

NICK KLUSKOWSKI

Tap or swipe left to go forward.
Swipe right to go back.

Finaldraft

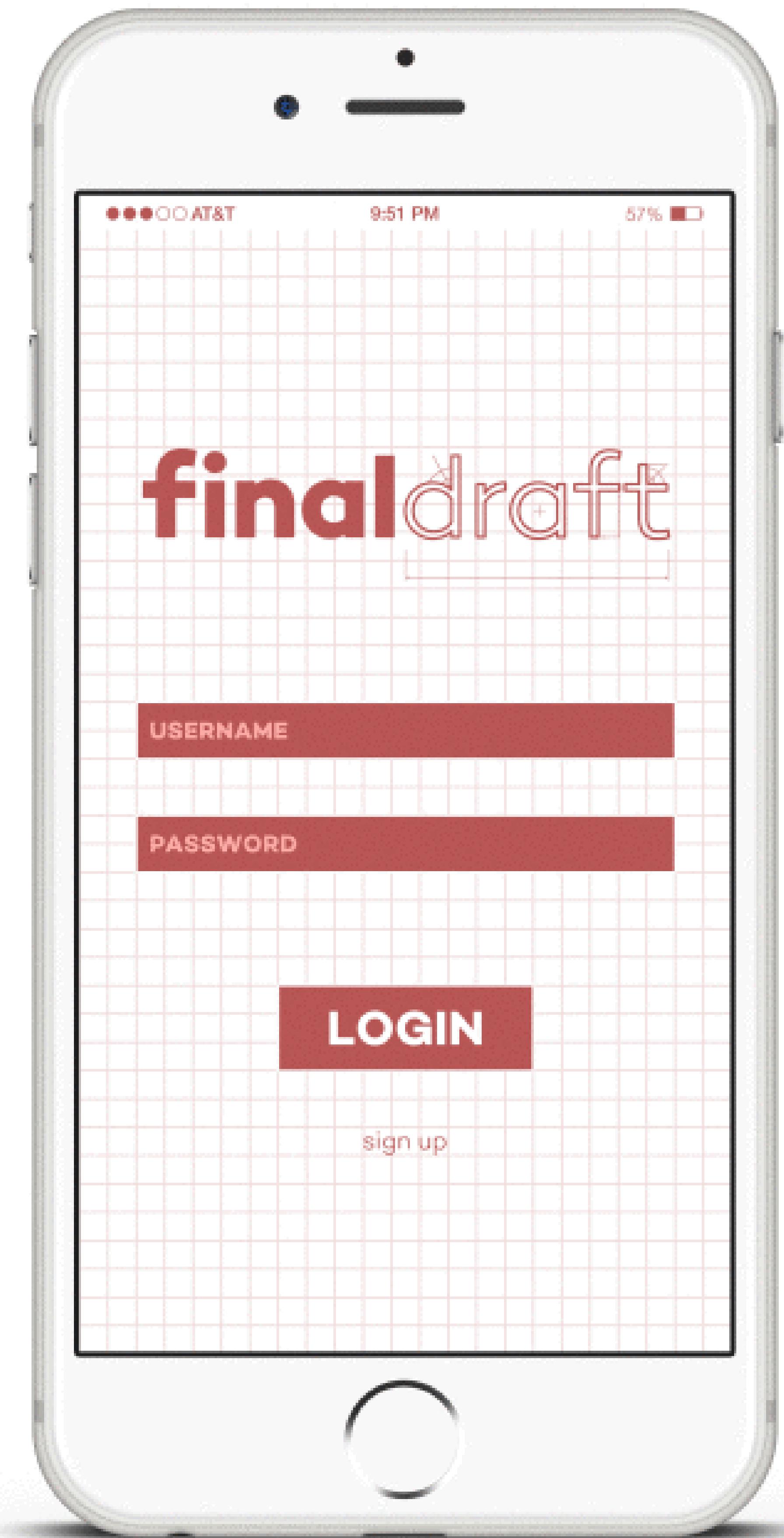
iOS Application | 2015

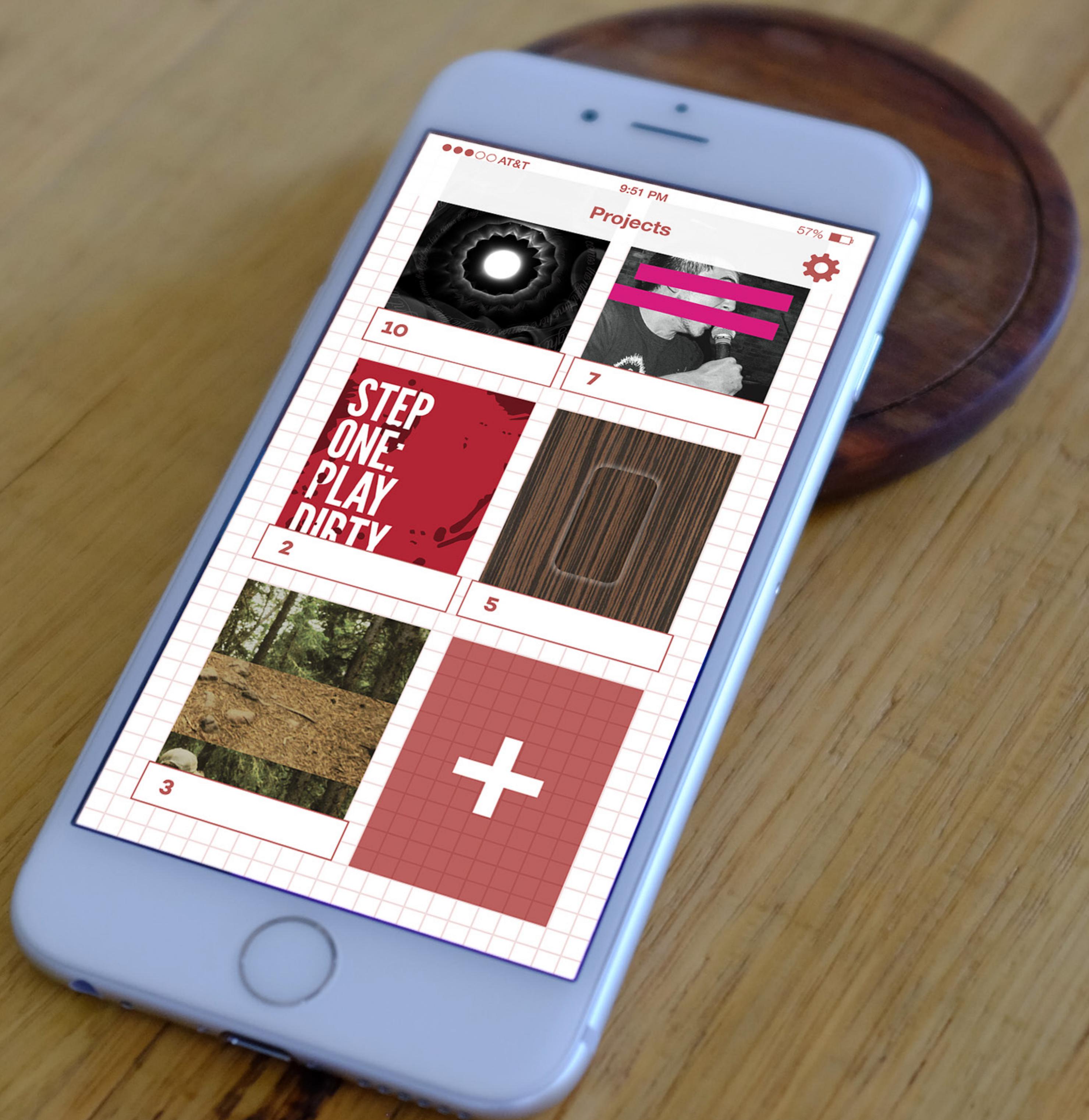
Finaldraft is an iOS application to help organize all the drafts of your creative projects. Finaldraft gives you an easy to use interface to organize your creative projects, view previous drafts, and see all comments made on the project from start to finish.

