

Custom Build Homes – *Head of Visualisation*

This project required me to apply my innovative and creative skills to design visuals that sold the concept of custom built homes on a housing development. Using my ability to simplify complex information and understand customer perspectives; I was able to create visuals that helped consumers understand what they could achieve when creating a house with Custom Build Homes. I was able to create innovative visuals using my excellent experience in Photoshop, CAD and 3D modelling.

Project Pie – *Delivery Management*

It was my responsibility to gather and analyse all the online orders for the restaurant, to ensure customer orders were communicated to the kitchen efficiently and effectively. I was able to do this by using my strong abilities to pay close attention to detail along with my communication skills. Along with processing the orders I also had to coordinate the delivery of the pizzas in a logical and efficient manner. By using my abilities to prioritise and confidently multi-task I was able to process and deliver the orders for customers on time.

Carnival 56 – *Event Organiser*

I was approached by the organisers of a new music festival in Scotland due to my creativity and design experience. I was required to organise the launch event for the festival and had the complex task of temporarily redesigning the interior of a local club to increase exposure and awareness of the new festival. This involved using lazer and vinyl cutting which required my technical skills. However, I was able to do this by using my positive attitude along with my problem solving skills. Due to the scope of the project I ensured tasks were prioritised and completed efficiently. Along with this I used my strong communication skills to laisse with teams on different platforms to keep up to date with all aspects of the project.

Education

University of Dundee, *BDes (Hons) Interior and Environmental Design 2013 - 2017*

Dollar Academy, *Scottish Highers, 2013*
Art and Design, Product Design, Classical studies, Photography, English Grades AAAAB

Leith School of Art, *Look up and Draw the Sky, Summer School 2011, 2012*

Stills Photography, *Night/Day Course 2011*

Skills

Photoshop	////////////////////
Sketching	////////////////////
Photography	////////////////////
Model Making	////////////////////
Idea Generation	////////////////////

Achievements

Dollar Academy Art Prize
Ninewells Empathic Re-Design Challenge
Class Representative 2016/17

Creative Work

Edinburgh Printworks - *Print Assistant*
Alasdair Gray, Nichol Wheatley - *Shadowing*

Interests

Design, Food, Travel, Movies



Andrew Campbell Forbes

A self-motivated, competent, role adapting individual. When undertaking tasks I gain satisfaction from completing them to a high standard and I am always eager to learn how to improve the way I am doing something. I understand the importance of people, and their needs when it comes to design.

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Duncan of Jordanstone College of Art and Design

Dean
Professor Paul Harris FRSA

Gary Kennedy
Final Year Module Leader
Interior & Environmental Design
Social Digital
DJCAD

20th Nov 2017

Reference: Andrew Forbes B Des (Hons).

To whom it may concern;

I was Andrew's final year tutor and I write this reference to support his post graduate endeavours in gaining suitable industry experience.

Andrew has successfully completed his thesis work for degree examination and has been awarded a Degree by the University of Dundee. At this stage I feel confident to comment fully on the skill set he has acquired in his time spent studying in Dundee.

The Guardian Listings 2018 defined the course Andrew studied (Interior and Environmental Design B Des (Hons)) as Number 1 ranked in the UK. Andrew played a key part in his year group when it came to team work and general studio involvement. His personal work evidenced a clear passion in design and he continually worked to build on his impressive knowledge and range of design communication. He was heavily involved in organising fundraising and took control of event running, excelling in his role as class rep.

I can confidently say Andrew is a driven young man and can be trusted to integrate well into any team on a design brief. Should you require further recommendation please do not hesitate to contact me.

Yours sincerely

Gary Kennedy MA RCA.

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Associate Dean (Research)
Professor Stephen Partridge

Associate Dean (Learning & Teaching)
Jeanette Paul BSc, BArch (Hons), RIBA, ARIAS

Associate Dean (Quality and Academic Standards)
Janice Aitken MSc, PGCCCE, BA Hons (Fine Art)

Associate Dean (International)
Joint Co-ordinator of PhD Studies
Course Director (MFA Studies in Art & Humanities)
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Main Visual



Model Photos



Community Space Visual

I have designed an 8-acre public redevelopment called Glasgow Croft. Through my research, I came across a lot of environmental issues with current industrial agricultural practices. I travelled up and down the country from Glasgow to London and met many people who are working to help. The best projects were centred around organic/natural farming, community gardens and aquaponics. My site which bridges over the M8 motorway is located in the heart of various issues that I have addressed including; air pollution, health and a divide through the city. Using food and farming, Glasgow Croft combats these issues. 4 key functions that all work in conjuncture with each other. A community garden network will help aid existing and new community gardens by allocating finance or education. The largest Aquaponics facility will be on site enabling Glasgow to grow food that would normally have to be imported. An onsite community farm that will additionally act as transitional employment for people in high-risk situations. Interior retail spaces, which enable the site to use the food produced on site to build finance and create a link to the public.

