

PORTFOLIO

Industrial Design

ALBERT YU

Curriculum Vitae

Personal:

Name: Albert Yu

Birth-date: August 10th, 1999

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Instagram.com/stick_shift_photography/

Artstation.com/artist/stick-shift

Yucreations.wordpress.com

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Education:

Unionville High School

Visual Arts Program

2013-2017

Markham, Ontario, Canada

Work Experience:

Nagoya Japanese Restaurant

Waiter/Server (2016)

Private Coaching

Badminton Coach Assistant (2014)

North York Chinese Baptist Church

Vacation Bible School Camp Counselor (2015)

Markham Economist's and Sun's

Newspaper Delivery (2013)

Awards:

· 2017 York Region Skills Challenge Gold Medalist- Graphic Design Studio Production

· Grade 11 Honor Roll

· *Sport in Art* Contest

· Grade 9 Honor Roll

Skills:

Creativity



Photoshop



VRay



Organization



Rhino 3D



AutoCAD



Commitment



3D Studio Max



Illustrator



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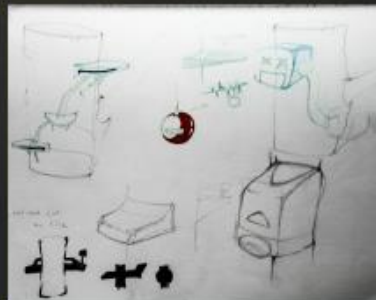
Tree-house Project

When creating sustainable structures in nature, one has to be able to adapt to the organic shapes in nature without destroying the ecosystem. The **Tree-house** project challenged my design abilities to create a sustainable residential structure prototype on a organic tree branch.



Medium:

- Cardboard
- Recycled packaging/ materials
- Imitation foliage

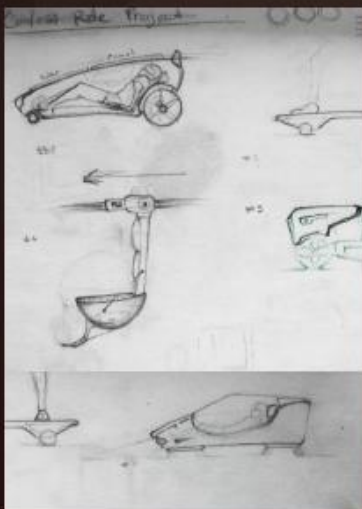


Schweben



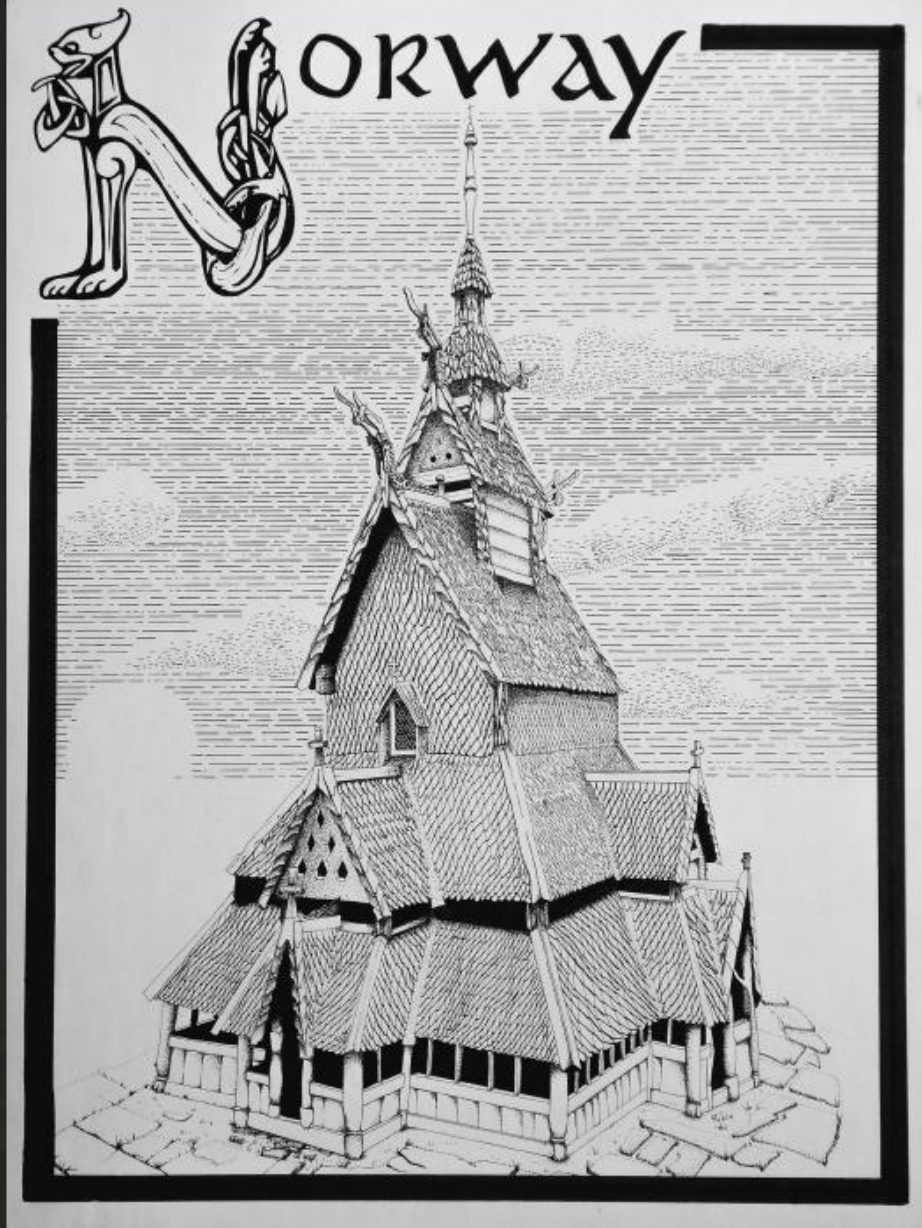
Medium:

