Portfolio

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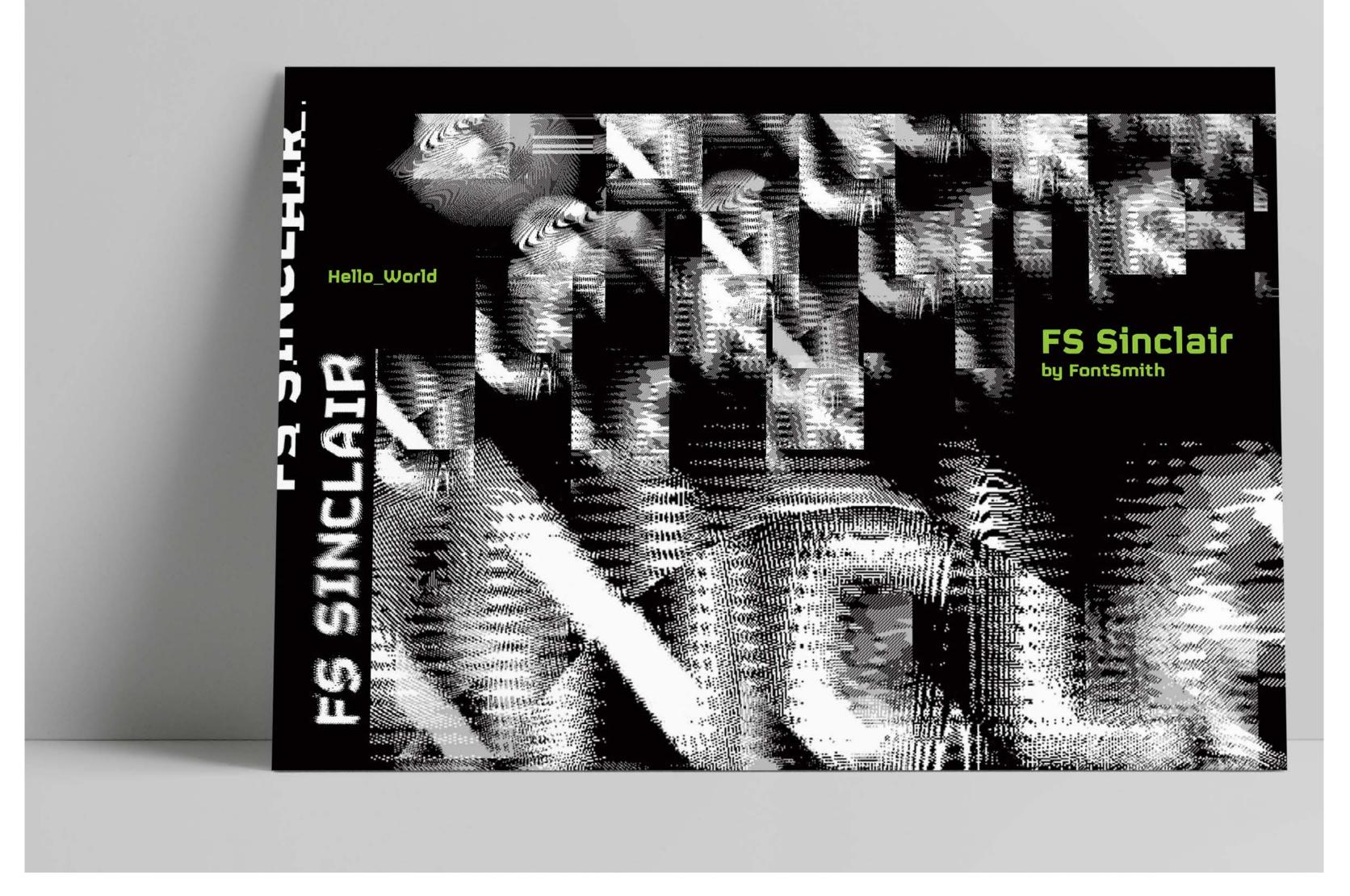
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Process

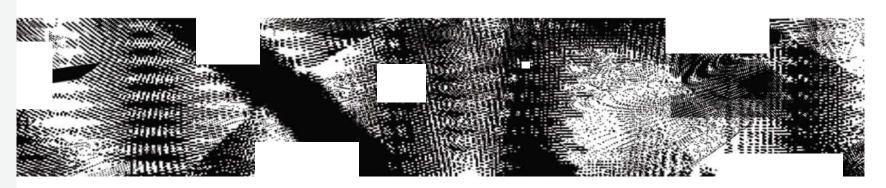
Type Specimen DES 254 Typography I with Philipp Zurmohle

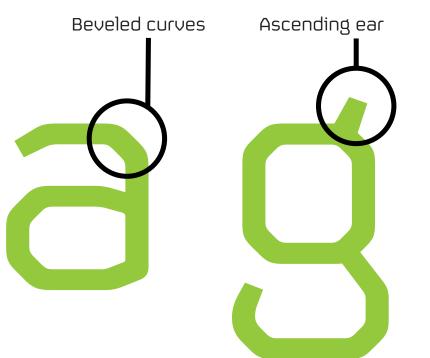
This type specimen focuses on ZS Sinclair, which was by made by the type foundry, Fontsmith. The poster uses the typeface in describing some of its unique features. With the typemakers being inspired by a computer from the 80s, this poster design evokes the theme of old, glitchy computers.



PROJECT 01 — TYPE SPECIMEN

FS Sinclair is a technical type. It is an intelligent and modern typographic form, with a technical robust framework that is balanced for use in short editorial text setting and strong headlines.





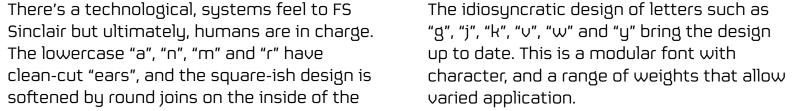
About the Type

letterforms.

The lowercase "a", "n", "m" and "r" have







Punk Retro. Intelligent. Modern. Rigid. Futuristic. Functional.



About the Creation

FS Sinclair recieves its namesake from Sir Clive Sinclair, the producer of the 1982 home computer, the ZX Spectrum. The computer was wildly popular in the UK, and launched the countrys IT industry. It's no surprise that the type inspired by this influential computer also came out of the UK, specifically a type design firm in London called Fontsmith. The computers clunky command codes and simple, grid-placed type caught the eye of Fontsmith designers Jason Smith and Phil Garnham in their formation of FS Sinclair.

Initial first drafts were too jagged, replicas of existing fonts like Gridnik. However, eventually, the tpyeface evolved into the a readable, yet rigid FS Sinclair released in 2009. It's smart and modern; it's a type meant to reference the past, and hopefully, influence the future.



PROJECT 01 - TYPE SPECIMEN







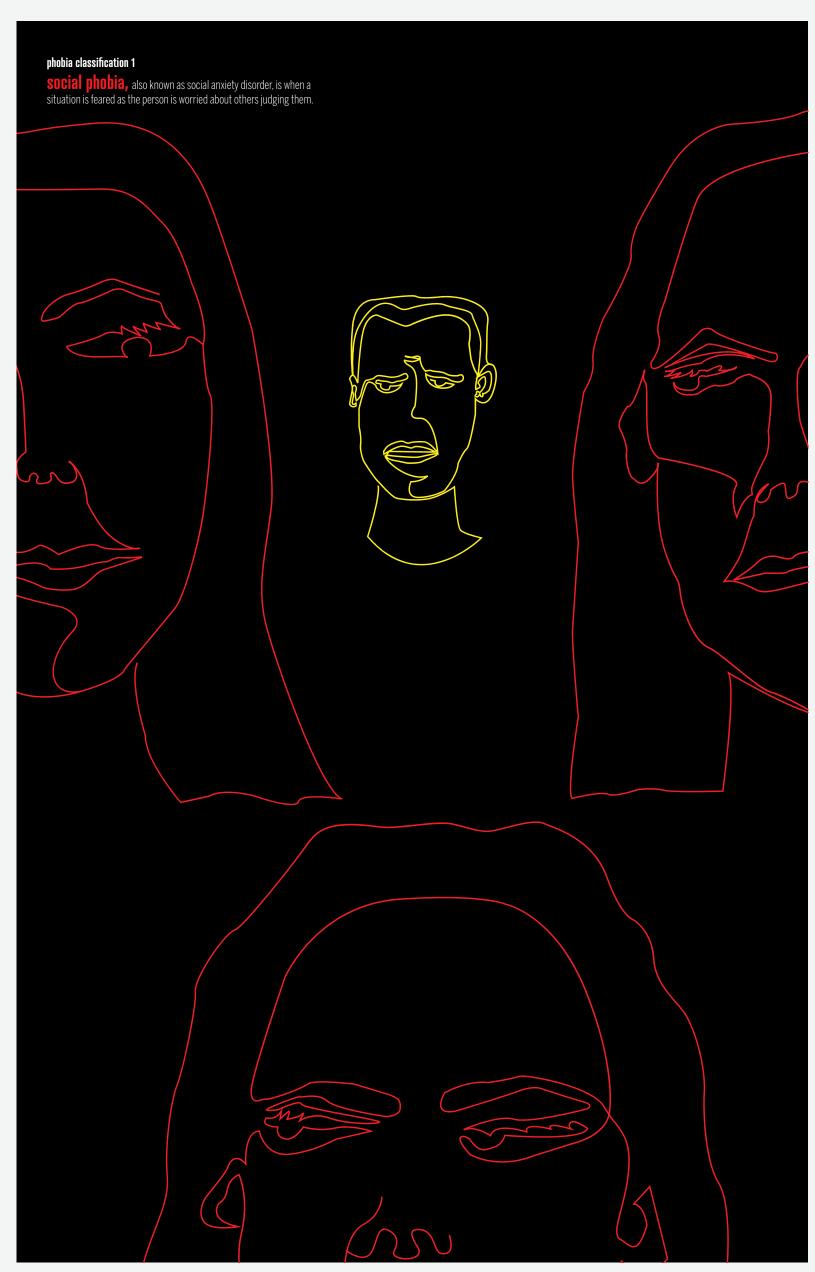
PROJECT 01 — TYPE SPECIMEN

Phobia Series DES 224 Narrative and Communication Design with Egon Selby

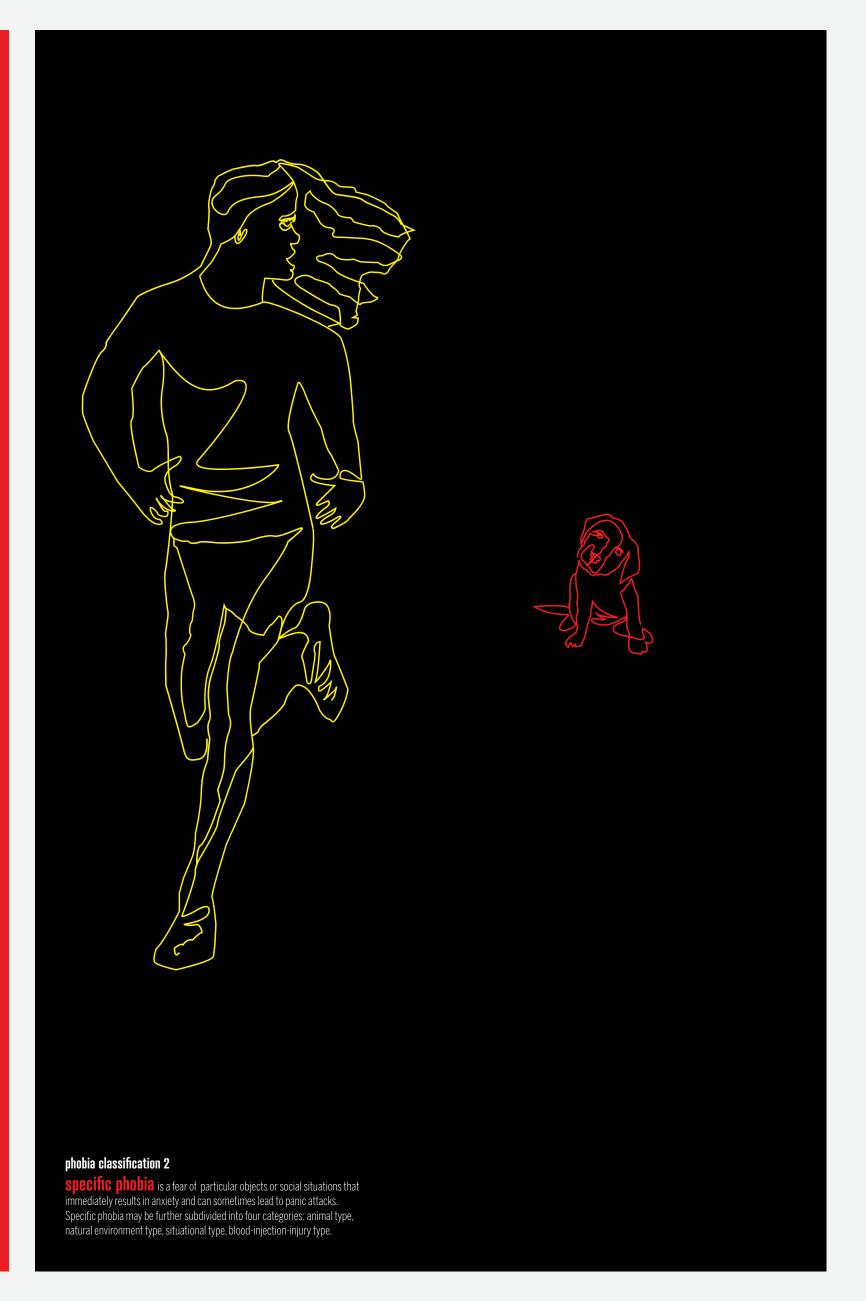
This is a PSA series with the purpose of educating others about the topic of phobias. Phobias are divided into three categories: social phobia, agoraphobia, and specific phobia. Thus, the content follows these same categories. My writing sample goes in depth with the design choices I made for this project.



PROJECT 02 - PHOBIA SERIES





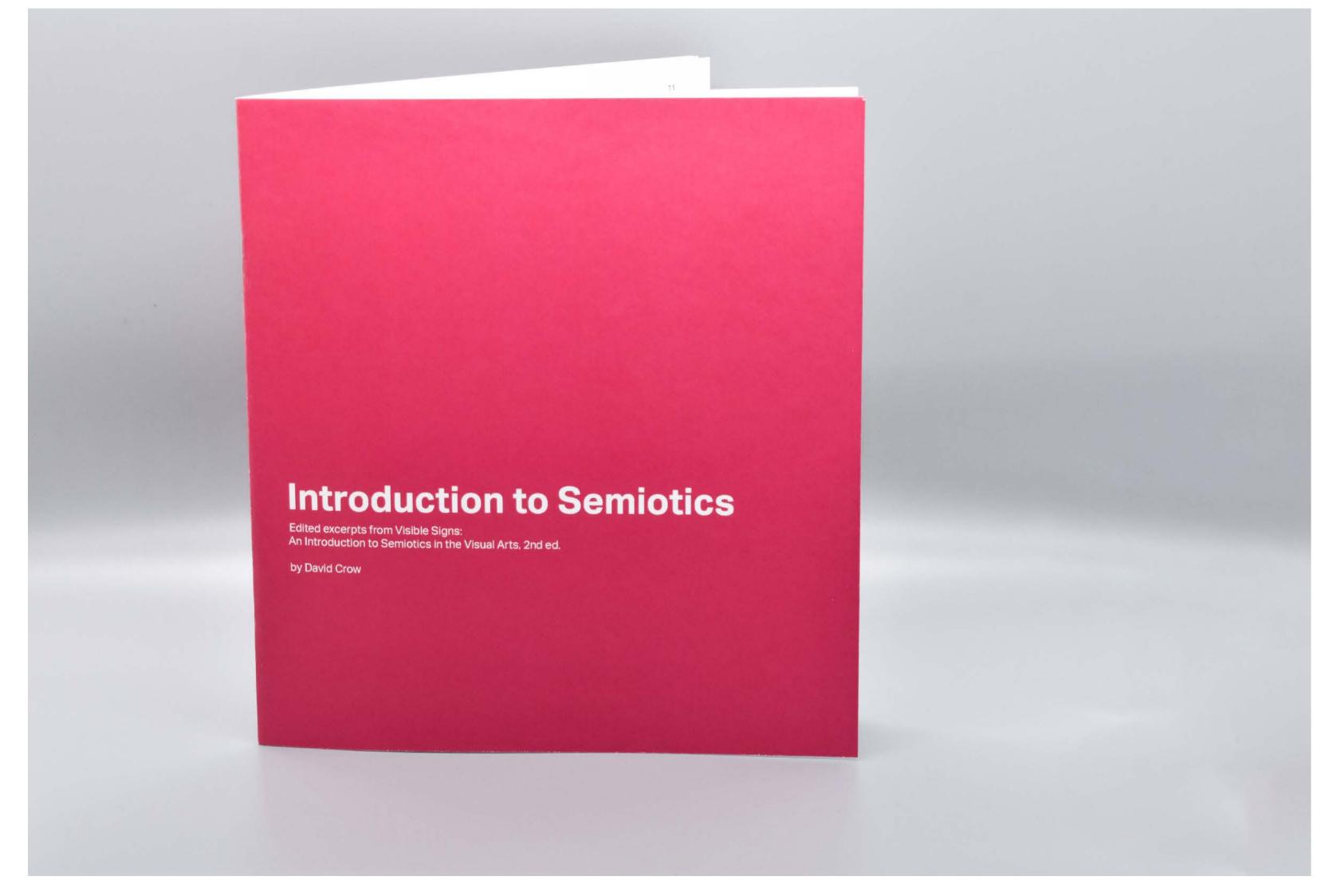


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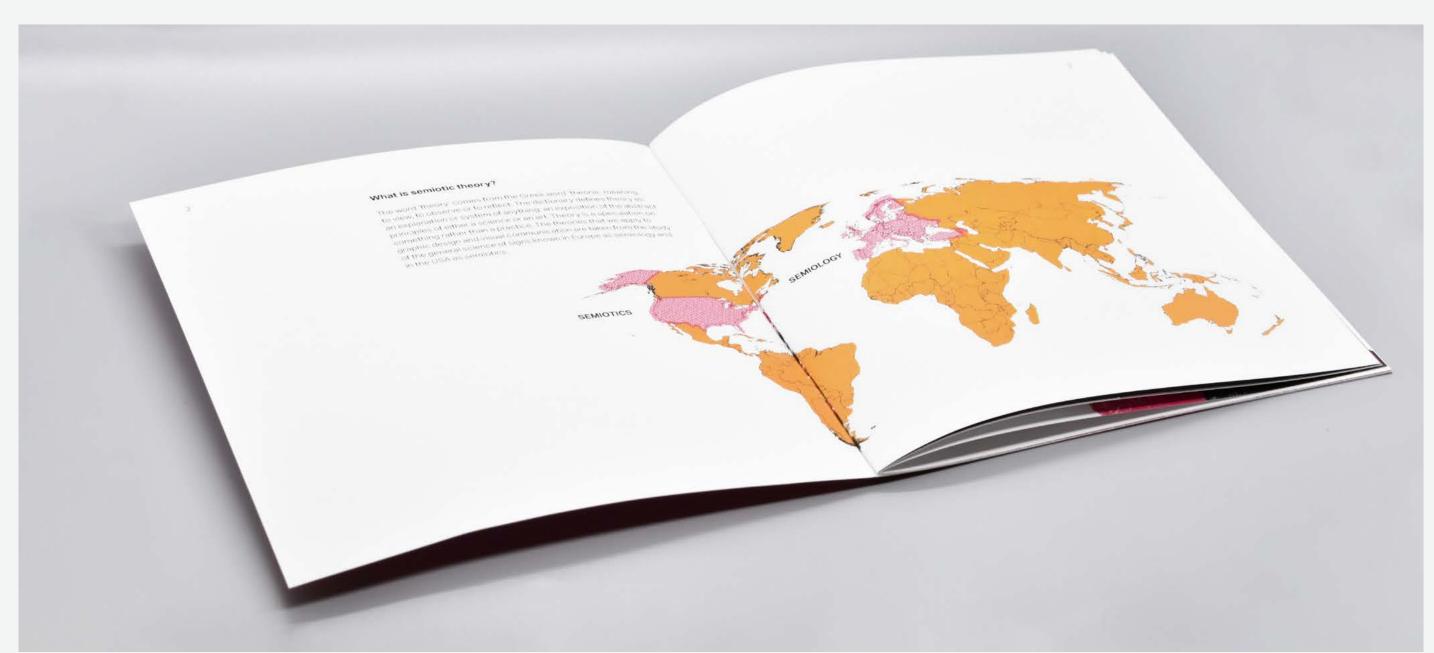
Semiotics Booklet DES 200 Page Design with Meredith James

Jumping off the Swiss background of Ferdinand de Saussure, who is an integral part of the text, this design is inspired by the simplicity and the use of white space in International Typographic Style. The pink halftones paired with sleek black and white images provide interesting graphics. Orange pull-quotes guide the reader and help break up the body copy.

