B.Collins

Buster Collins'

Computer-Aided Designer

Scrapbook

How to Navigate the Document

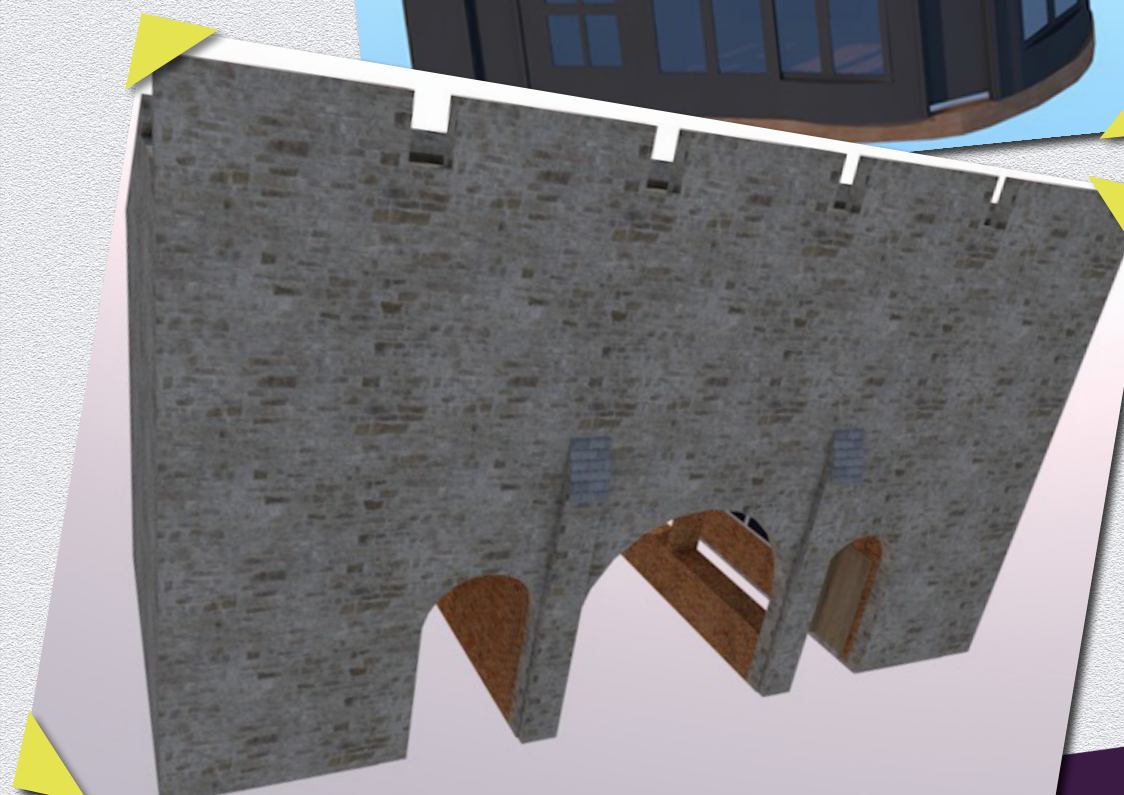Contents completely clickable!

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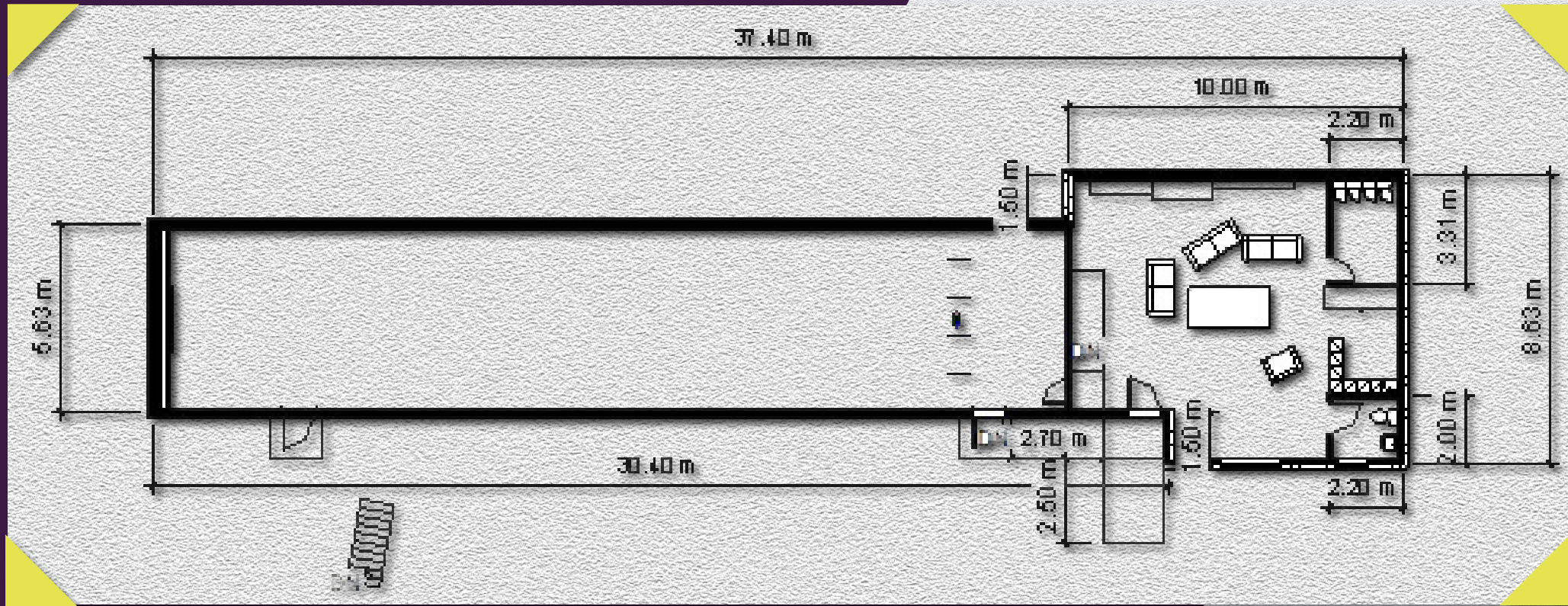
Contents

