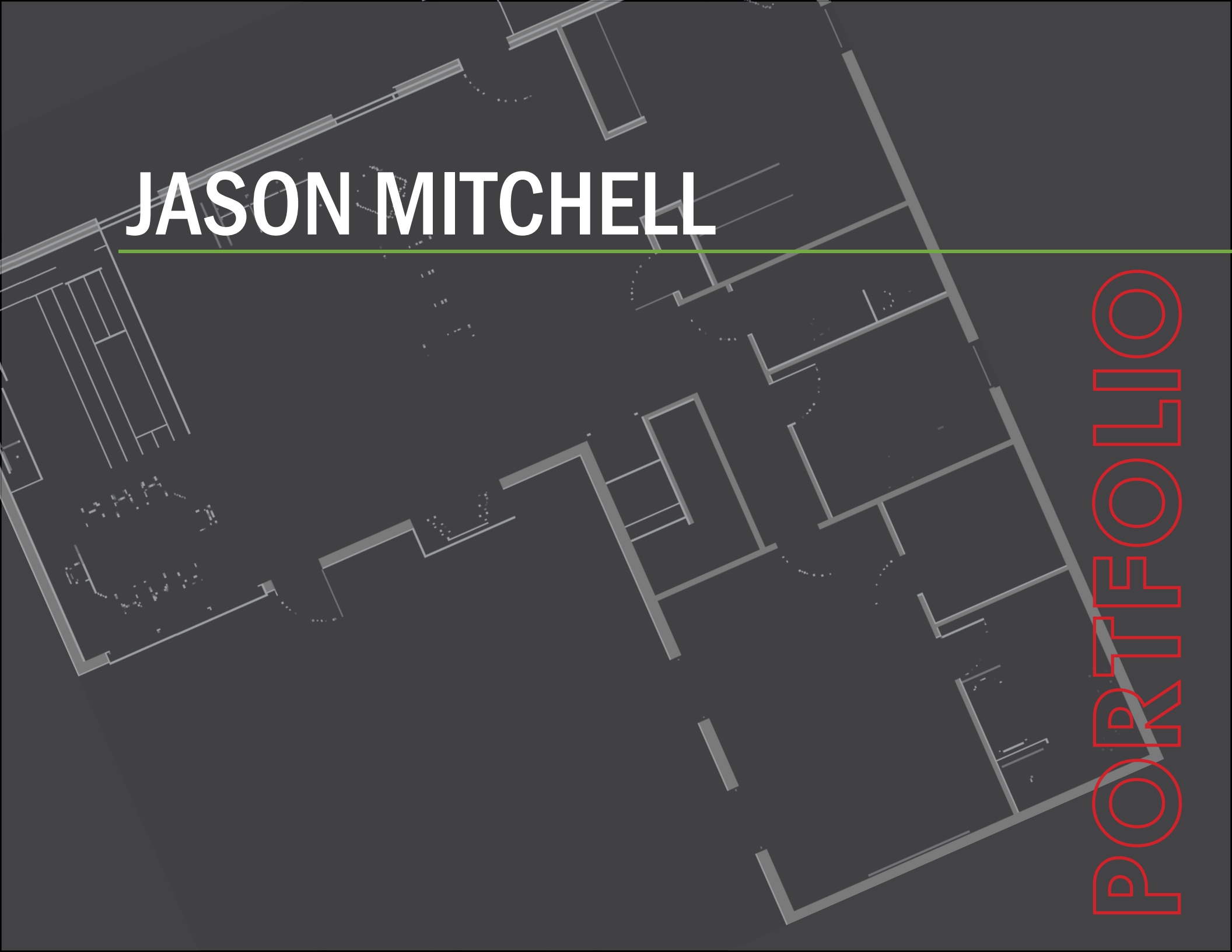
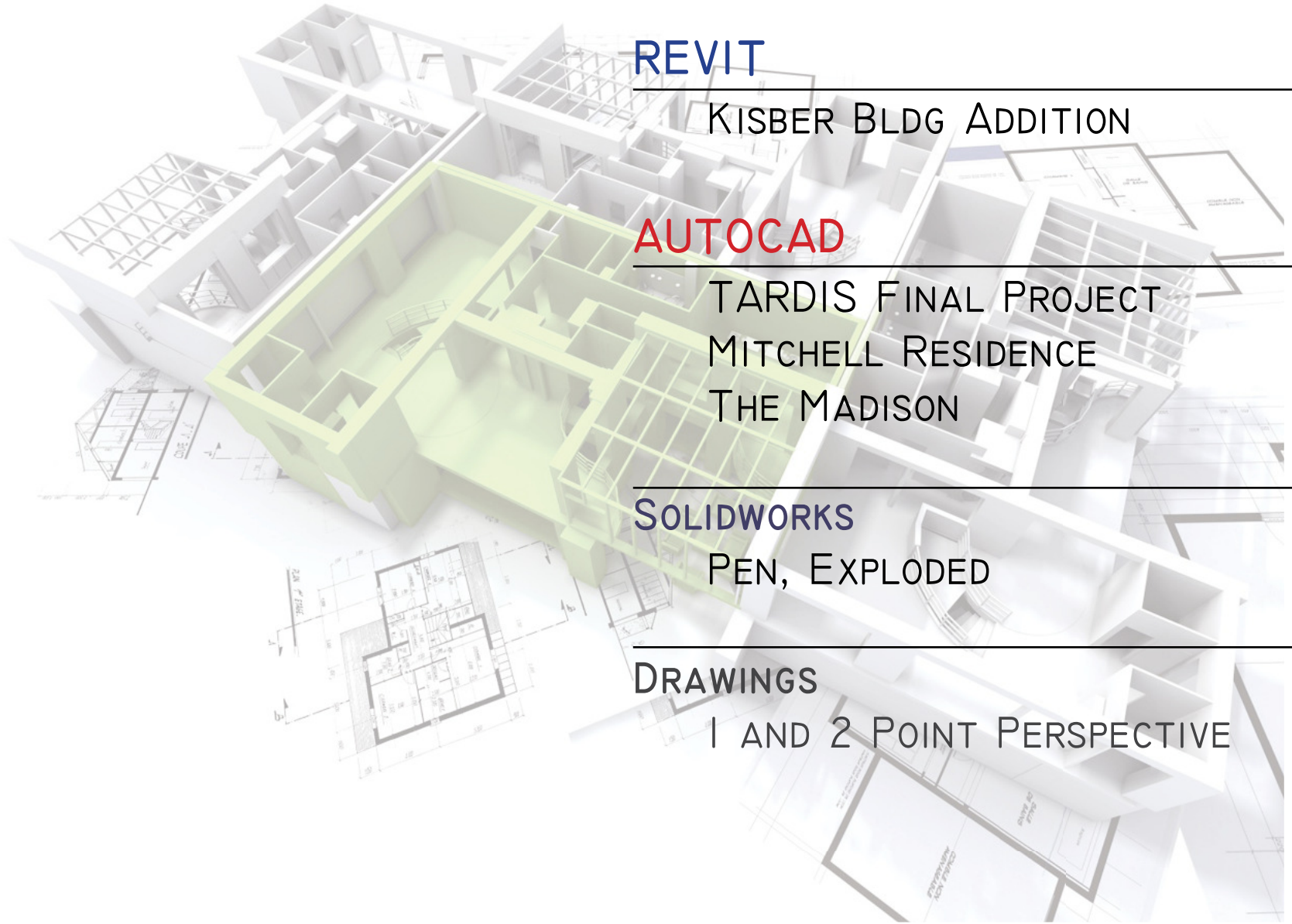
JASON MITCHELL



