

# STEVEN HUTT RETAIL PORTFOLIO

## 2018

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**Winner**  
of the highly acclaimed  
**'RIBA Norman Foster Travelling Scholarship'**

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"[East of Eden] deals with a topic that is extremely relevant given the accelerating pace of urbanisation in Asia and the rest of the world. The relationship between nature and the city will be a key aspect, as we seek to develop the sustainable cities of the future"

**- Norman Foster**

During my time at Liberation Creative, I successfully managed hundreds of spatial design projects around the world for their largest client, Apple Inc. I also worked

closely with the product designers at Apple to design their store fixtures and fittings. My role was to develop their conceptual designs into developed designs, by

producing technical drawings and renders that highlighted which construction techniques were required to build the fixtures. See overleaf for CAD examples.

Research &amp; Publications

Concept Design

Developed Design

Technical Design

Site Management



### Statement of Recommendation

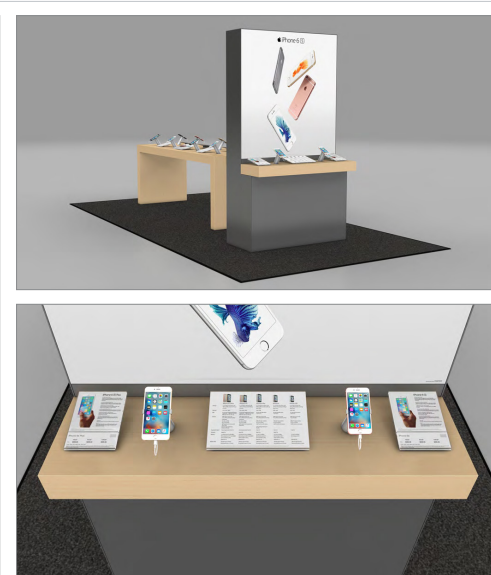
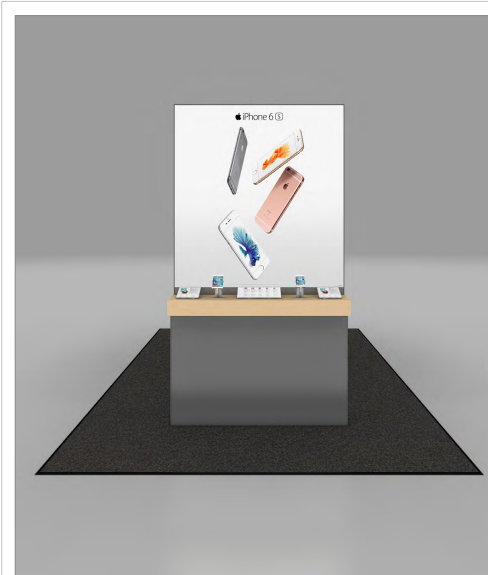
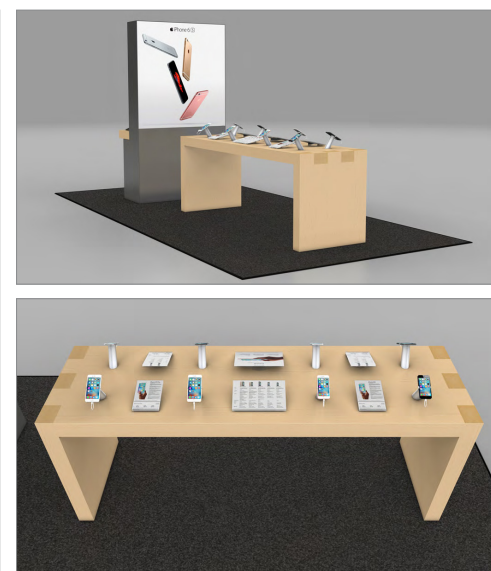
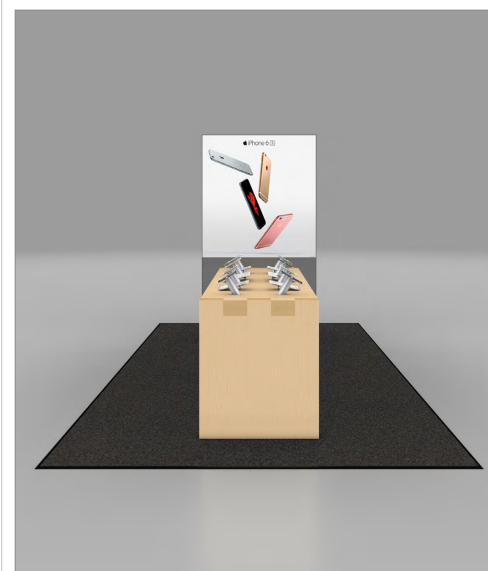
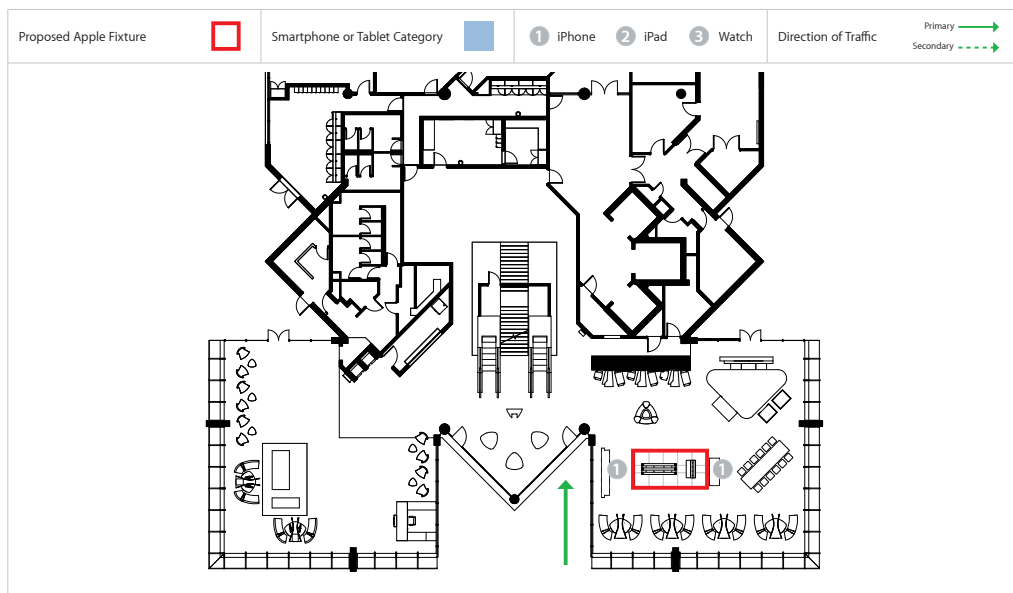
"Since starting at Liberation in January 2014, Steven has shown great drive and passion in his work and the development of his practice.

