iJUNGLE
GRAPHIC DESIGN AWARDS 2018

INTERVIEW WITH THE WINNER

APPLIED AND PRINT DESIGN

ADVERTISING-PROMOTION

BRANDING

BOOKS

EDITORIAL

LOGO | IDENTITY

PACKAGING

POSTER

WEBSITES AND APPS | TABLET DESIGN

SELF-PROMOTION

NEW TALENT (STUDENT)

ALL THE GOLD MEDALISTS AND MERIT AWARDS

AN OVERVIEW OF CONTEMPORARY DESIGN
WELCOME to our iJUNGLE GRAPHIC DESIGN AWARDS 2018! Since we created these awards we have been guided by one goal: to publicize the work of some of the best contemporary designers and illustrators from a competition with affordable costs. We thank you all for your participation! Now is the time to show the public all the choices of our jury, with particular emphasis on the gold medals of this competition. We hope you enjoy this great quality exhibition as much as we enjoyed it here on the team. We hope to see you again next year!

Kind regards,
iJungle Team

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The Royal has a deep conceptual and strategical approach to the design wonders. It also has a romance for graphic contexts and visual richness with a cohesive background. The Royal is methodologically denying the author mark, but it consistently tends to fail in doing so. The Royal cares for socially contextual problems and strives to develop their solutions in order to find deeper concerns that allow rich answers. It aims for the in-depth understanding of poetry and his hands are eager to allow ideas to their full potential. Mental. Loyal to culture, it researches, it lectures (United Kingdom, Portugal and Turkey) and it designs. Established since 2010, it adds clients across cultures: from Australia, to Kuwait, from London to New Work, jumping to California. Developed cross-media solutions for countless international clients such as Adobe (California), Yahoo (London), Refinery 29 (New York), Adult Swim (California), The Atlantic (Chicago), The Webby and Lovie Awards (New York); and a numerous of happy independent work that doesn’t depend on the monetary values of graphic commodities.

Maurizio Pagnozzi, Italian designer based in London. He studied Graphic Design at “Scuola la Tecnica” of Benevento, where he graduated with a project entitled “Anatomy of the typeface”. He continued his studies at ILAS of Naples where he studied Art Direction and Copywriting and where he attended a master in Graphic Design, he graduated in 2013 full marks with honors (110/110 magna cum laude). Since January 2014 he began his career as a teacher of visual communication. Teaching supports the freelance activities at his studio One Design. He worked for several international clients which appreciate his direct style, clean and essential, but not devoid of meaning and contents. In 2013 he won the Cread Portfolio Awards, in 2014 he was one of the Top 5 of Behance, in 2015 he was a speaker for the Creative Pro Show in Rome and in 2016 he exhibited his projects at Rich Mix of London and he was the speaker of Brand Design Tour in Turin, Rome and Naples. His works has been published in several galleries and blogs, magazines and inspirational books. He wrote the preface of Logo Talks and he is currently writing a book about branding that will be published soon. Specializing in branding, corporate identity and packaging. His aim is always to create works that combines concepts with strong functional and solid executions.

Paulus Kristanto is an award-winning designer based in Indonesia. He graduated from Petra Christian University, majoring Visual Communication Design, Faculty of Art And Design. Since 2012, he has been working on some various project branding, graphic design, print design, packaging design, illustration, advertising, digital art and photography from worldwide. He got some prestigious award, featured works, international publications.
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1. Can you tell us a little about yourself, where you’re from, where you studied, and where you are at now?

I am Chilean; my country is located in the extreme south-west of South America. I live in Santiago, the capital, which is in Chile’s central zone and it is blessed with a Mediterranean climate, with well-defined seasons and rainfalls concentrating only in winter. My country is renowned around the world for its wine production. Its climate permits us to grow healthy vineyards and produce high quality wines. I feel privileged to be able to contribute as a designer to the creation of wine packaging that is well-known globally, drawing on our material heritage, our culture, our art and legends as well as our “crazy” geography that identifies us as the world’s longest and narrowest country in the world. I have been working as a graphic designer actively and uninterruptedly for more than 25 years in Chile. My experience in packaging designing for Chilean vineyards is extensive and I have managed to specialise in Chilean wine and champagne labels distributed all around the world. Currently, this is my main activity. I focus on highlighting and enhancing the virtues of Chilean wines and sparkling wines. I have studied etching, aquarelle and oil techniques at different times and I have applied these skills to complement my work as a designer.

