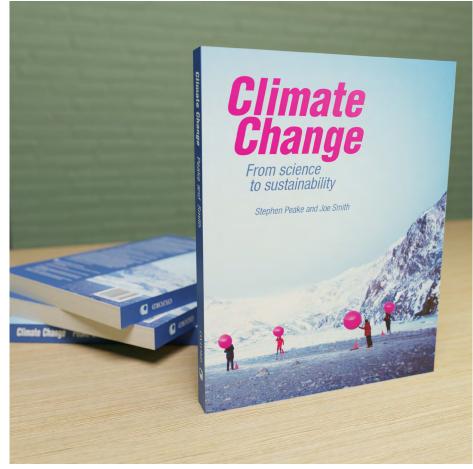
Portfolio Chris Hough



Creating the design assets for eight books, each with multiple authors requires strong project management skills. I took image briefs, working with expert editors to ensure pedagogic accuracy, managed version control through rounds of amends, and ensured the artwork was correct and delivered on time.



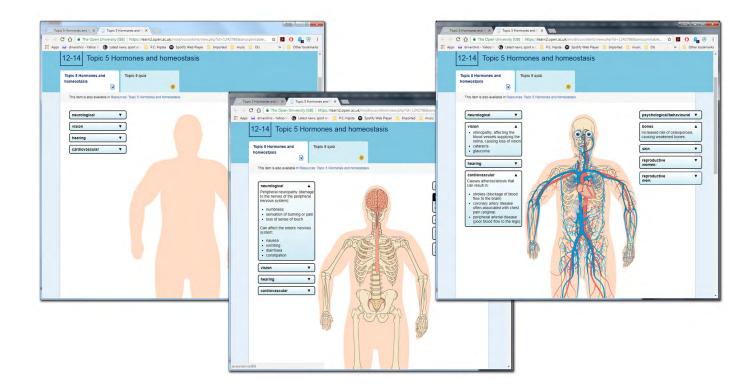
It is an added bonus when the work you are designing piques your interest. The design of this book, co-published with Oxford University Press is one of my favourites.



Professor Belinda Tynan, Pro-Vice-Chancellor of Learning Innovation at the Open University commissioned reports from multiple experts around the university. I collected them together and gave it a cohesive, clean design. Professor Tynan loved the final result.







I work closely with software developers to create interactive assets. We used open source online mapping resources to contextualize my ancient Greek temple plans and HTML5 to display different biological systems in switchable layers.



The Open University Vice-Chancellor, Peter Horrocks CBE wanted to host a forum discussing education with a range of experts. I was tasked with creating a logo and brand identity for it. I presented three different options to a management team who then had to '*sell in*' the idea to the Vice-Chancellor.

My background working for design agencies and winning client pitches helped me get the team excited about the work. The selected design was quickly rolled out as invitations, pop-up banners and digital assets to promote the seminar.

educe

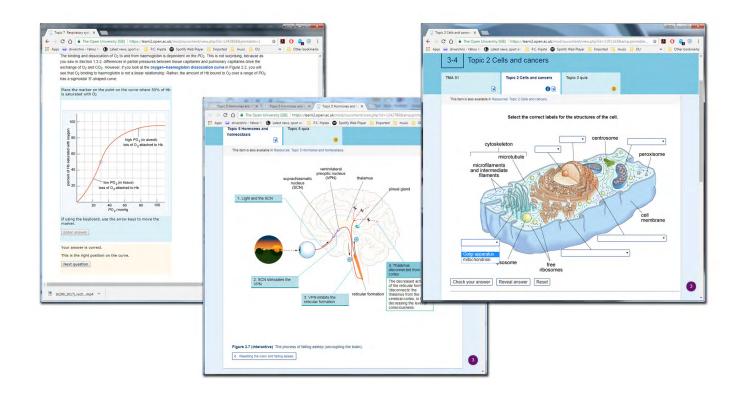
Educe 'i-'düs also -'dyüs' verb (rare) 1 to evolve or develop, esp from a latent or potential state 2 to draw out or elicit (information, solutions, etc) Drigin Lae Middle English: from Latin édicore, 'tead out', from - (variant of ex.)'out' + ducere to lead.

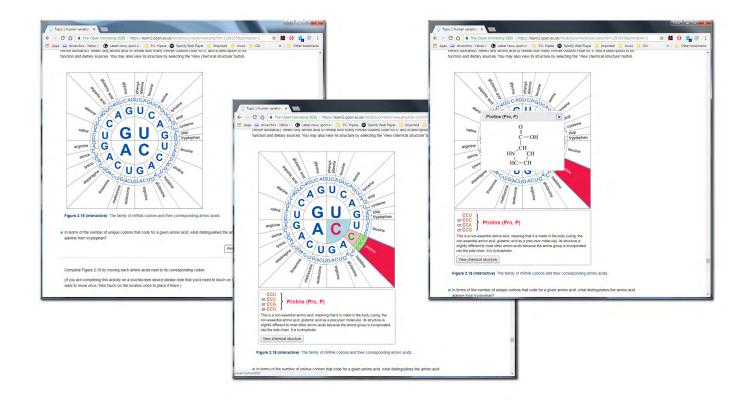




One of the most satisfying projects I produced was pulling together all of the materials for *TU100 My Digital Life*, and giving it a strong cohesive design. This included designing the packaging for the computer kit the students received. Circuitry is an inate element of the kit and it made a strong thread to tie all the elements together, an idea I played with across the cover designs.

