PROJECT CC

IMAGE LIBEARY

I have done a research about how we can use a design cycle. My role was to design logo, wireframe and User experience and User interface design.

1/Research

Requirement gathering, information and analysis.
Client goals,
Target audience,
Detailed feature requests and as much relevant information as you can possibly gather.
Organization background: environment organization exist, people, location and competitions.
Client goal: what do they hope to accomplish by building the website.
Content: what type of information target audience will look for? Are they looking for specific information; service or products.

2/Planning

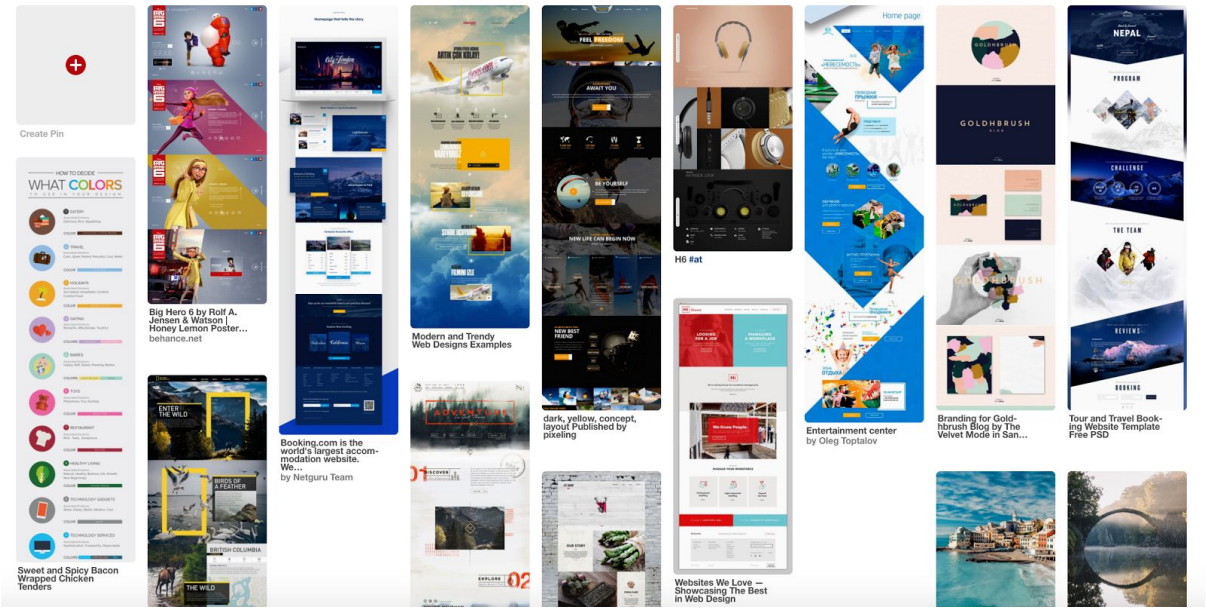
Brainstorming Ideas and sketching out ideas.
List of tasks need to be done.
Tracking
Start and end deadline.