2. Why did you become a designer?

When I was little, it was very obvious to me that I would become an artist or a designer because of my affinity with drawing, painting, watercolors, portraits, typography, photography and art exhibitions. Those were my interests.

3. What designers / things do you admire the most and how did they influence your work?

The Dutch Theo Jansen is one of those people who create with absolute freedom. He has a scientific background and has even affirmed that “the frontiers that separate

This kinetic art object highlights all the possibilities that a great materiality provides to graphic design. The creative challenge consisted in designing a visual scenario of delicate finishes. Each flight, seeks to break with the static and bi-dimensional condition of the impression, presenting itself as birds in full flight, through the aesthetics of the movement that occurs when sliding the inner sheets under the paper screen of the cover stimulating the eye through simple visual effects.
art and engineering only exist in our imagination". His works are large kinetic sculptures called strandbeest, beach beasts. These gigantic frames made with plastic tubes, recycled bottles or wood. They look like prehistoric animals. These beasts are a wonderful sight, they move along the beach pushed by the wind. They look like real beings, with a life of their own. The relationship of his work with the sea and the wind is very beautiful. His reflection, "It was not me who made the animals: I just followed the rules dictated by the tubes with which they are made", is very interesting. What we call creativity it’s mysterious. There is something interesting in Jansen’s reflection as the creator of his work. It makes me think that maybe these laws of harmony and beauty already exist, you just have to decipher them and they do not always have a rational or logical order, but rather unconscious and unknown. Perhaps a designer rather than a creator is only an encoder, a decipherer of something superior and previous.

4. **What qualities should a good graphic design have?**

Well, like so many professionals who live off their work they should possess many qualities. A good designer should be persistent, patient, creative, intuitive, and free at the moment of creating, empathic, meticulous, observer of other things, but also a lover of beautiful things, an observer of light.

5. **Can you briefly describe your job.**

Design, as such, is a creative activity and a result of an investigative process, whose aim is to make objects to be both useful and aesthetic as well as solve a specific problem. And, although usefulness of the object is fundamental, my work must also be beautiful so that the relationship with the user will be both durable and harmonious. There are many things that I like about design and art. A design in the formal world must have fonts that are harmonious one with another as they help to create the personality of a project. Letters in themselves are wonderful illustrations. It is my abso-
lute priority to use them correctly and delicately. It is also interesting to address a design from the artistic point of view, to explore different techniques in order to find the appropriate language. My favourite tool is always a brush with black ink on great quality paper. I love paper and its textures. Everything becomes more beautiful on good paper. All I have ever designed finally ends up on paper. A good seal and folium always touch me deeply.

6.-Best and worst part of your job. The best thing is when after trying hard to find an idea, I finally get it. The worst thing is the lack of time.

7.-Quick Answers.
Favorite movies: Spring, summer, autumn, winter ... and spring again.
Favorite musics to work: Jazz
Favorite Hobbies: Photography
Magic wish: To be able to fly

8. What is the best piece advice you’ve had, in regards to graphic or otherwise. For a person to become an expert talent is not enough, but rather the amount of time dedicated to develop his/her vocation.
Artsy Kiddo (KOR)

