



JEREMY'S  
PORTFOLIO



## INTRODUCTION

Hi, this is my portfolio, the gateway to my mind. But before you start viewing it let me introduce myself and the context of my portfolio. I am student from Mauritius who has just finished secondary school. Here in Mauritius education is very academic. Creative activities at school are rather minimum. But i have always strived to express my passion and creativity in any means possible.

This Portfolio contains all sort of creative works I have done from end of 2011 to beginning of 2014.

From, product design I have done at the school's workshop, frictional concept drawings for story books, drama/costumes for cosplay conventions to digital artwork done during my free time. I'm really glad to show what I have done.

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# DESIGN AND TECHNOLOGY

## FINAL YEAR PROJECT

### ABOUT

Upon their final year, Design students are marked on a project consisting of a folio and an artifact. I was allowed to choose any theme for my course work. Each student had about 50 hours to do the folio and an additional 50 hours to build the final product. I decided to streamline a product which will be both aesthetically stunning and functional. Since the folio is about 100 pages i will place in this portfolio only the most important parts.

Circular platform acts as a work station,  
holding laptop and tablets  
Slots in top landing channel fresh air  
to fan of laptop.

Upper part is free to orbit about  
pivoting joint in barrel.

Stainless Steel pillars elevate the top of the  
barrel creating a hollow space in which  
magazines and books can be stored.

Wheels below barrel,  
allowing movement in any  
direction in any direction





### DESIGN BRIEF

The usage of touch screen and electronic devices has become problematic in my badly organised work station. Long working time resulting in bitter sitting position has also become a health problem.

An effective method to hold the tablet/laptop and to enable the user to work for longer period of time without feeling the fatigue of muscular stress is to be considered.

I have been assigned the duty to develop and produce an artefact that should:-

- Provide a comfortable position while using the tablet or any laptop for a long period of time.

- Be mobile either by making use of wheels or being light weight, to permit the user to move from one place to another.

- Organise my excessive stationaries and books

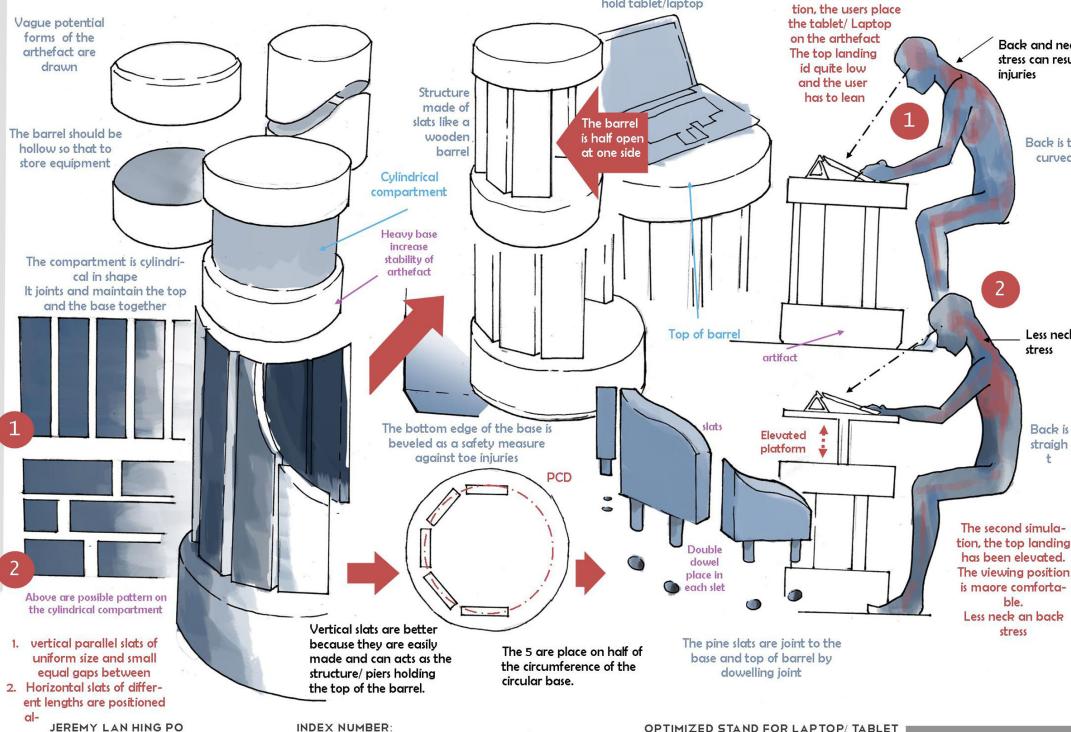
### NOTE

The sketches were drawn during the designing process to have a general outline of what would be the product.

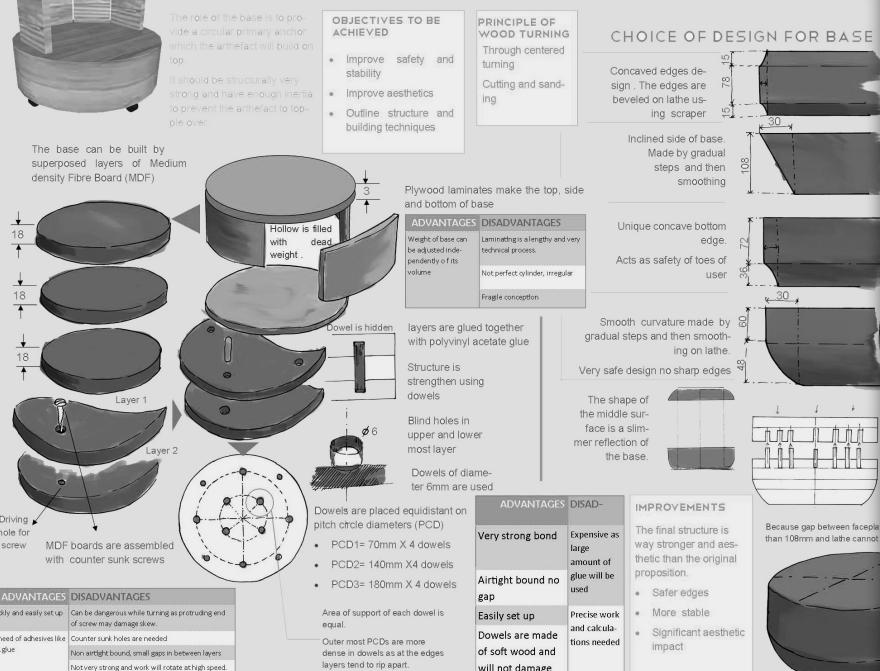
The best one was finally chosen from the plethora of proposals

