



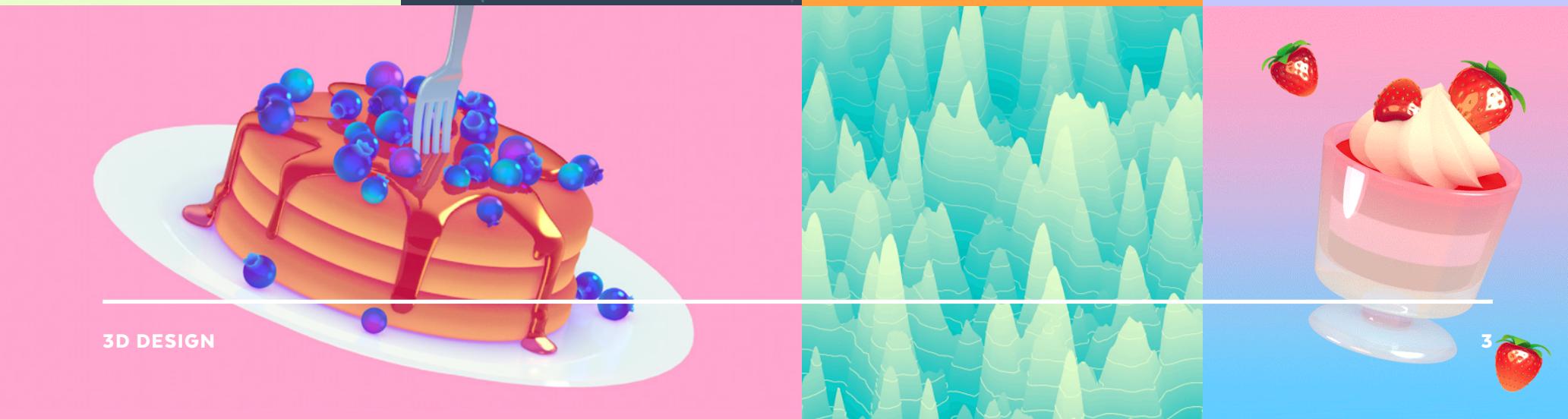
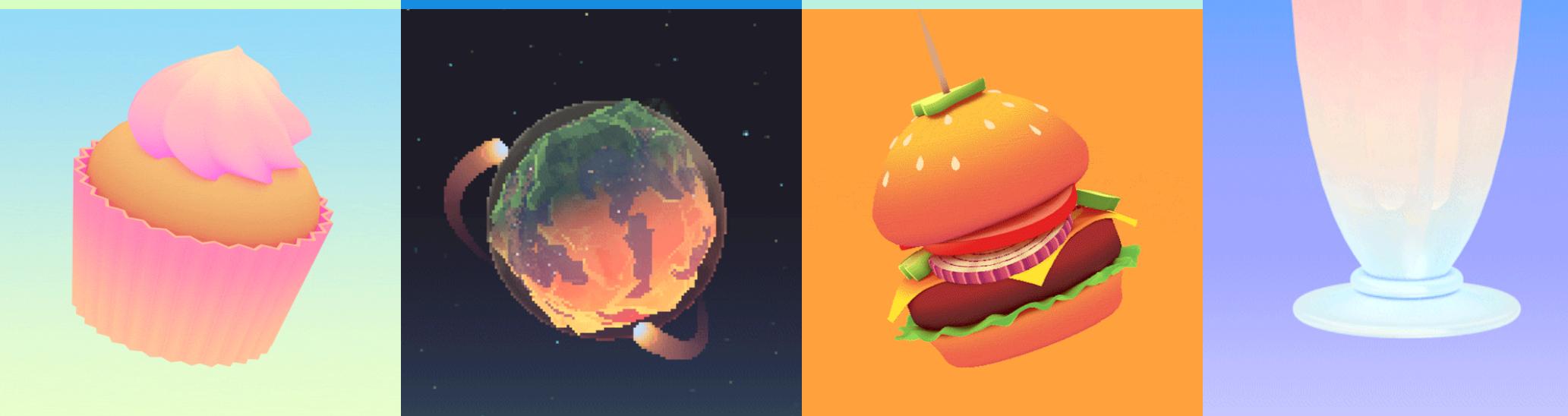
Michael Shillingburg

