

CIA 4

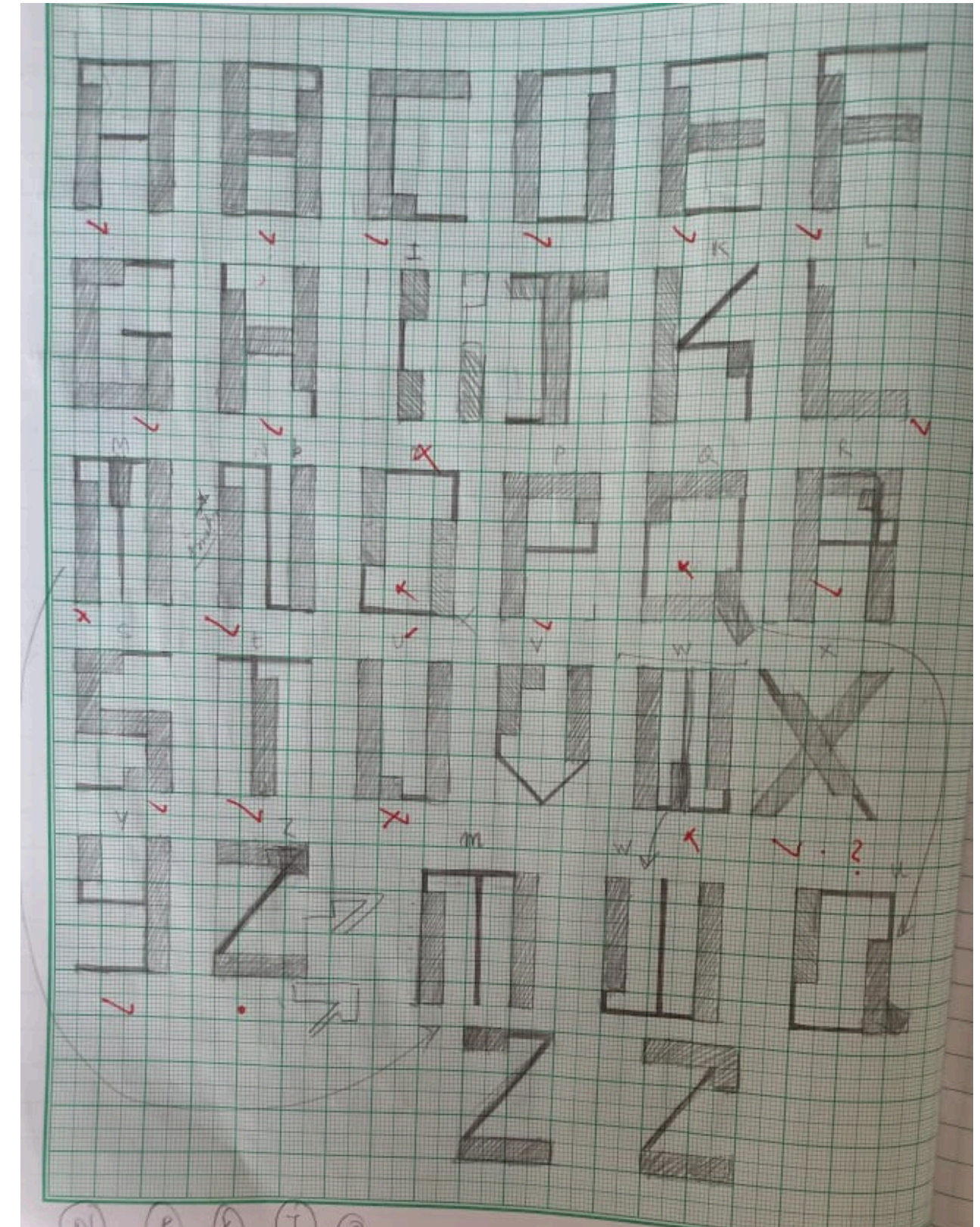
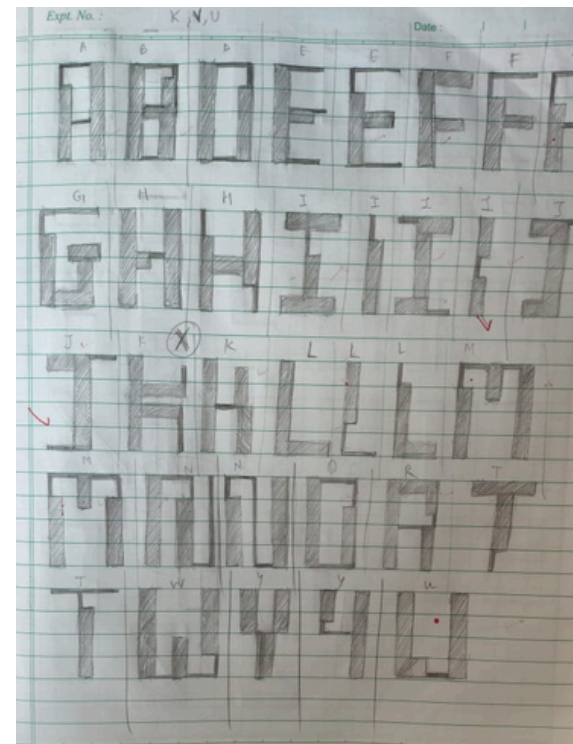