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.
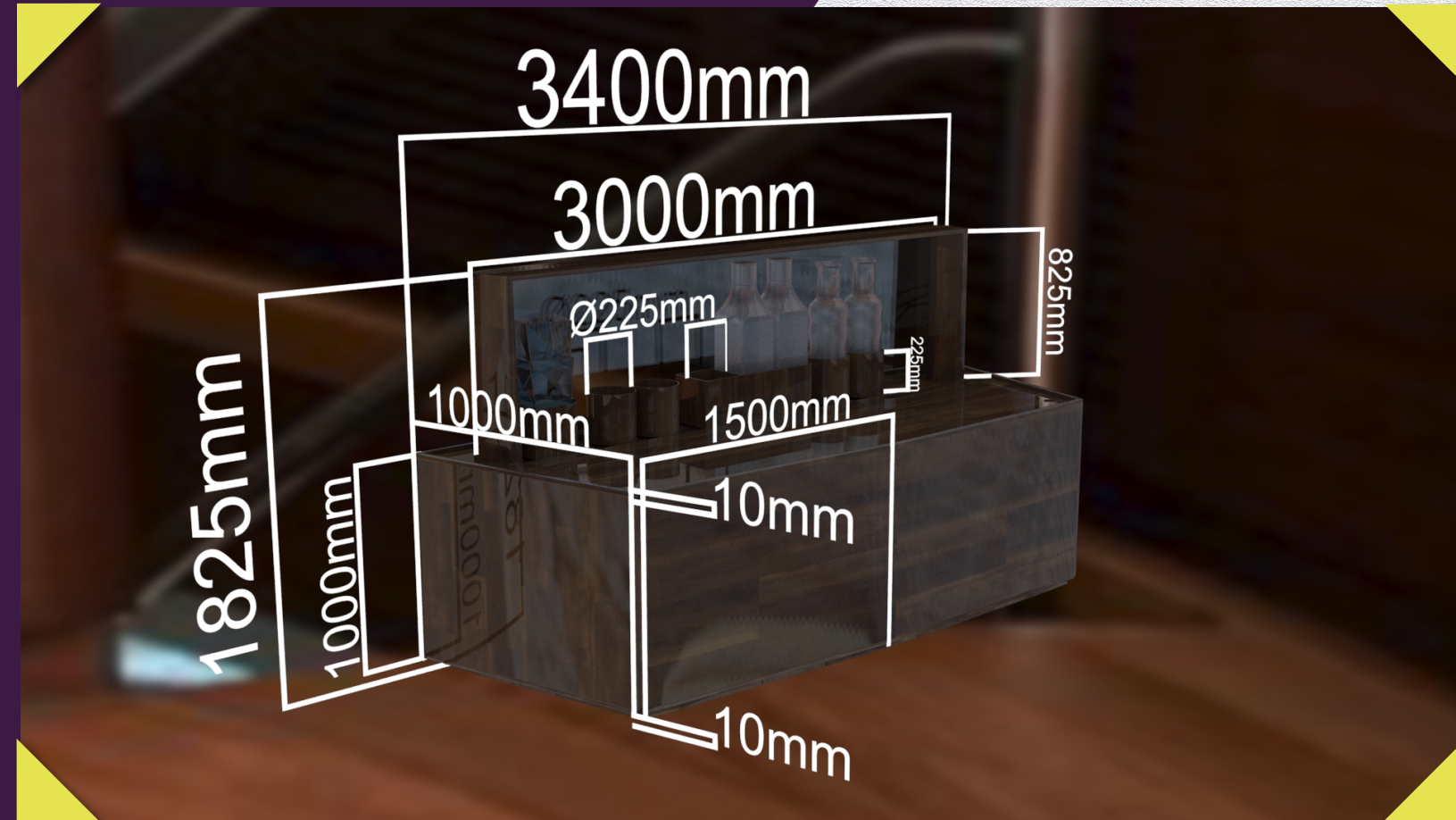
Princess Yachts
X95 Project

