



**GUNNAR
VENNEMANN**

**DESIGN
PORTOFOLIO
2016-2025**



ABOUT ME

I have mainly experience in 3D modeling, technical drawing, and hands-on craftsmanship. With experience in set-building, CAD, prototyping, and building with my hands, I enjoy bringing ideas to life both digitally and physically.

Currently, I am also exploring digital product design and UX/UI design, expanding my skills in creating user-centered experiences.

My background in technical drawing and precision manufacturing gives me a unique perspective on design, blending functionality with aesthetics. I'm always eager to learn, experiment, and refine my craft, whether in the digital space or through hands-on creation.

DESIGN
PORTFOLIO

01

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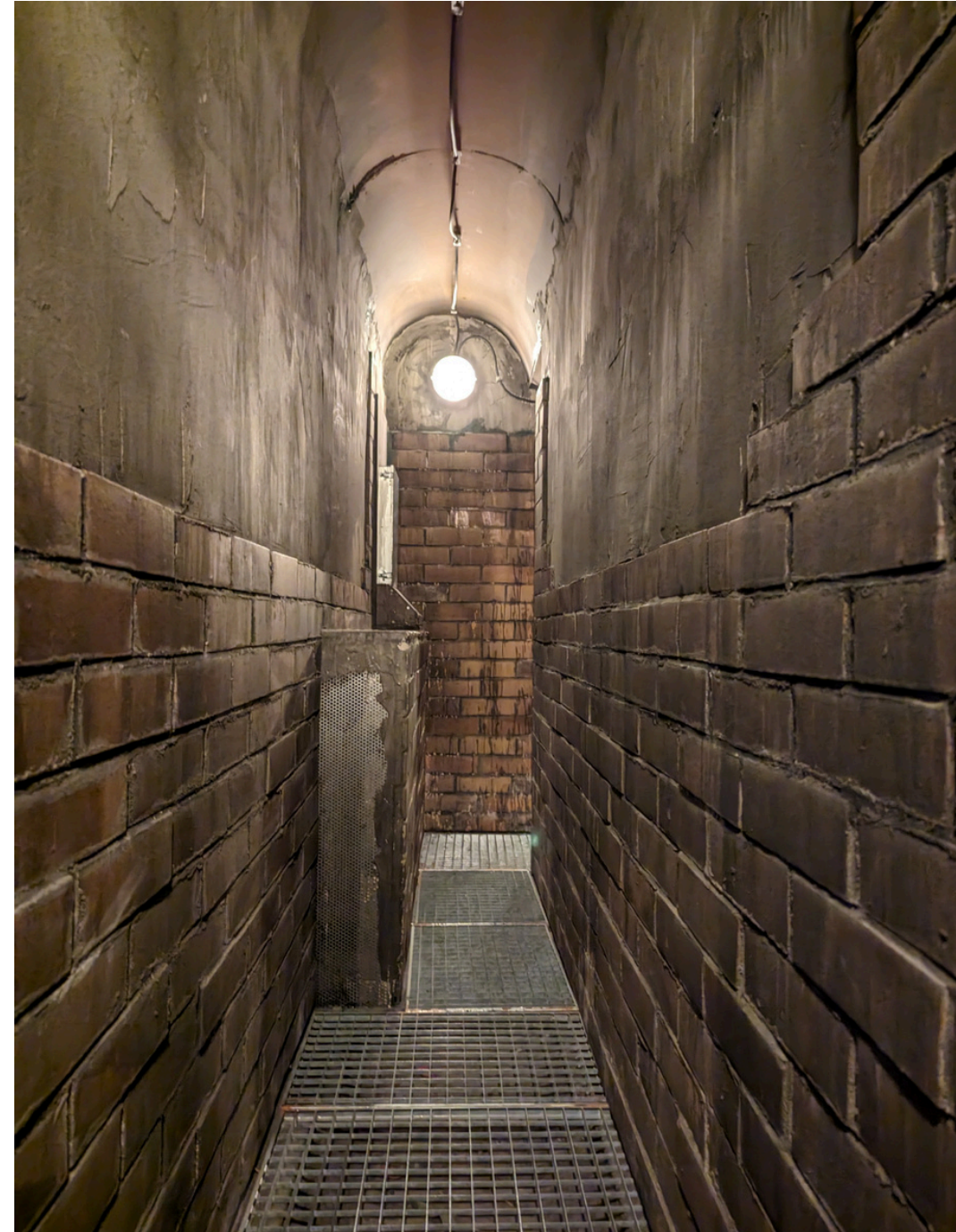


ESCAPE ROOMS

For my latest major project, I collaborated with a team of designers to create an Escape Room, focusing on tech installations and structural elements. I gained hands-on experience with networking and electronics while also contributing to the planning and construction of various structures, many of which I built myself. The photos showcase my work from initial design to technical drawings and final construction.

