CHARLIE ALEN

Clay and Hard Modeling

ABOUT MYSELF

Information

Name: Charlie Ian Alen

Nationality: British

Birthplace: Southend-on-sea, Essex, UK

Date of Birth: 21/11/1996 (24 Years Old)

Biography

I'm originally from and grew up in Benfleet, Essex. In south east England Attending King John Secondary School.

I lived in the Scottish Highlands for 5 years. Living In the rural village of Lairg. Whilst studying and working in the city of Inverness.

I moved to Coventry to study a degree in Automotive and Transport Design at Coventry University.

I have a lifelong passion for cars, transport and design. Developing a strong interest in clay and hard modeling, whilst studying my degree.

Main Interests

- Cars
- Motorsport
- Modeling
- Videogames
- Music
- Film and T.V

CIRRICULUM VITAE

Education

Coventry University: October 2016 - Present
Automotive and Transport Design - 3D Model Making

Inverness College UHI: October 2013 - May 2017
HND Visual Communications / NC Art and Design

King John Secondary School: September 2007 - July 2013
GCSE Art and Design / BTEC Engineering

Work Experience

Coventry University: November 2019
Temporary Student Ambassador - UCAS Create Your Future Exhibition (Manchester)

- Clay Modeling Demonstration
- Advertising Automotive and Transport Design Course

McDonald's: 2014 - Present
Part/Full Time Customer Care (Inverness and Coventry) Part Time Crew Member (Inverness)

- Team Work
- Organisation
- Presentation
- Time Management
- Working Under Pressure

Clay Modeling

Styrofoam Modeling

Sketching

Marker Rendering

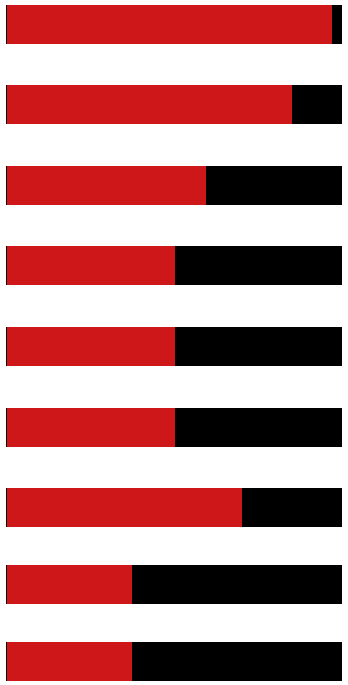
Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Autodesk Sketchbook

Autodesk Alias



Contact Details

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Behance: www.behance.net/charliealen

Twitter: www.twitter.com/CharlieAlen

Instagram: https://www.instagram.com/charliealenmodeling/

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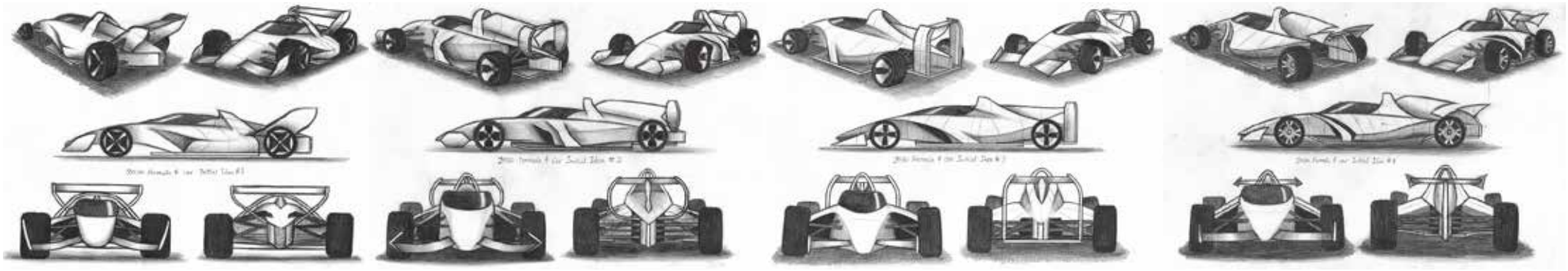
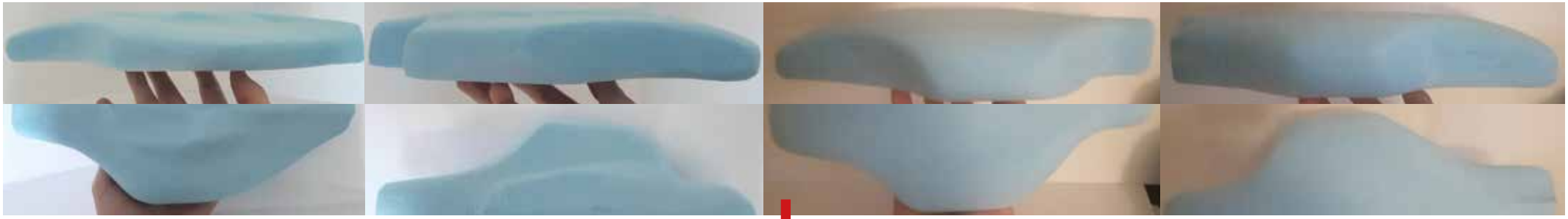
2030 FORMULA 4 CAR

2020-2021 - FMP / Junior Formula Racecar for 2030

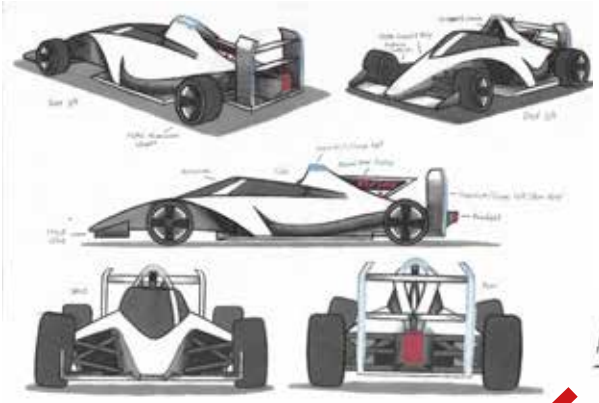
For my final major project. As apart of my final year of university. I wanted to create and model a design that would use my passion of motorsport. That would utilise my skills in clay and hard modeling. Using Formula 4 and junior formula racing as research and design inspiration.

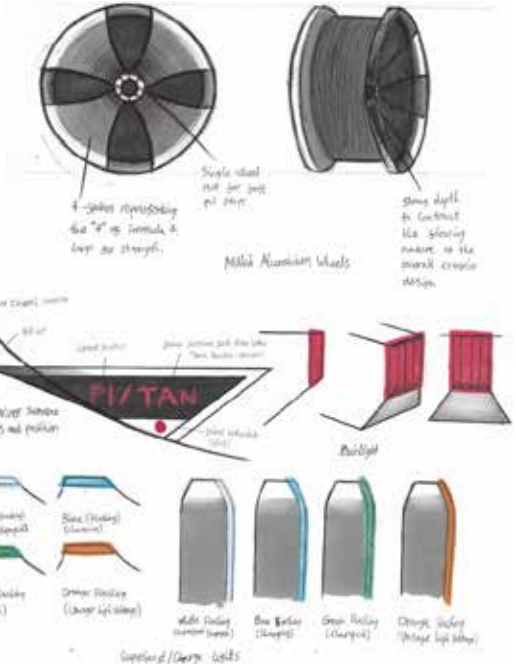
Moodboard of inspiration. Mainly race cars, sharks and speedforms.



