

Ella Sims

Portfolio



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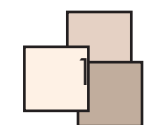
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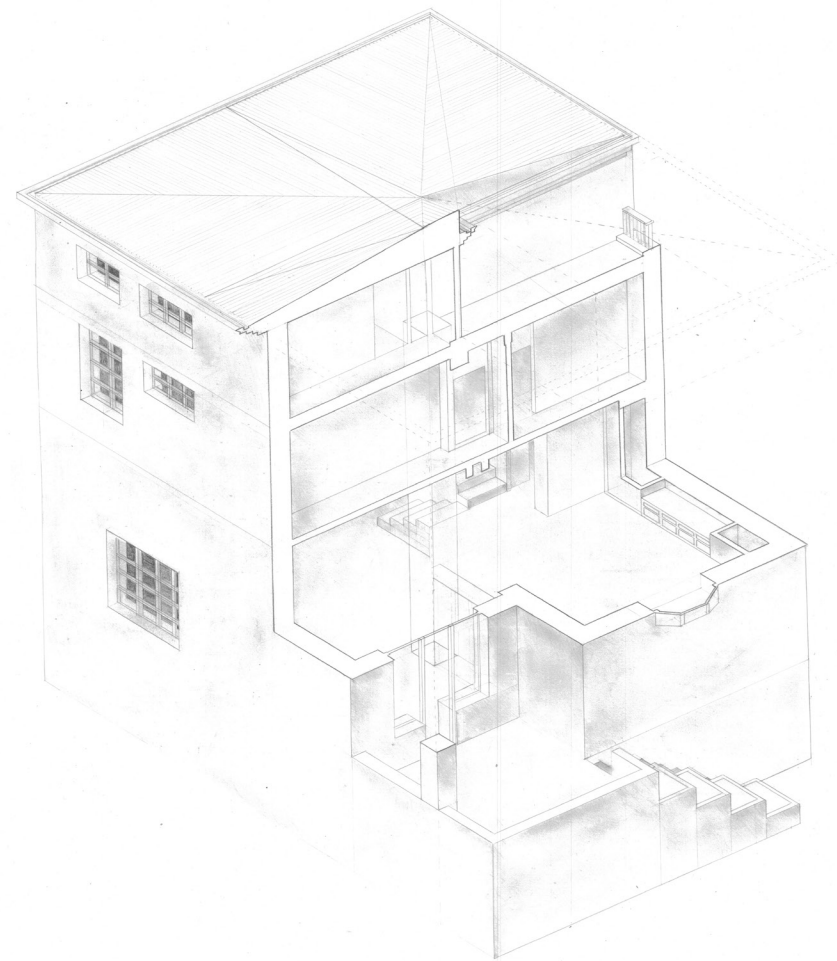


# Hand Drawings

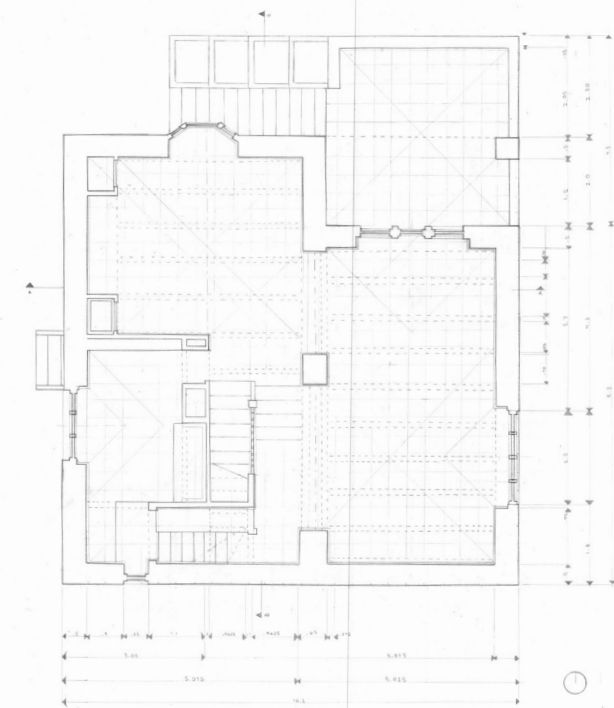
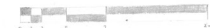
ARCH 121

# Rufer House

This is a hand drafted plan, section, and isometric of Adolf Loos' Rufer House in Vienna, Austria. This was a drafting assignment given to practice line weights and basic drafting skills.



Haus Rufer  
Adolf Loos  
Vienna, Austria, 1922

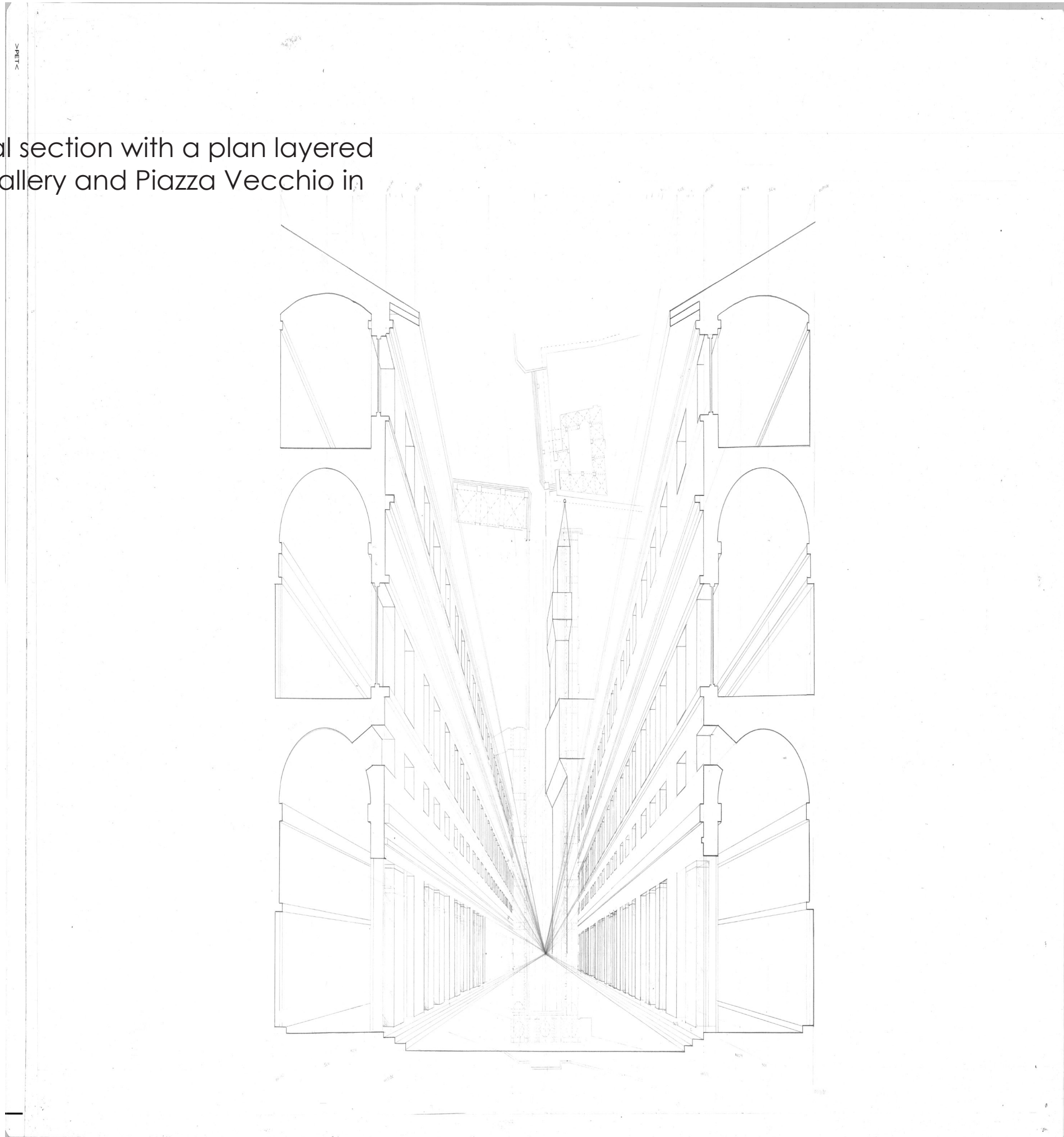


Haus Rufer  
Adolf Loos  
Vienna, Austria, 1922



# Uffizi

This is a hand drawn perspectival section with a plan layered underneath. This is of the Uffizi Gallery and Piazza Vecchio in Florence, Italy.





