

**LUCINDA'S**  
**CREATIVE DESIGN**







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Howdy, welcome to my creative design portfolio.

Have a browse to see everything from 3D models to random doodles.

# About Me

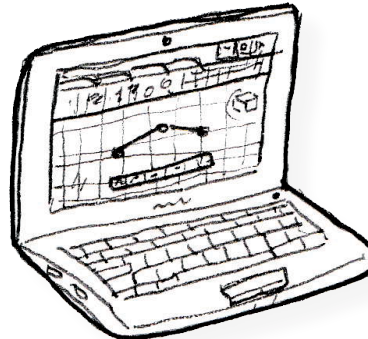
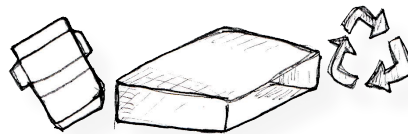
Lucy - A creative, sketch addict, Computer-Aided Design fanatic, and packaging fiend.



Art, packaging, and design are the three words that best describe my career identity.

The past four years of study, including a (Pre-Degree) Foundation Art Diploma, and CAD degree at University of Winchester, have truly shaped my professional and personal confidence.

Therefore, I describe my brand as 'Creative Design', rather than just 'Design'.



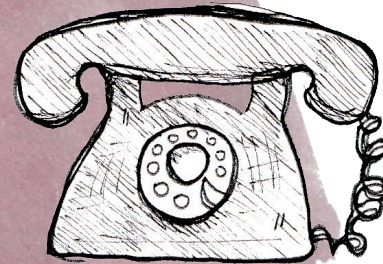
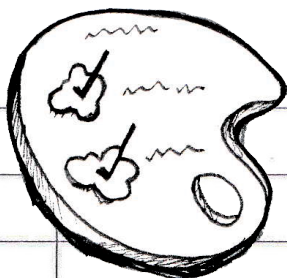
I believe that the incorporation of physical creativity, with digital practices, can produce truly unique and groundbreaking ideas. This visual element will benefit the viewer, as well as the creator.

Applying 'Creative Design' as an approach in a design process - from research mind maps to paper prototypes - makes an end product that could stand out in the fast-paced nature of the arts and digital design world.

# TOP SKILLS

The basic skills in my artillery include technical and visualisation drawing, and researcher abilities. I am also well practiced in Microsoft Office Word, Publisher, and Excel. Similarly, with Google's Google Drive, Docs, and Sheets.

My specialist CAD and digital design and editing skills are presented in the centre of this page. I am completely confident with these products, but will of course always be ready to improve, or learn of other software in the future.



## CONTACT INFO

Below are my contact details. The sharing of ideas and making connections is a great way for creatives to stay inspired.

**Mobile:**  
07515041656

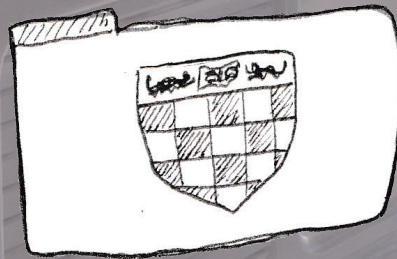
**Email:**  
[lucycreatedesign@gmail.com](mailto:lucycreatedesign@gmail.com)

**Website & CV:**  
[www.lucyhopkins.winchesterdigital.co.uk](http://www.lucyhopkins.winchesterdigital.co.uk)



MAIN BODY  
PART IN 'TRUNK'  
(PRODUCT VIEW)

# University Projects





# The CAD Painting Project

Bringing a traditional painting into a digital format.

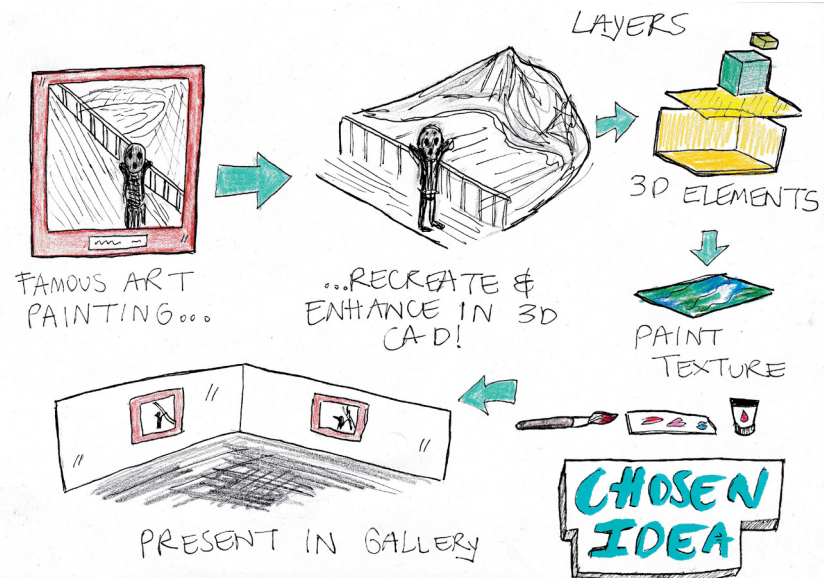




# THE PROJECT

This project combined my design specialism with a personal subject of choice. This obviously had to be art related, but with a unique twist. The challenge was to recreate a famous art painting in CAD.

