



Design Portfolio

Anshuman Mander



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About Me

About Me



Hi I'm Anshuman, a second year J.T student at University of Queensland majoring in UX design. I am relatively new to the design world but I truly enjoy designing and knowing the process. The best part of design for me is connecting things visually, and giving more meaning and relevance to the Graphic. It is a pleasure to be able to work on this project and I hope you enjoy this experience.





About Me

“There are three responses to a piece of design - yes, no, and WOW! Wow is the one to aim for.”

- Milton Glaser

What design means to me.

Design in itself is an inspiration to me and gives me a different perspective of the world. I believe we only mature when we try to explore and that is my idea of design, to learn and to explore.

My Design Skills

Although, I am most familiar with Adobe Illustrator, I can also use other design softwares such as Adobe photoshop, Adobe InDesign and Adobe Premier CC. Additionally, the skills I learned in the University courses enable me to critique design decisions, explore mediums and cultures to be used in relevant projects.



Design Inspirations



Inspirations



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Sofia is a 2D Digital Illustrator and Graphic Design student. She practices environment concept art and character concept art orientated for video games projects.

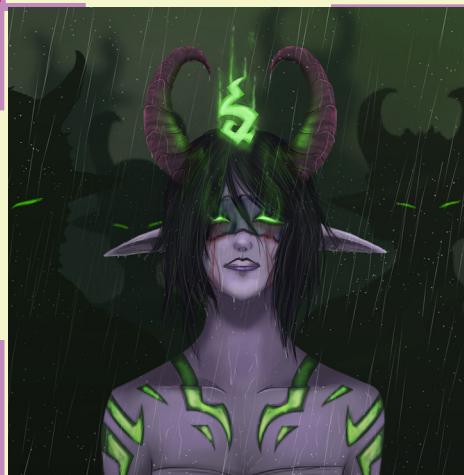
"The fact that her work gives characters a life makes Sofia unique"



"I am really inspired by and would love to use Sofia's attention to detail"

Most of Sofia's work is based on characters, the lucid use of effects that exudes the character's position and feelings. The careful and bold use of multiple colours give tranquillity to the characters and essentially an essence that heightens one's understanding of character's feelings.

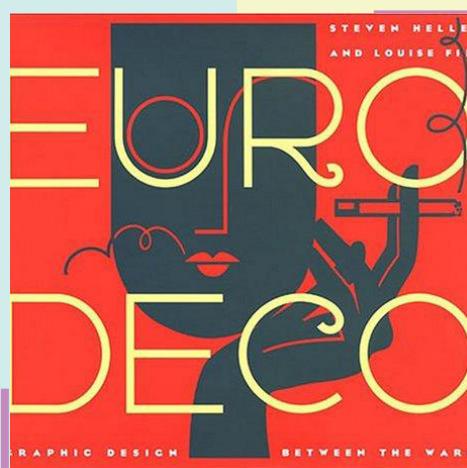
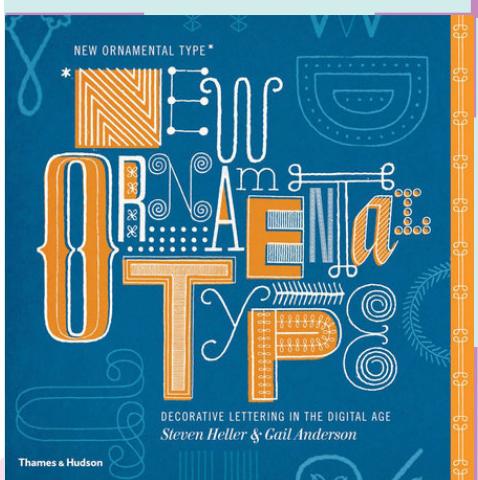
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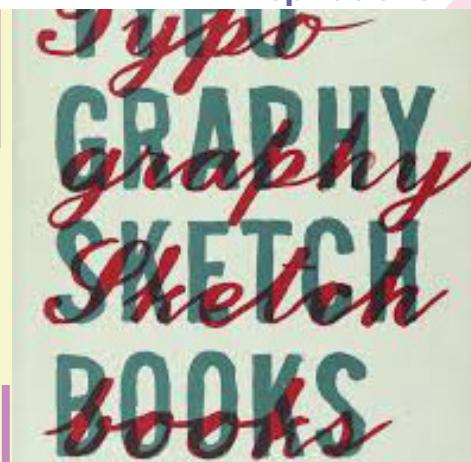
Steven Heller is an American art director, journalist, critic, author, and editor who specialises on topics related to graphic design.

