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BIOGRAPHY

Allow me to tell you a tale about Kevin Tran, a 21 year old graphic designer who graduated at Western Sydney University in Design (Visual Communication). He is currently advancing into the design industry with his expertise in illustration, animation and interactive design.

Kevin has a knack for creative illustration and narrative. His weapon of choice has always been the graphics tablets with the Adobe suite by his side. The sight of graceful compositions, striking colors and brevity excites him, and his previous experiences working with signage, real estate agencies and freelance clients has consistently been carried out with enthusiasm. He is determined to continue forward as a technical designer, finding greater challenges that hide within the ever growing design industry.

For him, design was a risky endeavour, but what he saw at the end of the path was a pursuable dream. "I want to be able to wield my passion with confidence and pride" he said, "I don't simply want to be another character in another story, but the narrator who tells the story."









ALTER EGOS

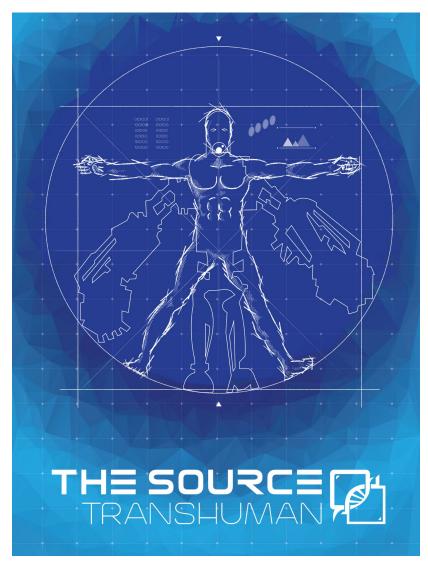
Postcards

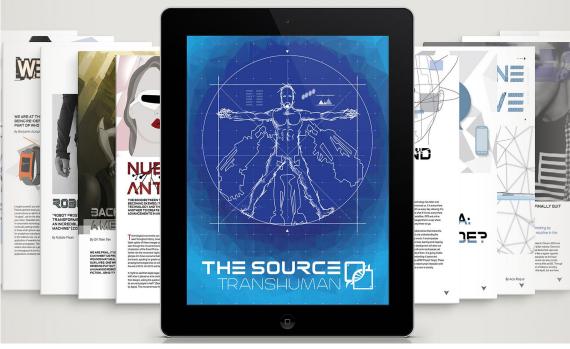
August 2013

This work is intended as a promotional item for the grand opening of a theoretical costuming store. The postcard is created through using watercolor pencils for the illustration and Photoshop for fine adjustments and addition of text. The motif of fantasy based characters reflects the target audience which is intended for a young

adults as well as costume enthusiasts. Three different postcards are designed not just to provide variety, but give incentive to trade, collect and thus keep the cards as a form of memoribilia denoting the opening of the store.















