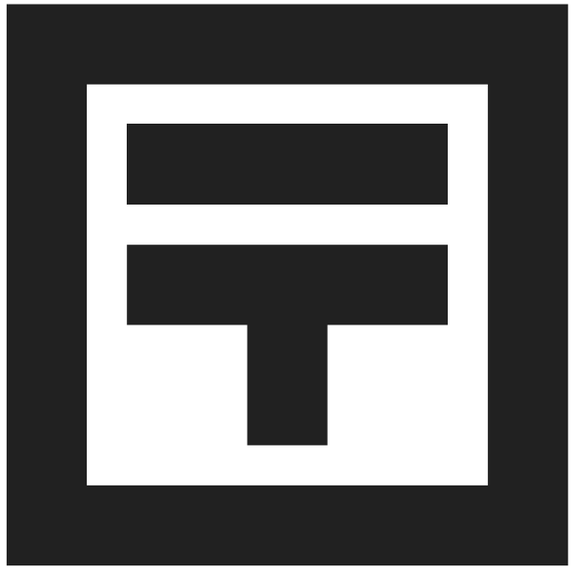

FLYNN.DOES.ART

ABOUT.

FLYNN.DOES.ART
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www.flynndoesart.com

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ICON REFRENCES.

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Aseprite

Blockbench

Blender

PICO-8

Java

Javascript

XML

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ROCK SOLID.

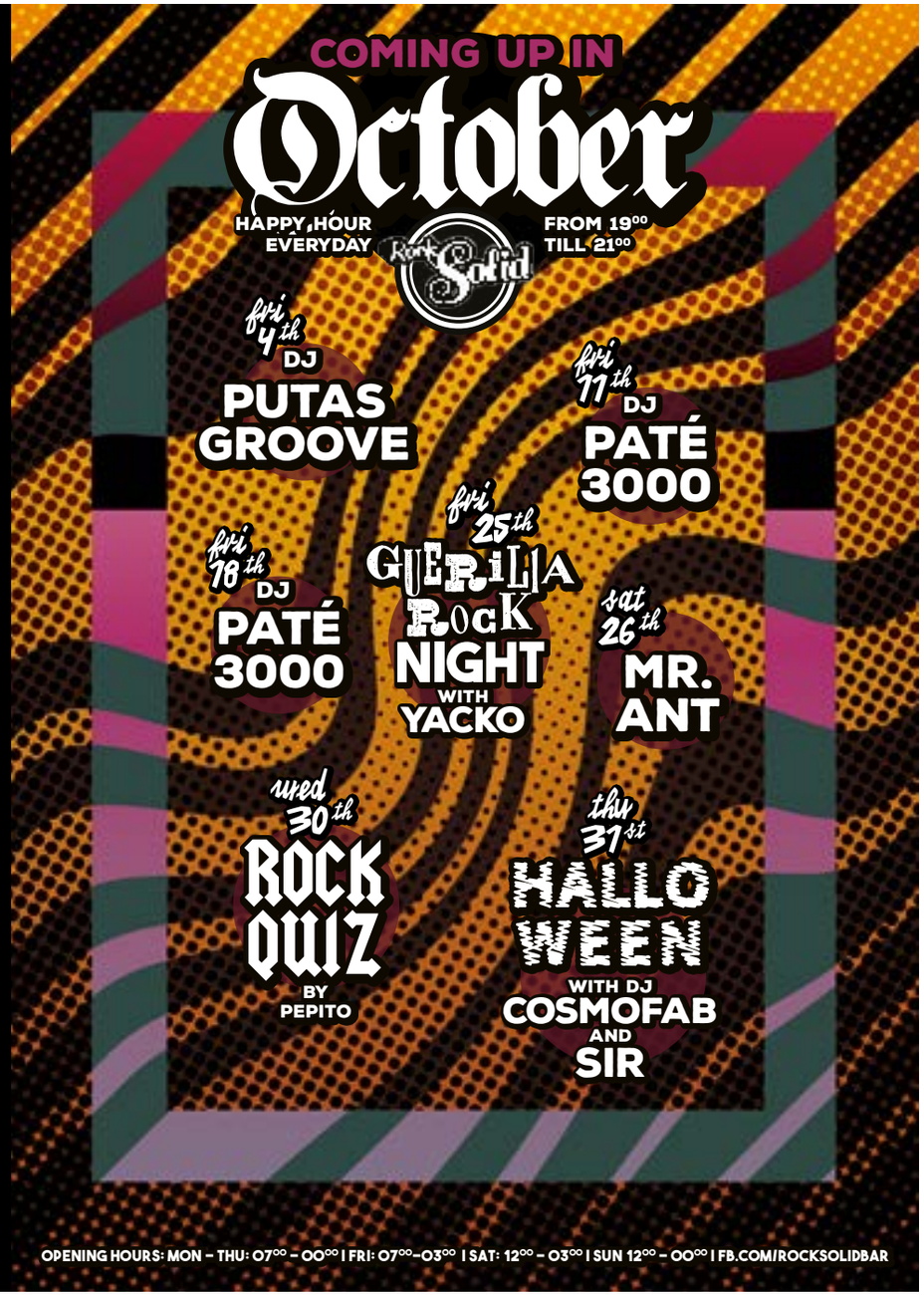
MONTHLY EVENT POSTERS

While working as a Bartender at Rock Solid I was approached with the opportunity to create the Monthly Event Posters for them. I created a new background pattern each month and added the upcoming special nights with the date, name of the night and/or Musician/DJ playing that night.
The background was created with Adobe Photoshop and/or Adobe Illustrator and then added to Adobe InDesign for adding text and layout.
These posters were then locally printed and hung up in the bar for that month.

