

01 | INTRODUCTION

LETTERS

G M r gender is for movement



actively helps them to feel empowered in their daily lives

01 I INTRODUCTION

MY GOAL

Create a book that not only teaches kids about empowerment but

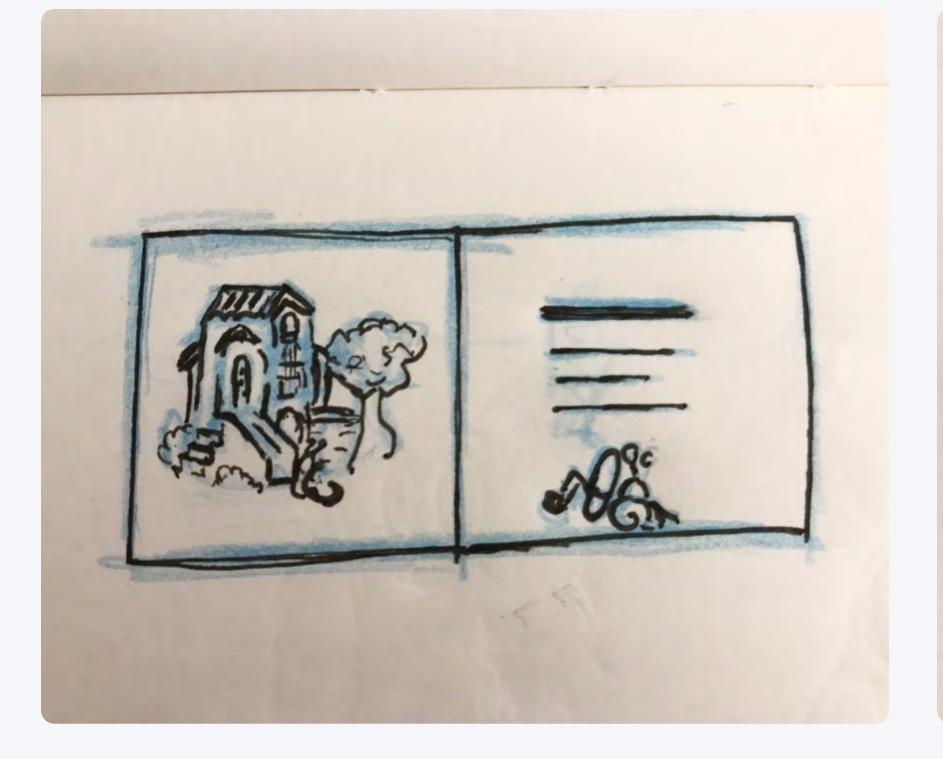
AUDIENCE TECHNOLOGY PRINT MEDIA Kids 8-12 iPad Air 2 1" X 1" Book