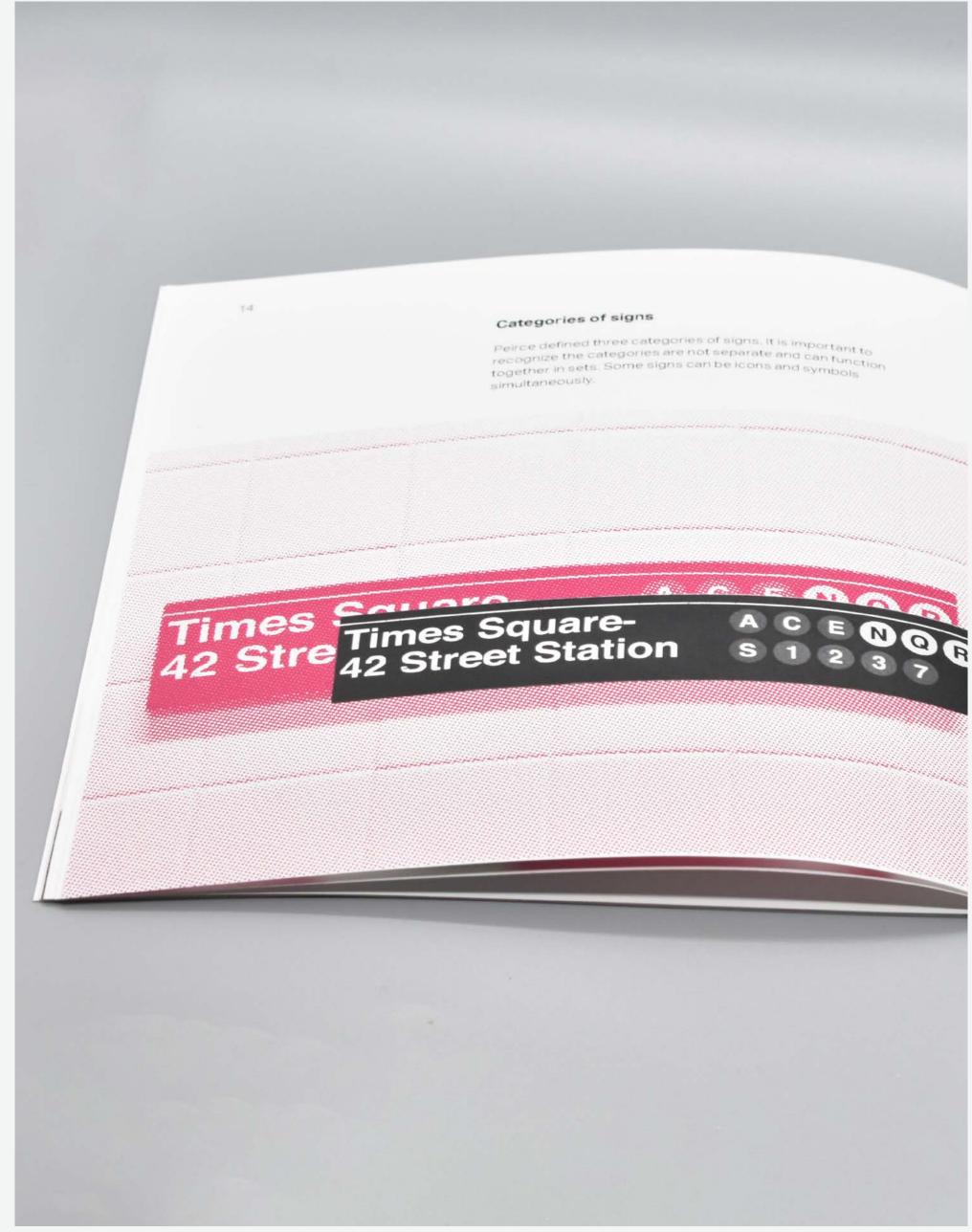
Text was provided by the instructor from Visible Signs: An Introduction to Semiotics in Visible Arts, by David Crow.



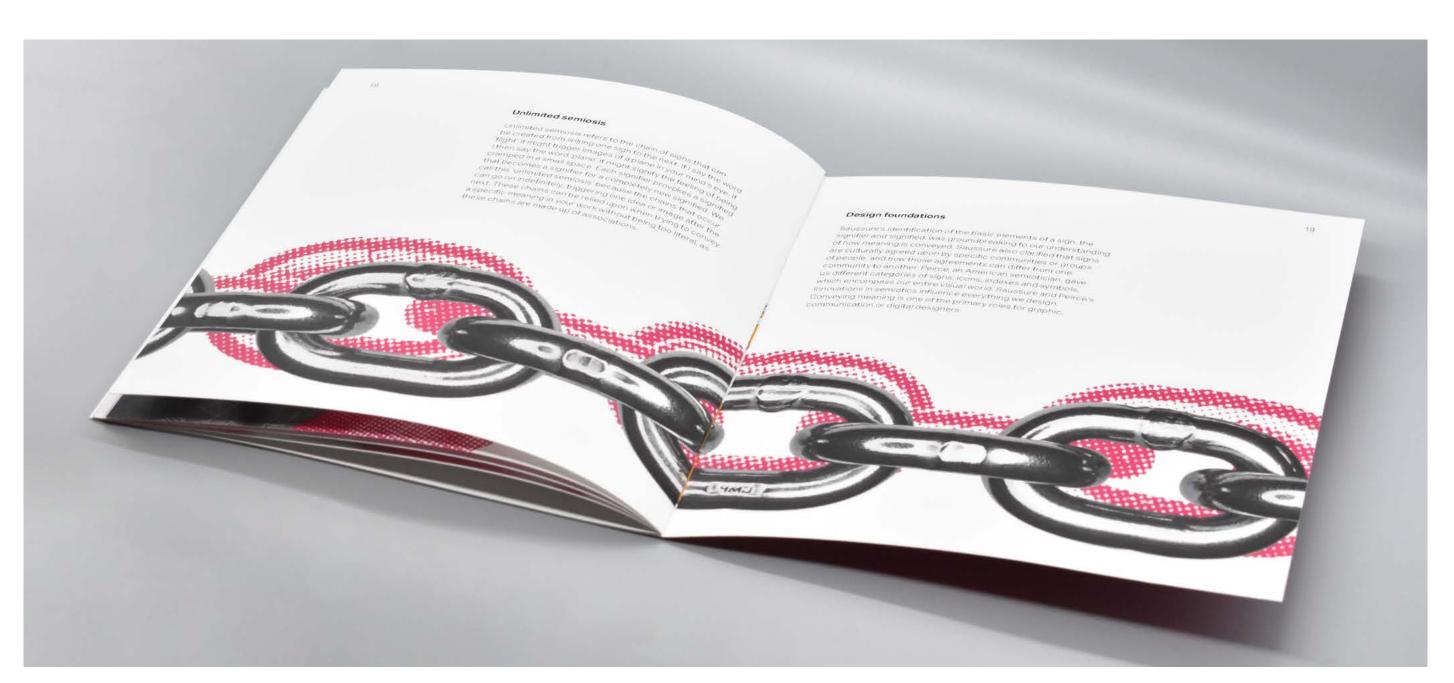
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Album Project DES 224 Narrative and Communication Design with Egon Selby

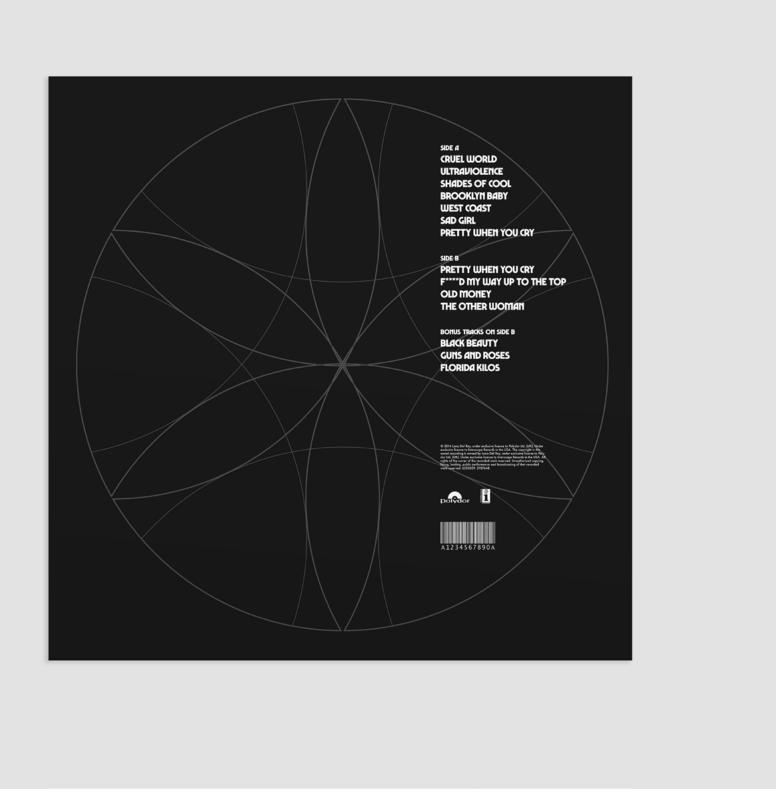
This overhaul of the original project focuses on the star of my first design: the origami record sleeve. The sleeve pattern's dark, floral print parallels the moody themes in the Ultraviolence album. The striking white lines emerge from the black background, echoing the black dreaminess of the record. The album works as a unit with the white lines being extracted from the origami sleeve stencil.



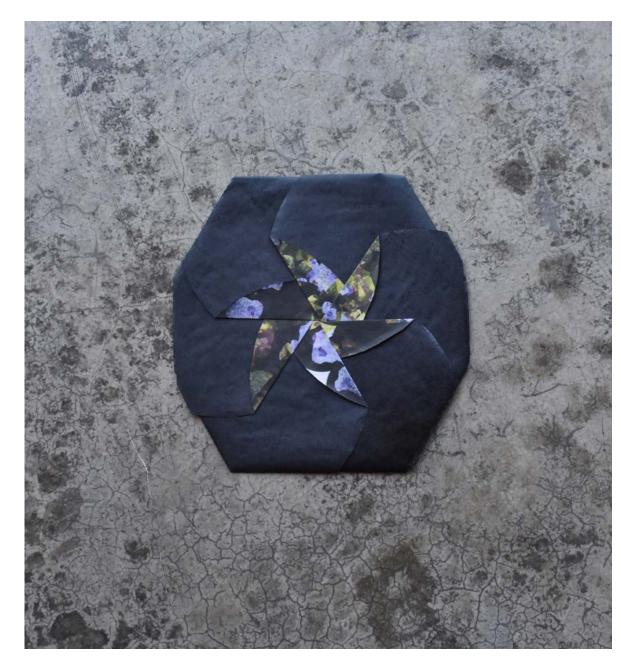


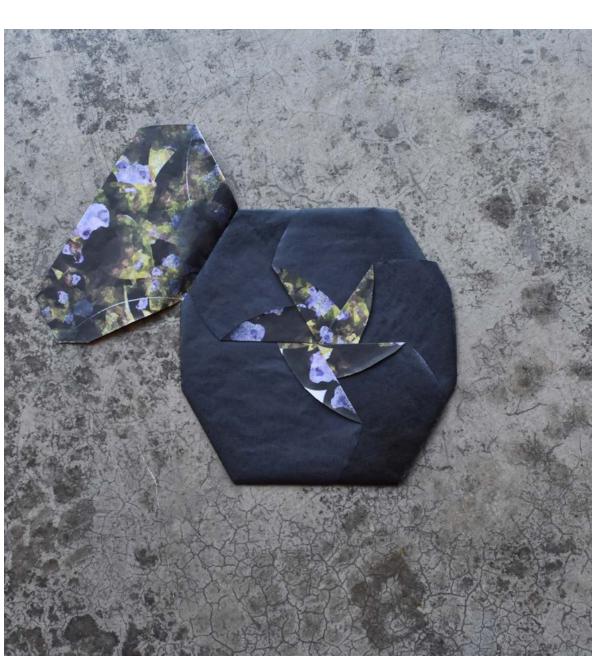
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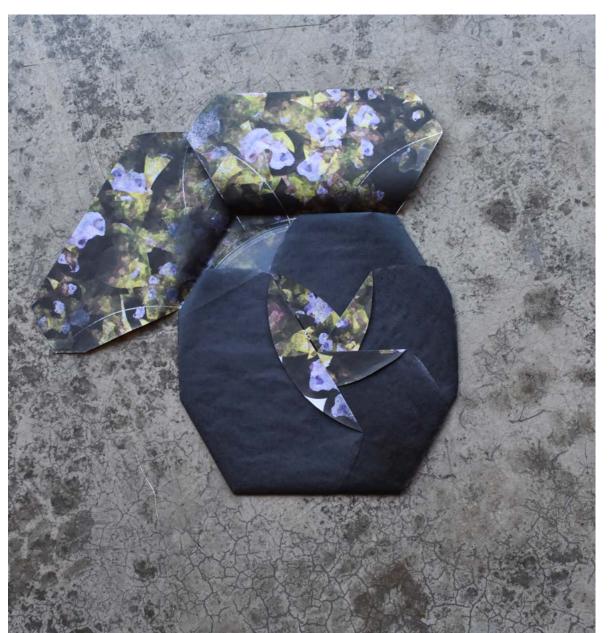




