



Utah Chamber Artists

Date:

Summer 2005

Medium:

Adobe Photoshop, Adobe Illustrator

Type:

Individual Design Project

Project:

Redesign the Utah Chamber Artist public website.

Project Objectives:

Pro Bono is the name of the game. The original website was a mishmash of pages, which I redesign to reflect the concert hall and give the organization a more polished look and feel.

Format:

1. Website

