

# **Elliott Herbert-Byrnes**

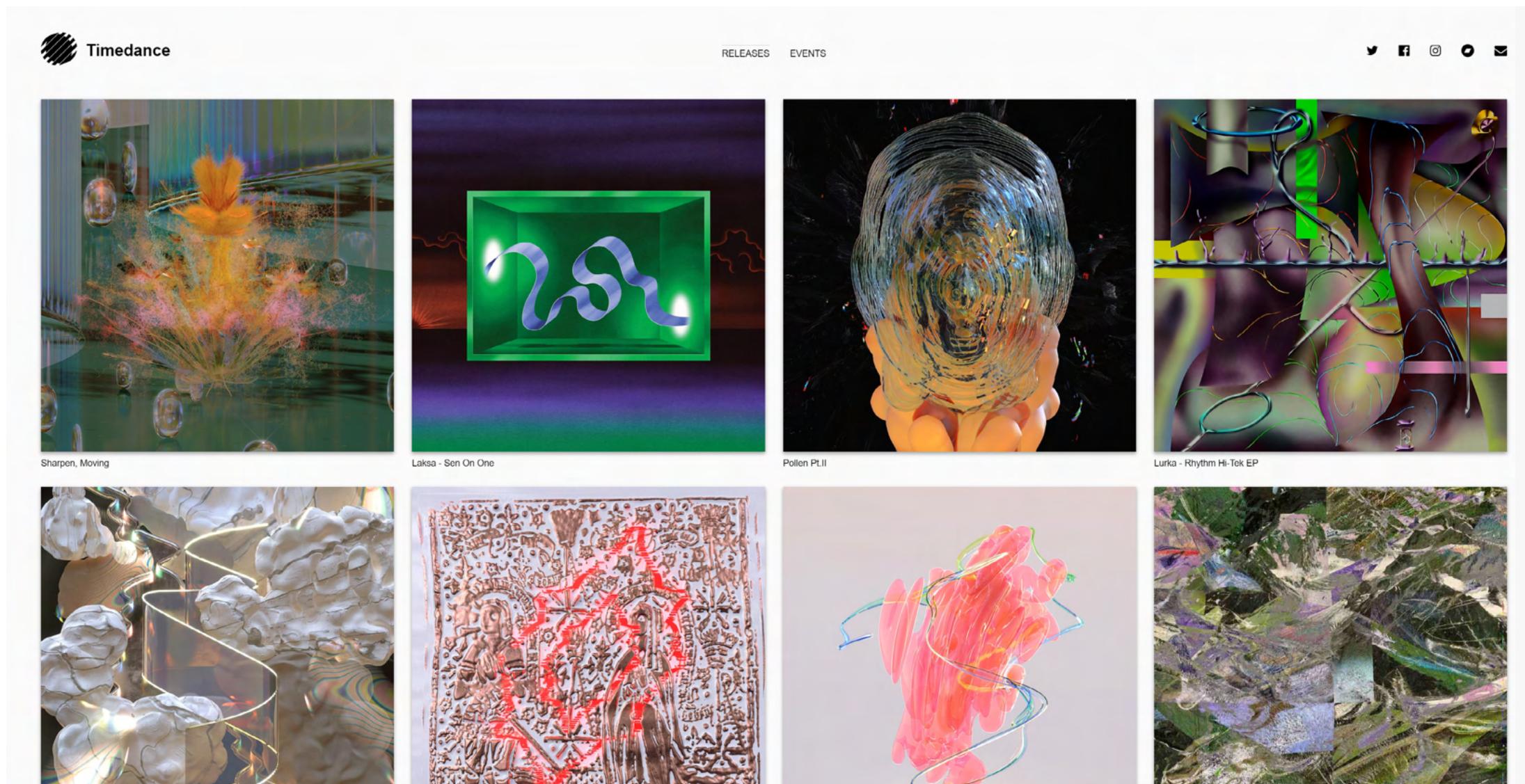
# **Portfolio 2022**

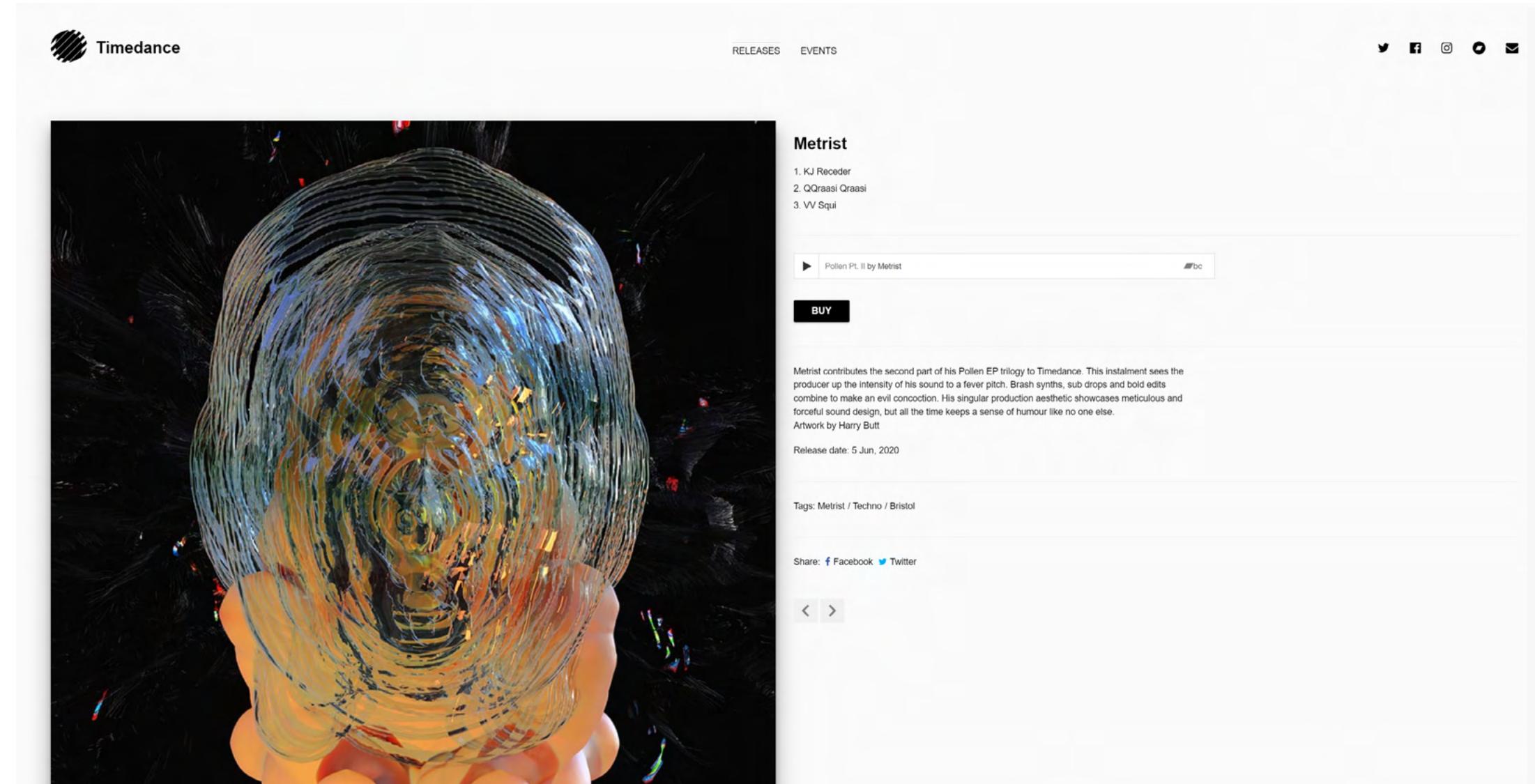
# Timedance

In the final year of my Graphic Designer undergrad, I interned at Bristol-based record label Timedance. Over three years, I had the opportunity to work at the label as a part-time graphic designer, then subsequently graphic designer and manager.

My responsibility was to oversee all projects released by the record label, work with teams of artists, designers, musicians, suppliers, manufacturers, and manage the online store.

