tOmhogAn

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cellular superhighway

Using data sourced from Cellmapper, I charted 4G coverage, enB Id, banding and location of all O2, Vodafone, EE and Three towers over 2km2 around my current residence. Each provider is placed on acetate layers, showing zonal intersections when superimposed.

While roads inscribe the urban environment with a Euclidean web of thoroughfares, cellular networks facilitate an interconnection beyond material confines. Apparently, 'empty' space becomes saturated with data, an amorphous intensity of transmission/reception. In rendering this invisible terrain, we gain a more realistic perspective on the contemporary city, shown not as a concrete place but rather a fluid body of circulation.

a.b.d hq (anti baddie division)

Sift through the fading imaginaires of my childhood, envisioned with webVR technology. Accompanied with a symphony of Lego orientated rambles, spliced together by Sydney Robson. Delve deeper through the link below.

- All 3D material modelled, textured and animated in Blender
- Scenes rendered in Aframe
- UI created with vanilla HTML, CSS and Javascript + little bit of GSAP.js
- Deployed with cloud startup hosting and carefully optimised assets to ensure performance on all devices. Runs fine on my grandmas 5 year old tablet!

front end web development - virtual reality - interaction design - webxr - collaborative

revelation mandala + birthday blanket

A narrative mapping of the biblical apocalypse, working from research into visionary artistic traditions and numerology. Designed in Adobe Illustrator with recolouring/layering in Photoshop and then digitally printed onto rustique calico cotton. Exhibited as part of Collectivism @ 395 Bristol and at the Arnolfini Graphic Design Degree Show. I also deconstructed the svg layers of the original in blender to create a blanket for my housemate's birthday.
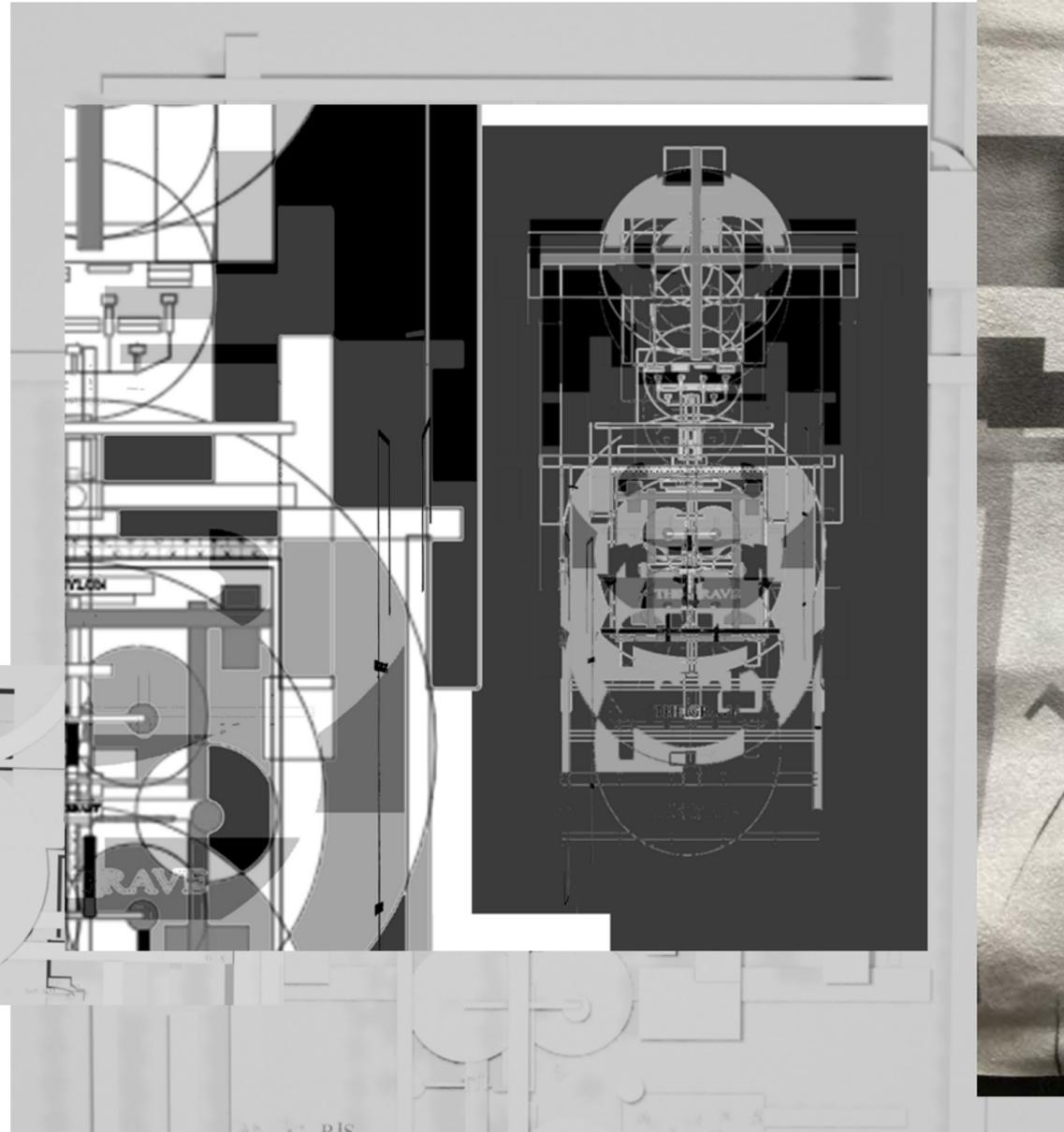
the third space- liminal clapham