This experiment aimed to reveal whether paint, an organic and natural material, could be represented, or if not enhanced, via technical and digital tools.



# THE PROCESS

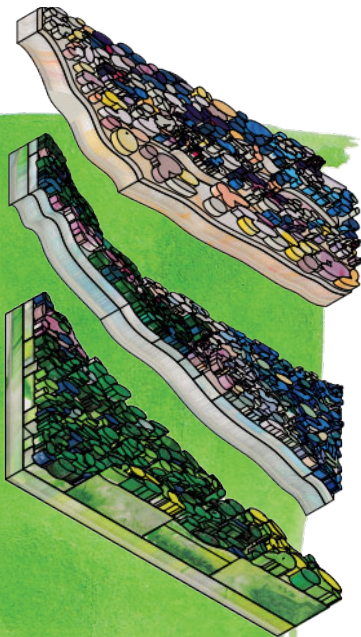
To choose the inspiration painting, I explored past art movements. The post-impressionist depiction of landscapes were particularly interesting. My favourite was 'Seascape at Port-en-Bessin' by Georges Seurat.

The model was split into three layers, a background, middle-and-foreground. This, along with the use of real paint textures, replicated the visual illusion of depth seen in impressionist paintings.



# THE OUTCOME

The final painting was enhanced further in its own exhibition space. I designed this building in ArchiCAD and rendered the completed environment in Twinmotion.





The rendering capabilities of Twinmotion brought my CAD painting models and exhibition space up to the high-quality standard I originally wanted to achieve.



The painting model was transformed into an image and implemented into a 3D frame. The multiple media and layers in this model represents my own style as a creator.

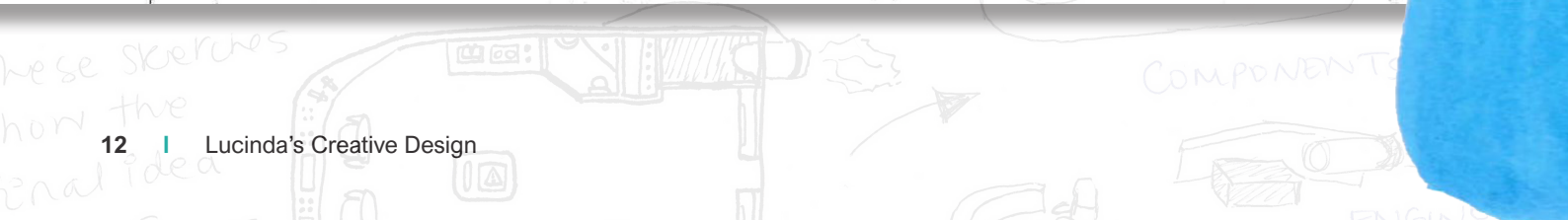


This CAD sculpture showcases these layers, appearing flat from the front, but 3D and separated from the side.



# The Alutech Spaceship Project

A spaceship model that is out of this world.



# THE PROJECT

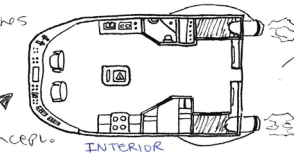
The idea behind this project was inspired by an A' Design 'Computer Graphics & 3D Design' competition. I worked together with another CAD student in Fusion360, to visualise a spaceship interior concept.

The 'Alutech' spaceship, a brand derived from both our initials, was meant for a small crew to travel comfortably and efficiently on long journeys.