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I enjoy challenging myself by using the least number of lines and shapes to capture the physical characteristics of animals. I have a distinctive aesthetic, which incorporates various geometric shapes and patterns to depict nature and arranging them in a playful puzzle-like manner. I find nature as a fascinating source of inspiration. The illustrations are self-initiated and are about Blue Jay and Deer skull. The Deer skull illustrations are inspired by Georgia Okeeffe’s paintings contemplating.
LaBaia is an artisanal gelato bar tucked away in Tangerang, a city in tropical Indonesia. The brief was to create a series of illustration that enhances the experience of ‘eating gelato by the bay.’ Having it located far away from the beach, the brand needs a strong identity to reflect a relaxing summer atmosphere that is light, calm and refreshing. The illustration used in their promotional campaign like flyer and social media.
The promotional poster was designed for the 100th anniversary of the birth of the coke bottle for Coca-Cola. The iconic outline of the bottle was rotated and repeated to create an abstract picture of a landscape. The typical red shade of the brand fades towards the background, conveying a distinct sense of depth. Thus, the poster design works with an appearance that is instantly recognizable while connecting the brand on a large scale to the calm and magnificence of nature.
Two hundred years from the birth of famous writer Ivan Turgenev is celebrated in Russia this year. In this case, The Department of Education organised reading of the most influenced novel by the hero of an anniversary — the Fathers and Sons. People throughout the country can participate and become a part of big video-book. Identity for this event is made like a collage of characters, details and quotations. That is an attempt to visualise the atmosphere of the novel speaking a modern language.
For almost a century, Lucca Ravioli Co. has been offering imported specialties from Italy and around the world such as wines, cheeses, cold cuts, pasta and more, but as their name indicates, ravioli is their specialty. The food they prepare in their kitchen is the closest thing to homemade you can find in the Bay Area. This is a student project whose goal was to identify a local brand in San Francisco that could need a redesign. Then propose an improved version of their current branding.
Dessert Story is a franchise dessert cafe in Australia inspired by Taiwanese and Hong Kong dessert secrets. Dessert Story St. Albans approached me to rebranding their brand identity. The new concept for their brand suggests an atmosphere and experience suitable for enjoying and sharing an Asian-inspired dessert the traditional way with friends. I designed new visual look with colourful icons and vibrant illustration to attract younger audiences (branding, menu design, promotional print, signage).
The logomark is representative of their history and connection to the borough of Queens. The counterclockwise direction of the logomark alludes to the historical nature of QHS. The colors used are inspired by the train lines that connect all of Queens, a symbolic parallel to the mission of QHS. The “Q” itself is designed to look like a magnifying glass icon, which ties into the “Discover Queens” tagline I coined.
A way out of the mirror. The design of the book was based on a children's storybook that tells a tale through images. The main character is a larger-than-life-size praying mantis, understood as a self-portrait of the artist as a young man. The special edition of the book was packaged in a personalized Tyvek pink envelope. When you carefully removed the book from the envelope you would see the stamped title "A way out of the mirror" appear on the spine.
Lisa Winstanley (SIN)

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The Big Book of Bullshit is a graphic exploration of lies & truth. Creating beautiful artwork from an ugly aspect of human nature. Divided into three sections: The Truth – An illustrated essay on the psychology of deception. The Trust – A visual investigation of the notion and fragility of trust. Mainly through the mediums of experimental typography and malleable, tensile materials. The Lies – An illustrated gallery of bullshit, all derived from anonymous confessions.
STET: Our world has changed. It has evolved drastically since the invention of movable type, and so have we. The internet has reshaped our reading habits from linear to non-linear. The printed book, however, still retains its traditional form, which causes a disconnect between the reader and the ink on paper. This gap gave reason for STET to exist. Now STET aims to come up with new forms of the printed book to encourage more people to read print, as well as important subjects like Humanities.
Book name is NUZ magazine. This is interview magazine in art and design field. This book is made up of interviews and art works of creators, I did everything from editing to designing, interviewing and selling. It is close to the art book of this book, and it features a unique art work and my editorial design which I have never seen before. Other pages can be seen from this URL. The first issue covered Japanese creators, and the second interviewed creators in Europe.
To celebrate its 13th Anniversary, a rebrand for The Lamar Bruni Vergara Planetarium at Texas A&M International University was created. The facility serves its students and community by using its state-of-the-art projection system to immerse the audience into discovering the wonders of the universe. The building’s iconic form served as the primary inspiration behind the brand system. The 45-foot dome of the planetarium is inside a four-sided glass pyramid topped with a gold leaf pinnacle.
Analee Paz  
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Brand identity and branding for the coffee shop, La Comarca, in Monterrey, Mexico. The locally-owned small business focuses on creating community while serving gourmet coffee and fresh churros.
Handmade is a brand dedicated to promoting the Wayuu crafts to the rest of the world. Wayuu is a Native American ethnic group of the Guajira Peninsula in northern Colombia and northwest Venezuela. One of the most significant aspects of culture that the Wayuu women practice is the art of weaving Mochilas Wayuu handbags.
Logo for The Liberty Tavern. This is a rebranding of the logo for The Liberty Tavern in Washington, DC. The concept for the logo is inspired by the name and its icon American symbol. It also takes inspiration from various beer-tap designs, mixing icons and comfort and the new branding for the upscale DC restaurant.
Vert Condoms. A new brand of condoms that the packaging alone appeals to three different male demographics. Vert’s mission is to have introverts feel comfortable and prepared when buying condoms while giving extroverts something worthwhile and exciting.
Absurdnost is a bottle of Vodka inspired by French philosopher Albert Camus and his thoughts on the absurdity of life portrayed in his essay “The Myth of Sisyphus”, as a response to Russian literary critic Vladislav Khodasevich and his poem “Before the Mirror”. Vladislav appears to go through a middle life crisis, wondering where time has gone and clueless about the kind of person he has become. Camus concluded that despite the absence of inherent meaning in life, one must create it's own.
A hypothetical integrated materials for a film festival showcasing the movies for the director, Cameron Crowe. is known for his work as a music journalist. The thread of his movies revolve around battered idealists who temporarily lose their course in life but are prepared to take the journey. I’ve elected to design a DVD package that looks like a 12-inch vinyl package with modifications to fit all five DVDs, act as a memorabilia which can be displayed, as well as a space for an oversized book.
Diablo is a wine created by Concha y Toro, a company that has established itself as one of the most recognized wine brands worldwide. Diablo was born out of the need to create a product that breaks conceptually and formally with the traditional language of a wine. The protagonist appearance of the face of the devil that emerges from a fire, with earth and gold traits. This packaging seeks to disturb, it is an invitation to the darkness of a lustful and seductive personality.
POSTER GOLD MEDAL

