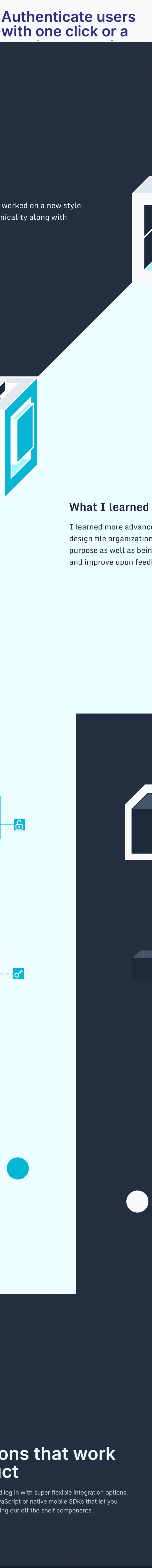
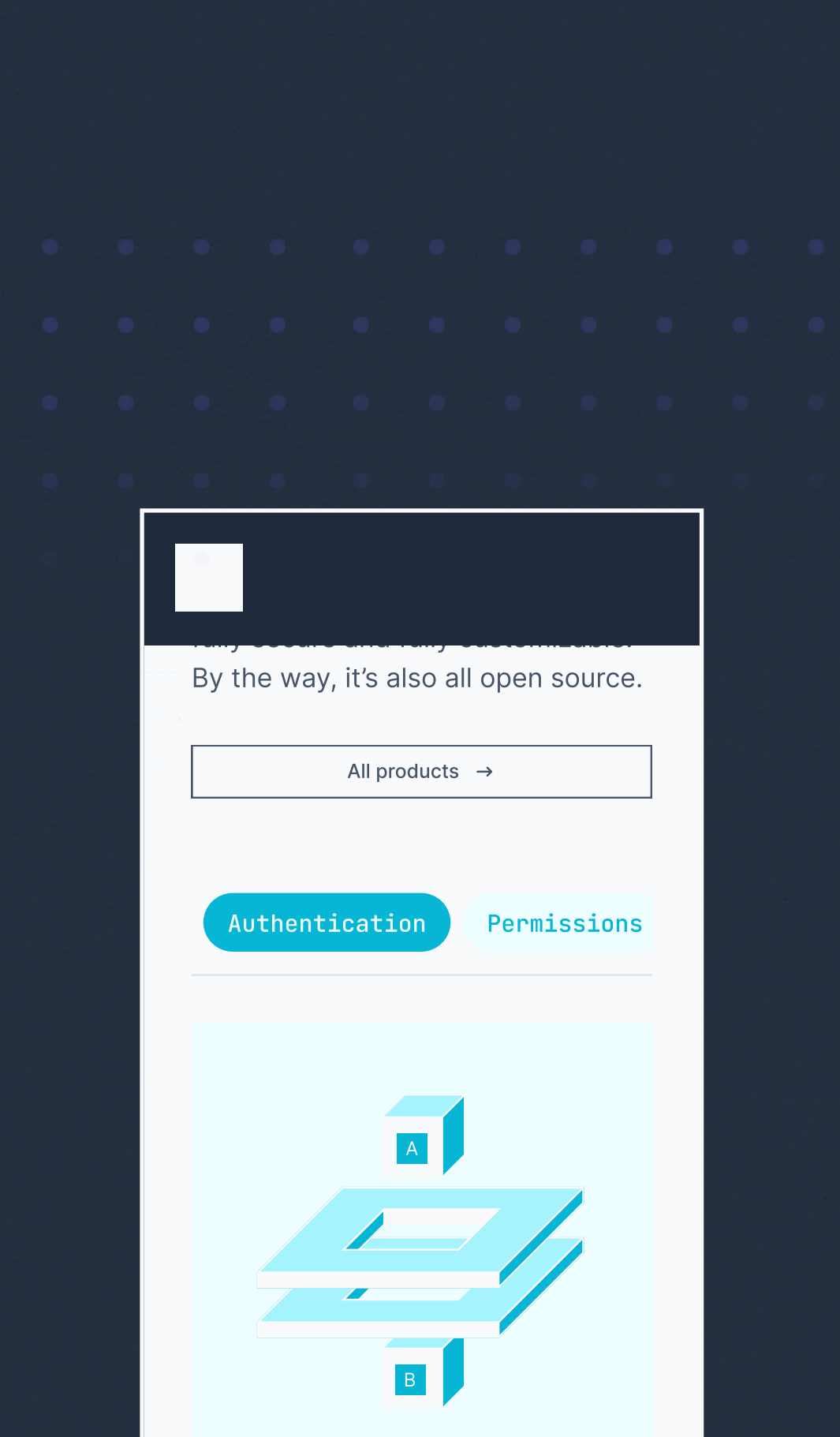
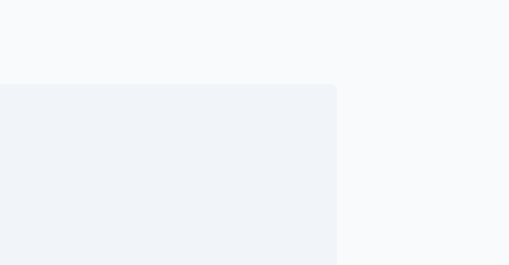


# Ory Illustrations

By Carman Terblanche



## Style direction

The lead designer and I worked on a new style that should reflect technicality along with simplicity.



## What I learned

I learned more advanced Figma techniques, design file organization, iterating towards a purpose as well as being able to take critique and improve upon feedback.

## Flexible solutions that work for your product

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## Why Cubes?

Cubes resemble strength and symmetry. It is also much easier to create variations of a base cube to bring new life to the illustrations.



## Benefits

I created variations and segments with digital asset grids that allowed me to also be able to import them into After Effects and create animations for the illustrations when needed.



# The End