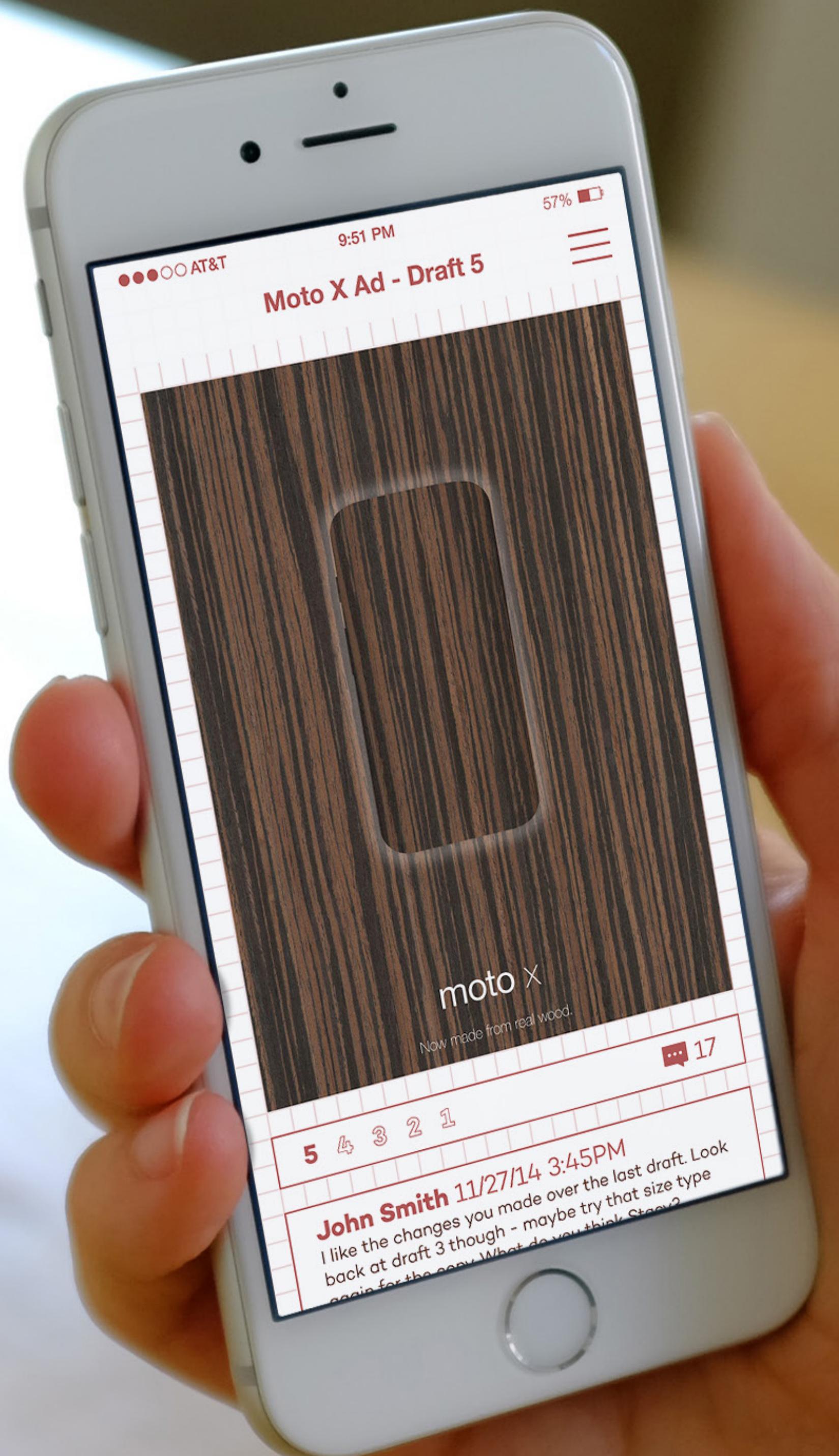


Having a great user experience was the primary focus of Finaldraft. Adding a project was designed to be both incredibly intuitive and lightning fast, taking only 4 steps to complete:

- 1** Login
- 2** Click “Add Project”
- 3** Type in the Project Information
- 4** Click Finish



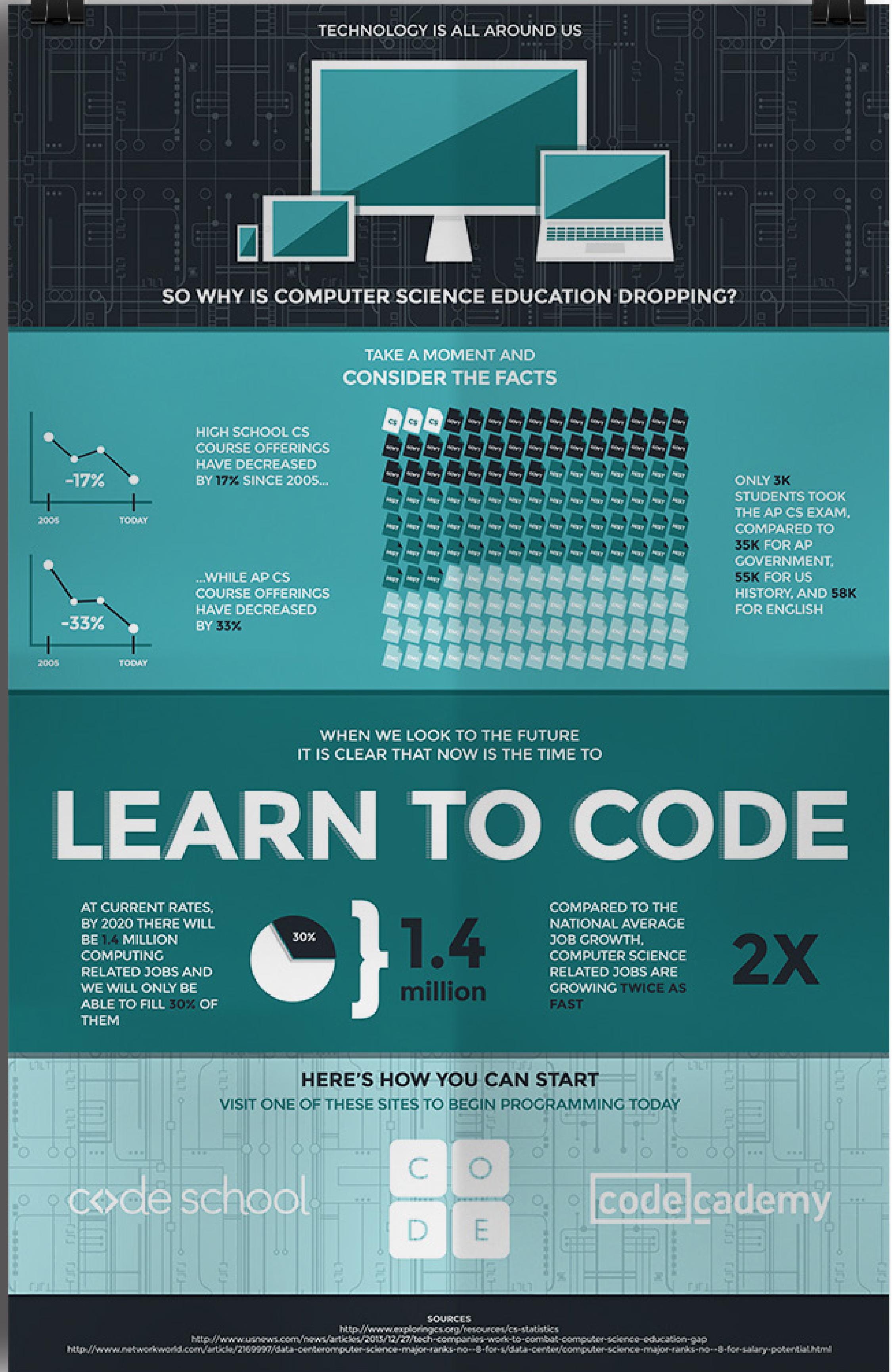




Learn to Code

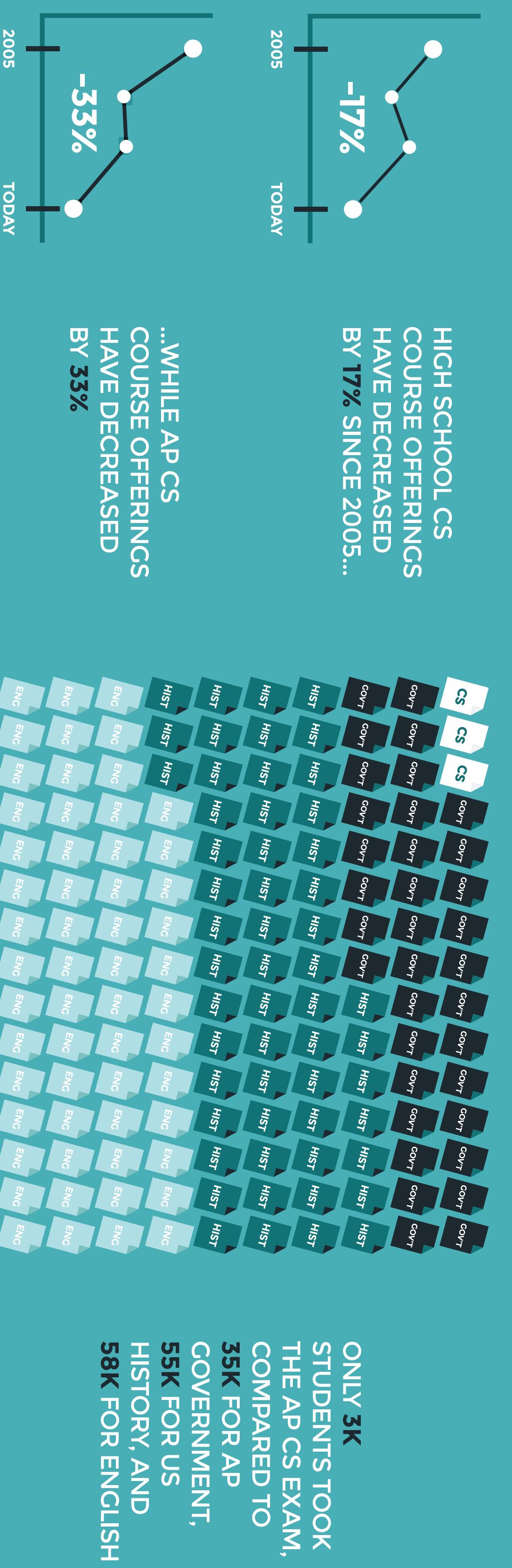
Infographic, Motion Graphics | 2014

As a computer science minor and all around lover of everything tech, it saddens me to know how little we do as a country to promote computer science education. I decided to take on this issue for class by starting an awareness campaign to show people the dire state of American CS education and why we should start doing something about it.



