

*Chris Fokkens
Design Portfolio*



Credits:

Mandelbulb3D
Photoshop
Illustrator
Zbrush
Maya
InDesign
Motion
Edge Animate
Dreamweaver

A bit about Chris:

Interests include, clean,
and simple designs with a
consistent array of colours
and textures.

Maintaining similarities between
modern styles and design.



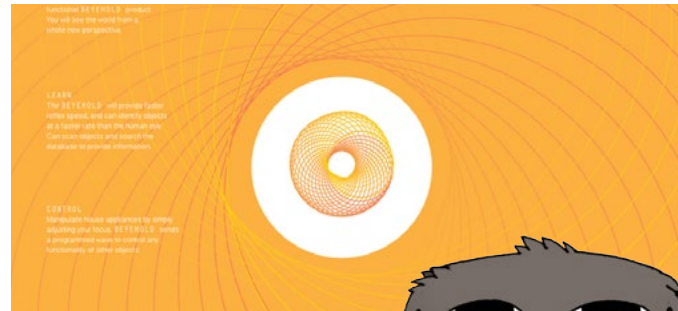
Pretty in Pink

Based on a fictional character 'Jacket' from the franchise of 'Hotline Miami'. I used a simple colour palette of light yellow, pink, teal and blue, with accompanying darker shades.

Beholder

Beholder is an attempt at an advert for a fictional company.

The colours and shapes are both designed based on the company itself, the company being an visual stimuli based organization.



WEIRD SCIENCE

In **Geometry**, the tesseract is the four-dimensional analog of the cube, the tesseract is to the cube as the cube is to the square. Just as the surface of the cube consists of 6 square faces, the **Hypersurface** of the tesseract consists of 8 cubical cells. The tesseract is one of the six convex regular 4-polytopes. The tesseract is also called an 8-cell, C8, octachoron, octahedroid, cubic prism, and tetracube (although this last term can also mean a polycube made of four cubes). It is the four-dimensional hypercube, or 4-cube as a part of the dimensional family of hypercubes or "measure polytopes".

According to the Oxford English Dictionary, the word tesseract was coined and first used in 1888 by Charles Howard Hinton in his book *A New Era of Thought*, from the Greek τέσσερα ακτίνες (téssereis aktínes or "four rays"), referring to the four lines from each vertex to other vertices. [3] In this publication, as well as some of Hinton's later work, the word was occasionally spelled "**tesseract**".

It is possible to project **tesseracts** into three- or two-dimensional spaces, as projecting a cube is possible on a two-dimensional space. Projections on the 2D-plane become more instructive by rearranging the positions of the projected vertices. In this fashion, one can obtain pictures that no longer reflect the spatial relationships within the tesseract, but which illustrate the connection structure of the vertices, such as in the following examples:

A **tesseract** is in principle obtained by combining two cubes. The scheme is similar to the construction of a cube from two squares: juxtapose two copies of the lower-dimensional cube and connect the corresponding vertices. Each edge of a tesseract is of the same length. This view is of interest when using tesseracts as the basis for a network topology to link multiple processors in parallel computing; the distance between two nodes is at most 4 and there are many different paths to allow weight balancing.





ADVANCED
DIPLOMA OF
GRAPHIC
DESIGN
GRADUATING
EXHIBITION

OUT OF THE WOODS

'Out of the Woods' was my attempt at developing a branding for the exhibition. Using Gestalt to give a shape or form through subtle imagery.



VIRTUE

Virtue is a series of heavy edited stock images, with the intent of explaining different image editing functions or components to digital imagery.

PIXEL8

After the first voting session for the exhibition branding, I redesigned the original in a clean and simple manner. Using a simple colour palette/gradient of red to blue.

