Portfolio

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Hi, Im Noah.

I am a third-year Multimedia student at Vanier College.
My goal is to create good design that sparks meaningful and impactful thoughts that bring happiness and laughter into the world.

My favourite area of design would be Graphic Design, Videography and Motion Graphics. My goal would to bring creativity and imagination to life and spread it to everyone around me. It’s all about expresing your truest potential and seeing how it would changethe world. Creativity and passion!

Short Narrative

Video & Audio editing

Project

Create a short narrative using a three-act structure.

There were no limits on the topic, so my team chose to make a comedy-horror film that pokes fun at itself and embraces its own absurdity.

Roles

Cameraman / Script Writer • Noah
Camerawoman • Flavia
Actress & Editor • Polina
Actor & Audio Editor • Jason
Actor • Nicolas
Actor • Daniel

Challenge

There were several issues we had to overcome. At one point, we accidentally left the audio device unplugged, which resulted in poor sound quality.

Later, when we fixed the connection, we didn't check the audio levels, leading to an unexpectedly loud scene.

Solution

Even though through many issues, in hindsight, actually made the film even funnier, which is what we wanted in the first place.

Sometimes what seems like a problem at the moment, you thank them in the future.

Movie Sequence

Motion Graphics

Project

Create and animate a title sequence of approximately 30 seconds that brings your concept to life.

Roles

Graphic Designer & Editor • Noah

Challenge

Choosing Stranger things I decided to recreate this famous tv series title sequence in my own way.

Creating a title sequence that lives up to the series was a very scary challenge, so it was only right to try and create a sequence that followed the events of the show.

Solution

Planing everything out, frame by frame helped me structure my thoughts and come up with a plan of attack on what needs to get done and in order of most important that takes more time to the least.

In total, my title sequence came out great, but I think I still need time and experience to create something wonderful, and eventually I will.

Web Big Game

Web Design

Project

Create a fully functioning web game and its promotial material.

Roles

Noah • Web Designer
Linh • Graphic Designer

Challenge

Me and my teammate decided to make a silly game based on our teachers that revolves around a roulette wheel on who can win the last chip big.

As the web designer of my team, I was challenged with the task to make a roulette wheel that actually spun with random chances of succeeding.

Solution

With help from many sources, I was able to not only able to spin a wheel but I was also able to create working website that actually worked logically and brought joy to me, and use local storage to store Scroreboard information so that you can keep playing even if you close the tab.

Web Portolio

Web Design

Project

Come up with a personal theme and create a porfolio about us and the work we did in a way thats engaging, and easy to navigate.

Roles

Noah • Web Designer

Challenge

I decided to work the idea of space, since you can tell I like space

A big challenge was trying to create make the website look and feel like it.

Along with making sure the website was easy to navigate for beginners.

Solution

Learning many techniques, I learned to make to add tons of details that make the website feel immersive.

Going through many itteration of the them, I figured out that I wanted a mascot Astronaut, and figuring out planets as my navigation system

Magazine
Layout & Print

Project

Come up with an idea for a publication and design a sample cover, keeping note of how all visual elements work in harmony with each other as well as the established brand.

Roles

Noah • Graphic Designer

Challenge

I decided to work on created a magazine based on the National Geographic that covered on the topic of space.

A big obstacle was trying make something that lived up to the national geographic, and create a brand that could actually feel like something worth written about.

Solution

Learning that a big reason why their magazine is a big challenge to go against is because the National geographic already has a big following and is known while anything trying to copy it would simply not get recognized, I tried to create a magazine that tries to spread positivity instead of trying to one up something.

Brand Design

Branding & Graphic Design

Project

The goal of this assignment was to create a comprehensive brand style guide for the logo you have developed. The document should clearly present your brand's visual identity and demonstrate how it should be applied across various platforms.

Roles

Graphic Designer • Noah

Challenge

I made this logo based on the idea that it would compete against Marriot, and how do you do that? Create a fake futuristc brand which invents floating islands in the sky that reimagings Bed and breakfast as a comfort stay.

Many debates sparked during my creating of this brand and logo directions were never certain. As well as the visual brand was decided last minute.

THE
ARK.

