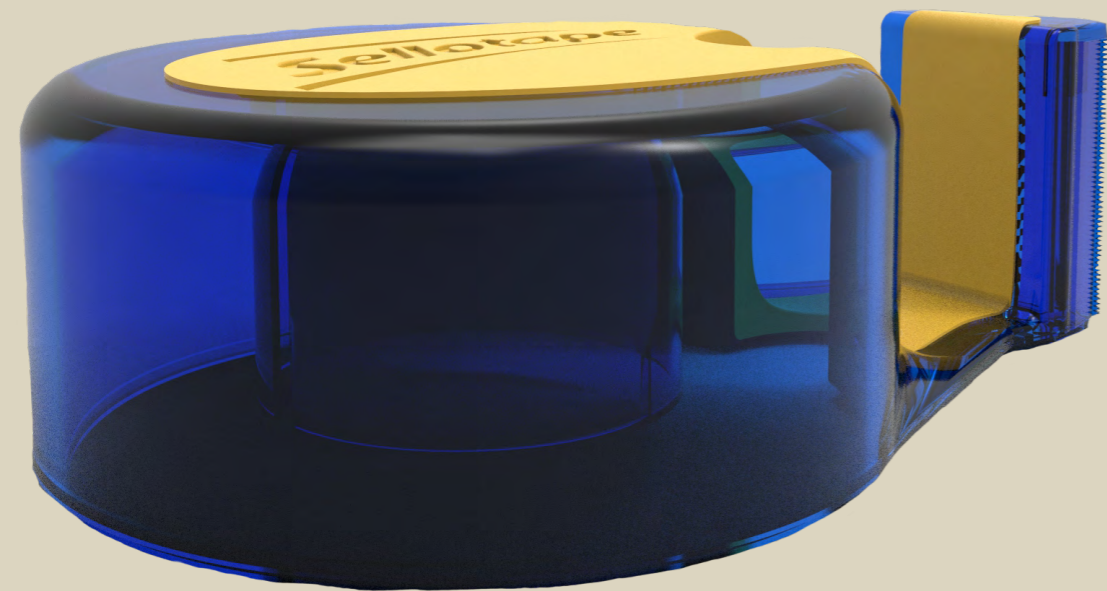
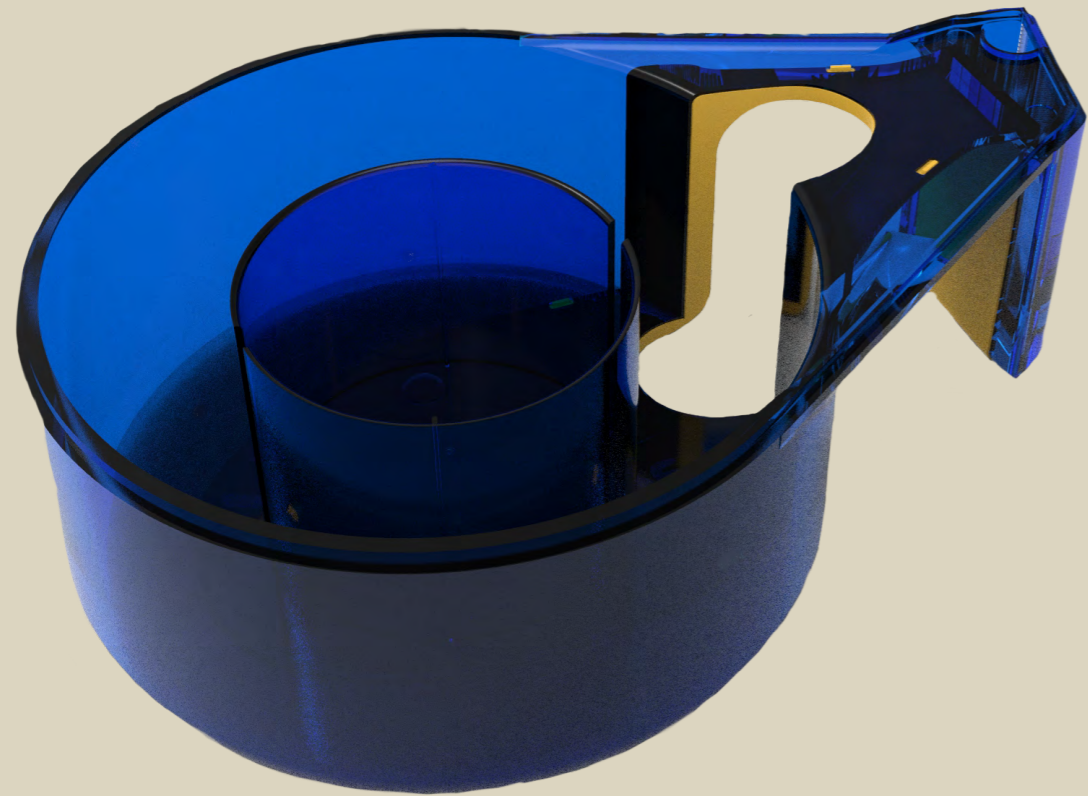