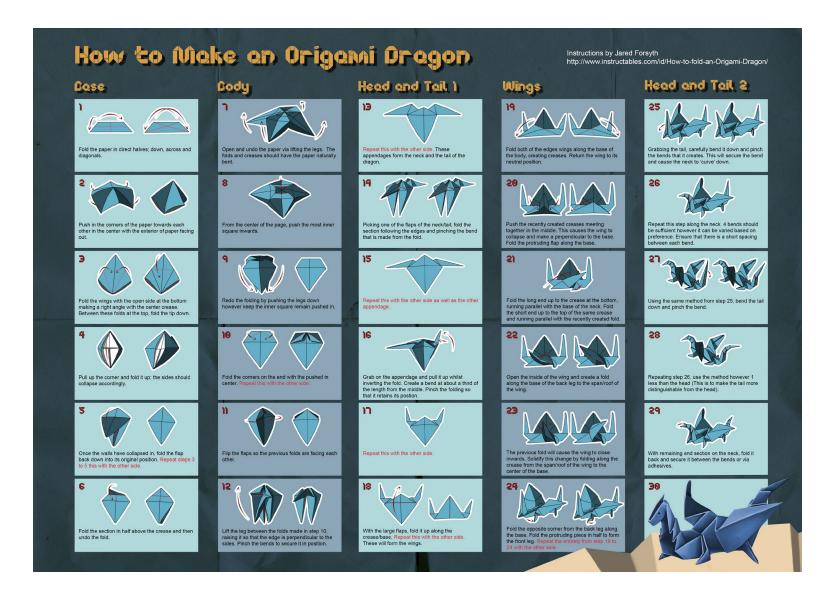
THE SOURCE: TRANSHUMAN

Publication November 2014

Source: Transhuman is an online publication project initiated by Western Sydney University as part of an annual assessment. Students were placed into various roles such art directors, image directors, typographers, extra content managers, technical managers and etc., functioning as a collective design team.

The goal of this assessment is to develop content about the prevalence of technology within modern lifestyles on a digital platform (which was showcased alongside with a print based interpretation). In my article, I reviewed recent utilizations of robotics to return disabled policing officers back to the field whilst also covering the ethical implications and further developments.





ORIGAMI DRAGON INSTRUCTIONALS

Poster. Instructionals

March 2013

This project involves the visualization of a textual or poorly visually represented set of instructions. Text and images are organized to present necessary information for the reader to digest each step in a clear and straight forward tone. Several layout, color and positional principles are used to established eye flow reflecting the order of instructions.

The style and presentation of the illustrations is also simplified in order to support the readability and assists the reader throughout the process.









THE LION, THE WIND AND THE WORM

Children's Book

June 2013

The brief of this project required the selection of a short story or a lyric and giving the narrative a visual representation or interpretation. The story speaks about the morals of being able to bend or adapt; to avoid resistance, stubbornness and arrogance. The book is targeted towards children and young adults and it features 12 digitally illustrated pages along with text layout...

This project received fairly positive responses and it was showcased to new coming students for the Western Sydney University Orientation Day of 2013.





POST CARD FROM SYDNEY

Travel Magazine Article

September 2013

As part of a university project, we were assigned to promote an area of our choice through illustrating attractive qualities. Chipping Norton Lake is known for being a common area for entry level fishing and it's underestimated scenery, thus the article attempts to bring out the relaxing and delightful atmosphere of the locale. The main focuses of the illustration was to connotate 'vastness' and 'peace'.

It is also note-worthy that the color scheme was also carefully considered to incorporate the colors of yellow, green and orange, symbolic of happiness, harmony and peace.





EQUITY & DIVERSITY

Calendar July 2015

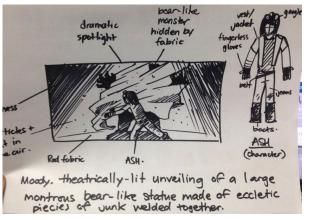
The Equity and Diversity is a local unit that supports WSU students who are affected by racism, sexism, prejudice or other forms of discrimination. For this year, the calendar addresses gender equality towards women in the workforce (more specifically in STEM occupations).

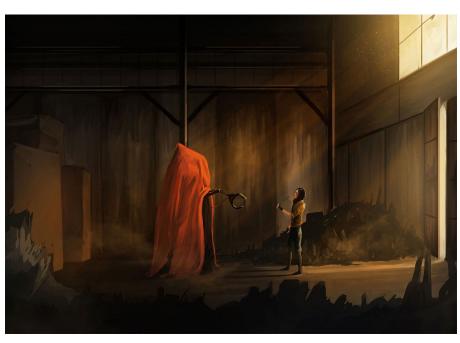
The concept revolves around idea of being boundless; that success is only gated by the person's efforts. Another consideration in the design of the cover were the incorporation of Western Sydney University's new corporate colors.













'JUNK' CONCEPT ART

Illustration

Janruary 2015

Junk is a short film written and directed by Emily Stokes, David Minh Tam Nguyen and Jamie Pascoe. The images was commissioned to help develop the visuals, mood and presentation of the film. The images were also provided to crowd-funding supporters as prints.