## IDEA 8

## Designing the compartment



## SHAPING THE BASE

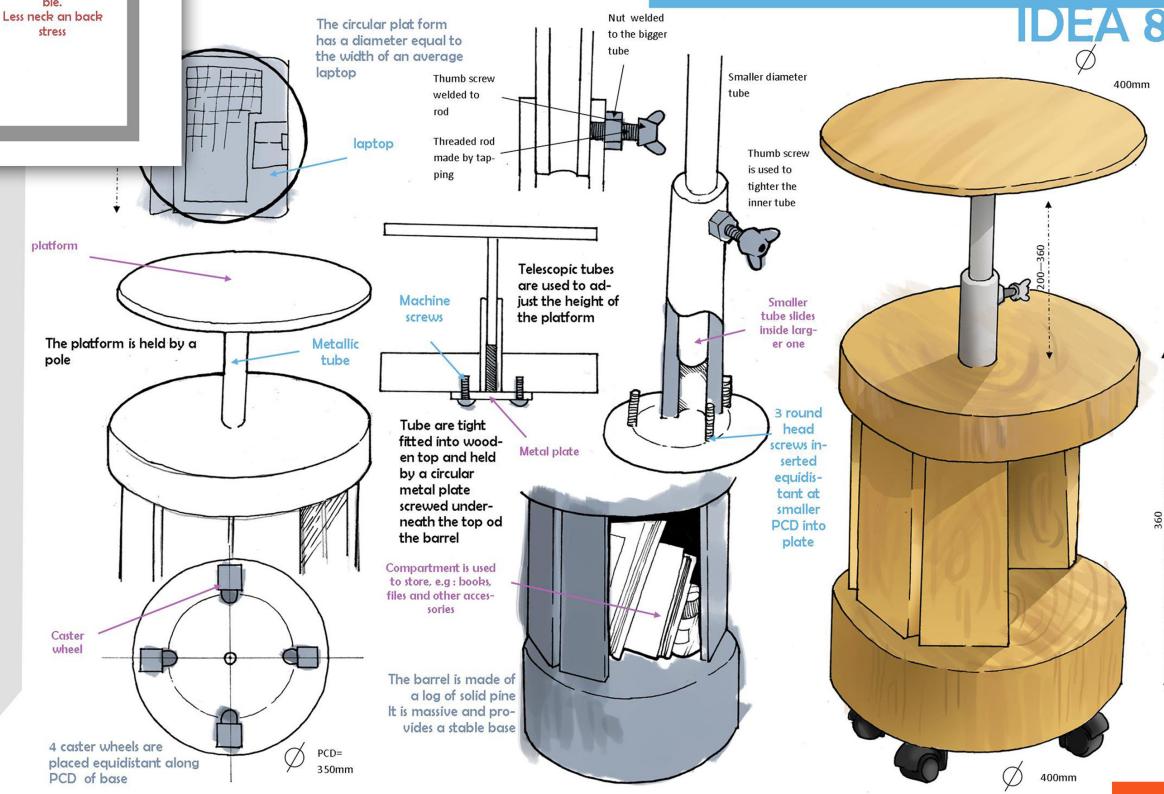


## SECTION: Generation and Appraisal of Idea

This is the page concerning the generation of the chosen idea. The final design is obtained by gradually adding details to its initial shape. A drawing is made at the end so that the reader can view how the design should look like.

