

**GAB DESIGN.**

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◆ **Master Portfolio** ◆

# **Gabriel Buckland-Willis**

Gabriel is an up and coming designer who specialises in graphic design, photography and illustration, however that is not the limit of his skillset.

As well illustrated by the following works, Gabriel has experience with a variety of mediums and programs and is always on the lookout to expand and improve his arsenal of skills.



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# Programs Used

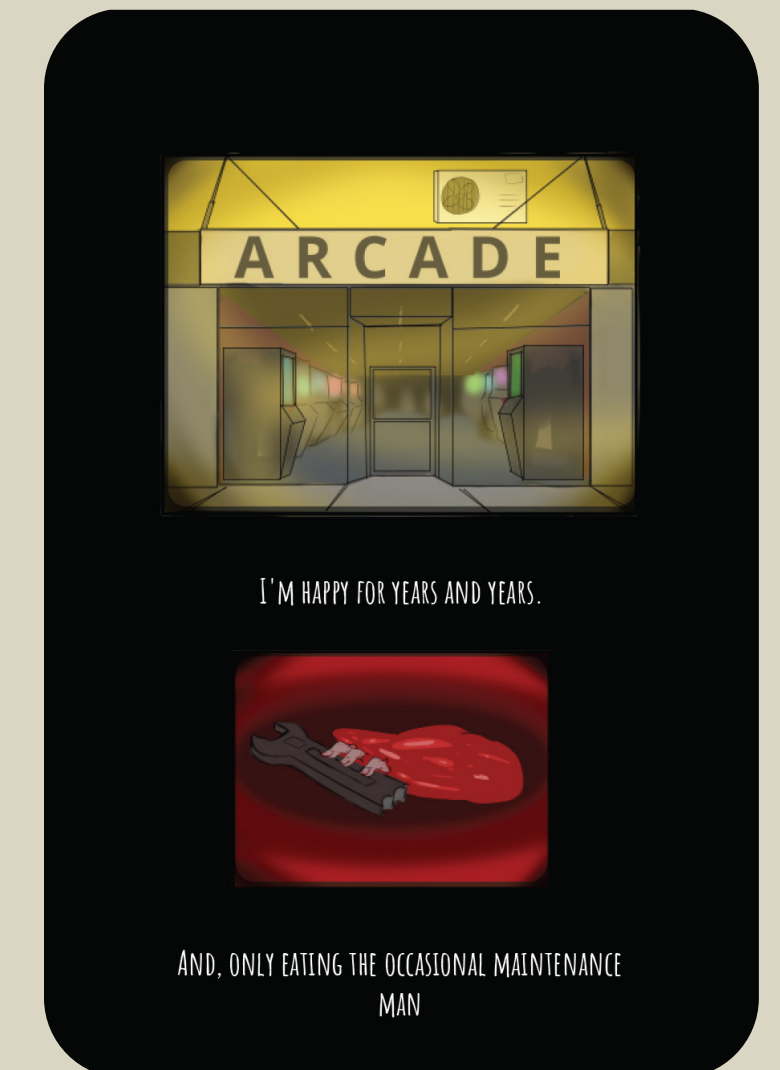
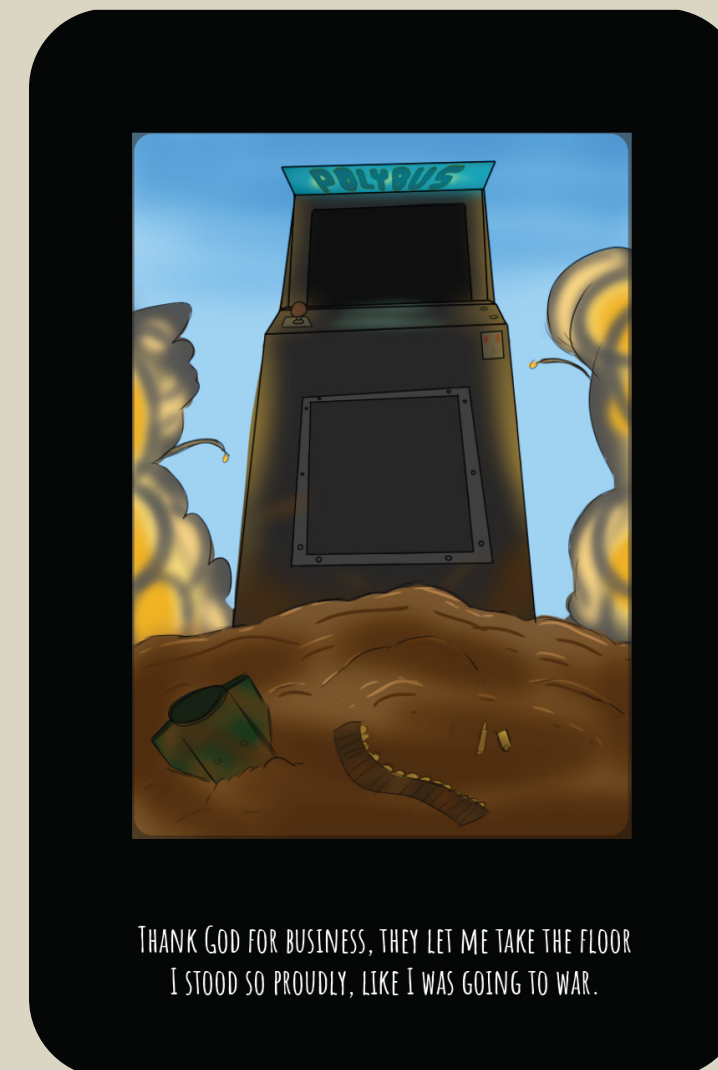
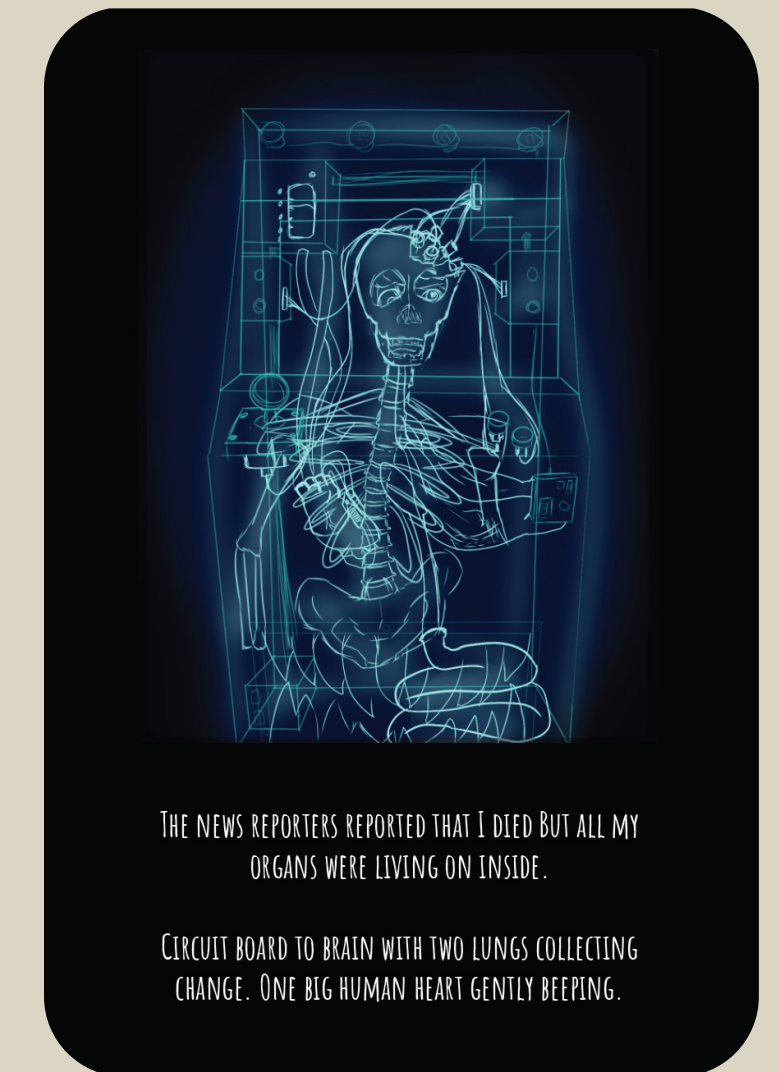
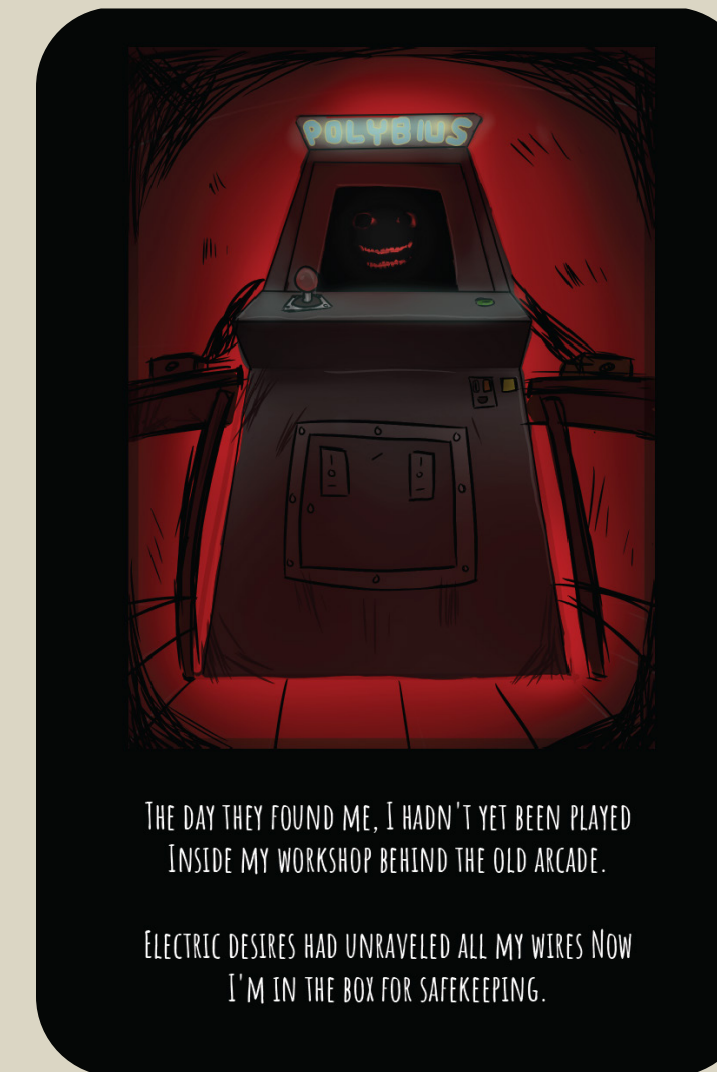
-  Illustrator
-  Indesign
-  Photoshop
-  Lightroom
-  Premier Pro
-  After Effects
-  XD
-  Clip Studio Paint
-  Maya
-  Blender

# Cabinet Man

University Work. (2022)  
.Digital Zine.  

This project is an illustrated zine based on a song by Neil Cicierega.

I also drew inspiration from the internet legend of polybus which is a creepy story about an arcade machine that isn't exactly what it seems...



# David Bowie

University Work. (2022)  
.Digital Artwork For  
Article. 

This work was designed with  
an article format in mind,  
being used as a thumbnail  
image for a Bowie  
retrospective.

I personally admire Bowie a  
lot and really enjoyed  
creating this piece



# Cult Of the Lamb DLC Artbook

University Work. (2023)

.Digital Artbook.   

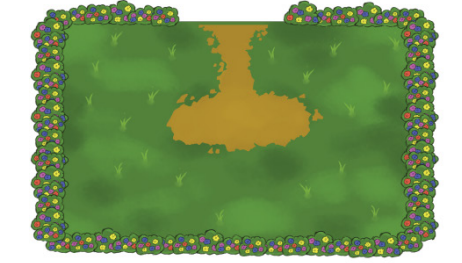
This artbook is a concept for a fun fusion DLC between the hit movie *Midsommar* and the popular indie game *Cult of the Lamb*.

Interestingly the game has since had an update adding some clear references to *Midsommar* (clearly great minds think alike).