PORTFOLIO

PORTFOLIO CONTENTS

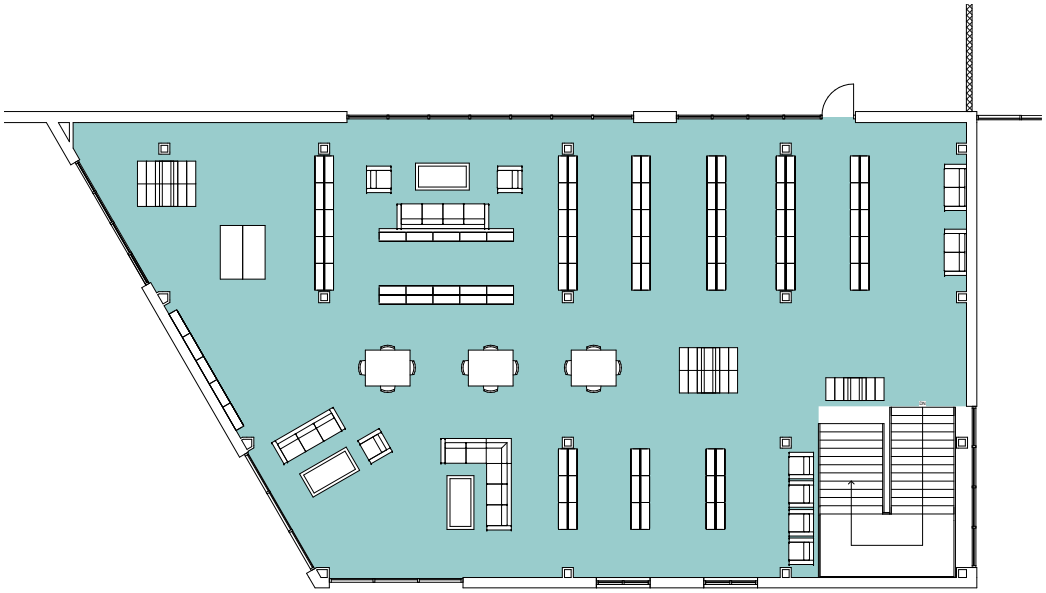


NSCC Kisber Library Addition

In this project, the class was to design an addition to the current school library, includinng a few media rooms, a presentation room, some extra stack (bookshelf) space and a coffee "commons". The client wanted daylight to be a focus, in an attempt to make the library more inviting and lively to attract the students.

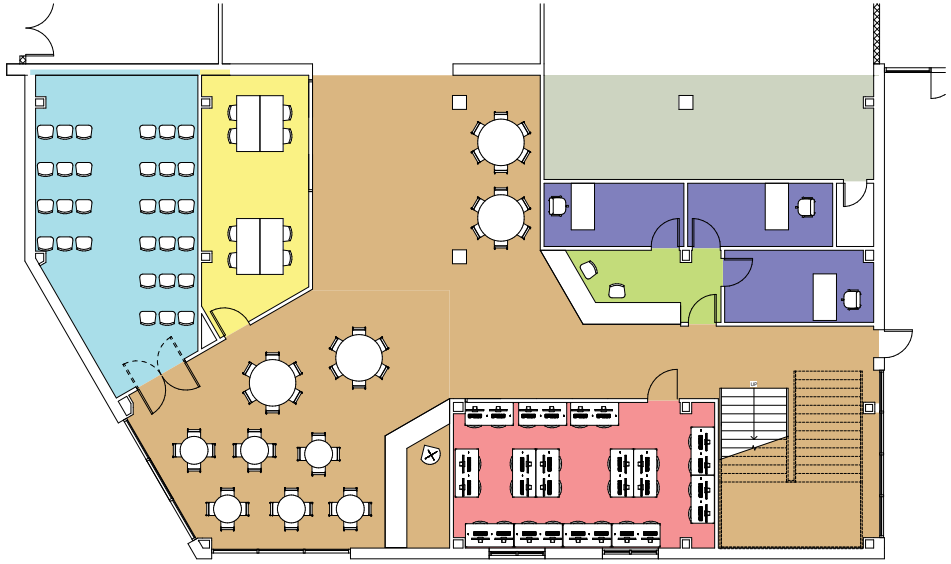
The existing Kisber building was built in the 1970s and is a bit bland, but it serves its purpose. It is entirely brick and oblong shaped, with various 60 and 120 degree angles on the footprint. There were various curtain wall windows throughout the outside of the building that went up the whole length of the building, and two "Y" shaped windows which the client did not want removed for any reason, at first. One of the most noticable features of the kisber building is the roof, where a pyramid shaped window protrudes from the flat roof.

