

shylo s. shepherd design portfolio
2008

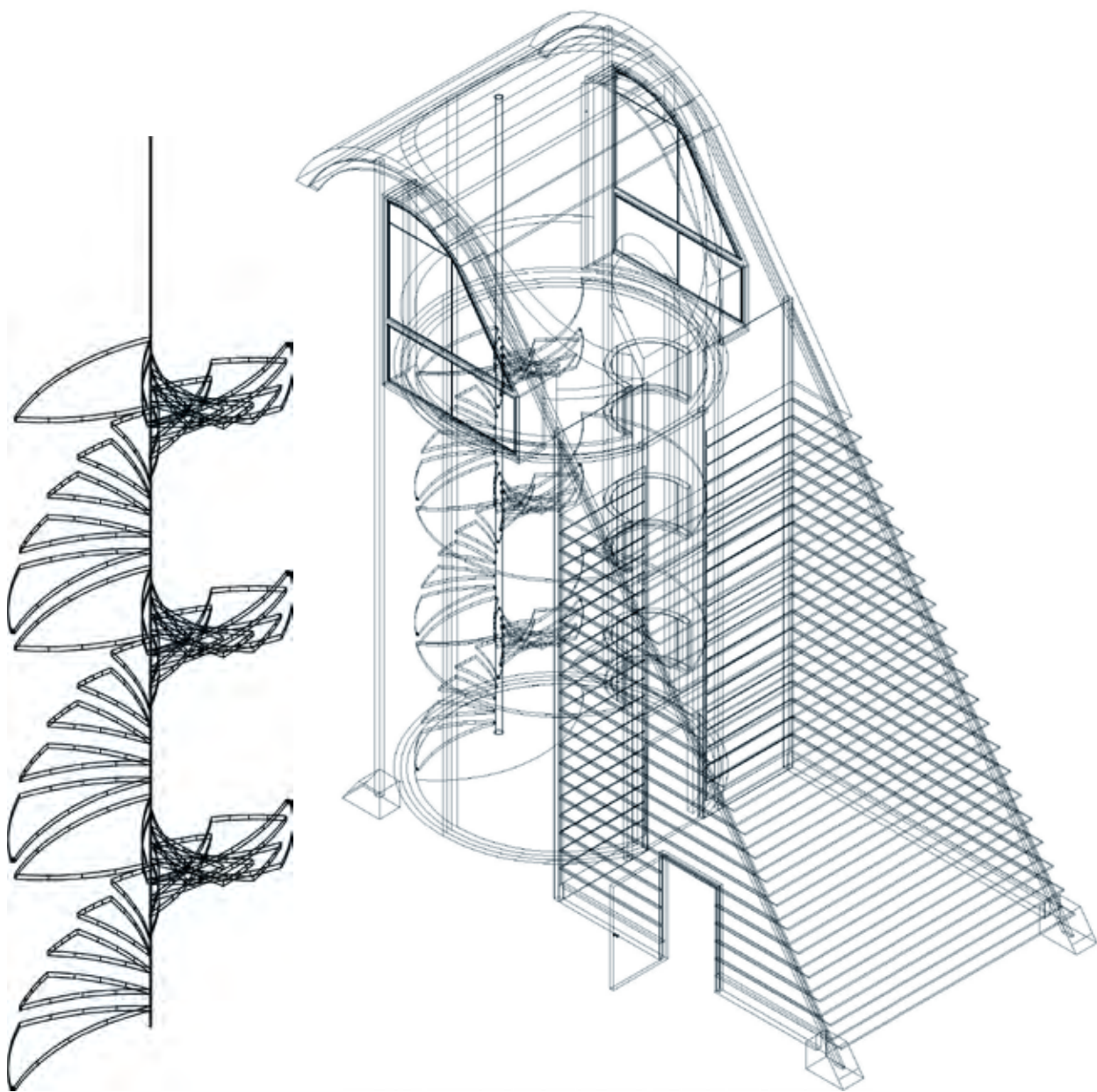
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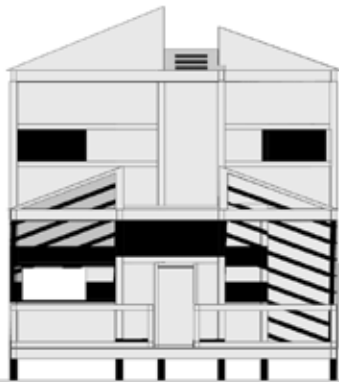
Digital 3D:



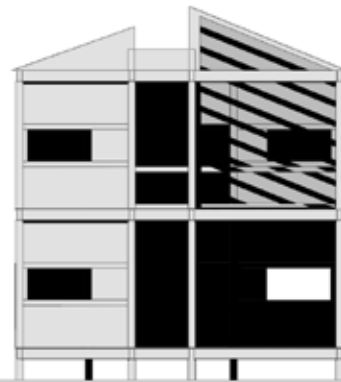
Silo Reclamation: AutoCAD model and renderings (Fall 2006)



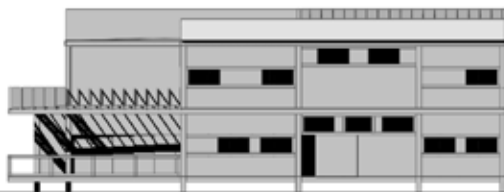
Silo Reclamation: AutoCAD model and renderings (Fall 2006)



Single Family Housing, front/south elevation: modelled and rendered in Rhino (Spring 2006)



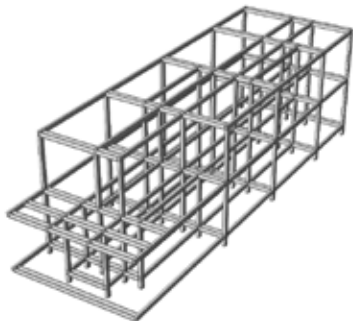
Single Family Housing, rear/north elevation



