



MARINE -XPLOR

Semi-Submarine

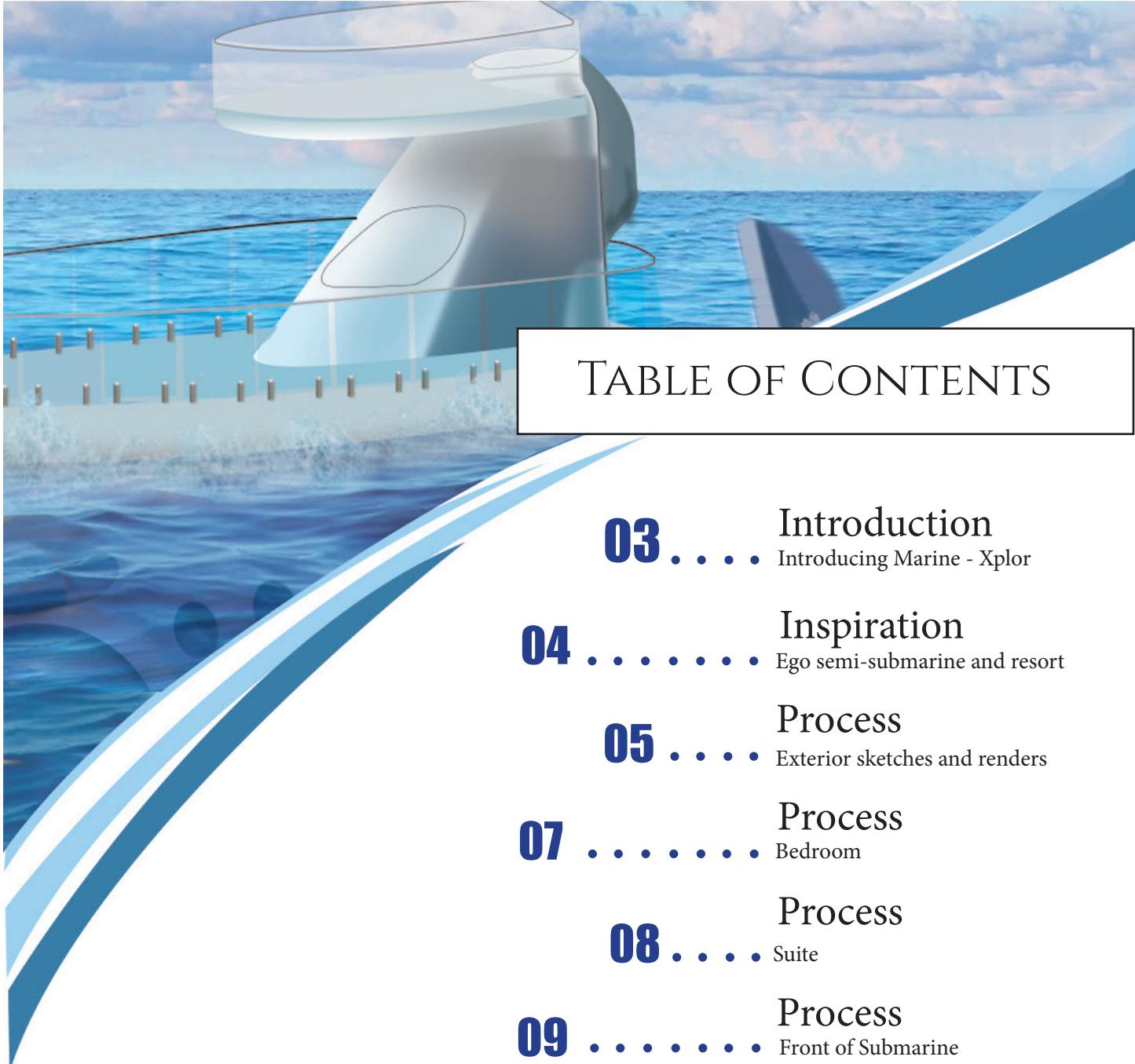


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INTRODUCING MARINE - XPLOR



Space travel is known as the front frontier, but the future of travel is starting to look down as well...

My chosen career is architectural interior design, which focuses on the structural feature as well as creating an aesthetic appeal like interior designers. The product that I have designed is a personal travel semi-submarine, used for tourism purposes whereby the tourist themselves can operate the submarine and travel to desinated ports by sea. I'm developing this product because there are not much submarines out there that can accomodate traveling for weeks. Much of the submarine's quarter used for research purposes are crammed and aren't suitable for living long periods of times.

PURPOSE

I wanted to create a design, both on the exterior and interior, that allow tourists to get up close to a marine experience, while enjoying the comforts of a hotel room while traveling. Unlike cruises, tourists will be able to operate their own personal submarine and choose their destinations. Experience the ocean in a way only a privileged few have before with the semi submarine boat. With this versatile vessel tourists will be able to explore all aspects of the sea by either the designed deck or viewing below sea level in the viewing station below. With the comforts of a hotel room, viewers can experience a diver's view of the reef underwater in air conditioned comfort.





INSPIRATION

My first inspirations was the EGO-Compact Semi Submarine. This mini submarine has a deck and a window-clad pod that sits below it, where tourists can enjoy the sights below the surface as a mini sub. It features a underwater cabin entered via small door and ladder. There is a floating hull on both sides of the central cabin hull. This was my main inspiration since it got me thinking of how I could create a submarine that is not fully submerged, allowing both a land and sea view.

