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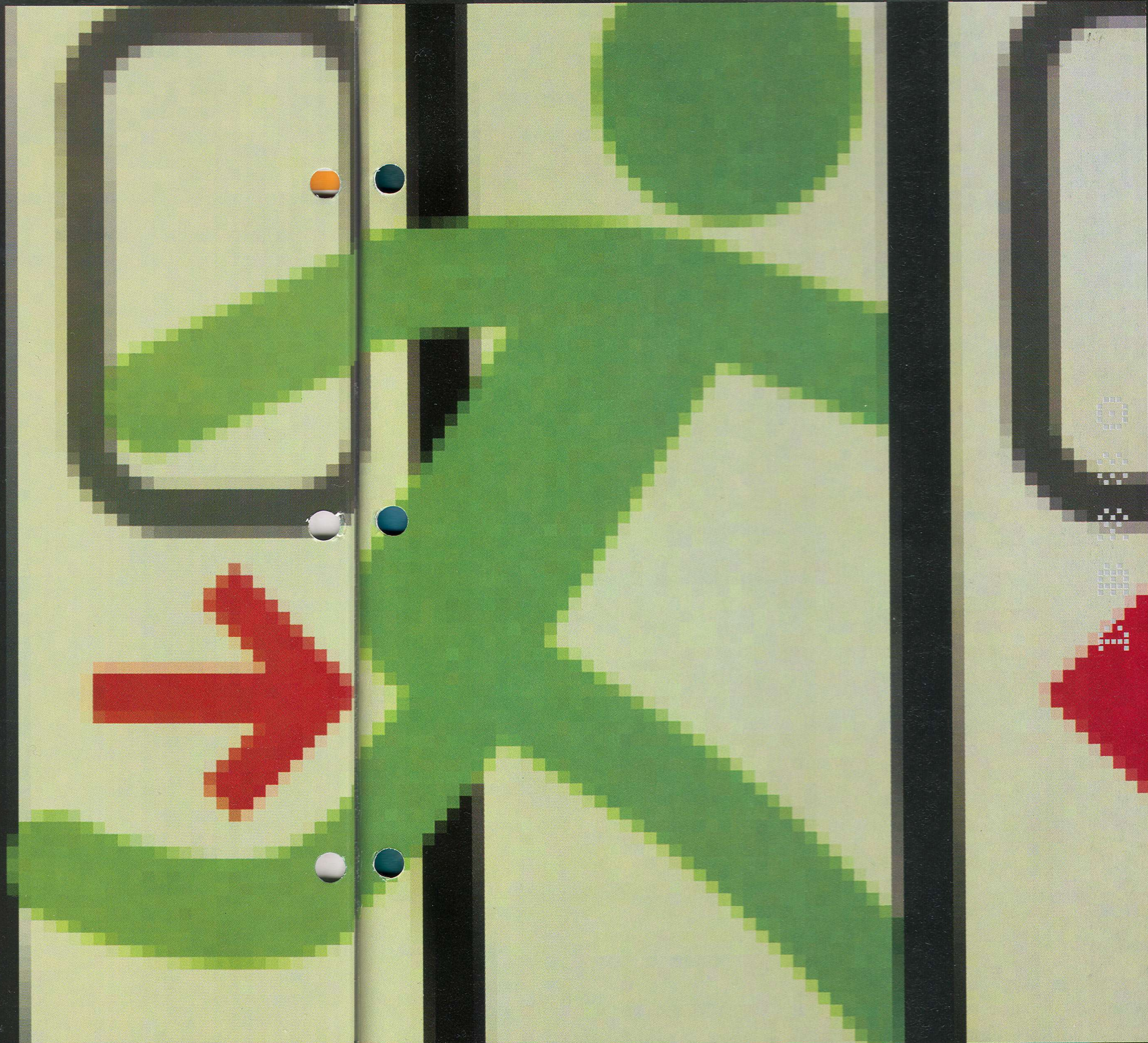
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WHAT IS ICONOGRAPHY

The word "iconography" comes from the word "icon", a Greek word meaning image. Originally associated with the Christian religion in medieval times, icons were pictorial representations of religious ideas and stories, and served as one of the earliest forms of non-verbal communication. As the history of art and culture evolved over the centuries, the meaning of iconography has changed and widened accordingly. It is now defined more broadly as the study of the meanings of illustrated design motifs, including images, icons, symbols, signs and so on. They embody different ideas in different cultural and historical contexts.

At its most basic level, icons are abbreviated and abstracted artistic forms and gestures that are used as a kind of simplified reference to convey visual, auditory and kinetic representations of more complex ideas and events. They allow people who don't share the same language to communicate through means other than speech; non-tangible and yet universal concepts are made tangible through icons. For example, a heart-shaped icon denotes love; a cross symbol associates with prohibition; a moon sign can mean night and a national flag represents an entire nation.

Living in a world where various media and information are omnipresent, we encounter iconography in the form of road sign, advertising billboards, product packaging, company logos and a host of other ways. Iconography has gradually developed into a visual language system. Like any other such system, it has certain rules and conventions. Yet graphic design and popular arts allow more twists and possible meanings related to iconography to develop.

Following the development of art in the 20th century, iconography has in turn taken on extra meanings. Moving away from the religious sphere and functionality into the realm of popular aesthetics, icons have become essential elements of design and of personal and commercial expression.

After World War II came the worldwide consumer boom. Advertising and marketing industries flourished under such conditions. Both established brand names and new companies realized the need for a bold brand image and a company identity. An appropriate company logo was always among the most important things to consider. Some brand logos are so powerful that they have become equivalent to the brands themselves — McDonald's golden arches logo is among the most recognisable.

These household icons in turn became cliches for designers and pop artists to play with. Following the Pop Art movement that began in the 1960s, some designers and Pop artists began poking fun at familiar images in billboards, comic strips, magazine advertisements and supermarket products. They challenged the main characteristics of symbolic expression in many traditions. Famous examples include Andy Warhol's "Campbell's Soup Cans" series, "Dollar Signs" and "Green Coca-Cola Bottles". In the following decades, the volume and variety of icons and images has reached abundance and they can now be seen everywhere from street graffiti to digital designs.

PART 1 | SHOWROOM

This book is devoted entirely to contemporary iconography in graphic design. The first chapter takes readers on a fantastic visual tour made up of icons and images from different historical and geographical contexts. Icons that are featured in this chapter represent different cultures from all over the world. By placing them together, readers can see how icons actually work to symbolize meaning in different cultures. It is a valuable source of reference for every design professional.

Each of these designers has their own distinctive style. The artworks that we have chosen for this chapter are those that best represent each designer, the works being instantly recognizable. They are expressions of each designer's artistic endeavour and personal identity.



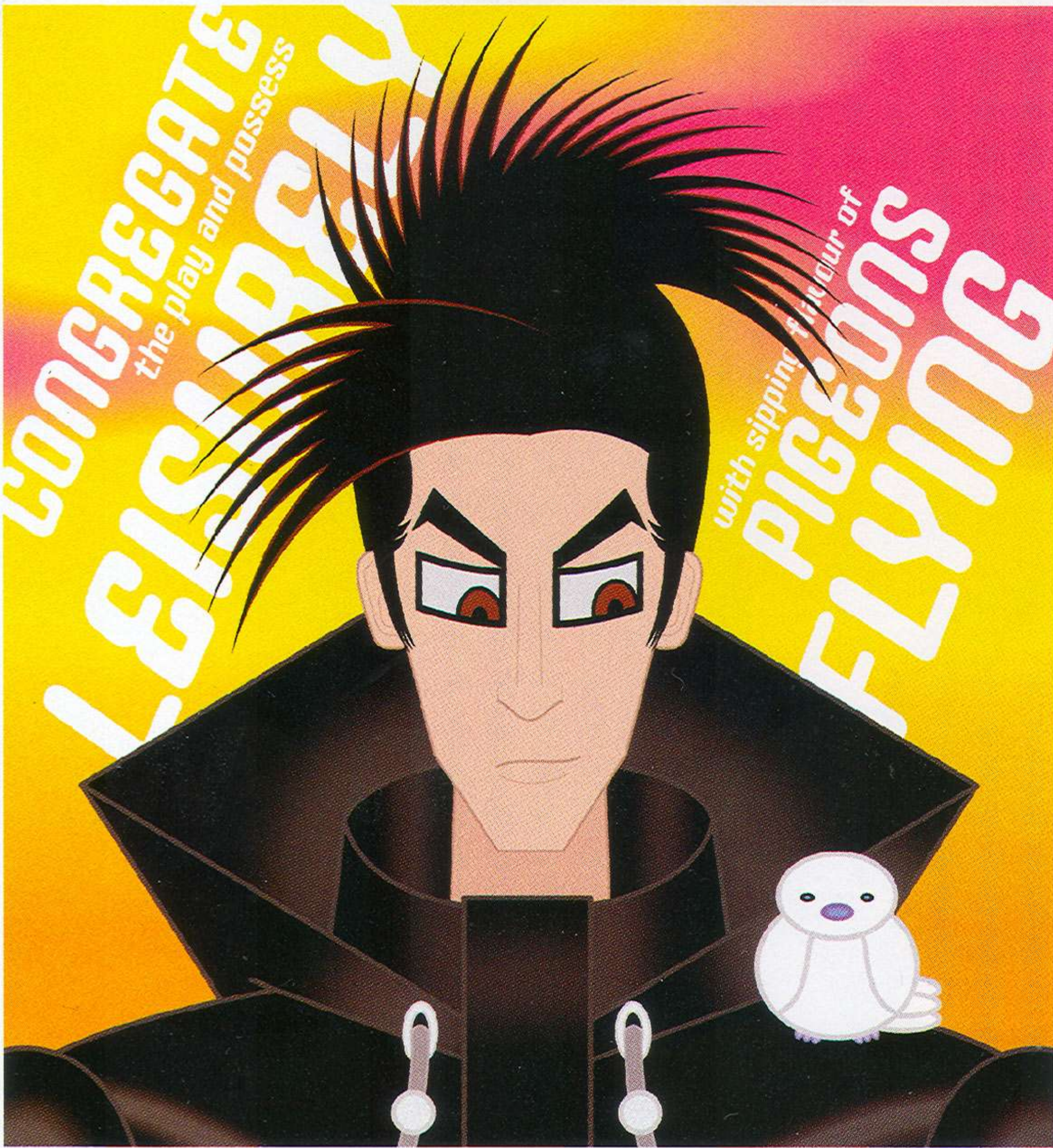
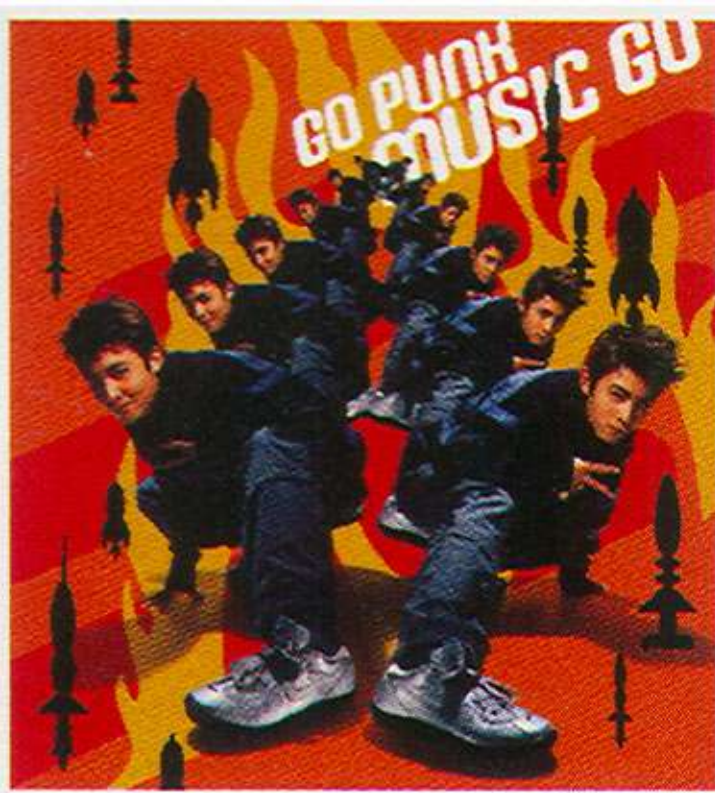
■ HONG KONG

communion w

PAGE_005/006

COMMUNION W

COMMUNION W WAS SET UP IN 1998 AND HAS SINCE GROWN TERMS OF BOTH SIZE AND EXPERIENCE. CREATIVITY AND GRAPHIC DESIGN BEING THEIR MAJOR STRENGTHS HAS RESULTED IN AN IMPRESSIVE PORTFOLIO OF MEMORABLE ADVERTISING CAMPAIGNS AND CHIC CD PACKAGING.



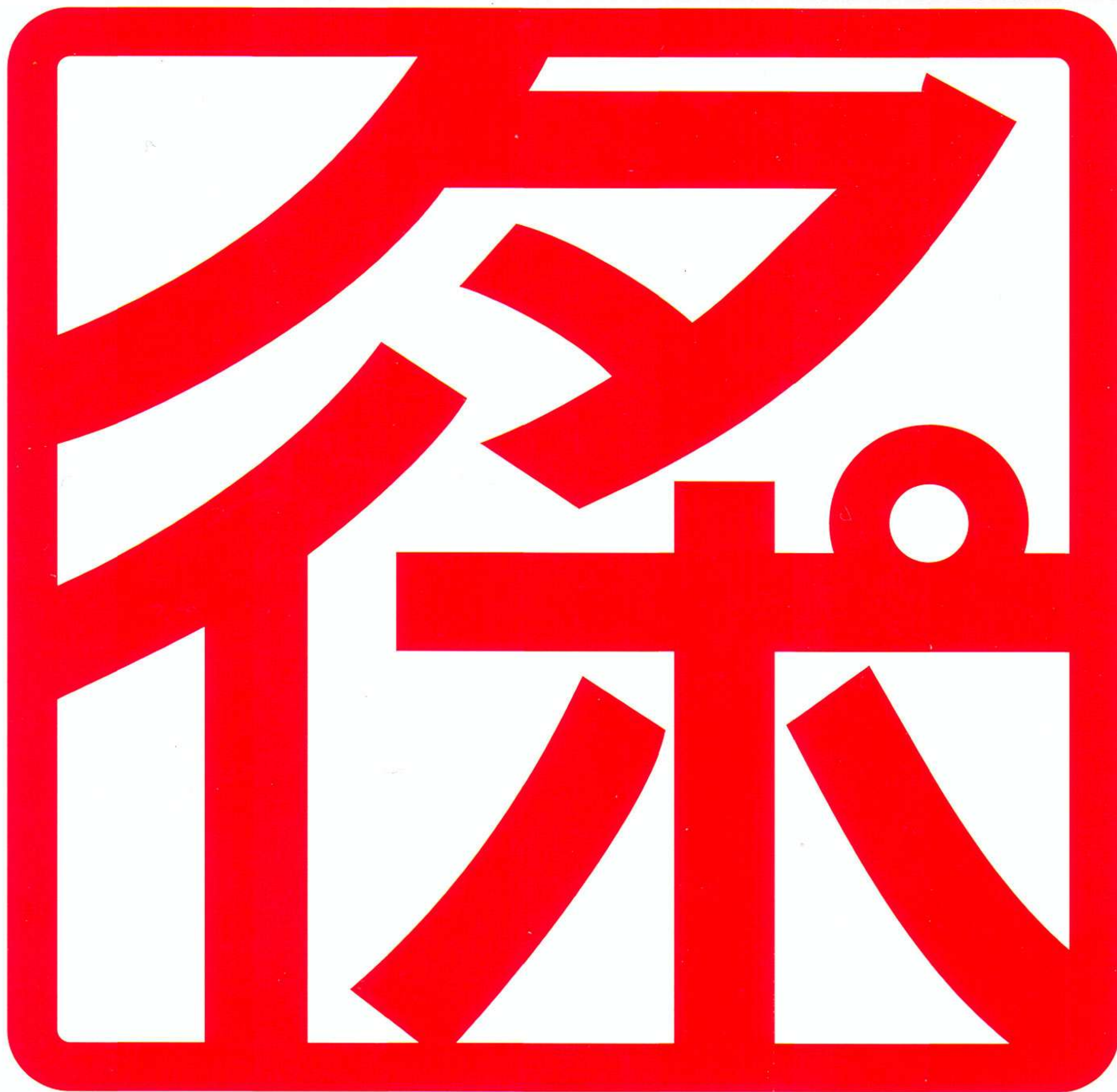
PEACE AND LOVE
PAL
POSTER ILLUSTRATION BY KATSURA MOSHINO

EDISON CHEN CD
PACKAGING





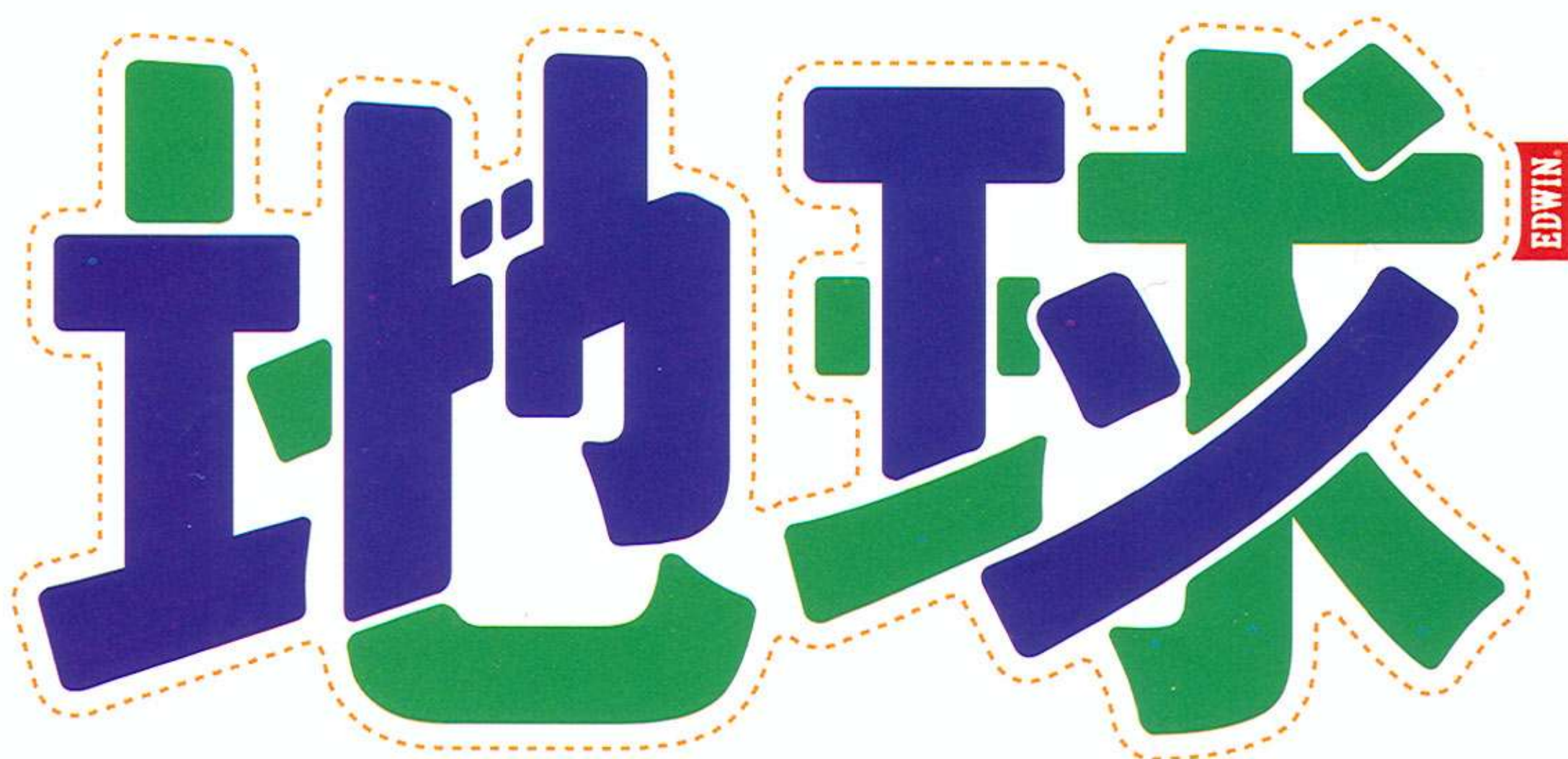
TOKYO



PAGE_009/010

DAINIPPON TYPE ORG

ESTABLISHED BY TETSUYA TSUKADA AND HIDECHIKA IN 1993, THIS COMPANY SPECIALISES IN BREAKING UP, COMBINING AND RECONSTRUCTING THE JAPANESE LANGUAGE (KANJI, HIRAKANA AND KATAKANA) AND ALPHABET INTO A NEW TYPOGRAPHY. IT ALSO WORKS ON FONTS FOR COMPUTER USE, LOGO DESIGN AND MOTION GRAPHICS. SELECTED FOR TOKYO TDC IN 1993, 1994-95 AND 1997, ITS WORK HAS BEEN INCLUDED IN GASBOOK8, GASBOOK11, DICTIONARY, VIDEO DICTIONARY, :TRANSMISSION02 AND OTHER PUBLICATIONS.



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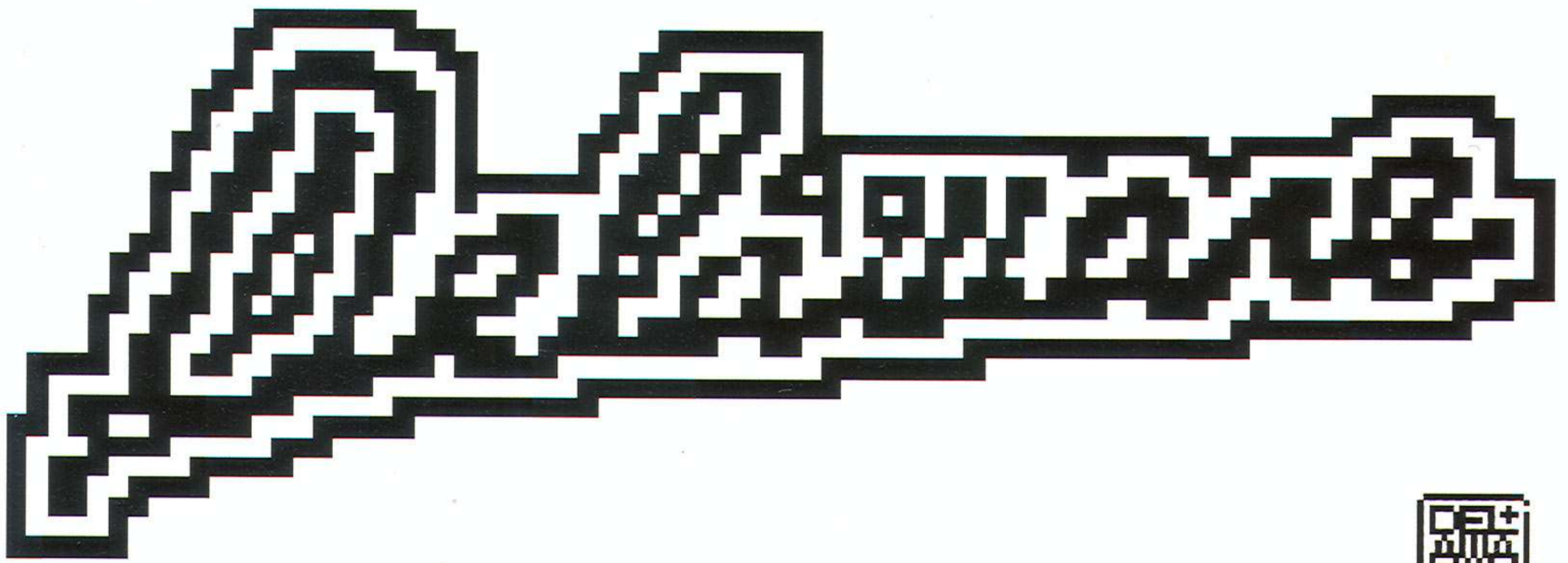
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FLUTUREVISION



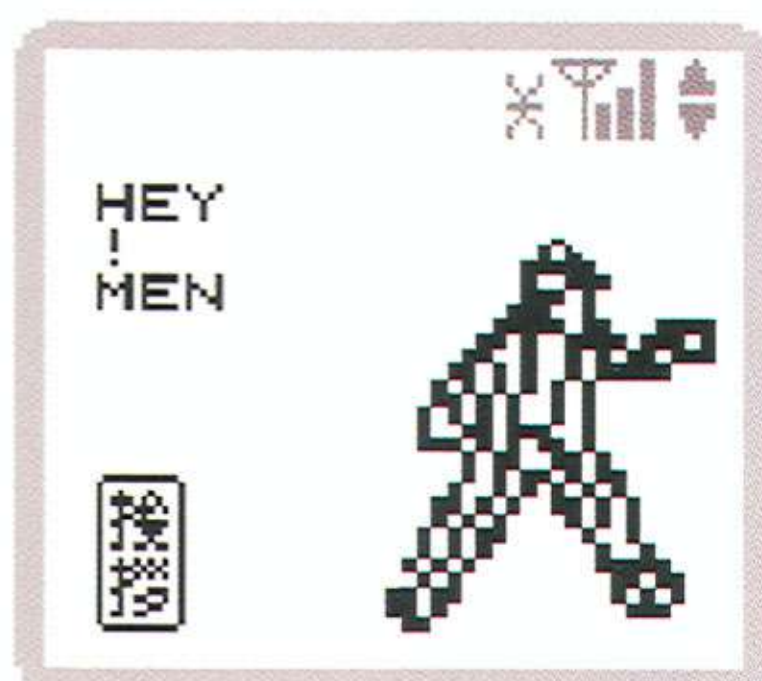
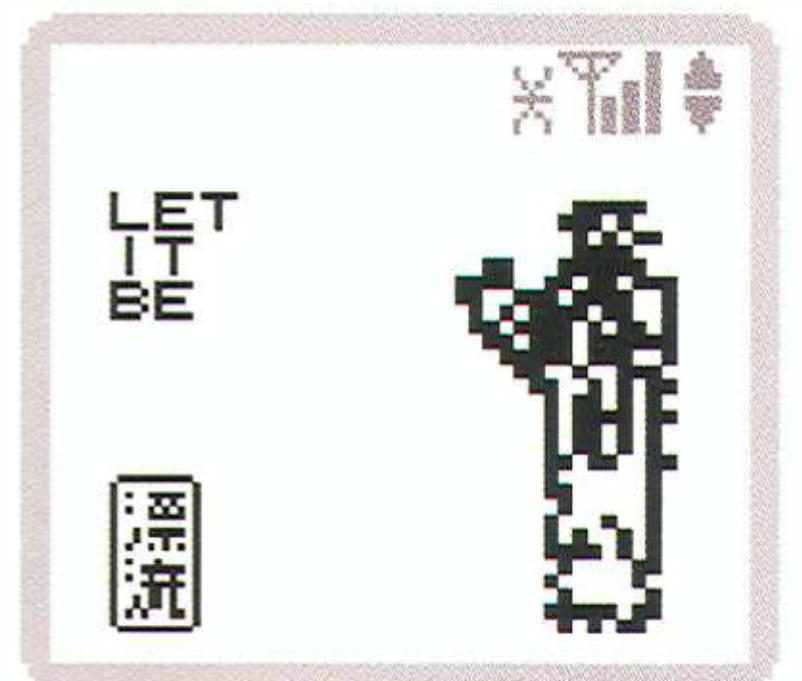
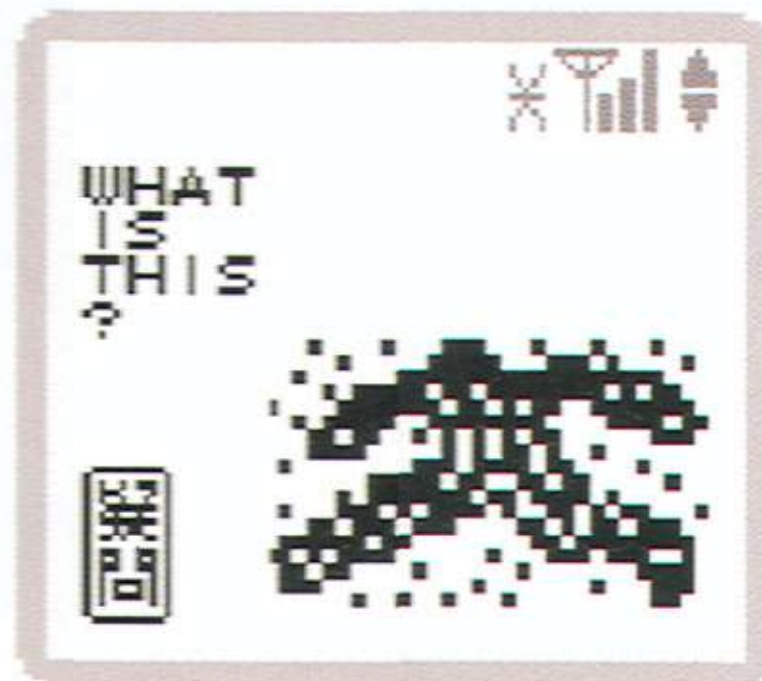
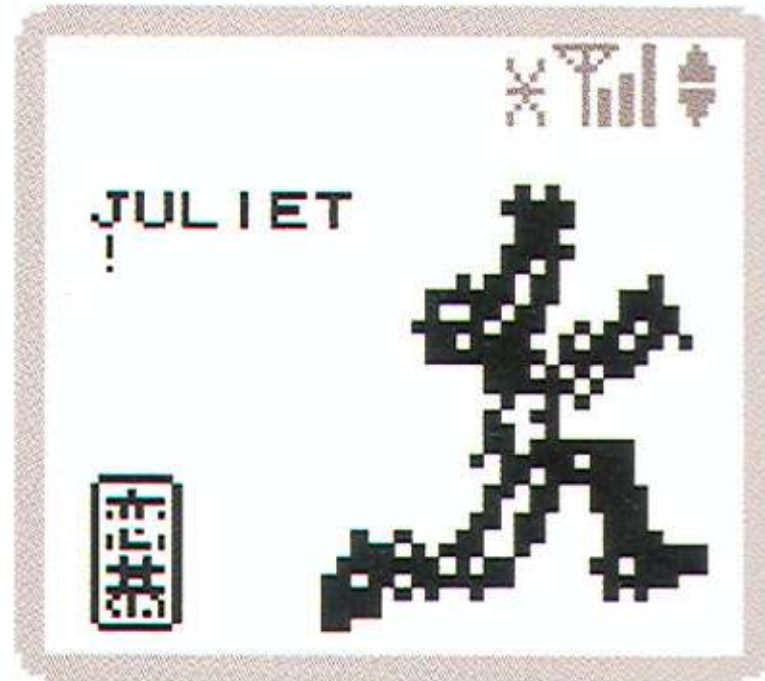
TOKYO

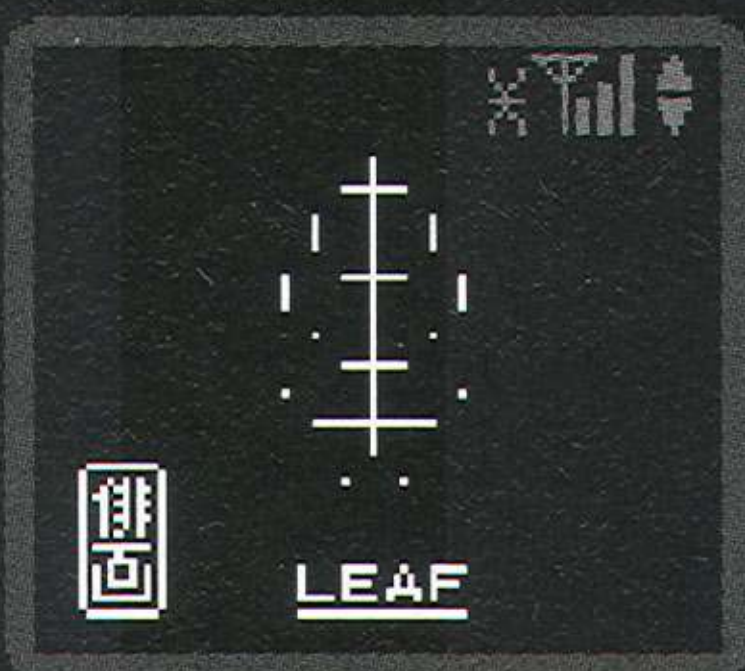


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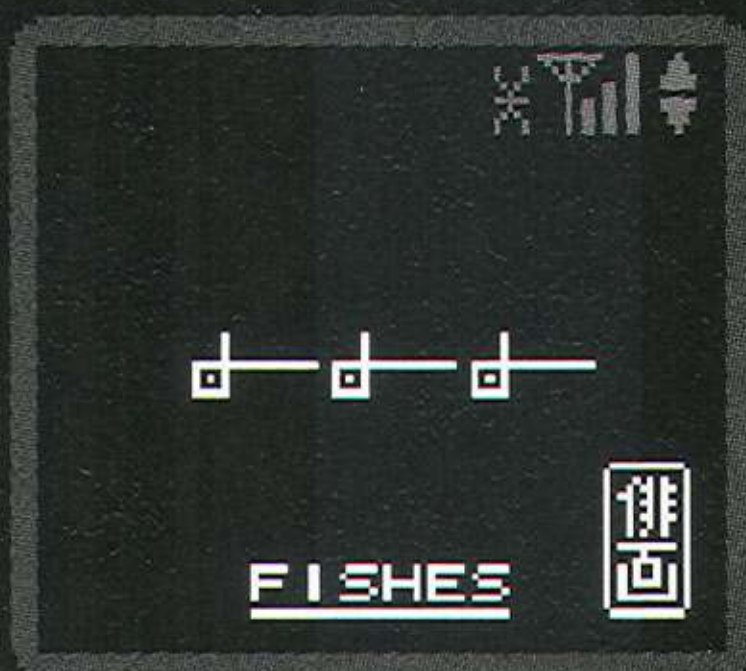
DELAWARE

IN 1993, MASATO SAMATA FOUNDED DELAWARE IN TOKYO. IT DESCRIBES ITSELF AS "A JAPANESE SUPER-SONIC GROUP OF THREE DESIGNER-ROCKERS AND ROCKER-DESIGNERS". THEY ARE MASATO SAMATA, MORIHIRO TAJIRI AND AYA HONDA. THEIR ACTIVITIES INCLUDE DESIGNING MUSIC CDS AND CD-ROMS, COMMERCIALS, MAGAZINES, T-SHIRTS, WEBSITES, MOBILE PHONES (I-MODE) AND LIVE SHOWS. MASATO SAMATA SAYS: "THE DISPLAY OF THE MOBILE PHONE IS OUR NEW CANVAS."

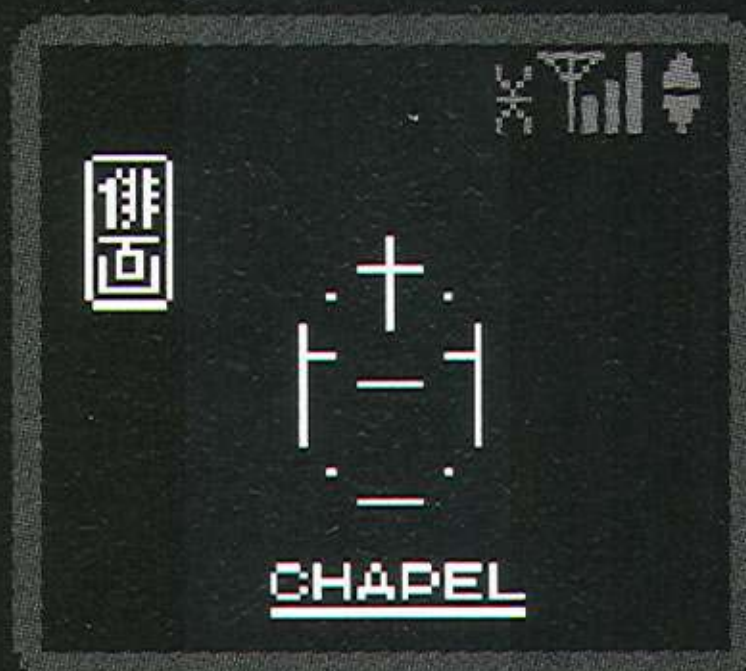




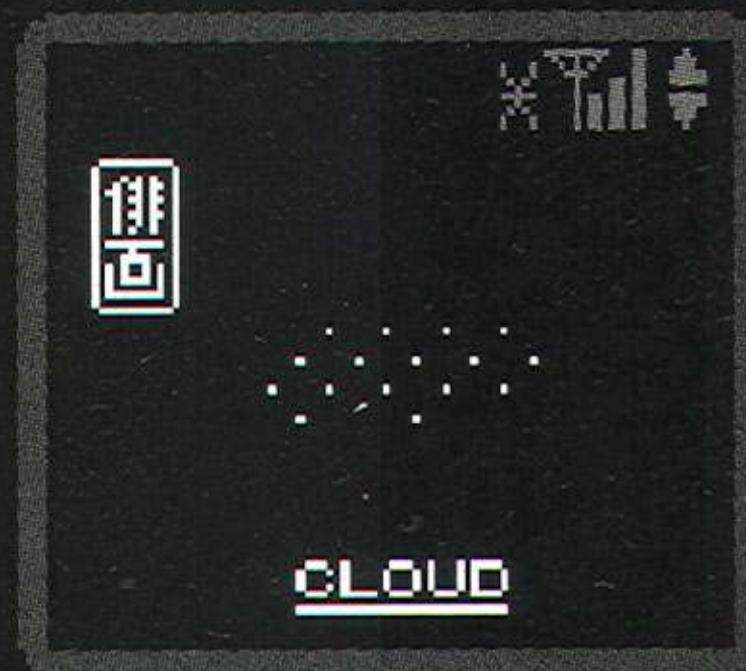
LEAF



FISHES



CHAPEL



CLOUD



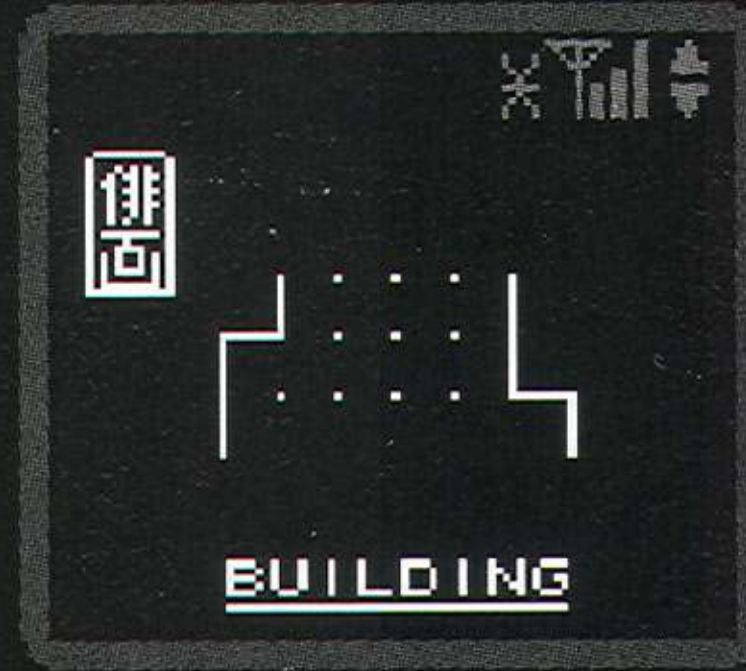
BEAR



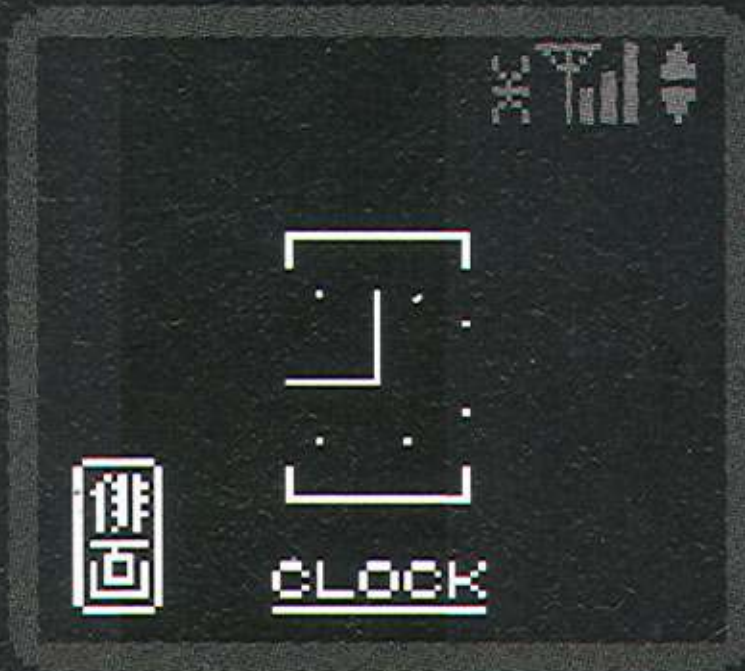
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PEACE



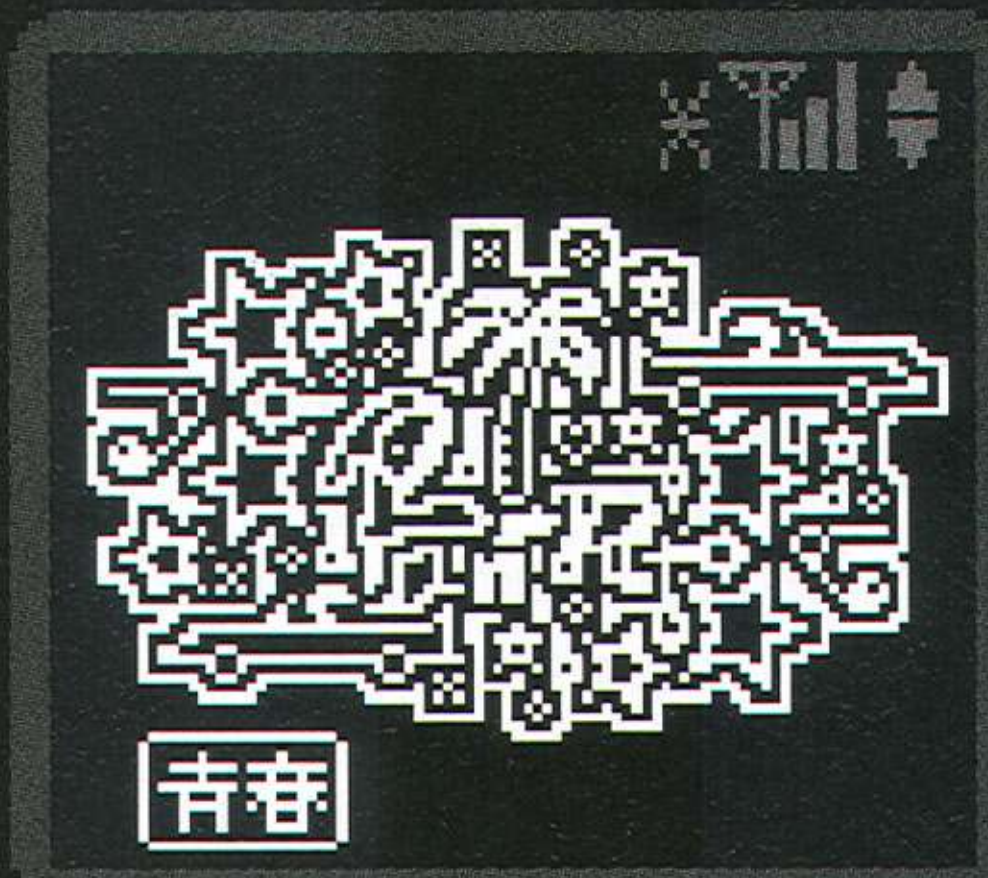
BUILDING



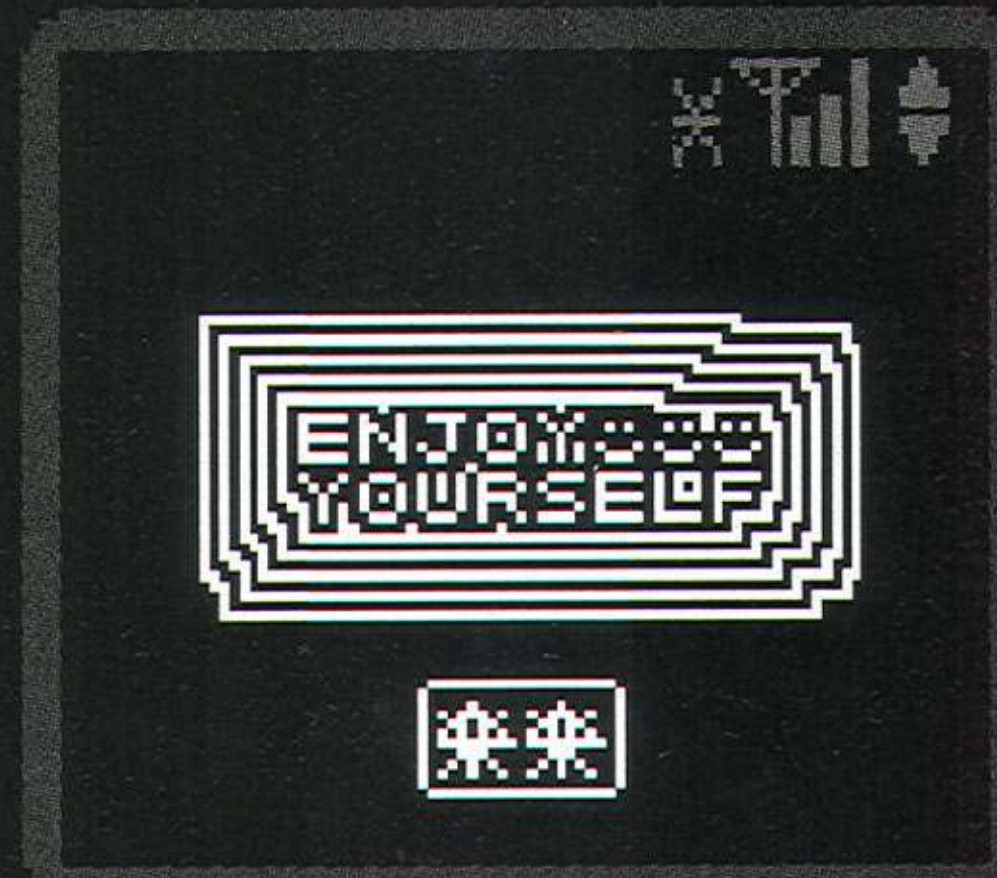
CLOCK



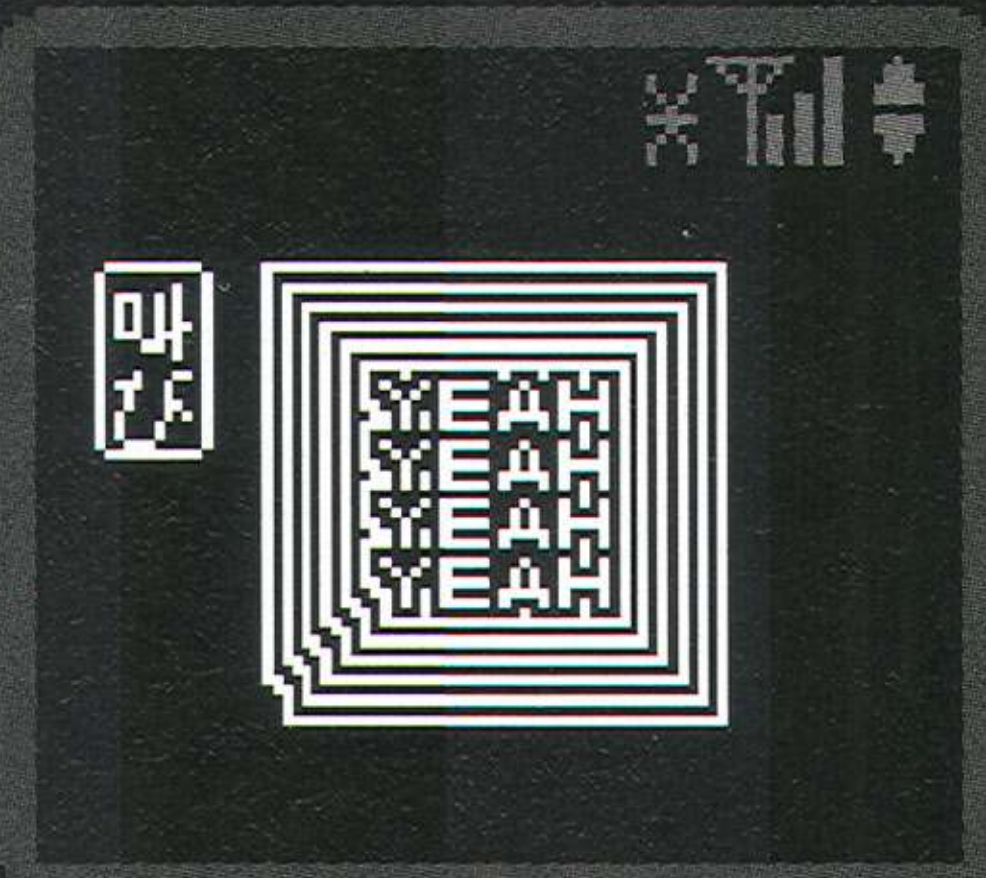
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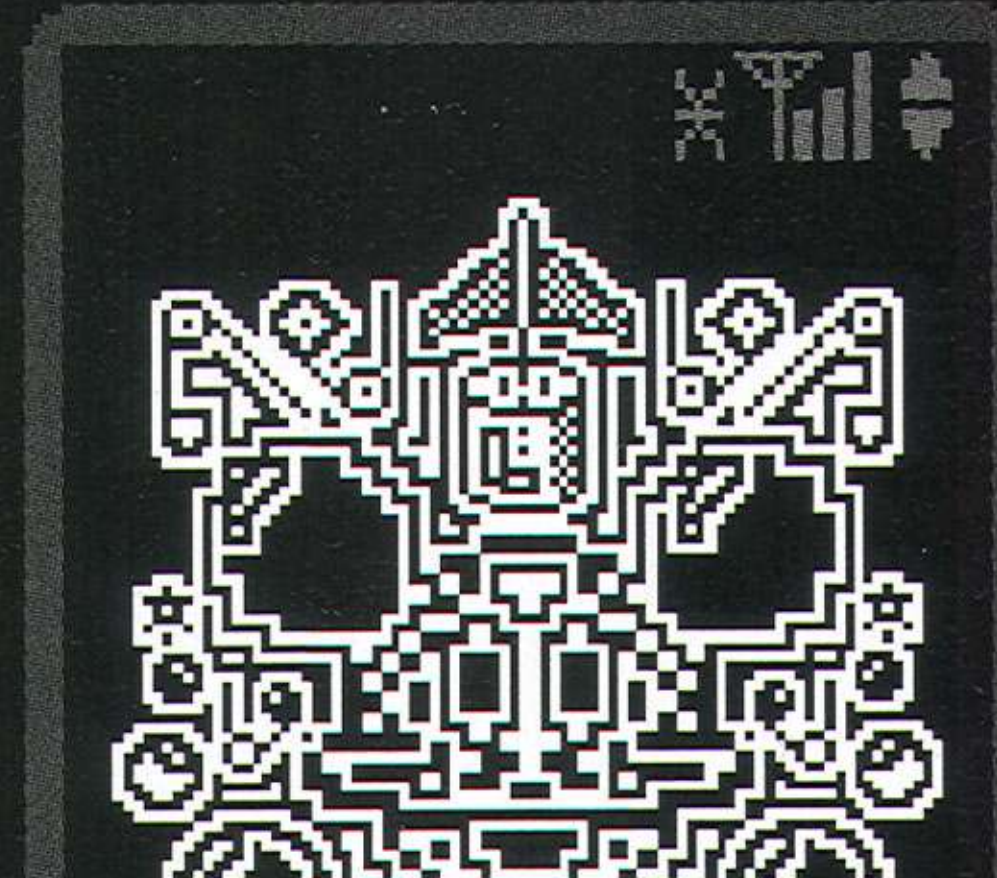
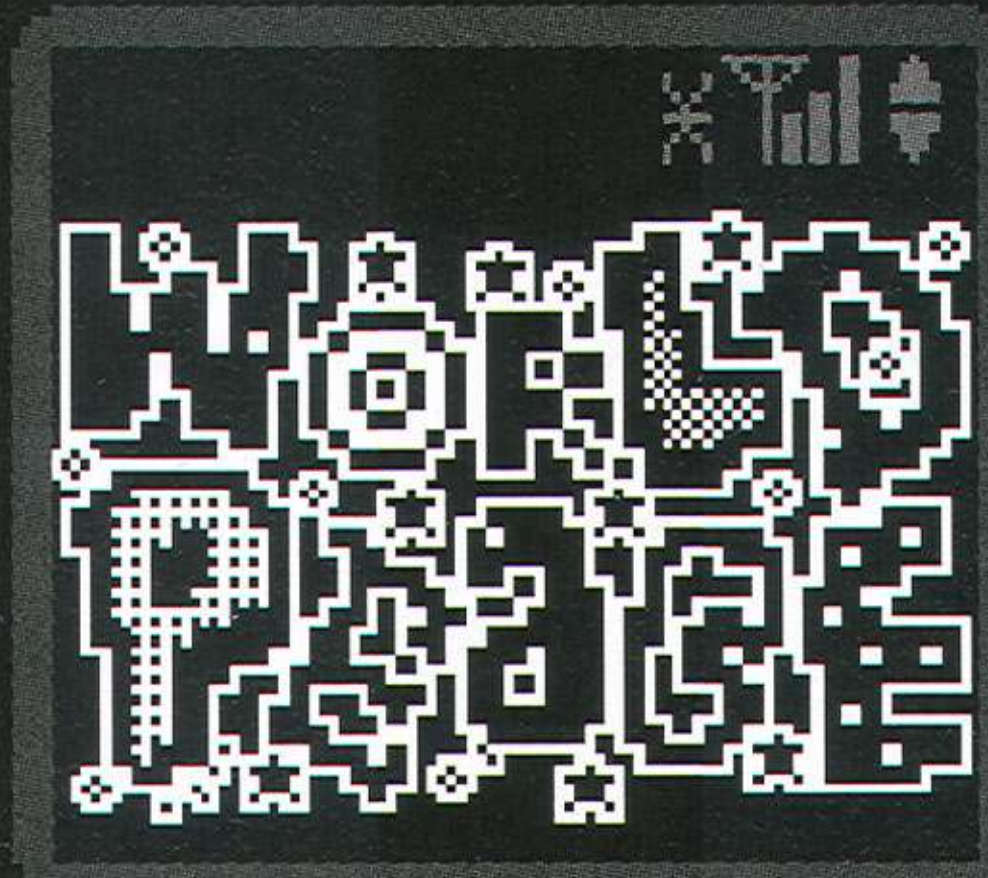
青春



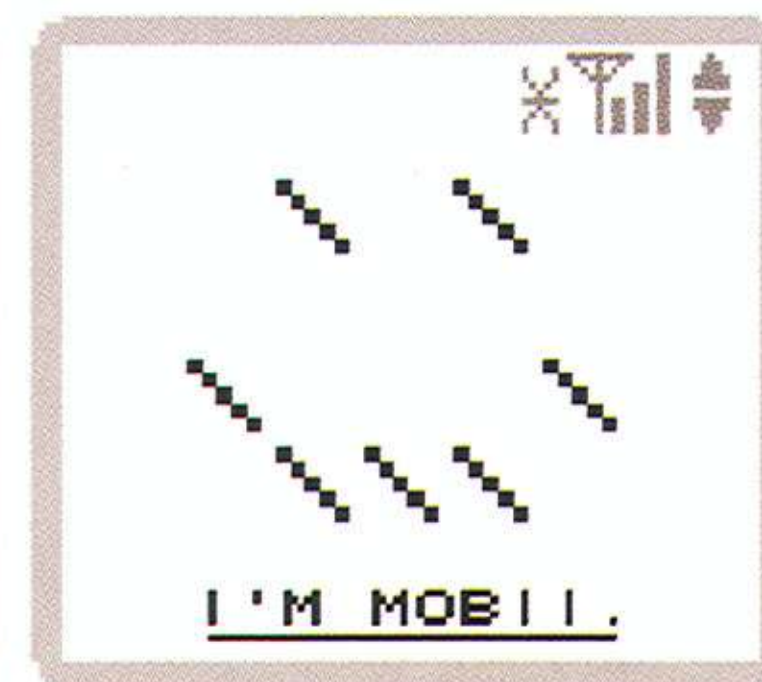
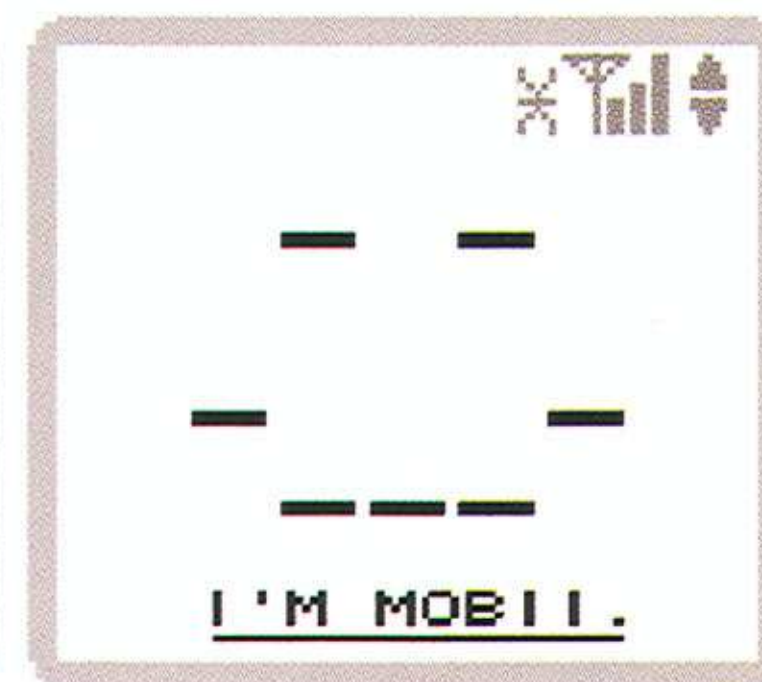
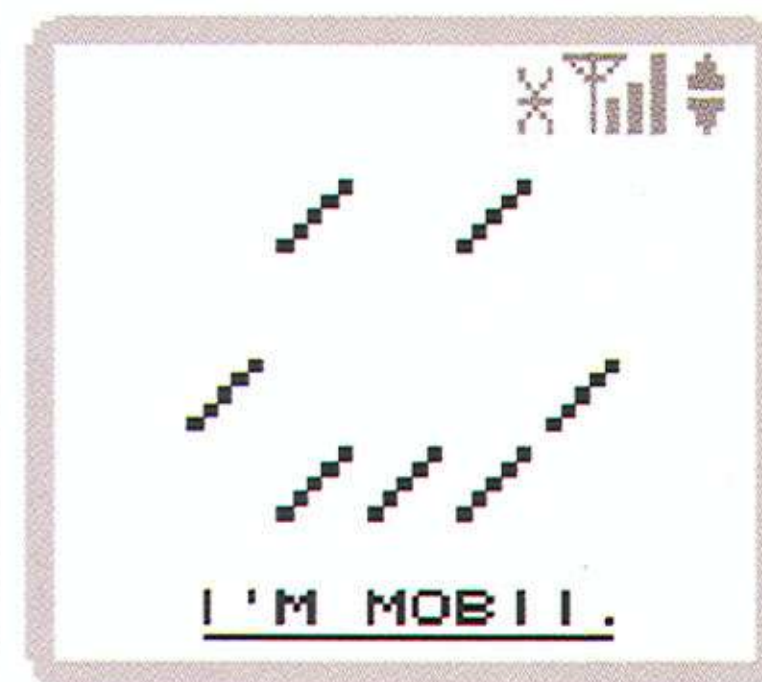
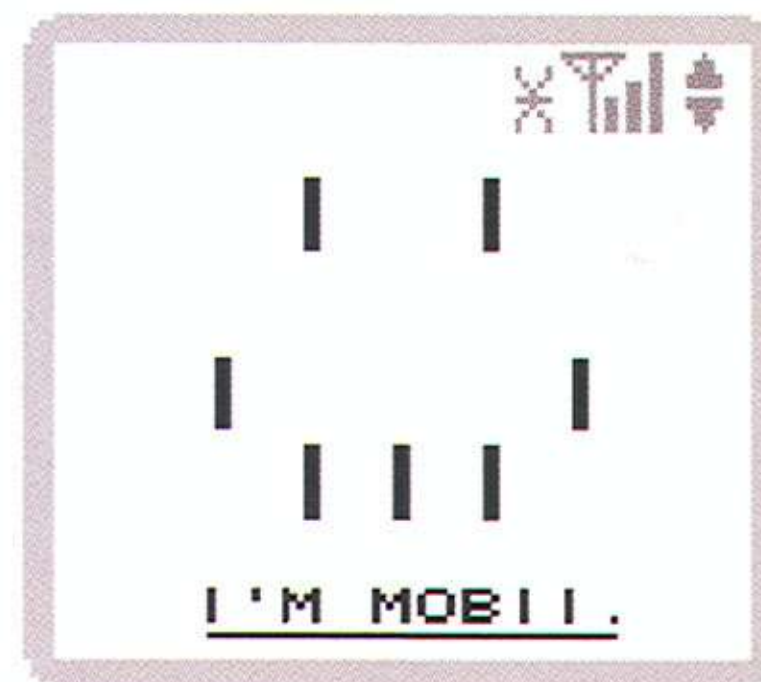
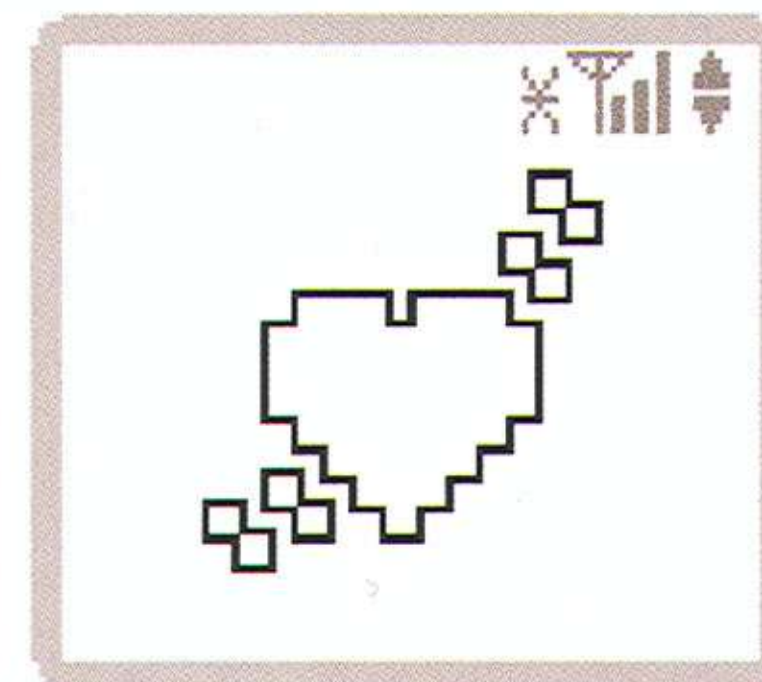
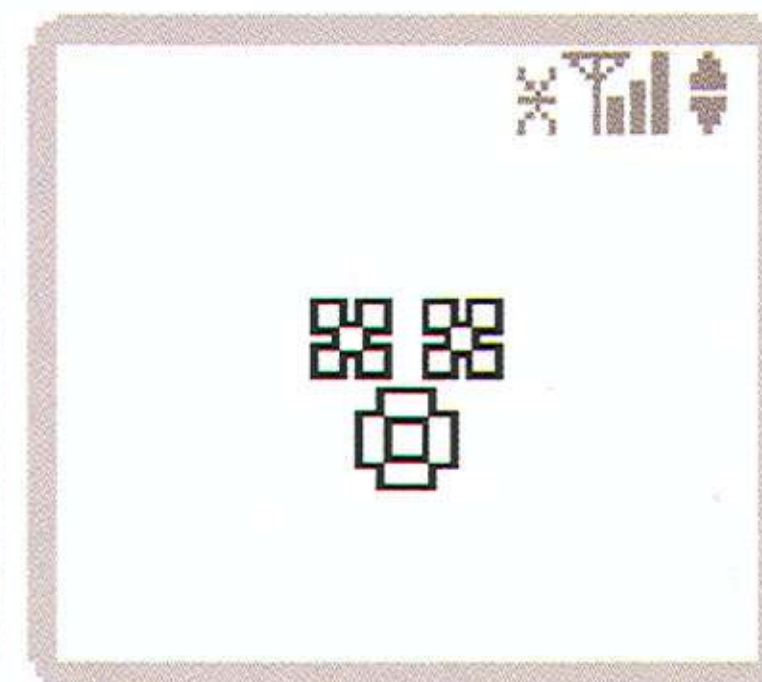
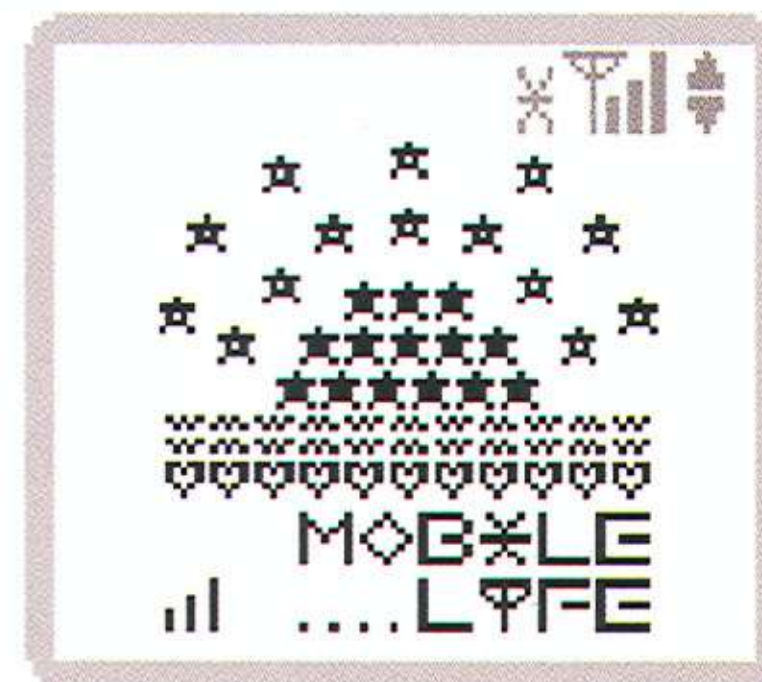
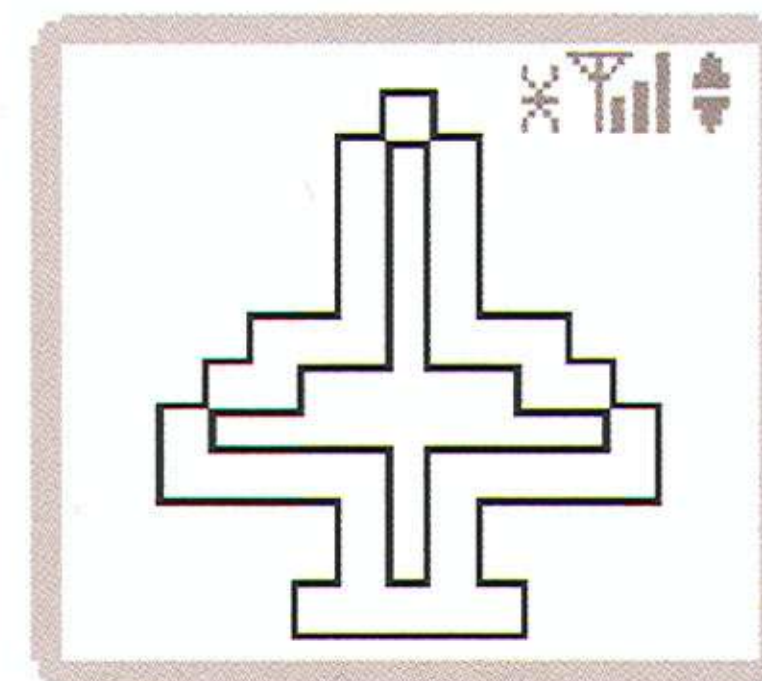
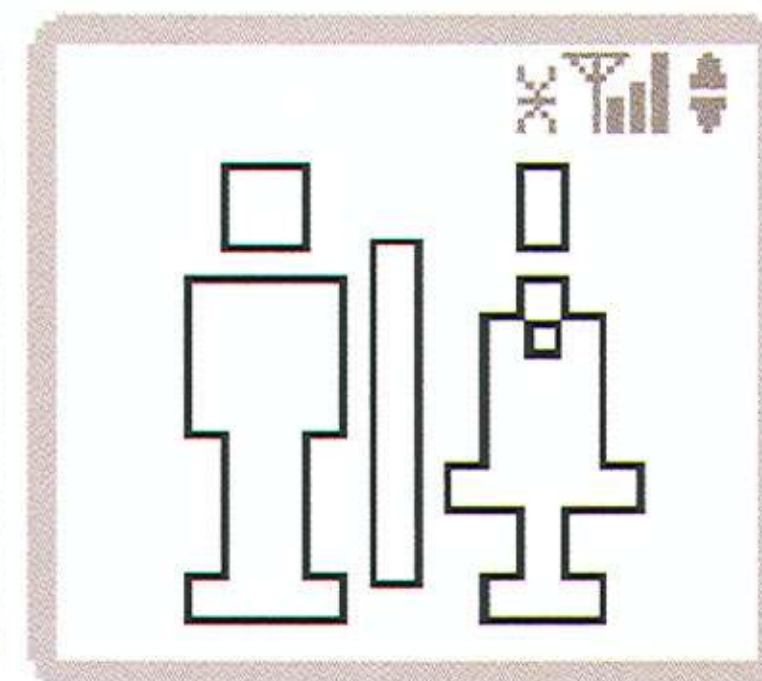
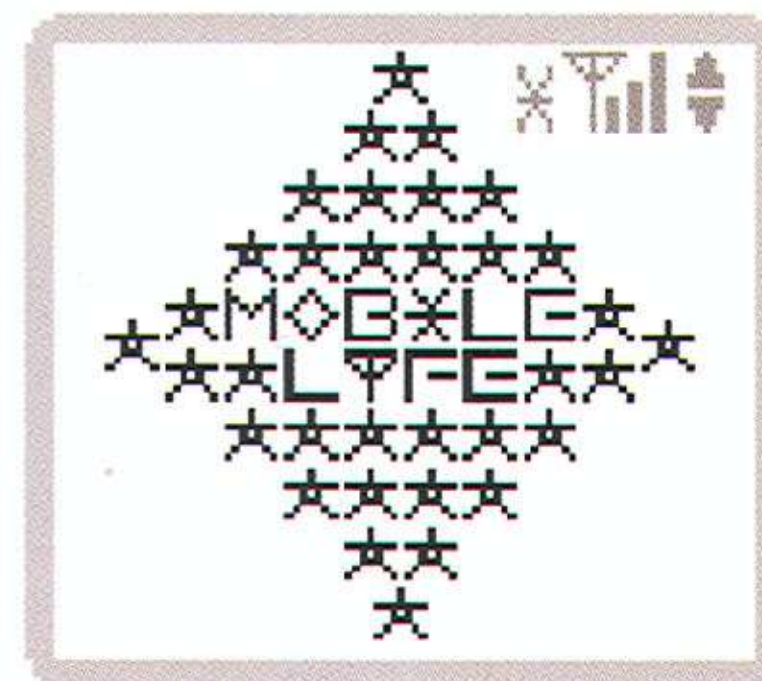
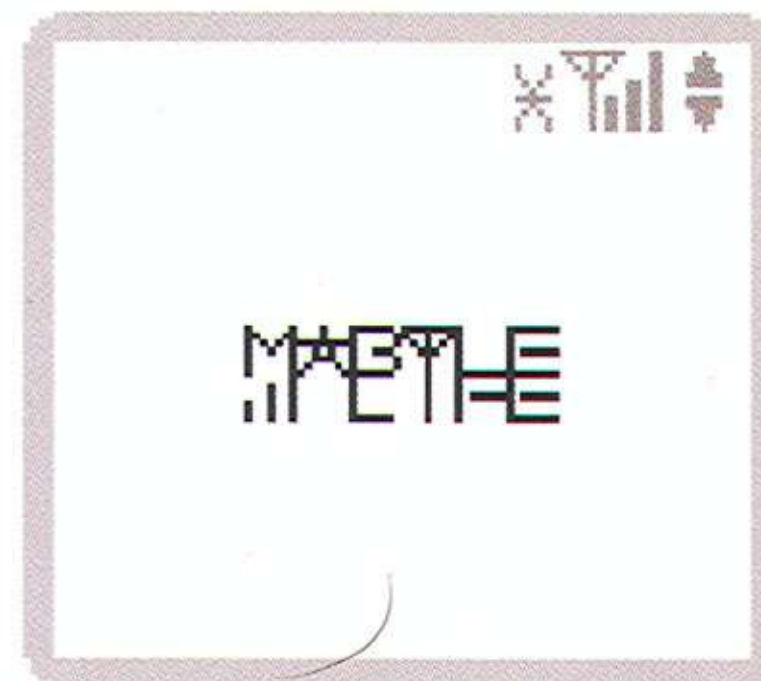
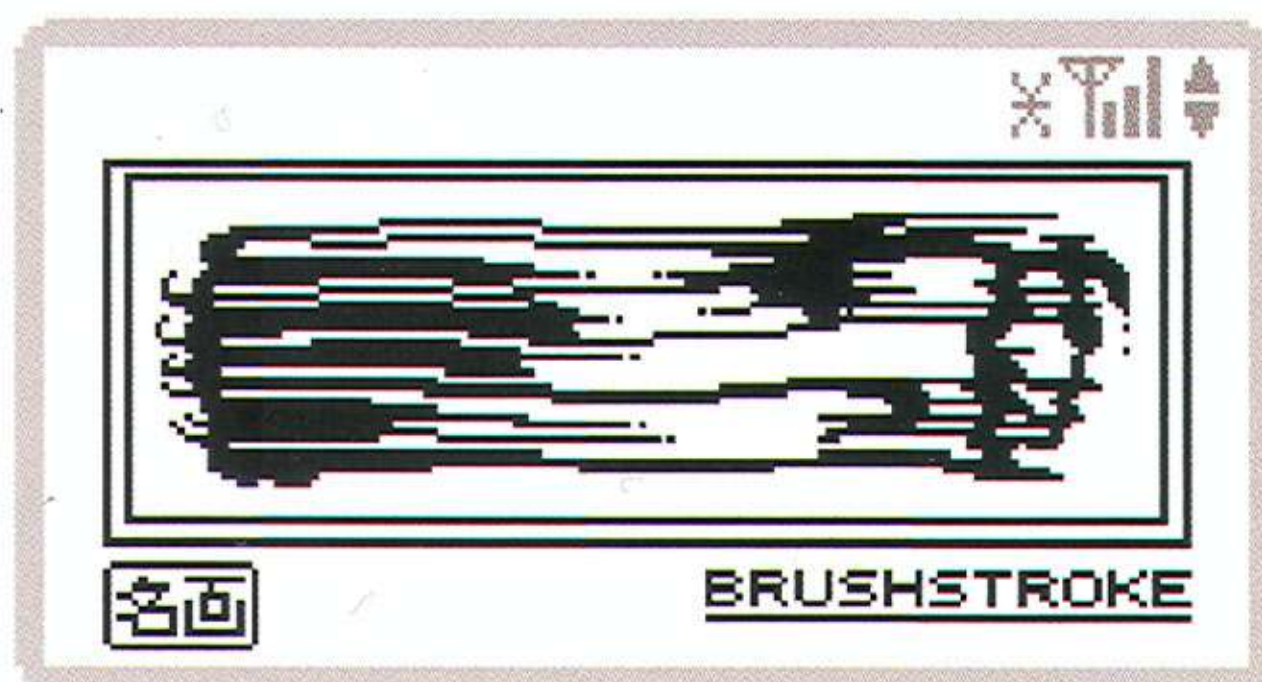
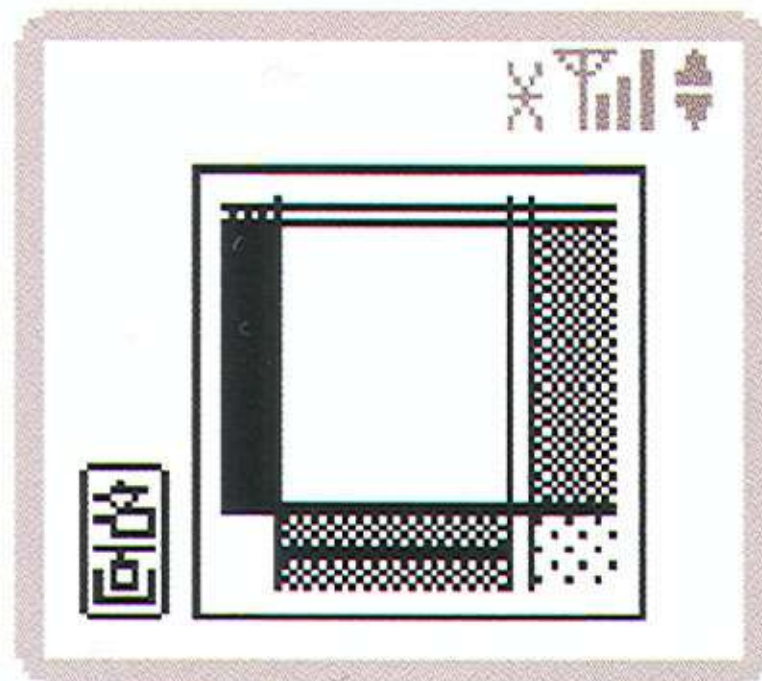
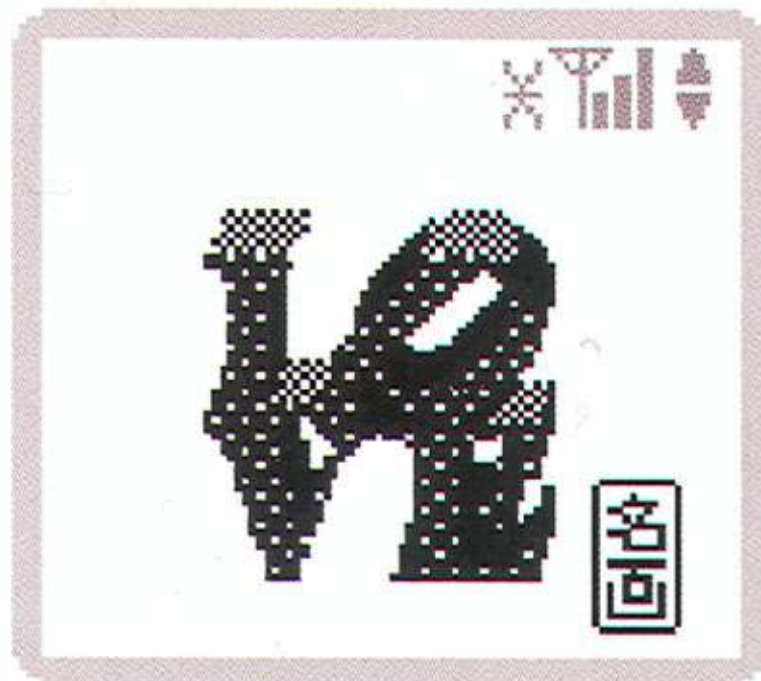
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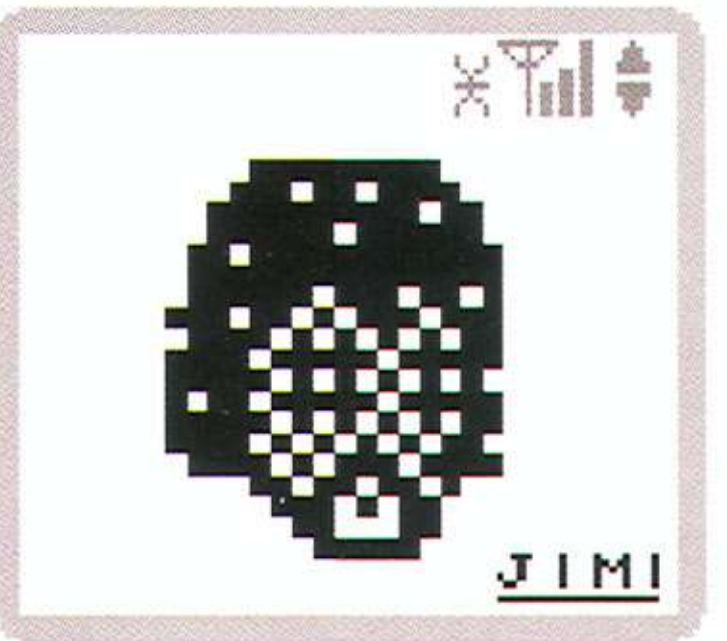
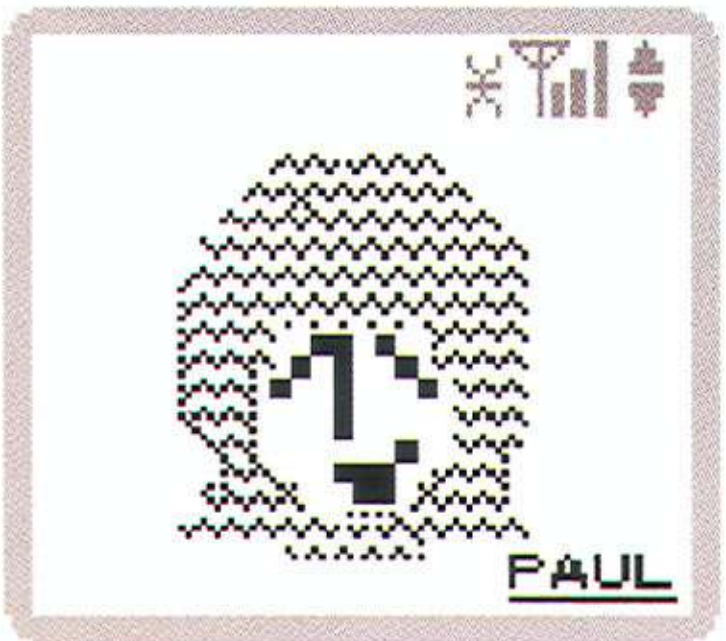
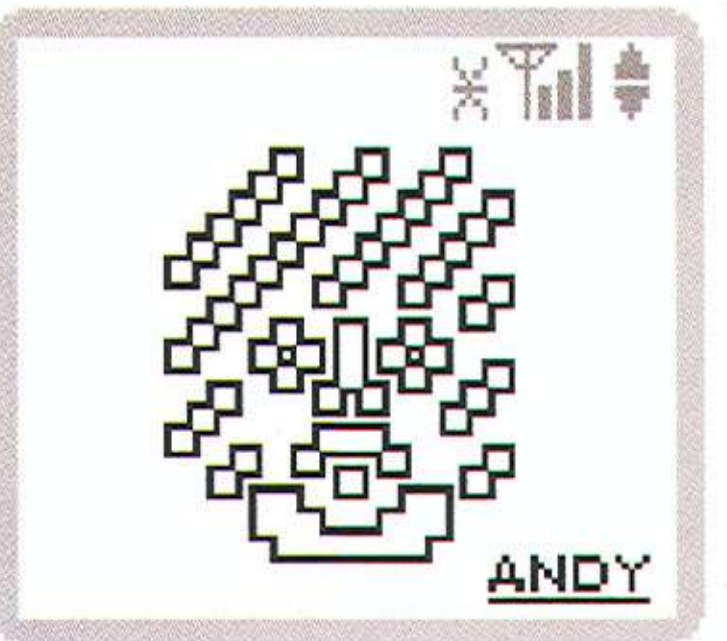
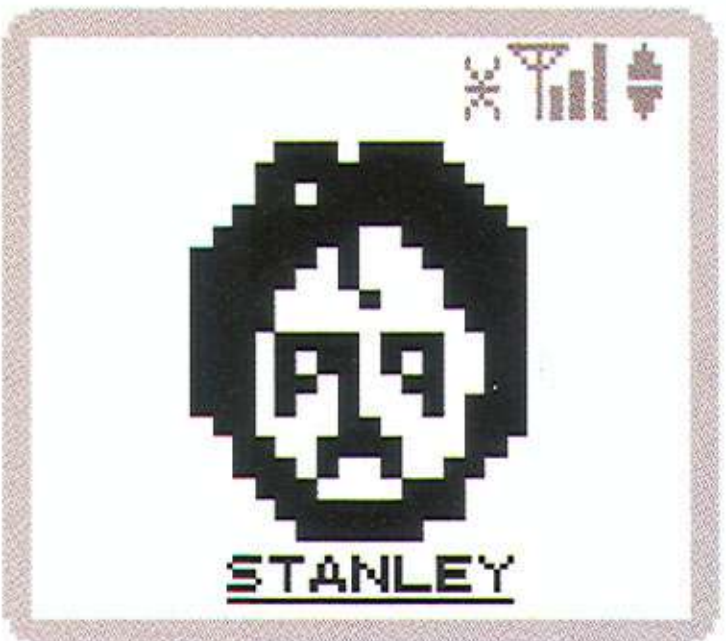
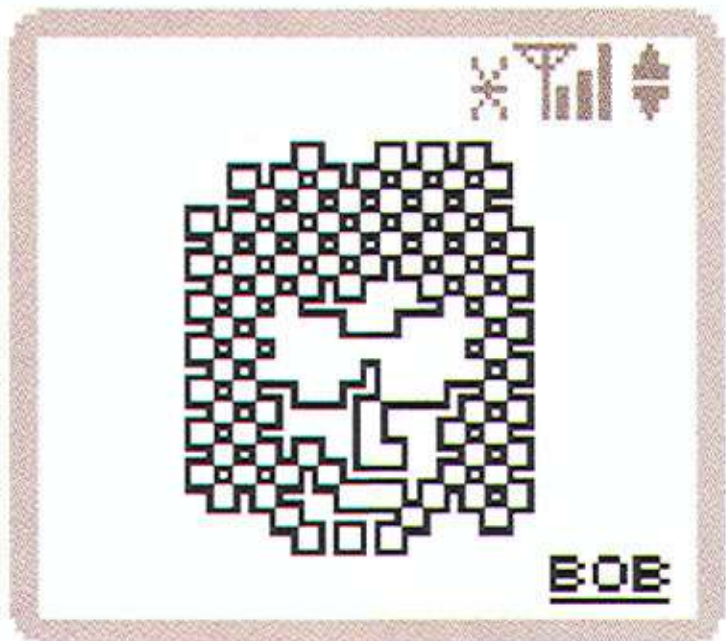
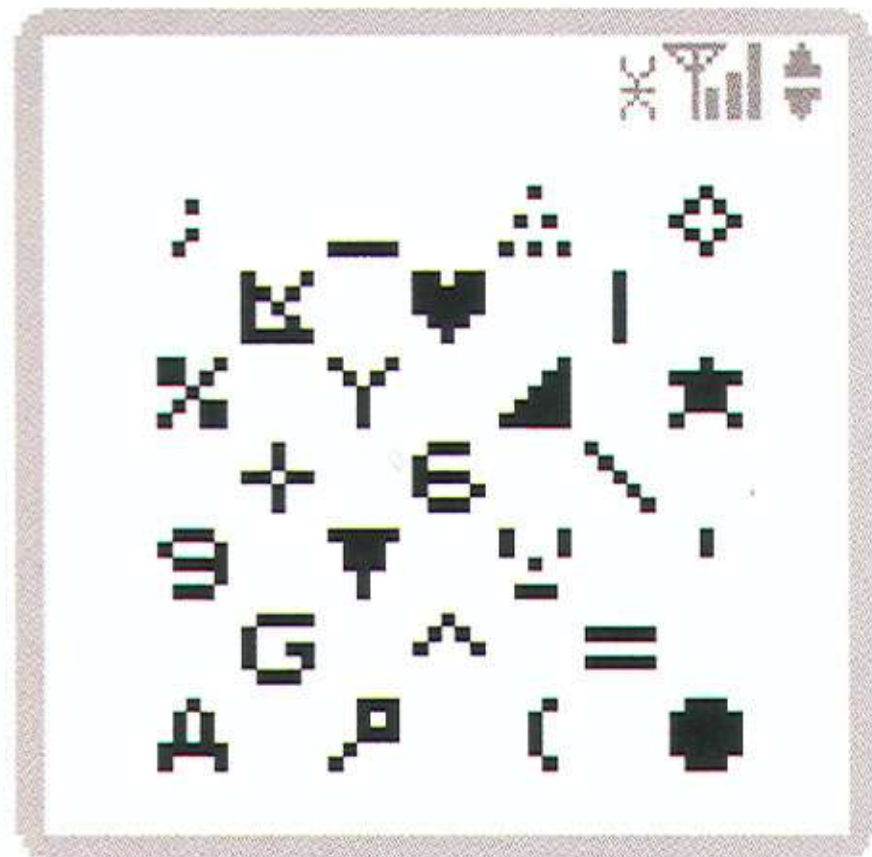
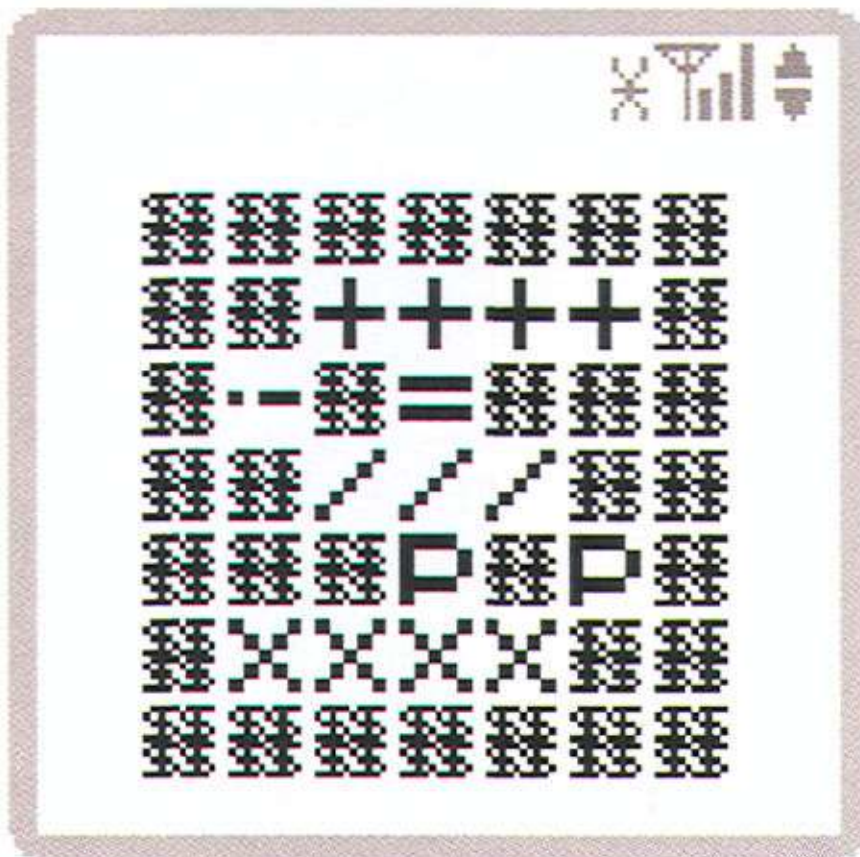
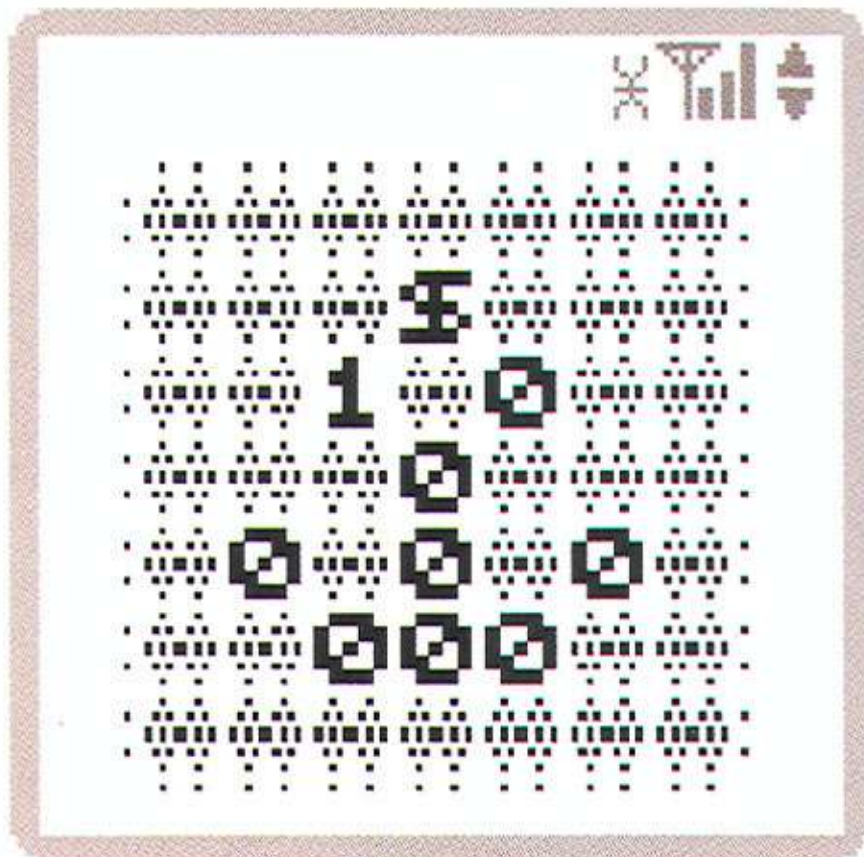


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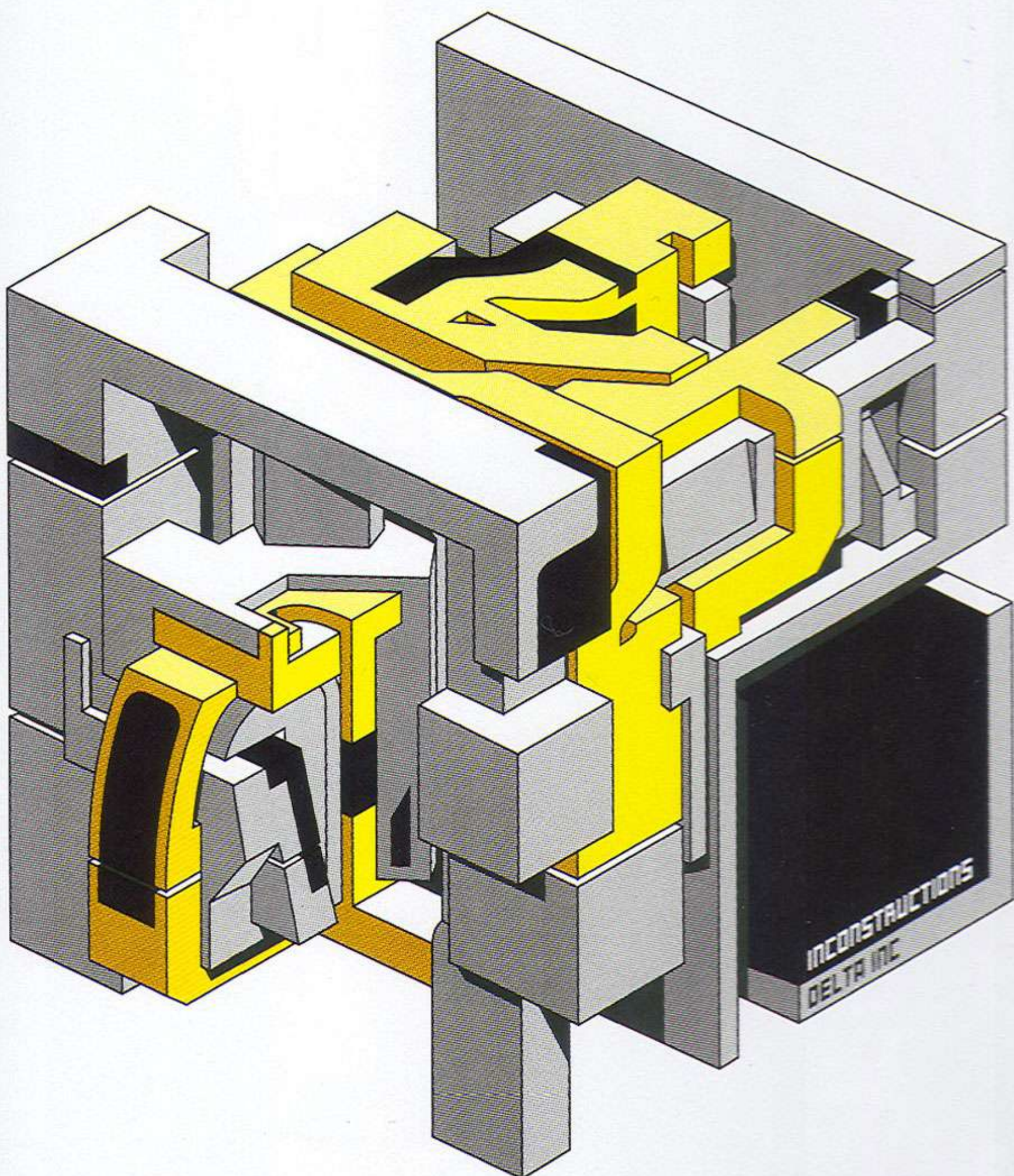


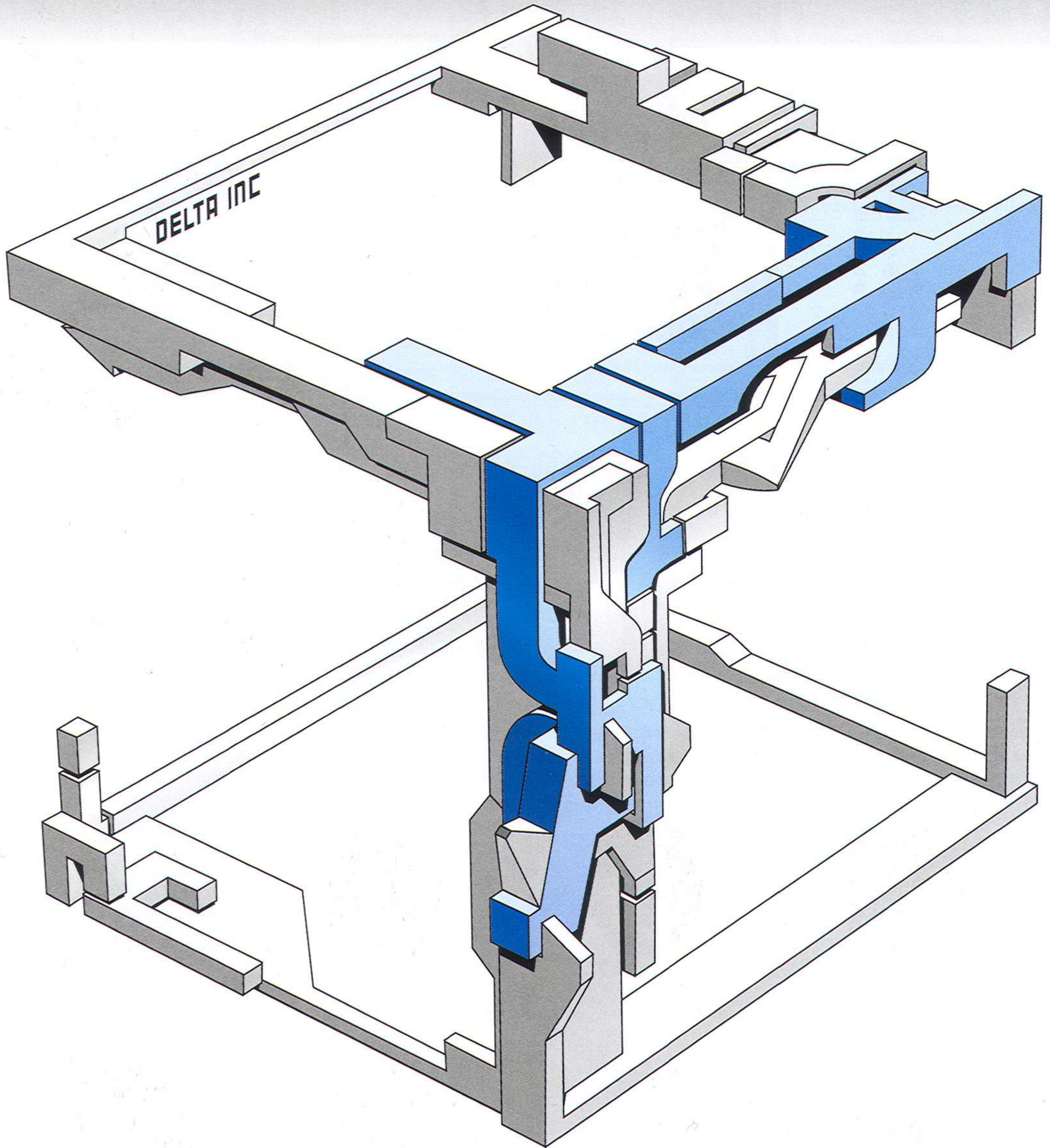




ICONOGRAPHY >>
STYLE: GRAIFFITI

PART A: DELTA
PROJECT: LOGO DESIGN (TOP LEFT)
PLANET INC T-SHIRT (TOP RIGHT)
T-SHIRT GRAPHIC DESIGN
(BOTTOM LEFT AND RIGHT)
YEAR: 2000





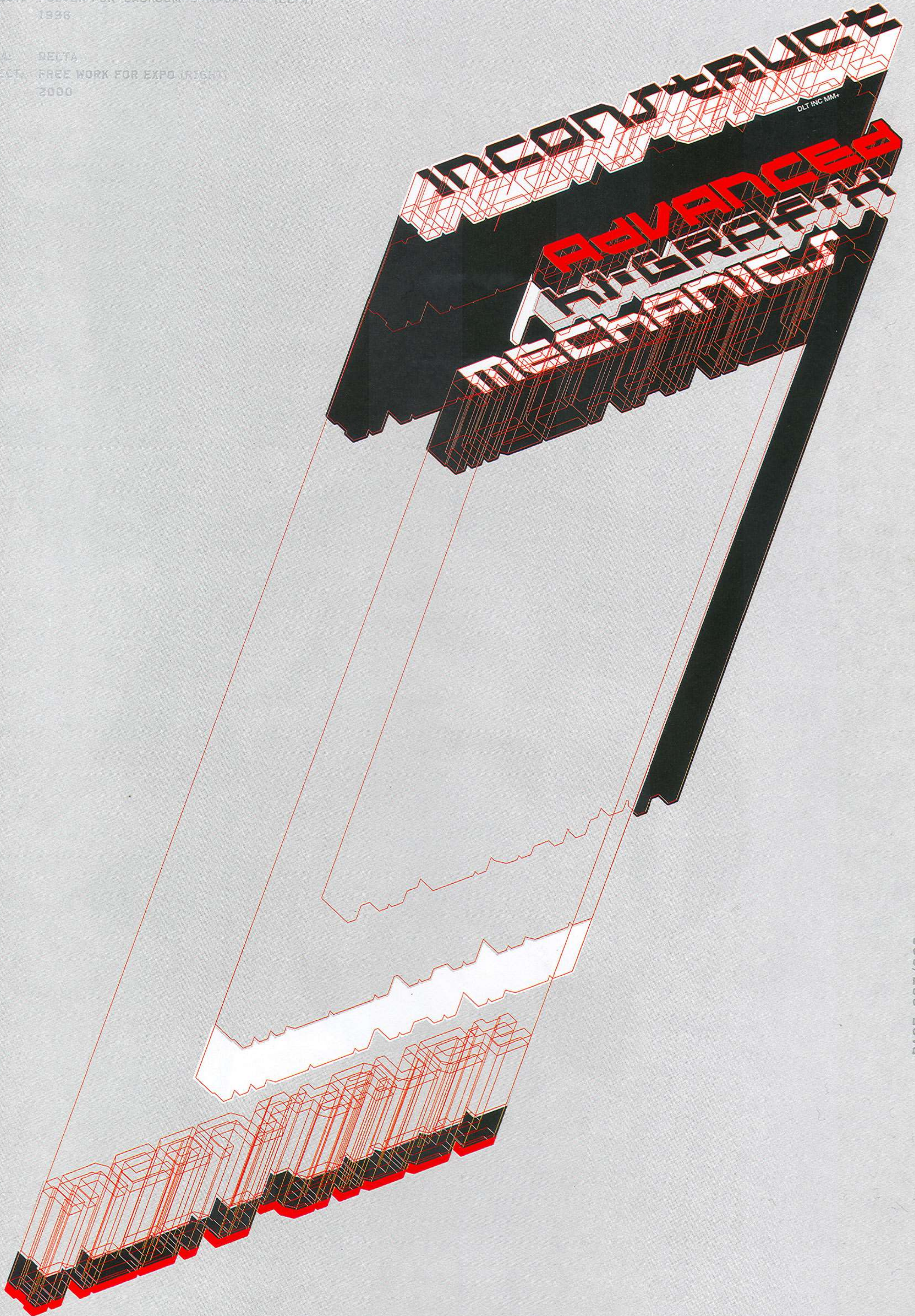
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DELTA

AMSTERDAM-BASED BORIS TELLEGEN, AKA "DELTA", STUDIED INDUSTRIAL-DESIGN ENGINEERING AND EMERGED WITH A UNIQUE LETTERING STYLE THAT HE USES VERY SUCCESSFULLY TO CREATE 3D IMPRESSIONISTIC ICONS SEEN ON EVERYTHING FROM BOOK COVERS TO T-SHIRTS. DRAWING HIS INSPIRATION FROM ALMOST ANYTHING, INCLUDING JAPANESE CULTURE, COMPUTER GAMES AND INDUSTRIAL POWER TOOLS, DELTA NOW BASES ALL HIS WORK ON LETTERS. "AFTER I STUDIED INDUSTRIAL-DESIGN ENGINEERING, I DISCOVERED THAT I COULD APPLY MY KNOWLEDGE OF PRODUCT DESIGN TO LETTERS AND WORD DESIGN," HE EXPLAINS. "I STARTED TO SHAPE WORDS LIKE THREE-DIMENSIONAL OBJECTS. THE TENSION AND MOVEMENT OF THE LETTERS BECAME MORE IMPORTANT THAN READABILITY."

PART A: DELTA
PROJECT: POSTER FOR 'BACKJUMPS' MAGAZINE (LEFT)
YEAR: 1996

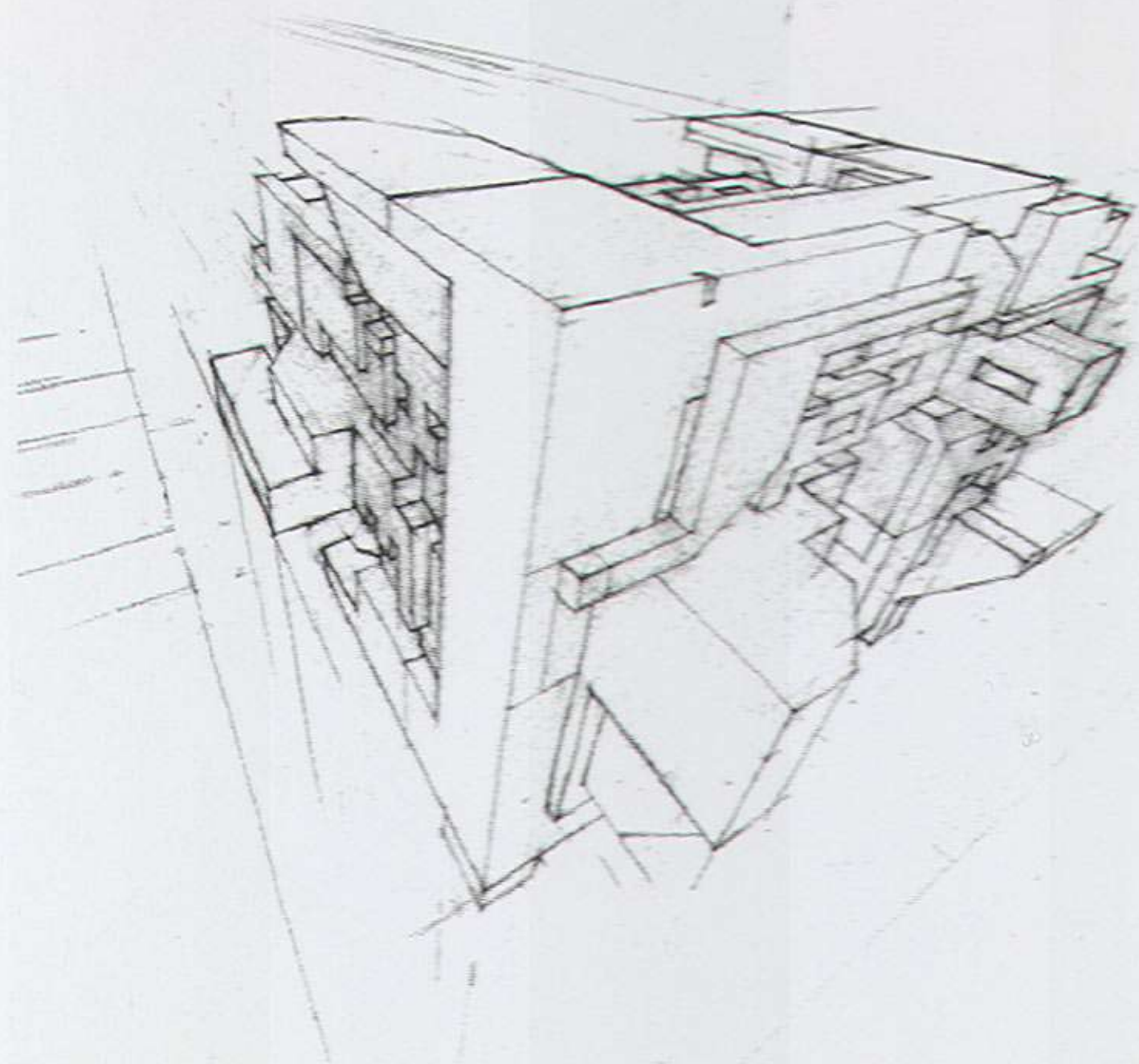
PART A: DELTA
PROJECT: FREE WORK FOR EXPO (RIGHT)
YEAR: 2000



ICONOGRAPHY >>
STYLE: GRAIFFITI
PART A: DELTA
YEAR: 2001

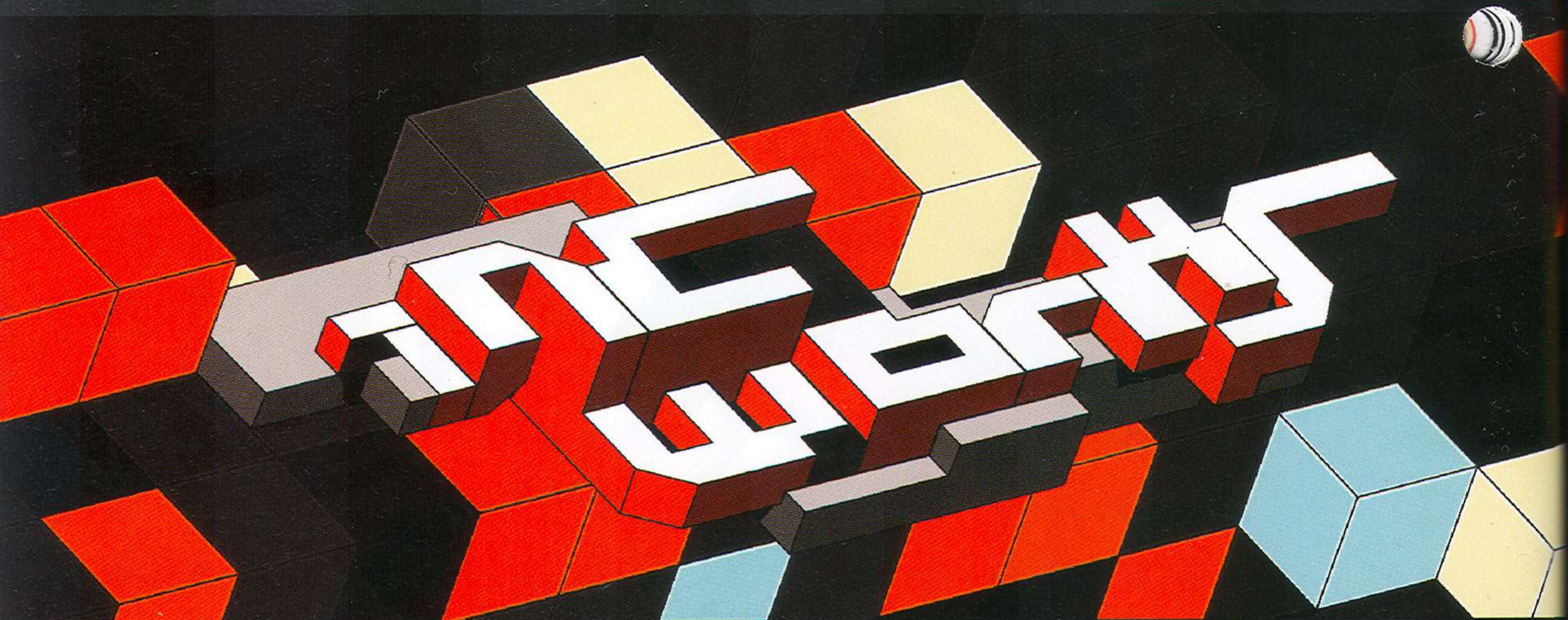
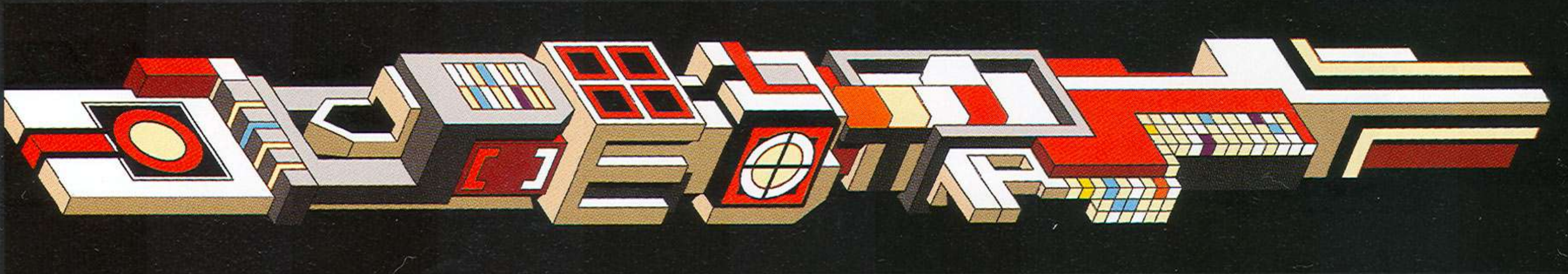
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ICONOGRAPHY >>
STYLE: GRAIFFITI

PART A: DELTA
PROJECT: COVER FOR IDN MAGAZINE (RIGHT)
YEAR: 2001

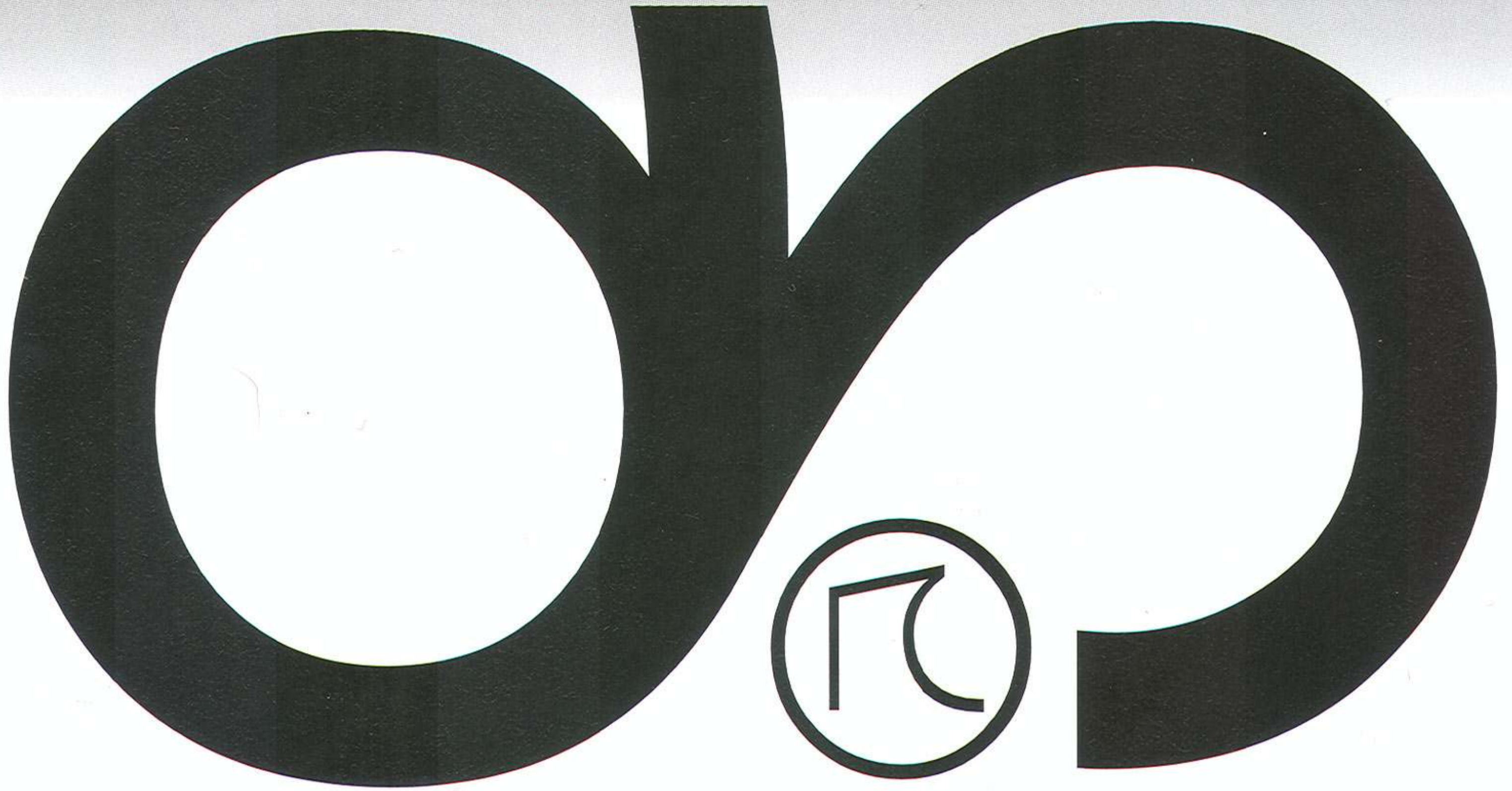






GERMANY

DS LOGICON



DS LOGO, 300PT, 76MM ●
DS SYSBATS™



DS LOGO, 200PT, 50MM ●
DS SYSBATS™



DS LOGO, 100PT, 25MM ●
DS SYSBATS™



DS LOGO, 50PT, 13MM ●
DS SYSBATS™



DS LOGO, 50PT, 13MM ●
DS SYSBATS™



DS LOGO, 25PT, 6MM ●
DS SYSBATS™



DS LOGO, 25PT, 6MM ●
DS SYSBATS™



DS LOGO, 18PT, 4.5MM ●
DS SYSBATS™



DS LOGO, 18PT, 4.5MM ●
DS SYSBATS™

NOTICE:
When used on a coloured background the LOGO must be white. The LOGO itself must always be solid black or solid white.

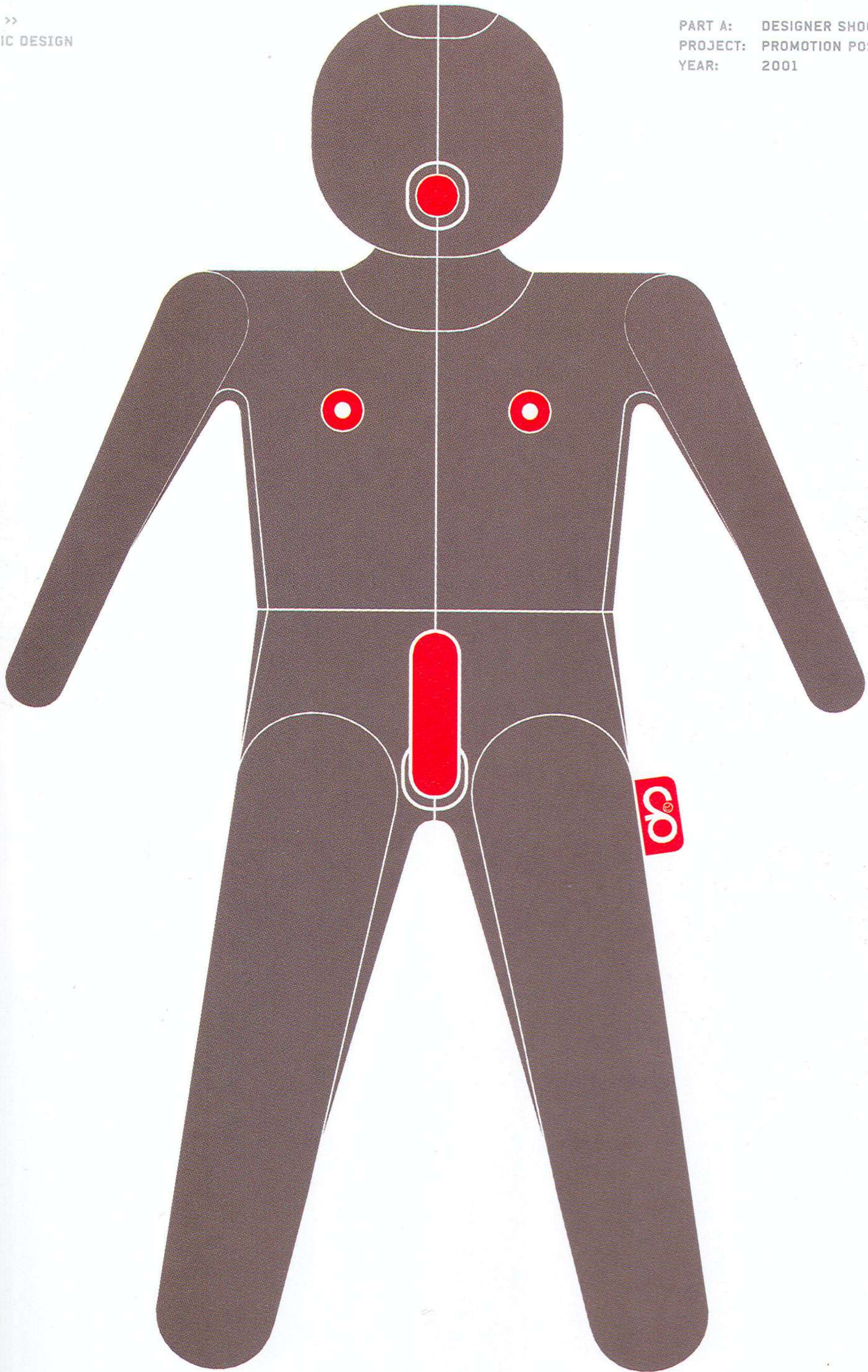
DS LOGO, VARIOUS SIZES ●
DS SYSBATS™
DS LOGO ©1999 DS.
DS SYSBAT™ ©2001 DS.
ALL RIGHTS RESERVED.

CAUTION: PRINT
The DS LOGO must not be squeezed or stretched. It may only be displayed with the explicit permission of Designershock/Berlin. The DS LOGO should only be used in the context of direct references to DESIGNERSHOCK.
CAUTION: ONLINE/SCREEN
The DS LOGO must be used as described above and linked to the following URL: <http://www.designershock.com>

CONTACT:
DESIGNERSHOCK, GRIMMSTRASSE 27, 10967 BERLIN.
FON +49.030.695.966-0, FAX +49.030.695.966-12
info@designershock.com, stefan@designershock.com
ENJOY.

DESIGNER SHOCK

THE BERLIN-BASED GRAPHIC-DESIGN E-ZINE DESIGNERSHOCK (DS) IS A LABEL THAT WAS STARTED IN 1999 BY GERMAN RECRUITMENT AND HEADHUNTING COMPANY DESIGNERDOCK. THE THREE MAJOR MEMBER OF DS ARE STEFAN GANDL, ROB MEEK AND BIRTE LUDWIG. THEY HAVE BEEN QUOTED AS SAYING: "DESIGNERSHOCK (DS) IS THE NAME OF AN OPEN-ENDED DESIGN PROJECT BASED IN VARIOUS BERLIN LIVING ROOMS." THIS YEAR THEY RELEASED THEIR FIRST BOOK - DS01: THE USER'S MANUAL, PUBLISHED BY DIE GESTALTEN.

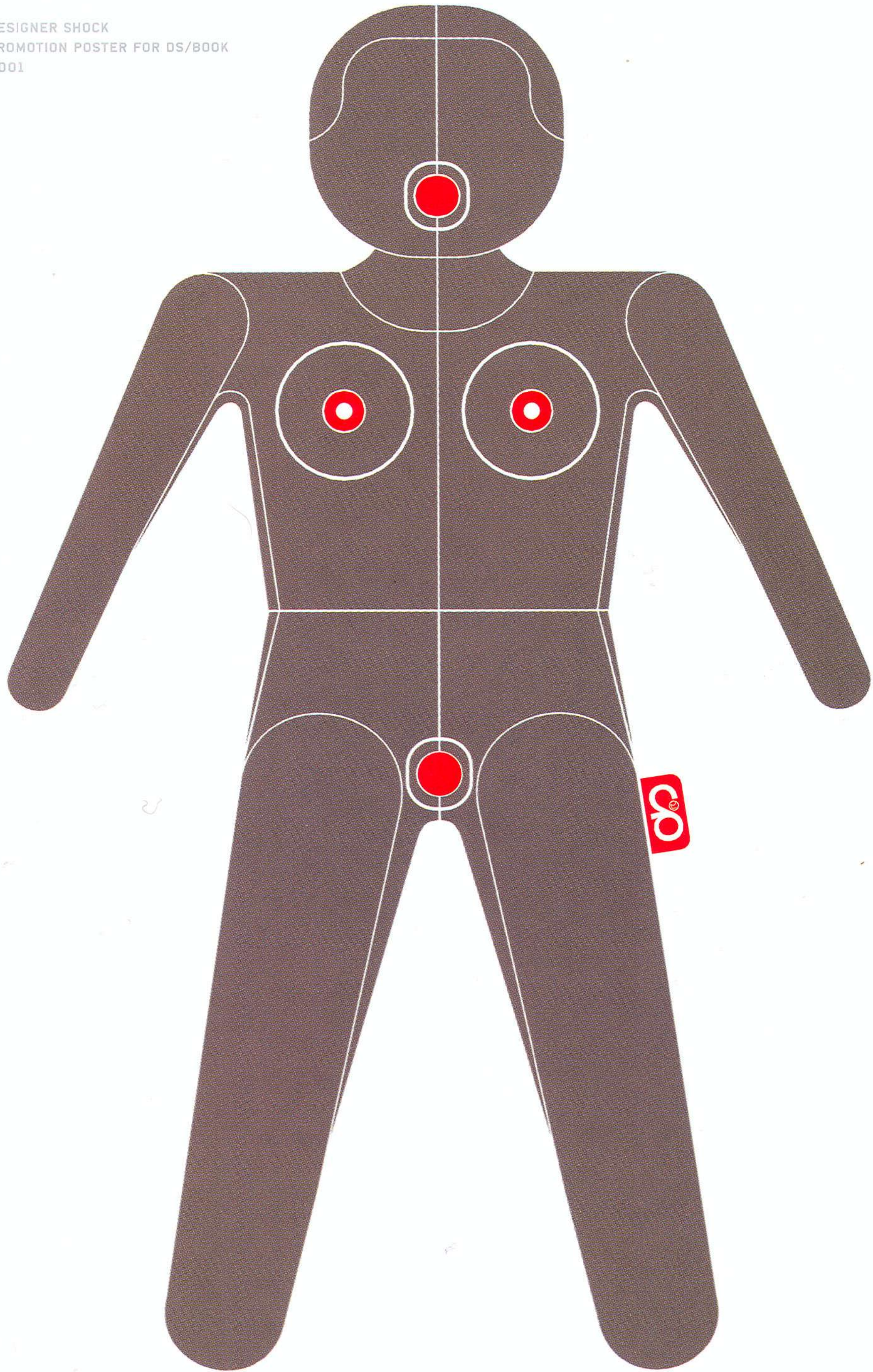


DS®KEN™
KAT.BEZ: DS®EPPK SER.N°: PROD.N°: PROD.MENGE: GRÖSSE: S M L XL

DS®RITA™
DIESES MOTIV WIRBT AUF MAGISCHE ART UND WEISE FÜR EINEN NEUEN FANTASTISCHEN FONT VON DESIGNERSHOCK, DEN DS®POPPORN-FONT™. WEITERE PRODUKTINFORMATIONEN: DESIGNERSHOCK/10967 BERLIN/GRIMMSTRASSE 27
PHONE ++49.30.69.59.66.0 PHAX ++49.30.69.59.66.12 MAIL STEFAN@DESIGNERSHOCK.COM
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DS® POPPORN-FONT™
DS® POPPORN-FONT™
DS® POPPORN-FONT™

PART A: DESIGNER SHOCK
 PROJECT: PROMOTION POSTER FOR DS/BOOK
 YEAR: 2001



PAGE_035/036

DS®RITA™
 KAT.BEZ: DS®EPPR SER.N°: PROD.N°: PROD.MENGE: GRÖSSE: S M L XL

ds  **DS®KEN™**

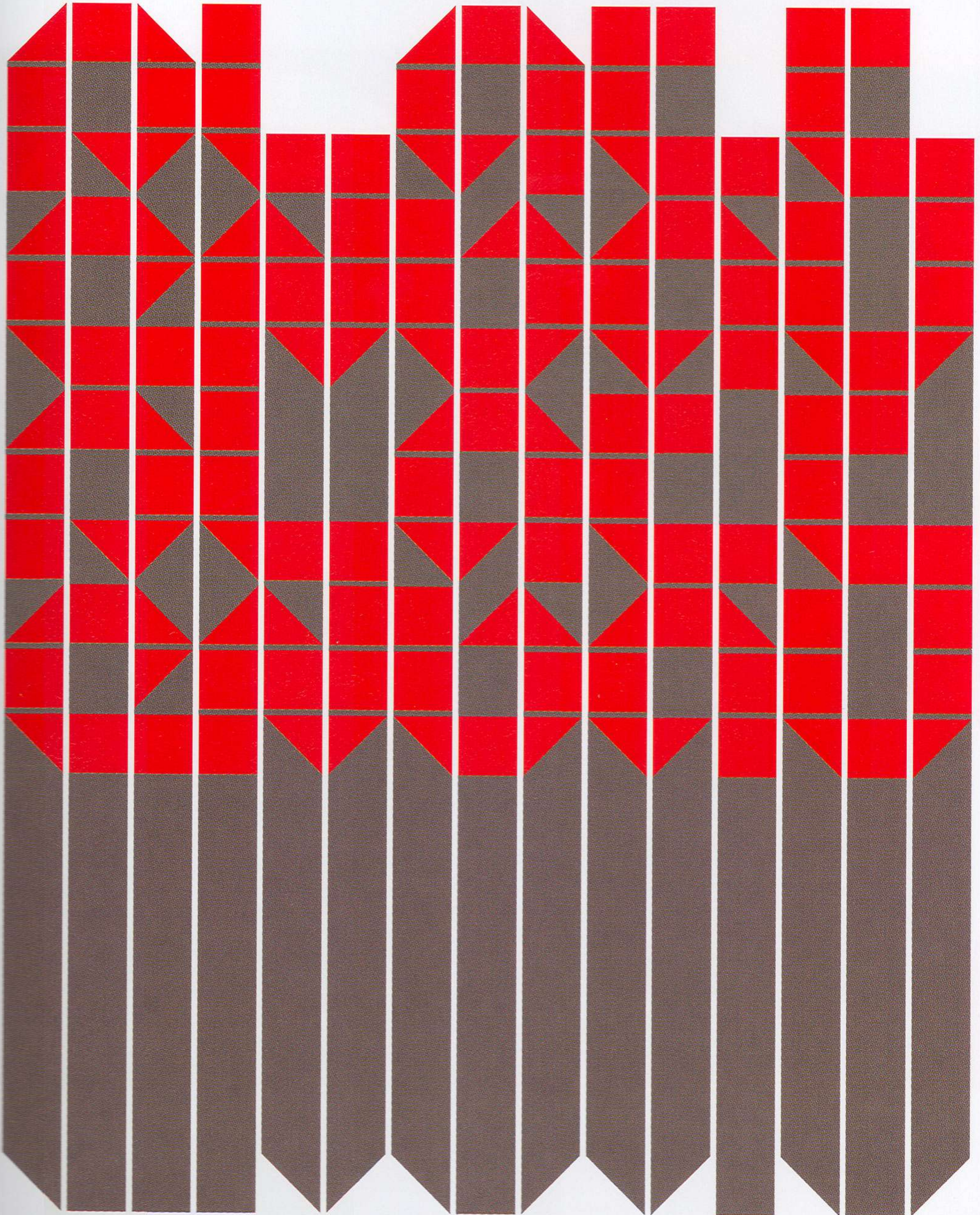
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ds@  **POPPOPPORN**

POPPOPPORN  **POPPOPPORN** 

DS®FONTSET™    

DS®PRODUKTREKLAME



PAGE_035/036

DS®PLATTENBAU

KAT.BEZ: DS®PBF SER.N°: PROD.N°: PROD.MENGE: GRÖSSE: S M L XL



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PART A: DESIGNER SHOCK
 PROJECT: DS FYSI-SCREEN SAVER FOR DESIGNERS WORLDWIDE (LEFT TOP)
 DS/EYPP ANNOUNCEMENT (LEFT BOTTOM)
 DESIGNER DOCK PROMOTIONS ITEM (RIGHT)
 YEAR: 2000

DS@FYSI™ **DS@FYSI/204™** PLUS **DS@FYSI/153™**
 EXERCISES FOR YOUR WORKPLACE
 EXCLUSIVE FROM YOUR DS@DESIGNERSHOP™
 SURF-IN WWW.DESIGNERSHOCK.COM/SHOP



ADDITIONAL CONSUMER INFORMATION: DS@FYSI-SCREEN SAVER™ SET™, DS@FYSI/204™, DS@FYSI/153™ AND DS@FYSI/153™ ARE ORIGINAL DS@PRODUCTS DESIGNED BY DESIGNER STEFAN GANDL. WHILE THEY ARE FREE THEY ARE NOT IN THE PUBLIC DOMAIN AND REMAIN THE EXCLUSIVE PROPERTY OF DESIGNERSHOCK/BERLIN. DO NOT RESELL OR DISTRIBUTE. ©2000 DSH. ALL RIGHTS RESERVED.

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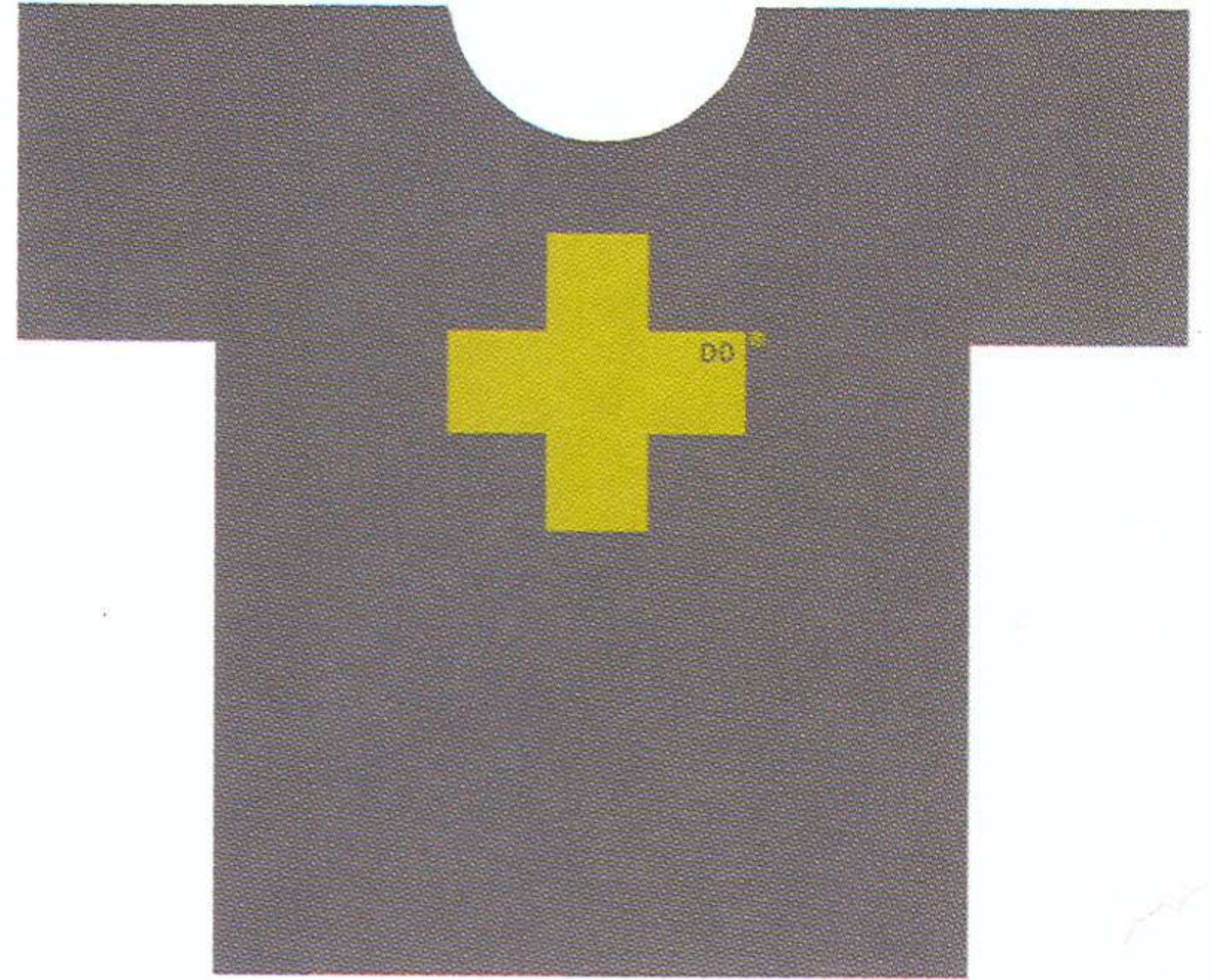
DRAG THE DS@FYSI™ IN THE CONTROL PANELS FOLDER. RESTART YOUR COMPUTER.
 POSITION THE SETTINGS FOR THE SCREEN SAVER BY GOING TO APPLE MENU CONTROL PANELS/DS@FYSI™.
 SPECIAL FEATURES: VOICE BUTTON • DESKLINK FOR DIRECT SURFING FROM YOUR DESKTOP.

DS@PRODUCT INFORMATION
 DS@FYSI/204™ 1704 5/6/B 255/204/102
 DS@FYSI/153™ 1153 8/6/B 133/153/153

HW REQUIREMENTS
 SINGLE COMPUTER™/PC
 SYS. REQUIREMENTS
 MAC OS 9 (OR LOWER)

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 PLEASE CONTACT: DS@GANDL (1997) BERLIN/GRIMMSTRASSE 27
 PHONE +49 30 88 30 86 0 FAX +49 30 88 30 86 17 E-MAIL STEFAN@DESIGNERSHOCK.COM
 WWW.DESIGNERSHOCK.COM

THANKS TO THE DESIGN INDUSTRY. SPECIAL THANKS TO DAN PETER. WEB SAYS HELLO TO THE PEOPLE AT STEFAN DESIGN LIMITED/BERLIN. DSH HEADQUARTERS: BERLIN GERMANY



DS@EYPP-GAME™
 ENJOY YOUR POPPORN™ HIGHSCORE
 EXCLUSIVE FROM YOUR DS@SHOW™
 SURF-IN WWW.DESIGNERSHOCK.COM/PEEP



ADDITIONAL CONSUMER INFORMATION: THE DS@EYPP-GAME SET™, DS@EYPP-GAME™, DS@EYPP-GAME™, DS@EYPP-GAME™ AND DS@EYPP-GAME™ ARE ORIGINAL DS@PRODUCTS DESIGNED BY DESIGNER STEFAN GANDL. WHILE THEY ARE FREE THEY ARE NOT IN THE PUBLIC DOMAIN AND REMAIN THE EXCLUSIVE PROPERTY OF DESIGNERSHOCK/BERLIN. DO NOT RESELL OR DISTRIBUTE. ©2000 DSH. ALL RIGHTS RESERVED.

**PARENTAL ADVISORY: GAME CONTAINS EXPLICIT GRAFIX!
 EYPP OPENS ON FEB1ST IN 2001.**

DRAG THE DS@EYPP-GAME™ IN THE CONTROL PANELS FOLDER. RESTART YOUR COMPUTER.
 POSITION THE SETTINGS FOR THE SCREEN SAVER BY GOING TO APPLE MENU CONTROL PANELS/DS@EYPP™.
 SPECIAL FEATURES: VOICE BUTTON • DESKLINK FOR DIRECT SURFING FROM YOUR DESKTOP.