He started his position as a junior designer and has quickly progressed through the company taking on a managerial role. His potential when he joined was apparent and he has kept this momentum up throughout; taking a leading role on the design and management of our two biggest international clients. Steven's design work is exemplary, he has a keen eye for innovative and interesting ideas, and he is not confined by boundaries. He will go out of his way to make his ideas do-able without loss to his design.

There is clear narrative in Steven's concept designs, he is able to translate his ideas clearly making them accessible to both designers and clients alike. He has mastered VectorWorks, Autocad, Cinema 4D, and Photoshop, whilst working at Liberation and is able to use them effectively to convey his ideas.

Steven has brought his understanding of architecture into the practice and has been able to blend his already firm understanding of construction with his new learnt understanding of interior design, enabling him to create and design beautifully and logistically. He has taken his architectural learning onsite to many of our projects and has been able to hold his own on behalf of the company. I sincerely wish him well with his future career."

- Luke Allum  
Creative Director at Liberation Creative



Client: L'Atelier, Bicester Village

Work: Construction Drawings &amp; Site Management

Push Design Ltd designed and managed many of the retail projects that were developed in the new Bicester Village extension. I was responsible for numerous

brands, including L'Atelier, Jimmy Choo, and Schuh; working on-site to produce construction drawings and liaise directly with various contractors and clients.