# Photoshop

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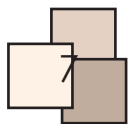
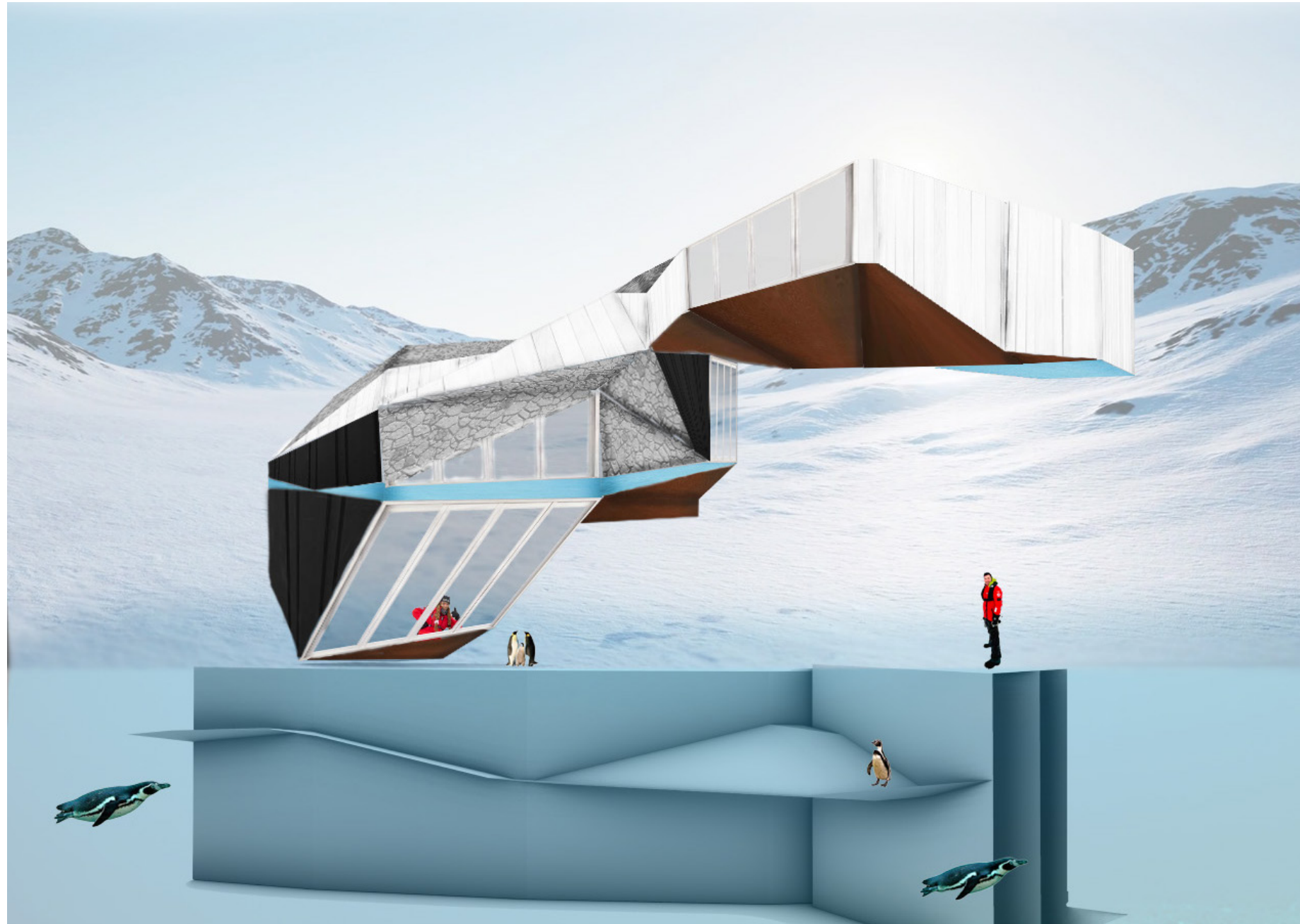
# Cube

This was a warm up assignment where I learned to work with some of the basic Photoshop tools. I learned how to distort images, add shadows, and use the burn tool.



# Sculpture

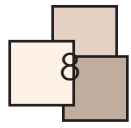
This was an assignment where I continued to work on my understanding of Photoshop. I further developed my skills with distortion, shadows, and scale within the program.





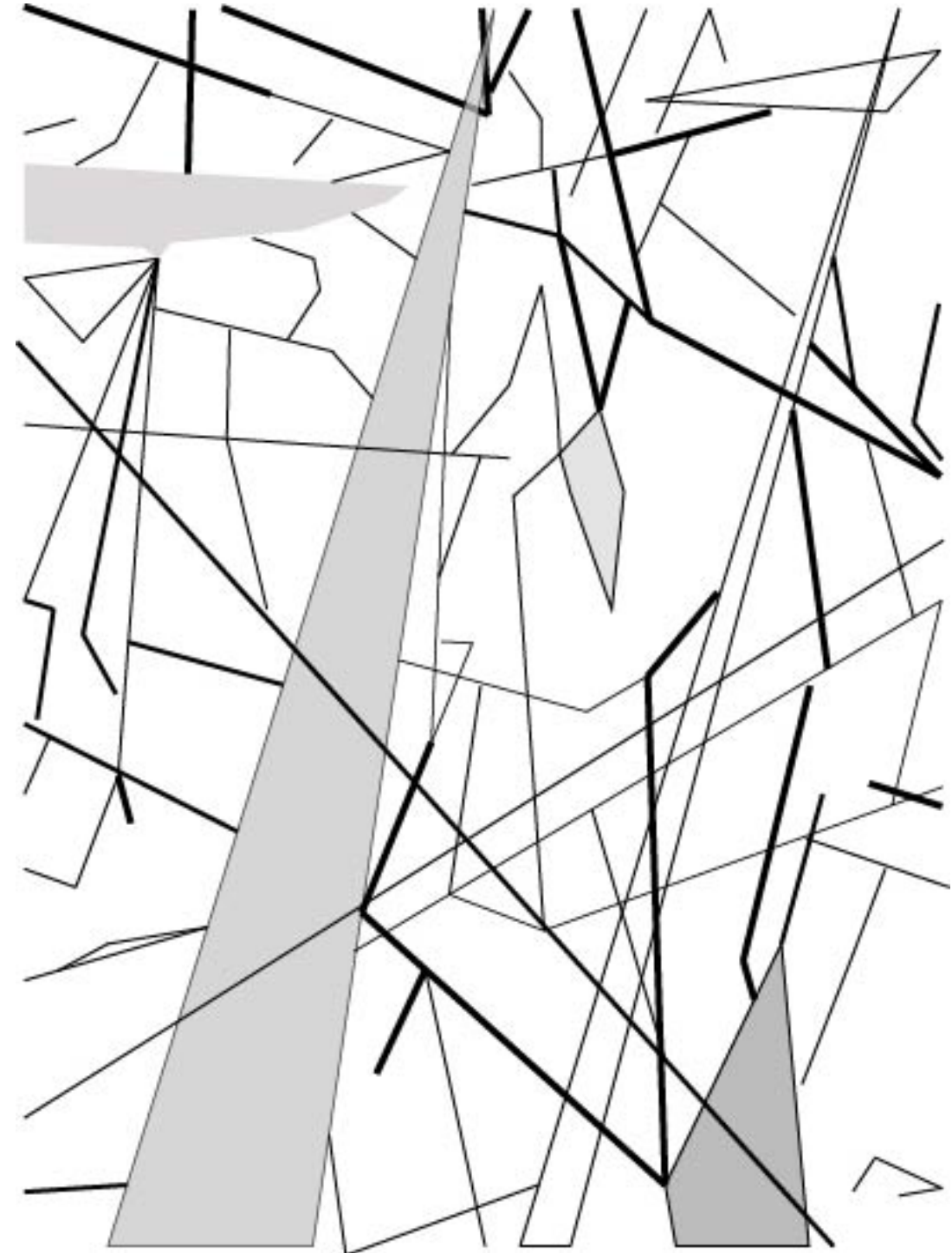
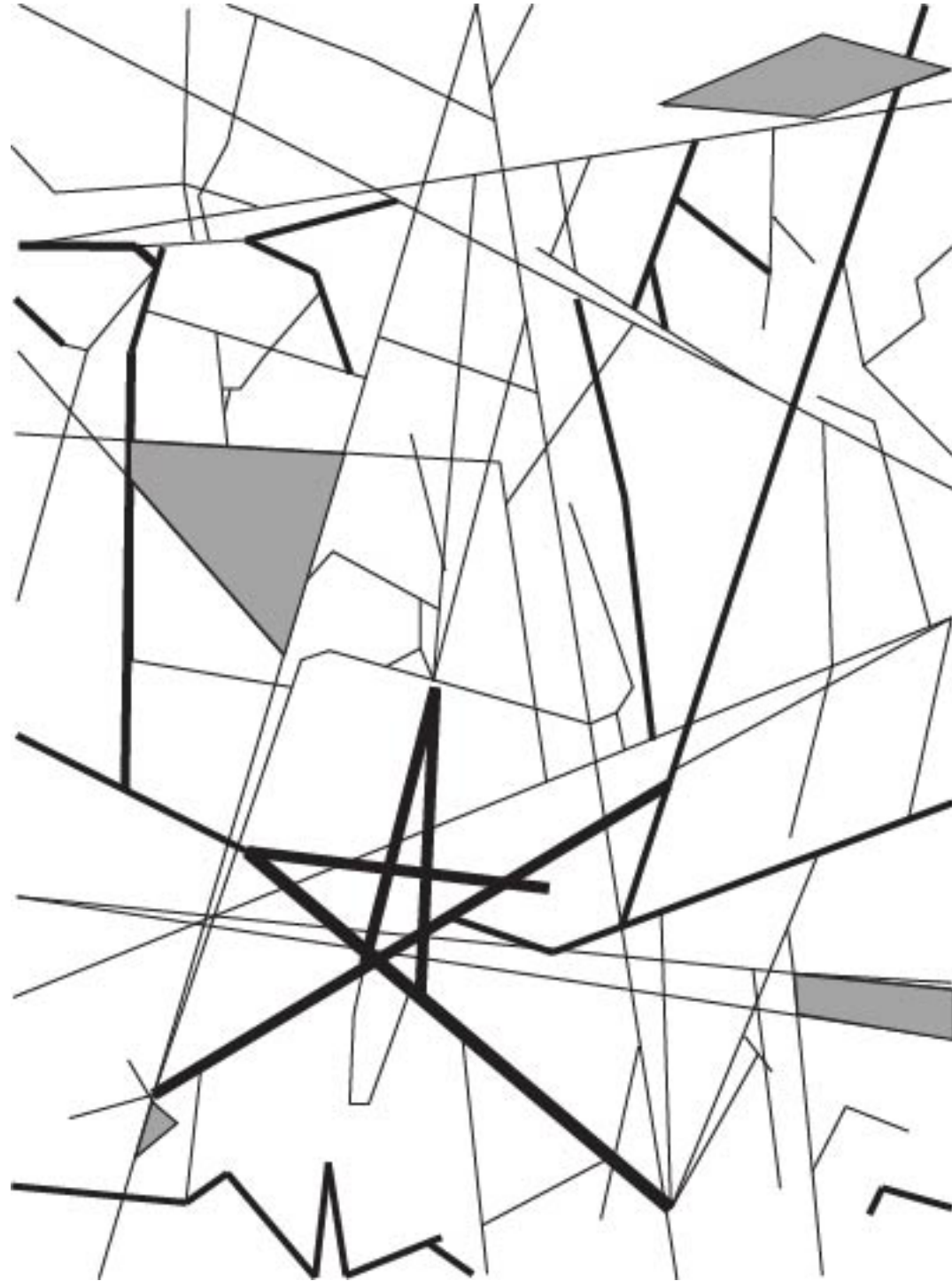
# Illustrator

