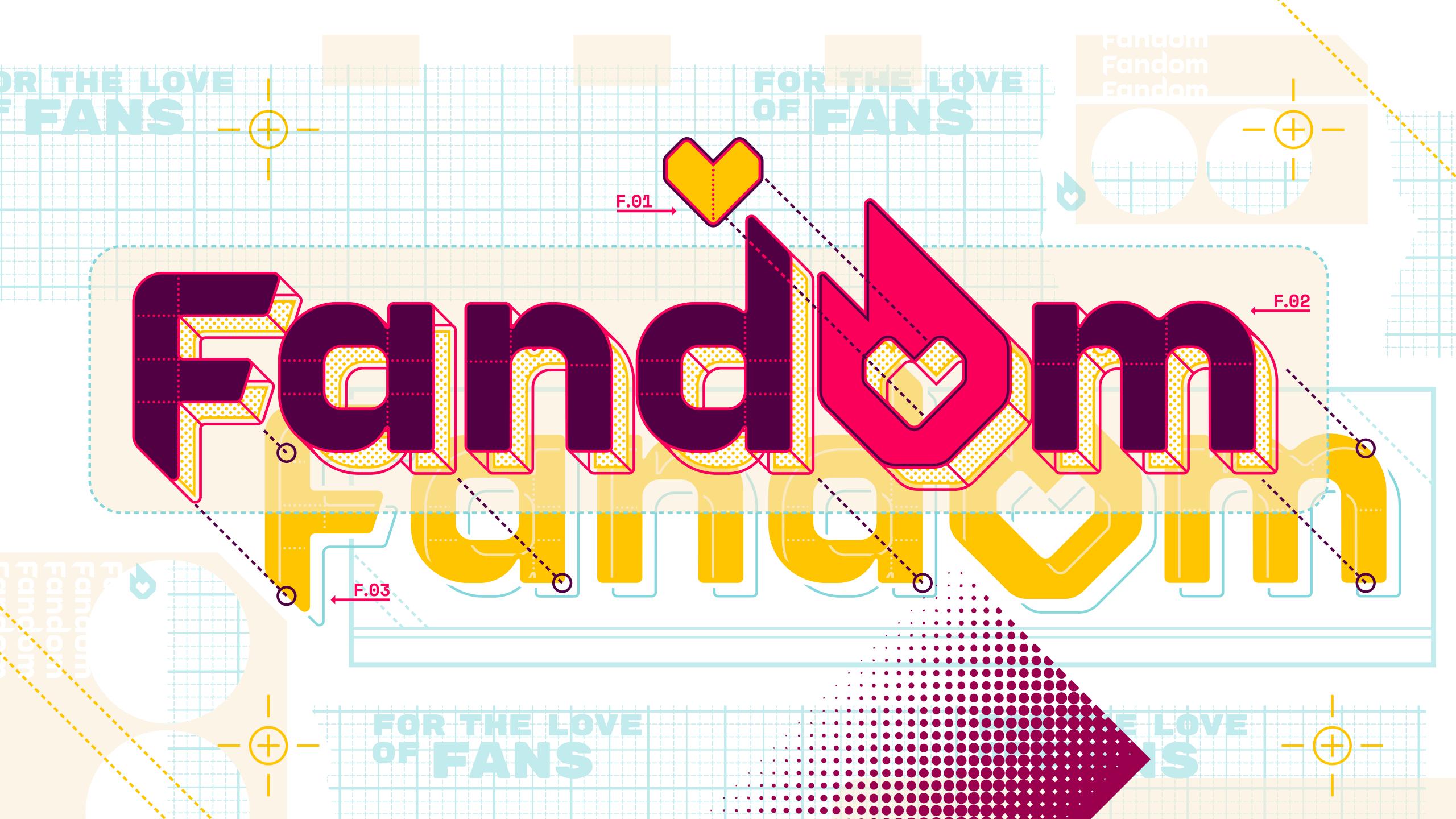
MAX SPECTOR

DESIGN CASE STUDY

THE FANDOM BRAND

Design leadership, strategy, & execution



Produced end to end by my in-house team at Fandom, the company brand identity targets the consumer audience with the fun, excitement, and boundless joy that come with a love of imagined worlds. It speaks to the B2B audience by conveying the massive, global scope of Fandom's platform and user base.



» ART DIRECTION: challenged and encouraged the design team to embrace ambitious ideas that speak to the audience.

» DESIGN: contributed handson design ideas, crafting various aspects and components of the finished work.