Photoshop renders created for a collaborative competition bid to rejuvenate Clapham High St bridge, formed in collaboration with local architect Claudius Fanusie.
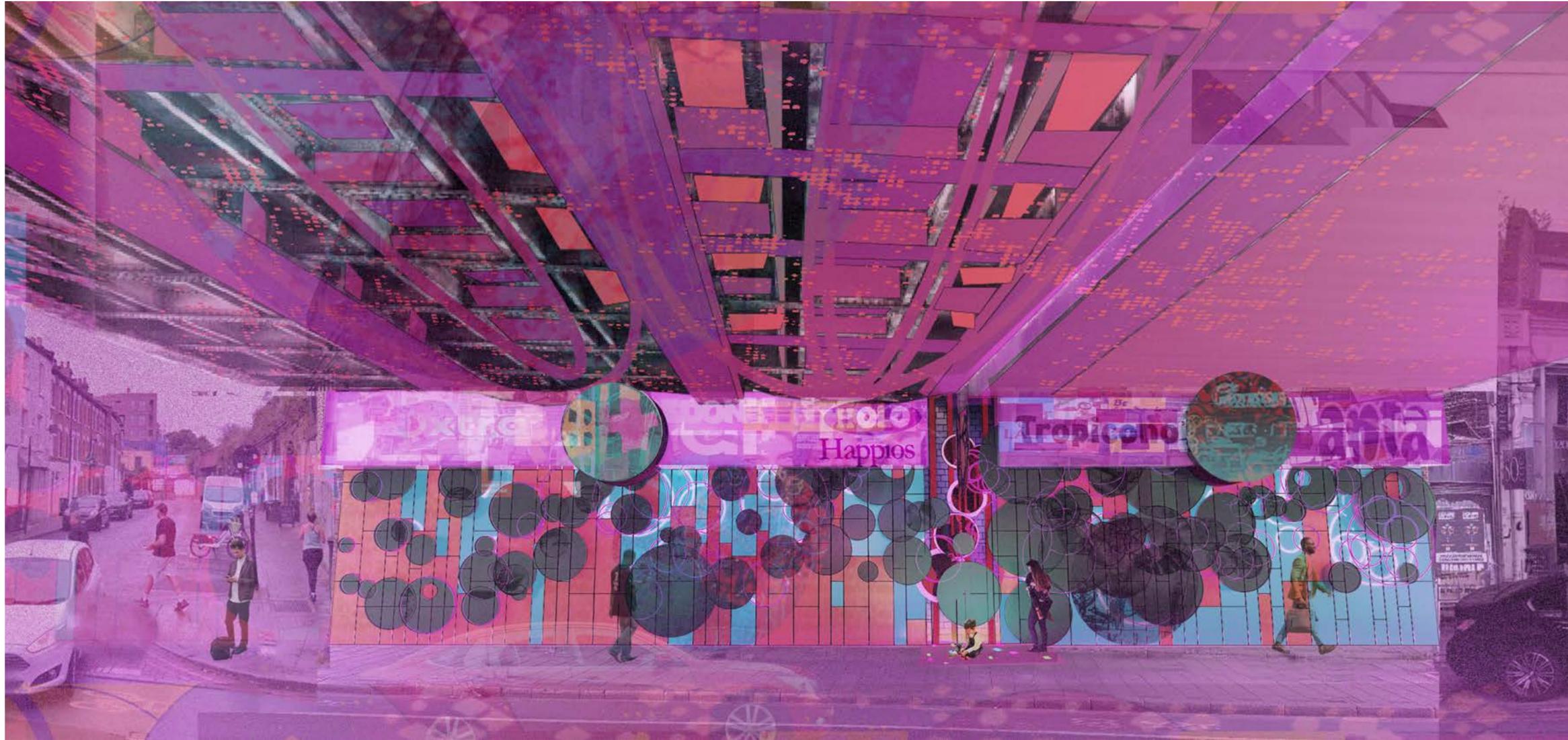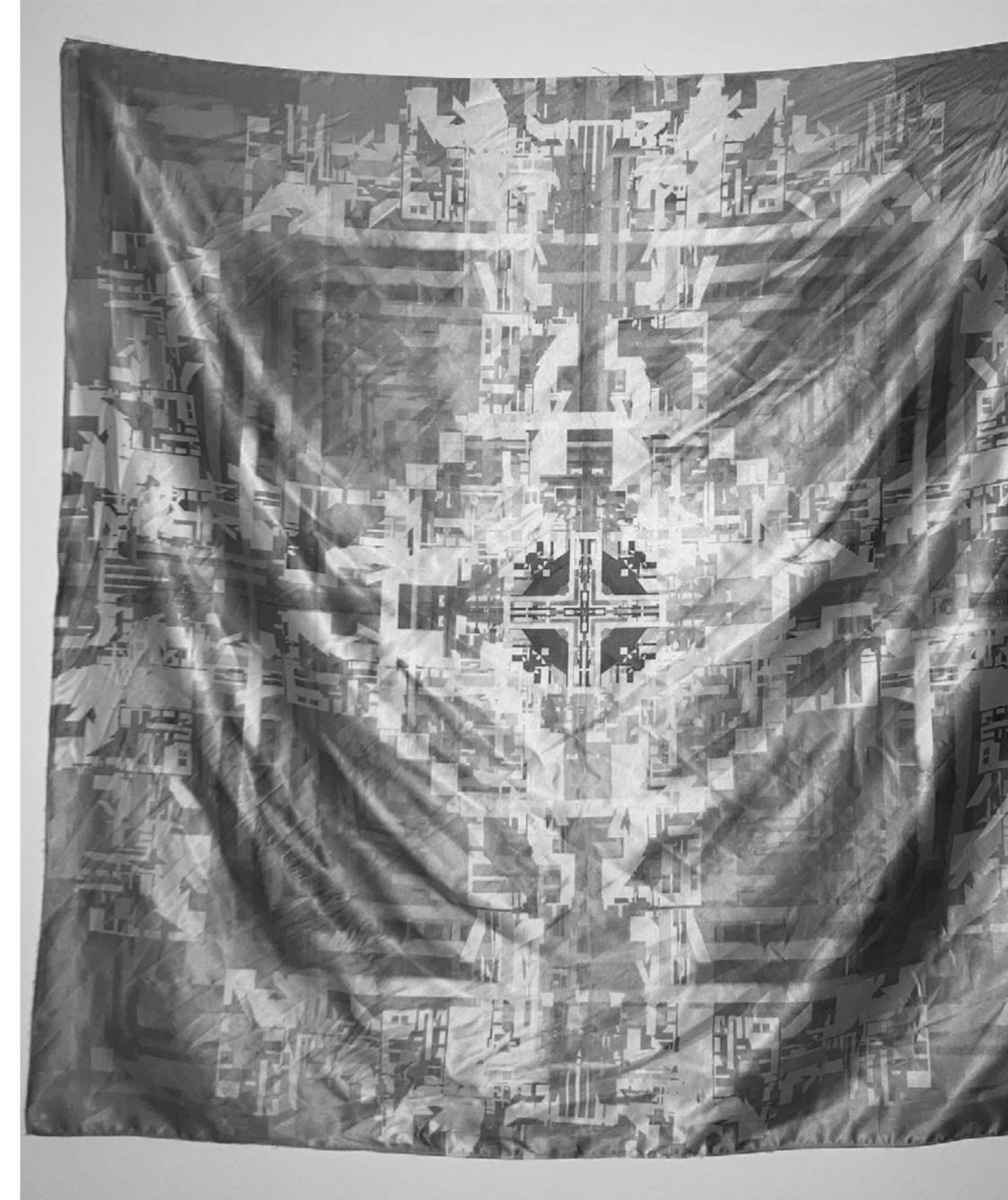
epicro bandana

