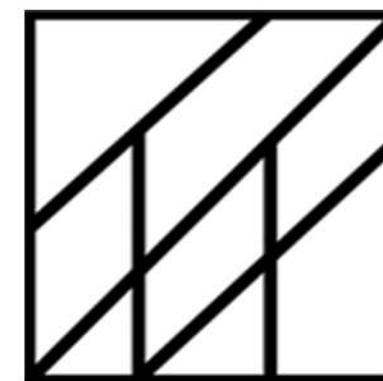


TRAVIS FRAME



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PERSONAL FILM PROJECTS

- Adaptation of the Set of “Her”
- Independent Short Films

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PROFESSIONAL FILM PROJECTS

- Refraction
- Scrambled
- Poolman

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ARCHITECTURAL DESIGN

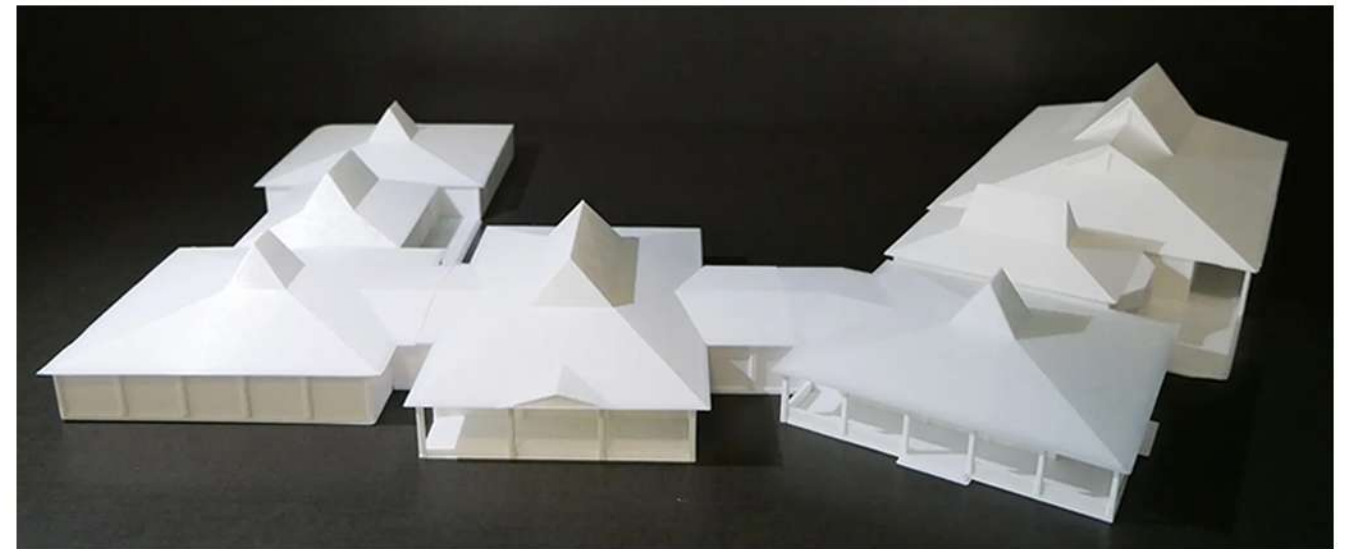
- A Film Studio in Jakarta
- A Mosque in Aleppo
- A Hotel in DC
- A Museum in Berlin
- A Wellness Center in South Bend

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OTHER CREATIVE WORKS

- Conquest of Gonjamor

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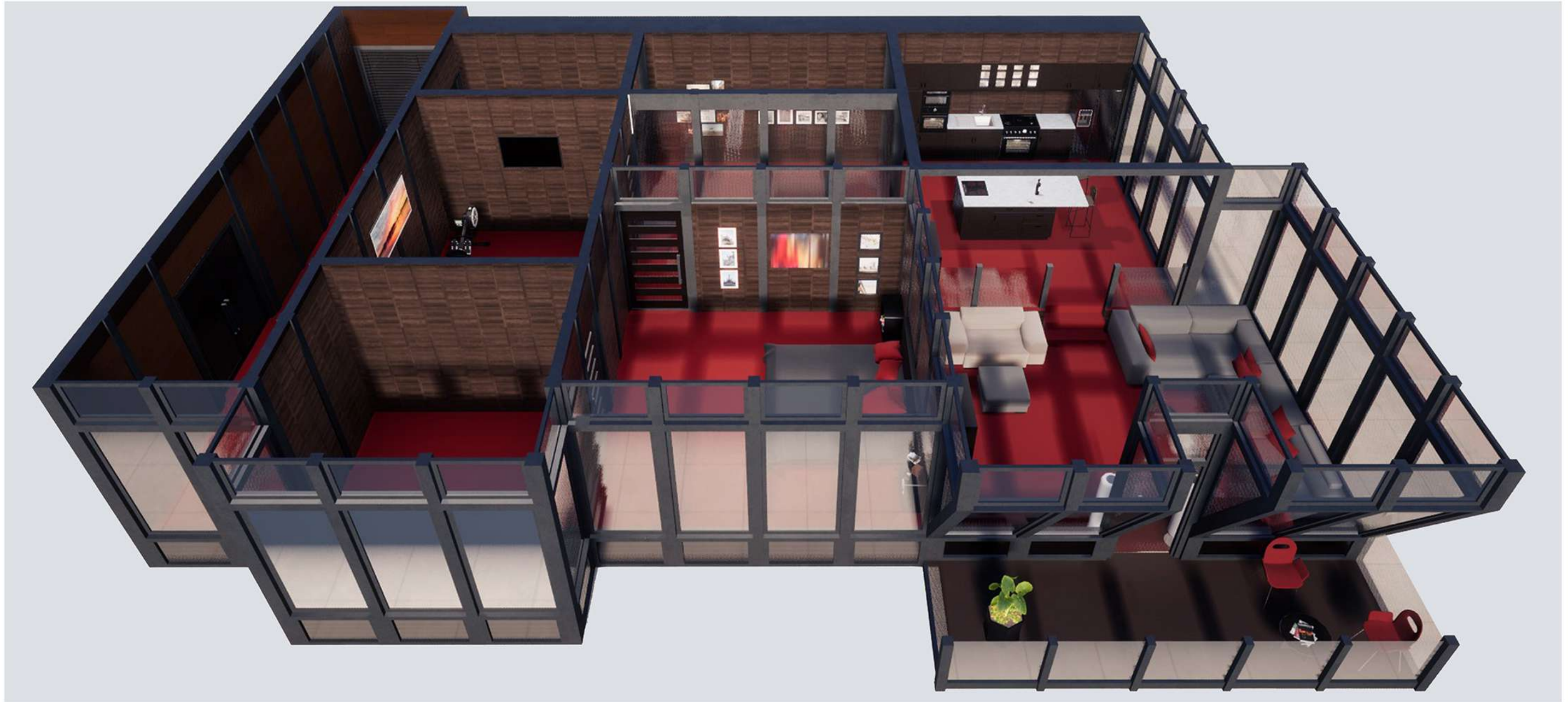
AN ADAPTATION OF THE SET OF “HER”

As a form of practicing with the program Twinmotion, I worked to adapt the apartment from the movie Her. It helped to improve not just my abilities with SketchUp, but also to develop and learn how to utilize Twinmotion in the best way possible. It allows for vast improvements in the rendering and texturing of the models in other programs and makes them far more pleasant and presentable.



AN ADAPTATION OF THE SET OF “HER”

The set is meant to reinforce the themes of the movie and create this sense of isolation with a combination of large open spaces like the living room as well as closed spaces like the home office. The combination of wood paneling and exposed metal frame is meant to reflect the intertwining nature of Theodore (human) and Samantha (AI) so that the physical setting mirrors the relationship.



AN ADAPTATION OF THE SET OF “HER”

Theodore’s apartment is one of the primary locations in the film and is set in an apartment building in a futuristic Los Angeles. I chose a route inspired by works of architects like Mies van der Rohe to create a repetitive facade while also helping create a very open and airy apartment to make the space feel larger and thus more empty.



