

# The Inferno

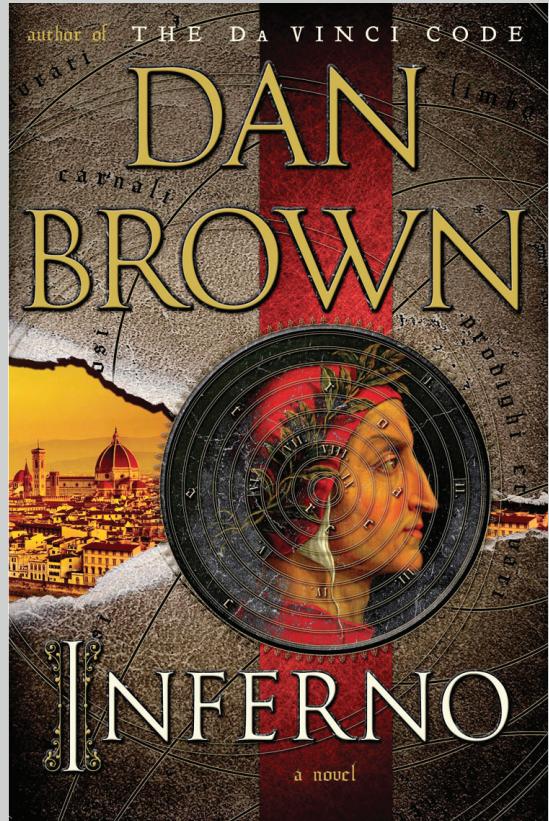
## Concept:

Explore Dante's Inferno through Javascript, Processing, HTML5, CSS3, Flash, After Effects, hand lettering, and typography.

## Deliverables:

Interactive web or mobile experience for users to navigate The Inferno.

