

# Portfolio 2022



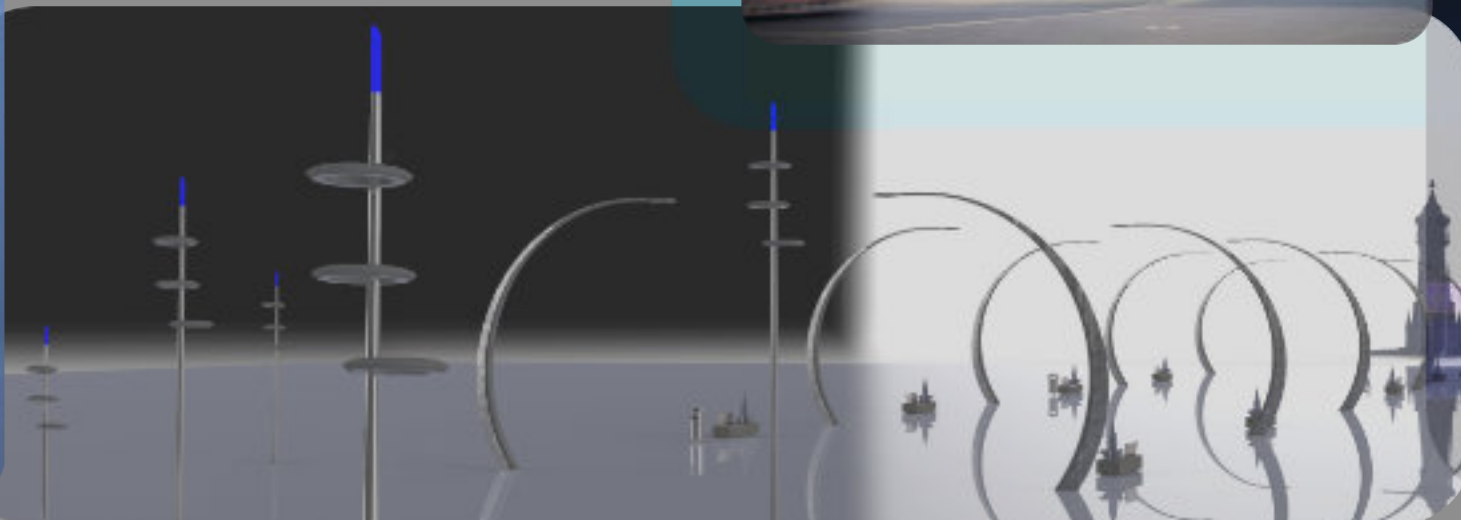
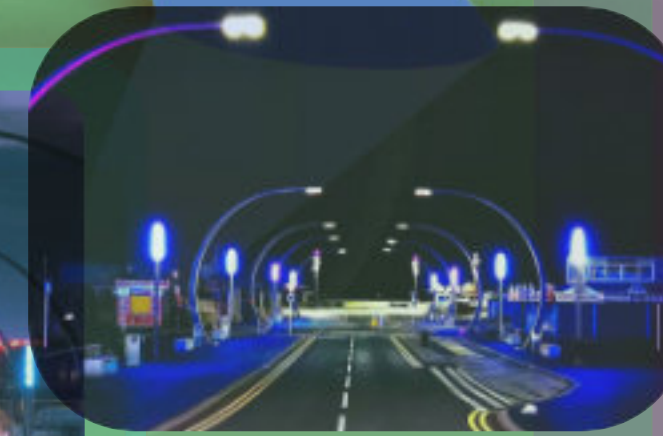
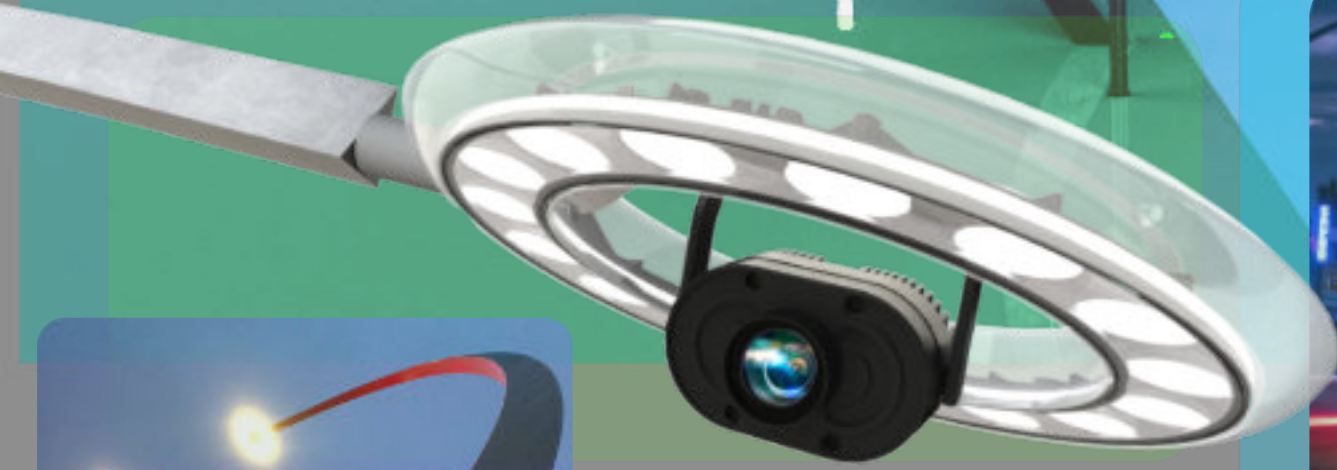
NeilKite.com



# Tower Esplanade: Concept, Design & Development

LGN  
STREET  
DESIGN  
AWARDS

Commissioned by  
Lindsey District Council,  
this scheme was Highly  
Commended in the  
Street Design Awards  
2020.



NRK

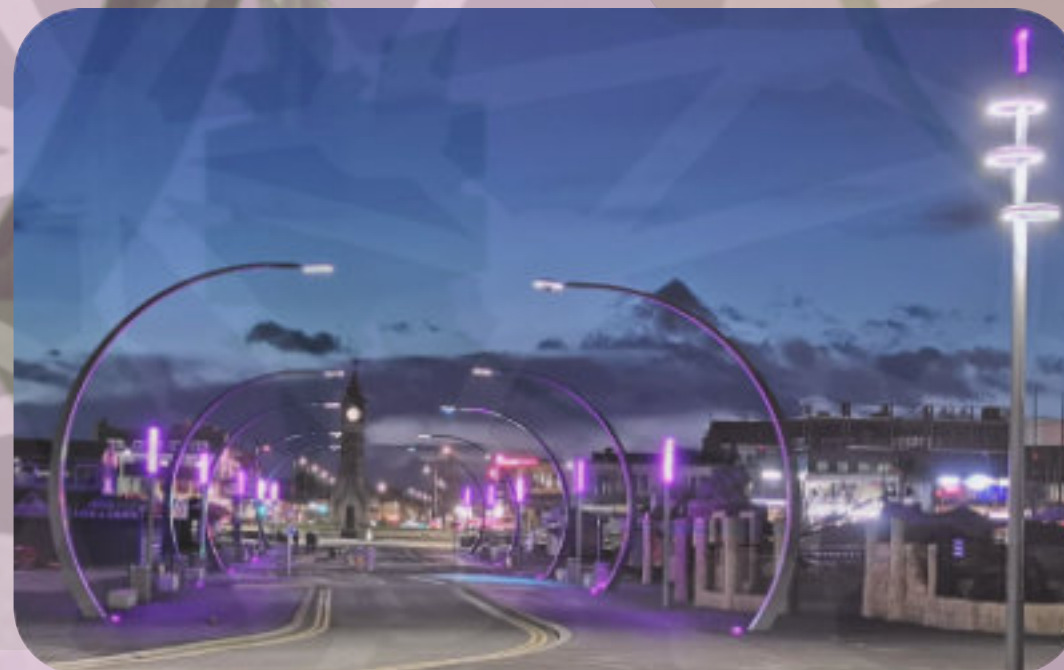
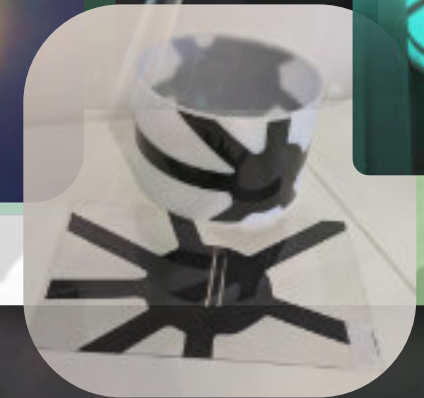
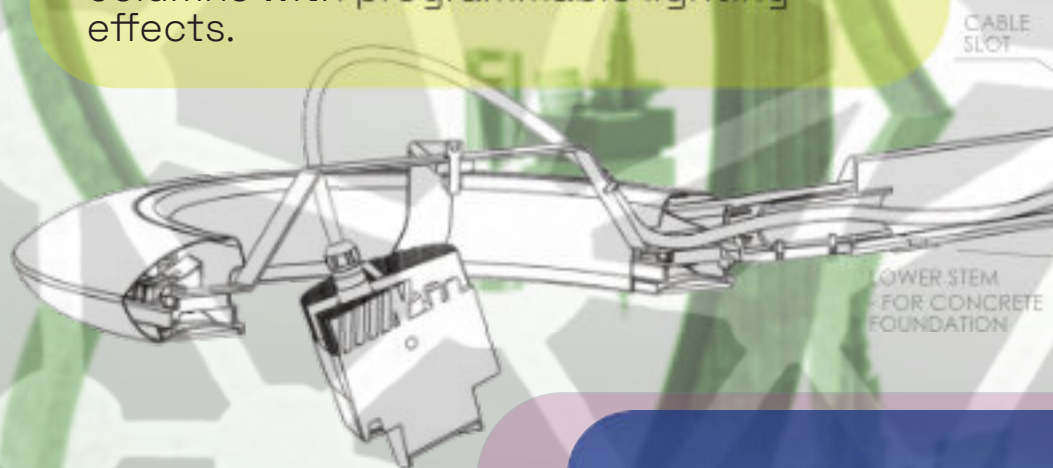
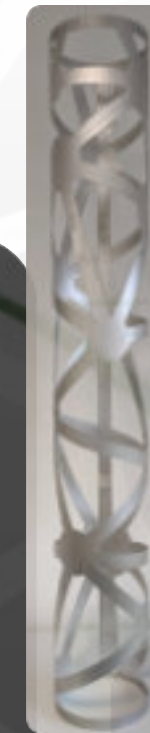
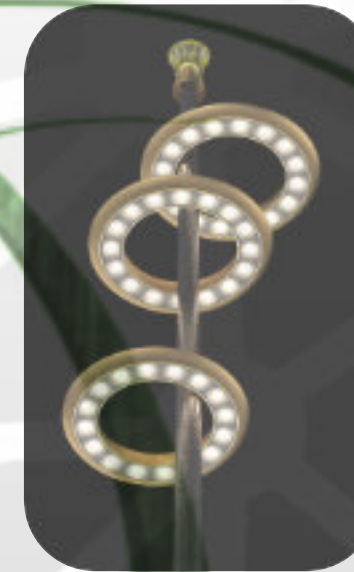


# Tower Esplanade:

## Concept, Design, Development & Project Management

As a historically much-loved seaside town with a unique character, but with largely dated and ageing infrastructure Skegness needed a change in direction. Working directly with Lindsey District Council and as the first stage in ambitious regeneration programme focusing on Tower Esplanade, the main gateway to the sea.