## APPRaisal AND GENERATION OF IDEAS

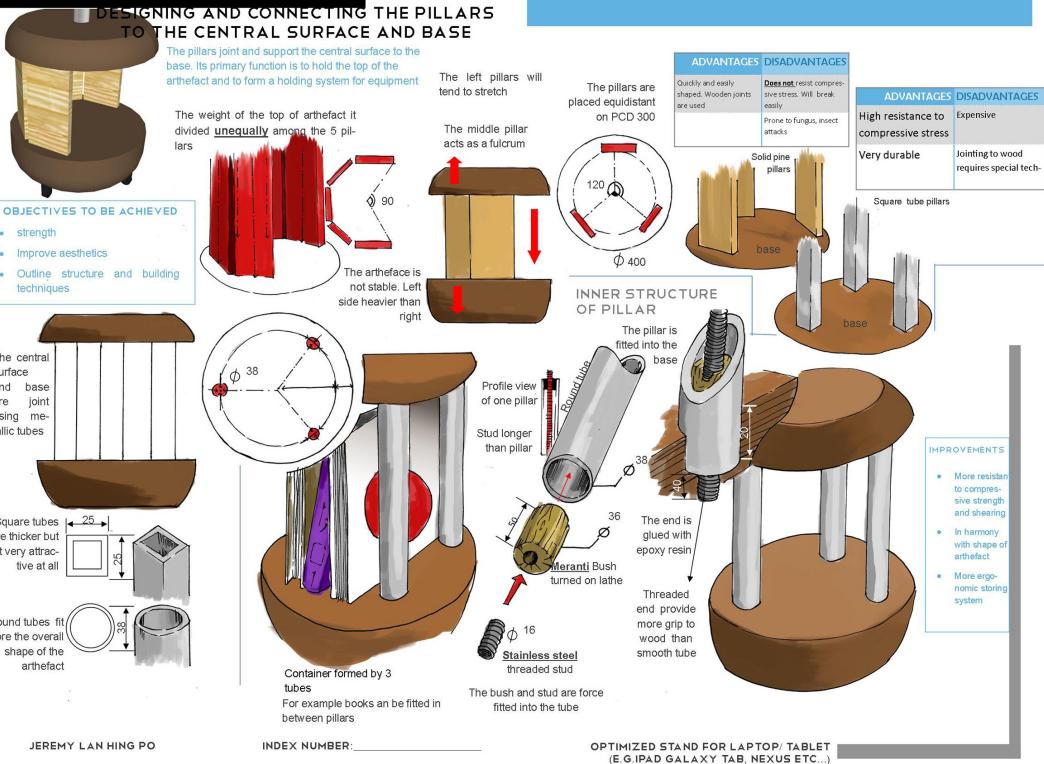
## IDEA 8



## PRODUCT DEVELOPMENT

### DESIGNING AND CONNECTING THE PILLARS TO THE CENTRAL SURFACE AND BASE

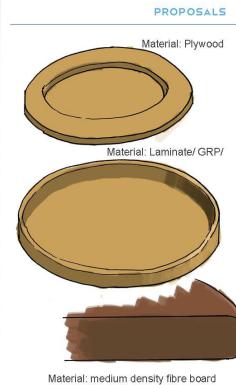
The pillars joint support the central surface to the base. Its primary function is to hold the top of the artifact and to form a holding system for equipment.



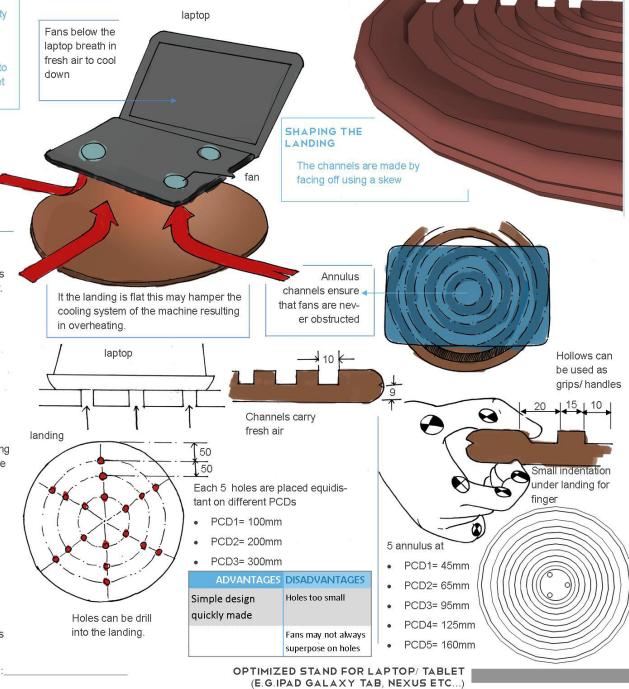
### REDESIGNING THE LANDING

The landing is a secure way of holding the laptop/tablet while using them. It is the part which is the most important in the artifact as it is the one which accomplishes its function.

#### CHOICE OF SHAPE



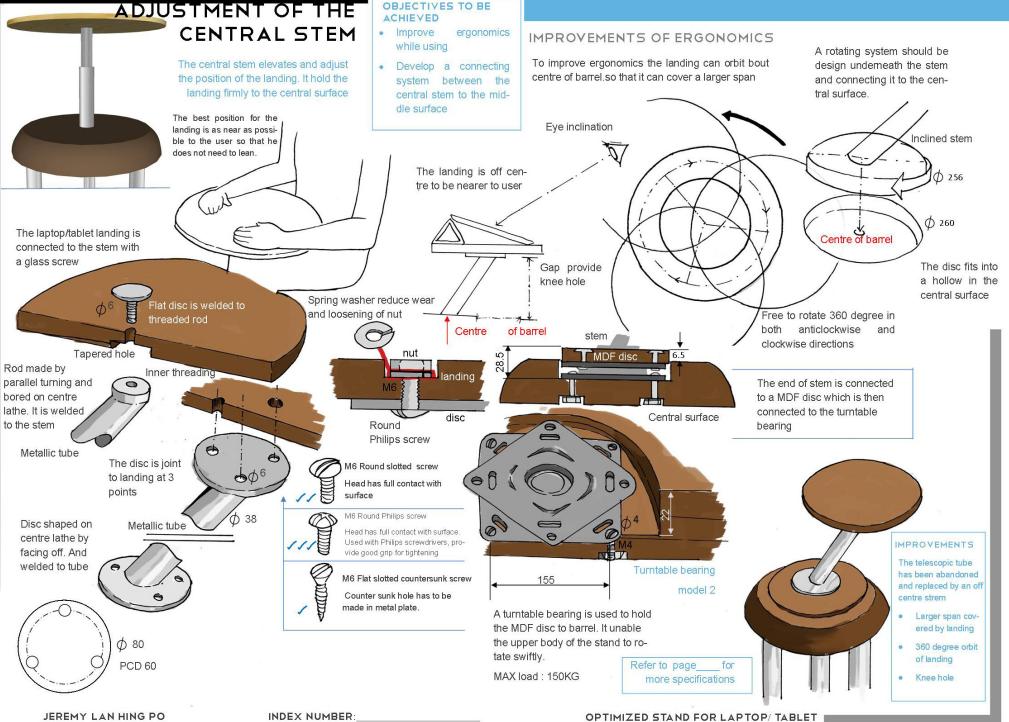
JEREMY LAN HING PO



## PRODUCT DEVELOPMENT

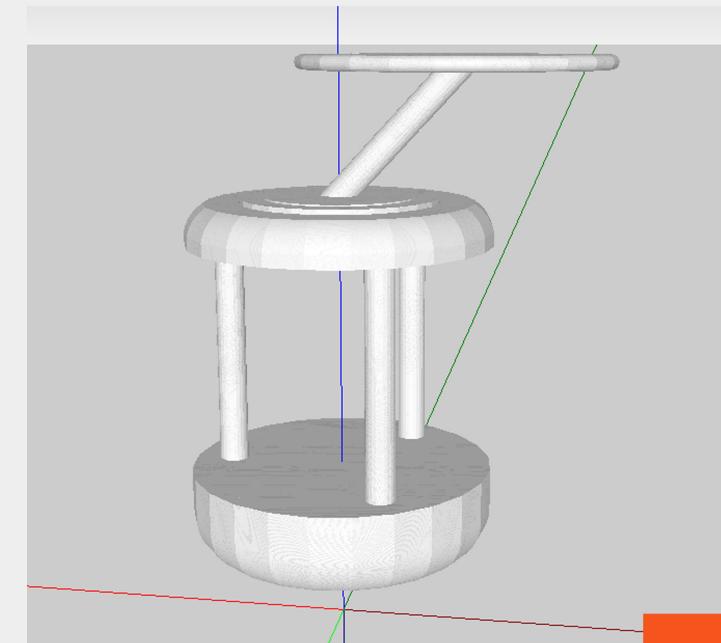
### ADJUSTMENT OF THE CENTRAL STEM

The central stem elevates and adjust the position of the landing. It holds the landing firmly to the central surface.



