

The Cog Party



Shift Gears

Artist Statement

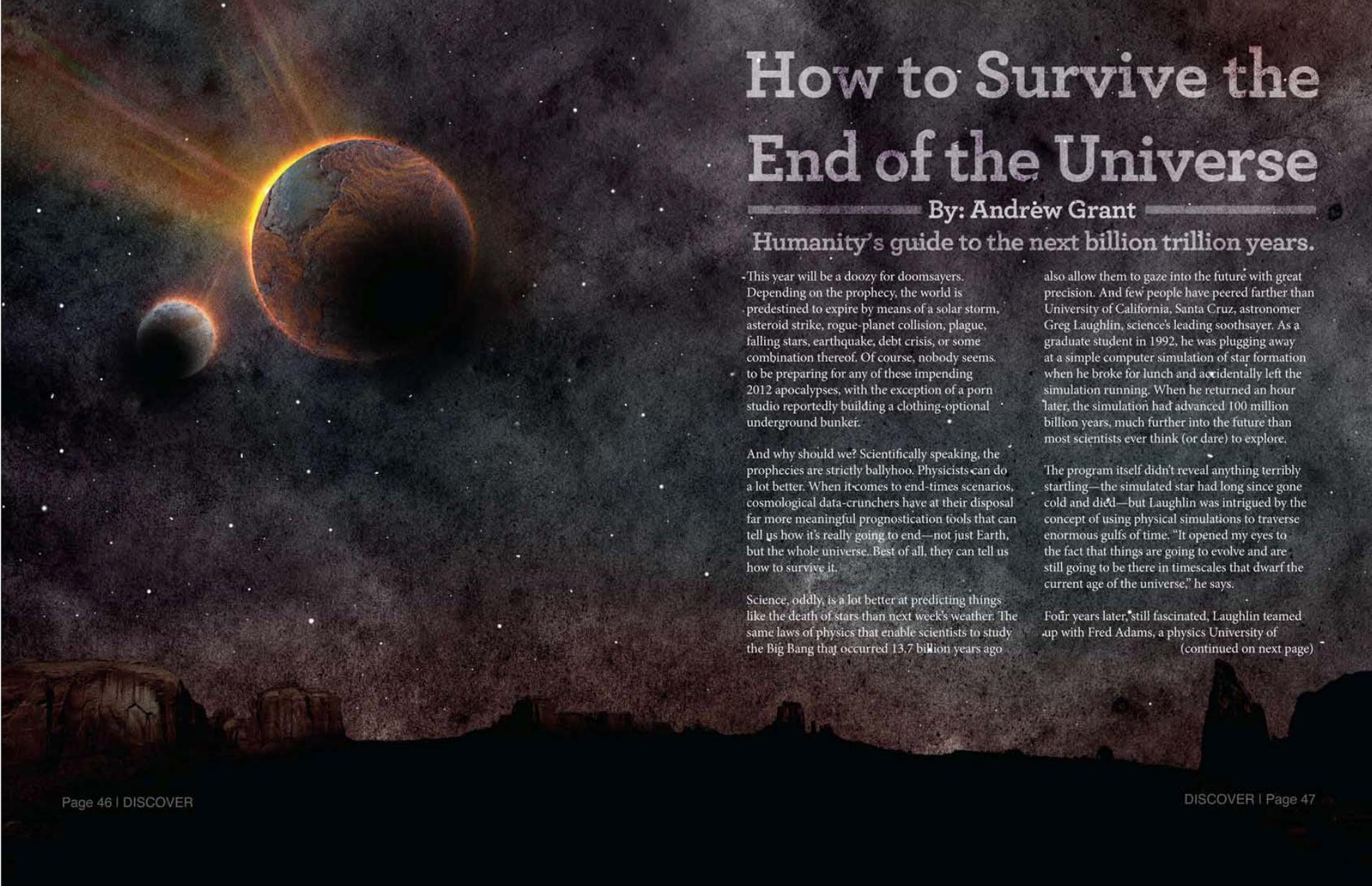
Eric Gill

Since I started at Colorado State University with a concentration in Graphic Design, my work evolved from a grunge to more of a simplistic style. When I first began, I used a variety of textures to enhance my design work. That technique eventually transitioned into a flat style that takes the essence of the mid 20th century and mixes it with a 21st century flare. In addition to the style, my work switched from an illustrative form to a strong typographic quality.