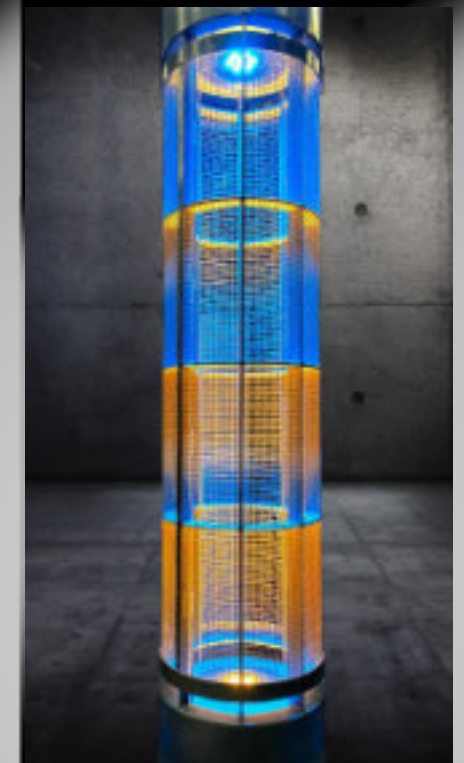
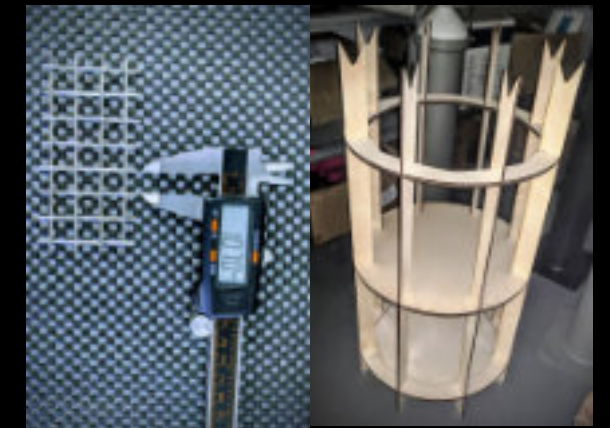
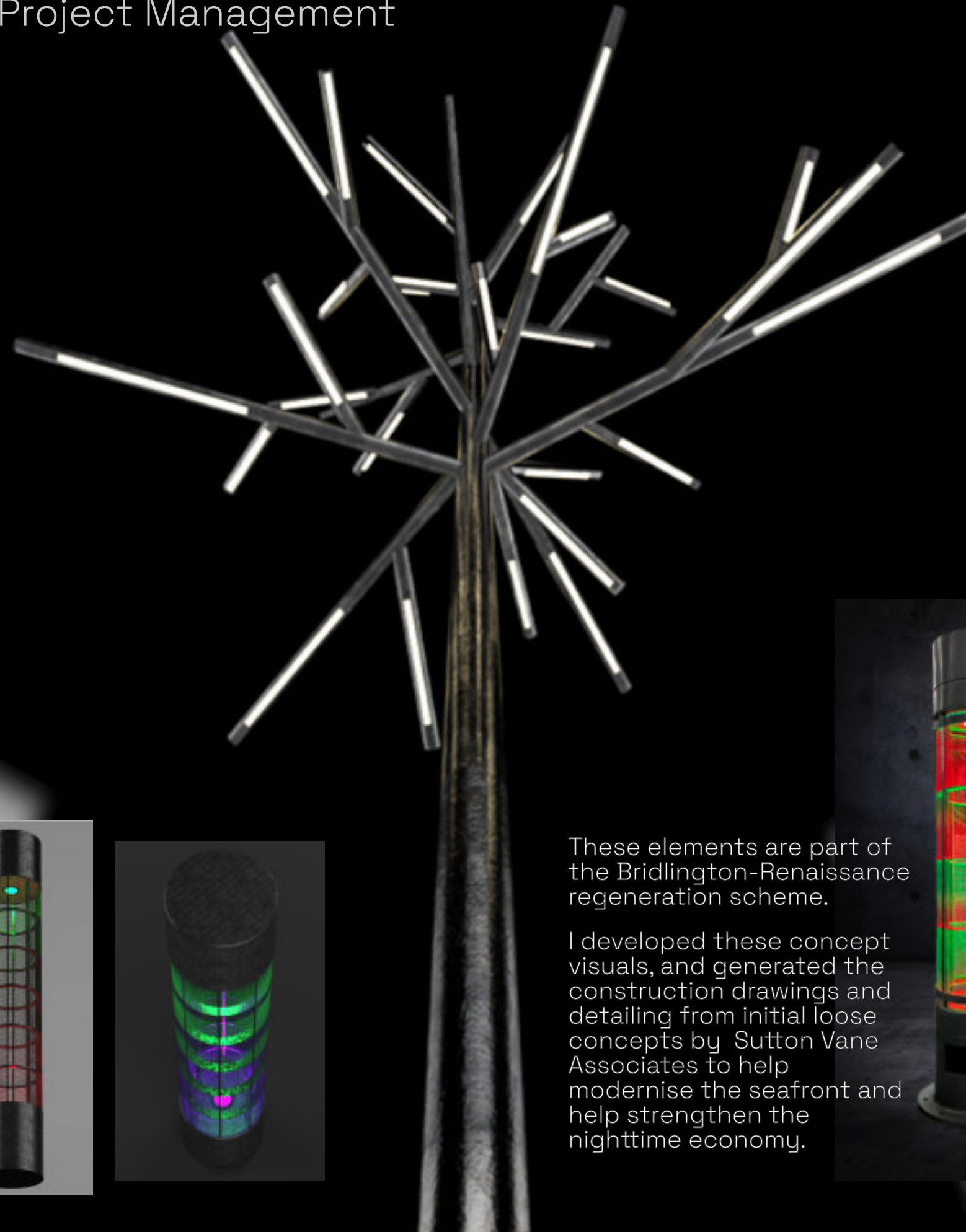
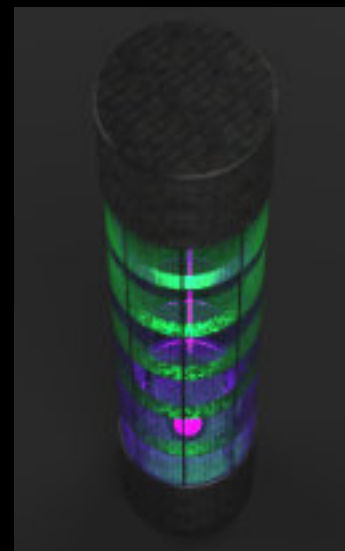
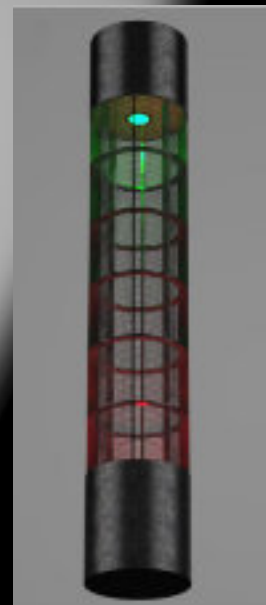
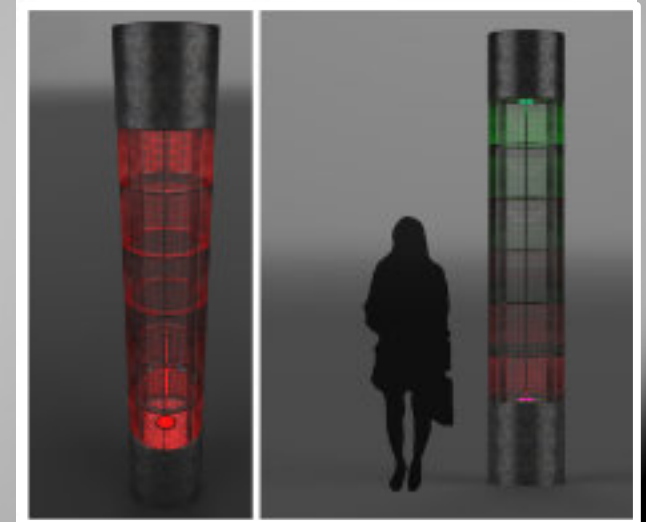
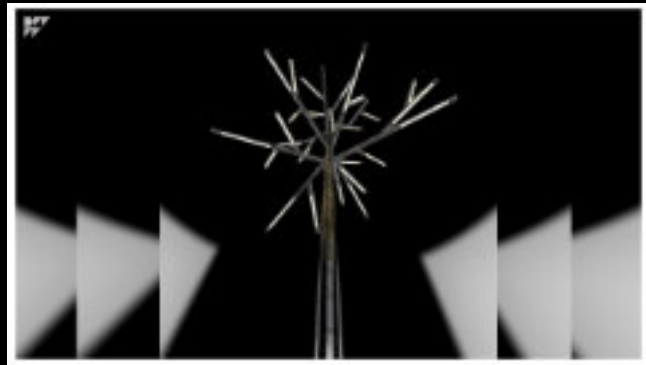
I developed the concept with arches to frame the clock tower along with projected lighting effects and multiple variations of decoratively shrouded columns with programmable lighting effects.





# Coastal Columns & Trees: Design & Development

## Construction Design & Project Management



These elements are part of the Bridlington-Renaissance regeneration scheme.

I developed these concept visuals, and generated the construction drawings and detailing from initial loose concepts by Sutton Vane Associates to help modernise the seafront and help strengthen the nighttime economy.