CONTRIBUTING DESIGNERS:

Dylan Abuel, Nick Tam, Kevin Orzel, Winh Do

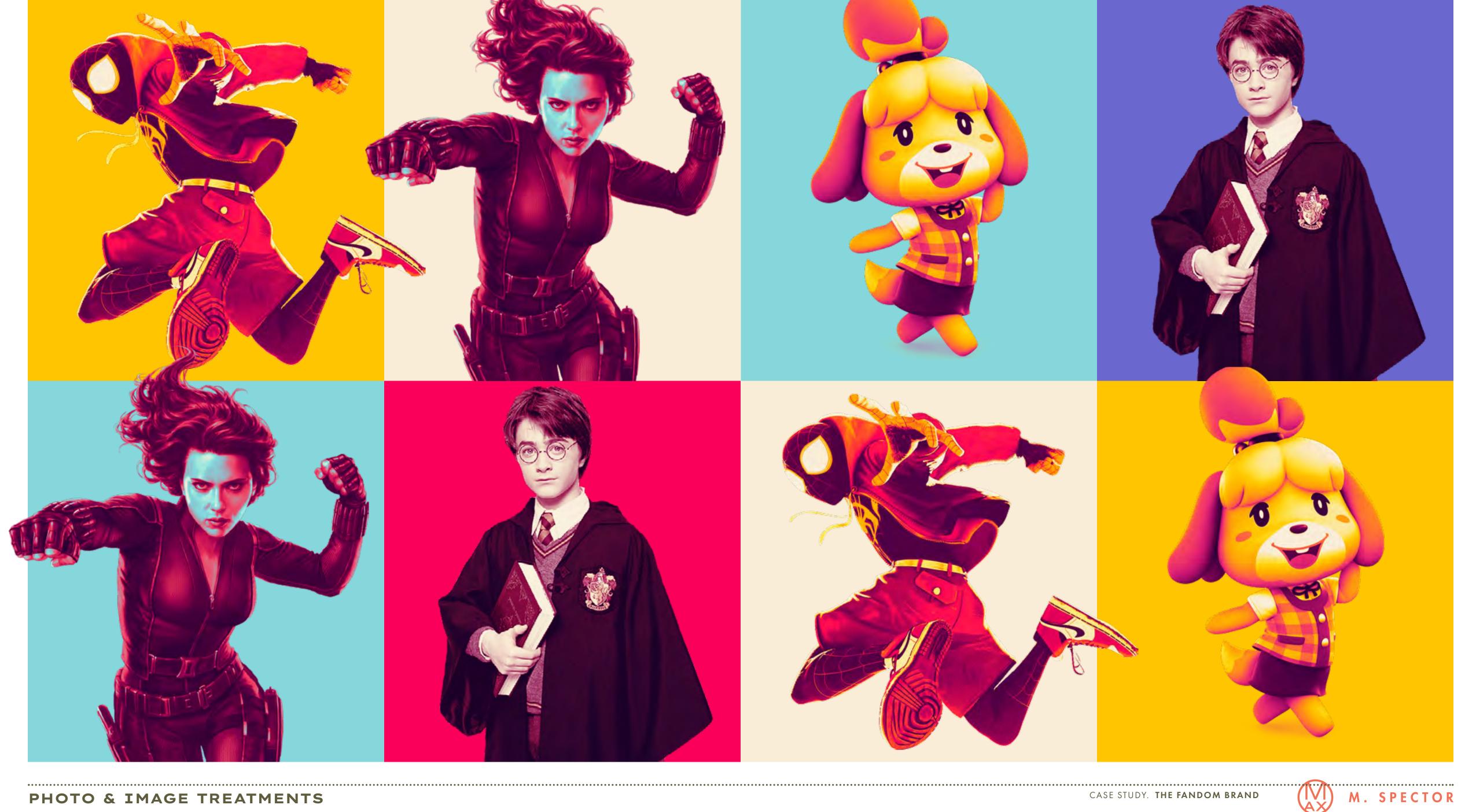
Fandom





