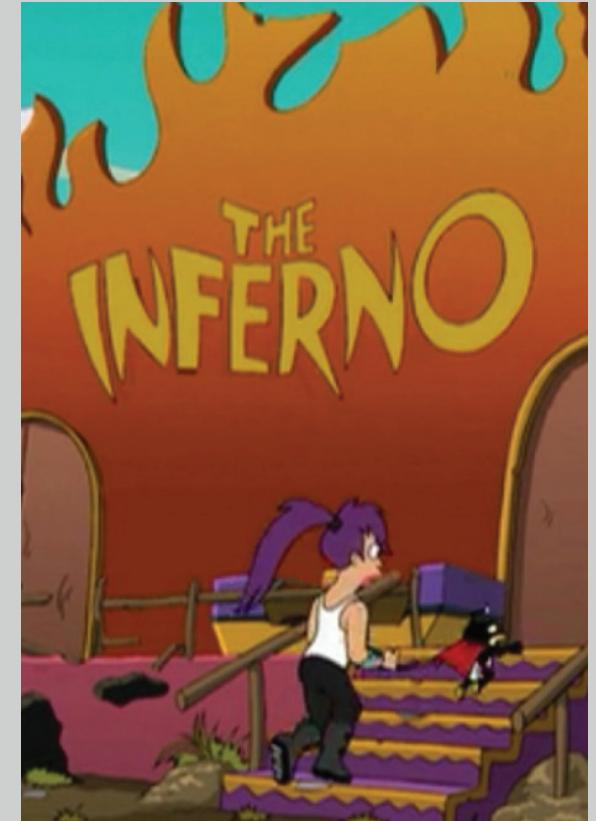
Pop Culture



Dan Brown

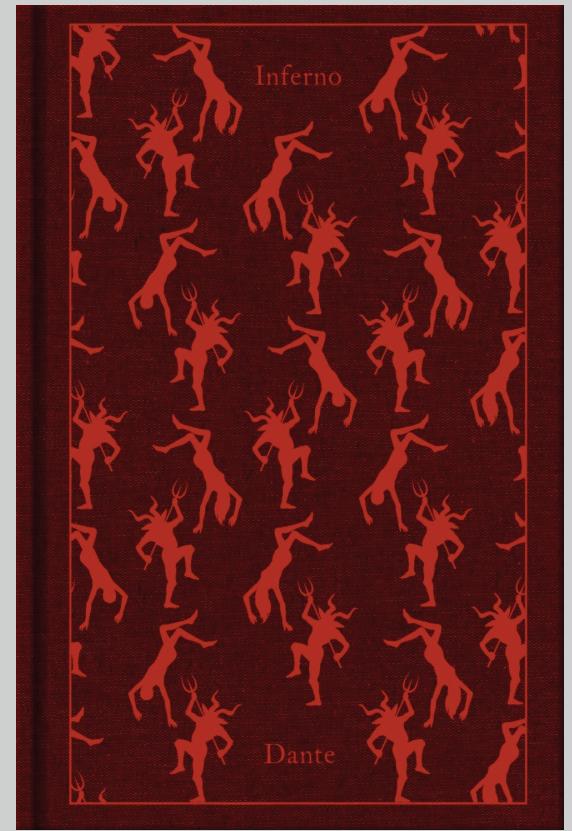
