

Nasser Cahusac de Caux

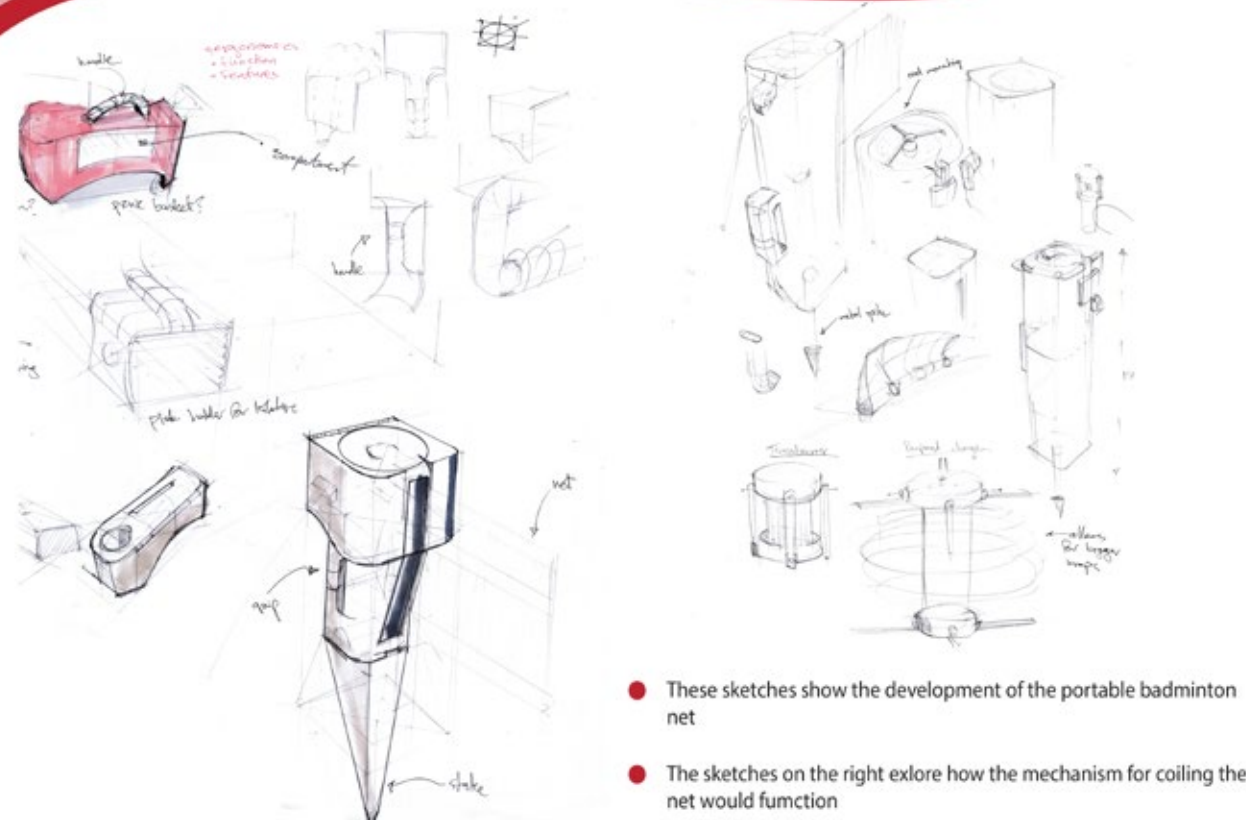
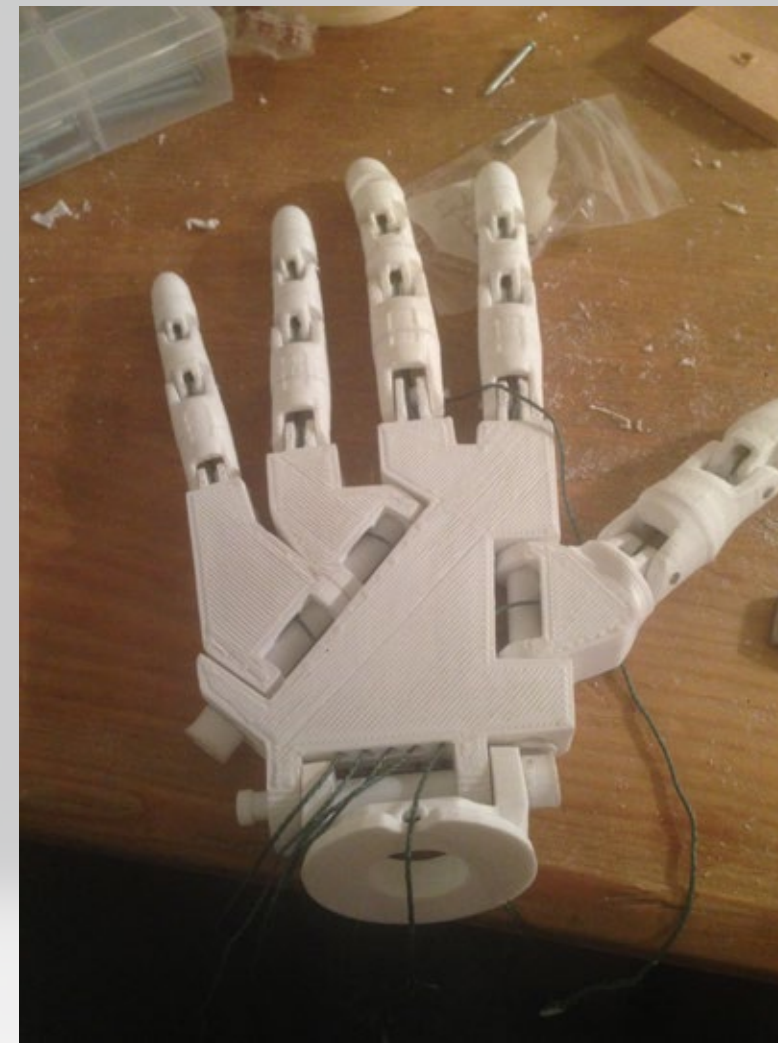
Design Portfolio

