

Year 12

Design & Technology

- Multimedia -



2022

**A collection of
HSC
Major Design Projects**

**Well done Year 12
Good Luck for the future**

Cassie Bell

**Architecture: Apartment Design,
brochure and website**

Bayview Apartments

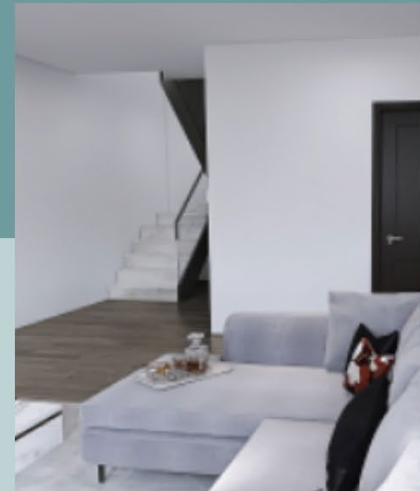
Logo



Shared Gym Space



Single Bedroom Apartments



Double Storey Apartments

BAYVIEW APARTMENTS

Amazing Family Spaces



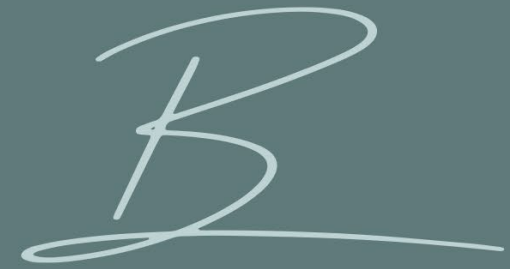
Great Location



Pre Furnished



Brochure



BAYVIEW APARTMENTS

81 Yorston Street
Warners Bay

- 3 Studio Apartments

Suited for individuals & young couples

- 2 Mid Sized Apartments

Suited for small/new families

- 2 Double Storey Family Apartments

Suited for larger families

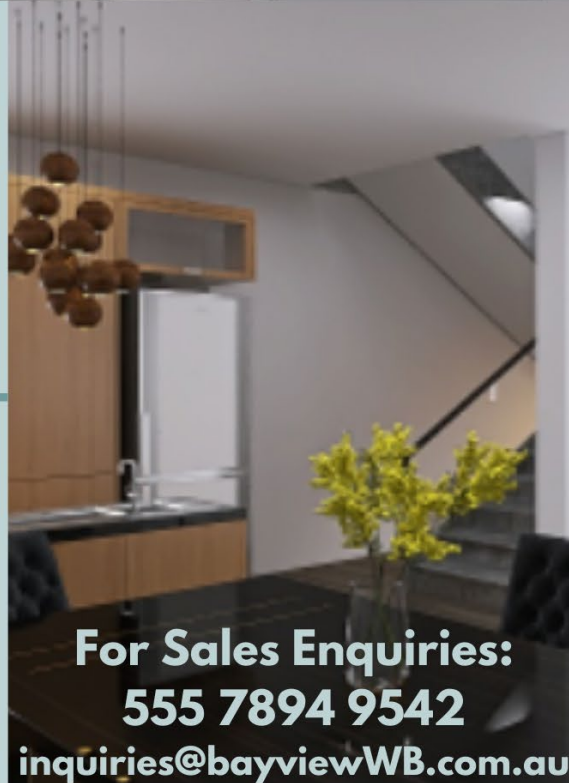
- Off-street Parking

- Storage Units

- Self-Contained Gym

- Recreational Area

Featuring: pool table, spa, big screen
TV, darts & kids toys



For Sales Enquiries:

555 7894 9542

inquiries@bayviewWB.com.au



Brochure

Unit 501



Floor plans And Walkthroughs



Unit 502



Floor plans And Walkthroughs



Luke Dabelstein

**Architecture: House Design, Website
& Model**



ARCHITECTURAL HOME DESIGNS

Floor Plans

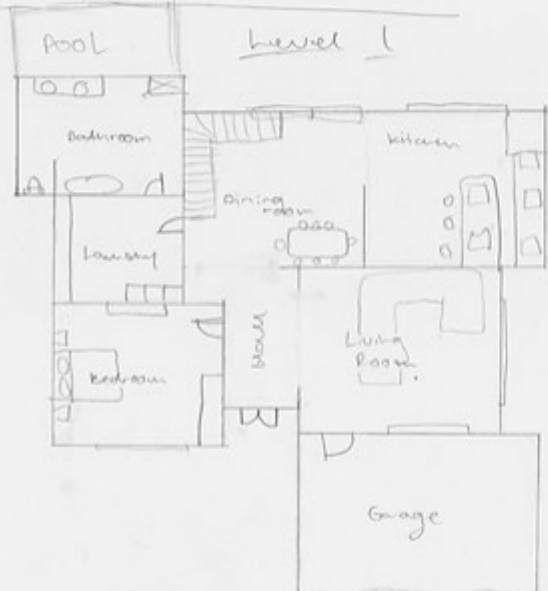
3D Walkthroughs

LD Homes

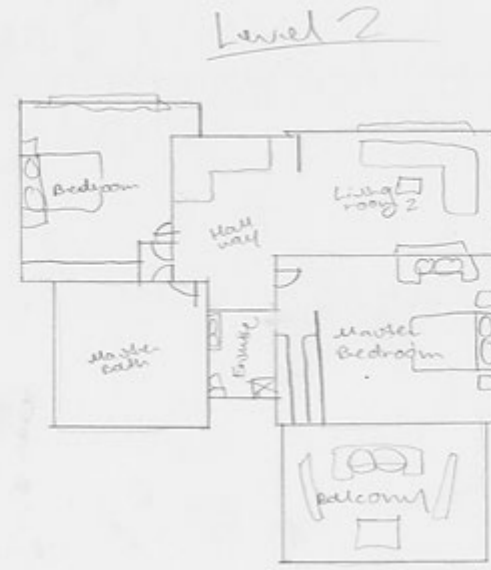
LD Homes is an architectural based home design company that designs a wide range of homes around the Newcastle/Lake Macquarie area. LD Homes specialises in the design of family homes, which can be seen in our latest project. Our last home design consists of a family home design with 3 bedrooms, 2 bathrooms/1 ensuite, 2 living areas, 1 dining area/kitchen, a laundry, garage and a pool.

[Website](#)