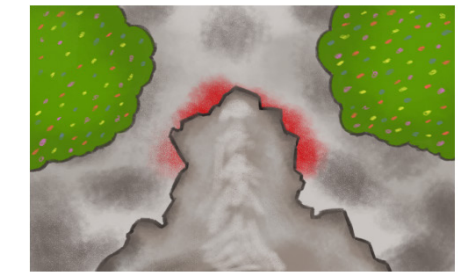


## Maps

The first map is a recreation of the main camp for the base game of cult of the lamb with some touches of colour inspired by Midsommar, in particular the motif of flowers has been a core visual feature of this cosmetic overhaul.



The second map is a part of one of the rituals you can perform on your followers, this is a reskin of the sacrifice feature where the player is able to sacrifice one of their cult members, but this map allows the player to do that in the visual style of the movie which involved cult members being thrown off a cliff.



## Characters

The reskin of the main character of the game is modelled after the main character of Midsommar, along with their iconic crown of flowers, in addition each cult member sports the blue colours that are present throughout the movie and each have a cute little flower in their hair.

There aren't any specific enemies against the cult in the movie because of course the cult is the antagonist, so it seemed fitting that in this case it could be considered that the most logical enemy of the cult would be the police which is often depicted in other media.



## Weapons

Along with the new enemy type, here are a number of examples of weapons that are wielded against our main character. This includes a number of rifles modelled after the likes of the AR-15, Bolt action rifle, Police Baton, Desert Eagle, Classic revolver, The Glock and a standard bowie knife.

In addition to this another enemy type that doesn't necessarily fit the category of character, is the police car, which is a boss enemy that continuously attacks the player and can spawn more smaller enemies.



## Buildings

Here we have a variety of buildings that have taken the place of a variety of the existing buildings in the game, primarily the church is very recognisable from the movie with its iconic shape and faithfully recreated interior.

In addition, to replace items such as the large and small worship statues have been reskinned as the cross and worship stone, and of course reskinned bunks and crafting tables.



## Resources

Most of the in game resources have not had as dramatic of a change as the rest of the elements, they are relatively similar to the base game counterparts. In particular the trees changed to be taller trees that resemble those seen in Midsommar.

Additionally grass has been replaced with flowers, the bones have been redrawn, and finally the stones have had a small nod to the use of stones as a weapon in the movie added by having blood stains on them.

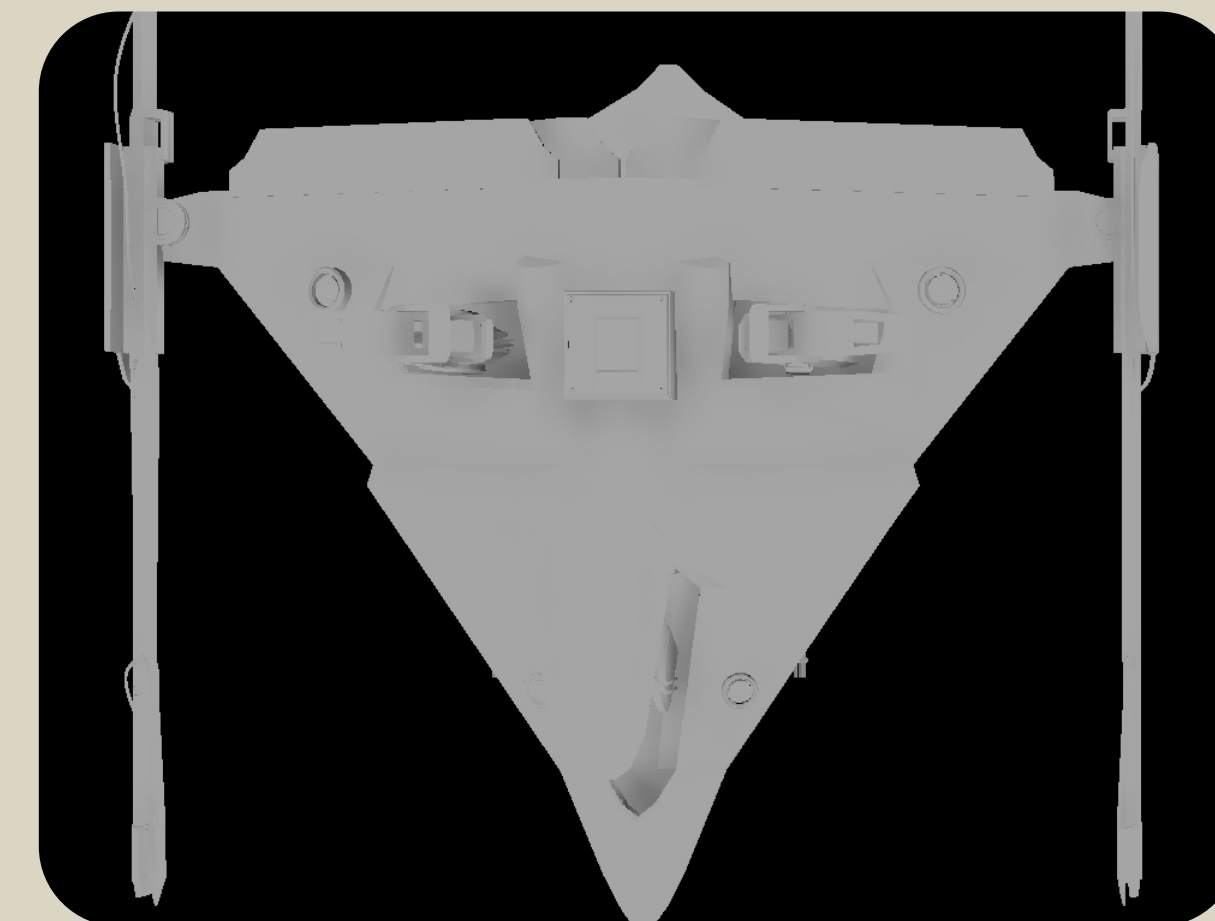
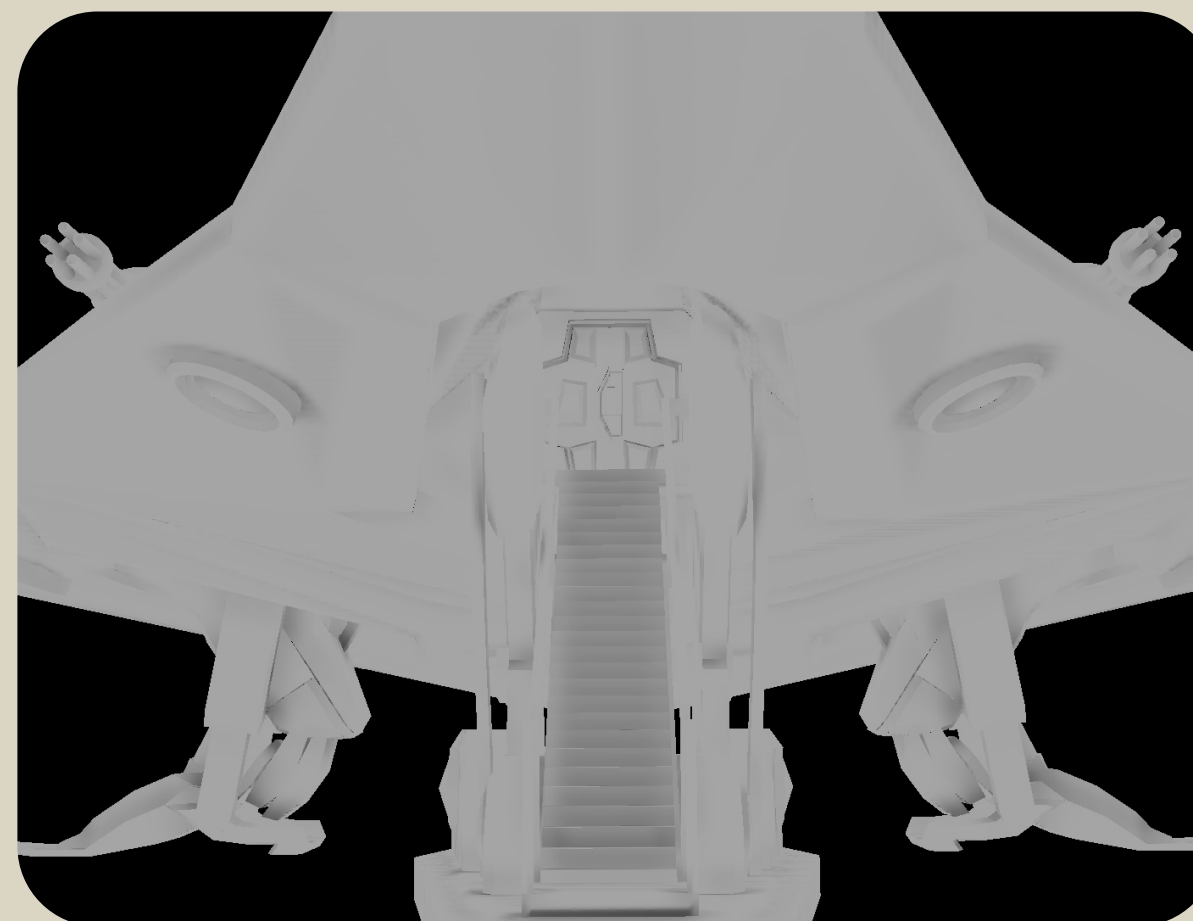
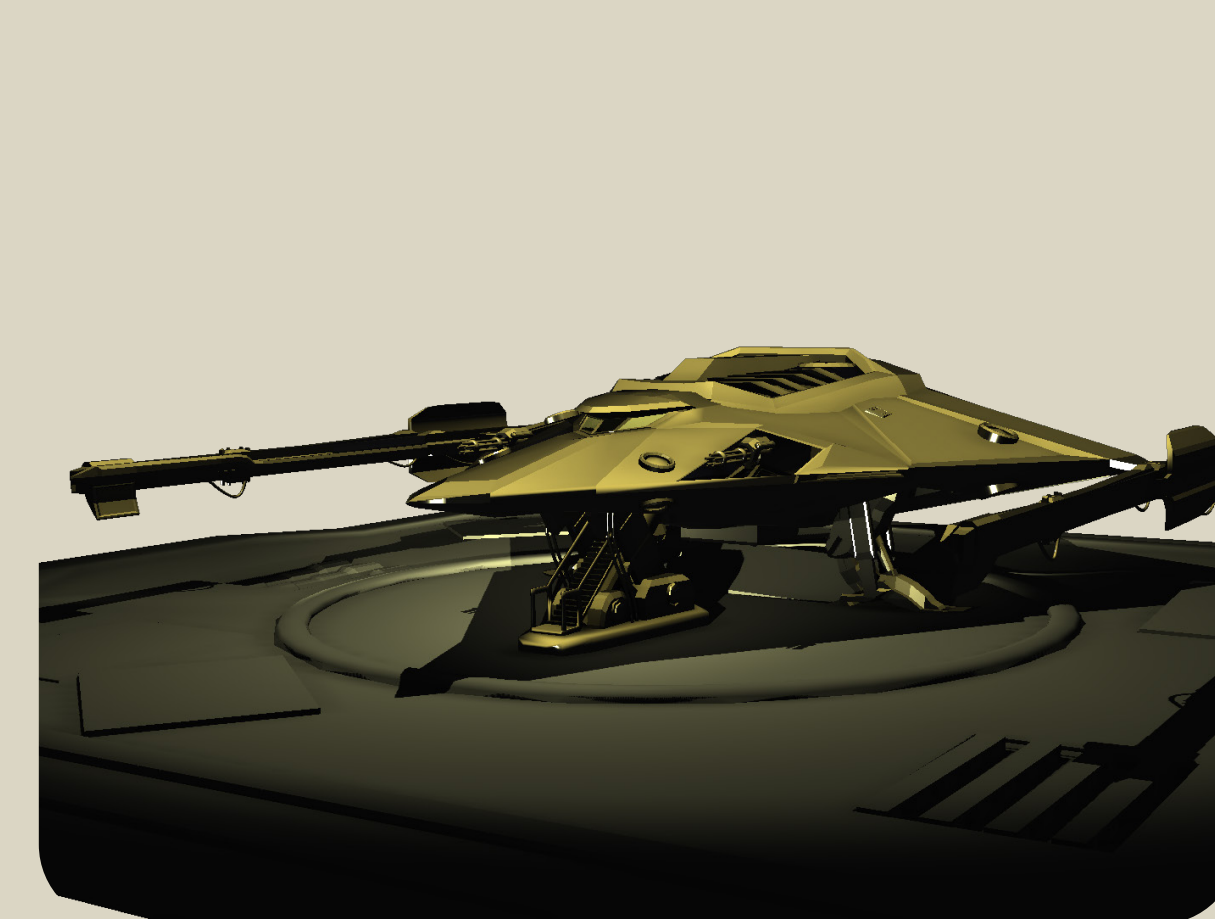


# Krait MKI

University Work. (2023)  
.3D Model. 