I am interested in how flat design in my work is paired with a heavy typographic treatment. Also, I pair the flatness of my designs with cohesive colors that are unexpected and attractive, to enhance the visual experience.

I usually work by sketching out my ideas on paper or my iPad. Then taking those initial sketches into Illustrator. Once they are in Illustrator, I try to pick out the colors that I will be using as one of the first things I do. The colors that I pick out play an important role in how the design further constructed. The typographic elements in my designs come into creation near the end of the process. When finished, I let the work sit for a day or two before looking at it again. Something's that I though did not work while I was laying them out, actually end up work very well together. That's just a small part of my design process and my inner workings that I take to complete my designs.

	<u>Title</u>	<u>Media</u>	<u>Original Format</u>
Figure 1:	How-To-Survive-The-Universe	graphic design	Print
Figure 2:	Logo-RedBarnFarm	graphic design	Print
Figure 3:	Poster-RedBarnFarm	graphic design	Print
Figure 4:	Logo-TheCogParty	graphic design	Print
Figure 5:	Poster-VOTE	graphic design	Print
Figure 6:	Poster-WorkTooMuch	graphic design	Print
Figure 7:	Game-Board-Cog-Party	graphic design	Print
Figure 8:	MercuryApp-1	graphic design	Print
Figure 9:	MercuryApp-2	graphic design	Print
Figure 10:	Poster-Cardiovascular	graphic design	Print
Figure 11:	Xray-laser-poster-1	graphic design	Print
Figure 12:	Xray-laser-poster-2	graphic design	Print
Figure 13:	Logo-CSUWaterCenter	graphic design	Print



How to Survive the End of the Universe

By: Andrew Grant

Humanity's guide to the next billion trillion years.

This year will be a doozy for doomsayers. Depending on the prophecy, the world is predestined to expire by means of a solar storm, asteroid strike, rogue-planet collision, plague, falling stars, earthquake, debt crisis, or some combination thereof. Of course, nobody seems to be preparing for any of these impending 2012 apocalypses, with the exception of a porn studio reportedly building a clothing-optional underground bunker.

And why should we? Scientifically speaking, the prophecies are strictly ballyhoo. Physicists can do a lot better. When it comes to end-times scenarios, cosmological data-crunchers have at their disposal far more meaningful prognostication tools that can tell us how it's really going to end—not just Earth, but the whole universe. Best of all, they can tell us how to survive it.

Science, oddly, is a lot better at predicting things like the death of stars than next week's weather. The same laws of physics that enable scientists to study the Big Bang that occurred 13.7 billion years ago

also allow them to gaze into the future with great precision. And few people have peered farther than University of California, Santa Cruz, astronomer Greg Laughlin, science's leading soothsayer. As a graduate student in 1992, he was plugging away at a simple computer simulation of star formation when he broke for lunch and accidentally left the simulation running. When he returned an hour later, the simulation had advanced 100 million billion years, much further into the future than most scientists ever think (or dare) to explore.

The program itself didn't reveal anything terribly startling—the simulated star had long since gone cold and died—but Laughlin was intrigued by the concept of using physical simulations to traverse enormous gulfs of time. "It opened my eyes to the fact that things are going to evolve and are still going to be there in timescales that dwarf the current age of the universe," he says.

Four years later, still fascinated, Laughlin teamed up with Fred Adams, a physics University of
(continued on next page)

Figure 1: How-To-Survive-The-Universe.



Figure 2: Logo-RedBarnFarm.

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Figure 3: Poster-RedBarnFarm.