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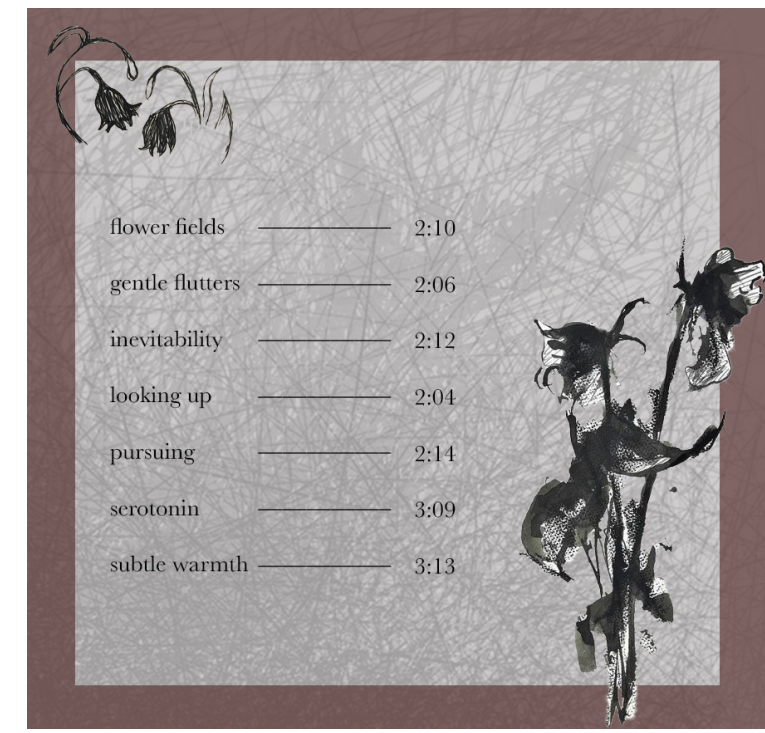
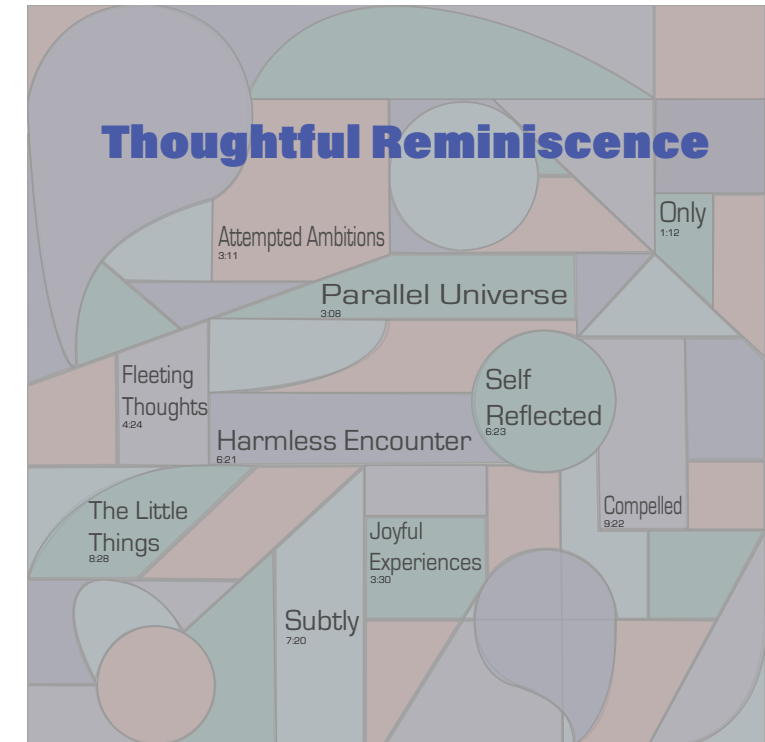
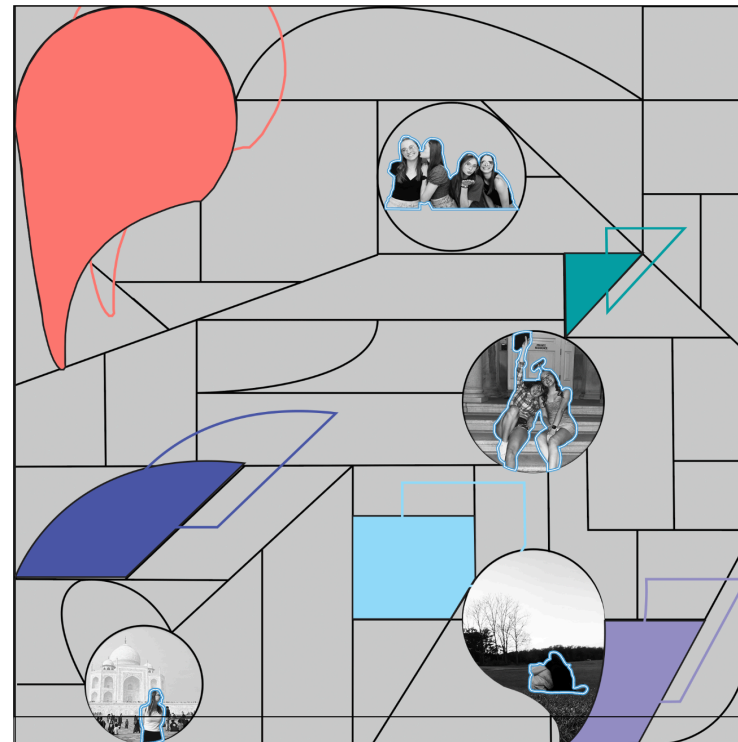
# Rocks

This was the first assignment I had in Illustrator. Through this assignment, I learned how to use some drawing tools as well as other basic skills in the program.



# LP Covers

These are unique and personalized album covers that depict an aspect of myself. They were designed through the simultaneous use of predominantly Illustrator as well as a little Photoshop. The first one, *Thoughtful Reminiscence*, was a reflection on what I have accomplished whereas *Apprehensive* focuses on the more subtle challenges I have faced.