Graphic Design
Sketching
Illustration
Product Design
Model Making
3D Asset Creation
Autocad



Product Design

Studying product design at university helped me develop a well-rounded set of skills that included software, workshop skills, ideation, prototyping, sculpting, electronics, and more. All in service of realising an idea as a physical product, one that can be touched and interacted with. The robot hand here was 3D printed and then assembled, we also included some stepper motors and an Arduino that allowed the fingers to fully articulate.



- These sketches show the development of the portable badminton net
- The sketches on the right explore how the mechanism for coiling the net would function

Concept Development

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The PROCESS

SKETCHING
The initial stages of the project involved exploring different forms for the mouse, playing with proportions and placement of features

ALIAS
The surface modelling application *Alias* was used to achieve the desired form, something close to that shown in the sketches, an organic shape with a pronounced curve as the core line

INVENTOR
Inventor was used to reverse engineer and model the circuit board, as well as for adding detail to the model, like bosses, standoffs, and holes for the mouse wheel as well as the USB wire

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Arch Viz

The interior scenes below and on the right were projects that I worked on at Silvershadow Studios, an ArchViz company in London. These bedrooms were part of a redesign of a French Chateau, we were responsible for bringing the designs of the client to life using 3DS Max and the Corona rendering engine. The bottom right scene is freelance work for a client who was designing an Italian coffee shop in Kuwait. Aside from some imported models all the work is my own.