SO WHY IS COMPUTER SCIENCE EDUCATION DROPPING?

TAKE A MOMENT AND
CONSIDER THE FACTS



LEARN TO CODE

WHEN WE LOOK TO THE FUTURE
IT IS CLEAR THAT NOW IS THE TIME TO

AT CURRENT RATES,
BY 2020 THERE WILL
BE 1.4 MILLION
COMPUTING
RELATED JOBS AND
WE WILL ONLY BE
ABLE TO FILL
30% OF THEM

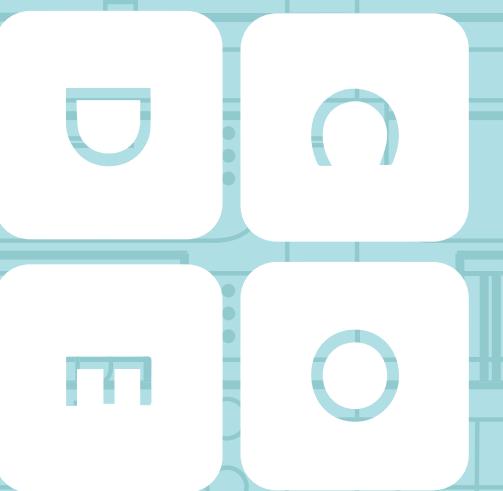


COMPARED TO THE
NATIONAL AVERAGE
JOB GROWTH,
COMPUTER SCIENCE
RELATED JOBS
ARE GROWING
TWICE AS FAST

2X

HERE'S HOW YOU CAN START
VISIT ONE OF THESE SITES TO BEGIN PROGRAMMING TODAY

C`<>`ode school



codecademy

SOURCES

<http://www.usnews.com/news/articles/2013/12/27/tech-companies-work-to-combat-computer-science-education-gap>

<http://www.networkworld.com/article/216997/data-center/computer-science-major-ranks-no--8-for-salary-potential.html>

Acid Free

Print | 2014

Acid Free is a printed zine aimed at educating people on current news in the digital art realm, as well as emerging digital illustrators. The project focused on exploring typographical layout and two column grid structures, as well as file preparation for print based media.



Paper's new Moleskine Sketchbooks

When FiftyThree CEO Georg Petschnigg first debuted Paper for iPad to the world, it was the first time an app had come close to emulating the emotional resonance of Moleskine, everyone's favorite journal brand. Paper was a digital translation of a timeless and real object, but also a new medium with its own benefits. Whereas each Moleskine has a beginning and an end, a journal in Paper can go on forever. Paper made it simple to erase, redo, and retouch sketches and writings you would've otherwise made permanent using a pen and notebook page. The app is unapologetically digital in nature, but today, FiftyThree is making a move into the analog world for the first time.

FiftyThree and Moleskine are today introducing Book, a printed Moleskine notebook you can create using Paper for \$40.00. Each Book is a spread of 15 of your favorite Paper pages glued together to create an accordion effect for panoramas, or just for showing several pages of your work at once. The notebook format was created by Moleskine exclusively for FiftyThree, and when opened matches the iPad's 4 x 3 aspect ratio. You can choose

colors for the book's spine and back, draw a cover, or go with the classic black Moleskine leatherette finish. But perhaps most importantly, each Book is a finished product, unlike any Paper journal. It's "a moment frozen in time," as FiftyThree designer Becky Brown says.

"The breakthrough for Moleskine was the idea that it was a book to be written," says Petschnigg, who has always been drawn to the famed notebook brand. He led the Courier project at Microsoft in an effort to build a uniquely digital counterpart for the 21st century, but that program was scrapped. Paper is Courier's spiritual successor, a digital notebook that still feels authentic and tangible. Yet, Paper's utility has in some ways felt bound by the limits of the iPad's screen. Emailing a PDF of sketches from your last vacation doesn't feel very personal.

FiftyThree devised a variety of ways to share your work online, but something was missing. At work, FiftyThree team members frequently printed out sketches and mind-maps using a massive Epson SureColor T7000 printer, or simply tore pages out of their own

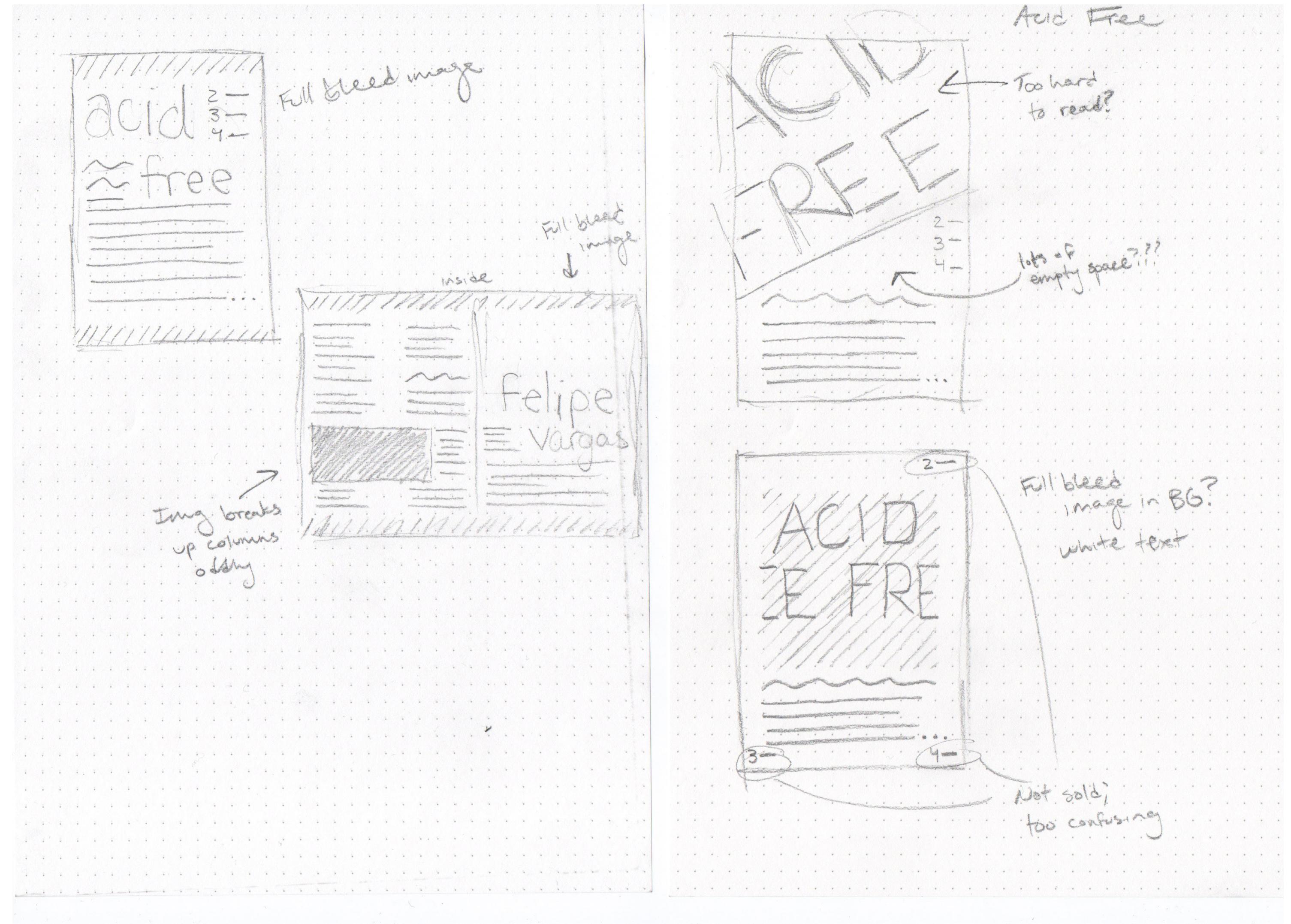
con't. on page 2

2 Paper continued // Adobe Hacked

3 Felipe Vargas interview

4 Next month in Acid Free

I started my process by exploring multiple layouts. In the end, I chose the best elements from all of the possibilities and put them together into the final product.



cont'd. from page 1 Moleskine notebooks. "Allowing environment lets them think about their ideas in a different says Brown. The company is hoping that with Book, digital pages committed to paper will afford its readers a new perspective.

Petschnigg flirted with Moleskine for years, but one year ago finally drew up a partnership proposal. After working



with Evernote on its first line of "smart" notebooks, Moleskine digital lead Peter Jensen felt comfortable taking on another daring project. He and Petschnigg decided to create a "notebook" in a hybrid digital and analog form to factor — new territory for the both of them. Moleskine notebooks are private, by definition, while Books might often be placed on coffee tables or gifted to a friend. Most of the world prints to 8.5 x 11 inch paper, Petschnigg says, but no display or digital apparatus shares the same size. In a way, it's been impossible to reproduce your digital notebooks in real life. Since each Book is printed at nearly double the PPI of an iPad mini's screen, you might even find a new degree of clarity in your work.

