



Buster Collins'

Computer-Aided Designer

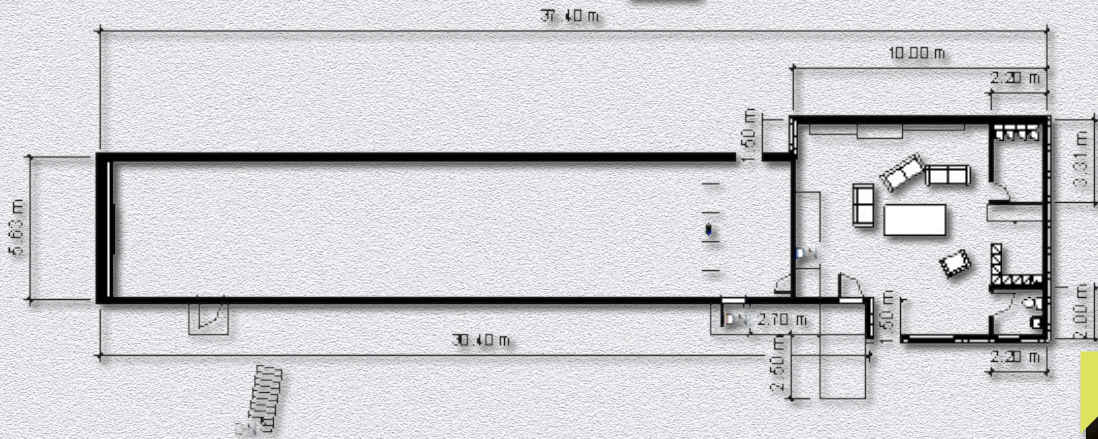
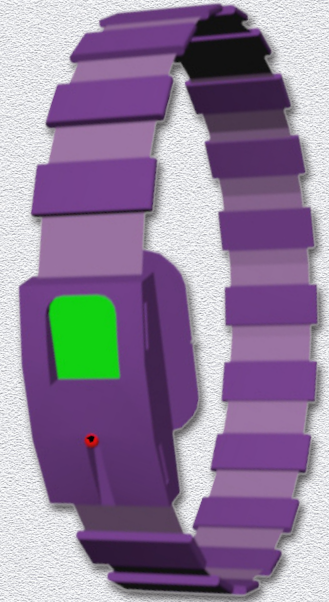
Scrapbook



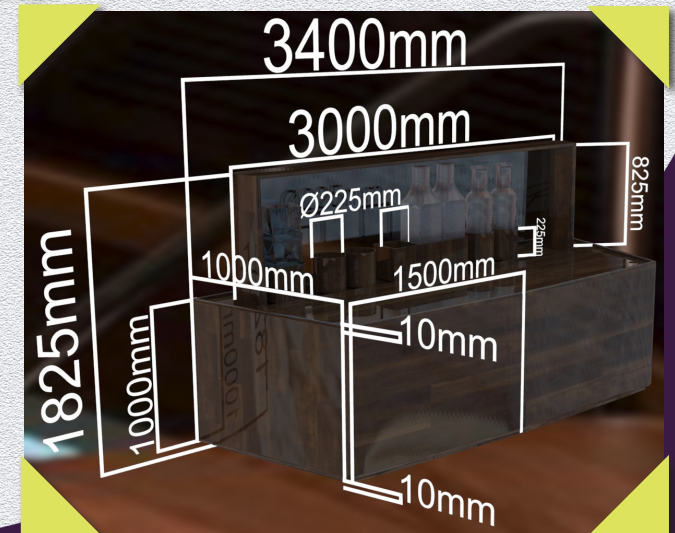
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QUACK TO Tomorrow

