



A DESIGN
PORTFOLIO.





ABOUT ME

HANNAH GWARTNEY

HOME // WASHINGTON, D.C.

EMAIL // HANNAH.GWARTNEY13@GMAIL.COM

PHONE // 571.481.7303

TOP 5 STRENGTHS //

>DISCIPLINE

>CONSISTENCY

>RELATOR

>SIGNIFICANCE

>EMPATHY

"LESS IS MORE WHERE MORE IS NO GOOD."
-FRANK LLOYD WRIGHT

NOT ONLY DO I LOVE TO SOLVE PROBLEMS, I LOVE
DESIGNING SOLUTIONS. I BELIEVE SIMPLICITY IS
KEY.

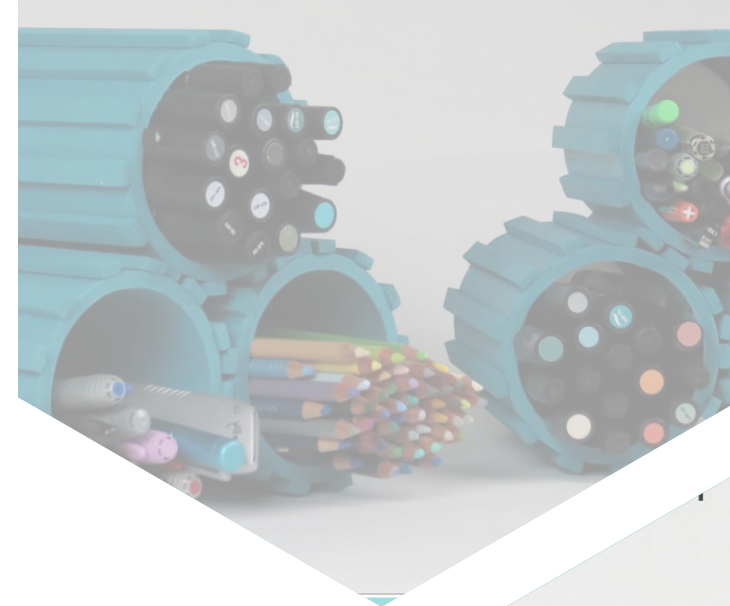
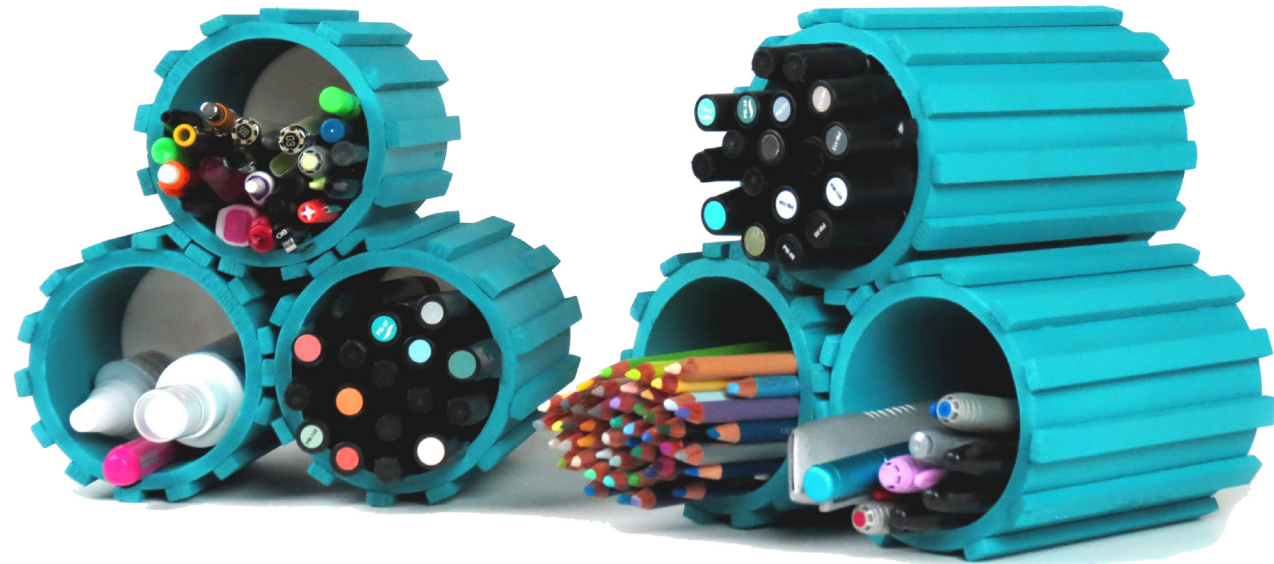
DESIGN PHILOSOPHY



JOURNAL I

IMAGE CLEAN UP //

THIS JOURNAL EXERCISE INTENDED TO GIVE US AN INTRODUCTION TO PHOTOSHOP. BY CREATING A WEBSITE TO SHOWCASE THE WORK DONE THROUGHOUT THE CLASS, WE CAUGHT A GLIMPSE INTO STRUCTURING A PORTFOLIO AND MAKING A BRAND FOR OURSELVES. I CHOSE TO FOCUS IN ON THE LOGO THAT I WOULD USE ON MY MAIN PAGE AS WELL AS THROUGHOUT THE



SKILLS
>> PHOTOSHOP

JOURNAL 2

MOTION CAPTURE //

THE OBJECTIVE OF THIS JOURNAL EXERCISE WAS TO COMPILE A SERIES OF PHOTOS TO CAPTURE AN EVENT TAKING PLACE. TO ACCOMPLISH THIS, THE SEQUENCE OF PHOTOS WERE IMPORTED INTO PHOTOSHOP, ALL ON DIFFERENT LAYERS. ONLY ONE LAYER MAINTAINED THE BACKGROUND WHILE THE REST WERE ADDED AS MASK LAYERS ON TOP. THE OPACITIES WERE CHANGED TO CELEBRATE THE SUBJECT AND DEFINE THE MOVEMENT.

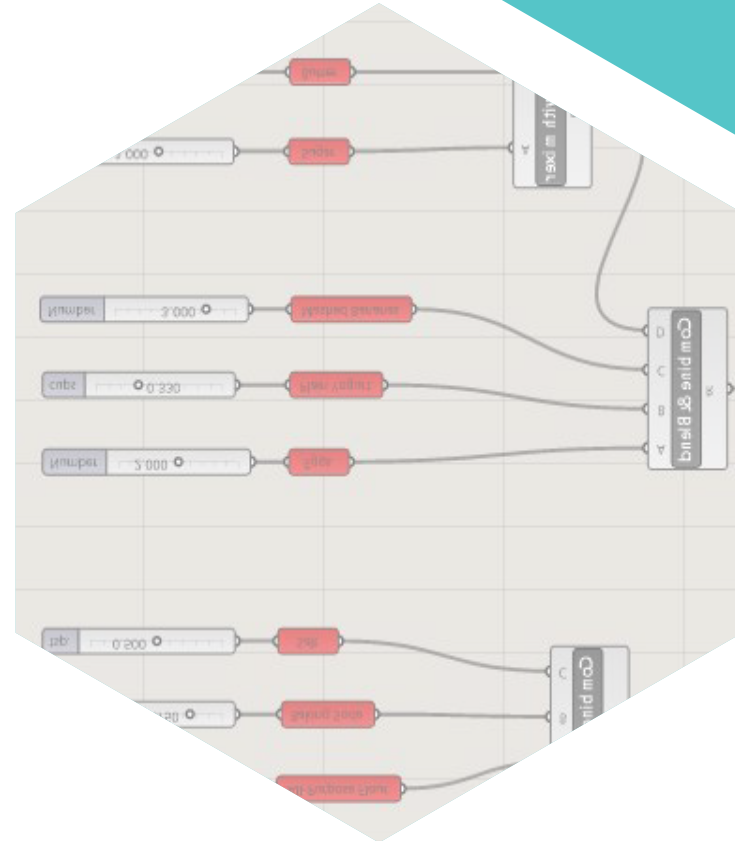


SKILLS

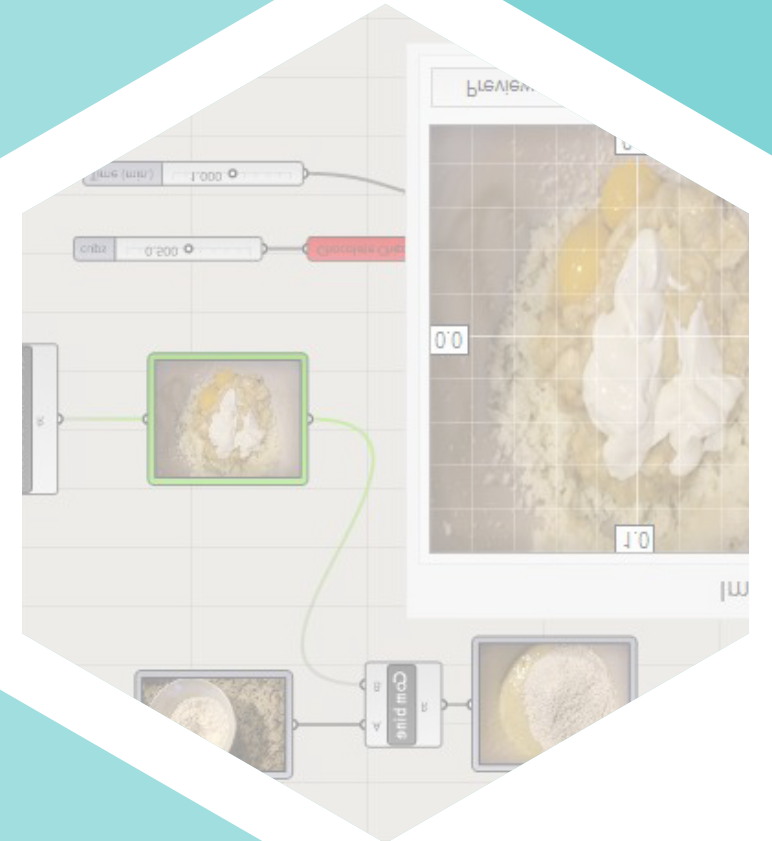
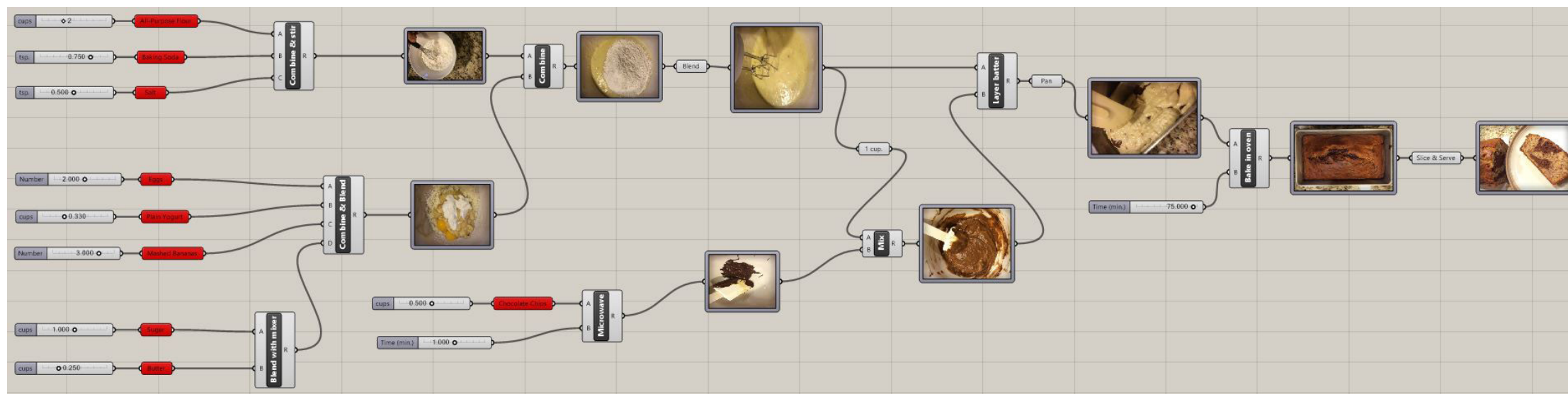
>> PHOTOSHOP

JOURNAL 3

GRASSHOPPER RECIPE // THIS JOURNAL SERVED AS AN INTRODUCTION TO THE GRASSHOPPER INTERFACE. TO CREATE THE FINAL PRODUCT WE TOOK A RECIPE AND DOCUMENTED THE PROCESS OF MAKING IT. THE DOCUMENTATION WAS TURNED INTO A "CODE" THAT COULD BE PROCESSED AND READ BY GRASSHOPPER.



SKILLS
>> GRASSHOPPER
>> PHOTOSHOP



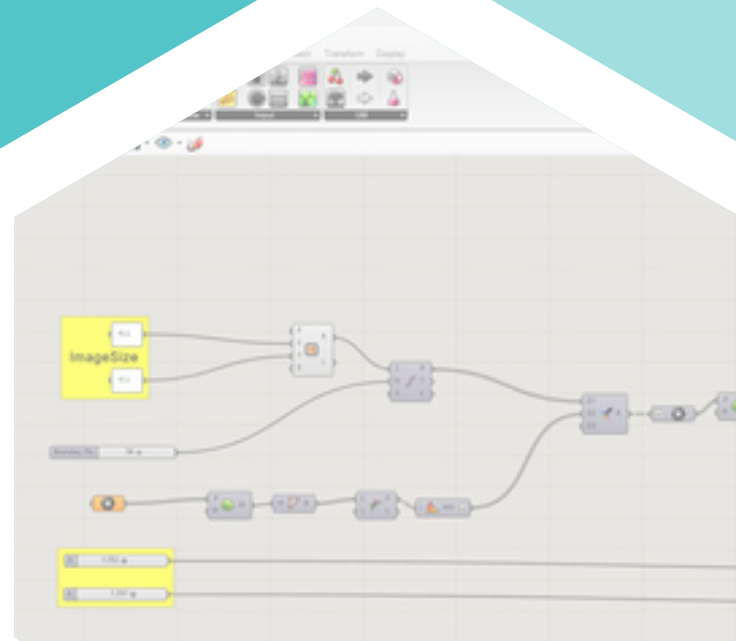
JOURNAL 4

GRASSHOPPER SELFIE //

THE OBJECTIVE OF THIS JOURNAL WAS TO AGAIN BECOME MORE FAMILIAR WITH THE GRASSHOPPER INTERFACE. AN IMAGE WAS PLACED AS A BACKGROUND BITMAP INTO RHINO, MULTIPLE POINTS WERE PLACED ON THE PHOTO DEPENDING ON WHERE YOU WANTED TO SEE THE MOST DETAIL, AND THE IMAGE WAS PLUGGED INTO THE PROVIDED "CODE" TO PRODUCE THE IMAGE BELOW.