Jack Swinscoe

— Design Portfolio —

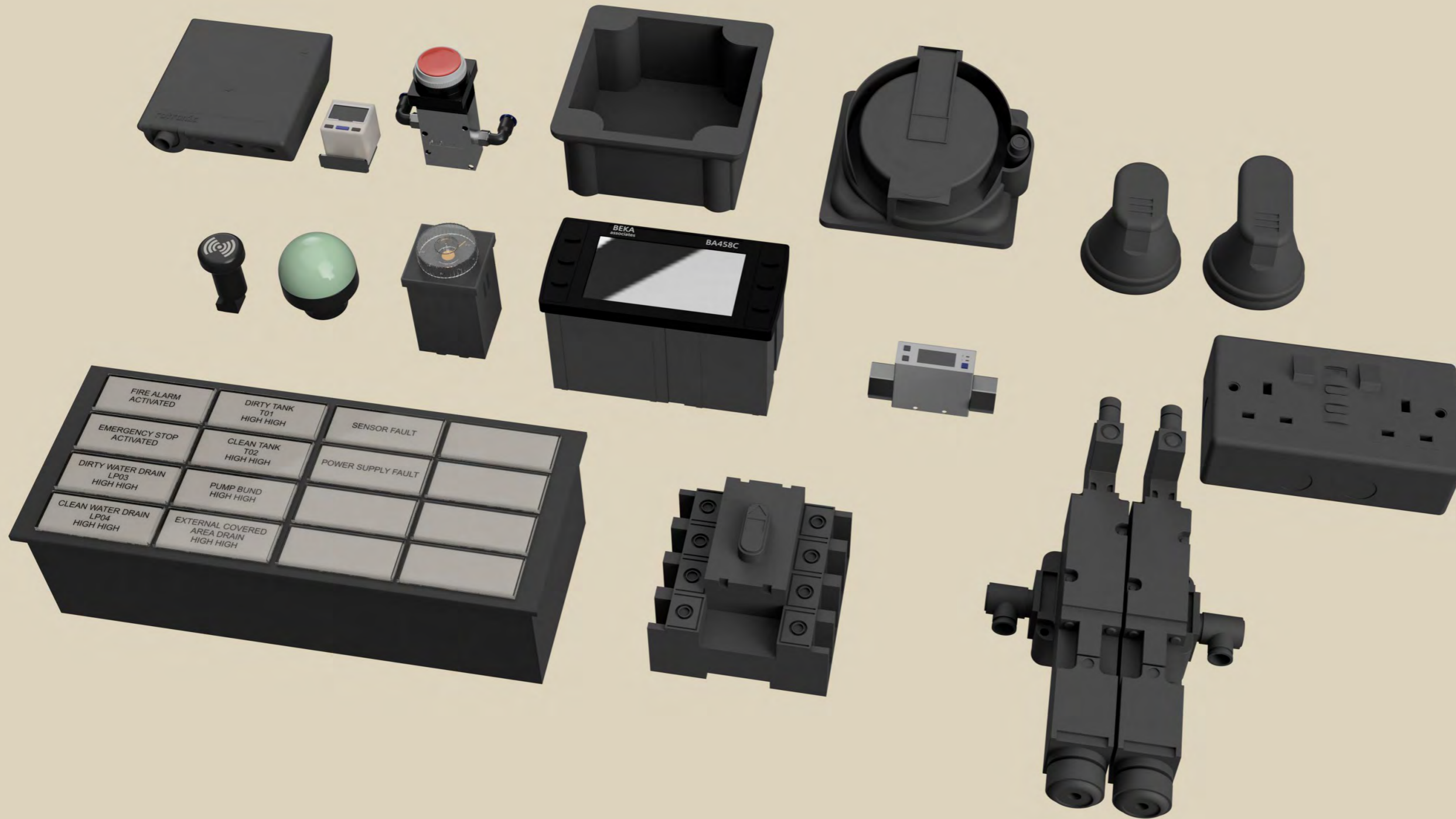


First Year Rendering
project

In my first year of university, I was tasked with recreating an object that cost less than £1 as accurately as possible. It took around 25 hours to finish, making it the longest I've spent on a single CAD model.

Although there are some problem areas such as the texture on the yellow plastic which I would go back and change, I would still consider it one of my best pieces of work. The intricate levels of detail like the mold lines paired with the detailed Keyshot render make it seem like a real object on first glance.