"Steven's creative use of calligrams and letter arrangement intrigues me the most"



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Inspirations



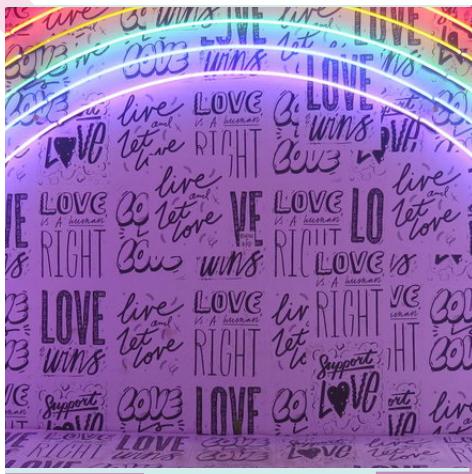
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"The takeaway lesson in Steven's work is to carefully consider placement/arrangement of elements"

Heller's work mainly consists of playing with words, giving the typography an abstract image, which really bodes well with his usage of primary colours. Letters in his designs exists as separate elements which protrudes the meaning of graphic in a fun and playful way.



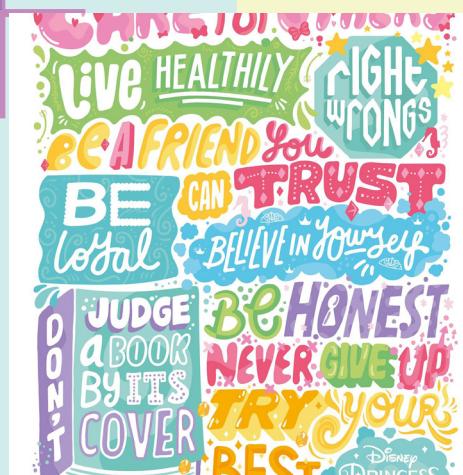
Inspirations



K
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Kate Moross is a graphic designer, illustrator and art director based in London. Moross is also known for their typographic illustration.

"Kate's usage of colours and typography to differentiate the elements of graphic is phenomenal"



M
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"What I would want in my designs would be to 'see the beauty in chaos', as can be seen in Kate's graphics"

Kate's visual work consists of manipulation of letterforms and usage of a wide variety of colours with heavy saturation and tint separates her work from other designers.



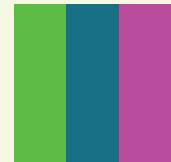


Just the Facts

The Idea



The Aesthetics





42: The distance, in kilometres, of the current world record for the highest free-fall parachute jump from the stratosphere



39

Previous Record

Ozone Layer

35

26



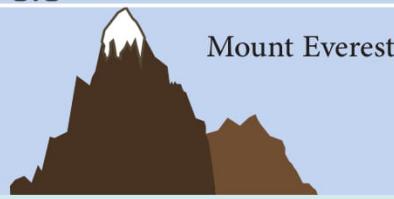
Highest Flown Jet

12.5



Commercial Aircraft

8.8



Mount Everest

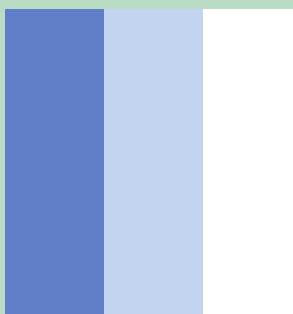


42: The distance, in kilometres, of the current world record for the highest free-fall parachute jump from the stratosphere.

Week 4 Fact Pool



The focus was to present a stair like view with the winner(the current world record holder) on top and subsequent decrease shows subsequent achievements for comparison.