PROJECT 04 — ALBUM PROJECT



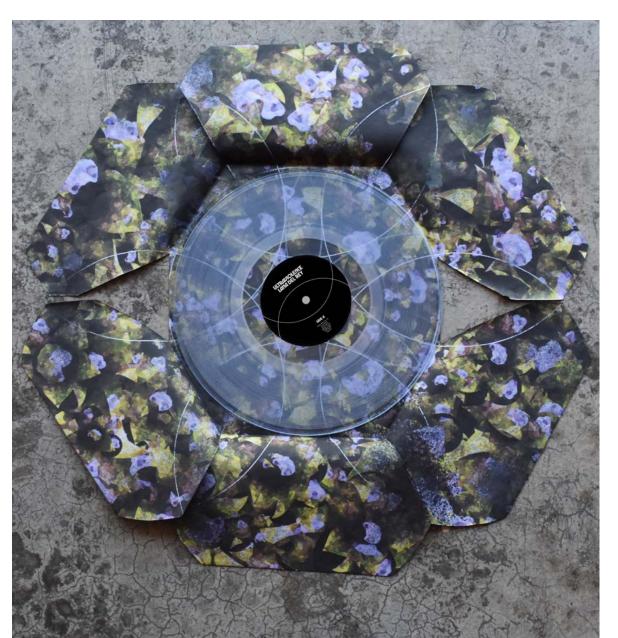










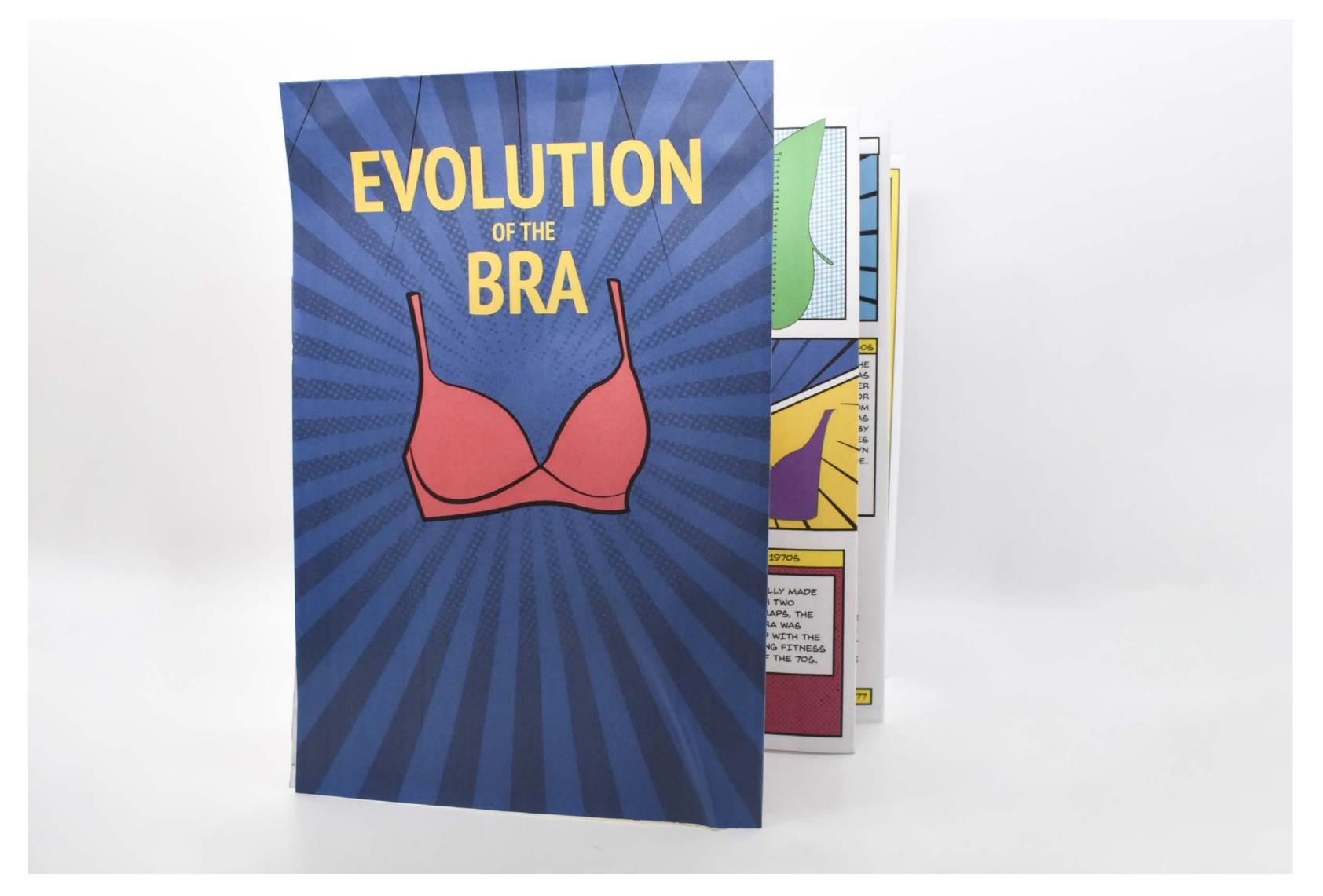


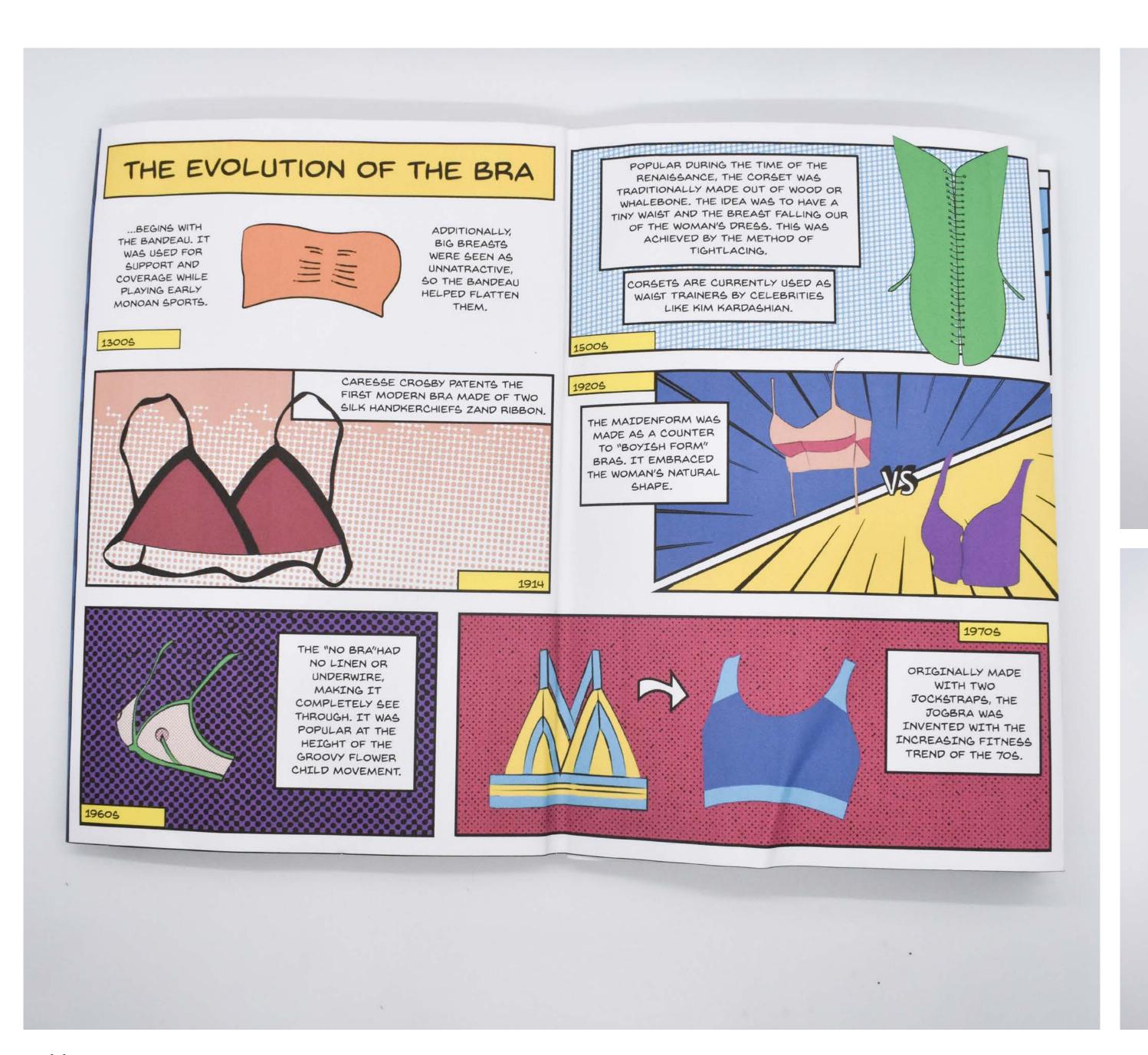
see this unfold live <u>here</u>

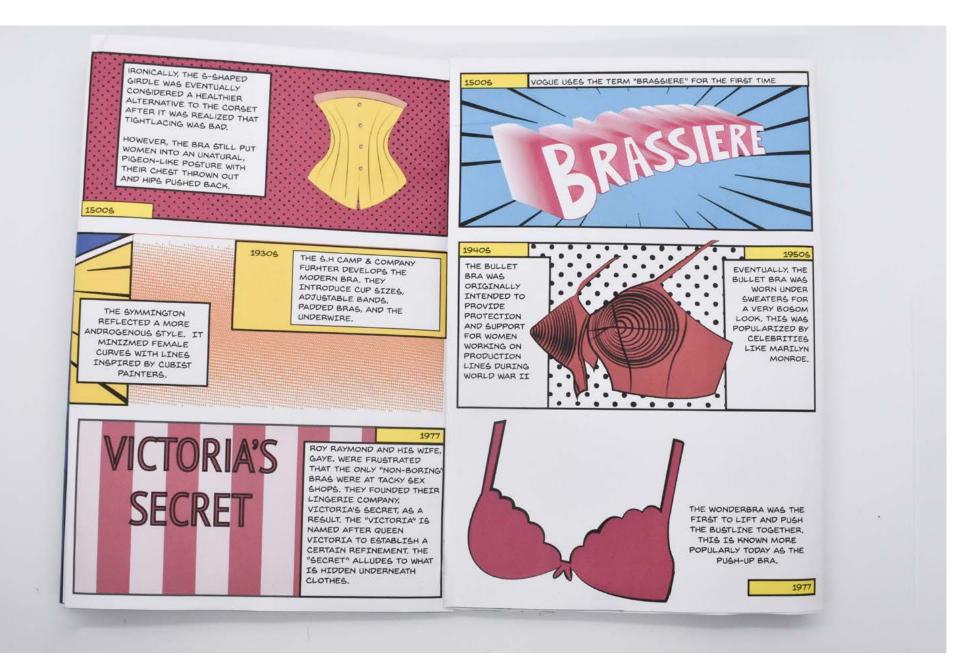
PROJECT 04 — ALBUM PROJECT

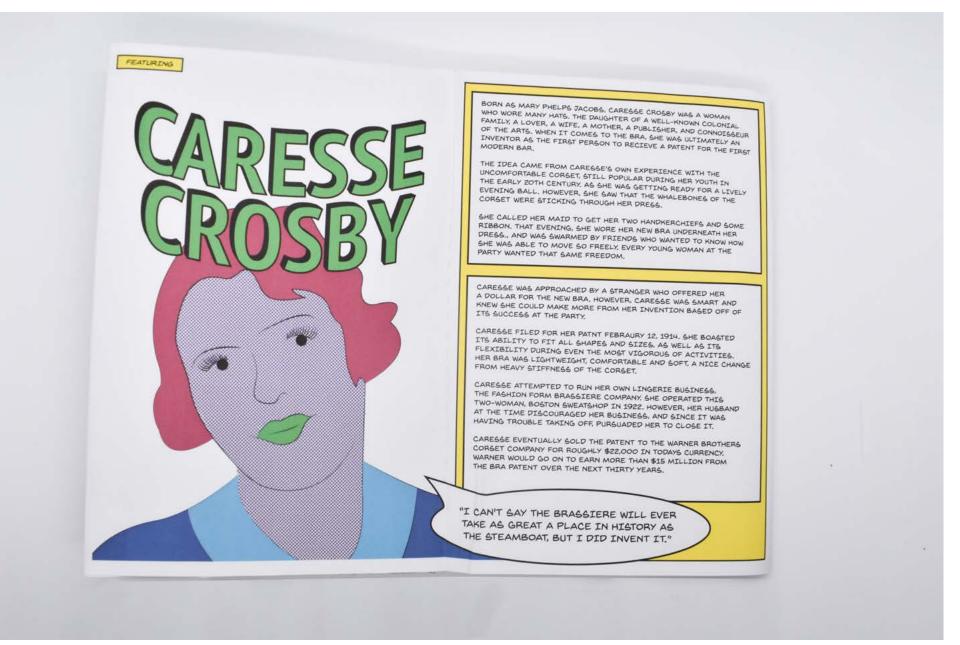
Evolution of the Bra 210 Digital Imaging and Illustration with Walker Cahall

This folded booklet draws inspiration from comics with cheeky illustrations and fun color and type. The history of the bra is relayed to the viewer with the story-telling structure of a comic that is both engaging and informative.

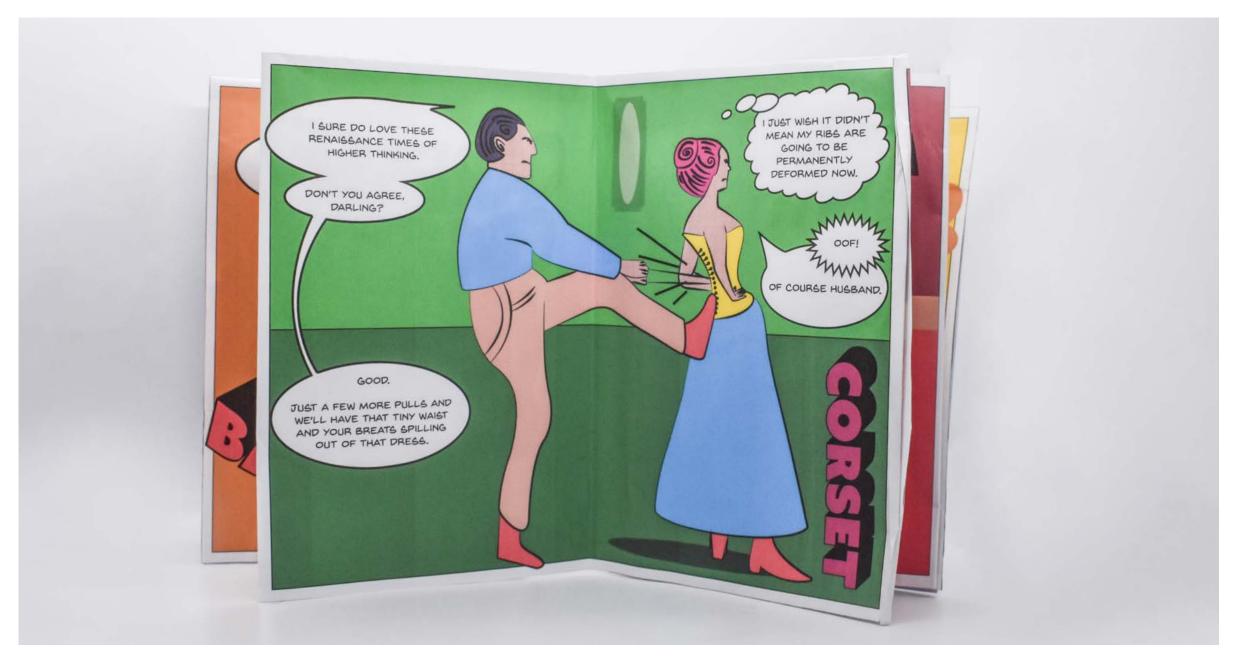


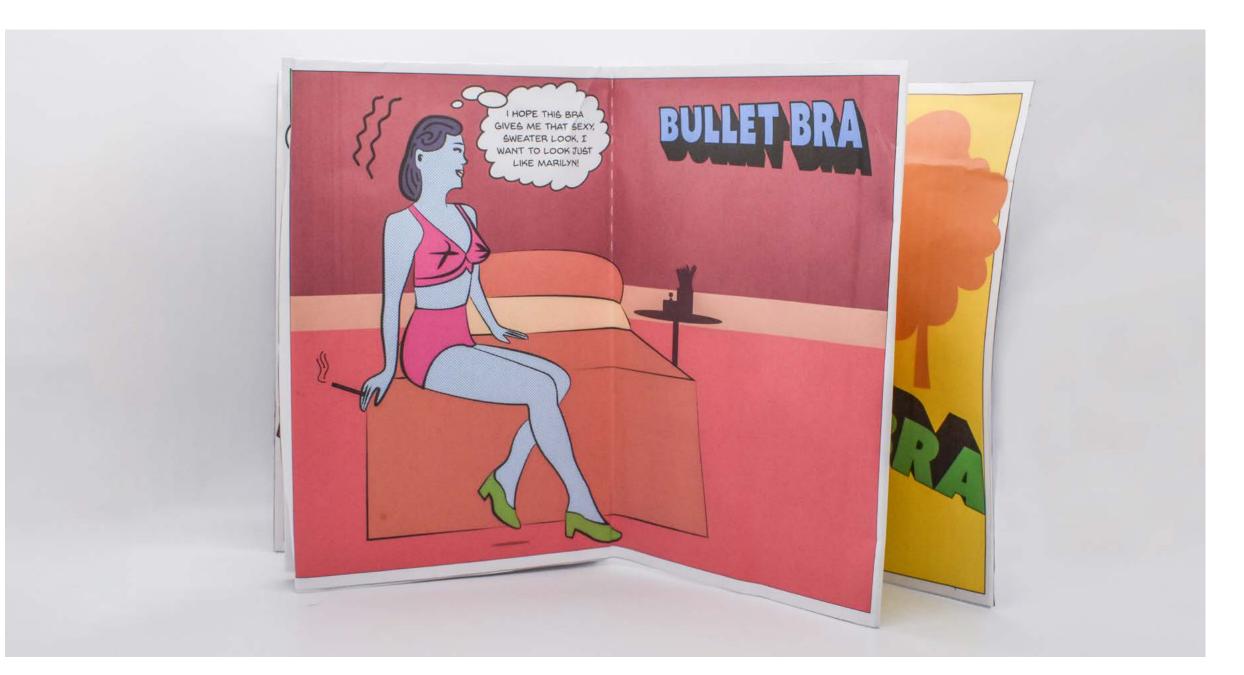


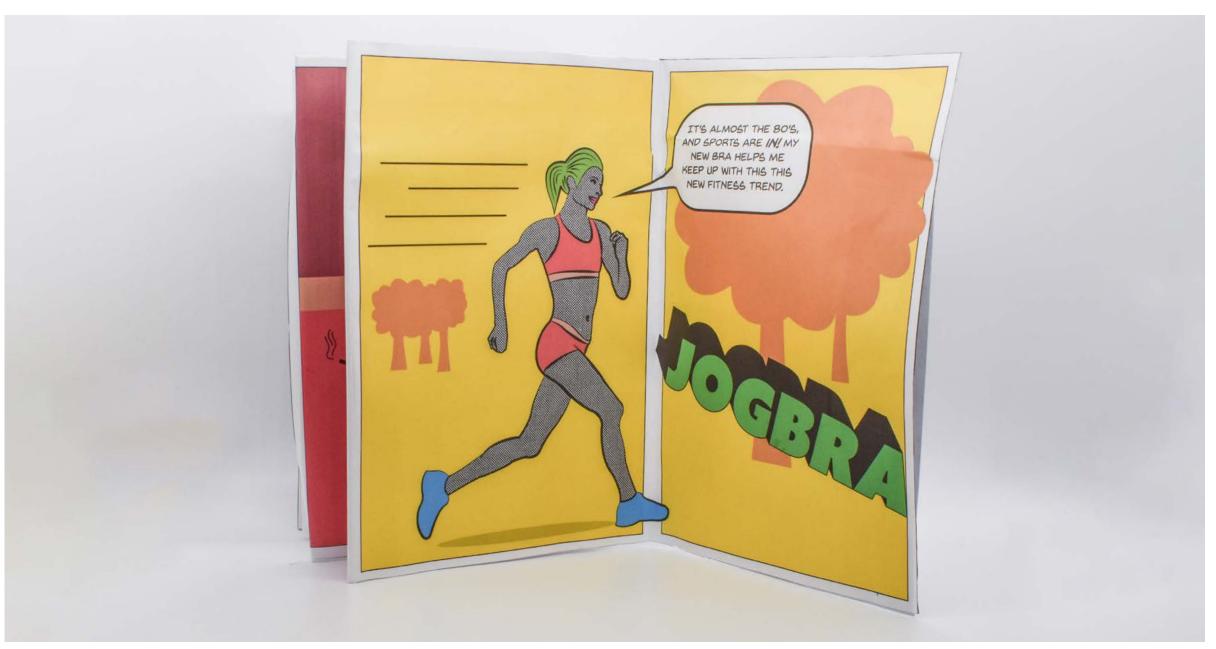




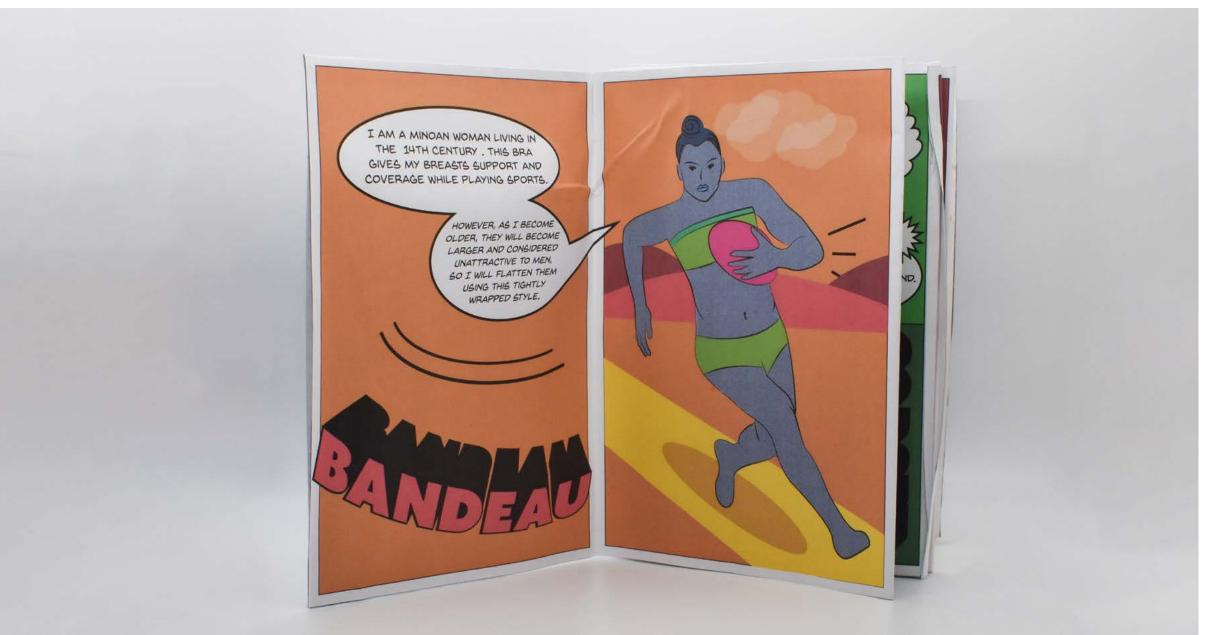
PROJECT 05 — EVOLUTION OF THE BRA







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PROJECT 05 — EVOLUTION OF THE BRA

Shred Coco DES 254 Typography I with Philipp Zurmohle

Inspired by my kid brother, Shred Coco is a chocolate bar for fingerskaters, with the graphics on the wrapper having a second life as stickers to "dec out your deck". The vibrant color scheme paired with the black background evokes a skater aesthetic that all ages can enjoy.

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PROJECT 06 — SHRED COCO



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PROJECT 06 — SHRED COCO

Frontier Whiskey DES 225 Design Systems with Rory Rhillips

Frontier Whiskey imagines the astronaut as a space cowboy, bravely exploring the unknown. The brand combines the country and space with rustic colors, clean lines, and a tight grid. Inspired by old NASA schematics, this design is made for space enthusiasts.







PROJECT 07 — FRONTIER WHISKEY

Writing Sample On Project 2 - Poster Series

Coming into this project, I knew I wanted to continue to push myself to do new things. I didn't just want to illustrate the phobias with pictures. I needed to be more dynamic, especially with such an intricate theme. I was inspired by the messines of a contour line drawing. Its unpredictability parallels the nature of phobias. The thin, jagged lines mimic the same errationess of a phobia's anxiety symptoms. The contour line drawings make these posters aggressive and create tension.

I kept my color palette simple with just four colors: black, white, red, and yellow. When choosing my color theme, I needed to continue the tension created with the contour drawing. In my mind, I was picturing "Saturn Devouring His Son" by Goya. The image is frightening to see, with the unbound violence of

Saturn's face, the rugged randomness of the painter's brush, and the darkness behind the subject evoked this potent response. I wanted to evoke this same feeling in my poster series. My colors bring this feeling of fear and intensity to the viewer, with the darkness of the backgrounds. Even the red poster has an vibrancy to it that is overwhelming.

The colors are thematically the same. The phobia is always in red, like judging people and the specific phobias with the plane, tornado, dog and needle. The agoraphobia poster is unique in that the colors are reversed, but the idea is the same. The phobia is everything that is outside the home. The individual with the phobia is in yellow.

To give these narrative images more context in terms of the reseach done on phobias, a small statement is included in the design. Attrament is the typeface for the header and subheader that is the phobia category. The subheader acts more as a drop-cap, so that the phobia category specified is not lost with the rest of the body text. The body copy is set in Benton Sans for readability. These typefaces work together, as they are both sans serif fonts, and have a tall x-height and narrow width.

I depicted the theme phobia in a way that causes tension for the viewer through erratic lines and intense color.

20 WRITING SAMPLE

Process For Frontier Whiskey Bottle Project



21 BOTTLE PROJECT PROCESS

Initial Concept Development

powerpoff girls X tegvila

powerpoff girls X tegvila

possion-American worka

Sustainable pockaged boxed wind

Sustainable pockaged boxed wind

with's potion vodka

with's potion vodka

with's potion vodka

with's potion vodka

with's potion vodka ent dravojht
potron of eternand, werth
actual value (unflevorce) Swedish ye volker ber Made of reguled water "medianal" vodka take your medicone awaken your WST Tenent Ancient Egypt-beer, 18t to perfect and godness Ancient Egypt-beer, 18t to perfect and beer 18t He Sopotamia, beer brewing hieroglyphizs, with Irag modern day Space cousing whishing Video game juice Adult juice eider Adult juice eider Wine from New Zealand, Min Wine

- chemical x tequila inspired by Powerpuff girls, a "powerful, mutagenic chemical that gives people and animals special abilities"
- Swedish beer made from recycled water (Sweden is one of the top ecofriendly countries), possibly draw from Viking influence, Iron Age
- Space Cowboy American Whiskey
- Mountain Wine from New Zealand
- Witch's potion vodka

Company Brief

Why?

Frontier was formed in Houston, Texas, where two NASA women working for the Johnson Space Center shared a story: they were inspired to work for NASA by the first American woman who went to space, Sally Ride. Soon, they developed a common interest in making their own alcohol. They began with beer just in their kitchen. Soon they found the art of distilling whiskey and that's where they hit their professional stride. It started out selling to friends, coworkers and family, but their spaceage whiskey took off. They're now looking for official branding to sell their whiskey on the market.

What?

Rye whiskey. Growing rye is eco-friendly, and that's what the girls prefer. They get their rye from a local Houston provider. These scientists brng their passion for experimentation to their flavors, creating a unique blend of honey whiskey, as well as a ginger infused rye.

Who?

The consumer for is an individual that is space-obsessed. They're a part of American tradition that comes with the pride of "space race" in the 60s/70s, but interested in the internationality and teamwork of the space community that exists in modern times. They are curious and thoughtful about the future not just of Earth, but exploration and of what else can be found in space.

Name Exploration

Space Rodeo
Whiskey of the Frontier
Final Frontier Whiskey
Space Whiskey
Space Grains
Space Grain
Space Corn
Corn in Space

Frontier Whiskey

Space Bronco
SpaceChaps
Space Wrangler
Rocket Wrangler Distillery
Interstellar Wrangler

Space Aged Aged Space

Whiskey Comet

Space Saloon

Distilled Rocket Fuel

Western Fuel

Space Outlaw

Western Astronaut

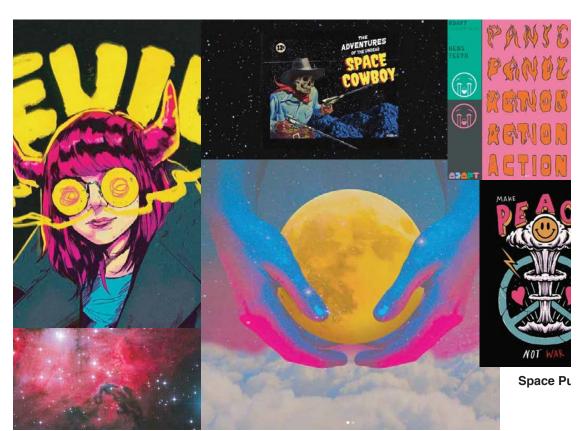
Rodeo on the Moon
Lunar Rodeo
Space Patriot
Space Sherrif Distillery
Interstellar Sherrif
Houston Comet Distillery
Texas Comet
Cowboy Comet Distillery
Distilled Comet

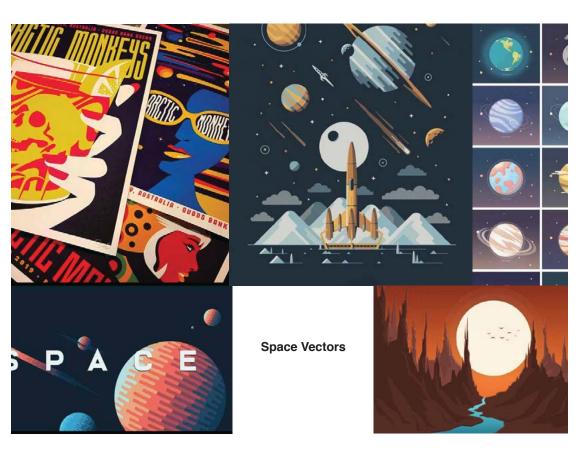
Aged Comet



Moodboards

Old School Space is the direction I chose. It combines the futuristic and sleek desgn of NASA with the classic vintage feel of a southern whiskey brand.







BOTTLE PROJECT PROCESS — CONCEPT DEVELOPMENT

Bottle Research

I researched other whiskey brand labels to see what was already out on the market. A lot of it had a western aesthetic to it. I continued my research with space-themed alcohols, the majority of which were beer labels. This research not only helped me find the middle ground of illustration and simplicity, but also showed me what I needed on the whiskey bottle to make it market "legal".