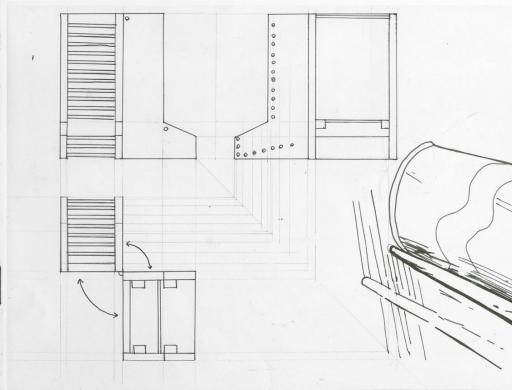
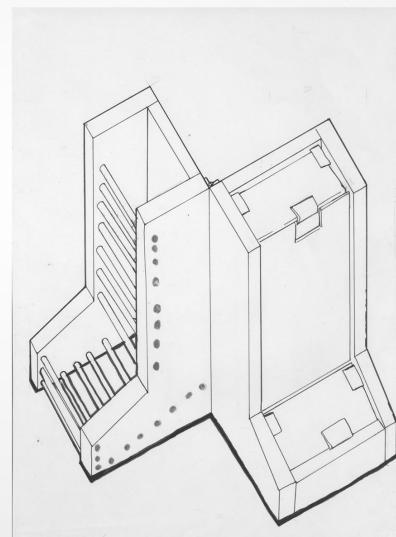
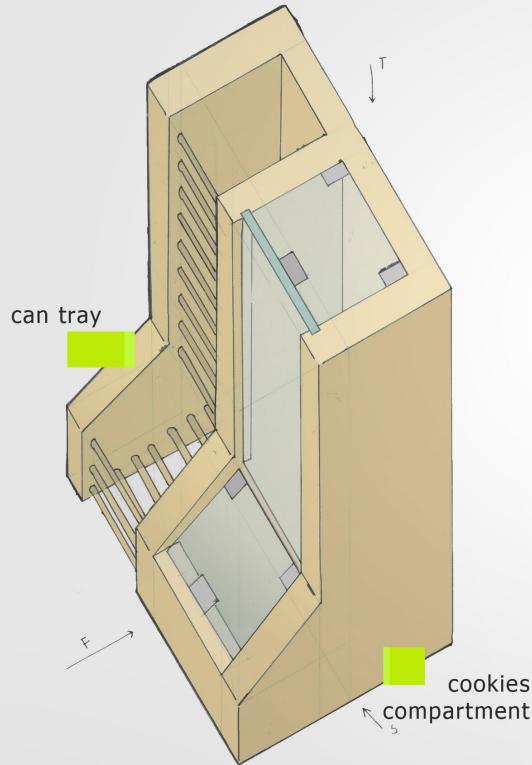
**SECTION: Product Development**  
Here the shape, function, and mechanism of the artifact are refined and improved.  
Eventually the final design to be conceived is obtained.

3D model of the final product





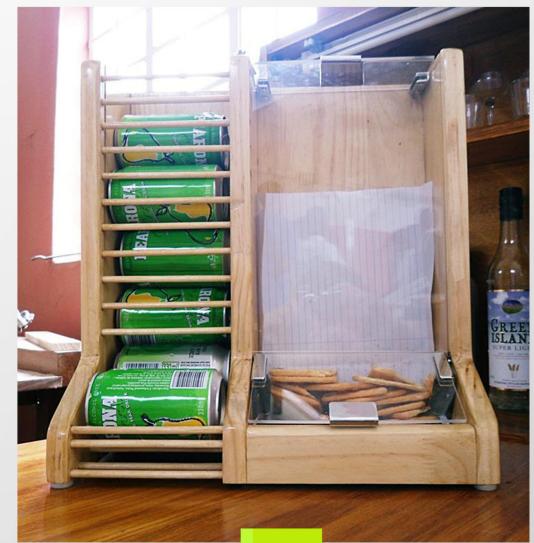
# DESIGN AND TECHNOLOGY SC PROJECT



The free to rotate pegs enable the cans to roll towards the opening under gravity.



Here I am testing if the can tray works properly.



final product

# COSPLAY COMPETITION



AnimeNext was the first Japanese pop culture/cosplay convention of its kind to be organized in Mauritius in 2012. For that event I chose to be disguised in the Famous "Nanosuit" from the game "Crysis". The costume was entirely handmade. I used metal wireframe sandwiched between layers of foam, to give the costume its shape and the desired surface texture. The silver ornaments and spine were made out of thin sheet of anodized aluminum. I really liked the end result and succeeded in winning the second best costume prize.