ESCAPE ROOMS





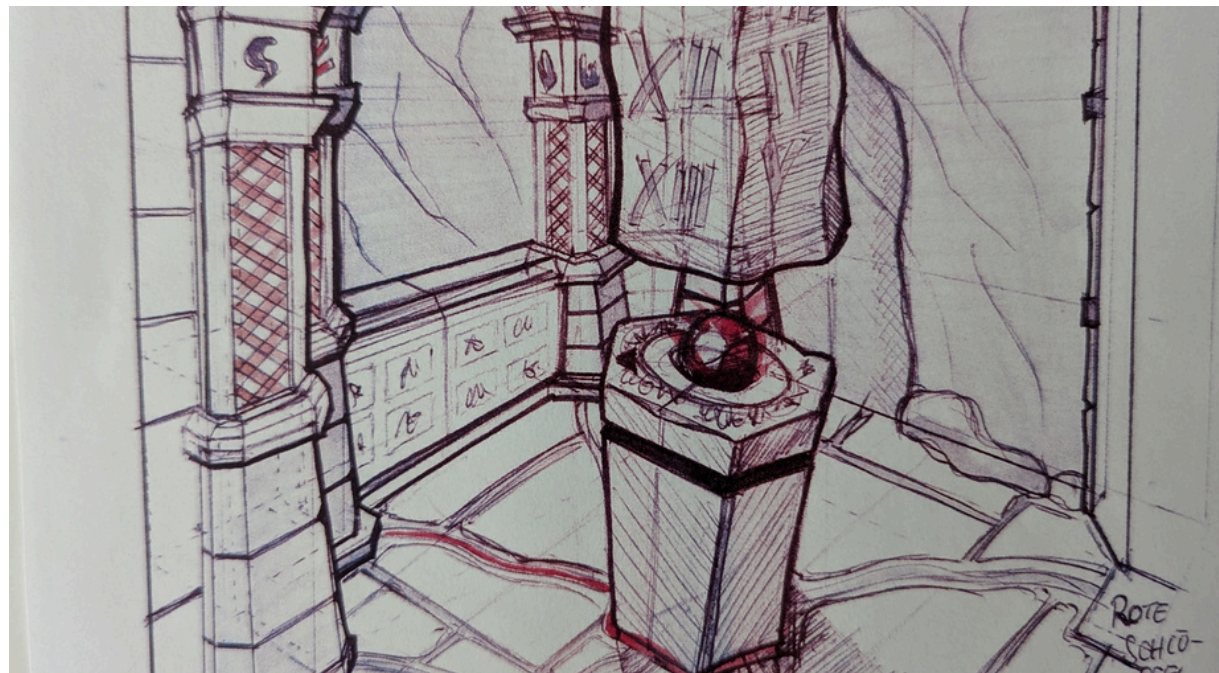
ESCAPE ROOMS

For my second major project, I worked on building a horror themed Escape Room from start to finish, my first fully completed project. I played a key role in translating ideas into practical builds, helping to execute designs and construct various structures. This experience strengthened my problem-solving skills and ability to bring creative visions to life through hands-on construction.



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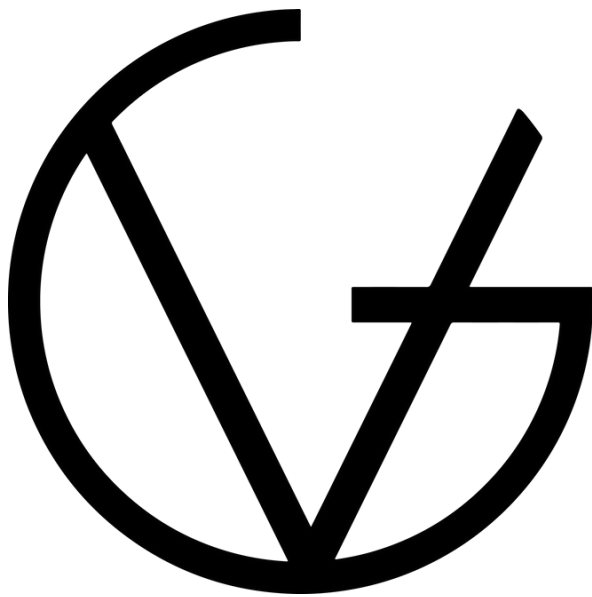
ESCAPE ROOMS

I came into the company when they were half way through this project and began immediately with finishing builds and gameplay mechanics.

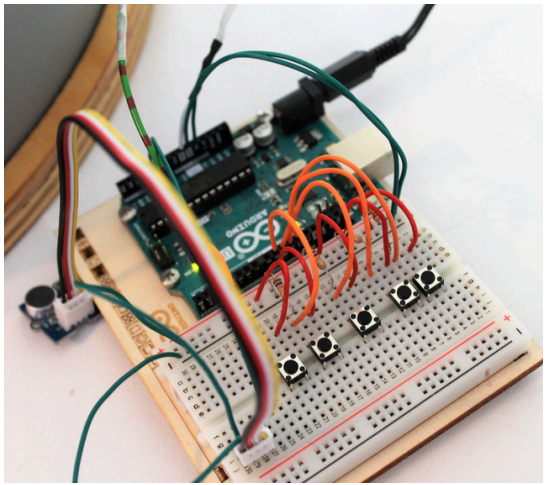


SPEAKER PROTOTYPE

The desired aesthetic the speaker carry's is to add a sense of warmth and homeliness to your current area. Its there to grab your attention but at the same time to blend in easily into its environment. I designed the speaker to be completely sealed off. Inspired by Bose, I added passive radiators in order to add base to the design and having to main speaker drivers for sound clarity.



