

Portfolio



My name is Rui Brandão and I am a multidisciplinary designer. This portfolio serves to demonstrate my work, as well as skills and abilities. The projects were developed at the University of Coimbra and at the packaging company Embalpaços II - Cartonagem LDA.

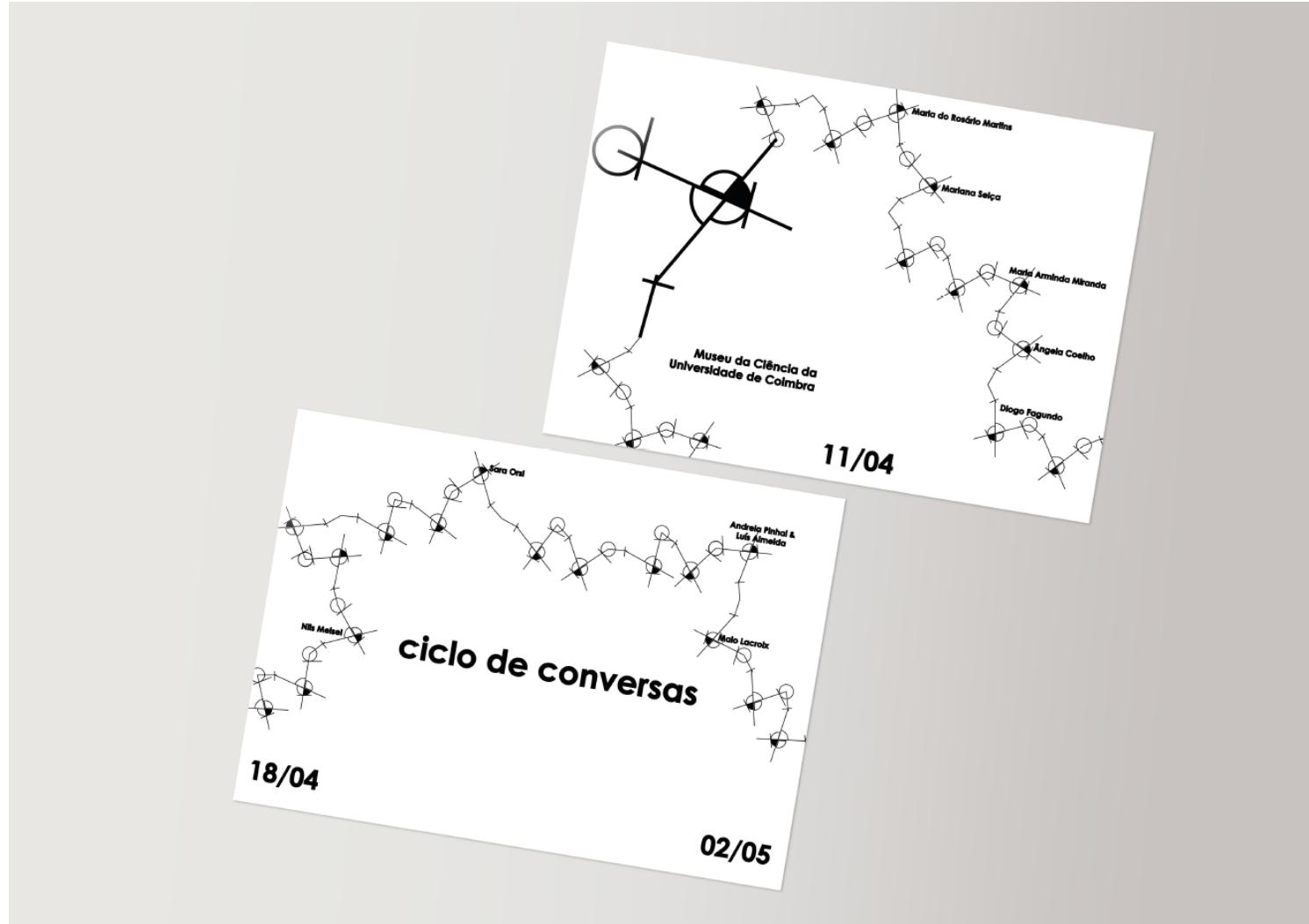
Graphic Identity/ Editorial Design

Next we have several subjects involving graphic design, such as the composition and hierarchy of a page, the construction of typography from modules, the development of graphic identity, among other things.

Ciclo de conversas Design e Multimédia 2019



Ciclo de conversas Design e Multimédia 2019



Ciclo de conversas Design e Multimédia 2019



Ciclo de conversas Design e Multimédia 2019

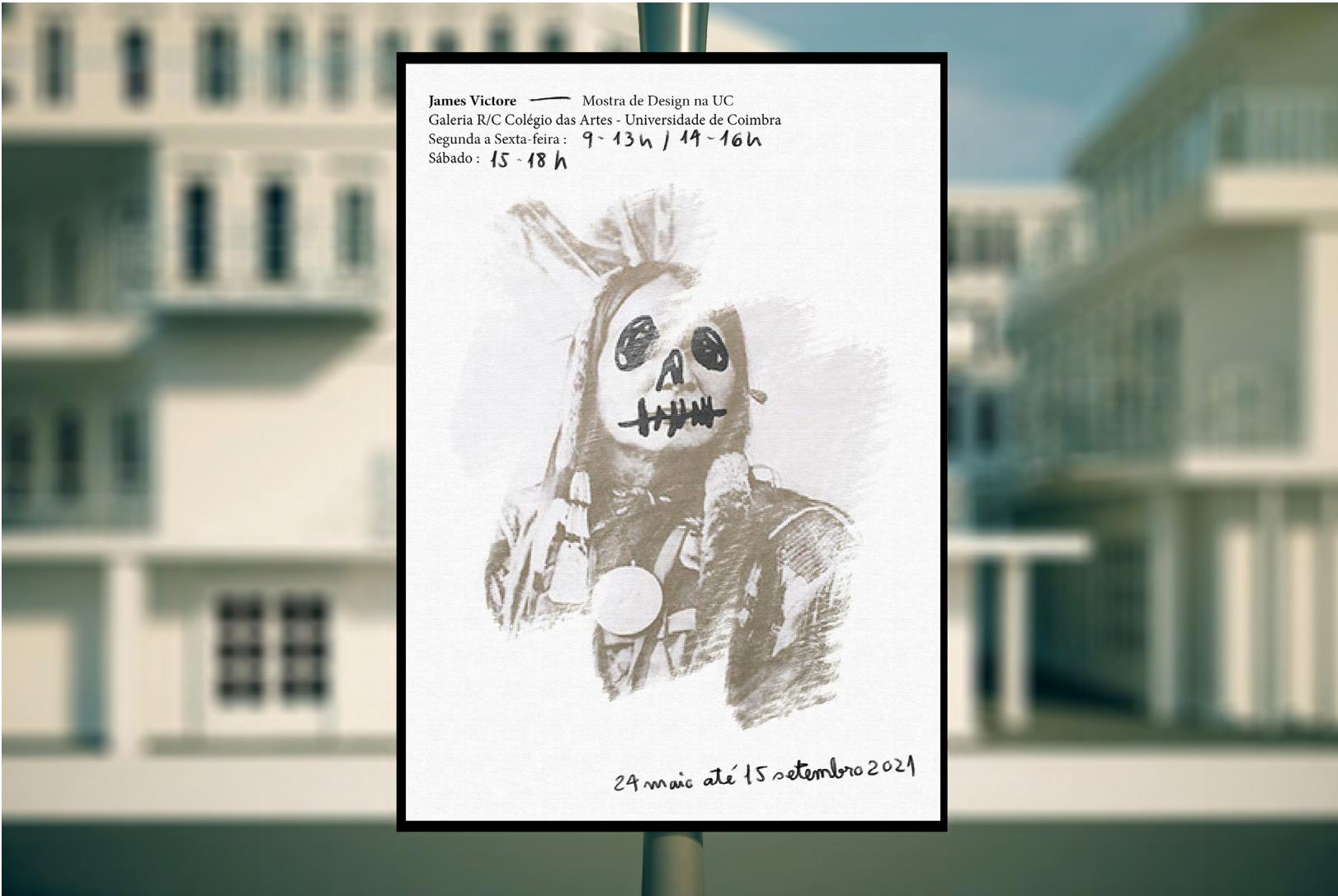
Objectives:

- Create a graphic identity for a design event
- Combine design with art and technology

Software:

- Adobe Illustrator (graphic identity creation)
- Adobe Photoshop (mockups)

Mostra de Design na UC 2021



Mostra de Design na UC 2021



Mostra de Design na UC 2021



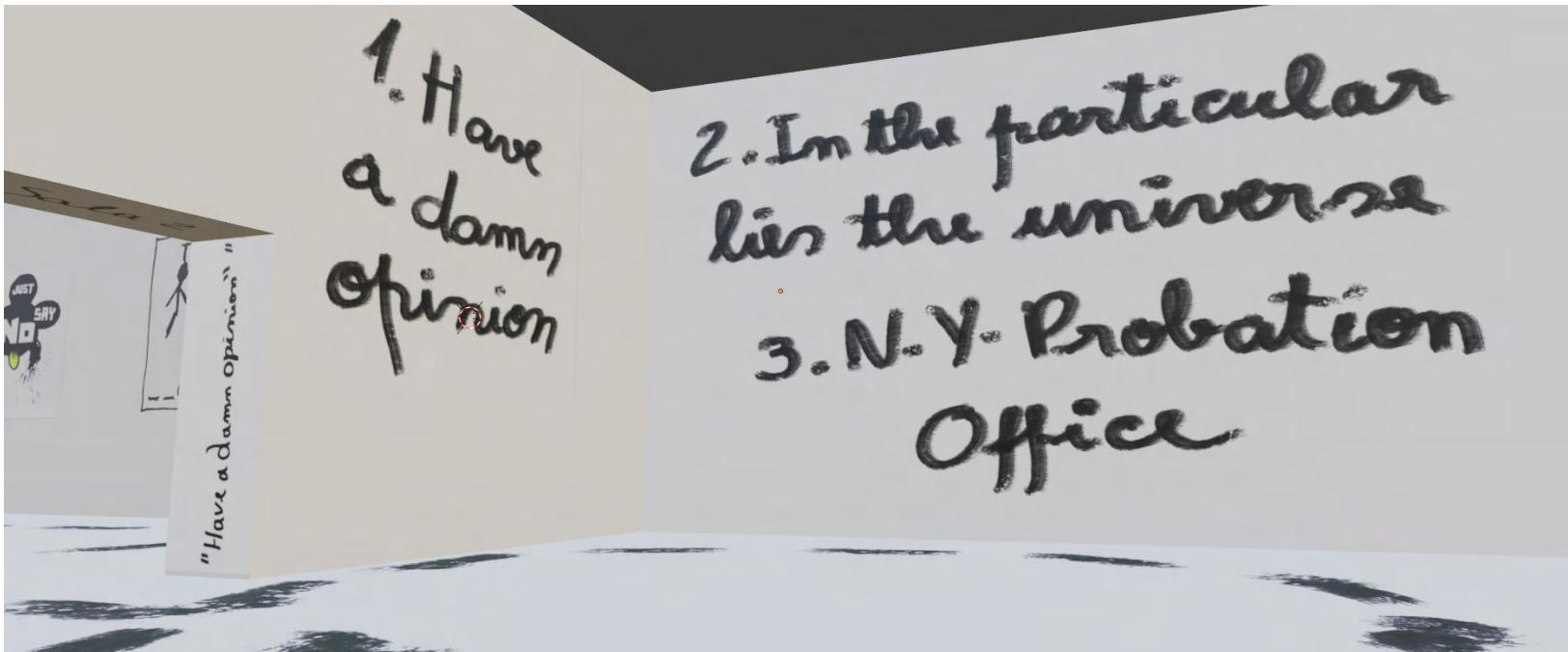
Mostra de Design na UC 2021



Mostra de Design na UC 2021



Mostra de Design na UC 2021



Mostra de Design na UC 2021

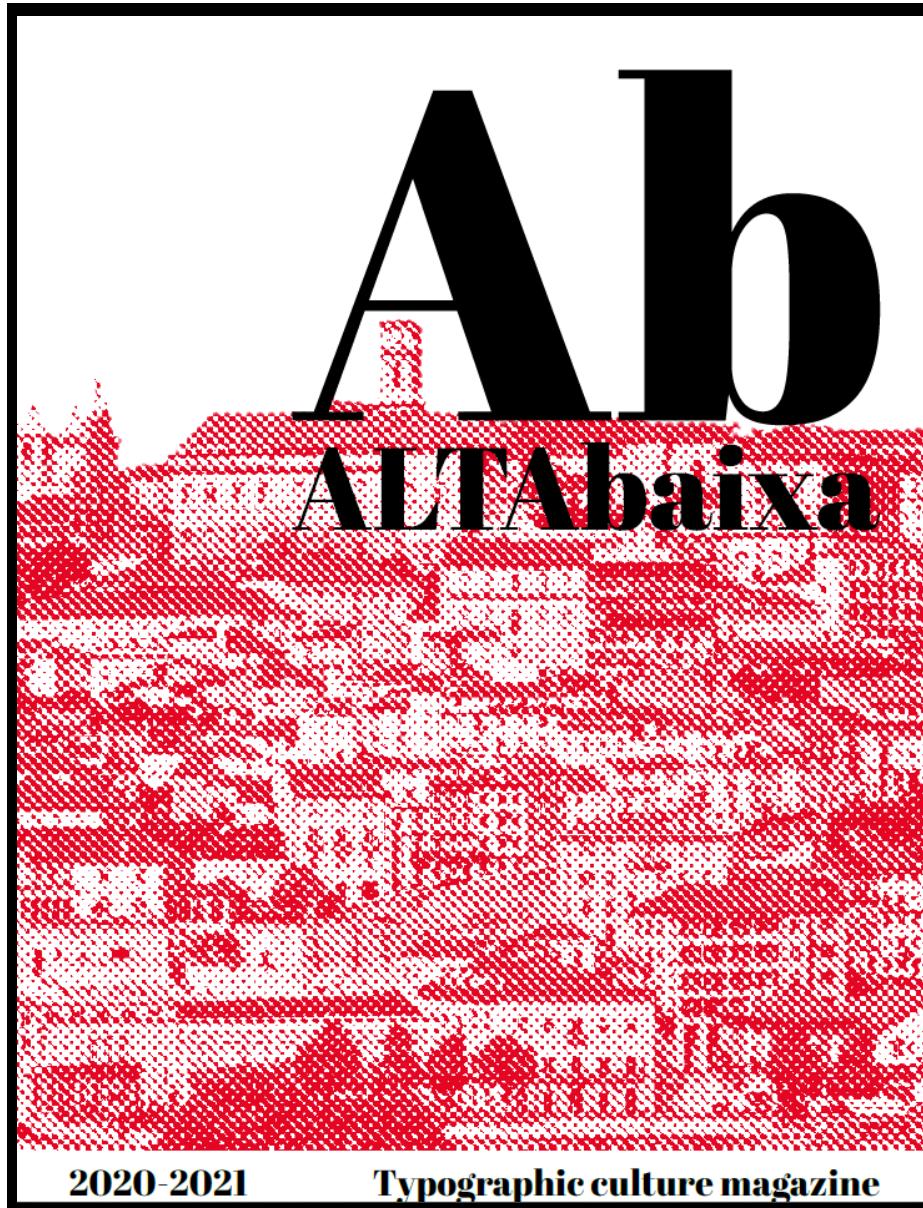
Objectives:

- Create a graphic identity for an exhibition
- Create identity based on the art of designer James Victore
- Integrate multiple mediums
- Create the 3D model of the exhibition

Software:

- Adobe Illustrator (graphic identity creation)
- Adobe Photoshop (brush creation and mockups)
- Blender (object modeling and texturing)

Revista AB



Alb

Alta Baixa é uma revista de cultura tipográfica desenvolvida no âmbito académico e que se propõe a refletir sobre todos os aspectos da tipografia, incluindo a sua história, e cujos conteúdos são deliberadamente ecléticos. Trata-se de uma revista que pretendo publicar material histórico