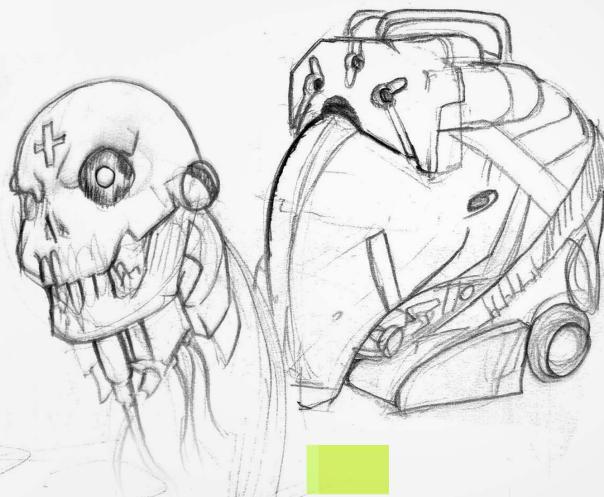


This was AnimeNext convention 2013.  
I had chosen to wear a more convenient costume than the previous year. I was part of a team whose members were also interested and willing to disguise themselves in characters from the Japanese animated series "Attack on Titan".

The gear was made out of card board, and held onto my body by leather straps. The blades are joint by power cables. The vest, boots and cape were completely hand made. Sewing them was really challenging for me who was not acquainted. But it was a really great learning.

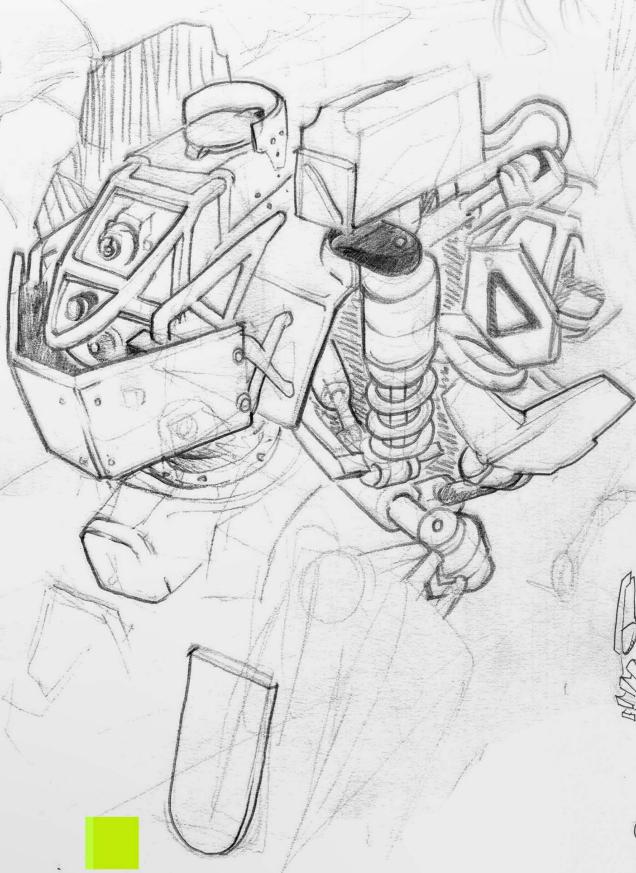
# MECHANICAL DESIGN ANIMUJUMP 2012 HYDROS

At the beginning I imagined Hydros as an emotionless killing machine, like Terminator. But I think people won't really get attached and interested in him.

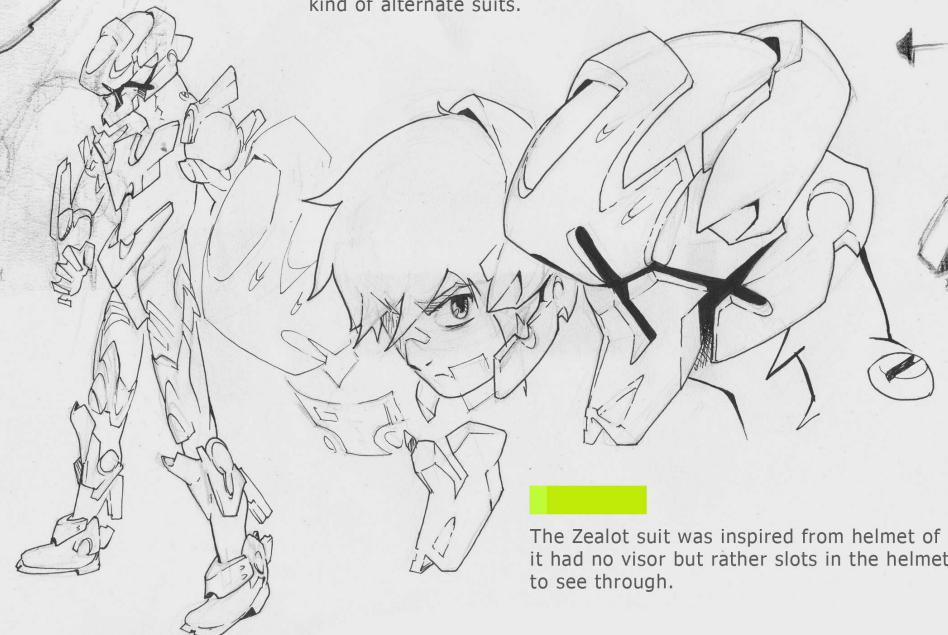


Then I started to think that it would be right if Hydros would be a person wearing an armored suit.

The dual sword is very interesting and a bit cyberpunk but the helmet was not enough aggressive.



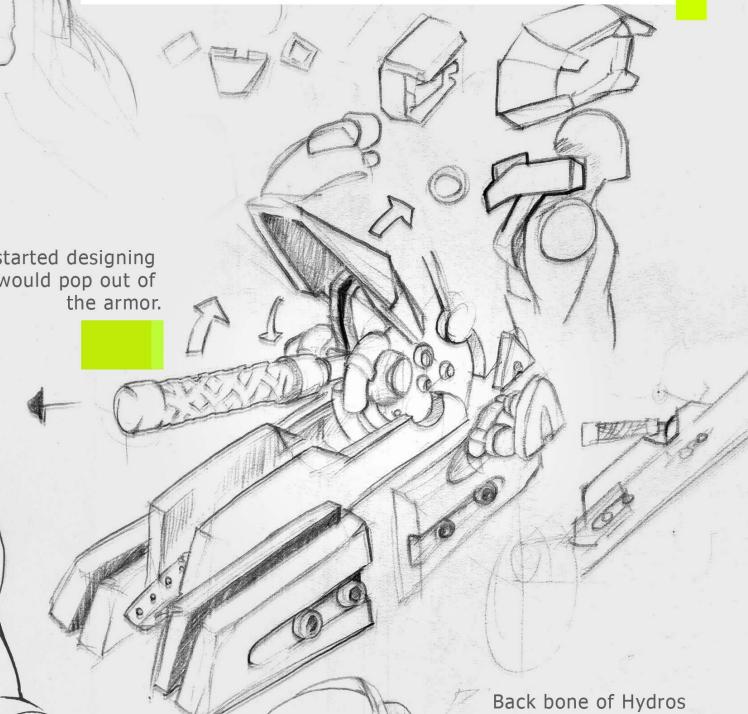
This robot inspired from modern tanks would rather fit the role of the antagonist.



