

MAVERICK DIGITAL

PENTHOUSE AND APARTMENTS [COMMERCIAL ADVERT]

NO.1: PENTHOUSE

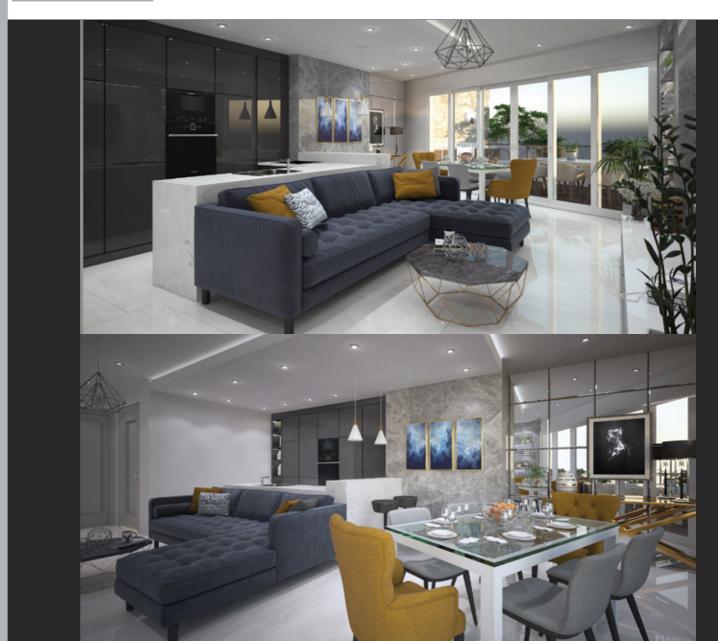
Role: 3D Visualization
For: Client

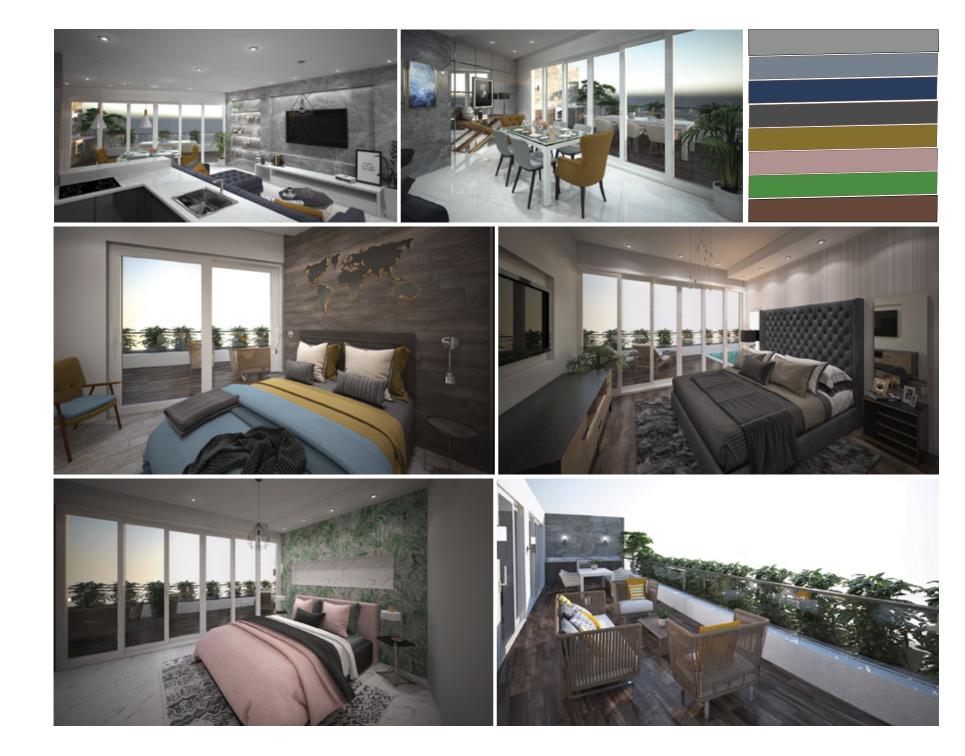
Por: Client Date: 2018

Tools: 3Ds Max, Auto-cad & Photoshop

This project consisted of 3 flats which were to be built in a beautiful location in Malta, Bugibba. Each flat had a stunning sea front view and had plenty of natural light coming in.