SKILLS

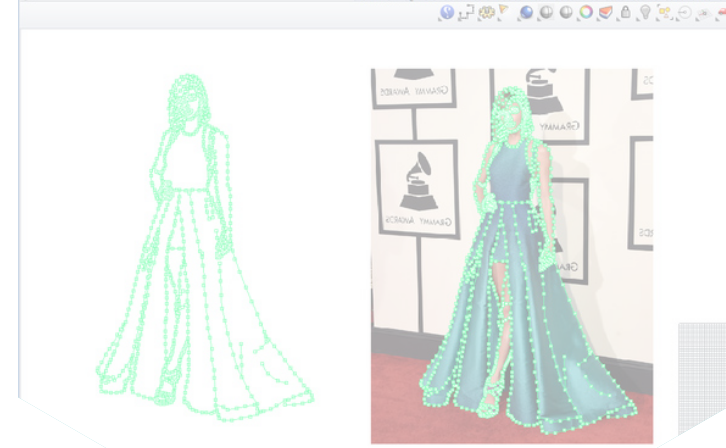
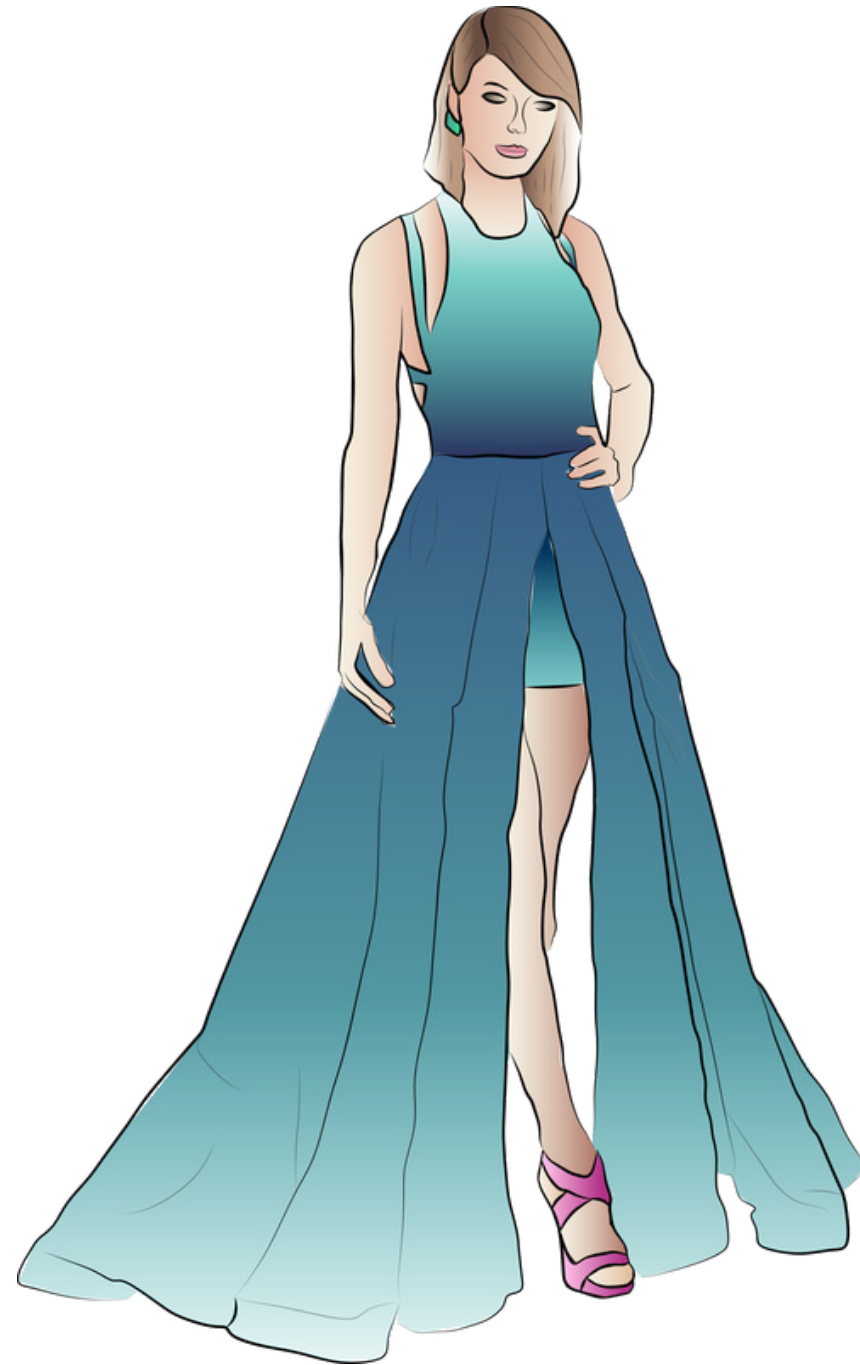
- >> RHINO
- >> GRASSHOPPER
- >> PHOTOSHOP



JOURNAL 5

ECONOMY OF LINE //

THE IMAGE SHOWN BELOW WAS CREATED BY PLACING THE ORIGINAL PHOTO INTO RHINO AS A BACKGROUND BITMAP. THE IMAGE WAS TRACED THROUGH A SERIES OF POINTS AND LINES, EXTRACTED, AND IMPORTED INTO ILLUSTRATOR. THERE, THE GRADIENT TOOL WAS USED TO ADD A POP OF COLOR AND DEFINITION TO THE FORM.



SKILLS
>> RHINO
>> ILLUSTRATOR



JOURNAL 6

PLOT LINES //

THIS IMAGE IS A PLOT INTERPRETATION OF THE MOVIE, THE SECRET LIFE OF WALTER MITTY. THE FINAL IMAGE, SHOWN BELOW, TAKES YOU ON WALTER'S JOURNEY TO FIND THE MEANING OF LIFE.

SKILLS

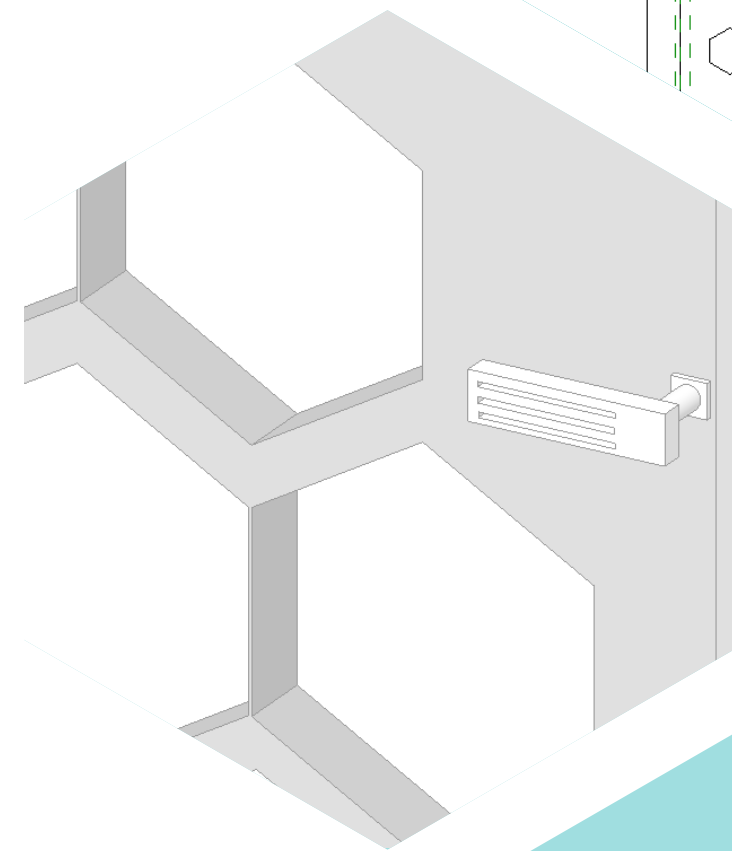
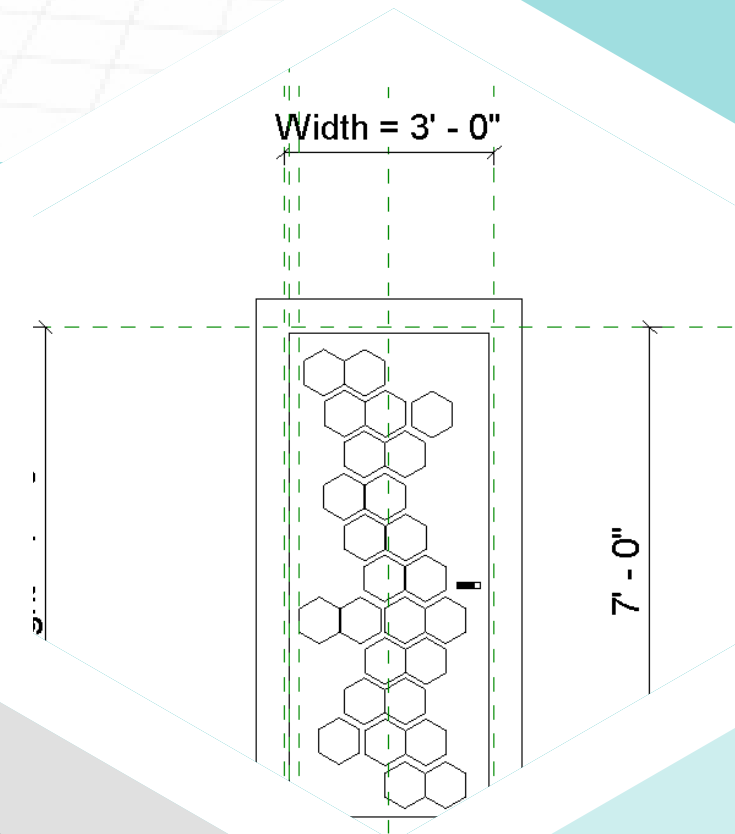
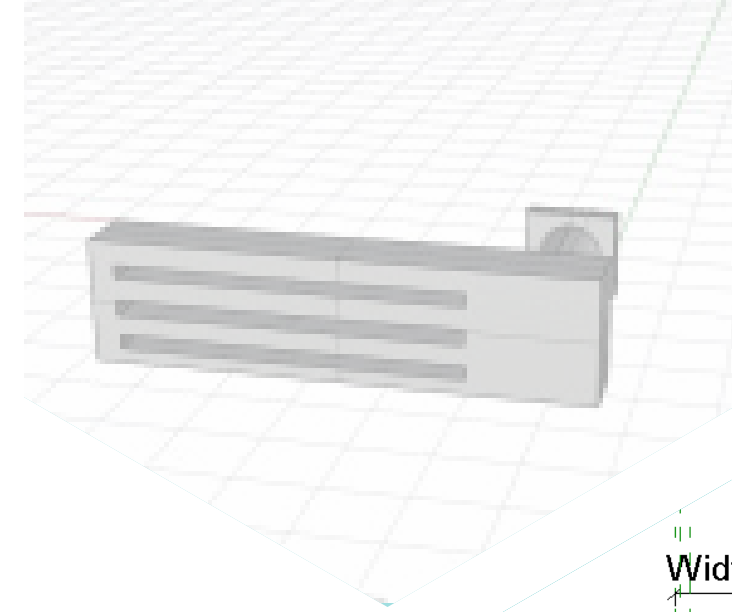
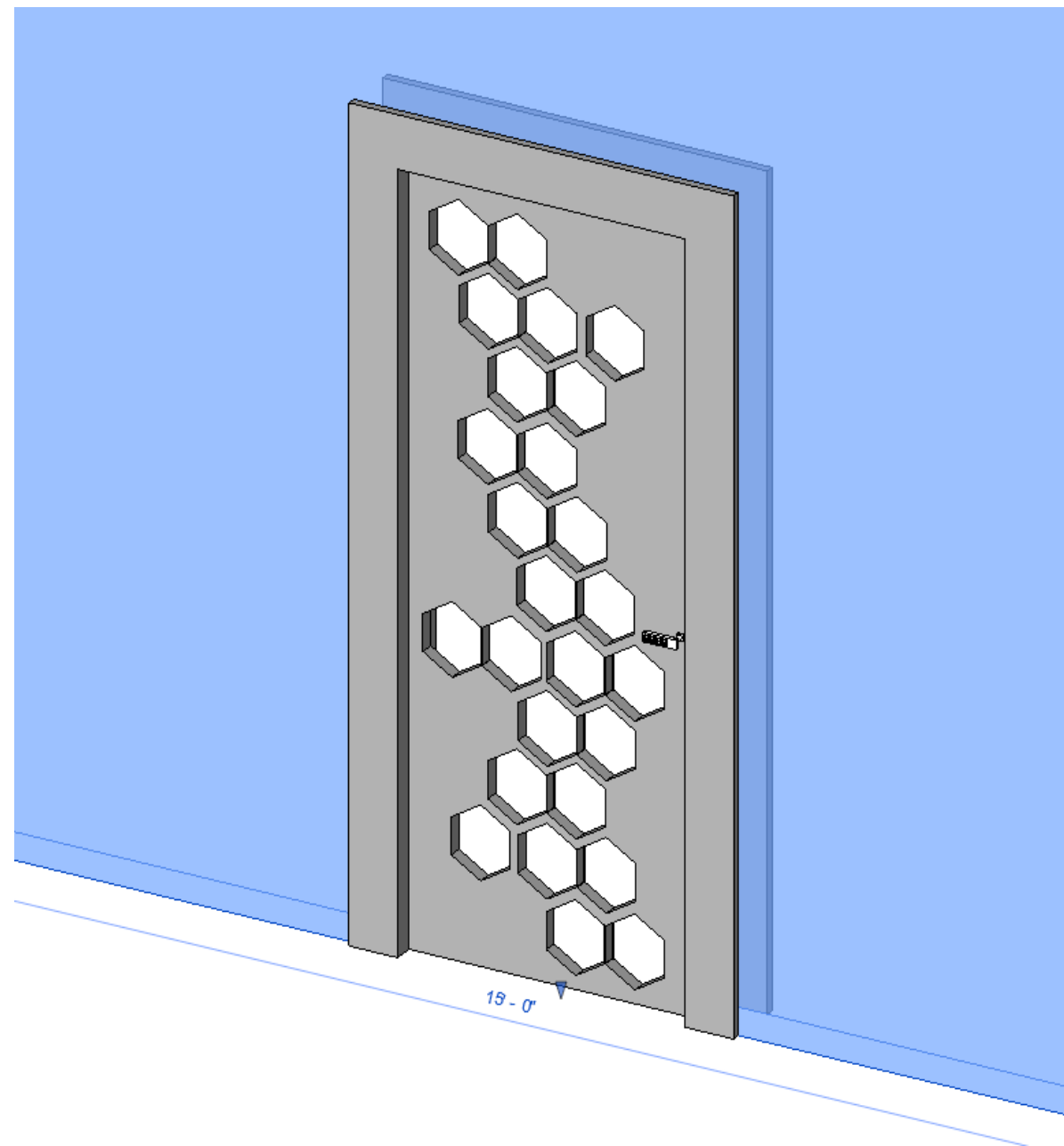
>> PHOTOSHOP