The colour scheme used consists shades of blue because people relate blue with height. The darker blue on top was a breaker between stratosphere layer and showed a change in the importance of height.



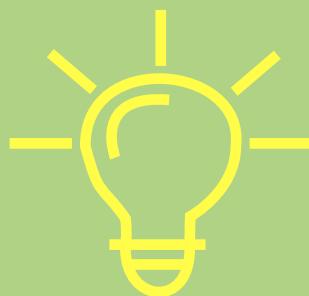
In 1988, there was just 5 % difference between Australia's population (16.6M) and the visitor population of (15.8M)



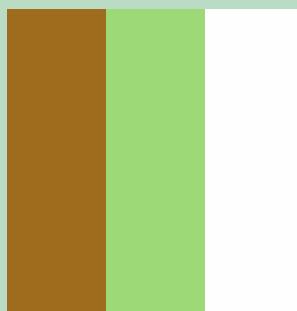


105: The percentage of Australia's population in 1988 (16.6 million) compared to visitors of Brisbane's World Expo '88 (15.8 million) in the same year.

Week 6 Fact Pool



The intention of my fact was to compare Australia's population and World Expo's population in a visual format. The dotted line around the circles represent Australia's population and which contains a big circle highlighting World Expo's population and a smaller circle that is 5% addition to make total population 105%.



As the fact is based around Australia, green & brown hues were used and the background as brown shade made most sense for visibility. The difference between both colours maintains importance for both while also maintaining difference. Montserrat font was used which bodes well with the simplistic idea of the fact.

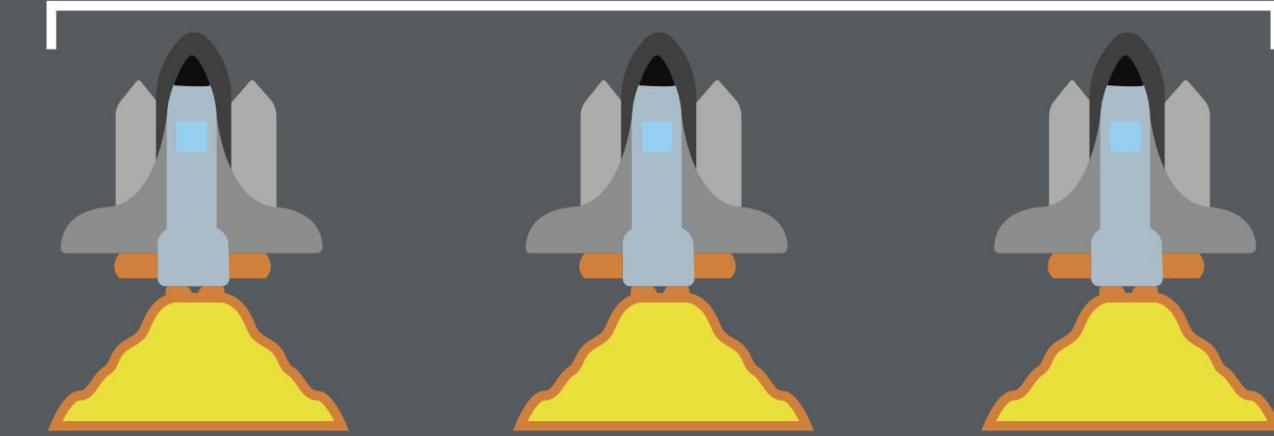


The **cost** to repair the **Hubble Space Telescope**
with an error the length of a **grain of sand** is



the same

\$2.1
Billion



as required to **launch 3 space shuttles**

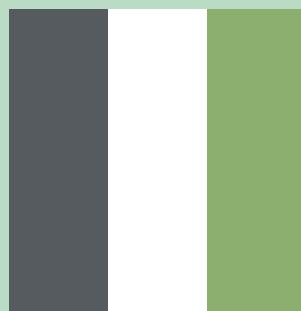


1.3: A design defect of the Hubble Space Telescope in millimetres, costing its designers \$1.5 billion to fix.