While tablet computers have traditionally been touted as proof that "paper is dead," Moleskine and FiftyThree have created an interesting symbiosis in partnering on Book. "When I worked for Lego, I heard about a company memo in 1972 that said when Asian came out it might kill us, but years later we looked at kids and they were playing Star Wars video games and then building [ships] with Legos," says Jensen. "Ultimately, there is a value to a physical manifestation." At least for now, the market of creatives buying Moleskines confirms his suspicions. "We've done research and found that people who are digitally savvy and buy smartphones or tablets are more likely to buy Moleskines than people that don't," he says. "Creativity is not limited to the one domain."

With a smile, Jensen unwraps the trademark Moleskine book. He shows me. "I lead a super

digital life," he says. "There isn't much I can't do myself with." In a world where apps don't "think" for them, he seems to say that there's still value in printing your work and printing it's not going to disappear during your next iOS update. Petschnigg's roadtrip to former home of FiftyThree, it reportedly occurred when from a shiny espresso machine and a good book. When we books along one well. One book is tied with the first, of his grandfather Hubert Petschnigg, an architect who played a pivotal role in the rebuilding of Germany. "How do you make your digital presence more concrete?" he asks. Petschnigg hasn't yet cracked any buildings of his own, but he'd argue that giving digital creators the tools to do so is just as important.

—Ella Henshaw

Adobe Hacked

Adobe said Thursday that it recently suffered a massive security breach which compromised information of nearly three million customers.

"Our investigation currently indicates that the attackers accessed Adobe customer IDs and encrypted passwords from our systems. We also believe the attackers removed certain information relating to 2.9 million Adobe customers, including customer names, encrypted credit or debit card numbers, expiration dates, and other information relating to customer orders," Brad Arkin, Adobe's chief security officer, wrote in a security alert.

"They removed [...] information relating to 2.9 million customers"

Arkin said the unknown attackers made off with encrypted credit and debit card numbers. "[At] this time, we do not believe the attackers removed decrypted credit or debit card numbers from our systems."

The software firm also said "source code for numerous Adobe products" was stolen in a separate intrusion that could be related to the theft of customer information. Adobe said it had alerted federal law enforcement authorities of the attacks. The company said it would reset "relevant customer passwords" as a precaution, with affected customers due to receive email notifications instructing them to change their Adobe passwords. "We will work aggressively to prevent these types of events from occurring in the future. We deeply regret any inconvenience this may cause you."

—Demon Poolz

Felipe Vargas

INSIDE THE MIND OF

Felipe Vargas is an illustrator, animator, and motion graphics designer based in Santiago, Chile, whose clean and vibrant illustrations depict a strange future where the blinding speed of everyday life cuts to rotary phones and sketchy blues gear. Vargas' textures, lines, and color palette are reminiscent of the 1980's neon-lit comic book representations of the future. His style following in the vintage-inspired footsteps of such Killian Eng or the French electronic group Daft Punk. Here are some questions I asked Felipe Vargas.

Question: I graduated in the animation/design field but currently working in the engineering field. I want to get back to creating stuff and eventually switch careers but lack motivation and am stuck with my current job. Any advice on how to start out?

Answer: Since I'm also starting out, I'm not actually sure if I'm the most proper person for this kind of advice. From my experience, try not to hurry your career switch. I think it might be better to gradually acquire both experience and clients in your spare time, up to a point where you feel confident about leaving your current job.

Question: Your style is awesome! I love the whole retro/futuristic vibe. Any advice on establishing yourself in the industry?

Answer: I'm just starting out too, so just love what you do. A lot. And try to find beauty in uncommon places. So it's your own kind of personal voice.

"Try to find beauty in uncommon places."

Question: What's your software of choice for your digital art pieces?

Answer: I mainly use Adobe Photoshop + Illustrator.

Question: Your work is absolutely outstanding. I am currently enrolled in Art Center on a Graphic Design major in which I hope one day I will be able to illustrate as well as you. Cheers!

Answer: That's a really nice compliment. Congratulations on your career, and of course you will be as

better than me in no time. Cheers!

Felipe Vargas' LinkedIn has been making the rounds the internet and marketplace with his iconic images. His colorful, stylized, and slightly-nerdy, engrossing illustrations focus heavily on the eye and lots of fun to look at. Along with his more science-fiction based work, Vargas also works with common verbiage subjects such as portraits.

Vargas' work is similar to Killian Eng's work, though less detailed and more nostalgic. Online, Felipe goes by the name FelippeDay. He started posting his work on his Tumblr page and it has been picked up by many online sites such as Jealous, BloodyGood, Changesthought and Designmash.

Vargas is still a design student, and we, along with the rest of the internet, look forward to seeing what is to come from this new and exciting artist.

—Ananya Verma

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A&D Student Show

Print | 2014, 2015

The University of Minnesota Duluth holds an annual Art & Design Student Show Exhibition, a juried art show at the museum located on our campus. Both last year and this year I have been fortunate enough to be a finalist in the poster competition we hold for the exhibition.

A R T
D E S
I G N
2015 STUDENT SHOW

2014 ANNUAL

ART & DESIGN STUDENT EXHIBIT

@ TWEED MUSEUM OF ART

SPECIAL EVENTS
ON APRIL 26

AWARDS CEREMONY @ 5 PM

APRIL 8

MAY 11

JURORS:

DAVIN
WATNE
& DOUG
POWELL

OPEN 1-4
STUDIOS PM
EXHIBIT 4-6
RECEPTION PM



Tweed Museum of Art presents the 2014 Annual Student Art & Design Exhibit.

Tweed Museum of Art

Jurors:
Christopher Atkins
Samantha Michael

10

7

2015 Annual Student
ART & DESIGN EXHIBITION

Awards April 25 | 4-6pm

MAY

APRIL

The Shivering Cone

Brand, Website, App | 2015

The Shivering Cone is a vegan ice cream shoppe and online delivery service based in the heart of the Midwest – Minnesota. Its identity was designed to attract people who normally would scoff at the idea of eating vegan; bold, fun colors and a cute mascot all to draw in customers who love eating freezing cold ice cream on a hot Minnesota summer day.



FLAVORS

HISTORY

LOCATION

CONTACT US



VEGAN AND DELICIOUS?

YEAH,
SERIOUSLY.

[FIND YOUR FLAVOR NOW](#)

YOU MAY WANT TO BRING A COAT AND MITTENS

Our homemade vegan ice cream is served colder than a Midwest blizzard!

Vegan ice cream? Yeah, you read that right. We get all of our ingredients from local farmers to ensure the best quality ice cream possible. Just because it's vegan doesn't mean we skimp on flavor either – we have everything from your basic vanilla to waffle hazelnut. Not convinced that vegan ice cream could ever be tasty? Then come on down to the Shivering Cone and be ready for your mind to be blown!

UPCOMING EVENTS

Free Cone Thursday

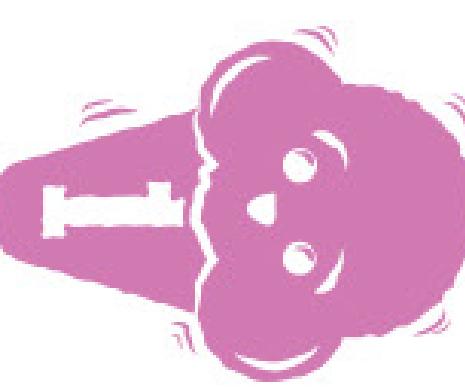
February 12th, 2015

What are you doing this Thursday? Wrong answer! Come to the Shivering Cone after 6pm for a free cone with... [Read more](#)