ABOVE WATER

EGO allows for tourists to enjoy all the fun in the water. It was a 4m floating hull to enjoy tanning leisurly and having a great time on the deck.

UNDER WATER

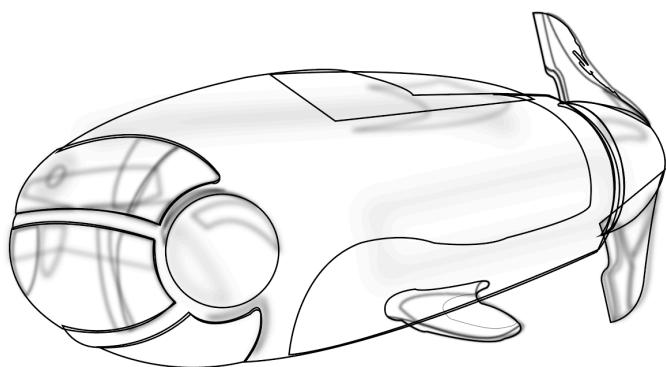
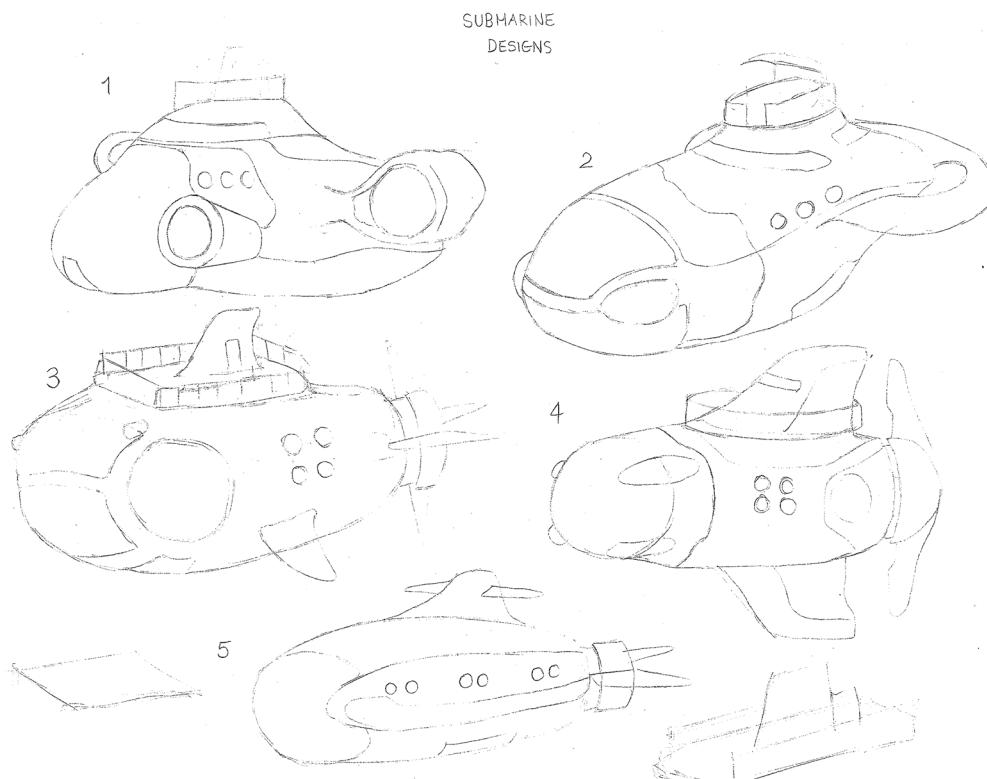
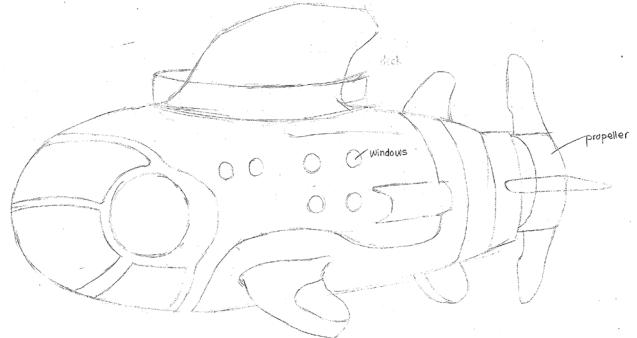
EGO stays afloat with a central hull. The central cabin below the surface is equipped with large panoramic windows on the front and both sides.

My second inspiration was the Manta Resort located on a scenic property beside a beach on the Indian Ocean. This luxurious resort incorporates a floating underwater room. Surrounded by sea and watching groups of reef fish swim by, this floating structure offers three levels, each one worthy of its view.



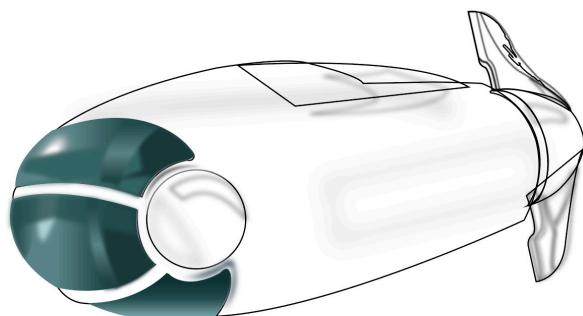
PROCESS

EXTERIOR



1. OUTLINES (BASIC SHAPE)

The first step was to draw out the basic outlines of the shape using the sketches. The shape of the body, propeller, fins and the glass was drawn out as well as some of the highlights and shadows.