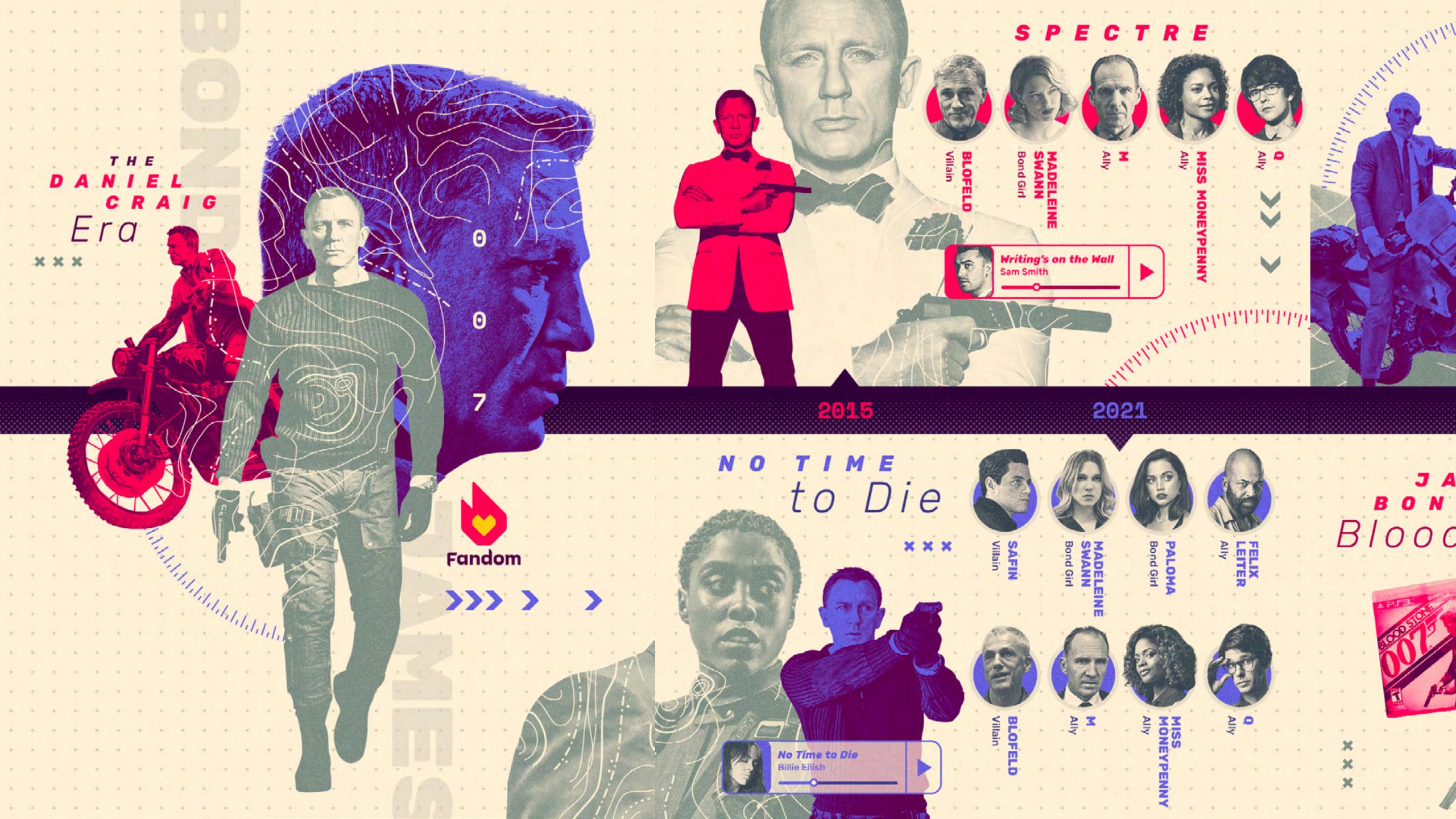




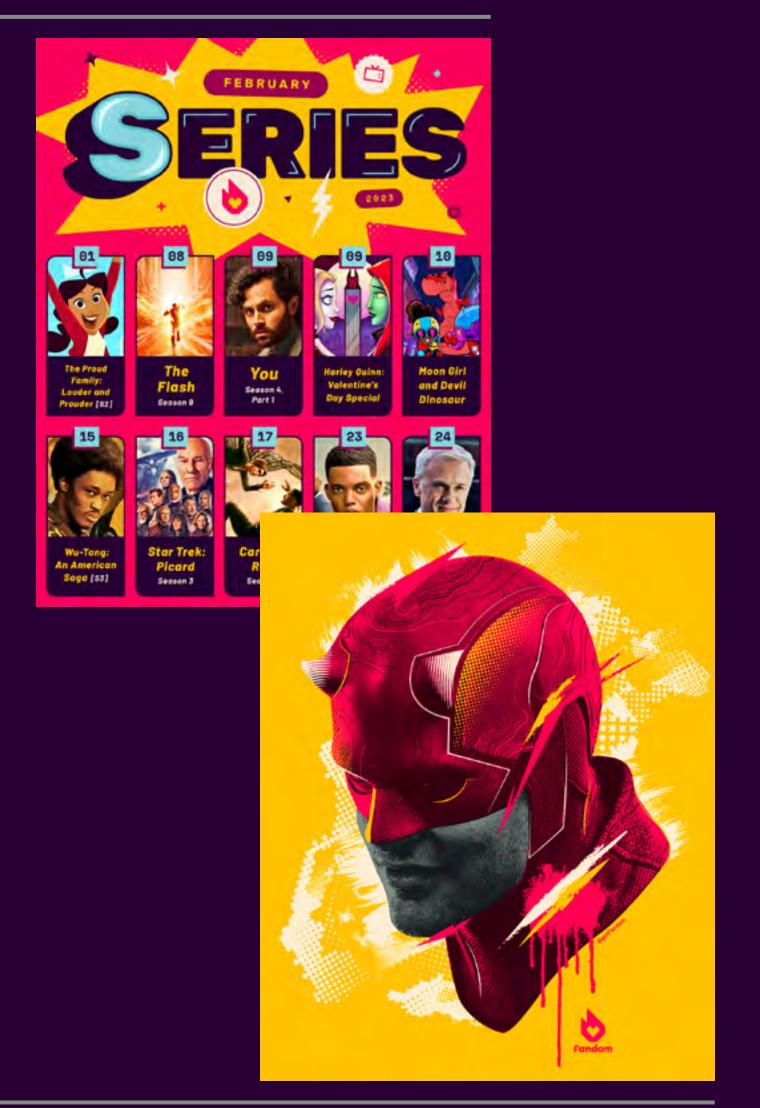




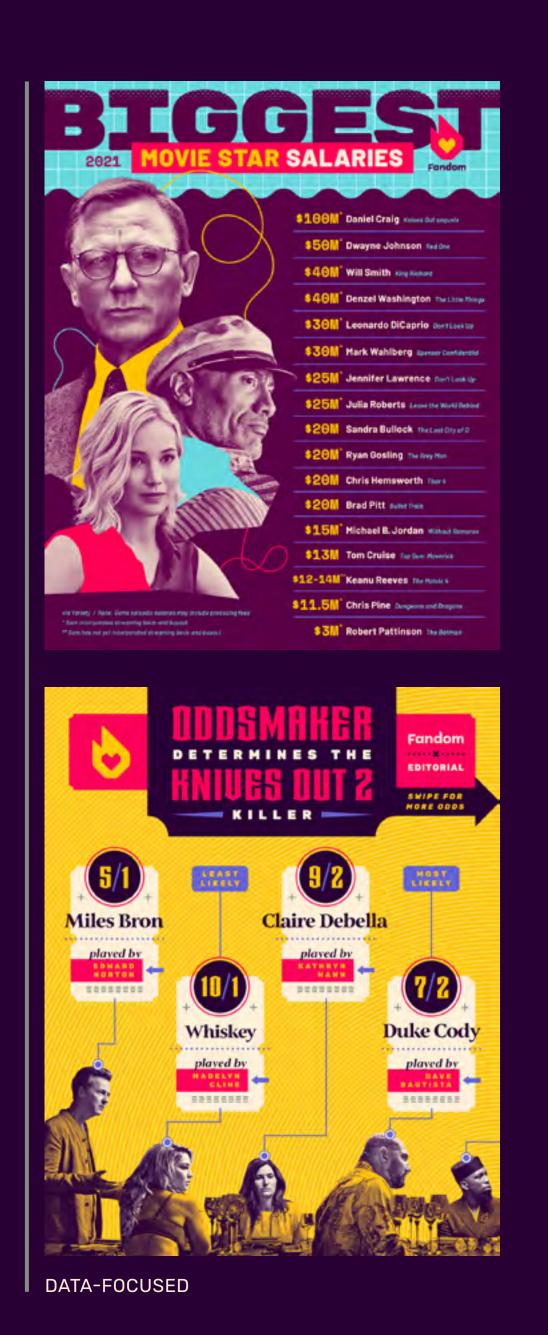