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'.
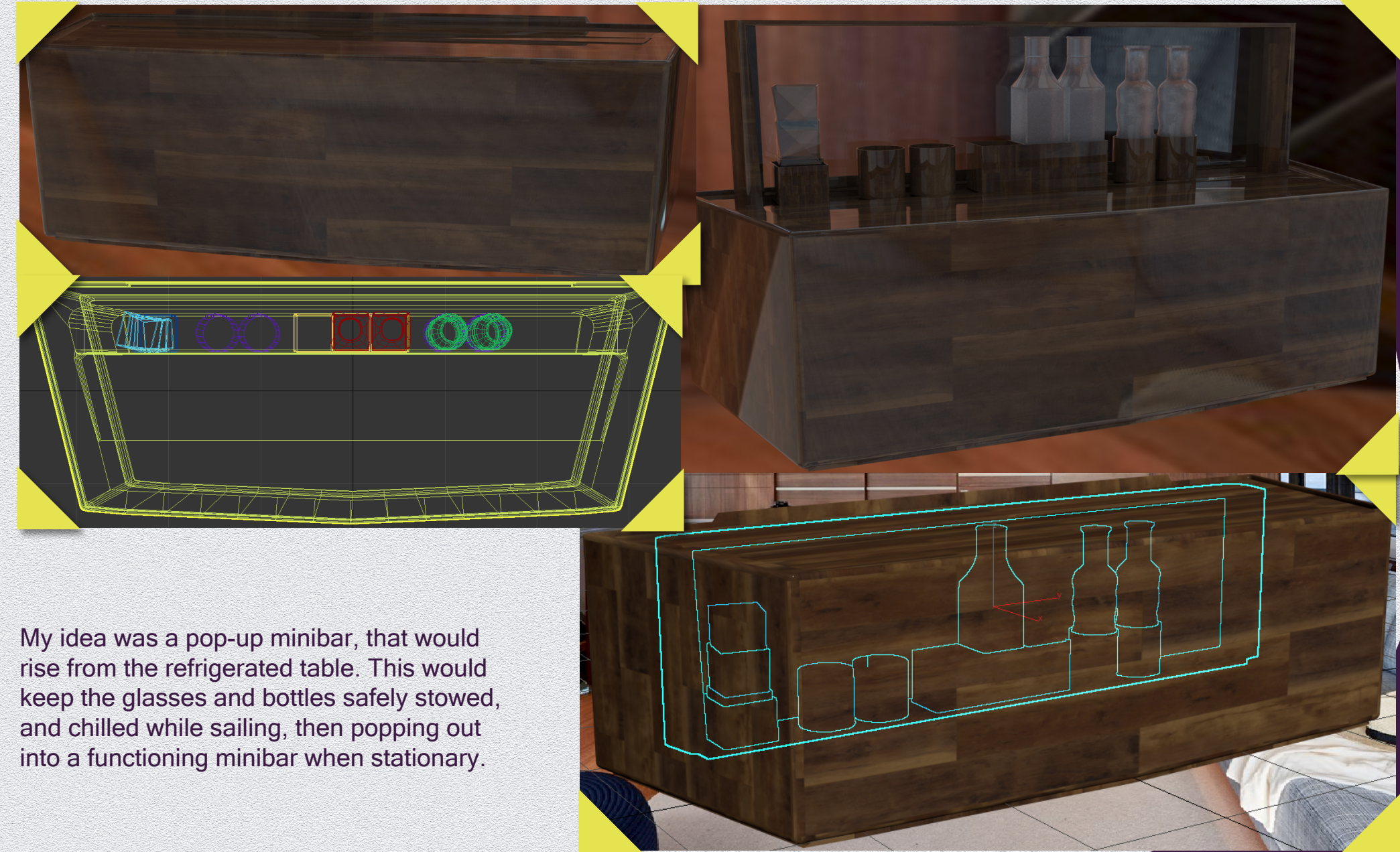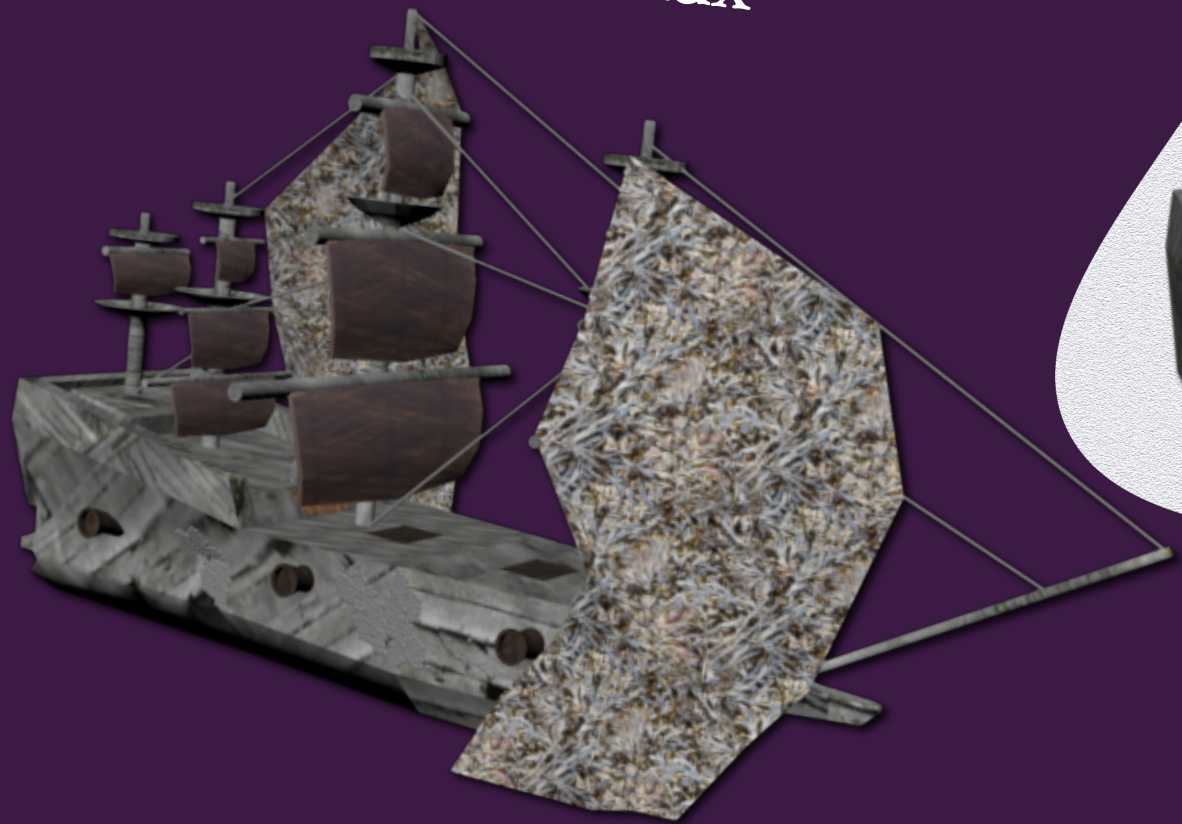

