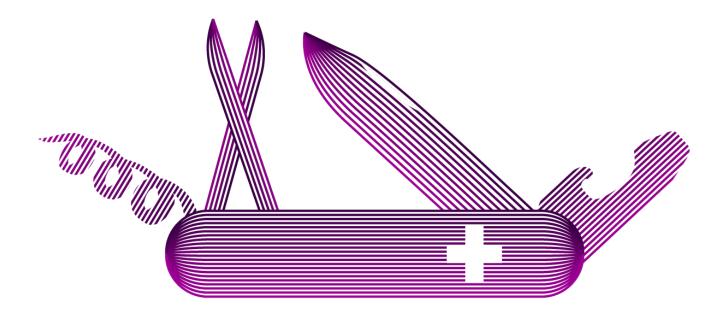
PORTFOLIO



A selection of case studies delving into finished projects and the processes that shaped them



A Note About Gener

Logo Refresh: Perfo

Brand Design: J. Ba

Social Media Conte

Digital Training Ma

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A NOTE ABOUT GENERATIVE AI:*

*I wrote this entire document not with Artificial Intelligence, but with my very own Human Brain! As history moves forward and technology improves, Artificial Intelligence will become more integrated into every industry. It has already proven to be useful in my own work, but only as a tool — never as a replacement for creation, design, or more broadly, art. And as long as the audience for art is human, there must be humans involved in the process.

There are facets of humanity that Large Language Models can regurgitate in the form of text or images, but these are facsimiles built from ones and zeros.

There is no thinking involved.

There is no emotion.

Large Language Models are sophisticated machines, and their creation process is that of a machine.

My process is human. These case studies aim to illustrate that process.

AVERY BECOMING LOGO

BEFORE:





PERFORMANCE



These unused options were stepping stones to the final version of the logo.

AFTER:



Performance of a Lifetime is a global consulting and training firm that helps leaders practice new ways of thinking and acting through purposeful play. And in the spirit of personal growth, they wanted to reinvent their logo.

At the time, their logomark was composed of a spiral (hereafter known as the "squiggle") with a blue and green gradient, as well as a square background element. This secondary square element necessitated two separate versions of the logo depending on background color. Thus, there was one version for dark backgrounds and one for light backgrounds.

Simply removing the square element left the naked "squiggle" at an awkward angle to adjacent design elements. Additionally, as Performance of a Lifetime was in the process of transitioning its branding to be more visually accessible on the web, the colors of its logo would have to change.

Through several iterations, we landed on an abstraction of a butterfly — an homage to POAL's "Becoming Principle," the idea that human beings are simultaneously who we are as well as who we are not yet. In a sense, we are constantly in a state of metamorphosis. The new logo's base sits parallel to the logotype, and the blue and green gradient has been updated to match the company's accessibility guidelines. The once-disparate ends of the squiggle now connect to create a consistent flow: a closed loop where constant metamorphosis can take wing.

OUR PROPRIETARY APPROACH: THE BECOMING PRINCIPLE

nd activities that fire new neural connections by drawing or

very phase — from discovery to design, coach preparati elivery, and post-workshop reinforcement — is tied to your

OUR METHODS





TRUST THE PROCESS

The J. Barkev M. Kassarjian Charitable Trust honors its namesake by expanding upon the legacy of his career, and by deepening the reservoir of Armenian entrepreneurial talent and original thinking. Based on the direction of the trustees, I conceptualized the trust's brand: an identity to honor JB's professorial spirit and heritage.

The logomark of the trust consists of a graphic representation of the letters J and B, with the B revealing itself in the whitespace and the J acting as a shadow, as if the letters are angled towards a bright future. When viewed sideways, the image pays homage to JB's likeness through an abstraction of glasses and a graduation cap. The deep red color alludes to an Armenian symbol: the pomegranate.

I met the challenge of incorporating the trust's full name into the logo by leveraging Pragati Narrow's compact letterforms and placing them beside or under the logomark. The trust's full name is also contained in the brand's circular seal.

Additionally, I created a full branding package with complete guidelines around color, typography, use cases, visual elements, and overall implementation of the identity hopefully something JB would be proud of.



J. Barkev M. Kassarjian Charitable Trust





J. Barkev M. Kassarjian Charitable Trust



Top: Armenian mountains Greater and Lesser Ararat as graduation caps

Bottom: A scholar in the white space between the J and B

SIPPY CUP GIPHY STUFF

Sweet Hospitality Group is a Broadway Concessions Company that wanted to build its social media presence and brand visibility.

As a multimedia designer for the company, I developed their **Giphy** channel from the ground up by creating looping animations for (nearly) every occasion. Many of these animations feature anthropomorphic sippy cups, as the reusable show-themed cups are a hallmark of the company. Other animations are seasonal or theatrecentric. Some feature on-brand messaging (e.g. "Make it a double!") or portray one of the company's myriad offerings, like their "Intermission" chocolate bars.

The bespoke animated stickers and GIFs enhanced Sweet Hospitality's social media presence, and the staff loved using them internally as well. The current view count on their Giphy channel is over half a billion, and still growing...

8

DAD



intern⁻ission

SERVING EXCELLENCE

Sweet Hospitality Group's mission of "enhancing the experience" applies not only to their patrons, but their staff. The media management team sought to extend this ethos into the employee onboarding and training process by creating a series of training videos — and even a video game to facilitate team development.

In "Patron De-Escalation," the employee is transported into a three-dimensional replica of the lobby of the Todd Haimes Theatre, where a pixelated ghost guide steers them through tricky customer interactions.

In "SLERP Tour," a talking sippy cup guides the viewer through the interface of the company's proprietary POS system, explaining the layout, navigation, and process from the start of the shift to the end.

The bar setup video game was created in Godot Game Engine, and it walks the player through the process at the beginning of a theatre bartending shift. The player interacts with items on the screen and instructions from the manager in order to prep their virtual bar before the curtain goes up. Notably, I am not a programmer, but I was able to learn Godot's proprietary code through their documentation and online tutorials.

In each of these cases, a lecture is repackaged as short-form entertainment, enabling the company to train employees while continuing to maintain their usual fun work environment.

A "sweet" company mustn't have dry teaching materials, only dry wines. Cheers!





Don't worry, though, we're starting off slow here on level 1. I know you're gonna be great!



I recreated the interface of Sweet Hospitality's POS using Adobe After Effects. "Cuppet" was created in Character Animator.







I learned GDScript in order to code the components of the bar setup game.



I modeled and textured the backgrounds using 3D software to match the specs of the Todd Haimes Theatre.





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