INDEPENDENT SHORT FILMS

On the left, selected stills from a short film, *Desert Rain*, that I directed, shot, acted in, edited, and also composed the music. A contemplative film about being lost and acceptance. Shot entirely in the Arizona desert, it was a very experimental project for me that I used to learn various aspects of filmmaking during the pandemic. On the right selected stills from a short film, *On the Nature of Neon Light*, that I directed, shot, acted in, and edited. A short inspired by Max Richter's "On the Nature of Daylight." It uses that piece as the score to reinforce the visual imagery throughout the short that is about wandering and loss in a familiar place.



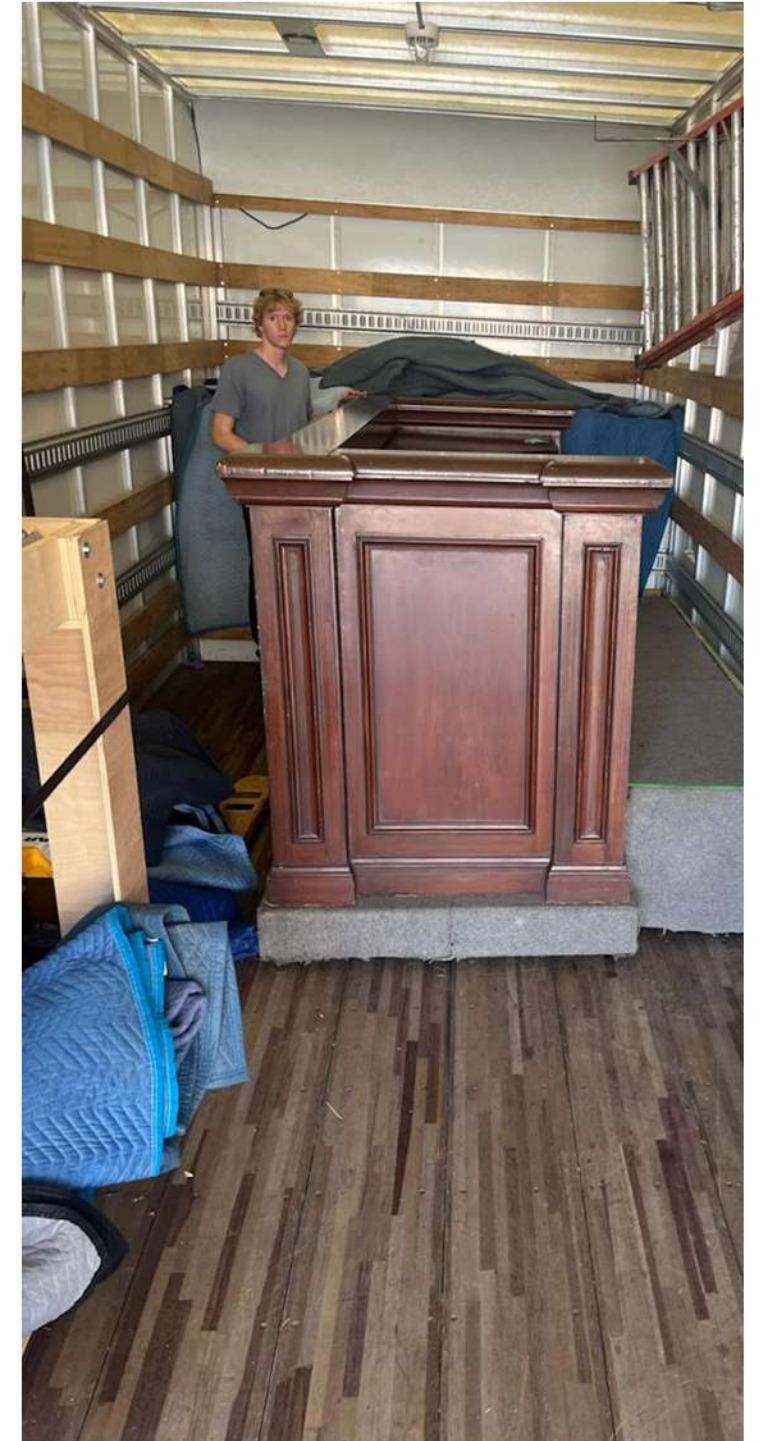
REFRACTION

A short film on which I worked as the Art Director. Worked closely with the Production Designer to set up and organize the various locations. Along with this, I did the graphic design work seen throughout the project. This included pamphlets, name tags, and logos to name a few things. Worked to create an immersive world to help express the ideas in the script.



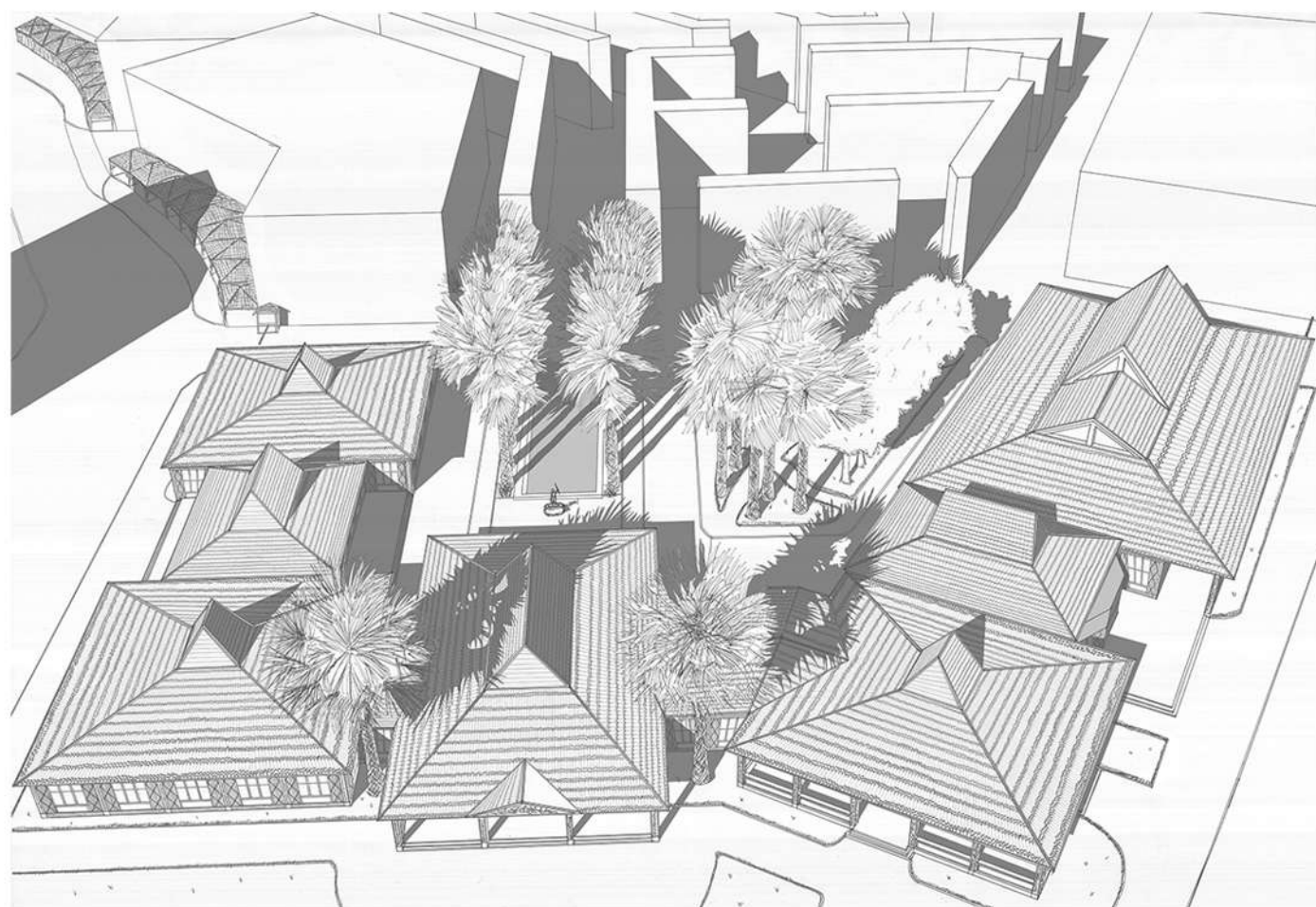
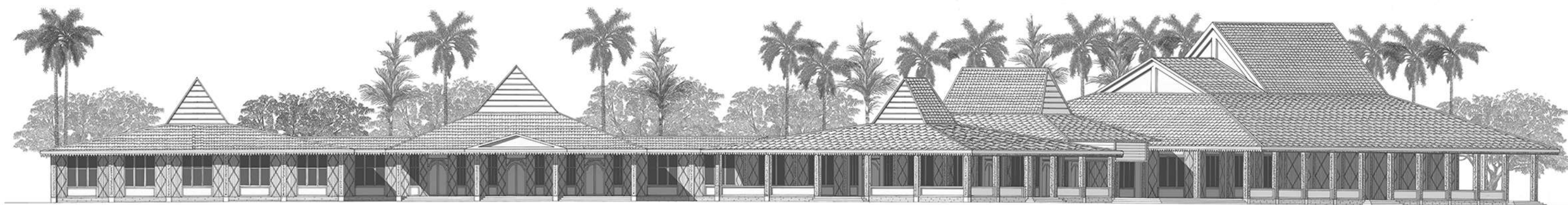
SCRAMBLED (2024)