Week 8 Fact Pool



While working on the fact pool, my motive was to highlight how big \$1.5 billion is and how small the error was. A simple line with smaller width for 1.3 mm and bigger width for \$1.5 billion and an equal sign work as a visual representation of the difference. Comparison between error and the cost required to launch space shuttle helps user indicate what else the money could have been used for.



The colour scheme of the graphic were pretty simple with green colour for money, shades of grey as background, relating to space and white colour for other things such as text and lines. White colour in general provides good contrast for darker backgrounds.



When asked about immortality, Americans who said “They would like to live forever” were almost 1/2 when compared between

People aged
55+

13%

and

People aged
18-34

24%



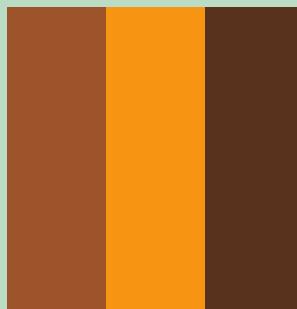


24: Percentage of Americans aged 18 to 34 who say they'd like to live forever.
13: Of Americans over 55.

Week 9 Fact Pool



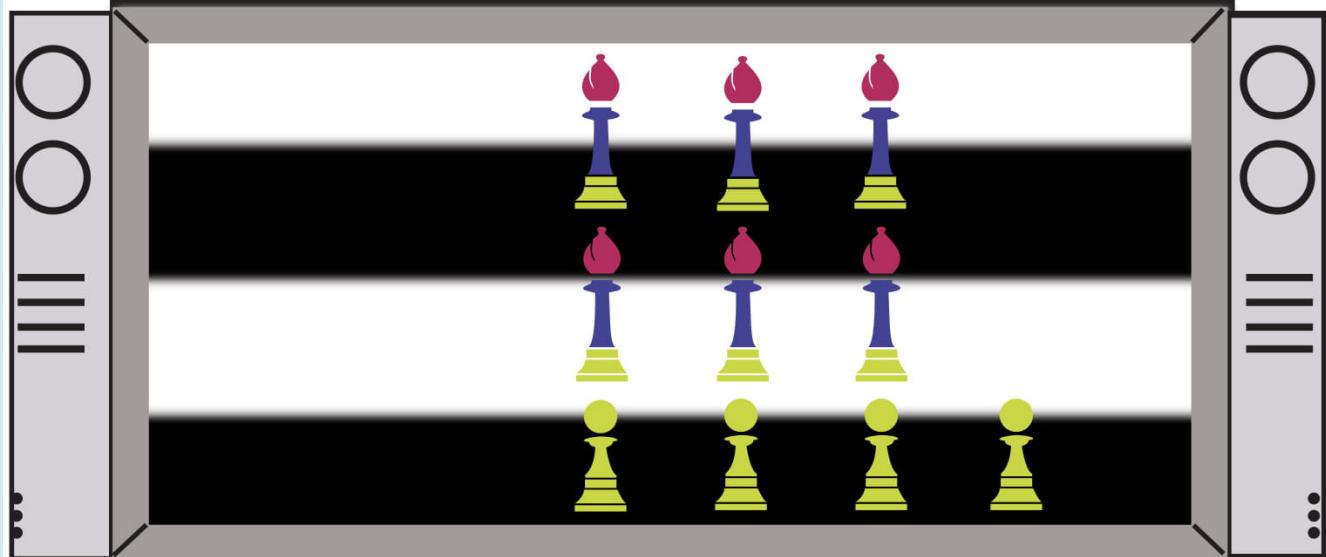
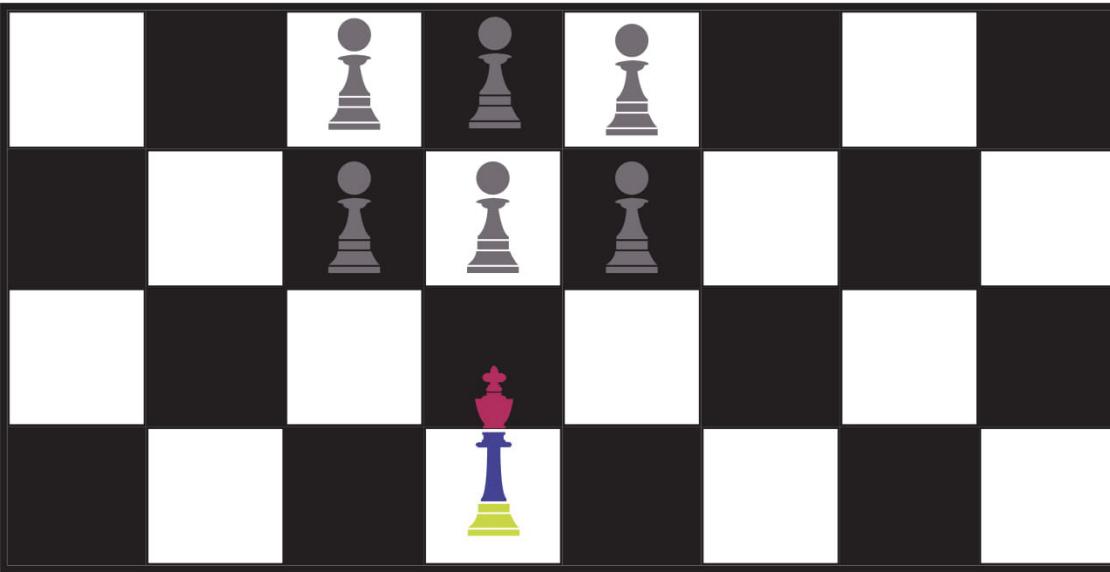
A direct observation that comes from fact is that almost half of people aged 55+ lost their will to live forever. The graphic was designed to around representing this ratio visually, by comparing the area of open part of the casket.