JOURNAL 7

CONTROL ROOM DOOR //

AS PART OF THE IREVIT PROJECT, WE WERE TASKED WITH CREATING A CONTROL ROOM FOR OUR ROBOT. THIS JOURNAL WAS CREATED FOR US TO LEARN THE PROCESS OF CREATING FAMILIES IN REVIT. IN ADDITION, WE USED RHINO TO MODEL OUR OWN DOOR HANDLE FOR THE DOOR.



SKILLS
>> REVIT
>> RHINO

ASSIGNMENT I >>

WEBSITE CREATION

SKILLS

>> ILLUSTRATOR

>> PHOTOSHOP



HOME

ABOUT

1| WEBSITE

2| SKETCHUP

3| RHINO3D

4| AUTOCAD

5| REVIT

6| 3DS MAX

7| PORTFOLIO

ABOUT ME //

Hello, my name is **Hannah**.

I grew up in **Littleton, CO**, but the **Washington, D.C.** area is my home.

I was a **competitive swimmer** for 9 years.

I love **airplanes, airports, warm weather, good coffee,** and basically anything that comes with **traveling**.

Frank Lloyd Wright is my everyday design inspiration.



Top 5 Strengths Discipline // Consistency // Relater // Significance // Empathy

3rd Year | Interior Architecture & Product Design | K-State

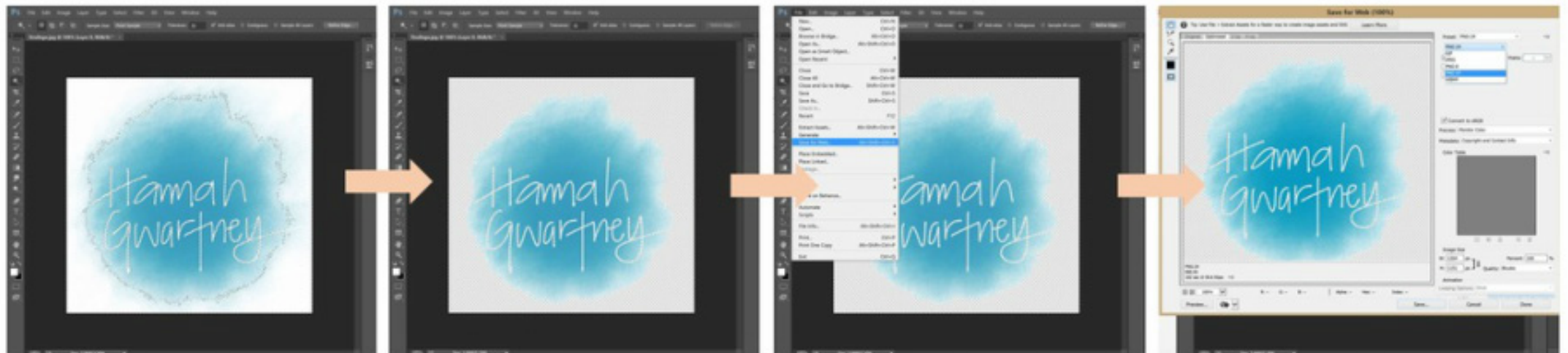


Background created with a smudge brush tool in Adobe Sketch

Handwritten signature drawn with pen tool

Sent to Photoshop

Opened in Photoshop



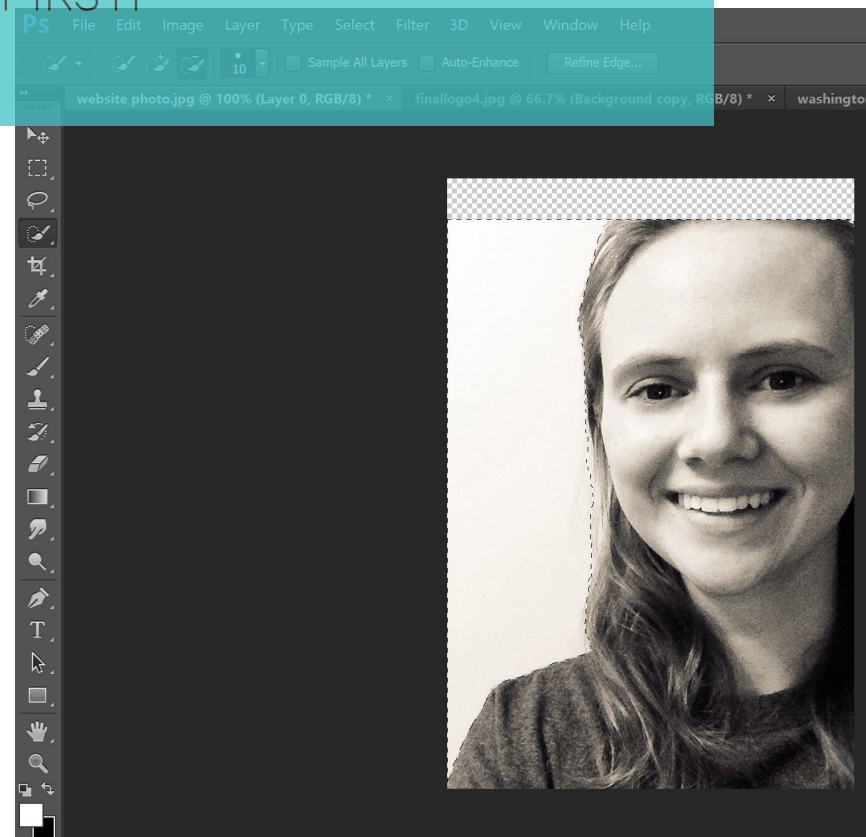
Magic wand tool used to select white space and lettering (contiguous turned off)

