

TOM HAGAN

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PRINT

CELLULAR SUPERHIGHWAY

UNIVERSITY - EXTENDED STUDY

JANUARY-APRIL 2025

Using data sourced from Cellmapper, I charted 4G coverage, enB Id, banding and location of all O2, Vodafone, EE and Three towers over 2km² around my current residence. Each provider is placed on acetate layers, showing zonal intersections when superimposed.

While roads inscribe the urban environment with a Euclidean web of thoroughfares, cellular networks facilitate an interconnection beyond material confines. Apparently, 'empty' space becomes saturated with data, an amorphous intensity of transmission/reception. In rendering this invisible terrain, we gain a more realistic perspective on the contemporary city, shown not as a concrete place but rather a fluid body of circulation.

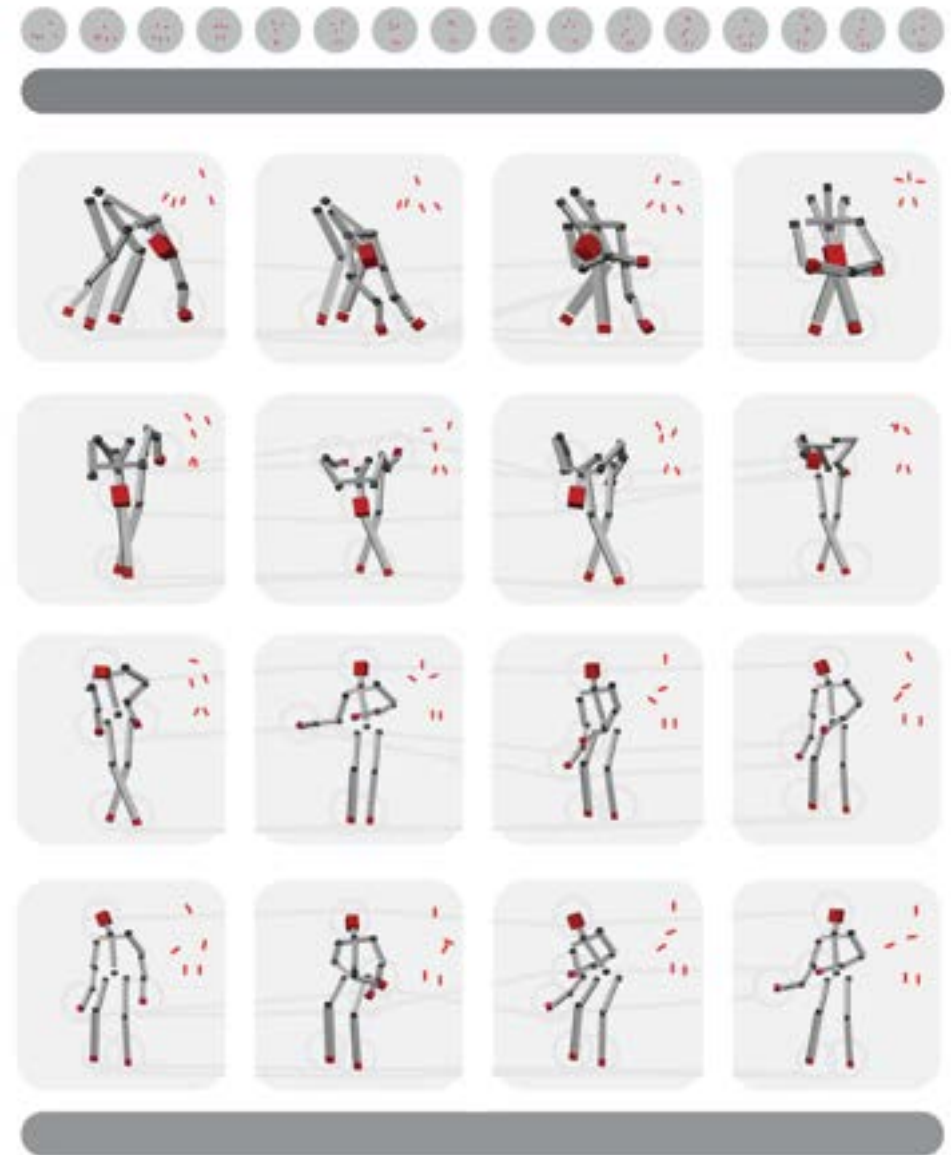