The overall colour choices were chosen to match the colour of the casket. Also, white colour for text gives best contrast and hence best visibility. Font used is simple with bolder font for important part.



In Norway, the estimated number of people
who play chess online regularly are **1 / 10**

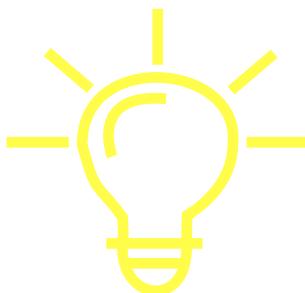


while **6 / 10** Norwegians watched World Chess Championship

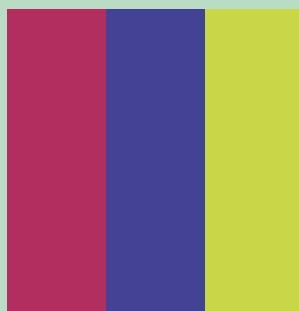


**Estimated portion of Norwegians who regularly play chess online : 1/10
Who watched the World Chess Championship in November : 3/5**

Week 11 Fact Pool



Main idea behind this was to separate the watchers from the players. To implement this, the workspace has been divided into two halves', with one half containing the player on chess board and other half containing watchers on tv screen. The visual formation of chess pieces is to reduce the mental load.



Primarily accents of black and white has been used throughout, replicating the colour of chess board. Only for Norwegians, shades of red, blue and yellow are used that matches the country's flag. Font used is chosen because it gives ancient feels which feels relevant to chess.



