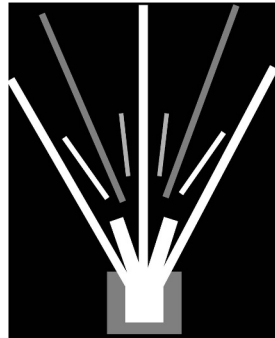
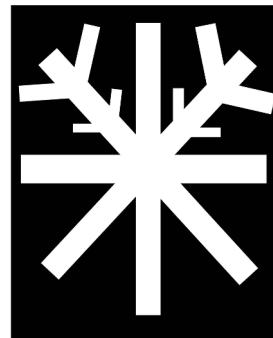
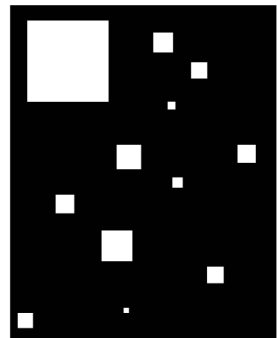
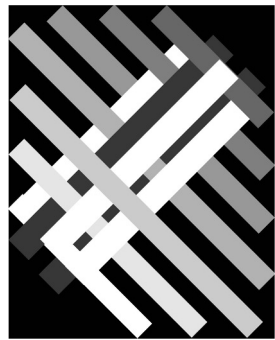
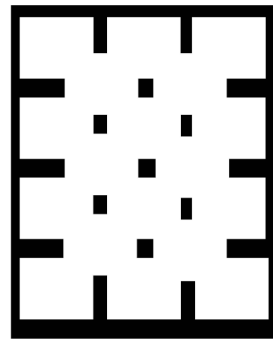
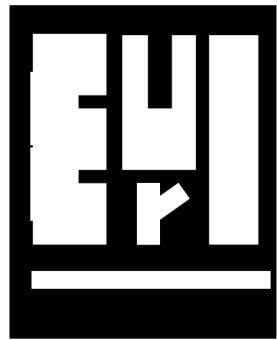
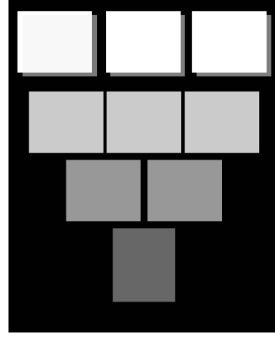
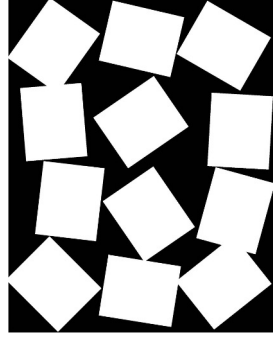
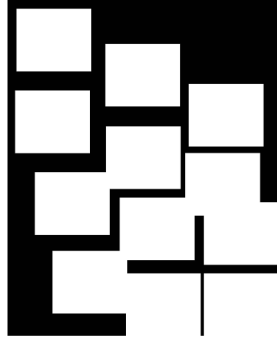


Evri's Final Portfolio

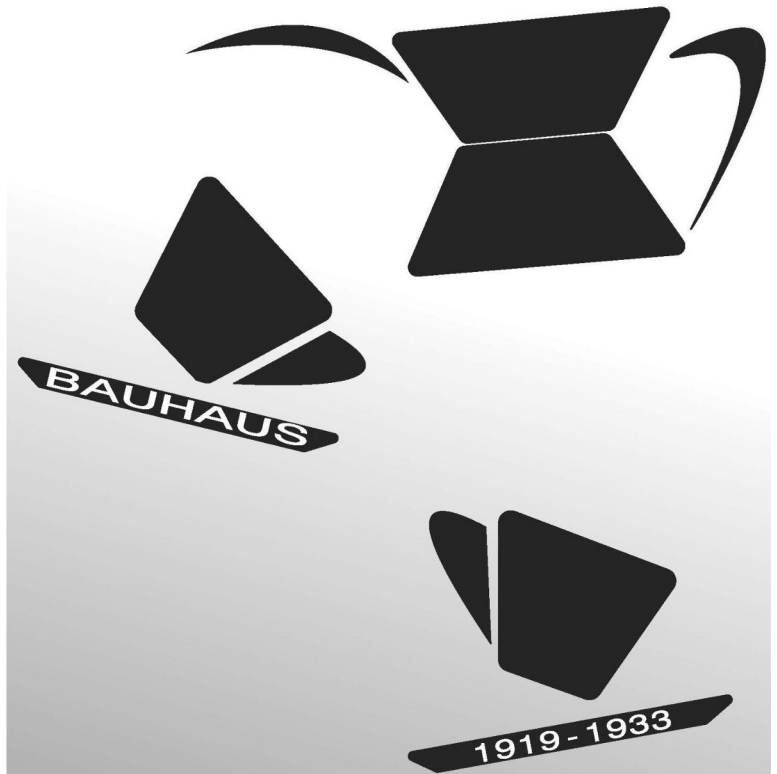
By: Evrillaos Kokavesis

A dark blue diagonal gradient bar that starts from the bottom left corner and extends towards the top right corner, covering the lower half of the slide.