Budget was not a issue in this case as the client advised us that the renders would be used for commercial advertising purposes in order to sell the apartments to prospective customers





NO.2: APARTMENT 1

The below renders show the design concept for the open plan created for apartment 1. Black, white and grey were mostly used to create a clear contrast between this flat and the penthouse mentioned on the previous page.

This flat has a more contemporary style compared to the penthouse, and reason for this was to attract different customers with various tastes and needs.





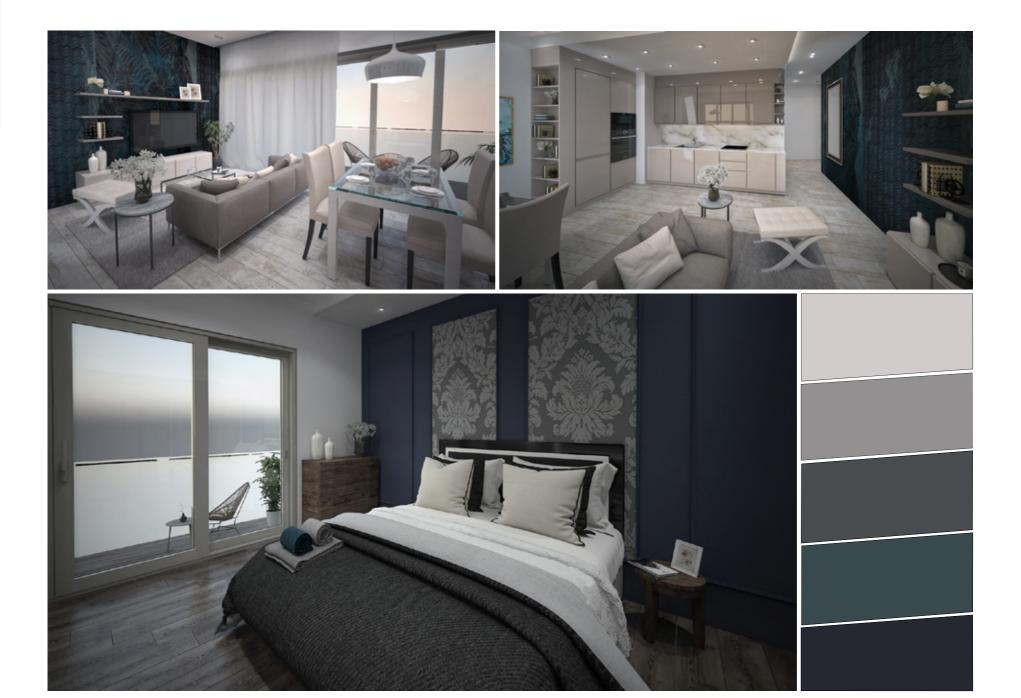




NO.3: APARTMENT 2

Apartment 2 was much smaller compared to the rest. For this apartment, I opted for a neutral palette, with a hint of blue. The design here is also modern, however the colours chosen create a softer and calmer environment.





RESIDENTIAL HOUSE (OPEN PLAN & BEDROOM)

Role:3D Visuals For: Client Date: 2018

Tools: 3Ds Max, Auto-cad & Photoshop

The owner of this beautiful located apartment wanted to renovate the interiors of his home. The only requirement the client asked for, was to retain a few pieces of furniture he had already owned.

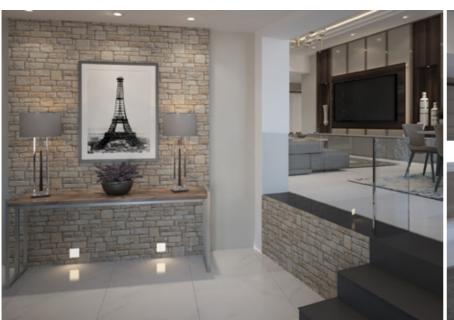
The furniture he wanted to keep included; a dining table, an L-shaped sofa, brick cladded walls, a shelving unit and a large abstract painting. The idea was to merge all the existing furniture with new pieces of furniture which freshen up the space.