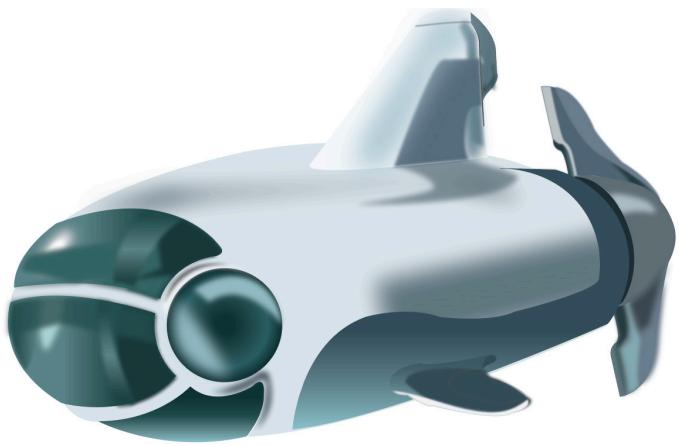


2. ADDING COLOUR

The next step was to start adding the colours according to the colour palette I had laid out. After creating a solid colour, I used various shades of the same colour to create highlights and shadows to give it a more realistic effect.

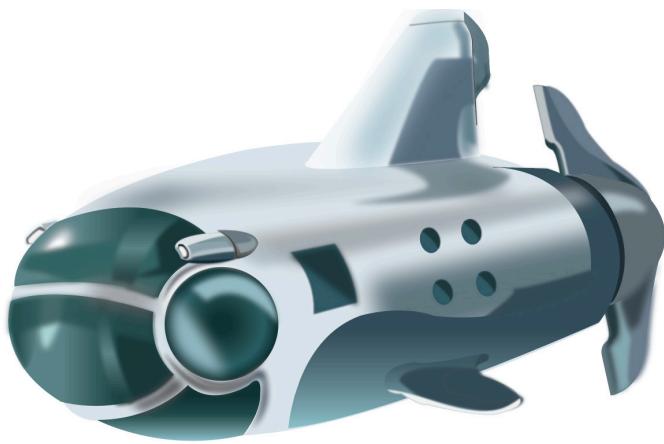
Preliminary Sketches

I drew out different designs of submarines with every one of them having their own unique shape and features. At the end, I decided to go with my third design since I didn't want to overdo the design and it represents a simple, fish-like submarine. I added the fins and flippers at the side so it resembles a marine creature to fit into its environment perfectly.



3. ADDING MORE COLOUR AND CREATING THE FIN

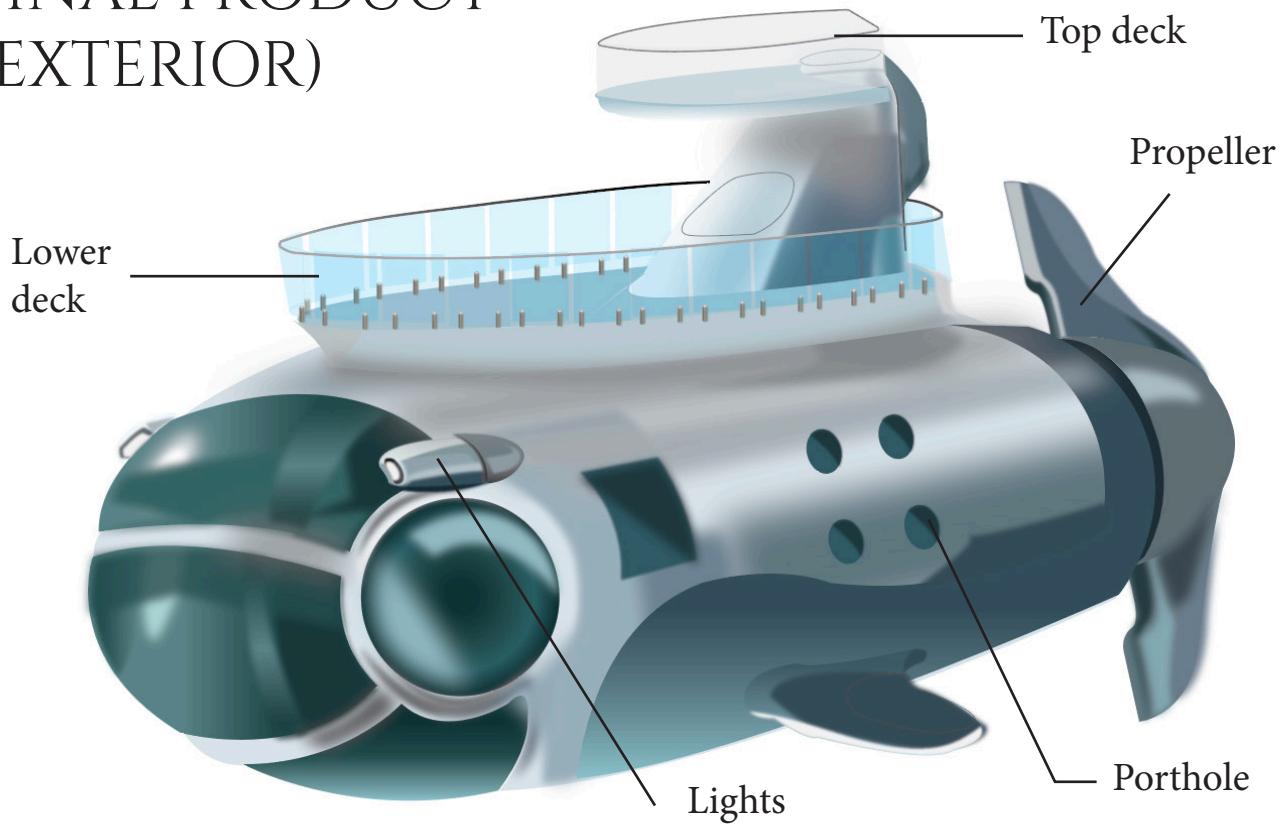
Once I had the added the shape of the submerged part of the submarine, I drew out the fin and added various gradients to give it a shiny effect. I added the fin later due to the angle of the body.