I created a strong illustrative style for the design, I wanted to avoid traditional photography on the covers, creating course materials about technology that may be in presentation for up to ten years would inevitably date such an approach very quickly.





I am an expert at working with academics to find the best possible way to help their students achieve learning objectives. Finding interesting ways to display and test learning, sometimes discovering an entirely new concept. The Codon Wheel as a way to display every amino acid interactively using HTML5 was a great success, and an invaluable revision tool.



In the BBC series *Full Steam Ahead* historians Ruth Goodman, Alex Langlands and Peter Ginn brought the golden age of steam back to life and explored how the Victorian railways created modern Britain. I worked directly with Dr Chris Williams and Dr Denise McHugh, expert consultants on the series to illustrate the wealth of information they wanted the poster to communicate. I used Adobe Photoshop and Illustrator to create the complex artwork files.

I ensured that I created artwork consistent with the brand identity and goals of the Open University and the BBC.



Hugh Fearnley-Whittingstall's BBC series *Hugh's Wild West* was about how humans and nature interact together. I worked with expert consultant Dr Andy Morris to create the design of the booklet, showing relationships between humans and wildlife, plus how they can challenge and inform our understanding of nature and society. Andy loved my idea of four perforated detachable bookmarks on a gatefold back cover, a call to action that can drive engagement weeks or months later.

I illustrated the *Things you can do...* section with my own drawings, bringing a coherent, fun feel to the spread.

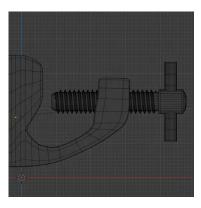




Inspired by the work I was doing for OpenStem Africa, explaining calorimetry to children in classrooms difficult to reach in the developing world, I set myself a task. Develop a 3D Laboratory space that can help explain how complex lab equipment works.

click on the video above to launch it

Everything you see in the video I modelled in 3D. I used After Effects abd Premiere to composite the video visuals together with music I created.



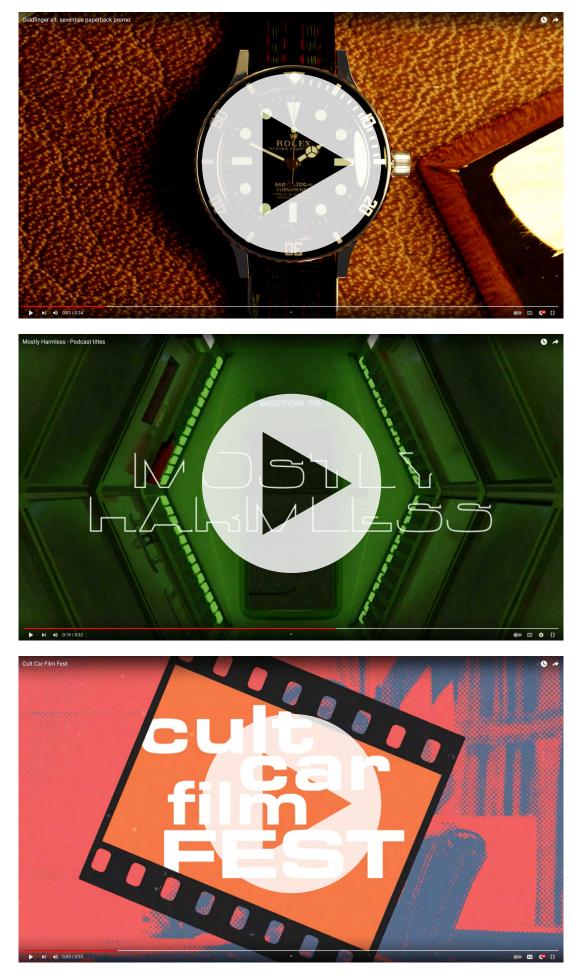












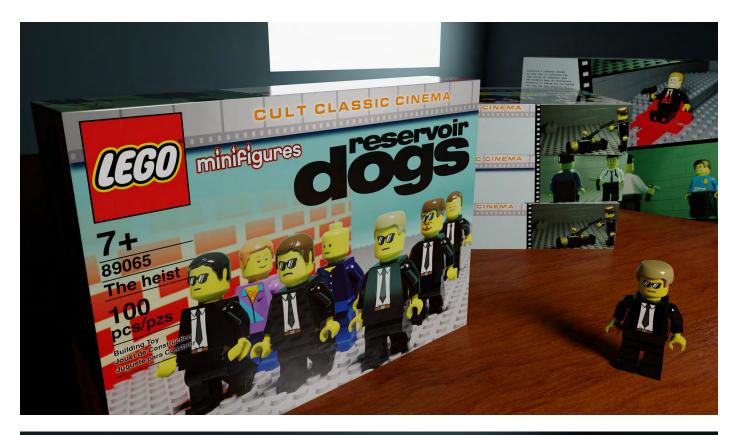
Three examples of video projects involving 3D, 2D visuals, digital visual effects and music production.



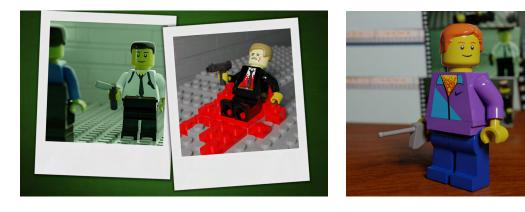




"| |OV@ it!" Doug Stanhope







Thank you