Solution

By making surveys, and asking a general local public, I was able to define a better more sophistocated logo because of the feedback that enabled me to refine my logo.

In total, I was able to make a brand I was proud of even though, the gimick was for fun, I created a brand that actually made sense and a better understanding of how getting reviewed and feedback can change a brand for the best.

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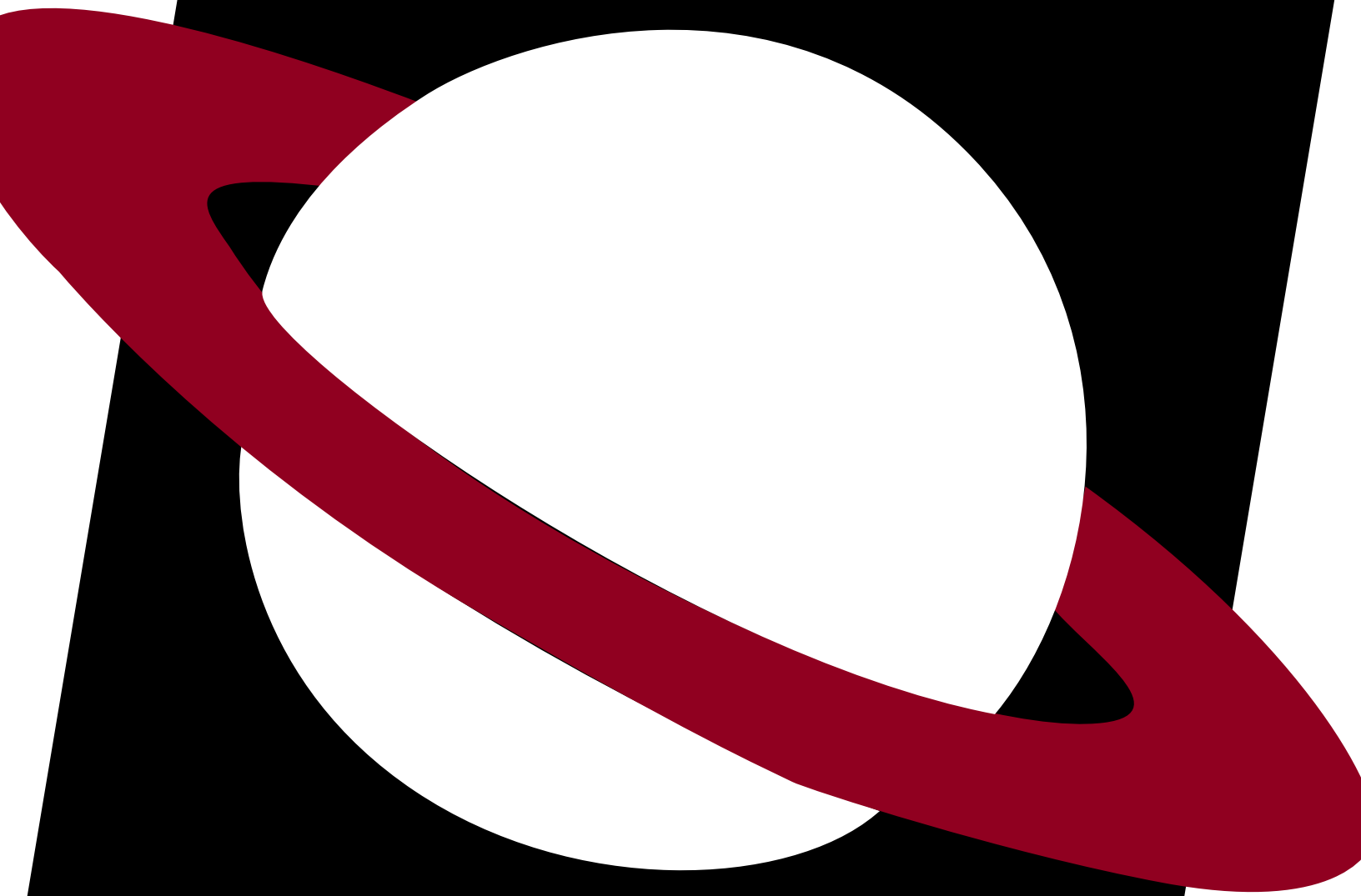

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