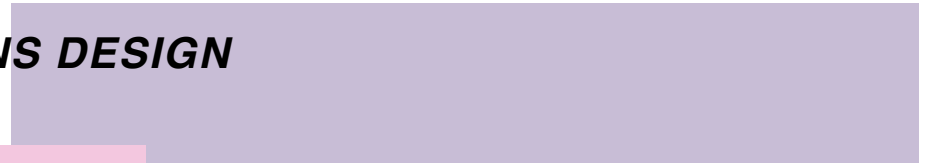
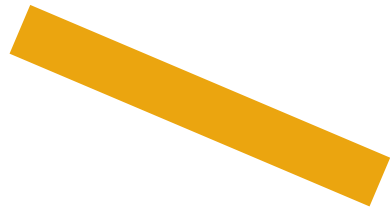


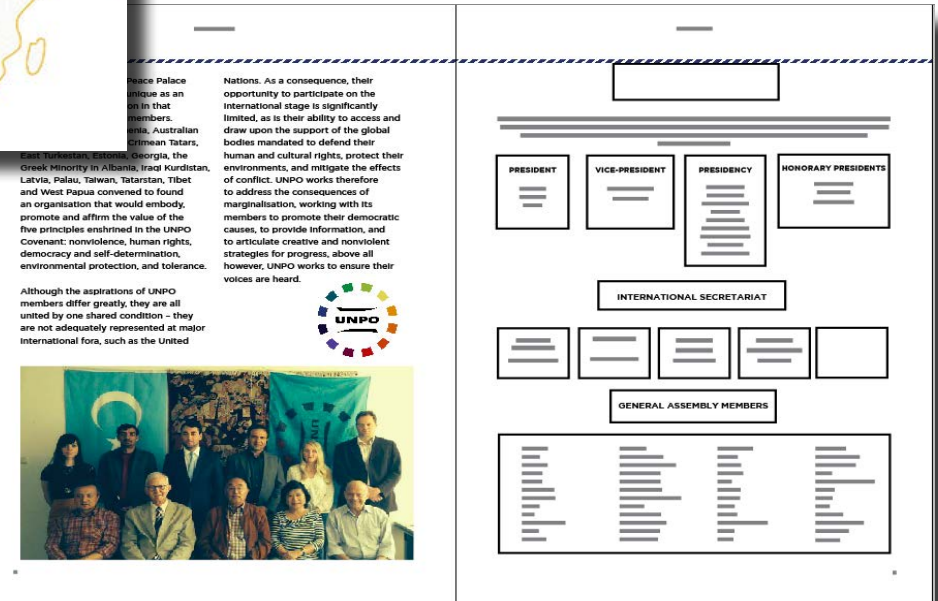
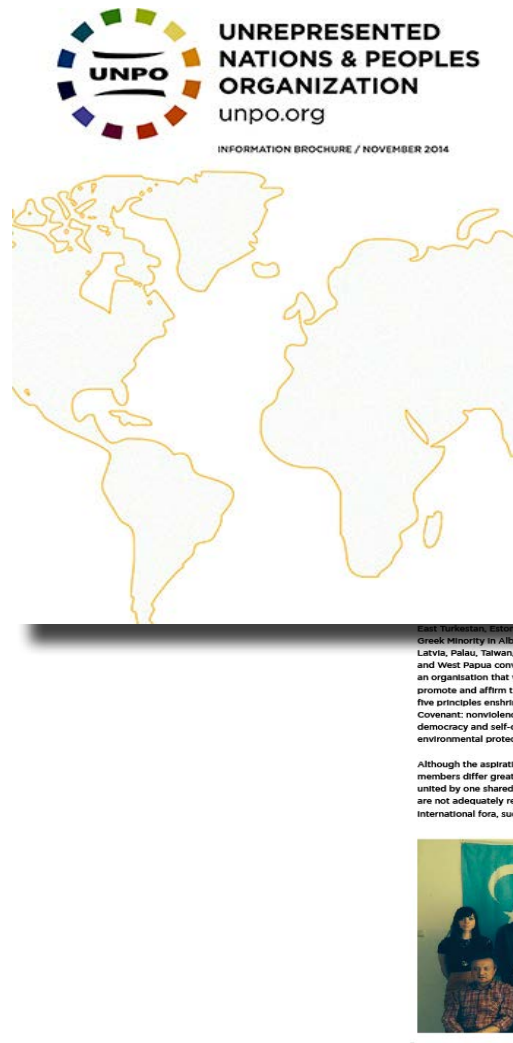
ALEXANDRA ISABELLA LUNN

