## SUENCEIA

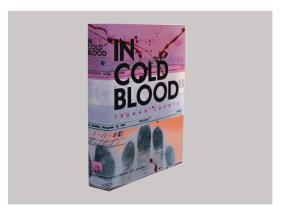
### ALBUM COVER

The assignment was to design an album cover for a fictional band based on the random method of selection, "Wikipedia names your band." Utilizing and integrating typography with images, this project forced focus on developing new visual ideas and concepts based on client limitations.



## THE COVER AS A VISUAL METAPHOR

The objective of this project was to design a book cover jacket for a book of choice and create a visual metaphor that represents its content. The composition was to include the typical elements found in jackets, and a summary of the story and a review on the back. I chose In Cold Blood by Truman Capote. Using old articles, I created a collage and modernized the jacket with color and typography.



# Hover don't give up

### MAGAZINE ADVERTISMENT

This assignment was to create a full-page magazine advertisment (8.5" x 11") for a chosen brand or product which uses a compelling and/or unique visual to attract attention without using the product as the main visual. Using humor, I showed a tattoo gone wrong as a visual metaphor for not being able to erase your mistakes.



### SPILL TACKLE FLYER

TACKLE TECHNOLOGIES is a company that develops an absorbent products to tackle environmental challanges. For this, I created a flyer that is appealing to the eye to attract customers.



### T-SHIRT DESIGN 1

For this t-shirt design I used hand-drawn 3D letters to give the design a sense of personalization that would also appeal to the people of Oxford, MS.



### T-SHIRT DESIGN 2

For this t-shirt I chose to make a design that was purely typographic. I used a retro typeface with colors that would give the design a vintage feel.