Sylvain Roussange

Graphic Designer

+0033 06 81 84 12 42
kodamaroussange@gmail.com
Living in MERIGNAC (France)

Education

M.A. Graphic Arts / Design
2008 > 2010
Strasbourg - France
Top of the class

B.A. Applied arts / Design
2007 > 2008
Strasbourg - France

BTEC HND (12th grade)
Broadcast & Films Production
2001 > 2003
Angoulême - France

One year University Applied Foreign Languages
2000 > 2001
Poitiers - France

High School Diploma (Baccalauréat)
in literature / languages
2000
Angoulême - France

Work experience

- **Founder - Partner - Art Director**
  Since January 2021
  Atelier Gamut
- **Freelance Graphic Designer**
  Since 2012
  Big Dune
- **Art Director**
  2010 > 2012
  Press-Agrum Agency (Strasbourg)
- **Intern Graphic Designer**
  Avril 2010 > Septembre 2010
  Press-Agrum Agency (Strasbourg)
- **Intern Graphic Designer**
  February 2010 > April 2010
  Arthénon Agency (Strasbourg)
- **Intern Graphic Designer**
  June 2008 > September 2008
  Jazz club Duc des Lombards (Paris)
- **Production Assistant**
  November 2002 > January 2003
  Telema Production (Paris)
- **Production Assistant**
  July 2002 > August 2002
  Fit Production (Paris)

Skills

Art Direction
Print & web graphic design
Branding
Layout
Signage & retail corners
Traditional and digital Illustration art
Typography & lettering
Pictograms et Icons
UX - UI
Writing
Project management
Print management
Storyboards
Simple Motion Design
Video script writing
Sound design
Recruitment

APPS & SOFTS

Adobe Suite
Canva
Figma
Google Slides Sheets Docs
Microsoft Pack Office
Logic pro
Slack
Quickbooks

LANGUAGES

English (pro)
Spanish (basic)

Also...

I designed the branding and visual guidelines of the Startin'blox project with Happy Dev collective, a new open source web technology without data collection, made to design modular applications. (startinblox.com)

In the past, I founded an association dedicated to short films from 1995 to 2005, worked in audiovisual production (cinema, television), comics and animation, was part of La Maison des Illustrateurs (Paris), worked at Le Duc Des Lombards jazz club in Paris as a graphic designer for several months, redefined the identity of the art magazine «Agrippine doit mourir» in Strasbourg, took part in several projects of the Horizome association (Strasbourg Hautepierre) which «daily cultivates an associative, social, artistic, cultural, environmental and committed project, carried out in co-construction with the inhabitants, the local associative actors and the public partners.»

In my spare time, I have a passion for cooking and I am a beatmaker (musical composition). I like Hayao Miyazaki, vinyls, books, Soul music, the ocean, Brittany, Guadeloupe and Japan.

Some clients I worked with :

Industry

- Bureau Veritas
- Anadiag
- Medeuronet
- LM2S
- Supercomm
- ERDF
- Kneipp
- Steelcase
- Lilly
- Sony
- Samsung
- Microsoft

Sport, Entertainment

- Ligue de Football Professionnel
- Ligue 1
- Ligue 2
- Trophée Des Champions
- EA Sports
- Kaisa Culture Sports & Technology
- Association Football Bassin d'Arcachon

Public Institutions

- Ville et Eurométropole de Strasbourg
- Communauté d'Agglomération de Haguenau
- Chambre de commerce et d'industrie Suisse - Sao Tome et Principe
- Université de Reims Champagne-Ardenne
- Université de Strasbourg
- Ville d'Erstein
- Caisse d'Allocations Familiales du Bas-Rhin

Associations

- Reporter Sans Frontières
- Comité National pour le Développement du Bois
- Séché Environnement
- Association Horizome
- BGE PaRIF
- Interval - Strasbourg Ouest
- Americans in Alsace
- Association des Amis de Suchard
- Fédération Nationale du Cheval
- Ecole ORT Strasbourg

Tourism, Events

- Agence d'Attractivité de l'Alsace
- Office de Tourisme du Pays Rhénan
- Relais culturel Pierre Schiele de Thann
- Relais Culturel Espace Athic d'Obernai
- Festival Pisteurs d'Etoiles à Obernai
- Festival des Arts dans la Rue à Strasbourg
- Festival Ramdam à Wittenheim
- Les Journées de la Céramique Paris
- Office de Tourisme de Neuchâtel
- Destination Sarrebourg - Lunéville
- 2 Sarres Tourisme
- Alsace Chine Éducation

Gastronomy, Food, Fashion

- Be Barbara
- By Maximilian
- La Manufacture 1905
- Choco emotionS
- Manine Design
- K Hotel
- Francesca
- Navitec

Architecture

- Oslo Architectes
- Benoît Melchior, Architecte d'intérieur
- Architecture Olivier Chopin
- OEM Oktay Ingénierie Ankara
- Pauline Desgrandchamp, Scénographe Sonore
- Le S.P.H.E.R.E.
- Atelier Homérique
- Atelier des Curieux
- Alsason

Finance, Health

- Crédit Municipal de Paris
- AF Patrimoine & Immobilier
- Plurifinances
- Groupe CAC
- ABC International
- Agile EMCM
- Révèl' Coaching
- Strasosteo
- Cabinet Médical des Vosges
- Atelier de l'Optique
- Optical Center

Publishing, Broadcast, Digital

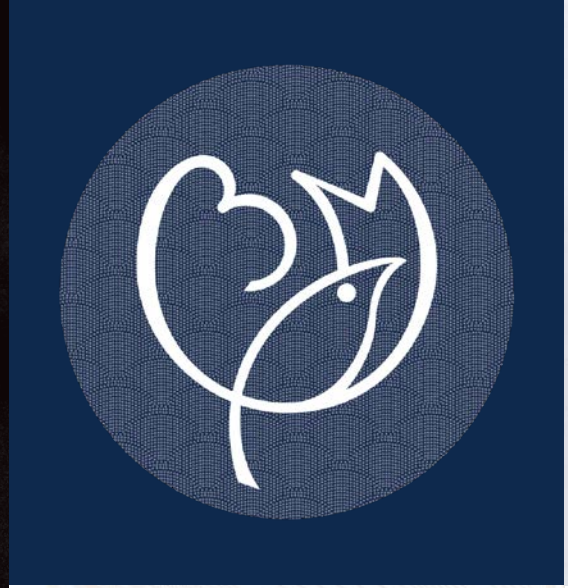
- Wordprest
- Cn7 coworking
- Happy Dev
- Startin' blox
- Covline
- Flexmind
- Editions Amaterra
- Editions de Mai
- ABC Melody
- The Black Victory
- Vallée Noire
- Klaus

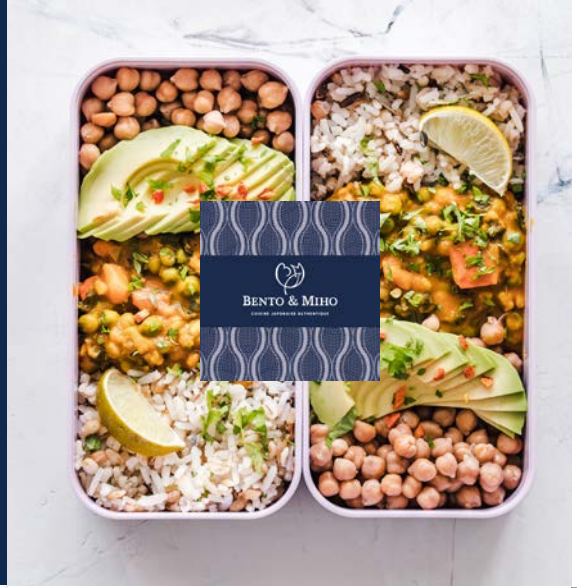
Bento & Miho

Art direction, branding guidelines, print & web communication, click&collect website for Bento & Miho, a japanese restaurant in Obernai (Alsace, France).

Bento & Miho

I focused on translating the elegance of Miho and her dishes, through every element of the branding. Her recipes inspired graphic elements (illustrations, icons) that reinforce the identity of the project. Miho's Key dishes, the bird/flower logo, are contemporary visuals that complement some traditional elements of Japanese imagery: obana pattern, dot textures of the infinite wave, steam pattern.





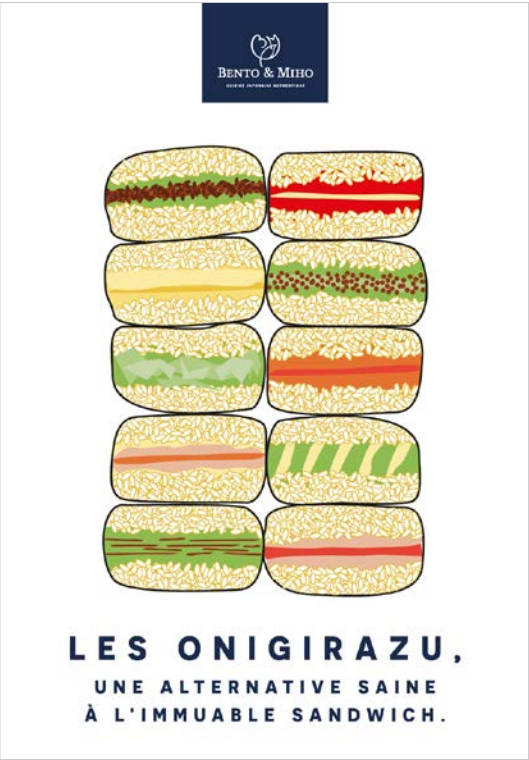
MIHO ISHIKAWA

Miho a toujours été une artiste. Après des études de musique, cette joueuse de flûte traversière s'est passionnée très rapidement pour la cuisine. Depuis son arrivée en France en 2003, elle a travaillé dans des restaurants japonais, forgeant son savoir-faire et ses techniques culinaires.

Si elle a décidé de créer son propre restaurant, c'est pour proposer des plats peu connus en France. Une autre vision de la cuisine japonaise, originale et créative. Son amour de l'Art et des choses bien faites se retrouve dans ses plats, alliant toujours le goût au visuel.

Bento & Miho

Miho's dishes are already graphic compositions. It's an explosion of colors, textures, contrasts and translucent elements. The posters created for the restaurant try to translate this freshness and this strong visual impact.

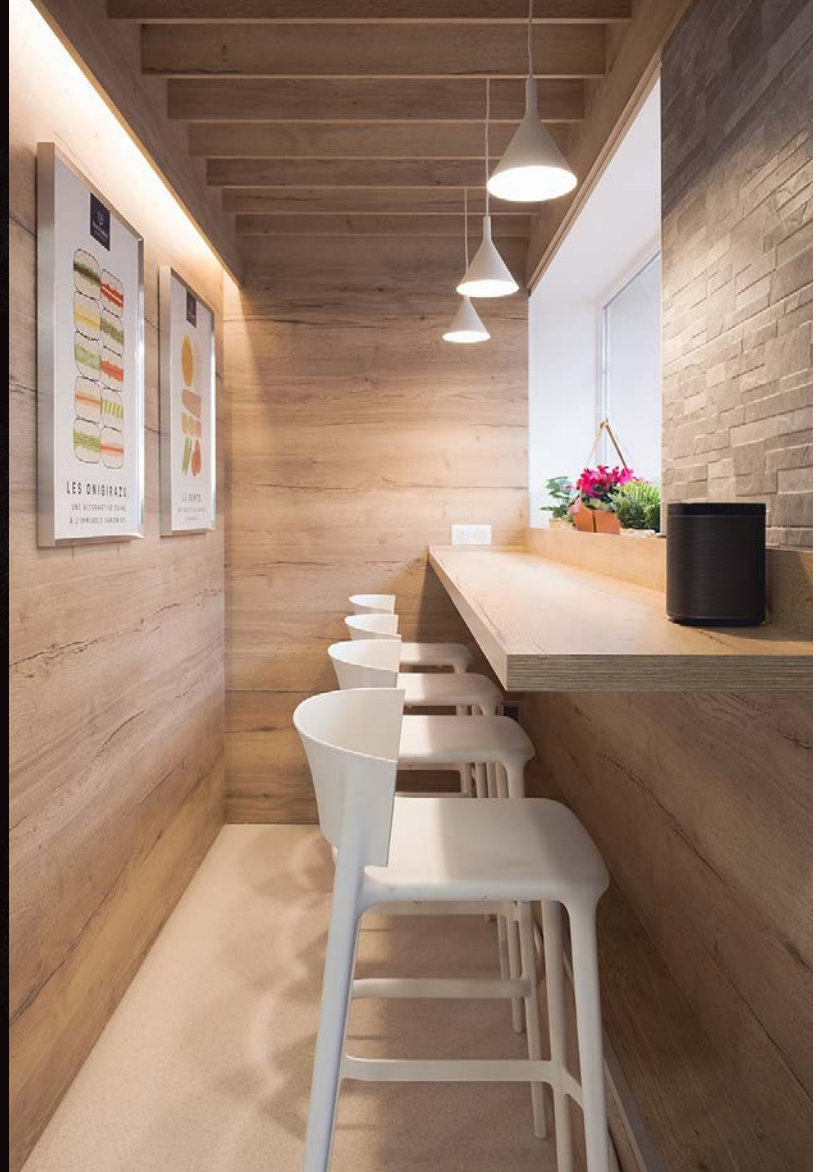


Bento & Miho

The design of the restaurant was lead in collaboration with an interior designer to embody the brand's spirit: simplicity, raw materials, light, wood, and minerals.

The brand identity guided the design, creating a space that is a reflection of Miho's cuisine. It was an hard exercise because the place was previously a kebab shop!

Interior Design : Benoît Melchior / architecte d'intérieur CFAI
Photos : Adrien Berthet



Bento & Miho

The website is based on photos of Miho's dishes, which express the beauty of her creations, the freshness and… make us really hungry!

The website UX goes straight to the point, and try to make it as easy as possible for click and collect orders, on all screen sizes: the size of the elements, simplicity and logic behind choices, prices and essential information always on screen, simple ways to go back, change choices and confirm purchase.

Ligue 1 Broadcaster Manual

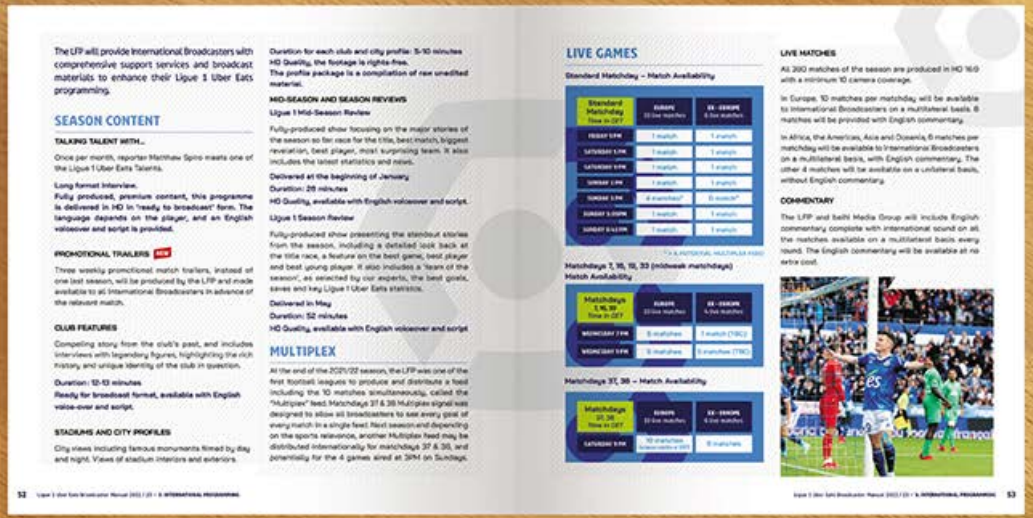
Graphic design of the Ligue 1 International Broadcaster Manual since 2013 (80 pages book). Layout, composition, graphic elements, data design, print management.

Ligue 1 Broadcaster Manual

The Broadcaster Manual is a user guide that sets the rules, organization and technical framework for broadcasting Ligue 1 matches, aimed at foreign broadcasters (TV /Web).

Ligue 1 Broadcaster Manual

The purpose is to deliver clear information, providing real graphic value, following the branding guidelines.



Ligue 1 Broadcaster Manual

Ligue 1 Connect

Creation of the Ligue 1 Connect logotype for the Ligue 1 SSU platform.
Based on a tailor made lettering, like a Poska tag, a signature on a wall. Ligature between C and T.

Trophée Des Champions

I have been working for the French Professional Football League since 2013. They ask me to design logos and graphic guidelines, tailor made B to B books, digital communication, posters, data design, event retail corners or pop up museums, signage in stadiums, in France and abroad. In particular, I have been in charge of the art direction, branding guidelines and communication of the Trophée Des Champions (French Supercup) since 2013, each year in a different country.

Trophée Des Champions

Each year, the branding must adapt to the visual codes and D.N.A. of the host country. A long research work with several proposals begins. The lettering of the city should also reflect the cultural identity of the country.

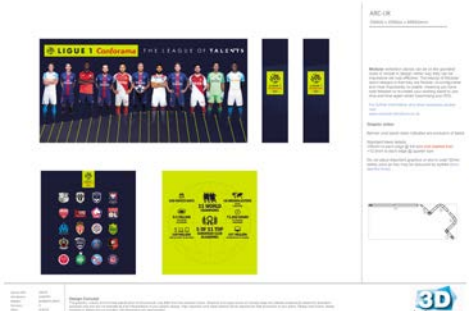
The difficulty is to find an immediate and authentic representation of the country, both for the general international public and for the inhabitants.

