



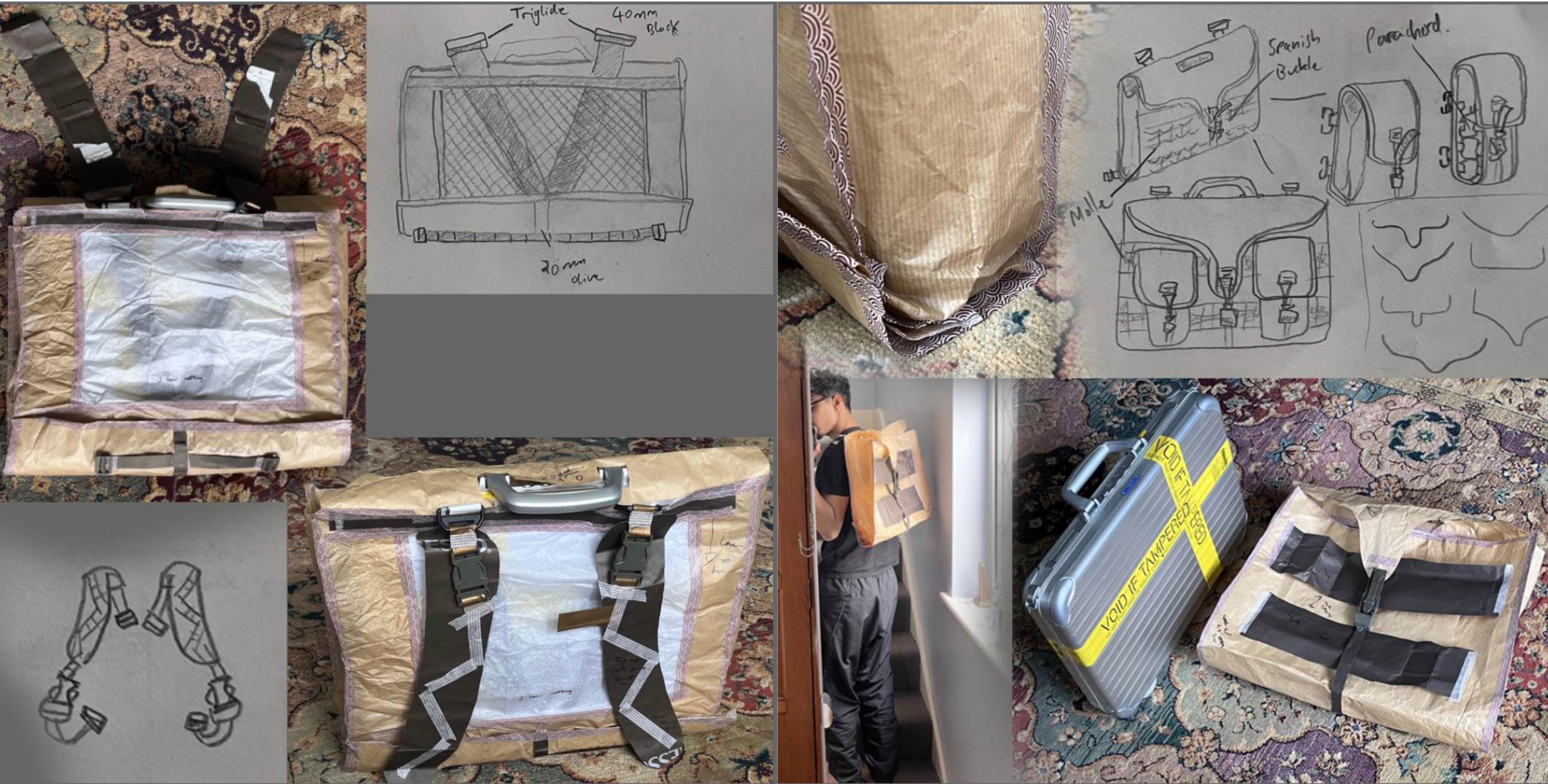
# Zayn's Portfolio Year 2- UAL LCF Accessories Product Design

I have tried to include a variety here to present, some a little silly, but all fun to me. At the time of this application's submission, my class module is an industry project with Salomon, perhaps later on I can share the fun from there.

I skipped over most of the graphic work from jobs as it was mostly quite uninteresting and each piece took a few hours at most. I would say I am proficient in photoshop.  
I do hope you explore my website: <https://zayn.world> via the links on some slides.