e contemporâneo, a partir de fontes académicas e jornalísticas. Isto significa que a revista deve oferecer uma mistura de artigos e materiais de referência e transmitir a convicção de que as opções de design devem estar em consonância com o conteúdo.

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Sobre a revista

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"Thirteen Ways of
Looking at a Typeface"
por Michael Beirut

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1.
Because it works

8

2.
Because you like its
history

9

3.
Because you like its
name

10

4.
Because of who
designed it

11

5.
Because it was there

12

6.
Because they made
you

13

7.
Because it reminds
you of something

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Because it's beautiful

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9.
Because it's ugly

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10.
Because it's boring

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11.
Because it's special

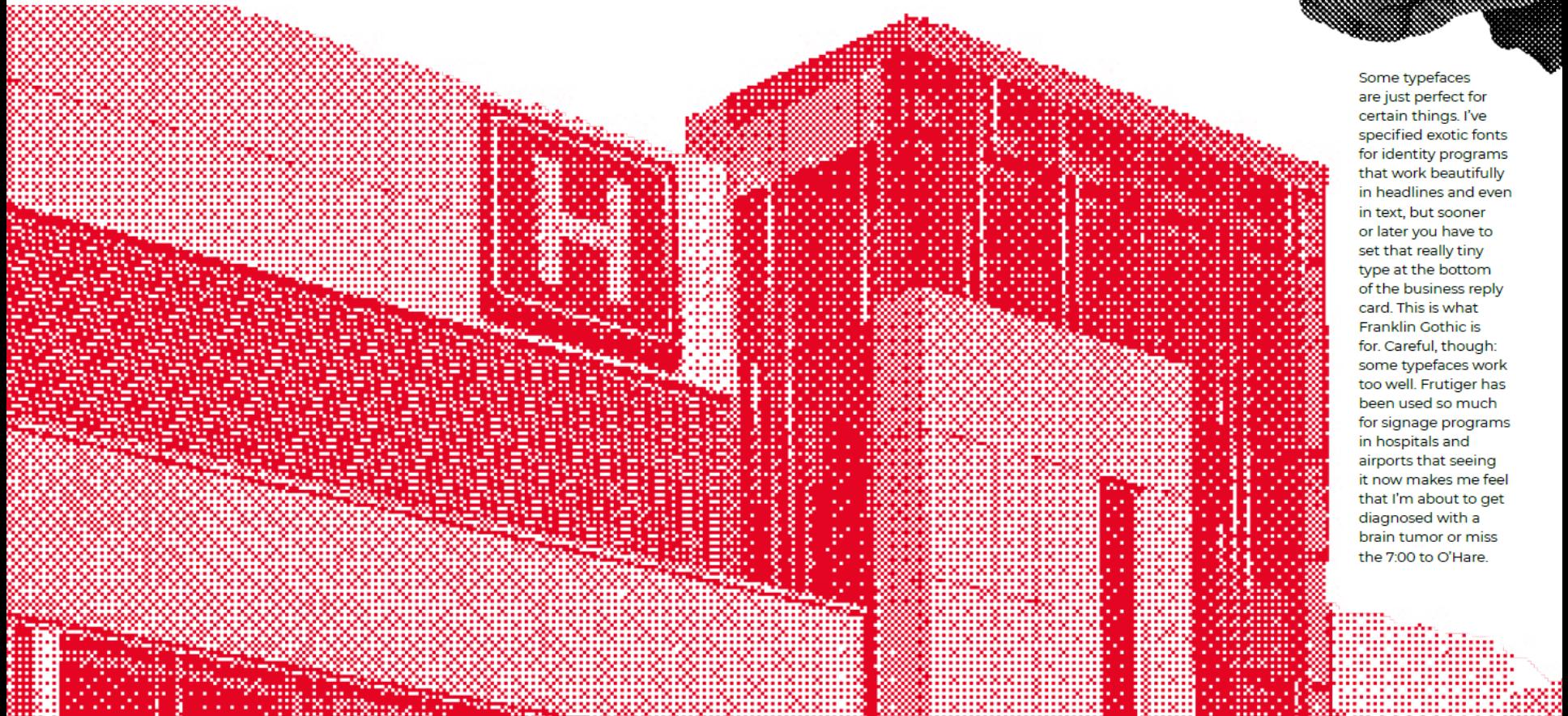
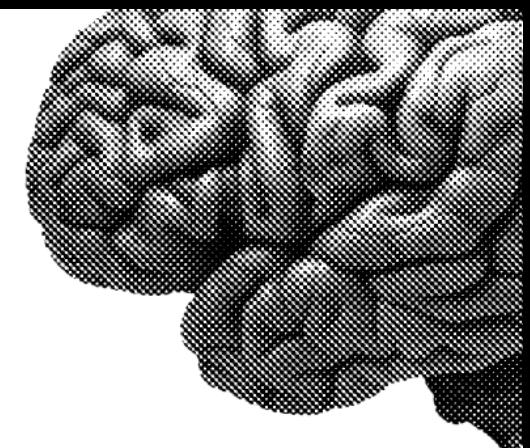
18