My idea was a pop-up minibar, that would rise from the refrigerated table. This would keep the glasses and bottles safely stowed, and chilled while sailing, then popping out into a functioning minibar when stationary.

Battleships!

Created in: 3Ds Max

I created two sets of ships for an augmented reality game of "Battleships!" for our all cohort Transmedia Exhibition.
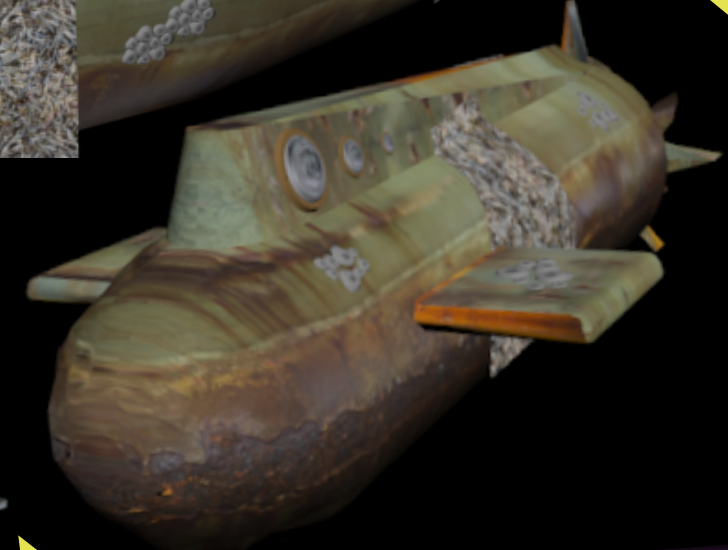
My two themes were for two characters: Deep One: Sunken modern-ish style ships and David Bones: Sunken pirate ships.