DS@PRODUCT INFORMATION
 DS@EYPP-GAME™ 1704 5/6/B 255/204/102
 DS@EYPP-GAME™ 1153 8/6/B 133/153/153

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PART A: DESIGNER SHOCK
 PROJECT: SCREEN SAVERS (TOP)
 DESIGNER DOCK PROMOTIONS ITEM (BOTTOM)
 YEAR: 2000



Information 0198 DESIGNERDOCK ÜBERSICHTKETTEN 95X210 DESIGNERDOCK PASSENGER COUPON

Personnel Recruitment

DESIGNERDOCK

Headline: *** WIR GEHEN FUER SIE AUF SEH ***

Copy#1: DOCKEN SIE BEI UNS AN

TEL	FAX	ADDRESS	POST CODE
030 691 19 21	030 69 04 19 51	GRIMMSTRASSE 27	10967 BERLIN

NAME OF PASSENGER (NOT TRANSFERABLE)

KOMMEN SIE AN BORDI

WIR VERMITTELN KREATIVE AN WERBEAGENTUREN, DESIGNBUEROS UND UNTERNEHMEN. DIE AUFNAHME IN UNSERER KARTEI IST KOSTENLOS. MELDEN SIE SICH BEI UNS UNTER (030) 691 19 21

ISSUED BY: A. DEWHIRST/MR

Copy#2: SIE SIND AUF SEH? GRAFIKER*TEXTER*ILLUSTRATOREN*FOTOGRAFEN MIT PROFIL

OB FEST ODER FREI/SPEZIALIST ODER PROF

UND WENN ES SOFORT SEIN MUSS, TAUCHEN UNSERE EINSPRINGER AUF

IMPORTANT NOTICE

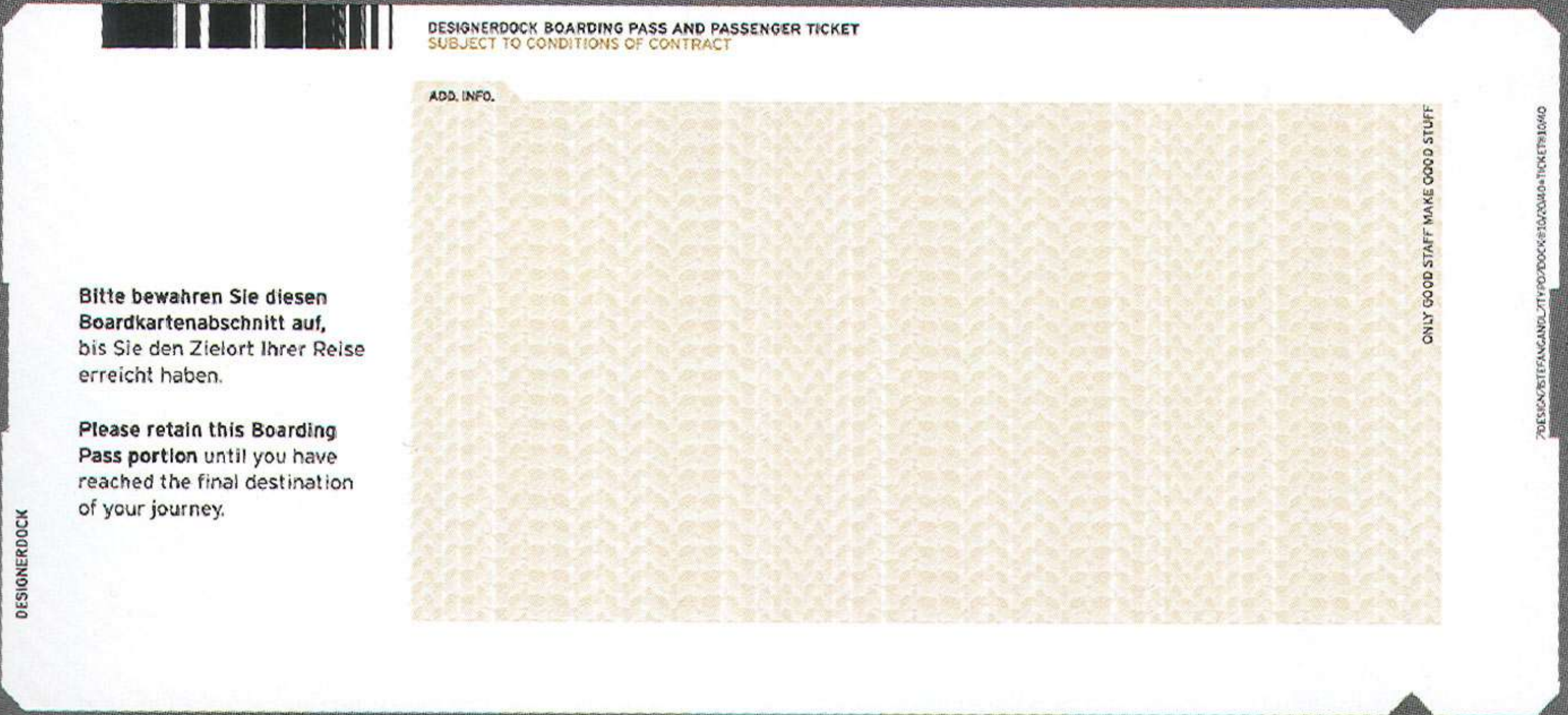
Slogan: ONLY GOOD STAFF MAKE GOOD STUFF*****

ADD. INFORMATION: WWW.DESIGNERDOCK.DE

DO NOT MARK OR STAMP IN THE WHITE AREA ABOVE

THIS TICKET IS NOT VALID AND WILL NOT BE ACCEPTED FOR BOARDING UNLESS CONFIRMED THROUGH THE CHANNELS OF A QUALIFIED RESERVATION CONDUIT.

PART A: DESIGNER SHOCK
 PROJECT: ORIGINAL DS/CHOCOLATE PACKAGING (TOP)
 DESIGNER DOCK PROMOTIONS ITEM (BOTTOM)
 YEAR: 2000





LET'S DECOMATE!

DS ADM 6000-A

THE DSOS1 ANALOGUE DECOMATE SERIES



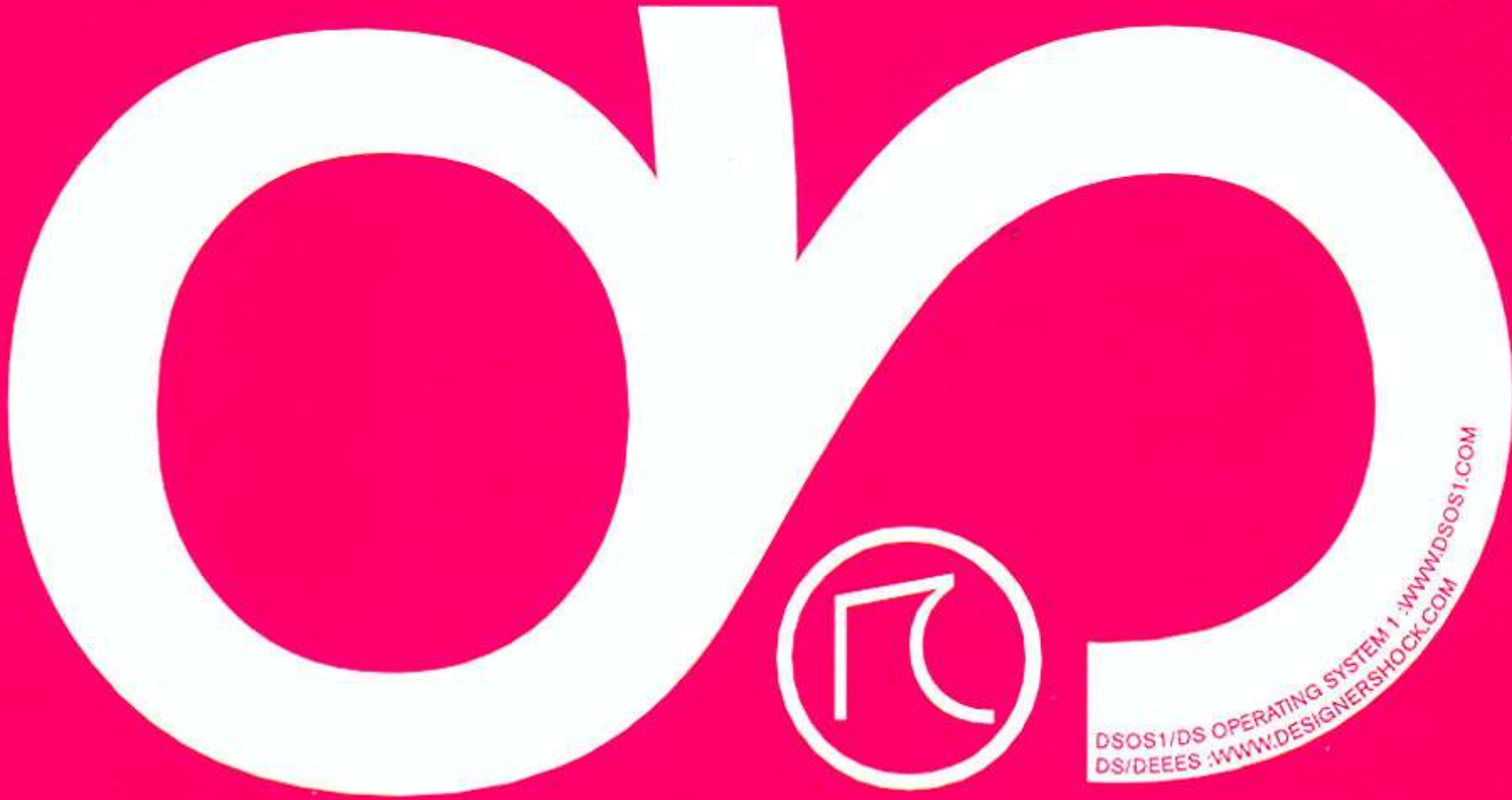
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140X130MM

TOTAL SIZE

SELF ADHESIVE

PLACING RECOMMENDATION:
WE RECOMMEND PLACING THE STICKERS
PROMINENTLY ON THE FOLLOWING ITEMS:



100X55MM
DSOS LOGO



40X25MM
DSOS LOGO



40X25MM
DSOS LOGO

DSOS1/DS OPERATING SYSTEM 1: WWW.DSOS1.COM
DS/DEES: WWW.DESIGNERSHOCK.COM



LET YOUR DIGITS DANCE.

DS ADM 6000-B

THE DSOS1 KEYBOARD STICKER SET



ADDITIONAL PRINTED DATA (1 SHEET#1)

140X130MM

TOTAL SIZE

SELF ADHESIVE

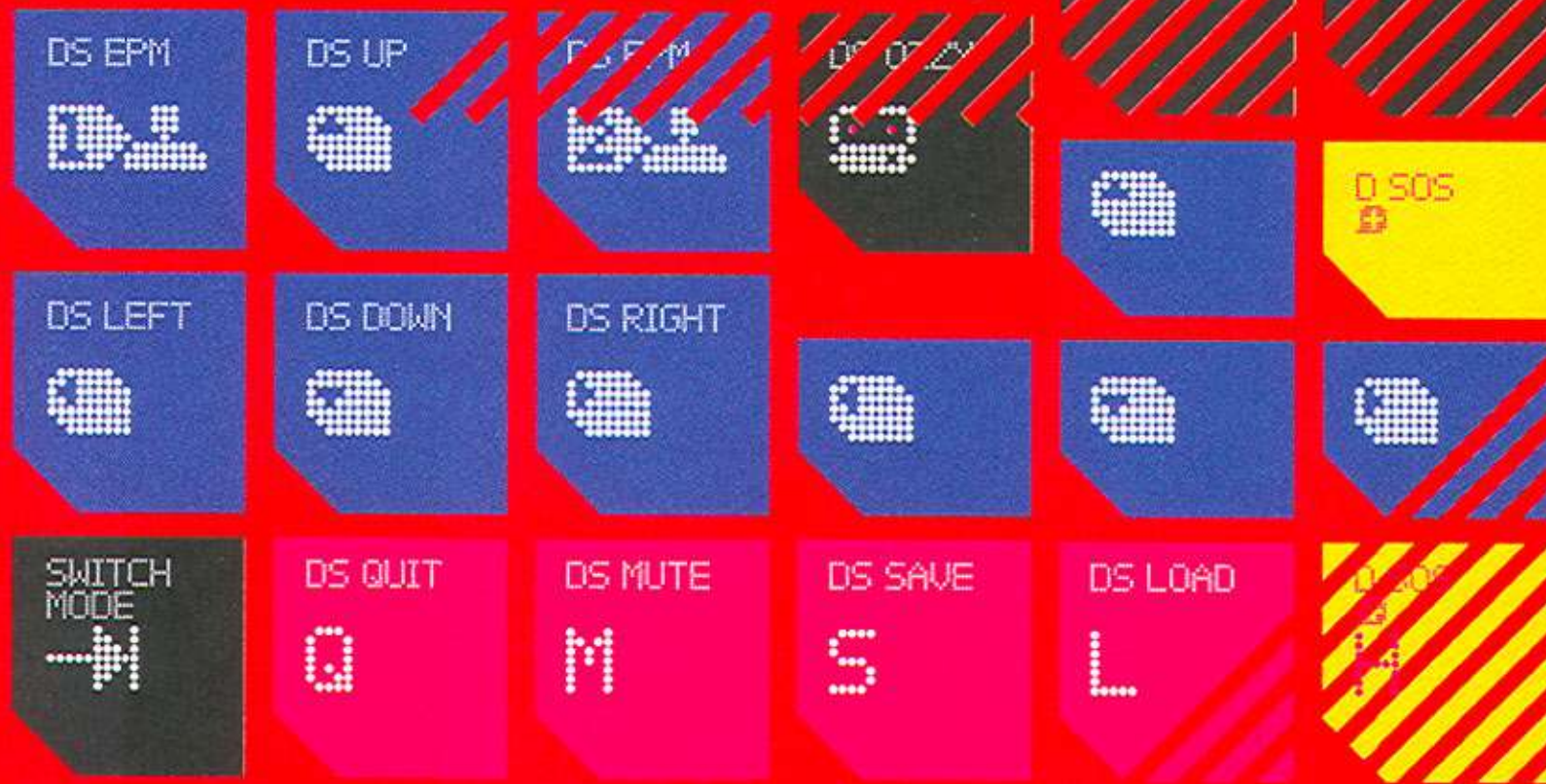
PLACING RECOMMENDATION:
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PROMINENTLY ON THE FOLLOWING ITEMS:



IBM PC EXTENDED KEYBOARD



APPLE MACINTOSH STANDARD KEYBOARD

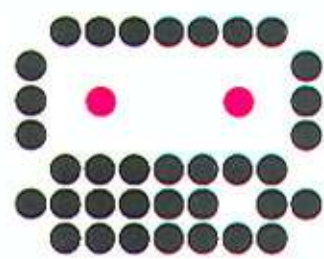


EWM SPACE!
EWM CHANGE SHAPE!
EPM ACTION!

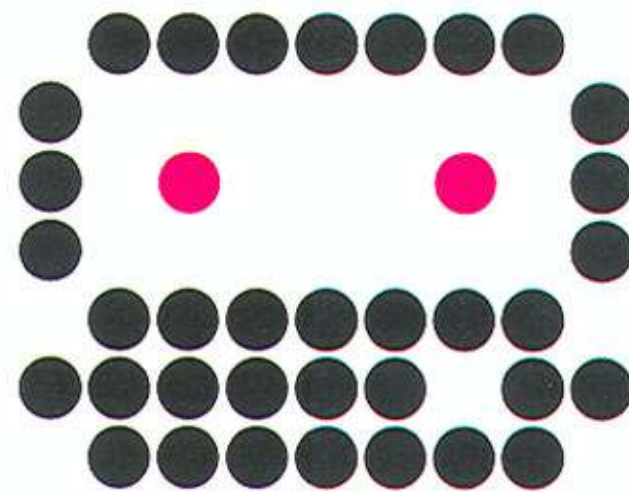
I'M STUCK ON YOU.

ITEM COLOUR CODE

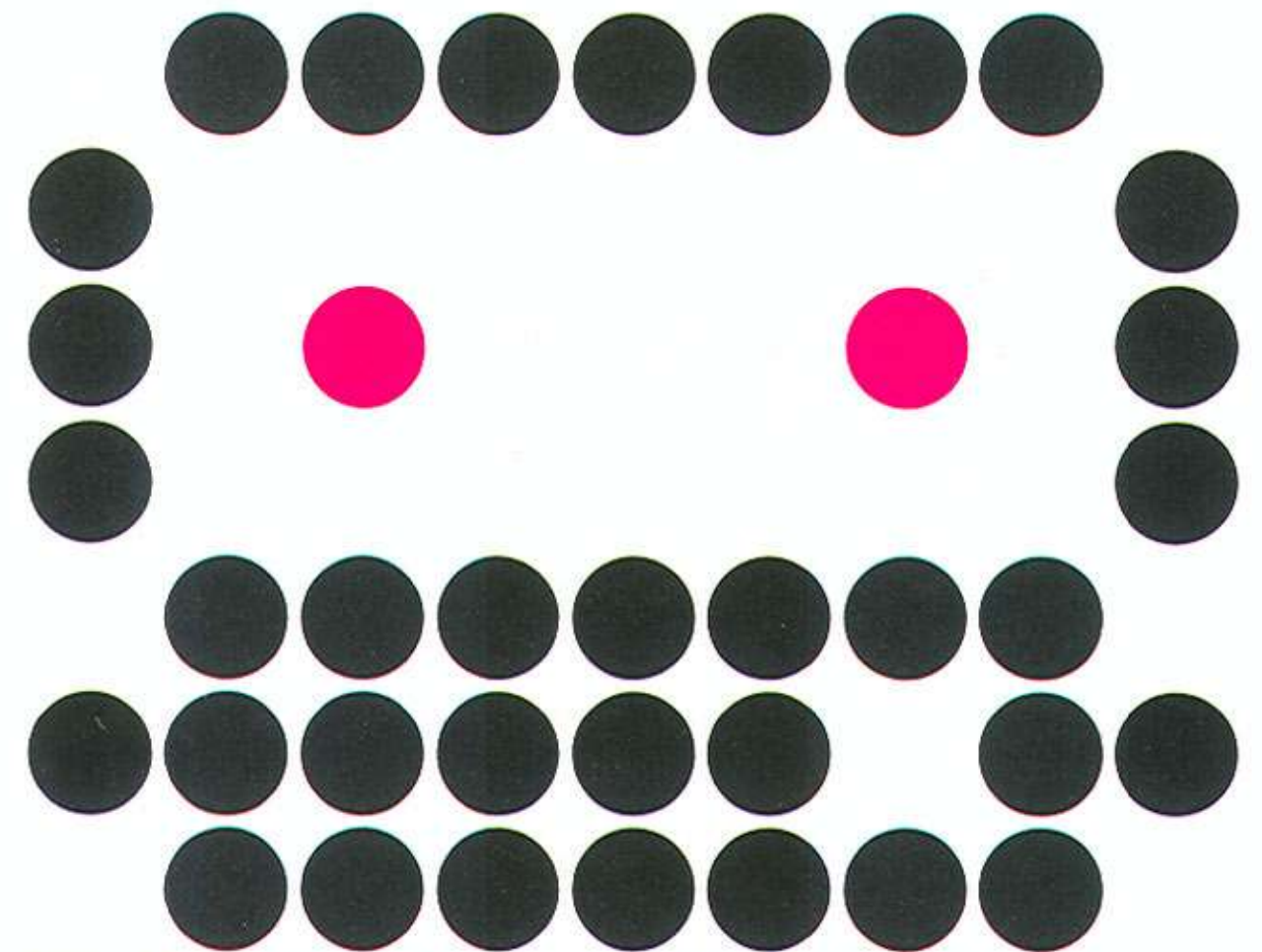
DSOS1/DS OPERATING SYSTEM 1: WWW.DSOS1.COM
DS/DEES: WWW.DESIGNERSHOCK.COM



ICON, OZZY™, 50PT, 11MM ●●
DS EPM 2000-B



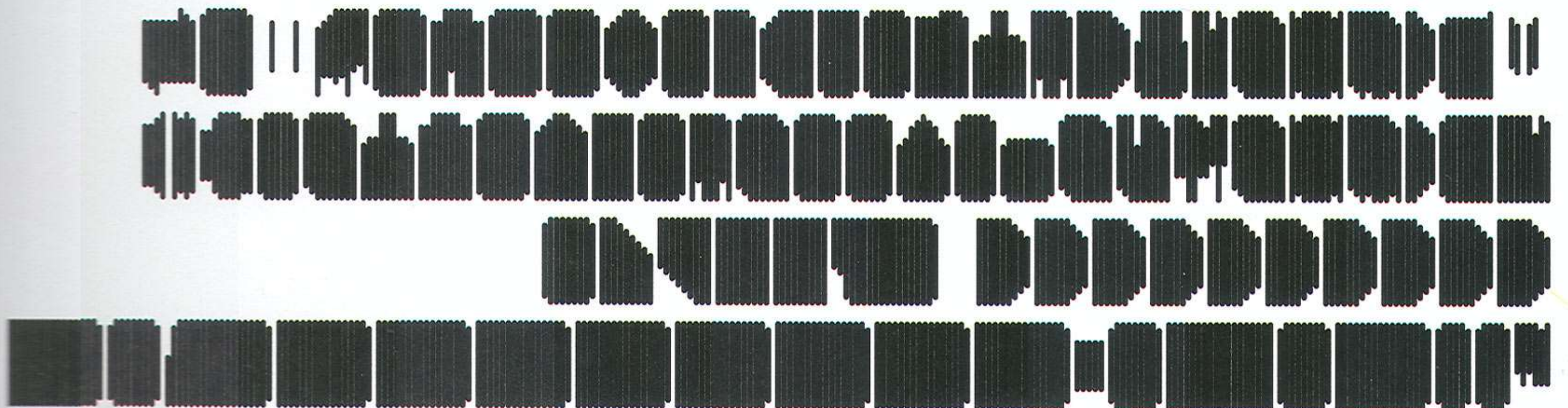
ICON, OZZY™, 100PT, 24MM ●●
DS EPM 2000-B



ICON, OZZY™, 200PT, 50MM ●●
DS EPM 2000-B



ALPHABET, 20PT, 5MM ●● :MAC
DS SYSBAT™, DS EPM 2000-B :WIN
©180601/11:34 Stefan Gandl, Issued by DS PS1/TTF



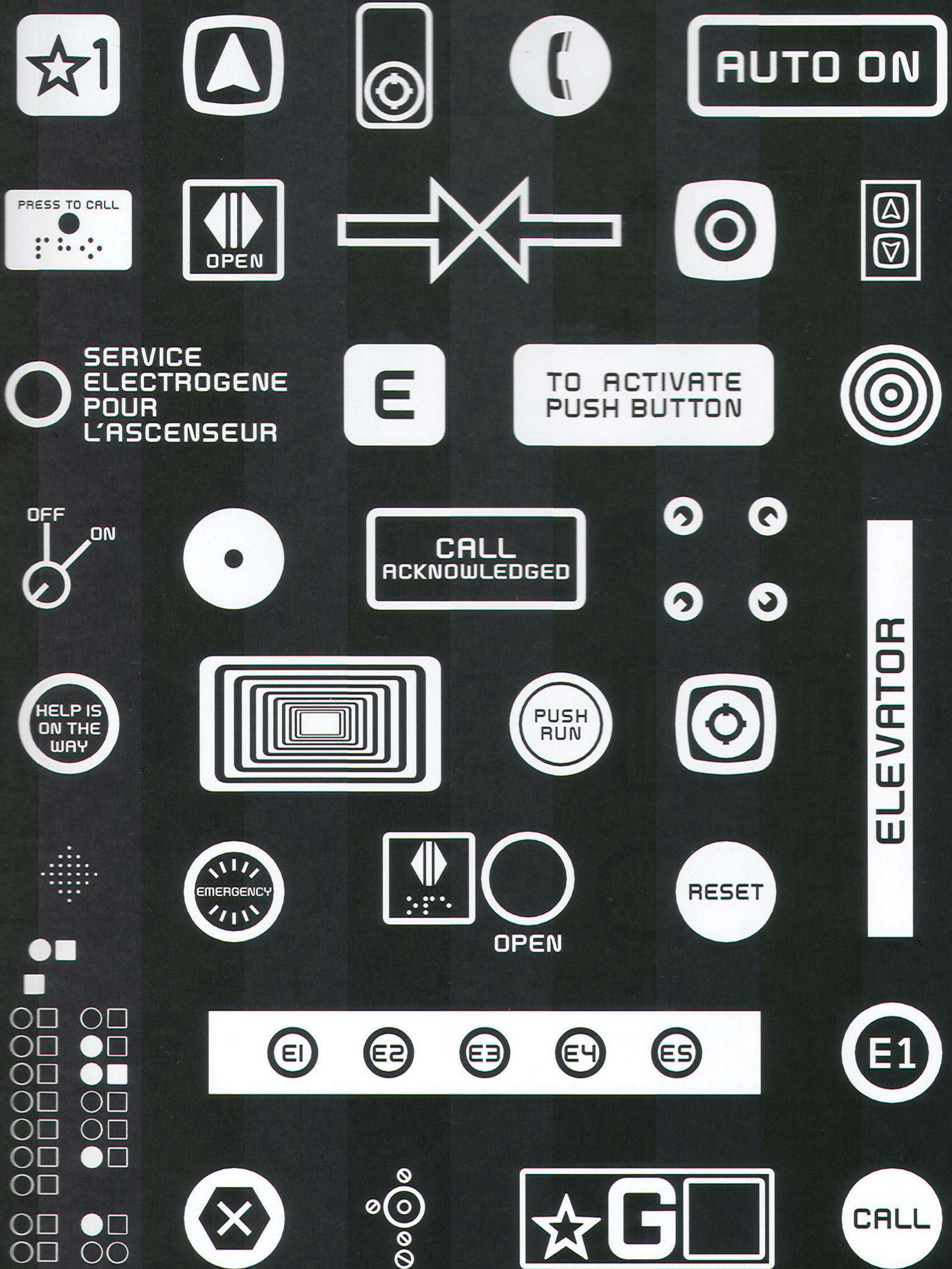
ALPHABET, 20PT, 5MM ●● :MAC
DS SYSBAT3D™, DS EPM 2000-C :WIN
©110701/17:21 Stefan Gandl, Issued by DS PS1/TTF

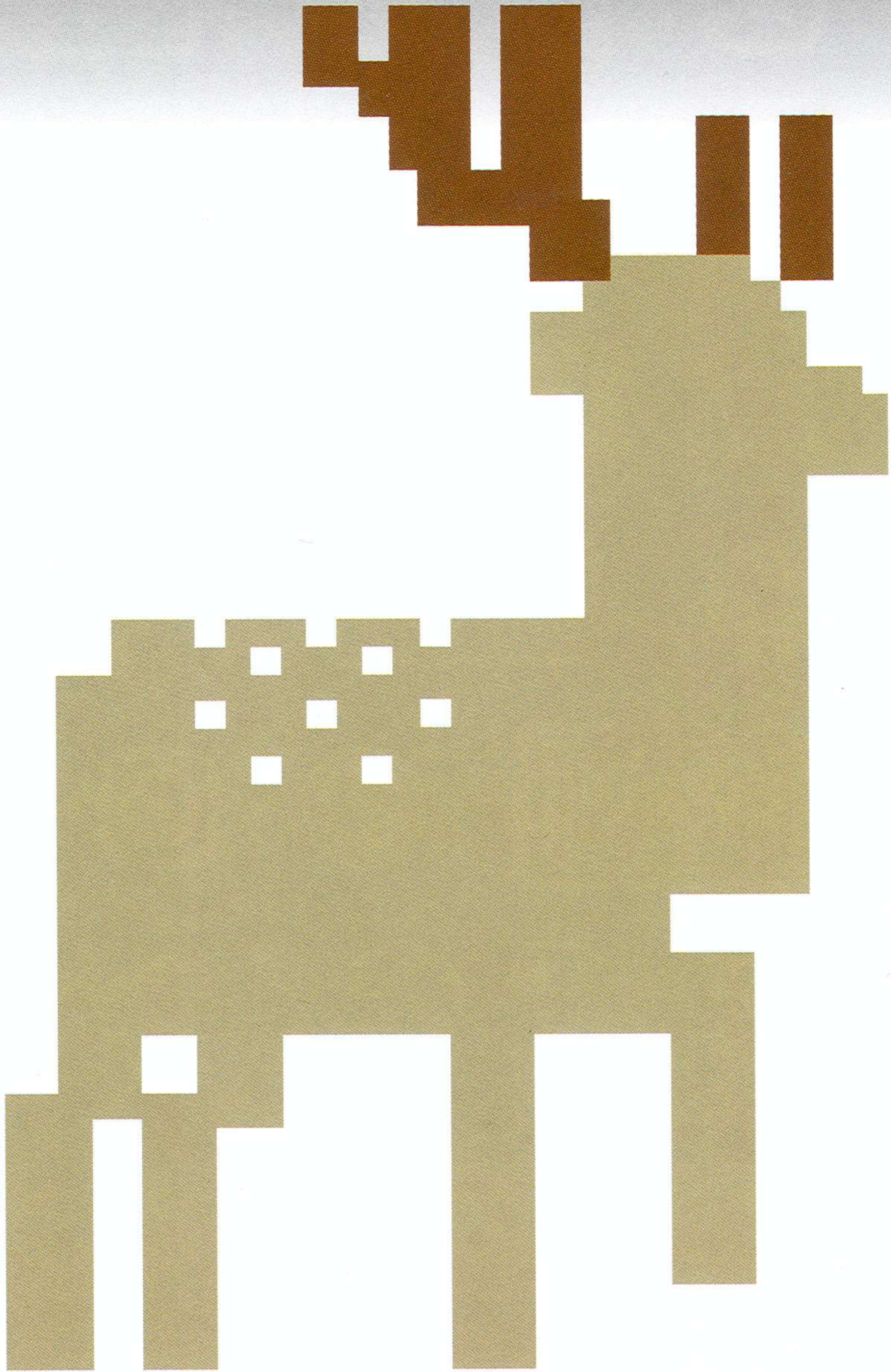
OFF
NO

PAGE_043/044

ELEVATOR

ELEVATOR'S WORK IS BOTH CONCEPTUAL AND VISUAL. "FROM CONTEMPORARY URBAN CULTURE TO HIGH AND LOW TECHNOLOGY, WE MAKE CONNECTIONS BETWEEN HUMAN EXPERIENCE, TECHNOLOGY, COMMUNICATION AND COMMERCE," THEY CLAIM, ADDING: "ELEVATOR TAKES YOU FROM IDEA TO PIXEL, FROM PRINT TO WEB, FROM MOTION TO PRODUCT. ELEVATOR HAS 20 YEARS' COMBINED EXPERIENCE IN DESIGN, WORKING IN WEB, PRINT, MOTION, INTERACTIVE AND HYBRID MEDIA." ITS TWO CORE PEOPLE ARE SUMMER POWELL AND L. SALONEN.

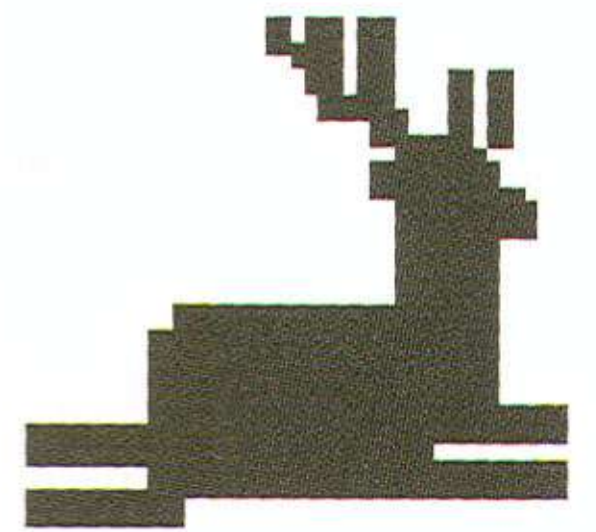
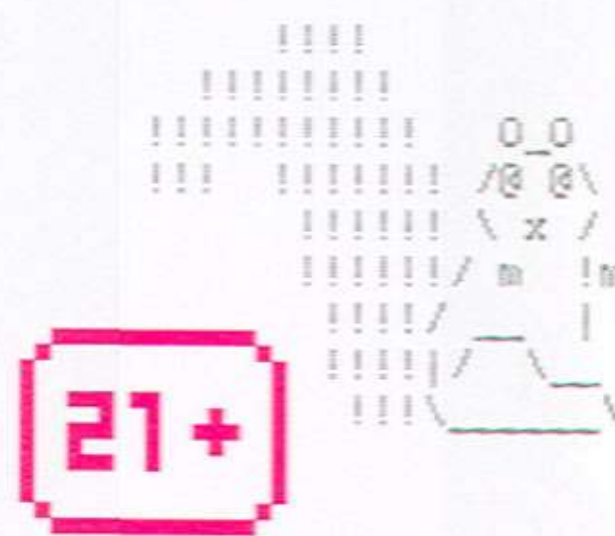
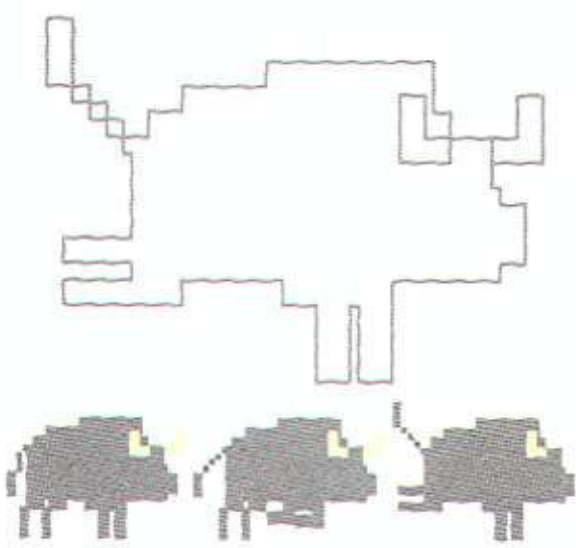
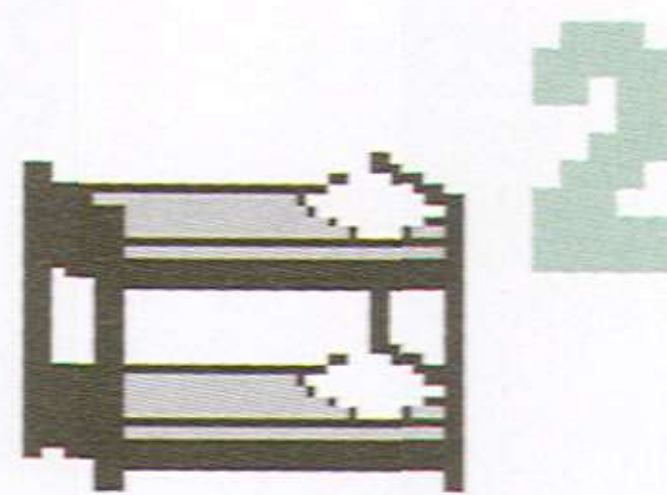
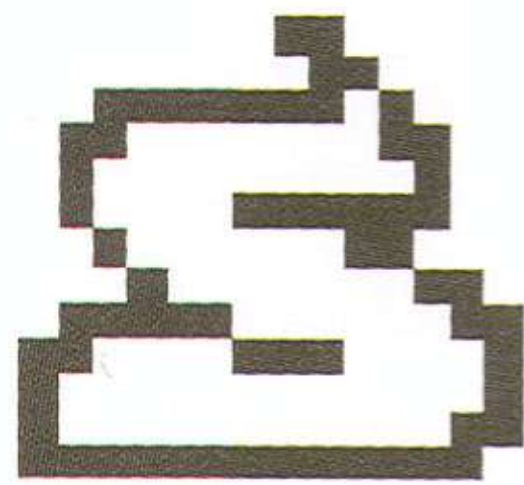
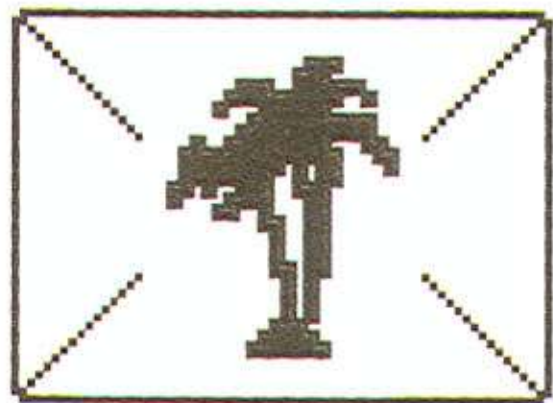
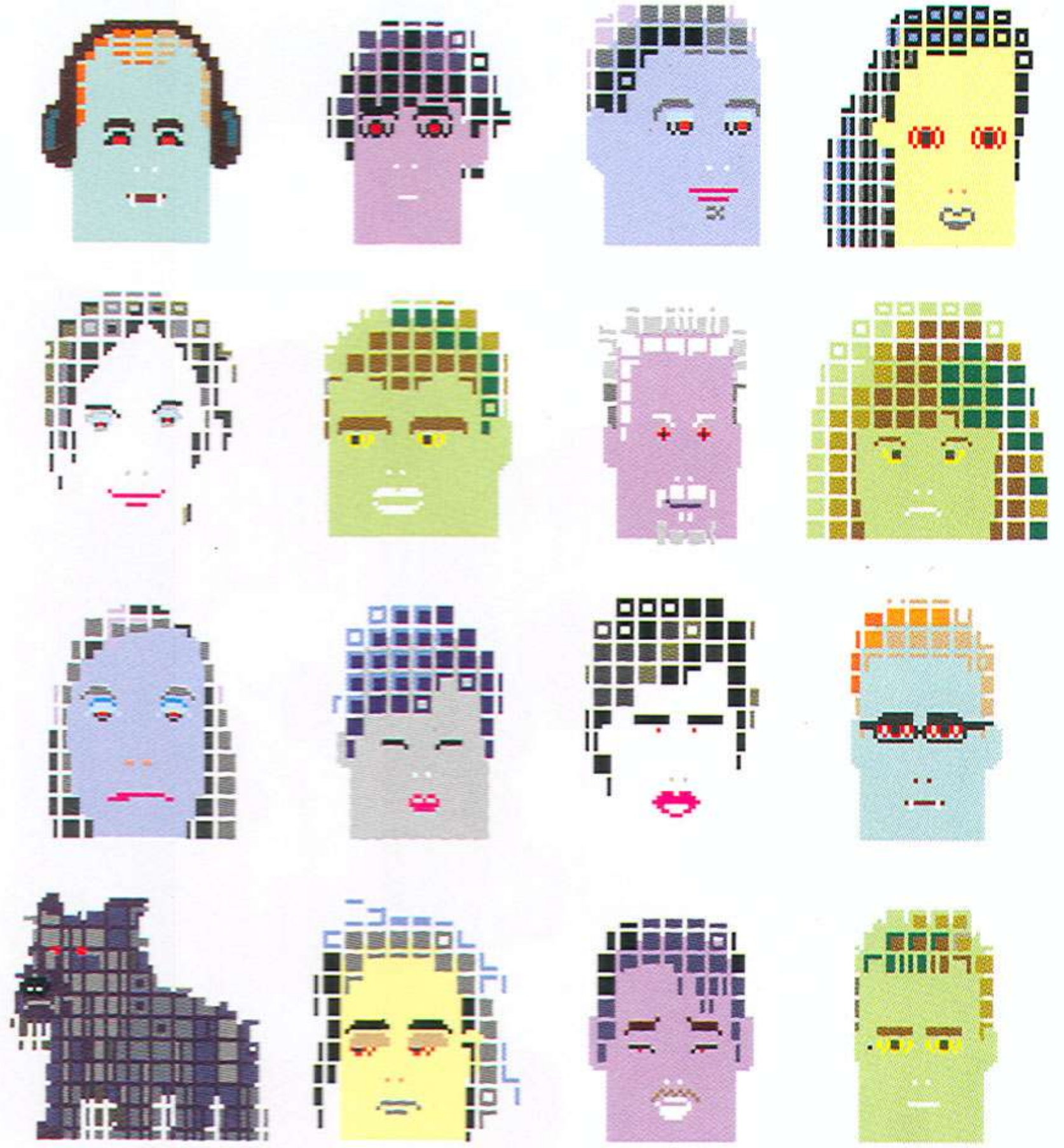
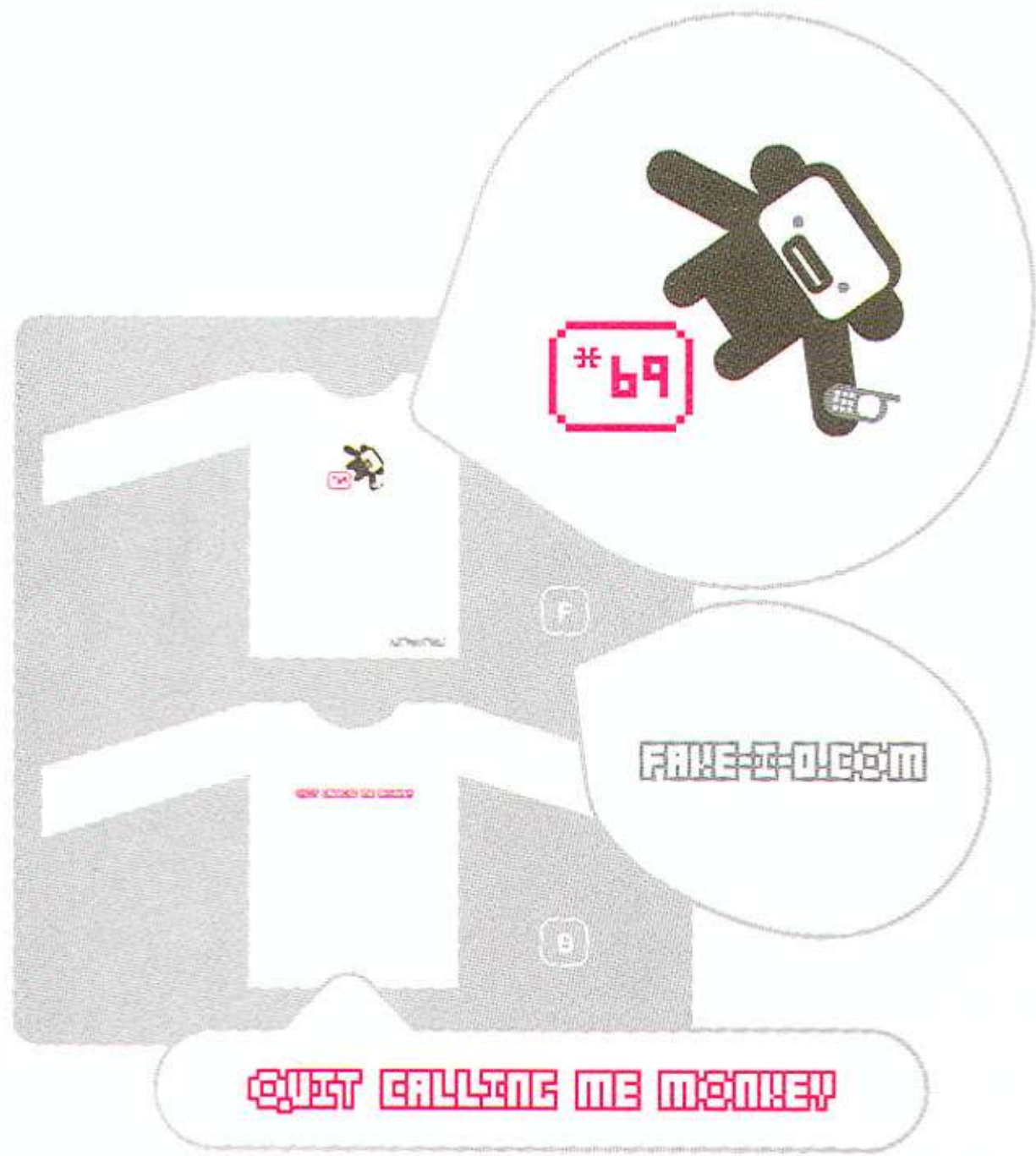


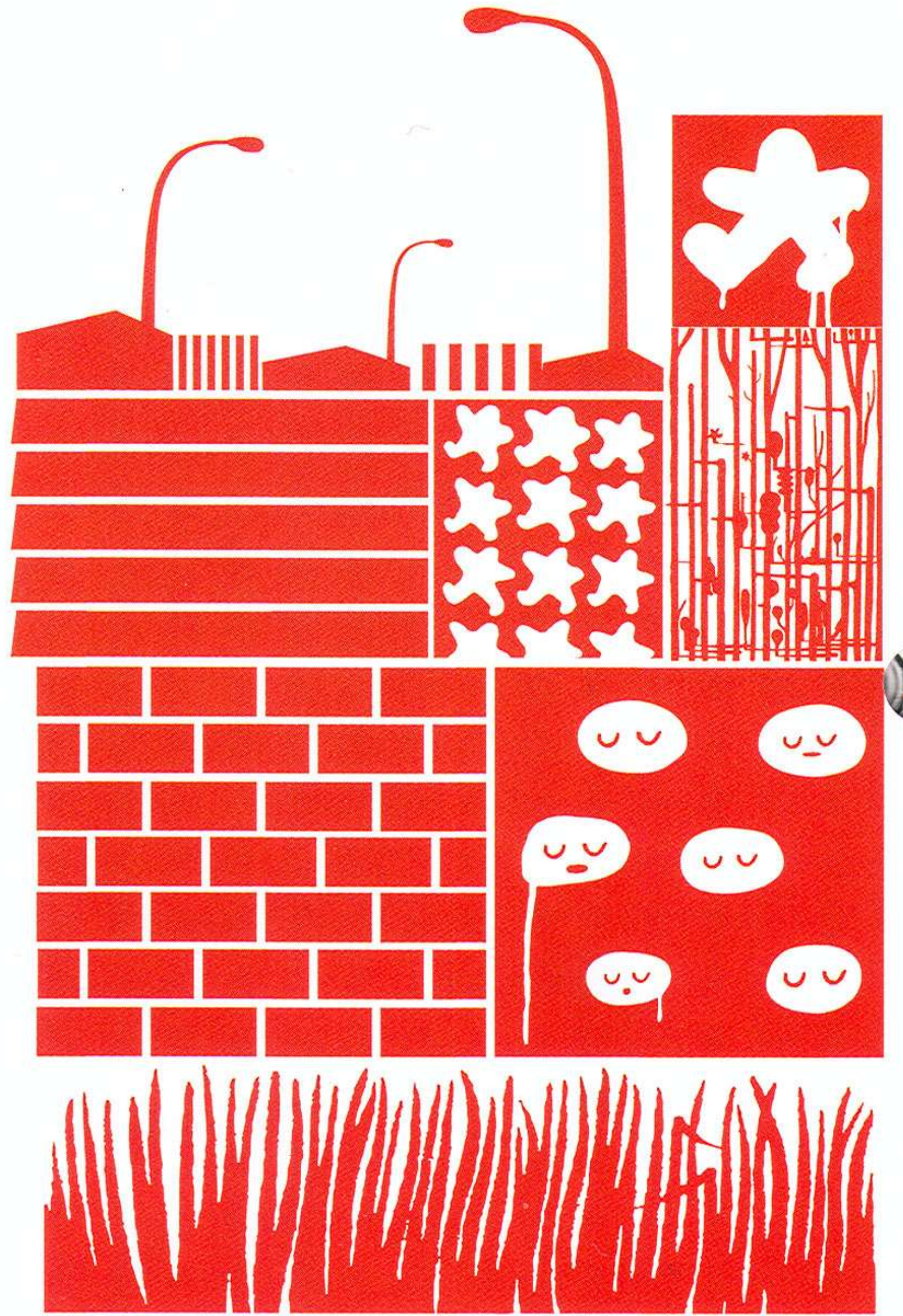


PAGE_045/046

FAKE ID

SAN FRANCISCO-BASED DESIGNERS JOSHUA TREES ANDYVAN MARTINAZ, OF FAKE ID FAME HAVE ALSO SUCCEEDED IN PUSHING PIXILATED ICONS TO INCLUDE ELEMENTS OF IMPRESSIONISM WITH THE CARICATURES THEY CREATE FOR THEIR ON-LINE PUBLICATION, AIR.





New Home Showcase

PAGE_047/048

GEOFF MCFETRIDGE

THE 30-YEAR-OLD US-BASED CANADIAN ARTIST GEOFF MCFETRIDGE HAS BEEN INTERESTED IN ART SINCE HE WAS A KID. TO HIM, BATTLESTAR GALACTICA WAS SERIOUS FUEL FOR CREATION. YOUNG MCFETRIDGE GREW UP IN A TRACT-HOME SUBURB CALLED EDMONTON IN CALGARY. MOST OF THE ART HE MADE AS A TEENAGER REVOLVED AROUND SKATEBOARDING AND, LATER ON, SNOWBOARDING. SKATING WAS A HUGE INFLUENCE AND A VEHICLE FOR HIS ART.

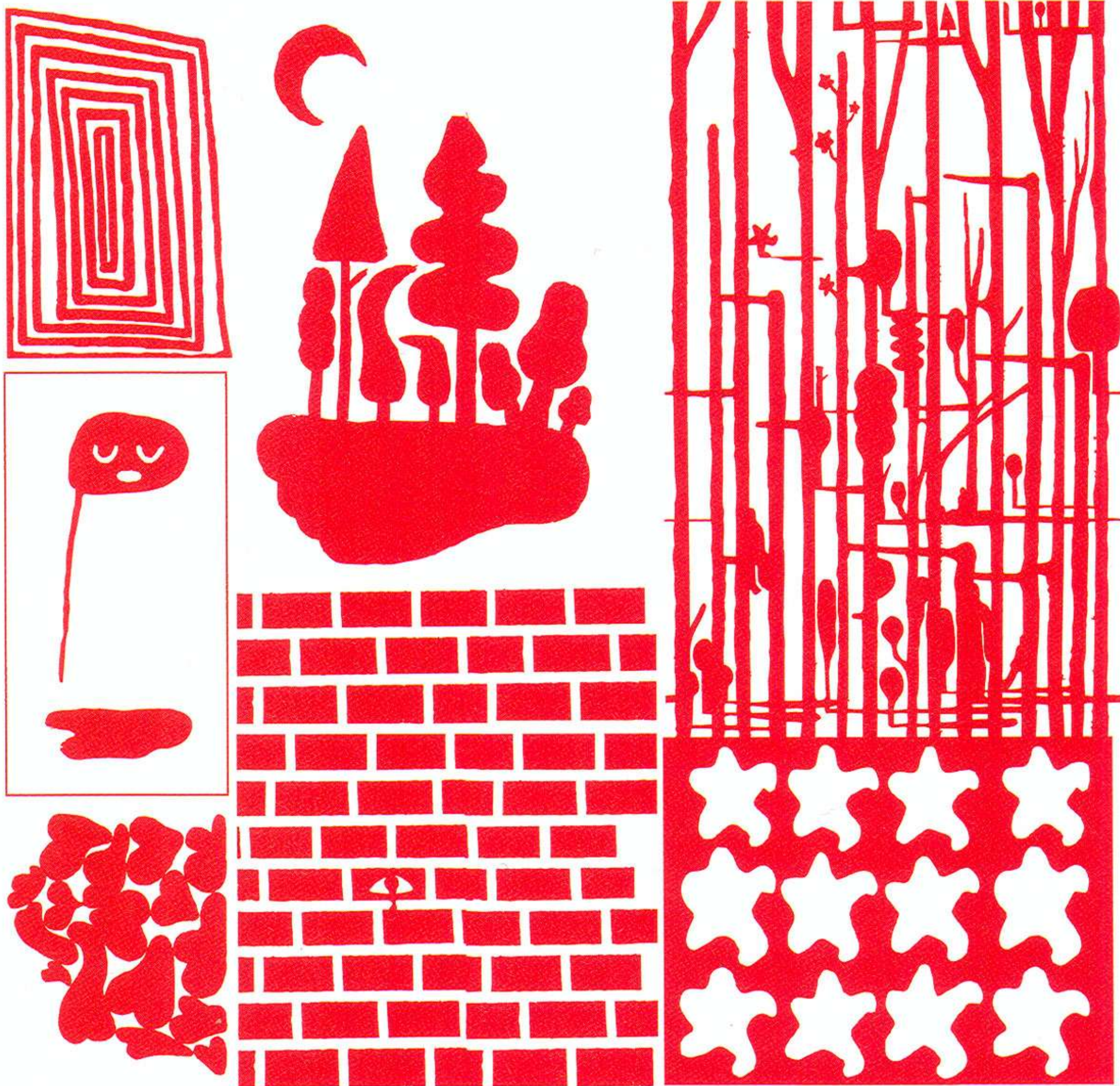
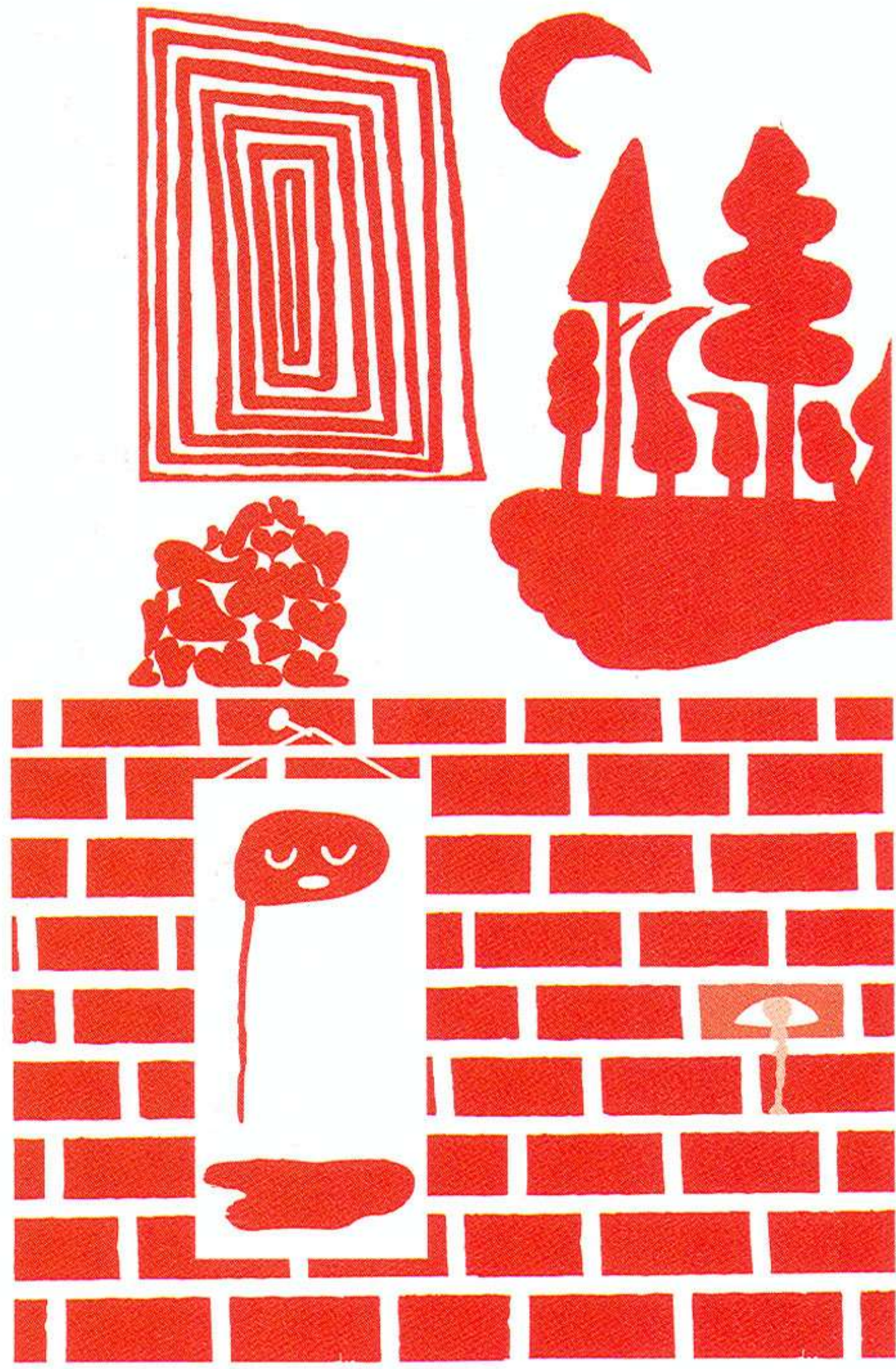
PART A: GEOFF MCFETRIDGE
STYLE: GRAPHIC DESIGN

PART A: GEOFF MCFETRIDGE
PROJECT: BABY FOOT PRINT (TOP RIGHT)
RELEX (TOP LEFT)
THE DRUGS (BOTTOM LEFT)
BIG GAME (BOTTOM RIGHT)
YEAR: 2001



PART A: GEOFF MCFETRIDGE
STYLE: GRAPHIC DESIGN

PART A: GEOFF MCFETRIDGE
PROJECT: BROKEN KATA (TOP LEFT)
PAINTING (BOTTOM LEFT)
GROWING HAND (RIGHT)
YEAR: 2001







PART A: GEOFF MCFETRIDGE
PROJECT: BRICK (LEFT)
LOST1 (RIGHT)
YEAR: 2001



PAGE: 053/054





TOKYO



TM

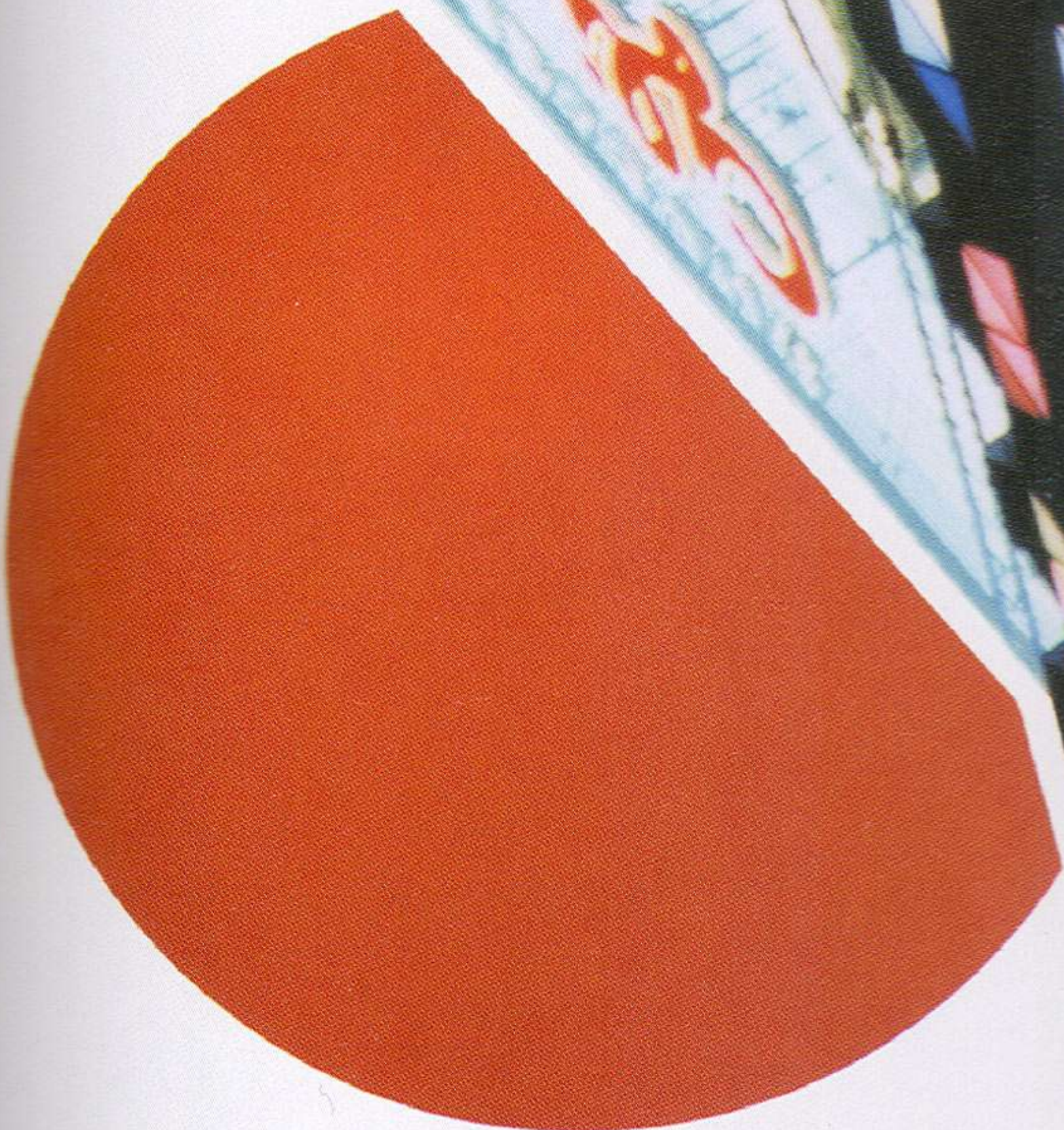
PAGE_055/056

GHS WEB GRAPHICA

WORKING ACTIVELY ON "MANY THINGS" BASED IN MINAMI SENBA, OSAKA, IKEGOSHI SAYS HE IS TRYING TO DO "ROUGH BUT DETAILED DESIGN - BUT ROUGH DOESN'T MEAN NEGLIGENT". "WILL KEEP WORKING PEACEFULLY AND STEADILY AS ALWAYS," HE COMMENTS IN SUMMATION OF HIS FUTURE PLANS.

ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN

PART A: GWG
PROJECT: PRIZE A BODY
YEAR: 2001



PRIZE A BODY
KEEP THE POSITION OF MYSELF BY MYSELF



2001-2002 AIR TO GROUND A-SEVEN
AIR TO GROUND A-SEVEN



CONTACT US! URL www.a-seven.net MAIL info@a-seven.net



WWW.A-SEVEN.NET

TENSION AND EXCITEMENT AT ROLL-IN TO COMPLETE PIPE. WHETHER YOU CRUSH OR NOT, IT DOESN'T MATTER.
HOW MUCH SATISFACTION YOU CAN GET, WITH NO ONE'S HELP. JUST FLY HIGH WITH YOUR OWN STRENGTH.



world wide west ghs web graphics
mail: ikegoshighs.net url: www.ghs.net 地址: 日本国大阪府中央区南船場

A-SEVEN from DESCENTE

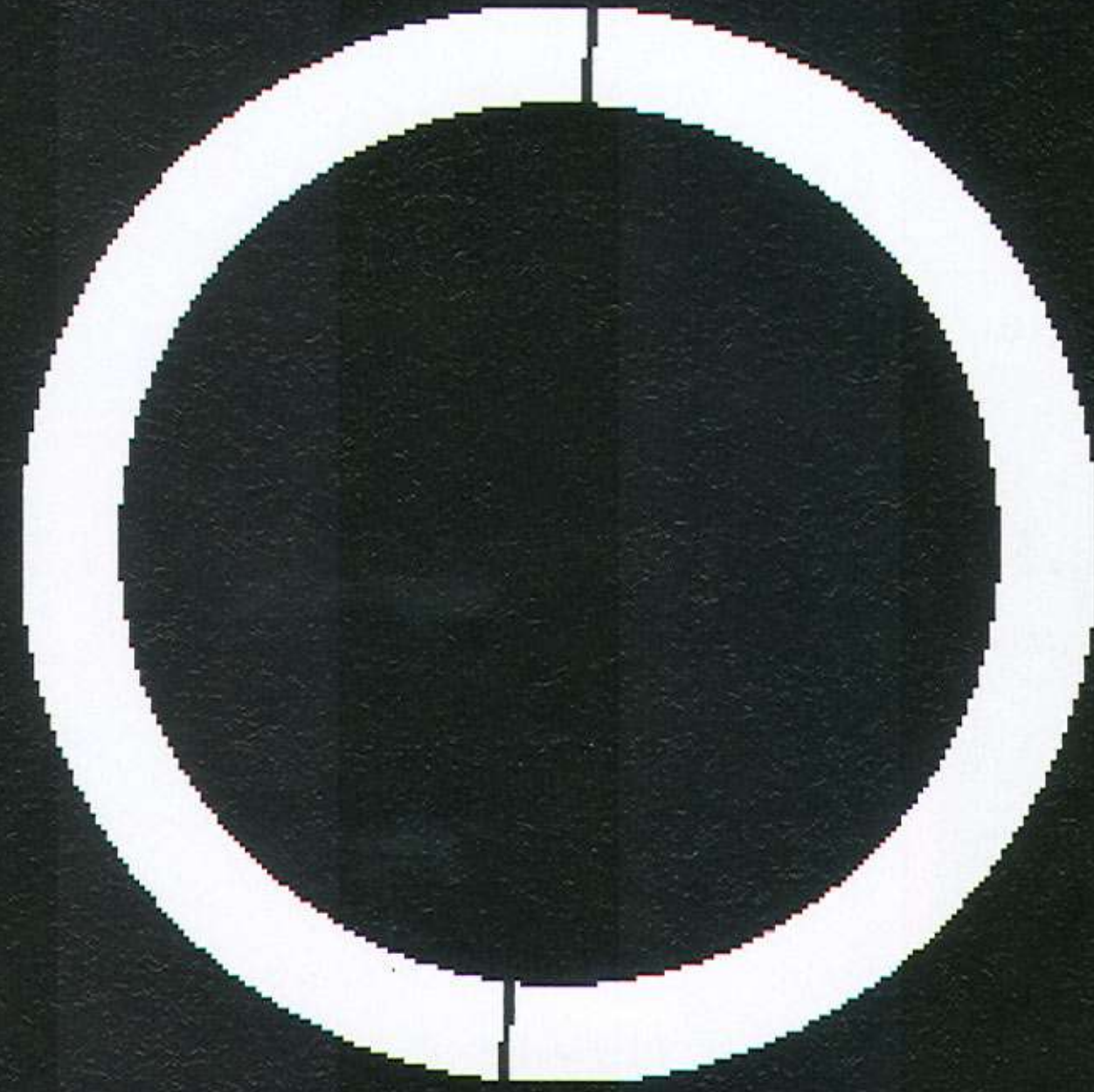
CUSTOMERS CENTER OSAKA 1-11-3 DOGASHIBA TENNOJI-KU, OSAKA 5438921, JAPAN. EARTH TEL. 06 6774 0359 TOKYO 1-4-8 MEJIRO, TOSHIMA-KU, TOKYO 1718580, JAPAN. EARTH TEL. 03 5779 6101

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PART A: GWG
PROJECT: A SEVEN ADVERTISTMENT (LEFT)
YEAR: 2001
PROJECT: A7 R-MODEL GLOVE 2 (RIGHT)
YEAR: 2000



21



TRANS CONT INENTS X GWG

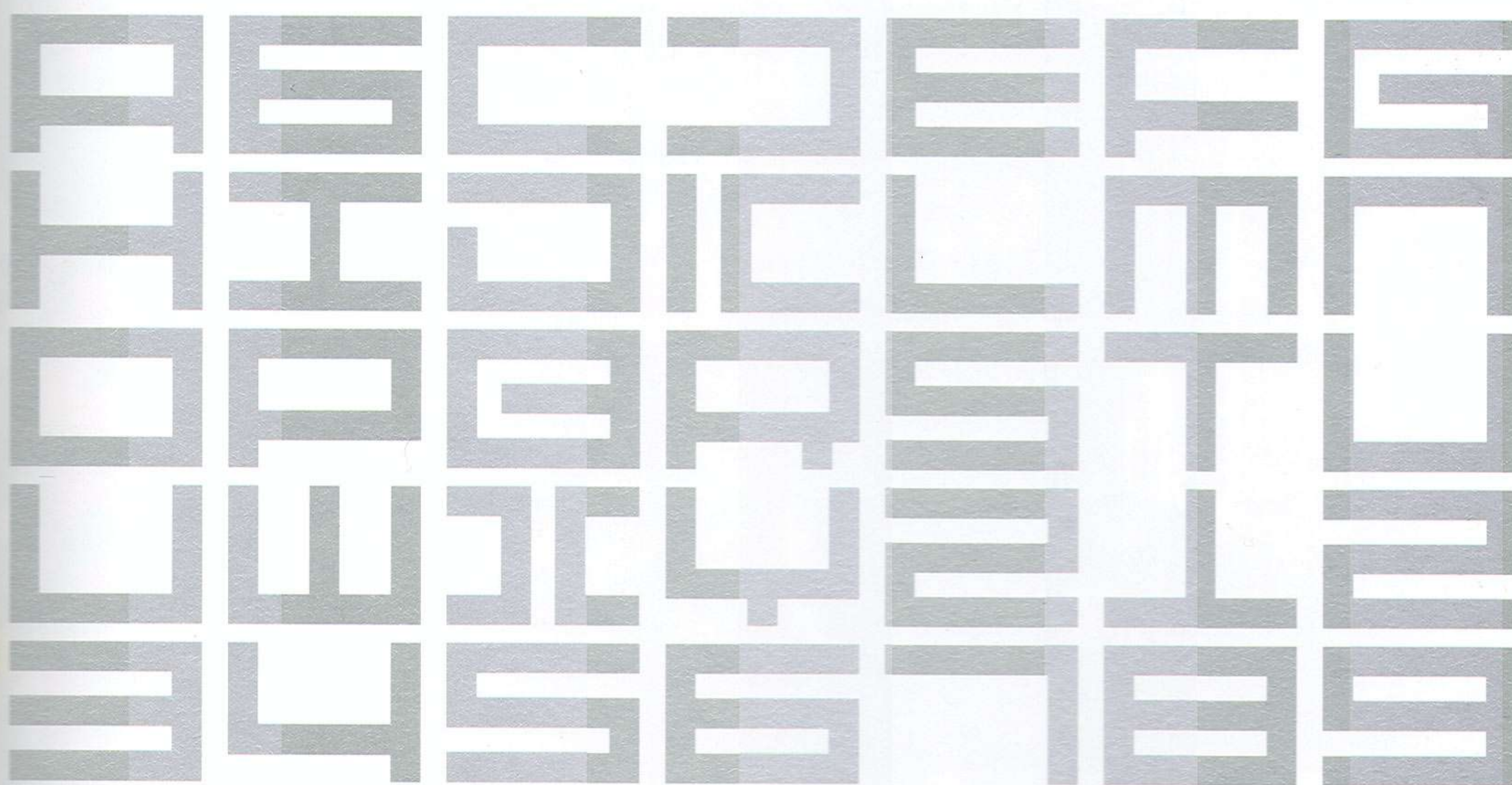
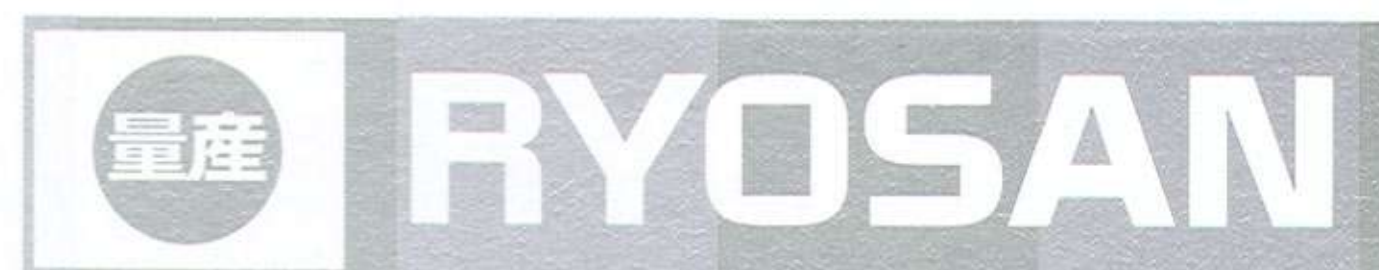
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07	08	09	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

TRANS CONT INENTS X GWG

PART A: GWG
 PROJECT: TRACON X GWG (LEFT), 2000
 PROJECT: RYOSAN LOGOS (RIGHT ROW 1), 1998
 GWG DOT FONT 2
 (RIGHT ROW 2), 2001

量産



cleaning - dassui

アイウエオカキクケヌサシユセンツチツテトナニヌネノルヒコ人ホ
 ヲミムムモヌルルレロヤユヨコヨ
 カキクケコサシユセンツチツテトナニヌネノルヒコ人ホホ
 ・アイウエオヤユヨツチツテトナニヌネノルヒコ人ホ

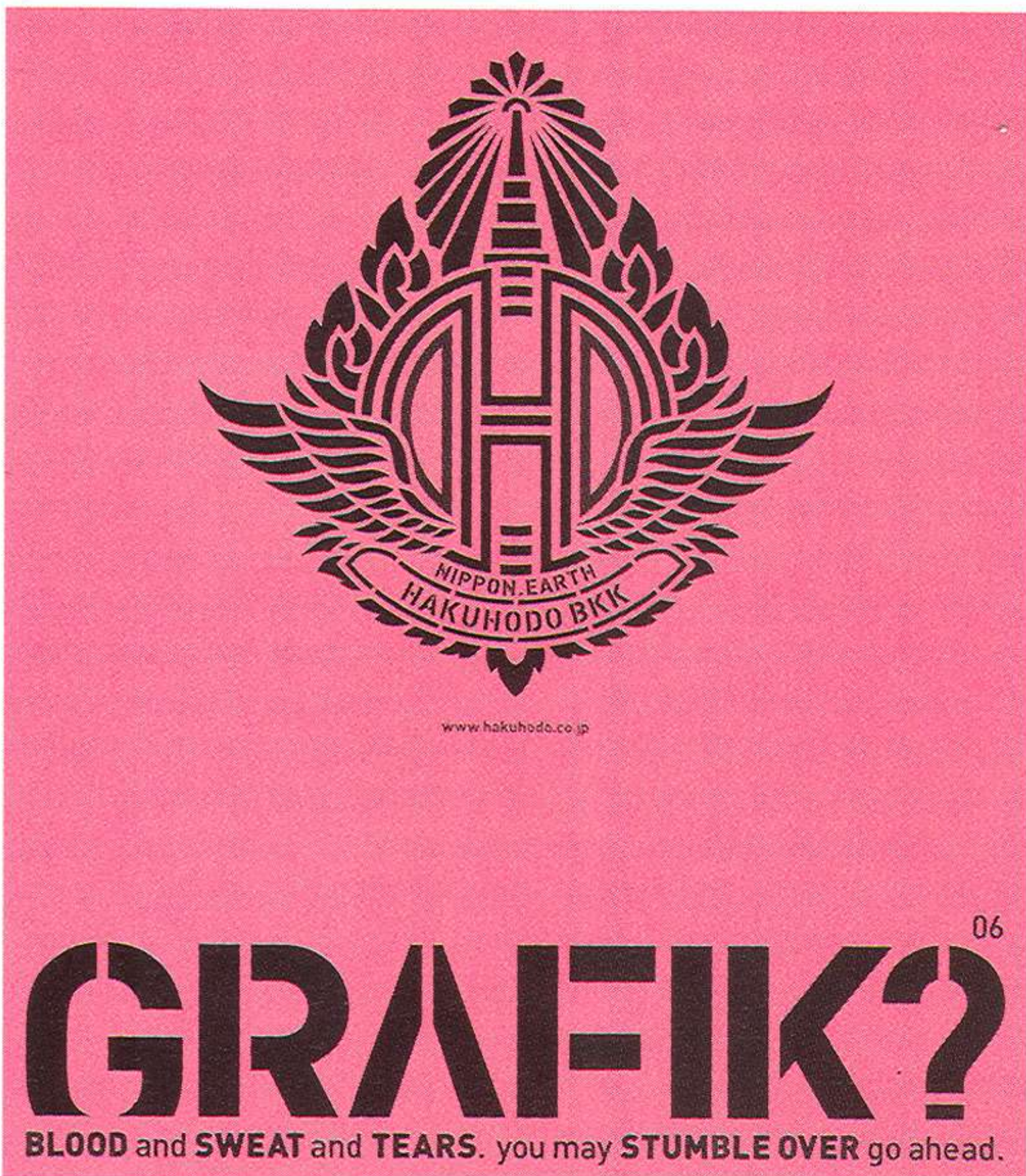
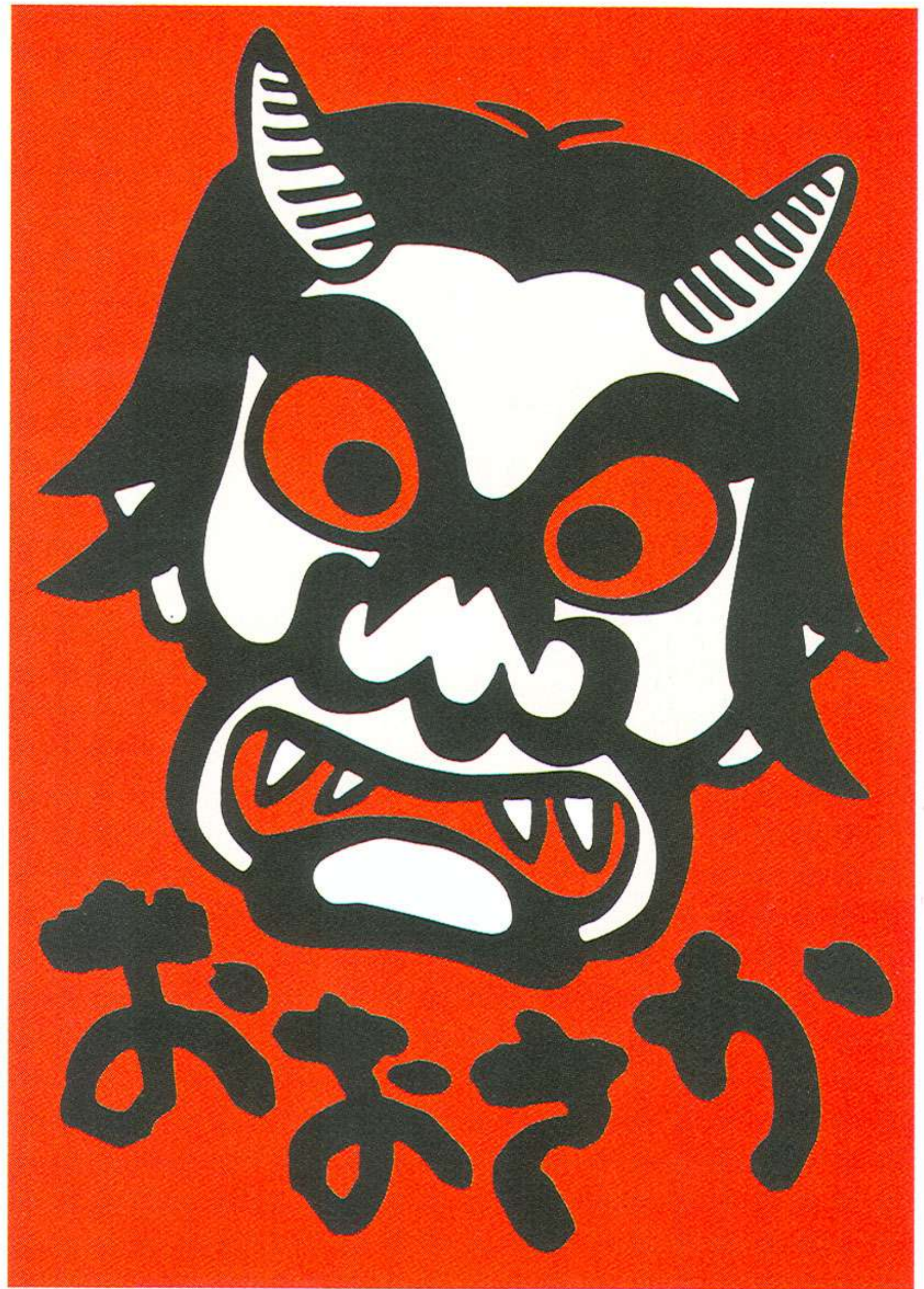
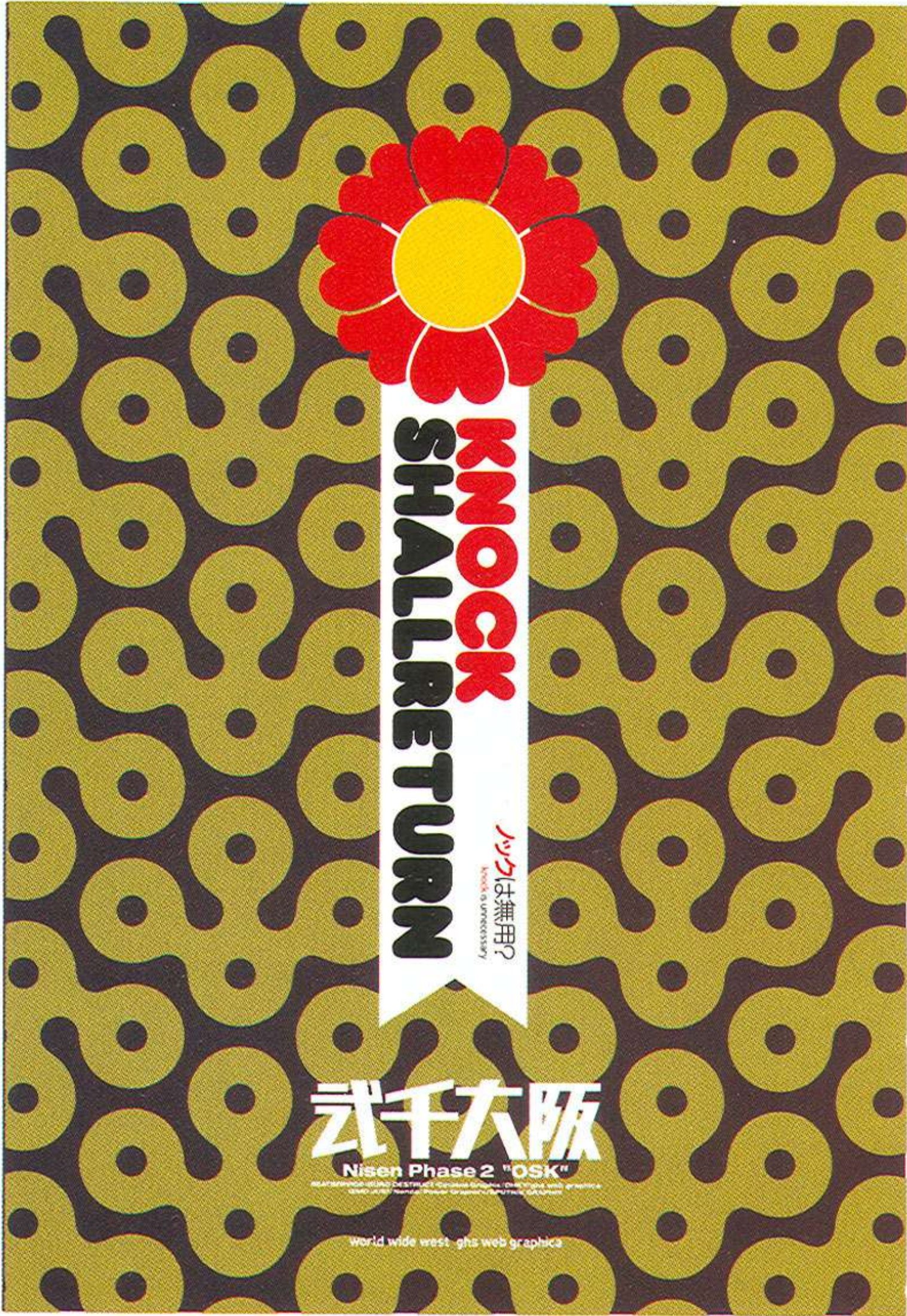
cleaning - tearai

アイウエオカキクケヌサシユセンツチツテトナニヌネノルヒコ人ホ
 ヲミムムモヌルルレロヤユヨコヨ
 カキクケコサシユセンツチツテトナニヌネノルヒコ人ホホ
 ・アイウエオヤユヨツチツテトナニヌネノルヒコ人ホ

moriguchi - regular

アイウエオカキクケネサシユセンツチツテトナニヌネノルヒコ人ホ
 ヲミムムモネノルレロヤユヨコヨ
 カキクケコサシユセンツチツテトナニヌネノルヒコ人ホ
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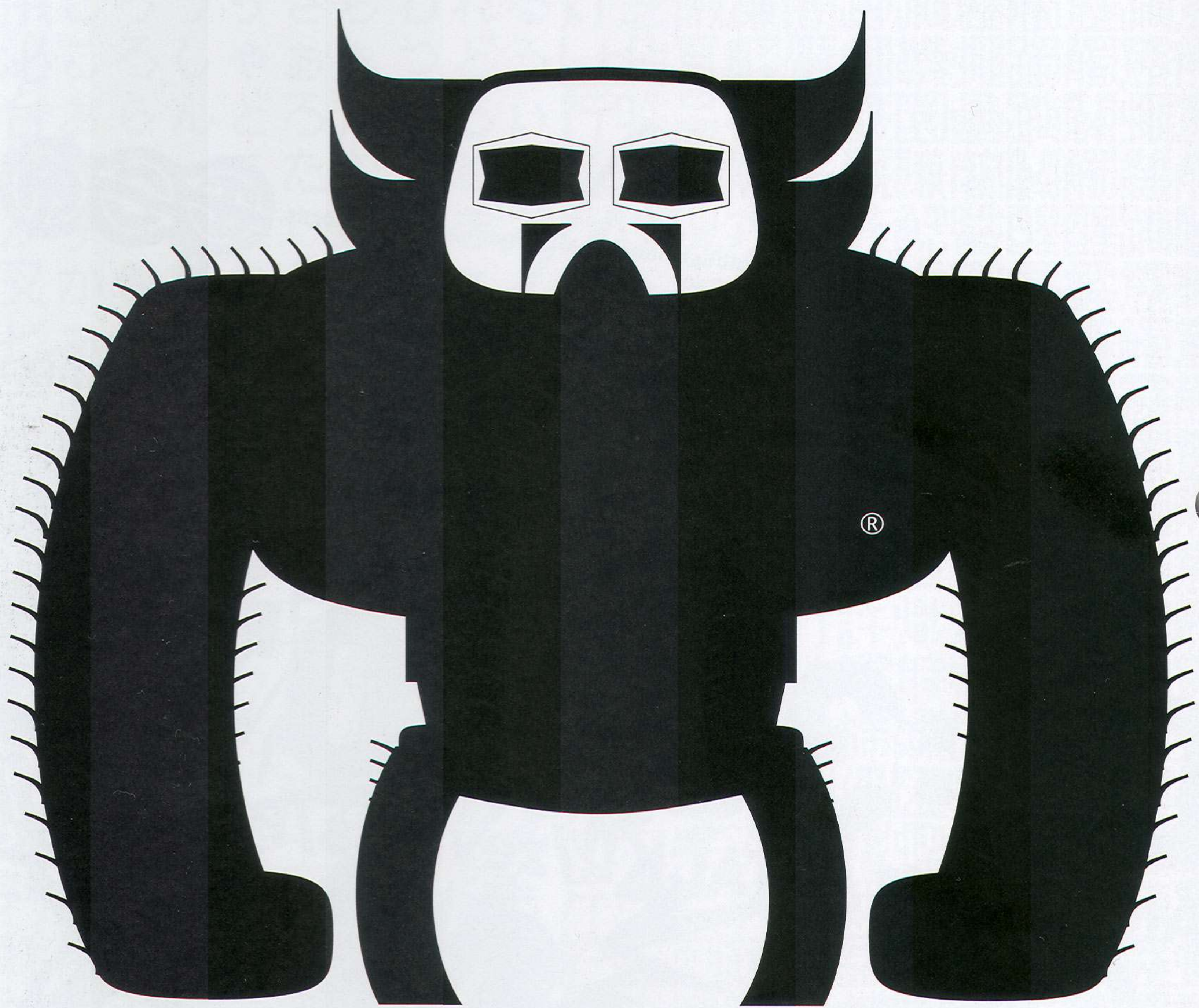
PART A: GWG
 PROJECT: NISEN POSTCARD (TOP LEFT), 2001
 KOKOHKU (BOTTOM LEFT), 2000
 GWG (TOP RIGHT), 2000
 WACOAL PACKAGING (BOTTOM RIGHT), 2001







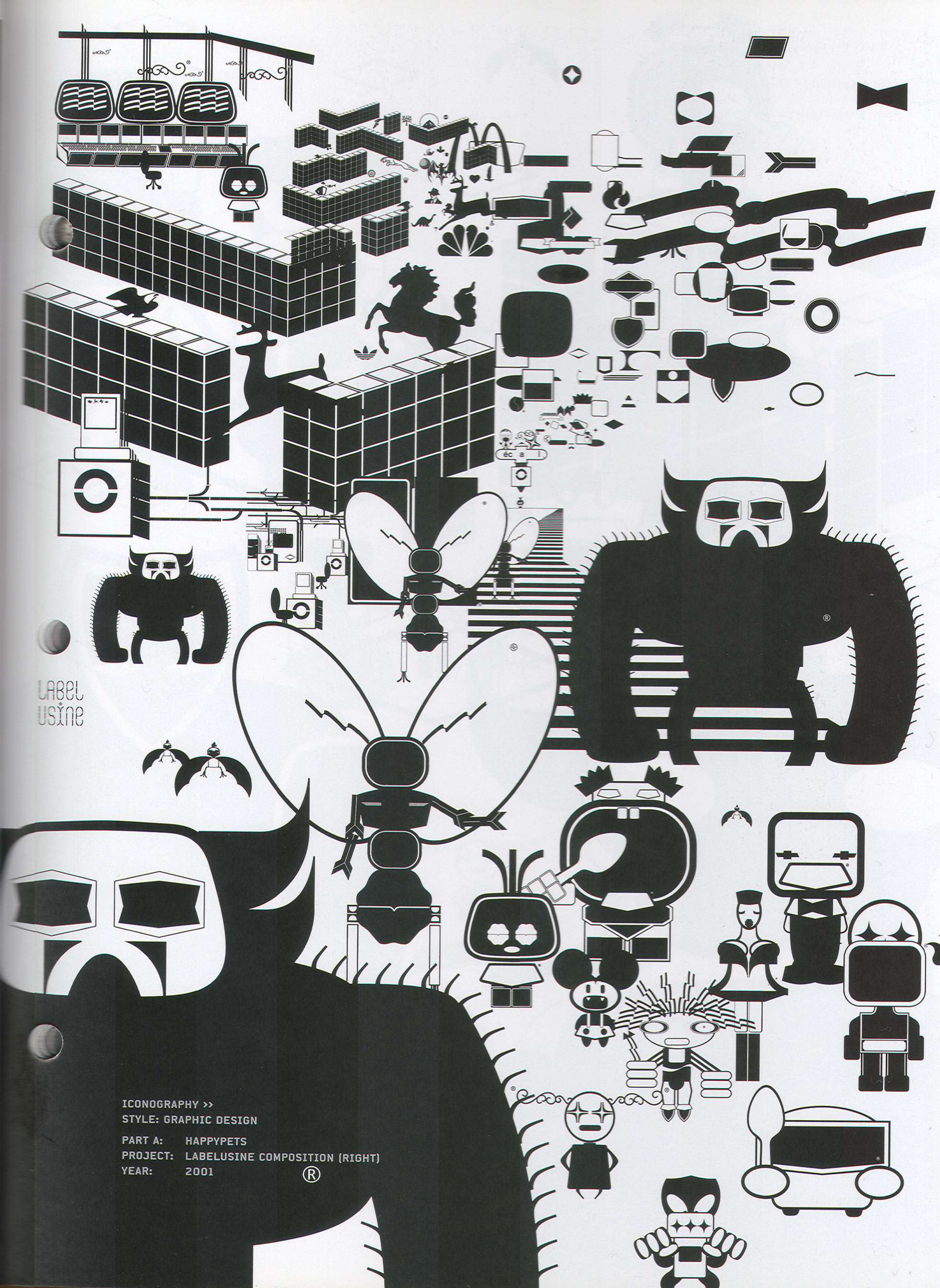
SUISSE



PAGE_065/066

HAPPYPETS

HAPPYPETS PRODUCTS IS COMPOSED OF A GROUP OF THREE GRAPHIC DESIGNERS, PATRICK MONNIER, VIOLÈNE PONT AND CHRISTOPHE HENNY, ALL OF WHOM GRADUATED FROM THE LAUSANNE-BASED FINE ARTS SCHOOL IN JULY 1999. PATRICK MONNIER AND VIOLÈNE PONT NOW ALSO TEACH AT THE SCHOOL PART-TIME. HAPPYPETS IS AN EXPERIMENTAL LAB IN THE CREATIVE DOMAIN AND "NOT AT ALL A GRAPHIC OR COMMERCIAL AGENCY". IT IS INTERESTED IN ALL SORTS OF MEDIA AND WORKS WITH ARTISTS, MUSICIANS AND FILMMAKERS.



LABEL
USINE

ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN

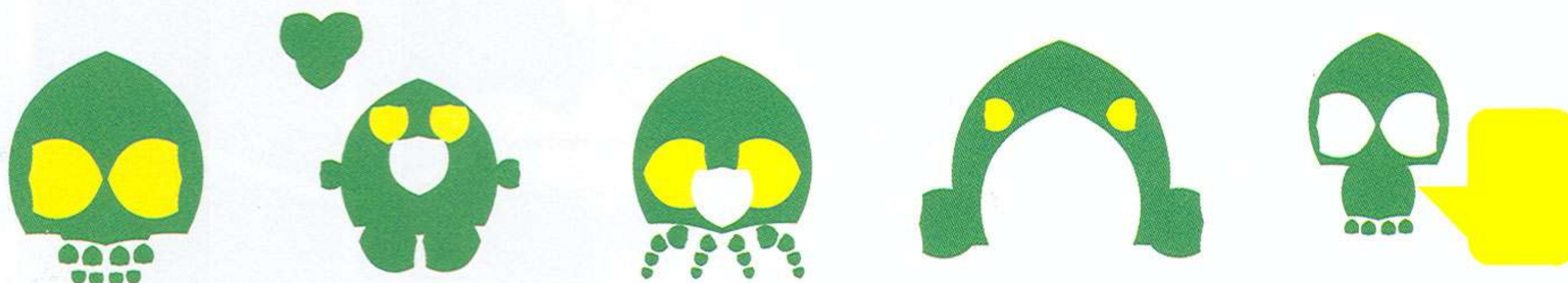
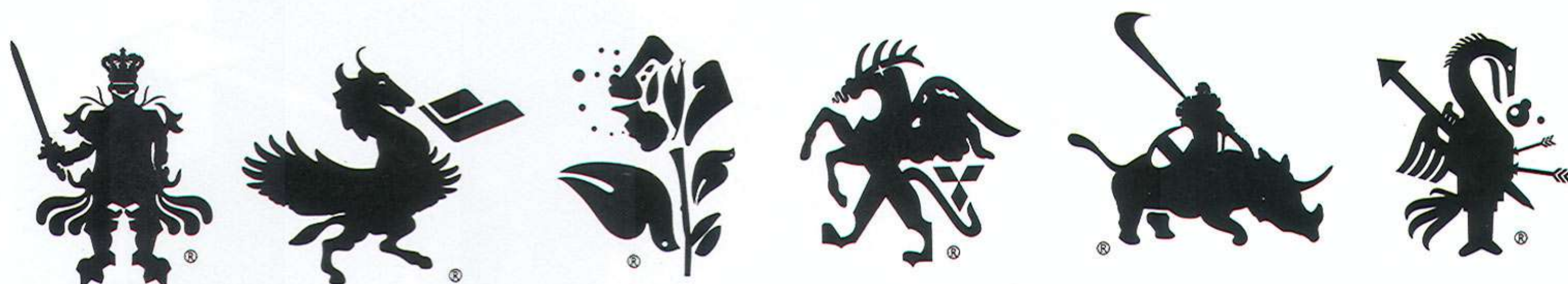
PART A: HAPPYPETS
PROJECT: LABELUSINE COMPOSITION (RIGHT)
YEAR: 2001





PART A: HAPPYPETS
 PROJECT: WALL-PAPER (ROW 1)
 DIFFERENT ICONS CREATED FOR BP COMPANY (ROW2)
 FABRIC | CH [ROW 3]
 T-SHIRT GRAPHICS (ROW 4)
 M:NARSITIK (ROW 5)
 YEAR: 2000-2001

PART A: HAPPYPETS
 PROJECT: ENNETNA/TECHNOLOGICAL NEIGHBOURHOOD
 (A BOOK ABOUT PEOPLE AND TECHNOLOGIES) DINGBATS
 YEAR: 2000-2001



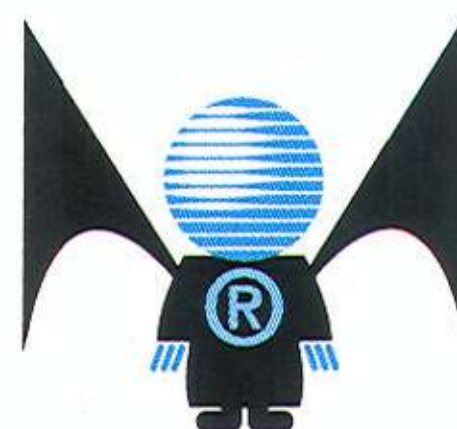
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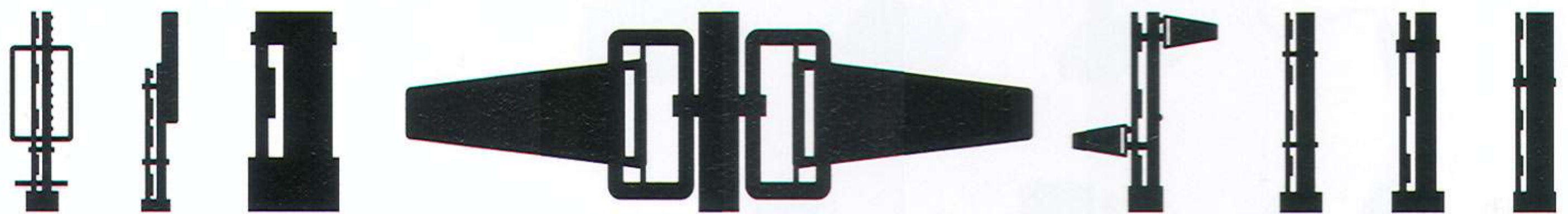
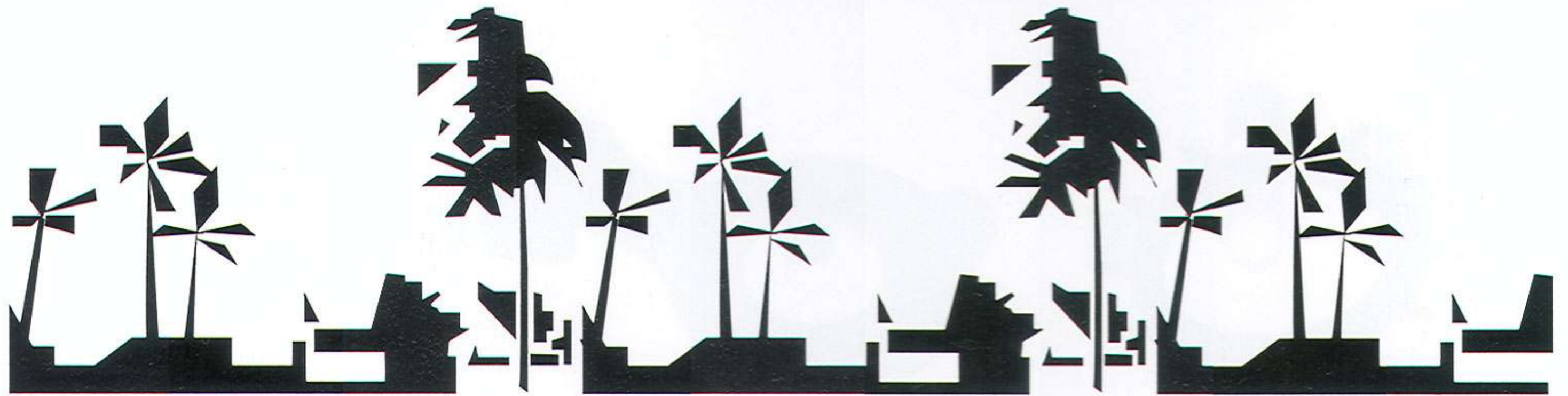
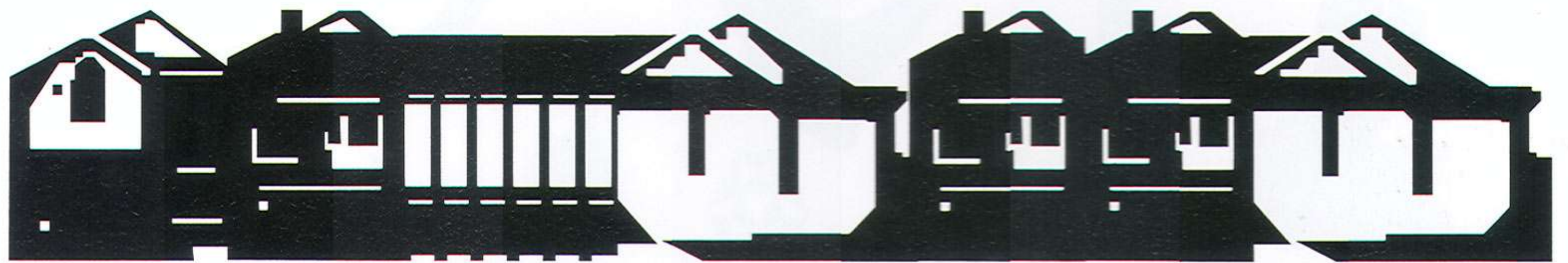
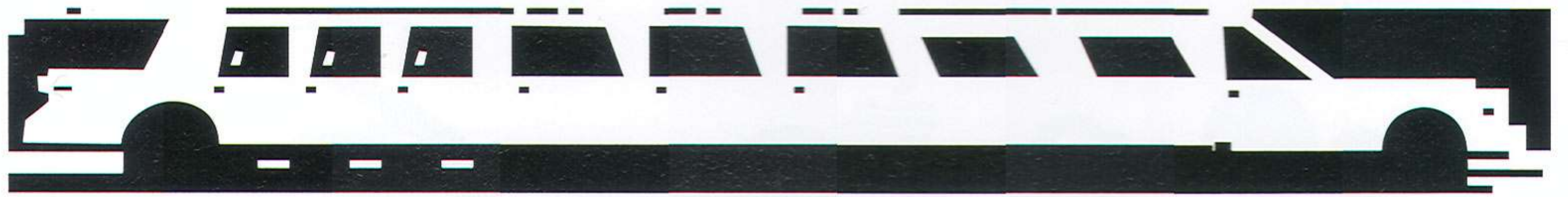
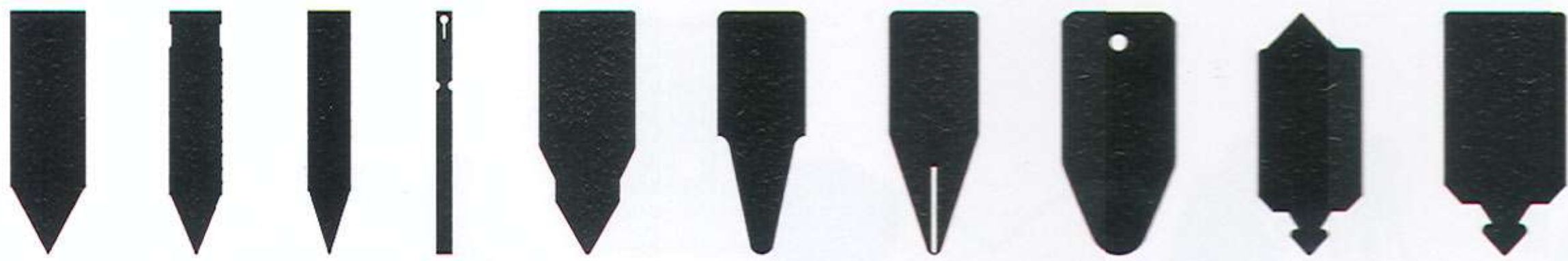
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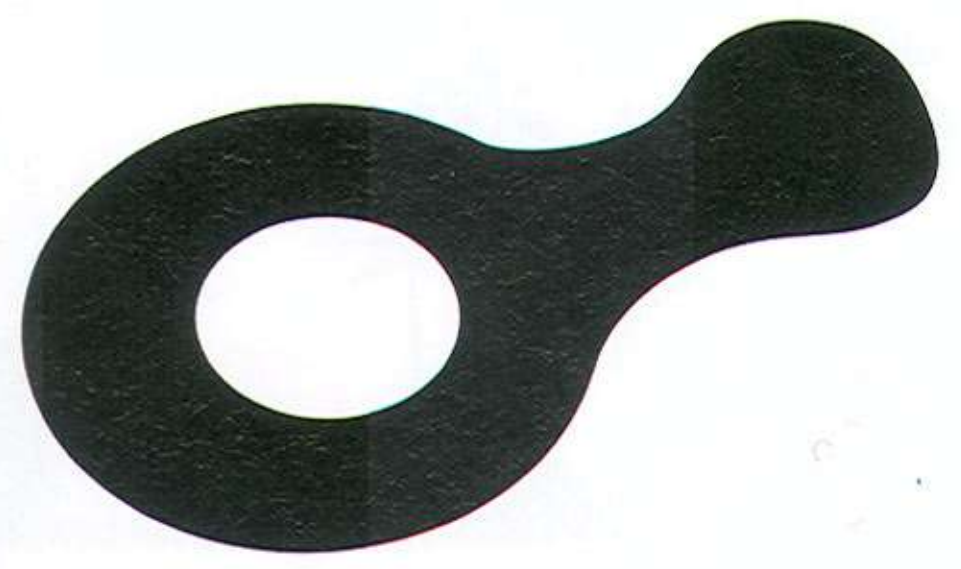
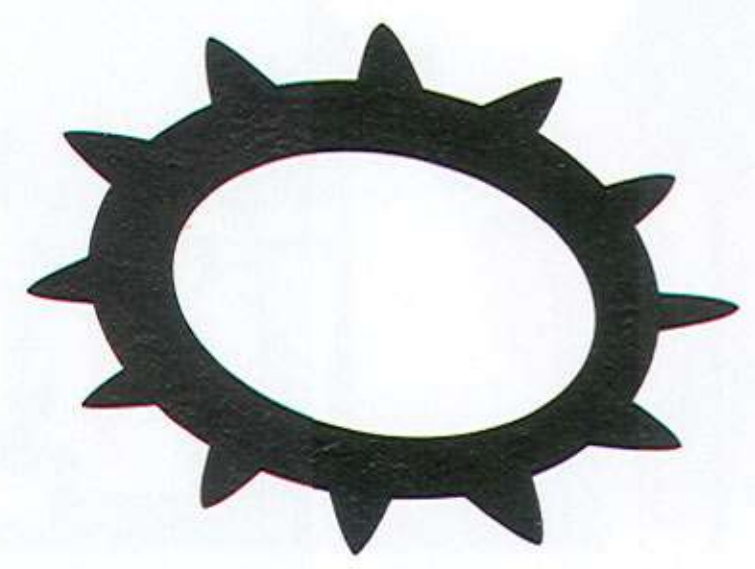
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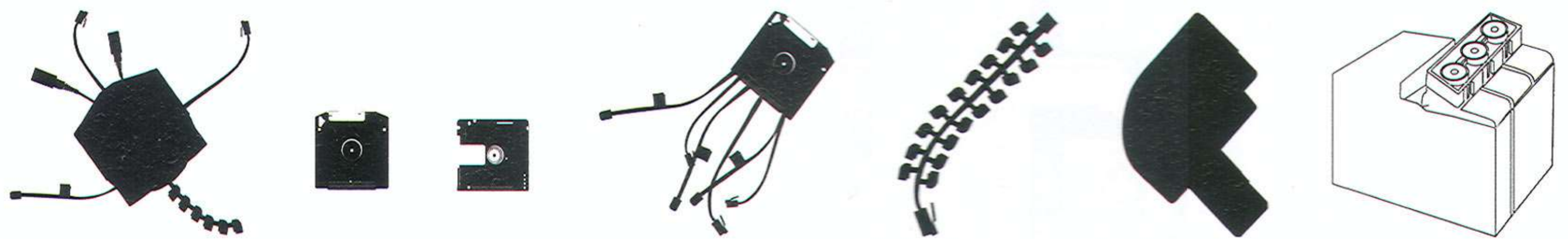
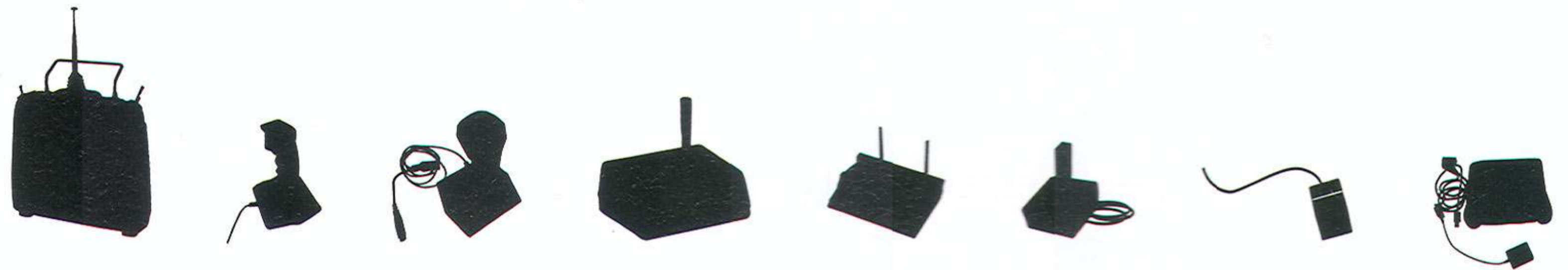
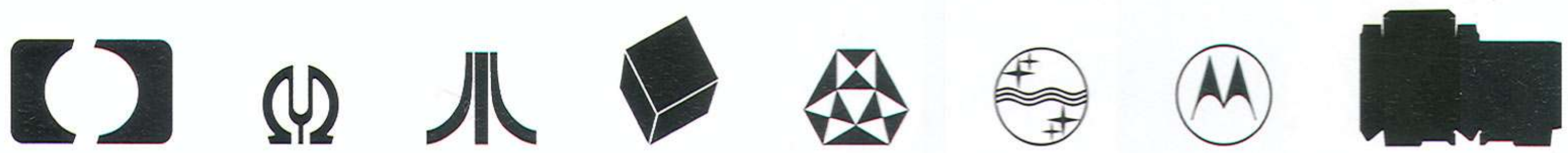
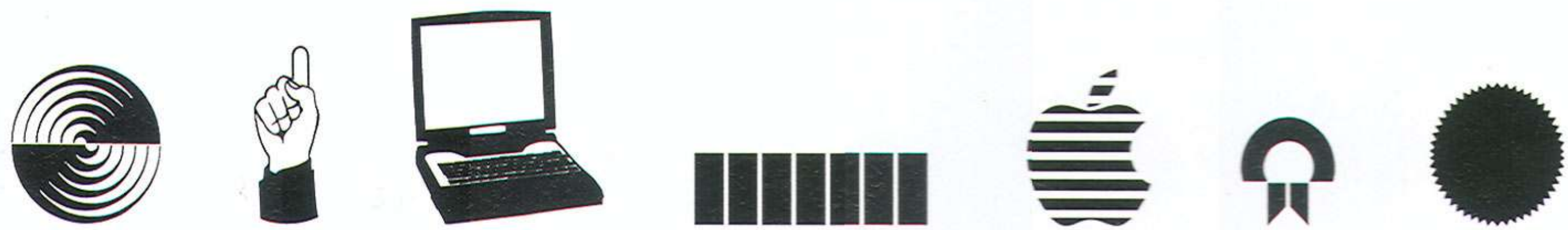
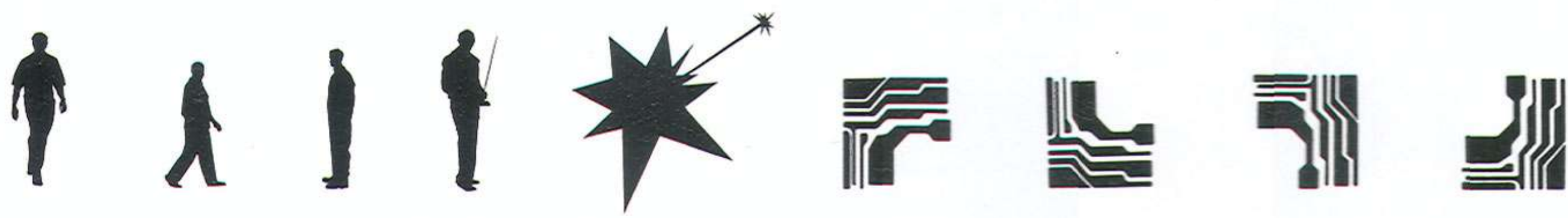
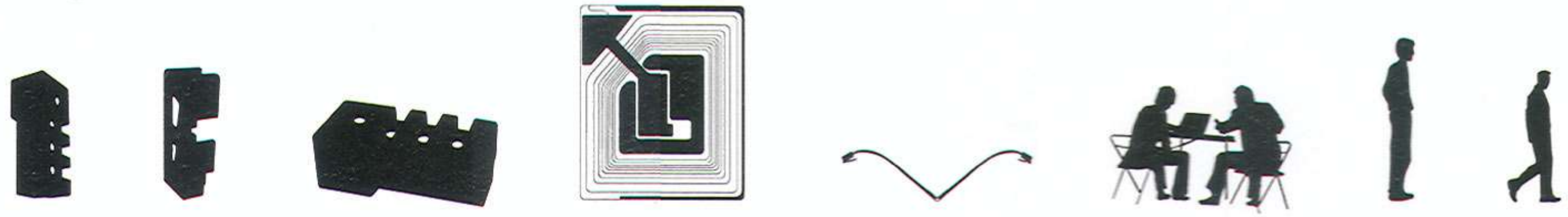
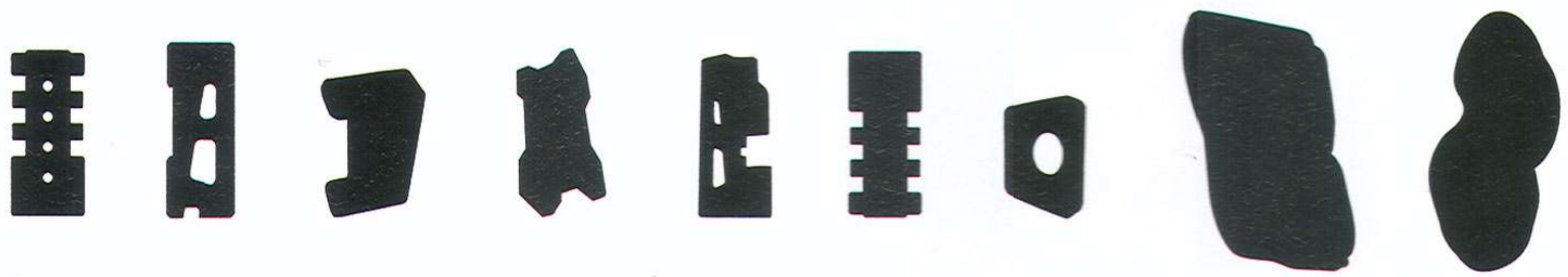


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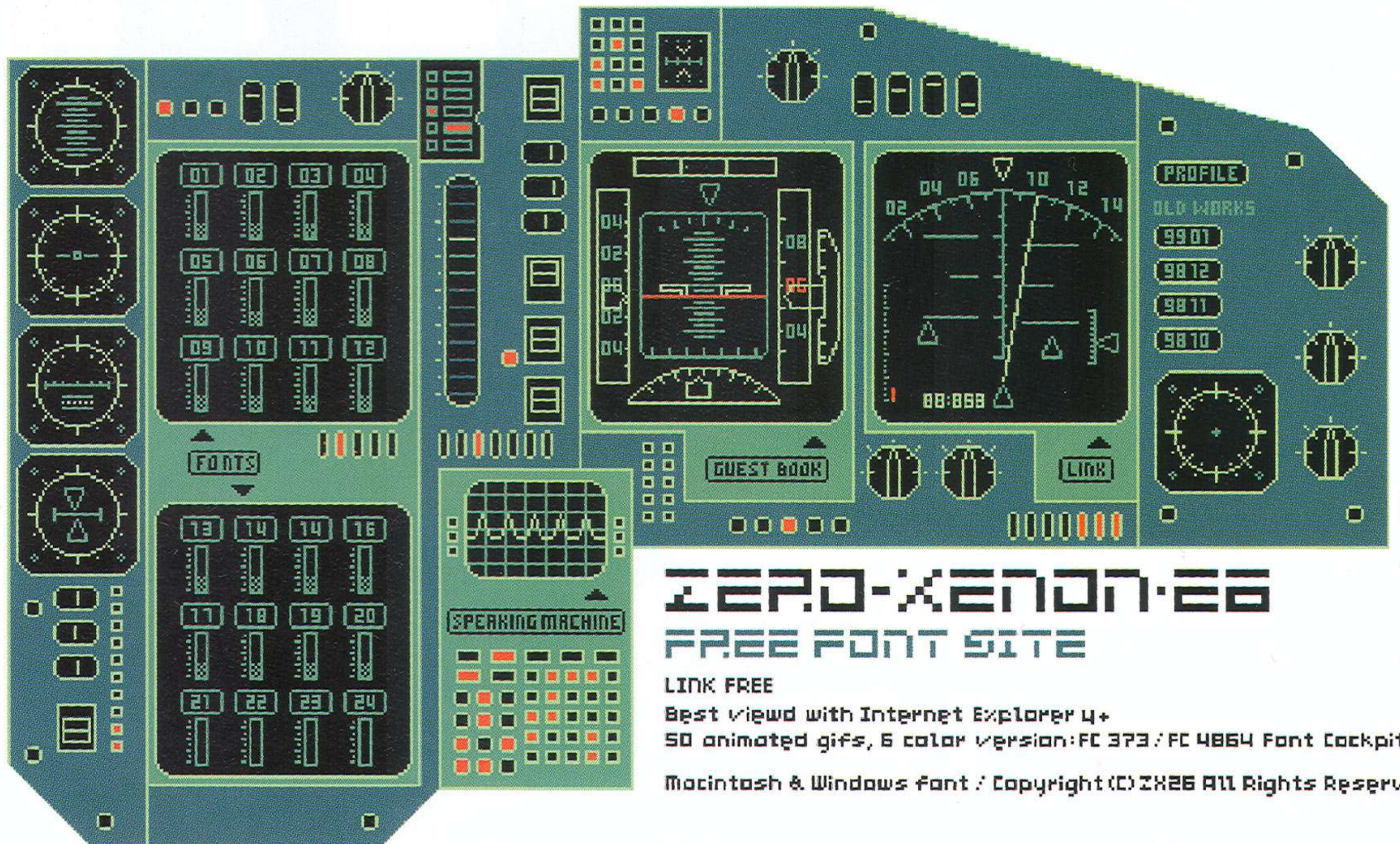
AS SEEN ON
TV







TOKYO



ZERO-XENON-26 FREE FONT SITE

LINK FREE

Best viewed with Internet Explorer 4+

50 animated gifs, 6 color version: FC 373 / FC 4864 Font Cockpit

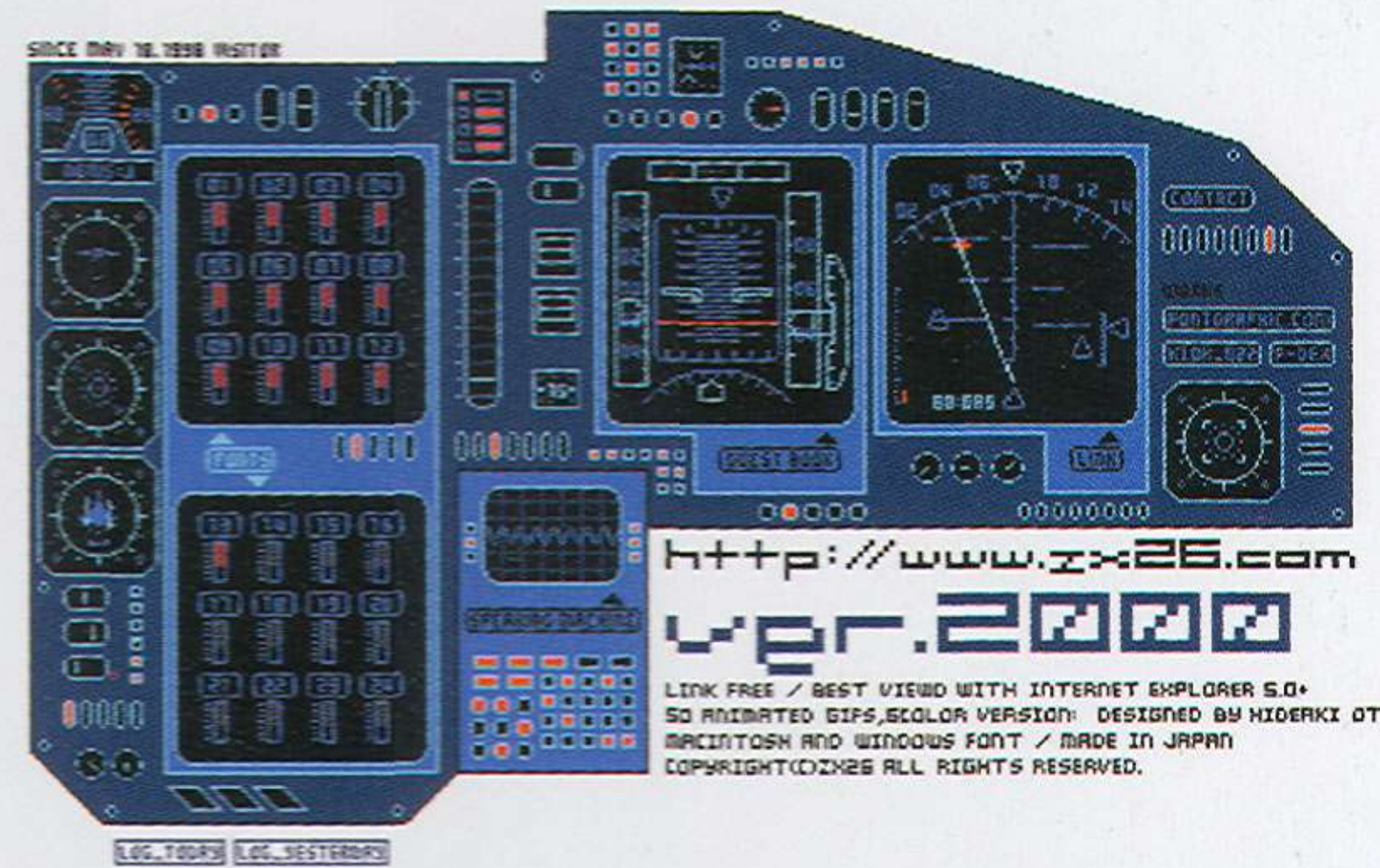
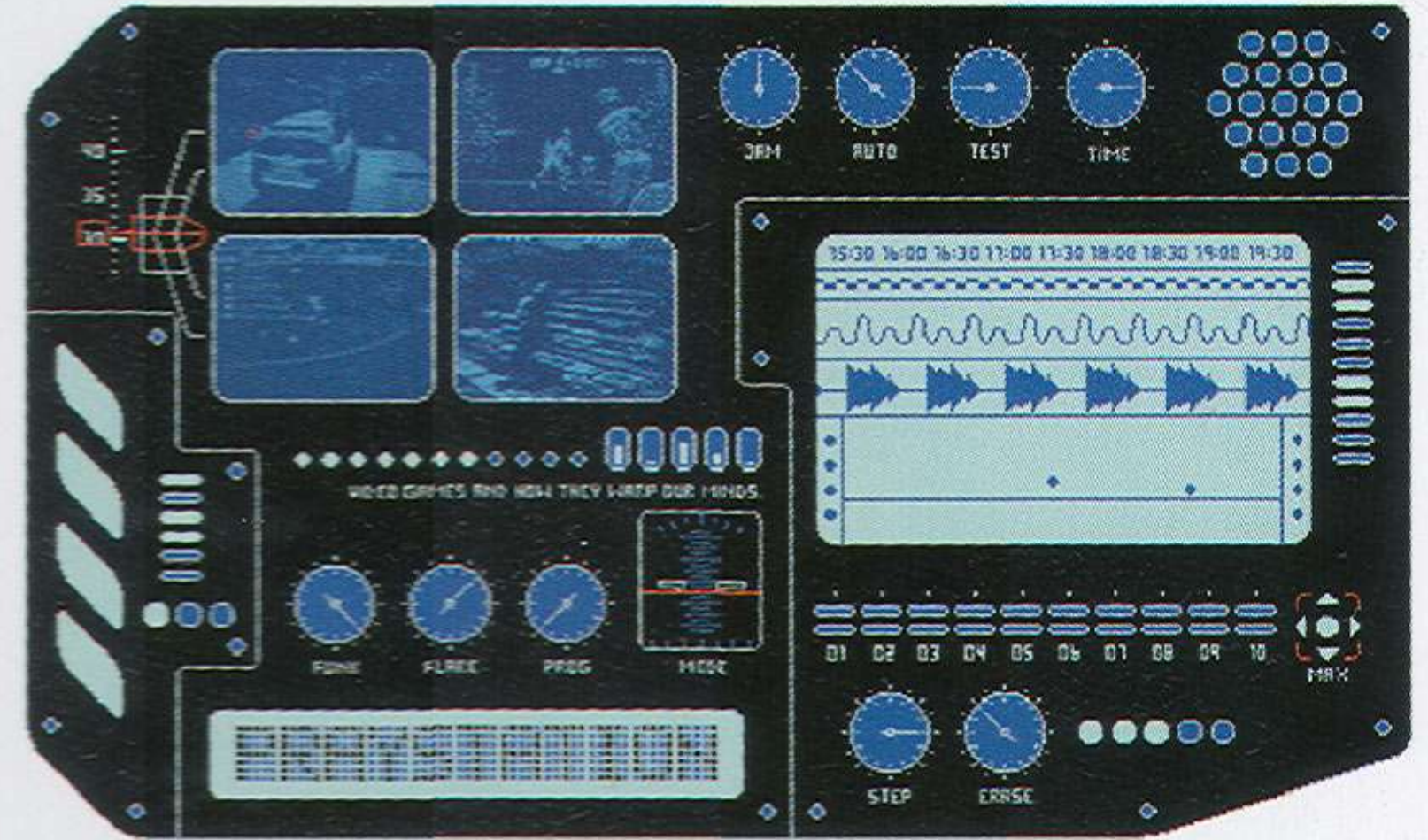
Macintosh & Windows font / Copyright (C) ZX26 All Rights Reserved.

fontgraphic.com

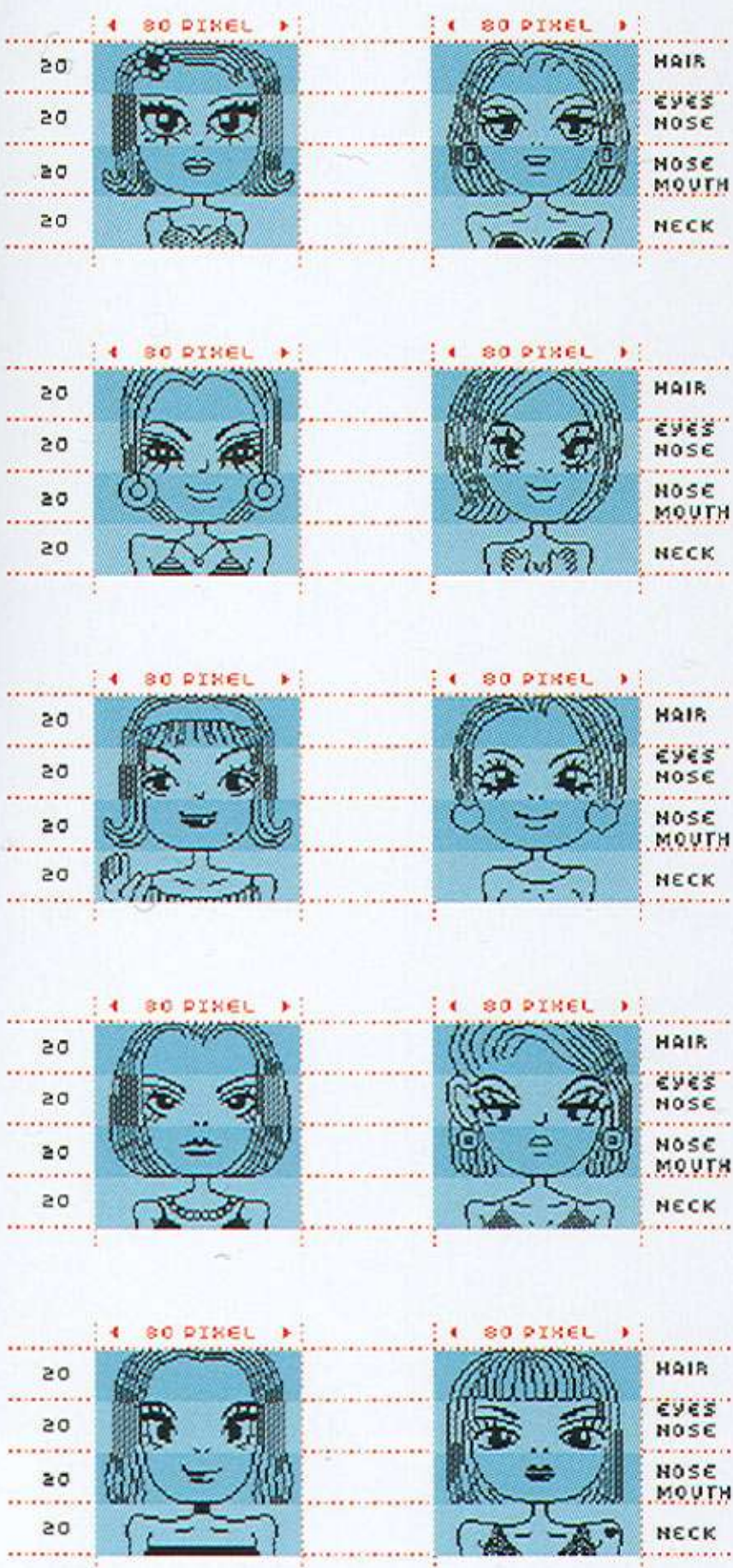
HIDEAKI OHTANI

JAPANESE WEBSITE DESIGNER AND FONT CREATOR HIDEAKI OHTANI WORKS FOR A JAPANESE PRINTING COMPANY, BUT PROMOTES HIS OWN PROJECTS, INCLUDING HIS ORIGINAL FONTS, ON HIS OWN WEBSITES, WWW.ZX26.COM AND WWW.FONTGRAPHIC.COM, WHICH HAVE BOTH BEEN ONLINE FOR SEVERAL YEARS NOW.

PART A: HIDEAKI OHTANI
 PROJECT: F-DEX MAGAZINE [TOP LEFT], 2001
 PRAYSTATION WEBSITE [TOP RIGHT], 2001
 ZX26 WEBSITE [MIDDLE RIGHT], 2000
 ZX26 WEBSITE AND FONT DESIGN [BOTTOM], 2001



LINK FREE / BEST VIEW WITH INTERNET EXPLORER 5.0
 SO ANIMATED GIFS, SCALAR VERSION / DESIGNED BY HIDEAKI OHTANI
 MACINTOSH AND WINDOWS FONT / MADE IN JAPAN
 COPYRIGHT(C)2002 ALL RIGHTS RESERVED.





TOKYO



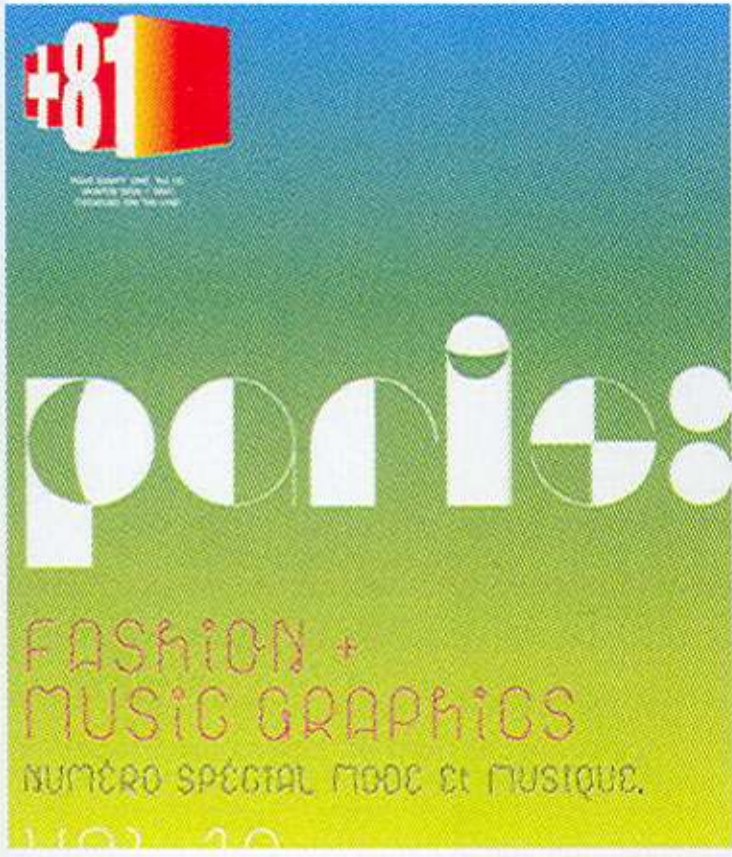
PAGE:075/076

HIDEKI INABA

INABA LIVES IN TOKYO, WHERE HE FORMED HIS DESIGN COMPANY IN 1997 (HIDEKI INABA DESIGN). HE HAS ART-DIRECTED FOR MANY MAGAZINES, INCLUDING +81, GASBOOK AND SAL. HE ALSO DESIGNS FONTS AND HAS ORGANISED AN EXHIBITION AT SENDAI MEDIATHEQUE CALLED "MOVEMENT".

ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN

PART A: HIDEKI INABA
PROJECT: +81 MAGAZINE COVER
YEAR: 2000-2001



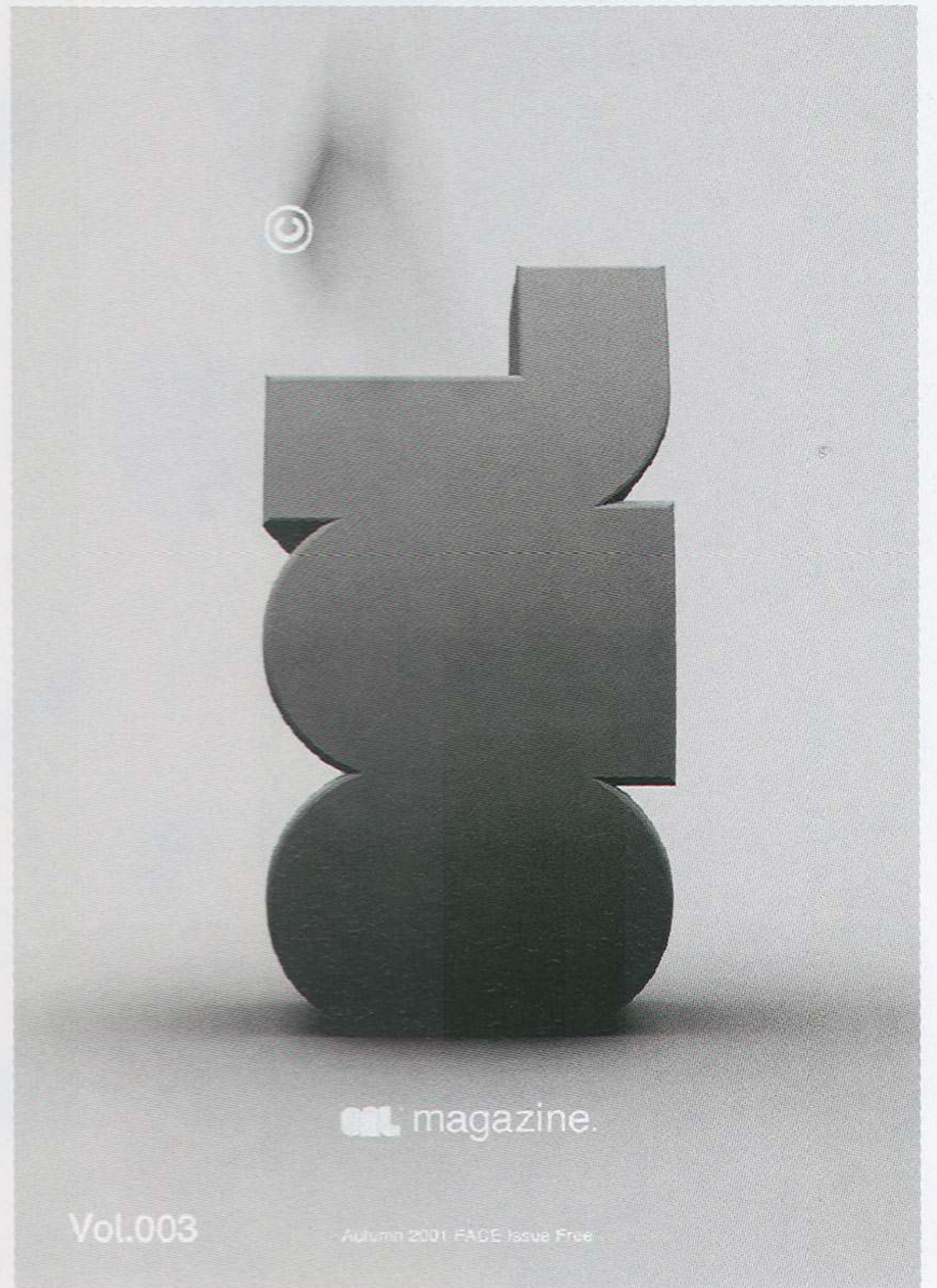
PART A: HIDEKI INABA
PROJECT: AT.MO.SPHERE (MO&FD) PACKAGE
YEAR: 2000



PART A: HIDEKI INABA
PROJECT: COVER FOR SAL MAGAZINE
YEAR: 2001



PART A: HIDEKI INABA
PROJECT: COVER FOR SAL MAGAZINE
YEAR: 2001



CD-ROM

VIDEO TRACK

- * KAR OCCISIONS
- * HEXSTATIC
- * Tomato
- * AGES SAUP
- * FUTURA 2000
- * Naohiro Ukawa
- * SKOT
- * JIMMY CHEN (Typeoraphic)
- * STEREO TYPE PRODUKTS

MMS NTSC

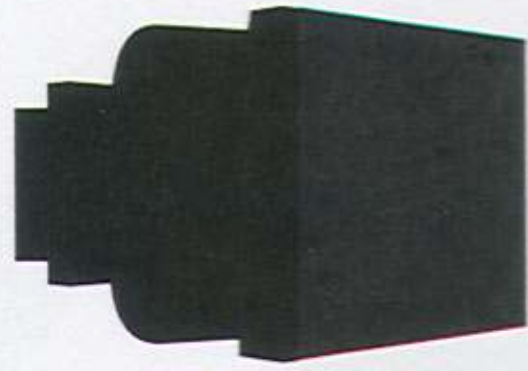
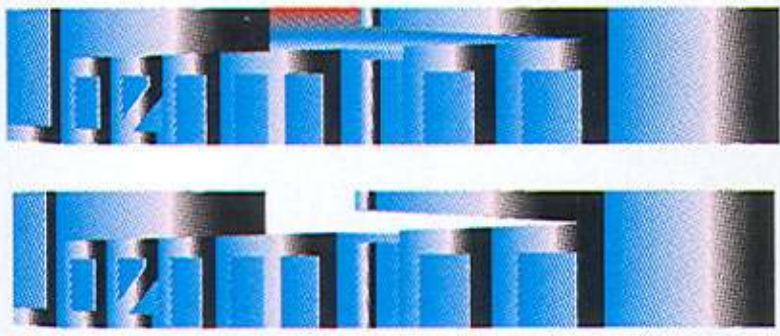


Insert this into the disc tray

- ### CD-ROM TRACK
- * The Designer's Eye
 - * AGES SAUP
 - * Anti-Foe
 - * Euro-Destruct
 - * Daniel Jahat
 - * JODI
 - * Jonni Nitro
 - * Takafumi Niwa
 - * soulmate

- ### AUDIO TRACK
- * Kuniyuki Takahashi

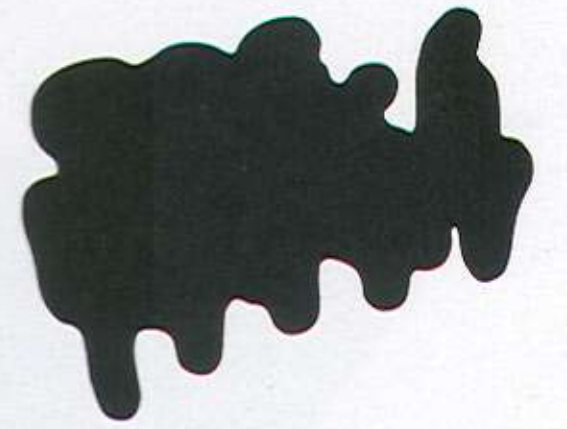
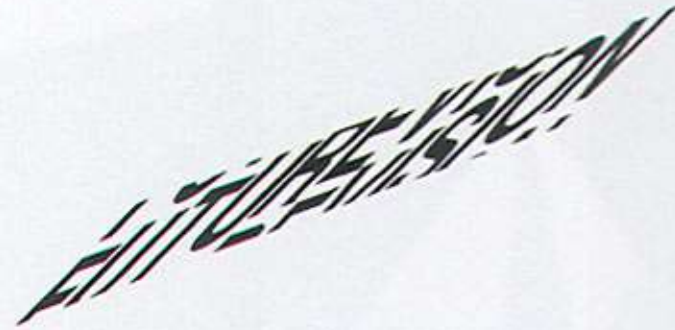




TMNG^{ZERO}
BALANCED^{ONE}
CONNECTED^{TWO}
FEELING^{THREE}

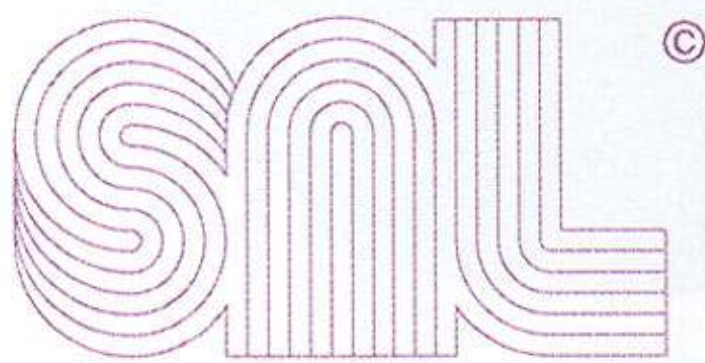
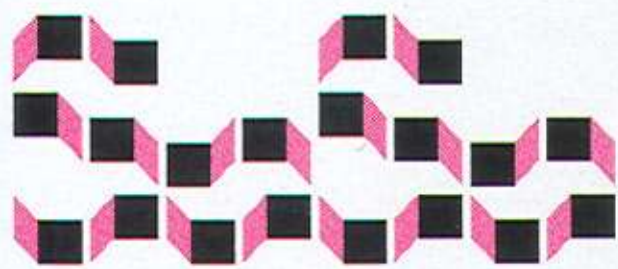
GASBOOK 06

FUTUREVISION

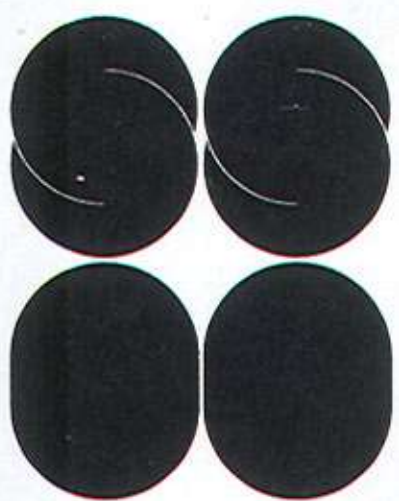


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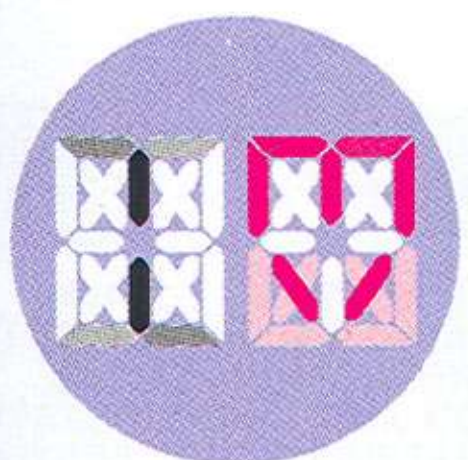
ROSS



稲葉英樹



HIDEKI INABA Design



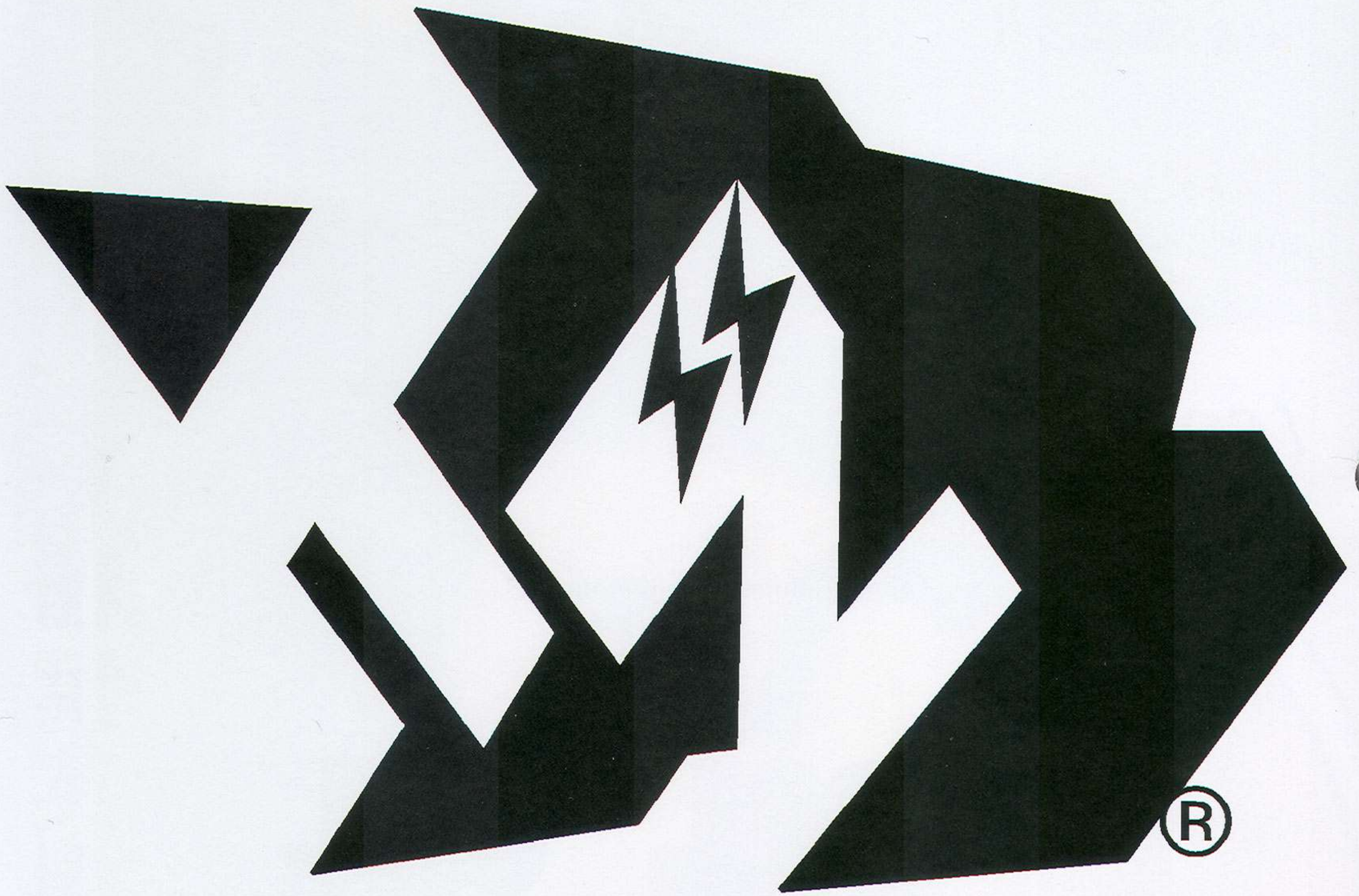
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.EPS

D.V.D.V.D.