# Modular Bag Project Planning: Toile and construction

<https://zayn.world/bag.html>



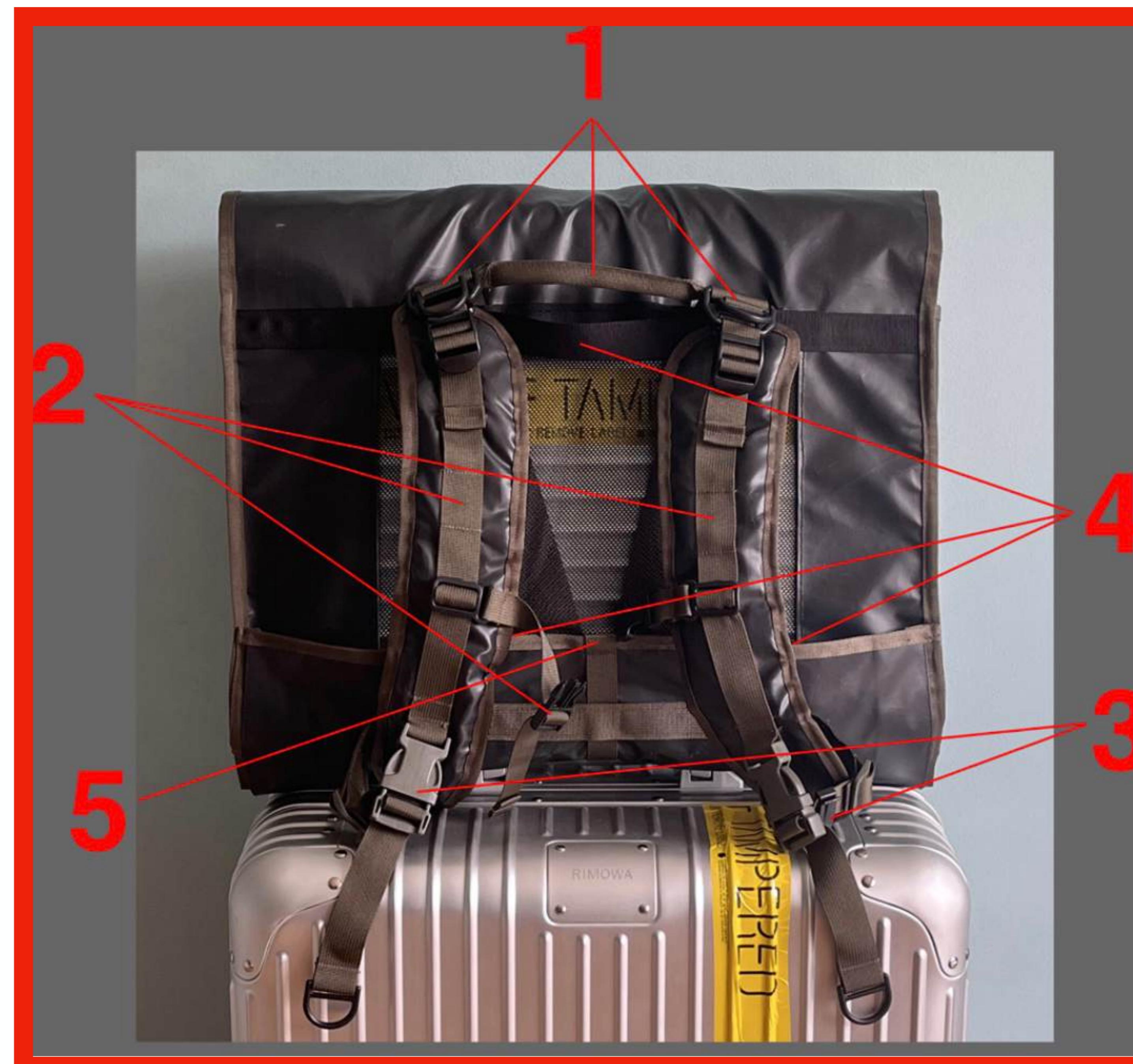
Materials and hardware include:  
**antique brass alloy ykk zips,**  
**Duraflex 2 prong side release buckles,** spanish quick release buckles, nylon webbing and edge trim all around and pvc coated nylon canvas to play with the light.

Colour Scheme Inspired by Obsidian and Moss, as well as the examples featured in the mood board shown previously.