Floor plan sketch idea #3



Floor plan sketch idea #3



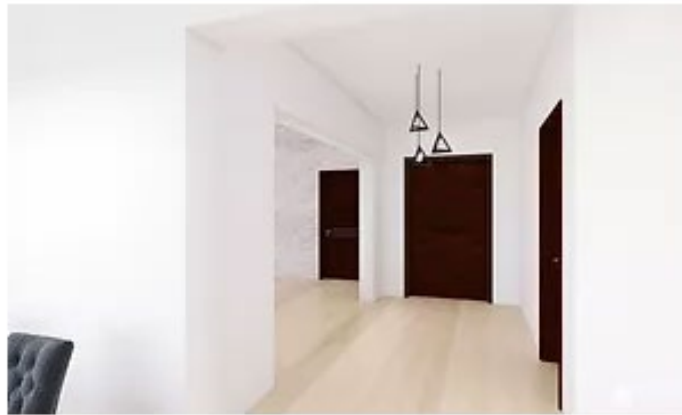
Floor Plan sketches



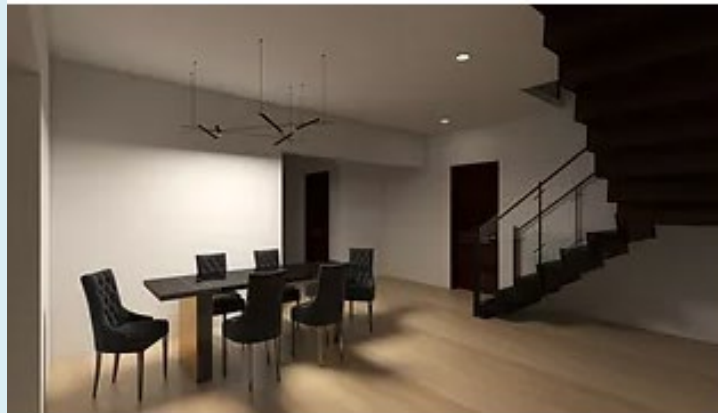
Front exterior - Homestyler

Back exterior - Homestyler



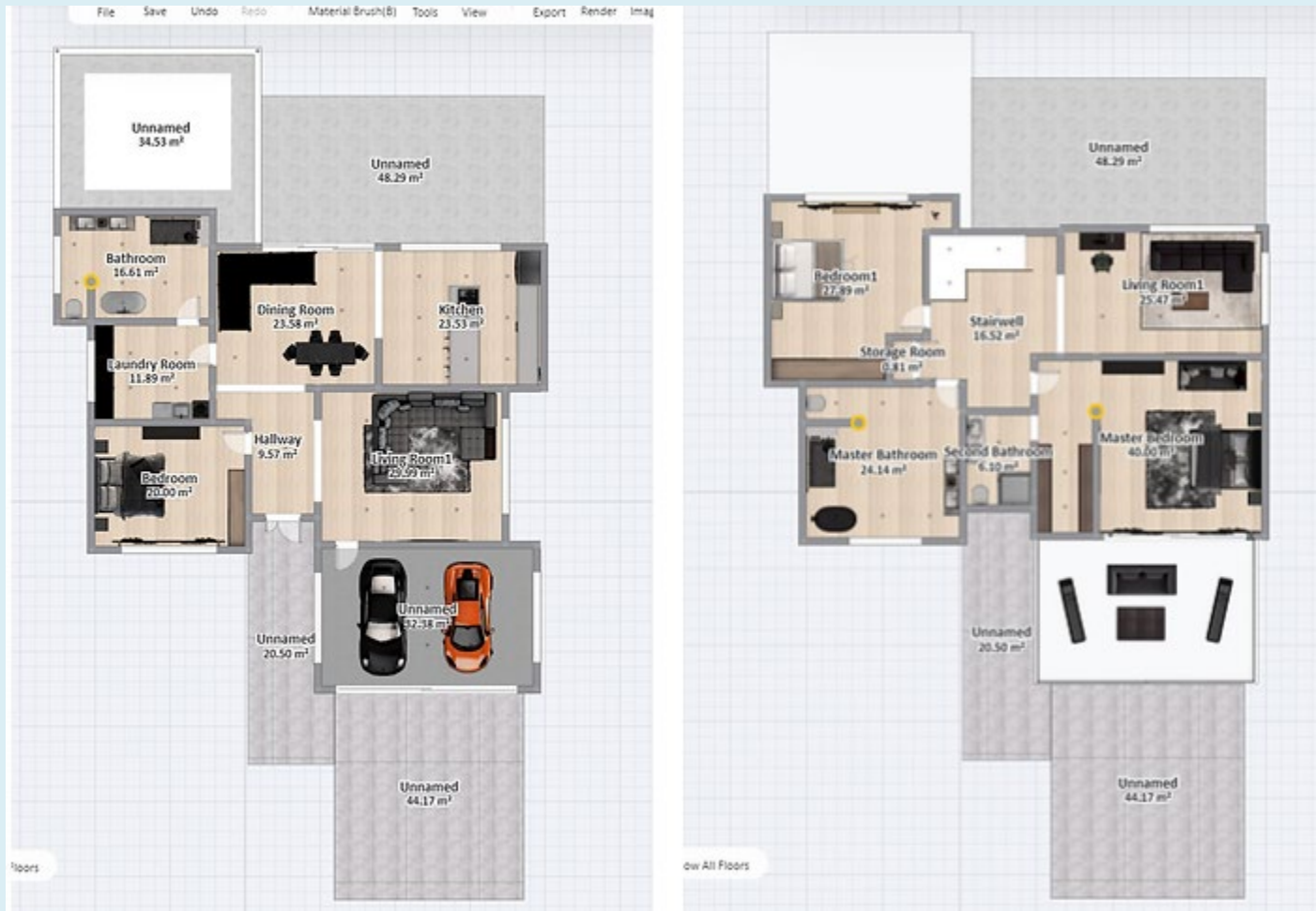


Entrance/Hallway



Dining Room

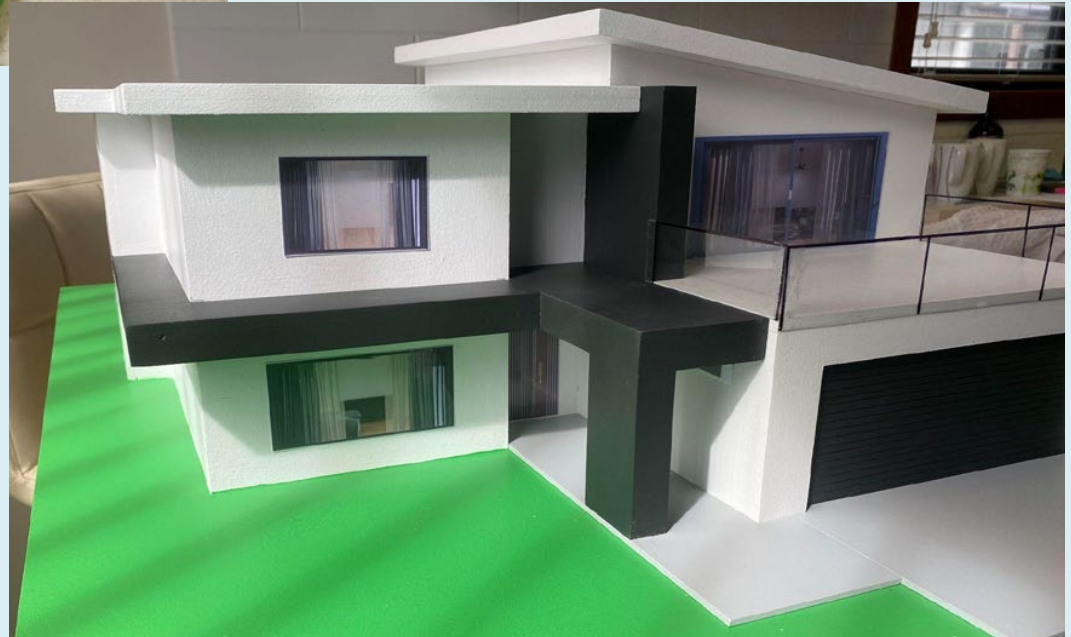
Interior Walkthroughs



Homestyler: digital floor plans



Model



Lukas Dzambo

Bespoke Keyboard Design



K ODA



KEYBOARDS

Company Logo

K ODA

K EYBOARDS

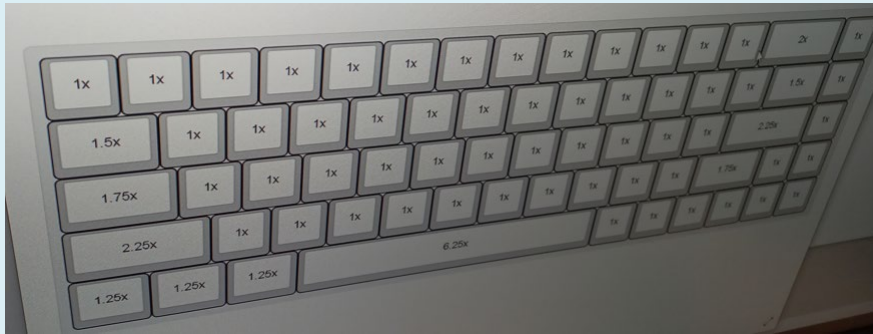


Sustainable Material

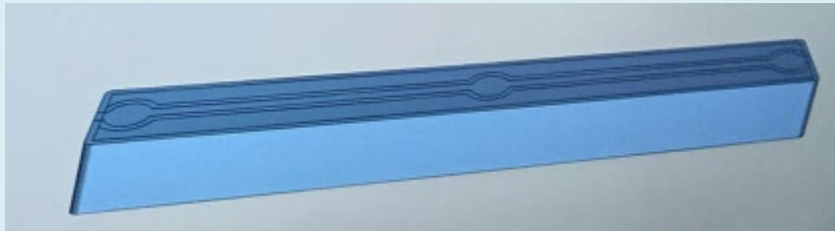
Compact form factor

Ergonomic Support

Keycaps and PCB board



Keycaps sizes



Keycap design using Google SketchUp



Charlie Edwards

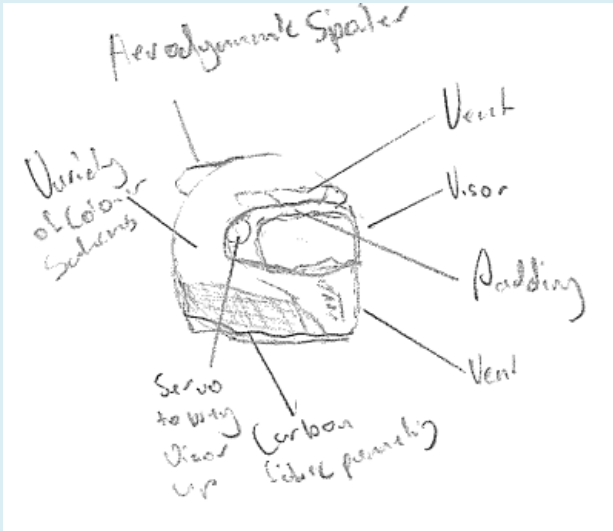
Motorcycle Helmet



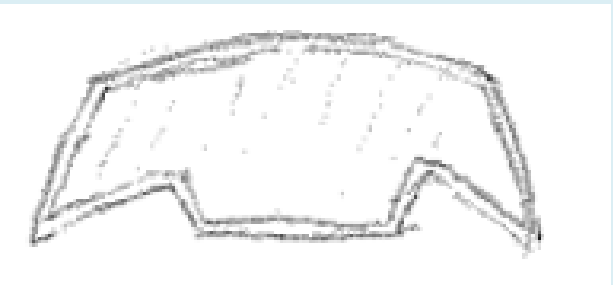
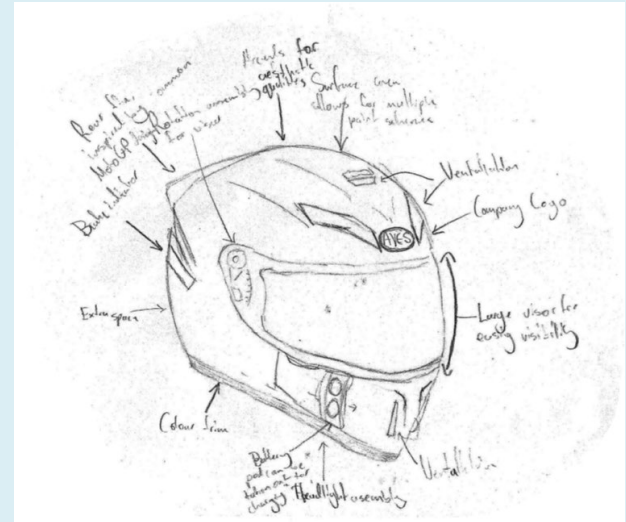
Logo design & company poster



Logo

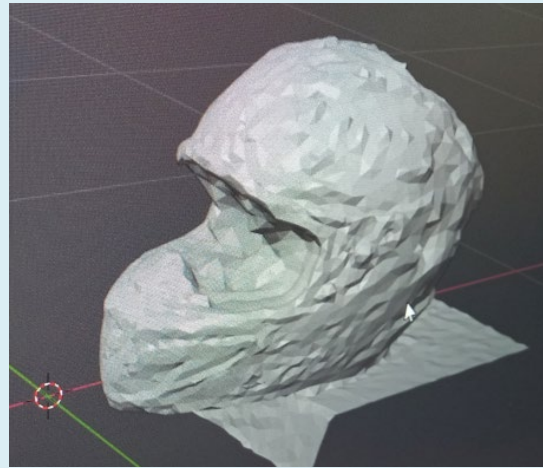
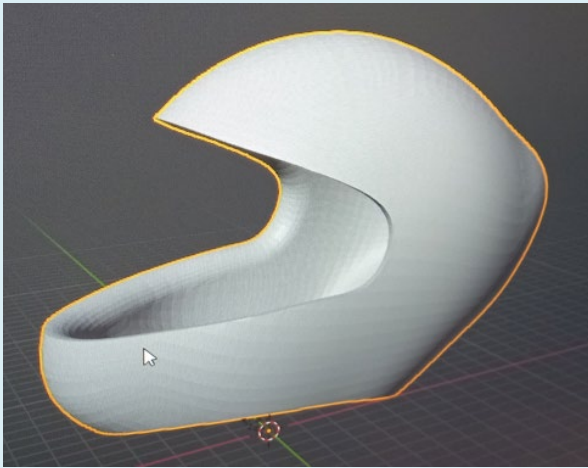


Helmet designs

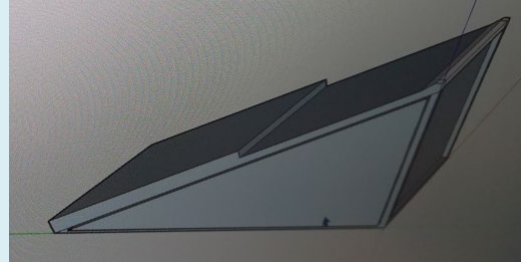
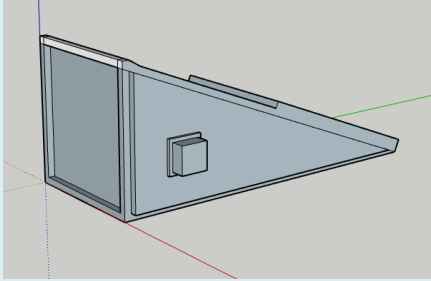