I was approached by the group in charge of creating the new Scottish music festival; Carnival 56. They were asking me to help them organise a launch event for their festival. The venue was large but it had a branding issue. I needed to redesign the interior temporarily to best expose their brand. There was a lot of existing signage and design choices that I had to cleverly conceal. I used black vinyl to cover the plastic signage to create blank canvases to put logos on top of. Organising a stage and lighting was fairly easy with the assistance of a few lighting and sound engineers. My favourite item that I placed into the club was the photo booth I built. I designed it to be a new take on branded walls at high-profile events. I made a cube frame with a large sheet of transparent PVC. I placed vinyl on the front so that all photos would have the logos in front of the image. The square shape made photos perfect to be placed on all forms of social media. Finally, the glittery statue of Oor Wullie was part of a fundraising campaign for the renewal of Dundee; this made it a perfect to be situated at the launch event of a new Dundee festival.

Photo of Empty Interior



Event Photos



Monument



Main Visual

Our brief was to redesign the existing monument dedicated to the Tay Rail Bridge disaster (December 28th, 1879) where 72 people lost their lives crossing the Tay. The existing monument is small and easy to miss. I wanted to design something that people could see from afar and to subtly hint at what is to commemorate. Using a metal structure that reflects the traditional style of Victorian bridges jutting out over the Tay almost looks like an unfinished bridge. The rusted texture would normally require the metal to be exposed to water for a long period of time, just like the existing bridge structure they recovered from the river bed. Finally, the structure is encased in glass throughout to give a thorough view of the Tay and its new bridge, but as well as this it also gives a view of the vertical drop into the water 24 metres high the same as the first Tay Rail Bridge. Because of the location, we were given I was forced to build under the road that passes around the waterfront. Making the entrance on the other side of the road makes it possible to add a car park and even a cafe or other social space to encourage more people to come and contemplate what happened there many years ago.

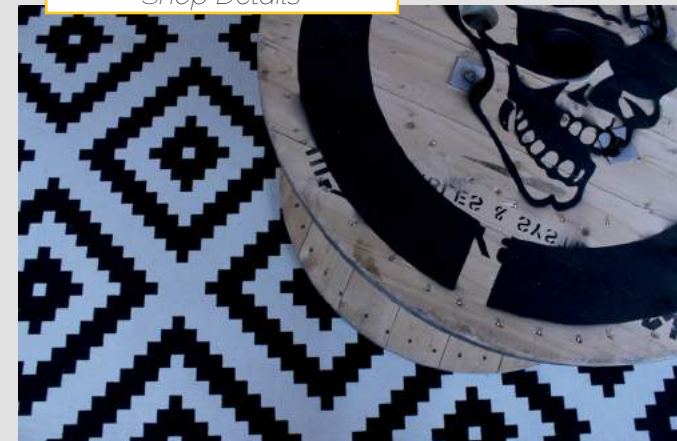


Photo With Clients

I was tasked with redesigning Swankie Jos Concept Store. This store offers bespoke and contemporary jewellery and a range of fashion jewellery, with prices to suit all. You will find the unusual and unique for the home, along with a range of fun and quirky gifts. The gallery showcases local artists in all mediums, with promotional events and exhibitions on a regular basis. The store sells new and intriguing products in a fantastic city centre location; with direct access to the new redevelopment of the city. The original interior did not reflect this new vibrancy of the city. I wanted to completely redevelop the interior. Firstly we cleared out the shop and re painted the interior walls. To segment the small shop I reclaimed some wood and cladded part of the wall with it. I then added a copper structure that contained shelving and clothing racks. I decided to use OSB wood to create a few elements throughout the shop to be more affordable and still functional. I designed the layout of the retail space to create impulse purchasing and casual browsing areas.



Shop Details



Lucent is a conceptual guide that creates a sleek solution to the departure board and conventional advertisement screens within Aberdeen airports decompression zone. Our use of delicate lighting came from humankind's use of stars as a wayfinding tool to navigate the globe in expeditions on sea, land and air. Inspired by celestial navigation process the design uses angles based upon Aberdeen's latitude. We also wanted to give Aberdeen airport a brand that had roots in Scotland's rich history. We found stone circles with strong materials and textures, which are believed to have built by the dictation of the sun, moon and stars. Using the latitude and circular structures found in stones and stars, we found our form. Within Lucent there are six semi-transparent OLED screens that display a slowly orbiting image of earth, with small glowing lights that pinpoint their destination on the globe and embed it with information of their upcoming flight. On the walls of the entire space is a screen with solid lights placed in front and behind the screen. This will give any advertisement moving around the screen the appearance of moving back and forth through the stars. Smaller hubs are also located throughout the airport that provides travellers with extra knowledge. Lucent allows flyers to navigate easily through the airport while cleverly and subtly providing advertisement opportunities hidden in the stars.