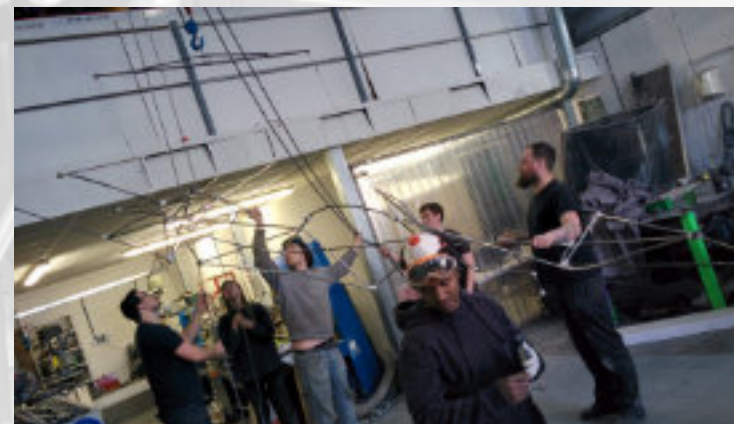
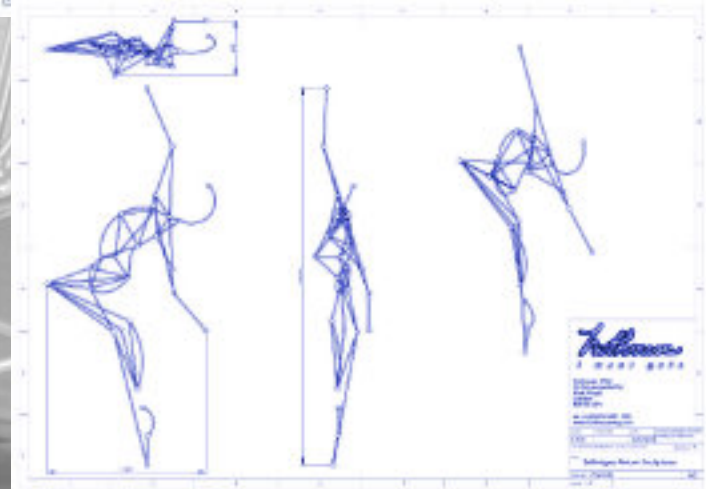
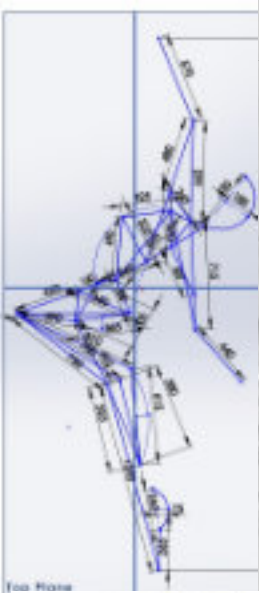
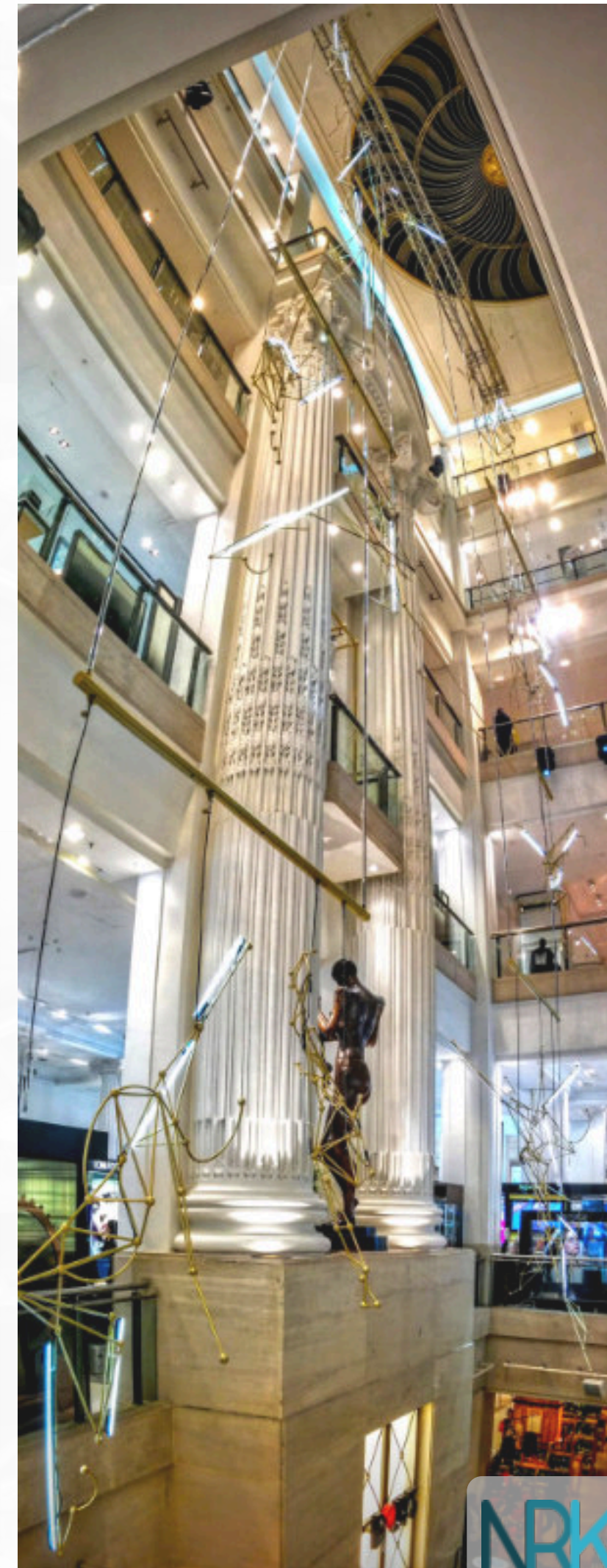
# Selfridges: Sculpture Mobile

## Design, Development & Project Management

Celebrating the launch of their new Body Studio, Selfridges flagship Oxford St Store commissioned Hothouse to provide a suspended sculptural display spanning their entire 30 m central atrium, featuring elegant figures up to 4 m in height in varying athletic poses with flashing neons.

One of the key objectives was fully honouring the desired aesthetic in 3D form. The forms were developed via CAD then broken down into weldable sections and fabricated before combining and welding to build each full figure.

As a quick turn around project, everything was designed, developed and produced in a matter of weeks.





# Apple: Blade, Fascia & Pendant Logos



Unsurprisingly Apple takes the physical embodiment of its logo very seriously. The logos are considered Apple products and so the design, engineering and attention to detail are paramount.

While at Endpoint I was responsible for engineering, design and production of much of the current range of storefronts and internal European Apple Store logo products, working directly with Apple's associated design team to present my work and oversee the products fabrication and delivery.





# Feature Walls: Sony Interactive Entertainment HQ

Construction Design, Development

This project utilised dichroic film to achieve colour changing effects on a series of illuminated acrylic bars set into the feature wall behind the main reception at Sony Interactive Entertainment European headquarters in Central London.

The dichroic film acts to filter the light passing through splitting it into bands of colours which varies depending on the viewers position, so in this instance the colours change across the wall on entering and walking past reception.



Rio Tinto London HQ





# Design & Development: Stevenage New Town



As part of the current regeneration of the town centre in Stevenage, the lighting design scheme by Michael Grubb Studio included replicas of the iconic original lighting of the late 50s when the town was new, as feature lighting in the Town Square.

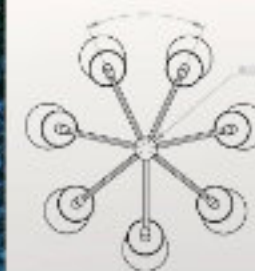
The best available imagery of the original was then scaled to suit the new requirements with the technology updated to modern standards. The original glass shades became rotationally moulded MDPE, selected for durability and light diffusion, with the light source updated to the latest LEDs positioned to optimise light distribution across the shade.



The the original lights can be seen in these stills from a 1959 Pathé film. Upon deciding to replicate these lights the challenge was trying to get them recreated as accurately as possible.



Still from Pathé film



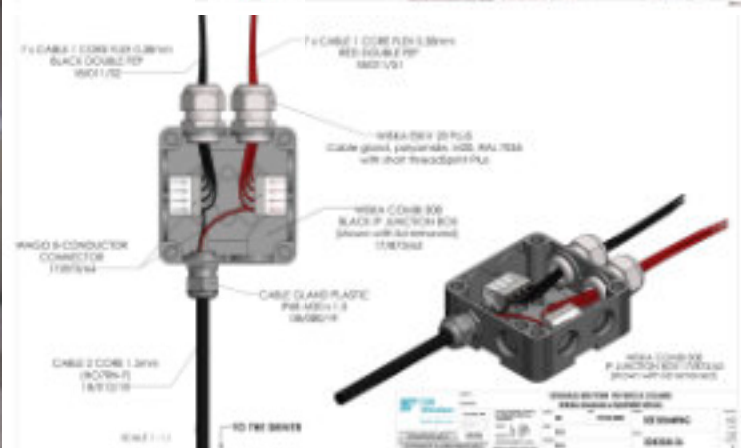
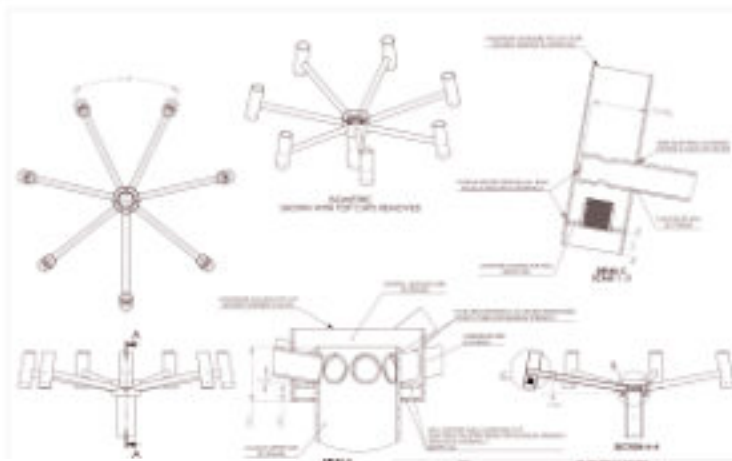
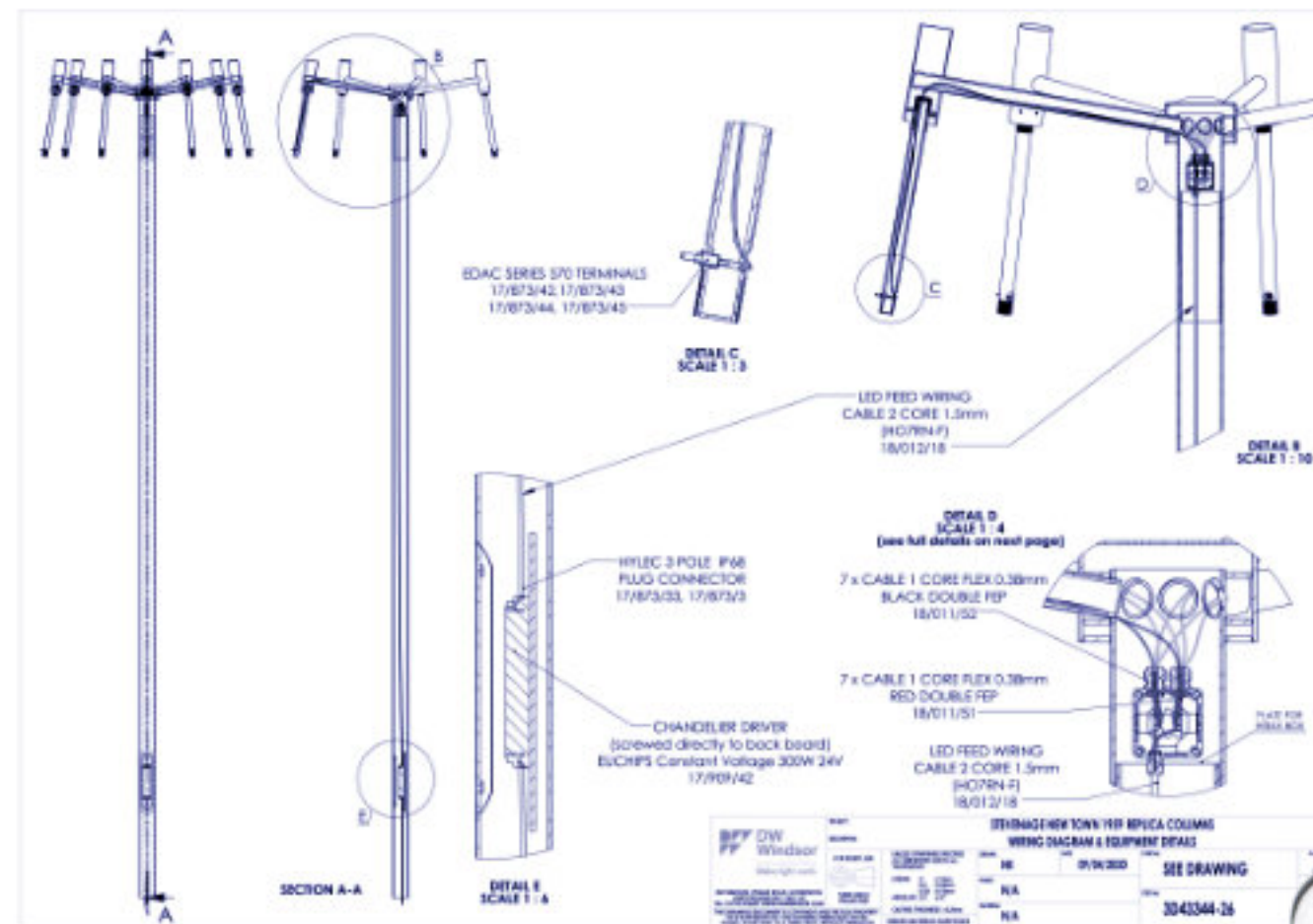
Render