Tail light

Blender 3D modelling of helmet



Google SketchUp 3D modelling of helmet taillight

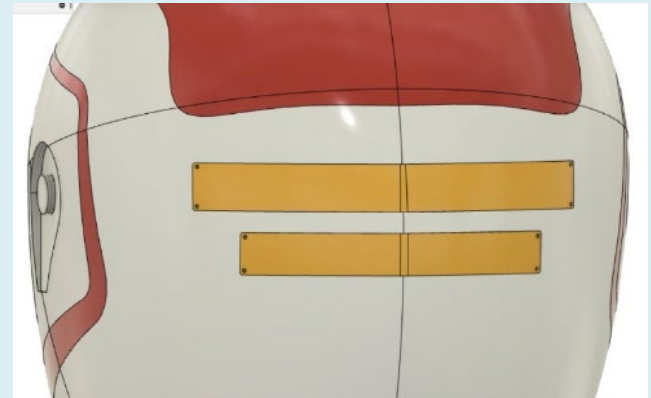


Clay modelling of helmet taillight





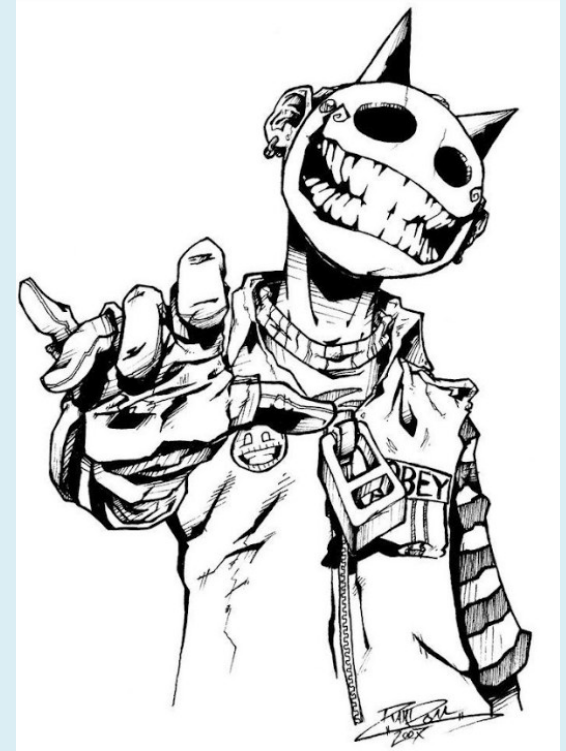
Plasticine model of helmet



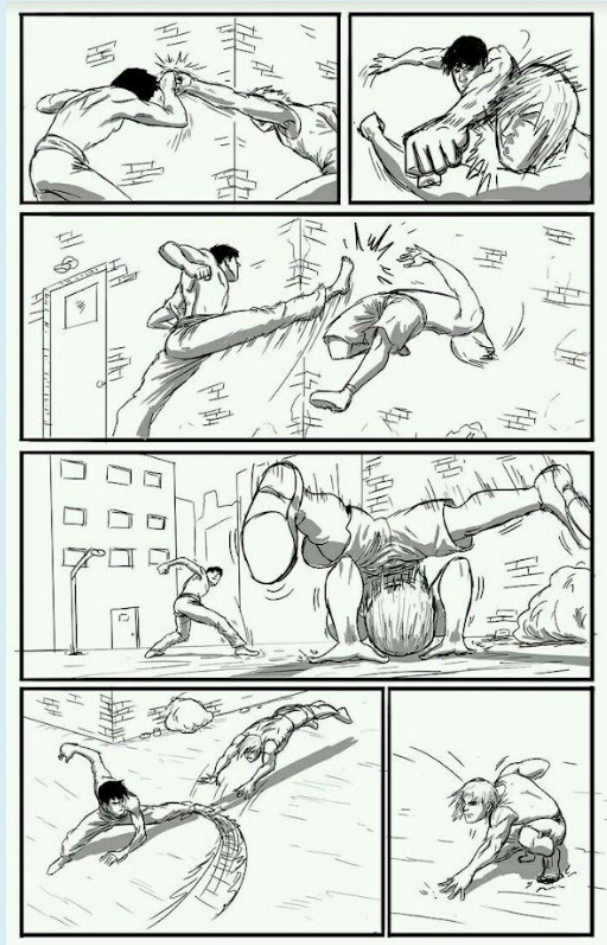
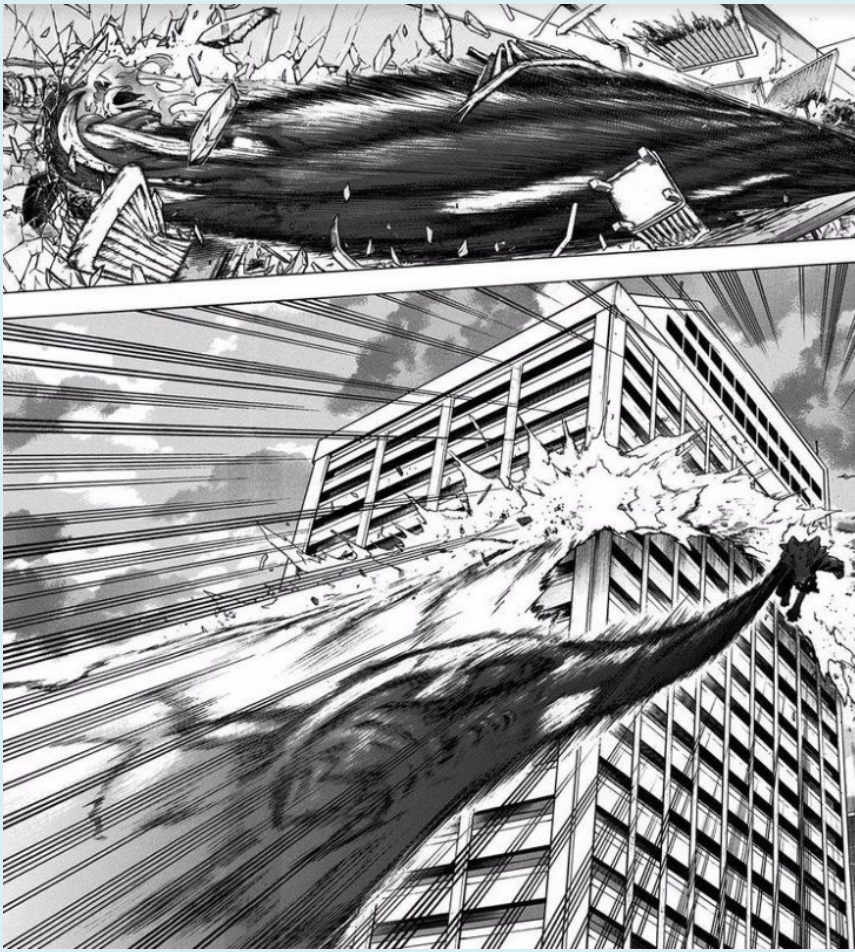
Blender 3D modelling of final helmet

Elliot Humphrey

**Online Graphic Novel
'Doom'**



**Character Designs created using Autodesk
Sketchbook & graphics tablet**



Comic Panel

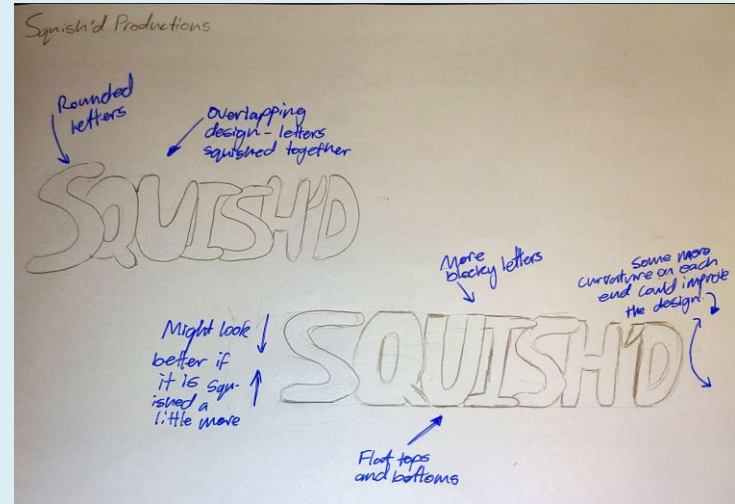
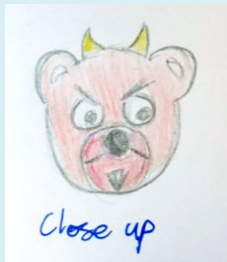
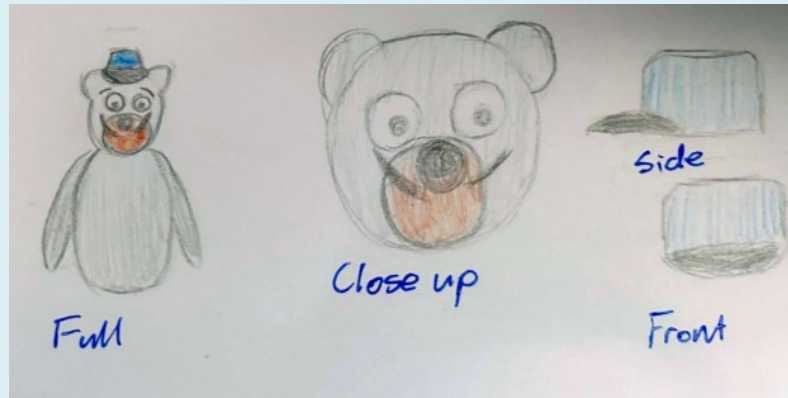
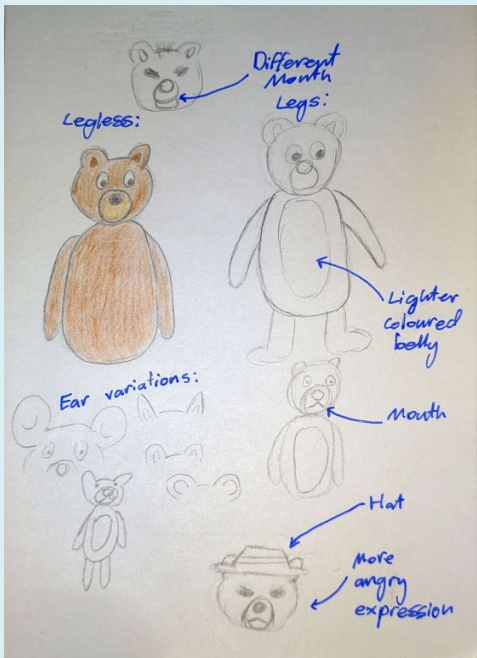
Joshua Kadlec

**Stop Motion Claymation Animation
& Website**

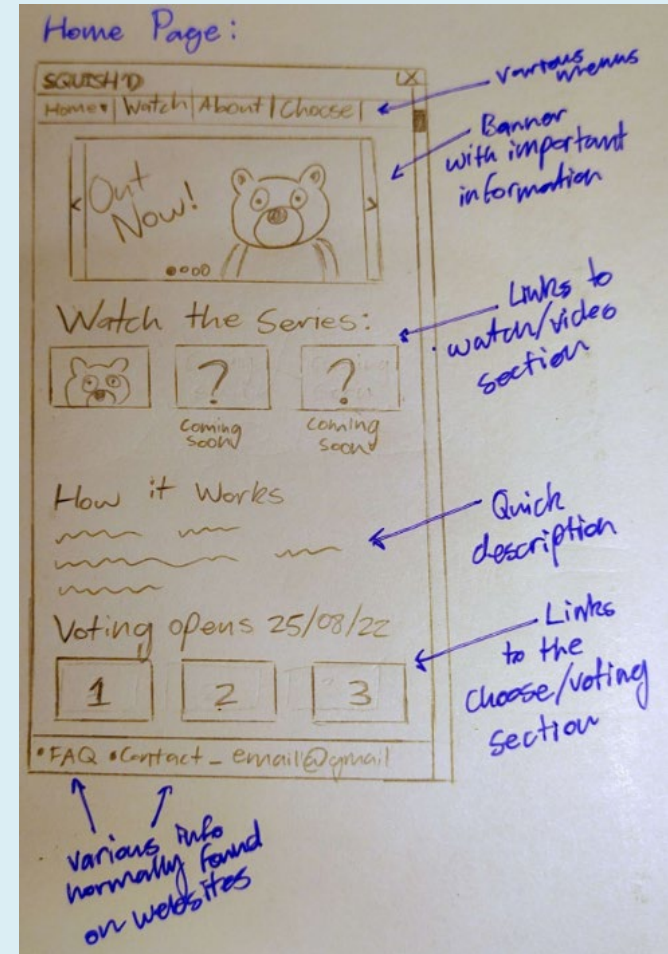
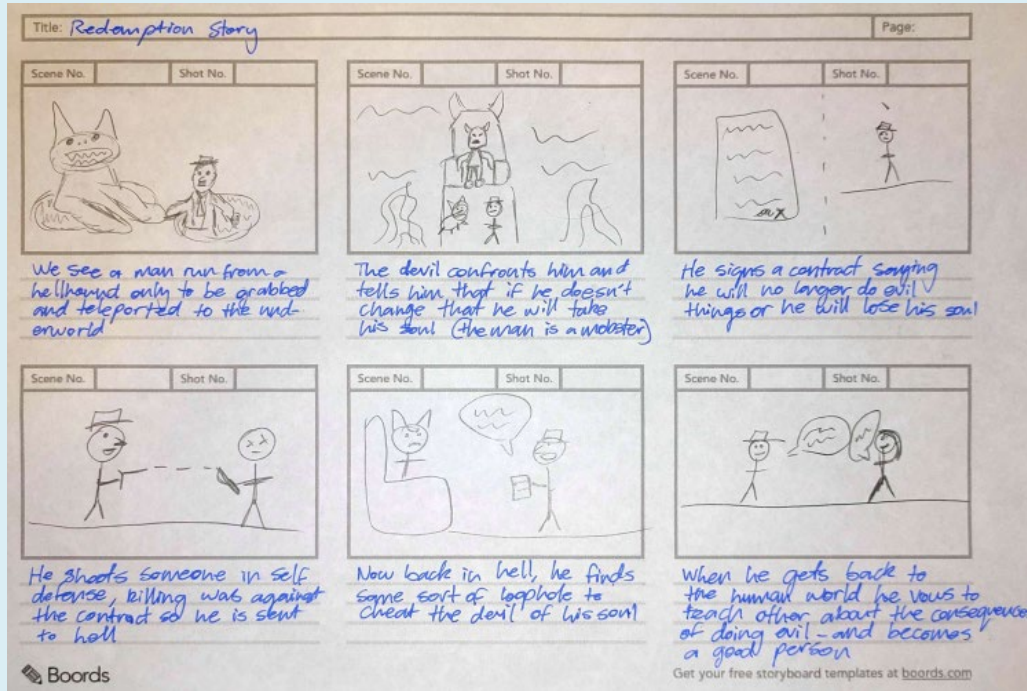
SQUISH'D



