

rad.io

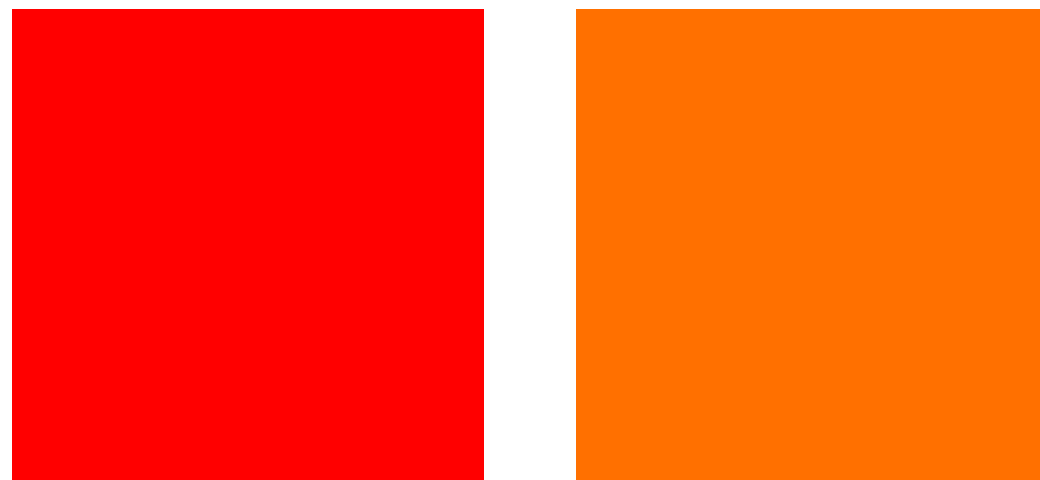
mockup design

by Victor Schneuwly

Identity:

For the logo and the colors, the main inspiration comes from the recording studio. Indeed the red is the color we picture for recording. The orange was an easy choice as it is a color that works well with it. The logo is a simplified microphone with the headset that reminds us of both the singing and listening aspects of the game.

Colors:



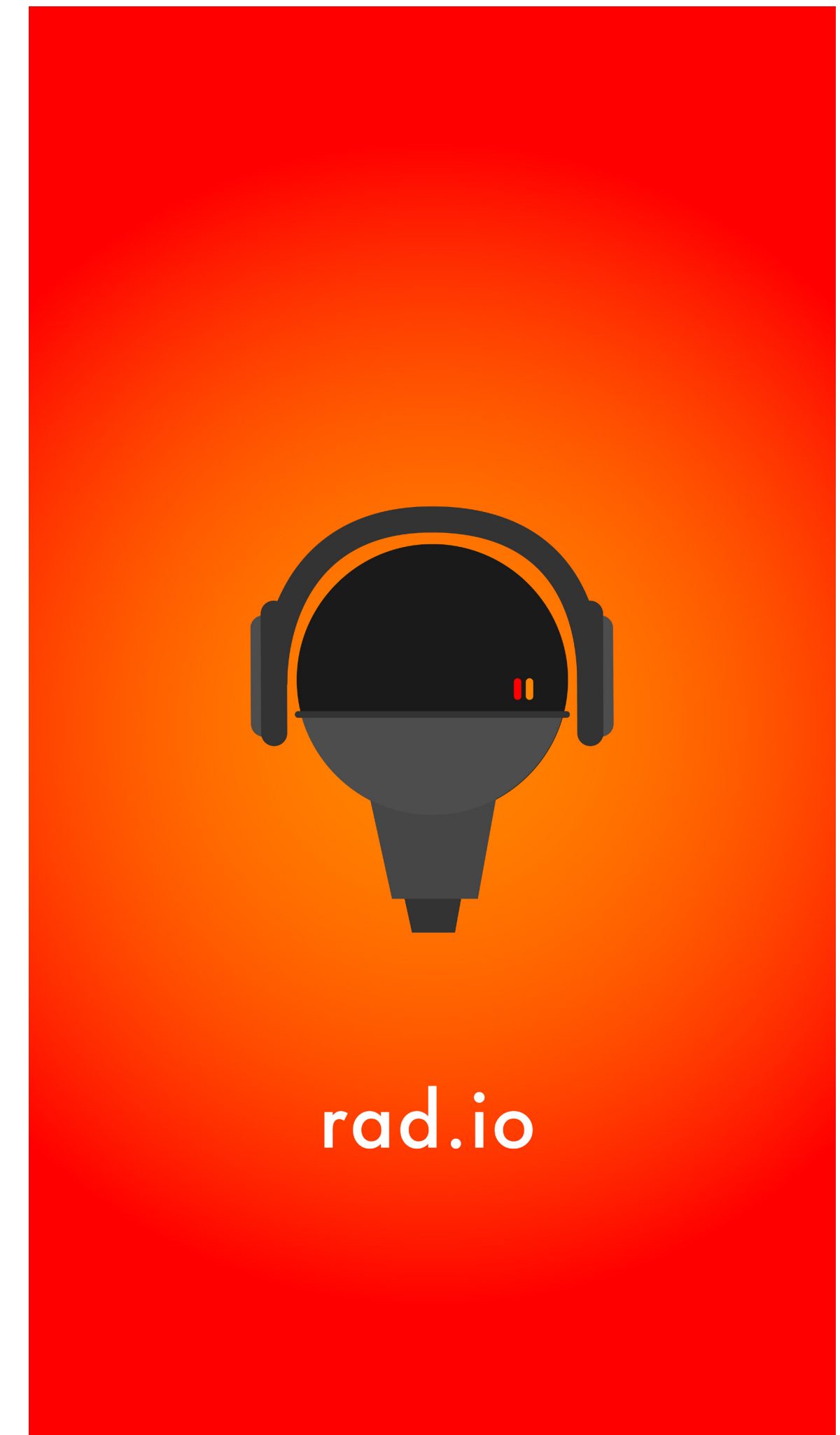
Logo:



Typo:

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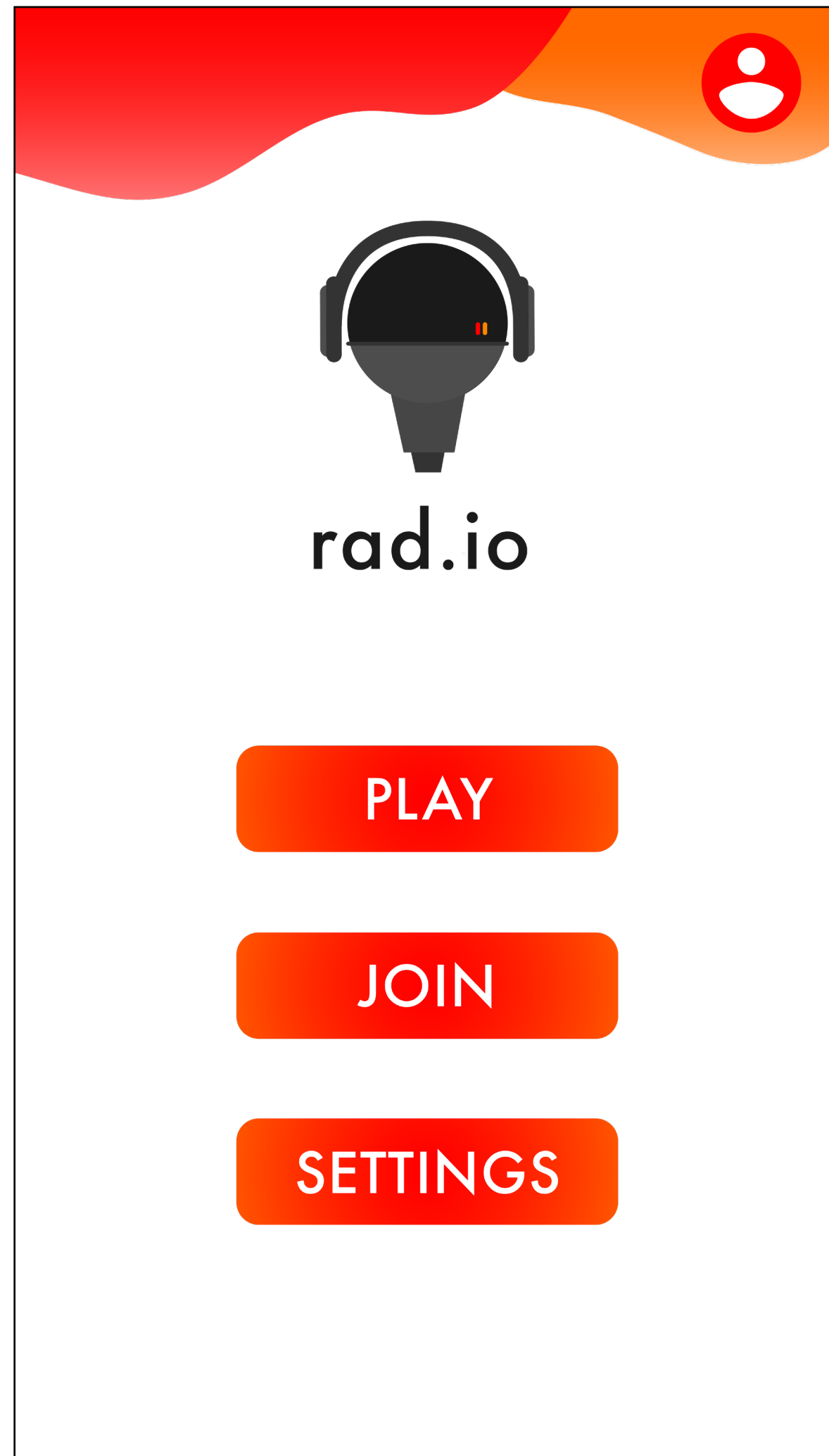
Splash screen:



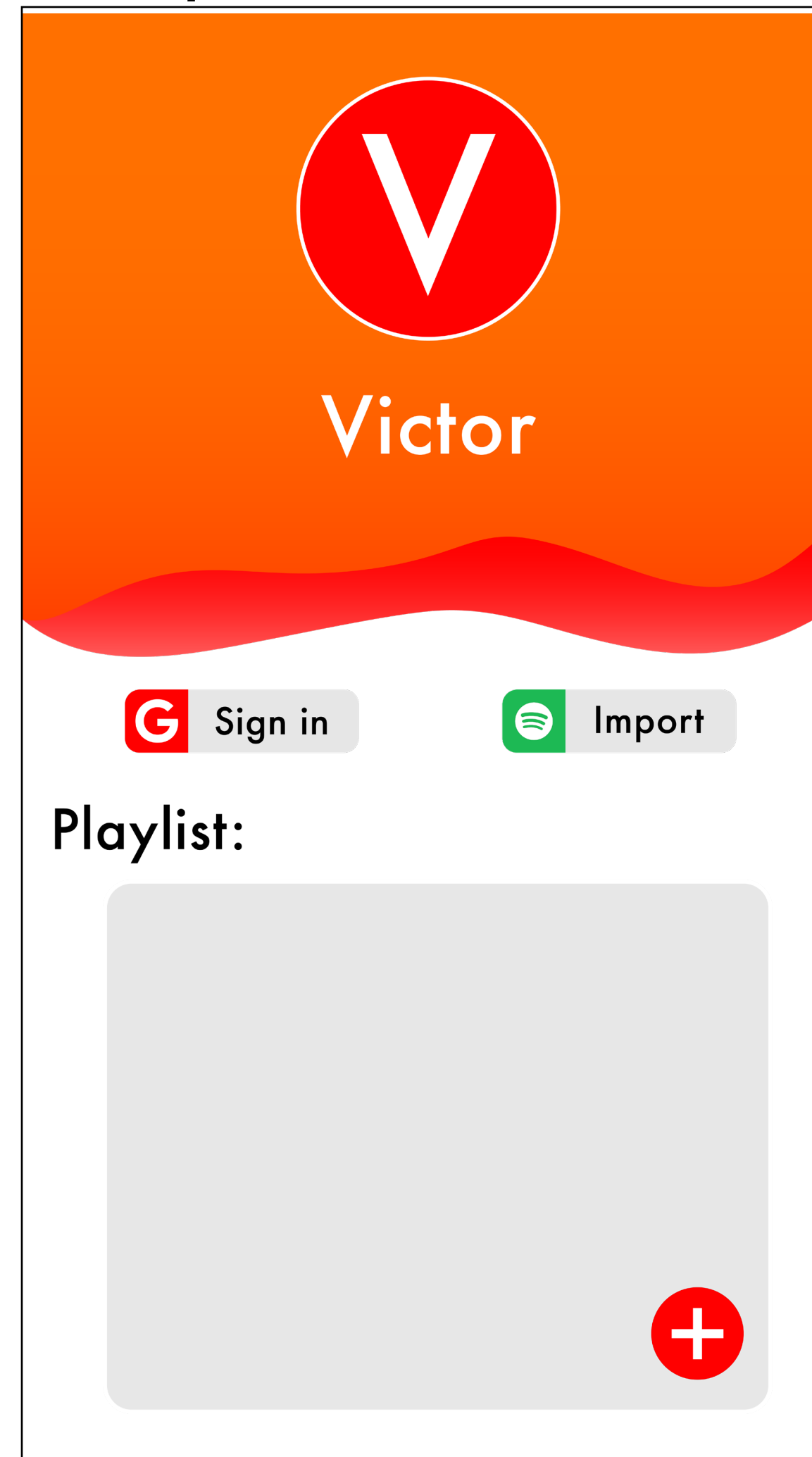
Light mode:

For the ui, the idea of the sound wave was used as an inspiration. It gives the app a smooth looking interface.

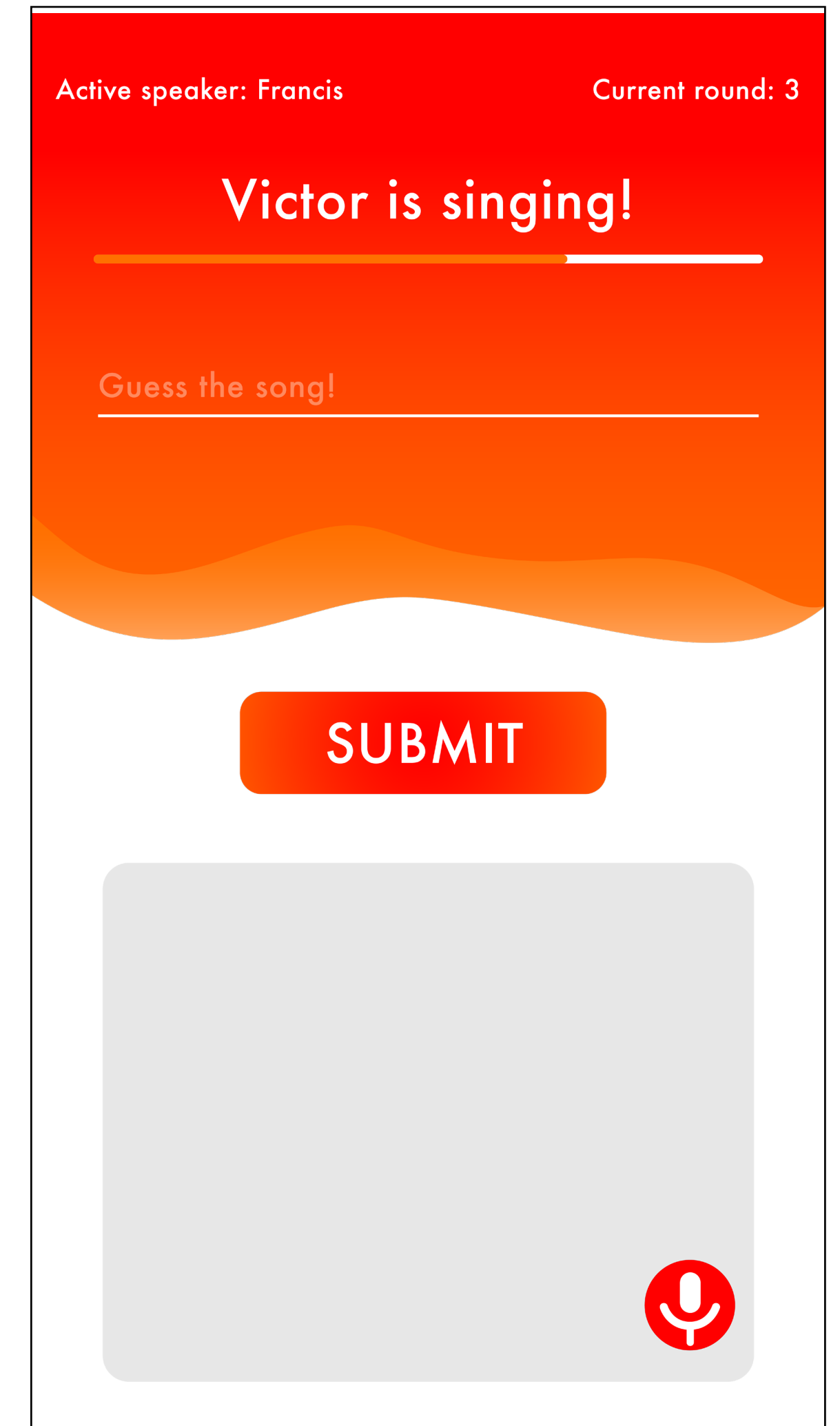
Main menu:



User profile:



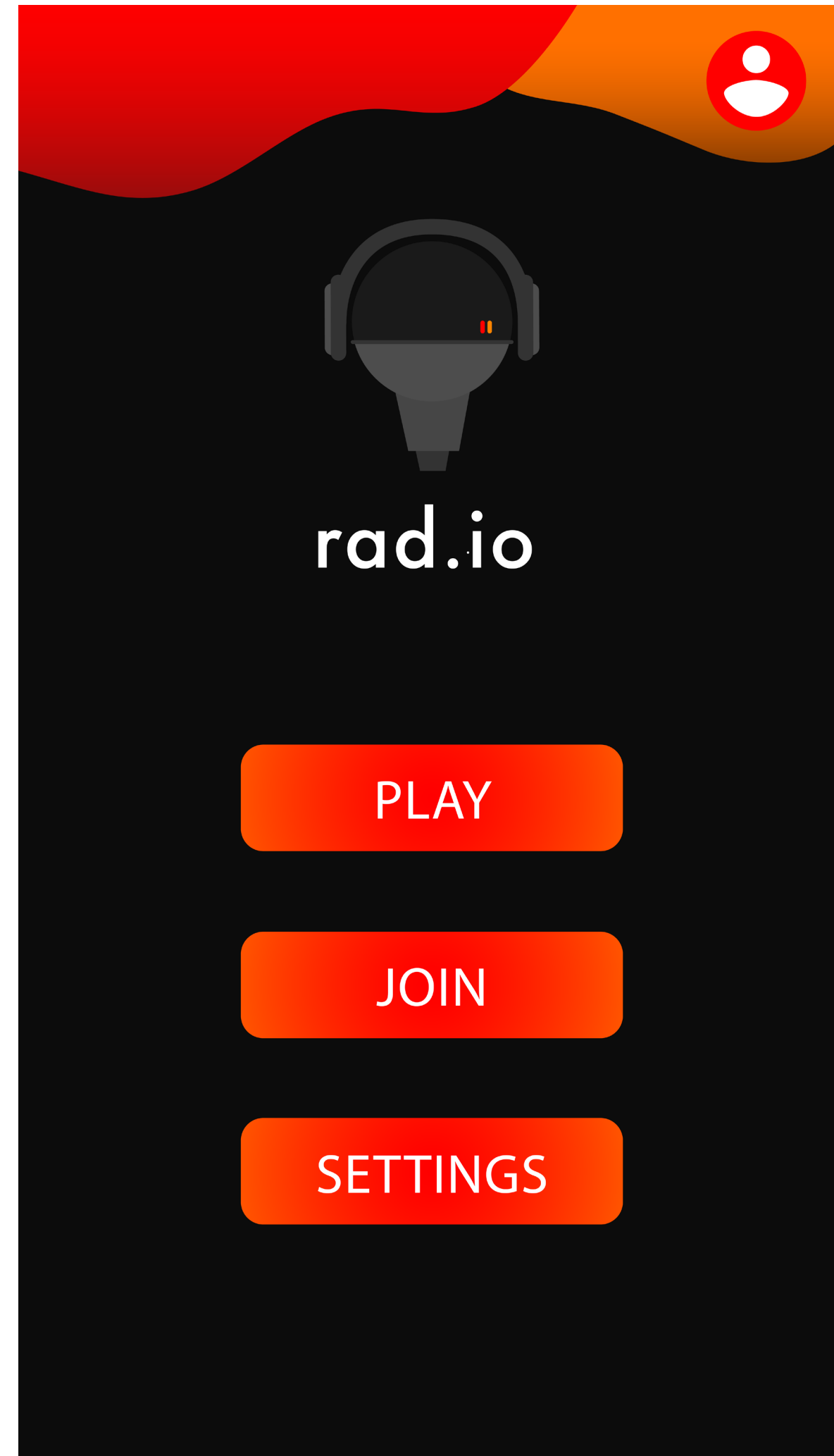
Game screen:



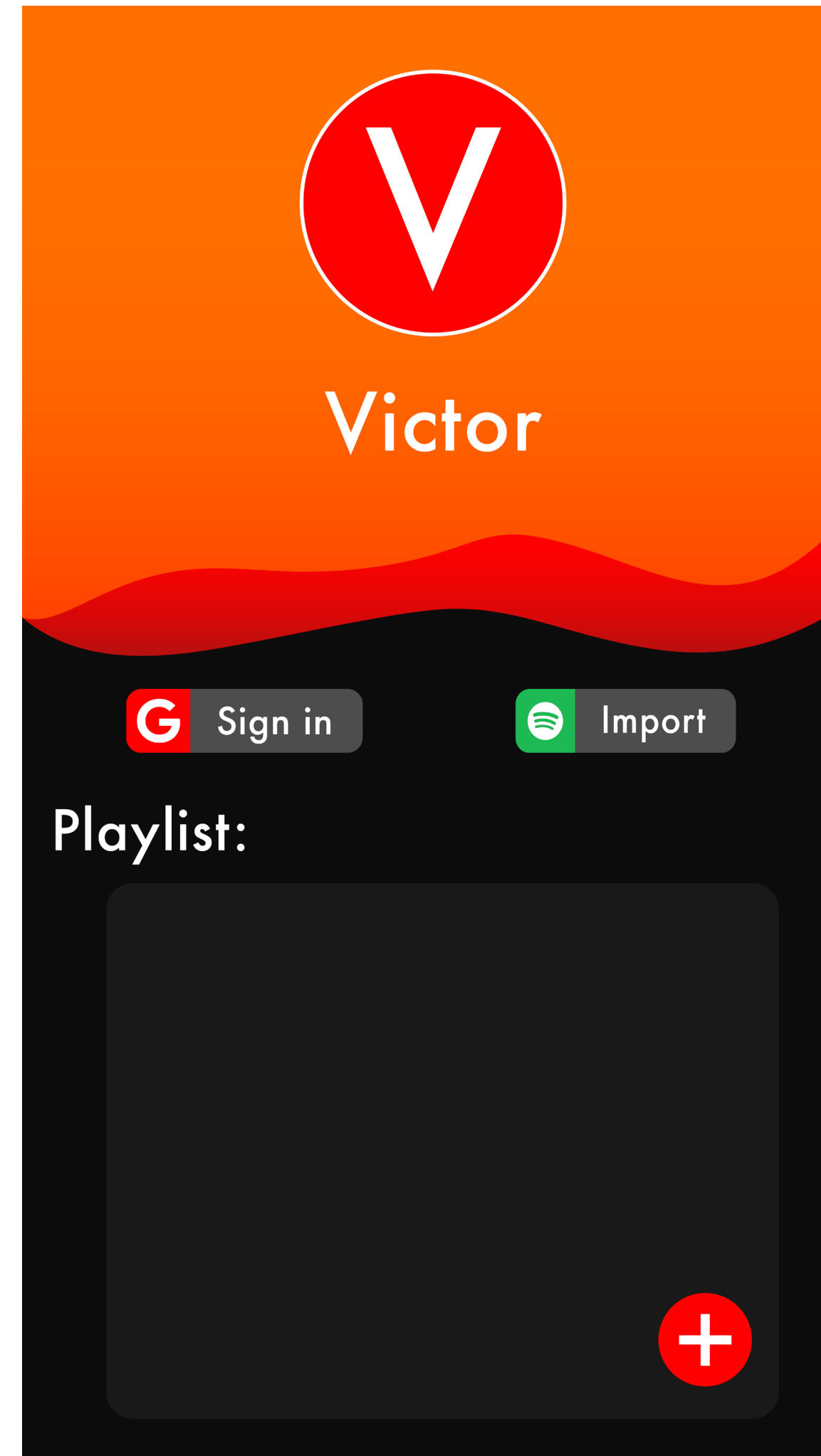
Dark mode:

Here we can see the ui as seen by someone having the dark mode enabled on his phone.

Main menu:



User profile:



Game screen:

