

contributors & index



Adolfo Aranz (Hong Kong)

page 6-5

<http://asombra.blogspot.com/>
scmp.com/author/adolfo-aranz
twitter.com/adolfoa
[instagram.com/adolfoa](https://www.instagram.com/adolfoa)

Adolfo Aranz is one of the most respected infographic designers in the world. Starting out as a freelance in Spain, he joined El Mundo newspaper before becoming creative director for MediaCorp in Singapore. He has picked up almost every major prize along the way and currently helps run the South China Morning Post's infographics department.



Angel Sanz Correa
(Barcelona, Spain)

page 10-13

behance.com/angelsanzcorrea

Specialising in a natural blend of infographics, editorial design and identity, Sanz Correa says he always seeks meaningful visual and conceptual connections between seemingly unrelated concepts. And he pays as much attention to tangible tools and environments as to digital ones.



Anil Yarik (Ankara, Turkey)

page 14-16

<http://www.telkraft.com/>
www.anilyarik.com

Anil Yarik is a user-experience/information graphics designer with a background in industrial design. He holds a DFA degree in graphic design and has worked as an art director for various multinational companies, being responsible for designing interfaces and interactions for award-winning e-learning products. In 2017, he co-founded a new visual-communication design studio called Telkraft.

Beach

Beach (Tokyo, Japan)

page 16-21

<http://beach-inc.com/>
[instagram.com/beach_inc_tokyo](https://www.instagram.com/beach_inc_tokyo)

Beach is a design agency founded by Shinji Hamada in 2011. In recent years, the company has expanded its focus on infographic designs to encompass motion graphics as well.



Bigi Zhang (Nanjing, China)

page 22-23

behance.net/63143766a632
[instagram.com/boodngz?](https://www.instagram.com/boodngz?)

Bigi Zhang is taking a graphic-design degree at Nanjing University of the Arts, specialising in architecture and illustration as well as graphic design. Her favourite animal is the cat.



CHKY / Chragi Frei
(Bern, Switzerland)

page 24-27

<http://www.chky.ch/>
[behance.net/chky](https://www.behance.net/chky)
[instagram.com/chragifrei](https://www.instagram.com/chragifrei)

ChragiFreiBemerkis a.k.a. CHKY is a one-man graphic design and



Ortomir Just
(Murska Sobota, Slovenia)

page 28-29

behance.net/ortomirjust9811
[twitter / facebook / instagram](https://twitter.com/ortomirjust)
[@choerts](https://www.instagram.com/choerts)

This graphic designer and 3D artist lives and works in Slovenia, creating digital and print work for a broad range of international clients, and has been involved in the fields of graphic design, branding, architectural visualisation and digital art since 2008.



Daniel Lepik (Lisbon, Portugal)

page 30-31

<http://lepidaniel.com/>
[twitter / instagram / dribbble](https://twitter.com/daniellepik)
[@lepikdaniel](https://www.instagram.com/lepikdaniel)

This motion designer and 3D artist from Estonia studied design in Denmark, then moved to work for a while in Berlin. He is now practising as a full-time freelancer, based in Lisbon, Portugal.



Danny Yount / Prodigal Pictures
(Los Angeles, USA)

page 32-35

<http://prodigalpictures.com/>
<http://www.dannyyount.com/>
twitter.com/dannyyount

Prodigal Pictures was founded by Danny Yount, a designer of some of the most memorable film title-sequences of the last decade. He launched his career in the industry after creating the Emmy-awarded television title-sequences for *Six Feet Under* in 2002. Since then, he has collaborated with top directors and producers, creating main titles for films such as *Kiss Kiss Bang Bang*, *Rocky Horror*, *Iron Man 2*, *It* and *It*, *Shrek Forever After*, *Obvious*, *Blade Runner 2049* and *Only The Brave*.



