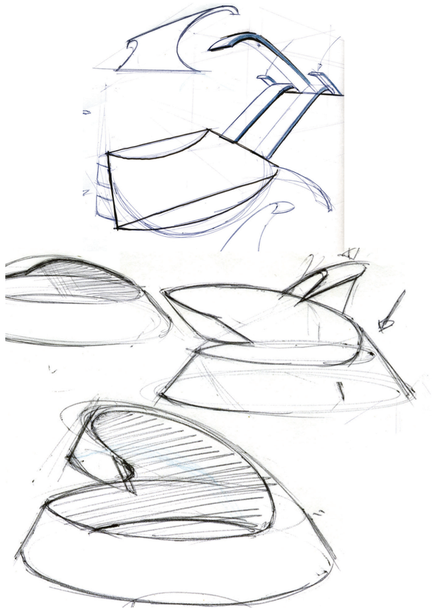
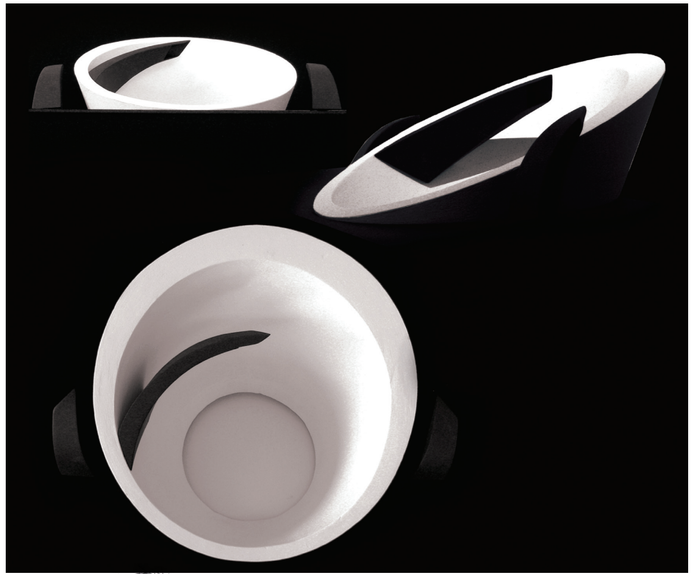
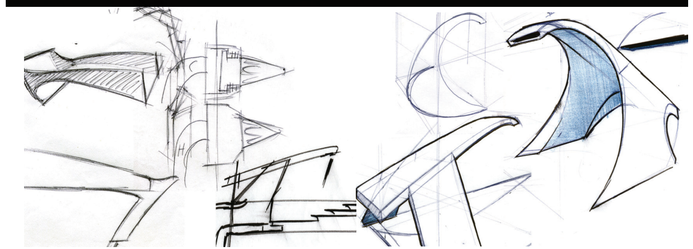
SINK_CIRCULAR

This sink and faucet group project was focused on designing around water so our theme was the WATER CYCLE and CIRCULAR MOTION. The geometric shapes help imply a never ending sense of motion. The bottom of the sink is angled away from you which causes a feeling getting pulled inward.