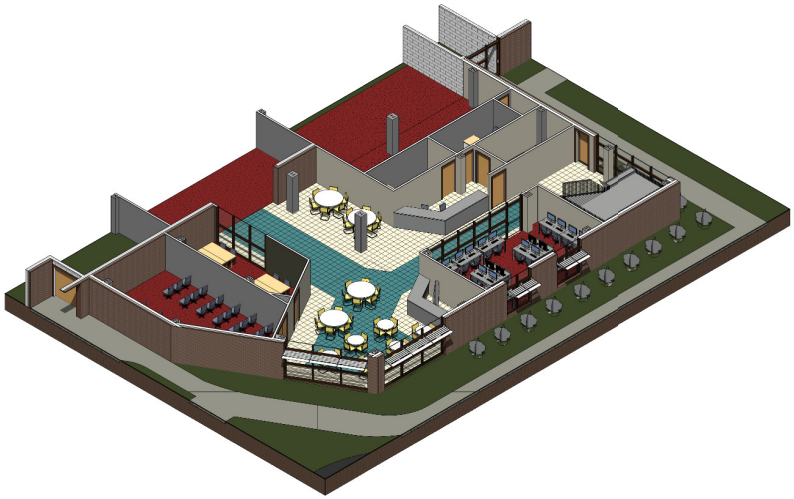
For my particular design, I didnt want to stray too far from the design of the existing building, for fear it would stick out too much and be an eyesore. So i made the shape simple, and conformed to some of the other angles present in the existing building footprint. I also added light shelfes on the windows to scatter the daylight in the interior but keep the energy costs down. There is plenty of daylighting throughout my addition and an entire floor of extra stack space.