Still from Pathé film



# Stevenage New

## Design, Development & Planning



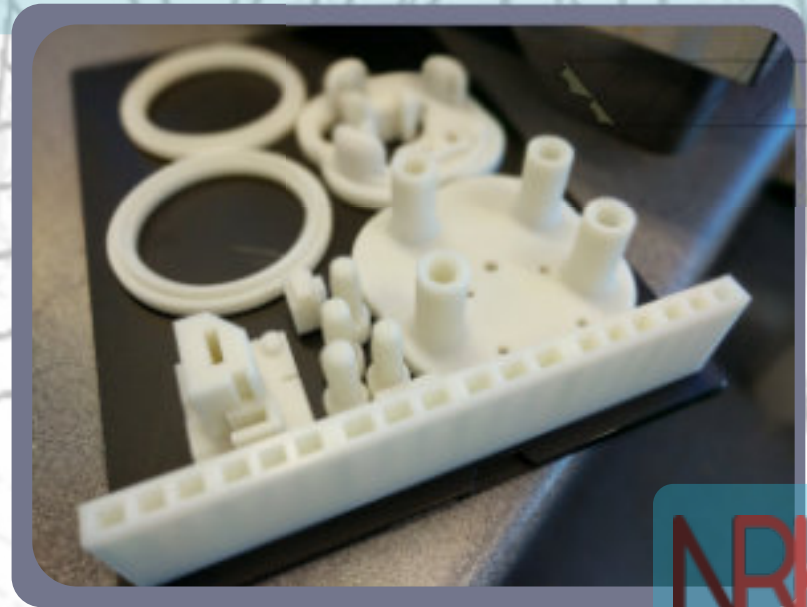
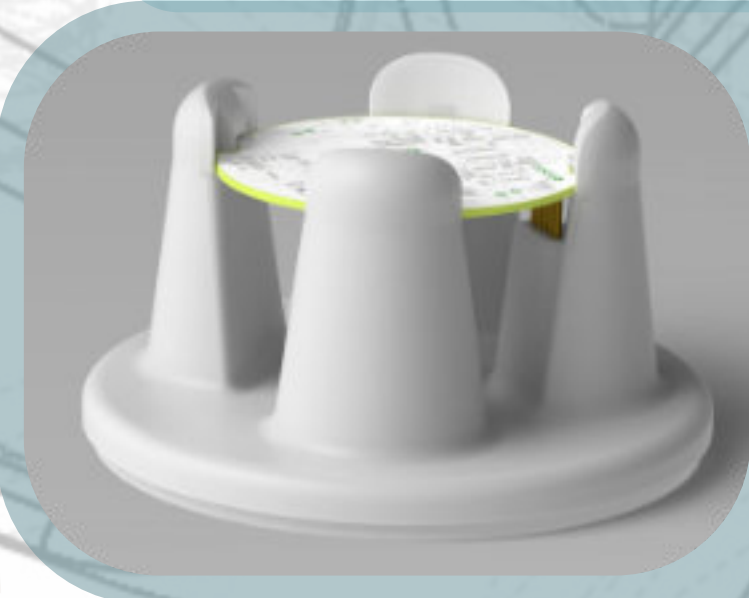
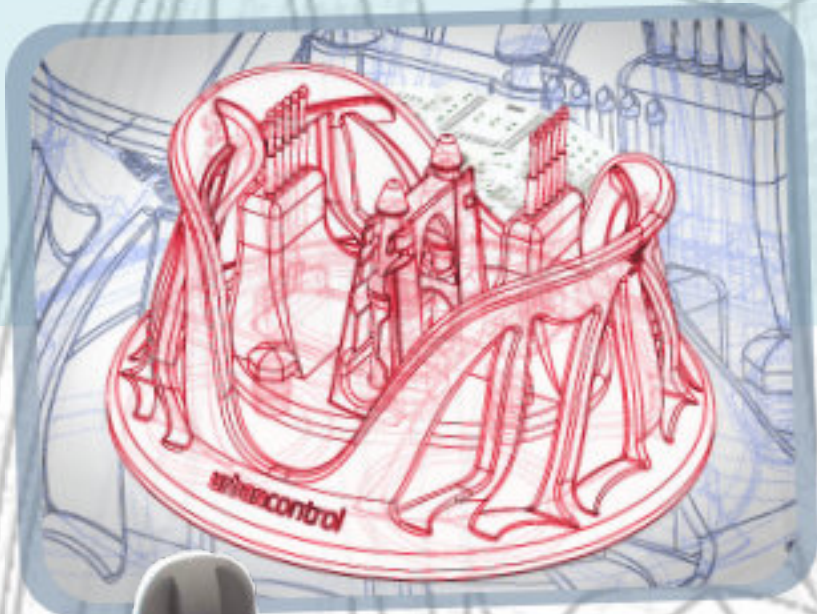


# Urban Control: Programming Jigs

Urban Control, a start-up company creating control nodes required a series of jigs to help programme their circuit boards.

For speed and efficiency, I designed these to be 3D printed with mountings for wired-in test probes to align and programme the circuit boards. The boards were guided into place by the contours of the jig body before being held by tuned locking mechanisms allowing quick release when complete.

A variety of jigs were developed and trialled for the different boards with one of the first off jig prints going on to successfully programme in excess of 25,000 units on the line without any major servicing.



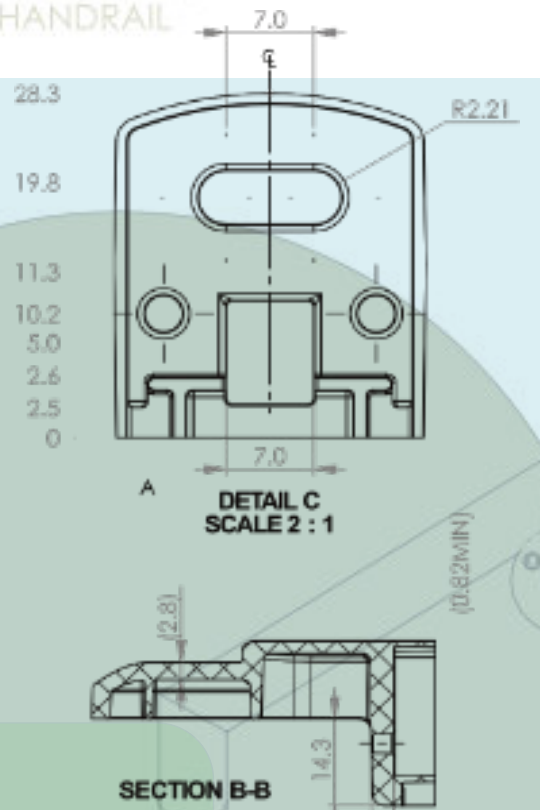
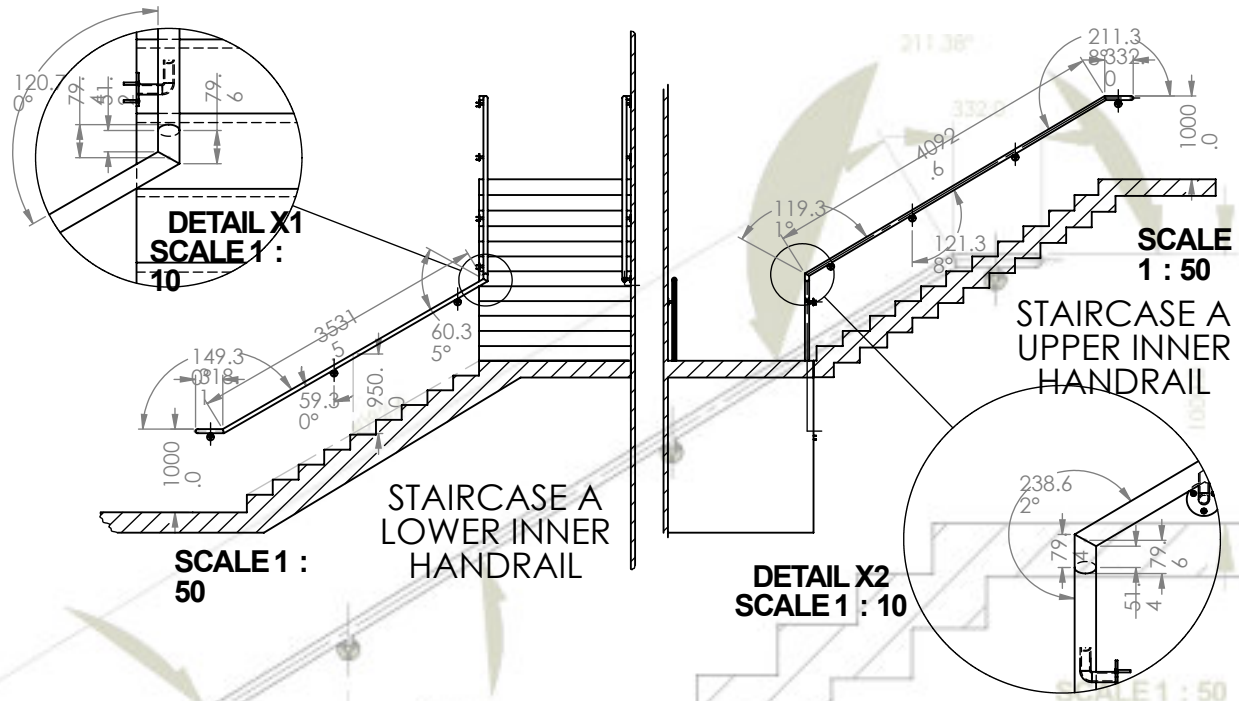
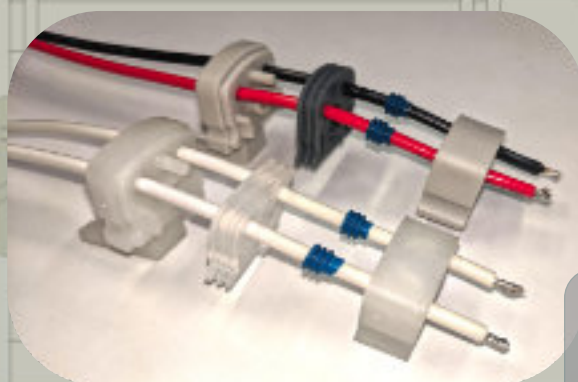