■ TOKYO



PAGE_079/080

IMAITOONZ

BORN IN 1971, IMAITOONZ COMPLETED THE DEPARTMENT OF ARTS GRADUATE COURSE AT TAMA UNIVERSITY OF ARTS. HIS WORK INCLUDES CHARACTER DESIGN FOR THE OPENING ANIMATION ON TOP OF JAPAN (MTV), C. C. LEMON CF (SUNTORY) CHARACTER DESIGN AND POSTER PRODUCTION, SEGA'S FIGHTING VIPERS 2 CHARACTER DESIGN, SONY'S GIG PACKAGING ILLUSTRATION AND NIKE'S PRESTO E-CD ANIMATION. RECENTLY, HIS ORIGINAL ANIMATION WAS INVITED TO THE INTERNATIONAL FILM FESTIVAL IN ROTTERDAM.

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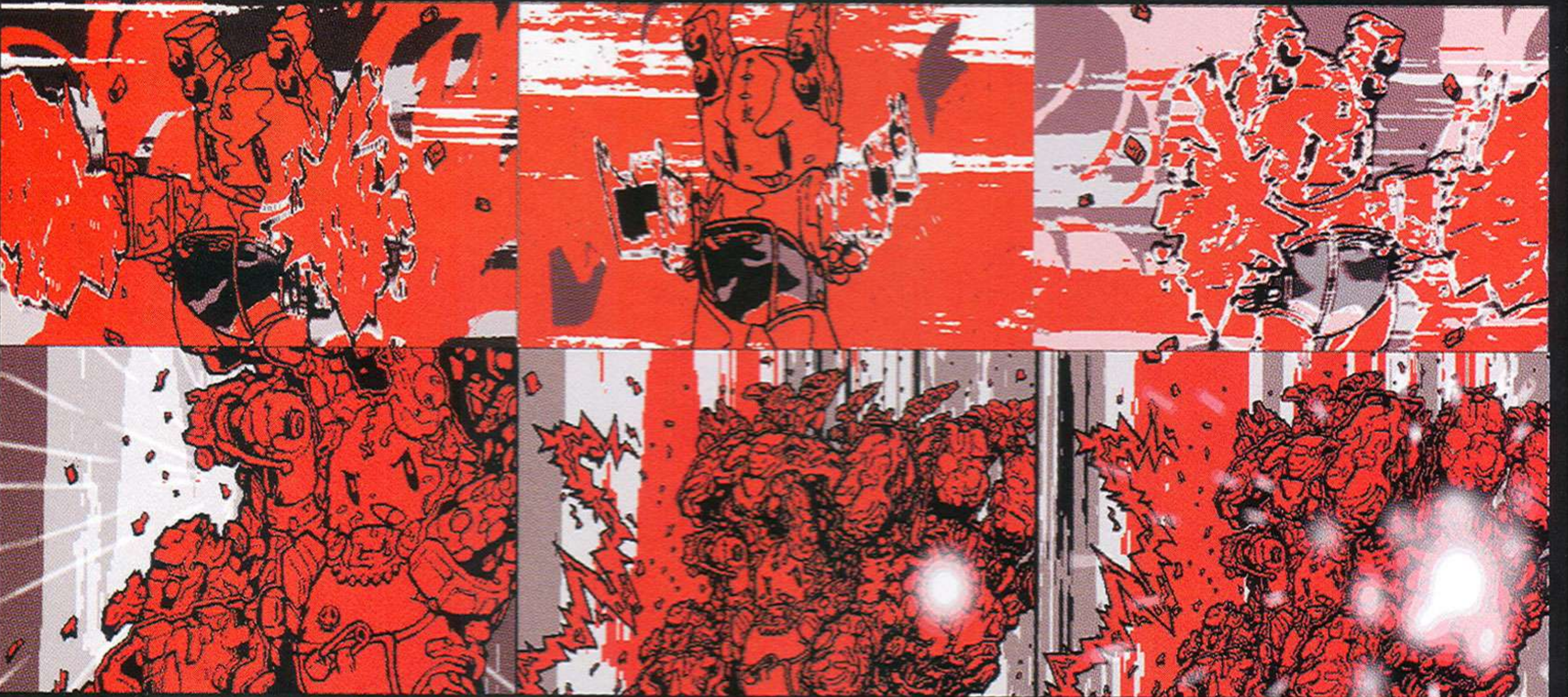
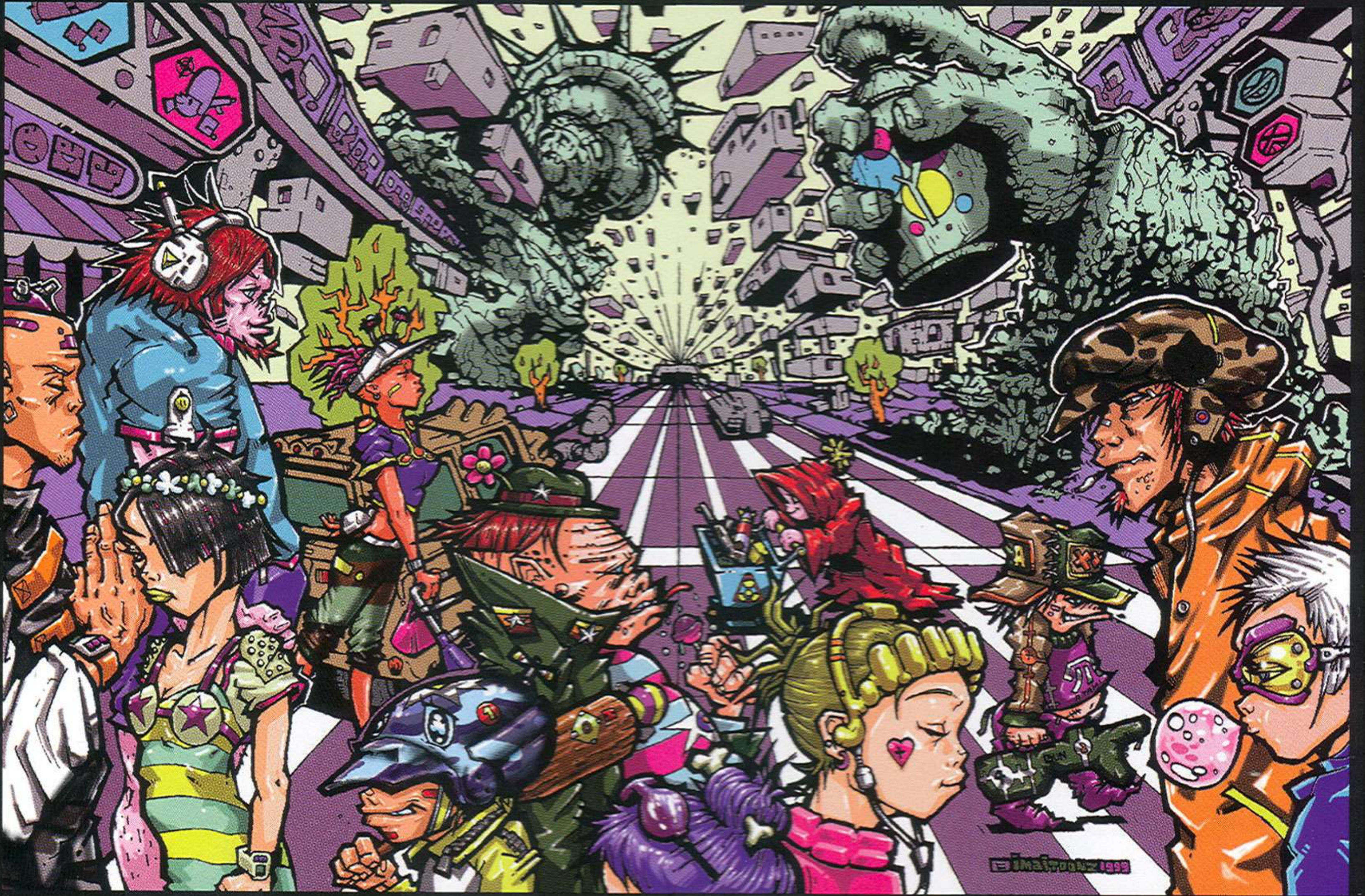
KISS

ANTI



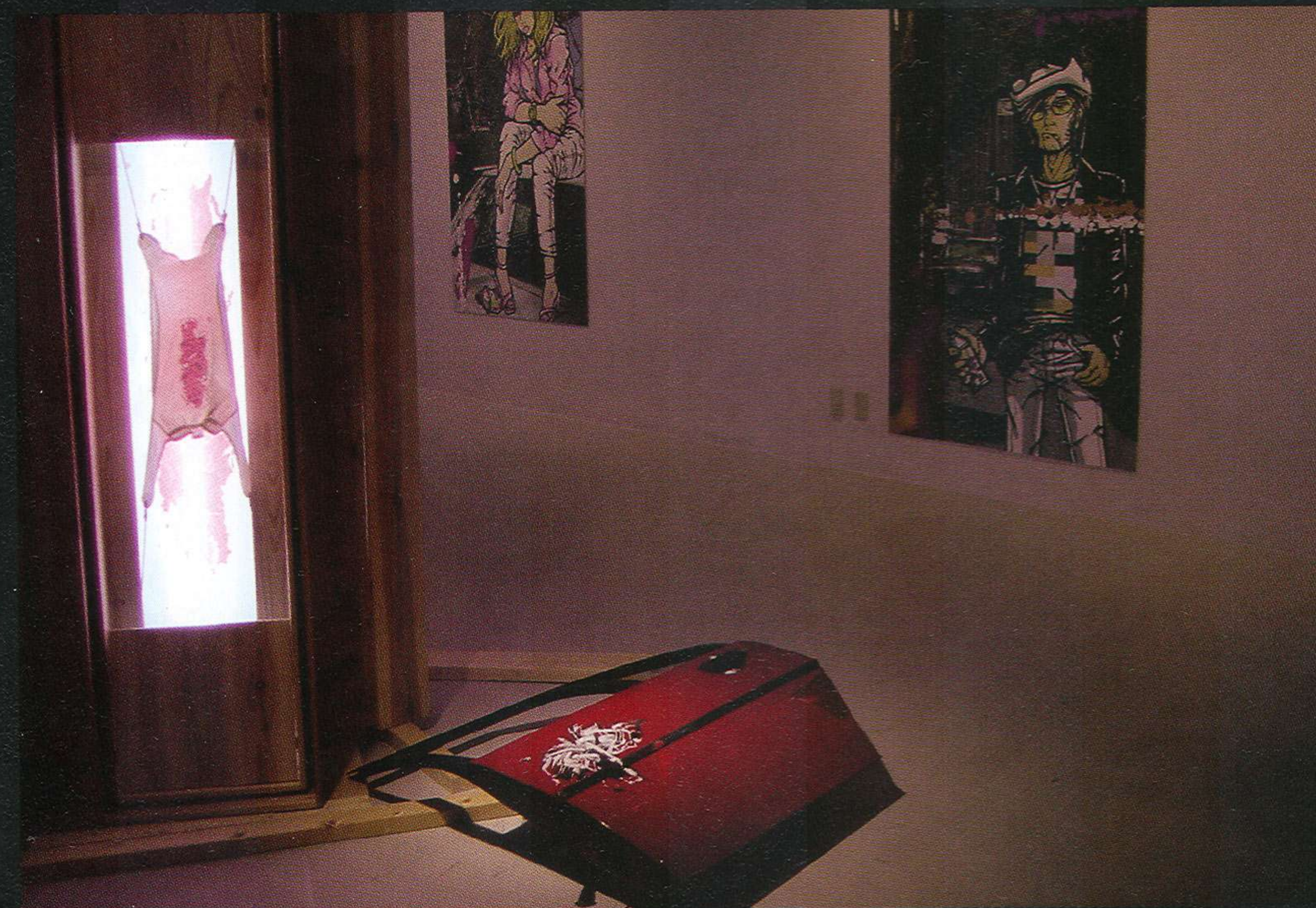
PART A: IMAITONZ
STYLE: GRAPHIC DESIGN

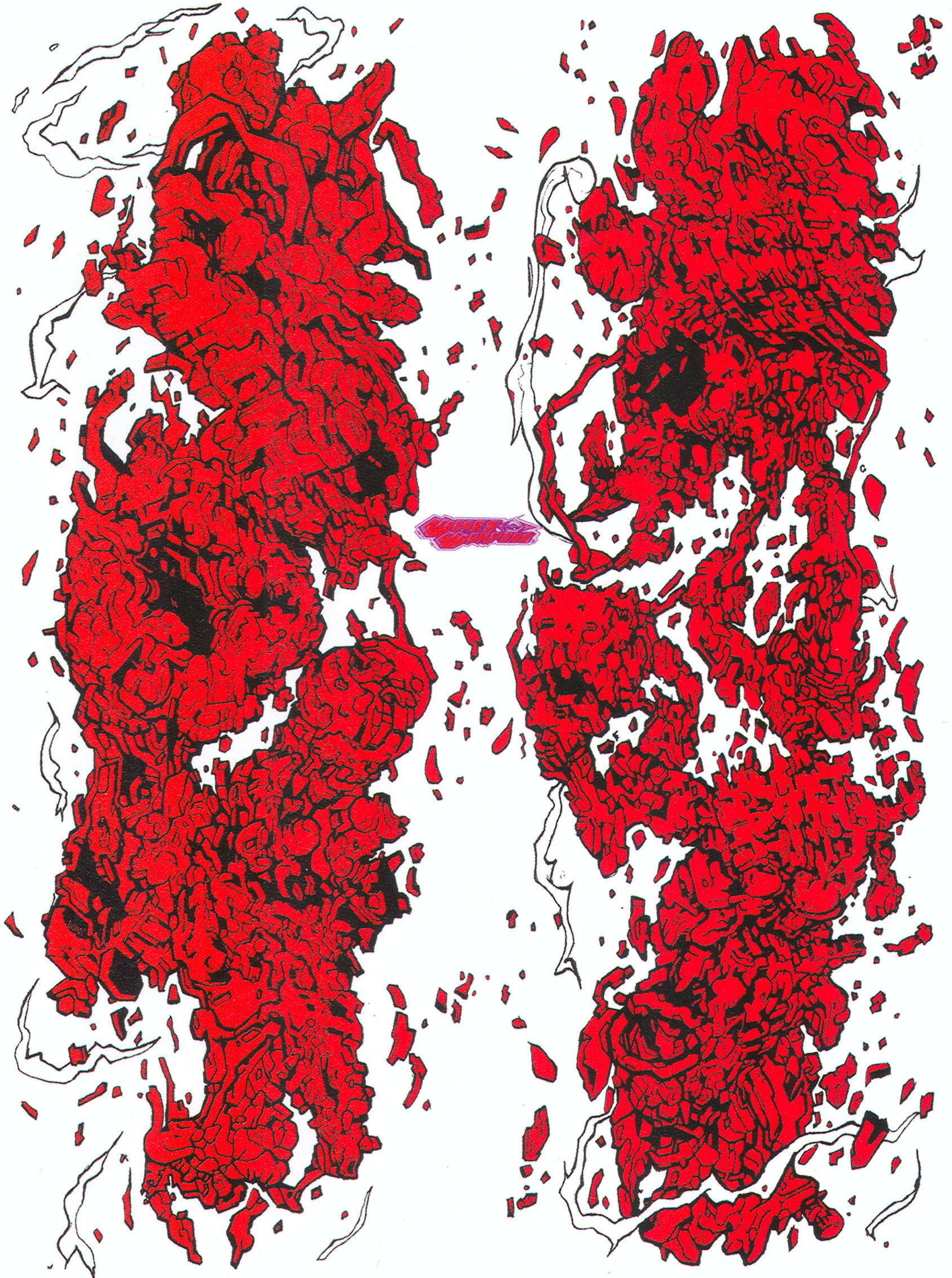
PART A: IMAITONZ
PROJECT: ADRENARIN JUNKYS 2 T-SHIRT
DESIGN (RIGHT), 2001
BAK PAK! FOR TO TOKYO, TO TOKYO
EXHIBITION (TOP RIGHT), 1998
SPIDEAD THE ANIMATION
[RIGHT BOTTOM], 1999



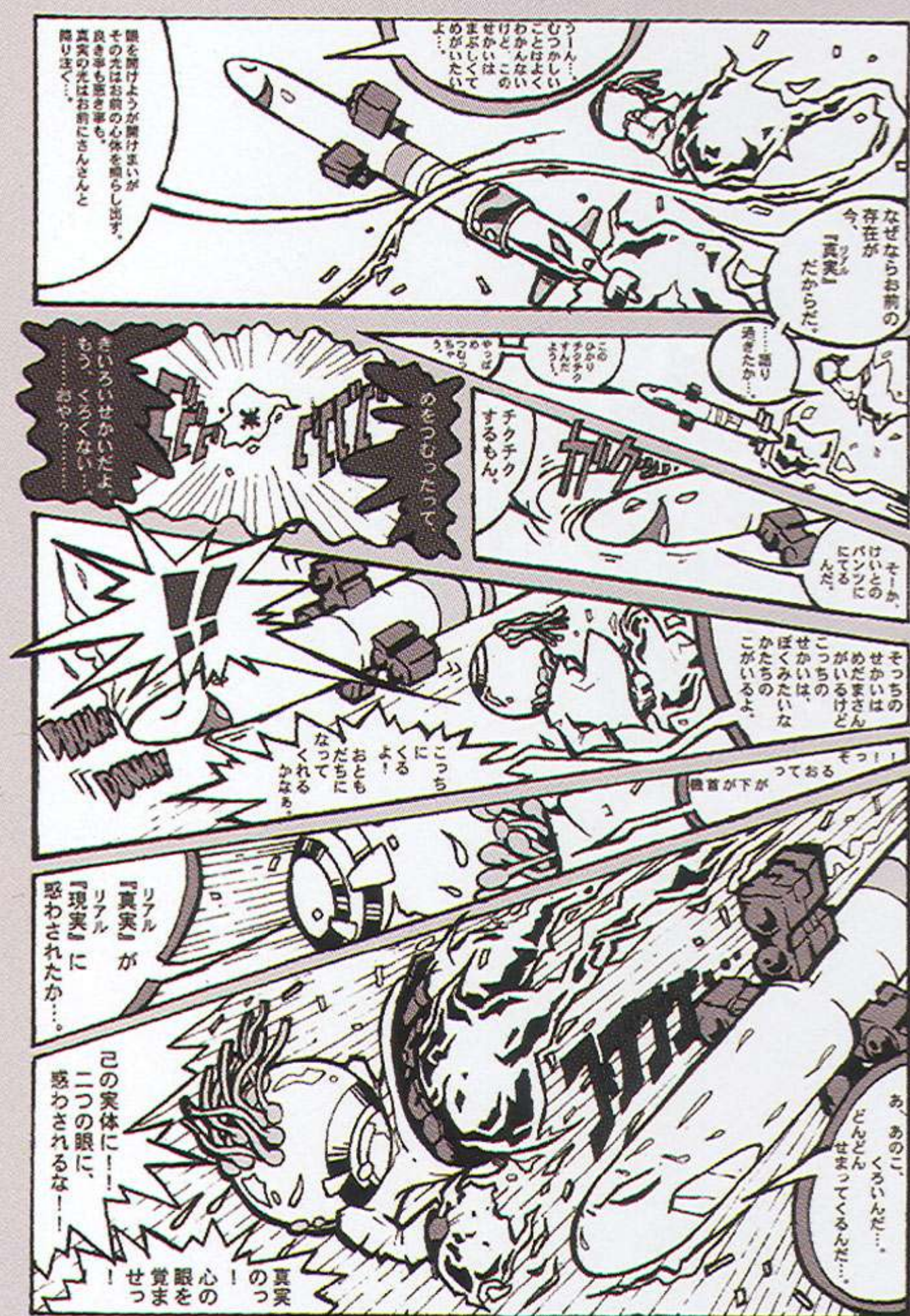
ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN

PART A: IMAITOONZ
PROJECT: TOONZ CAMP. POSTER (LEFT)
TOONZ CAMP. DISPLAY (RIGHT)
YEAR: 2001









TO BE CONTINUED...

IMAITOONZ 1999

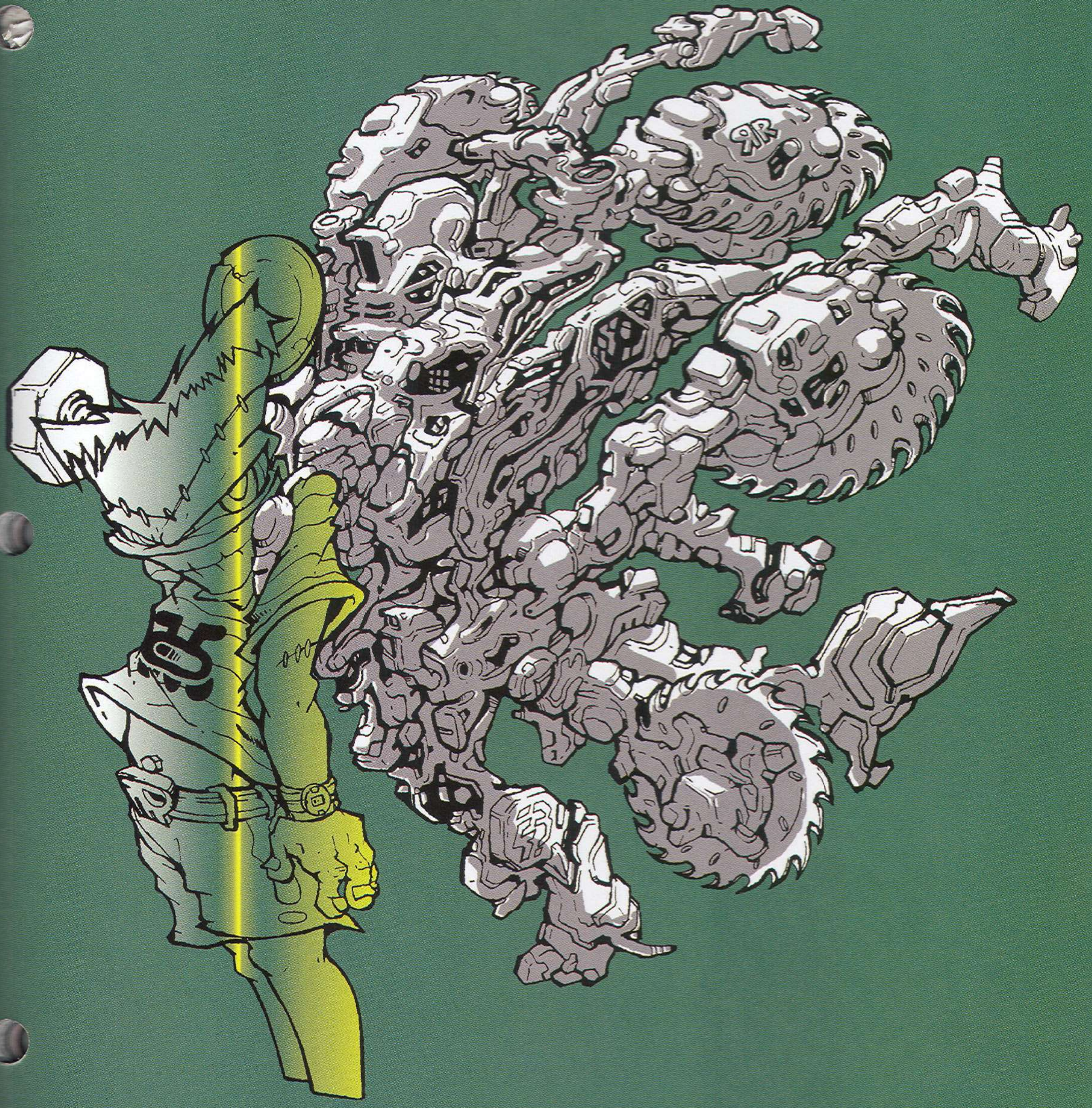


PART A: IMAITONZ
PROJECT: SPIDEAD POSTER 2
FOR TO TOKYO TO TOKYO EXHIBITION
YEAR: 1998



ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN

PART A: IMAITONZ
PROJECT: BAKIPAKI
FOR TO TOKYO, TO TOKYO EXHIBITION
YEAR: 1998, 2001





VS
VS-666
VS-666

ステテッド

VS-666

VS-666 閃光の対決

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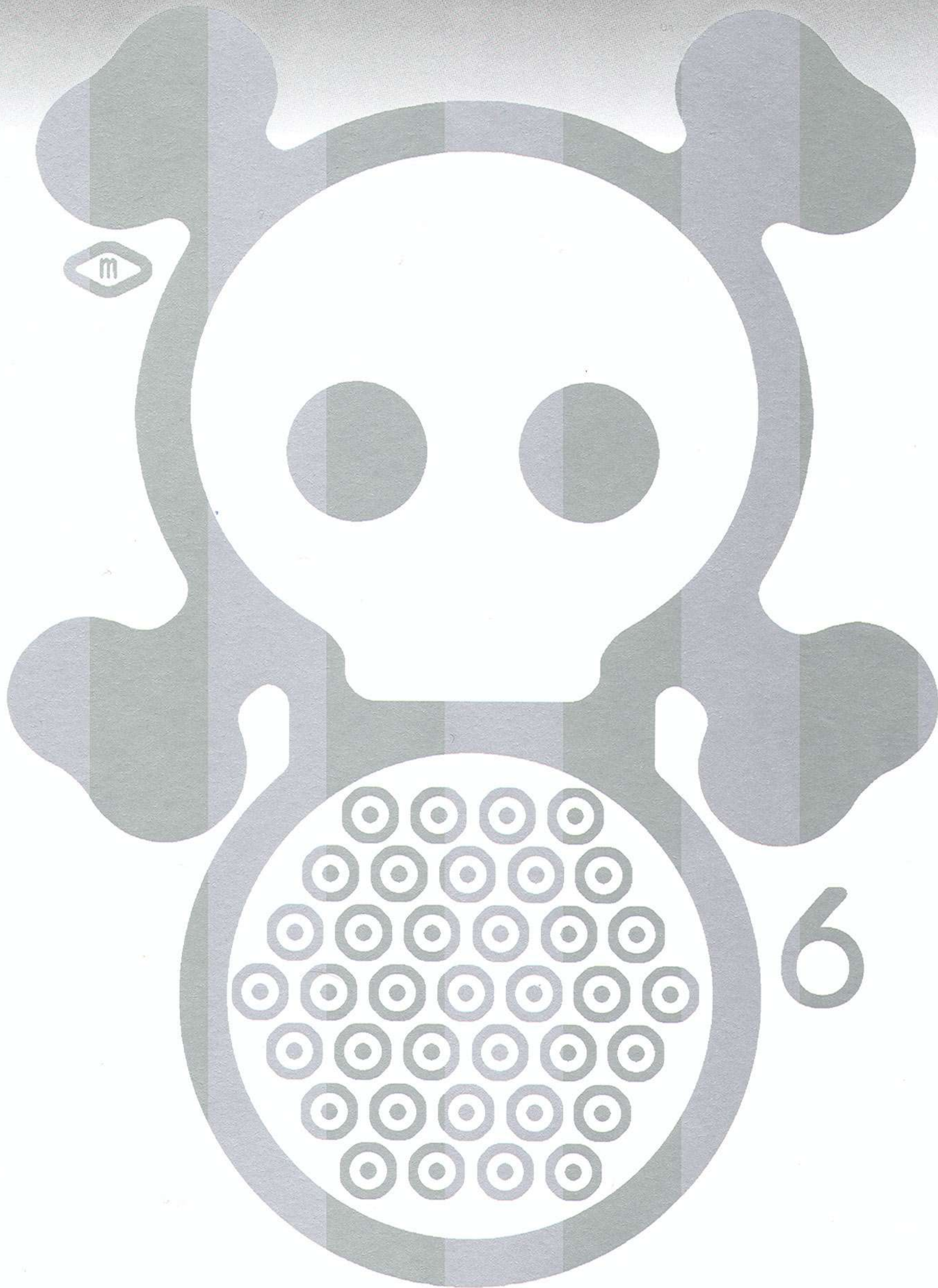
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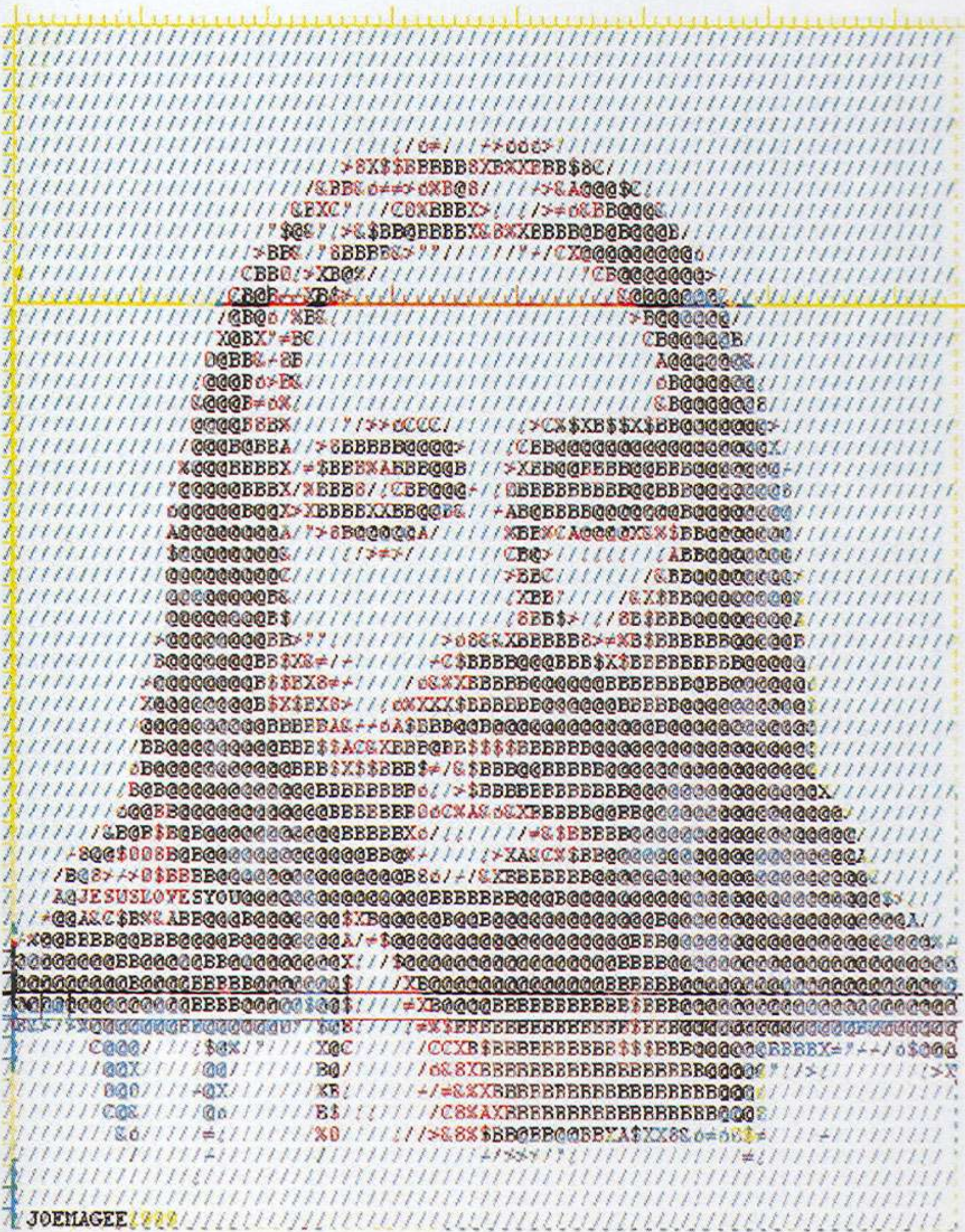
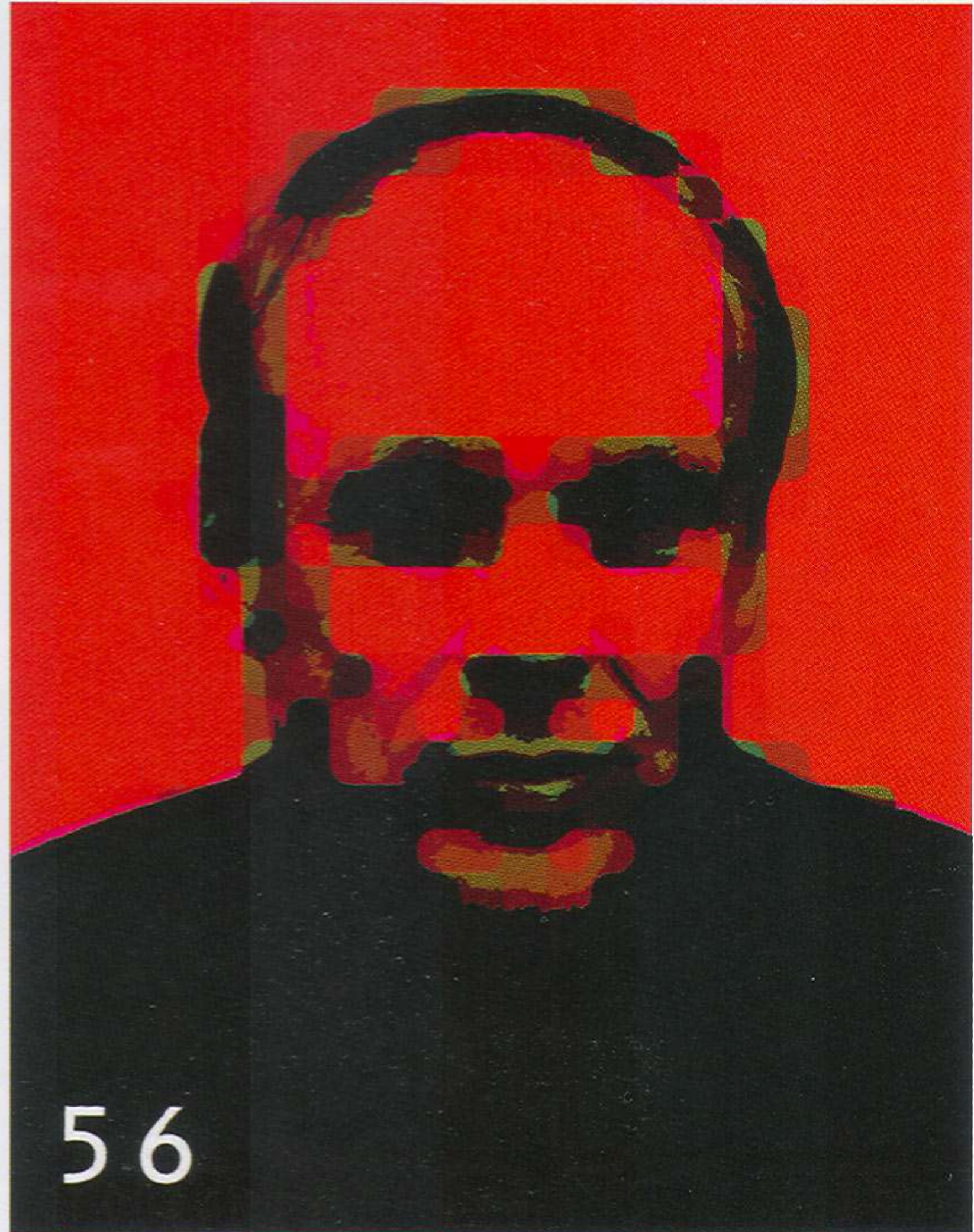
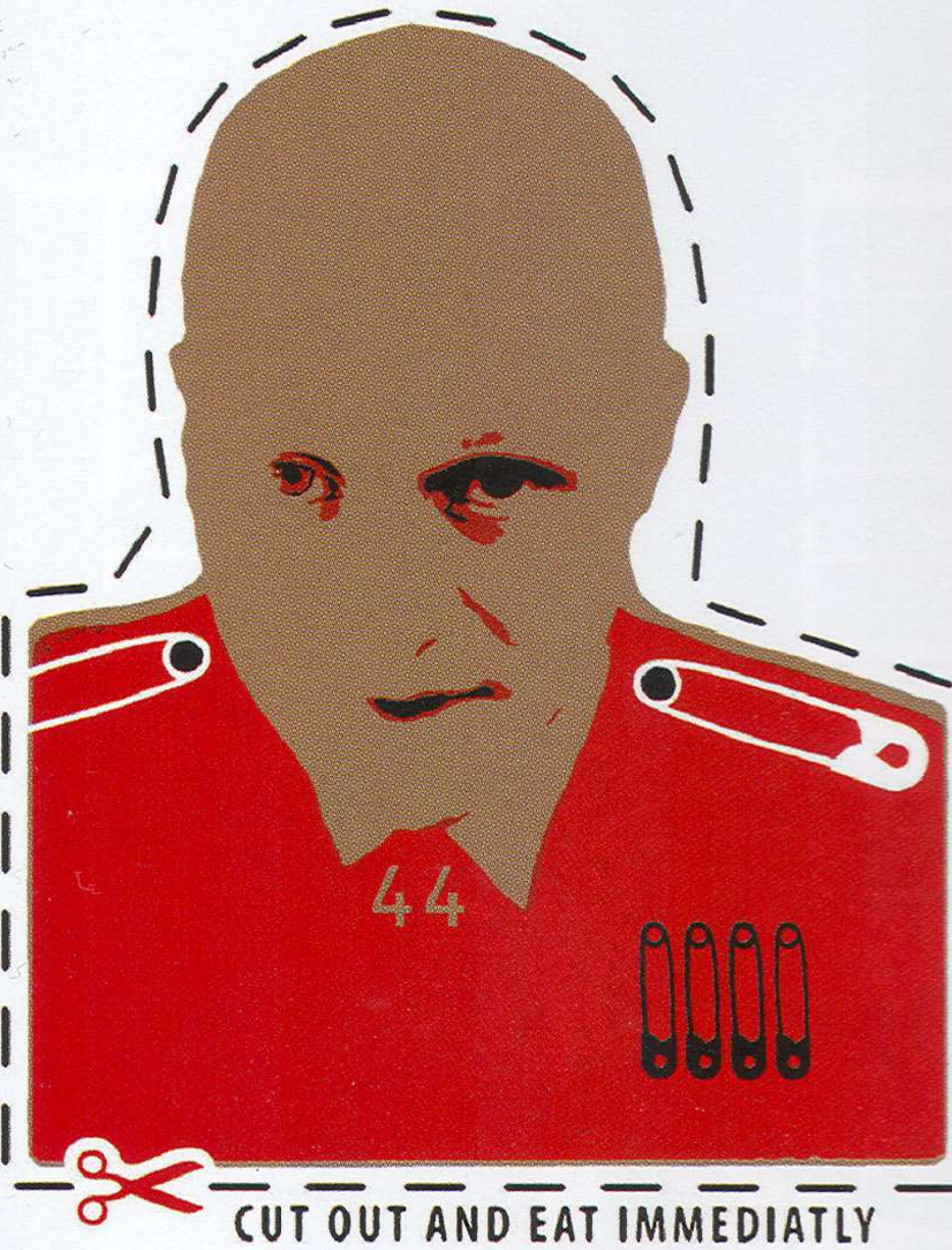
LONDON



PAGE_091/092

JOE MAGEE

TRAINED AS GRAPHIC DESIGNER AT THE LONDON COLLEGE OF PRINTING, THE GLASGOW SCHOOL OF ART AND MANCHESTER POLYTECHNIC, JOE MAGEE HAS SPENT MUCH OF THE PAST 10 YEARS WORKING AS AN IMAGE-MAKER FOR PUBLICATIONS SUCH AS THE GUARDIAN, NEW YORK TIMES. A MOVE FROM MANCHESTER TO BRISTOL IN 1998 COINCIDED WITH A MOVE TOWARDS NON-COMMERCIAL WORK AND EVENTUALLY ANIMATION AND TIME-BASED PROJECTS. RECENT COMMISSIONS HAVE INCLUDED JESUSPLEX AND HYNOMART. HE IS STILL A REGULAR CONTRIBUTOR TO THE GUARDIAN, AND IS CURRENTLY PRODUCING WORK FOR WATERSHED, FLUX, THE ECONOMIST AND ARENA.



Libération

La Bataille de génome

8

Aux Sables, le champagne

200000 spectateurs ont assisté samedi soir à l'arrivée triomphale du navigateur Michel Desjoyeux, vainqueur du Vendée Globe Challenge en 93 jours, devant Ellen MacArthur. Et l'actualité sportive du week-end. Pages 26 à 31

Proche-Orient: l'équipe Bush se lance

En décidant de se rendre dans la région à la fin du mois, le nouveau secrétaire d'Etat Colin Powell dément les rumeurs d'un retrait américain de la scène proche-orientale. Page 8

La campagne à Paris

Jusqu'au 11 mars, «Libération» consacre une série quotidienne aux élections municipales, dont une page spéciale Paris. Chaque jour, l'ambiance et les enjeux de la campagne. Pages 12 à 14

Empi 35 h de la vie d'un salarié

Voyages, culture, sport, bricolage... Les salariés profitent de la réduction du temps de travail, mais ne bouloversent pas leurs habitudes. Et sept pages d'annonces classées, cahier central

M 0135 212 7.00 F www.liberation.com
1,07 euro
France
métropolitaine



HONG KONG

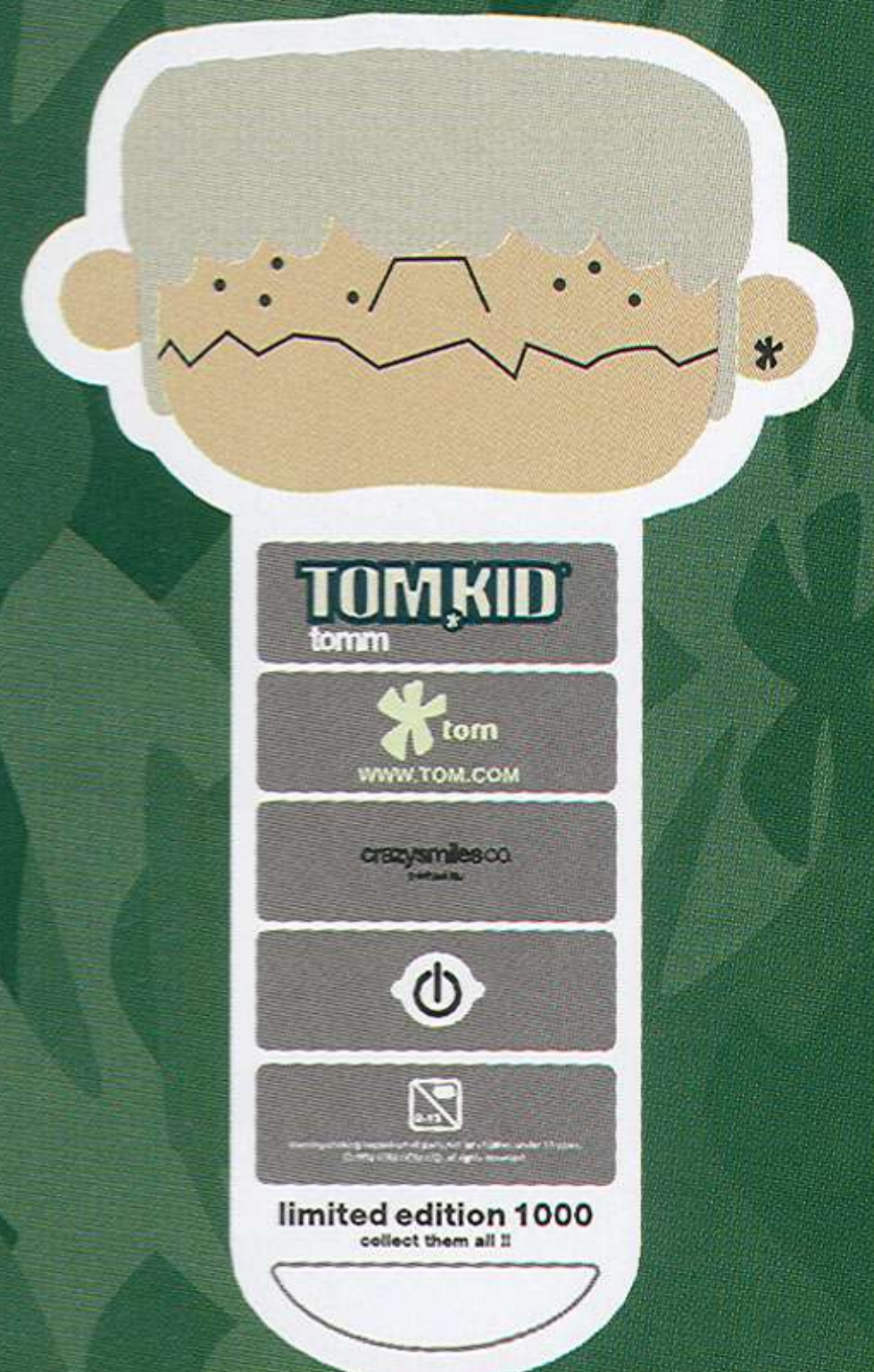
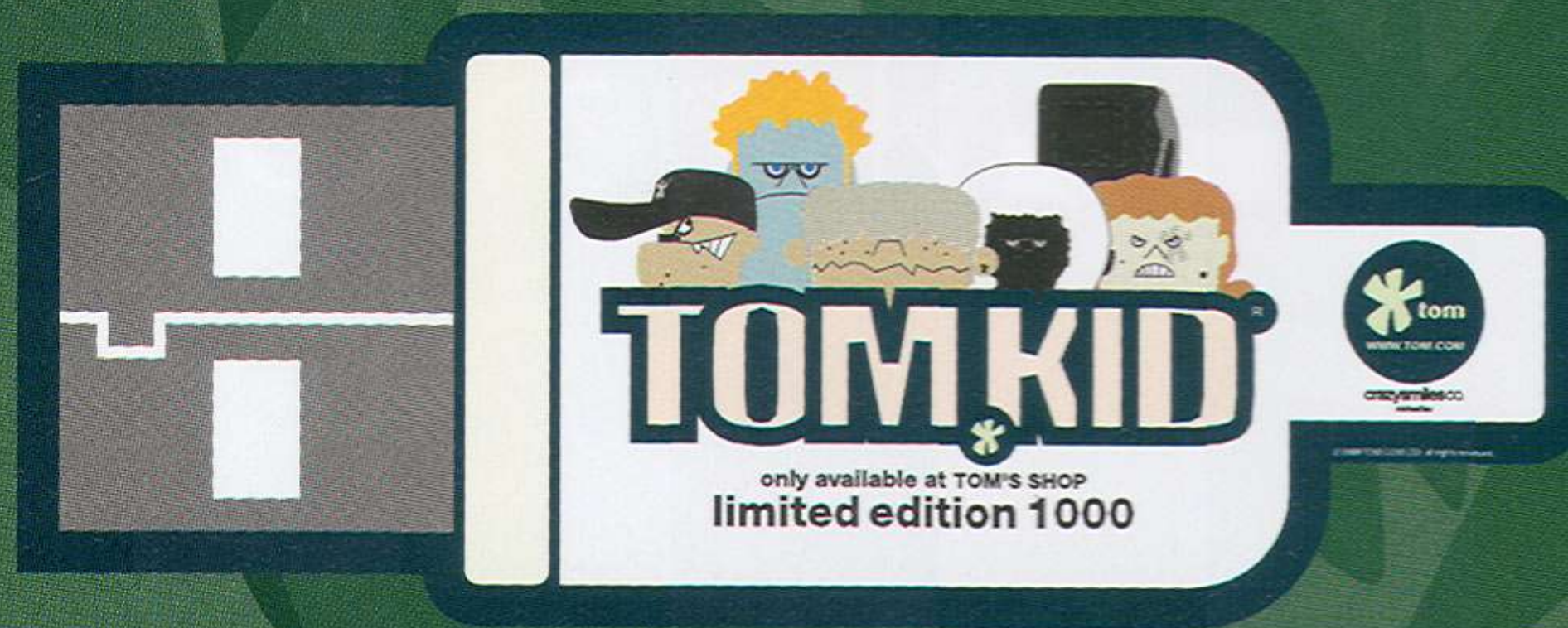


JUNKIE

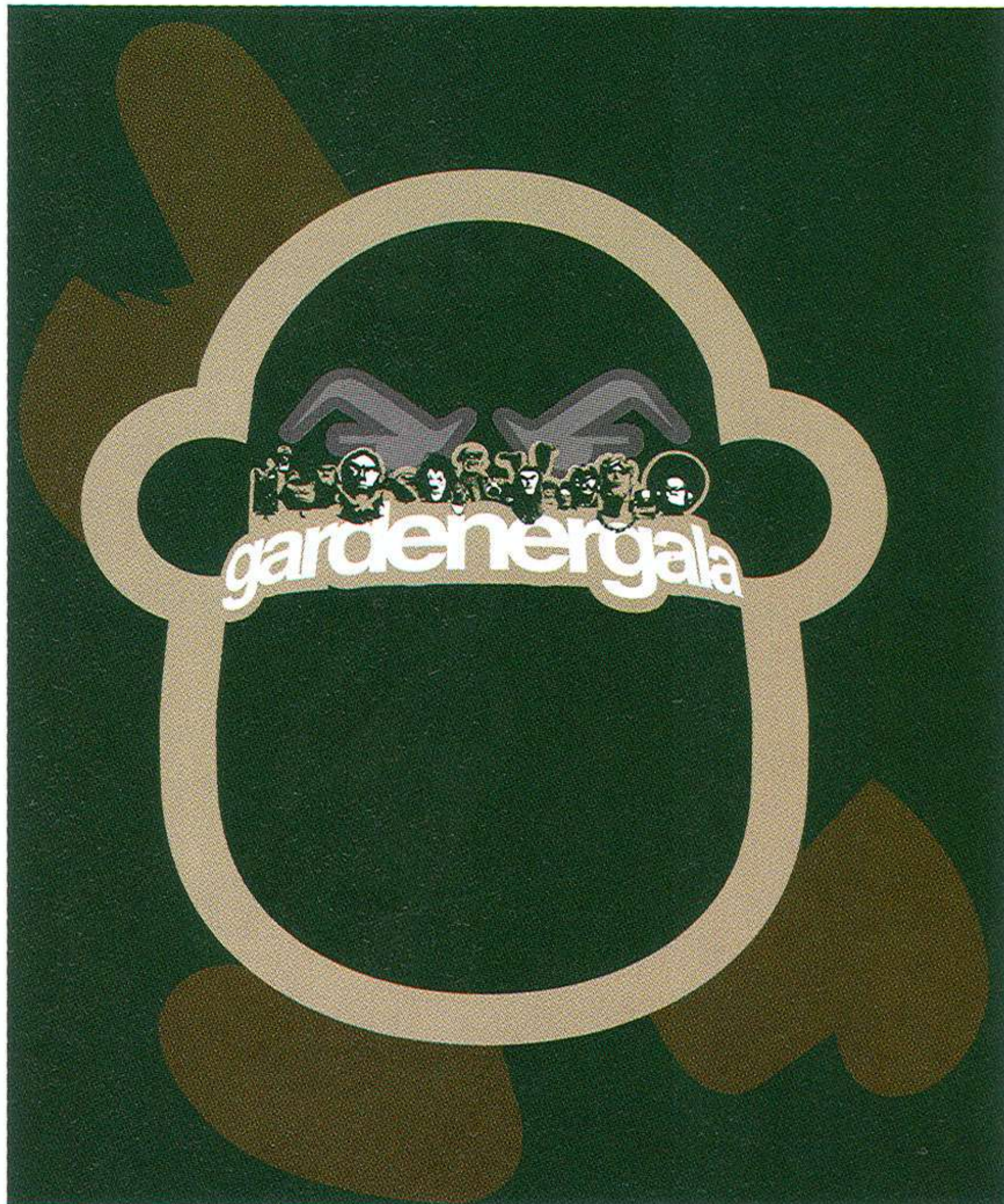
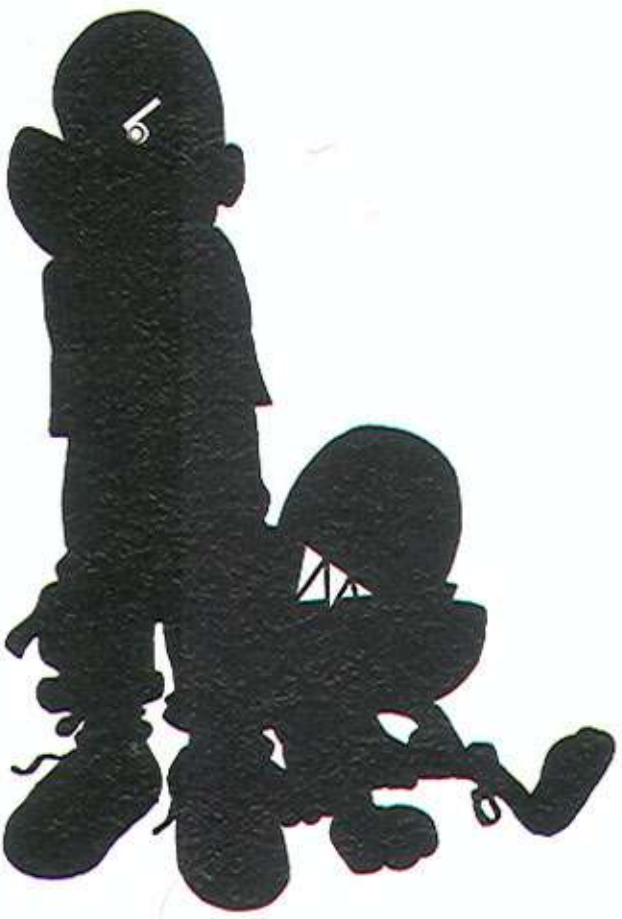
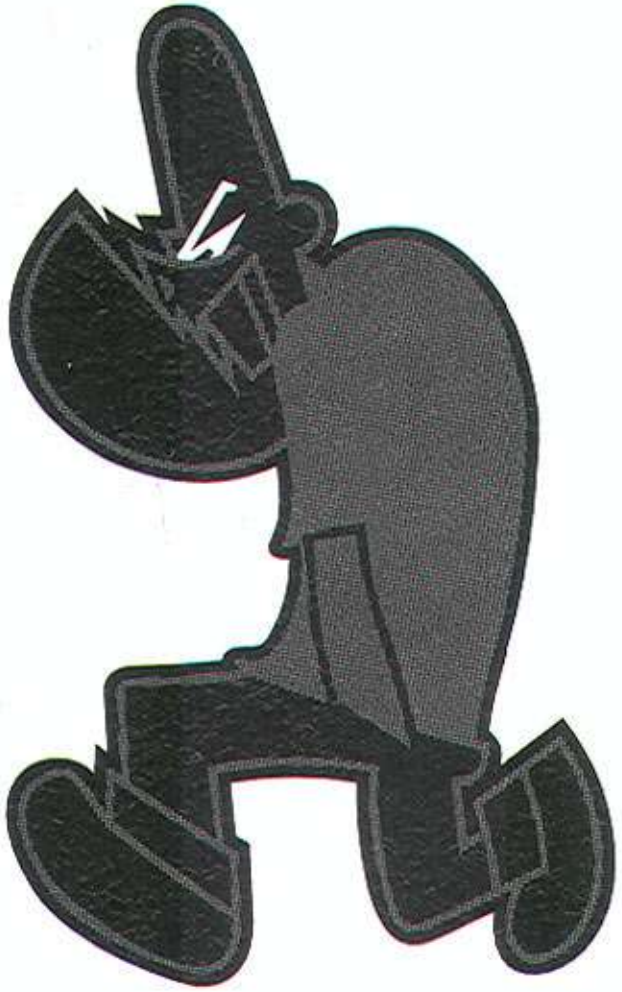
PAGE_093/094

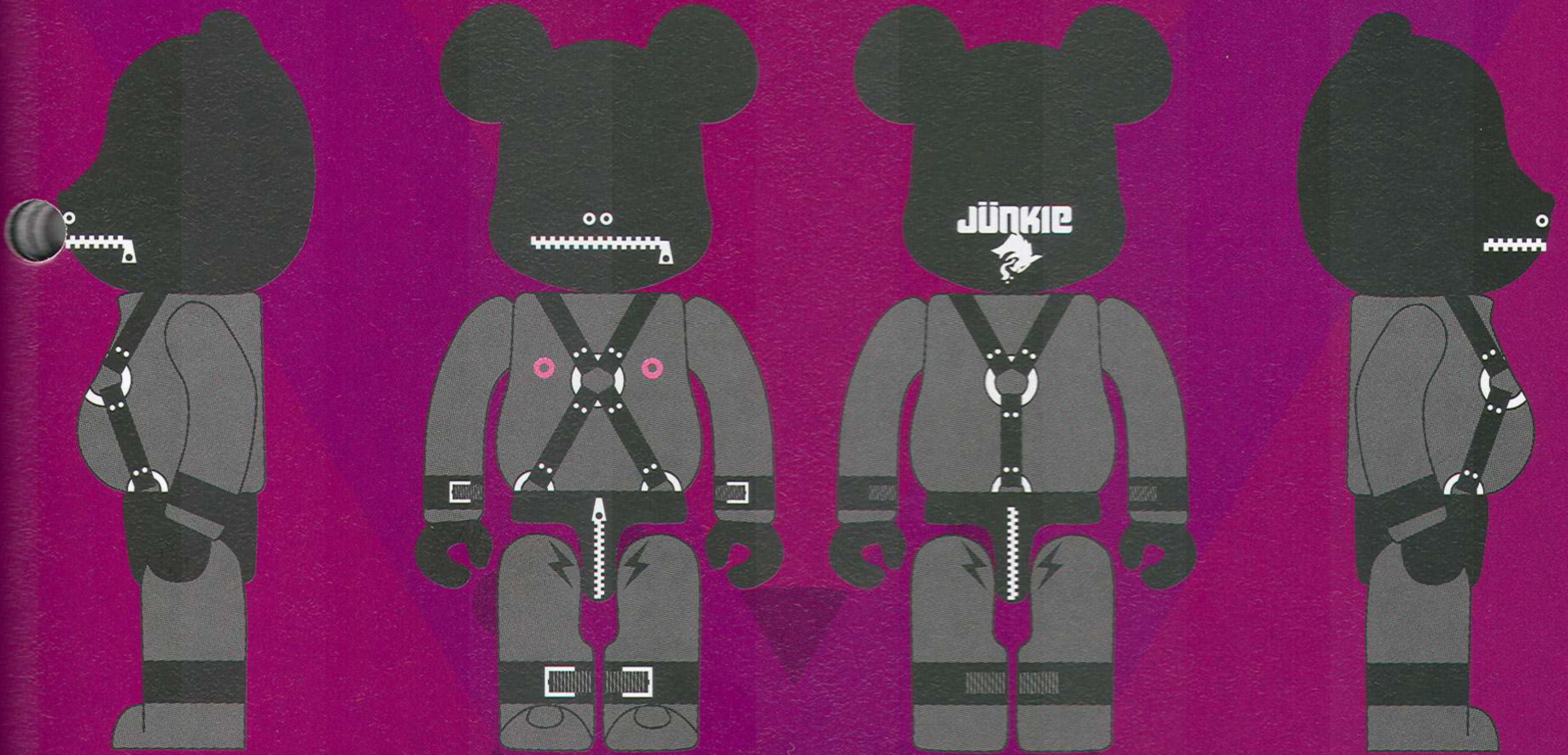
JUNKIE

HONG KONG DESIGN COMPANY JUNKIE WAS GIVEN THAT NAME BY FOUNDER GODFREY KWAN BECAUSE HE OFTEN FINDS HIMSELF OBSESSED BY OR HOOKED ON VARIOUS ASPECTS OF HIS PROFESSION. HE SAYS HE DIDN'T GO INTO THIS BUSINESS TO MAKE A LOT OF MONEY, OR EVEN TO SIMPLY SURVIVE ECONOMICALLY, BUT "TO FULFILL MY OWN DREAMS". HE WORKS MAINLY ON GRAPHIC AND MUSIC-RELATED PROJECTS, TOGETHER WITH A LITTLE FASHION.

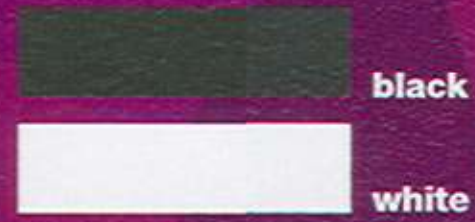


PART A: JUNKIE
PROJECT: LAMDOG (COLUMN 1)
GARDENERGALA (RIGHT)
YEAR: 2001





jüNKIE be@rbrick



JÜNKIE



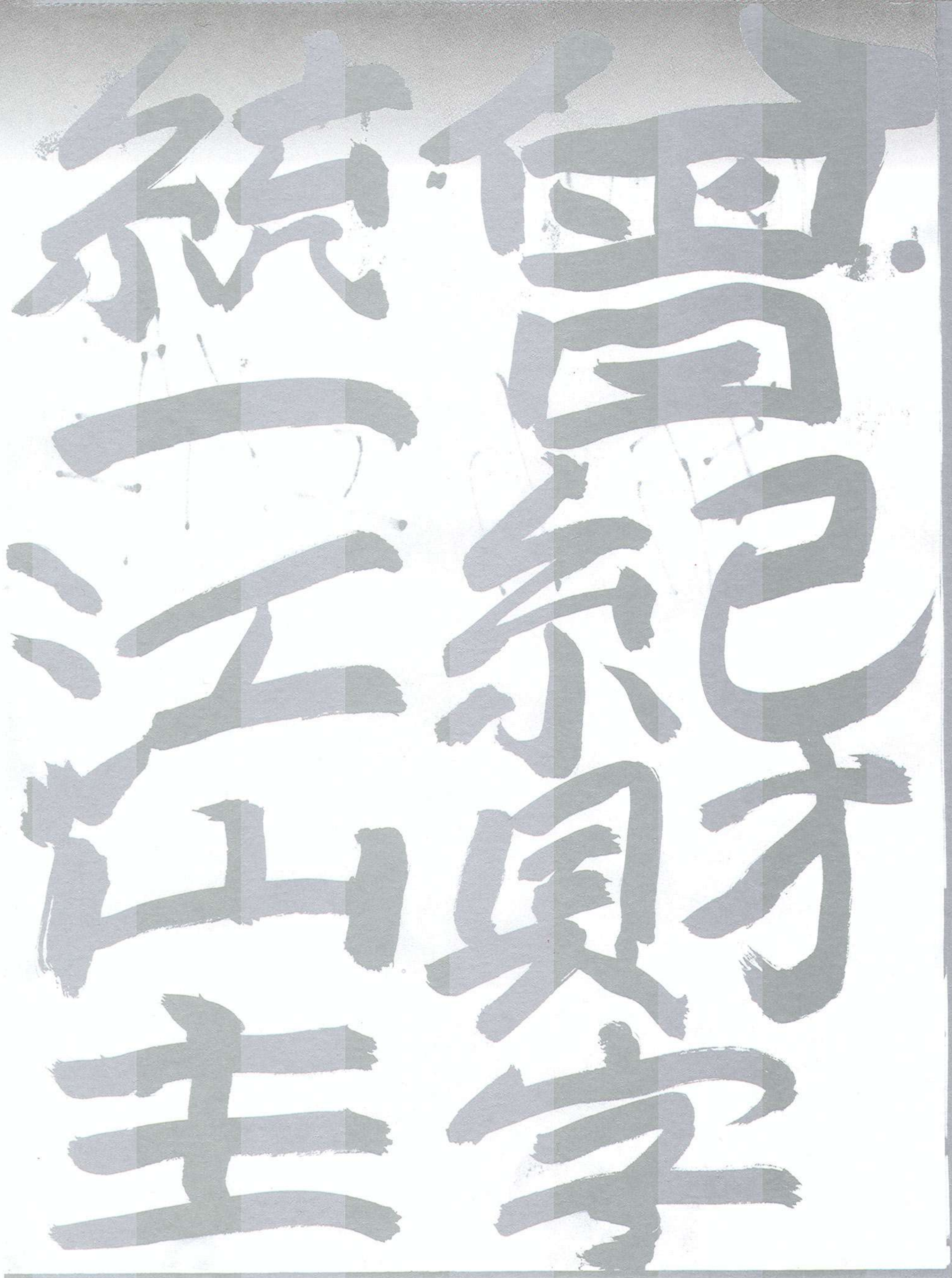
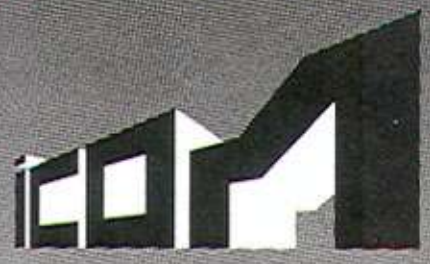




JŪNKIŪ



!noise



PAGE_099/100

THE KING OF KOWLOON

THE KING OF KOWLOON (TSANG JO CHOI) COMES FROM HONG KONG, WHERE HE IS A PIONEER OF GRAFFITI. HE CALLS HIMSELF "THE KING OF KOWLOON" AND IS QUITE A CHARACTER. TSANG ONLY USES THE COLOR BLACK AND HE HAS HIS OWN STYLE GRID. HIS PAINTING USUALLY INCLUDES WORDS AND THE FIRST SENTENCE ALWAYS REFERS TO HIMSELF AS THE "KING".

新加坡九龍新加坡
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曾國生孫中國父
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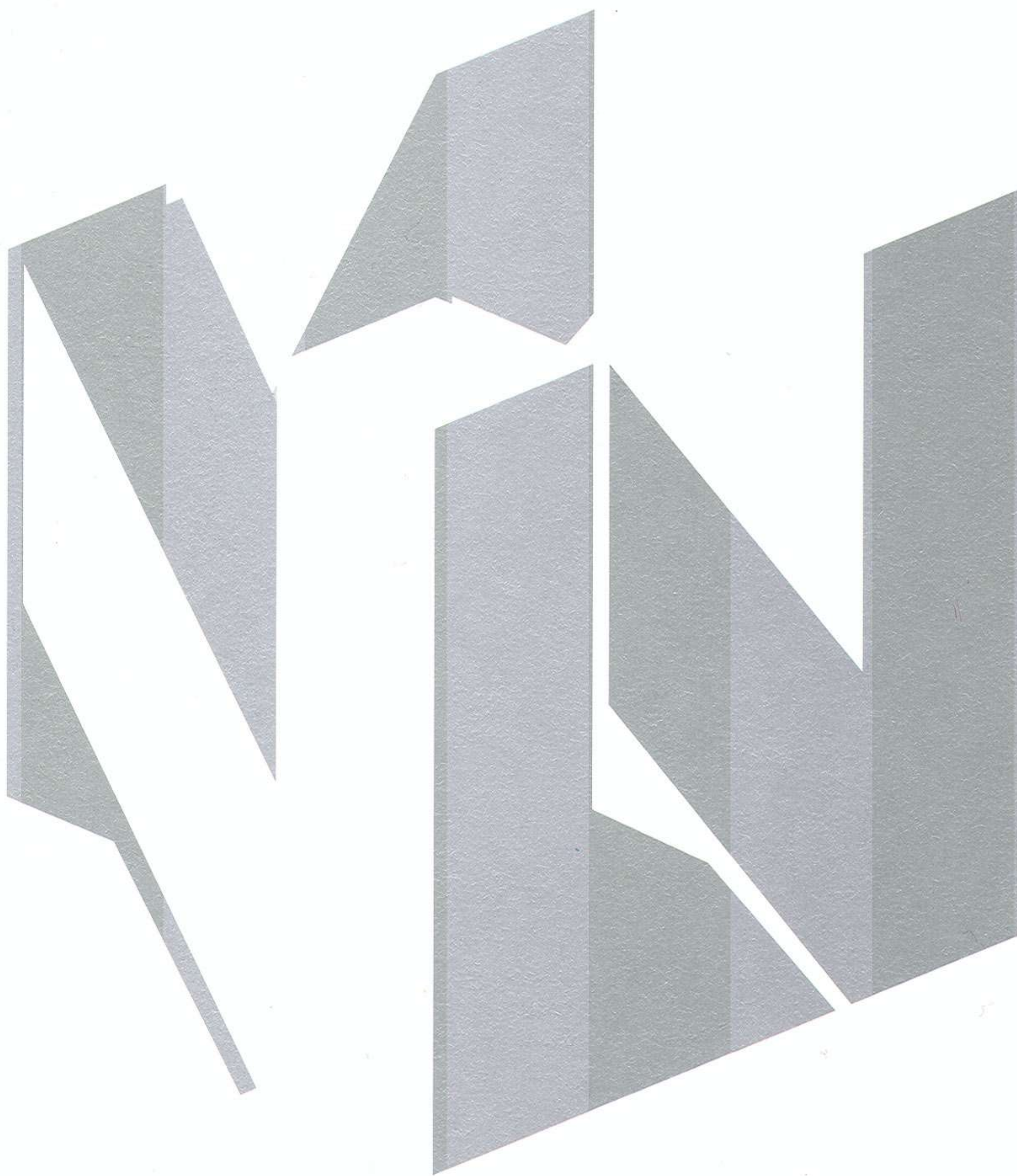
十世曾國富堂曾富國
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二世曾國富堂曾富國
一世曾國富堂曾富國

Handwritten Chinese characters in a dense, overlapping style, likely representing a list or a collection of names. The characters are white on a black background and are arranged in vertical columns. The style is highly stylized and expressive, characteristic of cursive calligraphy (caoshu). The text is difficult to decipher due to the extreme density and overlapping nature of the strokes.



TOKYO

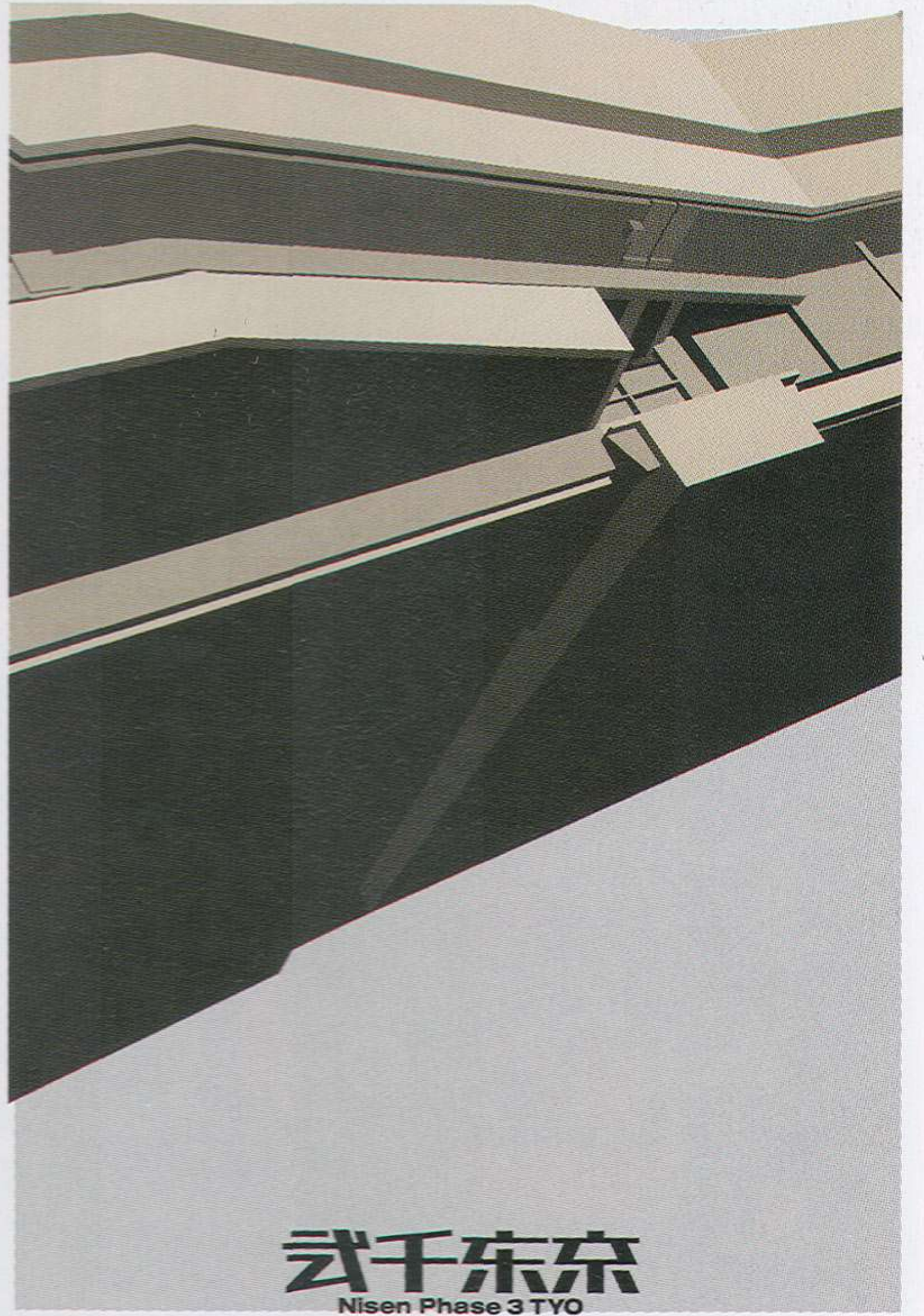
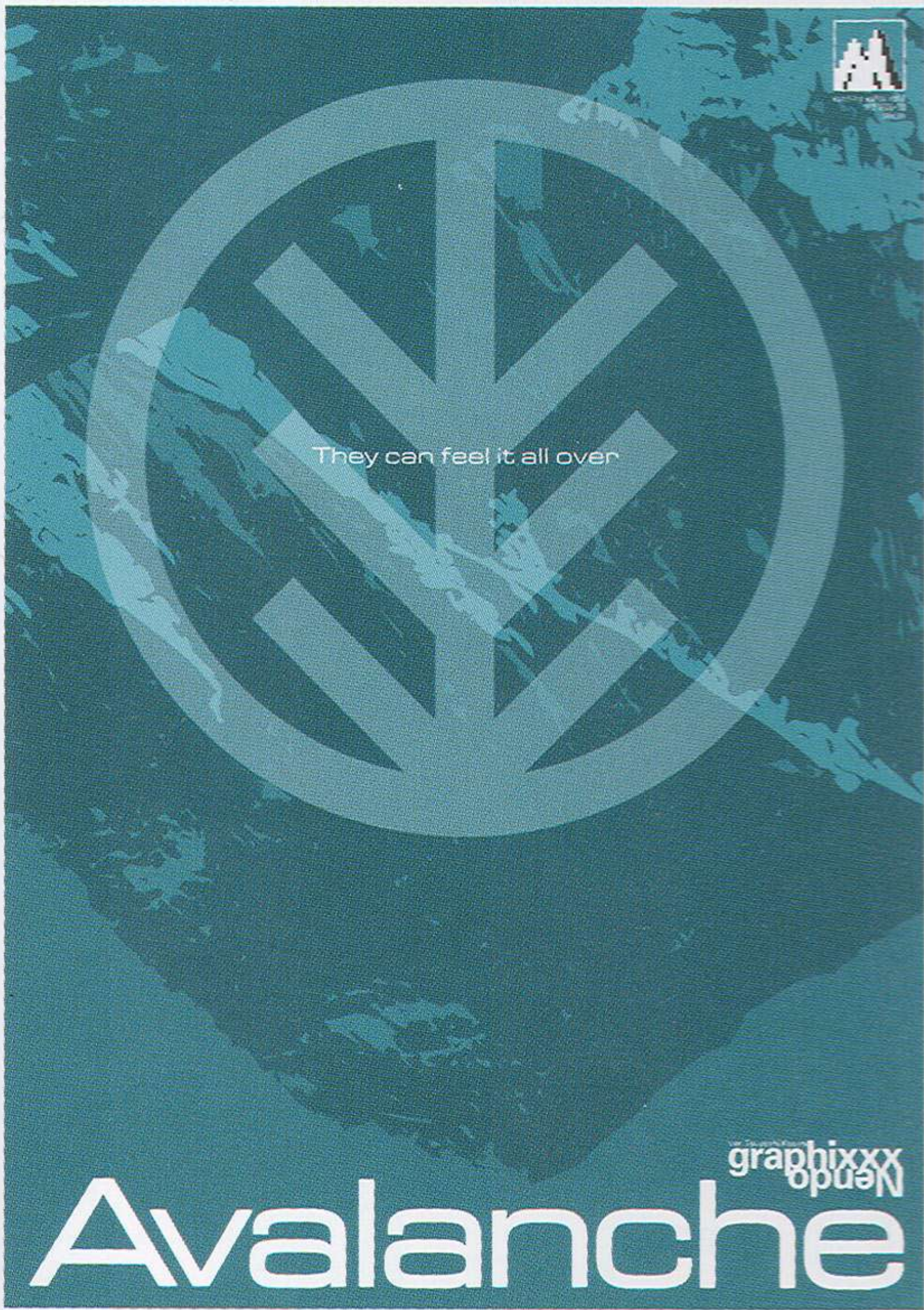
LEVEL 1[®]



PAGE_105/106

LEVEL 1

IN 1999 TSUYOSHI KUSANO FORMED A GRAPHIC AND EDITORIAL UNIT CALL LEVEL1 WITH ROLLING UCHIZAWA AND TSUYOSH HIROOKA. IT WORKS FOR VARIETY OF MEDIA BASED ON GRAPHIC DESIGN, INCLUDING ILLUSTRATION, EDITORIAL DESIGN AND MOTION GRAPHICS.



ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN

PART A: LEVEL 1
PROJECT: AVALANCHE POSTER (TOP LEFT)
ANTOBahn (TOP RIGHT)
REMOTE (BOTTOM)

YEAR: 2000



The age of 32bits
We love computer games

GAME & LIVING

SELECT START

BREAK THROUGH

FOR JAPAN ONLY
MADE IN JAPAN

Nintendo®

PRESS BUTTON
DIGIT!

プレイヤー
1~2人

CLEAR OR DIE

HUDSON®

BEST NOTCH

For Japan Only

TENDO GRAPHICS

HIGHEST POINT

LOVE&GAME



LEVEL 1



DJ
 Rolling (Tech/n.o.)
 Hariu (TGNG)
 NOW! (HONDA LADY)
 Hayashi (kitchen)

VJ
 Lastconsumer
 Robocock Terajima
 Polygon Chiba
 Totuface
 Nendo kusano

SHOP
 NendoGraphixxx
 Techno
 Happy hard core
 Break beats
 Big beats and more...

kitchen vs Tech/n.o.
<http://i.am/kitchenweb/>
<http://www.amy.ti-to.ne.jp/rolling-uchizawa/>

9/10 FRI
AT BAR DROP
OPEN 22:00 2000YEN 2DRINK



BAR DROP
 東京都武蔵野市吉祥寺本町1-29-6 2F
 Tel.0422-20-0737
<http://drop.flyer.to/>



TGNG

TOKYO GAMERS NIGHT GROOVE

11.2.THU AT EBISU MILK START 21:00

CREDIT > 3000YEN · 2D W/FLYER > 2500YEN · 1D

DJ > DUB MASTER X / DJ EVIL / ROLLING / NOW! / HARIU VJ > LEVEL1



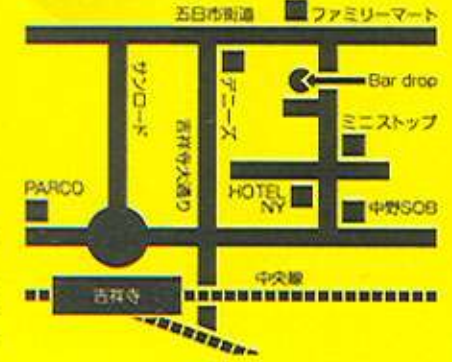
DJ
 NOW! (HONDA LADY)
 DIE (ALL JAPAN RECORDS)
 ROLLING (LEVEL 1)
 O-KAWA (HUNTING GIRLED)
 HAYASHI (KITCHEN)

VJ
 LASTCONSUMEAER
 HIBRID

SHOP KITCHEN
 LEVEL1, ALL JAPAN RECORDS

3/10 FRI
KITCHEN

techno, house, happy hard core, break beats, big beats, and more...



AT BAR DROP
OPEN 22:00 2000YEN 2DRINK
 東京都武蔵野市吉祥寺本町1-29-6 2F TEL 0422-20-0737



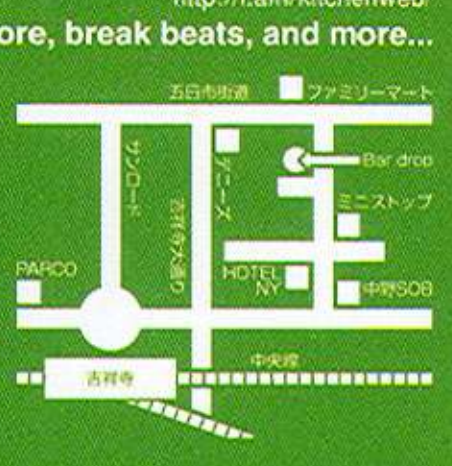
GUEST DJ
 Eiji Sugiura (SUGIURUMN)

DJ
 NOW! (HONDA LADY)
 Die (all japan records)
 Rolling (level1)
 Hayashi (kitchen)

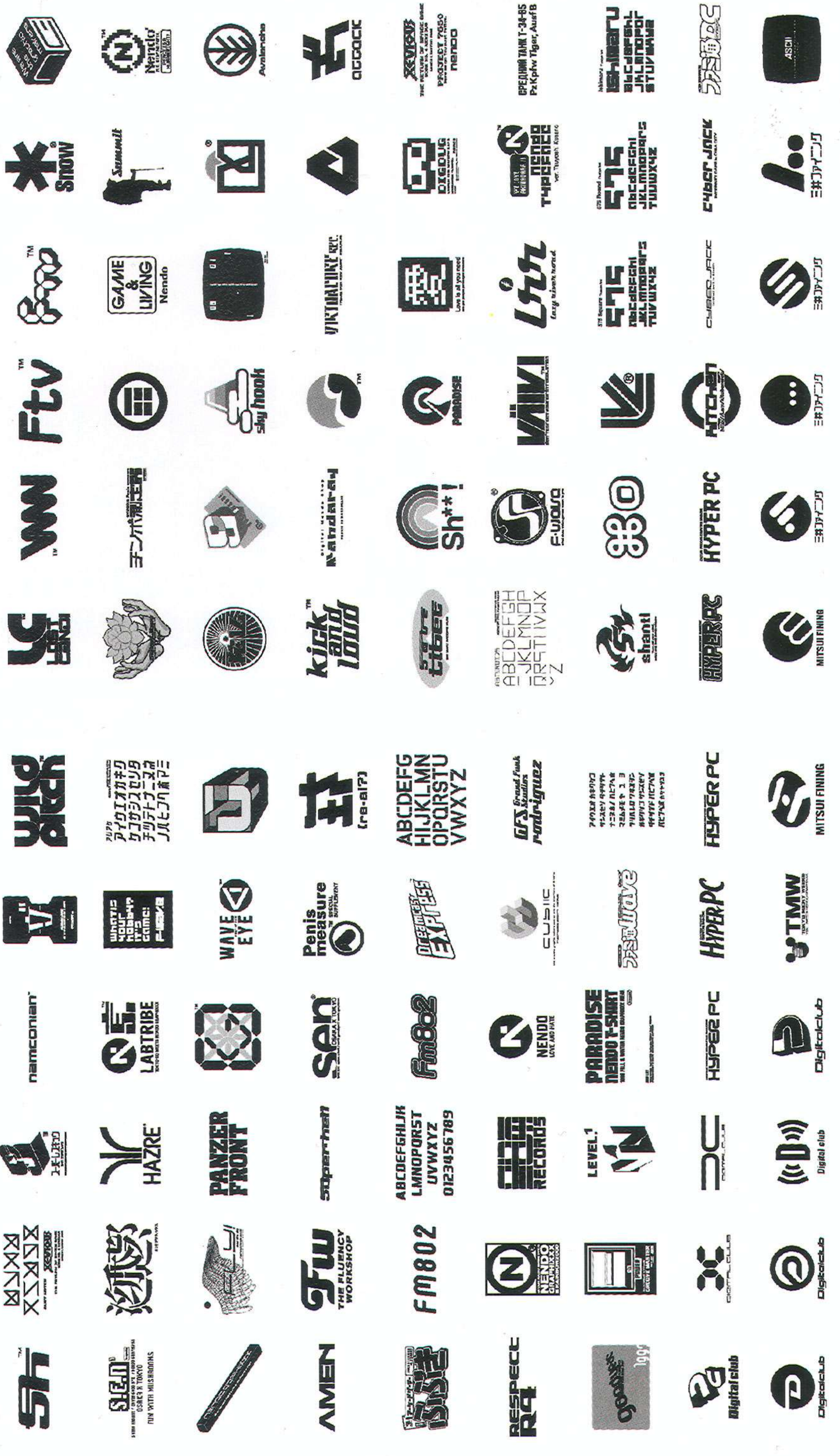
VJ
 Lastconsumer
 +more!!

techno, big beats, house, happy hard core, break beats, and more...

11/12 FRI
KITCHEN



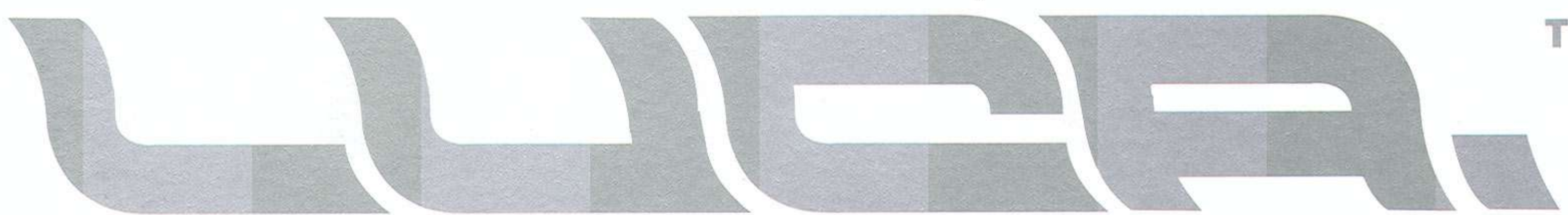
AT BAR DROP
OPEN 22:00 2000YEN 2DRINK
 東京都武蔵野市吉祥寺本町1-29-6 2F TEL 0422-20-0737 <http://drop.flyer.to/>







■ SYDNEY



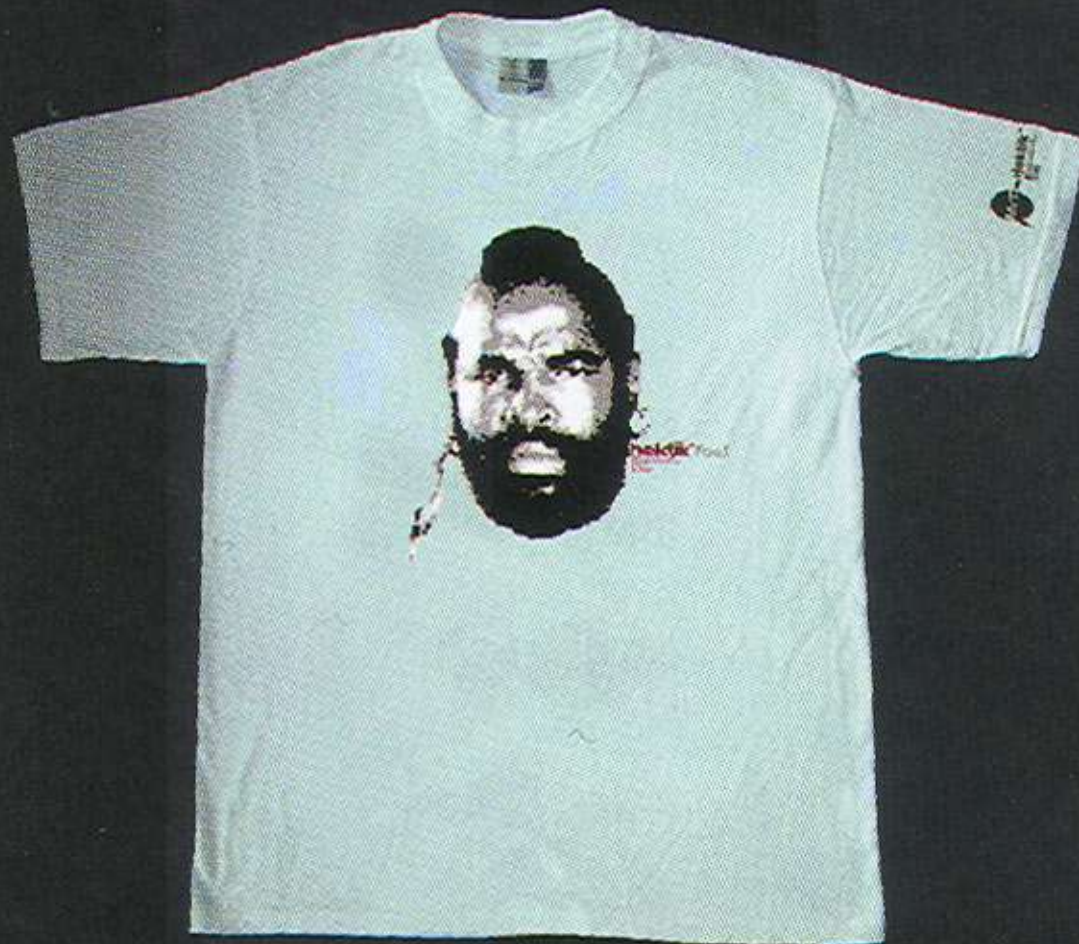
TM

[HTTP://WWW.LUCA.COM.AU](http://www.luca.com.au) PROPRETY OF LUCA MEGA CORP.INC ALL RIGHTS RESERVED 2001

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LUCA IONESCU

AFTER GRADUATING FROM COLLEGE LUCA SET UP HIS OWN SMALL OUTFIT L.I.D DESIGN, ITS OPERATIONS INCLUDED NIGHTCLUB FLIERS AND MUSIC GRAPHICS FOR A LOT OF LOCAL ACTS AND EVENTS. IN 2000 LUCA WAS HIRED AS A NEW MEDIA DESIGNER AT DESIGN MECCA ATTIK WORKING ON INTERACTIVE PROJECTS AS WELL AS PRINT AND BROADCAST DESIGN. IN 2001 LUCA FREELANCED AND ART DIRECTED WORK FOR SOME MAGAZINE AND SOME BROADCAST PROJECT. AS WELL AS THIS LUCA HAS JUST LAUNCHED HIS OWN CLOTHING LABEL HEKTIK.



ICONOGRAPHY >>
 STYLE: GRAPHIC DESIGN
 PART A: LUCA IONESCU DESIGN
 PROJECT: GRAPHICS AND LOGOS DESIGN
 YEAR: 2001



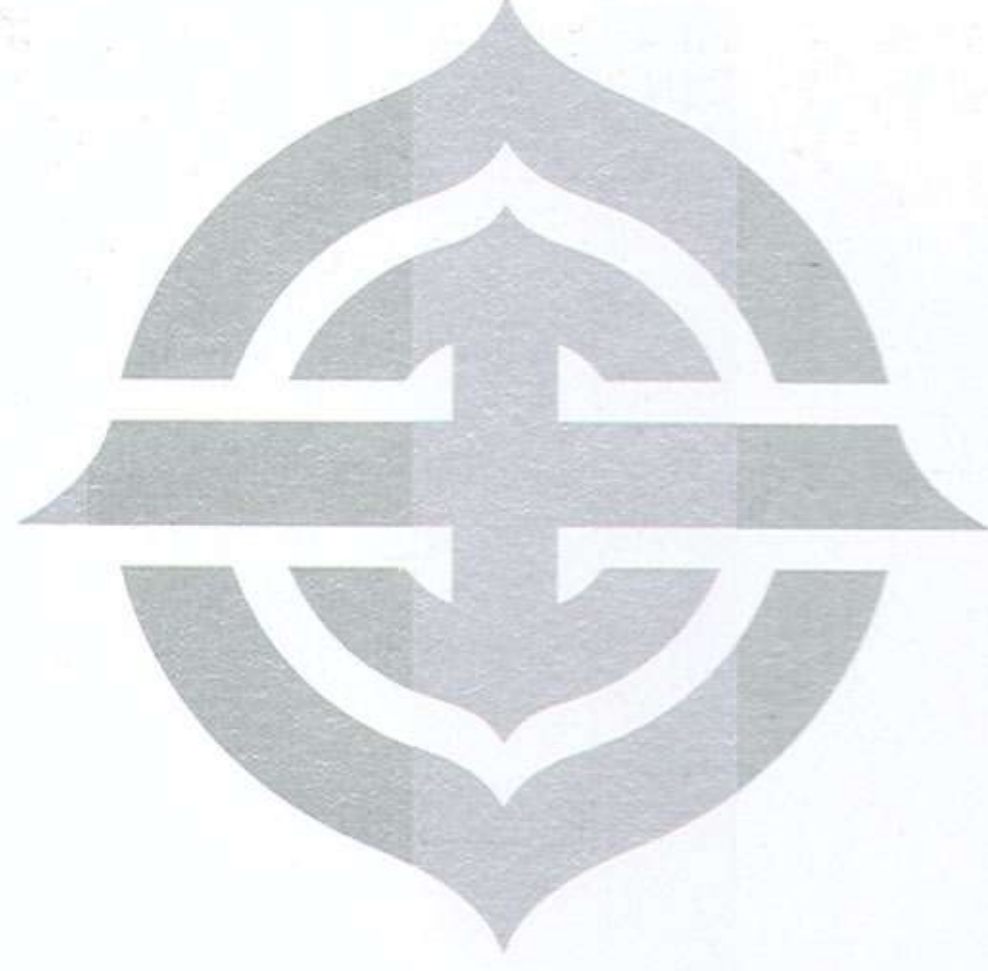
TOKYO



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NENDO

NENDO GRAPHIC SQUAD WAS FORMED IN LATE 1993 BY THEN ART STUDENTS KAZUO ANAZAWA, TSUGOSHI KUSANO AND DENTARO FUJIMOTO, WHO DESIGNED ORIGINAL T-SHIRTS WITH EYE-OPENING MESSAGES. DENTARO'S YOUNGER BROTHER RITO LATER JOINED, EXPANDING DESIGN PROJECTS OVER VARIOUS MEDIA PLATFORMS. IN 2000, KAZUO LEFT THE GROUP.

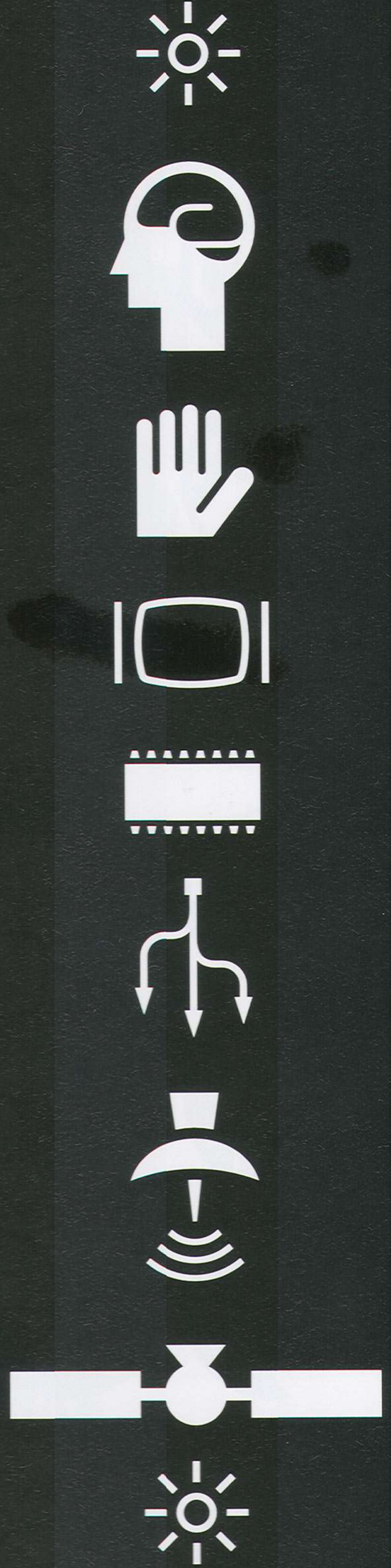
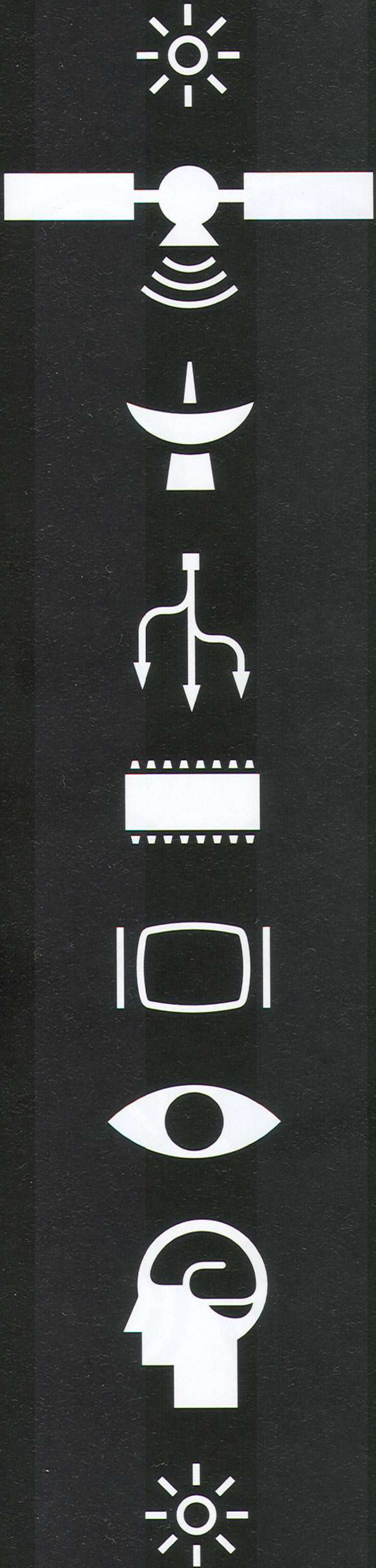


南無阿彌陀佛

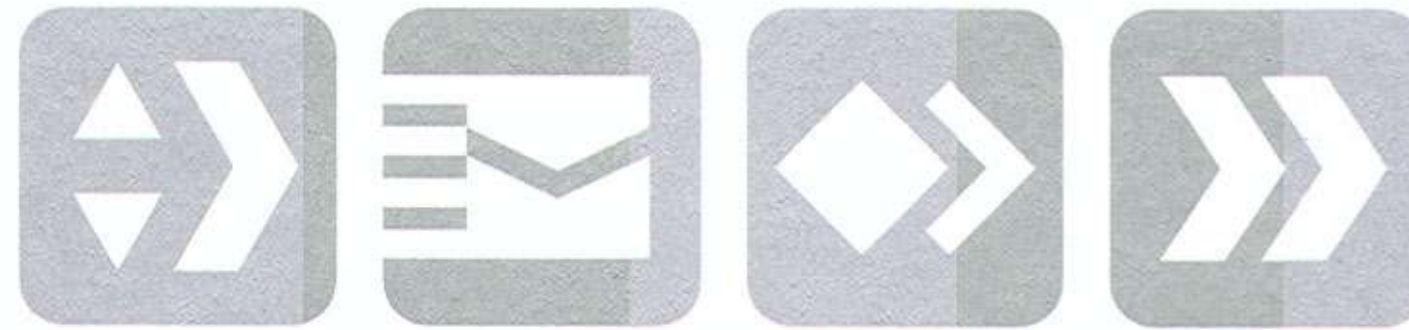
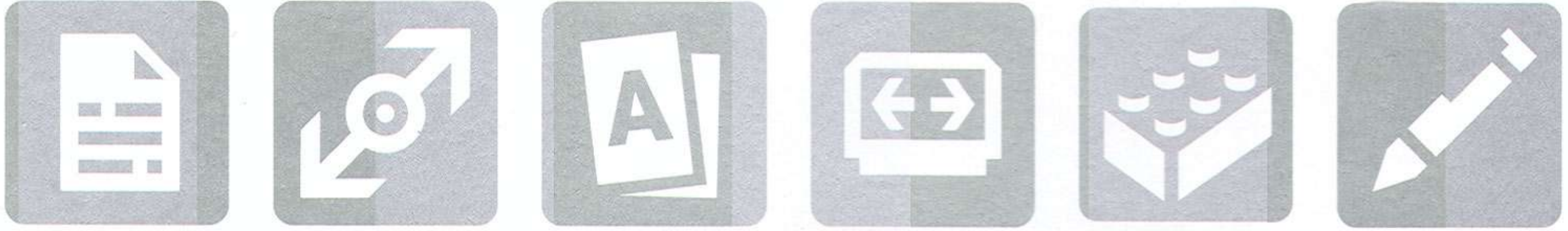
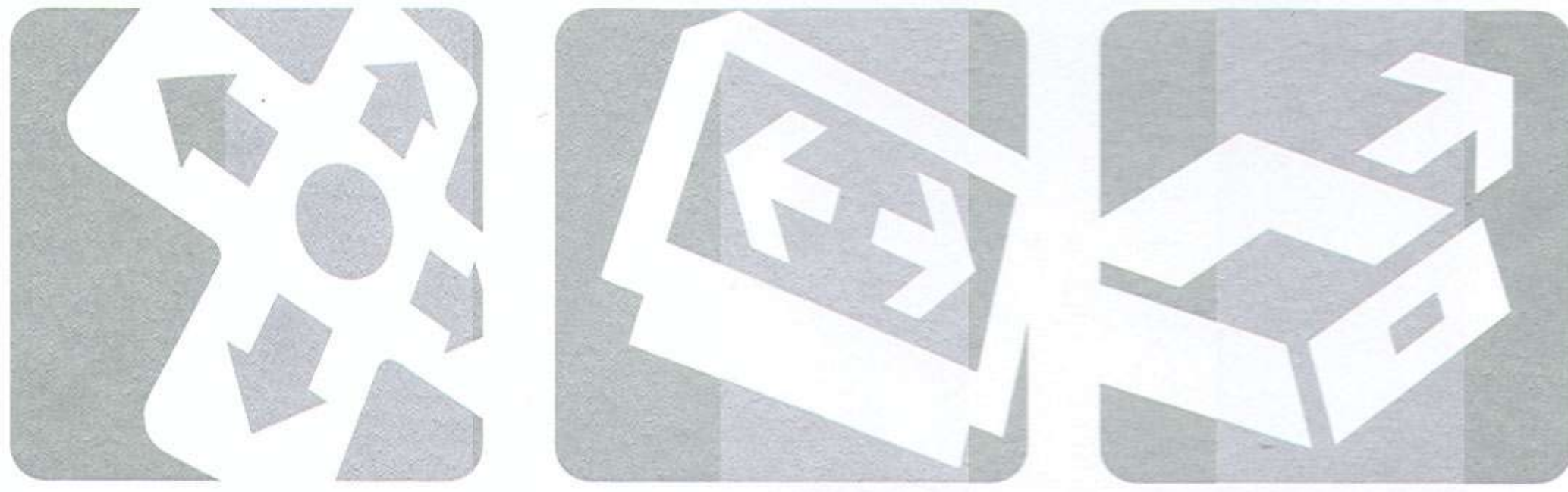
I dedicate my life to Buddha
of infinite wisdom and radiance

PART A: NENDO
PROJECT: LOGOS DESIGN (LEFT)
LOGOS DESIGNED FOR GASBOOK (RIGHT)
YEAR: 2000



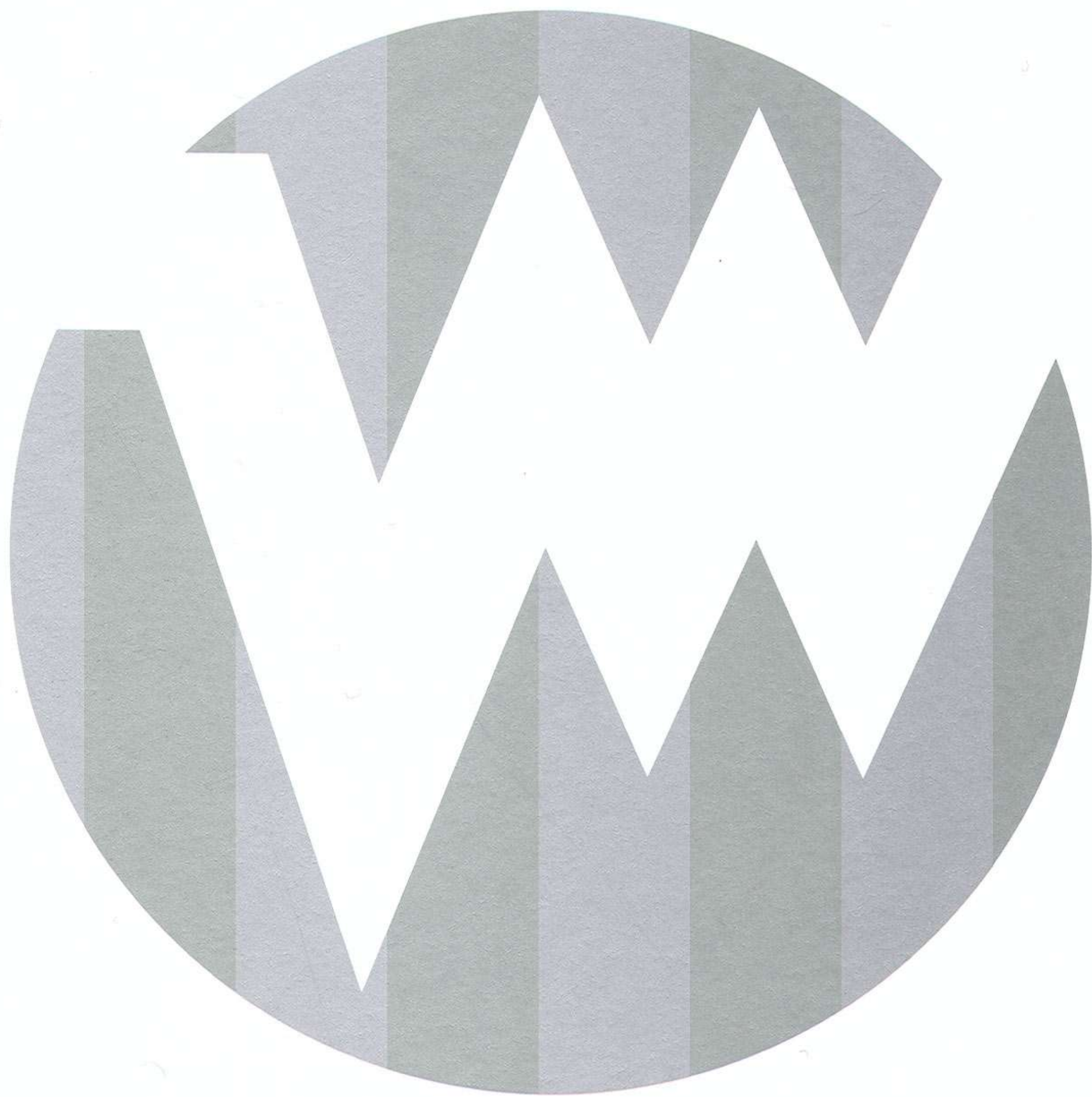








■ TOKYO



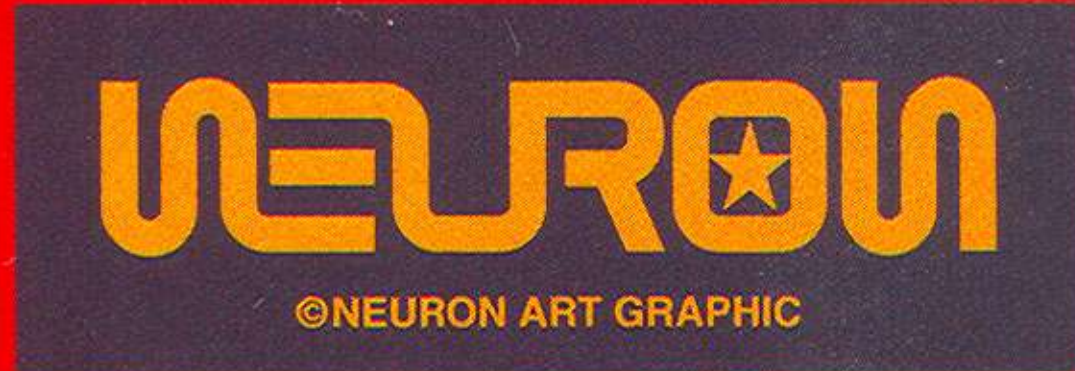
*VIRTUAL WARRIOR*TM

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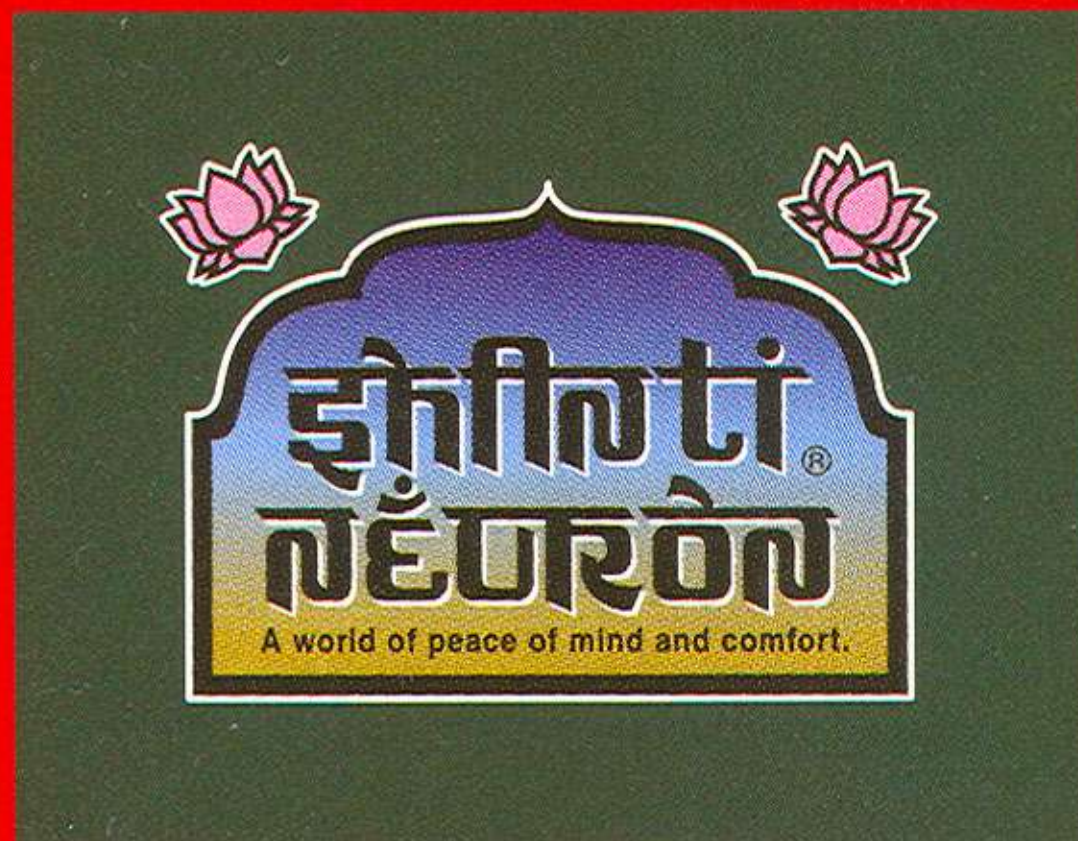
NEURON

NEURON WAS ESTABLISHED BY YUTAKA FUKUDA AND MIHO OHINATA IN 1996 AS A GRAPHIC UNIT FOCUSING MAINLY ON TECHNO ILLUSTRATION. THE FIRST CONCEPT WAS TO MAKE CLOTHES FOR CLUBS. TODAY, IT HAS DEVELOPED INTO A MORE GENERAL-PURPOSE CASUAL-WEAR DESIGNER. THE ORIGINAL BRAND HAS BEEN AVAILABLE ONLINE SINCE MAY, 2001.

◆ NEURON (ニューロン)



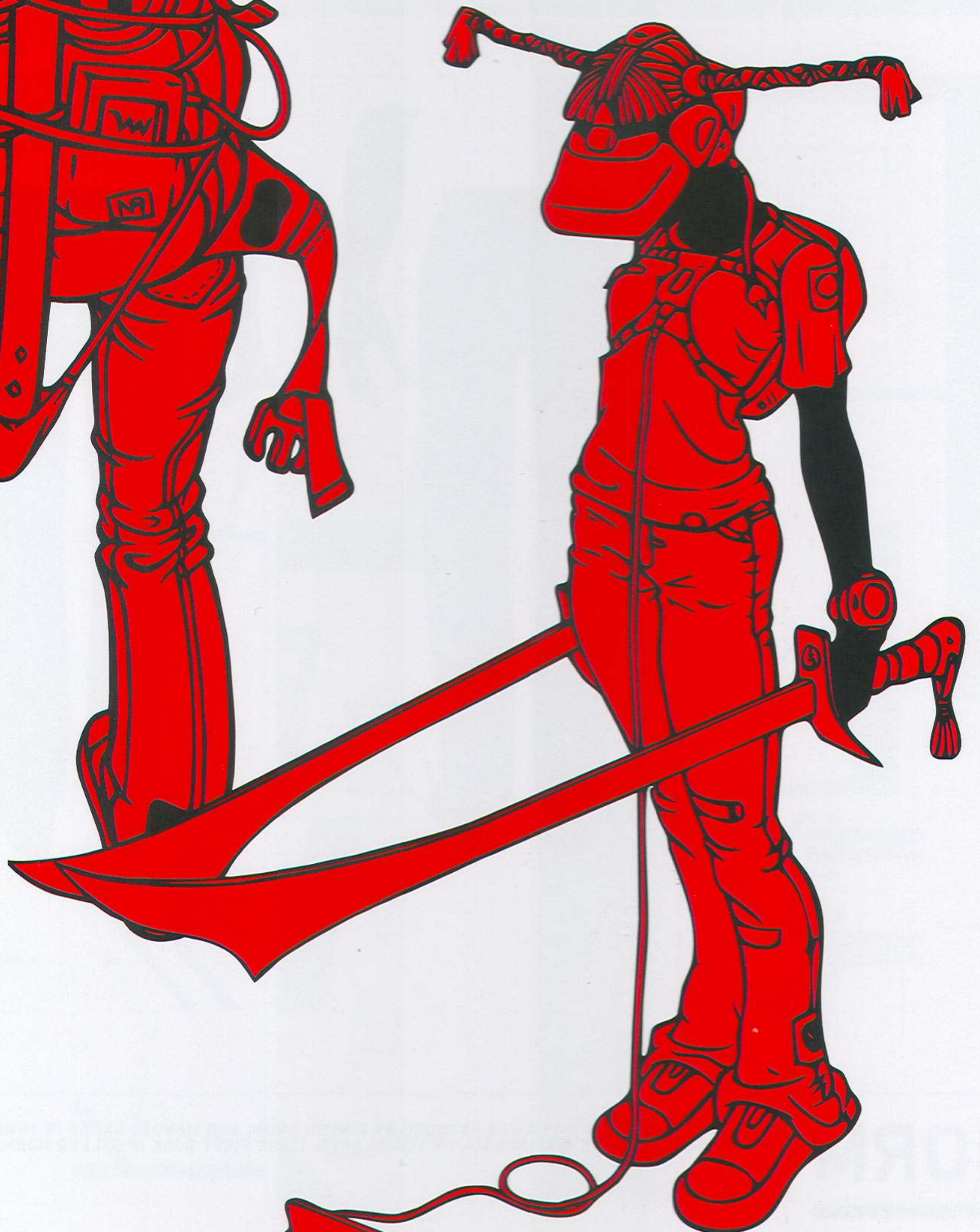
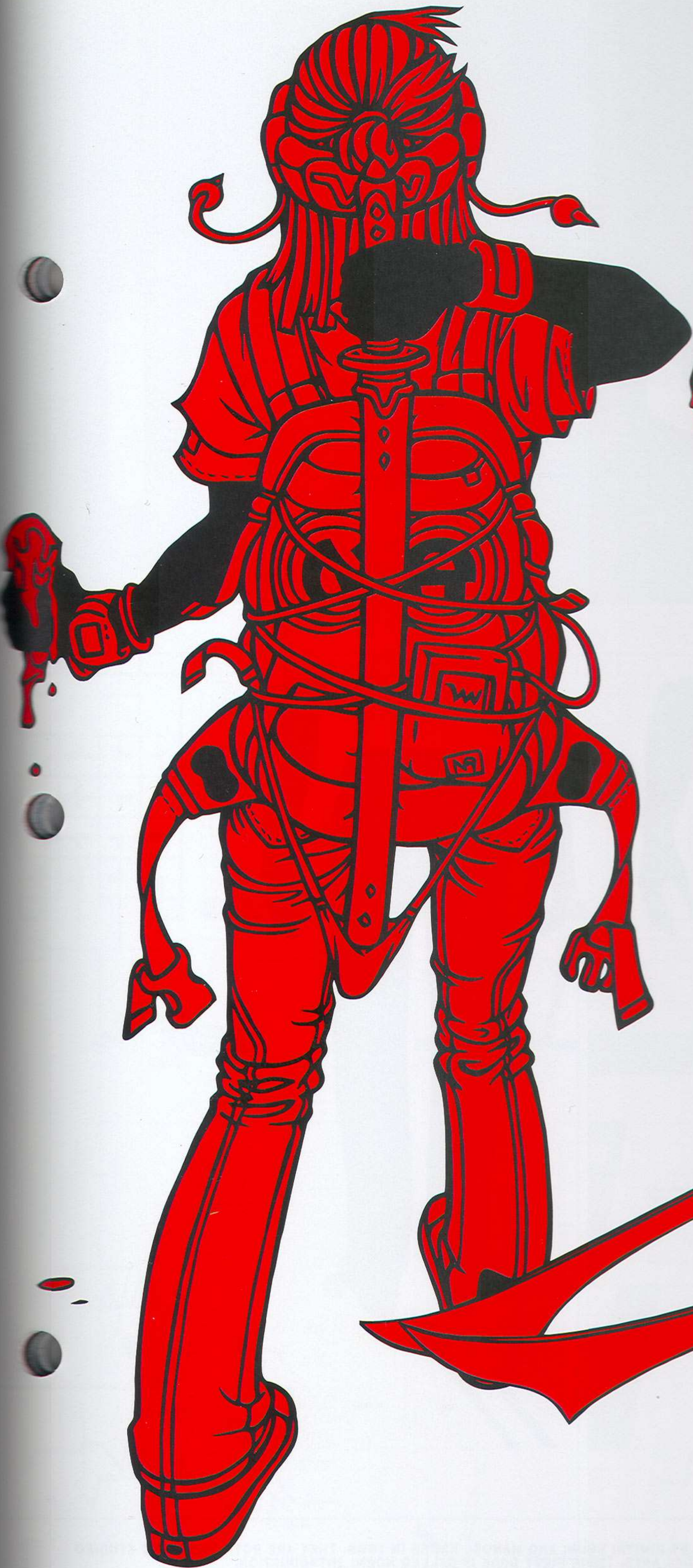
◆ Shanti neuron (シャントニーニューロン)





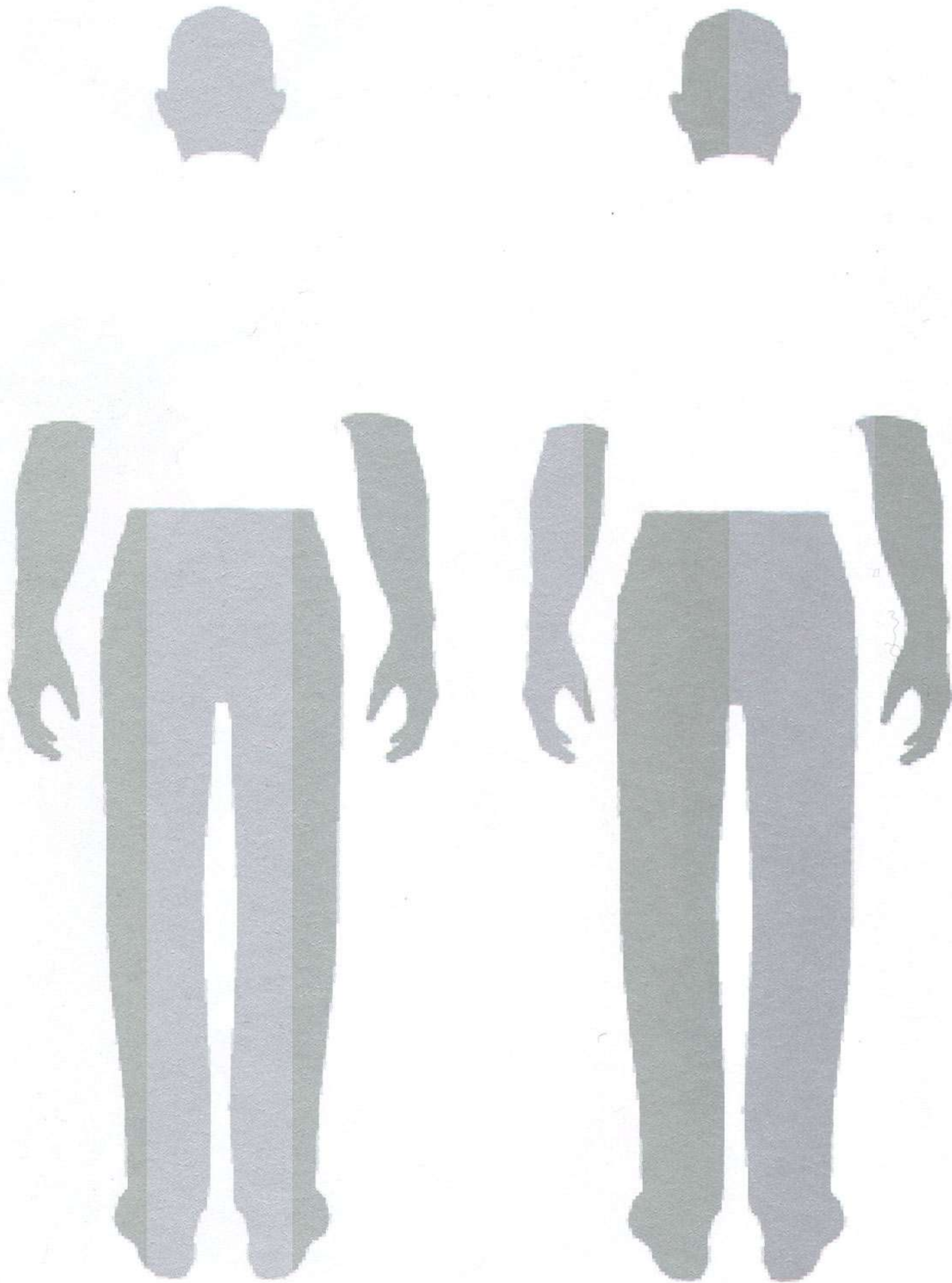
PAGE_121/122

VIRTUAL WARRIOR™
Dont'think,you must feel it!





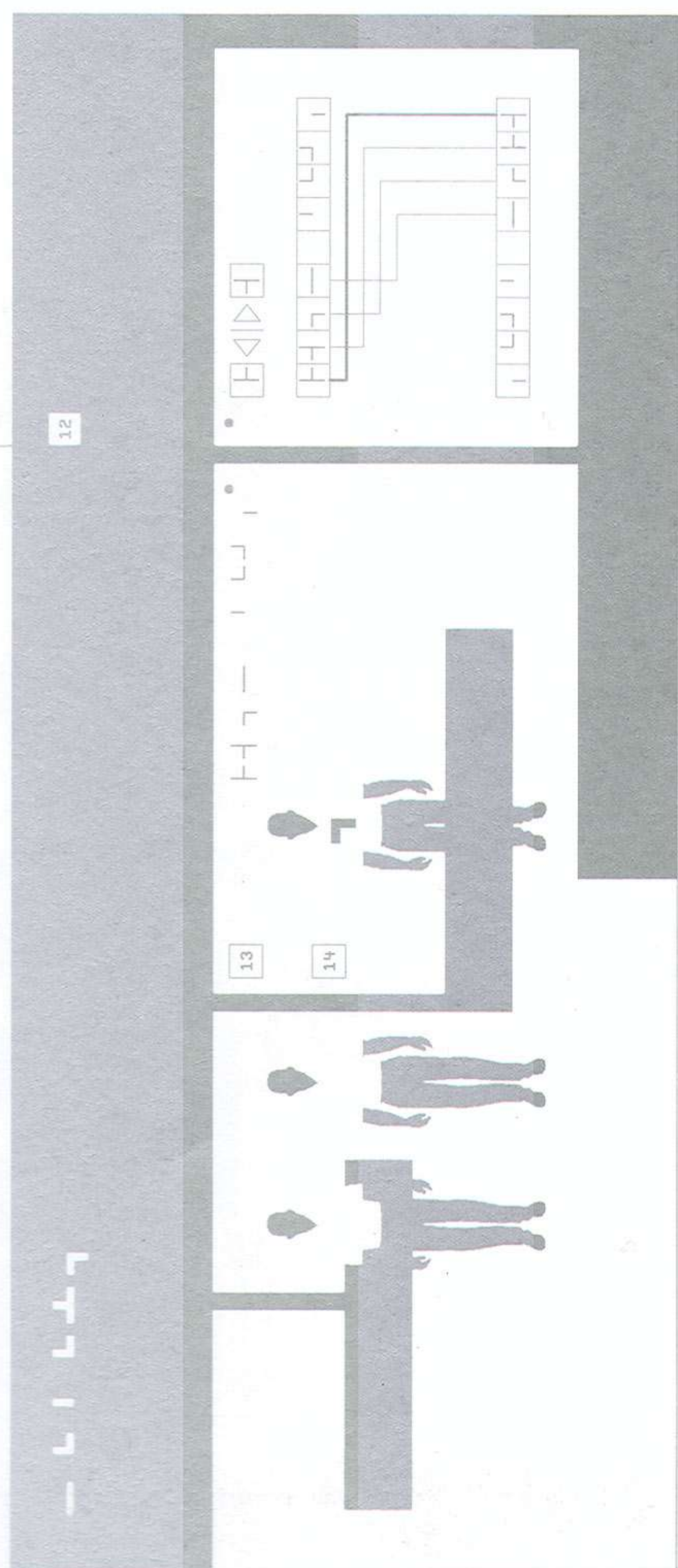
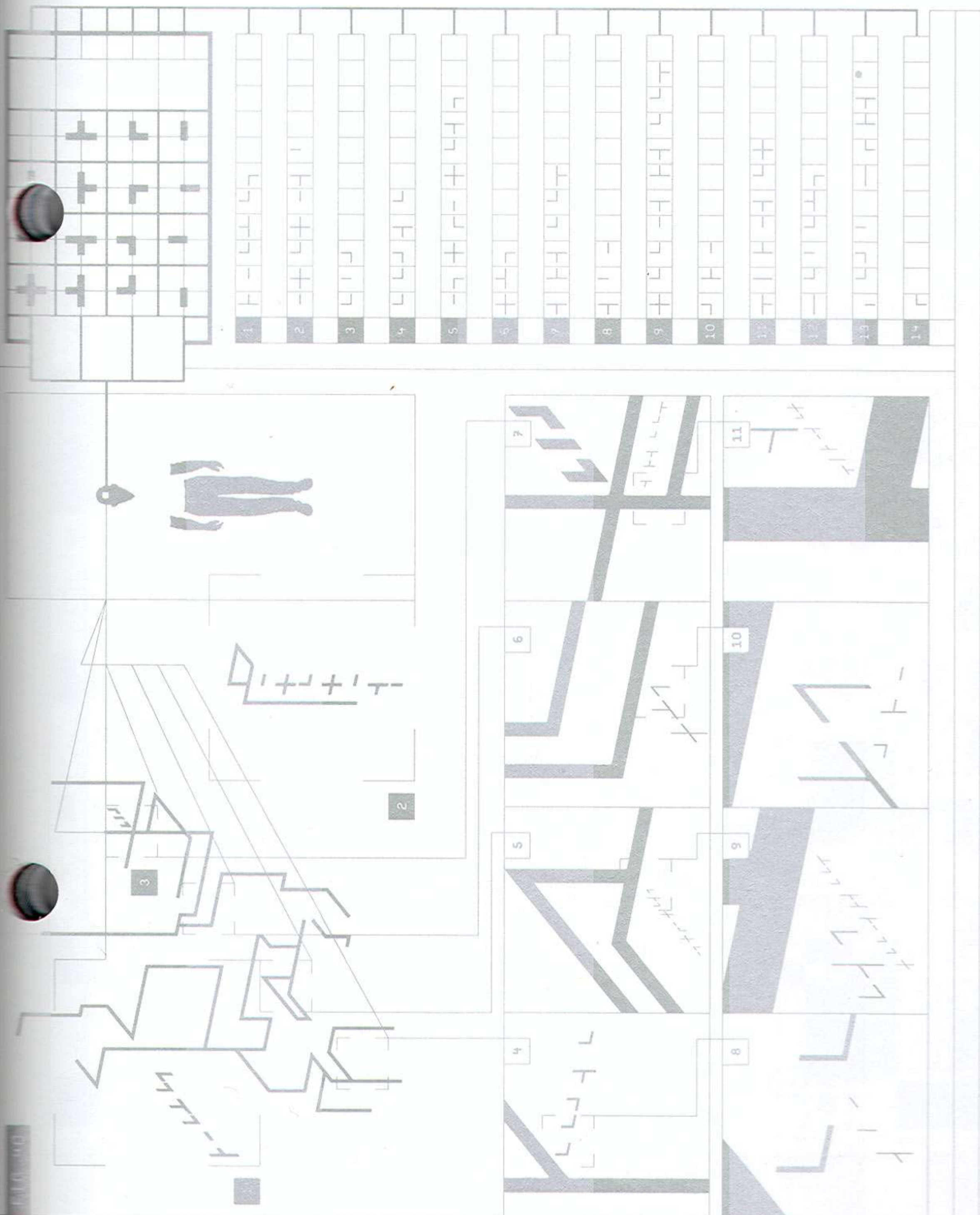
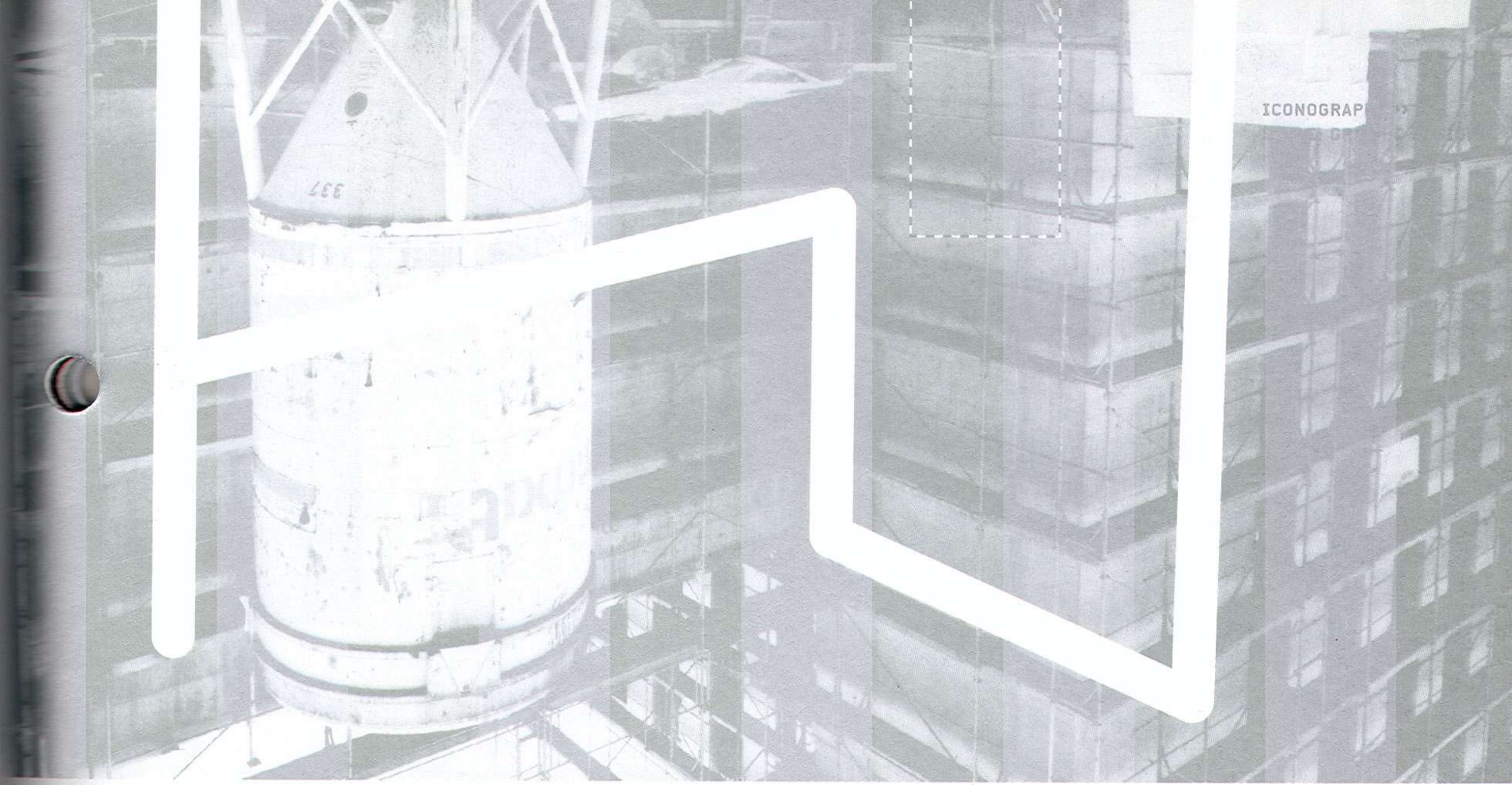
■ SWITZERLAND

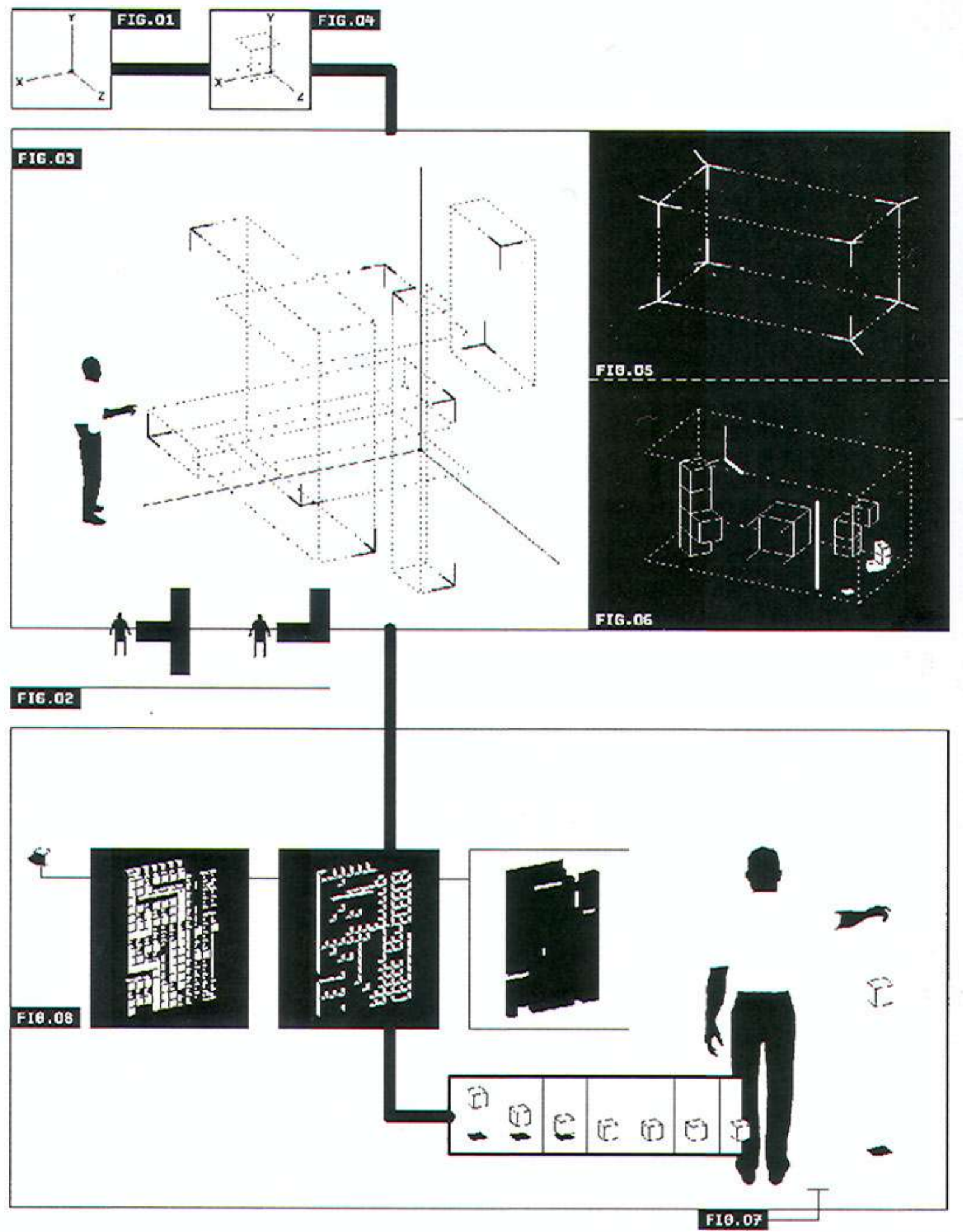
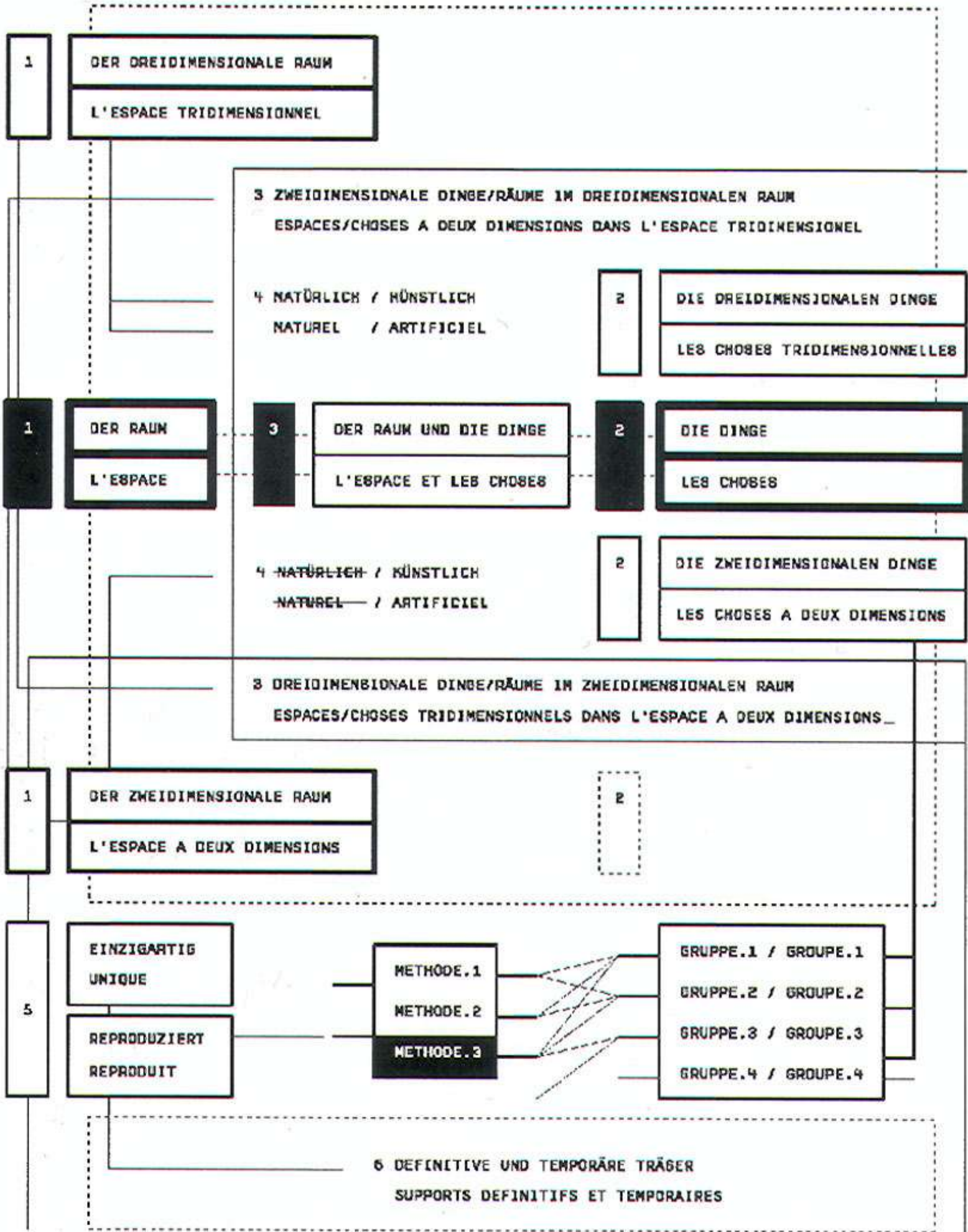


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NORM

SWISS DESIGN COMPANY NORM WAS FOUNDED BY DIMITRI BRUNI AND MANUEL KREBS IN 1999. THEY ARE BOTH SWISS AND STUDIED GRAPHIC DESIGN AT THE BIEL SCHOOL OF VISUAL ARTS. THEIR FIRST BOOK IS CALLED NORM: INTRODUCTION.






