Faraz Akbari

Graphic Design 3 | Spring 2020

Anatomy of a Designer

This design was inspired by the attention to layout that goes into the work that UI designers have to do every day. One of the goals I achieved with this design was being able to use graphic design for a real purpose and to communicate a message; in this case, this design helped communicate information about working as a UI designer. The main thing I learned in the process of designing this was how to lay out type in a consistent yet interesting manner, as well as how to help promote a good visual flow. In the future, this project will help with the times I need to focus on practicality as much as visual appeal.



The Real World

These designs were inspired by the concept of "Doodle Notes", or notes that can be colored in. I had to design these to be able to be colored in an interesting way but not be so childish that they would lose the interest of high schoolers. This project helped me reach one of my design goals, which is to create work that is adaptable-in this case, it's adaptable because it's a set of templates. The final design was close to my original vision for the project because it was practical yet still able to be colored in an interesting way.

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These designs were based around being able to assign an emotion or "feel" to static, abstract images. This project helped me reach my design goal of communicating messages through my work, since I was able to convey emotions indirectly. In creating this, I learned more about expressing ideas abstractly and paid more attention to the overall composition's tone instead of specific pieces.

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