

the auto virtual

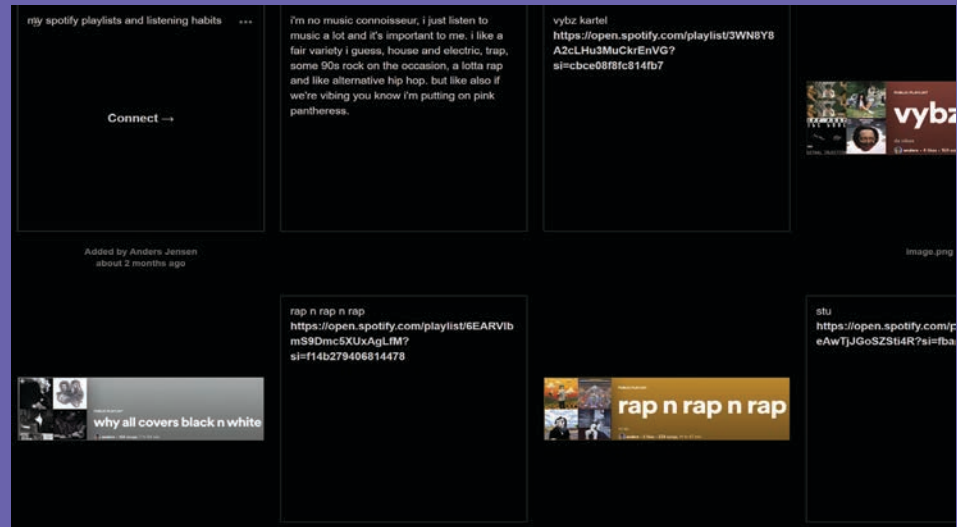
Racing video games from the
mid 90's and 00's

Why?