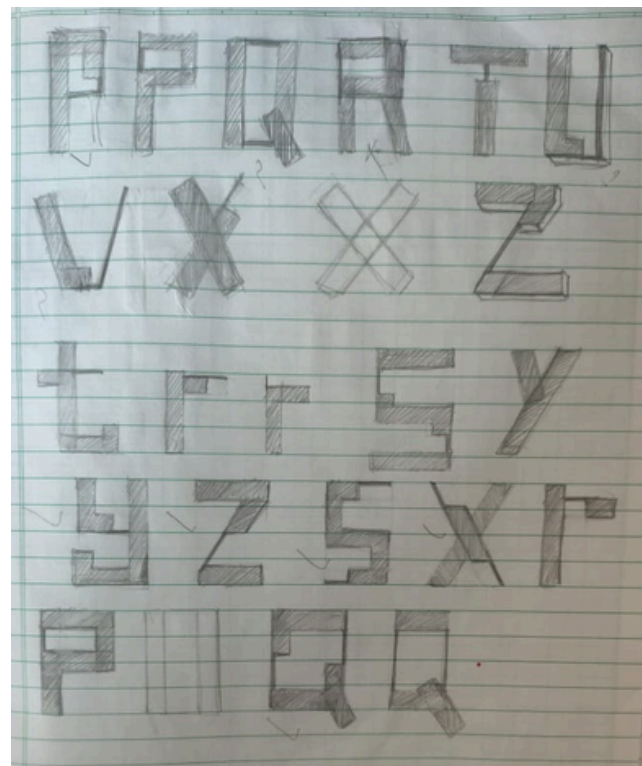
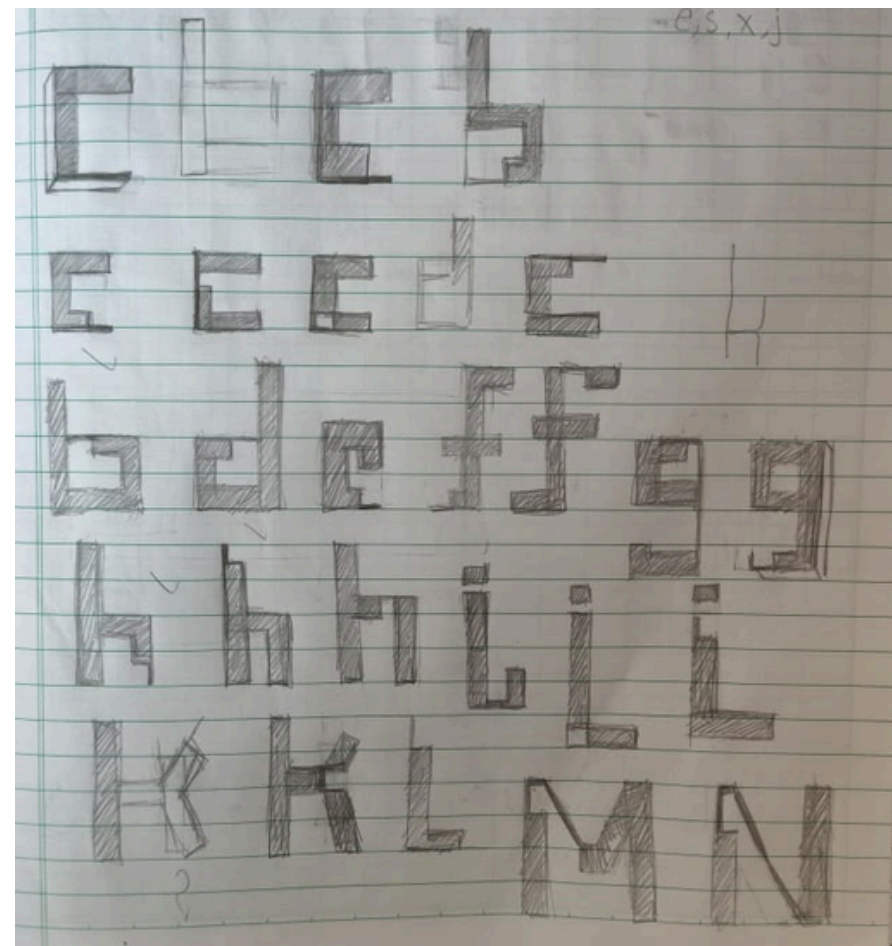