PRINT

INFOGRAPHIC

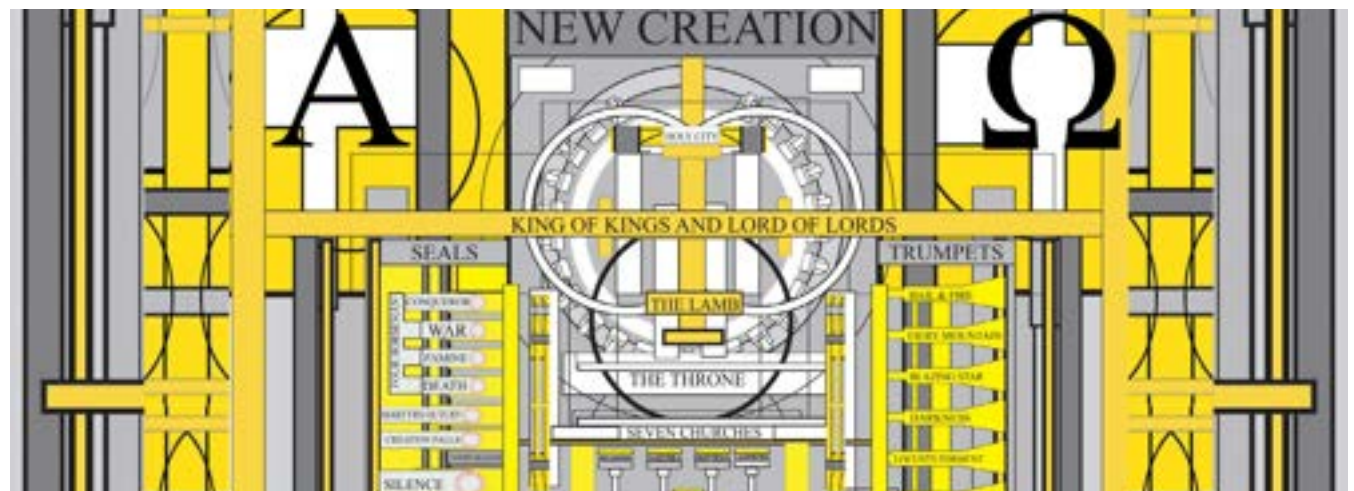
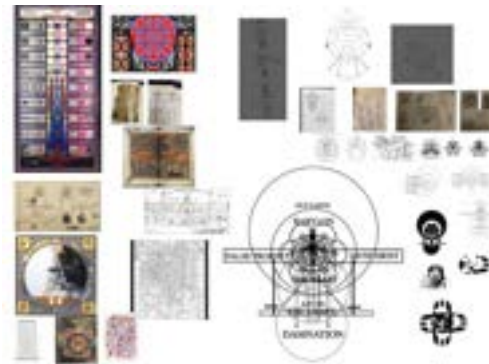
MAPPING - HERTZIAN-SPACE- WAYFINDING- URBAN SYNTAX -
TELECOMMUNICATIONS - VECTOR GRAPHICS

Dance notation system developed for a section of Blackhaine's 'Barcelona.' Inspired by research into Labanotation. Otl Aicher's pictograms and the non-linear choreography of Bu'toh performance.



A narrative mapping of the biblical apocalypse, working from research into visionary artistic traditions and biblical numerology. Conducted as part of my extended study project 'Terra Incognita: Mapping Beyond Sight.'

- Designed in Adobe Illustrator with recolouring/layering in Photoshop
- Digitally printed onto rustique calico cotton.
- Exhibited as part of Collectivism @ 395 Bristol

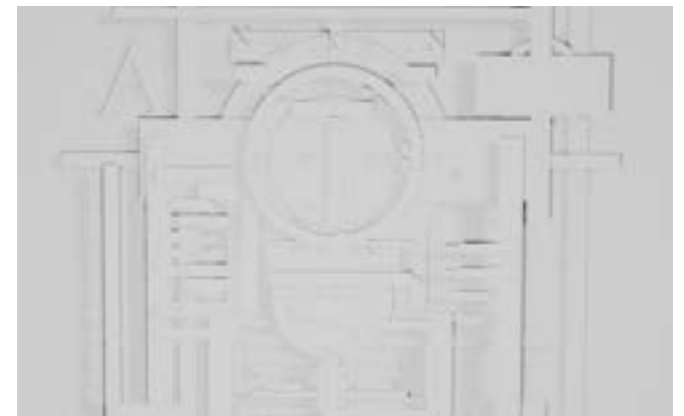
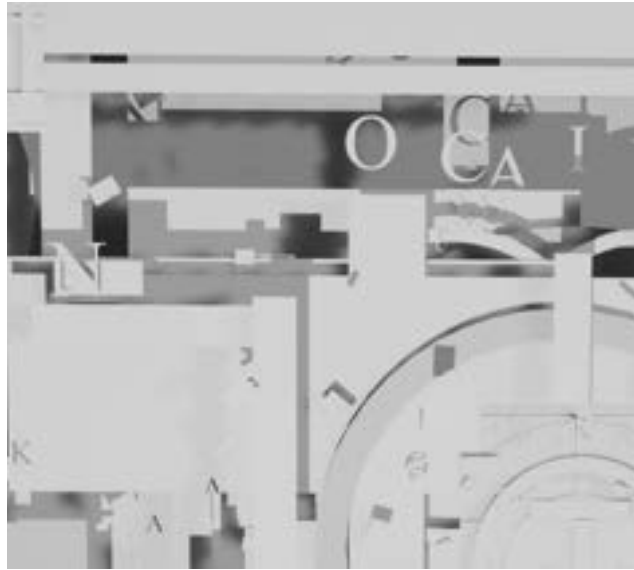