Infographics

20

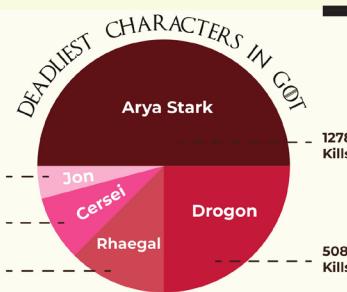
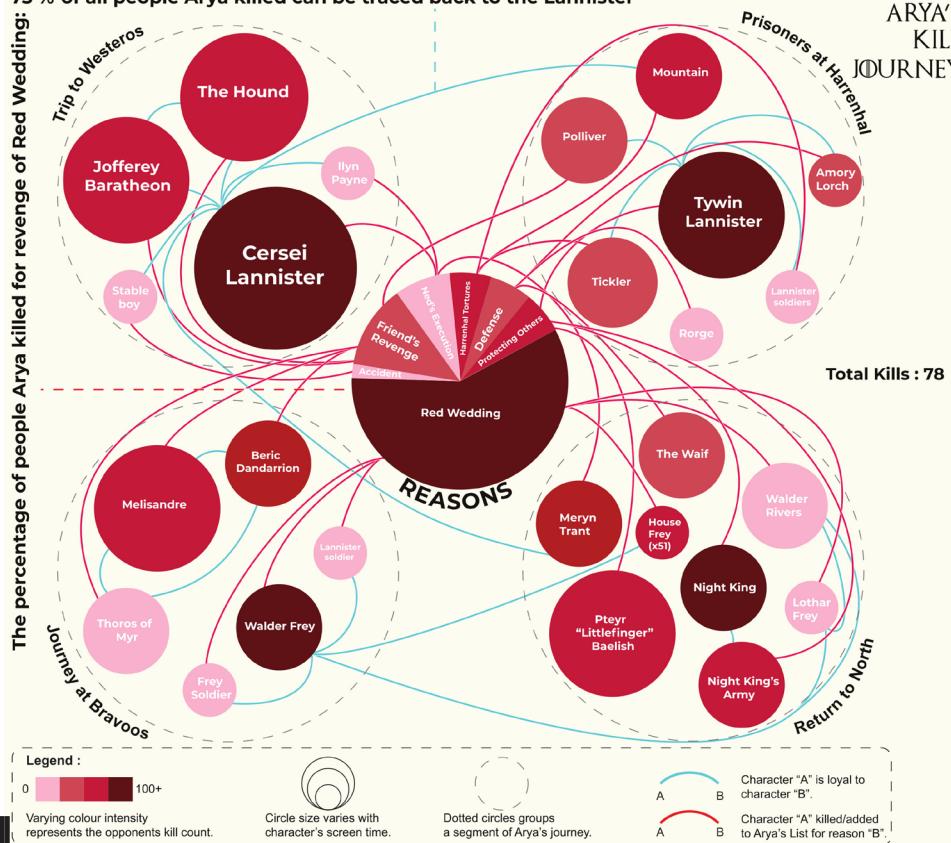


Infographics

ARYA STARK - THE HERO OF WINTERFELL

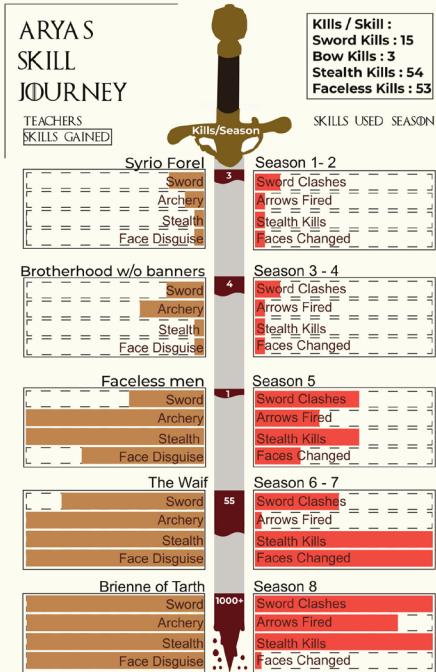
Arya has come a long way from a princess of Winterfell to becoming the hero of Winterfell. Various mishappenings and encounters have shaped her course and transformed her to who she is now, the deadliest killer in Game of Thrones with more on screen kills than any other character. The following guide illustrates Arya's journey throughout the eight seasons of Game of Thrones.

73 % of all people Arya killed can be traced back to the Lannister



ARYA'S SKILL JOURNEY

TEACHERS SKILLS GAINED



Arya Stark has always been one of my favourite characters in Game of Thrones. After the episode where Arya kills the Night King, I decided to reflect on Arya's journey and her evolution from being the Princess of Winterfell to the Hero of Winterfell. This graphic covers different aspects of Arya's journey which are being explored below.



