

# Andrew Clarke Portfolio

## CONTENTS

- CauseConnect 2
- ApplyAl 6
- 3D Concert Stage 10
- RTCRC24 14
- Tomebound UI 18



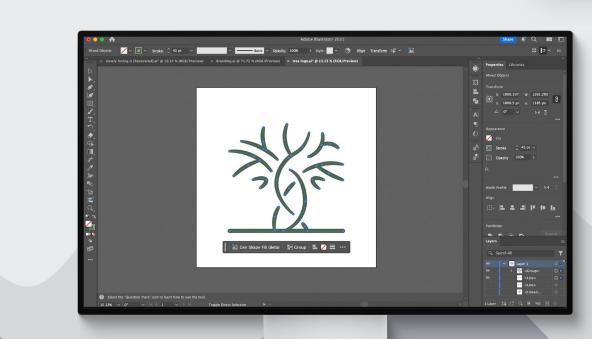
# CAUSECONNECT

### The Idea:

To create an app that provides a library of charities (both known and well-known) to help increase awareness of smaller causes.

### **THE LOGO**







2









## APP LAYOUT







PS

# **APPLY AI**



6



This project involved creating a series of social media posts to inform people on the everyday uses of Artificial Intelligence.

AI

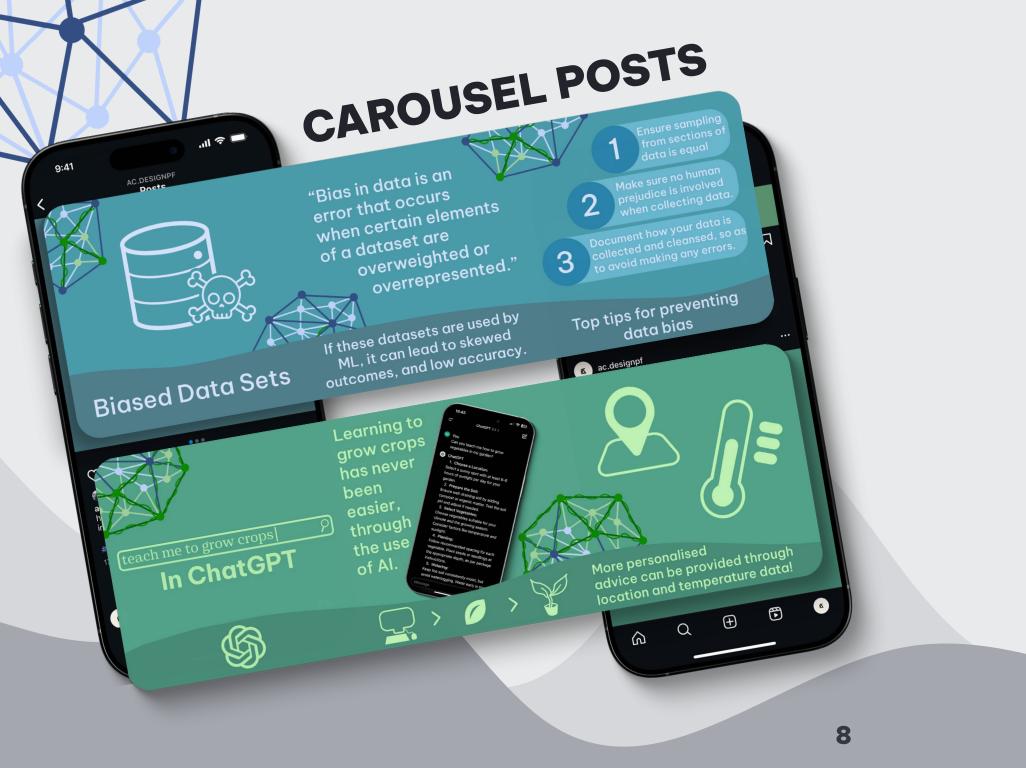
QP

AI refers to he simulation human elligence. Al is a powerful tool. If used effectively, it , help the environment, and much more . .....



The environmental aspect of this project included posts detailing how AI could be used to improve farming and gardening. To visually demonstrate this, the assets used in the post progressively changed.

## **PROGRESSIVE POST ASSETS**







#### **3D CONCERT STAGE** Creating a 3D stage was a personal project i set myself to help improve my abilities in Blender.

MTAL

V Magong Vector Norma Vector Vecto

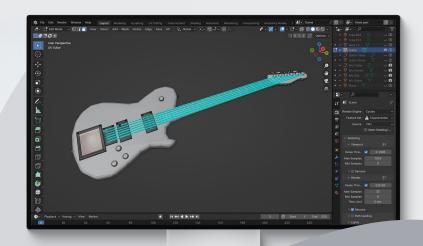
10





## MODELLING

The assets featured on the stage were created in Blender by using reference pictures.