Feature film that I worked as the on-set dresser. Along with picking up props also dressed various sets as shown in the top images. On top of traditional set dressing jobs I also worked to make a few models of sets using SketchUp, painted purchased props, and did graphic design work such as the "Nellery" logo.



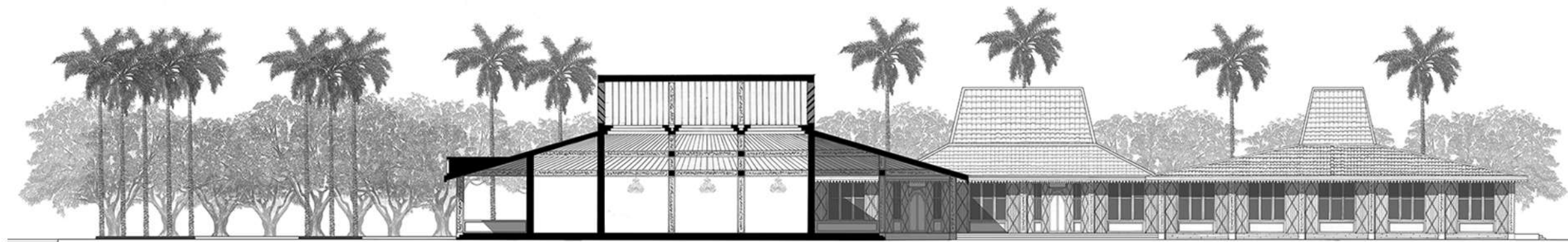
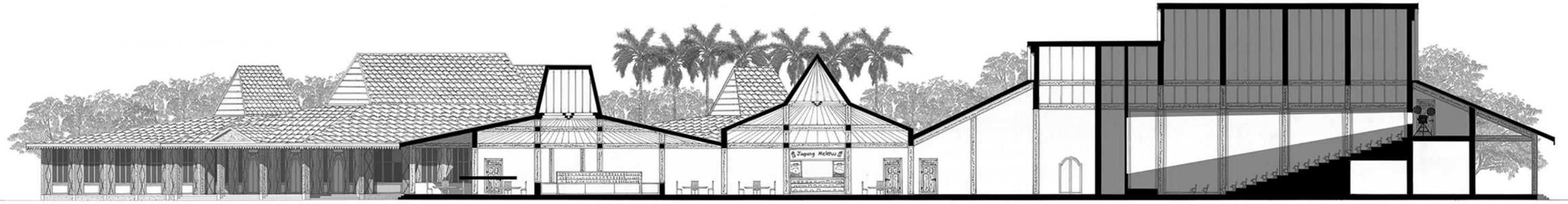
POOLMAN (2024)

Feature film that I worked on as a set dresser. Often part of the swing gang where I went back and forth between prop houses and the shooting locations. First ever LA project I worked on which was valuable for actually experiencing filming in action as well as getting to know the prop houses and industry.



A FILM STUDIO IN JAKARTA, INDONESIA

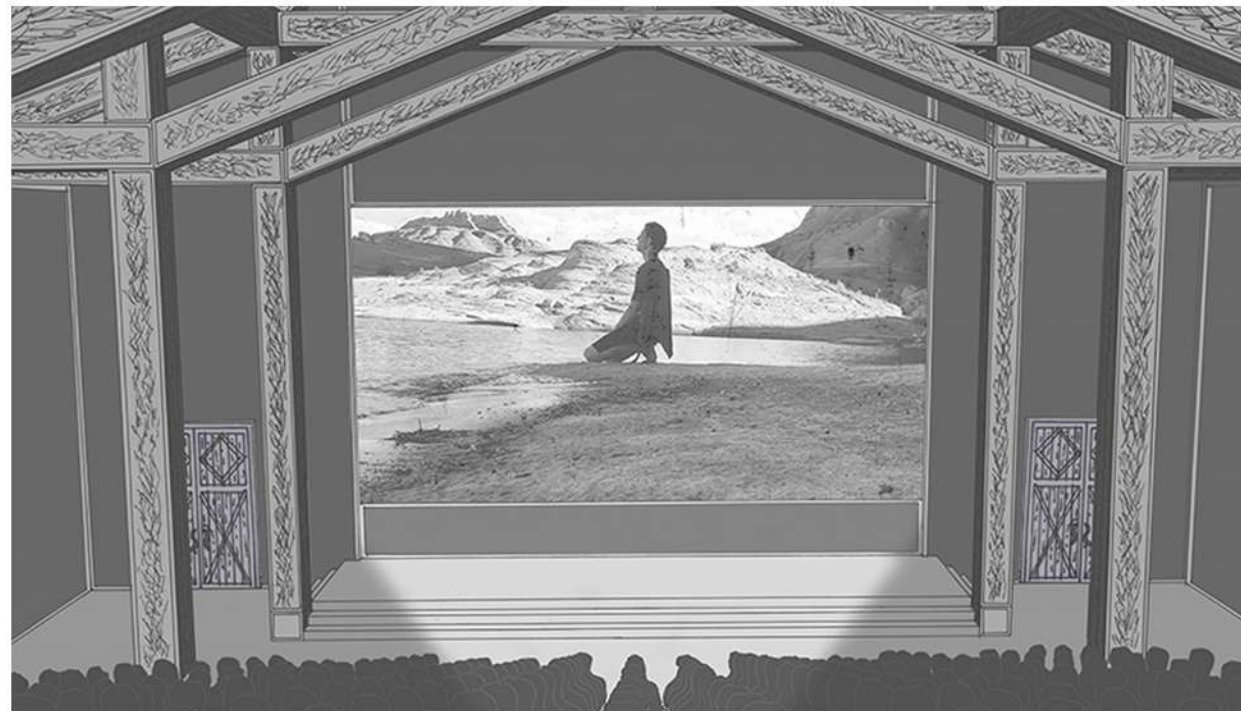
A project that brings the filmmaking resources possessed by other nations to Indonesia, a country rich with a history in the visual arts with their performing art called wayang. While being the fourth most populous nation in the world, they are barely in the top half of the world in terms of film output per capita. This project which served as my senior thesis helps to provide a space dedicated to helping give the nation the ability to tell their own stories free from outside influence.