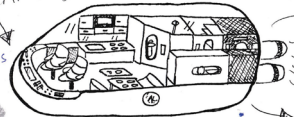
## FINAL IDEA

These sketches show the final idea for our 'space caravan' concept. The next stage, after a finalised sketch will be planning for CAD. (Process)

COLOUR OPTIONS



INTERIOR

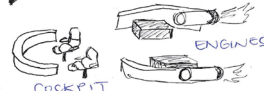


EXTERIOR



SHELL

COMPONENTS



COCKPIT

ENGINES

KITCHEN/TV

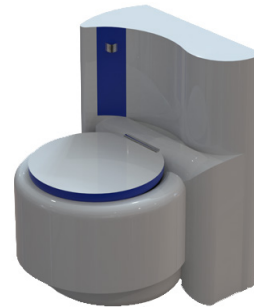
STORAGE

DINING ROOM

BATHROOM

BED ROOM

ENGINE AREA



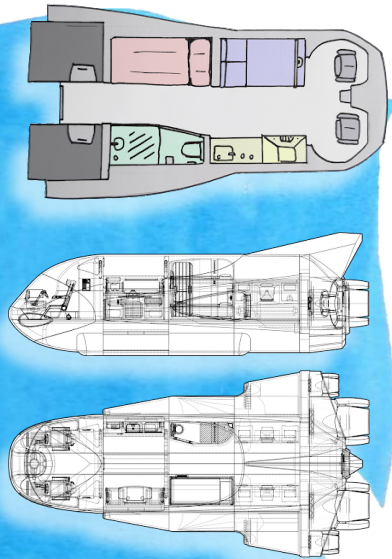
## THE PROCESS

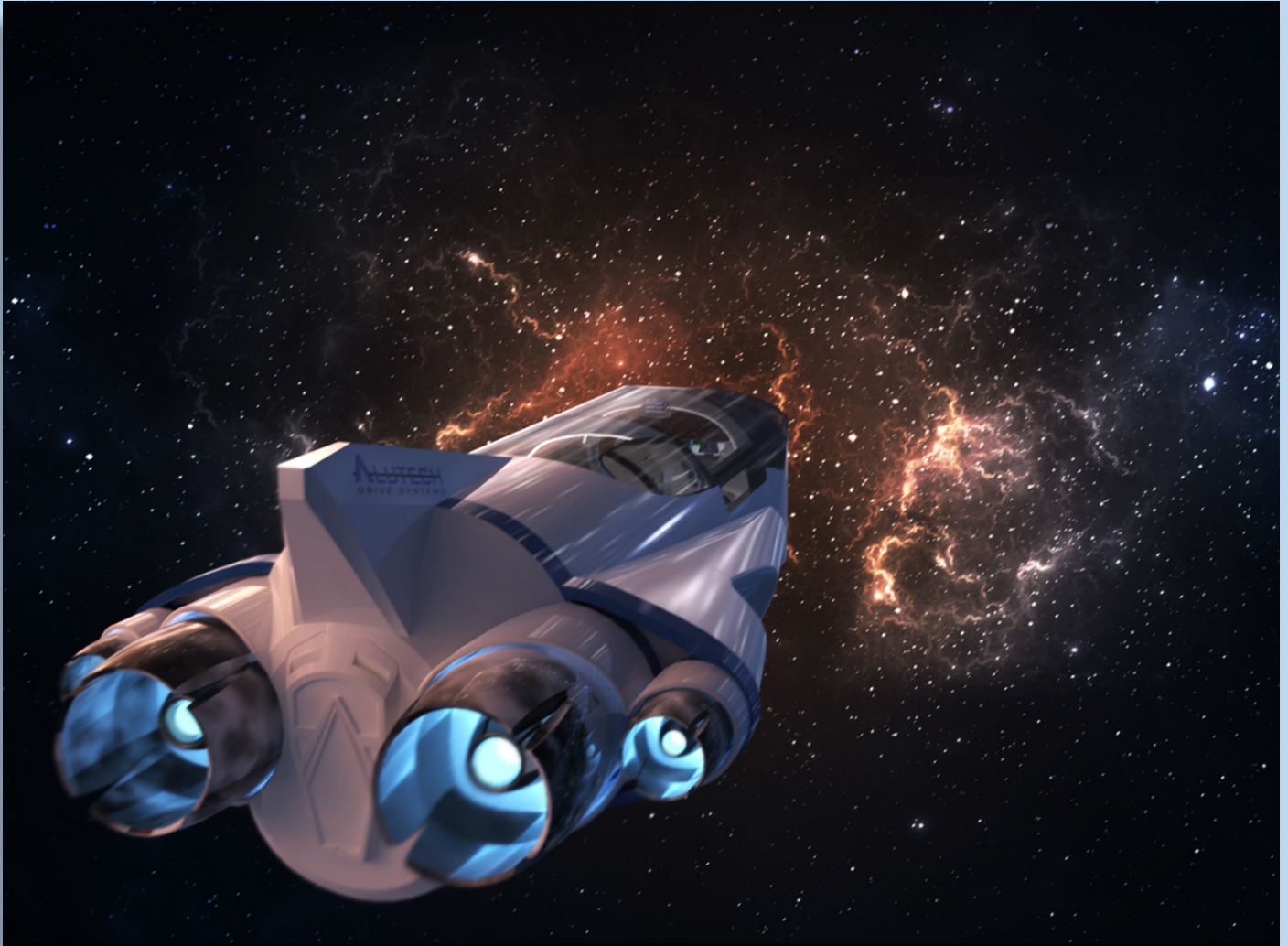
The workload was split into eight areas, the main body, cockpit, kitchen, dining, bathroom, bedroom and engines. I designed furniture objects, including a toilet, sink, beds and a microwave.