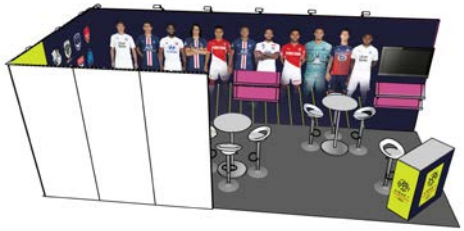
Trophée Des Champions

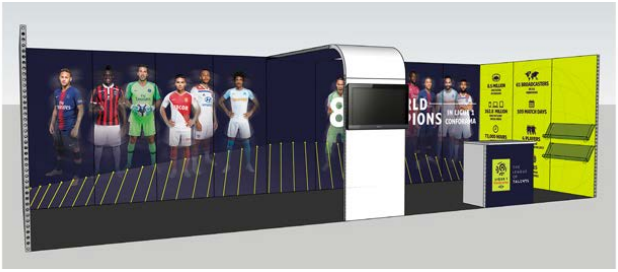
I am in charge of the stadium dressing and signage, banners, stands and changing rooms of the teams, the sponsor panels for press conferences and additional elements such as pop up museums dedicated to the Ligue 1 legendary players.

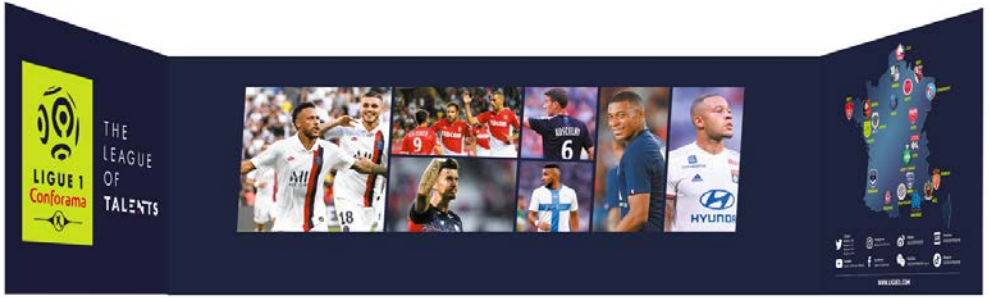
Signage and backdrops

Signage and backdrops



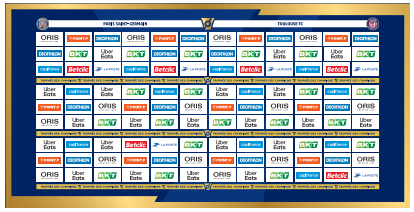


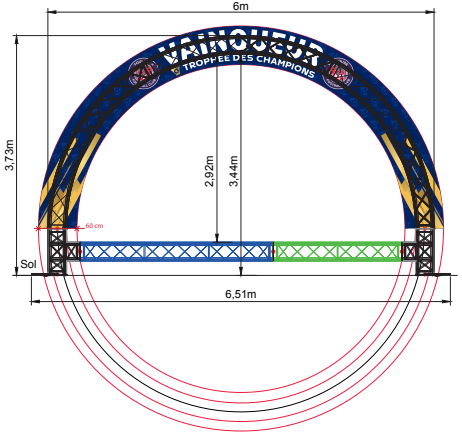




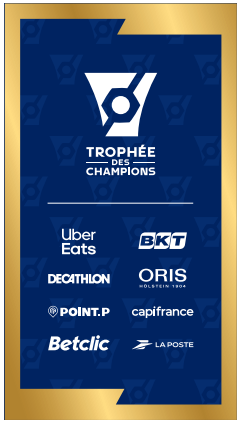
Signage and backdrops

Signage and backdrops





Signage and backdrops



Ligue 1 Touch Label

Creation of the Ligue 1 Touch logotype / branding, based on a an original typographic lettering.

Design of the official poster, backdrops and signage for the first «Touch» labeled event in Shenzhen (China), including a 30 x 2,40 m wall with focus on players and french towns / clubs.

Ligue 1 Touch Label

On site communication at «Sea World» (Shenzhen, China).

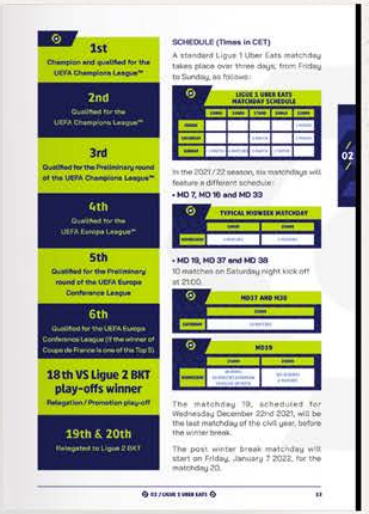
Variations of the logo for 2 other labels : Legends & Talents

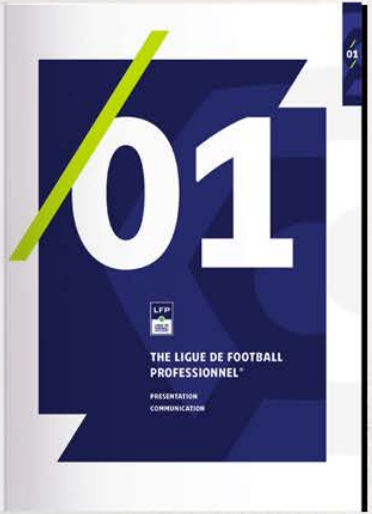
LIGUE 1 Legends.

LIGUE 1 talent.

Ligue 1
Media Guide

Ligue 1 Media Guide, from 2015 to 2021, (160 pages book about Ligue de Football Professionnel french soccer championship, for international journalists). Layout, graphic design, data design, print management. Season review, players & clubs profiles, stats, articles…





Ligue 1
Media Guide

The design and reading experience is intended to be at the crossroads of the book and the magazine, with strong visual choices (filters, transparencies, space assigned to typography, compositions made from photos and graphic elements).

The goal is to give a unique style, singularity and a dynamic treatment to this informative support.

Ligue 1 Cobranding logotypes & graphic design

On several occasions, I have designed logotypes, brand guidelines and communication media for events under Ligue 1 + other brands partnerships.

Social Media

Communication on social networks, event emailings and web presentations or PPTs.

AEG Global Partnerships

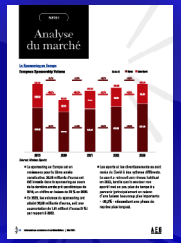
Creation of BtoB PPT presentations about international sport and cultural events for AEG. Here, 2026 Paris Sumo Tournament.

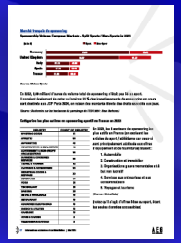
AEG Global Partnerships

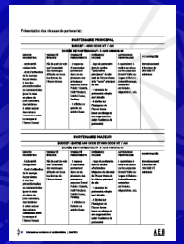
Design of the event pitch presentation, information about its cultural impact and the different partnerships levels available.

AEG Global Partnerships

Graphic design, layout and data design of tender documents.







Vallée Noire

Branding and logo design
for rapper Vallée Noire.
His Senegalese origins, the
cultural richness in France
and his American influences
tremendously shaped his
writings :
- Art direction
- Branding
- Logotype
- Illustrations
- Original Font
- Songs artworks

Vallée Noire

Each song of the Legacy project has its own artwork which is a variation of the main logo.

Secondary Graphic elements are added to reinforce the visual consistency of the project.

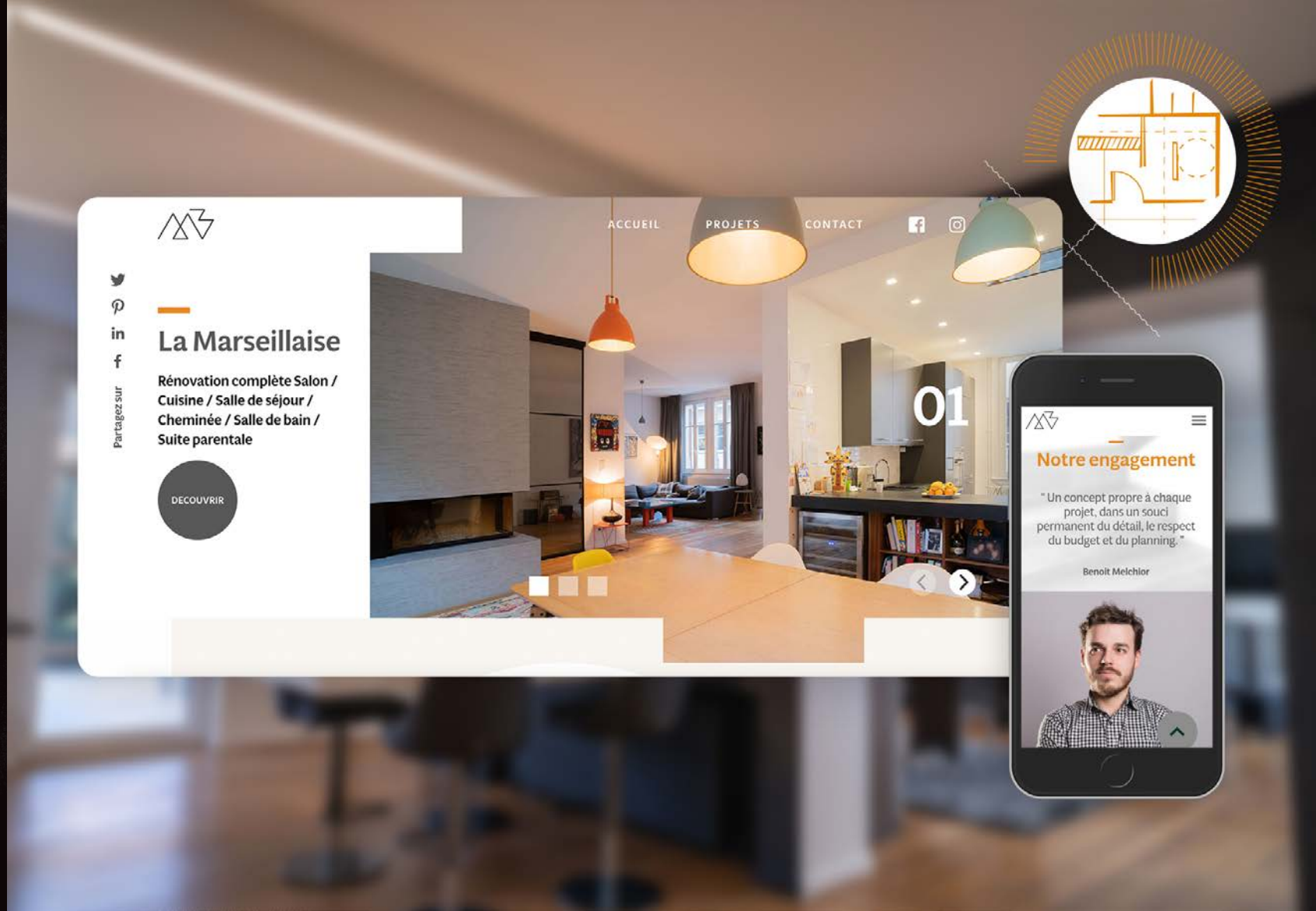
Benoit Melchior
Interior Architect

A reflection on spaces and how they interact.

The UX / design approach is influenced by sectional plans, technical drawings and lines. Also there's a parallel between the design effects and the sliding doors or windows from one space to another. It's a dialogue between Benoit's style and the website experience.

Dev: Studio Esilab

benoitmelchior.fr



La ferme d’en haut / Les bruits d’en bas

Identity and guidelines for La ferme d’en haut - Les bruits d’en bas, an associtaion in Vosges Saônoises (Est of France).

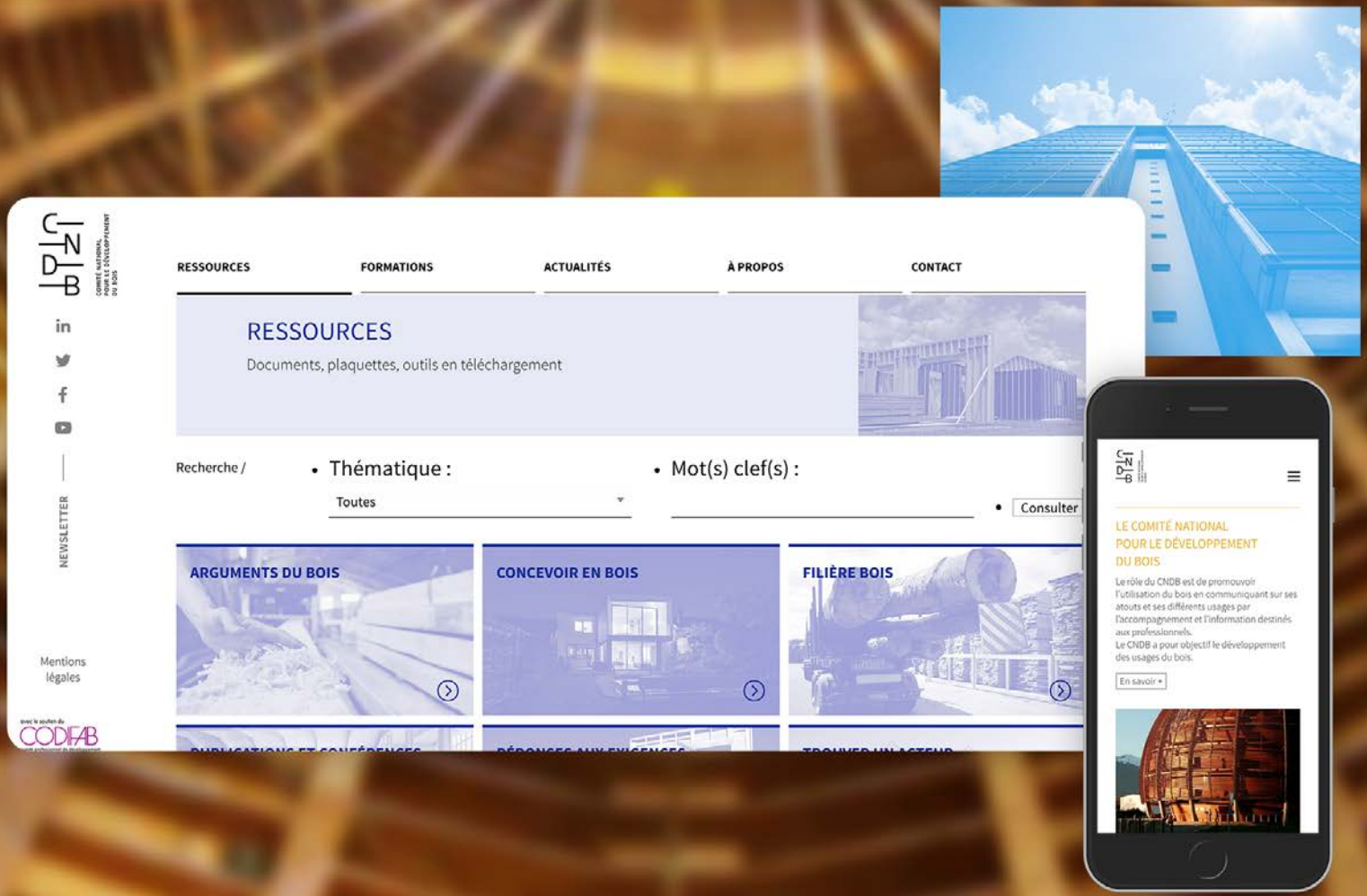
A simple logotype in its formal aspect but telling a nuanced and detailed story. « Less is more » shouldn’t be applied to express the D.N.A. of a land and its inhabitants. This is a tailor made translation of the spirit of this particular territory, depicting its identity deeply rooted in its country side and rivers, talking about the people who are writing their future, as a community, inventing their new reality through on site actions. And everything is done with good vibrations, flowing like sound waves.

Comité National pour le Développement du Bois

UX for this association whose purpose is to promote the use of wood as a construction material and support its development. Collaboration with Buro GDS (art direction).

