

print designer

ĒRŪK

ops manager

SAW!CKİ

eryk@hey.com

Filmmakers Without Cameras

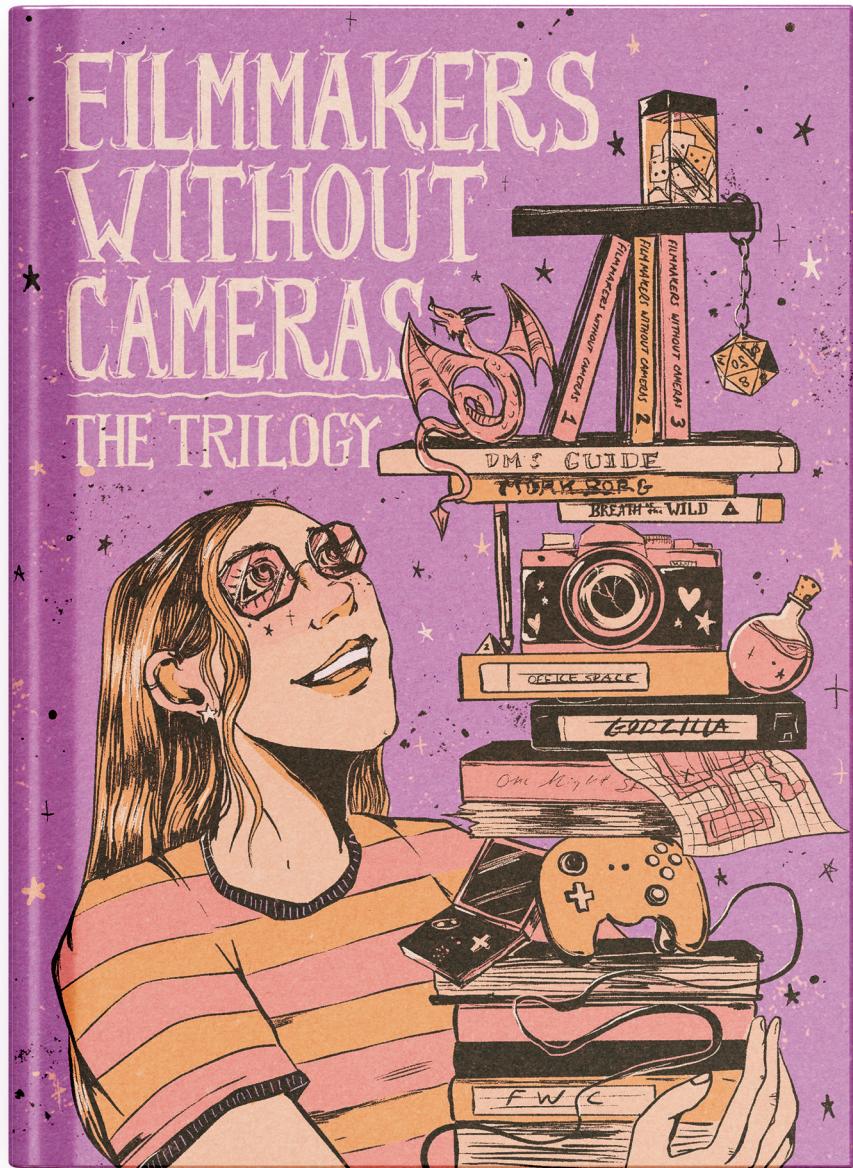
Filmmakers Without Cameras: The Trilogy was the biggest project I've undertaken to date: a 180-page omnibus of the three issues of FWC made so far, re-designed to be a singular and high-quality piece of work. Offset printed, hardbound,

featuring Pantone endpapers, and with a soft-touch laminated cover, it was the highest quality work I've produced so far.

Each article featured in The Trilogy was a project in itself: I wanted each article's design to be a response and a meditation on the media featured within.