The Zealot suit was inspired from helmet of knights, it had no visor but rather slots in the helmet to see through.



I started designing how weapons would pop out of the armor.

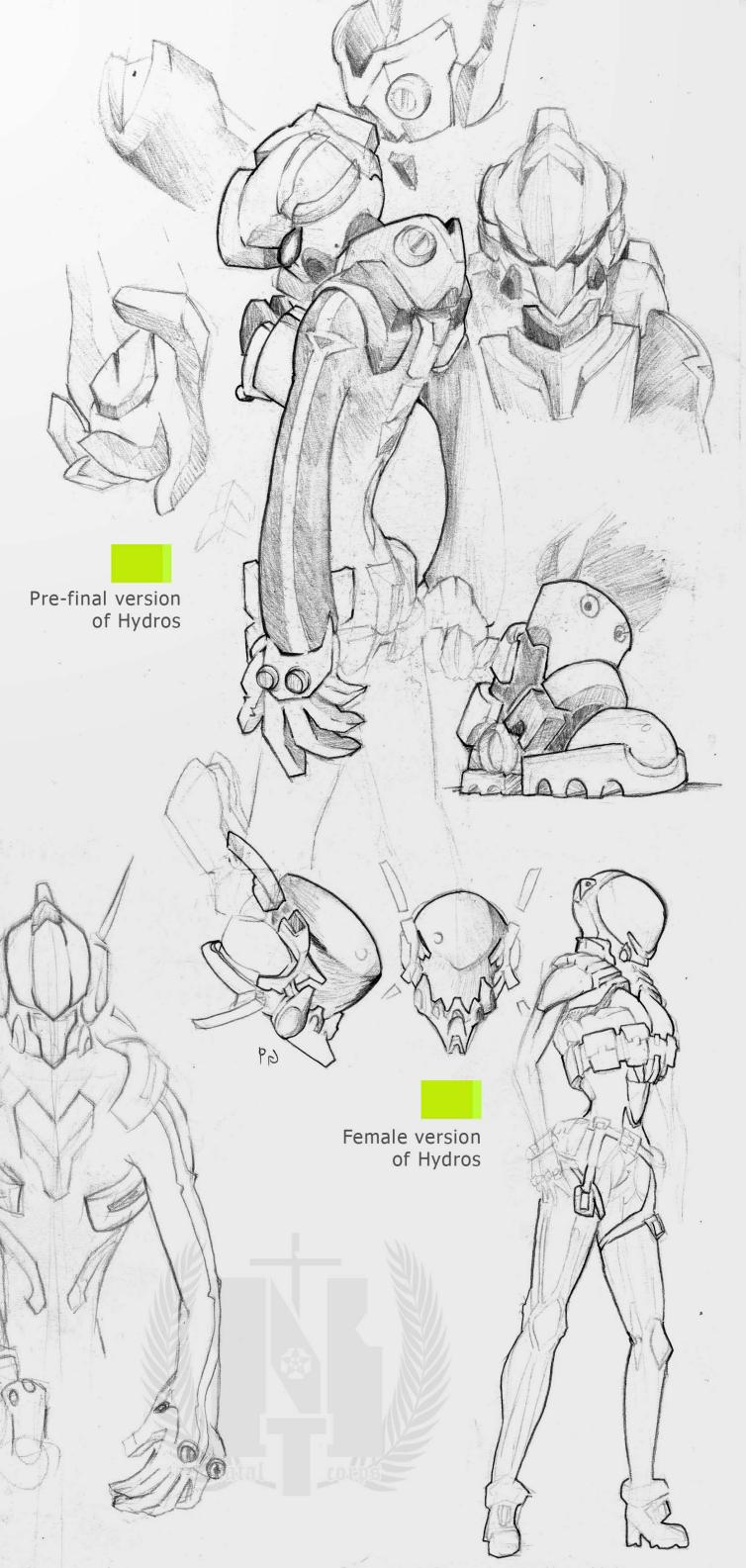


Back bone of Hydros



## ABOUT

"Animujump" was a one month pilot project with amateur /pro artists/writers who worked together to publish graphic novel. The group consisted of 4 artists producing 4 different stories. Each week, the readers would vote for the story they liked the most. If an artist had enough votes he was allowed to continue his comic. We had one professional artist with us, our mentor Christelle Barbe who gave us guidelines and tips. I personally worked on the title "IRONSHELLS" which eventually had 4 sequels in "Animujump".