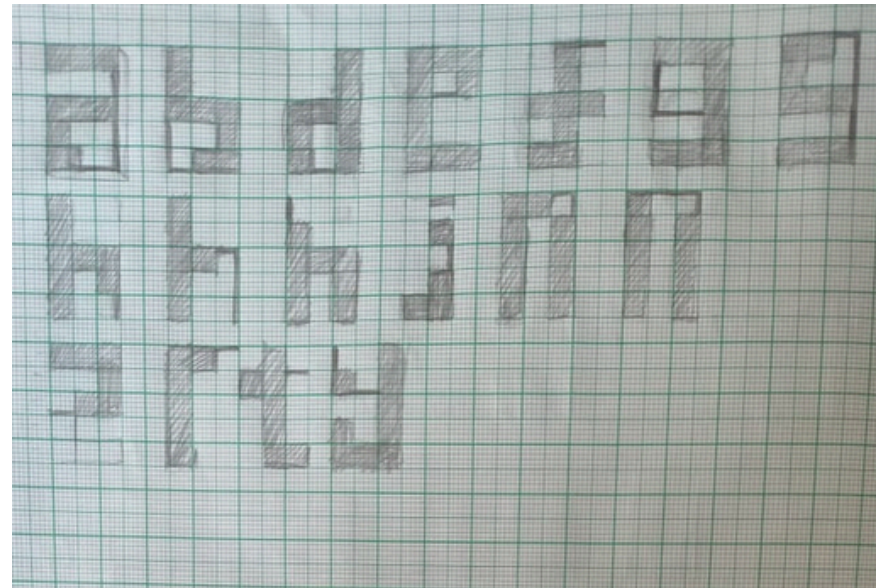
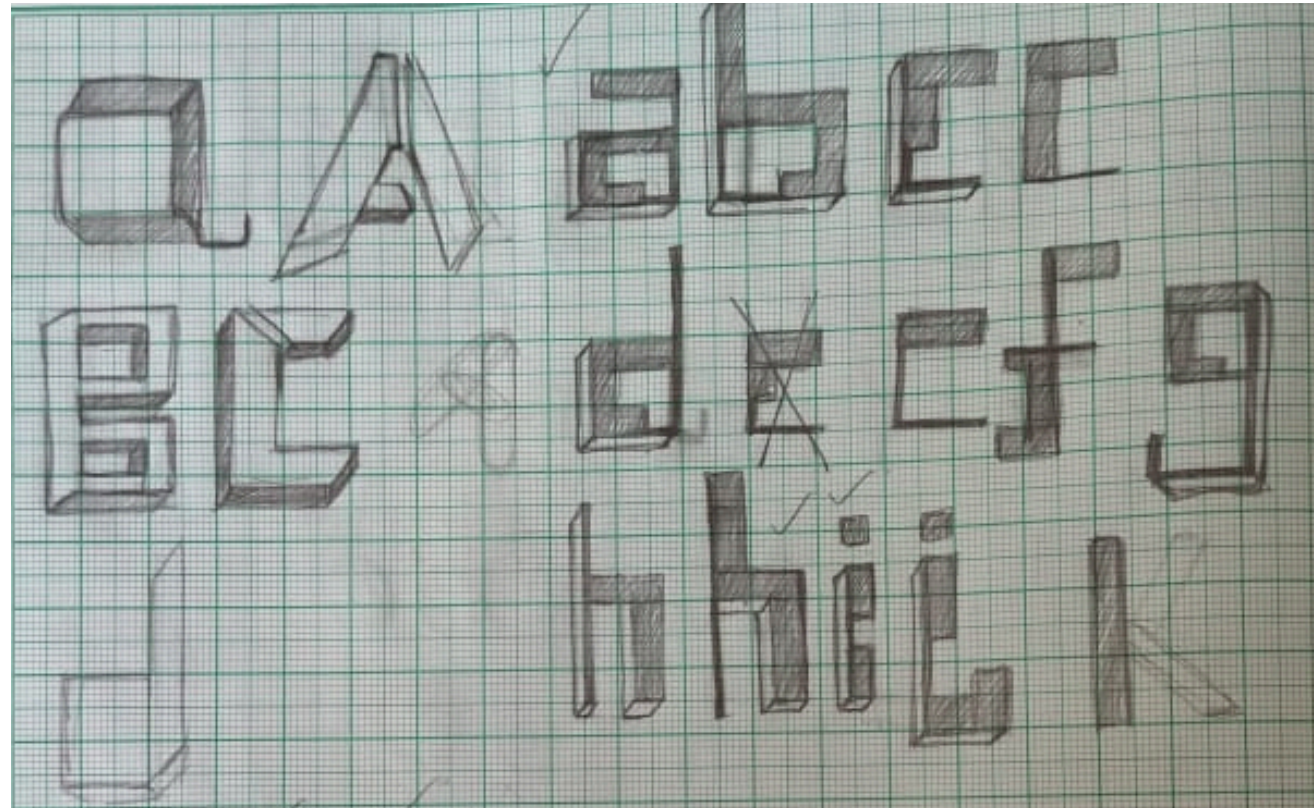
PACKAGING FROM TYPE