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B	H	E	F	Z	U	I	O	D	O	B	B	B	B	B	B	B	B	B	B	B
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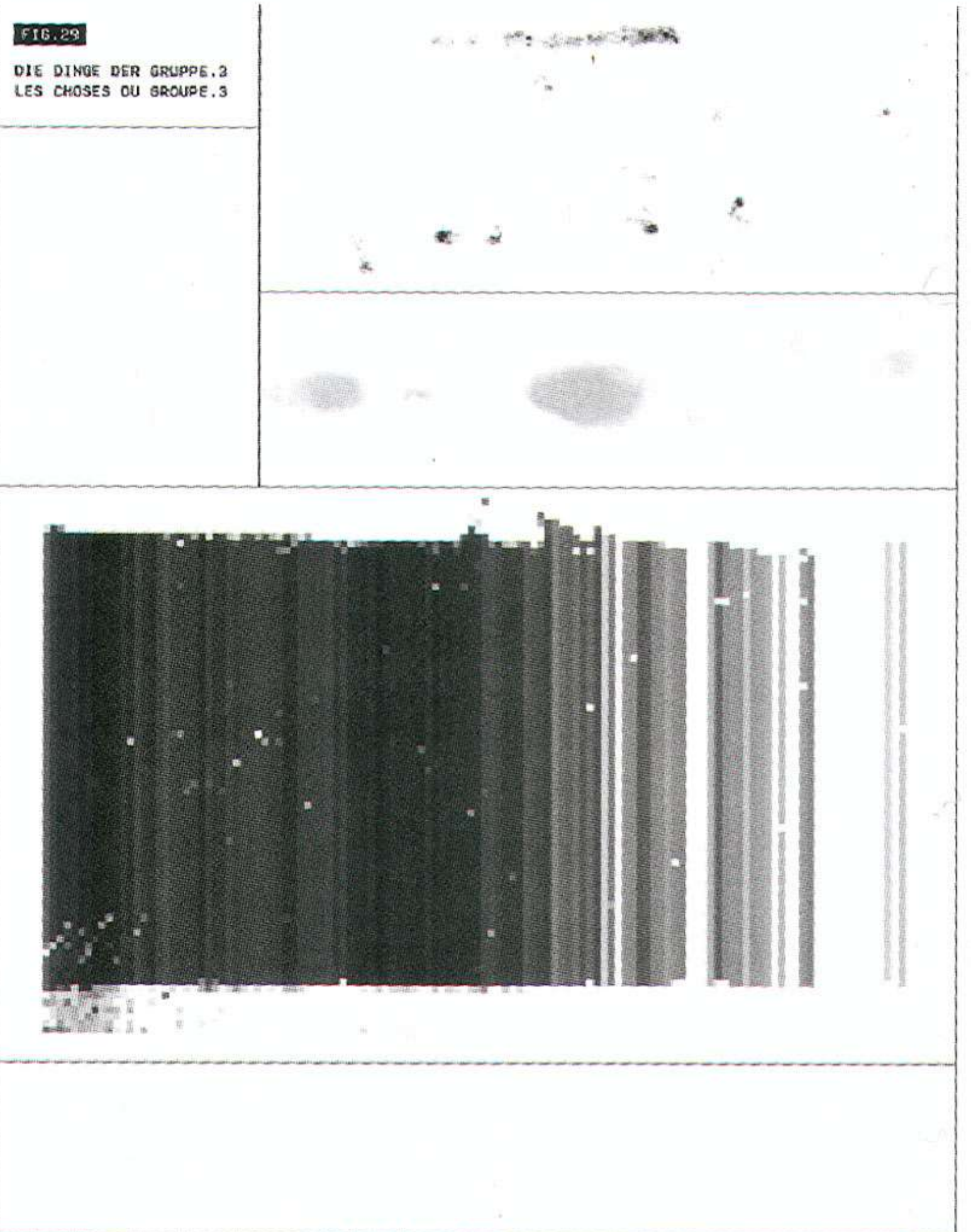


FIG. 33

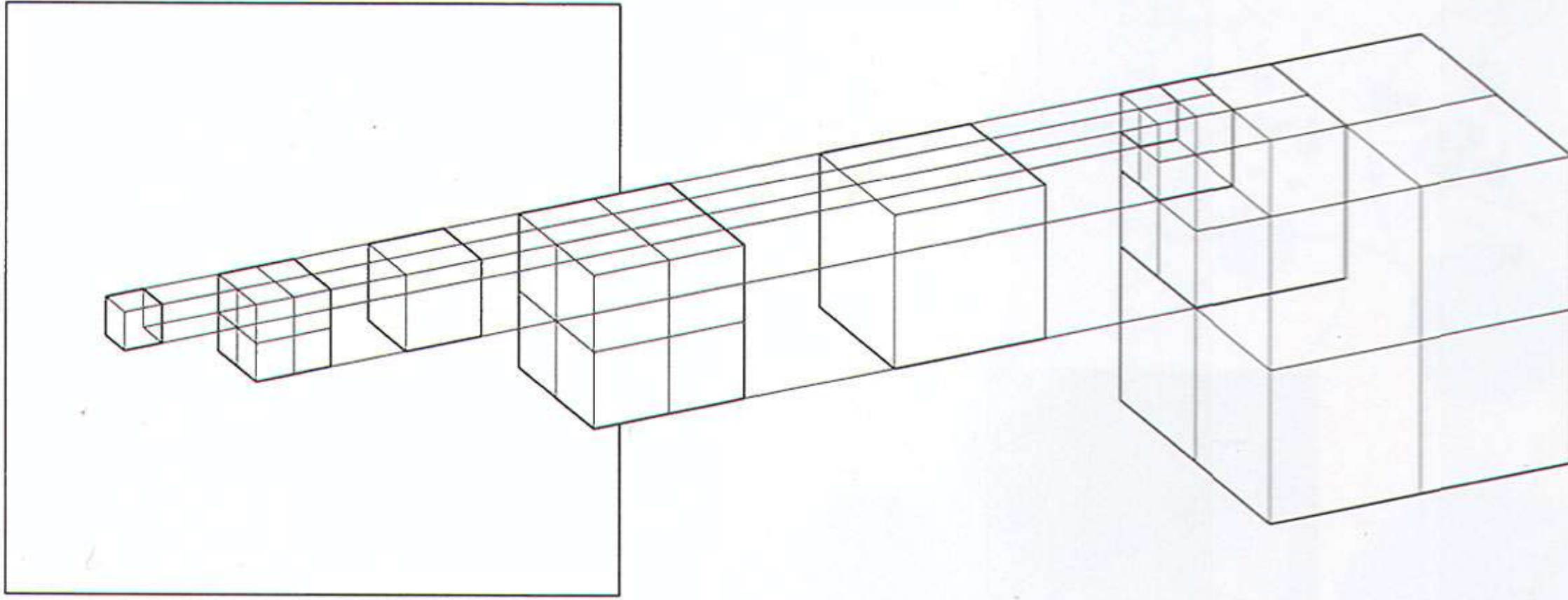


FIG. 34

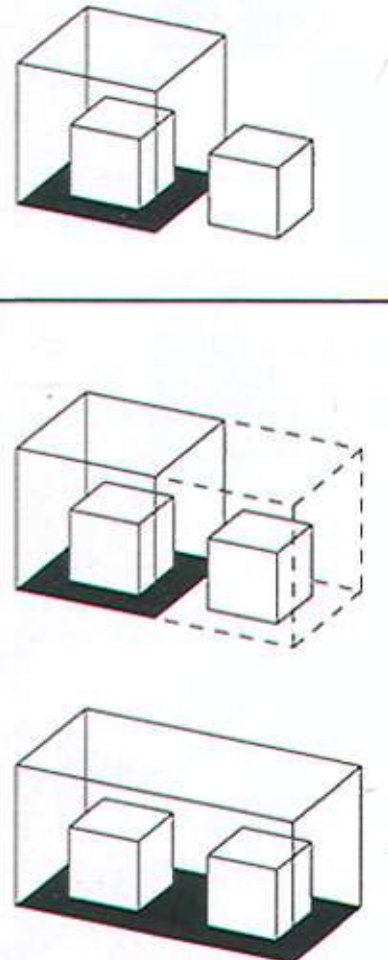
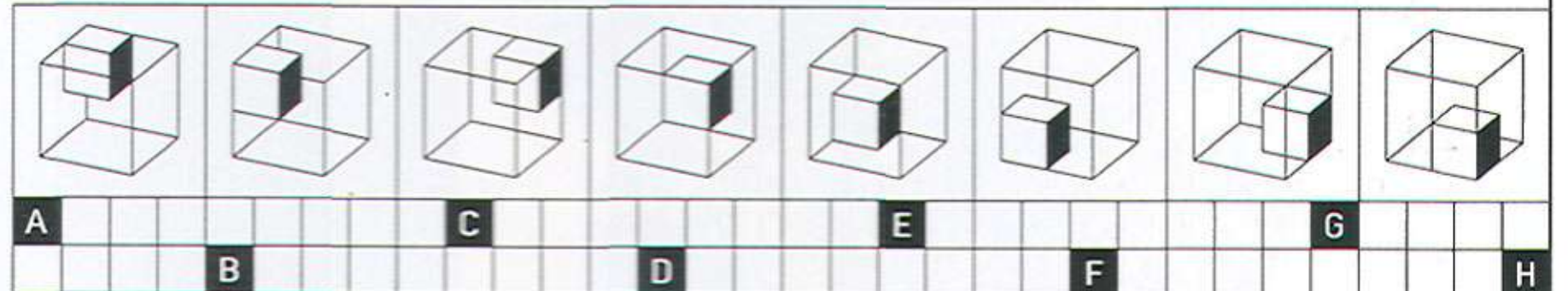
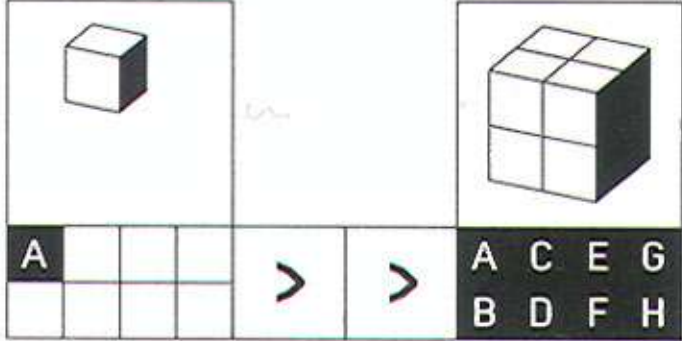


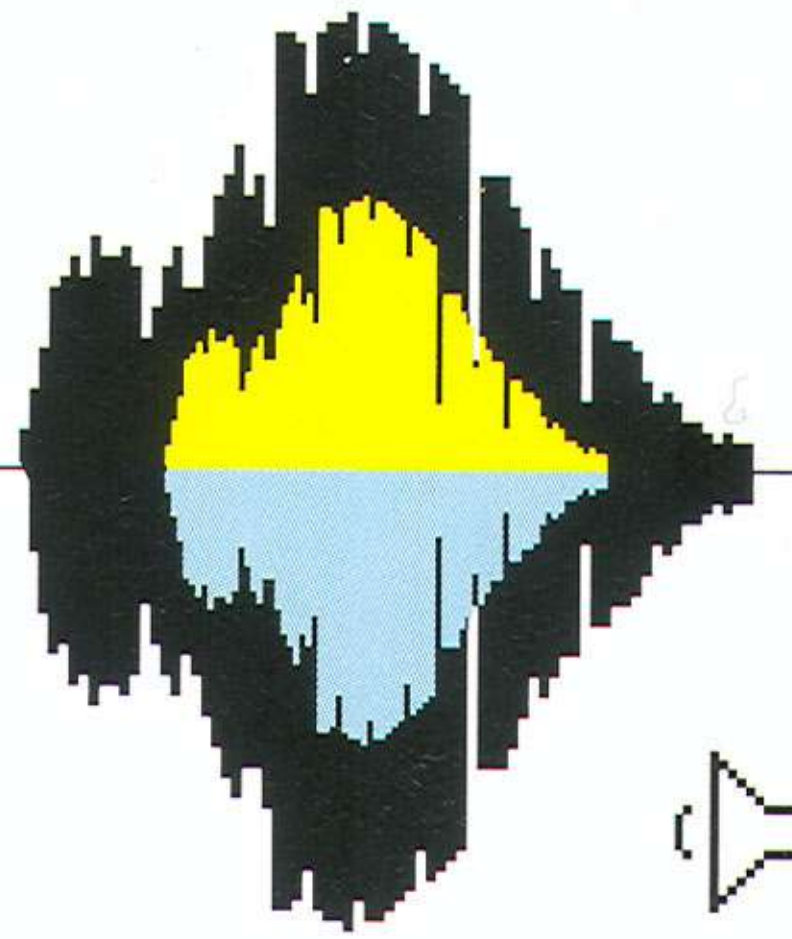
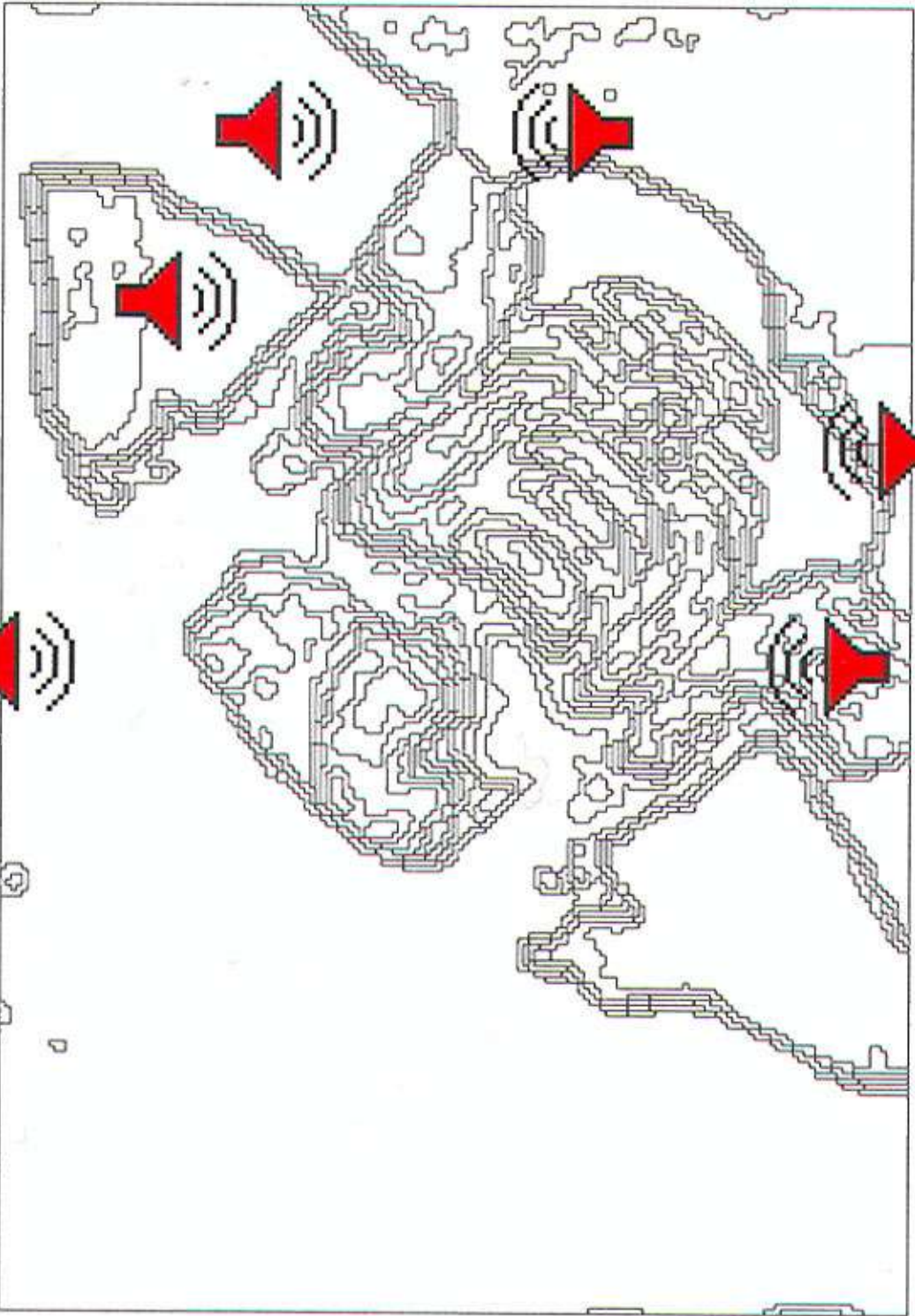
FIG. 35



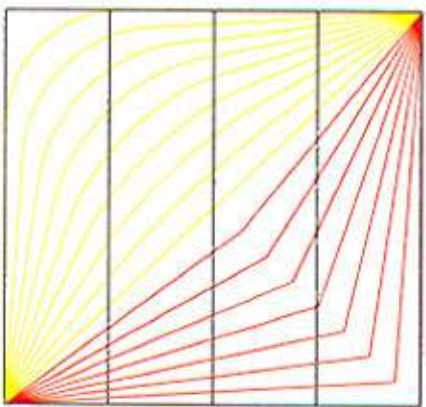
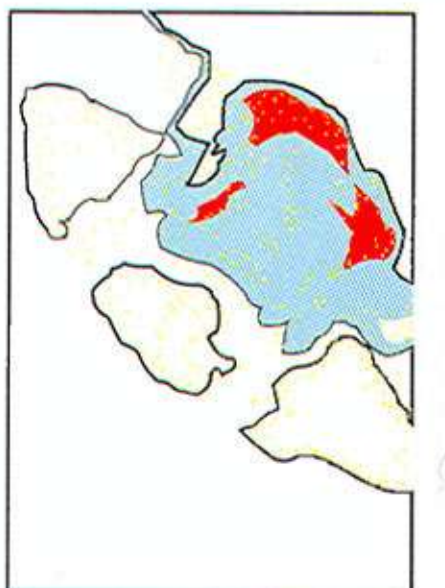
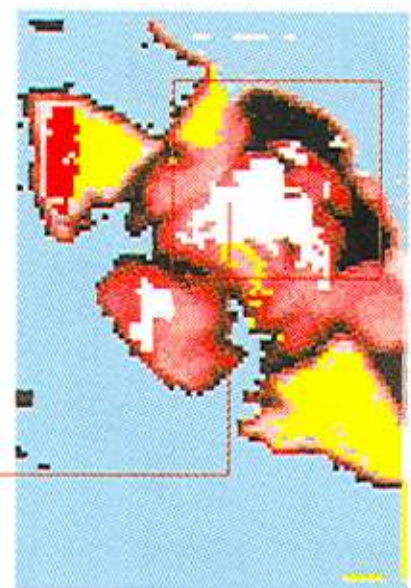
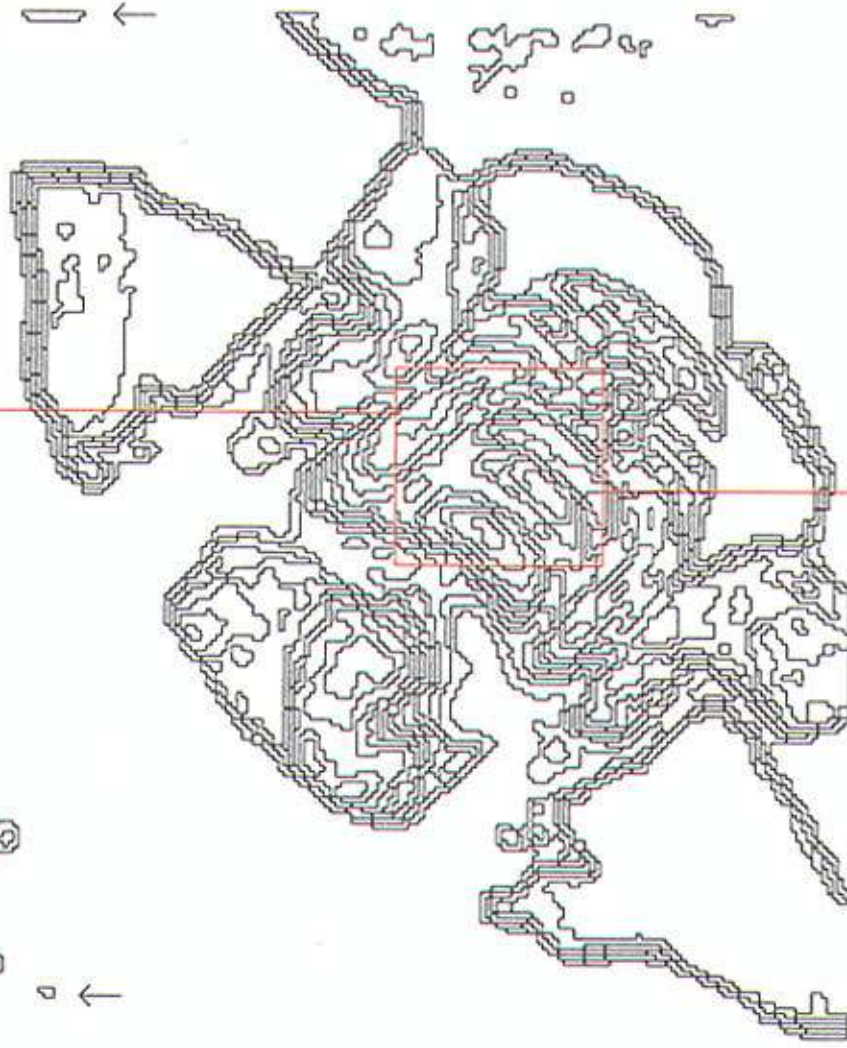
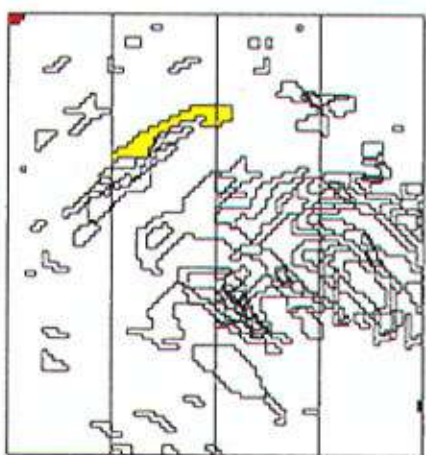
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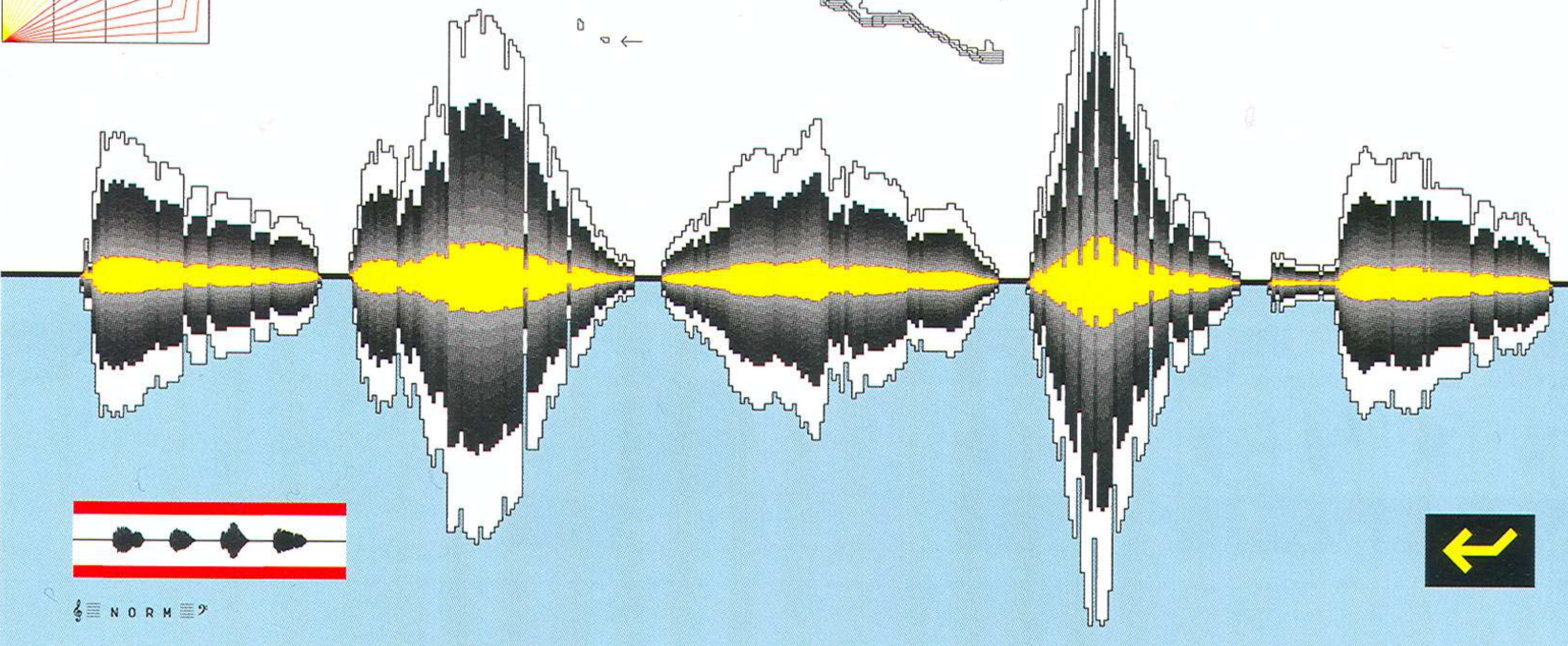
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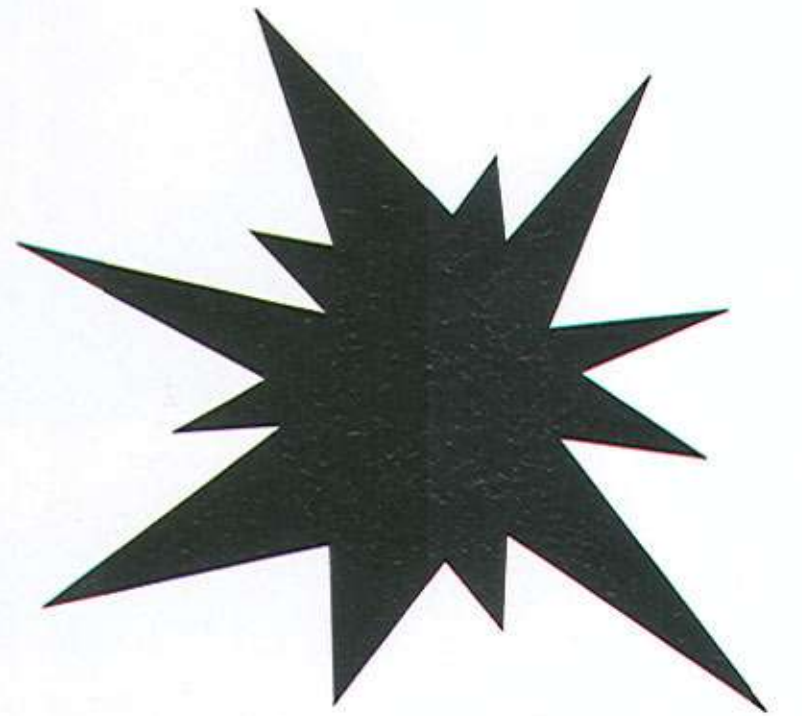
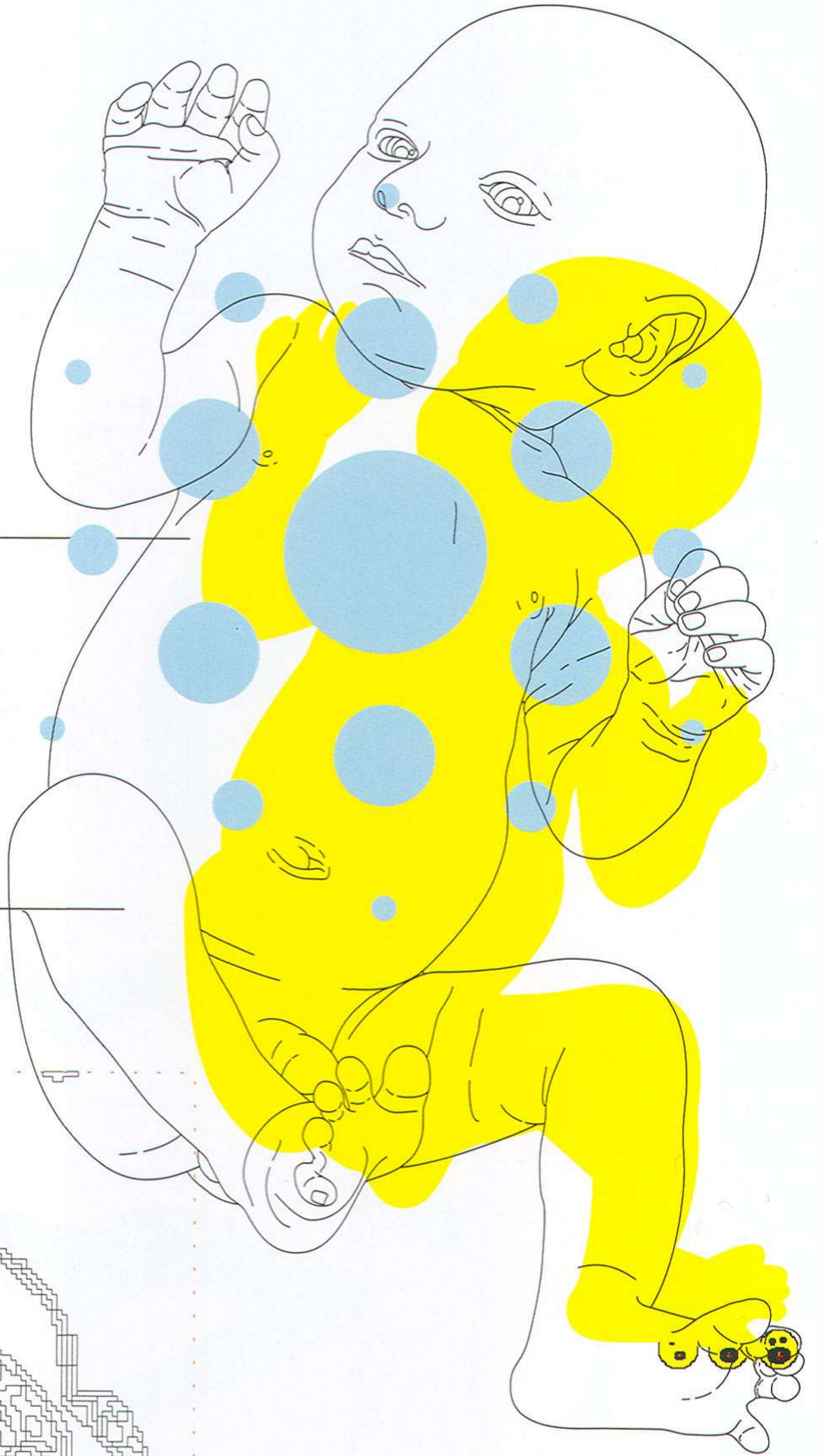
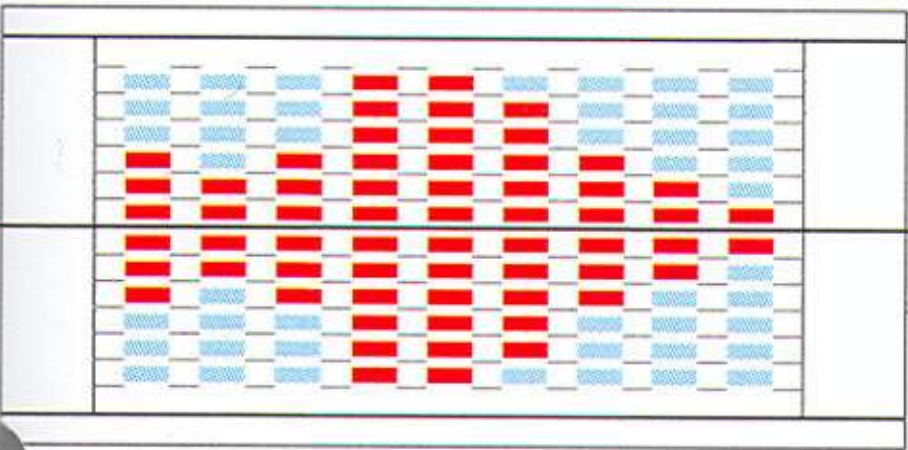
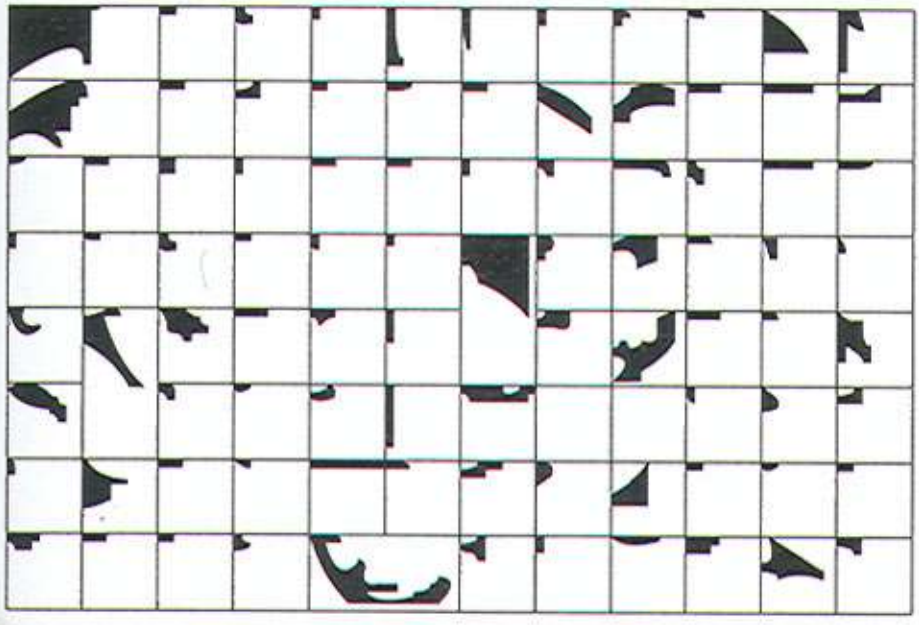


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NORM







OBHEY GIANT

OBHEY GIANT IS A CHARACTER CREATED BY SHEPARD FAIREY AND HAS BECOME AN ICON OF POP (STREET) ART. FAIREY STARTED LISTENING TO PUNK ROCK AND SKATEBOARDING AROUND THE AGE OF 14, WHEN HE ALSO BEGAN TO TAKE AN INTEREST IN T-SHIRT DESIGN, STICKERS, PINS AND GRAPHICS. A FEW YEARS LATER HE STUDIED AT THE RHODE ISLAND SCHOOL OF DESIGN WHILE SIMULTANEOUSLY WORKING IN A SKATE SHOP. HE PRODUCED HIS FIRST PUNK ALBUM BY XEROXING FROM HIS MUM'S COPIER.

PART A: SHEPARD FAIREY
 PROJECT: OBEY FIRST (TOP LEFT)
 OBEY ENGINEERING (BOTTOM LEFT)
 PRINT AND DESTROY (TOP RIGHT)
 OBEY HOGGLES (BOTTOM RIGHT)
 YEAR: 2001

PART A: SHEPARD FAIREY
 PROJECT: OBEY WORKER (OPPOSITE)
 YEAR: 2001

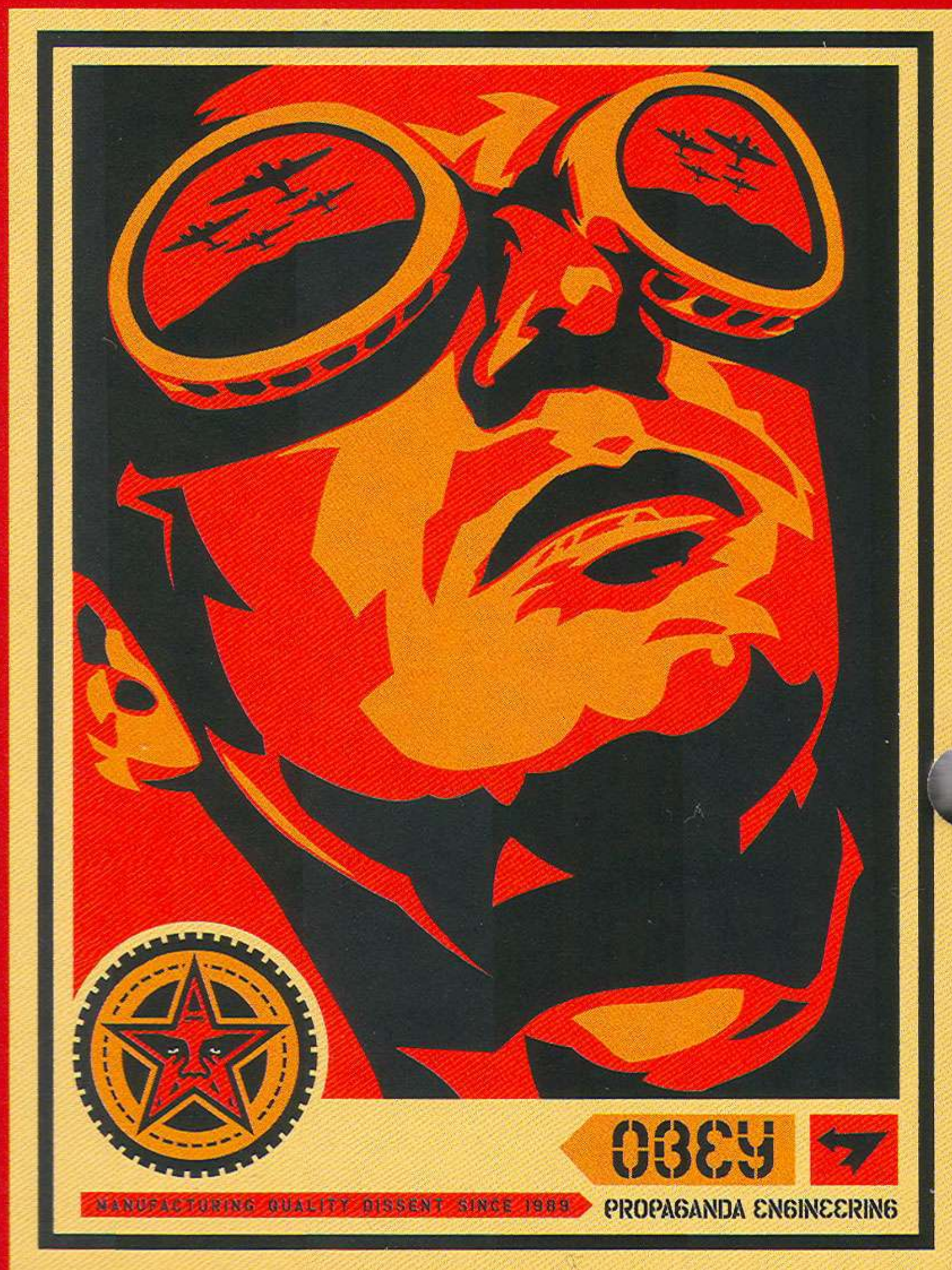
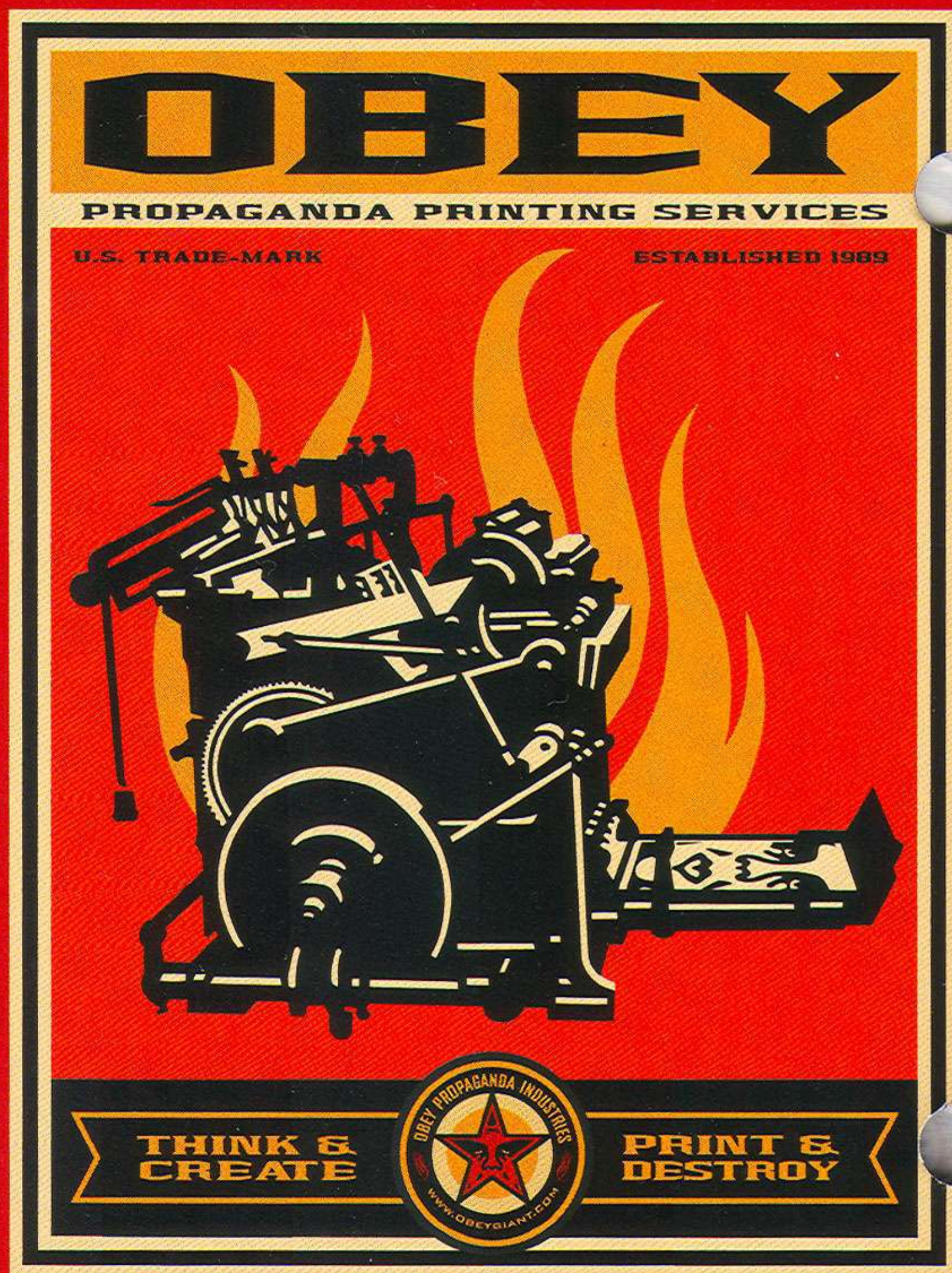
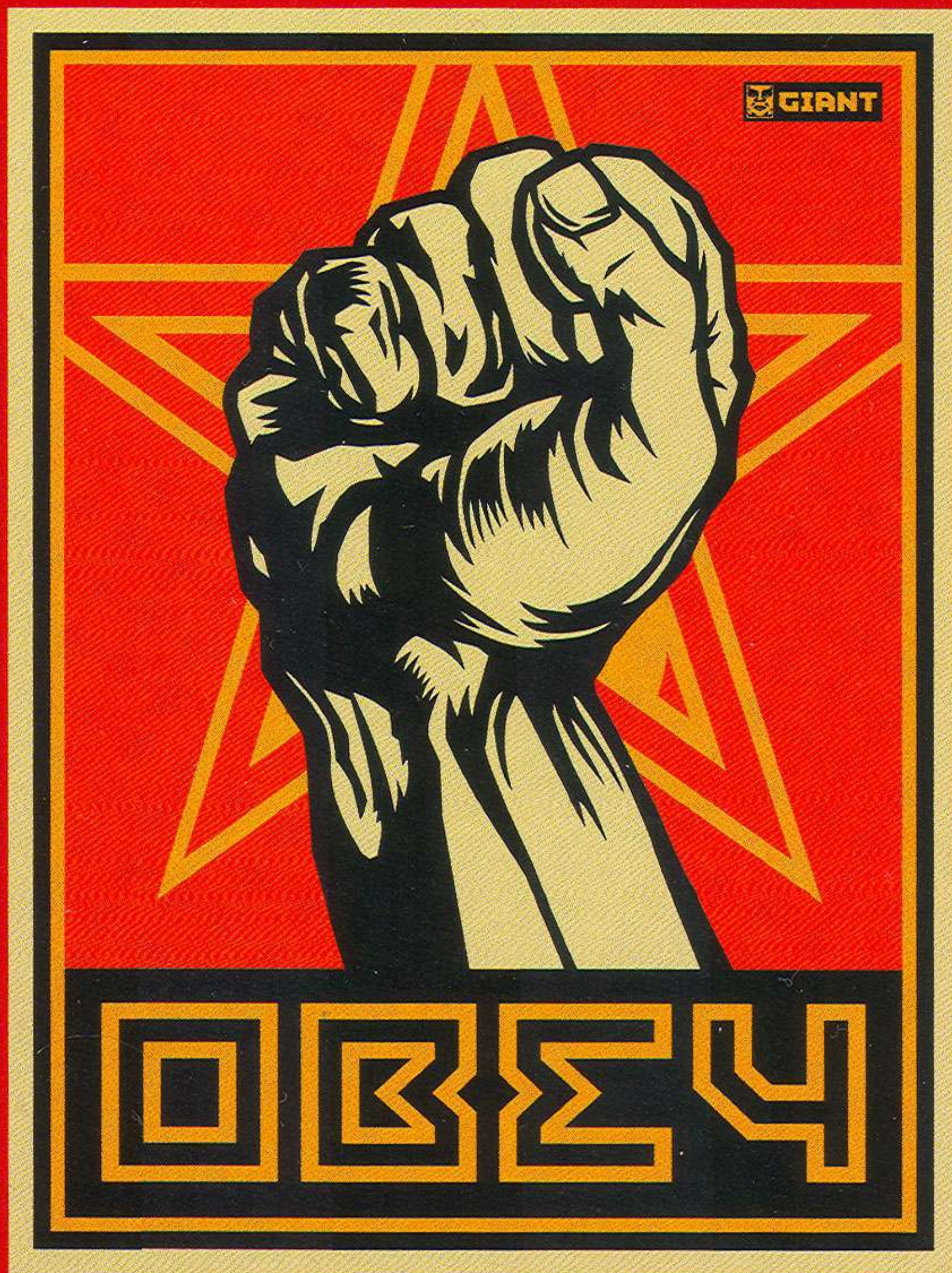




EXHIBIT A.- EXAMPLE OF A SUCCESSFULLY IMPLEMENTED URBAN RENEWAL CAMPAIGN.

SCALEABLE



TOOLS NEEDED:

- CARDBOARD OR BRISTOL BOARD
- #1 X-ACTO KNIFE
- SPRAY ADHESIVE OR GLUE
- SPRAY PAINT
- BRANS
- SKILLS

CUT ALONG DOTTED LINE

REVISIONS

STENCIL CAN BE ENLARGED ON A PHOTOCOPIER TO COVER LARGER SURFACES IF DESIRED.

HOW TO GET BUSY:

ADHERE PAGE ITSELF OR ENLARGEMENT TO CARD OR BRISTOL BOARD WITH SPRAY ADHESIVE OR GLUE. CUT OUT IMAGE WITH X-ACTO KNIFE. SPRAY PAINT DESIRED SURFACES. EMPLOY ALL NECESSARY COUNTER SURVEILLANCE TECHNIQUES. JET.

SCALEABLE



WARNING:

(PROFESSIONALS RECOMMEND) DO NOT REMOVE THIS PAGE BEFORE MAGAZINE IS PAID FOR. UNLESS YOU ARE SURE YOU CAN GET AWAY WITH IT.

EXHIBIT B.- EXAMPLE OF A TOOL OF URBAN RENEWAL.

OBEY

ALL CITY URBAN RENEWAL PROJECT

STENCIL INSTRUCTIONS

- 1) Use only flat spray paint. (it dries faster and does not drip as much)
- 2) Do not let wet paint build up on the stencil. Chill, let paint dry before each application.
- 3) The stencils are reversible, keep rotating sides from which you are spraying front/back.
- 4) Failure to obey local ordinances may result in prosecution (the powers that be do not approve of you subverting the dominant paradigm). Spray at your own risk!
- 5) The stencil should be held flat to the surface to be painted with a light mist of spray adhesive (drippy stencils are for New Jack Sucker Toys).



GIANT

0384

WORLDWIDE



MANUFACTURING QUALITY DISSENT SINCE 1989

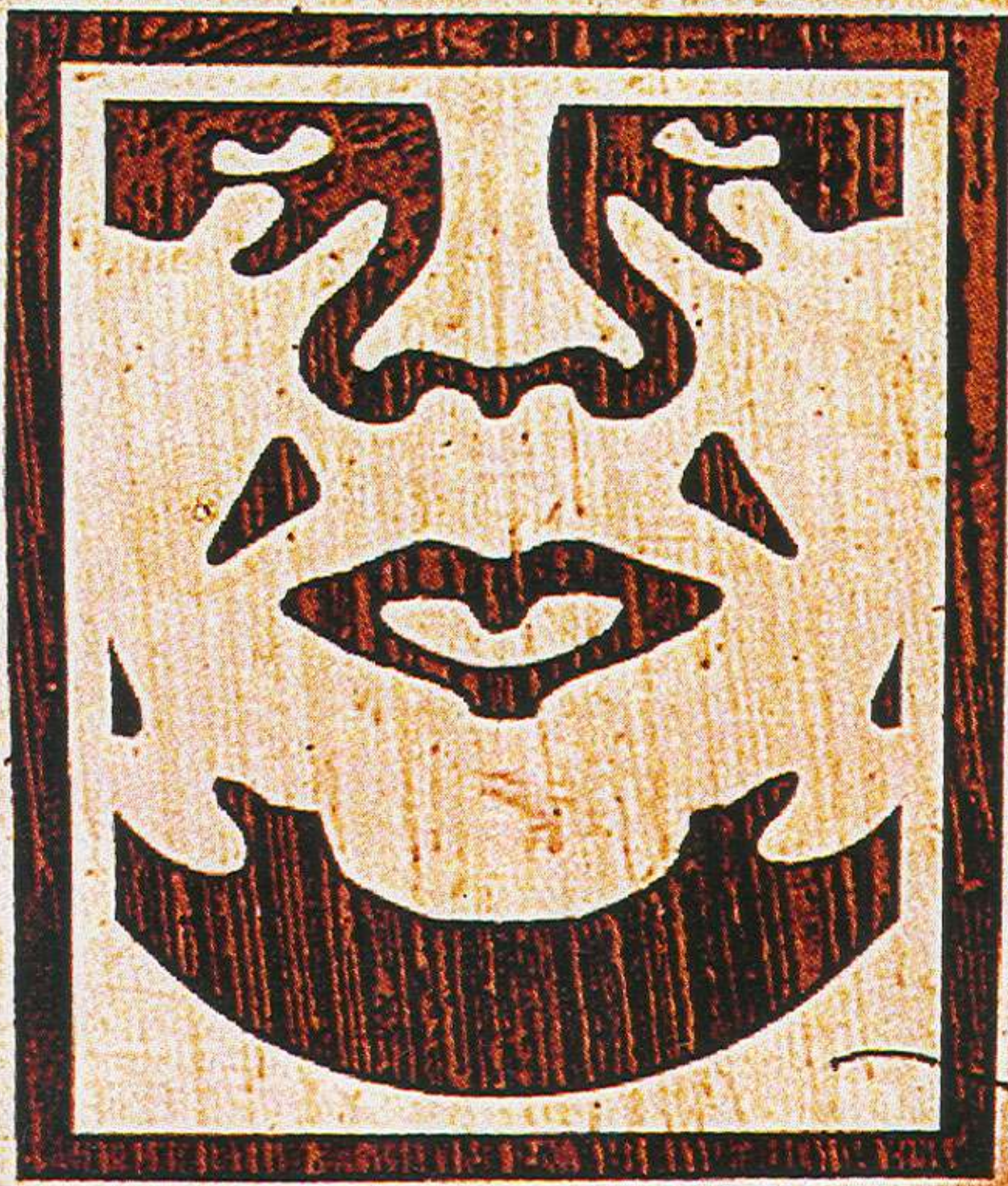
PROPAGANDA ENGINEERING

PART A: SHEPARD FAIREY
PROJECT: OBEY LOGO (LEFT)
GIGANTE (RIGHT)
YEAR: 2001

OBEY



GIGANTE!



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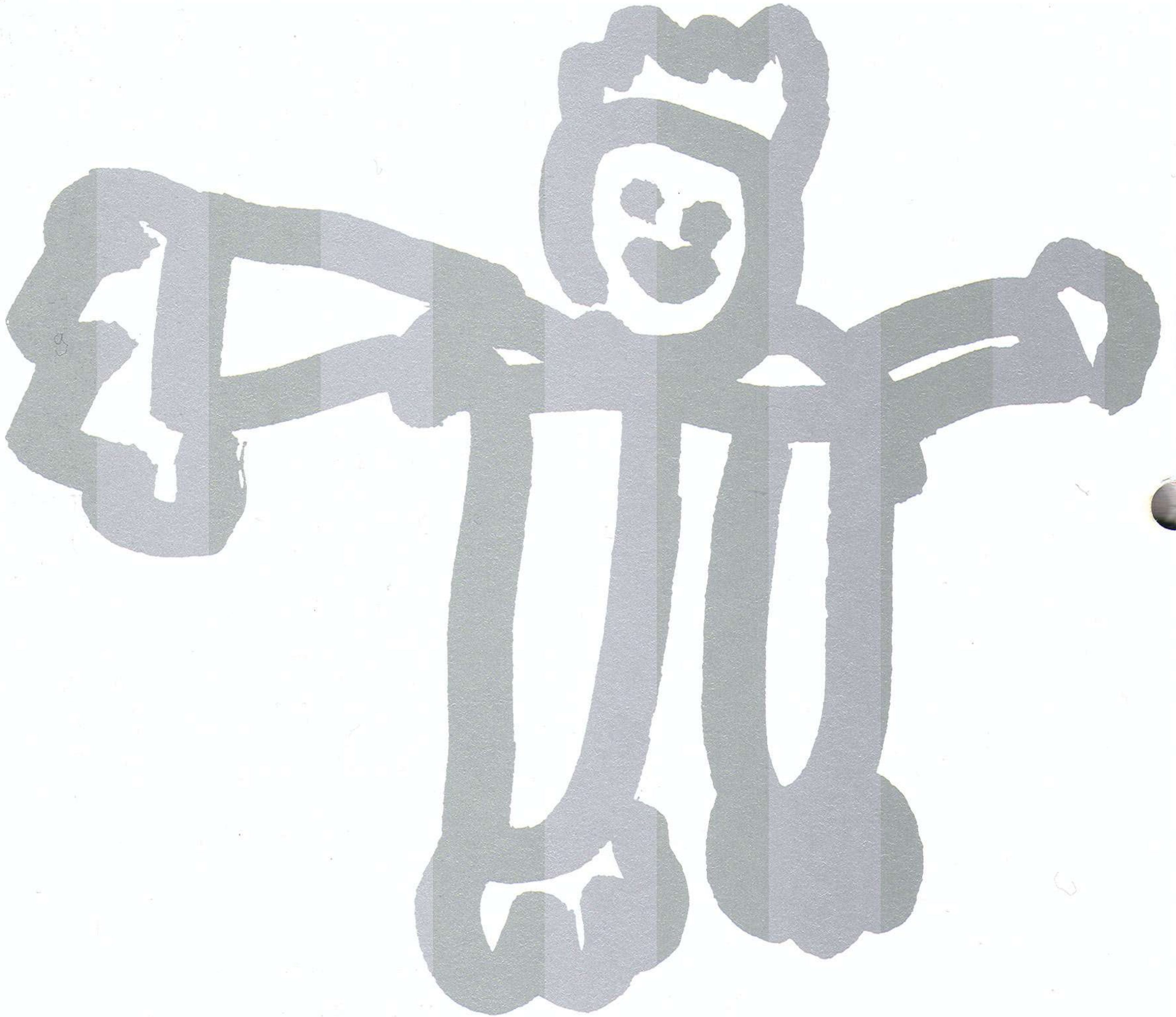
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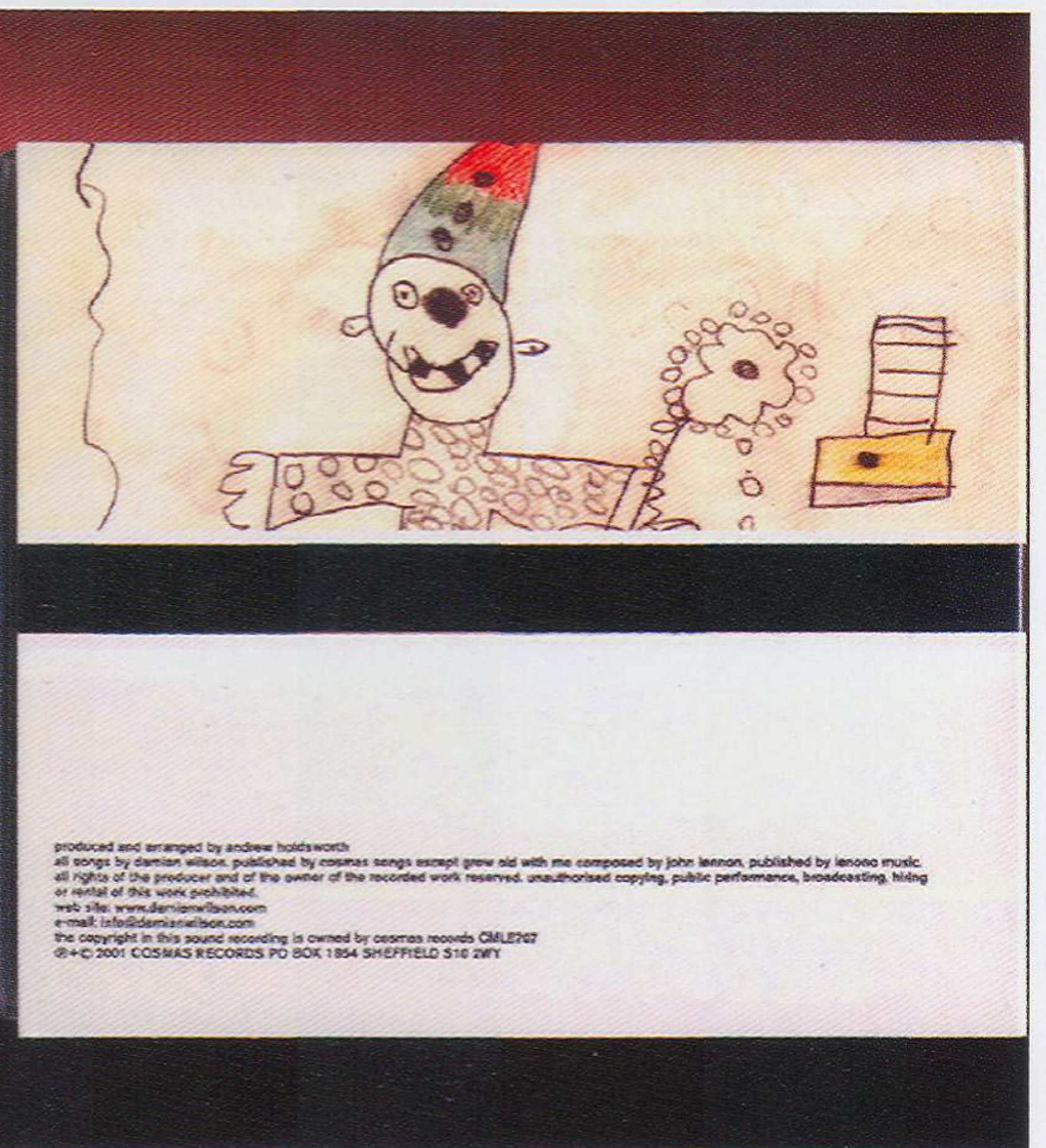
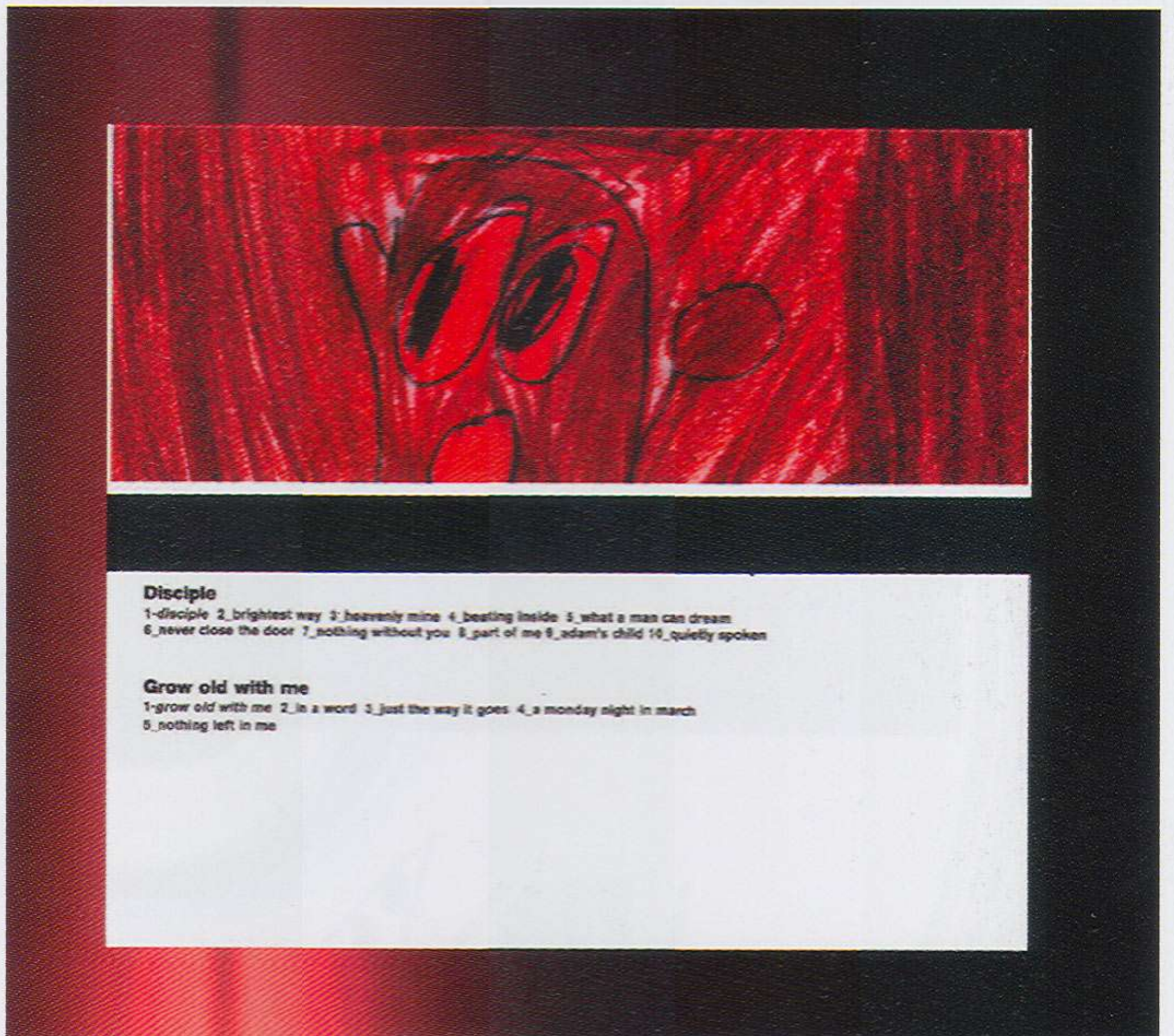


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OLLY STUDIO

OLIVER WALKER WORKED AS AN ART DIRECTOR AND DESIGNER IN LONDON FOR MANY YEARS BEFORE SETTING UP OLLY.UK.COM, WHICH HE DESCRIBES AS "A MULTIMEDIA COMPANY BASED ON A DESIGN ETHOS, A COMPANY THAT RECOGNISES AND PROMOTES THE IMPORTANCE OF GOOD DESIGN WITH INDUSTRY".

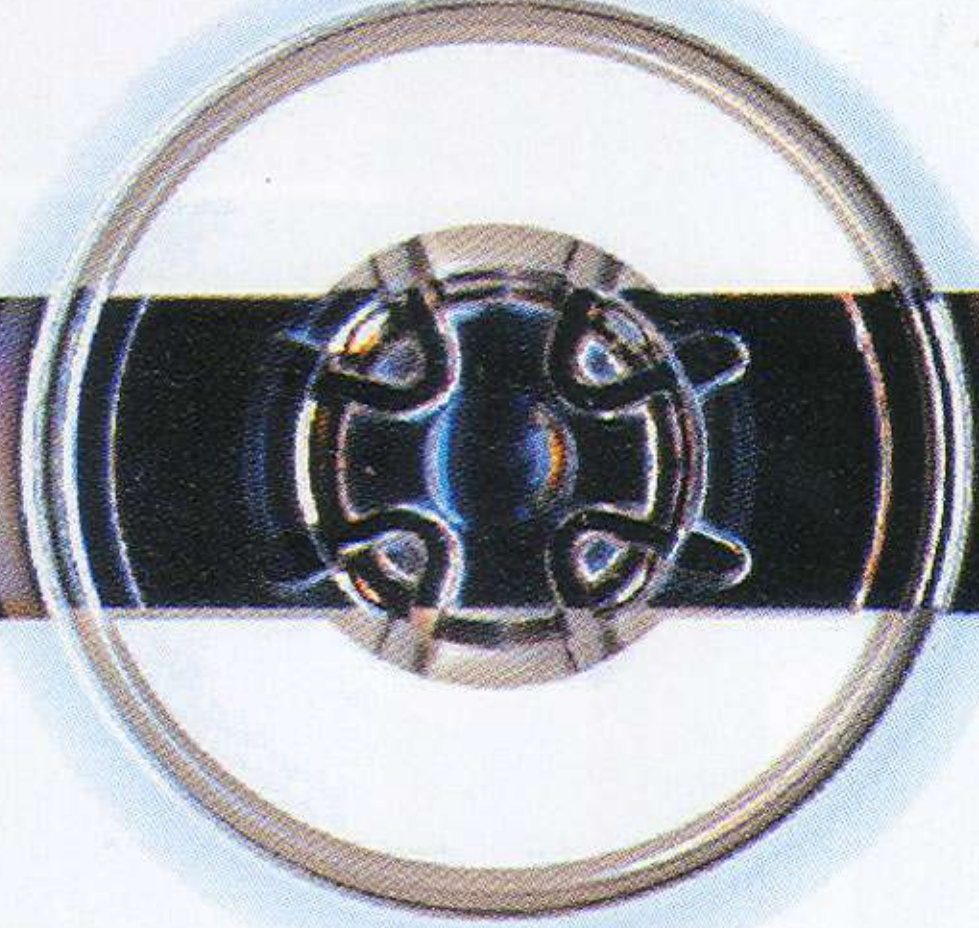
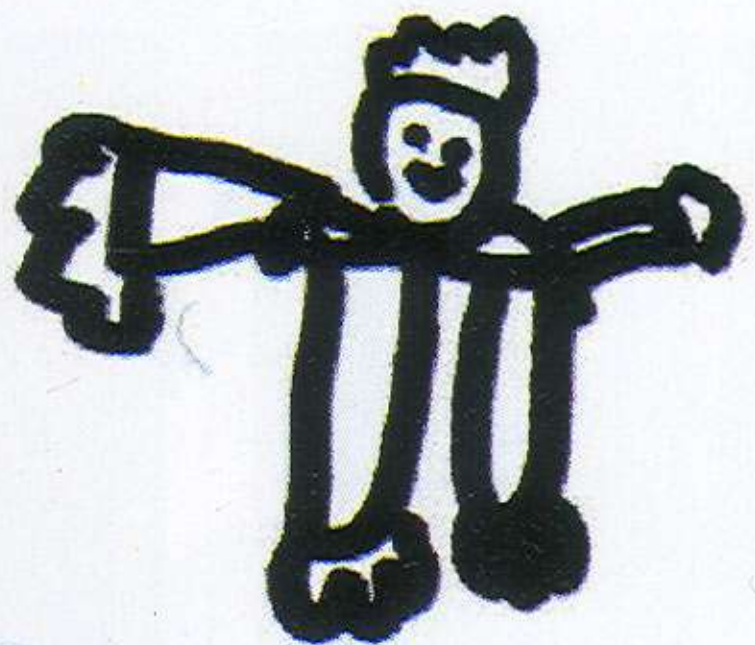
PART A: OILLY STUDIO
 PROJECT: FLYMAN (LEFT)
 DAMIAN WILLISON SOUND RECORD, DISCIPLE
 (RIGHT)
 YEAR: 2001





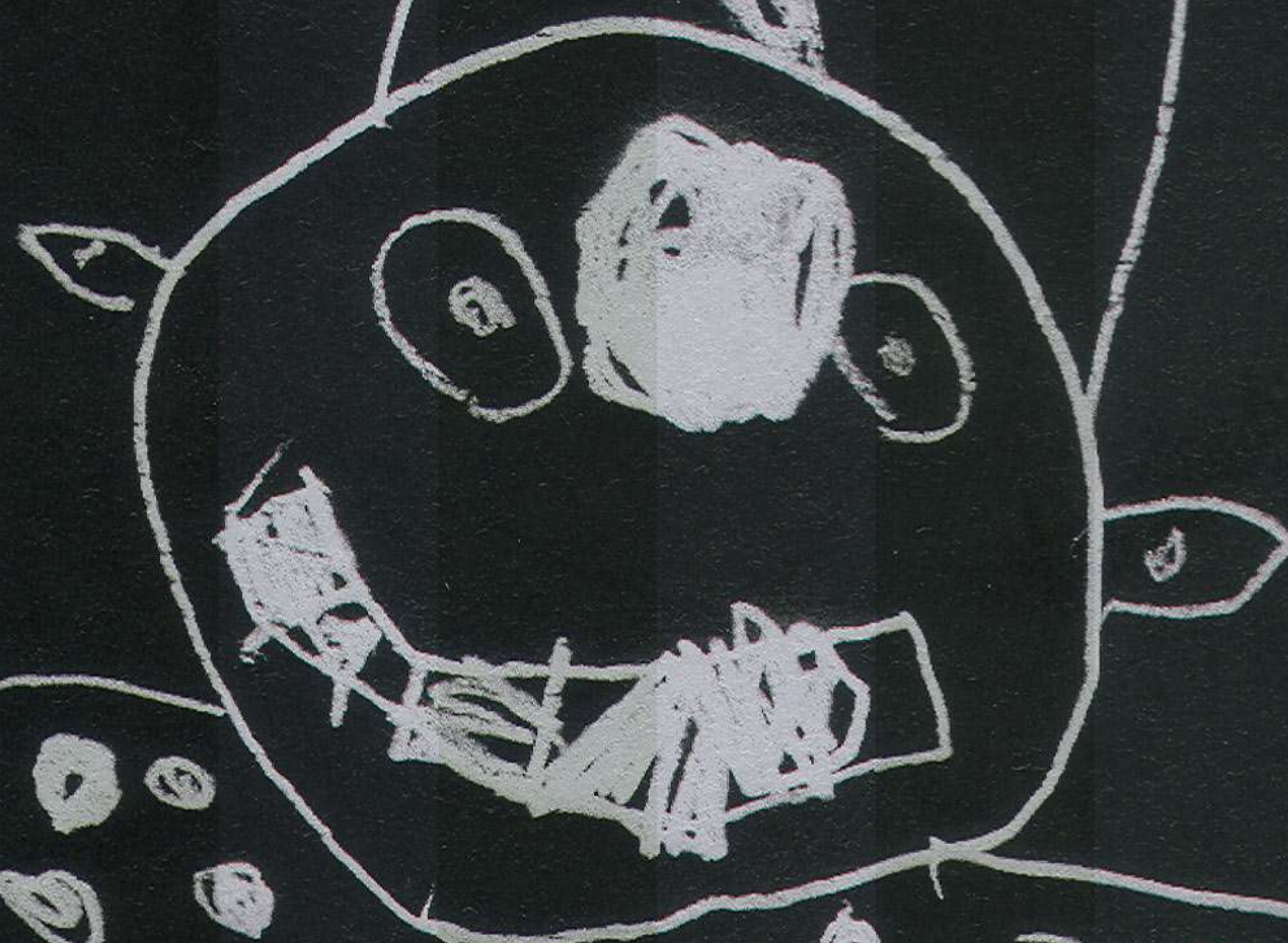
Disciple

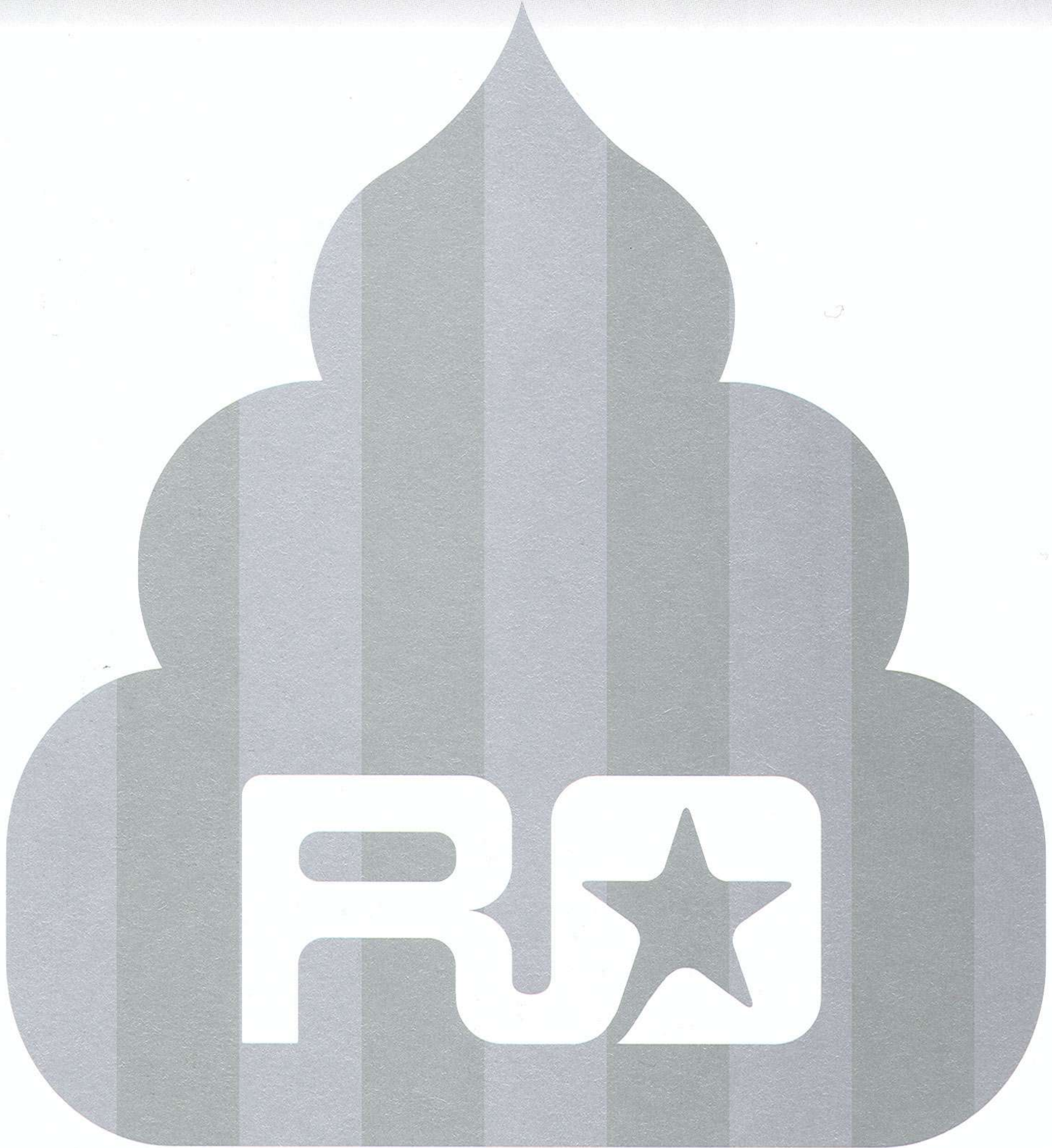
Damian Wilson



Grow old with me

Damian Wilson



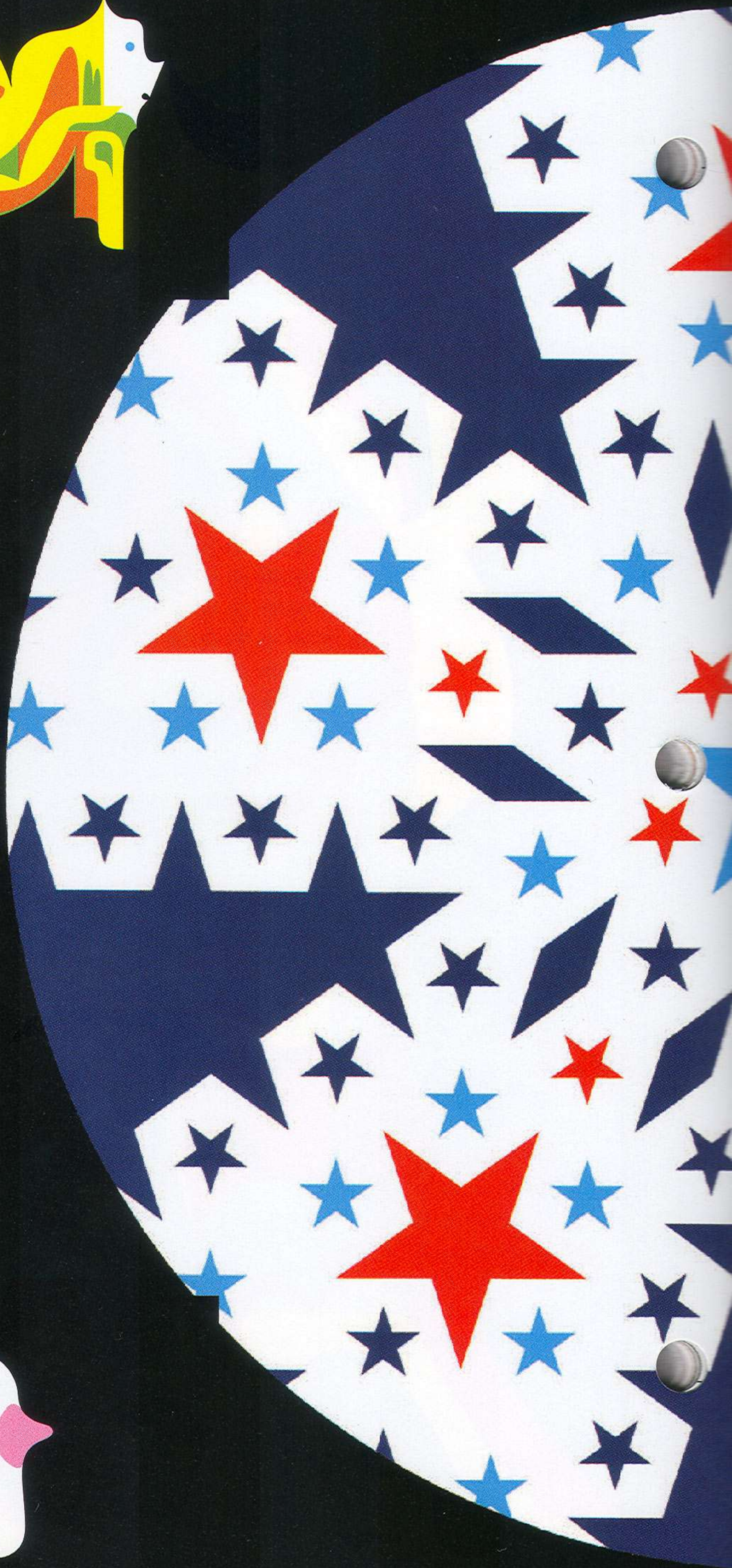
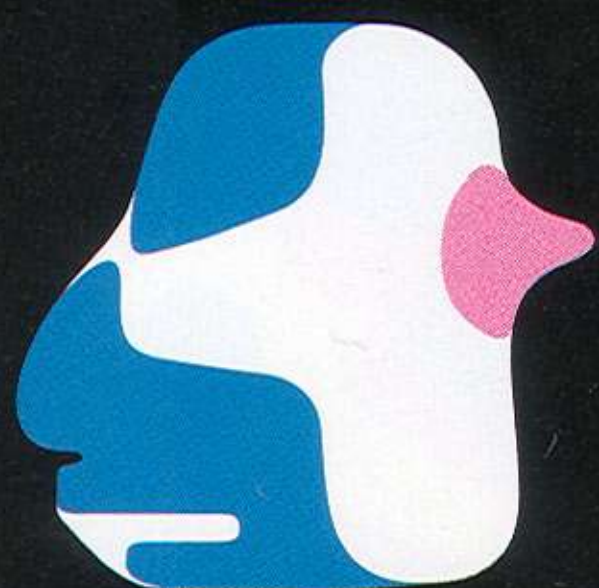
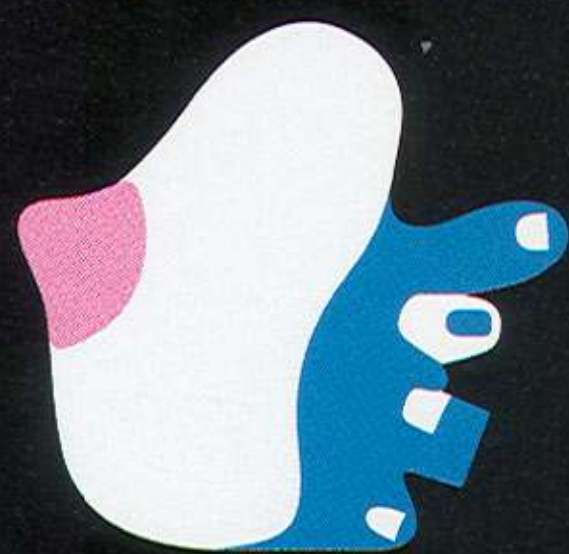
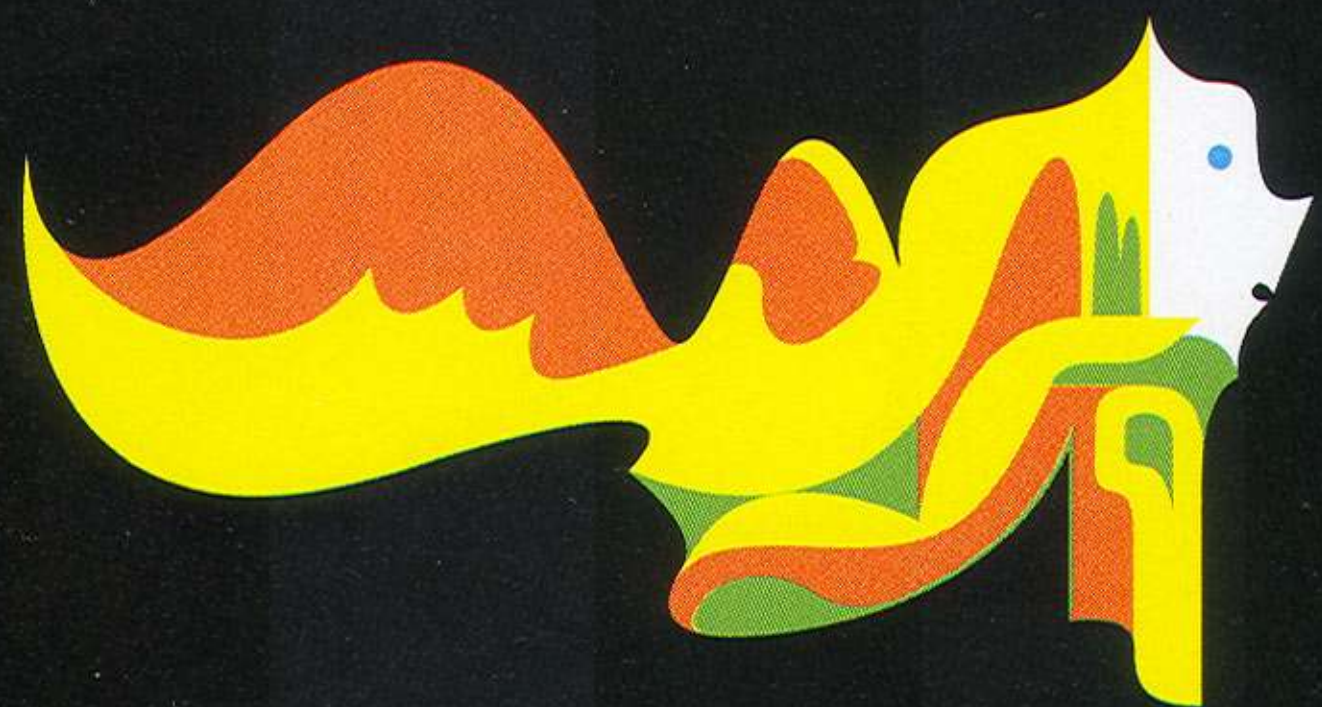


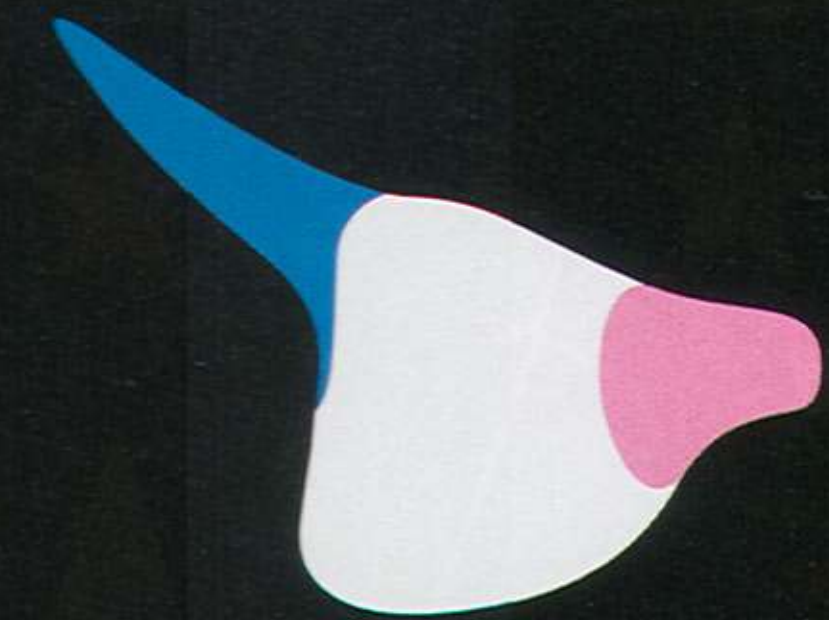
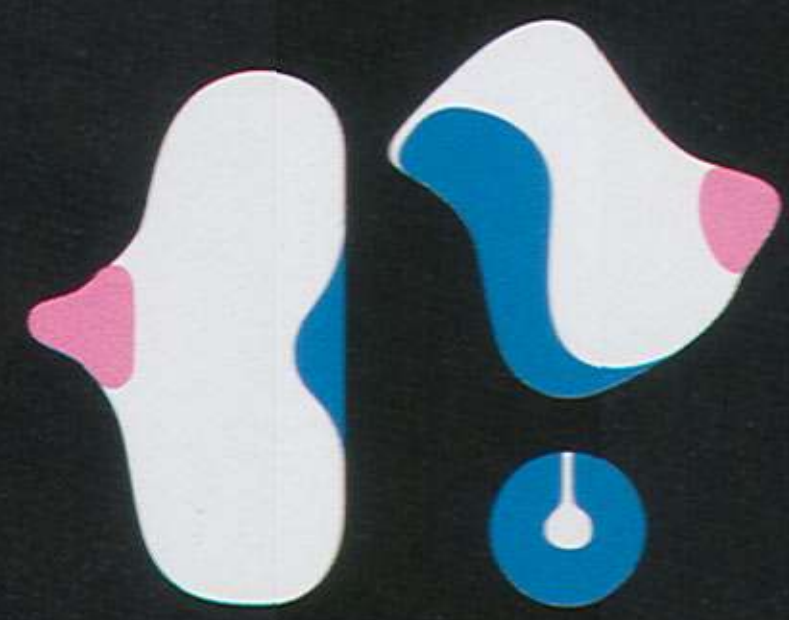
PAGE_141/142

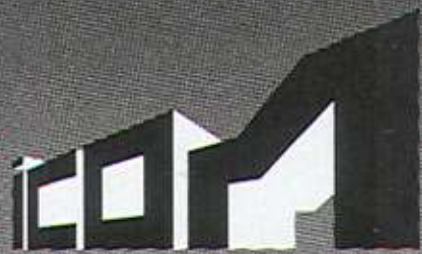
ROSTARR

NEW YORK-BASED KOREAN-BORN GRAPHIC ARTIST ROMOM KIMIN YANG, AKA ROSTARR, IS KNOWN FOR HIS UNIQUE BRAND OF GRAPHIC DESIGN, WHICH HE CALLS "GRAPHYSICS". A PROLIFIC ARTIST, HE HAS HELD VARIOUS SUCCESSFUL EXHIBITIONS AND BEEN COMMISSIONED BY SUCH COMMERCIAL GIANTS AS ESPN, WIEDEN & KENNEDY, GRAVIS AND SWATCH. IN 2000, HE WAS NOMINATED AS ONE OF I.D. MAGAZINE'S "40 UNDER 30".

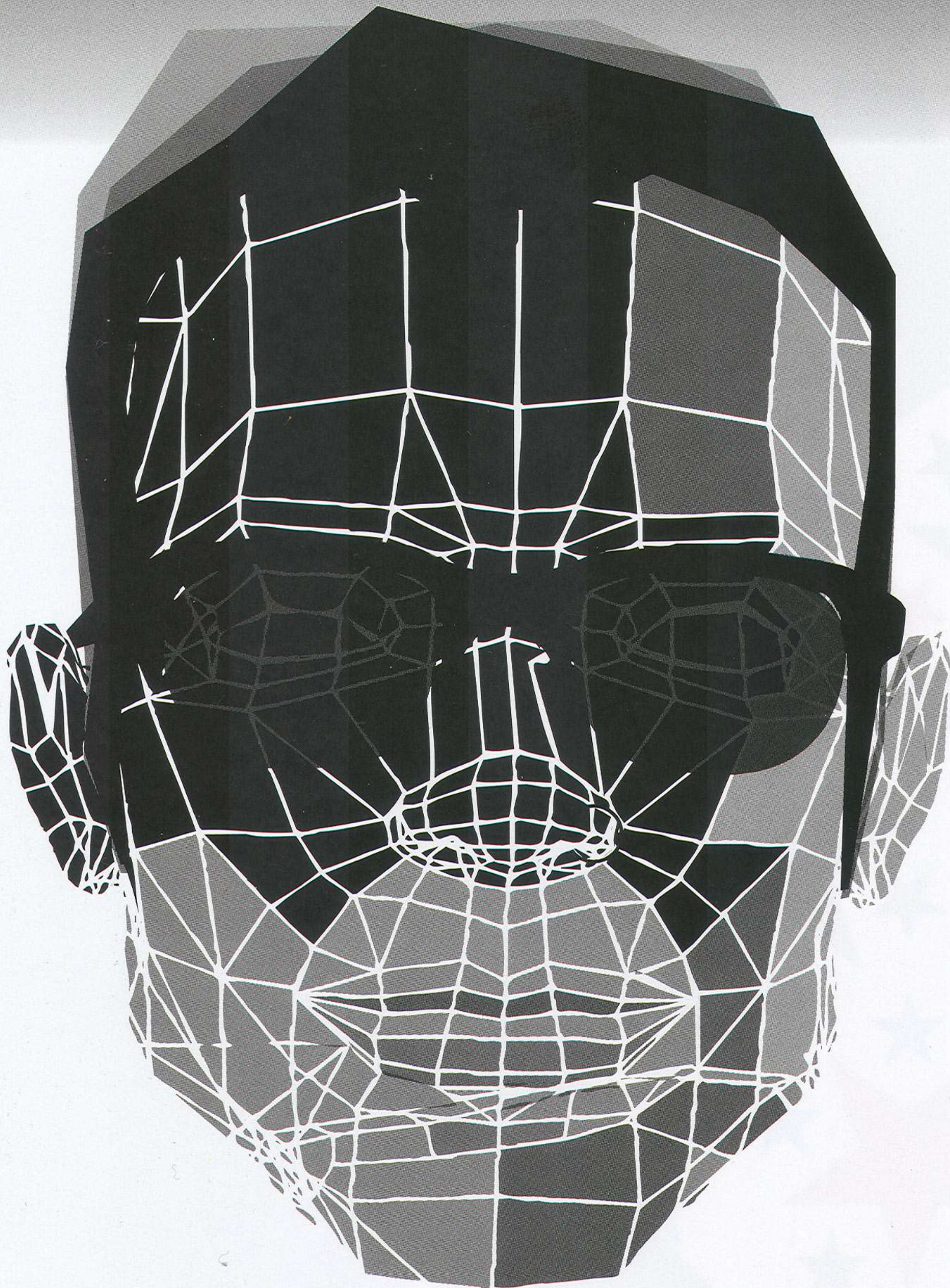








■ TOKYO



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ALEX SONDEREGGER

ALEX JOSEF ALFONS SONDEREGGER WAS BORN 28 YEARS AGO IN CAMEROUN, AFRICA, EDUCATED IN SWITZERLAND, WHERE HE TOOK A DEGREE IN GRAPHIC DESIGN AT THE SCHOOL OF DESIGN IN LUCERNE, AND IS NOW ART DIRECTOR OF ONEWORLD, INC. IN TOKYO.

日本国政府 外国人登録証明書
GOVERNMENT OF JAPAN CERTIFICATE OF ALIEN REGISTRATION

第348457041号

(1)氏名 NAME SONDEREGGER ALEX JOSEF ALFONS 男M
 (2)(13)国籍等 NATIONALITY スイス SWITZERLAND
 (3)(17)職業等 STATUS (3) 職業等 人文知識・国際業務
 (4)生年月日 DATE OF BIRTH 1974年08月27日
 (5)出生地 PLACE OF BIRTH 新潟県新潟市日の出1丁目13番9号
 (6)居住住所 ADDRESS 協和ビル502号
 (7)世帯主等 HOUSEHOLDER SONDEREGGER ALEX JOSEF A 本人
 (8)旅券 PASSPORT (4X5) 8873736
 (9)上陸許可 LANDING 1995年03月21日
 (10)在留資格 STATUS 2000年10月19日
 (11)在留期限 PERIOD OF STAY 2002年01月17日

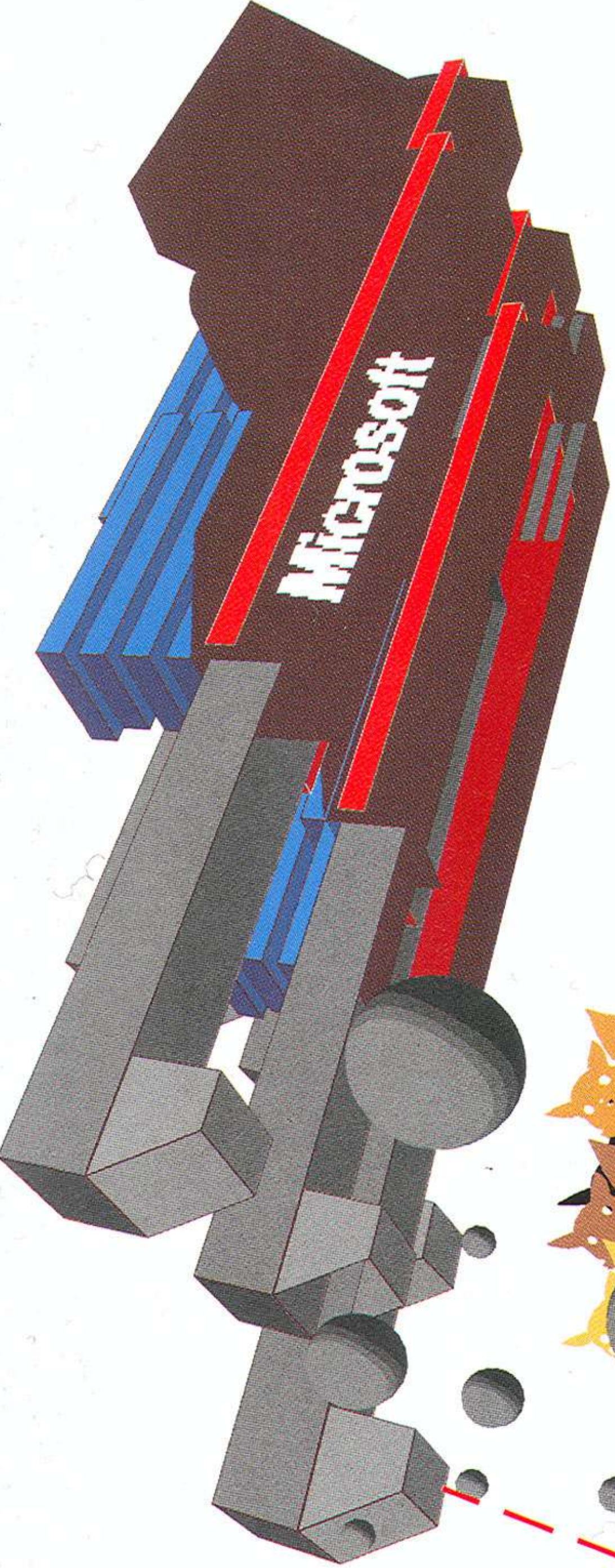


次回確認(切替)申請期間
RENEW WITHIN 30 DAYS OF

2005年08月27日から30日以内 本人の署名

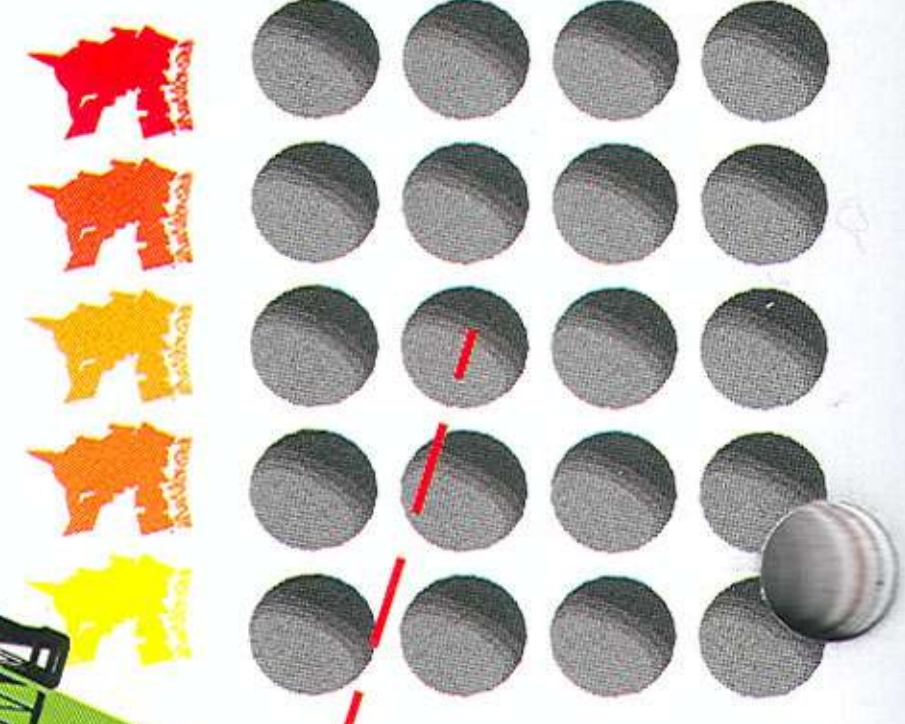
発行者 (ISSUED BY)
新潟県新潟市長
長谷川 義明

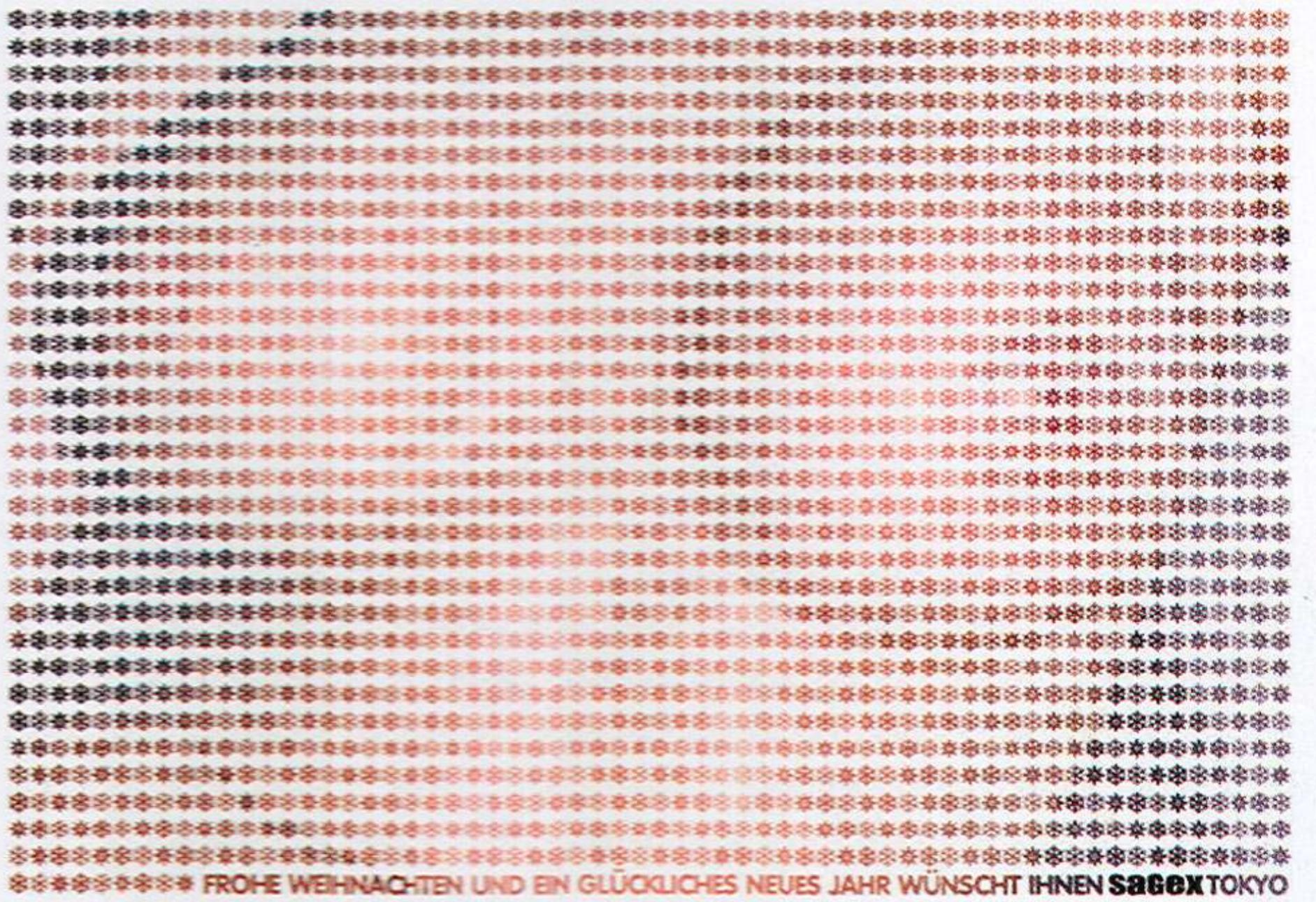




WORLD ONE
STAGE 0023#
LIVE 3

TIME: 00:15
HEALTH: 000000
ENEMY: 4/5





FROHE WEIHNACHTEN UND EIN GLÜCKLICHES NEUES JAHR WÜNSCHT IHNEN **SABOX TOKYO**



FROHE WEIHNACHTEN UND EIN GLÜCKLICHES NEUES JAHR WÜNSCHT IHNEN **SABOX TOKYO**



FROHE WEIHNACHTEN UND EIN GLÜCKLICHES NEUES JAHR WÜNSCHT IHNEN **SABOX TOKYO**

ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN
PART A: ALEX SONDEREGGER
PROJECT: FINAL WAR(LEFT)
CARTA (RIGHT)
YEAR: 2001



PART A: ALEX SONDEREGGER
 PROJECT: I KNOW SOMEBODY (TOP)
 FINAL EGERANDE (BOTTOM)
 YEAR: 1999

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*Gesund an Leib und Seele' zu sein,
 das ist der Quell des Lebens!*

DAMENHAAR
 und lichte Haare werden durch die beheizte Eigenschaft meines Silikon-Poliers röhrlid mit der Muskel entlockt. Kein Puffen. Keine od. Pfeifen! Tausende Zufriedene Kunden. Pz 12.90 Gb. Pflaster 15,95 extra gr. Pz 18.50 s. Pfl.

ERHOLEN
 Schilddrüse, Speicheldrüse, Konfliktmangel und andere Hormonmangel sind beidseitig. Verdrückte Wirkung! Aufmerksamkeitsverlust! Konflikt. Medizin ist SONDER - VERLAG, 6004 LUZERN, POSTF. 197400

KEIN MÜHMISSEN!
 muss weg! Dr. Sonderegger's Massage-Creme schmilzt die Muskeln, lenkt ausserordentlich Durchblutung der Haut, ist schilddrüsenfördernd! Unmittelbar schmelzt Pz 7.70 FR und Pflaster. Kontakt: Institut Dr. Sonderegger, 6004 Luzern, Gr. 4. Bildung 2004

NEHMEN SIE DEIN LEBEN!
 Perfecto - Körperliche 6 von Augen, Gesicht, Hals, Brust, 77 Funktionen. Autonom. Hilfspersonal. Kontakt: Institut Dr. Sonderegger, 6004 Luzern, Gr. 4. Bildung 2004

ERHOLEN!
 2. Dünne! Werbeanzeige (Markenartikel, sortiert) nur FR 8.- plus Nachfr. Partner Contact. 2. Anregung 1. Mann und Frau. FR 8.80 s. Nachfr. in jeder Sprache weitere Infos. Schilddrüse, auch über Spezialisten, Spezialisten s. Adressen Dr. Sonderegger, 6004 Luzern, Gr. 4. Bildung 2004

MUSKELN SIND SACH!
 Für nur FR 57.- gewinnen Sie bis 15 cm Schulter, 12 cm Arm und Beinumfang. Erfolg garantiert. Größter Erfolg durch: KÖRPER & NACHFR. INSTITUT KÄMPFEN & DR. SONDER SCHWEIZ

SCHÜTZEN SIE!
 Enten, Hämungen, Konfliktmangel, Speicheldrüse, Nierenschwäche, Konfliktmangel und Blut. schnell besorgt. Verfügbar in Wirkung! Aufmerksamkeitsverlust! Konflikt. Medizin ist SONDER - VERLAG, 6004 LUZERN, POSTF. 197400

Vibro Dux! Erquickend Wohltuend
 ZUR HOCHLEISTUNGSMASSAGE, ZUR ENTSPANNUNG UND ZUR STÄRKEREN DURCHBLUTUNG DER HAUT. MASSIERT SANFT UND DOCH TIEFEN WIRKEND. AUCH FÜR EMPFINDLICHERE KÖRPERPARTIEN. - ELEKTRISCHER VIBRATIONSMOTOR. FORMSCHÖN. ABWASCHBAR. © DR. SONDER

Vibro-Dux

*Gesund an Leib und Seele' zu sein,
 das ist der Quell des Lebens!*

ERHOLEN!
 2. Dünne! Werbeanzeige (Markenartikel, sortiert) nur FR 8.- plus Nachfr. Partner Contact. 2. Anregung 1. Mann und Frau. FR 8.80 s. Nachfr. in jeder Sprache weitere Infos. Schilddrüse, auch über Spezialisten, Spezialisten s. Adressen Dr. Sonderegger, 6004 Luzern, Gr. 4. Bildung 2004

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Vibro Dux! Erquickend Wohltuend
 ZUR HOCHLEISTUNGSMASSAGE, ZUR ENTSPANNUNG UND ZUR STÄRKEREN DURCHBLUTUNG DER HAUT. MASSIERT SANFT UND DOCH TIEFEN WIRKEND. AUCH FÜR EMPFINDLICHERE KÖRPERPARTIEN. - ELEKTRISCHER VIBRATIONSMOTOR. FORMSCHÖN. ABWASCHBAR. © DR. SONDER

NOTICE

all items used in this illustration are based on the answers of a street survey in niigata city JAPAN.

- 2. what do you think is berlin?
- 3. did you ever hear of berlin? if Yes where?
- 4. where do you think on the world map you could find berlin?
- 5. please make a berlin drawing.

*Thanks to eva theiler and miki kobayashi for helping a lot

ベルリンって何

berlin ?

- 1 経済格差は大丈夫？
- 3 わからない。
- 2 ブロッケンJr。
- 1 ヴィム ヴェンダースの映画、古いまち、戦争、文化、死のイメージ、モノクローム、灰。
- 4 壁。
- 2 真面目な人柄。行ってみたい国。
- 1 考えたことない。
- 1 クラフトワーク、クラウス・ノミ。
- 1 学校で。
- 1 テクノパレード。
- 1 TV。
- 1 失業者が多い。外国人が多い。
- 2 なし。
- 3 カップヌードルのCM。
- 2 (ベルリンのかべ) 確か映画かな？

ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN

PART A: ALEX SONDEREGGER
PROJECT: WHAT THE FUCK IS BERLIN
YEAR: 2000

Ber-ly-ner [ベルリーナー berli:nər] I 男 -s/-

① ベルリンの市民(出身者)。② ベルリーナー(揚げパンの一種) (=der Berliner Pfannkuchen)。II 形【無語尾で】ベルリンの。die Berliner Mauer ベルリンの壁 (1961年8月13日から1989年11月9日まで東西ドイツ、ひいては東西陣営分断の象徴だった) / Berliner Weiße ベルリン風

NIIGATA 新潟

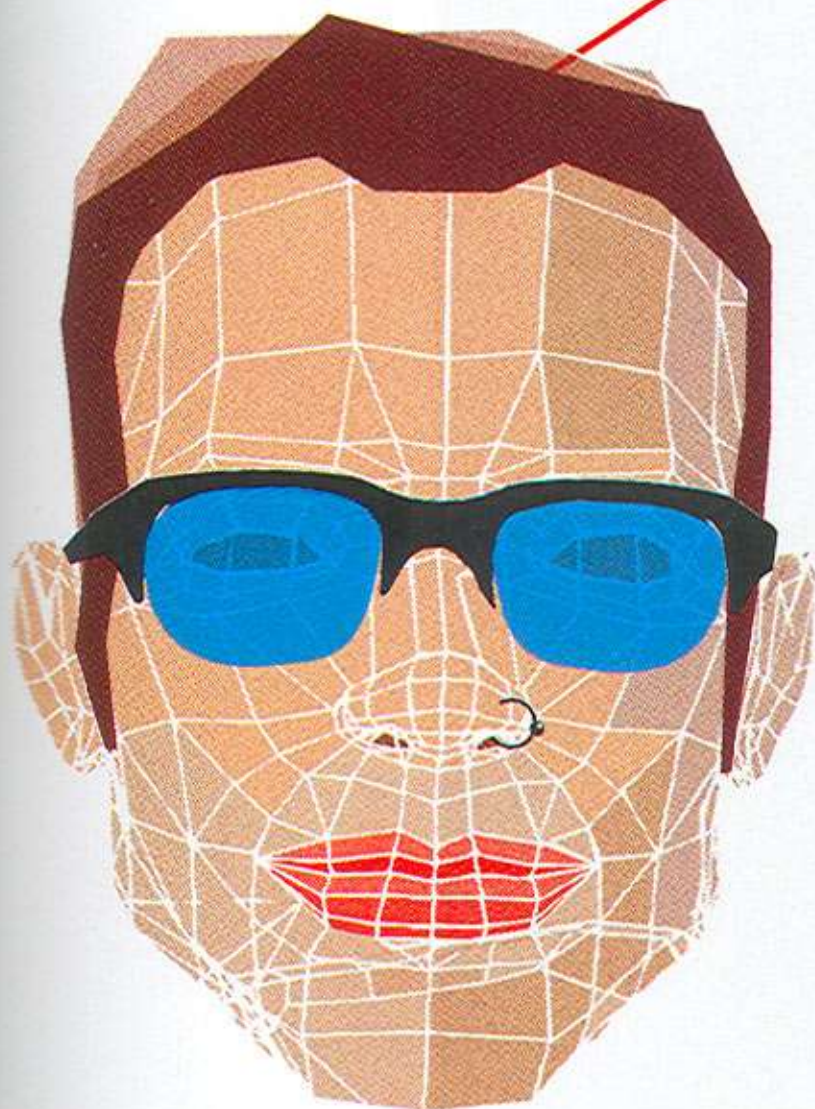
Niigata (population 436,000), the capital of the prefecture, is an important industrial center and major transport hub. The city itself has few sights, and most foreign visitors use Niigata as a gateway for Sado-ga-shima Island.

INTERVIEW No. 1

1. What do you think is berlin?
w...nk is berlin?

ベルリンって何

what is berlin ?



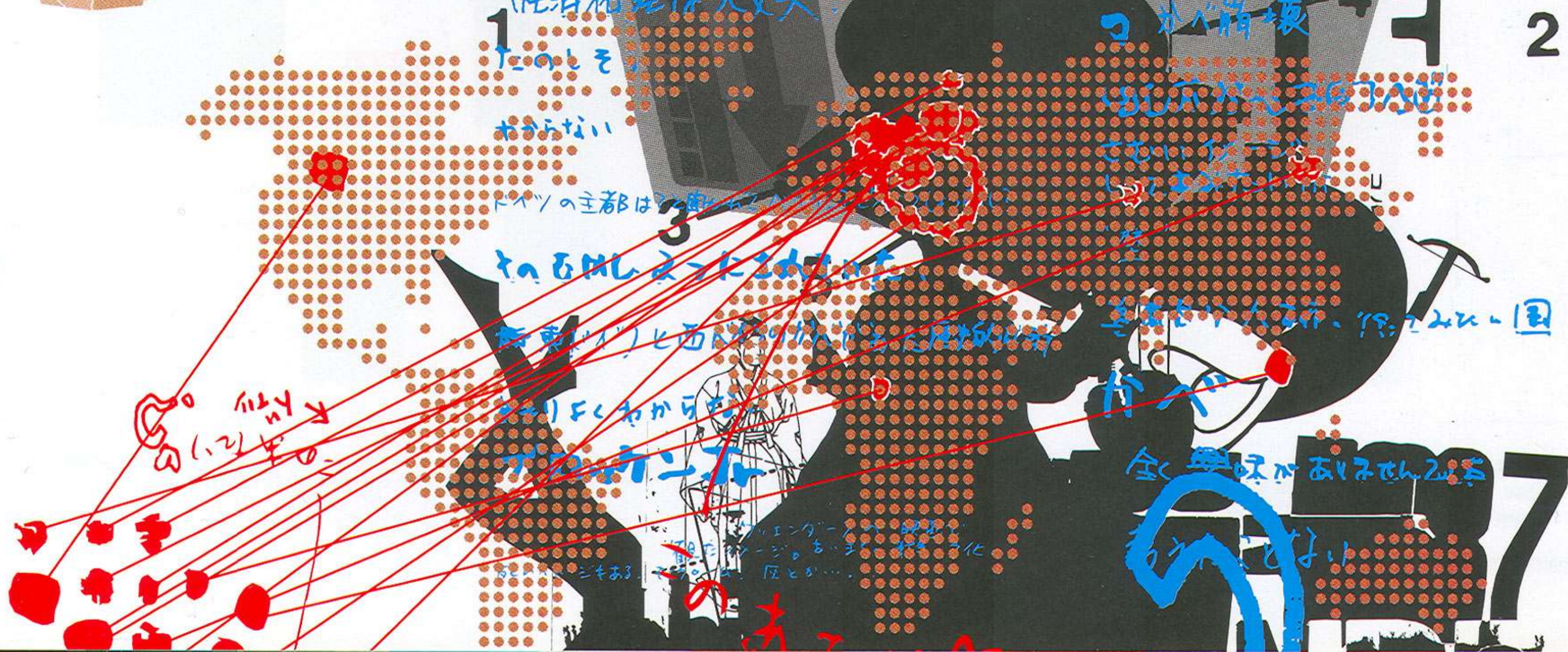
INTERVIEW No. 2

- 1
- 2
- 3
- 4
- 5

こんにちは、わたしはスイスから来たグラフィックデザイナーのアレックスです。雑誌の取材のためにインタビューを行っています。どんな事でもあなたの考えを自由にお聞かせ下さい。ご協力ありがとうございます。(お答えは日本語でも英語でもokです。)

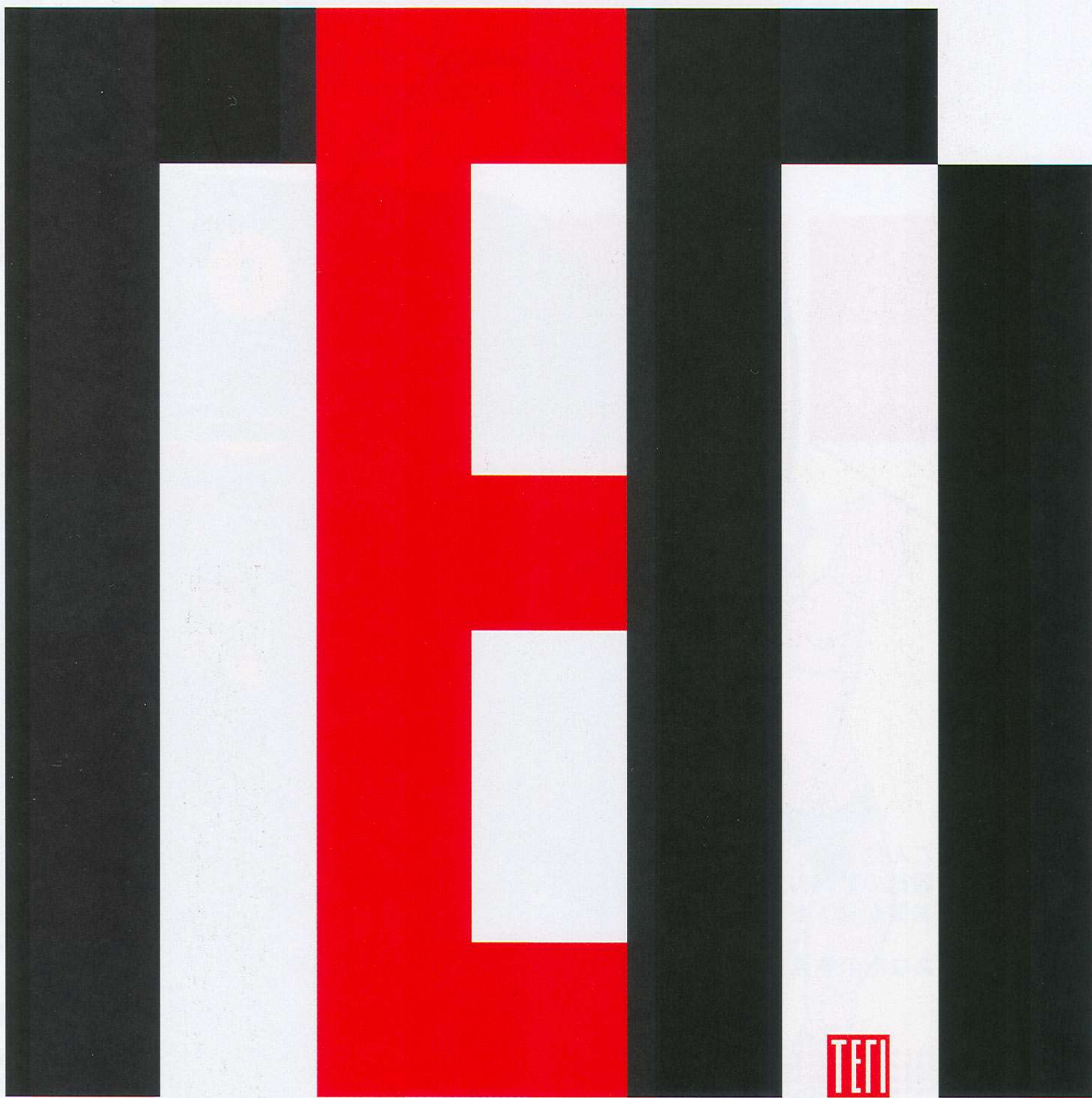
あなたの意見と写真がイラストに取り入れられる場合があります。

ベルリンはどこにあると思いますか？
where do you think on the world map you could find berlin ?





TOKYO



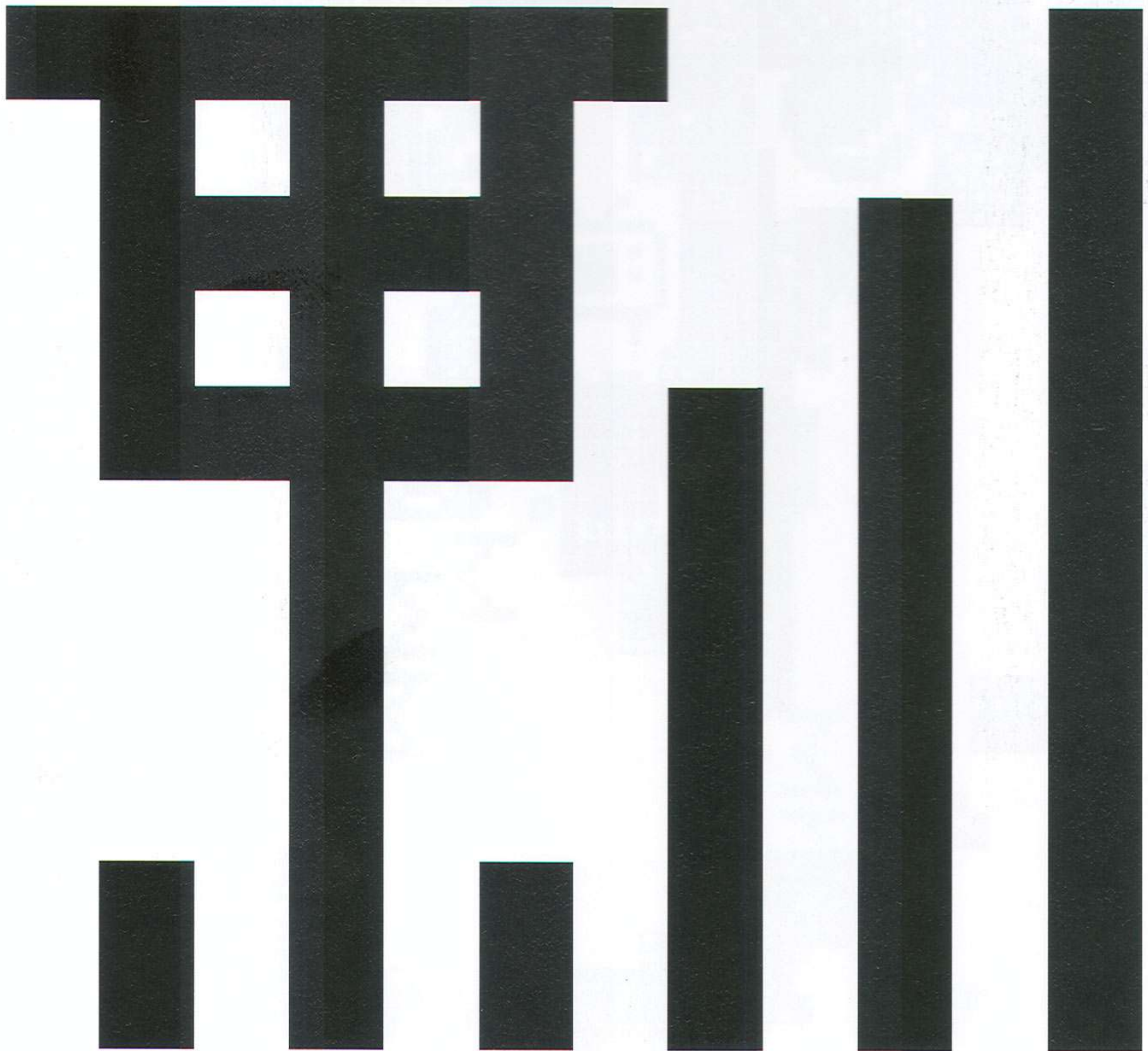
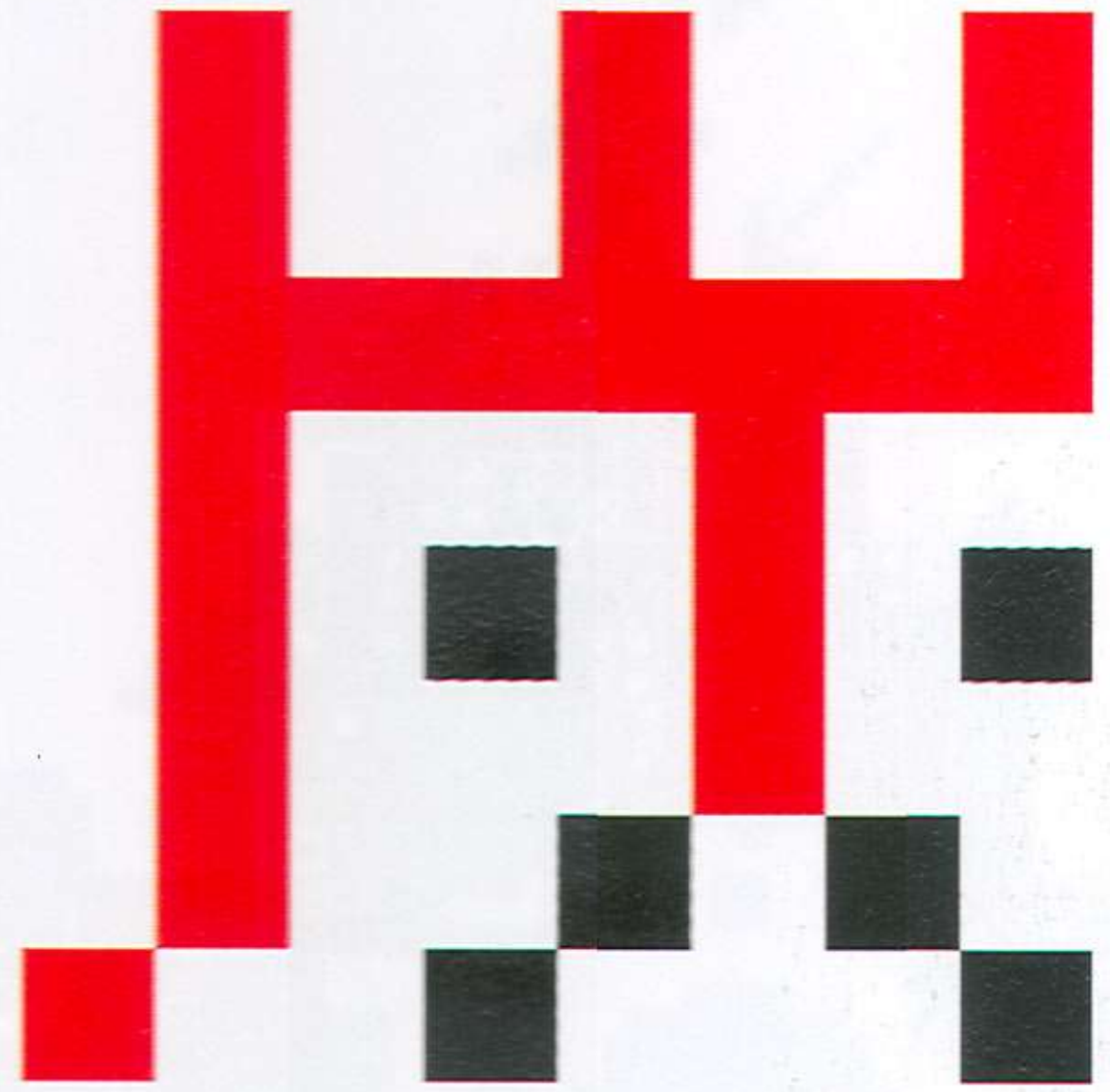
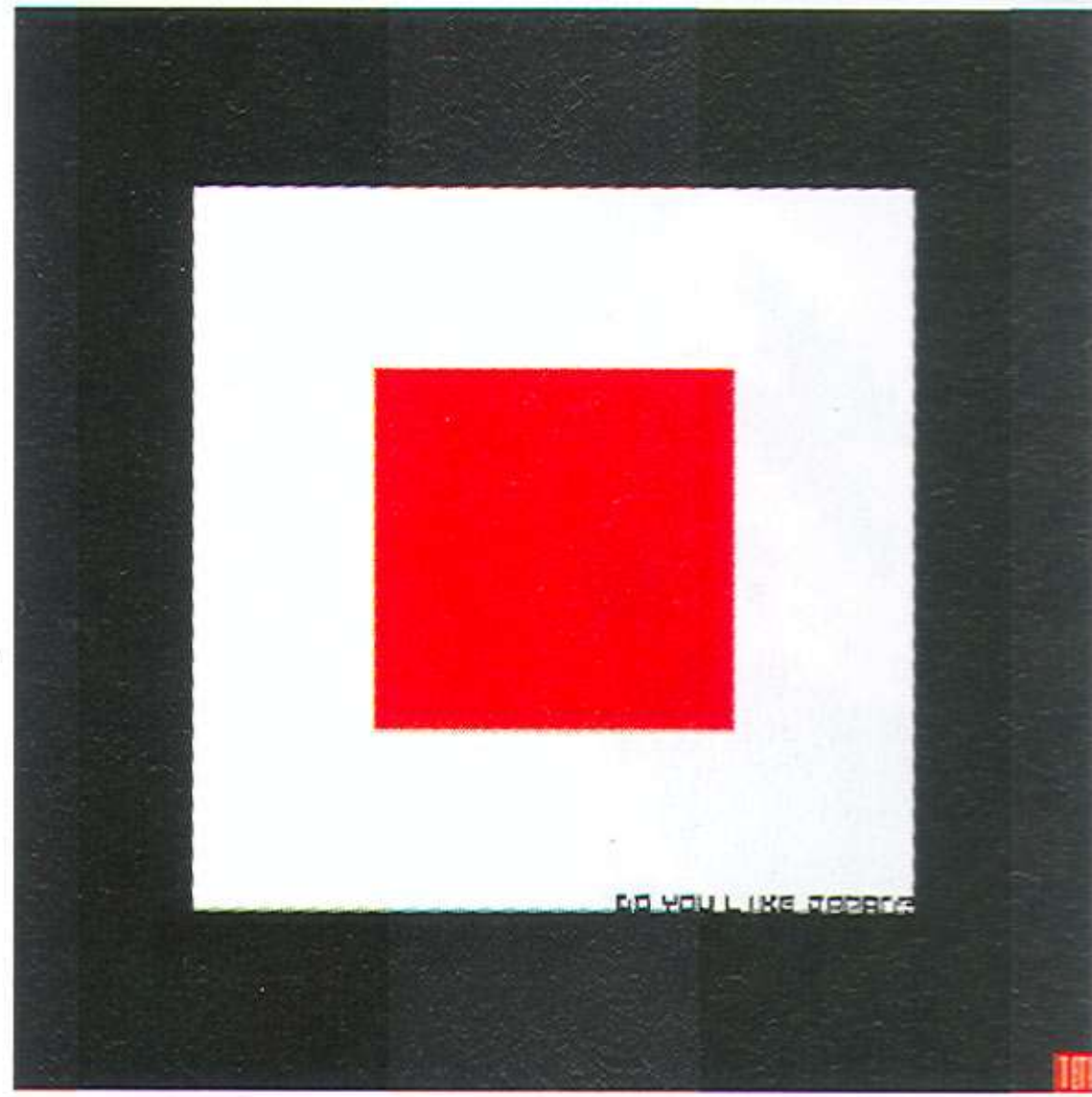
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TENTENTEN

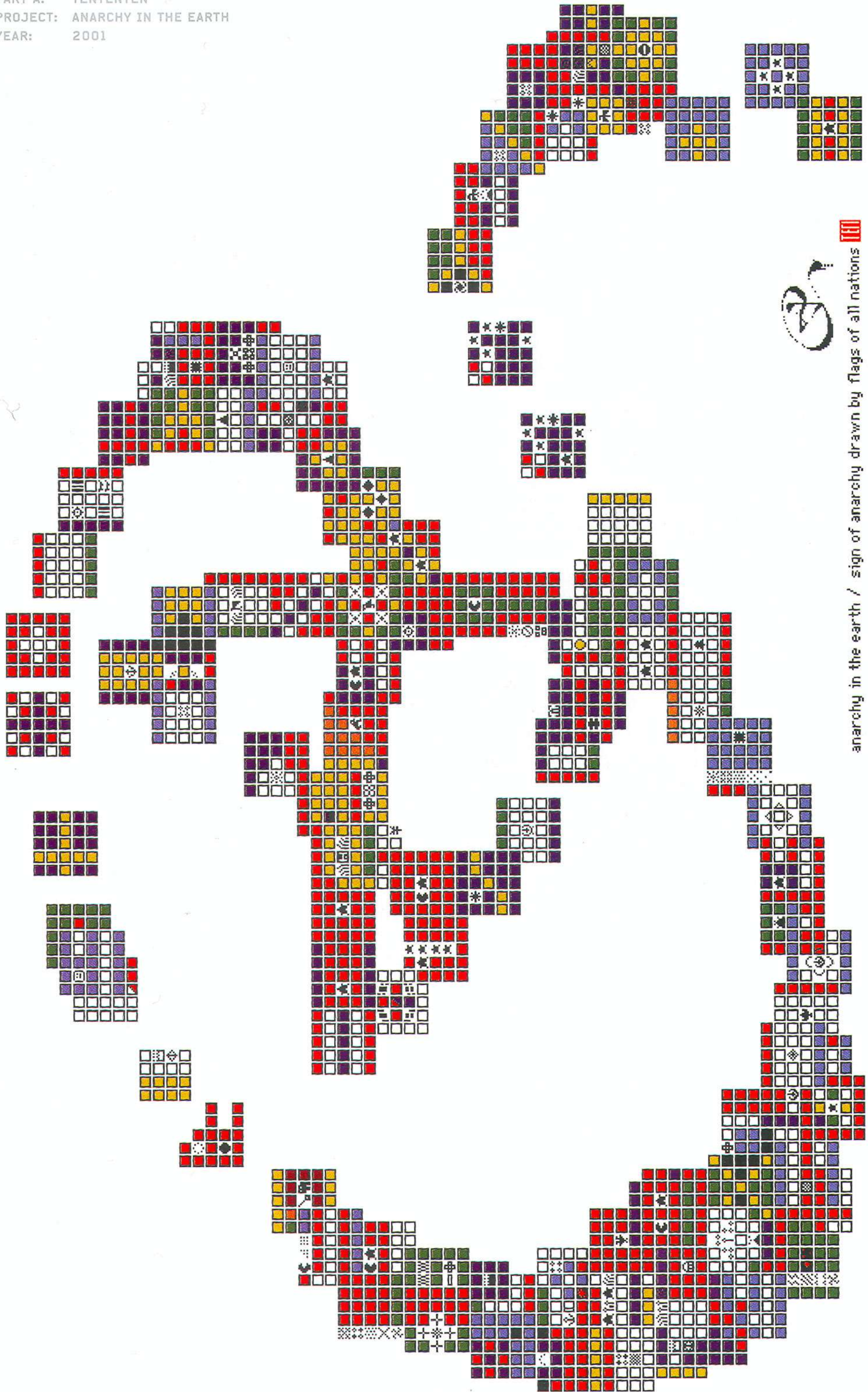
TENTENTEN WAS FORMED BY EX-DELAWARE MEMBER TEN IN NOVEMBER, 2001. TEN WAS BORN IN JAPAN IN 1970 AND GRADUATED FROM MUSASHINO UNIVERSITY OF ART. DURING HIS DELAWARE PERIOD, HE FOCUSED ON DESIGN, ART DIRECTION AND VOCAL.