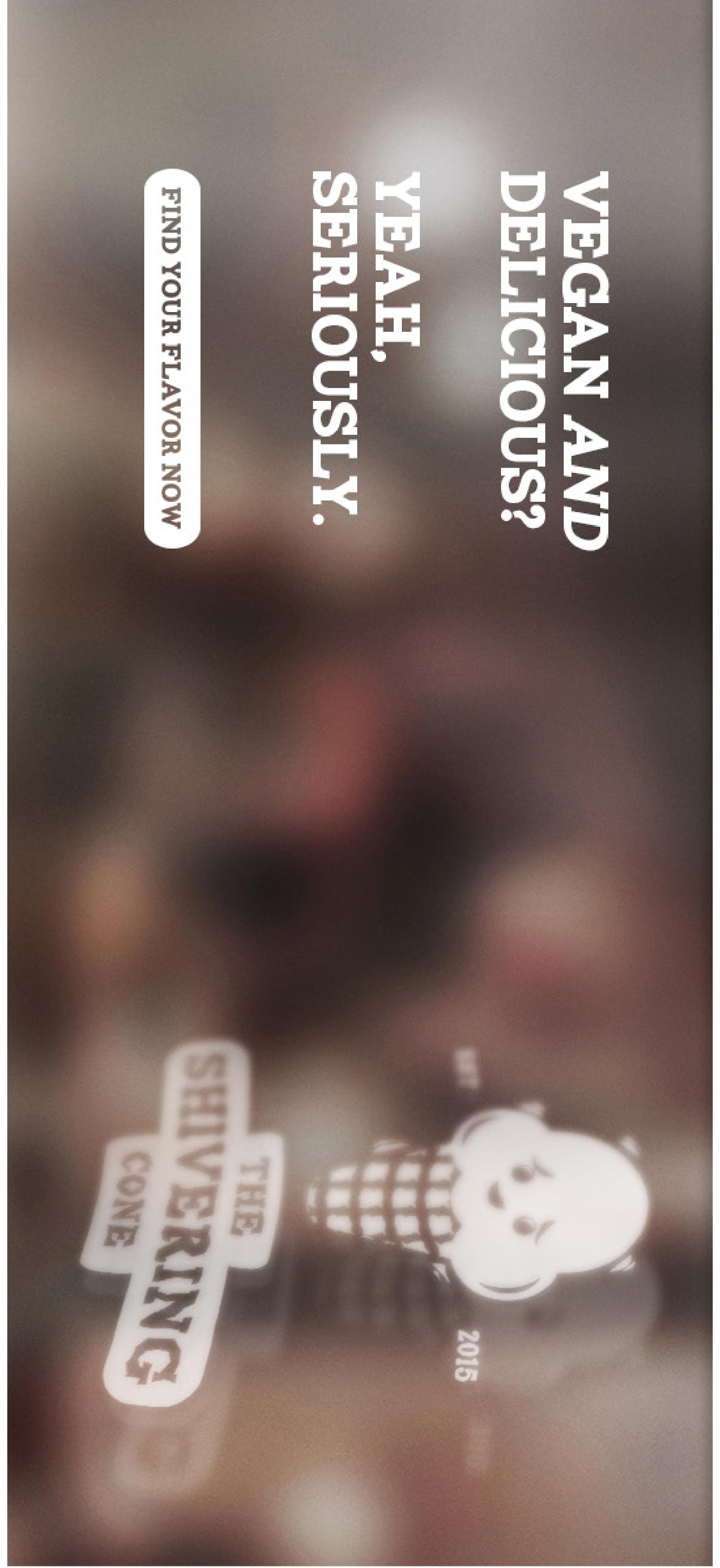
Mystery Flavor Night

February 20th, 2015

Strawberry? Mocha Chocolate Chip? Who knows! (Well, actually, we do.) Come down on Friday to... [Read more](#)

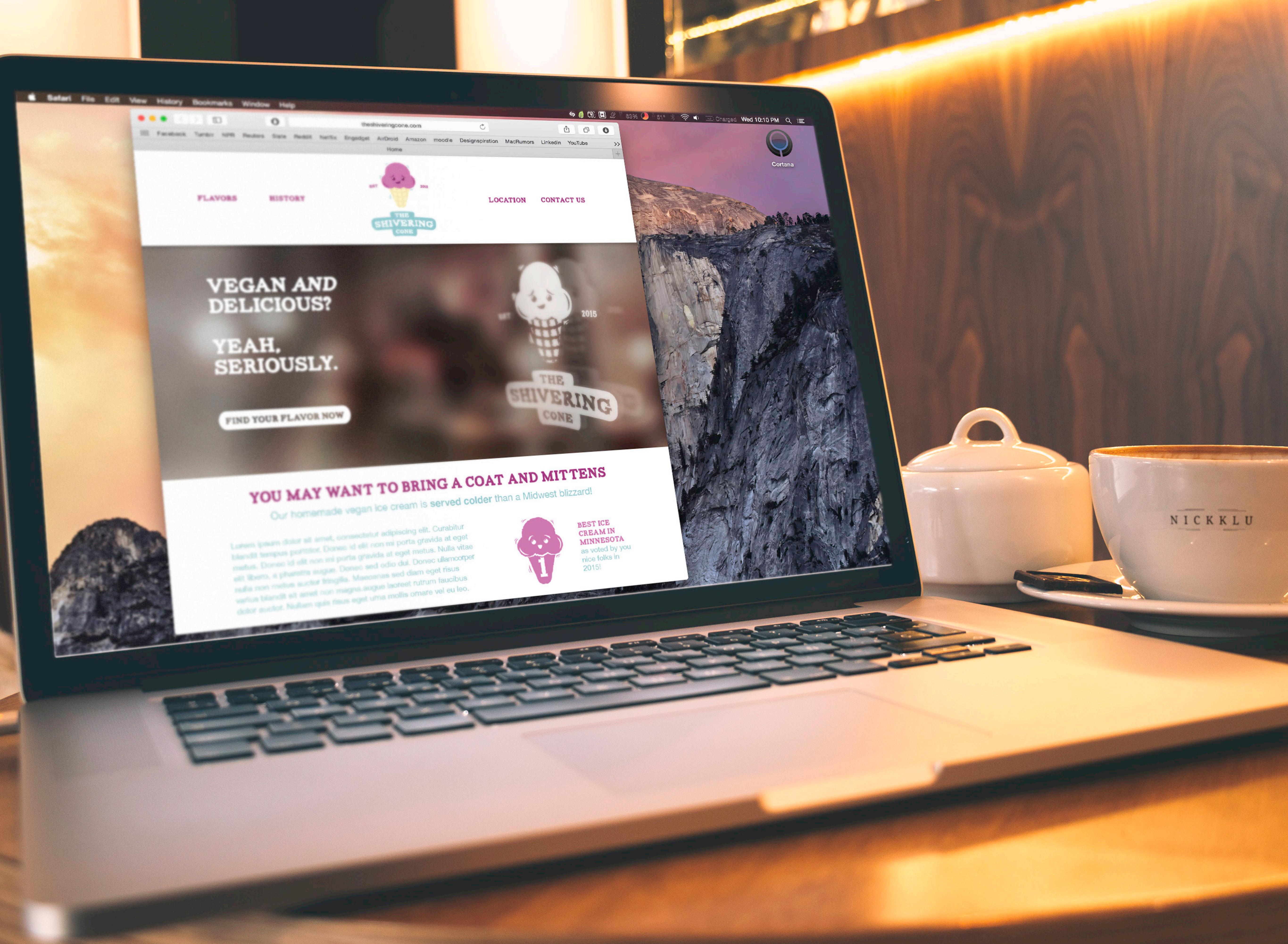


BEST ICE
CREAM IN
MINNESOTA
as voted by you
nice folks in
2015!