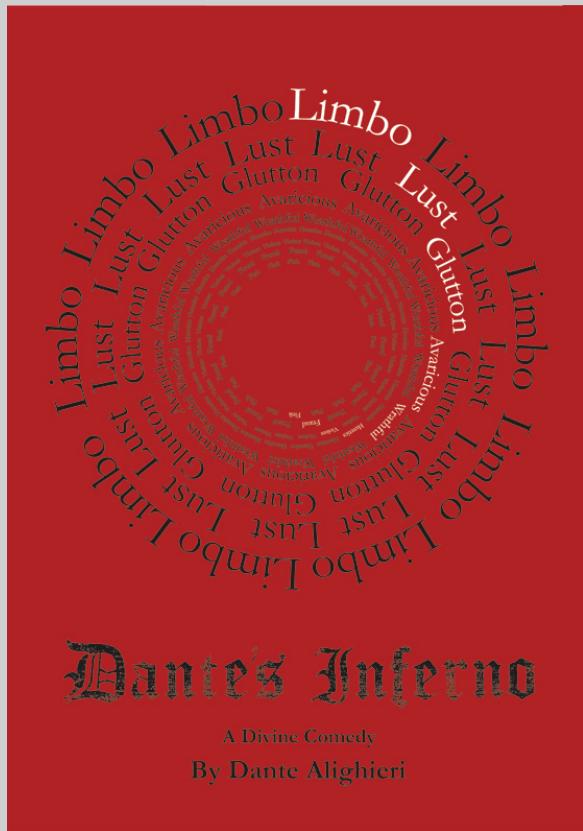
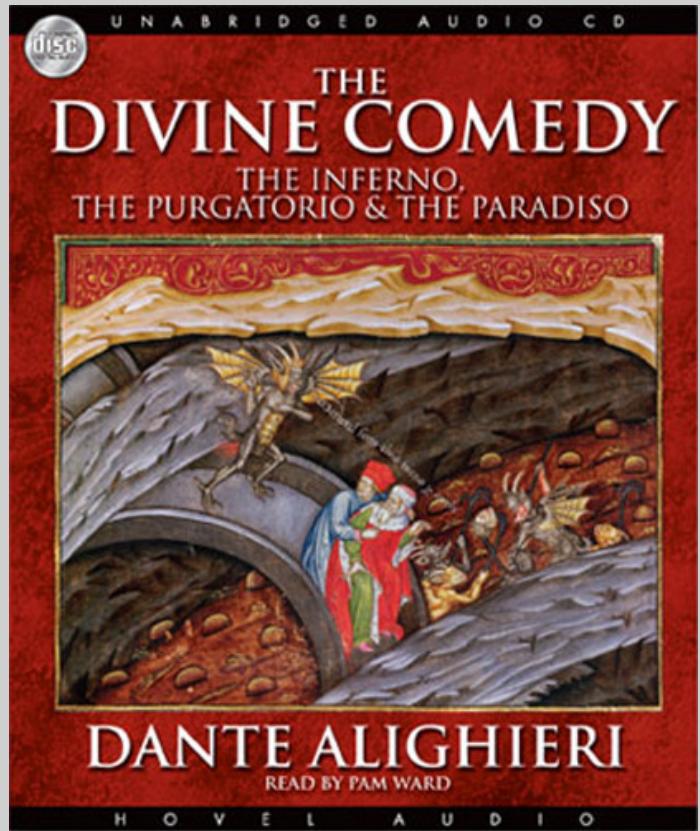


