

**“The future is
digital and I want to
be at the forefront
with a career in
Digital Media”**

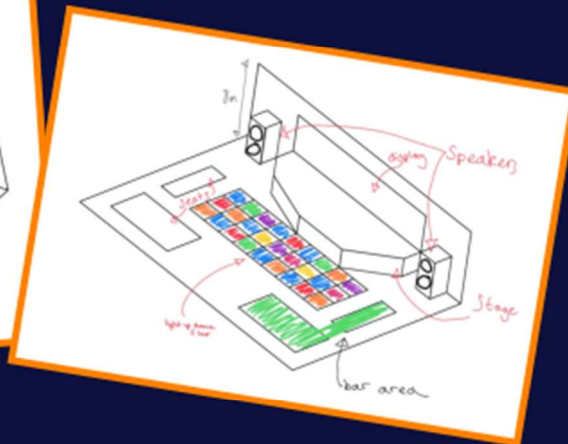


Please view below some of my recent projects
More about me can be seen on my online website @ www.connor-hill.co.uk

3D Blender Model

This 3D blender model of a pavilion entertainment centre was created for a unit of my collage coursework.

This project helped me develop my 3D modelling and graphic skills.



First drafts & designs

Final Designs



More information on this project can be viewed
@ www.connor-hill.co.uk

PIXAL 2D Game Designs

Flowlab is a game creation toolkit designed to **enable anyone** to get started designing and building their own games.

Game mechanics & logic can be created using the built-in visual logic editor. Art and animations are created using the included sprite editor. You can play my first attempts on the links opposite.

Built in Logic Maths and Logic Components



All images drawn
in Pixals

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My Live Playable Games

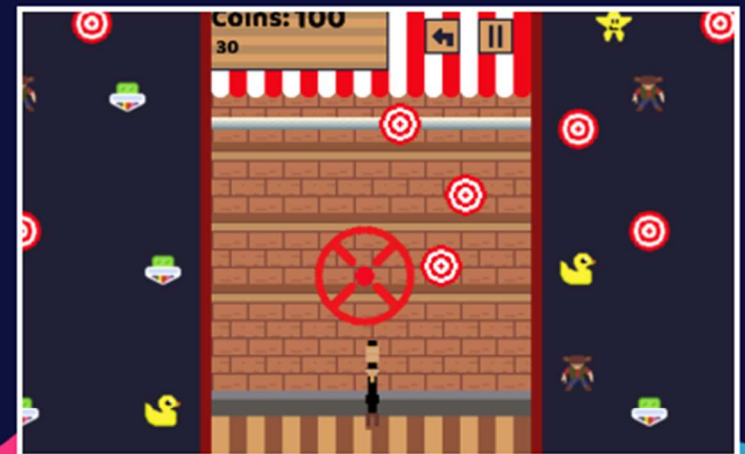
Zulu Attack

<https://flowlab.io/game/play/1574045>



Pixel Shooter

<https://flowlab.io/game/play/1602767>

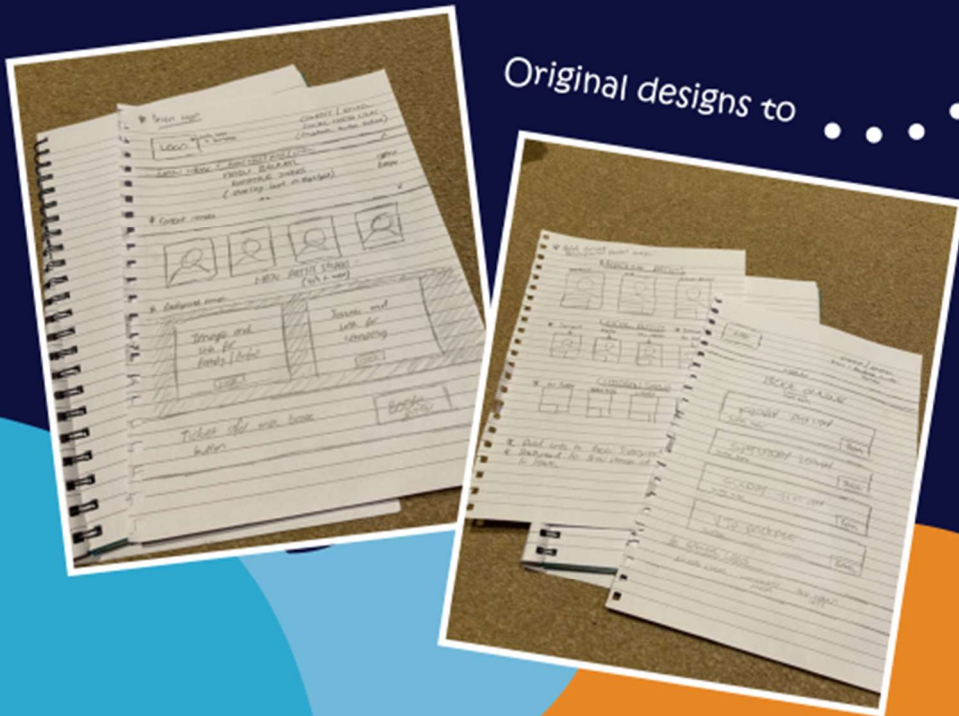


Website Design

This website project was for my collage design unit to design and build a made-up scenario of Somerset Music Festivals. The brief required a responsive website that includes local and headline bands, ticket system, accommodation and family activities.

Website images were designed and created with Xara Design and Photoshop. This website was coded using HTML, CSS and JavaScript.

Original designs to



Designed Logo

Logo Design

Over the last few months, my dad has been teaching me and allowed me to help him design logos for his live customers (he is a Website Designer).

Logo's were designed in Xara and Photoshop and created and saved in multiple formats including jpg, png and vector. These are some of the logos I have designed....



More information on this project can be viewed
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