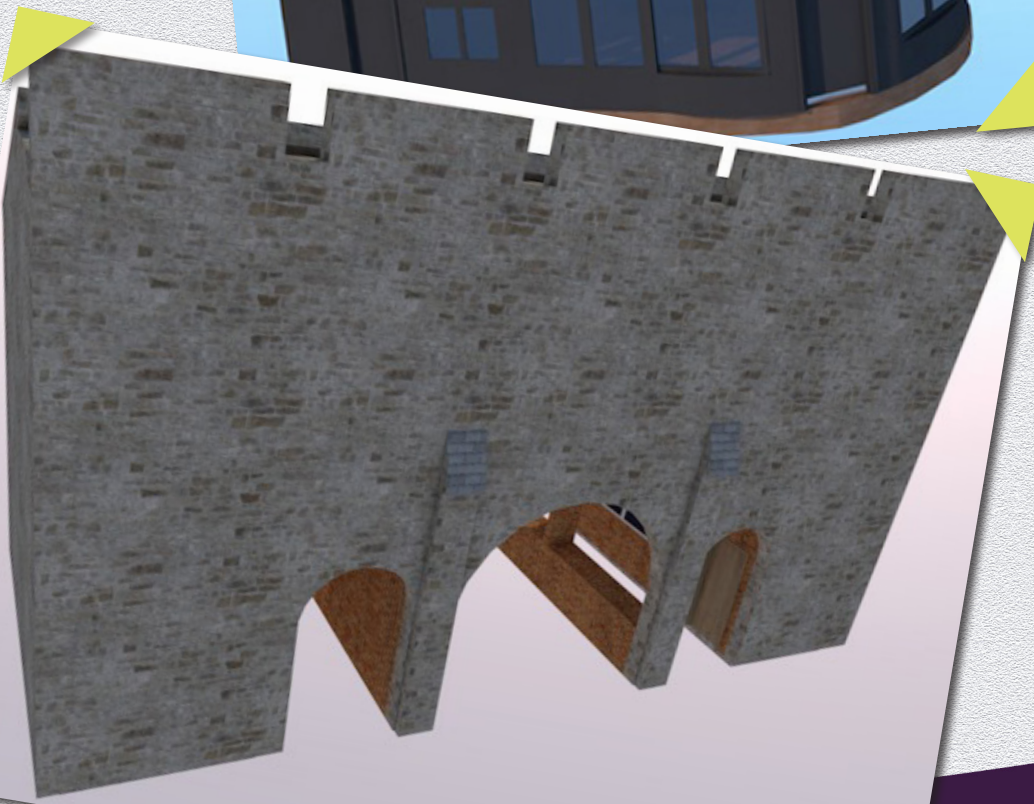


Virtual Cities: Winchester

Created in: ArchiCAD



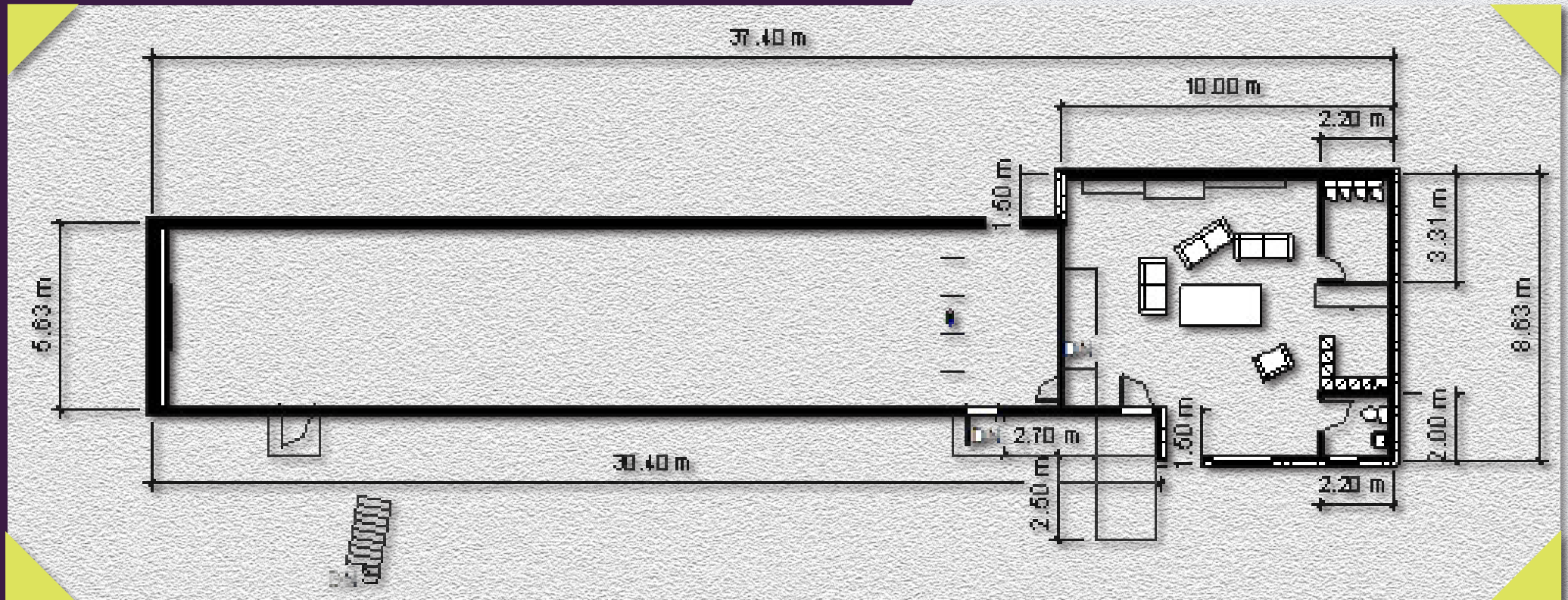
Virtual Cities is a digital walk-through of Winchester made in Unreal Engine. Several students are creating different buildings for this project, the buildings shown below are my contribution.



The Rifle Club

Created in: Revit

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



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.