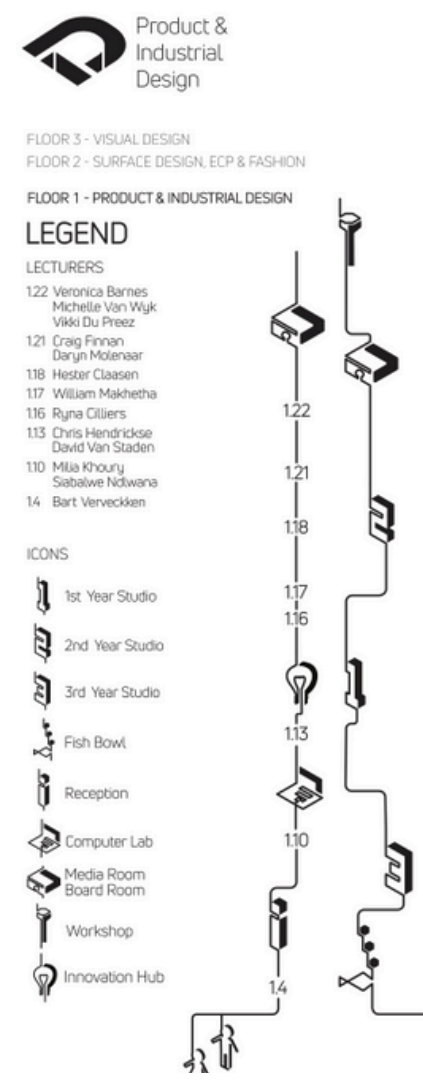
07



REACTIVE LIGHT

Using Arduino, I coded the LED's to not only serve as a standard light but to also react to music with a sound sensor. The LED strip was coded to change colour at different volumes and illuminate more or less LED's when music volume changed. I knew I would make a speaker and wanted these two projects to work together.

PULSE



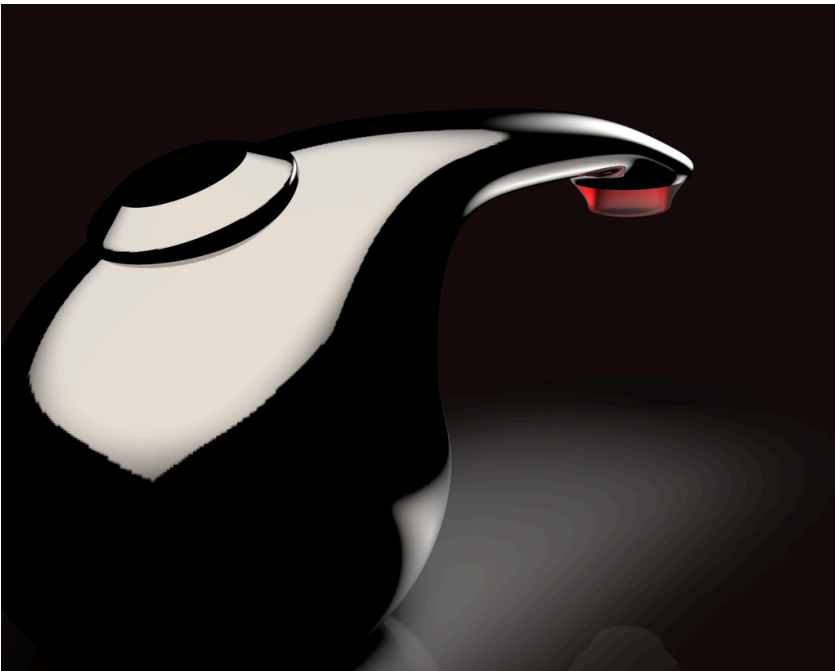
WAYFINDING

Collaboration project done with a team of designers for our university where we designed and manufactured a Wayfinding system in our building to improve the signage system around our university. A combination of CNC and 3D printing executed this project.



AWARENESS

The idea was to bring awareness to how someone being visually impaired lives with daily challenges. The brail message, if could be read, received the coffee for free. Bringing the challenge of being unable to read something to the common person without a disability.



SMART TAP

Design inspired by a blowfish, I created a tap using SolidWorks and Keyshot to create this render piece. The idea was that the tap aerator would change from blue to red when the water temperature went from cold to hot.

ARIZON
ARTHRON



WATERPOLO BACKPACK

The project constraint was to mimic a leaf as its driving aesthetic design. It also had to cater the needs of water polo, incorporating functionality, ease of use. I designed the bag with compartments for each item, including a waterproof compartment for wet items.

