

CONTENTS

1	Parallax	3
2	D&Design	5
3	Man Up	7
4	Heritage Trees	11
5	Modern Classics	16
6	Wildfang Vouchers	21
7	Jekyll & Hyde's	25
	Process	26
	Writing Sample	39



DES225 Winter 2019 with Amy Sly



Parallax is a soda brand inspired by the wonders of outer space and the bright colors of science fiction. Per its namesake, Parallax is all about light and visual perspective; the labels cover the entire bottle except for the rocket ship logo, so letting light shine through will reveal the color of the soda within! This brand mainly appeals to young adults who still hold onto their childlike wonder for space travel but desire something a bit more thematically complex.









D&DE516N Self-initiated



This magazine article originates from Dragon+, a monthly digital magazine about Dungeons and Dragons. The subject is Emi Tanji, a graphic designer at Wizards of the Coast. The layout features classic and recognizable imagery such as polyhedral dice and the dragon ampersand. The pink theme is feminine, yet bold and strong against the stark black and white, and works cohesively with the content to inspire young artists and designers to work confidently toward what they're passionate about.

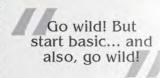
How do you approach D&D design, cartoons, and illustration?



With a light heart and a good sense creative art director Shauna Narciso, of humor. My job normally calls for as well as D&D writer and designer graphic design in the form of layout, branding, and marketing assets, plus some cringing with PowerPoint. So rounds of getting all the bad puns to get to dabble in illustration and fun out of our systems, Shauna will create

I'm fortunate to get to pull from the enjoyable we can share. talent and inspiration of our senior

graphics is a huge treat for me. a magnificent little doodle. I then try
In regards to the holiday cards, my best to translate it into something





20 DECEMBER 2016 DRAGON+

Talk us through the creation of your holiday cards this year.

When the request comes in, the first order of the day is to get brainstorming Shauna and I will try to pick the brains of other D&D team members for some terrible puns, or for wordplay on D&D characters, creatures, and lore.

After our initial brainstorm, we'll narrow the long list into a couple of key phrases or subjects to focus on, and it's no surprise to find I usually favor our wonderful monsters. That's when I first start sketching some ideas out, as you'll see from the doodles on the page. It's here that I can let my imagination run wild, trying out plenty of different ideas and treatments until I find one I like.

Once I'm happy and have settled on a particular idea, I'll go back and run it by Shauna. She'll come up with little tweaks and suggestions (and sometimes if we're lucky, one of her fun doodles!). Next, I make all the necessary revisions and take my mess of a sketch into Illustrator to outline shapes and add color. Of course, if you're making a card using good-old-fashioned paper and pens, you could trace over your sketch to get a more polished final design. Or if you're not great at drawing,

on brightly colored card. Next, I add some text and images to fit into the frame, and then I move it over to Photoshop for extra shading and additional textures. Once that's all done, Shauna approves with a mighty THUMBS UP. Finally, we send the finished work out into the world with hopes that it brings a little smile to our awesome audience!

you could just print out some of your favorite D&D pictures and stick them

Left: the modrons get a refined treatment in Adobe Illustrator

Right: the final version of Tanji's holiday card.





DRAGON+ DECEMBER 2016 21

We really liked the D&D snowflakes from last year. Tell us about how those were made.



Thank you! The D&D snowflakes were a wonderful proposal by the alwaysencouraging Greg Bilsland. We began discussing what iconic monsters would be the most recognizable (beholder, mind flayer, red dragon-and I threw in the gelatinous cube for fun). Then we sketched out some ideas and experimented to see if the shapes could actually be cut out

What hints and tips would you offer readers for making their own DIY D&D creations?

Go wild! But start basic . . . and also, go wild! The Dungeons & Dragons world is immense, and the adventures and stories that players find themselves in create a bottomless well of content. My favorite subject for anything DIY would be our monsters. You can never go wrong with a beholder—twelve circles and a bunch of lines (ten eyestalks in total; make sure you get all of them). Page through your Monster Manual and you'll have no lack of ideas. Be sure to go to Facebook and show us what you do!

22 DECEMBER 2016 DRAGON+



What does the future hold? What are your next big projects and goals?

> I hope to continue on this exciting ride, and to keep getting better as I go. I'm a huge fan of encouraging imagination and storytelling in young minds, so I'd love to see more adventure modules created with kids in mind. Especially things like Heroes of Hesiod (created for fourth edition, but with simplified rules that make it an easy introduction to roleplaying games and D&D).

How would you describe your own art style?

I'd describe my style of art as: clunky yet hopefully enjoyable, with a recurring theme of chubby dogs.

Who are your favorite artists? Who are you inspired by?

Growing up, Akira Toriyama and Yoshitaka Amano were among my favorites. During college, I could not get enough of Jeremy Fish, Audrey Kawasaki, and Hydro74 (the artist featured on the cover of issue 2 of Dragon+, as well as the creator of the alternative cover for Volo's Guide to Monsters). But as for a favorite, I don't think I'd ever be able to choose. I could never stop drinking up the detail and fluidity you see in the work of James Jean, but I'd also never say no to an encyclopedia of fat birds by Joy Ang.

As for inspiration, every moment we're alive, we are gifted with so much inspiration. Our senses are constantly offering us so much, by just being aware. It's wonderful! Then imagine getting to walk into a building every day, as I do, and be immersed in the work of talented storytellers and visual influencers—what a life!



Tanji's 'ExtraLife' D&D character

Where can readers see more of your work?

Keep an eye out for our next book! (Ha!) And I also have a Twitter account I don't often use, but maybe I could be encouraged to get with the times? .



S MAN UP DES224 Fall 2018 with Jenn Stady



"Man Up" is a 2008 release by bluesrock band The Blue Van. The design is inspired by pinup styles of the 60's, the decade that blues-rock was popularized. The illustrations are vector-style with a teal, monochrome palette that harshly contrasts with the red lipstick, giving it the modern twist that the band boasts with their guitarheavy sound. The album carries themes of vanity, self-absorption and disillusionment, something fans of the genre will recognize in the subversive femininity and warped, bold text on the cover and labels.