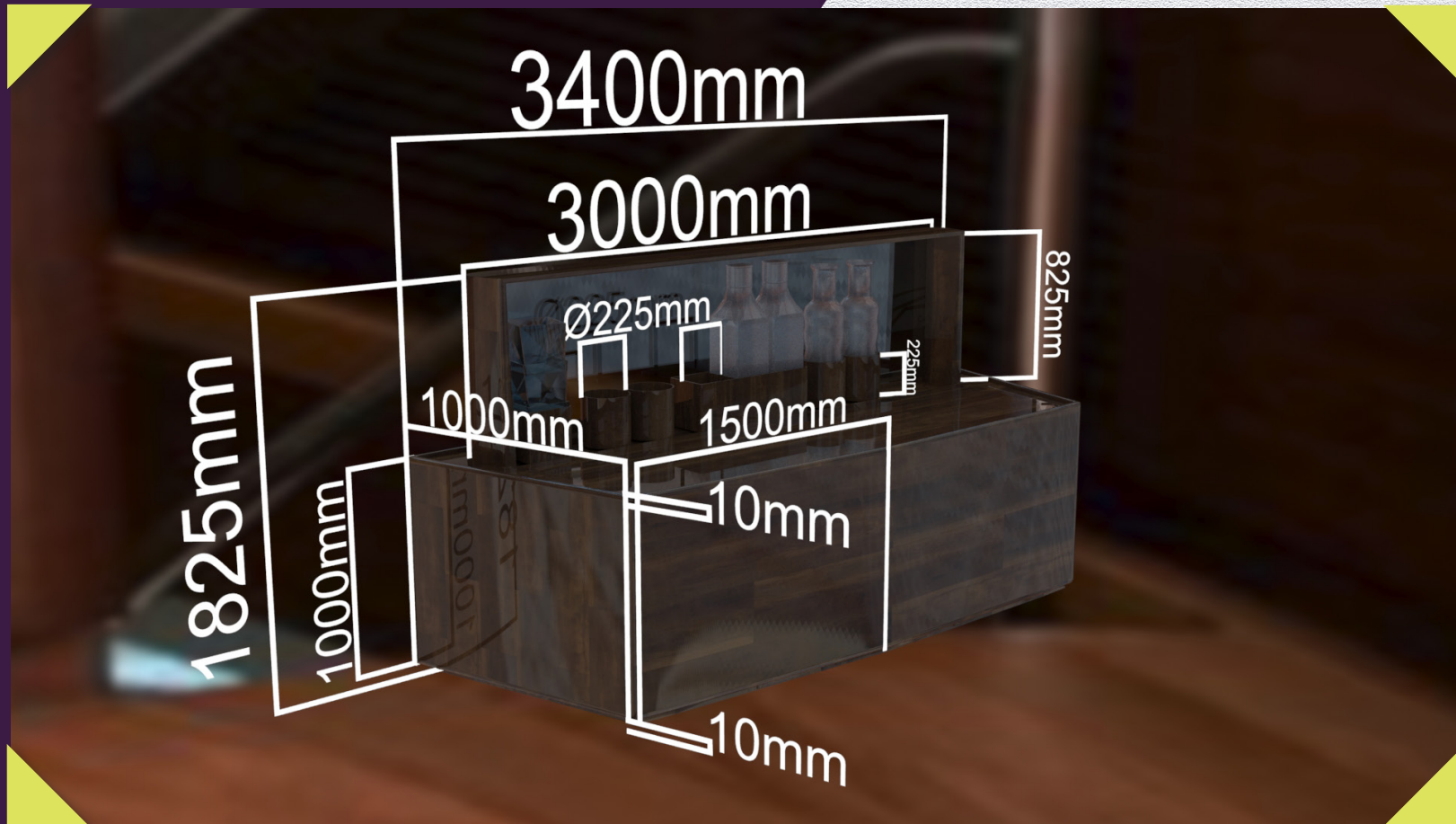


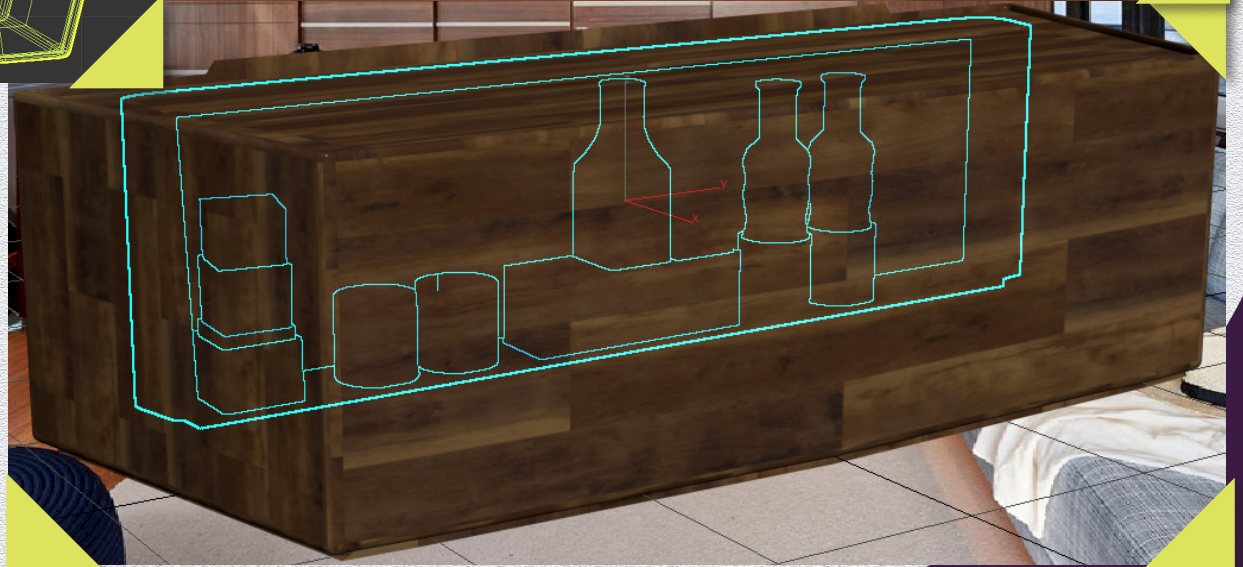
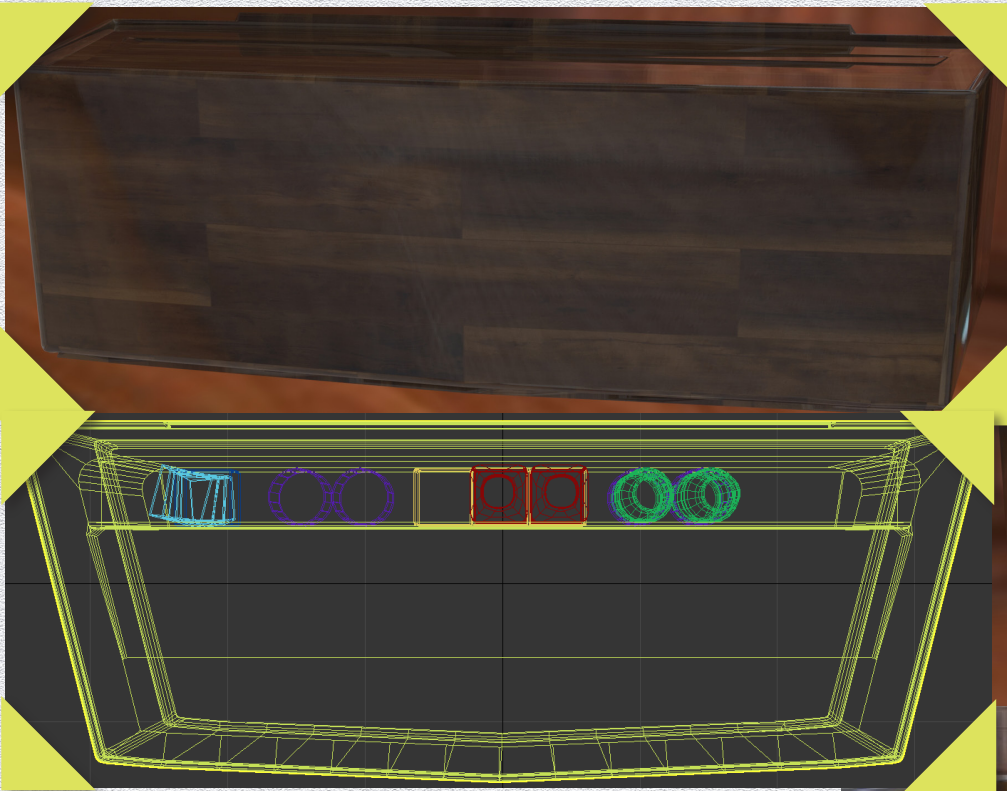
This project was completed entirely in Revit, as such, I used Revit's own renderer to produce these 3D Visualisations of the building to be sent to the client within a titleblock.

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'.

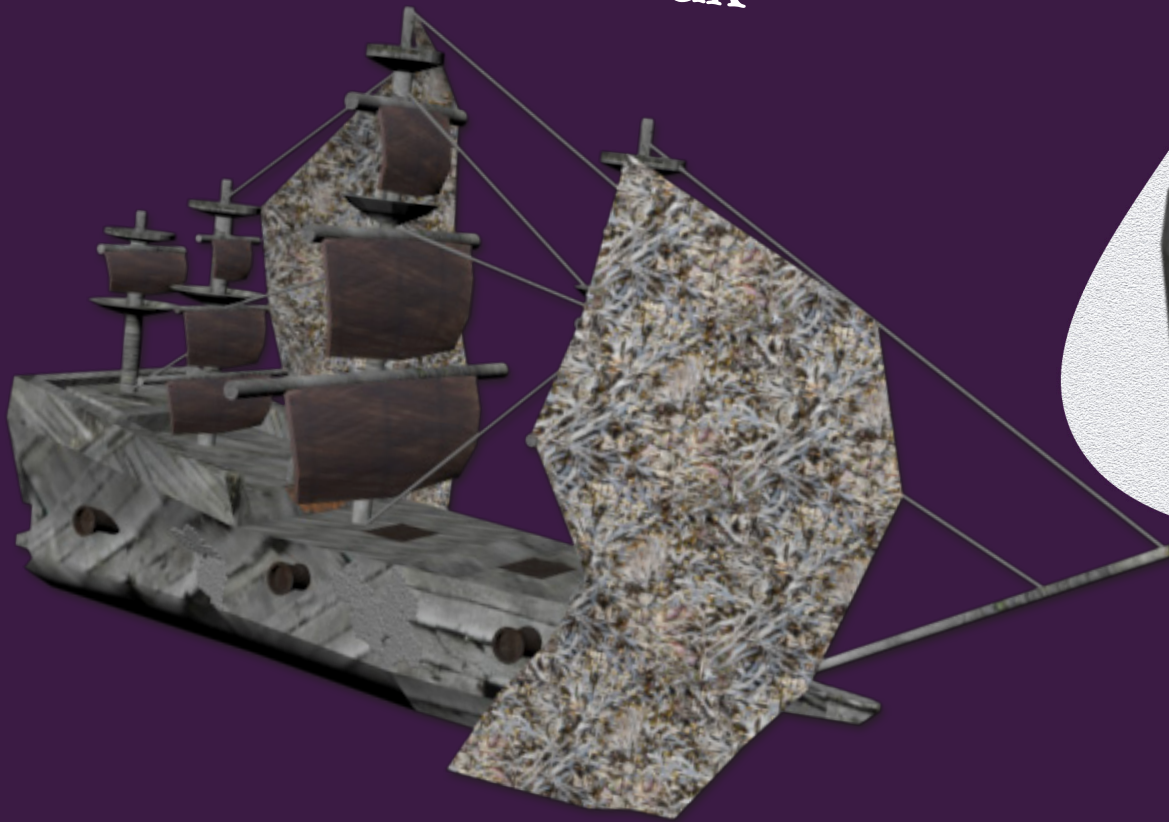




My idea was a pop-up minibar, that would rise from the refrigerated table. This would keep the glasses and bottles safely stowed, and chilled while sailing, then popping out into a functioning minibar when stationary.