Wayfinding



GIDE – Group for International Design Education – is an international consortium of higher education design schools, which work together in order to enrich the experience of students. ‘Welcome In’ will attempt to transform the entrance/doorway/threshold of six temporary spaces in Leeds. Encouraging people into the spaces and supporting the growth of social interaction within them. We were given the ‘Art Hostel’s’ basement. We were to think beyond the physical and think how to entice people into the space through social media and advertising. ‘Seed Studio’ linked to the building’s original purpose of a seed merchants office. Furthermore this image of a seed linked to the idea that the artists and designers exhibiting their work are new and about to grow and expand through the world. To extend the spaces influence through the city we proposed using interchangeable vinyl pavement stickers that lead towards the space. We decided to update the facade with vine like copper protruding from the basement to highlight the space from the street. Finally, we looked at a potential online presence for the space to give it a solid professional feel.



Welcome in Seed Studio



The Art Hostel came about from the motivation to create a space in the city to host visitors in an individual way, and inspired from years of experience of visiting other european cities and how they host people. The Art Hostel in Leeds, is a project developed by East Street Arts and supported by Bauman Lyons Architects and Key Fund. It plans to harness the creative talents, and pure imagination, of artistic practitioners; welcoming audiences from in and out of Leeds to engage in a new cultural experiedt.



#MATERIAL COPPER





Test Unit is an art, design, architecture summer school & events program. Prototyping ideas in public space to inform urban development. Building capacity to initiate grass-roots projects. Placing culture, people and education at the heart of regeneration. I spent a busy week with a group of people from different industries and backgrounds to test designs and shapes in public space. One of our outcomes was the 'Ghost Wall'. The original corner entrance of the 'Old Basin Tavern' used to be a prominent building on this key canal gateway site. The concept of 'Ghost Wall' was to recreate the presence of this prominent corner, while adhering to the archaeological restrictions - without making any permanent fixings into the existing stone structure or digging into the ground. This structure then allowed members of the public to walk through the 'ghost' of the wall by creating a laddered pathway, and visual presence from the canal tow path and new entrance that invited people onto the site again. Each evening there were talks from different people and organisations. Including ZUS (Rotterdam), Pecha Kucha Whiskey Bond and Topic: Rip it Up and Start Again at The Glue Factory.



Main Build Construction



Visual of main Entrance

This project was a collaboration of Duncan of Jordanston's College of Art and Design, University of Dundee Medical School and NHS Tayside. We were tasked with redesigning parts of Ninewells hospital with the hearing impaired in mind. We were placed in small groups of different design disciplines and one medical student. We gained research by observing the spaces but none of us had been an overnight patient. To get a better insight into how staff and patients felt about the hospital we set up a message board at the entrance and did a small workshop with students and staff. We received many responses. From this, we picked out 3 key issues that people brought up that we felt we should tackle. Navigation, healthy food and access to green space. We chose the main concourse as our main focus of attention. We widened the entrance, then curved and perforated the walls to create more sight lines and more movement through the space. A green wall would clean the air and bring a little more life into the room. Finally, new colour coordinated signage would flow across the floors easily leading people through the hospital.



Design Challenge Award

In pairs, we were given a brief to create a seat that would look at a part of life. We looked into a social stool that would stop people using antisocial technology and start to interact more. We looked into triangular shapes, as they're a symbol of energy and power in many cultures and beliefs. During our research into technology, faraday cages intrigued us to create a metal stool that would quite literally stop signals. This could stop alerts and messages distracting people during conversations. Instead, we felt that a person action of placing their phone within a 'faraday cage' was a far better symbolic gesture. Placing the phone in a compartment that made it visible, protected and showed that you were not going to be distracted by your phone. Within the pair, I was in charge of construction as I had a little more experience with woodwork and acrylic. I constructed the frame out of pine and the top in a nice birch faced plywood. creating ridges in the frame made slotting in of acrylic sheets quite easy. With matt grey vinyl we made a geometric pattern to symbolise the faraday origins of the seat design.

Model with Stool



Take a Seat

GLOBAL SERVICE JAM 2017



DUNDEE #GSJAM
#GSJDUNDEE

This year our small team organised Dundee's Service Jam as part of the Global Service Jam. Amazingly we managed to organise the biggest jam of 2017. Dundee is well connected and found ourselves conducting research with Los Angeles, having breakfast with Glasgow and chatting to Istanbul. For one weekend, creative, passionate people met & got to work in an energetic, global, constructive event. We all had fun creating brand new real world projects, design concepts and initiatives. Everyone has walked away with new skills, fresh ideas, a better understanding of their strengths and had an energetic time. The jam saw jammers from all walks of life: Service designers, designers, sustainability experts, professors, community activists, business people, public sector workers, mums, teachers, hackers, artists, students and kids. Jamming is a truly global experience. 2017 saw over 110 service jams spread across the planet, sharing talent and cultural viewpoints. Jamming is all about sharing. We were linked to Los Angeles, Amsterdam, Glasgow, Riyadh and Istanbul. These jammers were working simultaneously with us in different ways to the same challenge – sharing problems, advice, and insights.



Participants in GSJ