12.
Because you believe
in it

19

13.
Because you can't not

1. Because it works



Some typefaces are just perfect for certain things. I've specified exotic fonts for identity programs that work beautifully in headlines and even in text, but sooner or later you have to set that really tiny type at the bottom of the business reply card. This is what Franklin Gothic is for. Careful, though: some typefaces work too well. Frutiger has been used so much for signage programs in hospitals and airports that seeing it now makes me feel that I'm about to get diagnosed with a brain tumor or miss the 7:00 to O'Hare.

Revista AB

Objectives:

- Create a magazine
- Copywrite a text
- Explore different pagination techniques

Software:

- Adobe Photoshop (image processing)
- Adobe Indesign (pagination)
- HTML, CSS and JavaScript languages (website)

Website:

- <http://rodrigo-neves.com/altabaixa/>

Arquivo - Typographic Font

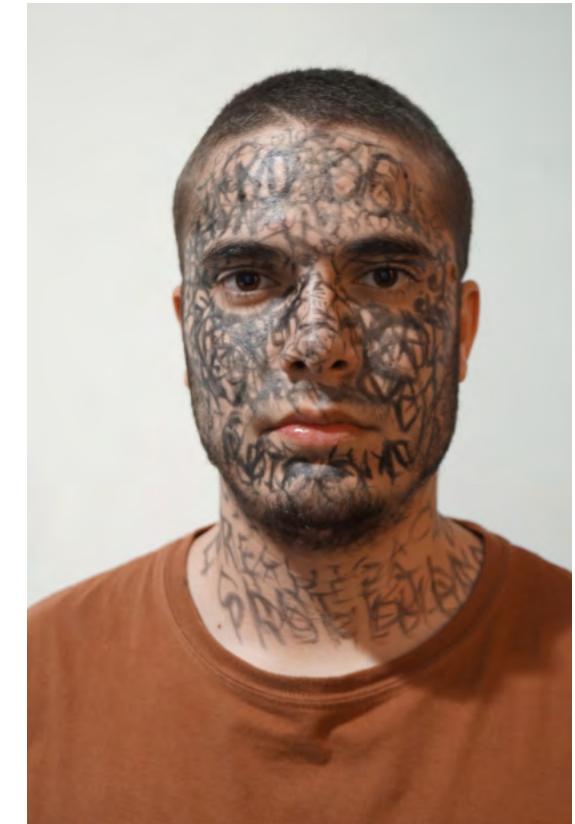


<https://www.behance.net/gallery/165671589/arquivo>

Video/ Photography

In these projects I learned how to plan and manage video work, communicate in the digital age, define a target audience, capture plans, image composition, animation, etc.

Self Portrait



Self Portrait



Self Portrait



Resolutions



<https://youtu.be/CFh0xjr-FNY>

Resolutions

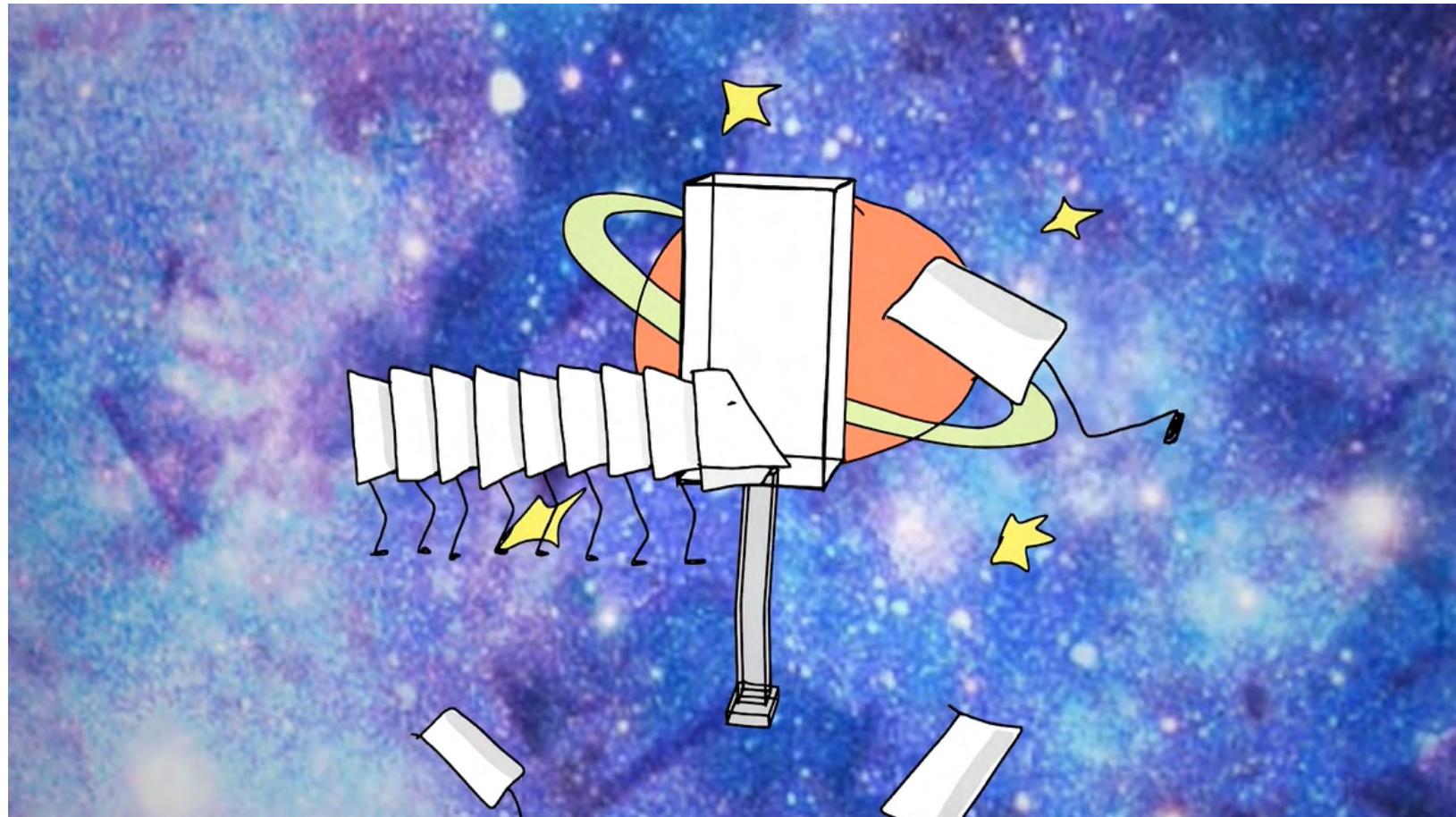
Objectives:

- Create a video inspired by Franz Kafka's texts
- Try different plans and framing

Software:

- Adobe Photoshop (image processing)
- Adobe After Effects (effects)
- Adobe Premiere Pro (video montage)

Pede's Dream



<https://youtu.be/BBzFWQ2vOPU>

Pede's Dream

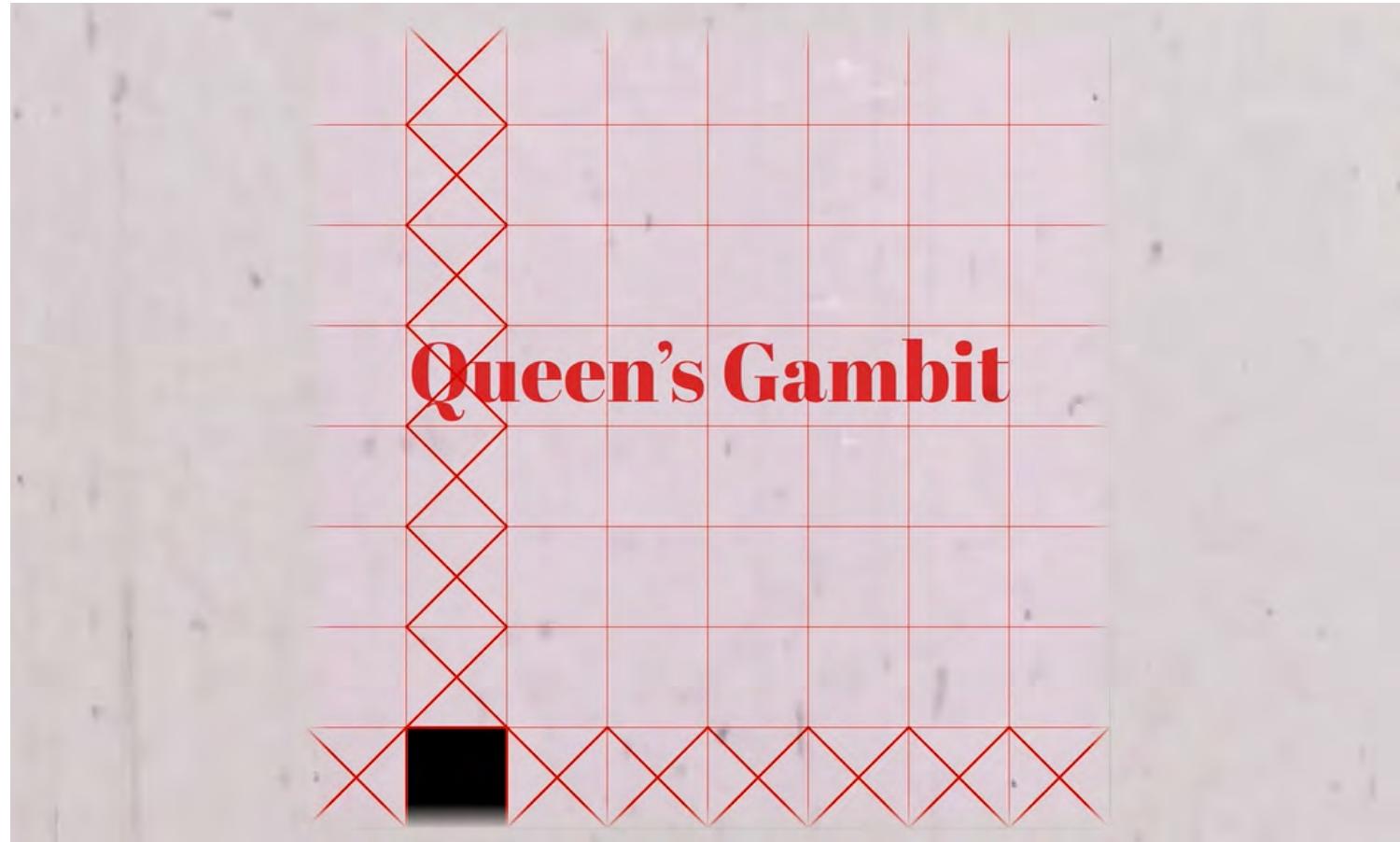
Objectives:

- Create a non-photorealistic animation
- Inspiration from Flexipede (1968)

Software:

- Blender (animation and rendering)
- Adobe Premiere Pro (video montage)

Queen's Gambit



<https://youtu.be/uyXRrskMX80>

Queen's Gambit

Objectives:

- Create a visual identity from generative code
- Inspiration from the series “Queen’s Gambit”
- Produce a generic