# Modular Bag Project Functionality

<https://zayn.world/bag.html>

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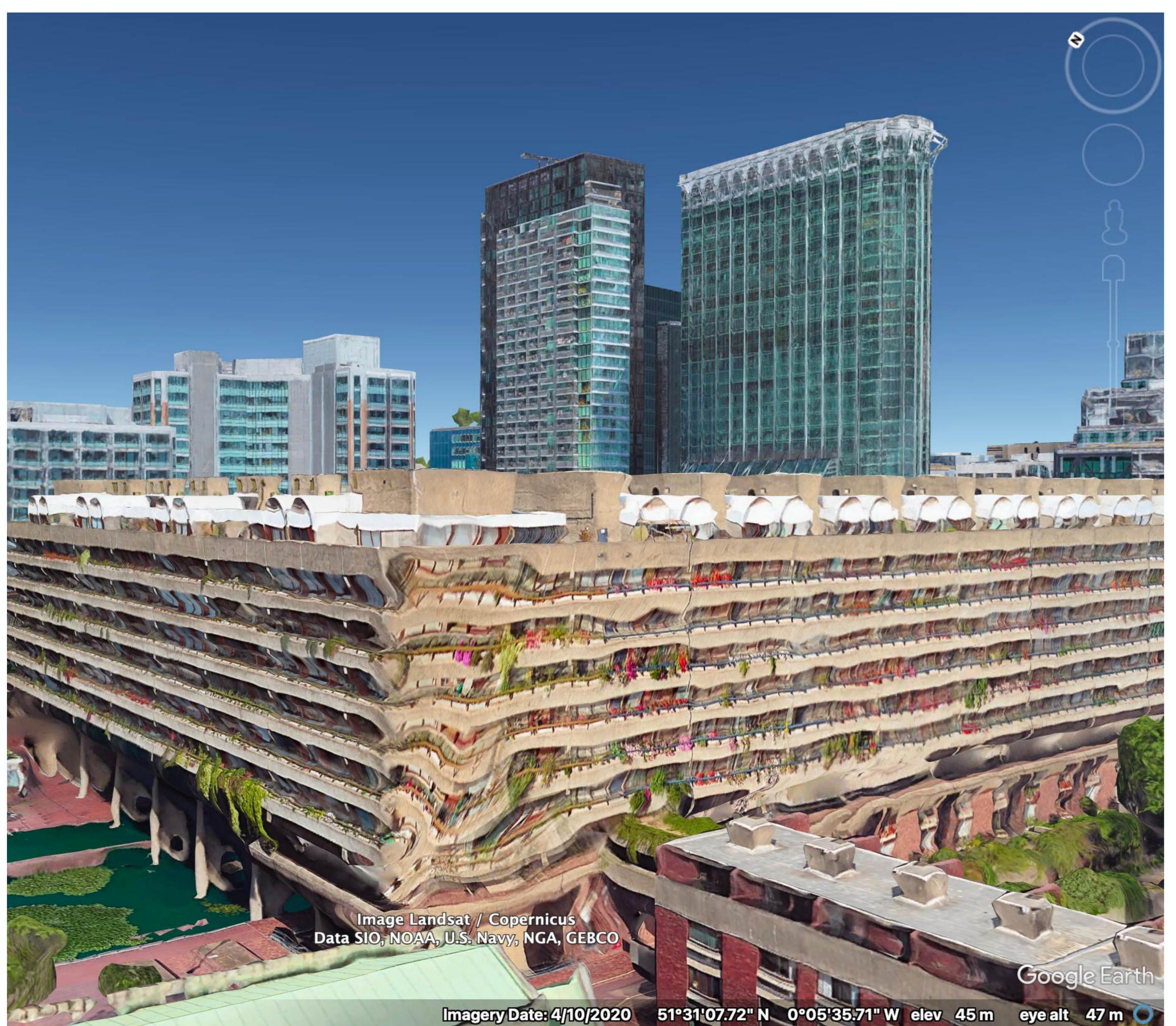
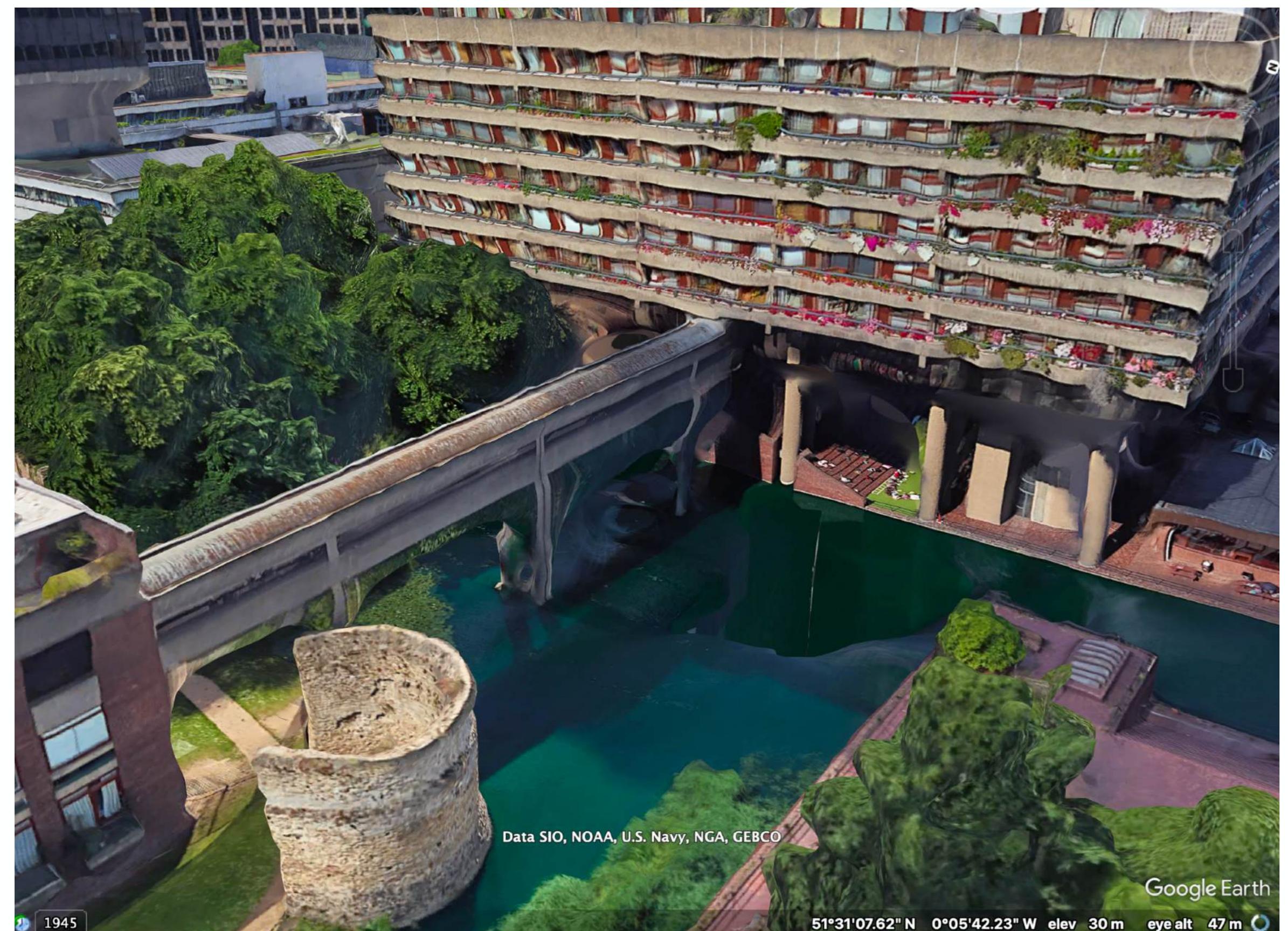


# Modular Bag Project Lifestyle



# Barbican Camo

## Research: Colour Theory



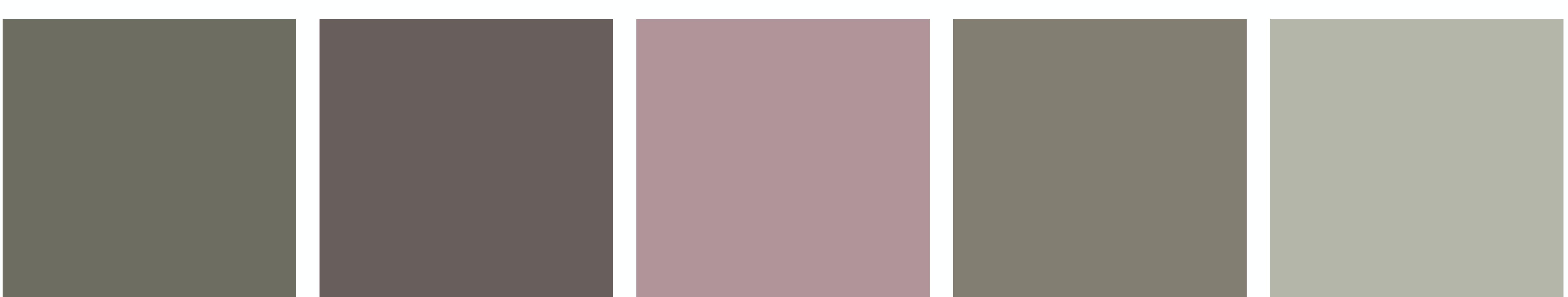
Using Google earth to catch some aerial pictures in a different light. All angles must be considered for an effective camouflage. Emphasis on **highlights, lines and size** here.

Colour swatch:



Here are some photos that I snapped in the Barbican for research. Emphasis on texture **shadows and shapes** here.