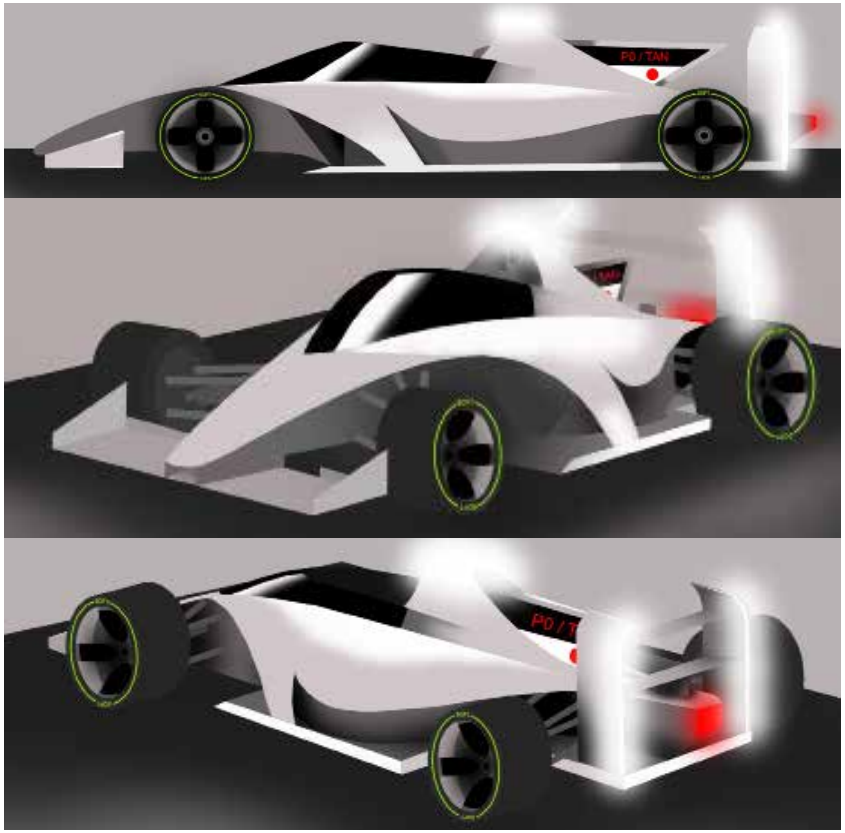


First started out by creating a series of sketches and styrofoam models. Exploring form and various design concepts.





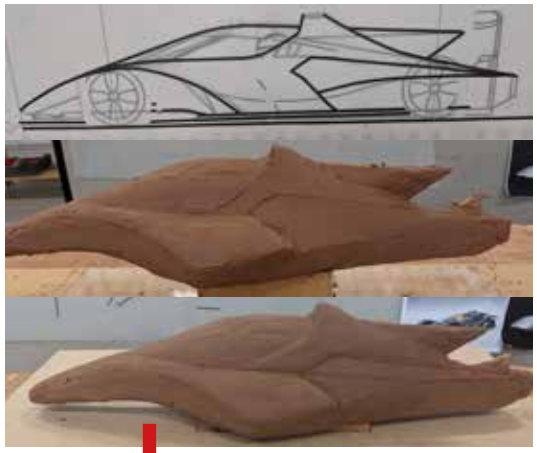
Afterwards I evolved the design concept into a final design. With sketch renders and final photoshop renders.



Moved onto starting my clay model. With no access to the university's clay studio due to Covid-19. I first started building my armature, floor and shark fin at home. Using styrofoam and MDF supplied by the university. I created holes on the styrofoam model. So the clay would set more effectively.

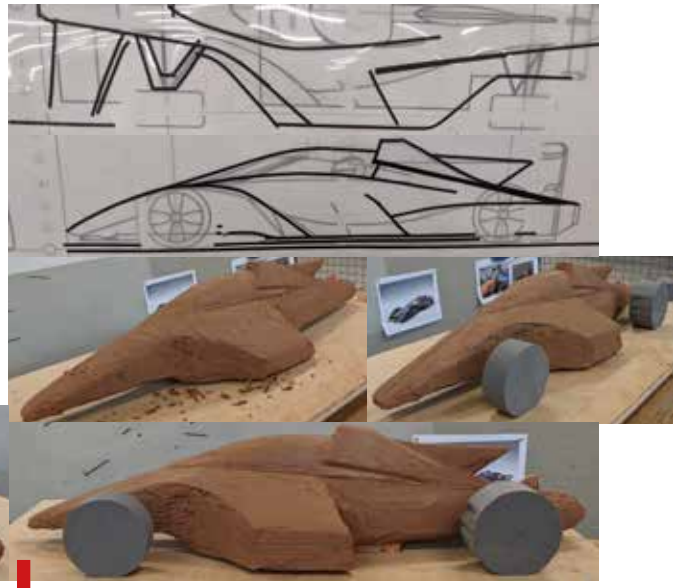
Loaded the majority of the model from home. Using a hairdryer to heat up the clay in a baking dish.

Once the clay studio opened up again. I moved the model and continued working on it there. Removed the floor to create a stand and a base to work on. As well as working the surfaces with rakes.

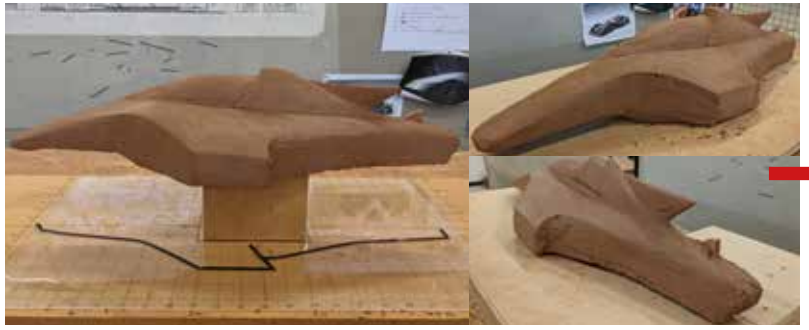


I used myler and my package drawing to evolve the final design into a more refined concept. Introducing a canopy and connecting the airbox and sidepods.

Not satisfied with the first refinement. I altered the airbox and side profile. To follow a more flowing and sculptural shape.

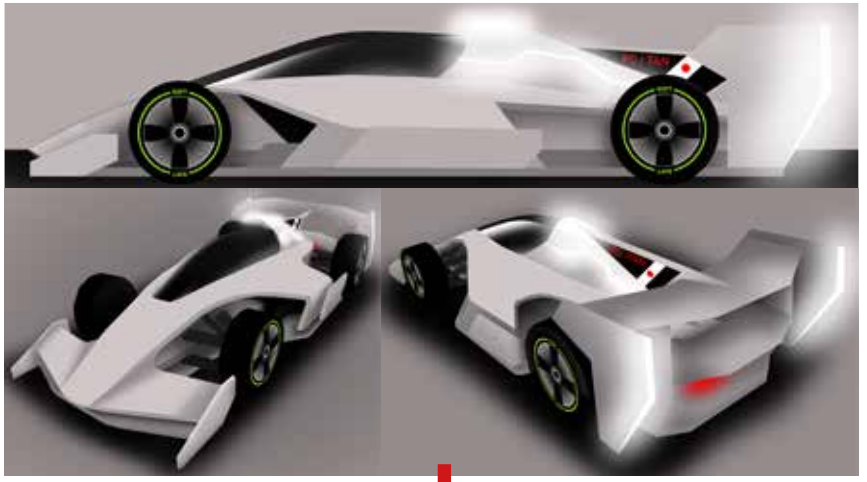


Continued the second concept. Raising the sidepods and adding more curviture. Whilst making changes to the floor. Using rakes and slicks on the surfaces.



Raised the rear of the model to match the side profile. Whilst reworking the airbox. Applied tape below the model for accuracy.

Cleaned up the blocked in model.