Khosro Ashtari (IRA)

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The African Medical and Research Foundation aims to improve the health and wellness of Africa and its people by empowering its communities and educating the citizens. For my poster, I designed rusted pipes in the shape of Africa to bring awareness of the dirty water that many Africans are forced to drink because they do not have access to safe drinking water.
Greek Coffee: Ellinikos Kafes. An infographic poster describing the steps to make Greek coffee with fun illustrations to support the idea.
Each poster represents a different aspect of Provista, created for a corporate event. The Cycle of Life (Jurassic Park) represents the Lifecycle Management process. Home Is Where the Pump Is (Beetlejuice) represents Home infusion. Let Me ASC You a Question (Drive) represents Ambulatory Surgery Centers. DocShops (Labyrinth) represents Physician Clinics. Time To Get Goins (The B2 director’s name is Goins) represents Business Intelligence Reporting. Most were inspired by the existing posters.
Makassar International Writers Festival (MIWF) is the first and only international literary festival held in Eastern Indonesia. It is renowned for its relaxed and informal atmosphere as well as its diverse and eclectic program of stimulating, engaging and entertaining conversations. They commissioned me to create an official 2017 poster, it has adopted “diversity” as its theme.
Through its conceptual approach which aims to represent classical music and the emotions it makes feel, this design project breaks the rules of traditional classical music communication. Based on Kandinsky’s classical music research, the conceptual and visual approach of this design project aims to represent the emotions that we feel through classical music.
Under the heading “Together”, the festival Archipel 2017 celebrated an art of concord that it would like to see transposed to the young generation that the festival try to initiate. To achieve this goal, WePlayDesign has designed its own tool: a kaleidoscope digital camera that has produced hundreds of unique images used for each communication medium. The kaleidoscope made it possible to illustrate the many facets of contemporary music and how to apprehend it.
Poster 1 title: Compost. I wanted the text in the design to break down, to compost. This visual metaphor for the composting process reminds the viewer that everything is connected - text and image, organic and inorganic, us and the environment. Poster 2 title: We Are All Connected. “We are all connected but it can unravel so easily.” Twists throughout the composition as a single line connects each letter. The phrase refers to many things; politics, environment, economy. We must go forward united.
1. Eternity (Time sands). From a series “Eternity Splinter”. Paper 50x65cm, ink, brush, feather. All civilizations develop on a cycle. When sand completely closes the last structure, will be to turn enough hourglasses and will be made a fresh start.