CONSTRUCTION

CONCEPT NOTE: SYNTAX

The block font “SYNTAX” inspired by computers reflects the clean, structured, and technical style often found in coding environments. Monospaced design, where each character takes up equal space, makes code easier to read and align, and block fonts follow this same principle. The pixelated look of early computer screens, which displayed text in blocky, low-resolution form, is another source of inspiration, giving the font a retro, tech-based feel. Coding requires clarity and simplicity, and block fonts, with their straightforward shapes and minimal curve. In coding, syntax ensures that commands are clear, logical, and properly formatted, much like how a block font emphasizes clarity, structure, and readability. Additionally, the gapes between the blocks was for a negative spacing, and the idea of separation of the blocks.

PROCESS WORK



54WTAx

NAME OF THE FONT

A B C D E F G H I J K L
M N O P Q R S T U V
W X Y Z

FINAL OUTPUT

Aa Bb Cc Dd Ee Ff Gg

Hh Ii Jj Kk Ll Mm

Nn Oo Pp Qq Rr

Ss Tt Uu Vv Ww Xx

Yy Zz

FINAL OUTPUT

PRODUCT SELECTION CONCEPT

The font for this project was inspired by the clean, block-like structure of coding, making it a perfect fit for products related to programming. Since video games are entirely coded, I thought it would be exciting and educational to center the entire game around coding. This approach not only adds an element of fun but also teaches players the basics of coding as they progress.

The game, titled Galactic Codes, takes place in various planets and galaxies filled with resources. Players must code their way through different nodes that connect these planets. The ultimate goal is to collect and restore resources in order to win the game.

The game's packaging features a color palette of grey, blue, purple, and pink, which reflects the cosmic setting while giving off a playful and engaging vibe. These colors are specifically chosen to appeal to players aged 12 to 15, as the game is designed for beginners in coding.