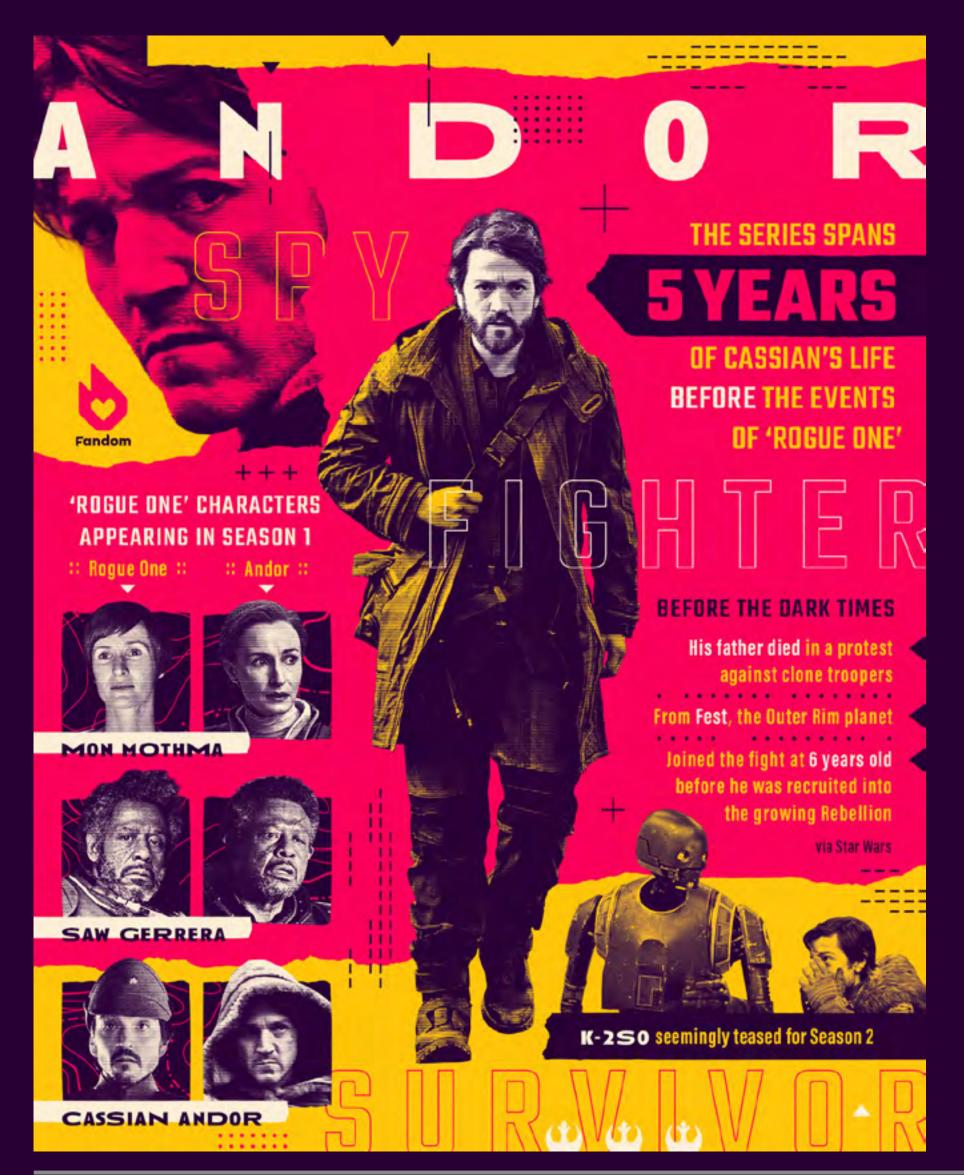
RELEASE CALENDARS



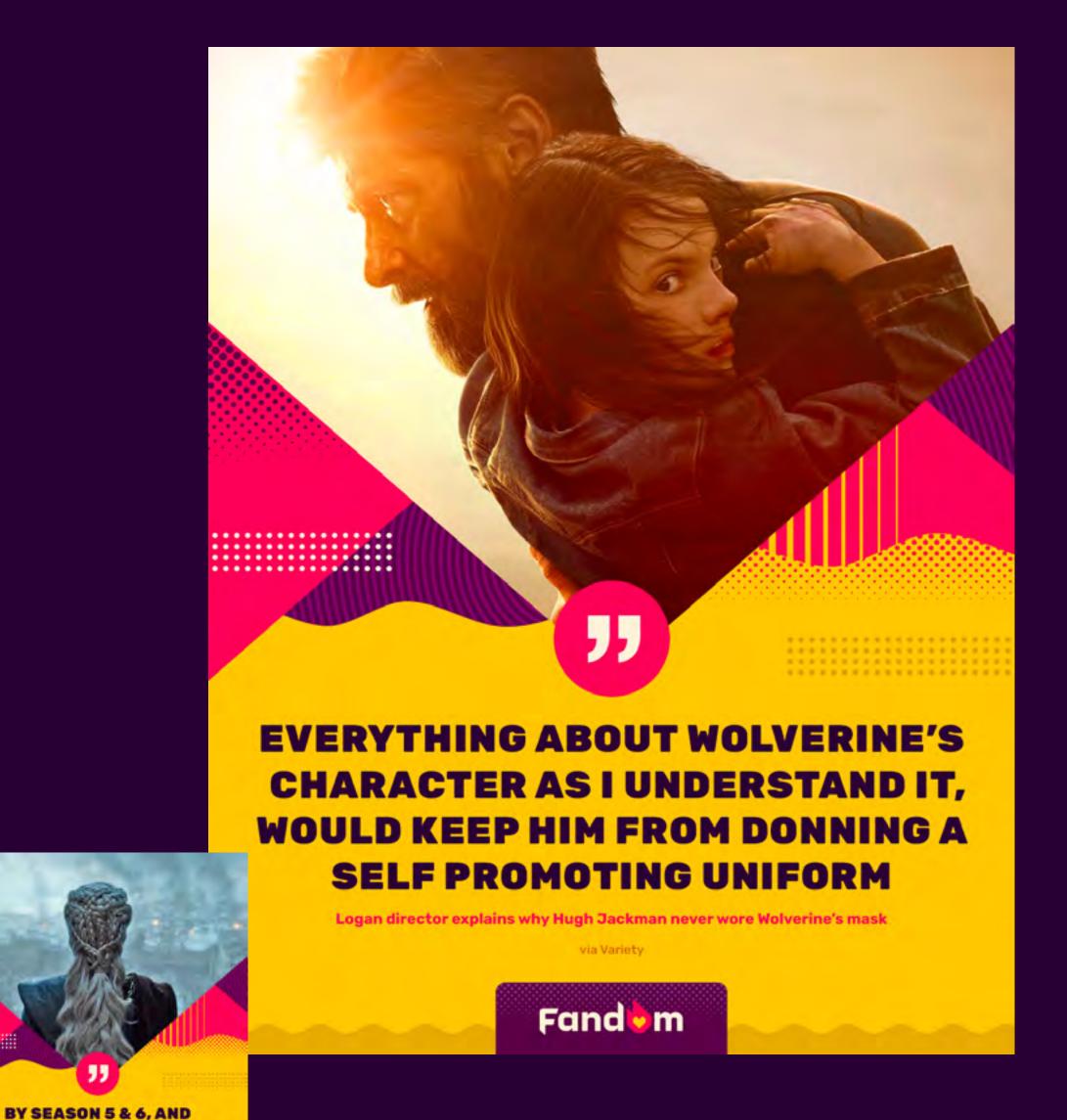
FAN ENGAGEMENT



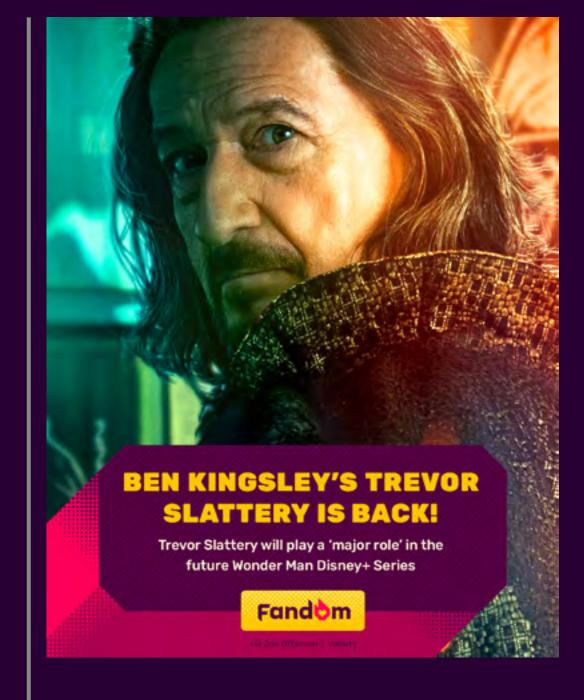
CHARACTER BREAKDOWNS













NEWS

M. SPECTOR

QUOTES

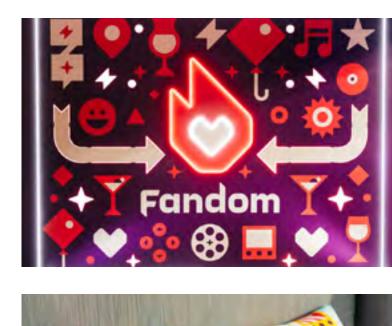
CERTAINLY 7 & 8, I WAS PRETTY MUCH OUT OF THE LOOP