This detailed model was based off concept art for a ship based in the Elite Dangerous Universe.

The landing gear and turrets were also rigged so the model has functionality as well.

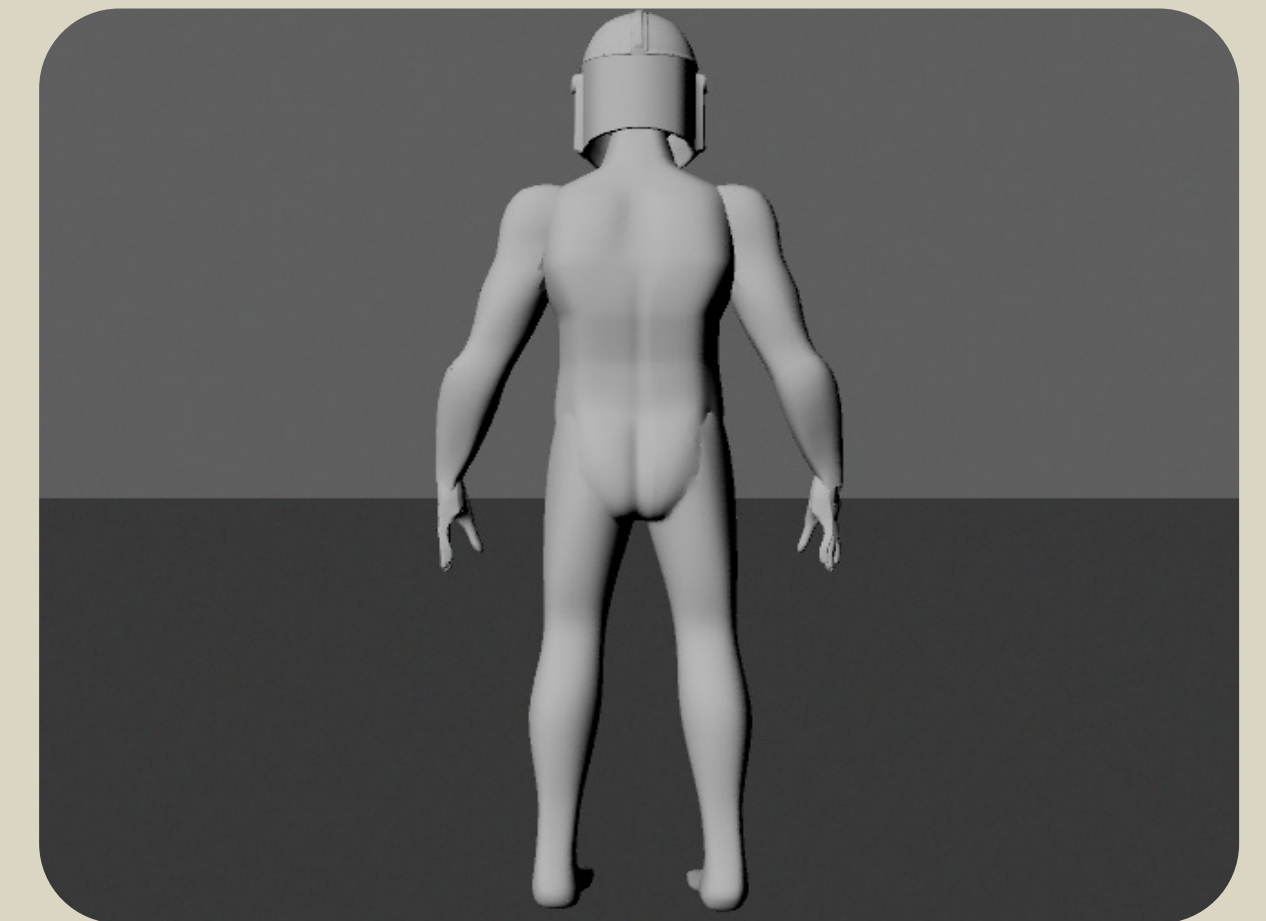
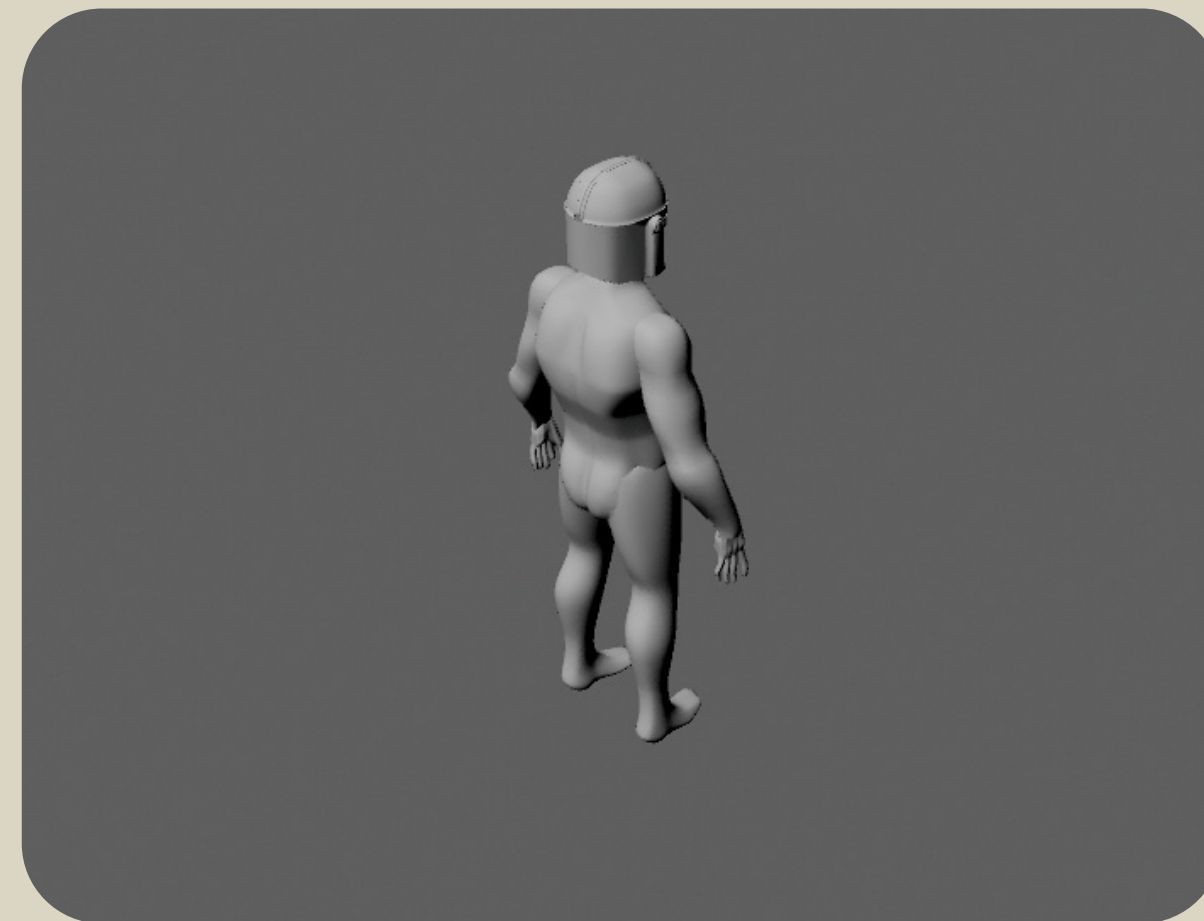
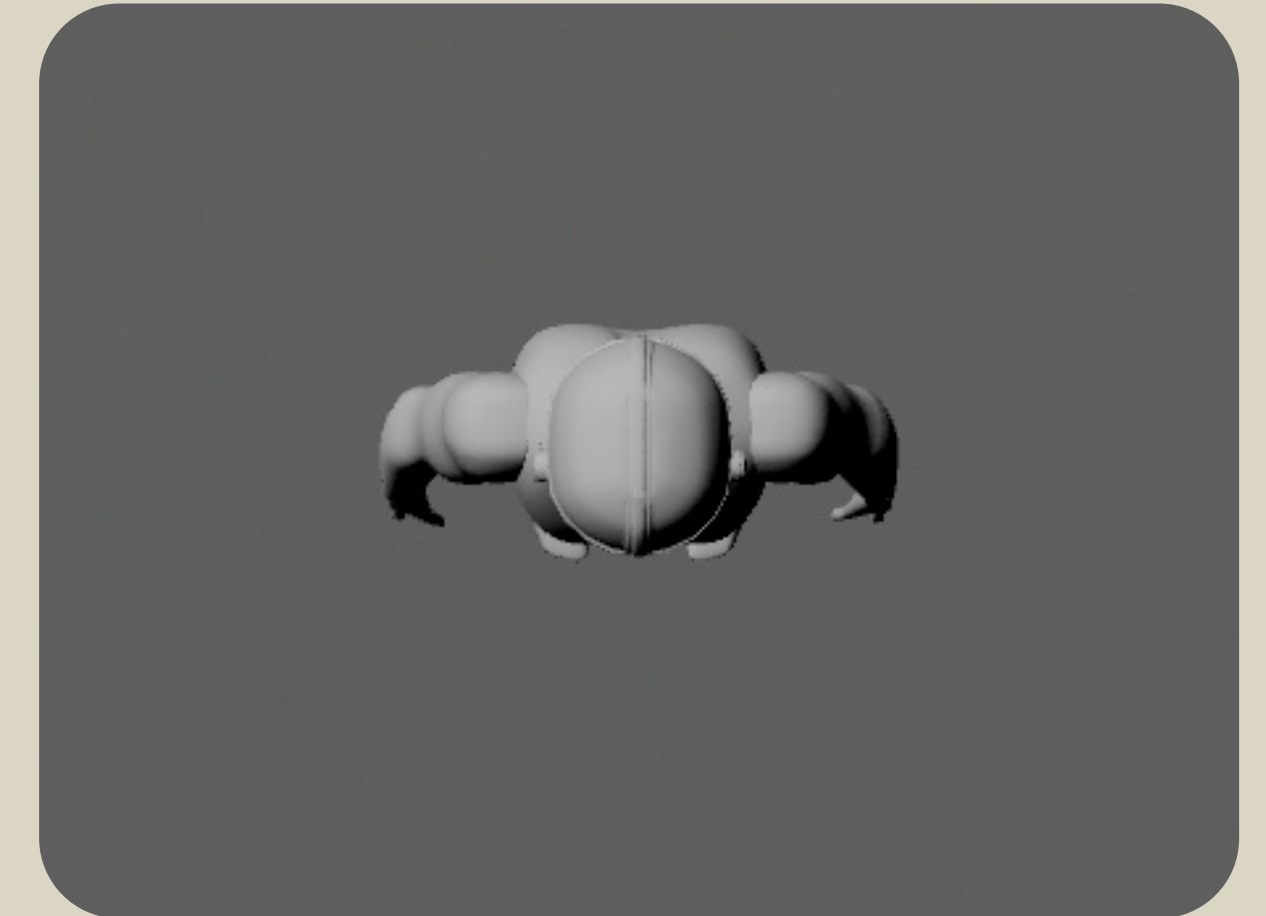
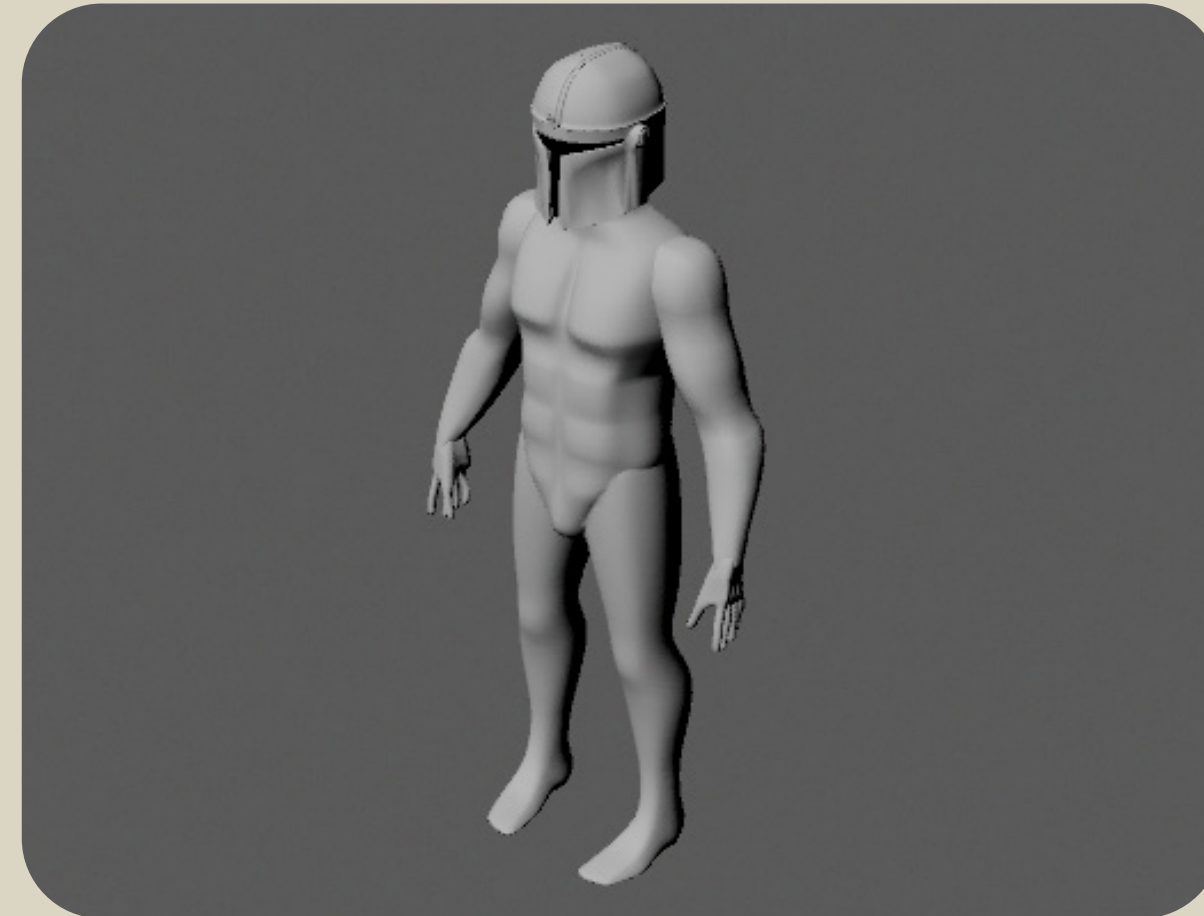