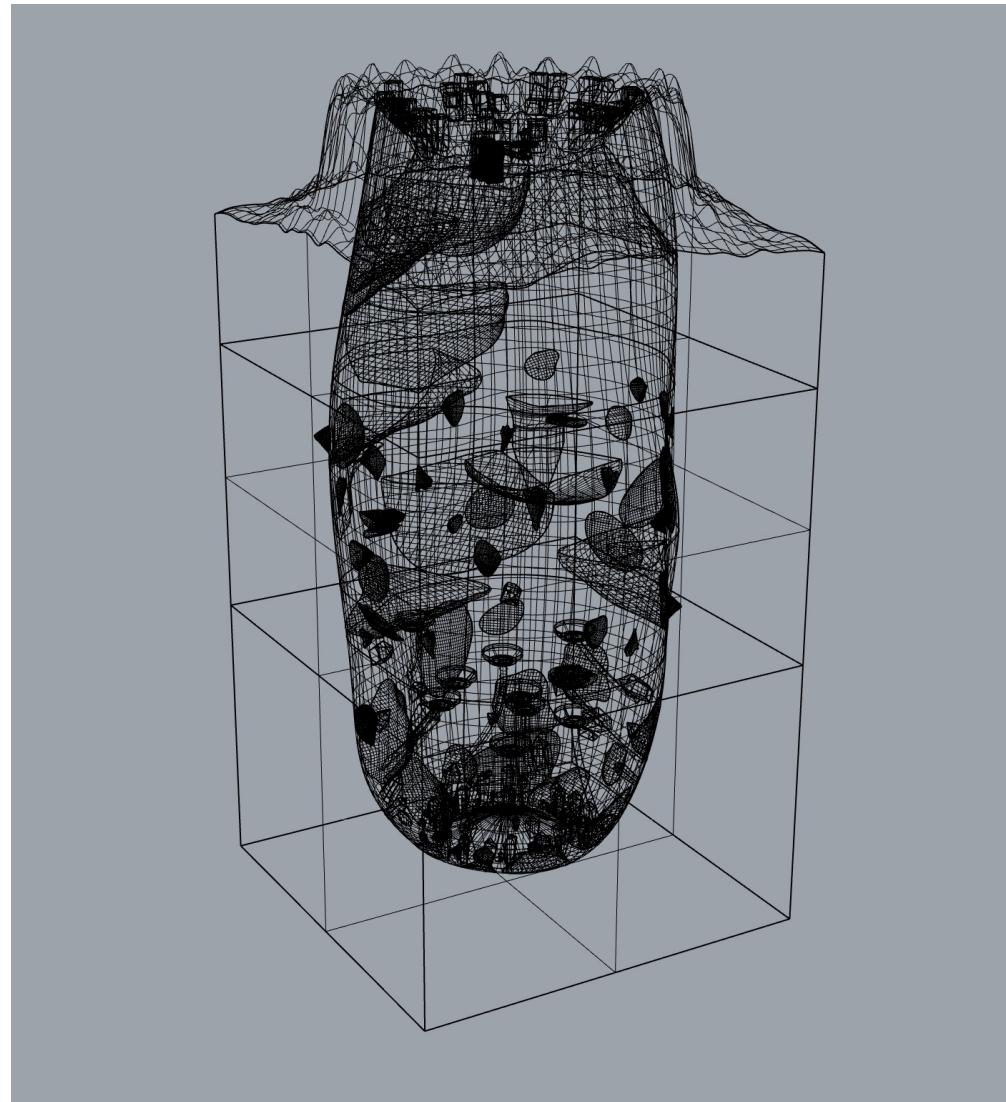
Software:

- Processing.org (chess-inspired generative system)
- Adobe Photoshop (image processing)
- Adobe Premiere Pro (video montage)

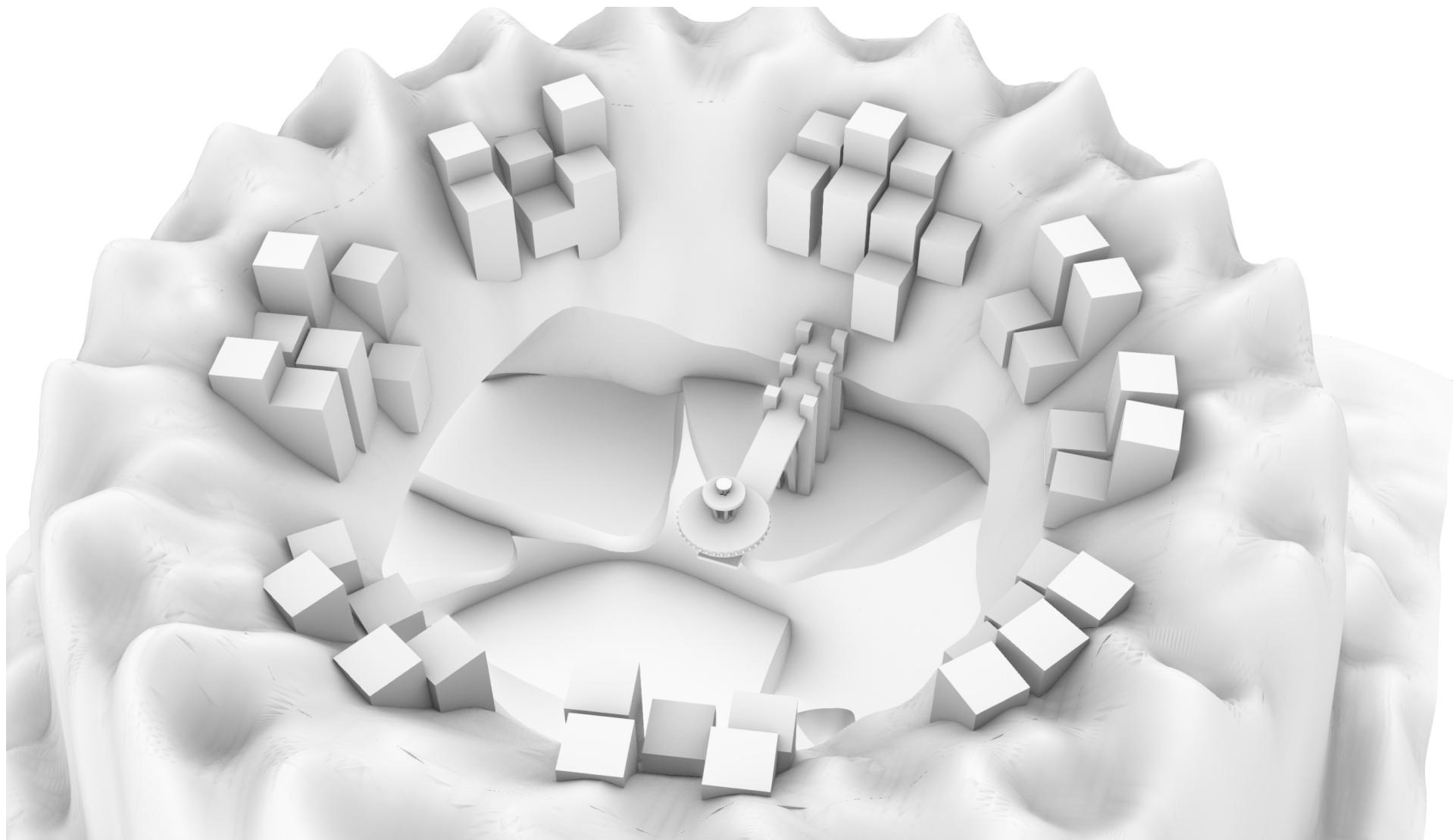
3D Modelling / Product Design

Next comes 3D modeling work and industrial product design.