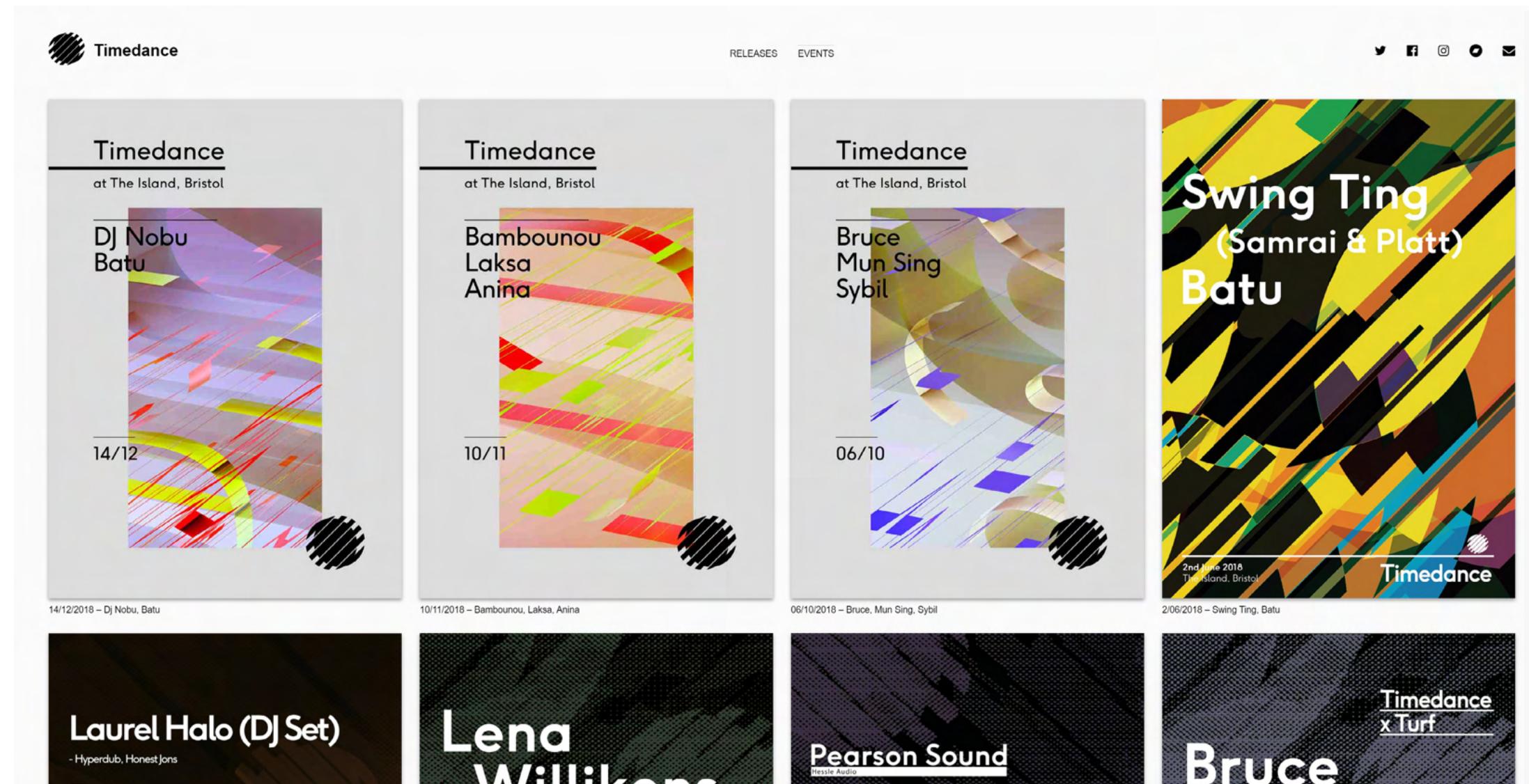
Timedance was a fantastic experience that taught me how to manage multiple projects and deadlines, work within and lead multi-disciplinary teams, and develop as a professional designer.