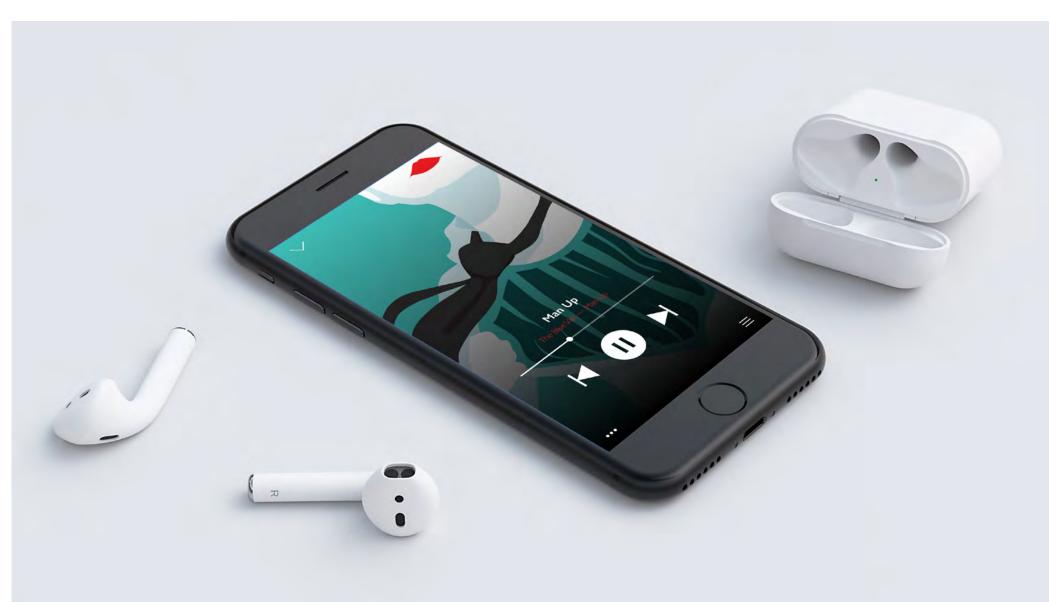






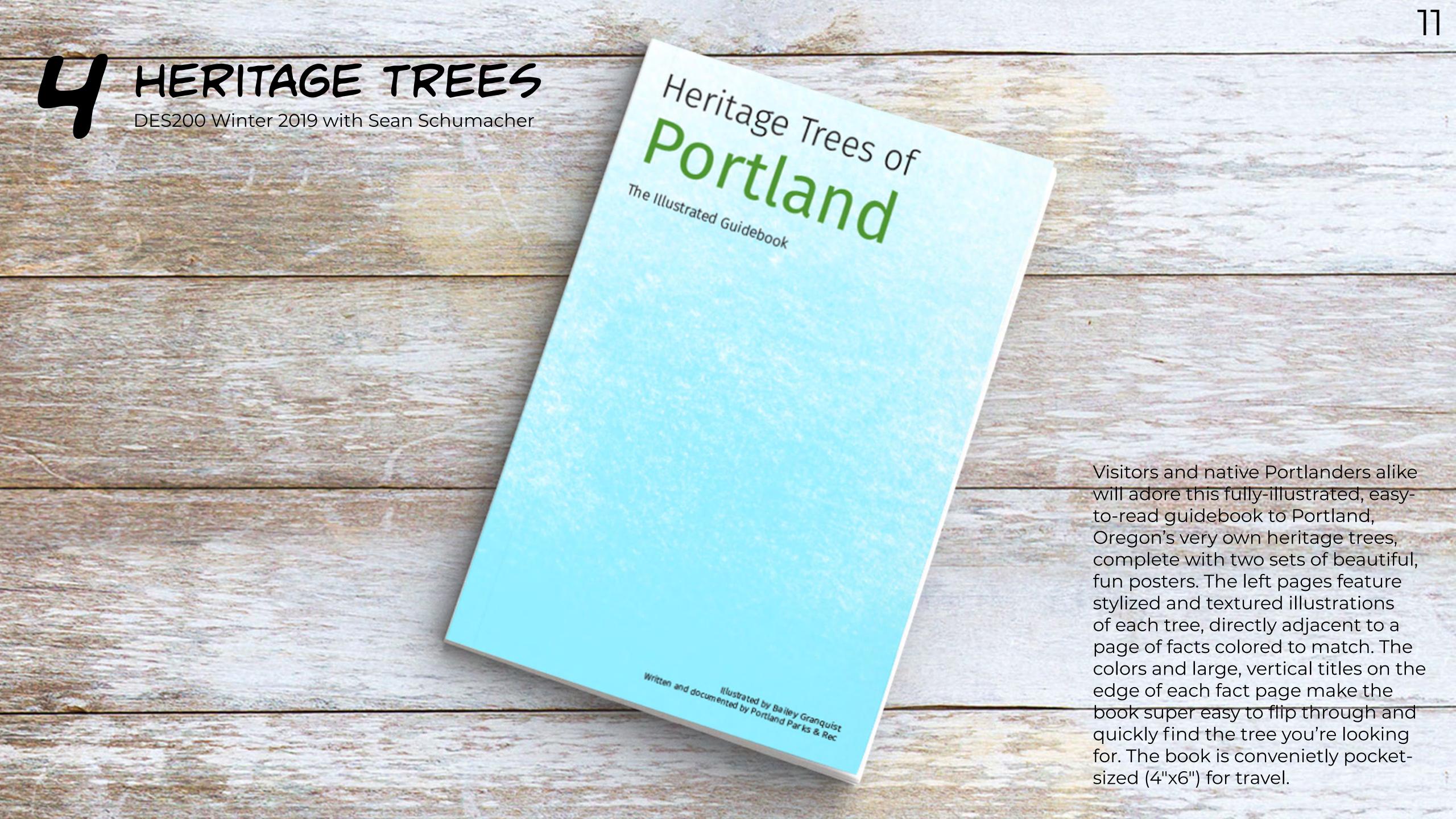


7" single "There Goes My Love"