3/Experiment

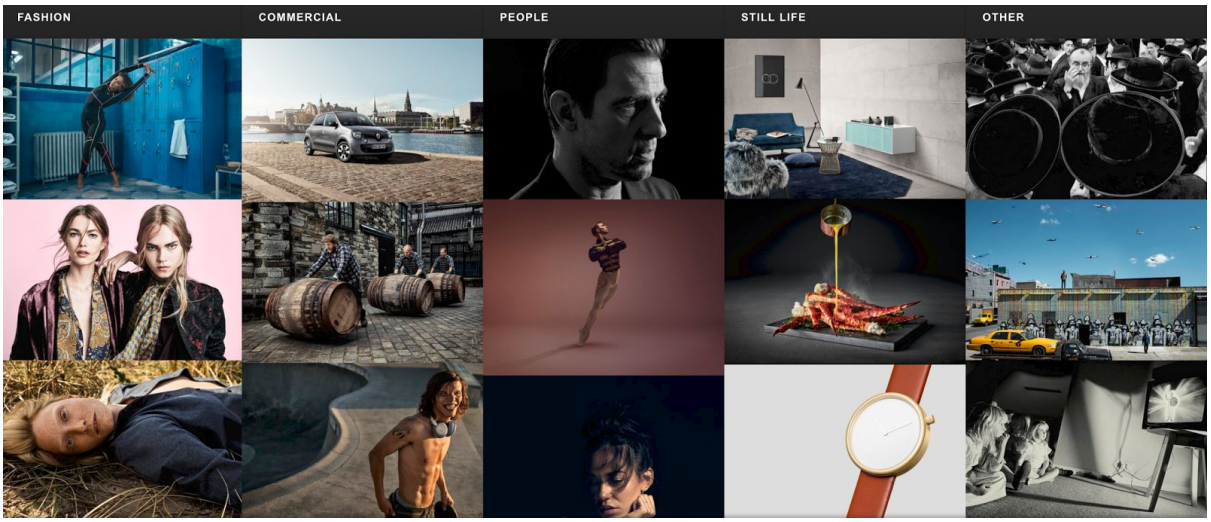
Wireframe
Visual design
User interface design
User experience design
Development and site testing.

4/Final Development and Launch.

I have done a Moodboard to take inspiration.

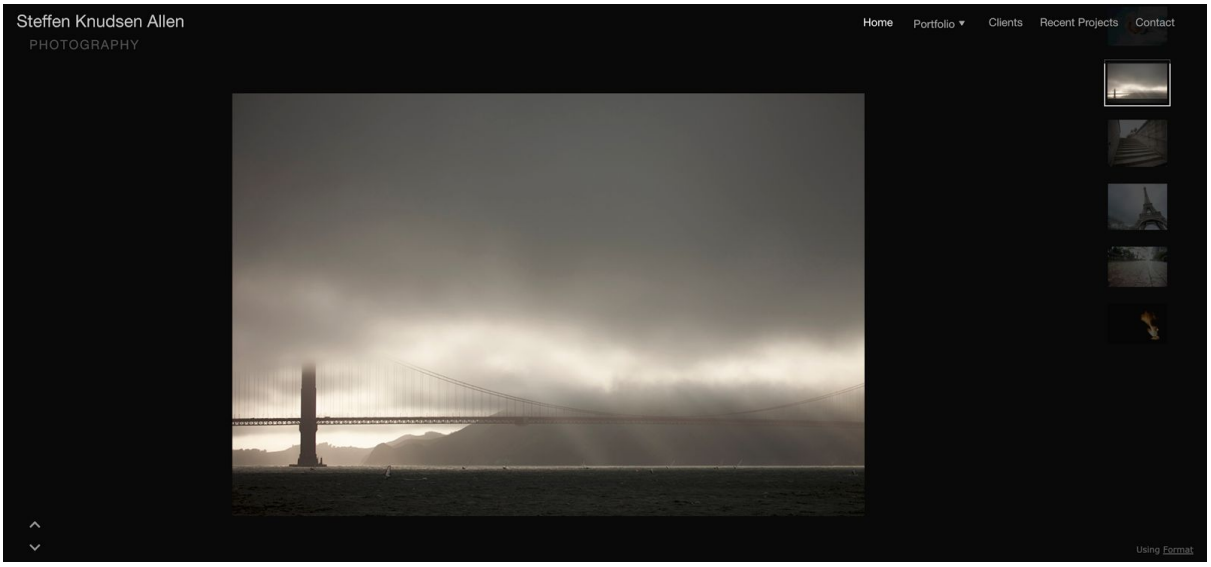


I also have analyzed following website for idea and inspiration.