Deliverables

- Project Management
- Typography and Layout
- Graphic Design
- Art Direction
- Offset pre-press



The Green Knight and the Homeward Quest





UNPACKING
Videogame
£15.49

how much joy gaming brings, I've mo driver, asking questions like 'why is h over there?' to my long-suffering par like a spectator sport. A lot of things – from feeling like I'd missed the natu gaming at some self-imposed age-ap alienated by the cis-het-normative ar imagined so many games were built that the latter point may have more t listening to teenage boys sharing sto they were living out in GTA, rather th the games landscape.

Occasionally though, something has play it myself. The first time I really fe of Us II. I'm sure I could offer all sorts explanations of its appeal, but for me draw was an opportunity to play alon cast. I loved Ellie and Lev, but my big excited by Dina. Ultimately though, T is a story of hardship, and burying yo in this form ultimately replicates wide placing queer characters in extremely putting the precarity and danger of c albeit in highly dramatized situations place for these stories, but bury-your due to the sheer relentlessness of ha in history where many of us need no can be cruel.

The story kind of starts in the summer of 1993 in The Lost Bay. It's an endless summer. So hot. So fucking hot. Untamable wildfires scar the Bay restlessly. Illegal parties are thrown every night on the beach or in abandoned warehouses. The seaside is crowded and the air is filled with the scent of sun lotion, sugar and ashes.

The Lost Bay is where I live, and the only place I ever knew. It's a suburb stuck between a poisonous bog, a forest and a breathtaking sea.

I'm a bit weird, because I have (roll 1D20)

- 1 Red eyes
- 2 Translucent face
- 3 Diamond nails
- 4 Glowing tongue
- 5 Two sockets but three eyes
- 6 Tentacle arm
- 7 Small fangs
- 8 Glue spit
- 9 Feathers



Aisha Josiah's

THE

OREGON

TRAIL



"If the point of life was simply to enjoy the moment that you're in, we'd all be playing video games constantly," writes Spencer Kornhaber in *The Atlantic*.

At the height of lockdown — from what I can remember, time was fluid then — it seemed everyone had a new hobby.

BORING VIDEO GAMES ARE GOOD, ACTUALLY!

OREGON TRAIL

Originally released in 1985, *Oregon Trail* has been rereleased in 1990, 1991, 1992, 1993, 2018, and recently remade in 2021 by GameLoft.



Sourdoughs were proved, yoga positions perfected, and even I, a card-carrying misanthrope, had joined a book club AND a writer's group.

With the world and our social interactions largely mediated through screens, it's unsurprising that 62% of UK adults passed the time playing video games. I was one of them.

As one of those annoying kids who grew up without a games console at home, which meant I played obsessively whenever invited to a friend's, I've never been an aficionado. I'm picky. Fortnite is a no-go: it's too much, too fast, and why are you dancing on my corpse? Meanwhile, I know it's sacrilegious to say, but Minecraft's Lego-blocky visuals just don't do it

for me. And it soon becomes clear that roughly all *Among Us* players are, at best, twelve year old boys seeking irrational chaos — and boobs.

Then, as spring 2021 elapsed, I found myself meandering from tank battles to point-and-click murder mysteries to catapulting sheep like a lost parishioner looking for a church. Every game held the promise of escape from the real world's eerily empty streets, its constant ambulance sirens, its palpable tension. Playing games wasn't about enjoying the moment so much as trying to disappear into it.

ENTER THE OREGON TRAIL

More wizened brains than mine will remember the original 1971 MECC release in all its minicomputer glory;

Playing Hades

or – it's like
what it's with
what it's with
to sit with
inadequacy

Syndy,

Art
Heidi Ostell



Sidekick

Videogames industry mental health charity Safe In Our World approached us with an idea for a project: a journal which would guide and teach the reader about dealing with their mental health. They wanted a design which was welcoming, cosy, and immediately recognisable to a gamer audience.

I decided to add the pattern to each page to create a well-defined, cosy space for the reader to write their thoughts into.

Interspersed were pages featuring inspirational quotes from videogames, with a design reflecting the game the quote came from.