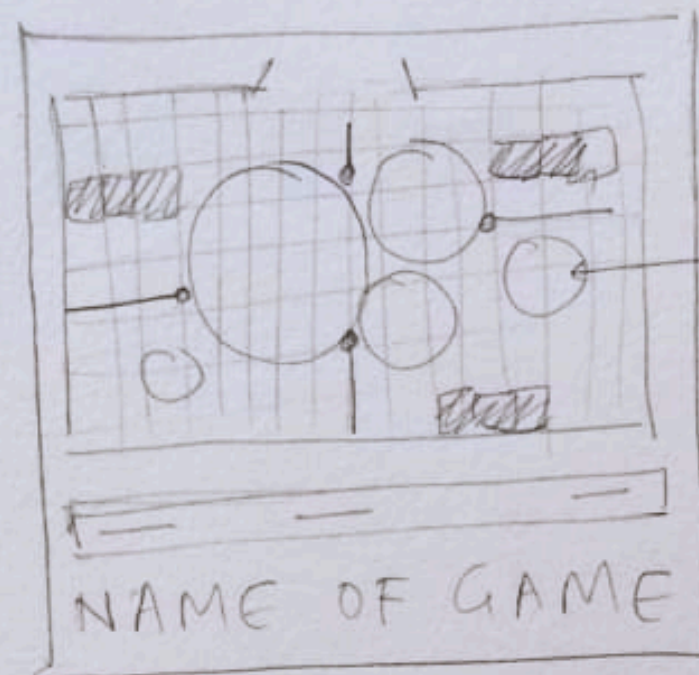
For the typography, I used Roboto Mono, which pairs seamlessly with my custom font. Both fonts share a computer code