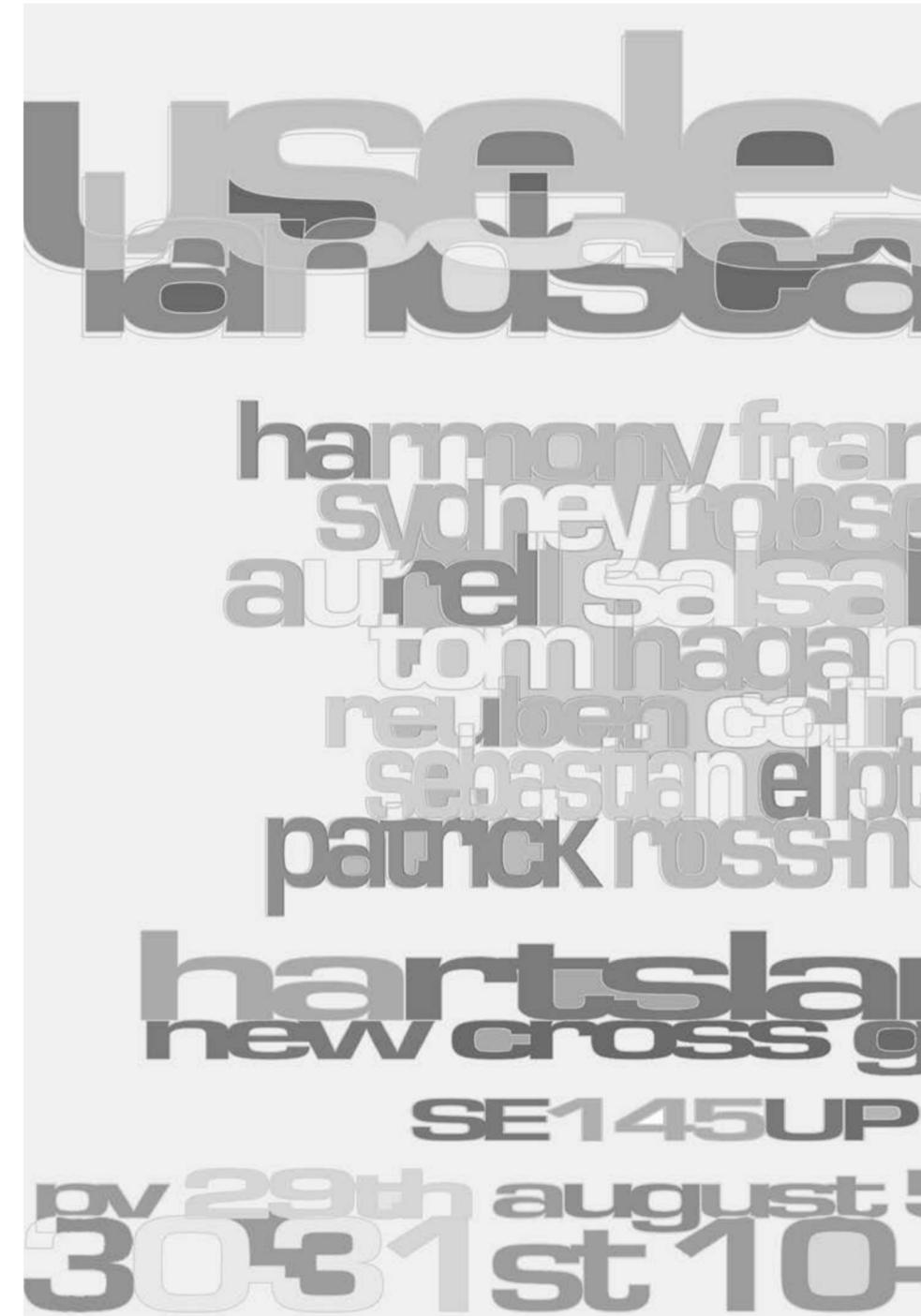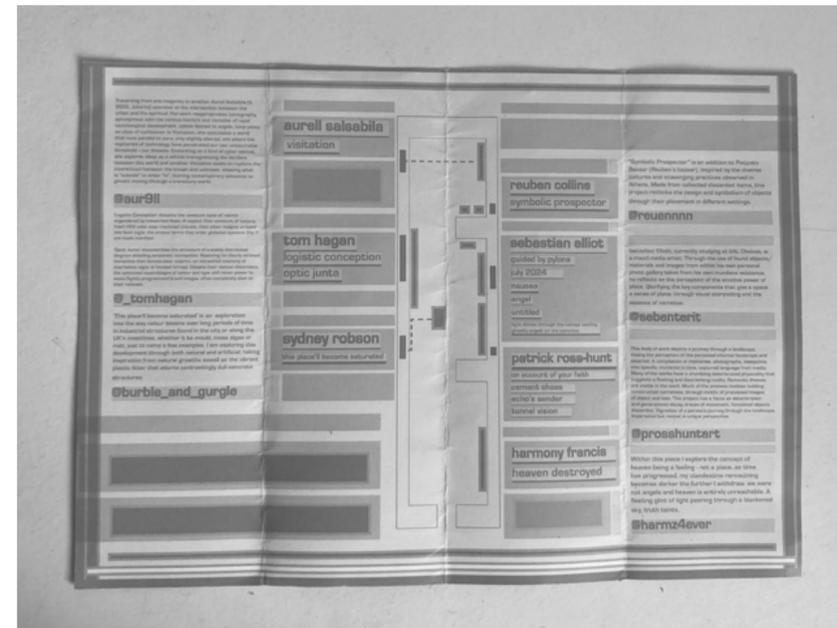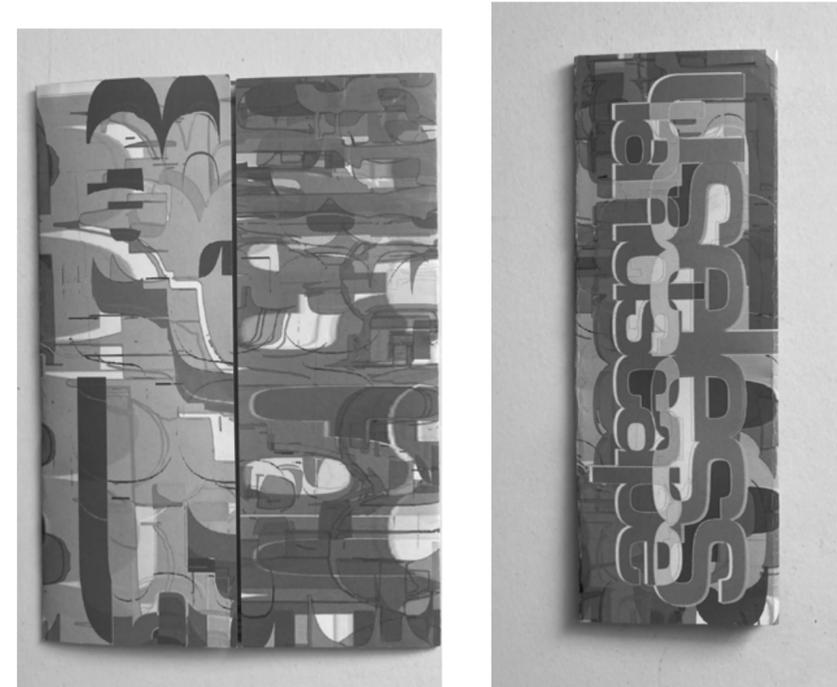Digital print on silk sensation. Modelled by Roxanne Dimblebee with styling/photography from Ned Robinson Jones.

textiles- art direction - fashion- collaborative

Created poster + gatefold leaflet with map for 'Useless Landscape' at hArtslane in New Cross, a group exhibition I curated last August.

# all seeing eye

Fabricated a fully interactive fortune telling machine from scratch, using computer vision with neural TTS to prophesy the viewer's future. Comments on facial recognition as a form of modern day physiogonomy. Exhibited as part of 'Arcadia' @ Studio1.1. Watch it in action through the link below.