These followed a futuristic aesthetic seen in similar sci-fi vehicles. The spaceship's shape was inspired by space-saving caravans.

## THE OUTCOME

The model was completed in KeyShot10, where additional lighting and realistic textures made the final outcome truly immersive. Turn the page to see renders of my favourite parts of the ship.





This captures the back of the spaceship. The reflections of the background on the ship's surface increases the realism of the scene.



The emissive lighting from the cockpit controls and the other interfaces adds to the sci-fi feel of the interior.

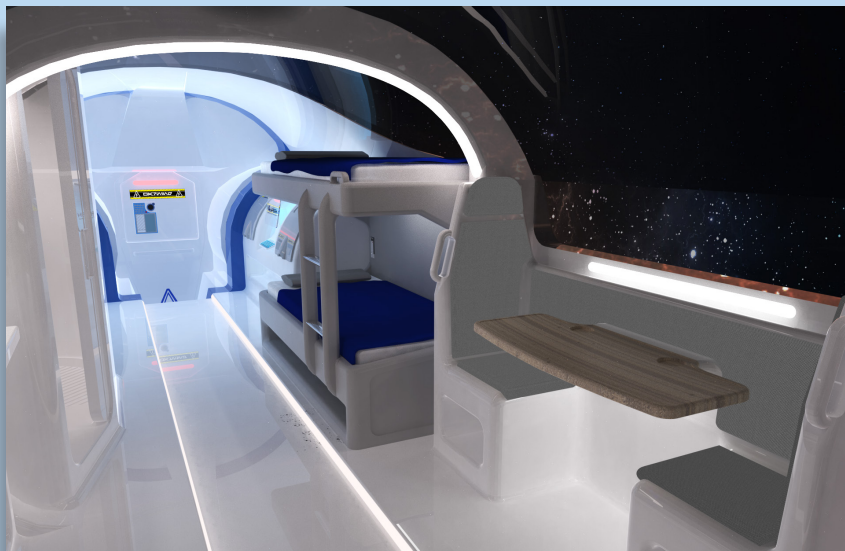
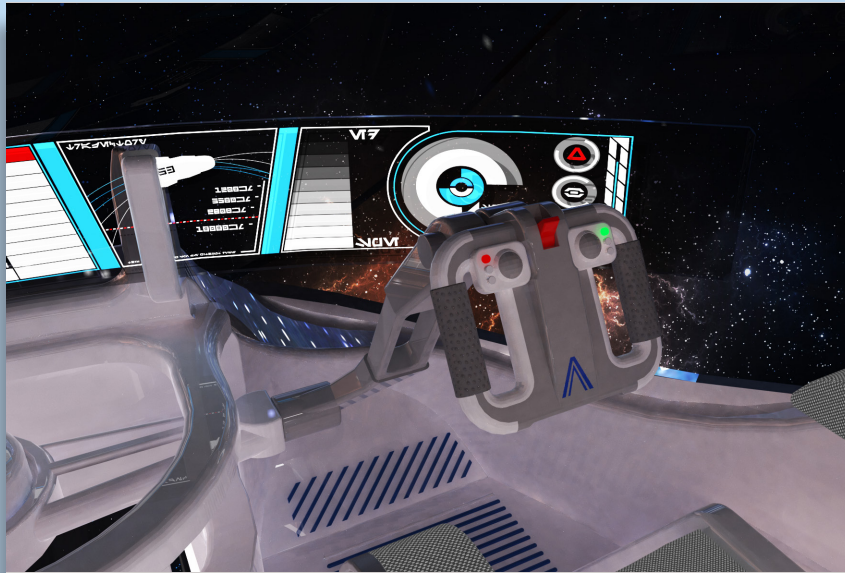


The real 'star of the show' in our model was the back half of the ship. The reflections made the surfaces shiny and practically touchable.



Here are a few extra renders of the spaceship, these capture the cockpit, kitchen and dining quarters.