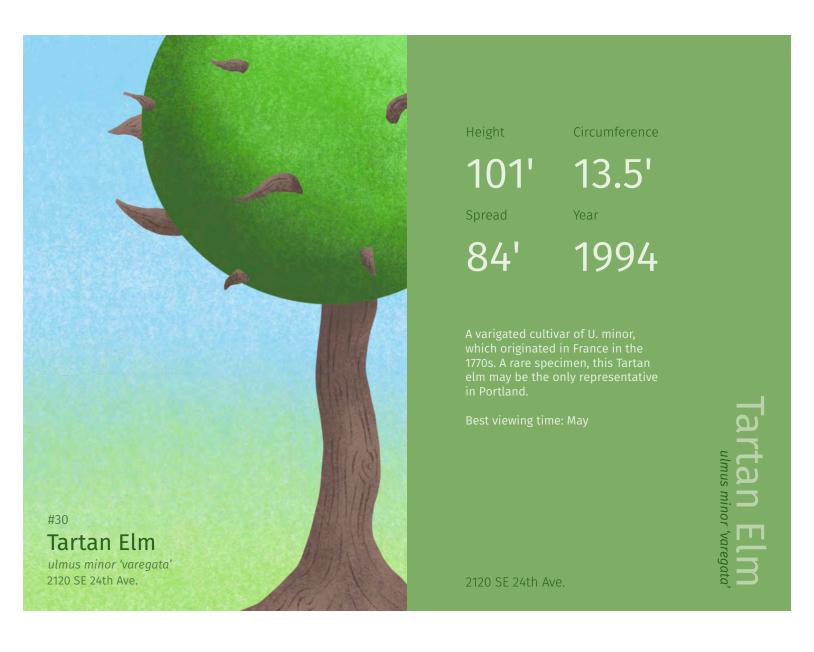






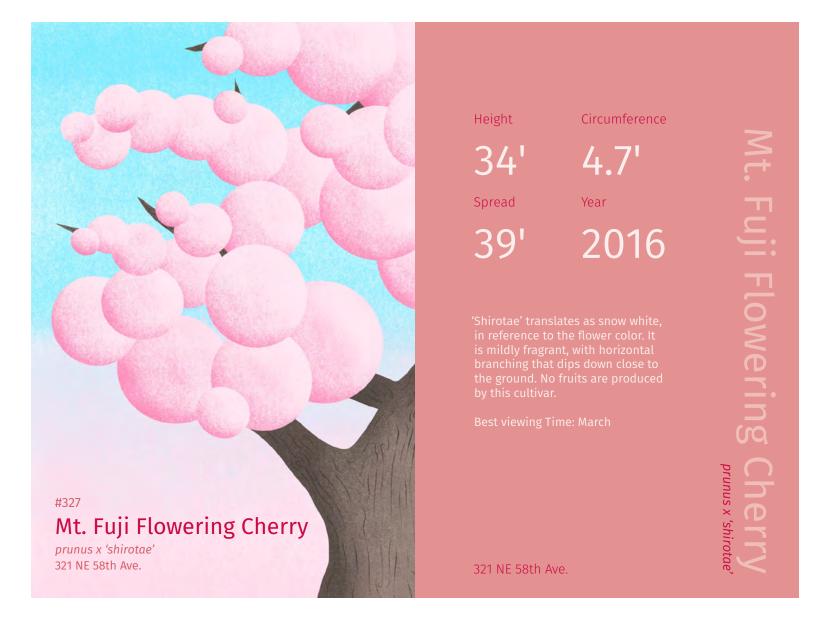


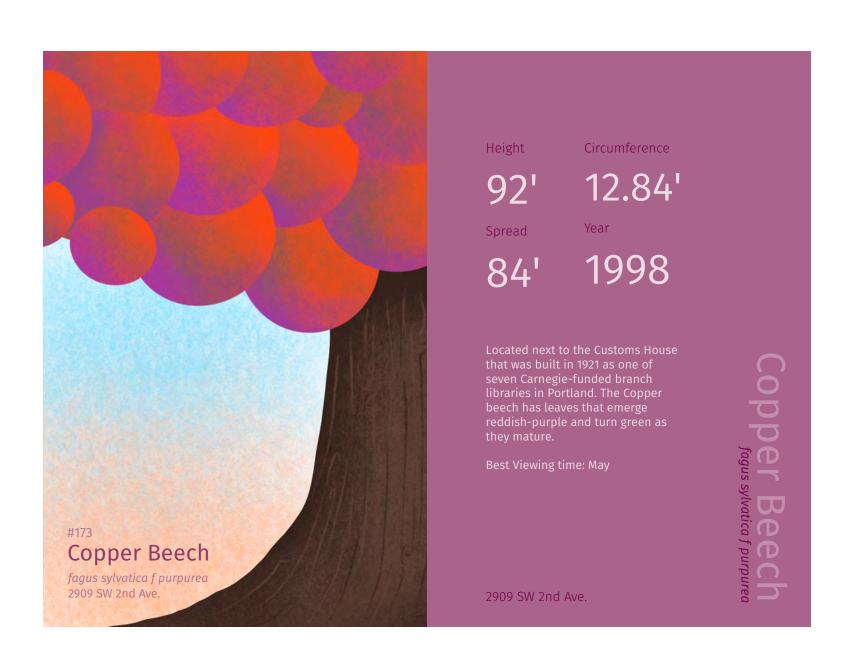


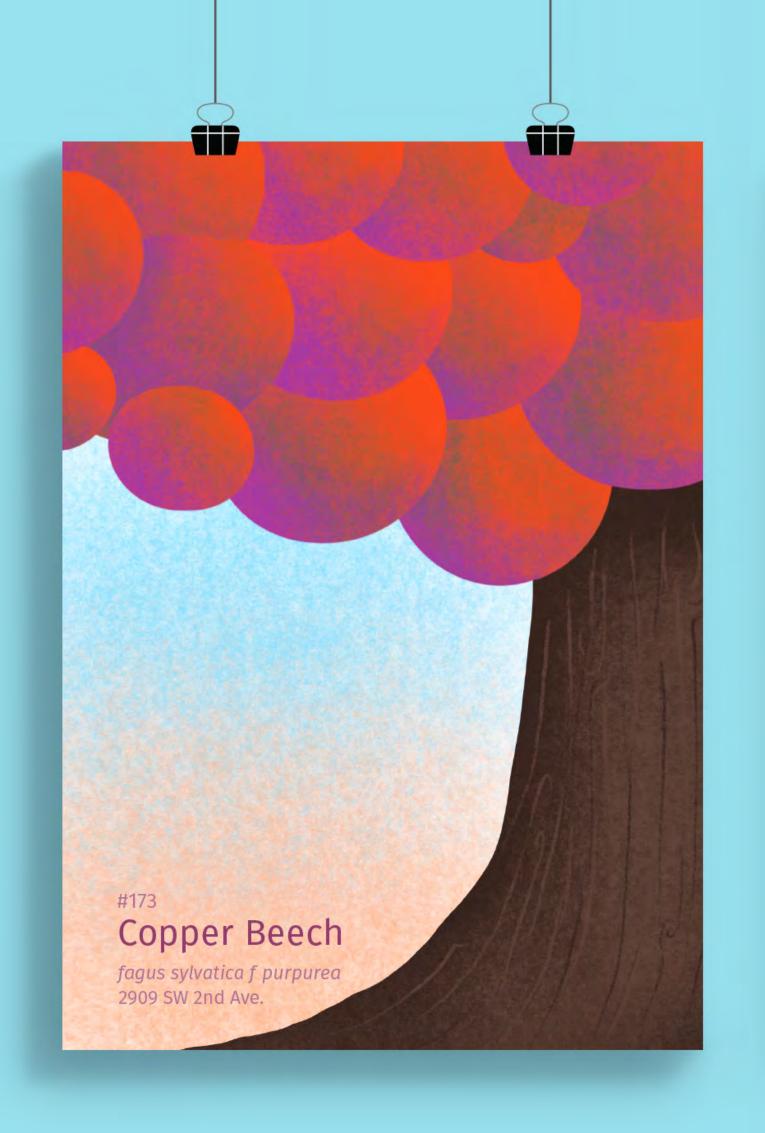


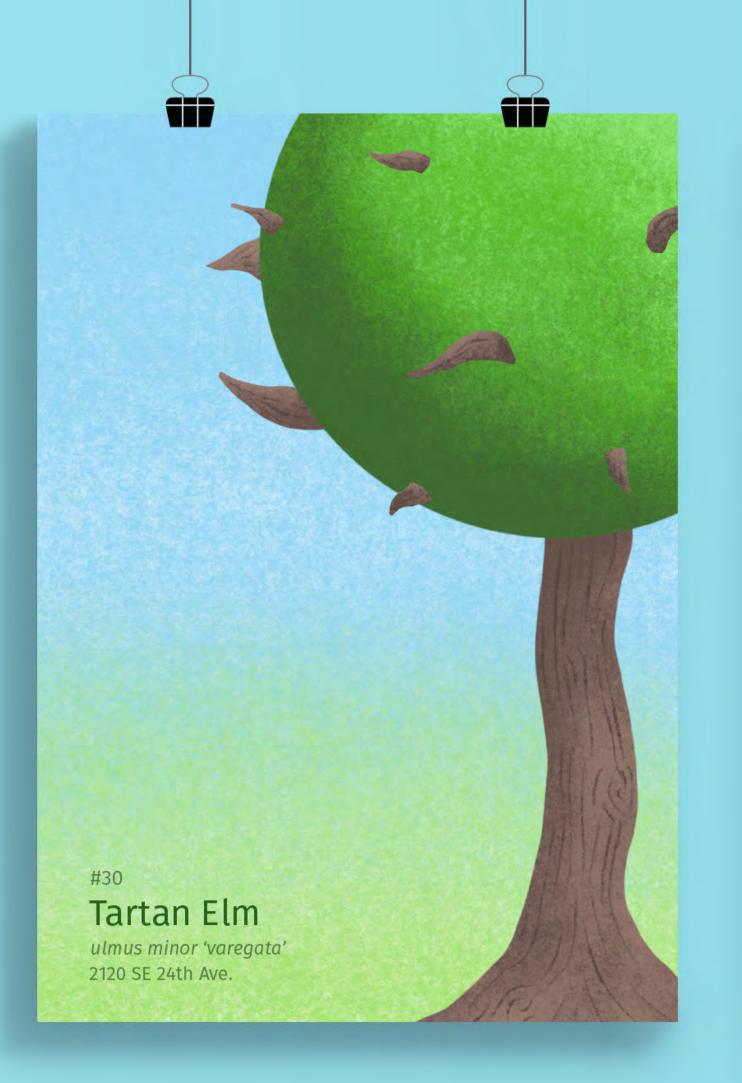






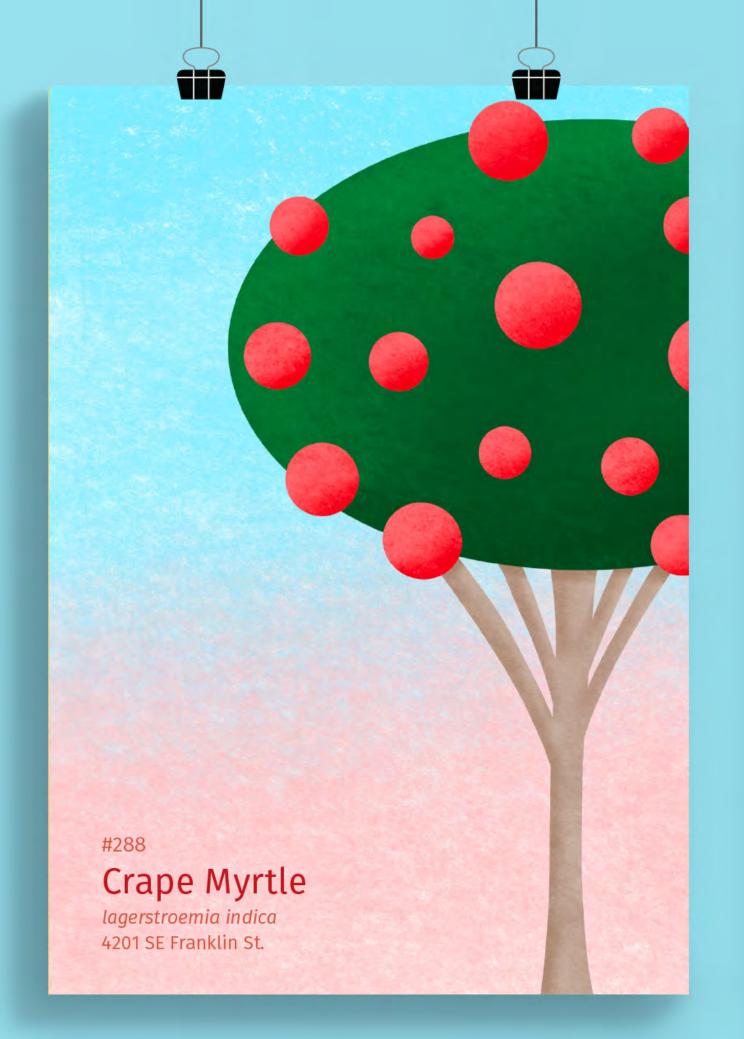










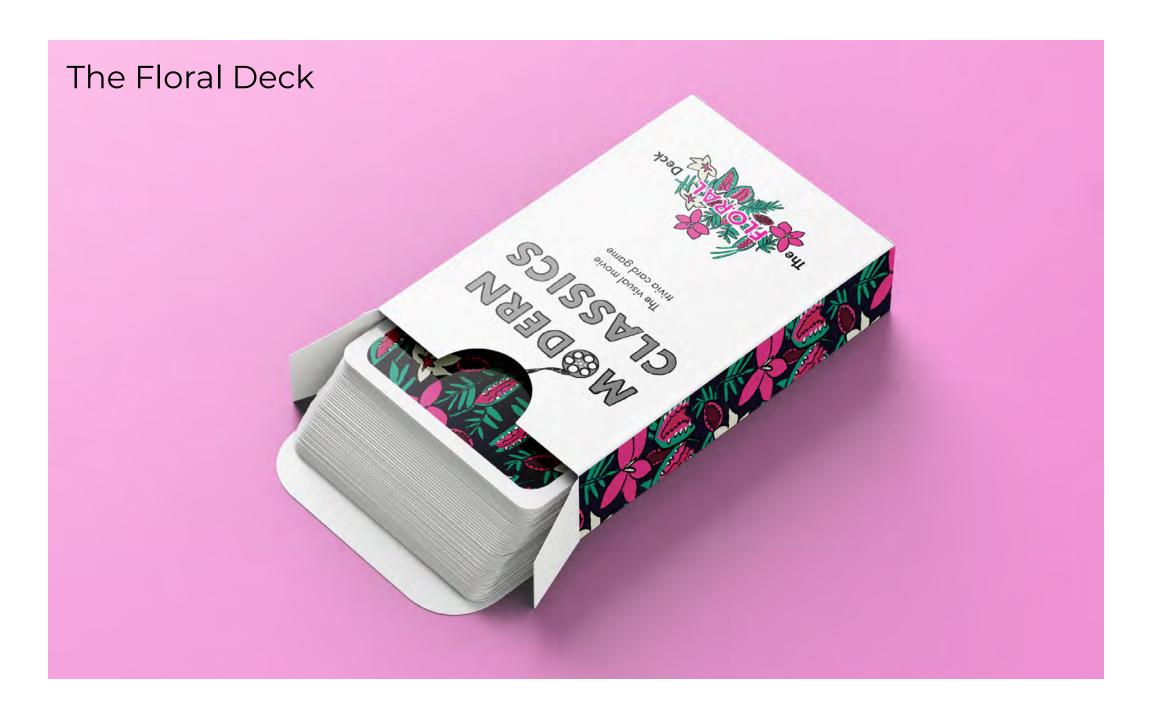


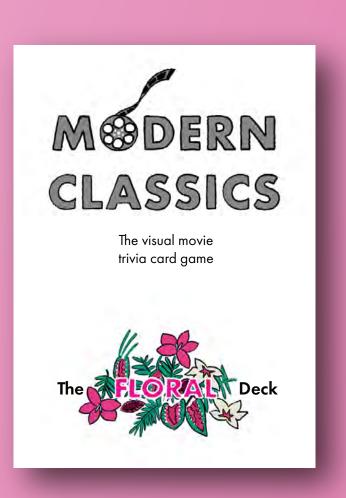


5 MODERN CLASSICS Self-initiated



"Modern Classics" is a fun, yet easy-to-grasp visual trivia game all about movies. Since film is such a broad subject matter, this game is modular; it's