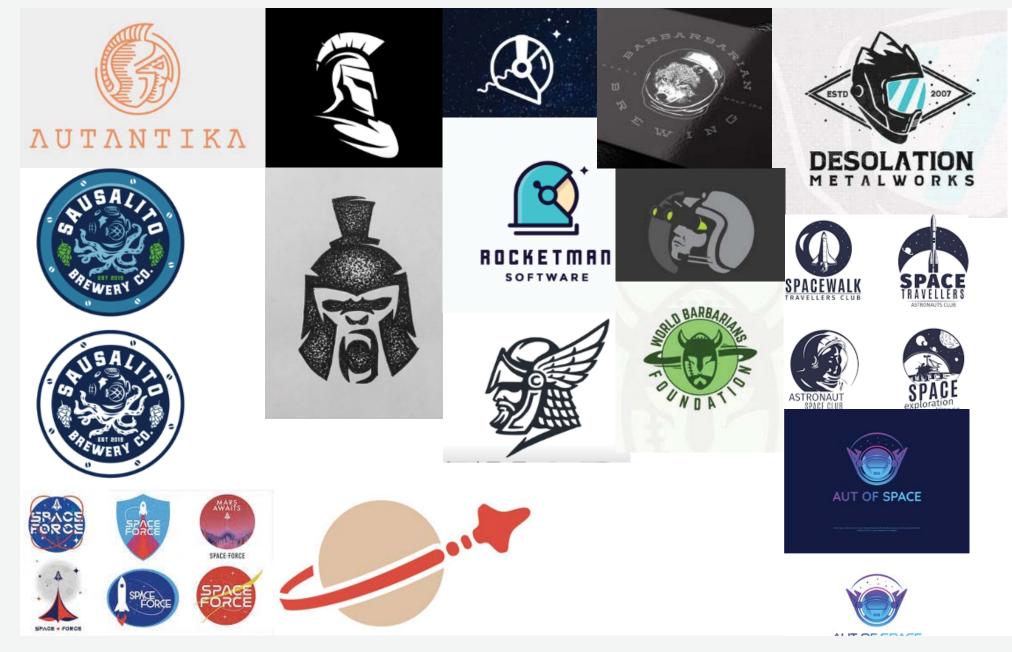


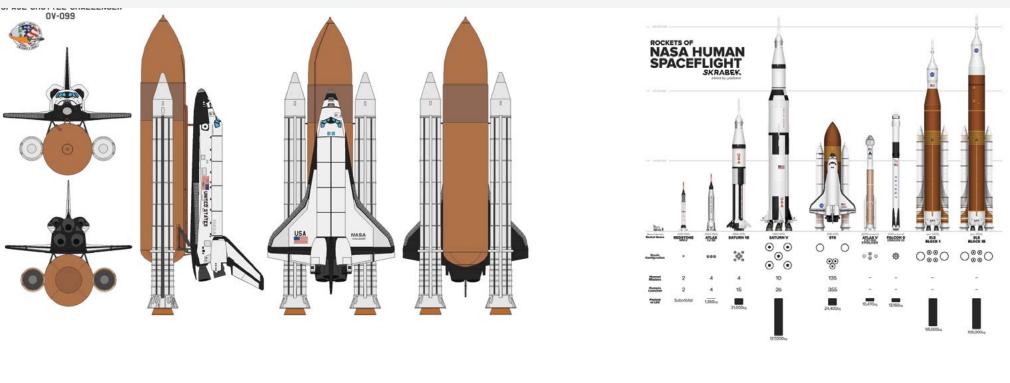


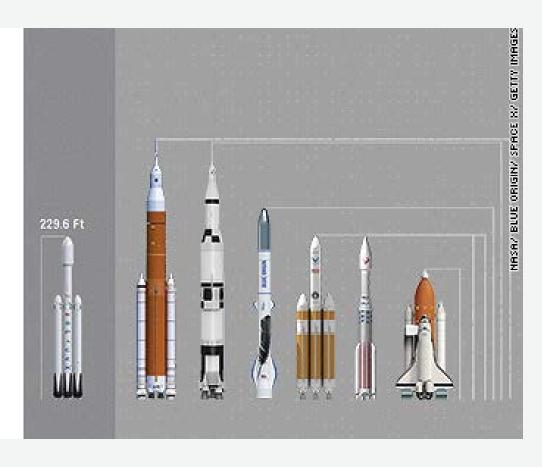
26

Space Research

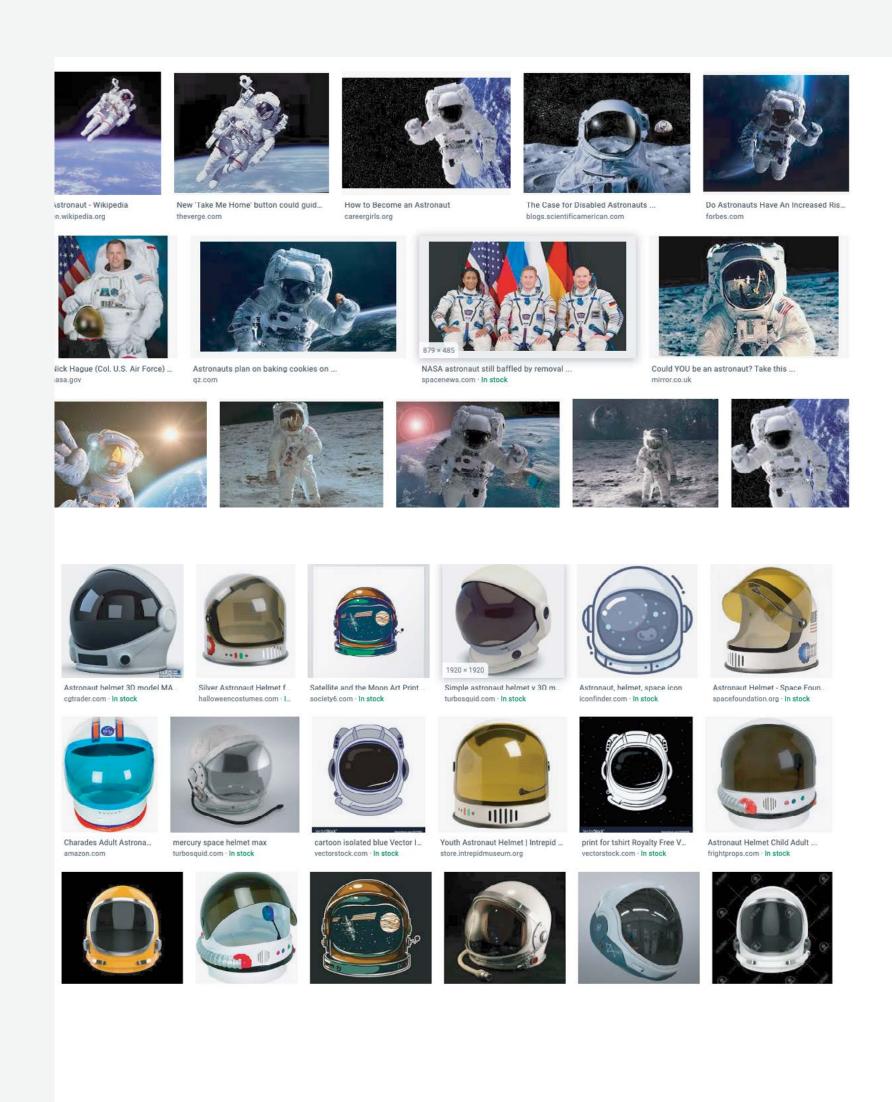
Once I knew a space helmet was going to be a part of my brandmark, I did additional research on helmet logos to help lead me in a direction for my brandmark layout. Once I decided on spaceship illustrations for my labels, I also looked for image references to help render them. I also did this for rendering the brandmark by researching space helmets and cowboy hats.

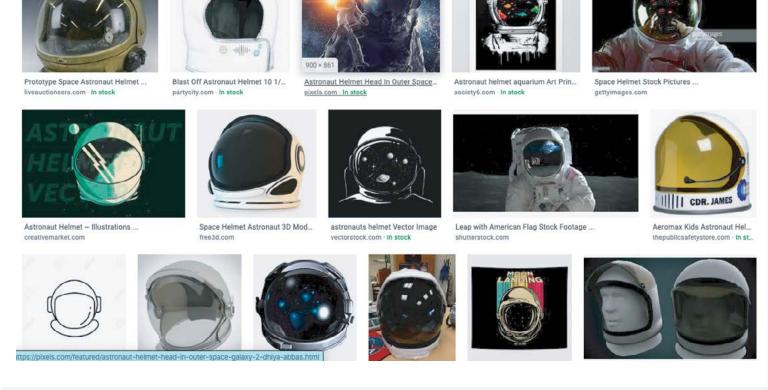






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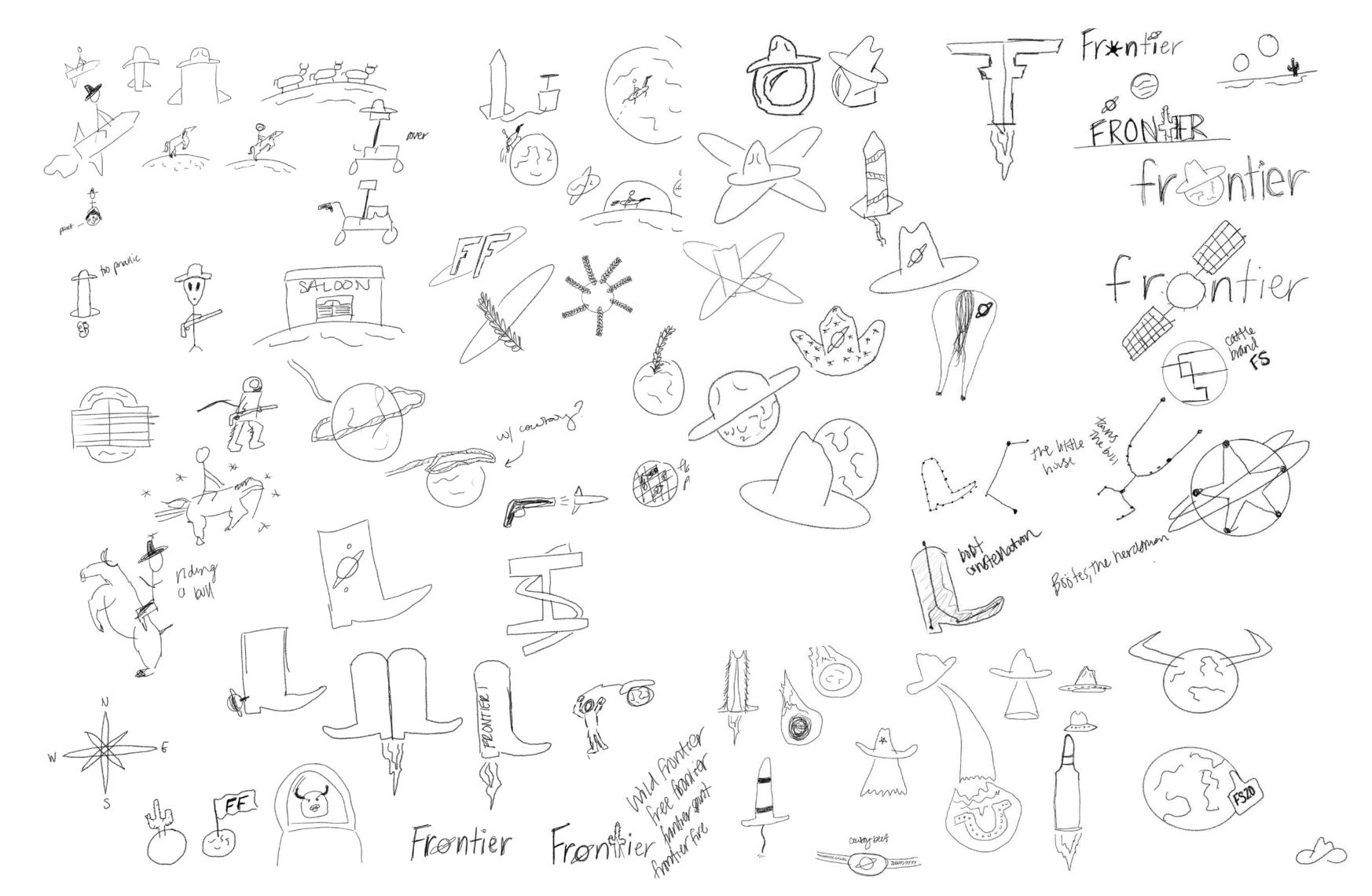
Hat Reference



29 BOTTLE PROJECT PROCESS — RESEARCH

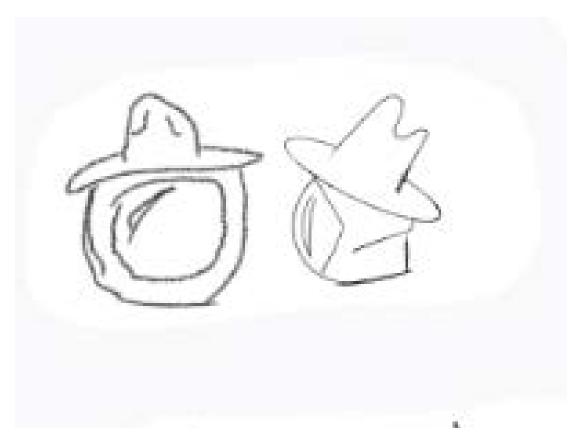
Brandmark Ideation

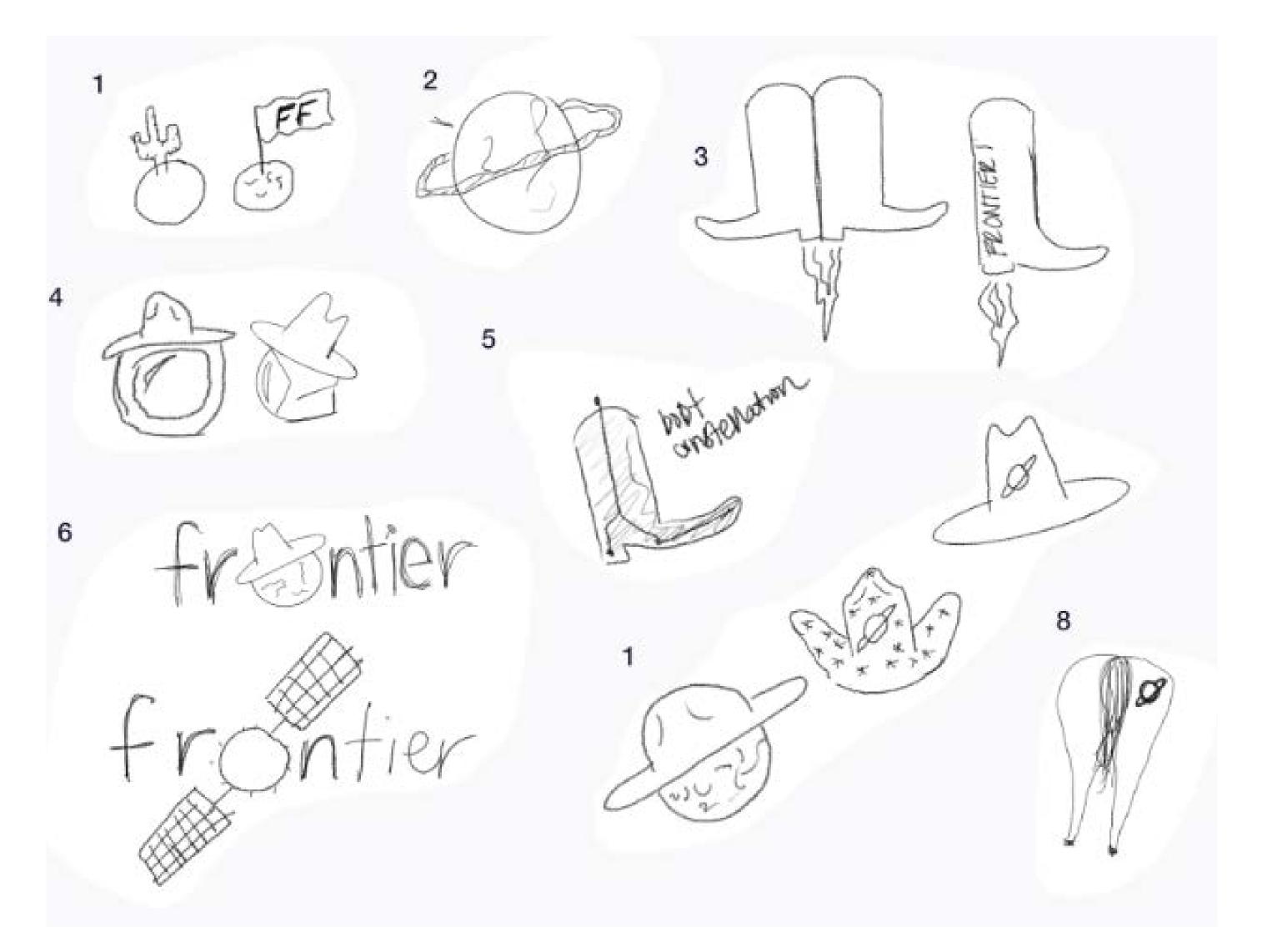
In this next step, my goal was to create as many different brandmark ideas as I could that I could choose from to further ideate upon.



Chosen Brandmark Concepts

Chosen Concept

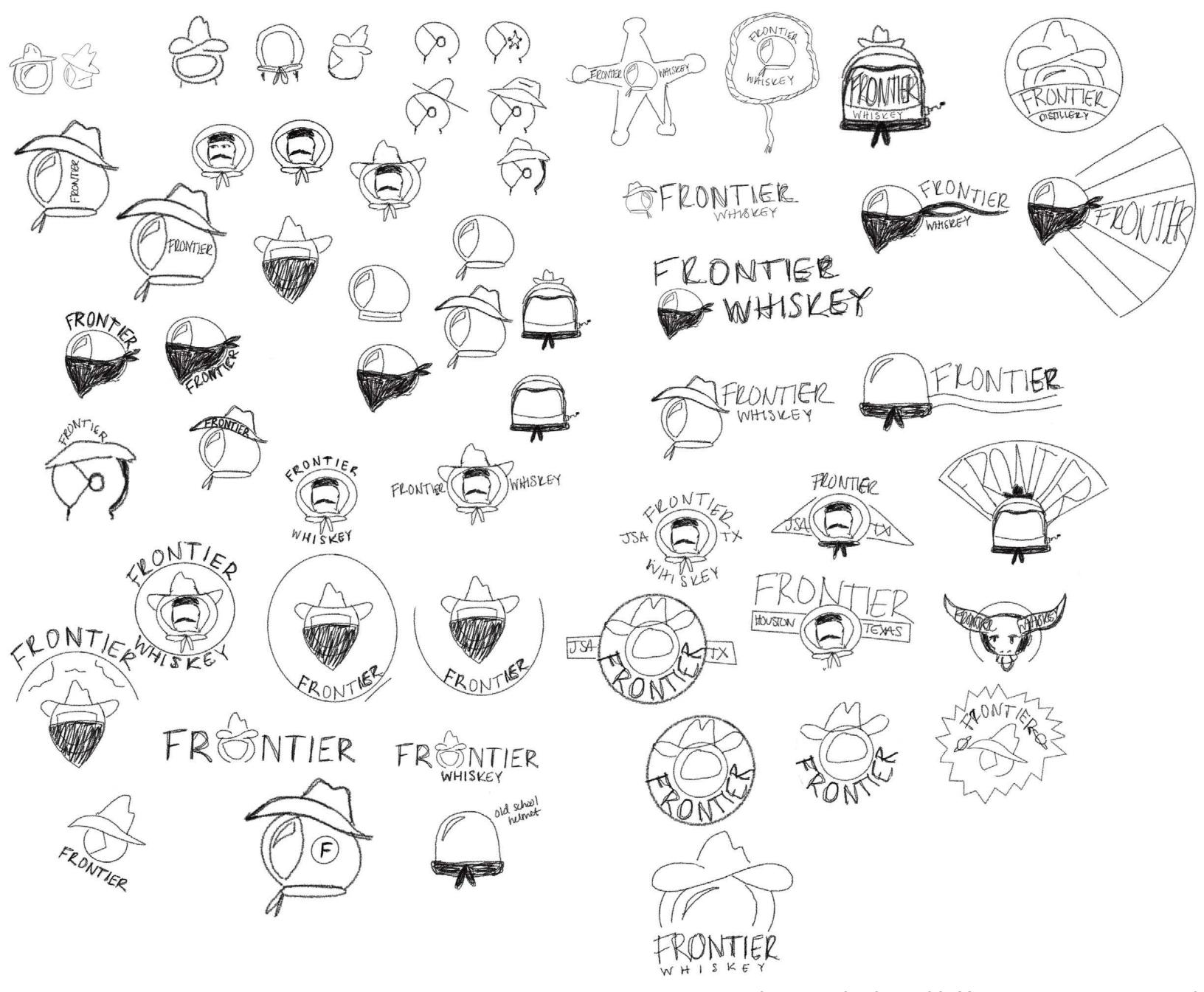




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Brandmark Layout Ideation

Here the goal was to iterate on my chosen brand mark, and to see how I could place it with the name of the brand.