A FILM STUDIO IN JAKARTA, INDONESIA

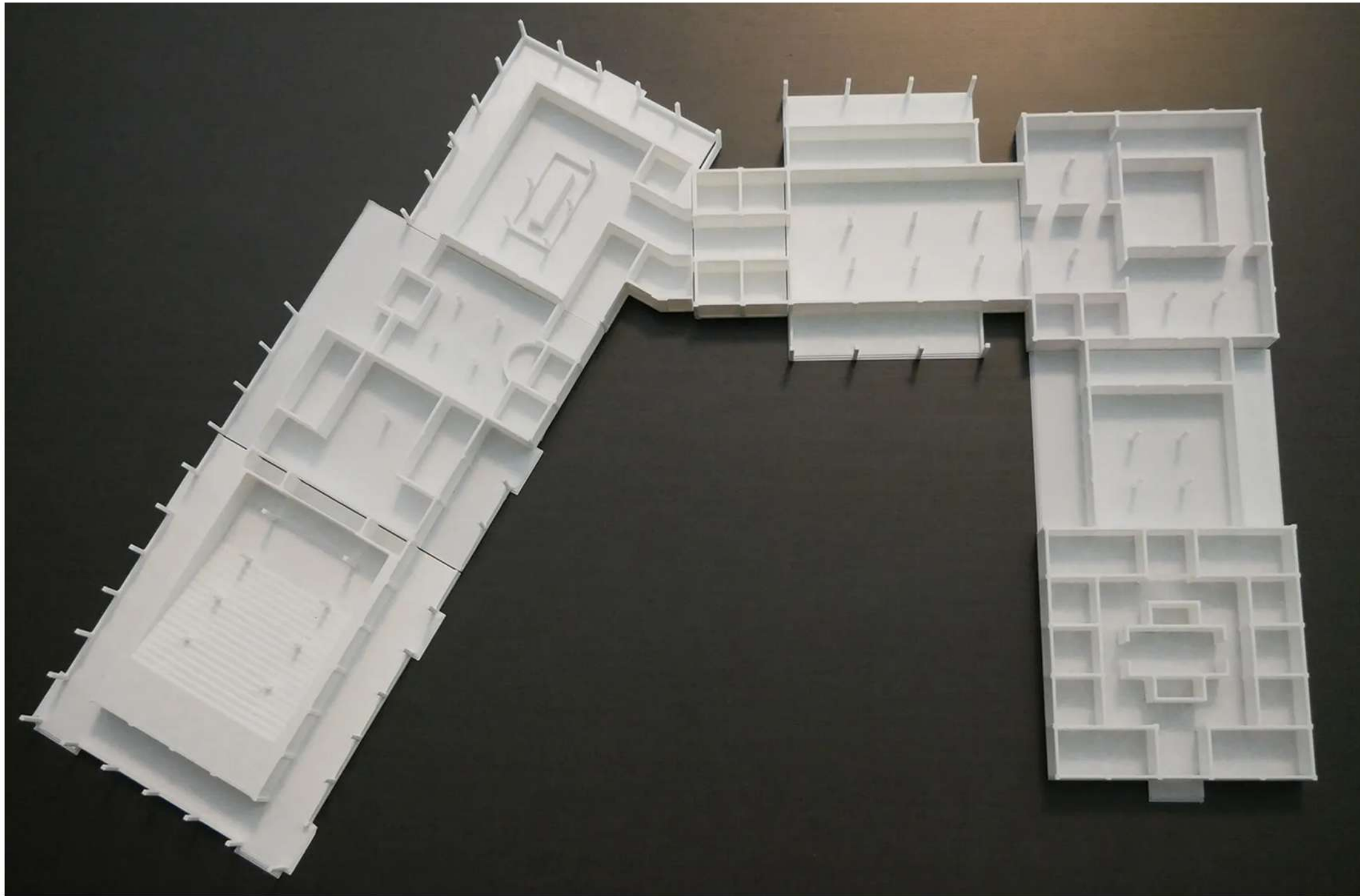
The primary building designed for this project was an entry building that would help attract prospective filmmakers to the location and encourage a public interaction with the professional filmmaking environment. This building includes aspects such as a meeting hall, movie theater, museum of cinema, gift shop, and various offices.

It also acts as a gateway into the actual studio which guests could tour much in the same vein as a Warner Bros or Universal tour.