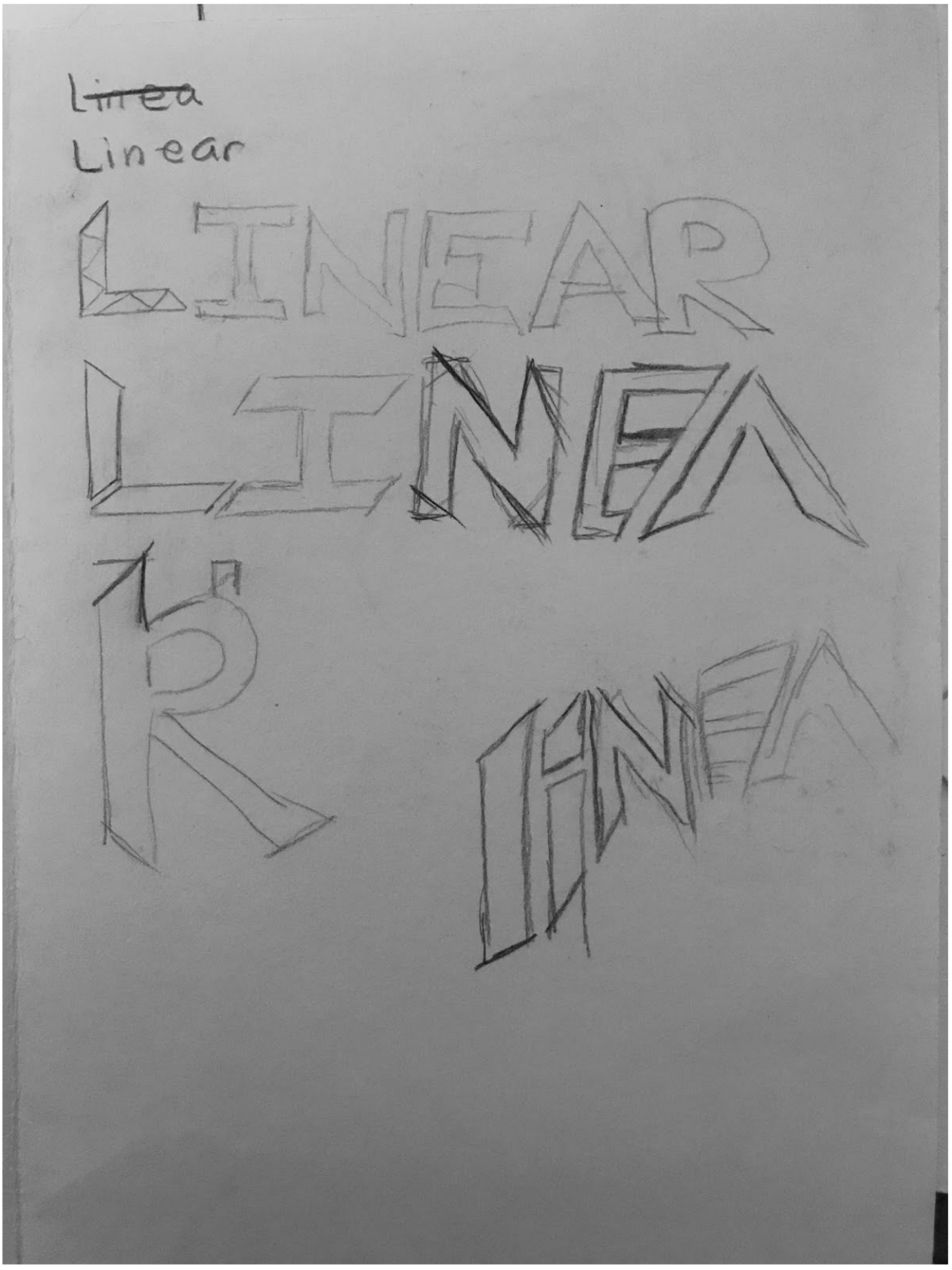


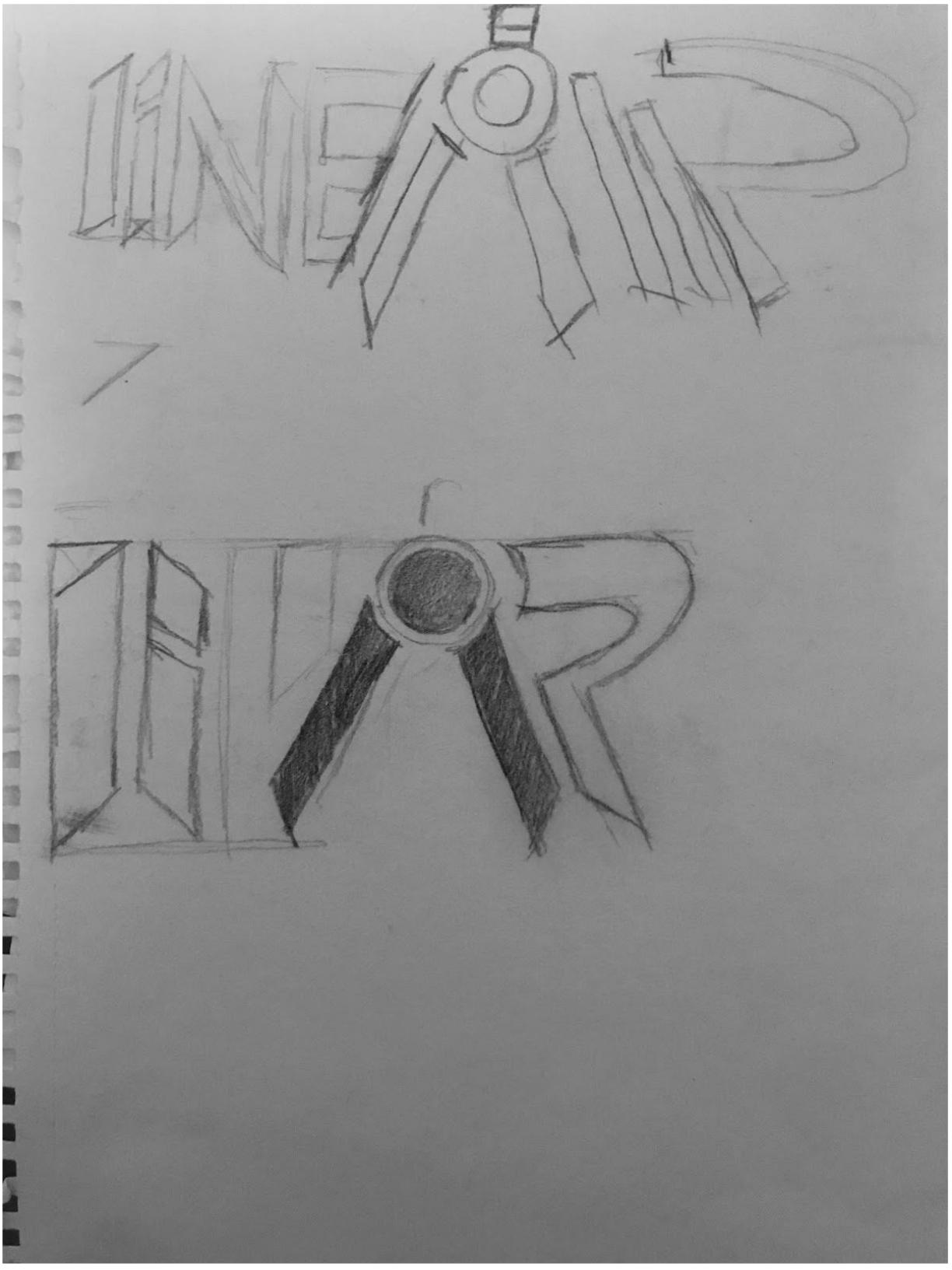
http://weareeli.dk/