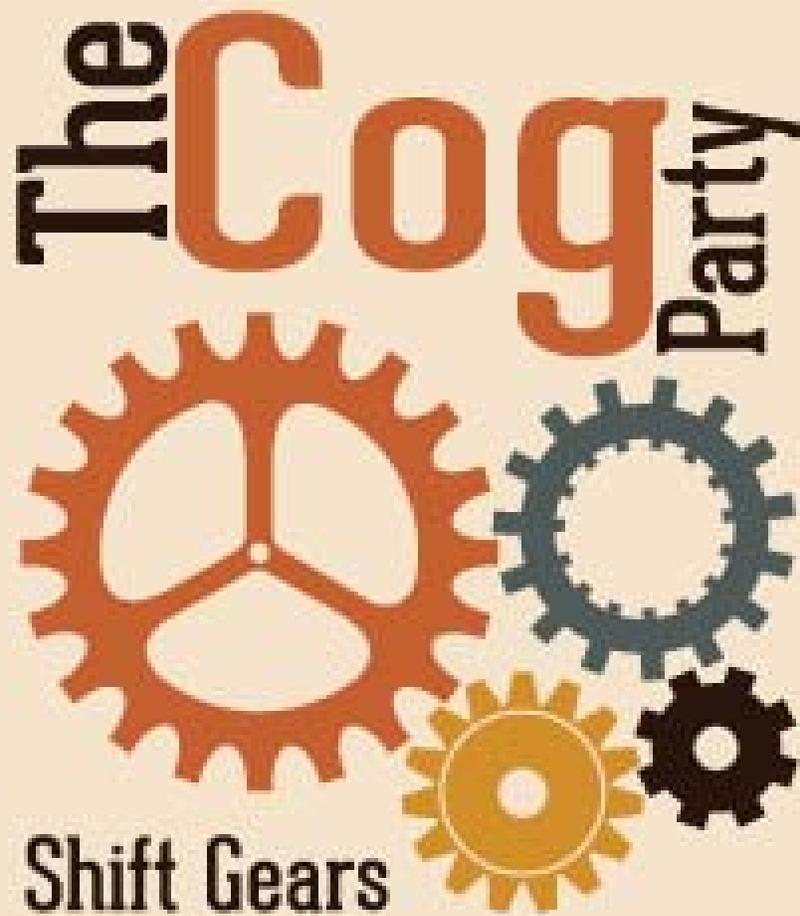


Figure 4: Logo-TheCogParty.



Figure 5: Poster-VOTE.