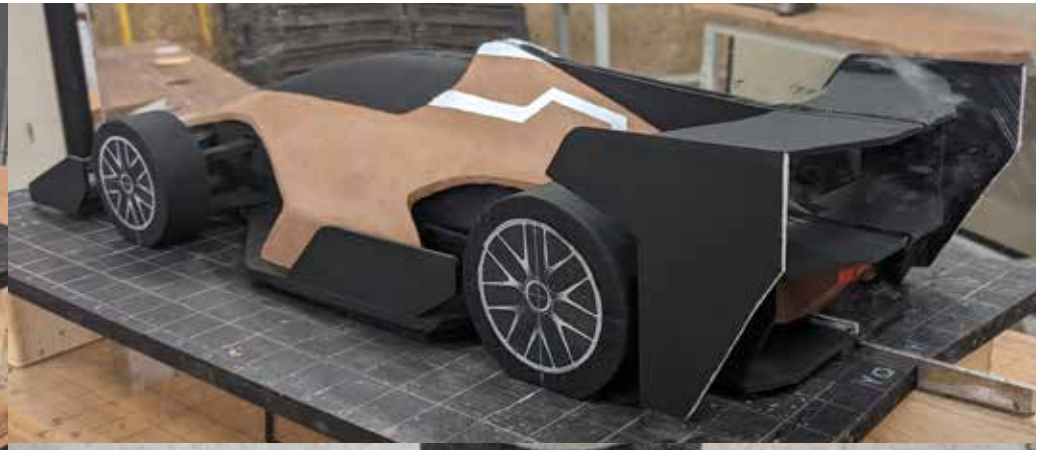
Fully revised the final design through new final photoshop renders

Carved into the sidepod of the model with a knife and reduced its curviture with slicks. Sidepod was also extended by loading more clay. Created a new floor with spine. Added more curviture across the canopy. Removed the shark fin with a hacksaw.

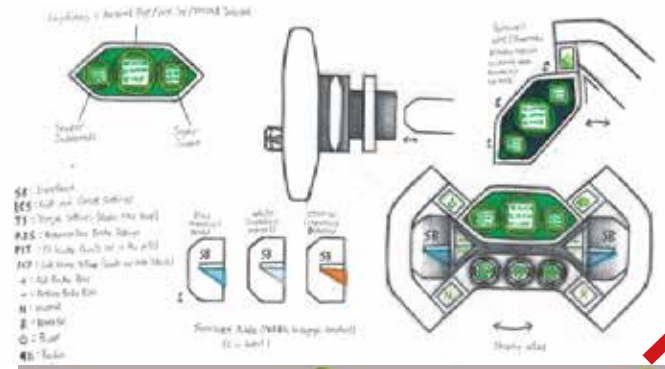
Applied graphic tape to the explore the design of the lights Added some bigger wheels and the first section of hard components.

Extended the front of the sidepod fitted the front wing. Fitted buttress along the sidepod.

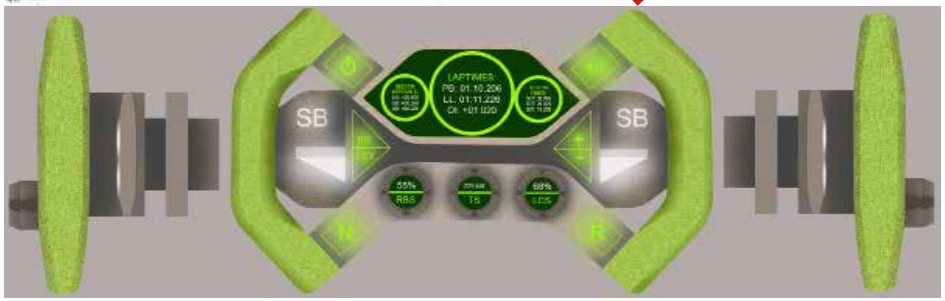
Finished cleaning the surfaces with slicks. Fitted the mirror and remaining hard componenets. Painted sections of the model.

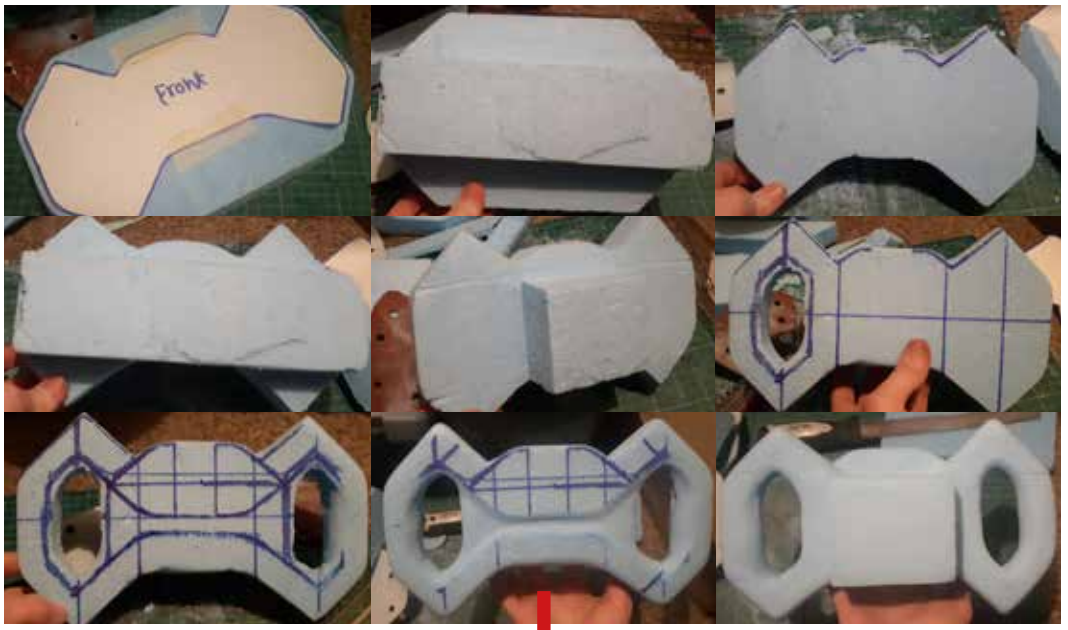


The final clay model.

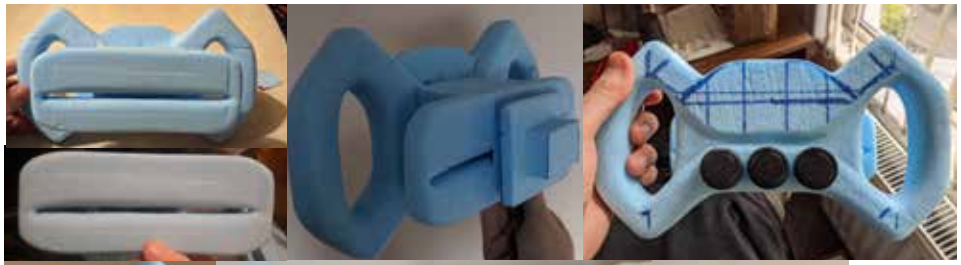


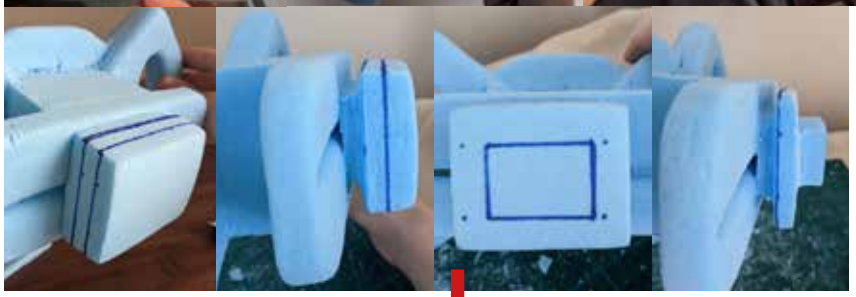
Sketches and renders of the steering wheel design.





Cut sections with a hacksaw and a saw multi-tool attachment to form the shape. Used sandpaper to shape and refine the surfaces, of the front of the steering wheel.





Next I created the paddles and steering wheel quick realease. Using PVA to glue them together. Glued on the toggles (coke bottle lids).

Prepared for paint with fillar and primer.

Final painted model.