Whilst I worked at Castle Controls, I worked on recreating dozens of scale accurate CAD models of electronic components. The intended use for this was to use them in helping clients understand how a system works, or in some cases perform their own repairs. This is a selection of some of the more interesting pieces I worked on in varying stages of detail and finishes.

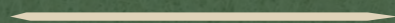


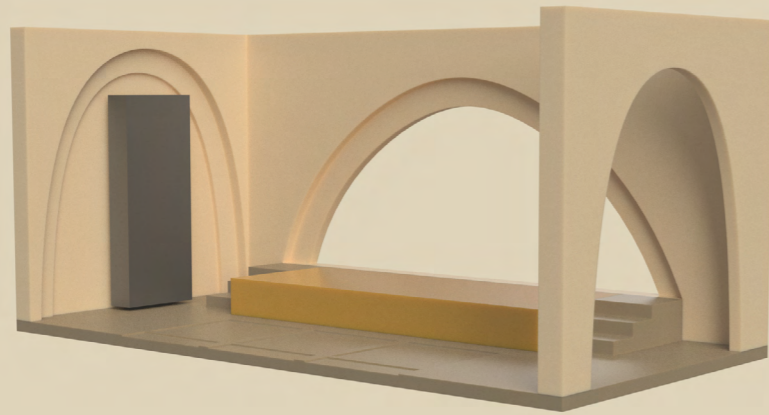
Castle Controls
Component Renders

This is a goblin design I made in Nomad Sculpt for this job application. It was one of my first uses of the app, but it's a skill I aim to improve upon.



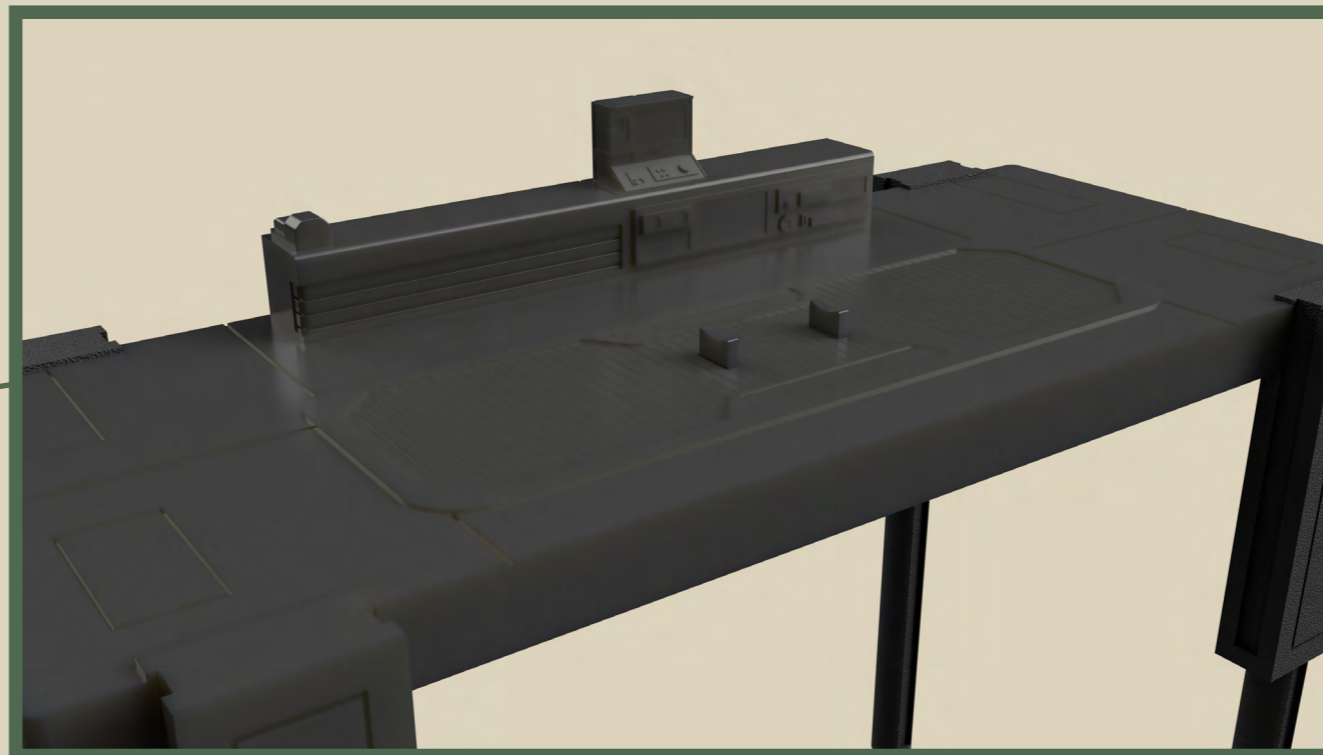
Goblin Design





This is a diorama I made of Jabba's Palace from Return Of The Jedi, that's intended to fit into a bookshelf. I first planned it out on Fusion 360 and then designed all the smaller elements like the throne, the floor grates and some small cups and trinkets to scatter around to make it feel more lived in. Finally I constructed the frame out of wood covered in clay for texture, and gave it a brownwash to age it.