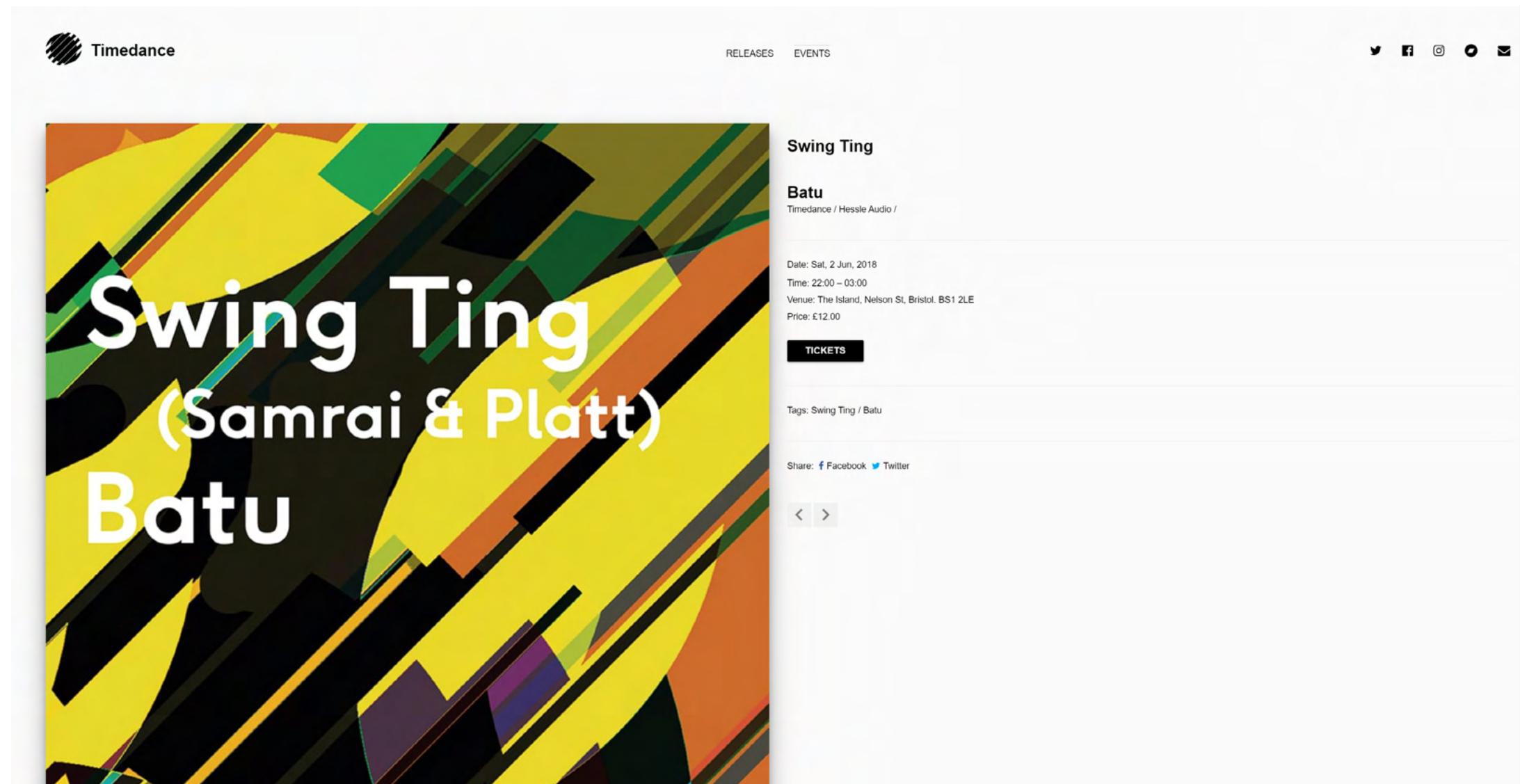


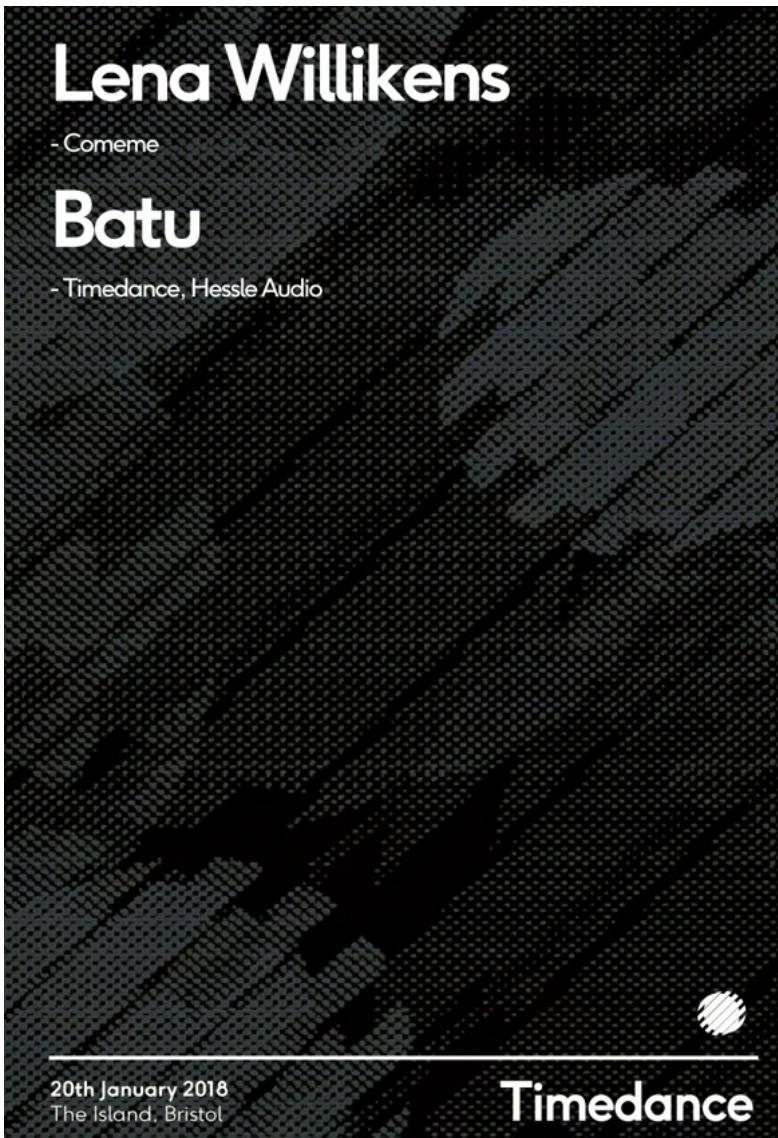


The screenshot shows a music release page for Metrist's "Pollen Pt. II" on Timedance. At the top left is the Timedance logo, which is a black circle with white concentric lines. The top right features navigation links for "RELEASES" and "EVENTS". Social media icons for Twitter, Facebook, Instagram, SoundCloud, and Email are also present. The main visual is a 3D rendering of a baby's head from behind, with colorful, glowing, swirling patterns resembling pollen or energy fields emanating from the back of its head. To the right of the image, the artist name "Metrist" is displayed in bold capital letters, followed by a short tracklist: "1. KJ Receder", "2. QQuasi Qraasi", and "3. VV Squi". Below this is a play button icon and the title "Pollen Pt. II by Metrist". A prominent "BUY" button is centered below the play button. A detailed description follows: "Metrist contributes the second part of his Pollen EP trilogy to Timedance. This instalment sees the producer up the intensity of his sound to a fever pitch. Brash synths, sub drops and bold edits combine to make an evil concoction. His singular production aesthetic showcases meticulous and forceful sound design, but all the time keeps a sense of humour like no one else." It also notes "Artwork by Harry Butt" and the "Release date: 5 Jun, 2020". Below the description are "Tags: Metrist / Techno / Bristol" and sharing options: "Share: f Facebook t Twitter". Navigation arrows at the bottom allow users to view other releases.













# Symmetry App

As part of my master's program, I worked with the University Des Nantes physics department to design and develop a 3D WebGL application that visualises molecule and crystal structures.

The core component of the application is an open-source database, which is integrated with a custom UI menu, that the lecturers of the University can access to add and remove content, in line with their evolving curriculum.

The application is to be used as an educational tool, to help support students in a contemporary classroom setting.