As seen from the illustrated renders, the apartment holds a beautiful view of Malta's harhour

The use of blues, greys and neutral colours in the kitchen make the interior blend in well with the exterior, whilst becoming a calming environment for the user.

With regards to the master bedroom, the client requested an open modern classic environment. Warm colours, materials and lighting were used to make the space more welcoming. Mirror Paneling was also included in the design to make the space appear larger, and reflects the exterior inside the bedroom. Furthermore, a frosted glass partition was used to divide the bedroom from the en suite. This gives the place privacy whilst also maintaining an open space.



















RESIDENTIAL HOUSE (OPEN PLAN, BEDROOM & CINEMA ROOM)

Role: Furniture/ Soffit Laouts, Elevations,

Electricals & 3D Visuals

For: Client Date: 2018

Tools: 3Ds Max, Auto-cad & Photoshop

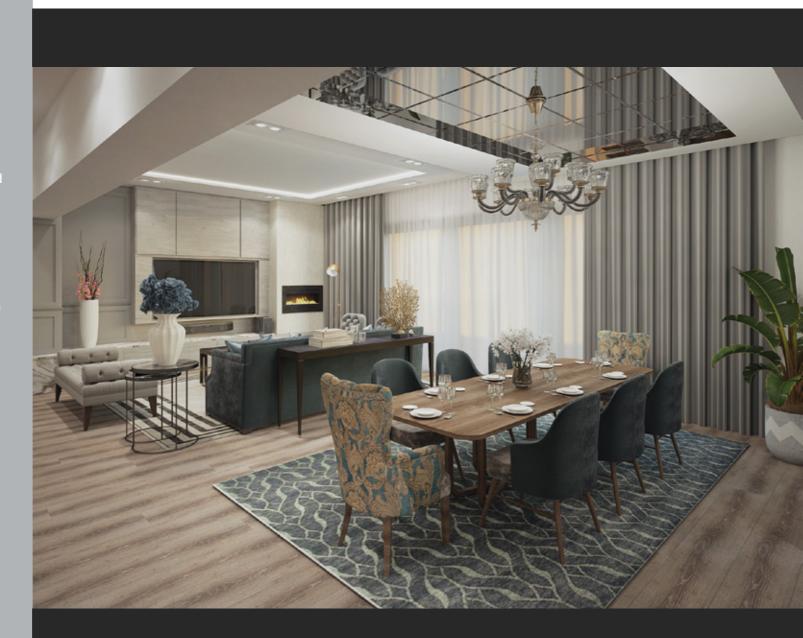
This residential house is situated in St.Paul's Bay in Malta. It comprises of 4 levels, which include; Basement, Ground Floor, First Floor and Roof Level. For this project I was required to design the Basement and Ground Floor.

The client requested a modern classic style. He also asked for wood paneling along the open plan walls. Keeping this in mind, I opted for light grey wood paneling along the living area and a wood paneled kitchen. Dark turquoise was combined with the light grey to create a good contrast whilst keeping a calm environment.

Furthermore, the choice of dining chairs, chandelier and mirror paneling across the ceiling contributes more to the modern classic style. Additionally, the mirror paneling also creates the illusion of a more spacious room.

With regards to the bedroom and cinema room, which can be found in the following pages, neutral colours were also used.

Lastly, the bedroom was to be used by the owner's son who is 22 years of age. Hence, in this case I combined neutral colours with black to make it look more masculine and vouthful