This is a digital painting of Hydros, a more detailed one compared to the one used in the graphic novel IRONSHELLS.  
Reference link:  
<http://animu2010.yolasite.com/animujump.php>

# JOHN KENNEDY COLLEGE 50th ANNIVERSARY MAGAZINE



2013 JKmagazine 50<sup>th</sup> ANNIVERSARY

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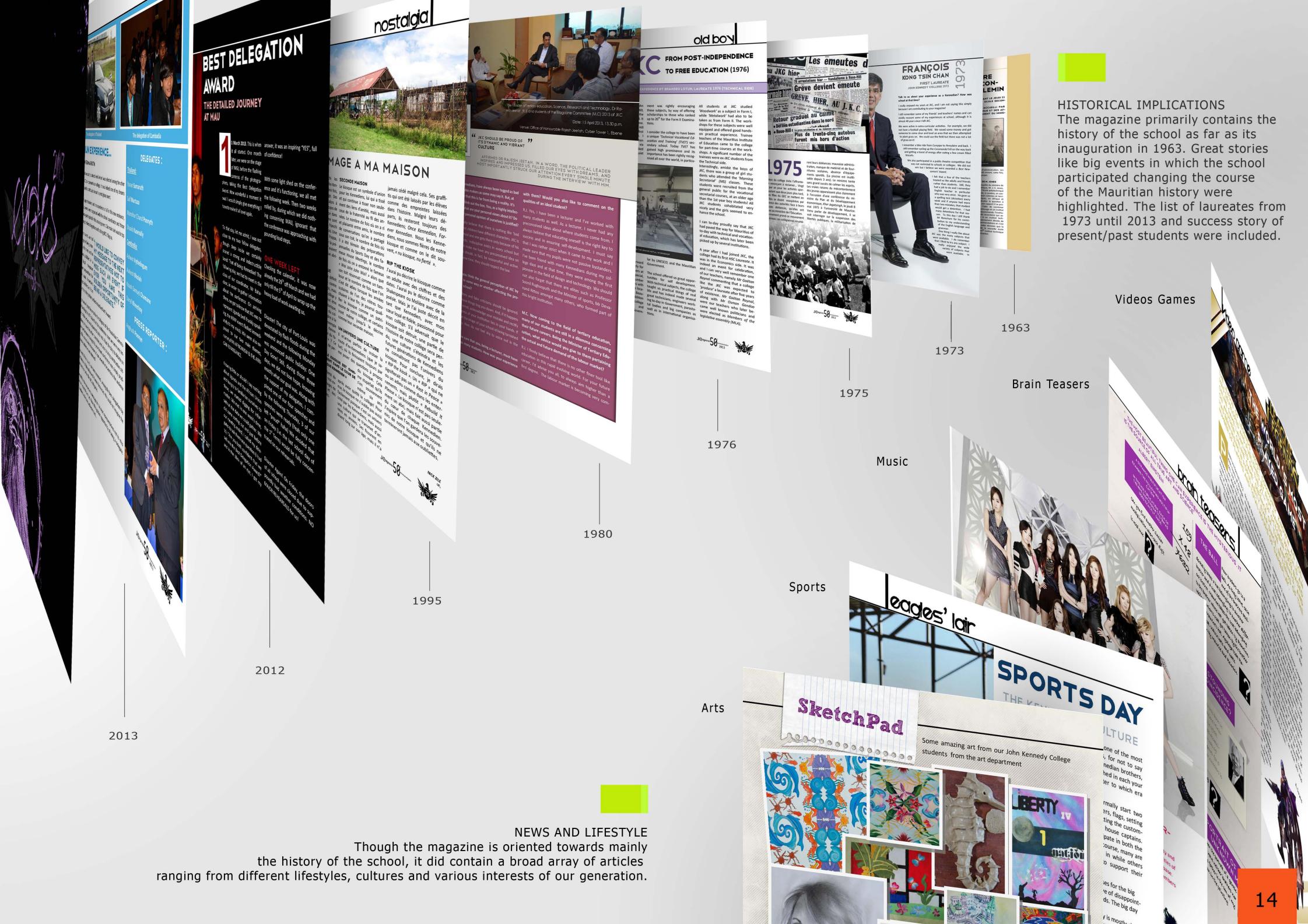
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JKmagazine 50<sup>th</sup> ANNIVERSARY 2013

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**AN UNPRECEDENTED EFFORT TO REVIVE THE SCHOOL SPIRIT**  
We started from scratch with only the desire to make the best school magazine ever. This magazine has nothing of an ordinary one; it was one to celebrate the jubilee of the school! The one and only moto we applied: it's not quantity that counts but quality!

I worked as Lead Graphic in the making of the magazine. The team did an extraordinary work in collecting materials and information forgotten throughout those fifty years. We spent hours in the National Library trying to get every piece of our school's history. Our team worked hand in hand with a professional publisher to launch this magazine. We had a bit of graphic design tutoring from the latter. For me personally it was an extraordinary experience where I learn greatly about the job of publishing. The launching the mag had a slashing success with almost 300 people from the school itself queuing to get one.



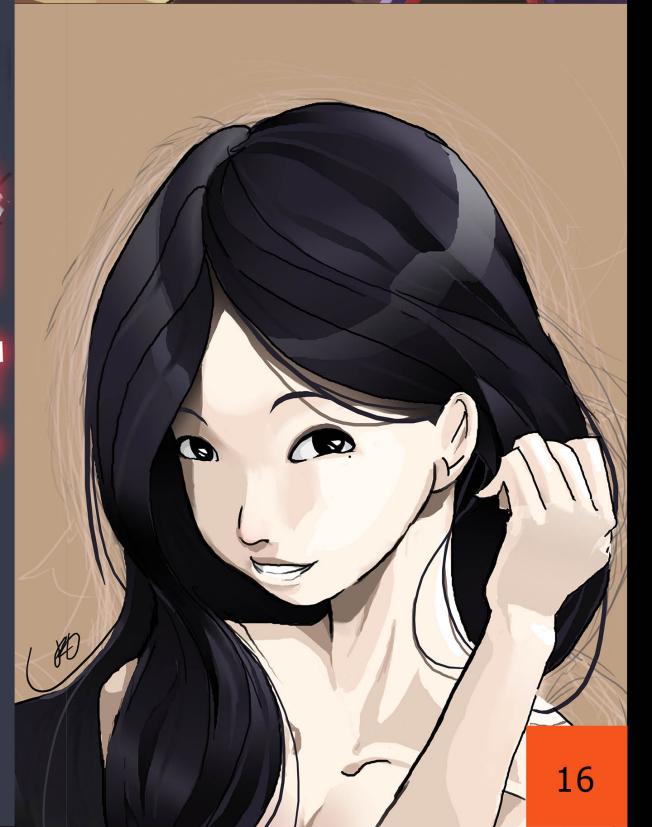
# GRAPHIC NOVEL

21 twelve is one of the graphic novels which was part of the Animujump special edition December 2012. Here is a sample of the 11 first pages.

