

Domestika – Graphic Design for Fiction: Visual Identities with Stories

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Graphic Design for Fiction: Visual Identities with Stories: Learn how to translate strong stories and create memorable branding identities using distinctive narratives with the help of Adobe Illustrator and InDesign.

How to get to know and learn how to design graphic images?

You can learn graphic design with the "Domestika – Graphic Design for Fiction: Visual Identities with Stories" tutorial.

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of Domestika – Graphic Design for Fiction: Visual Identities with Stories

The product is in the **Tutorial category**, for more information about this post you can click on the home page link in the sidebar.

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Tom Muller's fascination with comics began at a young age; in the years since Tom has discovered ways to combine their love for comics with his passion for graphic design by designing branding identities for iconic comics such as Marvel's X-Men.

He has collaborated on projects with Magnum Photos, DC Comics, and Sony Pictures, using his expertise as a creative director to create consistent brand identities from beginning to end. He hopes to blend his work with compelling narratives. He employs storytelling to guide his creative process, described as 'branding stories' and creating fiction.'

- "In this course, you'll master techniques for visual design and novels. As your final project, you can translate your most loved novel into a branding identity for the book's packaging."
- Learn about how to design graphic images to create fictional works.
- Learn about the process of creation behind the branding of X-Men.
- Create a distinctive brand identity from beginning to finish, including logos, typography, and colors.

What's the course's assignment?

Design a brand image for an upcoming book based on your favorite tale.

Who would this online course be aimed at?

This course is designed for those interested in studying graphic design within fiction.

Materials and requirements

- Experience with Adobe Illustrator and InDesign is essential. Experience working with Photoshop is a plus.
- For the materials you require, you'll require an apparatus with the software mentioned above installed and pencils and paper to draw and sketch your initial ideas.

Content

- Introduction
- Designing for Fiction: What Does It All Mean?
- Creating the Visual Language: Concept and Design



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- The Final Design
- The Presentation
- Final project

What is Graphic Design for Fiction: Visual Identities with Stories?

Graphic design for fiction, specifically creating visual identities with stories, is the skillful craft of shaping visual elements to embody and elevate the essence of a fictional creation, be it a book, movie, or game. This process goes beyond mere visual appeal; it entails meticulous design choices that intricately convey the narrative and core themes of the story.

At its core, this form of graphic design is the art of narrating visually—a harmonious blend of imaginative ingenuity, strategic planning, and the ability to tell a story through visuals. It serves as a vital link connecting the audience to the captivating depths of a fictional world. Whether the medium is a novel, a film, or a game, graphic design plays a pivotal role in bridging the audience with the immersive and fantastical realms of fiction.

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