01 I INTRODUCTION

BACKGROUND

A IS FOR ACCESS Show and normalize differences in types and levels of access

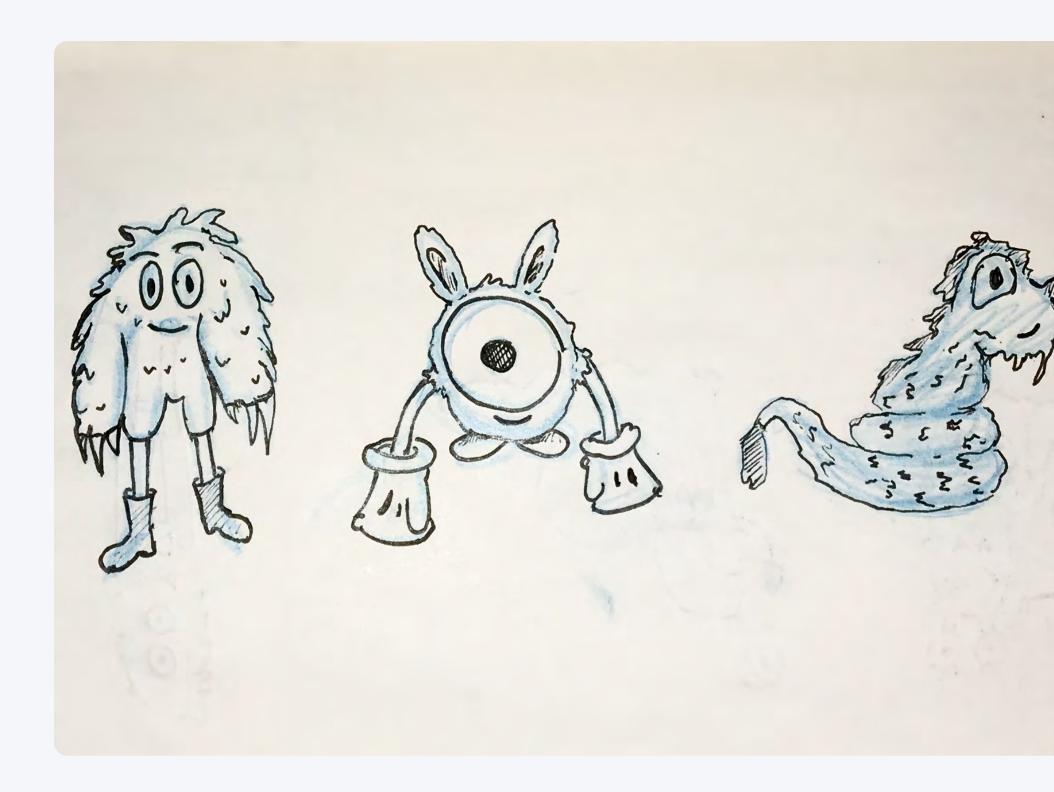
02 | ACCESS



01 | ACCESS

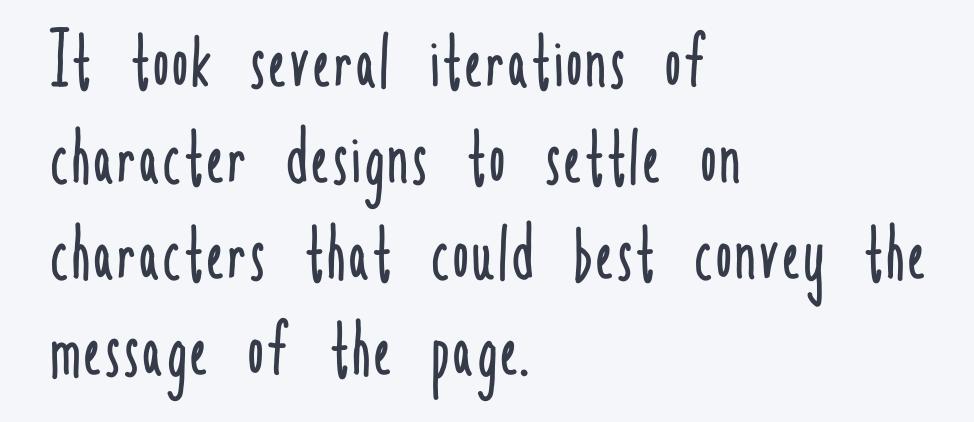
SKETCHES





01 | ACCESS

EXPERIMENTATION



ILLUSTRATION



01 | ACCESS

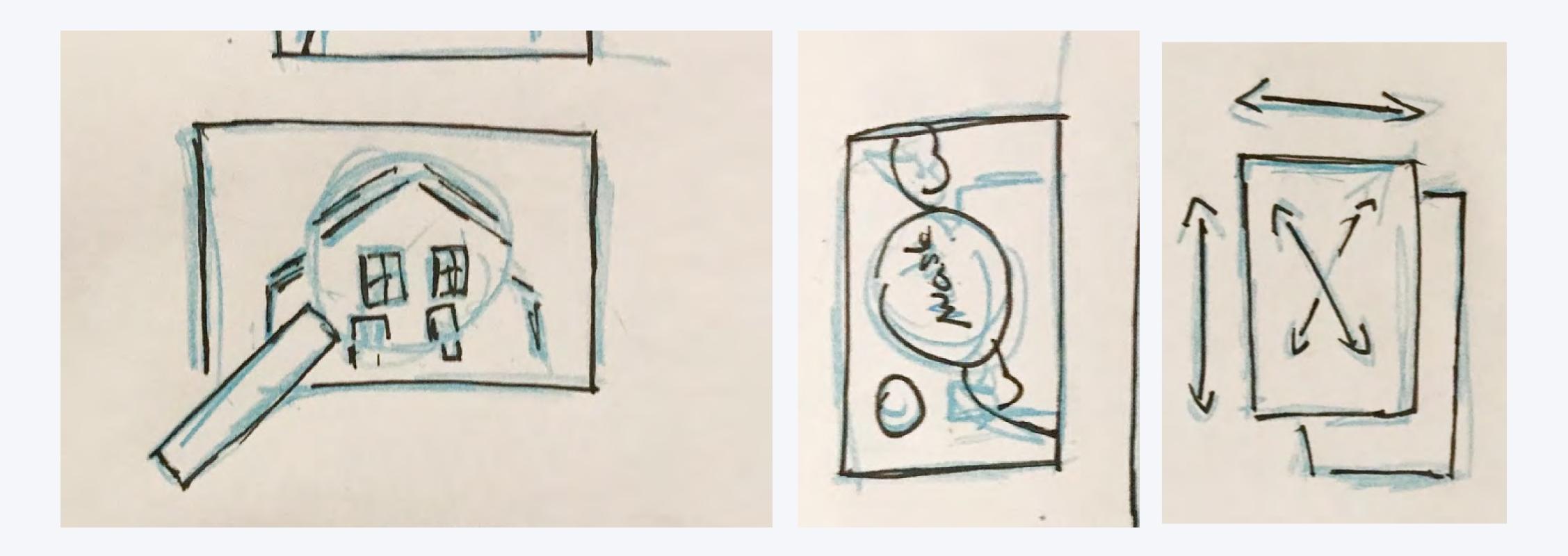
For my illustration, I used a combination of physical pen and ink line work with digital coloring techniques.



A IS FOR ACCESS

TO EACH THEIR OWN. YOU DON'T NEED TO TAKE THE STAIRS TO BE WELCOME IN MY HOME.

I DON'T NEED TO HEAR YOUR VOICE TO KNOW I LOVE THE TONE. EVEN IF I CAN'T HOLD YOUR HAND I KNOW I'M NOT ALONE.



