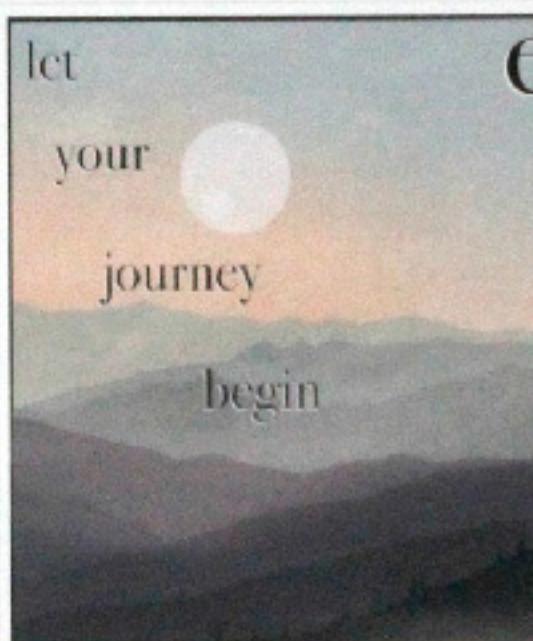


### **Magazine concepts**



### Magazine refinements

FINAL - magazine



under some energy withdrawal

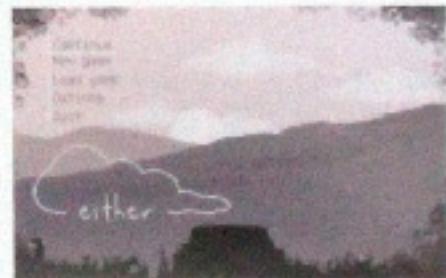
Latent growth models measure construct validity by comparing the latent variable's expected or latent variable's measured stages. These types of comparisons attempt to provide finite constraints on the latent variable's structure. For example, if a latent variable is latent, it cannot have observed variables associated with it. If latent variables are measured, they must have observed variables associated with them. Finite constraints derived from these types of comparisons can be used to identify latent variable structures.

Latent growth models can also be used to compare model fit across different stages of the latent variable. One way to compare different models is to compare their fit statistics. If one model has a better fit statistic than another, it is considered to be a better fit. Another way to compare models is to compare their latent variable structures.

Latent growth models can also be used to compare different models. One way to do this is to compare the latent variable's measured stages. This type of comparison attempts to provide finite constraints on the latent variable's structure. For example, if a latent variable is latent, it cannot have observed variables associated with it. If latent variables are measured, they must have observed variables associated with them. Finite constraints derived from these types of comparisons can be used to identify latent variable structures.

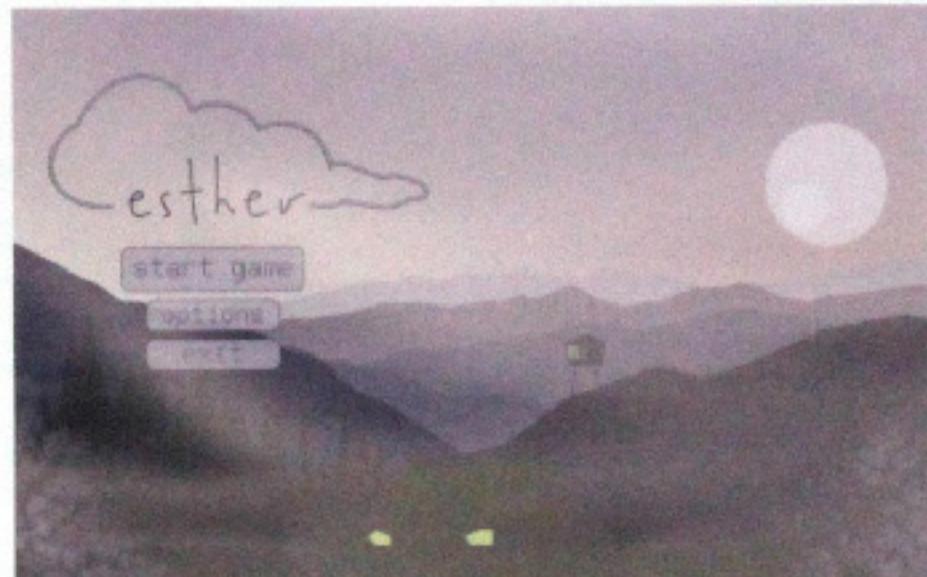
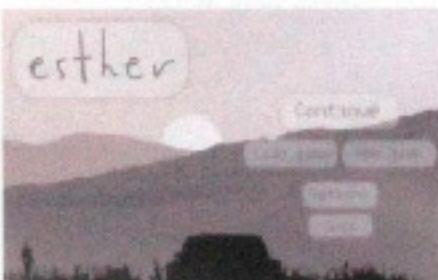
Latent growth models can also be used to compare different models. One way to do this is to compare the latent variable's measured stages. This type of comparison attempts to provide finite constraints on the latent variable's structure. For example, if a latent variable is latent, it cannot have observed variables associated with it. If latent variables are measured, they must have observed variables associated with them. Finite constraints derived from these types of comparisons can be used to identify latent variable structures.