Dev: Studio Esilab

cndb.org



Architecture
Olivier Chopin

Branding for an architect in Paris :

- Logotype
- Serif Font Design

◆

ARCHITECTURE
OLIVIER CHOPIN

◆

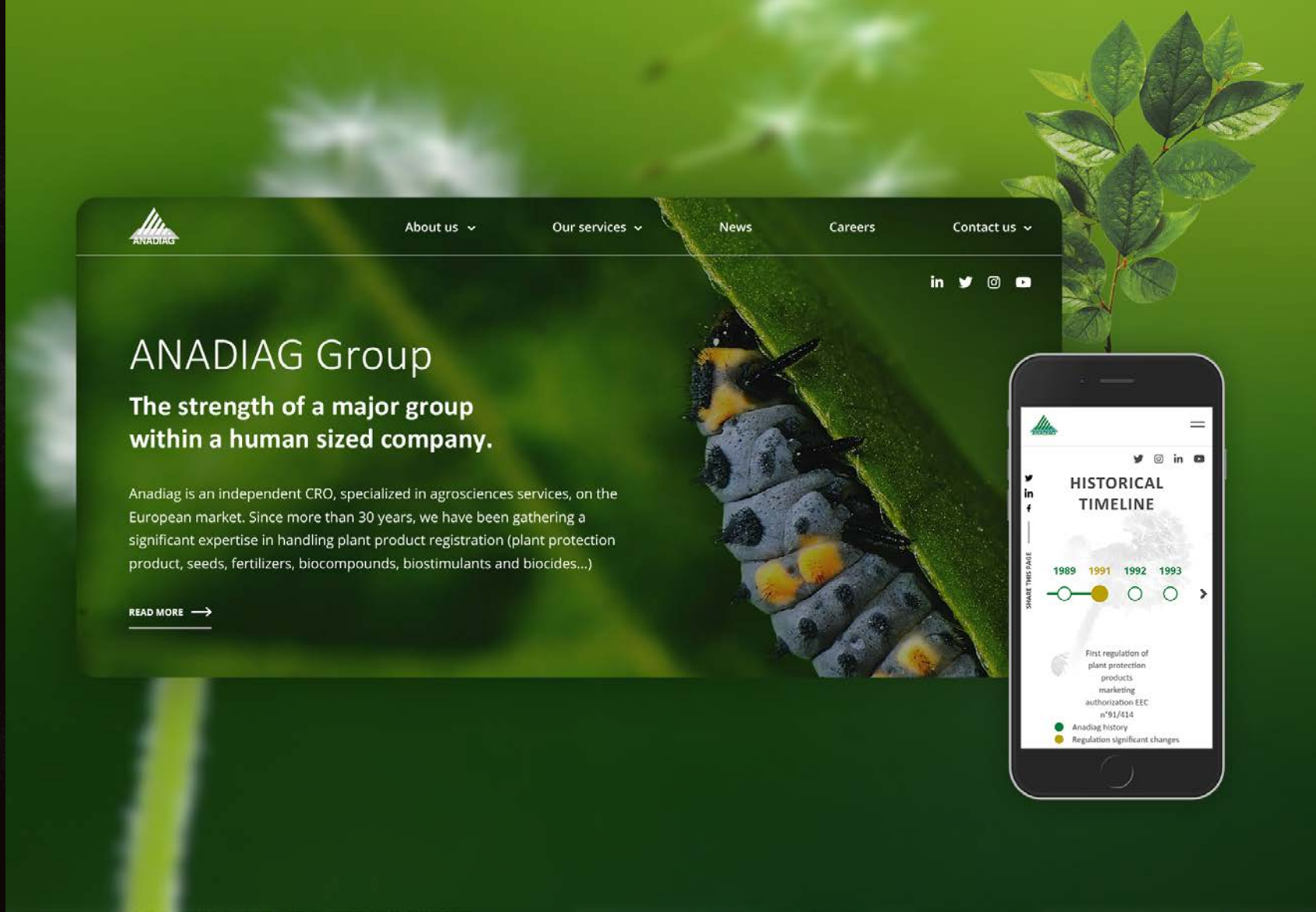
Anadiag

An independent company, specialized in science applied to agriculture on European territory. For more than 30 years, they have been registering plant products (phytopharmaceuticals, seeds, fertilizers, biocompounds, biostimulants, etc.).

The website aims to be very clear with concise texts, numerous icons and the omnipresence of plants, in a style reflecting the company's technologies and laboratory work.

Dev: Studio Esilab

anadiag.fr



Medeuronet

Medtech and medical innovations company. Graphic design, print, digital & event communication:
- Corporate website design
- Product website design
- Blog design
- Data design
...

Dev: Esilab Studio

Writing and strategy: Bluefeet
www.yourbluefeet.com

Medeuronet

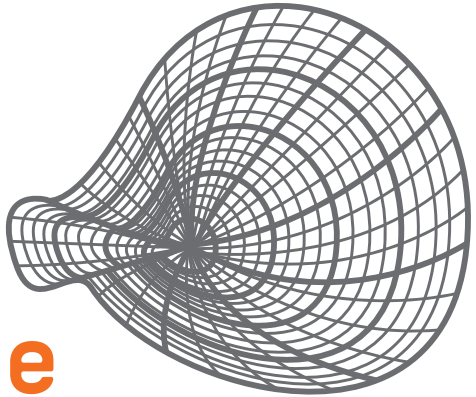
- Product sheets
- Magazine ads
- Event retail boards
- Emailings
- Ecards
- PPT presentations

...

Pauline Desgrandchamp

Scénographe Sonore

Graphic design, branding, print & digital communication for a Designer and Doctor working on urban soundcapes narration as a social approach:
- Logotype
- Font Design



Pauline Desgrandchamp

Scénographe Sonore

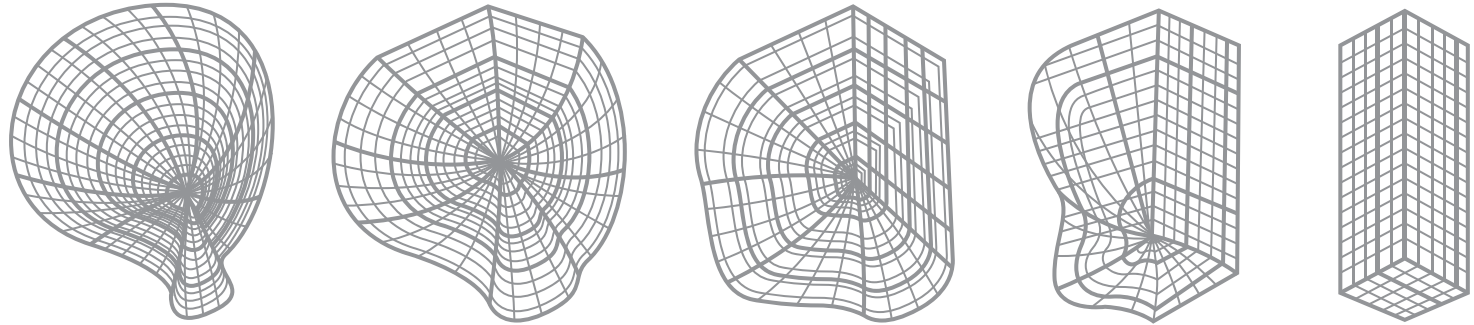
Graphic representation of sounds, as a link between people, raw material to sculpt and space reappropriation.
- UI - UX
- Data design

Dev: Julien Beugnot

Pauline Desgrandchamp

Scénographe Sonore

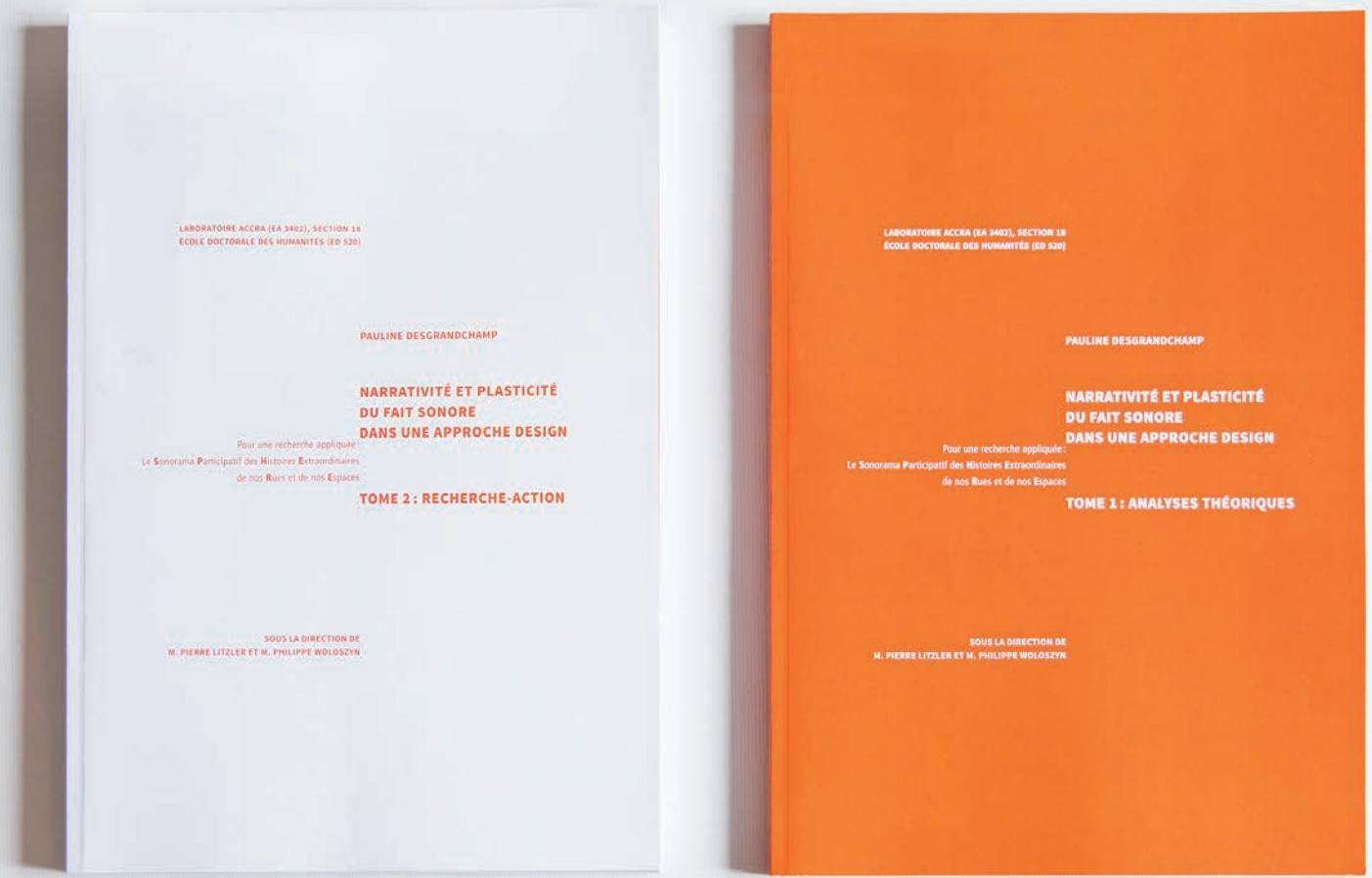
Icons and pictograms



Thesis Pauline Desgrandchamp

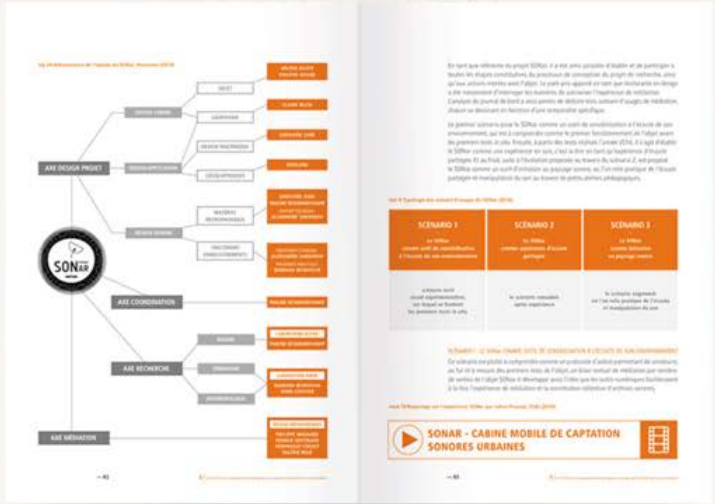
Pauline Desgrandchamp's Thesis (392 pages, 2 books, Volume 1, Volume 2) Strasbourg University. Layout, graphic design, data design, print management.

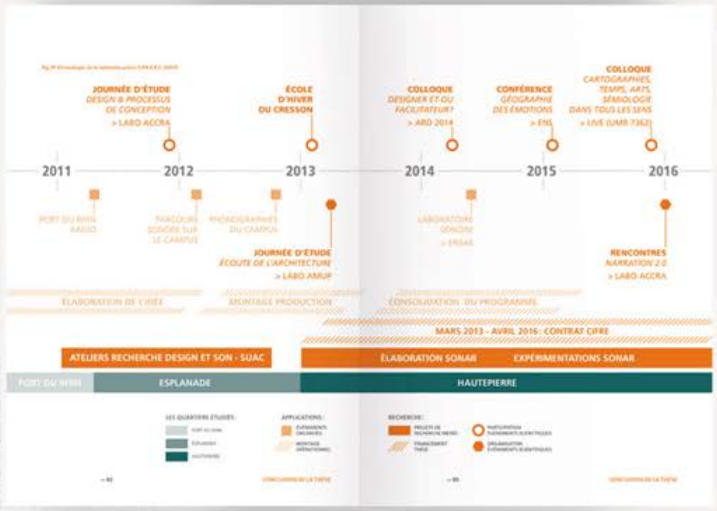
Photos: Isogram - iso-gram.com



Thesis Pauline Desgrandchamp

Thesis Pauline Desgrandchamp





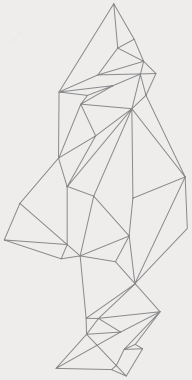
S.P.H.E.R.E.

SONORAMA PARTICIPATIF
DES HISTOIRES EXTRAORDINAIRES
DE NOS RUES ET DE NOS ESPACES

«S.P.H.E.R.E. is an urban sound observatory dedicated to interrogate life in Strasbourg, using soundscapes of popular neighborhoods as an entry.»
Pauline Desgrandchamp

Project lead by Pauline Desgrandchamp for Horizome association,
in partnership with Université De Strasbourg, le Shadok (Fabrique du Numérique) and festival Ososphère.

Logotype :
Isogram - iso-gram.com



PATRIMONIALE

ÉCOLOGIQUE

CRÉATIVE

ENREGISTREMENTS DE TERRAIN

PAROLES RAPPORTÉES
- Entretiens
- Archives SONar
- Archives INA

PAYSAGES SONORES AMBIANTS
- Voies
- Points de connexion
- Visuels
- Signatures sonores
- Frontières

CRÉATIONS SONORES DE TERRITOIRE

PAYSAGES SONORES FABRIQUÉS
- Mythologies territoriales
- Mythologies interculturelles
- Autres paysages

MUSIQUES AMBIANTES
- Compositions

POÉSIES SONORES URBAINES
- DJ

S.P.H.E.R.E.

SONORAMA PARTICIPATIF
DES HISTOIRES EXTRAORDINAIRES
DE NOS RUES ET DE NOS ESPACES

- Graphic system (icons & pictograms)
- User Scripts
- Print leaflet design
- Social media communication
- Parts of beta website ux and design

CARTOGRAPHIE DES IMPLICATIONS POSSIBLES À L'OBSERVATOIRE S.P.H.E.R.E.

Laurie,

habite dans le quartier de la Gare. En surfant sur internet, elle découvre le site STRAS-SPHERE. Désireuse de visiter sa ville autrement, elle s'inscrit à une "balade sonore avec médiateur".

- **Sur la fiche d'inscription du site STRAS-SPHERE, elle réserve une date et télécharge le pack mp3 du parcours.**
- **Une fois sur place, elle rencontre Pauline, la médiateure du parcours proposé. Au fil des discussions Laurie apprend l'existence d'une radio dans son quartier, elle décide de se rendre tous les mercredis soirs à l'atelier d'expérimentation radiophonique.**

Mathieu,

un ami de **Laurie**, voit sur Facebook qu'elle va participer à une balade sonore. Il découvre le site STRAS-SPHERE.

- **Désireux d'éveiller son fils de 4 ans aux sons, il explore avec lui la cartophonie du site sur l'ordinateur familial.**
- **Par la même occasion, il décide d'inscrire sa famille à un atelier de découverte sonore sur une journée. Il remplit le formulaire et ajoute la date retenue dans son calendrier partagé.**

Marine,

créatrice radio, travaille autour des sons de l'espace urbain.

- **Pour une création sonore, elle télécharge sur STRAS SPHERE le fichier uploadé par Hervé et l'introduit dans sa propre composition. Désireuse de la partager avec la communauté, elle soumet à son tour sa création au modérateur du site.**

Pauline,

modérateur du site STRAS SPHERE, écoute et valide le fichier sonore de **Hervé** et la création de **Marine**.

- **Elle intègre les fichiers à la cartophonie et sonothèque du site.**
- **Elle s'occupe de la médiation de certains événements in-situ proposés par STRAS-SPHERE.**

Hervé,

DJ, enregistre le bruit de l'orage depuis son balcon, dans le quartier de la Krutenau. Il se connecte au site STRAS-SPHERE via son compte utilisateur.

- **Il soumet le fichier sonore et remplit les champs du formulaire dédié.**
- **Le compte utilisateur lui permet d'augmenter la sonothèque en attribuant différents enregistrements et créations sonores de territoire.**
- **Et d'attirer l'attention de la part d'autres contributeurs et potentiels producteurs sur sa pratique spécifique en tant que praticien du son.**

Thierry,

directeur artistique, se connecte à STRAS-SPHERE pour accéder aux différentes pages professionnelles des contributeurs, il est notamment à la recherche de projets sonores qu'il aimerait proposer lors du prochain festival qu'il organise à Strasbourg.

- **Il tombe sur le profil de Marine, écoute ses créations et accède par tags associés à celles de Hervé. Ils sont alors conviés par Thierry à participer à une résidence artistique commune pour la future édition.**

ÇA SERT À QUOI ?