POSTER

Ai Ps Id

COMING UP IN
September
HAPPY HOUR EVERYDAY
FROM 19⁰⁰ TILL 21⁰⁰
Rock Solid
fri 6th DJ COSMO FAB
sat 7th Classic Rock
fri 13th DJ PUTAS GROOVE
sat 14th Classic Rock
fri 20th DJ PATÉ 3000
sat 21st MR. ANT
wed 25th ROCK QUIZ BY PEPITO
fri 27th DJ MARK RUSSELL
sat 28th Classic Rock
OPENING HOURS: MON – THU: 07⁰⁰ – 00⁰⁰ I FRI: 07⁰⁰–03⁰⁰ I SAT: 12⁰⁰ – 03⁰⁰ I SUN 12⁰⁰ – 00⁰⁰ I FB.COM/ROCKSOLIDBAR


COMING UP IN
October
HAPPY HOUR EVERYDAY
FROM 19⁰⁰ TILL 21⁰⁰
Rock Solid
fri 4th DJ PUTAS GROOVE
fri 11th DJ PATÉ 3000
fri 18th DJ PATÉ 3000
fri 25th GUERILLA ROCK NIGHT WITH YACKO
sat 26th MR. ANT
wed 30th ROCK QUIZ BY PEPITO
thu 31st HALLOWEEN WITH DJ COSMOFAB AND SIR
OPENING HOURS: MON – THU: 07⁰⁰ – 00⁰⁰ I FRI: 07⁰⁰–03⁰⁰ I SAT: 12⁰⁰ – 03⁰⁰ I SUN 12⁰⁰ – 00⁰⁰ I FB.COM/ROCKSOLIDBAR

MR DIXON.

EVENT POSTERS

While working at Mr. Dixon as a Bartender I had three opportunities to create a poster for a special event night. These were two “Fiesta” Nights and a “Dia de los Muertos” Night.
The backgrounds were created in Adobe Illustrator and then added to Adobe InDesign to then layout and add text.
These posters were then hung up in the bar for each event.

POSTER

Ai

Id

Fiesta

DËNSCHDEG, 2. MEE

WITH DJ:
Jean Francois du Marche
20:30-01:00

FROM 18:00-19.00
APEROL SPRITZ
CAMPARI-ORANGE/SODA
ONLY!
5,99€

FROM 19:00-20:00
ROSÉ, RED AND WHITE WINE
WOW!
1,99€

FROM 20:00-21:00
RUM&COKE
or
FIESTA COCKTAIL
SPECIAL!
4,99€

FROM 21:00-22:00
GORDEN'S G&T
ONLY!
5,99€

CORONA
ONLY!
3,99€

FROM 22:00-23:00
SHOTS
TEQUILA/JäGERMEISTER
50% OFF!

FROM 23:00-01:00
BEER! BEER! BEER!
CRAZY! CRAZY!
1,99€
COLA/SPRITE
1,99€

Mr. DIXON

Mr. DIXON

SEÑOR DIXON
FIESTA
2019
27TH FEB

19:00 - 22:00
MUSIC!
Gustavo "Ghost" Morales
DUB / AFROBEAT / NUJAZZ
CARIBBEAN BEATS / SOUL / ROOTS

19:00 - 22:00
COCKTAILS!
Solero
PASSION FRUITY REFRESHING COCKTAIL WITH VODKA

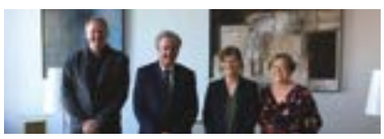
Caipirinha
CLASSIC BRAZILIAN COCKTAIL WITH CACHAÇA

19:00 - 22:00
FOOD!
1000 Island Burger
MANGO SALSA
CORIANDER-LIME MAYO
100% BEEF FLAMBÉ AU RHUM

Chicken Wings
WITH CARIBBEAN JERK SAUCE

BRILL MISSON STATEMENT

- BRILL is non-partisan and connected to no political party in the UK or Luxembourg.
- At BRILL, we believe that the UK's interests are best served by continued membership of the European Union (EU) and that, consequently, the best BREXIT deal is no BREXIT.
- Failing that, we take the view that the final BREXIT settlement should be as 'soft' as possible.
- In particular, any BREXIT settlement should fully respect the acquired rights of UK citizens living in Luxembourg and other EU Member States, in terms of their residency, employment, freedom of movement, pensions, healthcare and other rights.
- We believe that the corresponding rights of non-British EU nationals living in the UK should also be protected.
- We call on the Luxembourg Government to play a constructive role in any BREXIT negotiations. In particular, it should ensure that the above- mentioned rights of UK citizens living in Luxembourg are fully protected, thus providing an example to other Member States.
- Finally, we express our gratitude to Luxembourg for the opportunities it has given the British community and the support which we are sure it will continue to provide.



WHAT CAN YOU DO TO HELP?

JOIN

To join, please fill in the on-line form on our website (under "Join us" in The Brill Community Menu).

DONATE

BRILL A.S.B.L.
IBAN: LU49 0019 5055 8208 4000
BIC: BCEELULL
BCEE

VOLUNTEER

If you think you can help, notably if you have any special skills such as advocacy, event management etc. please get in touch.

CONTACT

contact@brill-luxembourg.org

FURTHER INFORMATION

Please refer to our website for up-to-date information on our advocacy work, briefings, position papers and press releases.

WWW.FLYINGDESART.COM

BRILL

BRITISH IMMIGRANTS LIVING IN LUXEMBOURG

WWW.BRILL-LUXEMBOURG.ORG | CONTACT@BRILL-LUXEMBOURG.ORG | WWW.BRILL-LUXEMBOURG.ORG

BRILL
INFORMATION FLYER

I was approached by British Immigrants Living in Luxembourg to create an information flyer, which was to be handed out to those wanting more information about BRILL.
Created in Adobe InDesign and mocked up in Adobe Photoshop.

BROCHURE

WHAT IS BRILL?
WHAT DOES BRILL DO?
ADVOCACY IN LUXEMBOURG
the 3 million
BRILL
BRITISH IMMIGRANTS
LIVING IN LUXEMBOURG
WWW.BRILL-LUXEMBOURG.ORG

APEIRON.