1/12 Scale
Designs

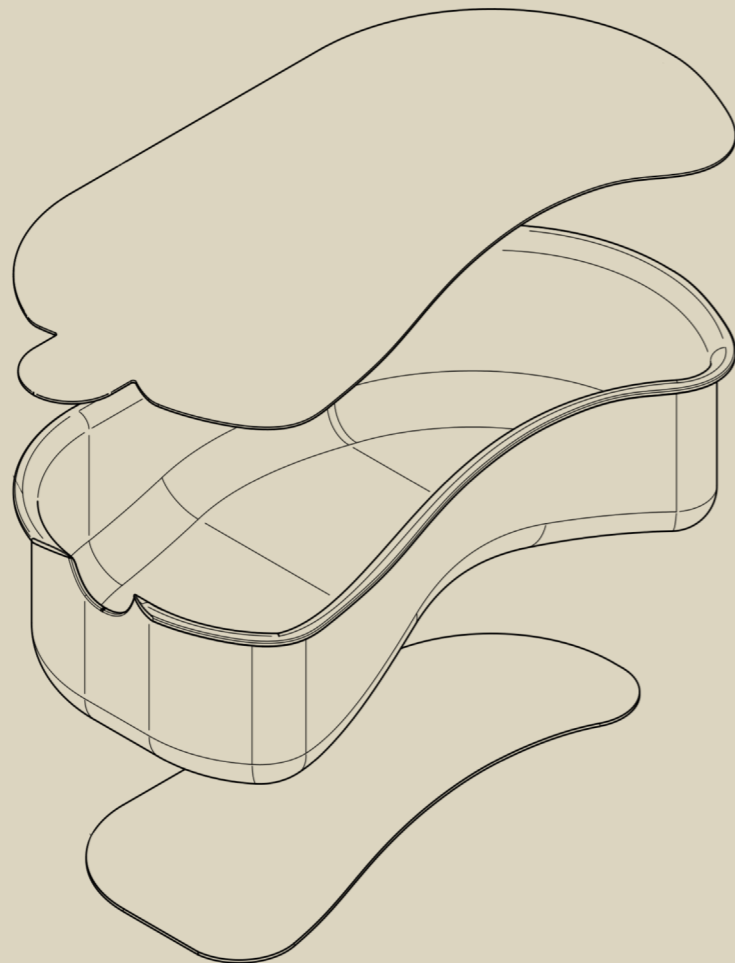


This table was inspired by the game Jedi : Fallen Order and was designed to be compatible with the Hasbro Black Series figure of Kal Kestis from the same game.