STRAS-SPHERE contribue à la constitution d'un patrimoine immatériel commun, brutal, vivant et vibrant en collectionnant des empreintes et récits sonores de Strasbourg.

- Au programme de la sonothèque
  - **ENREGISTREMENTS DE TERRAIN (FIELD RECORDING)**
  - **CRÉATIONS SONORES DE TERRITOIRES (DOCUMENTAIRES, COMPOSITIONS MUSICALES, CRÉATIONS RADIOPHONIQUES...)**

ÇA SERT À QUI ?

STRAS-SPHERE est une plateforme participative

Il favorise le partage des pratiques expérimentales sonores entre amateurs, curieux et professionnels permettant de découvrir d'autres approches, techniques et créations.

Cet outil propose aux strasbourgeois d'écouter et de contribuer aux récits sonores de leur ville au travers d'anecdoctes, de rêves, d'inspirations et de coups de gueule...

SUR LE WEB

STRAS S.P.H.E.R.E

LE S.P.H.E.R.E

SONORAMA PARTICIPATIF DES HISTOIRES EXTRAORDINAIRES DE NOS RUES ET DE NOS ESPACES

SUR LE TERRAIN

ÇA SERT À QUOI ?

STRAS-SPHERE participe à faire découvrir par différentes actions in-situ les usages sonores qu'offrent Strasbourg.

Il propose notamment :

- d'expérimenter différents types d'écoutes sensibles de territoire → **SENSIBILISATION À L'ÉCOUTE**
- de partager des moment de convivialité et de réflexion → **ÉVÉNEMENTS FESTIFS ET RENCONTRES ENTRE AMATEUR ET PROFESSIONNEL**
- de s'initier à des techniques et des pratiques sonores → **ATELIERS ET FORMATIONS SPÉCIALISÉES**

ÇA SERT À QUI ?

STRAS-SPHERE est un observatoire sonore urbain d'intérêt général.

Par le biais de formations et d'actions concrètes, il propose d'augmenter les connaissances et recherches autour du territoire sonore et de son écoute. Il accompagne société civile, universités et pouvoirs publics à la décomposition et recomposition de leur environnement sonore urbain.

Les actions in-situ sont proposées par saisons, elles sont réalisées par les contributeurs de STRAS-SPHERE.
Si vous avez une proposition d'atelier, de balade sonore ou d'événement en tant qu'intervenant, n'hésitez pas à envoyer un mail à contact@lesphere.org.

Jovan,

passionné de noise, est invité à un concert organisé au Shadok. En attendant le début du concert, il découvre la plaquette de présentation de STRAS-SPHERE, accède au site via son smartphone et y remarque une représentation de sa ville jusqu'alors inédite : du bruit comme identification de Strasbourg.

- **En rentrant chez lui, il décide de s'inscrire en tant que contributeur sur le site STRAS-SPHERE pour y partager ses propres collectes de drones sonores, glanés dans différentes rues de Strasbourg. Il remplit le formulaire d'inscription en tant que contributeur et peut renseigner le maximum d'informations sur son approche spécifique.**

Lucile,

étudiante à Vancouver, prépare un mémoire de recherche sur la notion de paysage sonore. Sur internet, elle découvre le site du SPHERE.

Elle prend connaissance du travail de recherche global SPHERE et le concept de Sonorama. Elle est redirigée vers le site STRAS-SPHERE.

- **La rubrique "Glossaire" lui permet d'accéder à un répertoire autour du vocabulaire spécialisé du son de territoire et des références utiles.**
- **La rubrique "En veille" lui fournit différentes ressources (blogs, articles, sons...) qui viennent alimenter autrement la thématique des pratiques sonores de territoire.**

Ouanis,

producteur de rap à Hautepierre, a créé un compte contributeur spécialement pour son label après avoir participé à une soirée d'initiation à l'utilisation de la cartophonie STRAS-SPHERE.

- **Il y partage notamment les productions de ses MCs afin d'augmenter la scène musicale locale et diffuser le projet.**

Valérie,

chercheure en psycho-sociologie urbaine à Strasbourg, découvre STRAS-SPHERE dans le cadre d'un colloque de recherche.

- **Elle prend connaissance de la typologie sémiotique proposée par la cartophonie STRAS-SPHERE.**

Startin'blox

Art direction and branding.

Startin'blox develops a technology that aims to interconnect organizations via their web tools.

The project is aimed at independent workers and freelance communities, including coworking places and cooperatives. The purpose is to dev. linked web apps very easily, following SOLID principles.

Logotype design: designing a construction game brick and making it friendly, like an emoji, keeping in mind the purpose of the technology: making modular web apps as easily as a well known construction game.

Startin’ blox

- UX / UI
- Design and illustrations

Startin’ blox

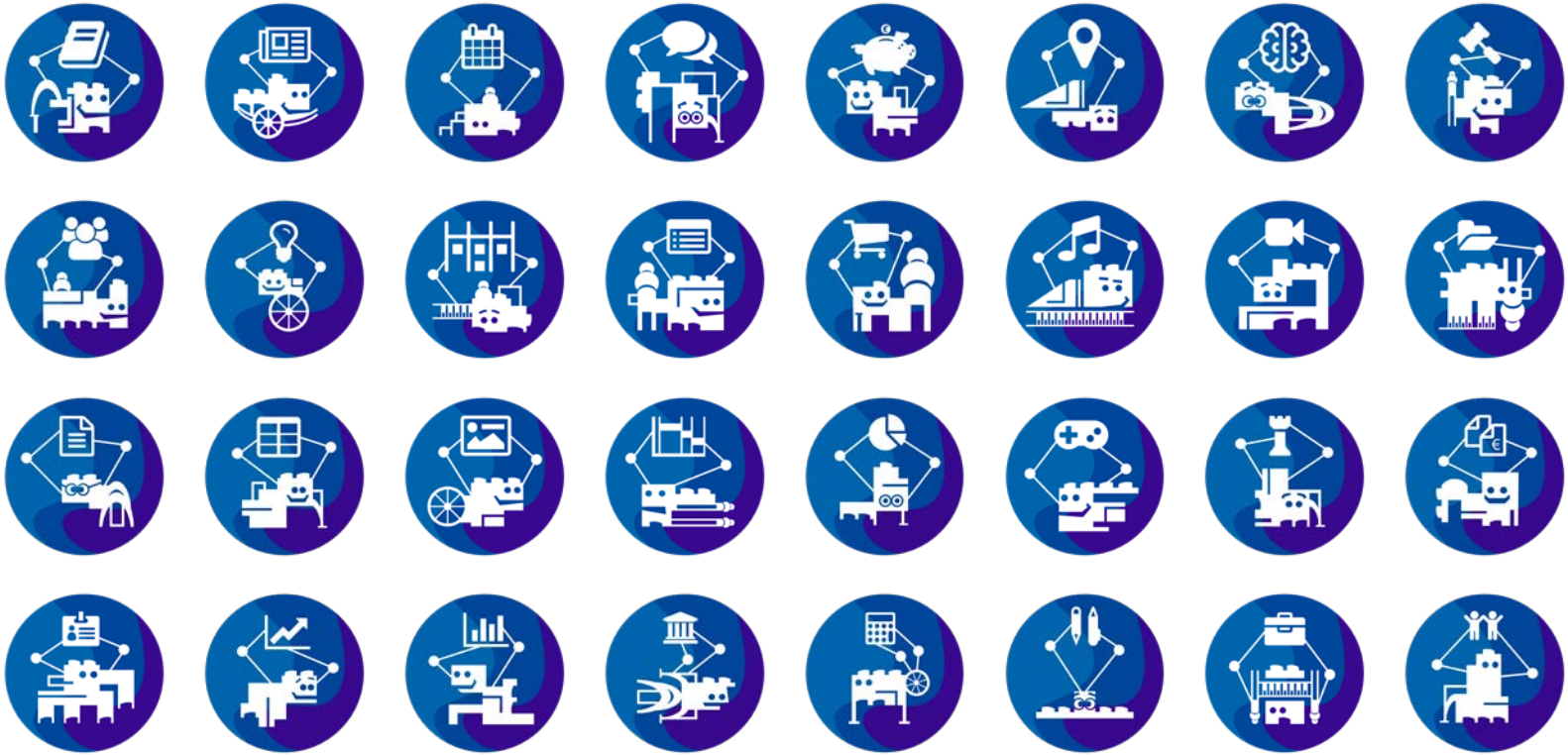
The website is an information resource as well as a user guide. A series of step-by-step illustrations guides users through the technology.

Startin' blox

The Startin'Blox applications can be customized at will, using SOLID principles, through a list of features.
Therefore, users become a community, united by this open source approach, without data collecting.

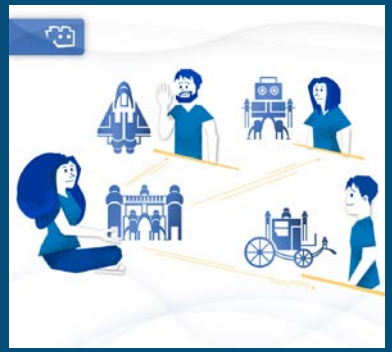
Here you can find some icons made for these componants/ feautures called the "blox".

- Skills Directory
- Job board
- Events calendar
- Team Chat
- Invoicing
- & financial monitoring
- Kanban
- Task list
- Cart
- Collaborative music
- Videoconference
- Graphs & statistics
- Games
- ...



Startin' blox

- Art Direction
- Branding
- Logotype
- Illustrations
- Icons
- UX UI
- PPTs
- Business Cards
- Text and letter layout



Atelier Gamut

Art direction and Branding for this global design agency, with unbounded skills, savoir-faire and teammates.

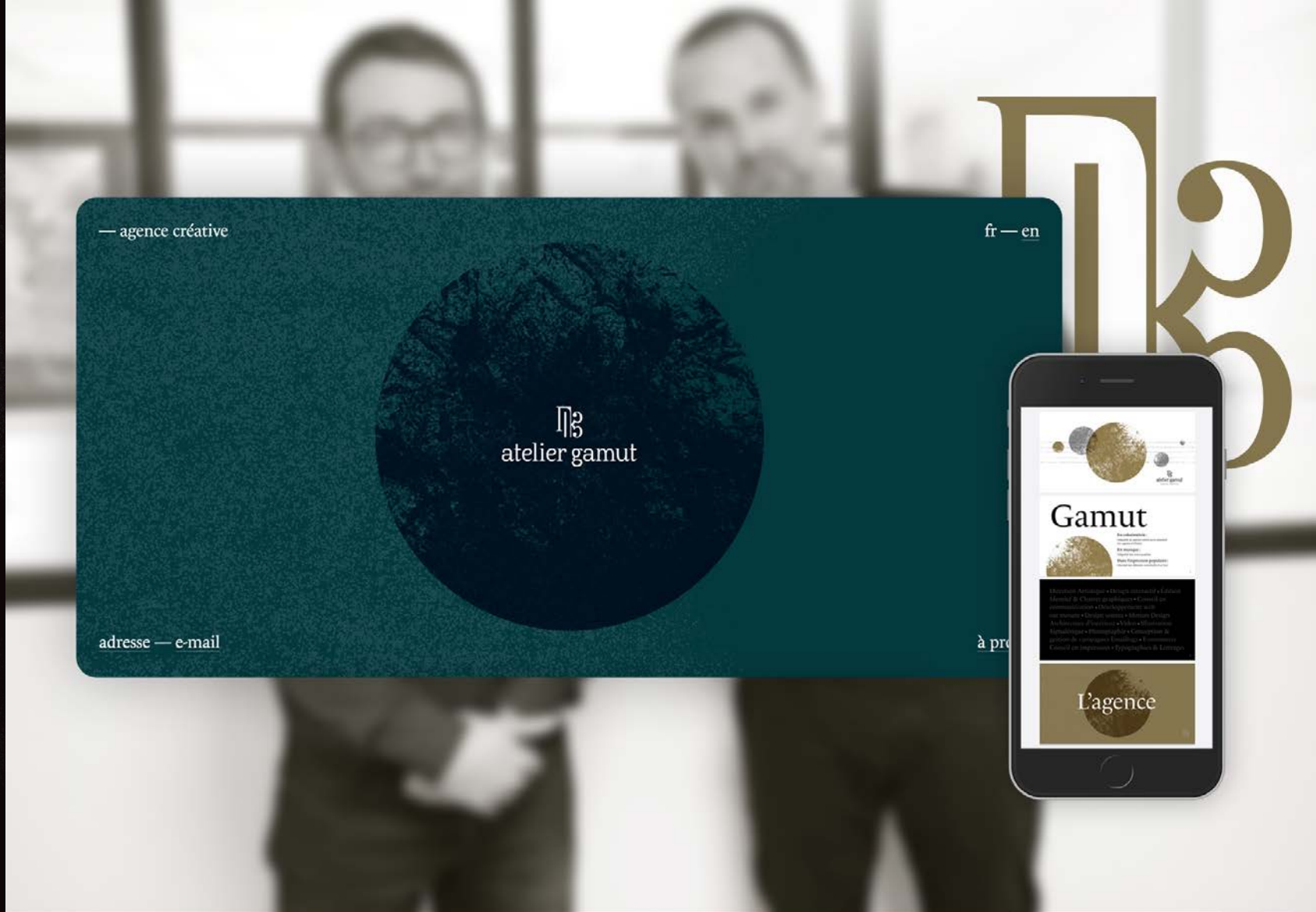
Fusion of the Gamma symbol and the C clef in music to illustrate the spirit of the agency:

Gamut:

In colorimetry:
the entire color spectrum that a device can display

In music:
all playable notes

In popular expression:
the range of constituent elements of a Whole

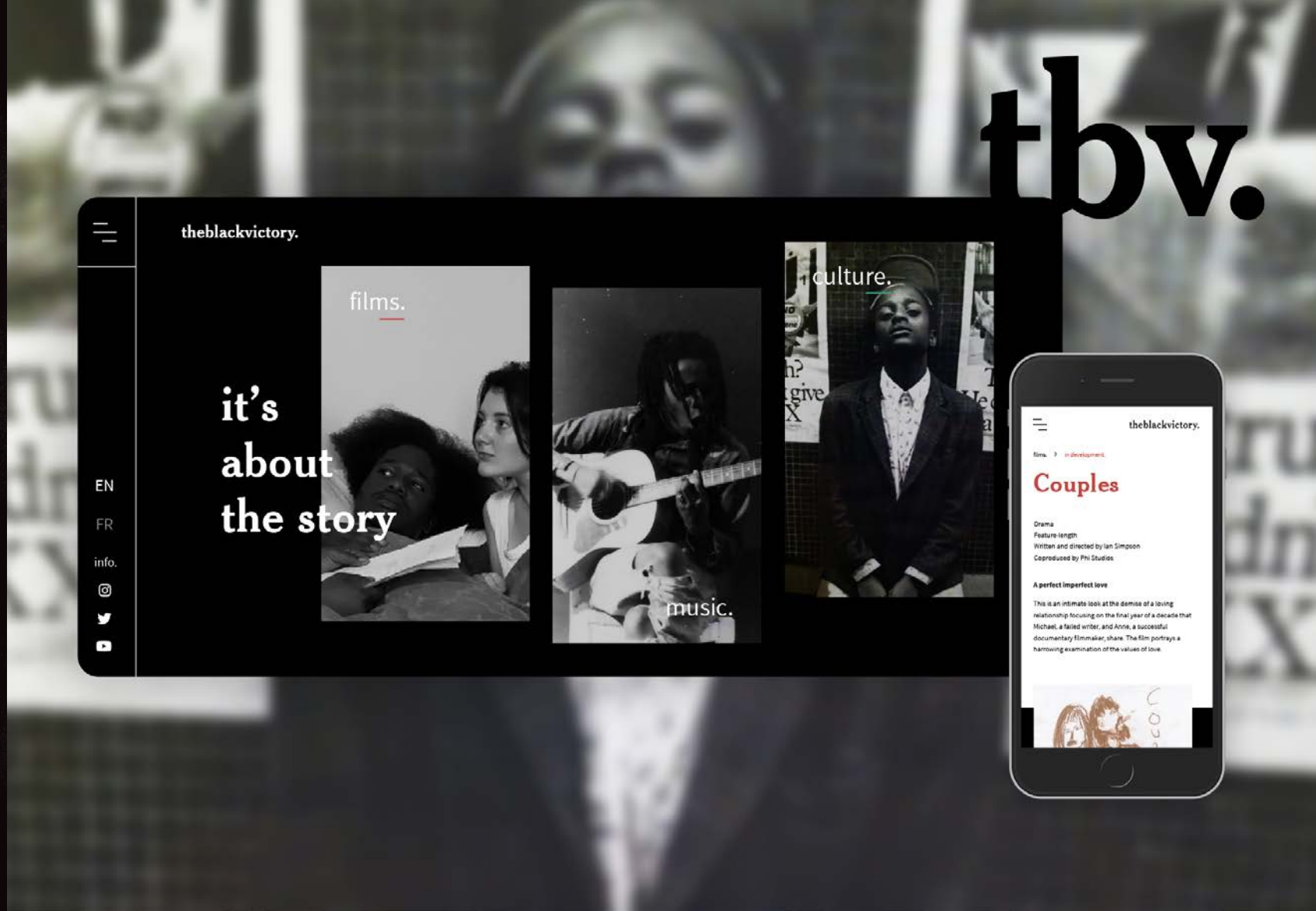


theblackvictory.