BIRTHDAY BLANKET

Created svgs from the colour layers of 'Revelation Mandala' and deconstructed them in Blender to create a blanket for my housemate Louis' birthday.

PERSONAL

FEBRUARY 2025



PRINT

TEXTILES

EPICRO BANDANA

Digital print on silk sensation. Modelled by Roxanne Dimblebee with styling/photography from Ned Robinson Jones.

PERSONAL

DECEMBER 2022



PRINT

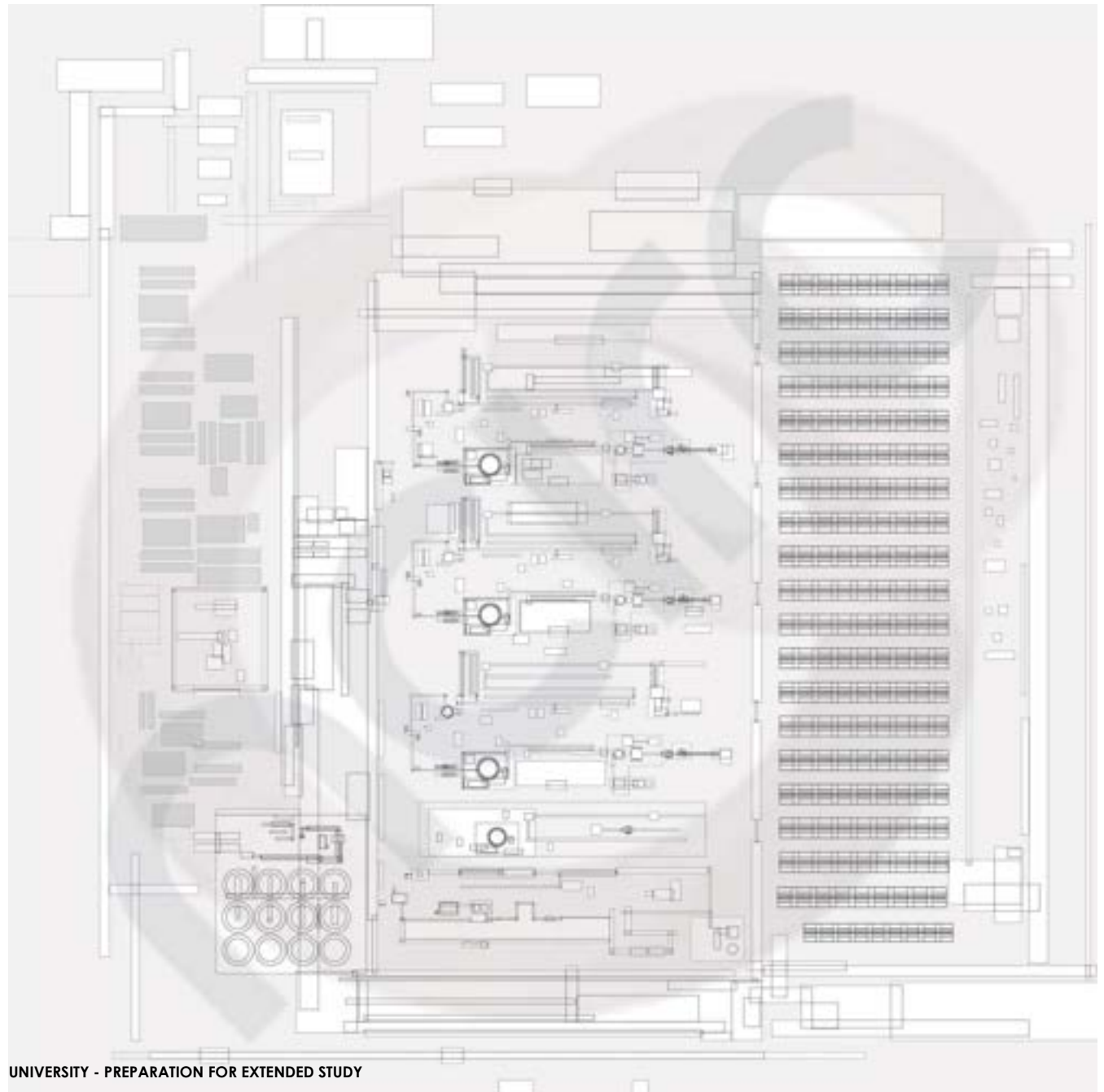
TEXTILES

FASHION DESIGN - COLLABORATIVE

Created poster + gatefold leaflet for 'Useless Landscape' at hArtslane in New Cross, a group exhibition I curated last August.



