

WORK IN PROGRESS

Take a Seat.....1

Hand + Fire.....2

Giraffe Fight.....3

Eloteros.....4

Print Pattern Making.....5

3D Model Pattern Making.....6

CONTENTS

DOCUMENT

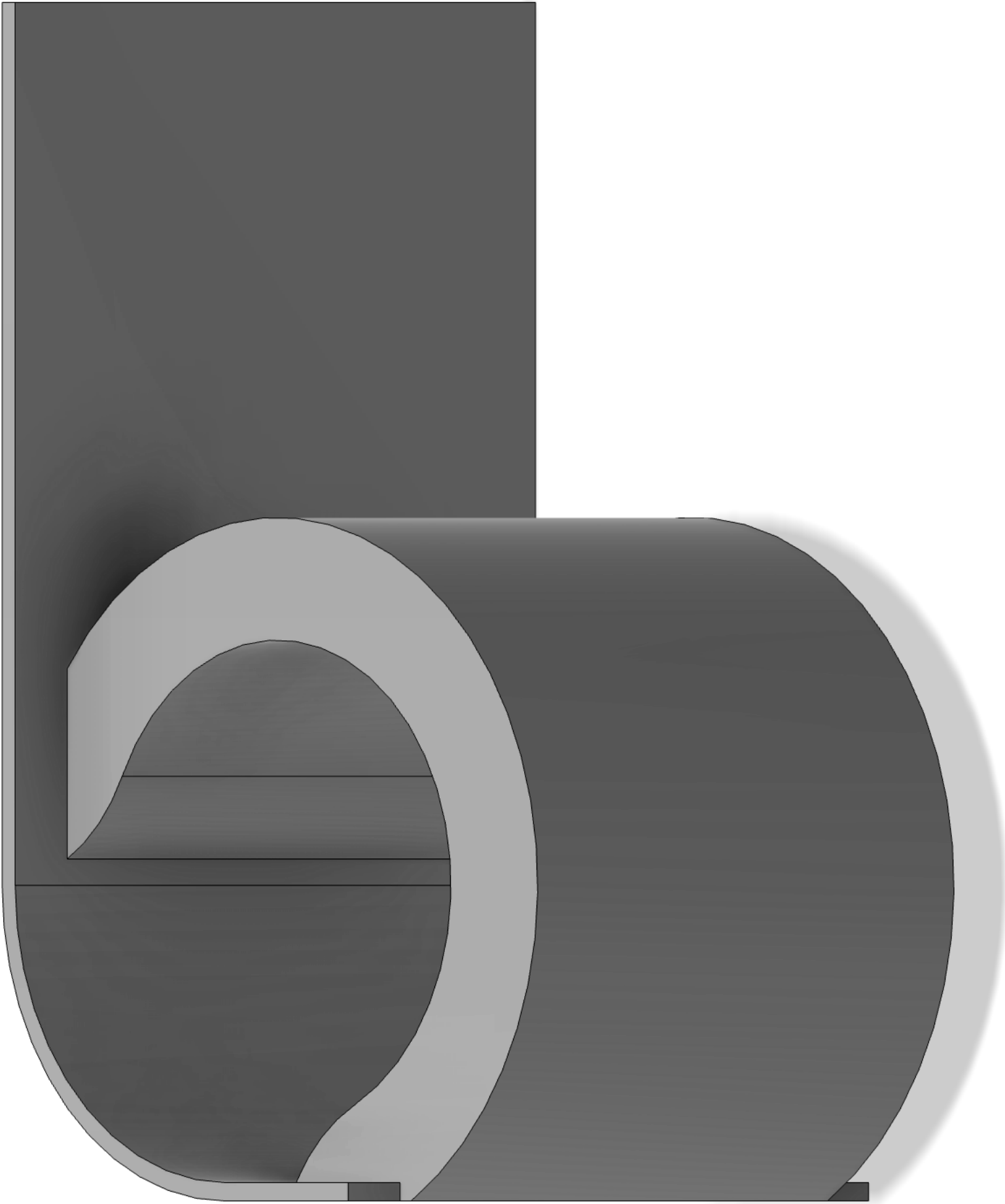
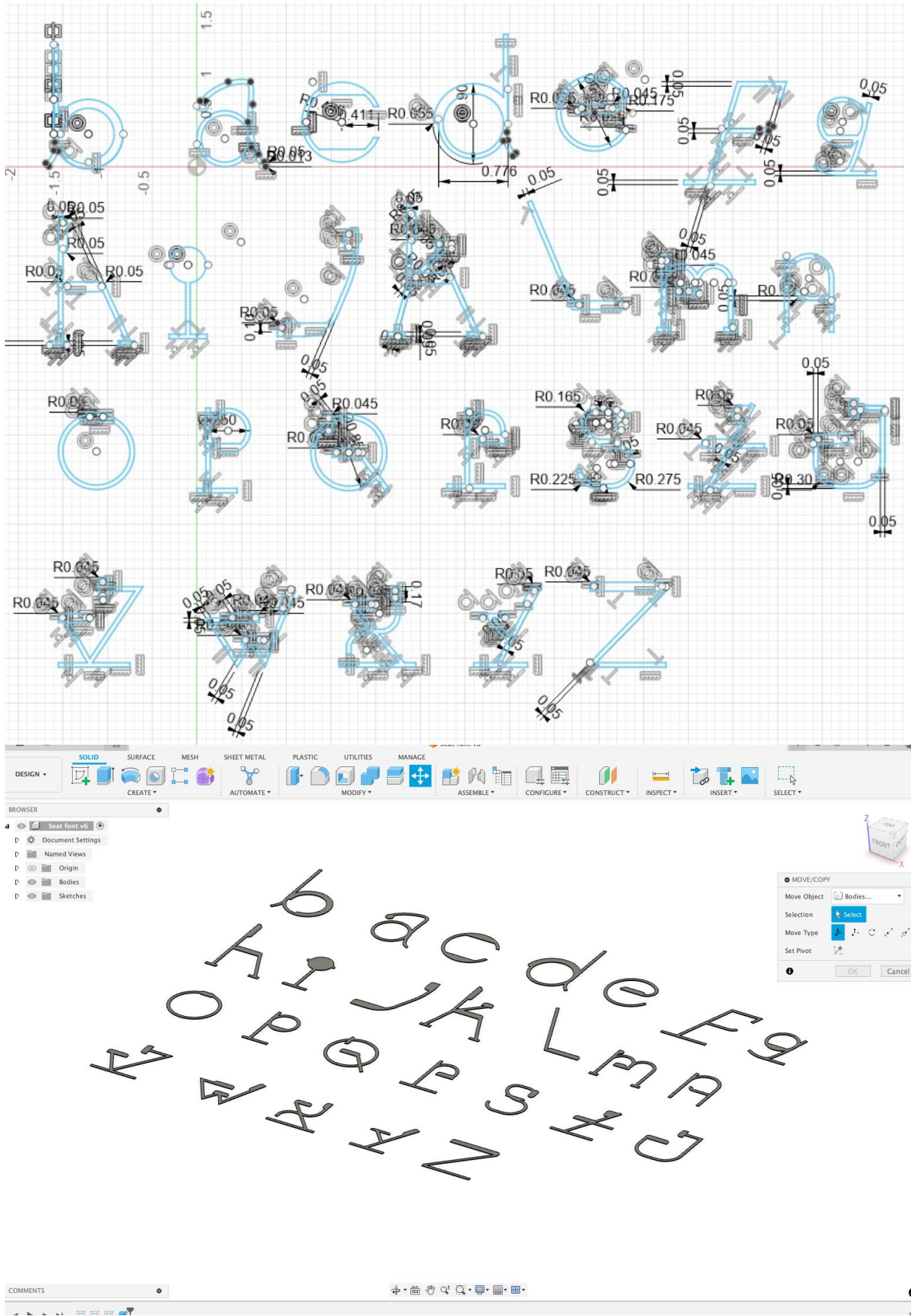