Introduction

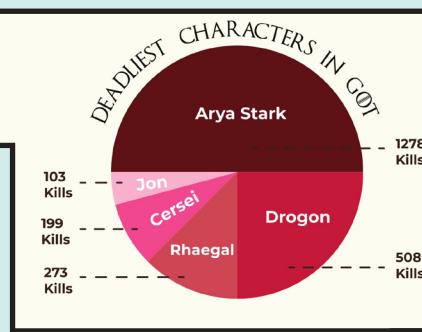
The Kill Journey | The Skill Journey

This part of Infographic introduces to viewers what the graphic aims to represent.

ARYA STARK – THE HERO OF WINTERFELL

Arya has come a long way from a princess of Winterfell to becoming the hero of Winterfell. Various mishappenings and encounters have shaped her course and transformed her to who she is now, the deadliest killer in Game of Thrones with more on screen kills than any other character. The following guide illustrates Arya's journey throughout the eight seasons of Game of Thrones.

Starting at the top, title marks the time zone till which the journey is being shown, that is till Arya Stark became the Hero of Winterfell. An introductory paragraph acquaints people with the infographic and what it covers. Furthermore, to go along with the text, a visual representation showing Arya as the deadliest characters in Game of Thrones, has been provided to cement Arya's importance and her deadly presence.



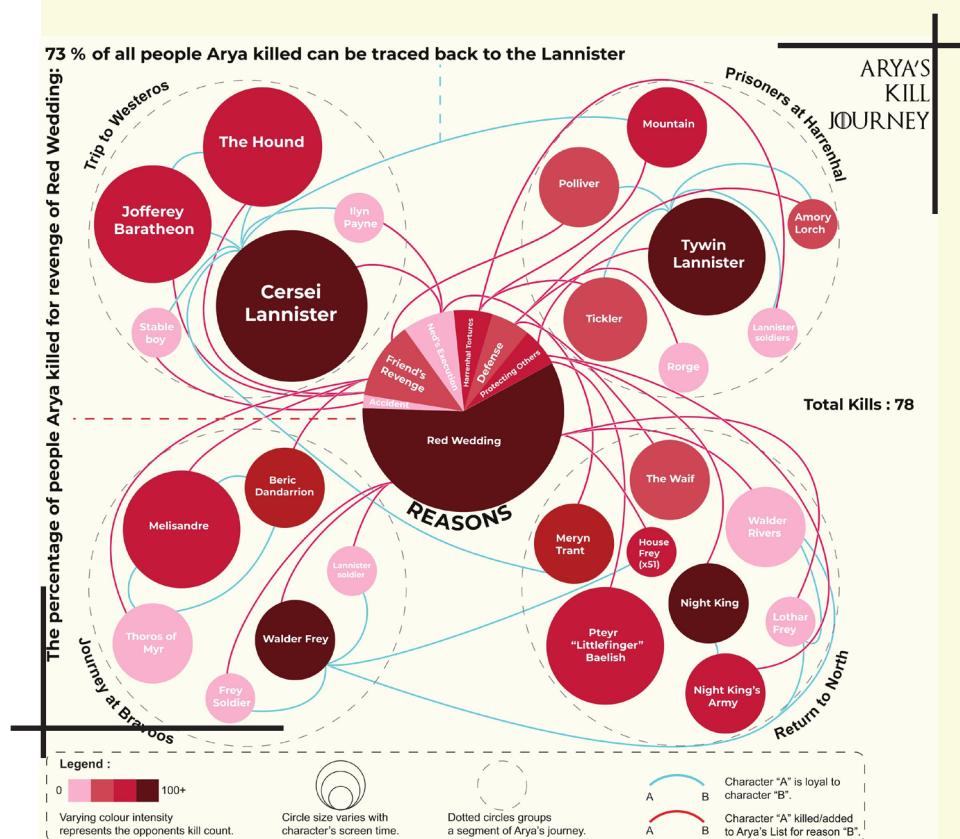


Infographics

Introduction

The Kill Journey

The Skill Journey



The idea behind this section is to show what events changed Arya changed throughout her journey.