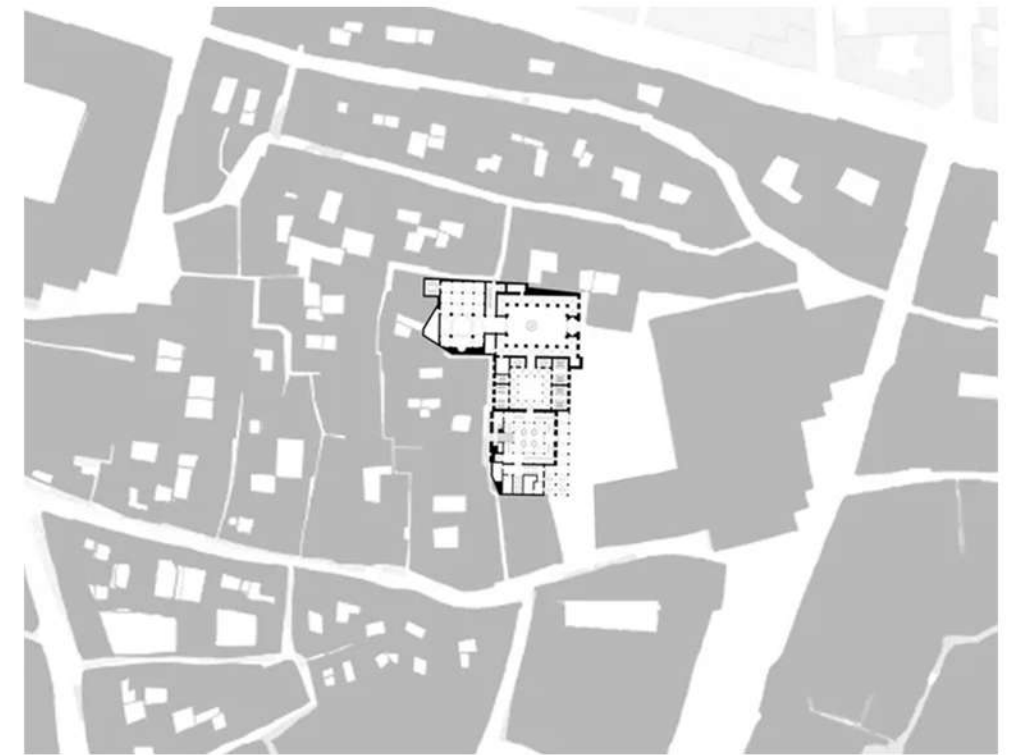
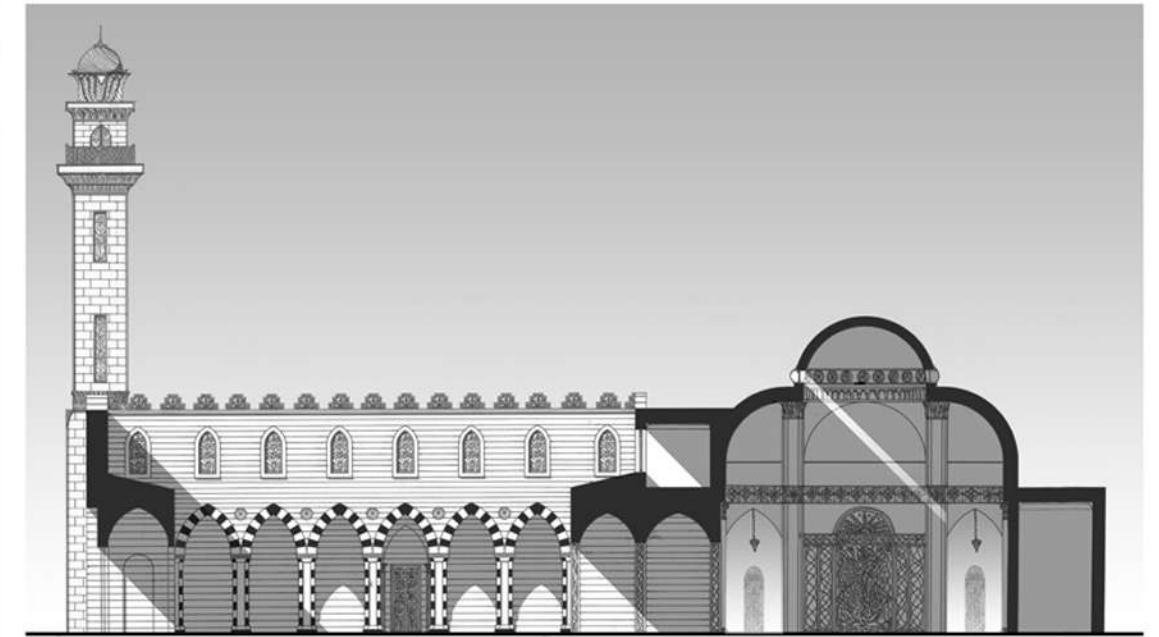
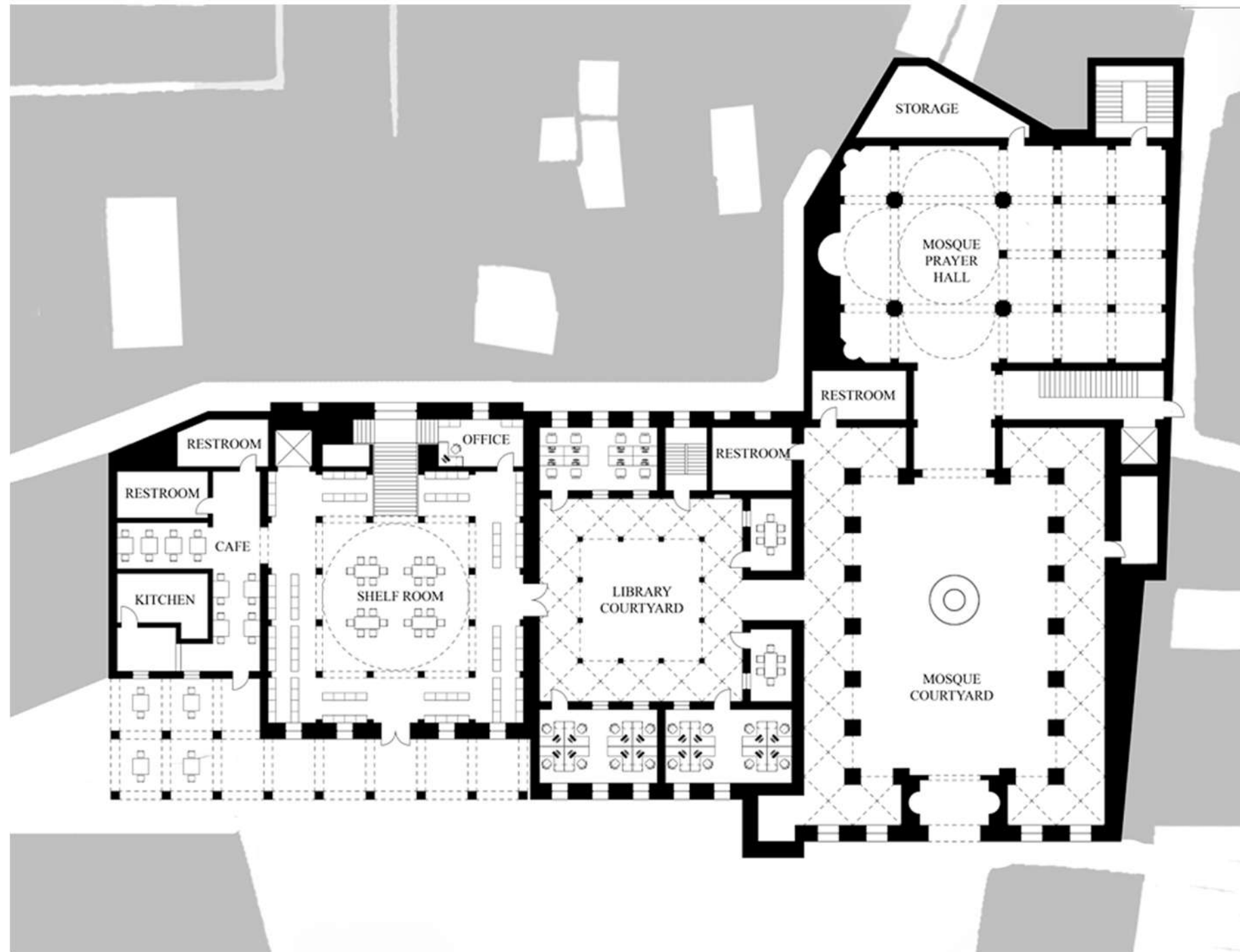
A FILM STUDIO IN JAKARTA, INDONESIA

The experience of the building program is meant to reflect the process of filmmaking itself. It leads people through a journey that tells the story of the past and present of filmmaking in Indonesia with the hope of inspiring the next generation of filmmakers. It creates an experience with the hopes of connecting the public to the storytelling process and encouraging more stories to be told. These perspectives are meant to help represent that story.