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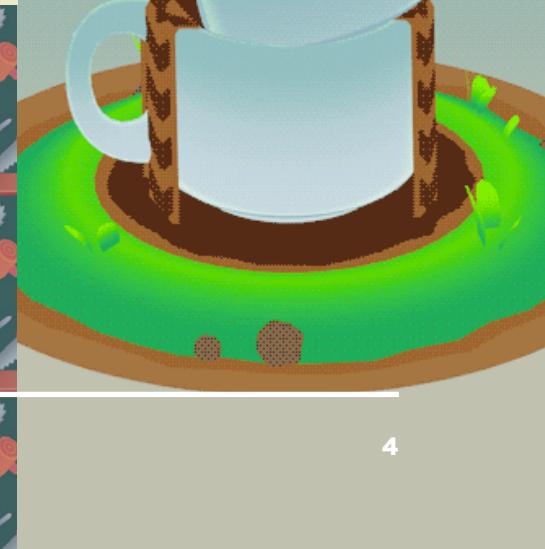
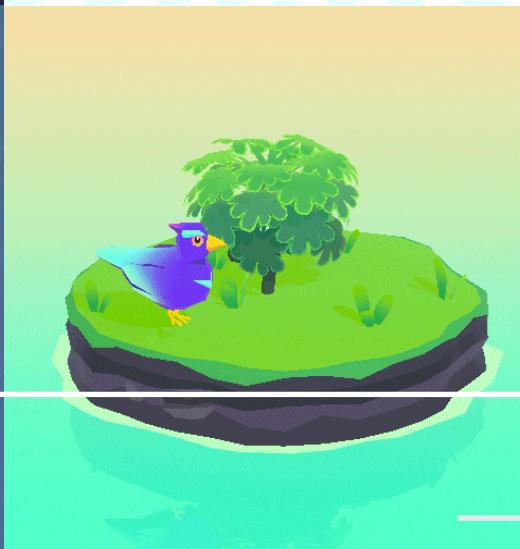
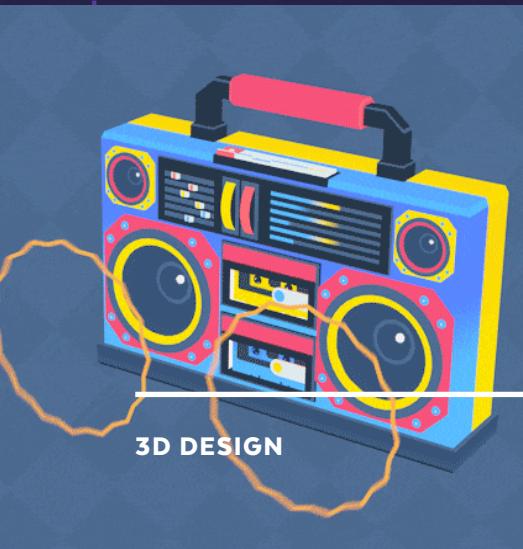
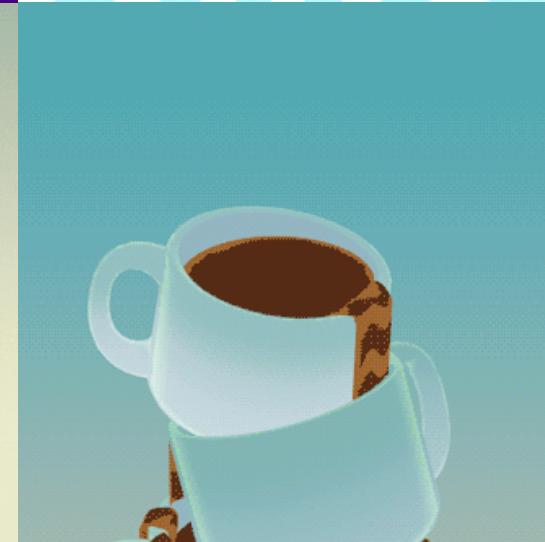
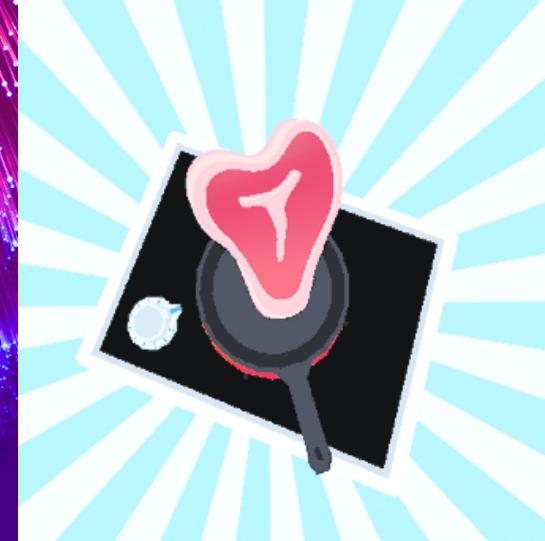
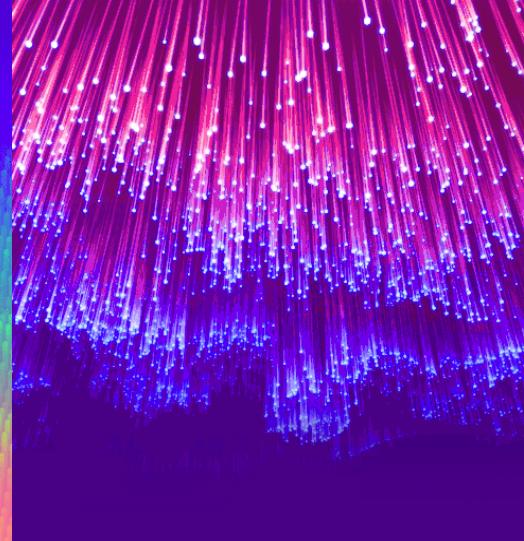
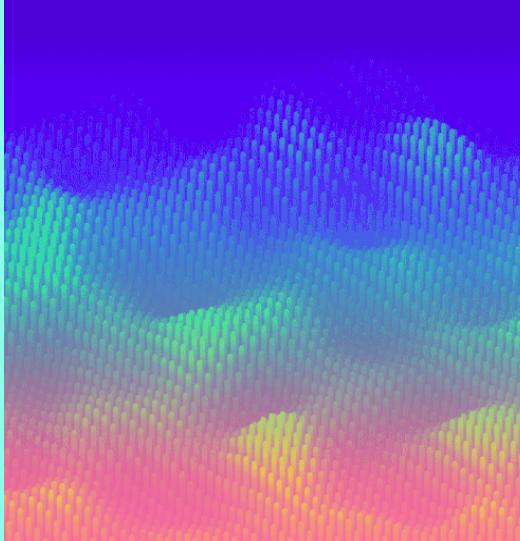