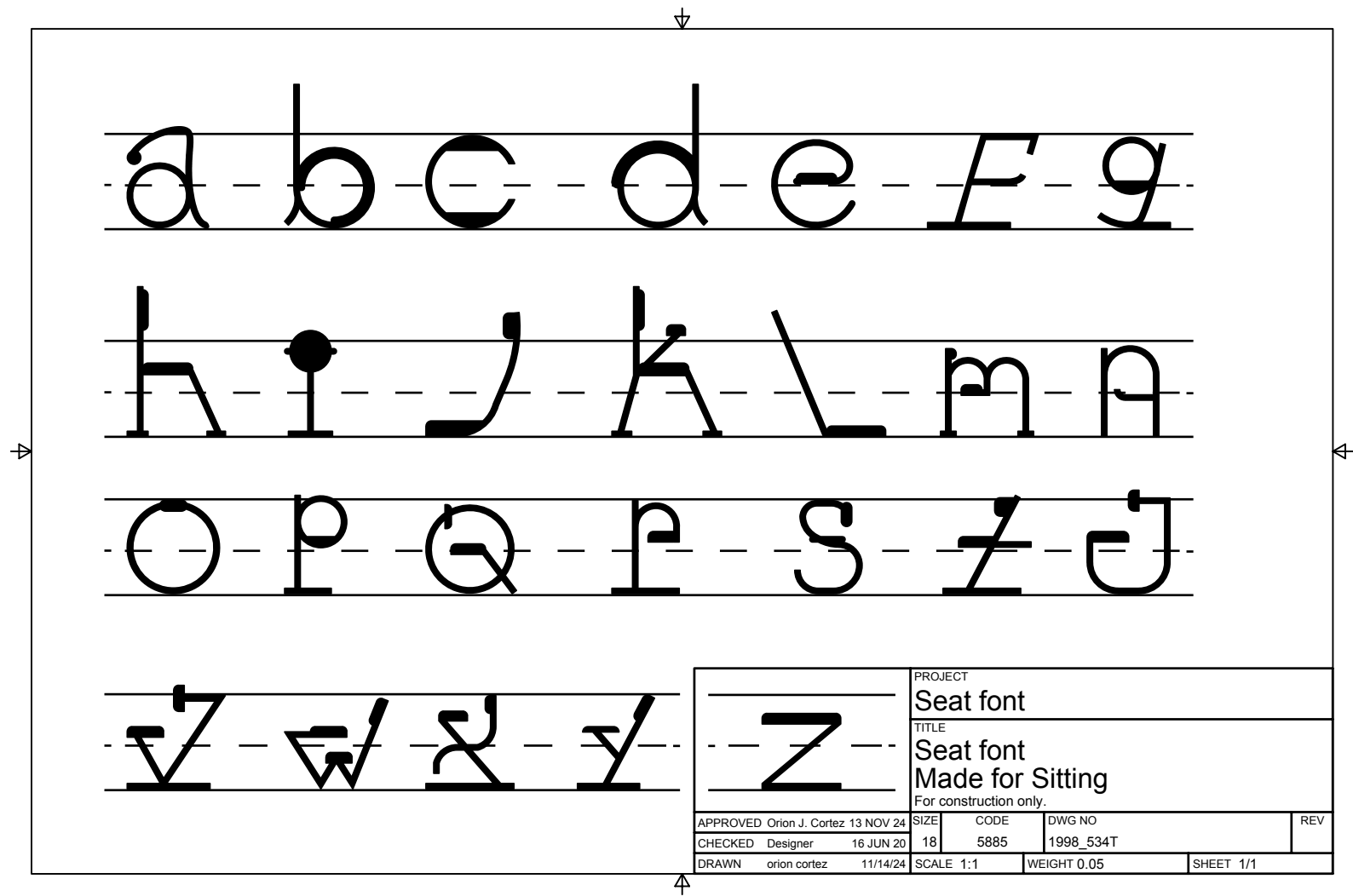
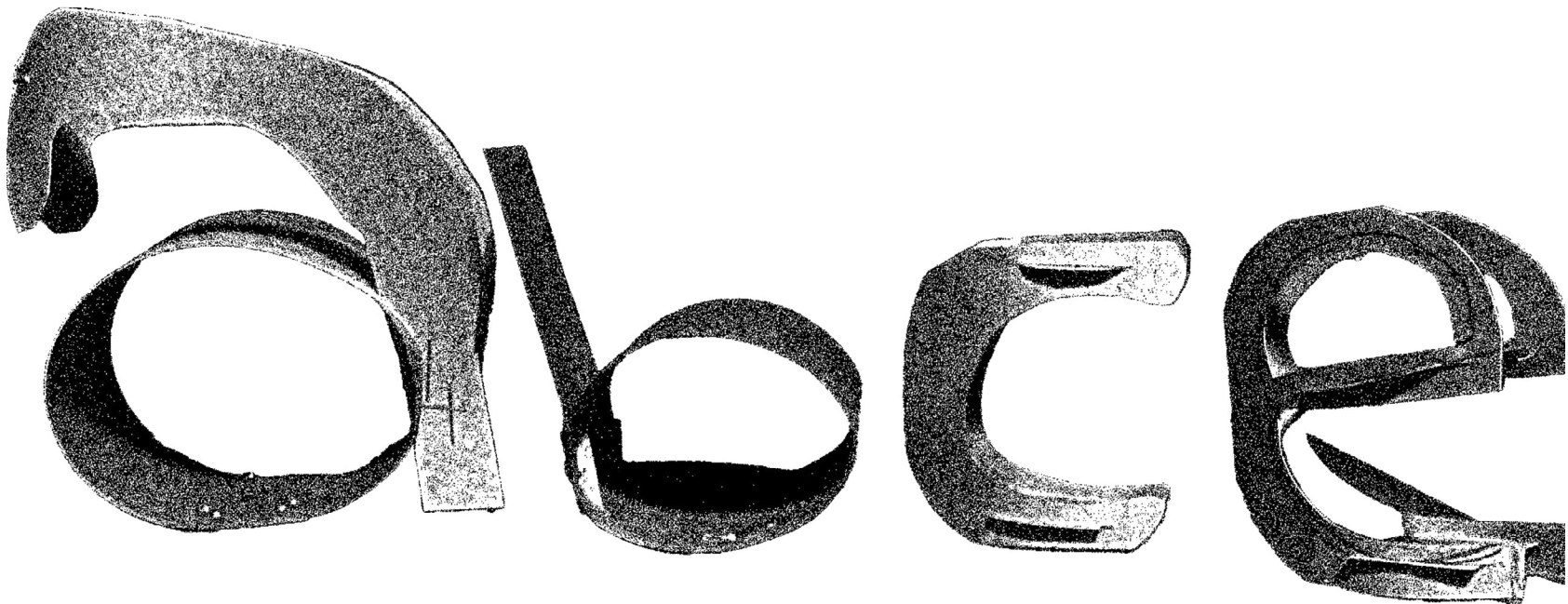
DIFFERENT TYPE