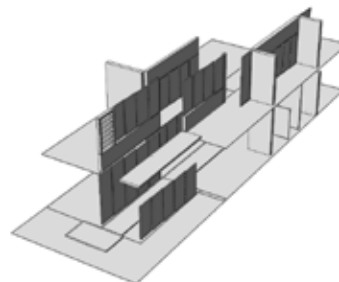
Single Family Housing, right/east elevation



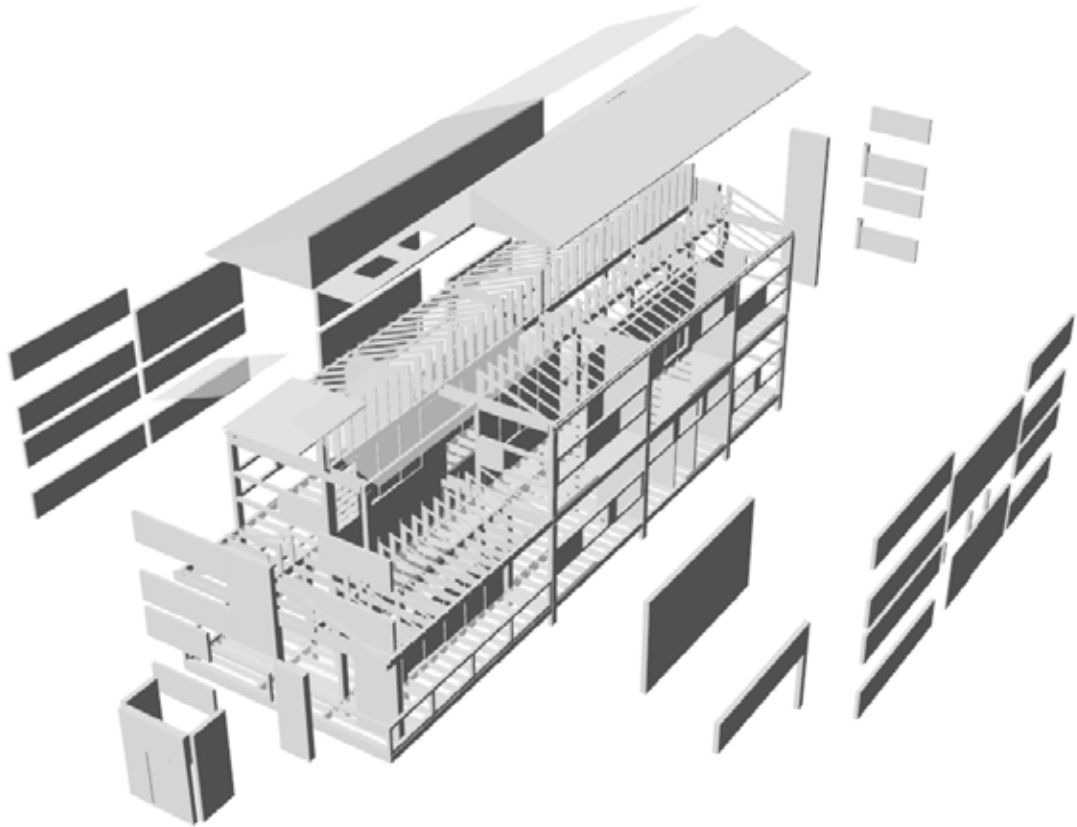
Single Family Housing, left/west elevation



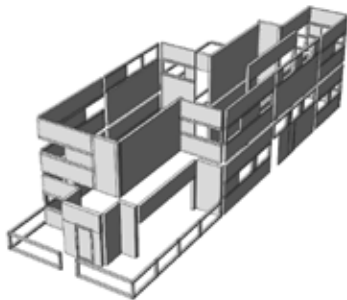
Single Family Housing, rendering of columns and beams used



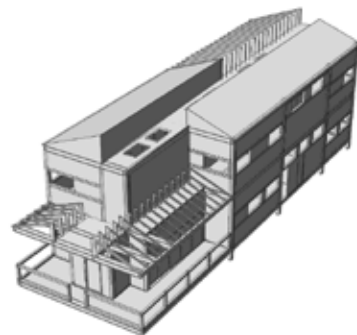
Single Family Housing, rendering of interior partitions