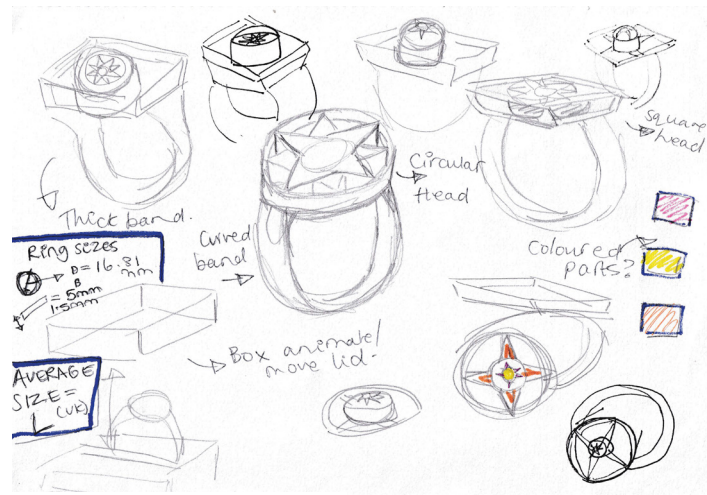
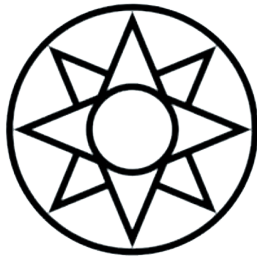


# The Geometric Jewellery Project

Making shapes with concept jewellery design.

# THE PROJECT

This mini concept task involved the design of any 3D object of our choice. The only catch was that a specific geometric shape (see below) had to be incorporated somewhere in the model. On first glance, I instantly thought of jewellery and gemstones.



# THE OUTCOME

To enhance the metal and gemstone materials, the model was rendered in KeyShot10. This added an amazing level of realism to the final outcome.

# THE PROCESS

The design of the ring in Fusion360 was fairly simple. I created the geometric shape by cutting out the pink gemstone with a line drawing of the shape.





# The Virtual Exhibition Project

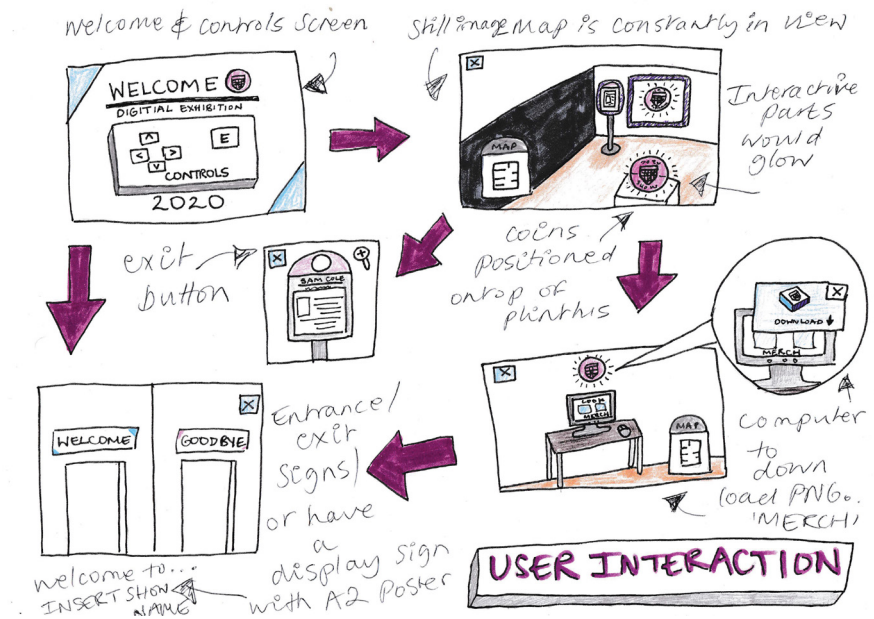
Conceptual interior exhibition design for the virtual world.



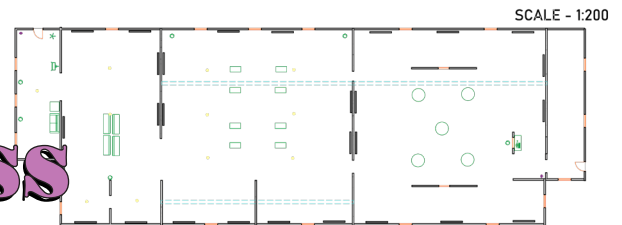
# THE PROJECT

The Virtual Exhibition Project was an architectural visualisation task. It involved the recreation of the Digital Media Floor in the West Downs Campus building, as an interactive exhibition environment.

This was inspired by the Digital Media Transmedia show that annually celebrates the work of the digital media cohort.