Hi! I'm Michael. I'm a graphic designer who specializes in motion graphics, interaction design, and 3D illustration. I also make small video games.

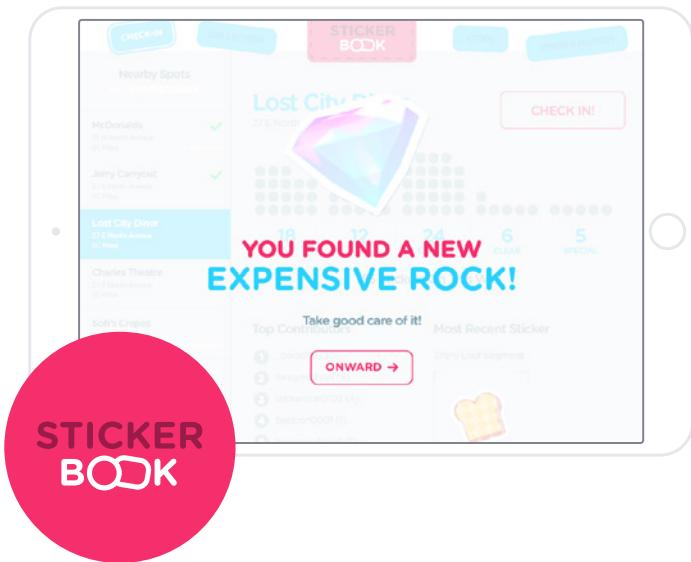
I try to incorporate a vast array of technical skills into my work, using 3D illustration, motion, vector graphics, programming and raster imagery interchangeably. My personal work largely consists of small games and [looping GIFs](#) about [coffee](#), [fine art](#), and [consumption](#). I think design should be fun to make and fun to interact with!