Logo, Poster and Website Banner









Character and Logo Designs



Animation Storyboard and Website Designs









Clay characters and cityscape made of cardboard

Black and White	Colour
 <p data-bbox="150 534 266 554">Bright B&W</p>	 <p data-bbox="542 534 898 554">High Contrast Colour with Sepia Filter</p>
 <p data-bbox="65 843 351 863">Medium Contrast Bright B&W</p>	 <p data-bbox="564 848 873 868">Highly Saturated/Vibrant Colour</p>
 <p data-bbox="92 1136 324 1156">High Contrast Dark B&W</p>	 <p data-bbox="510 1148 927 1168">Standard Bright Colour with Mild Blue Filter</p>

Brightness & Contrast experiment

Regular room lights/downlights	Adjustable desk lamp
	
High Powered Torch	Two Small Work Lights
	

Lighting experiment

Step & Estimated Time	Evidence
<p>Experimentation/Concept creation. I used some spare Bluetick to make a basic prototype and then used some brown clay to make a detailed face prototype.</p> <p>(15-25 mins)</p>	
<p>Creation of the body armature to add support and reduce the amount of clay needed. I used aluminium foil and armature wire.</p> <p>(5 mins)</p>	
<p>Initial creation of the head using a solid ball of clay. I sculpted ears, attached them then spent a long time moulding them to look right.</p> <p>(25-30 mins)</p>	
<p>Creation of face detail. I separated the right amounts of clay, moulded them, combined them, then put them on the head.</p> <p>(20 mins)</p>	
<p>Creation of the body/torso. I rolled out a large amount of brown clay to make a flat sheet that I then wrapped around the armature. I then smoothed it all out to create a uniform surface.</p> <p>(10 mins)</p>	
<p>Creation of the arms and any final details. I decided against having an internal armature for the arms as I found it far harder to animate when there was one. The arms are <u>fairly simple</u>, and they were somewhat easy to attach and smooth out. Lastly, I attached the head to the torso. Also, for some characters, such as the daughter (see photo), I added other details such as a red bow, moustache, hat, etc.</p> <p>(25-35 mins)</p>	

Creation of clay characters

Step & Estimated Time	Evidence
<p>Collection of relevant materials. I went through my cardboard stores and mocked up a street scene to work out which pieces would work best. I also cut some squares out of some cardboard to make a skyline. (5-10 mins)</p>	
<p>Initial painting. I used just a cheap black poster paint for most of the painting. Using a sponge, I applied the paint all over, spreading it to make a somewhat even coat of paint. To make a roof I also used a small amount of red paint. I varied the amount of paint and even watered some down in order to create variation in the buildings. (15-25 mins)</p>	
<p>Continued painting and detailing. I added some second coats of paint. I also defined the road area more clearly on the cardboard base. I decided to make doors too. (10-15 mins)</p>	
<p>Putting everything together. <u>First</u> I placed the base down, next I placed all the buildings in their designated positions. I then put up the skyline background and placed the roof onto the building in the foreground. This design should be detailed enough for the shots that I need, the camera will be low down and I can always add more detail later on if I decide that it is necessary. (5 mins)</p>	

Creation of cityscape



Website Design

Eva Maclaren Downes

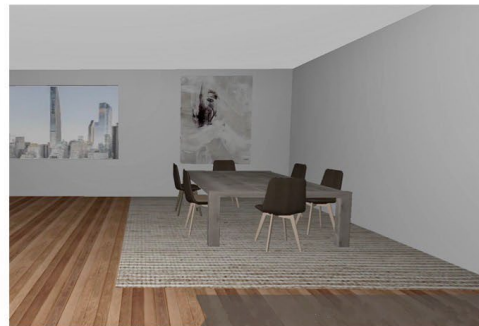
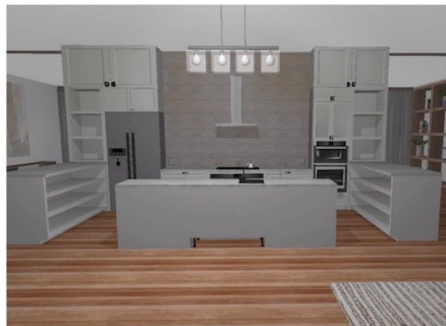
Interior Design Magazine



Apartment Designs for interior design magazine



Company Logos and back cover sketch



Room Walkthroughs



Floor Plan & Room Walkthroughs

For more information or inquiries:
Call us on : 0403031298

we're excited to help create your dream living space with you!



Magazine back cover

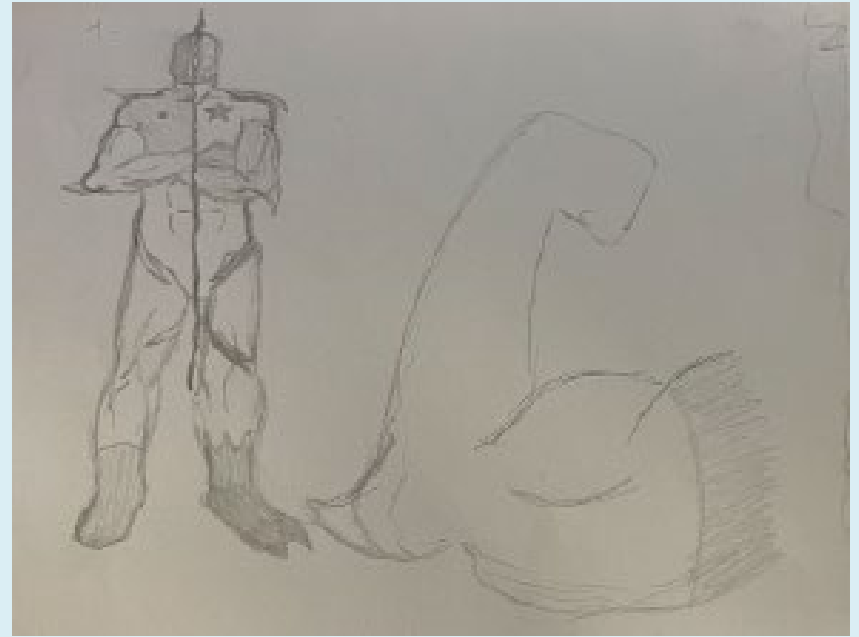
Levi Maxwell

Graphic Novel

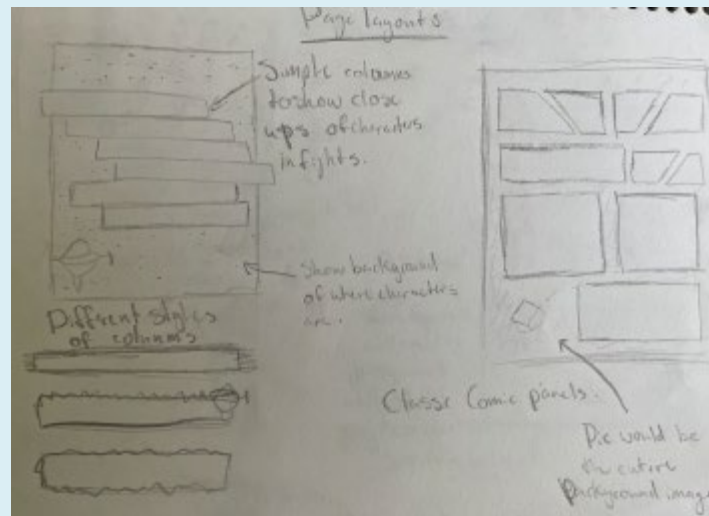
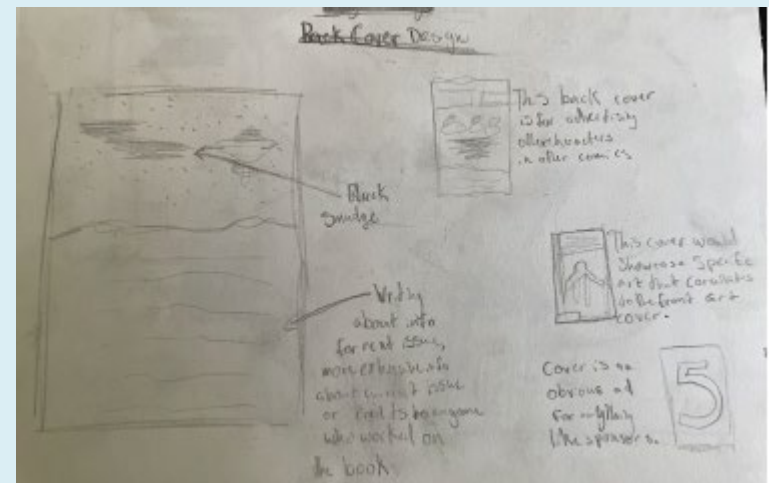
'Voyage of Creation'



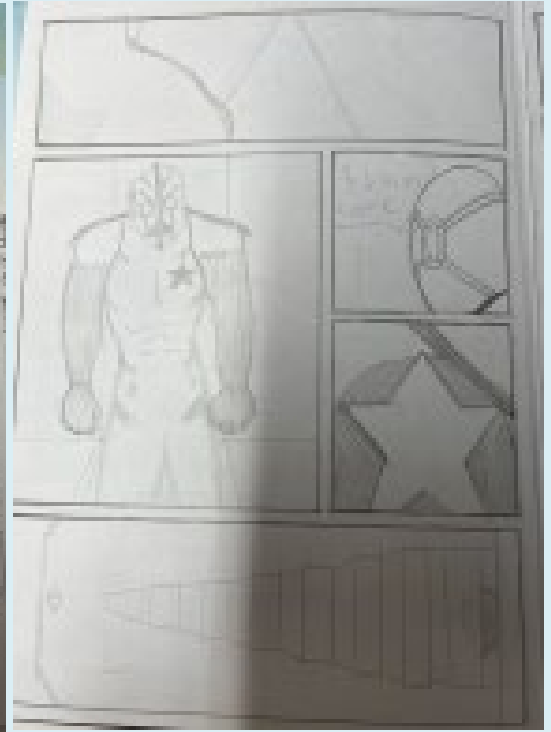
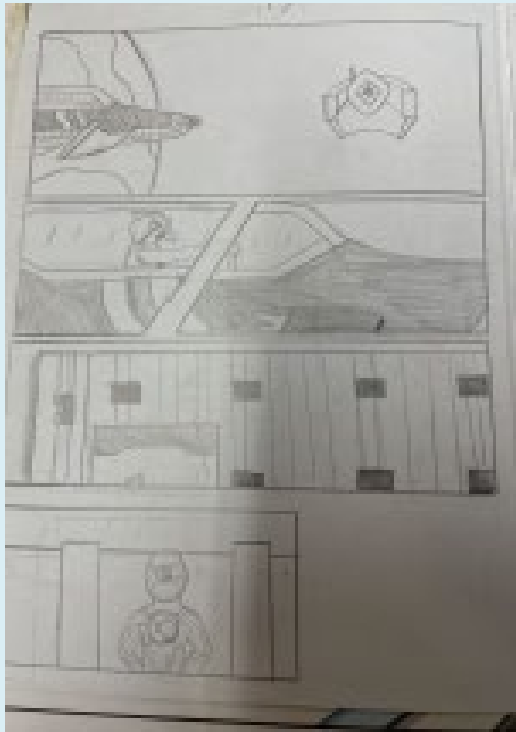
Front cover