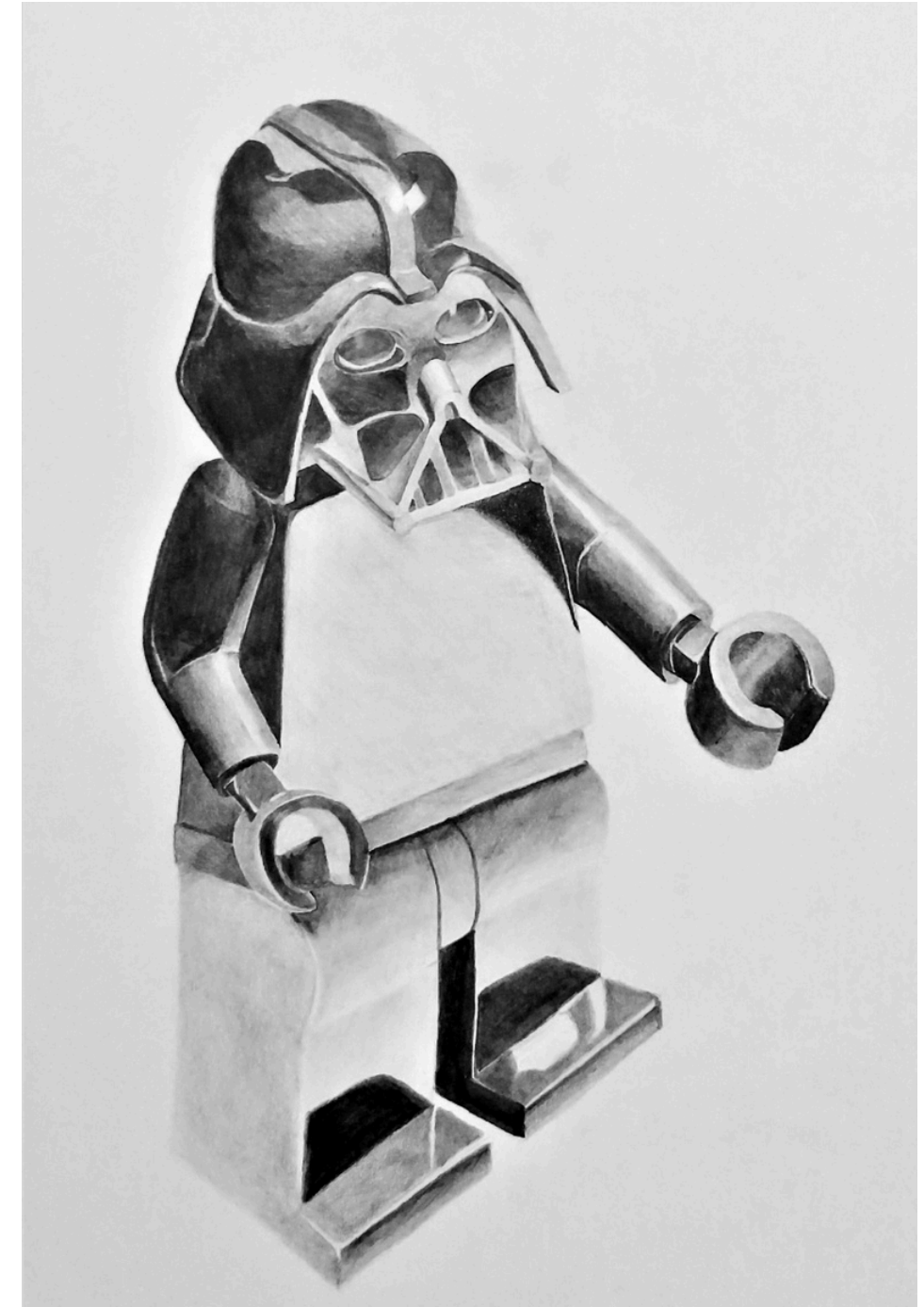
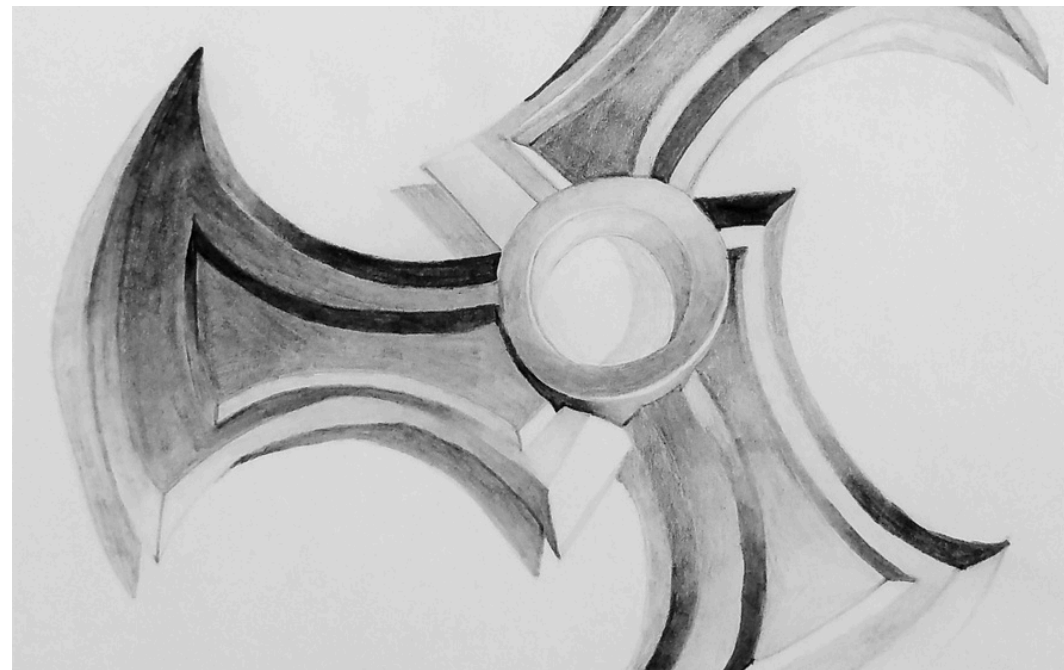
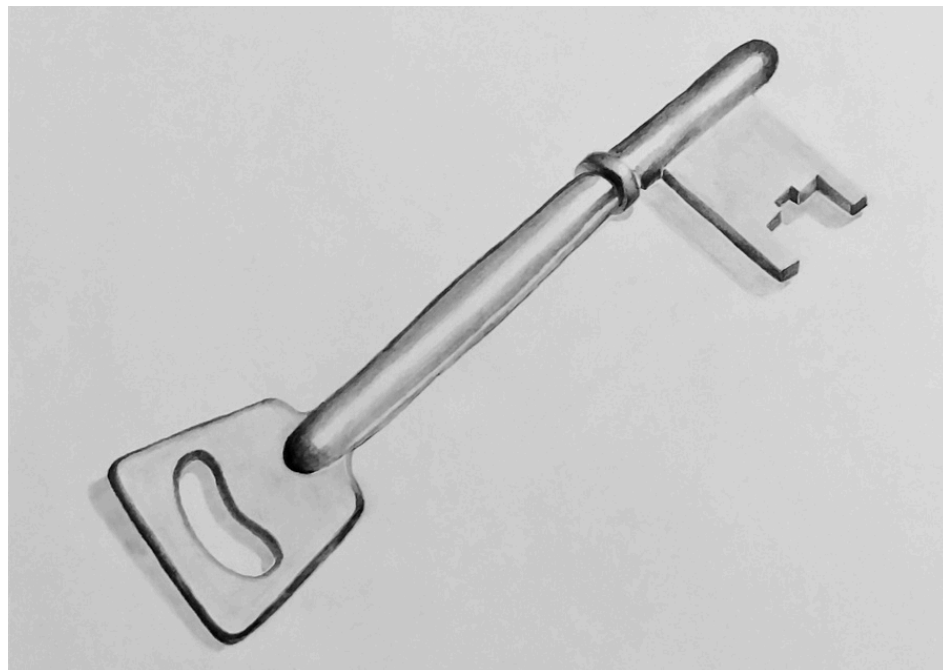