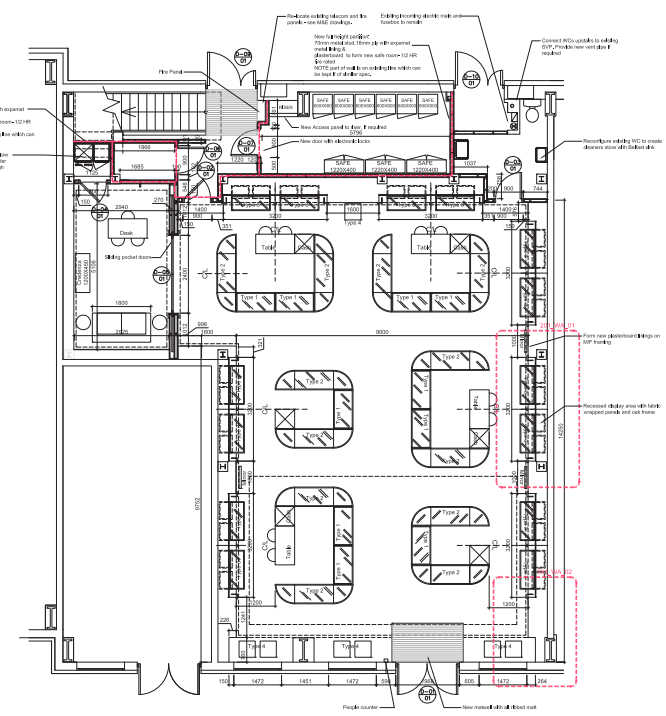
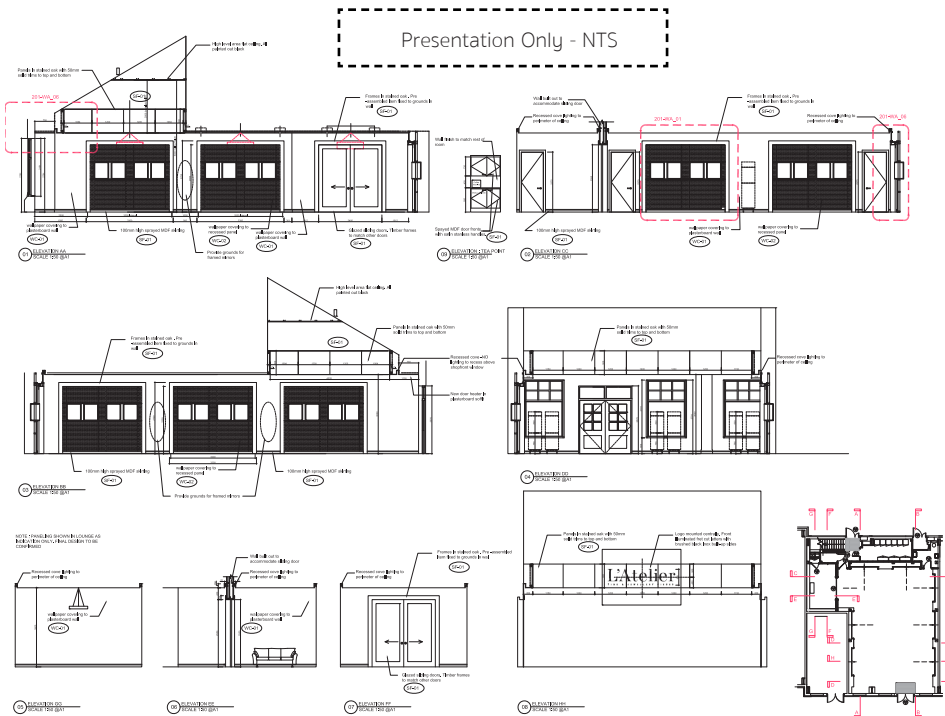
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Client: Charles Tyrwhitt, Tooley St, London  
 Work: Construction Pack & Site Coordination

During my time at Push Design Ltd, I worked alongside Steve Kenyon to develop the iconic Charles Tyrwhitt brand and translate their brand ethos

into architecture. The Tooley Street flagship store required careful planning under a very tight work schedule, and I was required to coordinate contractors on

on site and produce a pack of technical drawings. I was responsible for quality control, and I worked closely with the various contractors to ensure that every detail was achievable.