White space deleted

Saved for web

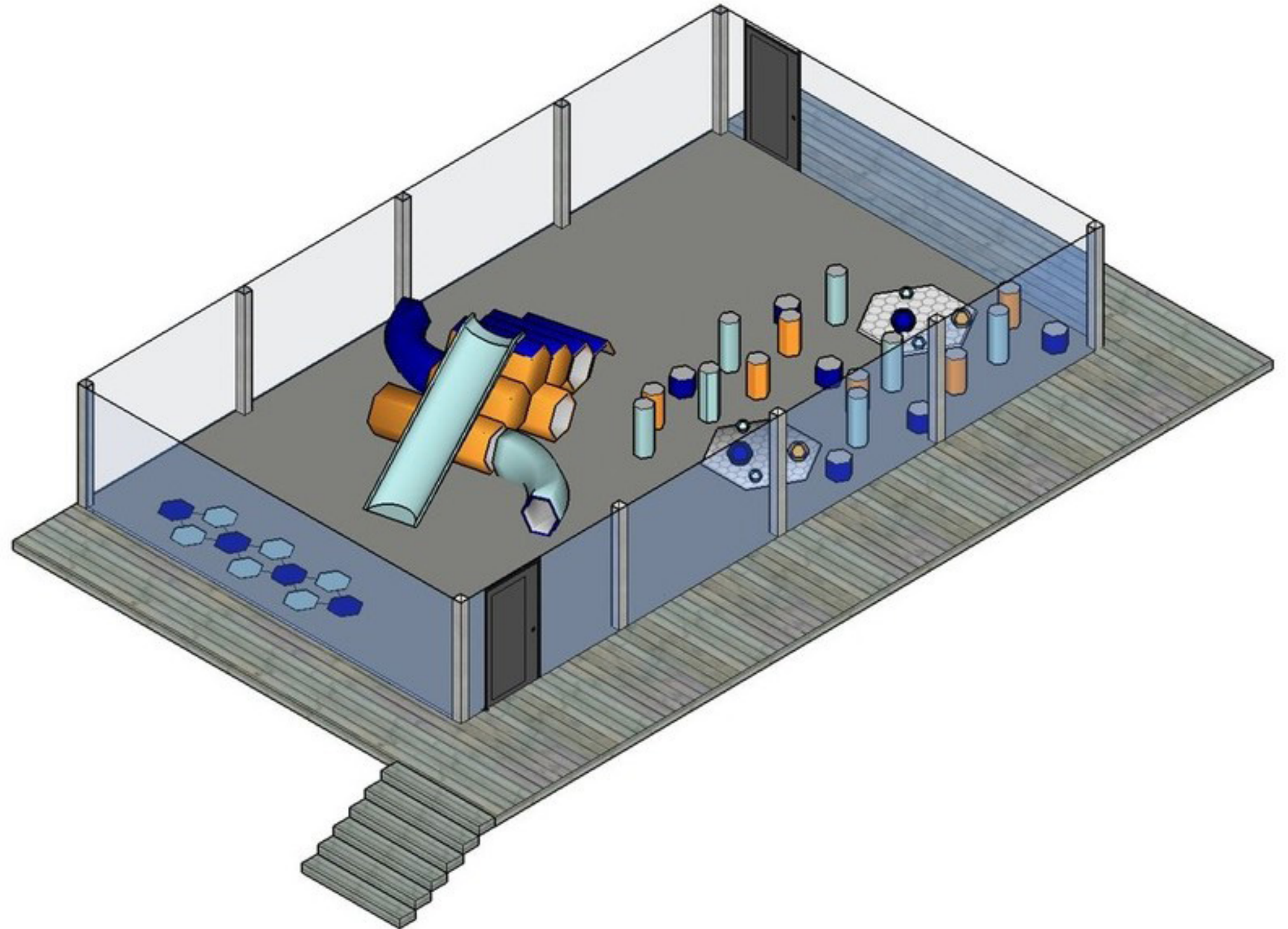
Saved as a PNG to be uploaded to site

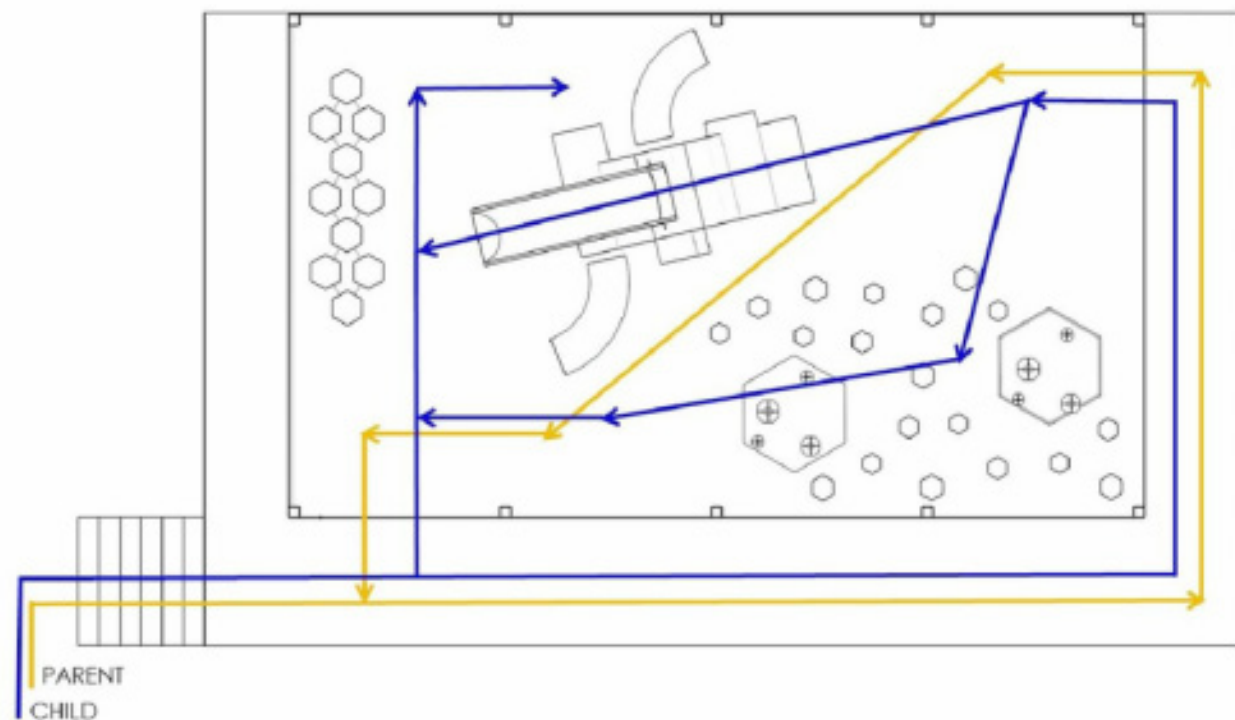
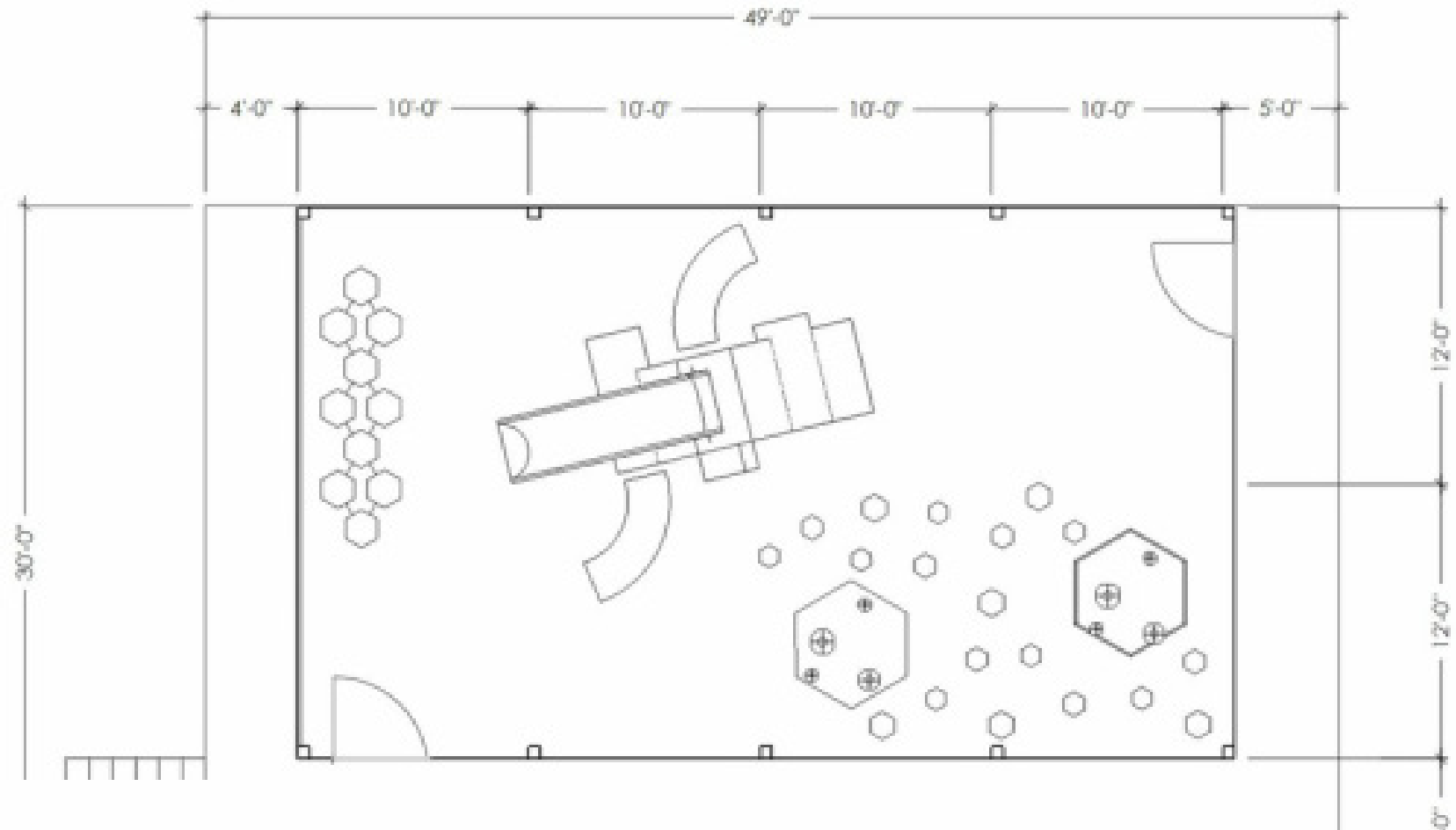
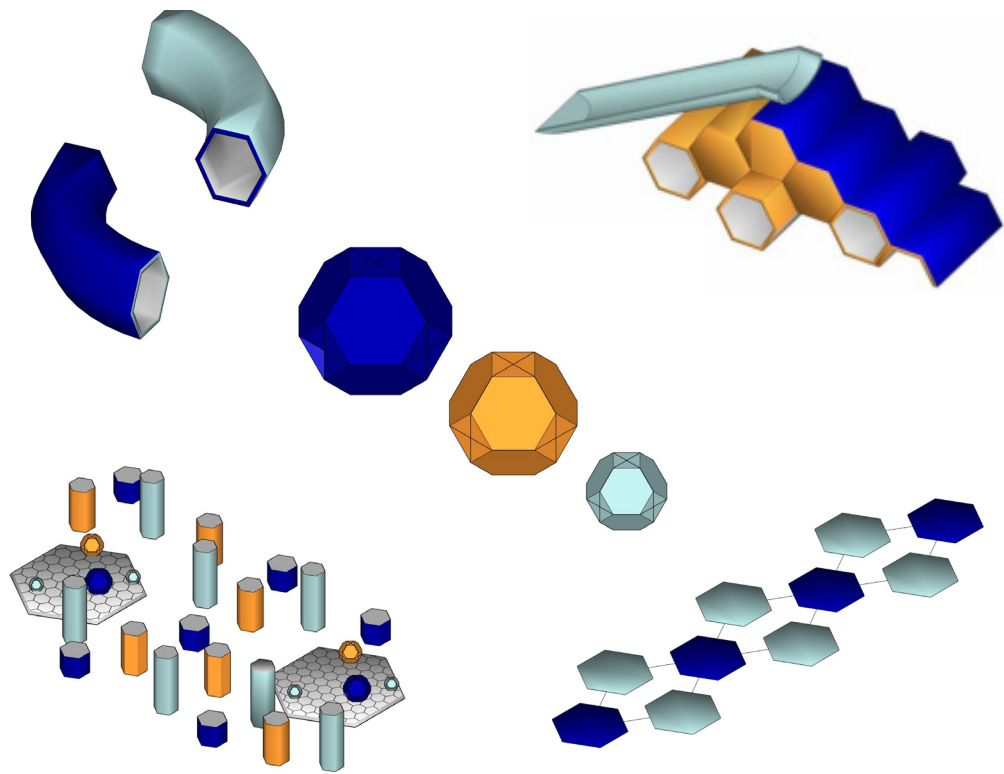
THIS ASSIGNMENT ALLOWED US TO BECOME MORE AQUAINTED WITH RHINO. WE WERE GIVEN AN EXISTING BUILDING SPACE AND WERE TASKED WITH DESIGNING A STAIR TO CONNECT THE GROUND FLOOR AND SECOND FLOOR WALKWAY. IN ADDITION, WE CAUGHT OUR FIRST



ASSIGNMENT 2A >> FORM vs. PLAY

SKILLS
>> SKETCHUP
>> LAYOUT
>> ILLUSTRATOR





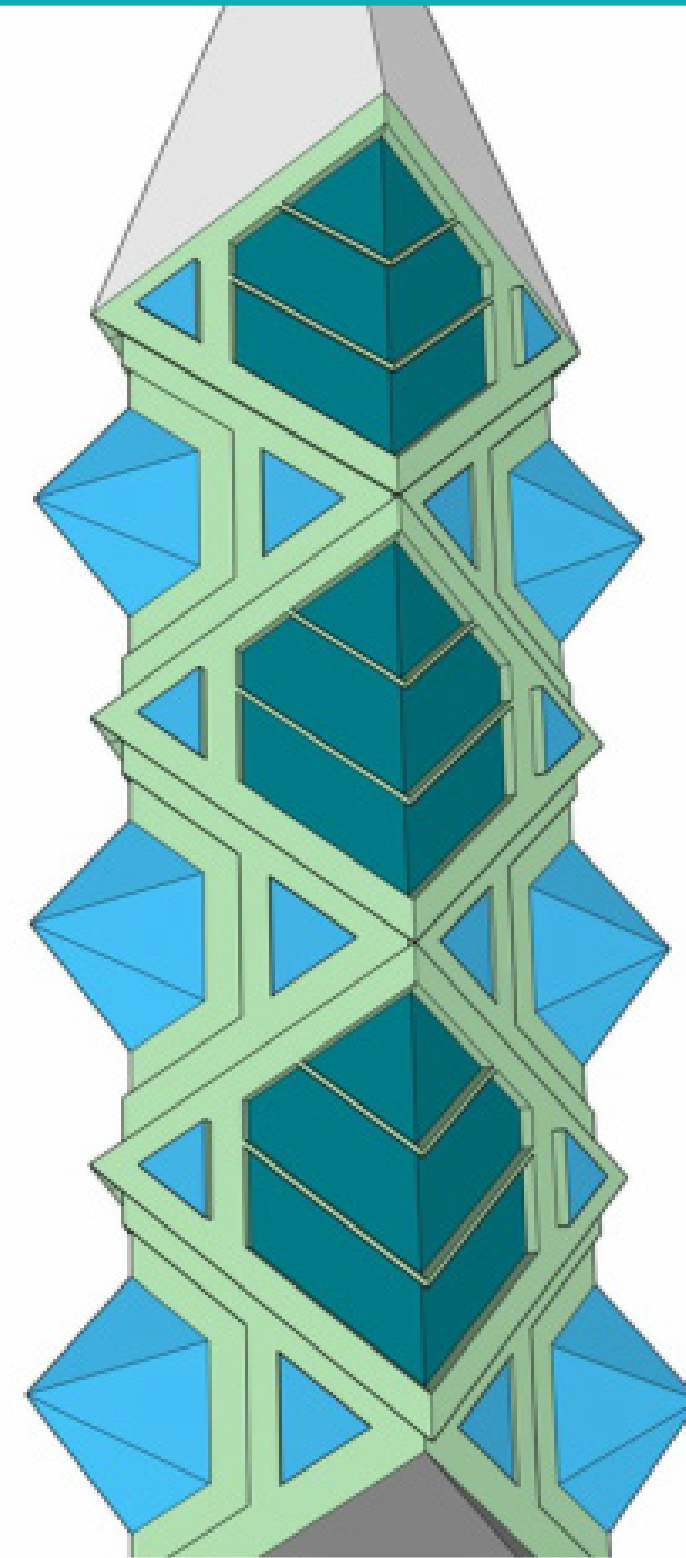
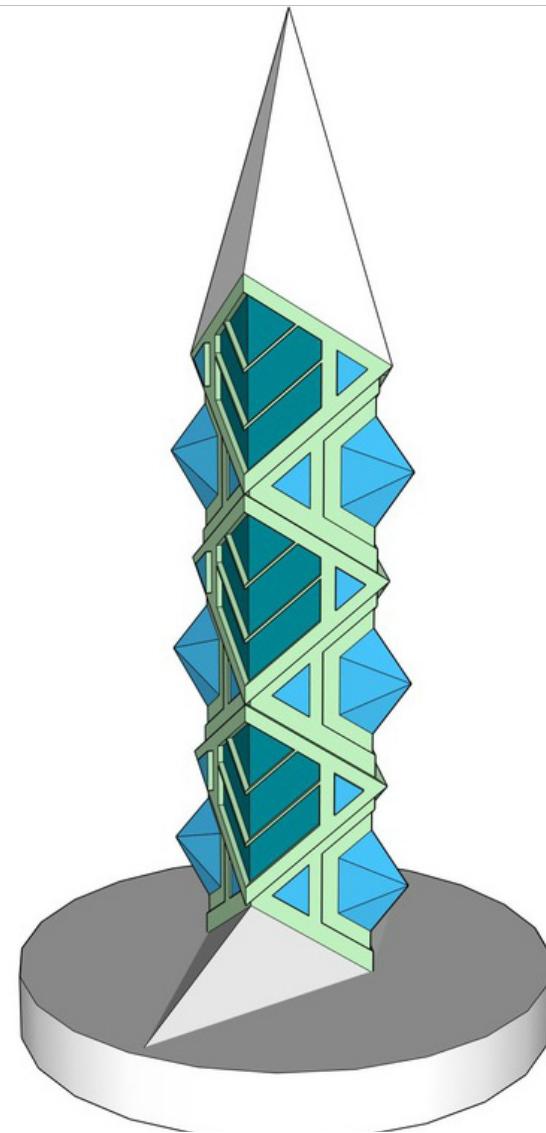
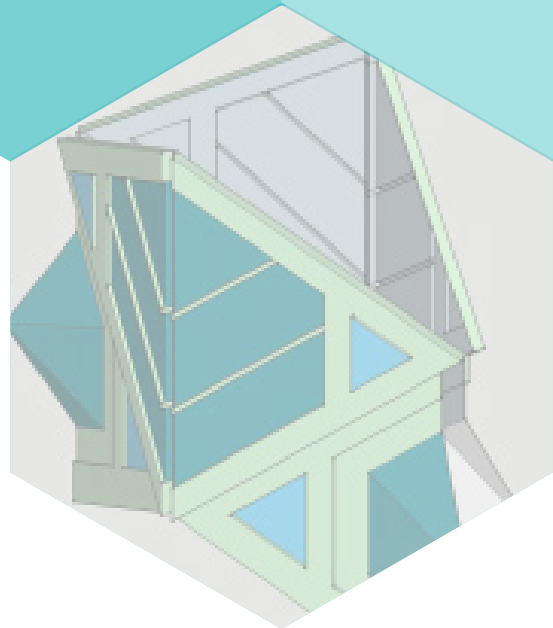
THIS ASSIGNMENT ALLOWED US TO BECOME MORE AQUAINTED WITH RHINO. WE WERE GIVEN AN EXISTING BUILDING SPACE AND WERE TASKED WITH DESIGNING A STAIR TO CONNECT THE GROUND FLOOR AND SECOND FLOOR WALKWAY. IN ADDITION, WE CAUGHT OUR FIRST GLIMPSE INTO THE INTERNATIONAL BUILDING CODE (IBC) AND APPLIED THAT TO OUR DESIGN. TO CLEARLY SHOW WE STUCK TO THE CODE, VARIOUS DIAGRAMS WERE CREATED TO SHOW SPECIFIC DIMENSIONS. INSTEAD OF SEPARATING THE TWO FLOORS, I WANTED TO CREATE AN ILLUSION OF THE STAIRS DRAWING THE TWO LEVELS TOGETHER.



