

# Magazine concepts



# Magazine refinements



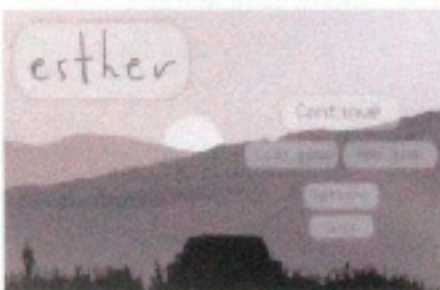
# FINAL - magazine



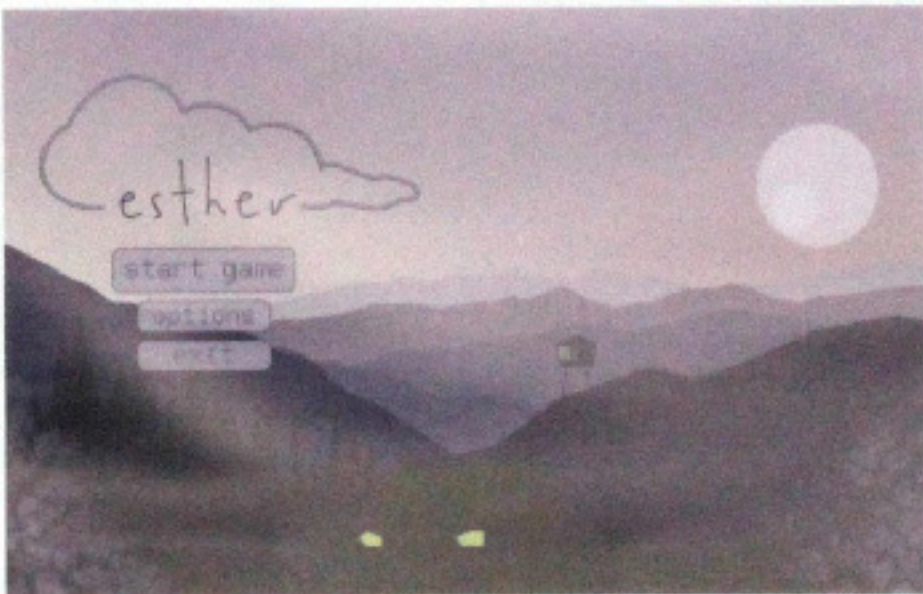
# Game title screen concepts



# 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.

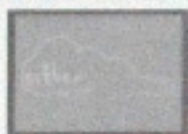
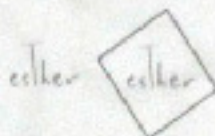
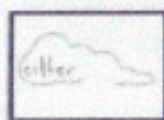
The design solutions I have created are, a logo, poster, Magazine spread, Game title screen.

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.

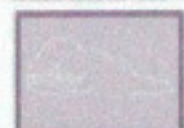
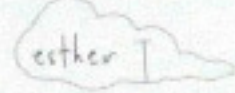
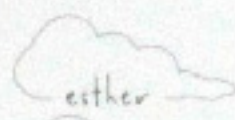
## Moodboard



