

Nicole Lopez

#### PROBLEM STATEMENT

As a new club in the Fall semester of 2017, the RIT Game Symphony Orchestra club (RIT GSO) needed a complete overhaul on its practically non-existent branding. There was a logo of an 8-bit Mario head pasted onto a pixelated cartoon of an orchestra conductor, and that was about it. This club required a serious makeover.

#### **PROJECT GOALS**

Create a branding identity that is simple, modern, and memorable for RIT's Game Symphony Orchestra student-run club. This includes a logo, business cards, and a standard club information poster.

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### **COMPETITIVE RESEARCH**











Washington Metropolitan Gamer Symphony Orchestra



Symphony Orchestra

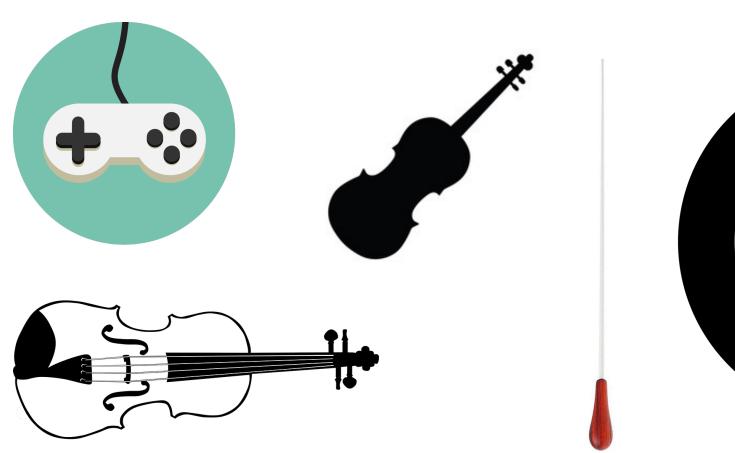


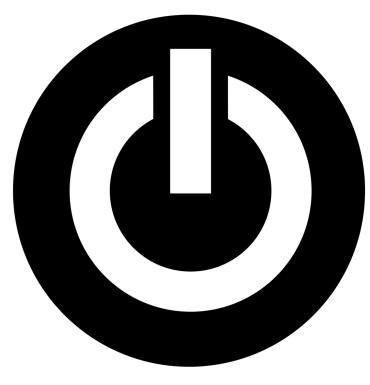


Game Music Ensemble at UCLA

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### **INSPIRATION**





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#### **ITERATIONS**

For the logo, I began playing around with a second logo that had been previously created as well as the idea of a video game violin controller and created a couple of variations. However, all of these ideas were scrapped after receiving a "no" from the founders of the club.





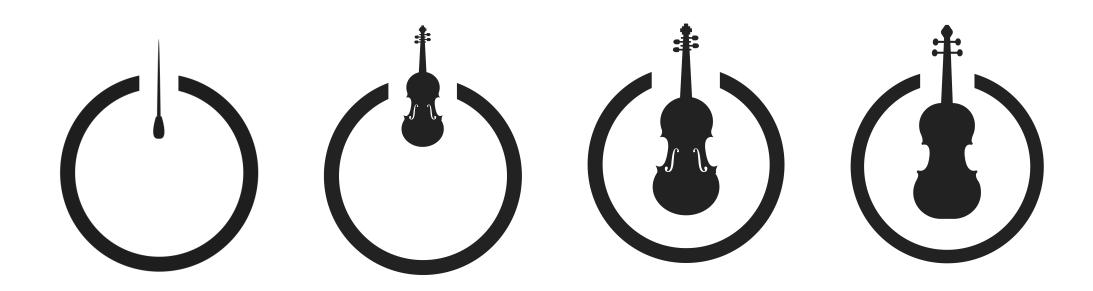






### **ITERATIONS**

After struggling for new ideas, I turned on my TV and noticed the power button symbol. I substituted a conductor's baton for the line in the power circle before replacing it with a more easily recognizable orchestral instrument: the violin. Finally, I made the violin larger and further simplified it.



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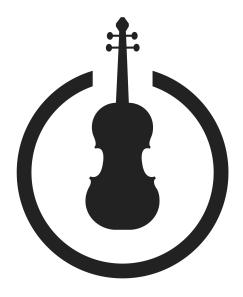
#### **ITERATIONS**

For the typeface, I chose Montserrat because of its full, clean design. As for the the color palette, I chose white, off-black, and also an almost electric purple as the accent color to give the club a fresh new look.



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### **FINAL PRODUCT**



RIT GAME SYMPHONY ORCHESTRA



