



**Kyle Johnson**  
*Graphic Designer*



# Album Cover

2021





I needed to redesign an album cover and it's packaging. I worked in a few different programs to accomplish this. For the text of the album, I wanted to keep it consistent with past and current designs. A lot of the inspiration for my artwork came from two songs in particular on the album which I used to show the two sides of how we tend to feel about ourselves and our work based on our own inner voice and how people react to us.

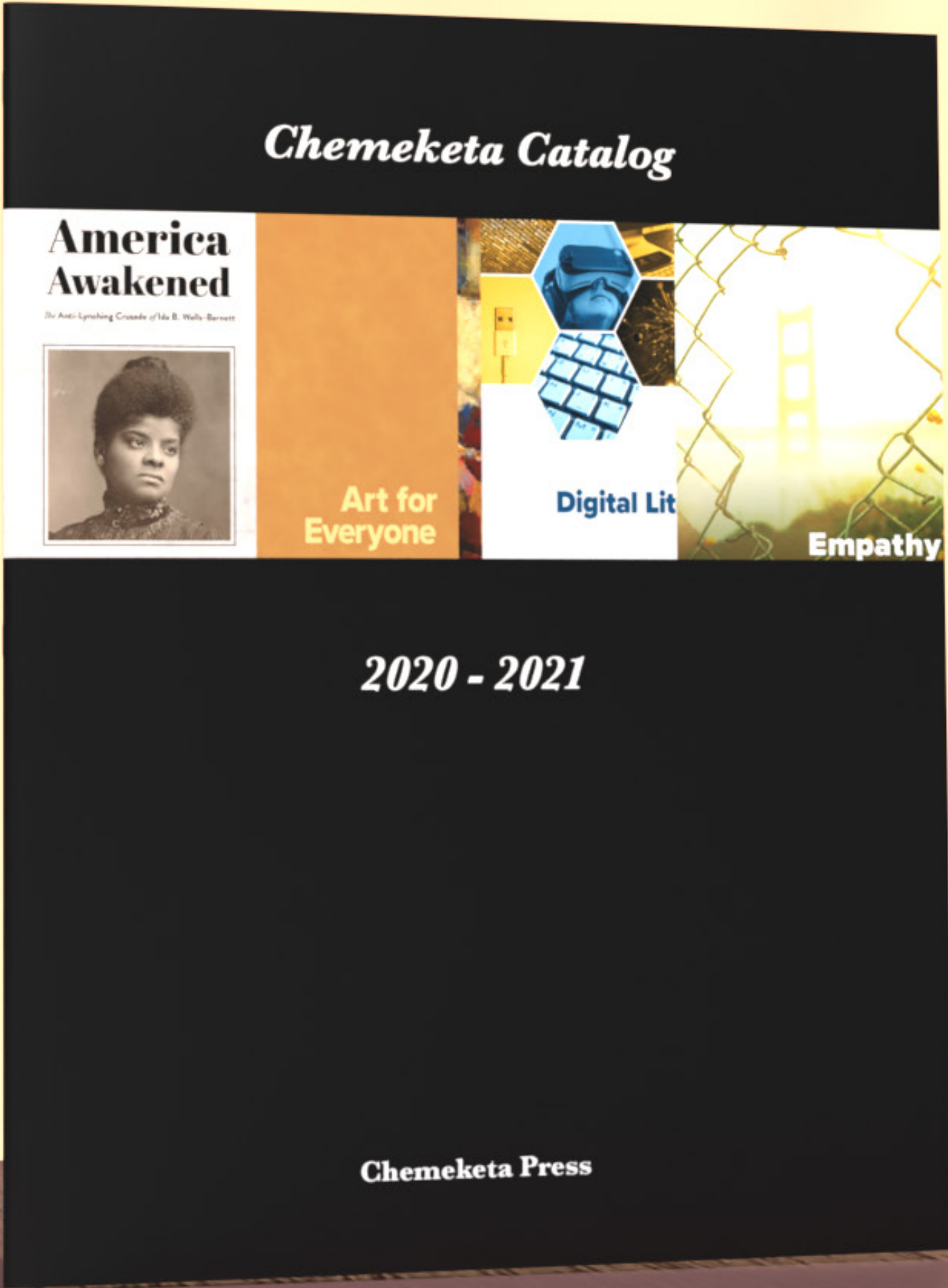
*Package Design*  
*Project specs: Procreate/*  
*Photoshop/Indesign/Illustrator/*  
*Dimension*





# Book Catalog

2021





I set up my layout out using inventory and information offered by Chemeketa Press. I wanted to set the layout up so that important information and a description about the book was easy to see and follow. I focused in on making the description of the book the main body text and gave the information about the book price, size and other information its own section next to it.

Chemeketa Press Catalog

*Reading and Writing 1 (Spring)*

**Reeves, John**



This is the beta edition of the General Science 104 lab manual. It's for use only at Chemeketa Community College starting in Spring of 2017. The manual is printed in color and has perforated pages for students to tear out and turn in.