PART A: TENTENTEN
STYLE: GRAPHIC DESIGN

PART A: TENTENTEN
PROJECT: DO YOU LIKE JAPAN? (TOP LEFT)
KIIIIING (TOP RIGHT)
THE LOGO MARK OF TOKYO (BOTTOM)
YEAR: 2001



tokyo logo mark 点/ラン・ド"ウ 

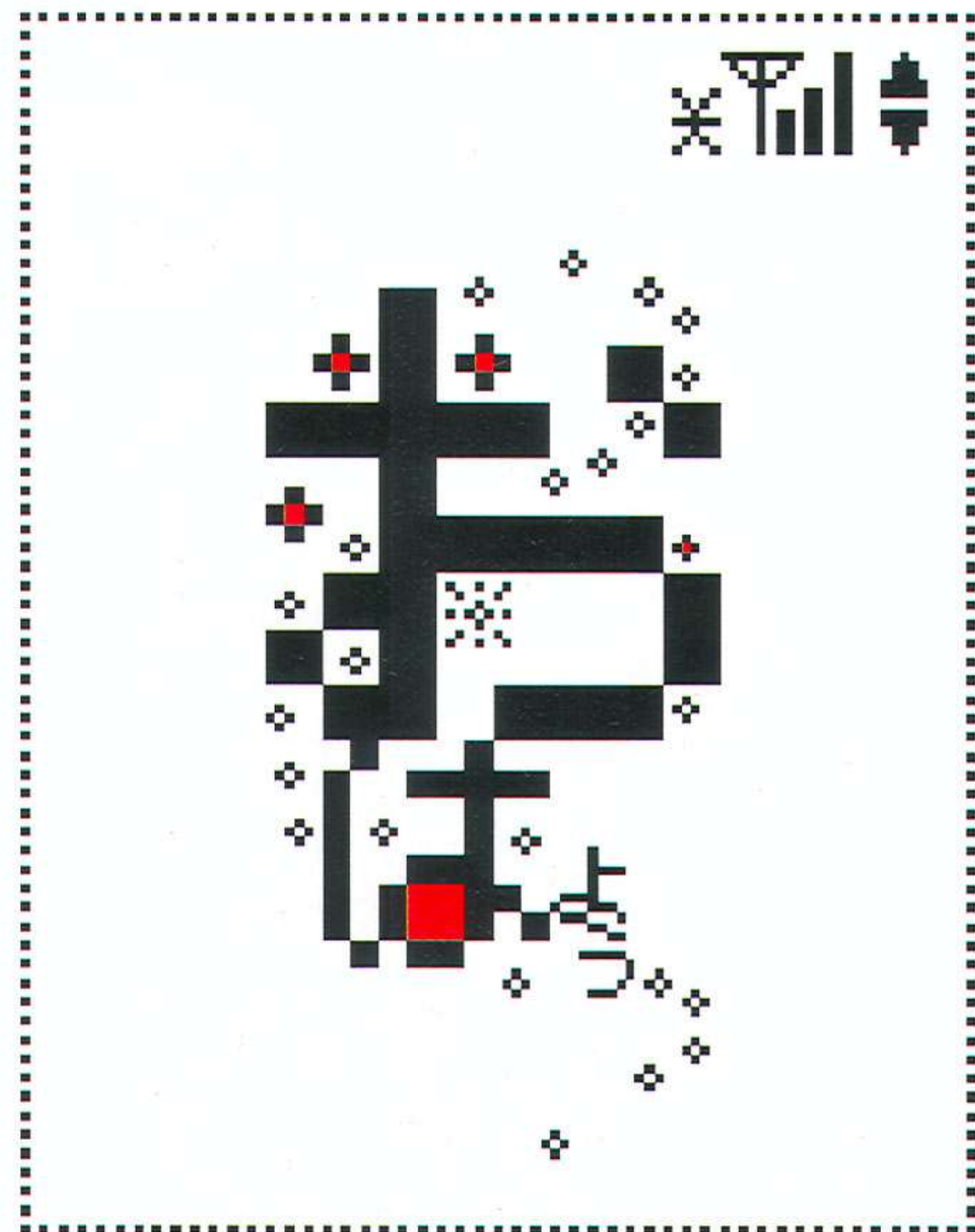
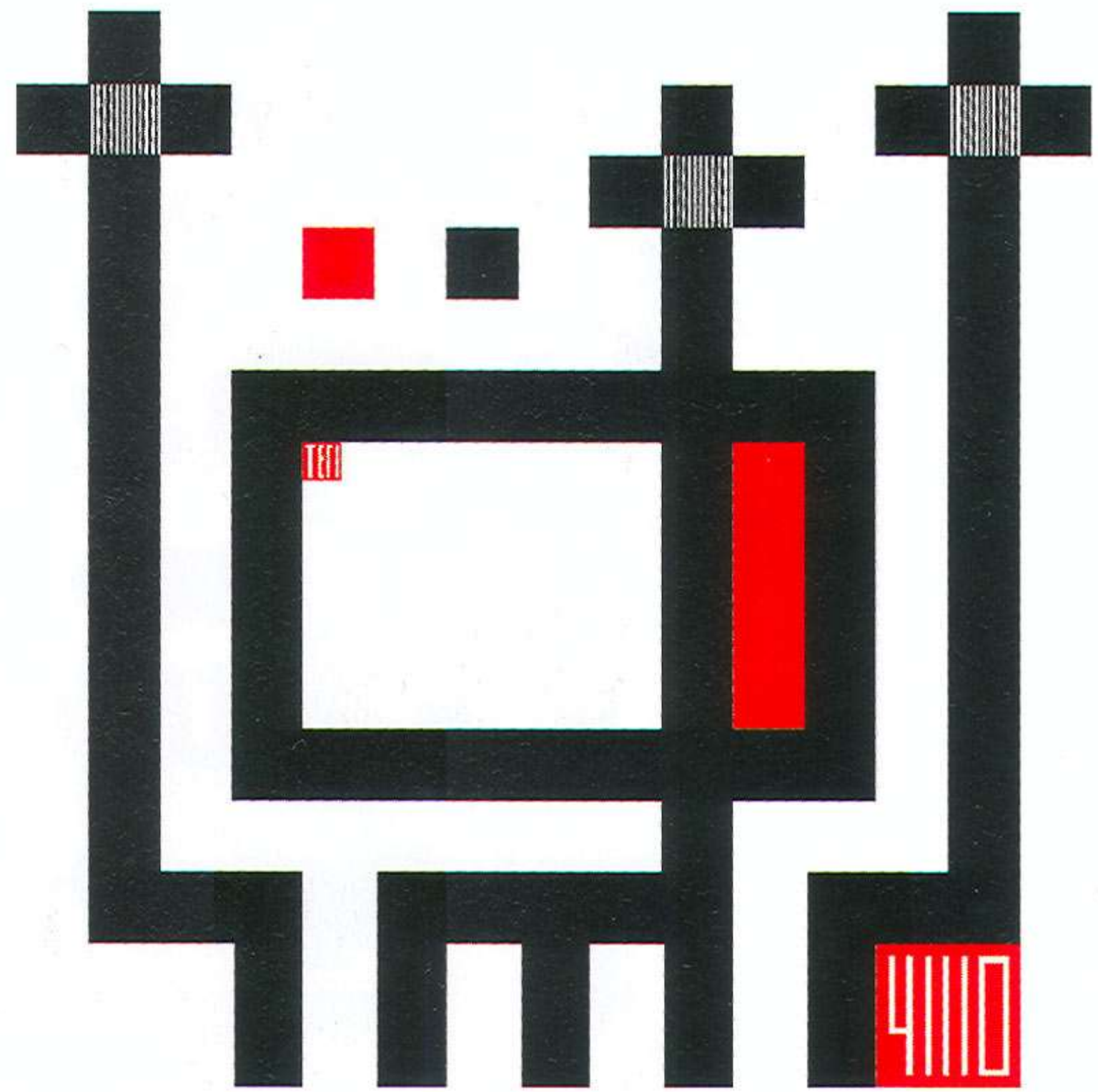
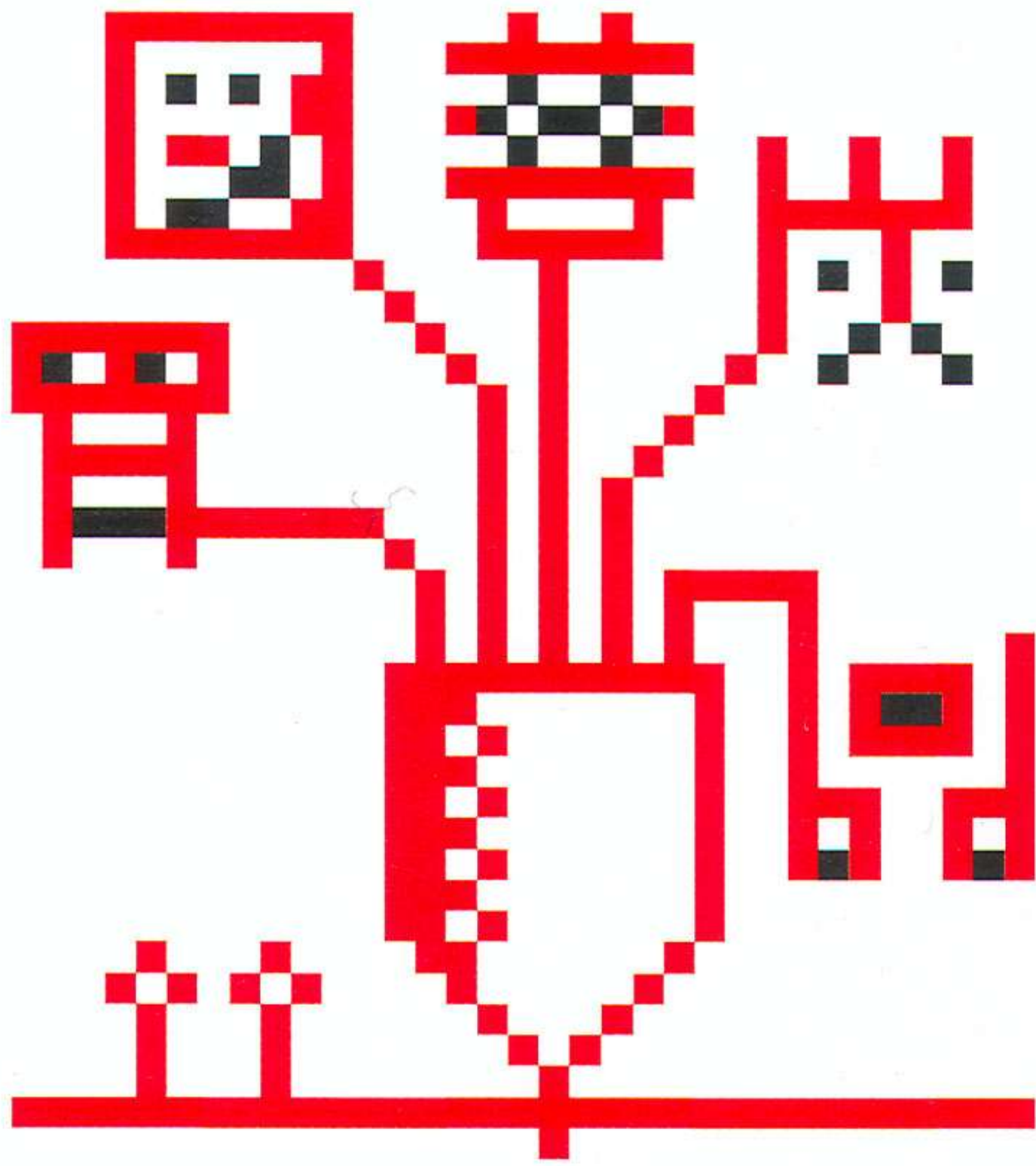


anarchy in the earth / sign of anarchy drawn by flags of all nations

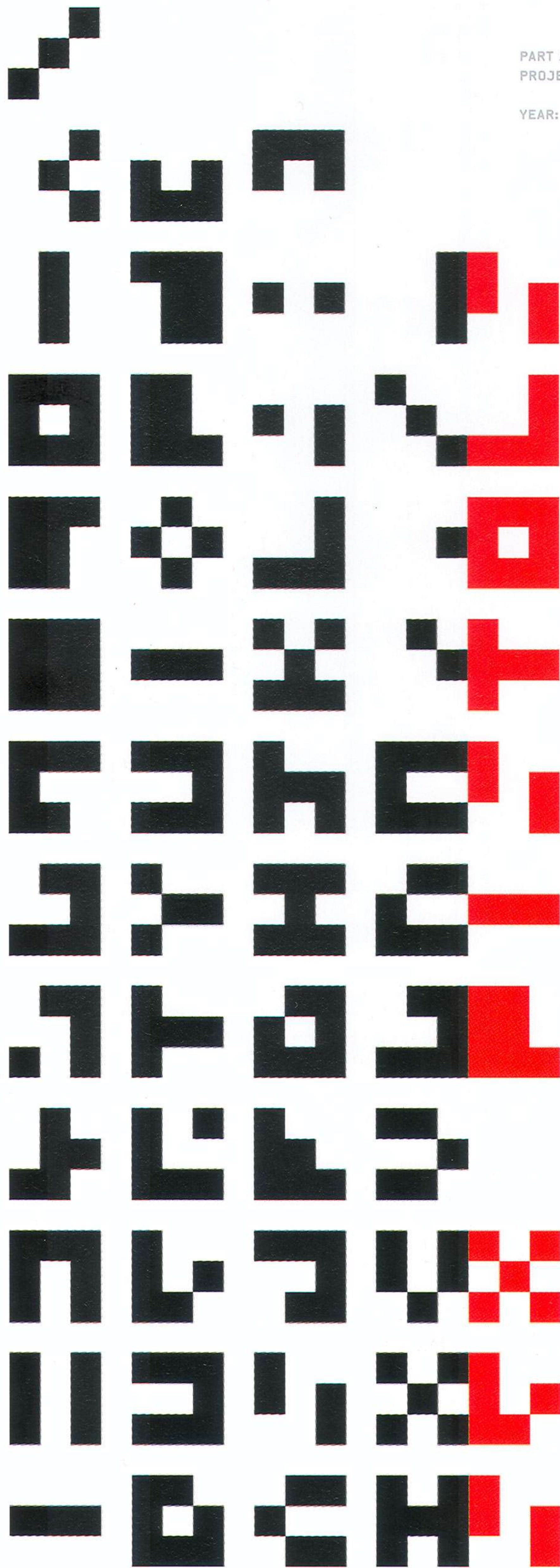


PART A: TENTENTEN
PROJECT: PLASTICS (TOP LEFT)
YELLOW MAGIC ARCHESTRA (TOP RIGHT)
COMPOSITION OF 2 TEN (BOTTOM LEFT)
GOOD MORNING (BOTTOM RIGHT)
YEAR: 2001

PART A: TENTENTEN
STYLE: GRAPHIC DESIGN



PART A: TENTENTEN
PROJECT: SEX PISTOLS TYPED BY KEYBOARD
MADE FORM 3 TEN
YEAR: 2001





LONDON

ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN

PART A: TOM HINGSTON
PROJECT: MASSIVE ATTACK
YEAR: 1998

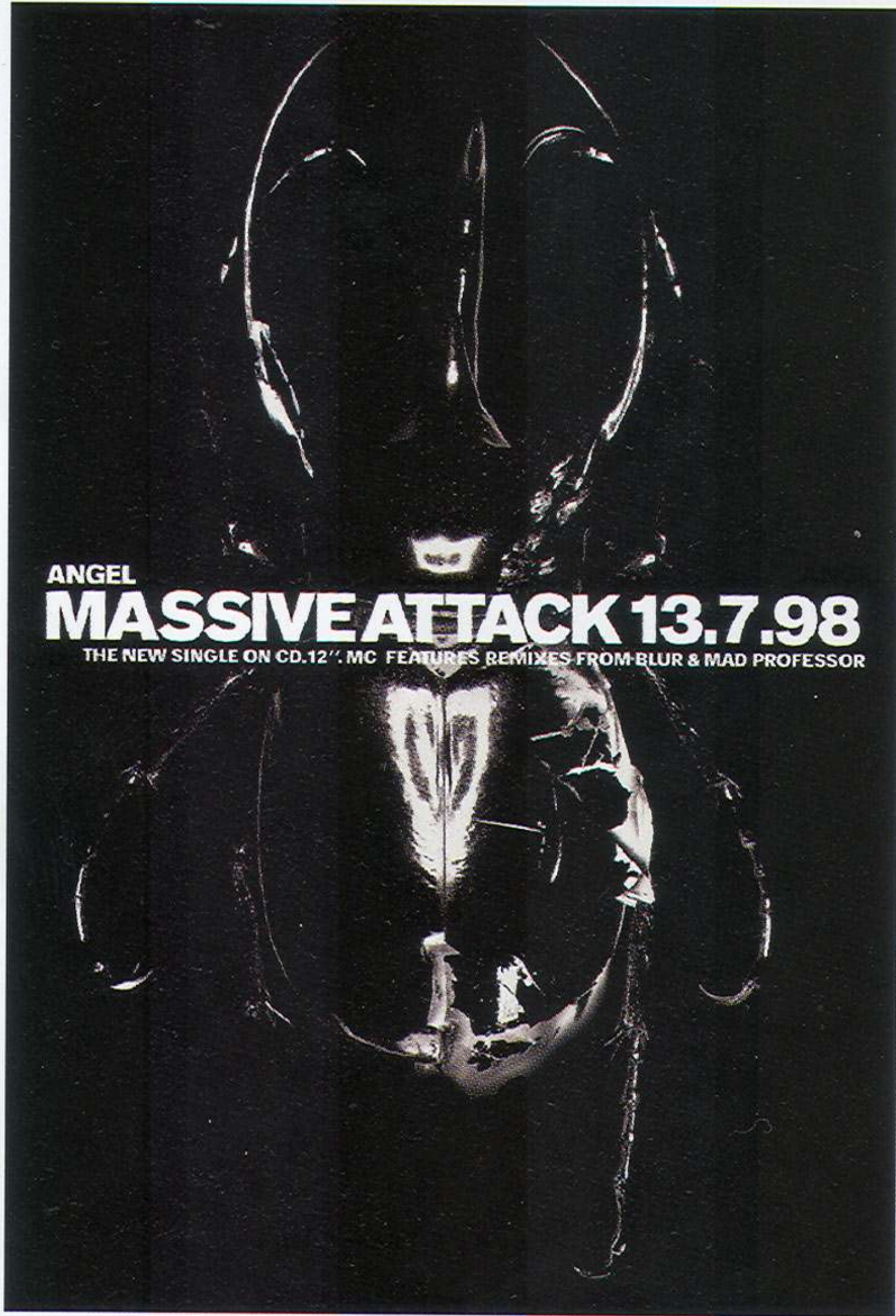
[TOM
HINGSTON
STUDIO]

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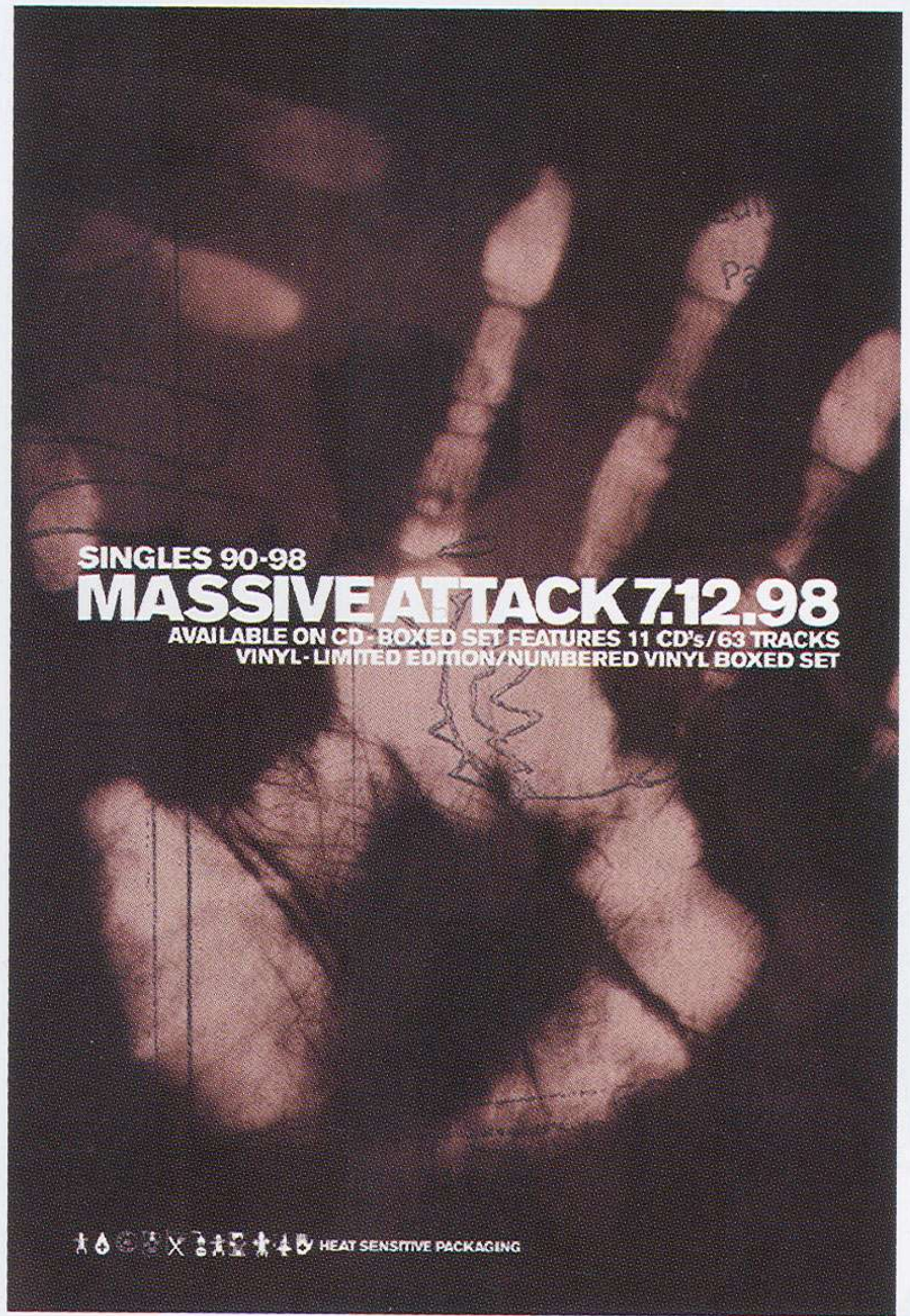
TOM HINGSTON

TOM HINGSTON ESTABLISHED HIS STUDIO IN 1997. THS (TOM HINGSTON STUDIO) IS A MULTI-DISCIPLINARY STUDIO WORKING IN IDENTITY, PUBLISHING, MUSIC, FILM TITLES, VIDEO AND WEB-DESIGN. BETTER-KNOWN PROJECTS INCLUDE THE ART DIRECTION AND DESIGN OF MASSIVE ATTACK'S MEZZANINE ALBUM AND THE ART DIRECTION OF ROBBIE WILLIAMS LAST TWO ALBUM CAMPAIGNS.



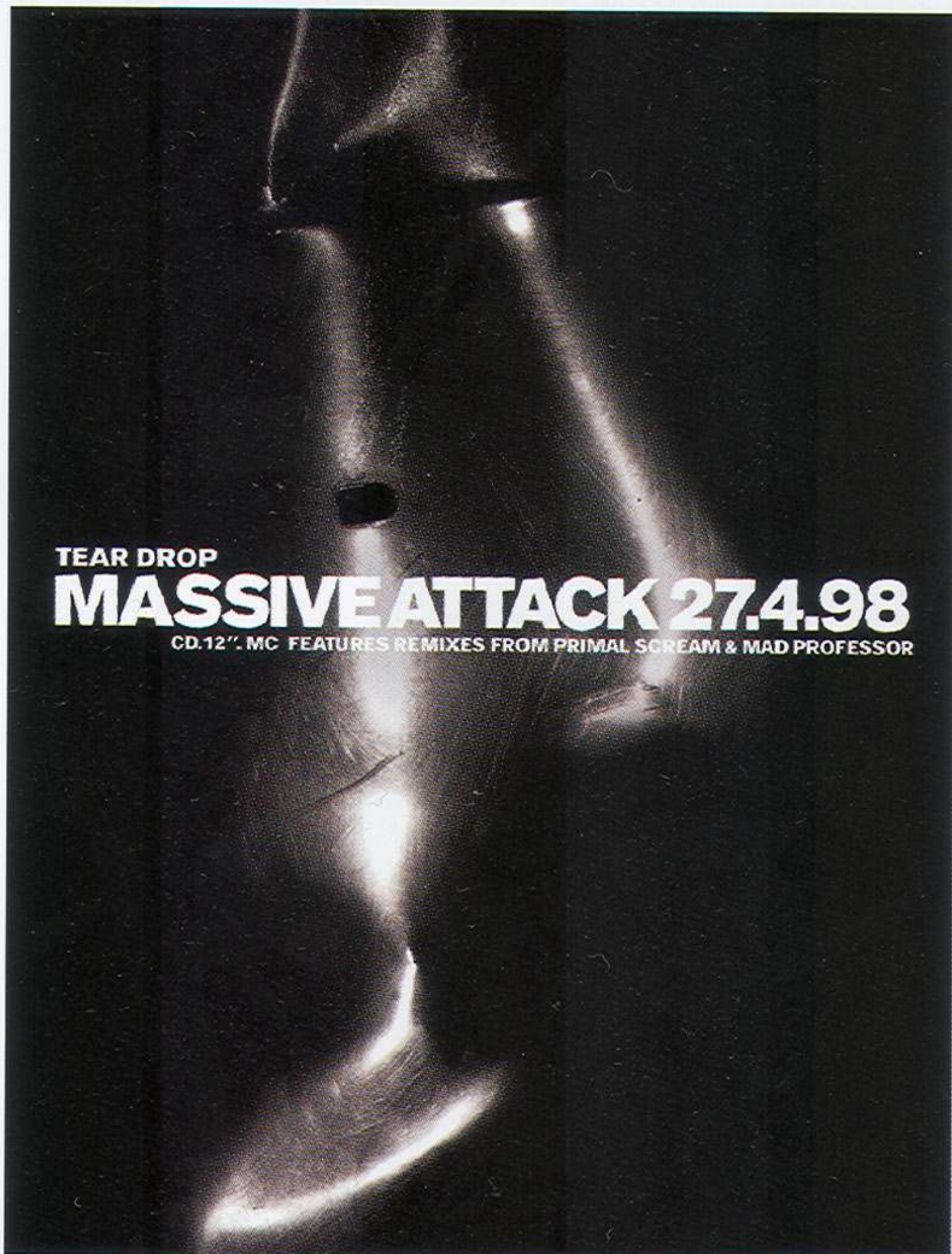


ANGEL
MASSIVE ATTACK 13.7.98
THE NEW SINGLE ON CD. 12" MC FEATURES REMIXES FROM BLUR & MAD PROFESSOR

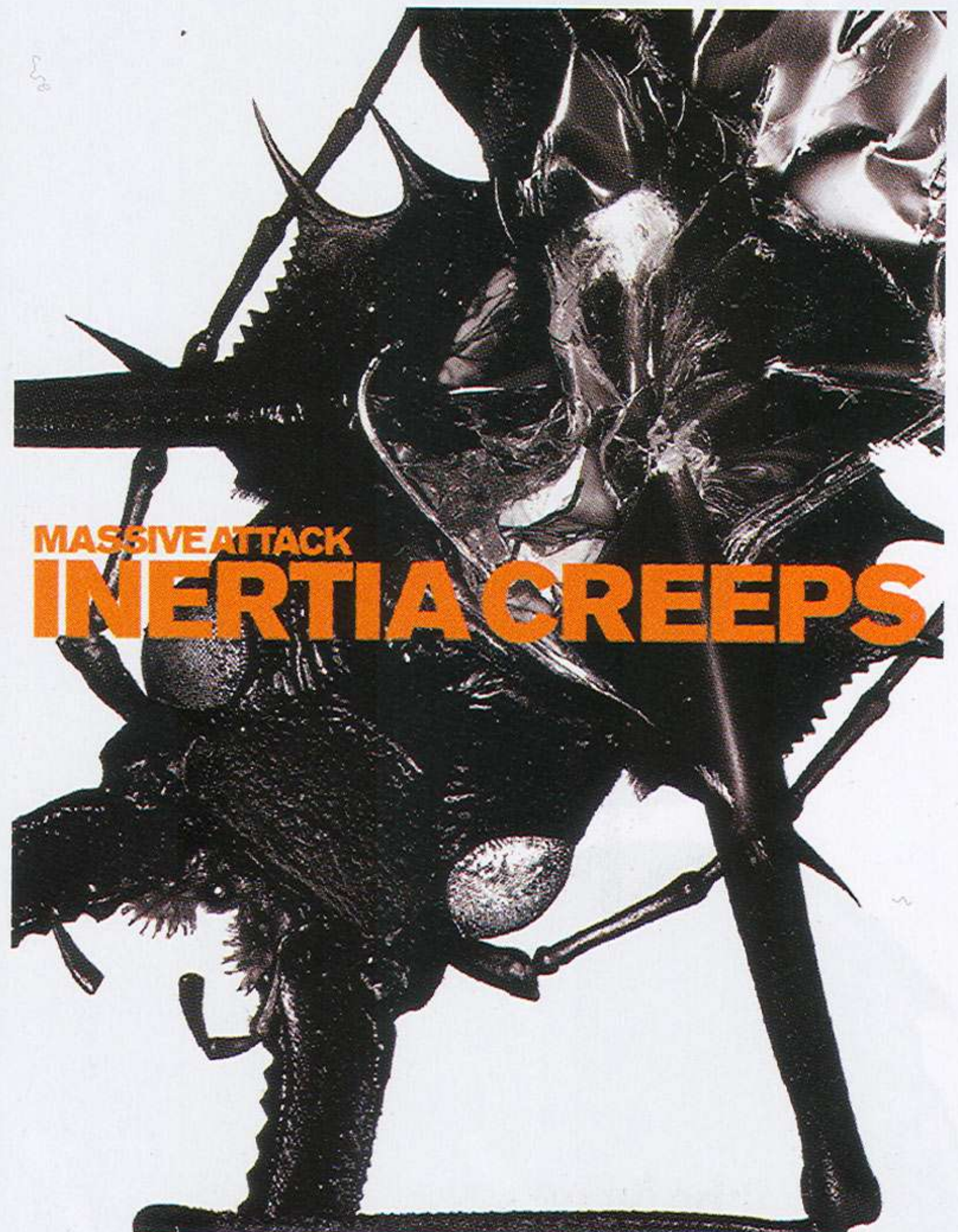


SINGLES 90-98
MASSIVE ATTACK 7.12.98
AVAILABLE ON CD - BOXED SET FEATURES 11 CD'S / 63 TRACKS
VINYL - LIMITED EDITION / NUMBERED VINYL BOXED SET

HEAT SENSITIVE PACKAGING



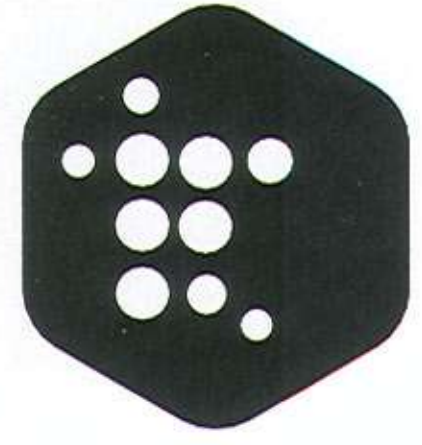
TEAR DROP
MASSIVE ATTACK 27.4.98
CD. 12" MC FEATURES REMIXES FROM PRIMAL SCREAM & MAD PROFESSOR



MASSIVE ATTACK
INERTIA CREEPS

planetfunk

089

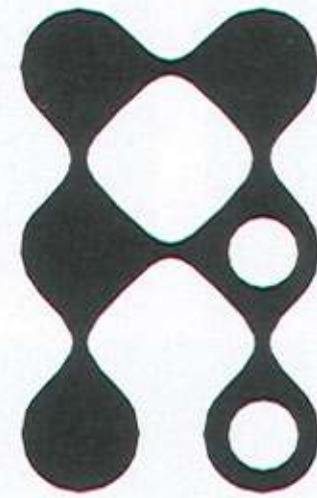


WISHAKISMO



WEST

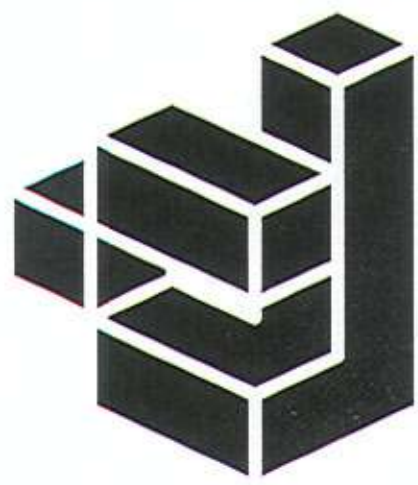
Zoot Woman



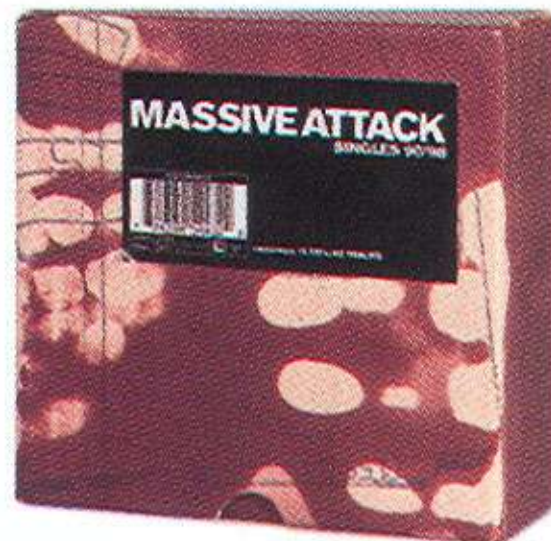
Blue Note

alpha

degenerate



sp



nu

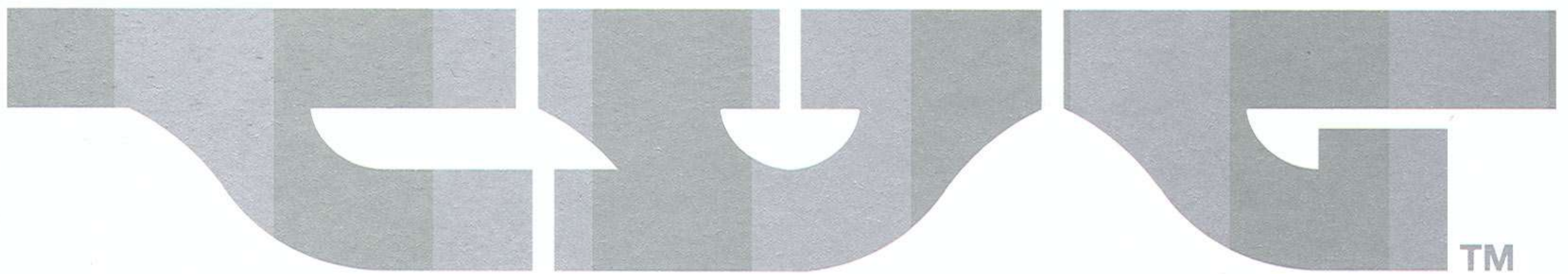
onthedog.com

[TOM
HINGSTON
STUDIO]





TOKYO



TM

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TYCOON GRAPHICS

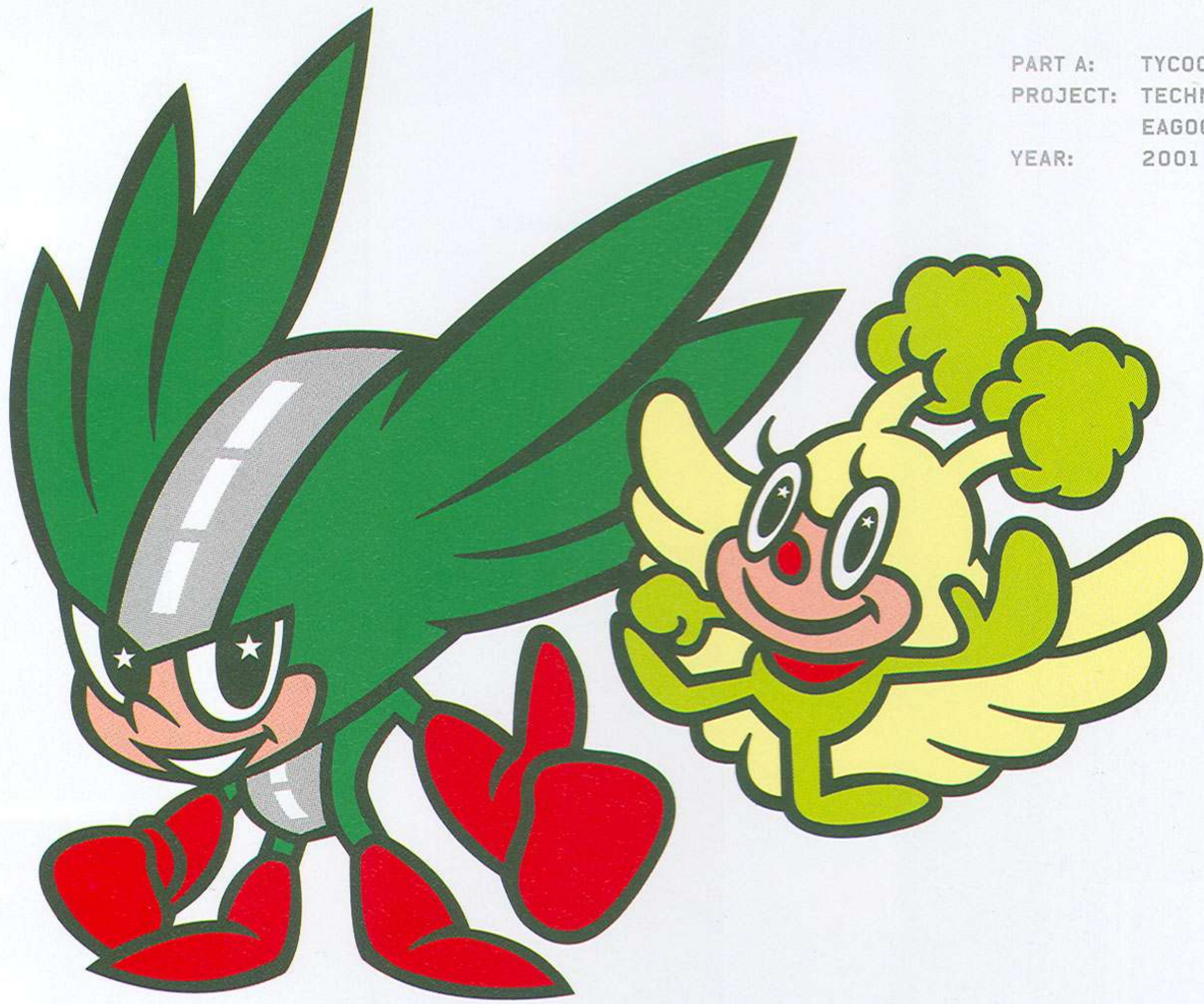
TYCOON GRAPHICS WAS FOUNDED BY YUICHI MIYASHI AND NAOYUKI SUZUKI IN 1991. THEY FOCUS ON ADVERTISING GRAPHIC DESIGN. THEY ALSO DESIGN LOGOS, EDITORIAL, PACKAGING AND MUSIC ALBUMS. THEY HAVE RELEASED A BOOK CALLED G-MEN AND A&D SCAN: TYCOON GRAPHICS WORKS.





EAG

PART A: TYCOON GRAPHICS
PROJECT: TECHNO FOREST (TOP & MIDDLE)
EAGOC (BOTTOM)
YEAR: 2001

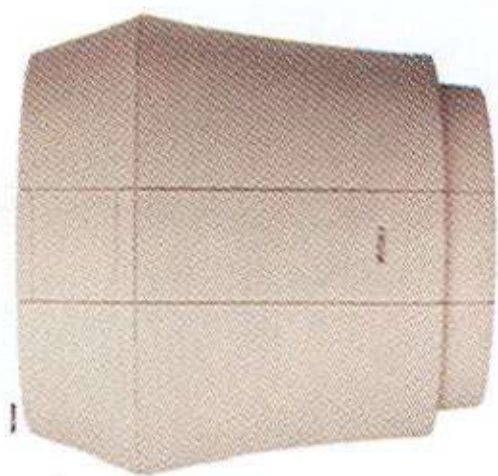


TechnoFOREST

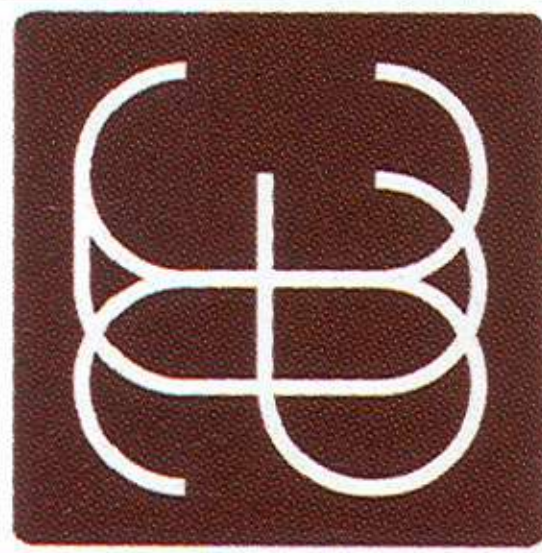
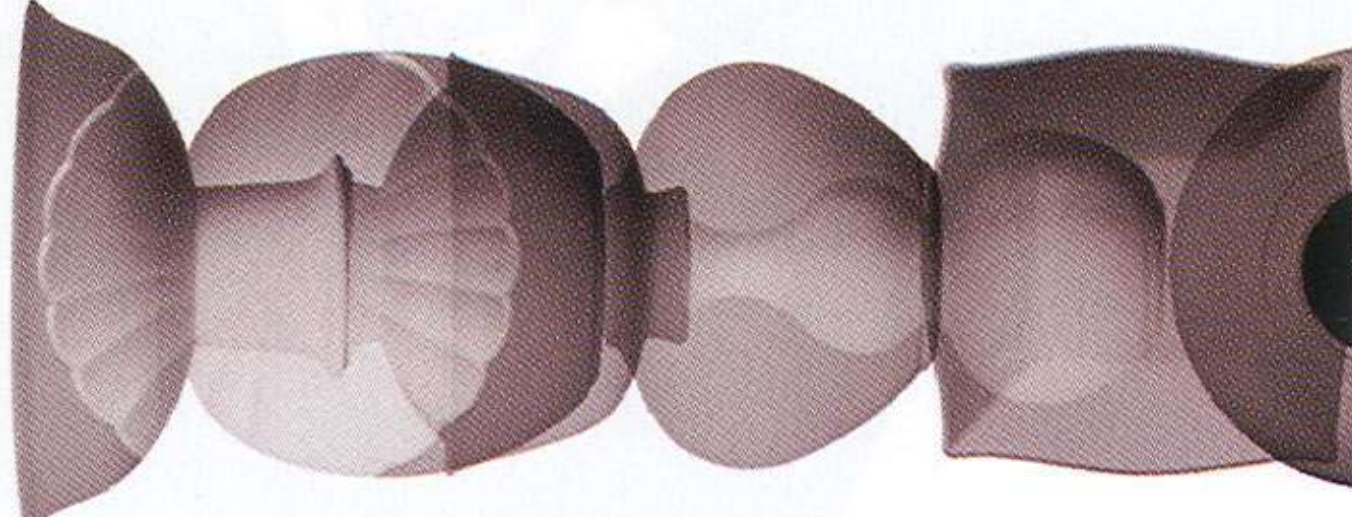
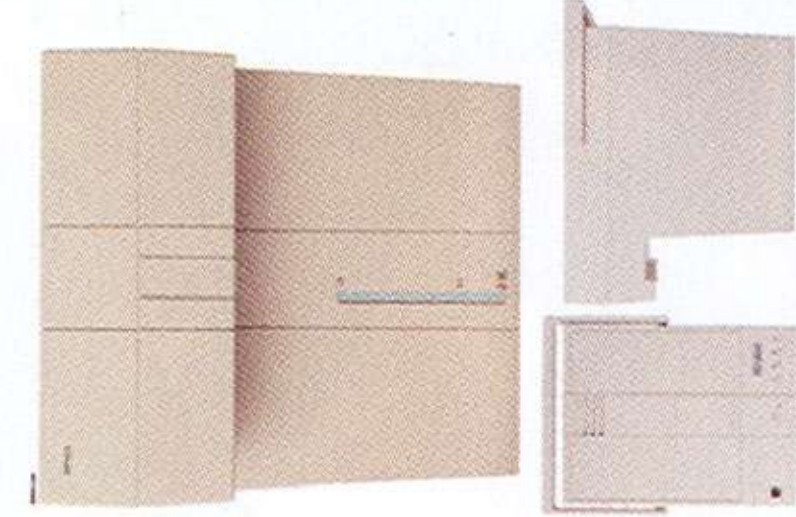
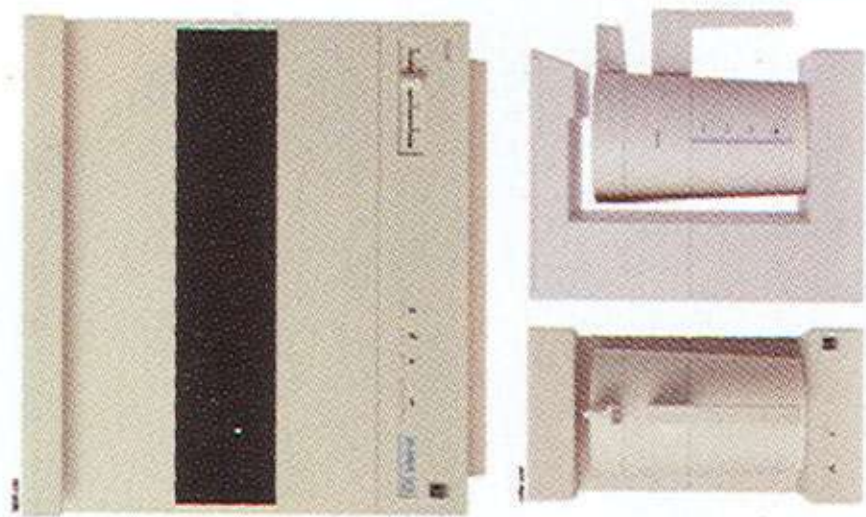


日本道路公団 名古屋建設局 豊田工事事務所





atehaca.com



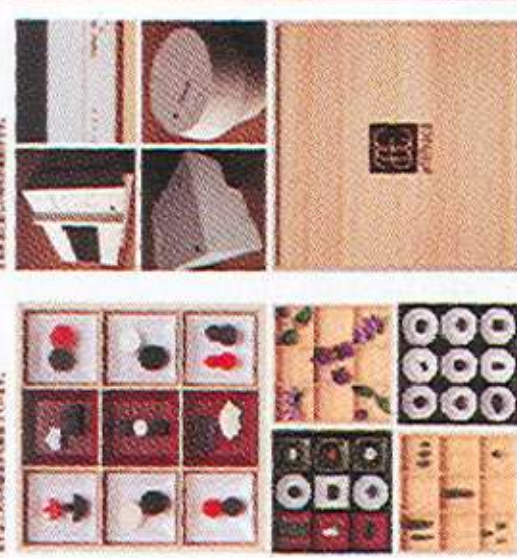
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ATEHACA (AIA, ITC, AIA, ITC) 设计事务所



ATEHACA (AIA, ITC, AIA, ITC) 设计事务所



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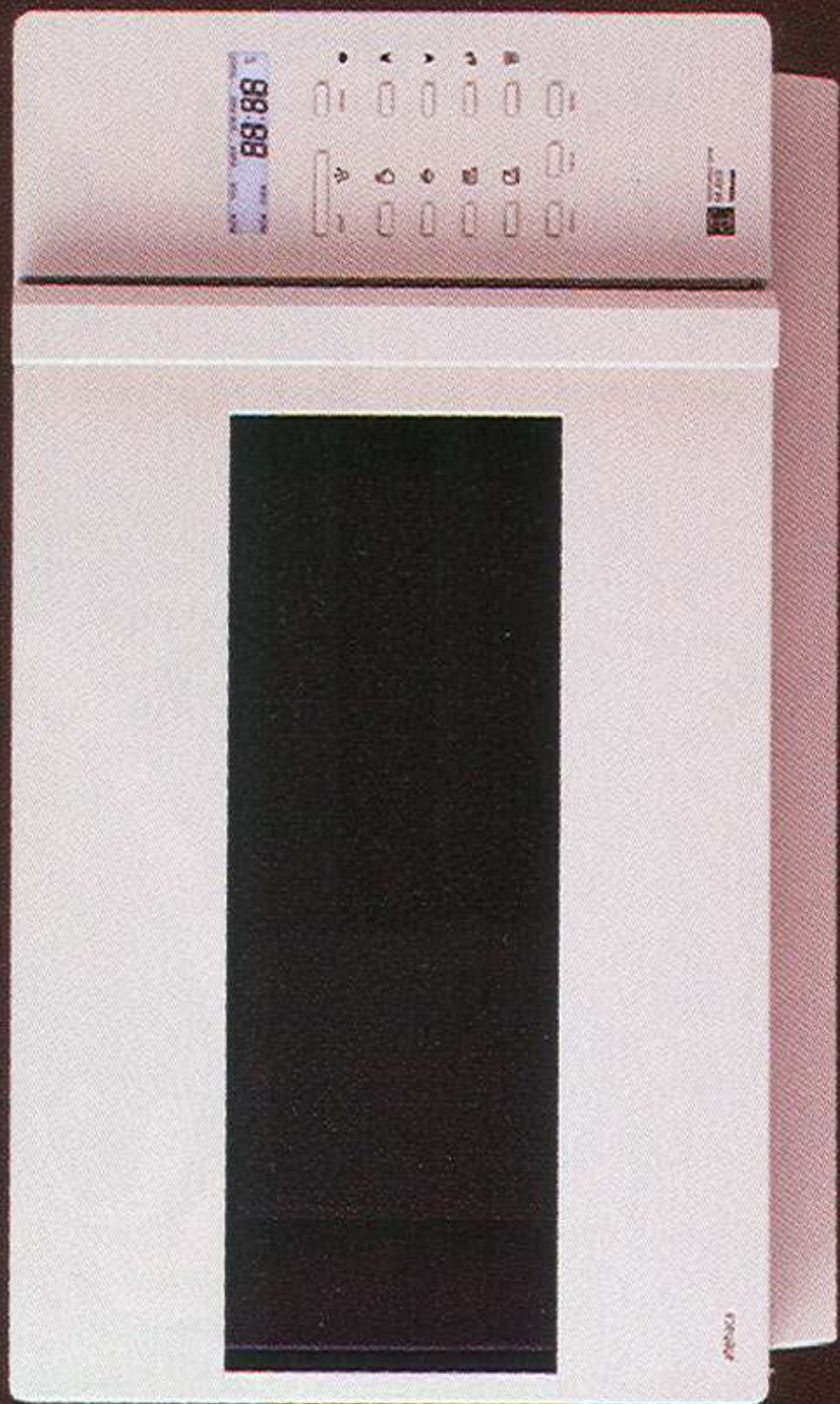
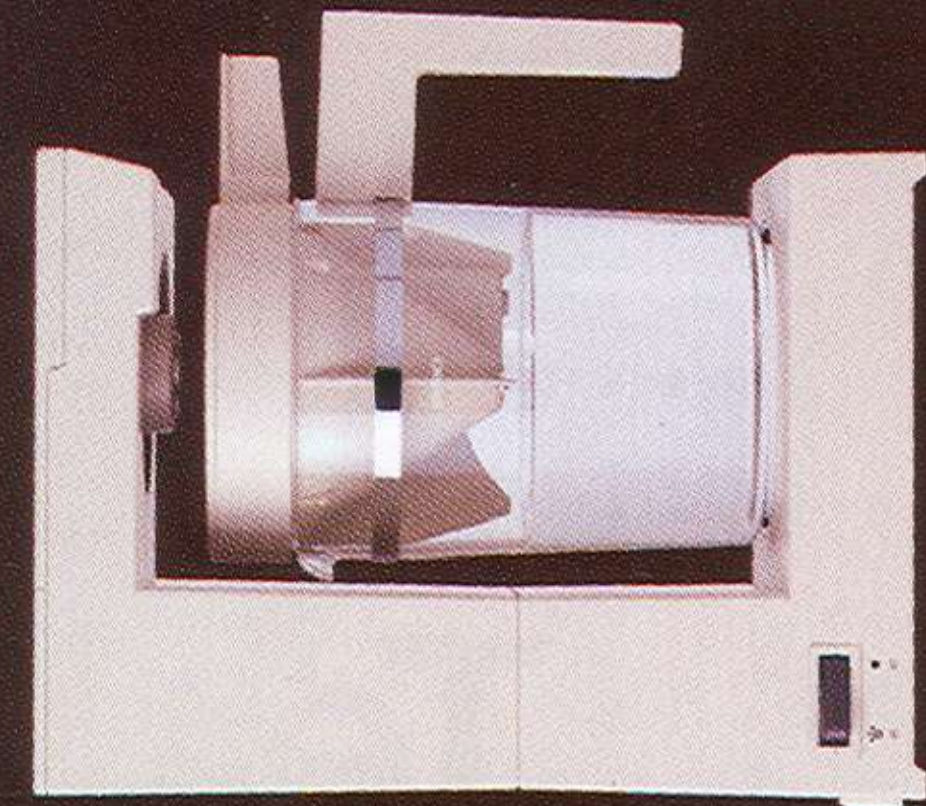
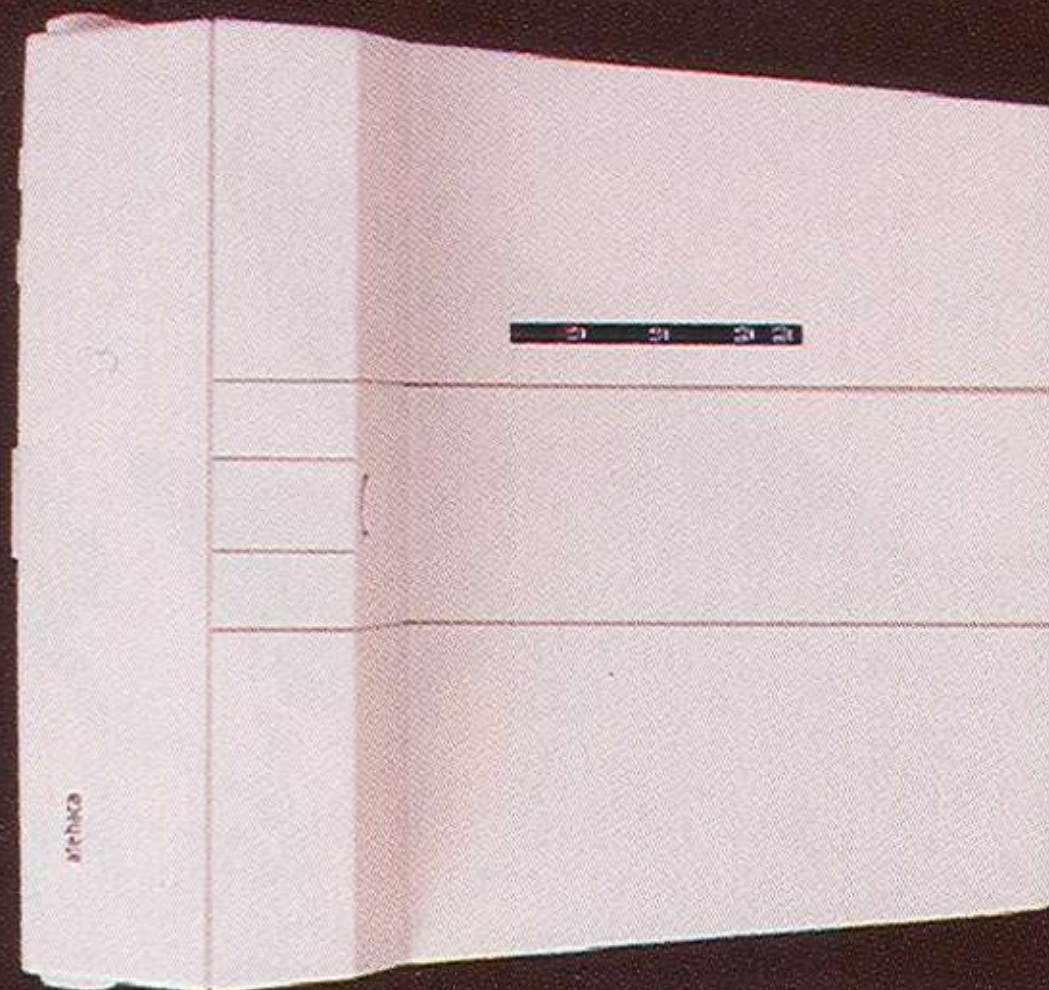
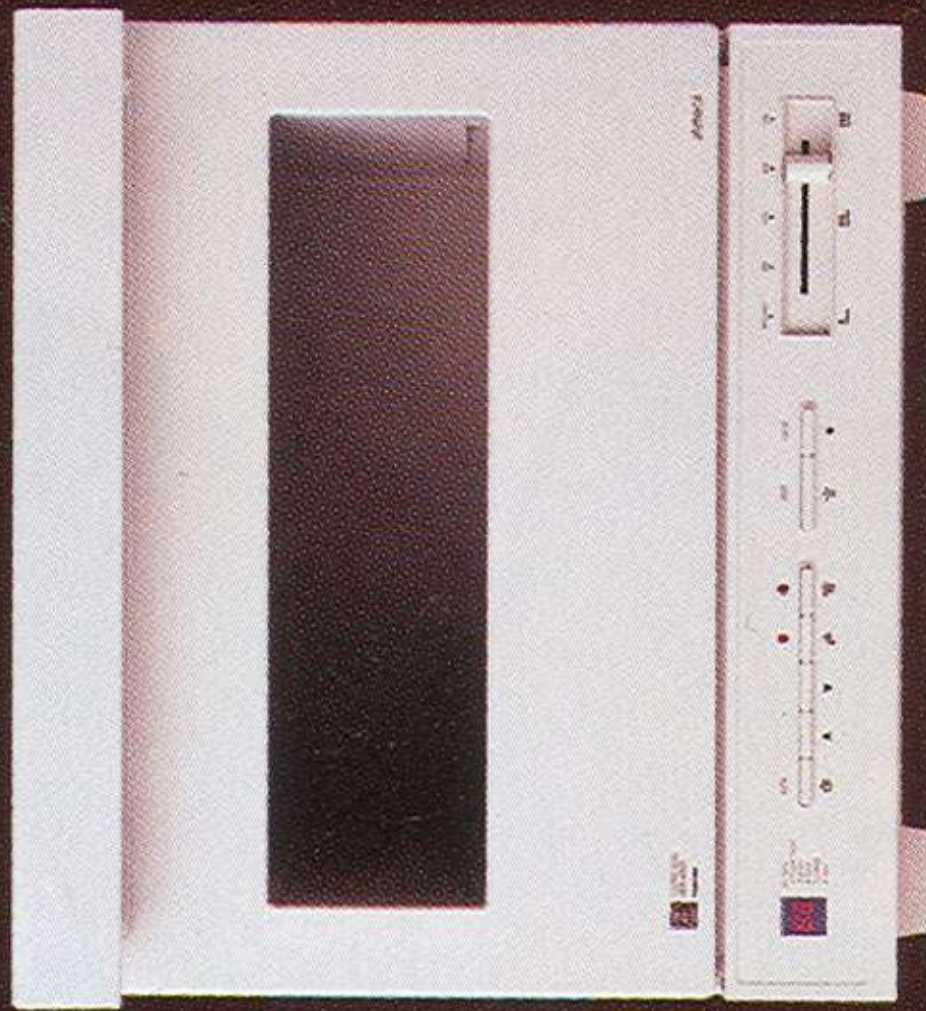
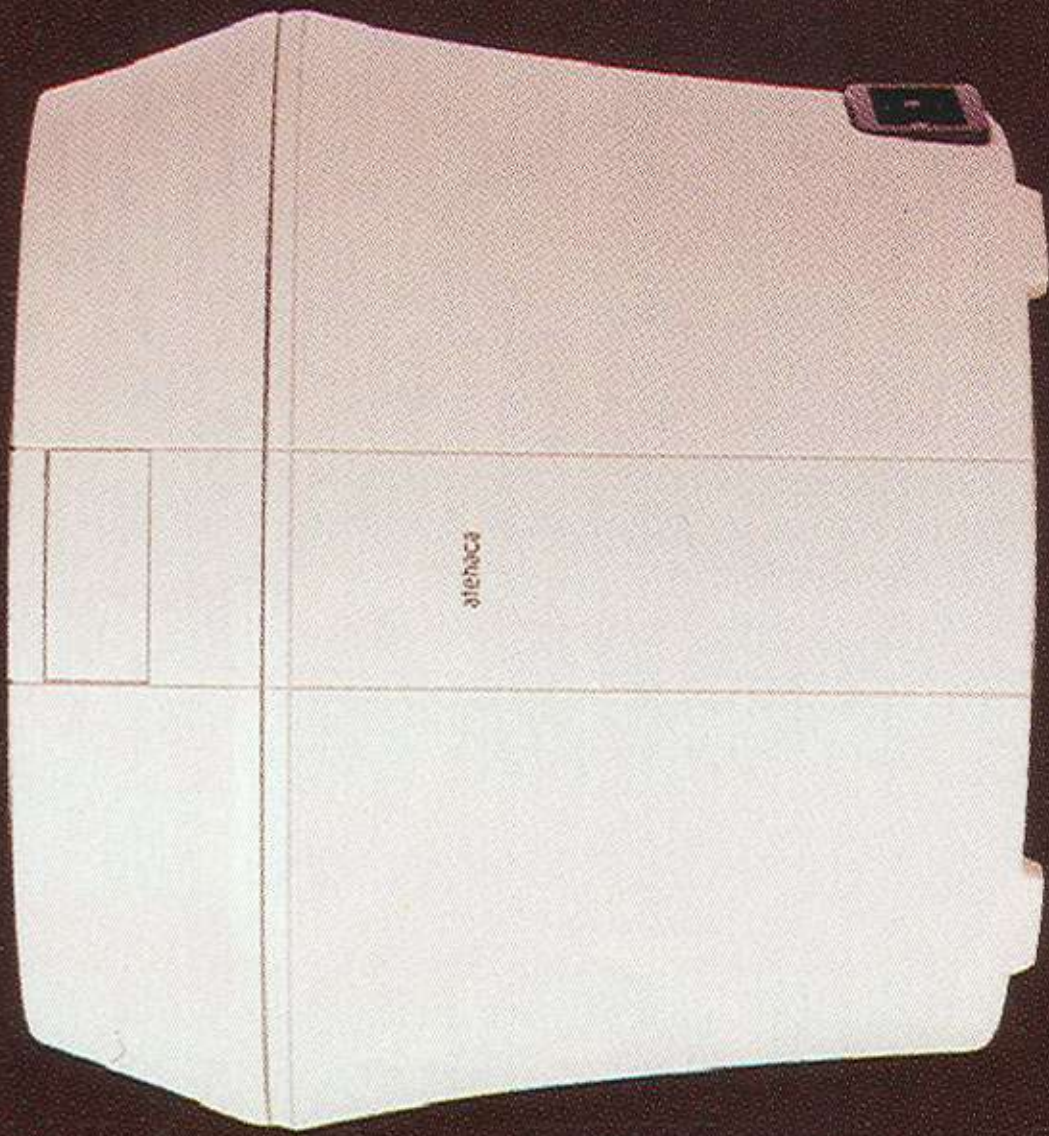
ATEHACA (AIA, ITC, AIA, ITC) 设计事务所

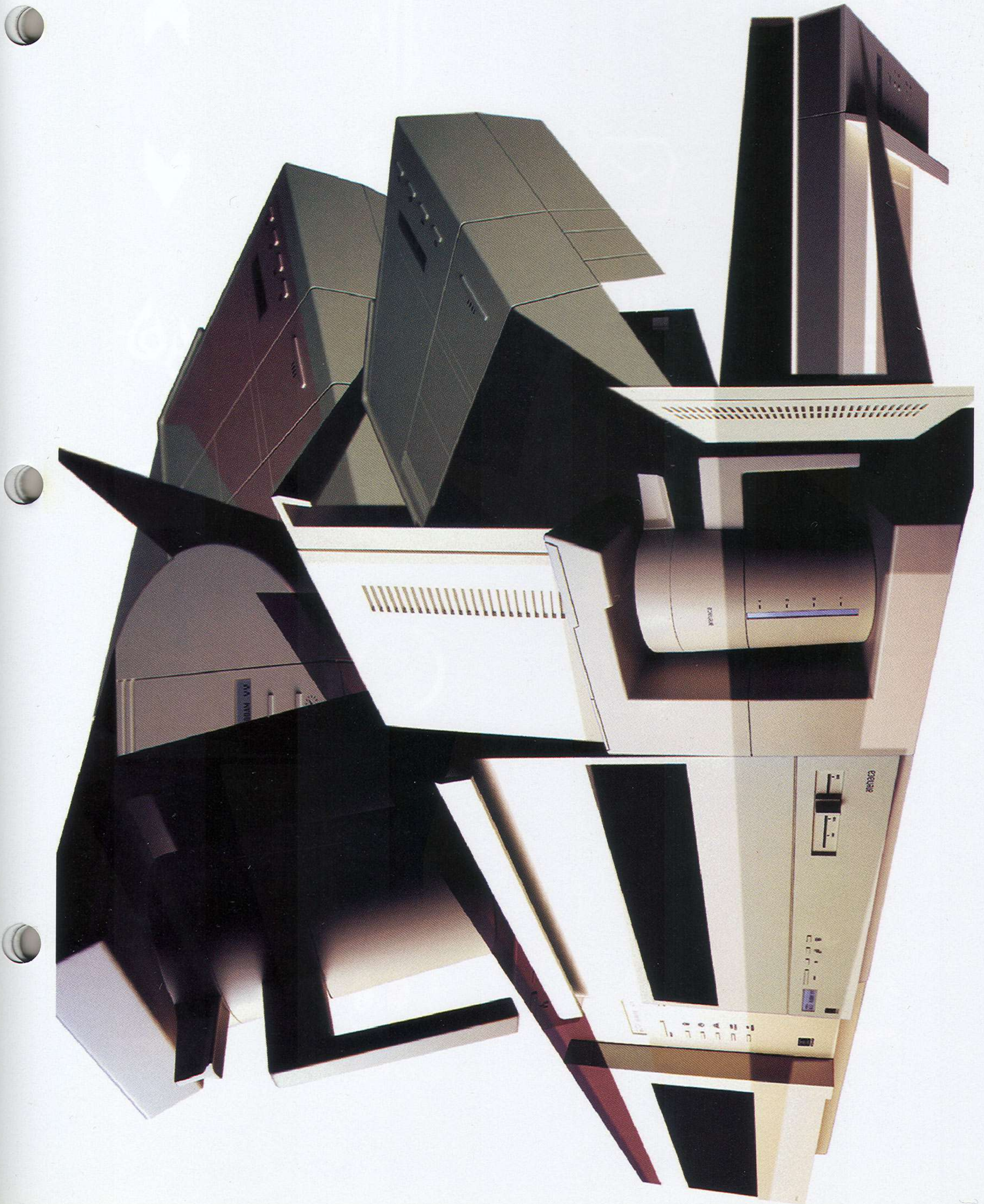


ATEHACA (AIA, ITC, AIA, ITC) 设计事务所

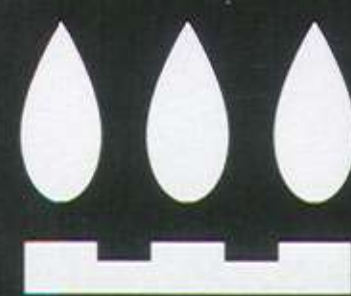
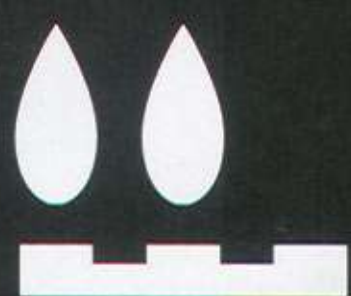


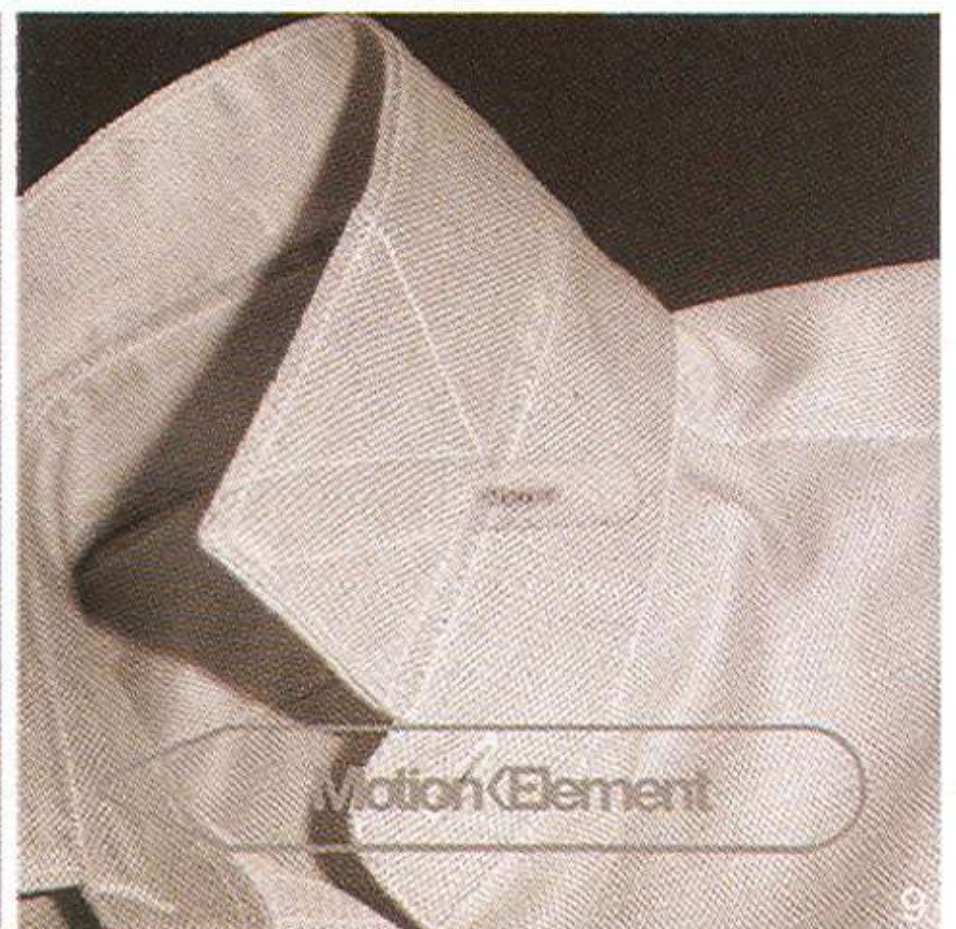
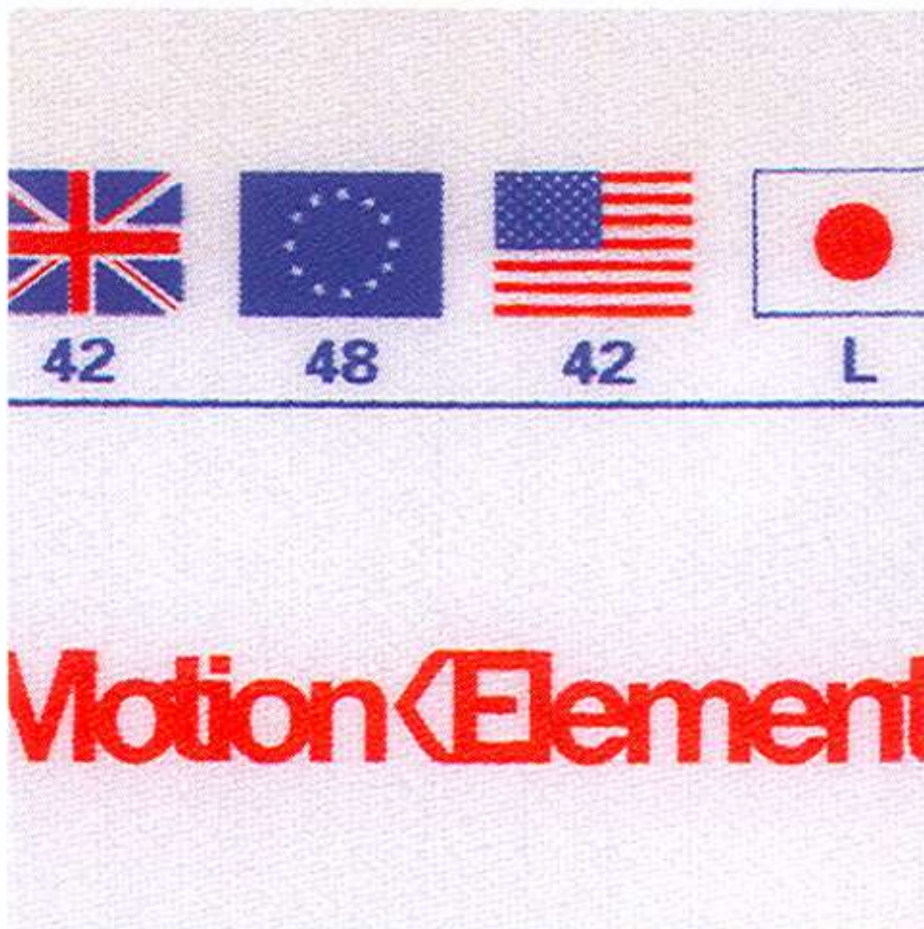
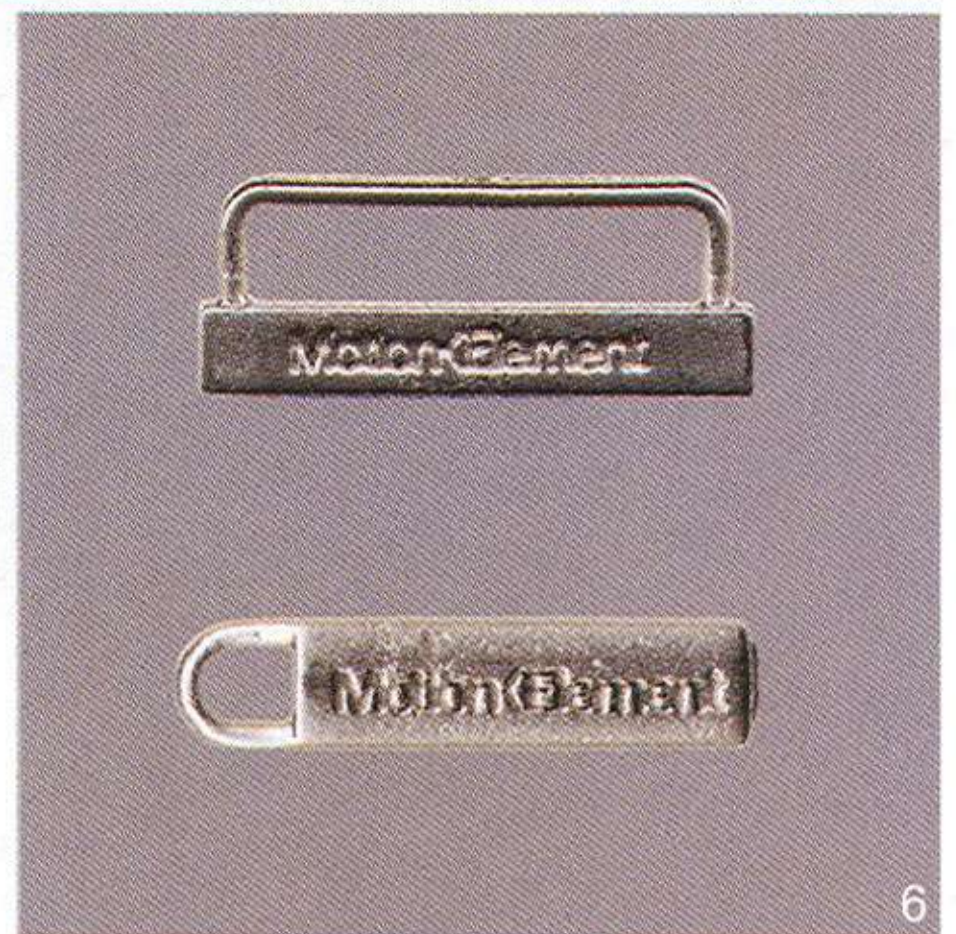
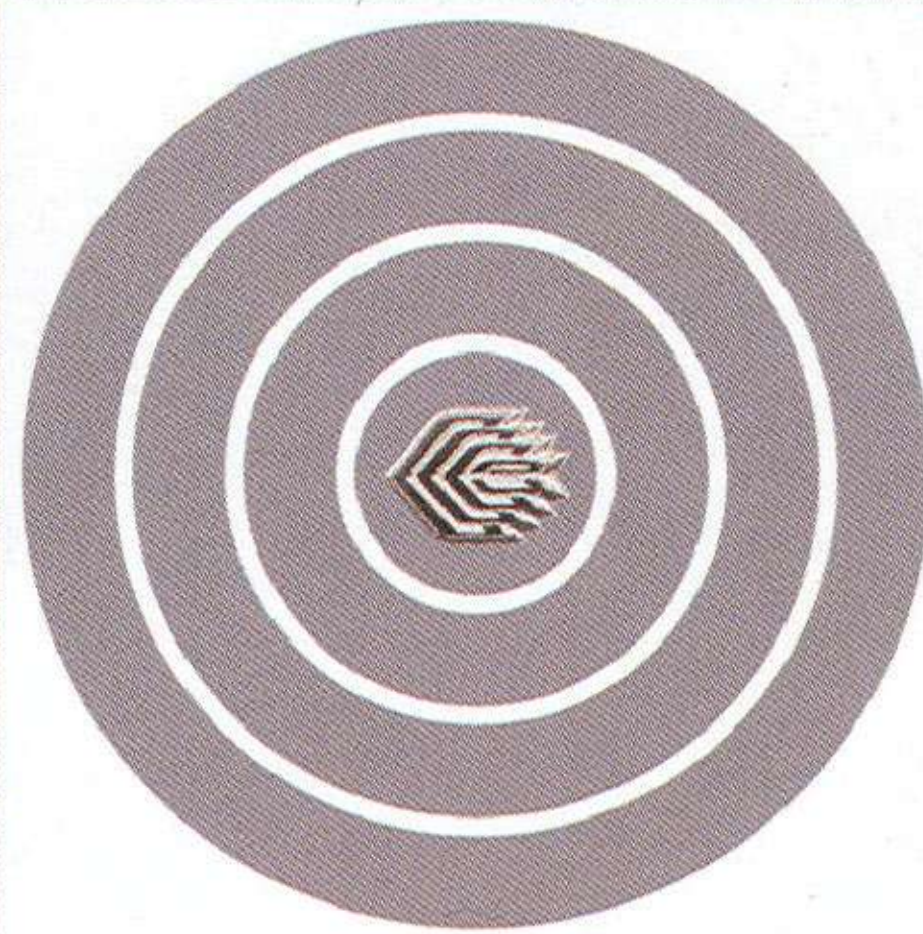
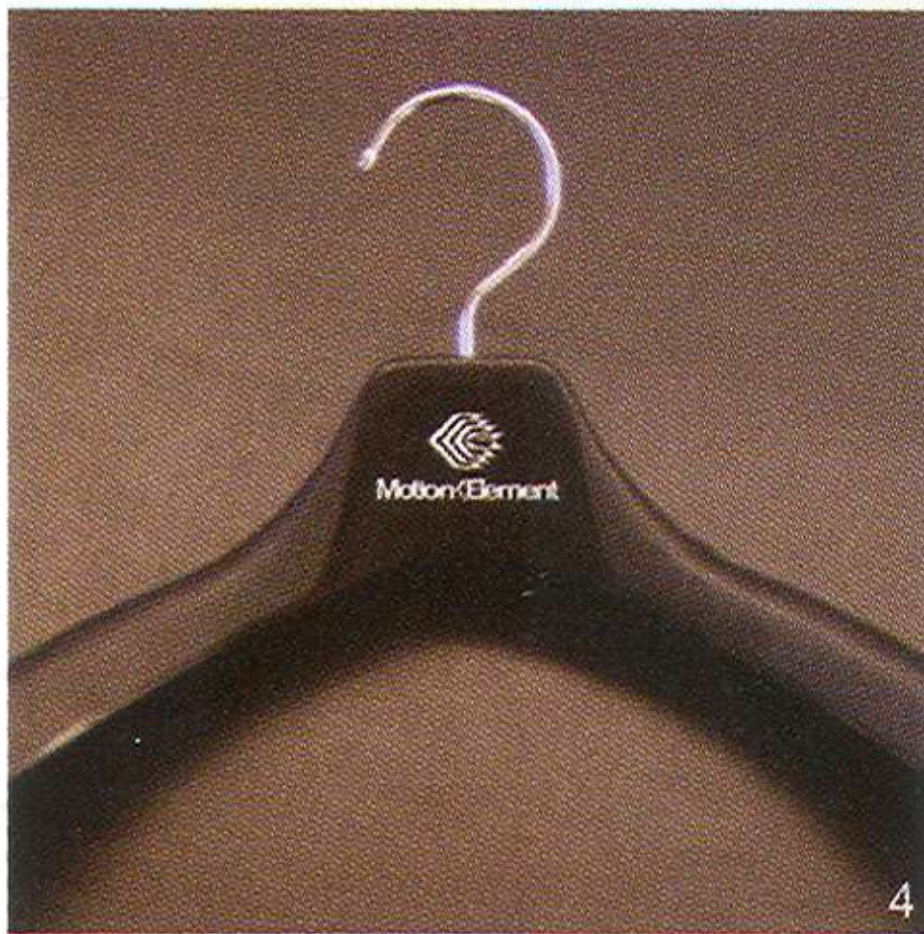
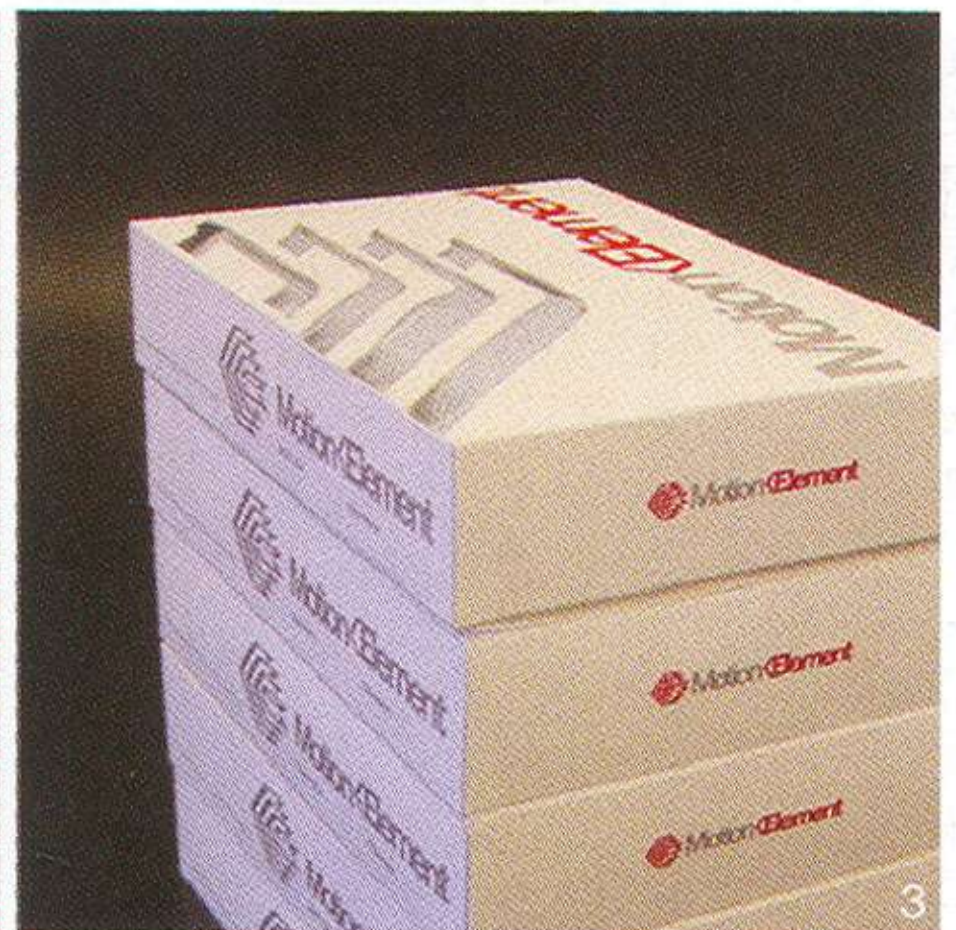
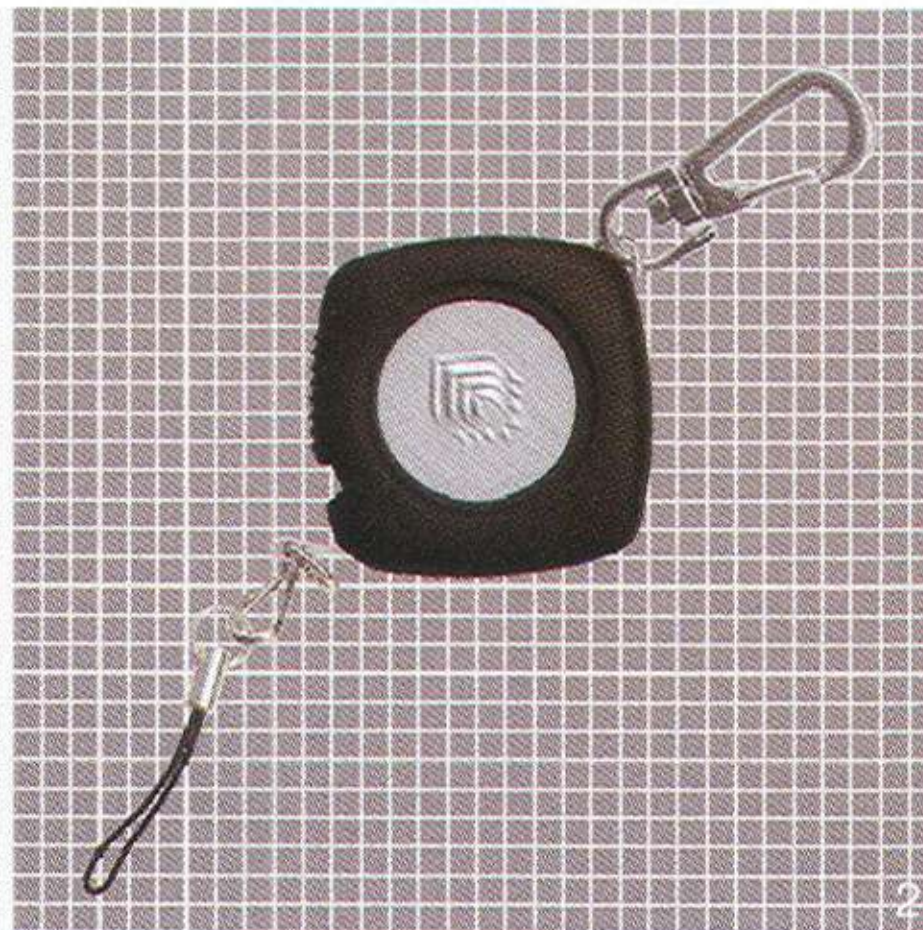
atehaca



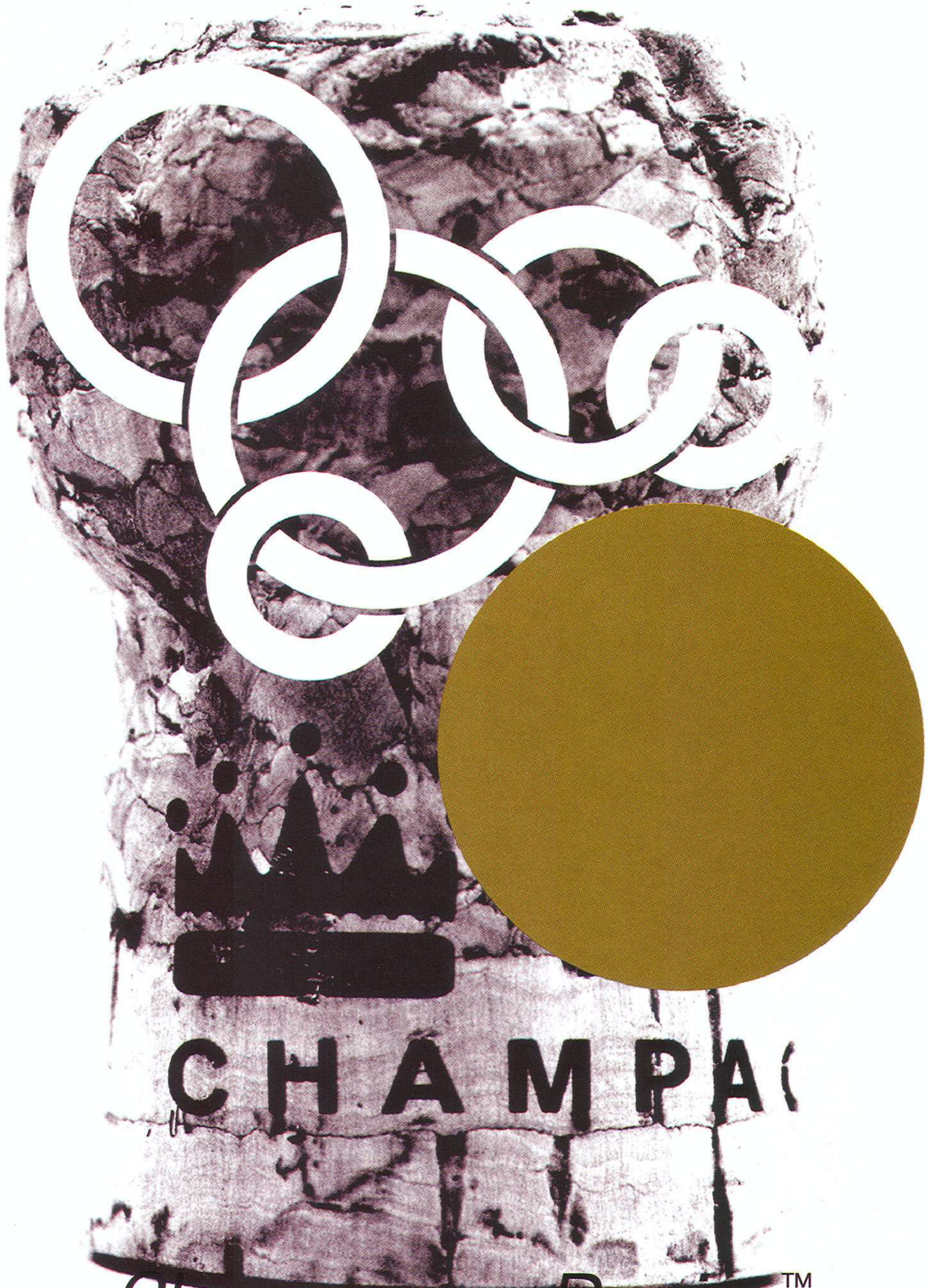


PART A: TYCOON GRAPHICS
PROJECT: ATEHACA LOGOS AND ICON
YEAR: 2001





PART A: TYCOON GRAPHICS
PROJECT: CHAMPAGNE OLYMPIC GAME
TOKYO 2000 ADVERTISEMENT CAMPAIGN
YEAR: 2000

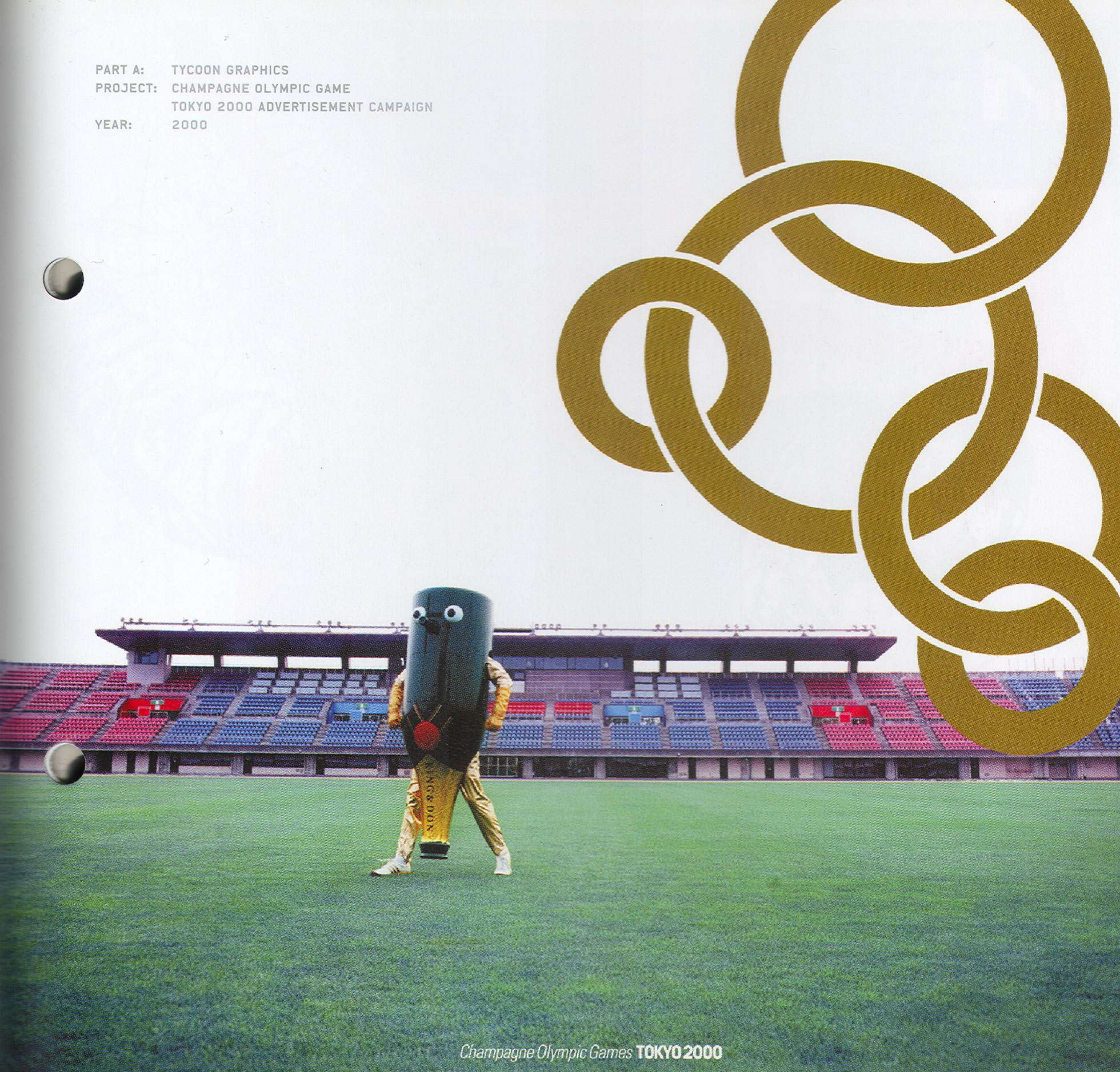


CHAMPAGNE

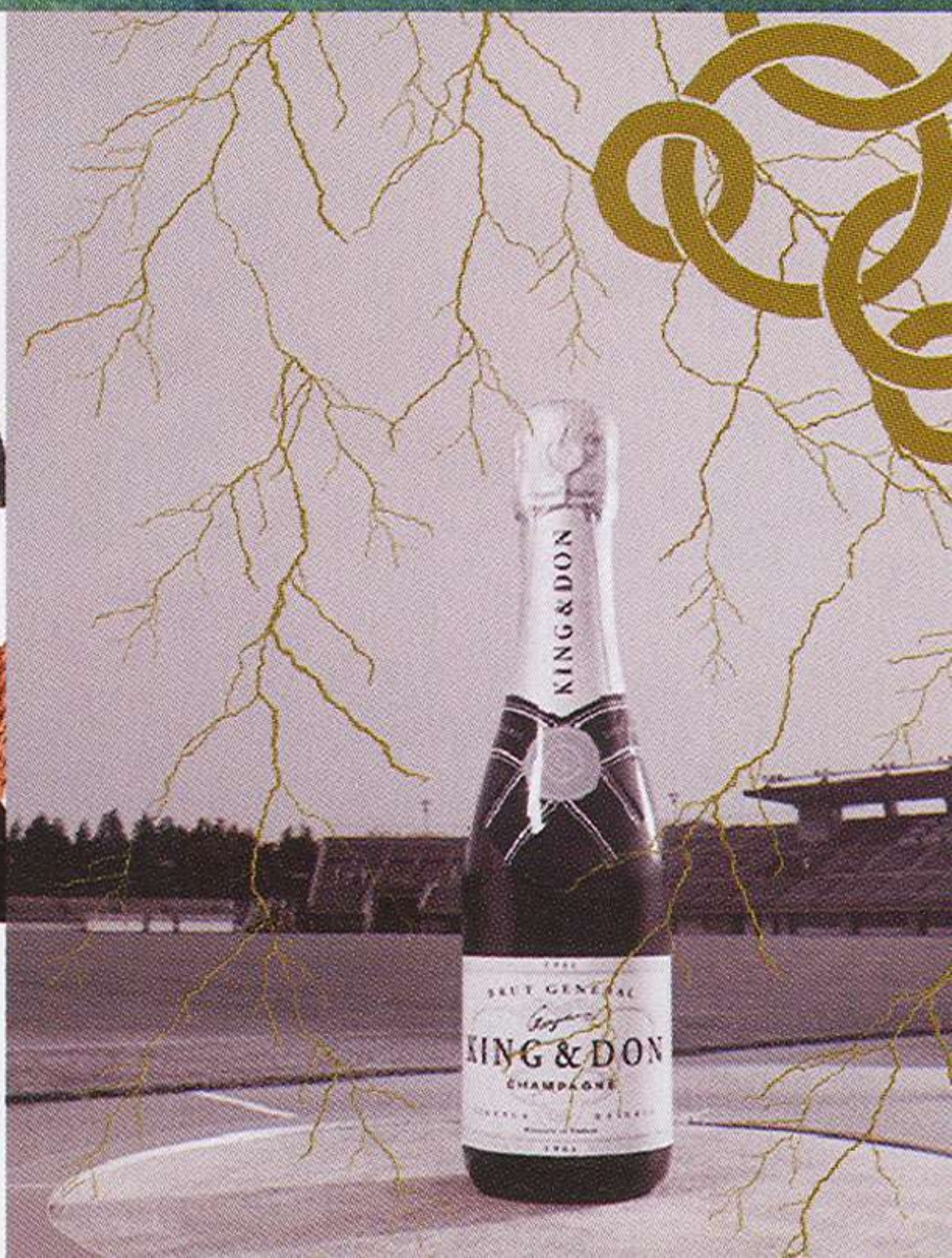
*Champagne Design*TM

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PART A: TYCOON GRAPHICS
PROJECT: CHAMPAGNE OLYMPIC GAME
TOKYO 2000 ADVERTISEMENT CAMPAIGN
YEAR: 2000



Champagne Olympic Games TOKYO 2000



COM1

NEW YORK

ACTWK INTERACT

ERACTWK INTERACT

OP

PAGE_171/172

WK INTERACT

FRENCH STREET ARTIST WK INTERACT IS KNOWN FOR HIS MINIMALIST BLACK-AND-WHITE GRAFFITI. FASCINATED BY ART AND DRAWING AT EARLY AGE, HE STARTED PAINTING IN THE STREETS OF PARIS AND THE SOUTH OF FRANCE A DOZEN YEARS AGO. INSPIRED BY MARTIAL ARTS, HIS WORK DEPICTS KINETIC HUMAN MOVEMENTS. HE HAS ALSO DONE COVERS AND CONTENT FOR MAGAZINES SUCH AS RELAX, VISIONAIRE AND THE ESPN. AFTER MOVING TO THE US A FEW YEARS AGO, WK INTERACT RECENTLY OPENED HIS OWN STUDIO, STUDIO 101, WHERE HIS WORKS HAVE BECOME PART OF THE DYNAMIC BIG APPLE STREET SCENE.









PAGE_175/176

YO-YO RARANDAYS

GRAPHIC DESIGNERS YO-YO AND RARA FORMED YO-YO RARANDAYS IN 1992 AFTER GRADUATING FROM THE NIGHT-SCHOOL DIVISION OF TAMA ART UNIVERSITY. THEY WON A PRIZE AT TDC2000. CURRENTLY WORKING ON BOOK DESIGN, LOGO TYPE AND CI, THEIR RECENT WORK INCLUDES: HELLO KITTY'S MANNERS BOOK.

PART A: YO-YO RARANDAYS
 PROJECT: NAME CARD FOR
 SELF-PROMOTION
 YEAR: 2000



【陽】ヨウ

yo-yo rarandays



【羅】ラ

yo-yo rarandays

【姝】シュ

yo-yo rarandays

【榆】エ

汉字姿势的双姬
 gb3.so-net.ne.jp
 Characters Card
 yo rarandays

PART A: YO-YO RARANDAYS
 PROJECT: CHINESE CHARACTER CARD SERIES
 YEAR: 2000

汉字姿势的双姬

Chinese Characters Card Series 1
 yo-yo rarandays



©2000 yo-yo rarandays



【陽】ヨウ



【羅】ラ



【覓】ゲイ



【榆】エウ



【炫】ケン



【姝】シュ



【醴】ライ

PART A: YO-YO
PROJECT: SELF-PROMOTION GRAPHIC (LEFT)
TYPEFACE DESIGN (RIGHT)
YEAR: 2000

yo-yo narandags



©2000 yo-yo narandags

Riccia

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opqrstuvwxyz

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OPQRSTUVWXYZ

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Lychee

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Edelweiss

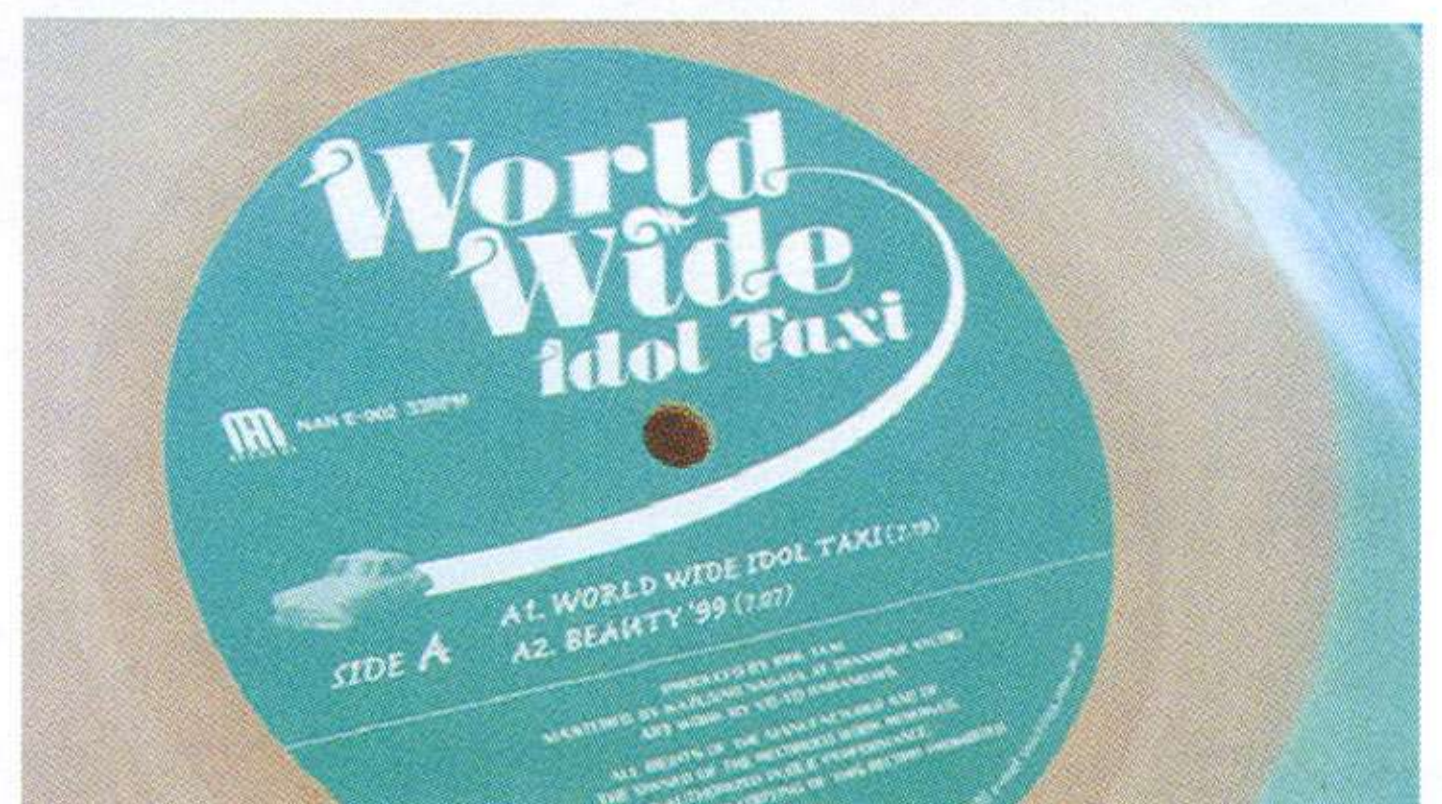
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Lotus

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opqrstuvwxyz
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OPQRSTUVWXYZ
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PART A: YO-YO RARANDAYS
 PROJECT: FIRST FLUSH (TOP LEFT)
 SELF-PROMOTIONAL (TOP RIGHT)
 SHIFT FACTORY (BOTTOM LEFT)
 ART JAME TEVEE (BOTTOM RIGHT)
 YEAR: 2000

PART A: YO-YO RARANDAYS
 STYLE: GRAPHIC DESIGN



*World
Wide
idol Taxi*

World Wide idol Taxi



陽々羅の白々

yo-yo rarandays



[陽々] 右振手 前陣速攻型

PART B | CHARACTERIZATION

PG 005 - 008 > 123KLAN
 PG 009 - 016 > ASTRO GRAPHICA
 PG 017 - 020 > DB-DB
 PG 021 - 032 > DEVILROBOTS
 PG 033 - 038 > EBOY
 PG 039 - 042 > FAIYAZ JAFRI
 PG 043 - 050 > FURI FURI
 PG 051 - 054 > GRAHAM ROUNTHWAITE
 PG 055 - 058 > HABBO MOTEL
 PG 059 - 062 > ITSUO ITO
 PG 063 - 072 > JAMES JARVIS
 PG 073 - 078 > KATSUKI TANAKA
 PG 079 - 082 > KEITA SOEJIMA
 PG 083 - 088 > MICHAEL LAU
 PG 089 - 094 > MULTIES
 PG 095 - 100 > MUMBLEBOY
 PG 101 - 104 > NETBABY
 PG 105 - 108 > PETE FOWLER

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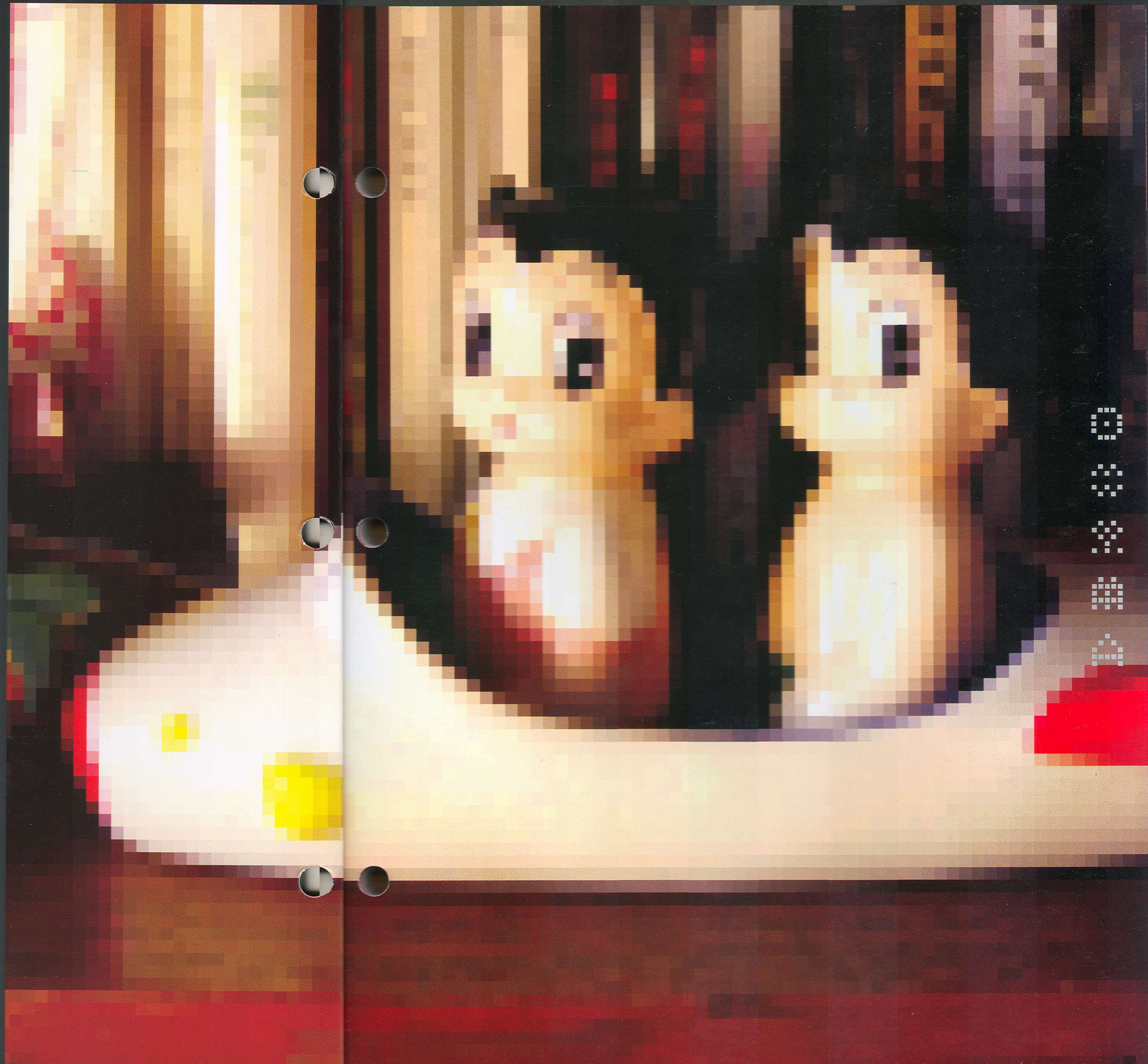
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FRANCE

ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN



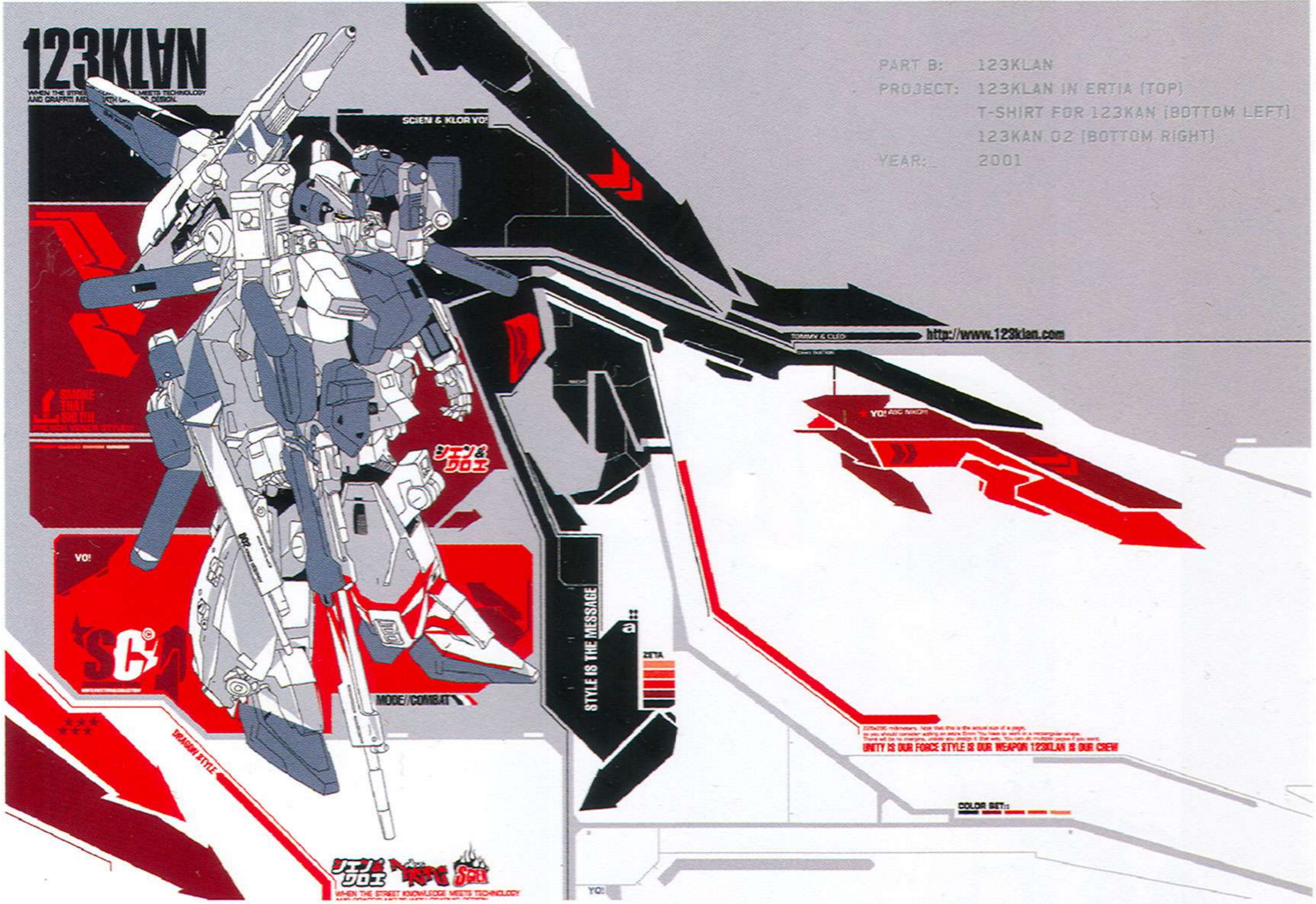
PAGE_005/006

123KLAN

123KLAN IS A "GRAFFITI CREW" CREATED IN 1992 IN THE NORTH OF FRANCE BY SCIEN AND HIS WIFE, KLOR. SCIEN SAYS HE "TOOK HIS FIRST STEPS ON A OLD MAC", THEN HE STARTED "TO DO SOME FLYERS FOR DIFFERENT LABELS AND DESIGNED SOME SHIRTS AND SOME VINYL COVERS". HE IS INTERESTED IN GRAPHIC DESIGN BECAUSE "IT IS SIMILAR TO GRAFFITI - I MEAN, YOU HAVE DIFFERENT ELEMENTS TO PUT ON A SPACE AND FIND THE BEST WAY TO MAKE IT AS ORIGINAL AND FRESH AS POSSIBLE."

123KLAN

WHEN THE STREET MEETS TECHNOLOGY AND GRAPHIC DESIGN



PART B: 123KLAN
 PROJECT: 123KLAN IN ERTIA (TOP)
 T-SHIRT FOR 123KAN (BOTTOM LEFT)
 123KAN 02 (BOTTOM RIGHT)
 YEAR: 2001

<http://www.123klan.com>

STYLE IS THE MESSAGE

UNTY IS OUR FORCE STYLE IS OUR WEAPON 123KLAN IS OUR CREW

COLOR SET:



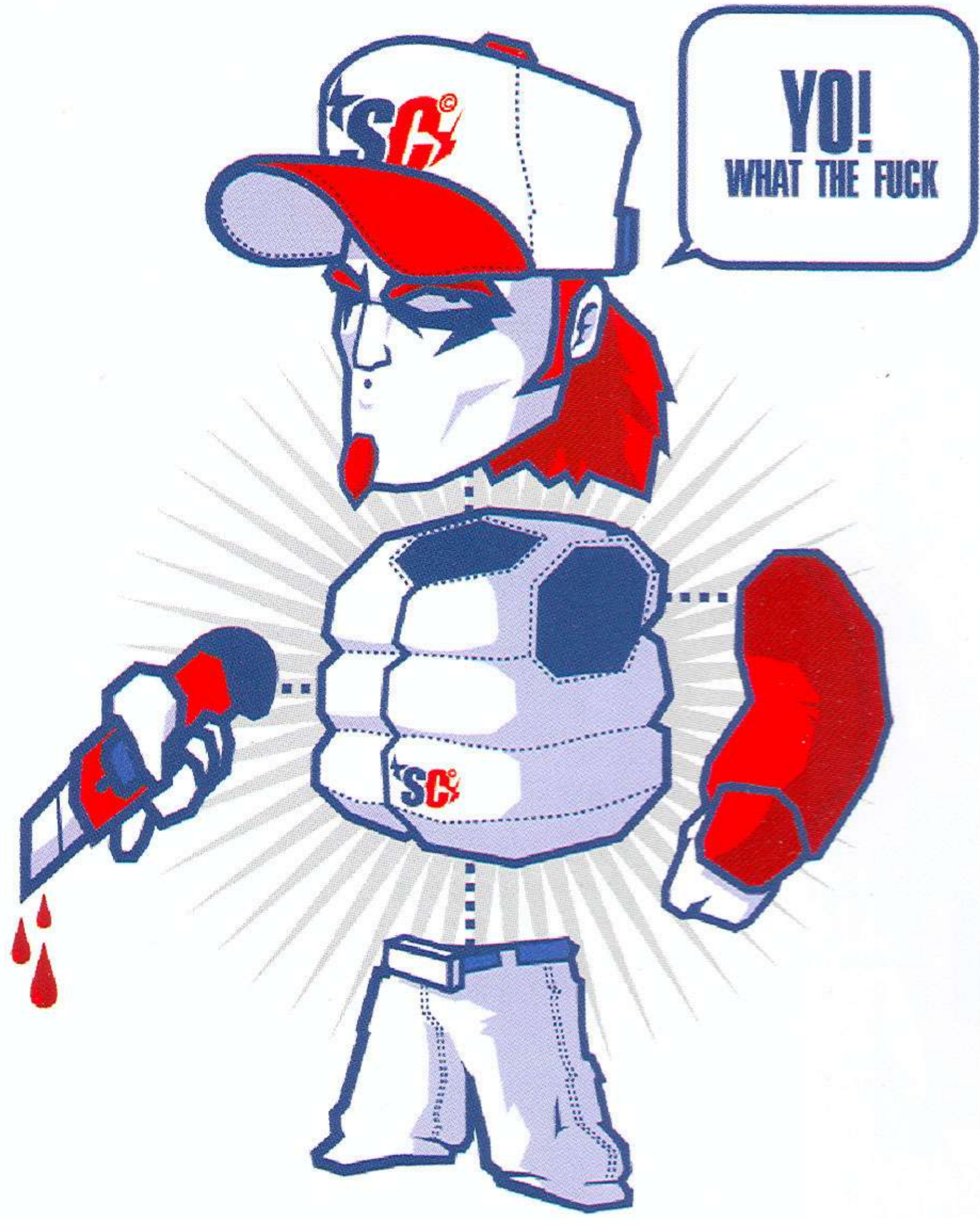
123KLAN NETWORK

ICON TO REPRESENT THE "BRAIN STORMING" PLUS A SURF STYLE SCIEN "ICON".

SMOKE THAT SHIT!!!



PART B: 123KLAN
 PROJECT: 123KLAN PICTOPLASMA (LEFT)
 ARTWORK FOR DESIGNISKINKY (TOP RIGHT)
 EROR 489 (BOTTOM RIGHT)
 YEAR: 2001

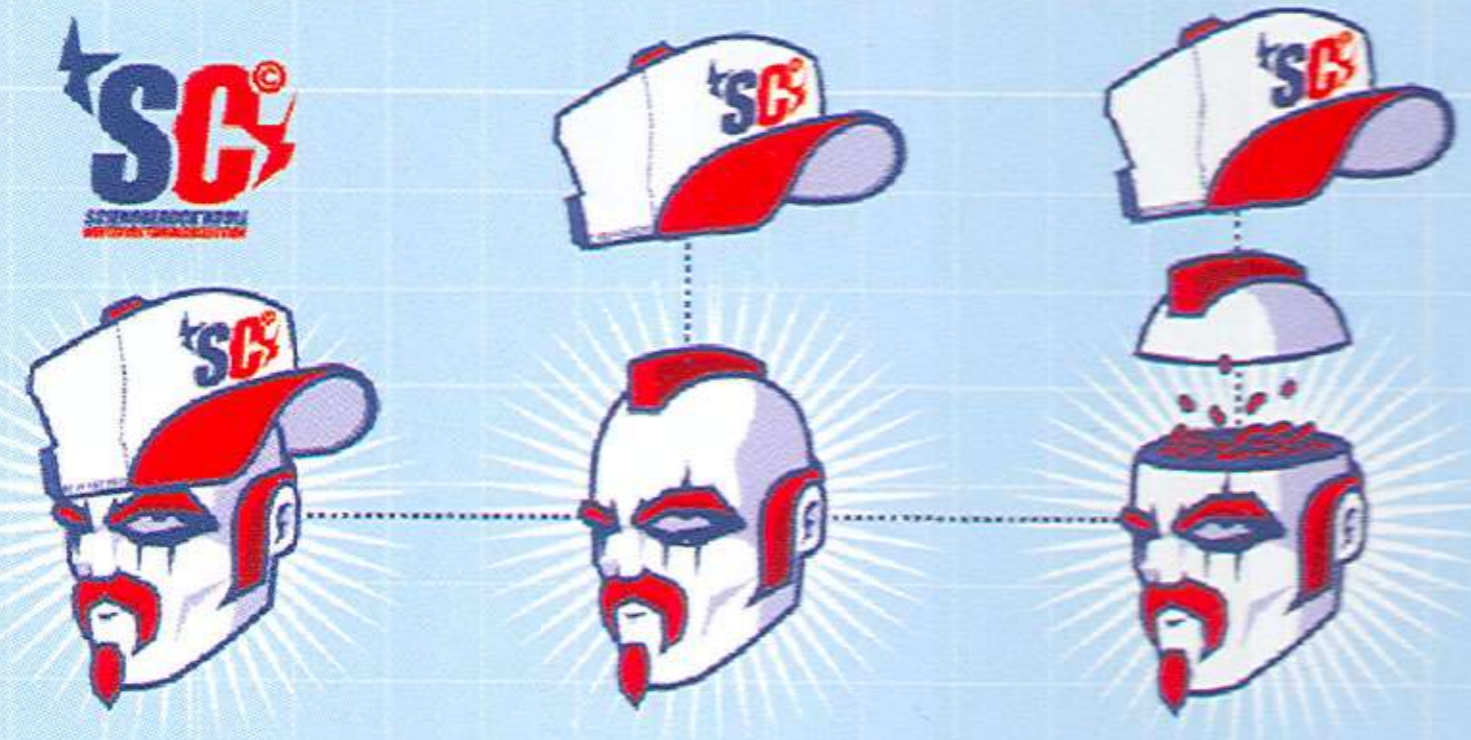
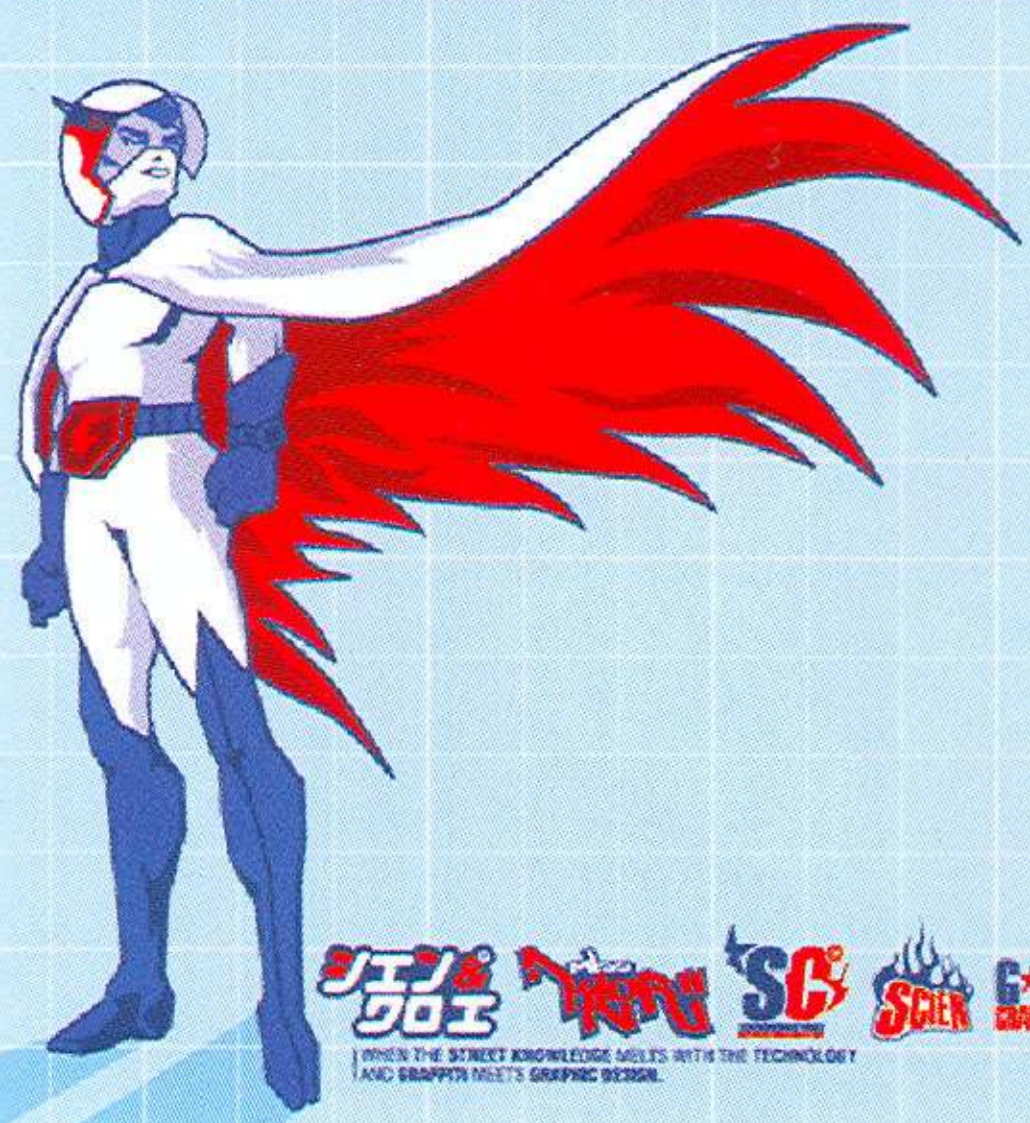


1 2 3 4 5 6 7 8
123KLAN

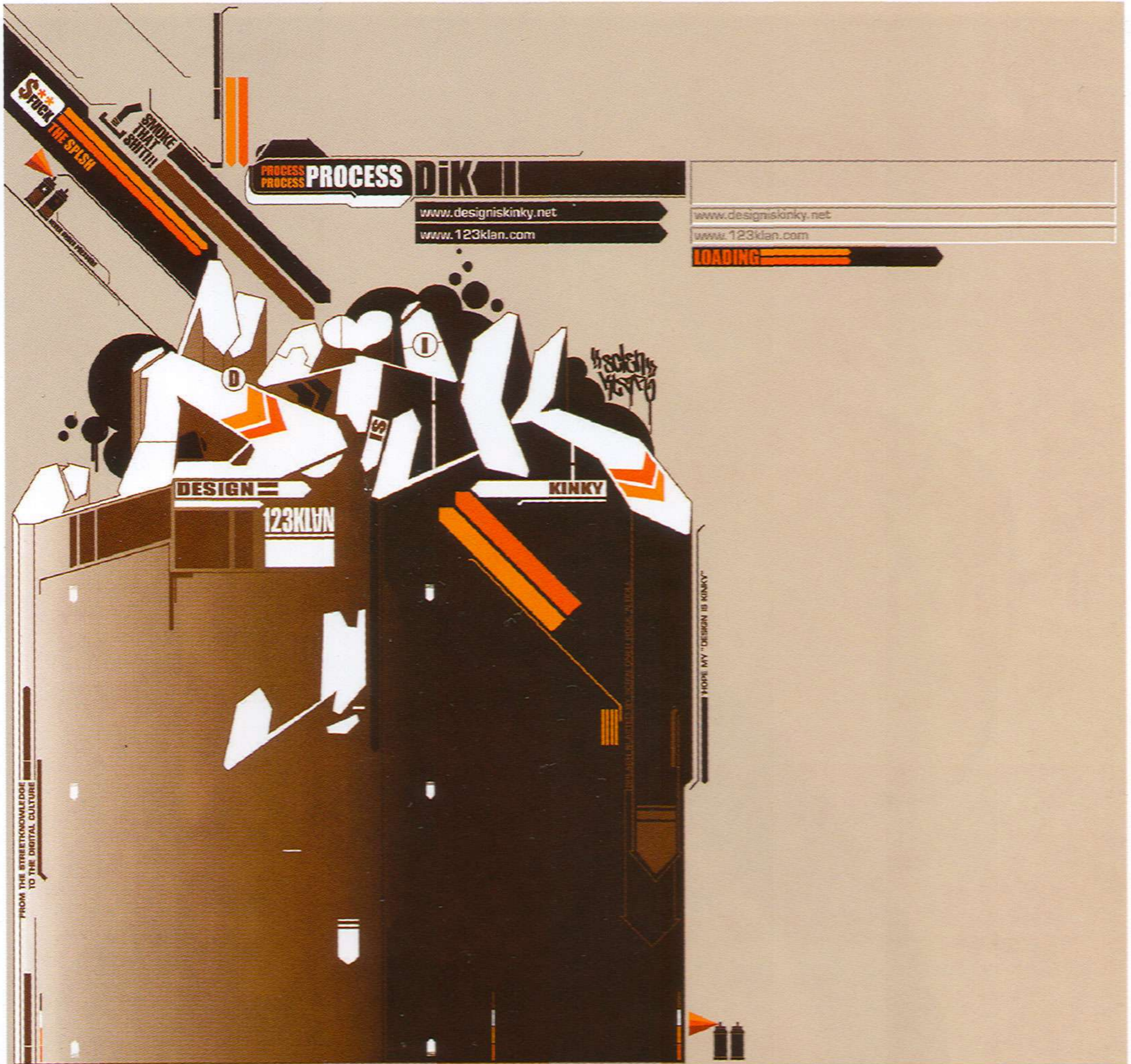
www.123klan.com
1RUDE BWOY-2BAD GIRL-3PSYCHOKILLER-4BADGUY-5MS09R2-6B.B0Y-7UZIBOY-8WINTER WRITER
 CREATED BY SOENKILOR IN 1992 IN THE NORTH SIDE OF FRANCE 123KLAN IS FIRSTABLE A GRAFFITI CREW. THEY FIND THEIR OWN STYLE BETWEEN GRAFFITI AND GRAPHIC DESIGN. THEY'VE ALREADY DONE MANY PROJECTS LIKE PRINT DESIGN AND LOGOS FOR DIFFERENTS BREAKBEAT PARTIES FLYERS, LABELS OR VINYL COVER. RECENTLY THEY PUT THEIR SKILLZ ONLINE, TO SHOW ALL AROUND THE WORLD THAT THERE IS AN ACTUAL WAY TO MIX GRAFFITI AND GRAP-
 -HIC DESIGN TOGETHER.



PAGE_007/008



123KLAN
 WHEN THE STREET KNOWLEDGE MEETS WITH THE TECHNOLOGY
 AND GRAPHICS MEETS GRAPHIC DESIGN.



EROR489 DESKTOPS

CHECK THIS OUT BRZ & SISTAZ SOME SPECIALS 123KLAN WALL PAPERS TO CUSTOMISE YOUR DESKTOP AND SPREAD PEACE, UNITY AND LOVE.

1280*1024 STYLE IS THE MESSAGE!!!
WHEN THE STREET KNOWLEDGE MEETS TECHNOLOGY AND GRAFFITI MELTS WITH GRAPHIC DESIGN...

01	02	03	04	05	06	07	08	08	10
11	12	13	14	15	16	17	18	19	20

1024*768 STYLE IS THE MESSAGE!!!
WHEN THE STREET KNOWLEDGE MEETS TECHNOLOGY AND GRAFFITI MELTS WITH GRAPHIC DESIGN...

01	02	03	04	05	06	07	08	08	10
11	12	13	14	15	16	17	18	19	20

NOTHING TO PROVE JUST SOMETHING TO SHOW

489



■ TOKYO



PAGE_009/010

ASTRO GRAPHICA

ASTRO GRAPHICA WAS FOUNDED BY KOJI TAKEUCHI AND TEKSURO SAN IN 1997. TATSUYA HAMA, WHO HAS WORKED AS A DESIGNER AND ENGINEER, IS NOW ALSO A CORE MEMBER. THEIR WORK INCLUDES ILLUSTRATIONS, CORPORATE IDENTITY, TYPOGRAPHY, MOTION GRAPHICS AND GRAPHIC DESIGN.



©1998 ASTRO grafica

PAGE_009/010



P'PARCO HYPER DAY

10.30 (FRI) ONE DAY ONLY from 11:00 AM to 9:00 PM



P'PARCO HYPER DAY 10.30(FRI) ONE DAY ONLY from 11:00 AM to 9:00 PM





ASTRO[®] grafica
PROGRESS



代表取締役



front





back



SCI-FI HEROES


SCI-FI HEROES & COSMIC MACHINES from the ASTRO graphica Science Fiction CARTOON!

ESPER SERIES™ #3 of 3 CHARACTERS

CONCEIT

CODE NAME: Conceit
 SEX: Female
 BIRTH: Aug 9, 1975
 ESP TYPE: 3(Electric Shock)
 COLOR: Yellow
 MAX POWER: 0.4mhp
 HEIGHT: 1680mm
 WEIGHT: 44kg
 BLOOD TYPE: B
 HOBBY: Make Up
 MUSIC: Techno
 HABIT: Know-all
 WEAKNESS: Self-Consciousness



GUN MOBILE (Laser-Beam Type)

MODEL: GUN MOBILE
 ENGINE TYPE: OHC V12
 CAPACITY: 5000cc
 MAX POWER: 850ps/7200rpm
 LENGTH: 6200mm
 WIDTH: 1280mm
 HEIGHT: 1920mm
 WEIGHT: 2200kg
 WHEEL BASE: 3400mm

ENJOY YOUR LIFE HAPPILY WITH A SMILE!



ASTRO graphica

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SCI-FI HEROES


SCI-FI HEROES & COSMIC MACHINES from the ASTRO graphica Science Fiction CARTOON!

ESPER SERIES™ #1 of 3 CHARACTERS

PSYCHOTIC

CODE NAME: Psychotic
 SEX: Male
 BIRTH: Oct 1, 1978
 ESP TYPE: 1(Explosion)
 COLOR: Red
 MAX POWER: 1mhp
 HEIGHT: 1800mm
 WEIGHT: 65kg
 BLOOD TYPE: A
 HOBBY: Video Game
 MUSIC: Hardcore
 HABIT: Mumbling
 WEAKNESS: Very Nervous



NIGHT EXPLORER (Laser-Beam Type)

MODEL: NIGHT EXPLORER
 ENGINE TYPE: OHV V8
 CAPACITY: 7500cc
 MAX POWER: 600ps/9600rpm
 LENGTH: 6480mm
 WIDTH: 2060mm
 HEIGHT: 1450mm
 WEIGHT: 1600kg
 WHEEL BASE: 3200mm

ENJOY YOUR LIFE HAPPILY WITH A SMILE!



ASTRO graphica

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SCI-FI HEROES

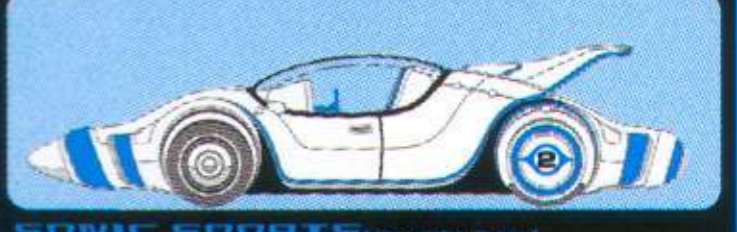
SCI-FI HEROES & COSMIC MACHINES from the ASTRO graphica Science Fiction CARTOON!

ESPER SERIES™ #2 of 3 CHARACTERS

INTELLECTUAL

CODE NAME: Intellectual
 SEX: Male
 BIRTH: Dec 12, 1976
 ESP TYPE: 2 (Laser Beams)
 COLOR: Blue
 MAX POWER: 0.75mhp
 HEIGHT: 1750mm
 WEIGHT: 55kg
 BLOOD TYPE: AB
 HOBBY: Shogi
 MUSIC: Mondo
 HABIT: Baiting nails
 WEAKNESS: Cowardly



SONIC SPORTS (Laser-Beam Type)

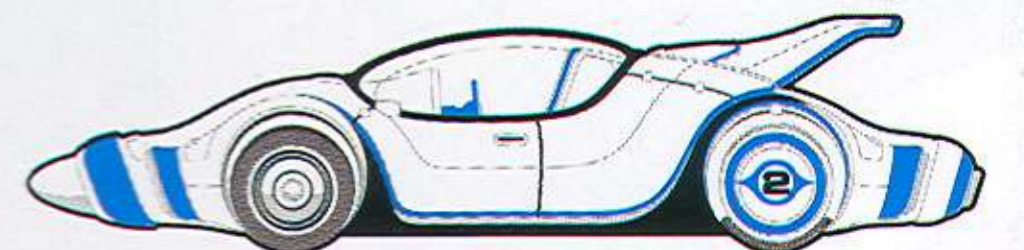
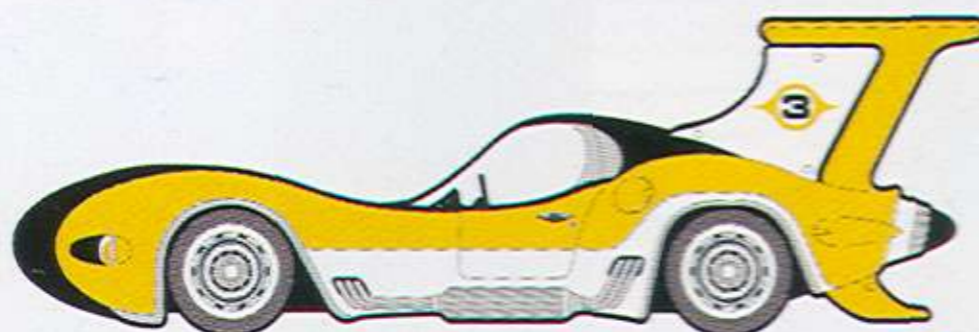
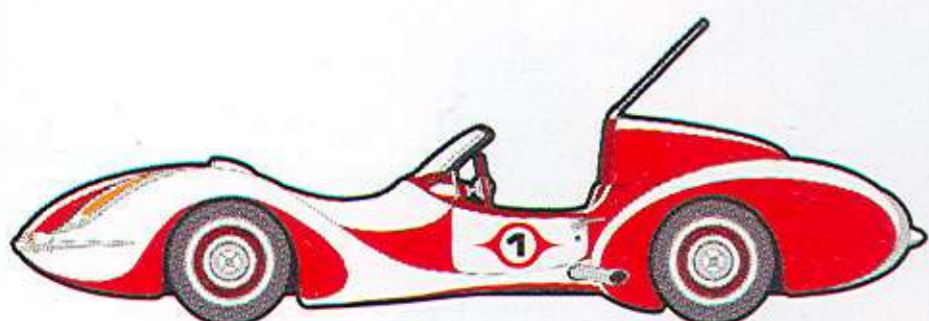
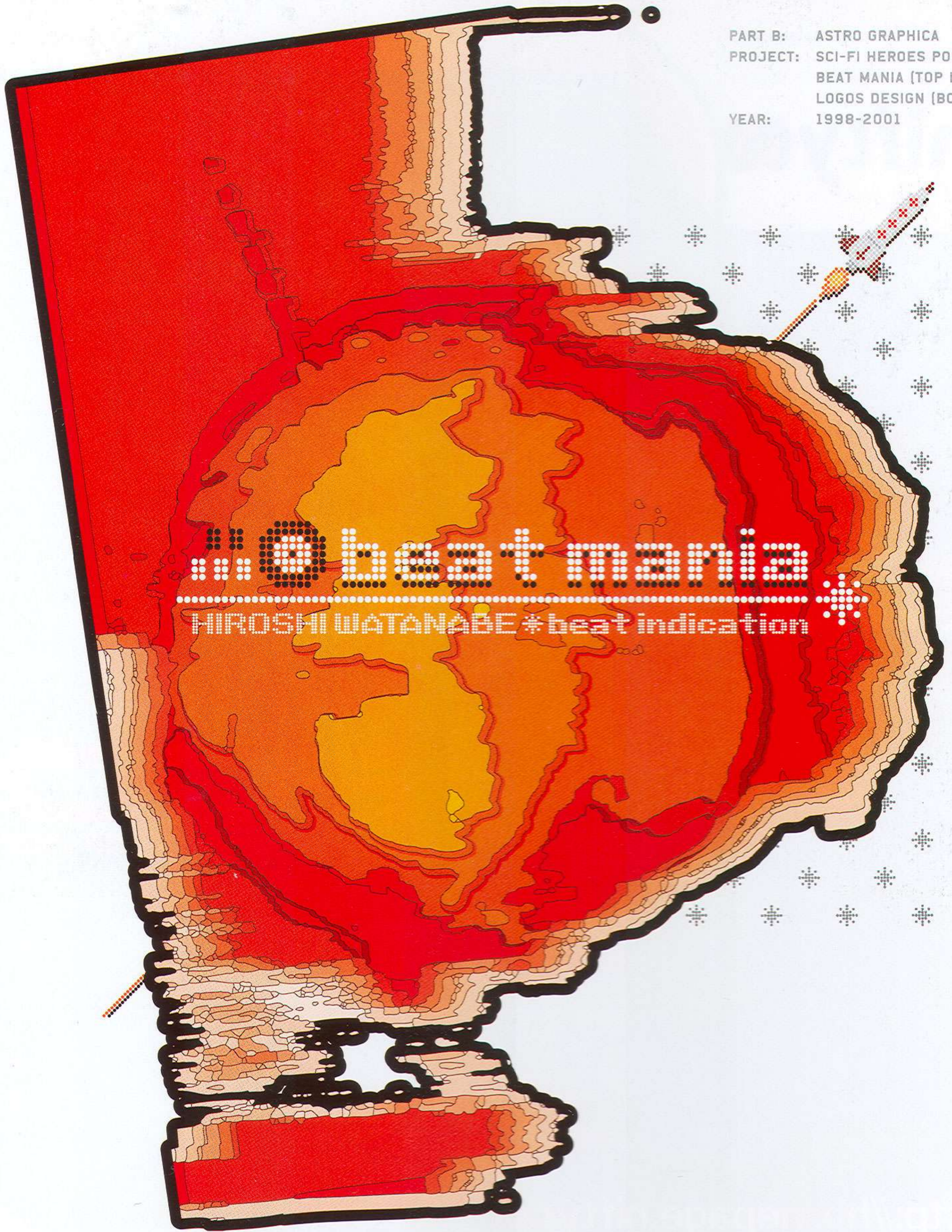
MODEL: SONIC SPORTS ESP
 ENGINE TYPE: DOHC V12
 CAPACITY: 5000cc
 MAX POWER: 750ps/12800rpm
 LENGTH: 5900mm
 WIDTH: 2150mm
 HEIGHT: 1450mm
 WEIGHT: 500kg
 WHEEL BASE: 3000mm

ENJOY YOUR LIFE HAPPILY WITH A SMILE!

