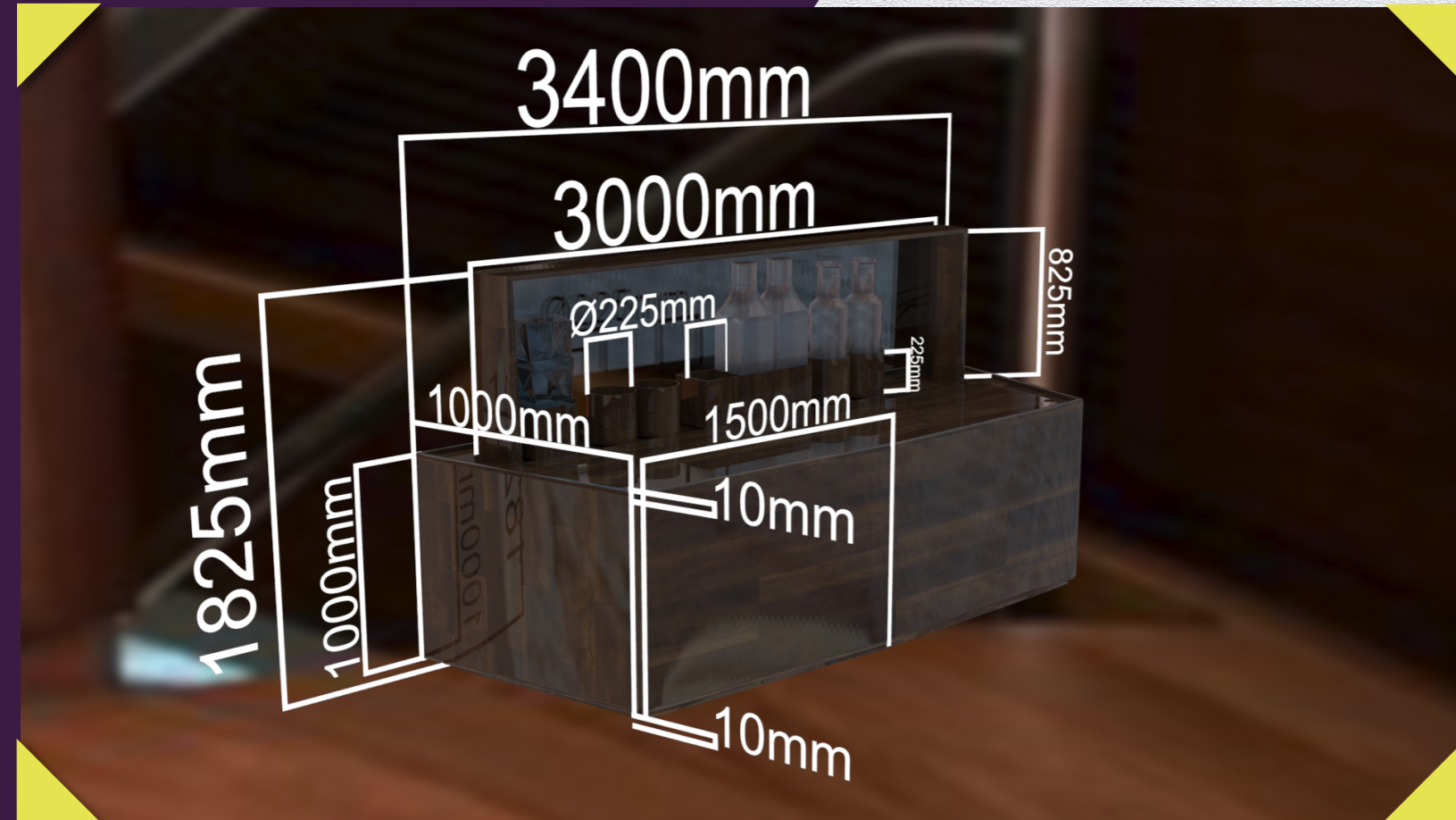