Price: \$12.50  
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Trim Size: 5.5" x 8.25"  
Page Count: 62

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Chemeketa Press Catalog

## *Reading and Writing 1 (Spring)*

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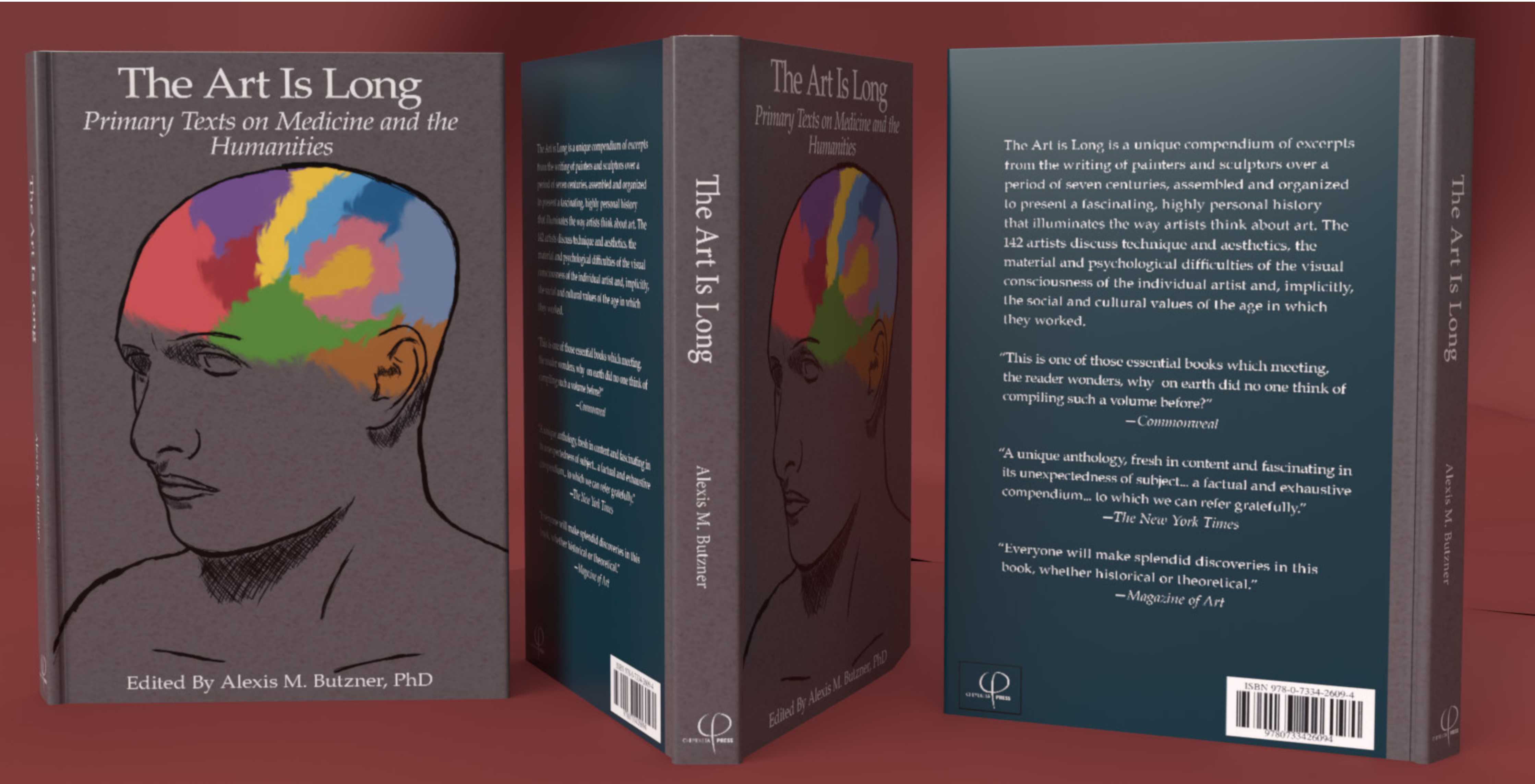
*Layout*  
*Project specs: Indesign*