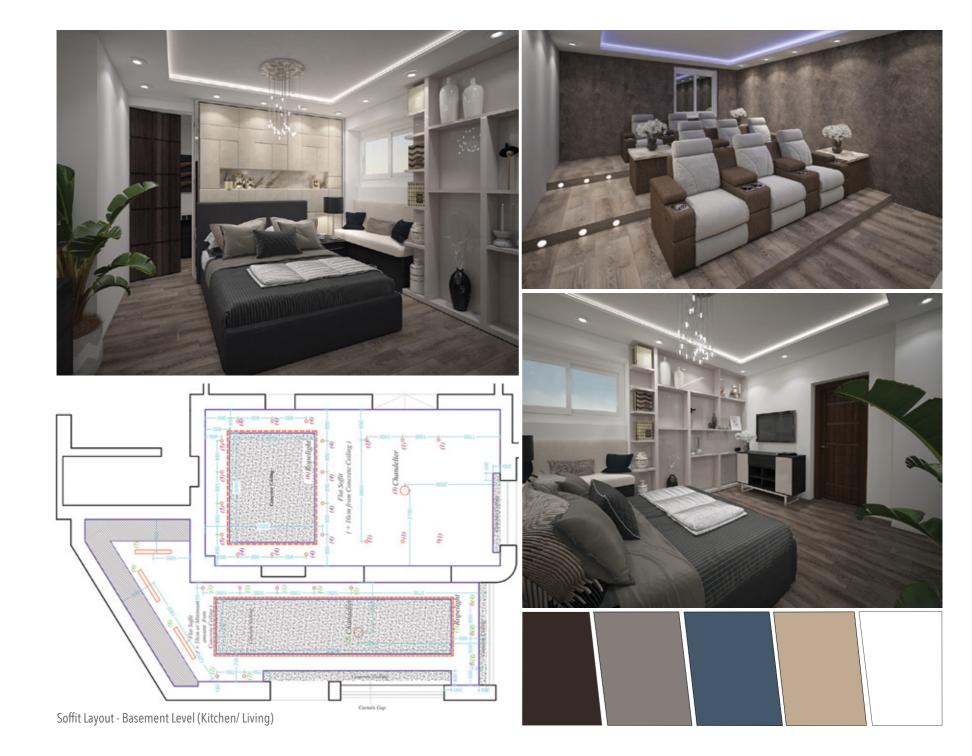












EXTERIOR DESIGN

Role: Furniture Layout, Elevations, Electricals

& 3D Visualization

For: Client Date: 2018

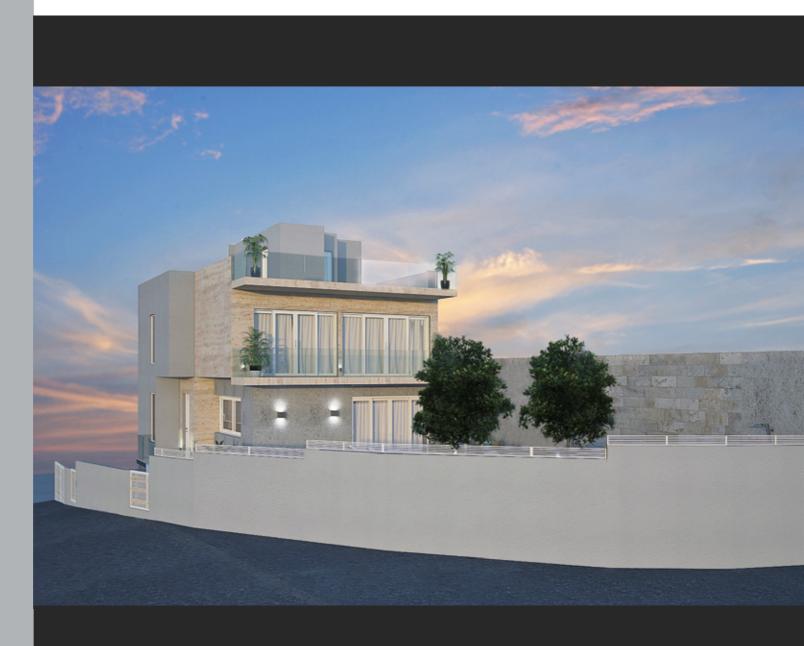
Tools: 3Ds Max, Auto-cad & Photoshop

This villa is found in St Paul's Bay in Malta. The client wanted to design the exterior part of his villa. He requested a neutral, modern looking exterior adequate to his budget.

In this case, I decided to choose a light grey textured paint together with travertine cladding on the walls to give the exterior some character. Plain glass railings were also used to complement the modern style of this design.

The pool area included a wooden decking which adds a warm atmosphere when combined with grey and white materials.

Additionally, travertine was also used around the pool area to create a sense of continuity.