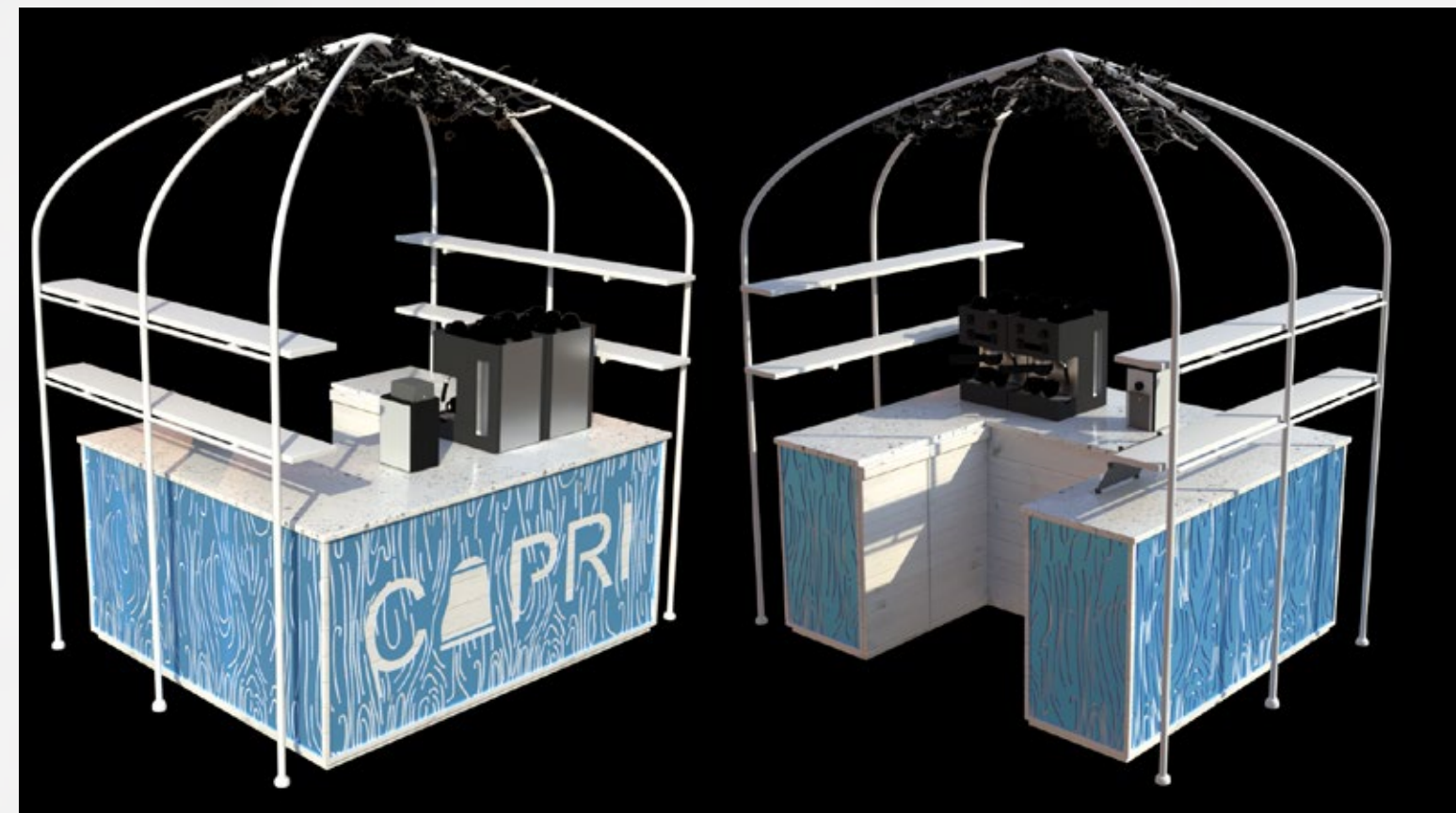