Dennis Schäfer
(Munich, Germany)

page 36-38

<http://www.dennischafer.com/>
twitter.com/dennischafer
behance.net/dennischafer
[vimeo.com/watch/12580775](https://www.youtube.com/watch?v=12580775)

Self-taught design artist Dennis Schäfer says he specialises in "prototyping and realising interactive solutions for customers in real-time". He has worked with large international clients around the globe, engaging a range of skills from creative direction, graphic and UI design to animation. Among

projects are Microsoft, Audi, Porsche and Tencent in China.



Ellaisweird / Ella Zheng Meisi
(Singapore)

page 40-41

<http://ellaisweird.com/>
[facebook.com/ellaisweird](https://www.facebook.com/ellaisweird)
twitter.com/ellaisweird

Ella Zheng is a Singaporean designer and illustrator who has worked for top design companies such as Foreign Policy Design Group and Supermama. She has won awards and served on the jury of the Crowder Awards. Her works have also been featured in international design publications and websites worldwide. An avid illustrator, some of her notable clients have included *Monocle*, *Esquire* and *Cuber 3design Magazine*.



FFunction (Montreal, Canada)

page 42-45

<http://ffcn.com/en/index>
twitter.com/ffunction
[facebook.com/ffunctionHQ](https://www.facebook.com/ffunctionHQ)
[instagram.com/ffcn](https://www.instagram.com/ffcn)
[pinterest.com/ffunction](https://www.pinterest.com/ffunction)

Since 2008, FFunction has created cutting-edge data visualisations, infographics and data-driven applications for clients including UNESCO, National Geographic, Google, HP and the Bill & Melinda Gates Foundation. The Montreal-based studio has won awards and international recognition for turning complex data-sets into beautiful, sophisticated visuals that "help facilitate engagement, explore data and start important conversations".



Fiorella Celeste Allera
(Buenos Aires, Argentina)

page 46-47

<http://flo.tumblr.com/>
[behance.net/flo_allera](https://www.behance.net/flo_allera)
[instagram.com/flo.allera](https://www.instagram.com/flo.allera)



Gemma Warriner
(Sydney, Australia)

page 48-50

<http://gemma.warriner.com/>
twitter.com/GemmaWarriner
[instagram.com/gemma.warriner](https://www.instagram.com/gemma.warriner)

Gemma Warriner is a visual-communication designer and educator at the University of Technology Sydney. Her work reflects her interests in information visualisation, food design and brand experience, with projects extending across both print and digital platforms. Her designs have been recognised by the Australian Graphic Design Association (AGDA), *Crapsin*, the Kantar Information is Beautiful Awards, *Adobe* and *The Dailies*.



GMUNK
(San Francisco, California, USA)

page 50-55

<http://gmunk.com/>
twitter.com/gmunk
[instagram.com/gmunk](https://www.instagram.com/gmunk)
[facebook.com/gmunkowitz](https://www.facebook.com/gmunkowitz)

The designer and director who goes by the alias GMUNK says he is "blatant believer in hot vegans and dark crystals". He has more than a decade of experience as a design director for the motion graphics industry and has remained passionately involved in the global design community, giving lectures around the world as "a passion born of favour, individuality and forever-sustaining self-interest".



Jane Ro / FX Networks
(Los Angeles, California, USA)

page 56-61

<http://www.janeujo.com/>

Jane Ro is a Los Angeles-based design-art director at FX Networks. She has a background in architecture and a BFA from the Center College of Design. Her focus is on broadcast and film design with a specialty in typography and letterforms.

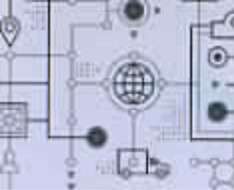


John Kottai
(New York City, USA)

page 62-67

<http://www.johnkottai.com/>
[instagram.com/y2kottai](https://www.instagram.com/y2kottai)

John Kottai is a multi-disciplinary creative director with a focus on interface design for film and television. His designs have appeared in feature films such as *Iron Man 2*, *Captain America 2*, *Avi-Mani*, *RoboCop*, *The Avengers* and *Thor: Ragnarok*. He is also a dedicated surfer and chess player around the world when not in the studio.