THE AUSTRALIA HALL: SCULPTURE EXHIBITION

Role: Concept Development and Visuals For: University of Hertfordshire ; Degree Project

Date: 2018

Tools: 3Ds Max, Auto-cad, Photoshop & Model

Making.

This project was completed during my time studying at the University of Hertfordshire.

The task was to design an exhibition gallery for a local artist.

My concept was to create an exhibition gallery space together with a residential home for the local artist. This way, the artist would be able to not only display his work, but also live and create art and sculptures in his own residence.

The building chosen was 'The Australia Hall' which is an old abandoned building in Malta. The building was augmented in order to enhance the existing space and create various areas for the artist to exhibit his work.

The space includes the following zones: restaurant area, workshop area, reception, Sky Gallery, Water Gallery, Land Gallery, Air Gallery, Cinema Area, Library, Public restrooms, Artist's personal rooms, and finally a small shop.







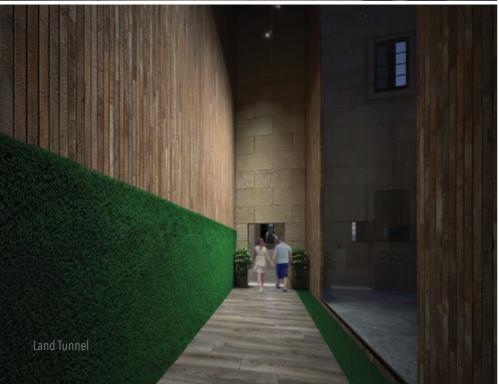




"The design combines old architecture with the new by creating a clear distinct contrast using materials, forms and shapes. The main concept is for the audience to experience four different elements while strolling around the gallery. From each tunnel, the audience will get a view of what to expect from the next gallery room. Subsequently, with the use of angular walls, the concept supports the idea of 'wayfinding' in order to enhance the visitor's experience and create curiosity.

Combining all elements together, the gallery becomes a new, fresh experience for the visitors. "







Elevations and Section Drawings

Here are a variety of Elevations and Section Drawings that have been created to communicate the design concept better.

Elevations A to F show the exterior of the building. These elevations illustrate the way timber, glass, corrugated metal sheets and limestone have been combined to create a clear contrast between the old and new architecture,

On the other hand, sections AA and BB illustrate zones from the interior. The areas visible through these sections are the; restaurant, land gallery, water gallery, water tunnel, workshop, library area, private living room, cinema area, reception and the small shop.



KAFENA: THE COFFEE SHOP (COMMERCIAL DESIGN)

Role: Concept Development and Visuals For: University of Hertfordshire

Date: 2017

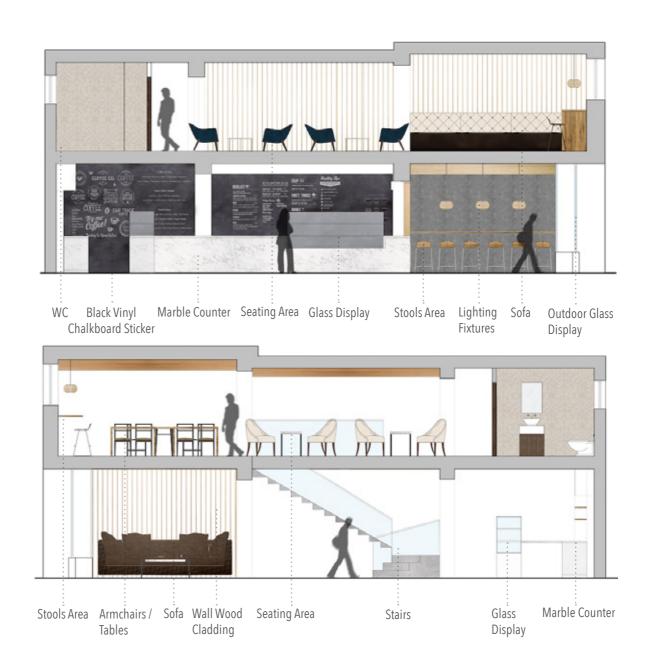
Tools: 3Ds Max, Auto-cad, Photoshop.