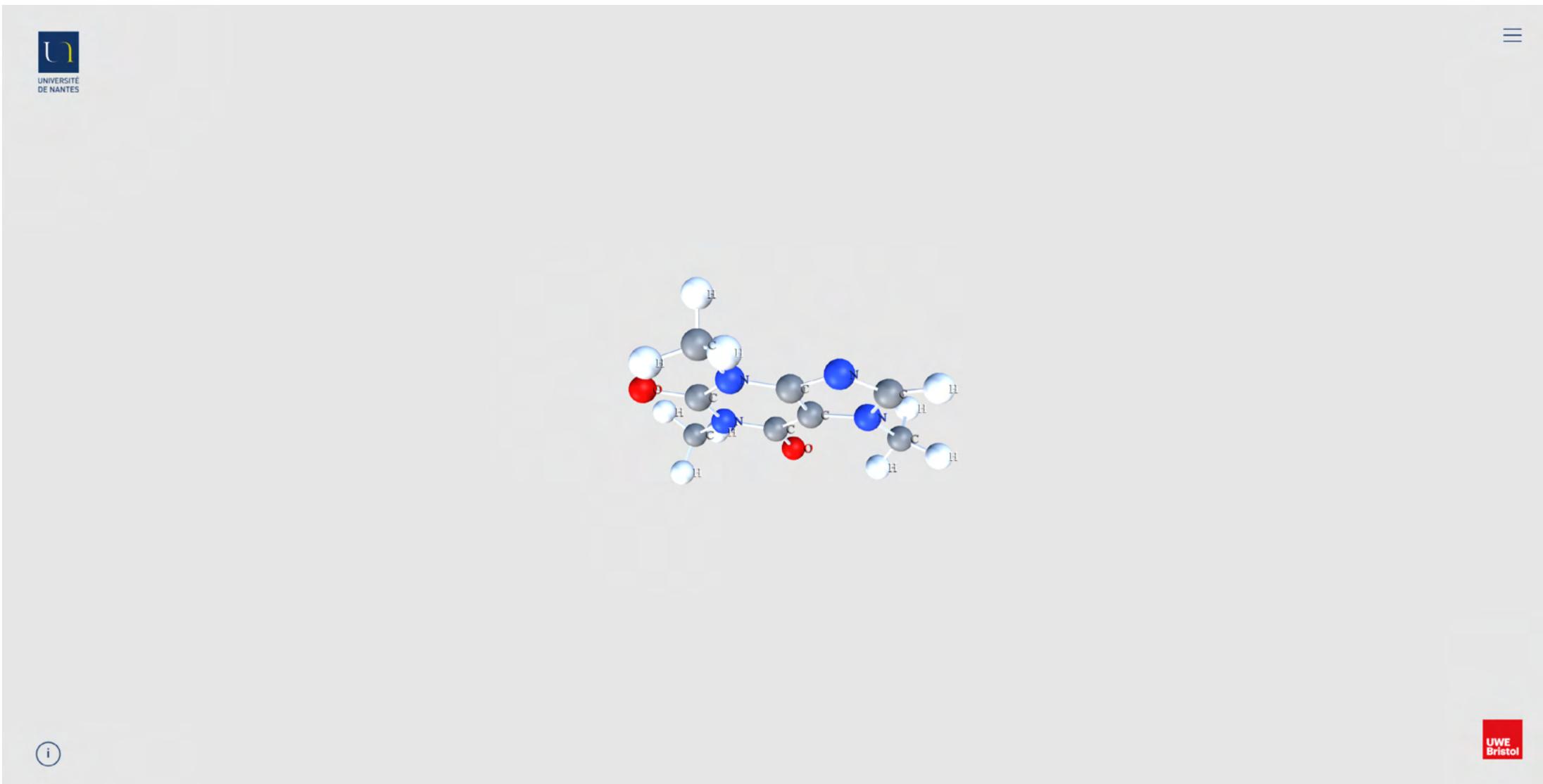
Software

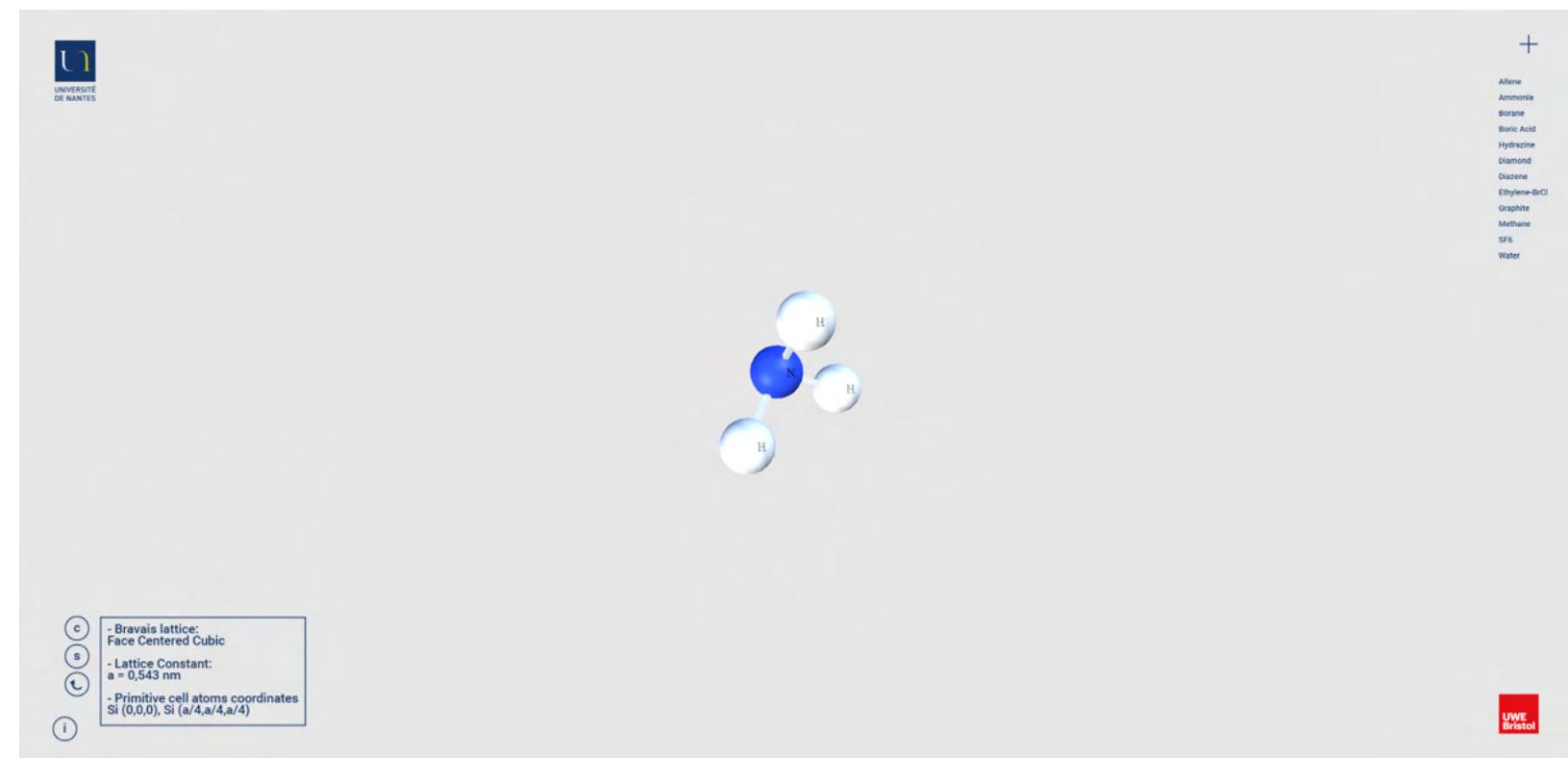
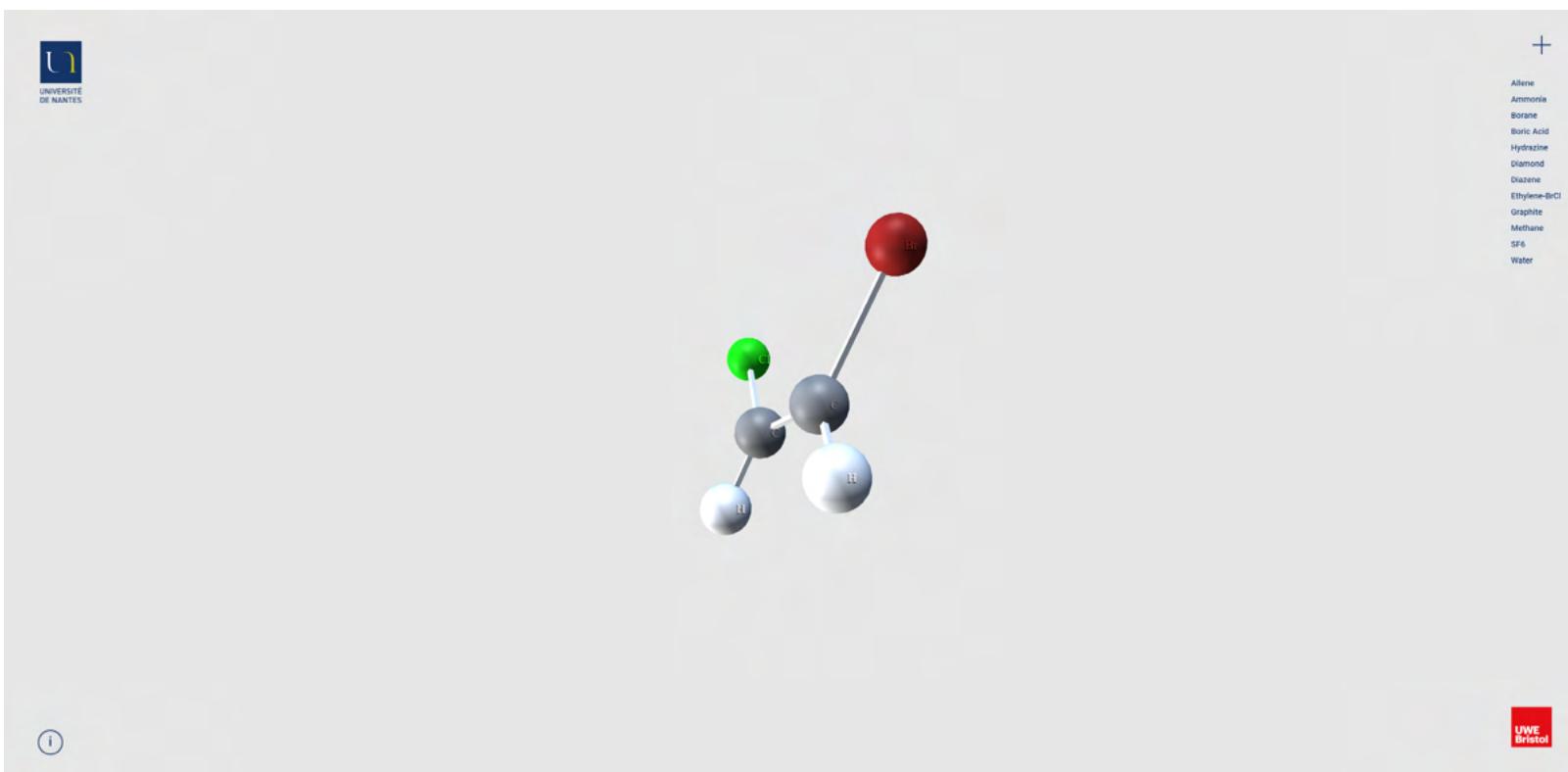
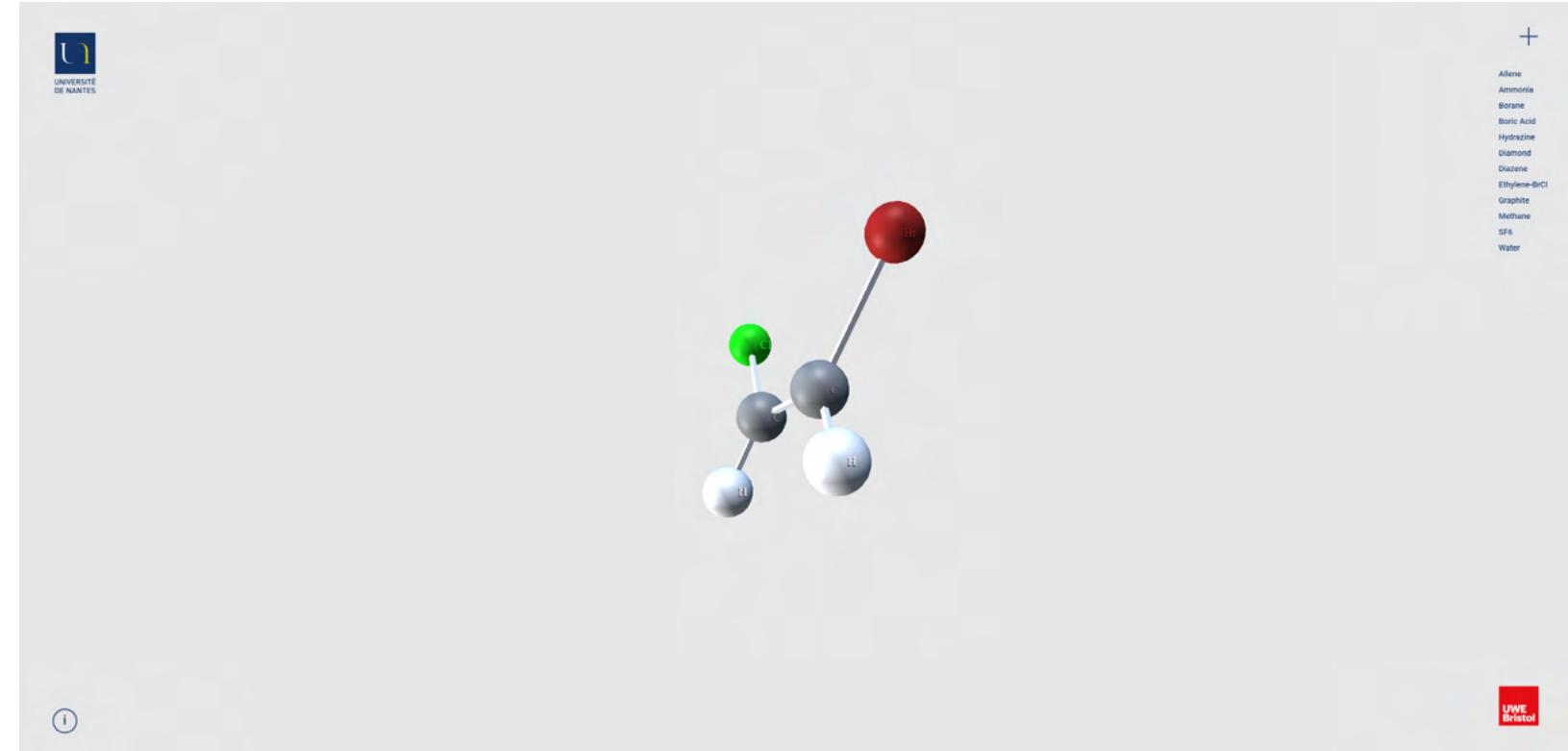
Three.js