Battleships!

Created in: 3Ds Max

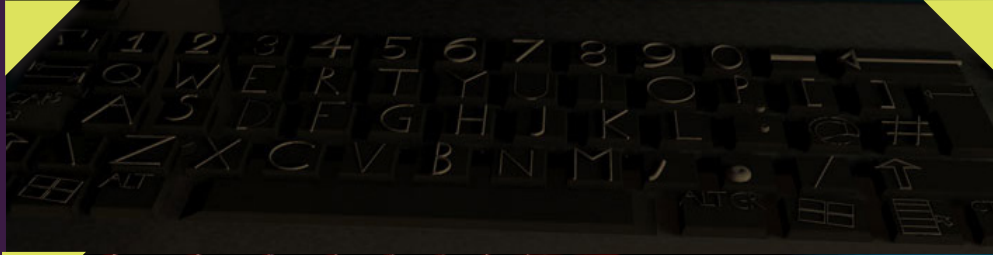


I created two sets of ships for an augmented reality game of "Battleships!" for our all cohort Transmedia Exhibition.



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)



Created in: 3Ds Max

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!

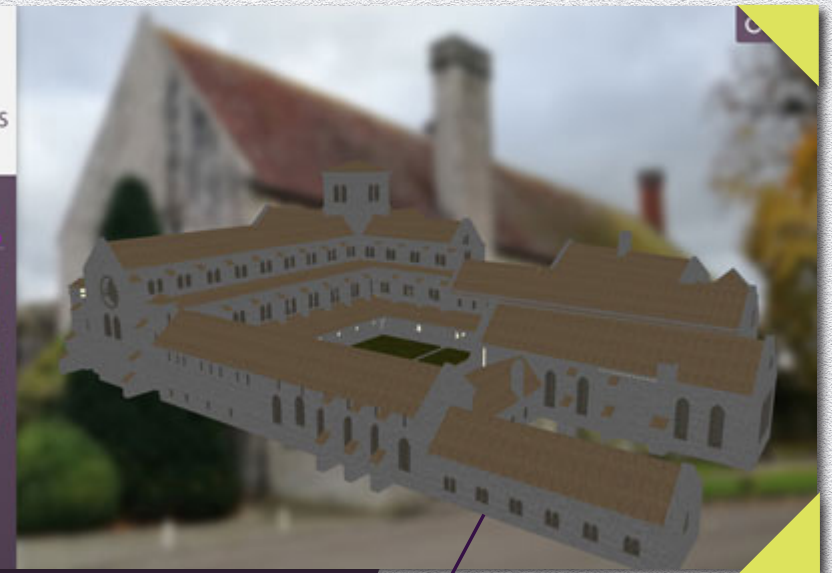
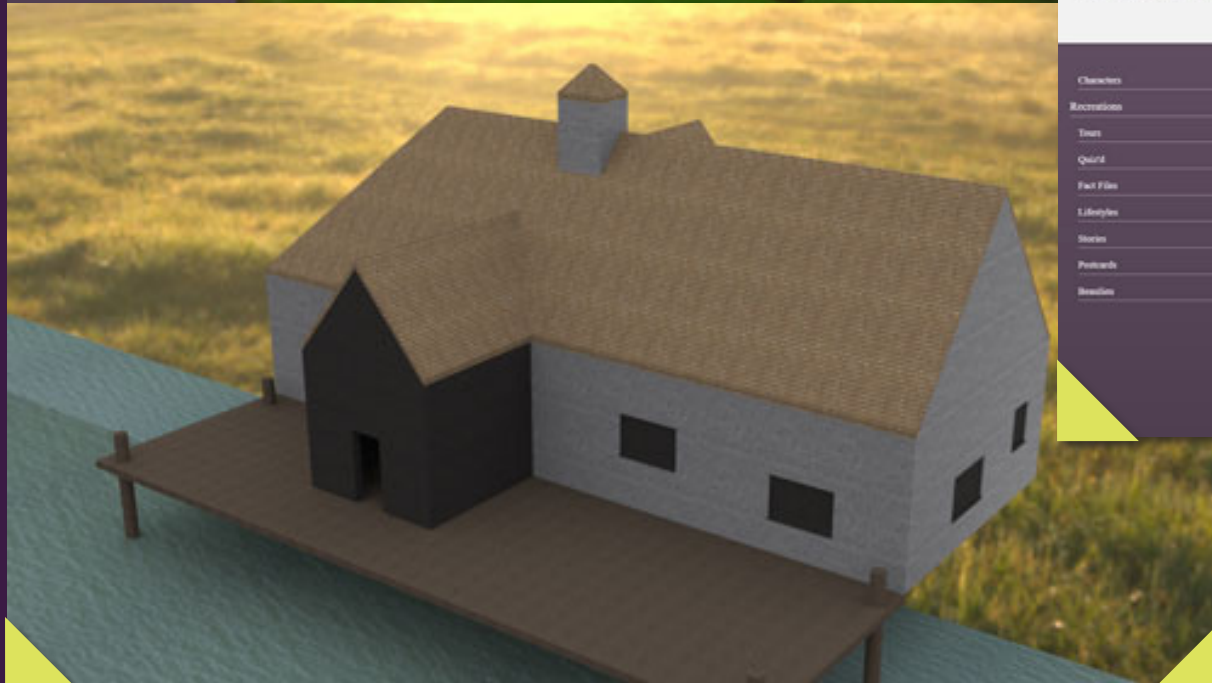


On the TV screen is Witcher 3, made by CD Projekt Red, the phone screen shows the home screen of a Sony Xperia. I created the scene and all the 3D models.