take a seat

Take a seat is a project made from my need and want to create typography in physical spaces through chairs. Each letter of the font is made to be the silhouette of a chair. All realised through the production of the letter "b". Which has been created, upholstered and shown to others to interact with.

The process of creating the font started in cardboard construction of letters "abcde" where I realised that this could be a real thing. So I reached out to Revial Studio's Leeland for chair making tips. From there I took to Fusion360, where I developed the CAD model of the "b" to use to manufacture the chair. I quickly realised that the process of using an engineering software to make type was lovely, so I made every letter. Leading to Seat font. Which I love to hand out to others saying take a Seat.





a b c d e F g h i j k l m n o p q r s t u v w x y z

DESIGN

GRAPHIC

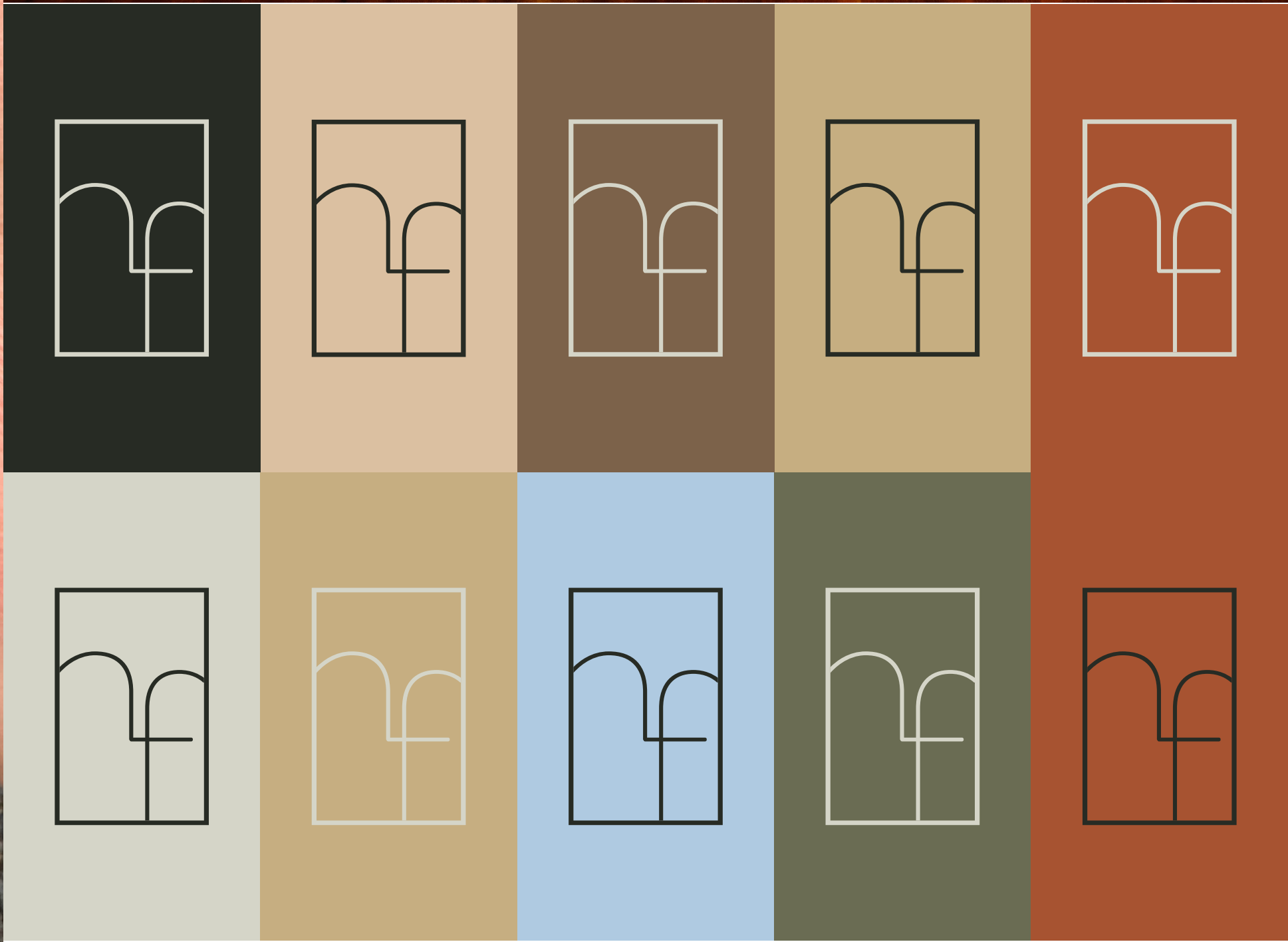
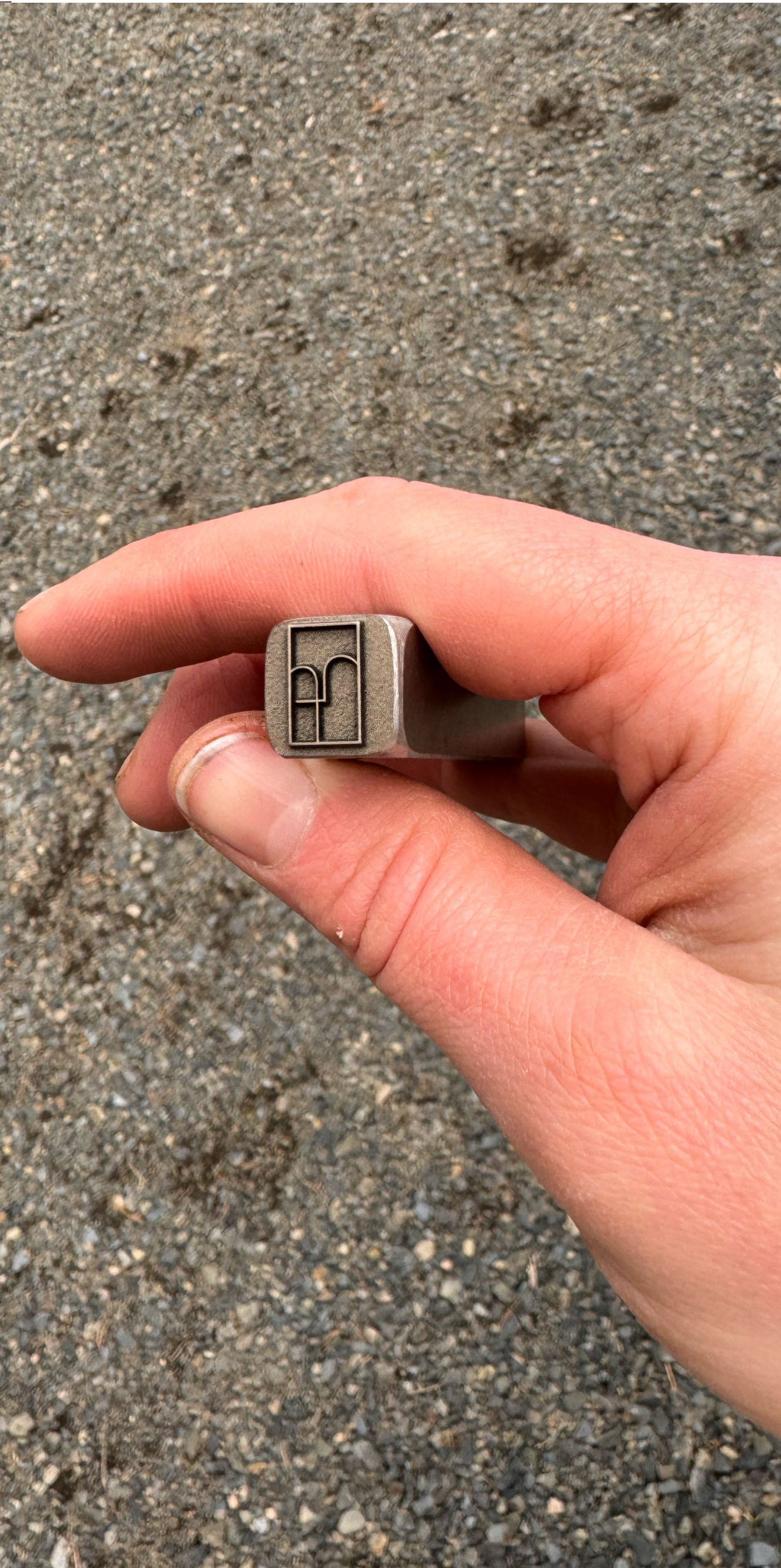
Hand + Fire (Brand Identity)