Deliverables

- Typography and Layout
 - Graphic Design
 - Offset pre-press

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board, Palmer Lake
ted with Thunder Lotus Games,
ugly Dog, Glumberland, Infinite
e Bithell, or Toby Fox.

orld is simple. We are creating and
e health awareness within the video
stigma surrounding mental health,
discussion, and to promote dialogue
people are not afraid to reach out for
if they need it.

art of that mission. Normalising talking
identifying our emotions is crucial for
which is why we've created this book: to
our wellbeing. Of course, it
so we're sure

WORDS
Sky Tunley-Stainton
Harry Stainer
Rosie Taylor
DESIGN
Eryk Sawicki

ILLUSTRATION
Tristan McGuire of
Airship Interactive
Megan Dobbyn

EDITING
Sydney Bollinger

LOGISTICS
Hugh Wells

We'd like to thank everyone who has supported us throughout this project and helped to bring Sidekick to life.

Firstly, thank you to every single person who has supported Safe In Our World so far by donating, collaborating, sharing our content, and championing our mission.

To Ripstone and Thunderful Games, for supporting us in the ideation process and creating prompts around Stick It To The Man.

To Airship Interactive and Tristan McGuire for creating Safe In Our World's original illustrations.

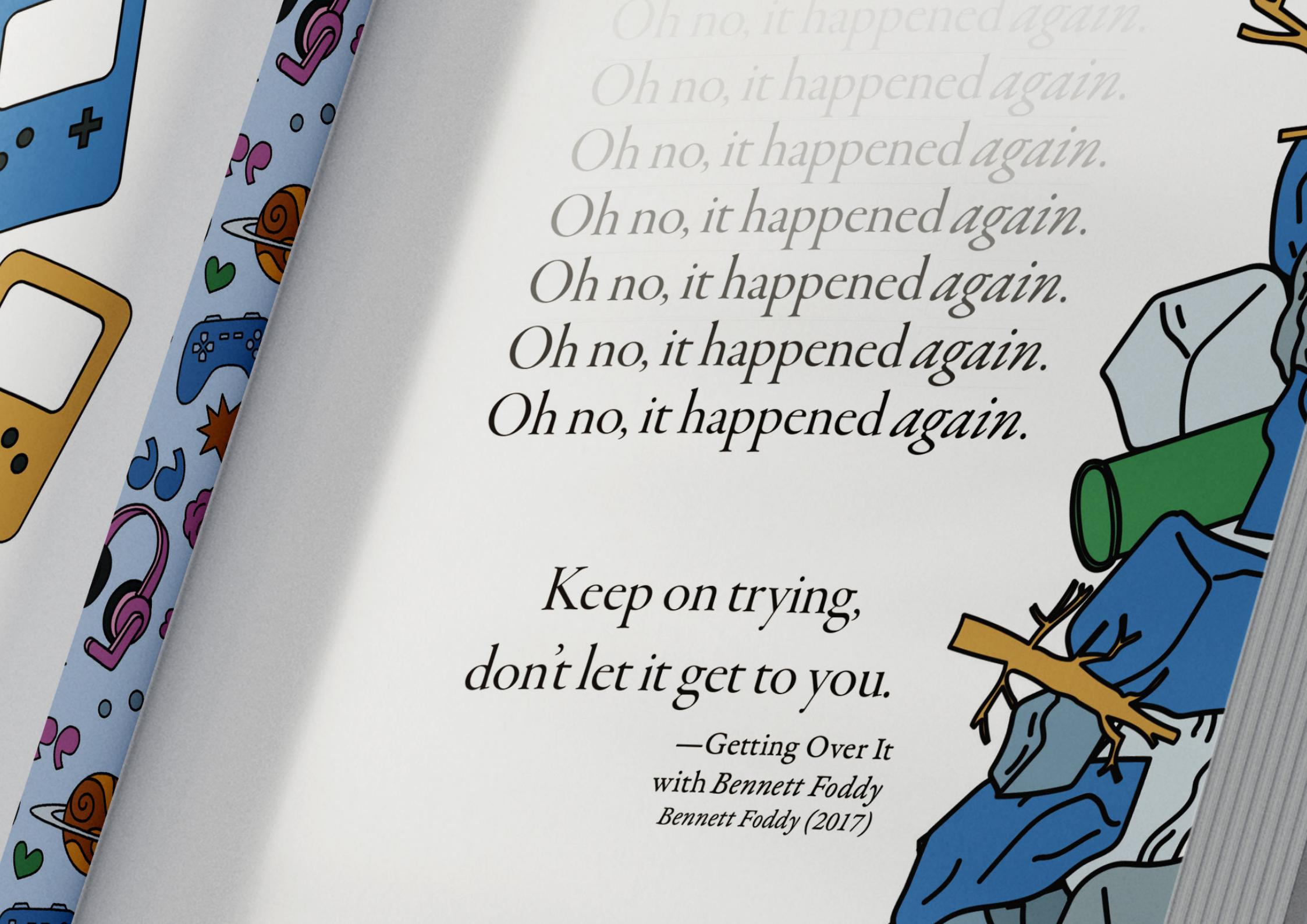
To Sarah Sorrell, Safe In Our World's Charity Director, for always having faith in us and being an advocate for our abilities and personal wellbeing whilst working on Sidekick.