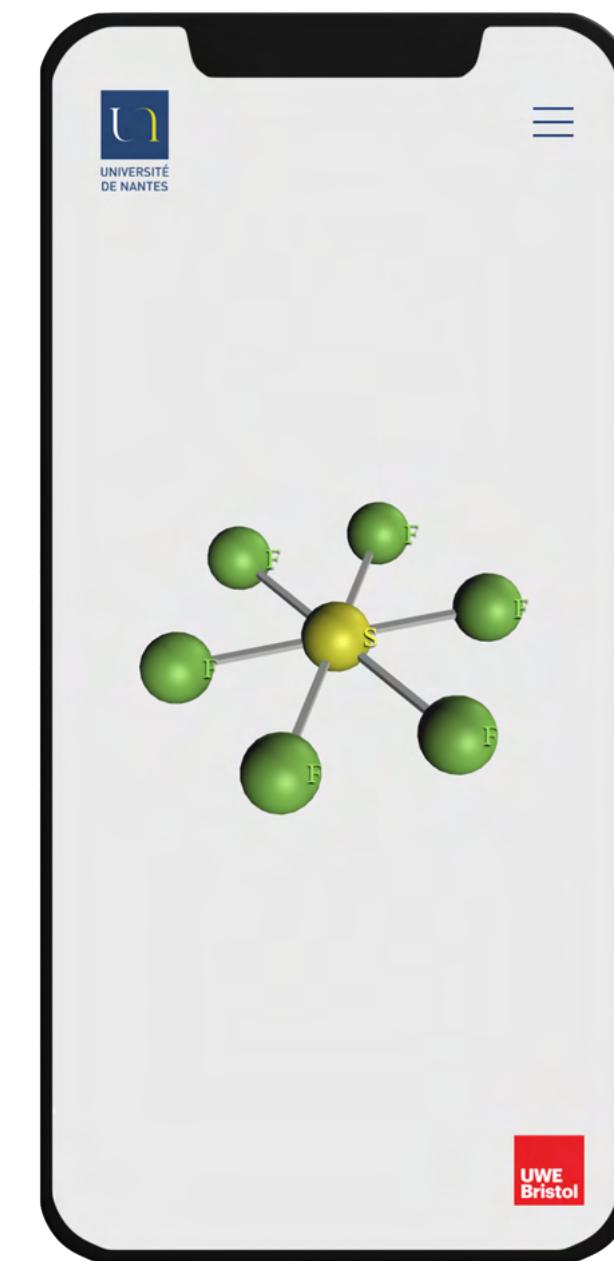
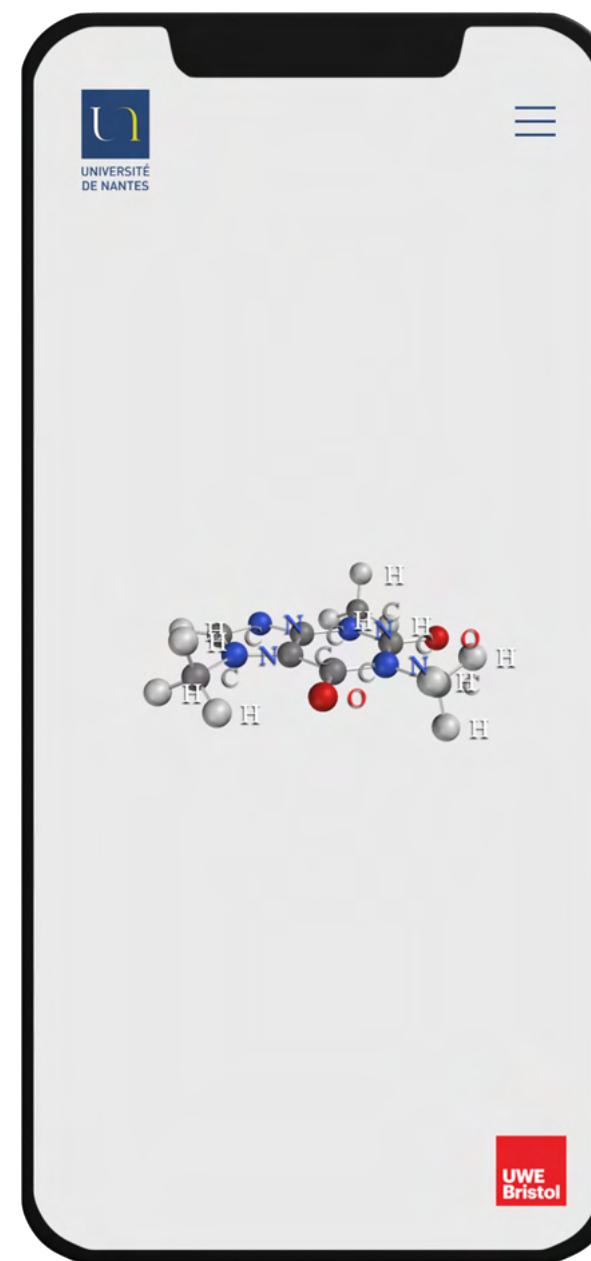
Github

WebGL

HTML, CSS, TypeScript, JavaScript







UWE  
Bristol

UWE  
Bristol

# Peckham

Alongside my master's degree, I also took an 8-week course provided by CG Masters Academy on Weapons & Props for games taught by Hard Surface artist Aaron Wolford.