ASSIGNMENT 2B >> LOW-POLY 3D PRINT



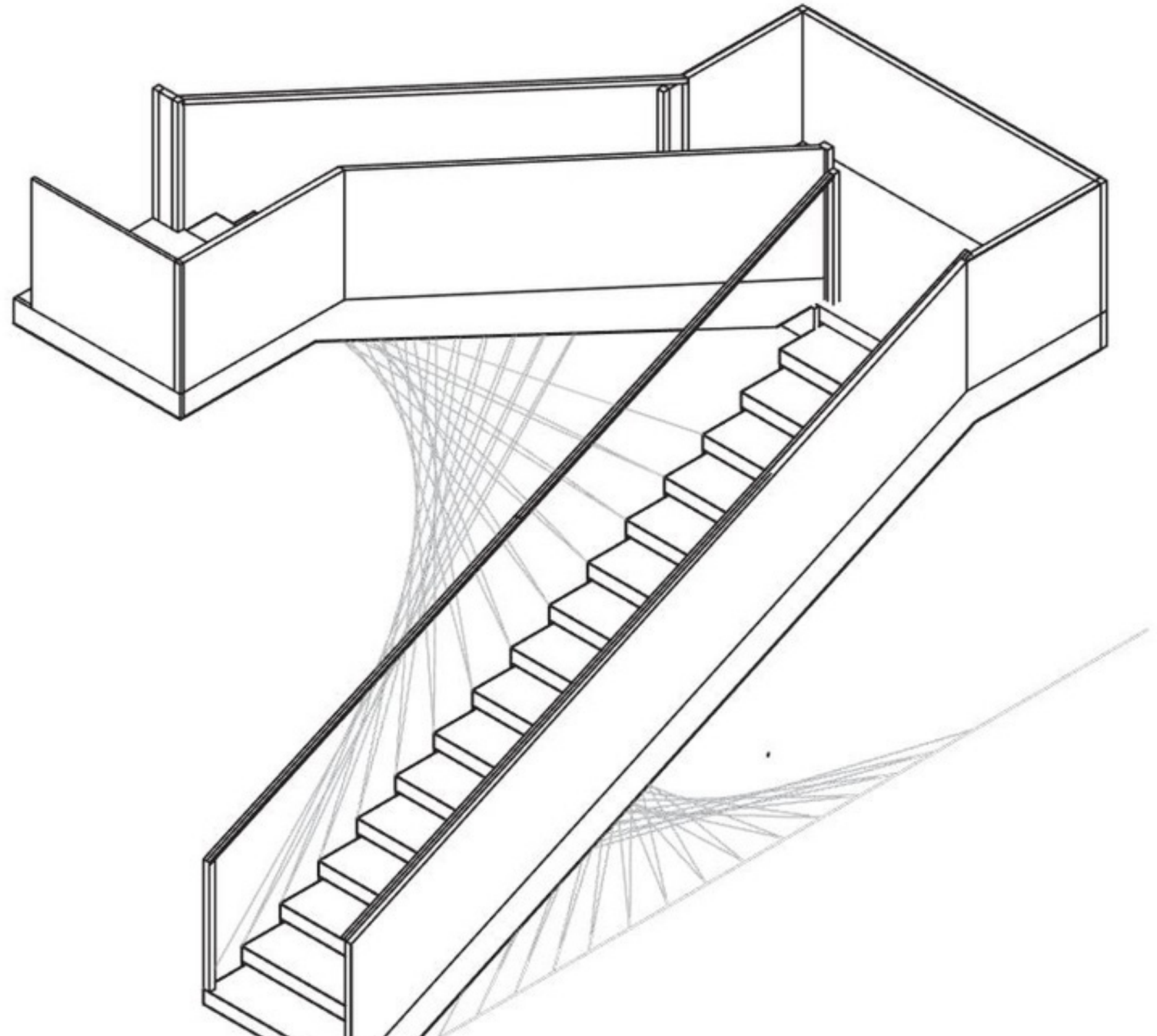
SKILLS
>> SKETCHUP



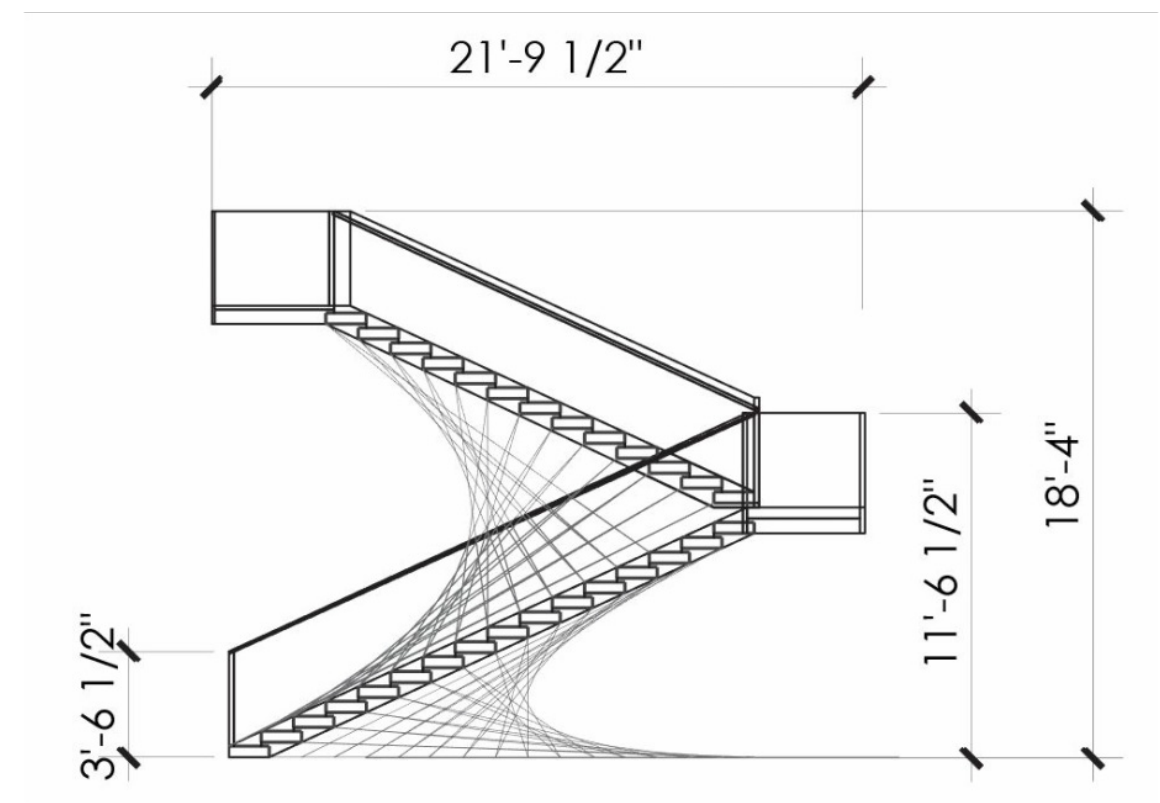
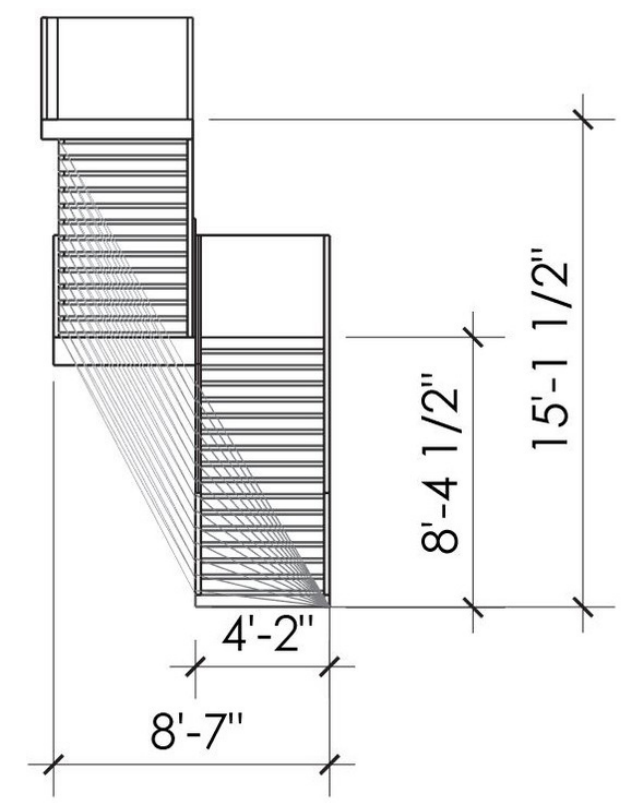
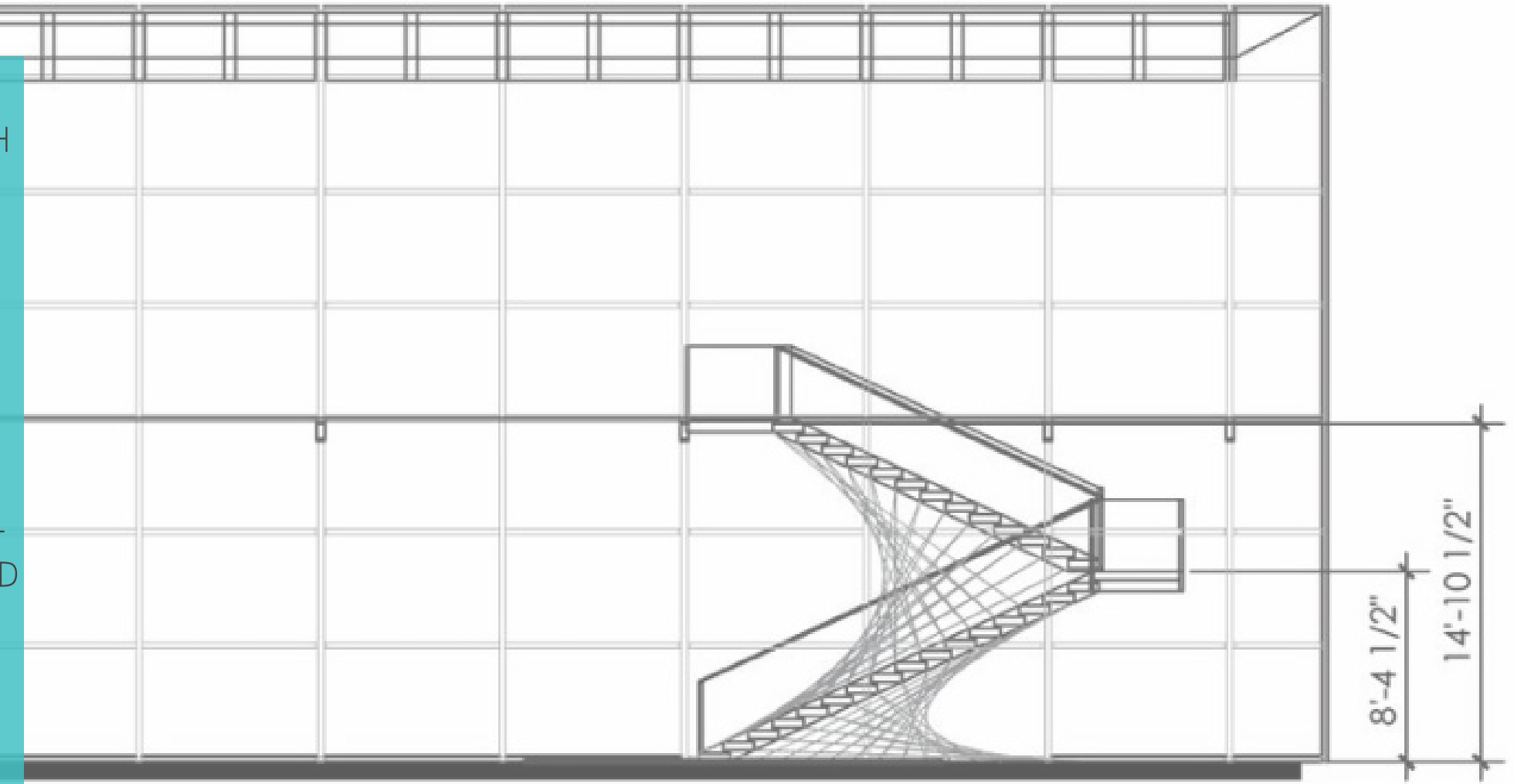
THIS DESIGN WAS CREATED AS PART OF A LOW-POLY 3D PRINTING COMPETITION ON THE WEBSITE PINSHAPE. THE DESIGN IS INTENDED TO BE USED FOR JEWELRY STORAGE AND WAS INSPIRED BY FRANK LLOYD WRIGHTS SPIRE LOCATED IN SCOTTSDALE, AZ.