An independent platform of film production and promotion, music and cultural content, ‘The Black Victory’ fights for inclusion and diversity, supports the work of artists from all over the world.
Graphic and dynamic design, and UX in accordance with the different facets of the project. The importance given to typography, images and black color, make it a cultural website with a very strong identity.

Dev: Studio Esilab

theblackvictory.com



Harmonie
Les Chéqueillots

Orchestre musical

Logotype design and branding of Fougerolles orchestra, city of Haute-Saône (Franche Comté), Country of the cherry.

The «chequeillot» is a local slang word which designates the clusters of flowers and cherries on the branch of the tree.

Harmonie
Les Chéqueillots

Orchestre musical

The C from Chéqueillot is used as an emblem, a strong and very assertive graphic mark. In its center appears the cherry, which makes the logo vibrate. The pictograms at the bottom represent cherries, musical notes, rhythm, the drumsticks of the percussions and the keys of the wind instruments.

In addition to the logo, a graphic branding has been designed. The elements are always oriented towards the themes of harmony and composition, playing with the characteristic shapes of the Chequeillots. The Fougerolles land and its rural identity are translated by the fresh and natural colors.

HARMONIE Les Chéqueillots

HARMONIE Les Chéqueillots

HARMONIE Les Chéqueillots

Les Chéqueillots

HARMONIE Les Chéqueillots

HARMONIE Les Chéqueillots

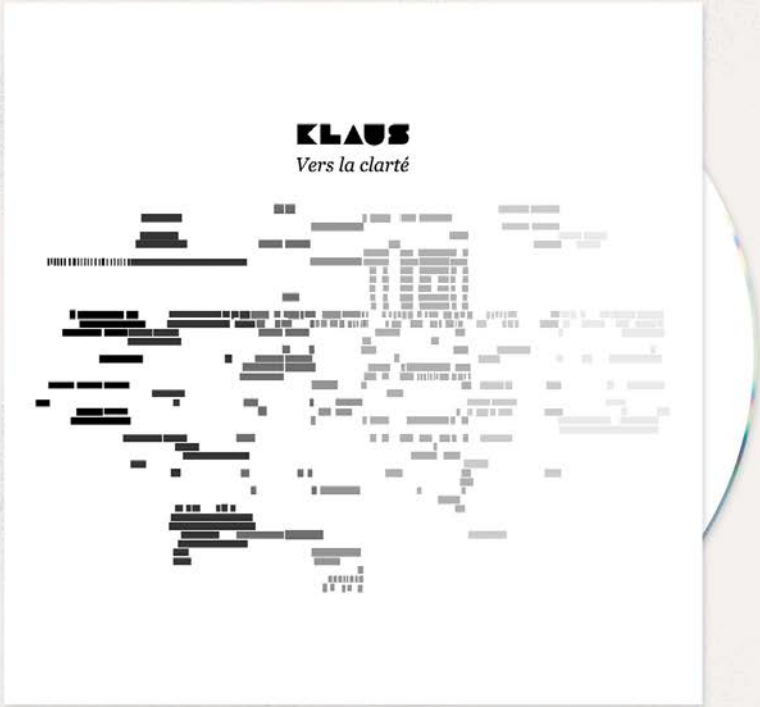
Relais Culturel de Thann

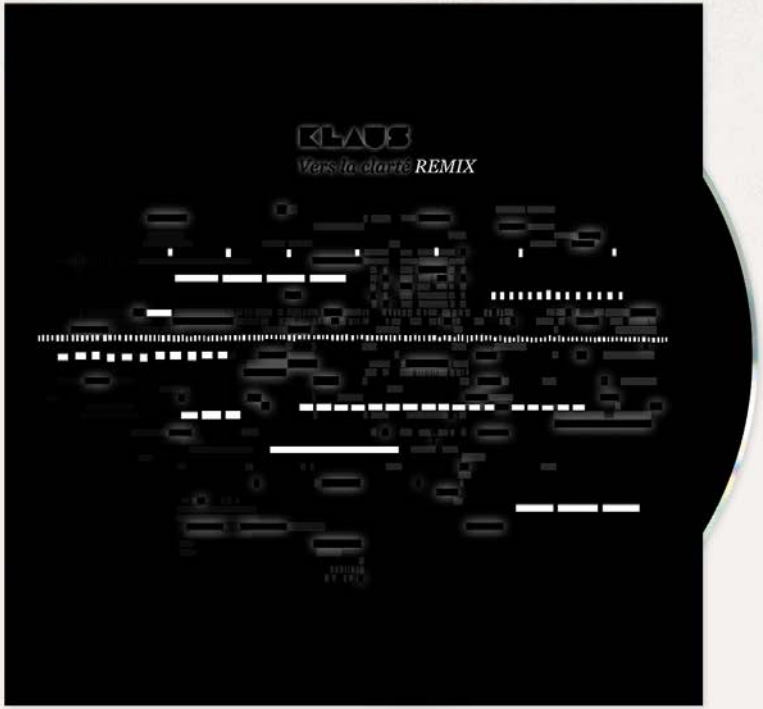
Booklet for the 2017-18 season lineup of Thann city cultural auditorium, concert hall and theatre (Alsace, France).

Design with Esilab Studio

KLAUS Project

Graphic design, print & digital communication for an electro french band with a heavy bauhaus inspiration:
- Album covers & artworks
- Digital communication
- Merchandising

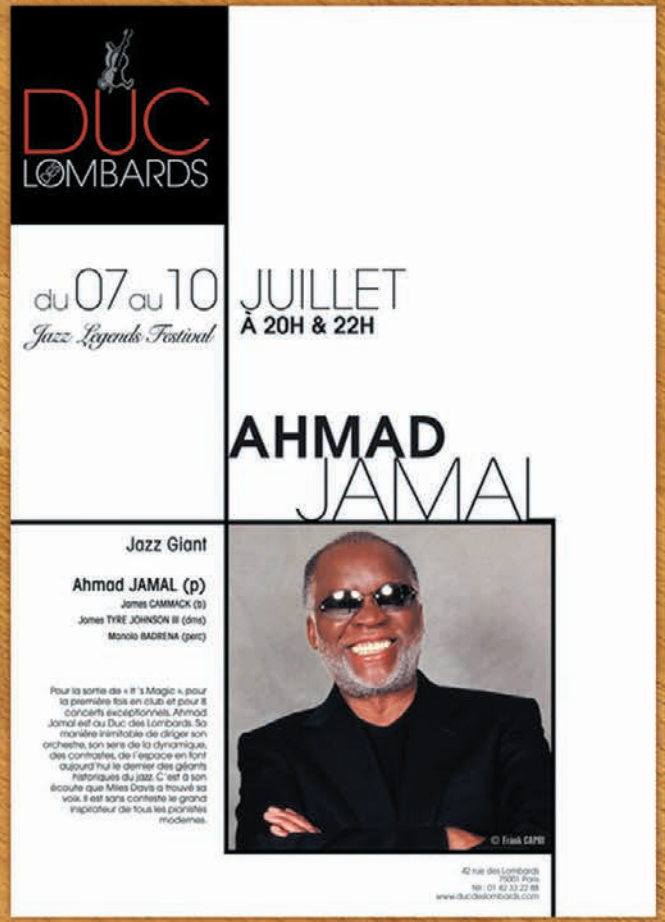




KLAUS Project

Duc des Lombards

Duc des Lombards is a jazz club in Paris. 2 daily concerts and famous events such as the Jazz Legend Festival make “the Duc” the jazz place to be in the French capital.



Duc des Lombards

- posters (daily, monthly and events)
- monthly programs
- press ads (Jazzmag, Vibrations, Jazzman)
- envelopes
- flyers
- invitation cards
- agenda Paris Jazz Club
- newsletters

Be Barbara

Graphic design, branding, print communication for a swiss luxury chocolate brand:
- Logotype
- Design guidelines

Art direction and design with Esilab Studio

Be Barbara

- Business cards
- Press booklet
- Leaflets
- Event invitations
- Packagings
- Stickers
- Bags
- ...

Art direction and design with Esilab Studio

La Manufacture 1905

Swiss production and distribution company of handmade organic products.
Graphic design, branding, print communication:
- Logotype
- Font design

Art direction and design with Esilab Studio

1905

LA MANUFACTURE

1905

1905

Végéthic

Branding for an organic label (almond butter used in muesli and chocolate recipes) owned by La Manufacture 1905:
- Logotype

Art direction and design with Esilab Studio

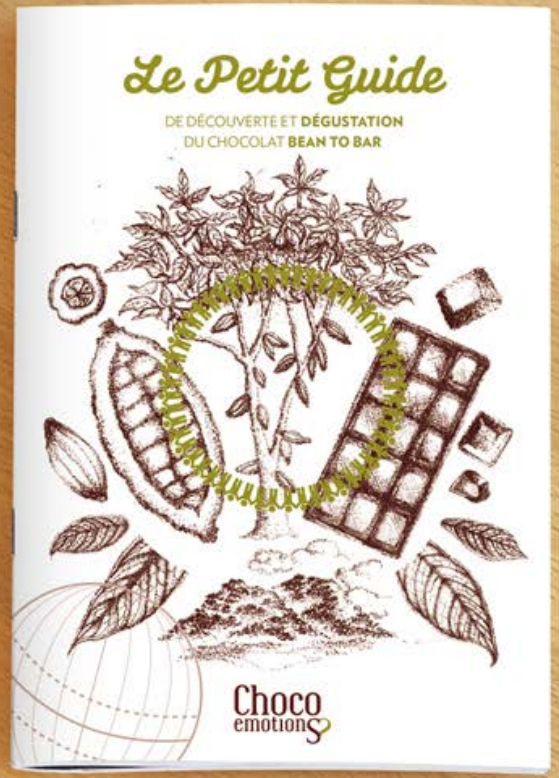
VÉGÉTHIC

BY LA MANUFACTURE 1905

Choco emotionS

Art direction, brochure, and illustrations on the bean-to-bar philosophy for a chocolate brand from Neuchâtel, Switzerland.

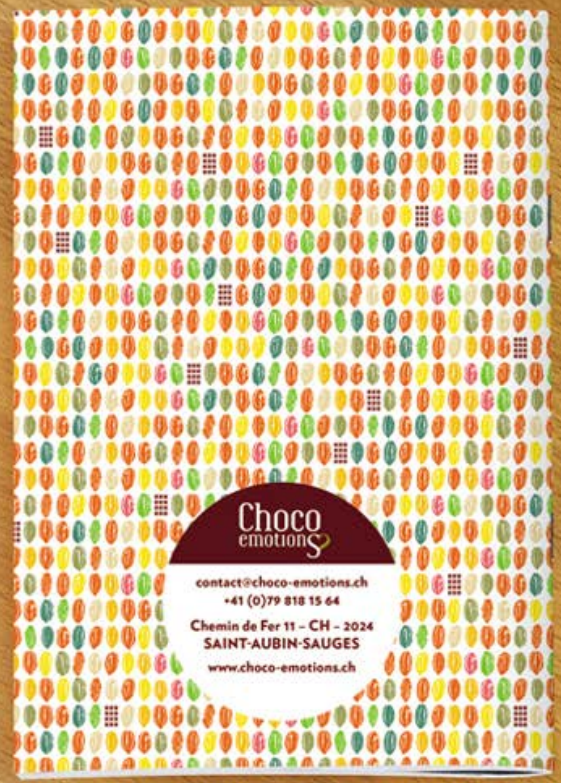
Creation of a series of graphite illustrations on key bean-to-bar themes. The creation of secondary graphic elements, layout, and typographic research then resulted in this small tasting guide, a sort of user guide to go with the brand's educational workshops.



Choco emotionS

Packagings & products communication for a swiss chocolate brand :
- Press booklet
- Leaflets
...

Art direction and design with Esilab Studio



Choco emotionS

Packagings & products communication for a swiss chocolate brand :
- Packagings
- Stickers
- Cards
- Event invitations
- Print Chocolate
...

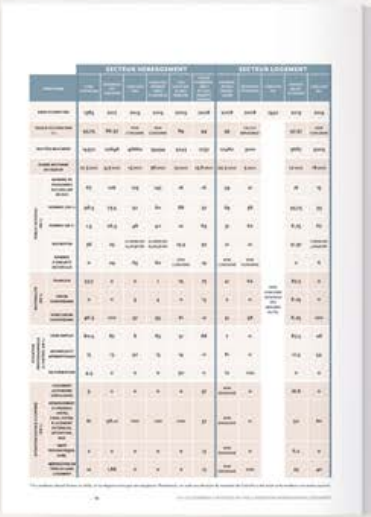
Art direction and design with Esilab Studio

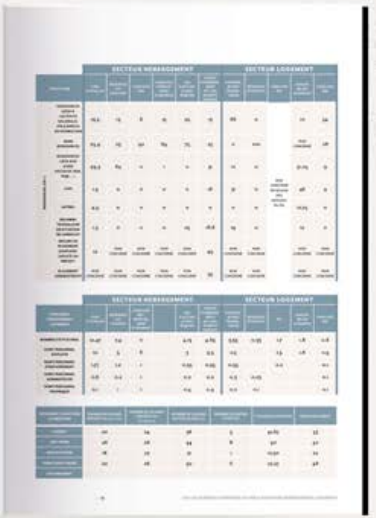
Fédération de Charité CARITAS Alsace

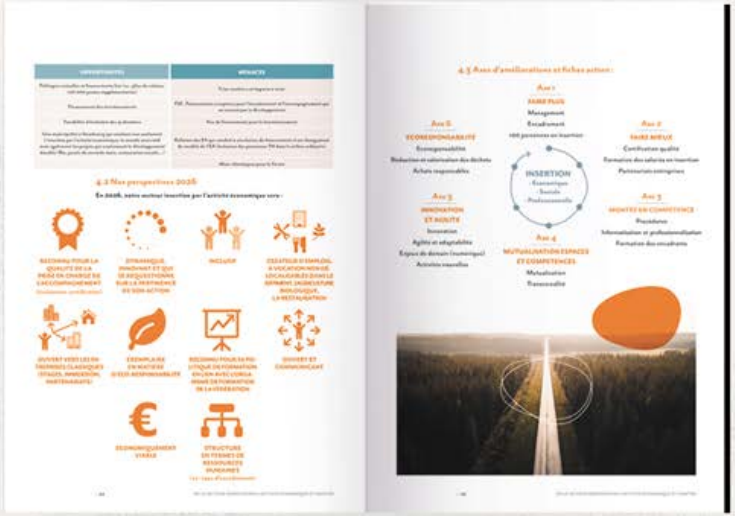
Brochures and print communication: Activity report, establishment project, Leaflets. These tools provide a statement of the federation past actions and future plans.

Fédération de Charité CARITAS Alsace

My approach consisted in finding clear and dynamic graphic representations of the different data delivered. Texts, figures and key information, diagrams, listings, tables and icons. The graphic design is based on an imperfect, manuscript style, drawn by hand (including diagrams and graphs) like a notebook or a logbook. This treatment is in line with the Federation purpose: on site work, support for people who need help, integration through economic activities and shelter/housing.

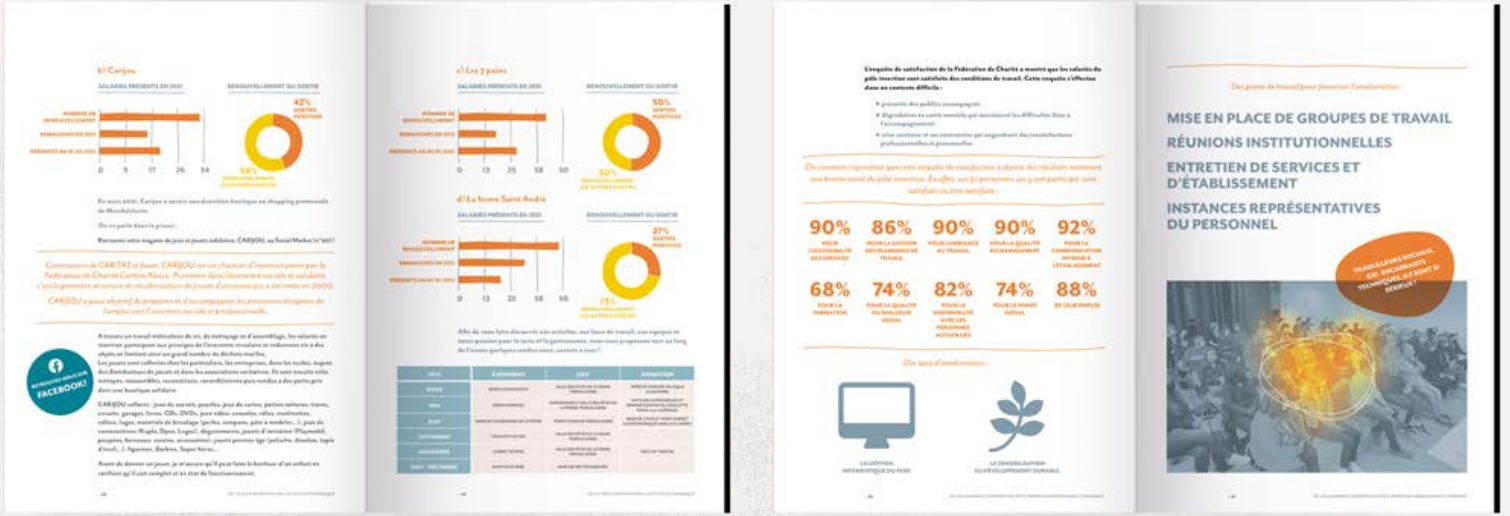






Fédération de Charité CARITAS Alsace

The affirmation of the color codes of the federation is underlined by the filtered photos. The themes of links between people, help and mutual aid are everywhere in the iconography and graphic elements.