- Lighting + eye shutter mechanism programmed on Arduino Nano.
- All elements wired/fabricated on site at Bower Ashton campus with assistance from James at the Tech Lab.
- Python script on Raspberry pi uses OpenCV to determine location of key facial landmarks. This data is then pushed to an algorithim that determines proportions between each and strings together a customised judgement in response.
- This fortune is then spoken in a randomised voice off a subprocess running Piper TTS.

microcontrollers- raspberry pi- arcades- facial recognition- physiogonomy- woodworking- electronics
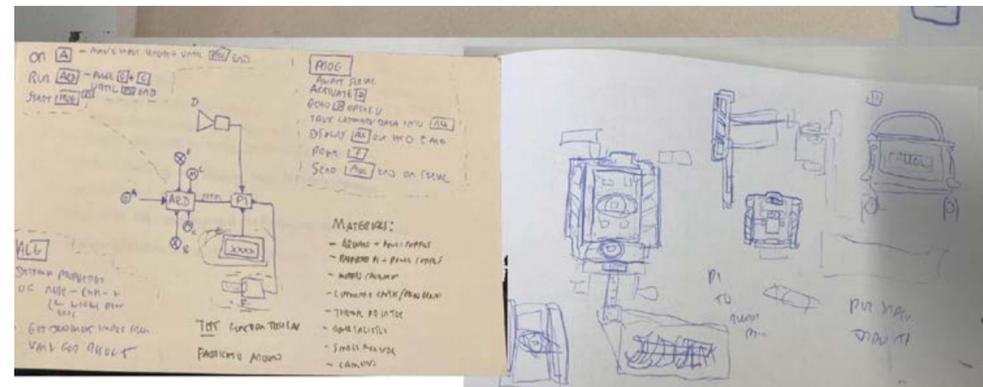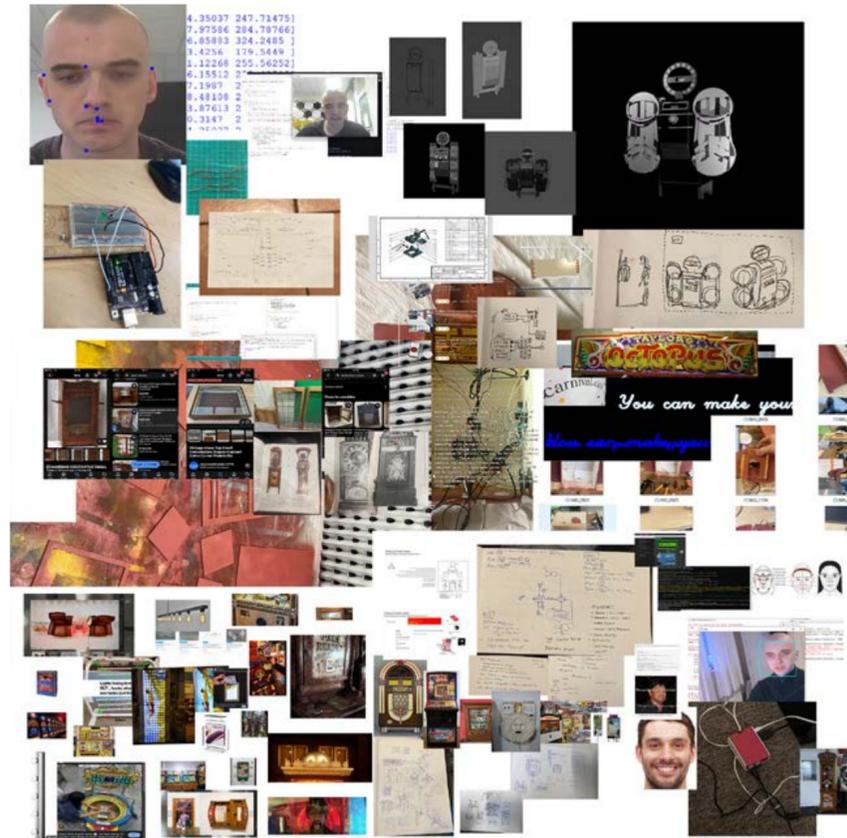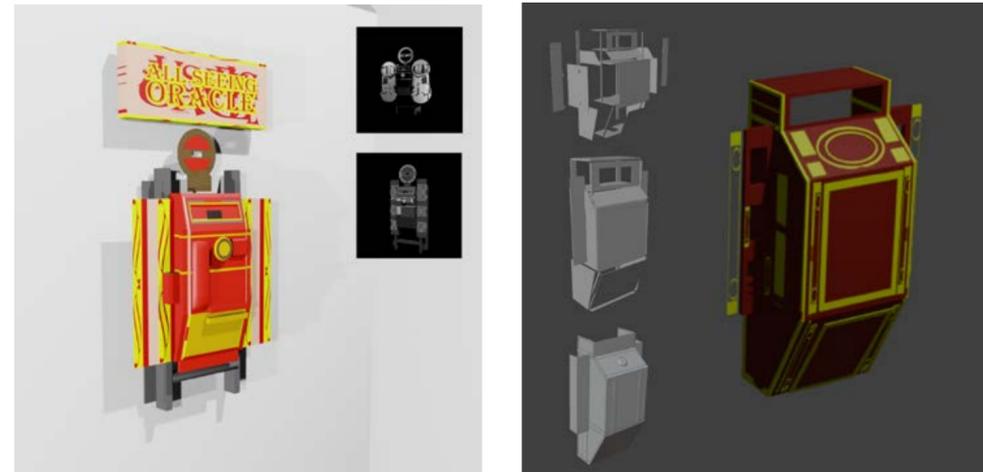
pz piano