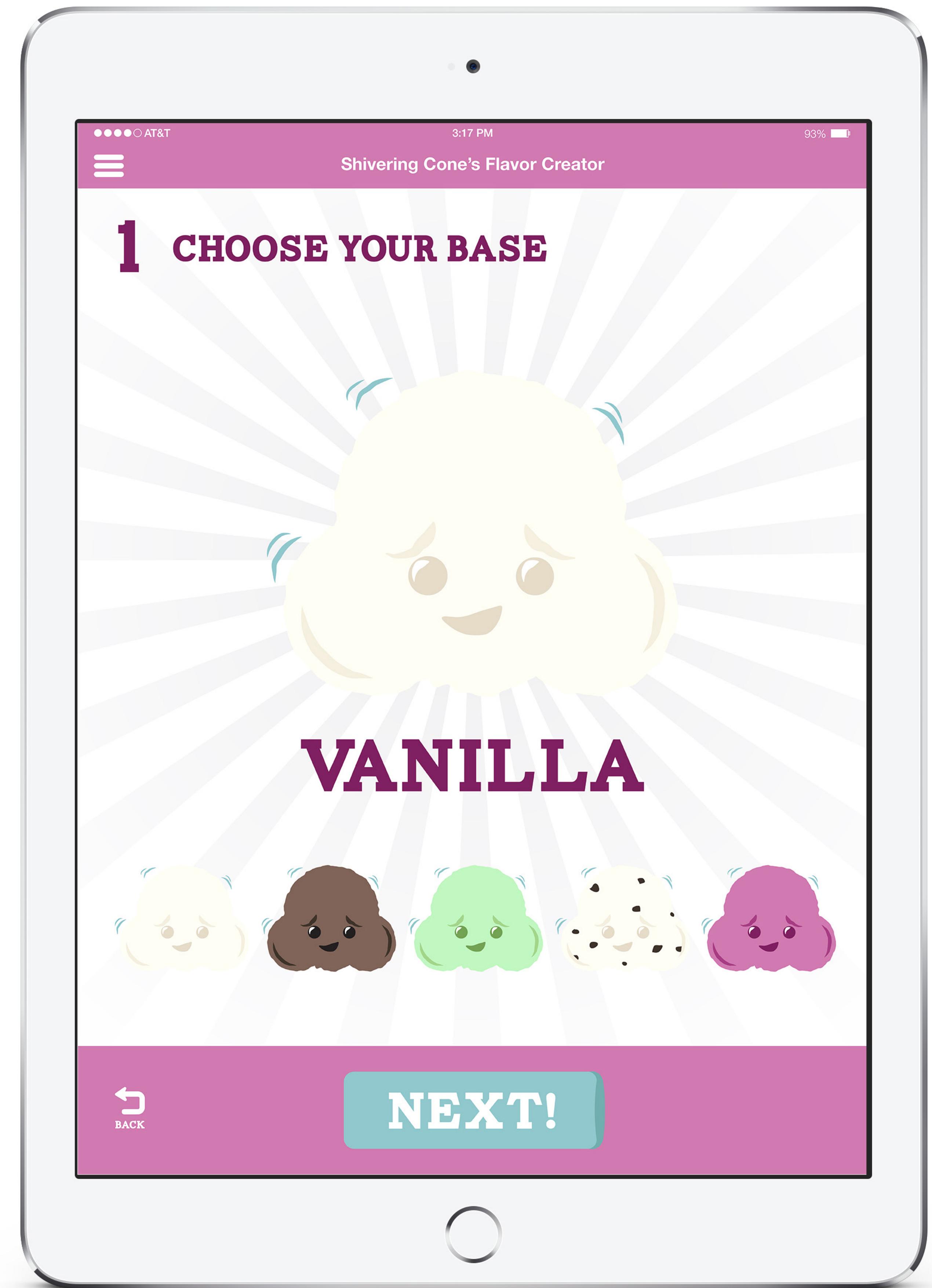


FOLLOW US

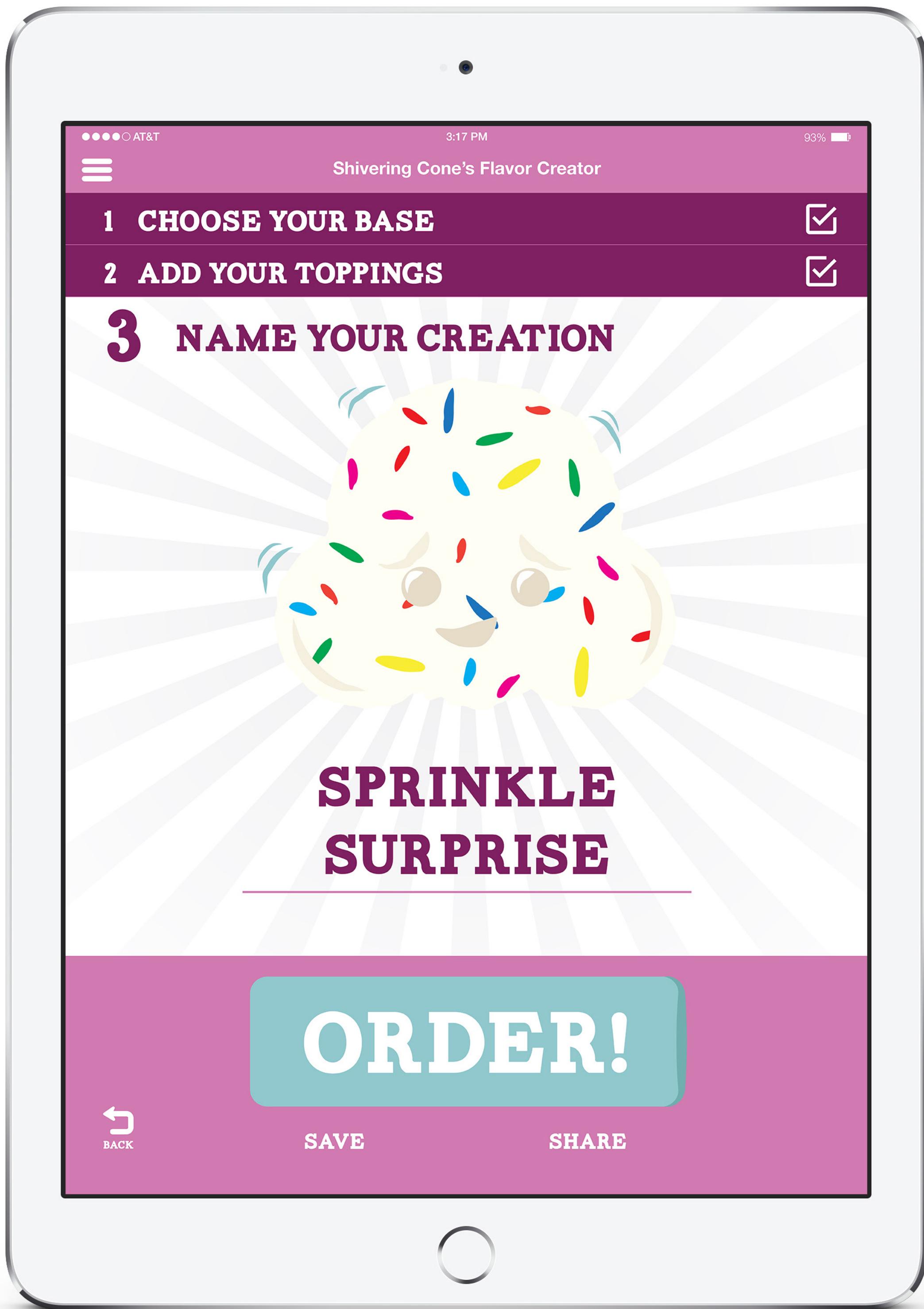
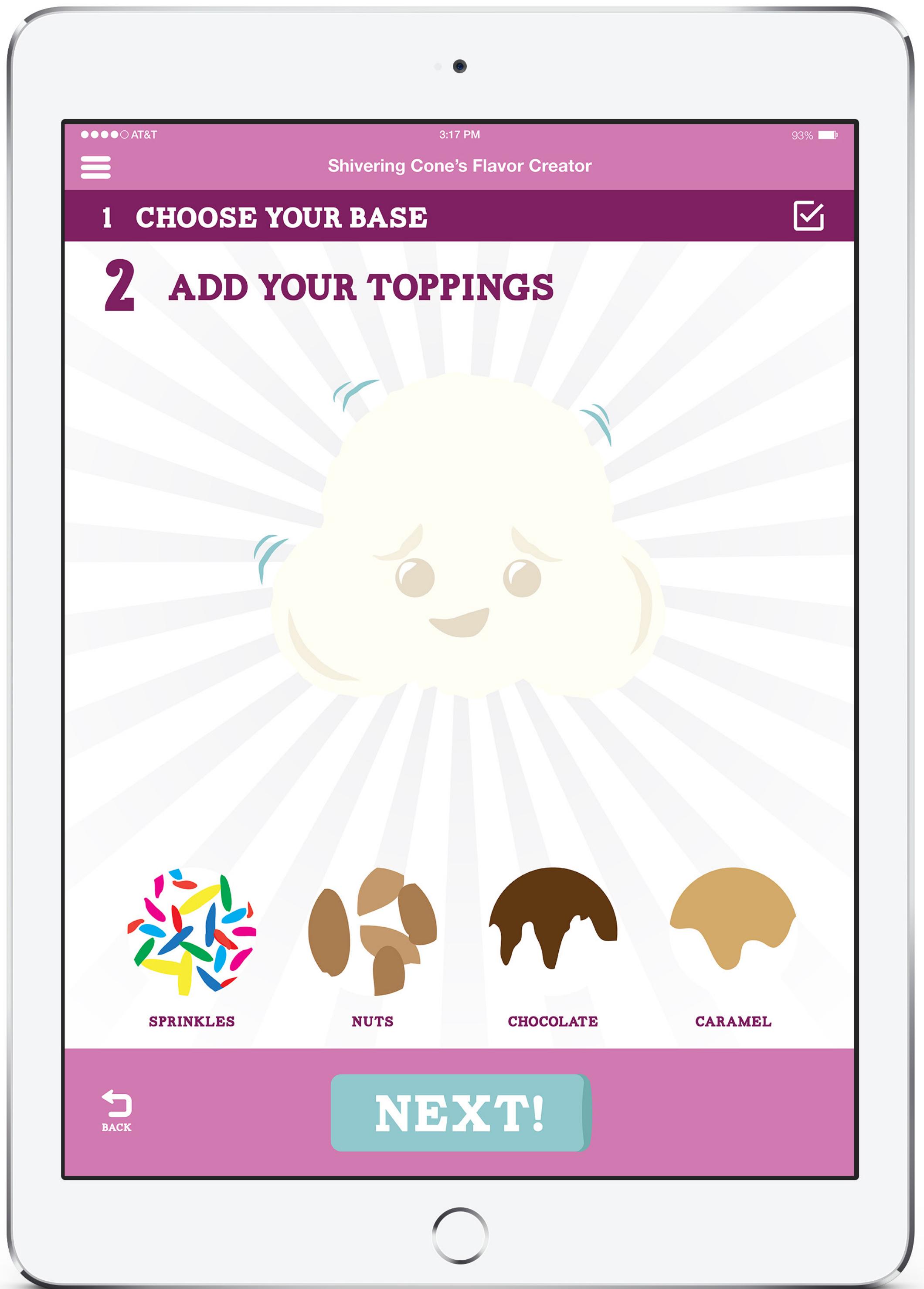




The Shivering Cone's iPad app was designed to let kids and adults alike design their own flavors in a fun and inviting way. After they are done they can name the flavor and order it straight from the app, save it to order later, or share their creation with friends and family.



