# Julius Sargeant. Portfolio.

# Hi,

I'm Julius, a graphic designer, born in Bequia, and lives in Montreal. I have a great interest for branding and illustration. Welcome to my portfolio!

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TROPICAL JUICE

# Bequia

Type of work

Branding

Tools:

Illustrator Photoshop

InDesign

#### Project

Name and design a brand identity

#### Challenge

Naming a tropical juice brand and design its brand logo and guidelines.

#### Solution

I decided to name the brand "Bequia", after a small island in the Caribbean. I made a wordmark logo which the curves in the letters are inspired from the whale in the flag which represents Bequia. The color palette resonates from the different colors of the beautiful shops/buildings located in the harbour of Bequia. The packaging also resonates from the beautiful streets of the Bequia harbour.

Key visuals



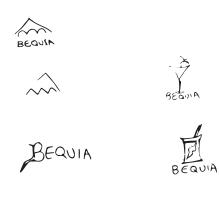


5





**Sketches** 





Bequio

Keywords

Colorful Tropical Natural Healthy Affordable Authentic Fruit Calm



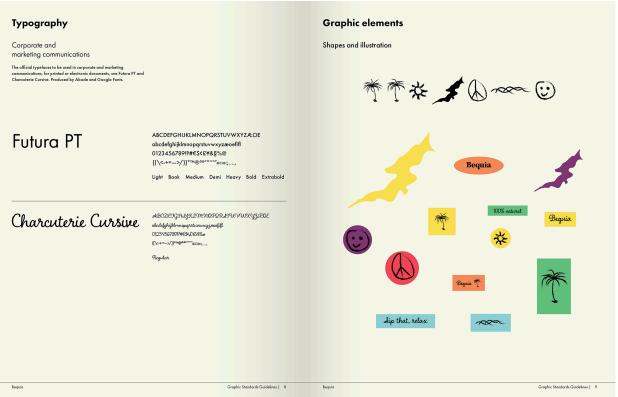














# BE + ZOIROS (brisk in greek)

Naming propositions

**BEZOIR** 

**ALACER** 

Brisk meaning in latin

**SPEOZ**Speed + Zoiros

# Key visuals









## Type of work

Branding

#### Tools:

Illustrator Photoshop Adobe XD

#### Project

Name and design a brand identity

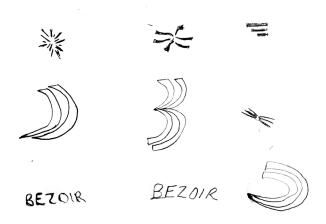
#### Challenge

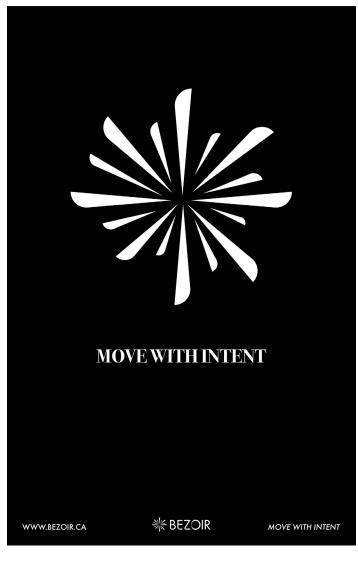
Naming a sportswear brand and design their brand identity.

#### Solution

I decided to name the brand "Bezoir" which means to move rapidly and decisively. I included elements of the speed of light, and the curvature of athletic race tracks. Bezoir will focus on science and technology to improve athlete's performances with their sportswear.