# Movie Stills

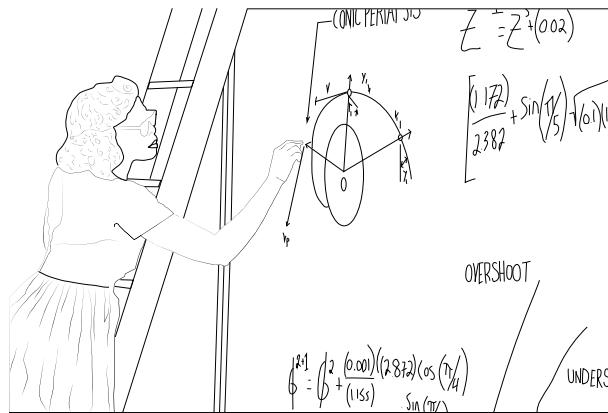
This assignment was an application between Illustrator and InDesign. From a movie still, I was to create a line drawing, a frame still diagram, and a live trace drawing for six different movies.



Hidden Figures (2017)



Frame Still diagram



Line drawing



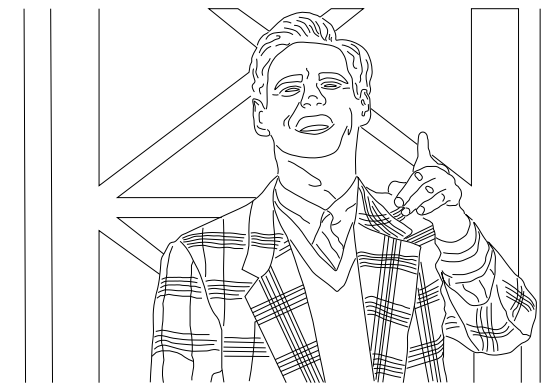
Low Fidelity Photo - Color - Full Tone - 0 Colors



The Truman Show (1998)



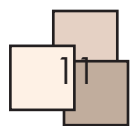
Frame Still diagram



Line drawing



Grayscale - Limited - 15 Colors





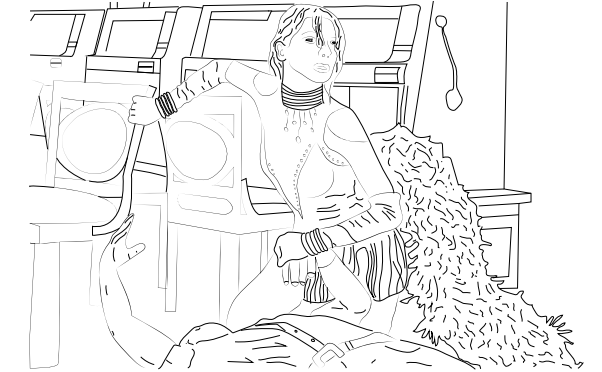
Dead Poets Society (1989)



Line drawing



Miss Congeniality 2 (2000)



Line drawing



Frame Still diagram



Custom - Tracing Result - Color - Full Tone - 13 Colors



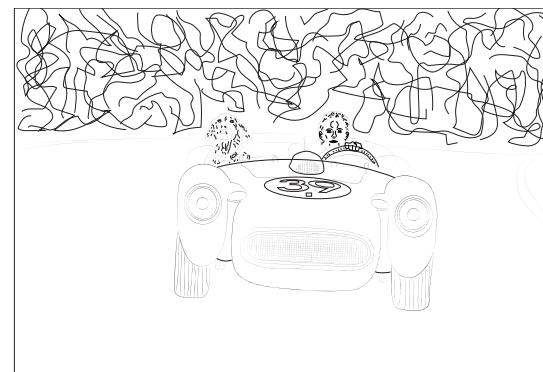
Frame Still diagram



High Fidelity Photo - Full Tone - 100 colors - 50% Paths - 50% Corners - 5 Noise



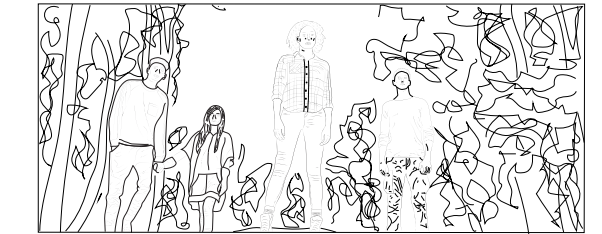
The Art Of Racing In The Rain (2019)



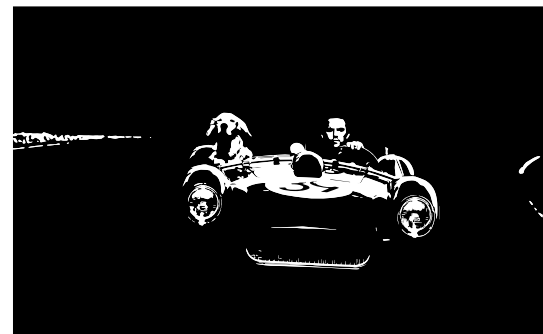
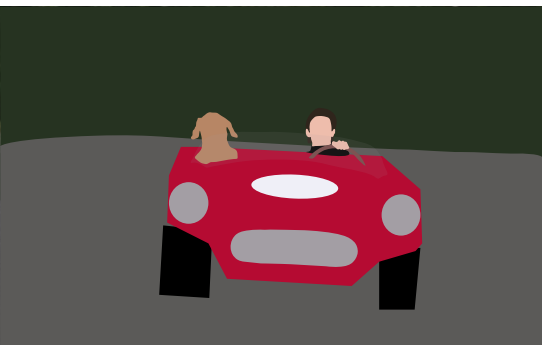
Line drawing



The Darkest Minds (2018)