01 | ACCESS

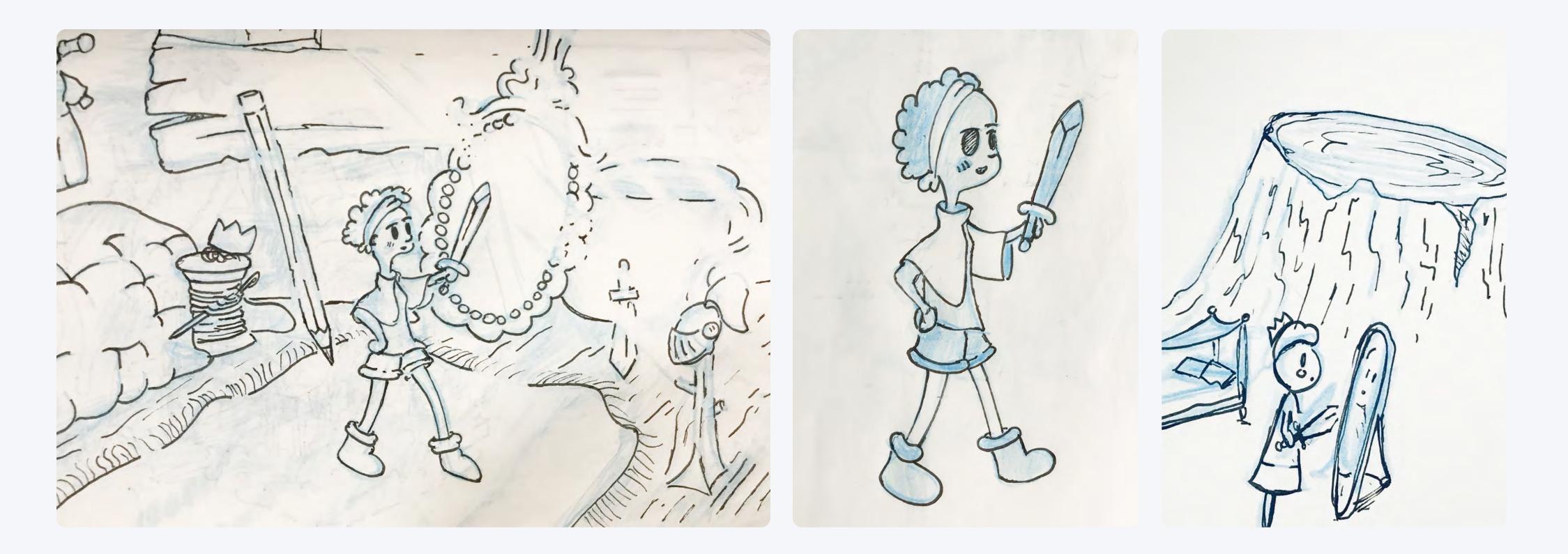
INTERACTION

G IS FOR GENDER

complexities of sex and gender to a young audience

03 | GENDER

focus on dispelling gender norms rather than trying to explain the



SKETCHES



EXPERIMENTATION

I had initially planned to go with a 3D miniature style but after doing style tests found that this style felt out of place and didn't fully convey the message I wanted





ILLUSTRATION

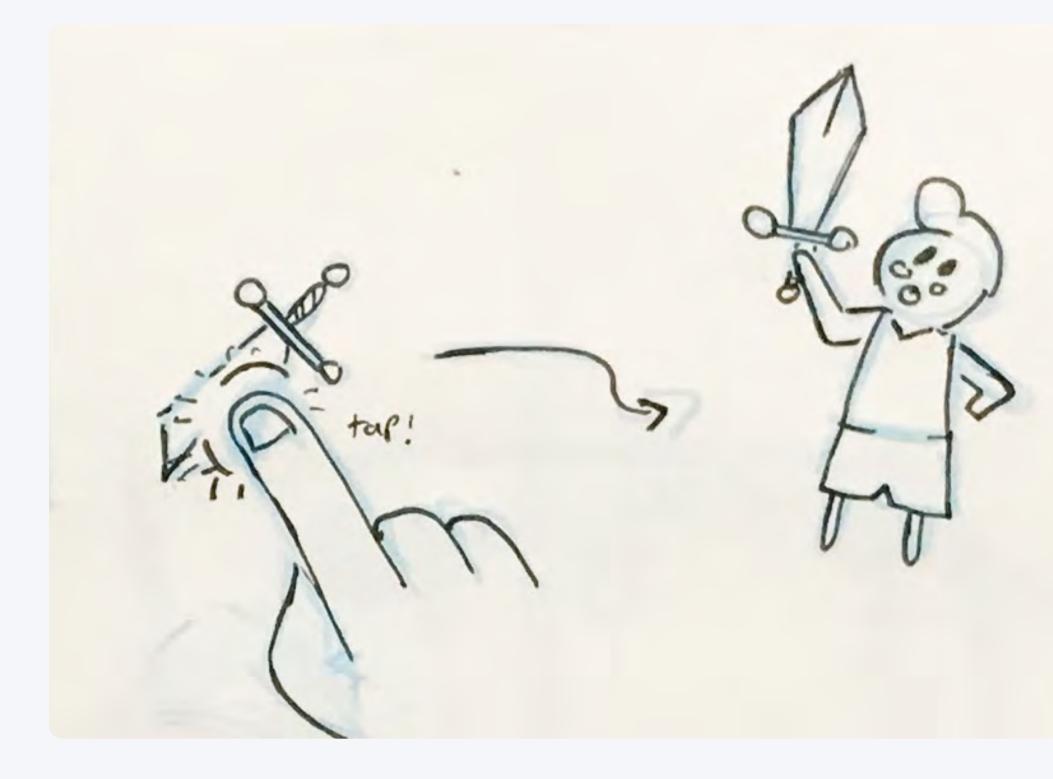
After experimenting with 3D I decided to unify all of my Illustrations with a hand-drawn watercolor aesthetic