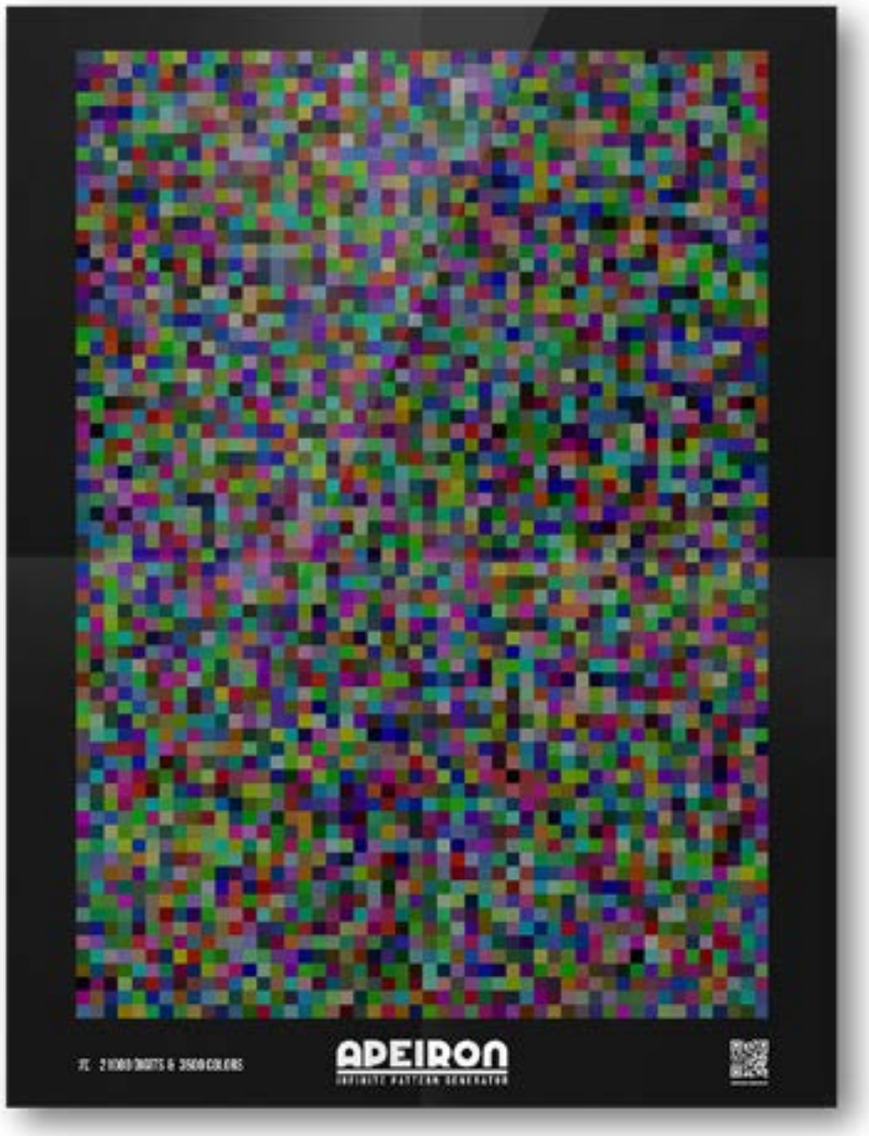
PATTERN GENERATOR

Apeiron was a website where you could enter a 6 digit number and generate a kaleidoscope pattern, based on the colors of one of five irrational numbers.
The booklet was created in Adobe Indesign, mocked up in Adobe Photoshop. The color pattern poster shows the colors that are possible when checking the 6 digit number with Pi. All patterns were created with the kaleidoscope.

BROCHURE

Ai

Id


APEIRON

UP THE CREEK.

EVENT MERCHANDISE DESIGN EXERCISE

A design exercise to create merchandise for an ad campaign for the music festival “Up The Creek” in South Africa.
The artwork was first sketched out on paper by hand and then traced, cleaned up and colored in Adobe Illustrator. Then exported to Adobe Photoshop to create the mock ups of the various merchandise items.

Ai
Ps
Id

MERCH PACKET

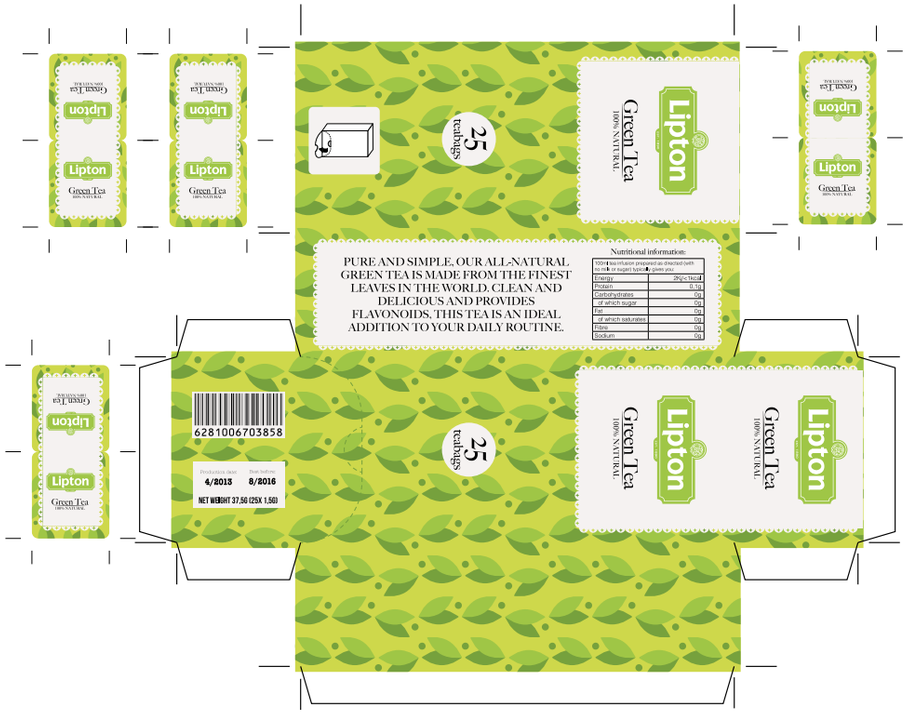
Jägermeister
presents
UP the Creek
it'safestival
29 Jan - 1 Feb 2015