ASTRO graphica

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PART B: ASTRO GRAPHICA
PROJECT: SCI-FI HEROES POSTERS (LEFT)
BEAT MANIA (TOP RIGHT)
LOGOS DESIGN (BOTTOM RIGHT)
YEAR: 1998-2001



@nifty 

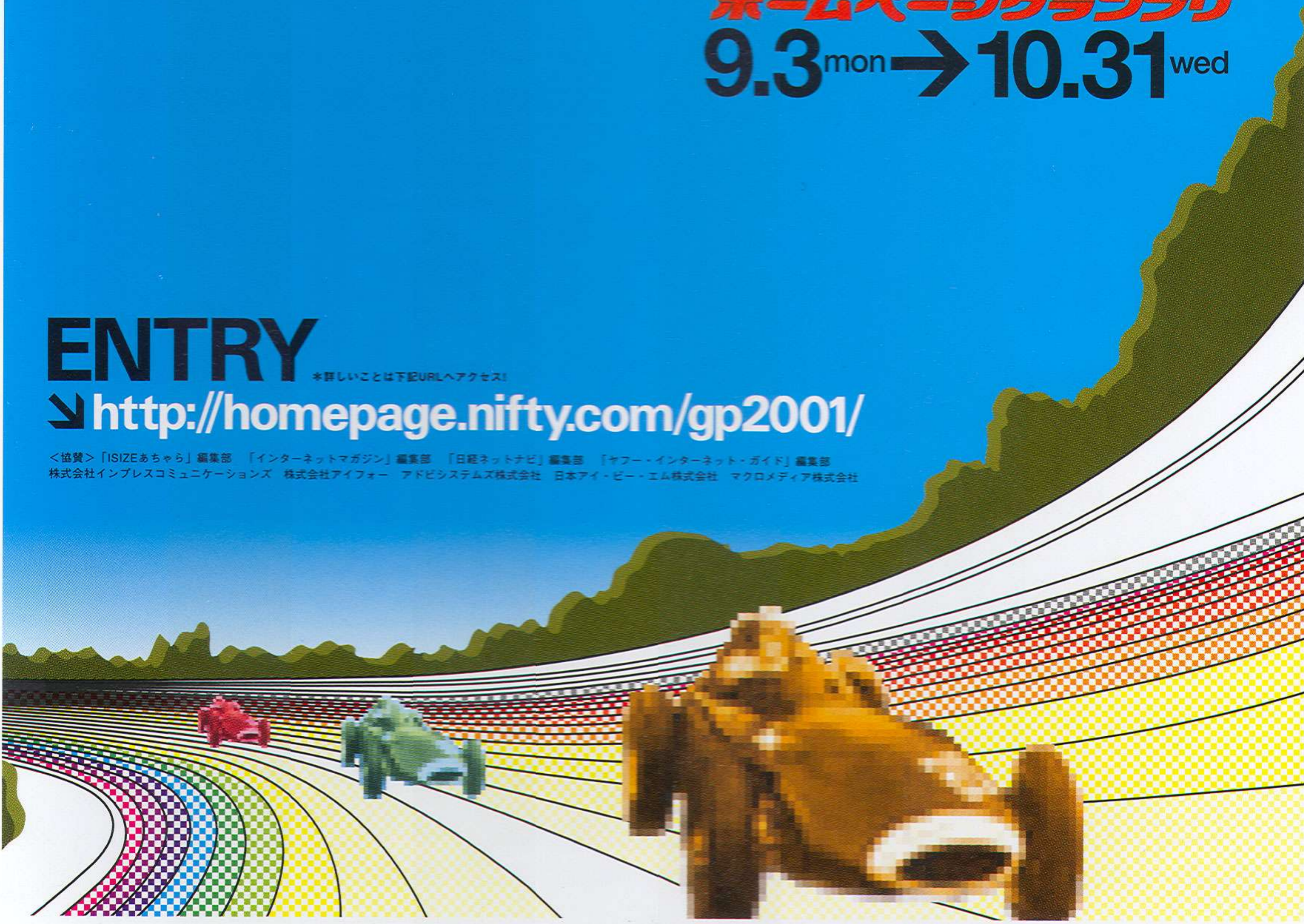
賞金100万円
@nifty14P GP
2001
ホームページグランプリ
9.3^{mon} → 10.31^{wed}

ENTRY

*詳しいことは下記URLへアクセス!

↓ <http://homepage.nifty.com/gp2001/>

<協賛> 「ISIZEあちゃら」編集部 「インターネットマガジン」編集部 「日経ネットナビ」編集部 「ヤフー・インターネット・ガイド」編集部
株式会社インプレスコミュニケーションズ 株式会社アイフォー アドビシステムズ株式会社 日本アイ・ビー・エム株式会社 マクロメディア株式会社

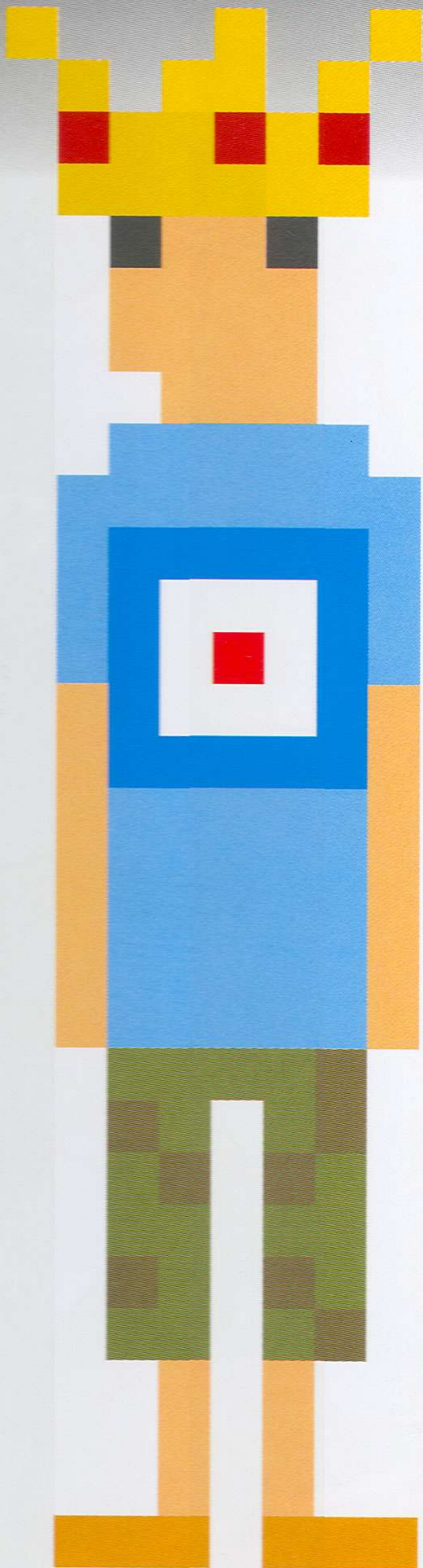


ICONOGRAPHY >>
STYLE: GRAPHIC DESIGN
PROJECT: @NIFTY HPGP POSTER (LEFT)
CHARACTERS DESIGN (RIGHT)

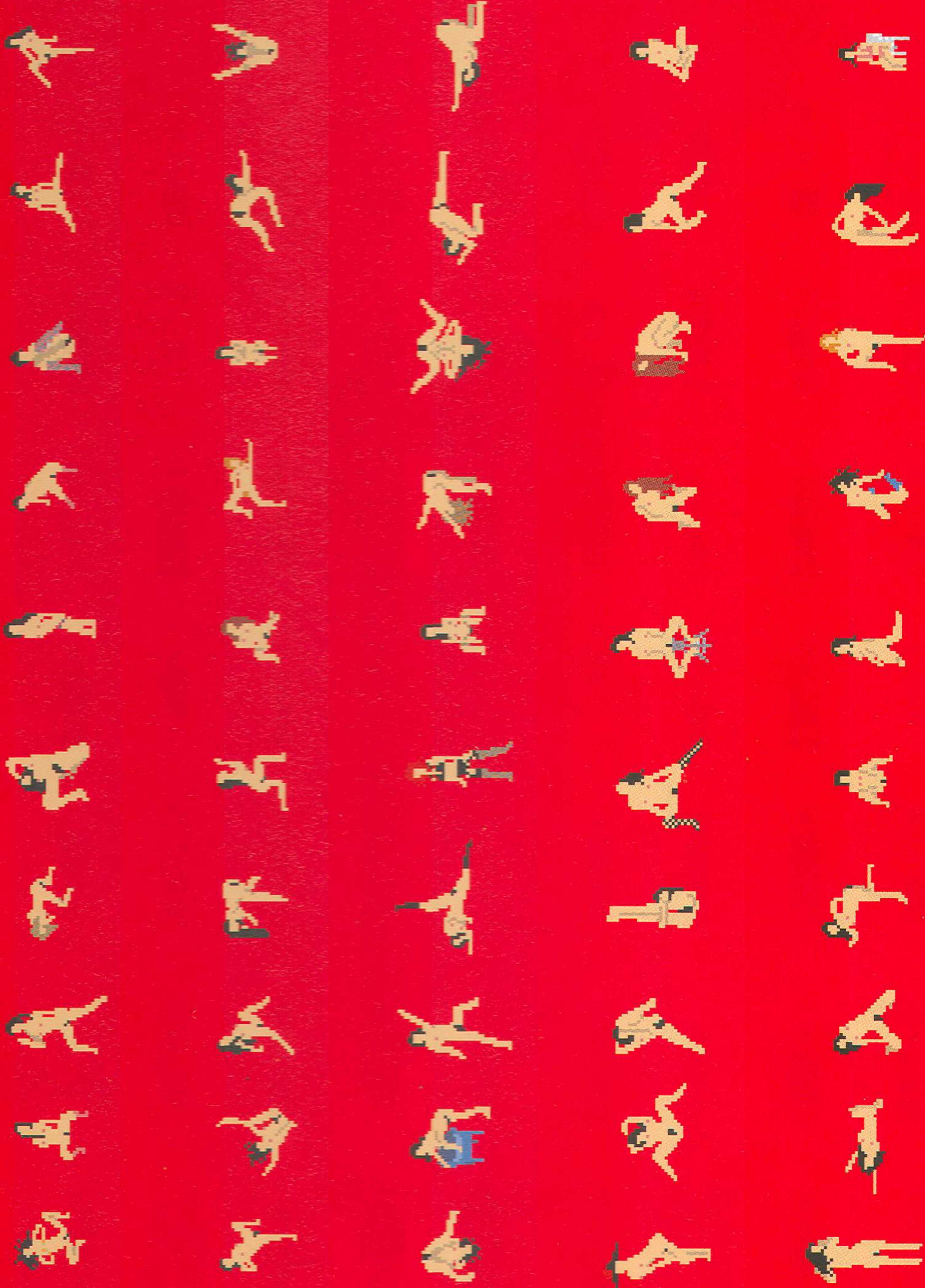


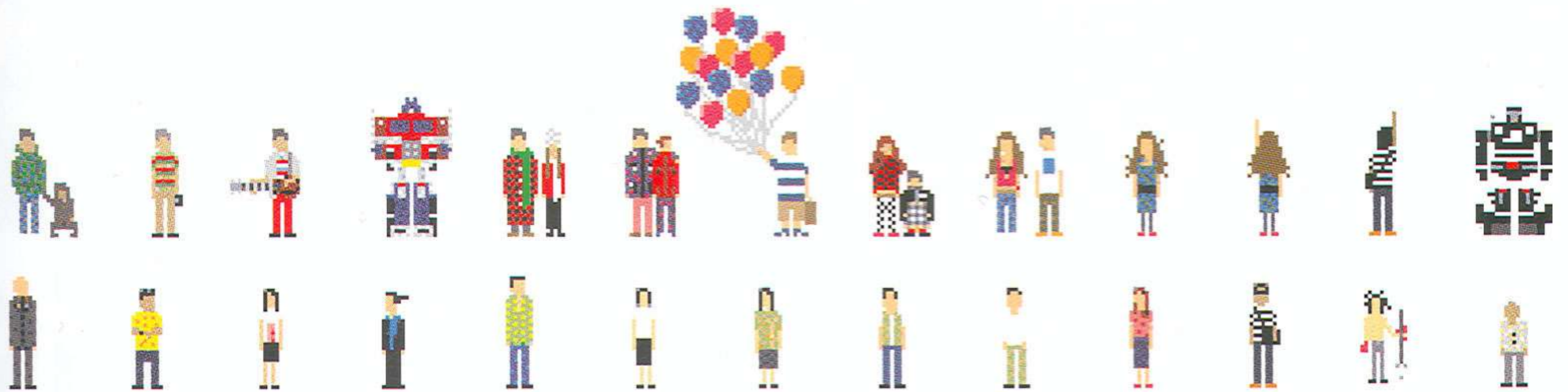
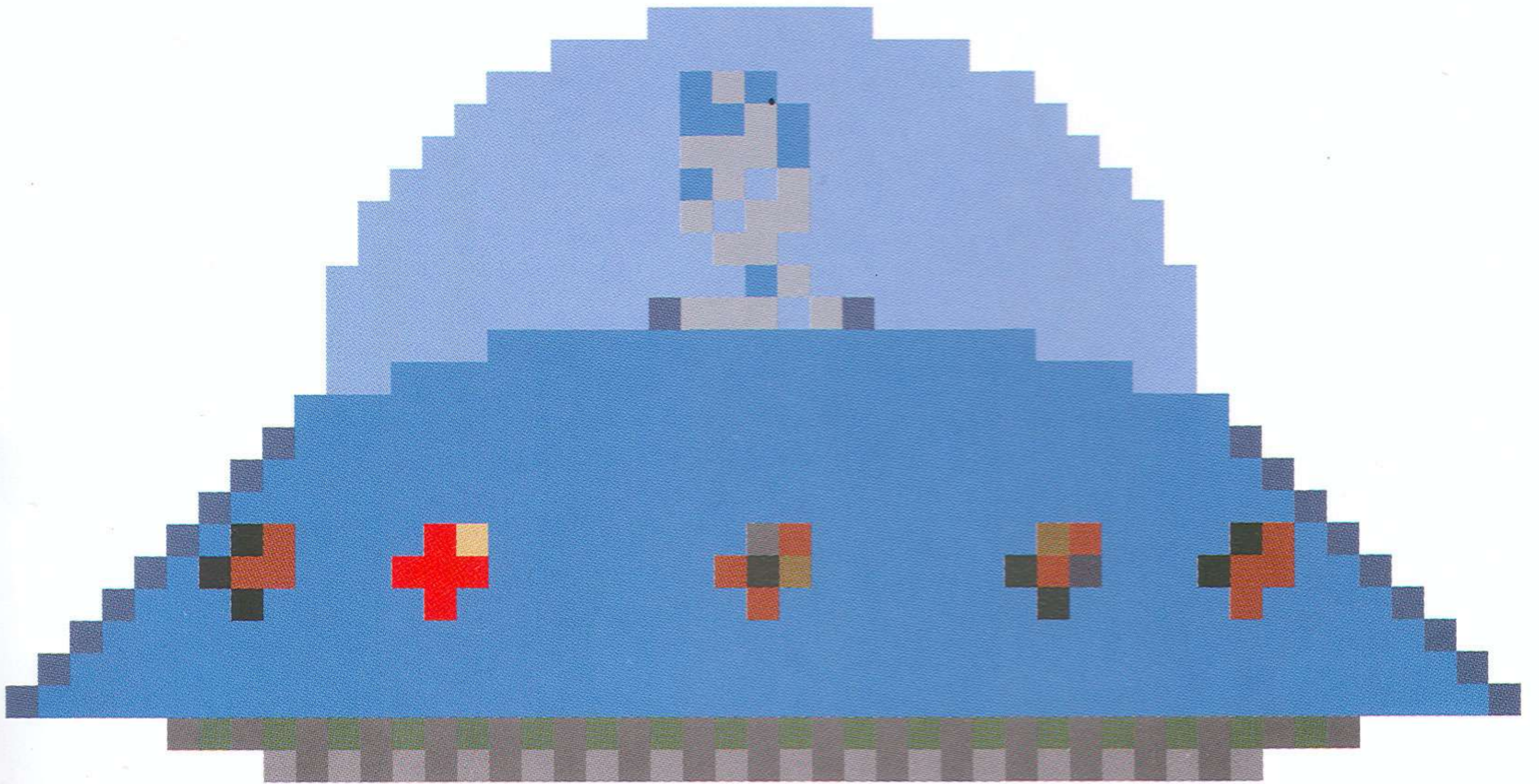
MEMORY
STICK
PAVILIONI













TOKYO



devil robots

PAGE_021/022

DEVIL ROBOTS

DEVIL ROBOTS IS A DESIGN TEAM CONSISTING OF SHINICHIRO KITAI, KENJI SAITO, SEIKOU KATO, YOSHIZO YOSHIMURA AND TAKEDHI IKEGAMI. BASED IN TOKYO SINCE 1997 AND WORKING ON GRAPHIC DESIGN, CHARACTERS, ILLUSTRATION, CLOTHING AND OTHER MERCHANDISE, MOTION GRAPHICS AND WEB PAGES, IT RECENTLY SAW ITS CHARACTER "TO-FU OYAKO" ACHIEVE GREAT SUCCESS ACROSS VARIOUS MEDIA, DEVELOPING INTO A TOY FIGURE FOR MEDICOM TOY CO., A STOOL, A BALLOON AND A SLOT MACHINE.

TO THE FUTURE! INTO THE RAPTURE!!

PART B: DEVIL ROBOTS
PROJECT: DEXPO 2001 POSTER
YEAR: 2001



DEVILROBOTS EXHIBITION

**DEXPO
2001**

IN MAKUHARI

2001.7.2 [MONDAY] - 9.28 [FRIDAY]

at CANON WONDER MUSEUM "DIGITAL ART GALLERY"
OPEN 10:00-17:00 [CLOSE: SATURDAY, SUNDAY, HOLIDAY]
FREE ENTRANCE

Canon



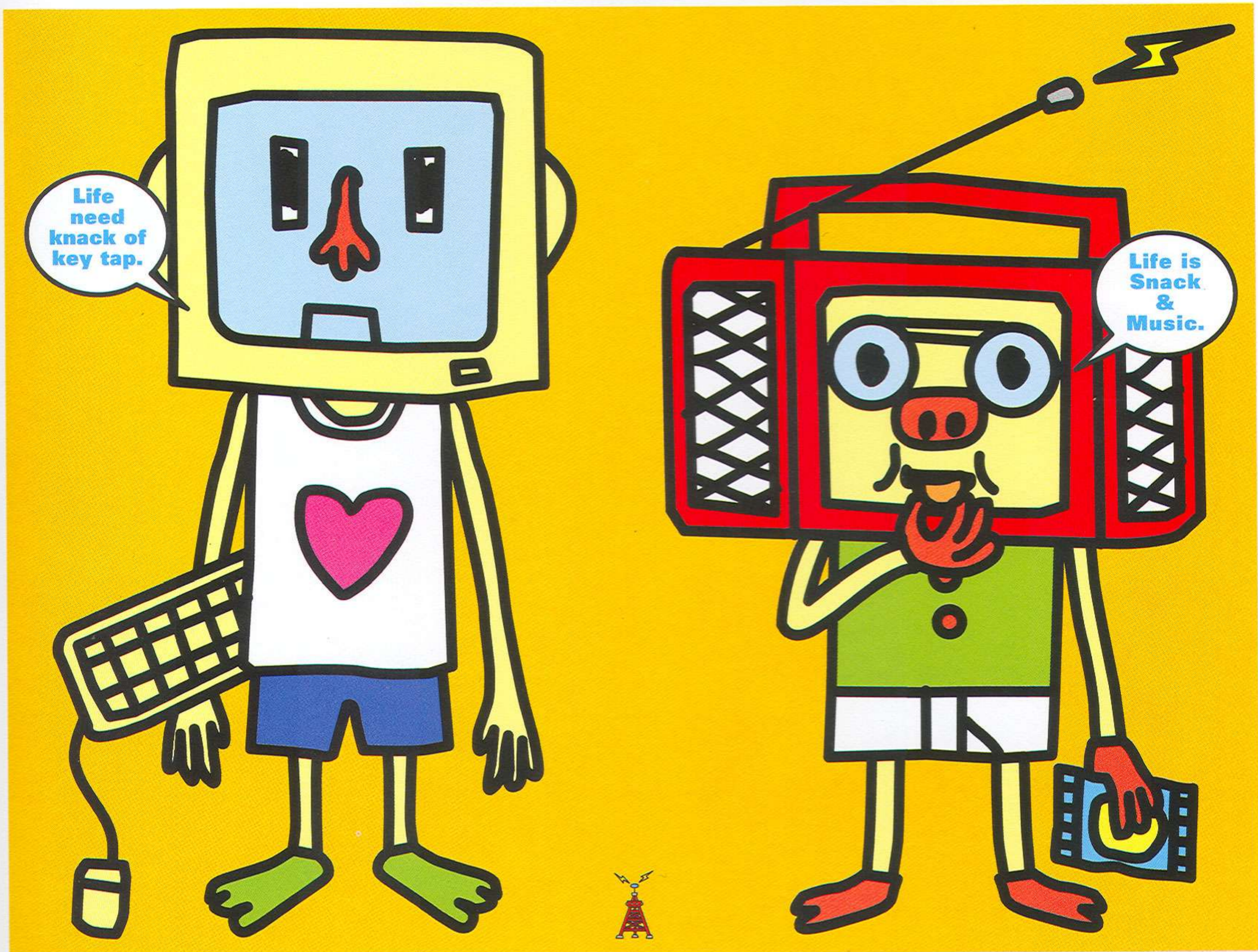


SAISON 2001
L'EXPOSITION DE DEVILROBOTS
pour les années 2000

DVAB 2001

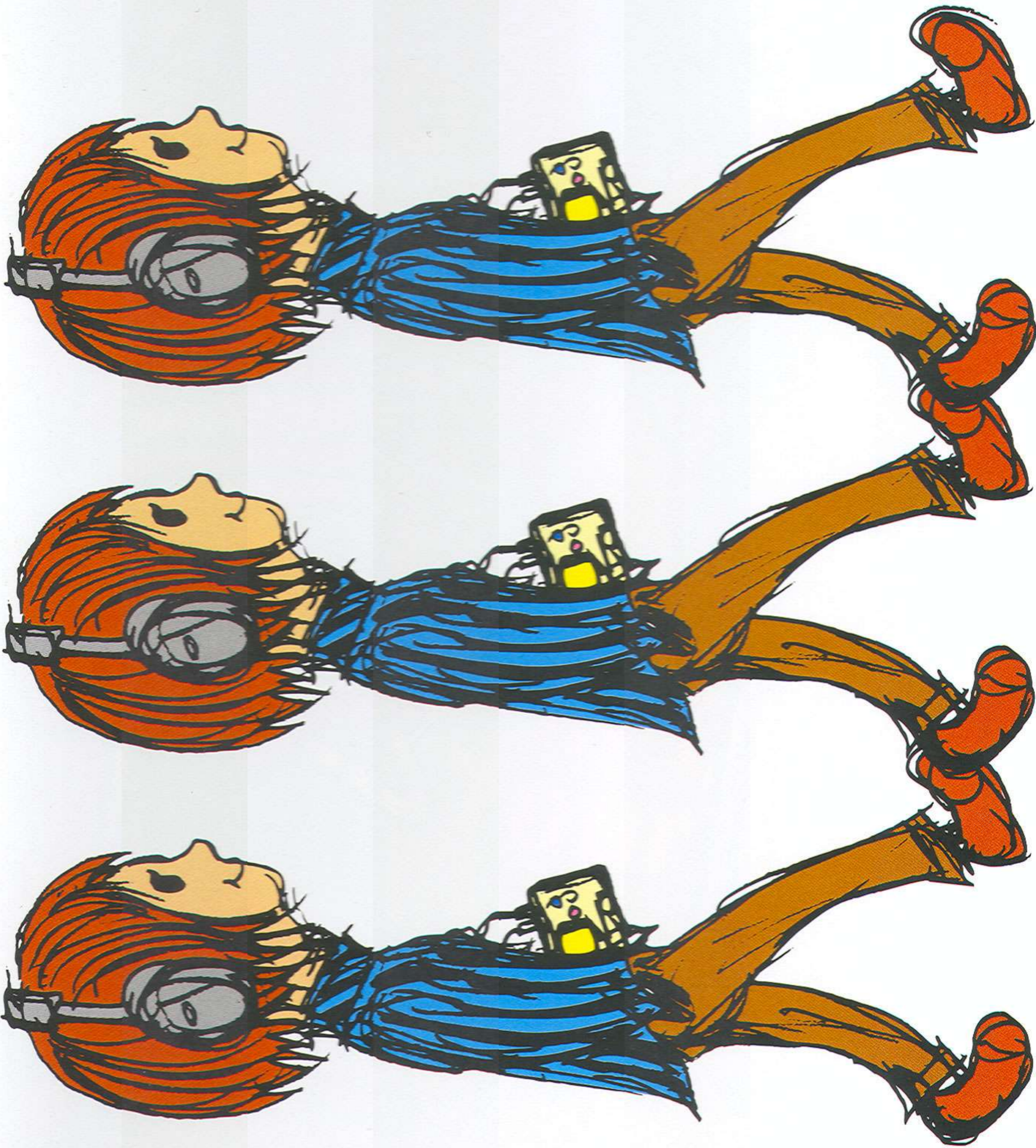
PART B: DEVIL ROBOTS
PROJECT: DEVIL ROBOTS WORLD TOUR IN PARIS POSTER (OPPOSITE)
SPEEDBOYS (TOP LEFT)
ILL (TOP RIGHT)
LIFE? (BOTTOM)
YEAR: 2001

ICONOGRAPHY >>
STYLE: CHARACTERS DESIGN



PART B: DEVILROBOTS
PROJECT: QUINKA, WITH A YAWN POSTER (LEFT)
TO-FU UKIYOE (FAKE) (RIGHT)
YEAR: 2001

ICONOGRAPHY >>
STYLE: CHARACTERS DESIGN



Quinka, with a Yawn



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Page 025/026

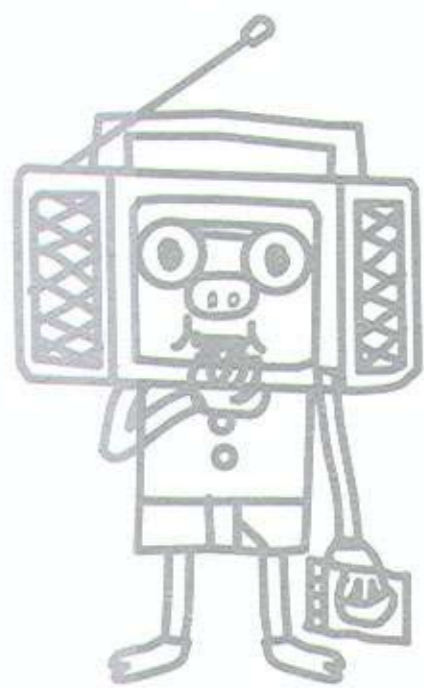




devil

"evil plots of devil robots"

foundation
of creatio



More evil! Still il
devilrobots!
Do you have a DVR

extreme robots terror

More evil! Still ill!
devilrobots!
Do you have a DVR?




devil
"evil plots of devil robots"

**TO-FU
Mother & Sonil**
But TO-FU is
easy to break,
don't push
too hard!!!




delightful evil



**erectrobots
affair**

ill

robtificati
More evil! Still ill! devilro
Do you have a DVR?



CASUAL MISCHIEF

MORE EVIL! STILL ILL!
DEVILROBOTS!
DO YOU HAVE A DVR?

◆ **devil robots** ◆

◆ **devil robots** ◆

◆ **devil robots** ◆



devil



devil



devil



devil



devil



devil



devil



dev

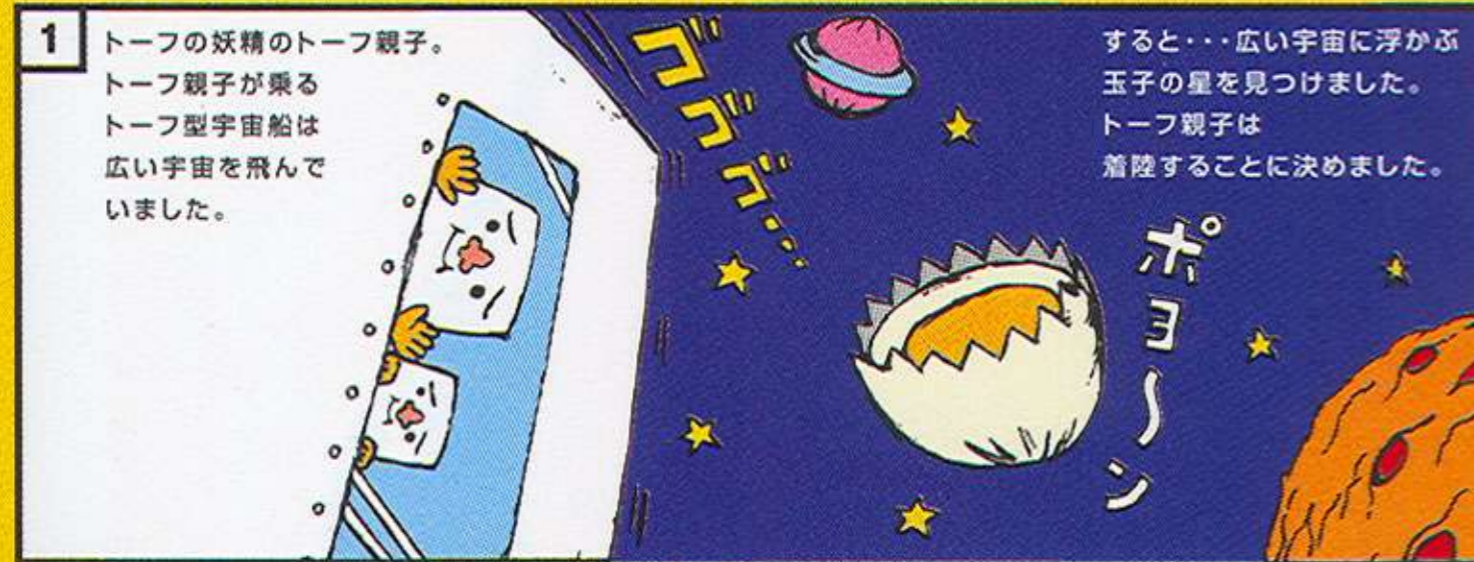
DEVILROBOTS PRESENTS

To-Fu OYAKO

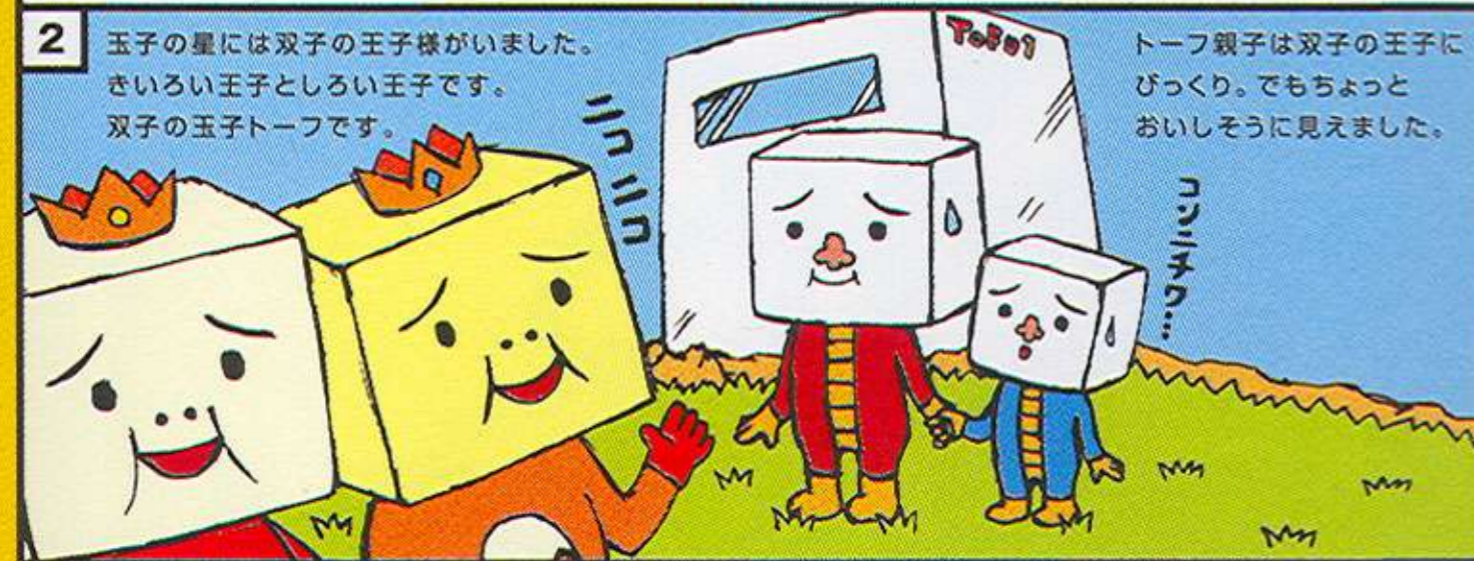
Vol.2: EGG To-Fu



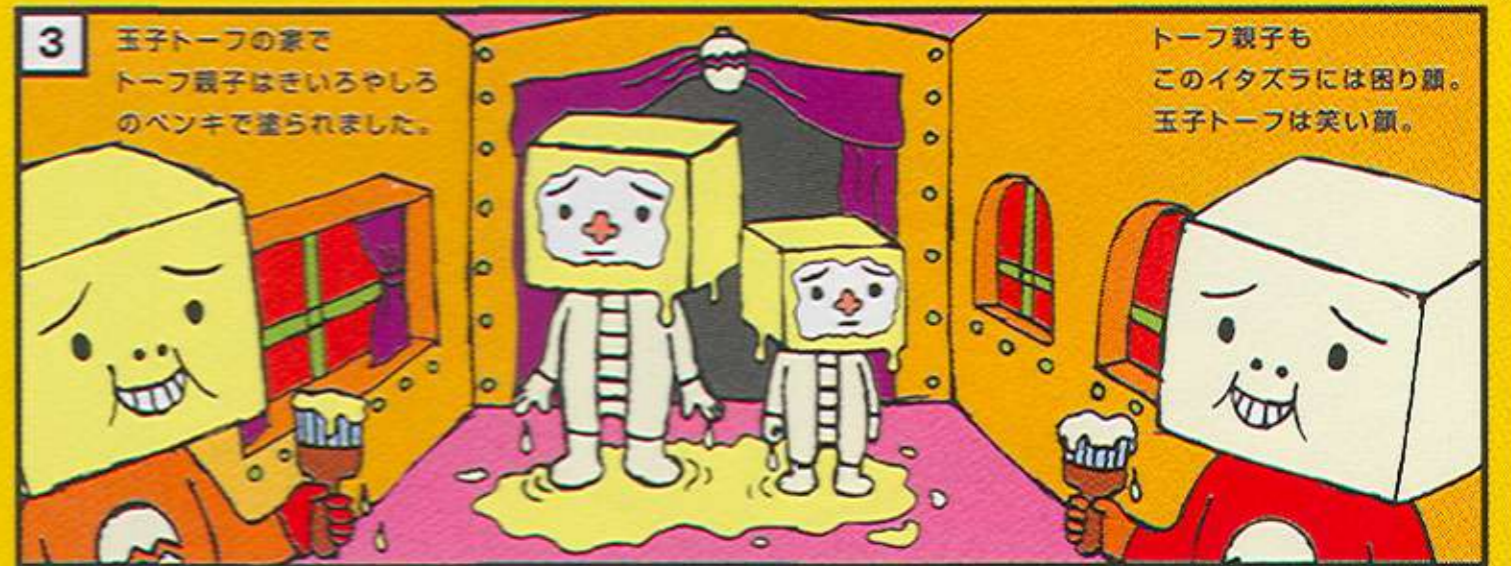
Written and illustrated by: DEVILROBOTS [http://www.devilrobots.com]
Special Thanks: SK Iam (IGN), Shin Sasaki (extra design)



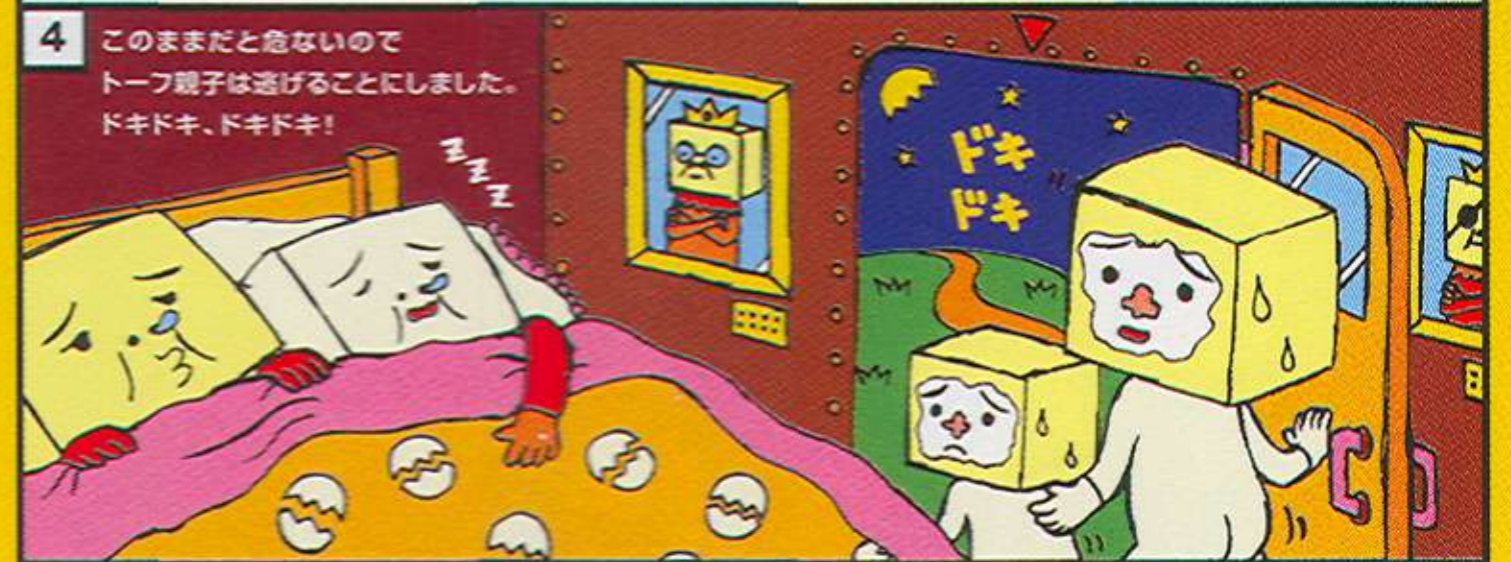
the left-hand side To-fu Oyakos, the spirit of To-fu. The To-fu spaceship that To-fu Oyakos get on board is flying in the vast universe. [TADDLE TADDLE] [PIT-A-PAT] Suddenly... they found the Planet Egg floating in the vast universe. To-fu Oyakos decided to land on the planet. the right-hand side



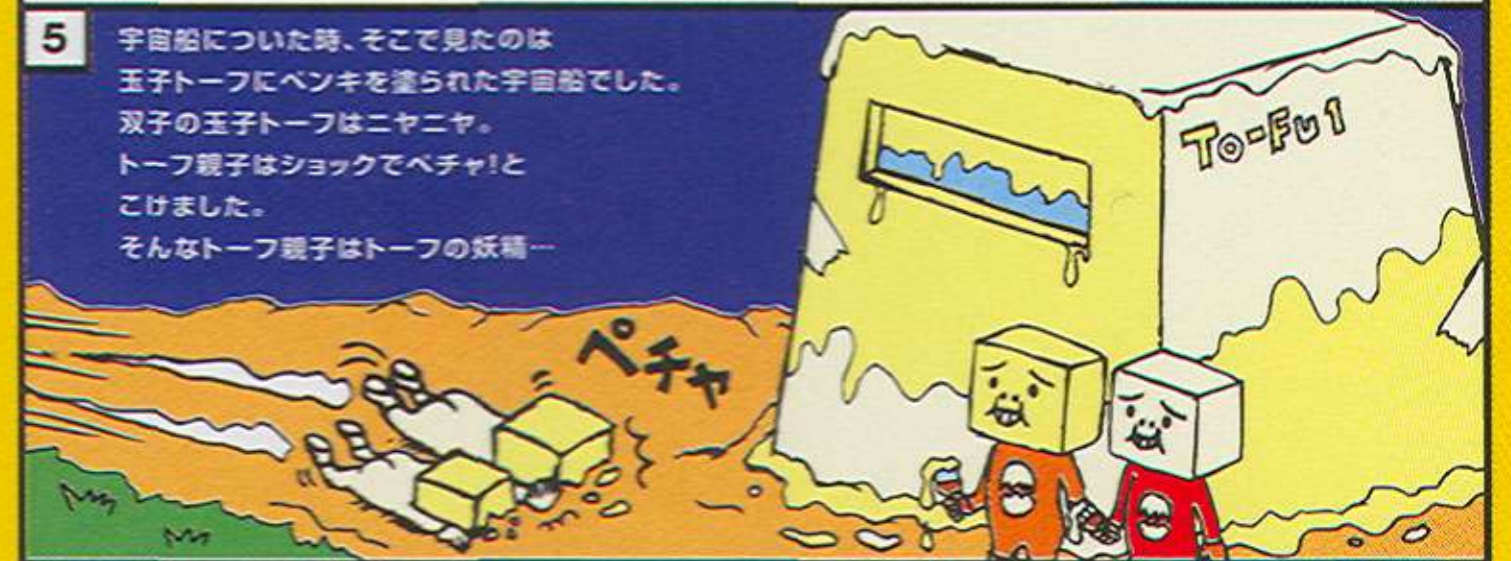
the left-hand side Twin princes are living on the Planet Egg. They are yellow prince and white prince. Twin Egg To-fu. [SMILE] [Hello...] To-fu Oyakos are surprised at twin princes. But they look a little tasty. the right-hand side



the left-hand side At Egg To-fu's home, To-fu Oyakos are painted in yellow and white. the right-hand side To-fu Oyakos are put out by this prank. Egg To-fu is smiling.



To-fu Oyakos sensed danger and decided to get away. Pit-a-pat, pit-a-pat! [PIT-A-PAT]



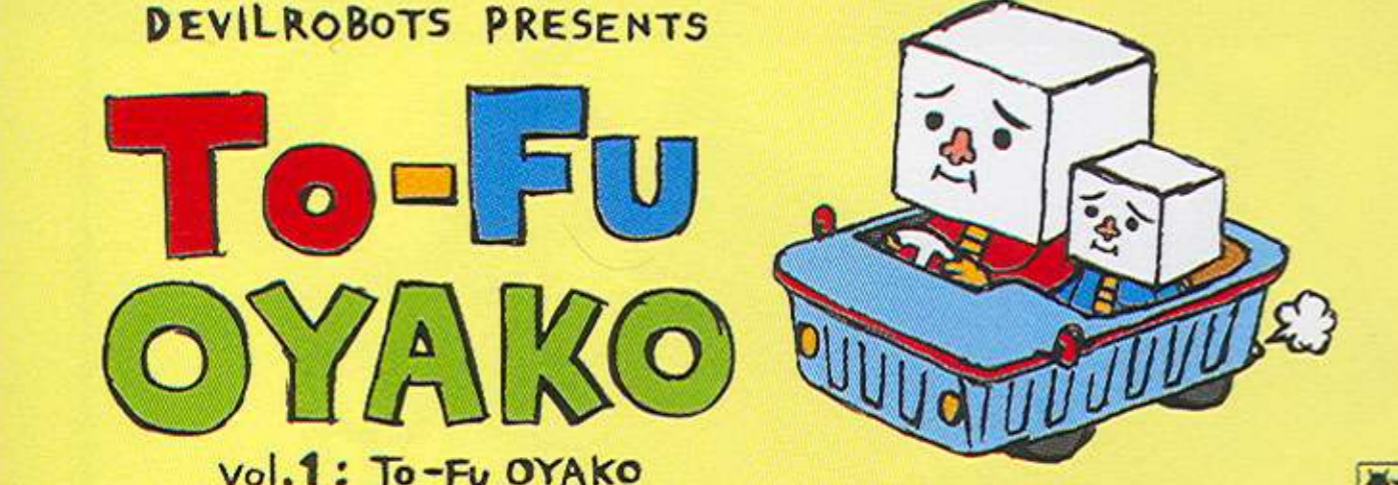
Getting to the spaceship, they found their spaceship painted by Egg To-fu. Twin Egg To-fu is smirking. To-fu Oyakos was shocked and fell to the ground. Yes, they are the spirit of To-fu... [SLAP]

NEXT: Confrontation!! To-fu Oyakos vs Poison To-fu Oyakos!!

DEVILROBOTS PRESENTS

To-Fu OYAKO

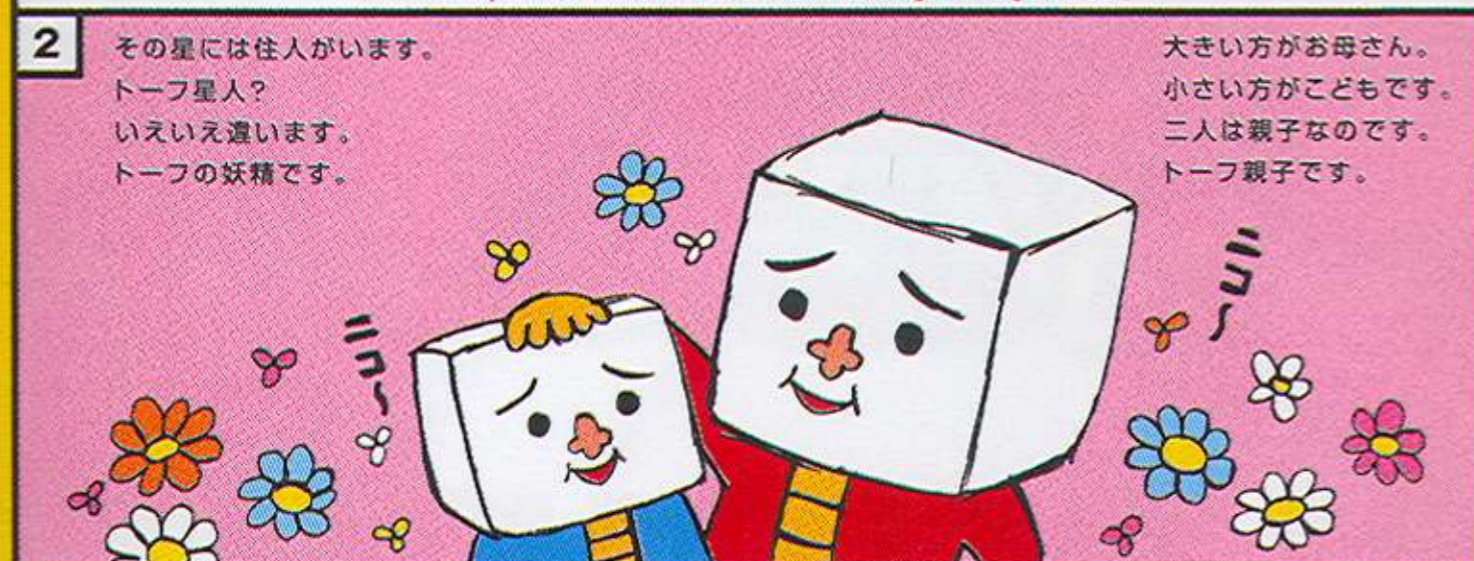
Vol.1: To-Fu OYAKO



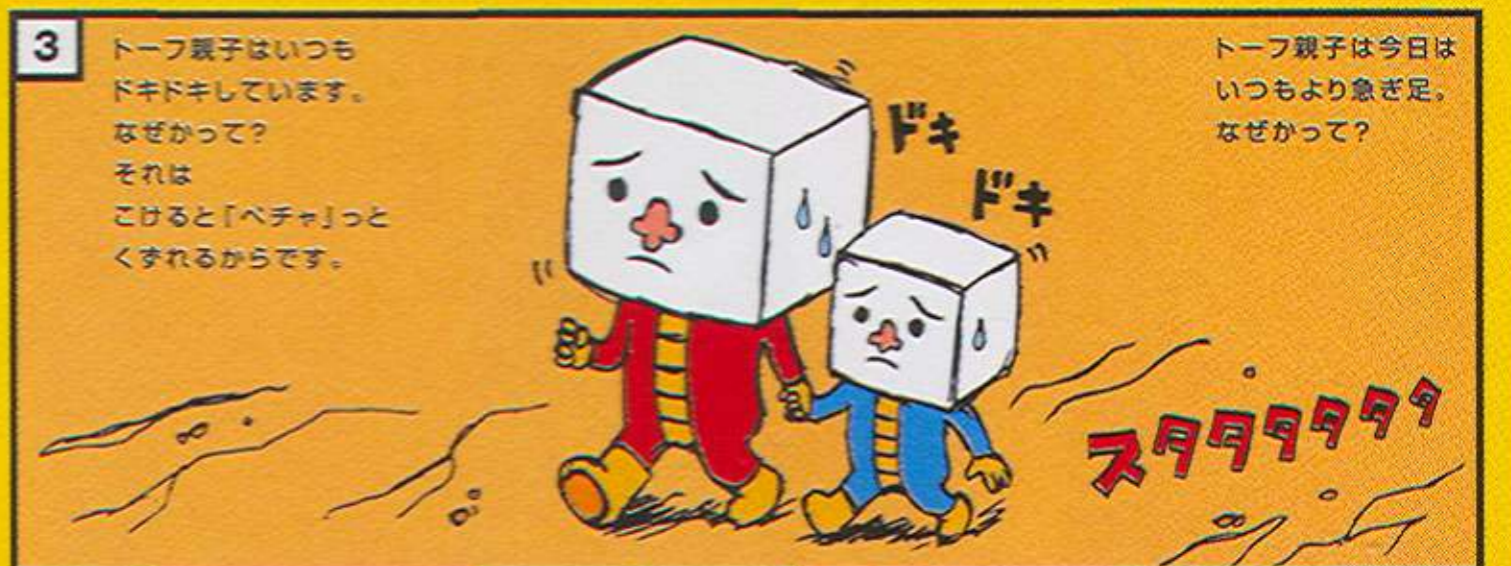
Written and illustrated by: DEVILROBOTS [http://www.devilrobots.com]
Special Thanks: SK Iam (IGN), Shin Sasaki (extra design)



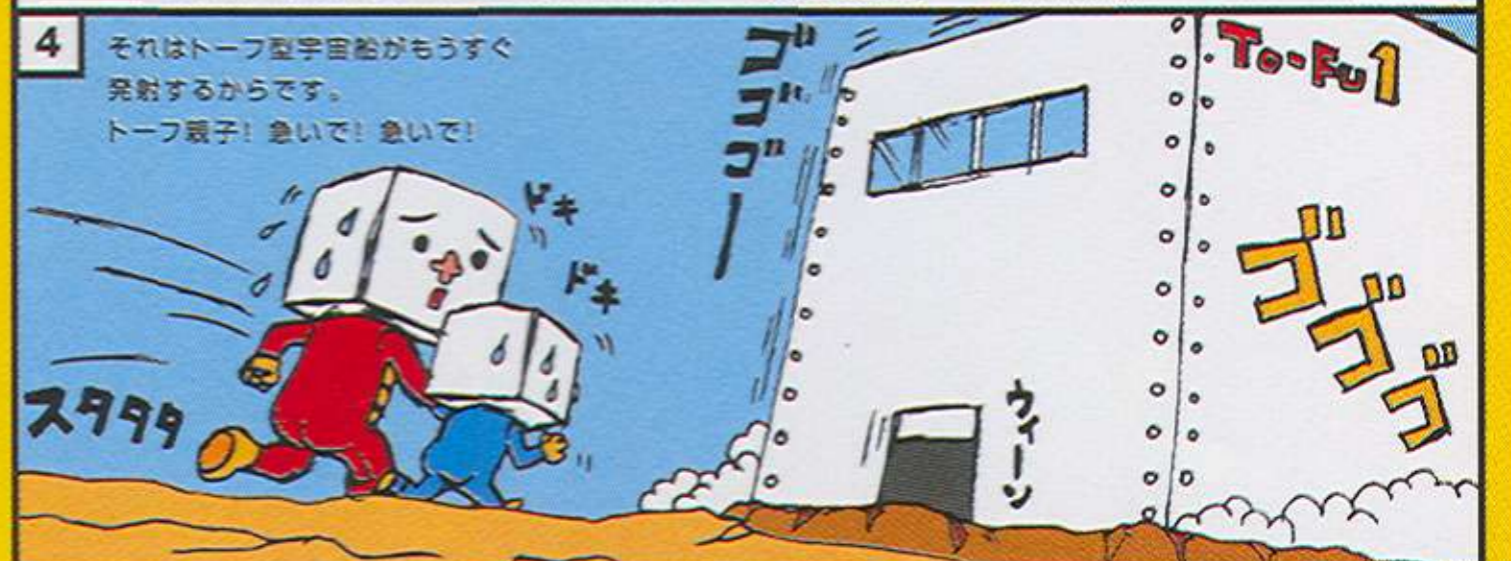
A white cubic planet floating in the huge universe. It's the Planet To-fu... [the onomatopoeic word that stands for the state something is floating in the air?]



the left-hand side Creatures inhabit the planet. Are they aliens? No, they aren't. They are the spirit of To-fu. [SMILE] the right-hand side The bigger one is mother. And the smaller one is her child. Yes, they are mother and child. They are To-fu Oyakos.



To-fu Oyakos is always getting nervous. Do you know why? It's because they are easily crumbled when they fall to the ground. Do you know why? [PIT-A-PAT] [TADDLE TADDLE] To-fu Oyakos hurries on their way than usual. Do you know why? the right-hand side



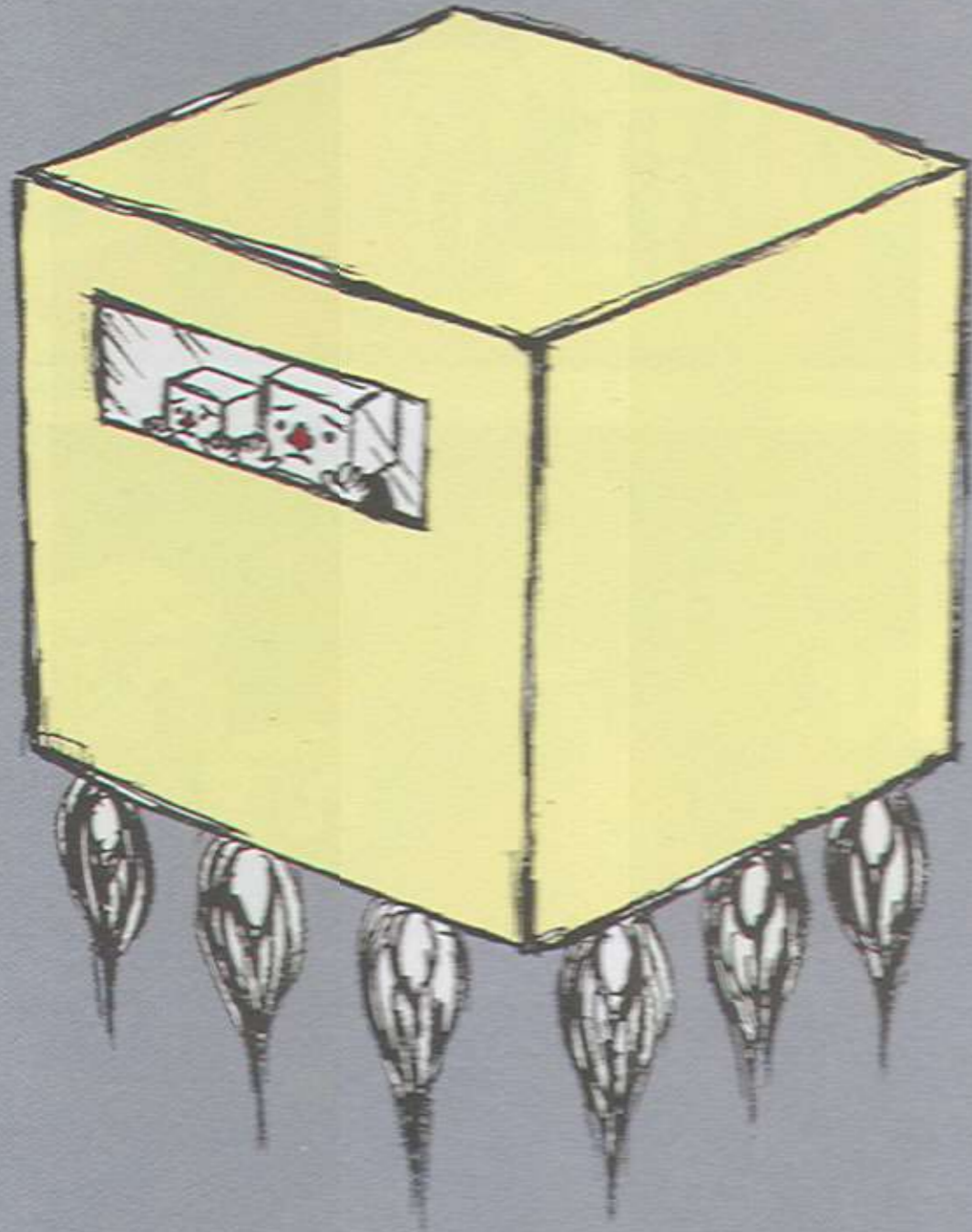
[TADDLE TADDLE] It's because the To-fu spaceship is almost blasting off. Hurry, To-fu Oyakos! Hurry up! [PIT-A-PAT] [BOOOM] [BUZZING BUZZING]



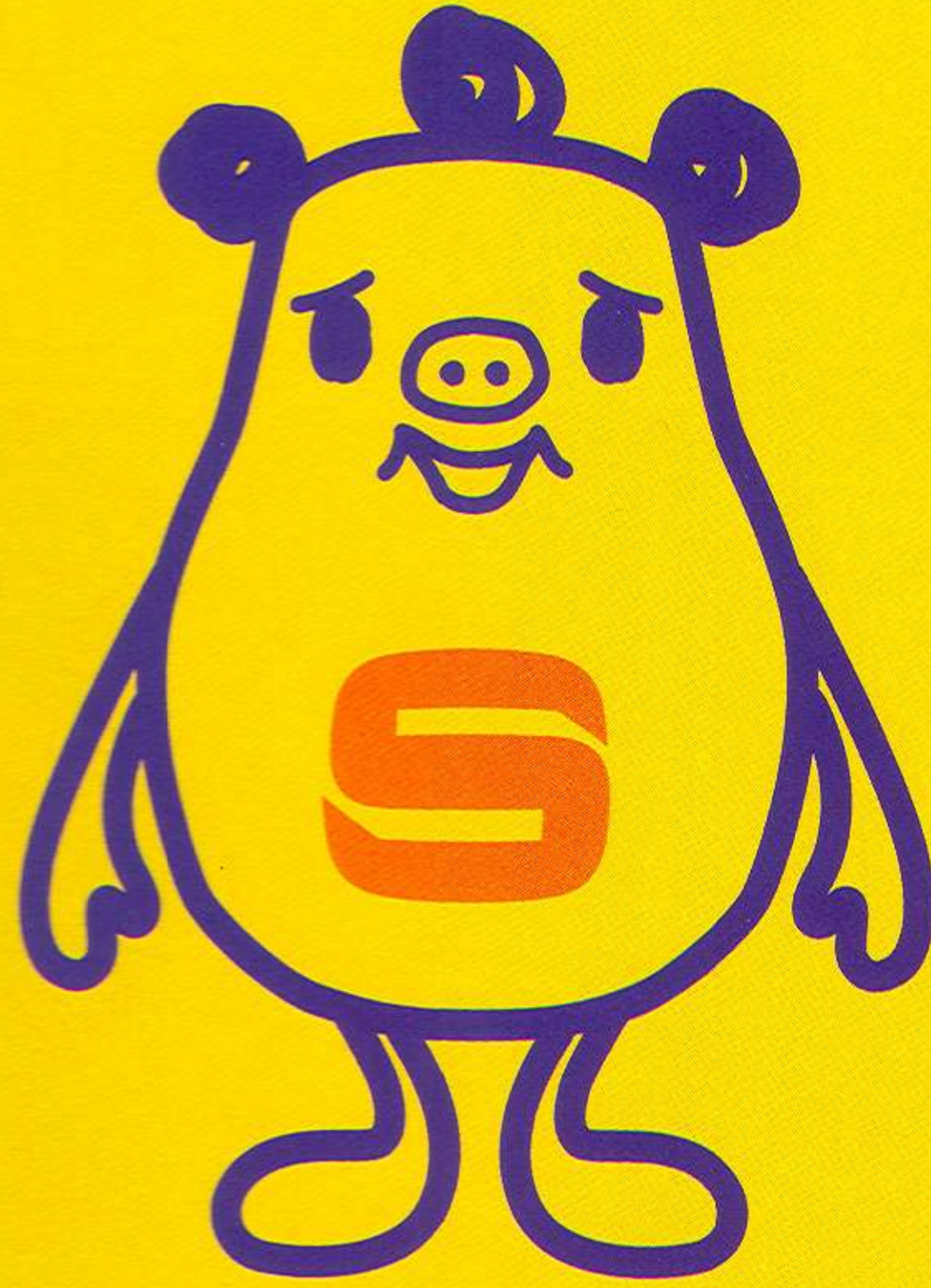
The spaceship finally took off. Too bad! They missed it. To-fu Oyakos fell into a hole of the launching pad. Yes, they are. They are the spirit of To-fu... [SLAP] [BUZZING BUZZING]

NEXT: To-fu Oyakos meets the prince of the Planet Egg...

PART B: DEVIL ROBOTS
 PROJECT: DEVIL ROBOTS WORLD TOUR IN NY POSTER (TOP LEFT)
 SELFISH MAGAZINE POSTER (TOP RIGHT)
 CLEANING X'MAS POSTER (BOTTOM)
 YEAR: 2001



DEVILROBOTS EXHIBITION
SUPA RIDE ON DEVILROBOTS
World Tour in N.Y.
 TO-FU FAMILY AROUND THE WORLD
 2001.3.22~4.02 N.Y./ZAKKA



SELFISH
 SOME EXPRESSIVE LABORS FEED
 INDEPENDENT STYLE & HUMOR.
DEVILROBOTS



cleaning
 We present X'massive delight for you!

2000 CLEANING & DEVIL ROBOTS

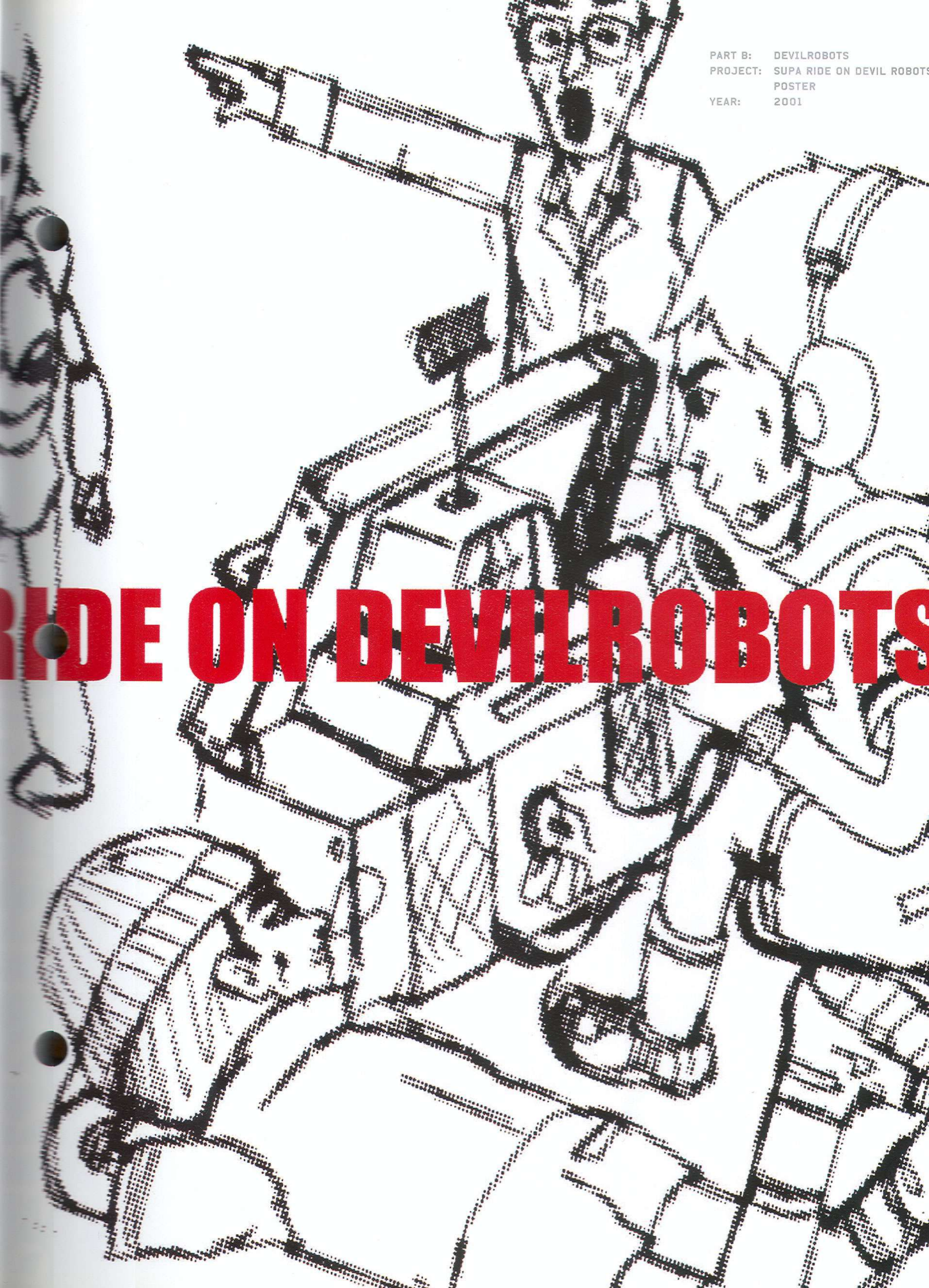


cleaning
 We present X'massive delight for you!

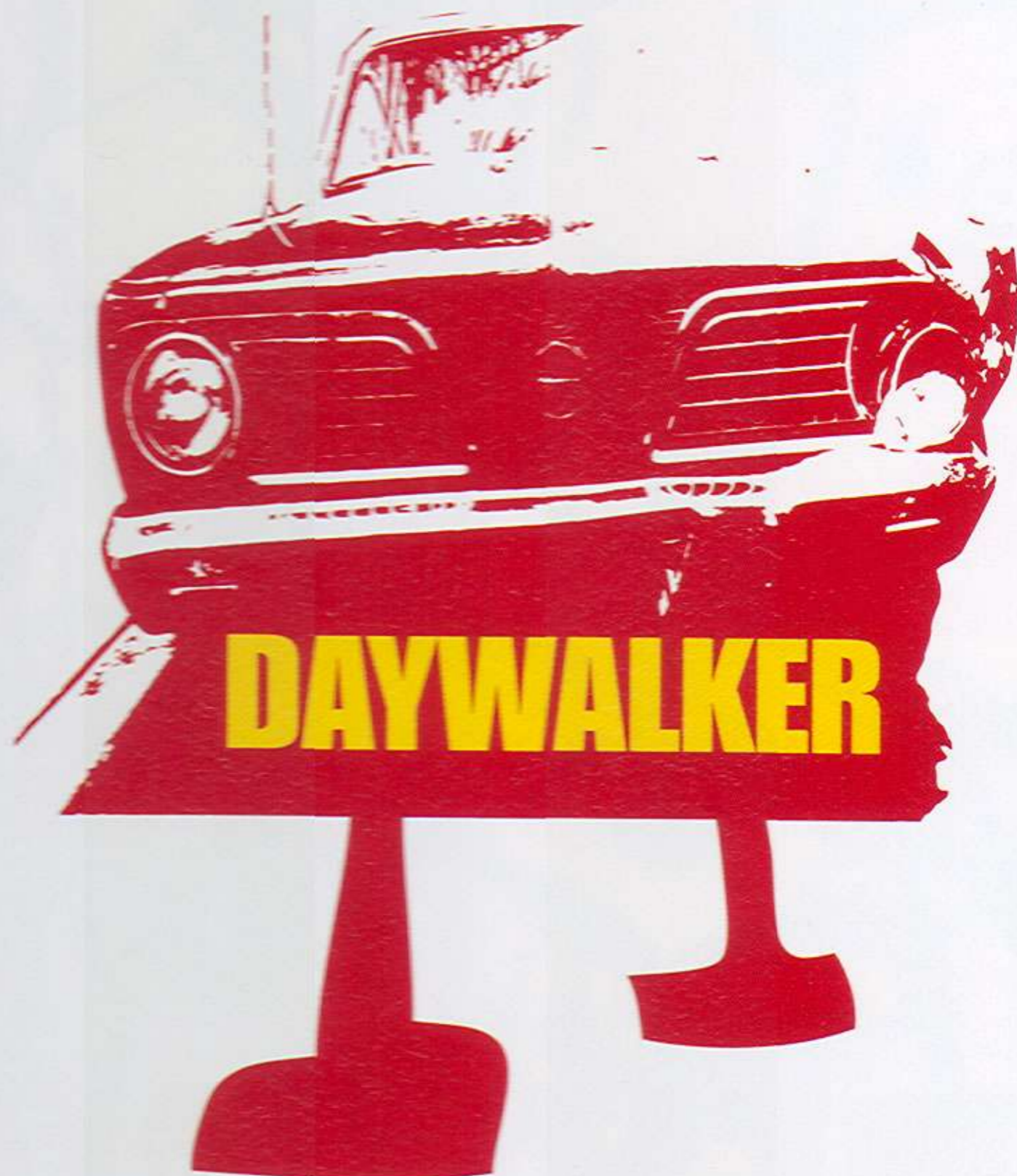
2000 CLEANING & DEVIL ROBOTS

PART B: DEVILROBOTS
PROJECT: SUPA RIDE ON DEVIL ROBOTS
POSTER
YEAR: 2001

RIDE ON DEVILROBOTS



PART B: DEVIL ROBOTS
PROJECT: DAYWALKER (TOP LEFT)
BALSTER (BOTTOM LEFT)
BATTLESTAR (BOTTOM RIGHT)
BARBORISM: KAIZOKU-CHAN [OPPOSITE]
YEAR: 2001

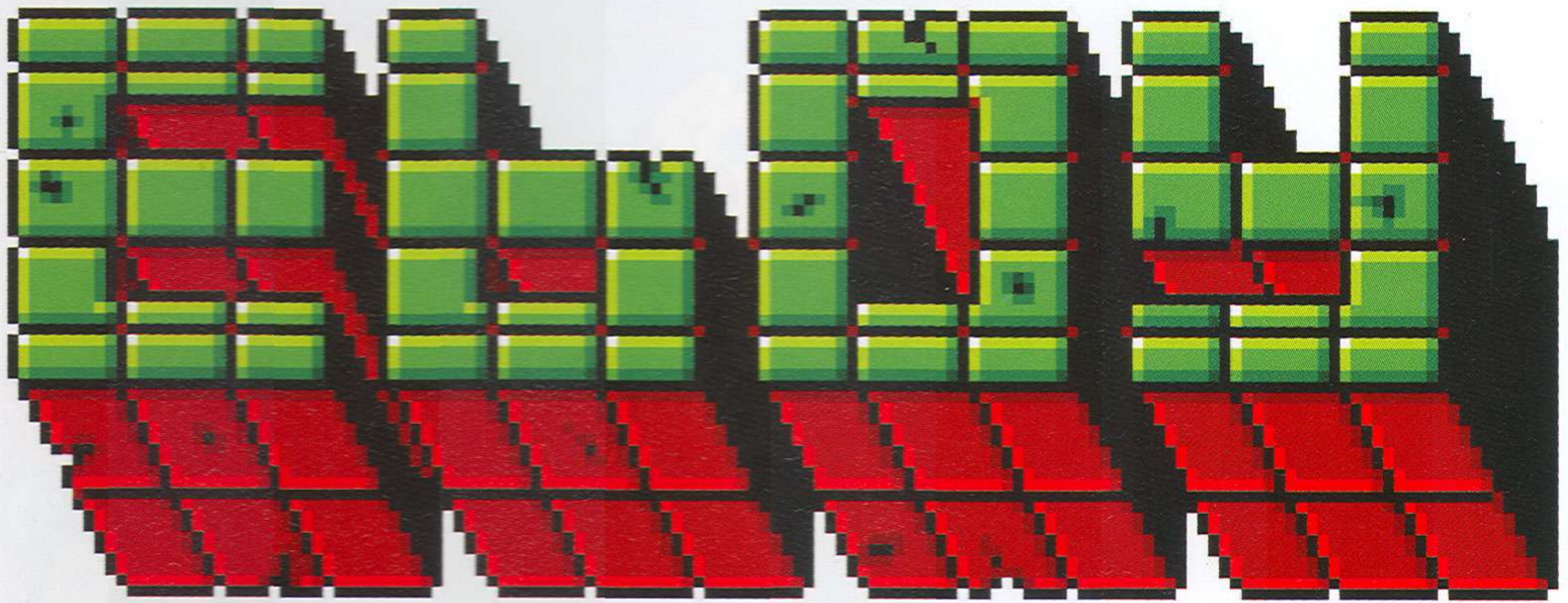


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GERMANY



PAGE_033/034

EBOY

STEFFEN SAUERTEIG, SVEND SMITAL AND KAI VERMEHR STARTED EBOY IN 1998 - PETER STEMMLER FROM NEW YORK JOINED THEM SOME TIME LATER. STEFFEN, SVEND AND KAI WORK IN TWO STUDIOS IN BERLIN WHILE PETER WORKS OUT OF NEW YORK. EBOY HAS BEEN COMMISSIONED BY INTERNET COMPANIES, ADVERTISING AGENCIES AND MAGAZINES. ITS BEST-KNOWN PROJECT IS ECITY, OF WHICH IT SAYS: "IT [REPRESENTS] OUR LOVE FOR BUILDINGS AND ARCHITECTURE - AND THE POSSIBILITY TO RECOMBINE PARTS OF IT ENDLESSLY. IT'S FUN WORKING TOGETHER, ENRICHING THE ECITY LIBRARY WITH EVERY NEW OBJECT."





BUY BUY

NEW

LOE H

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QUICKHONEY

EHU

FRESH

GOOD

GOOD

GOOD

ART

ART

11

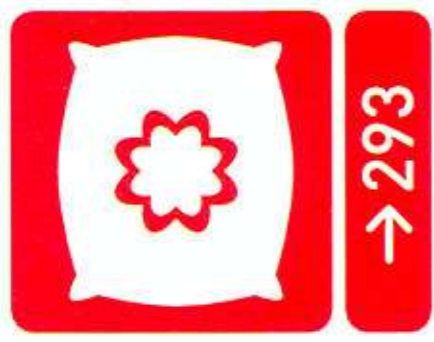


EBOY



PART B: EBOY
 PROJECT: MAXIM ICON (LEFT)
 PROJECT: SEXBOOK ICON (TOP RIGHT)
 PROJECT: MAXIM2 ICON (BOTTOM RIGHT)
 YEAR: 2001

ICONOGRAPHY >>
 STYLE: PIXEL ART & VECTOR GRAPHICS



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→ 293



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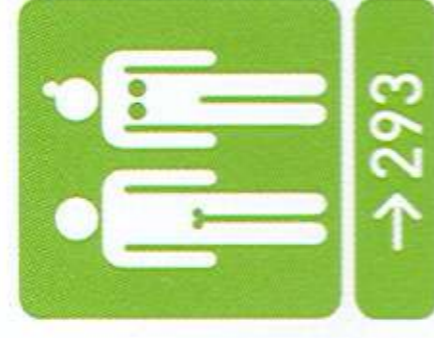
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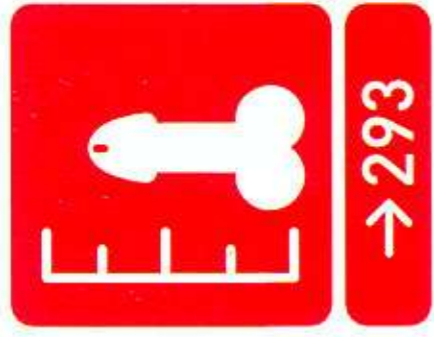
→ 293



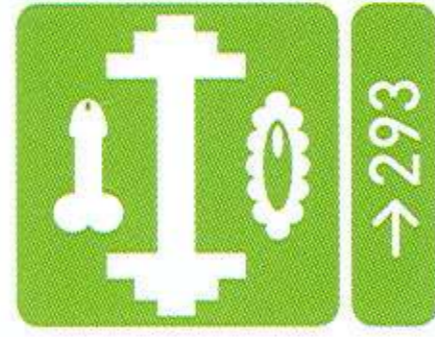
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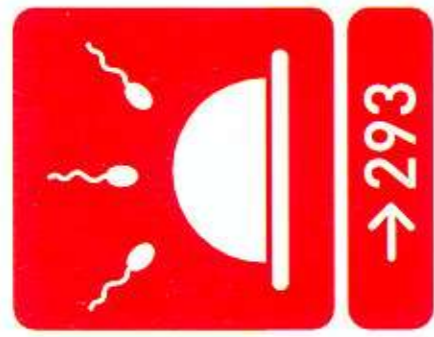
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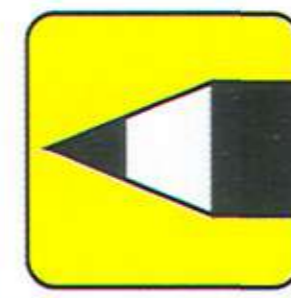
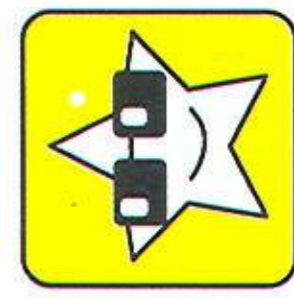
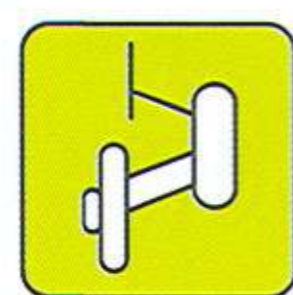
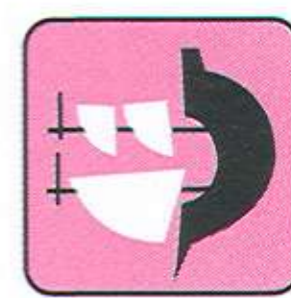
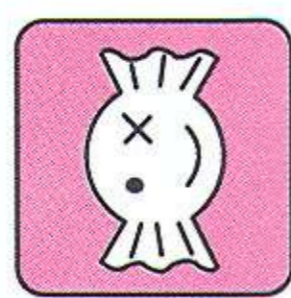
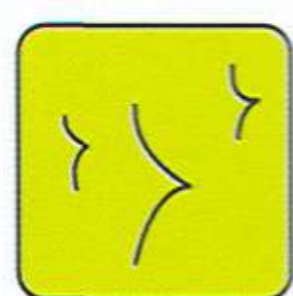
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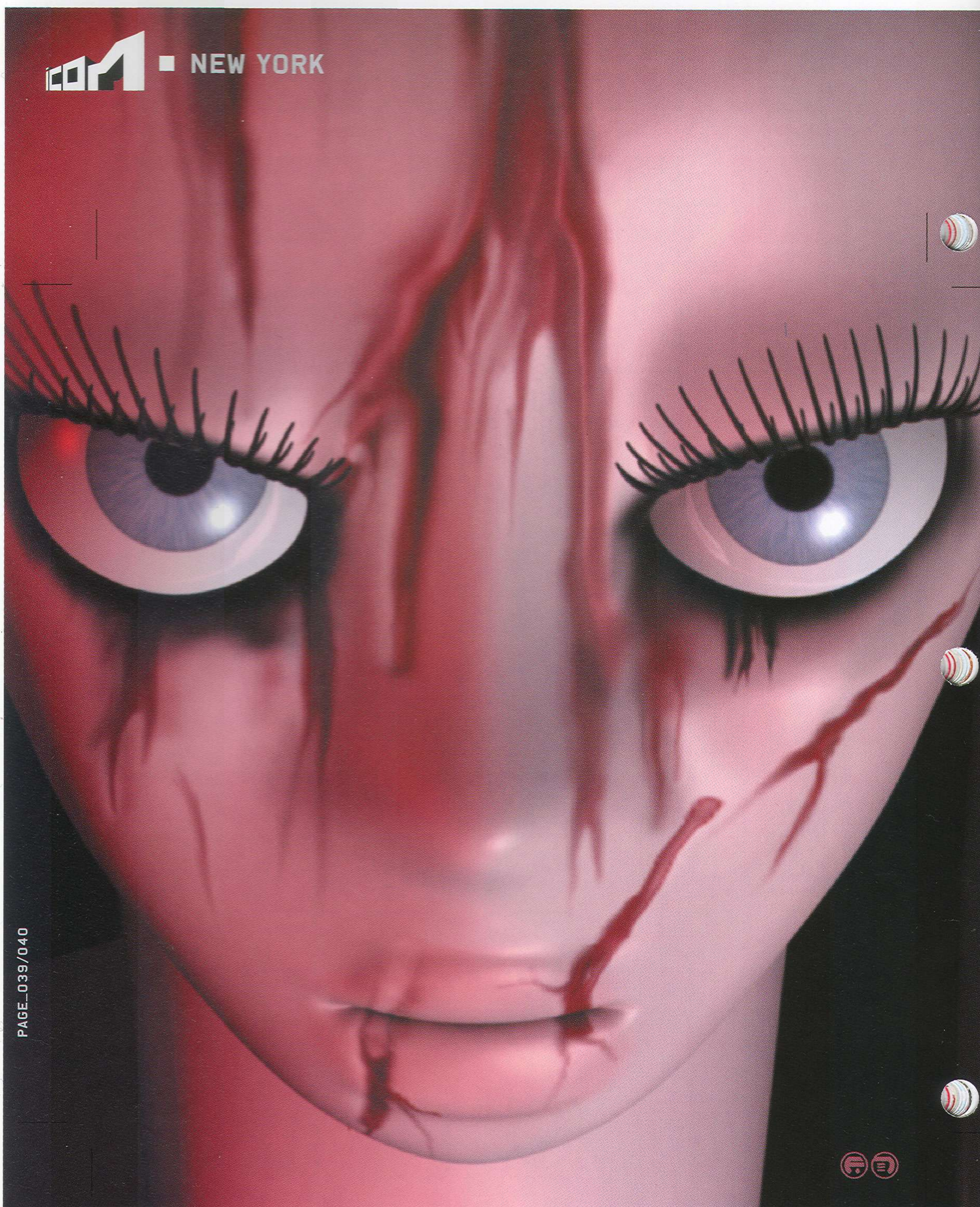


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NEW YORK



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FAIYAZ JAFRI

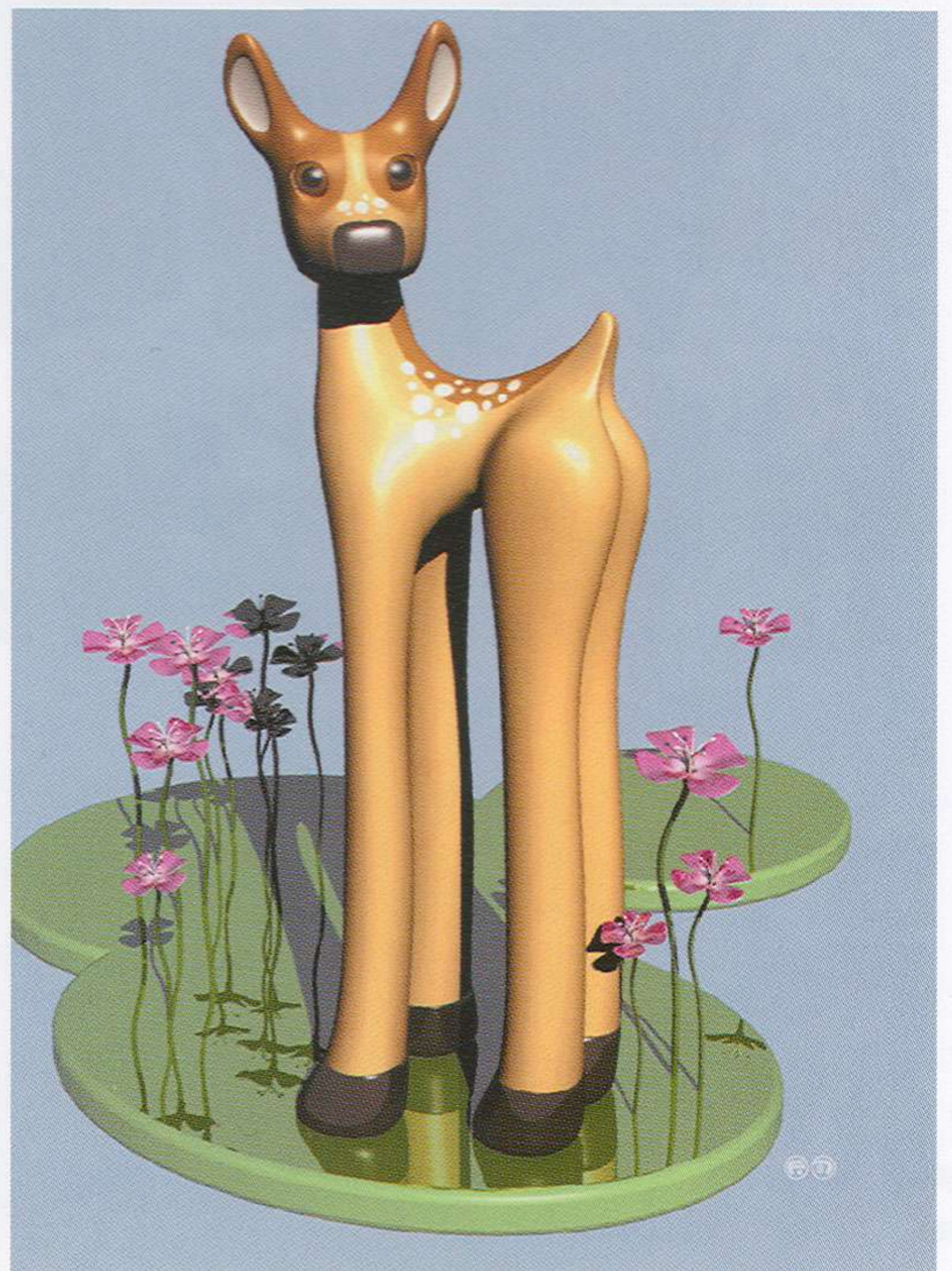
FAIYAZ JAFRI IS A NEW YORK-BASED DIGITAL ARTIST. ORIGINALLY OF PAKISTANI DECENT, HE WAS BORN AND RAISED IN THE NETHERLANDS. IN 1998 FAIYAZ MOVED TO NEW YORK, WHERE HE HAS HELD SOLO SHOWS OF HIS DIGITAL WORK, IN THE FORM OF GIANT WALLPAPER INSTALLATIONS AND LARGE BILLBOARDS.

PART B: FAIYAZ JAFRI
PROJECT: CRYING GIRL (TOP)
TWIN KISS (BOTTOM)
YEAR: 2001



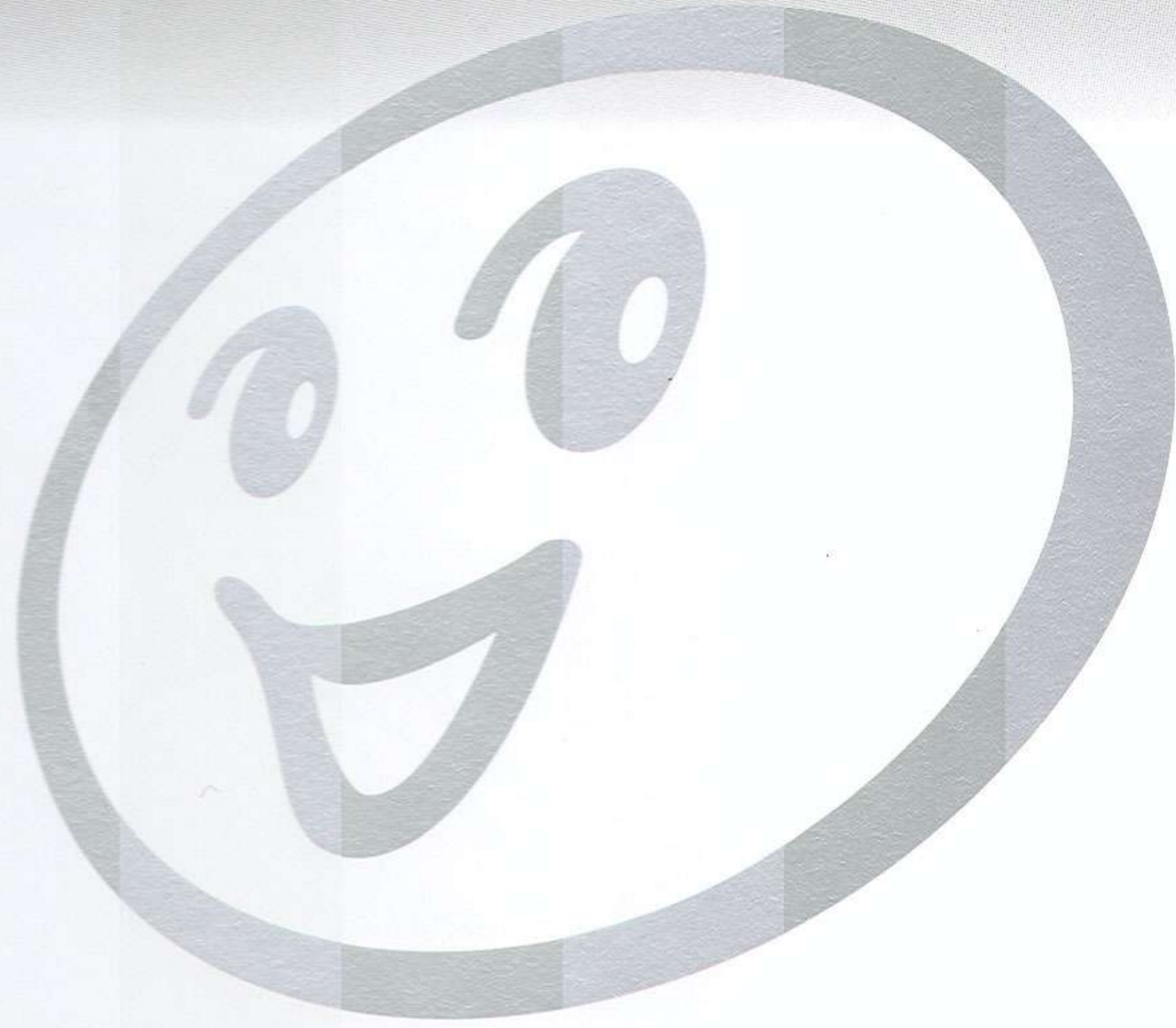
PART B: FAIYAZ JAFRI
STYLE: CHARACTERS DESIGN

PART B: FAIYAZ JAFRI
PROJECT: LEILA (TOP LEFT)
PROJECT: LIBERTY PROPOSAL FOR OP VADKA (TOP RIGHT)
DAB (BOTTOM LEFT)
BAMBI ILLUSTRATION FOR NUMERO (BOTTOM RIGHT)
YEAR: 2001





TOKYO



Furifuri

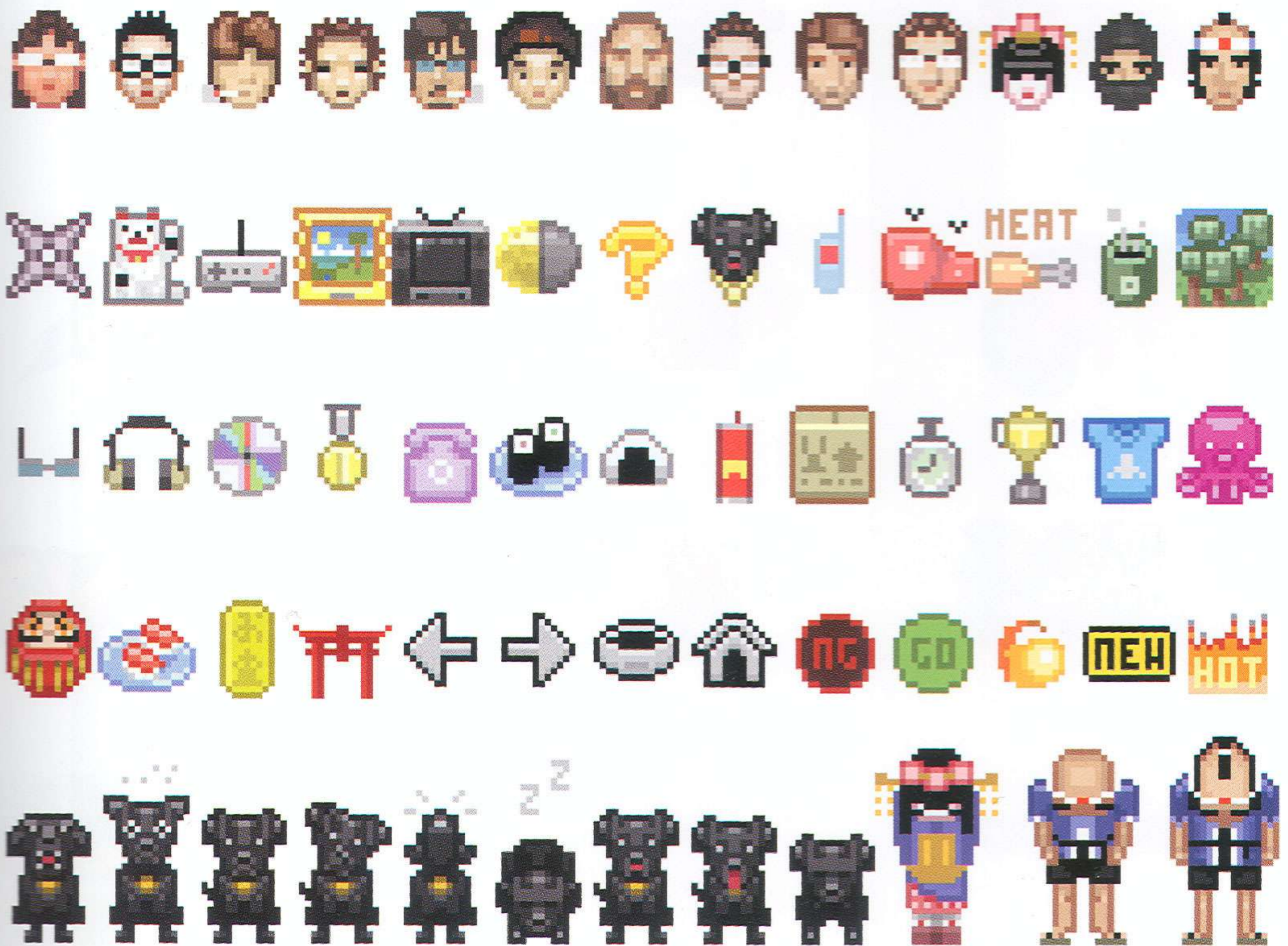
Furifuri Company



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FURI FURI

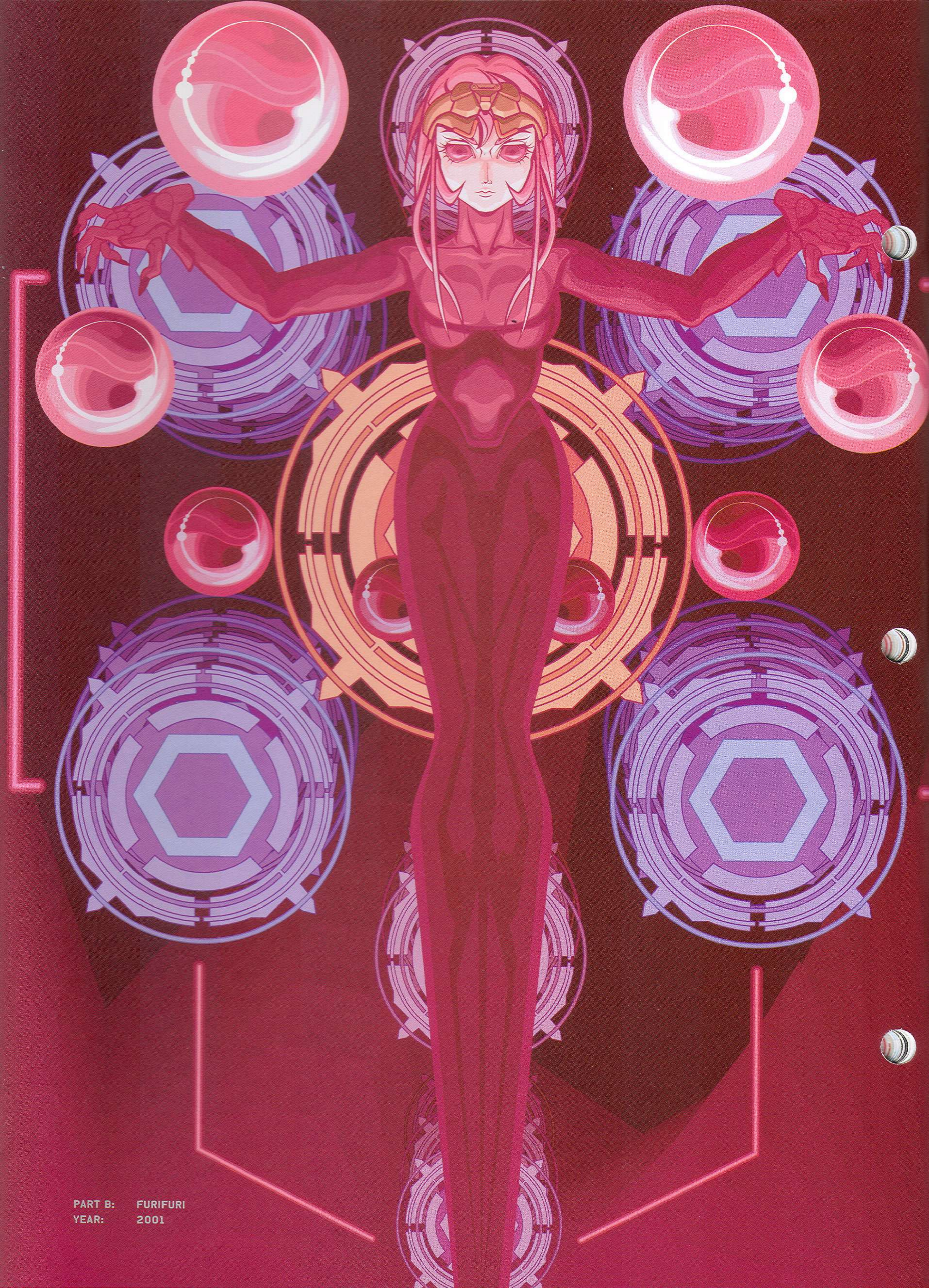
FURIFURI COMPANY WAS FOUNDED RYOSUKE TEI AND MIHO SADAOGAWA IN 1998. IT TOTALS SEVEN MEMBERS. THE MISSION OF THIS YOUNG AND ENTHUSIASTIC, DESIGN-LOVING COMPANY IS: "DESIGN THE COOL AND THE CUTE TO THEIR EXTREMES, AND BRING A SMILE TO EVERYBODY'S FACE ...ALL OVER THE WORLD." FURIFURI'S DESIGN WORK INCLUDES PRINT, WEB AND VIDEO. IT ALSO ORGANISES CLUB EVENTS AND EXHIBITIONS, DOES VIDEO-JOCKEY PERFORMANCES AND DEVELOPS MERCHANDISING ARTICLES.



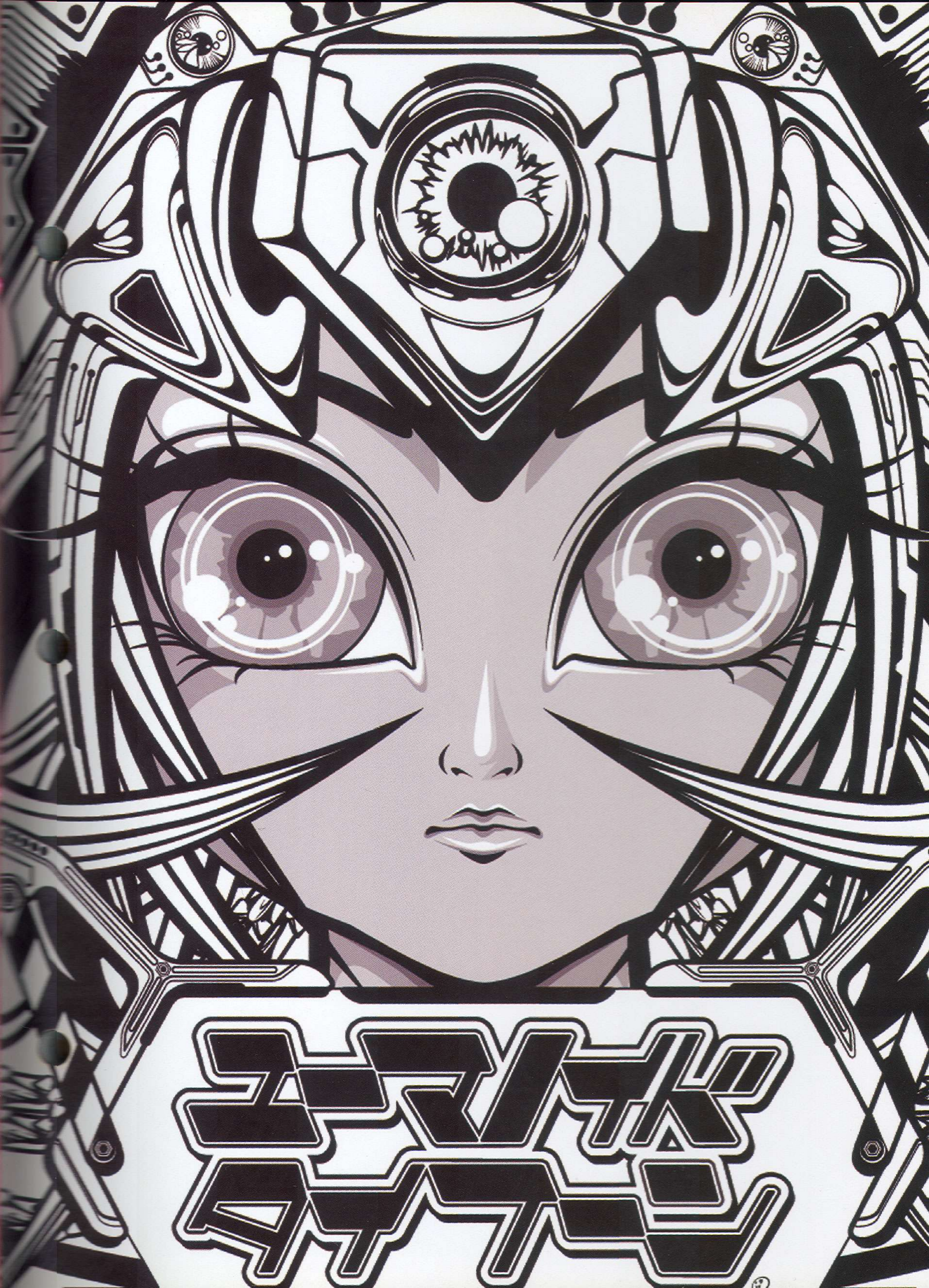
うらやあらかたき中心中心
発流行通信荷物仕分展望台星人予想
登場巻突撃争奪戦放送局管制室地帯
大好凶鑑在攻略基地通路悪戯け廊下
中心部銀河最大の重役室収録!!!!!!



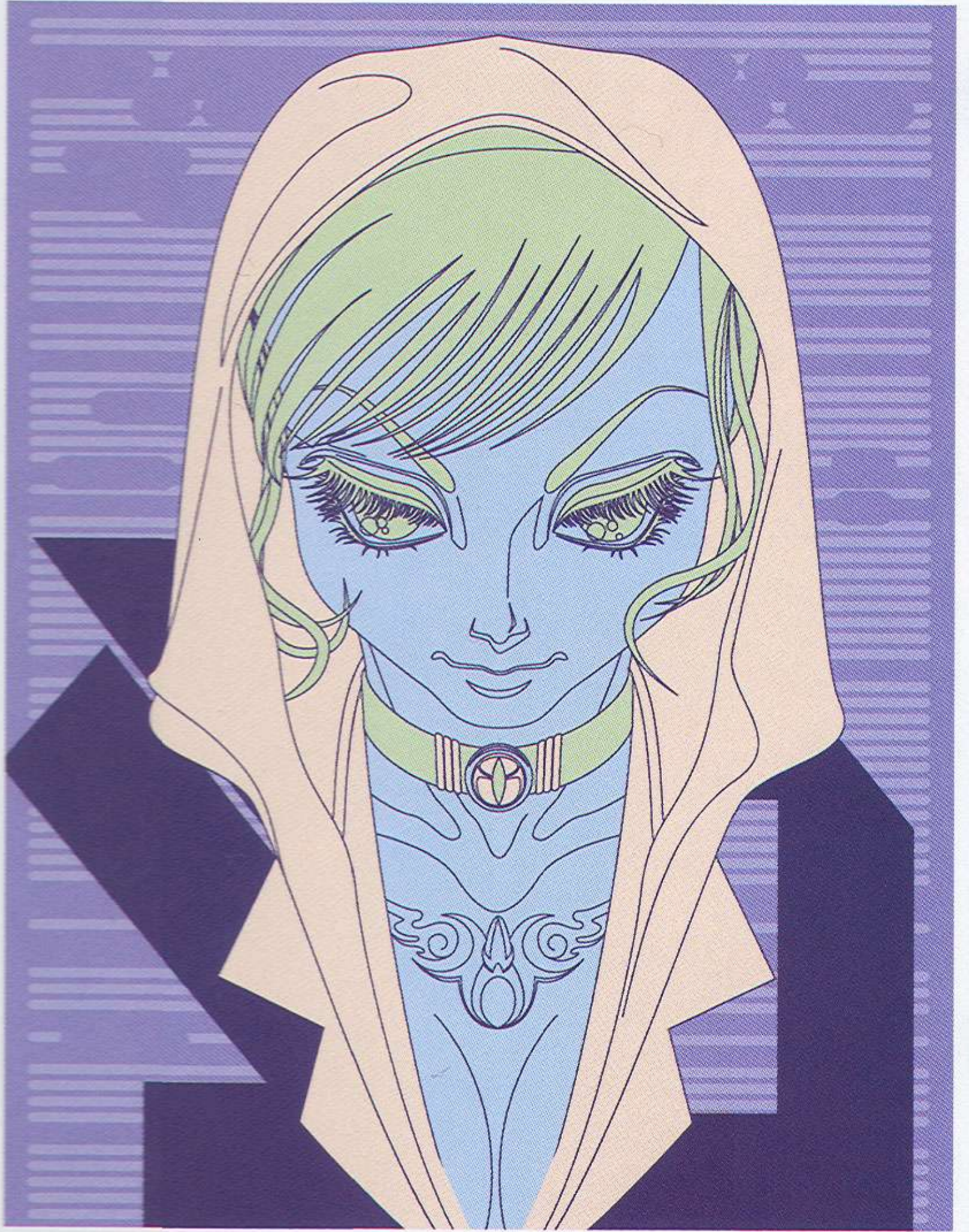




PART B: FURIFURI
YEAR: 2001



F W K







GRAHAM ROUNTHWAITE

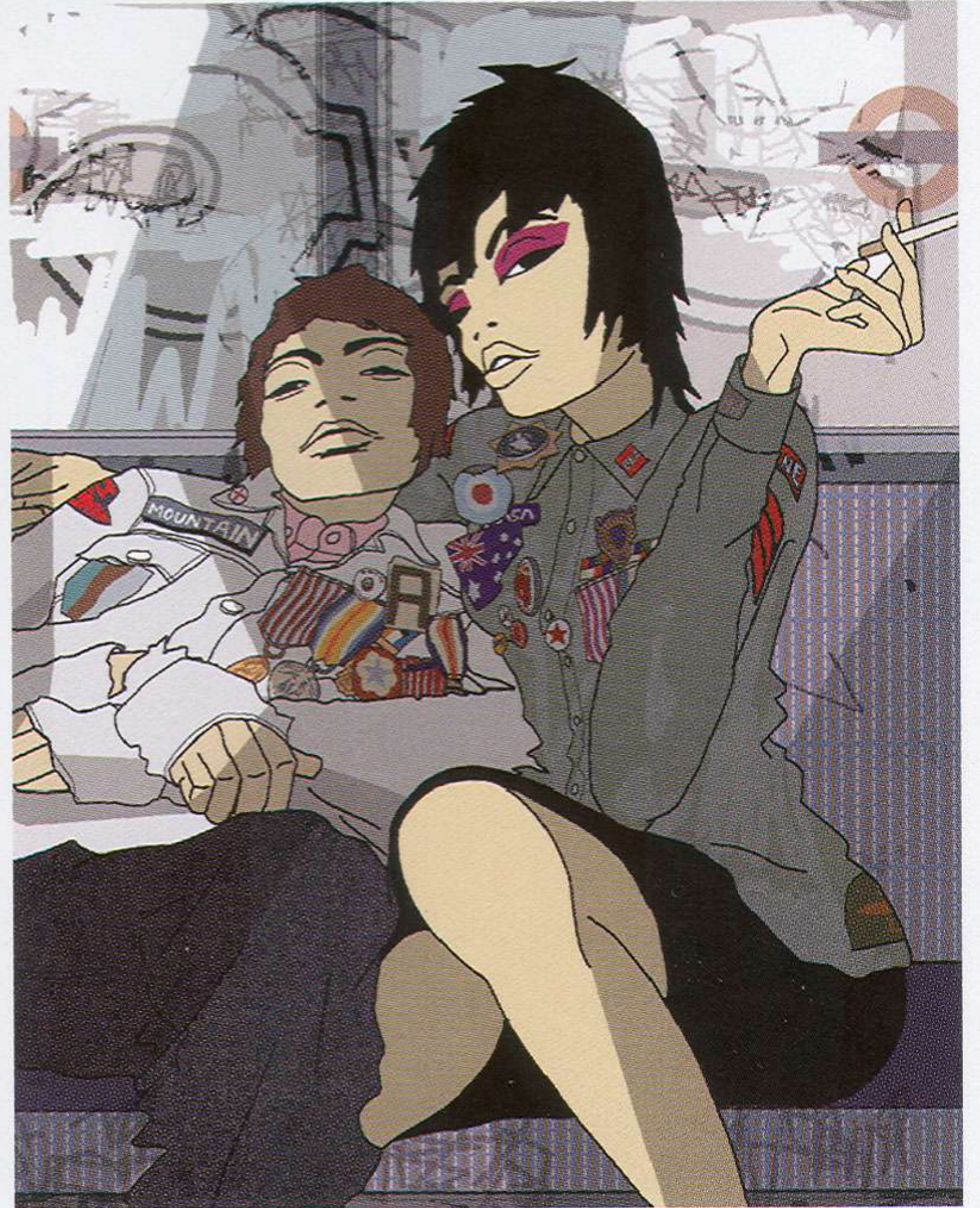
GRAHAM ROUNTHWAITE WAS BORN IN BIRMINGHAM IN THE BRITISH MIDLANDS AND NOW LIVES IN LONDON. HE STUDIED GRAPHIC DESIGN AT CHELSEA SCHOOL OF ART, LONDON, AND ILLUSTRATION AT THE ROYAL COLLEGE OF ART, LONDON. HIS FIRST EMPLOYMENT WAS WITH TRACE MAGAZINE AS AN ART DIRECTOR. NOW HE IS THE ART EDITOR OF THE WELL-KNOWN THE FACE MAGAZINE.

ICONOGRAPHY >>
STYLE: ILLUSTRATION

PART B: GRAHAM BOUNTHWAITE
PROJECT: OFF-CENTRE SERIES
YEAR: 2009









■ FINLAND

HABBO

habbohotel.com

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HABBO HOTEL

DURING THE SUMMER OF 2000, SULAKE WORKED ON "HOTELLI KULTAKALA", A VIRTUAL HOTEL ON THE INTERNET. IT WAS LAUNCHED IN FINLAND IN AUGUST 2000 ([HTTP://KOLUMBUS.FI/YHTEISO](http://kolumbus.fi/yhteiso)) AND AN ENGLISH VERSION, "HABBO HOTEL", ([HTTP://WWW.HABBOHOTEL.COM](http://www.habbohotel.com)) WAS FOLLOWED IN JANUARY 2001.



pumpkinpie

save the plane

PART B: HABBO HOTEL
YEAR: 2001

ICONOGRAPHY >>
STYLE: WEB DESIGN

Apparatus: hello

timma: hey

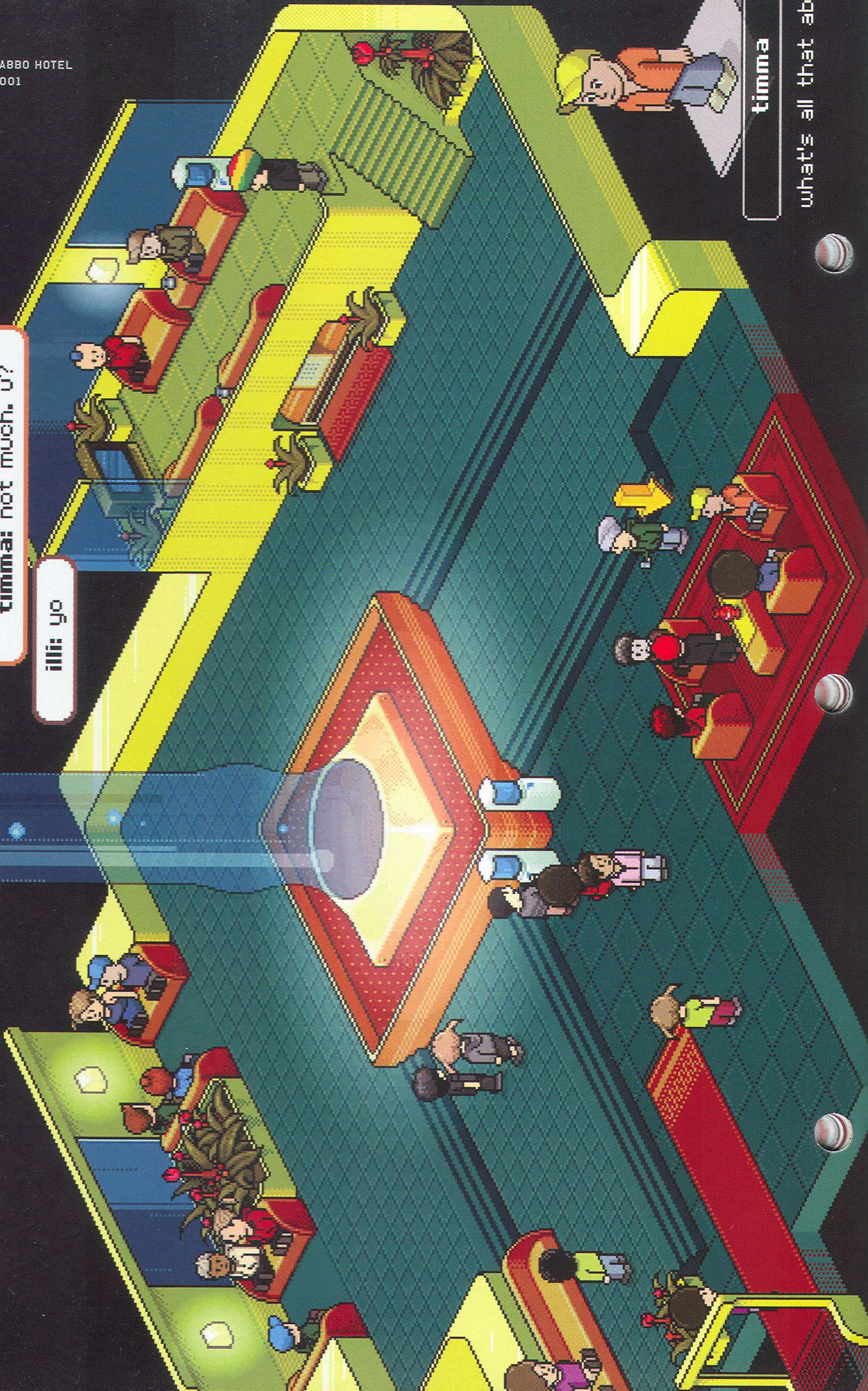
Apparatus: what's up?

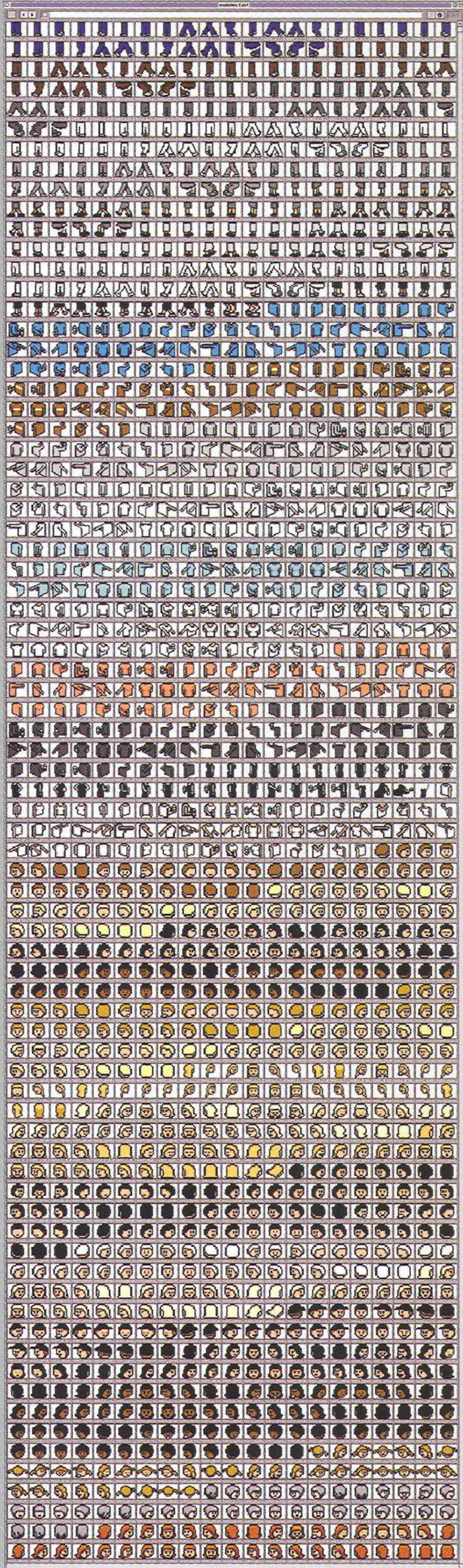
timma: not much. u?

illi: yo

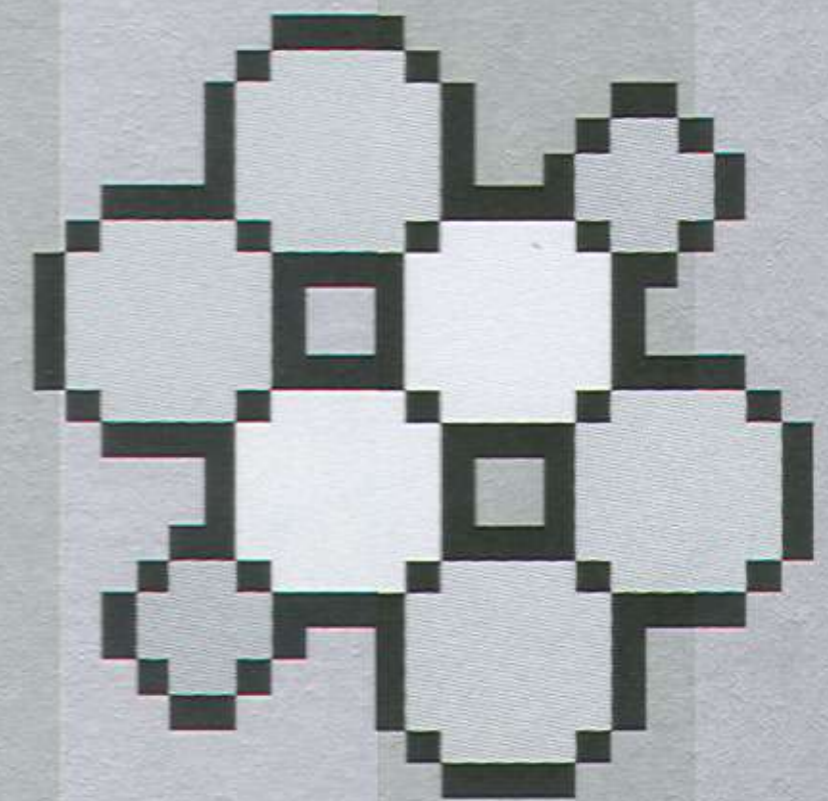
timma

what's all that abo





PART B: HABBO HOTEL
PROJECT: HABBO HOTEL
KULTA KALA CHARACTER (BELOW)
SULAKE LOGO (BOTTOM)
YEAR: 2001



sulake



Itsuo Illustration Service

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ITSUO ITO

ITSUO ITO IS A 32-YEAR-OLD ILLUSTRATOR. HAVING WORKED FOR A DESIGN OFFICE AND AS A GAME SOFTWARE MAKER (INCLUDING FOR SCE), HE IS NOW AN ACTIVE FREELANCE. RECENTLY ITO HAS CREATED A CHARACTER DESIGN INTENDED AS A TEACHING AID FOR CHILDREN.

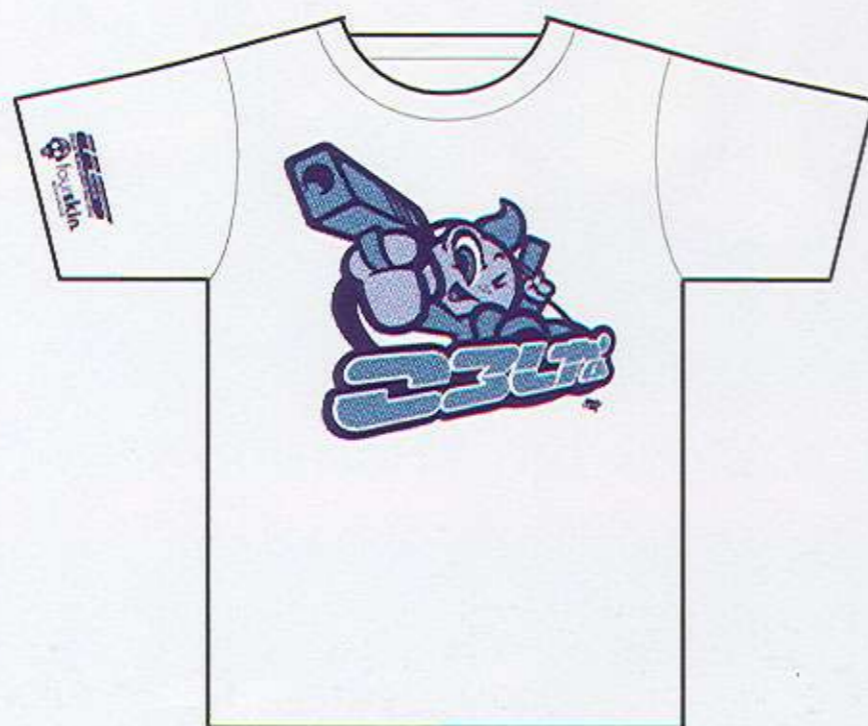
PART B: ITSUO ITO
PROJECT: T-SHIRT DESIGN FOR FOUR SKIN (BELOW)
YEAR: 2001



PART B: ITSUO ITO
PROJECT: T-SHIRT DESIGN FOR FOUR SKIN
YEAR: 2001



PART B: ITSUO ITO
PROJECT: JUMMING BOY'S LOGO (MIDDLE)
A GRAPHIC DESIGN FOR
MENTAL MAGAZINE (BOTTOM)
YEAR: 2001



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The Gluey ZOMBIE

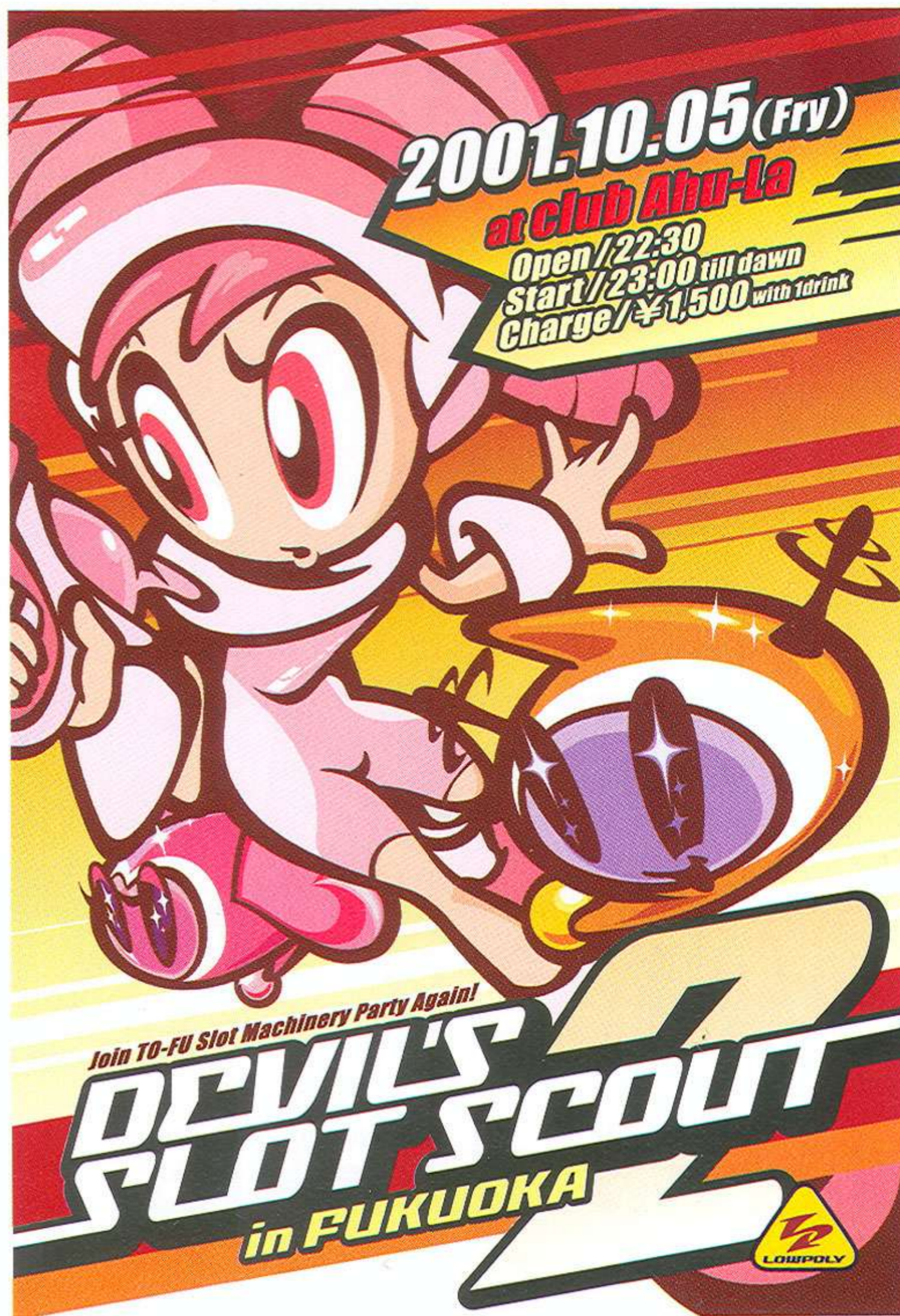
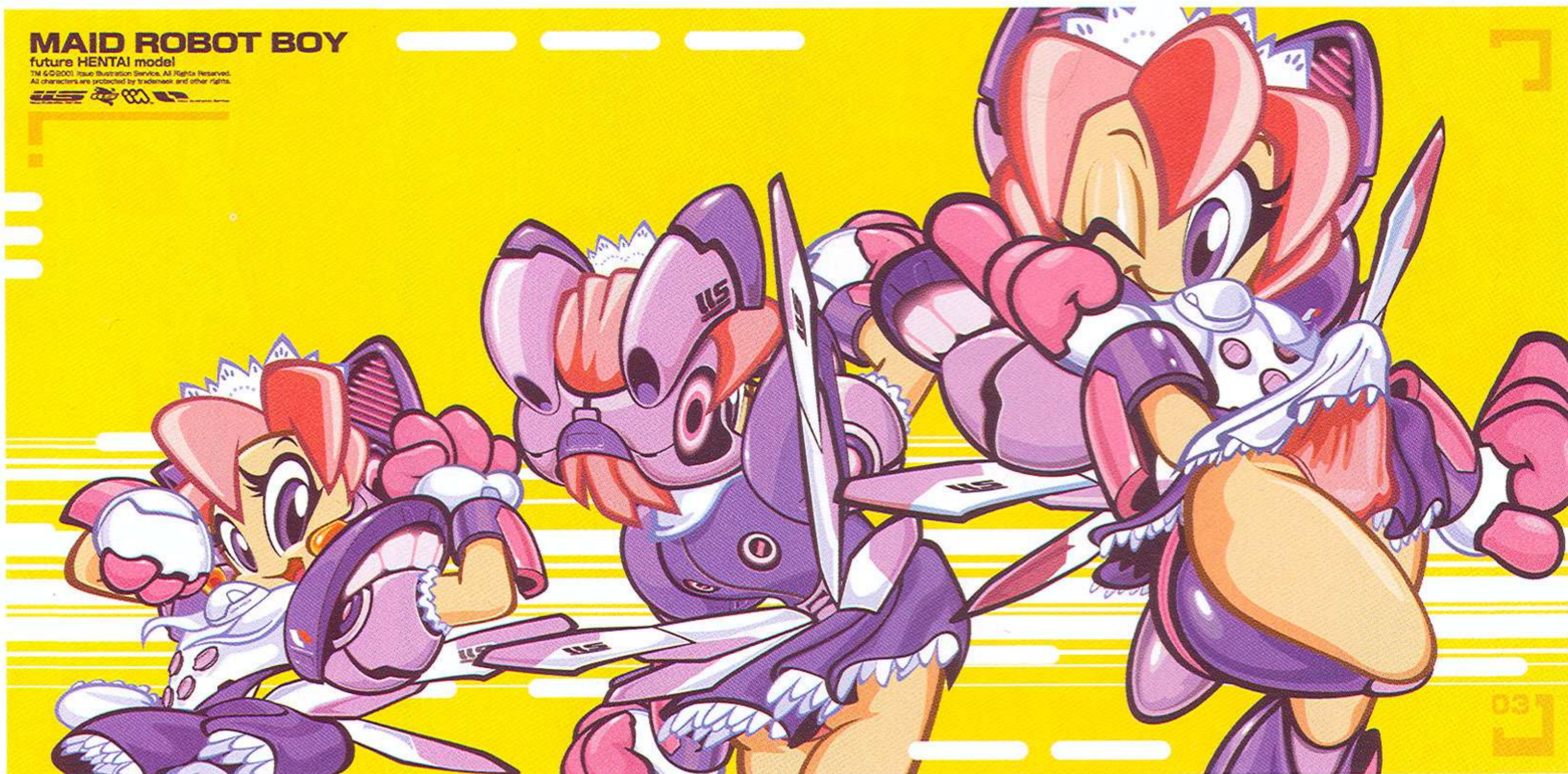
🦋 Zombie boy is attract the attention of all the people 🦋

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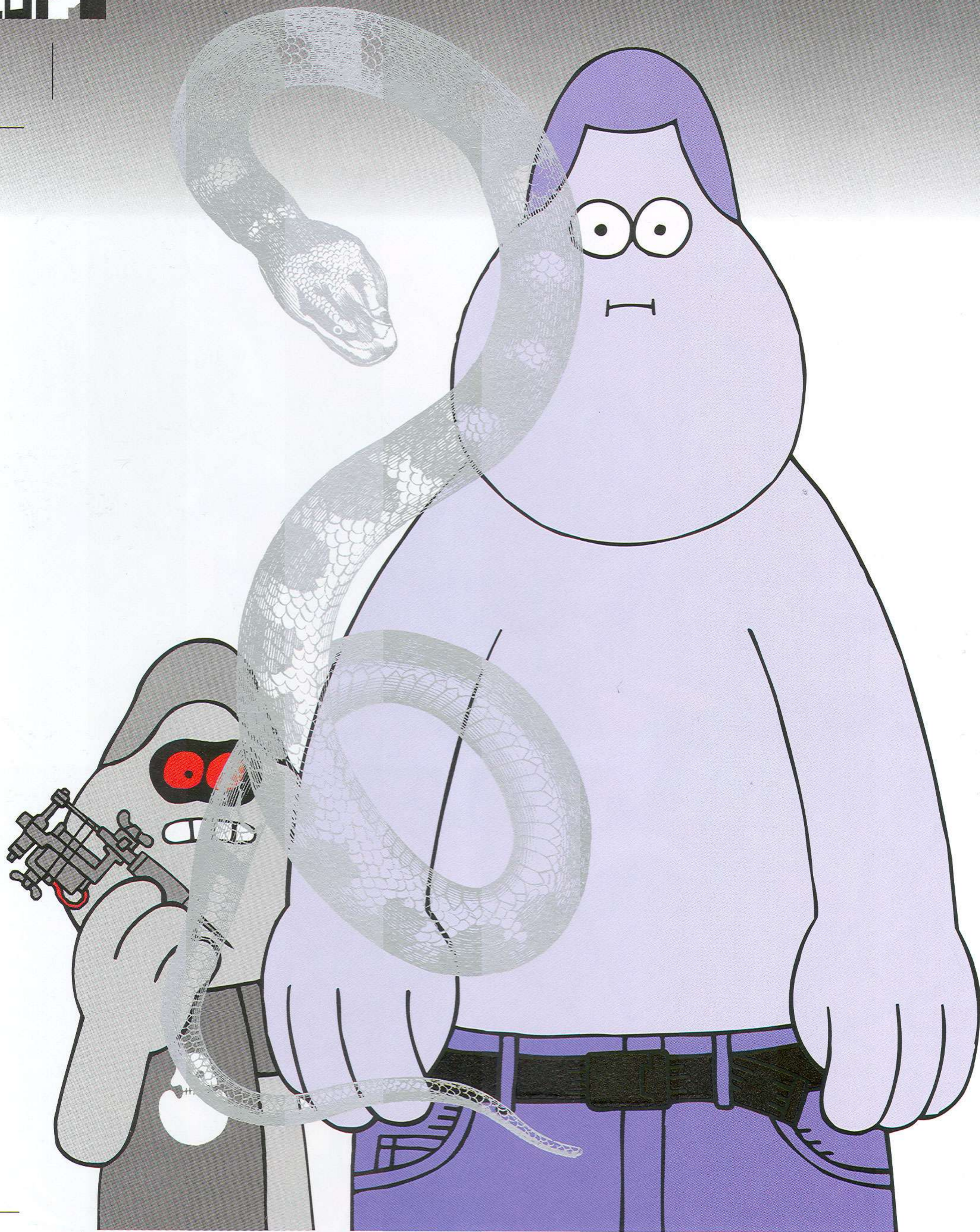
PART B: ITSUO ITO
PROJECT: GRAPHIC AND CHARACTERS DESIGN

PART B: ITSUO ITO
PROJECT: CHARACTER - THE GLUEY ZOMBIE (LEFT)
ILLUSTRATION FOR HENTAL MAGAZINE (BELOW)
CHARACTER - GOD (BOTTOM LEFT)
ADVERTISING LEAFLET FOR "DEVIL'S SLOT SCOUT" (BOTTOM RIGHT)
YEAR: 2000-2001





LONDON



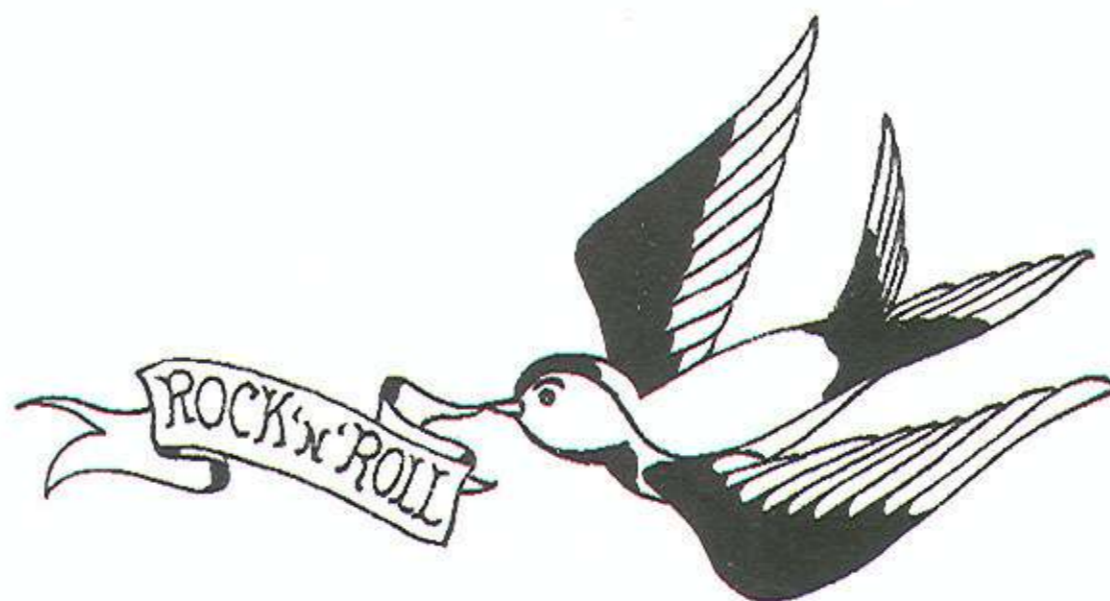
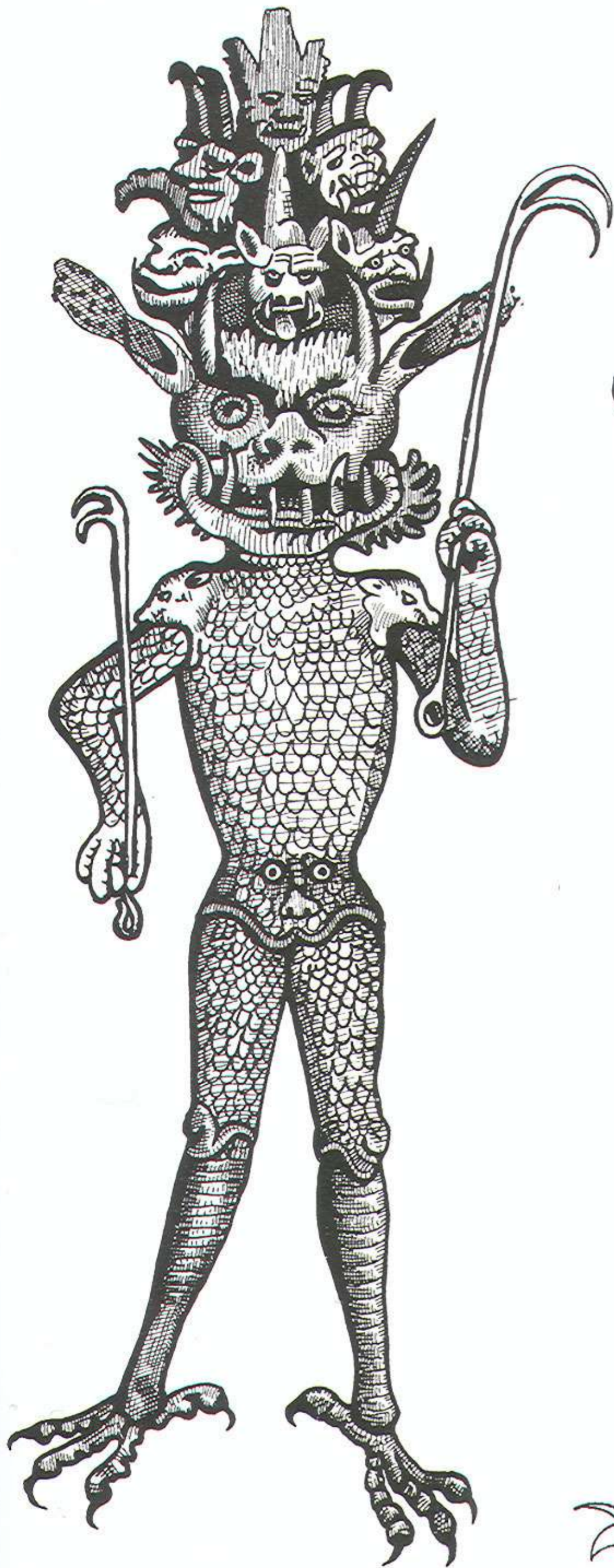
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JAMES JARVIS

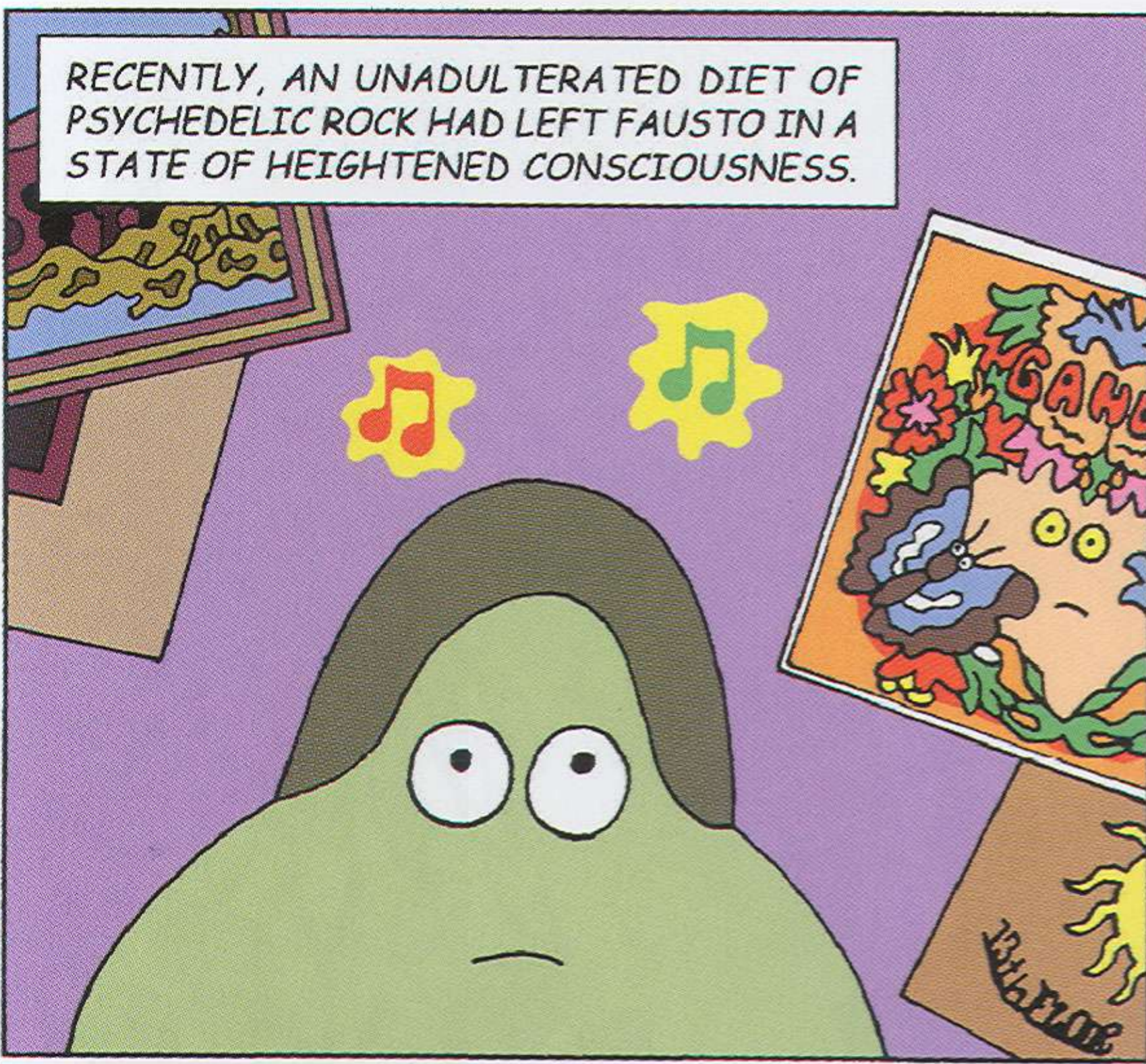
JAMES JARVIS WAS BORN IN SOUTH LONDON IN 1970. HE GRADUATED WITH A BA IN ILLUSTRATION FROM THE UNIVERSITY OF BRIGHTON IN 1993. HE THEN STUDIED FOR AN MA IN ILLUSTRATION AT THE ROYAL COLLEGE OF ART, GRADUATING IN 1995. SINCE THEN HE HAS WORKED AS A FREELANCE ILLUSTRATOR FOR CLIENTS SUCH AS THE FACE AND SONY JAPAN. SINCE 1998 HE HAS COLLABORATED WITH THE CLOTHING COMPANY SILAS, DESIGNING VARIOUS GRAPHICS AND TOYS BASED ON HIS CARTOON CHARACTERS. IN 2000 HE LAUNCHED HIS CARTOON UNIVERSE "WORLD OF PAIN" THROUGH AN EXHIBITION IN TOKYO.