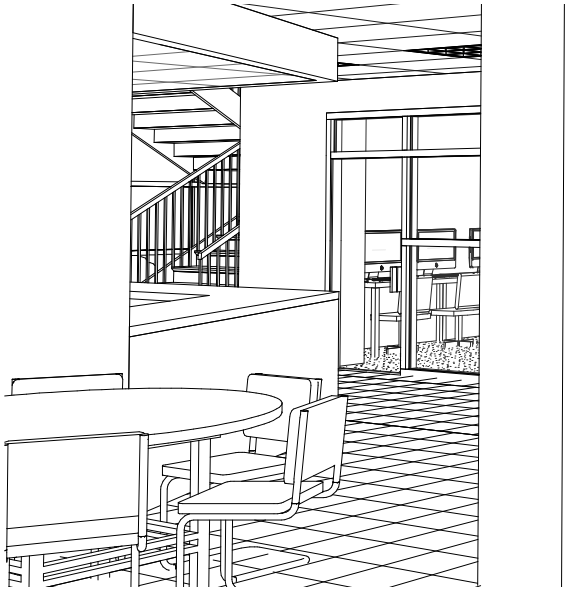


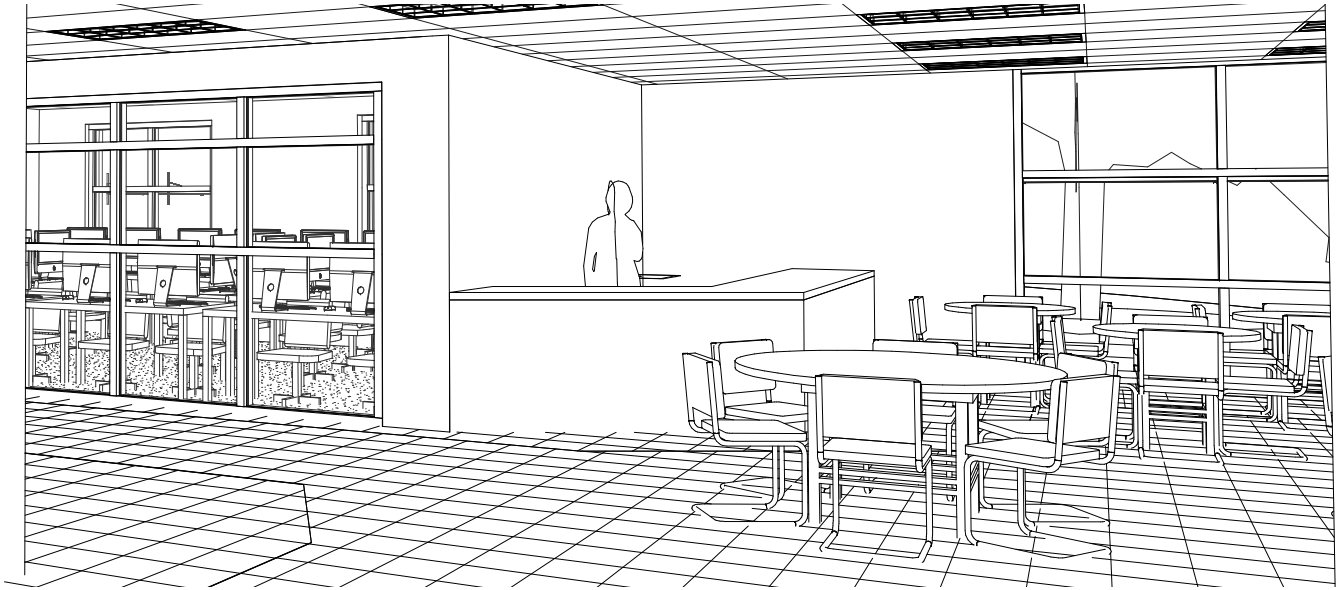
UPPER AND LOWER FLOORS

UPPER AND LOWER FLOORS,
IN 3D ISOMETRIC VIEWS



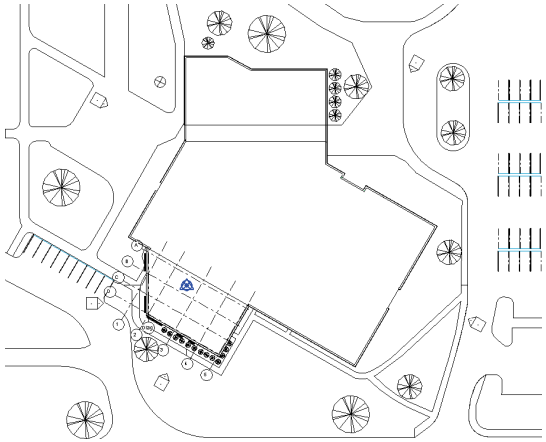


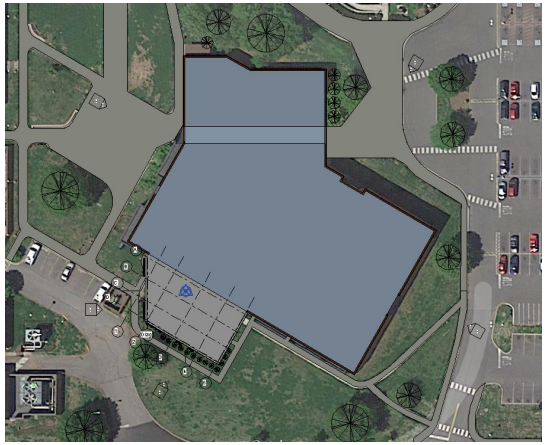


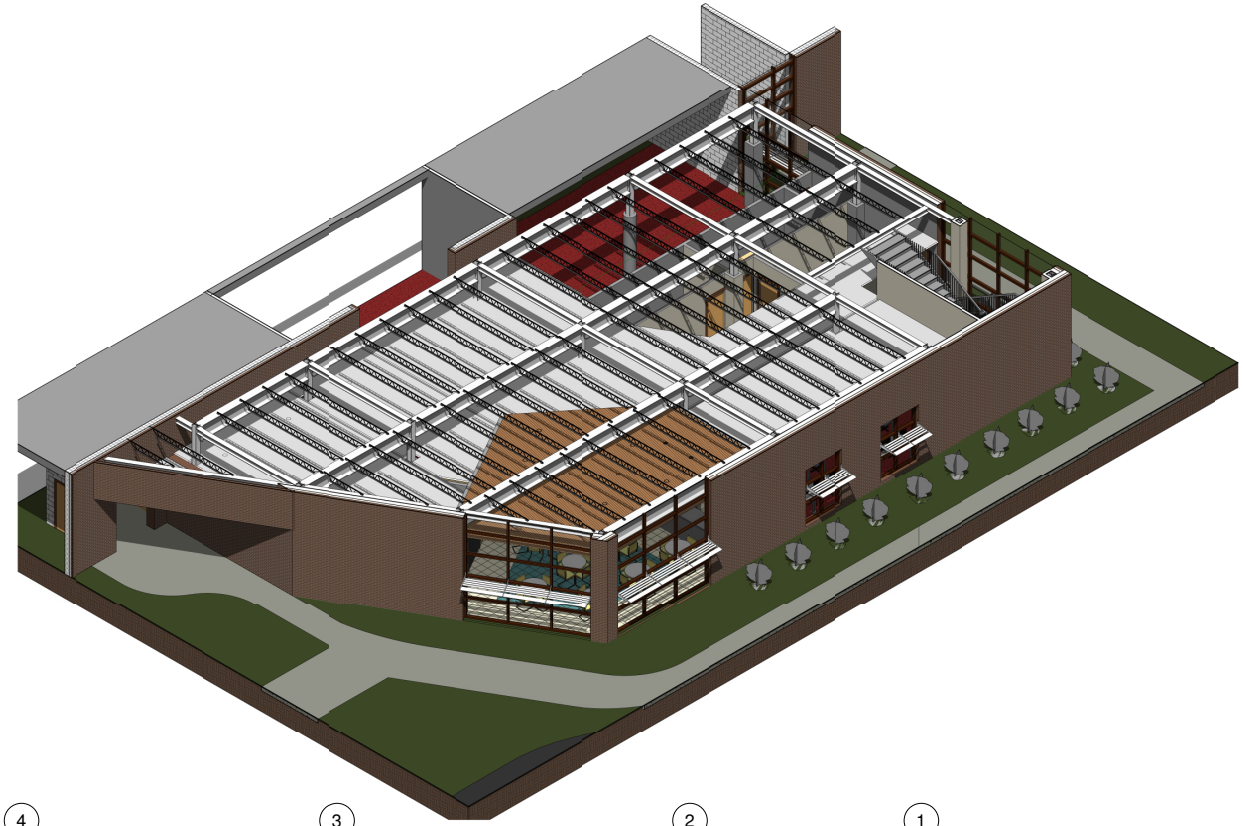


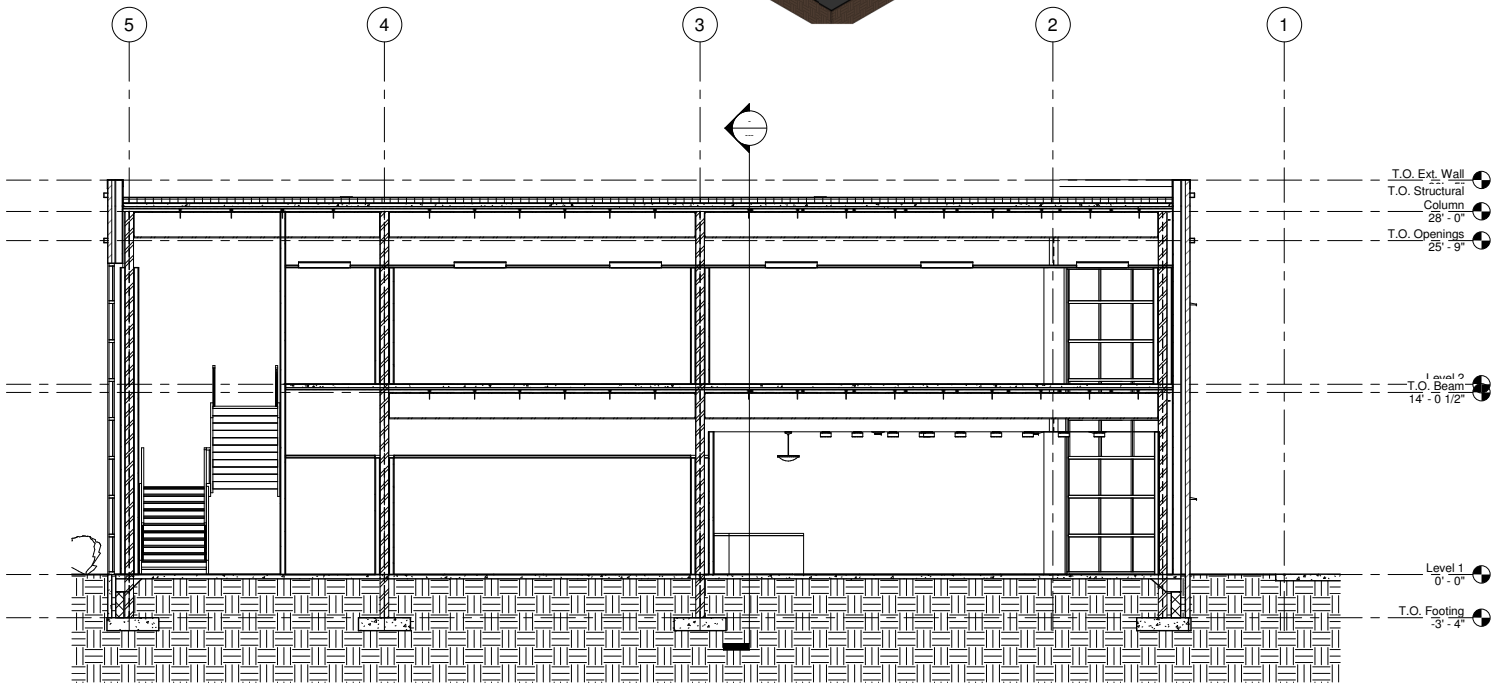
Upper floor, drawing & renered