Electronic Arts

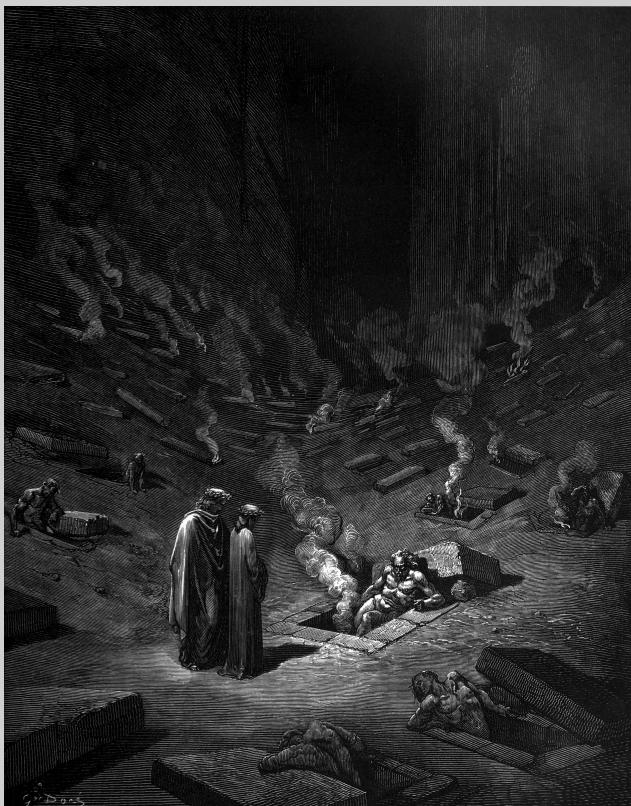


Futurama

Design



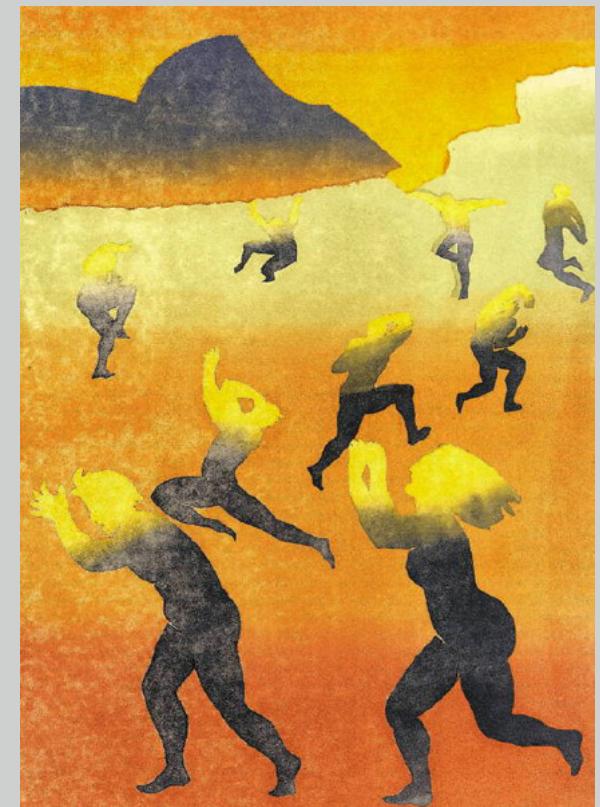
## Illustration and Art



Gustave Doré, 1857



Robert Rauschenberg, 1963



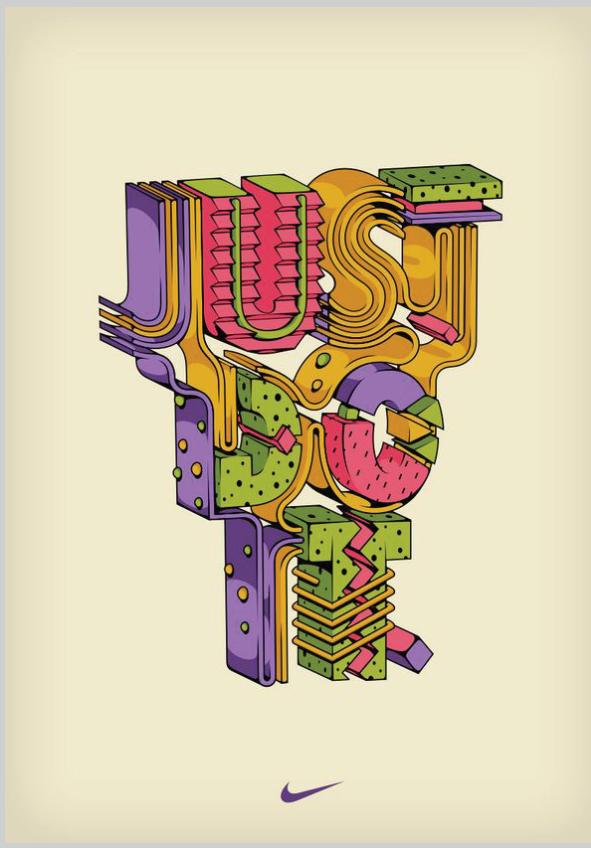
Milton Glaser, 1999 (Purgatory)



Maxim Ivanov



The Guy Talking



Nike

A B C D E F G H I J K L  
M N O P Q R S T U V  
W X Y Z Å Ä É Ó Ø Æ  
b c d e f g h i j k l m n o p q r s t u v w x y z  
å ä é õ ö ü & 1 2 3 4 5 6 7 8 9 0 (\$ £ . , ! ? )

Goudy Text

A B C D E F G H I J K L M N O  
P Q R S T U V W X Y Z Å Ä É Ó  
a b c d e f g h i j k l m n o p q r s t  
u v w x y z å ä & 1 2 3 4 5 6 7 8 9 0 (\$ £ € . , ! ? )  
0 1 2 3 4 5 6 7 8 9 0 ( \$ £ € . , ! ? )