#### **Sketches**

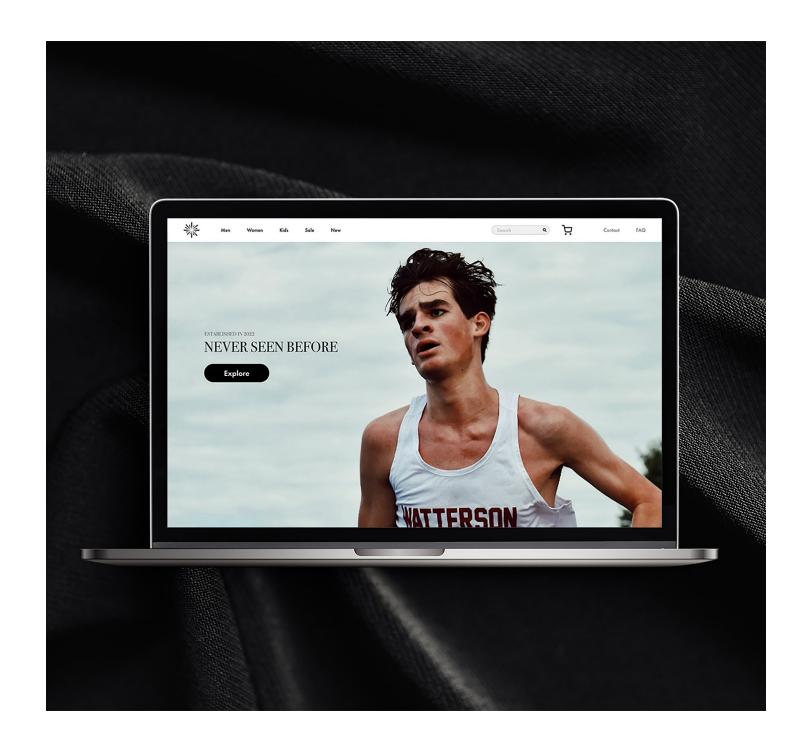












Branding

#### Tools:

Illustrator InDesign

#### **Project**

Brand Vanier's Micromedia program Vernissage event

#### Challenge

Use a series of promotional materials and techniques to promote the event

#### Solution

Communicate the theme 'disconnected from the world, connected to design' using a distinct illustration style where a character with a typical 'designer look' is disconnected from the blank world around him, but he stays connected to design through his headphones, this phenomenon describes most of the students in the program. Fonts and colors stay consistent with the theme and throughout all promotional materials.









# **OST Micropublishing and Hypermedia**

# VERNISSAGE

# 4|13|2023

#### **Location:**

Vanier Library 5th floor 821, Ste-Croix, Ville St-Laurent

#### Contact:

micromedia@vaniercollege.qc.ca (514) 744-7500 Ext. 7118 micromedia.vanier.college



#### Type of work

Packaging & Editorial

#### Tools:

Illustrator InDesign Photoshop

#### Project

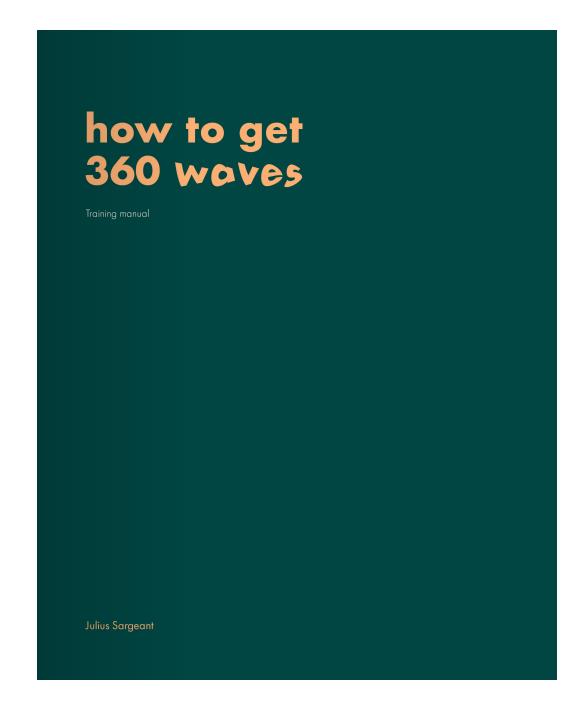
Create a training manual

#### Challenge

Create and design a training manual to train people to get the popular 360 waves hairstyle