Site plan, drawing & Textured





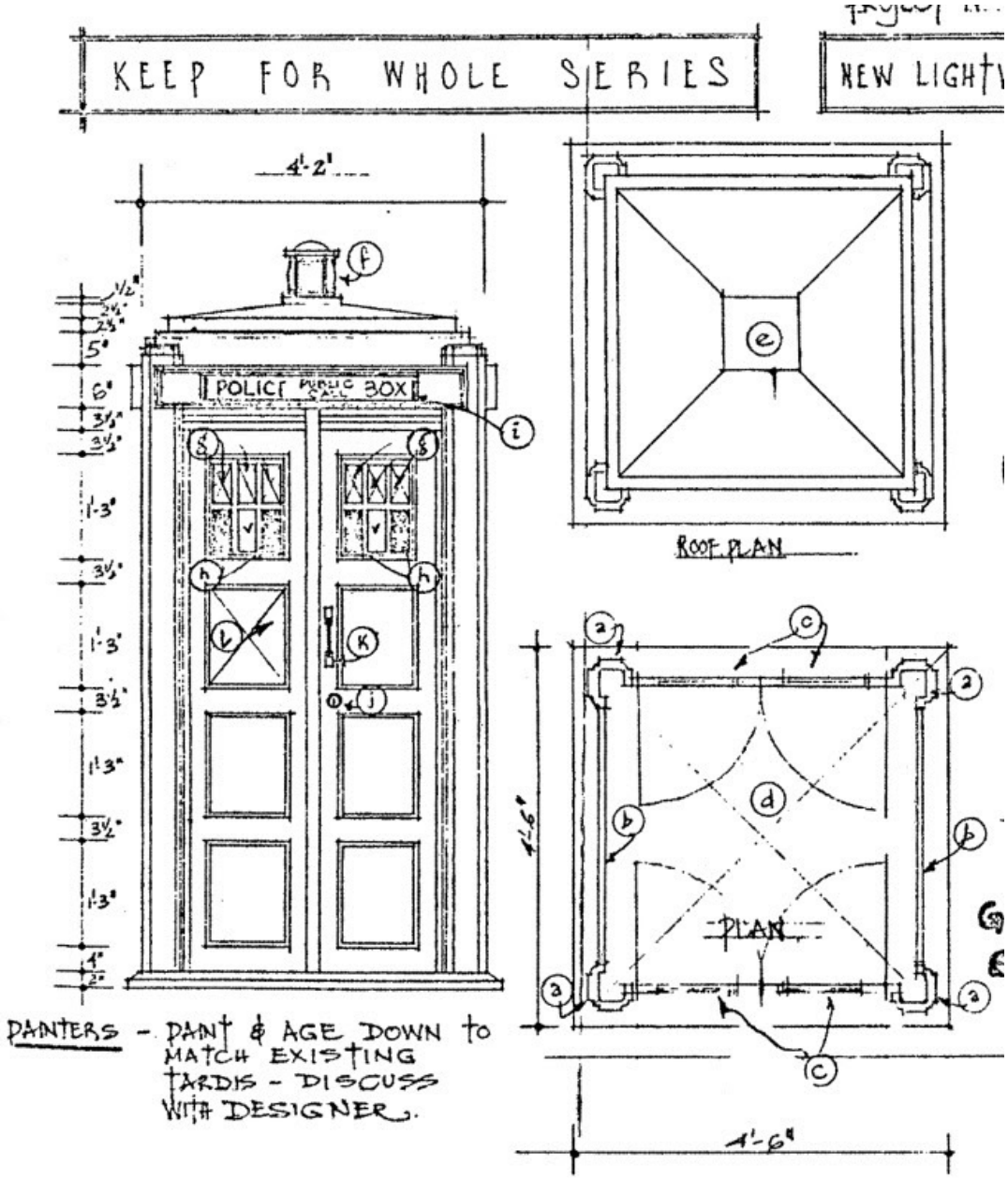


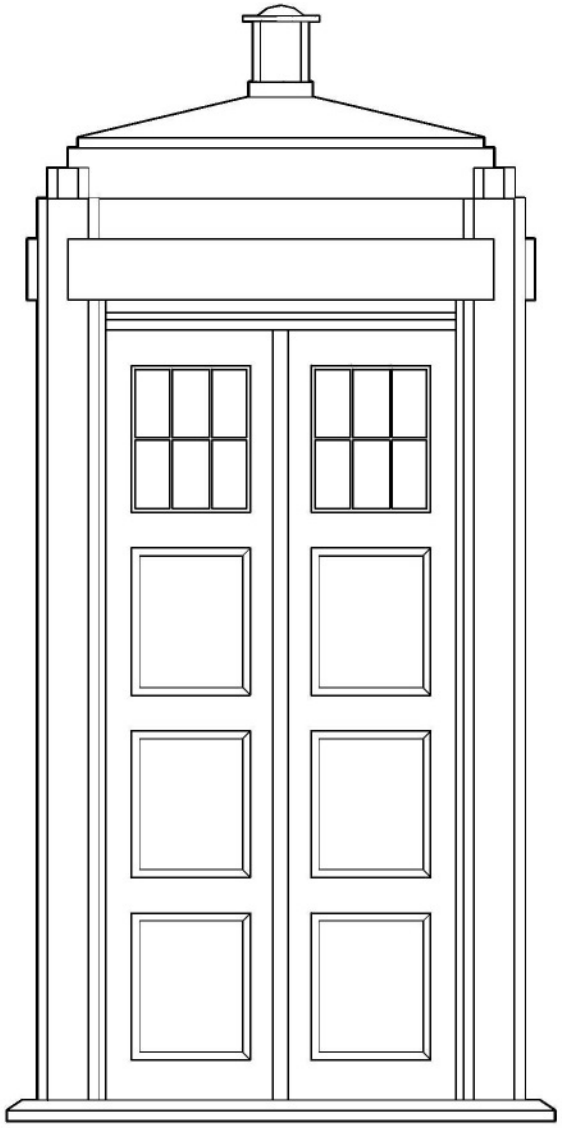

5
4
3
2
1
T.O. Ext. Wall
T.O. Structural
Column
28' - 0"
T.O. Openings
25' - 9"
Level 2
T.O. Beam
14' - 0 1/2"
Level 1
0' - 0"
T.O. Footing
-3' - 4"

Tardis Final Project

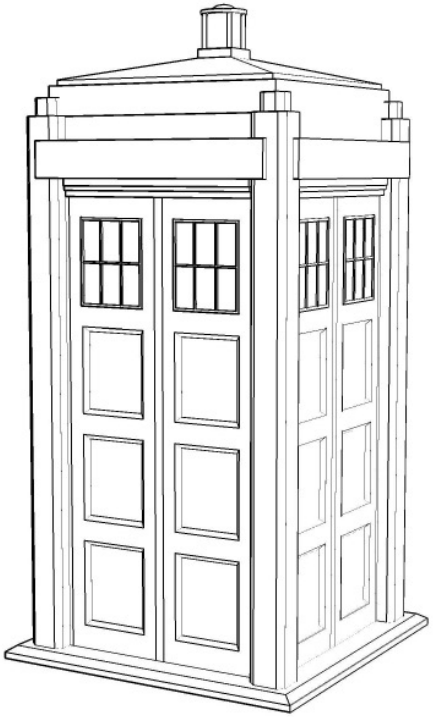
Assigned as a final project for "AutoCAD 1", this project is a model replica of the TARDIS from popular television sci-fi series, Doctor Who. To design this, a few selected schematic images were picked from the web to help with the scale and dimension. It was first designed by tracing over the various views of the object from these images, then conceptually designed in 3D using photgraph examples.