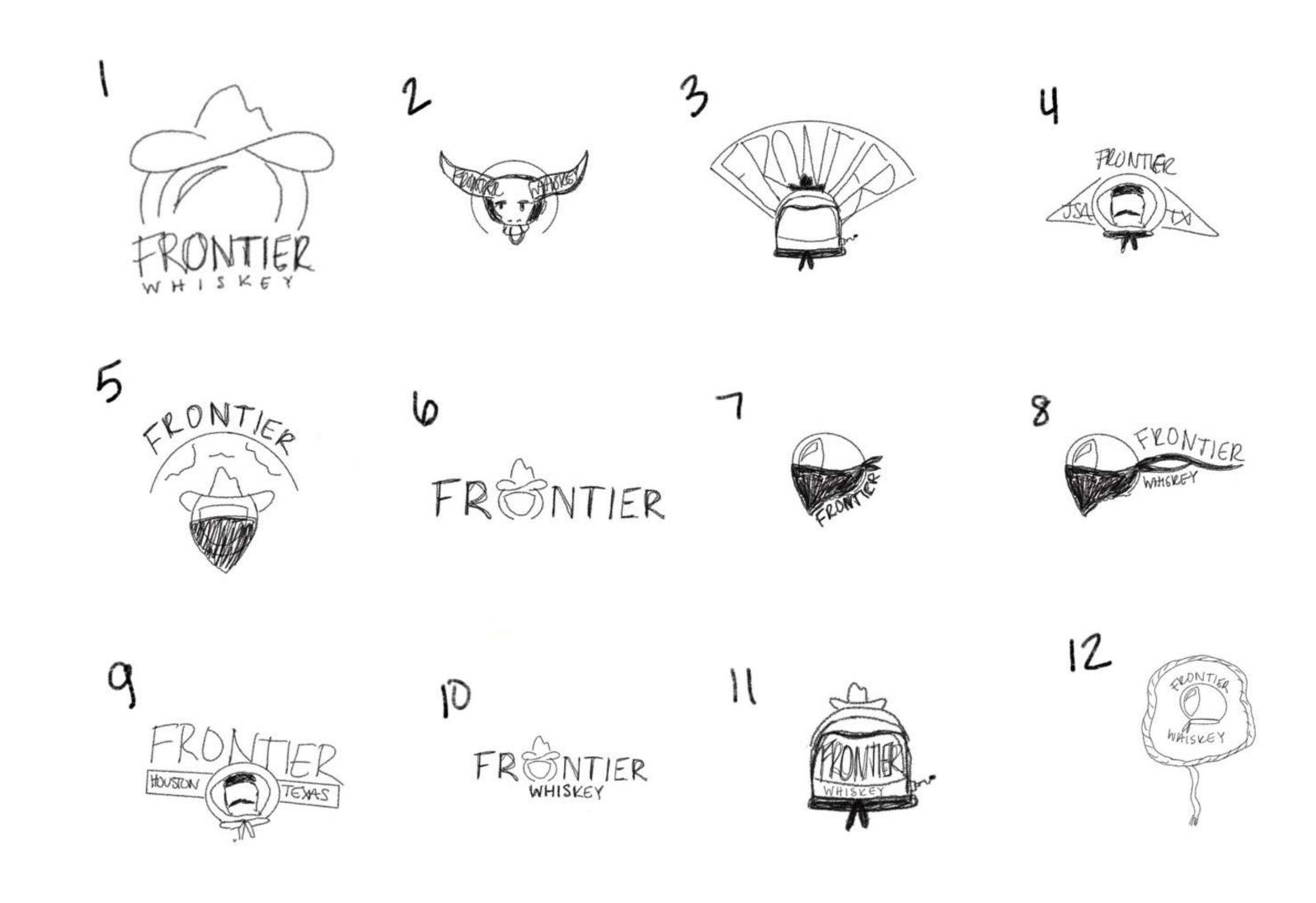


Chosen Brandmark Layouts

Chosen Layout

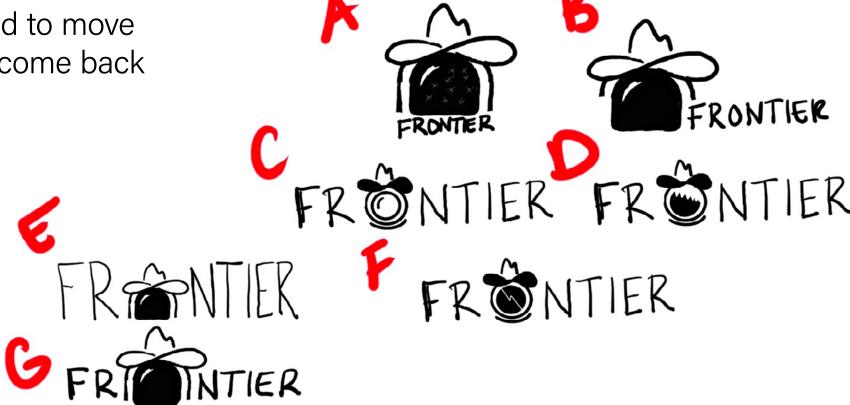
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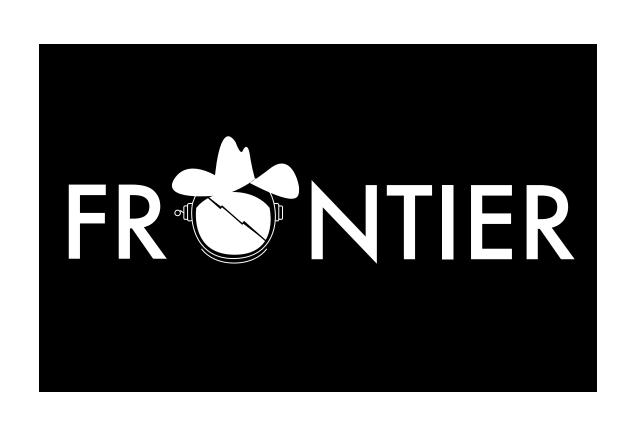


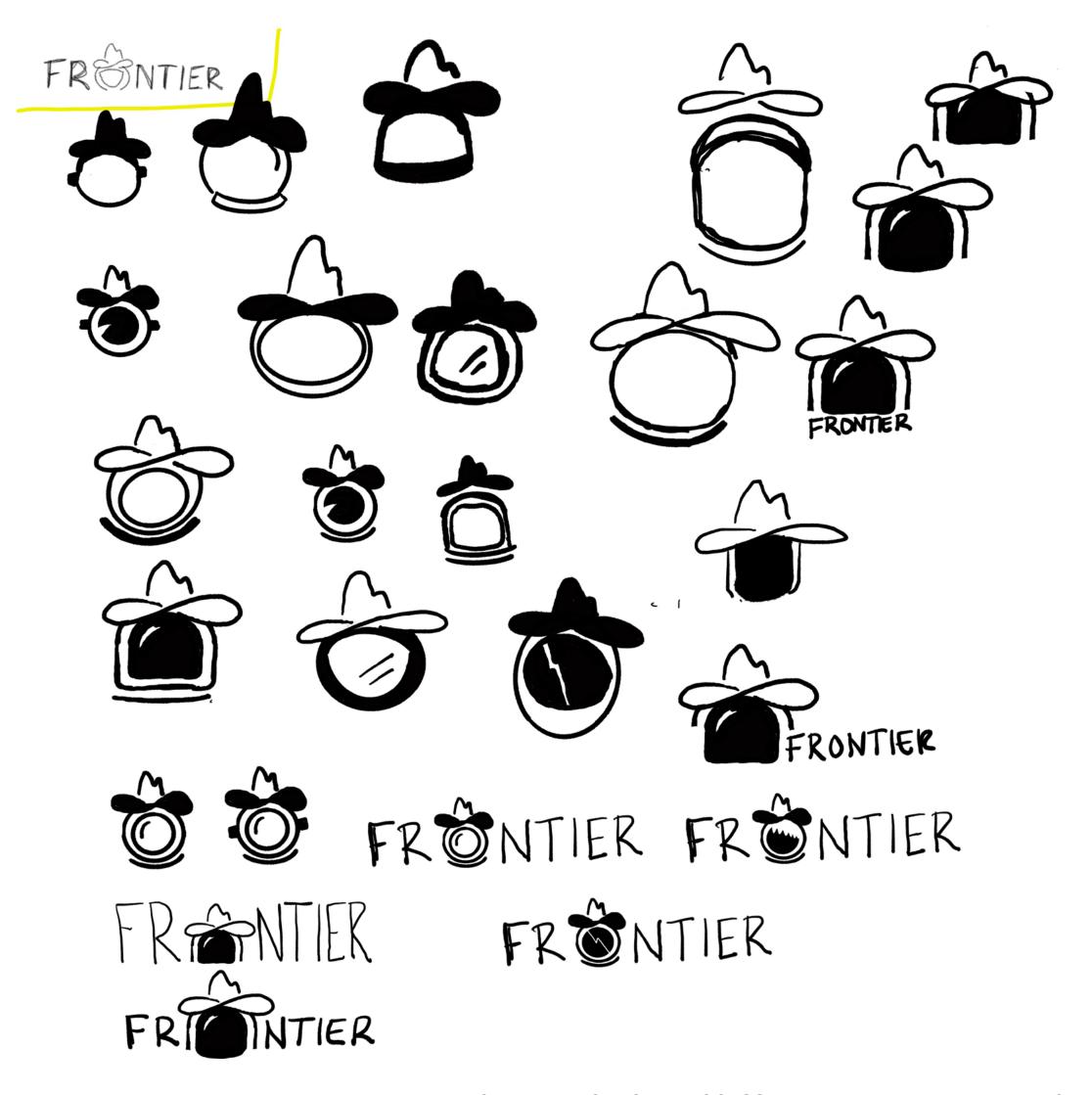


Brandmark Iteration

I continued to iterate on the brandmark, more specifically, the style of the helmet. However, due to time, I needed to move on to the labels. I would later come back to the mark.

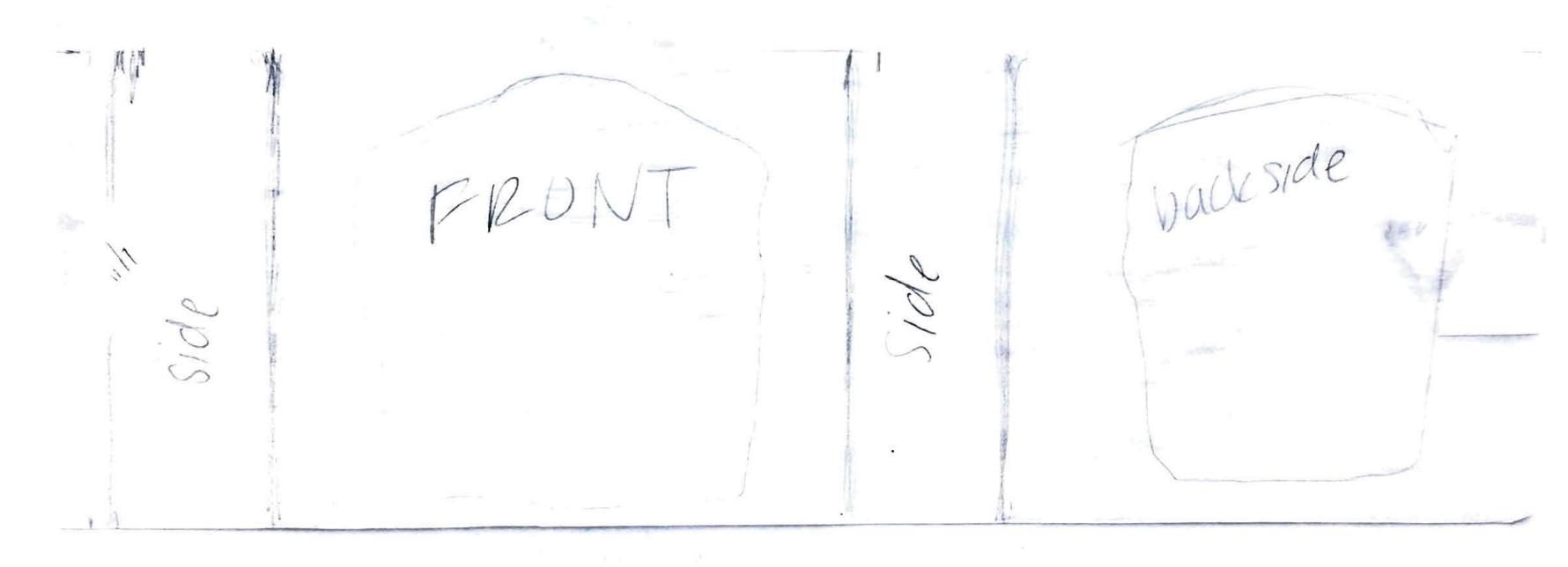


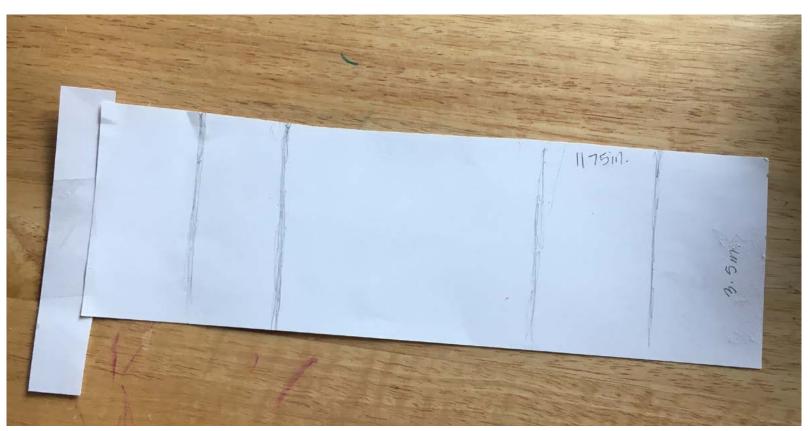




White Mock Up

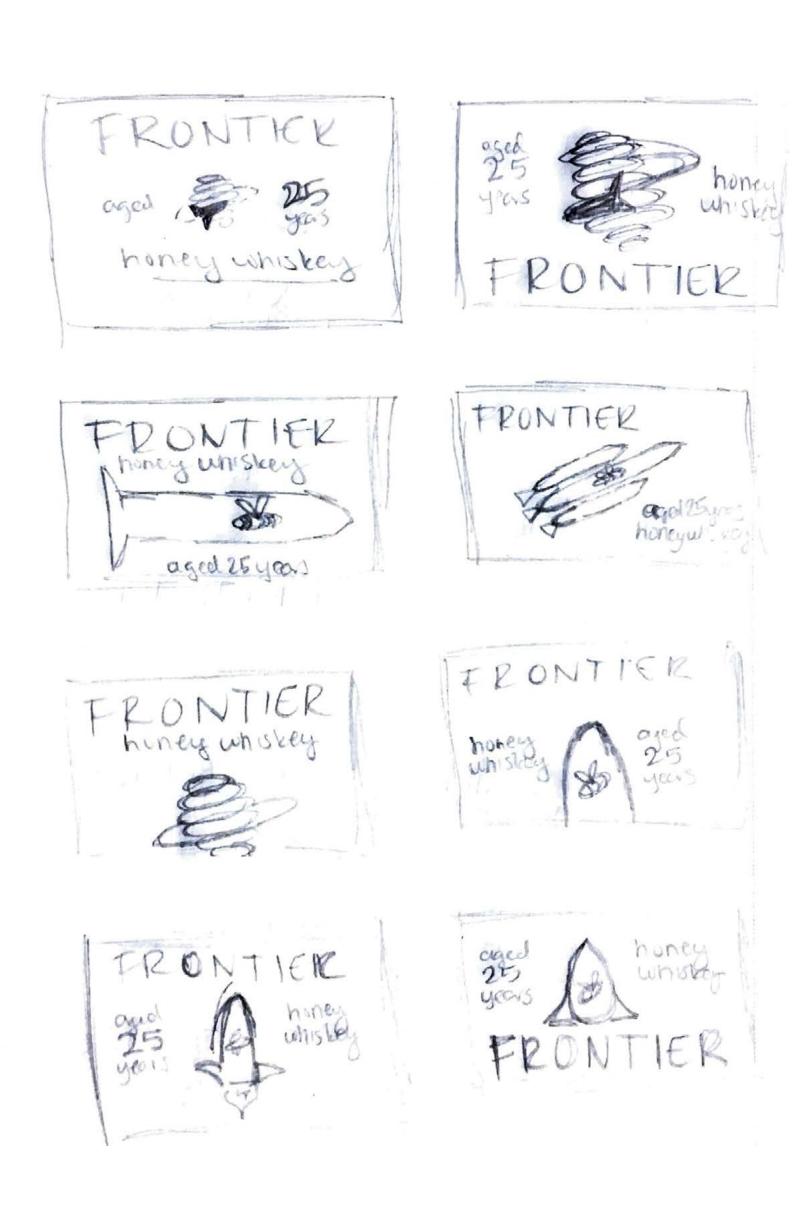
After finding my bottle form at the store, I created a mock up to help me visualize how the labels would physically fit on it.