müllerGo

müller
MOVE

müller
SPARK

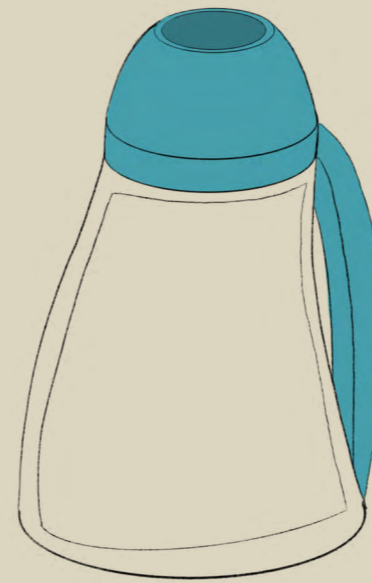
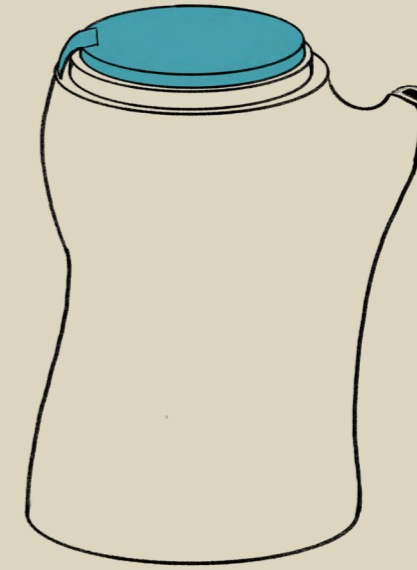
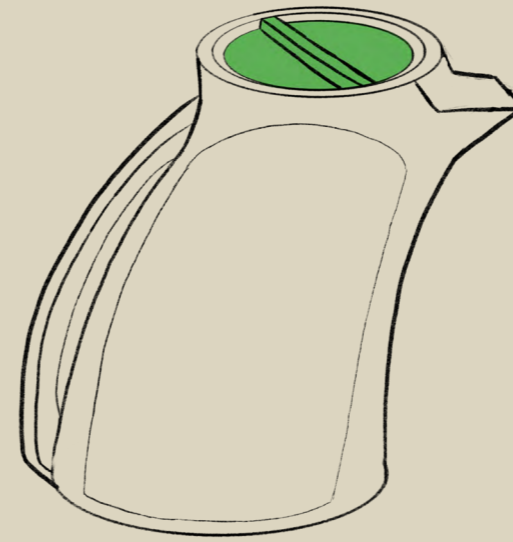
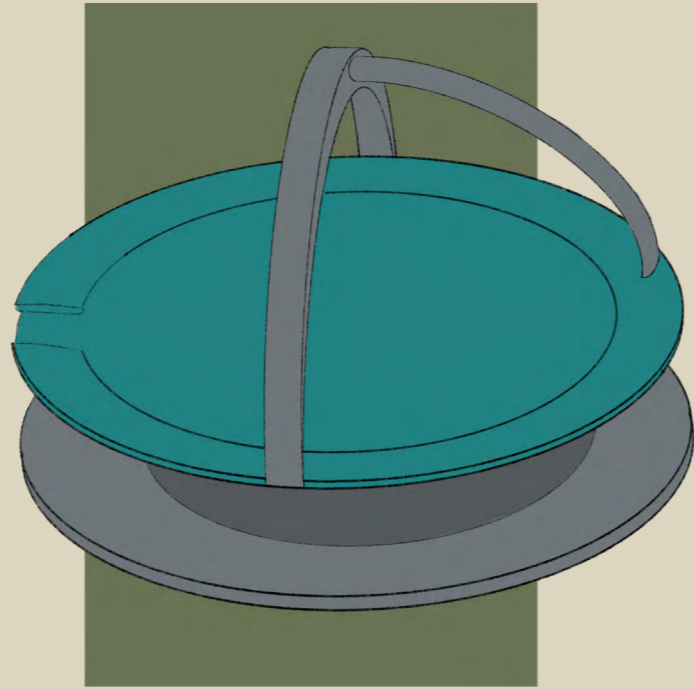
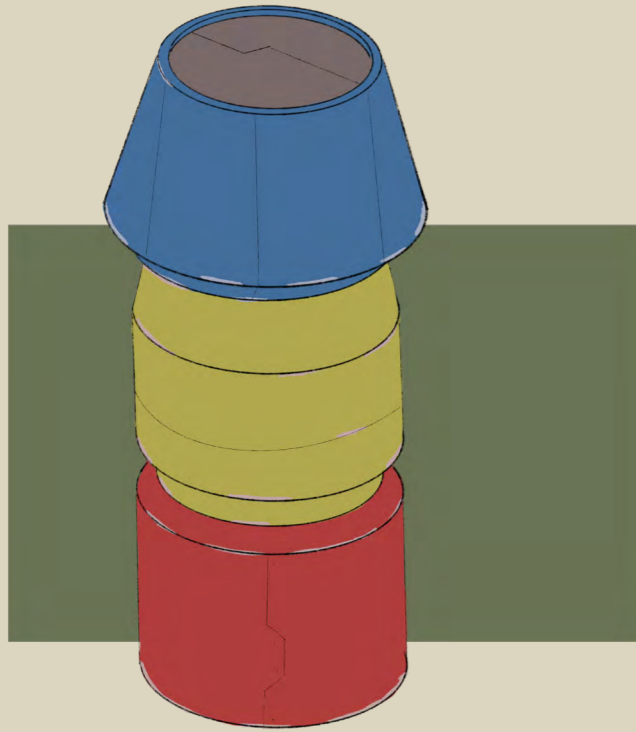


Müller Light Go is a brand new packaging idea focused on achieving portability and sustainability in the yogurt market. Piercing the top of the product allows you to comfortably drink the yogurt, or if preferred, the top layer can be removed to create a more traditional snack experience. The bold silhouette inspired by a water droplet, not only stands out on the shelf, but functions to create multiple grip points for ease of handling. Formed out of recycled paperboard, it retains a low environmental impact but avoids the uncomfortable experiences found in products such as paper straws.

Müller

This is some of the work in the Müller project I did with help from their head of packaging David Tonkin. There is a brief explanation of this project in my CV and the entire process document can be found on swnsco.com.