4. WINDOWS AND LIGHTS

After creating the submarine, I added the smaller details including the lights situated at the front and windows at the side. Using the same colour palette, I filled in the colours to give it a more unified and coherent look.

FINAL PRODUCT (EXTERIOR)

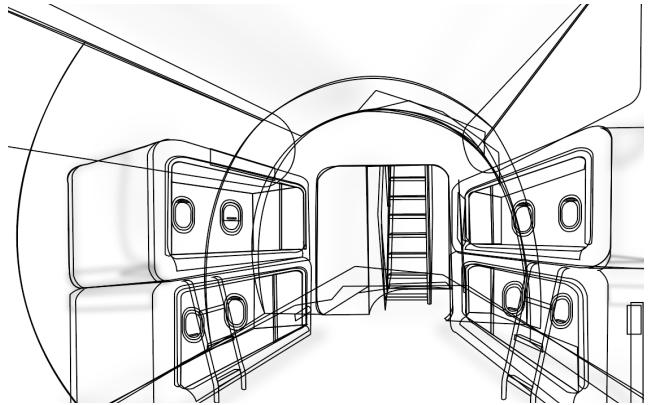


PROCESS

INTERIOR

1

BEDROOM



DESIGN

Inspired by the Japan Capsule hotel, I decided to go with a more modern and unique room for this submarine. Ideal for a family of four, the bedroom features four “capsules,” in which there are two port-holes situated in each pod, allowing the people to get a view of the outside in their own personal capsule. I first drew out the design in illustrator, adding basic shapes and gradients of colours before transferring it to photoshop to add the final touches.

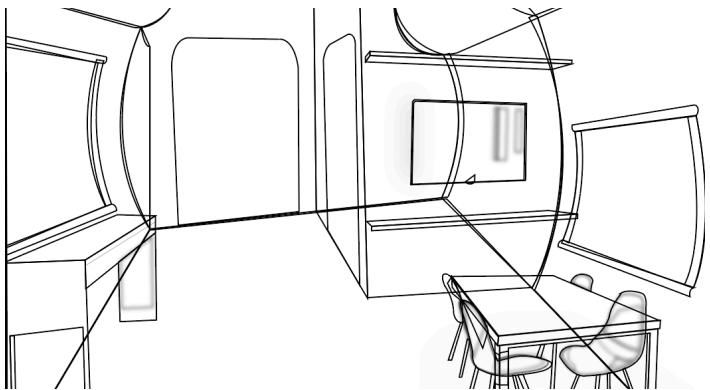
FINAL PRODUCT



PROCESS

INTERIOR

2 SUITE



DESIGN



FINAL PRODUCT

Moving on to the suite, this room incorporates two glass panels on either side, letting the people enjoy the view outside, a working table, bathroom and a dining table. Like the bedroom, I drew everything using Illustrator, adding gradients as well as placing all the furnitures at a specific angle. After completing that stage, I moved on to Photoshop where I added the ocean-views, doors and a view of the bedroom at the background to make it more realistic.