From Eryk: thank you to my partner Rose, who is the brightest light in my day, every day.

To Safe In Our World for taking a chance on us.

And thank you to all the pets whose companionship has been crucial throughout this process: Jerry, Pippin, Zuko, Geordi, Woody, ham, Boris, Badger, Mushroom, Poppy, Teddy, Livy, Sasha, Sansa and Arya.

Book was Human Made.



*Oh no, it happened again.
Oh no, it happened again.*

*Keep on trying,
don't let it get to you.*

*—Getting Over It
with Bennett Foddy
Bennett Foddy (2017)*



Transmission For Them

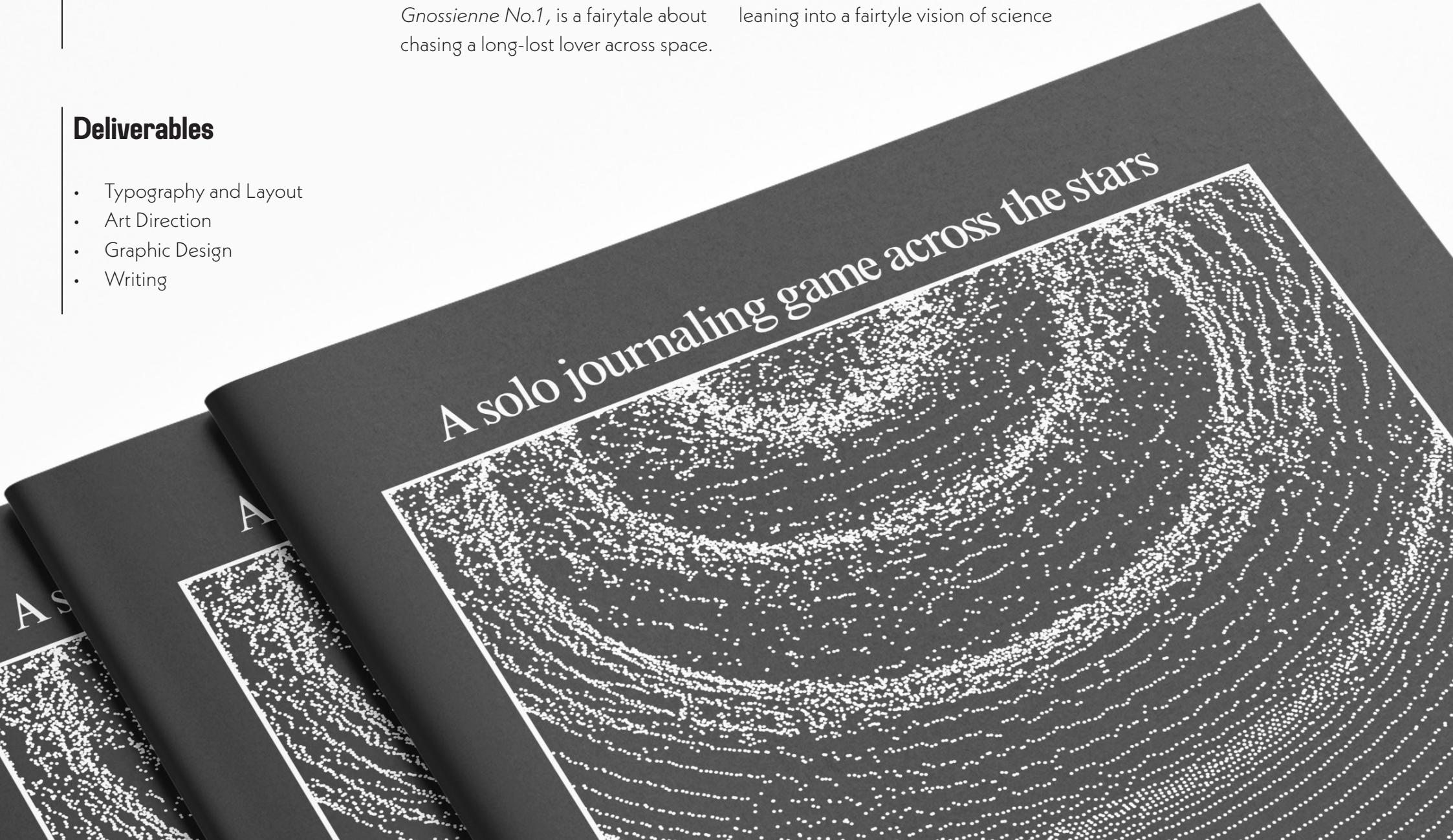
Transmission For Them, chiefly inspired by the song *Transmission For Jehn* which in itself was chiefly inspired and set to Erik Satie's *Gnossienne No.1*, is a fairytale about chasing a long-lost lover across space.