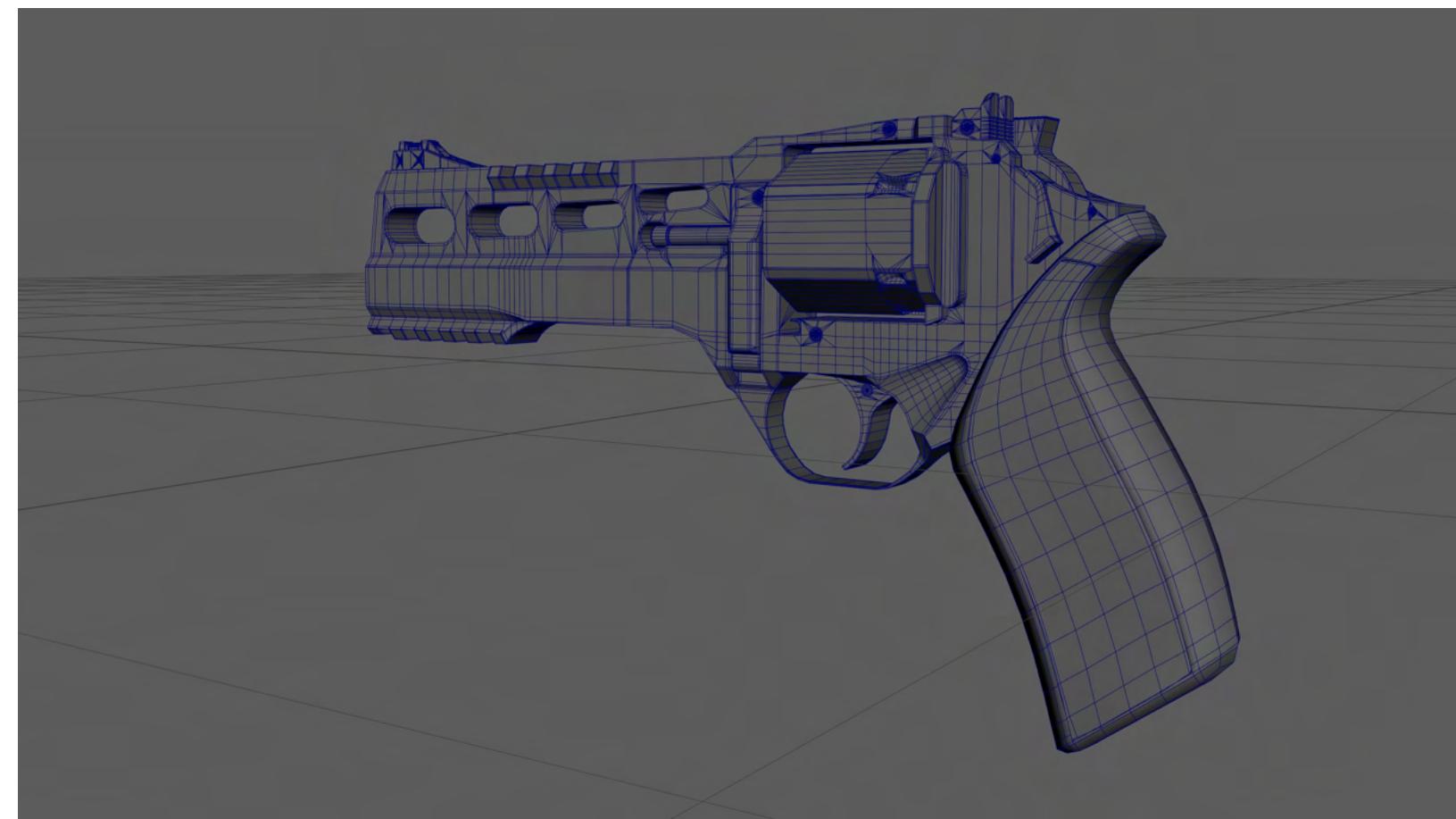
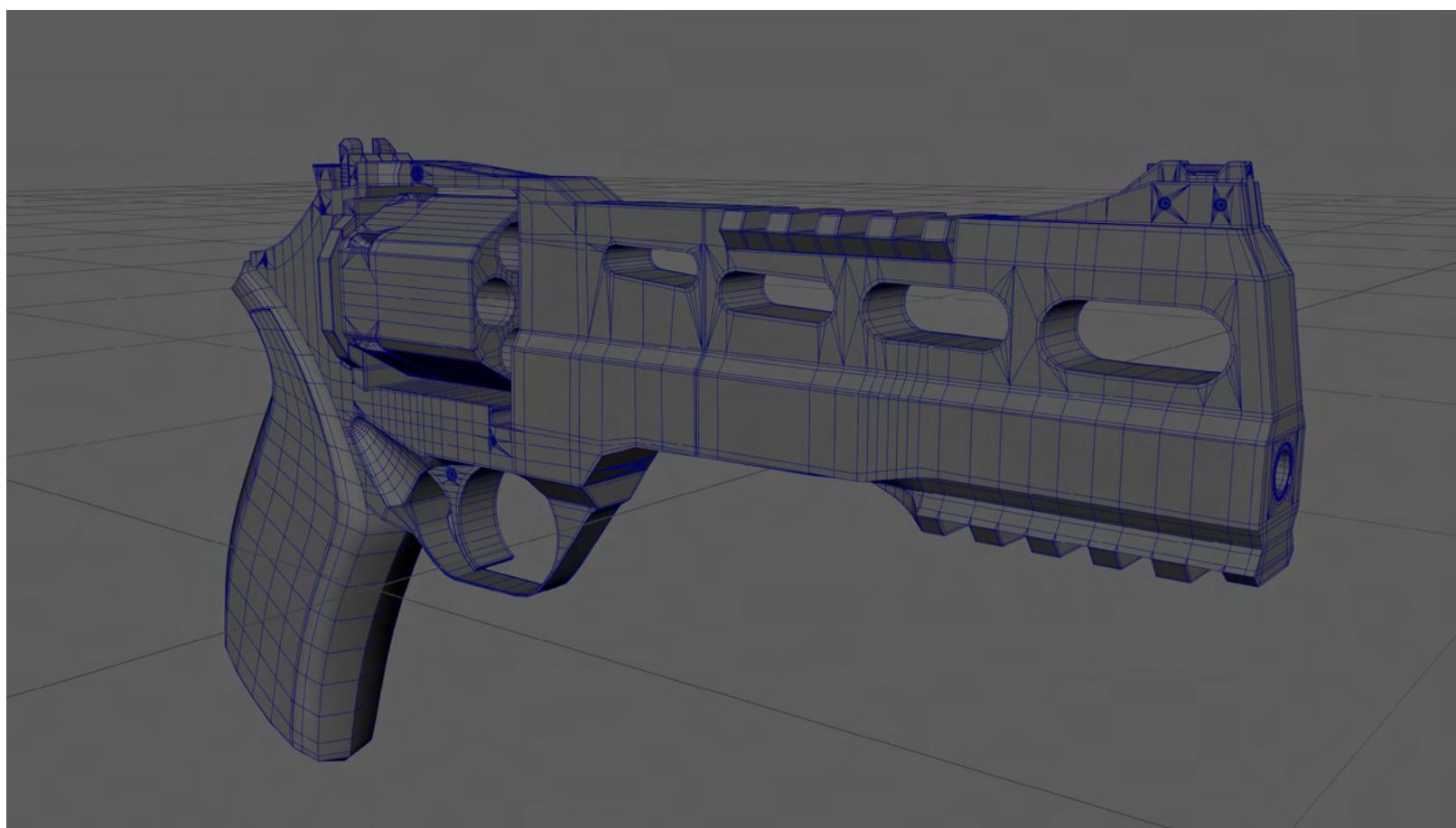
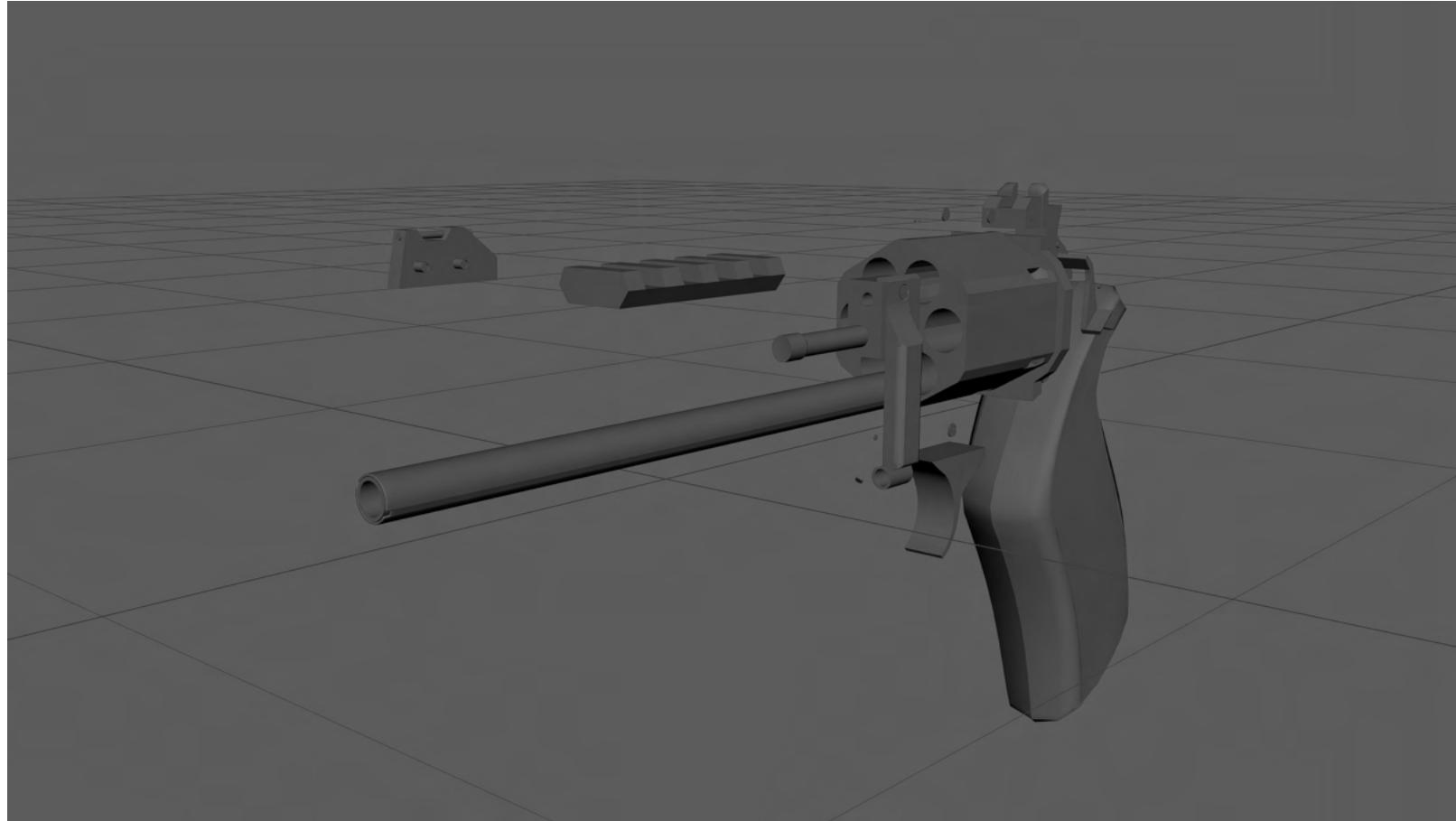
As an artist and designer, I'm always trying to learn and improve. This course was a fantastic learning experience and great insight into the expectations for AAA games.