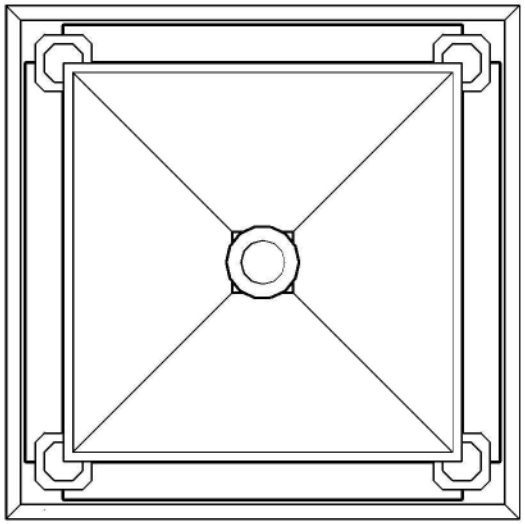
June of 2013

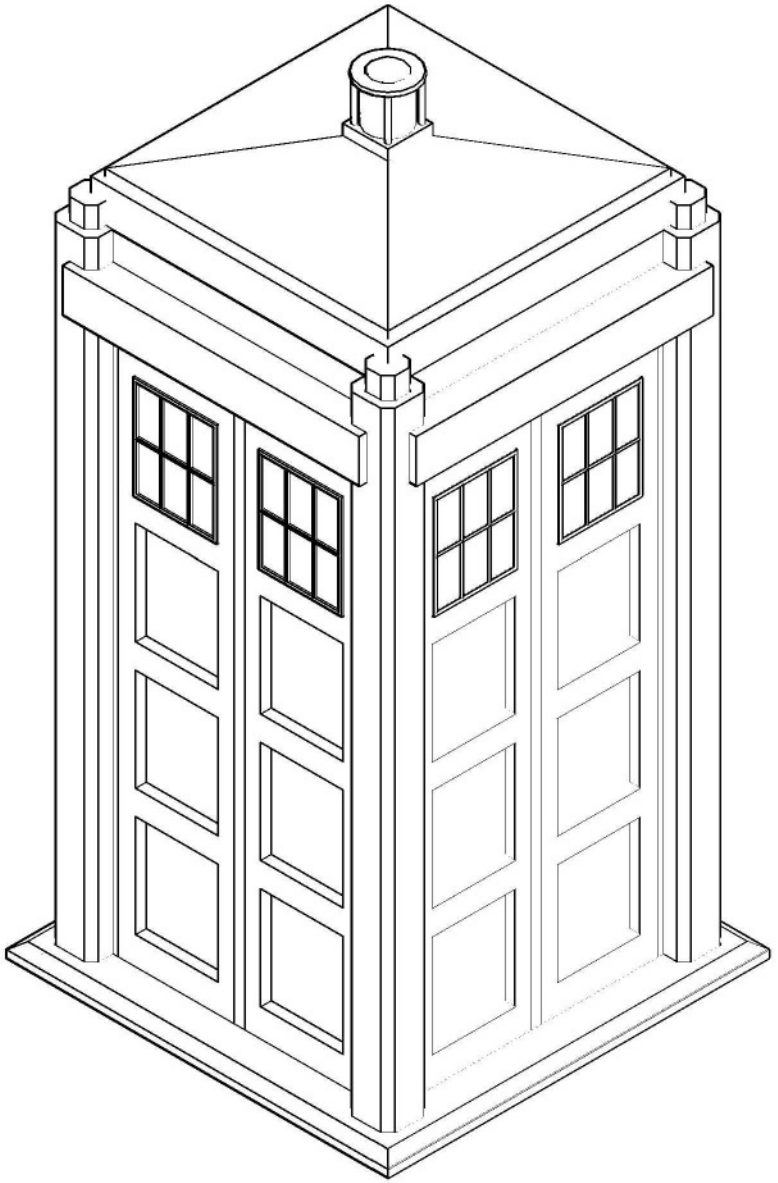




(original drawing that was used)