GRIDS













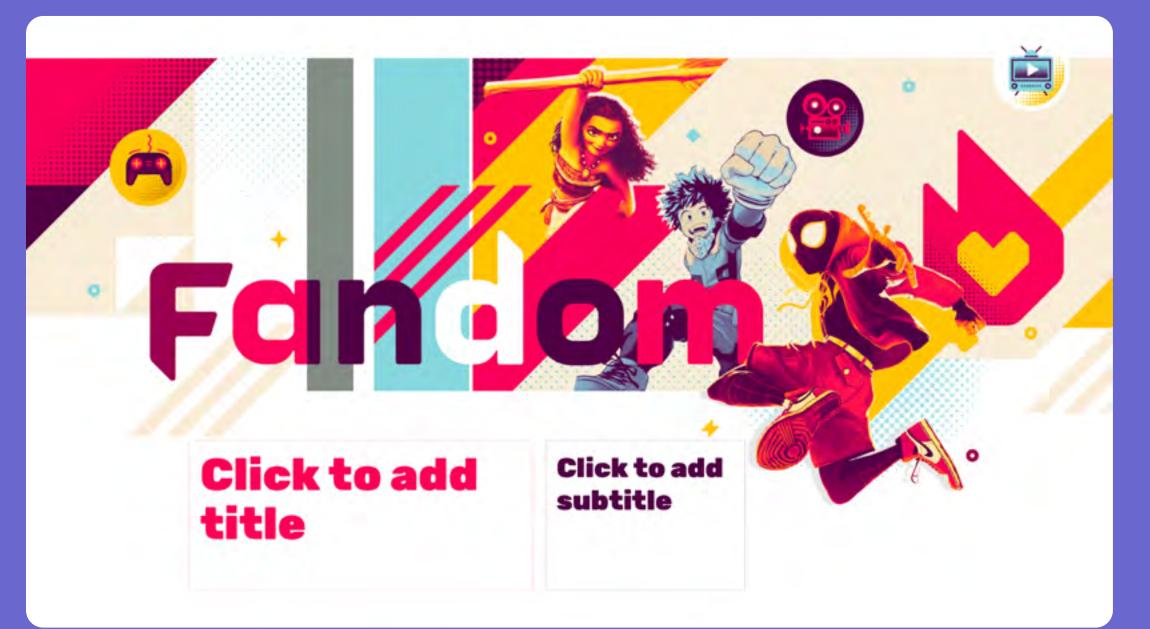




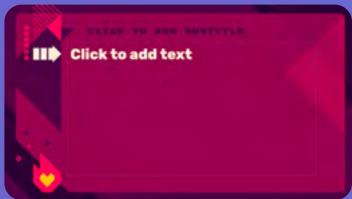








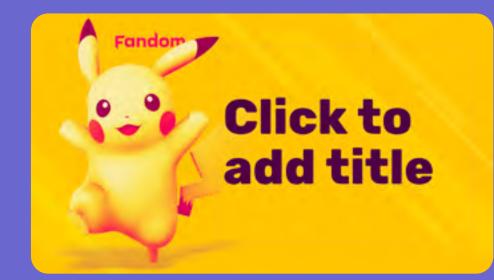




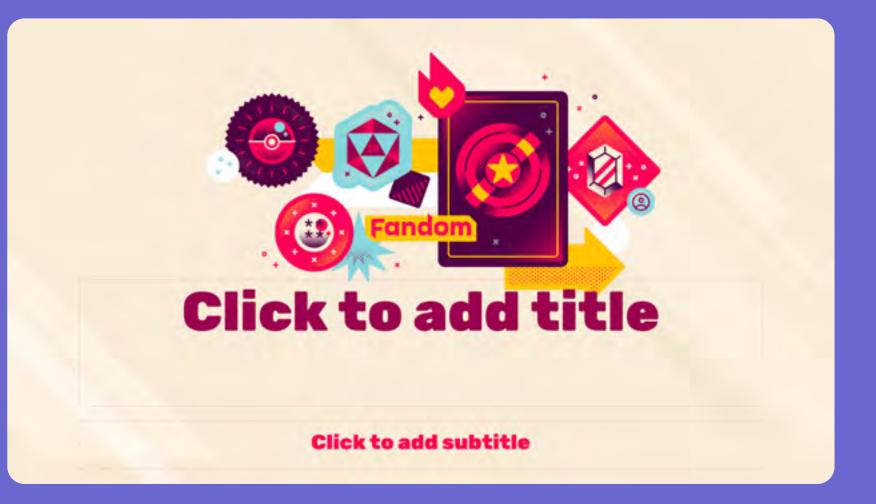