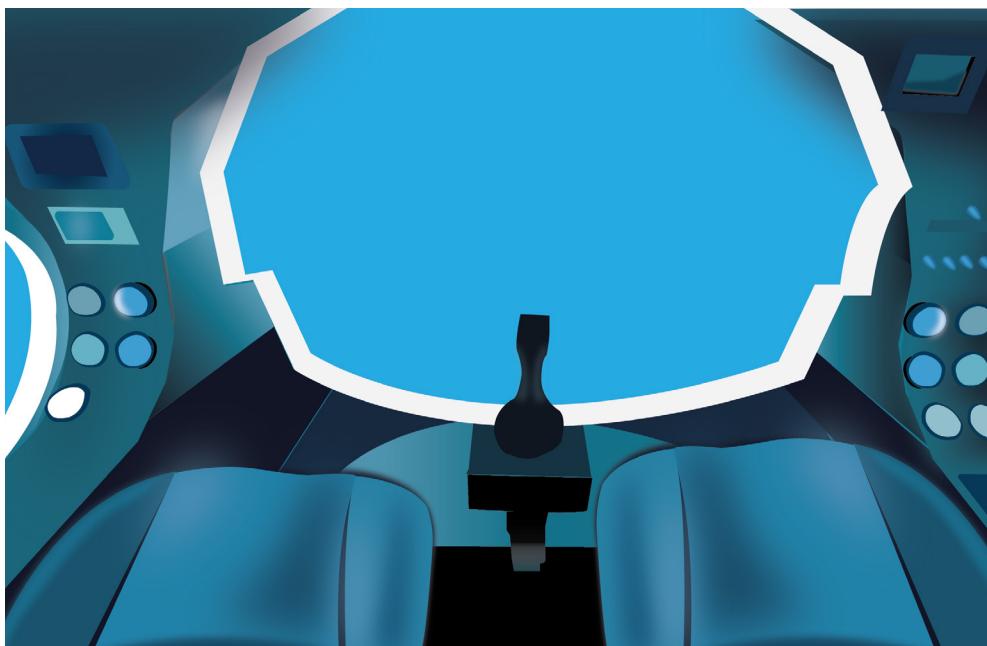
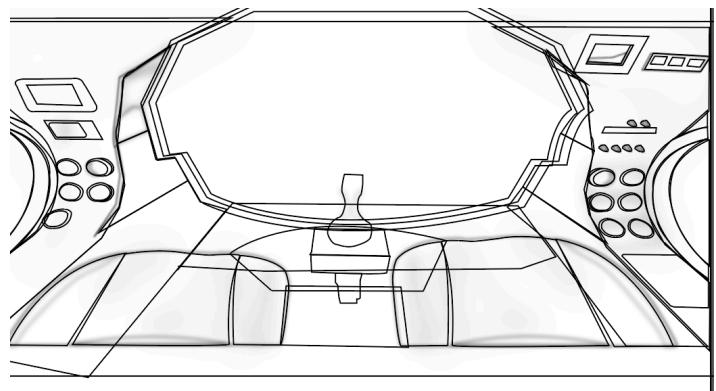


PROCESS

FRONT

3

FRONT



DESIGN

This is the very front of the submarine, adding in huge glass panels in the front and sides to allow tourists to get up front with marine life when operating the submarine. Using my sketches and finding photos of what it looked like in a control room in a submarine, I drew out the shapes before filling in colours and gradients. After, I went into photoshop to include images of ocean views with corals, to make it more realistic and natural.

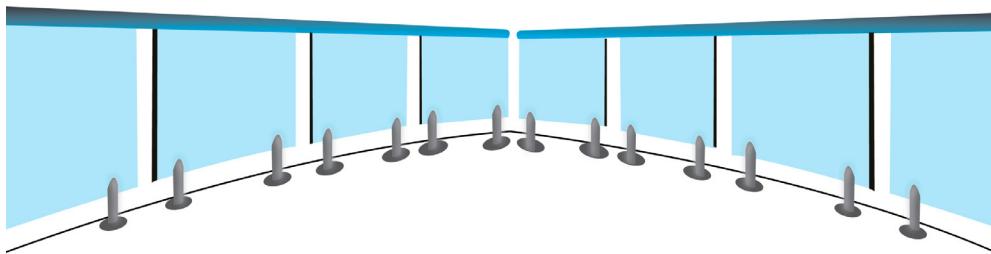
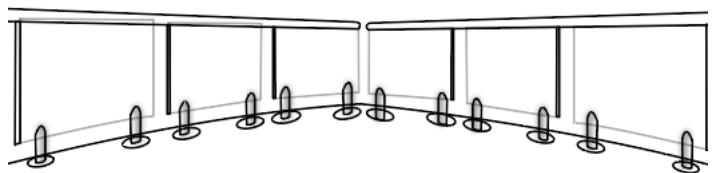
FINAL PRODUCT