Mapped Encirc's bottling facility in Avonmouth, where I've worked for the past three years, from memory in Illustrator.



UNIVERSITY - PREPARATION FOR EXTENDED STUDY

'Optic Junta' disassembles the corporate structure of a widely distributed diagram detailing corporate monopolies. Rejecting its striated hierarchies that denote clear culprits, an enmeshed intensity of signs is instead formed. Despite their textual distortions, the optimised assemblages of colour and type still retain power to evoke tightly programmed brand images, often completely alien to their referent.

PVC banner, exhibited as part of 'Useless Landscape' @ hArtslane 29-31st of August 2024.



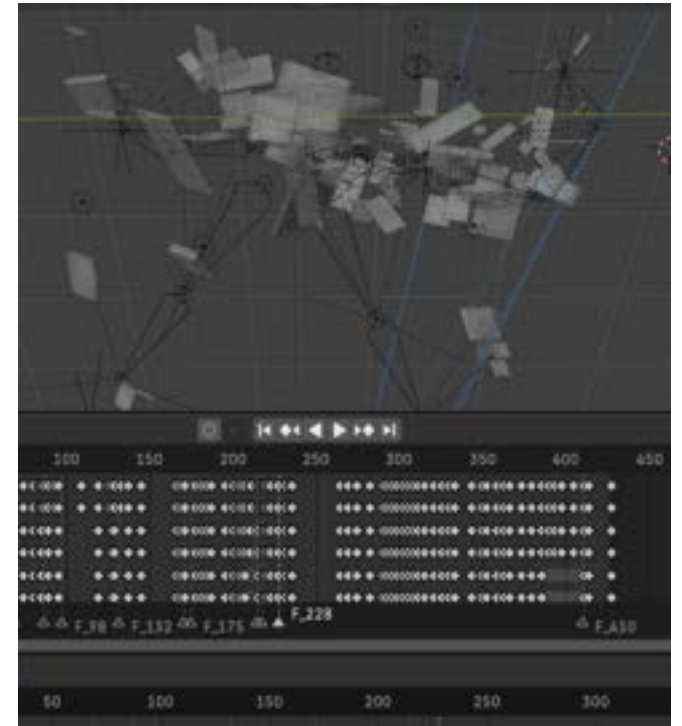
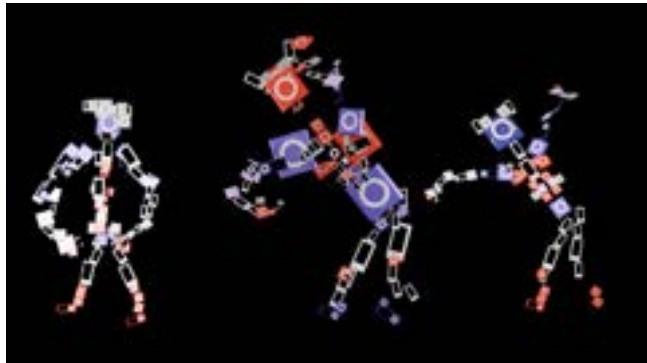
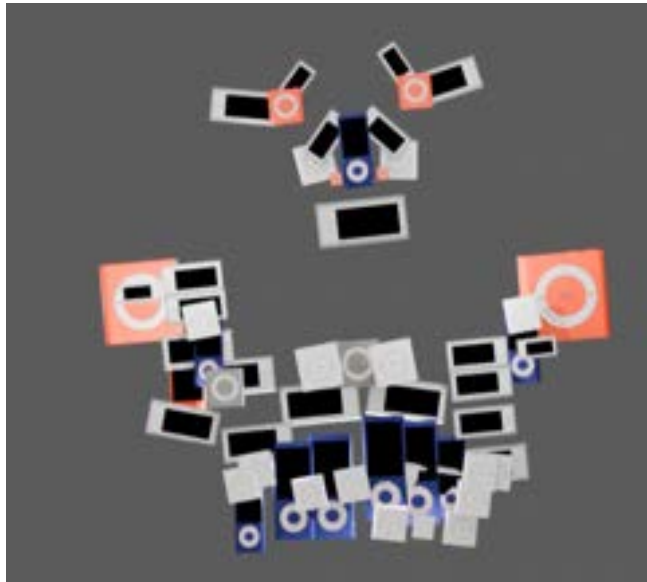
SCREEN

PZ PIANO

My most recent commission has been creating a music video for Sydney's Robson 'pz piano' in Blender. Over my spare time in the past months, I modelled/rigged a whimsical menagerie of iPod creatures, spending hours animating their movement in time to sub-bass wobbles and frenzied synth hits. In addition, I built a shattered city to represent their brains - a shadowy abyss to contrast the garish colours preceding. While some movements were tied to rigid body simulations/sound waves baked to F-curves, most were painstakingly keyframed to ensure a natural feel.