2. Compromise. Frome series “Eternity Splinter”. Paper 50x65 cm., ink, brush, feather. Society constantly aspires to compromises. Combination of the flat world which keeps on three elephants, and the round planet - a compromise between science and the myth.
The City College Fund has provided support for students for decades. In the redesign I chose to focus on personal stories from students and alumni of varying ages and cultural backgrounds to connect to the users. I used full cover photos of students so that each user could relate to their time at CCNY and feel compelled to give back. The photography is accompanied by large and bold typography inspired by traditional urban letterforms. CCF and the website are no longer up due to budget cuts.
After a year as an independent graphic designer, I decided to join a team. For this, I have created a file composed of a CV and portfolio. To look like a small newspaper, I chose recycled paper 80g, slightly transparent. Instead of the universal title "CV", I named mine Path of Life, which is ultimately the meaning of the Latin expression Curriculum Vitae. I treated this CV as its title indicates: a path, a journey. It's a resume to unfold which the years parade and tell my career.
Illustrative wedding card. Wedding invitation card of my own marriage last year. The infographic with an illustrated timetable was sent as an foldable poster (DIN A3) to our guests.
Hi there! I find interesting bars/shops/art spaces in Milan and transform it into illustrations. I keen on little details, colors and I like to put my own imaginative vision on things are already exist. I believe that in this way I make the world around me brighter. Thanks!
Anh Mai
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Vietnam From Above - This poster demonstrates some cultural Vietnamese symbols (the red temple roof and farmers with conical hats on boats floating on the water) from a high above perspective. The objects mentioned are presented by layers of concentric shapes creating the illusion of depth. These layers are also metaphors for the rich multi-layered culture of the country with thousands years of history. Vietnam wants to be known as a fast-developing beautiful country worth visiting and living in.

VIETNAM FROM ABOVE

329,580 sq km
96,019,870 people
54 ethnic groups
Endless experience
Title: Eagle Service/logo design. Description: Draft for the Eagle service company, dealing primarily with a professional security and cleaning service.
This work is one of the Illustration series titled "Conscious". This was created for The 5th Ratatà Festival in Italy, April 12-16, 2018.
Irena Prochazkova (R.CHE)

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I'm the author of the posted Market image. I wanted to capture the everyday life and human stories that form from the situations that will put our life in the way. For example, the old lady is already tired of everyday routine, the young man is governed by nature. The contrast of young women shows how one uses qualities and abilities.
Ossian Mendoza (US)

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1-Title: The Conflict
Medium: Digital
Description: This piece is a social/political commentary on police brutality and systemic racism in America. Issues that keep certain racial groups trapped within different social constructs.

2-Title: New York Spring
Medium: Digital
Description: this piece is a space study inspired by the colors of spring and the NYC urban landscape.

www.ijungleawards.com
Dense in life. The atmosphere of people or objects made could be energetic and depressed. It depends on what people think. Even though actual atmosphere is depressed, but through the drawing, people feel it is energetic.
NEW TALENT (STUDENT) GOLD MEDAL

Huijun Zhu (US)

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The project is directed by Ellen Lupton, and it is a hypothetical campaign to advertise "nothing" by branding it as "Something." "Nothing" is a metaphor for any product in advertising, stripped of function or use. "Hole" is used as a visual element to represent "Nothing," and a black figure is used to represent the generic audience. The project is mapped through a pop-up store covered by graphic advertising posters and delves into the role of fabricated value in advertising and graphic design.
NEW TALENT (STUDENT) GOLD MEDAL
Rose Zhang (US)

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Moto Tea House - Branding Identity & Packaging