My most recent commission has been creating a music video for Sydney's Robson 'pz piano' in Blender. Over my spare time in the past months, I modelled/rigged a whimsical menagerie of iPod creatures, spending hours animating their movement in time to sub-bass wobbles and frenzied synth hits. In addition, I built a shattered city to represent their brains - a shadowy abyss to contrast the garish colours preceding. While some movements were tied to rigid body simulations/sound waves baked to F-curves, most were painstakingly keyframed to ensure a natural feel.
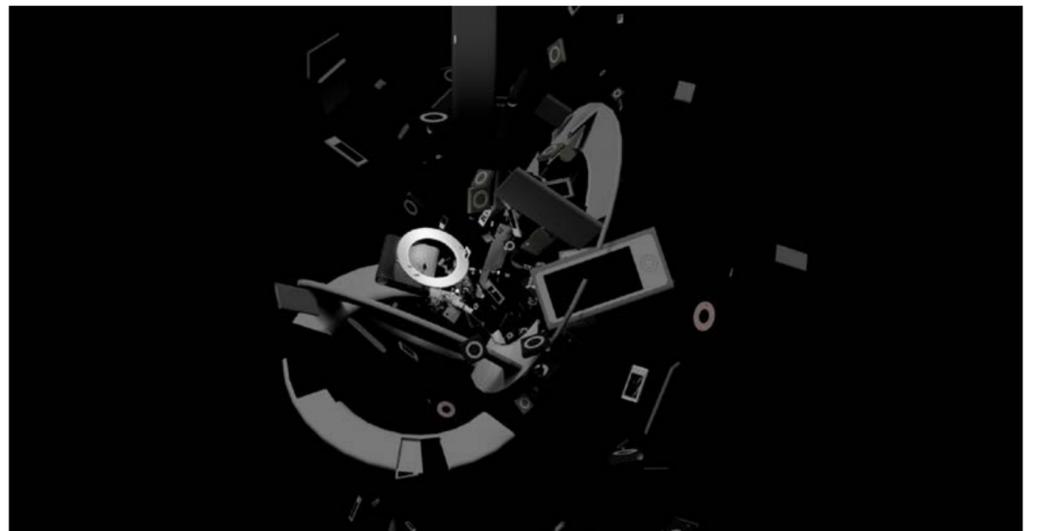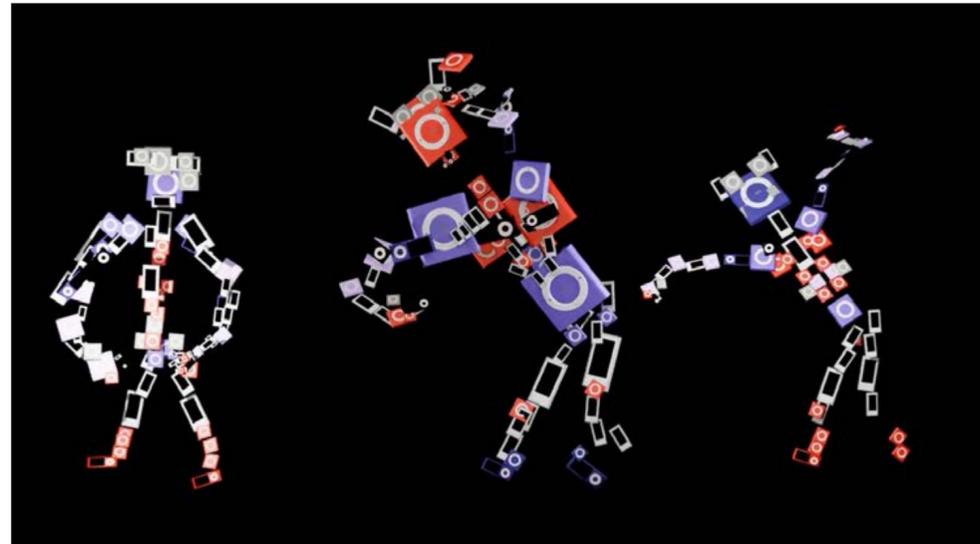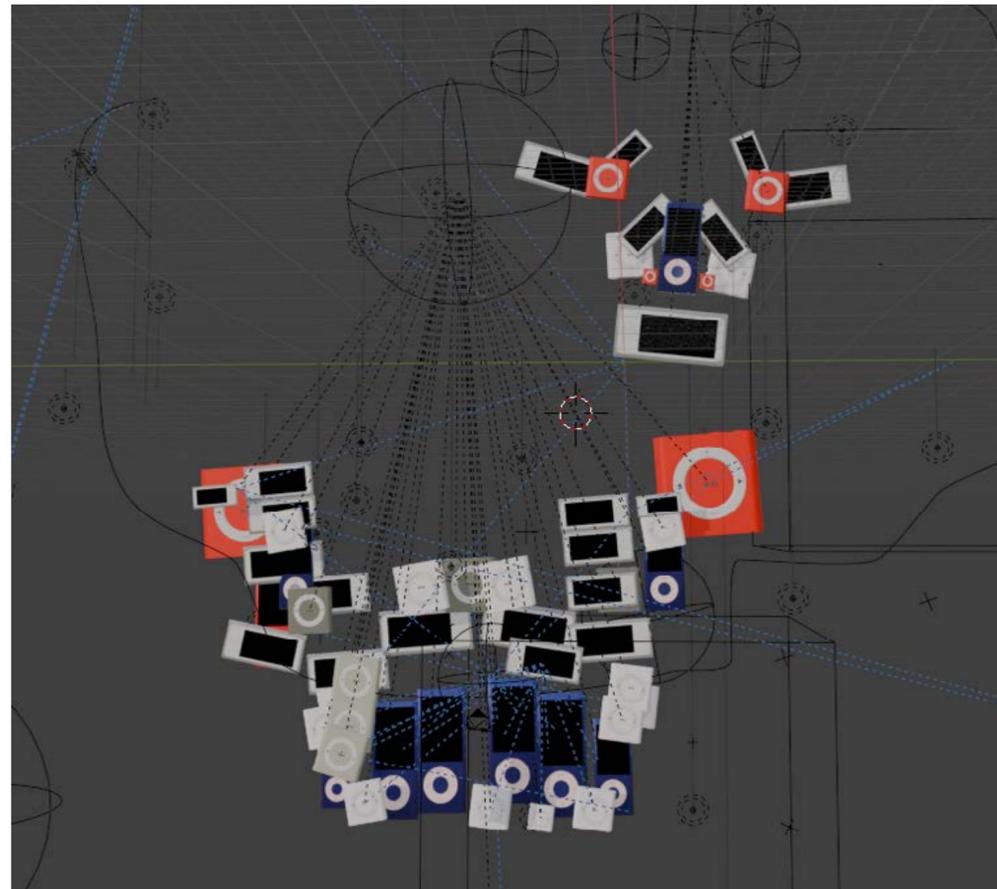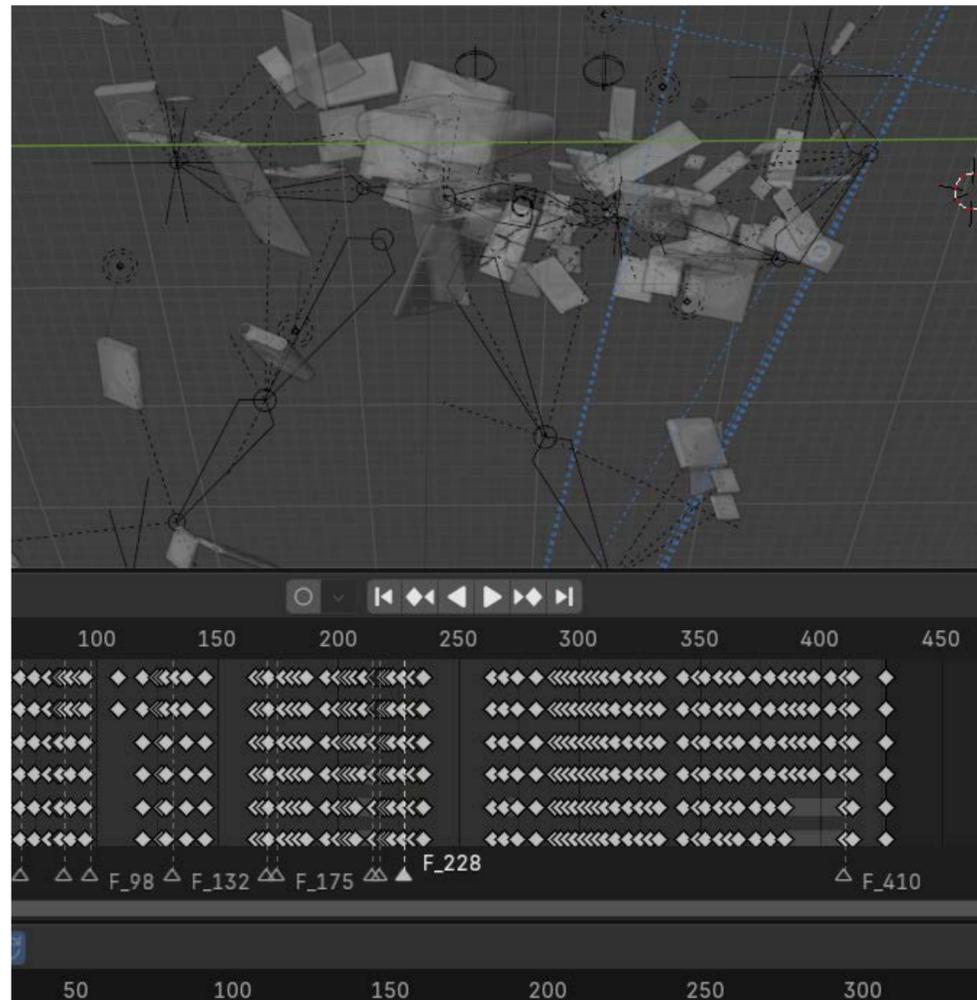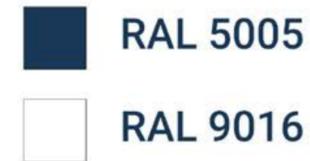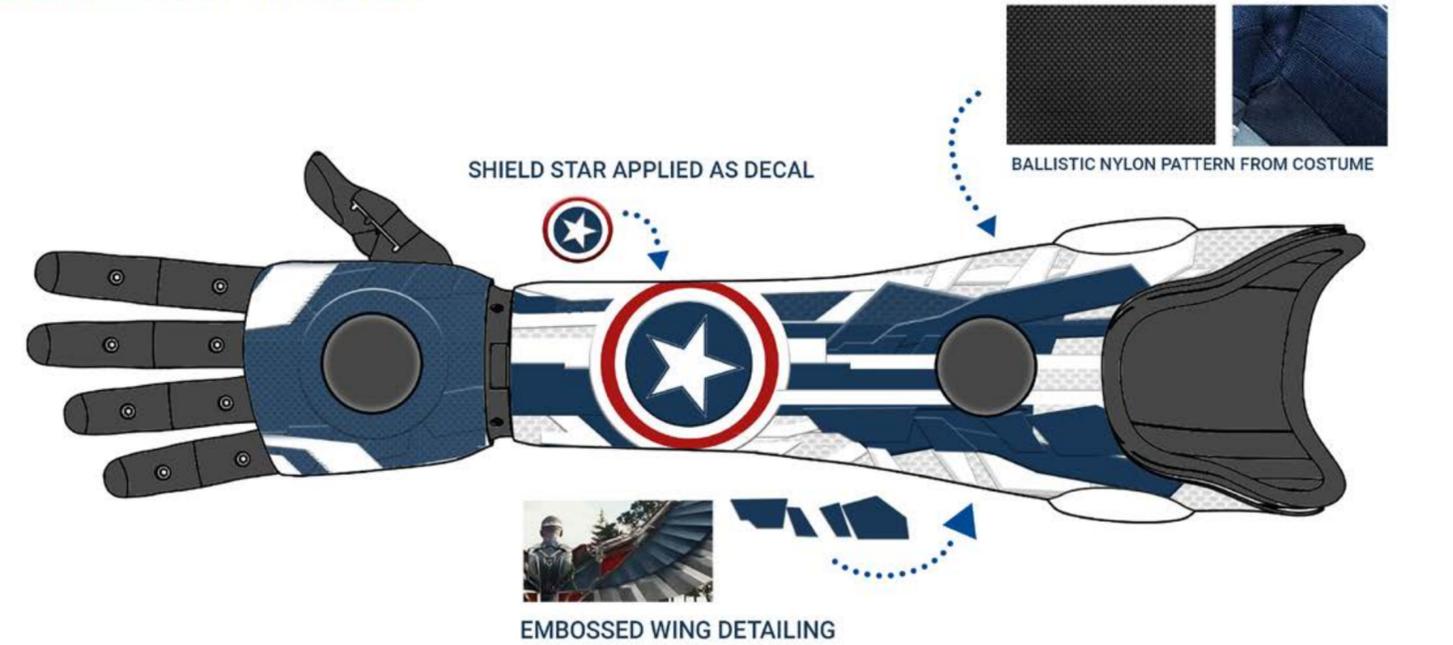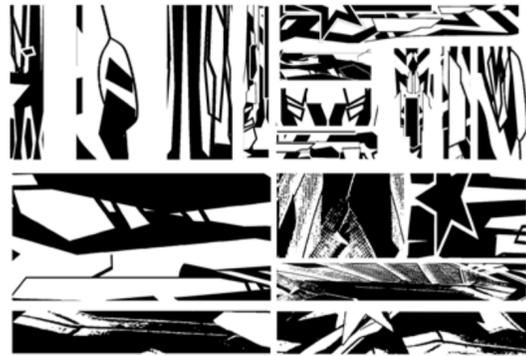
captain america hero arm cover