Self-interest

Virtual emulation of reality

Are.na



sanrio girl decks



stairs



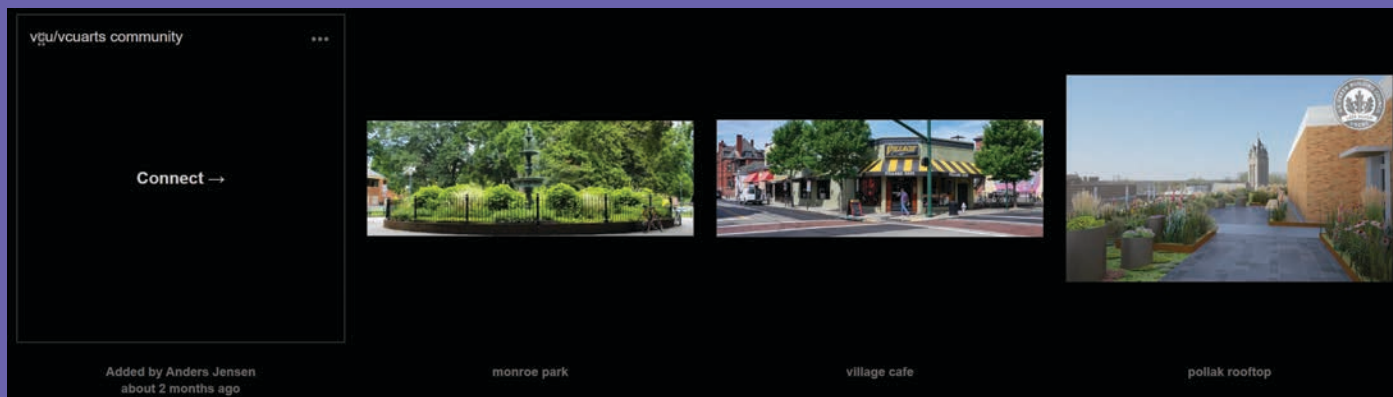
el toro stairset



thrasher logo



Halloween Hellbomb 2019 Video ▶



Are.na



Are.na

Magazines

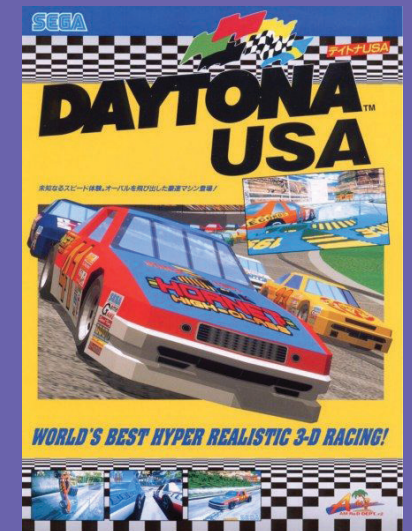
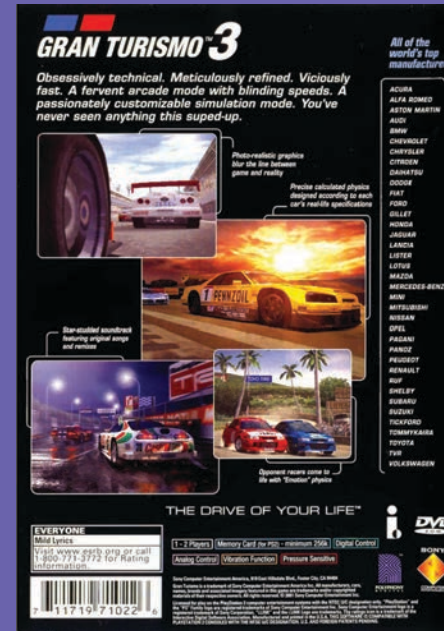
CD's

Covers

Screenshots

Advertisements

Other paraphernalia



Broadsheet

Compilation of discs from variety of racing video games of the time



Why CD's?

CD's contain both externally and internally, the DNA of the video game. Their look should accurately reflect what the game is.

The tangibility, human interaction. They're also like a key into the world of that video game, and contain the vitals of the experience.

Mindmap

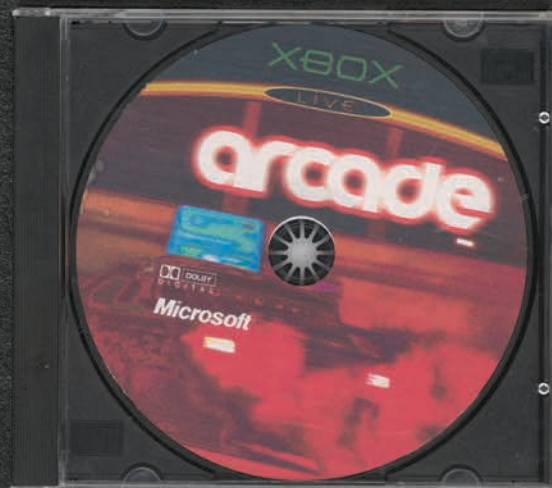
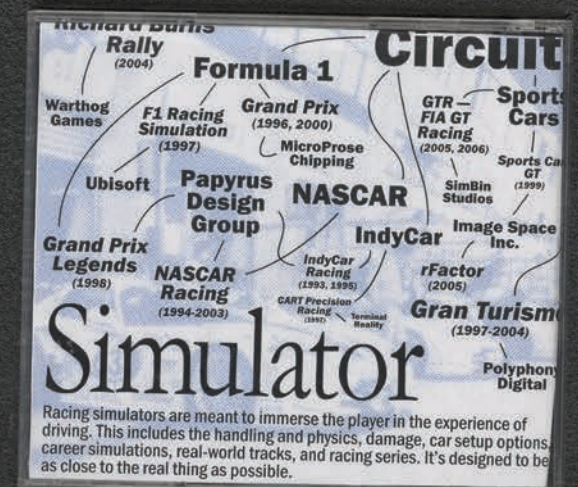
For my mind map, I decided to highlight specific sub-genres within the genre. Each having a unique experience, feel, therefore deserving of its own CD and case design.