## **CONCERT POSTER**

This poster was created alongside the 3D scene using Adobe Photoshop.



I was given the opportunity to create the branding for the Round The Clock Radio Challenge charity event. This included creating three logos, as well as a website.

# RTCRC24 BRANDING

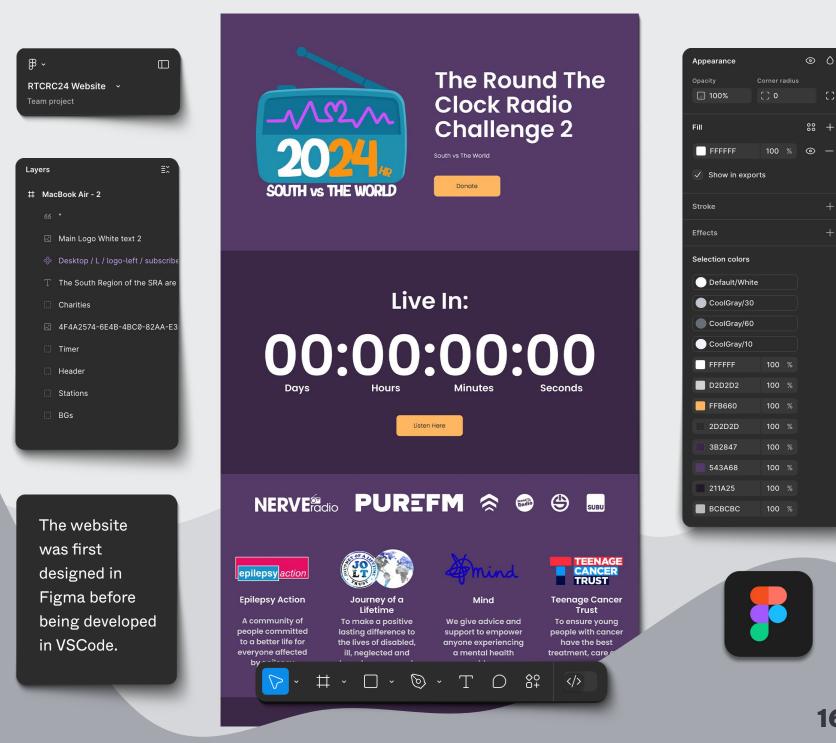
14

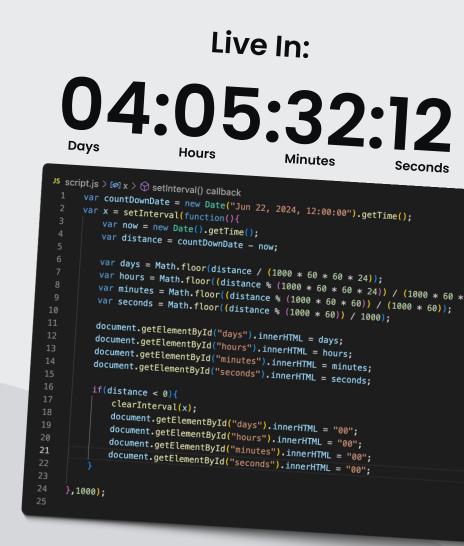




one aspect of the charity event was that there were two teams, the south (of the UK) vs the world. As a result, a logo for each team needed to be created.





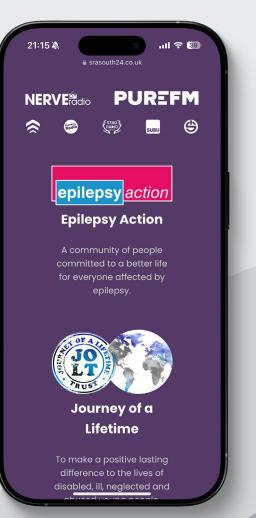


### Live In:

### Minutes Seconds

JS

var hours = Math.floor((distance % (1000 \* 60 \* 60 \* 24)) / (1000 \* 60 \* 60)); var minutes = Math.floor((distance % (1000 \* 60 \* 60)) / (1000 \* 60));



# TOMEBOUND **CLIENT PROJECT**

As part of a group client project, I was tasked with creating some assets for the in-game user interface. This included a dialogue box, and two special ability icons.

PS





18





During this project, I used blender to create parts of the design, before recolouring them in photoshop.