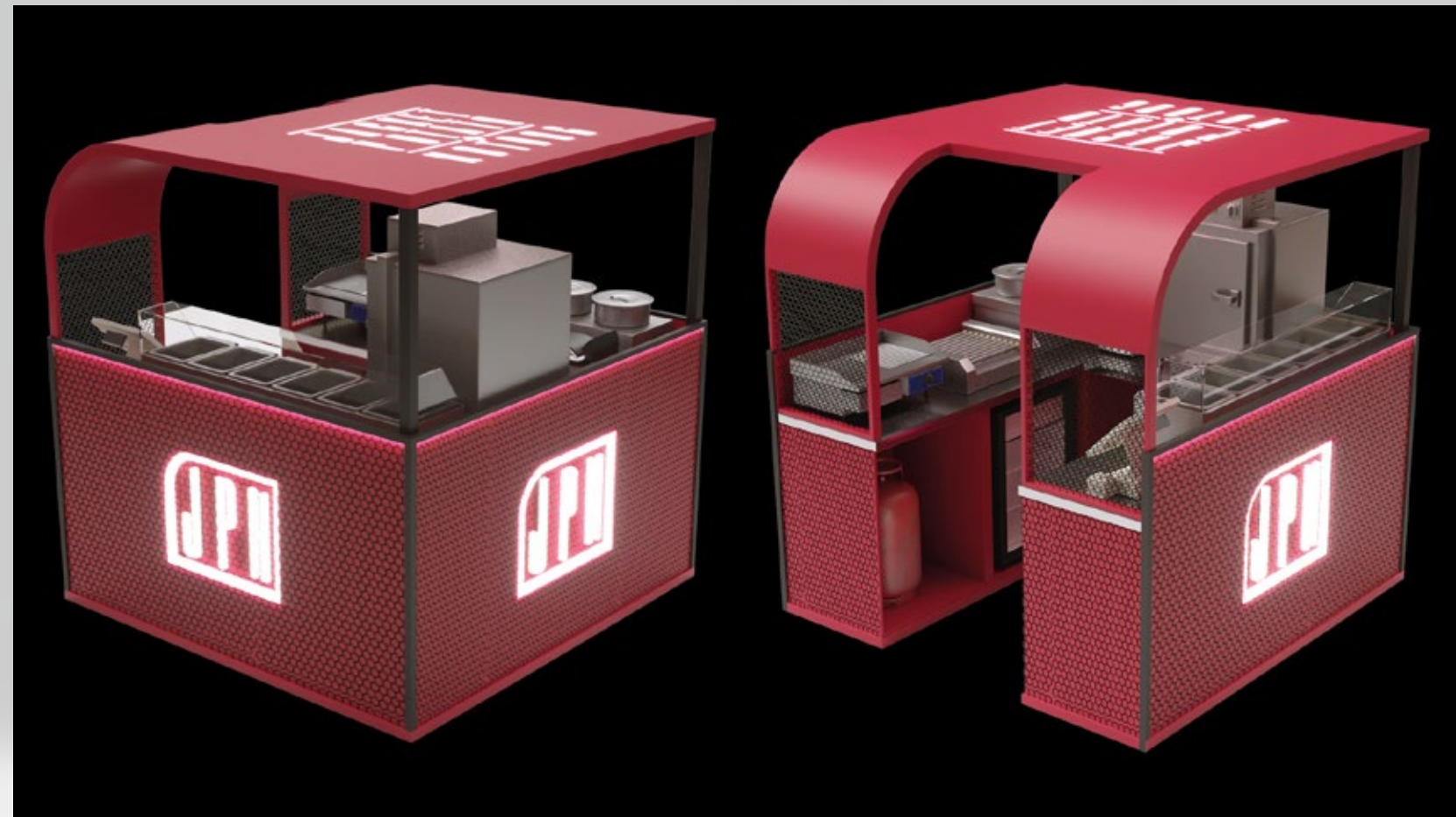
3D Asset Creation