- Cardboard
- Recycled packaging/ materials
- Spray-paint



Reaching a new era of innovation in technologies changes the design language of modern day transportation. **Schweben** (meaning hover in german), is a vehicle of the future. Starting from the original brainstorm , and using recycled materials I strove to create a solution for the future.

Architectural Illustration

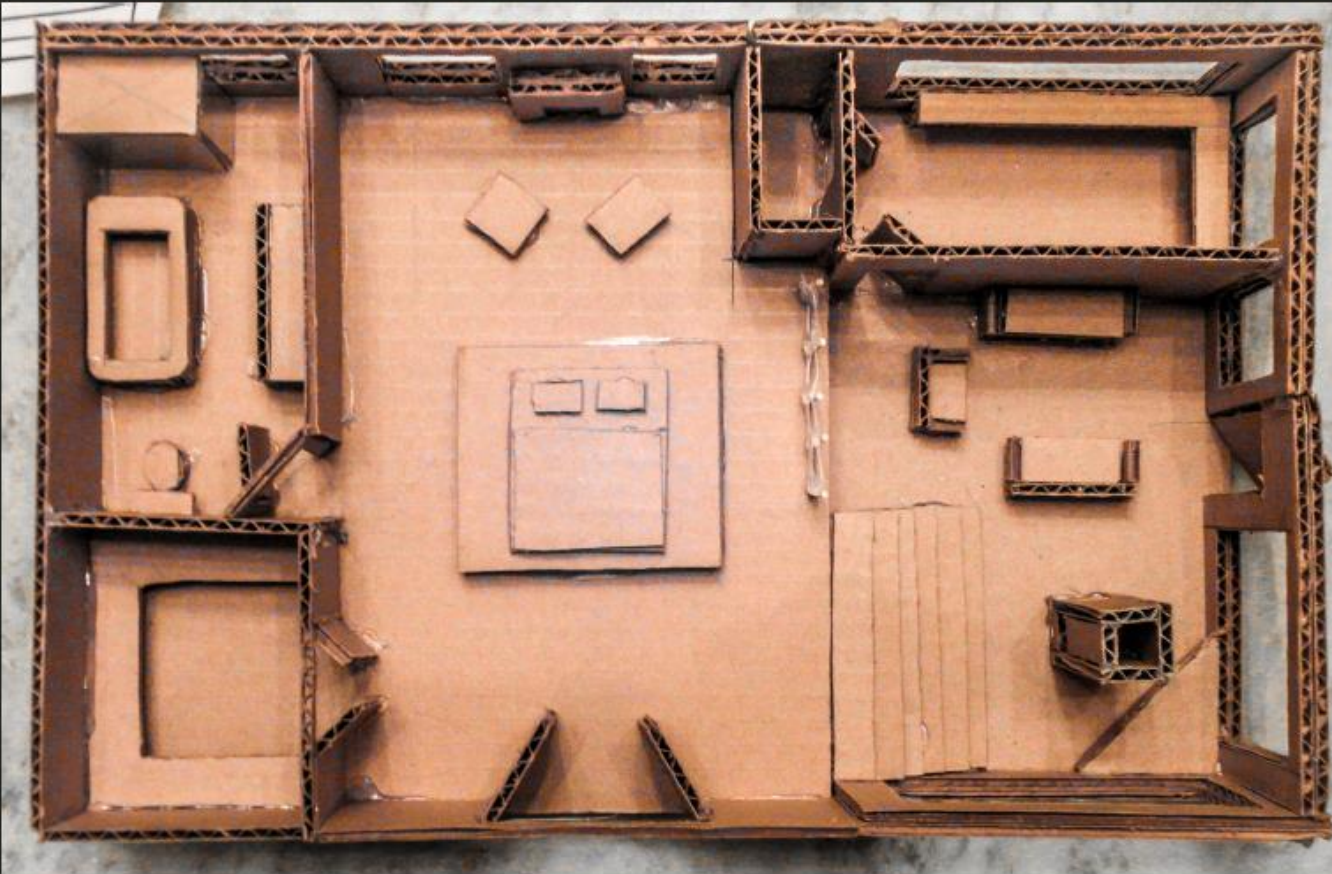


The **Architectural Illustration** was a demonstration and practice of my technical skills. It taught