BA HONS COMMUNICATIONS DESIGN



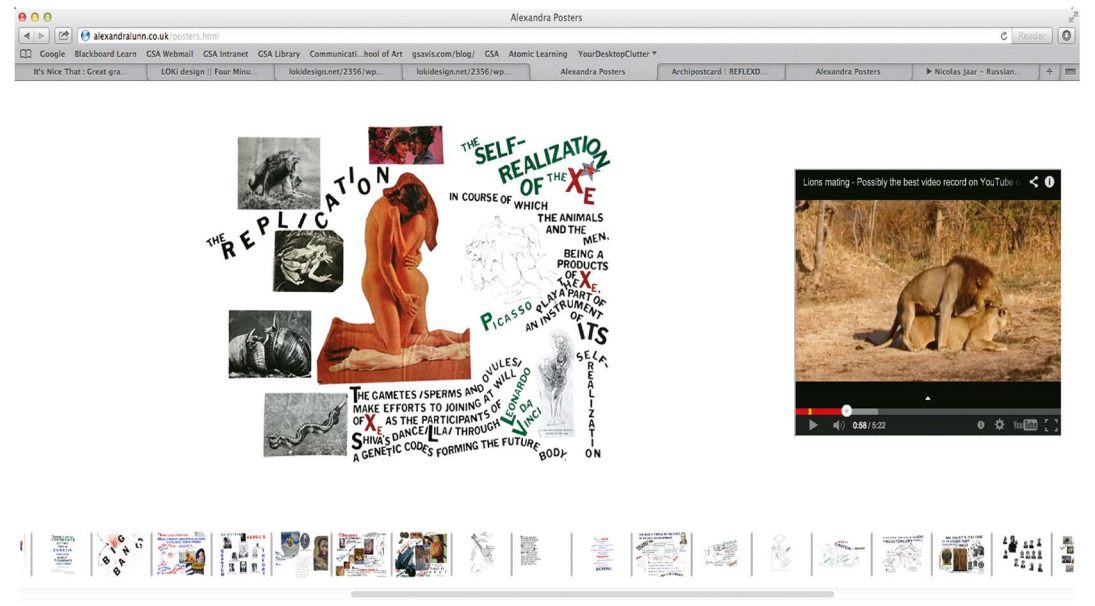
UNPO

I designed the visual identity for the Unrepresented Nations and People's organisation. Their work is centered on raising awareness on states who are still unrecognised and fighting for independence. The UNPO now has a new and exciting visual identity, that spans accross print and web based media. This 16 page brochure was designed and produced over a one week persiod.



INTERACTIVE DESIGN

I found a set of posters on the street in Budapest that date back to the 1990s. The author encapsulated themes from social structures right through to space oddities. I documented his collection of posters and the vast array of information that he has encapsulated in them, by using HTML to bring them into the web. Each static image within the posters is now linked to a relevant video. Please explore at www.alexandralunn.co.uk/posters.html.



SCOTTISH BALLET

A brochure for Scottish Ballet that says a lot with a little. Typography and layout depict more about the movement of the practice. Reverse with details.



GIG POSTERS

A series of three A2 Lithography and spray paint posters. We promoted these by commercially printing these originals and by placing these around the city of Glasgow. The style of the posters coincides with the DIY ethos of the event.



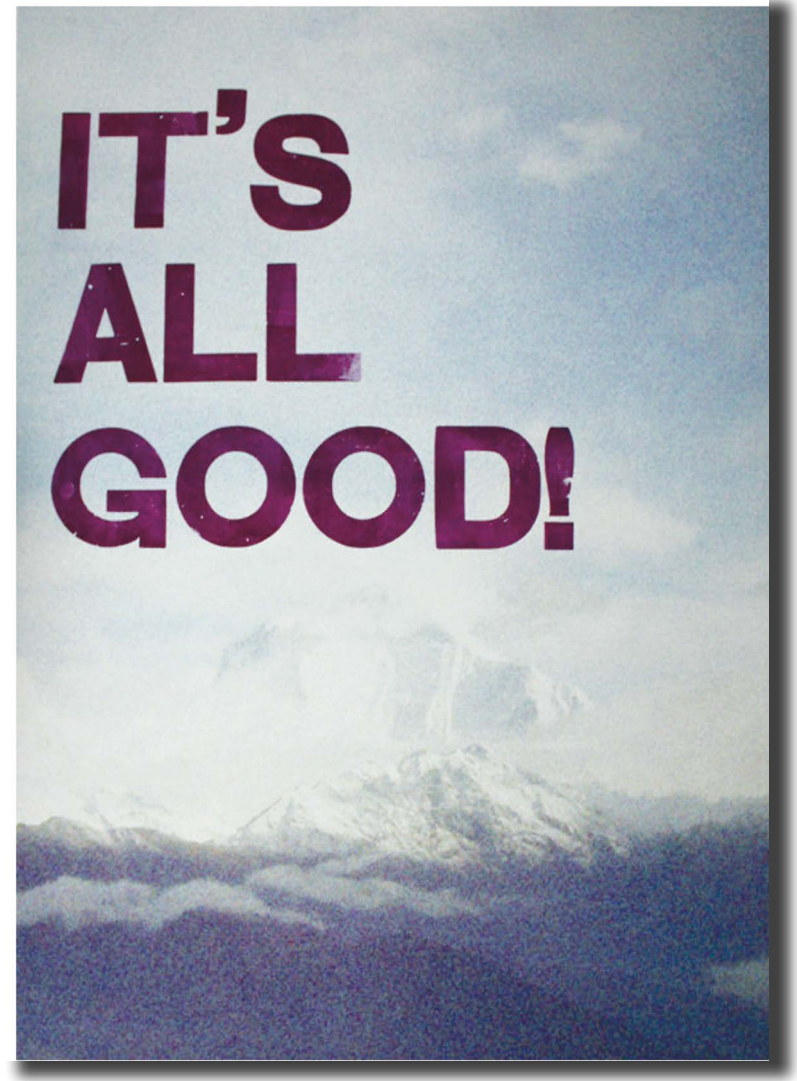
IMAGE SWAP

Working with three other artists and designers accross the world to find visual links to respond to images that we provided for each other is documented and displayed in this 245 page book which was accompanied by a moving imagery version of the same proccess.



COMPASSIONATE MIND

Neurolinguistics provided me with insight as to how words, and their meanings, being engrained in society and culture are the most powerful tools to change a mindset. Specially formulated sentences made with wood block type were printed over the top of a photograph that I took whilst hiking in Nepal in 2009. One out of a Series of 5.



SIMULATIONS

Simulations is a project influenced by post structuralist philosophy. I followed four steps to transform different objects and this process acted as a metaphor as to how I see the world changing. The change that takes place within the 4 steps from simulacrum to simulation are represented in flip books. this process represents bigger ideas on how society and global changes can be made and developed.