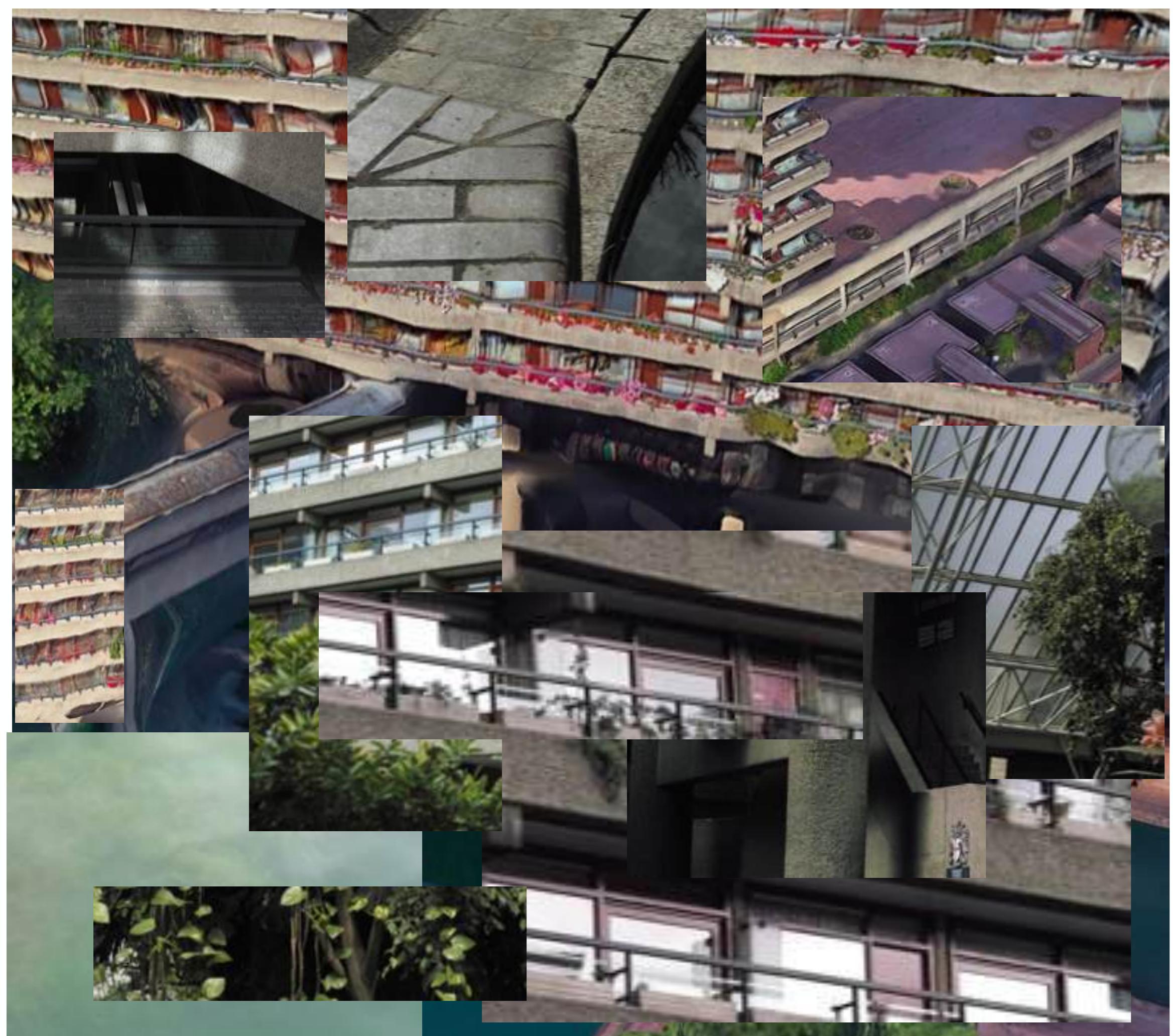
Colour Swatch:



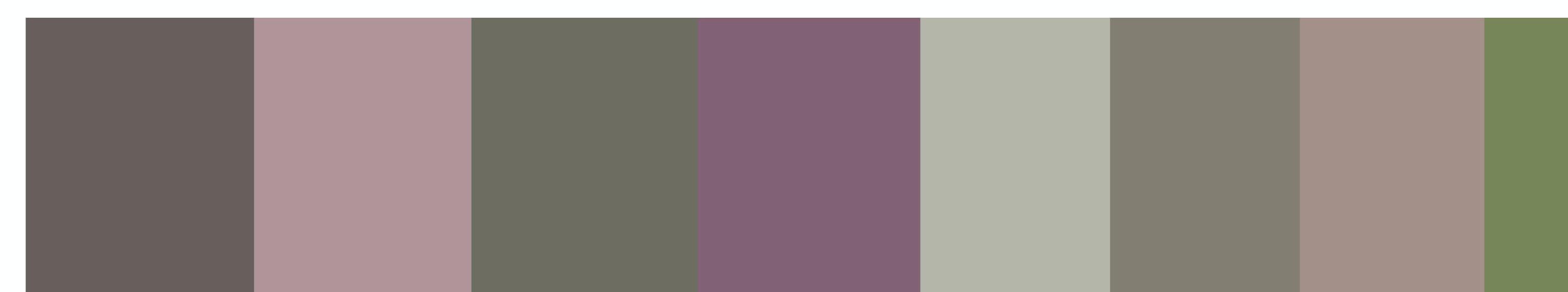
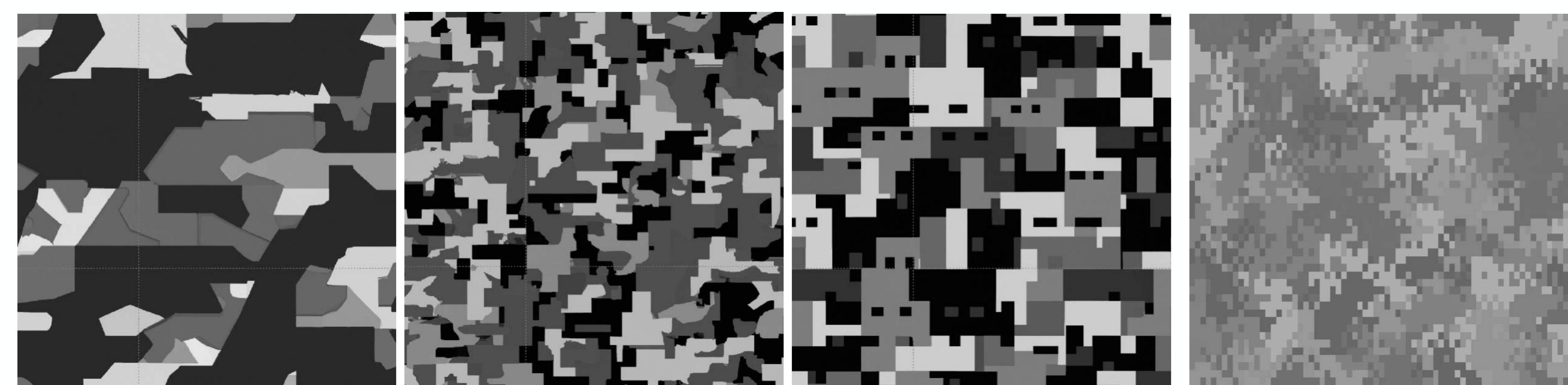
# Barbican Camo