me the power that the attention to detail can have on the final piece. This illustration was based on a Norwegian stave church.

Medium:

- Pen & Ink
- Illustration Board

Bedroom



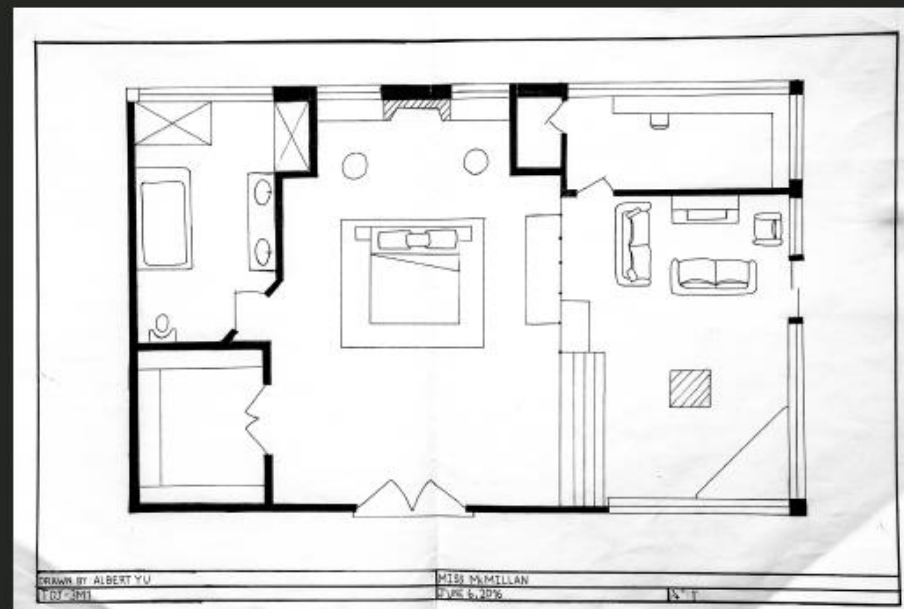
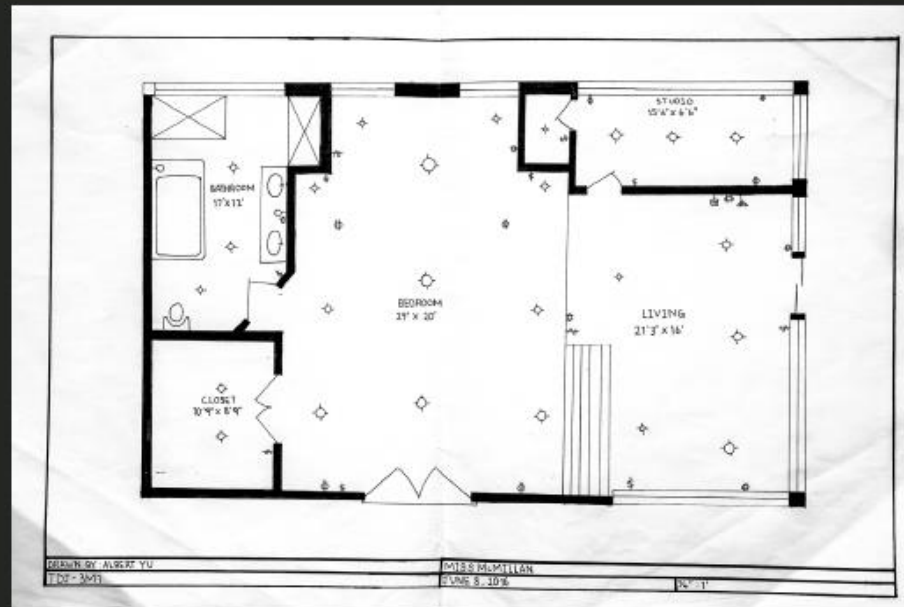
The **Bedroom** is an architectural layout original concept plan that involved the shift from a two dimensional flat graphic to a three dimensional scaled model. By restraining the scaled model materials, it challenged my creativity to innovate representation.