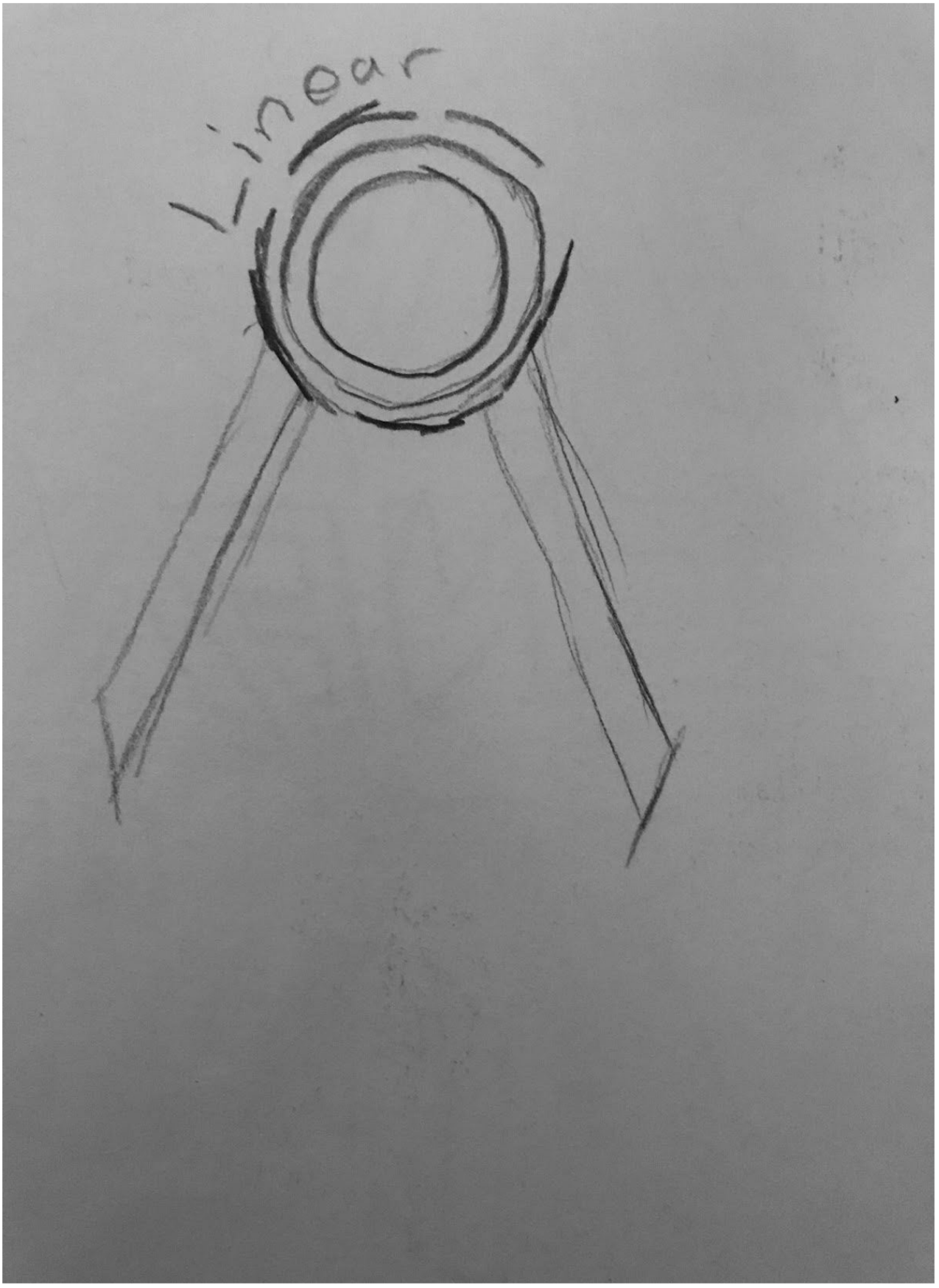
http://www.steffenallen.com/#no16



I have sketch out ideas for Logo using pencil and papers.






Linear

I have proposed following logos.

Design 1.

Design 2.

LINEAR

Design 3.