3D DESIGN



3D DESIGN



**STICKER
BOOK**

iPAD APPLICATION CONCEPT

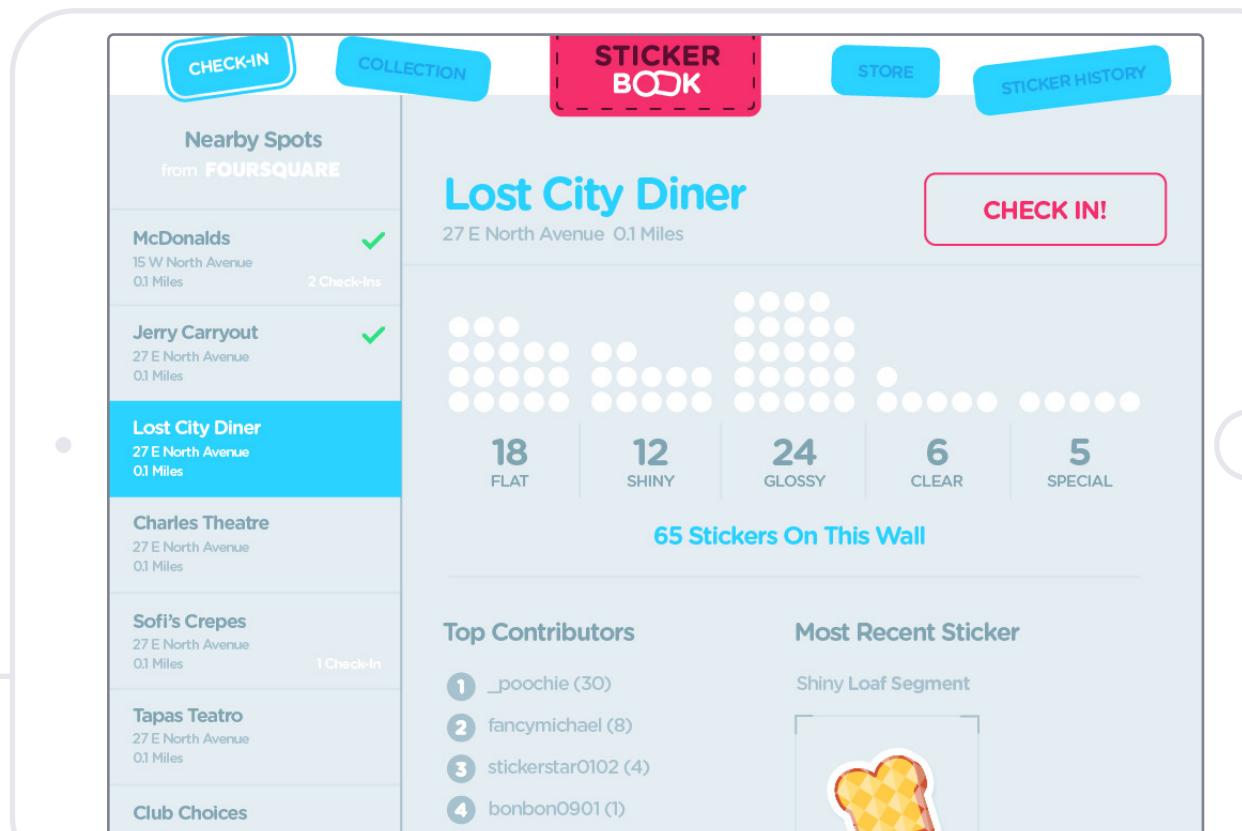
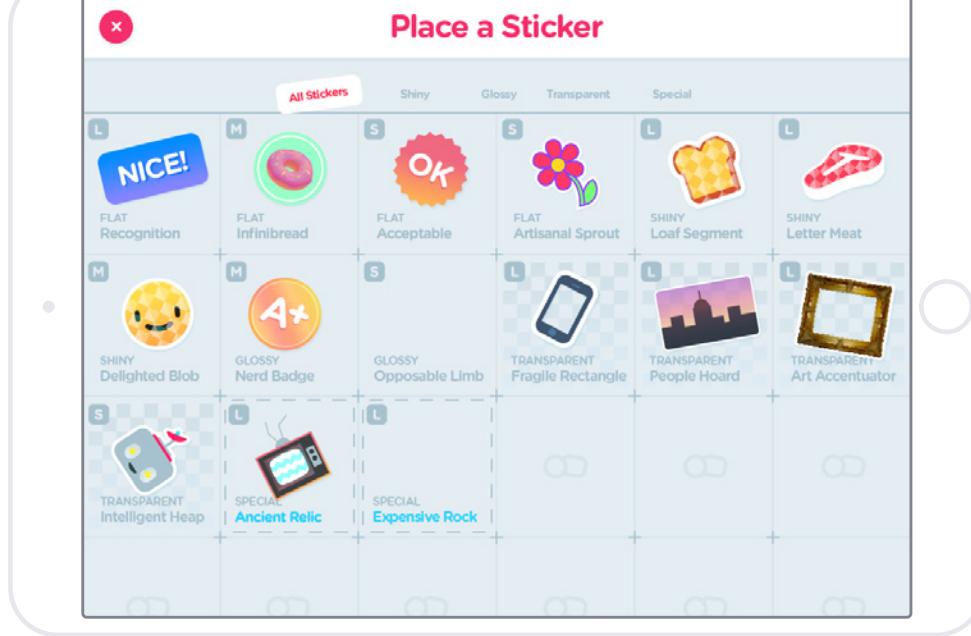
An iPad & iPhone application about collecting stickers! Using Foursquare, users can check in at thousands of locations to earn stickers. These stickers can then be collected and posted on virtual “walls” at each check-in spot.