Combining archival footage from NASA, highly-stylised artwork from Charlie Freer, and a rich, black and white colour palette was my way of leaning into a fairytale vision of science

fiction. Printing pages upon pages of rich black was a true trial by fire.

Deliverables

- Typography and Layout
- Art Direction
- Graphic Design
- Writing





...ps slingshotting from one
ther, and gliding over the
low sun, like gnats around
the way. Whoever was behind
a pilot, they reached incredible
to do so. What were they doing
the sizzling hull of the racing
Racer drifted by you, giving a
ing helmet. Did you converse with a
anship racing?

h frontier world on a supply run when
ashboard from the local authorities.
ess. Kidnapped on her wedding day,
impassioned plea for information,
his bride's return. While planetside,
ow brimmed hat. It was the Bride, but
fiercely with the proprietor of a low-
a ride off planet, but that bounty had
alised more eyes than just your own had
did you do?

through your cockpit window everything looks so
seemed to be getting closer. No... it was still...
you saw an arm outstretched with a thumb pointing
was the white spot, an astronaut of some kind, or
you were just a Hitchhiker. Their tether drifted
knows how it came to be cut? Who was
all you know was that this
to go?

surveillance log: A-44-C

9

You were at a port and there they were: the
one you've been searching for. You blink but
something is off, they didn't recognise you,
or at least they hid it well before melting
away into the crowd. Was it them, or just a
facsimile put there by an uninspired universe?
How did this close encounter affect you?
Was your mission still clear, or was your
conviction shaken, thinking that they might
not want to be found?

EREBUS STATION

宇宙船基地

New Paradise of the
Hourglass Nebula!
Meet the millions of
exceptional thrillseekers
finding a new life on Erebus
Station. Erebus Welcomes You.





TRANSMISSION FORTHEM

Did I
take your
love for
granted?

Milk Bar

Milk Bar is my statement piece: a reflection of my own background as a "1.5G immigrant". Milk Bar's design is both a nod towards Polish-Soviet typography and the government-subsidised restaurants (known as Milk Bars), and the iconic design of British wartime chocolate rations.