Talking Walls

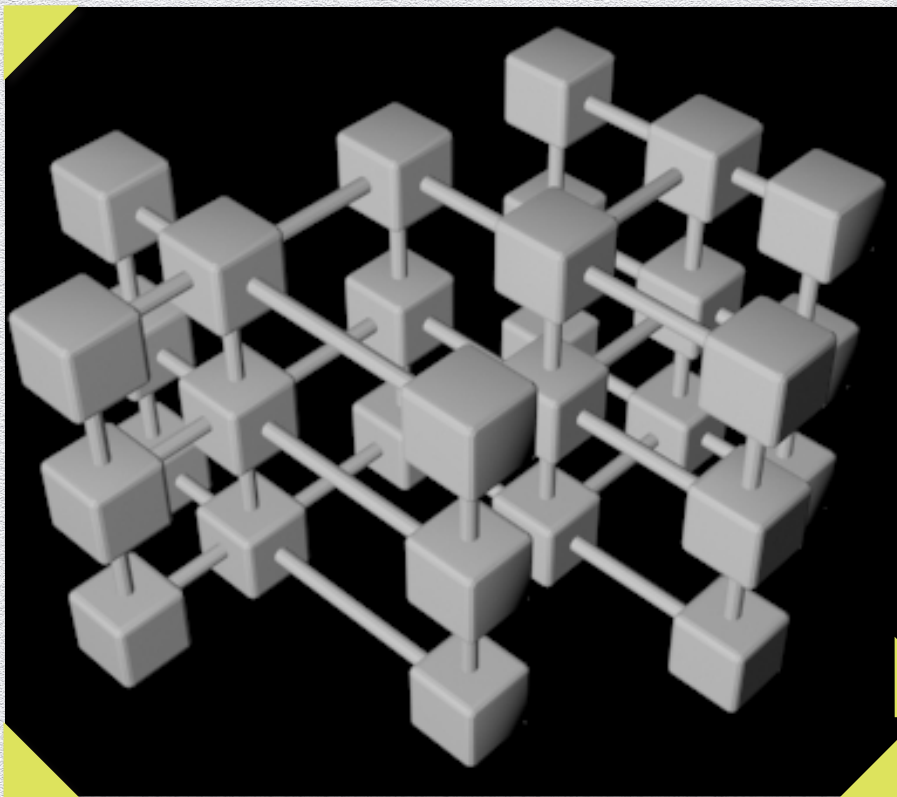
Revit & 3Ds Max

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.

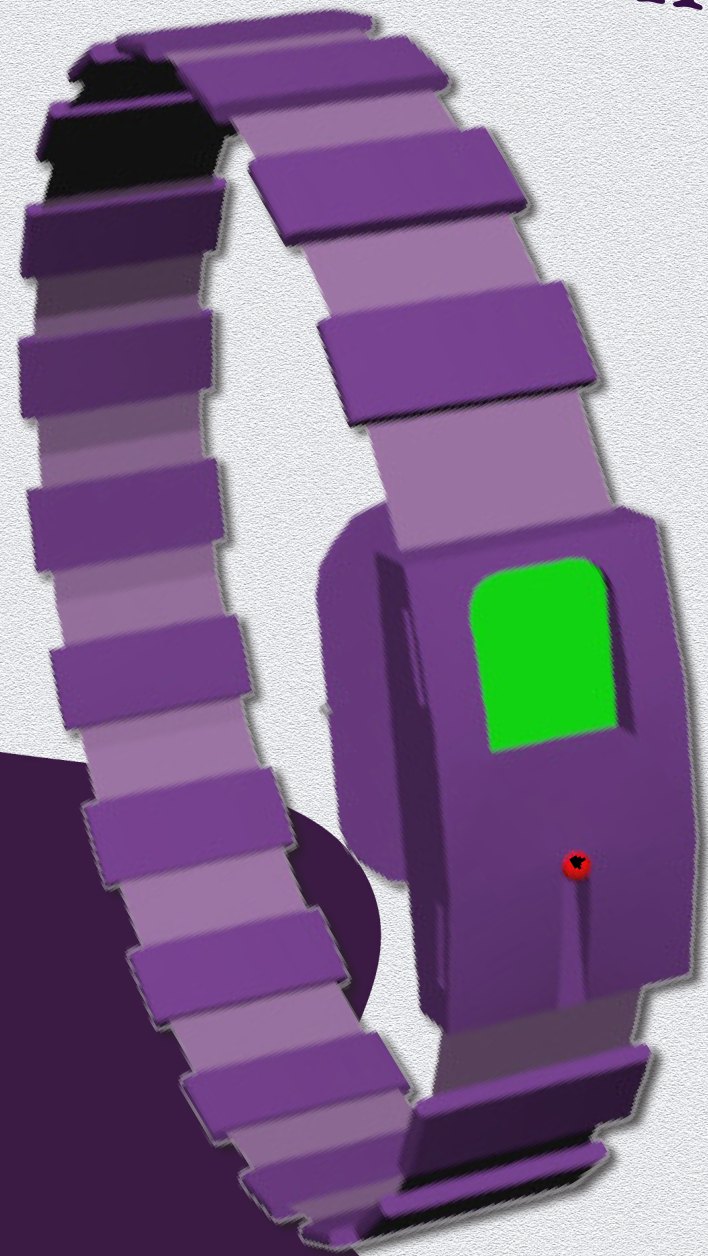
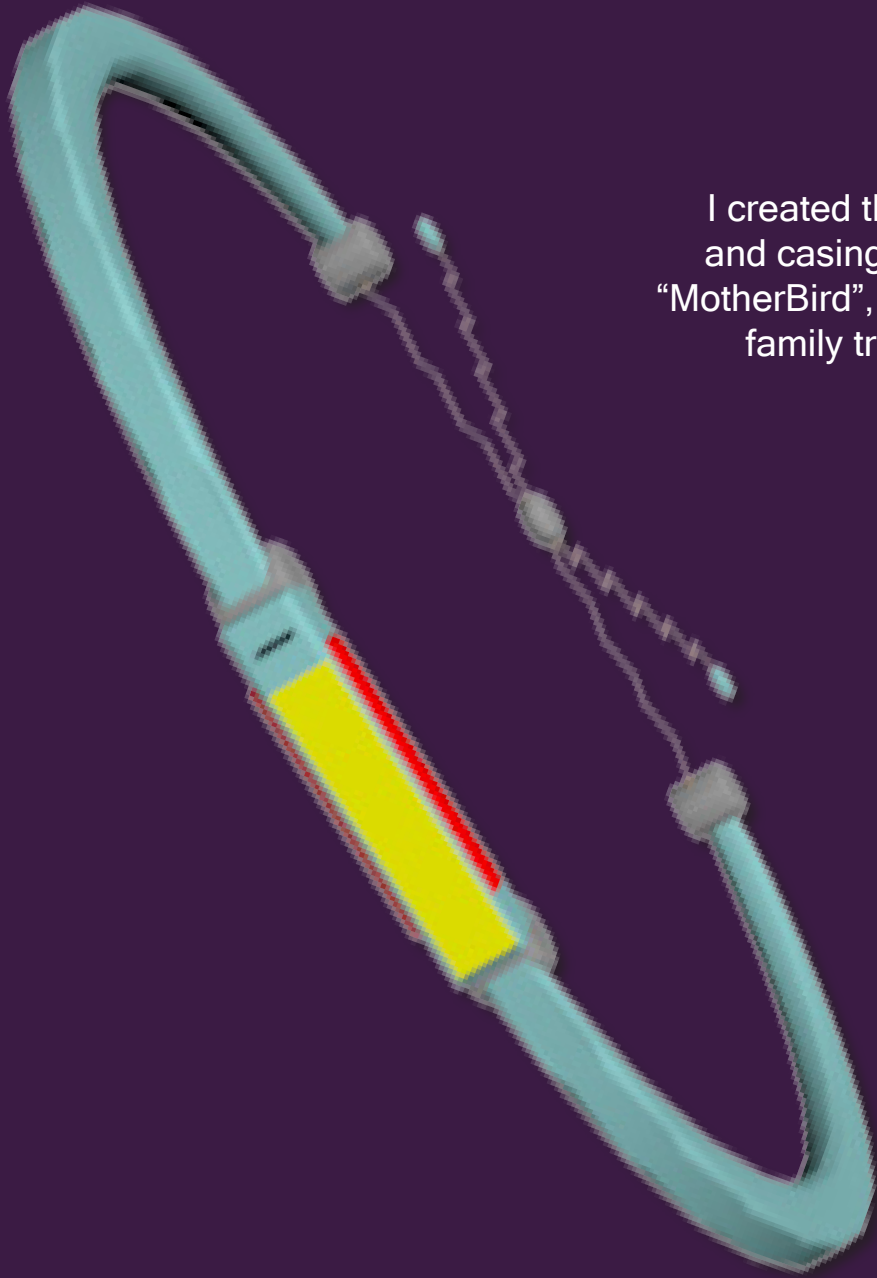