CCI Suisse Sao Tomé -et-Principe

Booklet for the Swiss - Sao Tomé - É - Principe Chamber of Commerce and Industry.

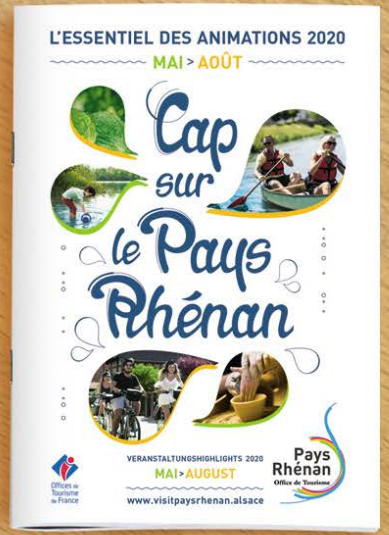
Highlighting the heritage of the islands, the richness of the culture as well as the new perspectives drawn through the partnership with Switzerland are the subject of the brochure. A very graphic iconography complements the photos of lush Nature.
2 versions: fr / en

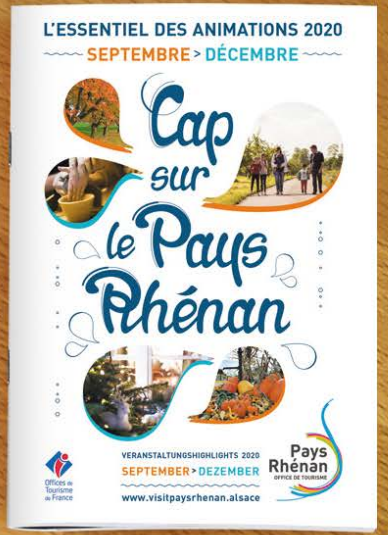
Office de Tourisme du Pays Rhénan

Booklet for the Tourist office of Pays Rhénan - The Essentials Spring / Summer, and Fall / Winter.

- Design
- Layout
- Original lettering
- Project management

Cap sur le Pays Rhénan

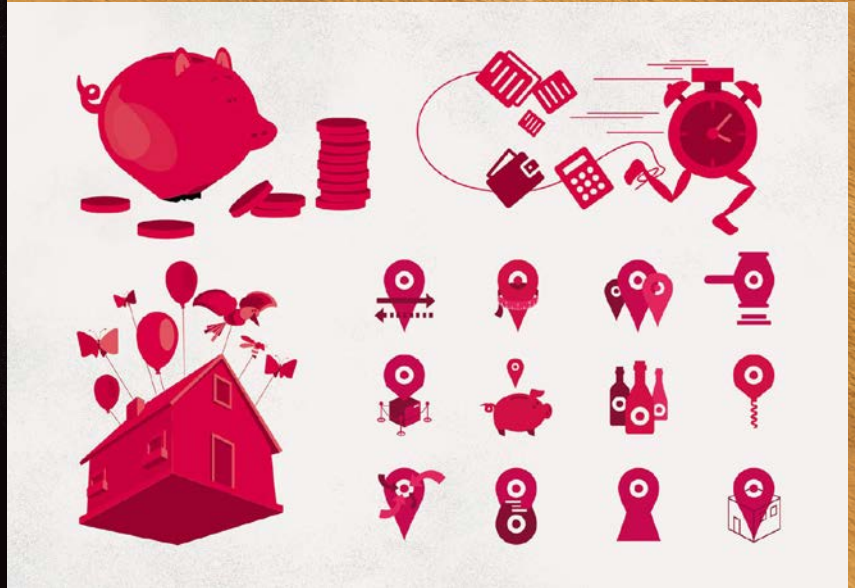




Crédit Municipal de Paris

Graphic design and print event communication for the oldest french pawnshop structure:
- Leaflets
- Flyers
- Illustrations
- Icons and pictograms
...

Graphic design with Florence Roullet-Boyer



AF Patrimoine & Immobilier

Logotype for a consulting firm in wealth management and real estate.

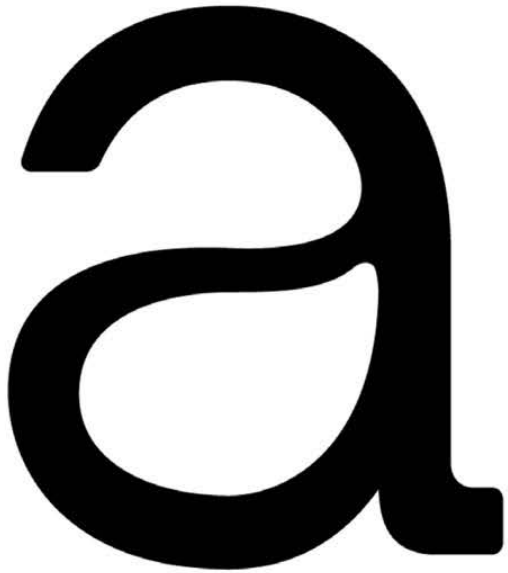
Typography

Bootsy font

Creation of a title font, named after bassist Bootsy Collins. A very structured rhythmic, inherited from the Swiss sans serif style, but with fluid and swaying elements that energize the letters.

bootsy

a



ABCDEFGHIJK
LMNOPQRSTU
VWXYZ
abcdefghijklmn
opqrstuvwxyz
0123456789
ÀÂÄÉÈÊËÎÏÖÔ
ÙÛÜÆŒÑÇ
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74

is a big number

It's important to write something, in order to see how a sentence look like.

There's a platypus wearing sunglasses in the closet. He's reading a book. I give him a drink. I really think that Victor Hugo was right when he said : "I'm hungry, so I'm gonna eat". That was a powerful statement The kind of sentence that could open our minds and make us think about love.

Amon font

Creation of an original “Amon” titling typography, named after electronic music composer Amon Tobin.

A retro-futuristic aesthetic, in line with the personality of Pauline Desgrandchamp, Sound Designer, and the D.N.A. of her work: digital and analog.

amon

«Si un bruit vous dérange, écoutez-le».
John Cage

49

ABCDEFGHIJKL
MNOPQRSTU
VWXYZ
abcdefghijklmn
opqrstuvwxyz
0123456789
ÆŒÇÀÂÄÉÈÊË
ÎÏÔÖÙÛÜÑ
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BPM

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ESPACE
SONOPHONIE
CONSTRUCTION

Chestrock font

A serif headline / title font. Elegant top-of-the-range style. The first use is the identity of the Bento & Miho project (see dedicated pages).

CHEST
ROCK

A

ABCDE
FGHIJ
KLMN
OPQRS
TUVW
XYZ
01234
56789

ABCDEFGH
ABCDEFGH
ABCDEFGH

B B B

Chestrock
font

GELATI
PANETTONE
DOLCE
AFFOGATO
SFOGLIATELLA

AMARETTO
GRAPPA
LIMONCELLO

Illustrations

Jean-Michel !!!

The adventures of Jean-Michel le bulot (whelk).

Technique: vector drawings and photoshop stencils.

Jean-Michel !!!

The adventures of Jean-Michel le bulot (whelk).

Technique: vector drawings and photoshop stencils.

Tam Tam

I created the character of Tam Tam for a children book project. I am also the author of the text.

Here you can see him in illustrations out of context, made for custom orders for children (birthday gifts).

Technique: vector drawing (Illustrator) and digital painting (Photoshop).

Tam Tam

Giving a strong personality to the characters, make them unique through their attitudes, looks, the way they stand and their props.

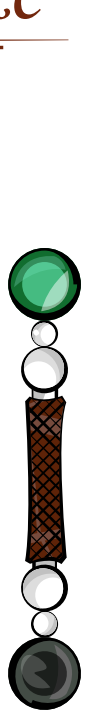
Tam Tam

Creating an imaginary land, working on light, textures and transparencies, in vivid natural landscapes full of life and creatures.

Character Design

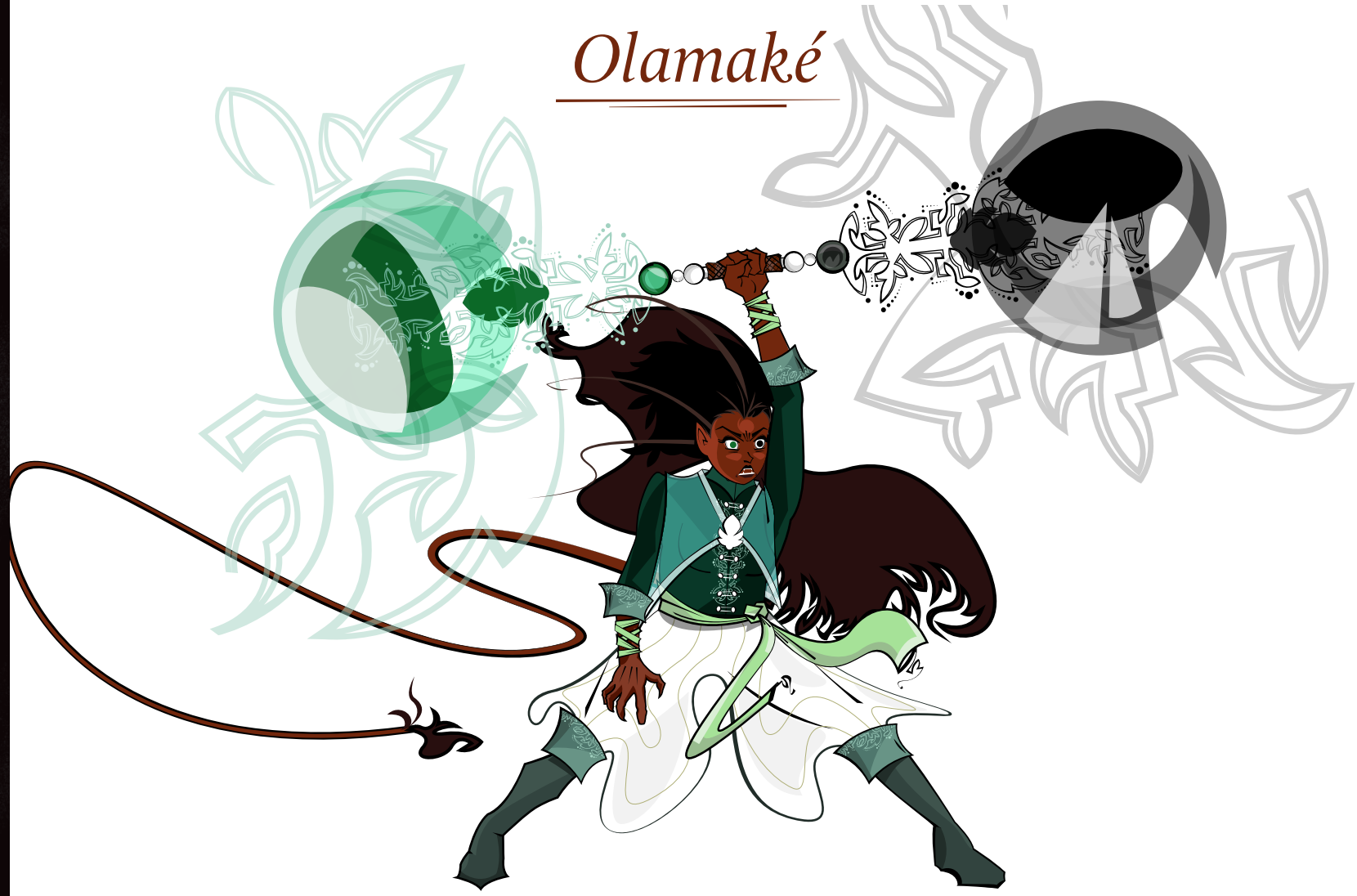
Art for the video game world.