Research &amp; Publications

Concept Design

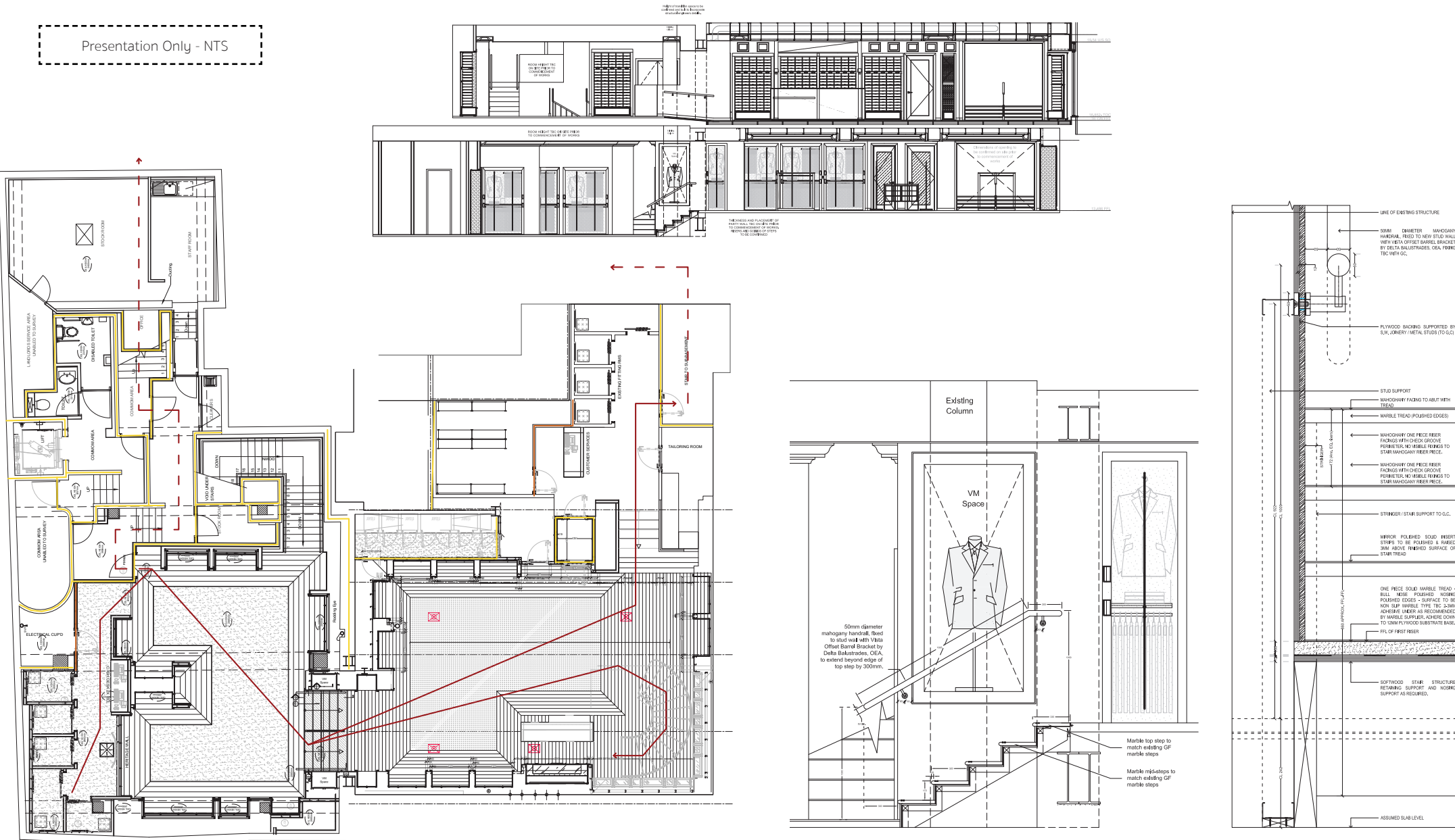
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Presentation Only - NTS