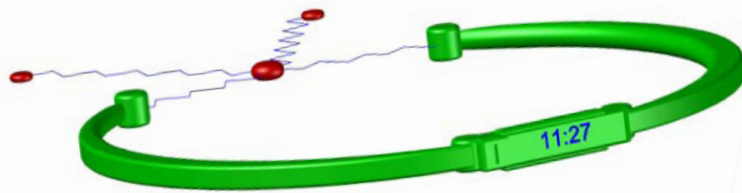
Digital recreation of The William Walker pub, in Winchester, designed with custom textures to be used for Augmented Reality.

MotherBird

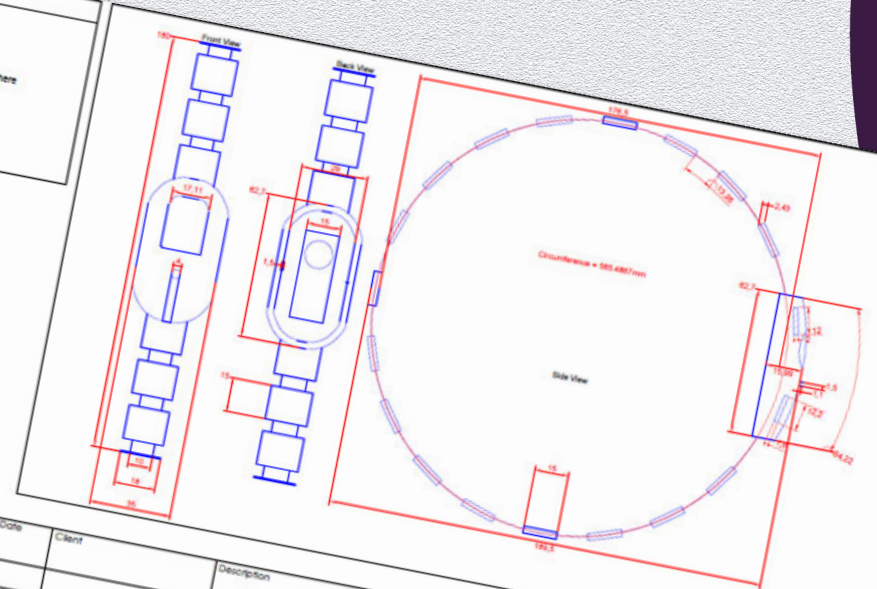
I created the name and casings for the "MotherBird", a wearable family tracker.



Created in: AutoCAD



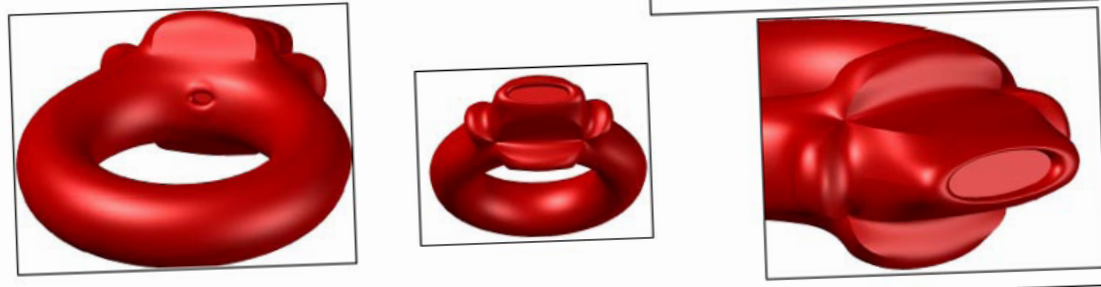
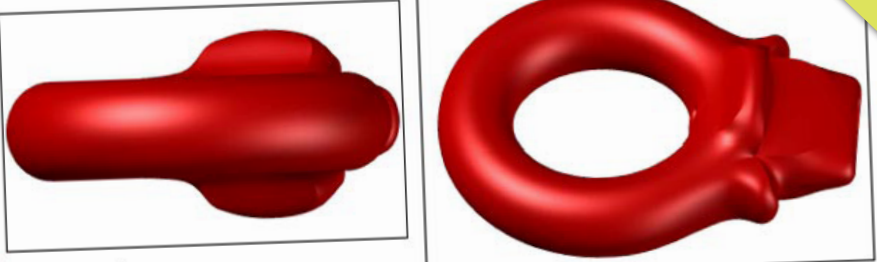
Design	Name	Date	Client	Description	Page Size
Extrusion of 3D Drawing	B. Collins	07/01/19	Team Mango	3D Model of the bangle casing for the "MotherBird" tracking device.	ISO EXPAND A3 (420.00 X 297.00 MM)
Extrusion and Subtraction to create details in the shape of the unit.	B. Collins	07/01/19			
Details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