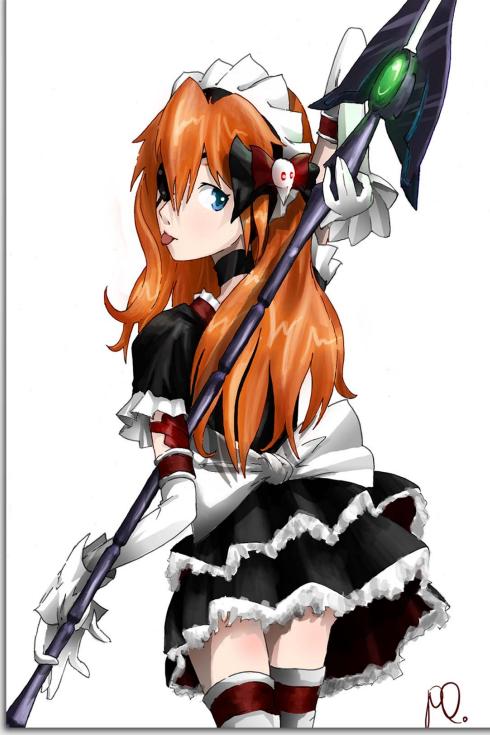
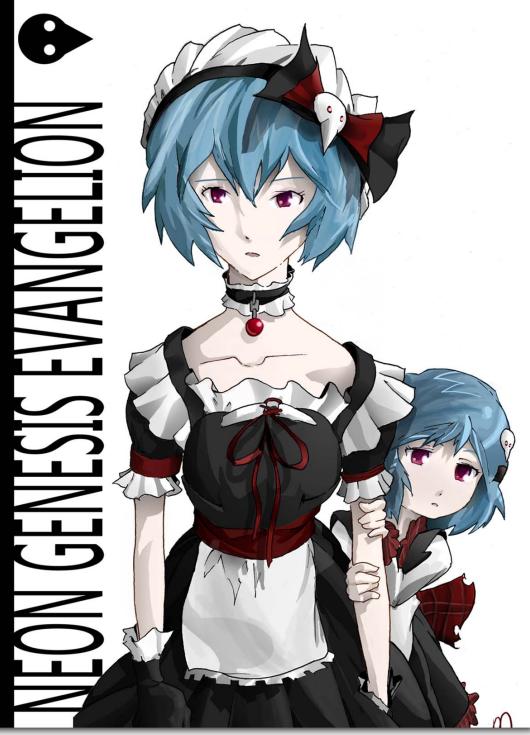
It's about how humanity faces or rather run away from a post-apocalyptic world.

Those who have the money can privileged a life in a virtual world whereas the rest struggles to survive outside. A young girl named Suzuna shoulders the heavy duty of looking after the privileged ones, until a dreadful event changes everything.



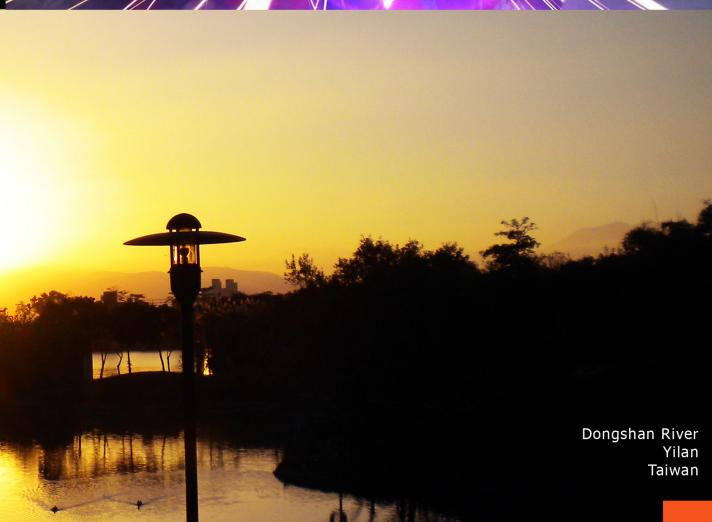
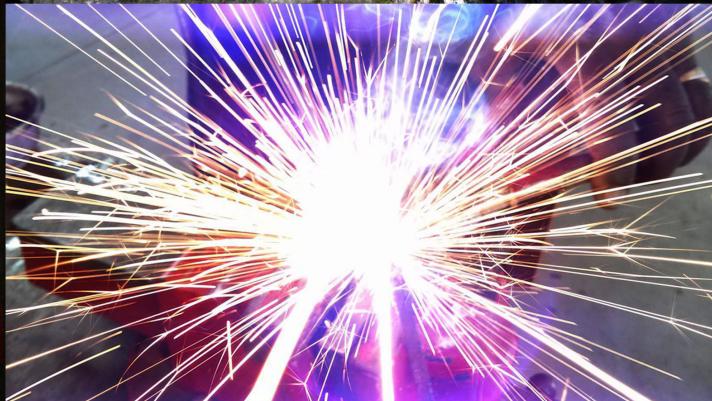


# NEON GENESIS EVANGELION



## RANDOM ARTWORKS

MEDIA  
photoshop





I was making fun of my  
friend's DT project.it was  
photoshoped to look like an  
heavy machine gun

# SCOUT YEARS

## ABOUT

I spent almost 5 years of my life as a scout. Scouting helped me to develop both my independence, team spirit and creativity. I did a lot of social activities and those which I will show how we worked together and used our creativity.



For the annual Sport's Day, each patrol had the duty to design and produce a completely hand made T-shirt for each member of the patrol. This will be worn on the Sport's Day. Here is the 2011 Eagle patrol T-shirt, we designed. It was inspired from Chinese and Japanese Kanji.



Gadgets are everyday utility devices built during wild camping. The first one acts like a sink. It compromises a system of pulleys to pour the water when the user presses the pedal. Its purpose is to help in washing dishes and utensils. The second is a simple covered dining table. The X-structure provides resistance to strong winds.



The 2012 kestrel patrol sport day T-shirt