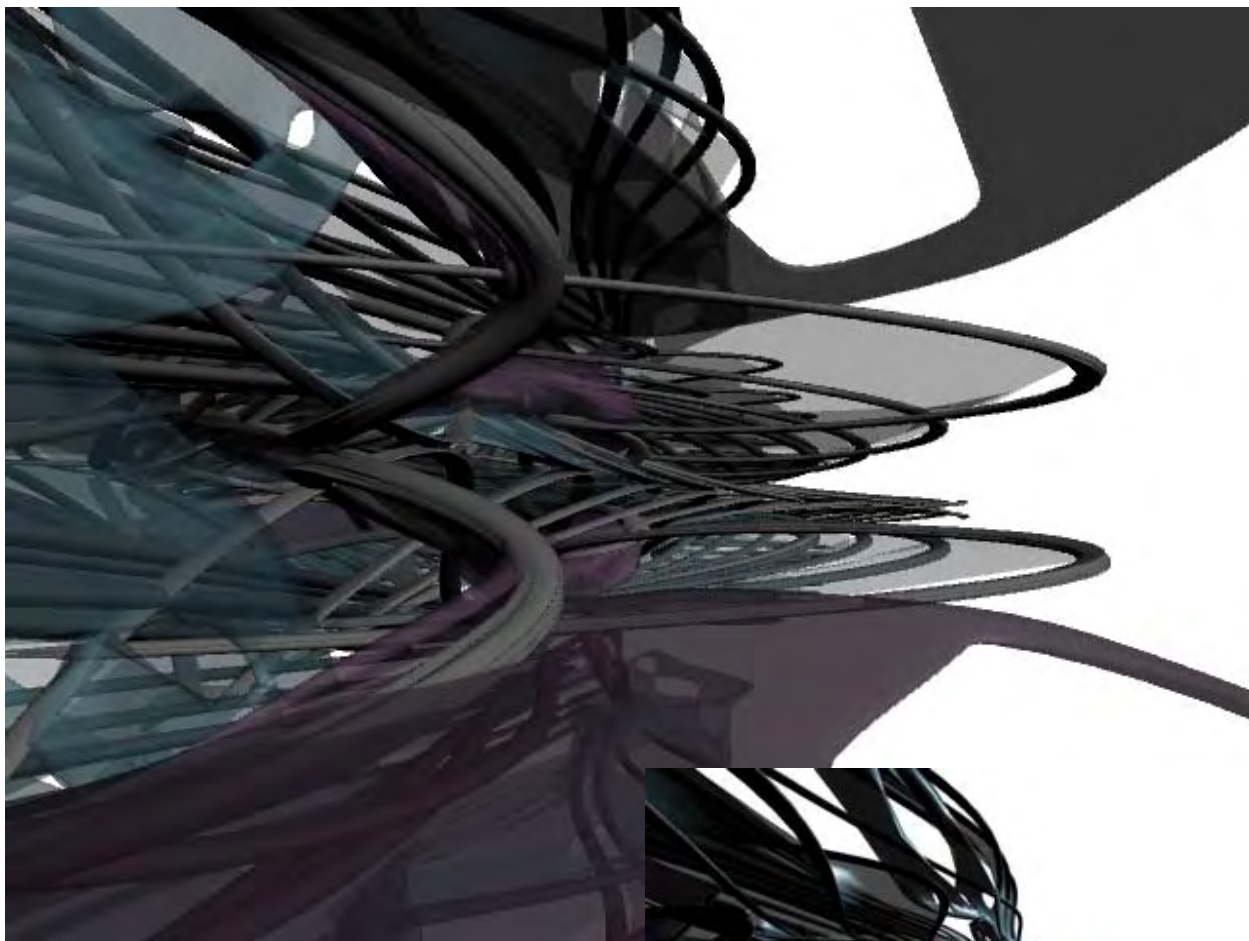
Single Family Housing, exploded perspective rendering, illustrating complexity of model: modelled and rendered in Rhino (Spring 2006)



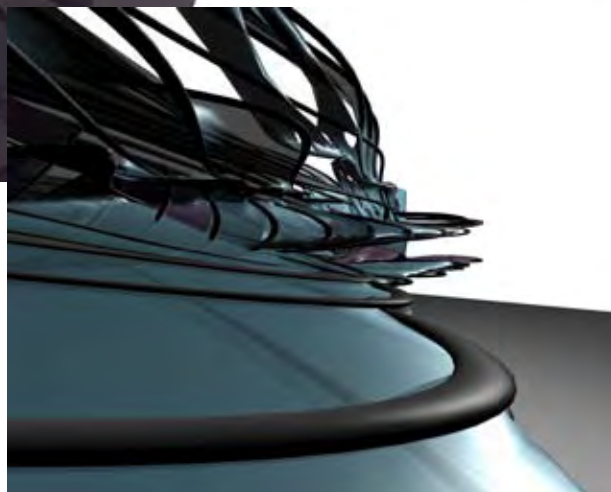
Single Family Housing, rendering of envelope



Single Family Housing, perspective rendering of whole



Digital Visualization II project, finding ways to create tool sets and processes that can be reused, I used a glitch in Maya to create complex tree dimensional models of architecture that can not be built but only experienced via screen and print, and created images to human scale to experience the space: modelled and rendered in Maya



Rendering of exterior space, not giving away too much of the whole
(Fall 2006)