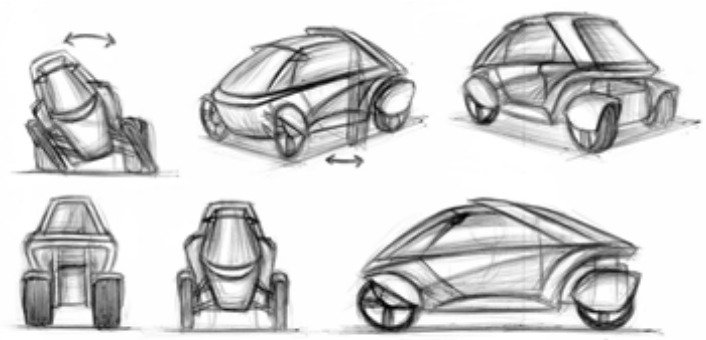
BERLIN TILTING QUADRICYCLE

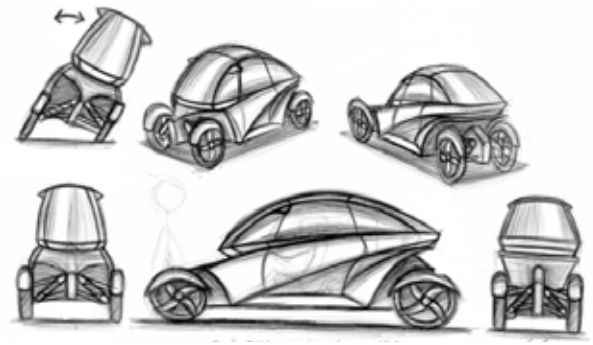
2019 - 3rd Year Project / Tilting Quadricycle for Berlin Transport

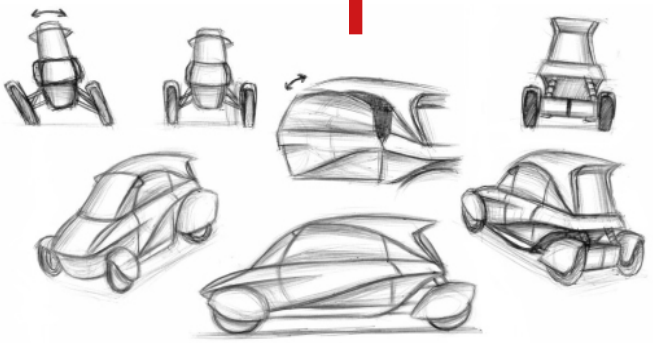
This third year project. Was to design and create a vehicle that is part of a transport link in Berlin. With 1/5 half model in clay. Design work is based of research of Berlin and its population, environment and features.

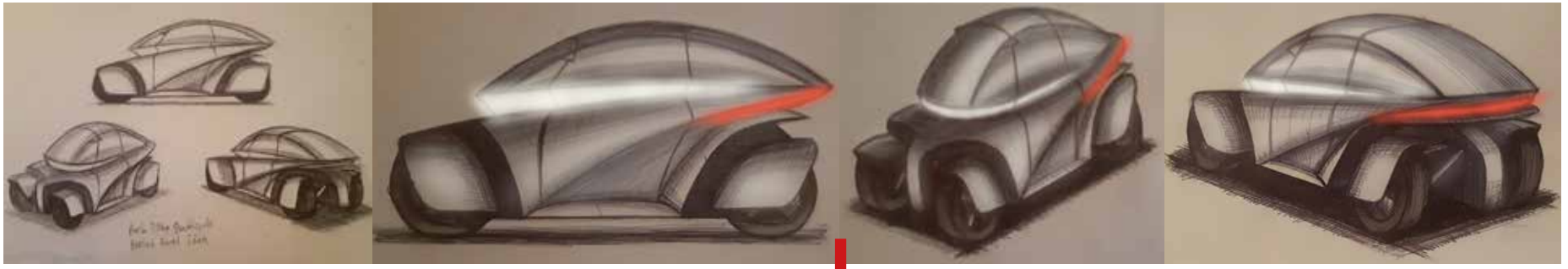
Moodboard of inspiration. Mainly Berlin Architecture, Jet Fighters and Quadricycles.

First created Initial sketches of three design ideas.









I progressed onto the final design. With a sketch and final renders. Combining the previous initial designs.

I moved onto creating the armature. I created cuts in the hard foam, so the clay set more effectively. I than loaded the clay within the templates.

I began working into the clay. Removing excess material with rakes. Splining the surface to create curvature across the model. I also created tangents and drawn out lines of the design with a knife.

I refined the surfaces and curvature across the roof. With slicks and curves. creating the wheels and front and rear sections of the model. Wheels were created with styrofoam and clay.

Afterwards. I began cleaning the surfaces and lines with slicks and wire tools.

Once the surfaces were finished. I painted the model.

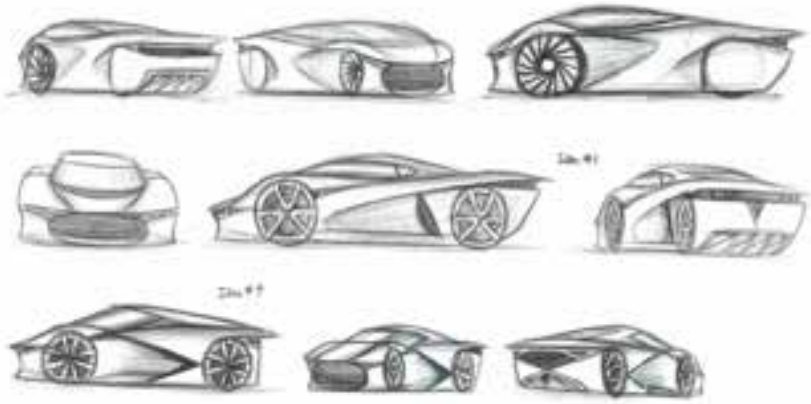
The final clay model.