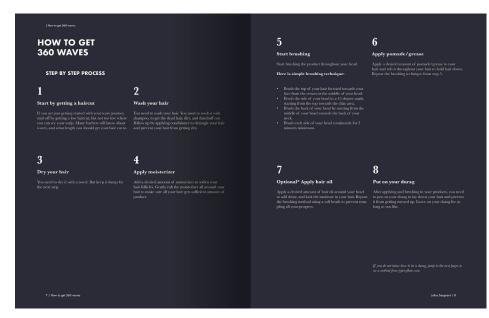
#### Solution

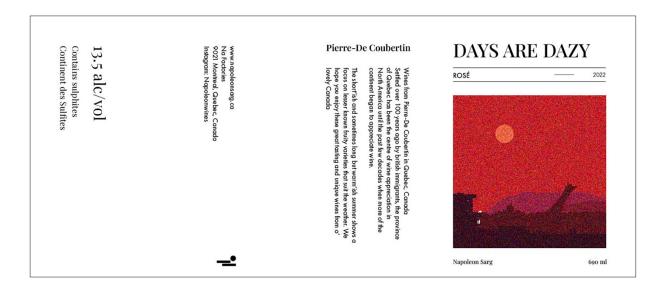
I decided to make a straight forward but effective training manual. To make the user's experience fun while going through the manual, I used hierarchy to the greatest effect in the bright and contrasting colors and fonts.

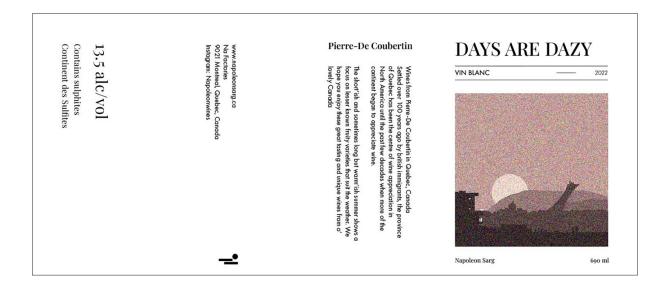












Packaging

## Tools:

Illustrator InDesign Photoshop

#### Project

Create and design wine labels

#### Challenge

Design a series of wine labels and keep a consistent style for each.

#### Solution

I decided to name the wine label "DAYS ARE DAZY", a wine made in Pierre-De Coubertin. Made to drink on days where you just want to sit back and relax. Using colors that relate to each of the wine's taste, a similar layout and illustrations with subtle changes creates a unity in the label designs.



## Type of work

Packaging

#### Tools:

Illustrator InDesign Photoshop

#### Project

Book covers

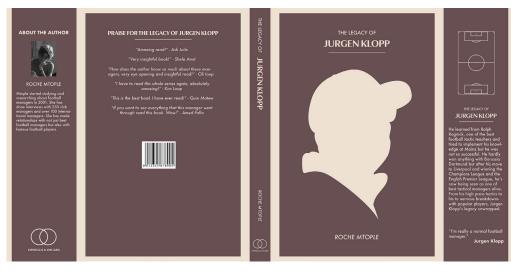
#### Challenge

Design a series of book covers that keep a consistent visual identity

#### Solution

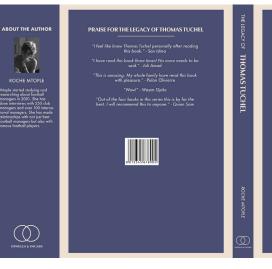
I decided to make a series of book covers for football fans who want to know more about famous football managers in Europe. Unity is kept between the series of covers by using the same layout, fonts and silhoette illustration style.













# HIGHLANDS

**FOUNDED IN 2022** 

Type of work

Editorial Design

#### Tools:

Illustrator InDesign Photoshop

#### **Project**

Design Magazine Covers

#### Challenge

Name a magazine and design a series of covers for it

#### Solution

I decided to make 'Highlands' a global magazine that showcases the lives of young men and women who are at the peak of their careers. The youths are all in the fashion, technology, acting, music and sporting industry. Highlands main target audience are people from the ages of 12-35 who appreciate these industries.





# Type of work Illustration

Tools:

Illustrator, Procreate

## Project

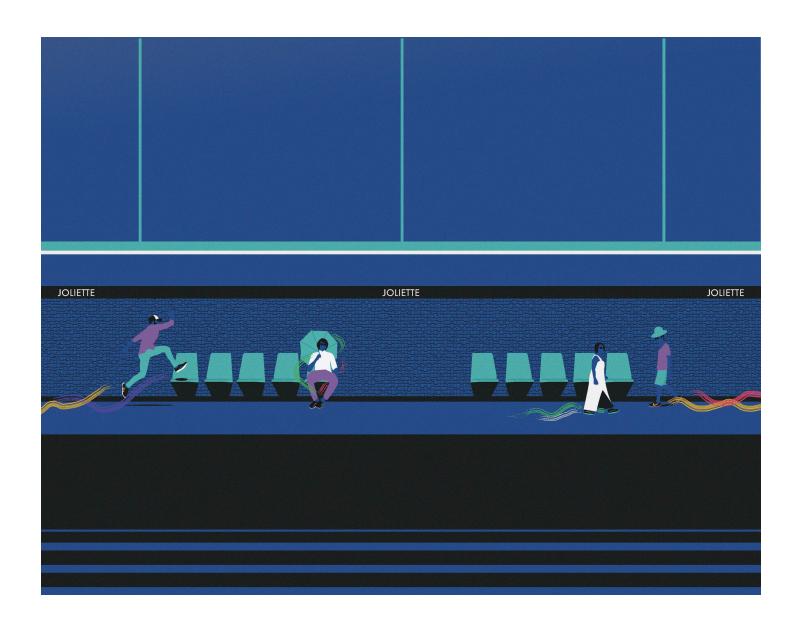
Illustrate anything

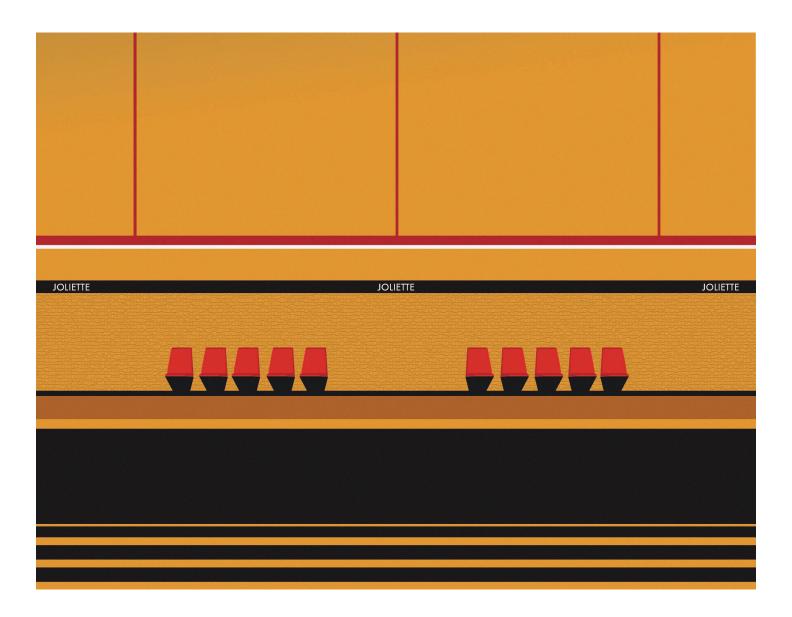
## Challenge

Emphasize the feelings of a metro station

#### Solution

For me, Joliette metro is always empty during the day, and lively at night. The two illustrations symbilize the night life of Joliette metro with vivid colors, movement and people going in and out and the daytime where it seems to be always empty and deserted.







# Type of work Illustration

Tools: Illustrator

**Project**Perspective illustration

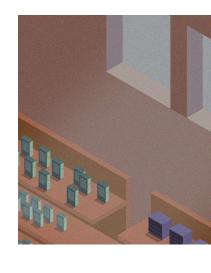
## Challenge

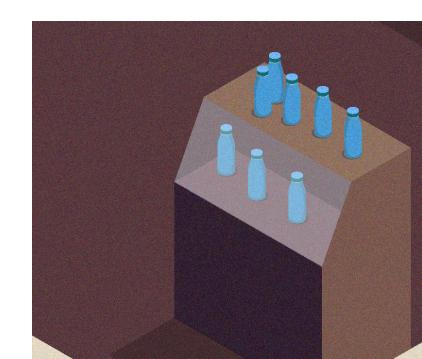
Illustrate a small store from a bird's eye perspective

## Solution

I decided to illustrate a small local store giving it a color palette and a grain texture to give off a late evening atmosphere.