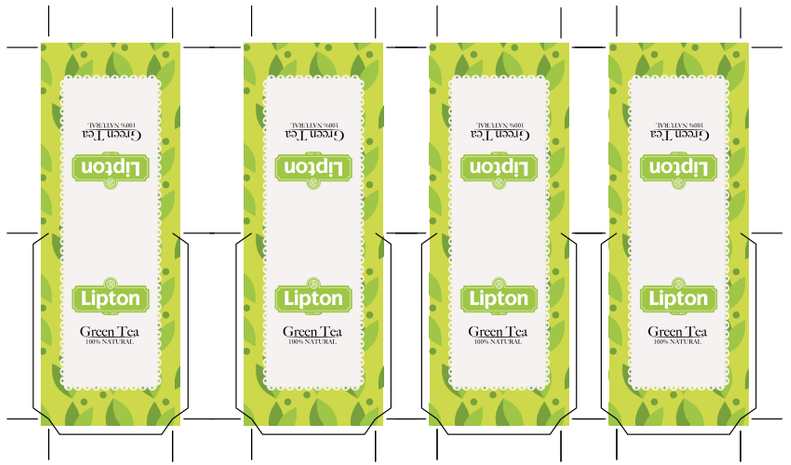
Jägermeister
presents
UP the Creek
it'safestival
29 Jan - 1 Feb 2015
FEATURING
ZEBRA & GIRAFFE • AKING
MANOUCHE • THE KIFFNESS
DIAMOND THUG • TAXI VIOLENCE
DECEMBER STREETS
AL BAIRRE • SHORTSTRAW
HOTWATER • GRASSY SPARK
BLACK CAT BONES
RED HUXLEY • BYE BENECO
AND MANY MORE!
@UpThe_Creek
Up The Creek Music Festival

LIPTON.

PACKAGING REDESIGN EXERCISE

A packaging design exercise to redesign a box of tea bags by Lipton. This included a new logo and new design of their packaging.
The logo and the patterns were created in Adobe Illustrator and then used in Adobe InDesign to create the layout of the packaging so it can be printed.





PACKAGING

Ai

Id

Nutritional information:
LIPTON® EARL GREY DELIVERS A RICH AND FULL-BODIED BLACK TEA. EXPERIENCE WITH REFINED BERGAMOT FLAVOR AND A TOUCH OF MANGOLD PETALS.
Lipton
Green Tea
100% NATURAL
25 teabags
Lipton
Green Tea

MORTAR.

OBJECT BASED FONT DESIGN

An exercise in typography using an object as inspiration. I discovered a hand granade launcher from the 1500s in a museum and used it's flowing curves to inspire this font Mortar. It turned out to be more useful in creating artworks rather than a font to use in text.

TYPOGRAPHY

Ai

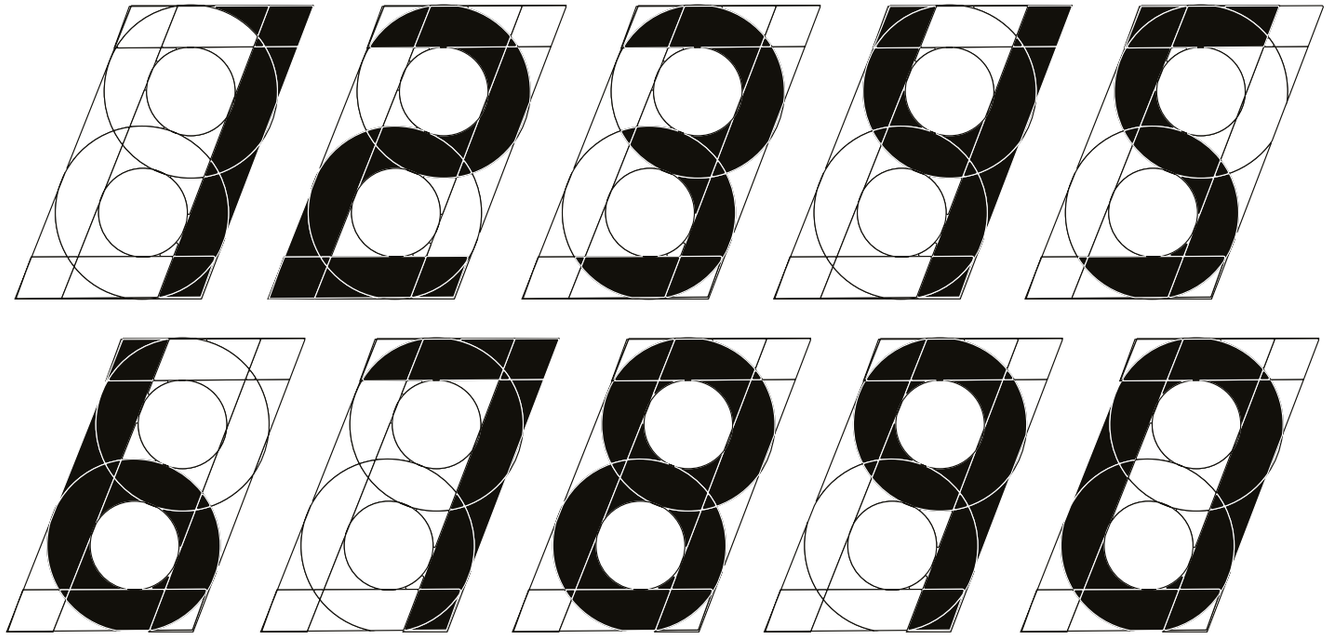
SEGMENTED DISPLAY.