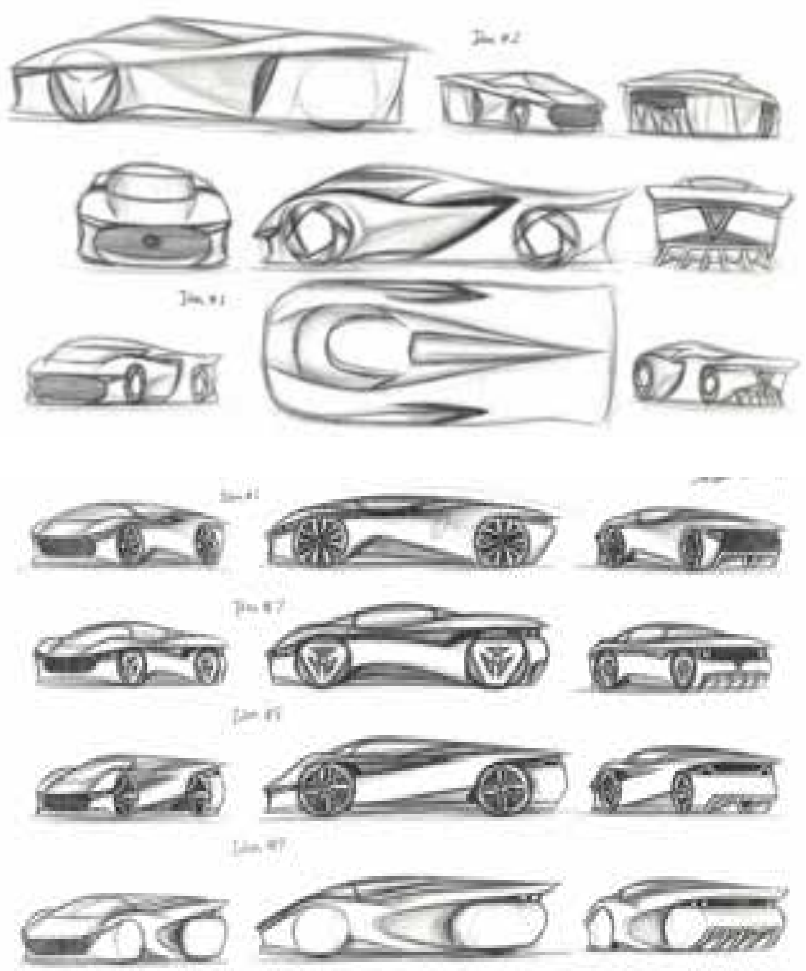
MAZDA 105

2019 - Personal Project / Mazda 105th Anniversary Hypercar

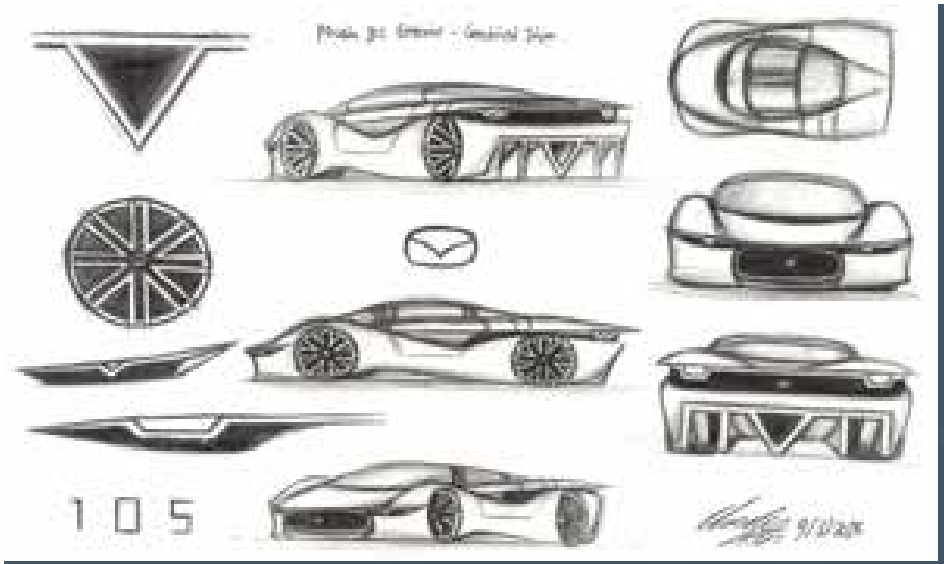
This personal project. Was to design and create, a special anniversary hypercar for Mazda. Celebrating 105 years. Displaying the best design and technology of Mazda. With a 1/5 half model in clay.

Moodboard of inspiration. Mainly mazda's kodo design language and race cars. And also other hypercars, the rotary engine, sculpture and modern technology.





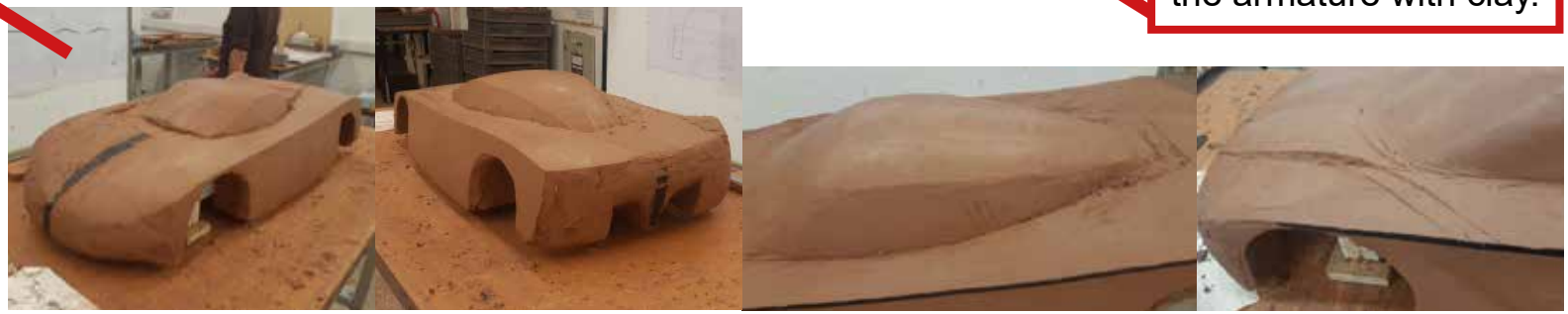
I started by sketching a series of design ideas. Exploring different concepts.



I than created the final design. With a sketch and series of Autodesk sketchbook renders. The final design combines the previous initial designs.

I progressed onto the clay model. Creating the armature and templates. Securing the armature in place. Loading the armature with clay.

After loading the model. I started taking clay off with a rake. Using a curve for the roof. I used a knife to draw outlines of the design of the model. I formed wheel arches with foam blocks.



I moved onto splining the side of the model. To create curvature across the side.

I moved onto taking more clay off. With a rake and knife. Forming the curvature and majority of surfaces. I slicked the surfaces down and carved out the various design features.

I progressed to evolving and cleaning the lines of the design. Mainly around the rear and side of the model. Experimenting with the overall look. Whilst also continuing to slick the surfaces down.







I started cleaning the majority of the surfaces down with a slick. Revising the rear to create a lighter looking rear.



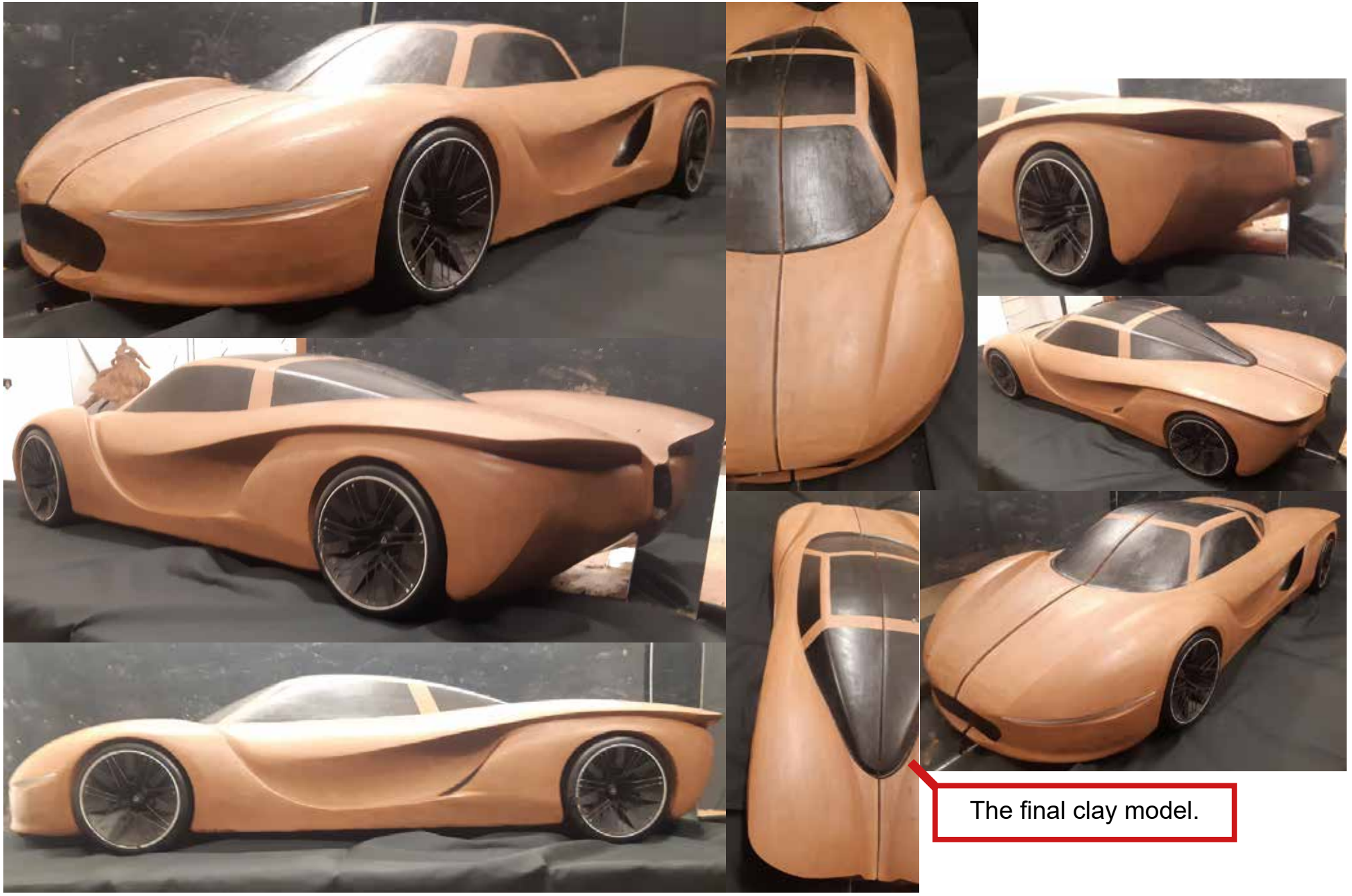


After cleaning the surfaces and lines. I created a slot down the middle of the model. Using a balance, knife, wire and gauge tool.