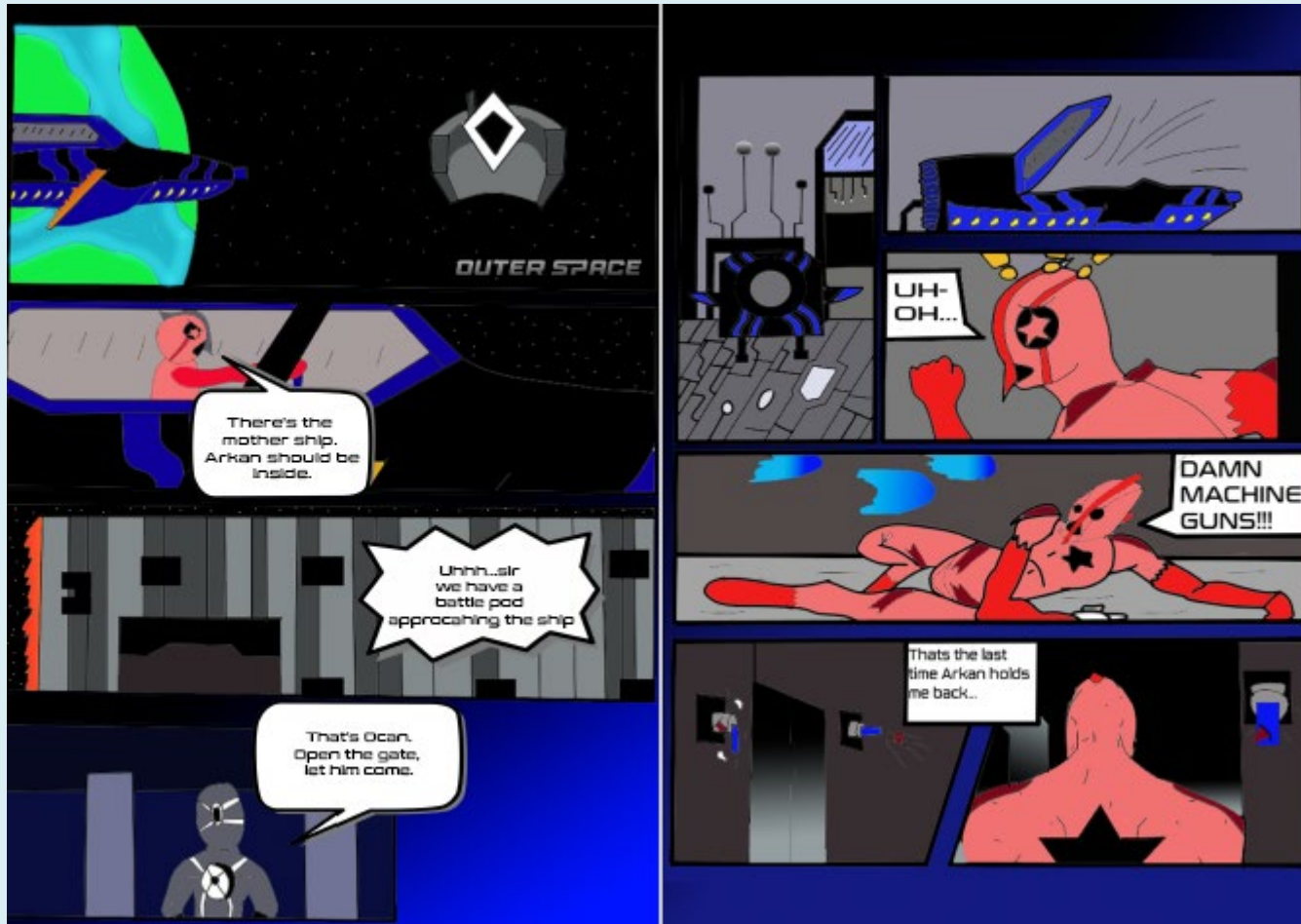
Character sketches



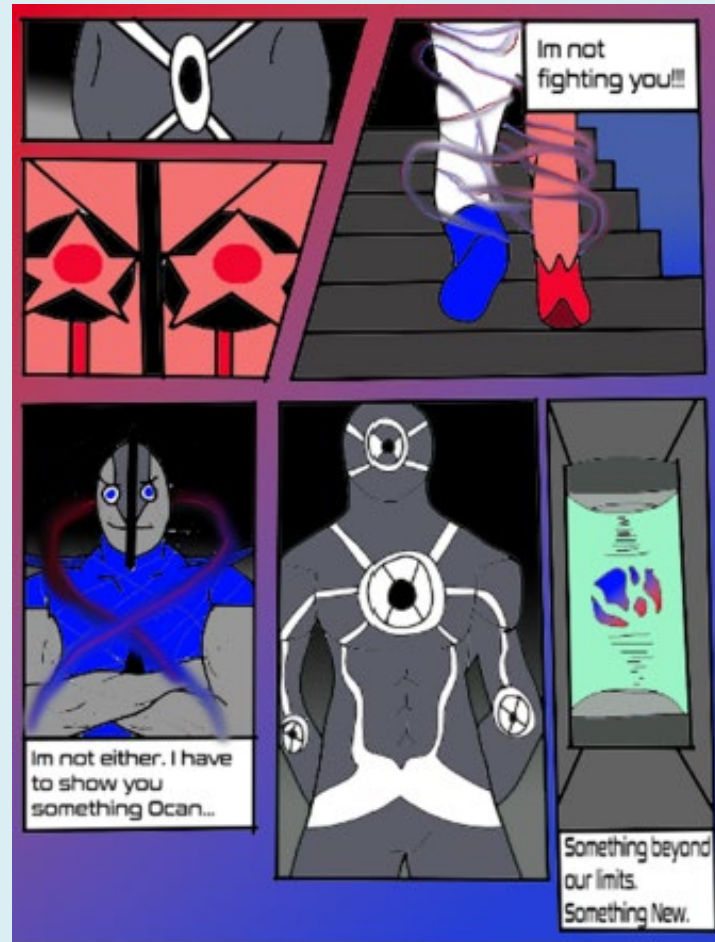
Background, back cover & page layout sketches



Comic page layouts



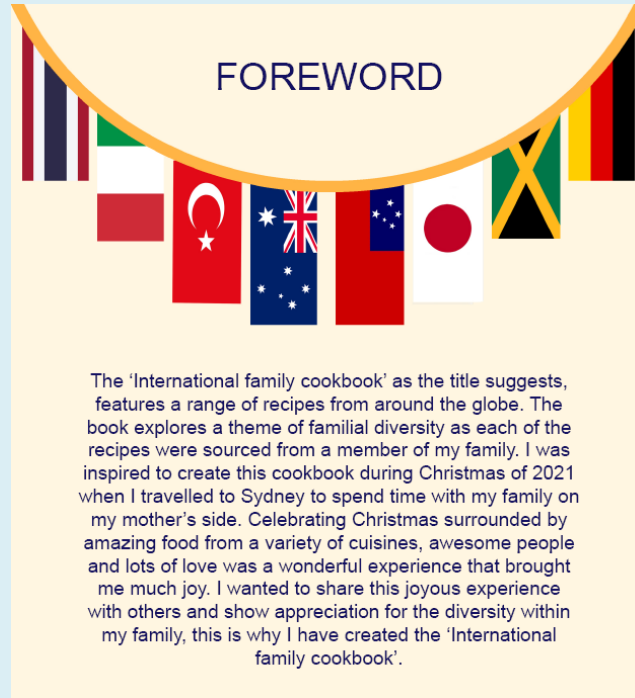
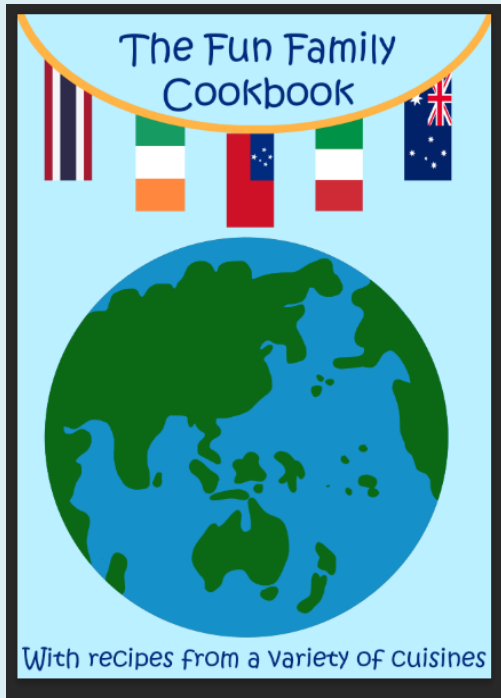
Comic pages 1 & 2



Comic pages 3 & 4

Madison May

Multicultural Family Cookbook



Front & back cookbook cover

Contents



Orange Cake	1
Spicy Pork & Miso Ramen	2
Italian Style Fried Chicken	3
Black Forest Cake	5
Spinach and Feta Gozleme	7
Sapa Sui	9
Boozy Lamb	10
Italian Style Schnitzel	11
Beef Casserole	12
Hummingbird Cake	13



Orange Cake



Method

1. Sift flour, cornflour and salt. Cream butter well, gradually add sifted dry ingredients. Beat until smooth and soft.
2. Beat eggs until foamy, gradually add sugar, beat until thick and creamy. Continue to beat butter and flour mixture, gradually add egg mixture; beat until smooth.
3. Grate orange rind and juice orange. Gently beat into mixture until well combined.
4. Pour mixture into well greased and floured baba tin. Bake in at 170 degrees celsius for 30-40 minutes. When cool, ice with orange icing, sprinkle with chopped mixed peel.

Orange Cake

Ingredients

Cake:
 185 g butter
 1 cup self raising flour
 1 cup cornflour
 Pinch of salt
 3 eggs
 1 cup castor sugar
 2 teaspoons grated orange rind
 1/2 cup orange juice

Icing:
 1 1/2 cups icing sugar
 2 teaspoons butter
 2 tablespoons orange juice
 1/3 cup chopped mixed peel

Method

- Cake:**
1. Sift flour, cornflour and salt. Cream butter well, gradually add sifted dry ingredients. Beat until smooth and soft.
 2. Beat eggs until foamy, gradually add sugar, beat until thick and creamy. Continue to beat butter and flour mixture, gradually add egg mixture, beat until smooth.
 3. Grate orange rind and juice orange. Gently beat into mixture until well combined.
 4. Pour mixture into well greased and floured baba tin. Bake at 170 degrees celsius for 30-40 minutes. When cool, ice with orange icing, sprinkle with chopped mixed peel.

Icing:

1. Sift icing sugar into a small bowl, add melted butter and sufficient orange juice to make a soft icing. Ice cake. Serve when ready.

Prep time: 15 mins
 Cook time: 40 mins
 Serves: 10



Spinach and Feta Gozleme

Ingredients

Gozleme Dough:
 2 cups plain flour
 3 tablespoons Greek yoghurt
 1/2 teaspoon baking powder
 1/2 teaspoon dry yeast
 2 tablespoons olive oil
 1/2 cup warm water
 Extra flour for dusting

Gozleme Filling:
 1 bunch fresh silverbeet coarsely chopped
 2 cups Danish or Greek feta crumbled
 Olive oil for frying
 Lemon wedges to serve

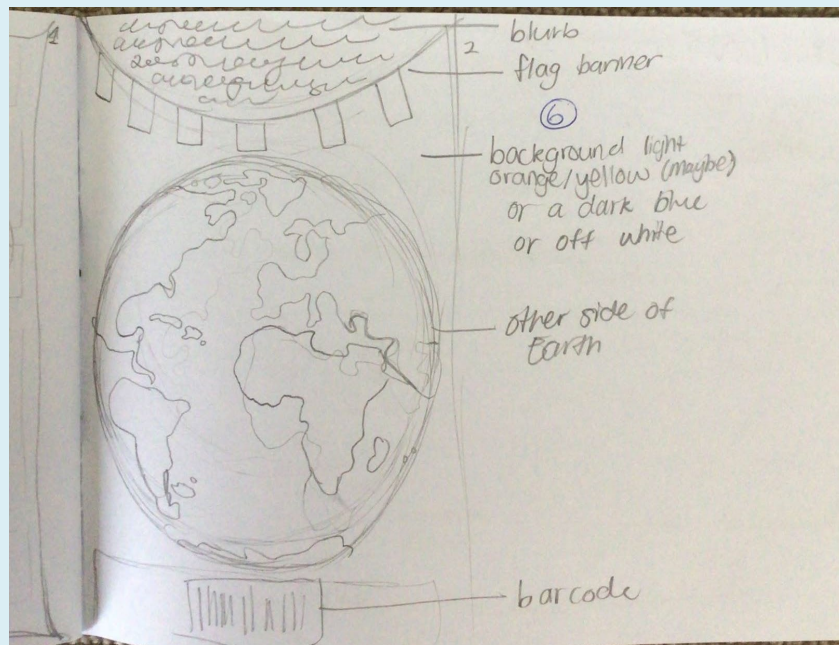
Method

1. Place all the ingredients for the dough in a bowl (except the olive oil). Mix until just combined and then turn onto a well floured surface.
2. Knead the dough until smooth and squishy. If you feel the dough is too tough, use a little extra water and knead some more.
3. Return the dough to the bowl. Cover with a tea towel and set in a warm place for 30 minutes.
4. After 30 minutes the dough will have doubled in size. Knead in the olive oil for a smooth dough ball. Cover and set aside for another 30 minutes to rest.
5. Prepare filling by rinsing and coarsely chopping the silverbeet and crumbling the cheese.

