

Computer Aided Design

# PORTFOLIO

ED. 2025



# Welcome to my design portfolio



## BSc Computer Aided Design

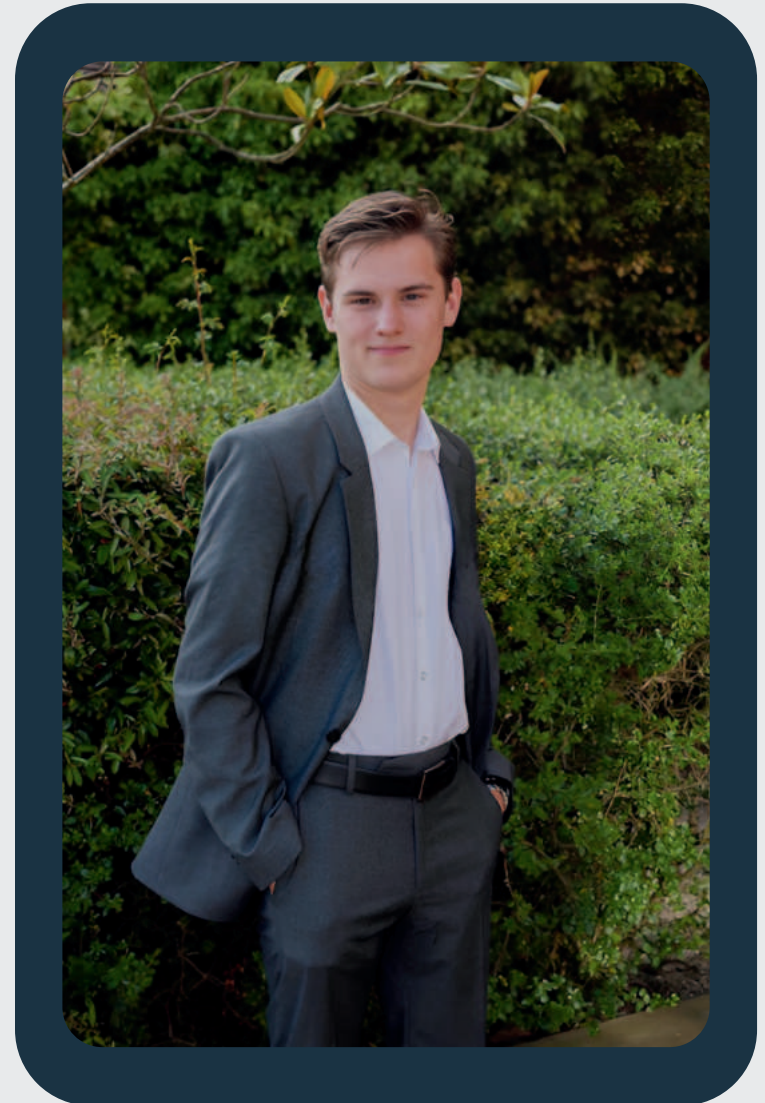
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# About me

My name is Alex Mesnard, I am a student at the University of Winchester studying the course Computer Aided Design

In this portfolio I will be showcasing some of work that has been produced for various projects and clients throughout my time at university. Additionally, I will be showcasing my gallery of alternate work I have been working on. With these I hope to showcase my skills in various software's and entice you with my work.



# My skills

Being a designer I require a range of skills in various different software's in order to produce a project, some of which are showcased below.



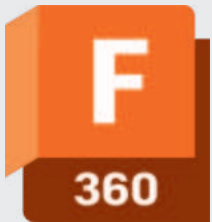
Revit



3Ds Max



Blender



Fusion 360



Solidworks



Twinmotion

Some additional software's I aim to learn include:



Vray

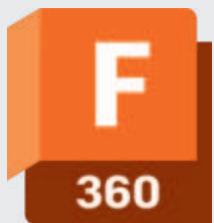


Photoshop

# My Aspirations

Within my journey through university I have expressed interests in a range of different areas within computer aided design. Therefore I have been able to find the areas in which I have placed my greatest of interests.