FREELANCE

JULY 2024 - JANUARY 2025



SCREEN

MUSIC VIDEO

RIGGING - AUDIOVISUAL - CREATURE DESIGN - WORLDBUILDING -
COMPOSITING - MESH MODELLING

CAPTAIN AMERICA HERO ARM COVER

OPEN BIONICS

NOVEMBER 2024 - JANUARY 2025

During my internship at Open Bionics I was tasked with creating a custom cover to coincide with the launch of Captain America: Brave New World.

- Designs consisted of colour and height maps made in Illustrator which were then baked onto a base mesh in Blender for 3D printing.
- Co-ordinated with production team to develop a concept ready for manufacture.



CAPTAIN AMERICA: BRAVE NEW WORLD COVER
PRELIMINARY MOCKUP



SILICA STEVE: ODE TO RUBBER JONNY

Made this project in my spare time using some custom pbr mats and models salvaged from a failed implant vfx project. Chris Cunningham turned Cronenberg with dodgy shape key animations and premiere pro splicing.

PERSONAL

APRIL 2025



SCREEN

MUSIC VIDEO

AUDIOVISUAL - CREATURE DESIGN - VIDEO EDITING - MESH
MODELLING

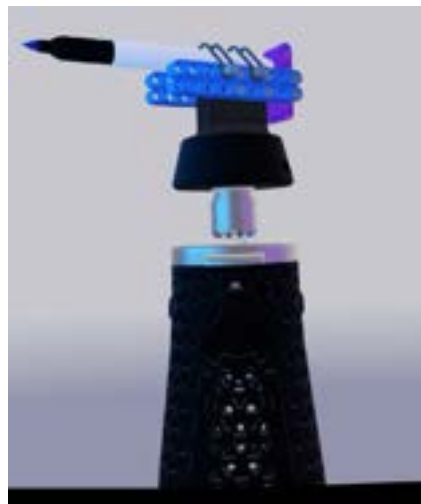
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Sift through the fading imaginaires of my childhood, envisioned with webVR technology. Accompanied with a symphony of Lego orientated rambles, spliced together by Sydney Robson. Delve deeper through the link below.

- All 3D material modelled, textured and animated in Blender
- Scenes rendered in Aframe
- UI created with vanilla HTML, CSS and Javascript + little bit of GSAP.js
- Deployed with cloud startup hosting and carefully optimised assets to ensure performance on all devices. Runs fine on my grandmas 5 year old tablet!



Produced a series of animations to advertise the launch of Open Bionics' ecosystem of 3D printed terminal devices.