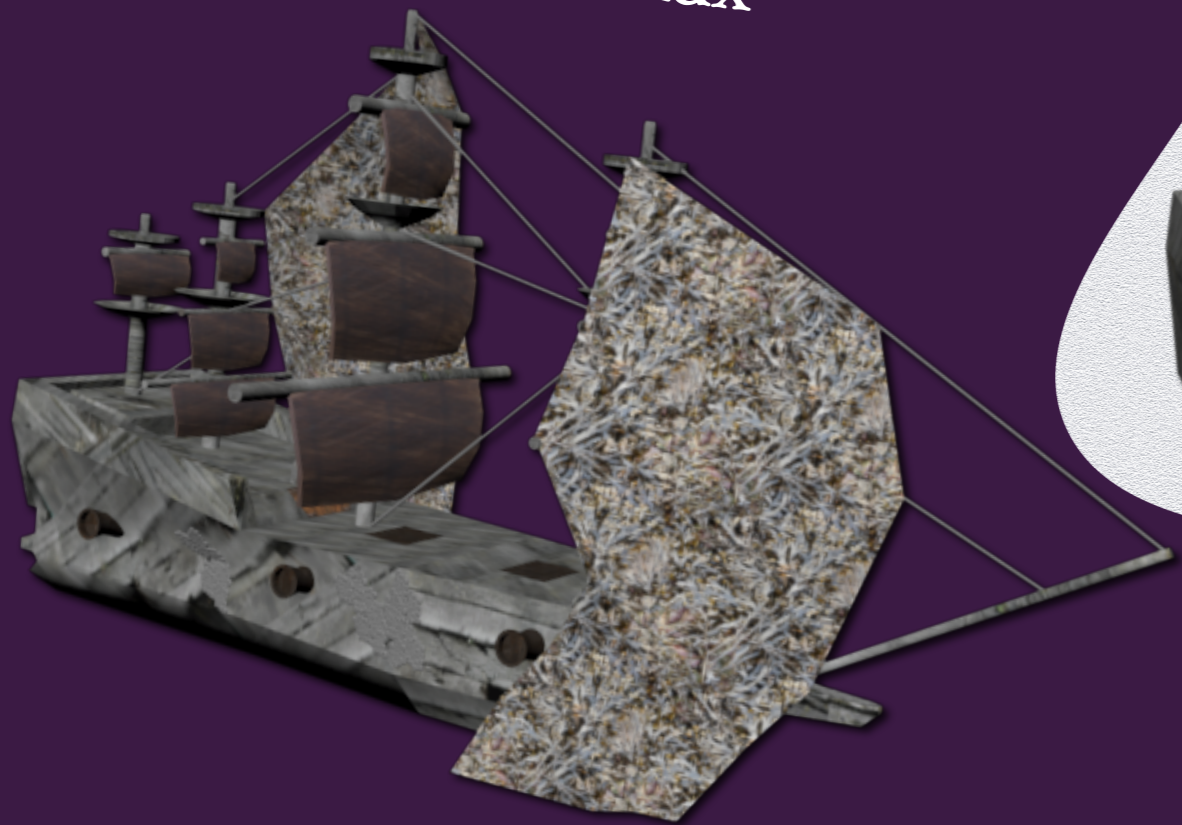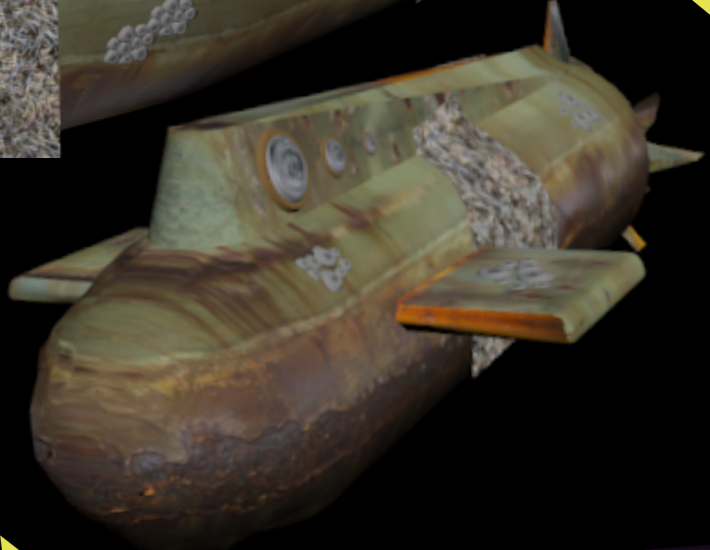