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!
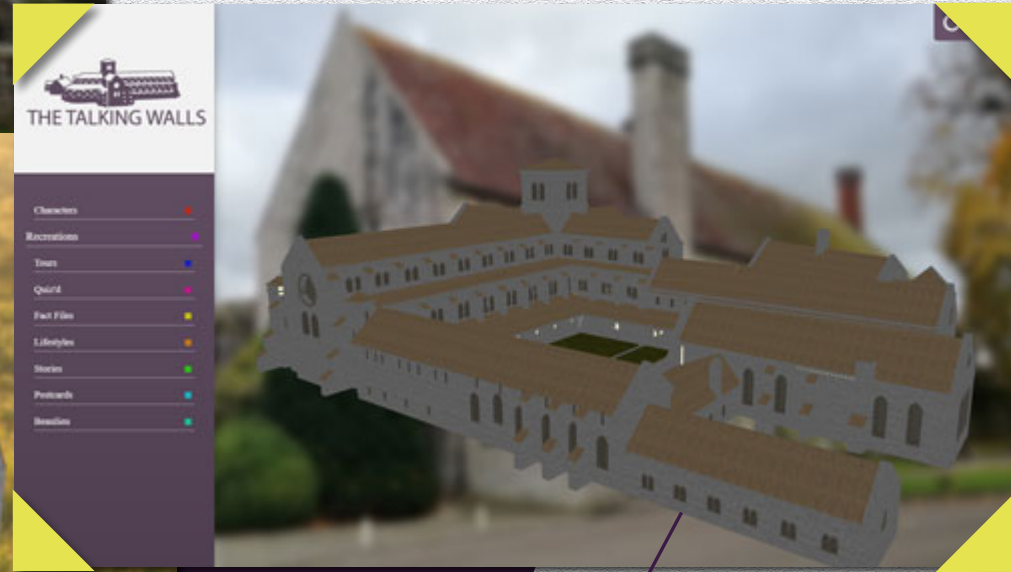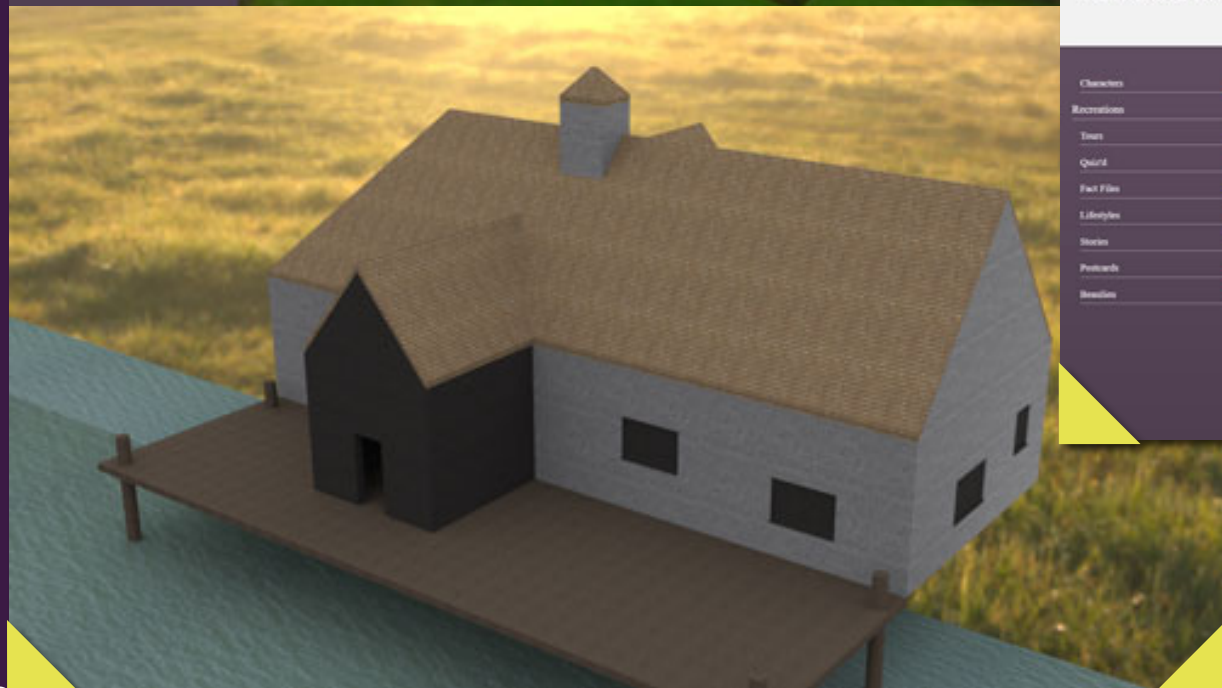

On the TV screen is Witcher 3, made by CD Projekt Red, the phone screen shows the home screen of a Sony Xperia. I created the scene and all the 3D models.

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.

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.