aesthetic, enhancing the overall tech-driven theme of the game.

GALACTIC CODES

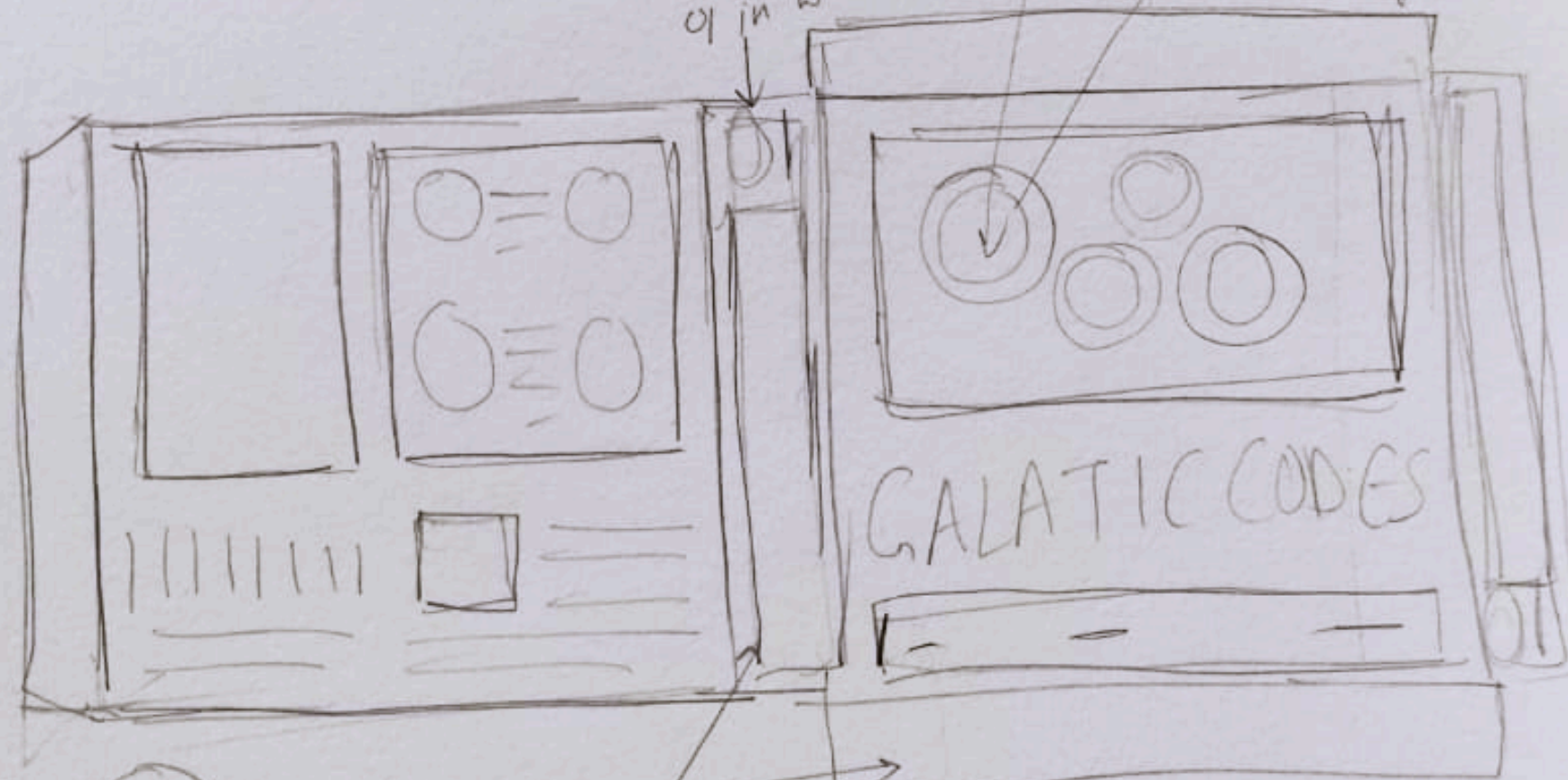
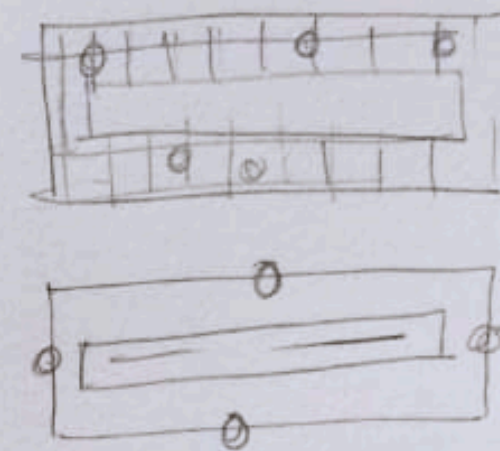