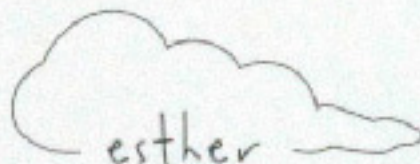
## Logo concepts



## Refinements



FINAL - Logo

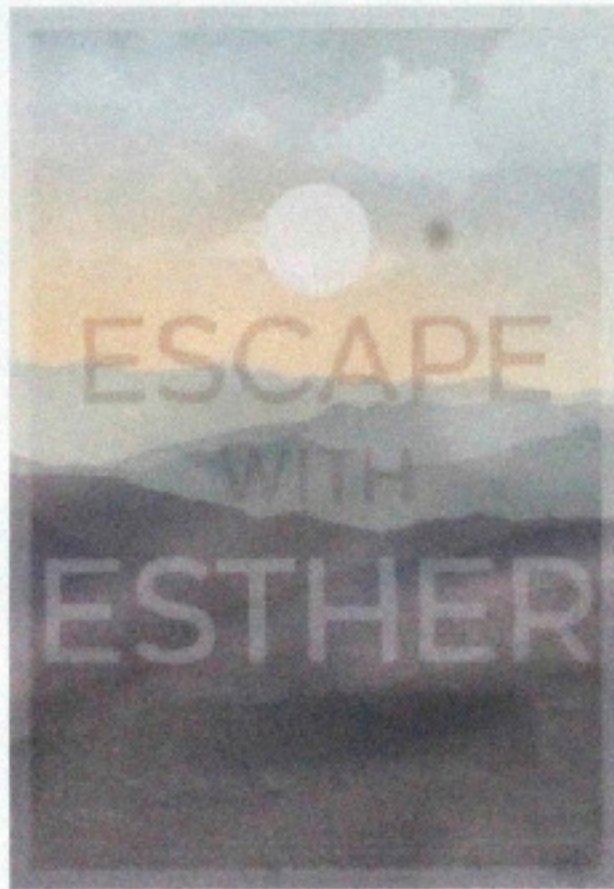
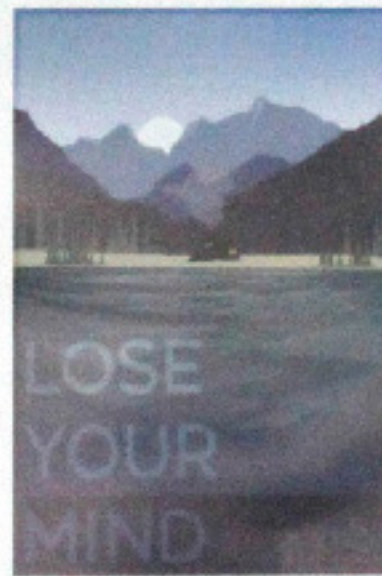
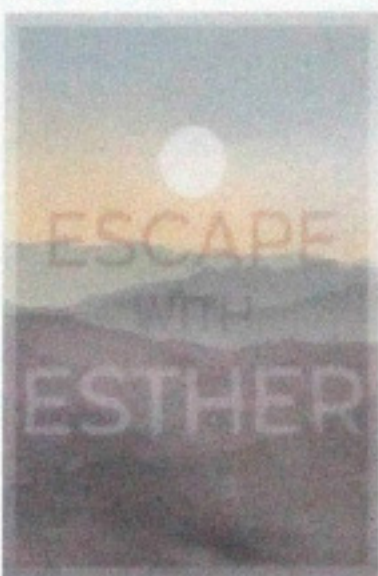


FINAL - poster

## Poster concepts



## Poster refinements





## Brief

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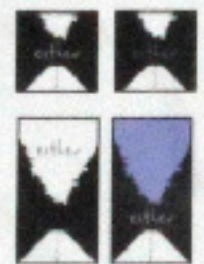
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## Moodboard