# Organics

University Work. (2023)  
.3D Model. 

For this model I used reference images in the file to create an anatomically accurate model of a person.

A keen eyed viewer might also recognise the helmet given to this figure...



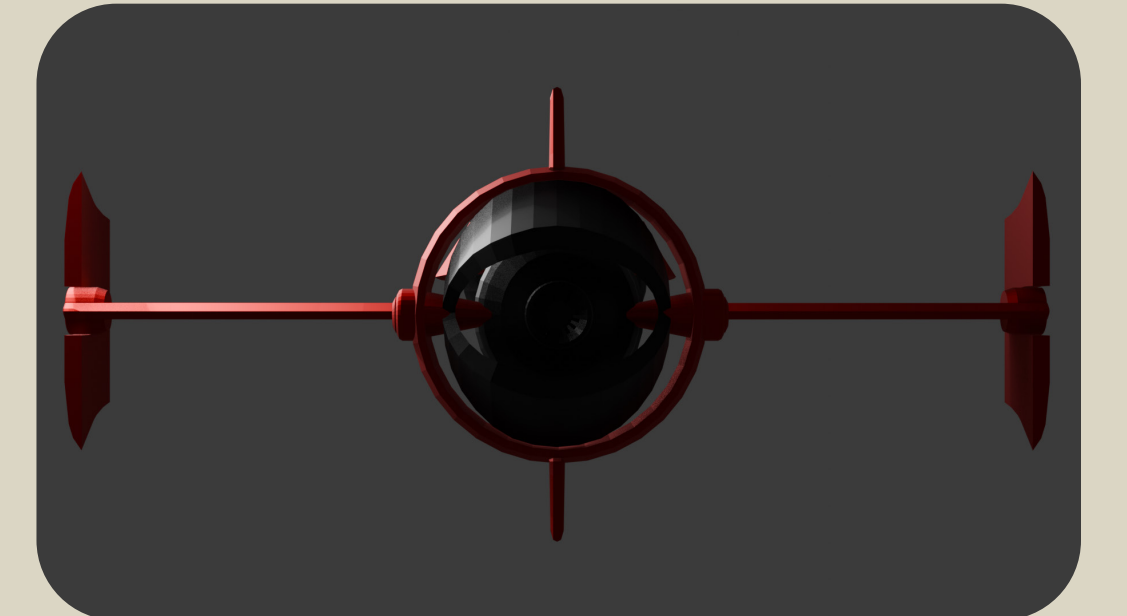


# The Swordfish

Personal Project. (2024)  
.3D Model. 

The Swordfish is an iconic ship from hit classic: Cowboy Bebop, this personal project is a simple rendition of this ship in Blender.

This was created use references to ensure the model was as accurate as possible

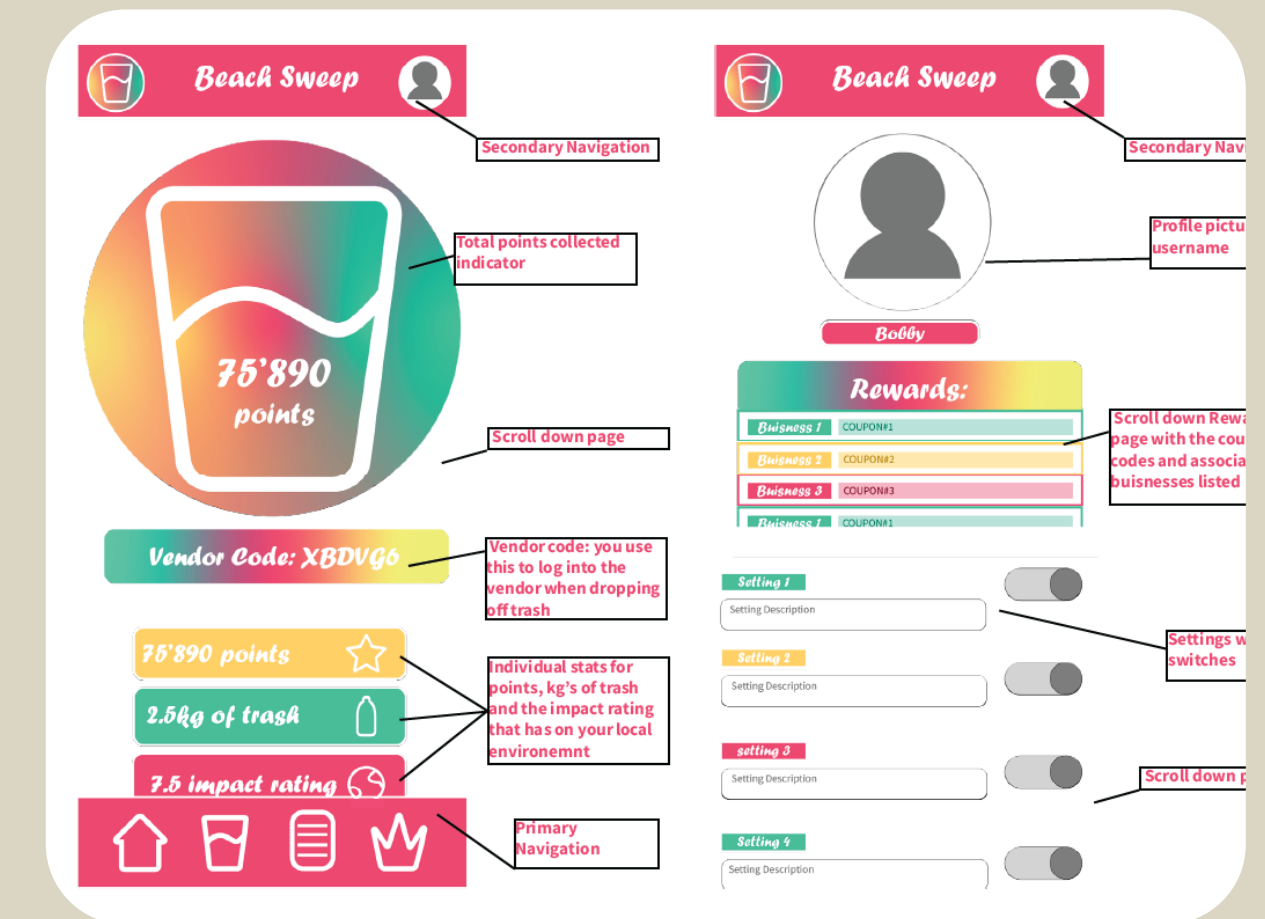
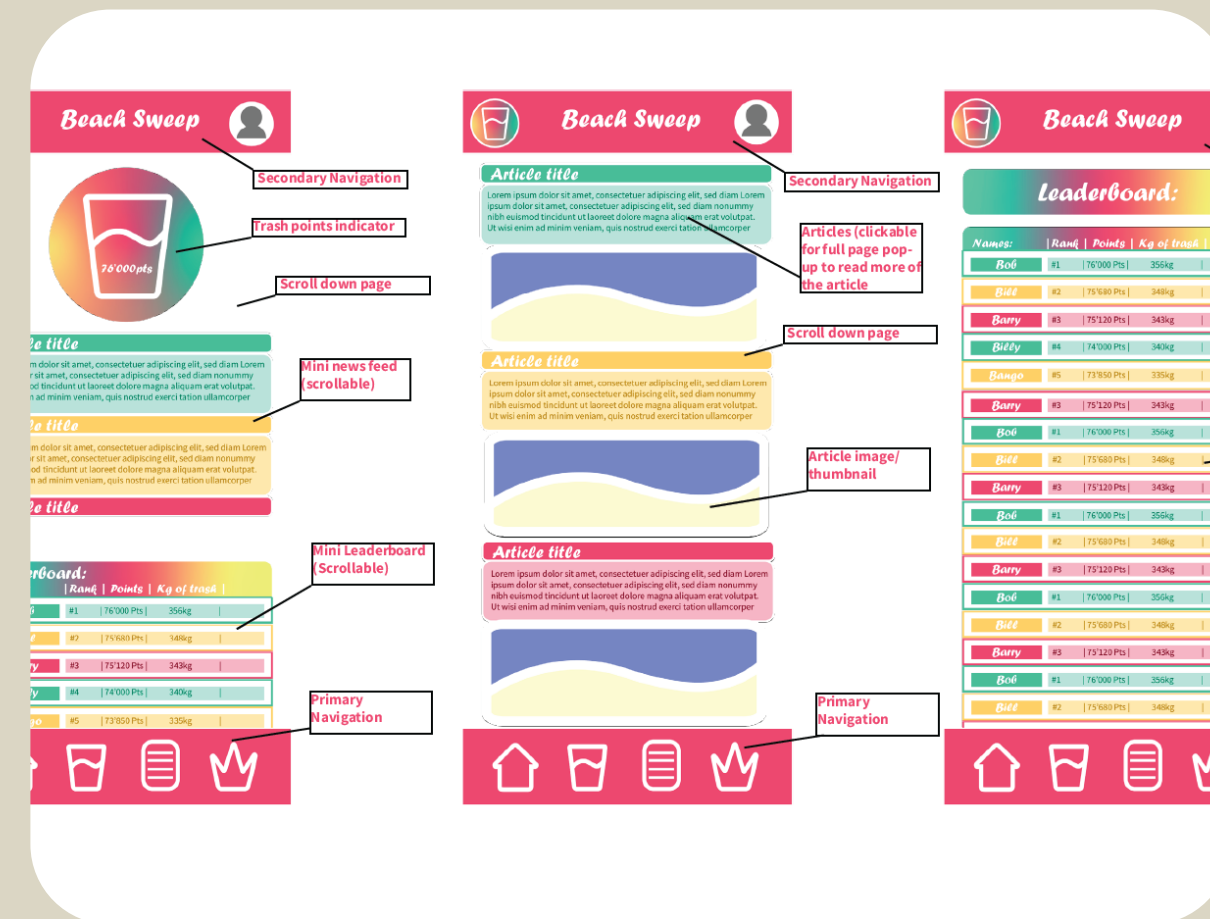


# Beach Sweep

University Work. (2022)  
 .App Prototype. **Ai** **Id**

Beach Sweep was an app prototype that aimed to gamify and reward cleaning up your local beach.