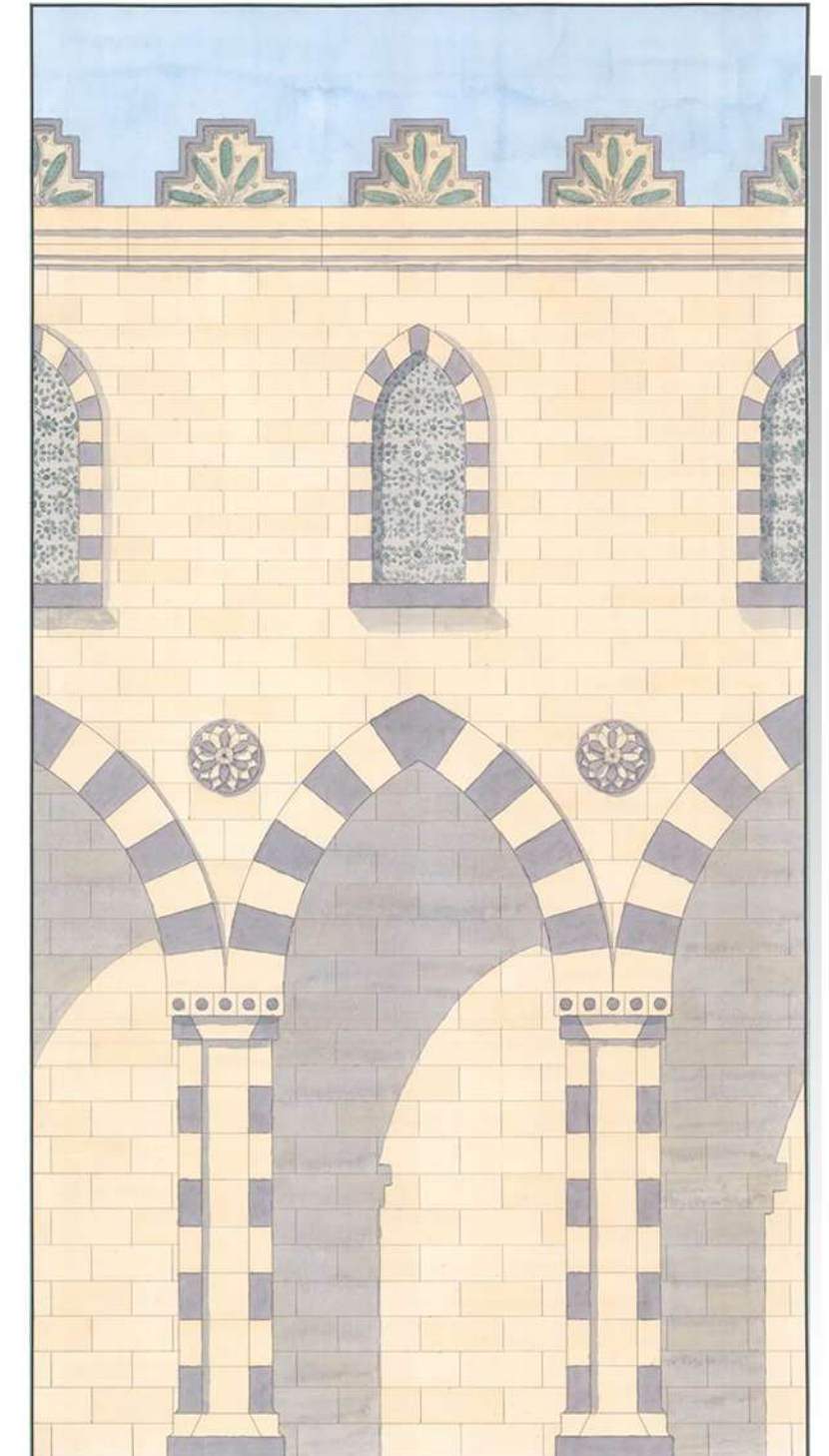
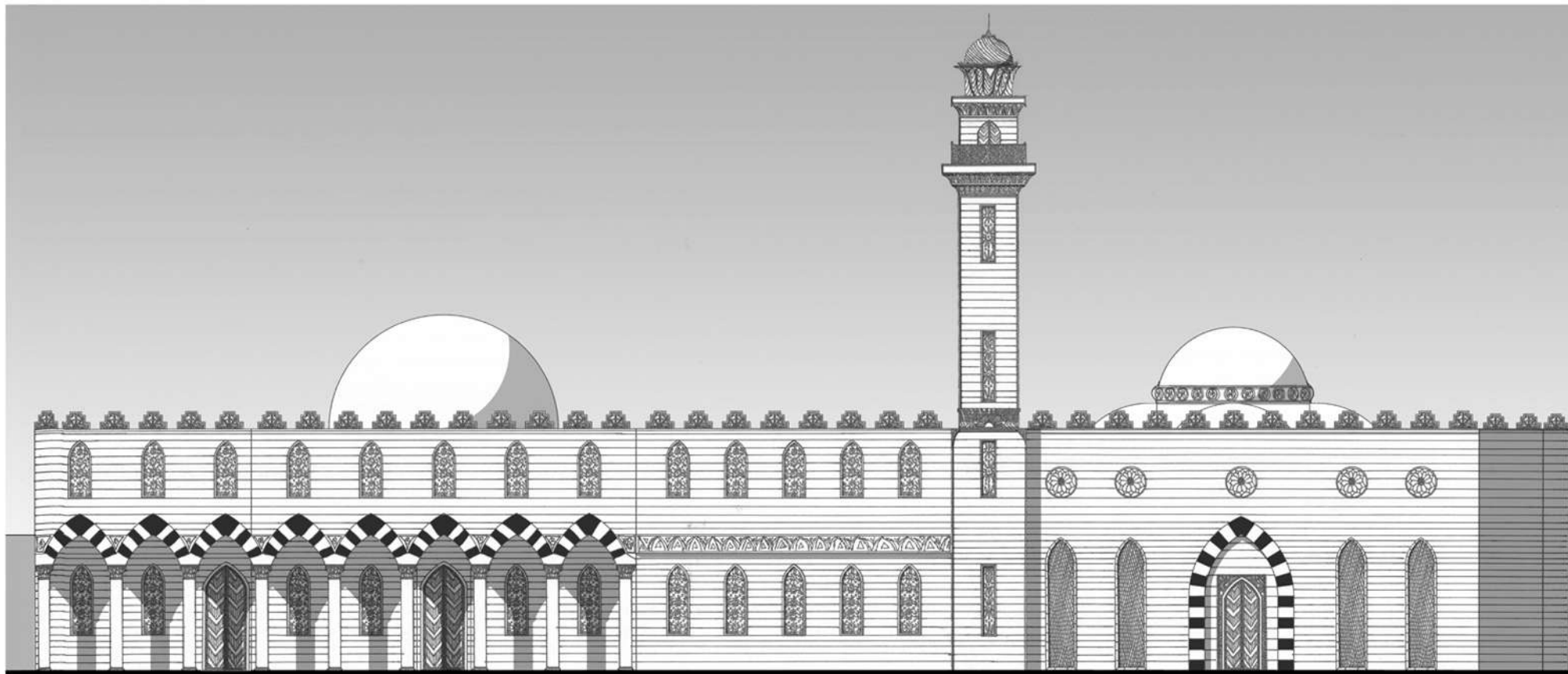
A FILM STUDIO IN JAKARTA, INDONESIA

Constructing the 3D model helped to further understand the structural aspects of traditional Javanese architecture. I wanted this project to use this traditional style despite the unusually large scale for such a typology. By modeling it in detail it helped the project to achieve the desired scale without losing that traditional form that makes the design authentically Indonesian.



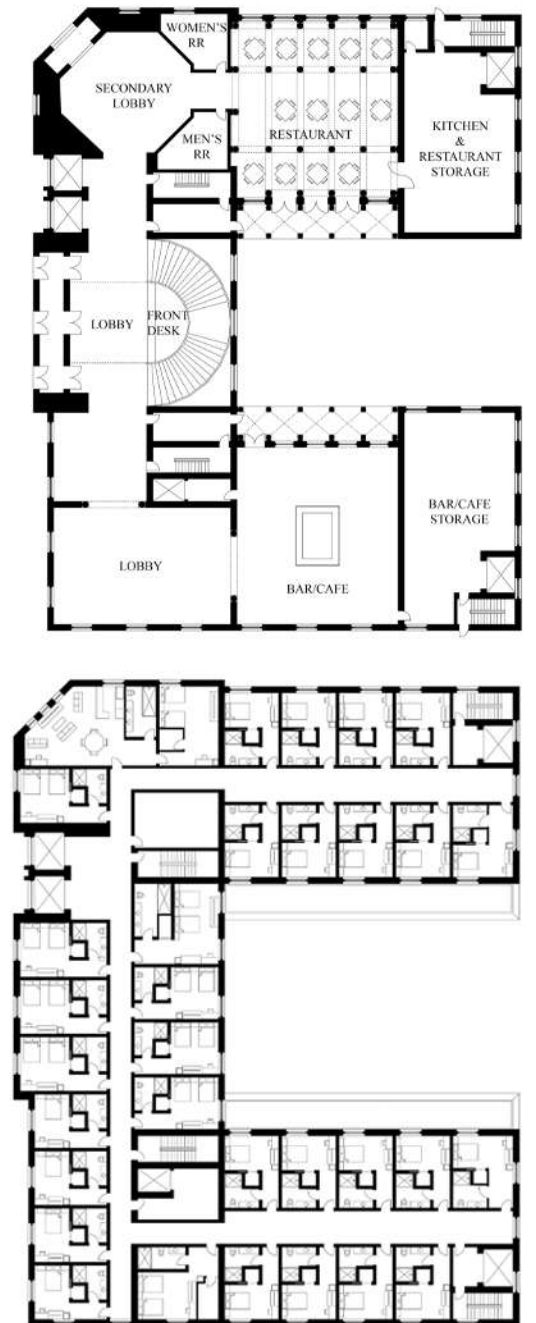
A MOSQUE IN ALEPPO, SYRIA

Aleppo is a city that has faced an immense amount of turmoil and in turn it has been impacted heavily by the civil war and the destruction that ensued. Part of the purpose of this project was to create dignified spaces for the future of the city as it heals and repairs.