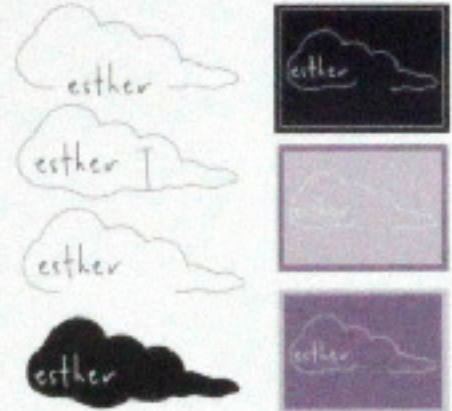
## Logo concepts



## Logo developments



## Refinements

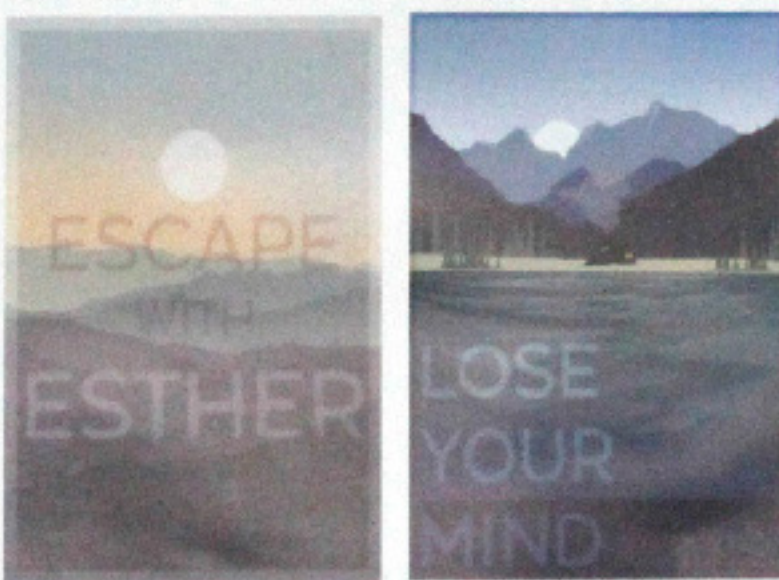


FINAL - Logo

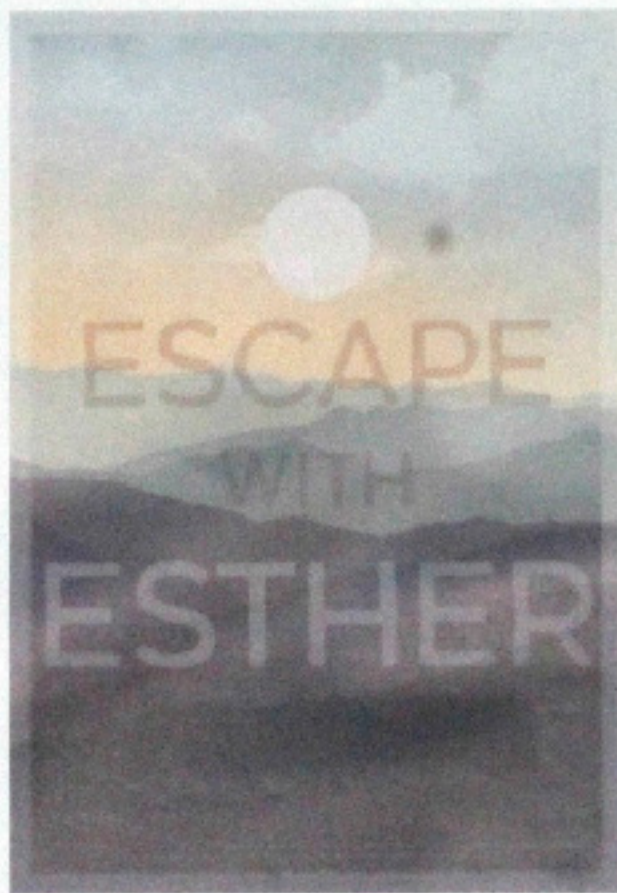
## Poster concepts



## Poster refinements



FINAL - poster



## Magazine concepts



## Magazine refinements



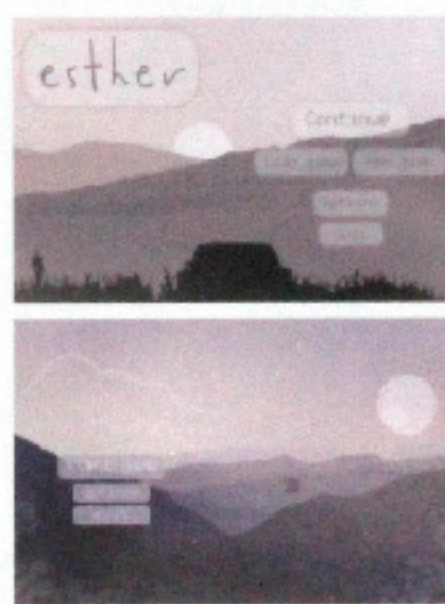
FINAL - magazine



## Game title screen concepts



## Title screen Refinements



FINAL - Title screen—