Model by Dr Debs Wilson, Retextured for the website by myself.
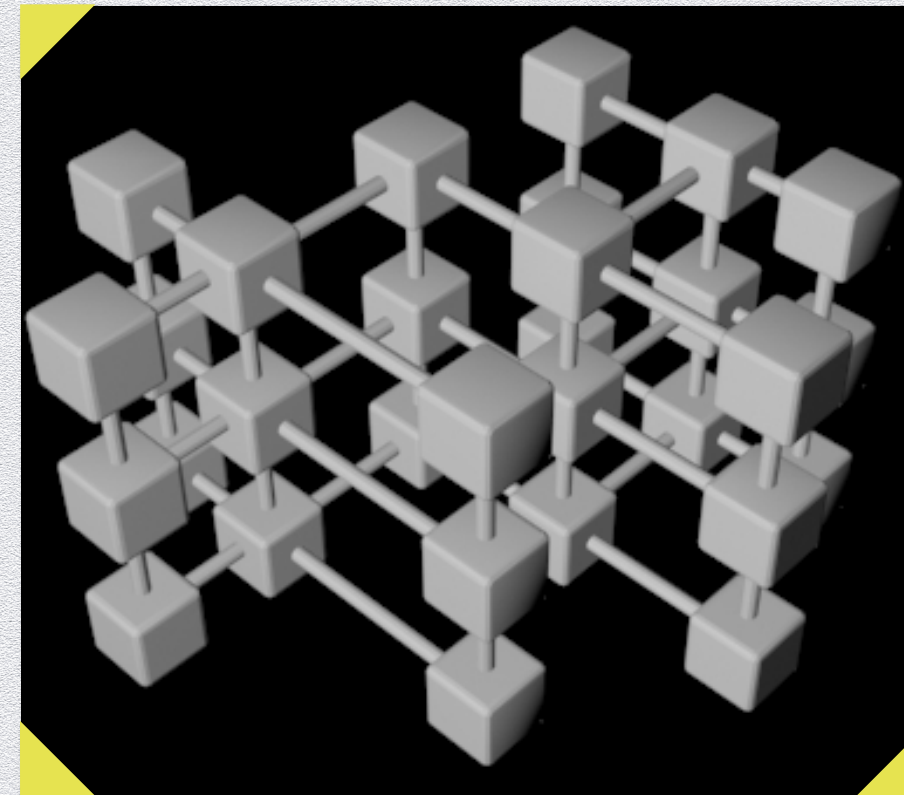
Love Winchester
Created in: Revit & 3Ds Max