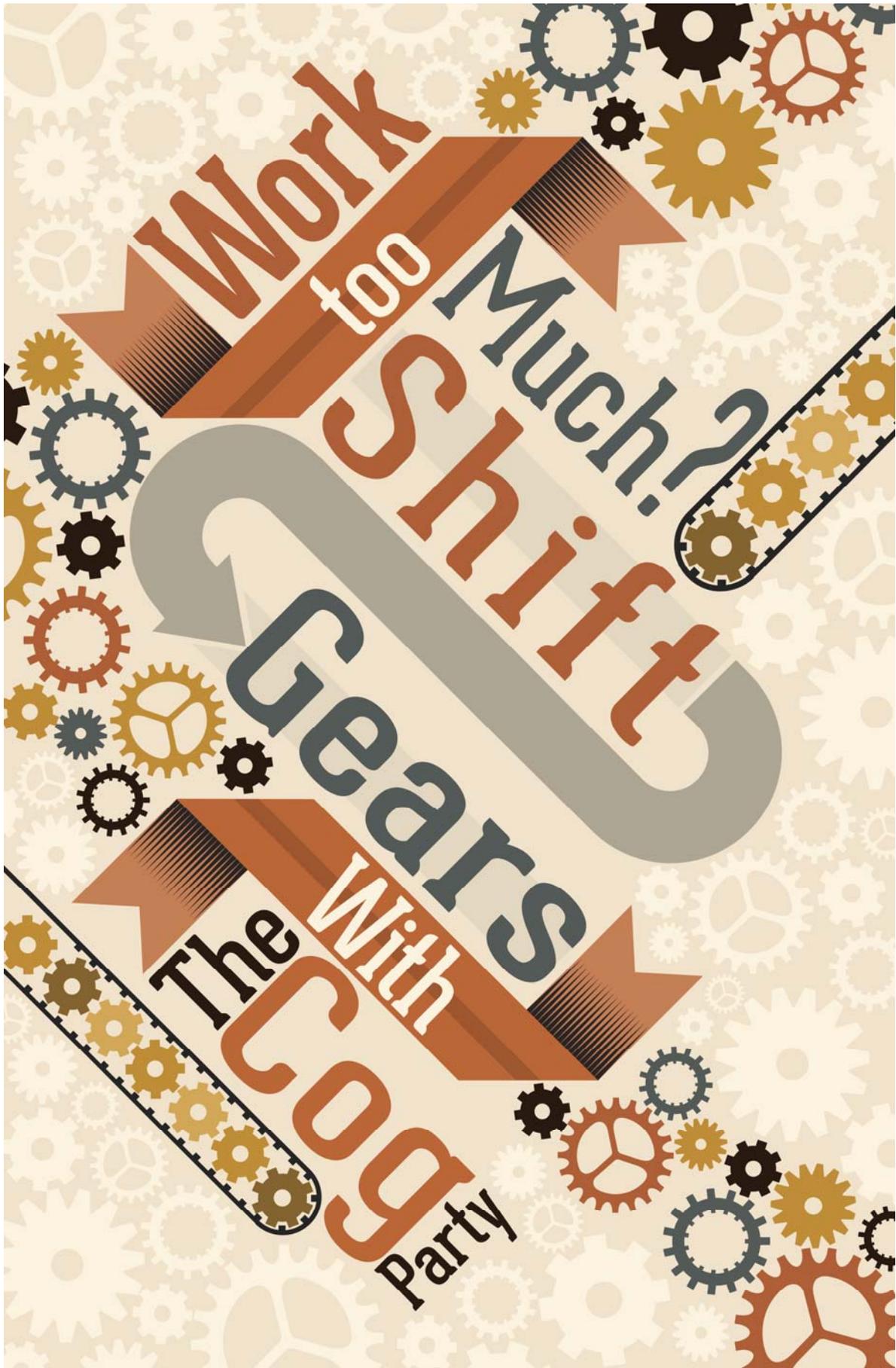


Figure 6: Poster-WorkTooMuch.



Figure 7: Game-Board-Cog-Party.