Leaving university I aim to work myself into the design industry through a couple different means, one of which is I aim to become a kitchen designer through a variety of different retailers, alternately I also have looked into the role of architectural technician as I believe both of these roles can be used to introduce me to industry standard design and allow me to progress my knowledge to an adequate level looking to progress more into visualisation work for architects or home designers. As visualisation work is what I have most enjoyed and I believe to be most skilled at, as you will witness throughout this portfolio in the projects produced for my university course. With visualisation I enjoy bringing scenes to life and producing realistic visuals to encapsulate a crowd and showcase my ideas. Although this is my greatest interest I have found it is an increasingly small industry therefore I believe I should develop my skills further outside of university in order to be more suited for the role having a greater understanding in industry level design thinking, with the jobs suggested.

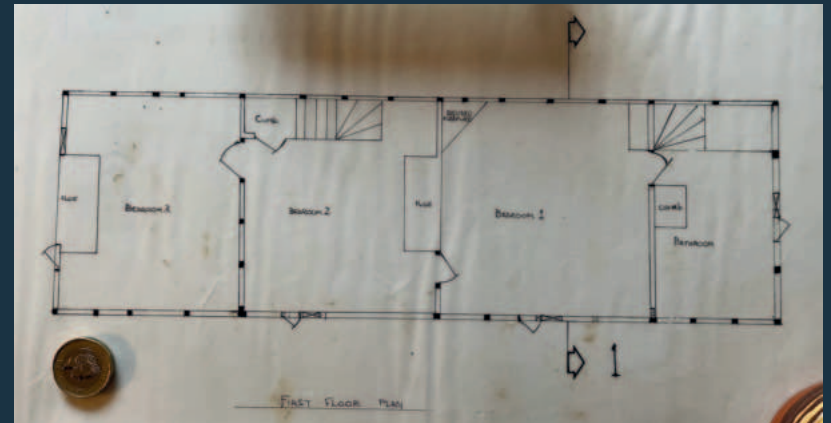
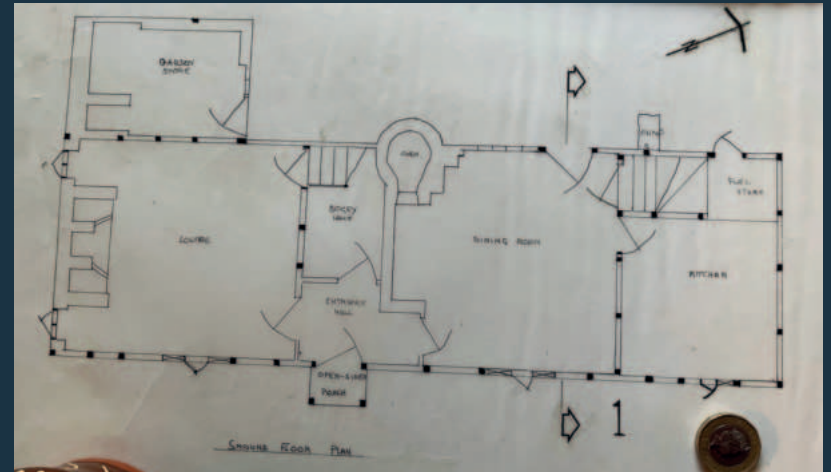


# King's Somborne

My king's Somborne project was a second year client project in which I was tasked with the regenerative visualisation of an 1500's cottage. In this project my client wished for various different tasks to be completed these included updated digital floor plans, exterior models and interior models through a range of historical periods.

In this project I was tasked with the production of the digital floor plans and recreation of the interior during the 1900's. In order to do this I had to research around the 1900's to figure out the sort of homelife they would have had, the furniture they would have used and what would have been fitting for this project specifically.

With these findings I used a range of different software's to produce my overall product for my client, in order to produce my assets I used fusion 360, meanwhile for my property and its interior I used 3ds Max as it was a new software I wished to learn and I thought it would be ideal for creating a unique and complex property. Finally for rendering I used twin motion as this has been the applicable rendering software for my projects.