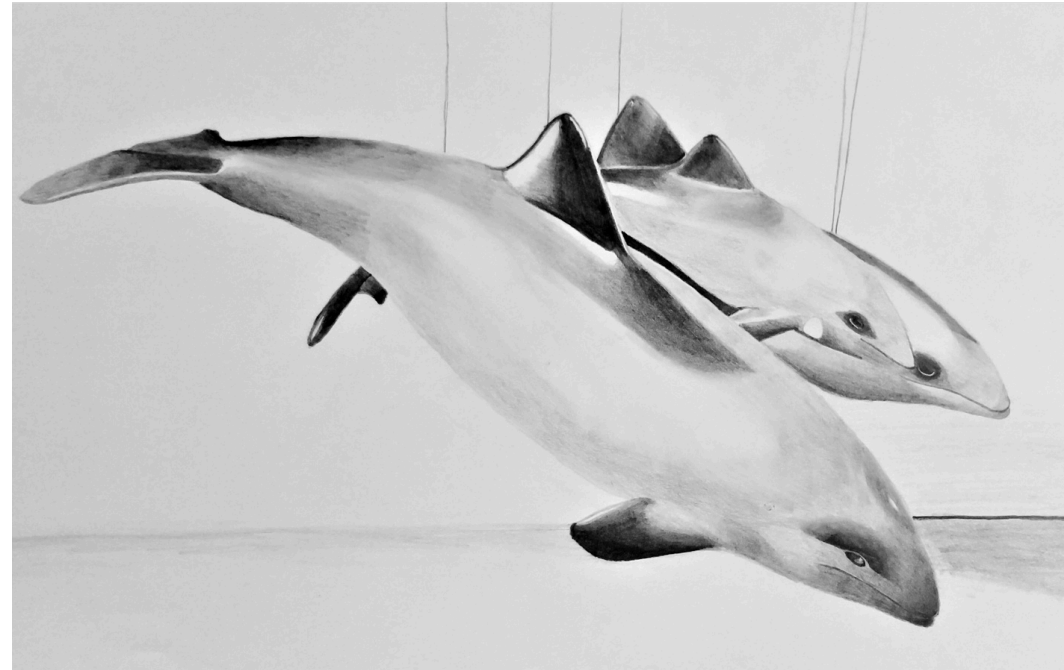
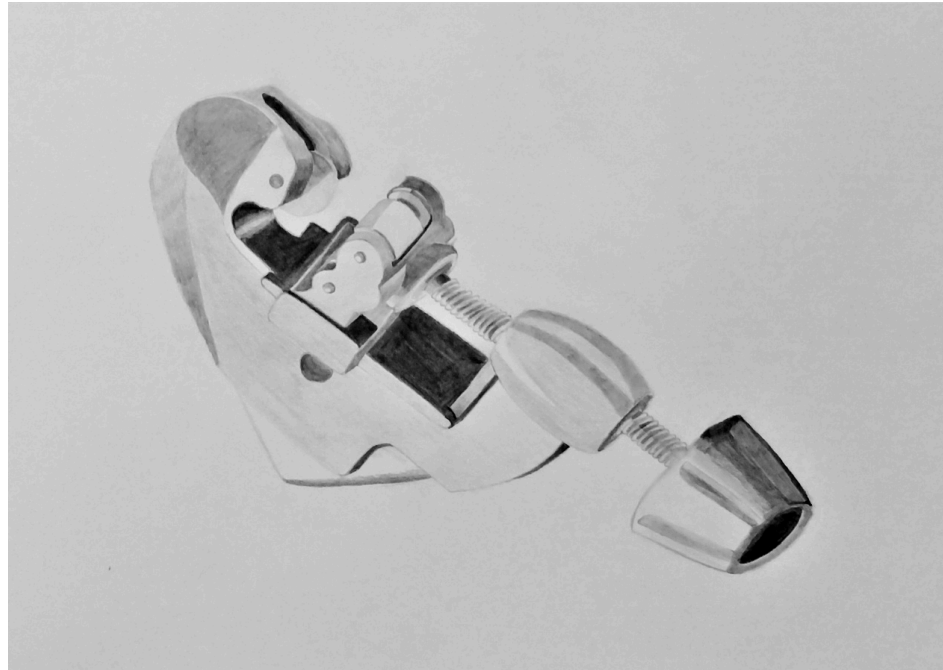