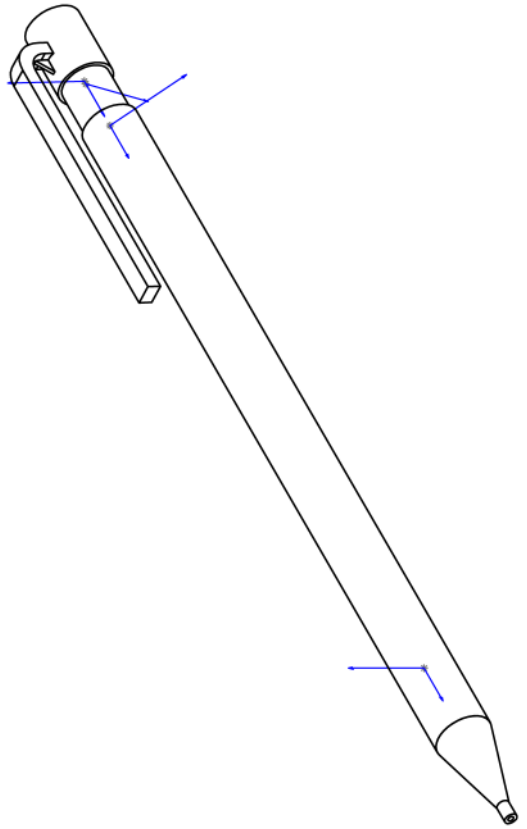




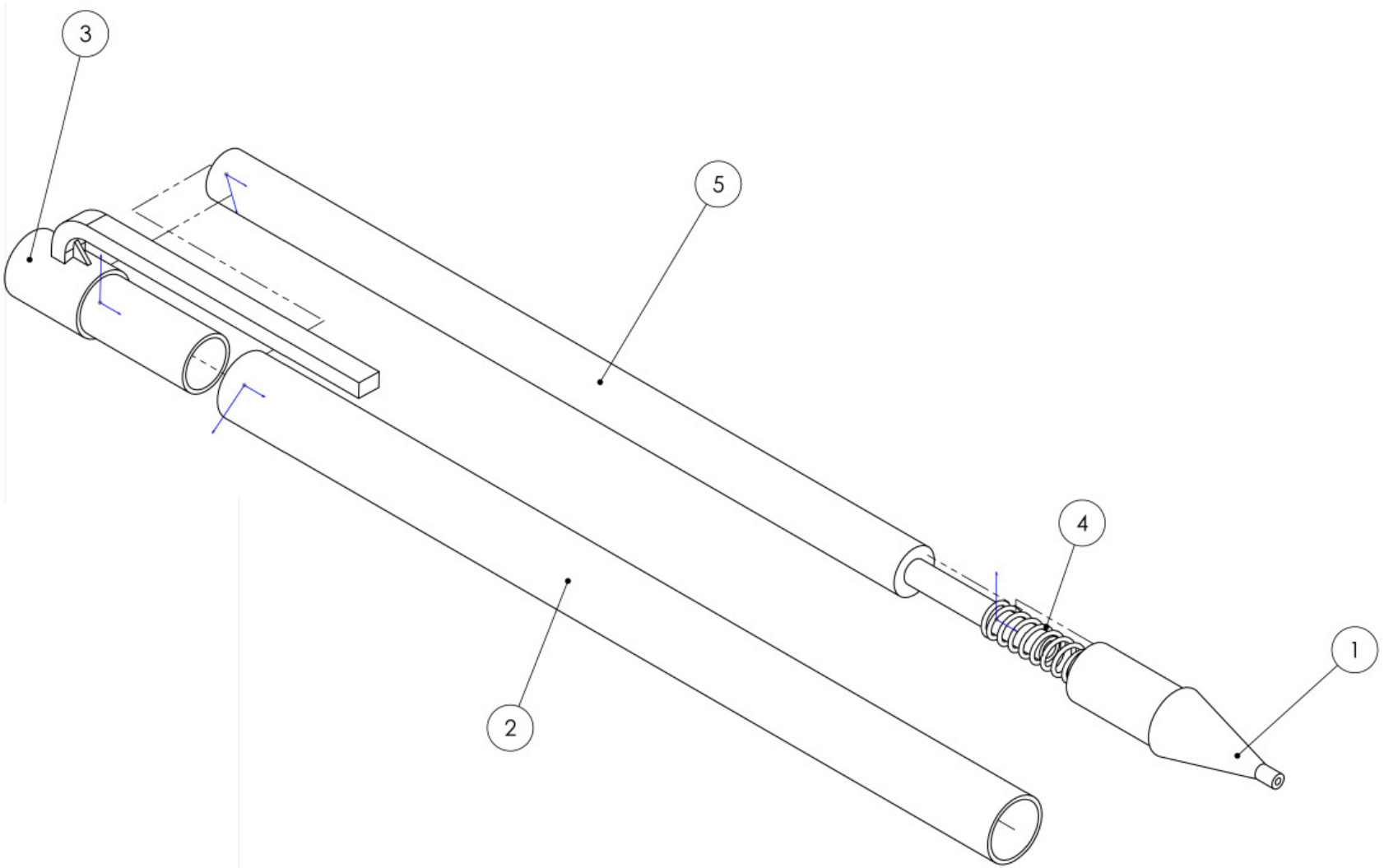


Pencil Model

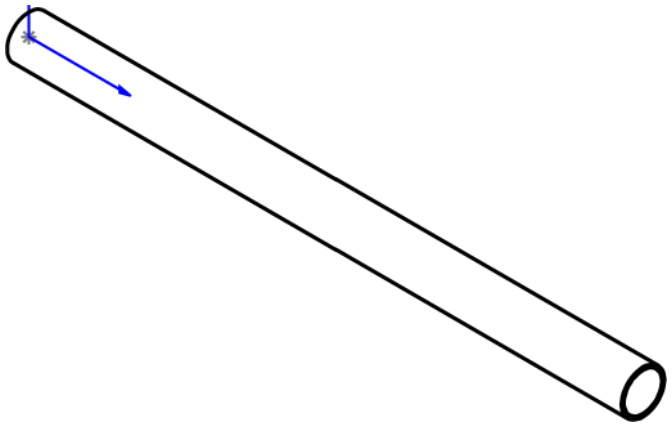
This project was designed during the "Intro to 2D-3D Modeling" class and took about two school weeks to design. The assignment was to pick a fairly simple object and model it in Solidworks. The object I chose was a mechanical pencil and it started by recording measurements on paper. Eventually the measurements were ported to Solidworks in the form of dimensions and model parts. There were a total of five parts including the body, the eraser end, an internal graphite tube, a metal spring, and a screw-on tip. The finalized model brought these five parts together in what is called an exploded view, illustrating where the parts join. This project took practice into application by utilizing the creative side of modeling.



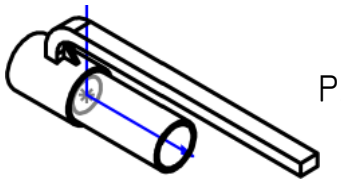
March of 2012


3
5
4
1
2

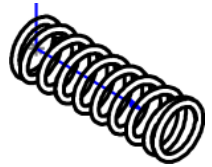
Part 1 - Pencil Tip



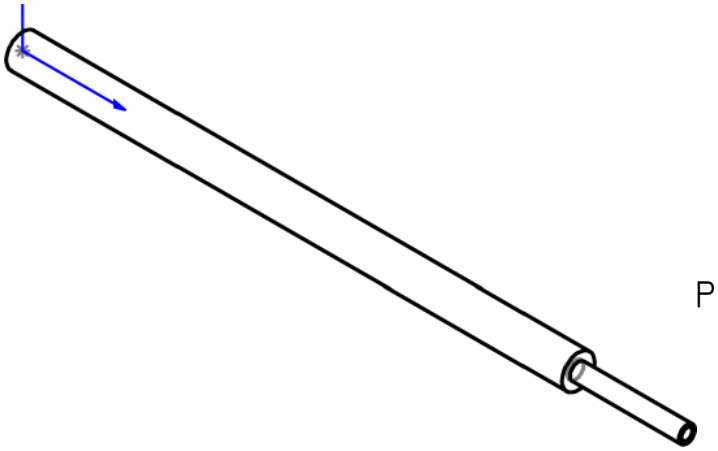
Part 2 - Pencil Body



Part 3 - Eraser End



Part 4 - Metal Spring



Part 5 - Graphite Tube

Drawings

On the following pages are some drawings of small-scale cityscapes done in one-point and two-point perspectives.