Every 3 days, stickers on the top layer will begin to peel off. Users can then remove old stickers from the wall, refurbish them and use them again! Each sticker carries with it a history of where it has been in the world. Try to collect as many as you can!

[VIMEO](#)

[APP DESIGN](#)

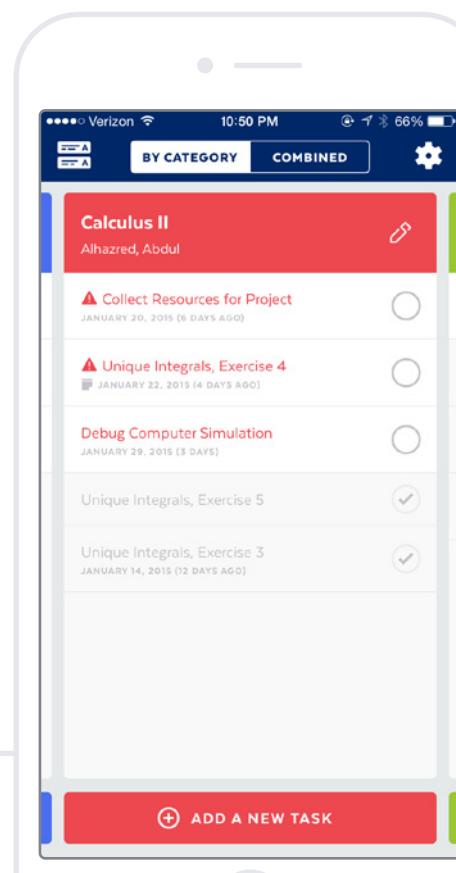
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THE BOOK OF RELATIVE ASTROLOGY

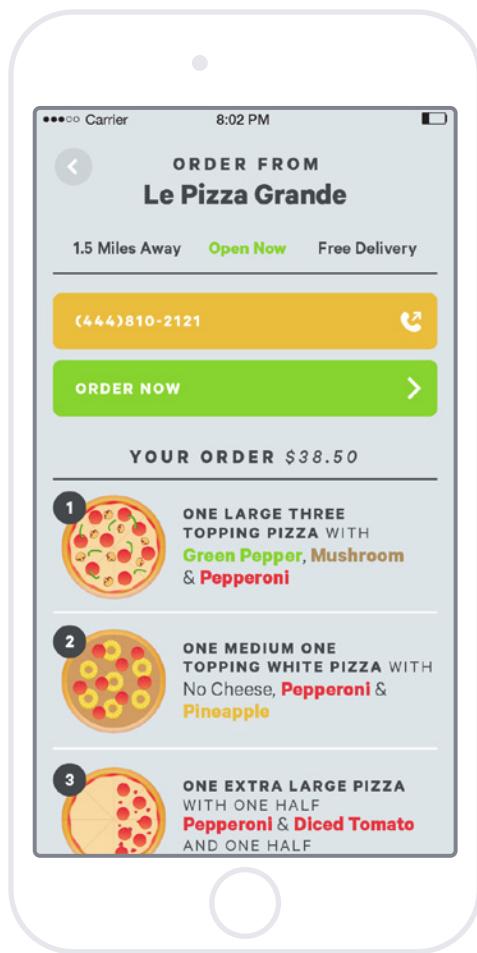
An iPad publication designed to showcase 12 photographs of people within each zodiac sign. Each page features information about the person as well the item they selected that best suits their sign.