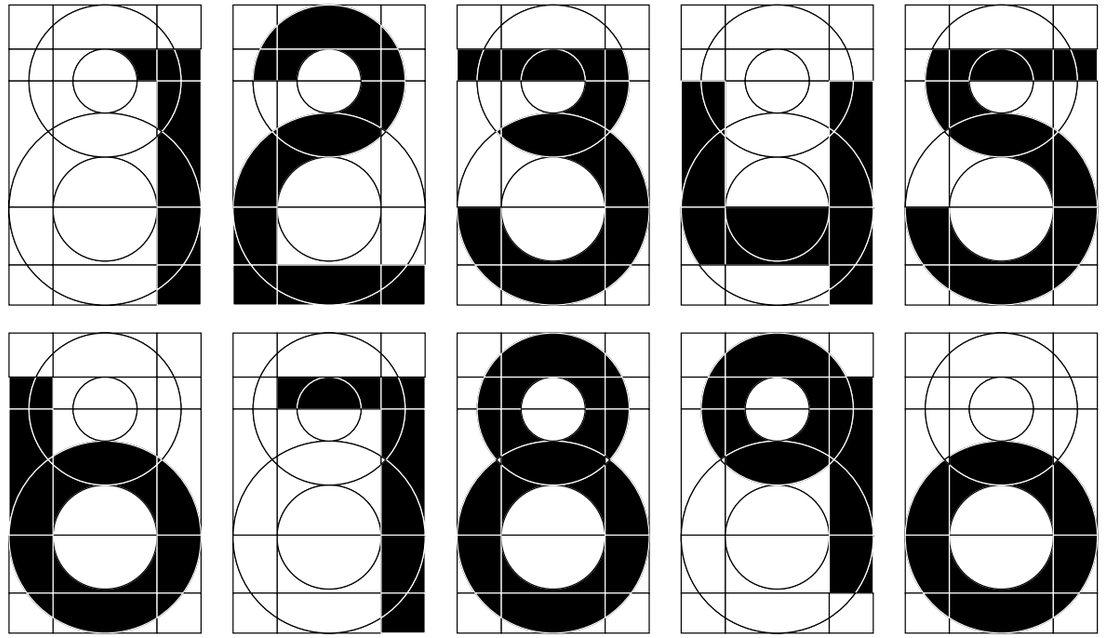
TYPOGRAPHY EXERCISE

Inspired by classic 7 segmented displays, this is an exercise on creating my own segmented display.
First ideas are sketched on paper and then traced in Adobe Illustrator.

TYPOGRAPHY

Ai





MEAD BOTTLE.

MOCK UP

My brother's mead was bottled and needed a label. Created in Adobe Illustrator the label is in the shape of a hexagon, just as honey combs. Then using the hexagons and the chemical display of components like glucose and fructose are bolder to stand out in the pattern. The label was then exported to Blender where I created a glass bottle in a studio like scene to create a mock up.

Ai

3D

-MMXXX-
Mead

MEAD CAN.

ADVERTISING POSTER

Continuing from the mead bottle I wanted to create a simple advertising poster of the mead, but also available in a can. For this I modelled a can in Blender and exported it's UVs to have a guide on where to add the graphics on the can. This was done in Adobe Illustrator. The water droplets are created in Blender and can be tweaked. The image was then rendered and exported to Adobe InDesign for the final layout of the poster.

Ai

Id

3D

new
Ferment
MMXIX
Mead

Ferment

GAMEBOY COLOR.

3D MODEL

Created for a fan website celebrating the Nintendo Gameboy Color in Blender. Textures and Normal maps were created in Adobe Photoshop. These images were rendered with Blender. The 3D model itself was added to the website where a user could choose from the 4 colors the Gameboy Color was released in and the 3D Gameboy Color would change color. As well as being able to be rotated by the user and see all the angles.

Ps

3D

△ COMM.
CAT
HLTH:
HNGR:
HPNS:
POWER

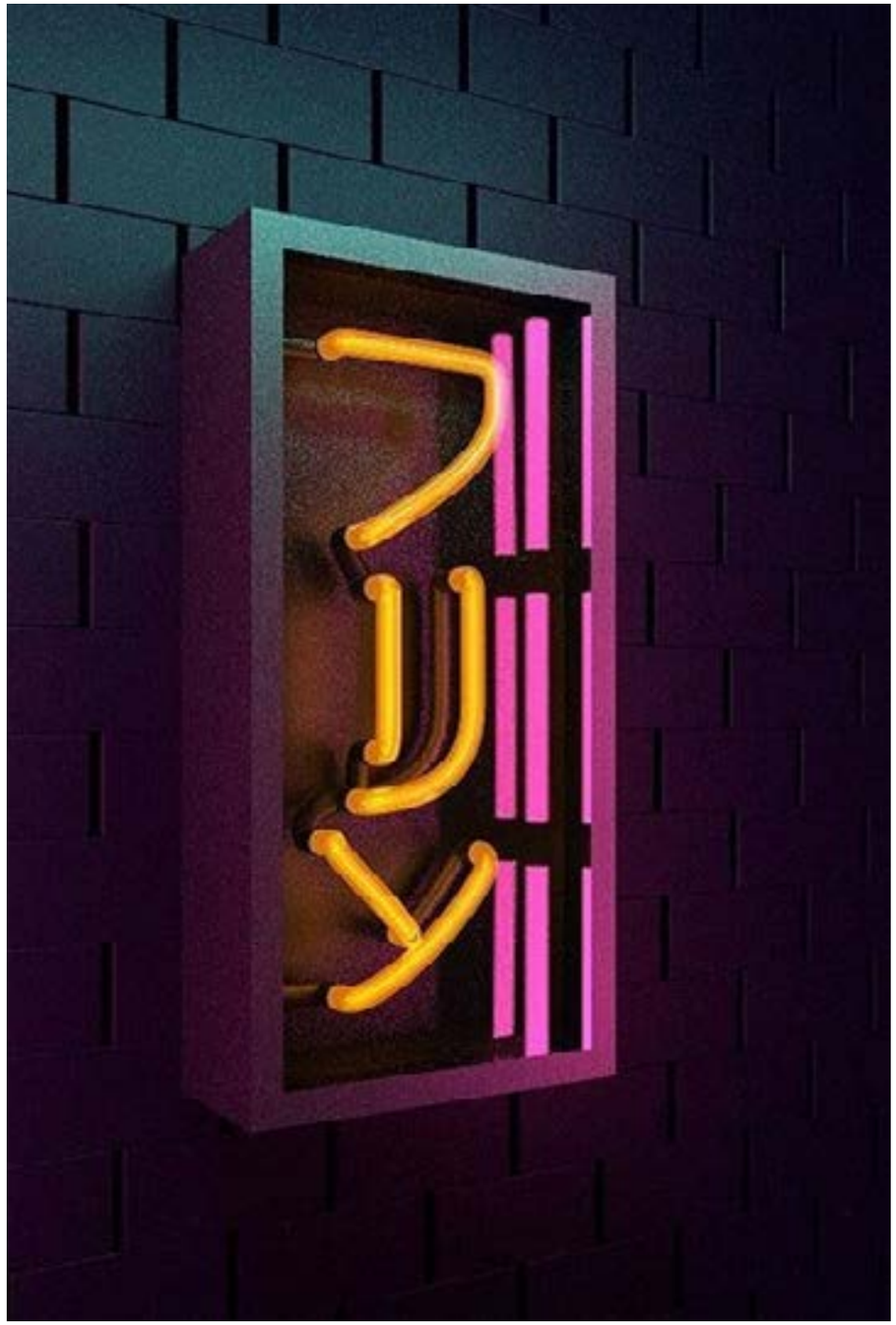
△ COMM.
POWER
CAT L5
FEED GROOM
PLAY TRAIN
GAME BOY COLOR
Nintendo
A
B
SELECT START

VARIOUS.