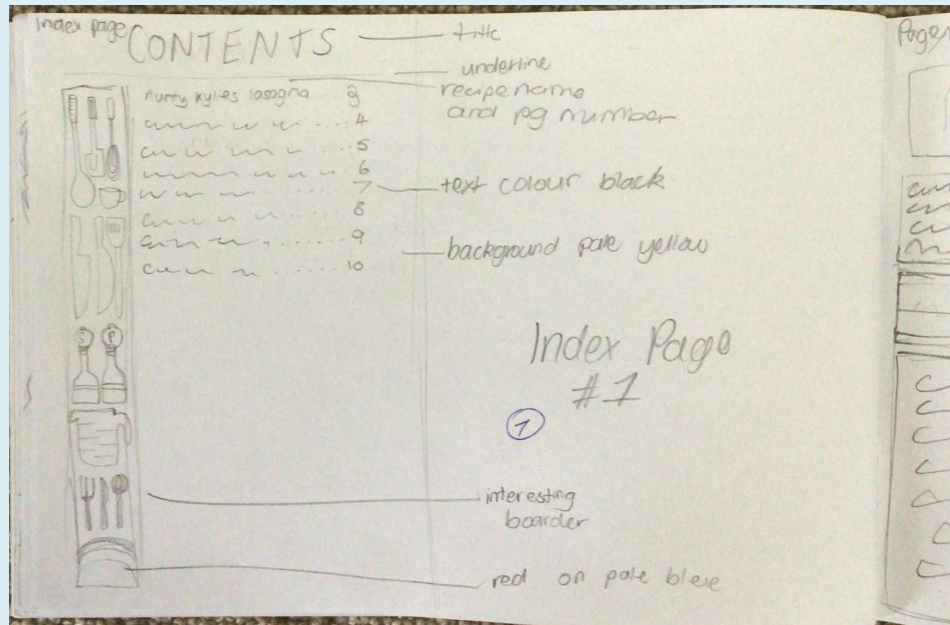


Cooking recipe pages

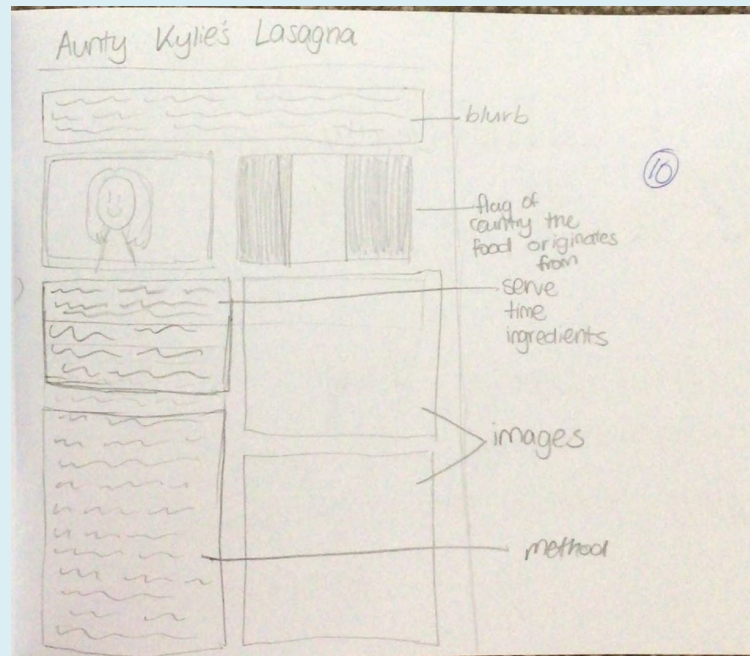
Front Cover



Back Cover



Index & Page layout

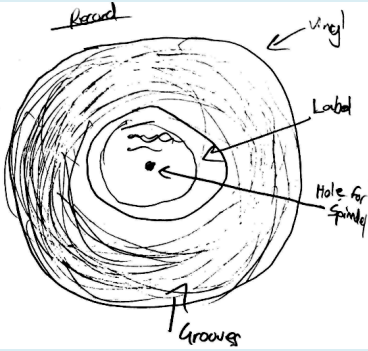


Hayden Spargo

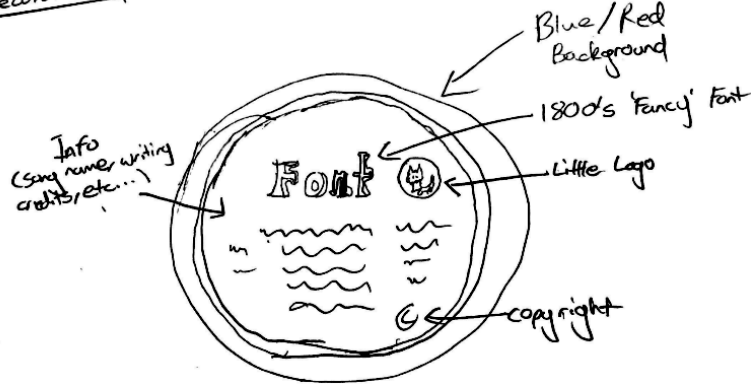
Band Merchandise

'The Red Cat'

Sketch List
 Record Label
 Album Art (Front + Back)
 Posters
 Website



Record Label

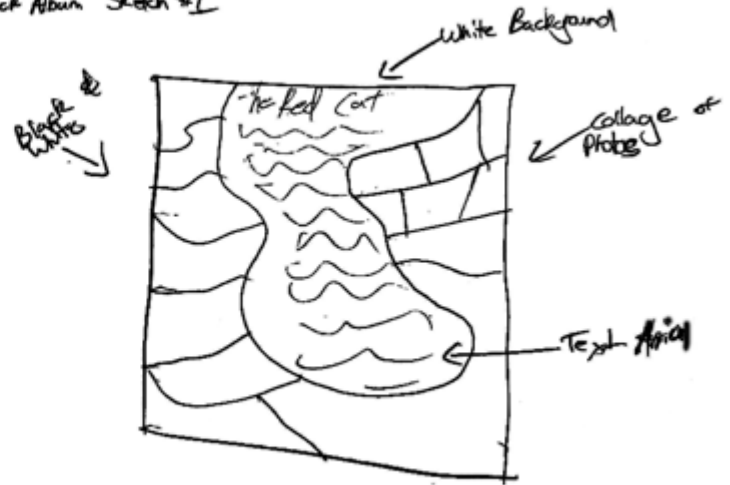


Vinyl record label designs

Front Album Sketch #1

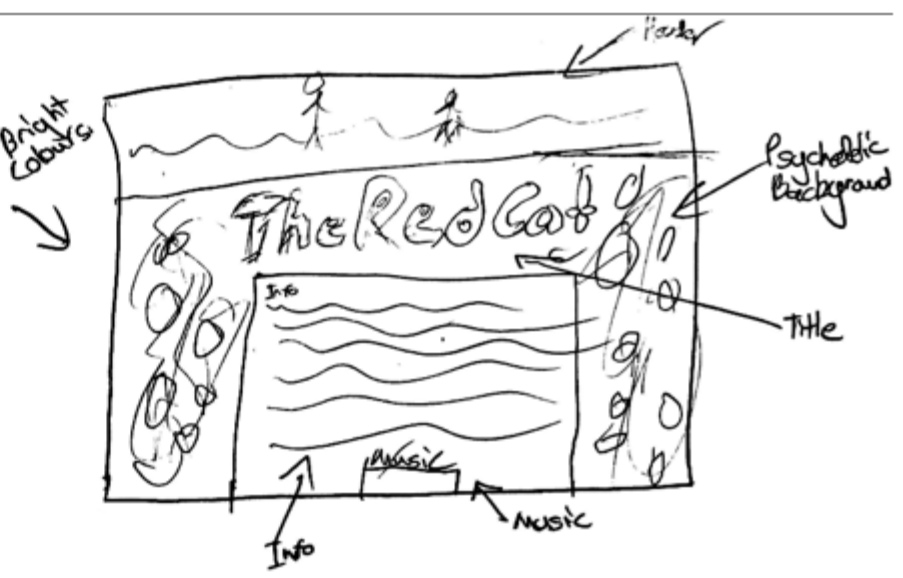
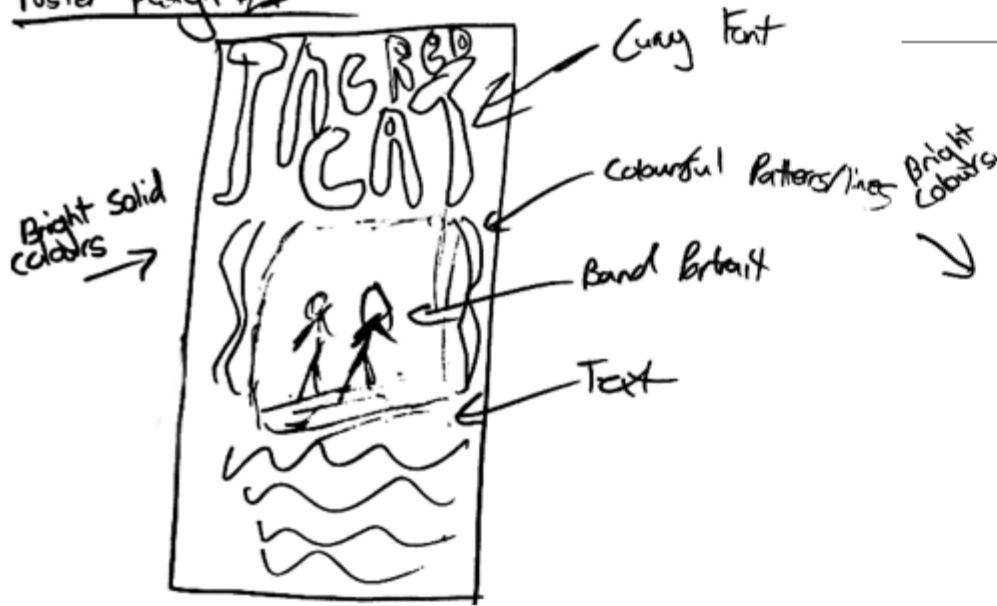