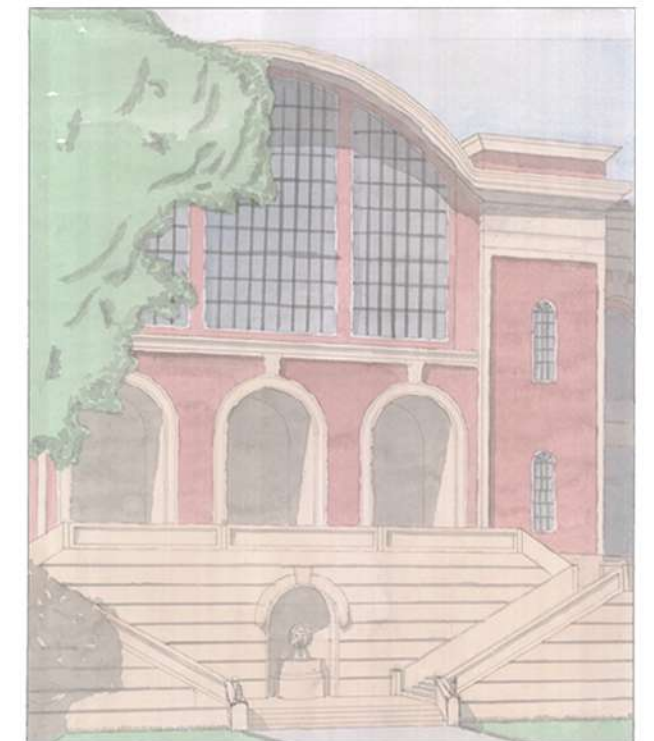
A MOSQUE IN ALEPPO, SYRIA

This building is a library and mosque hybrid with the goal of creating a centralized space in the reconstructed neighborhood that symbolizes unity and hope.
This center would create a strong community center with the focus of intellectual and spiritual growth.



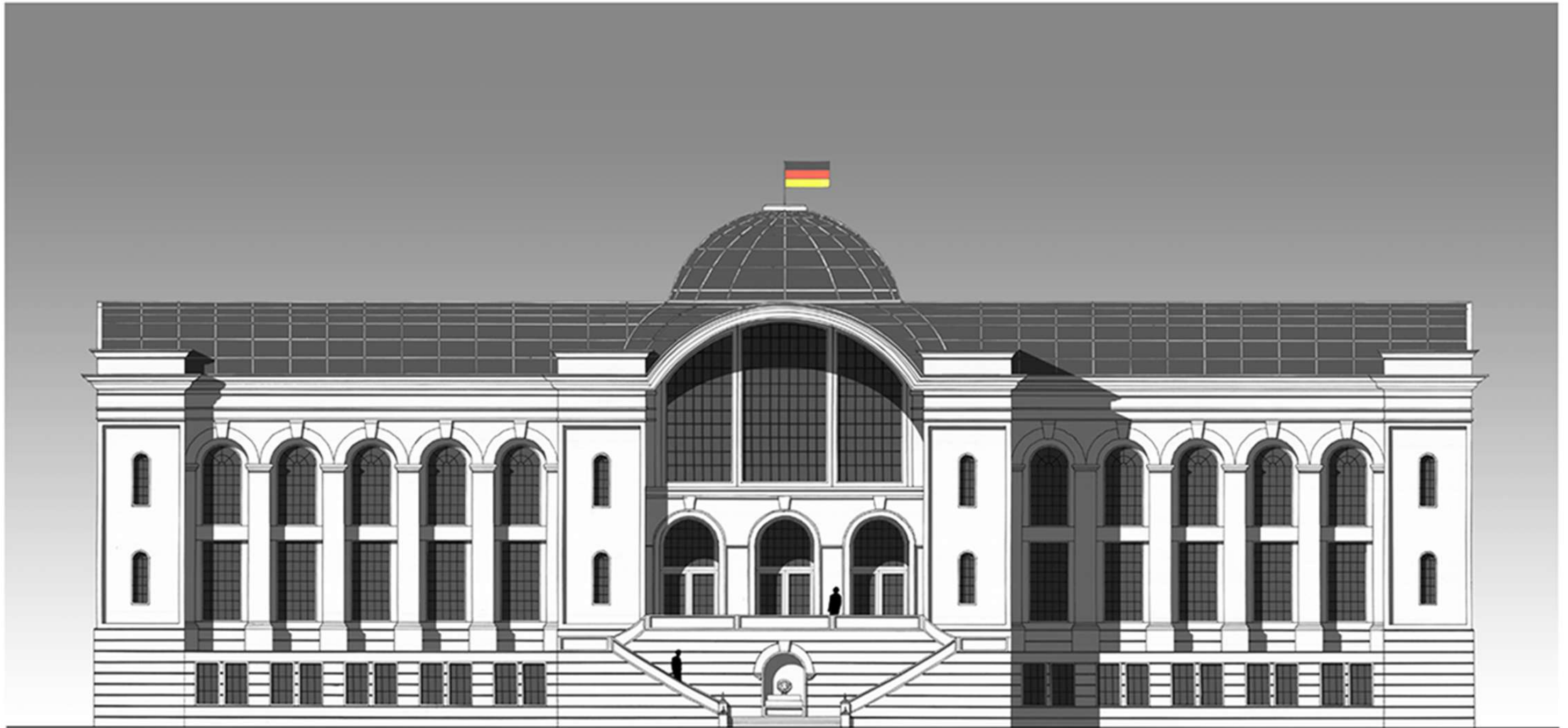
A HOTEL IN WASHINGTON D.C.

This project aimed at tackling a complex building program with a wide mix of public and private spaces on the first two floors like a bar, restaurant, and ballroom. This presented the challenge of not just creating these different spaces, but connecting them in a fluid and straightforward manner. The upper floors contain more private elements aimed at serving specifically the guests of the hotel such as the pool and recreation center. The differentiation of the individual hotel rooms was essential in creating a wide variety of offerings for guest accommodations.