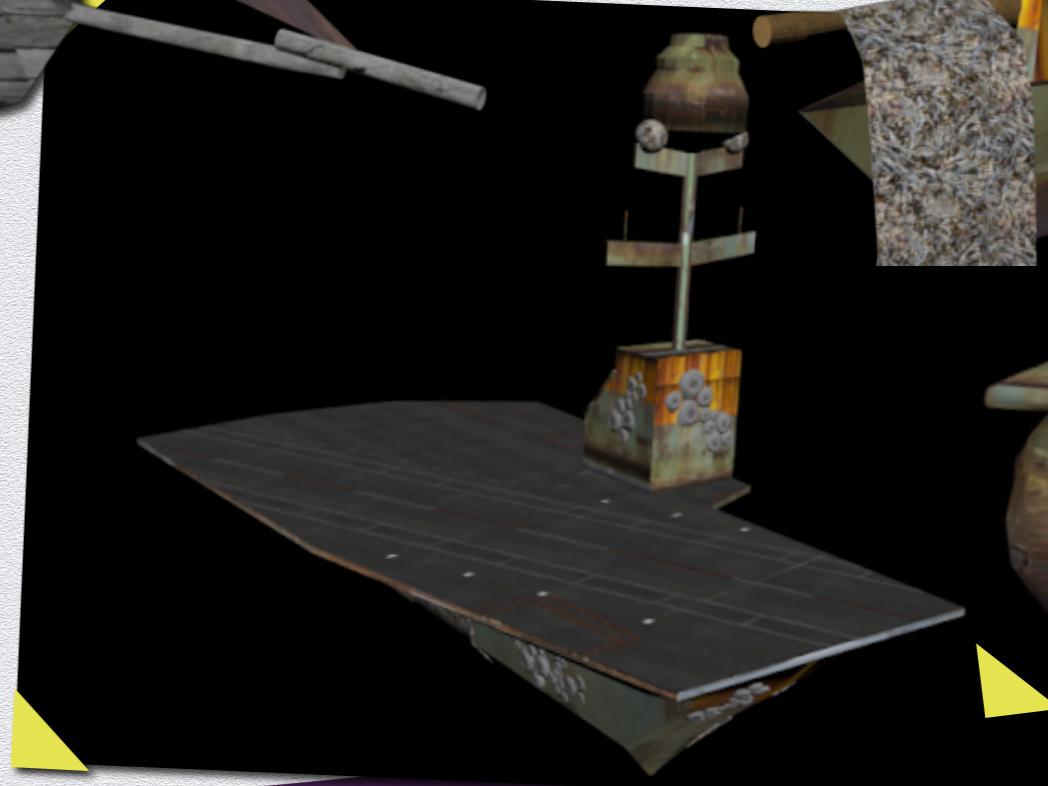