divided into several themed, collectible decks. Play The Animation Deck with kids, The Horror Deck to test your wits, or shuffle them all together to truly test the movie buffs in your life! "Modern Classics" is the perfect time-passer for road trips and game nights, whether you're playing the game or simply using it to randomly decide what movie to watch tonight.



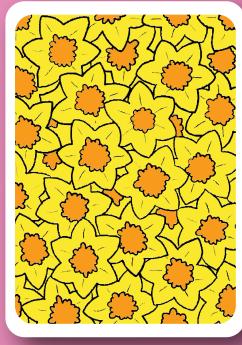


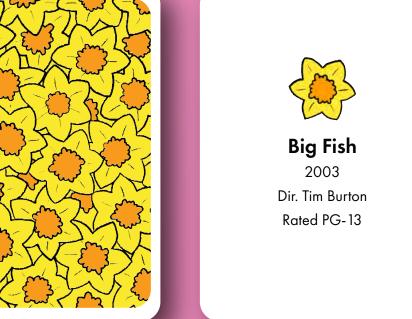
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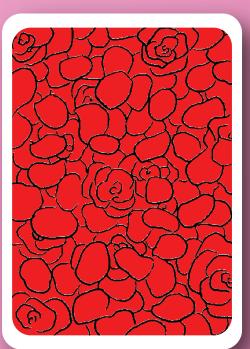