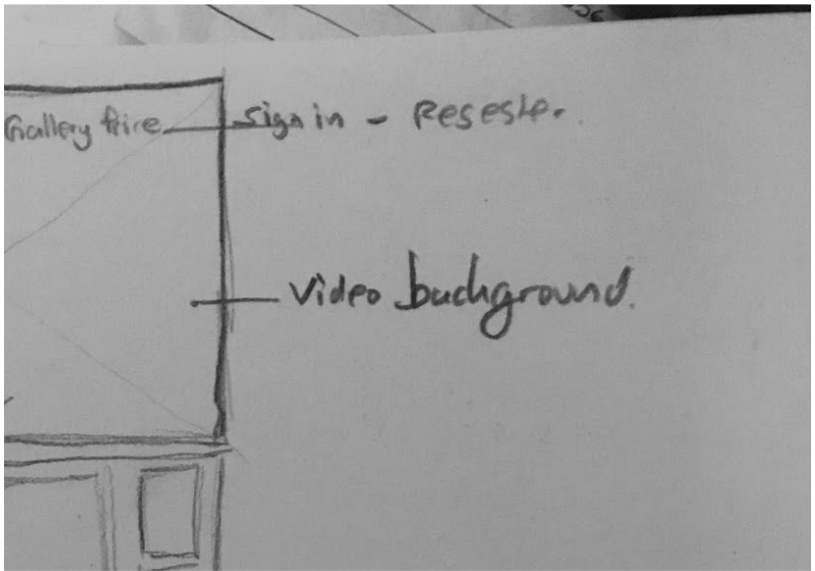
LINEAR

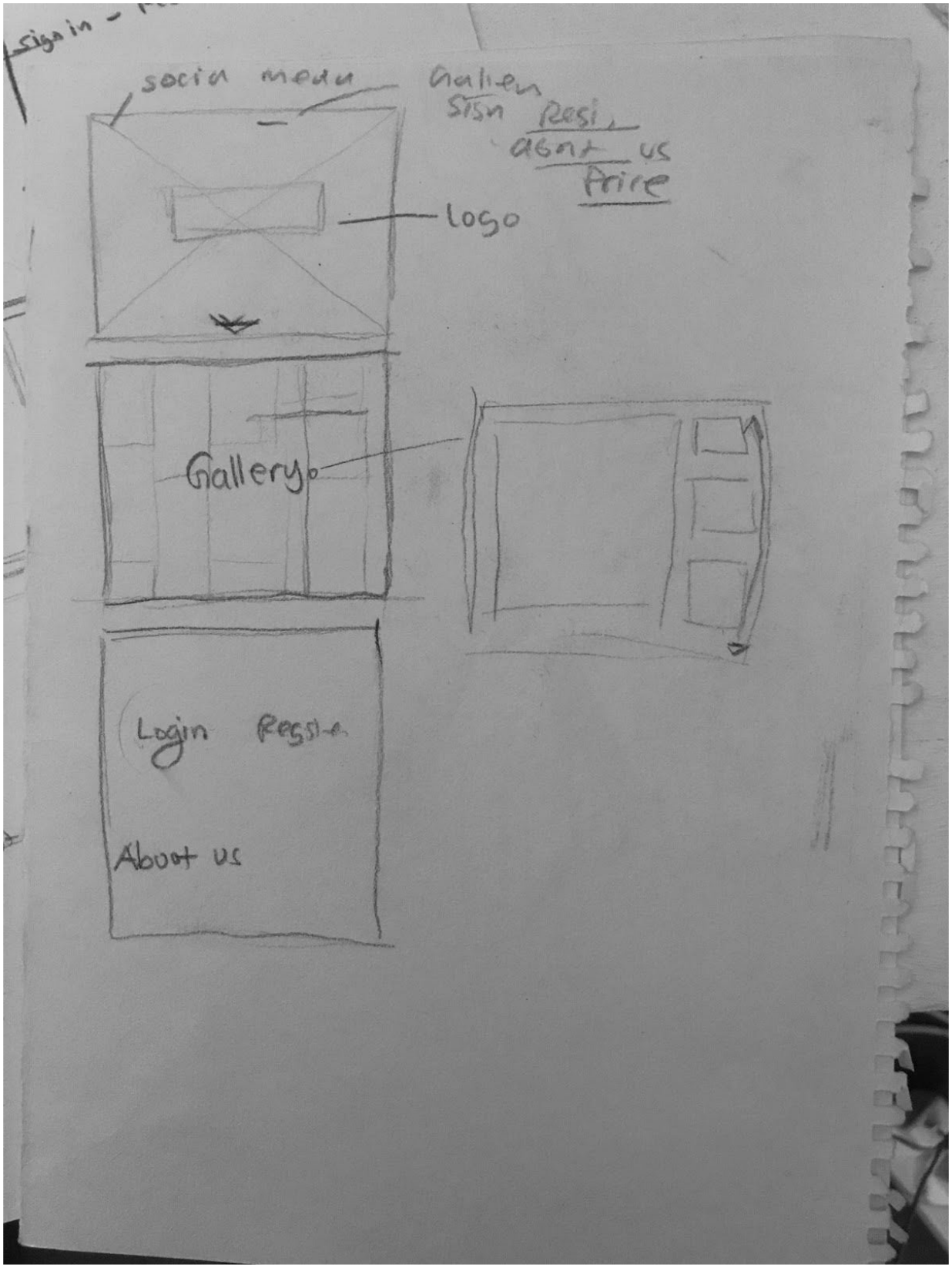
Design 4.