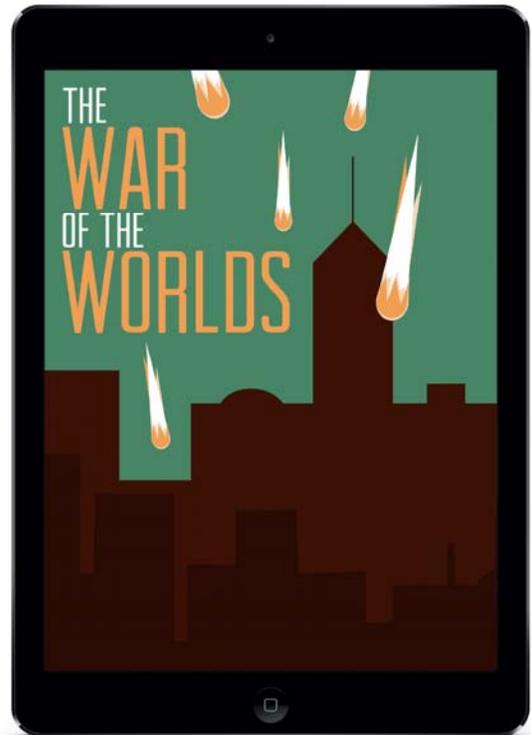
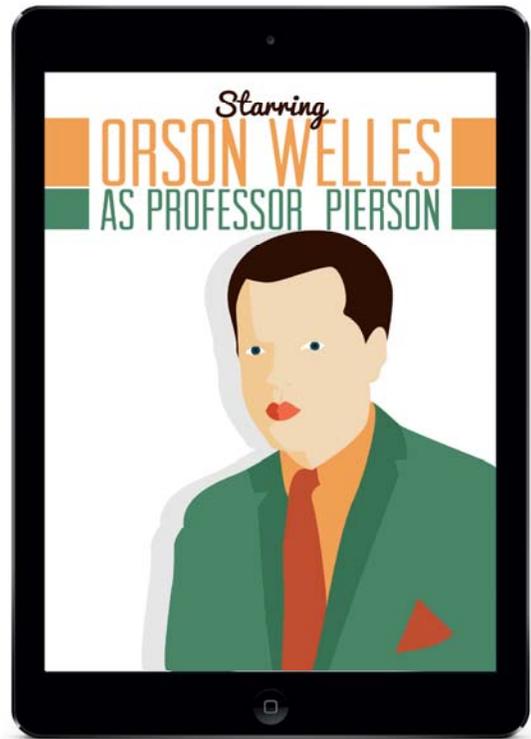
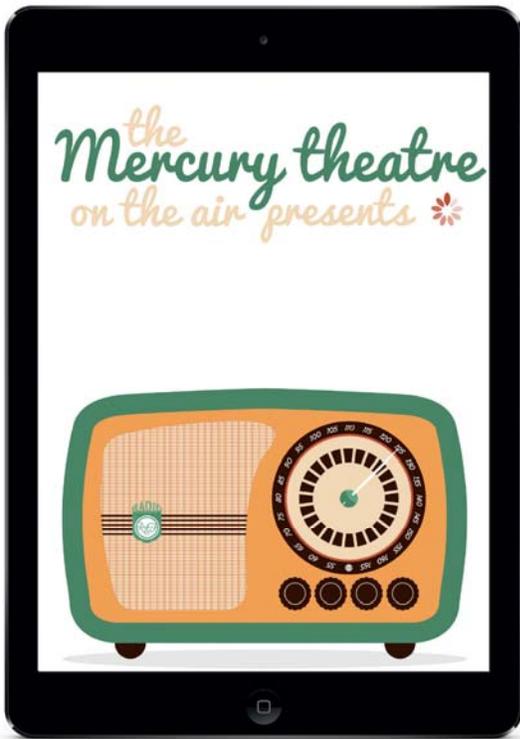


Figure 8: MercuryApp-1.

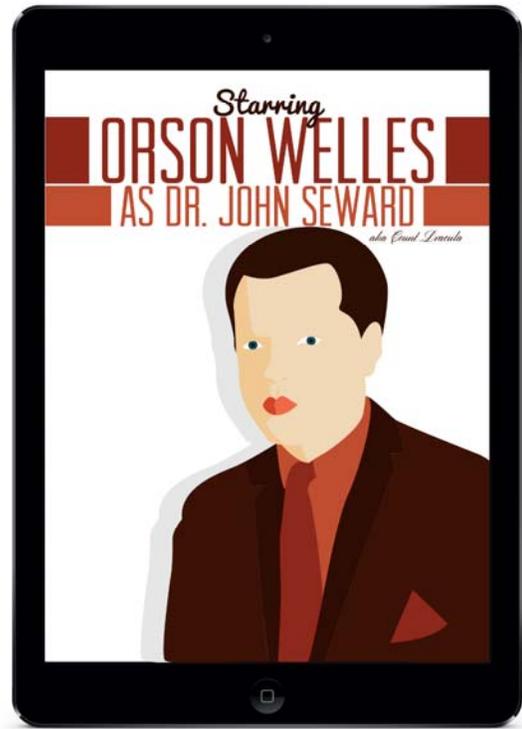


Figure 9: MercuryApp-2.



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 DEPARTMENT OF BIOMEDICAL SCIENCES
Dr. Frank Dineno
 HUMAN CARDIOVASCULAR PHYSIOLOGY LAB

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Figure 10: Poster-Cardiovascular.