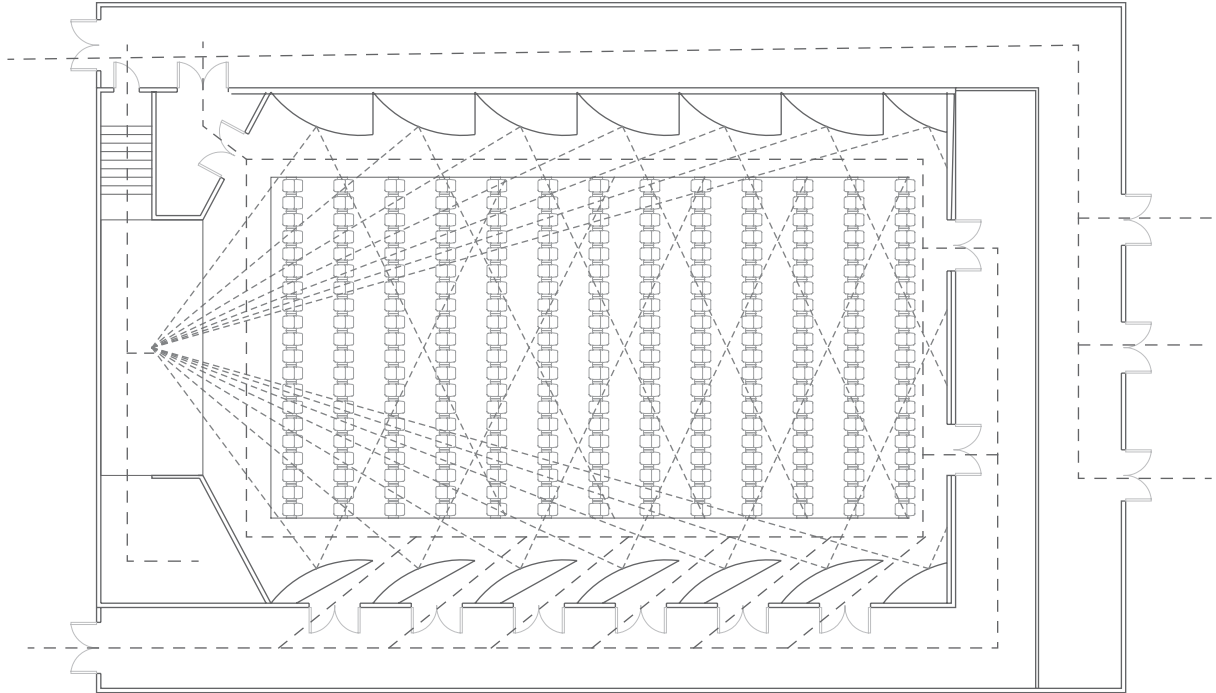


Detail of rendering showing reflection of HDRI

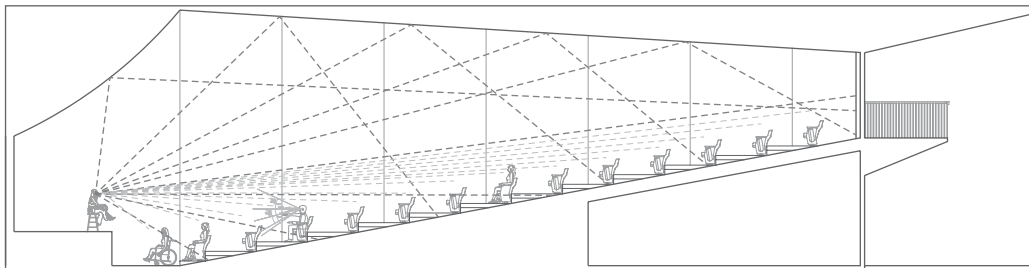


Digital Visualizaton II project, using animation tools in Maya to produce series of geometries, and exploring rendering techniques using HDRI's to light scene (Fall 2006)

Acoustic Design:

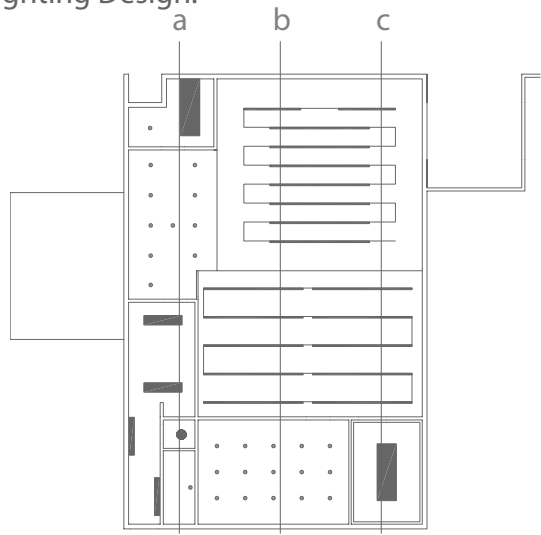


Plan of lecture hall and acoustic panel design, small dashed line illustrates how sound should move through space, large dashed lines illustrate paths to fire exits: plan started in AutoCAD, and finished in Illustrator (Fall 2006)

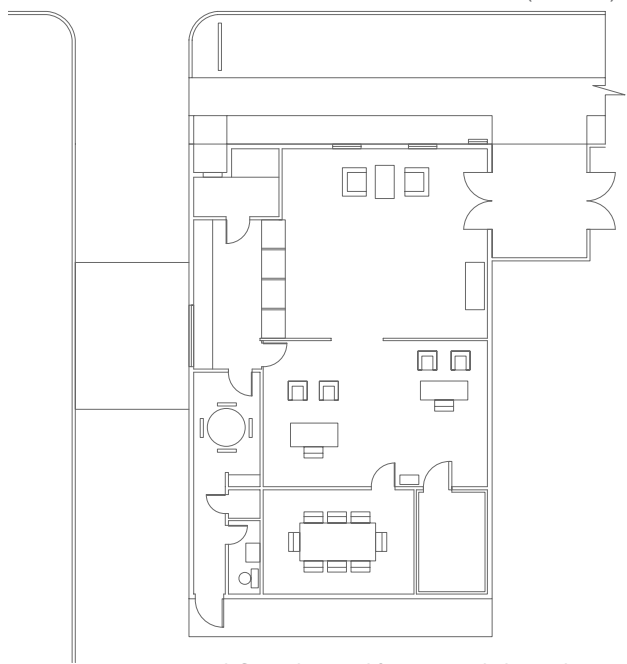


Section of lecture hall design, dark dashed lines are illustrating sound movement, and light dashed lines illustrate site lines for seating: section started in AutoCAD and finished in Illustrator

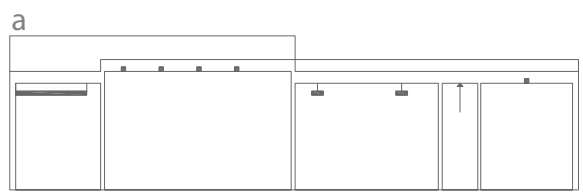
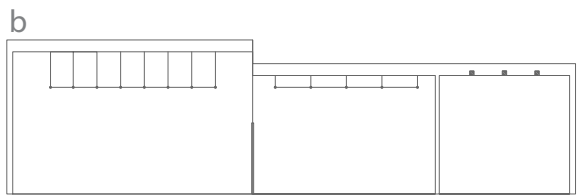
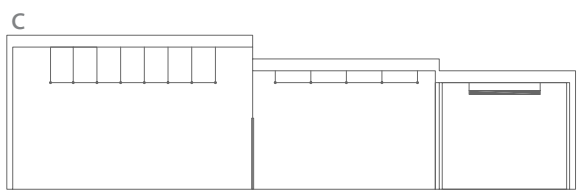
Lighting Design:



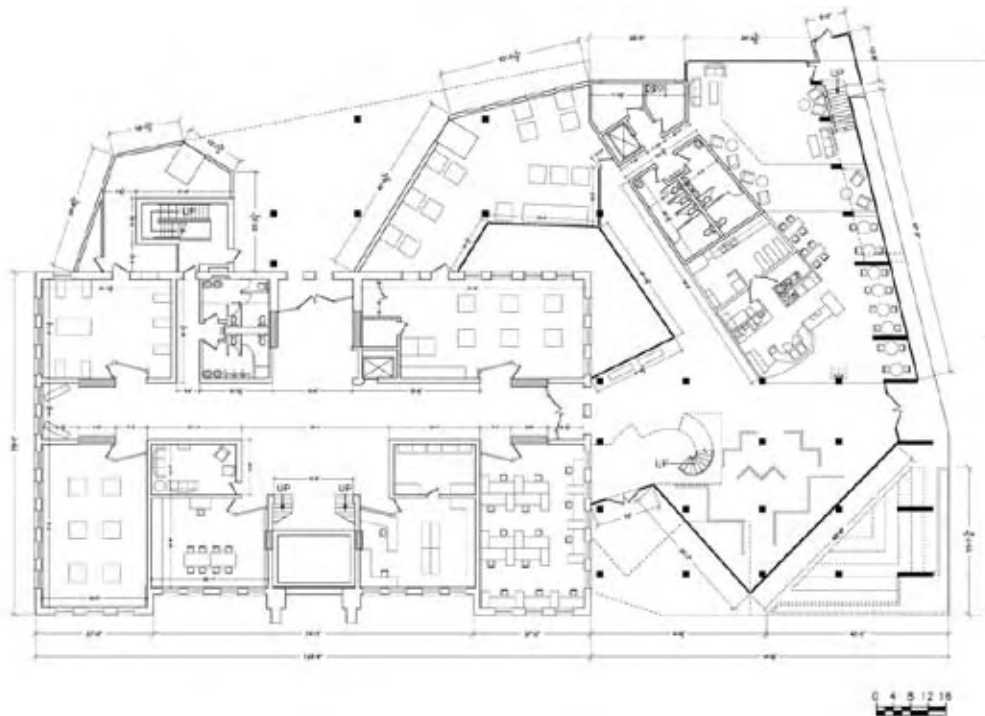
Inverted ceiling plan showing lighting layout: AutoCAD and Illustrator (Fall 2006)



Bank floor plan used for creating lighting design



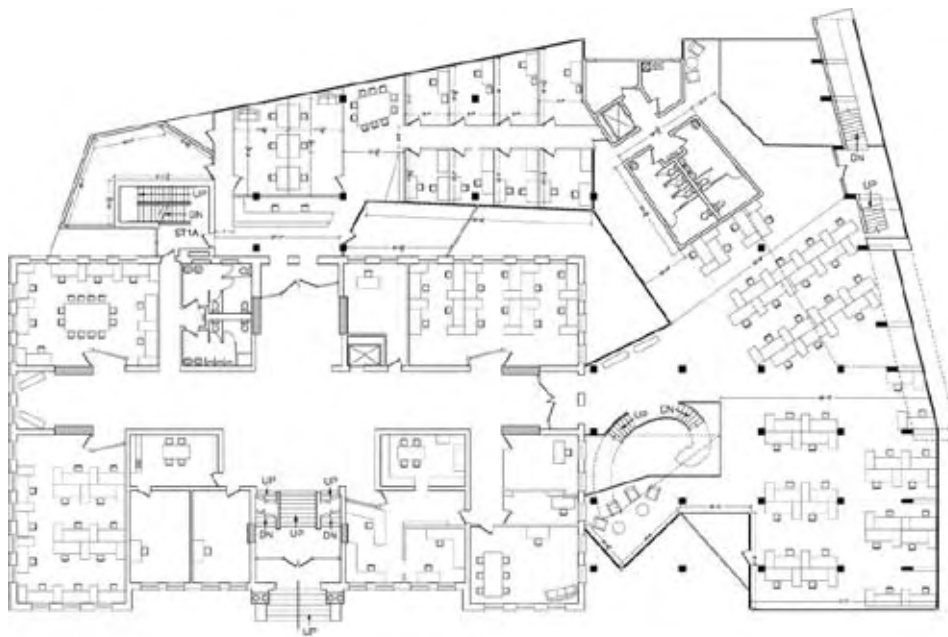
Sections a, b, and c



Pence Hall Addition, team partner Jimmy Marcotte, level 0 plan: drawing started in AutoCAD and finished in Illustrator (Fall 2007)