This is a work-in-progress.



Create your
and upgrade your r...

Includes:

1x Core Rules

1x Setting Zine

1x Setting Zine
1x Setting Zine. The tallest
The City of Belchatow. The deepest mining
cooling towers and the strongest
pits in Eastern Europe.

Everything you need for OSR sci-fi
roleplaying in an alternate timeline.

Features:

- A deadly, old-school OSR sci-fi.
- Character progression based on deep.
- Base-building: the stronger your Milk Bar, the stronger your Communards.
- A setting combining gritty sci-fi with Polish myth and folklore.
- Solo rules for individual play.

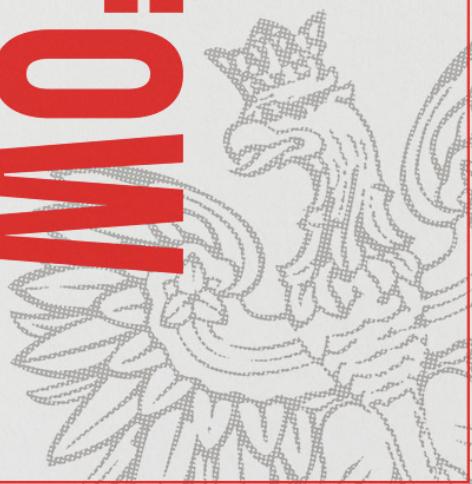
GO RE RULES

everything you need to play



the tallest cooling towers and the deepest
mining pits in eastern europe

BELCHATOW



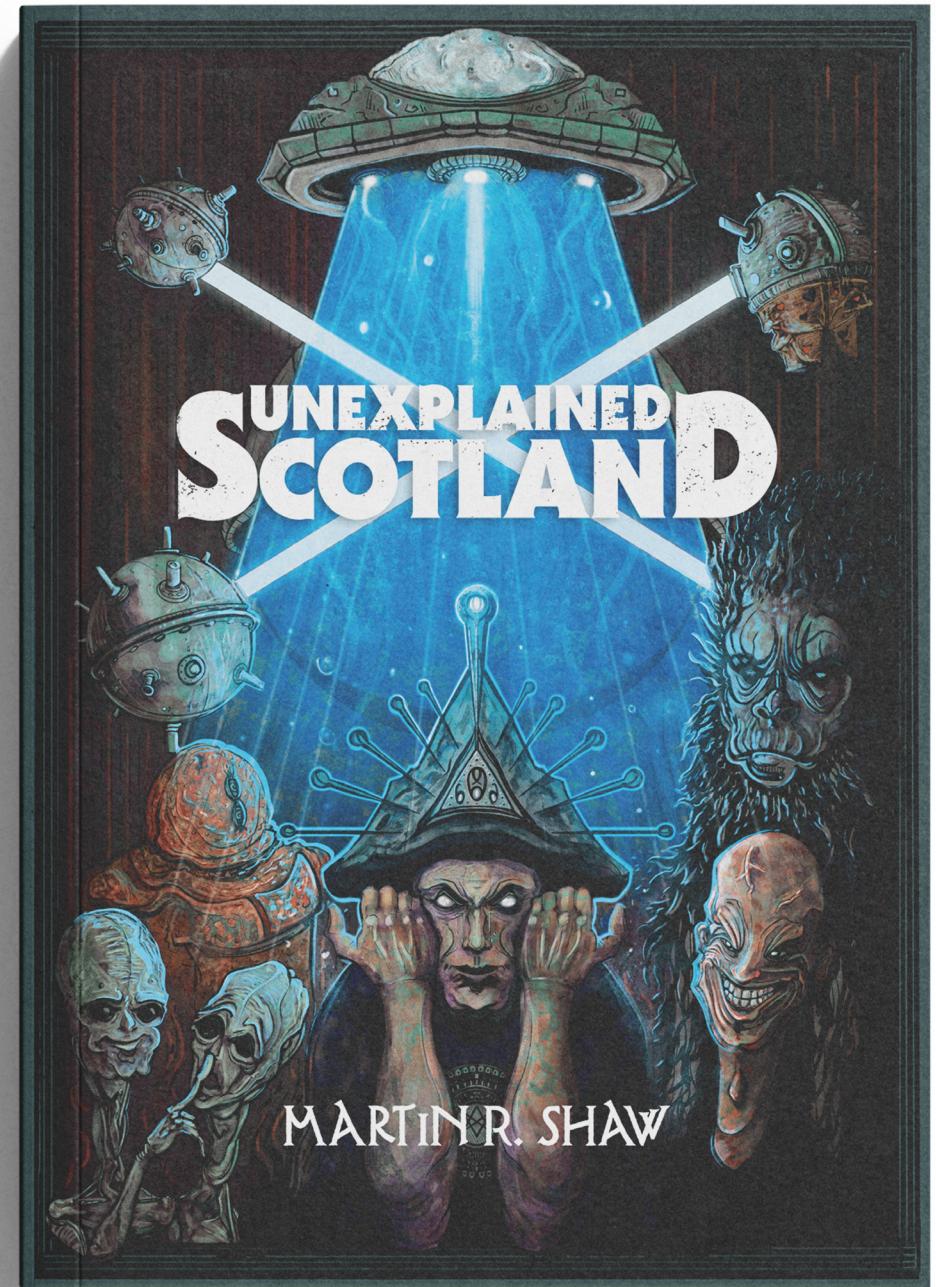
Unexplained Scotland

This was my first foray into traditional typesetting. Inspired by traditional canons of page construction, I used wider margins for a more comfortable reading experience.

I set the body text in FreightText Pro, a historic serif, to ease eye strain and because I adored its italics.

Deliverables

- Typography and Layout
- Art Direction
- Graphic Design





INTRODUCTION

SCOTLAND IS WEIRD.

Inside its small 30,000 square miles are contained more paranormal encounters, legends, folklore and tales of the unexplained than most countries several times its size. You cannot enter a city, town or village without some ancient legend or modern myth being told to you. Dark beasts stalk the woods and mountains, ghosts haunt everywhere from farms to theatres to subways, the lochs are riddled with monsters, witches and warlocks cast curses and summon monstrous minions, occultists try to conjure the devil himself, UFOs attack ordinary people in broad daylight, and much, much more.