14TH INTERNATIONAL CONFERENCE ON
X-RAY LASERS

MAY 26-30, 2014

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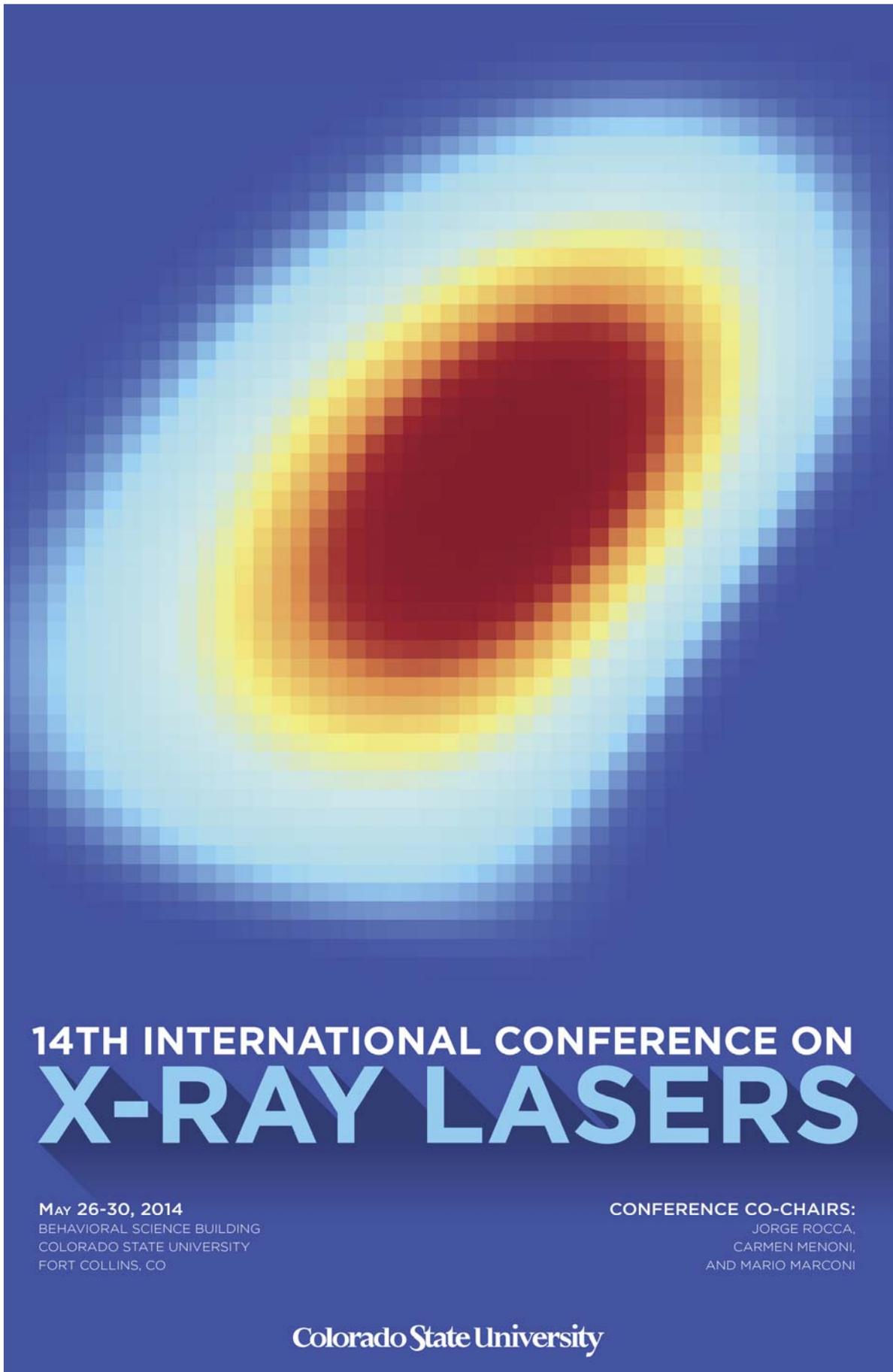
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CARMEN MENONI,
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Figure 11: Xray-laser-poster-1.



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AND MARIO MARCONI

Colorado State University

Figure 12: Xray-laser-poster-2.



Figure 13: Logo-CSUWaterCenter.