5



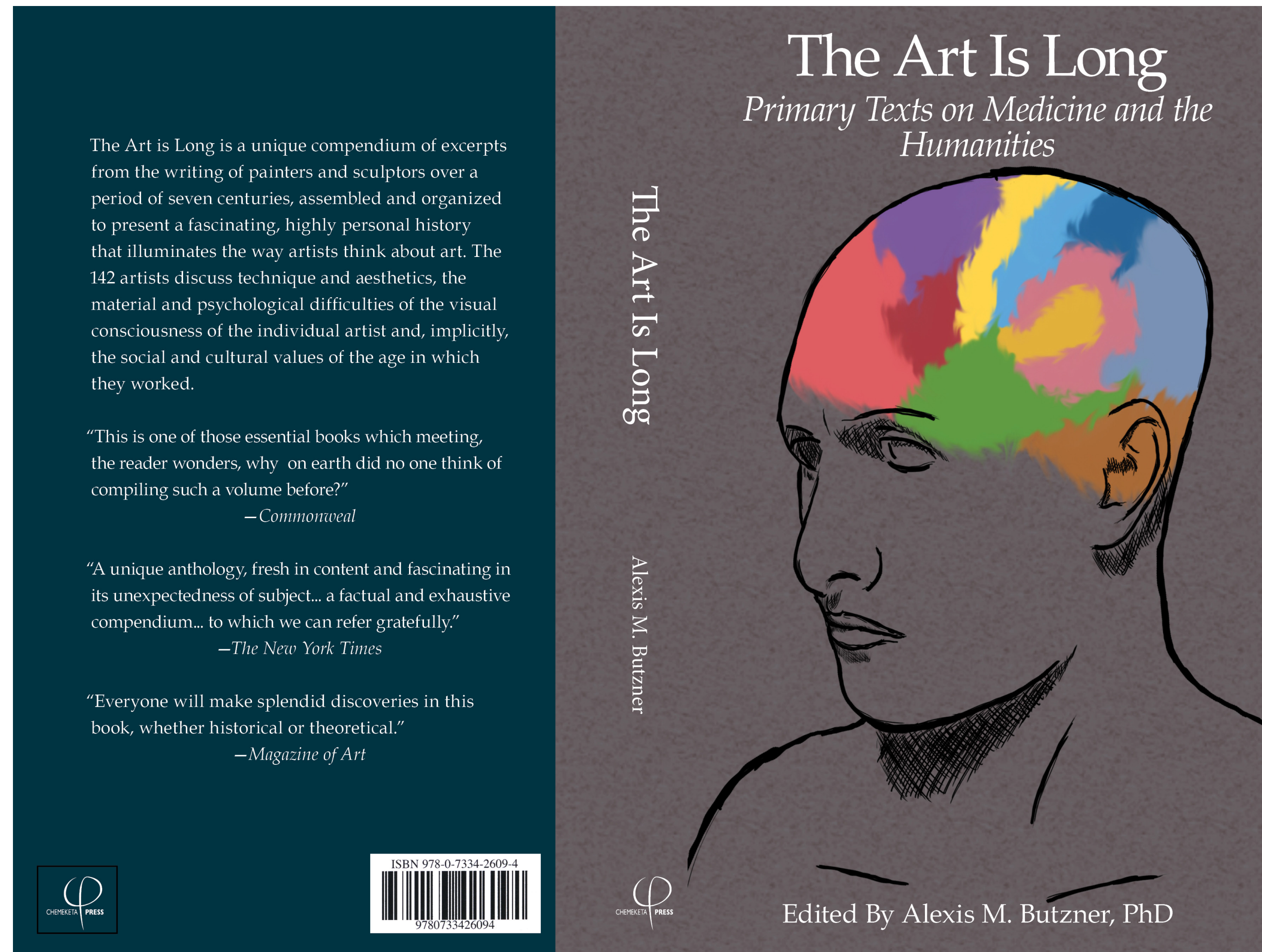
# Book Cover (The Art Is Long)

2020





This design was interesting in it posed a challenging concept of blending medicine with art. I wanted to show something complex to tie in the vast amount of information but also show it in a way that was more abstract and artistic. I ended up drawing a face that was simple and nondescript and filled in the outlines with colors that represent regions of the brain.



*Layout*  
*Project specs: Photoshop/*  
*Indesign*





## Interview with Former Student **Alek Kalinowski**

BY KYLE JOHNSON



**You have been in the professional design world a while now, what is something you think students leaving college should know about the professional side of things?**

Being a designer in a professional setting is work. I think it's good to prepare yourself now to understand that it really can be just a job. Depending on the company and the setting, whether you're an in-house designer or a part of an agency or team, it can get very mundane and boring. It's important and sometimes necessary to "pay your dues" taking any job you can to get in the door, but eventually you need to know when to move on to something that will be the most fulfilling to you.

In some cases, you are just a puppet with the technical know-how and a boss who knows exactly what they want but just can't do it themselves. So, there can be a lot of knit picking. Especially if you are working with someone who has never designed before and is critiquing you and asking you to do things you learned very specifically not to do in school or that you think look tacky, but it's exactly what they want! Same goes for client work if you are freelancing. I have a few clients on retainer that often reach out and just want some text updated. It can take more time to open their file than to do the work! That being said, it's important to seek out projects and companies and you love. Honestly, I've quit a couple jobs and taken smaller paychecks in favor of working on projects that fulfill me.

**Social media has become a very strong element for many designers, how do you deal with the feedback on content you have shared in the past?**

I think I've avoided negative feedback completely just due to the fact that I'm not really well known on social media. I see some bigger designers and content creators that get trashed, but only because they are big enough to where people expect more from them.

Right now I am still in the stage where people are like "Oh wow, that's cool that Alek can design stuff". So, as I grow and become more recognized (which let's be honest, I am really hoping to) I imagine there will be some harsher words. So I think it's important to design and create things you love, so when people come at you with non-constructive feedback you know that you had fun making it.

**Covid-19 has changed things for students, some good and some bad. What are a few ways that Covid-19 has impacted the professional world, good or bad?**

The camaraderie has suffered for sure. The feeling of the team meeting a deadline together and the meetings in the conference room for brainstorming on the whiteboard with snacks and big ideas...it's very different right now. It's lonelier. I don't like working from home personally. It's taught me to step up a bit though and strengthen my self-discipline and work through lack of

Interview with Alek Kalinowski

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Our goal was to design the next issue of *You Are Here*. I filled the role of Art Director. The images you see here was a segment I had worked on. I did the work on the layout of the photos and interview as well as the typesetting for these pages. The colorful illustrations that adorn the pages throughout the magazine were done by Anastassia Leshchenko.

motivation.

What do you do to keep growing and pushing yourself as a designer?

Something I discovered about myself is I need critique. It's what constantly makes me better. There are designs I think are fantastic and even a week later I will look at and think how on earth could I have thought that was good? I have a few people in my circle that I can go to that will be honest with me and tell me when something sucks or how I can improve upon it. Some are designers and some are not. I think it's important to view things through the eyes of people who don't have design experience as well.

I also love to save designs I like that I find on Instagram or Pinterest and try to replicate them exactly. It's a good exercise and it's lead to me learning a lot of new techniques and things I would never try. I end up doing more research that way as well.

From what I could find, a lot of you work has this hopeful almost dream like feel to it, what drives you to create content that fosters such feeling?

Design is a major escape for me. It can be a very emotional experience. Maybe someone can relate to this, or maybe I am just psychotic, but there is a feeling I get in the pit of my stomach when I design a certain way that feels like a mix of nostalgia and falling in love. So, when I design, I generally chase that feeling, and the result I guess can come across a bit dreamy and hopeful. I am glad for it to be recognized that way because that's how it feels to create them!

Going back to your early years of design, how did you pick which path you wanted to pursue for you education?

In my early 20s I played music in a pop-punk band. We would travel the country and play shows and when I was home, I was waiting tables. Eventually I got to a point where I realized the band wasn't going to go any further and was never going to allow me to make a living. And I didn't want to be a sever/bartender forever.

So I took an audit of my life and determined what I was passionate about other than music. I had spent so much time establishing the image and brand of the band over those years and created the logos, album covers, posters/flyers and all that. I realized that I loved doing that stuff almost more than I liked playing shows.

I applied for a couple design jobs but was turned down because I wasn't good enough at it yet. Being turned down from those positions made me realize how much I really wanted it. I would get so excited to see open positions and so disappointed when I didn't get the job.

I decided that I needed some real technical training and knew about the VC program from my sister who went through it about a decade sooner. I signed up, got accepted and it totally changed the trajectory of my life. I am very grateful for the program and staff!

Failure can be a great teacher but can also be something that stops people in their track. How do you deal with failure?

The honest truth is incredibly cliché, but failure is a huge motivator for me. I hate the feeling of not measuring up and not being good enough at something. I don't need to be the best, but I always feel a need to prove that I can hold my own. So when I fail, I keep going until I figure it out. That's probably a personality flaw and I need to learn to just chill, but It seems to have landed me in some pretty cool places in my career and personal life.

What would you say to struggling student designers?

What I would say to student or beginning designers, struggling or not, is while the VC program is an incredible way to cultivate and progress your skills, if you don't pair that knowledge with the ability to network yourself, you won't reach your full potential. Whether or not you are good at school, you can get a job if you know where and how to look.

I encourage everyone looking to get into the industry professionally to learn how to network and to sell themselves. Talk to people in the industry. Ask to intern, ask to be a personal assistant, do work for free, do spec projects on your own. Anything you can to get your foot in doors and make a great impression on the people in the circle you want to be in. Every job I've had since leaving school (even while I was still in school) has been because I introduced myself to someone who knew someone else and I was able to prove myself as a capable designer.

Portfolio

- akalinowski.design

Instagram

- Mountain House Visual Media



YOU ARE HERE!

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Interview with Alek Kalinowski

YOU ARE HERE!

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Interview with Alek Kalinowski

Layout  
Project specs: Photoshop/  
Indesign/Illustrator



# Chemeketa Pathways Icons

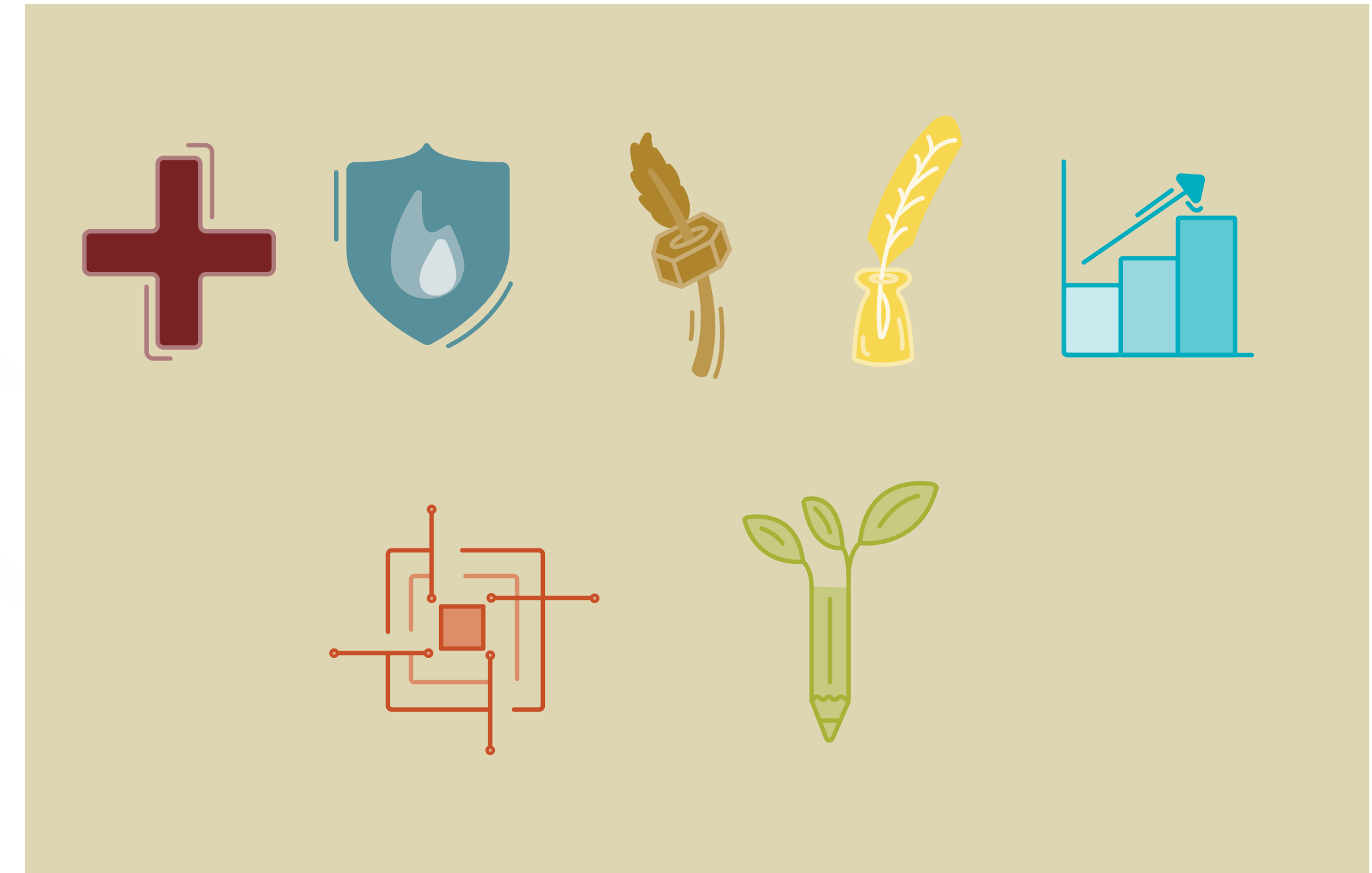
2020





Myself, Katie Hilderbrant, and Jose Lopez worked together to design these icons for Chemeketa's new Pathways design intended to be used for the website and possible other applications such as shirts for students to show what program or degree they are going for. The idea is to create an easy to follow website as well as help to build a sense of community for the students.

*Project specs: Illustrator/  
Dimensions*





## Travel Japan

Photo by Federica Galli on Unsplash



Mt. Fuji from Chureito Pagoda.

Chureito Pagoda, short of going to Mt. Fuji itself, this is one of the best locations to get an amazing view of the mountain. This pagoda overlooks Fujiyoshida City and has Mount Fuji as the perfect backdrop. An amazing time to get here would be mid April when the cherry blossoms are in blume and

the weather is more on the cool side. This is supposed to offer the best view of Mt. Fuji as well as add a beautiful splash of color from the cherry blossoms. This just looks like a really beautiful place to visit to get a great view of Mt. Fuji and a overlooking view of the city below.





For this spread I wanted to do something for places I would like to visit in Japan. I wanted to show each location with at least two images to show either different perspectives of the area or why each has certain seasons that are best for visiting. For the text I wanted to keep it a short read and give the text room to breath on the page with the images.