Continued cleaning the surfaces and lines. I also created a tangent across the roof rails.




I painted the DLO, windscreen, rear windscreen, exhaust, air intakes and air outtakes. I created a mirror and slotted it into the model.



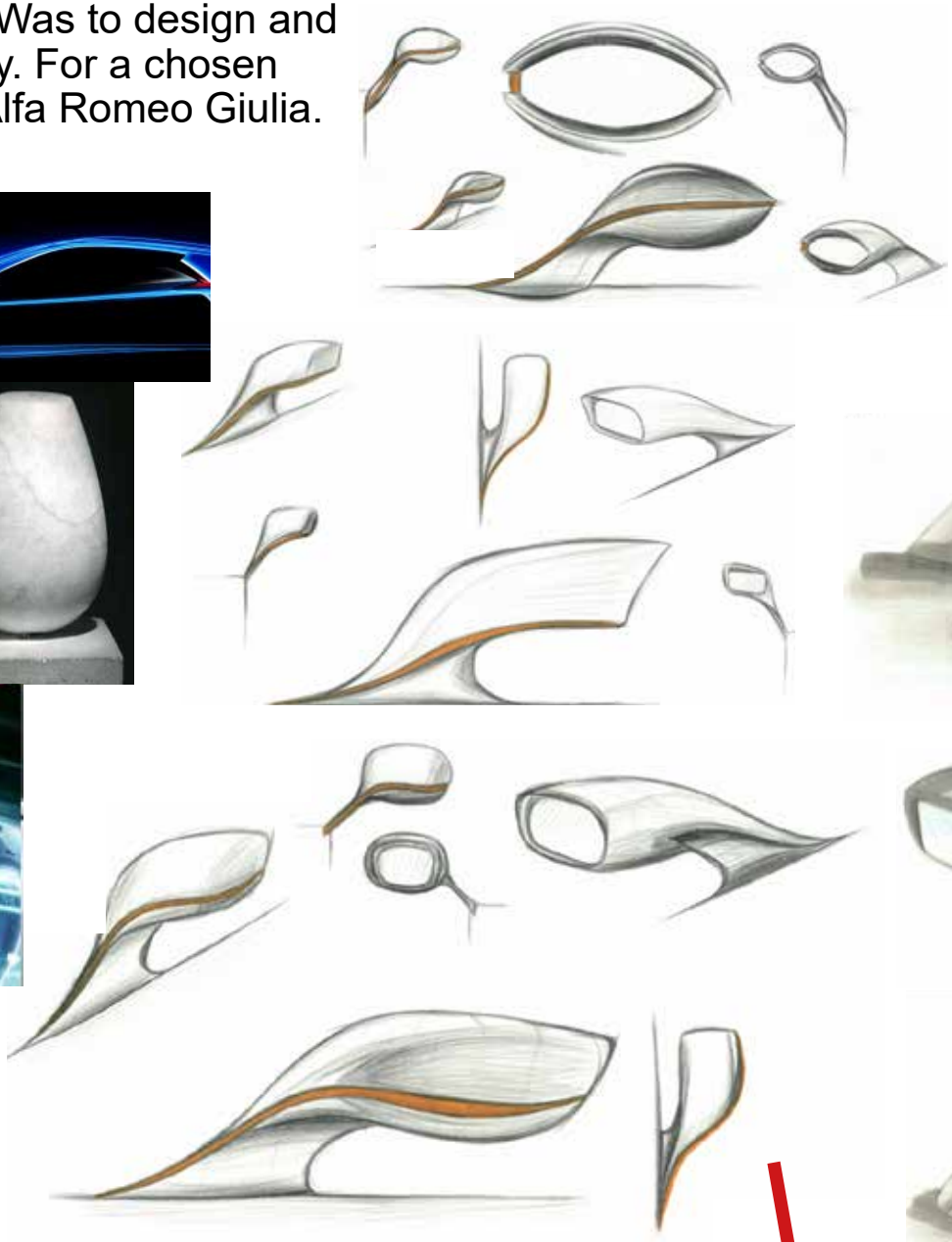
The final clay model.

ALFA ROMEO GIULIA MIRROR

2018 - 2nd Year Project

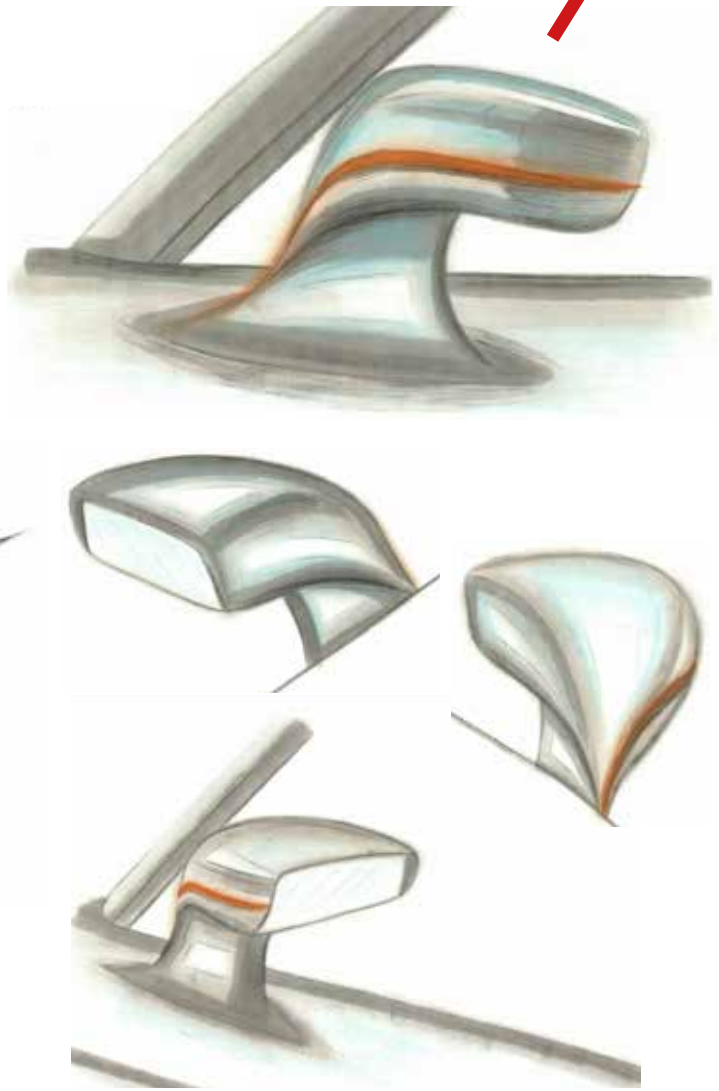
This second year project. Was to design and create a wing mirror in clay. For a chosen vehicle. My car being an Alfa Romeo Giulia.

Moodboard of inspiration.
Mainly Sculpture,
Alfa Romeo and Tron.



First created Initial sketches of multiple design ideas.

Created the final design. With marker renders.
Combining the previous initial designs.



I moved onto the clay model. First creating my armature and loading the armature with clay.

I continued to refine the model. Applying more clay to the model. I worked the surfaces with a knife, rakes, slicks, wires and detail tools.