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

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

MotherBird

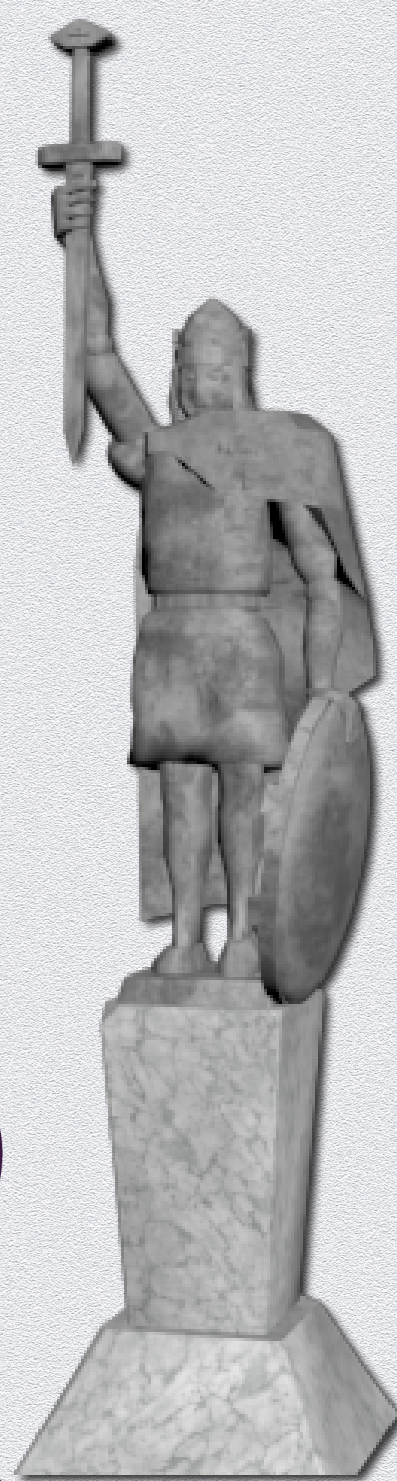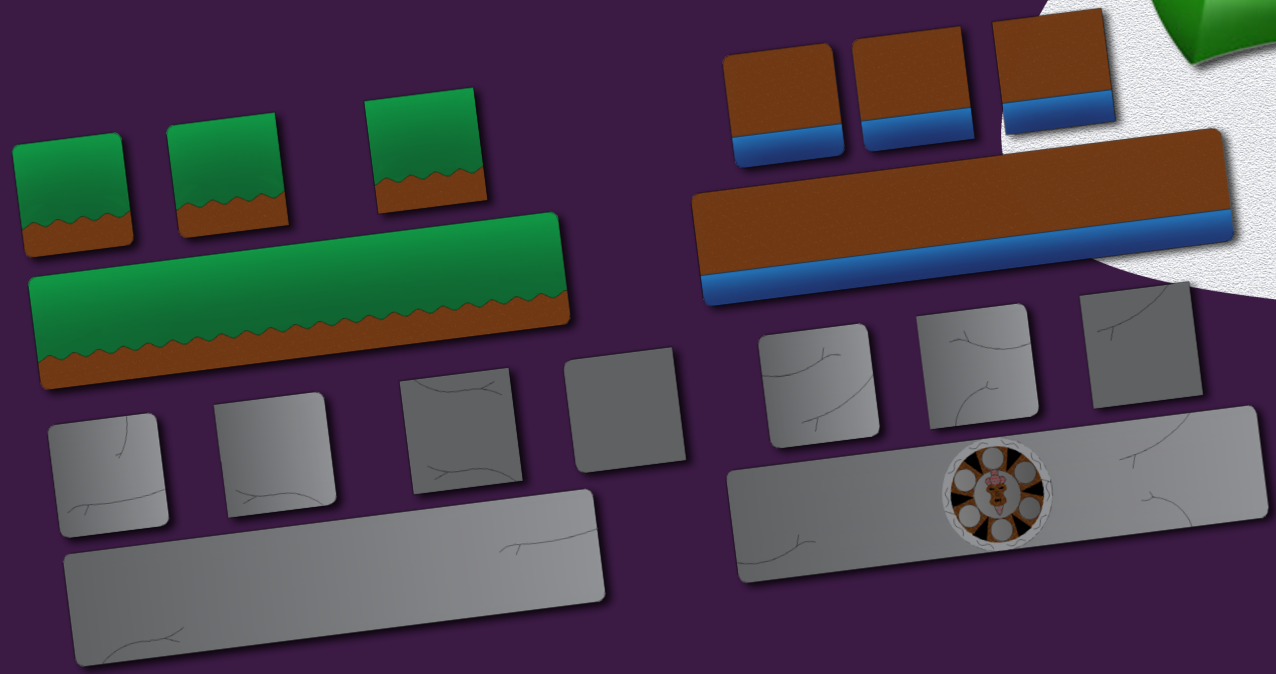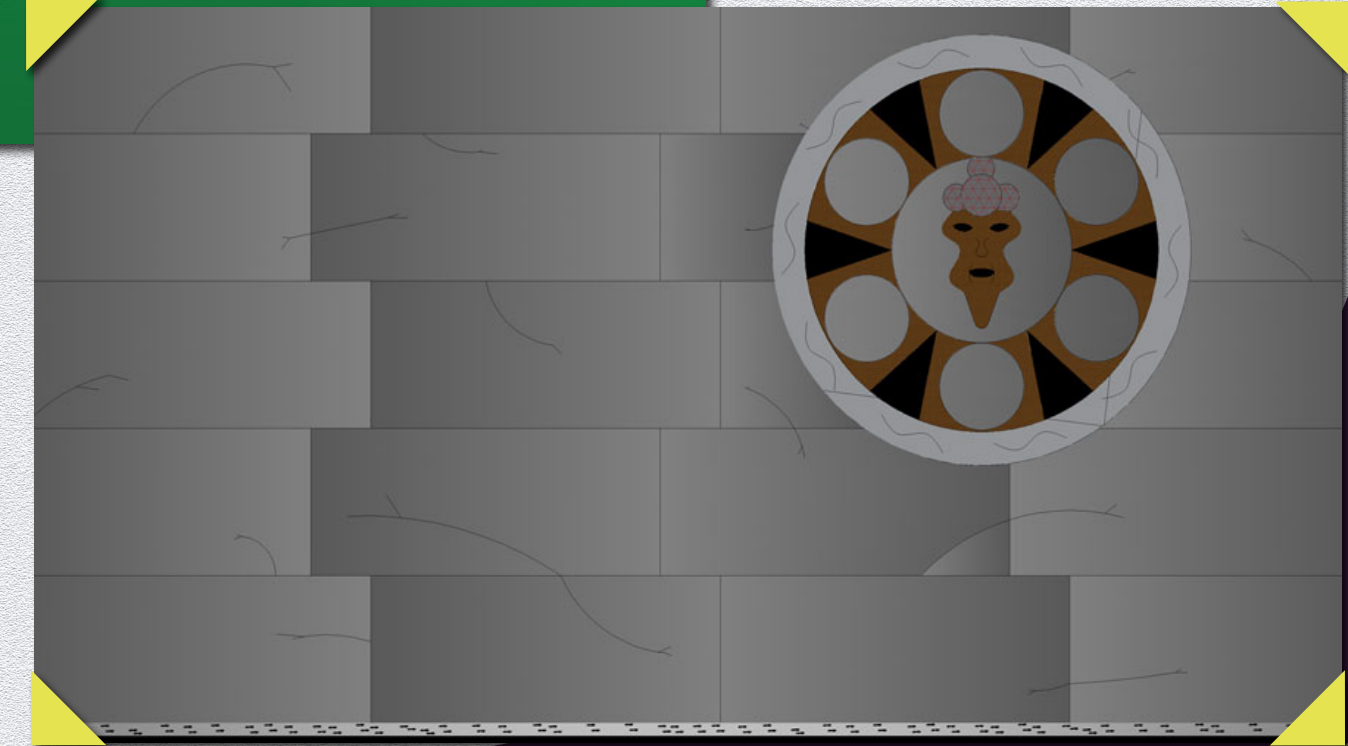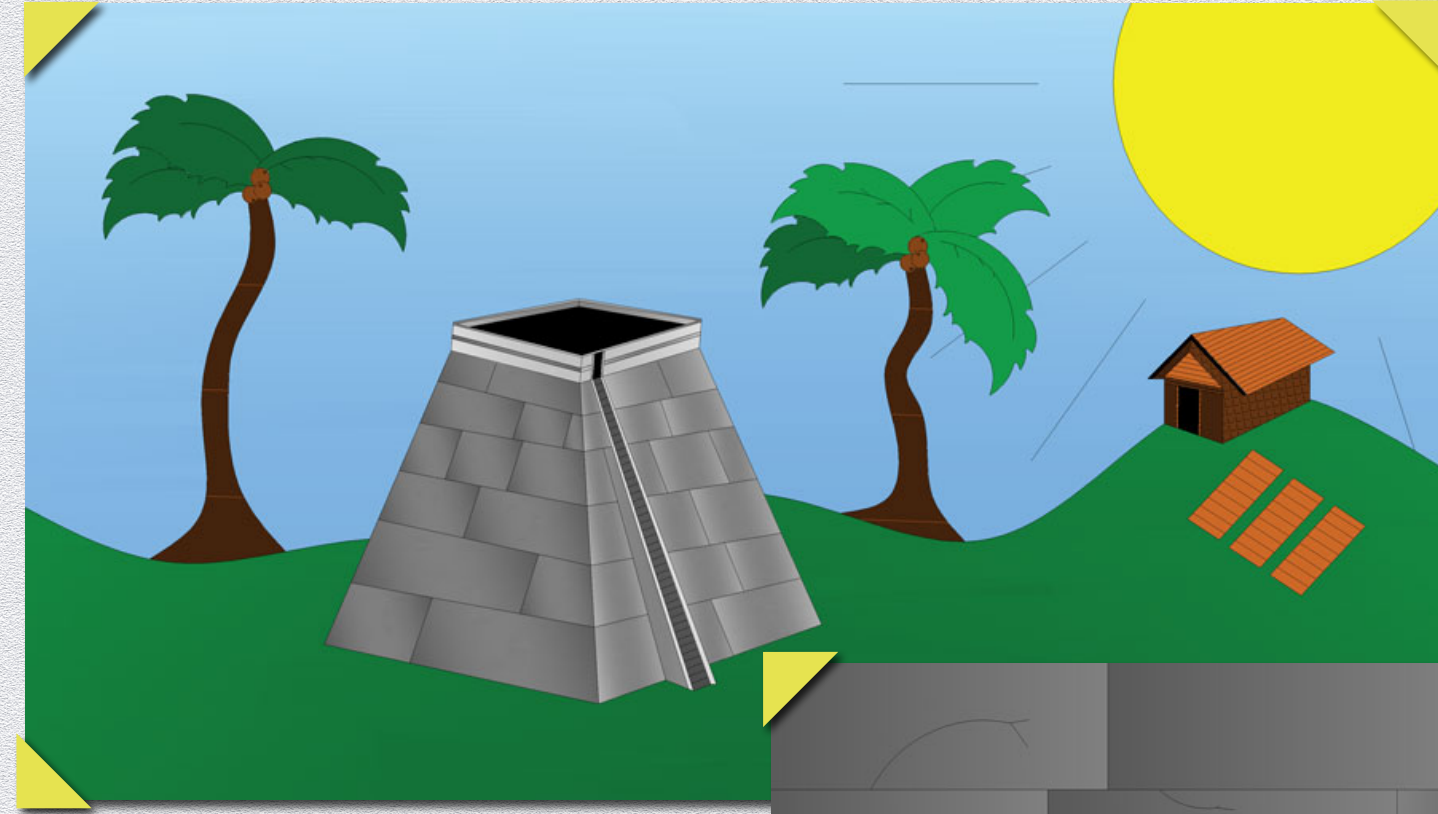I created the name and casings for the "MotherBird", a wearable family tracker.