Jonathan Petersen
(Chicago, USA)

page 68-69

<http://jonathanwpetersen.com/reference.net/jp003e>

Jonathan Petersen is an independent graphic designer and illustrator happily living in Chicago "with a lovely girlfriend, two cats and 73 houseplants".



George Almeida (Seattle, USA)

page 70-73

<http://jorgeonline.me/>

George Almeida spent 14 years working in the film industry as user-interface designer and animator. He has been credited as lead interface designer on such films as *Minority Report*, *Mission Impossible: Ghost Protocol* and *Star Trek Into Darkness*. He is currently *entering out of Seattle*.



Julien Nolin (Montreal, Canada)

page 74-77

<http://juliennolin.com/>
[instagram.com/jnoln](https://www.instagram.com/jnoln)

Trained as an architect, but passionate about graphic design, Julien Nolin punned himself through the endless boundaries of design by talking about himself in the third person.



KAIWA (Luxembourg)

page 78-81

behance.net/kaiwa

Karol Waszczyzyn, aka Kaiwa, was born in Poland in 1986 and now works in Luxembourg. He is best known for his modern designs in the fields of illustration and typography. His style is marked by functionalism and simplification. Specializing in illustration and graphic design, he joined the team of Human Made in 2014 and opened his own studio in 2018.



Katharina Schwarz
(Graz, Austria)

page 82-83

behance.net/katharinaschwarz

Katharina Schwarz is a graphic designer based in Graz, Austria. She

is using new approaches to complex and socially relevant topics and making books, including the whole process from the first idea through to the actual publishing.



Keren Shalev
(Rishon LeZion, Israel)

page 84-86

behance.net/shalevkeren
[linkedin.com/in/keren-shalev-07148794/](https://www.linkedin.com/in/keren-shalev-07148794/)

A magna cum laude graduate of the Mizrahe for Art school, Keren Shalev's primary interests include digital, typography, infographics and "being creative". She says: "It bothers me when things don't look 'right', and I always aspire to make this world, specifically the marketing world, a little bit better-looking and easier on the eye. I'm always looking for a new challenge and curious to see how things continue to evolve around us."



Kuba Bogaczynski
(Barcelona, Spain)

page 87-91

<http://www.chanakterny.pl/>

Barcelona based visual artist and interactive director Kuba Bogaczynski designs experiential websites, complex UIs and data sets. His work includes Emmy-nominated psychological tests for *The Hunted* TV series and *The Music Sells Experiment* - selected as "One of the Most Innovative Sites of 2015" by Awwwards.



LargoNetwork
(Geneva, Switzerland)

page 92-96

<http://www.largonet.ch/>

LargoNetwork is a Geneva-based media agency that specializes in information design. It was founded in 1999 by the team behind the online magazine *Largeur.com* and rapidly expanded its capabilities into three areas: providing editorial content for other media; publishing custom magazines, both online and print, for companies and institutions; and consulting on information strategy.



Leo Burnett, Toronto
(Toronto, Canada)

page 97

<http://www.leoburnett.ca/>
<http://www.leoburnettdesign.ca/>

Leo Burnett Design is a full-service design and branding agency, focused within Leo Burnett Canada. It believes in "the marriage of thoughtful design, strategic thinking and meticulous craft" and has designed corporate identities, packaging, websites, editorial, animation, objects and environments.



Loop (Moscow, Russia)

page 98-101

<http://the-loop.tv/>
[behance.net/loopmoscow](https://www.behance.net/loopmoscow)
[vimeo.com/loop](https://www.vimeo.com/loop)
[facebook.com/loopmoscow](https://www.facebook.com/loopmoscow)
[instagram.com/loop_moscow](https://www.instagram.com/loop_moscow)

Loop is a design and animation studio founded in 2014 by a collective of experienced artists "who are constantly pushing their limits to reach new goals and rise to new levels". By gathering the best talents into one well-organized team, they believe that they are "constantly growing, exploring new design fields, styles and techniques to achieve the best results and provide the most incredible visual solutions of any kind". Its clients include: Boeing, Bloomberg, New Balance, Samsung, CBN, Arta, Intel, Comcast, Toyota, MTV, McDonalds, Asda, First, the World Olympic Games Committee and Total Oil. It also collaborates with leading agencies, production and post-production companies from around the world.