Type of work Illustration

Tools:

Illustrator, Photoshop



Instagram

Q Search







#### **Project**

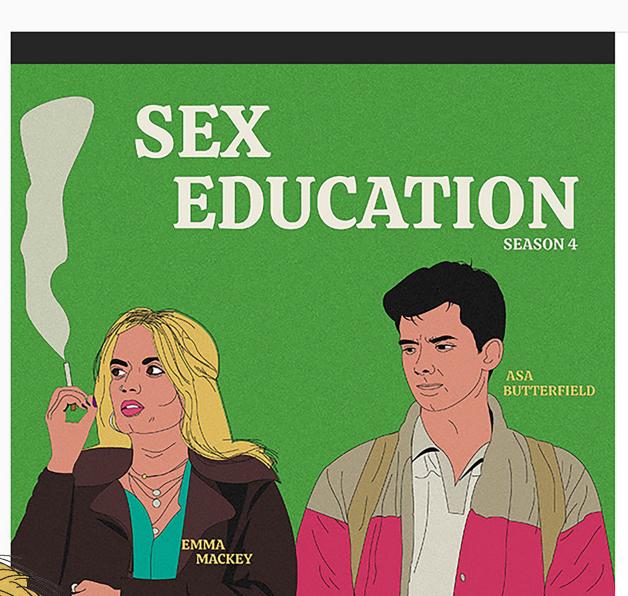
Illustrate a social media post

## Challenge

Illustrate an Instagram post promoting the season 4 for Netflix series "Sex Education".

#### Solution

Illustrate 2 of the main characters in the Netflix series showing their personalities. Emma who is more laid back, and Asa who is





Netflix

Follow

Sex Education season 4 coming out soon. Would they fall back in love? We will see

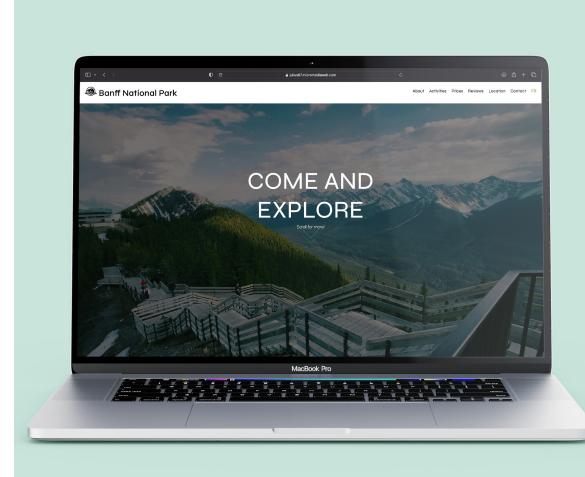
2 MORE WEEKS...



642,289 likes

DECEMBER 10, 2022

Add a comment...





Web development/design

#### Tools:

Visual Studio Code



#### Project

Design a website for a national park in Canada

#### Challenge

Design a website for the Banff National Park

#### Solution

I decided to make a bilingual and easy to use website so that all users can get to any section of the website with just one click of a button. On the landing page a beautiful photo of the top of the Banff National Park with a call to action for the users to learn more about the park.



About Activities Prices Reviews Location Contact FR

#### **ABOUT**

cancad's first national park, established in 1885, is located in Banff, Alberta. It has been claimed as a INESCO Heritage Site. The scenery includes clear bodies of water like Lake Louise and the famous canadian Rockies. There is abundant wildlife and interesting flora. Enjoy your stay at various resorts otels, chalets, and lodges. Participate in the many activities offered and take in the beautiful lestination.

#### ACTIVITIES

Banff National Park is open all year round and provides numerous activities fit for anyone. Whether you're alone or with friends and family, you'll never be bored.

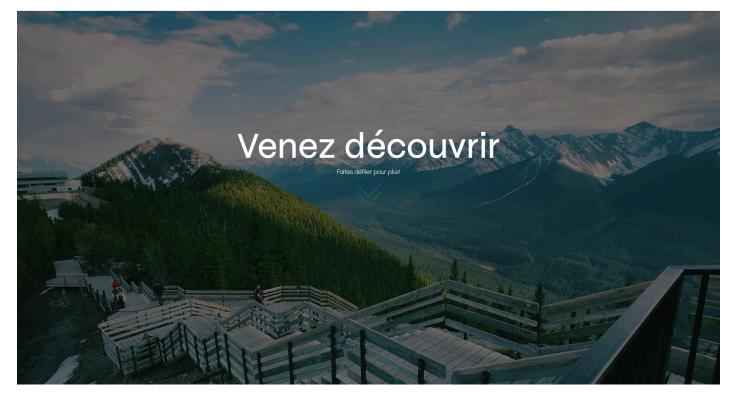
#### Biking

The most ideal way to experience the amazing sights of Banff is through our sightseeing blike tours. Be ready to view the Vermillion Lakes and adorable birds on the journey. Enjoy a lakeside picnic and snap lots of pictures to capture all of its glorious beauty.