This project was also completed during my time studying at the University of Hertfordshire. The brief required us to produce a lighting fixture made out of plywood, which would then be incorporated inside a food shop.

Keeping this in mind, I chose to design a coffee shop. The main inspiration for the lighting fixtures were coffee beans. This is show in the bottom part of the fixture, which has a curved slit in the middle. The vertical curved plywood strips are inserted into the oval shapes found at the bottom, middle and top parts of the fixture. This assembles the lighting fixture together.

The coffee shop, called 'Kafena', which means coffee in Maltese. includes two floors. On the ground floor one finds the marble counter/display and stools to accommodate people, whilst on the first floor are multiple armchairs, sofas and tables.

The concept for this coffee shop was to create two areas where people could either eat and go, or stay and relax. This was achieved by creating a bar/stool area on ground floor where people could sit and leave within a short period of time. Armchairs and sofas were placed on the first floor for those who would want to get more comfortable and spend more time and relax.



RESIDENTIAL PENTHOUSE (LIVING AND KITCHEN)

Role: Concept Development and Visuals

For: Personal Client
Date: 2017

Tools: 3Ds Max, Photoshop.

The aim of this project was to design a personal client's living room and kitchen. The client's requirements were to use a specific kitchen design which she had chosen from a company in Italy and create an open space environment where the family would spend most of their time.

Since the room was not very large in size, the colours chosen were kept light in order to make the space appear larger. White was used for the walls, whilst a light grey was used for the floor tiles. Moreover, the walnut colour chosen by the client was combined with a marble back splash which created a sense of freshness to the medium dark furniture.

A corner sofa in the living room accommodates the whole family and any potential guests that may visit the family.

Additionally, a grey marble feature wall was included which immediately brings one's attention when entering the space, as the rest of the walls are painted in a simple white









RESIDENTIAL APARTMENT (BEDROOM AND BATHROOM)