During my internship at Open Bionics I was tasked with creating a custom cover to conincide with the launch of Captain America: Brave New World.

- Designs consisted of colour and height maps made in Illustrator which were then baked onto a base mesh in Blender for 3D printing.
- Co-ordinated with production team to develop a concept ready for manufacture.

CAPTAIN AMERICA: BRAVE NEW WORLD COVER
PRELIMINARY MOCKUP

SHIELD STAR APPLIED AS DECAL

BALLISTIC NYLON PATTERN FROM COSTUME

EMBOSSED WING DETAILING

RAL 5005

RAL 9016

PRINT   PAINT   DECAL

prototyping - mesh modelling - concept design - textuing- rendering

high houses diorama

Diorama created during Mastered's Blender Skills Bootcamp, working from Lebbeus Woods's 'High Houses.' In these drawings, he proposed a radical vision for how architecture could respond to the ruins left by war. This principle is one of salvage, reconstructing 'scars' that acknowledge the violence wrought and reject erasure. Woods' suspended structures occupy the airspace once ravaged by falling mortar and artillery shells during the Siege of Sarajevo , reclaiming the site for the cities inhabitants in a dynamic memorial. With multinational corporations already contracted to plaster over the horrors of colonial oppression, this vision of built remembrance is more relevant than ever. Those who efface the past shall be forever haunted.
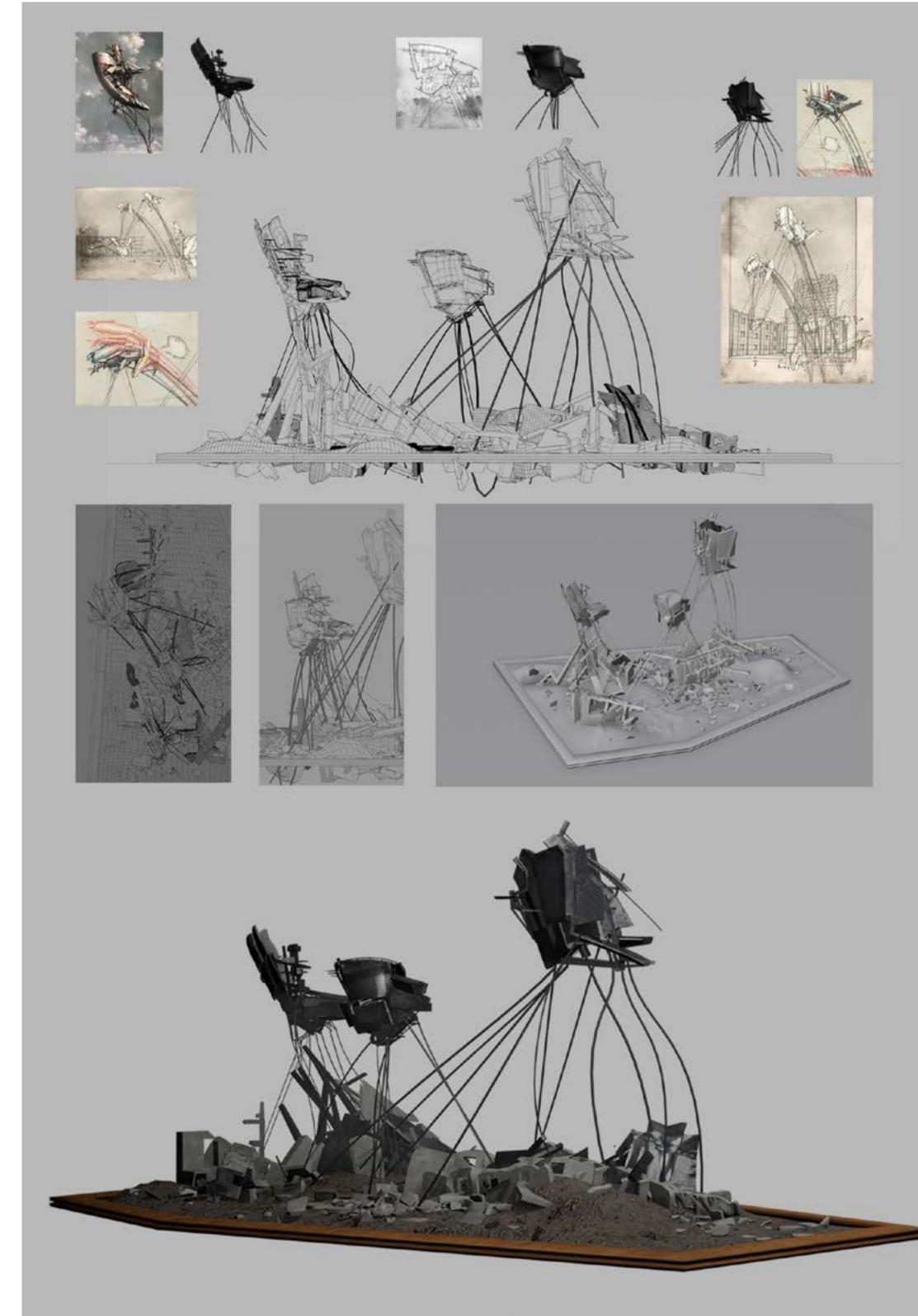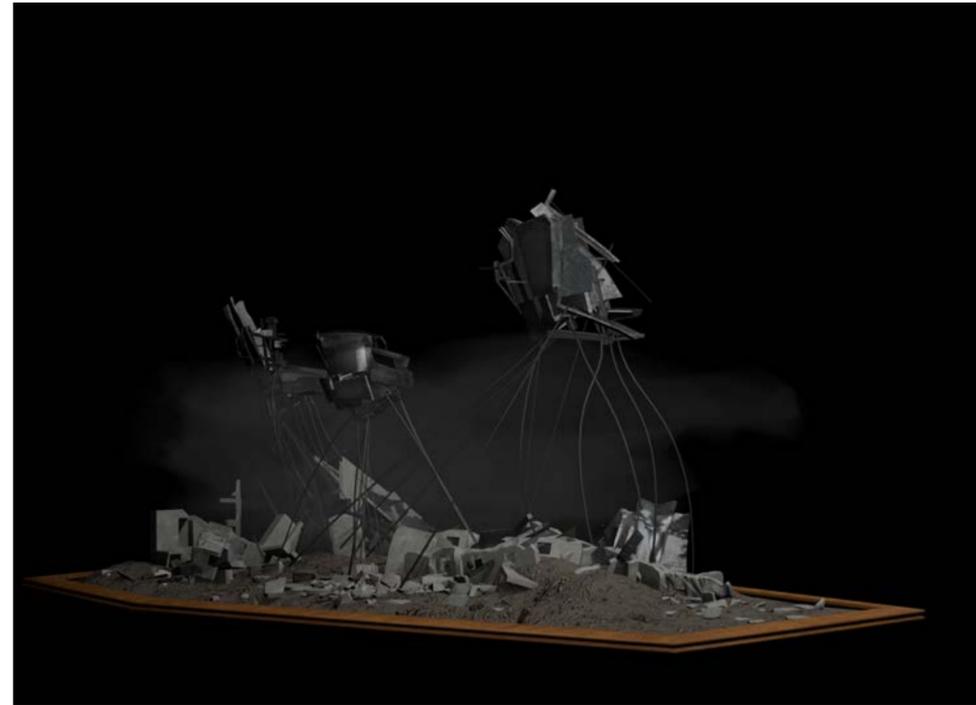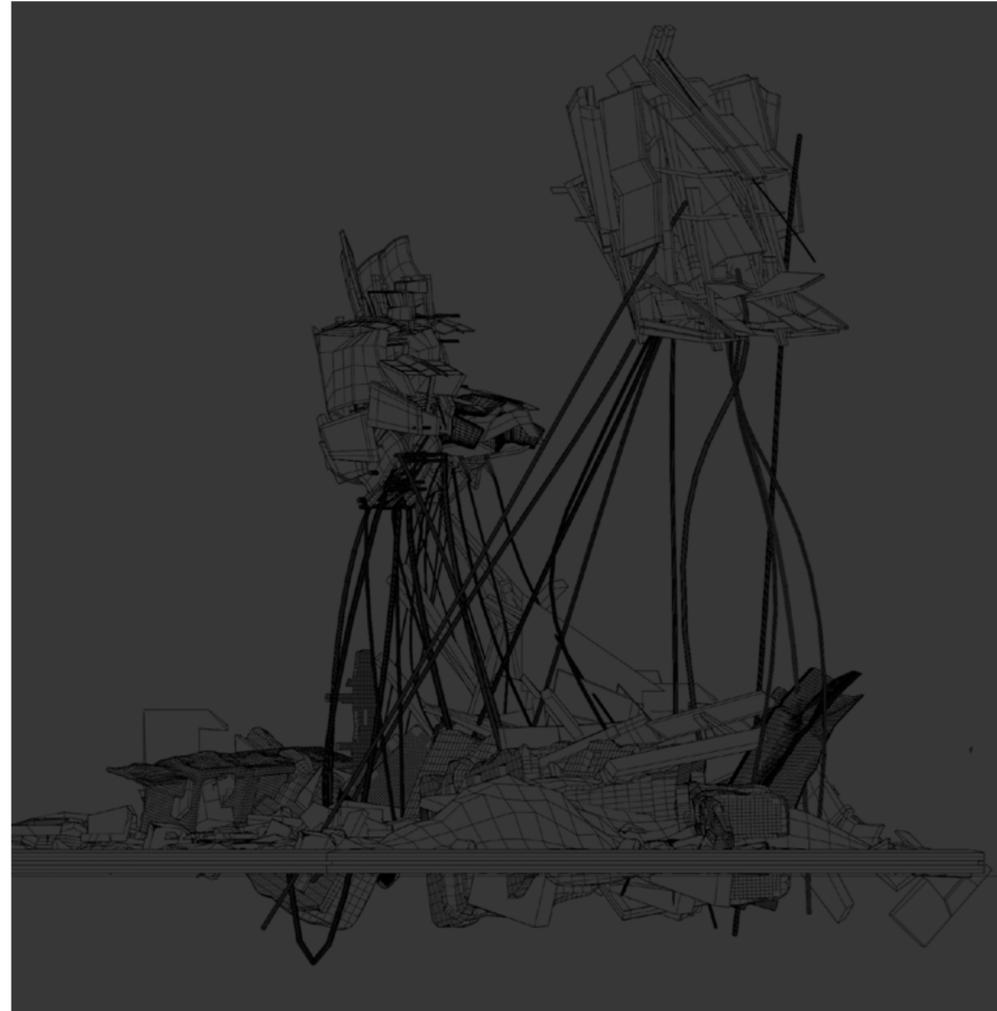
instant city