## Development and Testing

Texture



Textures I made to test:

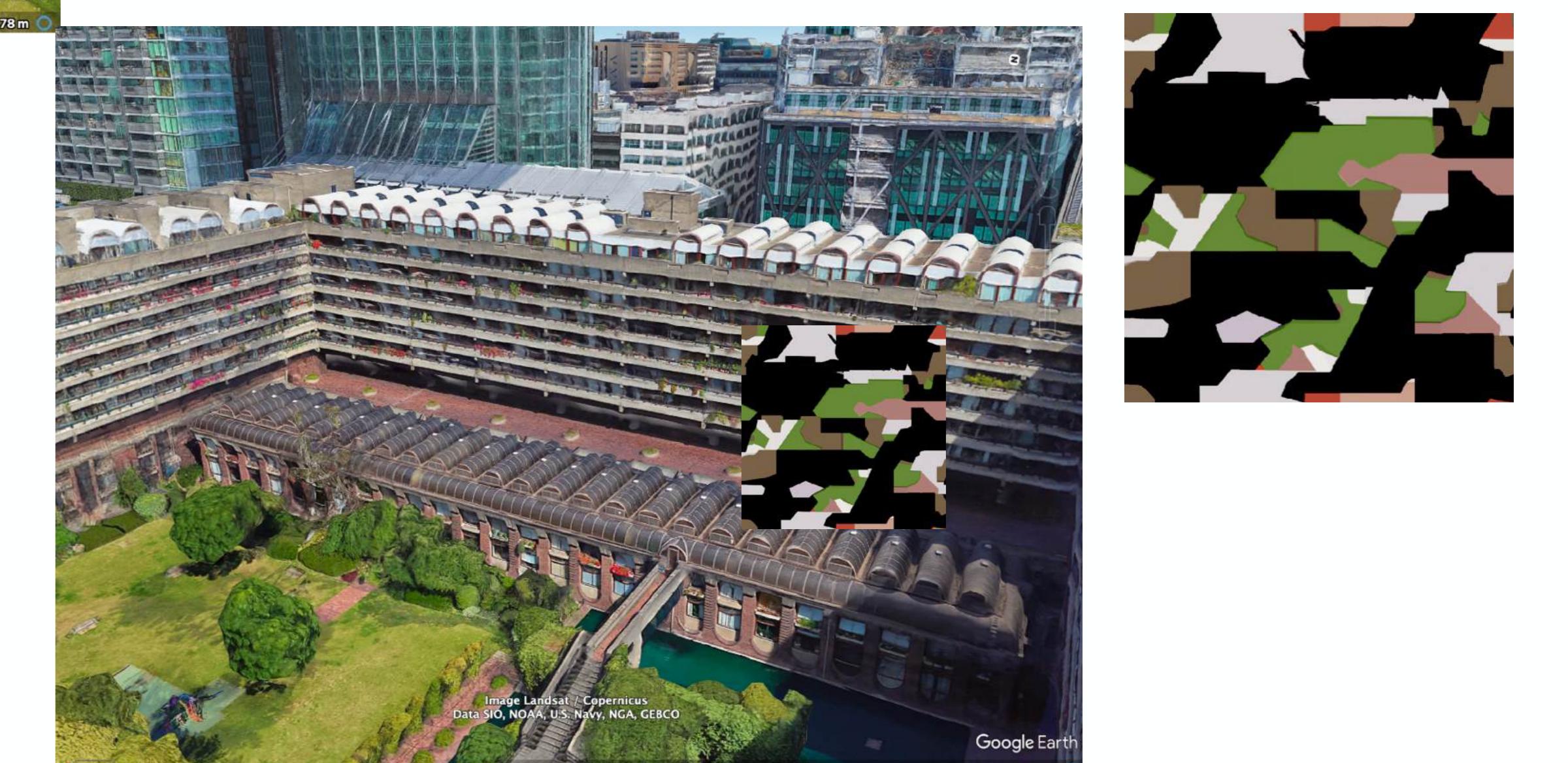


Add colour



Too bold, but  
works in a certain  
way

Refined colours



Experimental  
colours

Testing in different lighting:



Final

I wanted to create a pattern that could help me “become one” with my favourite architectural project in London: The Barbican.

Using the 60-30-10 percentage rule, with bias for shadows because darker usually means less visible, and this does apply in our case. the texture example on the left shows lots of contrast too so we should mix up the colours a bit. Shadows roughly 60%, Mid-tones 30% and (dark)highlights 10%. The ratio at which we apply the primary, secondary and accent colours will be similar.

The Pattern seems to be most effective against arial photos rather than eye level. I think it needs more contrast and to be more blocky too. Let's change up the colours but keep it similar to what we picked out.