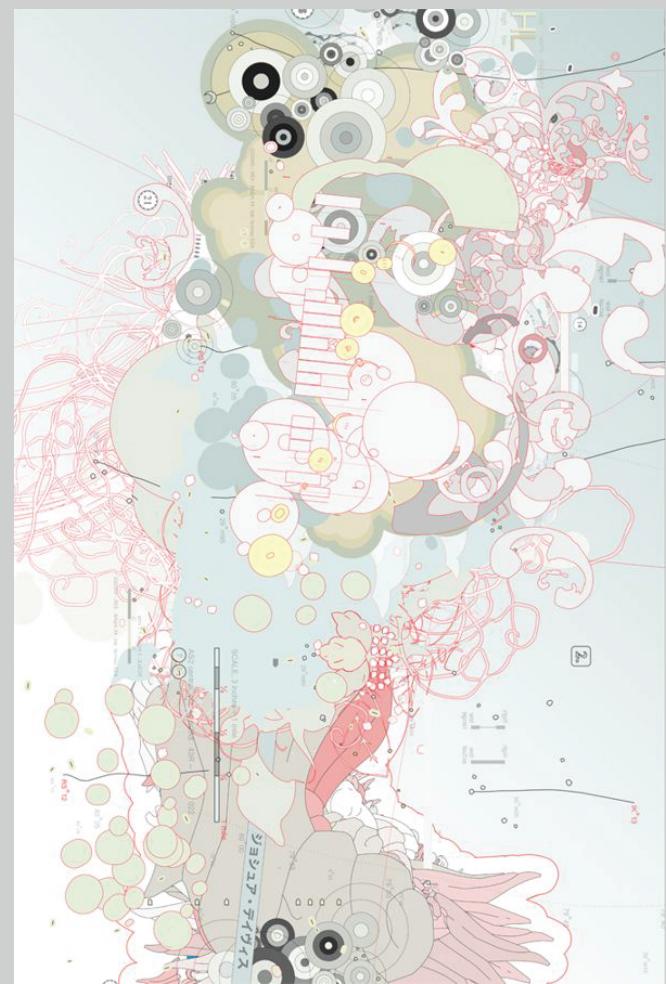
FF Din



Joshua Davis



Joshua Davis



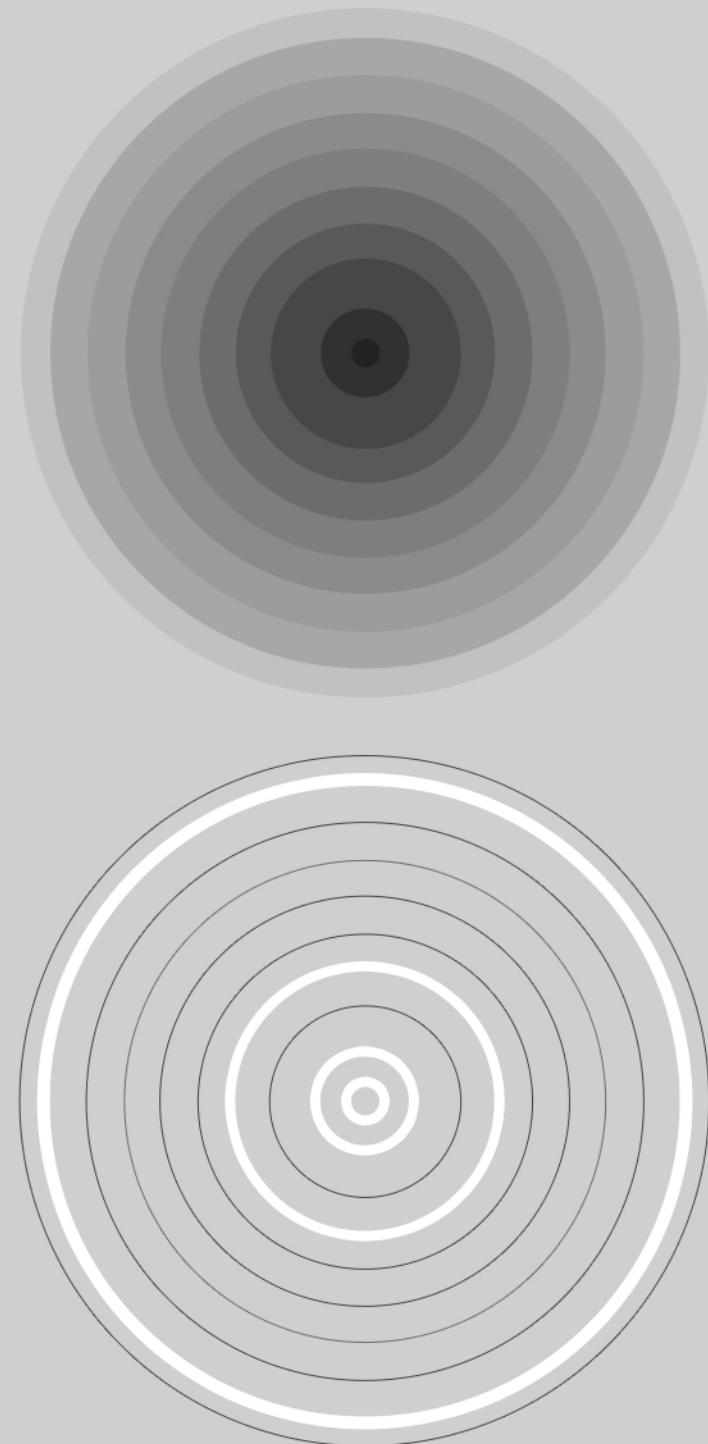
Joshua Davis

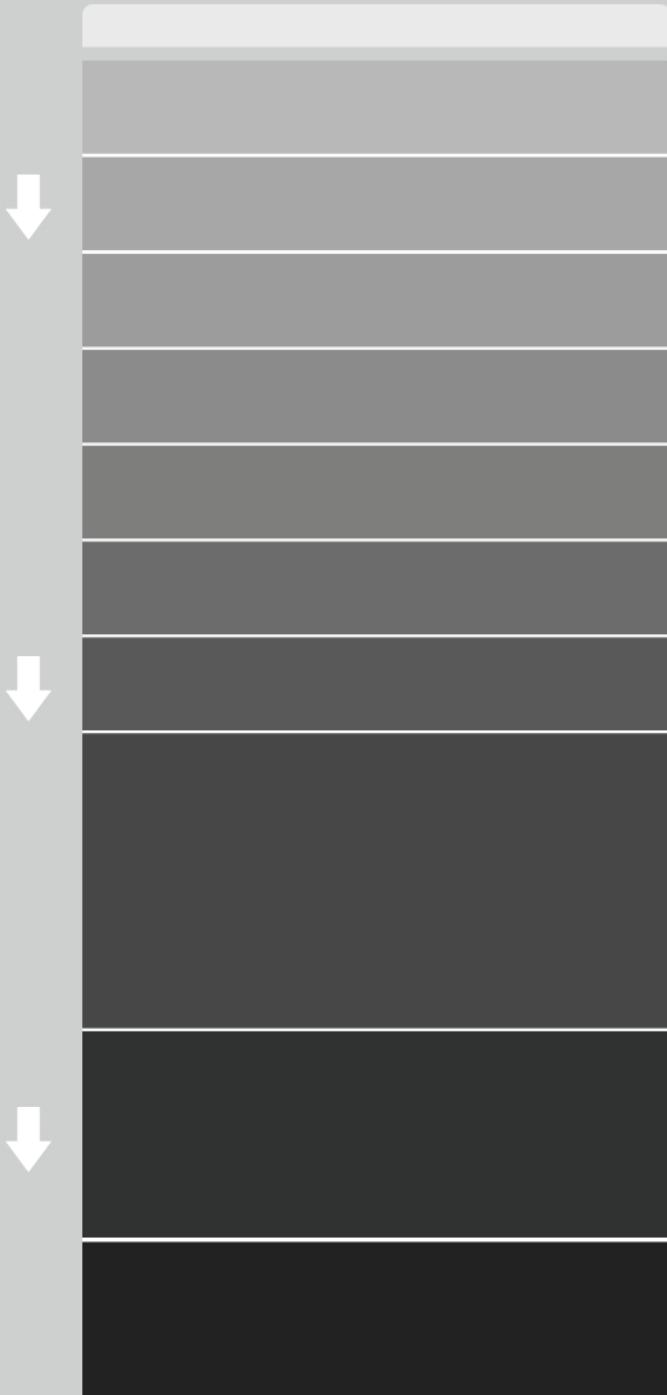