Herbert Bayer: Boxes



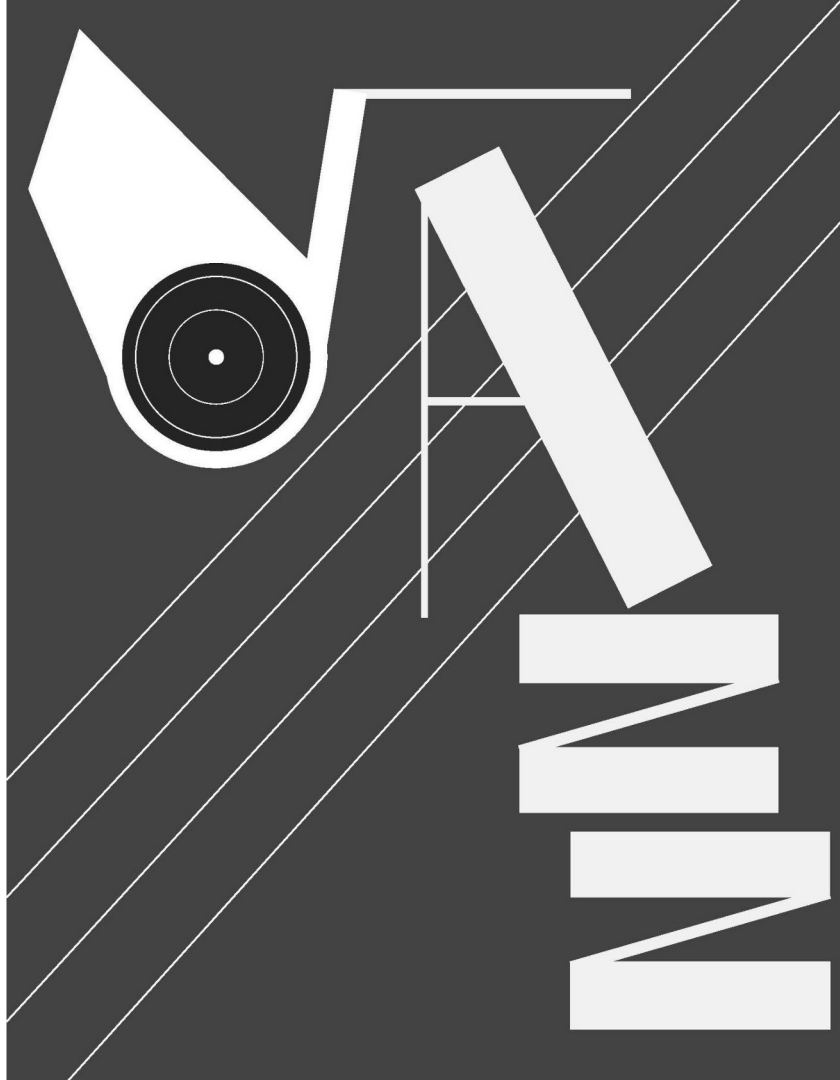
Bauhaus Movement



NYC X Design



Elaine Lustig Cohen
Design



Saul Bass: Stop motion



Armin Hoffman: Opera Design

NEWMEN

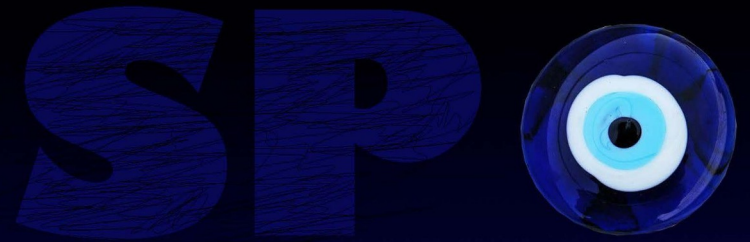


Herbert
Matter:
Photo-
Montage



**It's Just
Business**

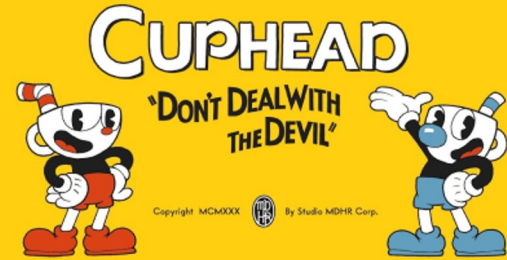
Paul Rand Design



Designer Research Presentation



Jared and Chad Moldenhauer are the founders of MDHR Studios, game developers and designers. Their most notable work is the popular game cuphead which is based off of the classic 1930s cartoon art style. The game started development in early 2010s and was fully released on 2017 and by 2020 it was on any gaming platform. This was their first ever project and had a small team with limited budget. Due to the small team the game gotten a lot of delays but in the end the final result was exceptional



The animation in the game is actually all hand drawn by the two brothers and even the music in the background came from a real life jazz band.



<https://www.youtube.com/watch?v=wRRV7TIQTX0>