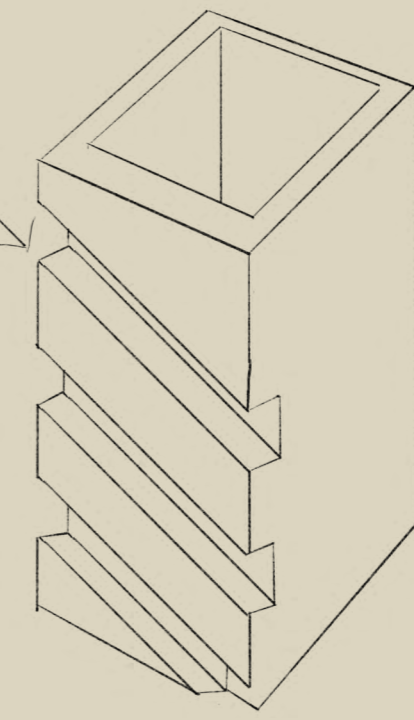
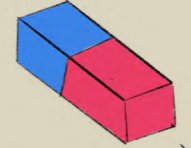
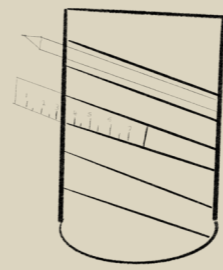
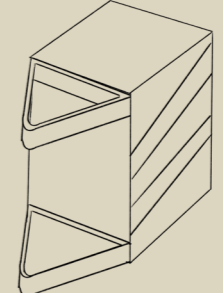
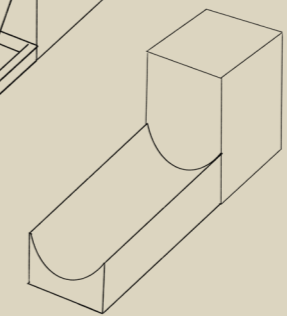
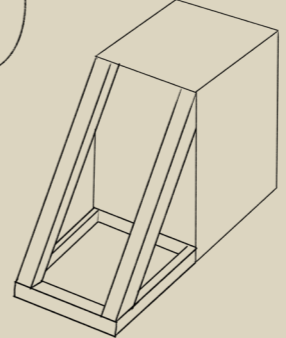
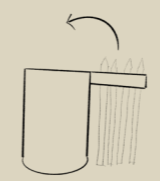
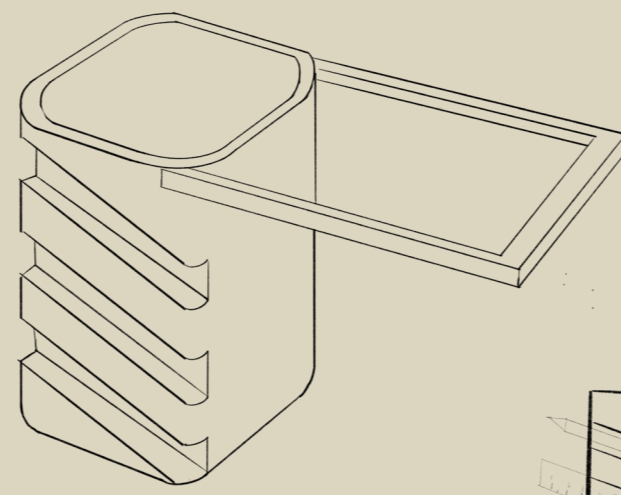