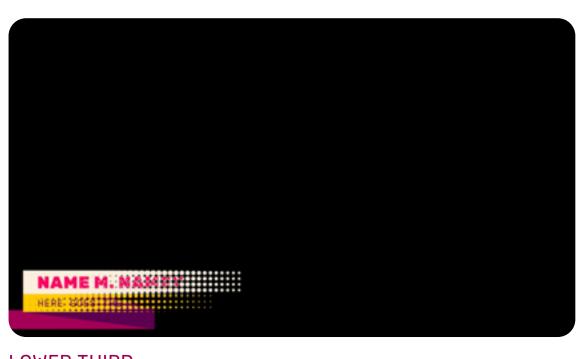








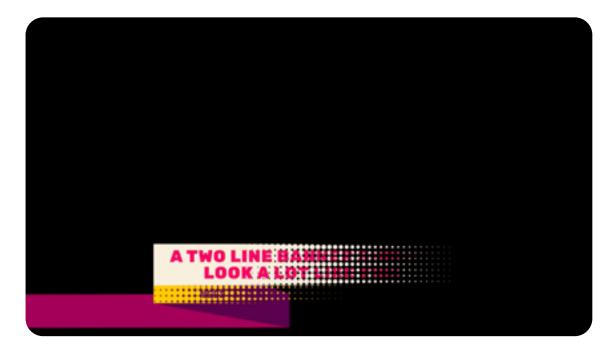




TITLE CARD

LOWER THIRD





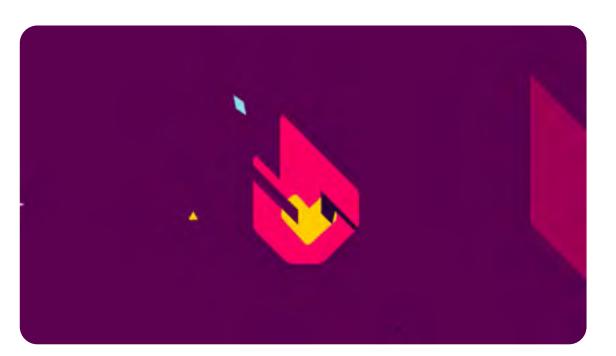
TRANSITION