My idea was a pop-up minibar, that would rise from the refrigerated table. This would keep the glasses and bottles safely stowed, and chilled while sailing, then popping out into a functioning minibar when stationary.

# Battleships!

## Created in: 3Ds Max

I created two sets of ships for an augmented reality game of "Battleships!" for our all cohort Transmedia Exhibition.

My two themes were for two characters: Deep One: Sunken modern-ish style ships and David Bones: Sunken pirate ships.

# Mi Dormitorio
# Antiguo
## (Old bedroom)

This scene is my second ever 3D CAD work. After working in 2D throughout high school and work experience, I first used my old bike as my practice piece, and then set about creating my room!
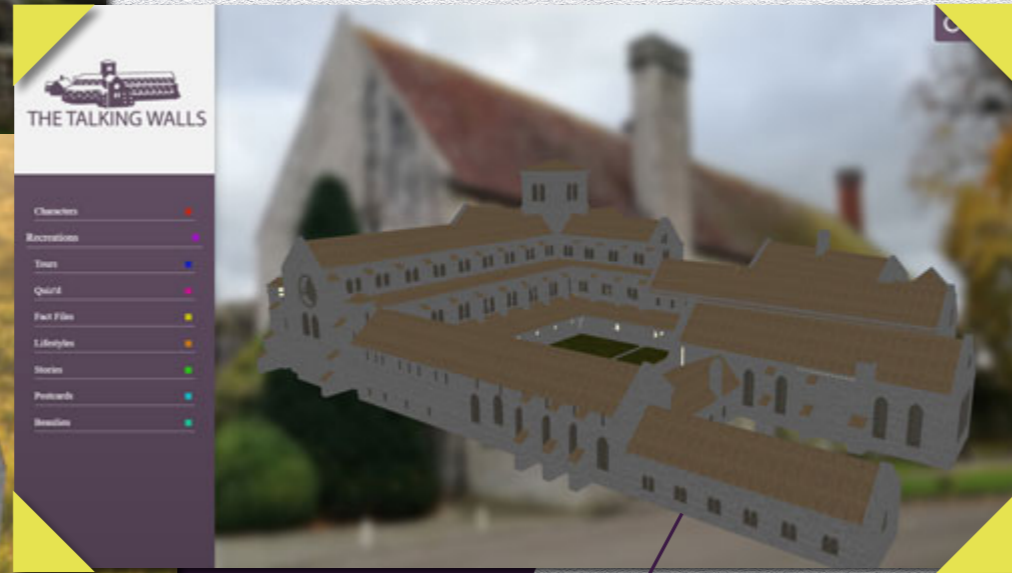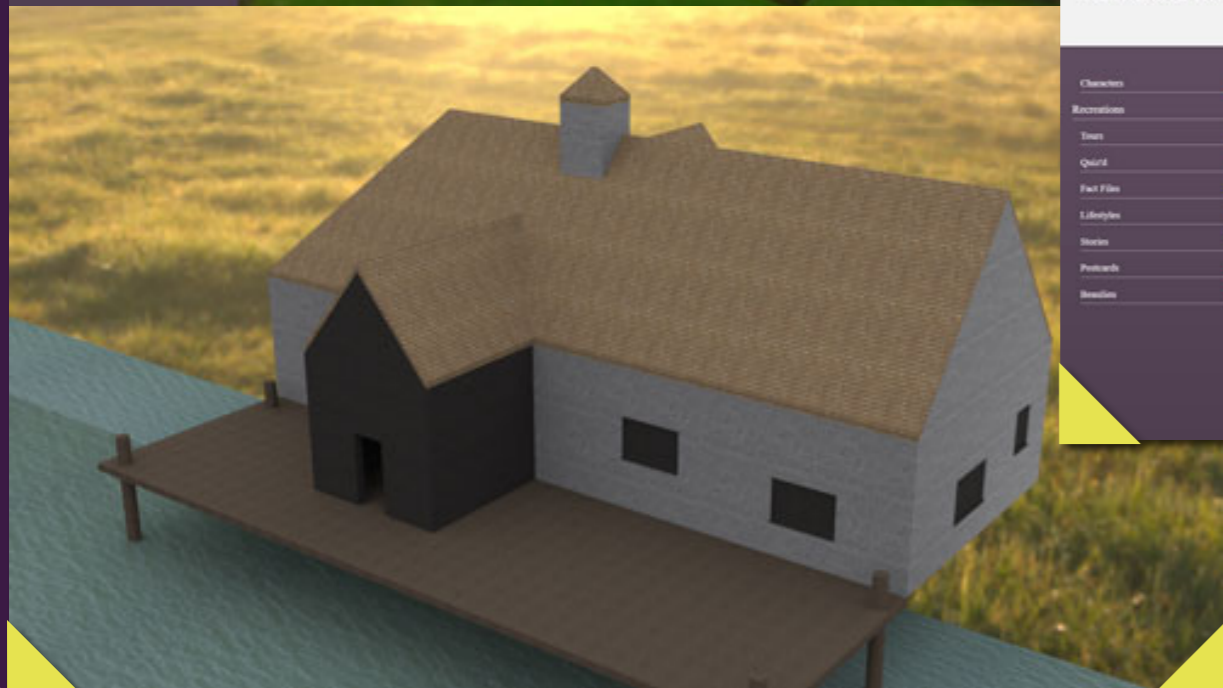
On the TV screen is Witcher 3, made by CD Projekt Red, the phone screen shows the home screen of a Sony Xperia. I created the scene and all the 3D models.
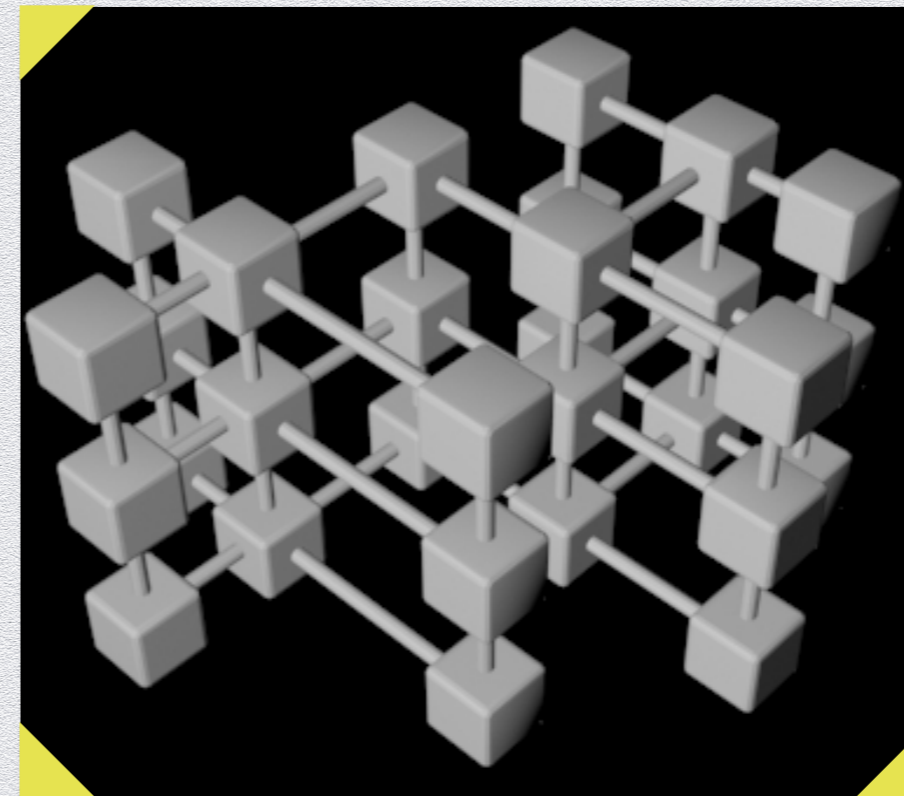
## Created in: 3Ds Max