Design 5.

Design 6.

I sketch wireframe using pencil and papers. Homepage

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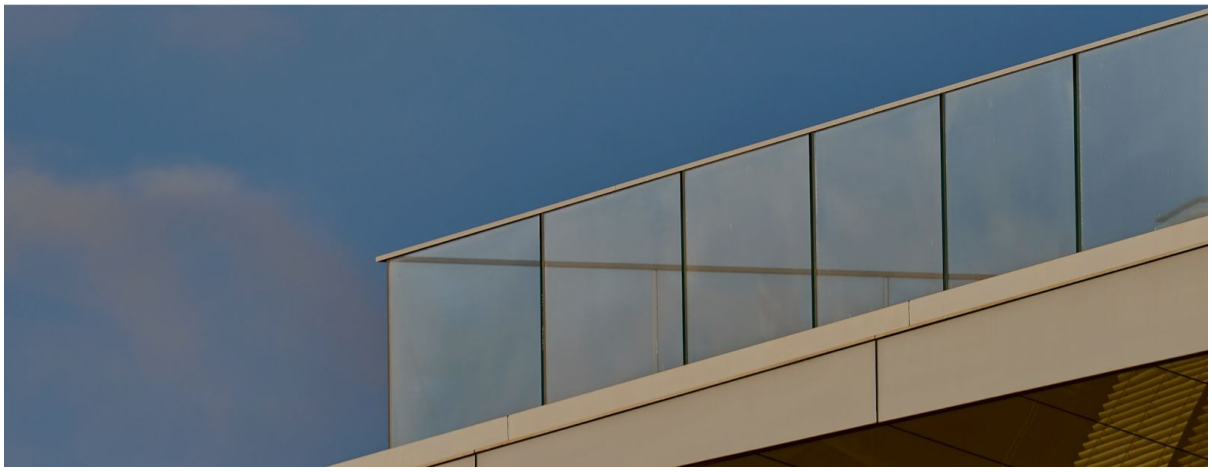