PROCESS

DECK

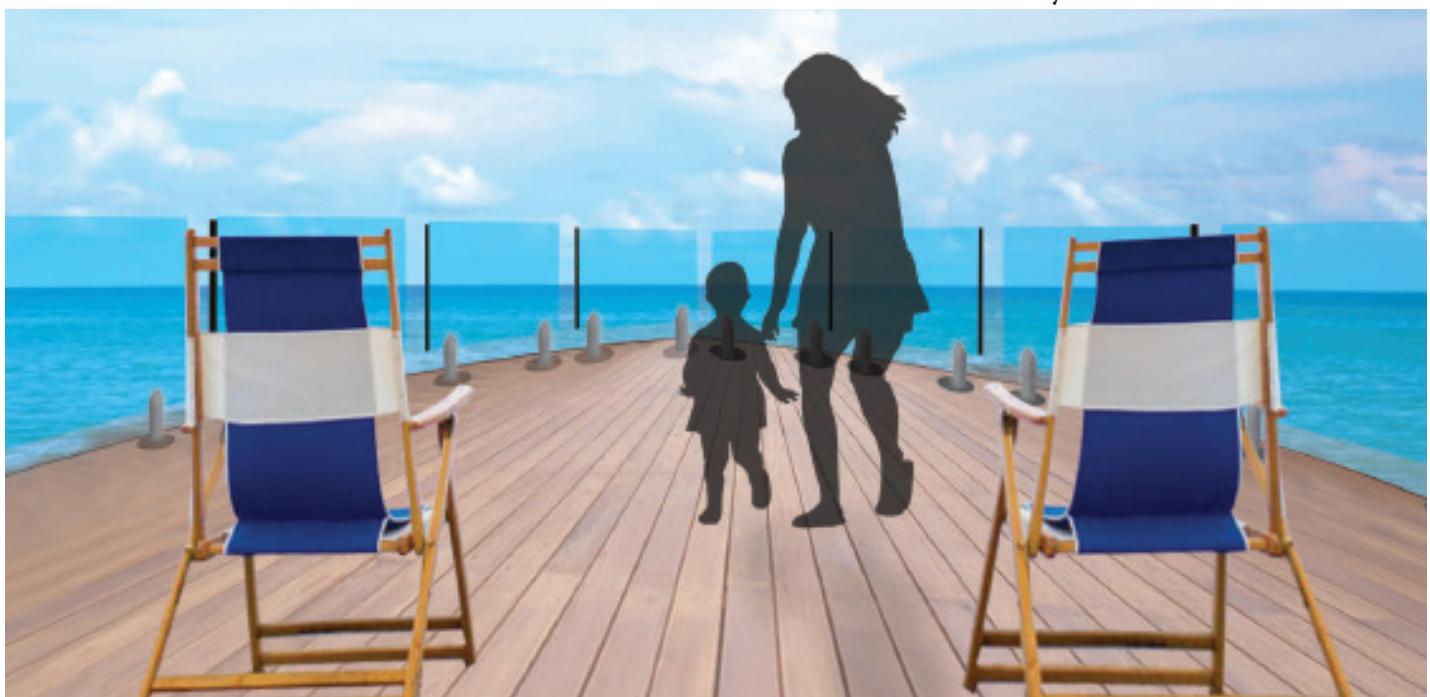
4 DECK



DESIGN

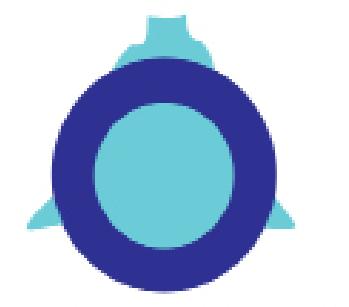
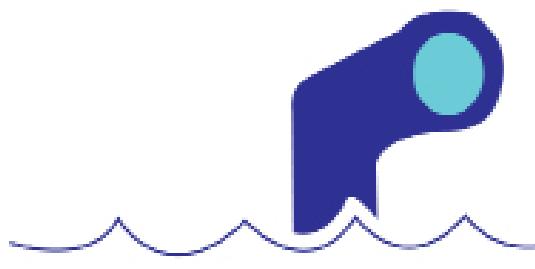
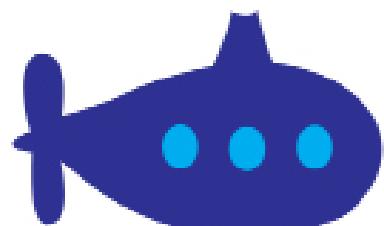
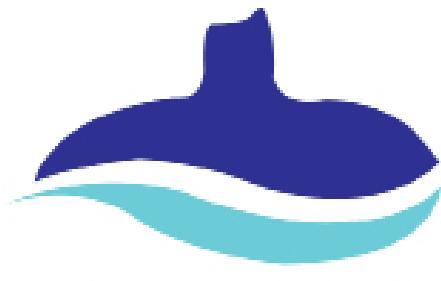
As well as having a underwater room, I decided to incorporate a above water deck. This is where tourists can spend their days sunbathing and enjoying the view. The glass panels and rails were drawn using illustrator, using the perspective tool to angle the rails. Then, using photoshop, I added the wooden texture of the deck and chairs. Later, adding the background of the ocean and sky.