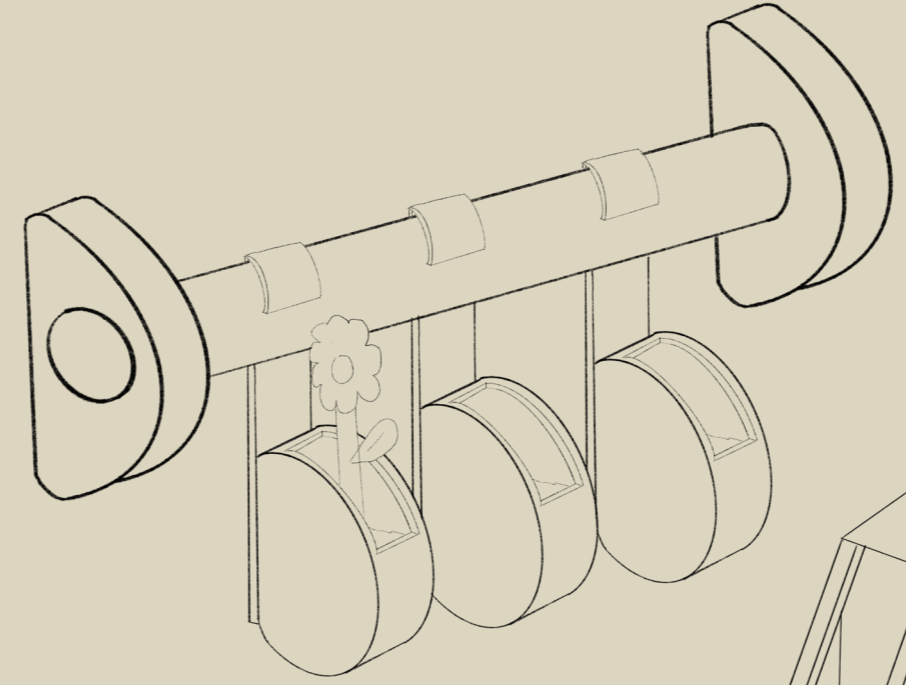
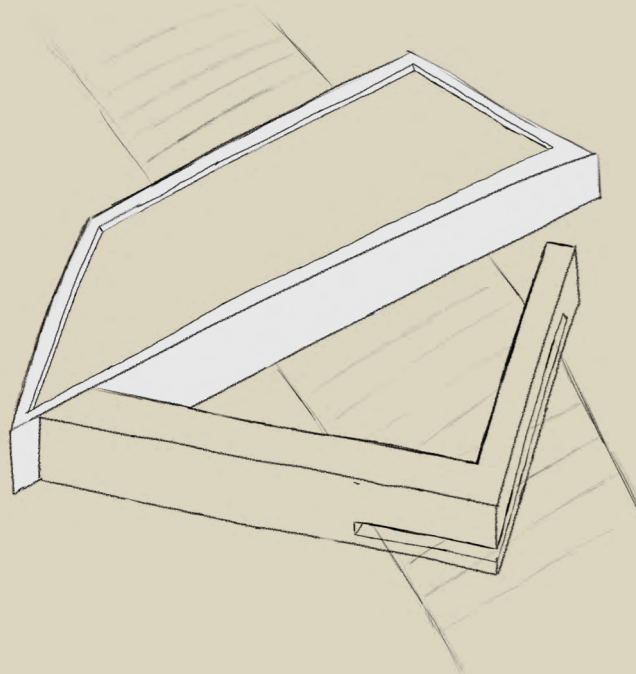
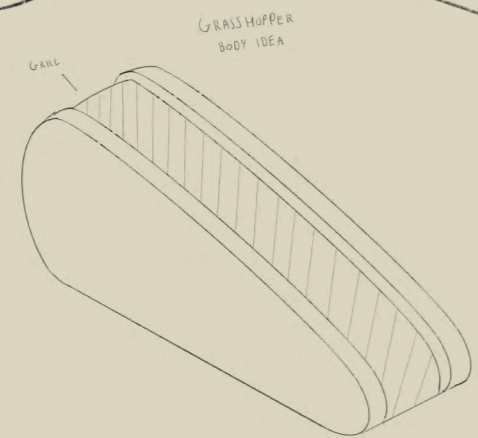
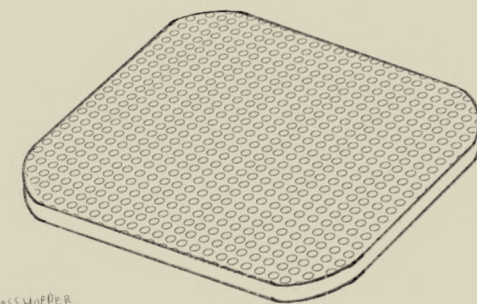
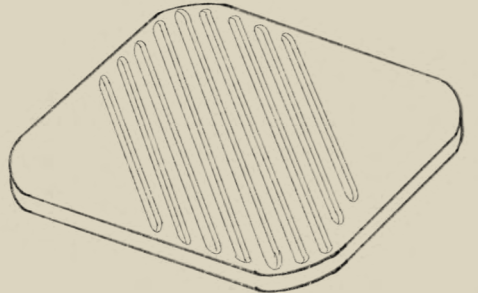
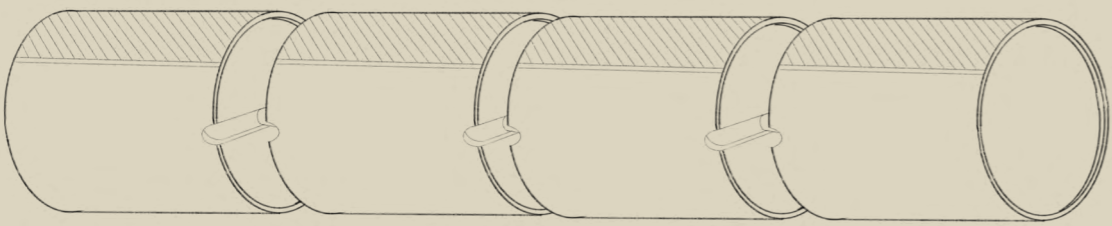
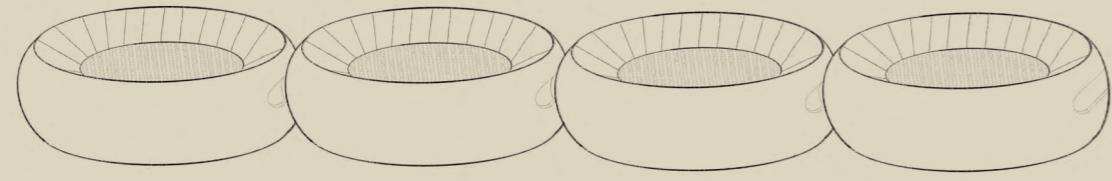




