

# ASA BOOTH DESIGN PROJECTS

2017

## ROOF

Headed by: Rachel Kim, Ida Chow  
Creating roof feature for the booth  
(3D crafting, painting)

## LANTERNS

Headed by: Megan Yu  
Creating and painting lantern patterns  
(Painting)

## BALCONY

Headed by: Izzy Hong  
Creating atmospheric 3D elements for the outside  
(3D crafting, painting)

## TITULAR ELEMENTS

Headed by: Julia Wang  
Creating the banner and other features  
(2d/3d crafting)

## EXTERIOR

Headed by: Vicky Liang  
Designing and painting the exterior look  
(Painting)

## FIGHT WITH AKU

3D Heads: Jeremy Xue, Ida Chow, Rachel Kim  
2D Head: Judy Zhang  
Creating the battle with Aku, complete with tall two-story Aku and fiery backdrop

## FUTURE ROOM

Headed by: Hannah Kim  
Creating the "future" that Jack falls into  
(Painting)

## TIME PORTAL & GAME

Headed by: Brian Tao  
Creating a tech-driven time traveling experience  
(Cool tech stuff, 2d/3d design)