Broadly the concept would work like 'Return & Earn' with an app tracking your progress and an interactive leaderboard.

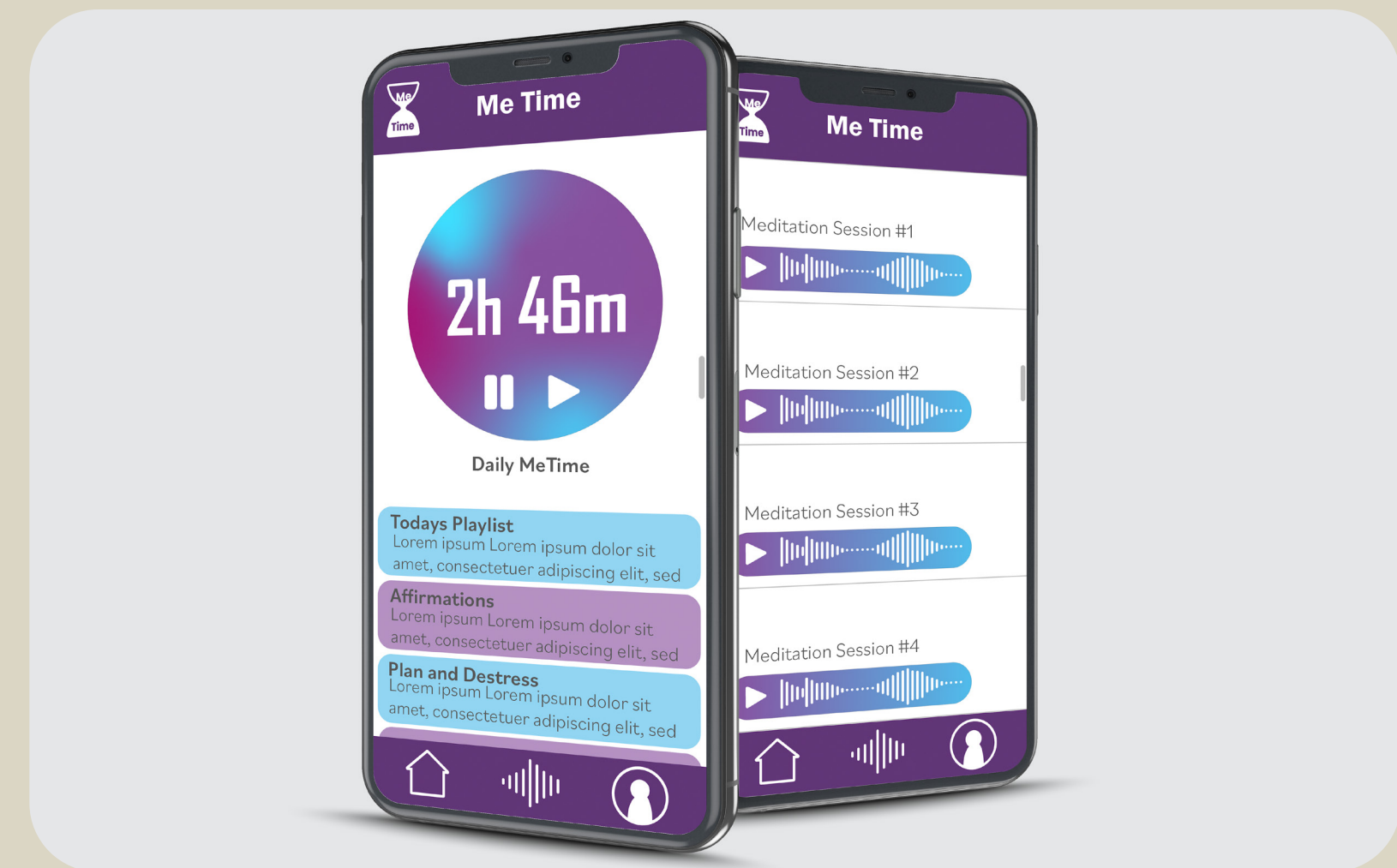


# My Time

University Work. (2023)  
.Product Proposal. **Ai Id Ps Xd**

My Time was a project concept proposal for an app to help people find their "Me Time" through meditation and relaxation.

This also included promotional material for the branding in the form of pamphlets



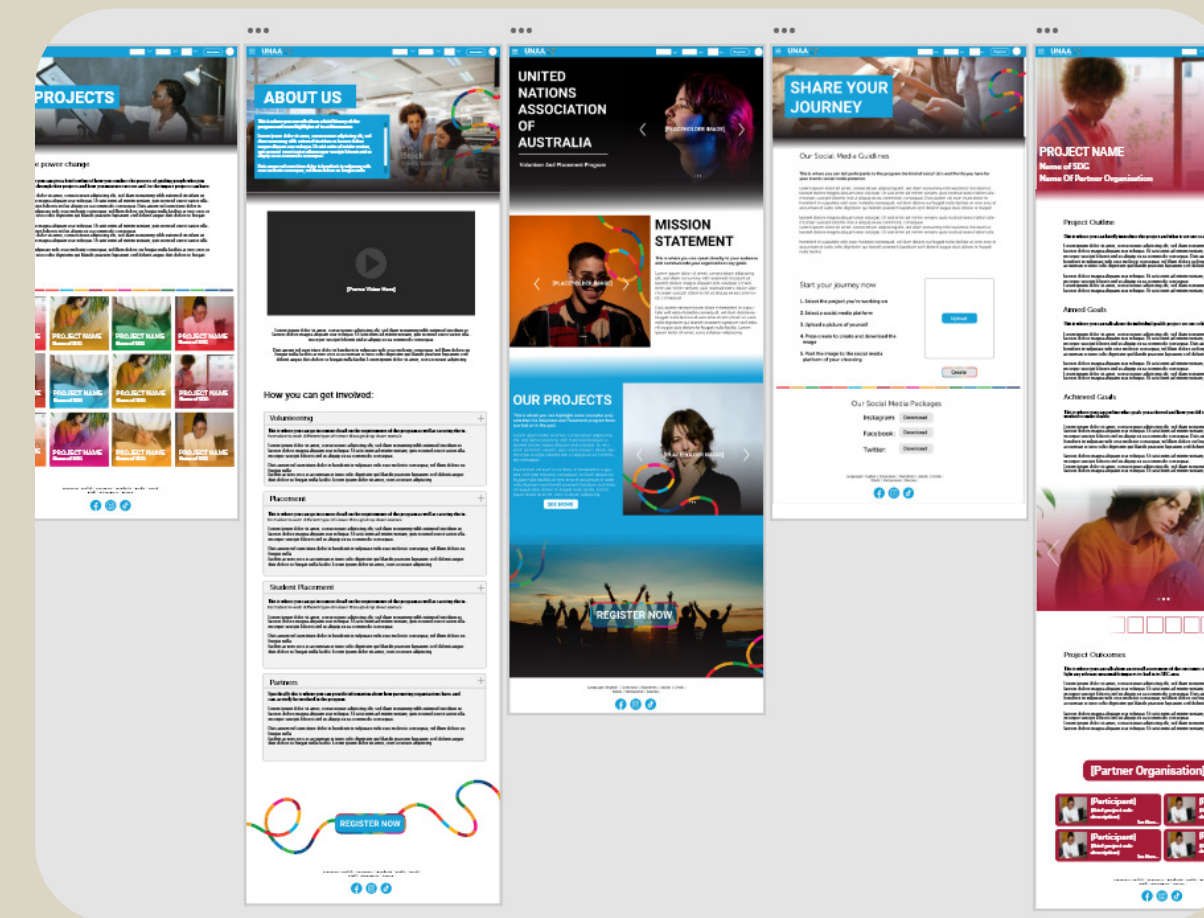
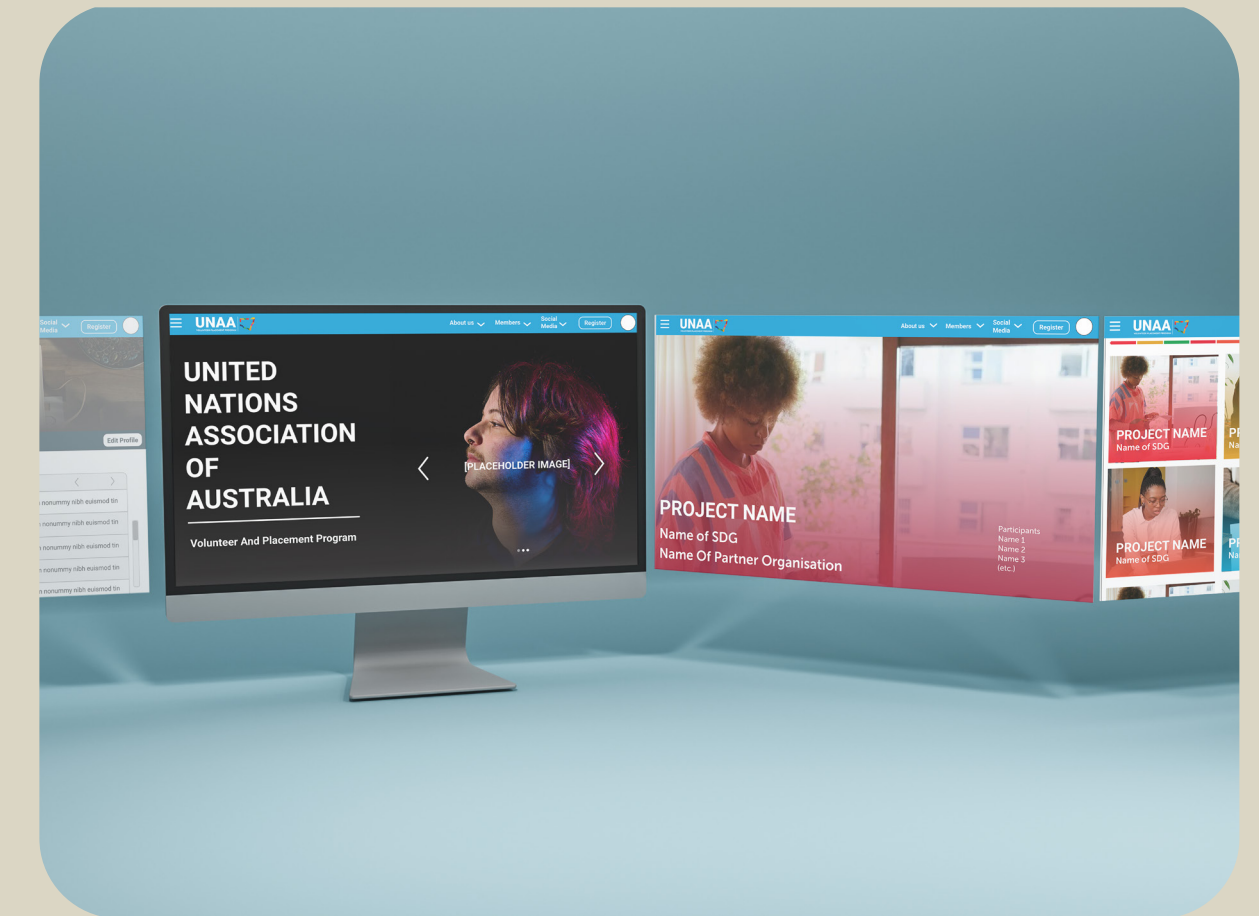
# UNAA Student Placement Program

The Burrow. (2024)

.UNAA (NSW) Rebrand. 