*Project specs: Indesign*

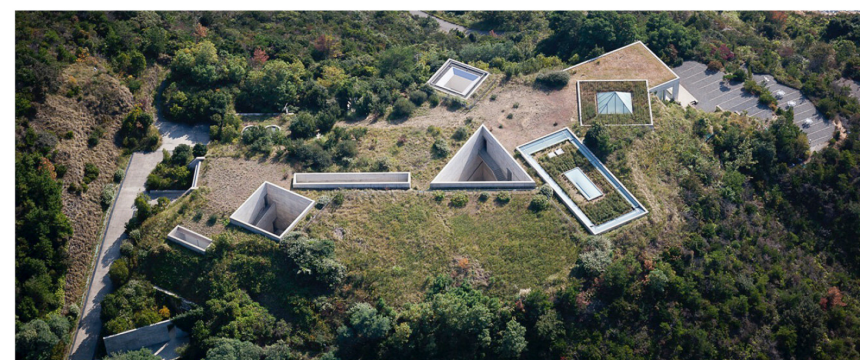


Chichu Art Museum

<https://www.152elizabethst.com/collaboration>

Chichu Art Museum was constructed in 2004 rethinking the relationship between nature and people. It was built mostly underground to avoid affecting the beautiful natural scenery of the Seto Inland sea. This museum houses artworks by Claude Monet, James Turrell, and Walter De Maria are on permanent display in this building designed by Tadao Ando. Despite being primarily subterranean, the museum lets in an abundance of natural light that changes the appearance of the artworks and the ambience of the space itself with the passage of time, throughout the day and all along the four seasons of the year. Taking form as the artists and architect bounced ideas off each other, the museum in its entirety can be seen as a very large site-specific artwork. The artistry shown by Japanese architect

Tadao Ando in designing Chichu has earned him an honorary spot amongst the artists of the museum. Chichu is considered a work of art in its own right. The quiet strength of the architectural details, the way the museum fuses with the natural environment of the island of Naoshima, and the delicate balance between concrete, iron, glass, and wood, and most importantly light, lends Chichu a place among the most powerful cultural and artistic experiences in the world. This is a location I'd really like to visit, mostly for the architecture itself! the art they have there on display is just an added bonus to the trip. The thought they put into the design of the museum is absolutely breath taking and the care to preserve the natural beauty of the area is really something to be appreciated.



Blue Pond

Photo by Jarrett Kow on Unsplash

The Blue Pond near Hokkaido, located outside of Furano is an amazing place. The water has a striking blue quality because of magnesium dissolved in the water. You can walk along its shores and get the feeling of being in another world all. This is not only because of the colour of the water, but also because of the cluster of dead trees sticking out of the pond giving an almost ominous

feeling to an otherwise beautiful scene. In the high season in summer during the bloom of the lavender fields the Blue Pond is not too crowded. You can take beautiful pictures from every angle along the path. The winter changes the Blue Pond completely. Making it the only spec of colour among a view of white and gray.