Simulator

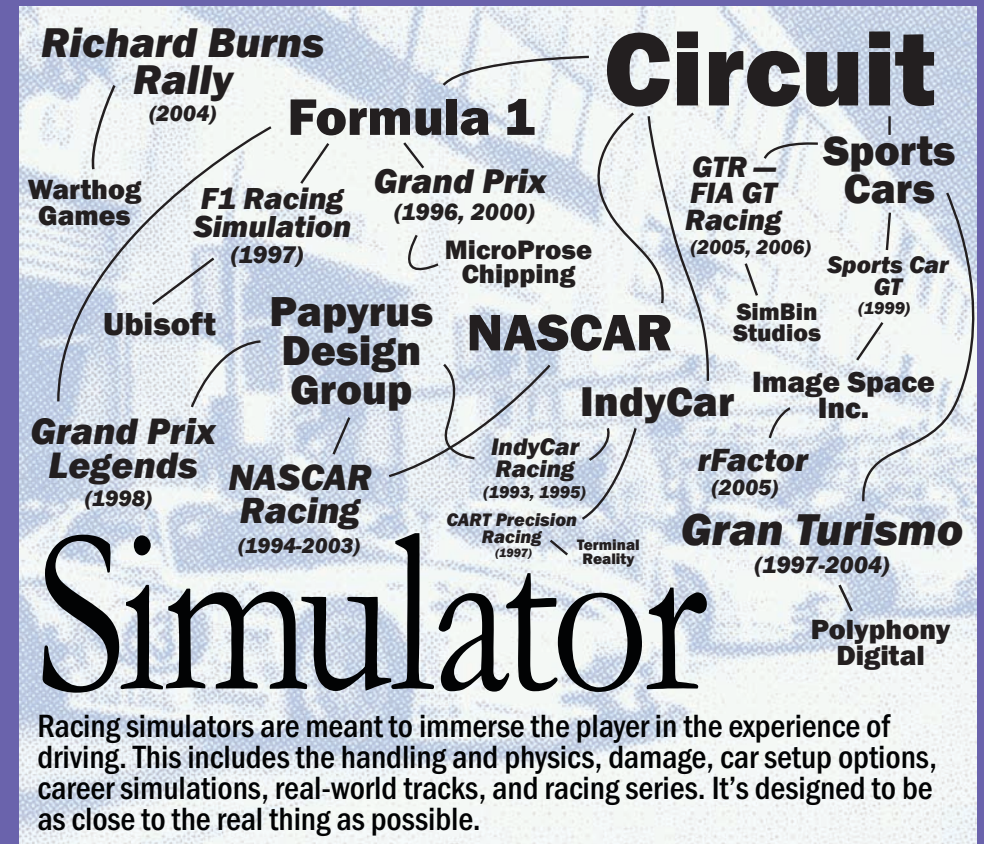
simcade

arcade

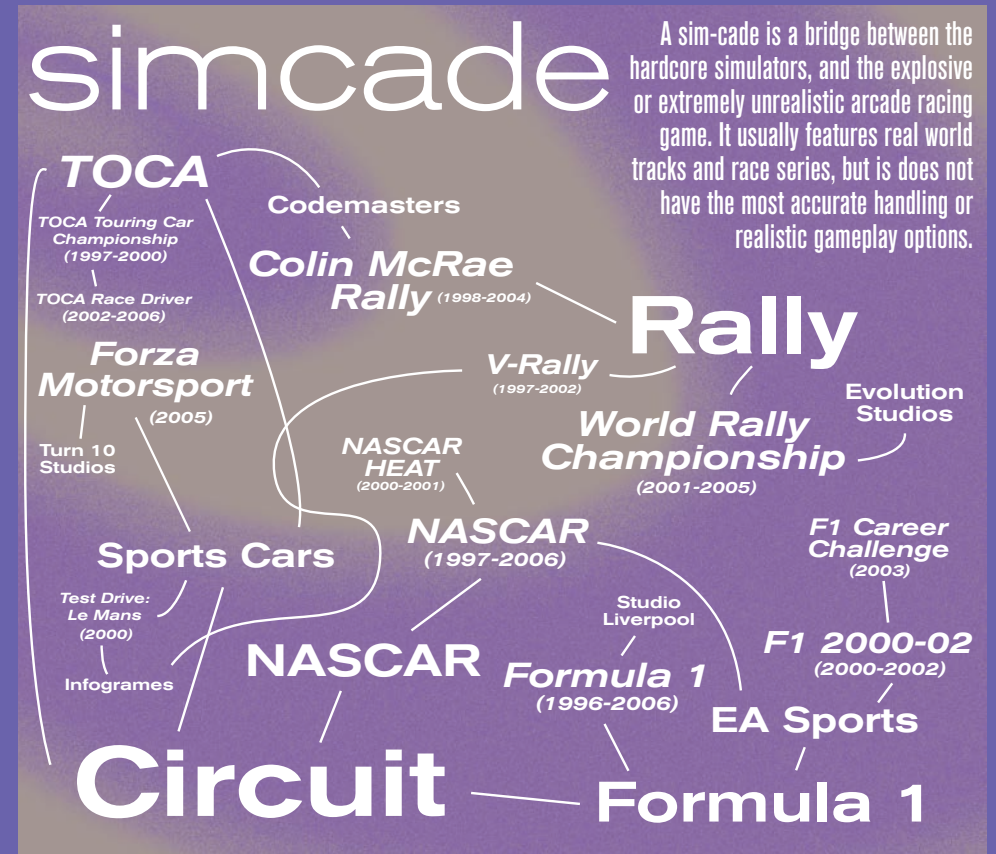
Mindmap



Mindmap



Mindmap



Mindmap