Back Album Sketch #1

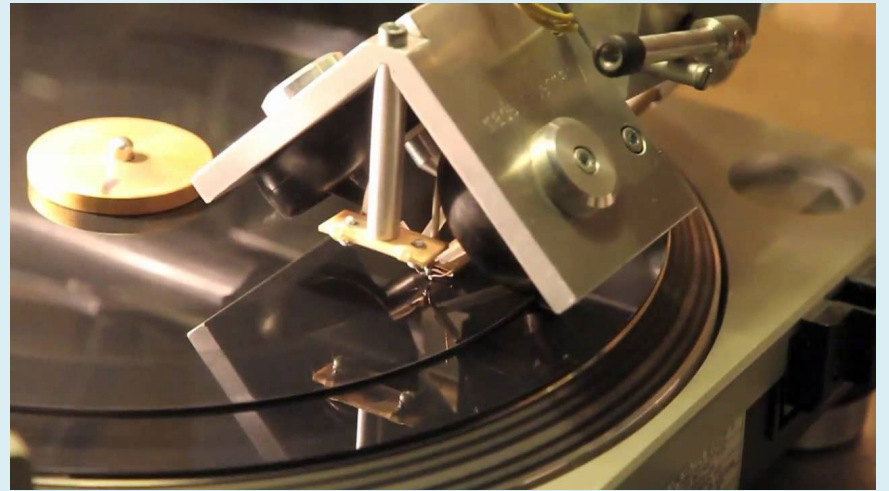


Album cover designs

Poster Design #1



Poster designs



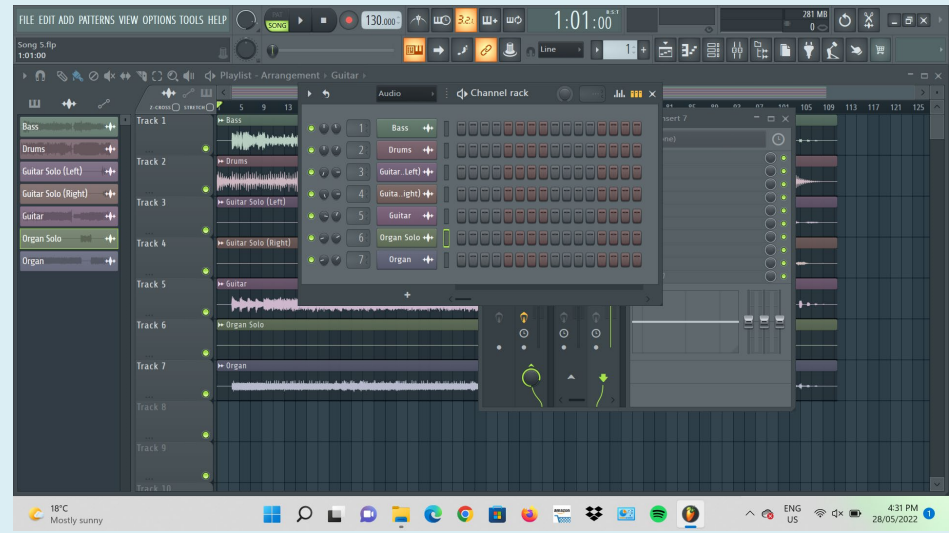
Vinyl Record Pressing



Vinyl record labels



Album cover sleeves



Recording music

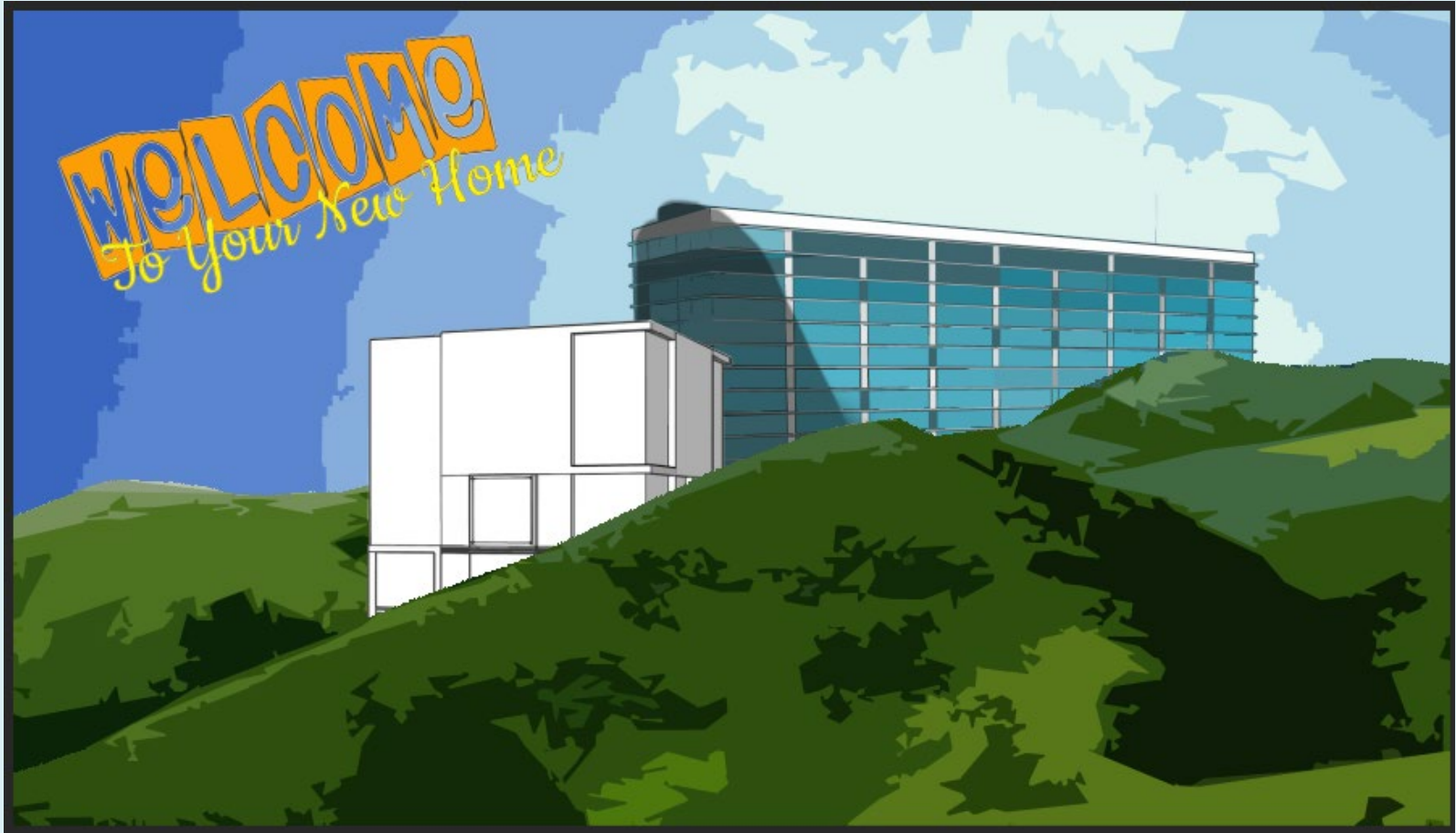


Album & CD Covers

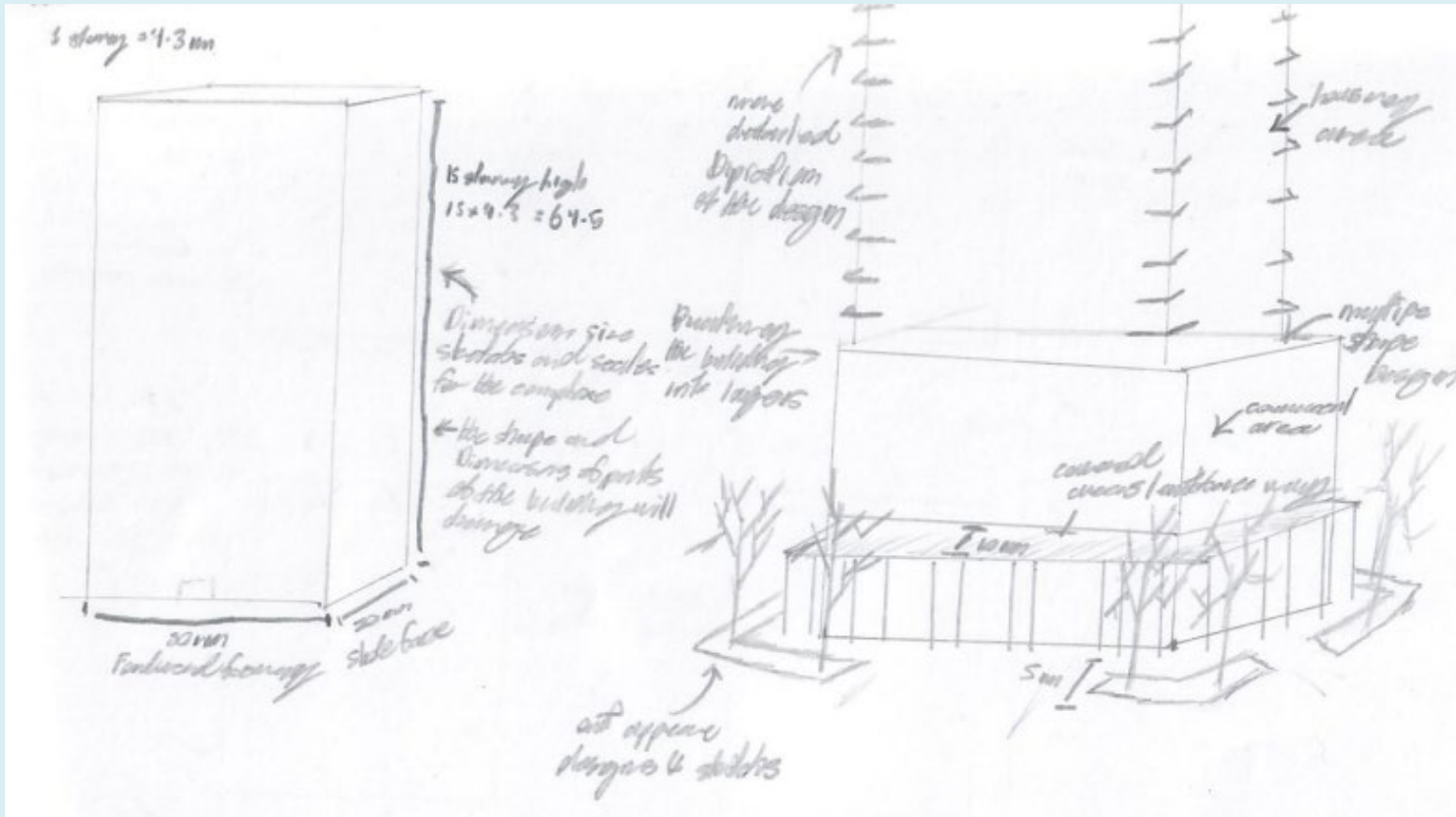
Joel Thomas

Architecture:

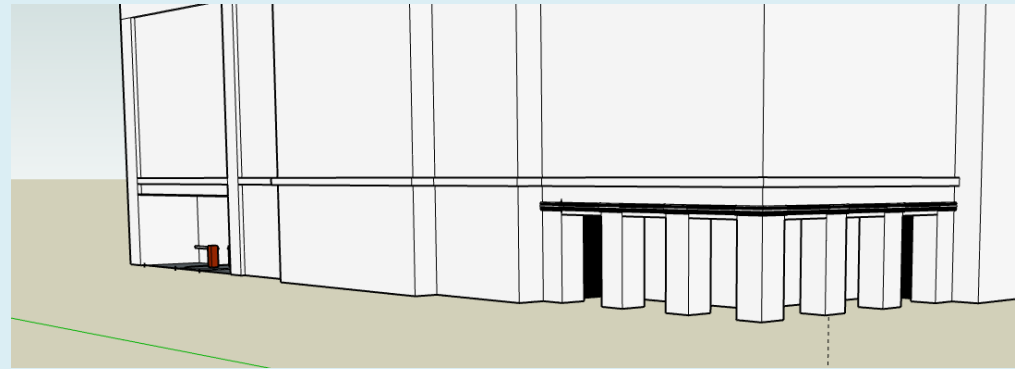
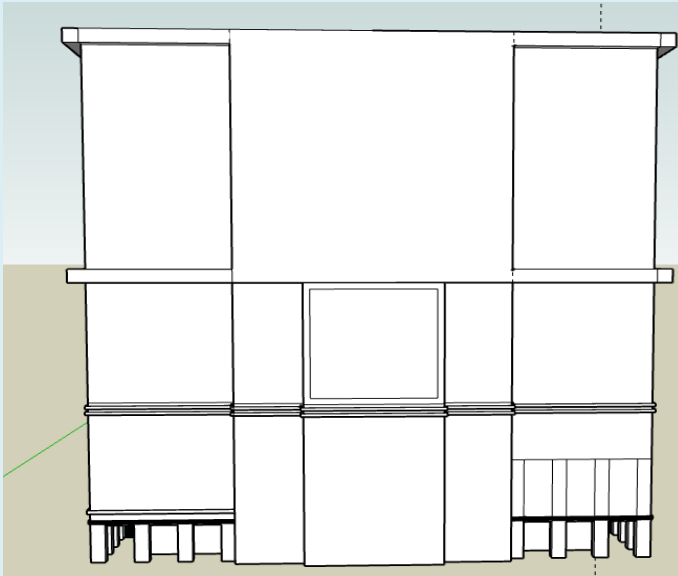
**Multi Complex Housing Units, Google
SketchUp and printed 3D models**