Parametric recreation of Archigram's Instant City project using Blender. Used way too many nested For Each Zones in my geometry nodes set up but just about works. Proper spaghetti gen-improv
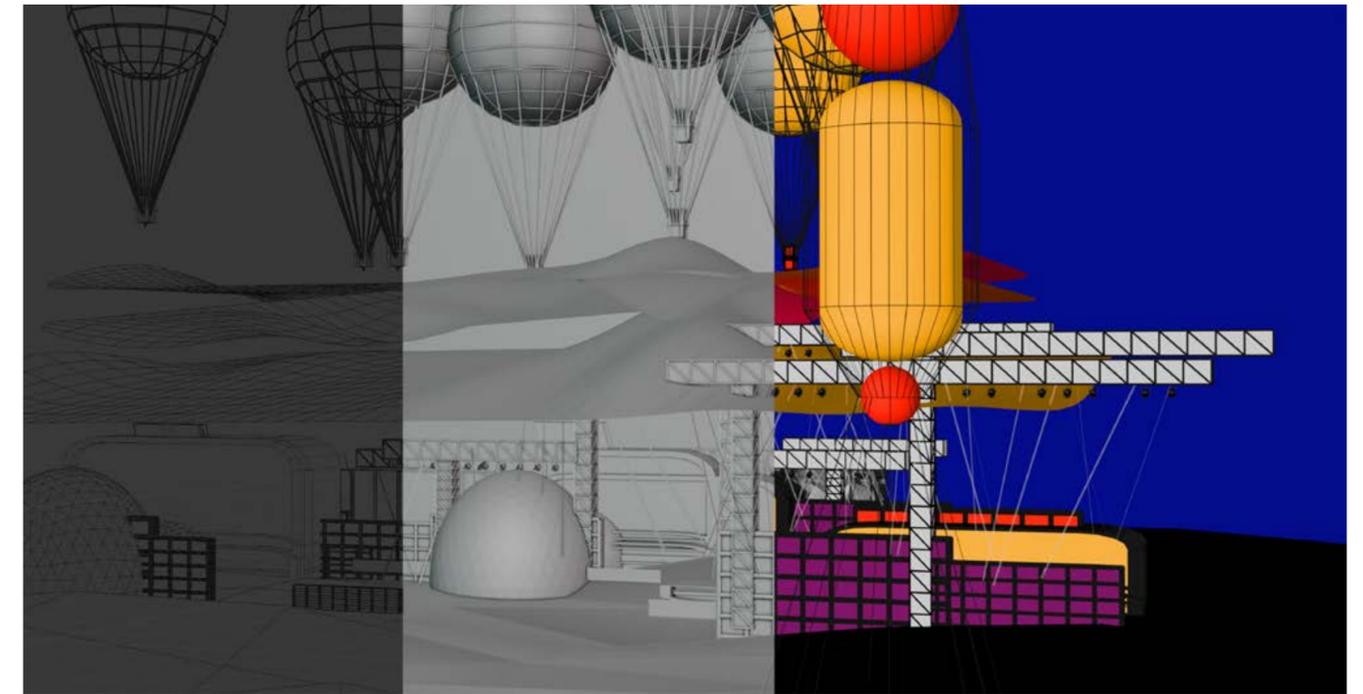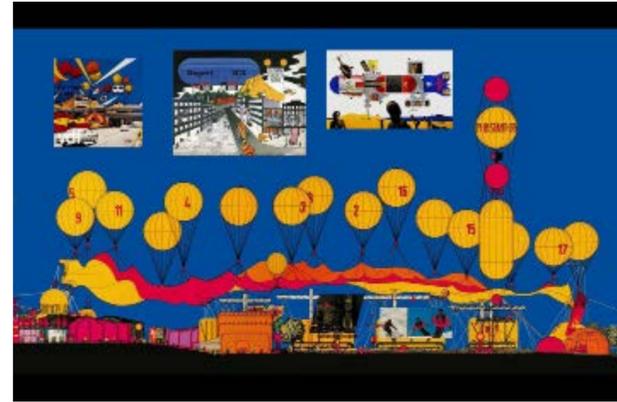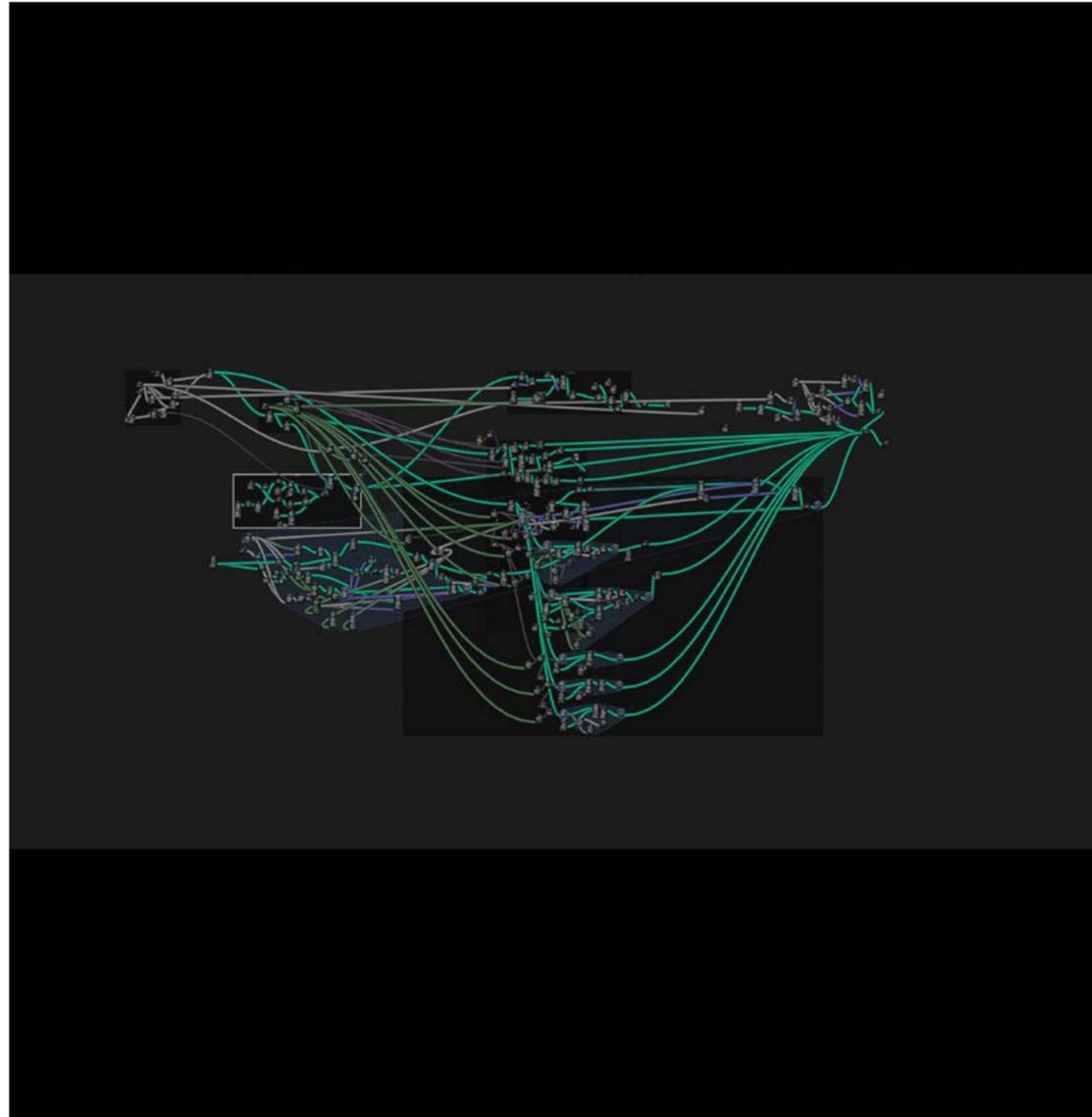
monterrex battlemech

Top notch scouse mechatronics. Modelled in Blender using stacked bevel + subdivision modifiers with mirror. Textured using patterns ripped from Montirex t-shirts which were then fed into Google Gemini's image generation.