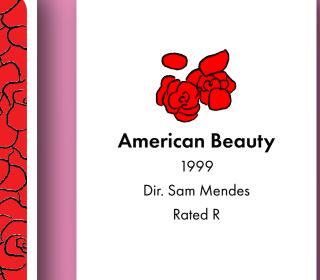




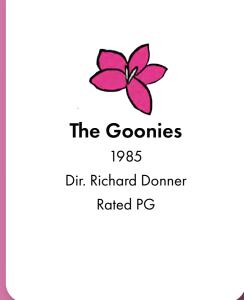


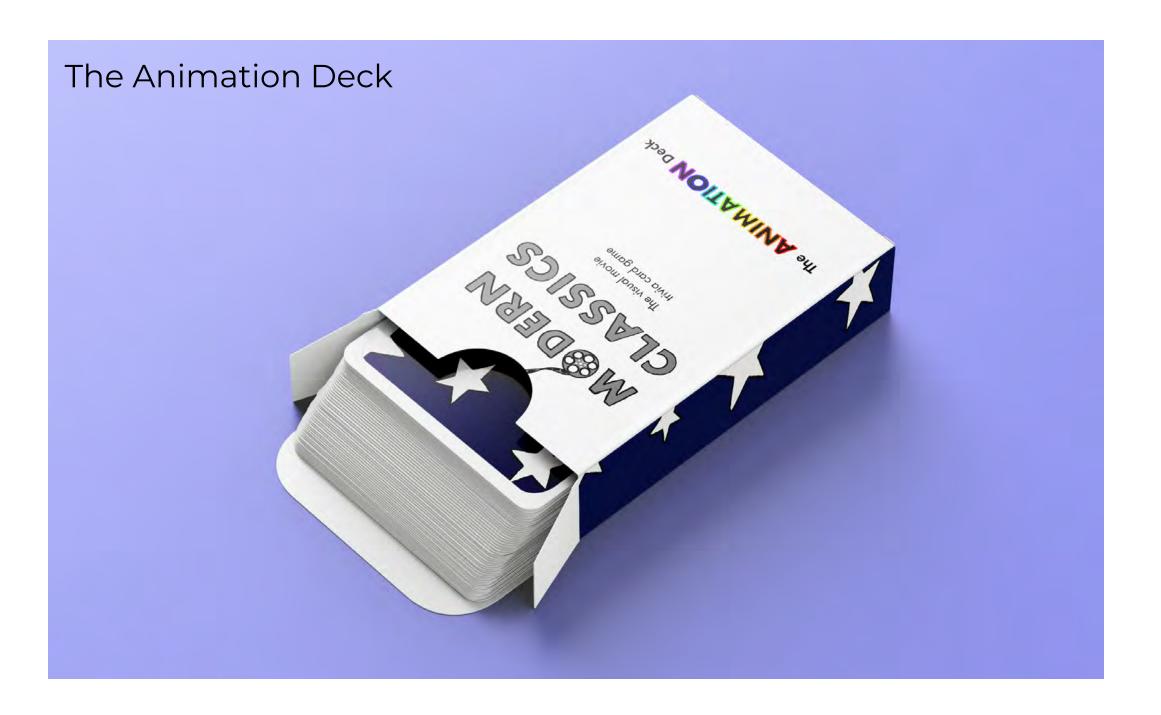










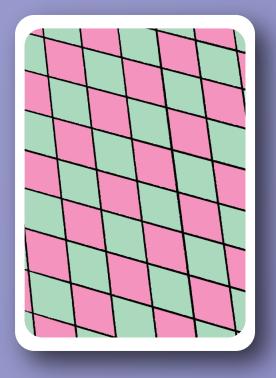


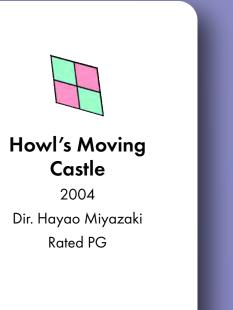


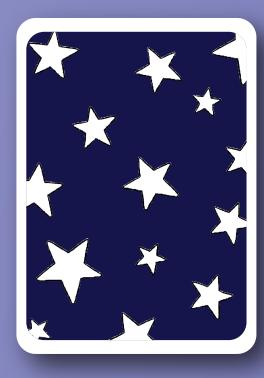
The visual movie trivia card game









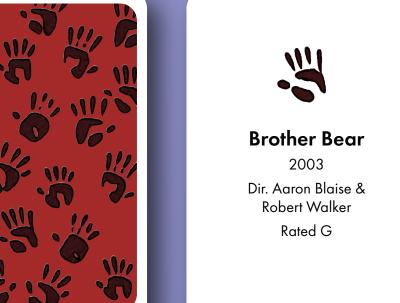


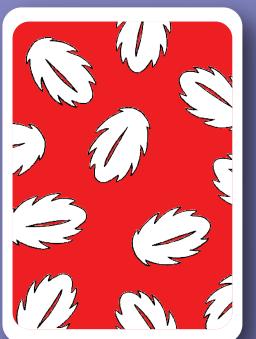


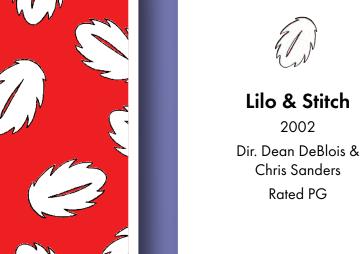
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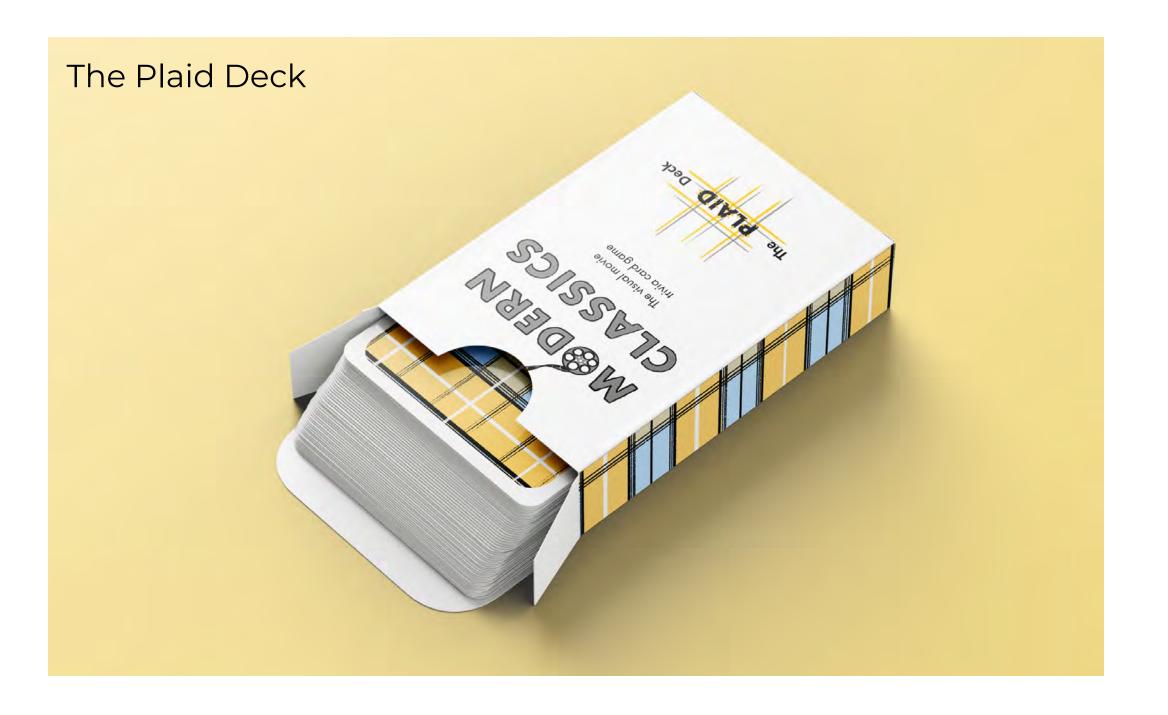
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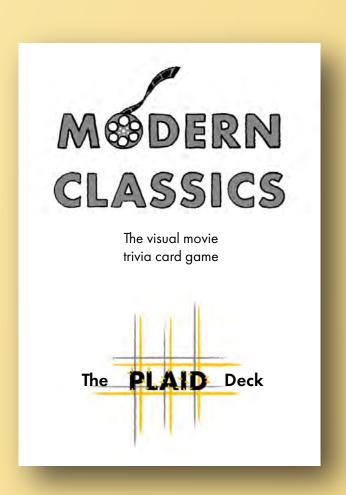




