Non-tilable Shulker Loader:

2 observer, piston, barrel, comparator, repeator, honey, redstone block, 1 slab, 1, solid block, 4 redstone dust

piston down, nest to observer facing up, dispenser below observer, facing below piston. Loading hoppers into shulker slot and dispenser. Honey below shulker spot. Slab with Comparator facing shulker slot. Redstone on the (Left) side of the comparator with dust on top. Solid block behind comparator, redstone dust on top. Observer facing that dust powering into piston. Redstone dust on top and repeater running outwards. Barrel for item input, chest for shulker box input. Hopper beneath honey

Tilable shulker box loader:

hoppers into dirt (the place where shulkers will load)

Dispenser below and dropper into dispenser. 2 hoppers into dropper from behind.

On the other side of the dispenser, output hopper facing down.

On top of that hopper, comparator looking at the box. Building block behind it, redstone block behind that. 2 redstone dust on top.

Two observers facing the restone dust on either side of the input hopper.

Observer facing up at the second observer. Sticky piston prepared to push that obeserver into the shulker box.

Add chests for input/ouput. Prime with a shulker box