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

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

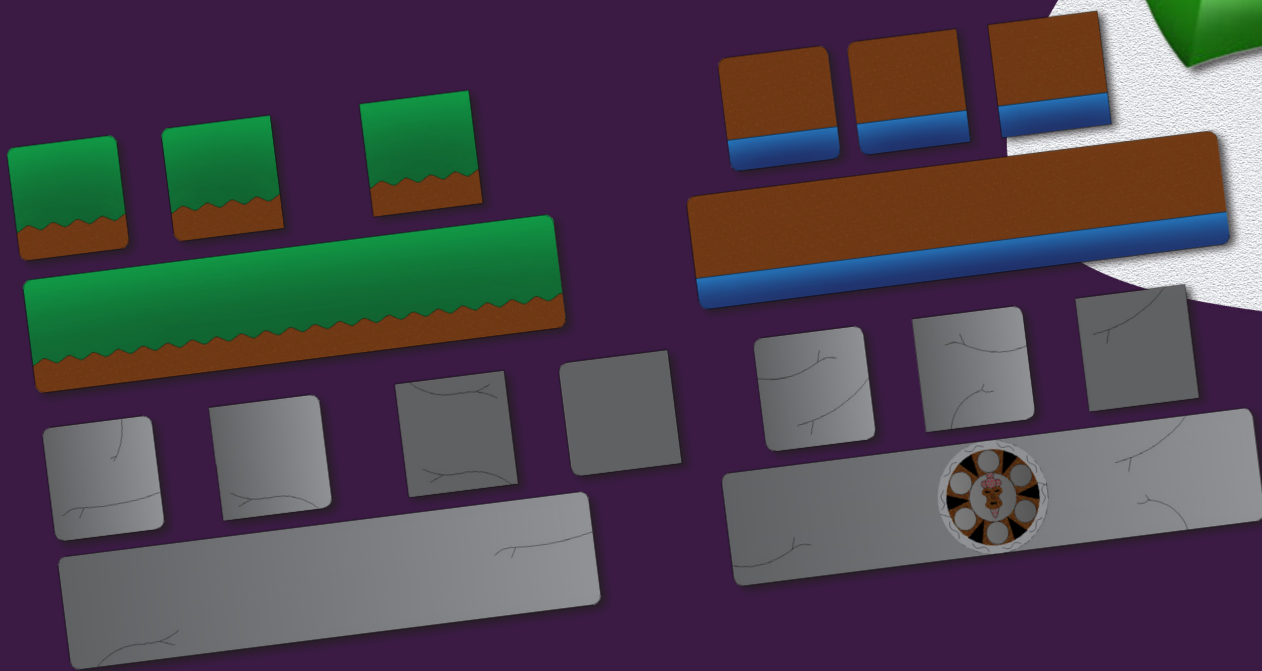
Team Mango saw the opportunity to fit the MotherBird device inside, so I set about creating slots available for the MotherBird device to be stored inside.



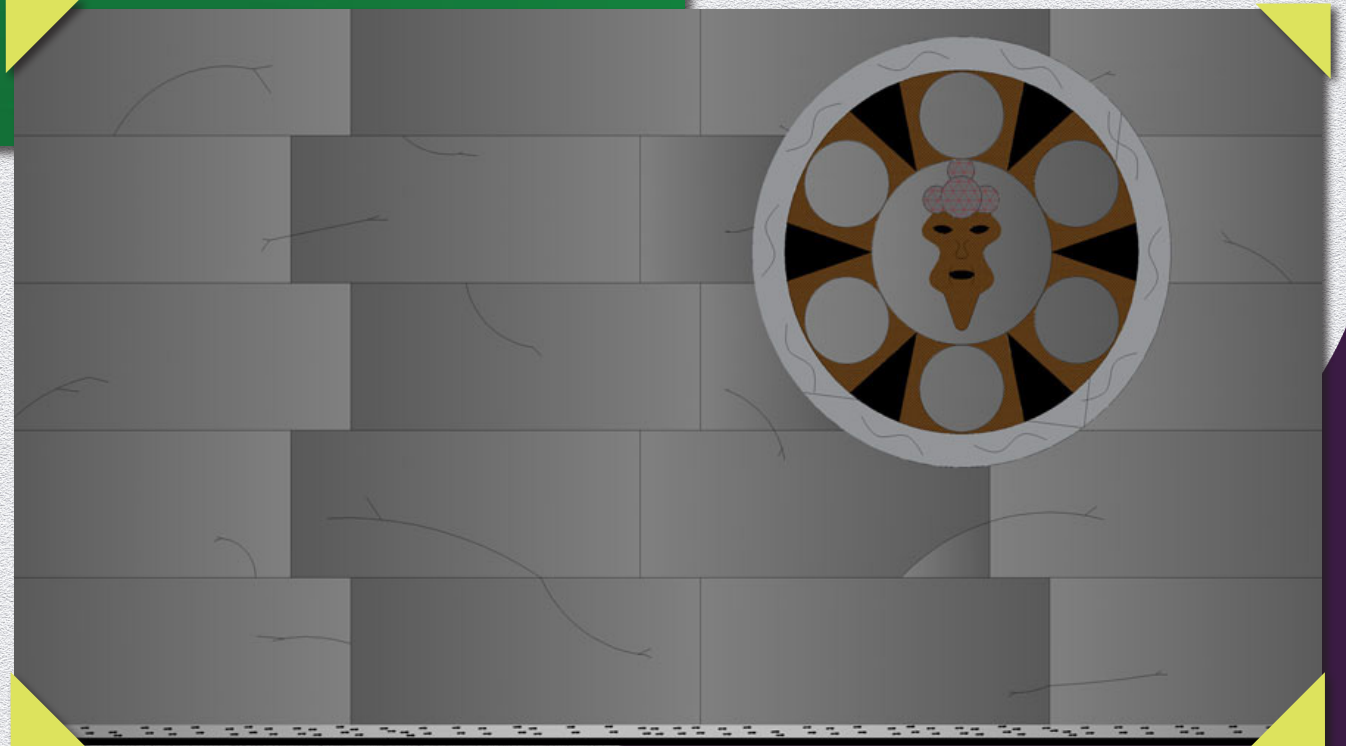
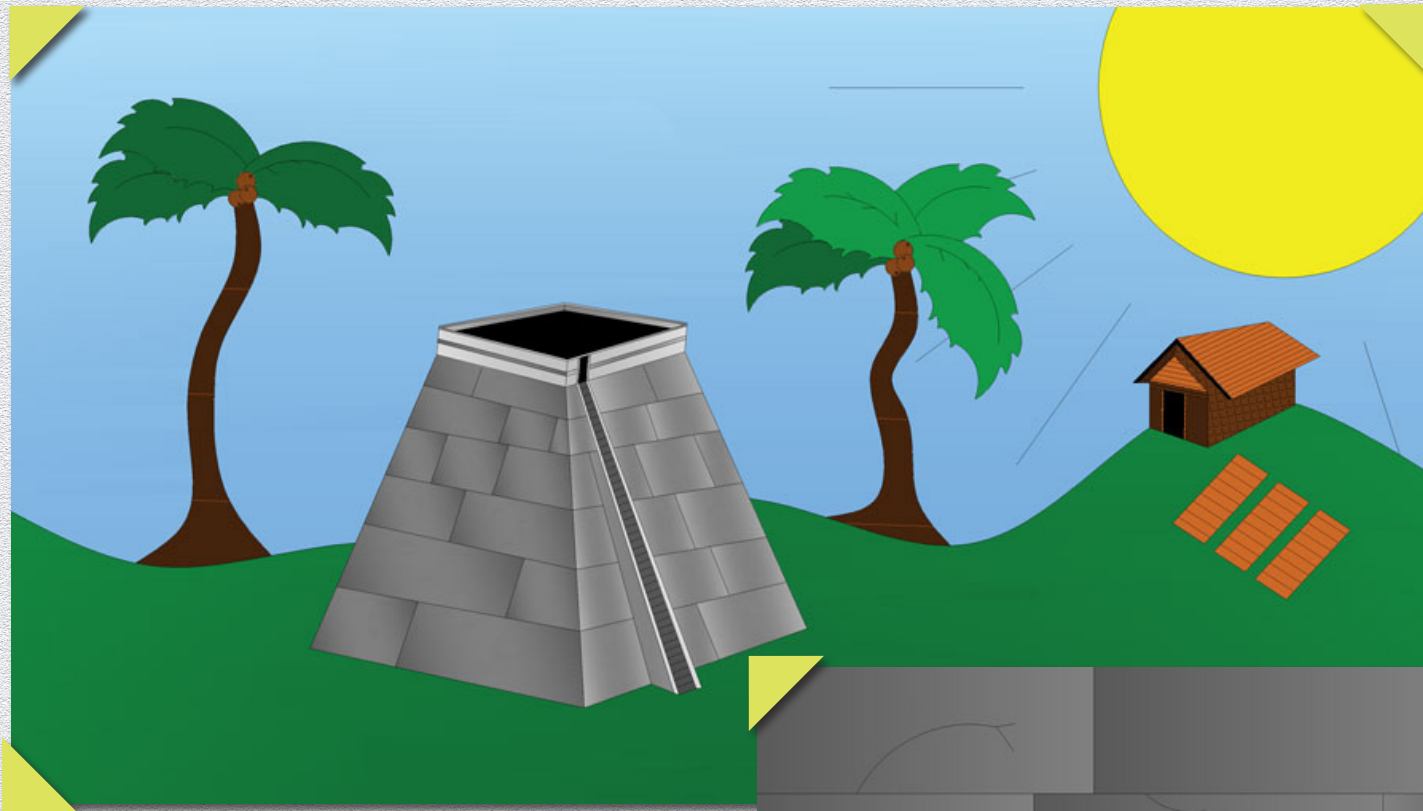
Checklist	Date	Client	Project	Paper Size	Scale
		Team Mango	Ring casing for the "MotherBird".	SO EXPAND A4 (297.00 X 210.00 MM)	1:1
				Design Date: February 8, 2019	
				Job Number:	