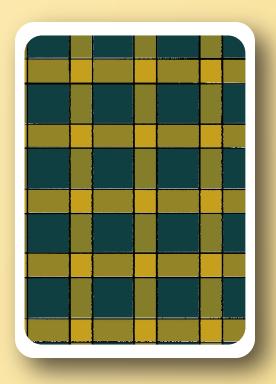


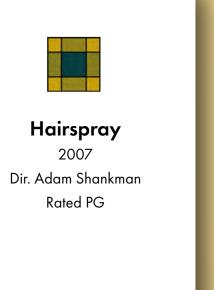


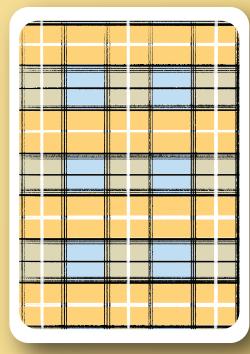


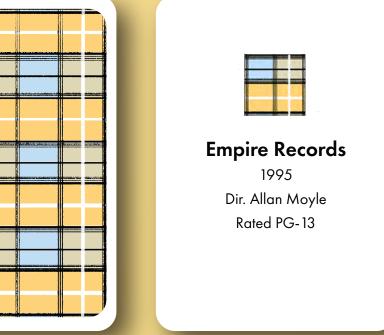


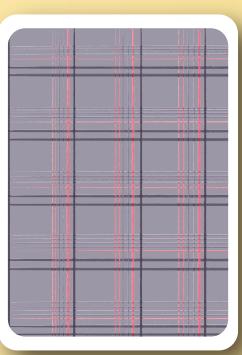




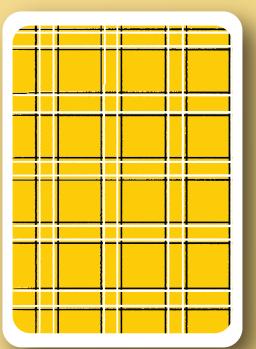


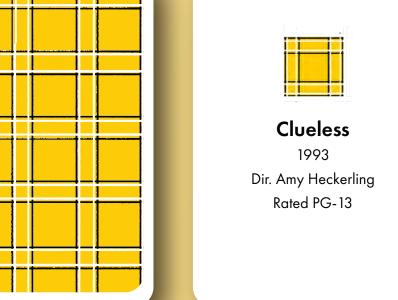


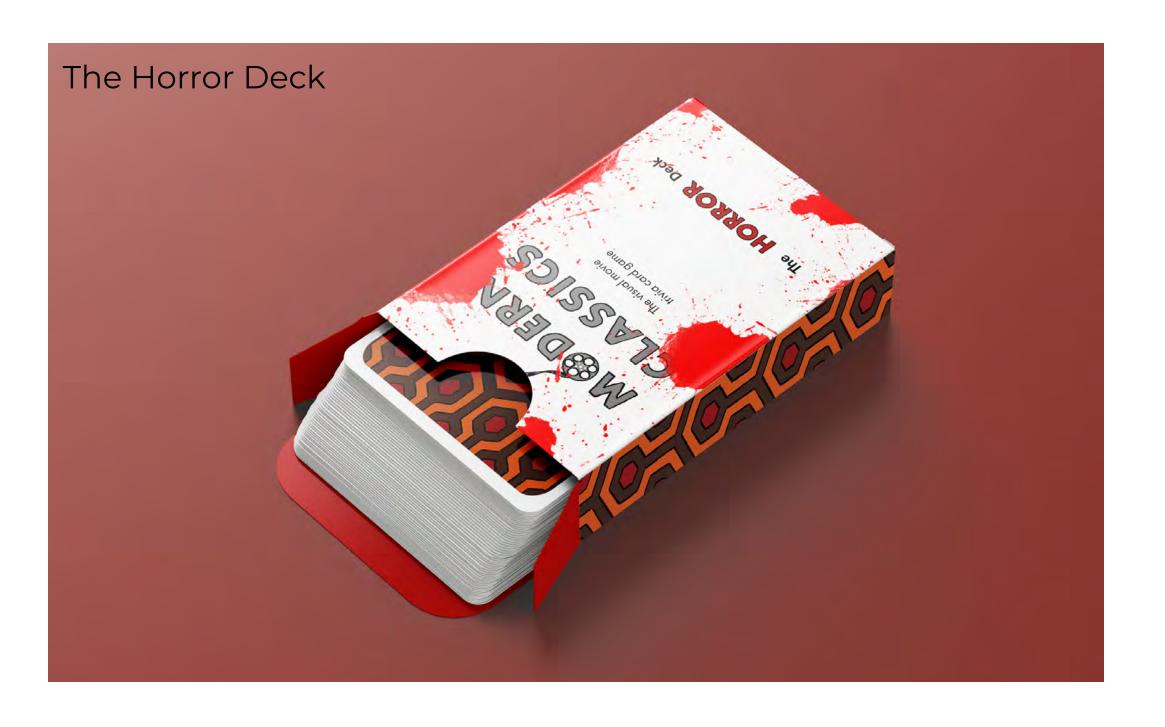




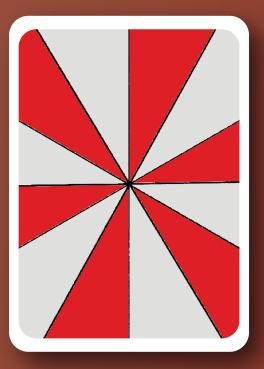




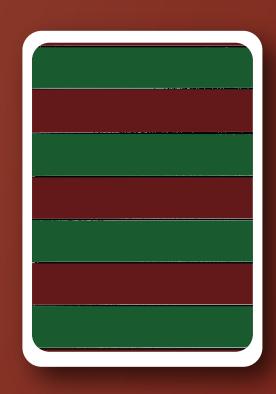


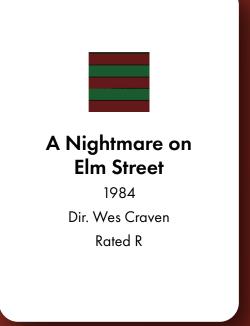




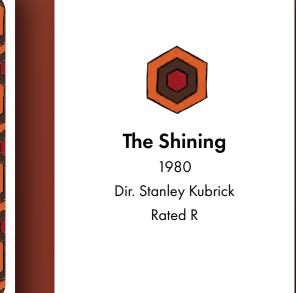


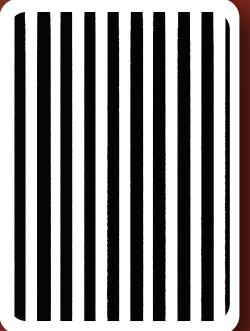










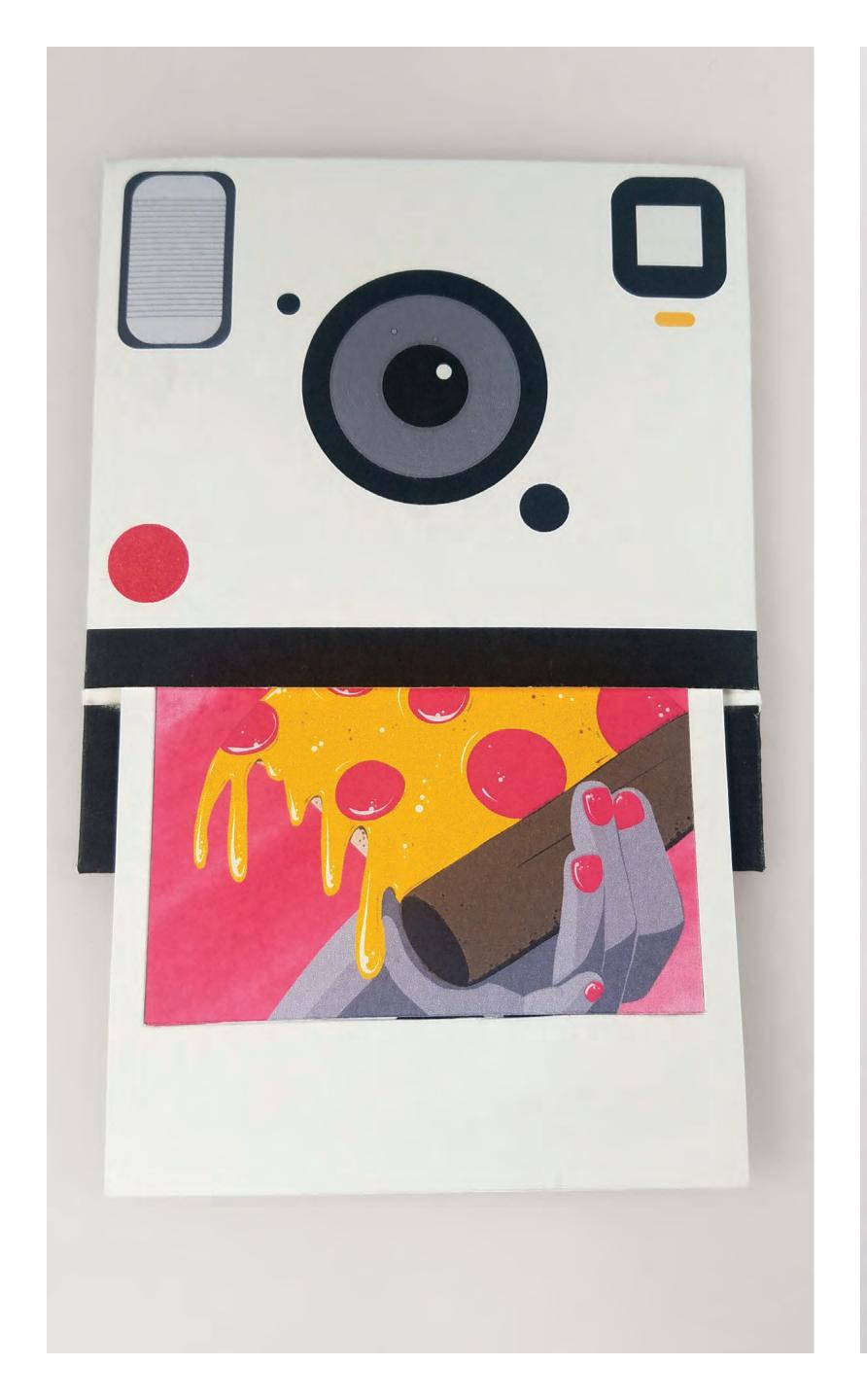




6 WILDFANG VOUCHERS DES210 Spring 2019 with Cassandra Swan



These gift vouchers, based on Polaroid cameras, are bold and trendy just like Wildfang! The clothing store puts an emphasis on empowering oneself through fashion that diverts from the norm, and these gift cards fit that message to a T. They are far more interactive while being visually and texturally interesting than the average voucher. Frequent customers will also recognize that the comfort foods featured on the illustrations match those that appear on Wildfang's accessories.











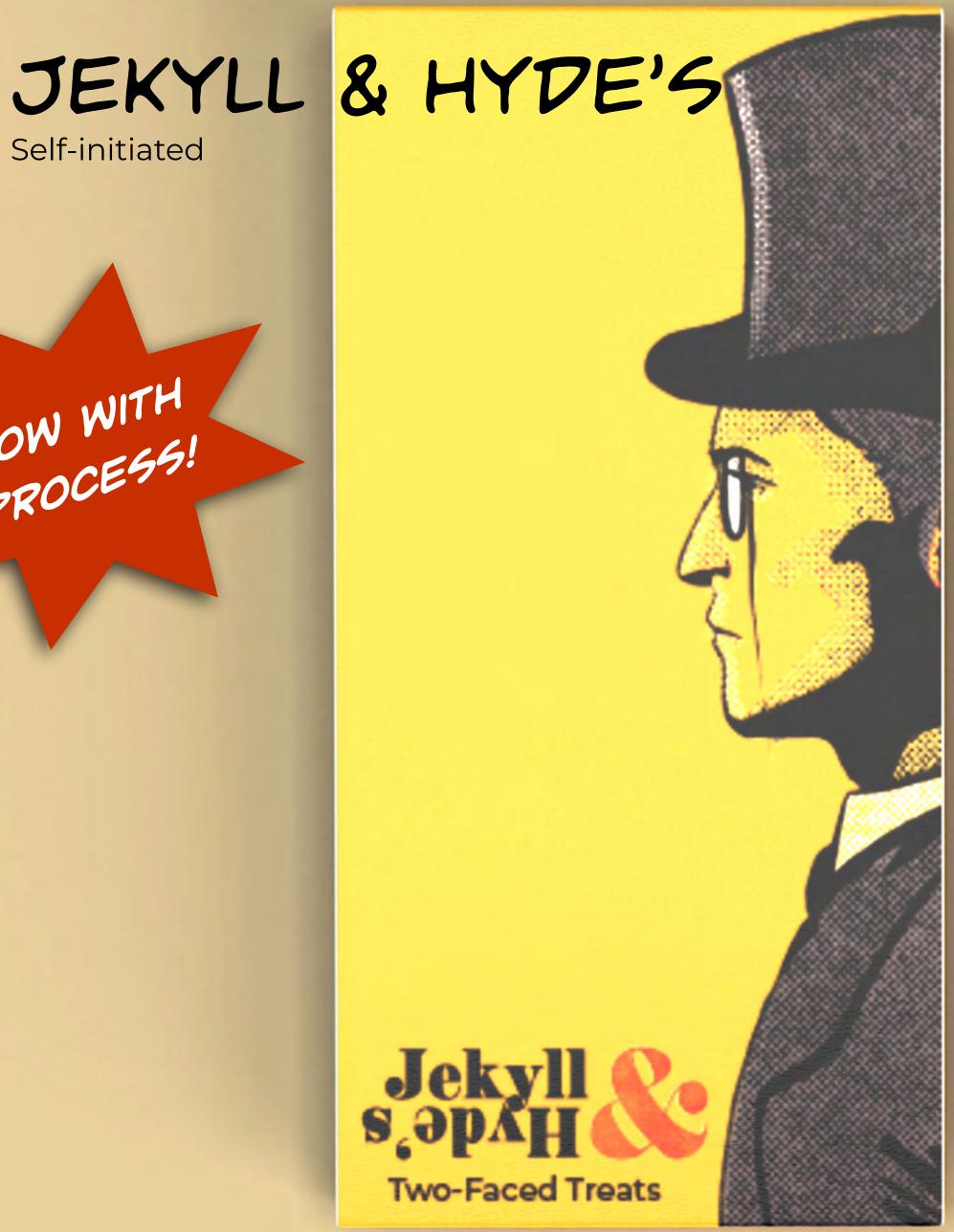






Self-initiated







Jekyll & Hyde's Two-Faced Treats are not for the faint of heart, for they have a dark side. This chocolate dessert brand may seem unassuming at first, but each has a half that's spiced with habanero pepper! Jekyll & Hyde's is a specialty brand for people who want a little risk out of their sweet snacks. Each package is double-sided with illustrations of the classic Doctor Jekyll and his evil counterpart, Mr. Hyde.