# Craft Beer

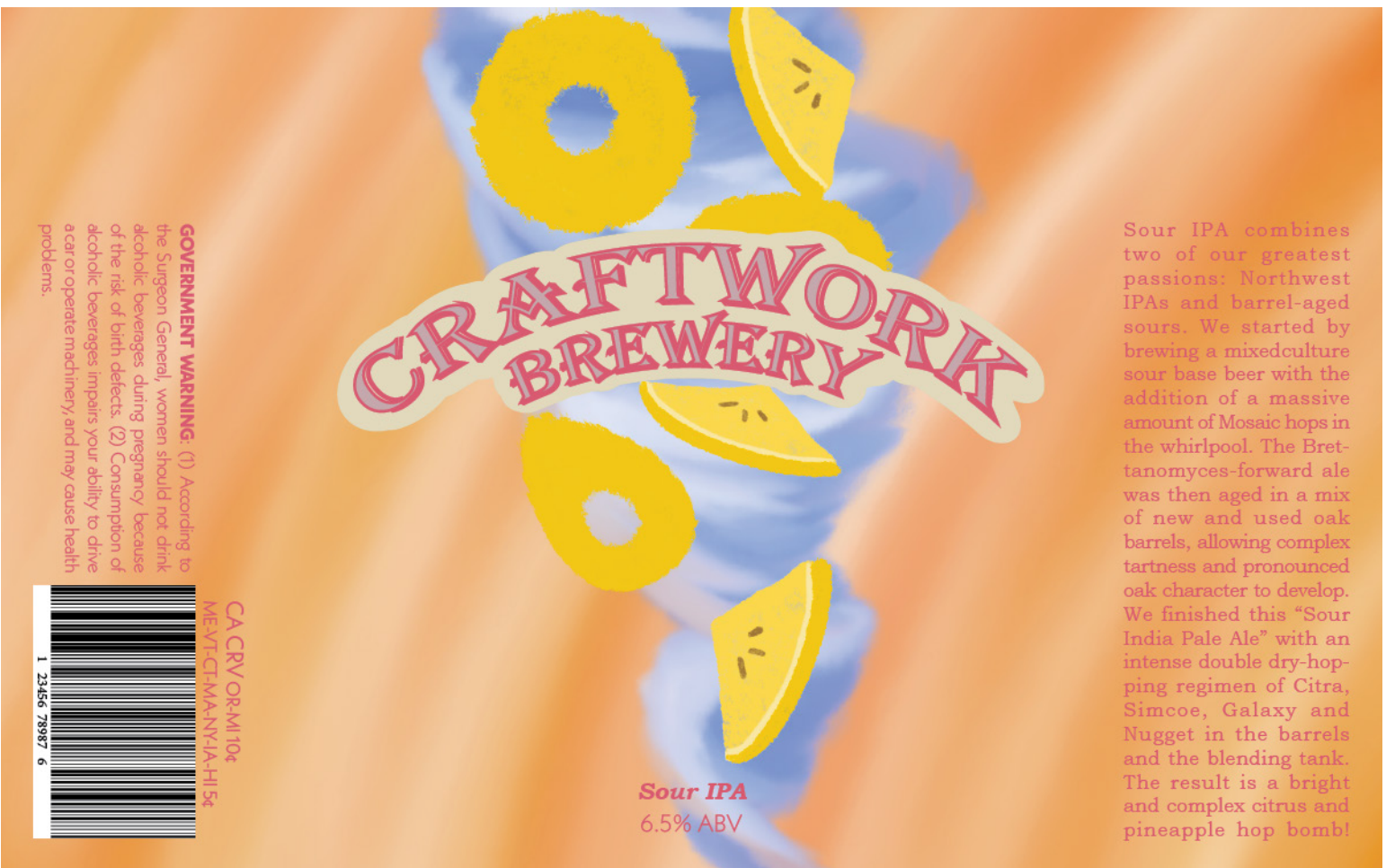
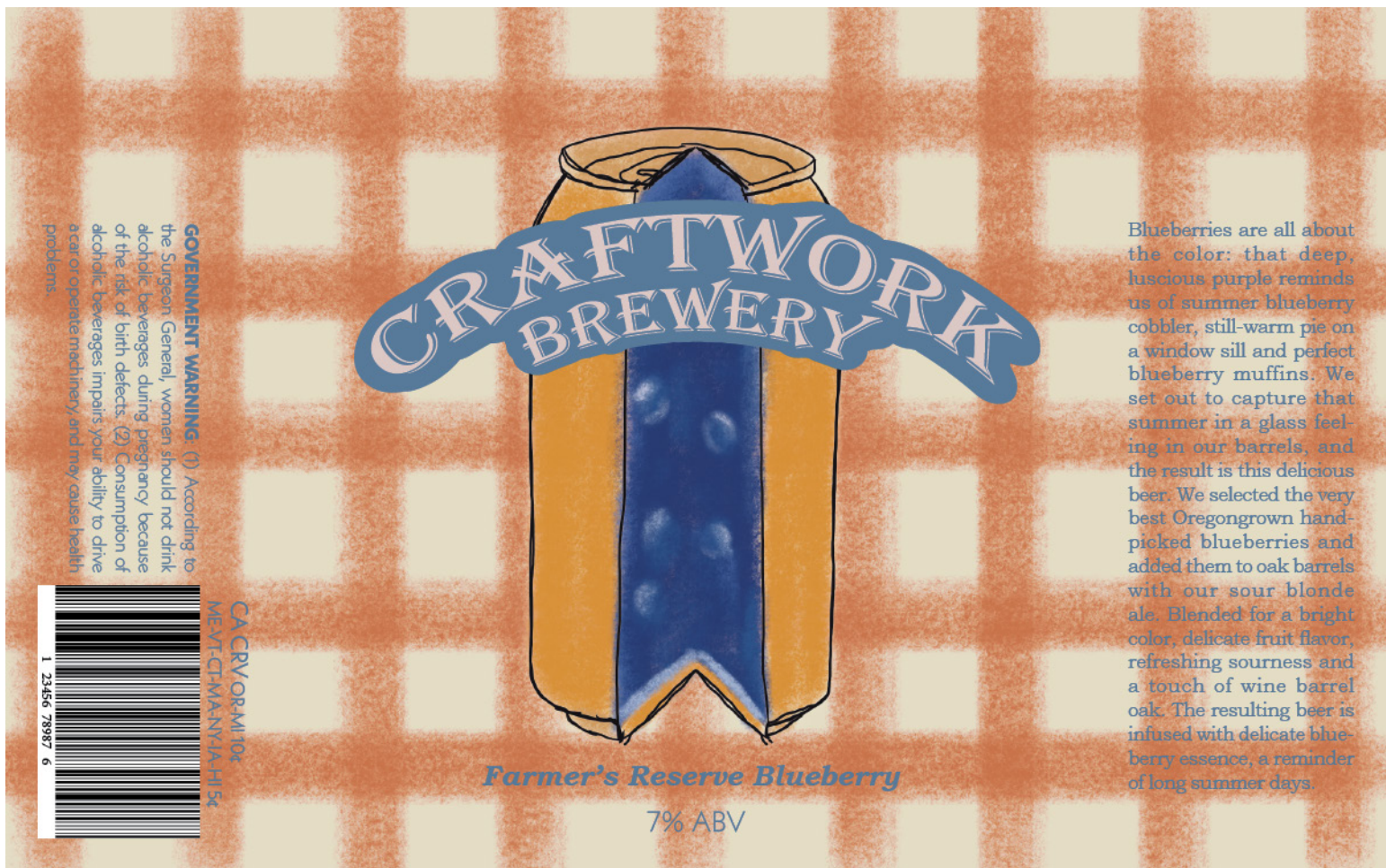
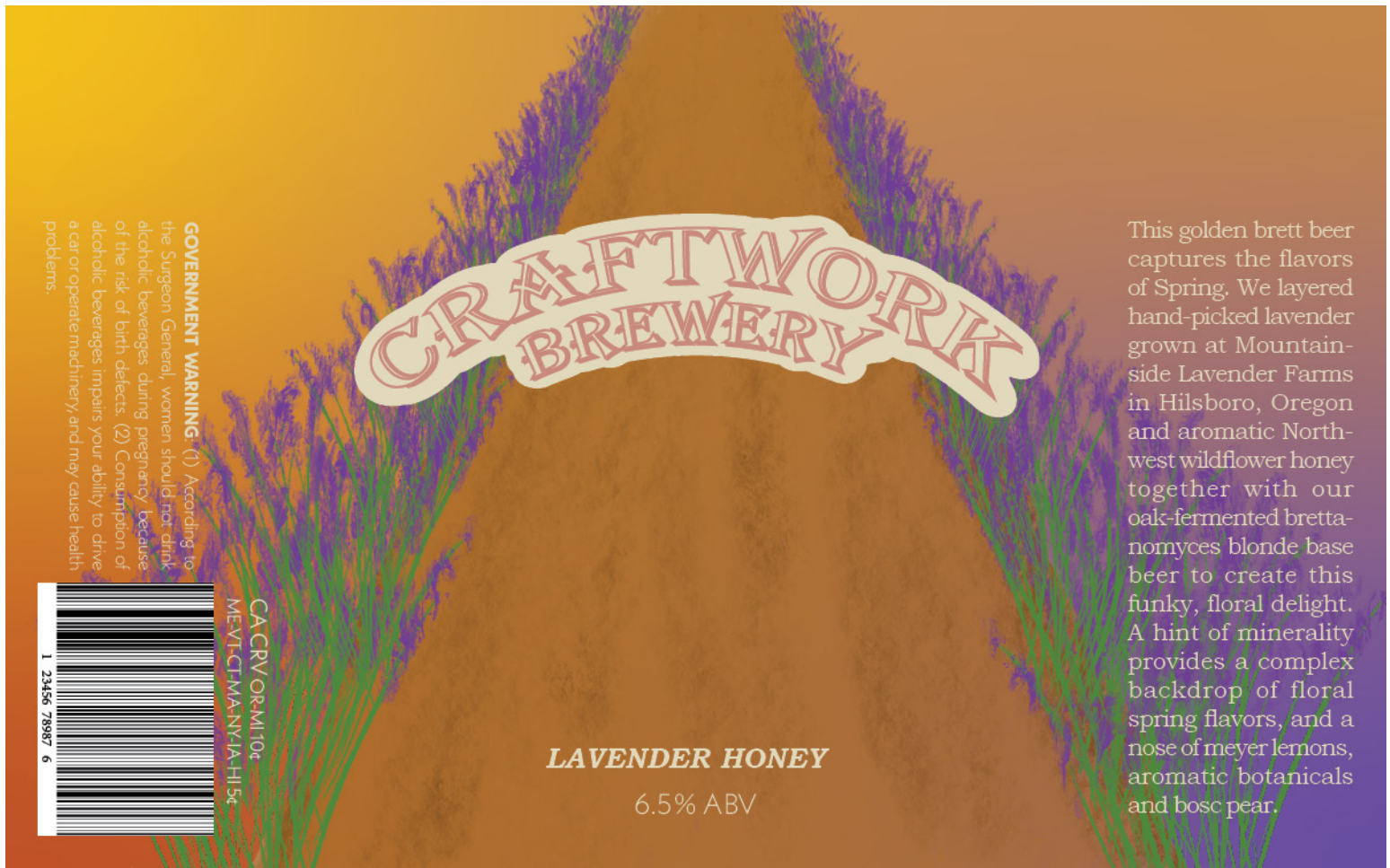
2021





I needed to design a logo as well as a full label for a craft beer. I ended up reducing to a logotype that had a classic feel of old breweries with illustrations for the lable to depict the flavors of the beer. Over all I wanted each illustration to give off some feeling of summer, whether that is walking a country road, having a picknick at a park, or a day out on the water.

Project specs: Procreate/  
Photoshop/ Illustrator/ Indesign





## Photography for Travel Japan provided by

Federica Galli

Jarrett Kow

Jezael Melgoza

Jordan Duca

Svetlana Gumerova

Tianshu Liu

Shawn Ang

Zati Abdullahrakiah

## Group Projects

Grace Martin

Anastasiia

Leshchenko

Katie Hilderbrant

Jose Lopez

Maria Navarro

## Thank you

*Kyle Johnson*