Lumbre
(Buenos Aires, Argentina)

page 102-103

<http://www.lumbre.tv/>
twitter.com/guverniumlumbre
[facebook.com/lumbre.tv](https://www.facebook.com/lumbre.tv)

A multi-disciplinary creative studio based in Buenos Aires, Lumbre specializes in television and entertainment.



Marti Romances
(San Francisco, USA)

page 104-109

<http://martirromances.com/>
[pinterest.com/martirromances](https://www.pinterest.com/martirromances)

Multi-media artist and motion-graphic designer Marti Romances was born and educated in Barcelona, moving to London to work in games design before joining Territory. Having led the UI design for films including *The Avengers*, *Guardians of The Galaxy* and *The Martian*, he is now based in Territory's San Francisco studio as Creative Director.



Martin Liveratoro
(San Nicolas de los Arroyos, Buenos Aires, Argentina)

page 110-114

behance.net/martinliveratoro

Martin Liveratoro is a graphic designer working and living in Argentina, with more than 15 years of work experience in the field. He studied graphic design at the School of Arts of the City of San Nicolás, Buenos Aires, graduating with honours. He has been working as a freelance designer since 2011 and is presently engaged on various projects and activities for different customers, as well being art director and an active contributor to various agencies and firms in North America and Europe.



Mårten Borzak
(Copenhagen, Denmark)

page 115-117

<http://www.martonborzak.com/>
twitter.com/martonborzak
[instagram.com/martonborzak](https://www.instagram.com/martonborzak)

Mårten Borzak is an award-winning, multi-disciplinary designer with almost a decade's worth of experience in branding, print and

Academy of Fine Arts School of Design, and has worked in New York City, Copenhagen and Budapest. Currently he is a senior designer at Mike in Copenhagen.



Mike Correia (Lisbon, Portugal)

page 133

behance.net/emedesign90
[facebook.com/Eme-90-234654801603327](https://www.facebook.com/Eme-90-234654801603327)

Mike Correia is a multi-disciplinary designer currently based in Lisbon and focused on typography and branding. He claims to be capable of finding creative solutions for any communication issue in editorial, packaging, illustration, infographics or interface design. He says: "Throughout my process, I seek to create relevant, well-crafted work with careful attention to detail."



Nai Kunyapat
(Bangkok, Thailand)

page 118-119

<http://kunyapatch.com/>

Nai Kunyapat is a visual designer based in Bangkok, Thailand, focusing on illustration, graphic design, data visualisation ... and chocolate.



Peter Grundy / Grundini Ltd
(London, United Kingdom)

page 120-123

<http://grundini.com/>
[facebook.com/grundini](https://www.facebook.com/grundini)
[twitter.com/grundini](https://www.twitter.com/grundini)
[behance.net/Grundini](https://www.behance.net/Grundini)
[instagram.com/GrundiniOnline](https://www.instagram.com/GrundiniOnline)

Peter Grundy is a designer and illustrator who in 1980 re-defined the genre that is today known as infographics. Grundy, a.k.a. Grundini, grapples with "modern messiness" by designing "simple, shared and accessible architectures of the future".



Renato Klieger (Hamburg, Germany / Sao Paulo, Brazil)

page 124-127

<http://www.renatokg.com/>
[instagram.com/renatokg3d](https://www.instagram.com/renatokg3d)

German-born designer Renato Klieger says: "As a designer I am always looking for different techniques and processes to visualize ideas. As a person, I am curious and restless, always looking for new tasks and challenges."



Robbie Drbolick, a.k.a. Drbolick
(Portland, Oregon, USA)

page 128-129

<http://drbolick.com/>
[instagram.com/drbolick](https://www.instagram.com/drbolick)

"Drbolick" is an Emmy-nominated freelance 3D motion graphic based in Portland Oregon. He specializes in story-boarding, illustration and entertainment design. He is also an active artist on Instagram, where he regularly posts experiments and illustrations.