FINAL PRODUCT

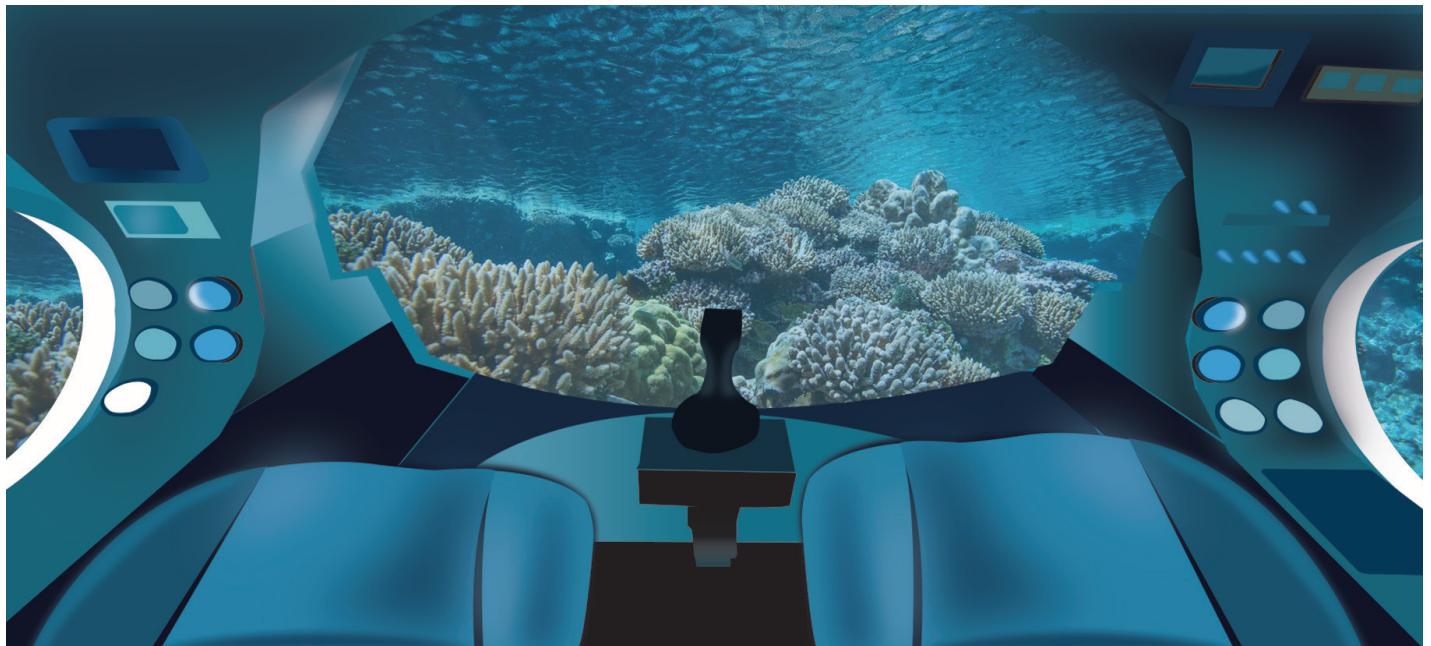
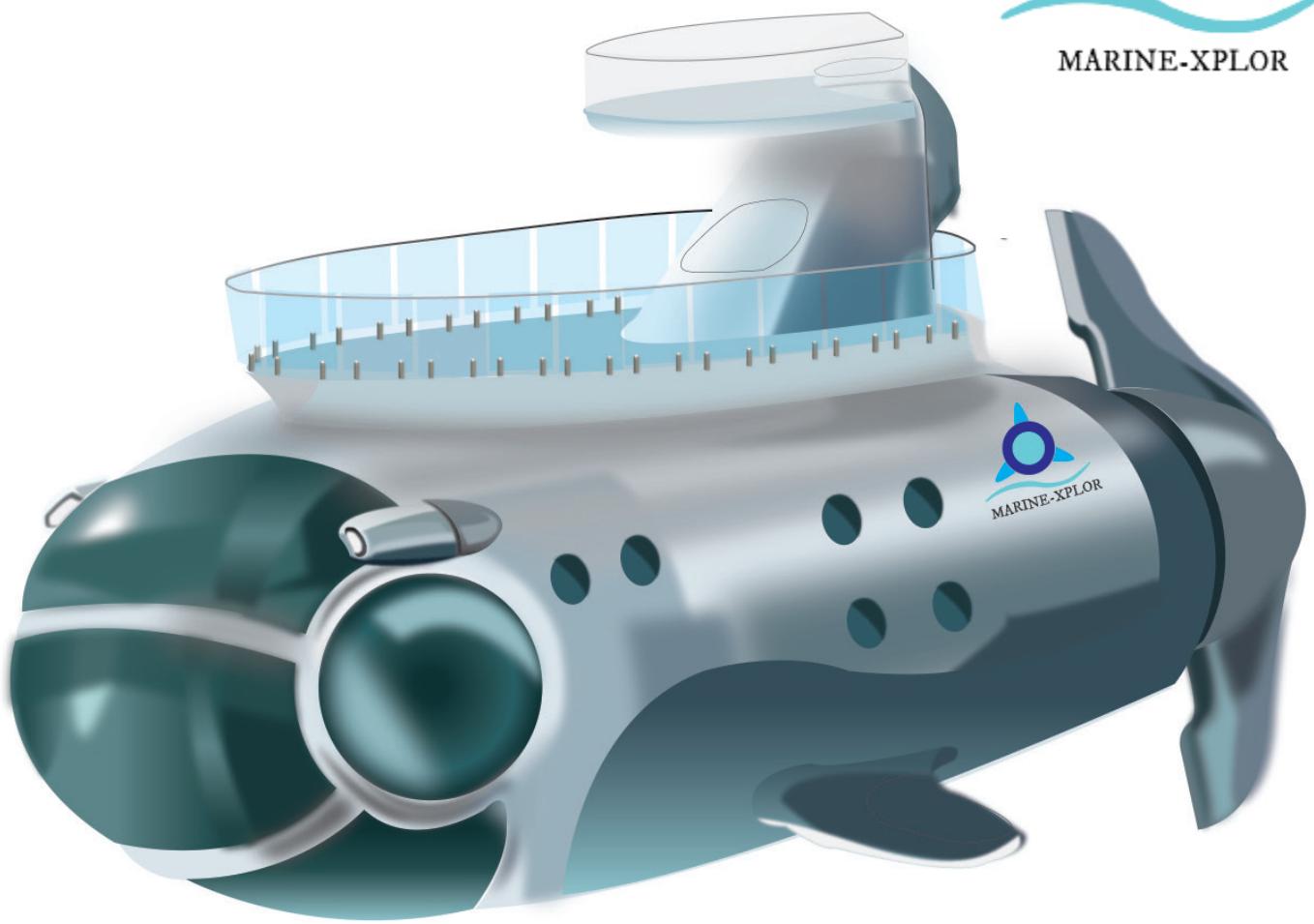