Medium:

- Drafting paper
- Cardboard



Bedroom cont'd



Hikari 780GT



Hikari 780GT is a representation of my childhood dream manifested. I've always wanted to create my very own production toy car, and that is exactly what it is.

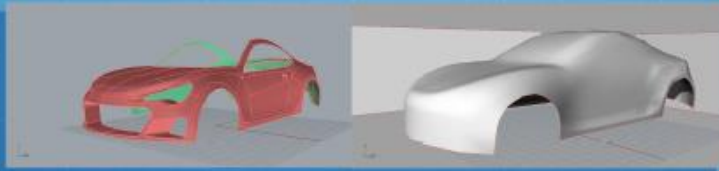
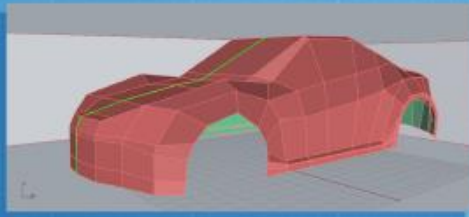
Medium:

- Drawing Markers
- Clay
- Recycled Materials

Project BRZ

PROJECT BRZ

Modelling: Rhino 5
Render: V-Ray



The Subaru BRZ was my first ever 3D model modeled and render in a CAD program. It was definitely a big step for me as I've never worked on a CAD model at this scale before, but it was well worth the work.

Rim & Render



After the model of the car I fell in love with the idea of creating virtual three dimensional objects. This brought me to explore the 3D modeling realm to things like rotational symmetry. The idea of be able to render models with photo-realism also intrigued me as it created a pathway countless possibilities with modern day software.

Inspiration



RHINO 5



VRay



Rim & Render cont'd



Photography



As a way of increasing my ever growing visual library, I've also developed a passion for photography mainly in the automotive category. The way that the dynamic lines translate the story that the designer is trying to get across has always fascinated me.

Photo Manipulation



Along with my love for cars it drove me to create Fantasy vehicles that existed in my imagination based on production cars. These creations are some of my early concepts of transportations that either existed in the past or will exist in the future.