For this project I worked with a team of my peers, and together we developed a small variety of initiatives to rebrand the NSW branch of the UNAA.

All elements present here were done by me.



By Lucy Michelle, Parmida Zen, Gabriel Buckland-Willis, Andrew Phan and Ferdinand Chen

# Froots

University Work. (2022)  
.Product Design.   

Froots is a branding/product design project where I created a brand idea for a flavoured fizzy drink brand.

Another aspect of the product was that the packaging could be used to create cutouts of the brands cast of colourful characters.



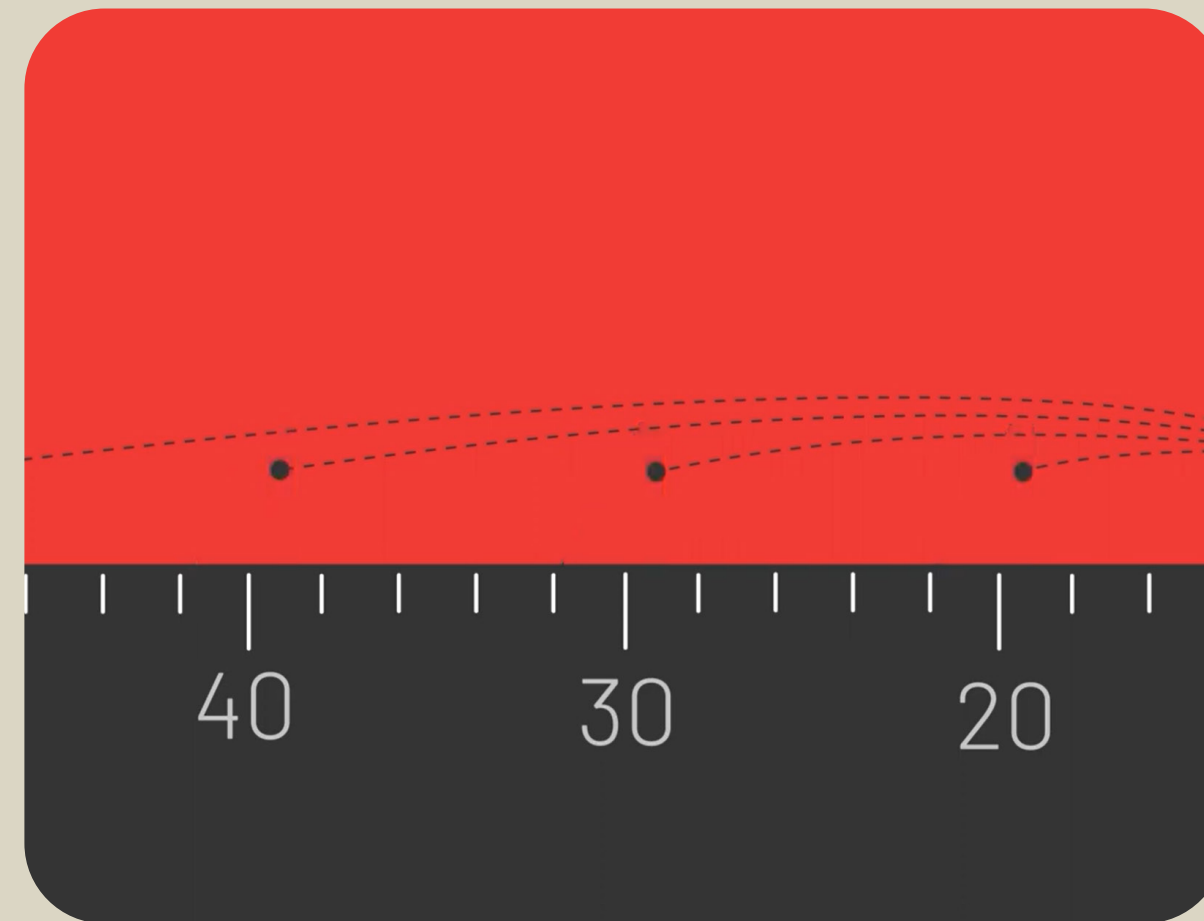
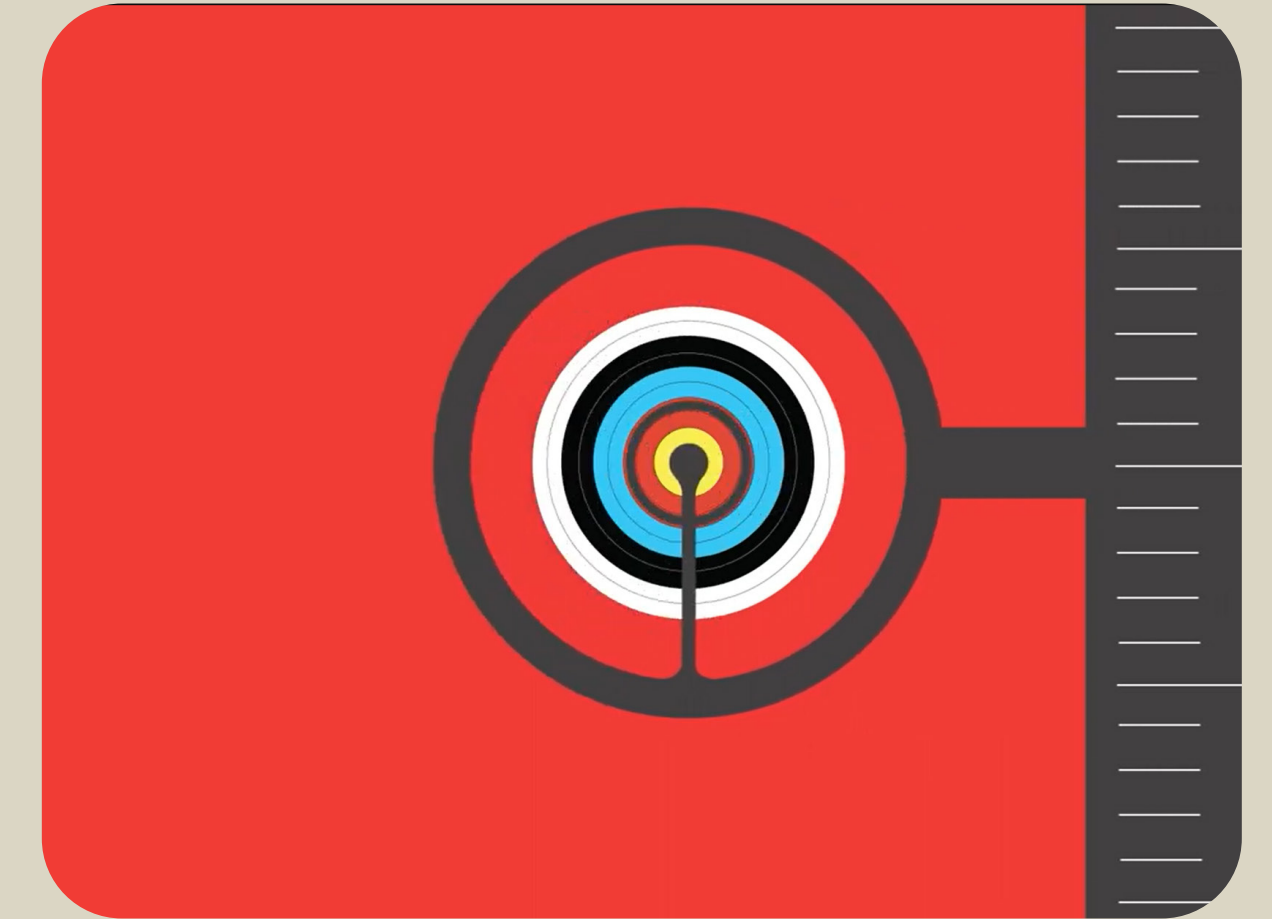
# Shoot Your Shot!

University Work. (2023)

.Animated Short.  

Shoot your shot is a short animated video on a small variety of things an archer needs to be aware of to execute a good shot.

This video was based on my own personal knowledge from my training as an archer.

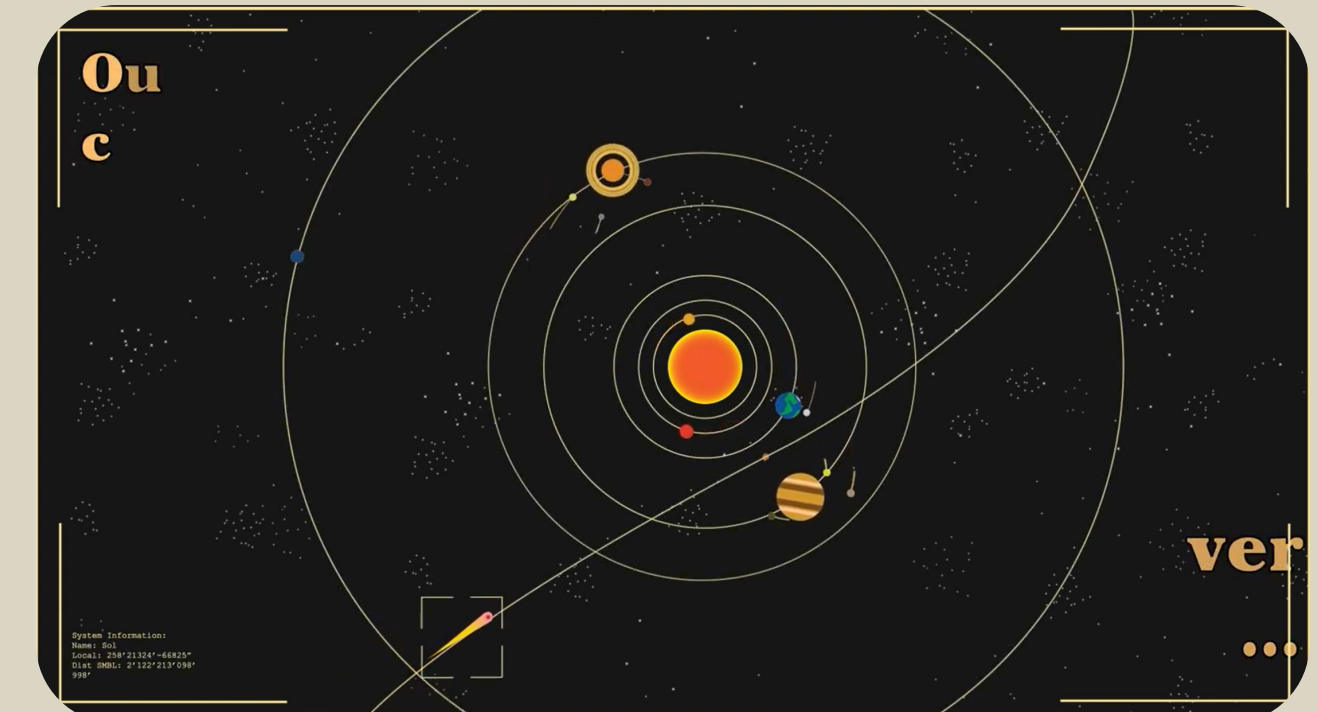
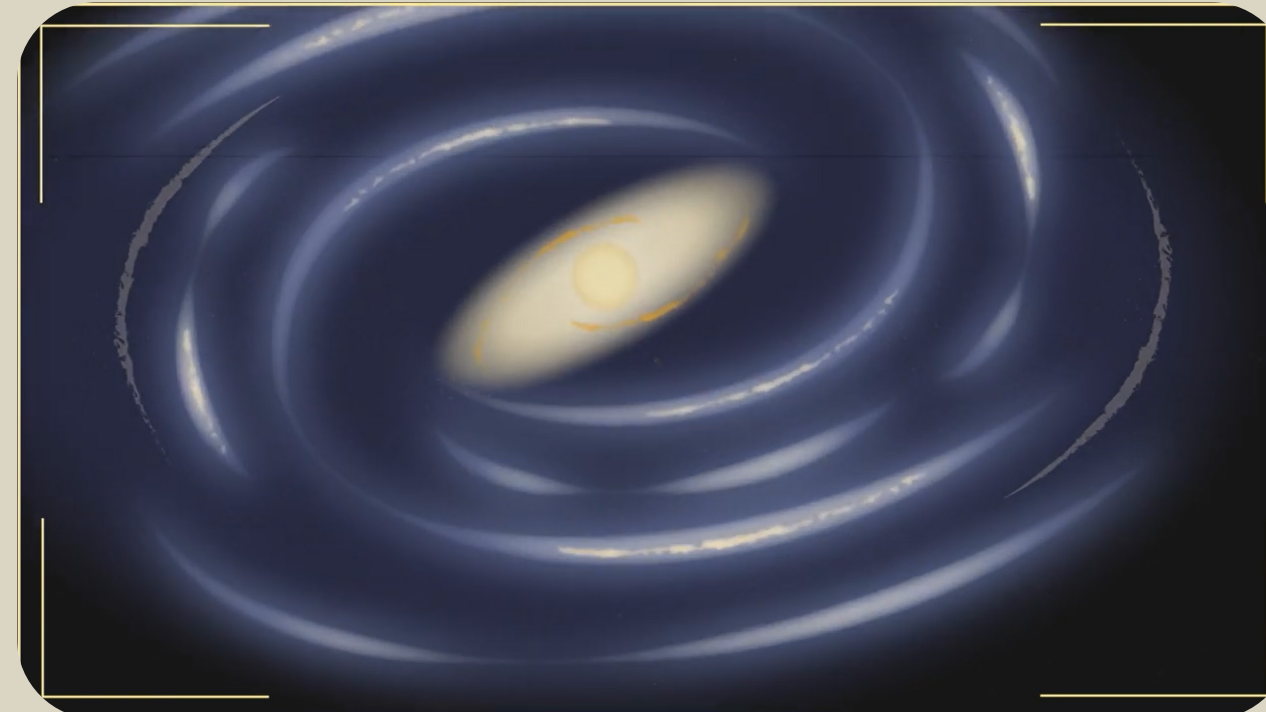