# Garda: Development Work

Garda Illuminated handrail is a flagship DW Windsor product, manufactured from thick stainless steel, contain waterproof light modules.

I conducted development of these modules for Garda Comfort edition as well as inline variation for use on Champlain Bridge in Canada where several kilometres of handrail were required.

On occasion I also completed the site specific layout drawings for the handrail facilitating integration and production.

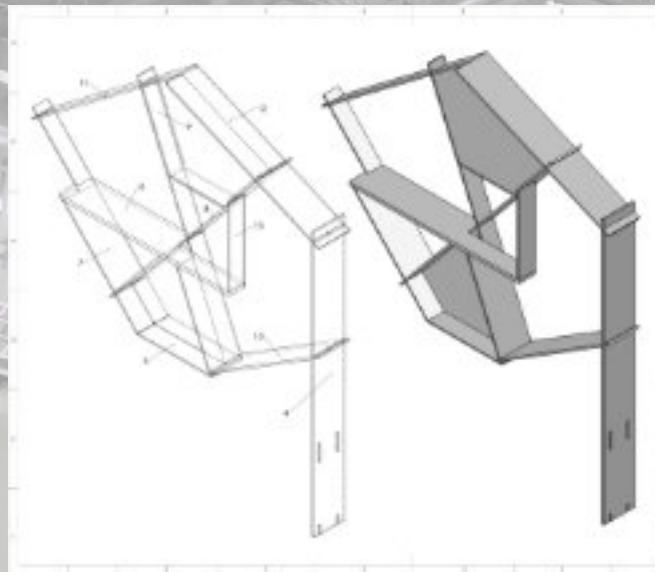
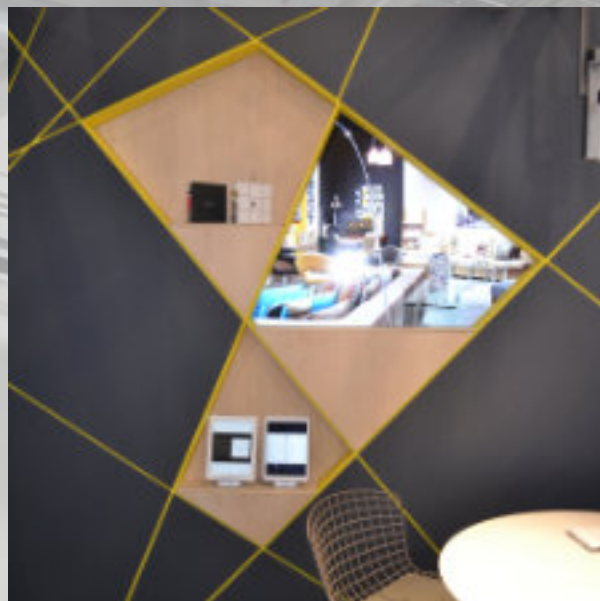




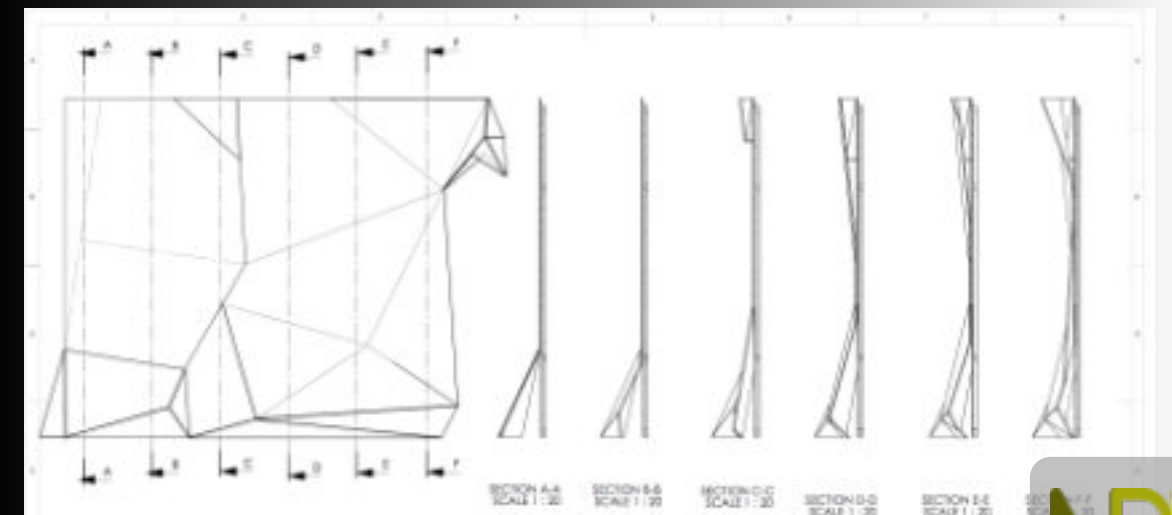
# Expo Stands: je+1 & DWW

Construction Design, Development & Project Management

je+1 had a bold vision for their debut internally commissioned trade show stand. Hothouse was commissioned to turn the visual concept into a functional design and complete the subsequent production of the stand.



The angular, stealth-like quality exists throughout and turning this into a workable concept for ease of packing down for transit, and quick assembly/take-down on-site, while utilising all internal space for cupboards and storage proved a rewarding challenge.





# Pot Noodle Kettle Kup: Design, Development & Project Management

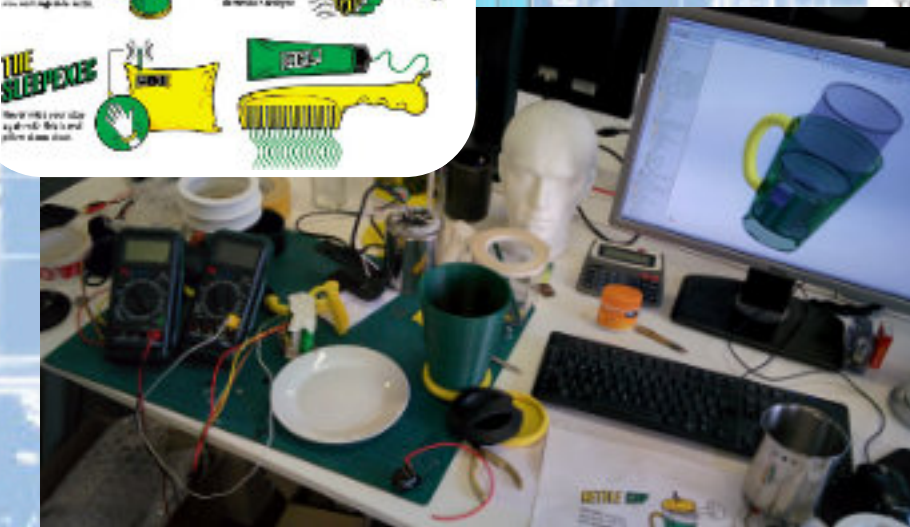
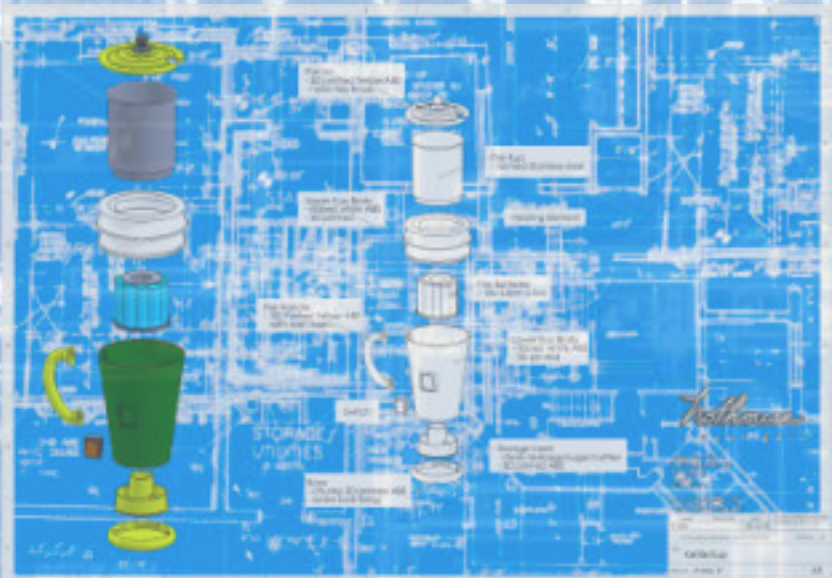
[Play the YouTube video ↓](#)



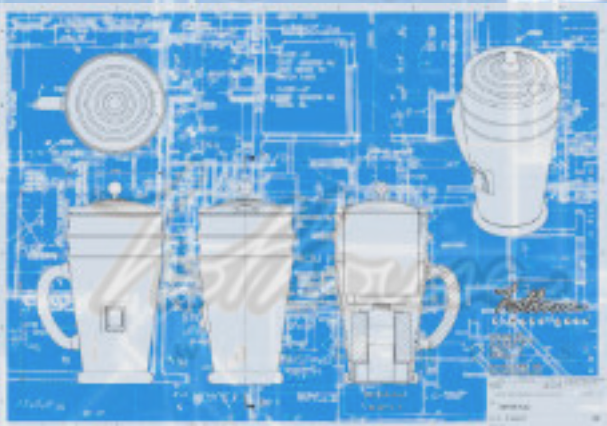
This project by Hothouse for Mischief PR acting on behalf of Pot Noodle was a quick turnaround delivery of two working prototype 'Kettle Kups' the winning concept of the twitter poll of Pot Noodle's 'You can Make it - Time-Saving Invention competition' for which the winner was promised that their invention would be turned into reality and sent to be displayed at the CES Tech Fair in Las Vegas.