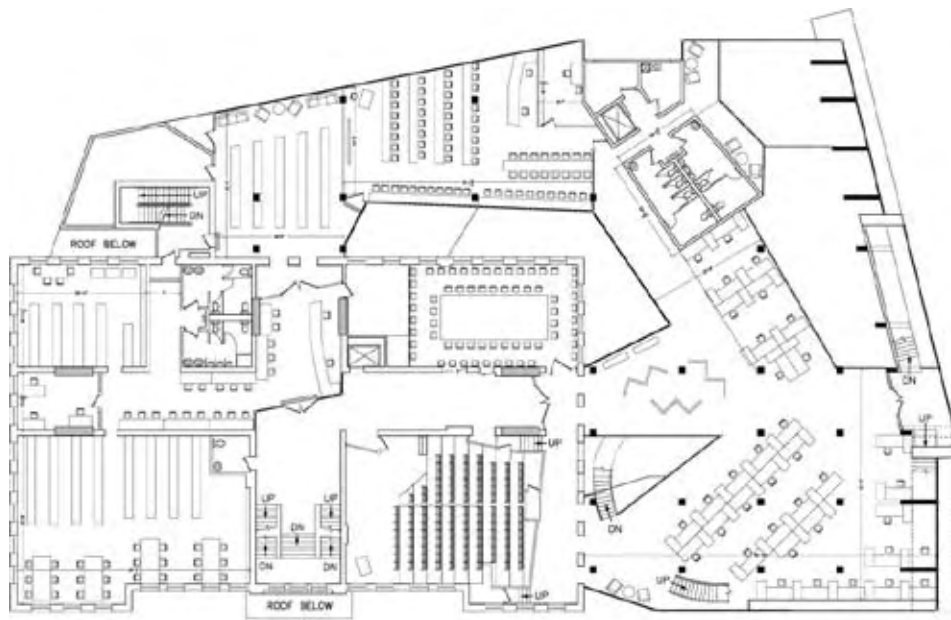
Pence Hall Addition, front elevation



Pence Hall Addition, level 1 plan



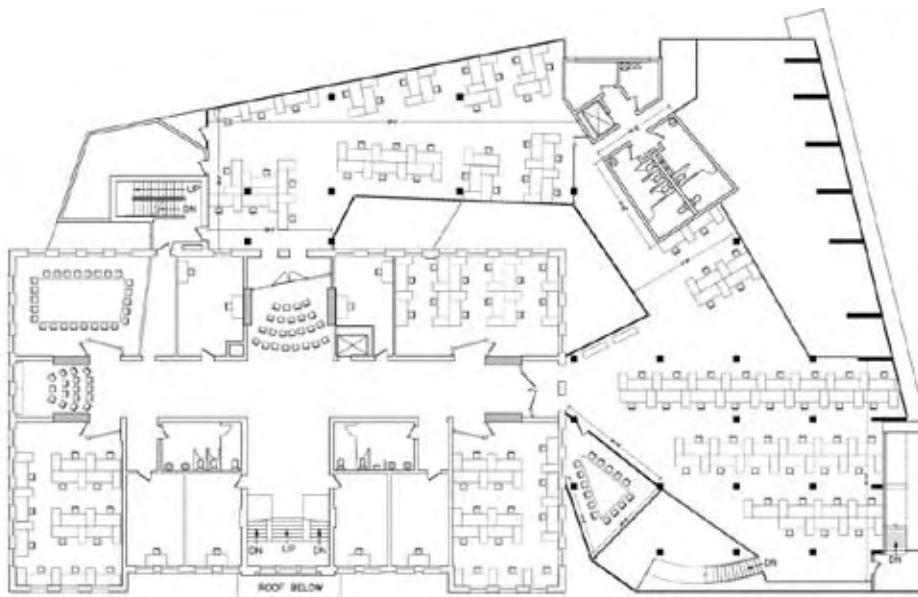
Pence Hall Addition, left elevation



Pence Hall Addition, level 3 plan



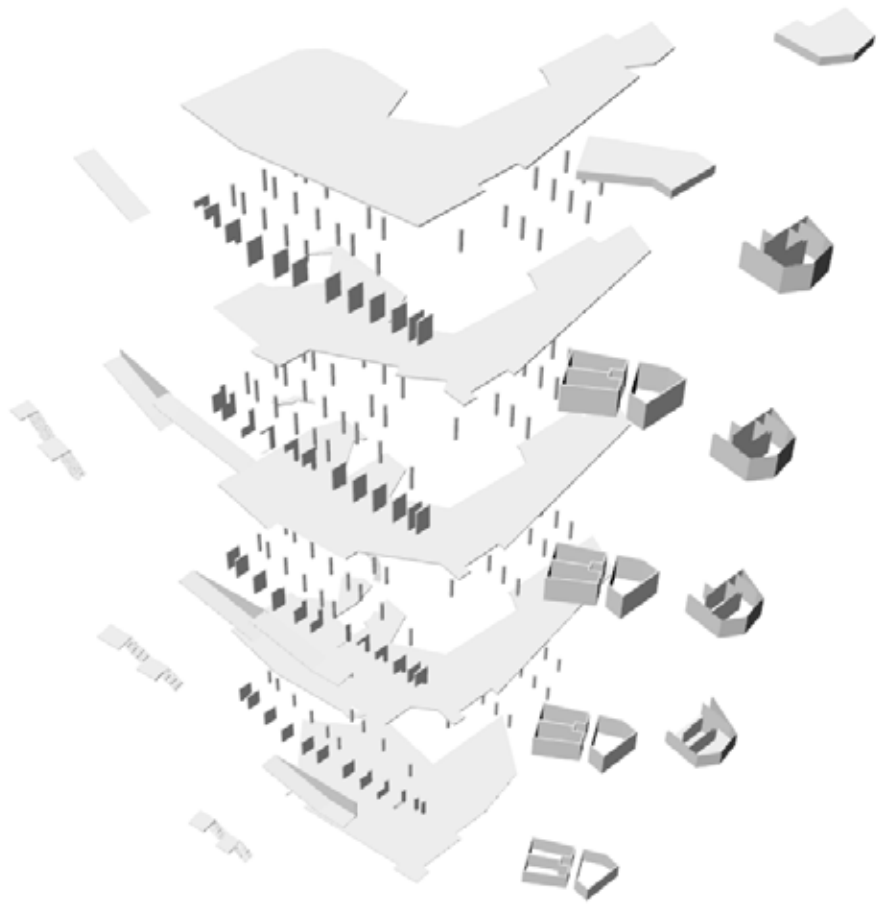
Pence Hall Addition, right elevation



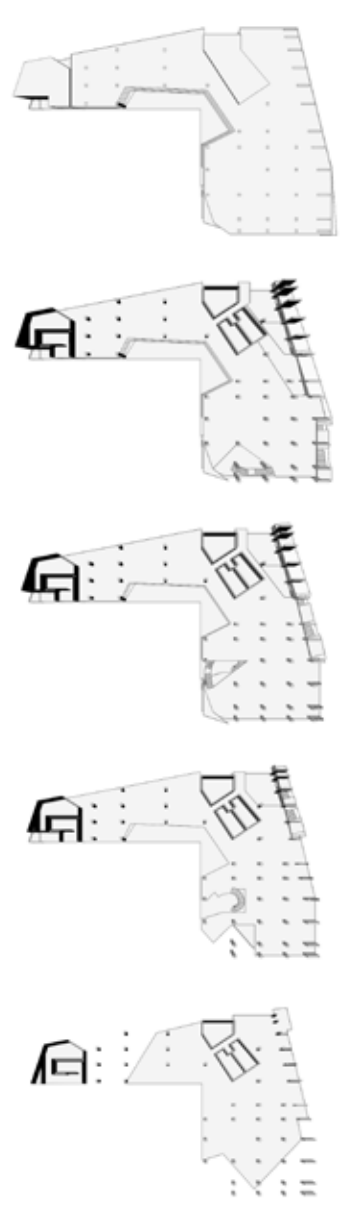
Pence Hall Addition, level 4 plan



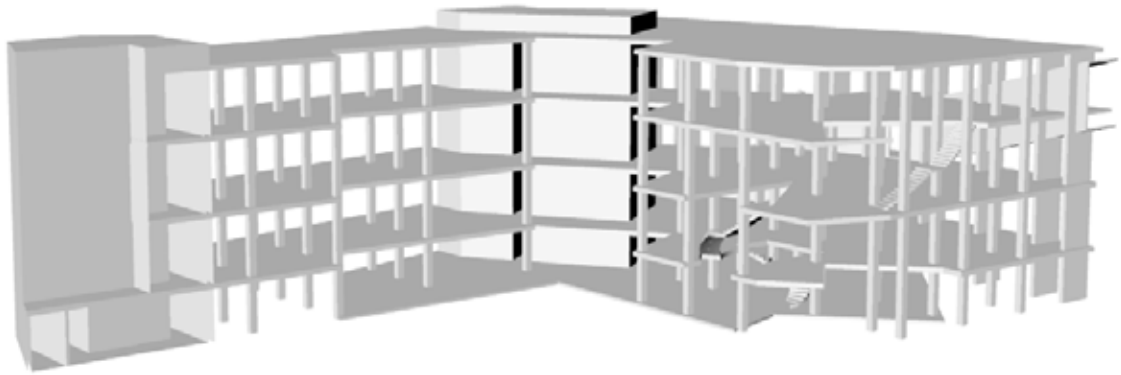
Pence Hall Addition, rear elevation