3D MODELS

Three exercises in 3D modelling. First a glass fermentation bottle, which was to be used with the Mead Bottle project. Second a neon sign displaying “Flynn” in Japanese. Lastly a render of a digital Lego creation: a flying mechanical vulture of some sort.

3D

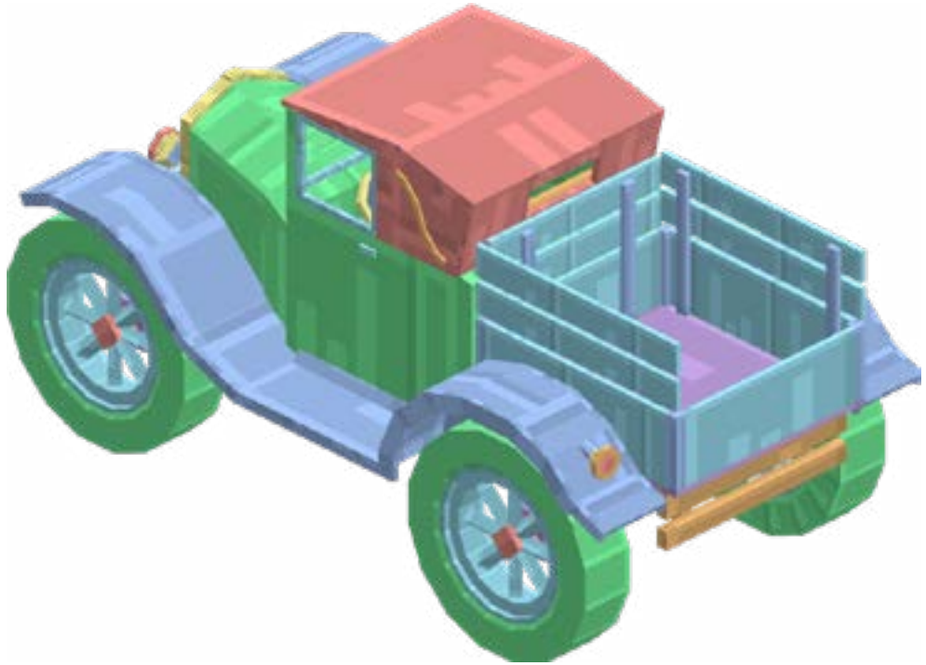


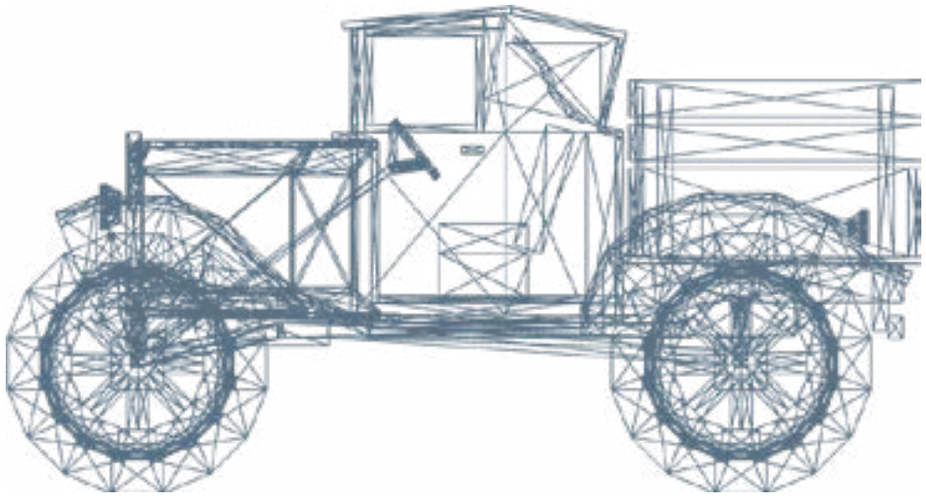
3D LOW POLY

PICK UP TRUCK.

BLOCKBENCH SPLASH ART COMPETITION

Blockbench (a 3D modelling program) organise a splash art competition for every update they release. This time the theme was “Offroad Pick Up Truck”. Together with a friend’s help and input we created this vehicle based on a 1930 Ford Model A that had huge tires mounted. In order to make it a Pick Up we added the wooden storage area. Everything was modelled in Blockbench, painted with Aseprite and then rendered in Blender.



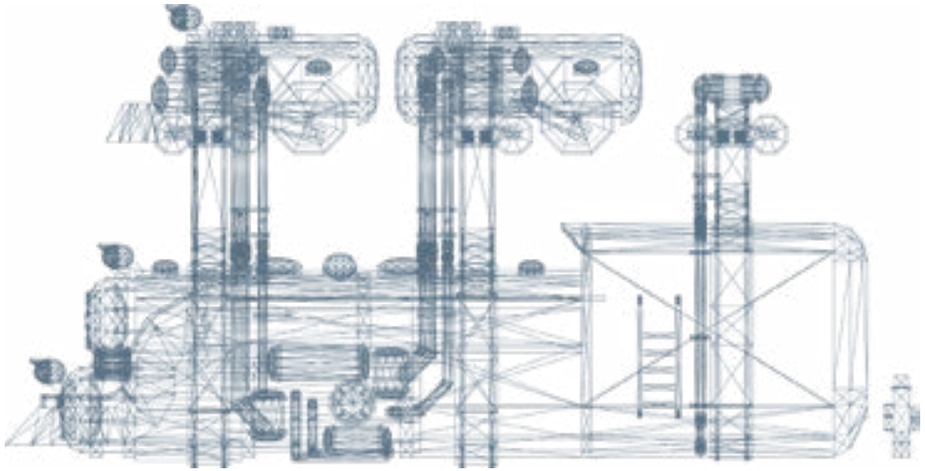


ROAD SIDE
BENCH
CAFE
DRINKS
SNACKS
&
MAIL!

TRAIN.

BLOCKBENCH SPLASH ART COMPETITION

Another Blockbench update and another splash art competition. This time's theme "Trains". I teamed up again with my friend and we created the train you can see here. It is a mix of a monorail supsension train and a steam train. The pistons and wheels are moved from underneath the train above it where it sits on rails. Everything was modelled in Blockbench, painted with Aseprite and then rendered in Blender.