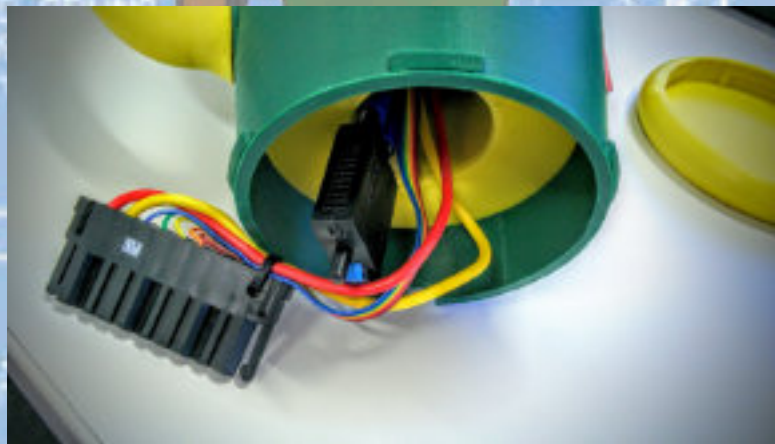
As a bespoke, 2 off unit required to boil water in minutes, while being presented live to crowds, before being recharged (again in minutes) ready to be presented again non-stop for the duration of the two-day event.



It had to look the part, work perfectly every time, house all the required tech, be durable, safe and easy to use, contend with both extreme heat and water and be designed, trialled, suppliers and parts sourced, manufactured, assembled and packed up ready for air freight in a matter of days.

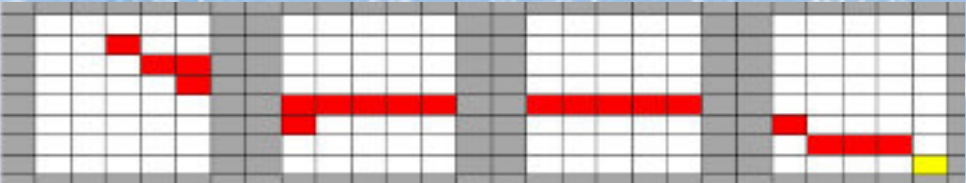


It was great to see that as well as generating plenty of the desired press coverage, the Kettle Kup even made it to the centrepiece of a Japanese Chindōgu style montage!



Base - chunky 3D printed ABS - screw lock fixing

MISCHIEF KETTLE KUP									
PRELIMINARY DESIGN, PRODUCT SOURCE									
PURCHASE PRODUCTS, EVALUATE REALITY OF USE									
FEEDBACK TO CLIENT 1-2 FOR E&O?									
BUILD 2 OFF									
BOOK VAN SPRAYER									
ASSEMBLE, FINISH, TEST, DELIVER									
DELIVER									





# Ladybird: Bug Clips



Developed for Saatchi & Saatchi-X on behalf of Ladybird these bug clips were intended to bring a bit of character and their brand identity directly into what might otherwise have been purely functional point-of-sale equipment.

Mock-ups were designed and 3D printed for trialling in-store along with a small range of other new point-of-sale elements prior to production.

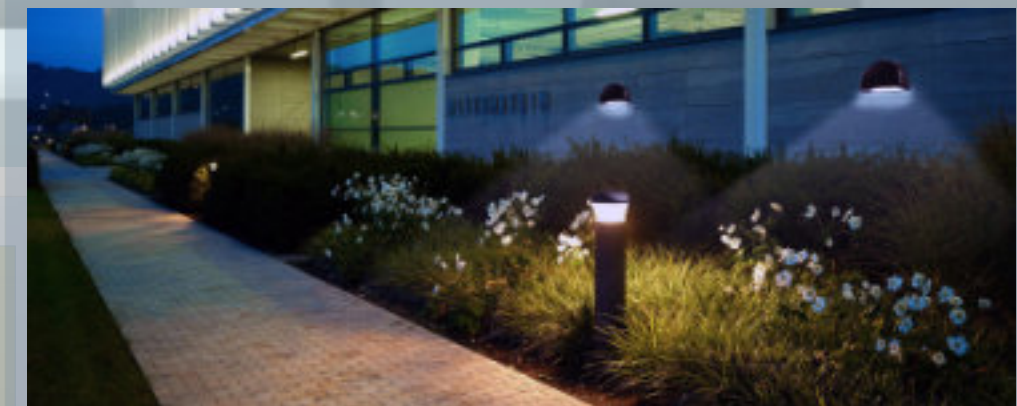
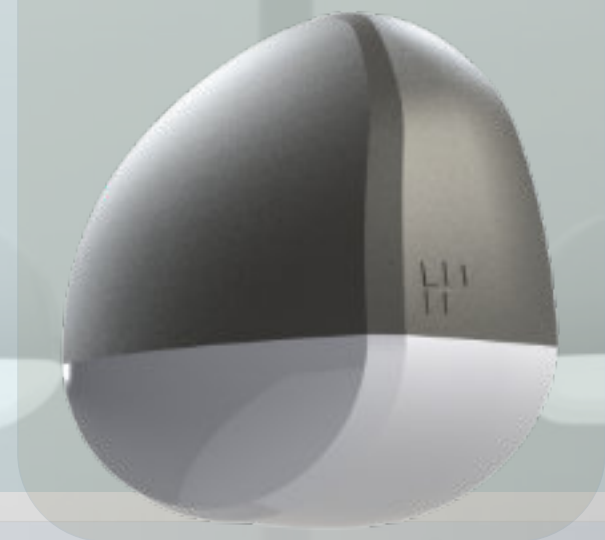
## Reverse Engineering:

Working with 3D scans provided by Chinchilla 3D, I turned these into accurate CAD models for use by various clients. Key points from the scan paths acted as a 3D reference for constructing new geometry to assist in accurately remodelling the scanned components.

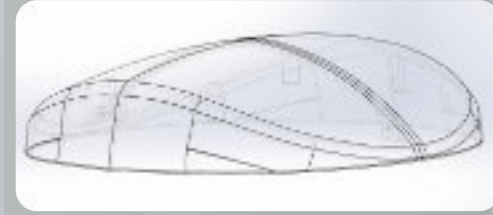
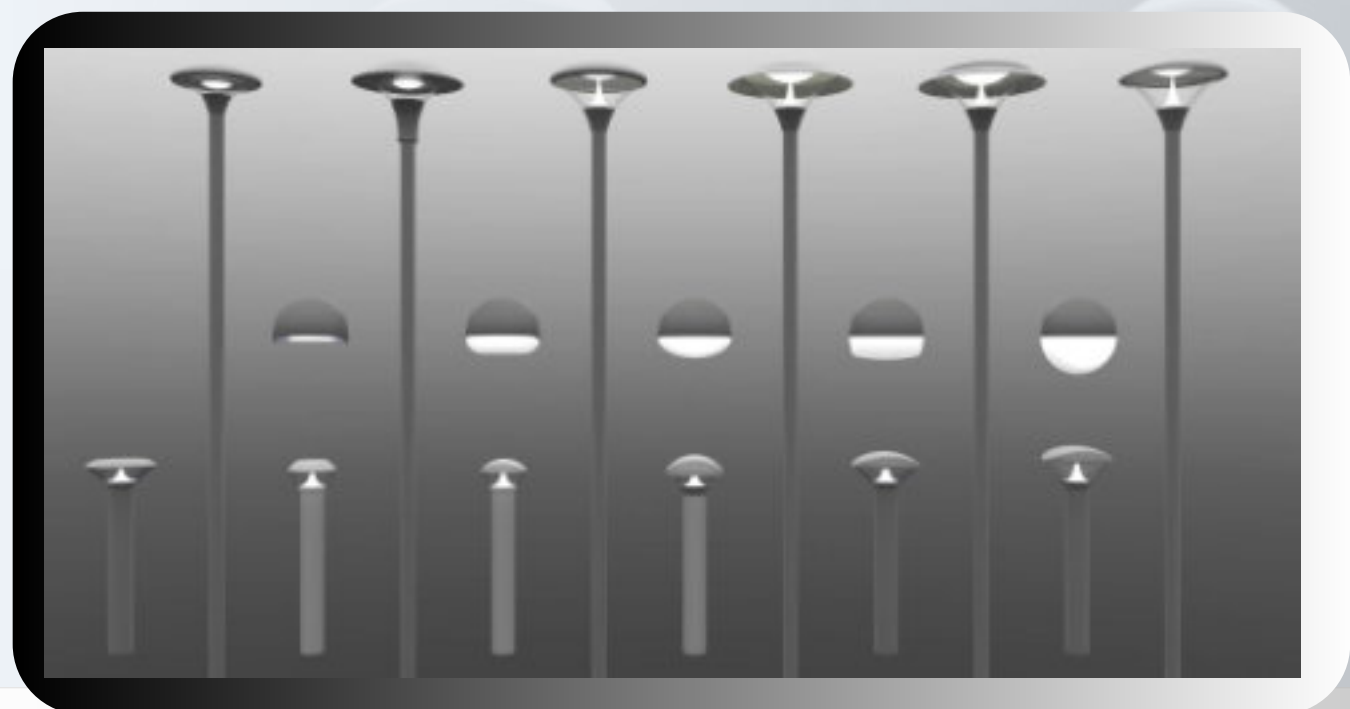




# Design Development: Kirium Range Extension



I undertook the concept development for a new product range of wall lights, bollards and column luminaires. This included maintaining an existing product aesthetic and creating the new product family around it as well as the development and direction leading to the final designs of the new products.