Hand + Fire is a lifestyle brand encapsulating western living through hand made goods. H+F is the brain child of Sage Cortez a potter from Portland, OR. Her company was created in 2014 as a response to wanting more beautifully applied hand wares products range from Ceramics, to hand spun wool, and even branching into wood working.

To develop an identity for Hand + Fire I had to dig into inspirations based around Oregon living and rural life in Walla Walla Oregon where the studio is currently based. Being that the brand is focused on hand made pottery my challenge lied with making logo system that worked for web, physical brand to stamp in to product, and packaging.



HAND + FIRE



Orion J. Cortez

orionthedesigner@gmail.com

(971) 678-8525



Hand + Fire (Continued)

The Hand + Fire brand is one of my longest running client projects that continues to evolve over time. The most recent addition to the project was a pattern for wrapping paper, A catalog based on the 1950's Field & Stream Magazine, and updated business card design.

To find out more about Sage Cortez and H+F you can find them on Instagram @handandfire.



Giraffe fight (Game Design)

Giraffe Fight is a game designed, coded, developed by myself with help from a friend John Galbreath on the opening title sequence illustrations. This project was inspired by Teenage Engineering and Panic who came together to create a console called the Playdate the first handheld console with a crank.

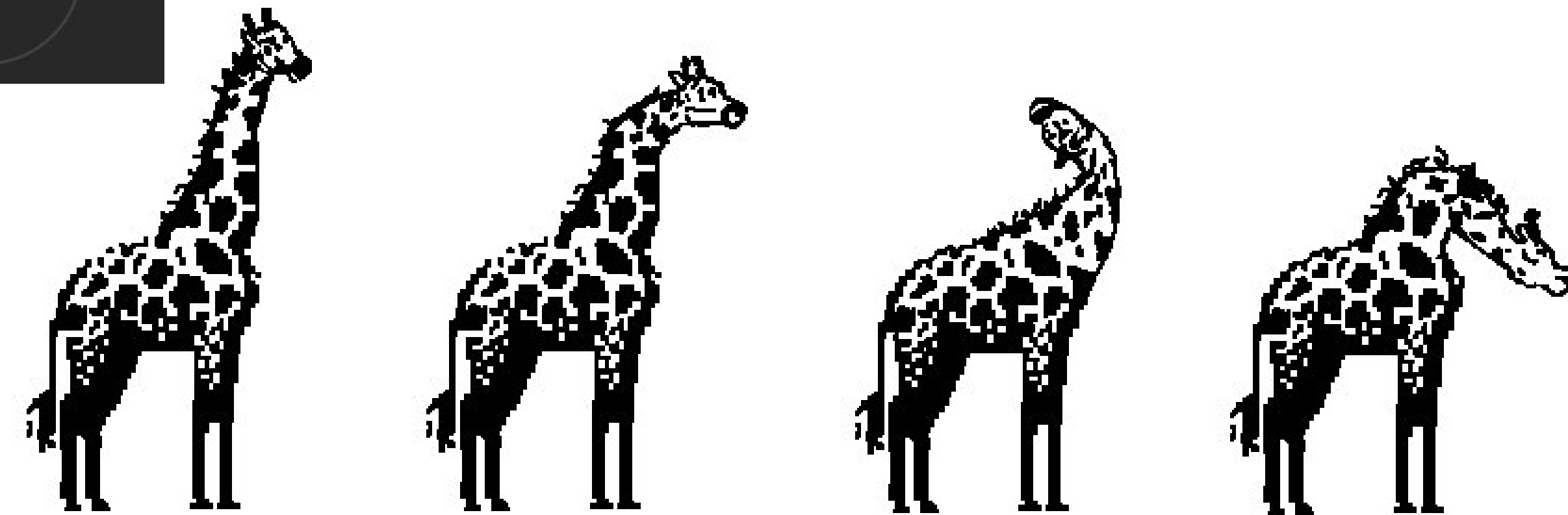
This game focuses on the silly yet aggressive nature in which giraffes tend to fight; by swinging their necks at one another. After finding this out I set to start making a game that was street fighters meets giraffe beef.