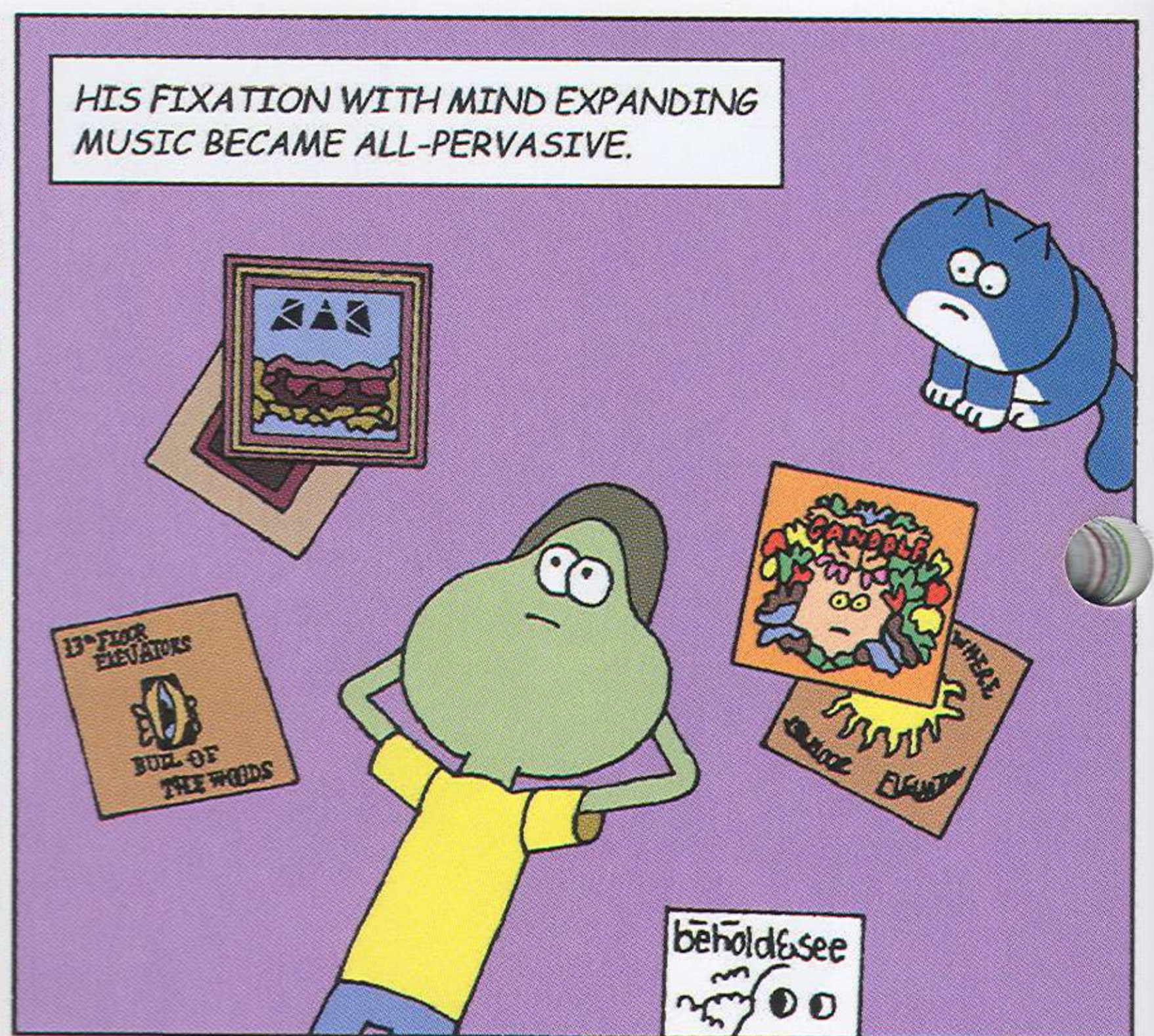
REPENT!



RECENTLY, AN UNADULTERATED DIET OF PSYCHEDELIC ROCK HAD LEFT FAUSTO IN A STATE OF HEIGHTENED CONSCIOUSNESS.

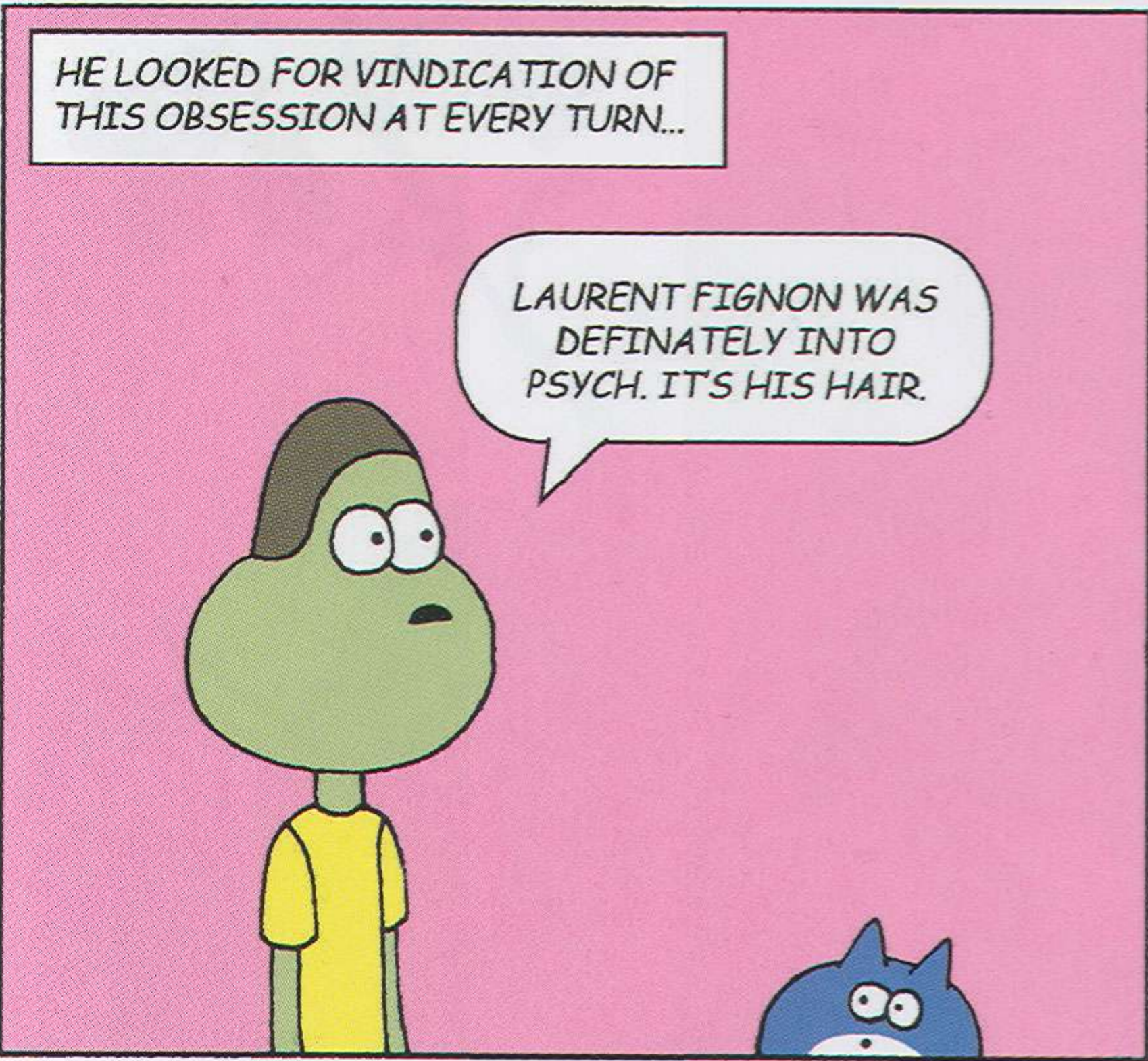


HIS FIXATION WITH MIND EXPANDING MUSIC BECAME ALL-PERVASIVE.



HE LOOKED FOR VINDICATION OF THIS OBSESSION AT EVERY TURN...

LAURENT FIGNON WAS DEFINATELY INTO PSYCH. IT'S HIS HAIR.



FAUSTO BECAME OBSESSED WITH ONE PARTICULAR SONG...

MAY THE CIRCLE REMAIN UNBROKEN.



IN HOMAGE TO THE THIRTEENTH FLOOR ELEVATORS' SONG, FAUSTO TOOK TO CYCLING AROUND IN CIRCLES AT A LOCAL CAR PARK.

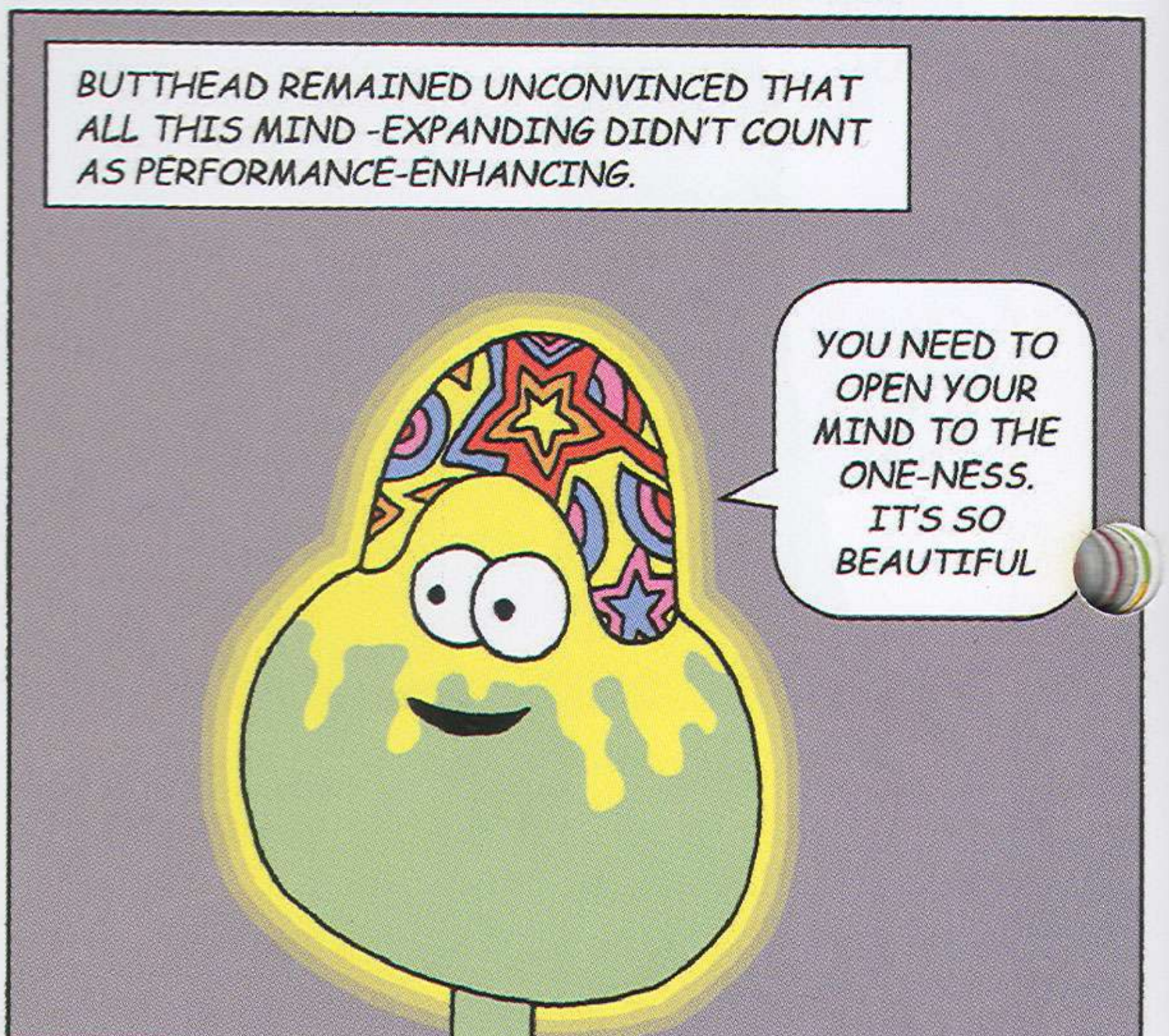
IT'S A ZEN THING, BUTTHEAD.

I DON'T UNDERSTAND.



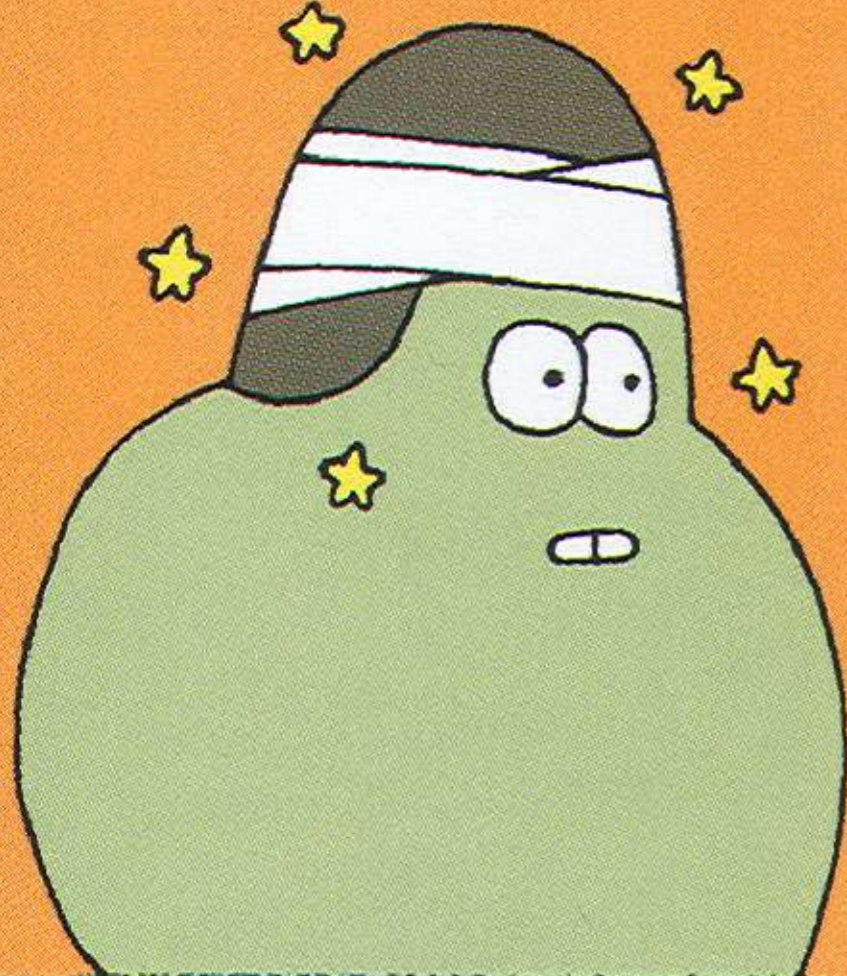
BUTTHEAD REMAINED UNCONVINCED THAT ALL THIS MIND-EXPANDING DIDN'T COUNT AS PERFORMANCE-ENHANCING.

YOU NEED TO OPEN YOUR MIND TO THE ONE-NESS. IT'S SO BEAUTIFUL



FAUSTO HAD BEEN IN A NASTY CYCLING ACCIDENT.

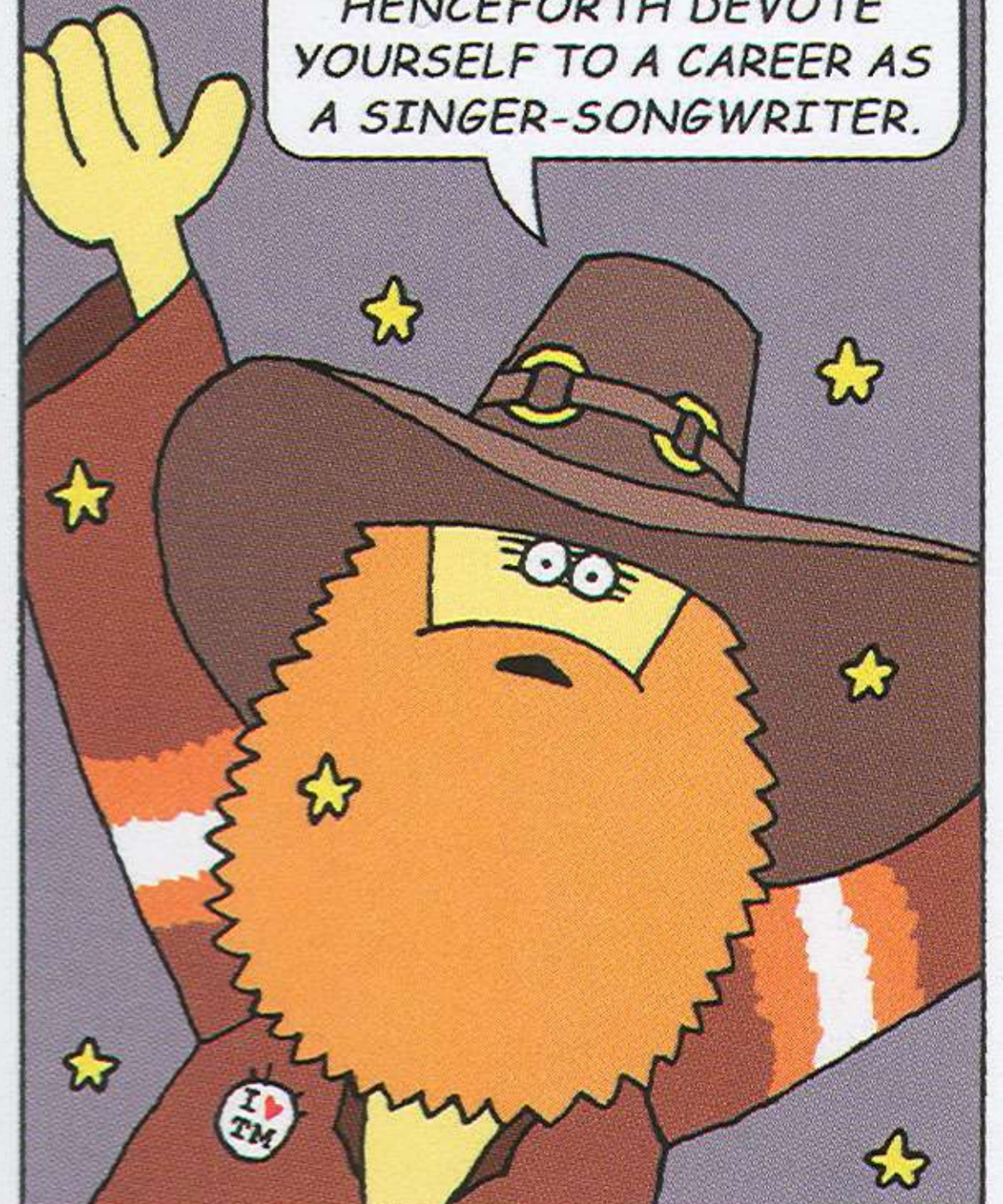
... I'M GOING TO EAT ALL MY VEGETABLES...



WHILST LYING UNCONSCIOUS IN THE ROAD, MIKE LOVE FROM THE BEACH BOYS HAD APPEARED TO HIM IN A VISION.



FAUSTO! YOU WILL HENCEFORTH DEVOTE YOURSELF TO A CAREER AS A SINGER-SONGWRITER.

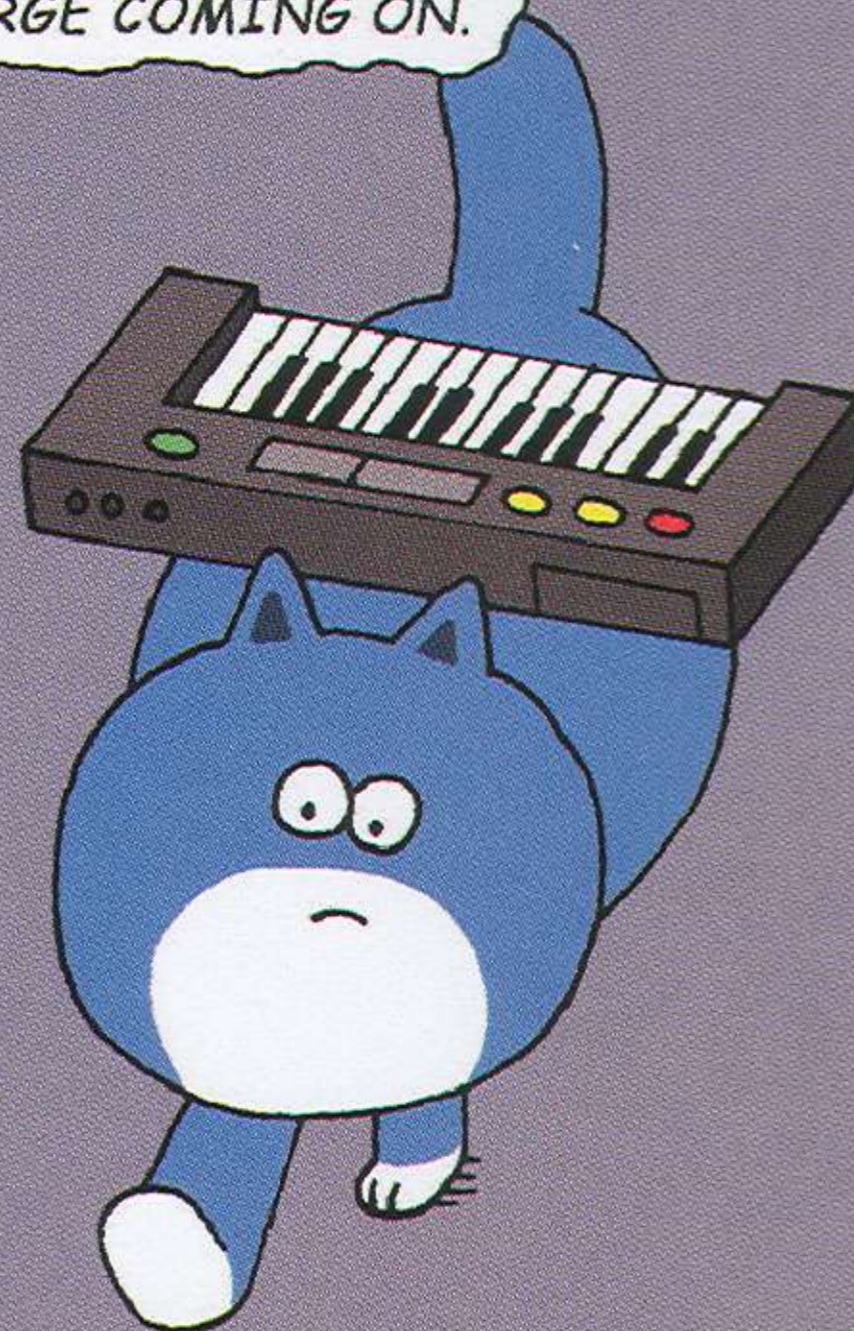


BUTTHEAD HAD BECOME INCREASINGLY WORRIED AT HIS ERRATIC BEHAVIOUR.

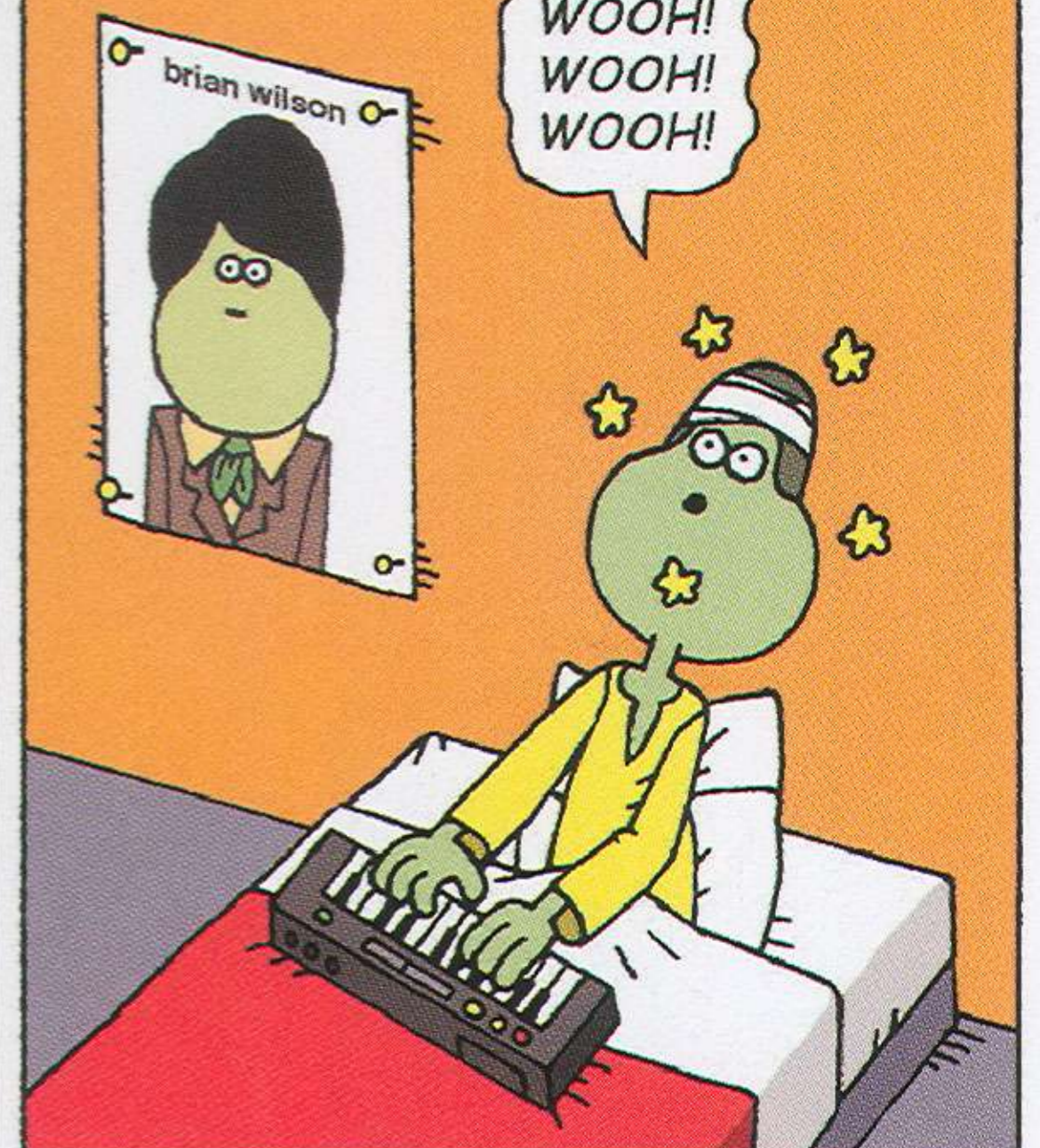
BUTTHEAD! BRING ME THE ORGAN!



I FEEL A CREATIVE URGE COMING ON.

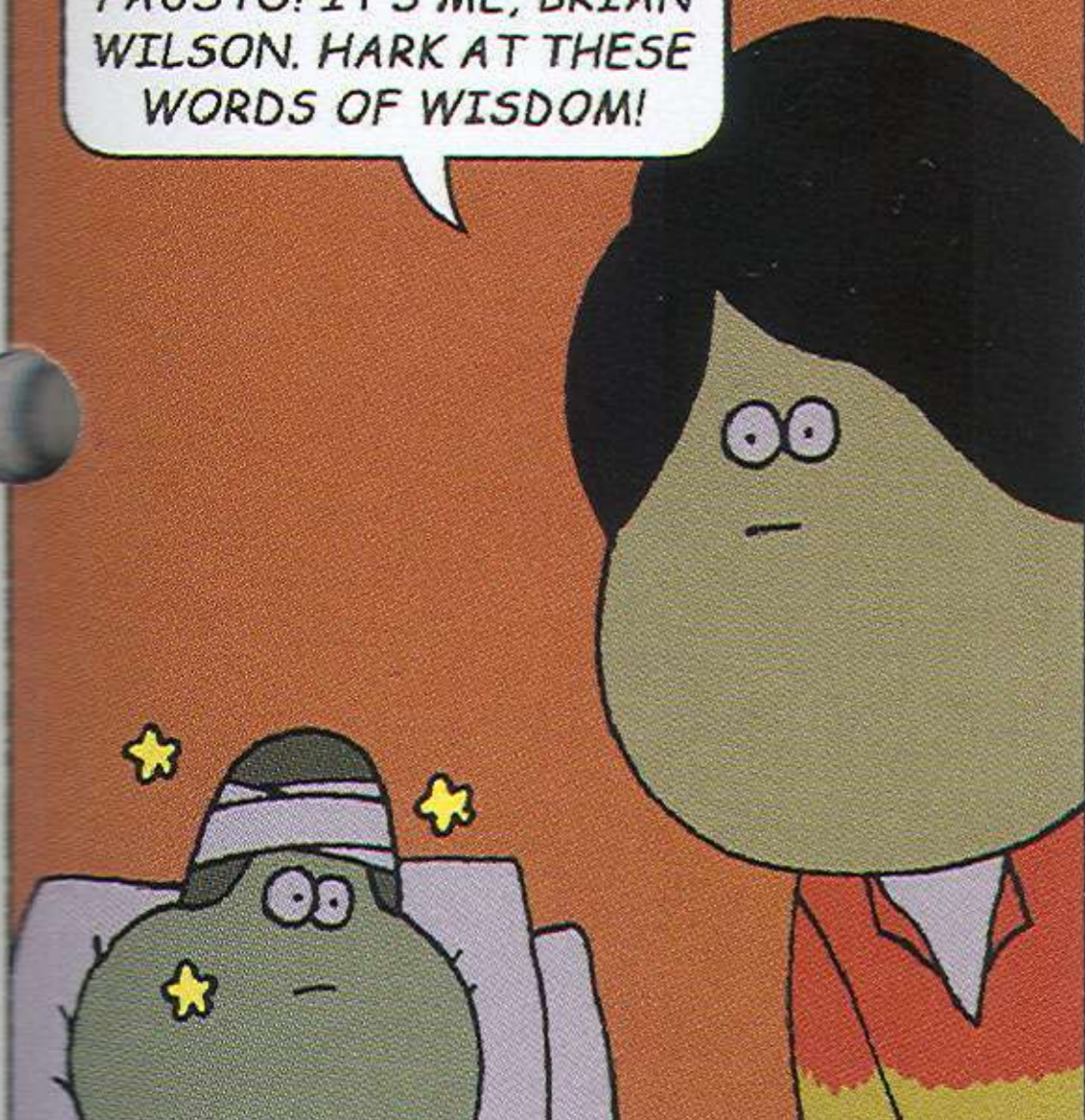


WOOH! WOOH! WOOH!

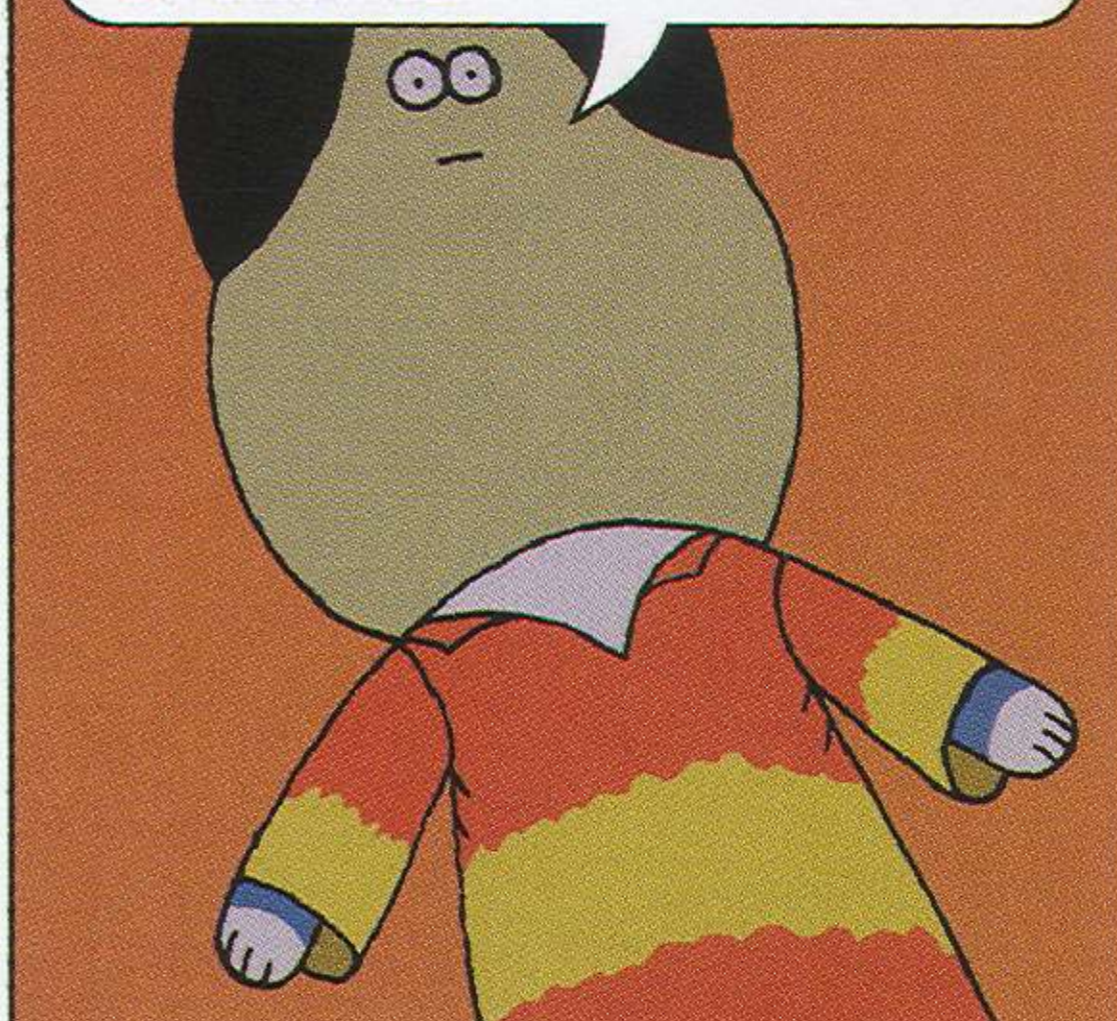


DRASTIC ACTION WAS NEEDED. LATER THAT NIGHT FAUSTO RECEIVED A VISION FORGED FROM PAPIER MÂCHÉ.

FAUSTO! IT'S ME, BRIAN WILSON. HARK AT THESE WORDS OF WISDOM!

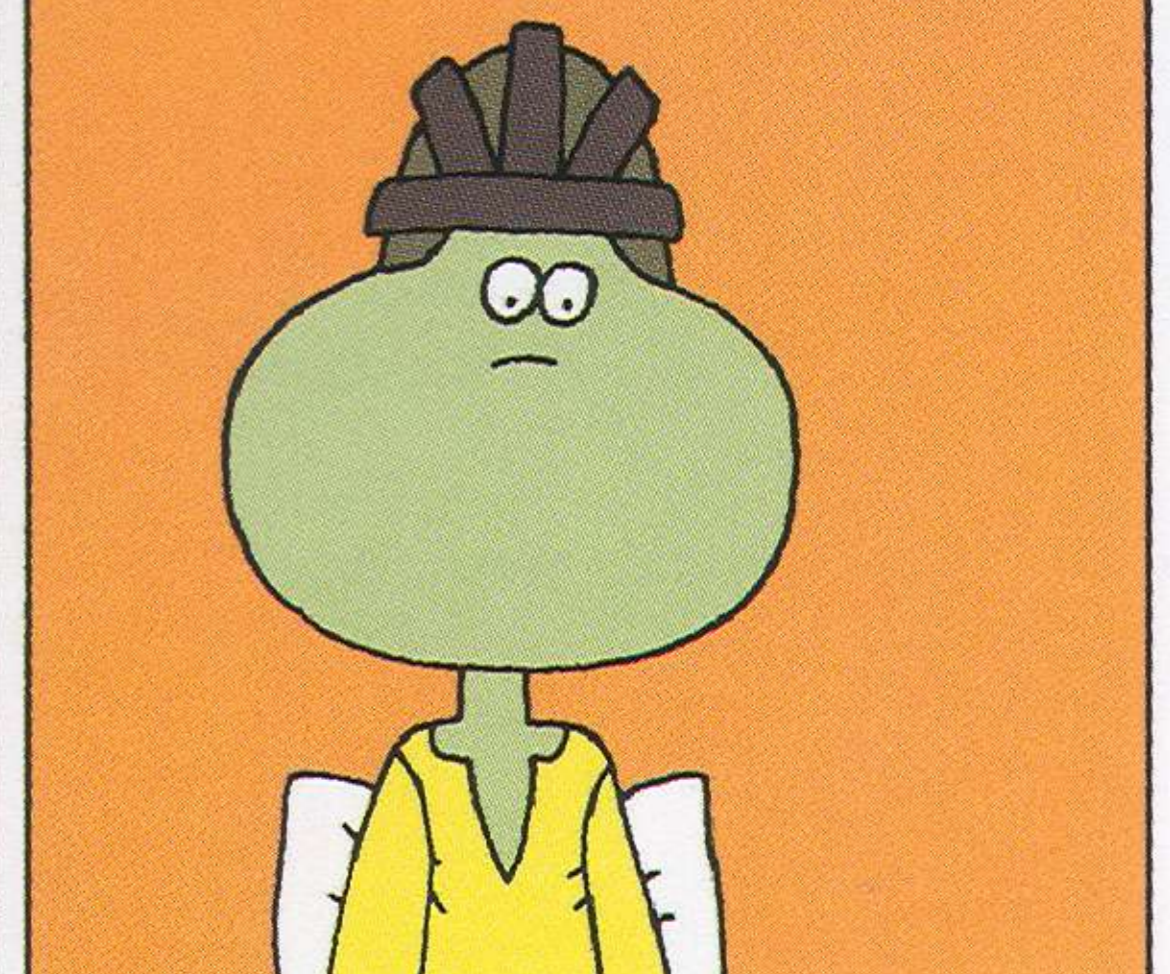


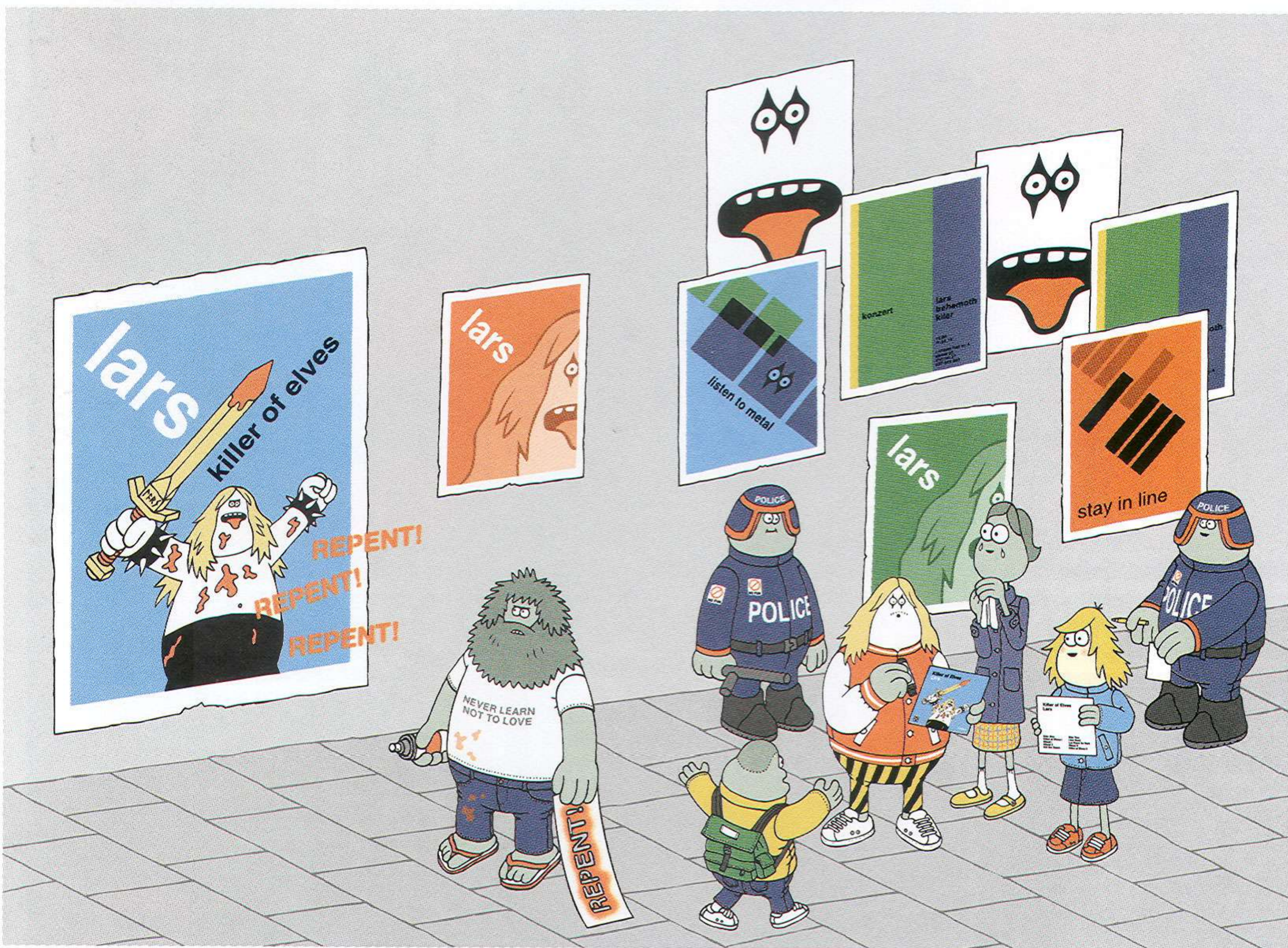
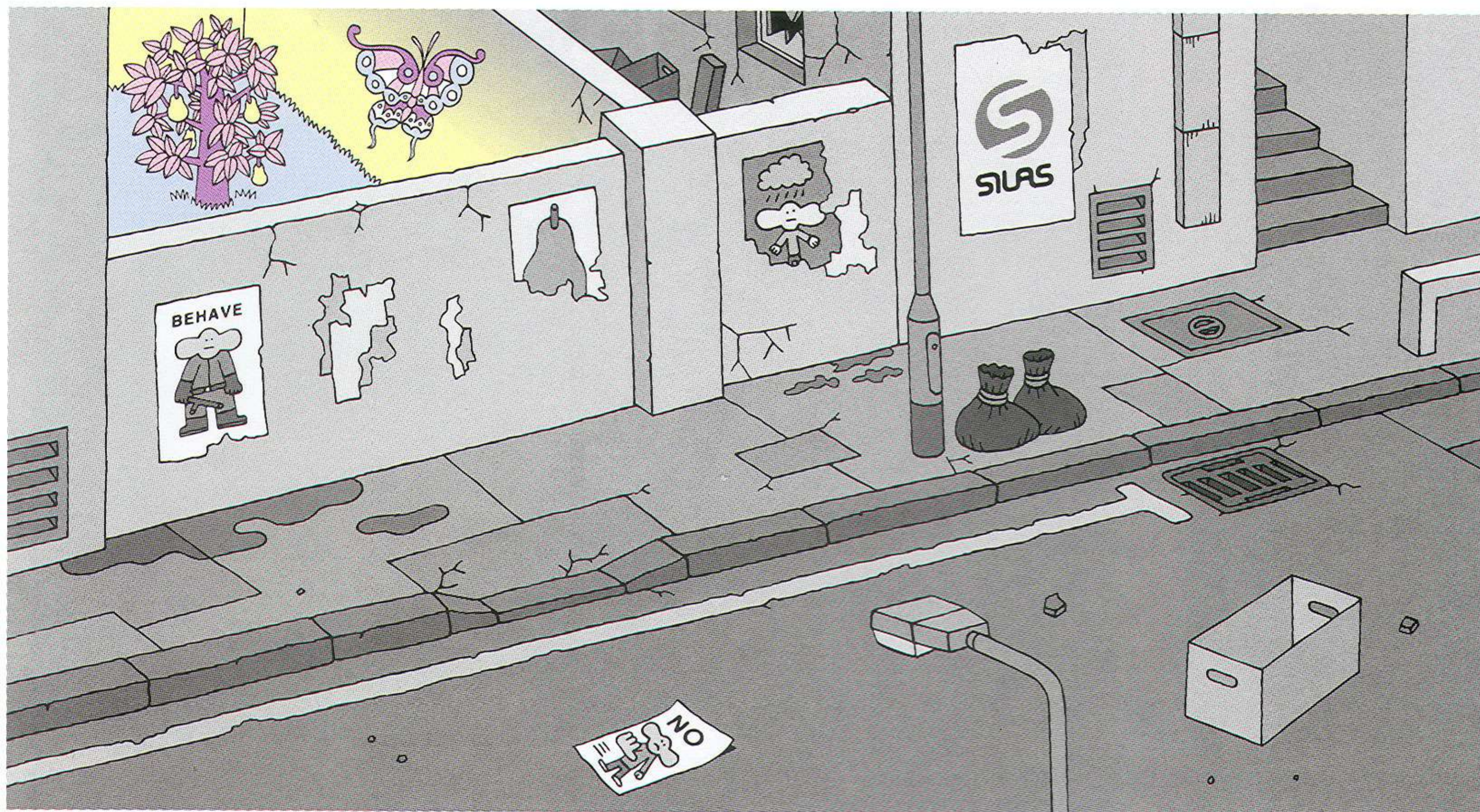
YOU MUST STOP ALL THIS NONSENSE AT ONCE! I'M THE TALENTED ONE IN THE BEACH BOYS. MIKE LOVE WEARS SAILOR SUITS AND DOESN'T KNOW WHAT HE'S TALKING ABOUT. ALSO, WEAR A HELMET WHEN CYCLING FROM NOW ON. WE DON'T WANT A REPEAT PERFORMANCE.



THE NEXT MORNING...

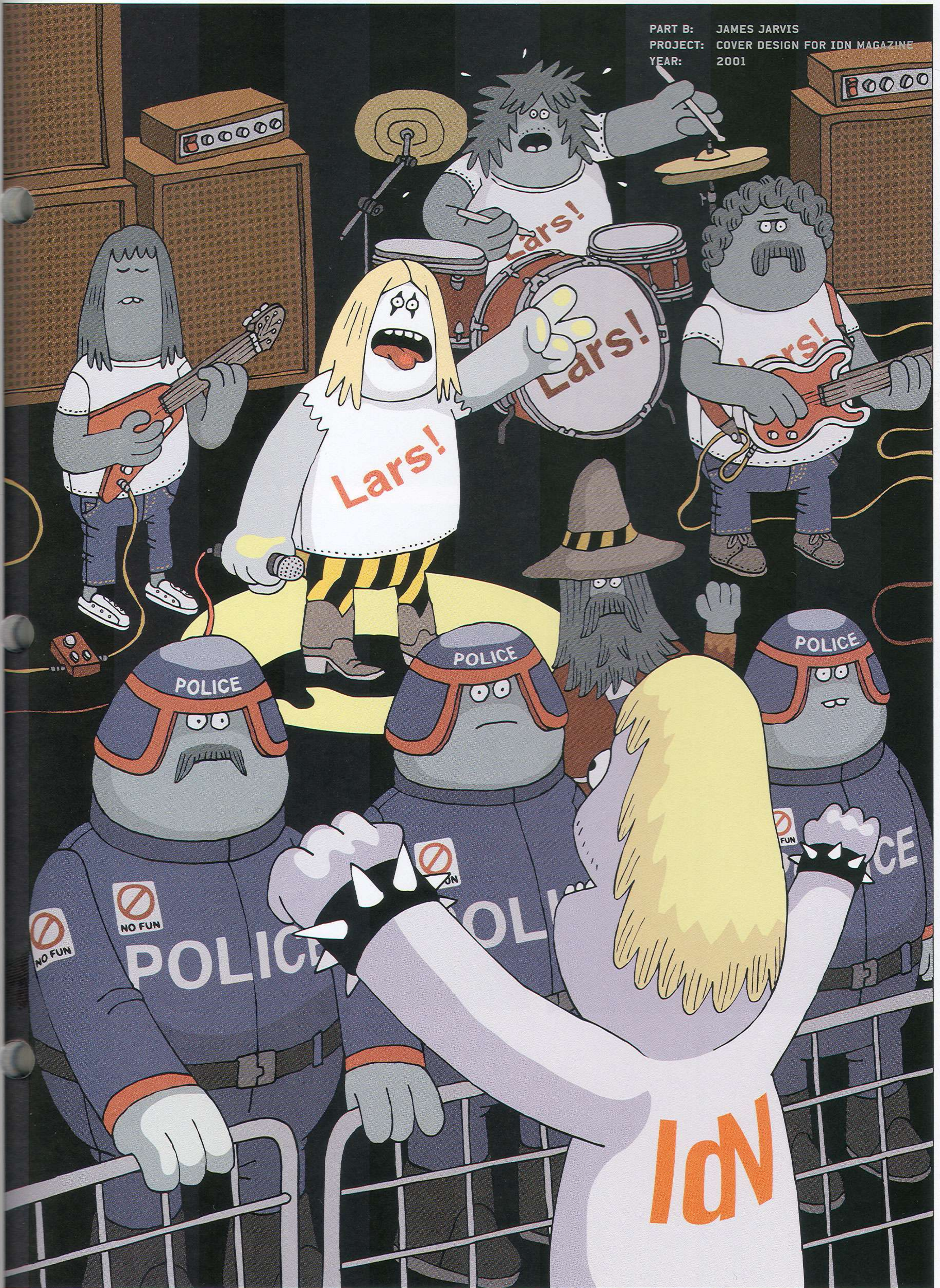
BUTTHEAD! WHAT THE HELL AM I DOING IN THIS KAFTAN?

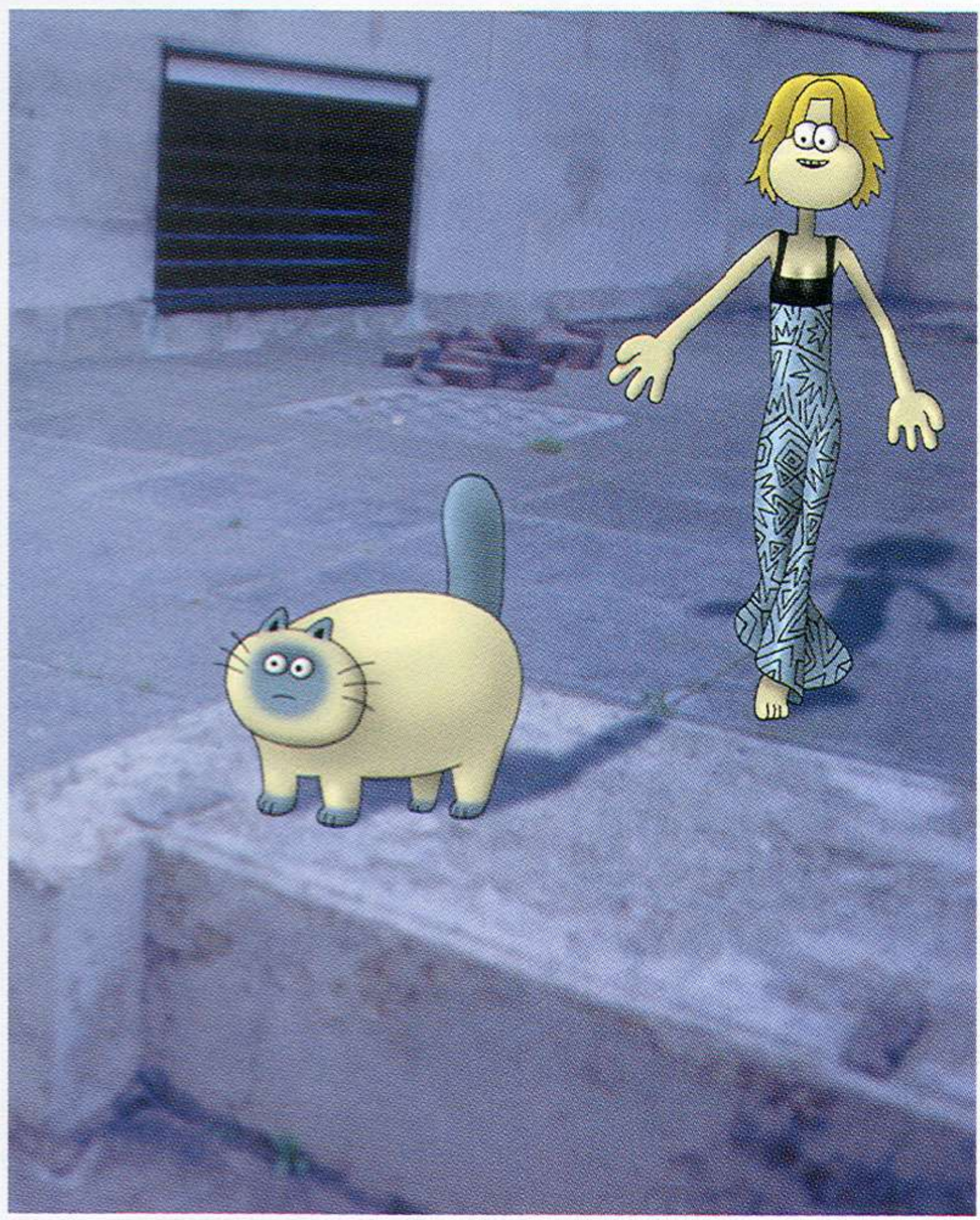
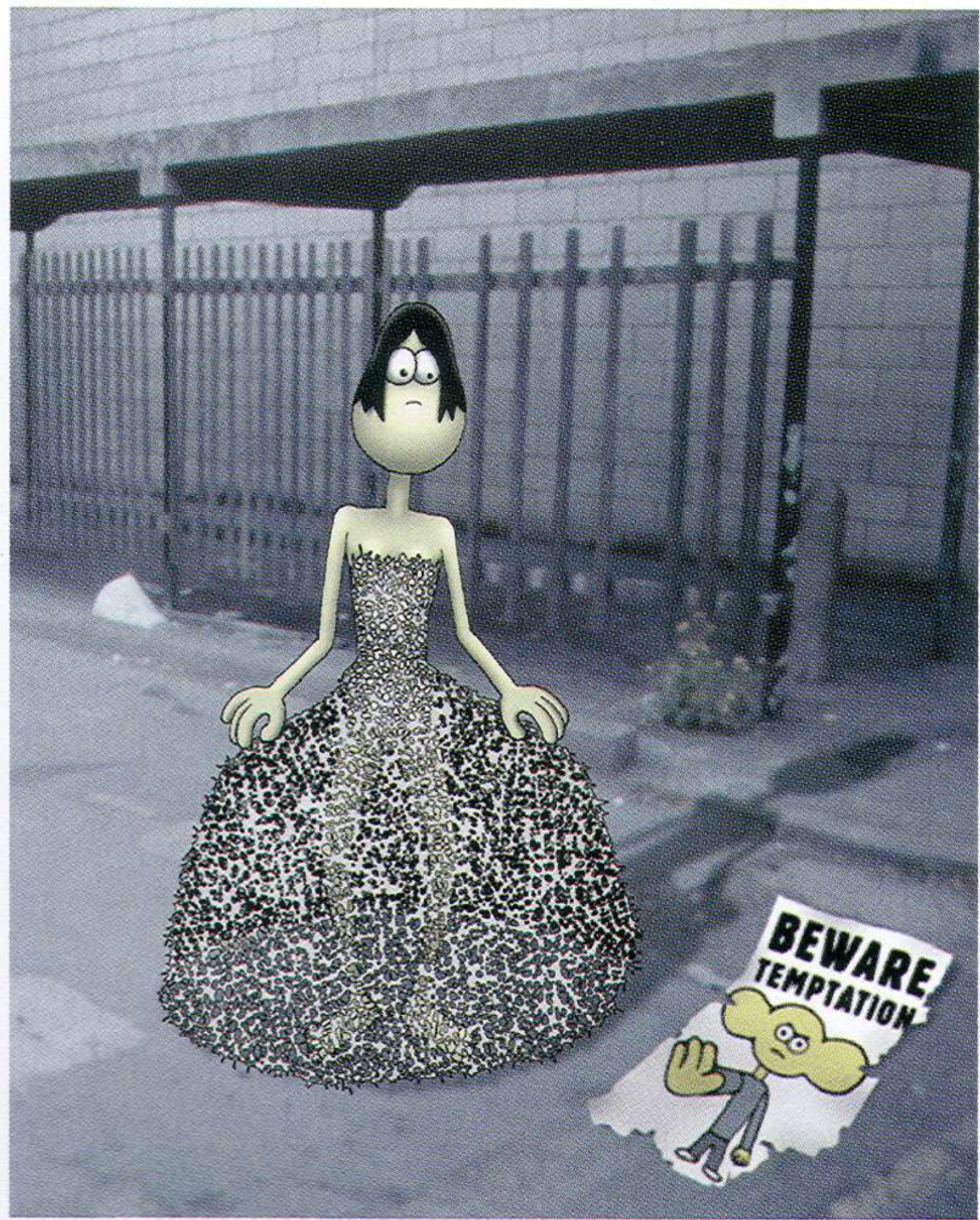




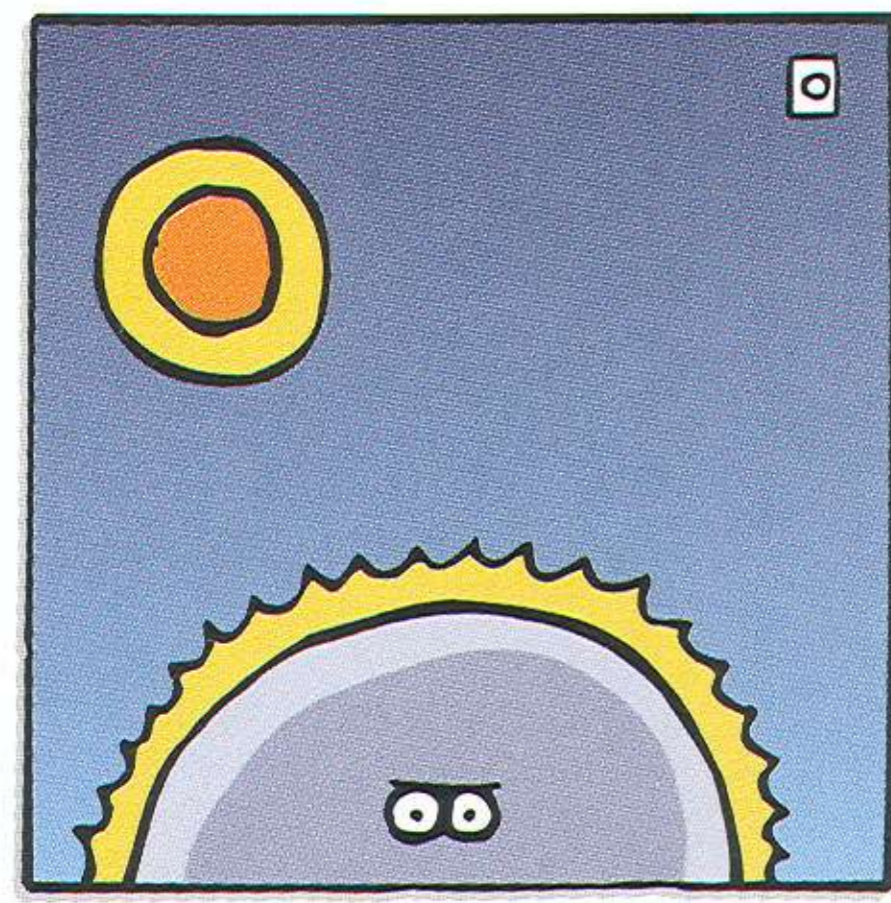
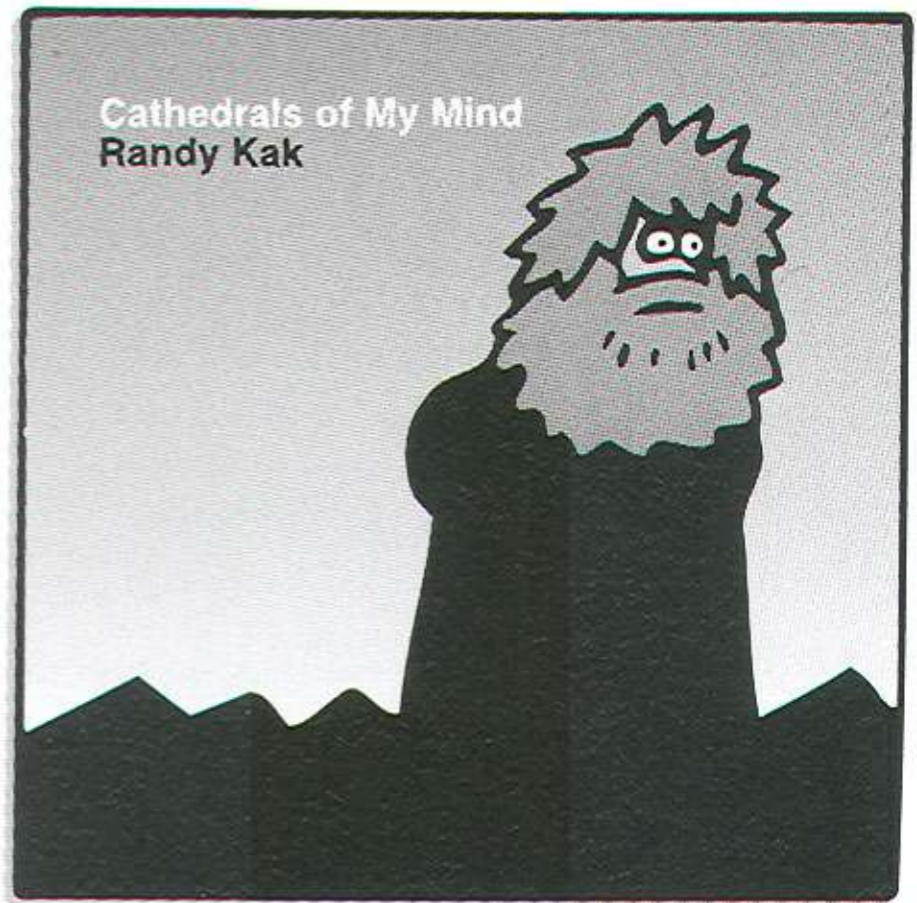
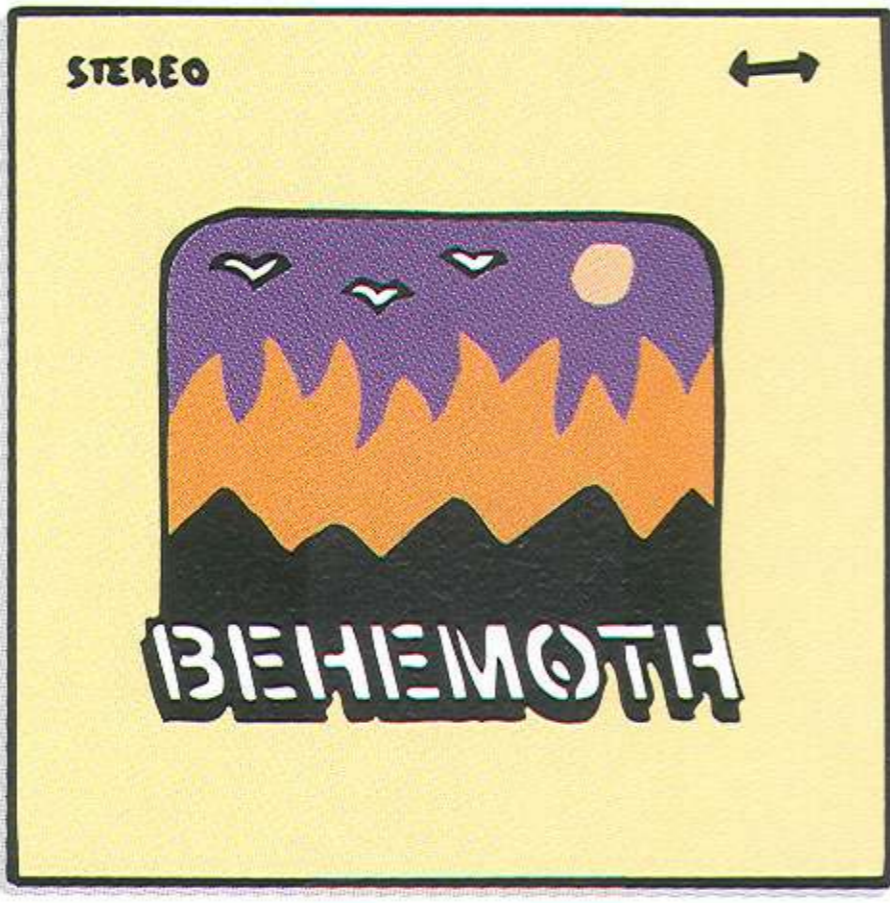
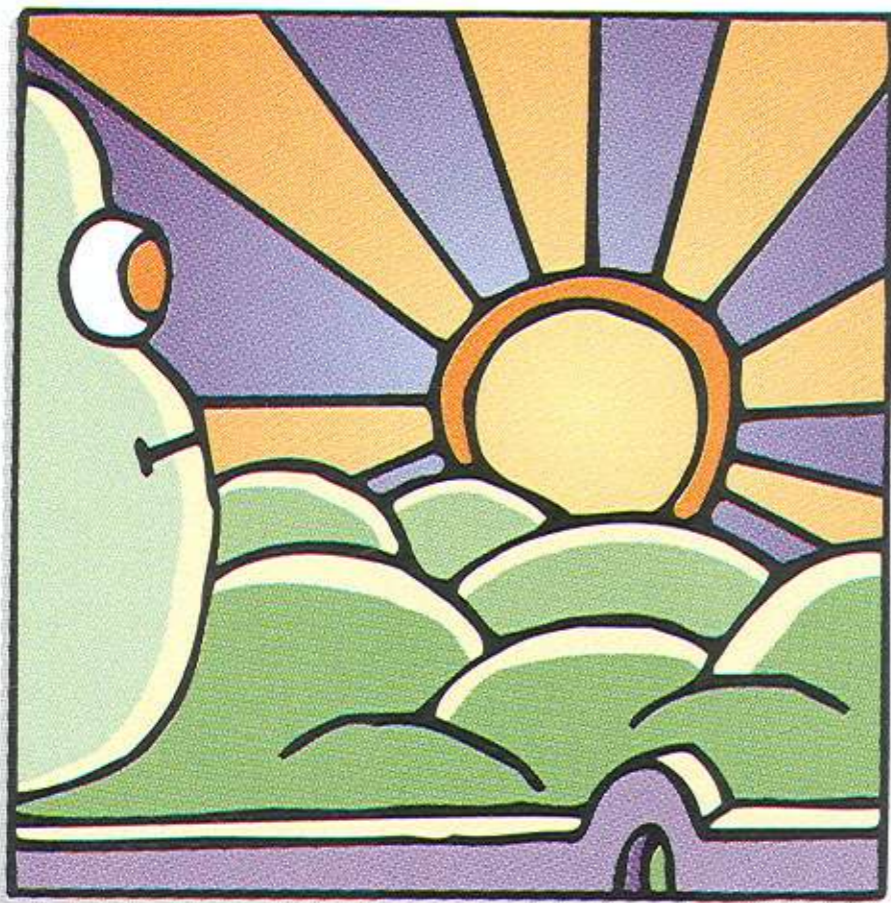
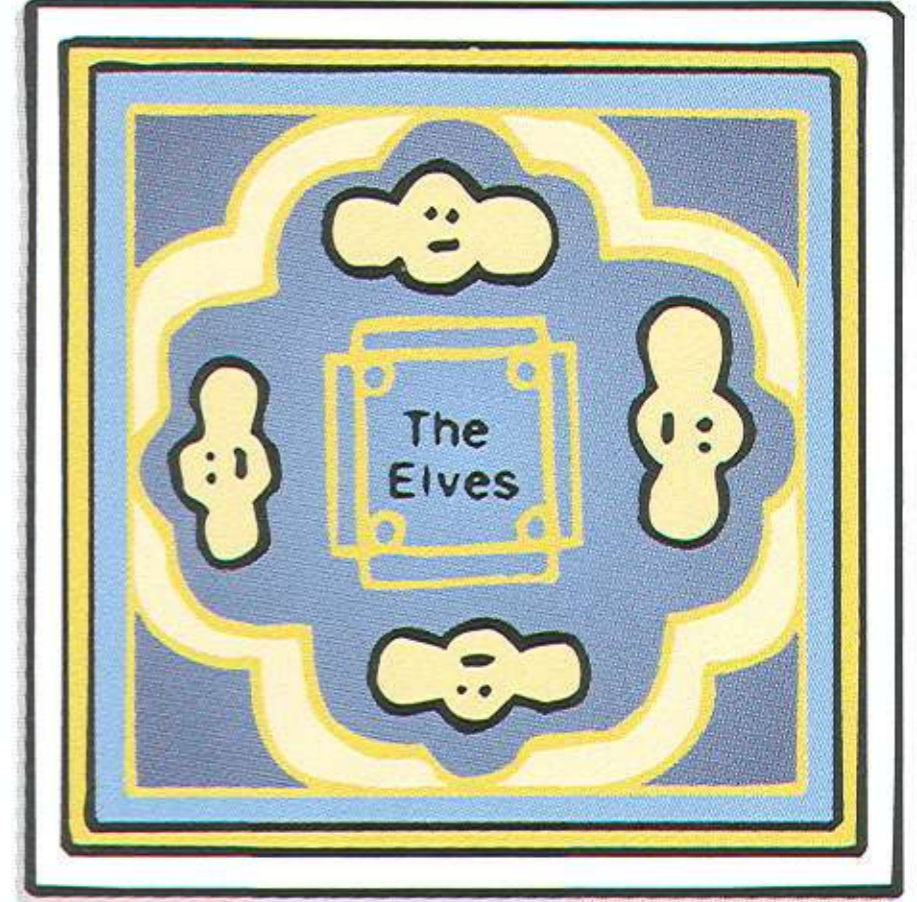
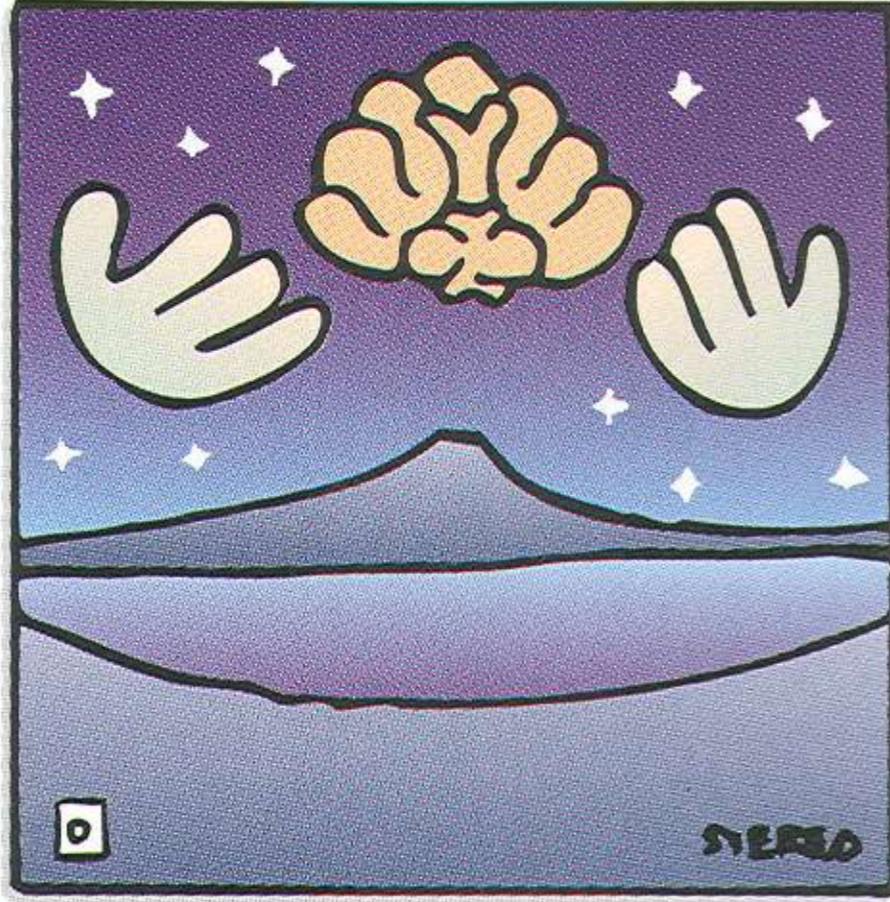
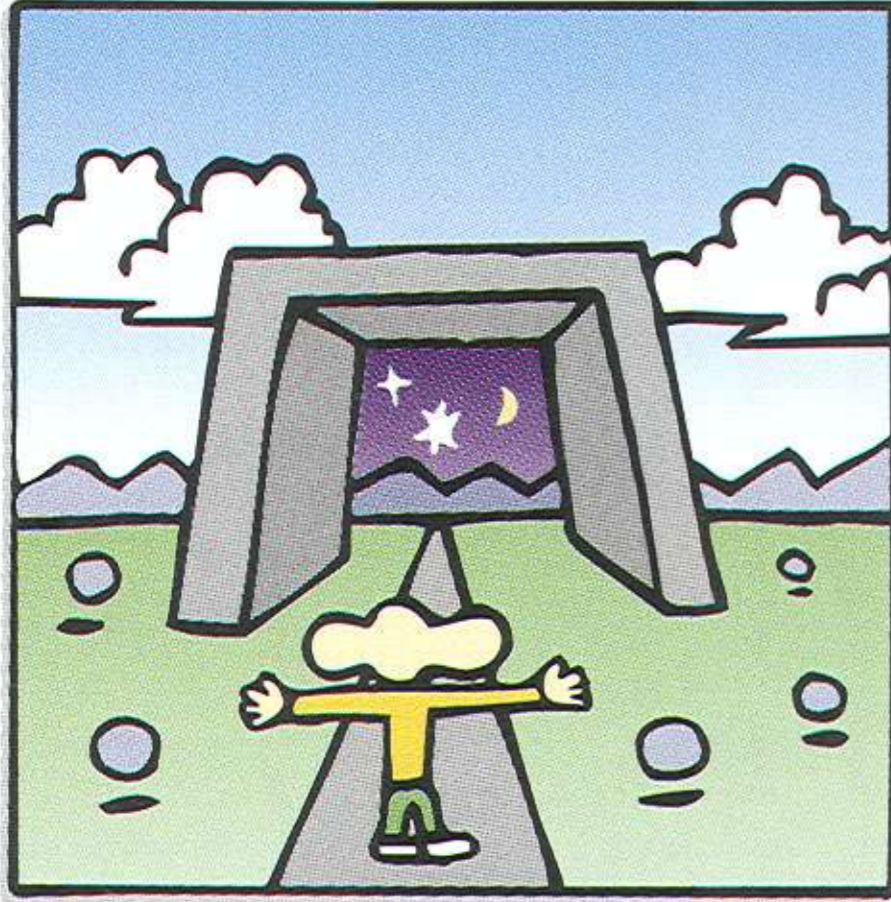
PART B: JAMES JARVIS
PROJECT: POSTER FOR THE OPENING OF THE TOKYO SILAS STORE (TOP)
ILLUSTRATION FOR RELAX MAGAZINE (BOTTOM)
YEAR: 2000

PART B: JAMES JARVIS
PROJECT: COVER DESIGN FOR IDN MAGAZINE
YEAR: 2001





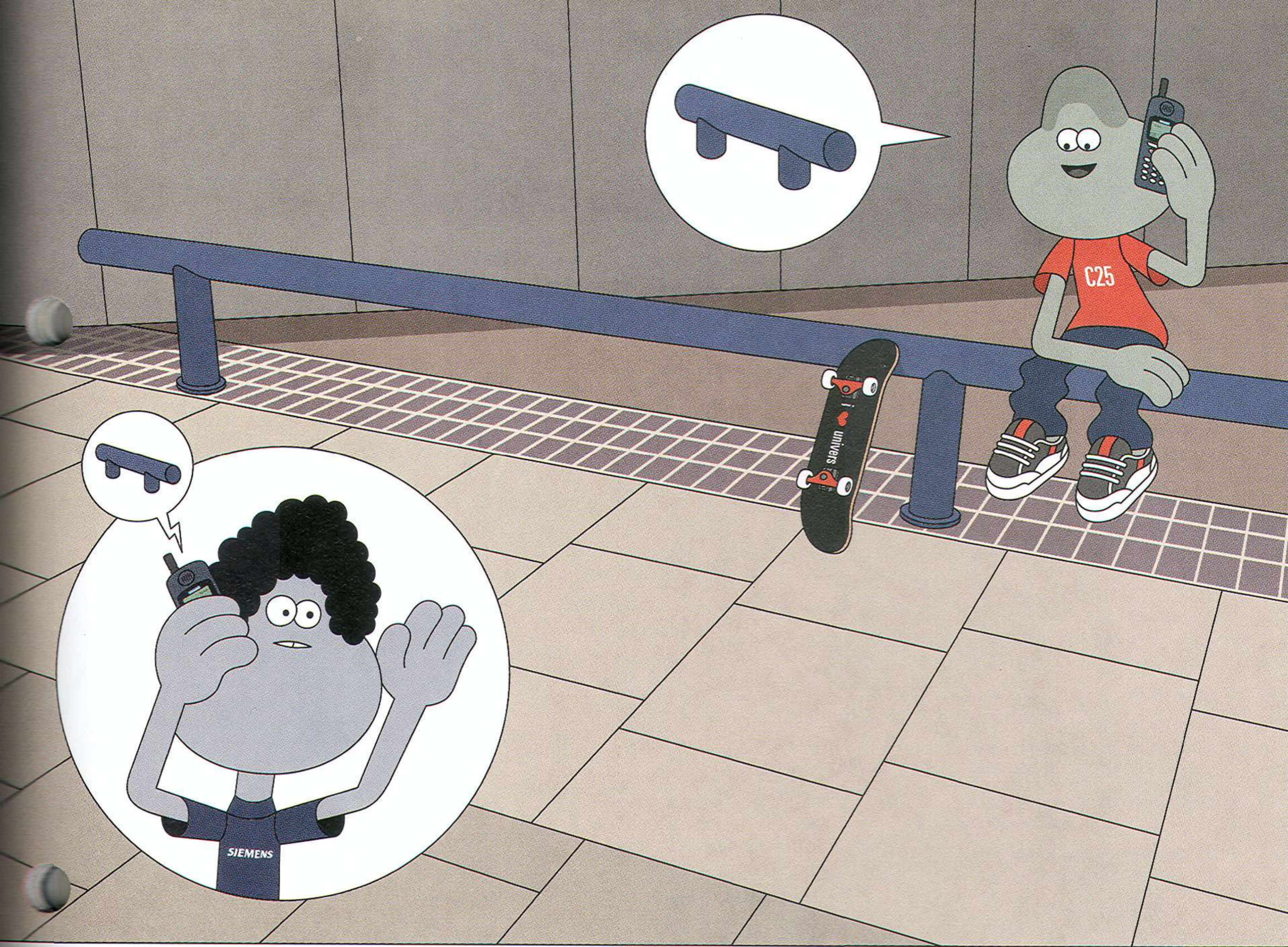
PART B: JAMES JARVIS
PROJECT: YSL (TOP LEFT)
GIVENCHY (TOP RIGHT)
DIOR (BOTTOM LEFT)
VERSACE (BOTTOM RIGHT)
YEAR: 2001

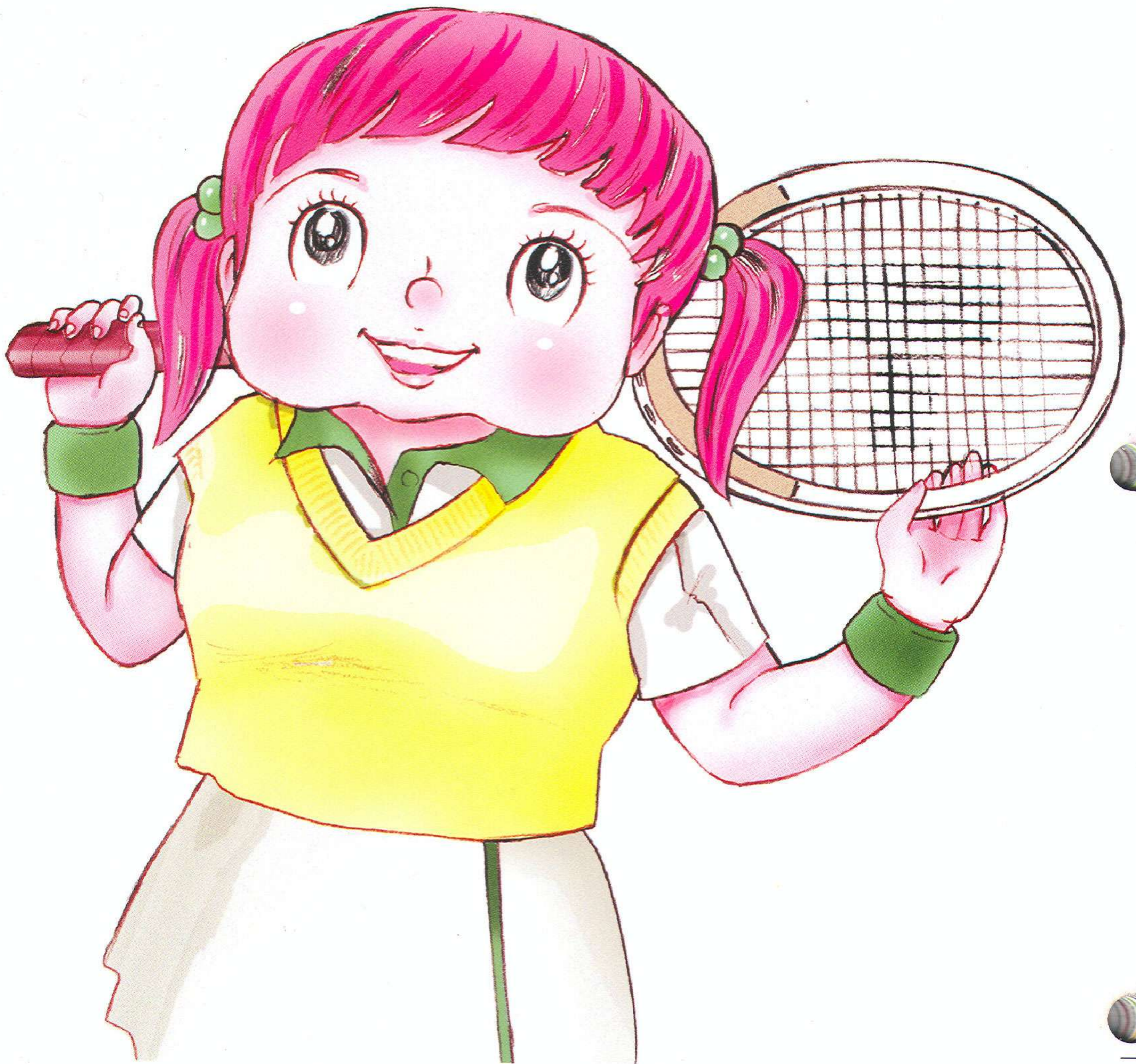


PART B: JAMES JARVIS
PROJECT: JUNGLE BOOK (LEFT)
SIEMENS (TOP RIGHT)
SILAS FIGHTING VIKINGS (BOTTOM LEFT)
GRAPHICS FOR SILAS T-SHIRT (BOTTOM RIGHT)
YEAR: 2000-2001



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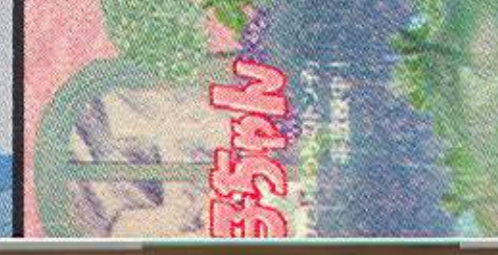
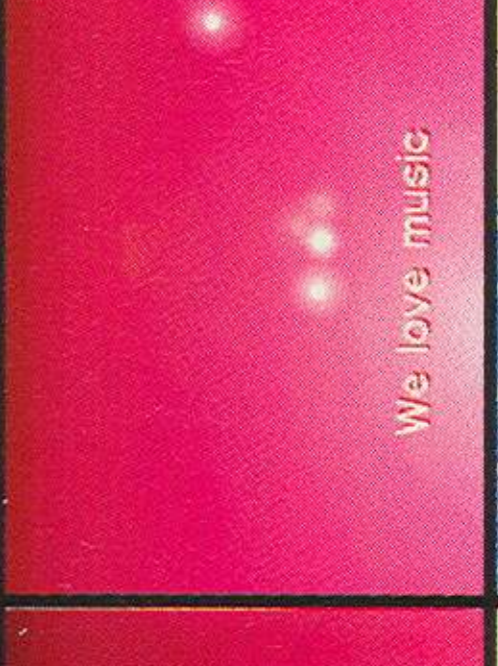
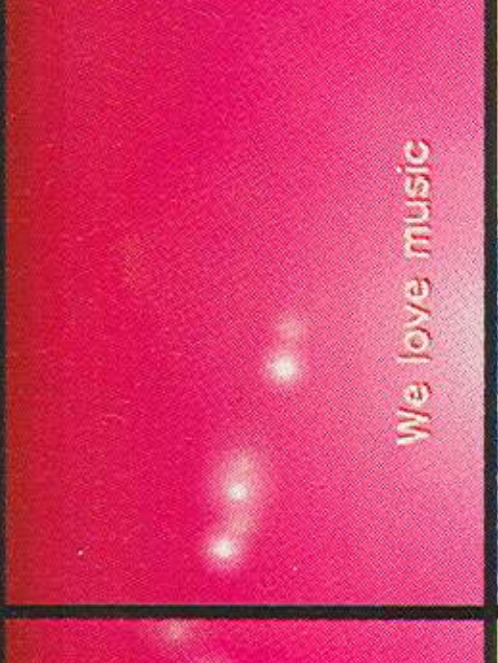
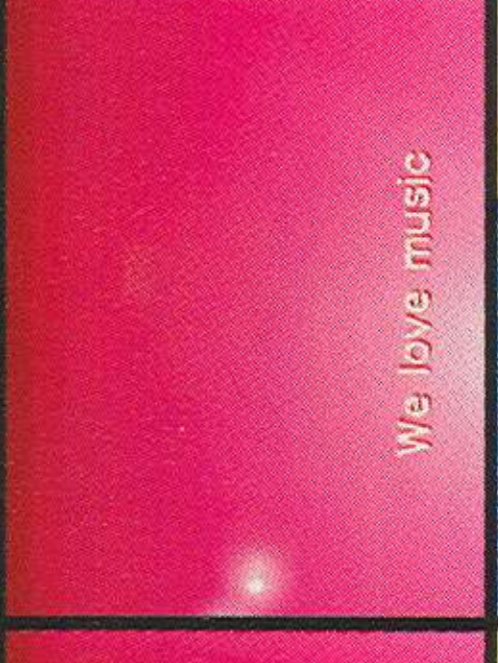
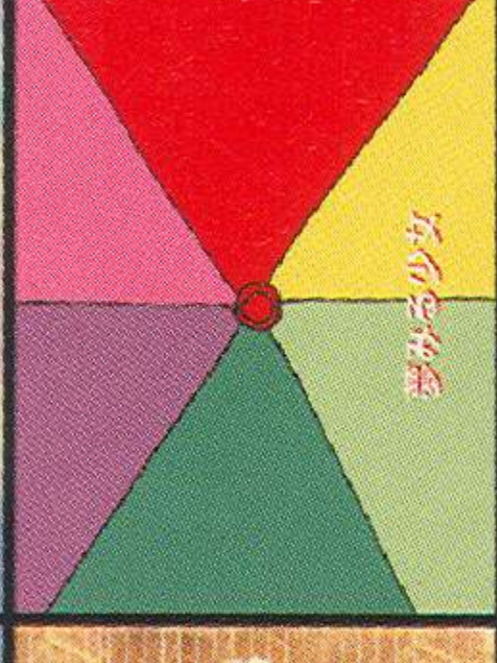
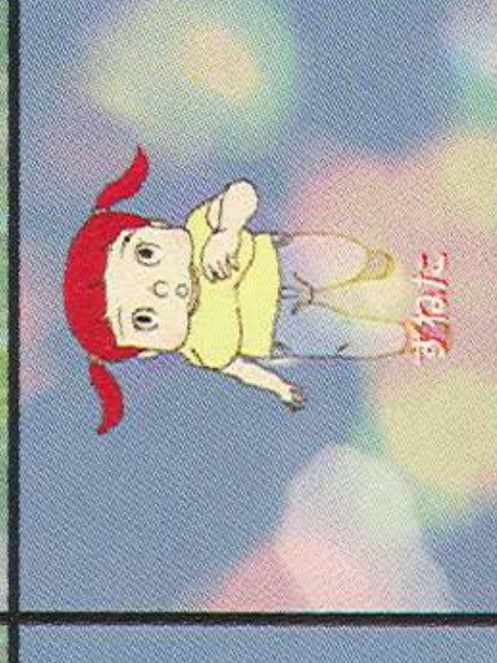
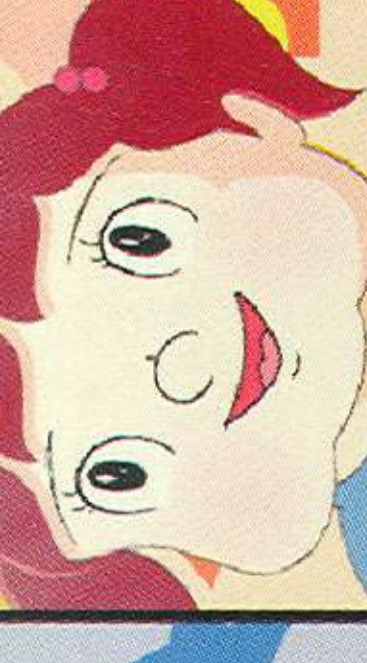
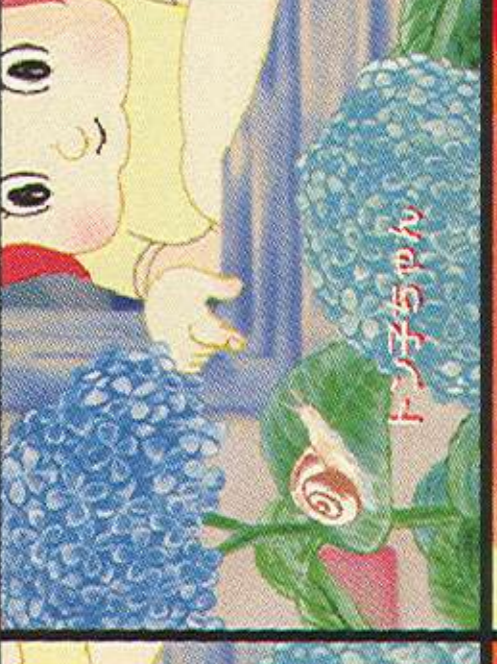
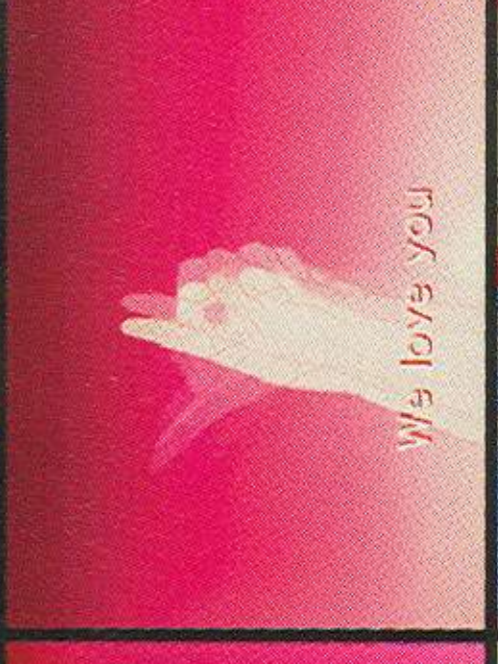
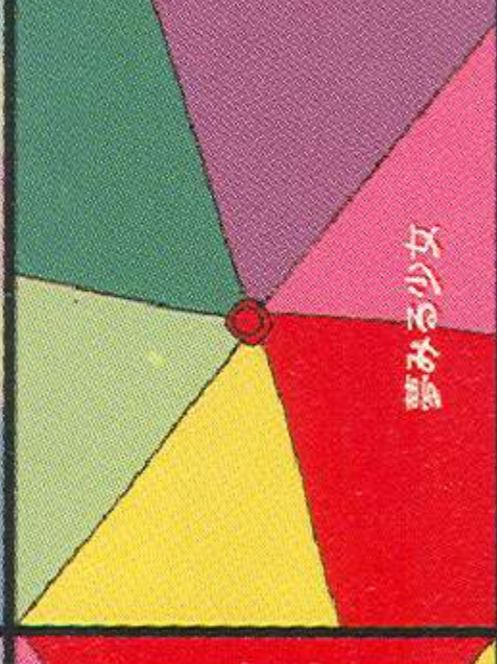
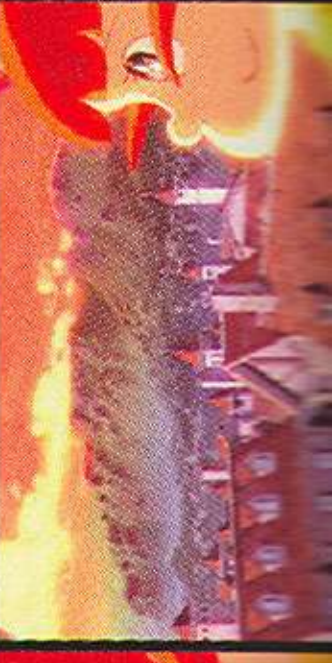
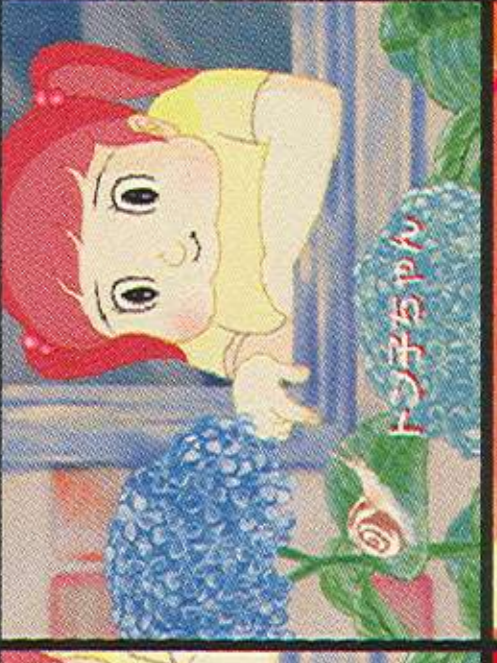
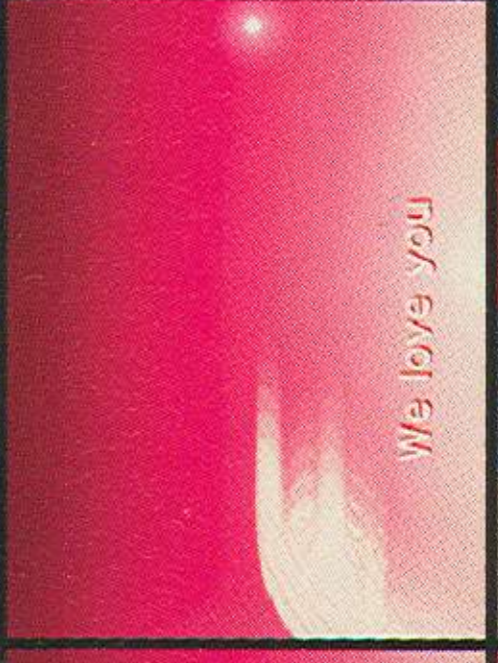
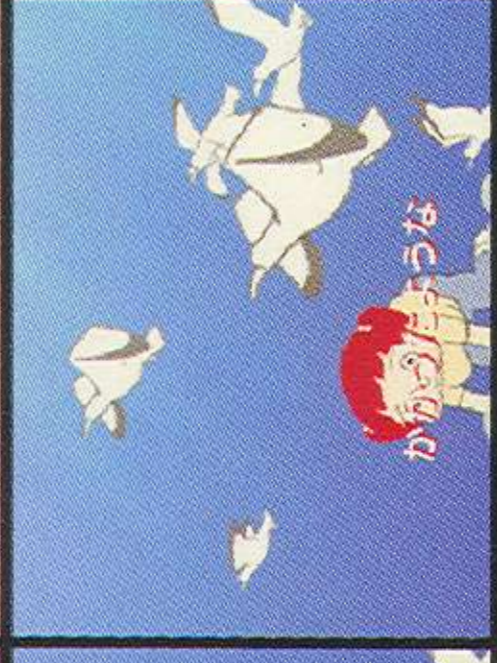
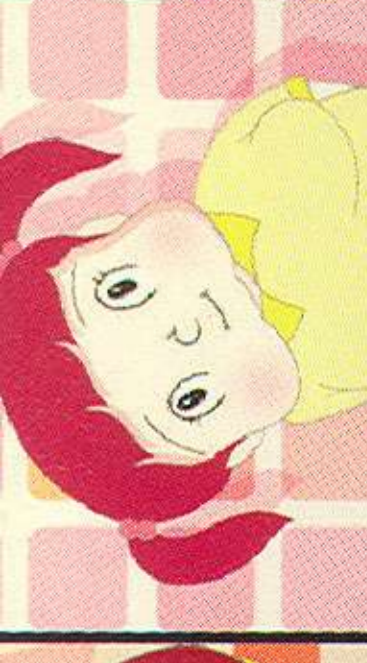
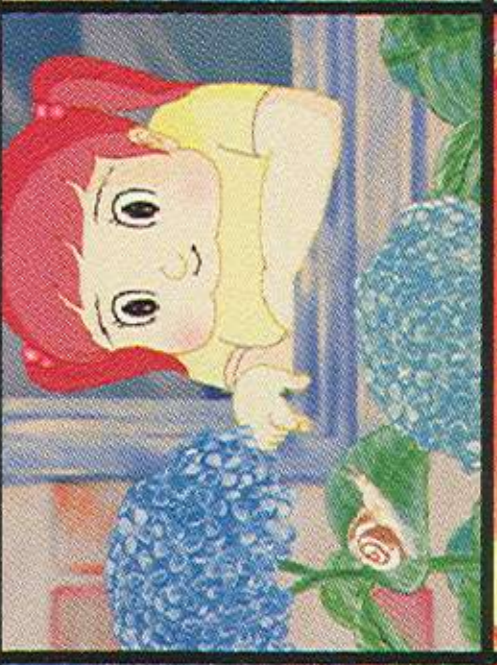
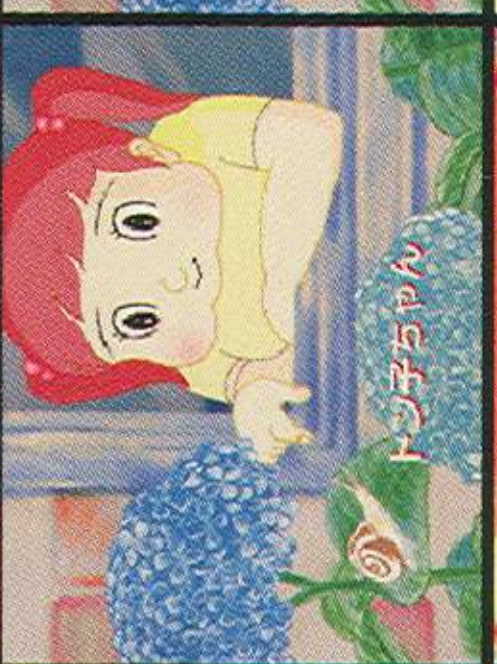
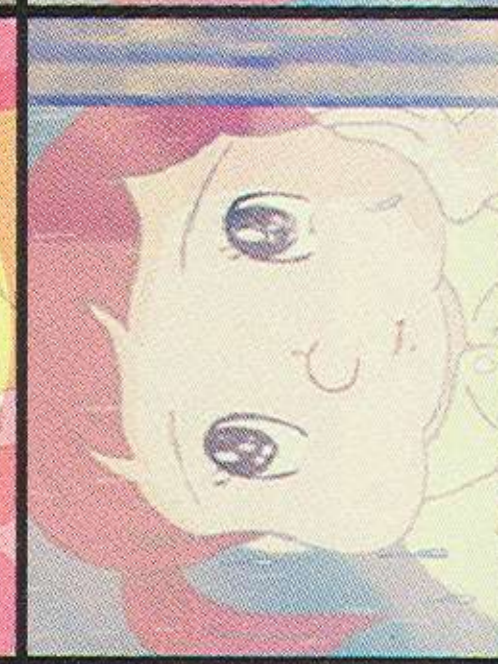
KATSUKI TANAKA

BORN IN OSAKA IN 1966, TANAKA MADE HIS DEBUT AS A CARTOONIST IN 1985, AND IN 1994 HE PRODUCED A FULL CG ANIMATION CALLED KAERUMAN. HE THEN SET UP A MOVIE-PRODUCTION COMPANY KAERU CAFE. HIS WORKS INCLUDE BAKA DRILL (FUSOSHA) AND ENCYCLOPEDIA OF BUTCHU KUN (SONY MAGAZINES).

ICONOGRAPHY >>
STYLE: ILLUSTRATION

PART B: KATSUKI TANAKA
PROJECT: DESIGNPLEX MAGAZINE COVER
YEAR: 2001

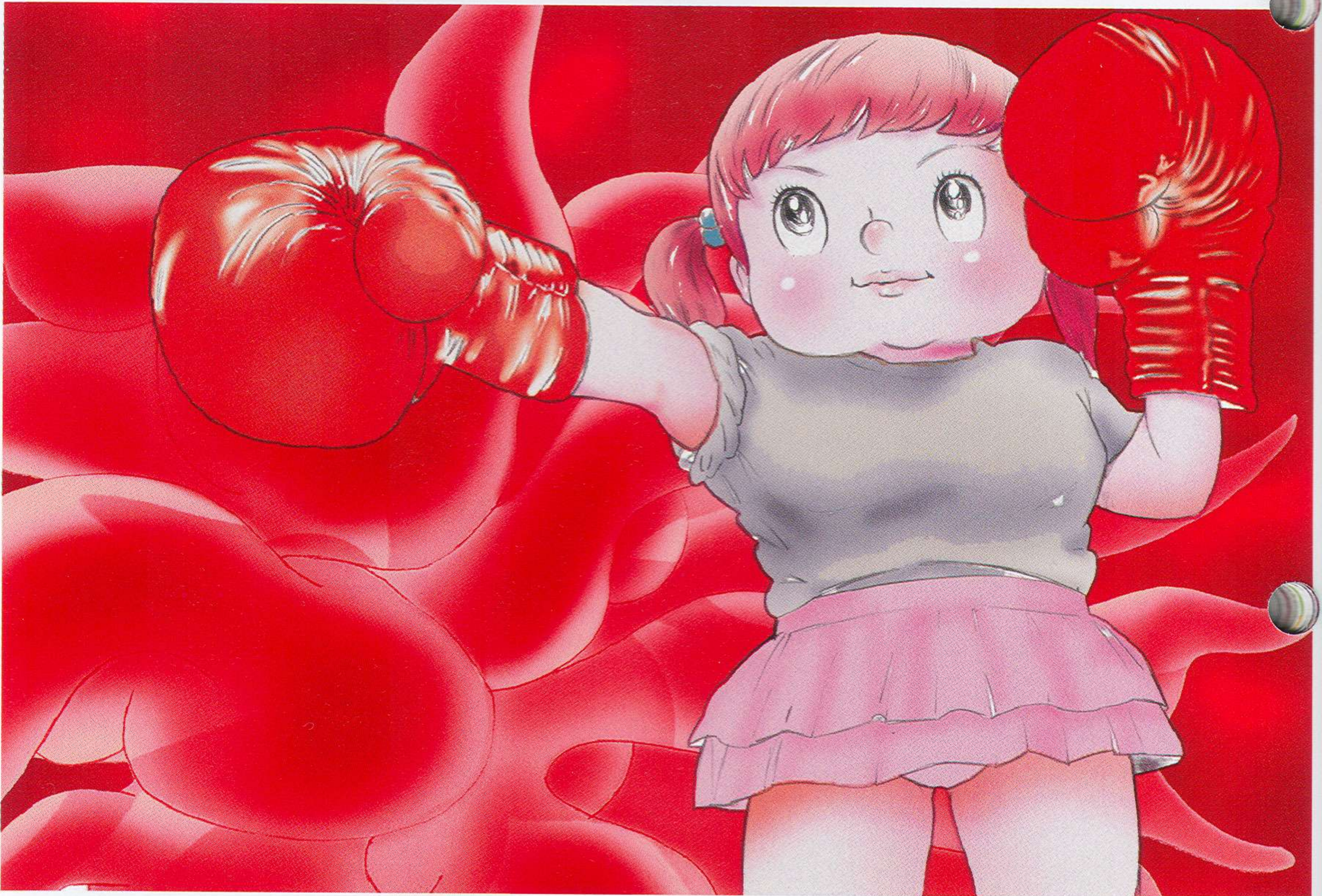




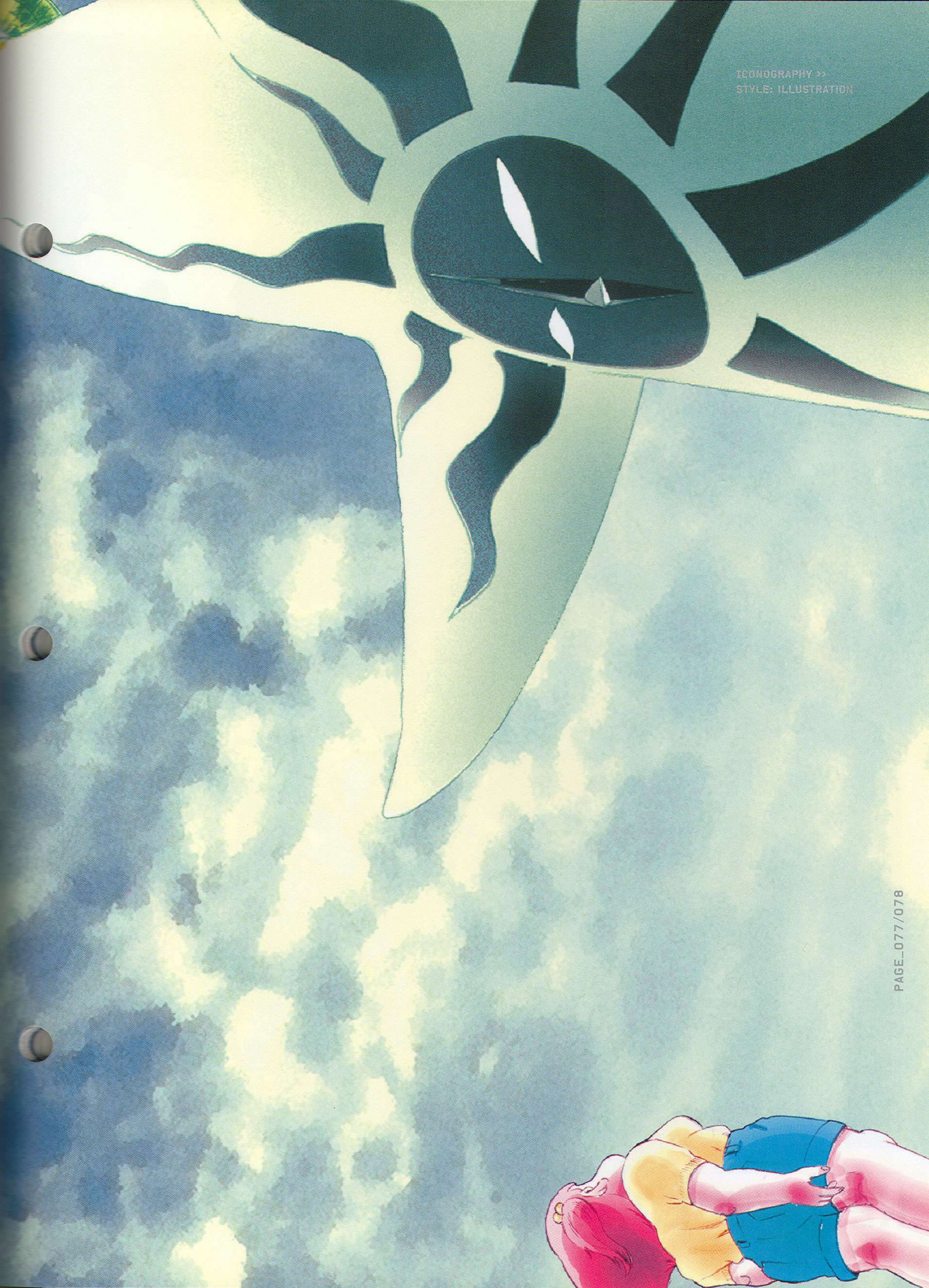
ICONOGRAPHY >>
STYLE: ILLUSTRATION

PART 1: KATSUKI TANAKA
PROJECT: ID - WE LOVE MUSIC
YEAR: 2001





ICONOGRAPHY >>
STYLE: ILLUSTRATION





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KEITA SOEJIMA

KEITA SOEJIMA A JAPANESE DESIGNER WHO LIVE IN TOKYO. HE BORN TO 1969 IN NAGASAKI. HE DESCRIBE HIMSELF IS "T TAKING A PHOTOGRAPH, I MAKING A TYPEFACE". ACTUALLY SOEJIMA MAINLY DESIGN CHARACTER, LOGO AND FONTS.



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MICHAEL LAU

MICHAEL LAU WAS BORN IN HONG KONG. HE HAS LOVED DRAWING SINCE HE WAS A CHILD. AFTER FINISHING HIGH SCHOOL, HE TOOK AN ILLUSTRATED DESIGN COURSE AT THE DESIGN FIRST INSTITUTE AND STAGED HIS FIRST SOLO EXHIBITION AT THE HONG KONG ARTS CENTRE AFTER GRADUATING IN 1993. HIS SECOND EXHIBITION, CALLED "WATER GARDEN", WAS HELD IN 1996. THE BIG BREAK IN LAU'S CAREER CAME AROUND 1997, WHEN HE CREATED HIS FIRST FIGURE FOR THE BAND ANODIZE. NOW LAU IS ONE OF MOST IN-DEMAND ARTISTS IN HONG KONG AND JAPAN.







PART B: MICHAEL LAU
PROJECT: TOM KIDS SERIES
YEAR: 2001







TOKYO



PAGE_089/090

MULTIES

MULTIES HAS PRODUCED WORK FOR VARIOUS MEDIA, INCLUDING TV, AS A PRODUCTION COMPANY CONCENTRATING ON DIGITAL CONTENT. IT ALSO PLANS AND DEVELOPS MANY APPLICATIONS AS WELL AS COLLABORATING WITH ARTISTS SUCH AS YOSIYASU AND HAJIME ANZAI. IT CLAIMS TO SPECIALIZE IN DESIGNING FOR BUSINESSES THAT ARE LINKED TO SOCIETY. MULTIES IS A CREATIVE COLLECTIVE THAT NOT ONLY CREATES CONTENT, BUT ALSO VISUALIZES, PLANS, DIRECTS, PRODUCES AND COPYRIGHTS CHARACTERS.



Kino & Kino



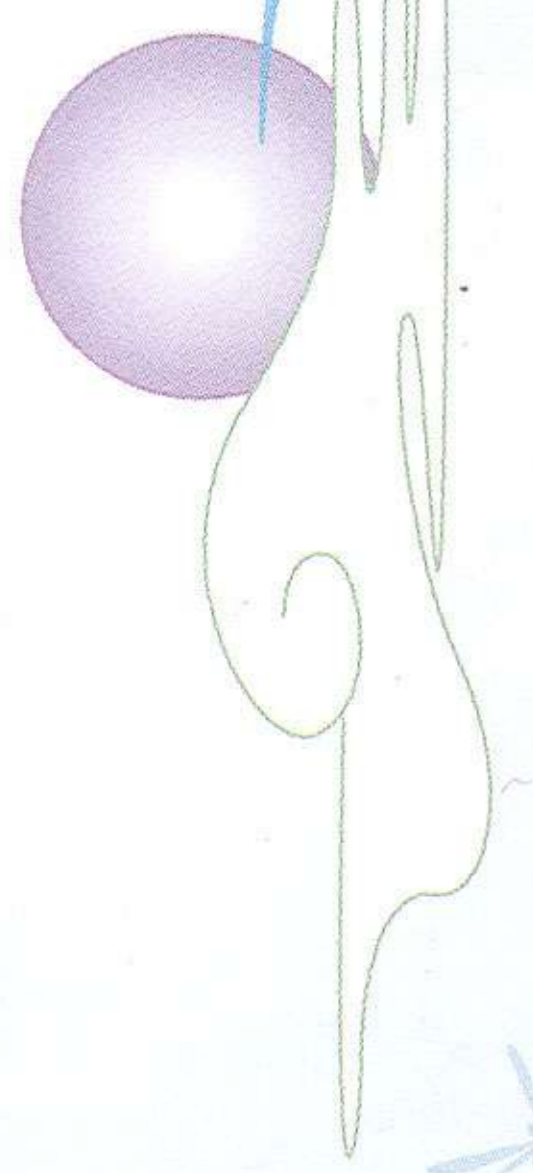
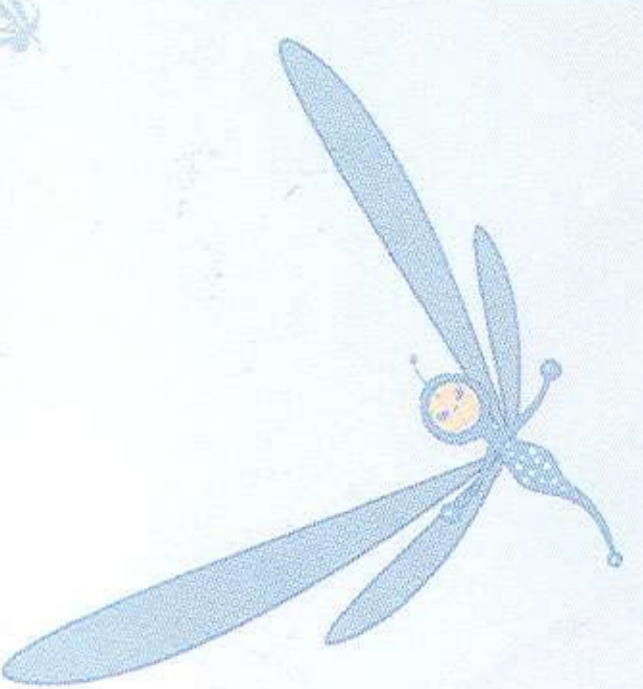
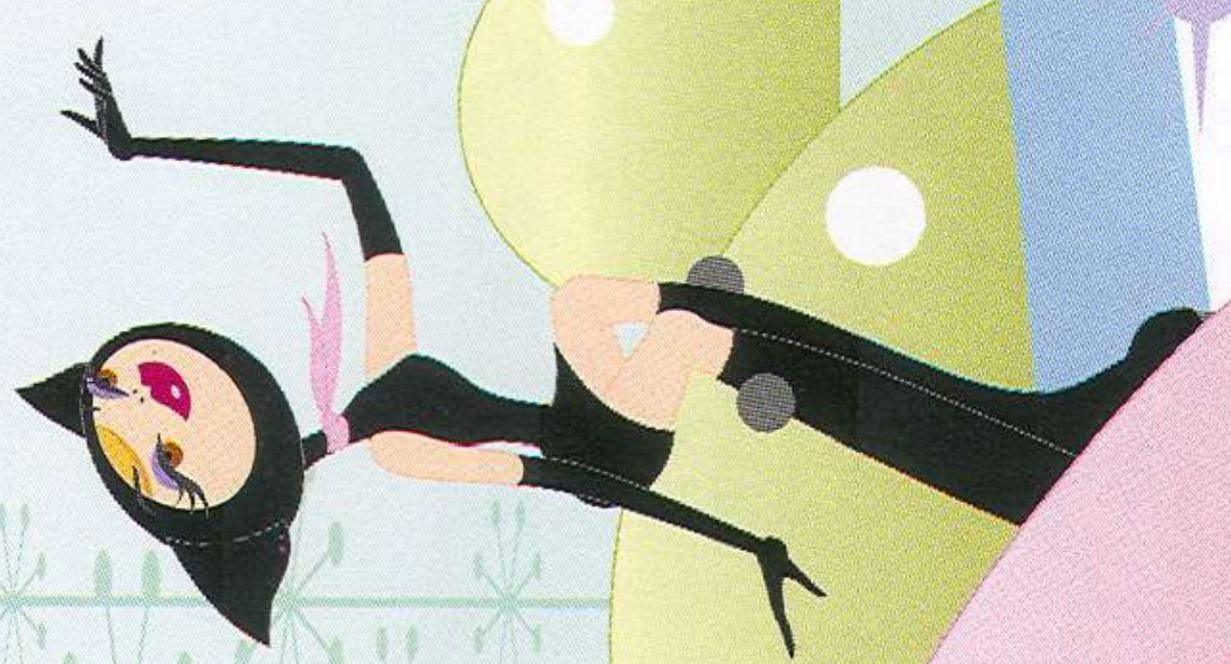
**Harasuro
Dokukinoko**





マルチー







珍珠温泉

Flying Biscuit

Creamy Slider

fe



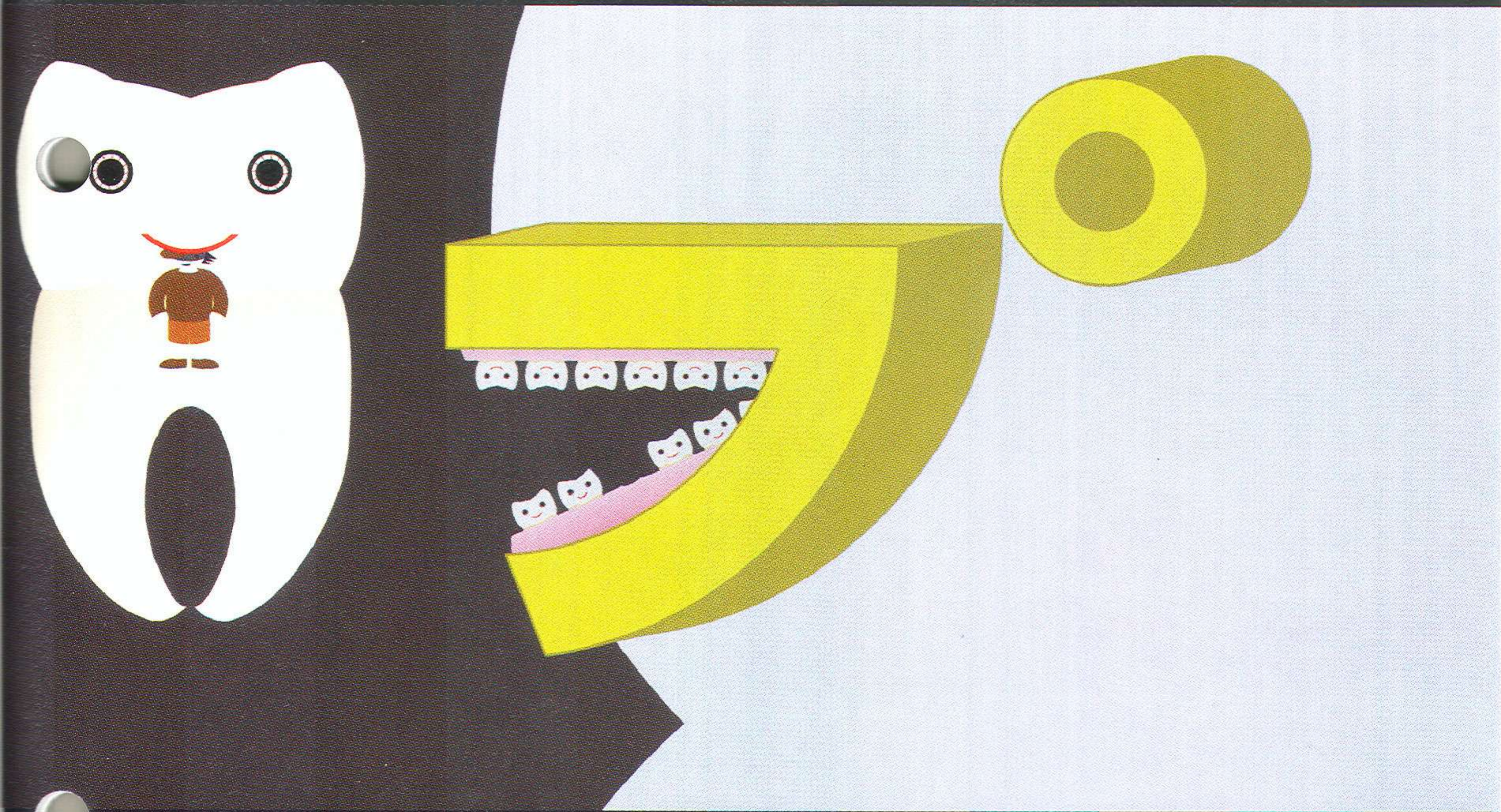
NEW YORK



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MUMBLEBOY

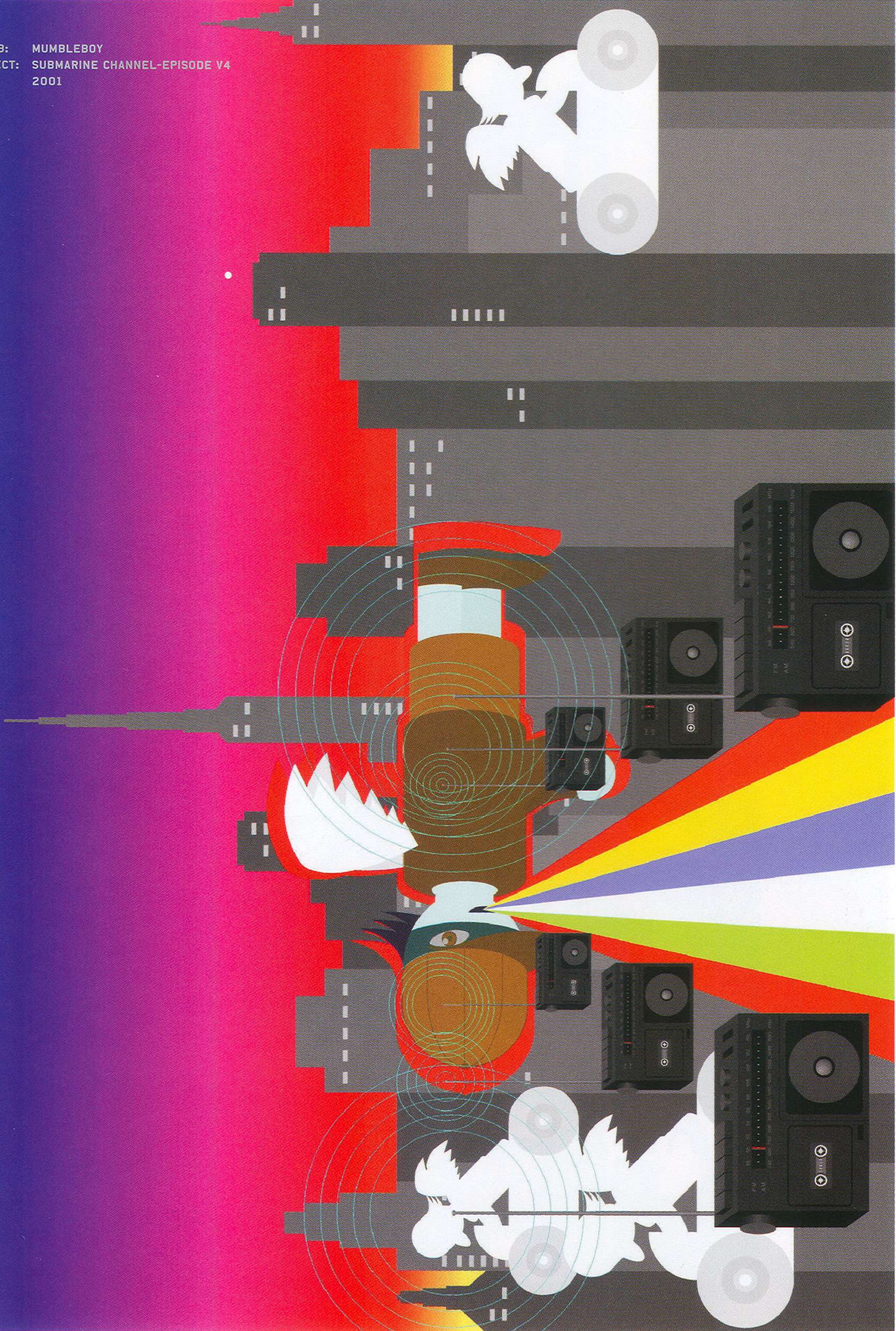
KINYA HANADA WAS BORN IN YOKOHAMA, JAPAN. HE ATTENDED UC DAVIS MAJORING IN ART AND RHODE ISLAND SCHOOL OF DESIGN IN PAINTING. WHILE ATTENDING RISD, KINYA STARTED MAKING ART WITH COMPUTER GRAPHICS. HE MOVED TO NEW YORK CITY AFTER GRADUATION WHERE HE HAS BEEN SINCE WORKING AS A FREELANCER DOING WEB ANIMATIONS AND PRINT ILLUSTRATIONS. HANADA ALSO MAKES HIS OWN ANIMATIONS WHICH HAVE BEEN SHOWN AT VARIOUS WEB SITES AND FILM FESTIVALS.