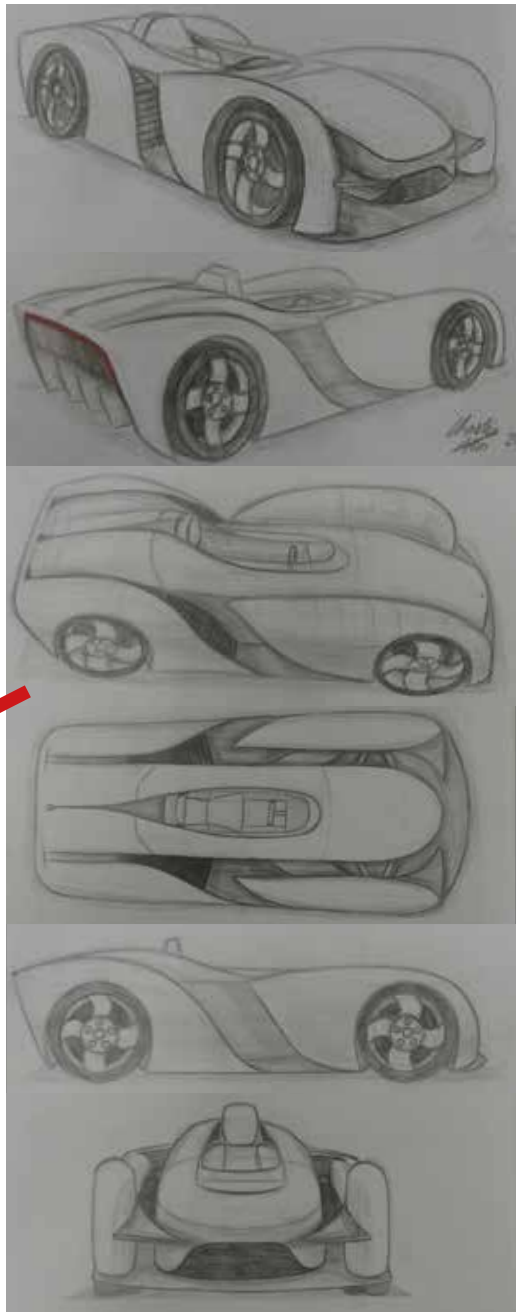
The final clay model.

SPEEDFORM SPORTSCAR

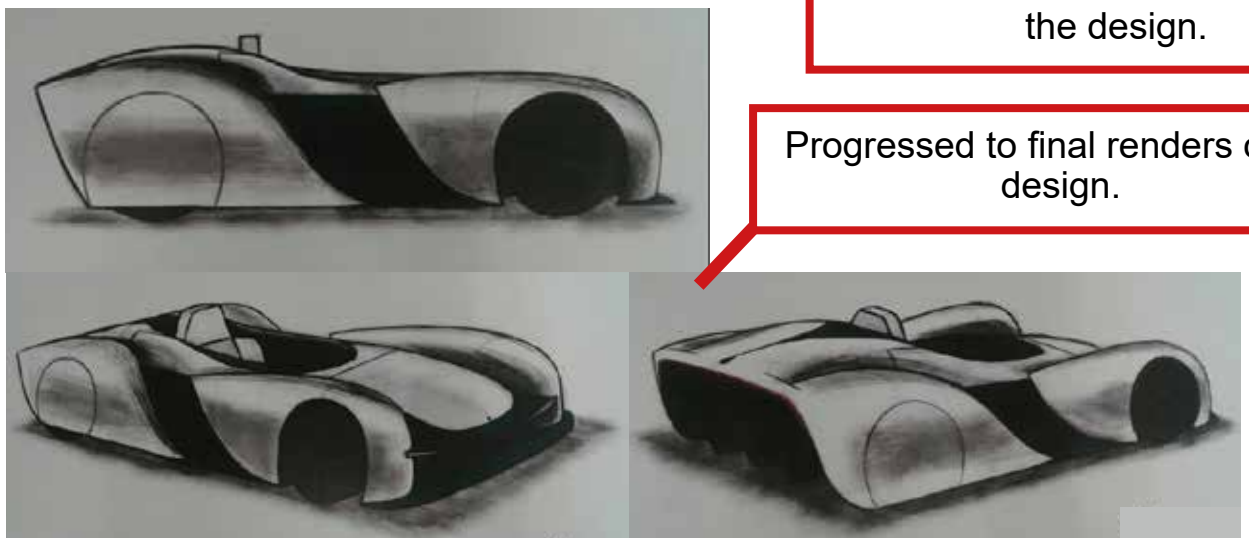
2018 - 1st Year Project

This first year project. Was to design and create a sportscar through speedform. Exploring hard modeling with styrofoam for the first time.

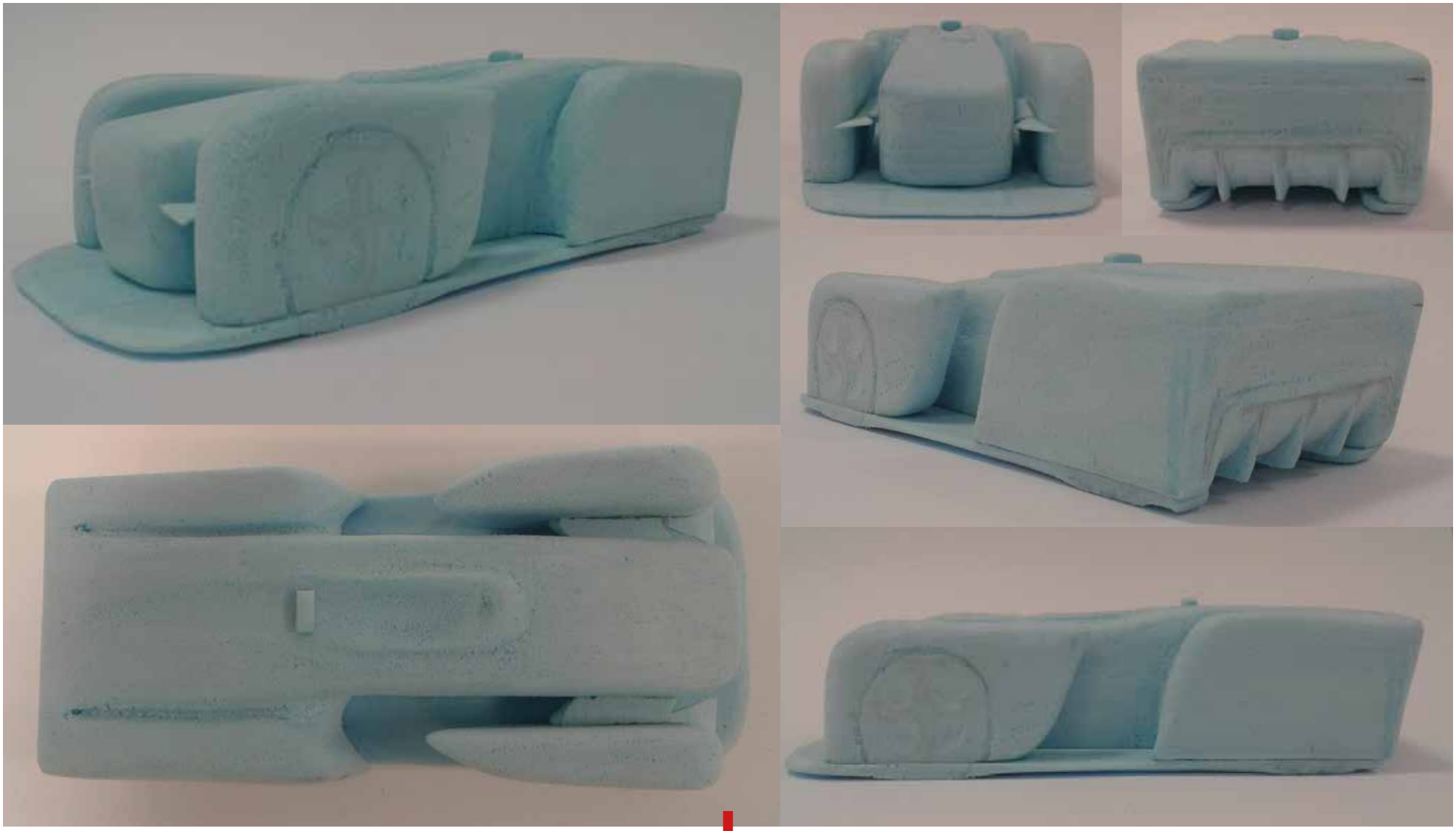
Moodboard of inspiration. Mainly prototype race cars, streamline cars and water.



First created Initial sketches of the design.



Progressed to final renders of the design.