Line drawing



Frame Still diagram



Shades Of Gray - Grayscale - 50 Grays

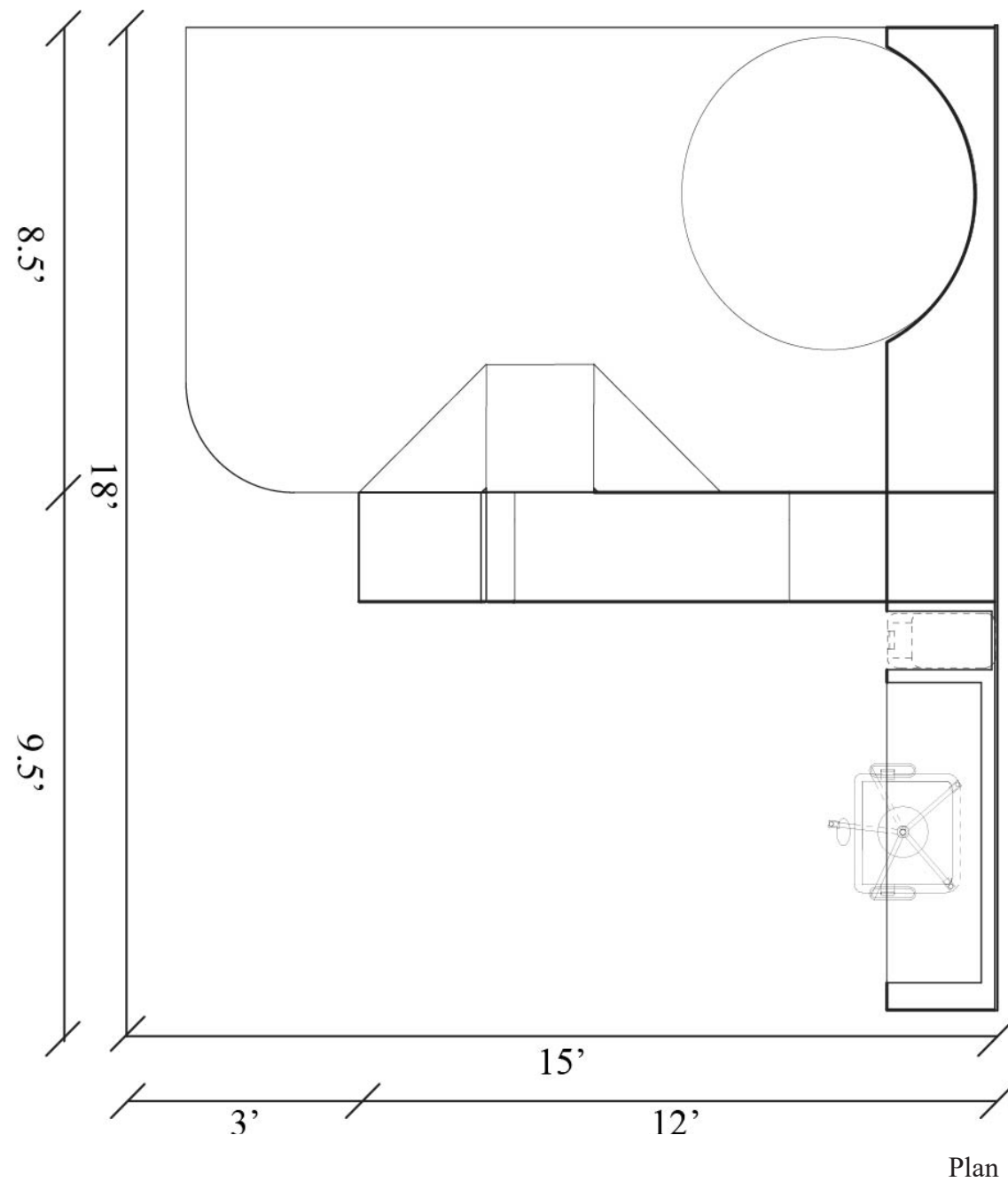


# Rhino

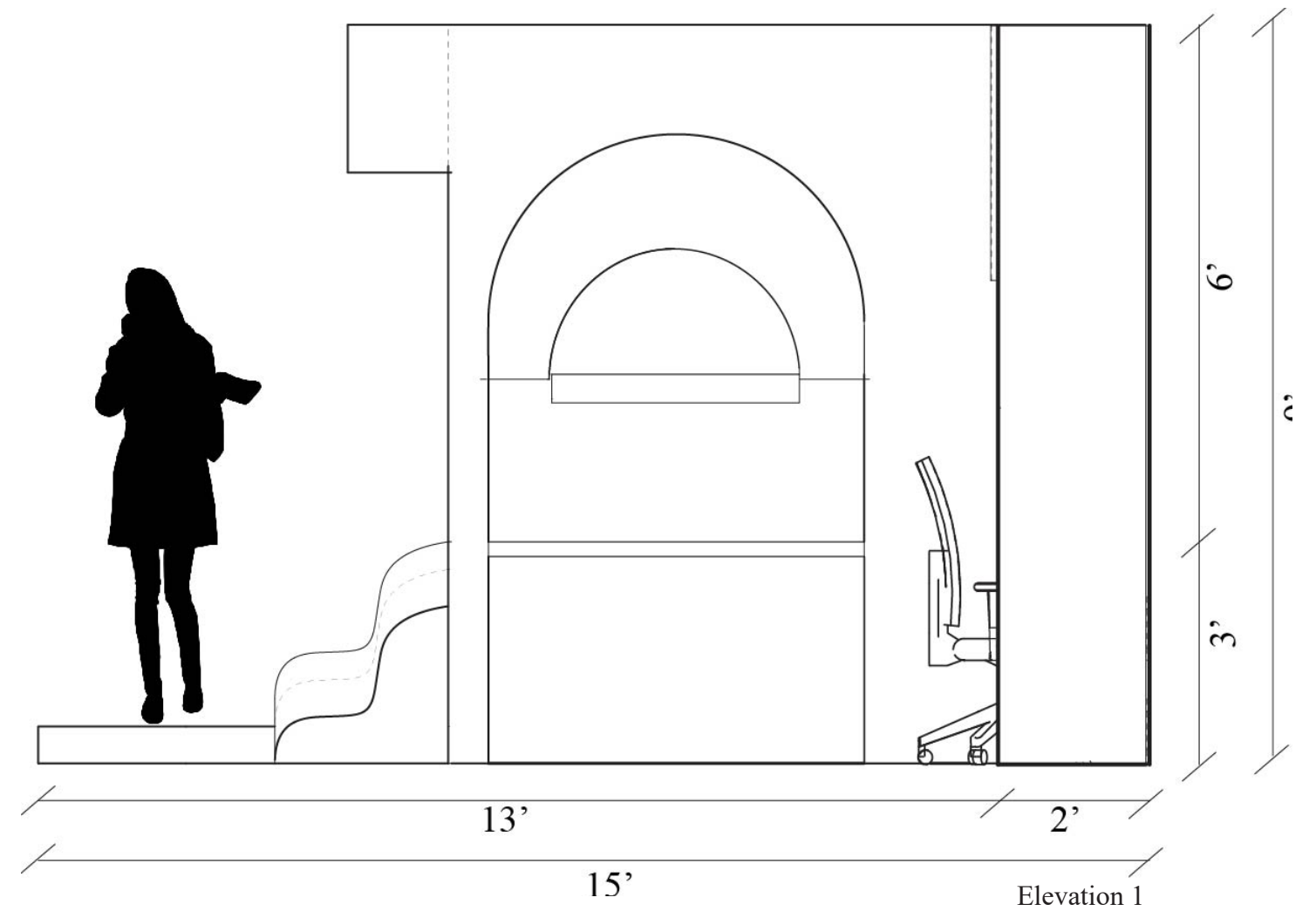
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# Habitable Wall

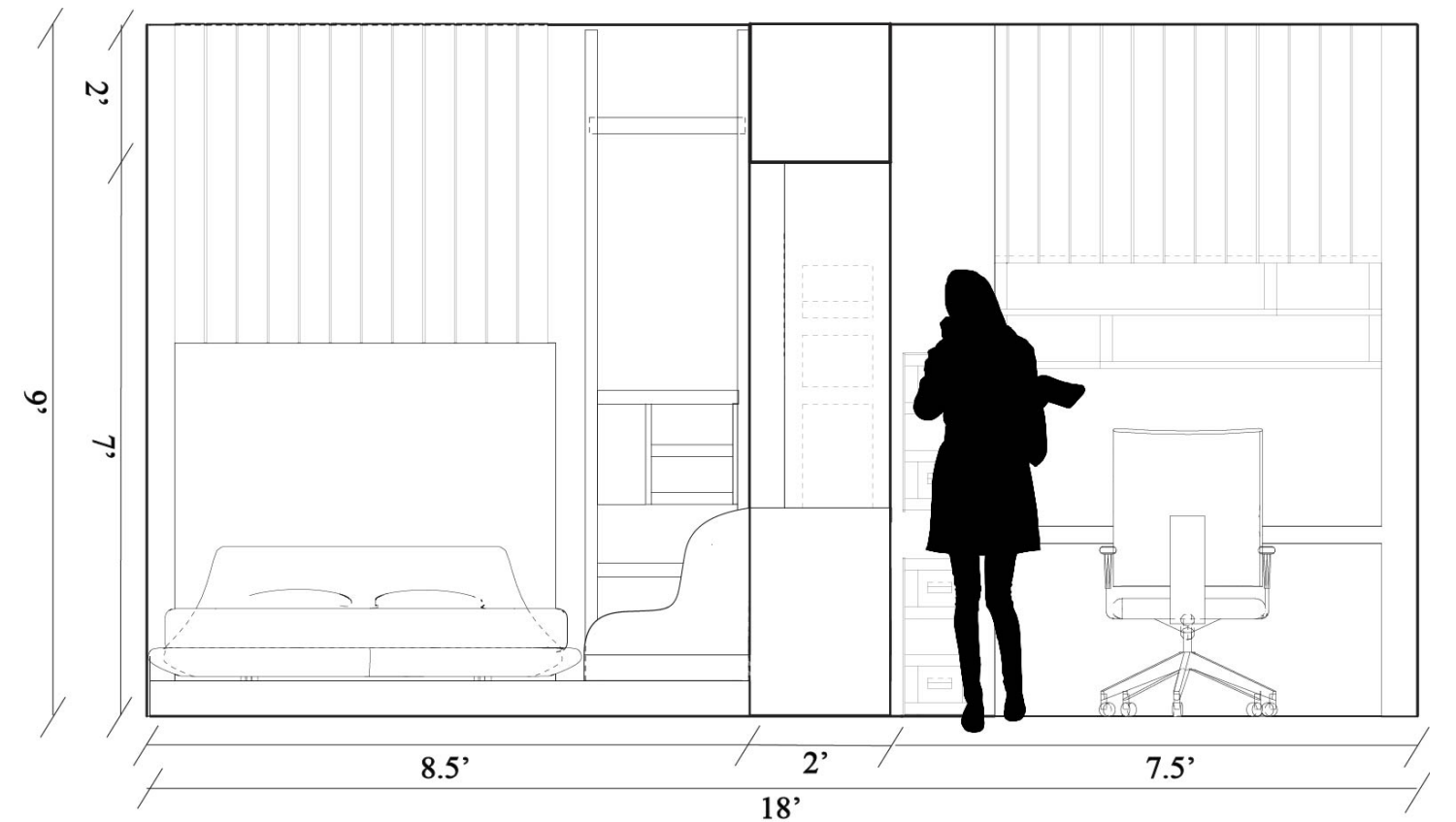
This design project centered around a creating a retreat that the client, a writer, could live in. It was to be designed in a way that each component of the space would be seen as an “extension” of the wall.