# Trajectory

University Work. (2023)  
.Animated Short. **Ai Id Pr Ae**

Tradjectory was a short animation I created depicting a missed connection I'd had during the summer of 2022.

This project also displays some of my scifi influences.



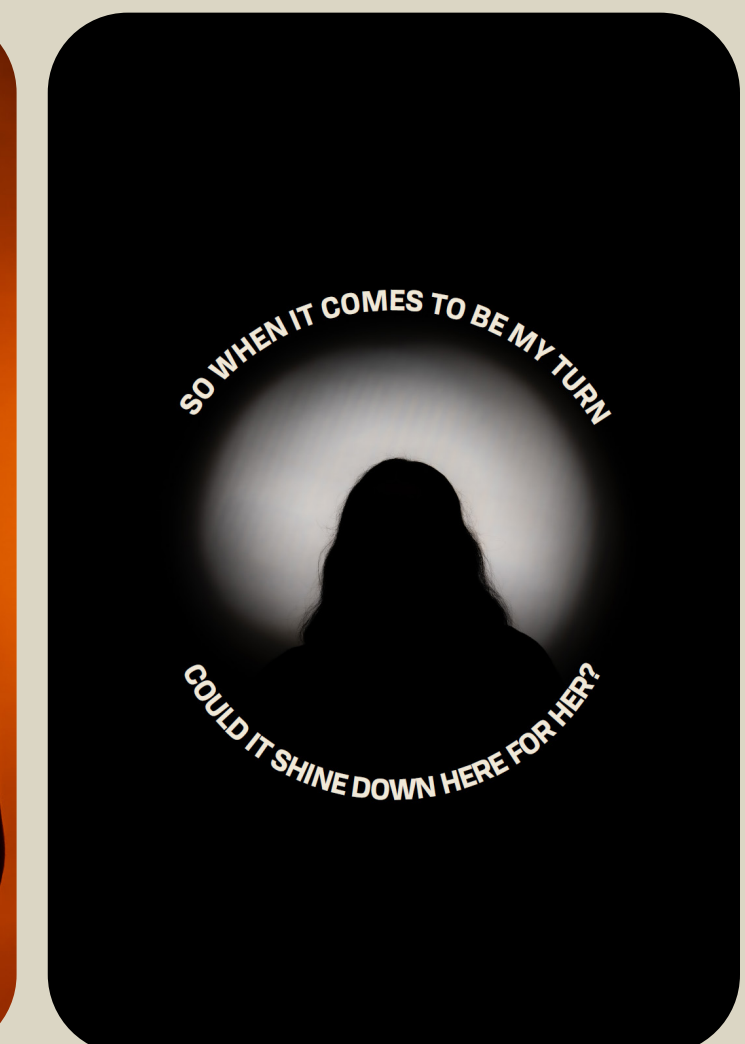
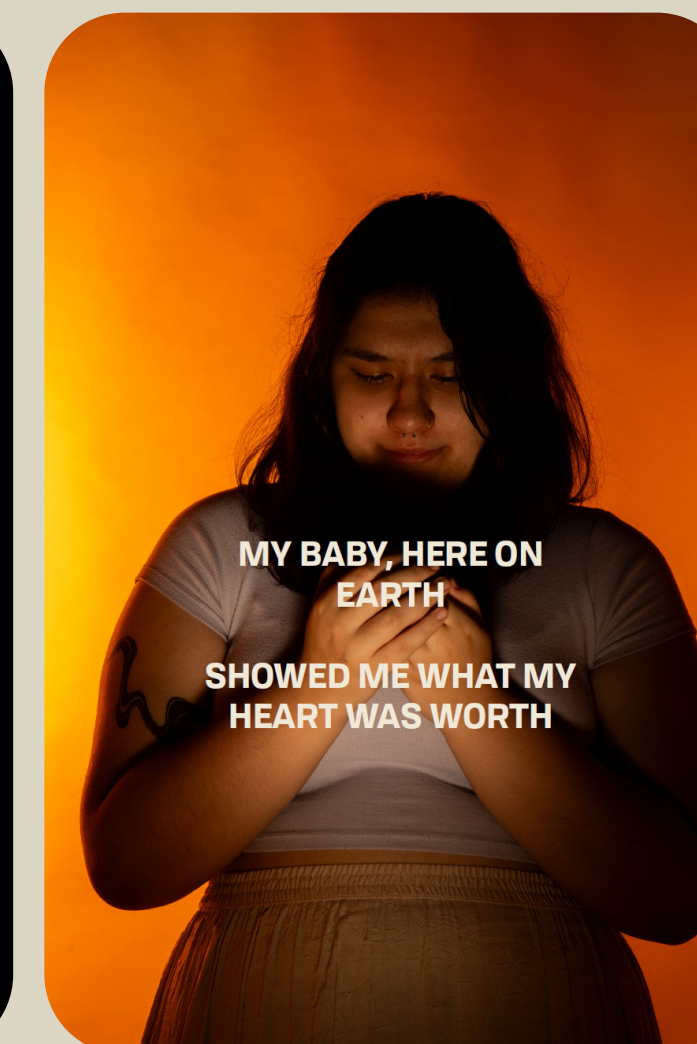
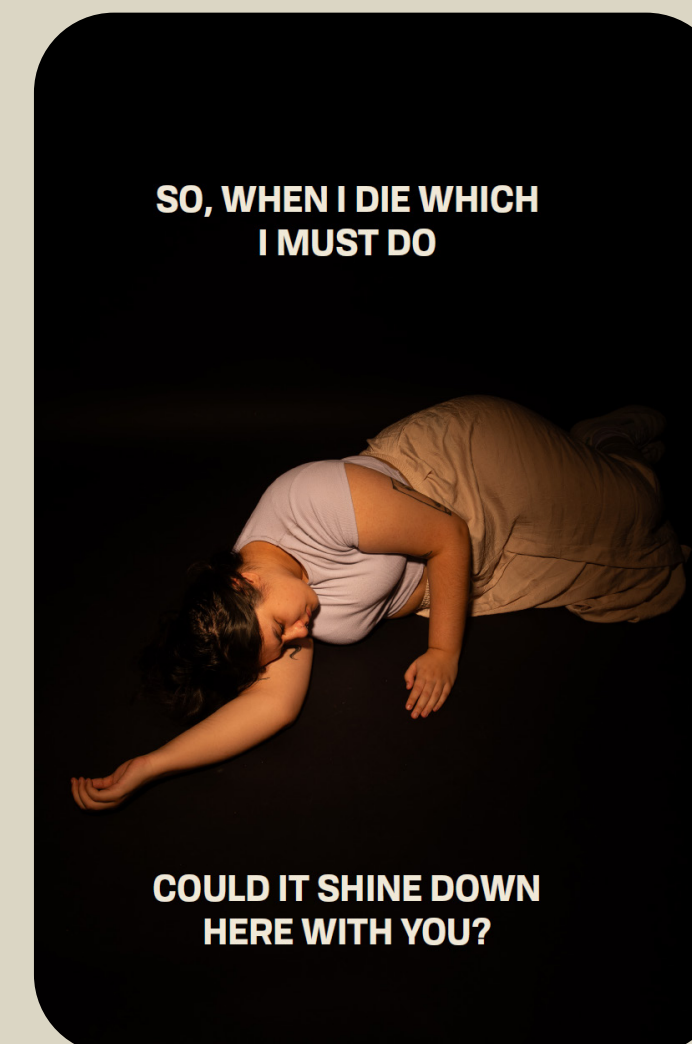
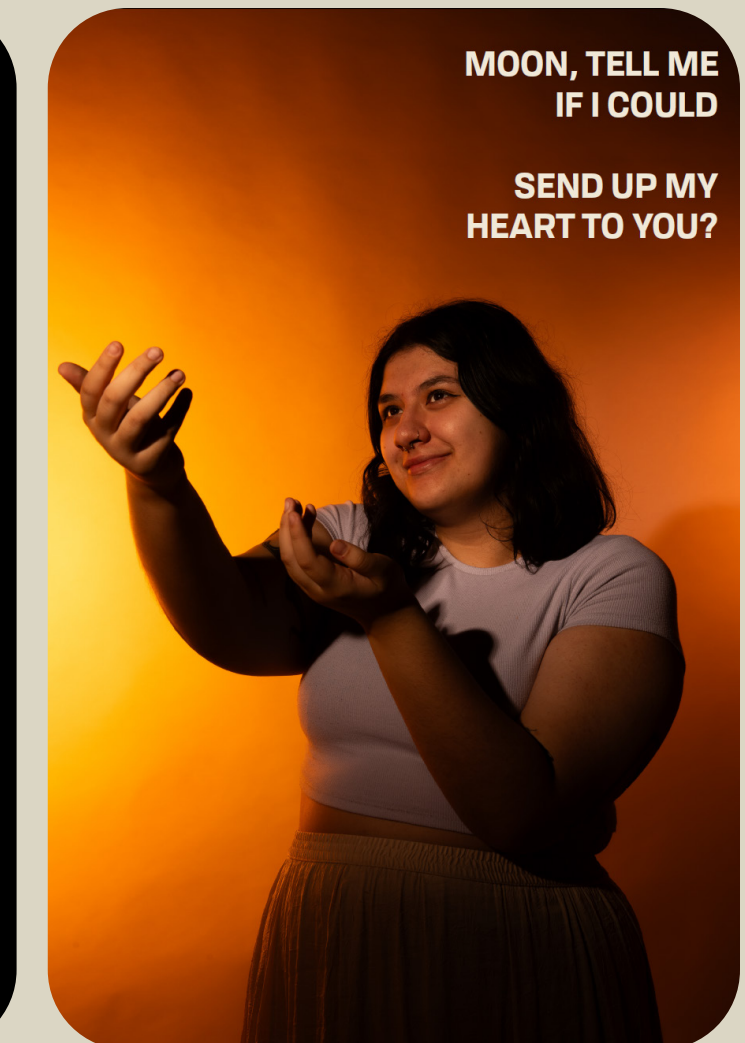
# My Love is Mine All Mine

University Work. (2024)

.Photographic Narrative. **Ai** **Id** **Lr**

This photographic narrative is based off the text from the popular Mitski song 'My Love is Mine all Mine'.