# Urban Control: Urban Node

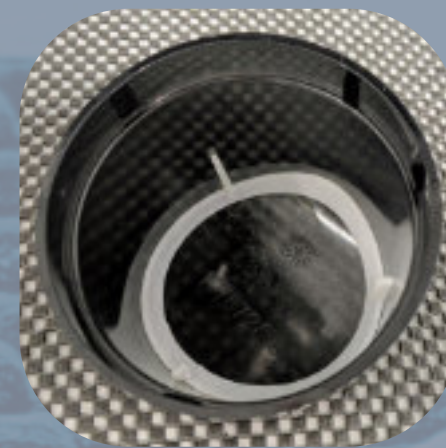
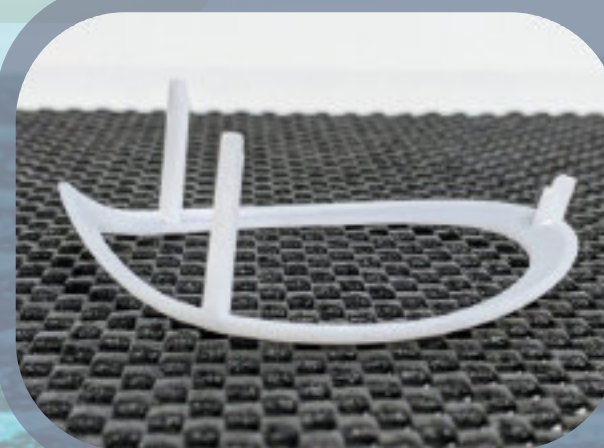
The casing was developed to fit as closely around the electronics as possible with multiple constraints. The base needed to clip in place once creating the waterproof seal, while also pinning the electronics in place.

A variety of rubber sleeve designs were also created and trialed.

As well as assisting as initial protection against ingress they were also intended to help resist unintended rotation of the product while improving the mounted aesthetic.

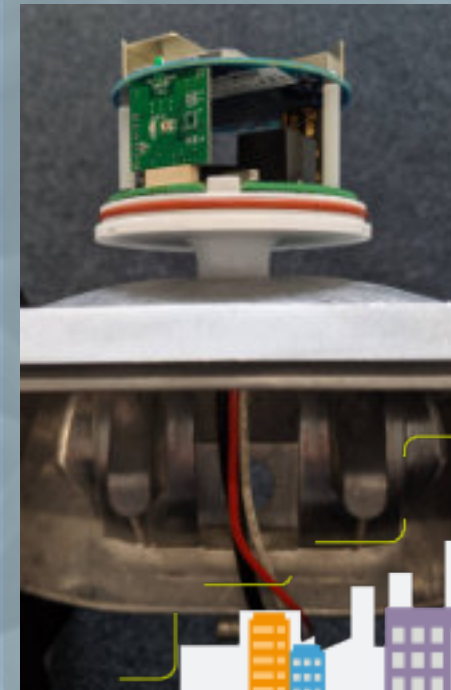
Above: renders of potential rubber skirting along with 3D printed trials

Below: Trialling additional shock support ribs to support the circuit boards specifically designed to slot into the existing casing.





# Urban Control: Urban Node



Urban Control is a start-up company creating control nodes for street lighting to allow councils/companies to remotely control their external lights and equipment.

Working closely with their team I developed the casing to house their electronics.

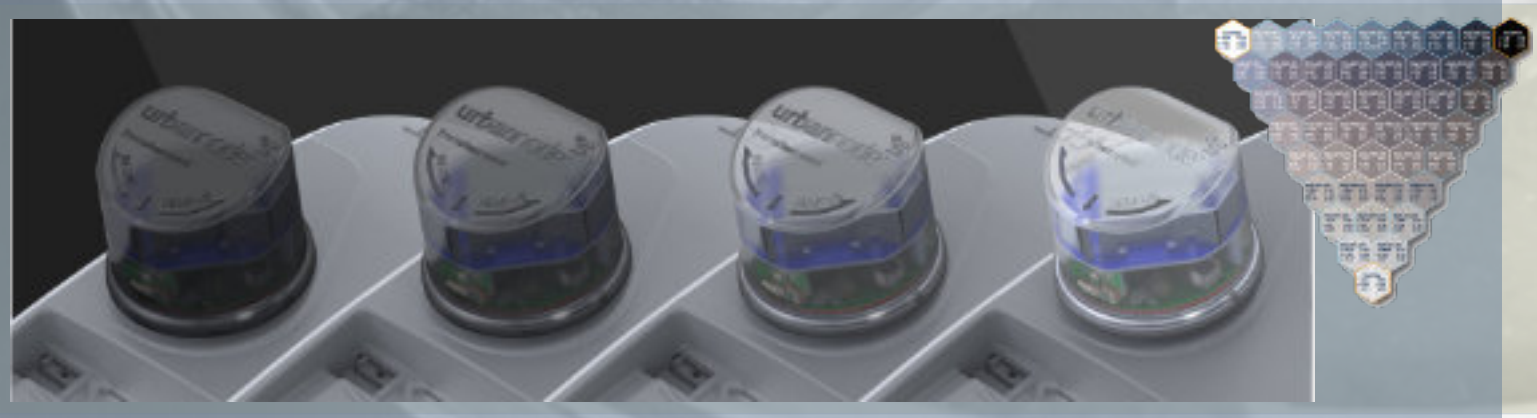
The product has a lifespan of up to 20 years and being mounted externally incorporates an IP67 waterproof seal. The translucency of the plastic allows a limited amount of natural light to enter for which the internal sensor is calibrated, while also protecting the electronics from the detrimental effects of UV.

There was a challenging timeline for development which was conducted in parallel with the ongoing development of the electronics as well as trialling and incorporating off the shelf components to help ease supply constraints.



Above: 3D printed insert shows reconfiguration of the power ports

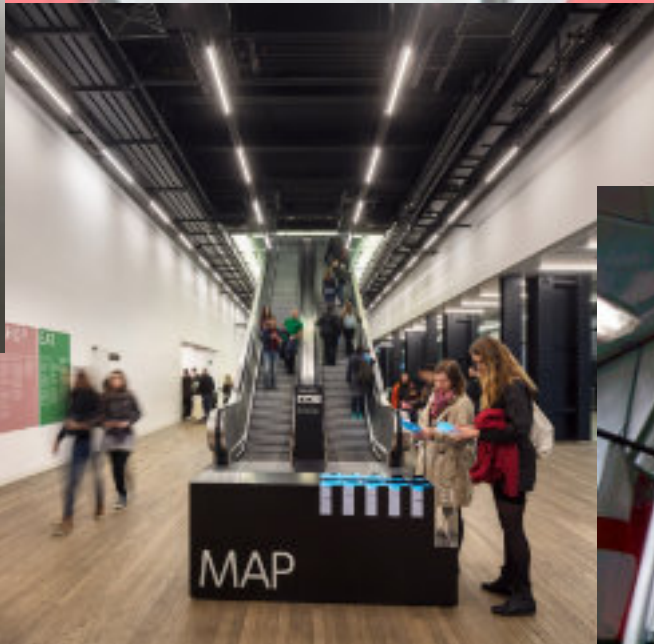
Below: Translucency grading





# Tate: Chandelier & Map Units

## Construction Design, Development & Project Management



These projects involved realising Cartlidge Levene's concept for units to dispense their new map design for the Tate Modern, and separately that of a large new chandelier for Tate Liverpool, to be suspended above their entrance on The Royal Albert Dock.

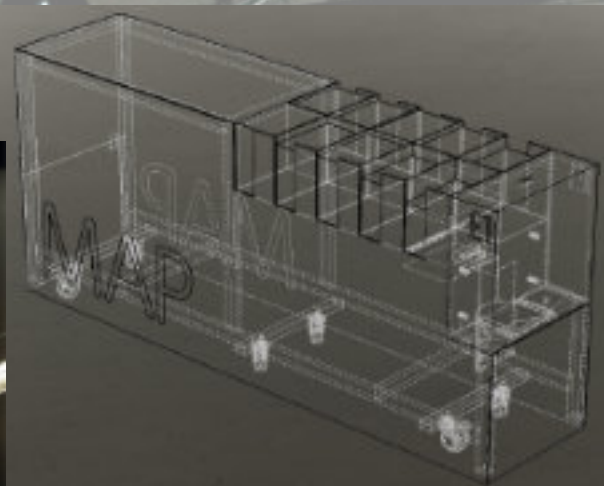
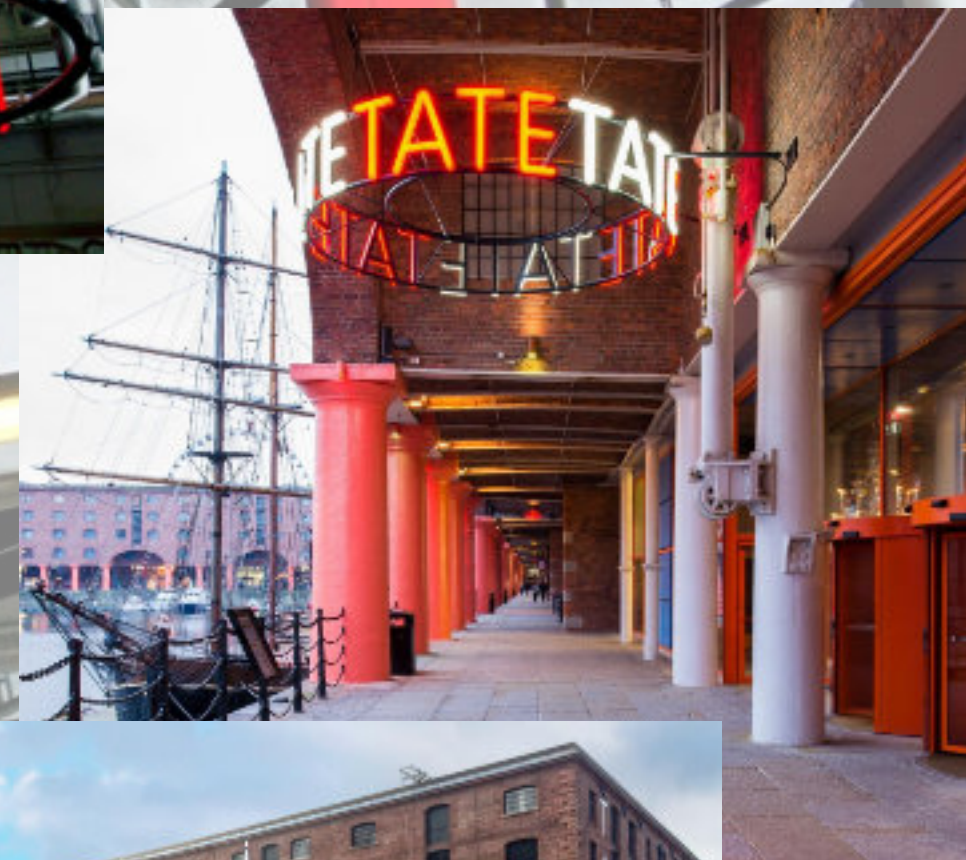


The chandelier is Ø3.5 m and due to the mass specific attention was paid to its suspension due to the building's Grade 1 listed status. I worked closely with structural engineers to ensure the specific criteria were met. The Royal Albert dock is quite exposed to strong winds and bad weather, so all those factors had to be taken into account.