ASSIGNMENT 3A >> RHINO STAIR

SKILLS
>> RHINO
>> ILLUSTRATOR



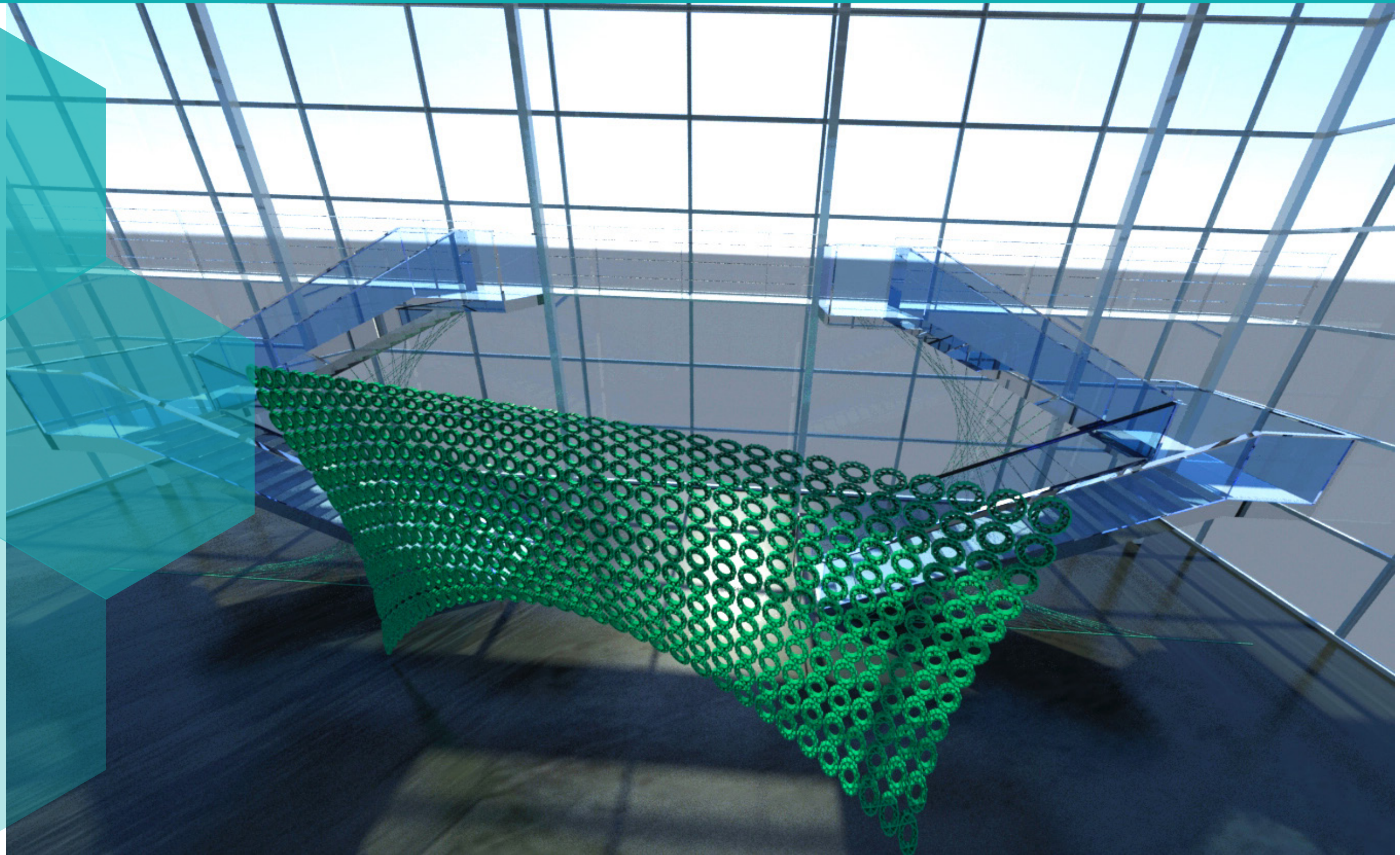
THIS ASSIGNMENT ALLOWED US TO BECOME MORE AQUAINTED WITH RHINO. WE WERE GIVEN AN EXISTING BUILDING SPACE AND WERE TASKED WITH DESIGNING A STAIR TO CONNECT THE GROUND FLOOR AND SECOND FLOOR WALKWAY. IN ADDITION, WE CAUGHT OUR FIRST GLIMPSE INTO THE INTERNATIONAL BUILDING CODE (IBC) AND APPLIED THAT TO OUR DESIGN. TO CLEARLY SHOW WE STUCK TO THE CODE, VARIOUS DIAGRAMS WERE CREATED TO SHOW SPECIFIC DIMENSIONS. INSTEAD OF SEPARATING THE TWO FLOORS, I WANTED TO CREATE AN ILLUSION OF THE STAIRS DRAWING THE TWO LEVELS CLOSER.

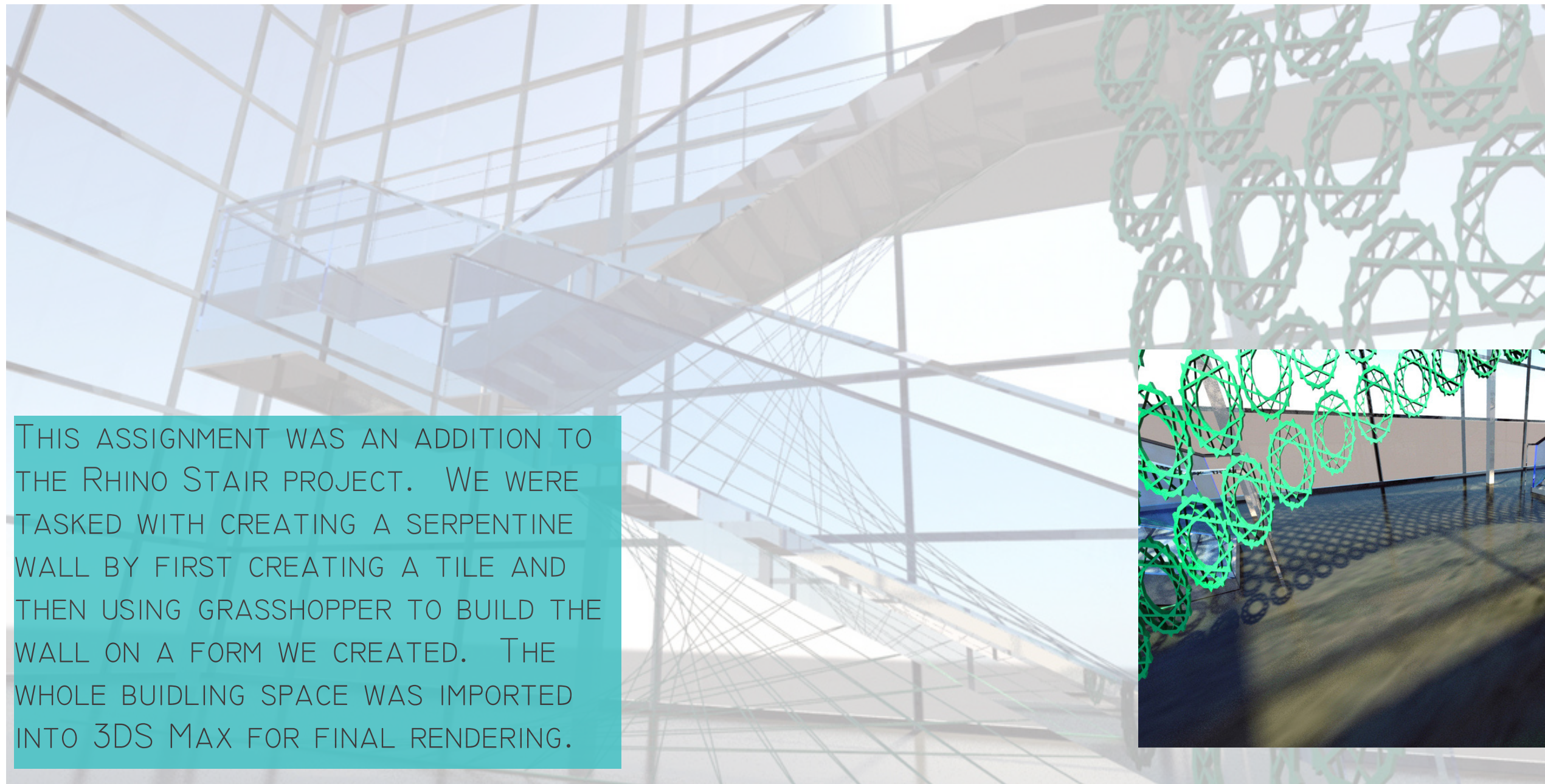


ASSIGNMENT 3B >> SERPENTINE WALL & RENDERING

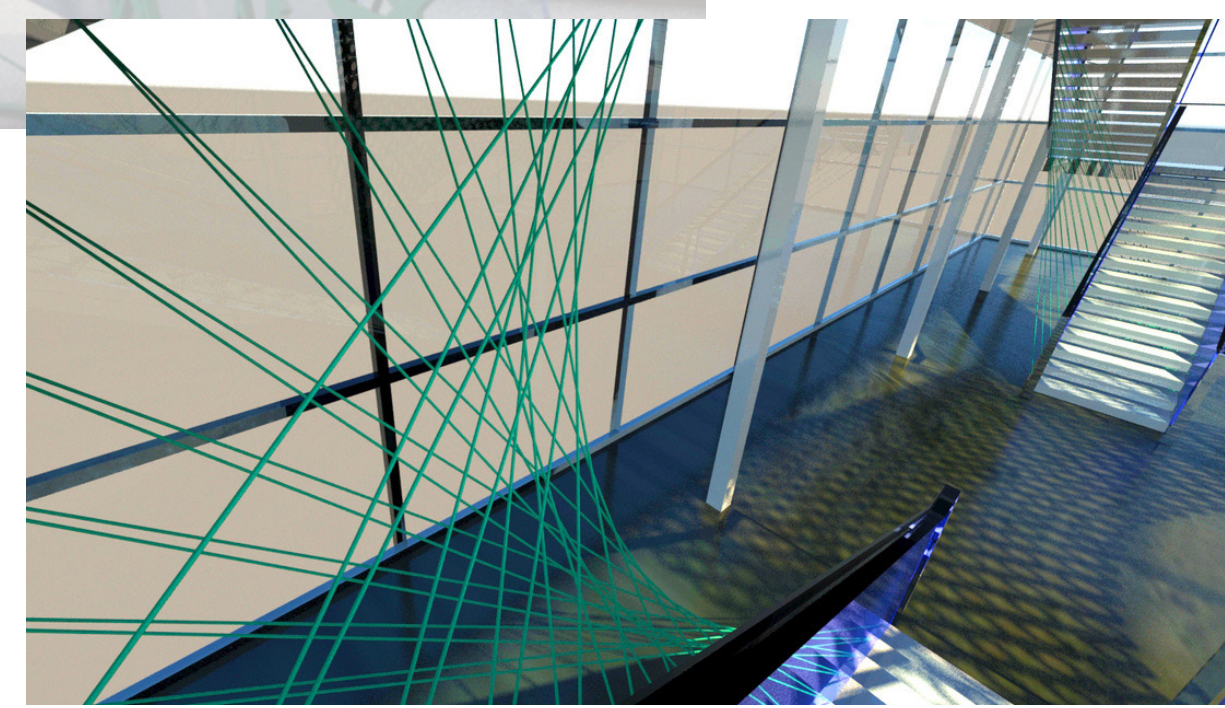
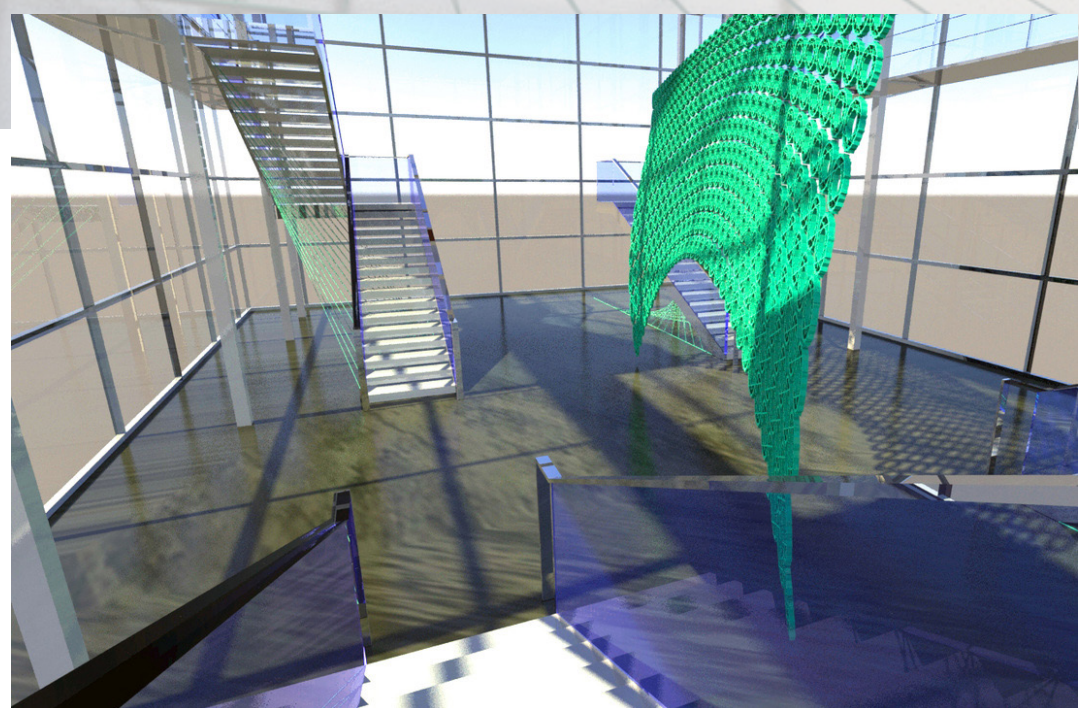
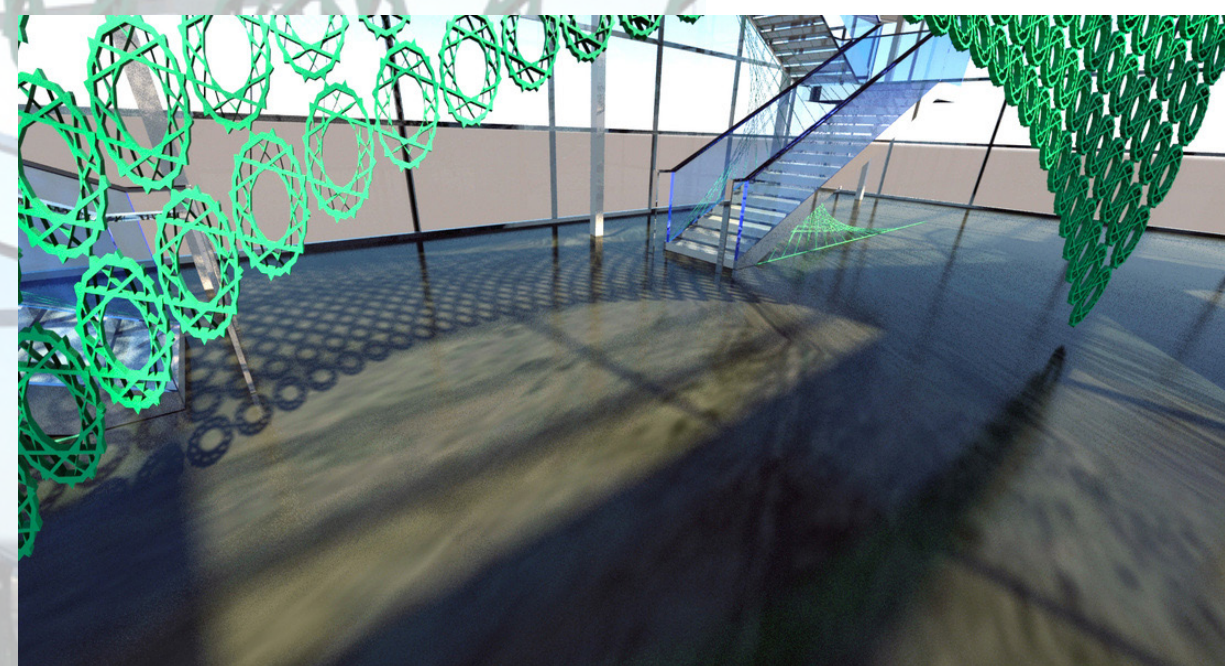
SKILLS