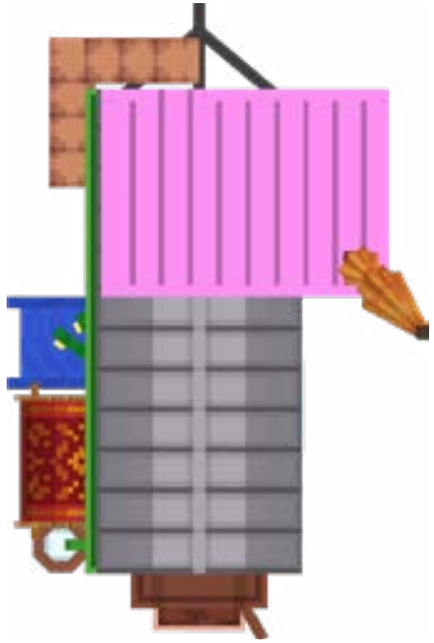


3D LOW POLY

LÖWENZAHN.

MODELLING EXERCISE

As a tribute to the German television show "Löwenzahn" I recreated Peter Lustig's trailer in Blockbench. Then painted with Aseprite and rendered in Blender.

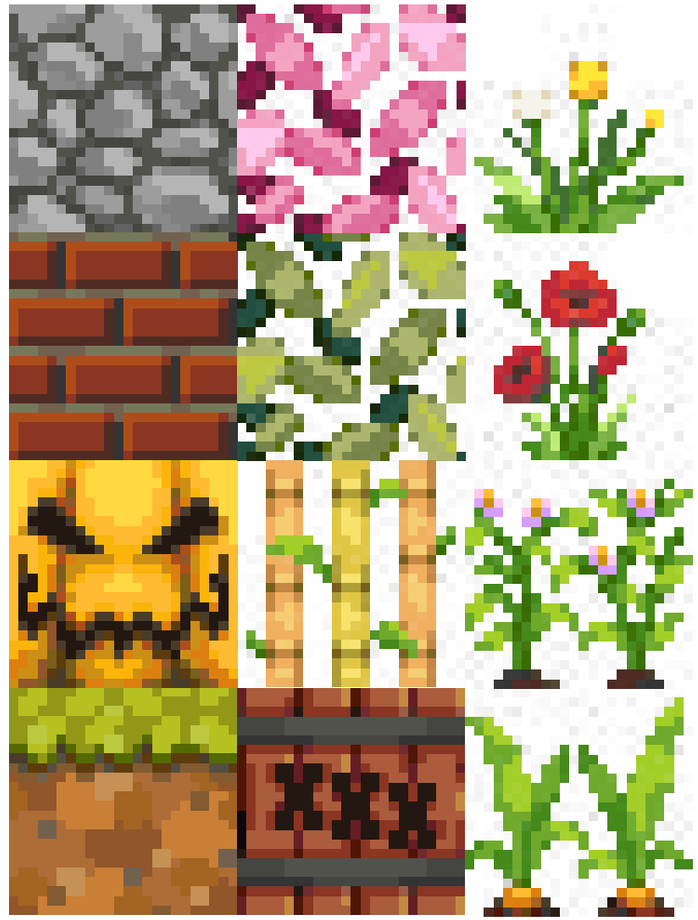


3D LOW POLY

MINECRAFT.

TEXTURE PACK

Minecraft allows you to change the appearance of blocks, items and UI through so called Texture/ Resource Packs. I wanted to create my own textures and improve my pixel art skills at the same time. The textures you see here are a few examples of blocks and items. They are at a resoltion of 24x24 pixels and adhere to a fixed color palette.



PIXEL ART

VARIOUS.

EXERCISES

These are four painting exercises in pixel art. The first is a mockup of the classic board game Settlers of Catan. to run on the virtual console Pico-8. And thus the color palette is limited to 16 colors and the resolution to 128x128 pixels.
The second is a collection of pastries and hot drinks.
The third an image of a fuel tanker.
And last an overgrown and forgotten vending machine using a color palette made by a friend.

PIXEL ART

PIZZA ROCKET.

PICK-8

Inspired by the rocket on top of the Toy Story pizza delivery truck, I created Pizza Rocket. A simple arcade like game on the Pico-8. Your goal is to fly around space and collect pizza slices while avoiding obstacles and enemies.

GAMES

003
+1
069
BOSS FIGHT

CODE

SOFTWARE & SCRIPTS.

PROGRAMMING

Appart from creating visual work, I've also started to teach myself programming and here are some of my projects. These can all be considered Minecraft related tools. TexturePackConverted let's you convert Texture Packs, jBTW2OBJ let's you export your Minecraft world to Blender, and the Blockbench Plugin generates Java code based on a 3D model.

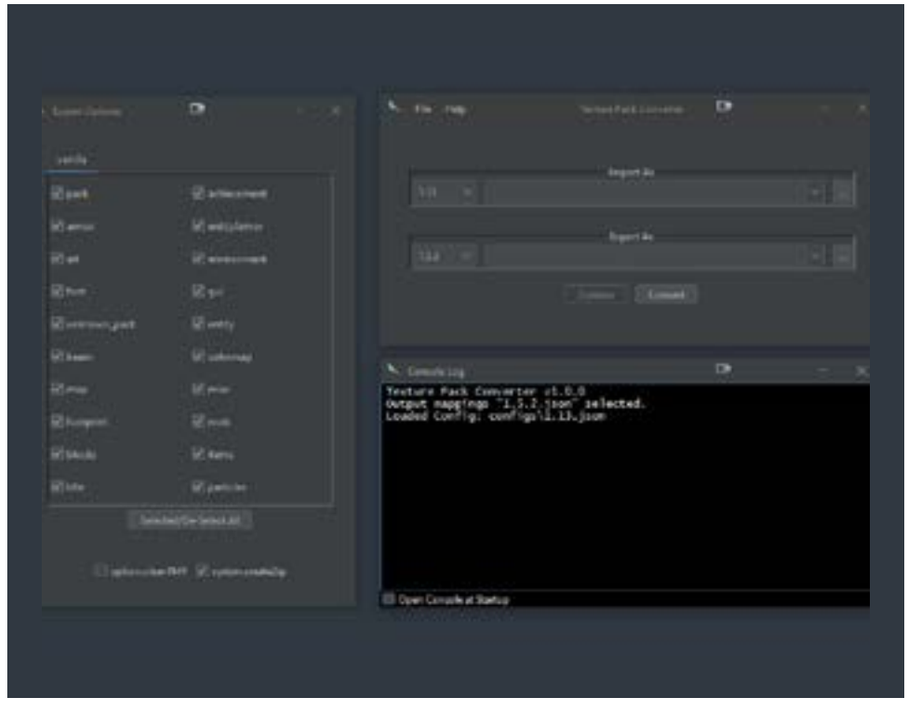
JS

XML

TexturePackConverter

JAVA

Simple Java Application that converts Minecraft Texture and Resource packs into another folder structure. It takes an input .zip file and moves and renames files and folders according to .json mappings and user picked export options, resulting in a new .zip file.