▲ THE POUND

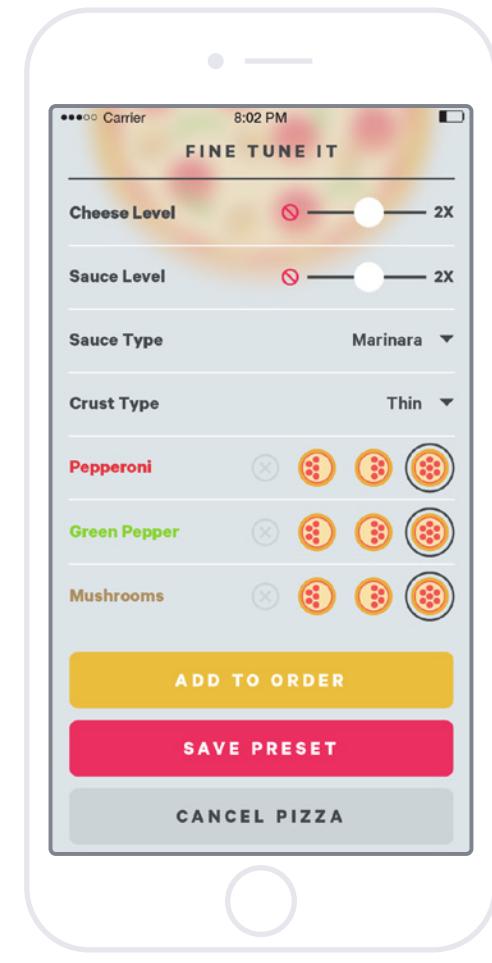
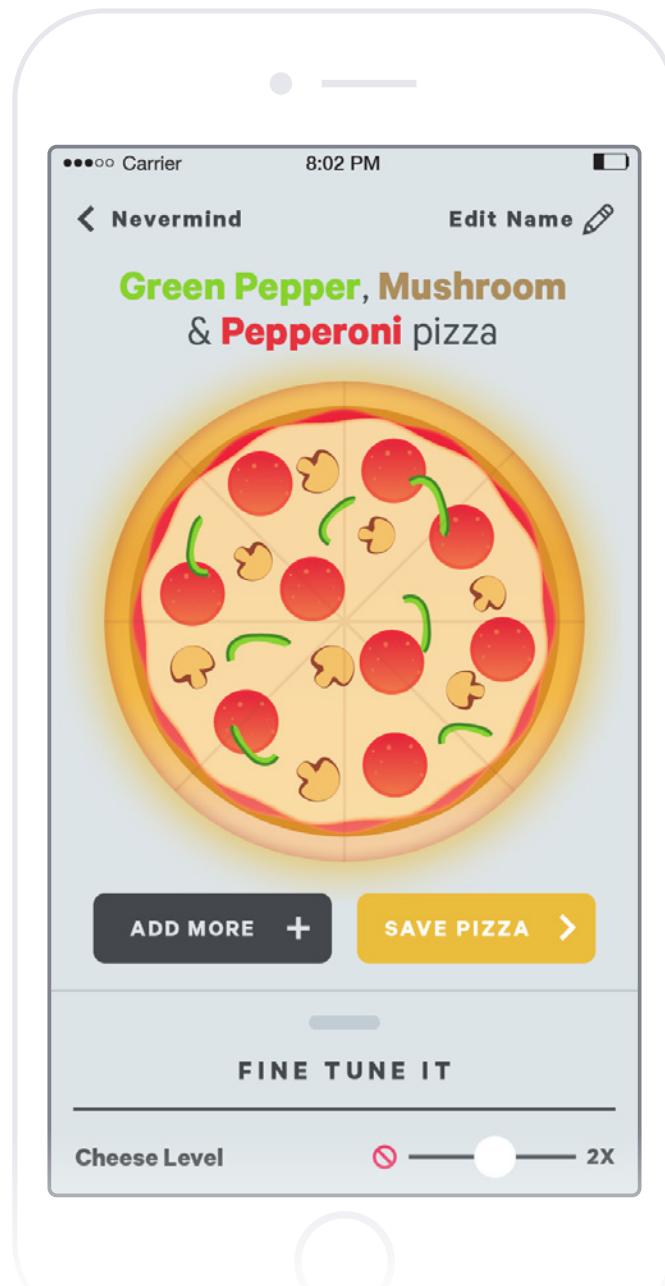
A publication about meat and all things meat related! It features coverage of all the latest meat controversies and delivers them in an elegant and animated fashion.