# THE PROCESS



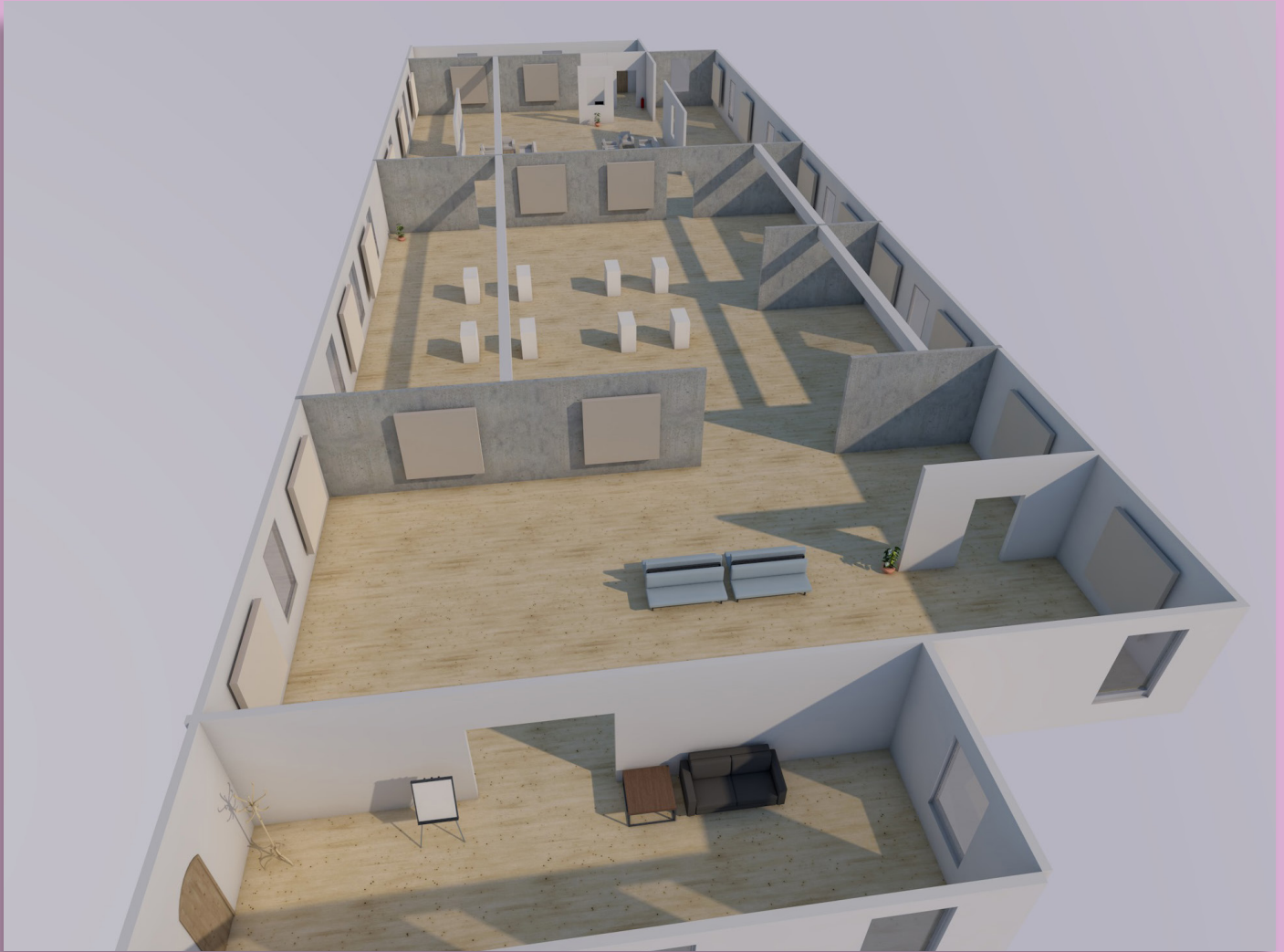
I created the architectural plans and interior design assets. I hand sketched the floor plan of the physical building to help me interpret the space.

This benefited the rest of the project, from the 2D schematic drawings in AutoCAD, to the 3D visualisation and finishing touches in ArchiCAD. I also created a plant, plinth and signpost in Fusion360.

# THE OUTCOME

From completing this project, I had become completely confident in ArchiCAD (architectural software). Turn the page to see the outcome of my new found skills in space design.