PROCE55

Rationale

Jekyll & Hyde's is a chocolate dessert brand for adults who want something a little more exciting in their treats. They are tired of the usual flavors and enjoy the combination of spicy and sweet. The simplicity of the package makes it unique and attractive in the chocolate aisle at any given store, and the classic characters are easily recognizable, even to people who haven't read or seen any version of the story. Just about everyone knows who Dr. Jekyll and Mr. Hyde are.

The story of Jekyll and Hyde takes place in 1886 London, and the characters are most often portrayed as such. The brand packaging sticks with that theme, using vintage, beat tone textures for the illustrations, a limited color palette that includes a grayscale, and a wide serif with circular terminals for the brand name to convey class and style.

The warm colors exist to convey heat, but were also chosen more deliberately than simply picking two warm colors. Red is the most common color to symbolize evil, so that's the side that Mr. Hyde is represented on. Yellow appears with red on the tetradic color scale. It is still a warm color, but it is lighter and stands on its own against the red. Both colors are slightly darkened a dulled to reference the tones commonly found on vintage advertisements. Even the white has a warm hue so that it does not stand stark against the other colors.

The packaging of each product is double sided to represent the duality of the Jekyll and Hyde story and the duality of the treats inside. While Hyde is the evil version of Jekyll, it is more accurate to describe him as the physical representation of Jekyll's dark temptations, which is what makes these characters so perfect for this type of treat. Finding odd or even dangerous flavors is tempting, and exciting due to risk. Jekyll & Hyde's Two-Faced Treats encourage you to give in to that very temptation.



This is the project that the Jekyll & Hyde's concept stemmed from. It's a chocolate branding assignment from DES254 and the prompt was it's name - "Chocolate Lab." While this project conveyed the message, there's nothing exciting or unique about it. There's no context behind it or any sort of story it tells that makes it intriguing. It also uses the same illustration style as my "Parallax" bottle branding project. So I went back to the scientific roots of it to create something that effectively tells a story.

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Classic figures COMMON - frankenstein - overused? - Mostly associated with Halloweum - adventure - excitement - Wes reme - captain nemo? - less cuann -treasure island - pirates -product is the rewarding traovre # - jetyle + hyde - suspensens -temporation (two-sided) -Mad Hatter - crazy - more appeals as - Well-known to kids (tisney) -dracula - generic vampira copyright issure not history

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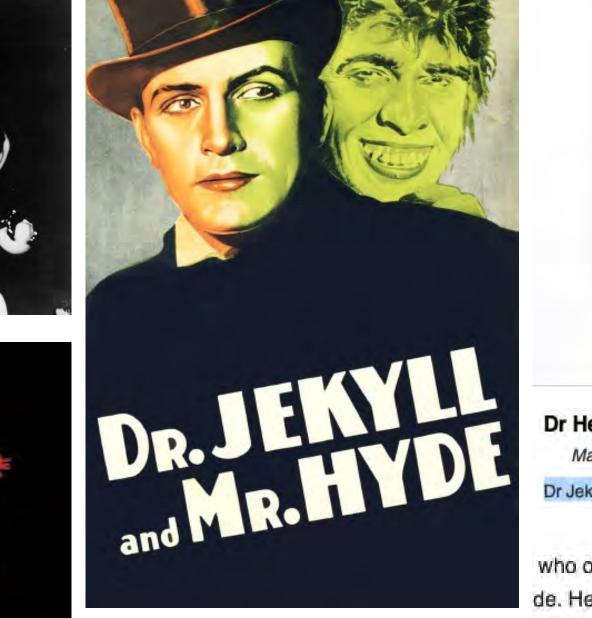
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Dr Henry Jekyll/Mr Edward Hyde [edit]

Main article: Dr. Jekyll and Mr. Hyde (character)

who occasionally feels he is battling between the good and evil within de. He has spent a great part of his life trying to repress evil urges that were

Dualities (edit)

The novella is frequently interpreted as an examination of the duality of human nature, usually expressed as an inner struggle between good and evil, with variations such as human versus animal, civilization versus barbarism sometimes substituted, the main thrust being that of an essential inner struggle between the one and other, and that the failure to accept this tension results in evil, or barbarity, or animal violence, being projected onto others.[16] In Freudian theory, the thoughts and desires banished to the unconscious mind motivate the behaviour of the conscious mind. Banishing evil to the unconscious mind in an attempt to achieve perfect goodness can result in the development of a Mr Hyde-type aspect to one's character.[16]

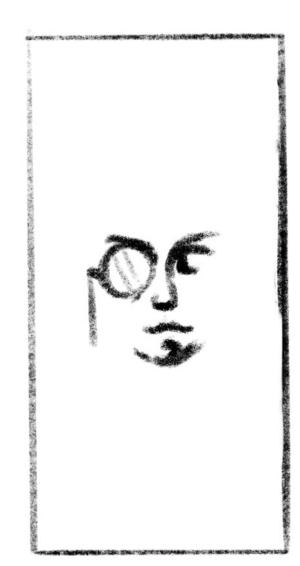








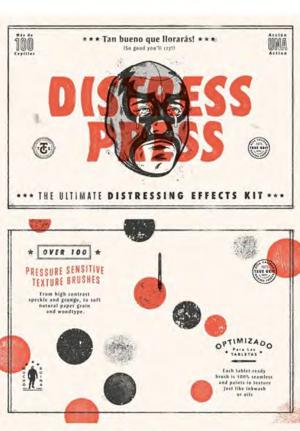


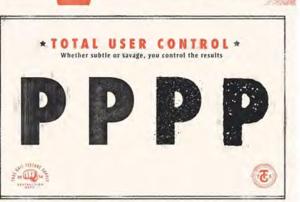


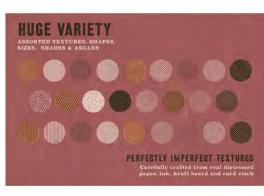


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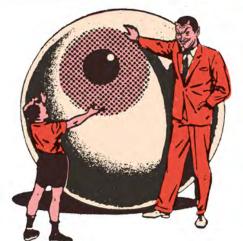
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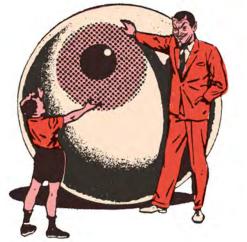