The purpose of connecting lines is to show which events triggered by whom changed Arya whose conclusion is also shown in text on top left corner. The varying circle sizes & colour saturations represents character's value in Arya's change and whether they deserved to be killed or not. Collectively, this section is breakdown of Arya's kills.

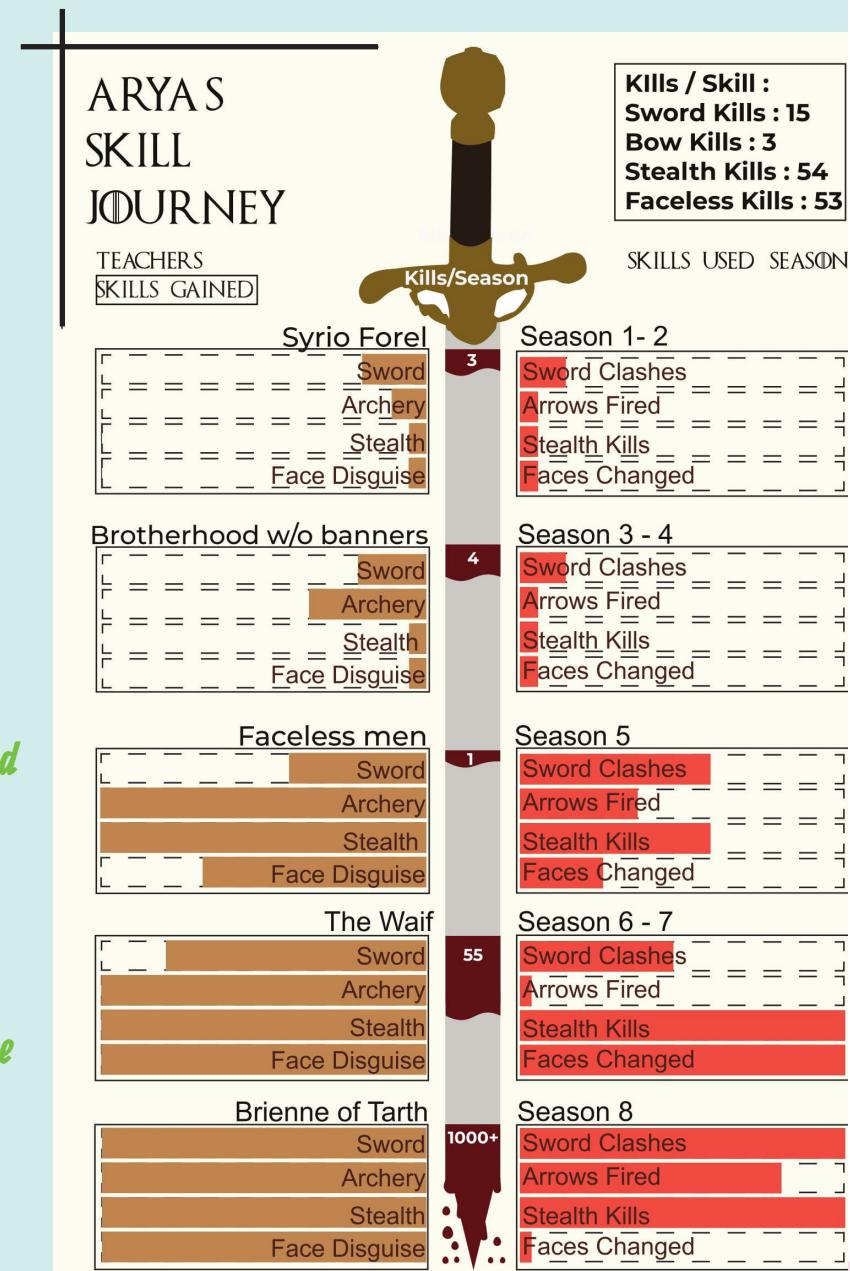


Infographics

Introduction The Kill Journey The Skill Journey

This section aims at portraying Arya's skill progression throughout the seasons.

A comparison between skills learned and skills used shows Arya's improvement over the course of the show. Also, the more people Arya killed, the bloodier the sword became telling users she had become the deadliest at the end of GOT.





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Thank You