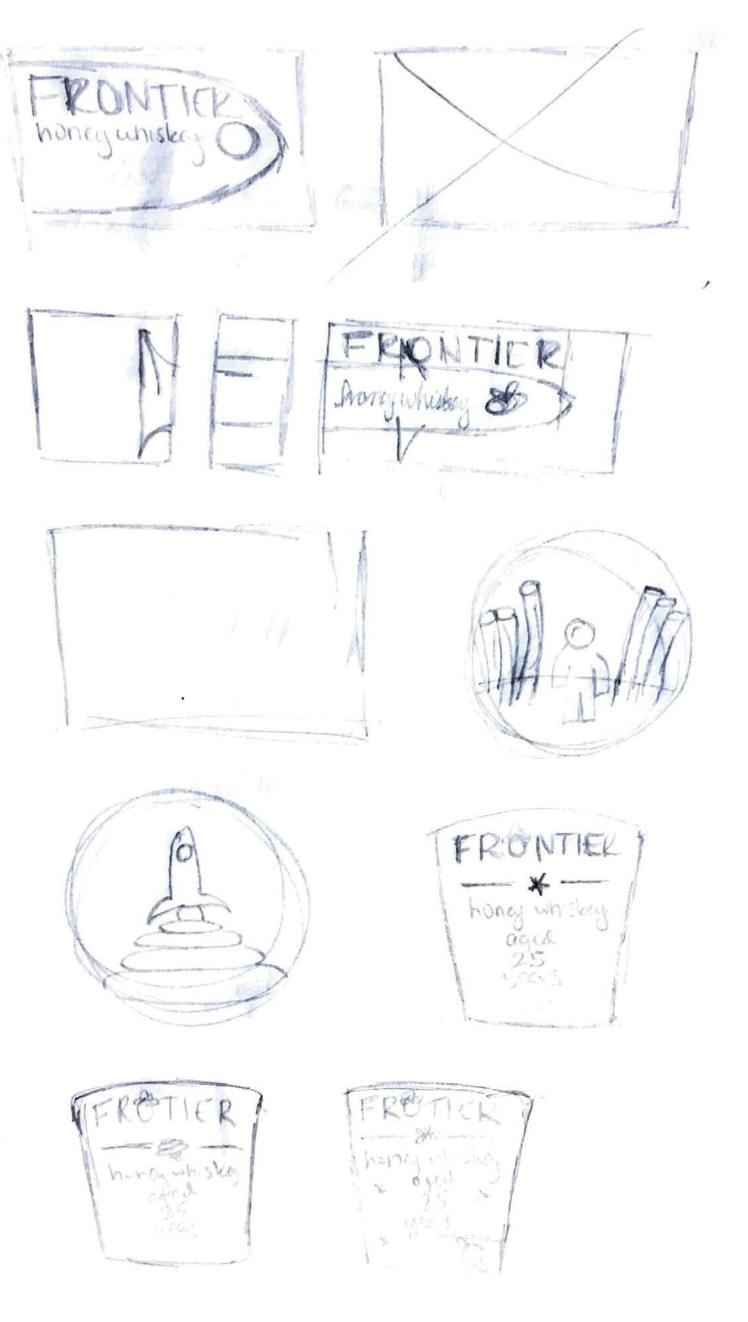


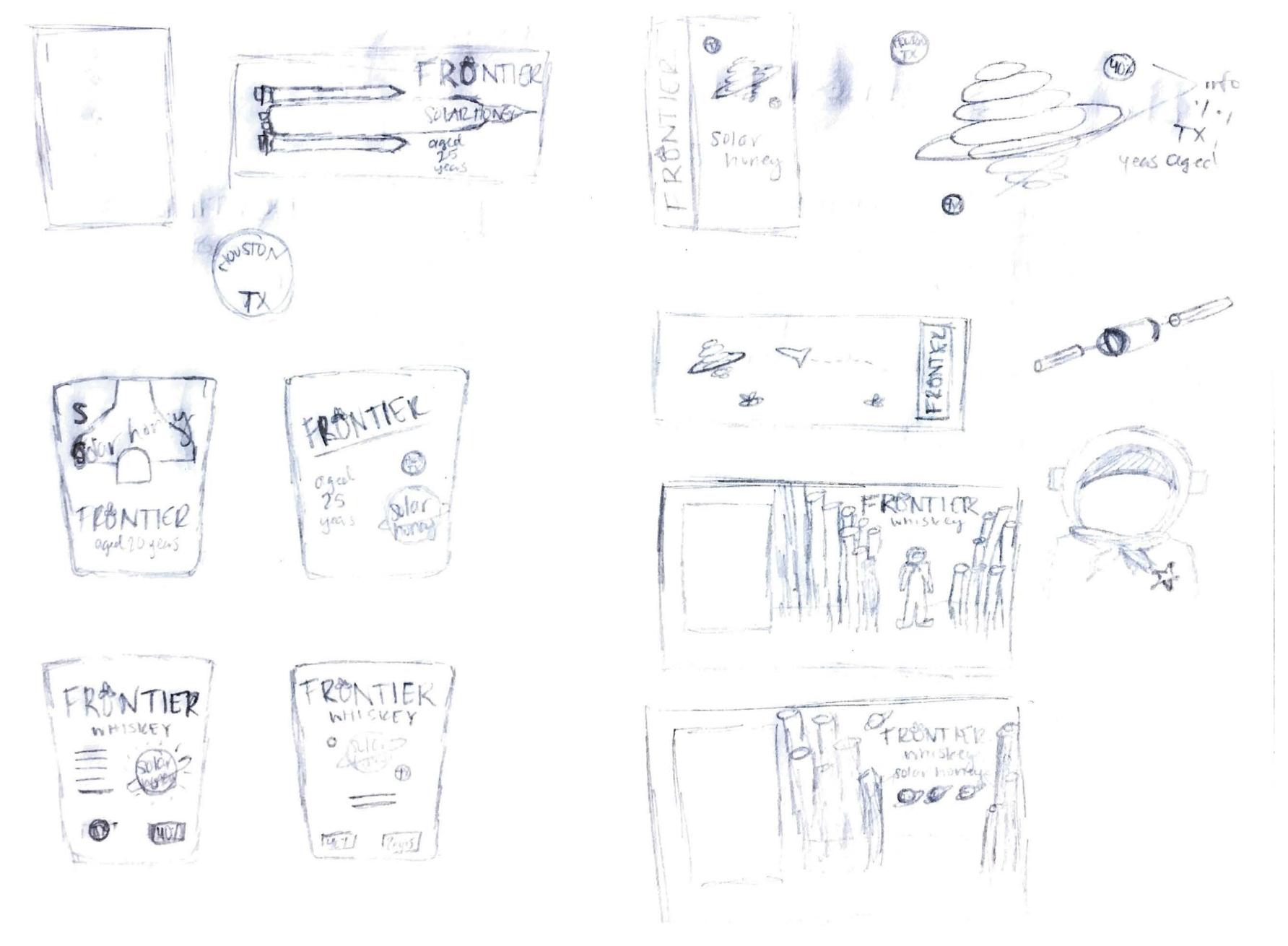


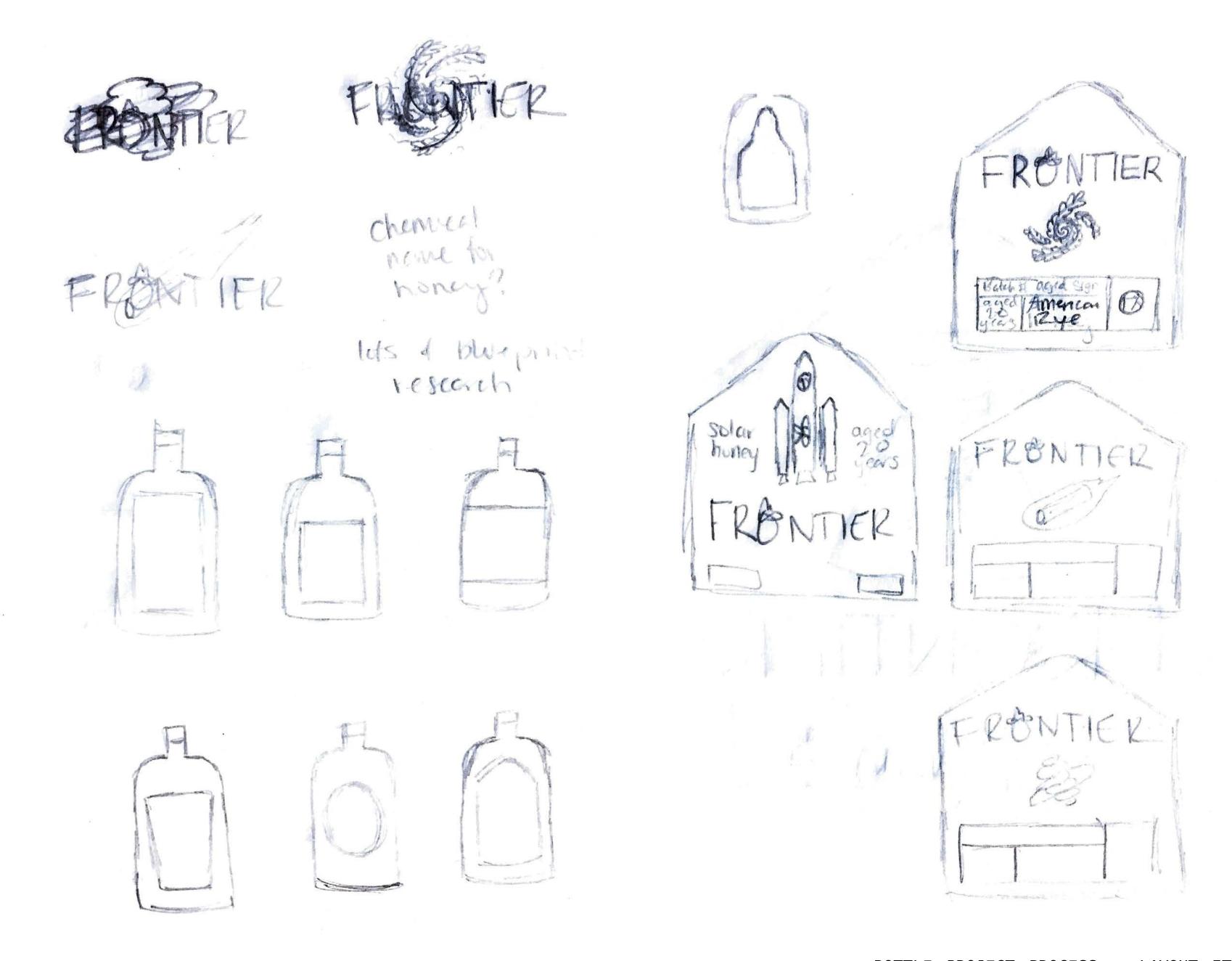
Label Iteration

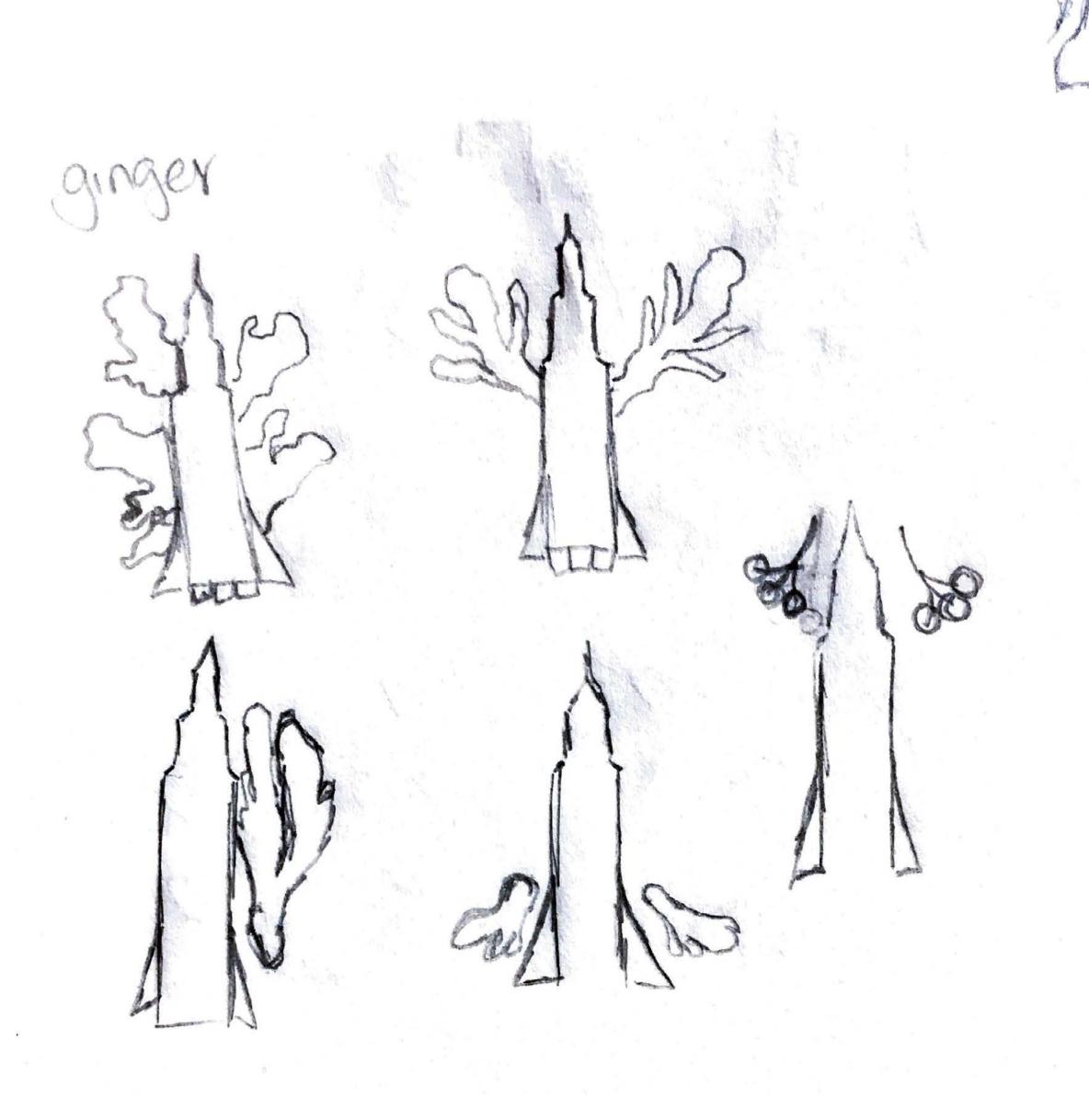
I then iterated on the labels and how they would not only follow my space cowboy theme, but also relay what flavor each bottle was. I played with the idea of the flavors of the whsikey being planets, in addition to a story-telling perspetive that followed an astronauts journey through space. However, my chosen concept was inspired by old spaceship blueprints, combined with western iconography that depicted each flavor of the bottles.

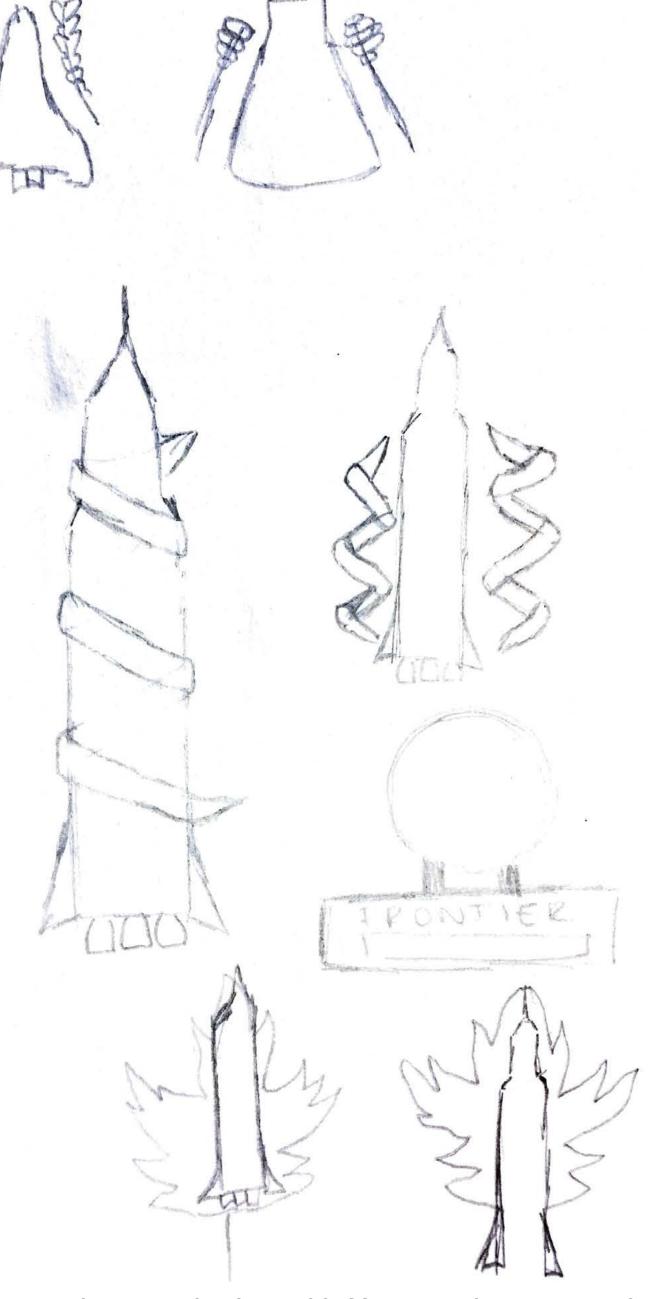




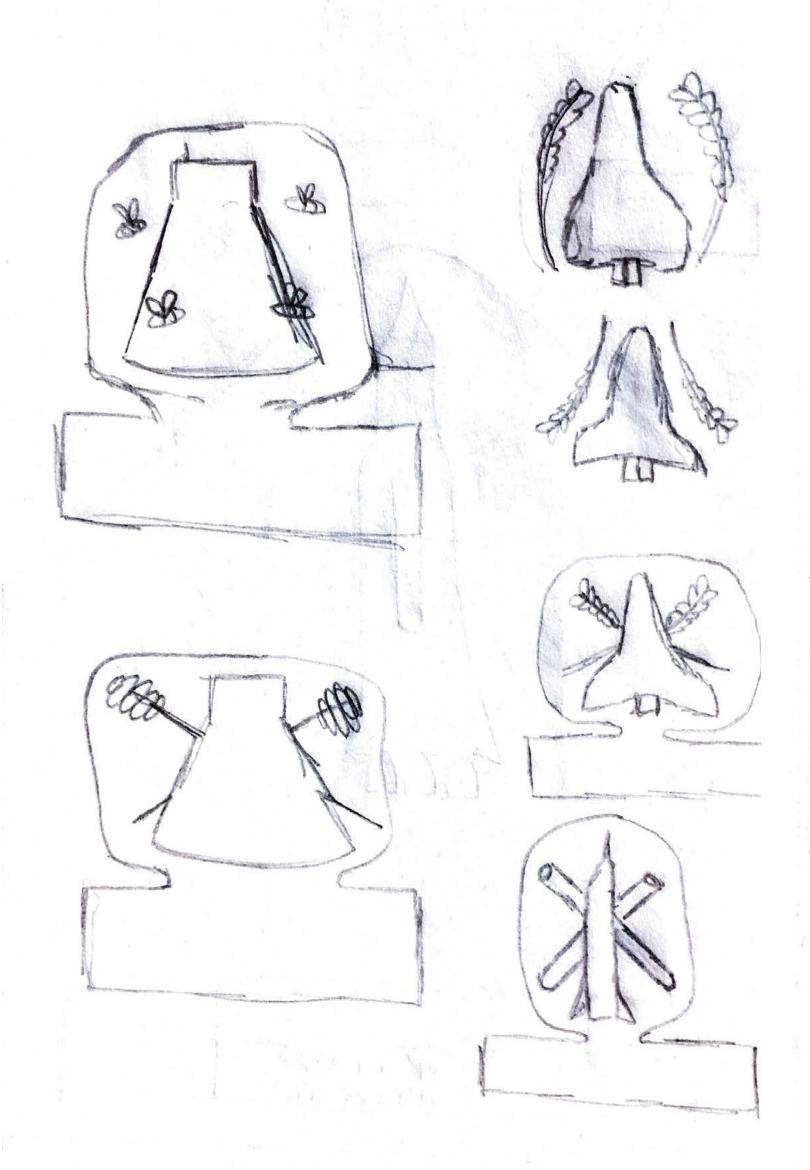


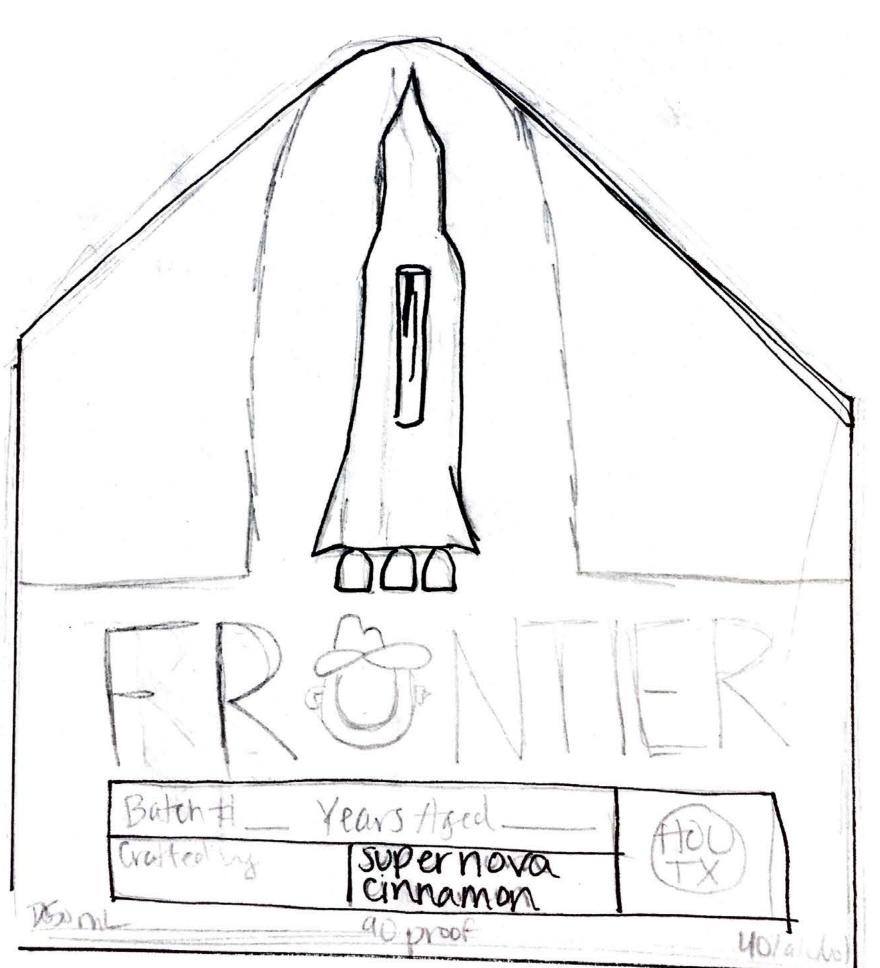


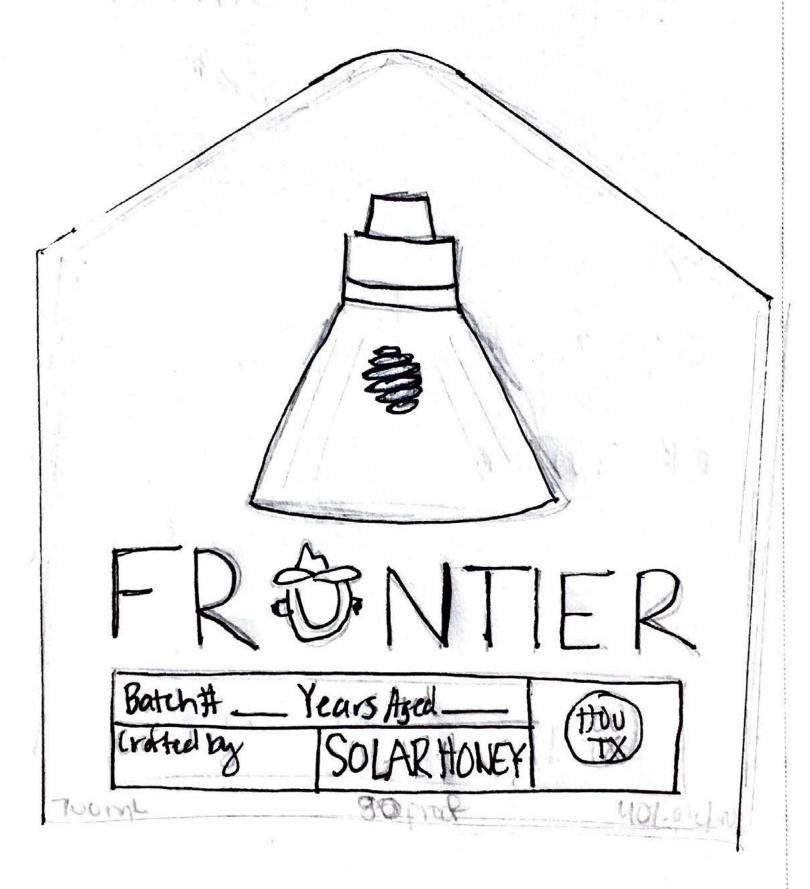




BOTTLE PROJECT PROCESS — LAYOUT ITERATION

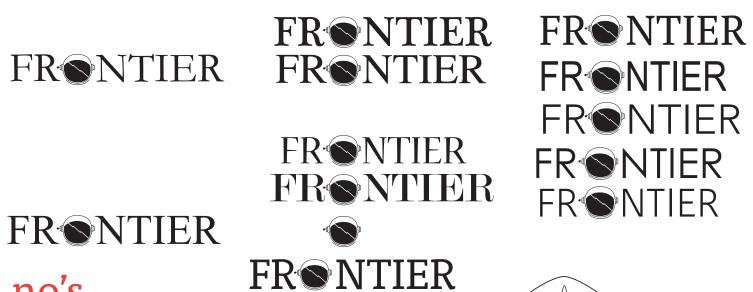


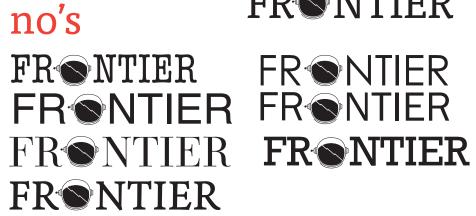


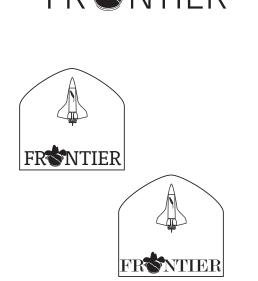


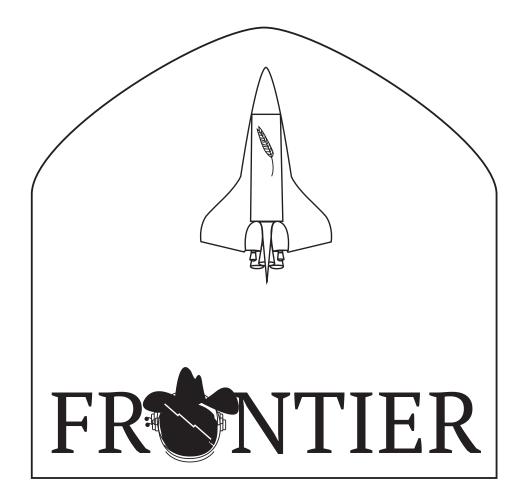
Type Exploration

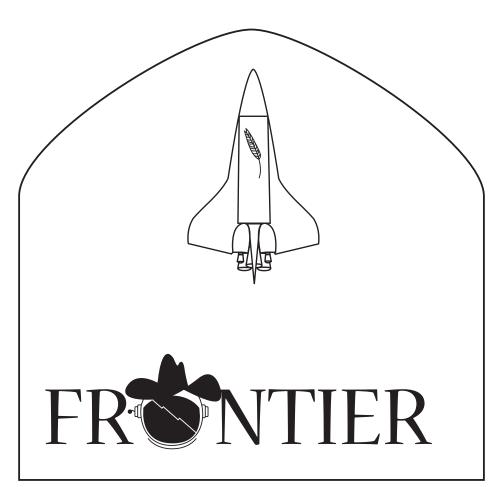
This process led me toward the right direction for what typeface to use. I knew the serifs were too familiar with western aesthetic in a way that didn't combine smoothly with the space aesthetic. A sans serif font was the direction I chose to move forward with.