I model assets for use in real time engines like Unreal Engine. I do it both as a hobby and as a professional service. The render on the right is a model I did for some contract work. The client wanted a sci-fi chair with control panels, so I did some preliminary sketches and then delivered this final result that they were very pleased with. The bottom two are personal projects. I enjoy doing these as they allow me to develop so many skills in tandem, from technical skills using various software to more intangible skills, like my critical and artistic eye.



Booth Design

Distilling a company's brand identity so that it can fit into a smaller space is always a challenge, whether it be for displaying at an exhibition or for a retail pop-up in a market. The design on the right was for a food outlet in Kuwait. I thought it would be a good idea to incorporate the curve found in the logo into the structure of the booth, which I've done at the back here.



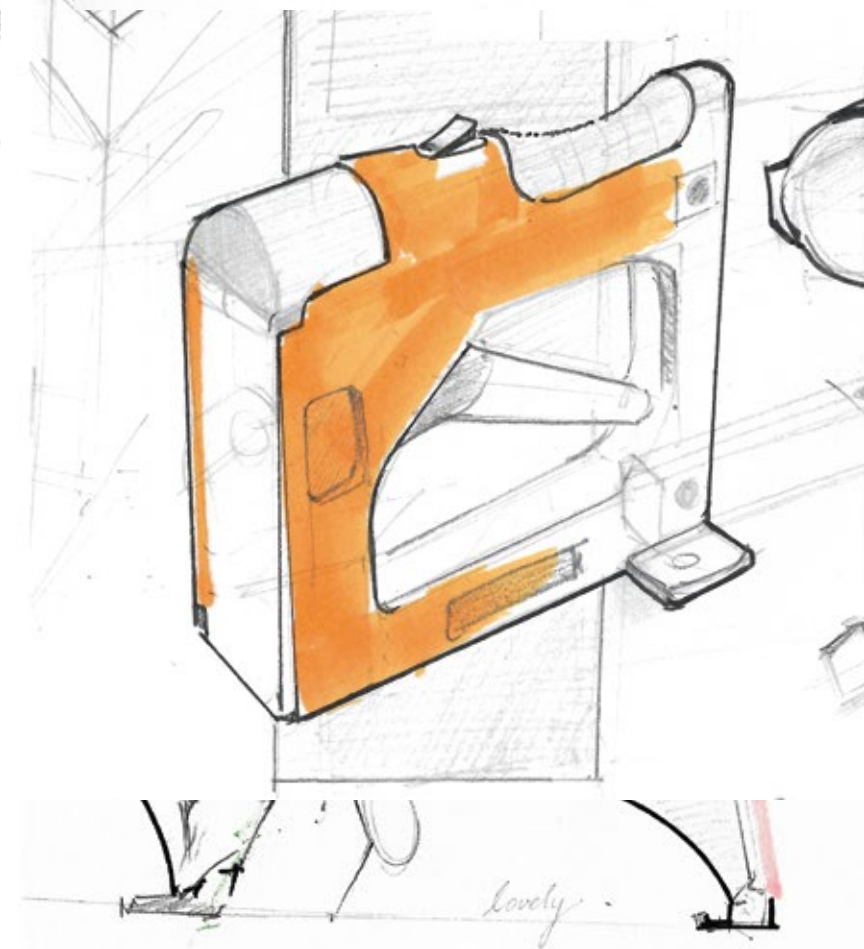
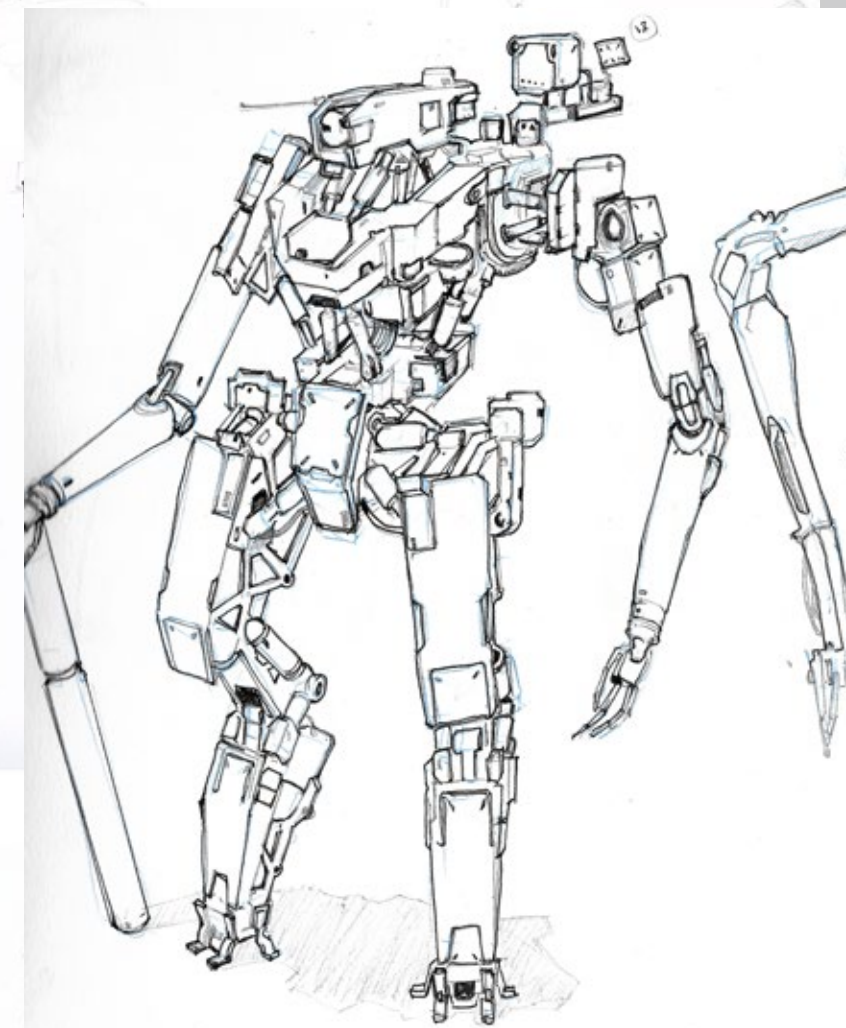
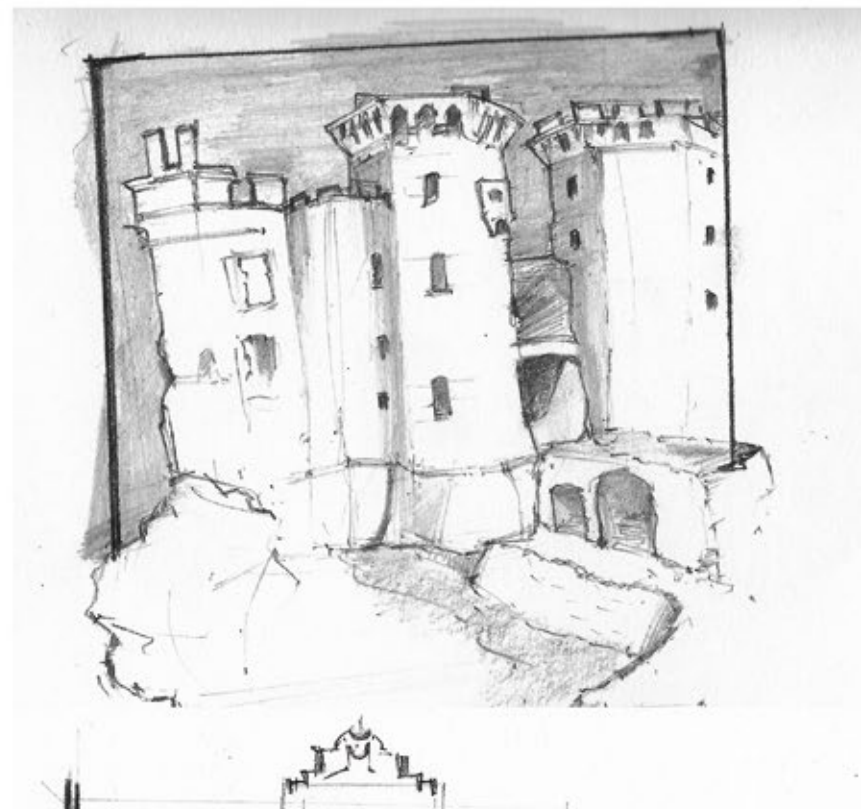
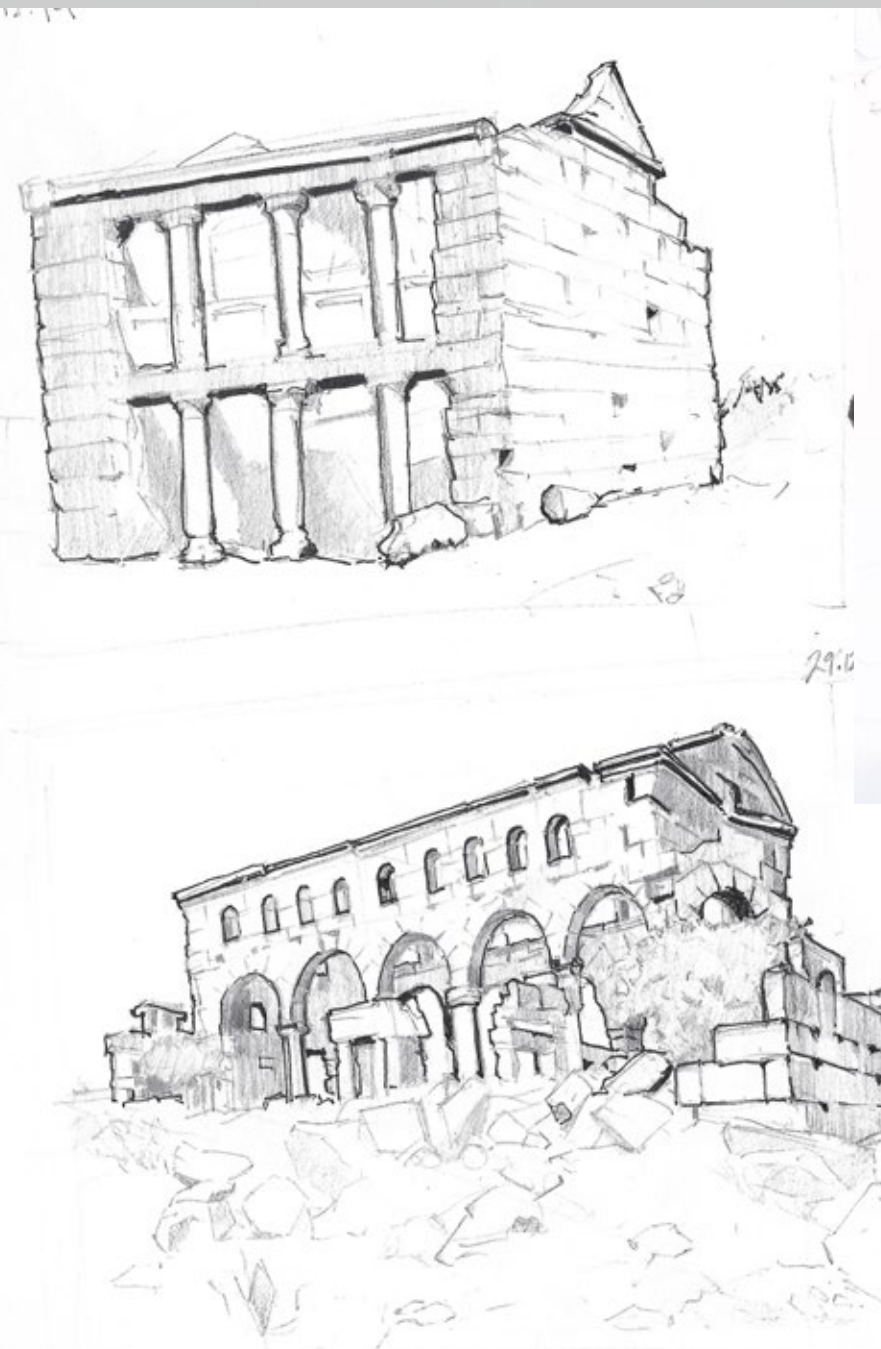
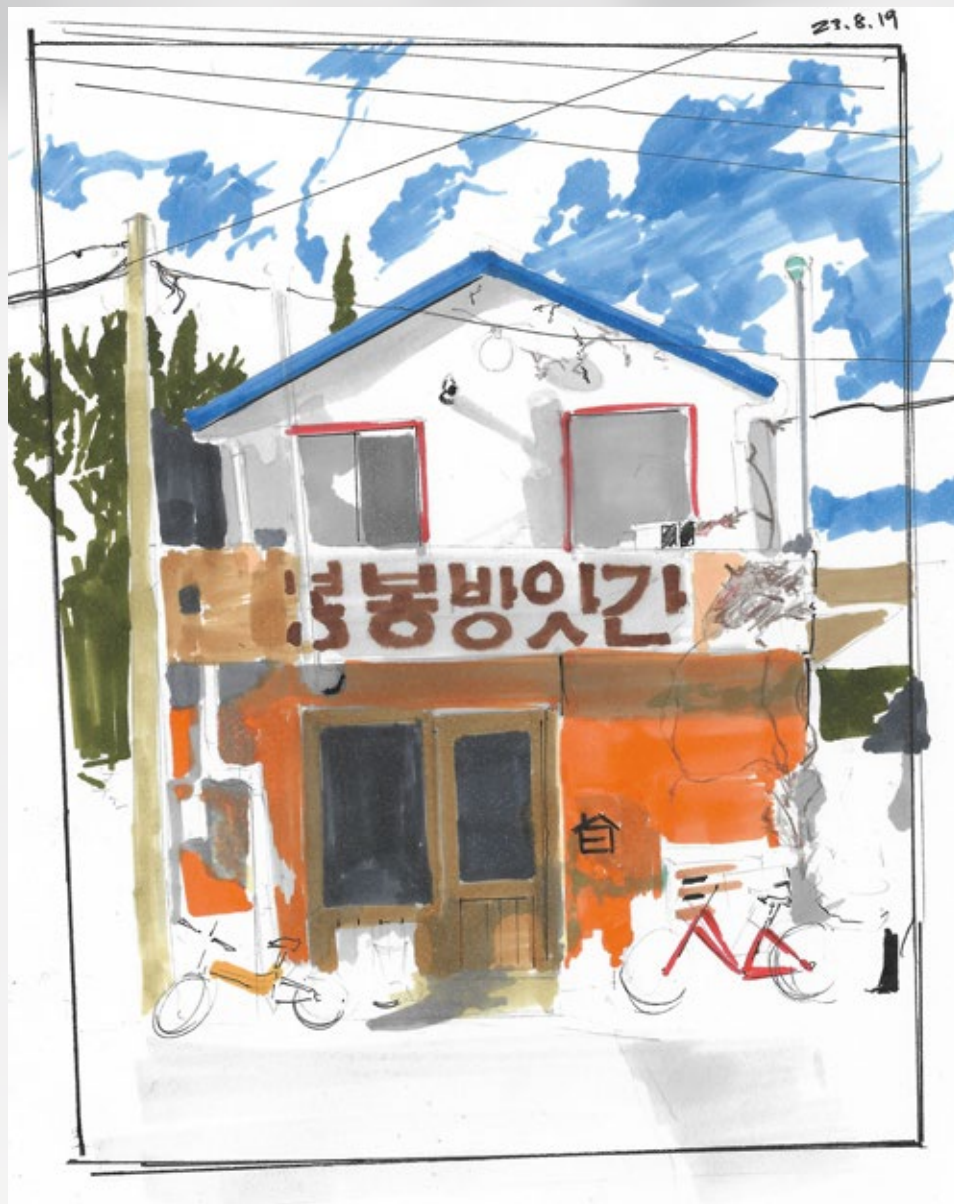
Branding