Plan



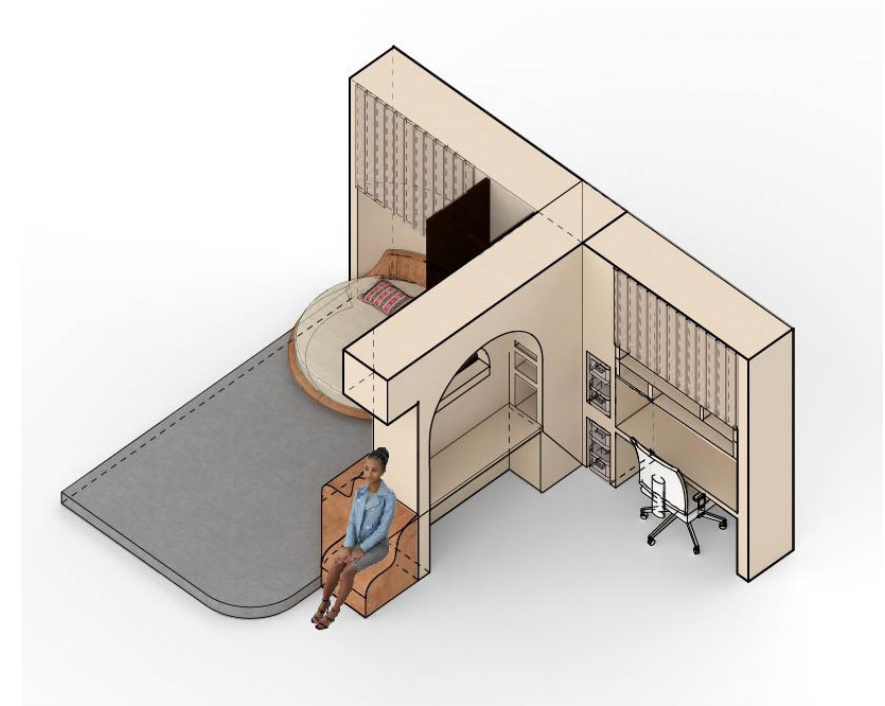
Elevation 1



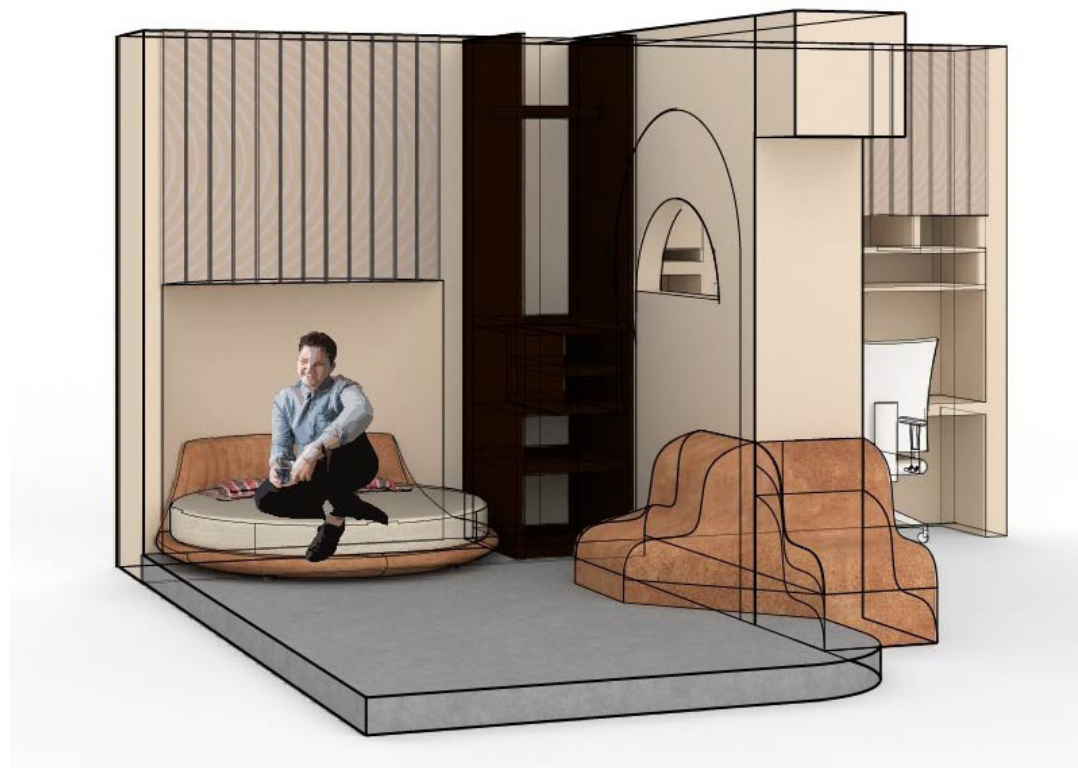
Elevation 2



Rendering 1



Rendering 2



Rendering 3



Rendering 4

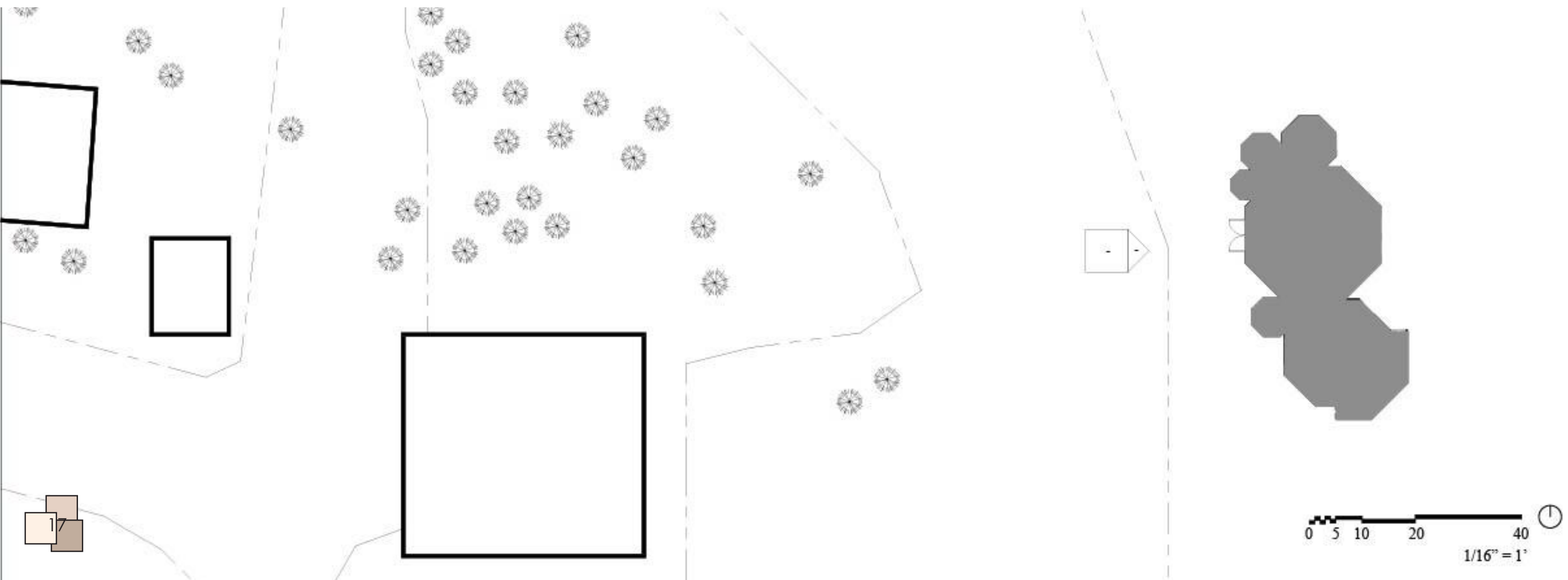


# Revit

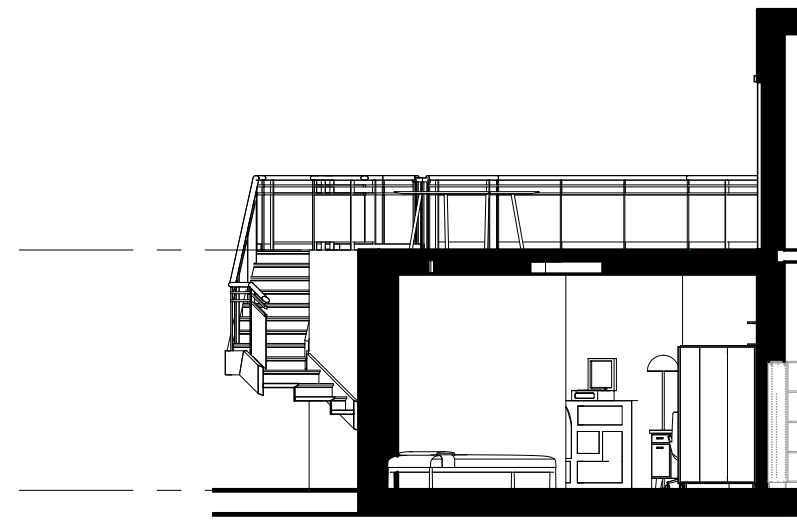
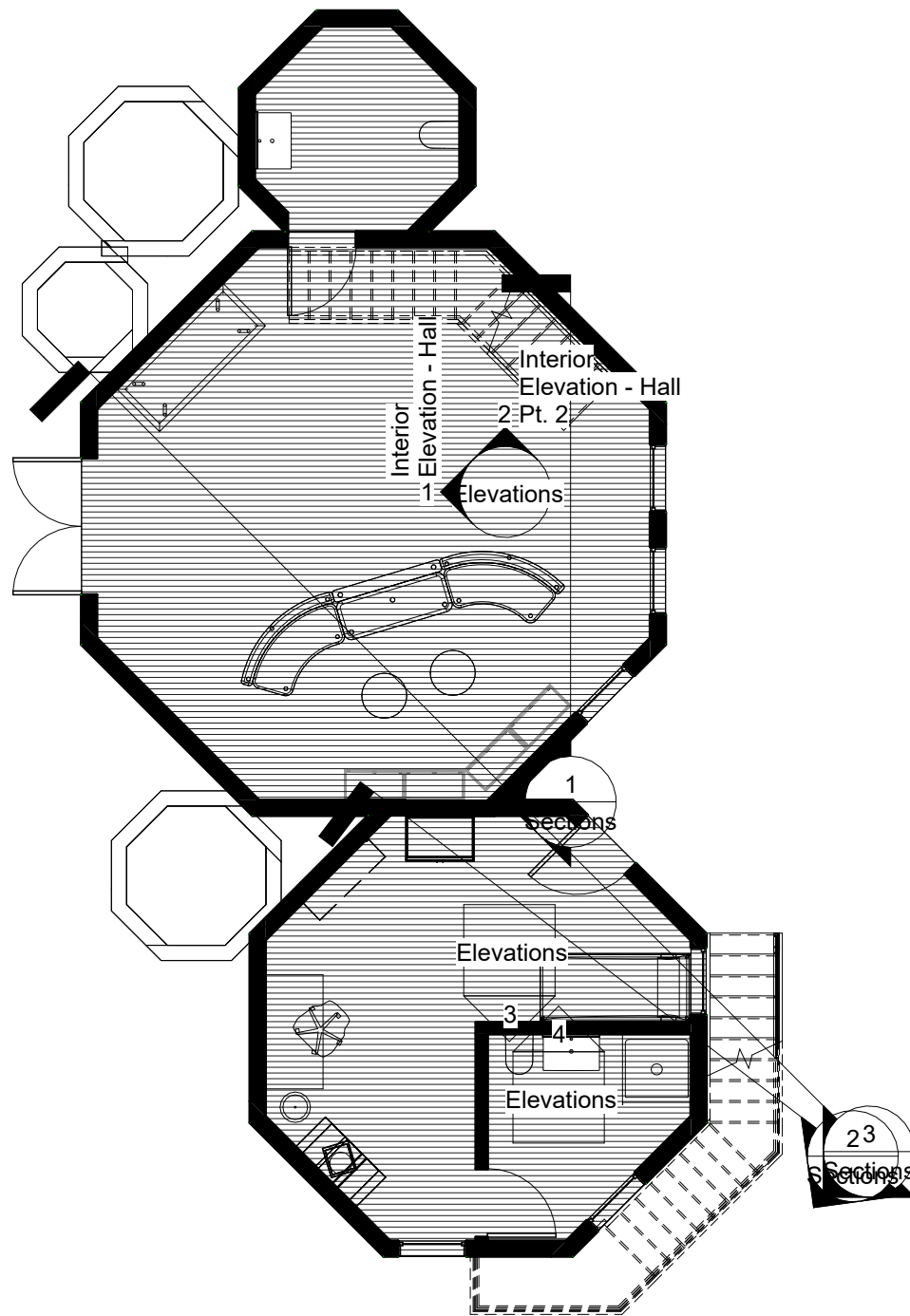
ARCH 122

# Nelson Landing - Octagonal Hideaway

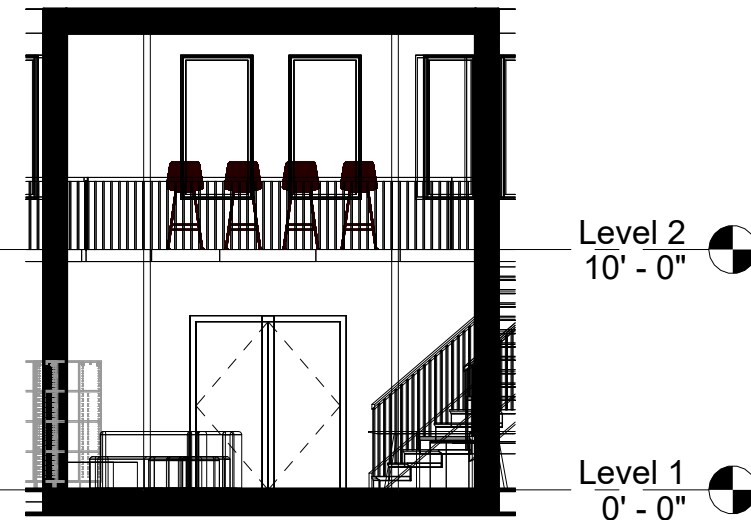
The concept of modularity greatly inspired the massing of this retreat. The pre-existing buildings encapsulate the simplicity of the shapes and natural materials found in the desert, some design aspects that I used when creating this building. I also included concrete walls as a way to cool the space, while still keeping the design natural. A second concept that helped to drive my project was the shapes found outside in nature. The