- >> RHINO
- >> GRASSHOPPER
- >> 3DS MAX
- >> PHOTOSHOP





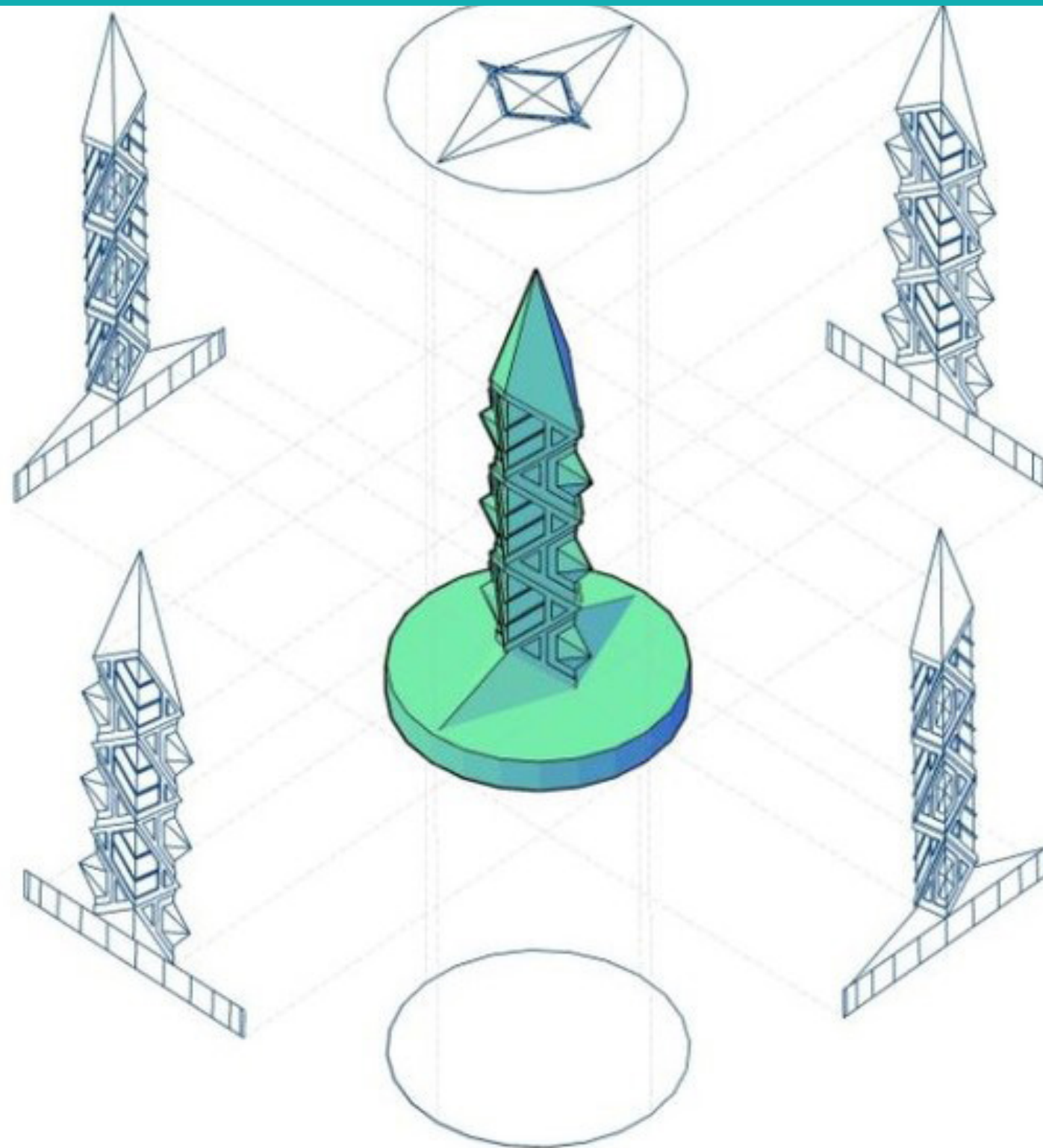
THIS ASSIGNMENT WAS AN ADDITION TO THE RHINO STAIR PROJECT. WE WERE TASKED WITH CREATING A SERPENTINE WALL BY FIRST CREATING A TILE AND THEN USING GRASSHOPPER TO BUILD THE WALL ON A FORM WE CREATED. THE WHOLE BUILDING SPACE WAS IMPORTED INTO 3DS MAX FOR FINAL RENDERING.



ASSIGNMENT 4A >>

EXPLODED AXON of ELEVATIONS

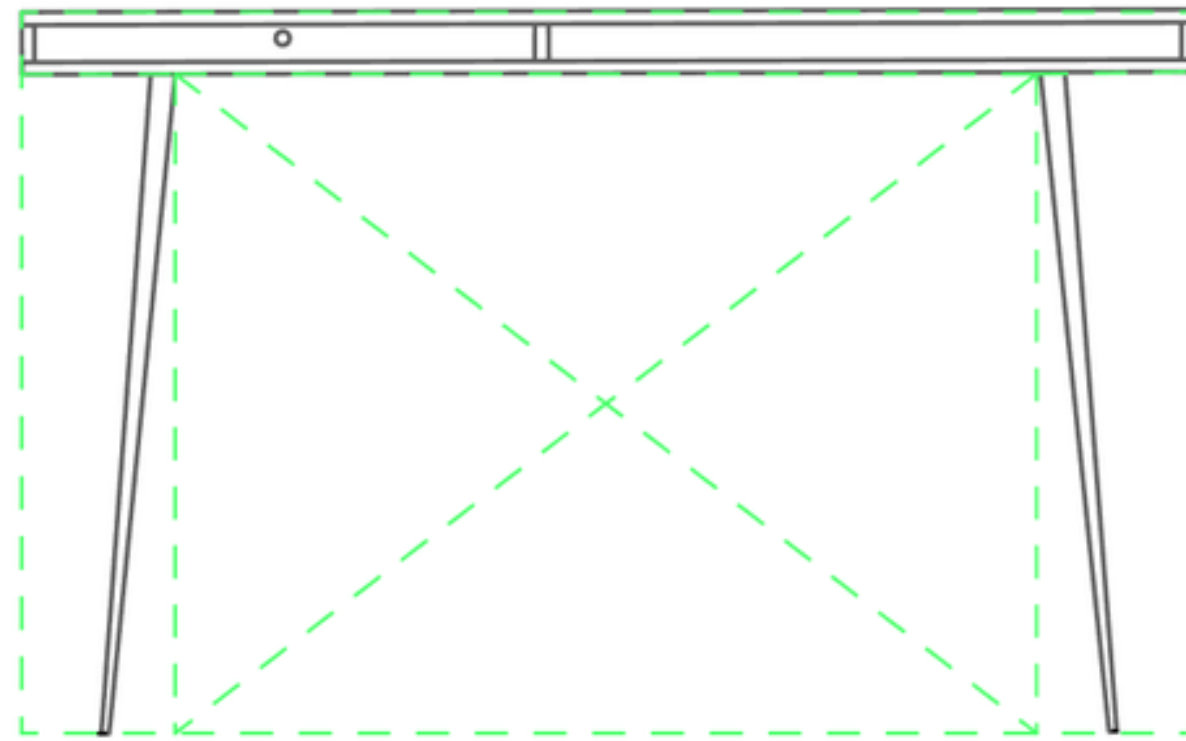
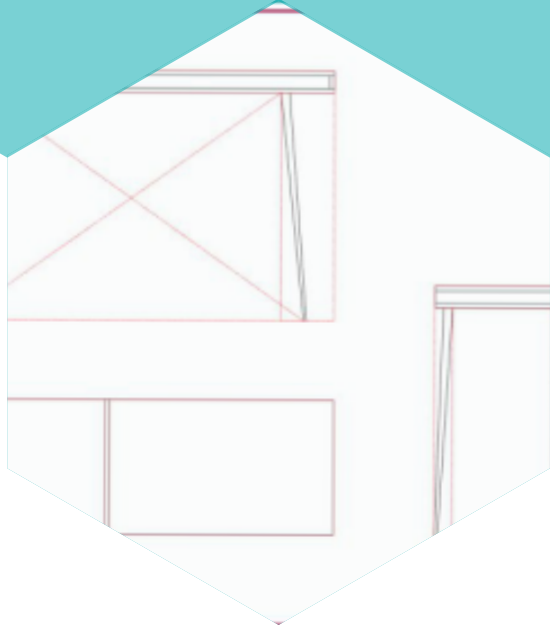
SKILLS
>> AUTOCAD
>> ILLUSTRATOR



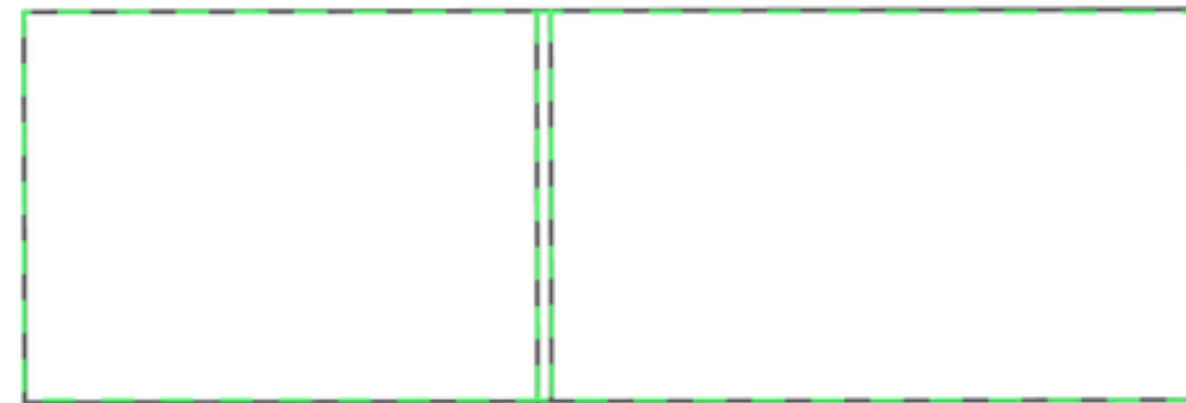
THE IMAGE SHOWN WAS CREATED IN AUTOCAD BY IMPORTING AN EXISTING MODEL, EXTRUDING THE ELEVATIONS AND CONNECTING THE LINES TO CLEARLY DIAGRAM THE OBJECT'S FORM.