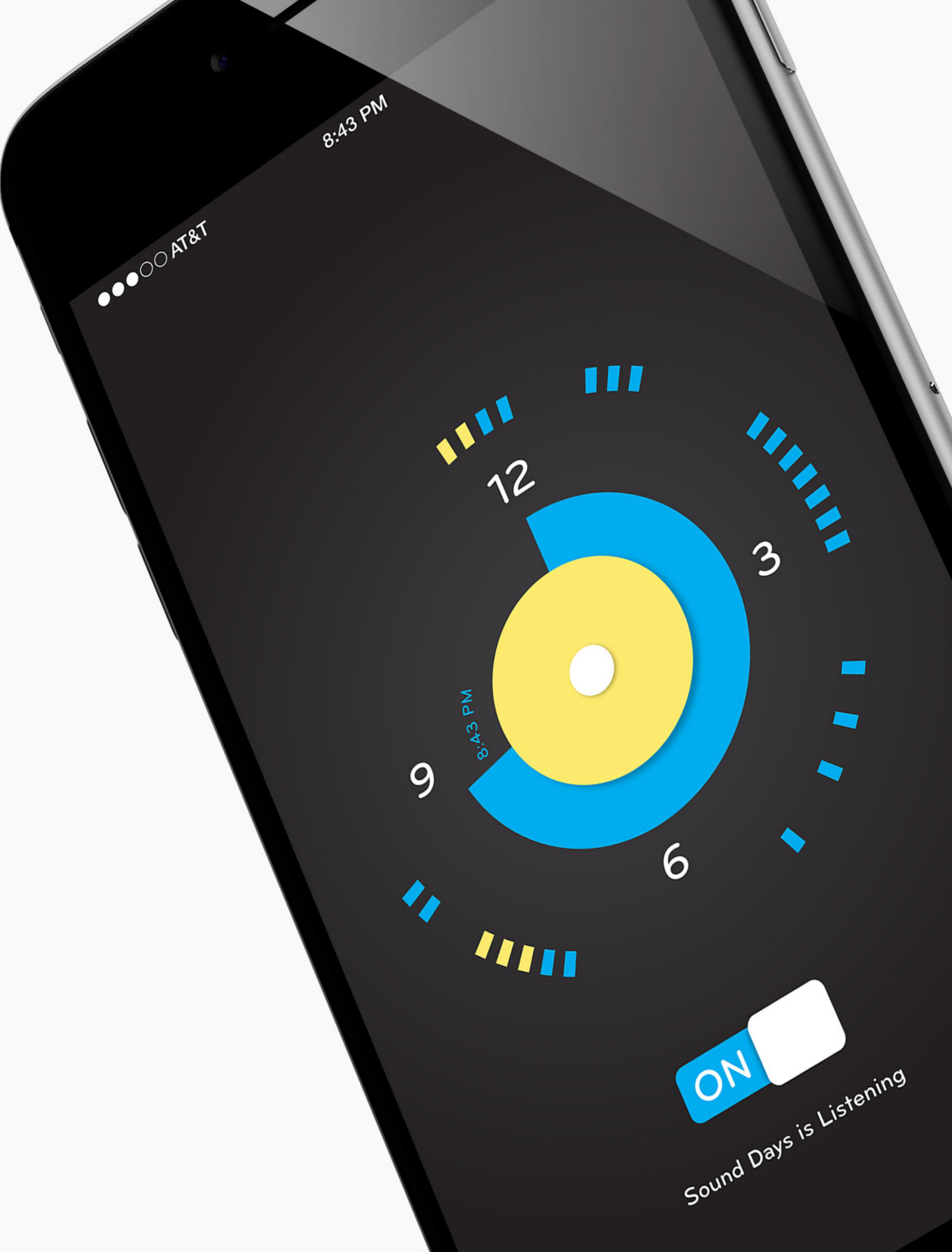




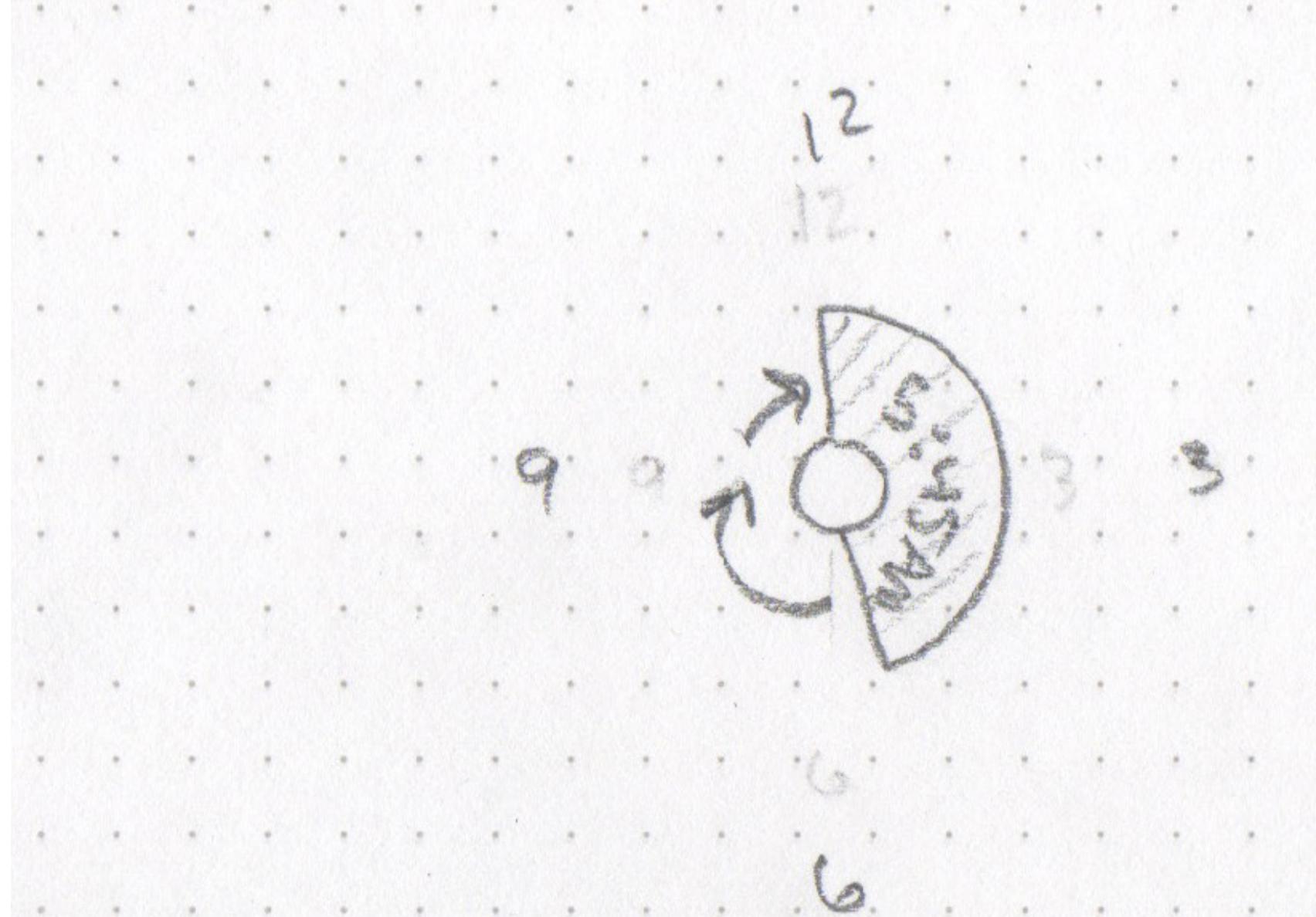
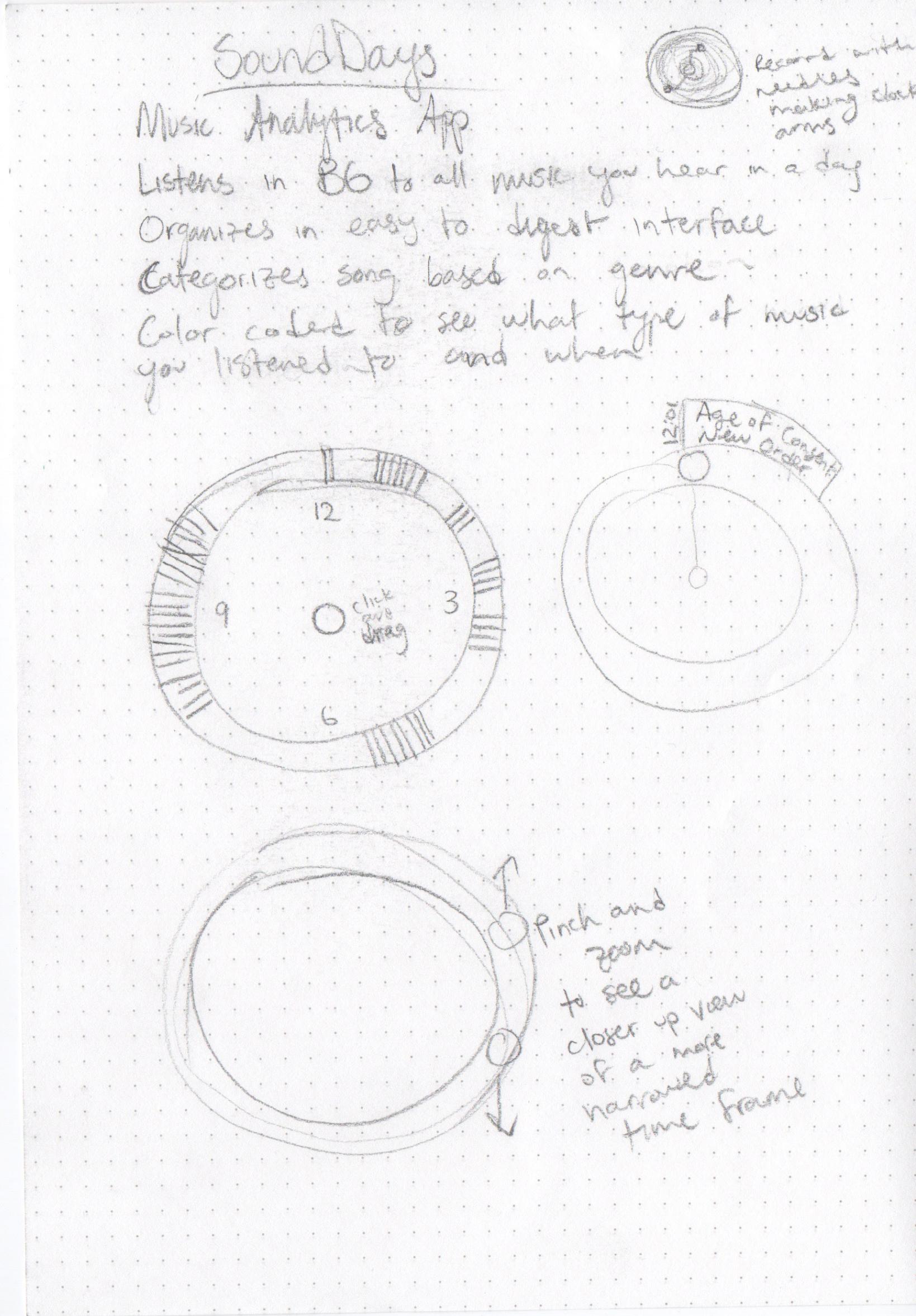
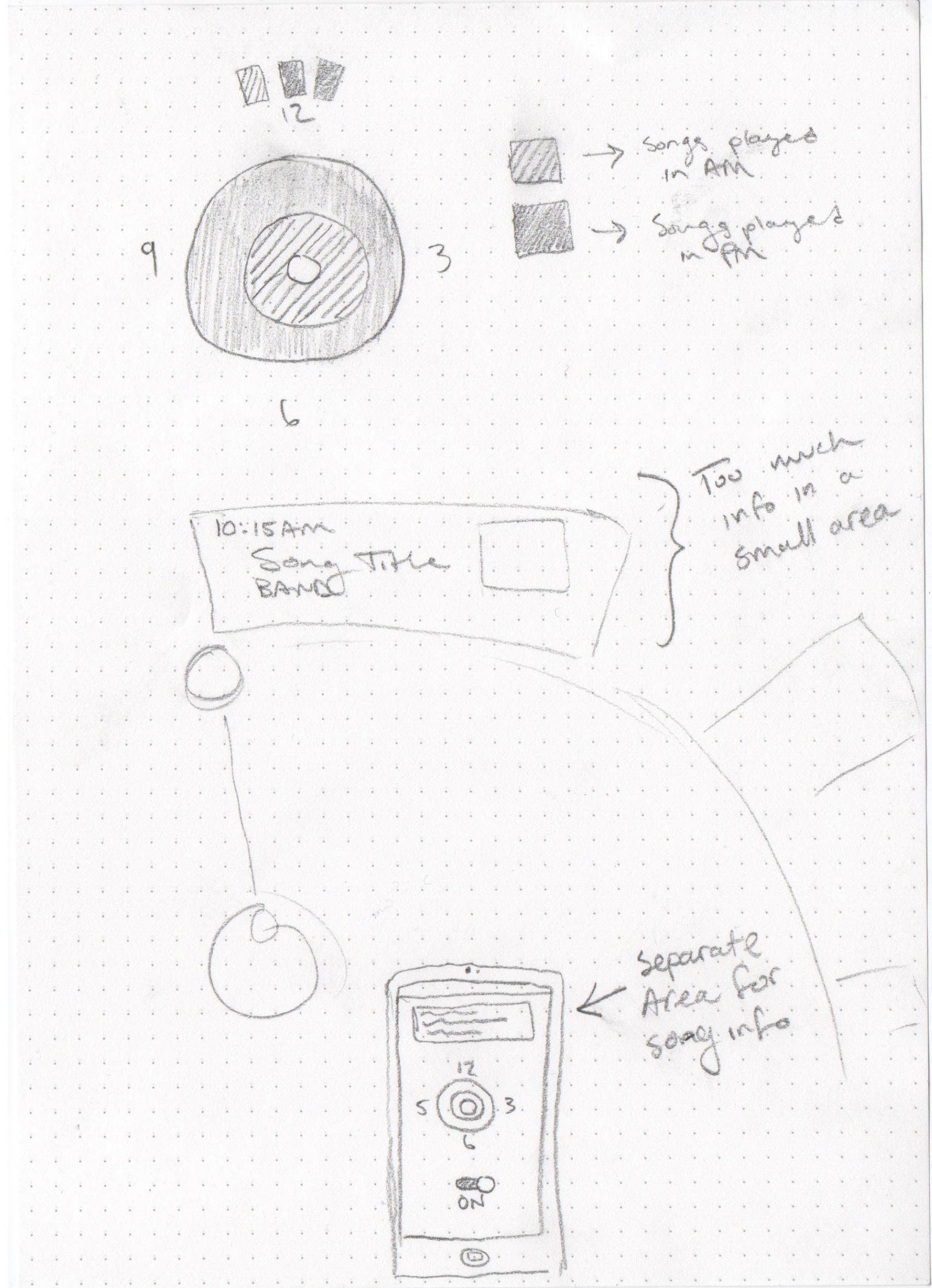
Sound Days

