JACK SULLIVAN

Industrial Design Portfolio











Foamcore models 7 (left) and 8 (right)



Foamcore models 1 through 4 (respectively)

Sit-Able Project



A project to create a 'sit-able'; something a person is meant to sit on. I wanted my chair to be less than stationary, so I wanted it to be able to spin. During the process, I learned more about ways to form wood, but in the end all I needed was a lazy susan strong enough to support even the weight of a grown adult.



3D print initial idea



Silent Light





Shape of the light

I knew what I wanted the device to do, but it took a while for me to figure out what it should look like. Before I went with the eggy, rounded shape, I was going for a more polygonal, hour glass design so I could have two lights going at once if need be.







Renders of charger. The light fills up based on how much the light is charged. if the whole ring is lit, it's







Neo Blue-Eyes Ultimate Dragon





The model was made in Rhinoceros 3D Each different color from white on the model glows in the renders with a different amount of lumens for each.









Knight Helmet





Helmet Concepts

Ideas on the shape of the helmet. The basic idea of this knight helmet was to improve on vision, hearing, and comfort of the helmet while keeping the Mediheval look to be used for larping or reinactments.







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Helmet Features



The inside of the helmet has foam padding, so it can rest upon the head and keep the eye holes in the right spot for the eyes (my eyes at least.



Wearing the helmet does not cut into the shoulders, which is one of the issues I had putting on an regular crusader type helmet. My vision is also better in comparison to the original; the visor is transparent, yet sturdy, making it easier to see while still being capable of taking a hit to the head.



There are tiny holes on the sides, making hearing easier on the wearer. The holes aren't too noticable unless seen up close.



Animal Project



Alligator VS Owl

Sketches and bristol models of the animal before creating a laser cut profile in Adobe Illustrator. Getting the form right was the tough part- how would each piece of the puzzle interact? I could only use 3 parts at most to make the acrylic model, so I had to omit some details while still making the form of the abstraction of the animal clear.

After weighing the two options, I decided to work on the alligator.

(Left) Permanent marker on giant paper. Exercise to visualize animal forms.





Trial and Error