ASSIGNMENT 4B >> TABLE GEOMETRIES

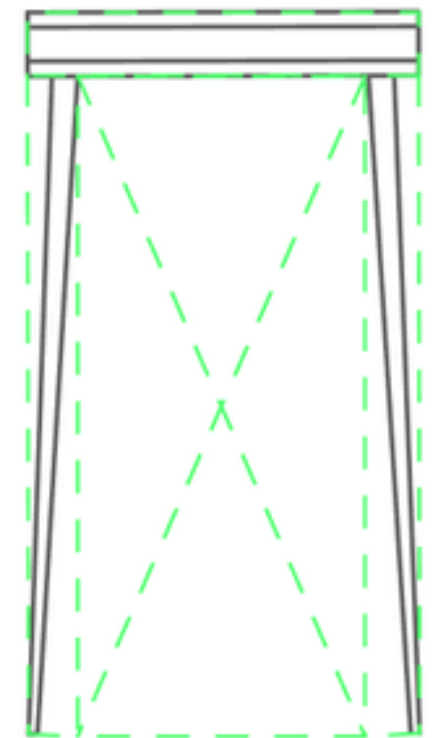
SKILLS
>> AUTOCAD
>> ILLUSTRATOR



FRONT VIEW



TOP VIEW



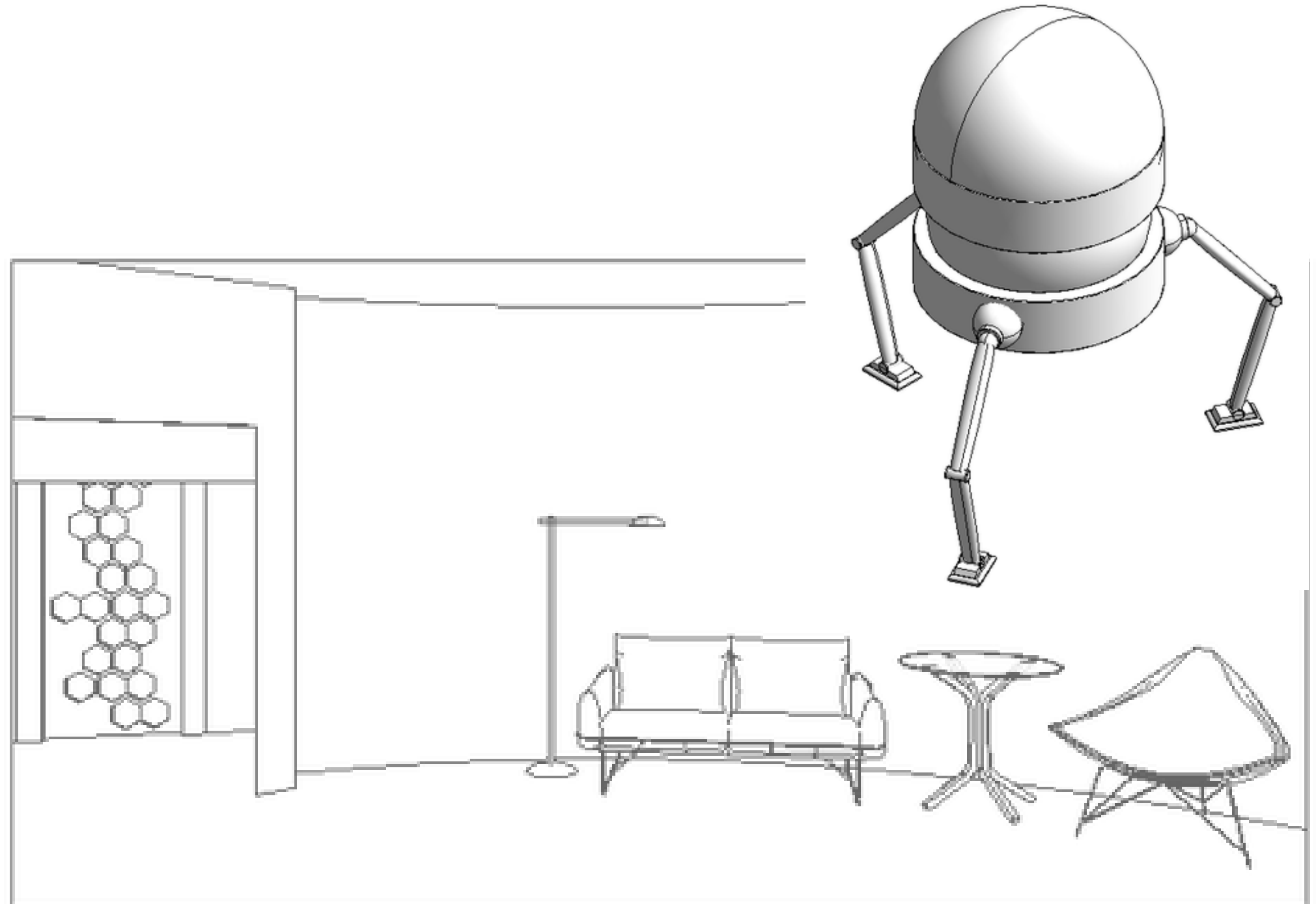
SIDE VIEW

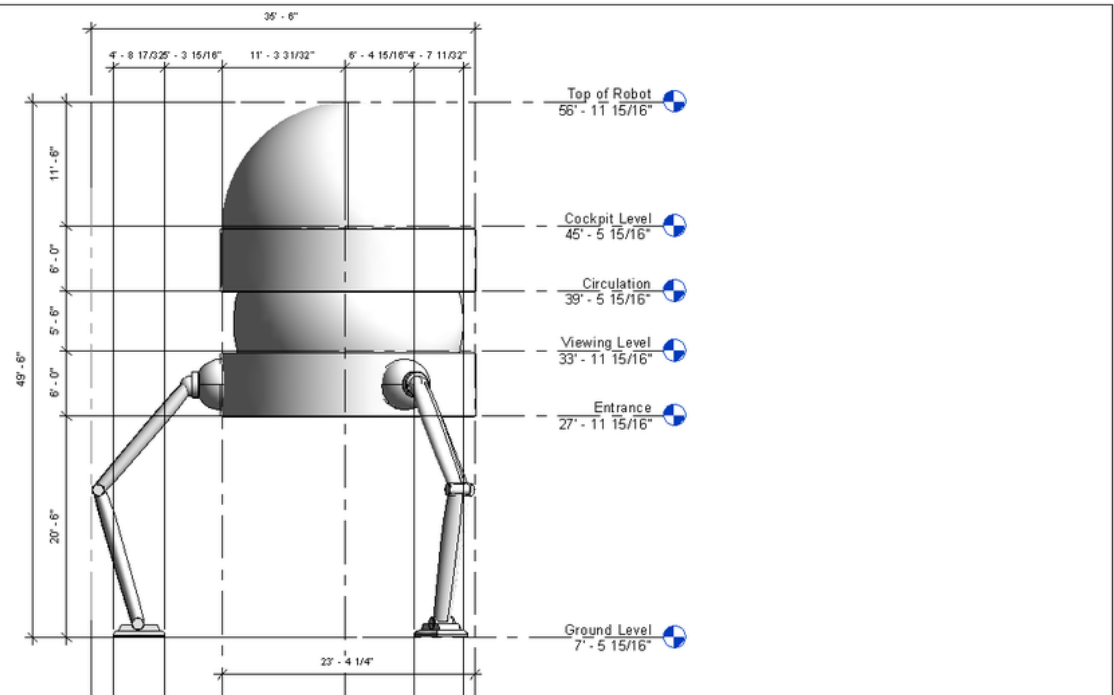
AS WITH PART A OF THIS ASSIGNMENT, A DIAGRAM WAS CREATED TO SHOW THE GEOMETRIES OF THIS FORM. THE PIECE OF FURNITURE WAS MODELED IN AUTOCAD AND LINES WERE ADDED AS NEEDED TO SHOW THE OVER-ALL GEOMETRIES.

ASSIGNMENT 5 >> iREVIT ROBOT

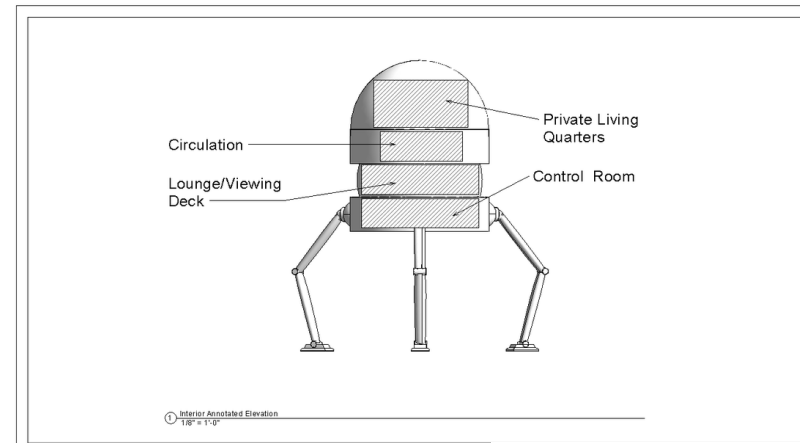
SKILLS

- >> RHINO
- >> REVIT
- >> 3DS MAX
- >> PHOTOSHOP





TO CREATE THIS ROBOT, I MODELED THE DIFFERENT COMPONENTS IN RHINO AND IMPORTED IT TO REVIT. REVIT WAS USED FOR THE REMAINDER OF THE PROJECT TO DEVELOP DIAGRAMS SHOWING HOW THE ROBOT MOVES, THE DIFFERENT COMPONENTS, ETC. IN ADDITION, A CONTROL ROOM FOR THE ROBOT WAS CREATED IN REVIT AND DIAGRAMED ACCORDINGLY.



IAPD		iRevit Robot	
hannahgartney.weebly.com		No. Description Date	
		Robot Movement	
		Project Number	4
		Date	8.10.15
		Drawn by	AYB02
		Checked by	Clover
		Scale	1/8" = 1'-0"

IAPD		iRevit Robot	
hannahgartney.weebly.com		No. Description Date	
		Axonometric Views	
		Project Number	5
		Date	8.10.15
		Drawn by	AYB02
		Checked by	Clover
		Scale	1/8" = 1'-0"

IAPD		iRevit Robot	
hannahgartney.weebly.com		No. Description Date	
		Control Room	
		Project Number	7
		Date	8.10.15
		Drawn by	AYB02
		Checked by	Clover
		Scale	3/16" = 1'-0"

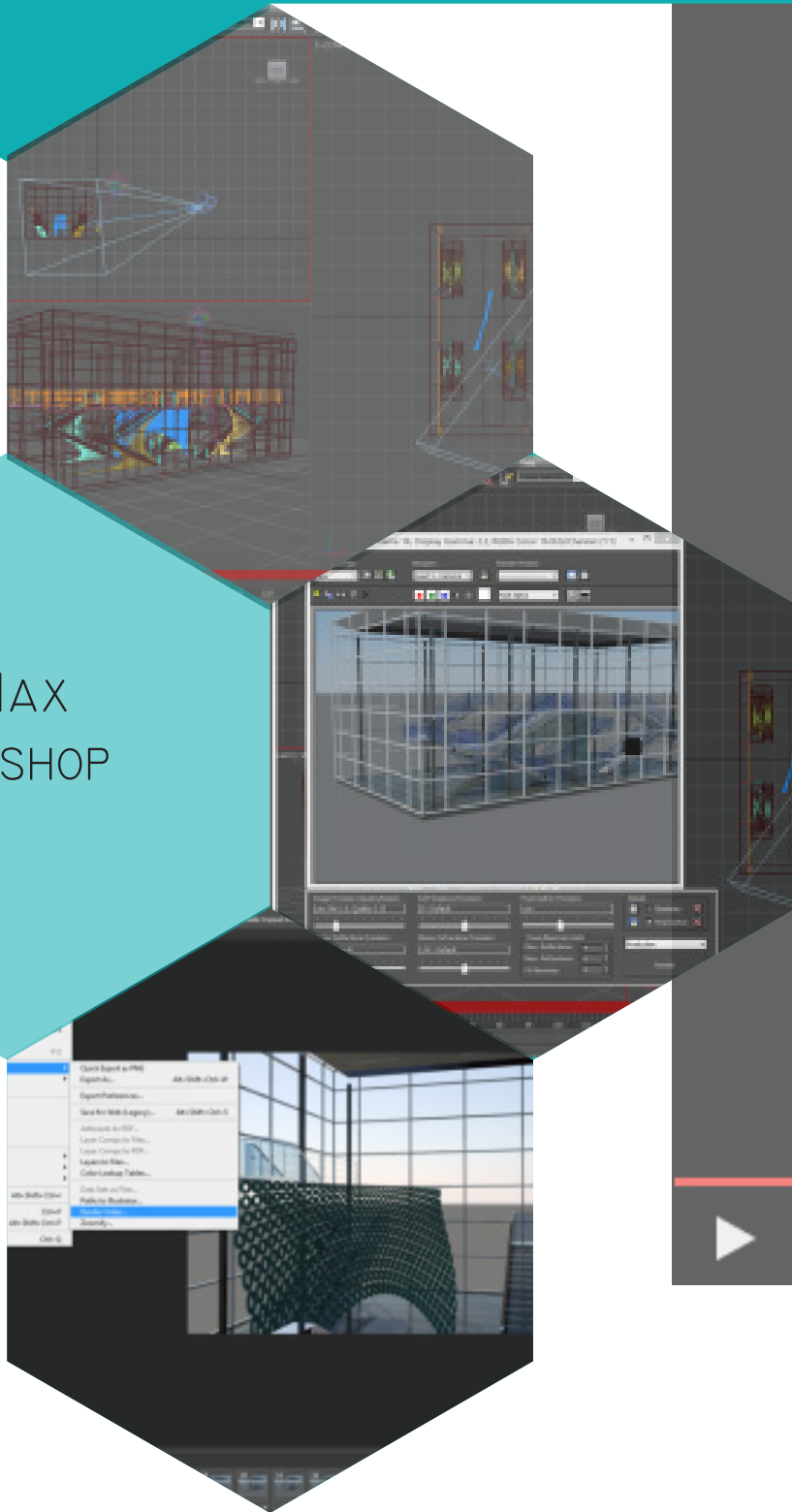
IAPD		iRevit Robot	
hannahgartney.weebly.com		No. Description Date	
		Control Room	
		Project Number	8
		Date	8.10.15
		Drawn by	AYB02
		Checked by	Clover
		Scale	3/16" = 1'-0"



ASSIGNMENT 6 >> WALKTHROUGH ANIMATION

SKILLS

- >> 3DS MAX
- >> PHOTOSHOP
- >> RHINO



THIS PROJECT, A WALKTHROUGH ANIMATION, WAS CREATED WITH 3DS MAX. WE TOOK A PREVIOUS PROJECT FROM THIS SEMESTER AND CREATED THE ANIMATION TO SHOWCASE IT. I CHOSE TO CREATE A WALKTHROUGH OF THE SERPENTINE WALL AND RHINO STAIR. THE FULL ANIMATION CAN BE VIEWED HERE >> [HTTPS://WWW.YOUTUBE.COM/WATCH?V=UZ_Rx_8PzFQ](https://www.youtube.com/watch?v=UZ_Rx_8PzFQ)