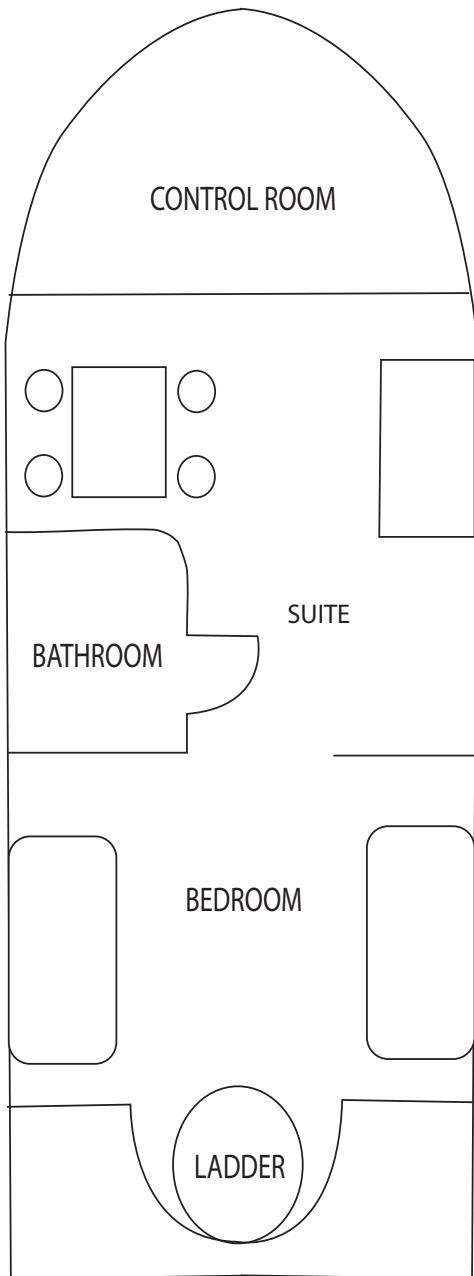
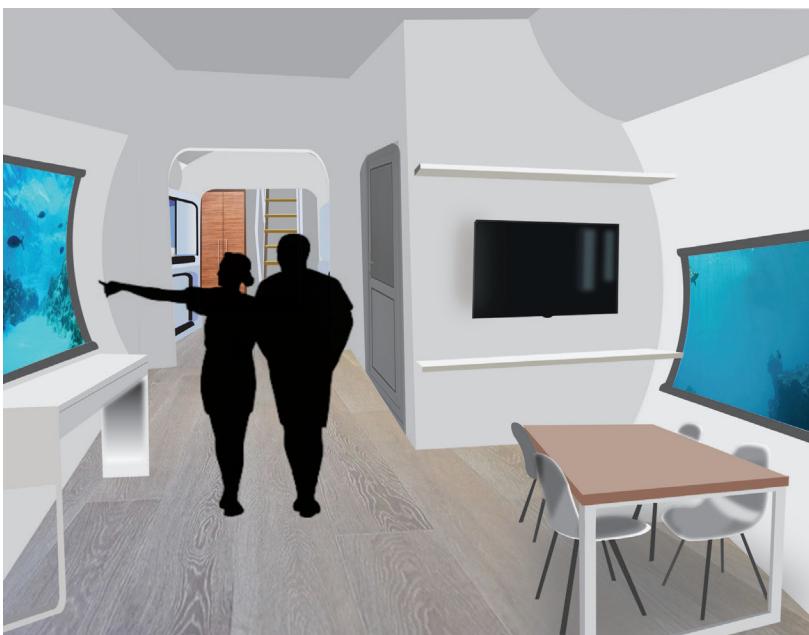
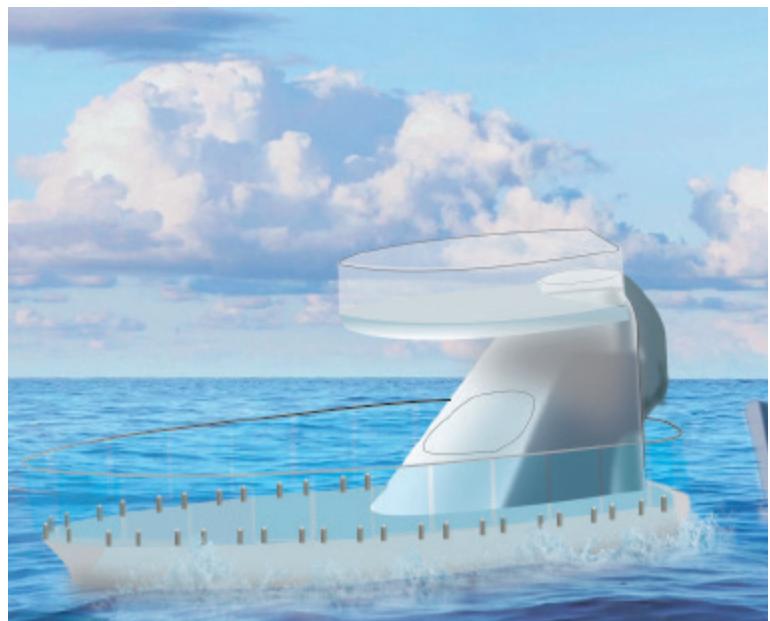
PROCESS
LOGO

5 LOGO DESIGNS



FINAL PRODUCT







CONCLUSION

Successes:

1. Rendering in Illustrator and making it more realistic in Photoshop
2. Making different views of both the exterior and interior of the submarine

Difficulties:

1. Adding gradients (highlights and shadows)
2. Angle of rooms
3. Unified look

LEARNING EXPERIENCE

1. Learned to use combine Illustrator and Photoshop to make something more realistic
2. Angle of objects (perspective grid)
3. Enjoyed creating special realistic effects in Photoshop (adding ocean views)
4. Full design (exterior and interior of submarine)
5. Different views of rooms
6. Should have added a bit more effect on the submarine (texture)





MARINE-XPLOR