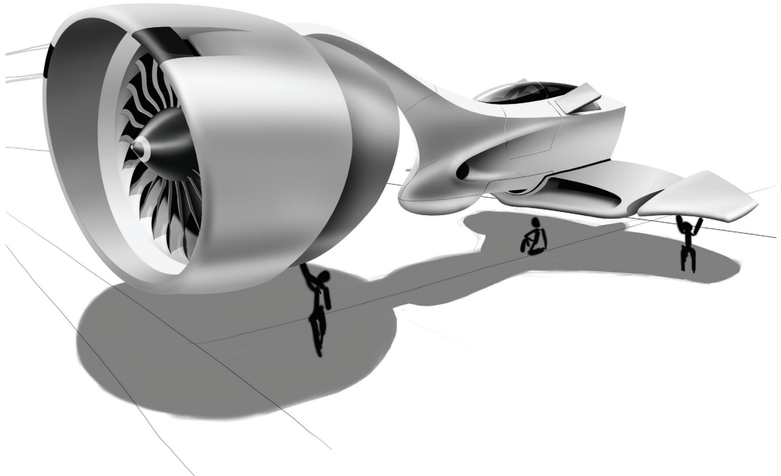


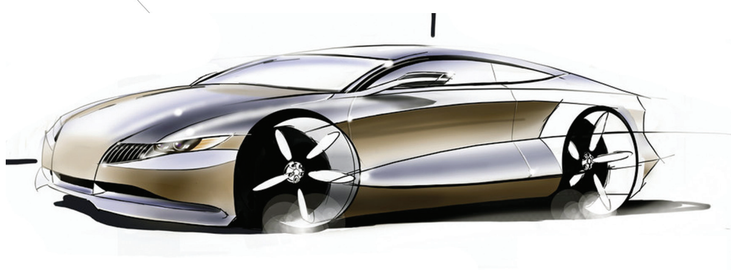




PHOTOSHOP

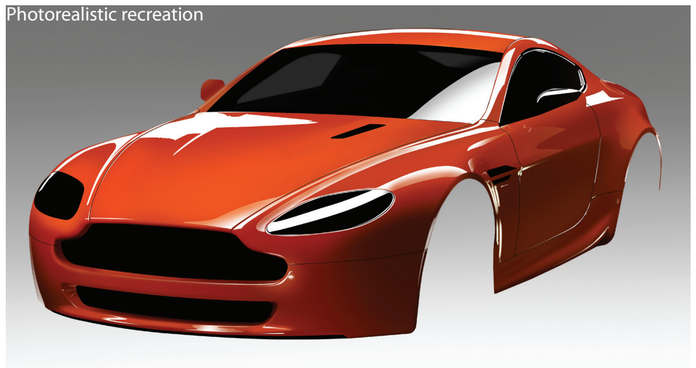
Renders done for an advanced Photoshop class on a Wacom Cintique 12wx.

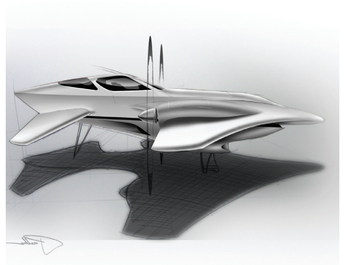


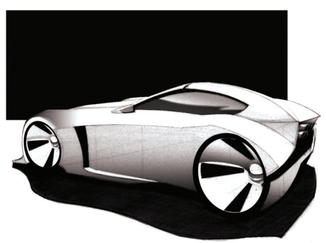


PHOTOSHOP

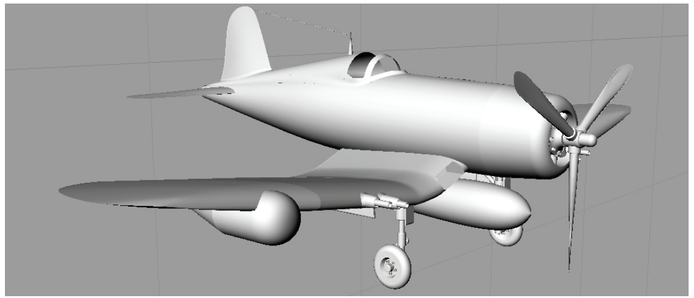
Photorealistic recreation



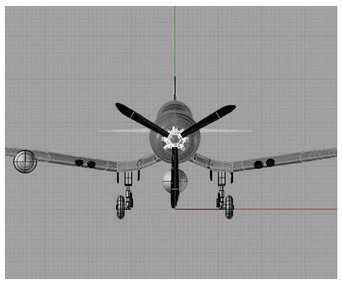


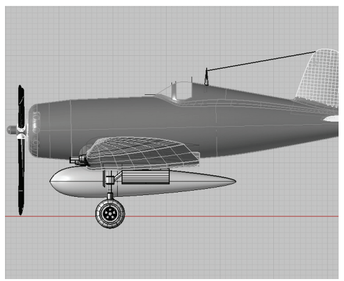


CAD

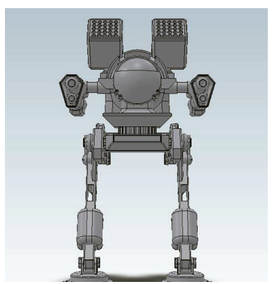


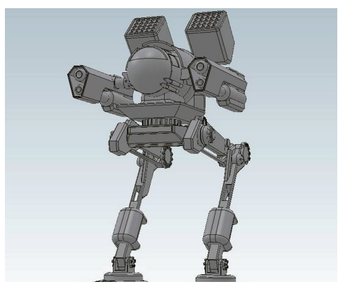
This WWII F4-U Corsair was built in Rhino and then later rendered in Flamingo.