Personally I'm a big fan of this artist so I really enjoyed making this piece.



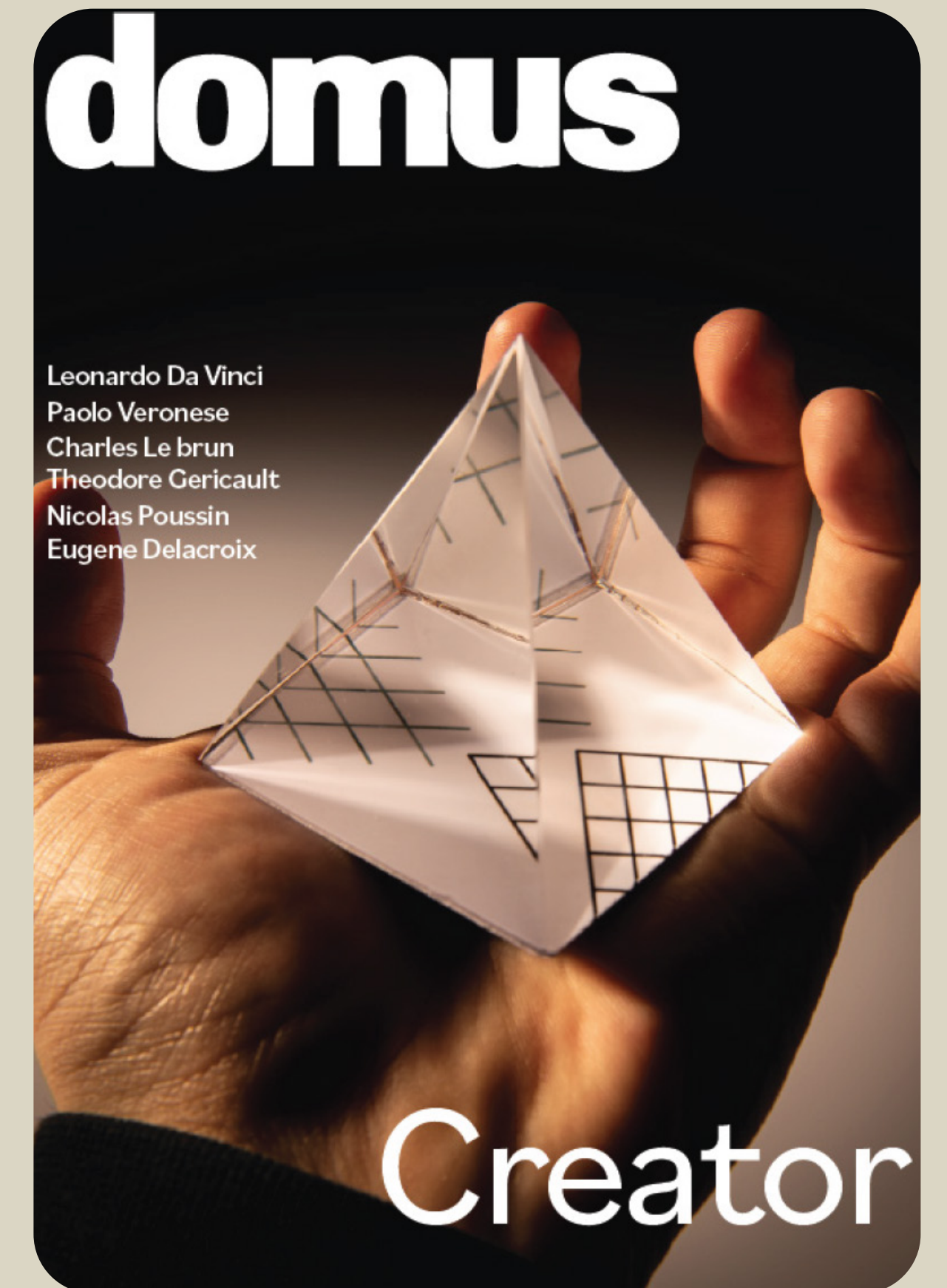
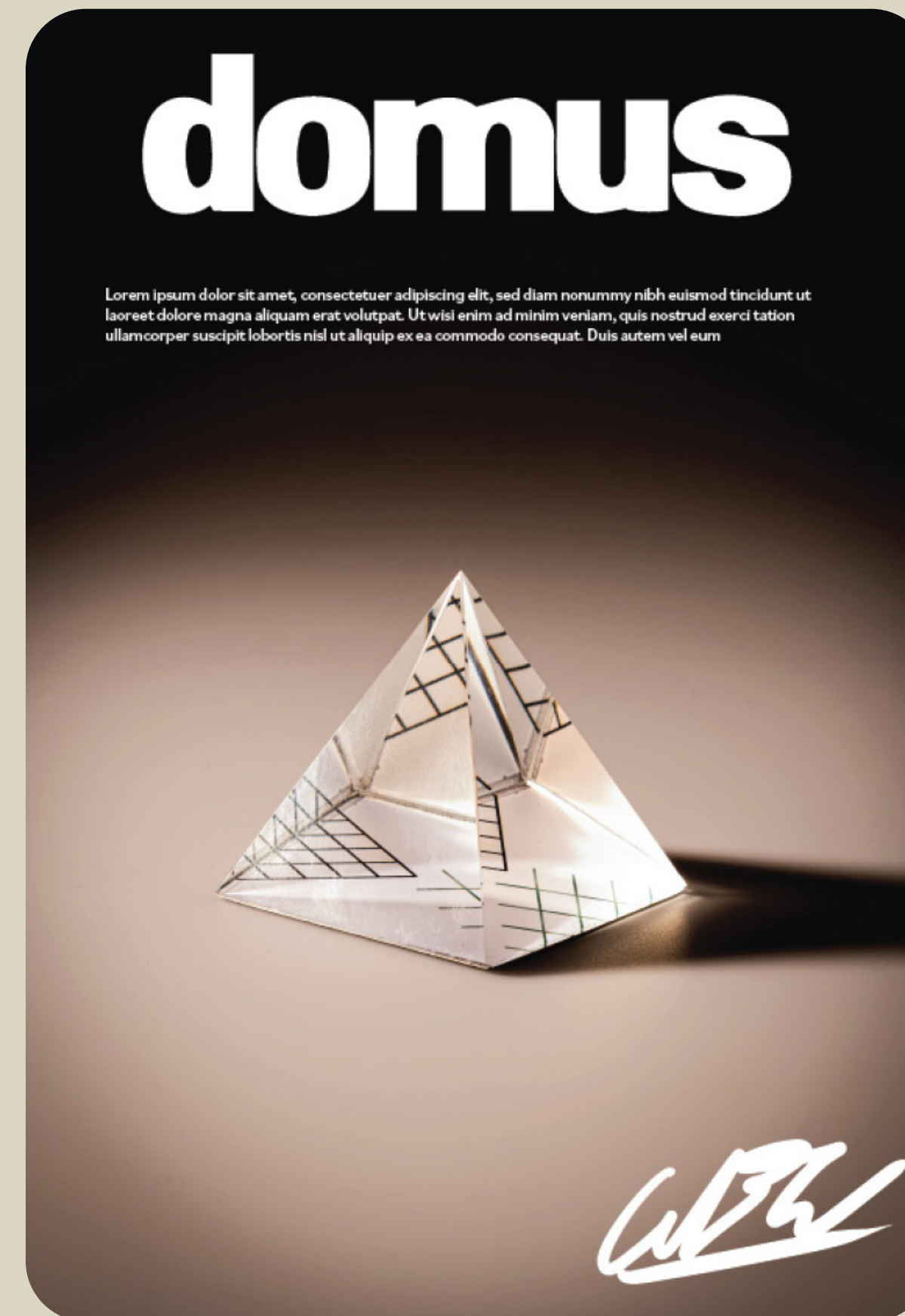


# Product Photography

University Work. (2024)  
.Studio Photography.  

These covers are based on an existing magazine, Domus, and were shot in a professional photo studio.

The theme was architectural and the object chosen was an artistic rendition of the Louvre.



# Bowie Homage

University Work. (2024)

.Portrait Photography.   

The Focus of this project was to create an image in the style of david bowie if he were to be photographed today.

These photos were taken using professional cameras and lighting.

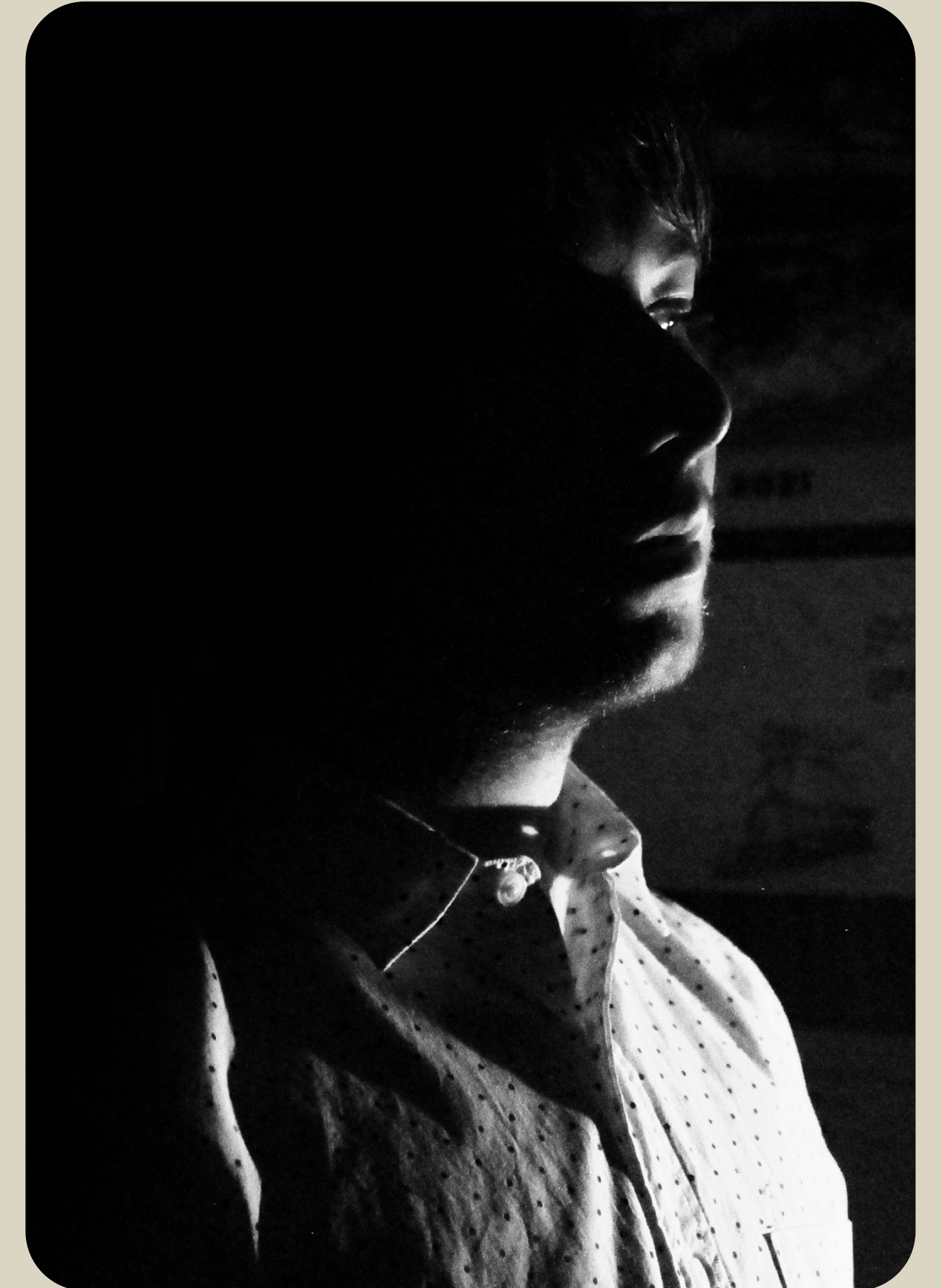


# Two Faced

University Work. (2023)  
.Portrait Photography.  

This two image piece aimed to show two opposing sides of the subjects personality, the public and the private.

Additionally this shoot required a creative setup as the subject was also the photographer.



**Thats All!**