Moto’s aged exterior is full of character; the entrance features a signature awning while its windows are shadowed by a sweeping vine. I wanted to capture its essence but simultaneously, there were constraints—the budget only allowed for limited use of colours and materials. By illustrating all my graphics from scratch, I was able to create a minimalist interpretation of the exterior and represent Moto’s signature features through its packaging.
The graphic object submitted is a Pop Up book "YUBITSU-ME" that explains the Yakuza ritual to cut one’s finger when the member makes an offensive action towards the organization. The ritual is explained through the book as it follows the day of a member who needs to perform it. Using strong and cohesive illustrations in an anime language and smooth gradients as the main colour style, the Pop Up book emerges beyond just pop up objects as it also combines illustrations and a narrative.
Our project is about a famous tradition in Oporto City, which consists in a Catholic festivity that celebrates the St. John's birth. We made a Pop-Up book with the most relevant elements of this festivity, which are food, people, music, and fireworks. The plastic hammer is maybe the most well-known one, that is used to knock on people's heads; the manjerico is a representative plant we offer to each other; the caldo verde and sardines are traditional food and people light up balloons that fly over...
Callum Griffith (US)
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The Cambridge STEAM Initiative (Science, Technology, Engineering, Arts, and Math) seeks to modernize education and better prepare students for future careers in technology industries. The logo mark I created incorporates the five elements as they overlap to create a wholesome education. The different “petals” all represent a different element and together as a flower they symbolize the growth of student as they learn and grow through STEAM.
Momos Jungle Journey Board Game Design. This is a board game I designed based on my cute characters, Hoodie and Cutie. They have a trip to an enchanted jungle with their best friends, the Momos. However, three Momos get lost, so they are on the way to find the lost Momos. The design is all created by digital apps. The players are made with playdoh. It is fun to come up with the rules. I try to make it fun and interesting to play.
2018 marks 100 years of women having the first general election in which women voted in the UK. A collection of women's right illustrations tells the story of how suffragettes have fought for representation. Projecting graphic narrative for a protest on cosmetic product, classic goods or capital letters - "VOTE." Aims to remind residents who got the right to vote should exercise it unequivocally. To value the opportunity that suffragettes strongly fought for next generation since 100 years ago.
Title: The Marshes of Stars.
Description: This series is inspired by fragments of my dreams. After collecting and organizing, they are united as a whole. I chose to use blue tone to the silent, enigmatic feeling I had experienced.
The architecture posters were created within an articulated formal and conceptual framework. The prescribed constraints that I set for myself include a fixed dimension and a black-and-white color combination as the formula to interpret each architects' structures. Typography was used as the template to capture both the architects' names and their compositional styles. The conceptual limitations require that all posters include keywords from each architect's philosophy and critics' comments.
This is half page editorial illustration about the Internet has given us a new public square and the law enforcement is trying to harness its power to shame the people who are arrested.
This is a school project to create a poster for the Hell Festival (music festival) in Mexico.
This is a project to create a self portrait which can show my interest and characteristics to others through illustration.

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These two artworks were created when I studied texture in visual design course in university. The tiles of them are based on my grandmother's fairy tales. The first one is Water God. The second one is Red Riding Hood.
Arrows are popular due to their fast and almost universal readability and are being used in many forms and functions. Their visual variety makes it hard to compare form and meaning and I believe that for these reasons we will soon have problems reading arrows precisely. This is why I did a formal and semantic study of arrows in a systematic way that allows direct comparison. In the context of an unsure future of the sign, That Way to the Left is basis and tool for the use of a future arrow.
Under the title 'Wierd Beird', I wanted to create simple portraits under the theme of 'Movember' which is an annual event involving the growing of moustaches during the month of November to raise awareness of different men's health issues. Raw, real and imperfect, these artworks depict the faces around us in a more expressive yet humorous manner. All these faces came together in a book where you can make your own face amongst 324 combinations.
WIP (Work In Progress Museum). This museum provides a space for people to celebrate the idea of a process through a constructive and collaborative manner. The branding reflects the notion of any work being loaded or processed. The combination of strokes and fills creates a dynamic identity system that can adapt itself to different applications. This project was an outcome of the studio elective titled 'Imaginary Museum' at the Maryland Institute Of Art, Baltimore.
The Clashing Societies of Darwinia is a board game inspired by the concept of Social Darwinism. In the game, each player takes control of a society that resides in the fictional world of Darwinia. The goal is to eliminate all the other societies, leaving your society as the last one standing. To do this, each player must work their way up the development scale by drawing strength and intelligence cards. The higher a player is on the scale, they have access to more powerful resources to use.
This illustration presents one memory that I want to share. At the end of this March, I took my 11-years-old dog from China to the USA. Then we had been stuck in New York airport because of the weather. Our flight had been canceled, but we were so happy because this is the first time I walked with my dog in an airport. I was hand drawing elements separately on the paper, scanned them into the computer, and used the Photoshop to collage them together and adjusted colors. Instructor: Megan Berkheiser.
Robyn Hastings
(UK)

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The Old Man and the Sea - This was a project that I completed whilst at Loughborough University. It is a book cover redesign of the classic novella 'The Old Man and the Sea' by Ernest Hemingway, and a selection of illustrations for inside the book.
The title is Take a Walk in London. I love to record scenes from life that gives me a deep impression. I have left my home country and studying in London. However, warm people could always be found in the crowd. I inspired by different people and events, and I trying different color experiments and materials.
iJUNGLE
GRAPHIC DESIGN
AWARDS 2018