G IS FOR GENDER

WHICHEVER YOU FEEL. WHO YOU ARE YOU NEED NOT CONCEAL.

YOU DON'T NEED A HERO TO FEEL LIKE YOUR WHOLE. AND DON'T BE AFRAID TO TAKE ON THAT ROLE.



INTERACTION



M IS FOR MOVEMENT

Show how every important movement begins as a small seed of an idea that when properly nurtured grows and spreads

04 | MOVEMENT



04 | MOVEMENT

SKETCHES



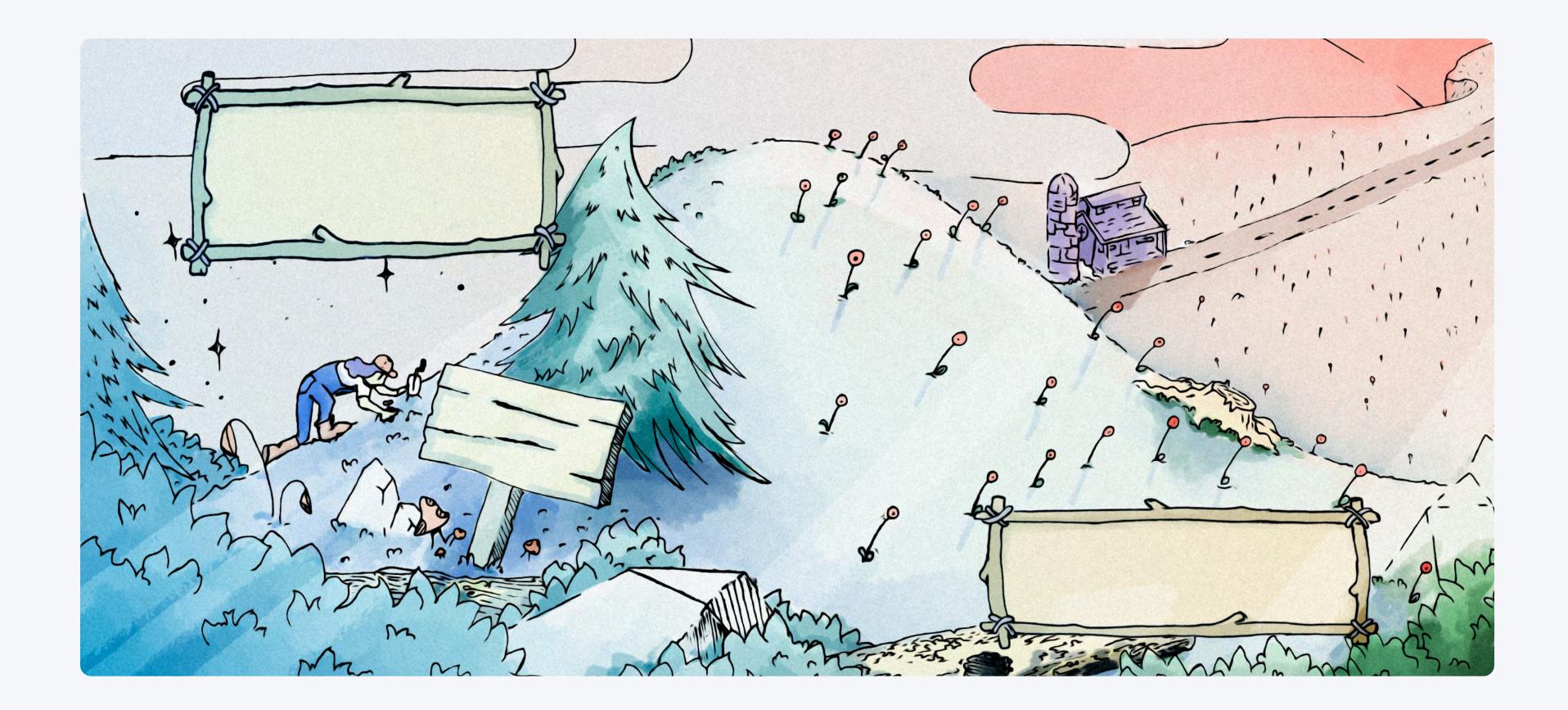
04 | MOVEMENT

EXPERIMENTATION

Using acrylic ink and brushes I did a coloring test that resulted in me choosing to color my illustrations digitally for consistency but still use hand-drawn lines to make it appear more natural.