octagonal shape I used can be found in beehives, tree stumps, or even the shape of rocks. The warm and earth tones used reflect the landscape that surrounds the building. The outdoor space can be found on the rooftop of the living space which reflects the idea that the users of this space are above the most basic level/ground of working. They are visiting the retreat to help expand their breadth of knowledge. The outdoor space also provides a separation between the people and the sand below them. The LP Record Shelf Unit's shape is also inspired by the individualistic qualities of rock and cave patterns. When looking around the site, one will find rocks of different shapes and sizes. This shelf amplifies the natural and unique shape that nature makes.



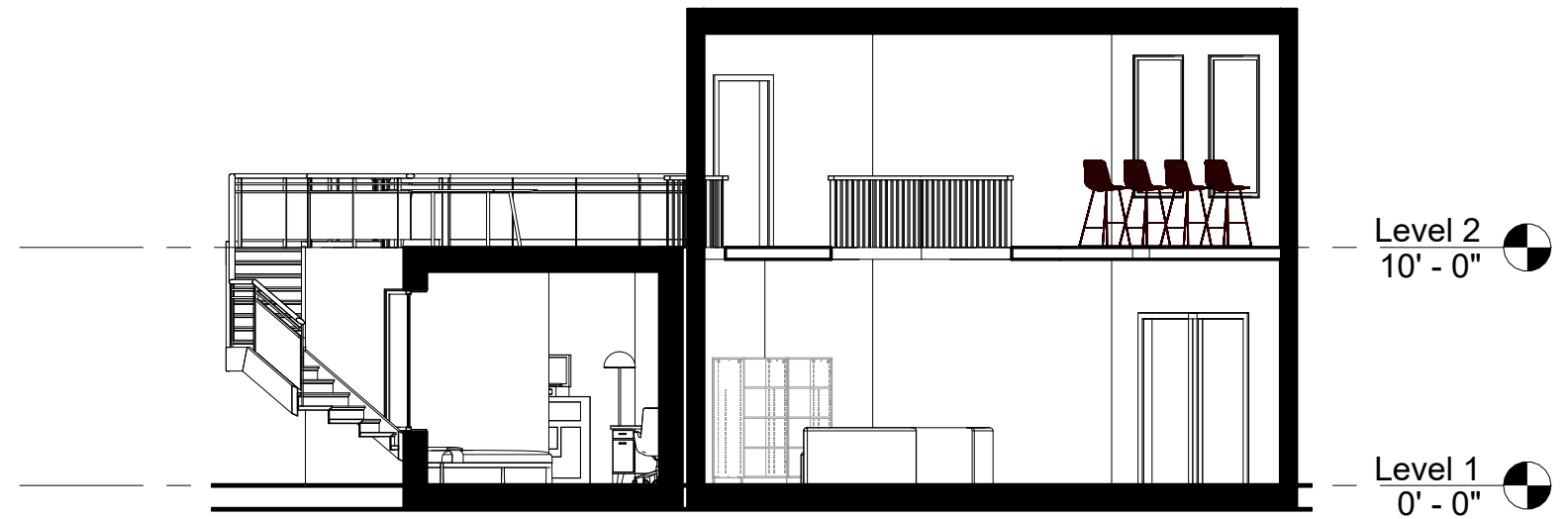




② Residence Section  
1/8" = 1'-0"