# Talking Walls
## Revit & 3Ds Max



This project was to re-create the 'Talking Walls' website, an online, educational walkthrough of Beaulieu Abbey and the surrounding area.



Model by Dr Debs Wilson, Retextured for the website by myself.

My role was to digitally recreate the buildings around Beaulieu Abbey, so that they could be uploaded to the new website using three.js, a framework allowing my 3D Models to be interactive on the website. Within time constraints, I was only able to create two building sets, along with the new "KubeMatrix", which was the navigation for the menus and abbey spaces on the website. I created the Wine Press (both before and after King Henry VIII's changes), and the Tide Mill.
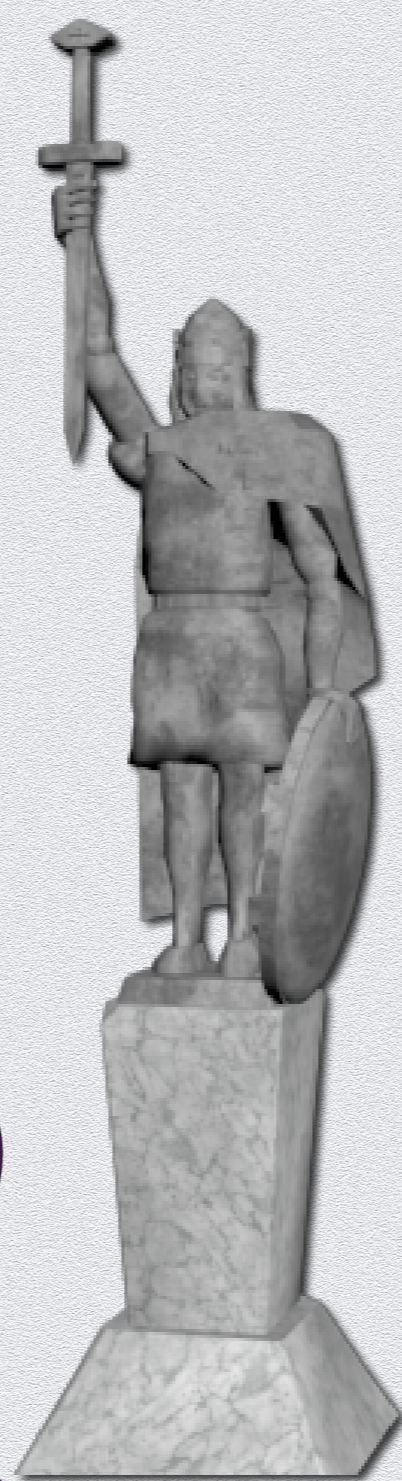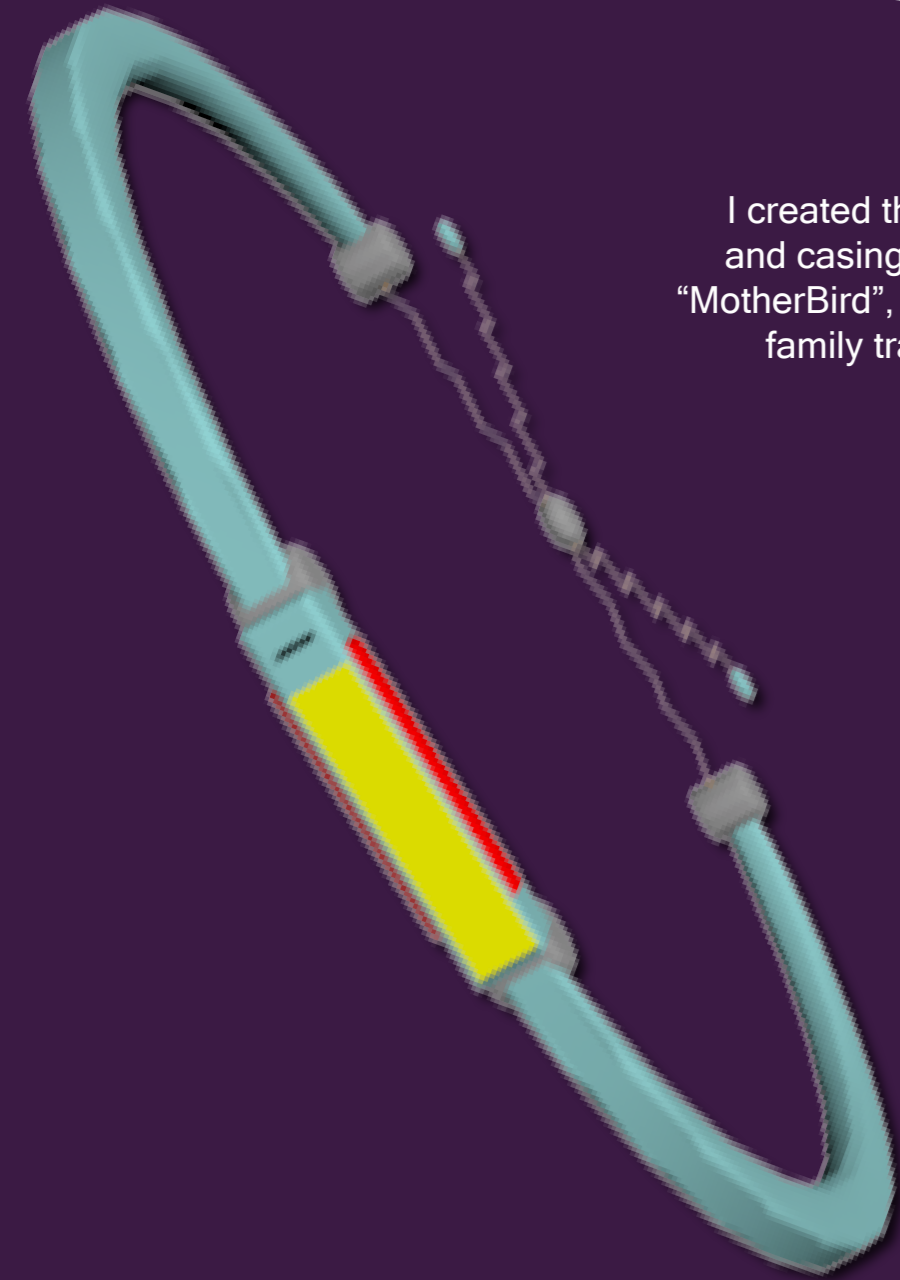
# Love Winchester
## Created in: Revit & 3Ds Max