Originally created as a project for some "mesh objects" creation as a seperate project.

Team Mango saw the opportunity to fit the MotherBird device inside, so I set about creating slots available for the MotherBird device to be stored inside.

Created in: AutoCAD

Design		Name	Date	Client		Description		Page Size		
Extrusion of 2D Drawing		B. Collins	07/01/19			3D Model of the bangle casing for the "MotherBird" tracking device.		ISO EXPAND A3 (420.00 X 297.00 MM)		
Extrusion and Subtraction to create details in the shape of the unit.		B. Collins	07/01/19	Team Mango				Design Date		
Details on end within the unit, unhousing layers, ready to be rendered.		B. Collins	07/01/19					7 February 2019		
"Floating edges of the drawing.		B. Collins	07/02/19					Job No.		

Design		Name		Client	Description	Page Size		Scale
Front & Back Designs		Buster Collins		Team Mango	Watch-like housing for the "MotherBird" child tracker	ISO EXPAND A3 (420.00 X 297.00 MM)		1:1
Side Designs		Buster Collins				Design Date		
						January 23, 2019		
						Job No.		#1

Checklist	Date	Client	Project	Paper Size	Scale
		Team Mango	Ring casing for the "MotherBird".	ISO EXPAND A4 (297.00 X 210.00 MM)	1:1
				Design Date	
				February 8, 2019	
				Job Number	

QUACK to Tomorrow

Created in: AutoCAD

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.

References

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Find me on Instagram & LinkedIn

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