iOS Application | 2015

Sound Days is a cross between a music discovery app and a daily journaling app. Unlike other music recognition software like Shazam, Sound Days does not require you to do any work to discover new music. When you turn Sound Days on, it listens in the background throughout the day for what music is in your environment. Sound Days lets you go back to any point during the day and see what was playing around you, creating an auditory journal of your day.

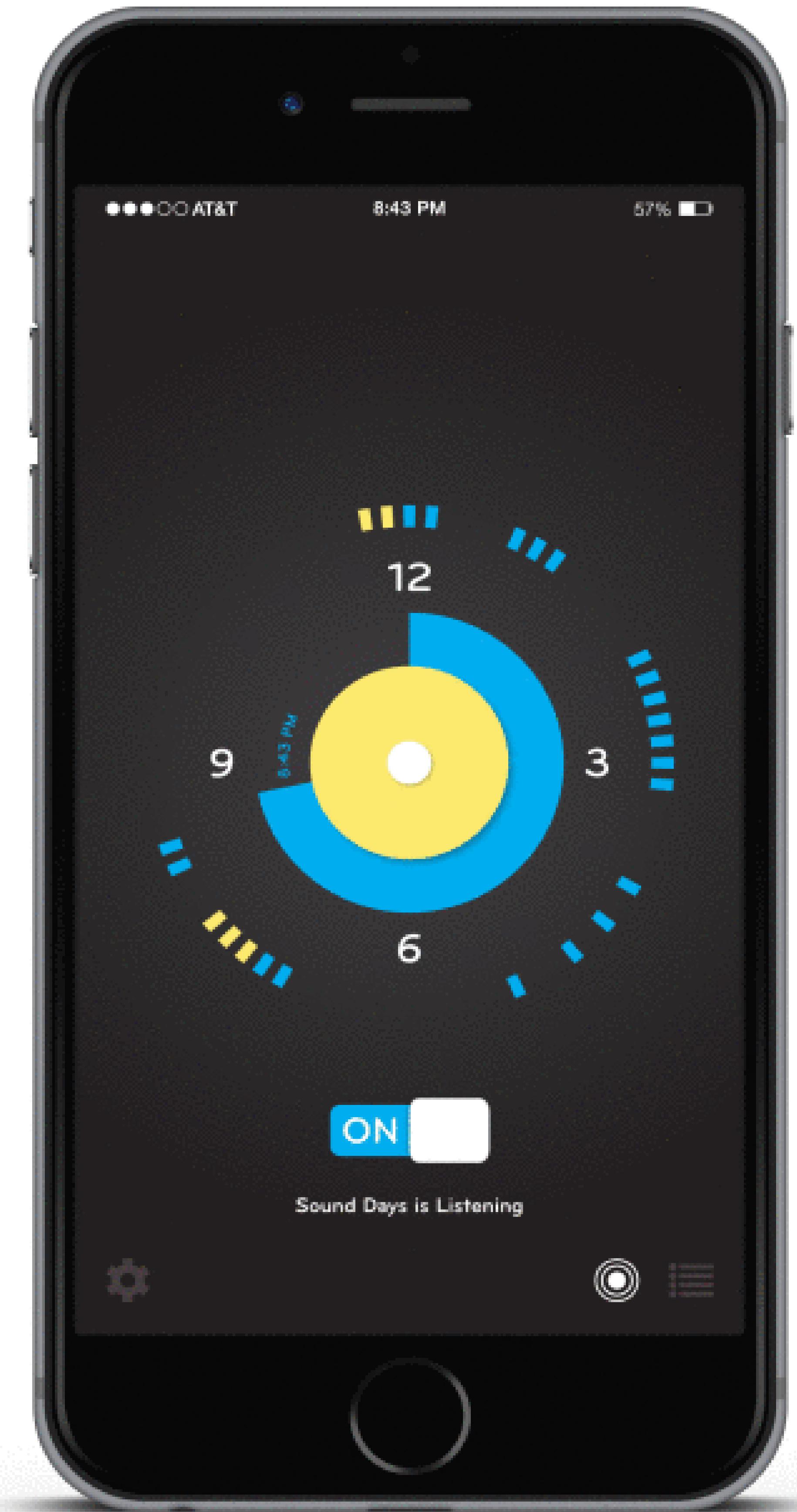


With Sound Days, I explored experimental user interface techniques. The result is an unexpected but fun way to see what you listened to throughout the day. For a more in depth breakdown, I also designed a list view to see your music history by the hour.



Moved with time

The final solution is modern and minimal, with subtle shadows used throughout the UI to add depth and dimension. Slick animations are incorporated to give visual feedback to the user when they are interacting with the app.





Along with experimental user interface techniques, I also explored emerging technologies that the app could run on, such as the new Apple Watch. The result is a stripped down version that still feels true to it's older sibling without overwhelming the user with features and settings.