## Parc national Banff

À propos Activités Prix Commentaires Location Contact EN





App design

#### Tools:

Visual Studio Code



#### Project

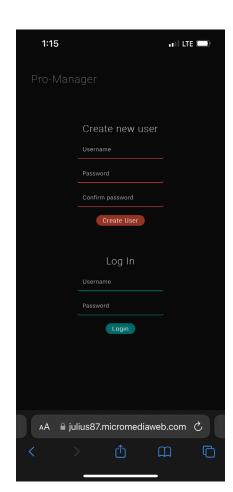
Create mobile-first project management app

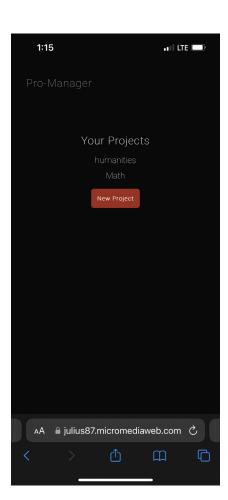
#### Challenge

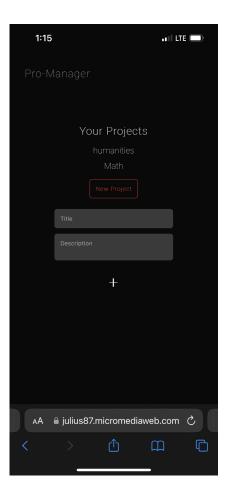
Design and name an interactive user interface for the app

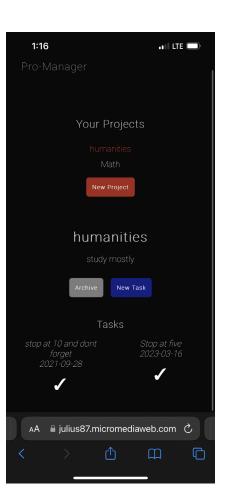
#### Solution

For this project I had to design a user interface for a project manager application. I created Pro-Manager. A project manager application that is easy to function and manipulate. It has a dark colour scheme for users who struggle from eye strain caused by bright colours. The app has simple hover transitions on each button, making it very user friendly and it also has different hierarchy of text making it easy for the user to differenciate the tasks, active and inactive projects. You can create a project with a description by clicking on the new project button. To see information on a project you have created, users can simply click on one of their projects (turning the active project name into an orange colour), and all of the information will be available to them. They can also add tasks with deadlines with the simple click of a button. To complete a task, users can click on the tick located right under it. Whenever a user wants to, they can archive a project by clicking on the archive button.