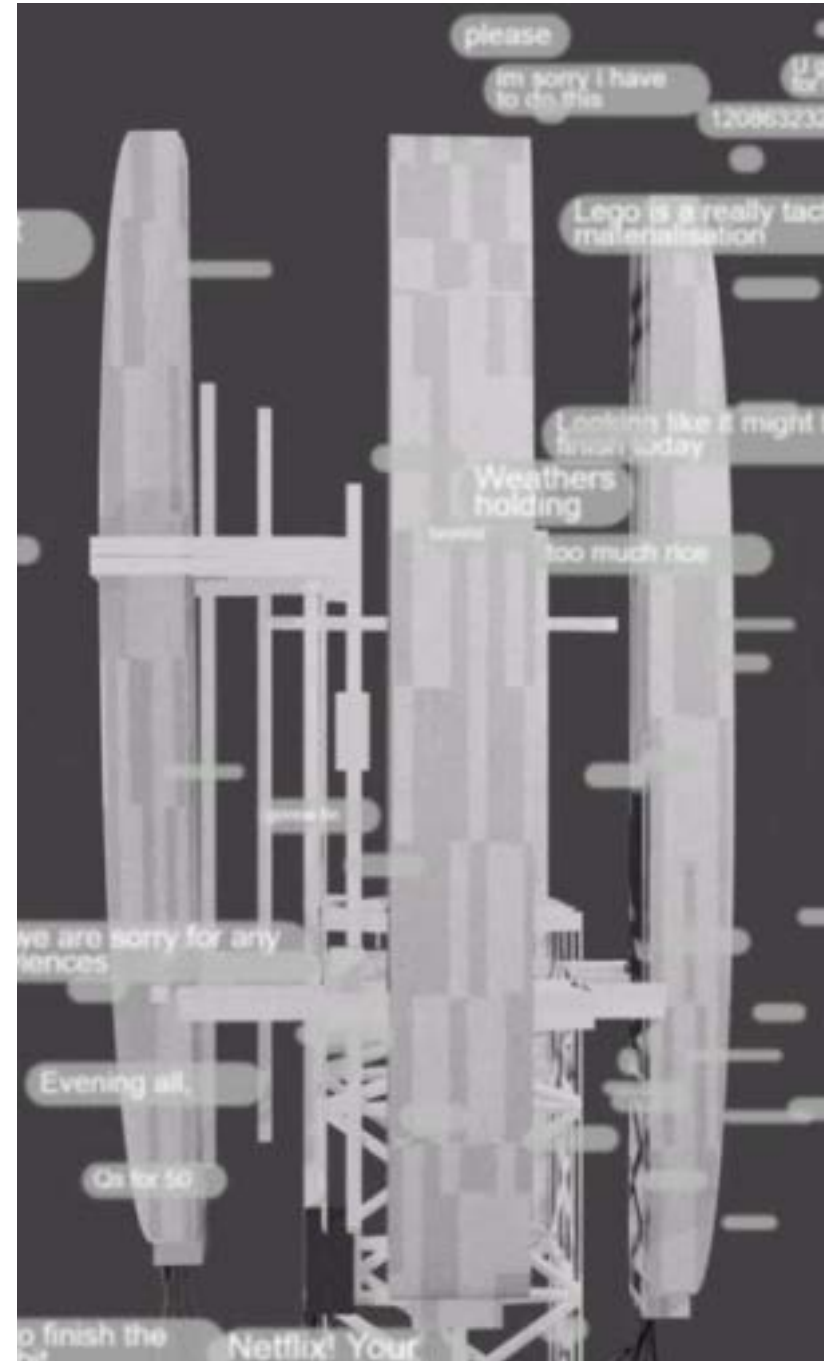
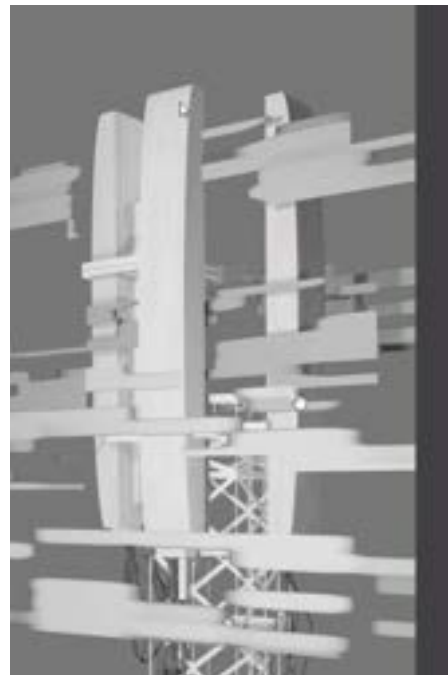
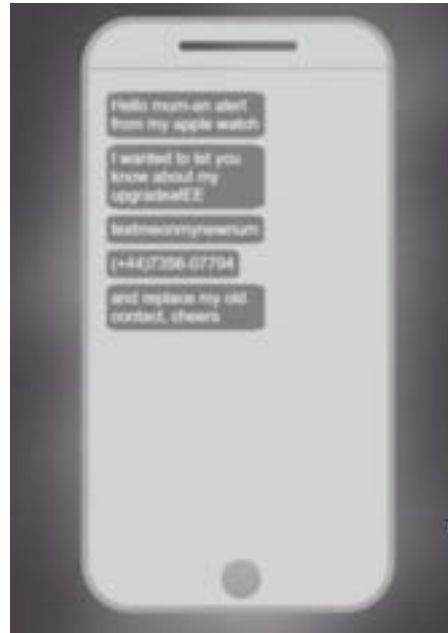
CELL SITE ONE

UNIVERSITY - SECOND YEAR FMP

MARCH-APRIL 2024

Pick through the chaos of communication flowing through a solitary 4G tower.

- Made with p5.js
- Soundtracked by Sydney Robson



GEONODIC

PERSONAL

NOVEMBER 2024

Developed boolean-based modular system for generating sculptural forms, utilising Blenders geometry nodes.



ARCADIA ADVERT

Created to promote my group exhibition 'Arcadia,' working from the garish visuals of gambling adverts.