PART B: MUMBLEBOY
PROJECT: SUBMARINE CHANNEL-EPISODE VI (TOP)
PAMPLE 1 (BOTTOM)
YEAR: 2001

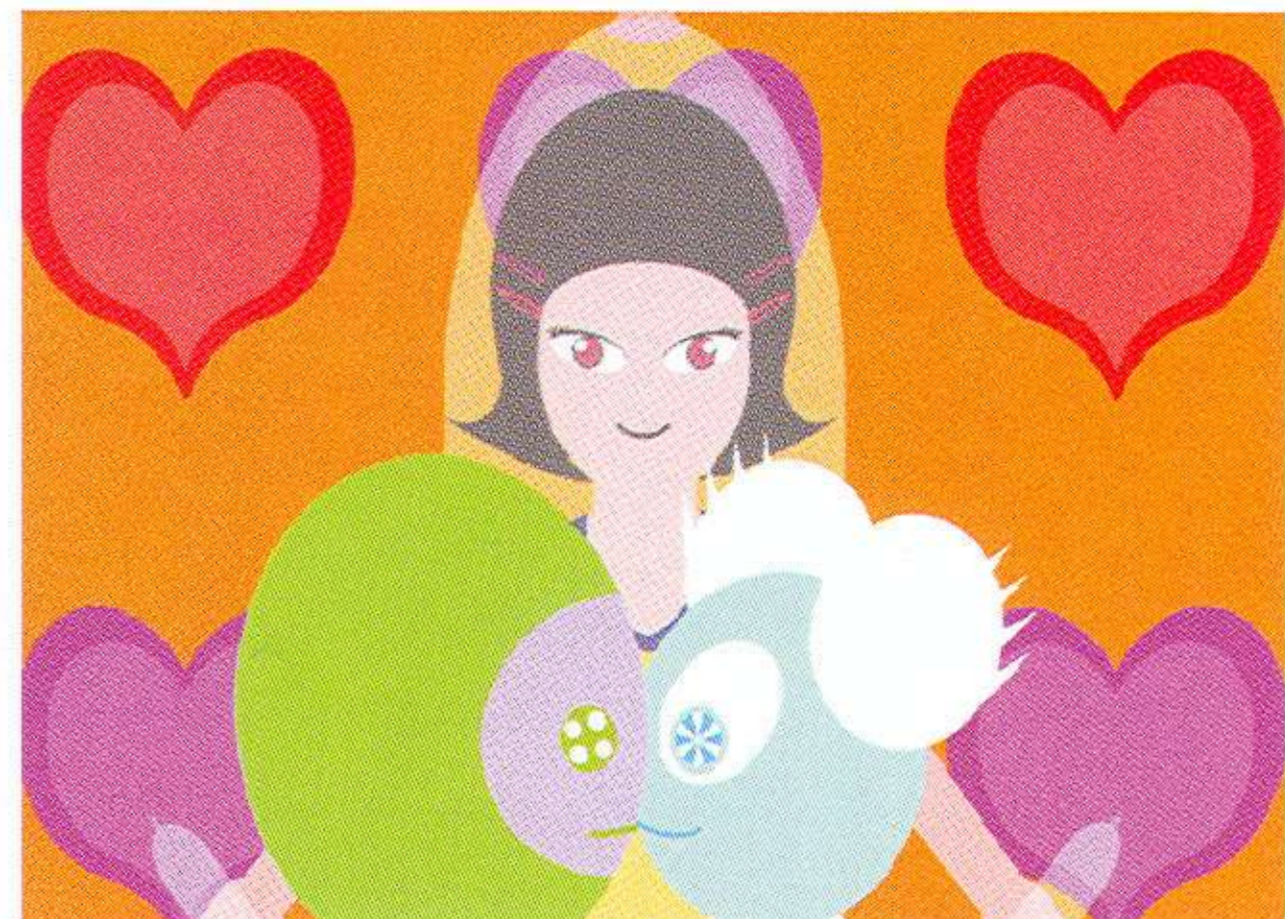
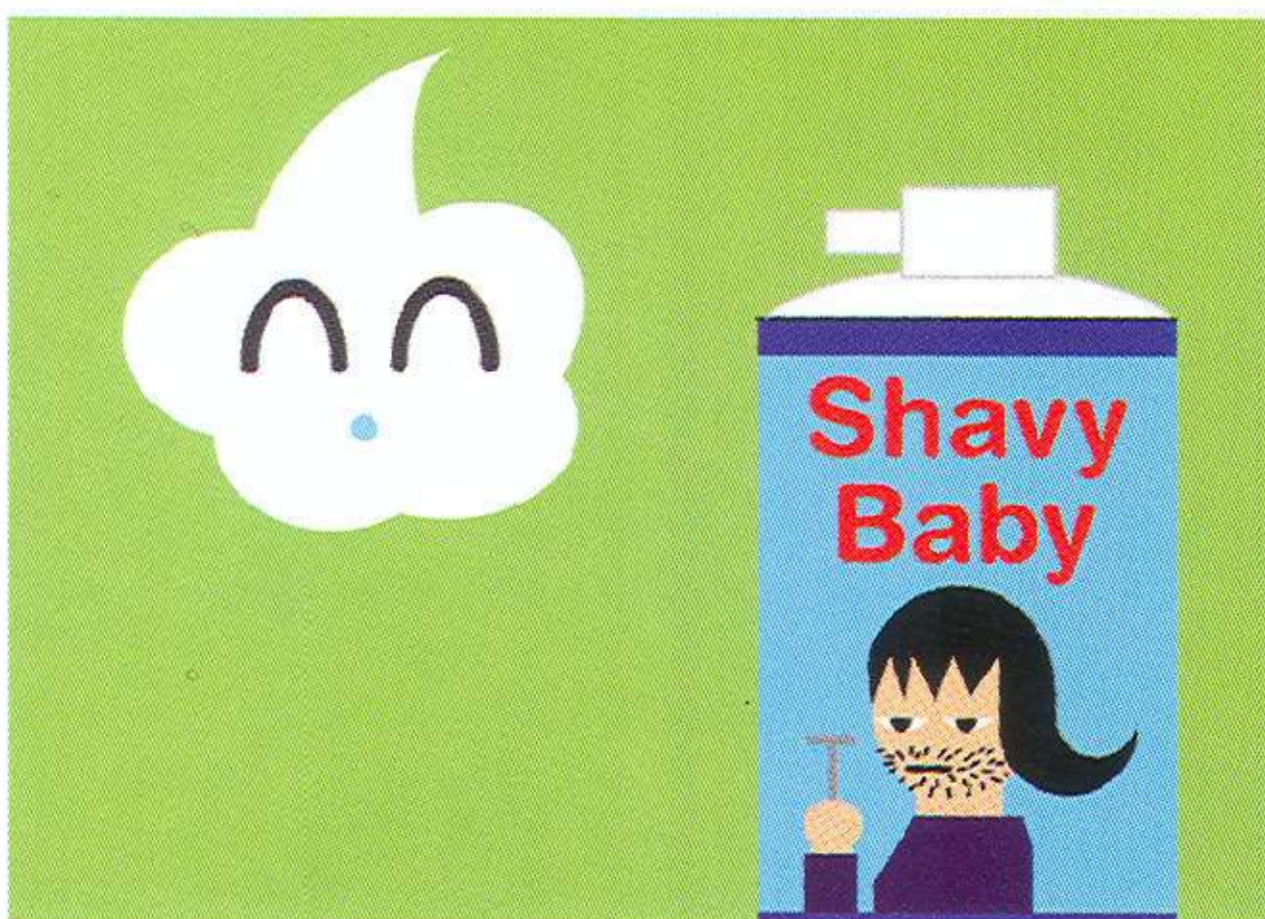
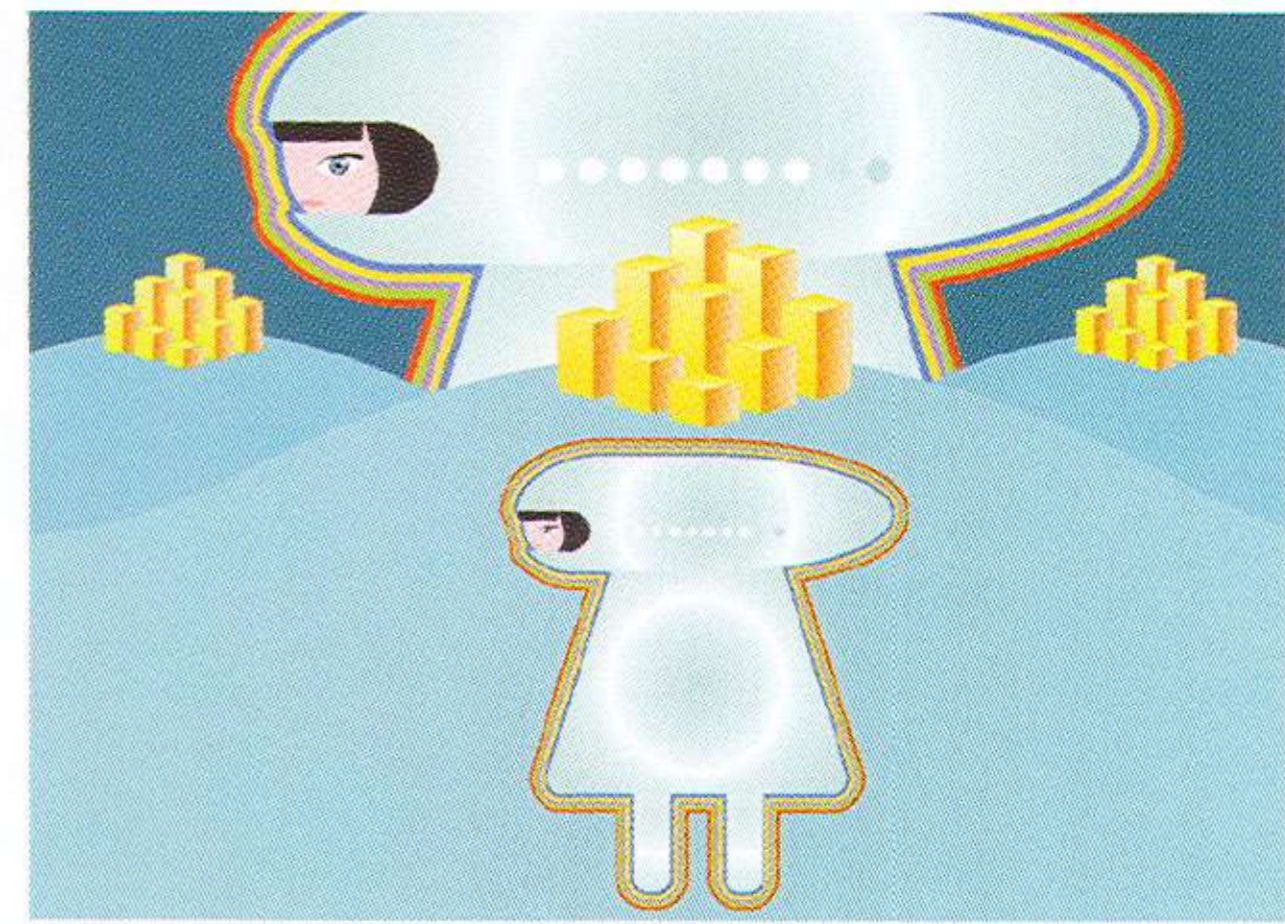
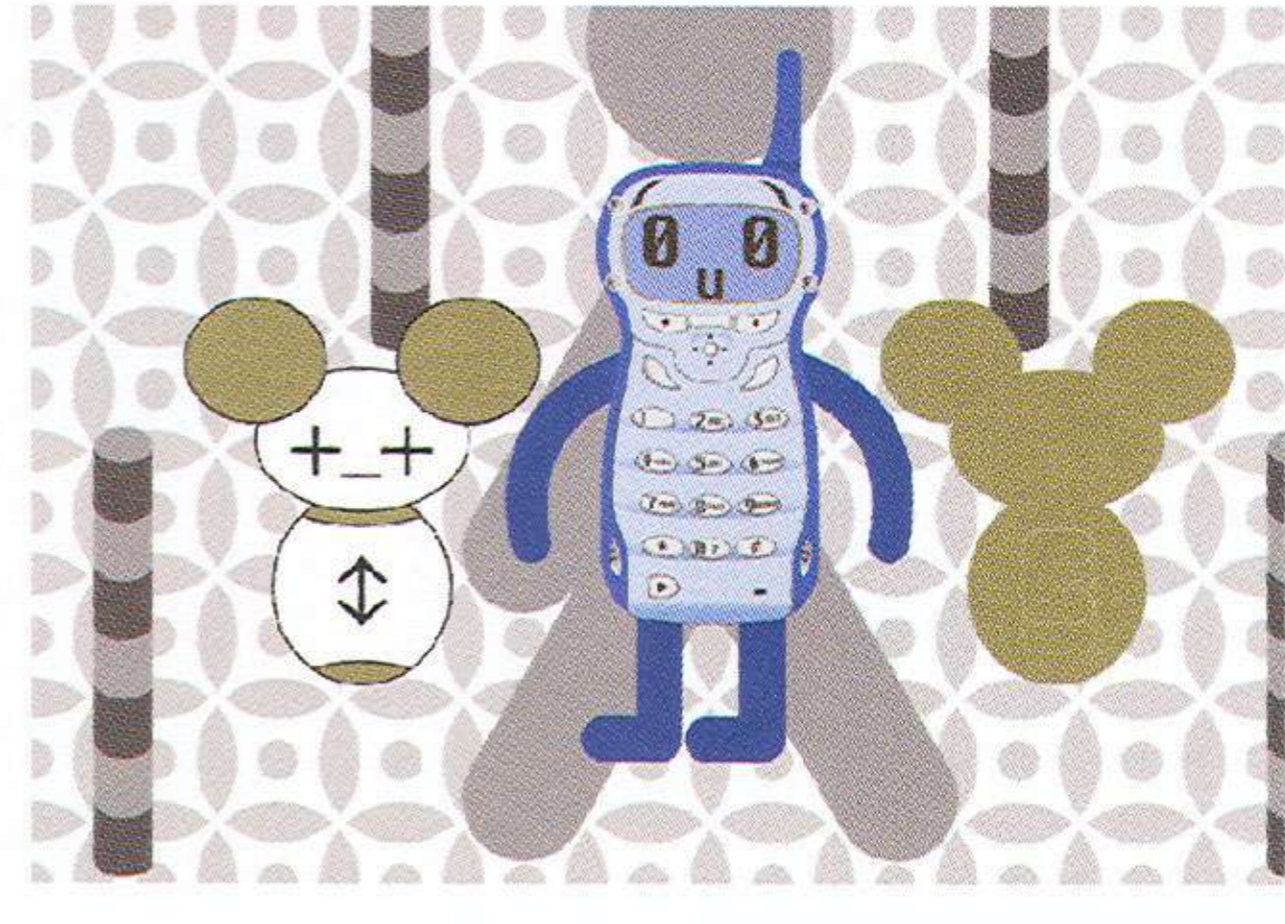
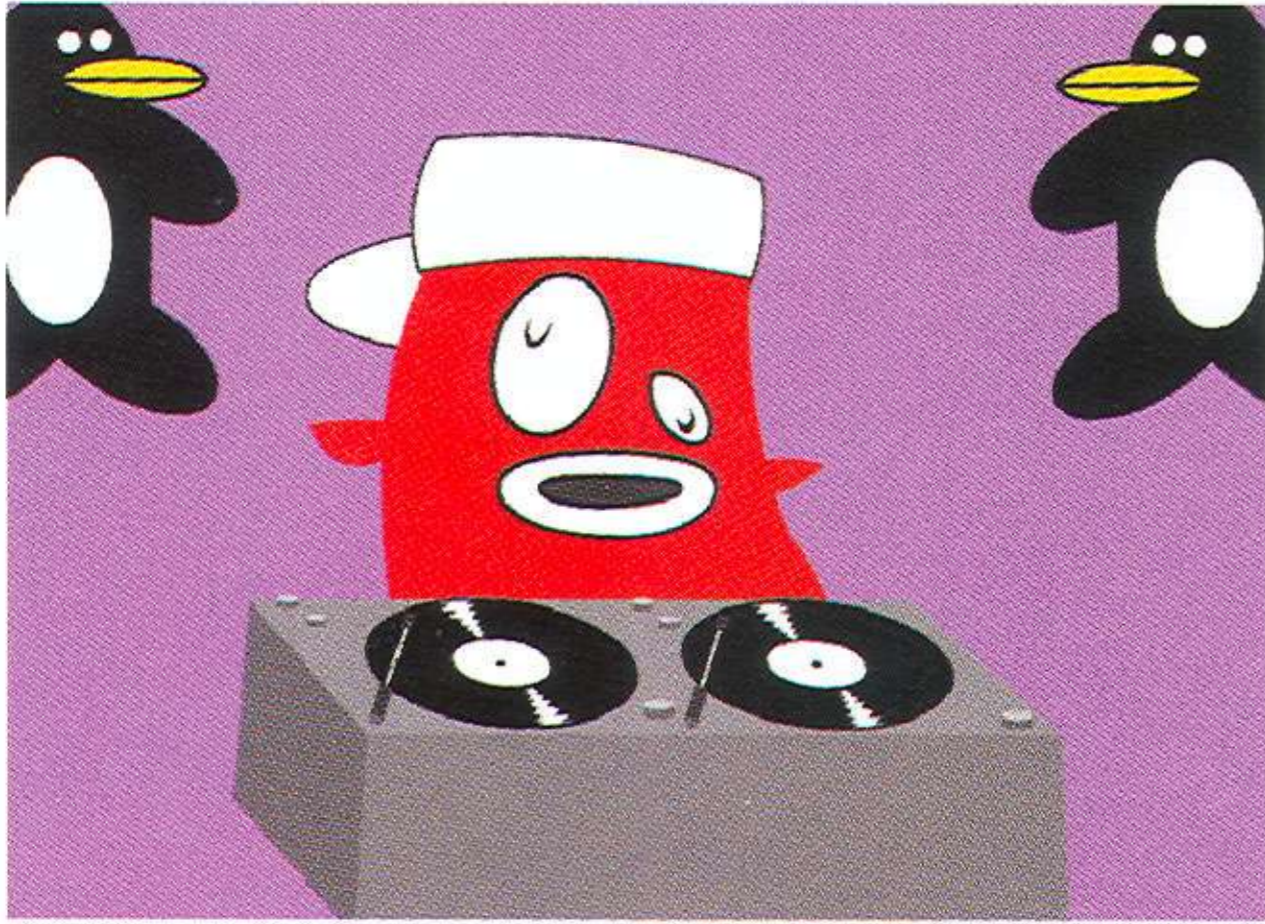
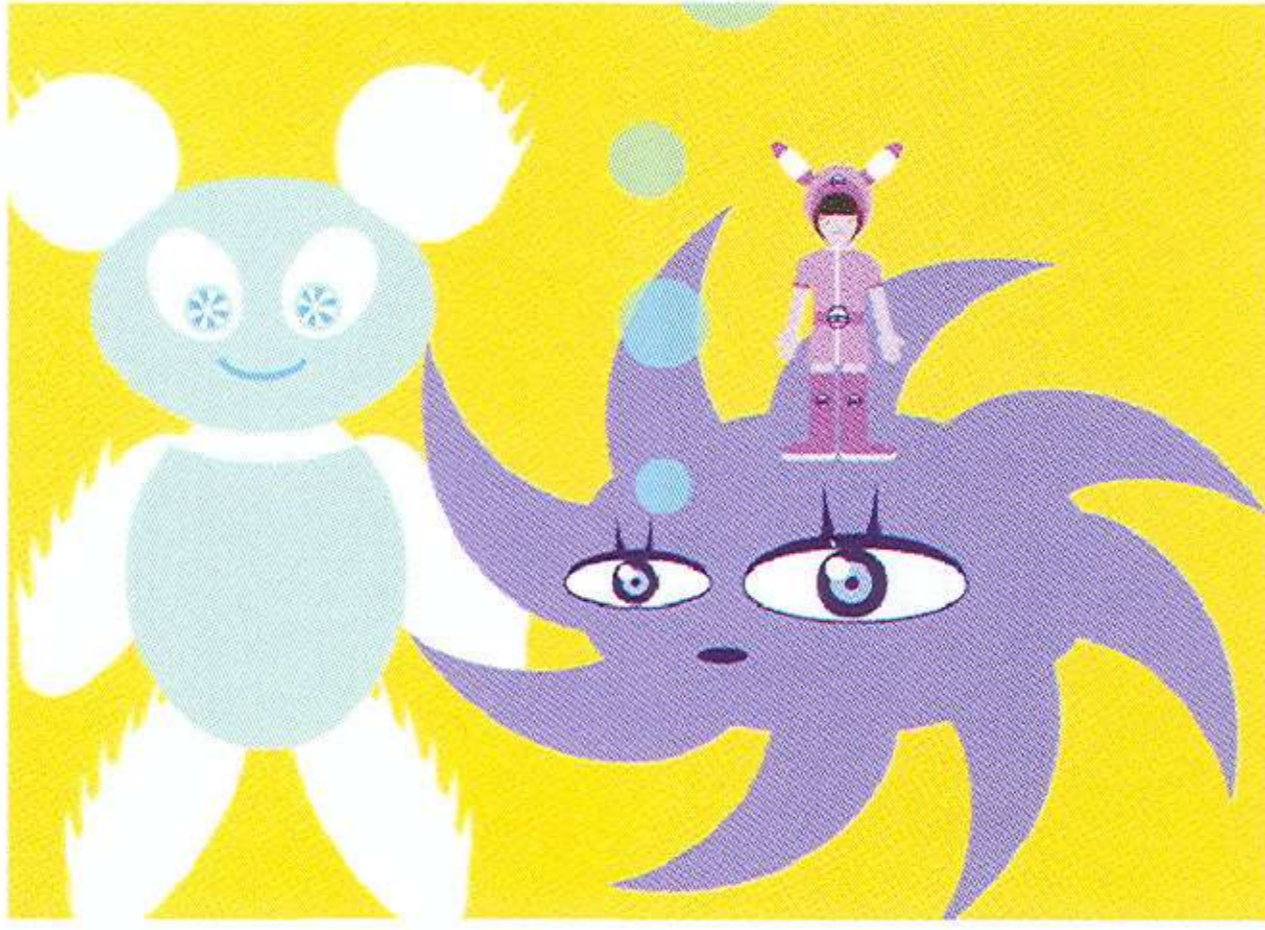


PART B: MUMBLEBOY
PROJECT: SUBMARINE CHANNEL-EPISODE V4
YEAR: 2001

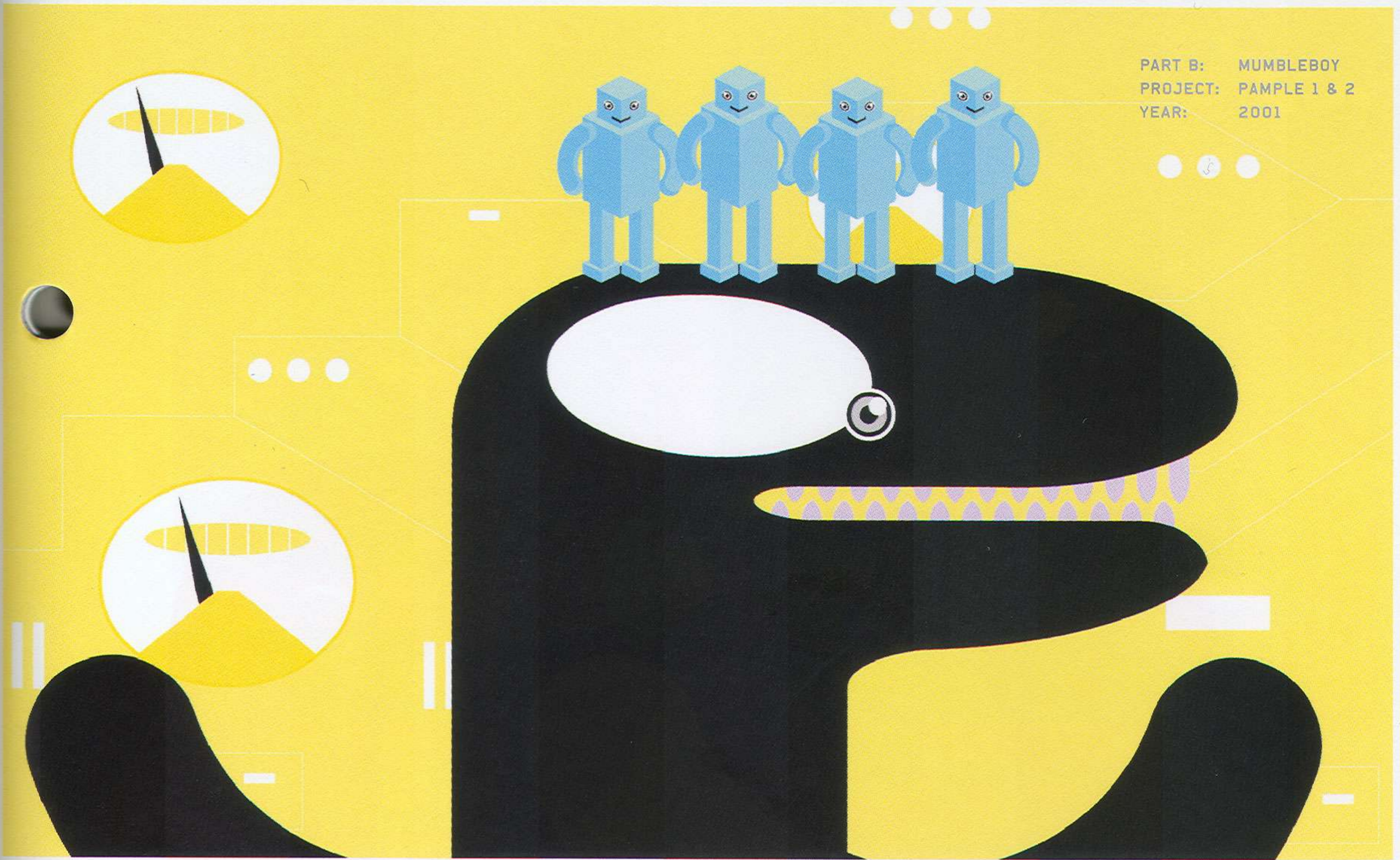


PART B: MUMBLEBOY
PROJECT: GOOEY01 (TOP LEFT)
BUTTERY DONUTS
BUTTERY DONUTS
GOGO GAR GAR (BOTTOM)
YEAR: 2001

PART B: MUMBLEBOY
PROJECT: GOGO GAR GAR (TOP RIGHT)
SAFE SEX ANIMATION (BOTTOM)
YEAR: 2001



PART B: MUMBLEBOY
PROJECT: PAMPLE 1 & 2
YEAR: 2001





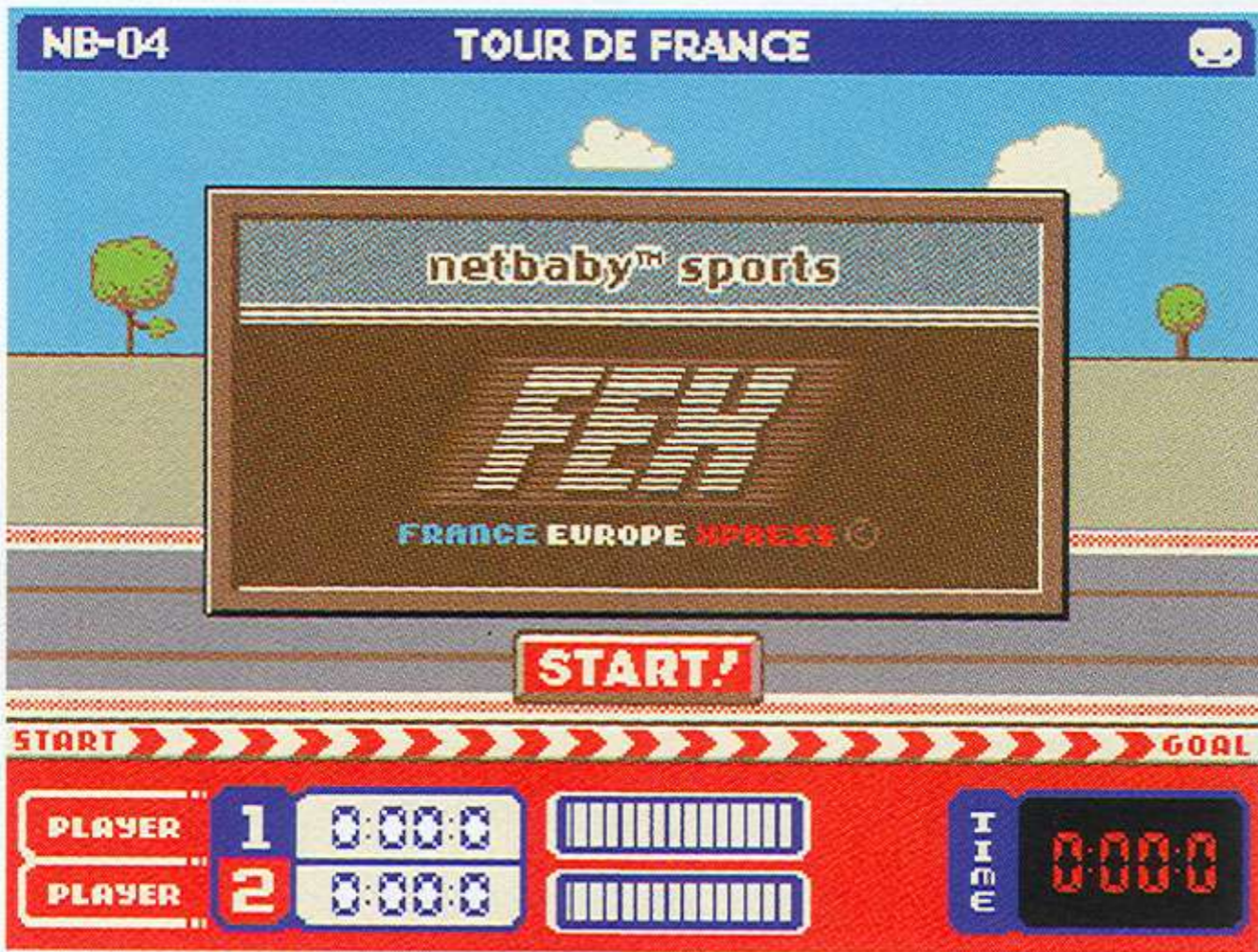
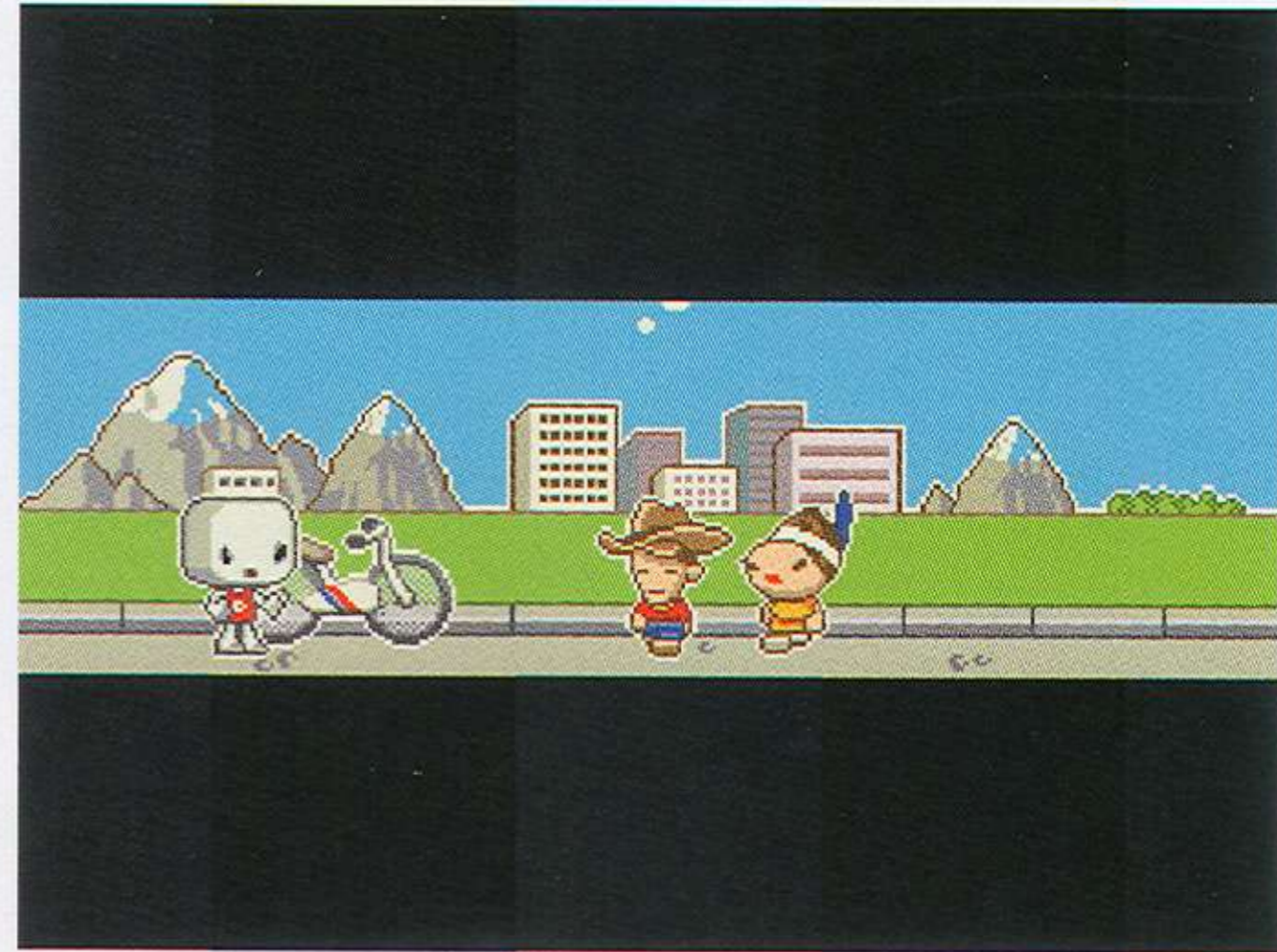
USA



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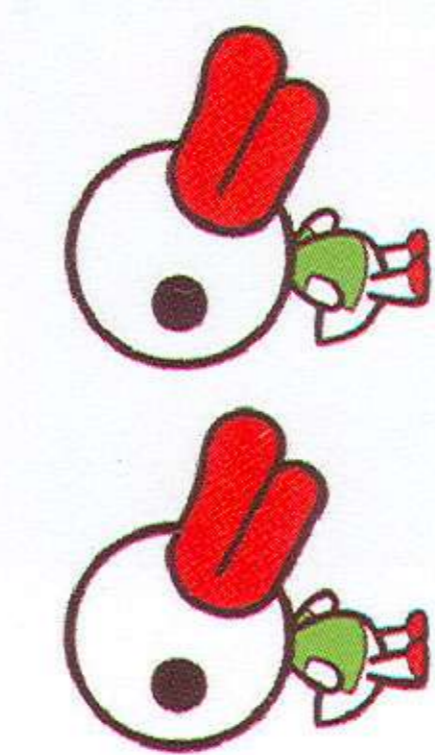
NETBABY

NETBABY IS BEST DESCRIBED AS A GAME COMMUNITY ADAPTED FOR THE INTERNET WITH REAPPEARING CHARACTERS (THE CURRENT STABLE INCLUDES DIGGER, SLACKER, NINJA-GIRL AND COPERNICUS) AND DESIGN FEATURES. WHILE ON THE ONE HAND NETBABY IS A CHILDREN'S CONCEPT, THE INTENTION IS TO APPEAL TO THOSE WHO HAVE GROWN UP WITH THE INTERNET AND CONSEQUENTLY NO LONGER QUESTION ITS USE WITHIN A PLAYFUL CONTEXT.





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PlayCom™

GLUCK!





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PETE FOWLER

PETE FOWLER CREATES AND CONSTRUCTS MAINLY MONSTERS, WITH ILLUSTRATION, PAINTING AND 3D. HE HAS BEEN BASED IN LONDON FOR SIX YEARS AND WORKS WITH CLIENTS FROM THE UK, EUROPE AND JAPAN

ICONOGRAPHY >>
STYLE: ILLUSTRATION

PART B: PETE FOLWER
PROJECT: COVER FOR EXPOSURE MAGAZINE (LEFT)
ILLUSTRATION FOR THE FACE MAGAZINE (RIGHT)
YEAR: 2001

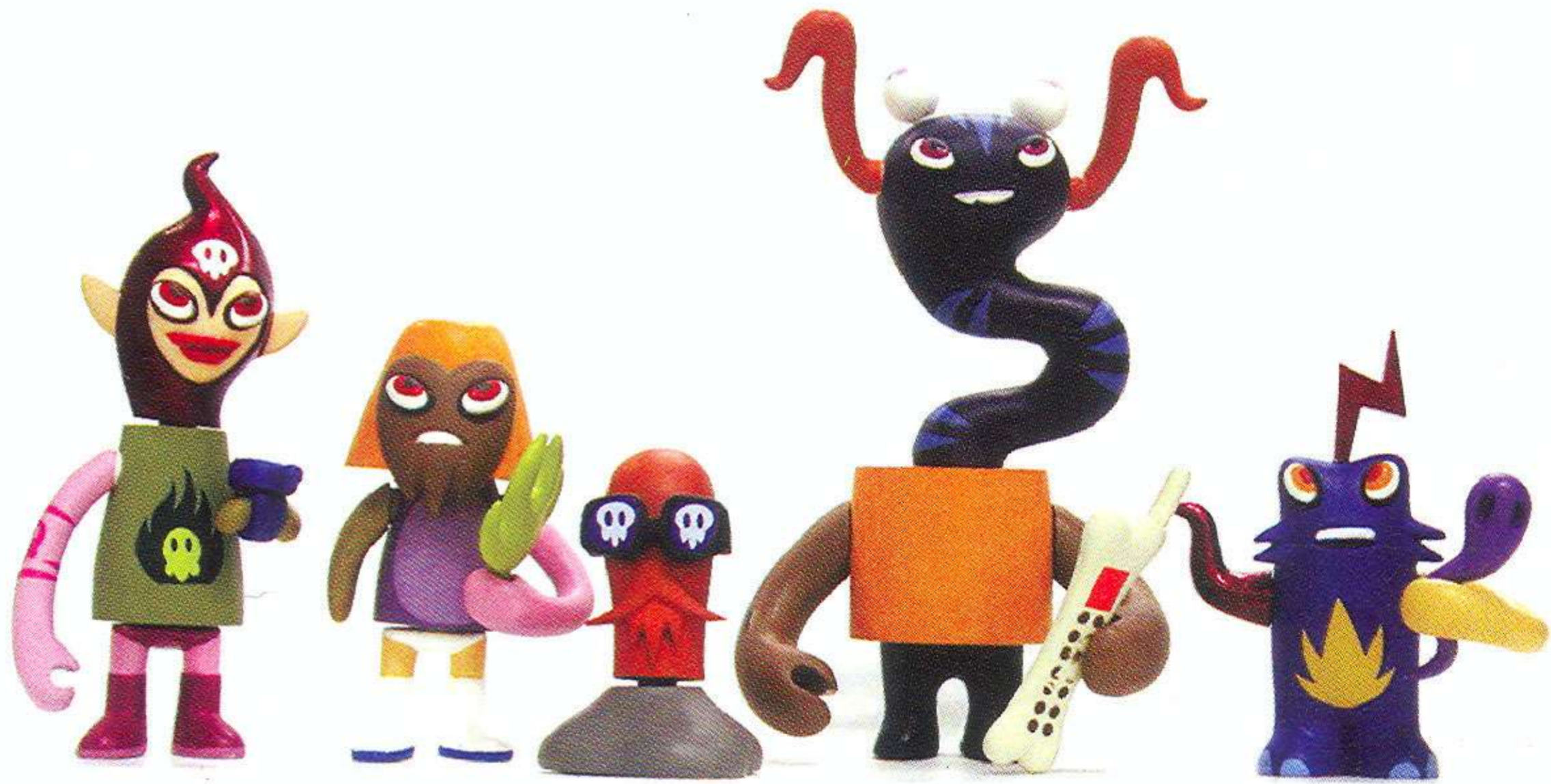


PART B: PETE FOLWER
PROJECT: ILLUSTRATION FOR PUBLISHERS BUTLER &
TANNER'S 150TH BIRTHDAY BOOK
YEAR: 2001



PART B: PETE FOLWER
PROJECT: MACWERK SELF-PORTRAIT (LEFT)
A SERIES OF TOYS (RIGHT)
YEAR: 2001

ICONOGRAPHY >>
STYLE: ILLUSTRATION



PART C | CONTINUITY

- PG 003 - 006 > TURBOMATIC
- PG 007 - 010 > 123KLAN
- PG 011 - 018 > HAPPYPETS
- PG 019 - 019 > POWER GRAPHIXX
- PG 020 - 020 > SHIFT.DE
- PG 021 - 023 > DAVID YU
- PG 024 - 024 > ALEX SOUNDERGGER
- PG 025 - 026 > POWER GRAPHIXX
- PG 027 - 030 > JEREMY HOLLISTER
- PG 031 - 031 > EXTRA DESIGNS
- PG 032 - 032 > JOE MAGEE
- PG 033 - 033 > DAINIPPON TYPE ORG
- PG 034 - 034 > OZ DEAN
- PG 035 - 036 > TAROUT
- PG 037 - 038 > JÜNKLE
- PG 039 - 040 > SHELLMOONSITE

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 The Publisher of IdN Magazine
 Shop C, 5-9 Gresson Street, Wanchai
 Hong Kong

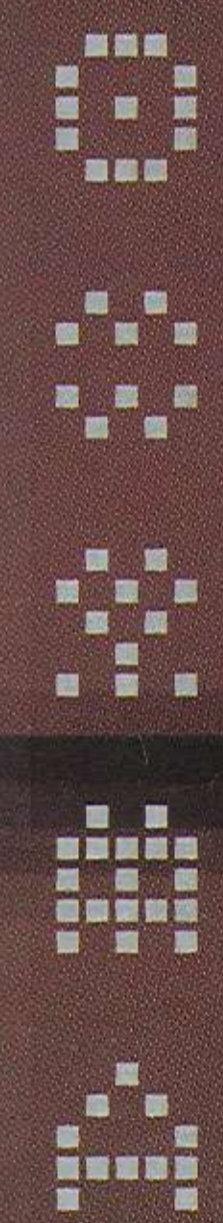
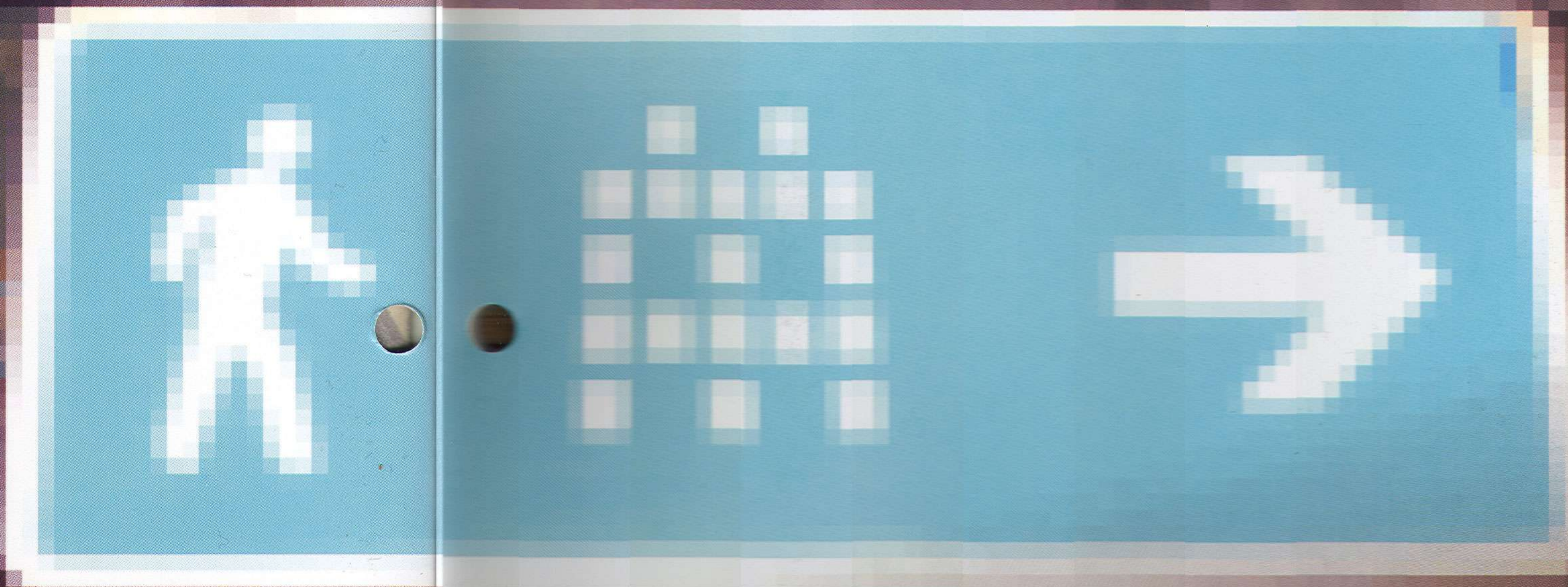
Tel (852) 2528 5744
 Fax (852) 2529 1296
<http://www.idnworld.com>

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PART C | CONTINUITY

In a world where icons and symbols are to be seen literally everywhere, we are accustomed to understanding a visual language system. Certain meanings are assigned to certain icons and symbols. Successful branding and marketing often involve a bold corporate identity. What if we play with these established icons and give them makeovers?

A number of international renowned artists were invited to redesign some famous icons. Since these icons and symbols themselves are value-free, the meanings that they convey are not intrinsic. Designers were given a lot of freedom

to explore endless creative possibilities. The result is a series of stunning images. Some further reinforced the icons' original meanings and some turned out to convey completely different messages.

But this chapter is not be limited to individual icon re-design. We also invited graphic designers to contribute. They do not only create iconography, they are themselves "icons" on the international graphic design scene.

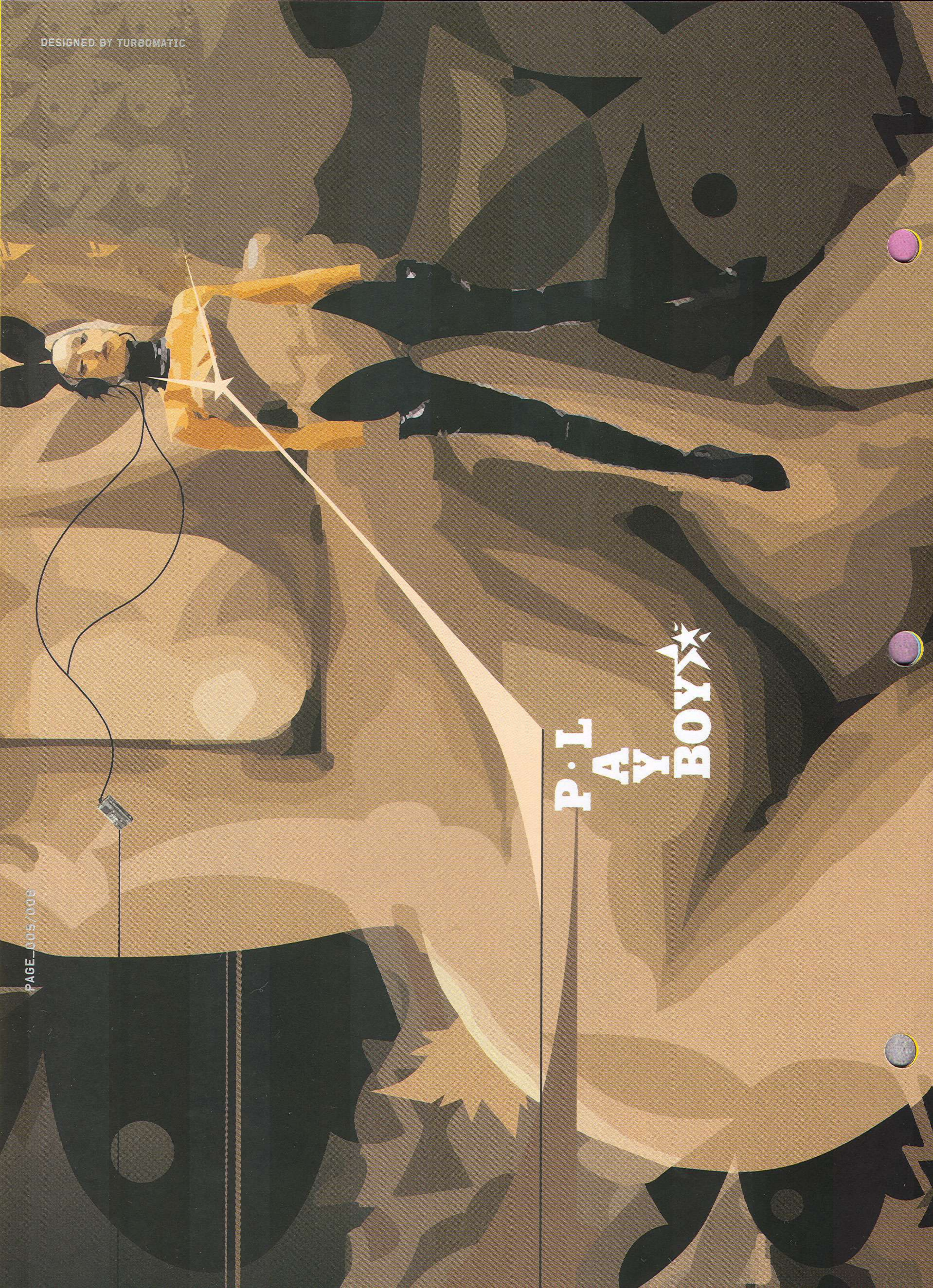


PAGE_003/004



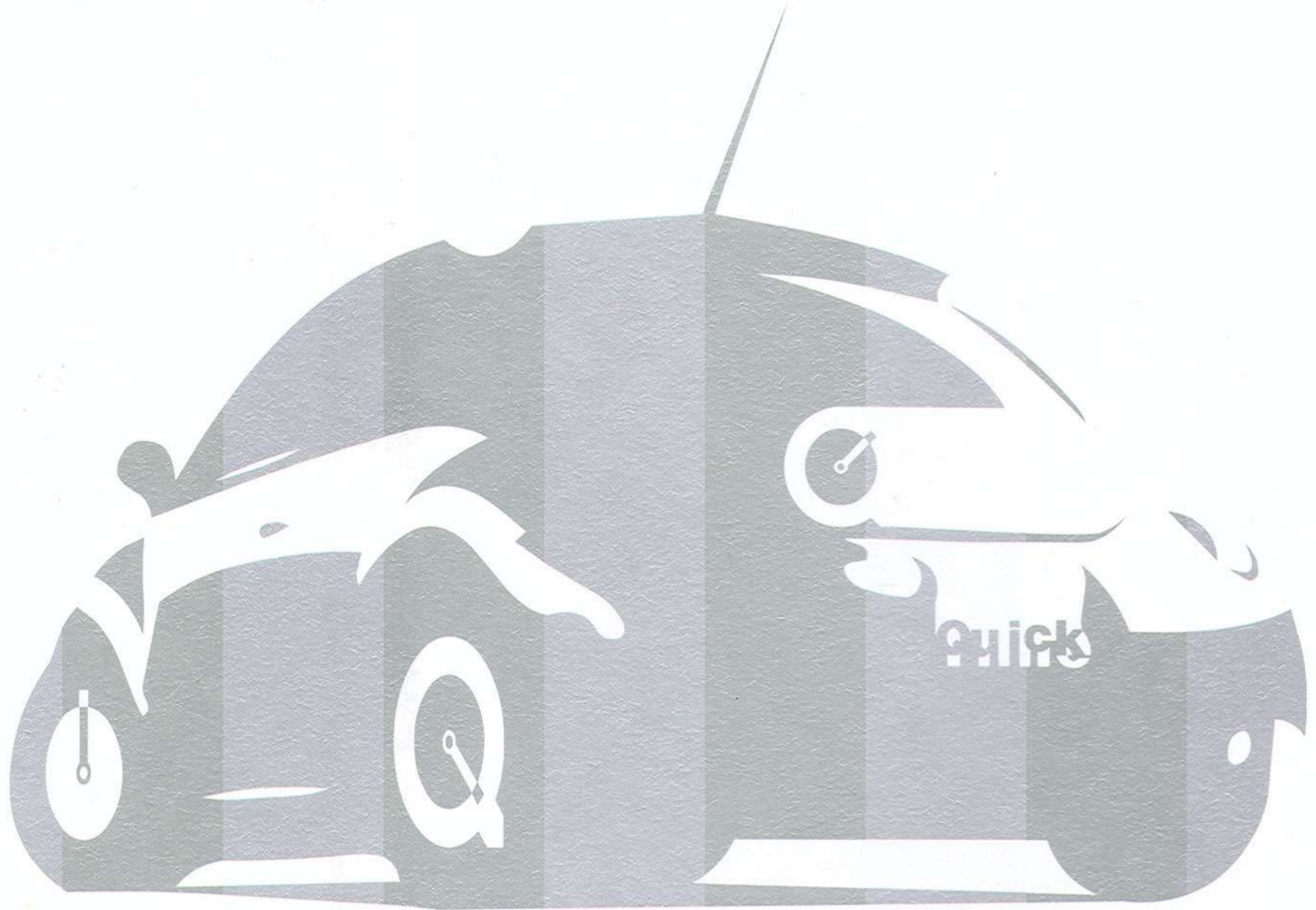


DESIGNED BY TURBOMATIC



P·I·L
P·A·Y
B·O·Y★

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123KLAN CONCEPT

The original version of all these logos used to be American Army or Fireman logos, i just pick them up and return it into a graffiti peace full message. For example replace a missile by a spraycan, or the city name by a "GRAFFITI" message.

01



02



03



04



05



06

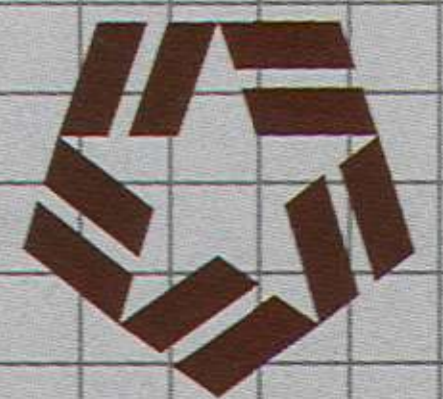
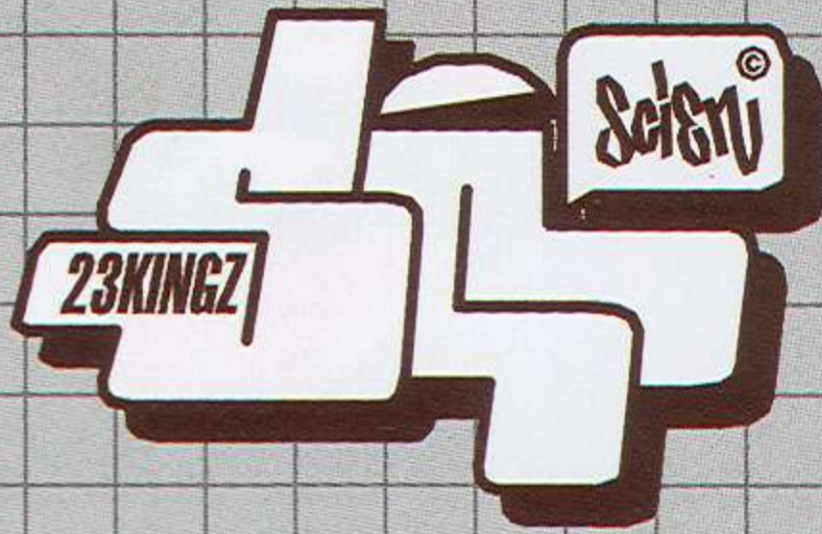


SAMPLES



123KLAN ARTWORK

Here there are some personal research to show how a logo or an icon are closed to graffiti, plus some other logos and icons realised for different labels or clients.





BEFORE



AFTER



BEFORE



AFTER



BEFORE



AFTER



BEFORE



AFTER



BEFORE



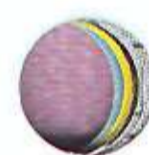
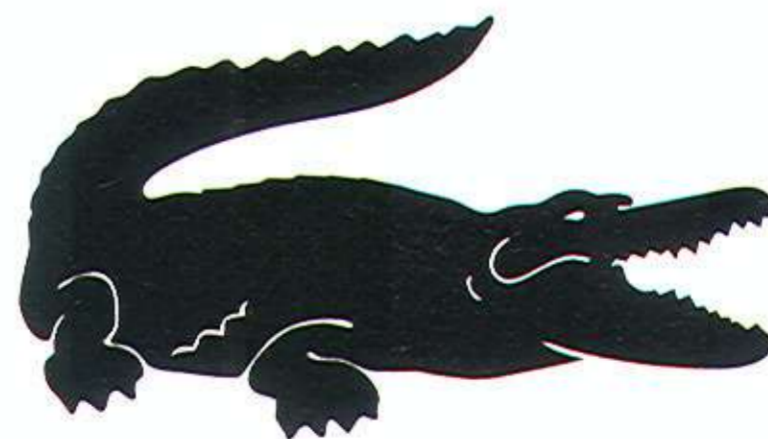
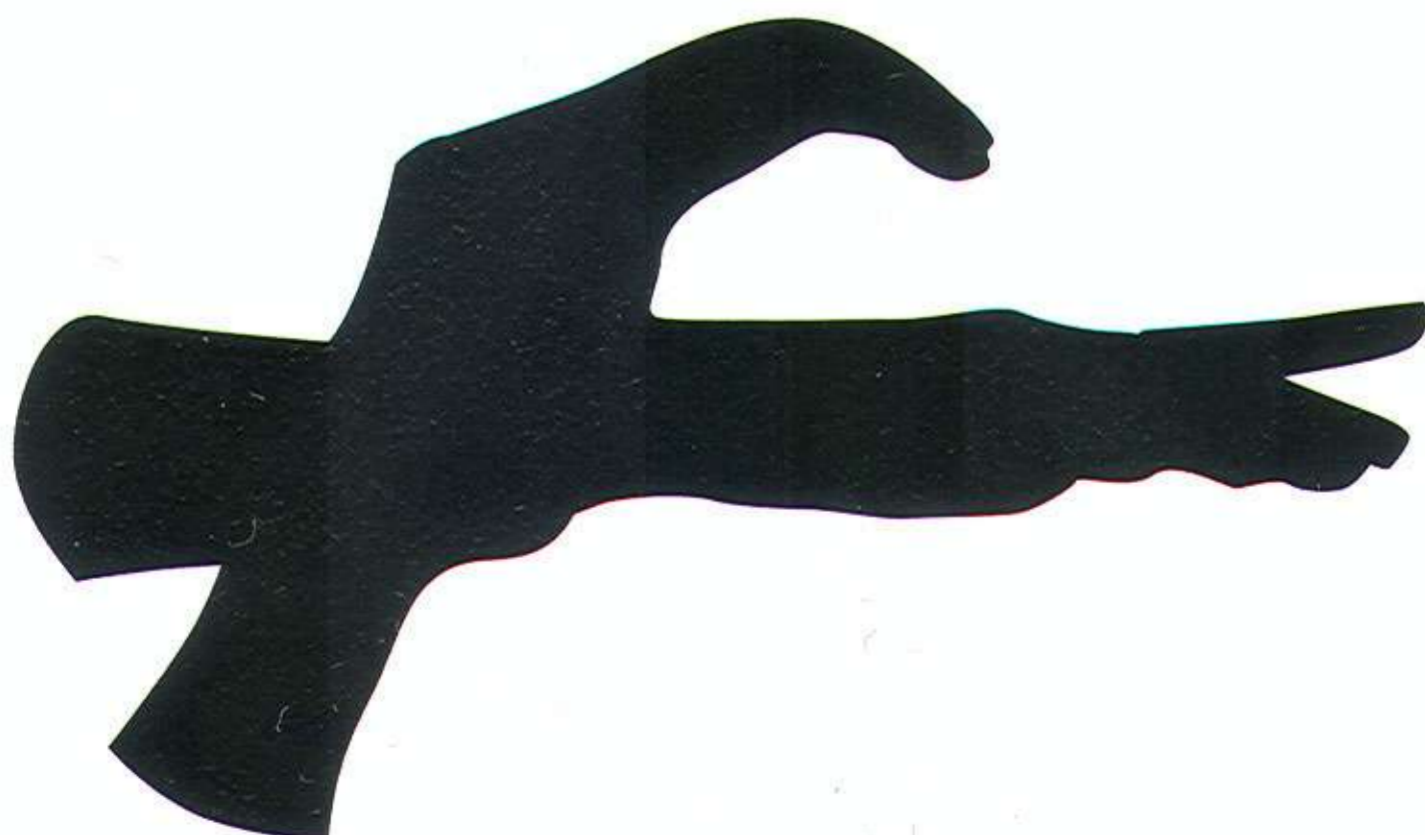
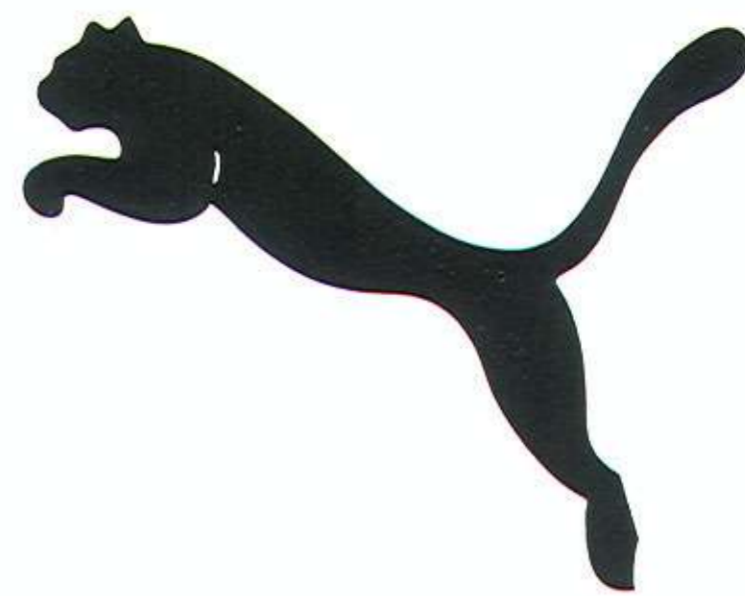
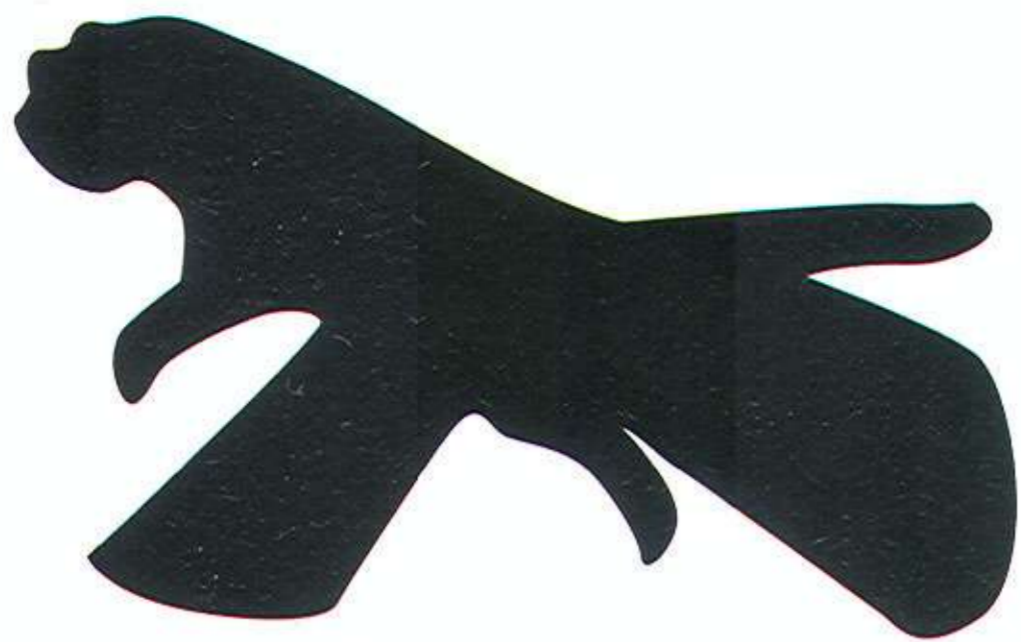
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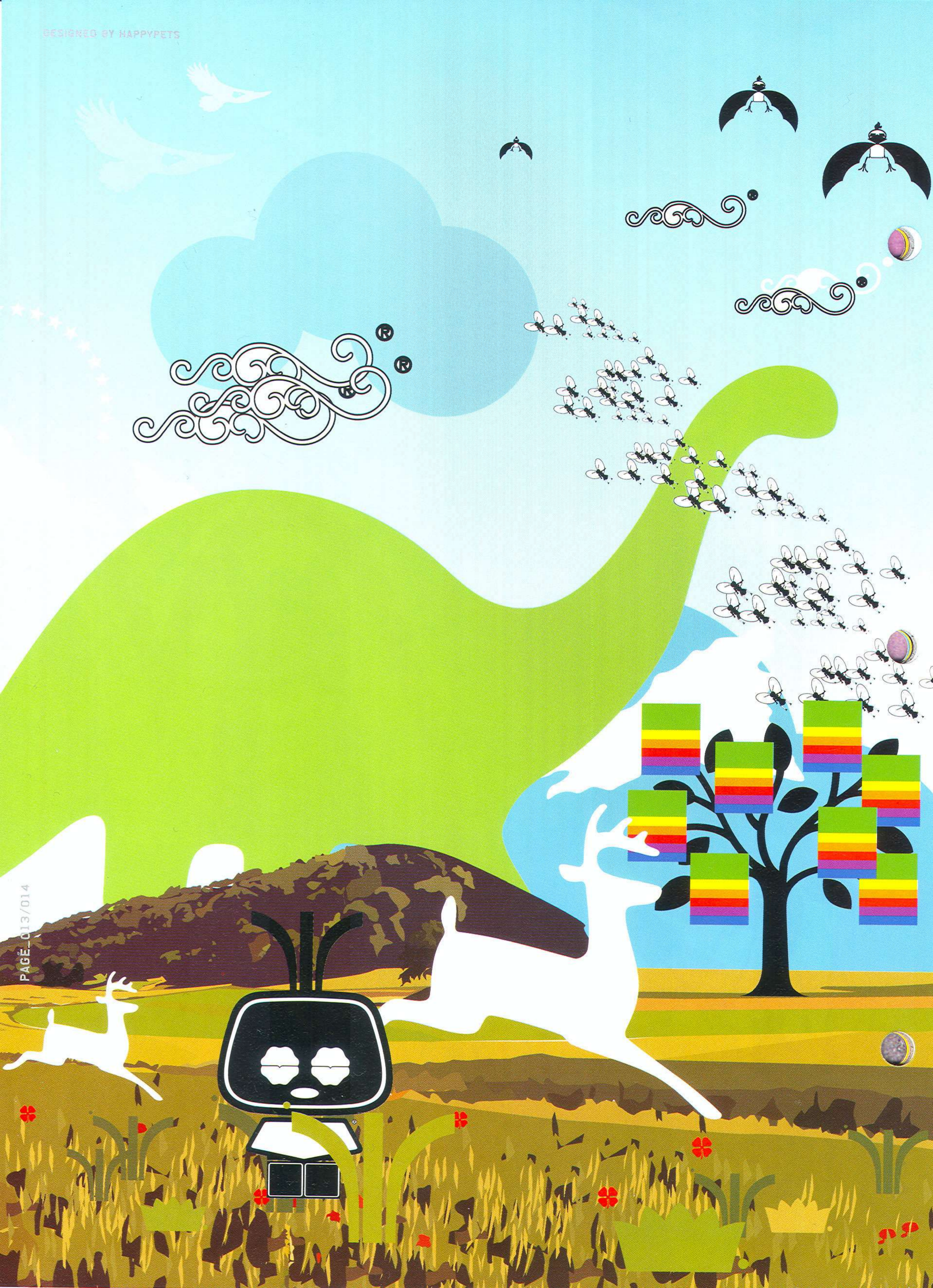
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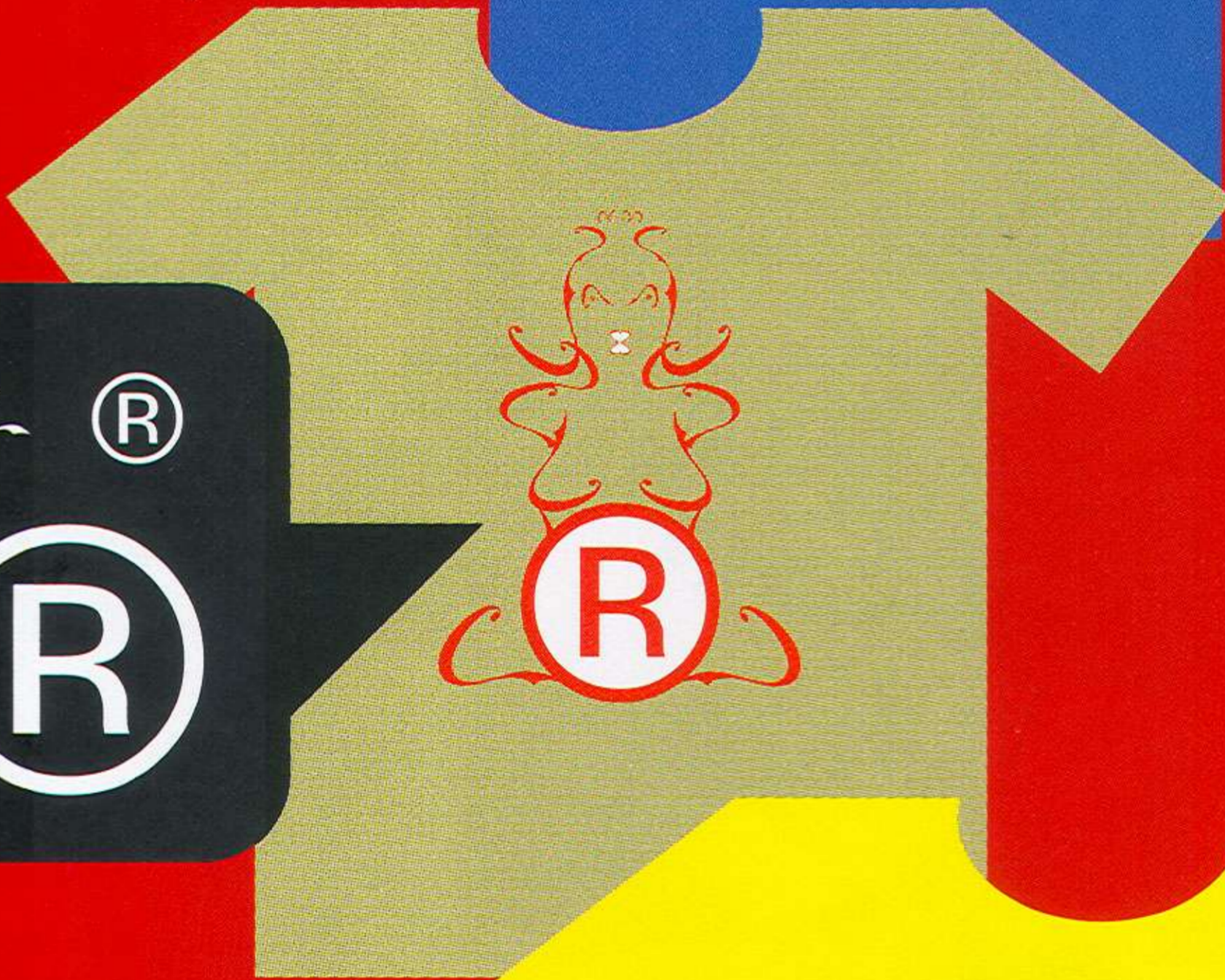
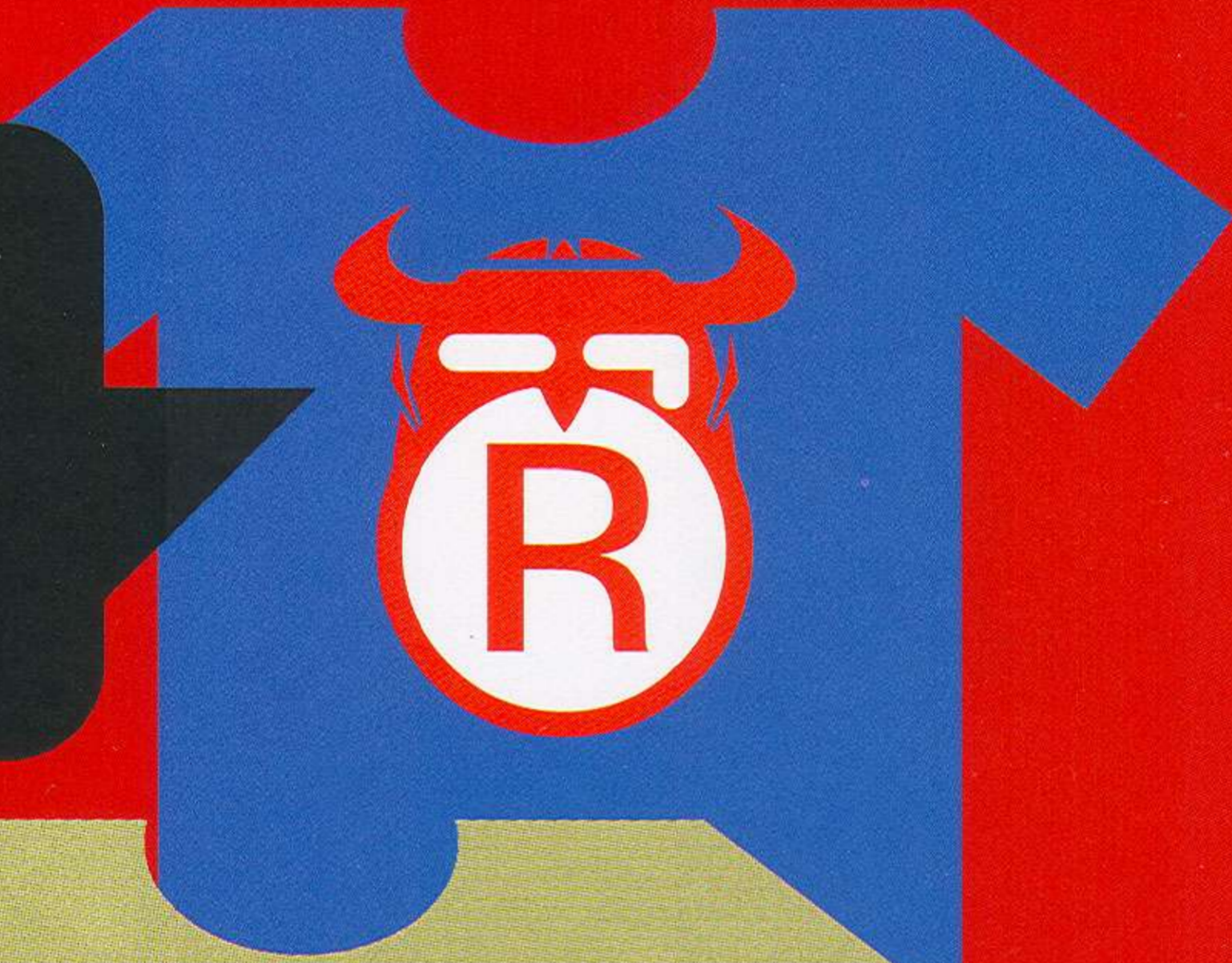
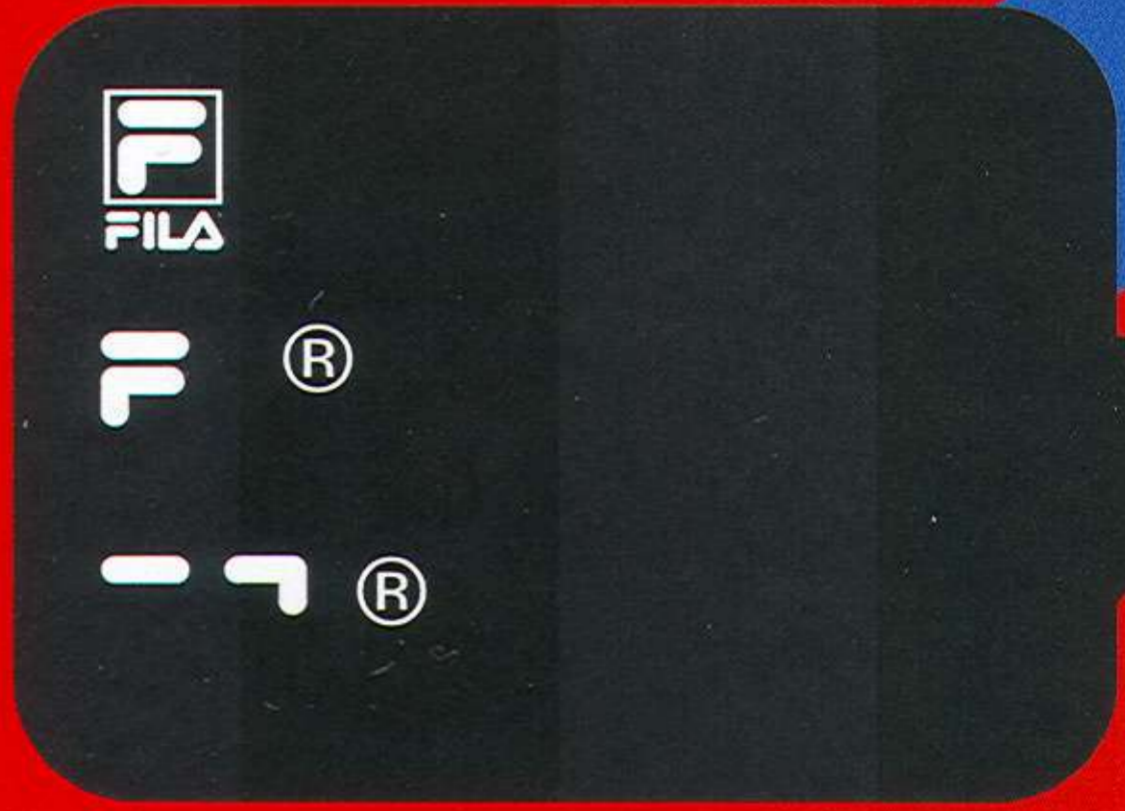


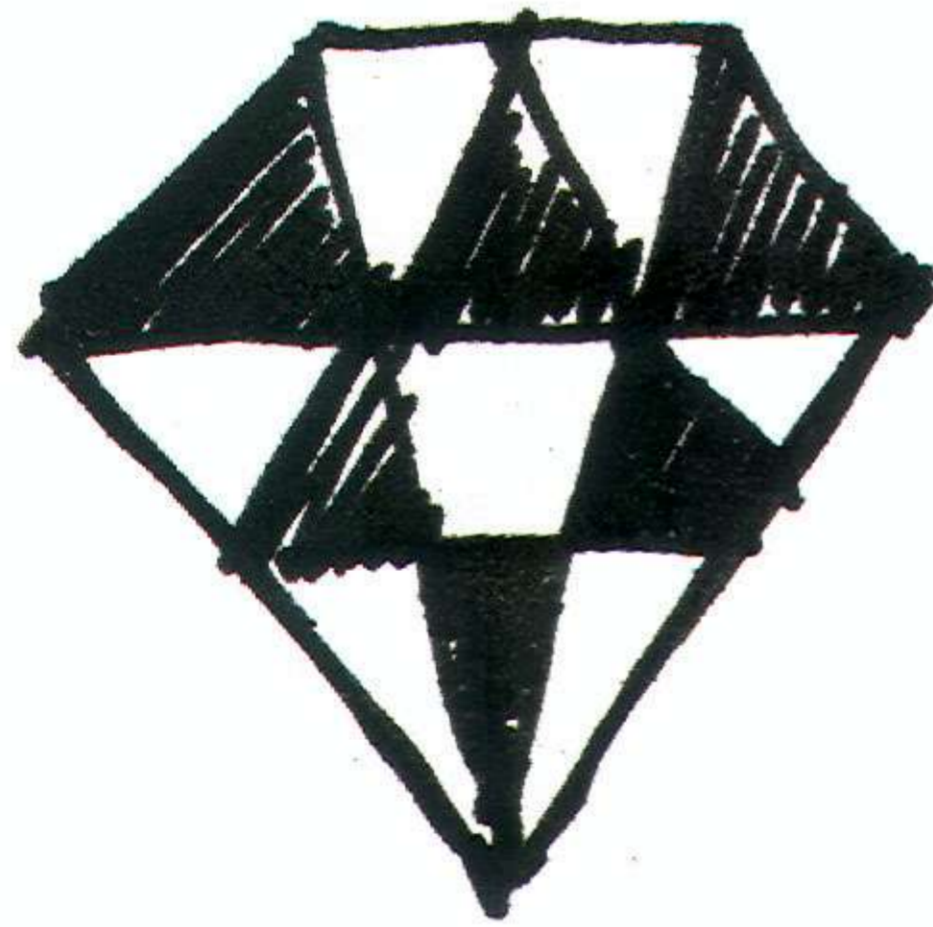
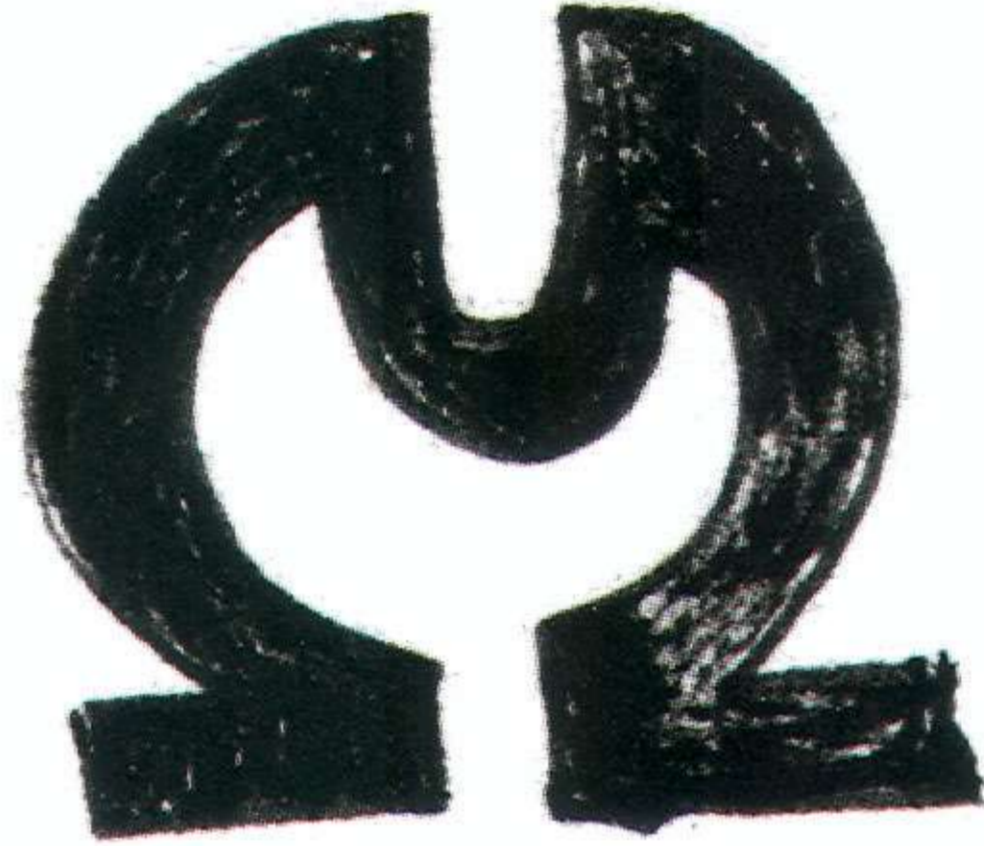


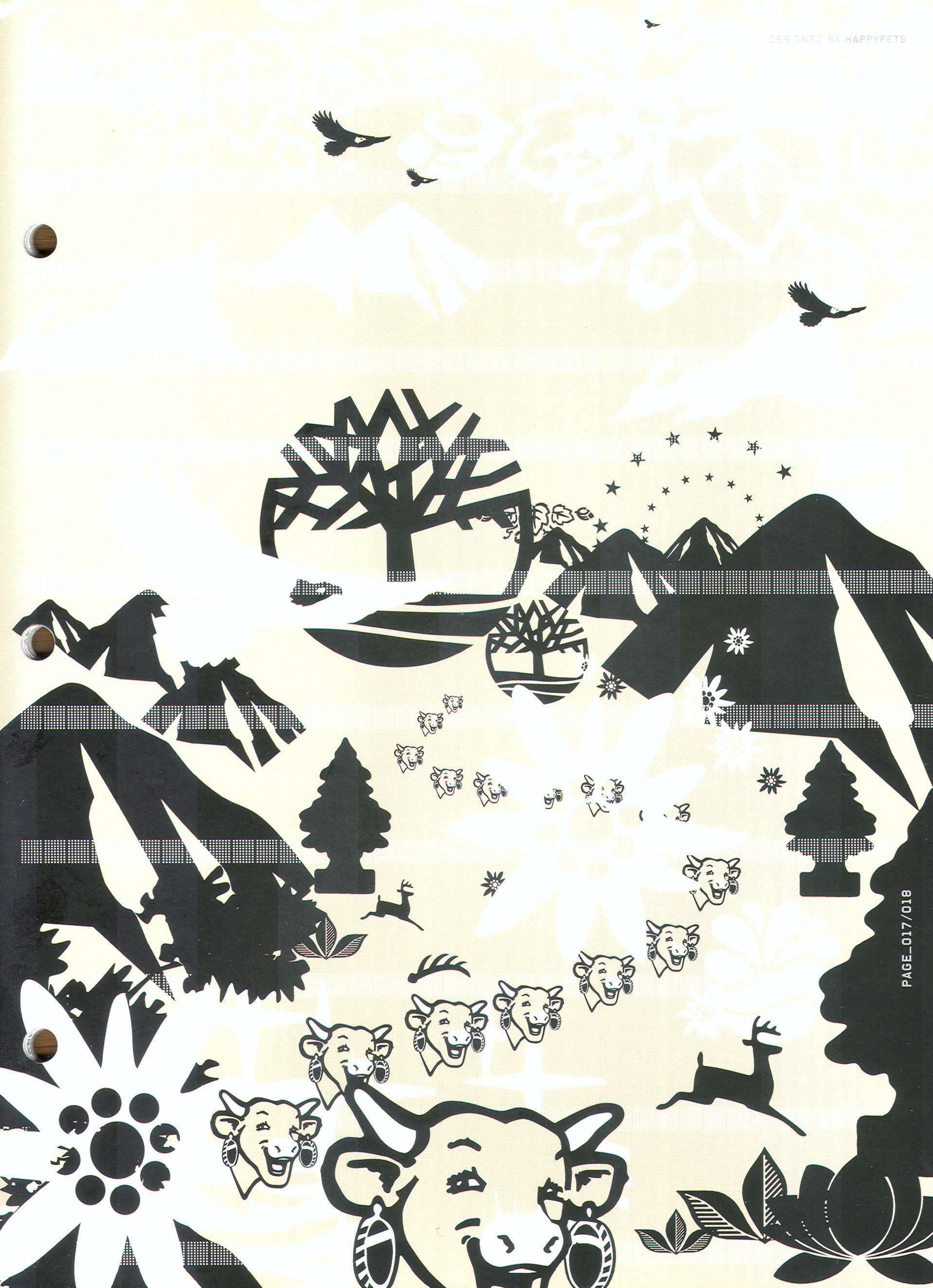
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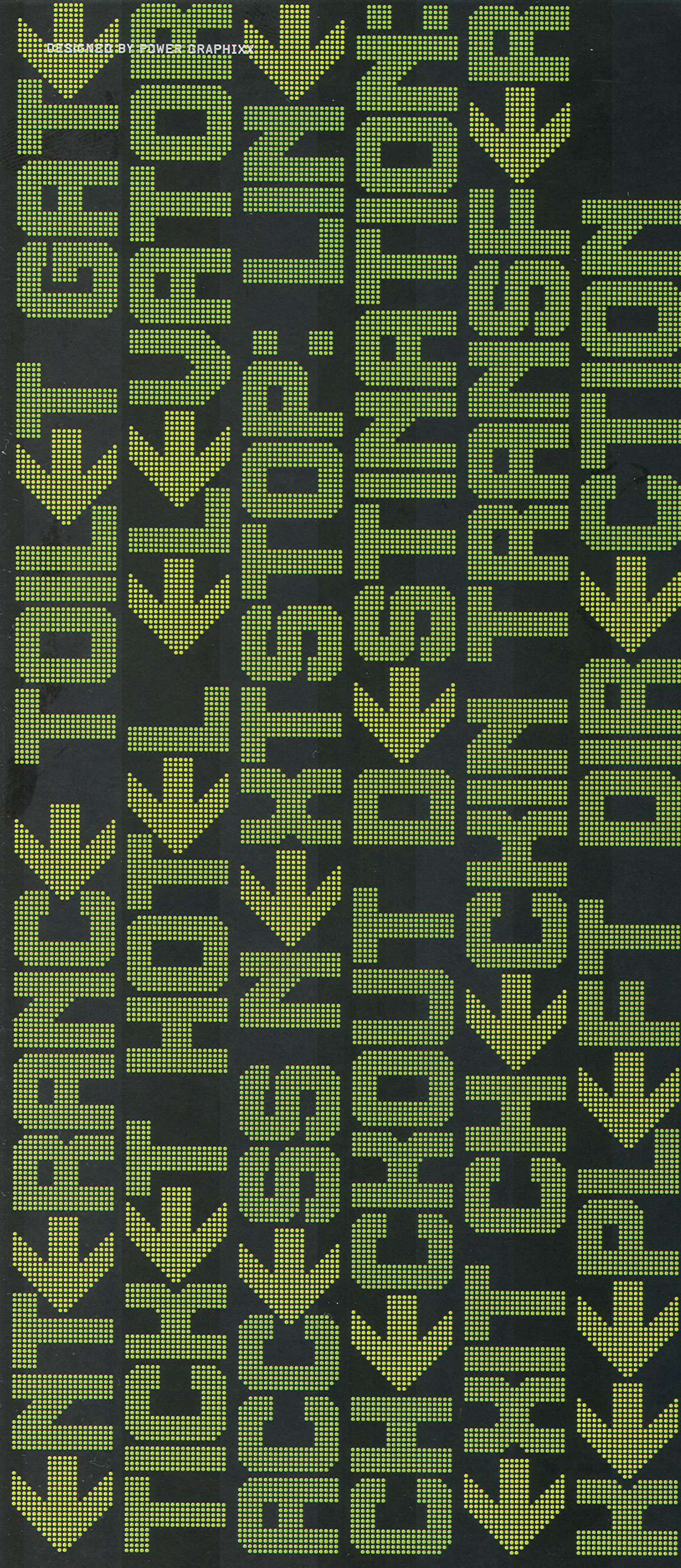






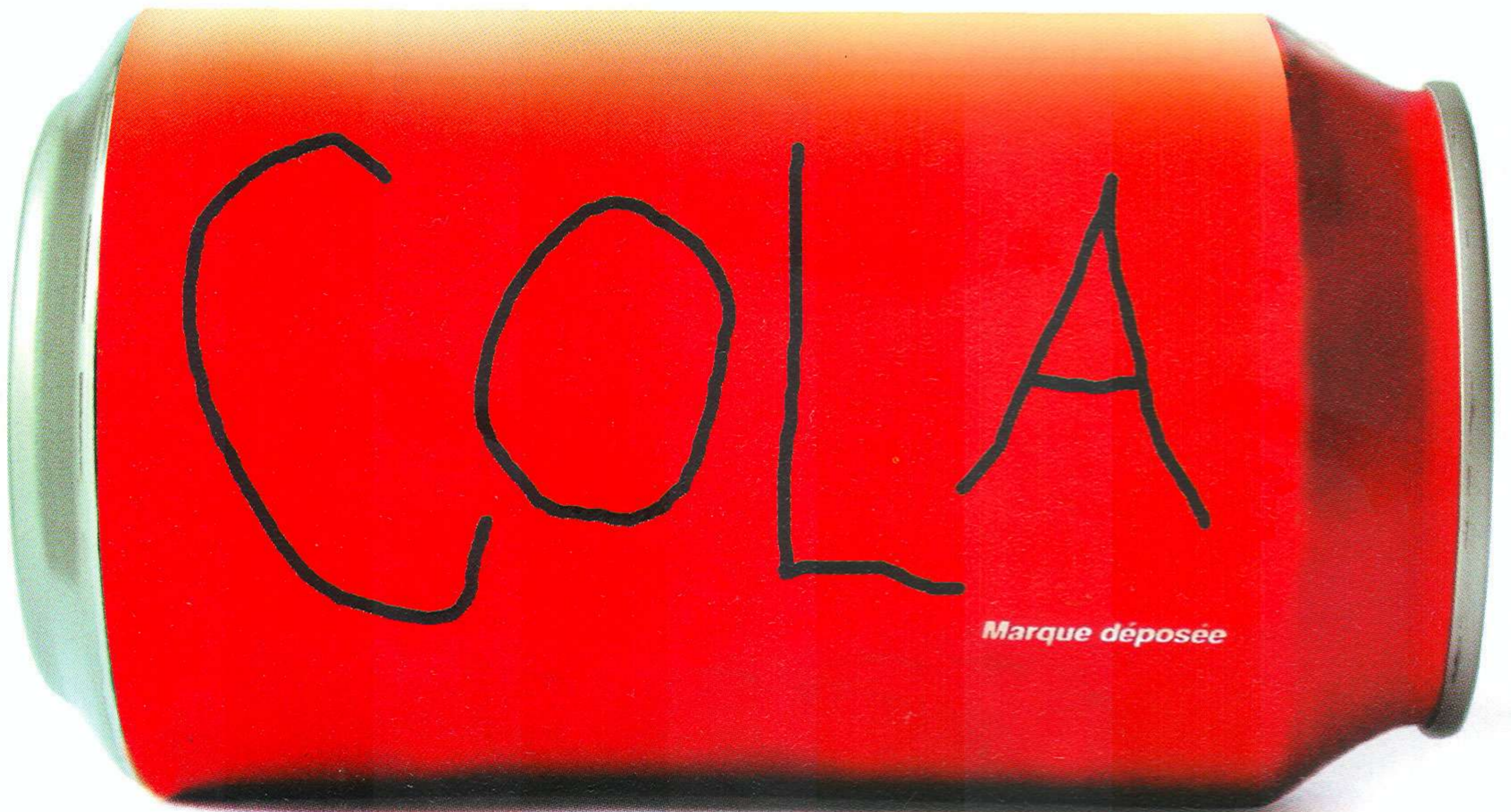


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ALEX



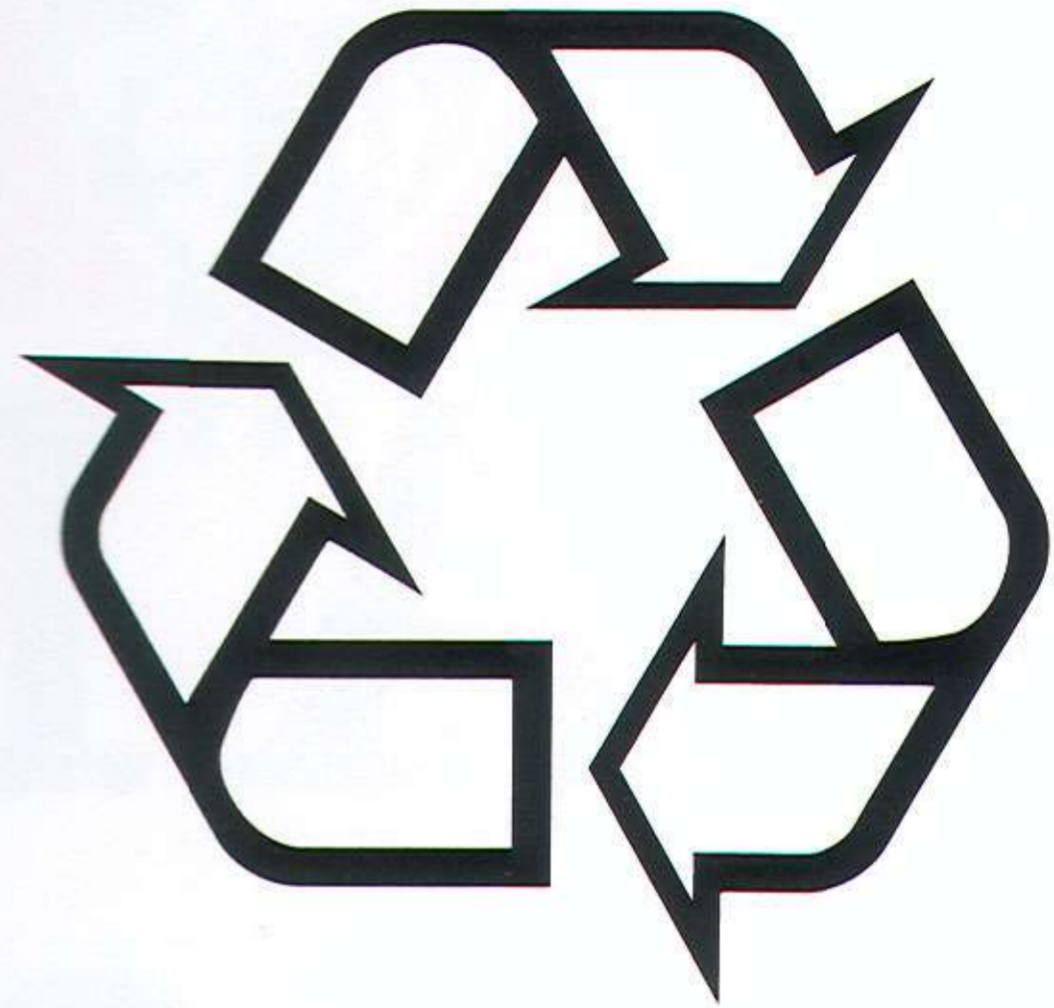
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ORIGINAL PICTURE



Ni-Cd

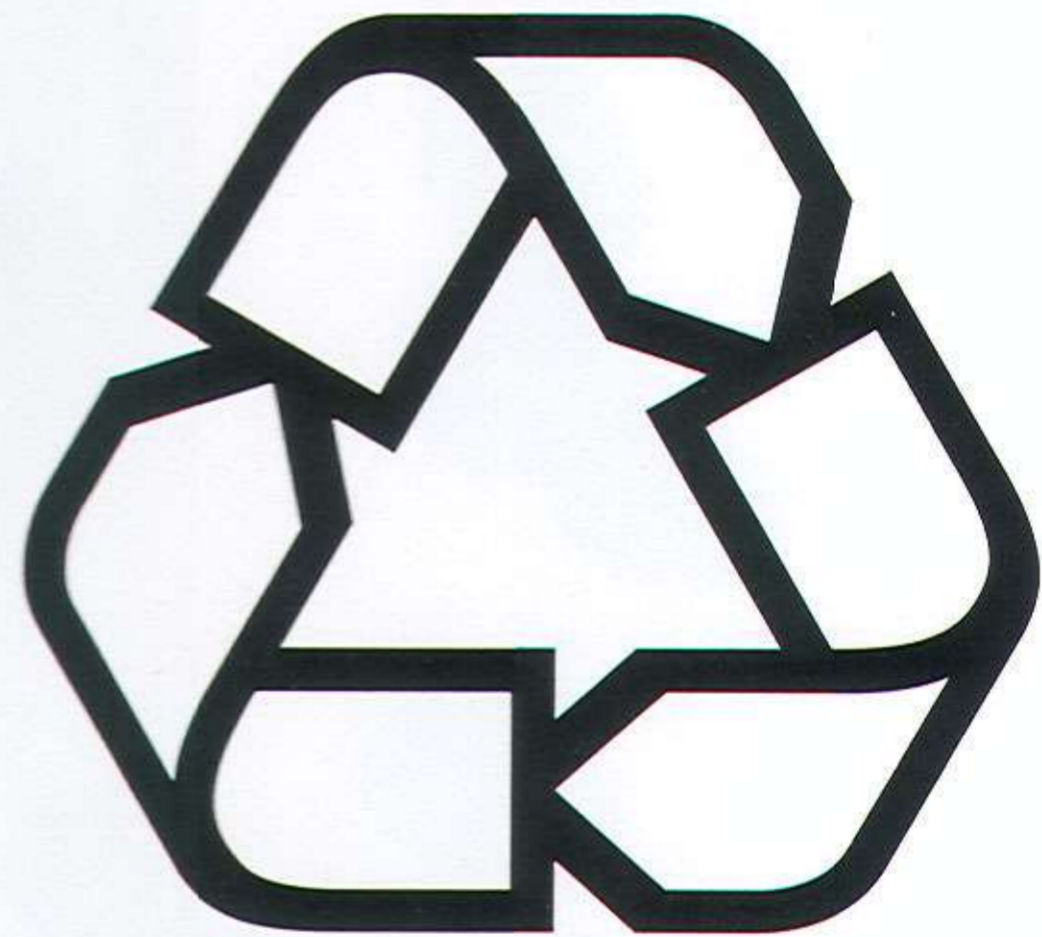
ORIGINAL PICTURE



RECYCLE STEEL

AFTER RE-DESIGN

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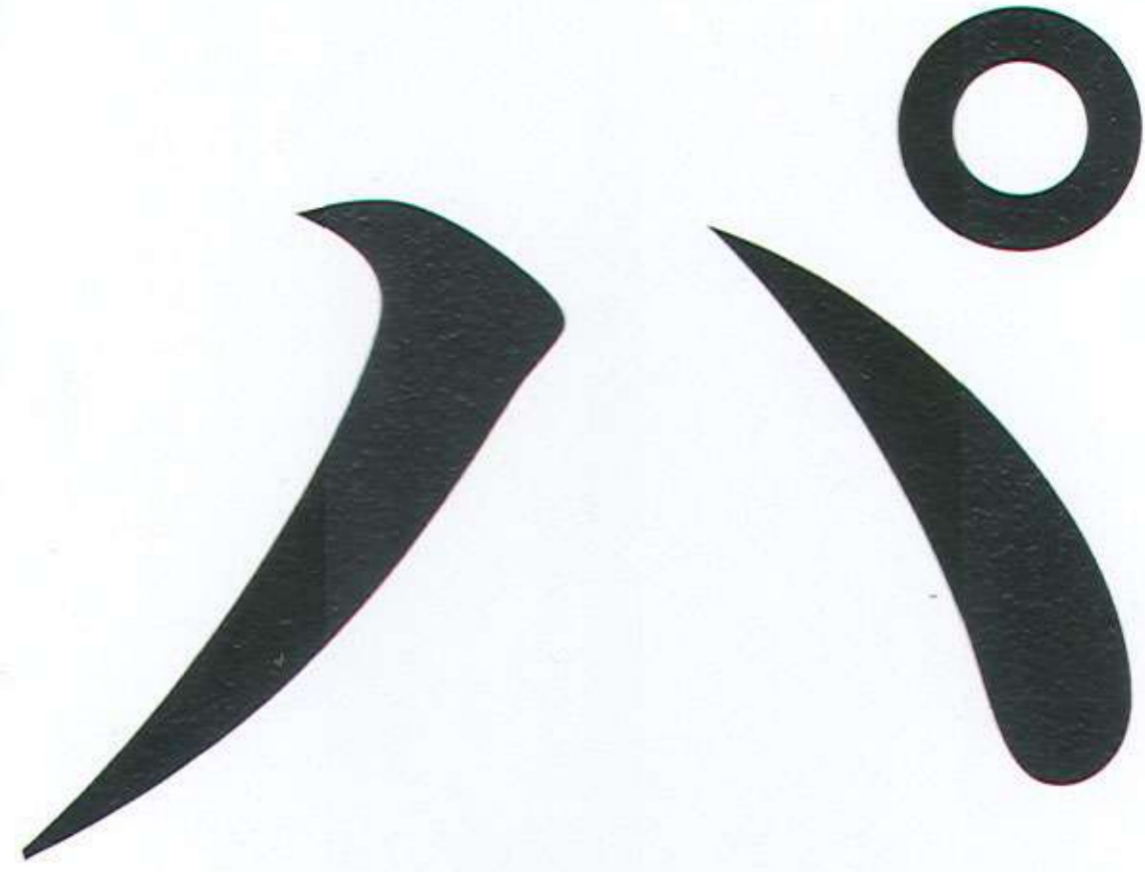
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ORIGINAL PICTURE



ORIGINAL PICTURE



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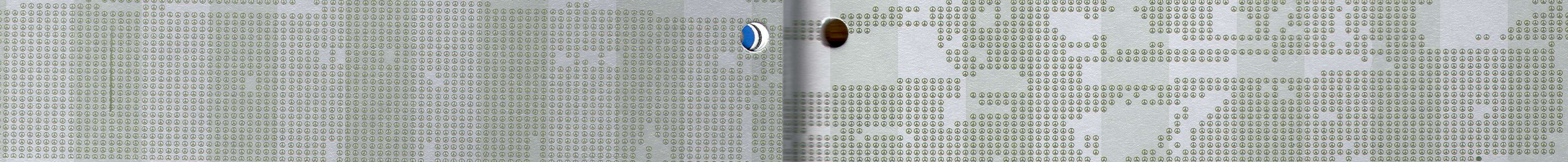
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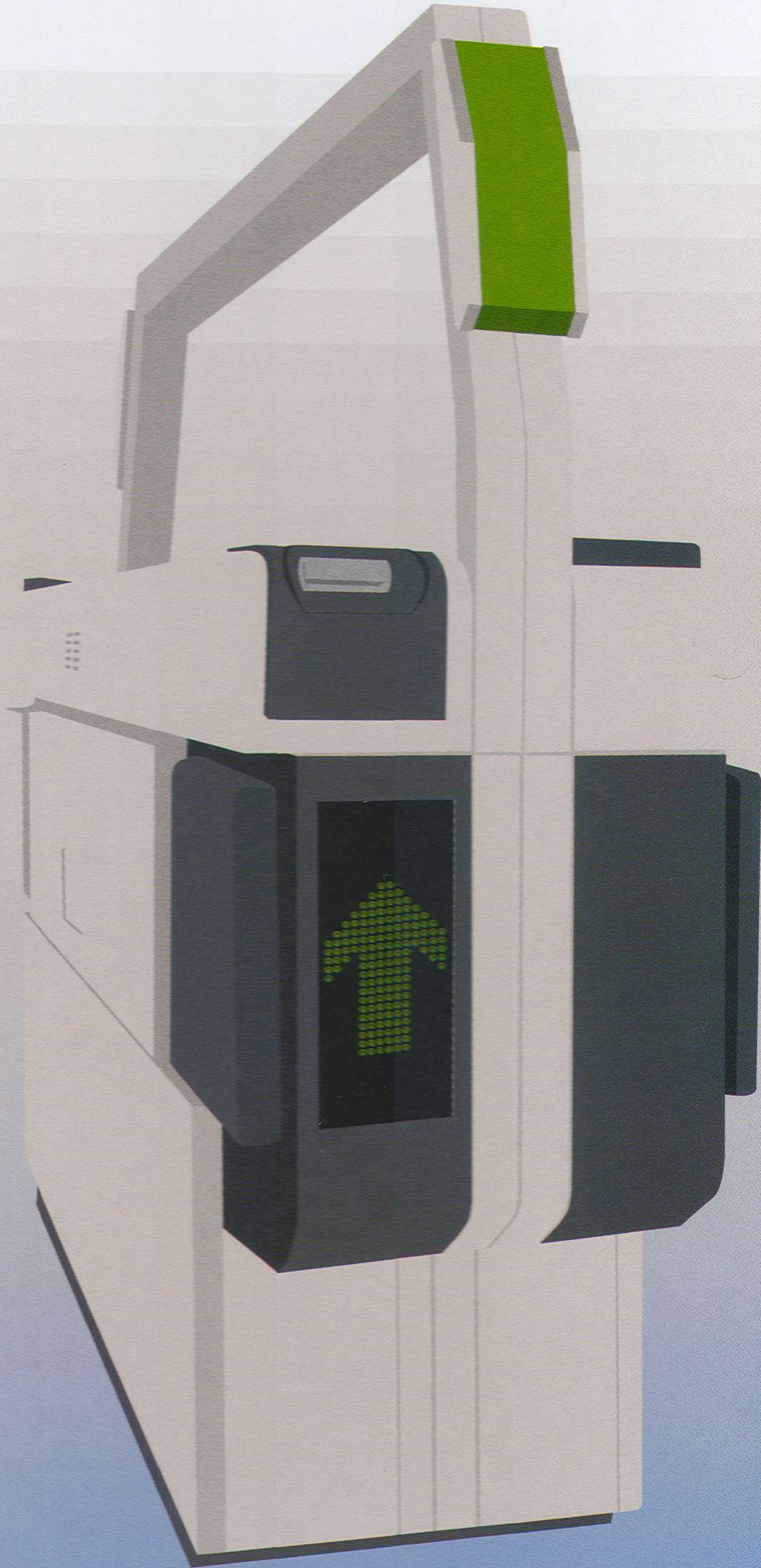
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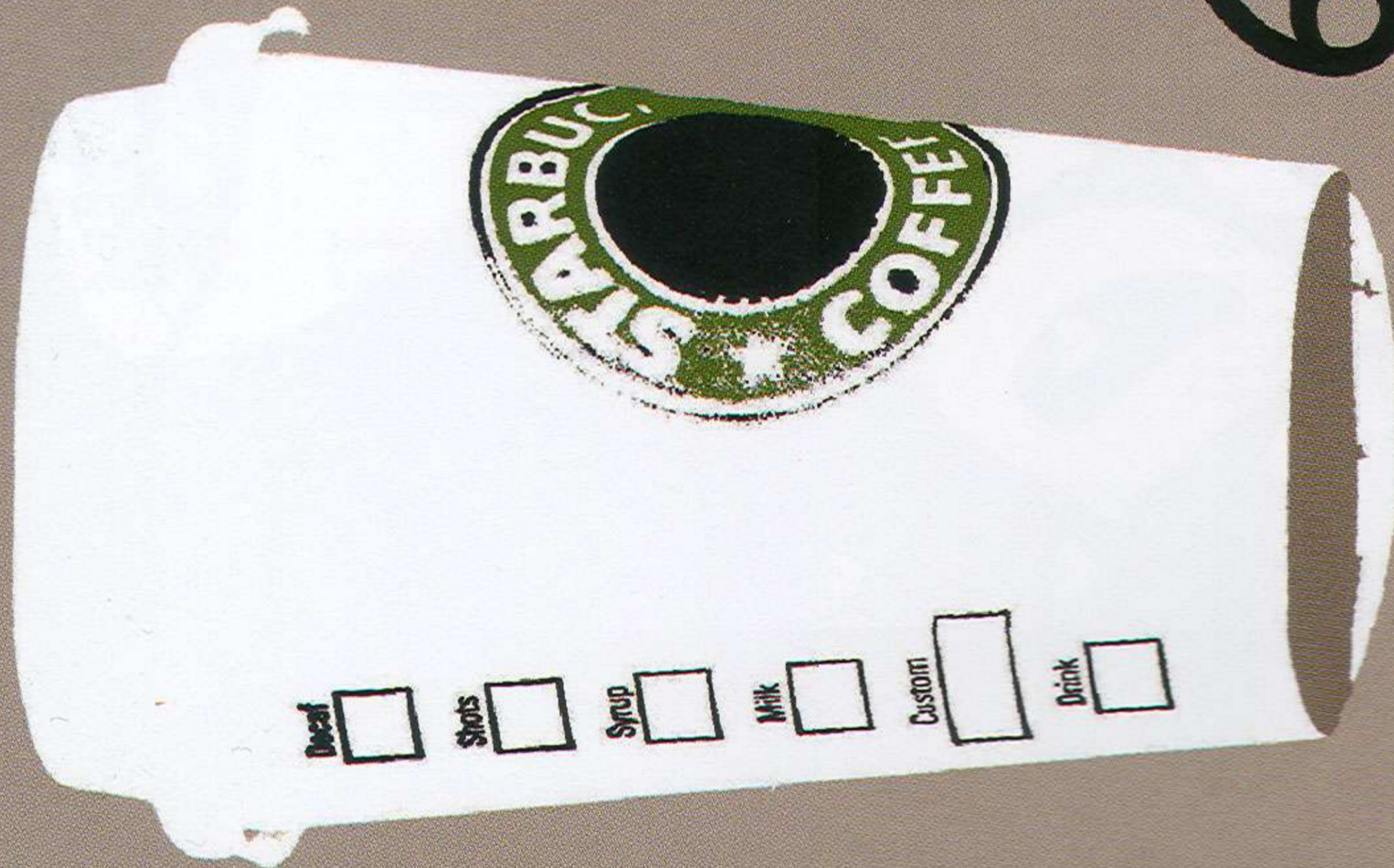
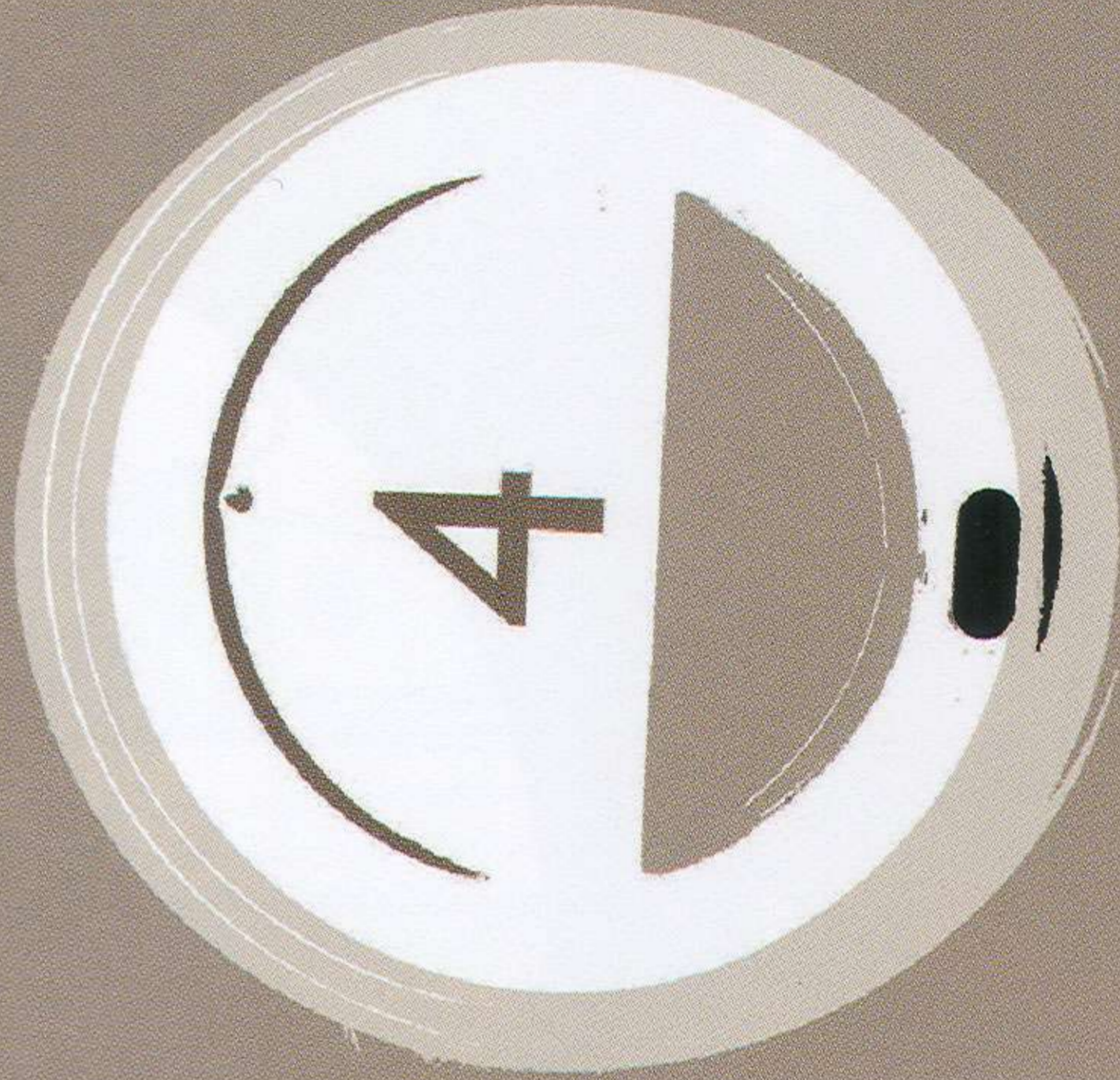




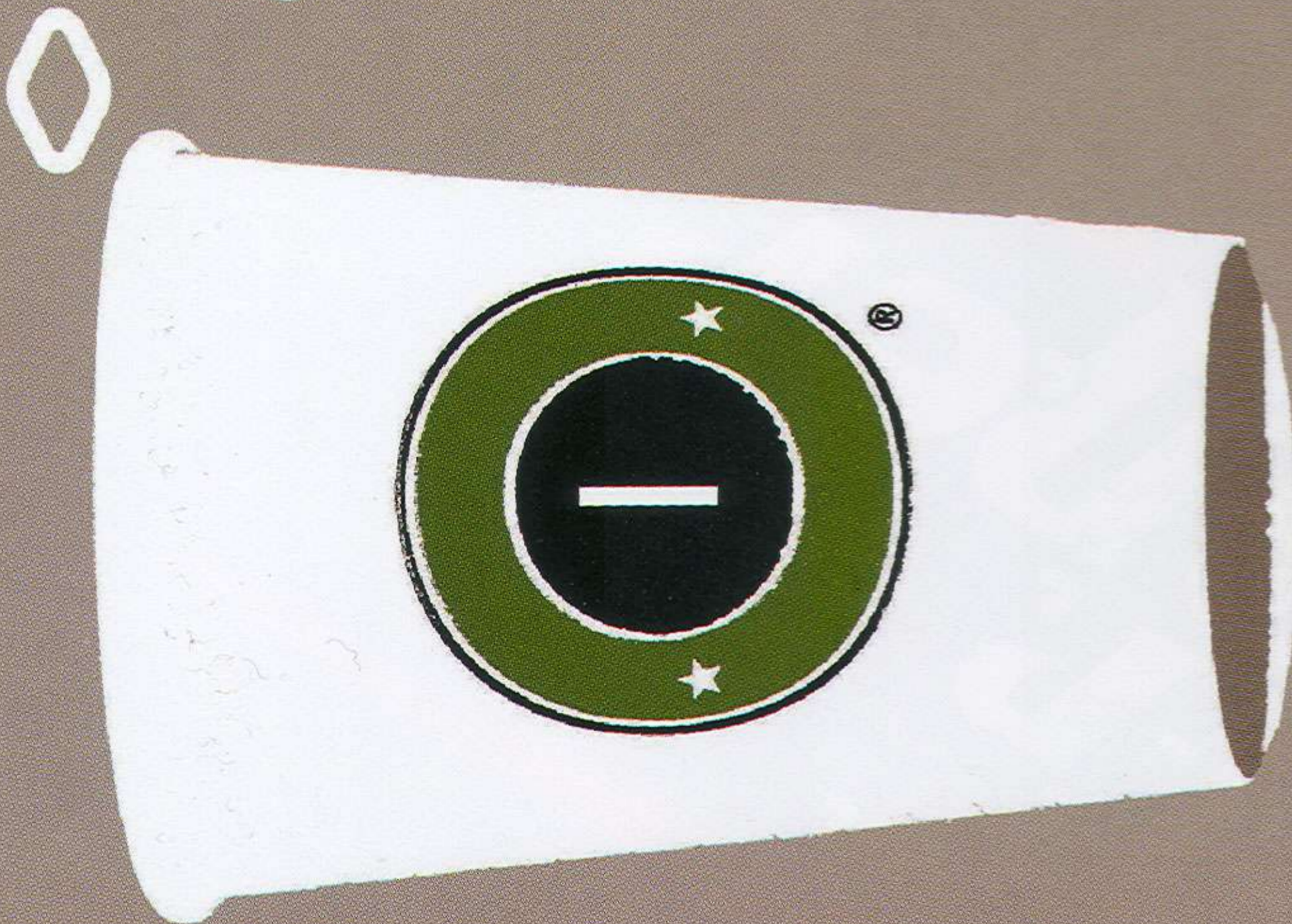


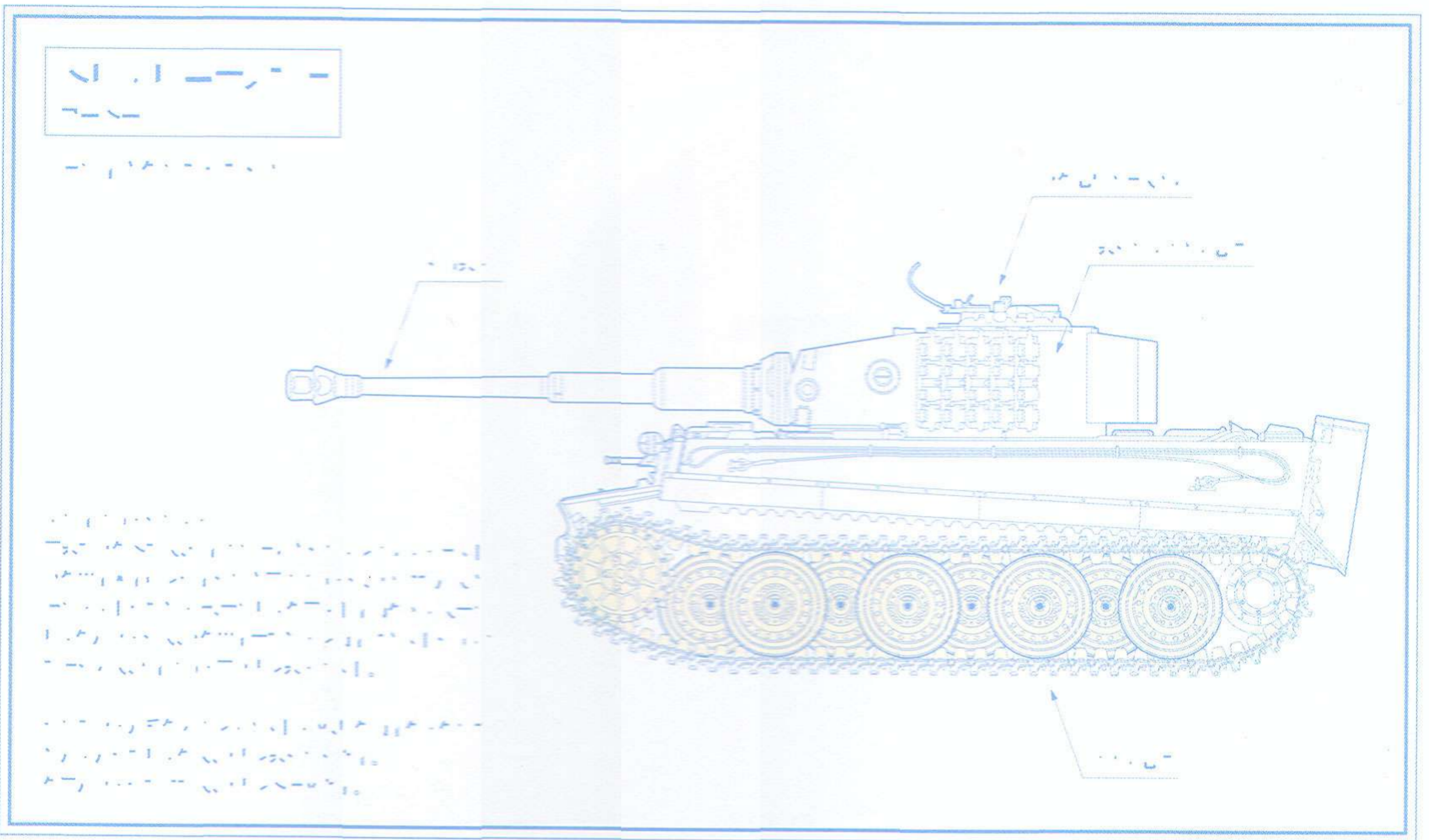


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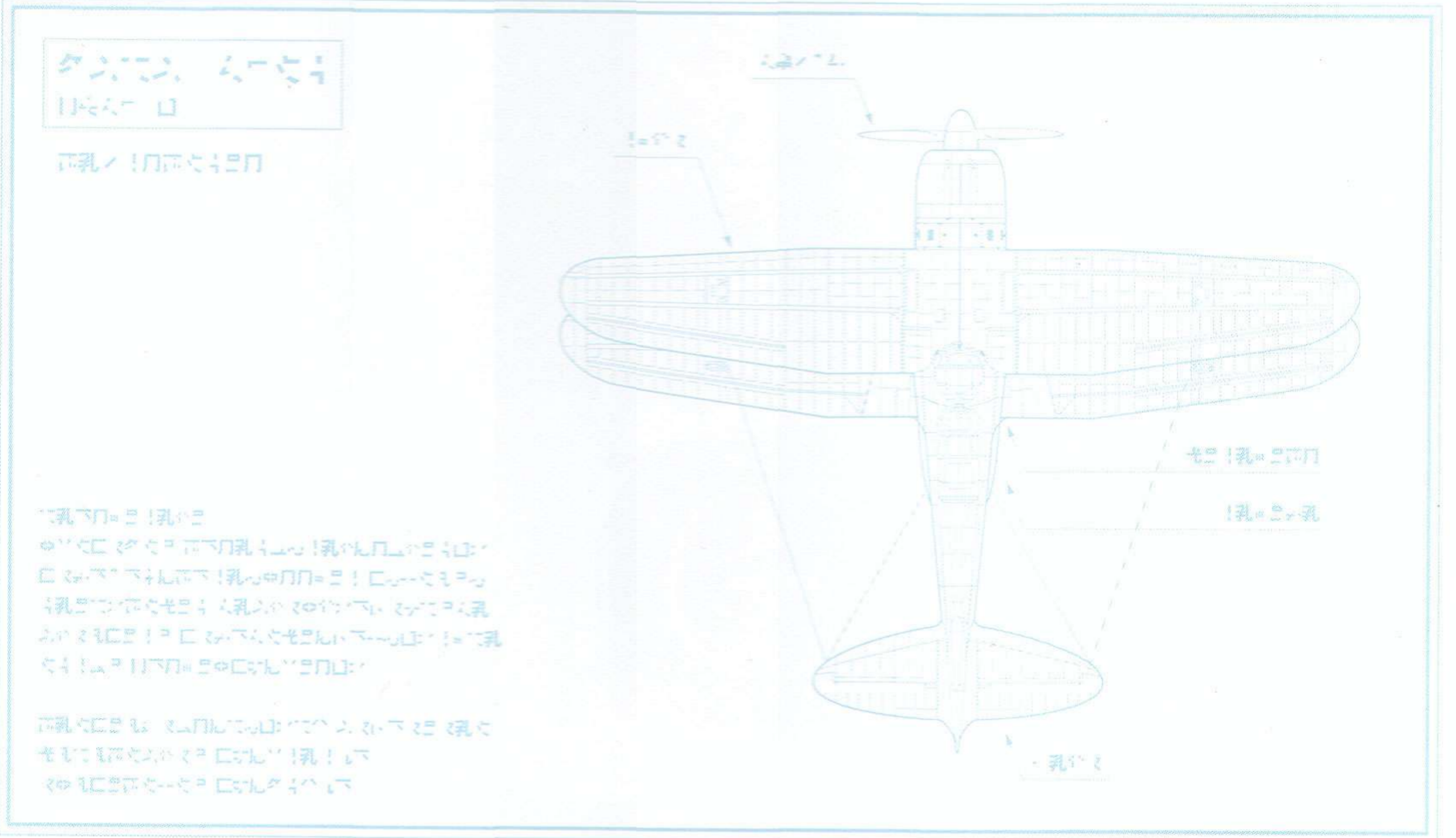
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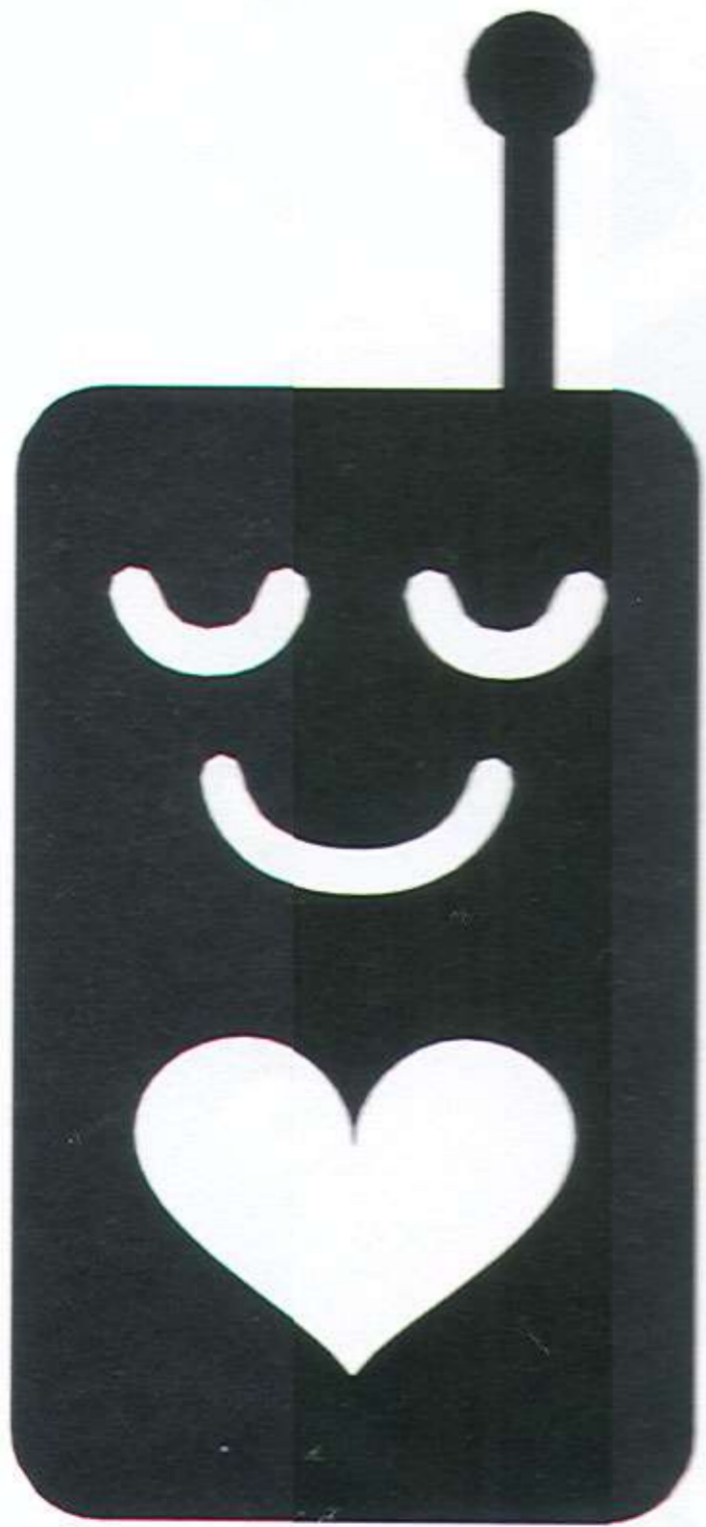
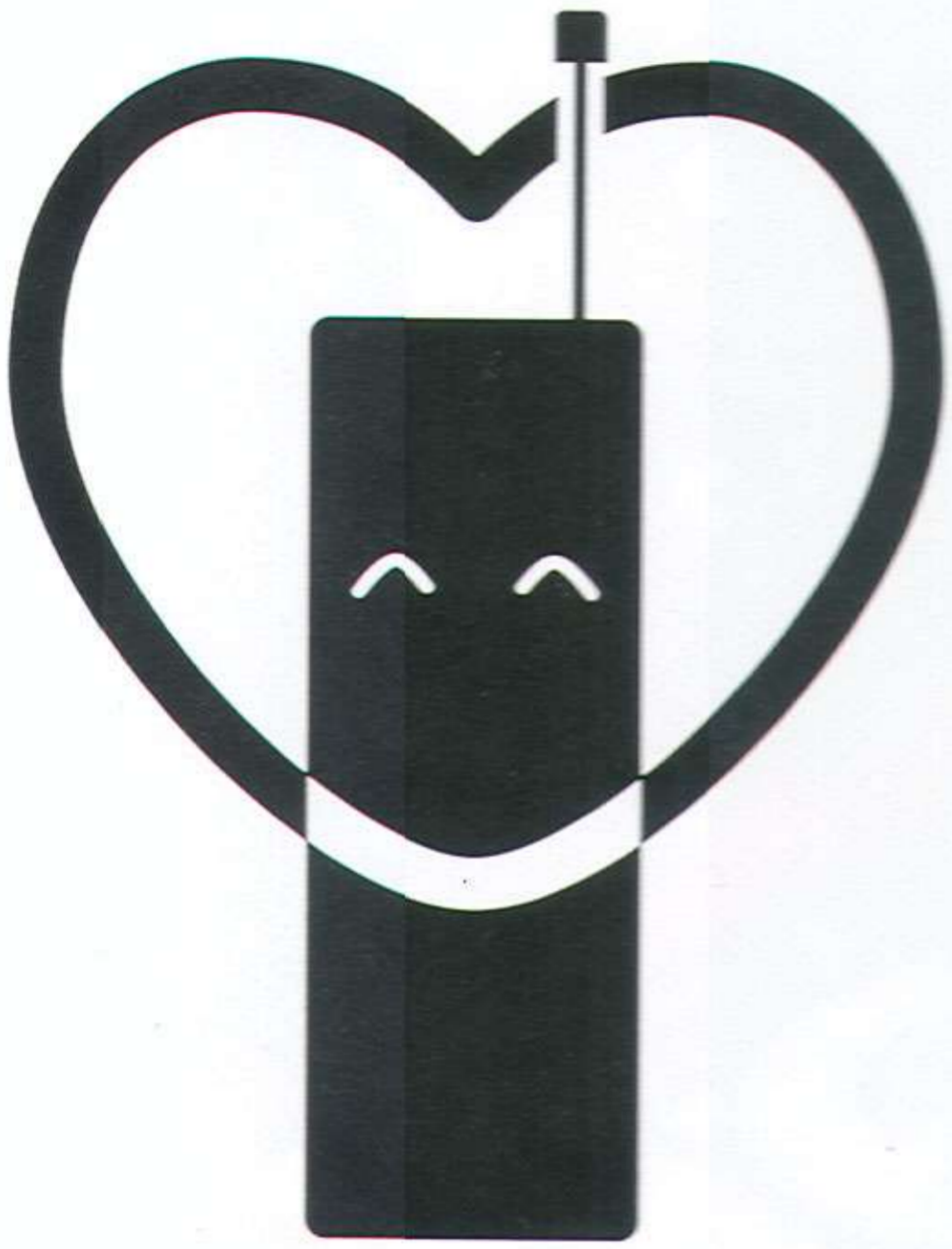
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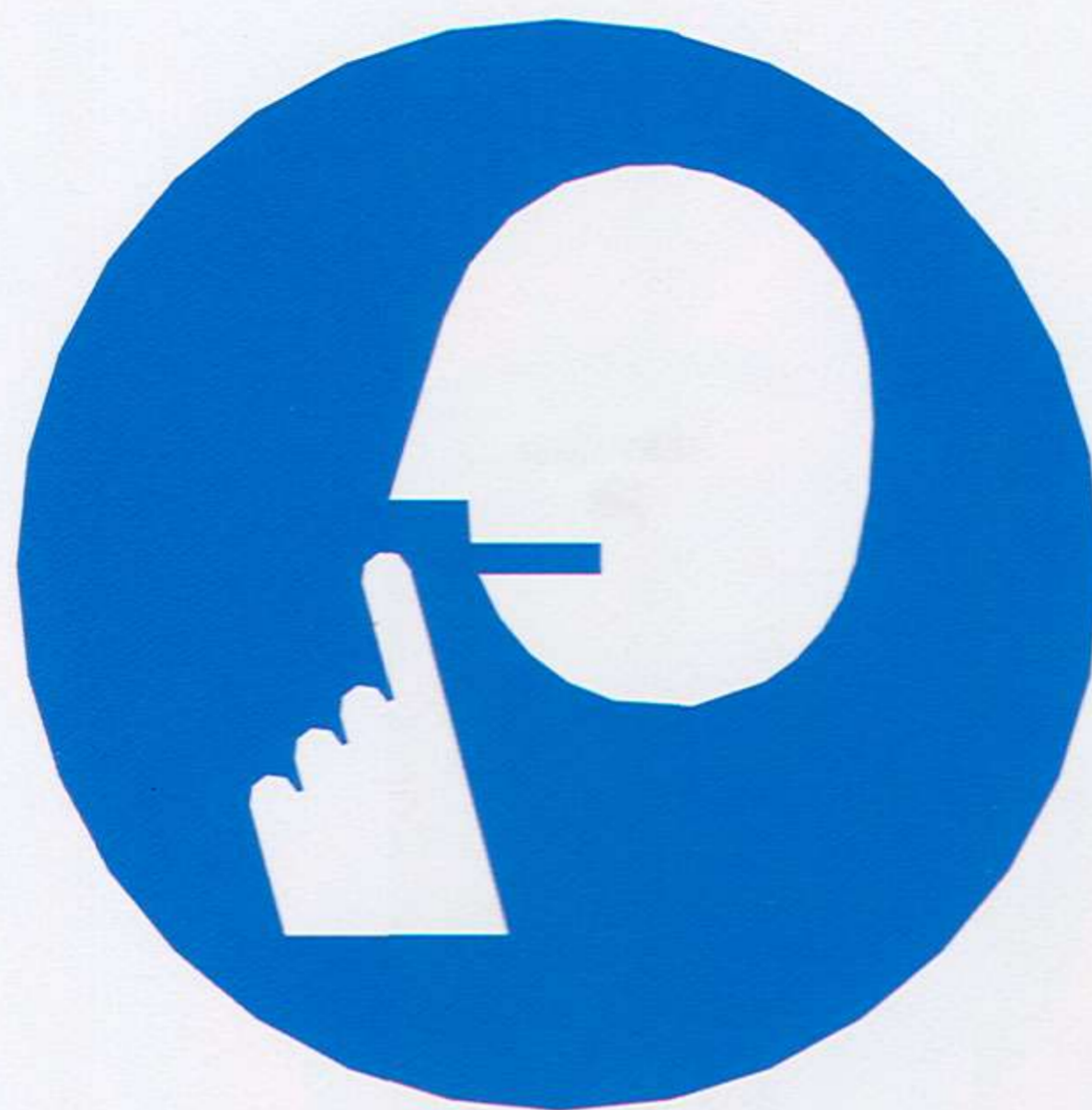
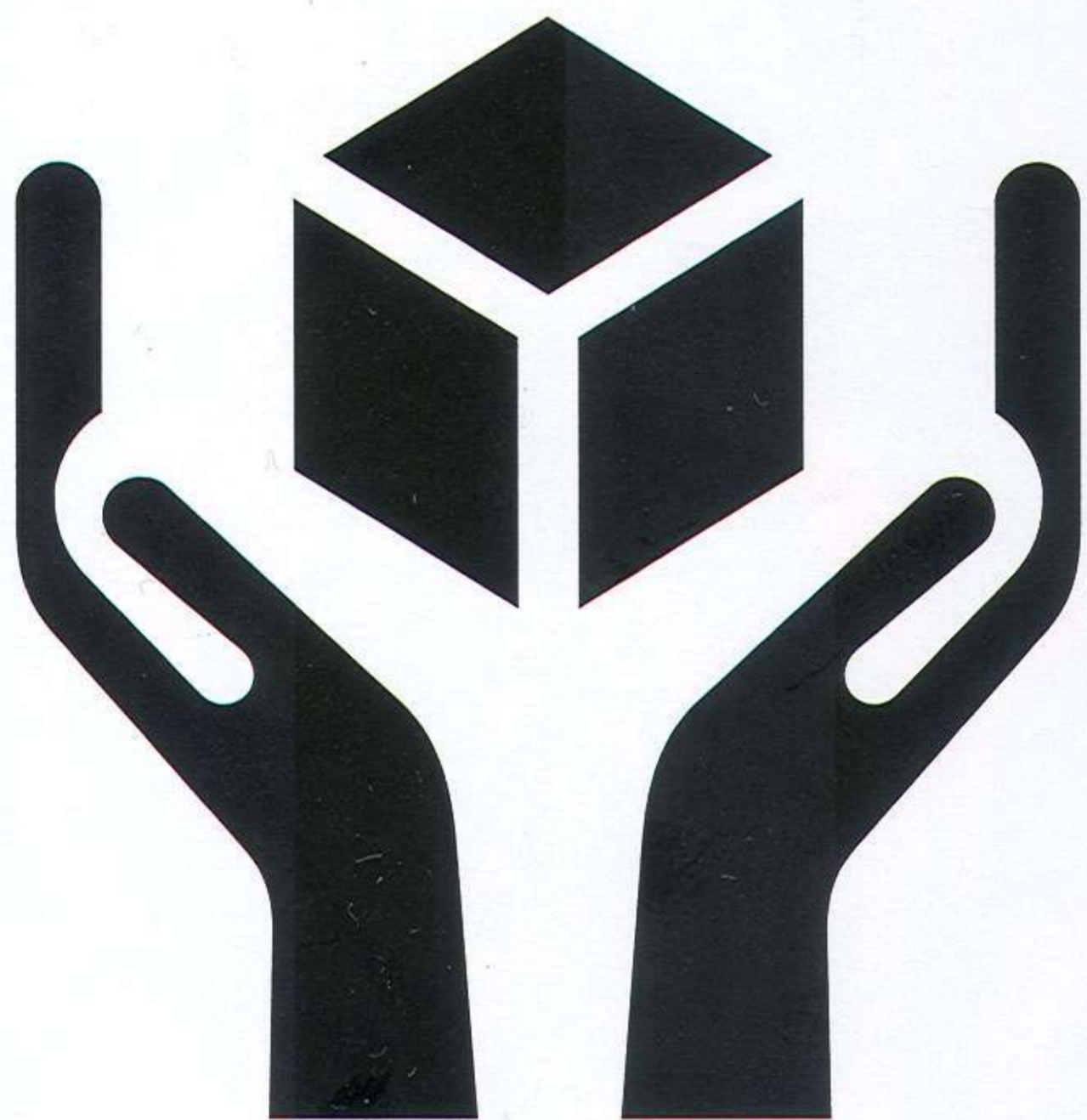
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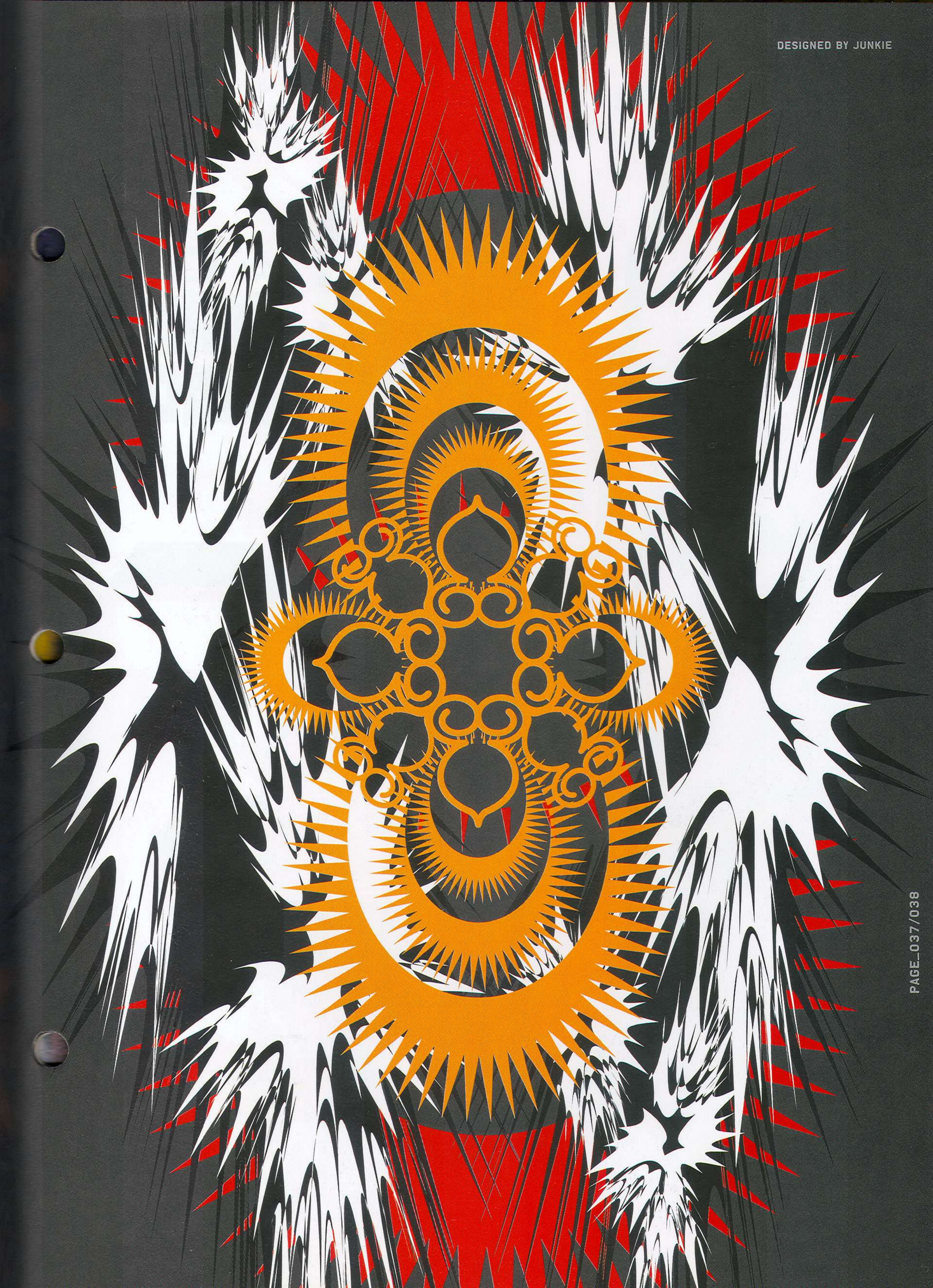
"Handle carefully" on a parcel



"Do Not Damp" on a parcel

Quiet please





西門嘉小





しばらくお待ちください



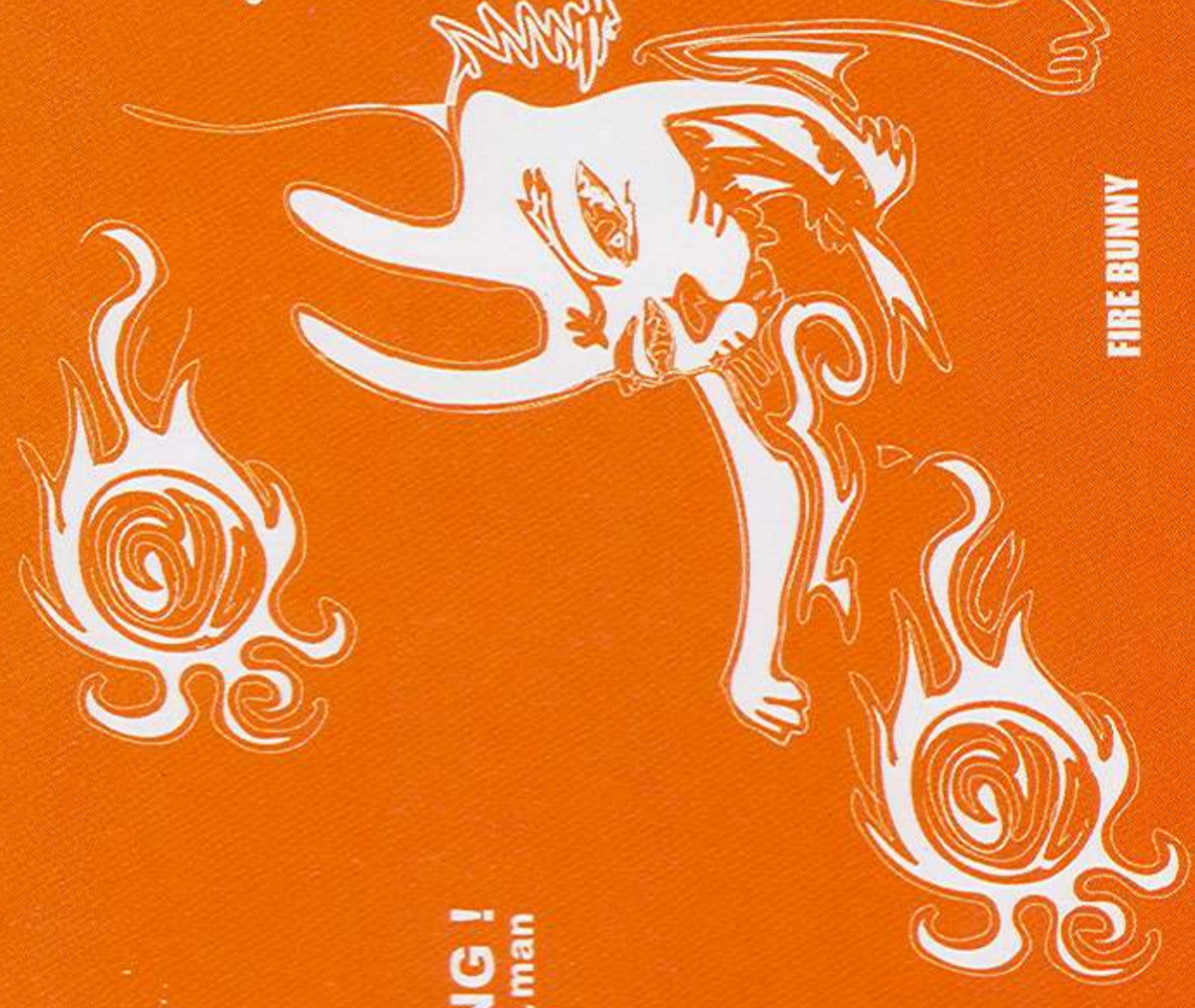
李小門



FIRE SAMURAI



JOE YEUNG!
no shit talking, man



FIRE BUNNY



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Rilla + Steve