# Design Placement

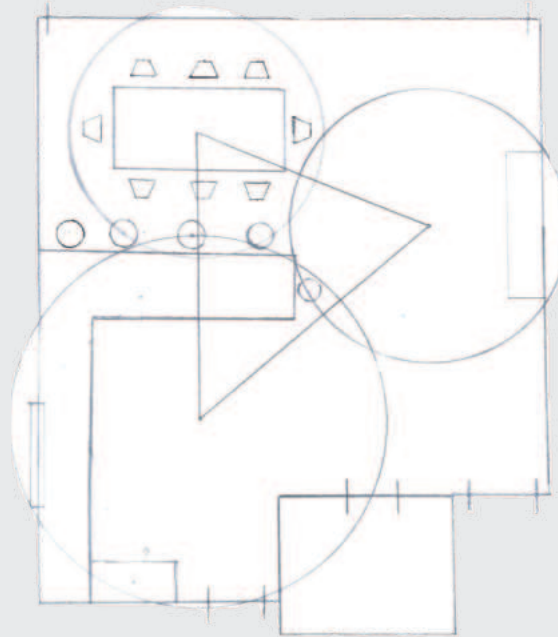
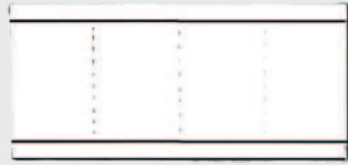
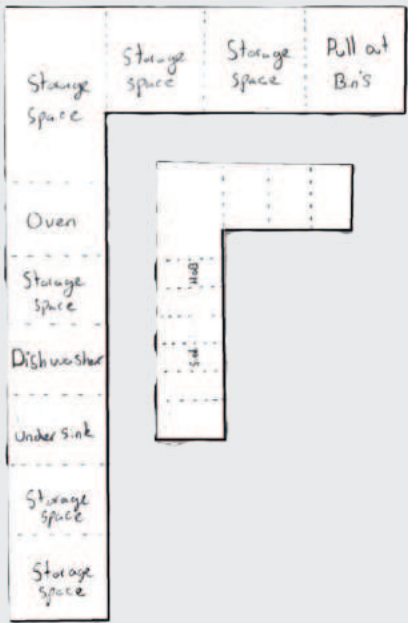
My design placement project was a third year project which aimed to improve my skills in an industry of my choice, As a result of this I choose to work on my interior design skills specialising in kitchen design as I believed this to be a beneficial area to look into additionally, my skills in 3ds max.

In order to do this I began with finding myself a client project to work on in my desired areas. As a result of this, the client project I picked was a property renovation, in which I was tasked to update floor plans and visualise the changes they wanted made around the house paying a greater detail to the kitchen designing a space that best suited them.

In order to fulfil the kitchen design part of this project it required me to learn about the industry and therefore I researched design processes within kitchen design such as the kitchen triangle and the use of colour in design. With this research I developed an extensive kitchen design through the use of sketches, modelling and rendering suitable for my client and their family.

Additionally, with this project I chose to showcase my project and the work I had produced to workplace professionals in order to accurately review and improve my work.













# Major Research Project

In my major research project I was required to produce my own question and a result to my research. Therefore, my chosen topic of question was into environmental design within architecture. As I felt as if environmental and biophilic design should be more present within architecture. As a result of this I wanted to research and understand the public's opinions in environmental design and whether there were great enough benefits to be pushing environmental design. Therefore, my chosen research question was "Why is it important to consider environmental features in architecture?"

In this project I produced primary research in the form of an online survey in which I asked members of the public their opinion and knowledge of environmental features within architecture. With these responses it formed the second half of the project in which I produced architectural models based on the research I had gathered.

For this project I thought it would be necessary to produce 2 architectural models, one showcasing the environmental preferences from the research and one without to provide a comparison between the two and gain further data on the topic supporting either side of the claim.