PIZZA BUILDER ▾



PIZZA PERFECT

Pizza Perfect is an app concept designed to reverse the process of ordering a pizza. Users build the exact pizza they want, and Pizza Perfect finds nearby restaurants that can craft it.



FINE TUNER

Tweak your pizza's sauce, cheese, bread, and topping amounts within the Pizza Editor.



ART DIRECTION, GAME DESIGN & DEVELOPMENT

Caffeine is a video game about coffee, making coffee, and exploring a world made of coffee where its grounds have special properties. You play as Steeper, a young barista with a drink-crafting backpack, on a journey to make the perfect coffee and bring more business to your Café.

DEV BLOG

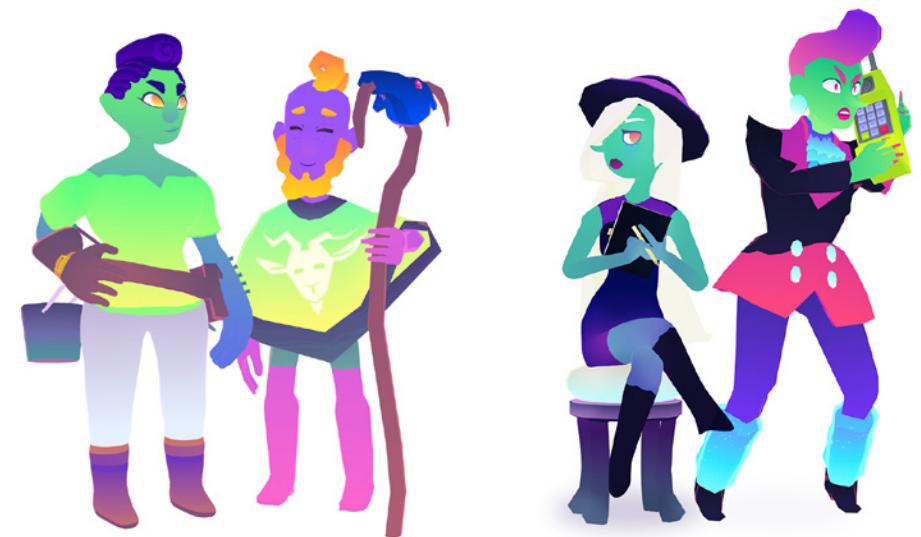
GAME DESIGN: CAFFEINE

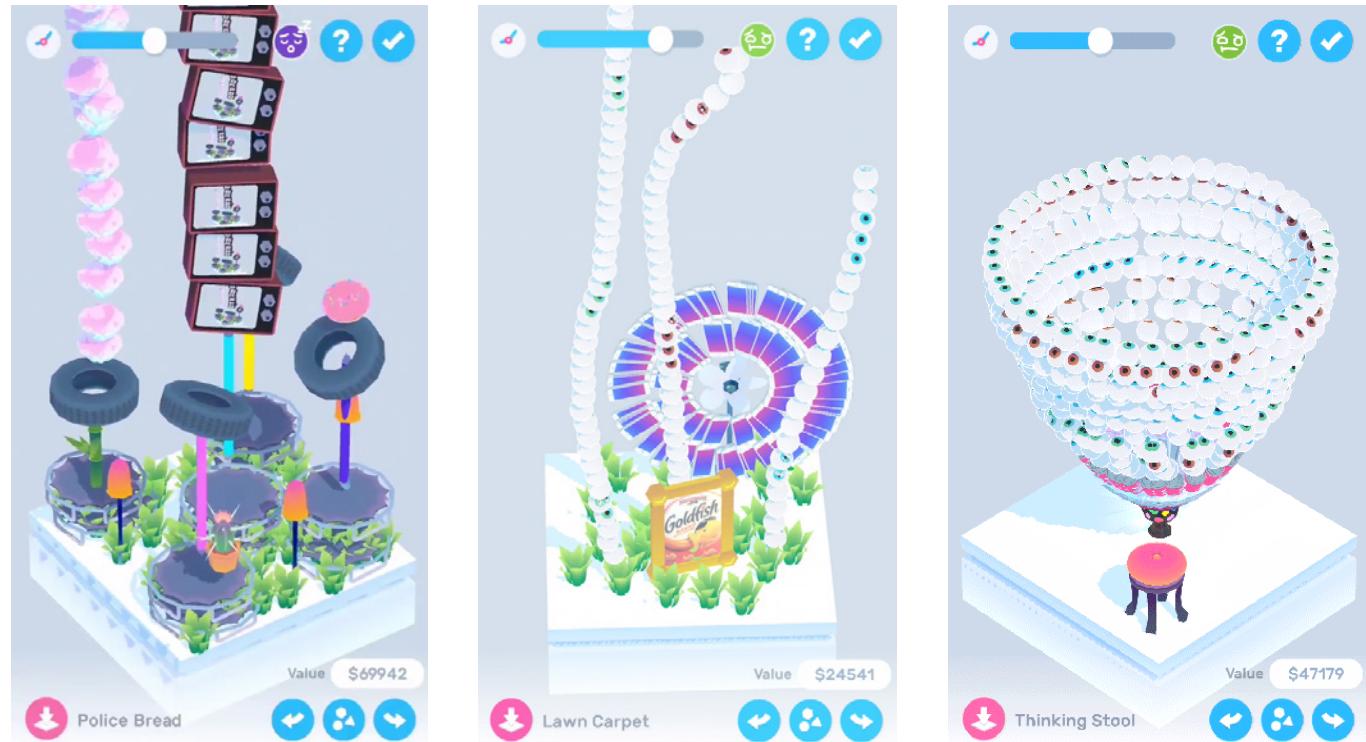




DRINKS ARE THE KEY

Puzzles in Caffeine are solved by interacting with the environment through hot and cold drinks. An iced coffee, for example, will create a snowball that can weigh