Year 2 Self Directed : Retro Futurism inspired home decor (Top)

Year 2 Sustainable Futures : Persil bottle development sketches (Right)

Misc.
Sketches



Year 2 Swatch : Speaker designs and speaker grills (Top Left)

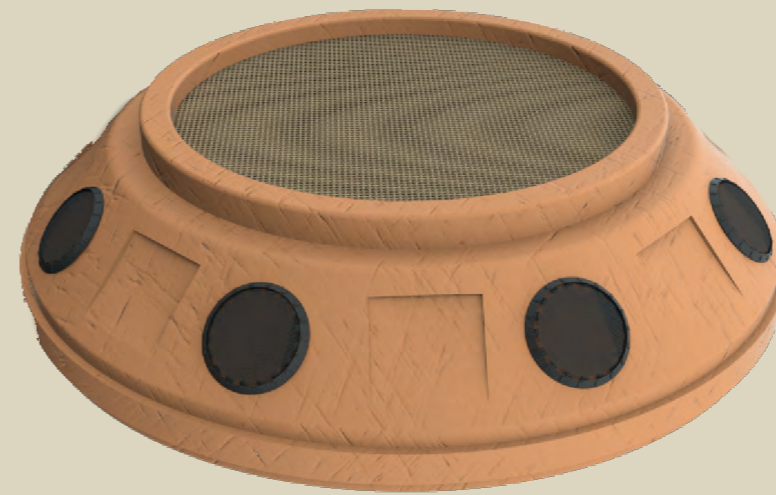
Year 3 Self Directed : Home decor and organiser rough sketches (Right)

Year 1 Bang and Olufsen Project : Watch design (Left)

Misc. Sketches

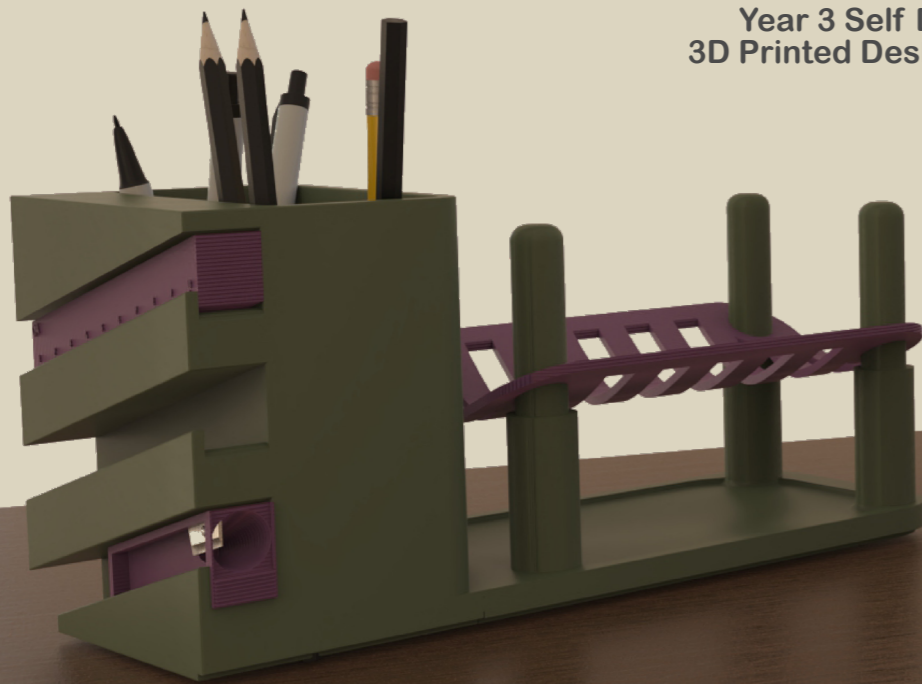


Year 1 Everlasting Project
Toaster Design



Year 2 Self Directed
Retro-Futurism Home Assistant

Year 3 Self Directed
3D Printed Desk Organizer



Additional
Projects

**Thank You For Your
Consideration**