Rocio Fernández Fuks
(Buenos Aires, Argentina)

page 130-131

behance.net/rociofuks
[instagram.com/rociofuks](https://www.instagram.com/rociofuks)

Argentinian freelance designer Rocio Fernández Fuks says she loves drinking the local tea called mate and eating dulce de leche, a kind of sweetened milk, but on top of that she is "a grids and puzzles fanatic" who talks to her computer while working! She claims to be "a super perfectionist and polished graphic designer, without leaving behind the experimentation and chaotic moments". Her areas of design interest include editorial, branding, typography and papercut illustration. And she teaches editorial design at Buenos Aires University.



Stefania Guerra (Milan, Italy)

page 132

behance.net/stegues86e471

Born and raised in a small village in the Alps, Stefania Guerra graduated in communication design at the Politecnico di Milano and specialises in data visualisation and information design. She collaborated with the Density Design Research Lab at the Politecnico di Milano and the Digital Methods Initiative of Amsterdam University and is now working as a data visualisation designer at Accent, while continuing to undertake her projects.



Studio TERP
(Lindhoven, The Netherlands)

page 134-137

<http://www.studioterp.nl/>
[behance.net/STUDIOTERP](https://www.behance.net/STUDIOTERP)
[twitter.com/SonjaKuipers](https://www.twitter.com/SonjaKuipers)
[instagram.com/studioterp](https://www.instagram.com/studioterp)
[pinterest.com/studioterp/boards/](https://www.pinterest.com/studioterp/boards/)

Studio Terp was founded and is run by Sonja Kuipers. She designs data visualisation and infographics so as to visually guide people through challenging data that otherwise would be difficult to understand. While the message remains the top priority, she also strives to bring aesthetics and novelty into a project, believing that there's always room to explore unconventional solutions and new approaches.



Territory Studio (HQ in London, UK / Studios in San Francisco & New York City, USA)

page 138-141

<http://www.territorystudio.com/>
[facebook / twitter / instagram @territorystudio](https://www.facebook.com/territorystudio)

Territory is an independent design company with a unique approach to motion, brand and digital experiences. Bringing deep expertise of narrative design for film, games and brands, its teams "blend creative with technology to realise compelling, future-facing experiences". With growing studios

in London, New York and San Francisco, its output spans film, games, broadcast, technology and entertainment.



Toby Ng Design (Hong Kong)

page 142-145

<http://www.toby-ng.com/>
[facebook / instagram / twitter @tobyngdesign](https://www.facebook.com/tobyngdesign)

Toby Ng graduated in graphic design from Central St Martins, London and practised his craft in London, Singapore and Hong Kong prior to starting his own design firm in Hong Kong in 2014. Specialising in graphic design and brand identity, Ng tackles design challenges with wit and aesthetically meaningful communications. He is the winner of numerous awards both internationally and locally; they include those from the British BSAD, Germany's Red Dots, the New York Type Directors Club and Design for Asia.



Vincent Studios
(London, United Kingdom)

page 146-149

<http://vincentlondon.com/>
[twitter.com/vincentlondon](https://www.twitter.com/vincentlondon)

This London-based design and animation VFX studio directs, designs and animates for film, gaming, commercials, broadcast and live events.



zazu (Dorby, United Kingdom / Vilnius, Lithuania)

page 150-151

<http://www.zazu.tv/>
[dribbble.com/zazu](https://www.dribbble.com/zazu)
[behance.net/zazucreative](https://www.behance.net/zazucreative)
[facebook.com/zazustudio](https://www.facebook.com/zazustudio)
[instagram.com/zazutv](https://www.instagram.com/zazutv)
[twitter.com/zazu_tv](https://www.twitter.com/zazu_tv)
[youtube.com/zazustudio](https://www.youtube.com/zazustudio)

This small team of creatives from Lithuania specialises in animation, infographics and motion design.

NEXT ISSUE:

Volume 24 No.6

Typography &
Type Design