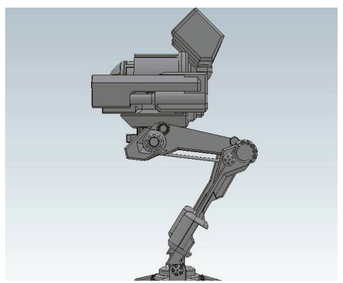




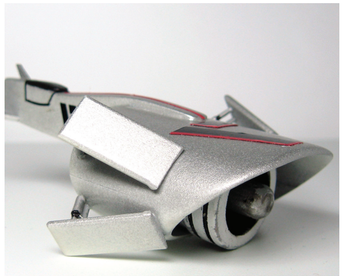
Below is a model of a mech built in Solidworks. It is an assembly made from 36 parts and has the ability to move.

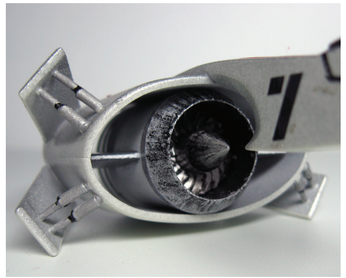


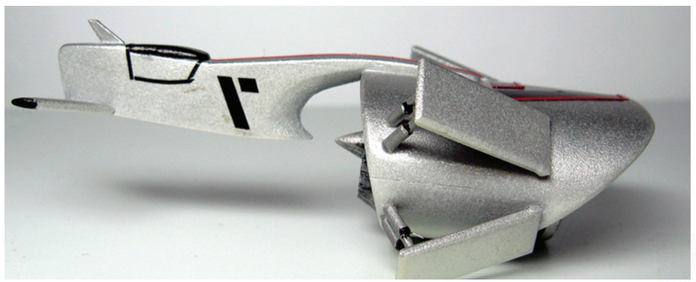




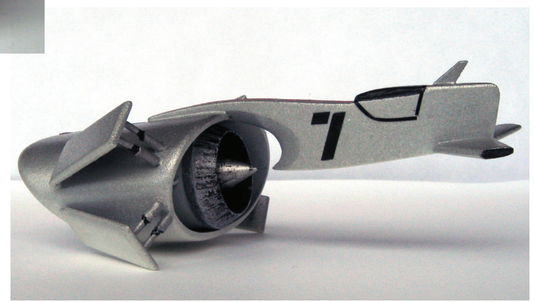
MODEL MAKING







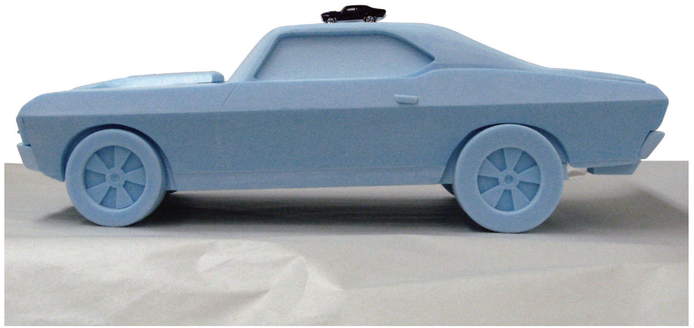
This design has been continuously one of my favorites. The model is approximately two and a half inches long and was made to fit into a blister package. The engine casing was vacuum formed while the engine itself was lathed out of RenShape. The body was sculpted from styrene and was painted to look similar to a fish.