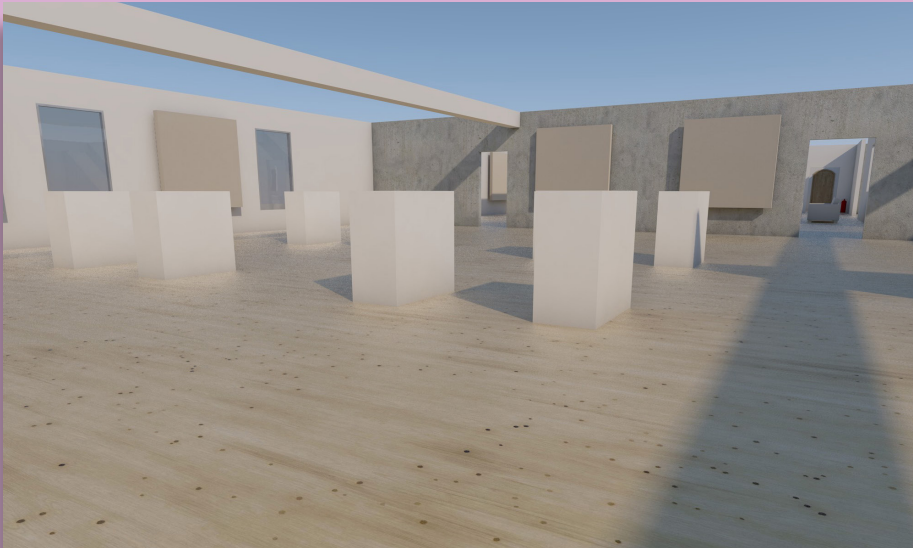




The image above shows a rendered view of the entire floor plan. The blank canvases represent the work of each student. This would be 'interactive', to show their portfolio website and professional show reel.



Each area is laid out with plenty of space for viewers to easily flow through and observe the exhibition.

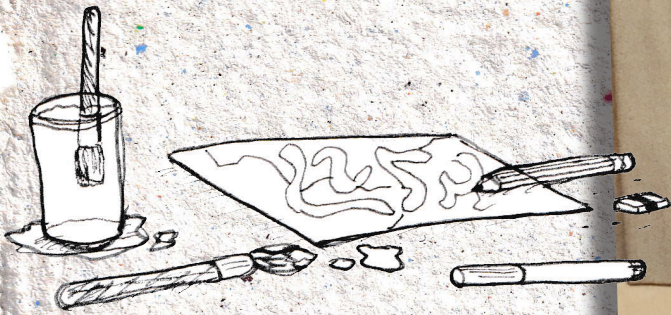


The interior objects created a relaxing atmosphere that is common in popular galleries like the Tate Modern.

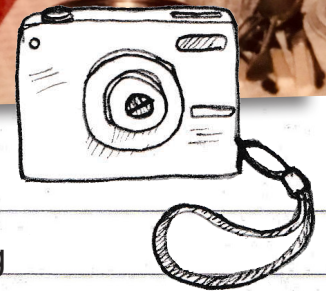


# Personal Projects





# PAINTING & PHOTOGRAPHY



My hobbies include photography, painting, drawing and an avid interest in art history.



The main inspiration behind my addiction to all things 'arty-farty' was my dear granny, who taught me how to draw.

Now, I have a strong passion to photograph, paint, draw and permanently capture everyday life in a creative and expressive way.





@lucindas.lens



One of my favourite subjects is minimal scenes and details.



The sky is particularly photogenic...



...along with Brutalist buildings and urban architecture.



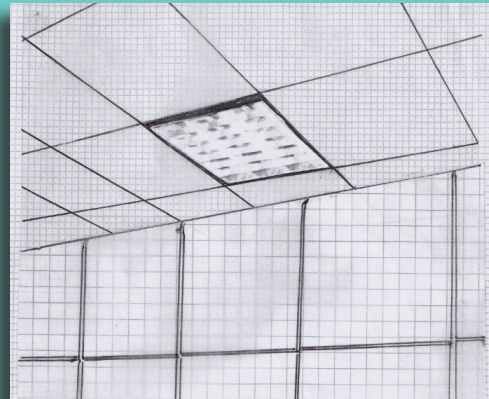
@lucindas.art



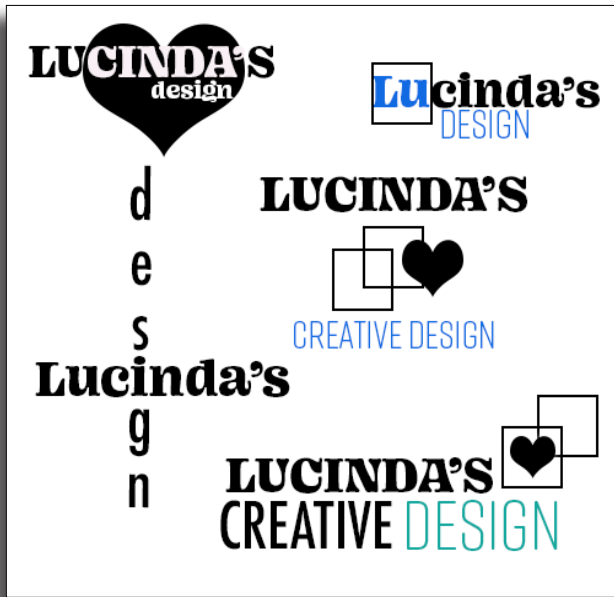
I love painting seascapes onto cardboard. The texture enhances the depth of the image.