RENDER WORK

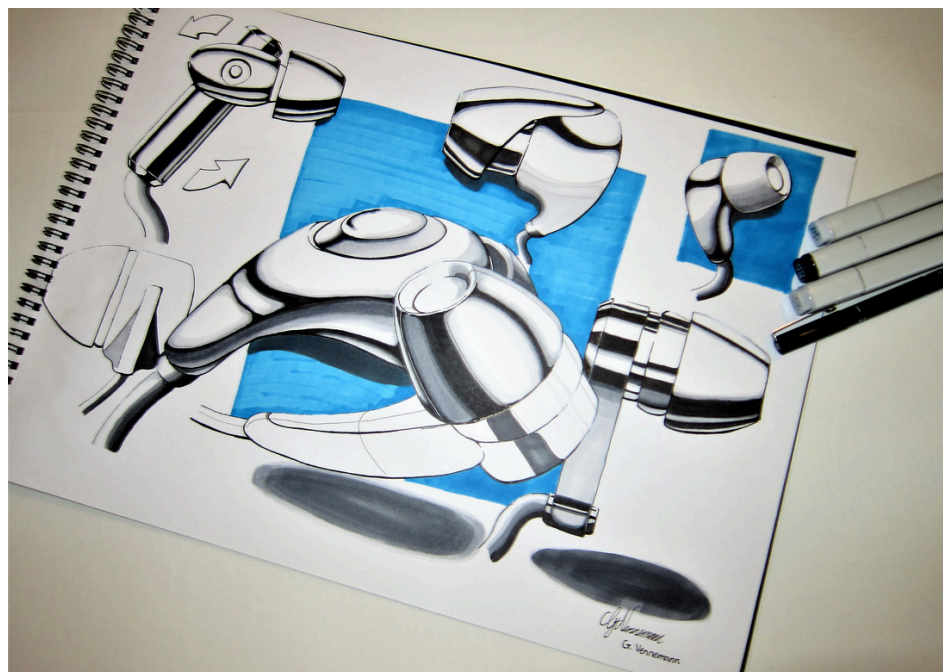
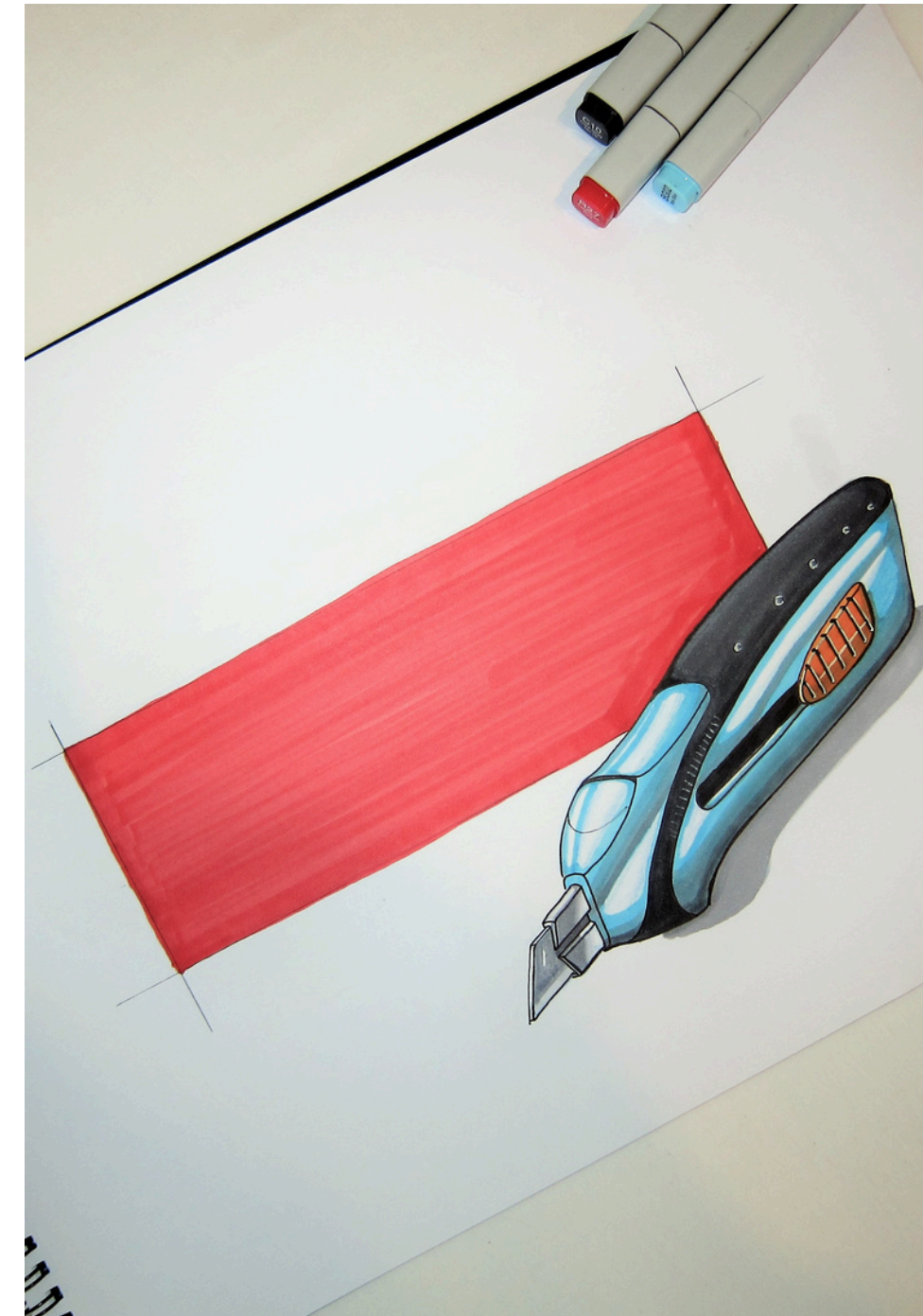
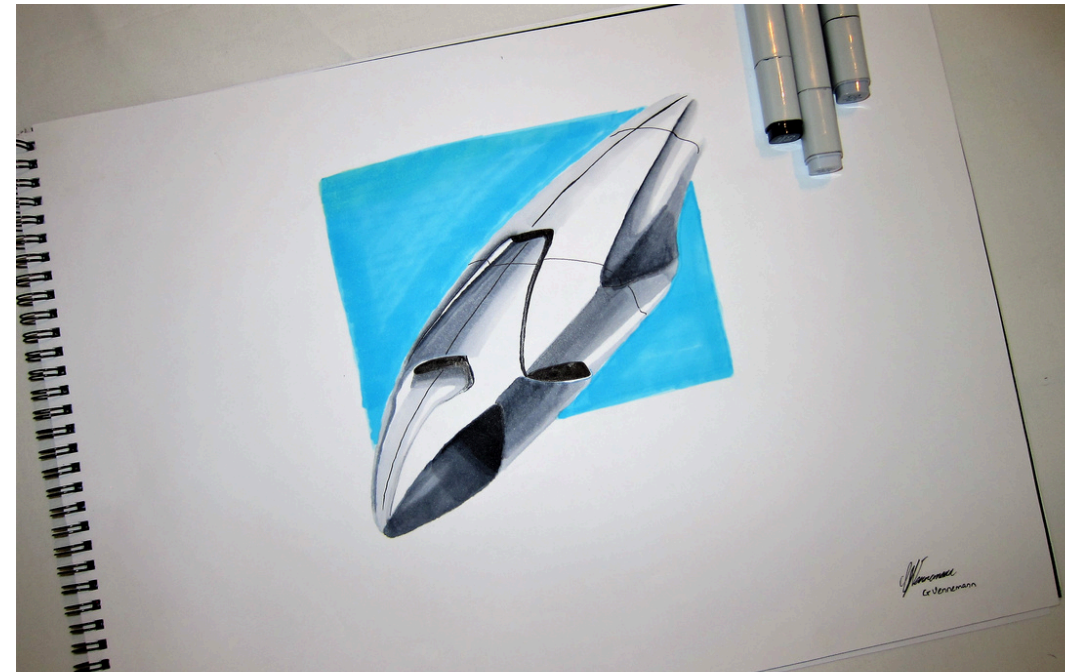
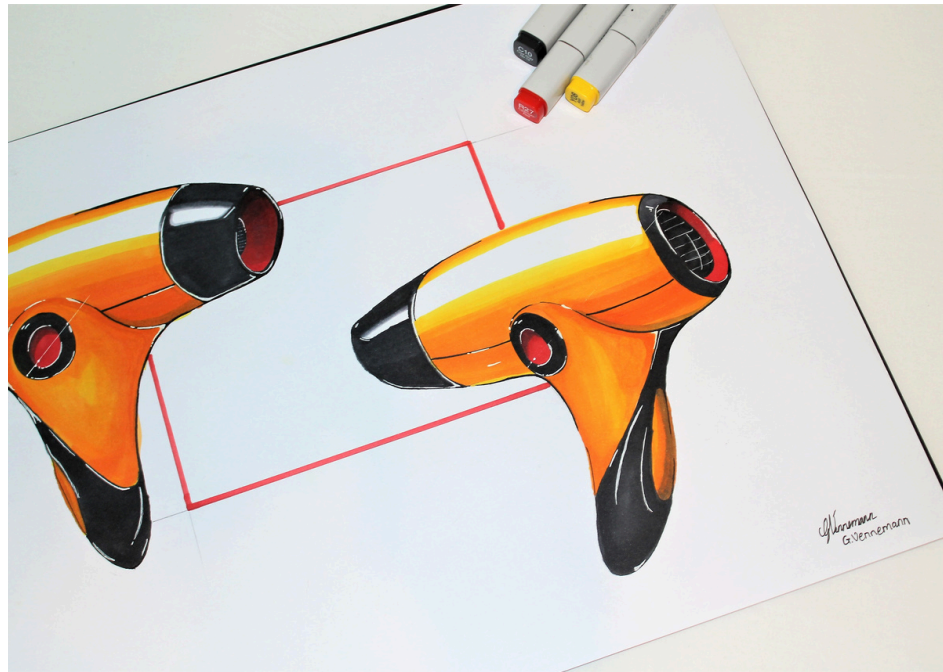
Using Keyshot, learning the basic principals of a good render is bringing in imperfections in order to make a model feel more real by using bump-maps and textures. Here I learned not only does the product mater but also the environment with which one puts it in.