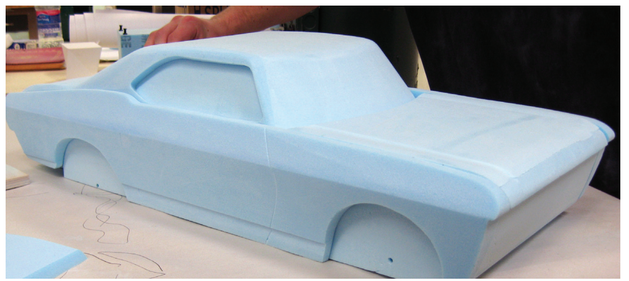


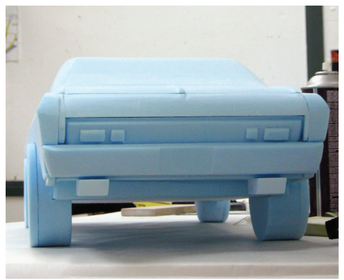
MODEL MAKING

BILL PARCELLS
INDUSTRIAL DESIGN PORTFOLIO

This was a group exercise where we had to take a small toy and scale it up roughly ten times in size. The car is a 1969 Chevy Nova SS.

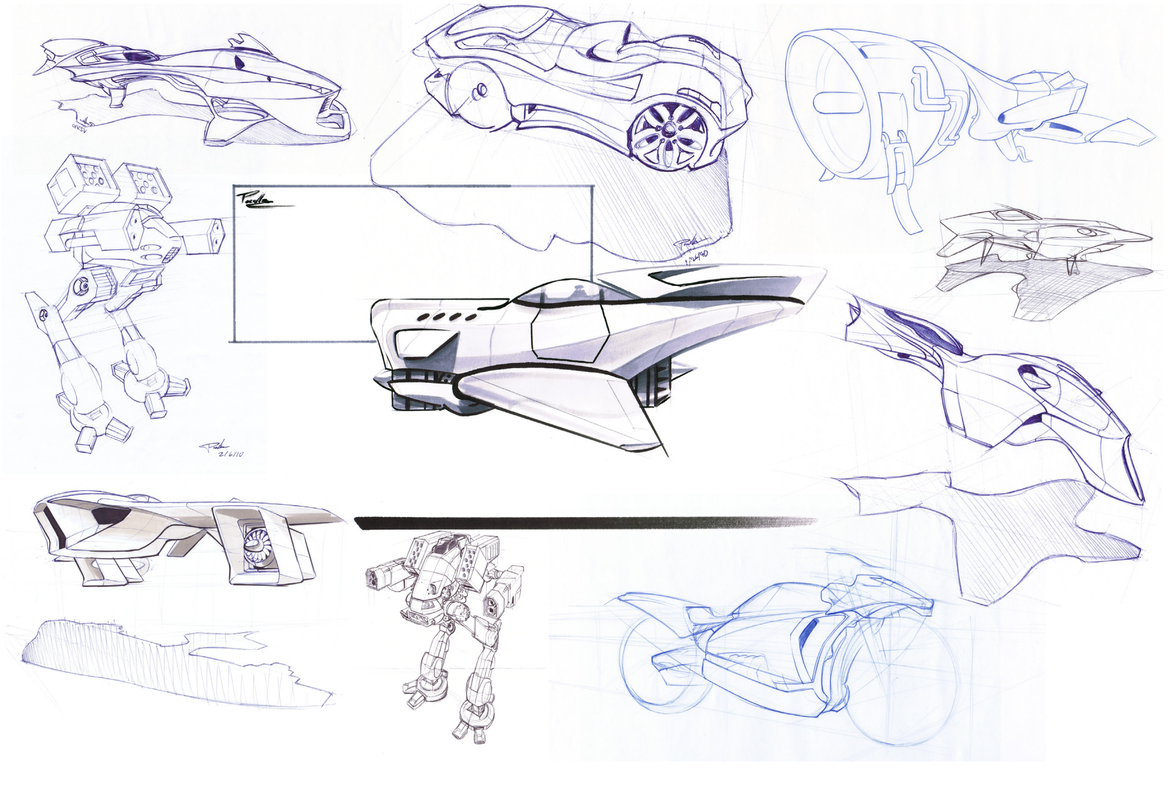






SKETCHING

A few samples of my sketching.



BILL PARCELLS
INDUSTRIAL DESIGN PORTFOLIO

THANK YOU!