I sketch everything from random objects...



...to the environments I am exposed too.



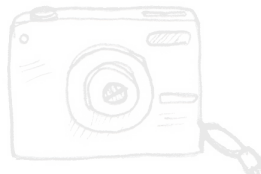
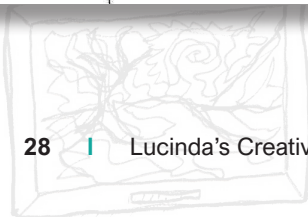
Digital logo exploration for my personal branding. The heart symbolises my creative skills, and the square, my more technical and graphic skills.

Logo development for a concept community arts charity

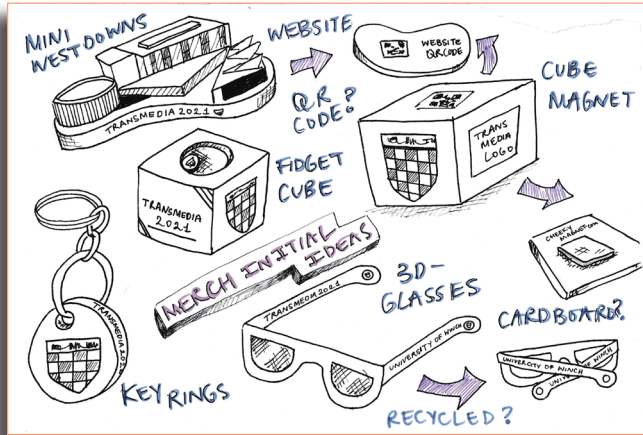


# Sketches & Extra Stuff

A selection of sketches & creative assets from past projects.



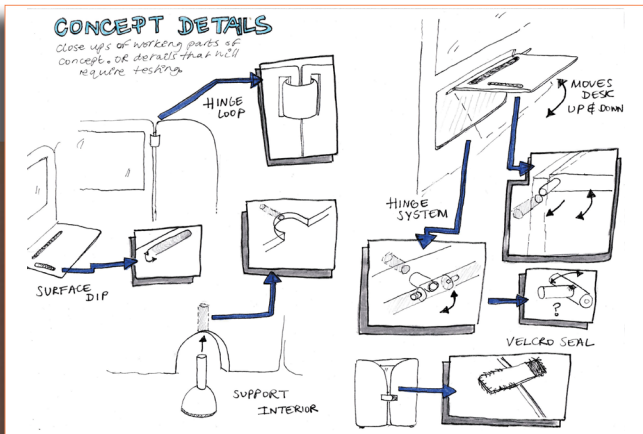
Merchandise designs for the University of Winchester's Transmedia Show.



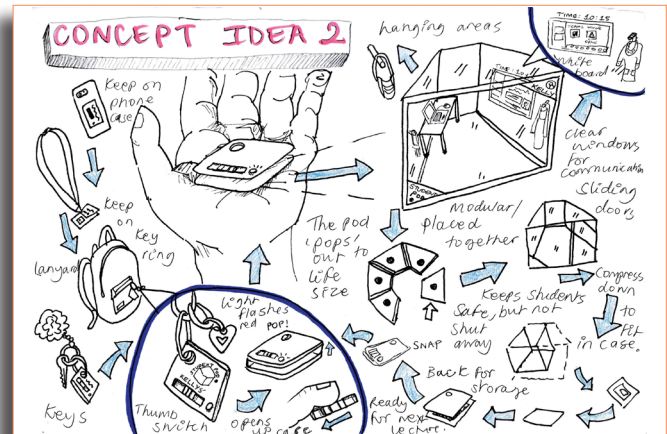
Examples of the mini-illustrations I create to visualise my projects.



Functionality details of a COVID-19 social distancing art desk.



A concept idea for a 'pop-up' student learning pod.



Scan the QR code to view my full portfolio of creativity!





**Thanks for  
reading!**



P.S. Any content that was not of my own design is referenced on my website. To view, scan the QR code above.



This showcases the creative design and artistic work of Lucy Hopkins.