These are some of the logos I've designed for various clients while working at a design consultancy in Kuwait as well as during my freelance contracts. Knowing Arabic as a second language helps me take different and interesting approaches to typography and layout.



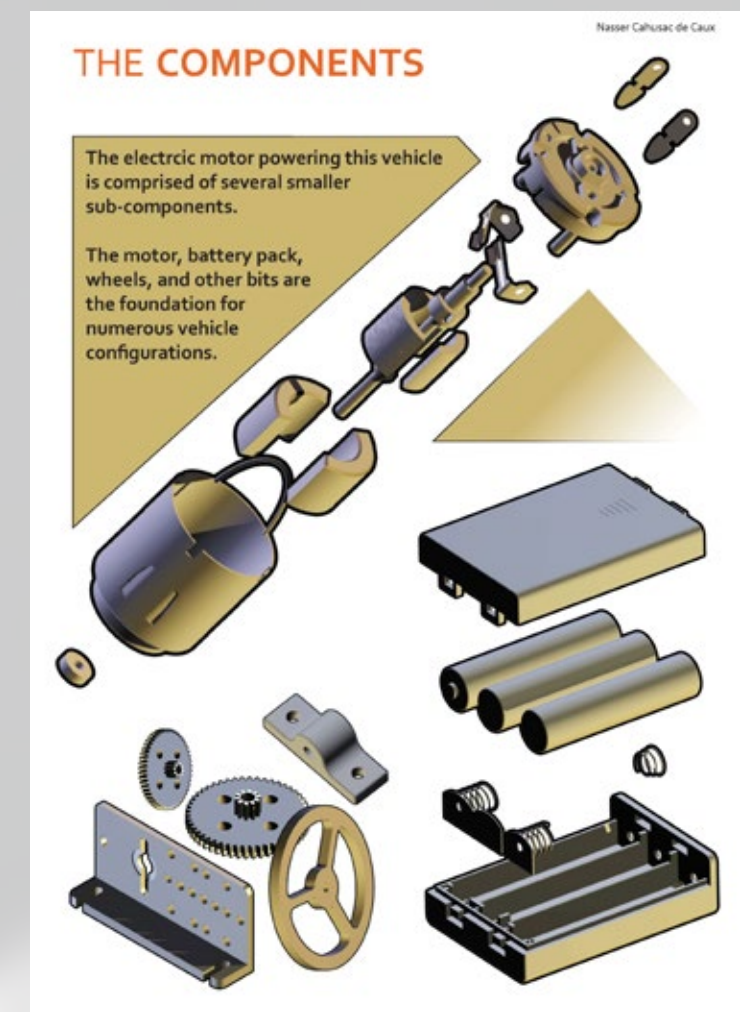
Sketching

All my ideas begin their life as pencil marks on paper, drawing to me is as essential as breathing. I always keep a sketchbook on me wherever I go. These are some sketches, some from life and some from photo reference.



Graphic Design

Throughout my time at university I always made sure to pay extra attention to the presentation of my projects even though that wasn't always the main focus, being a visual person I always like to have things presented in a coherent and aesthetically pleasing manner. These are various examples of my work , from posters to packaging.



Technical Drawings

I've used Autodesk Inventor to create technical drawings that I later used when building prototypes for various projects throughout my course at university. During my internship at a lighting company I taught myself how to utilise Autocad, I designed an exhibition booth that was used by the company at a large lighting exhibition in Paris.