Olamaké

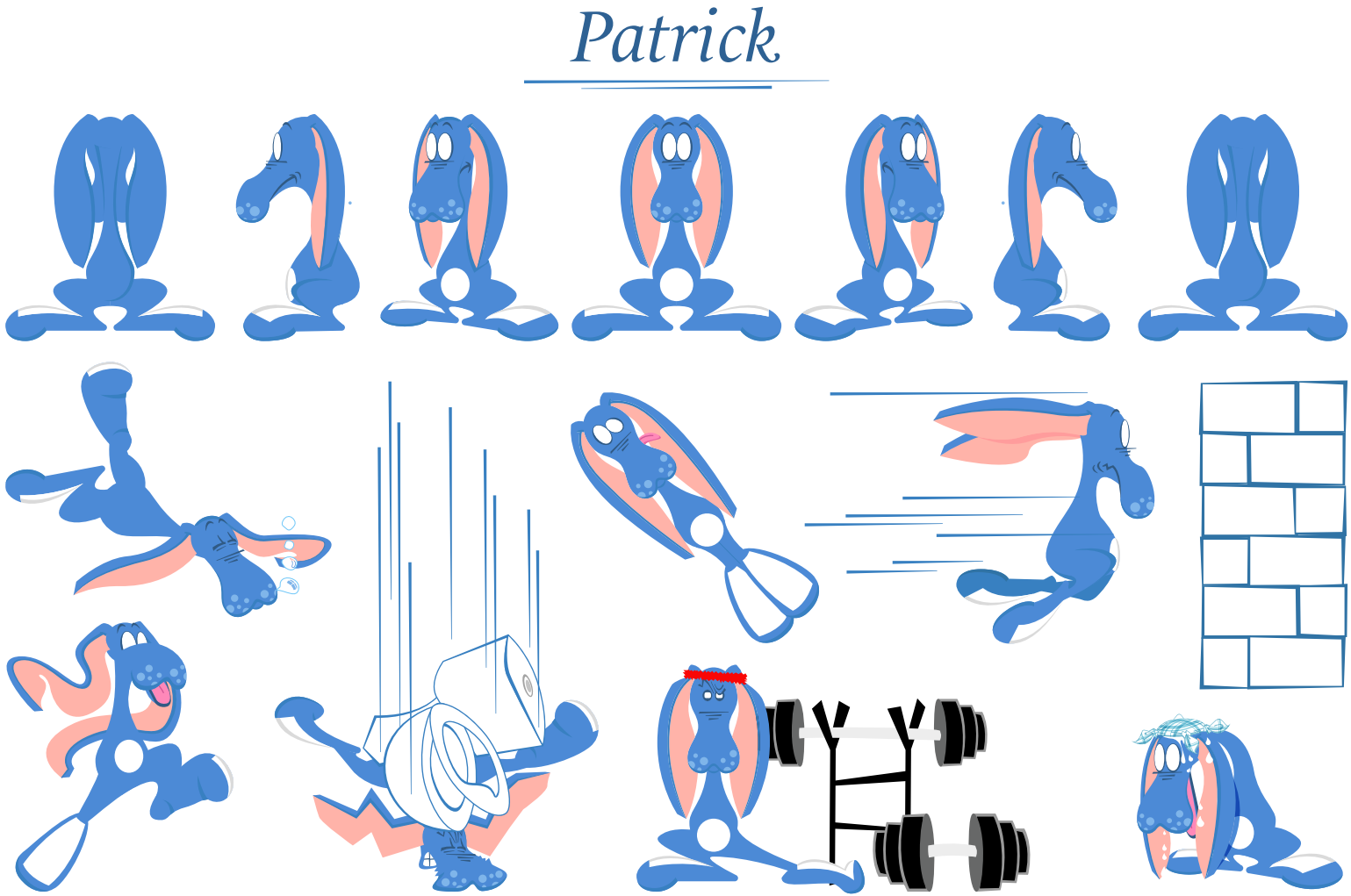


Character Design

Olamaké

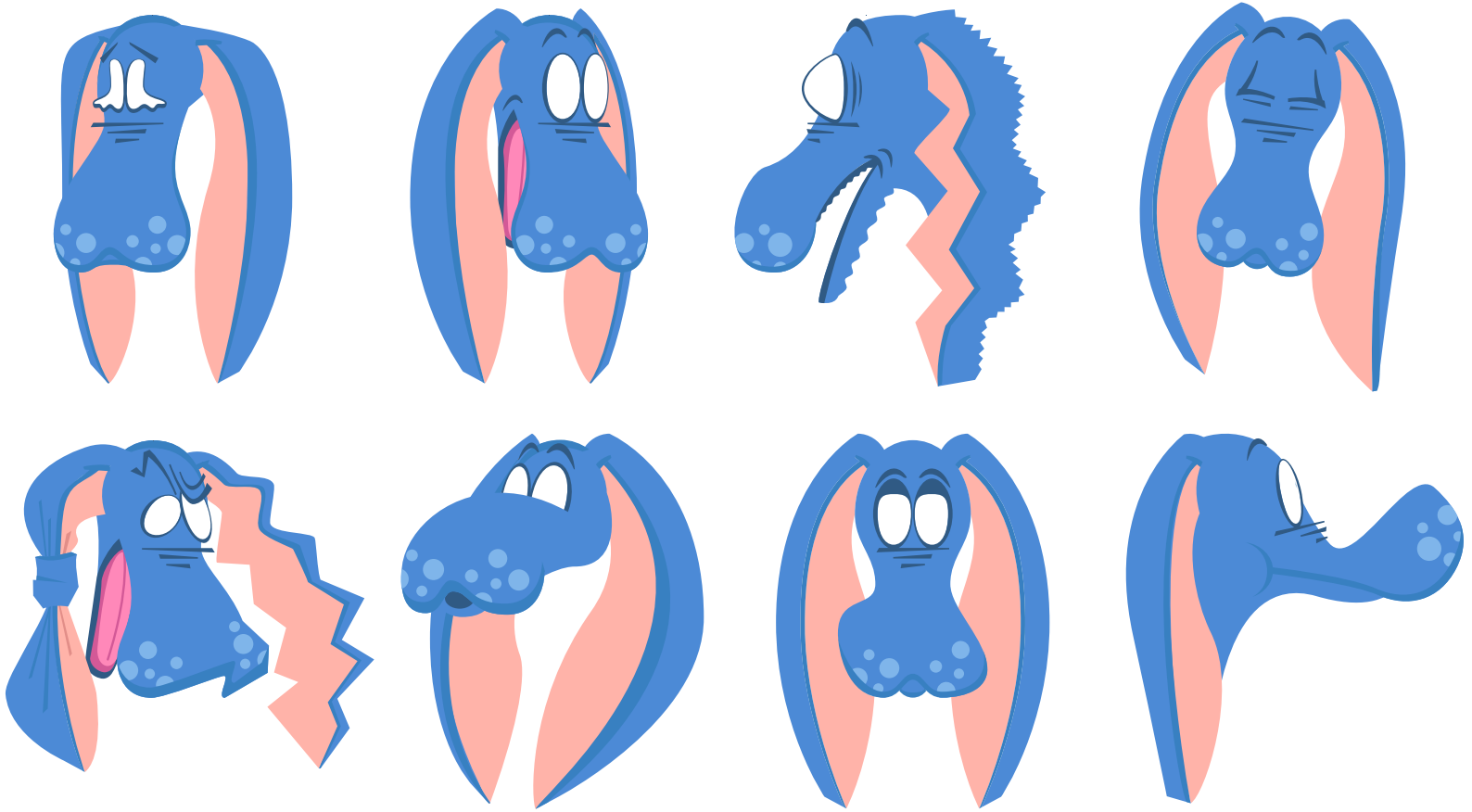


Character Design



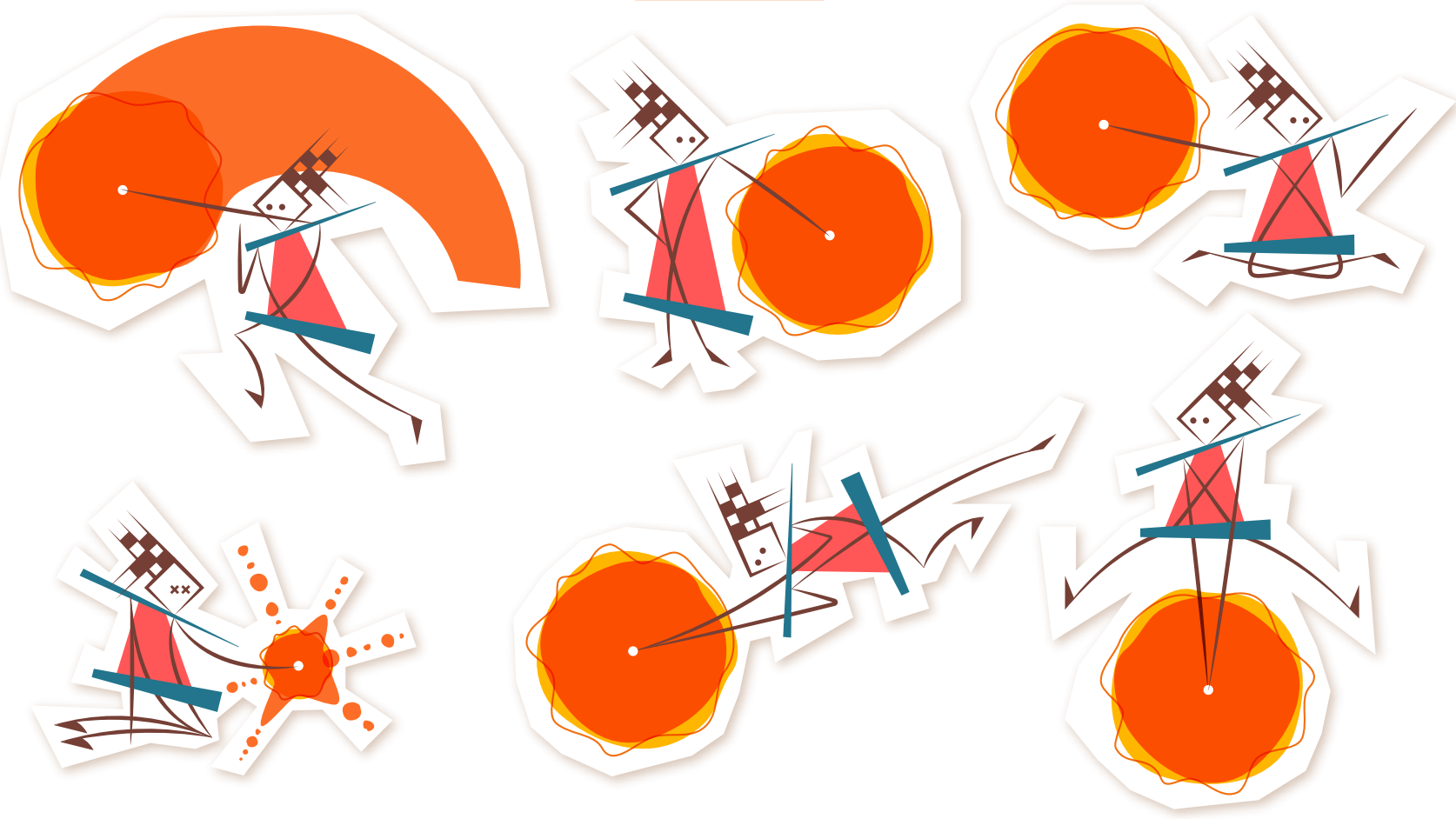
Character Design

Patrick



Character Design

Lumignon



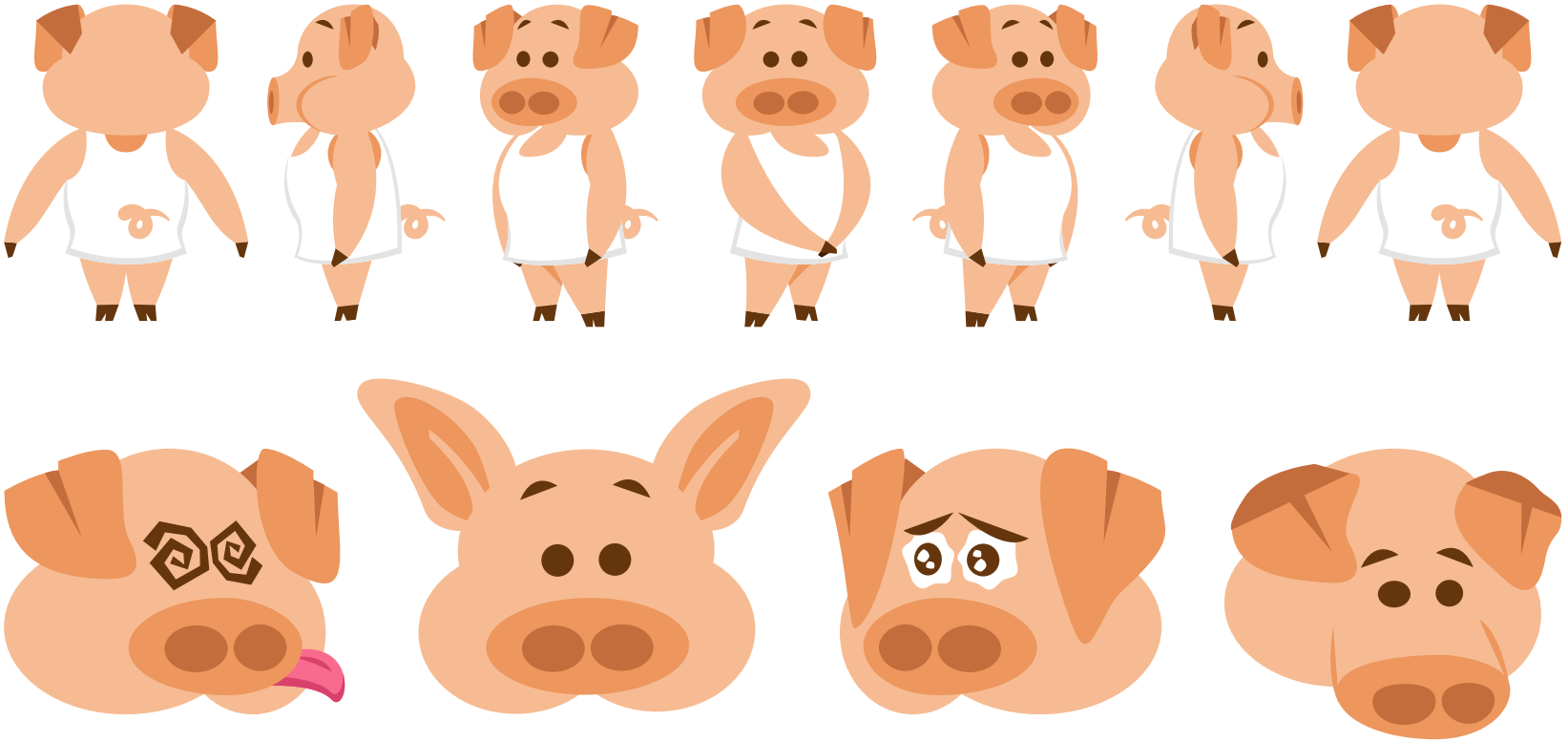
Character Design

Character
Design

Lardon

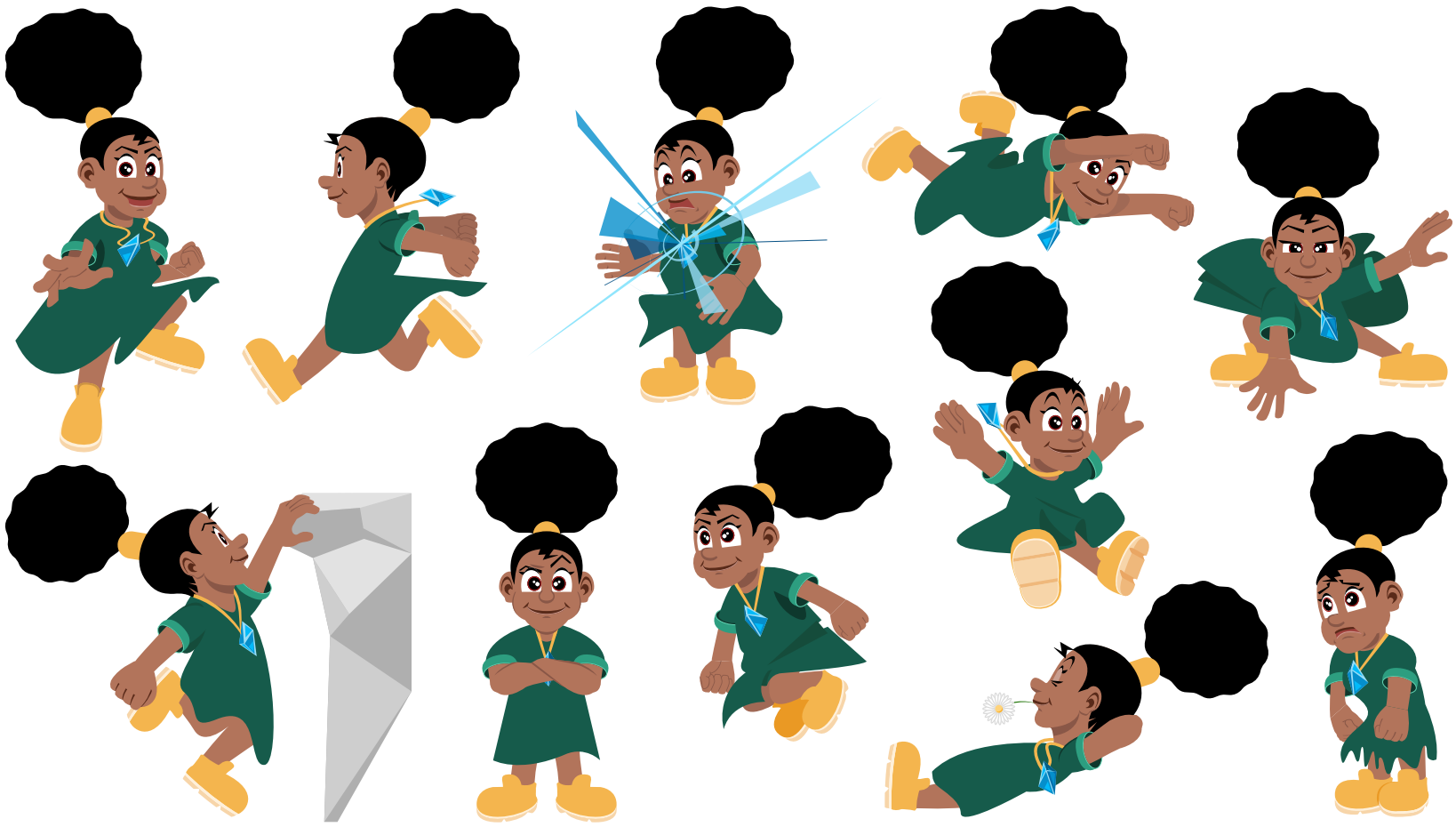
Character
Design

Lardon



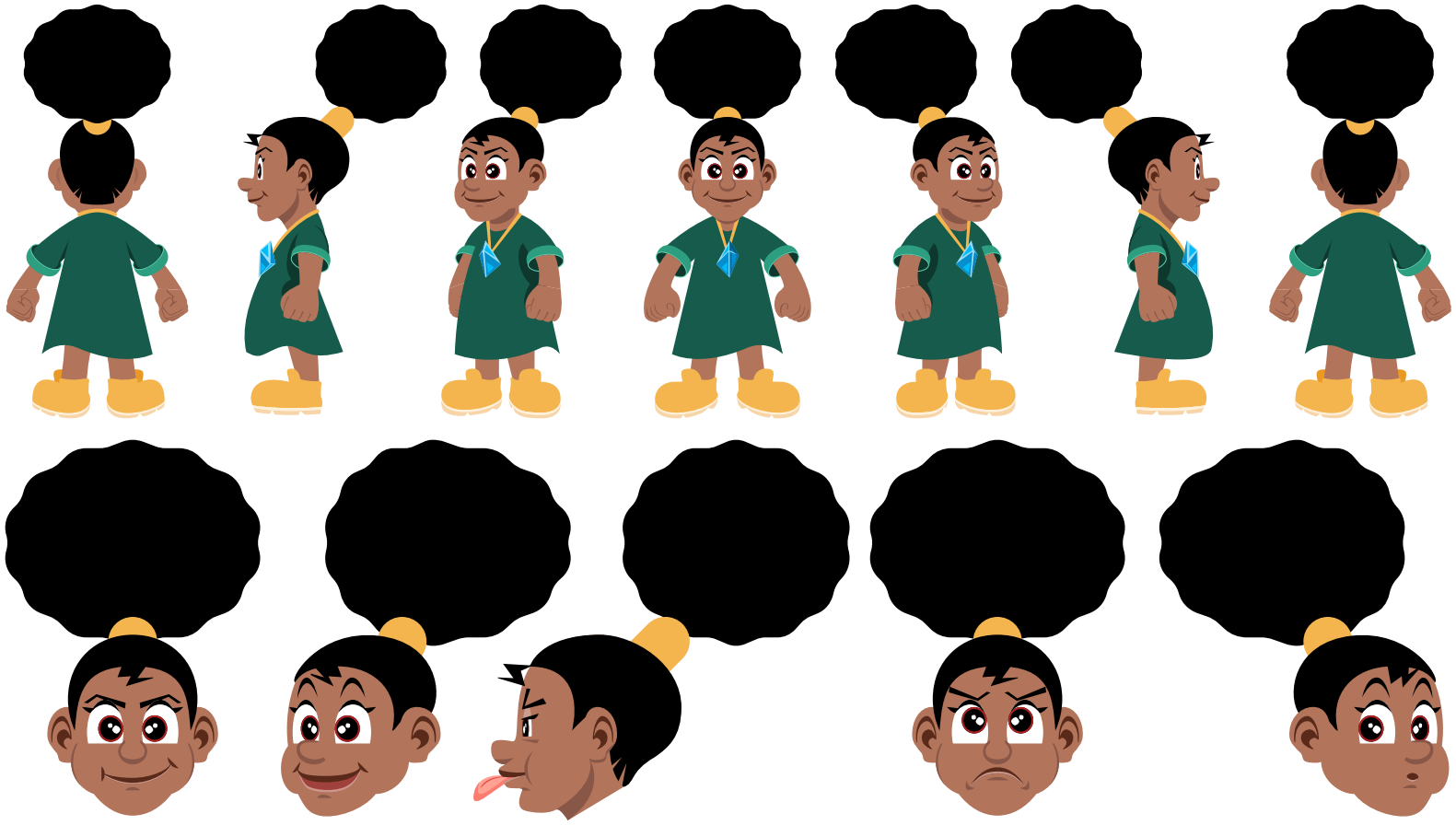
Character Design

Titi



Character Design

Titi

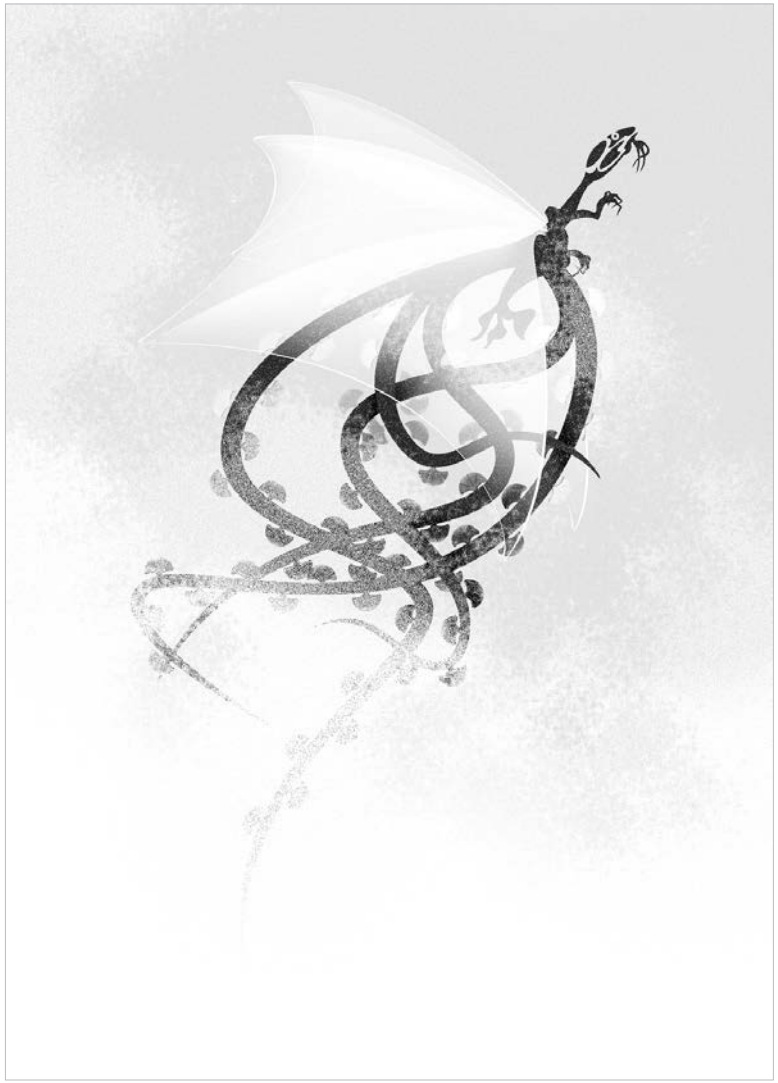


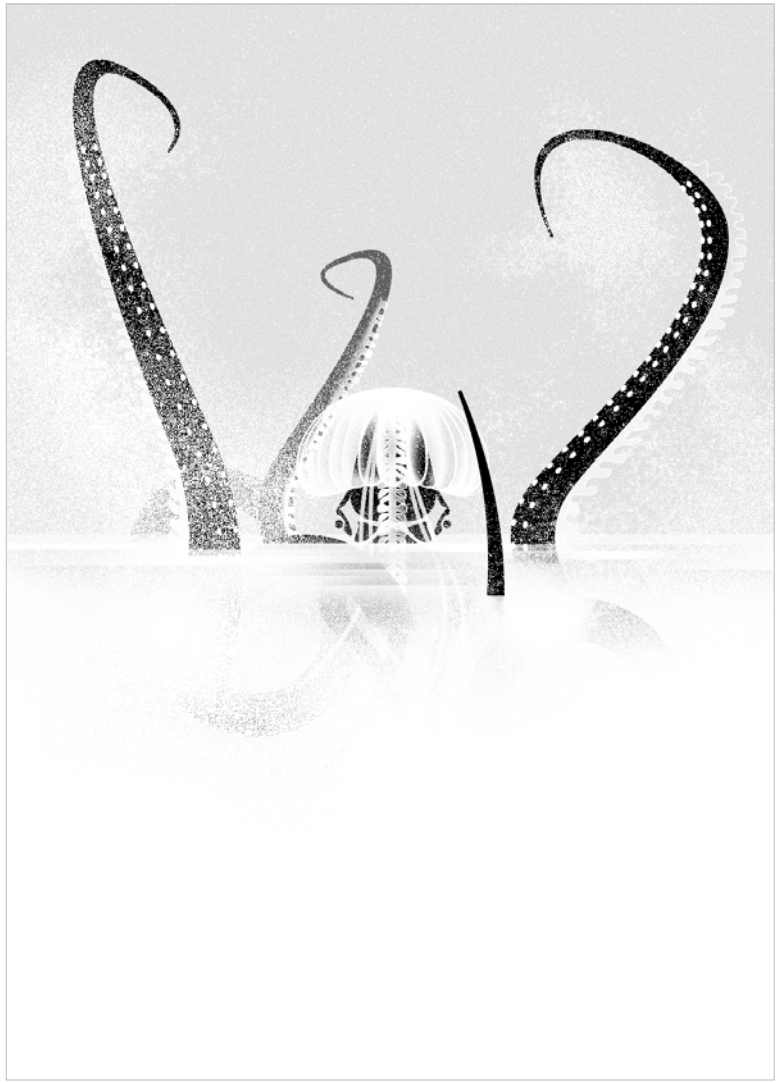
Sea Monsters

Series of illustrations in black / gray / white.

Very graphic and stylized approach (almost tattooing), playing with the white of the page, questioning scales (are they tiny or gigantic?), working on movement.

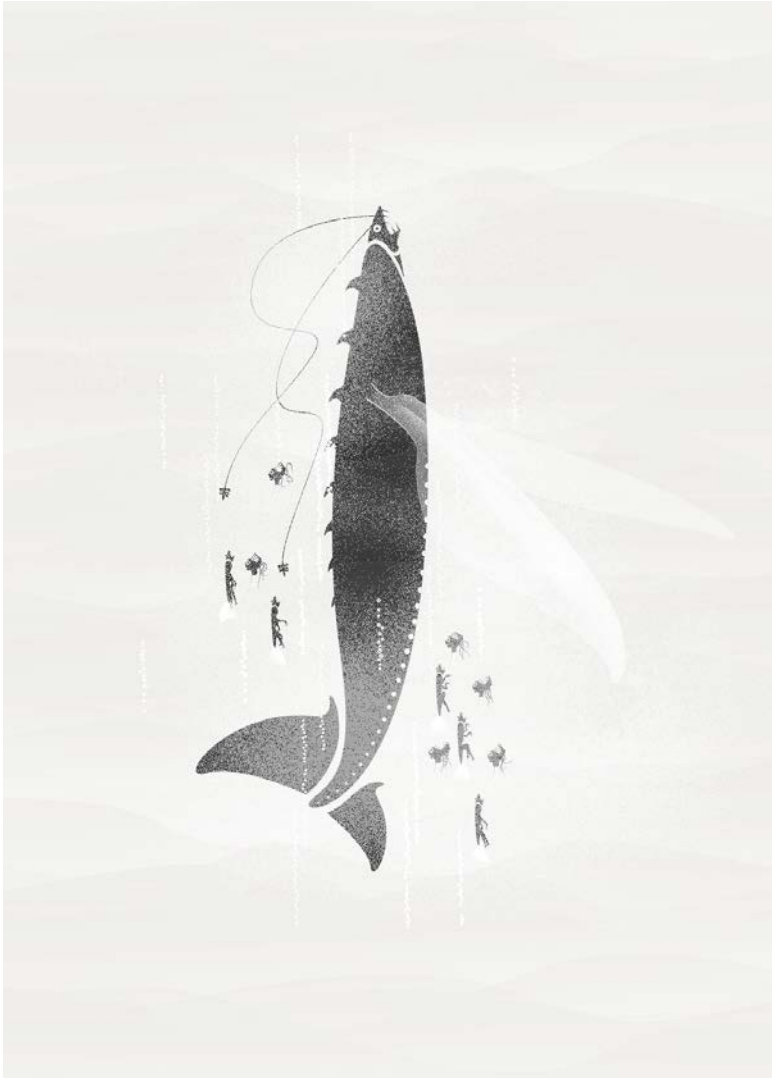
Technique: vector drawing (Illustrator) and digital painting (Photoshop).





Sea Monsters

Technique: vector drawing (Illustrator) and digital painting (Photoshop).

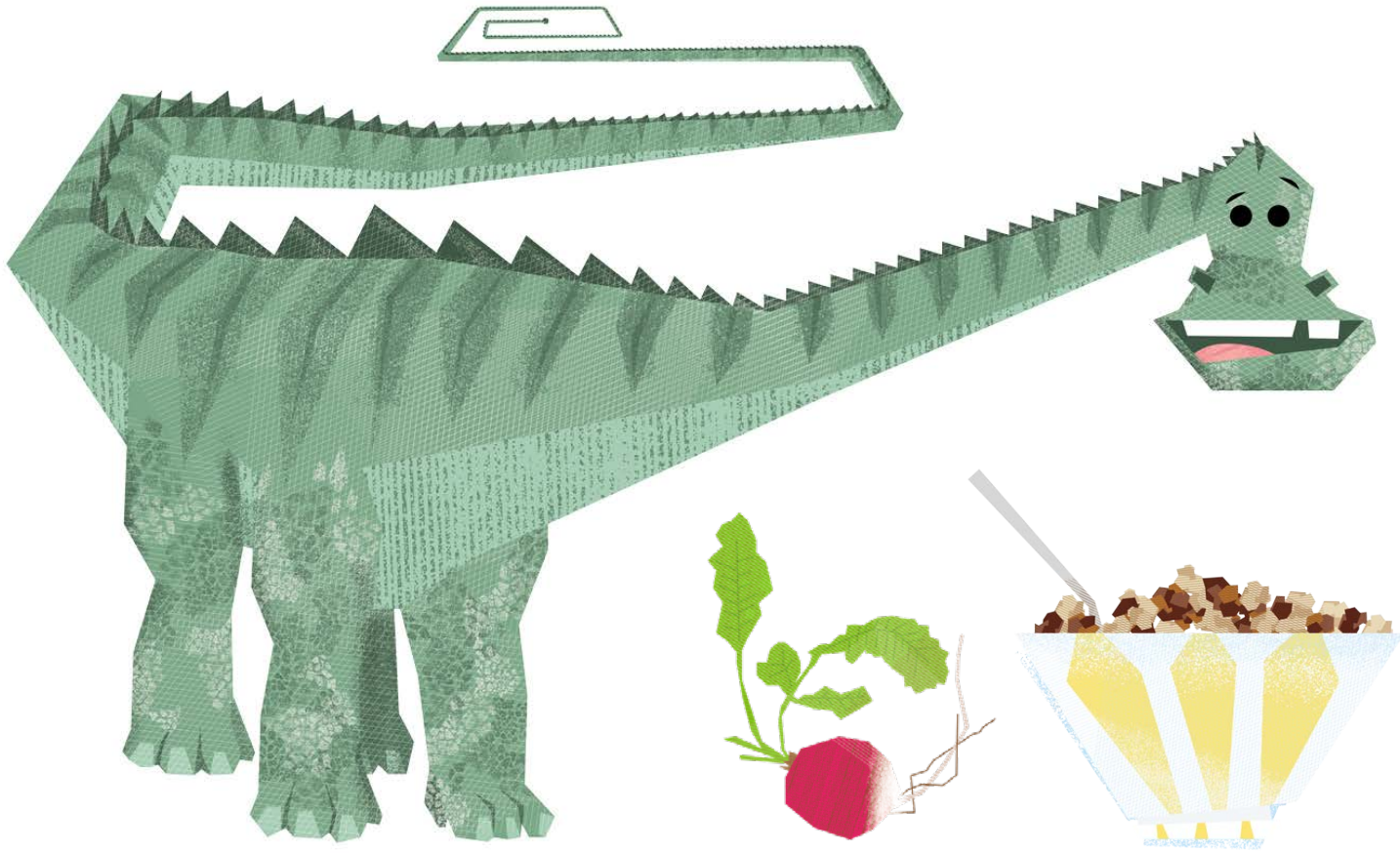


Cut-Cut

These illustrations are shapes that are not really geometric, they are drawn by hand, looking more cut than traced.