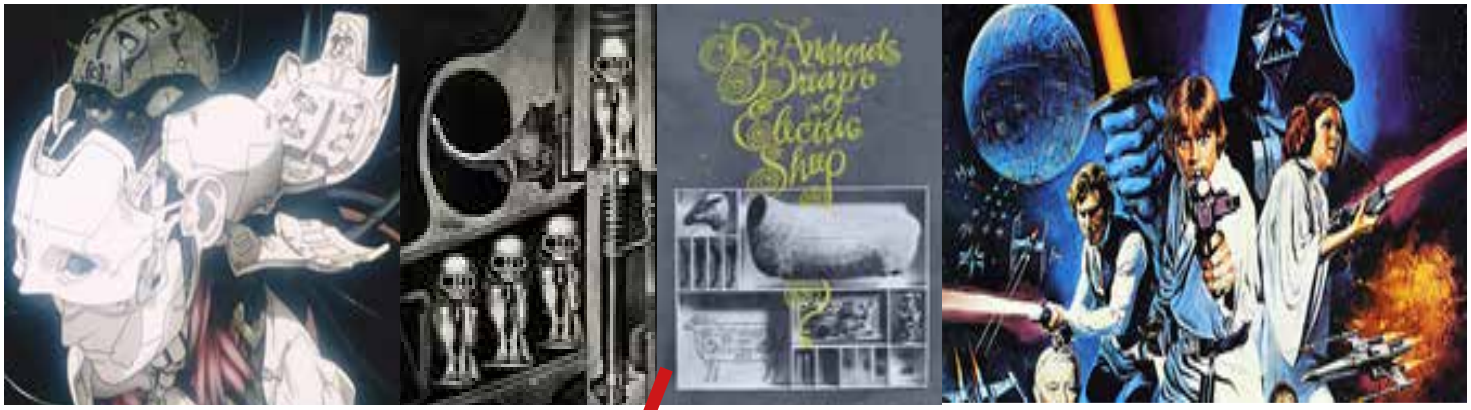


The final foam model.

HUMAN SCI-FI ABSTRACT HEAD

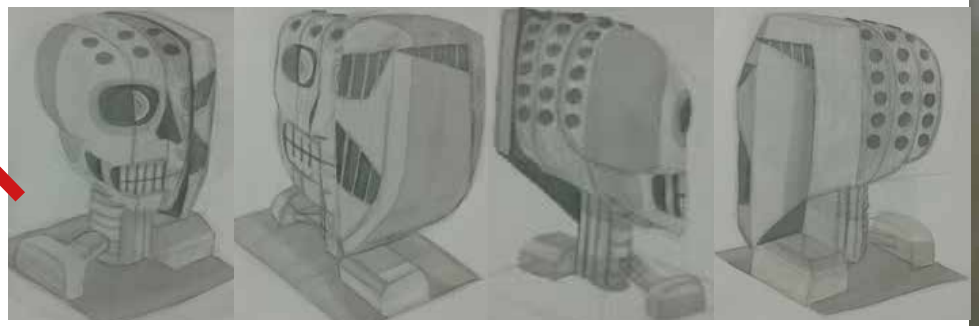
2017 - 1st Year Project / Initial Exploration of Clay

This first year project. Was to design and create an abstract clay animal head. Exploring clay modelling. My choice being a human head.



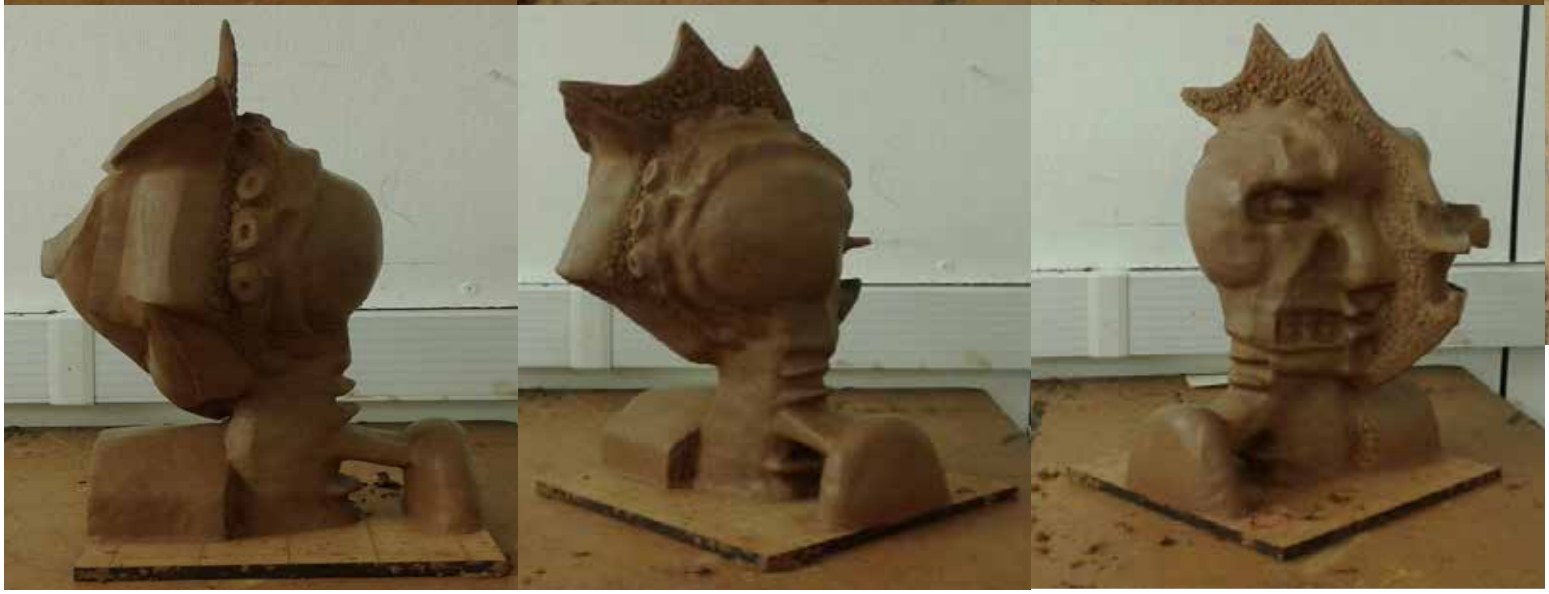
Moodboard of inspiration. Mainly Cyberpunk, H.R Giger and Star Wars.

Initial sketches and renders, of the head's design. Based off inspiration.

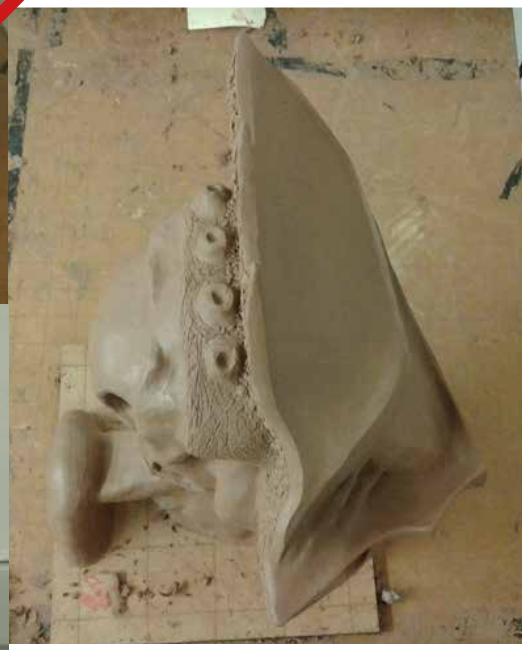


To start. I created my armature. Loading the armature with clay.

Overtime, I continued to refine the model. Working the surfaces with a knife, rakes, slicks, wires and detail tools.



The final clay model.



UCAS Create Your Future Exhibition

2019 - Clay Demonstration With Coventry University

This model was apart of a demonstration with Coventry University. For the purpose of showing off clay modeling and there automotive and transport design course. The event was an education based exhibition. Advertising various universities and there courses.

The model was an existing model kept by the university. The left side was for me to work on. Focusing on the surfaces.

The right side of the model. Was for visitors of the exhibition to work on. Allowing a hands on experience of clay modeling.

THANK YOU FOR VIEWING

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