Learning to code in Lua

I am completely self taught when it comes to coding. The progress for making this game was slow but even slower when I figured out I had to make everything to include the engine, the animations, the scene editor, error debugging, and even the all the illustrations.

With set back after set back I have kept rolling through this project. After the booming advancement of Chat GPT coming out and being developed while this project was being developed my coding started to launch faster. Using ChatGPT as a debug assistant and a sounding board from the Panic Developer kit I was finally able to make an alpha of Giraffe fight.



main.lua
player.lua
enemy.lua
background.lua

source > player.lua > playerinit

```

1  local pd = playdate
2  local gfx = pd.graphics
3
4  class('player').extends(gfx.sprite)
5
6  function player:init(x, y)
7      -- Load the walking animation frames and neck swing frames
8      self.frames = {
9          standingRight = gfx.image.new("image/player.png"),
10         walkingRight = gfx.image.new("image/player_step.png"),
11         standingLeft = gfx.image.new("image/enemy.png"),
12         walkingLeft = gfx.image.new("image/enemy_step.png"),
13         neckSwing1 = gfx.image.new("image/player 2.png"),
14         neckSwing2 = gfx.image.new("image/player 3.png"),
15         neckSwing3 = gfx.image.new("image/player 4.png"),
16         neckSwing4 = gfx.image.new("image/player 5.png")
17     }
18
19     -- Set initial frame and position
20     self:setImage(self.frames.standingRight)
21     self:moveTo(x, y)
22     self:add()
23
24     -- Set hitbox for the player
25     local w, h = self:getSize()
26     self:setCollideRect(0, 0, w, h)
27
28     -- Set player movement speed
29     self.speed = 3
30
31     -- Store the last movement direction
32     self.lastDirection = "right"
33
34     -- Initial neck angle
35     self.neckAngle = 0

```

PROBLEMS
OUTPUT
DEBUG CONSOLE
TERMINAL
PORTS

teTemplate-master'

Directory: C:\Users\orion\Downloads\VSCode-PlaydateTemplate-master\VSCode-PlaydateTemplate-master

Mode	LastWriteTime	Length	Name
d-----	11/20/2024 9:49 PM		builds

Playdate Simulator
File Controls Playdate View Device Help

LOCK
MENU

B
A

Accelerometer:
Crank: Docked 0

Eloteros (brand development)

Eloteros is a celebration of my Latino culture shared with my fiend and fellow designer Toni Morales. We created a impromptu brand to "sell" elote. The process of developing this brand was a huge undertaking that ranged from type design, handout design, space/ experience design, outfit design and creation, to even sign painting.

We worked together on every piece of this project to make it feel like we where a real company, even though we were displaying in the middle of a design event at Wieden + Kennedy.

It Worked.

People came to our booth asking about how our company started and not even realising we were just designers showing off design in practice.