The launch date of the new maps gave an imminent deadline of three weeks to deliver the units which was the time required for manufacture, yet they also needed to be designed.

I produced the full working drawings for the entire range, free-standing, wall-mounted, desktop over three days, with no time to trial anything, yet everything worked perfectly and was produced and installed ready for the launch.





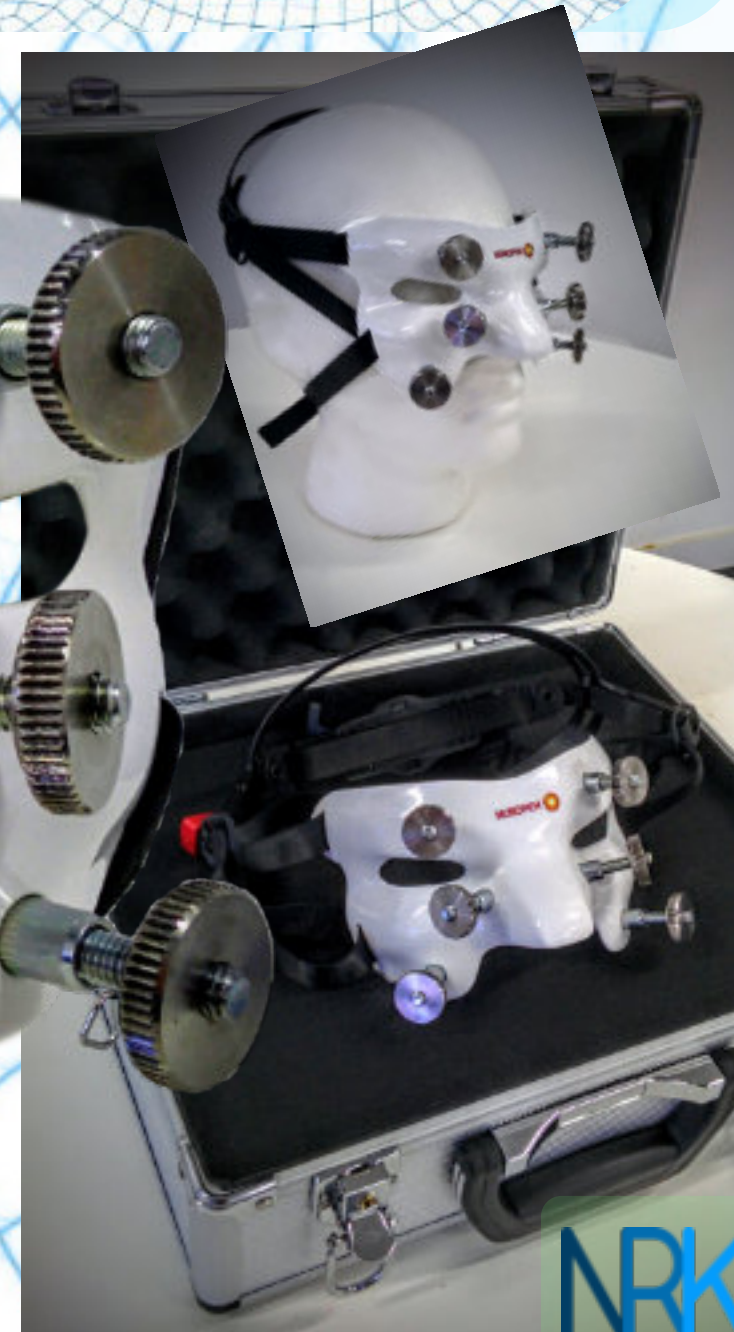
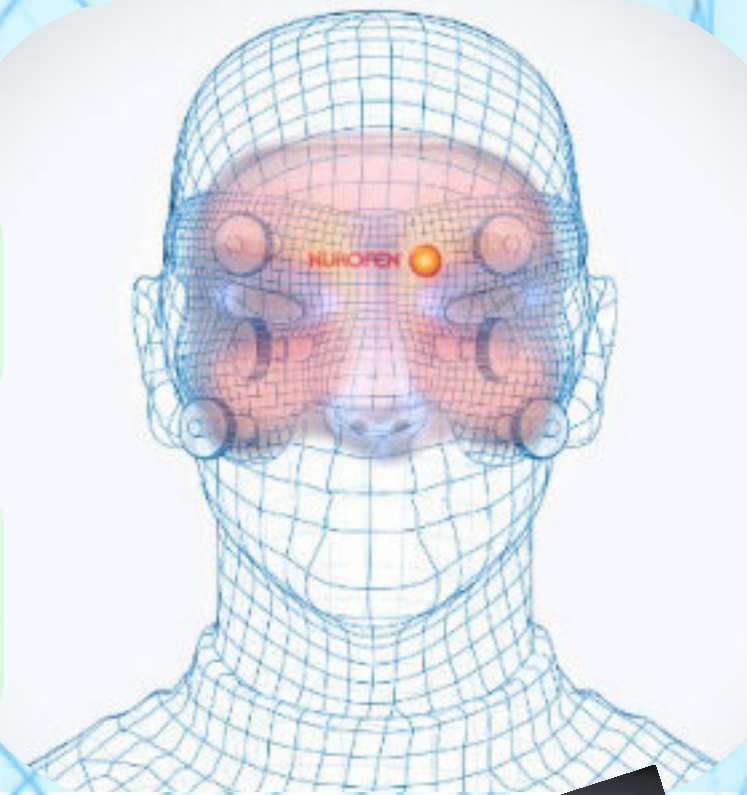
# Nurofen: Sinusitis Mask

## CAD Design, Development & Project Management

Hothouse was approached to firstly investigate the feasibility of creating a mask to simulate the effects of Sinusitis, and upon proving viable to proceed to design and develop that mask, on behalf of Nurofen.

The project was conducted with early consultation with Harley Street Sinus specialist, who advised on the symptoms and areas of the face for trial as pressure points.

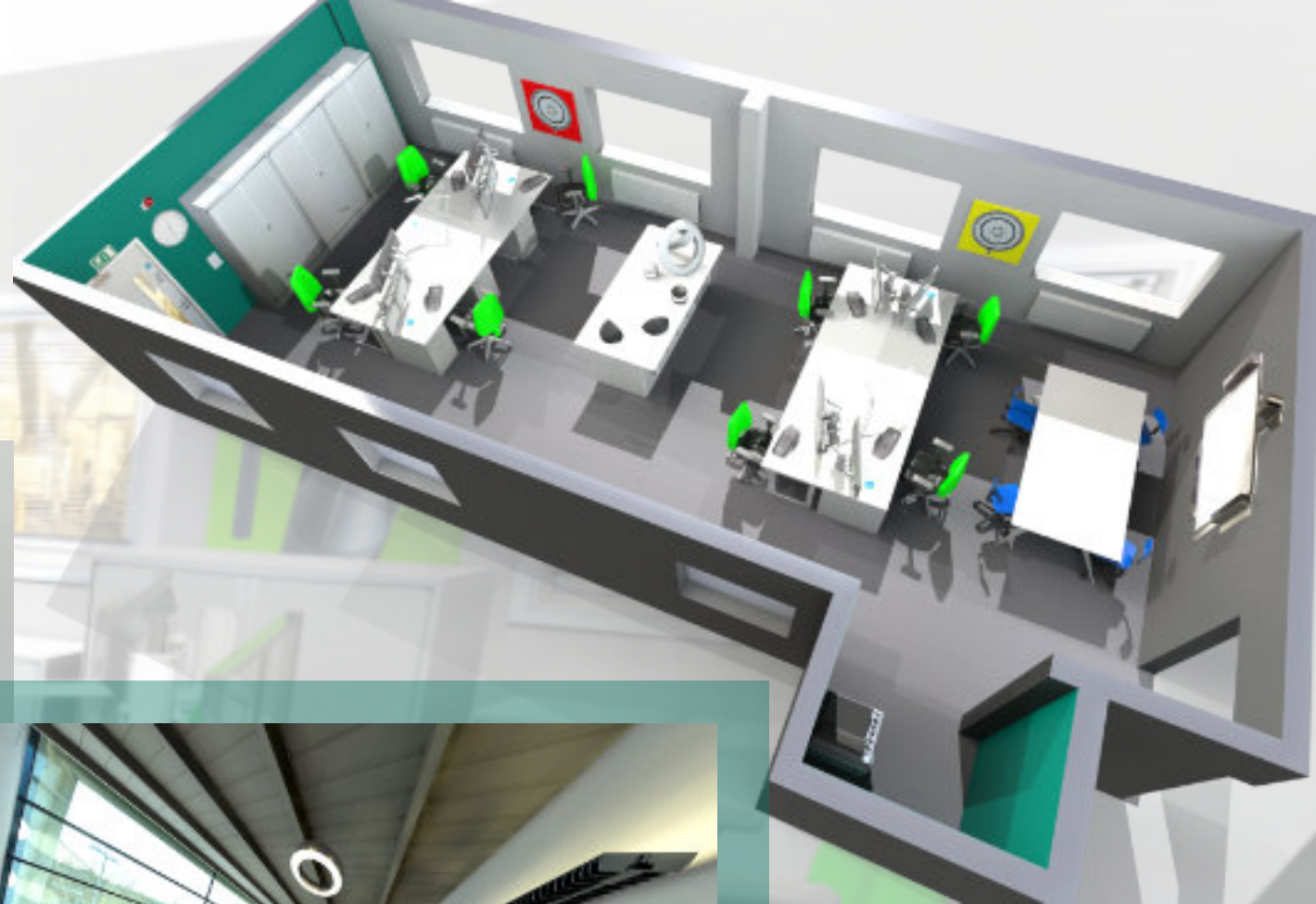
A 3D facial scan was first conducted on a volunteer to supply real human facial contours in 3D digital form for use in the sculpting of concept forms before being transferred into engineering CAD software for the final design and development.





# Studio Layout Visuals

These studio visuals were modelled in SolidWorks and rendered in Visualise to demonstrate the layout options and viability of a new design studio.





# Concepts & Visuals

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