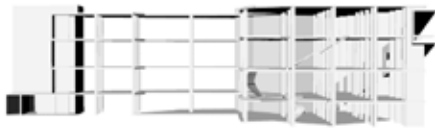
Pence Hall Addition, exploded perspective rendering of structure
(Fall 2007)



Pence Hall Addition, perspective renderings of each levels structure



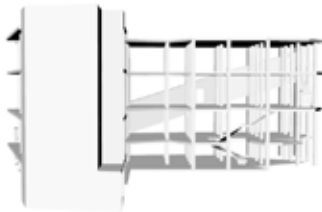
Pence Hall Addition, perspective renderings of structure



Pence Hall Addition, front perspective renderings of structure



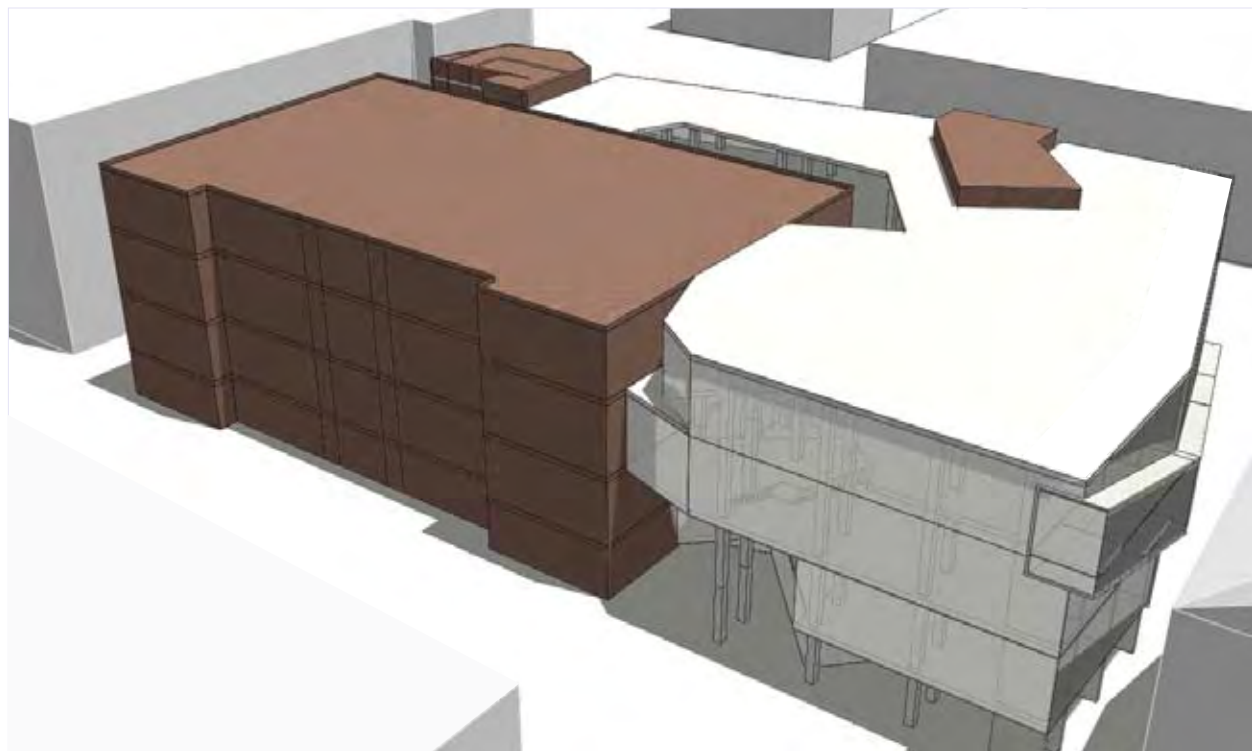
Pence Hall Addition, rear perspective renderings of structure