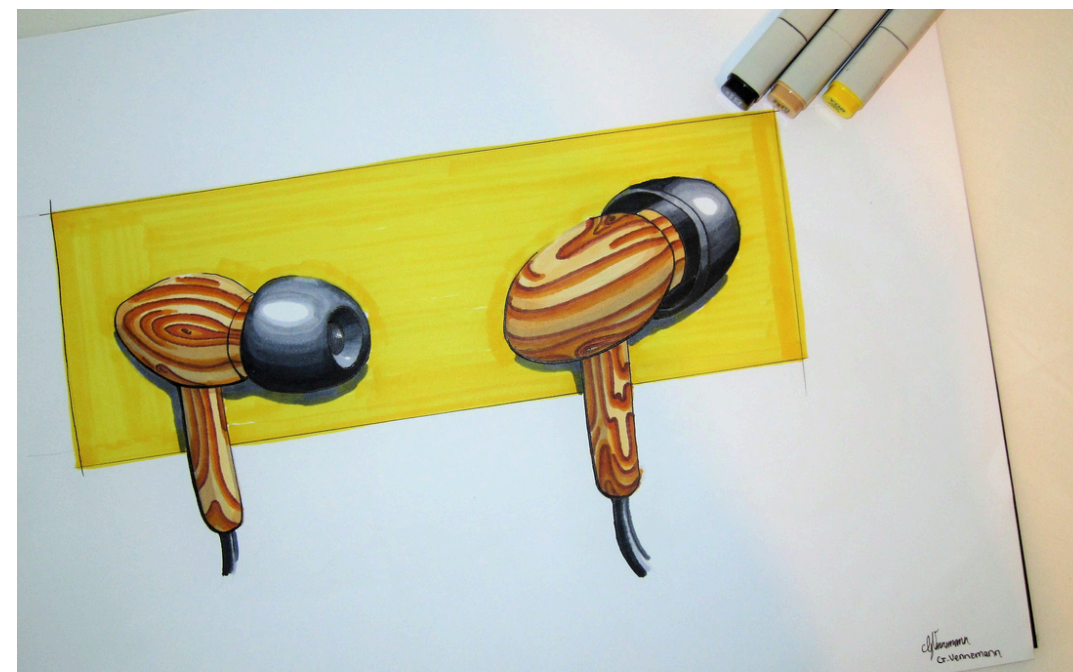
SKETCH WORK



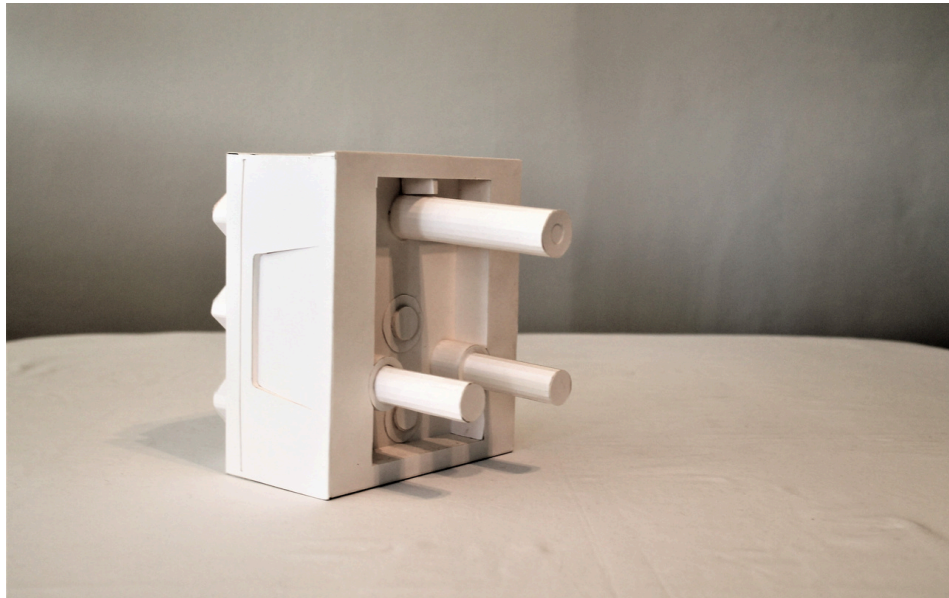
COPIC MARKER WORK



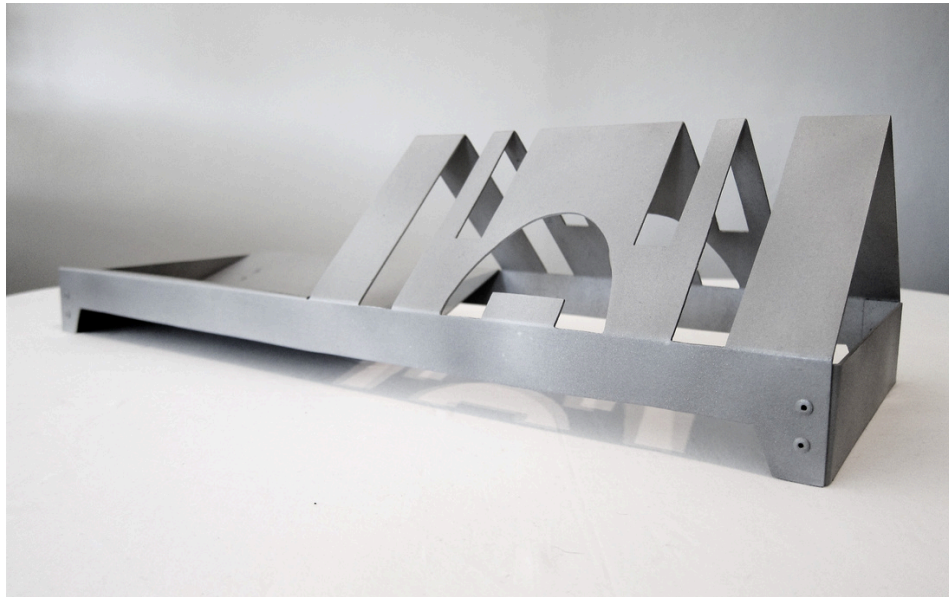
COPIC MARKER WORK



CARDBOARD PLUG



ALUMINIUM DISHRACK



HARLEY-DAVIDSON INSPIRED CHAINSAW



PHOTOSHOP



BUSINESS CARDS



ILLUSTRATOR



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TOUCH

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