different

grid



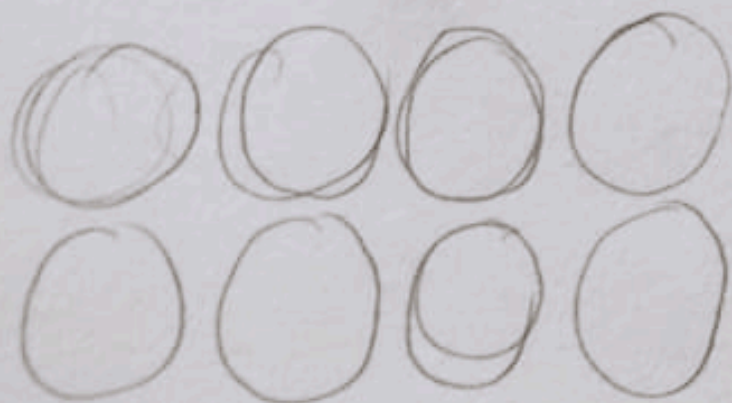
gradient



of in white

letters in my font

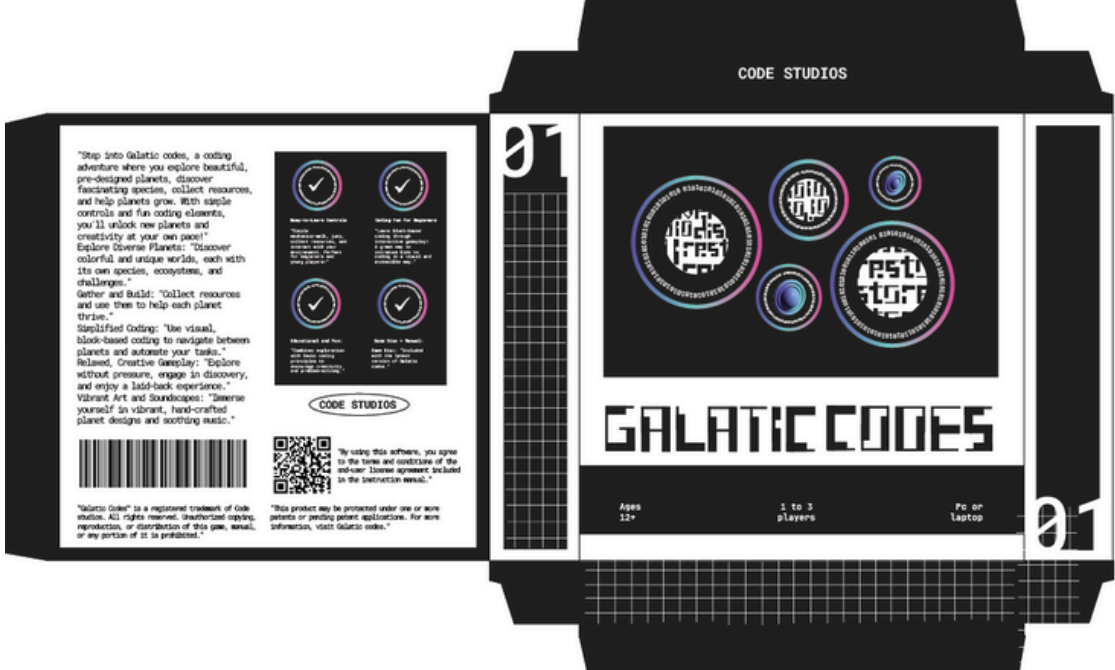
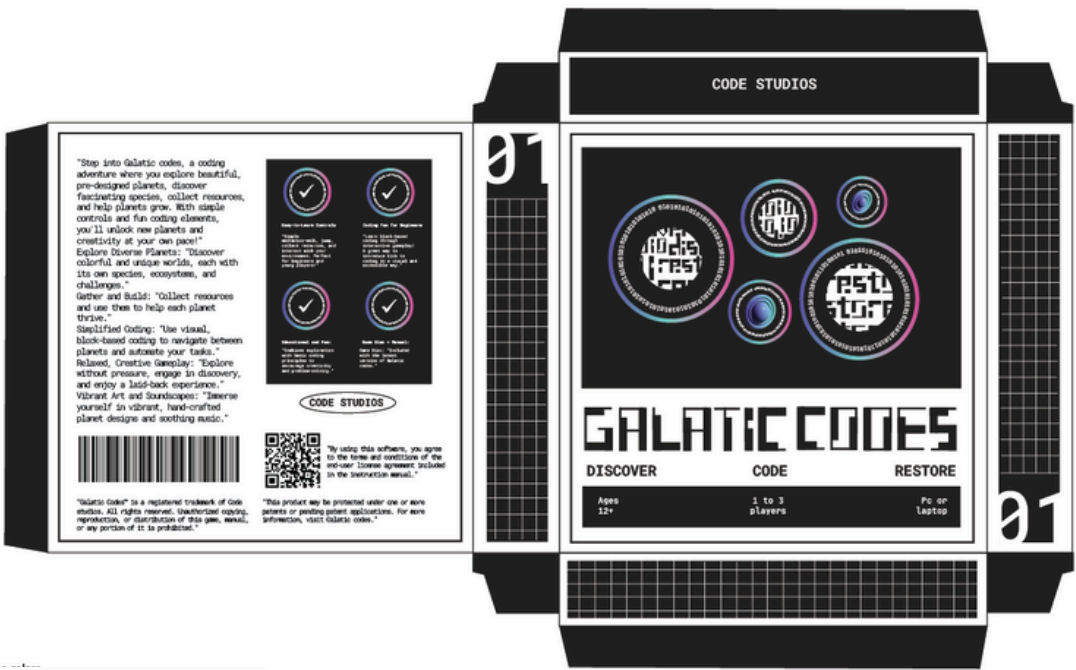
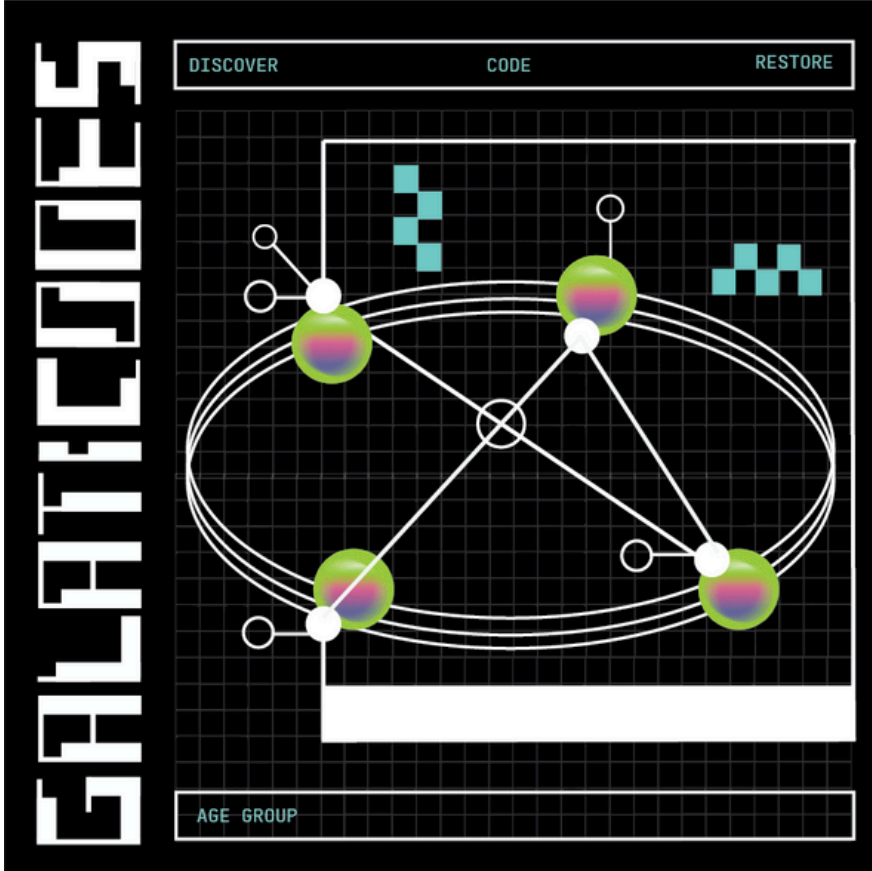