Pence Hall Addition, left perspective renderings of structure



Pence Hall Addition, right perspective renderings of structure



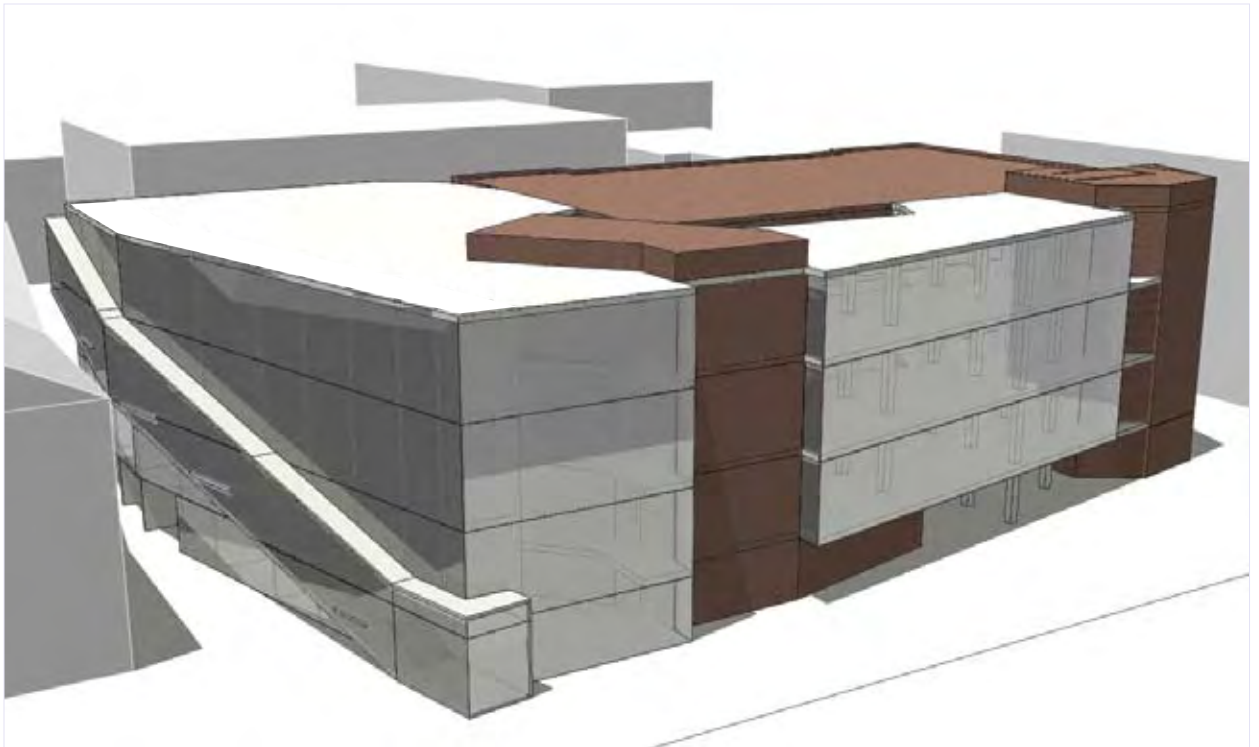
Pence Hall Addition, perspective renderings of front side of building: modelled and rendered in Rhino (Fall 2007)



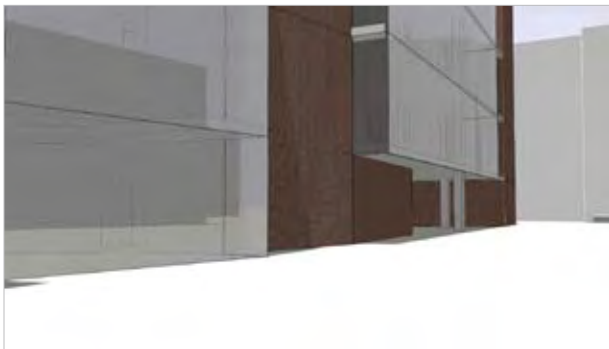
Pence Hall Addition, perspective renderings of front side of building from ground level to the left



Pence Hall Addition, perspective renderings of front side of building from ground level to the right



Pence Hall Addition, perspective renderings of back side of building



Pence Hall Addition, perspective renderings of back side of building from ground level to the left



Pence Hall Addition, perspective renderings of back side of building from ground level to the right