To conceptualize the project, I built a small WebGL game engine and custom UI system with Three.js.

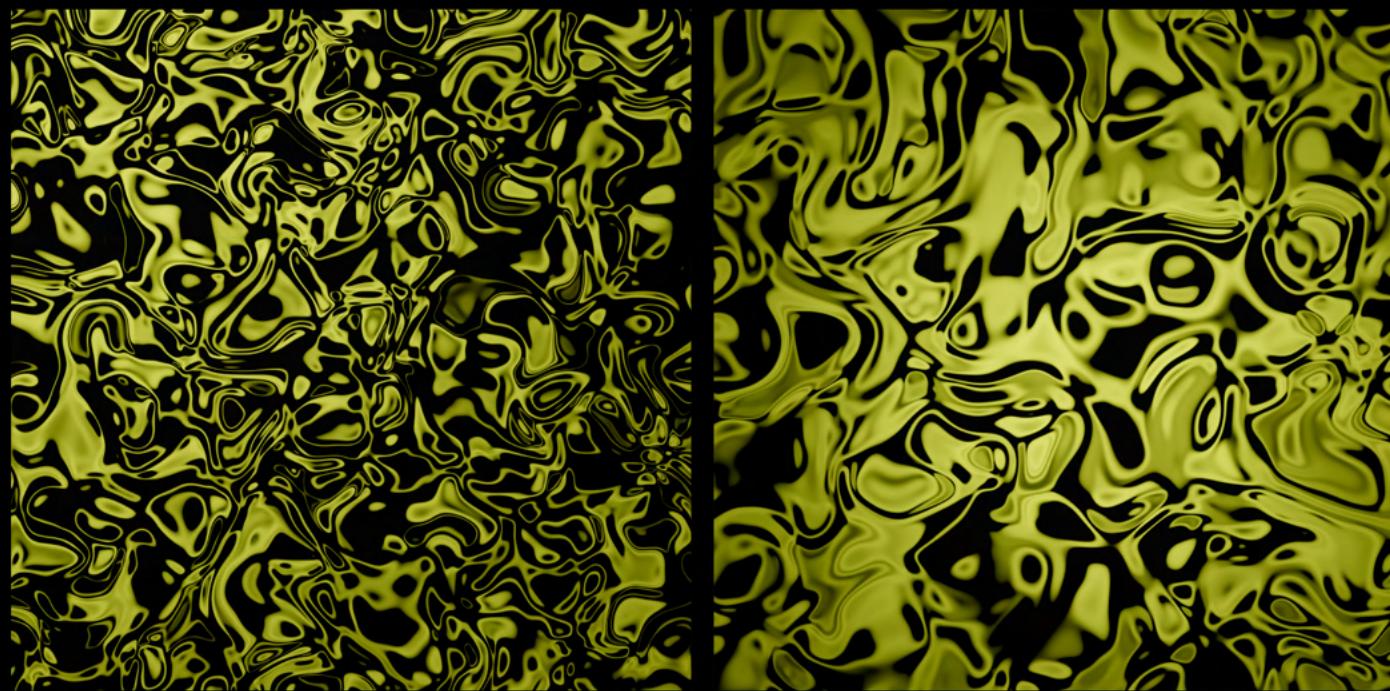
## Software

Maya 2022  
Z Brush  
Three.js  
Adobe Substance Painter  
Adobe Photoshop  
Adobe Illustrator  
HTML, CSS, TypeScript









MICER  
DEUTERO



CHIAPPA RHINO 60DS  
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# En Masse

Before my master's degree, I worked as a sub-contract Web Designer & Developer for En Masse festival, a subsidiary of the record label Timedance.

Within this project, I worked in collaboration with a multi-disciplinary team led by Butt Studio. It was my responsibility to design and develop the website and initial promotional material for the festival.

## Software

Adobe Illustrator  
Adobe Photoshop  
Kirby CMS  
HTML, CSS, JavaScript



# EN MASSE

12th-13th June 2020  
Abergavenny, Wales

Expect music from Friday afternoon until the early hours of Sunday morning



Music Festival curated by Batu  
Sign up for the mailing list [here](#)  
[Instagram](#) - [Email](#)



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# TICKETS

Second release tickets are now sold out. Please sign up to the mailing list and follow us on Instagram for updates on the third and final release available April 7th.

International customers: please ignore the mobile phone field when inputting your data, this will only work for UK numbers but isn't necessary to buy a ticket. Please contact Headfirst for any ticket queries - <https://www.headfirstbristol.co.uk/#contact-us>



[Sign up for the mailing list here](#)



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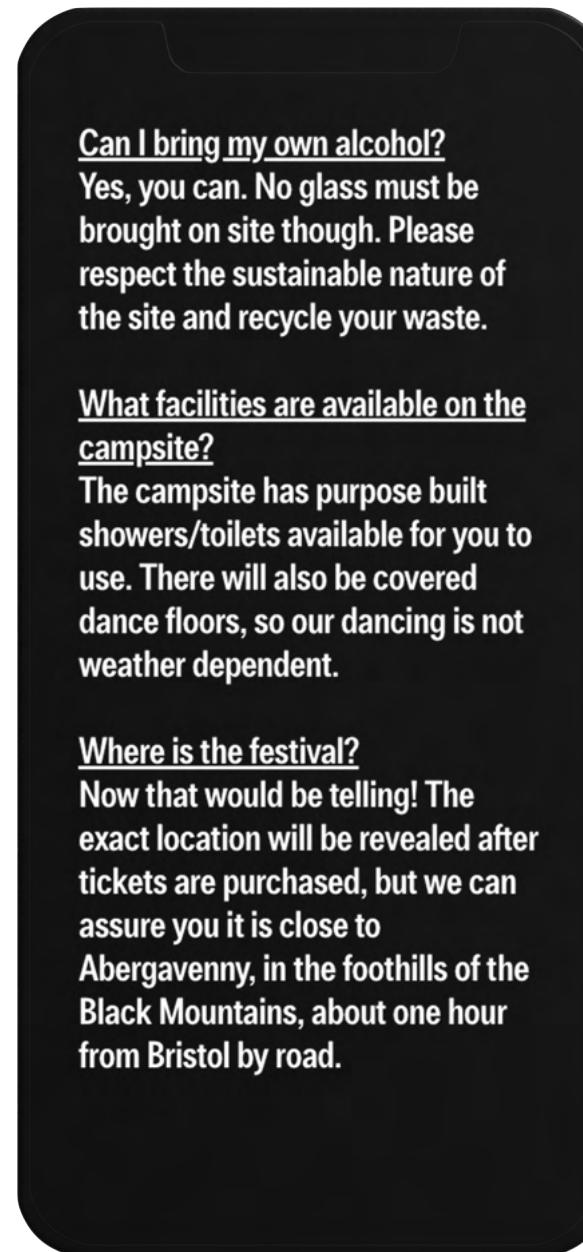
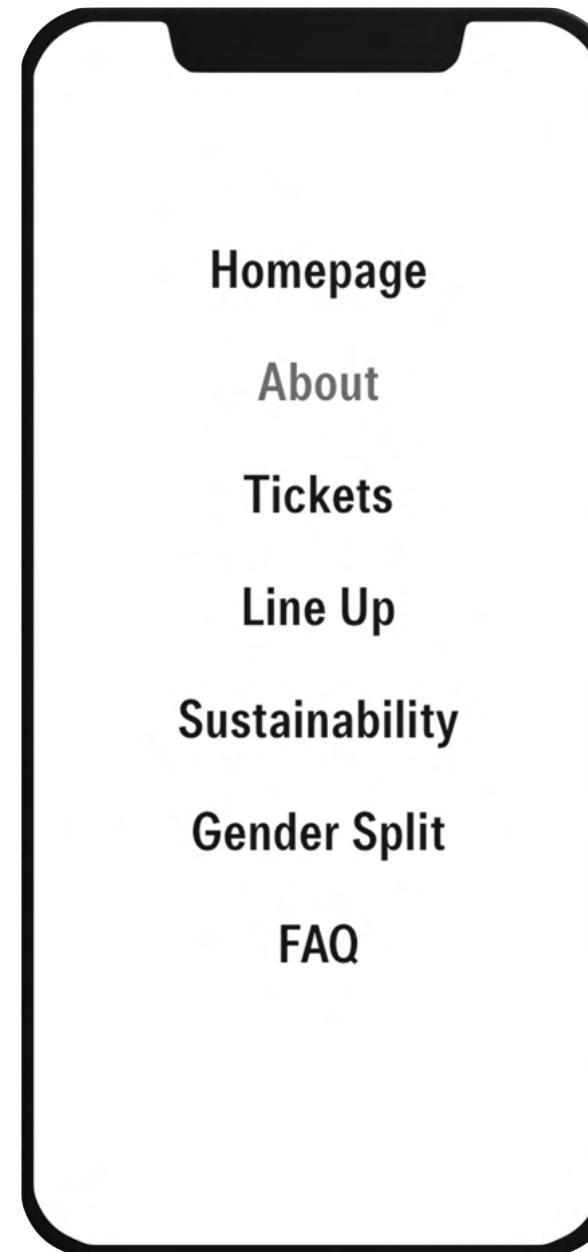
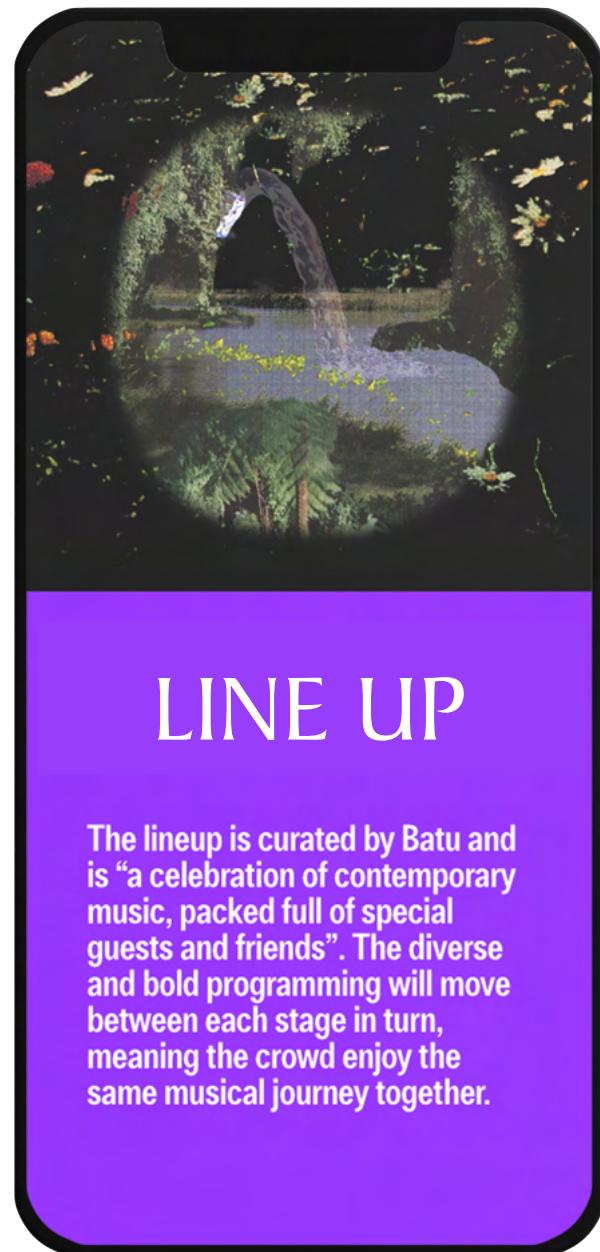
# ABOUT