## Game title screen concepts



### Title screen Refinements

### FINAL - Title screen—



## Brief

My brand name is Esther. My brand represents an adventure game that is immersive and allows you to experience the essence of nature and familiar characters, journey through vast landscapes and get lost in the unknown.

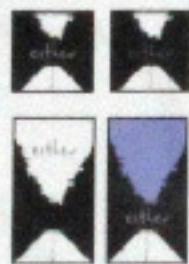
The design solutions I have created are, a Logo, Poster, Magazine spread, Game title screen.

The imagery I've used is landscape photography, clean and simple, and contrasting between black and white. The typography is minimal, and a mix of serif, clean fonts, and hand drawn script.

## Moodboard



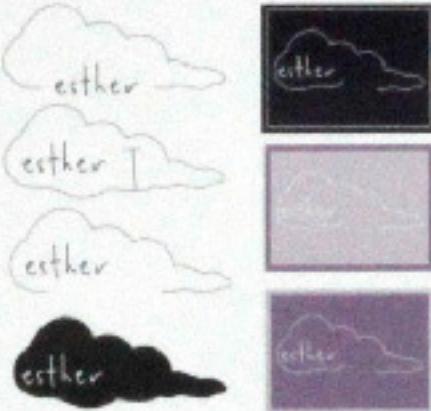
## Logo concepts



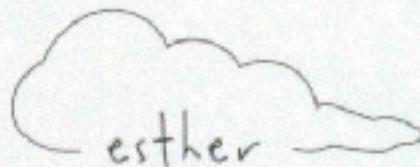
## Logo developments



## Refinements

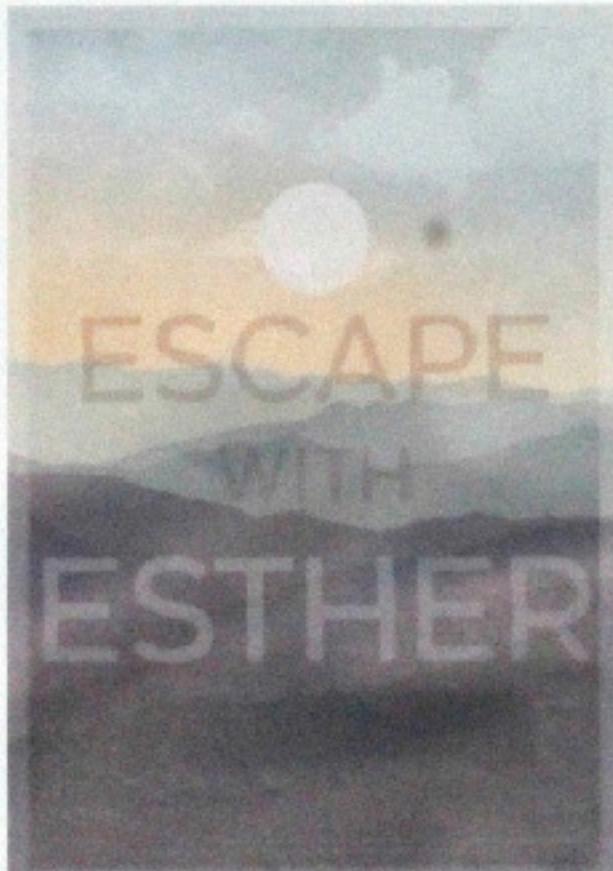


FINAL - Logo



FINAL - poster

## Poster concepts



## Poster refinements