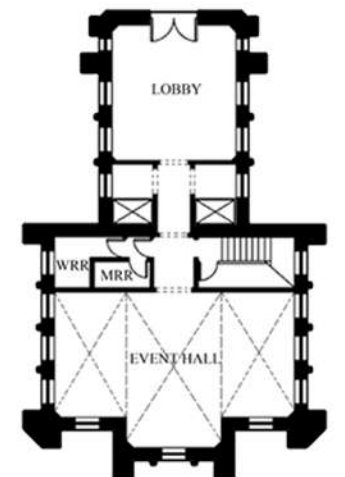
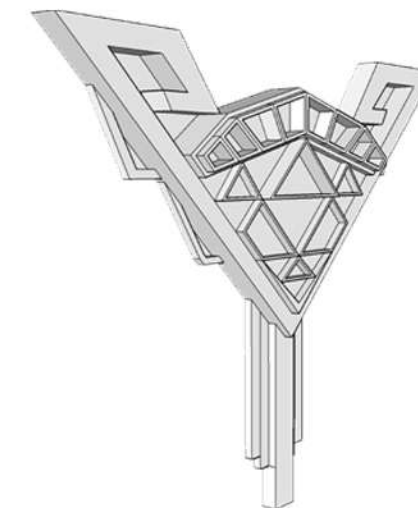
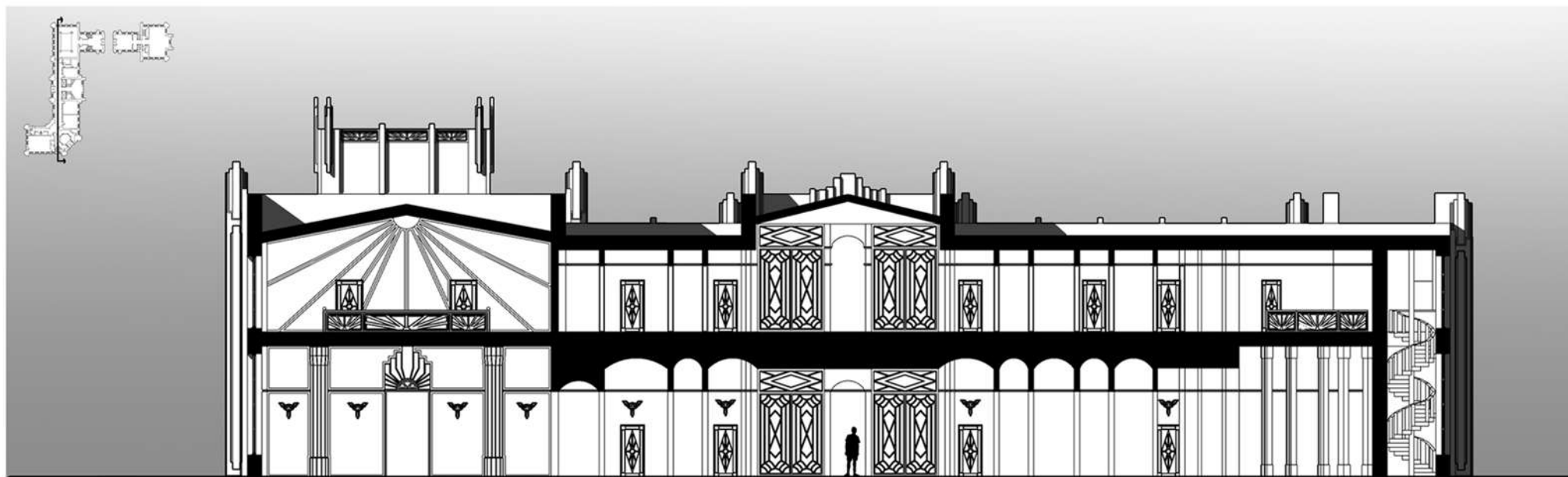
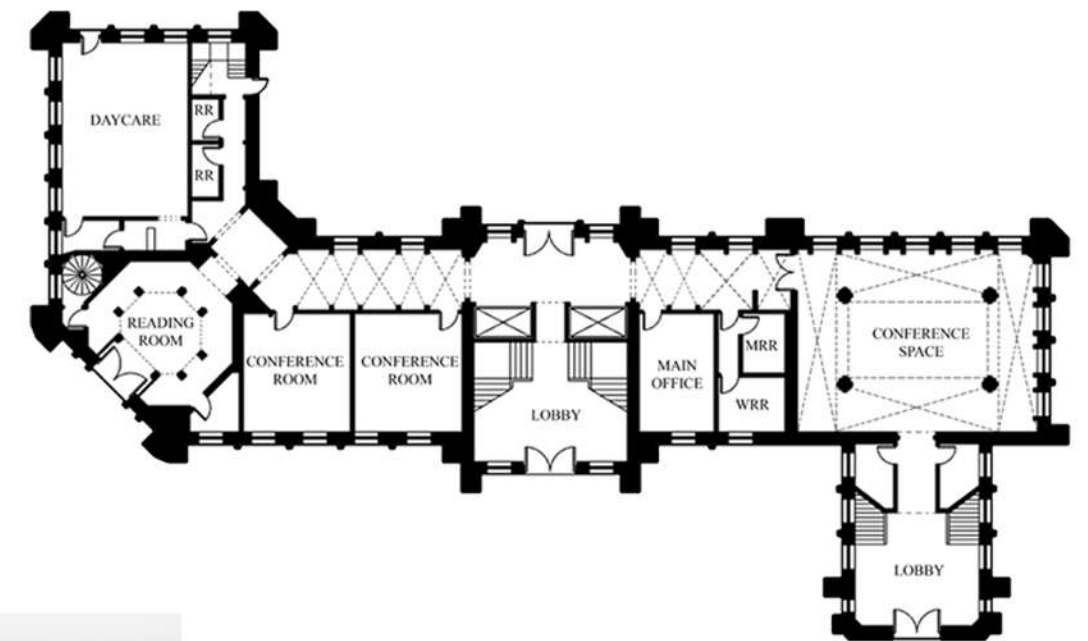
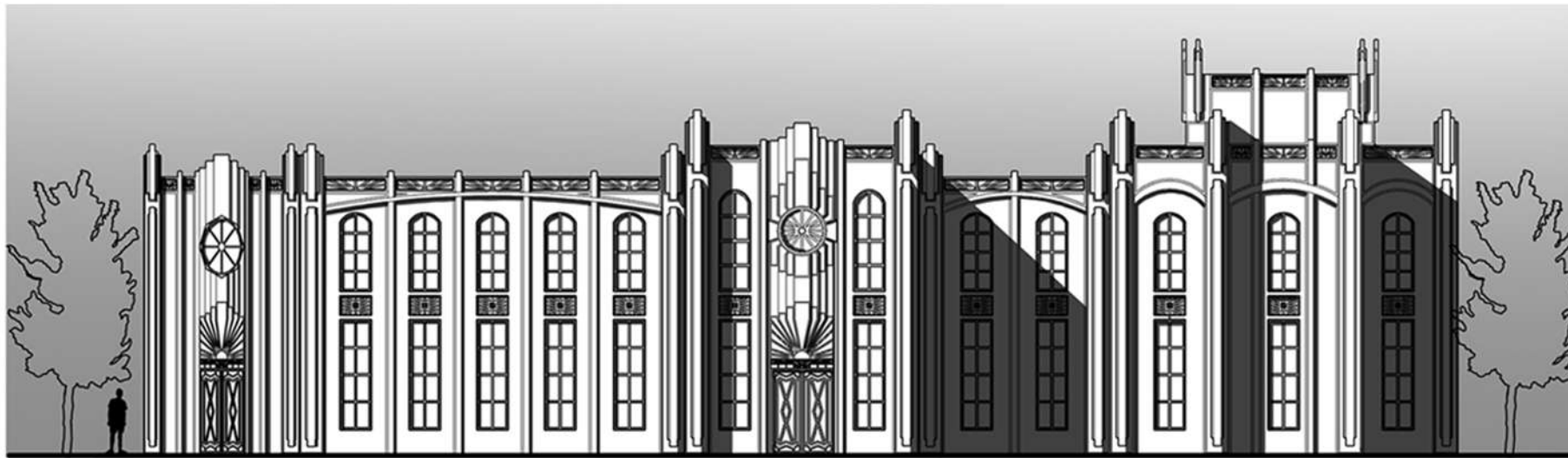
A MUSEUM IN BERLIN, GERMANY

This project acts as an extension to the museum of transportation on the northern part of the site and is heavily inspired by the form of German train stations. The museum also acts as a terminating viewpoint with the park created as part of an urban intervention within the broader project.



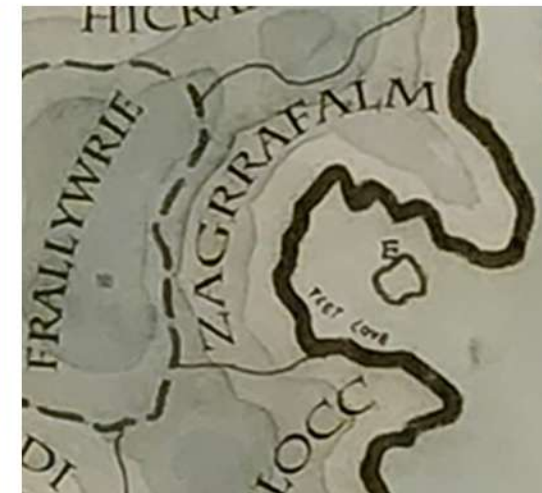
A MUSEUM IN BERLIN, GERMANY

The project is meant to have a strong sense of progression within that results in a natural movement through the gallery spaces on the two main floors.
The interior takes heavy influence from the grand and openness of the Grand Palais in Paris.



A WELLNESS CENTER IN SOUTH BEND, INDIANA

This project is part of a greater wellness campus that includes a career development center along with a trade school. Myself and two other students worked to create a collection of buildings we felt could help the community of South Bend. Making sure that the building had a straightforward plan with ease of access between spaces was essential. Avoiding confusion while also maintaining complex and dignified space was a major part of the design process.



CONQUEST OF GONJAMOR

A board game that I have been working on developing since high school. It is similar to Risk in the aspects of conquest, but played very differently. The board and rules were designed and went through various iterations before being drawn and painted to give it the current look.