En Masse is a two day music festival taking place from Friday 12th June 2020 until Sunday 14th June.

Our home, a 140 acre permaculture farm in the foothills of the Welsh Black Mountains, will be transformed into an immersive otherworld centred on carefully curated and produced dancefloors. The diverse and bold schedule will move between each stage sequentially from day to night, unifying dancers En Masse as we explore each part of this beautiful, sustainable site together. The artists entrusted with your musical journey will only be revealed closer to the time.

The site comes fully equipped. There will be eco-friendly camping facilities, furnished bell tents, coaches from Bristol, delicious food vendors, artistic installations, as well as sheltered dance floors with a late licence for maximal merriment until dawn.

We aim to bring together a diverse party crowd, with a mutual respect for each other and our surroundings.



# Apex Drive

In my recent master's degree, I worked in a multi-disciplinary team of developers, designers, 3D artists, and audio engineers. Over eight months, Apex Drive became our Gold standard game developed for release.

Apex Drive is a low poly-styled party game based in the hills of Nepal. Players race against each other in an elimination-style game mechanic, inspired by games such as Micro Machines.

I curated the project's art direction, designed the overall game environment, created custom vehicle assets, developed the UI system, and helped manage the project deadlines.

Software

Maya 2022  
Unity  
Adobe Substance Painter  
Adobe Photoshop  
Adobe Illustrator

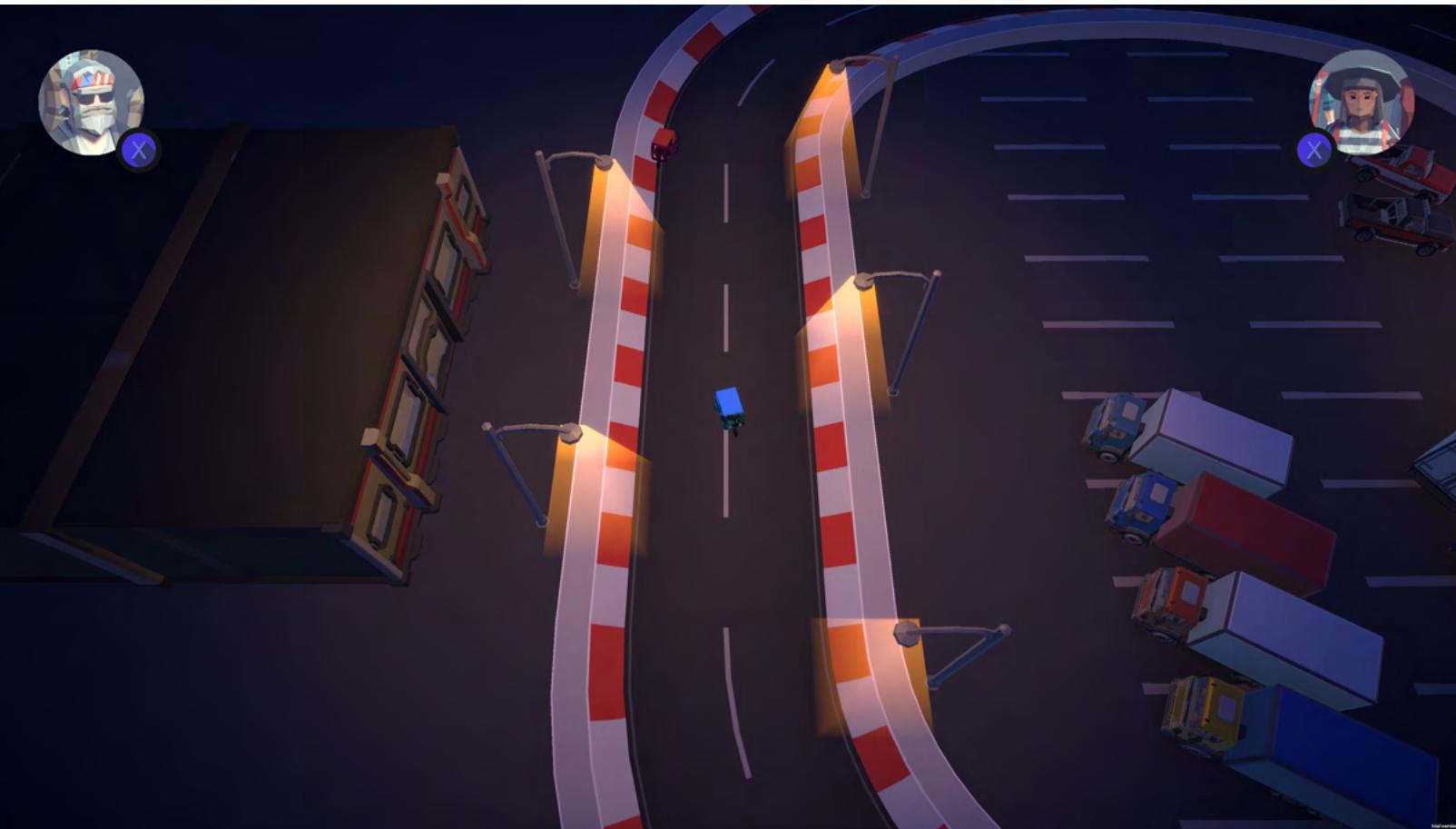




Elliott Herbert-Byrnes

Portfolio 2022

Apex Drive



**Thanks!**