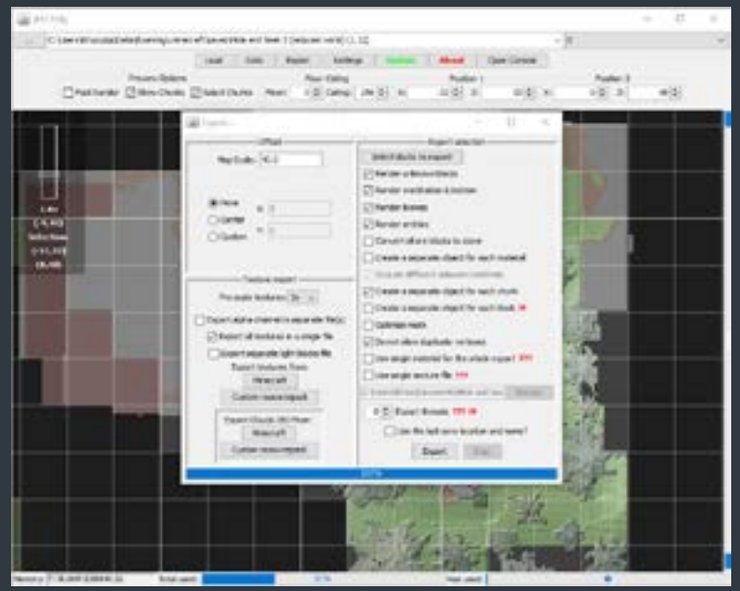


Github Repository:
https://github.com/BTW-Community/TexturePackConverter

jBTW2OBJ

JAVA & XML

A fork of a Java Application called jMC2Obj that converts Minecraft world data into a 3D object file, modded to recognised modded Blocks and Entities. It loads a Minecraft Save Folder and the User selects an area to export to .obj and chooses from the many Export Options. Now the generated .obj and .mtl files can be imported to Blender.

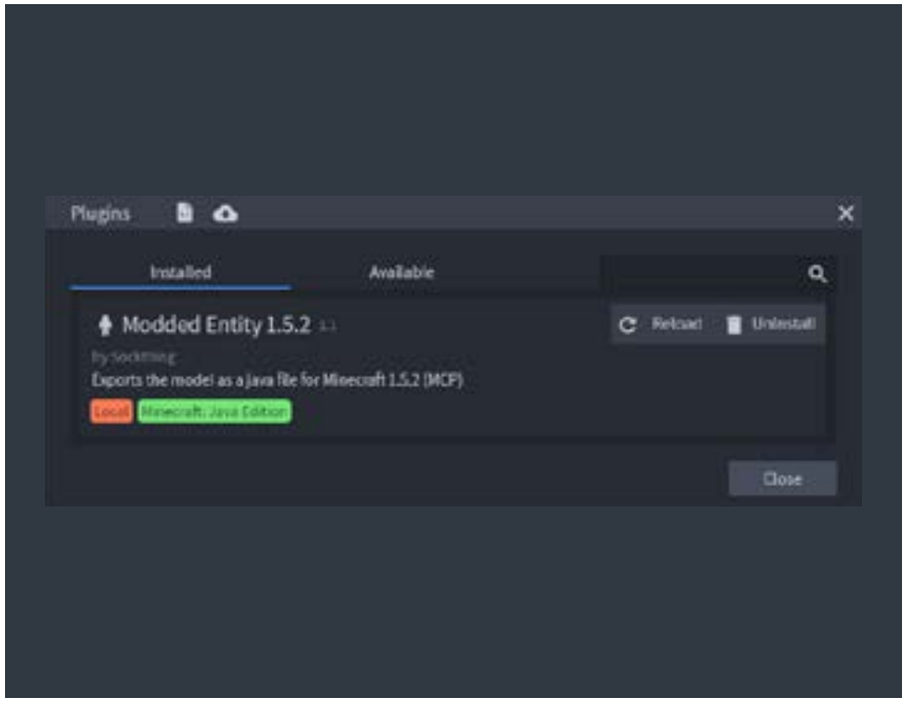


Github Repository:
https://github.com/BTW-Community/j-btw-2-obj

Blockbench Plugin

JAVASCRIPT

Plugin for Blockbench that exports a Blockbench 3D model into java code, which is compatible with the Minecraft Mod Better Than Wolves Code Base.



Github Repository:
https://github.com/BTW-Community/BlockBench-1.5.2-Plugin

MINECRAFT MODS.

PROGRAMMING

Here are three of my modifications (mods) I programmed for Minecraft. These were all coded in Java and I created most new textures.
The code for each project can be found at the corresponding Github repository.

BTW Achievements

JAVA

Minecraft Add-On for the Mod Better Than Wolves, using the Achievements Core Add-On to replace the Minecraft achievements with an Achievement Tree that gives players a guide through the game's tech tree.

Github Repository:
https://github.com/BTW-Community/BTW-Achievements

CODE

Sock's Crops

JAVA

Minecraft Add-On for the Mod Better Than Wolves, which adds a variety of new plants, crops, pastries and more. Over 1000 hand made textures and many lines of code.

Github Repository:
https://github.com/BTW-Community/SocksCrops

Silly Hats

JAVA

Minecraft Add-On for the Mod Better Than Wolves that doesn't add any fuctional new elements, but just some hats that the player can wear or place in the Minecraft world.

Github Repository:
https://github.com/BTW-Community/Silly-Hats-Addon