Ben Johnston

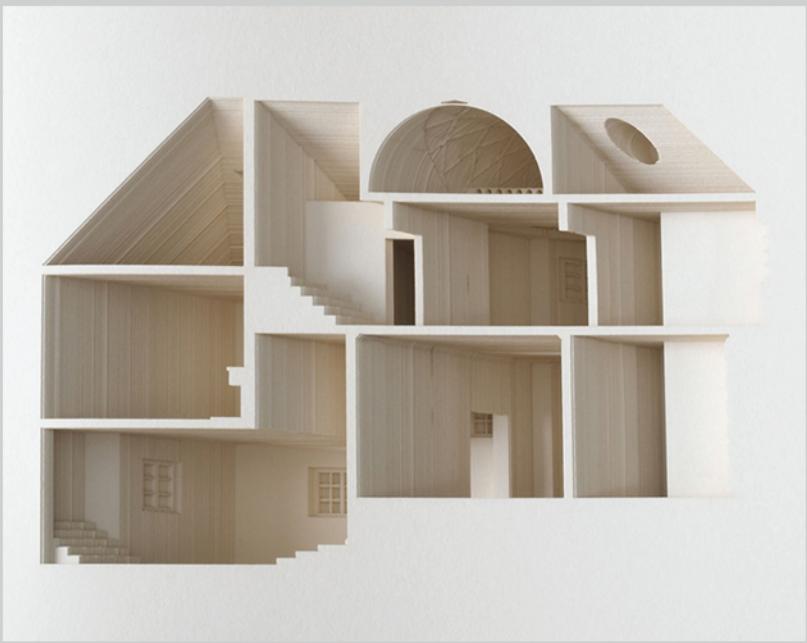


Like Minded Studio





Intacto



Your House, Olafur Eliasson



Bathymetric Book