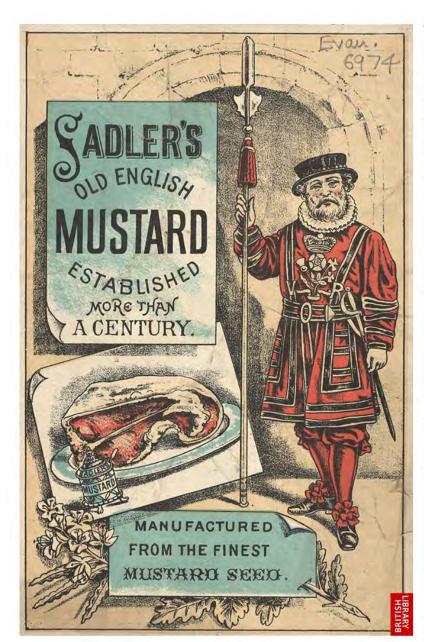


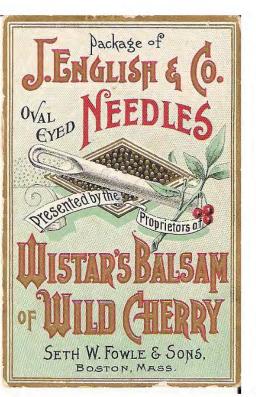










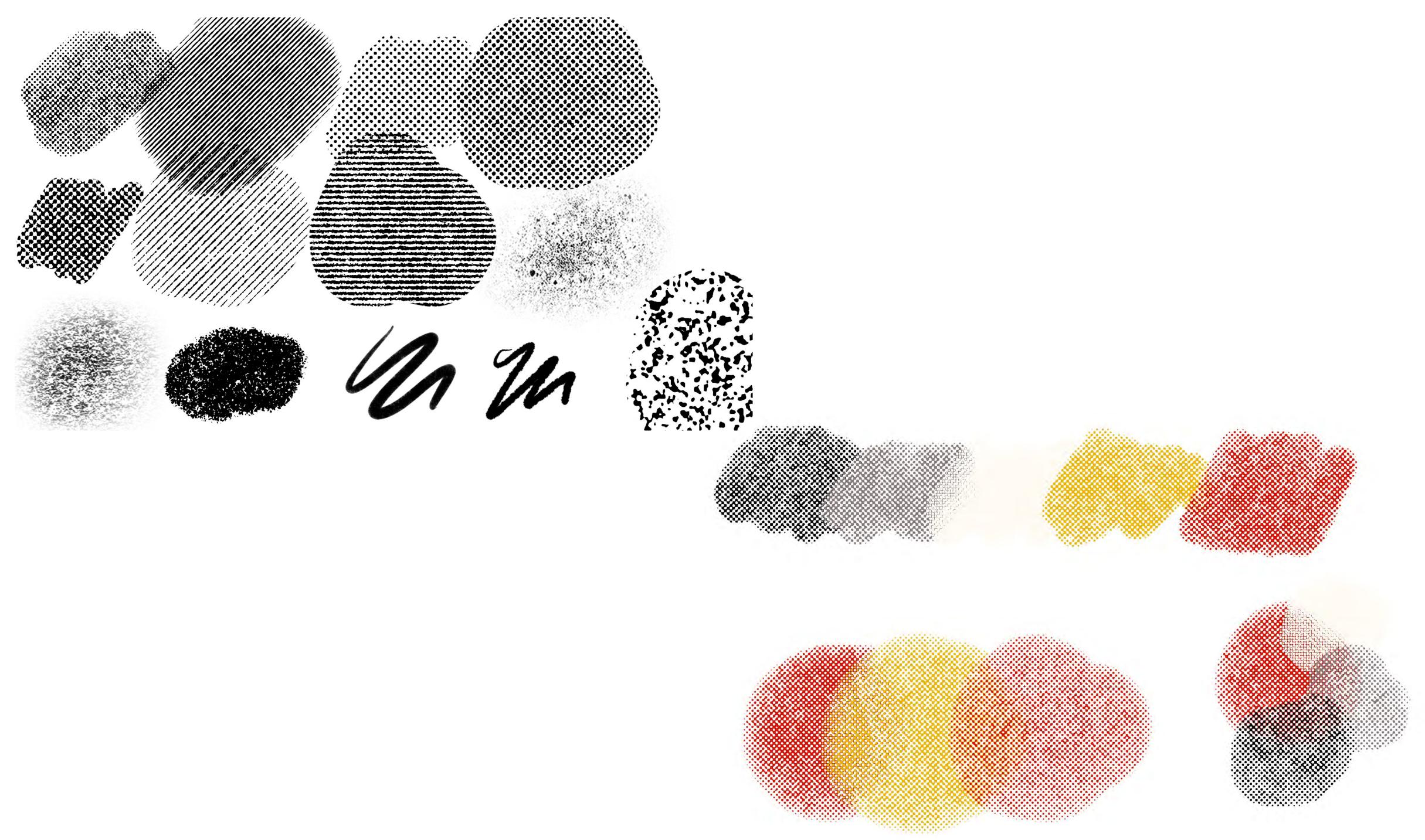












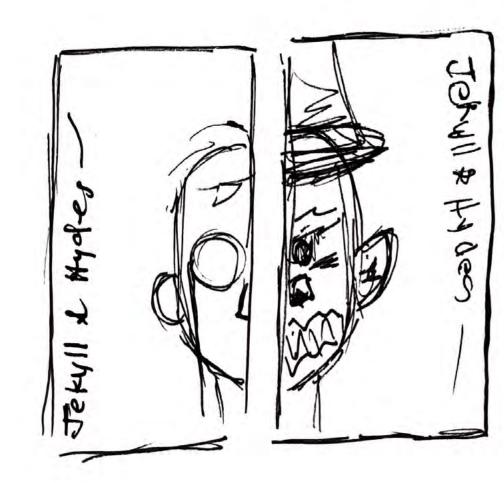




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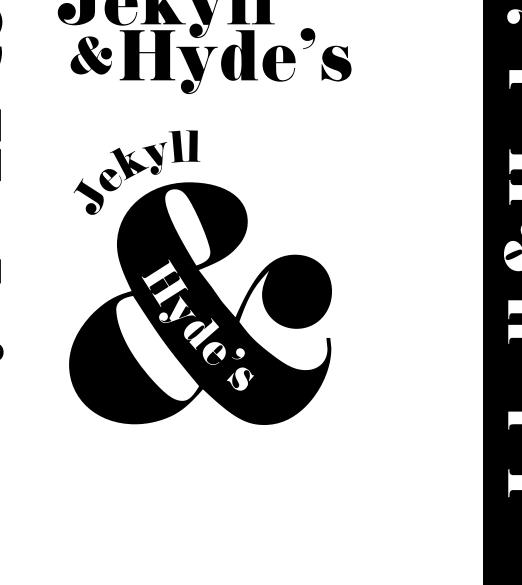
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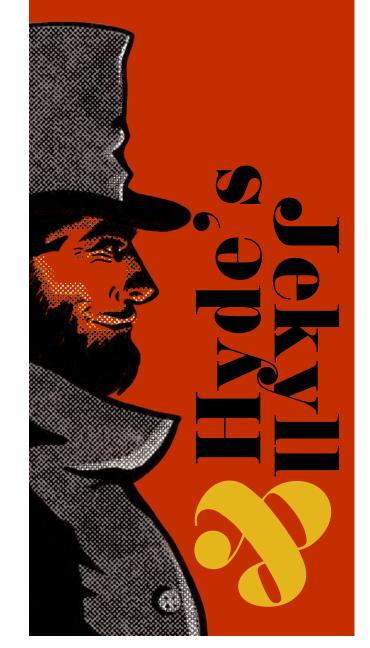






Jekyll & Hyde's

















WRITING SAMPLE

Wildfang Gift Vouchers: A Project 6 Rationale

This set of gift vouchers was made for Wildfang, a women's clothing retailer that emphasizes the importance of standing up for oneself and being exactly who you are. These vouchers are made to convey Wildfang's message as a brand while also being a fun and interactive piece of illustration. They are inspired by the retro style of Polaroids making a return into modern fashion, taking a washed-out grayscale and combining it with colors inspired by modern pop-art.

The illustration on each card is of a model's hand holding messy comfort food. They use organic shapes in grayscale to convey the form of the model, but saves the bright, poppy colors for the foods to make them stand out as a focal point. This is subversive to traditional marketing of the modeling industry by making it messy and human, focusing on what all people can connect to, the same way Wildfang tears down traditional fashion tropes to help people be more comfortable in their own skin. The foods are reflective of products sold by the company. The watercolor wash used as the background gives the photos a sense of texture that helps unify the photo paper

with the more physically textured watercolor paper used for the rest of the product.

The feel and quality of the watercolor paper emphasizes the vibe of the brand. Wildfang removes the "plasticity" of traditional modeling and marketing for a more friendly, real feel. The paper is of durable quality that makes the voucher as a whole feel sturdy in the hand. It also makes the ink look visually textured. The voucher and holder come together as a Polaroid photo matched with a camera. The design is reminiscent of removing the photo from the camera after taking a picture. This gives the user the sense of nostalgic excitement similar to the reveal of the Polaroid photo. As the voucher is removed, the bright color and shine of the photo paper draws attention and makes the illustration stand out as the focal point.

Overall, the craft of the project could be improved. While the holder is structurally inventive and well-measured, the piece as a whole uses a lot of paper. This means some cuts and glued edges aren't perfectly

clean or aligned with adjoining parts. Some textural detail could be added, especially to the hands in the illustrations and on the "camera." The magenta should be lightened so that it's easier on the eyes. An original version of this project featured digital hand-lettering that felt far too careful and calligraphic. The decision to remove the hand-lettering and leave the space below the photo blank is one improvement in the area of craft, as it allows the piece to be even more interactive. Allowing the consumer to write their own messages in sharpie helps them to connect with the voucher even further, and doubles as an action befitting real Polaroids.

Combining retro styles with modern fashion and colors gives the product that nostalgic, yet trendy bit of excitement that the intended audience loves to indulge in. The action of revealing the card within the holder adds fun to functionality. The style, texture, and reinvention of what a gift card can be fits Wildfang's message of doing what you want while wearing what you want, and being completely, unapologetically you.