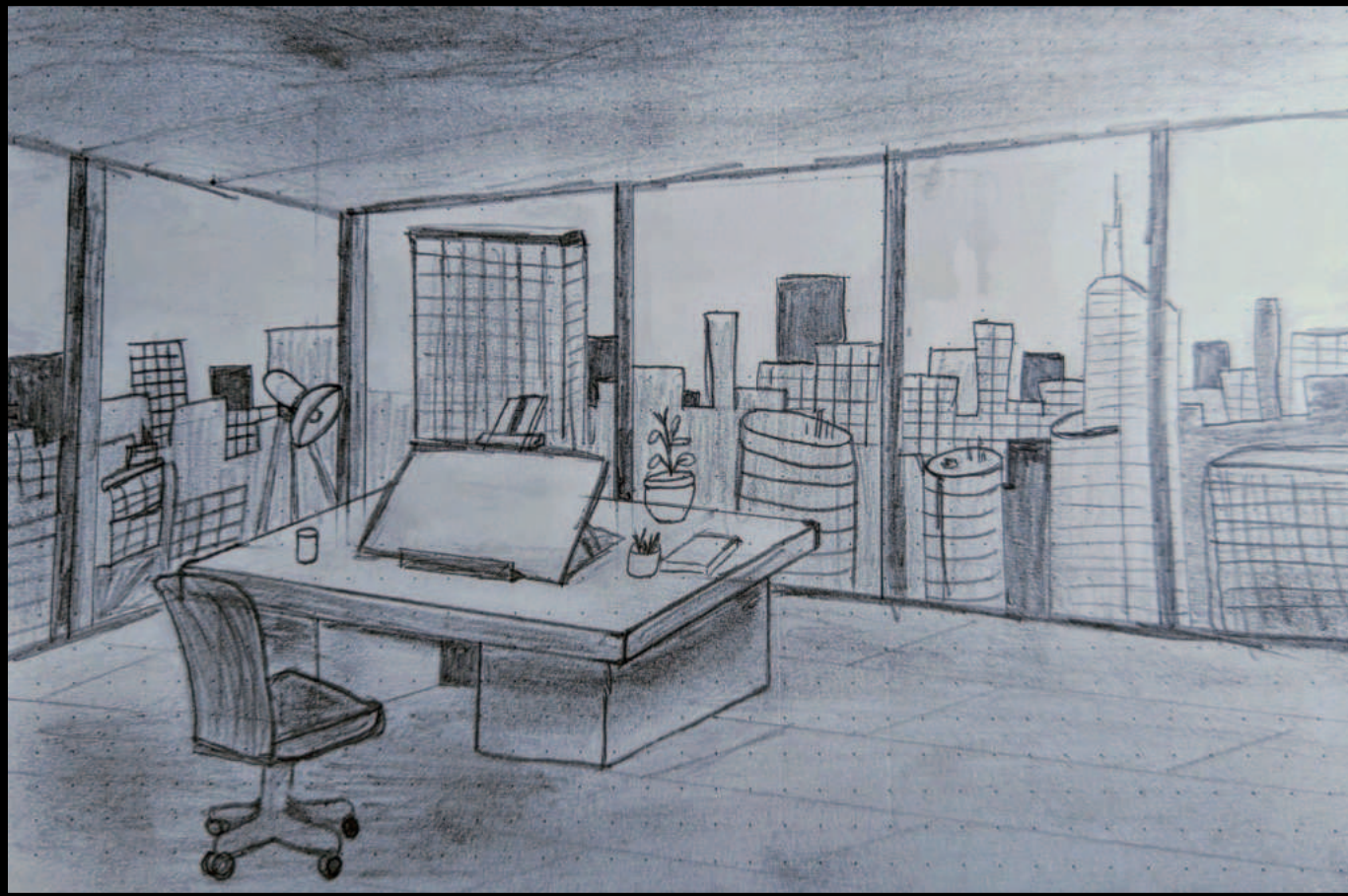


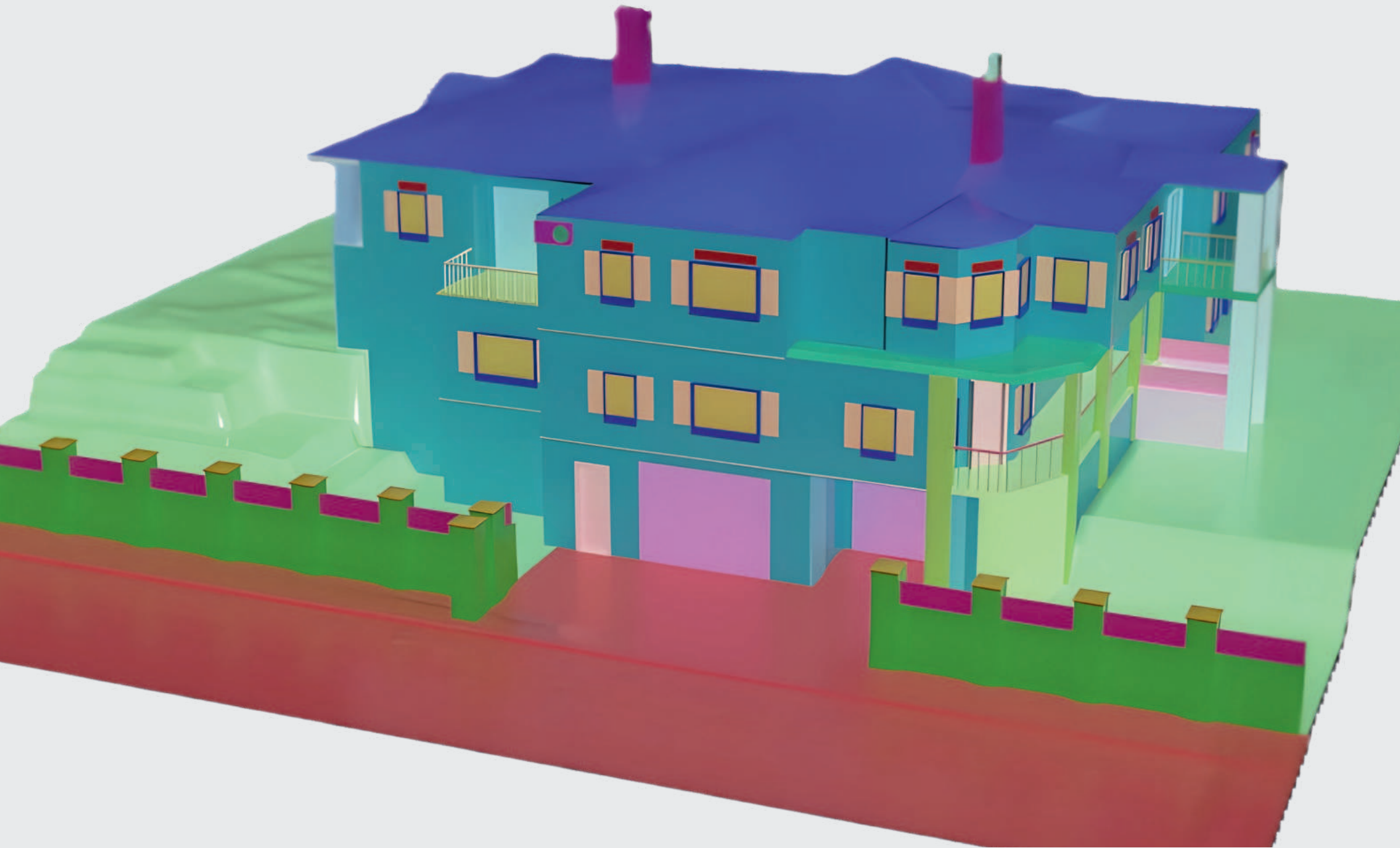




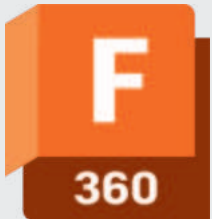
# Gallery

Here you will see additional works I have been working on and produced.









# FIND ME AT

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