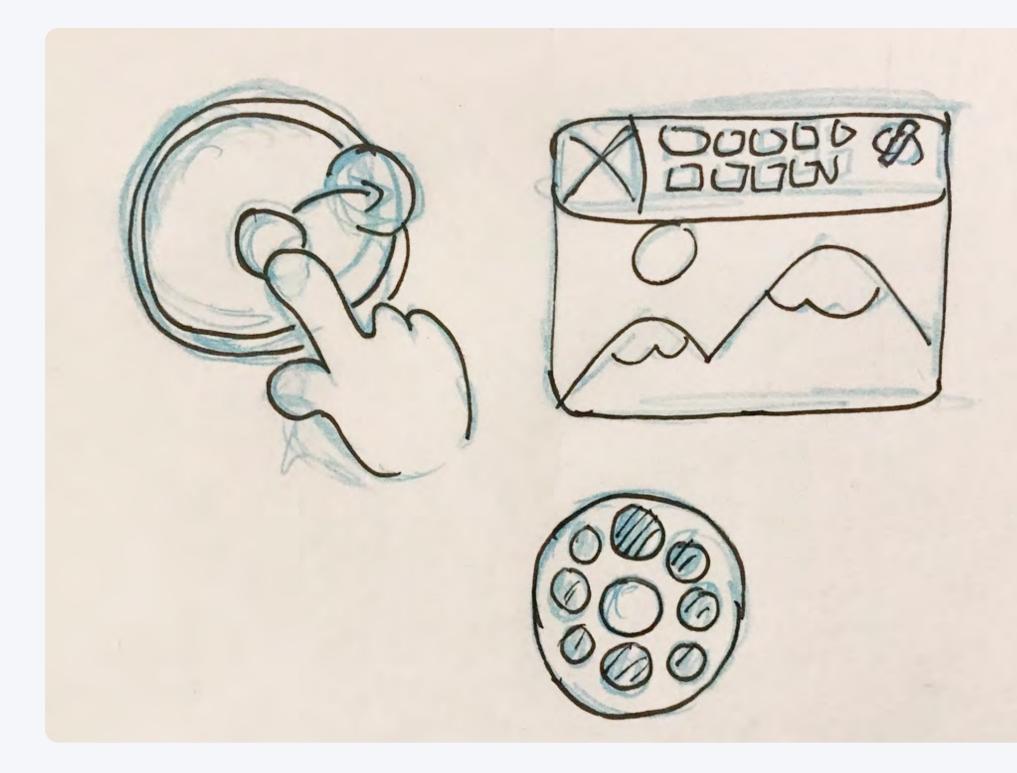


ILLUSTRATION



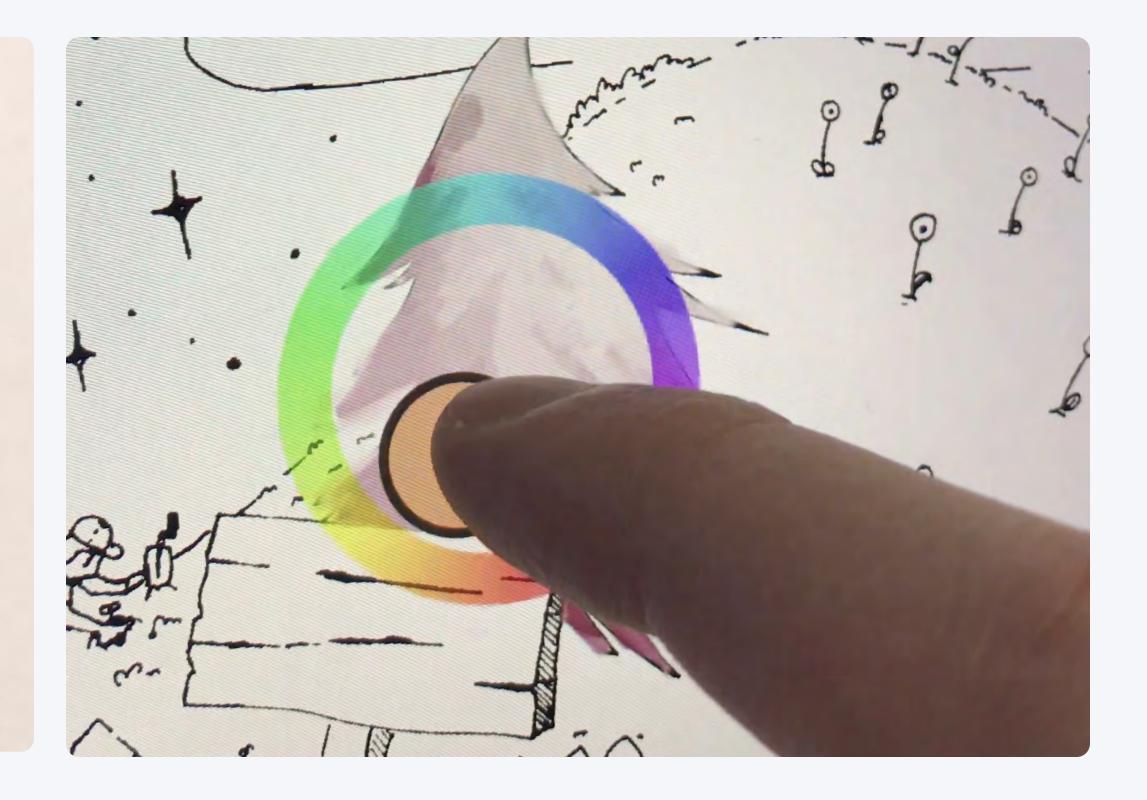
04 | MOVEMENT





04 | MOVEMENT

INTERACTION



REFERENCES

(n.d.). User Experience Glossary & Dictionary. Retrieved from https://www.uxbeginner.com/glossary/ Behance. (n.d.). Marc&Bros-Kindergarten. Retrieved from https://www.behance.net/gallery/84387585/Marc-Bros-Kindergarten?tracking_source=for_you_activity Ustwo. (n.d.). Monument Valley 2: an iOS game from ustwo games. Retrieved from https://www.monumentvalleygame.com/mv2 (2014, April 18). Peches Chapiteaux – pop up. Retrieved from http://icinori.com/bookport/peches-chapiteaux/ (2019, May 10). L'AMI. Retrieved from http://icinori.com/livres/lami/ (n.d.). MOVEMENT: definition in the Cambridge English Dictionary. Retrieved from https://dictionary.cambridge.org/us/dictionary/english/movement

THANK YOU Andrew Lefurge

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