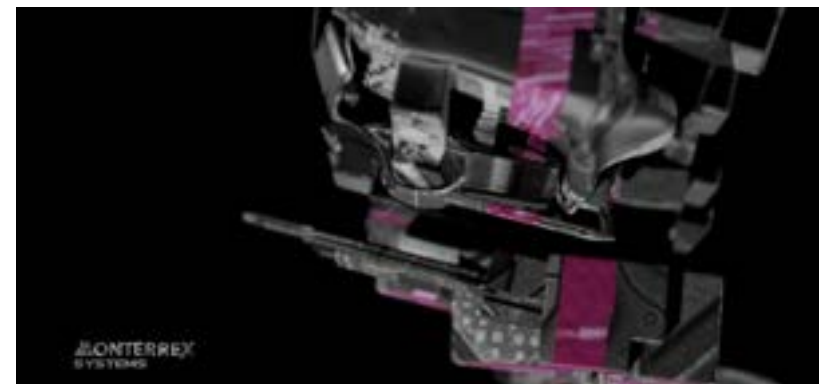
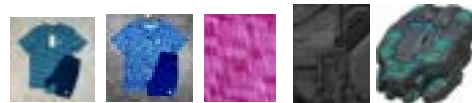
- Animated over a few hours in Blender with funky lighting added with glare node in compositor.
- Combined with bootleg regulation warnings made in Photoshop with Adobe After Effects.

PERSONAL

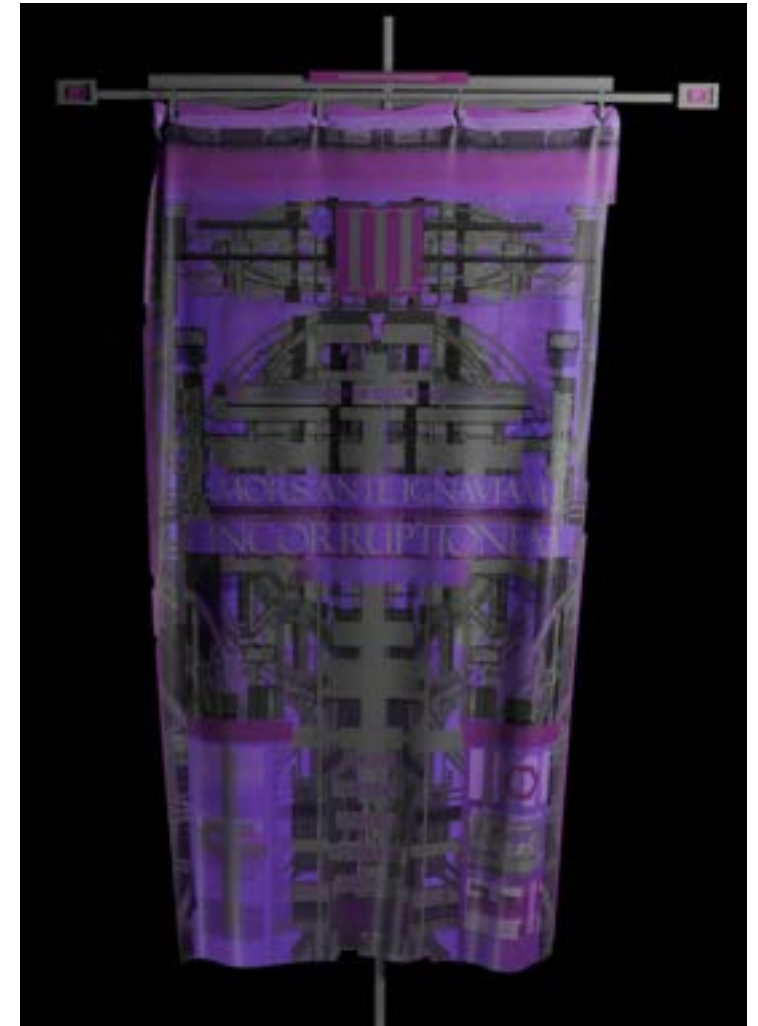
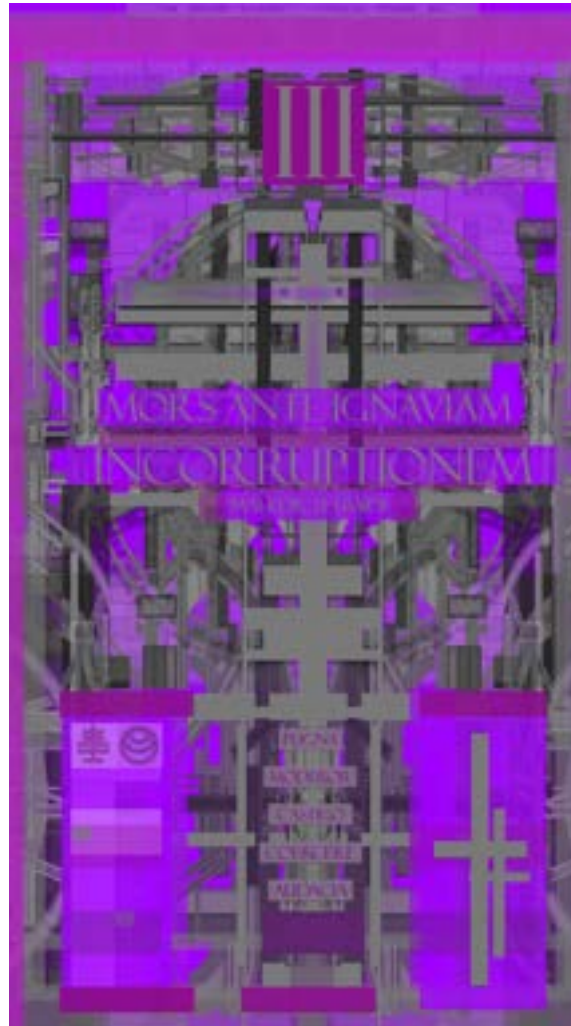
APRIL 2025