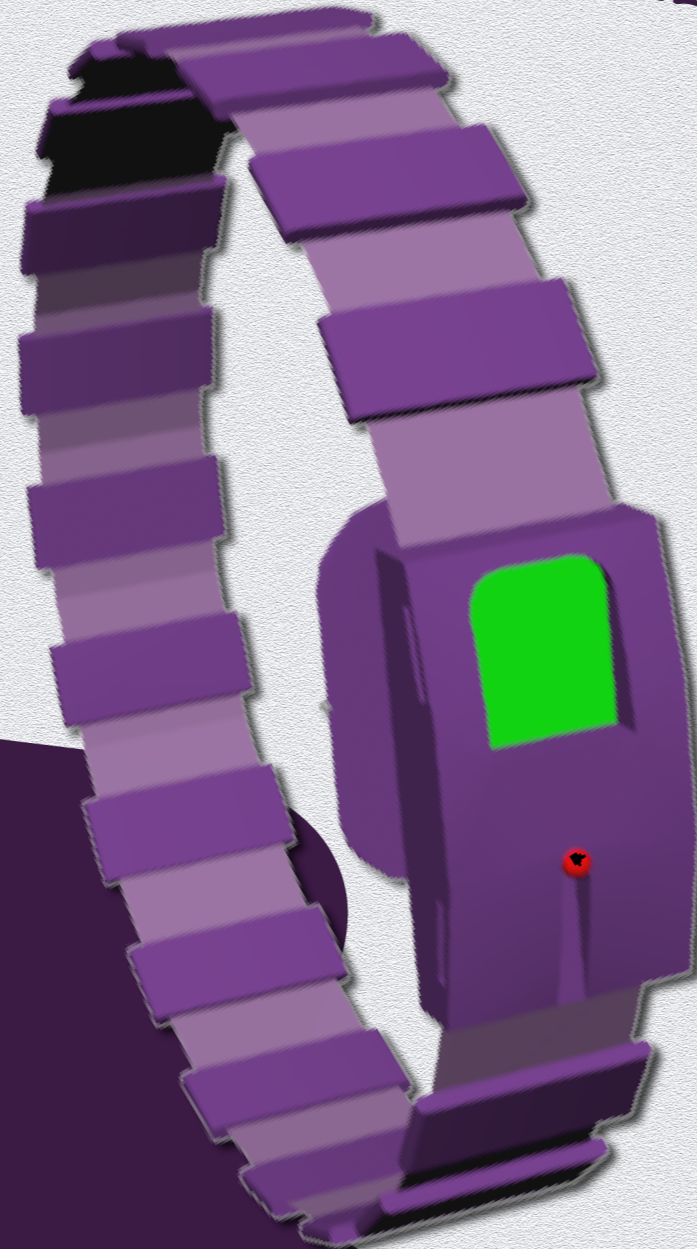Digital recreation of the King Alfred Statue, to be used for an Augmented Reality app.



CIRCA · 1860

The William Walker

CIRCA · 1860

The William Walker

Digital recreation of The William Walker pub, in Winchester, designed with custom textures to be used for Augmented Reality.

# MotherBird

I created the name and casings for the "MotherBird", a wearable family tracker.

Created in: AutoCAD

# QUACto Tomorrow

A semi-educational platformer game about a duck that travels around different important time periods, finding his way home. These are my assets for the tutorial level, the Ancient Aztecs.

Created in: AutoCAD

# References

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