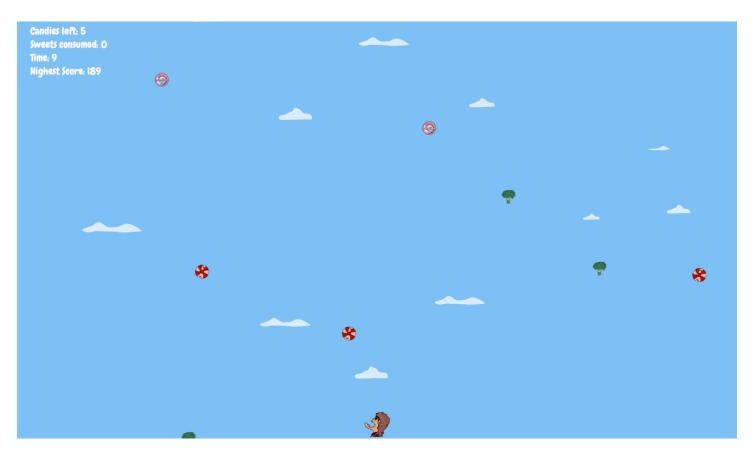












Web development/design

#### Tools:

Visual Studio Code Illustrator



#### Project

Design and develop a web game

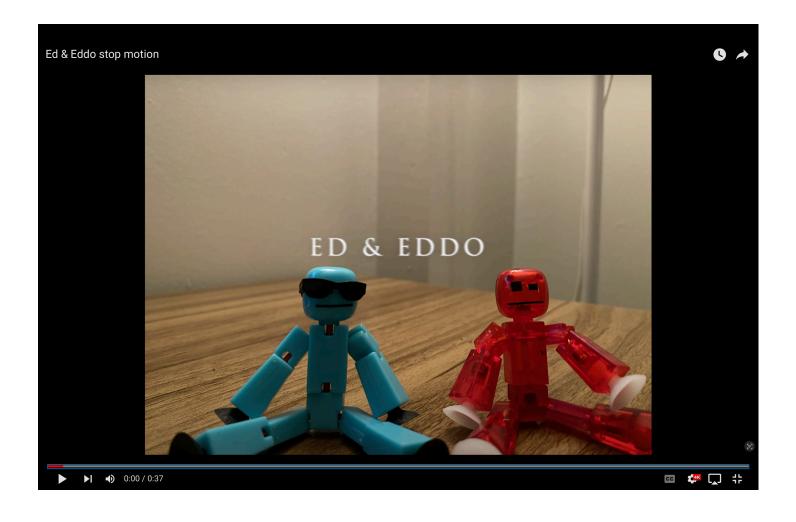
## Challenge

Make a user friendly game

#### Solution

With the use of cartoony illustrations, and basic left and right controls, I decided to make Sweet Tooth, a game where the user (Tyler), will try a keep a sugar rush for as long as possible. The game interface is interactive and user-friendly, users can get to different parts of the game with one click.





Video editing

# Tools:

Adobe Premiere Pro



#### Project

Make a stop motion video

## Challenge

Create a short 30+ second stop motion video that tells the story of two friends

#### Solution

I decided to make a short comedy skit to display the friendship of 2 best friends, Ed and Eddo. Using many frames, storyboards, kirky sound effects and voice overs I was able to make this stop motion possible.









#### Type of work

Form design

#### Tools:

Adobe Acrobat InDesign Photoshop

#### **Project**

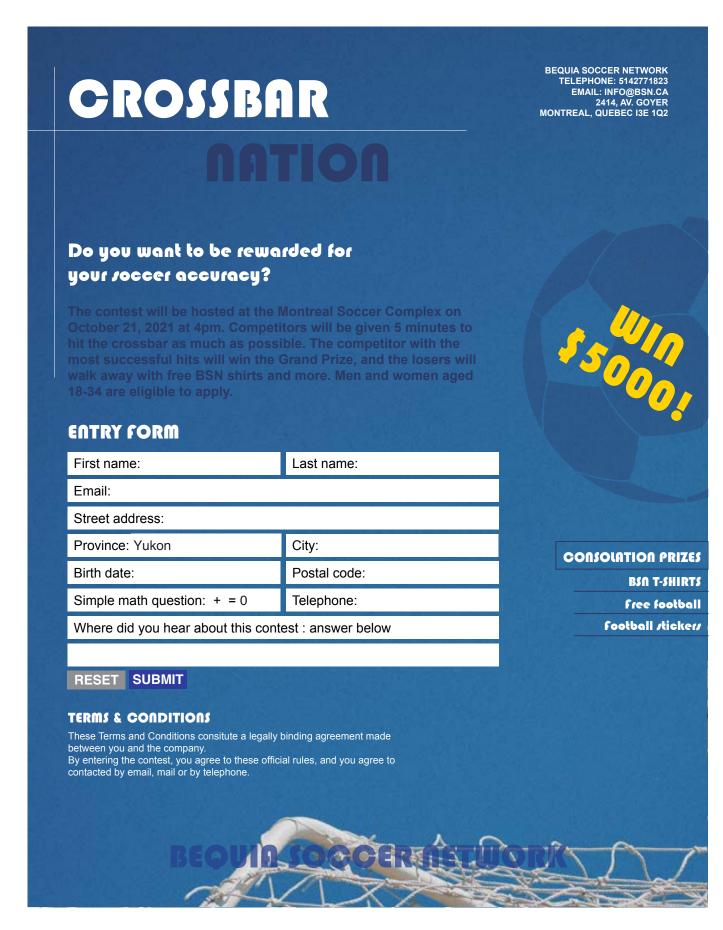
Design an interactive form

#### Challenge

Create and design an interactive form for a certain audience

#### Solution

I decided to make an interactive form to promote a crossbar football challenge in Montreal. This form is aimed towards people between the ages of 18-34 in Montreal. In result I used bright colors, relevant images and easily readable text in both english and french to help attract the attention of the audience.



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