A play on textures adds some lively feeling to each image.

Technique: vector drawing (Illustrator) and digital painting (Photoshop).



Cut-Cut

Animals, plants and objects from the everyday life.

Cut Shapes

These illustrations were made for a tailor made ABC for a little boy. The words are related to his life: he loves cereals, dinosaurs and his grandpa's tractor, there are also names of people that he loves, subjects he likes to talk about and each time a city + a country to search for with his parents.

This is a poster adapted in a card game where he must find each time which letter goes with the illustration and the list of words.

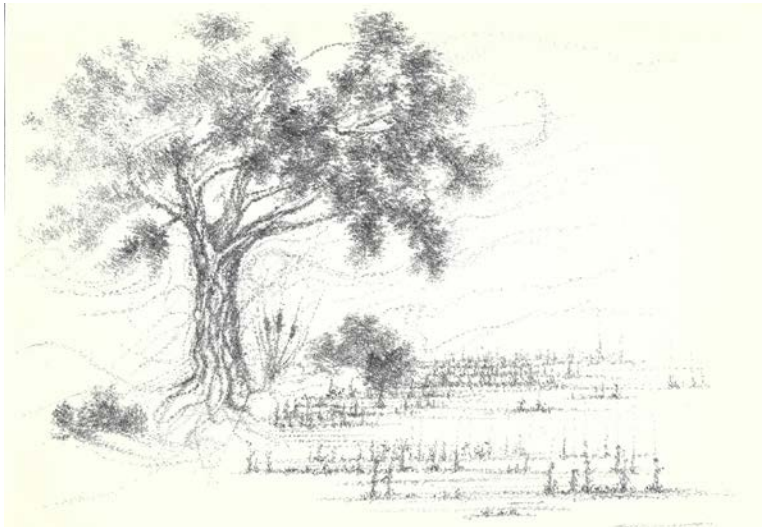
The letters are an original typographic creation.

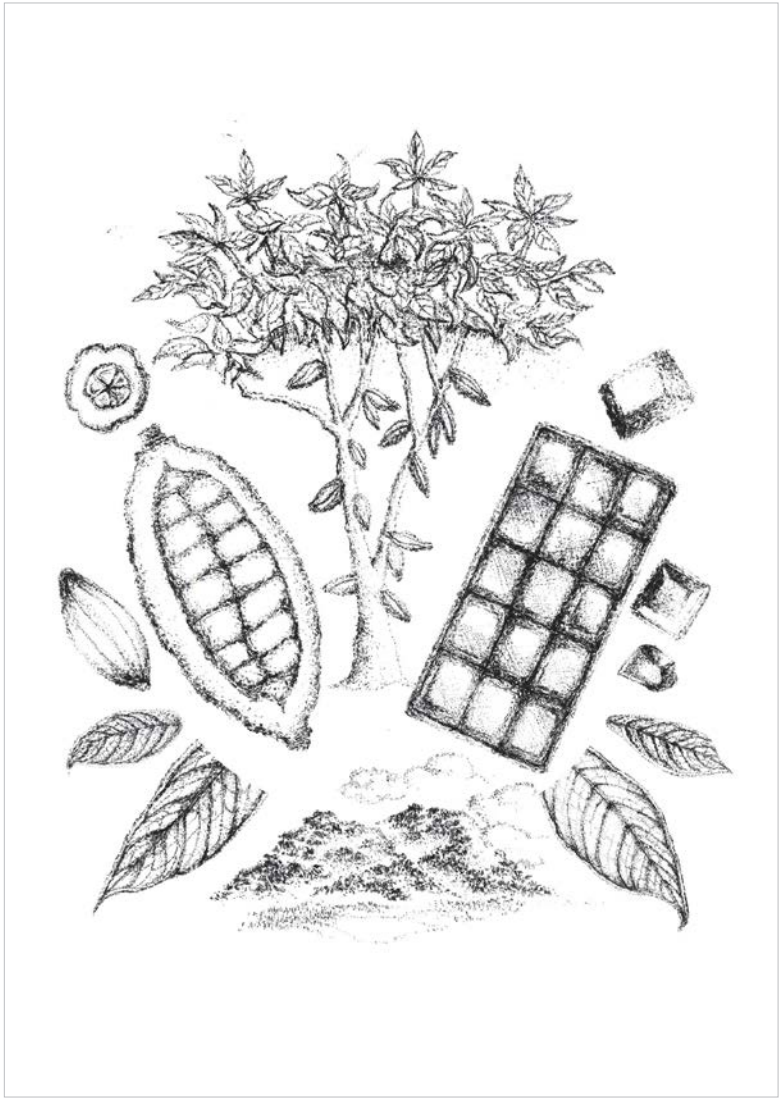
Céréales / Corbenay / Céline / Chips
Compote / Cuisine / Ciel / Crapane
Calin pépère / Cœur / Caillou / Crabes

Dinosaure / Desgranchamp / Drooop
Danser / Dublin / Dessiner / Dadaï
Danemark / Donner / Disque / Doux

Drawing with dots

Technique: Charcoal and graphite on paper.



Drawing with dots

Technique: Charcoal and graphite on paper.