QUACK TO



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.

Length of building / longest wall 33.40 m
 Width of building 5.633m
 Current end wall to main entrance door 4m

Main Entrance door 'stick-out':
 1.20m out from side wall
 1.62m across

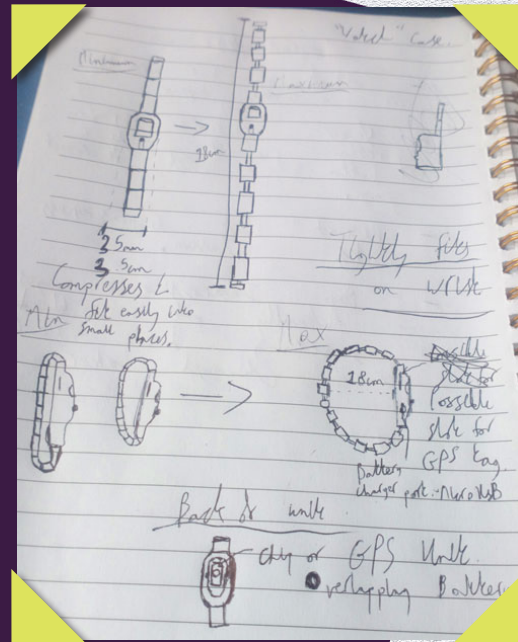
Main door steps:
 0.08m first step
 0.16m second step

2nd door:
 Width 0.88m
 Floor-to-door offset 0.235m
 Door to end wall 3.81m

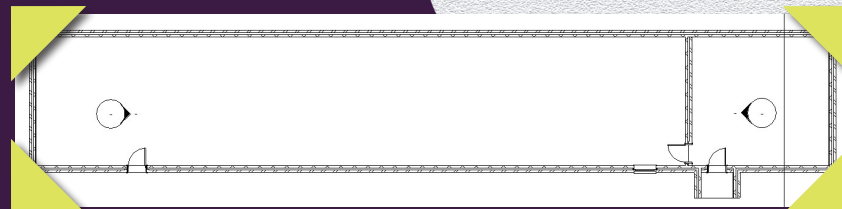
First room:
 0.24m above ground level
 6m end-wall to first internal wall

Second room:
 Stairs:
 Out from wall by 0.76m
 Up another 0.49m from first room floor
 0.73m up from ground level.

Wall width (rough):
 External wall 0.30 (just under)
 Internal walls 0.05



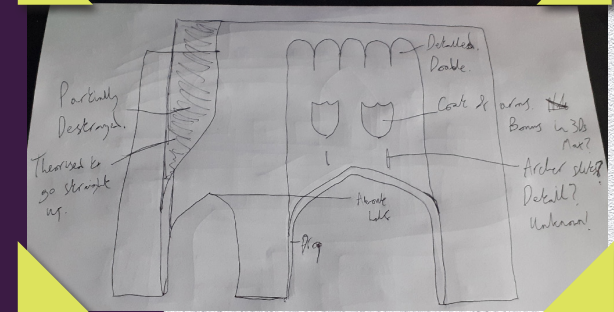
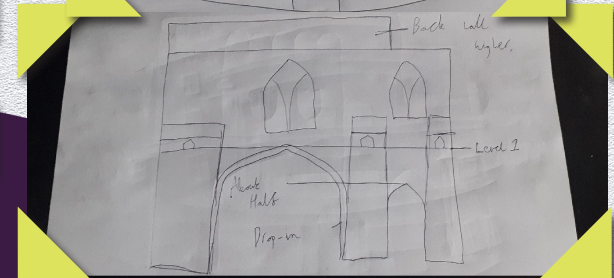
MotherBird: Pages 18-19



Rifle Club: Pages 6-7

Virtual Cities: Pages 4-5

Usually my work process involves creating a floor plan or 2D drawing of the task with CAD. I can then perfect the drawing before importing this drawing into a 3D software and use this to begin work on the model seamlessly.



I jot down any measurements I need to make in shorthand, to visualise the task through words, as a kind of "mental sketch". Where this is not possible, I freehand sketch my ideas. When I do this, I attempt to include as many measurements and notes as possible to help me visualise the task as quickly as possible:

References

Background: X95 Interior view. 10-11

Phone Screen: Xperia Home;
TV screen: The Witcher 3: Wild
Hunt by CD Projekt Red. 14-15

Beaulieu Abbey Model by
Dr Debs Wilson. 16-17



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