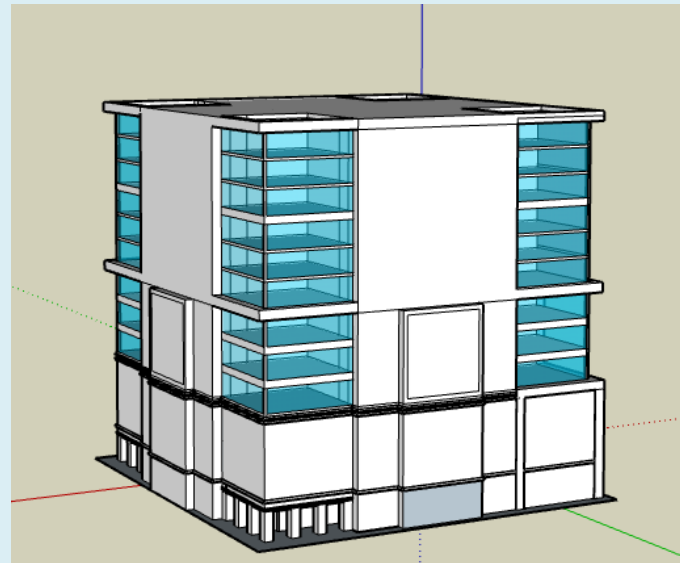
Multi Complex Housing Units Advertisement



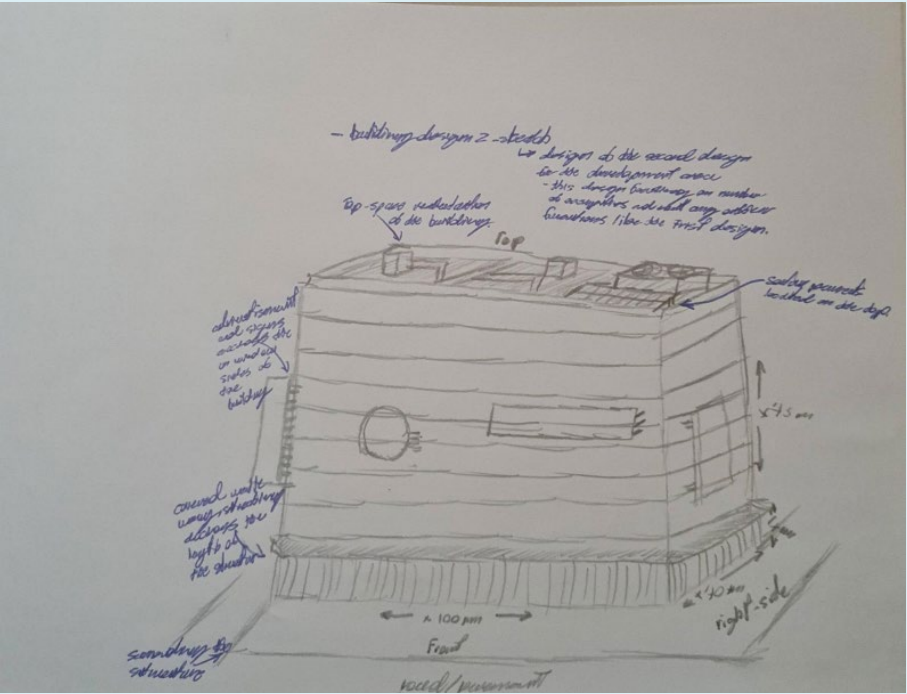
Sketch of complex 1



Building Entrance

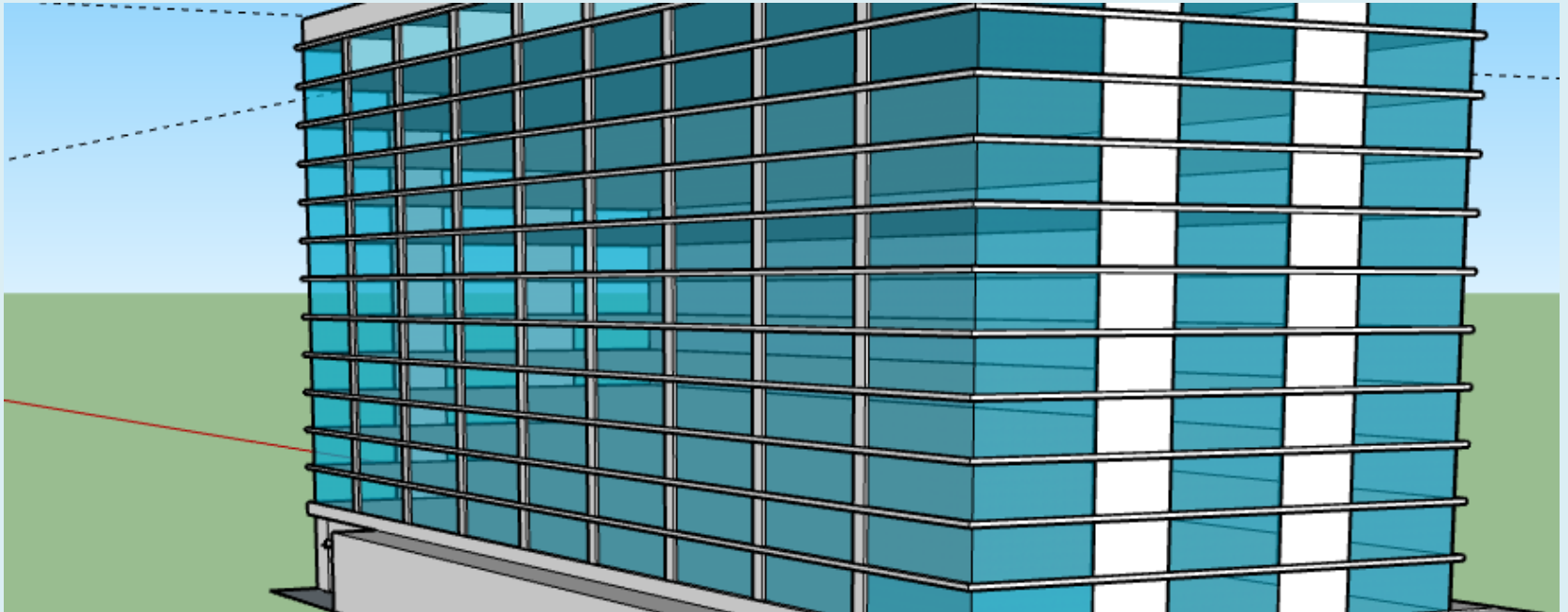


Complex Building Design 1 – Google SketchUp

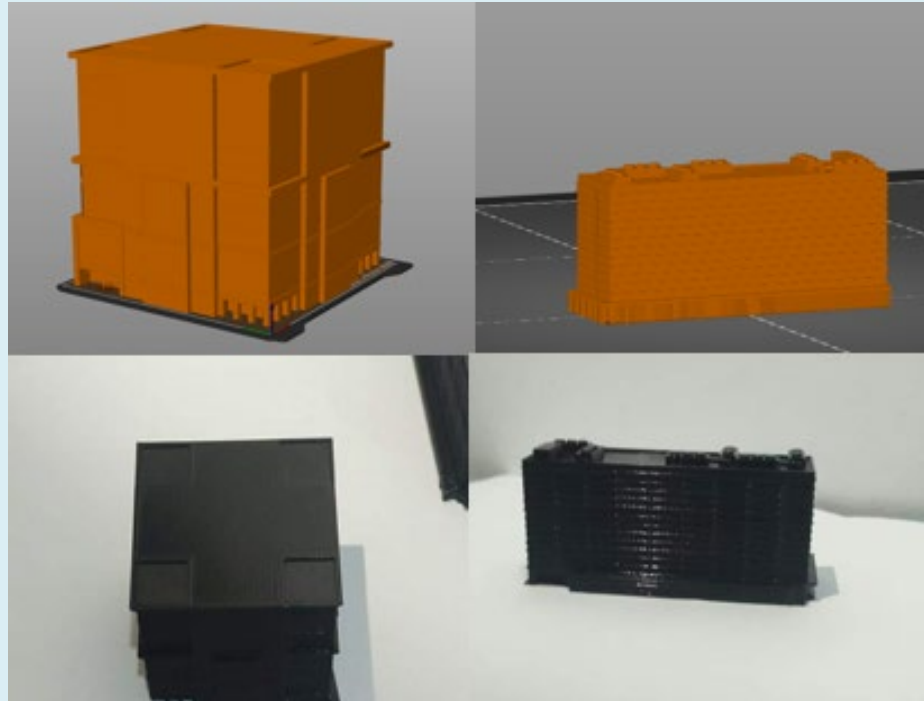


Sketch of complex 2

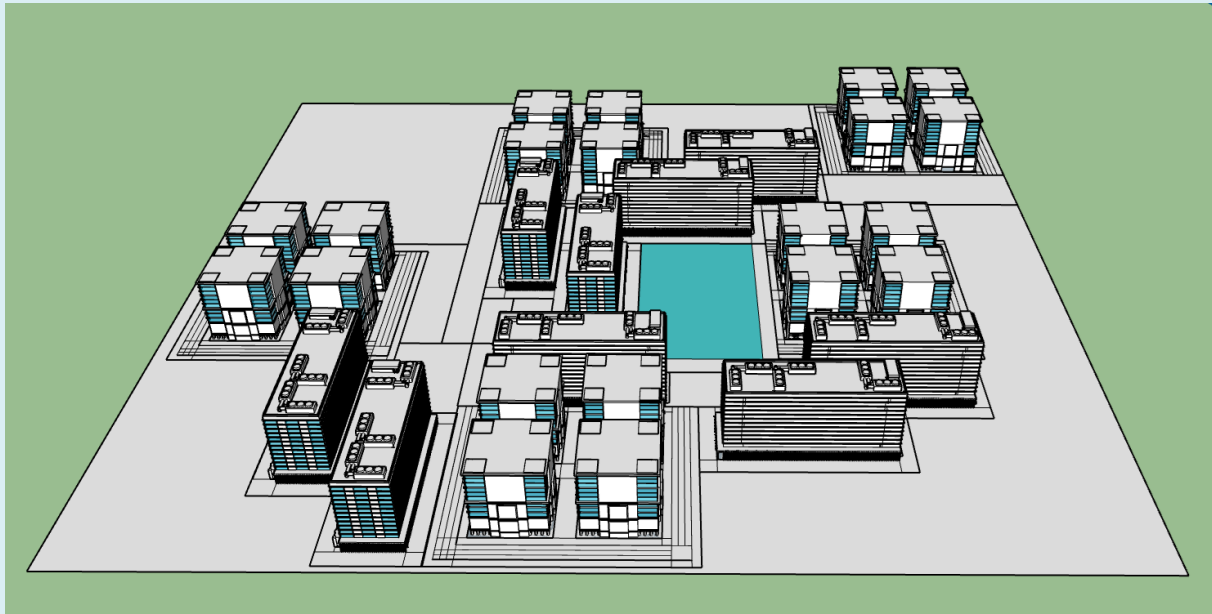
Levels, walls and windows on the outside of the building



Complex Building Design 2 – Google SketchUp



Printed 3D models



Development of model Layout



**to Ms Kennedy's Year 12 – 2022
Design & Technology class
for their amazing efforts this year**