But why is this? Is it due to the age of the country? Scotland is so ancient that it makes many larger countries like the United States look like newborns by comparison. From Druids to Saxons, Scotland has been occupied by a great number of peoples all bringing their own beliefs, religions and superstitions to the country. Could this mishmash of mysticism have stirred something up that has made Scotland just a little bit more unusual than most other places in the world?

Or could it be that Scotland has always been a strange place, even before anyone set foot here? Throughout the world you find places where high strangeness seems to be the norm. Places like Skinwalker Ranch, The Bermuda Triangle, Point Pleasant, and Twin Peaks. Places like these, writers such as John Keel, author of *The Mothman Prophecies*, speculate are areas where the veil between this world and some other, hidden, unknown world is thin. In these areas strange



The Livingstone Encounter

speeds off
And what if

On November

that put Scotland

so strange and b

UFOs in Scotland

investigators to that

that investigators, sce

to come away empty ha

At 11:00 am on the 1

Robert Taylor was walkin

a wooded area on the edge

the woods, Robert and Lun

here shocked him. Twelve fe

the clearing, there was a large s

diameter. The spherical object w

around its middle. It didn't move,

it, two smaller spherical objects dro

balls that dropped had small spikes a

Robert of naval mines. Soon after the b

a strange odour that he described as being

The small balls approached Robert Taylo

As he began to run, Robert realised he had lo

they attacked his trousers. Why they did thi

theorise that the alien intelligence controlling a

the trousers for the dominant life form on the p

with extreme hostility.

Let's work together.

Need something designed? Get in touch at eryk@hey.com and let's chat.

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