Additional details about the film and its development can be found at:

www.pozible.com/project/197105 or www.facebook.com/junkshortfilm









DAYBREAK

Interactive, Game

October 2015

Daybreak is a pitch for a game that revolves around the issues of climate change and conservation. Being given a narrative and a mythical context, the project utilizes the concept of gaming as a helpful medium in providing visibility, support or interest in the particular issue. The overarching goal for this project is to influence player responsibility and agency through story-telling and genuine curiosity.

In the game, you play as a wanderer who found a helpless bird in the woods. This bird is a child of the sun who has lost its parent through the smoke of civilization and the fading of stars in the sky. If the hatchling is not able to find its way back and continue the day and night cycle, the world and its inhabitants will be in grave peril.







STAND UP

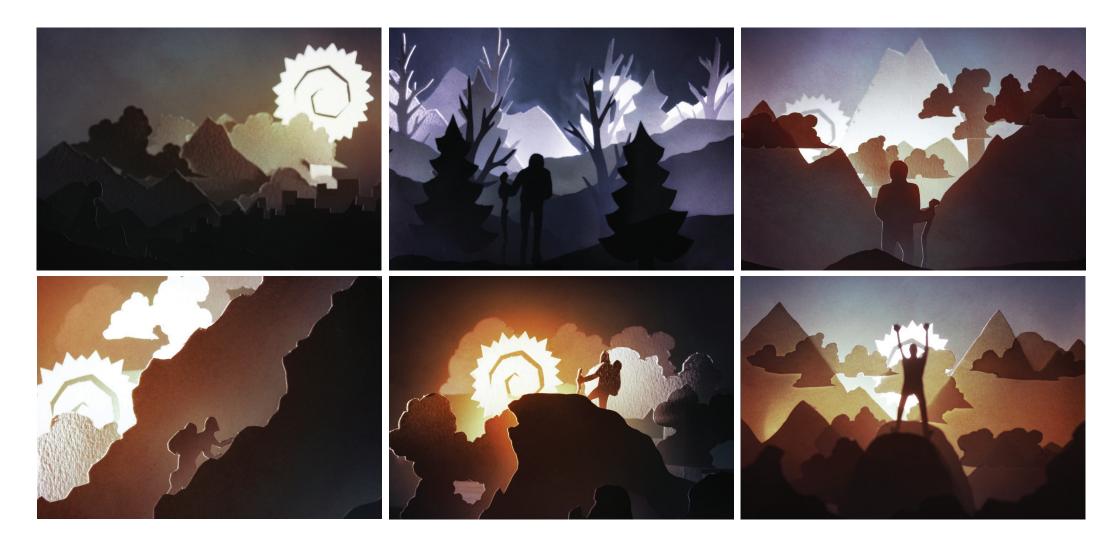
Campaign, Mobile Application

September 2014

Working alongside with several other design students, I was assigned to develop a campaign or solution to aid in discrimination. From conducted research, a notable characteristic in public occurrences of racism is the lack of response from not only the victim but also the bystanders

The application centers itself on bonding the community and reducing cultural barriers, misinformation or ignorance. The application is features an informational section, a community platform and a geolocation beacon that can be triggered to signal to other users of a racial dispute.





GO THE DISTANCE

Photography

July 2014

In this task, I was to interpret the lyrics of 'Go the Distance' by Michael Bolton in a photographic format. Experimenting of narrative approaches, I wanted to expand upon the utilization of paper photography; precedenting the ad "Akropolis Christmas" by TAPE. The series of photos were later composed into a booklet accompanied by their respective text.









SCRIBBLES

Illustrations

Ofcourse in my own time I like to draw random bits of the things that interest me (more often than not, it usually involves video games). In these personal projects I often try to experiment with different techniques and limitations, whether it be speed painting, changing up styles, using different sets of brushes, etc.