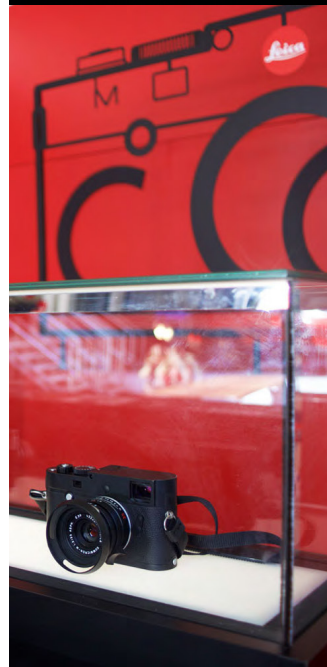
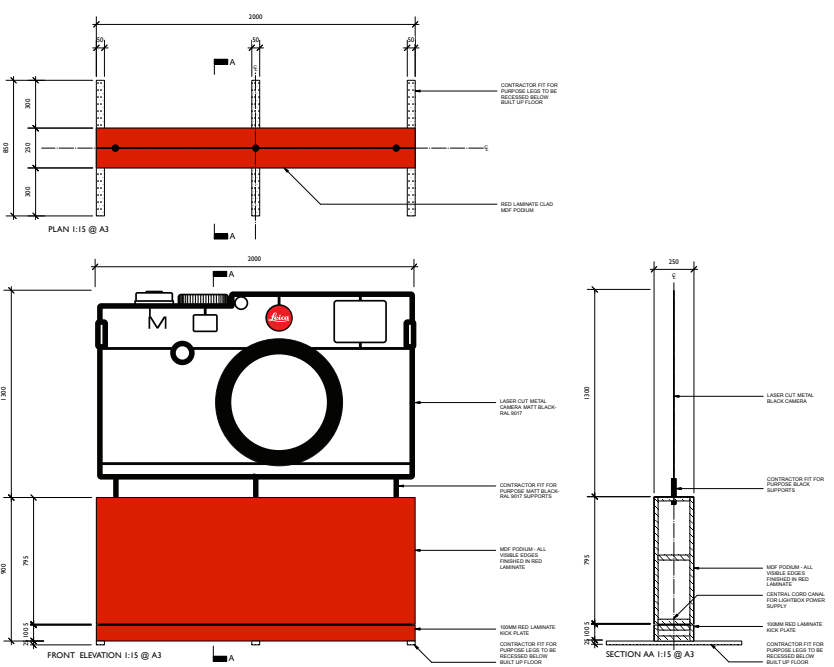
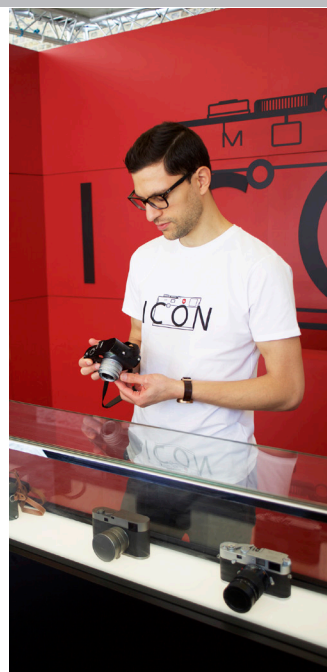
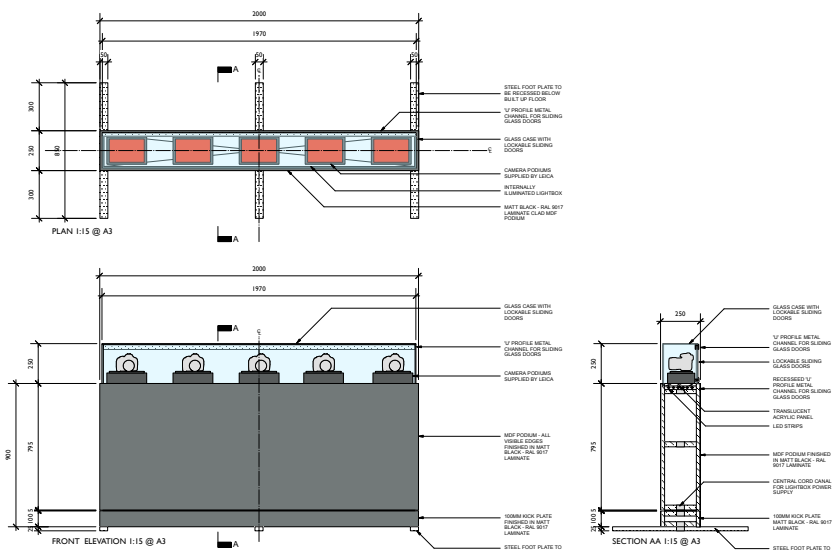
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Client: Triumph Motorcycles

Work: CAD Modelling &amp; 3D Visualisation

Working as a CAD technician on this project - I liaised with a team of interior designers and space planners to produce the 3D renders and develop the interior

layout after the initial conceptual stage. My main role within the team was to produce the CAD models and technical packages for the client pitch.

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My main role on this project was to work on the overall visual presentation and also space planning strategy for the K-Boxing Menswear Store. I played a key

in developing the overall merchandise layout - and produced sketches and high quality renders for the client pitch. Each render was produced using Cinema 4D, and V-Ray.

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