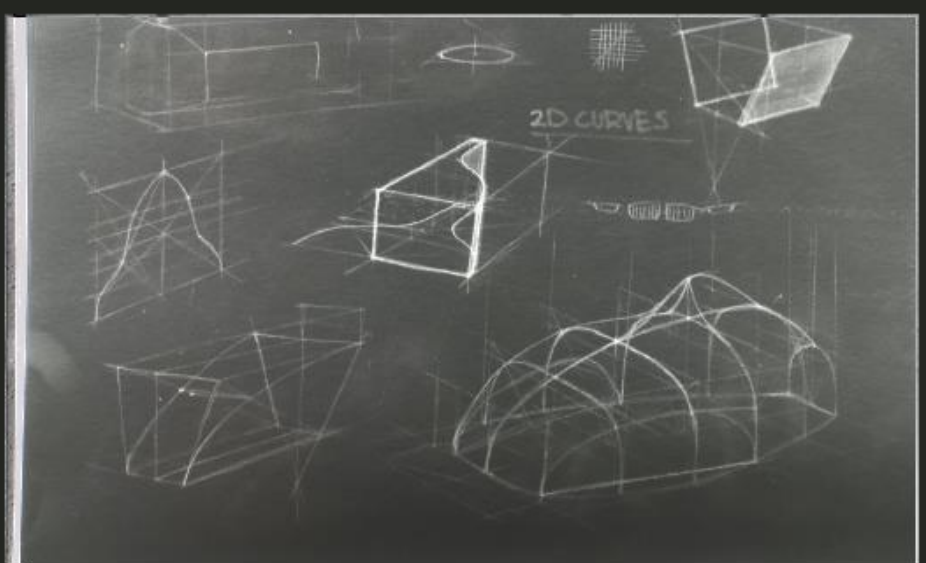
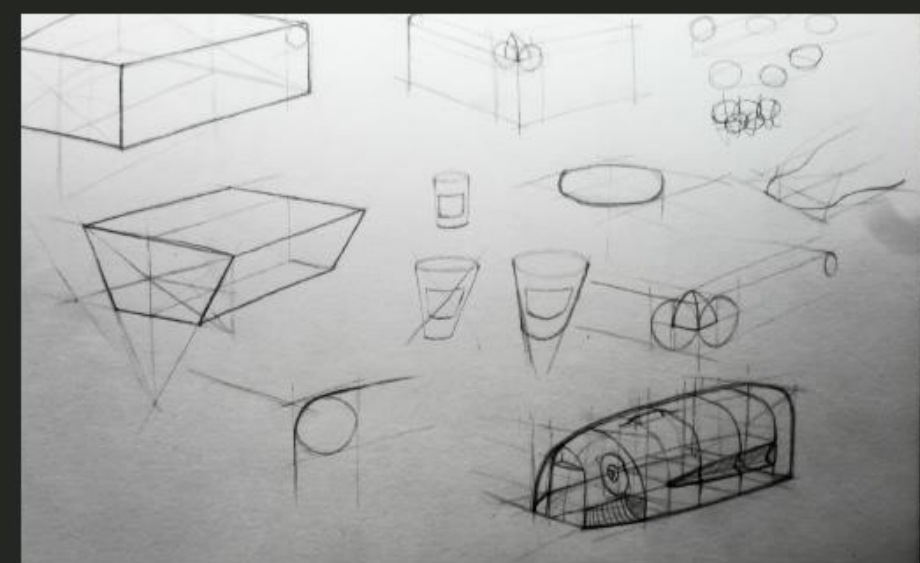
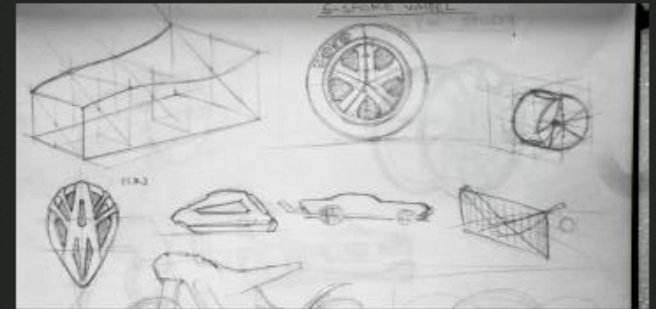
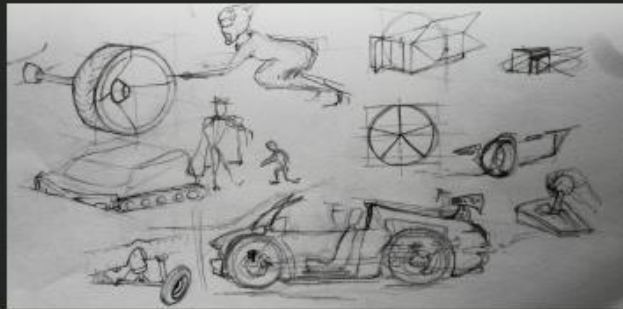
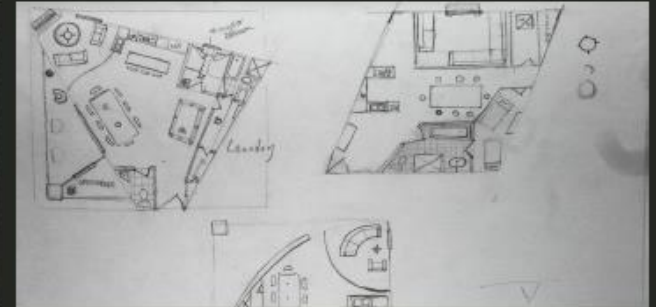
Other works

One of the most important aspect of design in general is the understanding of humans and fundamentals. After all designs were created to coincide with humans to aid the development of society.