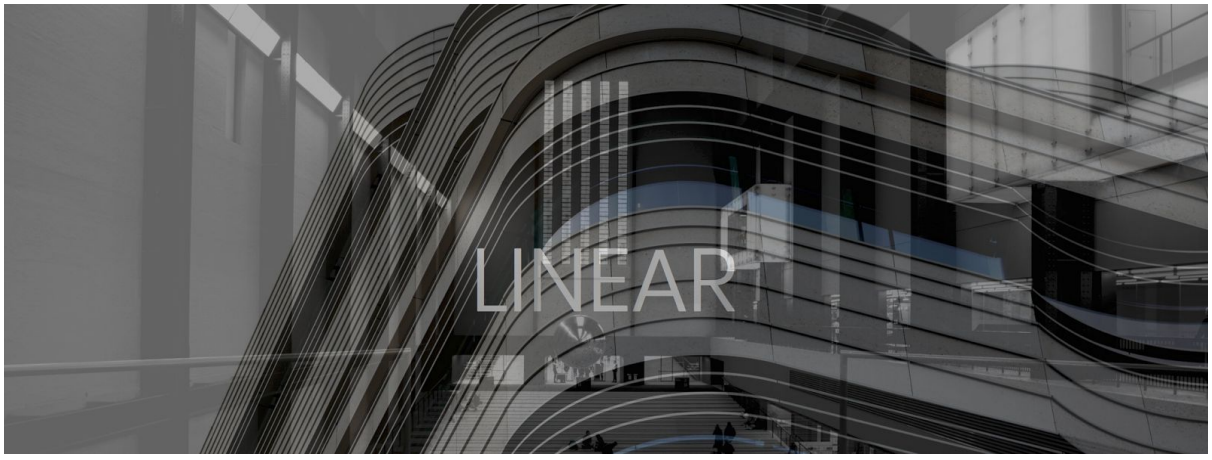
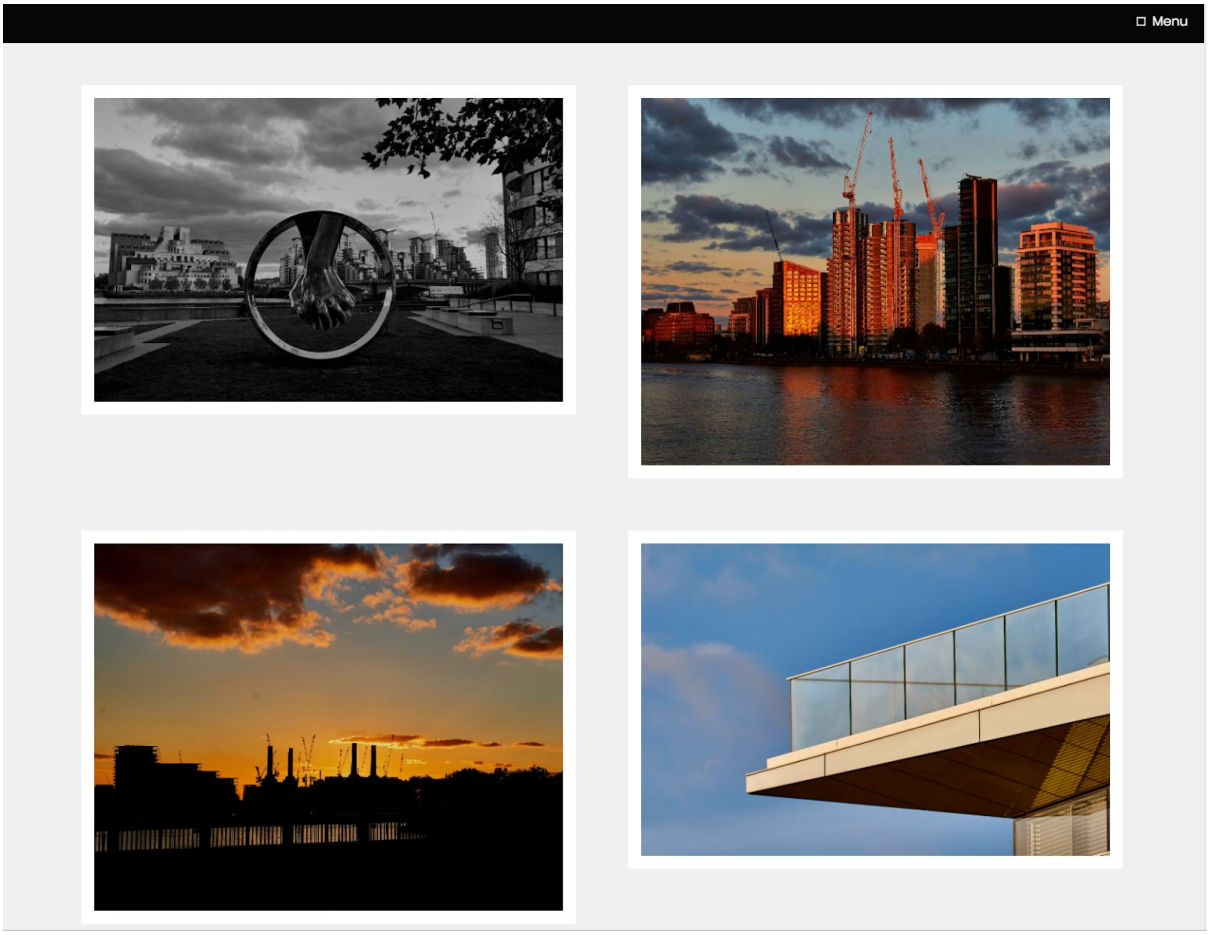
About us

My Visual Design







LINK TO OUR WEBSITE
http://linear.raveweb.net/