down switches. Combining two snowballs creates an even heavier snowman. Different drinks have drastically different effects depending on their ingredients!





FINE ART FOR EVERYONE

A small sandbox game about creating fine art sculptures worth thousands of dollars. Choose from 40 different objects and assemble them into animated heaps in order to impress the museum patrons and increase the value of your sculpture. Items include disco balls, trampolines, televisions, sawblades, and diamonds. Available on PC and iPhone!



REFS



UNIVERSE



Sawtooth

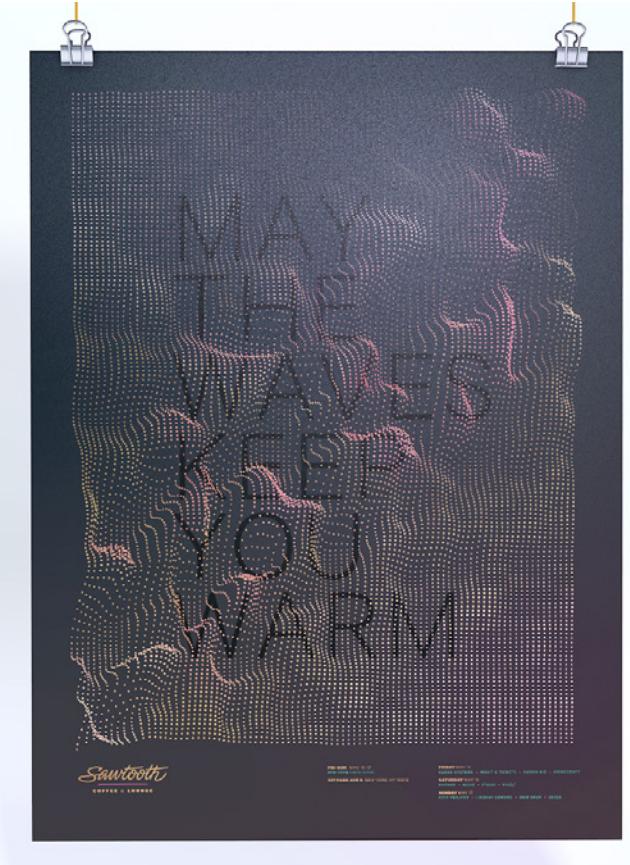
COFFEE & LOUNGE



BRAND DEVELOPMENT: SAWTOOTH

BRANDING & COLLATERAL DESIGN

Branding and collateral design for a coffee shop themed around 1980's synth music. Drinks are named according to the type of wave they most resemble, like square, triangle, and sawtooth. All images shown are 3D renders created by myself.





BRAND DEVELOPMENT: SAWTOOTH