# Working at botto.com Merchandise

Just a couple of the exciting things I made for Botto, on the left a **stylised SD card concept** using a “Botto Fragment” you can read about it on the newsletter I wrote as an Archivist at Botto here: <https://medium.com/@iambotto/weekly-recap-023-fee-tail-fie-tail-3da565aa72f>

I had multiple of these manufactured in china alongside velcro patches for the team. I managed the BottoDAO twitter account curating all the art tweets for 9 months too such as this example: <https://twitter.com/BottoDAO/status/1498257865357905925?s=20>

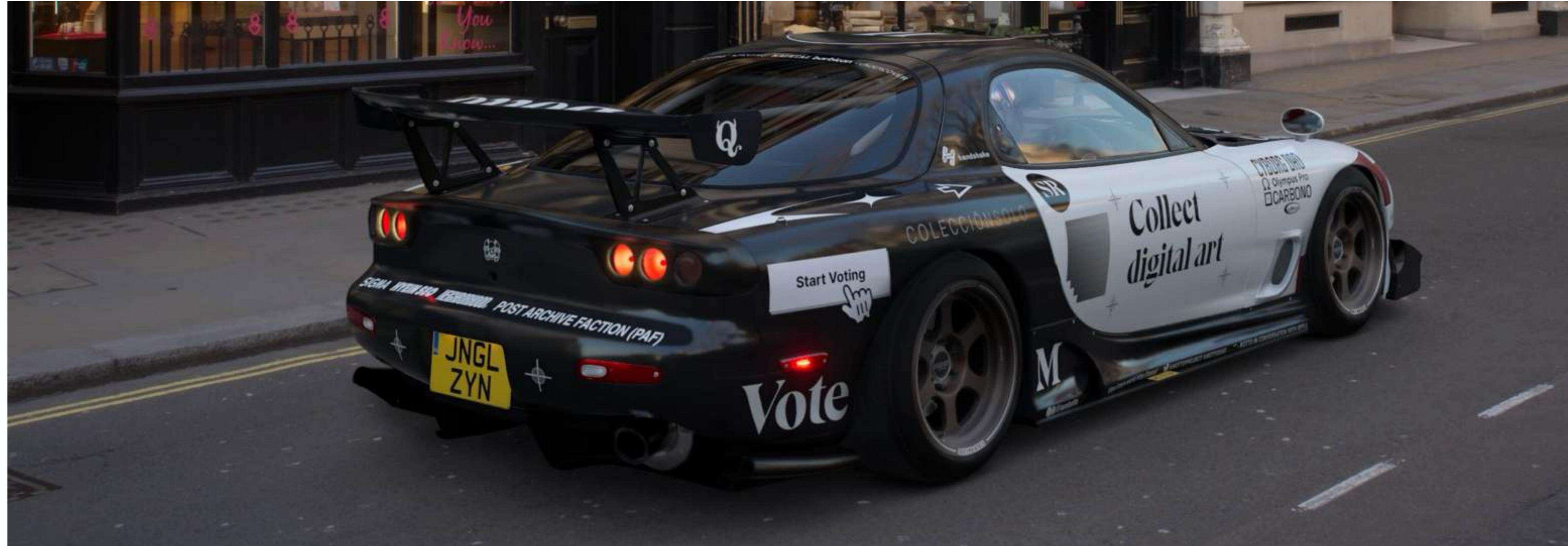
On the right we have a “Botto” Mazda RX7 **racing livery concept!** The plan was to sponsor sim racers who stream their virtual racing online to wear this livery during drift events on Gran Turismo 7. It took me 15+ hours to develop all the graphics (Botto related companies and names) and then curate a design that fits the car.



The Botto team excitedly talked about my SD card on the Botto Podcast!  
you can listen to that short mention by searching for “botto talks ep 01” on Spotify and scrubbing to these minutes:  
40:34 - 41:54

Or by following this link:

<https://open.spotify.com/episode/1qhu6b2nabBelKU7s3wSDE?si=561301da8c484777>



You can watch a spin-around video of the car here: <https://youtu.be/NKviMKCew7A>

- Botto is a Decentralised Autonomous Artist, bridging the gap between AI, Crypto Art and Decentralised Governance using an art engine developed by Artist Quasimondo.