MATERIAL DESIGN

Orion J. Cortez

orionthedesigner@gmail.com

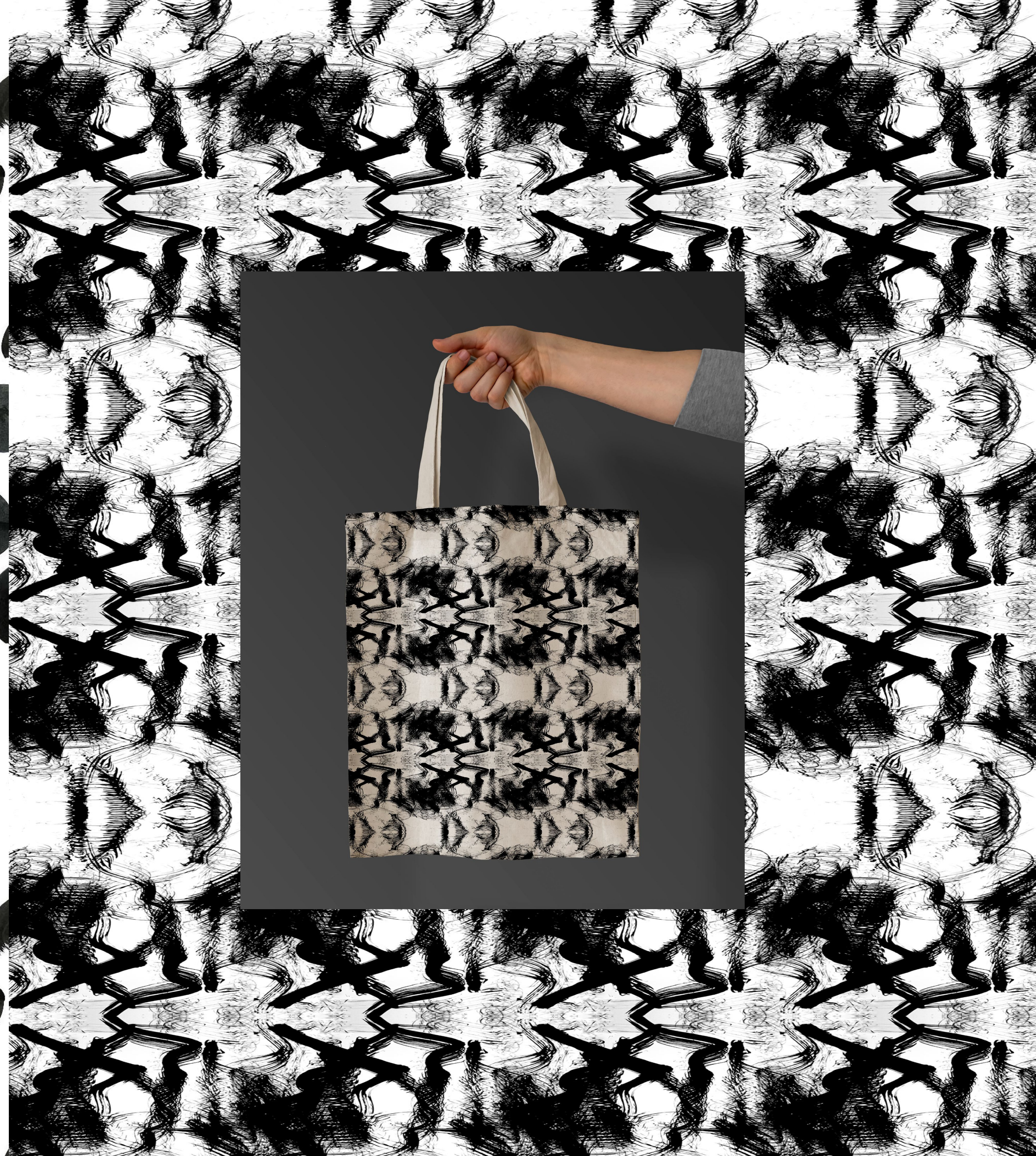
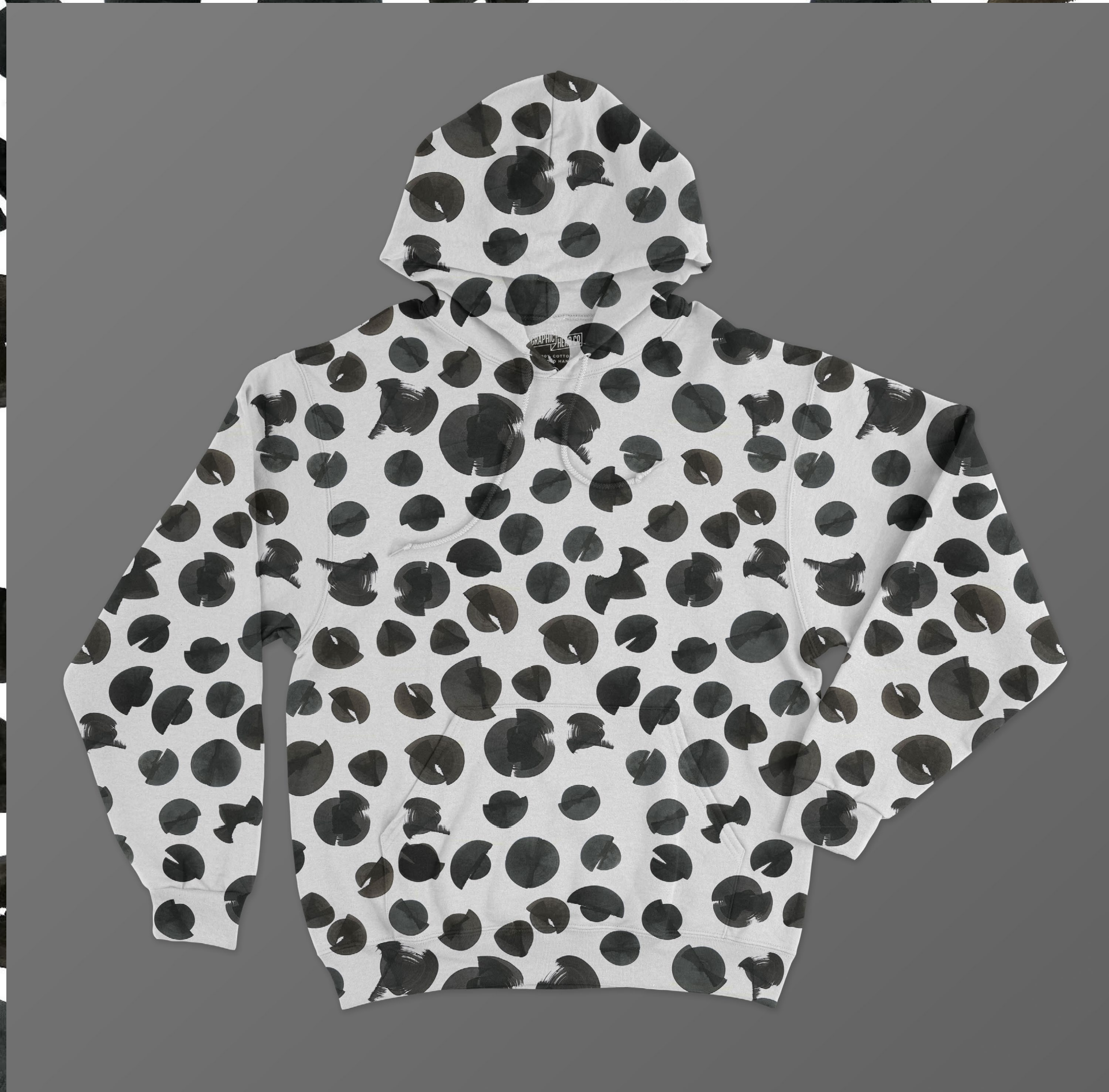
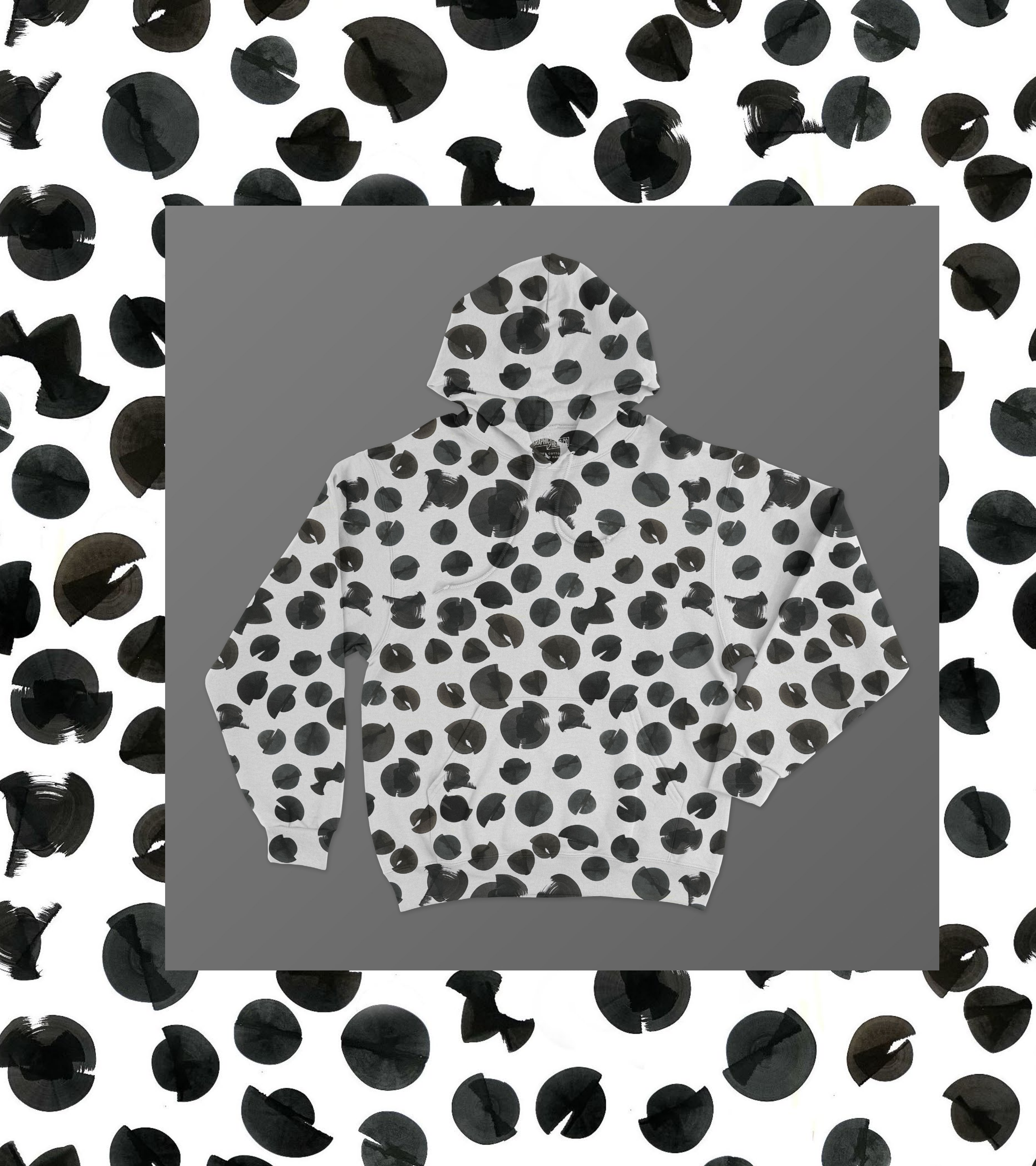
(971) 678-8525

Pattern Clothing & Print.

The drive of my fiber focused work is to evoke my past in the military as a parachute and garment seamster while leaning into the future of 3D garment work. That means I want clothing, design, and material to be all in hand. This work is a blending of the past military parachute sewing and my future in working with material/product design creates a diverse understanding of garment layout.

After taking a digital pattern making workshop with Laundry Studio's Jennifer Stady I wanted to incorporate the art of making patterns as textures to the physical clothing patterns I have been creating with CLO3D.





Overall Projects (pattern design)

Working from Carhartt's mens and womens overall patterns I disected multiple overalls to than reconstruct a pair from that had more design elements, embelishments, and an overall different composition on the form. After constructing the overalls I went through the process of tailoring in the edges and making the crotch steam ride a little closer to the form. Overall this project was a practice of upcycling work and improving already functional industrial style of clothing.



THANKS
FOR YOUR TIME.