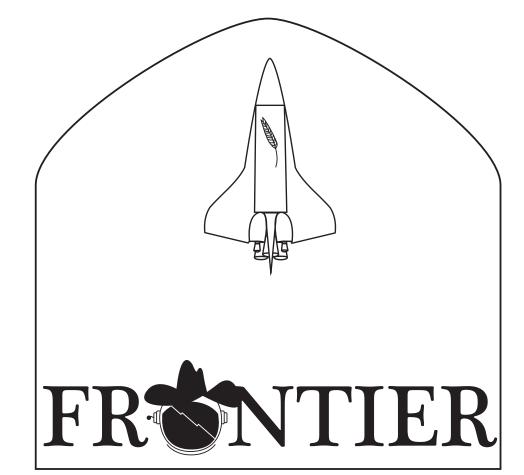


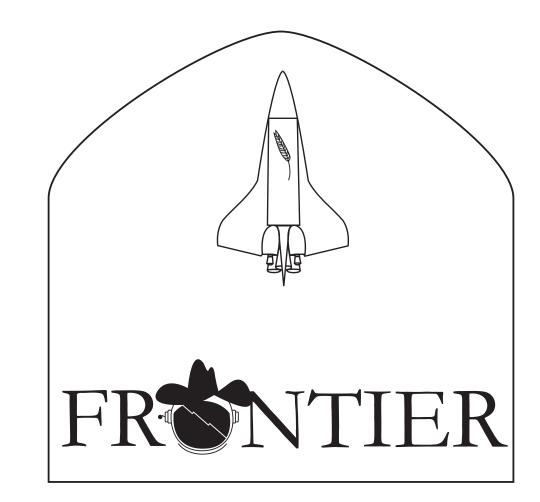


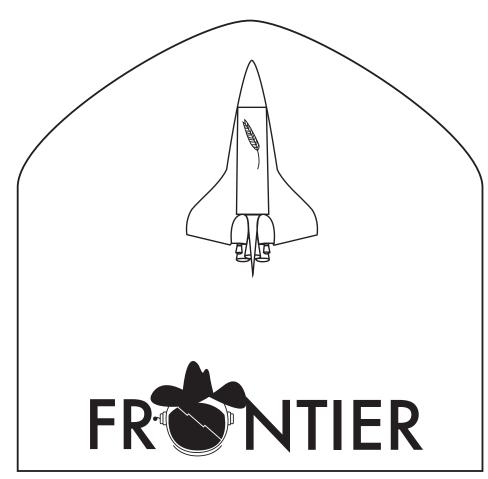


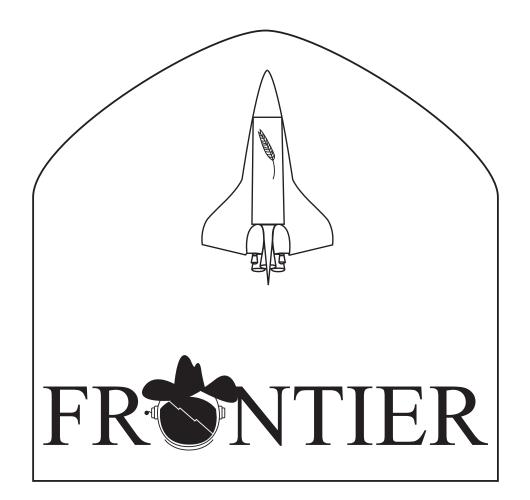






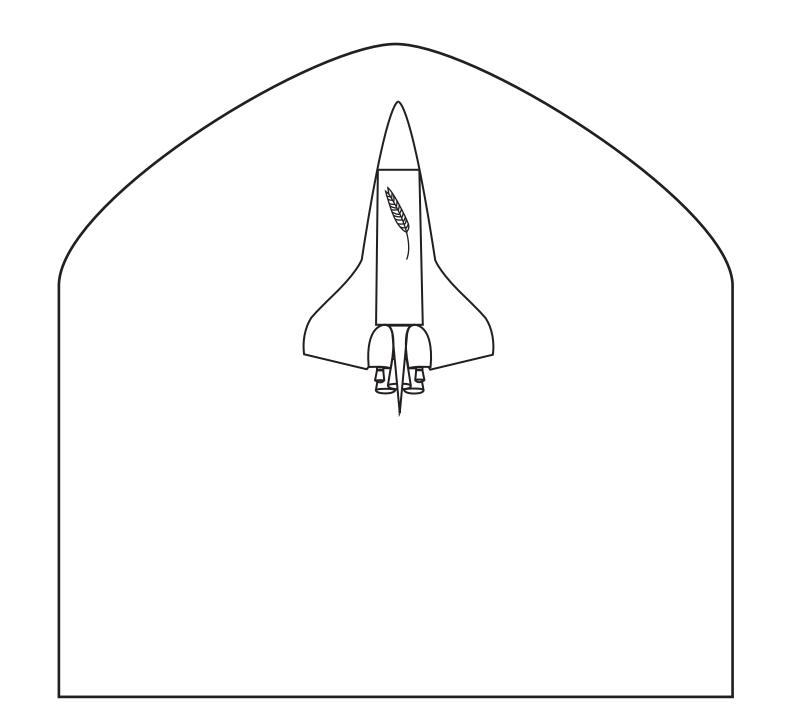


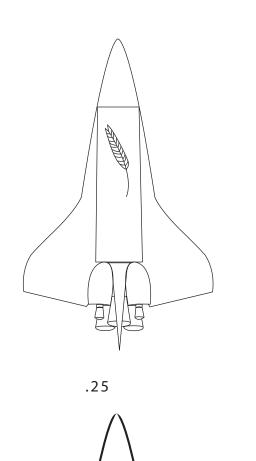


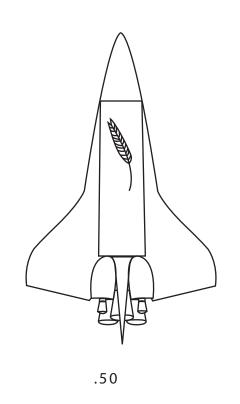


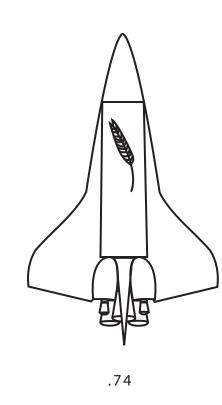
Line Weight Exploration

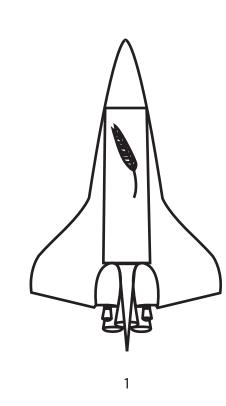
Because my design was so focused on line, I needed to explore how heavy I wanted my line weight to be.



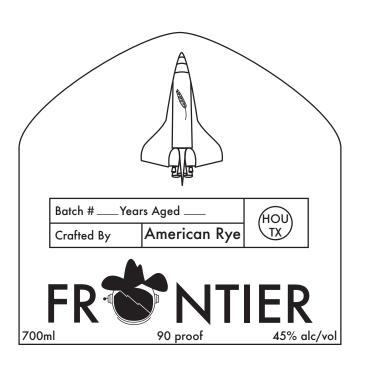


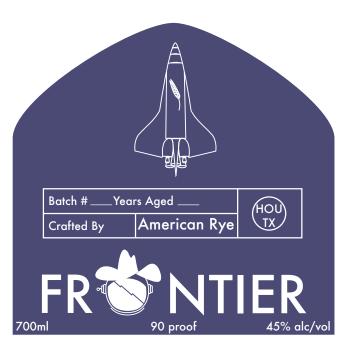


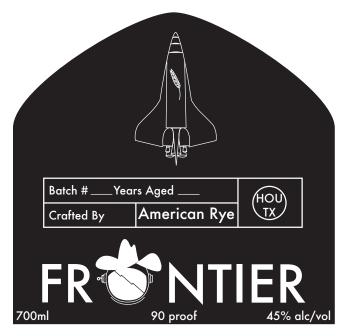


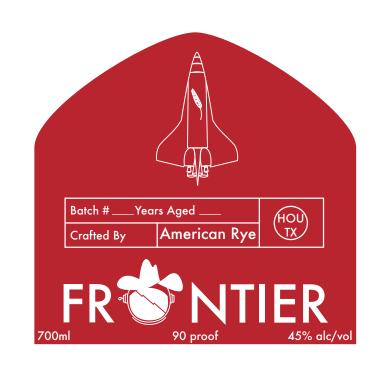


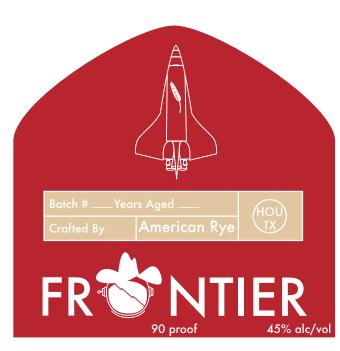
Color Exploration I

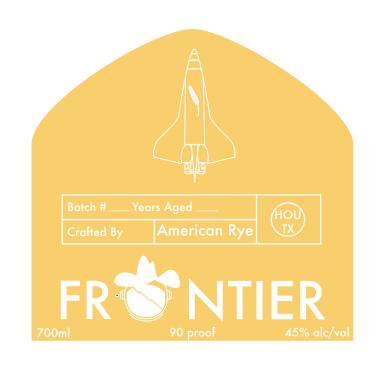






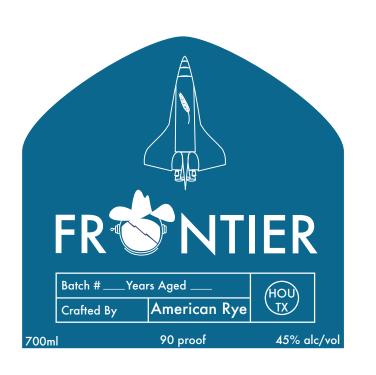


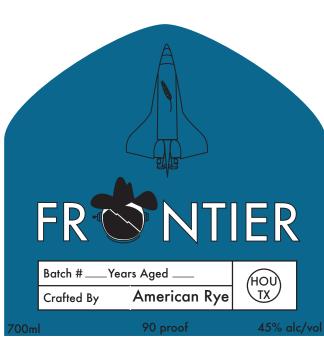






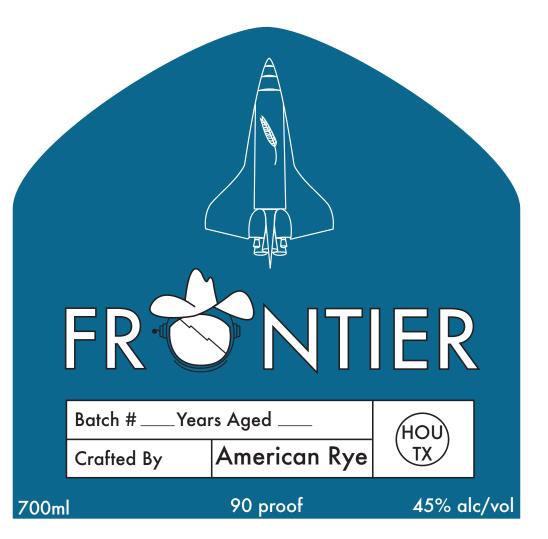


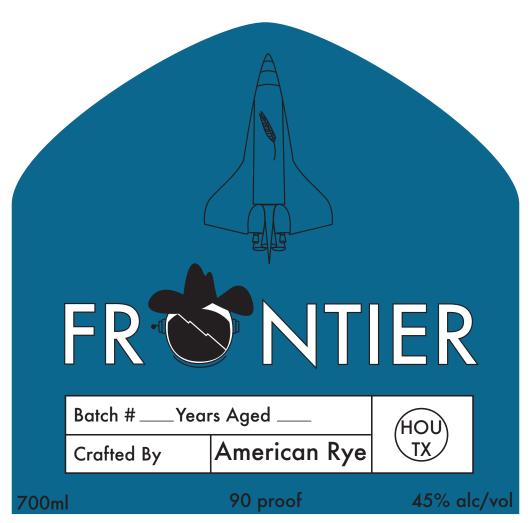




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In the first round, I had a rough of at least one label, seen on the very right, with the color and concepts of the other two idealized on the bottom. To the bottom left are my notes from this first critique.







More space

Use color isosteach of symbols to

distinguish flavors

American lye-more distinguishable

or same all abound

the box

Spaceship is getting lost-give it a fill?

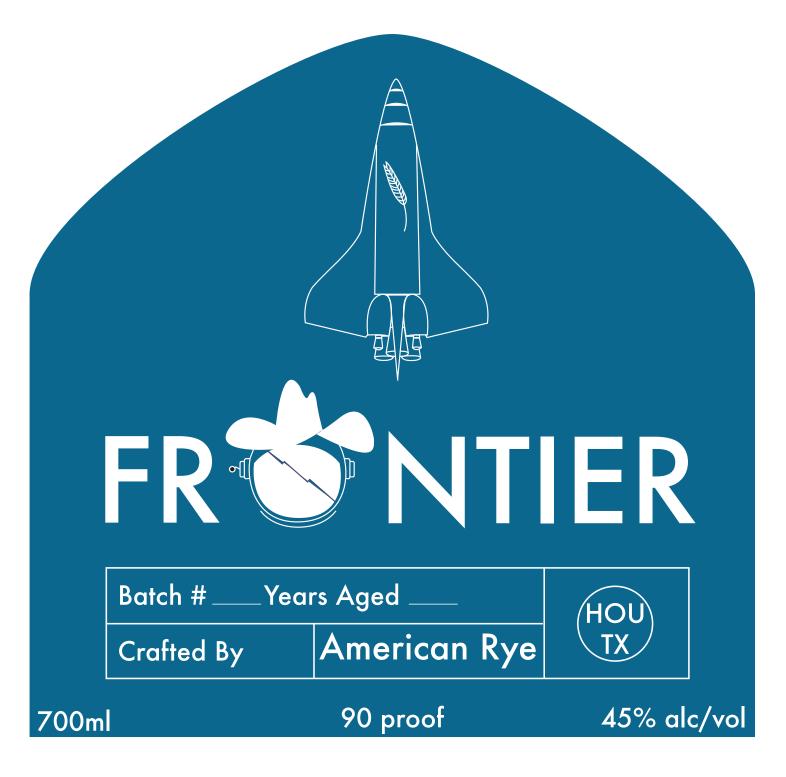
und on hierarchy, give rocket

mire fill





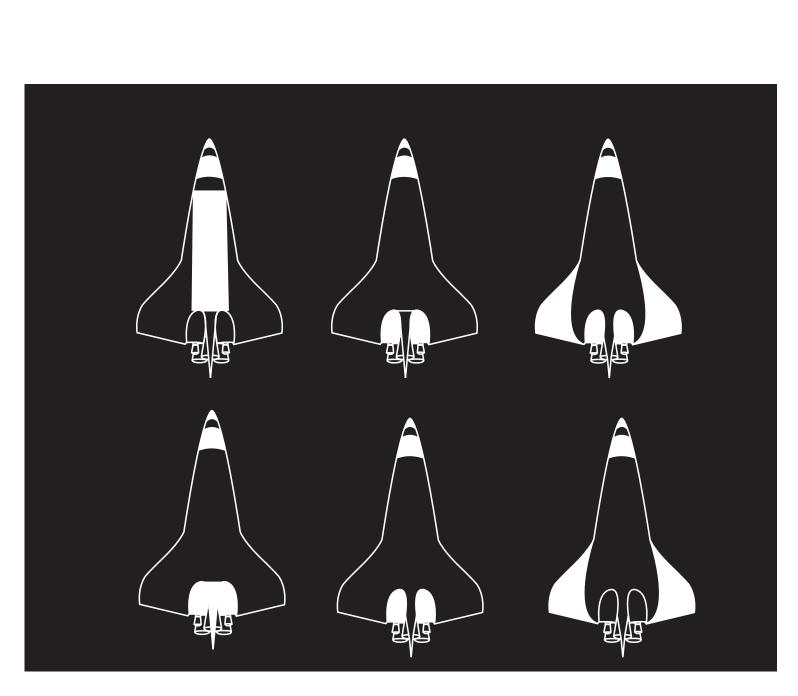


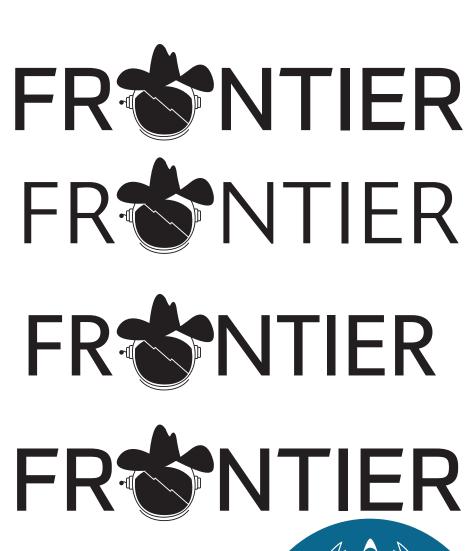


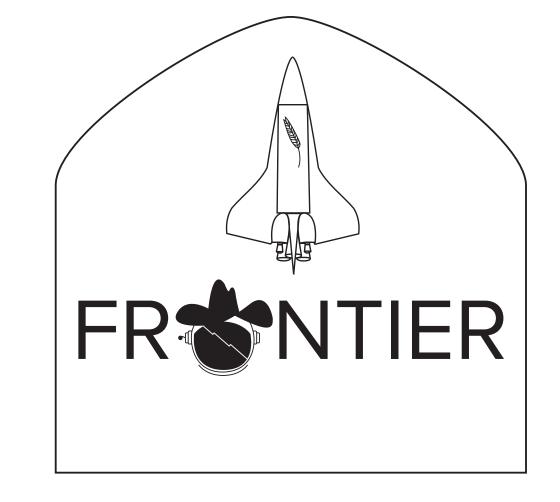
BOTTLE PROJECT PROCESS — ROUND 1

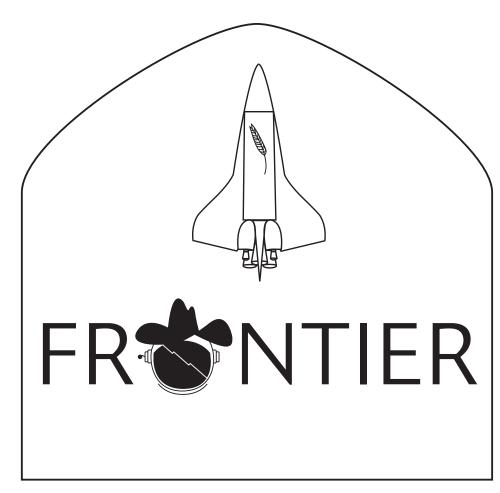
Fill and More Type Exploration

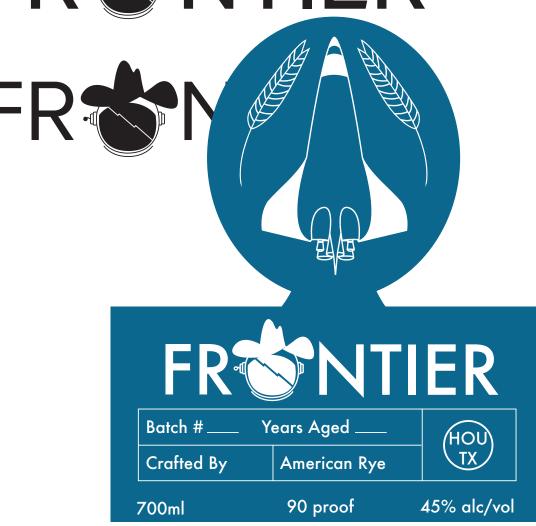
To prevent the spaceship from getting lost, I explored fill variations to give it more weight in the hierarchy. Additionally, I explored more sans serif typefaces.