# Photography

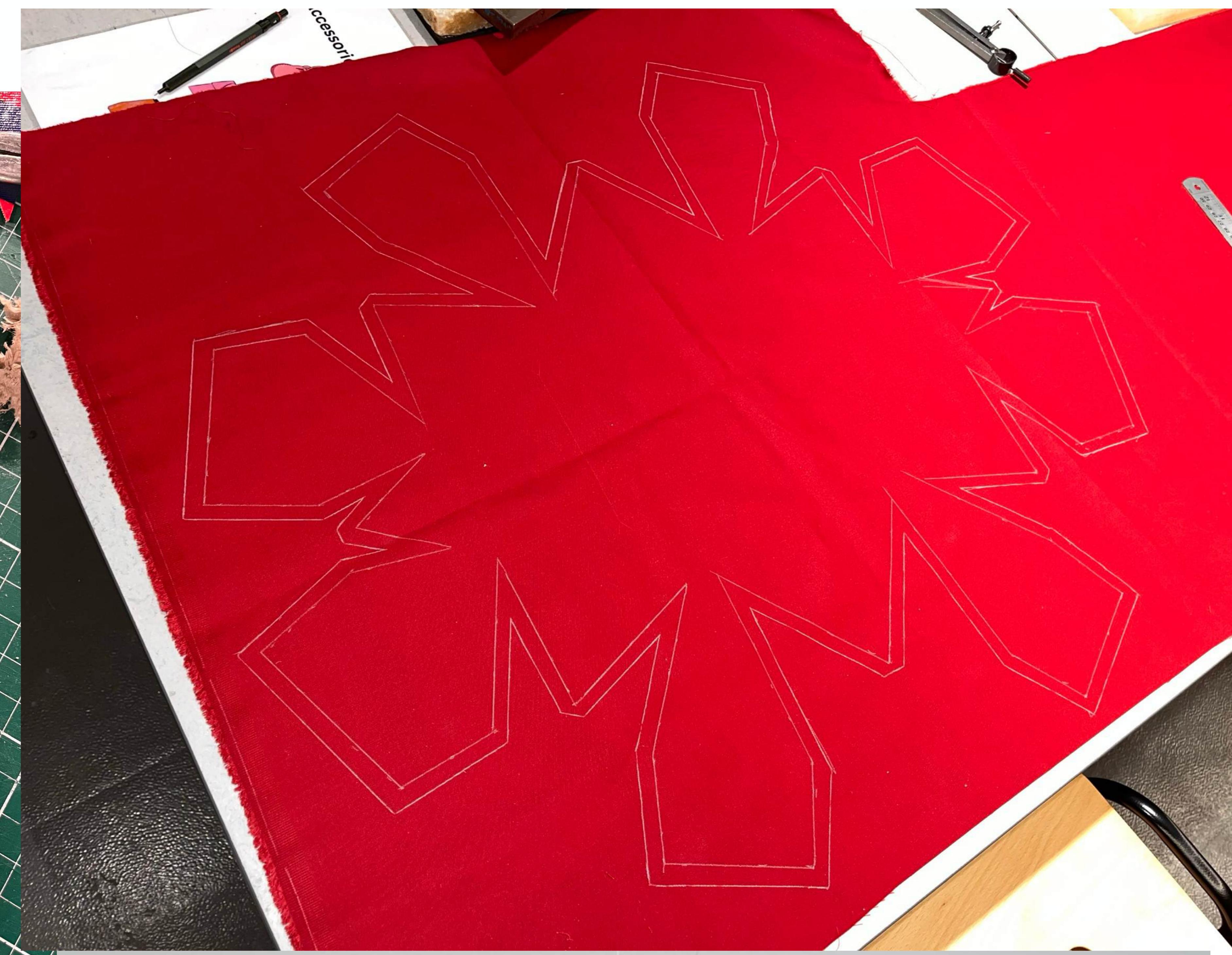
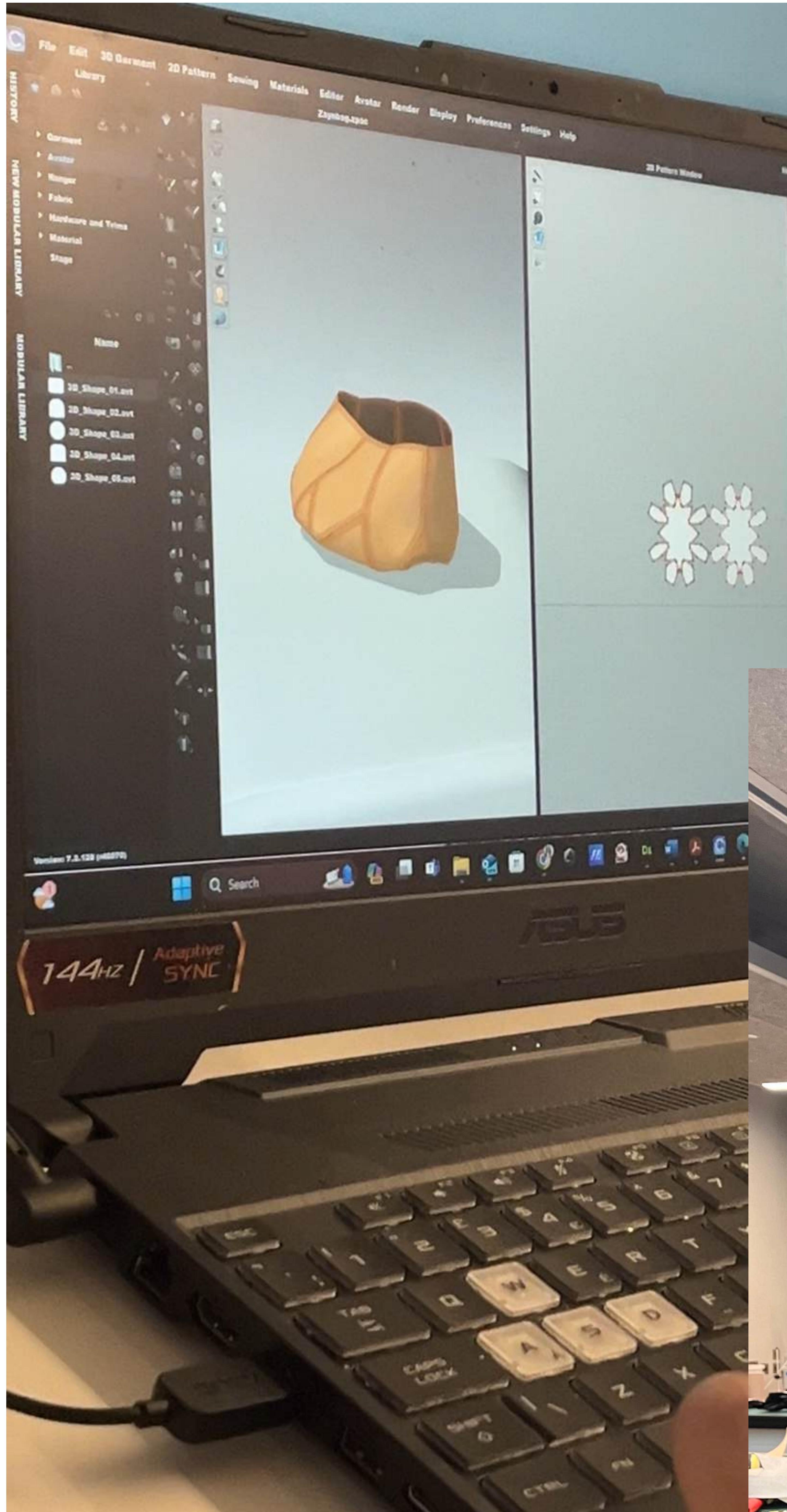
Whilst we're sharing photos! Here are some more, this time of just things that I like. All these photos are unedited/straight out of camera. I just play with the camera settings and sometimes shoot with a FOVEON sensor.



# LCF ADT - First leather bag Final



# LCF ADT - First leather bag Construction



There isn't anything that I have made that I'm truly satisfied with, however this one I am quite proud of: my personal **handwritten, coded and drawn** website!

2 years of on and off work can be observed via my [Github](#), I will likely keep improving this website for many years to come!

Some pages are animated, interactive and have sound! Please enable sound in your browser!