Role: Concept Development and Visuals

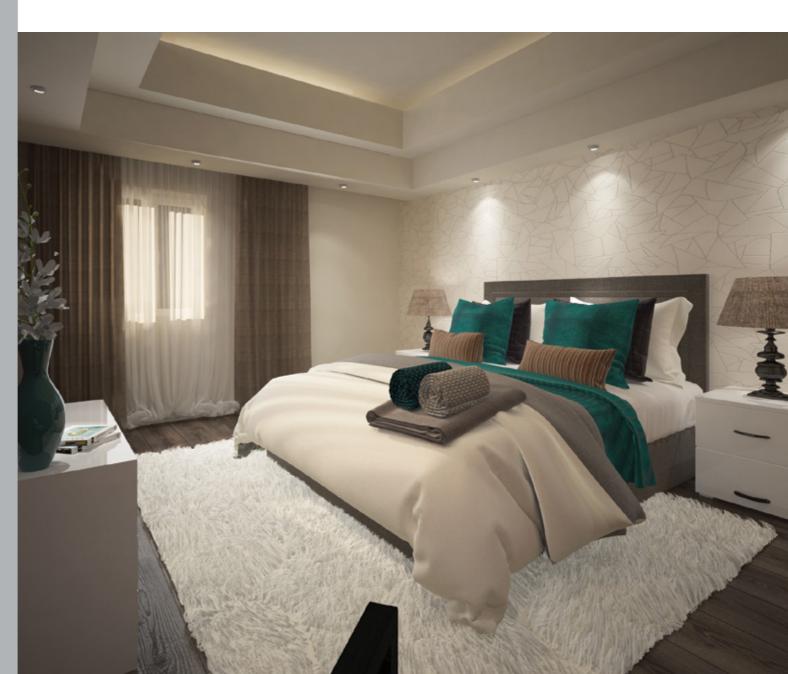
For: Personal Client Date: 2017

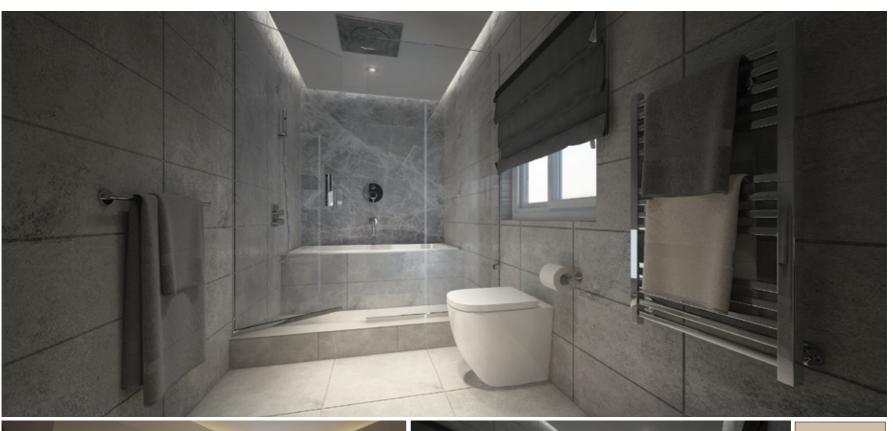
Tools: 3Ds Max, Photoshop.

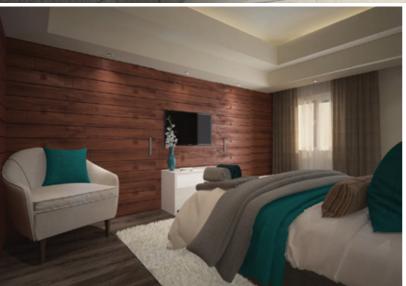
A bedroom and a bathroom was designed for a personal client's apartment situated in Malta. The only requirement made by the client for this project was to create a calming effect in these two rooms.

In order to meet this requirement shades of beiges and turquoise were used in the bedroom, since both colours create calmness in a room. A dark beige linen with a soft, light cream chiffon, was used for the curtains which allow natural light through. Moreover, warm recessed lighting was used for the soffit in order to enhance the calming effect. Finally wood paneling covers two walls which lead to the closet, en-suit and apartment's corridor.

On the other hand two main colours where used for the bathroom, these were grey and white. The long narrow bathroom was the ideal space to incorporate a walk-in shower and a walk-in bath tub. This way the client would be able to enjoy both whenever he wishes. A large wall to wall mirror, on opposite side was included in order to make the room appear larger. With regards to lighting, white recessed lighting was used.









THE PASTRY BAR

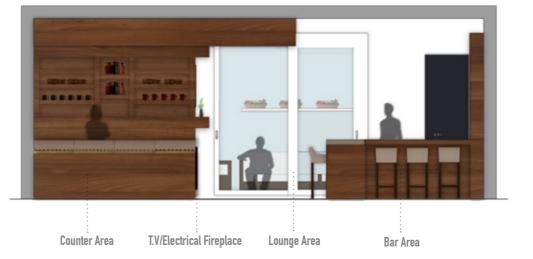
Role: Concept, Artistic Plan , Artistic Section and Visuals For: Mcast Art and Design University Date: 2015

This is the first project I did at Mcast related to Interior Design. For this project my task was to design a Pastry Shop located in Valletta.

My concept was to combine two things; a bar and a pastry shop. The idea to create a bar inside the pastry shop was to attract more customers at night since the pastry shop could still be opened and be used as a wine bar. The outside area was very small and so I decided to use it as a lounge area; it could also be used as a smoking area.

The material used for this pastry shop was mainly dark walnut. I wanted to keep the materials and colours very simple and minimalistic. I also wanted to create a warm feel to the place, therefore I used warm lights and included an electric fireplace.













For this project I wanted to include a bar inside the pastry shop which was located in Valletta. From the top render one can see that on the left there is the counter with pastries and shelving for products while on the right there is the bar with shelving for alcohol and a coffee machine. The material I used was dark walnut all throughout the shop in order to create a sense of continuation. I also decided to use warm lighting and incorporate a fireplace in order to make the pastry bar look warm and welcoming at night. Furthermore, I also included a T.V on top of the fireplace since my client wanted music to be incorporated inside this shop; therefore a T.V would be perfect to keep the customers entertained. In the left render at the bottom, one can see the outside lounge area where I included outdoor sofas and a coffee table. This area could be used for customers who smoke or else want some fresh air.