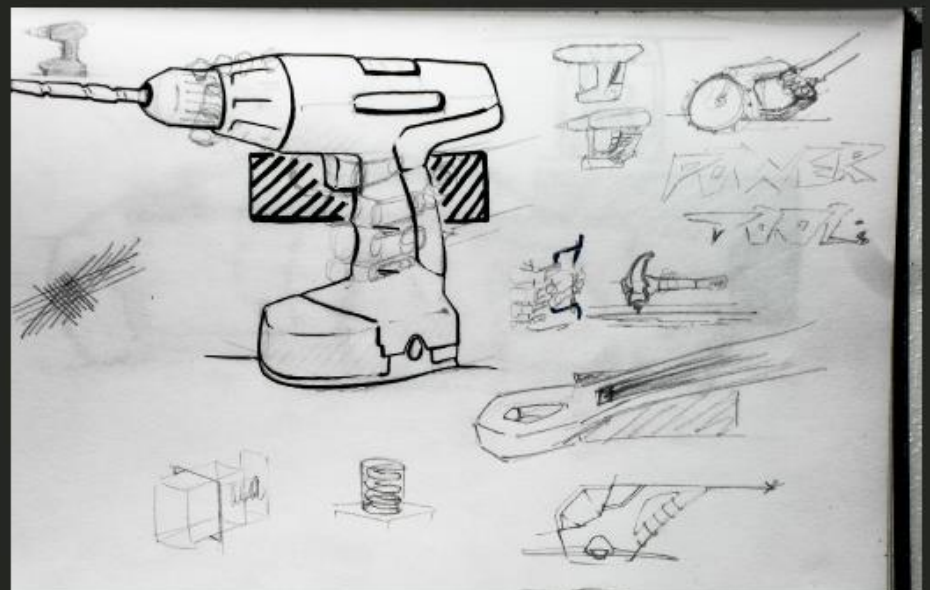
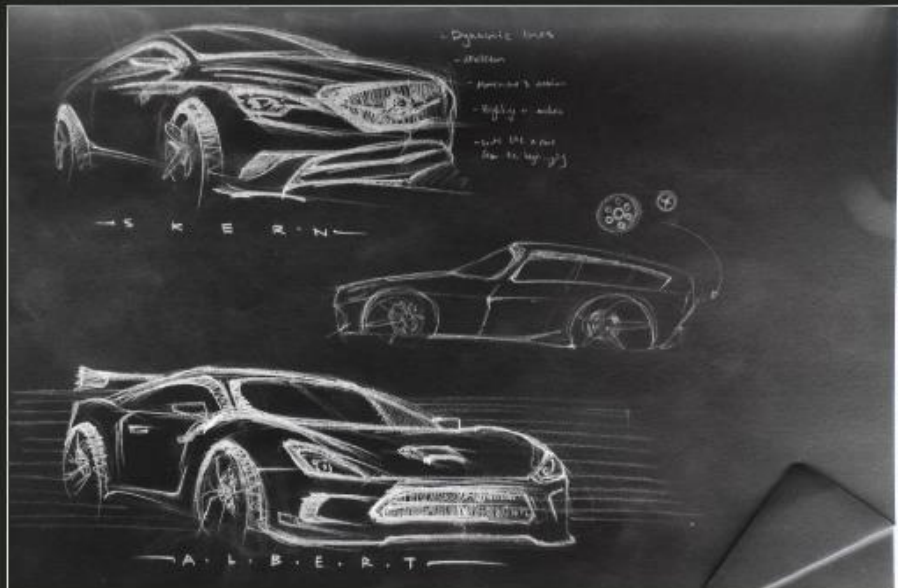


Sketches

Before any design is manifested into reality i hold strong in the idea of good process and sketchbook work. Although some of these sketches do not make it to production, none are wasted. Sketches are one of the (if not the), most important asset of any designer/artist/creator. It illustrates the thinking process of the creator and contains some of the wildest ideas.



Sketches cont'd



Sketches cont'd