Top notch scouse mechatronics.
Modelled in Blender using stacked bevel + subdivision modifiers with mirror. Textured using patterns ripped from Montirex t-shirts which were then fed into Google Gemini's image generation.



Top notch scouse mechatronics.
Modelled in Blender using stacked
bevel + subdivision modifiers with
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FABRICATION

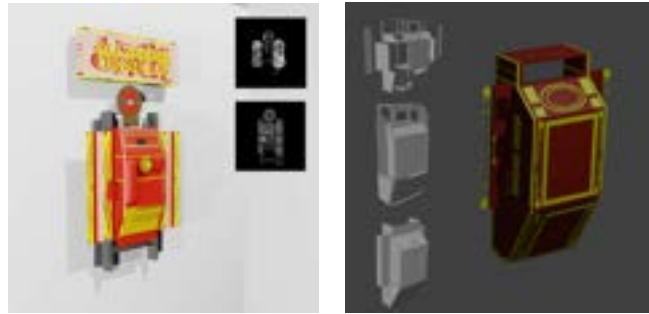
ALL SEEING EYE

UNIVERSITY - FINAL YEAR EXTENDED STUDY

JANUARY-APRIL 2025

Fabricated a fully interactive fortune telling machine from scratch, using computer vision with neural TTS to prophesy the viewer's future. Comments on facial recognition as a form of modern day physiognomy. Exhibited as part of 'Arcadia' @ Studio1.1. Watch it in action through the link below.

- Lighting + eye shutter mechanism programmed on Arduino Nano.
- All elements wired/fabricated on site at Bower Ashton campus with assistance from James at the Tech Lab.
- Python script on Raspberry pi uses OpenCV to determine location of key facial landmarks. This data is then pushed to an algorithm that determines proportions between each and strings together a customised judgement in response.
- This fortune is then spoken in a randomised voice off a subprocess running Piper TTS.



FABRICATION

MACHINE

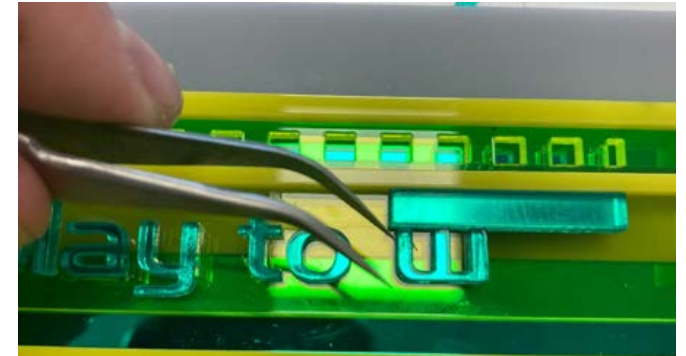
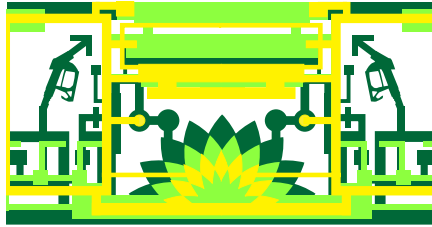
MICROCONTROLLERS - RASPBERRY PI - ARCADES - FACIAL
RECOGNITION - PHYSIOGNOMY - WOODWORKING - ELECTRONICS

PLAY TO WIN

UNIVERSITY - EXPLORING AND DEVELOPING GRAPHIC DESIGN PROCESS

MARCH 2024

Casino-like panel built off research into the corporate identity of oil and gas industry giants. Designed in Adobe Illustrator and lasercut into translucent/pearlscnt acrylic.



SCREEN

LASERCUTTING

RELIEF SCULPTURE - BRAND RESEARCH - VECTOR GRAPHICS

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