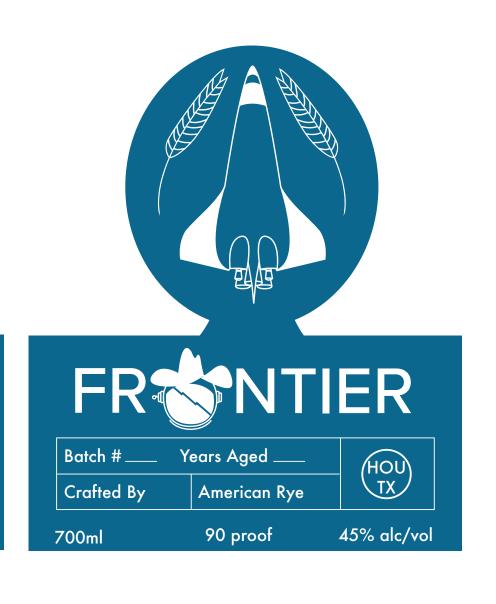


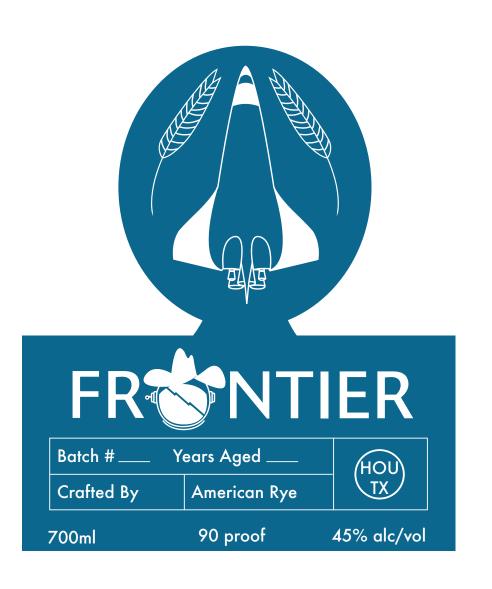




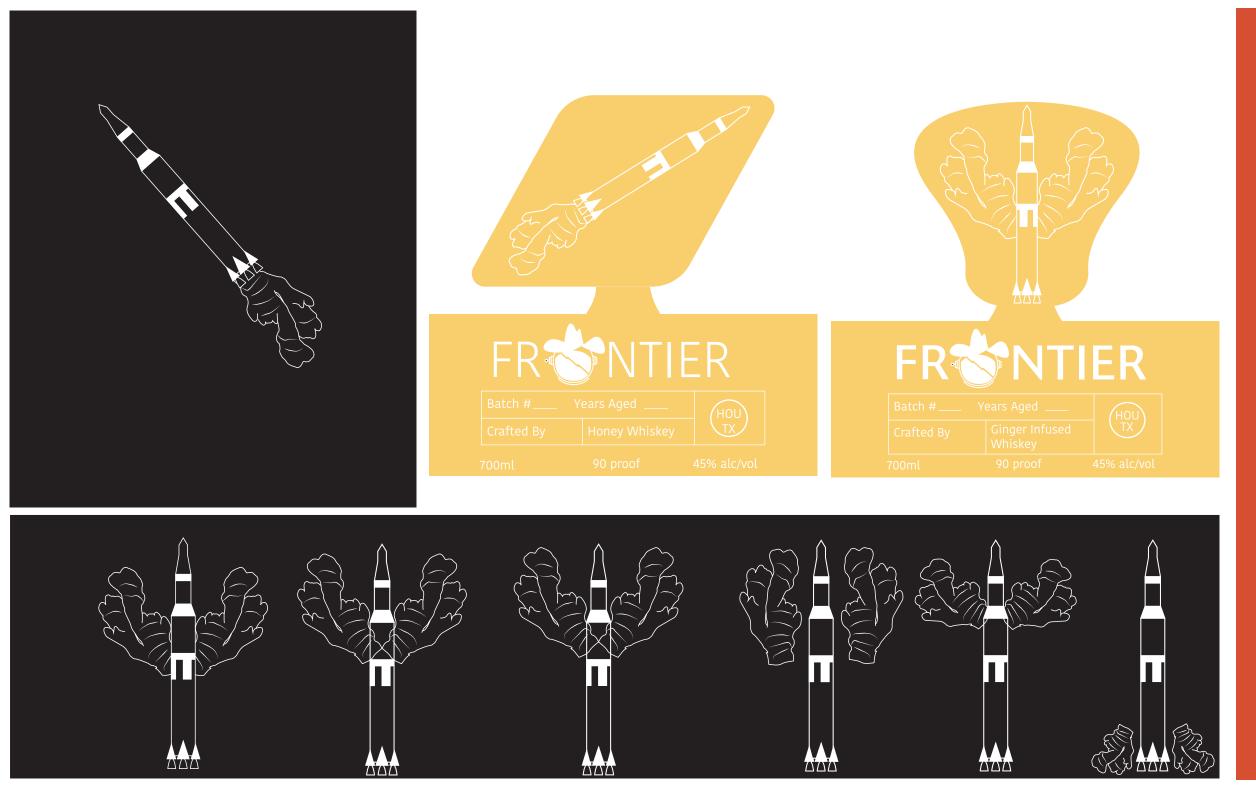


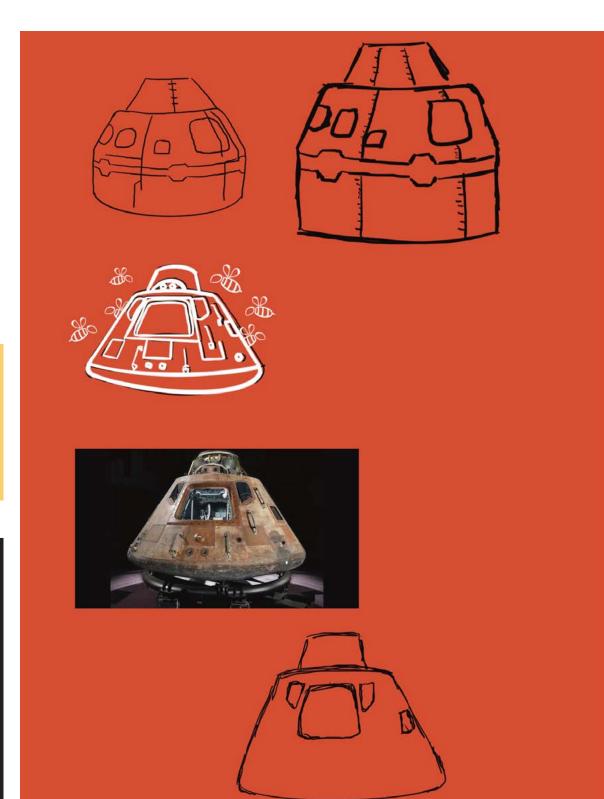






Label Illustration Process





BOTTLE PROJECT PROCESS — ILLUSTRATIONS

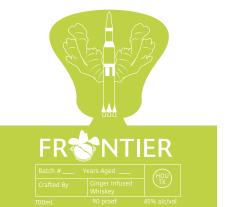
Color Exploration II

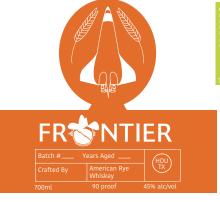
















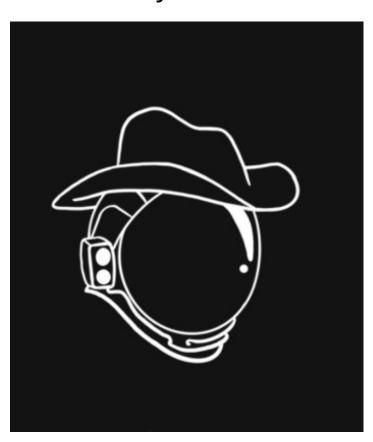


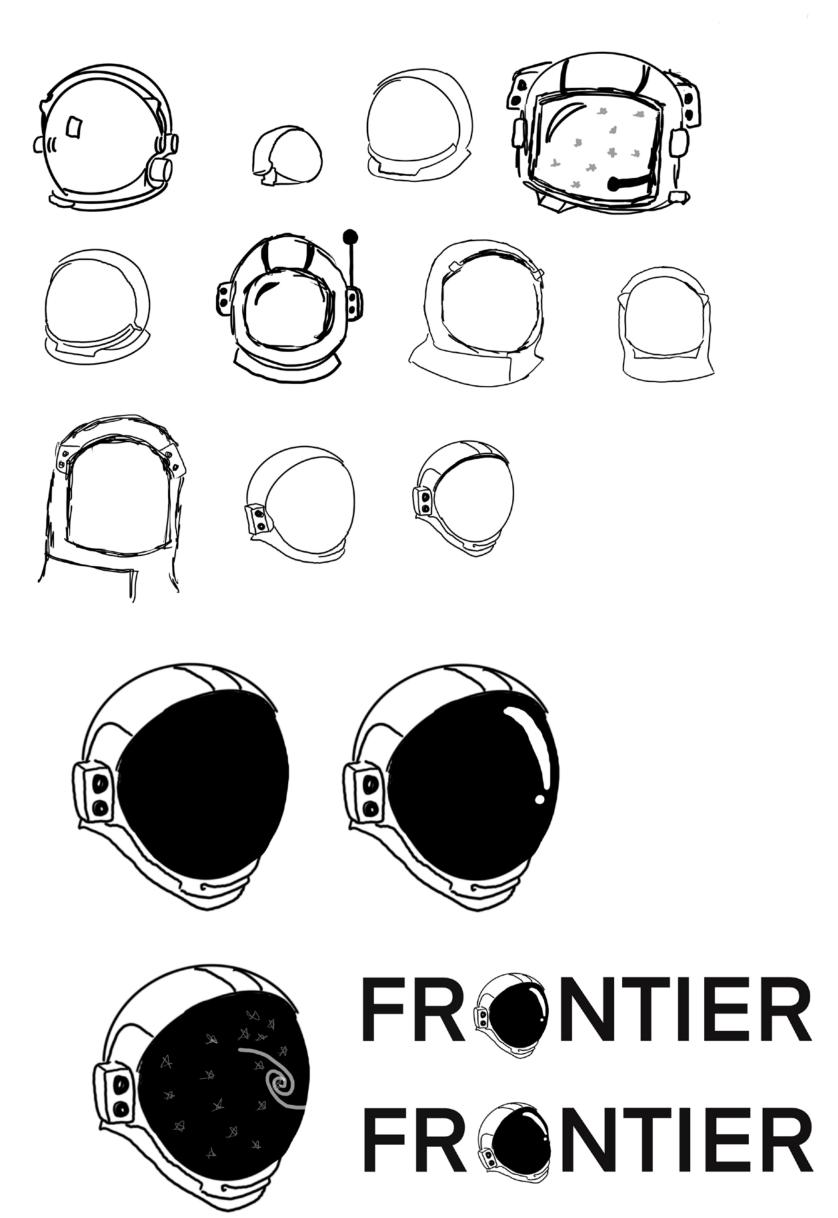
BOTTLE PROJECT PROCESS — ROUND 2

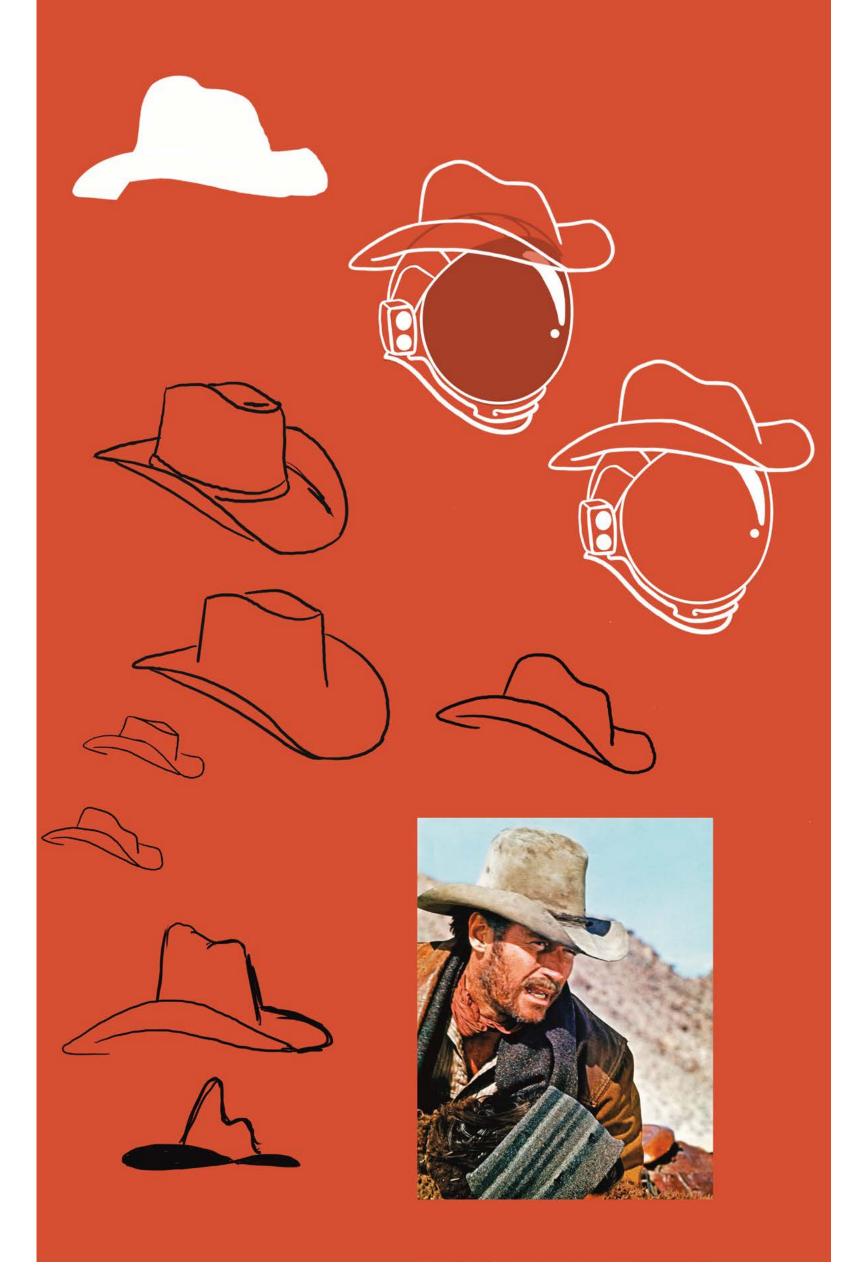
Back to the Brandmark

Having done the first round of printed and photographed labels, I returned to finish the brandmark. I started out looser and more playful than before, then gradually tightened it up into what is the final brandmark.









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Color Exploration III

My initial color choices printed out differently than I anticipated. Additionally, the color of the "whiskey" (it's just apple juice) clashed with some of my colors, specifically the green and yellow. And so, more color exploration, but in Photoshop with the Round 2 photos.

















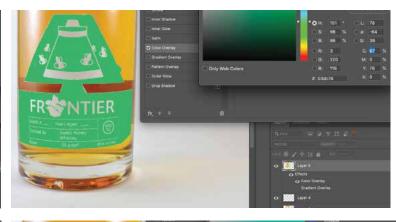


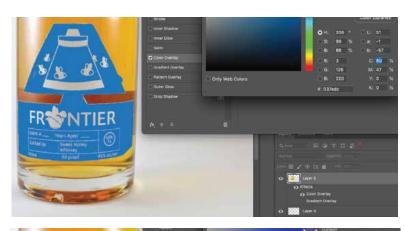


















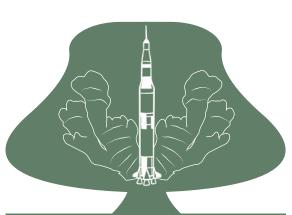






Round 3 Prints

I printed three different colors because I wanted to make sure they would look how I wanted with the "whiskey".





















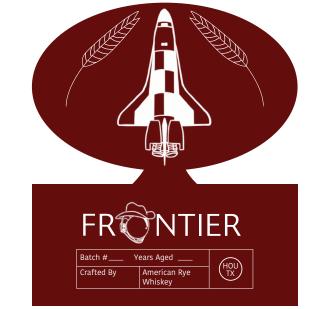




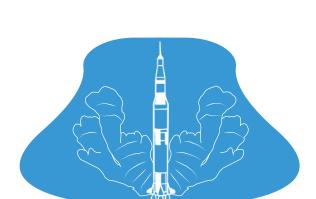






















































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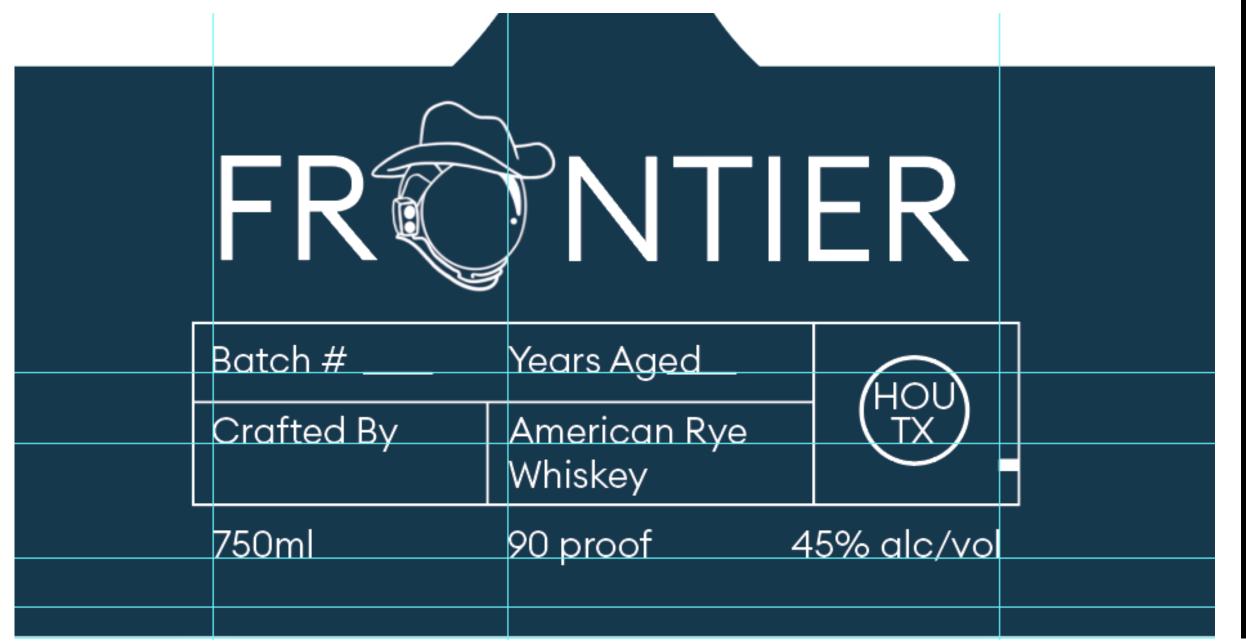


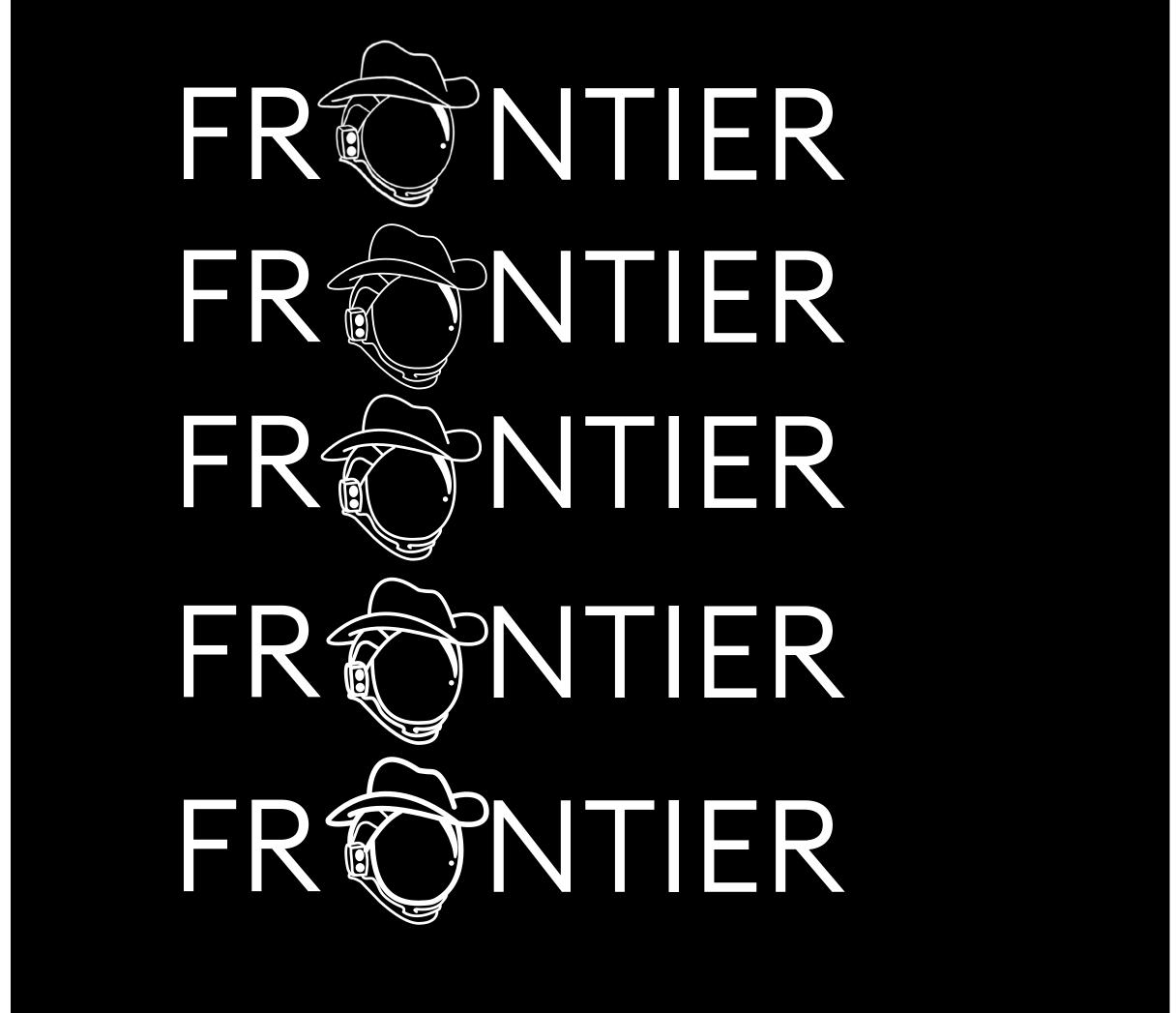


BOTTLE PROJECT PROCESS — ROUND 4

Final Revisions

I played more with the line weight of the brandmark, as it was getting lost with the weight of the letters. I changed the typeface to Euclid to better pair with the roundness of the brandmark. I also improved my grid on the labels.





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Final



55 BOTTLE PROJECT PROCESS — FINAL

Thank You