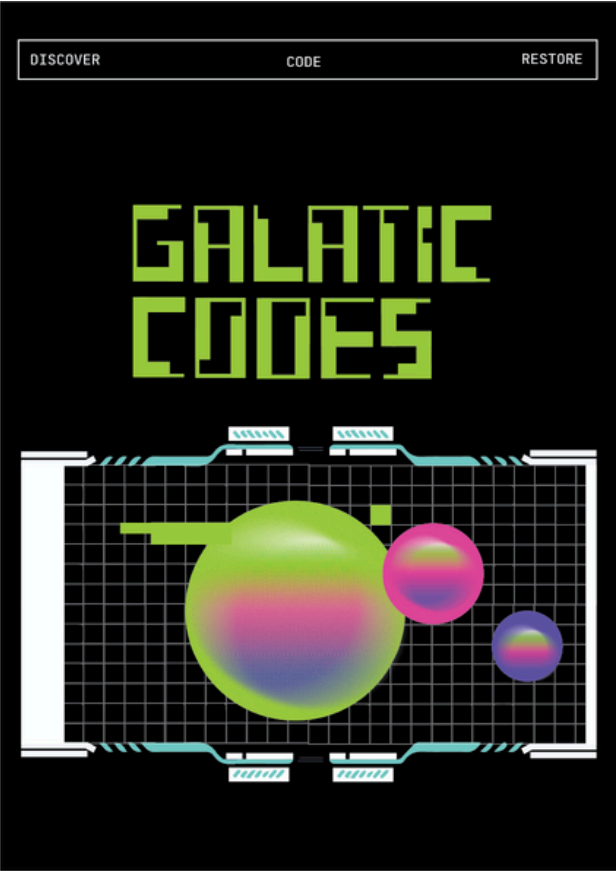
of in other font



grid

grid or plus

WORK IN PROCESS
SKETCHES



WORK IN PROCESS
DIGITAL DOCUMENTATION

FINAL OUTPUT
DIE-CUT





DIGITAL MOCKUP

FINAL OUTPUT



THANK YOU