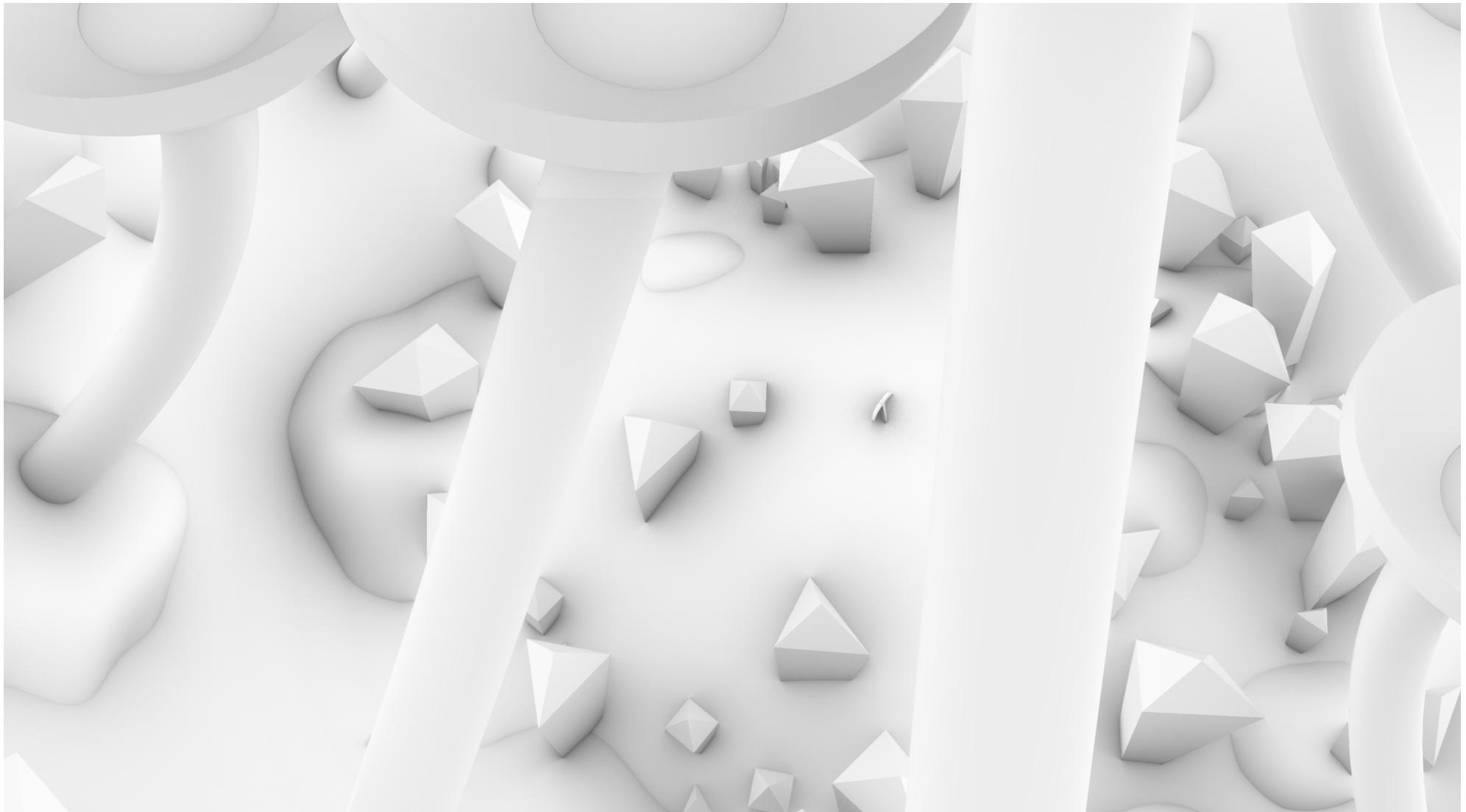
O Abismo



O Abismo



O Abismo



O Abismo



O Abismo



O Abismo

Objectives:

- Model an imaginary world
- Inspiration from the anime “Made in Abyss”
- Produce the imaginary world into a real object

Software:

- Rhynoceros 3D (modeling)
- Adobe Illustrator (production of cutting lines)

Scenery for show



Scenery for show



Scenery for show



Scenery for show

Objectives:

- Produce a scenario for a figure skating show
- Inspiration from the “Madagascar” films
- Achieve good image resolution
- Scenery with 10mx7m

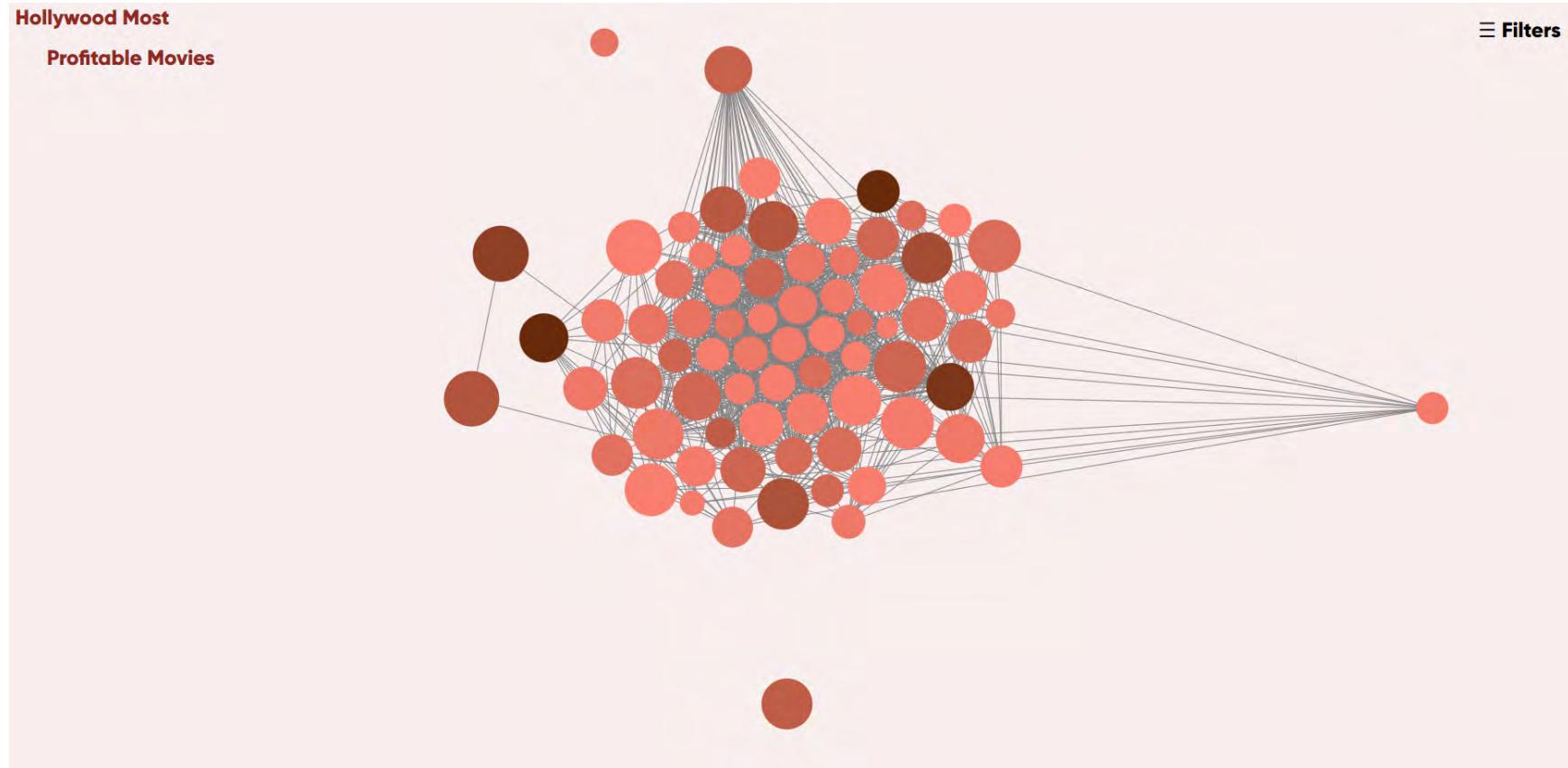
Software:

- Adobe Illustrator (image montage and cutting lines)
- Adobe Photoshop (image processing)
- AI tools to increase image resolution
- ArtiosCad (creation of sketches for production)

Web Design

In this last segment I present some of the websites I developed.

Hollywood Most Profitable Movies



<https://ruibrandao.github.io/hollywoodmostprofitablemovies/>

Hollywood Most Profitable Movies

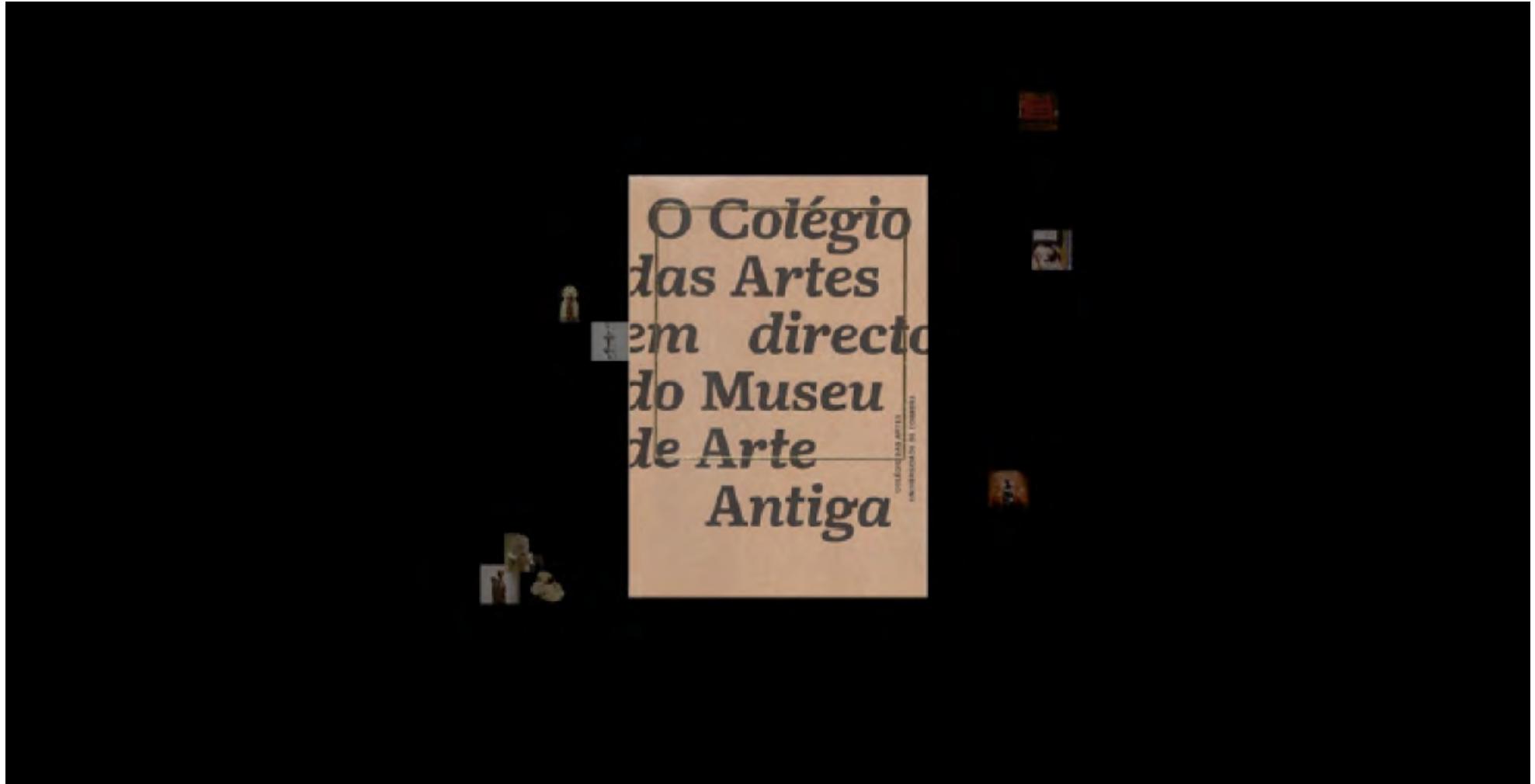
Objectives:

- Data visualization
- Develop a readable and dynamic website
- User interaction

Software:

- HTML, CSS, JavaScript (D3.js) languages
- Visual Studio Code (programming)
- Adobe Illustrator (creation of illustrative figures)
- GitHub (website publication)

Colégio das Artes



<https://www.behance.net/gallery/130146837/CADMA>

Objectives:

- Create a website inspired by the book “Colégio das Artes em directo do Museu de Arte Antiga”
- Explore out of the box ideas
- User interaction

Software:

- Processing.org (tests)
- HTML, CSS, JavaScript (P5.js) languages
- Visual Studio Code (programming)
- Adobe Illustrator (creation of illustrative figures)
- Adobe Photoshop (image processing)

Thank you :)