<https://zayn.world/projects>



<https://zayn.world/links>

LINKS	
Hyperlink	Description
<a href="http://catnaps.org">catnaps.org</a>	John Lockerbie's personal website detailing geometry, urban design and architecture to great lengths
<a href="http://acronim.com">acronim.com</a>	ACRONYM® GmbH. Apparel and systems design
<a href="http://acrdb.com">acrdb.com</a>	ACRONYM® DATABASE
<a href="http://void.davidrudnick.org">void.davidrudnick.org</a>	v-o-i-d by David Rudnick
<a href="http://tombseri.es">tombseri.es</a>	Tomb is a series of 177 individual works, drawn by David Rudnick using Adobe Photoshop and Illustrator CS3, using the trackpad on a 2012 Macbook Pro
<a href="http://neurealm.net">neurealm.net</a>	All music by Clouds. All graphics by David Rudnick. Site developed by Jack Clarke
<a href="http://www.antonin-duorak.cz/en/life">www.antonin-duorak.cz/en/life</a>	Composer Antonin Leopold Dvorak's Biography
<a href="http://www.cameronsworld.net">www.cameronsworld.net</a>	Camerons World!
<a href="http://grids.obys.agency">grids.obys.agency</a>	An educational project about grids
<a href="http://www.noorilee.com">www.noorilee.com</a>	Artist Noori Lee's Personal Portfolio website
<a href="http://quasimondo.com">quasimondo.com</a>	Artist Mario Klingemann's website
<a href="http://leighledare.com">leighledare.com</a>	The work of artist Leigh Ledare
<a href="http://sahapedia.org/The-Himalayan-Vernacular-Kath-Khuni-Architecture">sahapedia.org/The-Himalayan-Vernacular-Kath-Khuni-Architecture</a>	An article on Himalayan Kath Khuni Architecture

<https://zayn.world/about>

**ZAYNWORLD**

This website may not display correctly on resolutions less than 800x600.

Welcome!

Page Contents:

- About This Page
- About Zayn
- About Io

Best Viewed:

- maisse redirect
- bag types construction
- modular system
- Atom
- Atom

Updates:

- Latest Updates to Website:
- maisse redirect
- bag types construction
- modular system
- Atom
- Atom

Latest Guestbook Post:

potbo

Born: 9th April 1336  
Died: 18th February 1405  
(aged 68) Farab, Timurid Empire (now Otrar, Kazakhstan)

Visit Jungle Zayn's:

- YouTube channel
- Github
- Instagram

Io

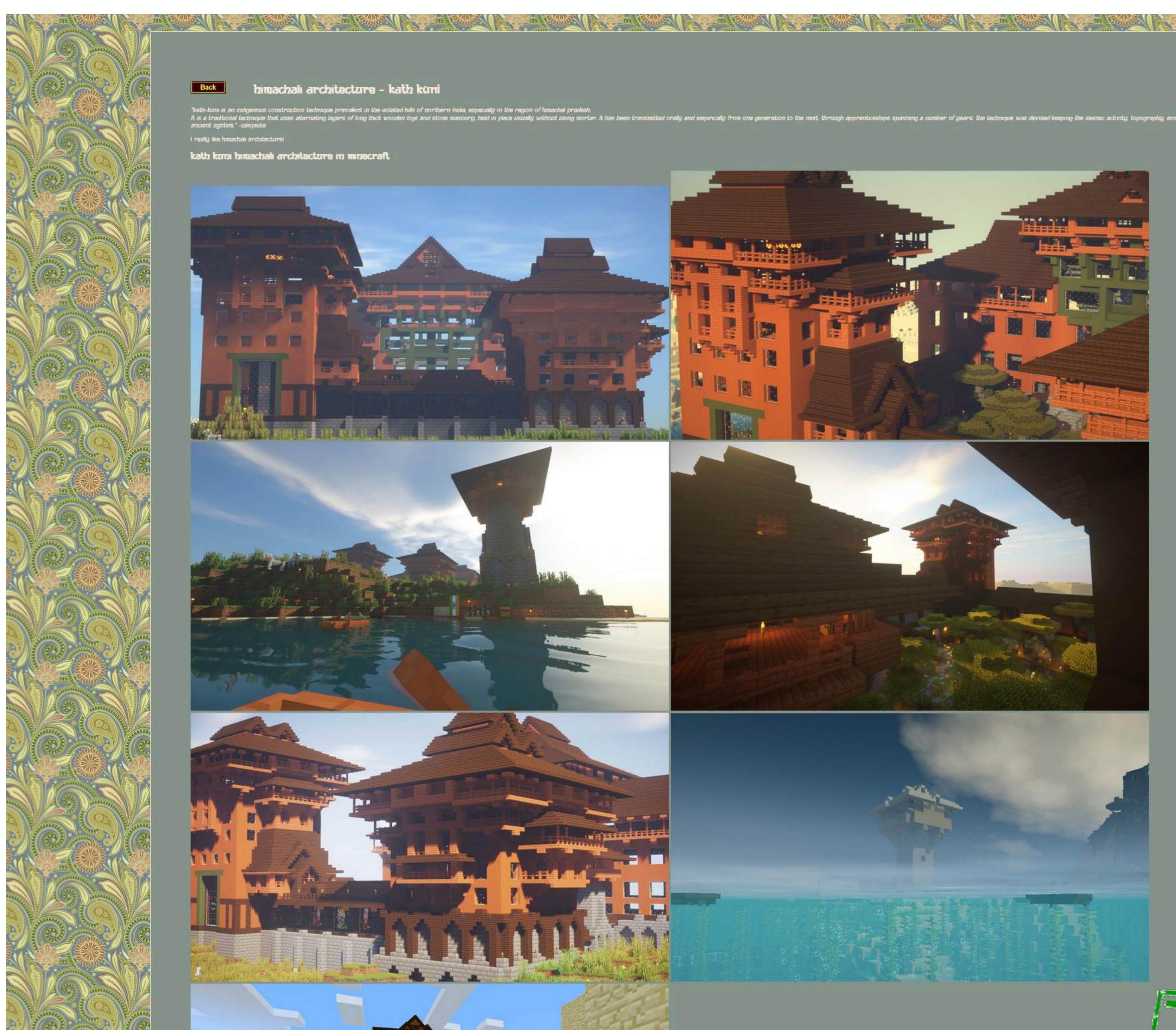
It's Io's job to look after the website when nobody else is present, and if you're reading this, now its your turn to return the favour and give him some of your time.

Name: Io  
Born: 5-2020  
Moods: Fire, Cores, Slots, Wash 10c, Party 20c  
Coins: 12  
Shop: (5c)  
Actions: Hello, Slots, Wash 10c, Party 20c

Ukrainian Bilingual School zu Schule

WORK IN PROGRESS

<https://zayn.world/kathkuni>



<https://zayn.world/saturnalia>