① Community Center Section  
1/8" = 1'-0"



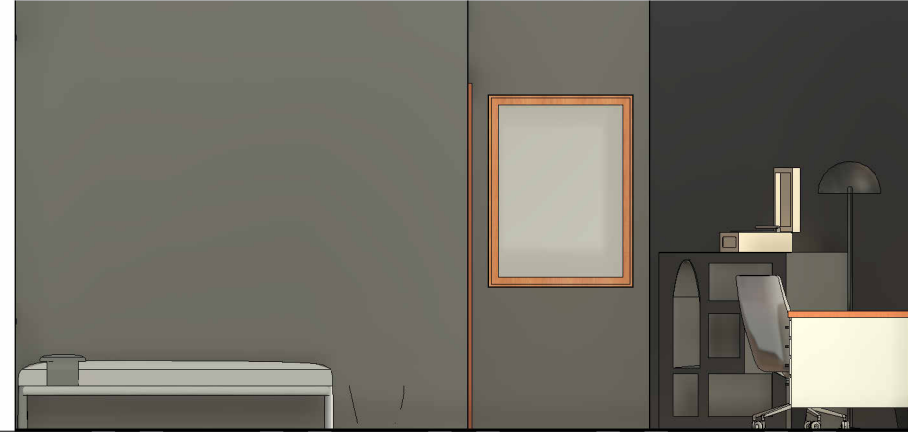
③ Whole Building Section  
1/8" = 1'-0"

1st Floor Plan For Sections  
1/8" = 1'-0"



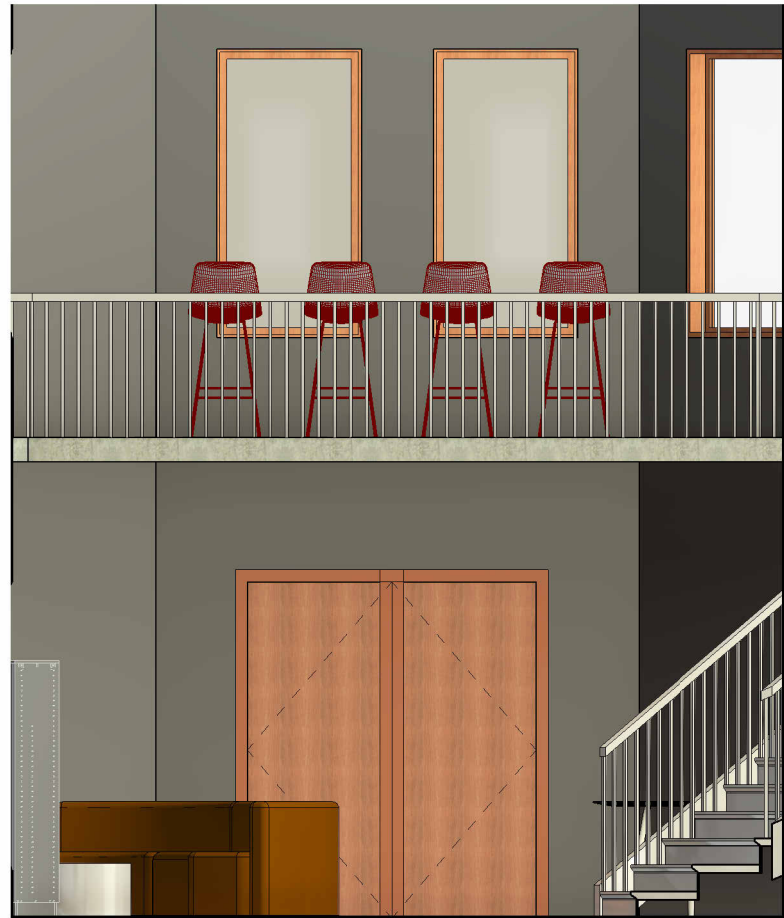
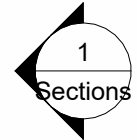
Level 1  
0' - 0"

④ Bathroom Elevation  
1/4" = 1'-0"



Level 1  
0' - 0"

③ Interior Elevation - Room  
1/4" = 1'-0"



Level 2  
10' - 0"

Level 1  
0' - 0"

① Interior Elevation - Hall  
1/4" = 1'-0"



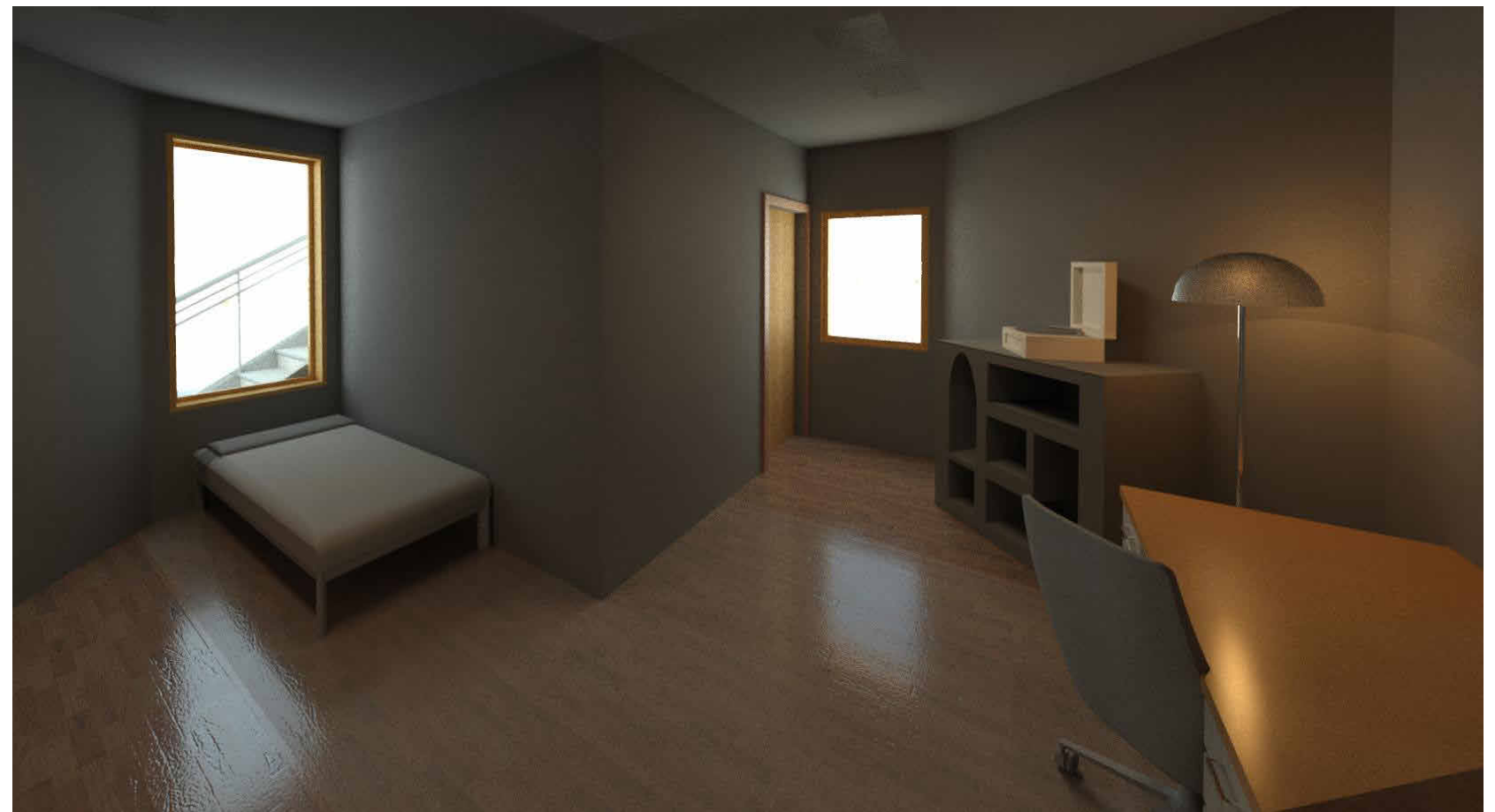
Level 2  
10' - 0"

Level 1  
0' - 0"

② Interior Elevation - Hall Pt. 2  
1/4" = 1'-0"



③ Interior Render - Hall 1  
12" = 1'-0"



① Interior Rendering - Residence  
12" = 1'-0"



② Interior Rendering - Hall 2  
12" = 1'-0"



④ Exterior View - Rendered  
12" = 1'-0"