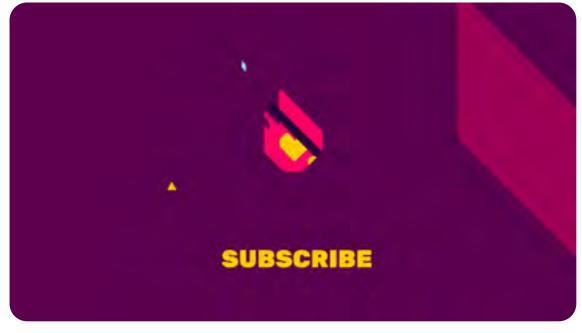
BANNER





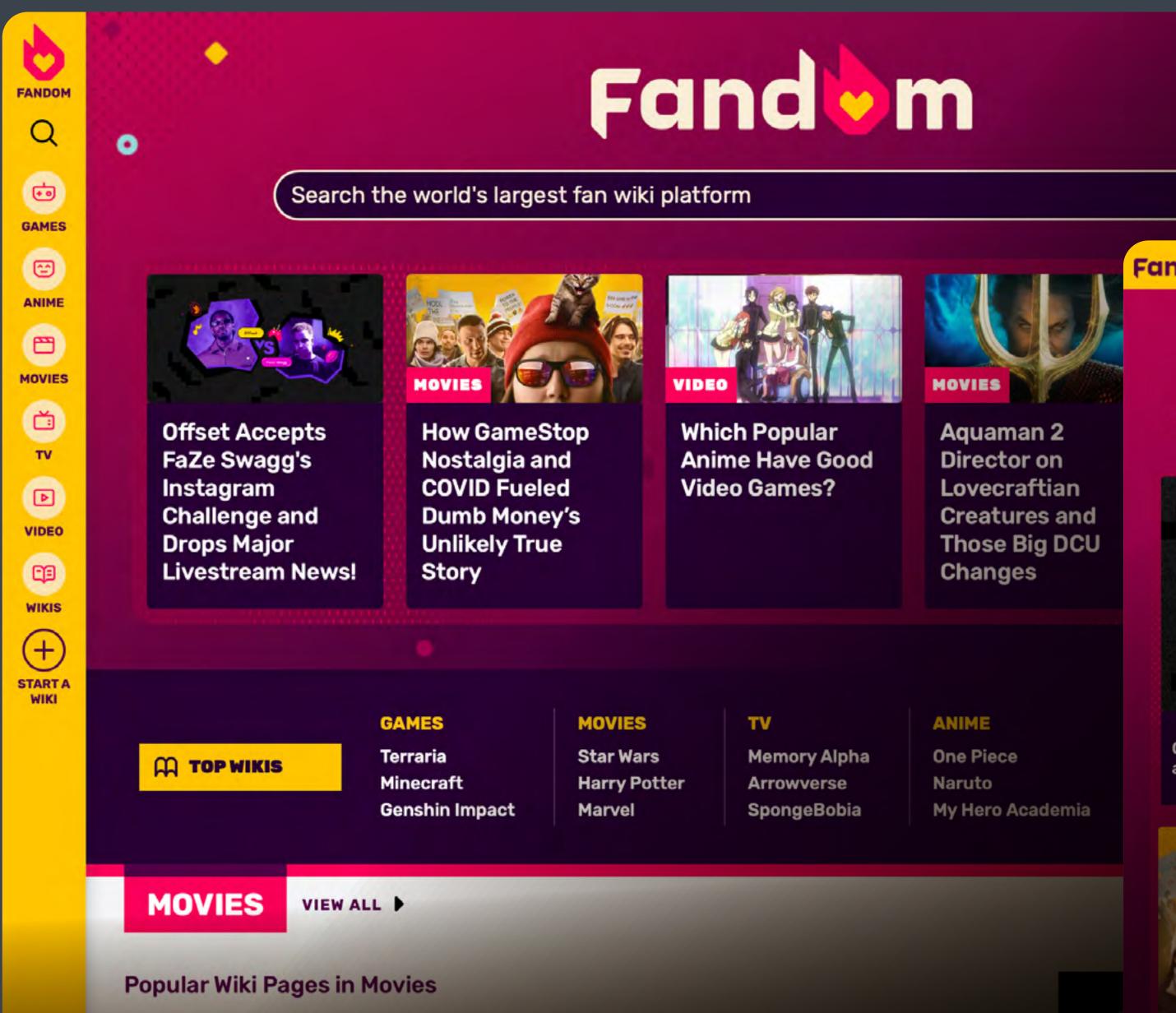


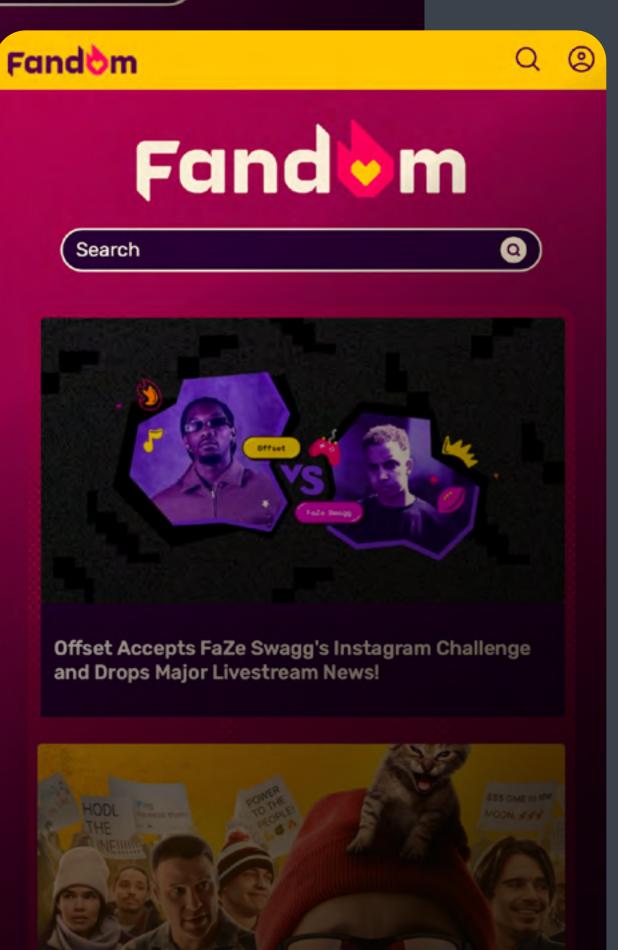




END CARD + CTA END CARD

LOGO INTRO





0

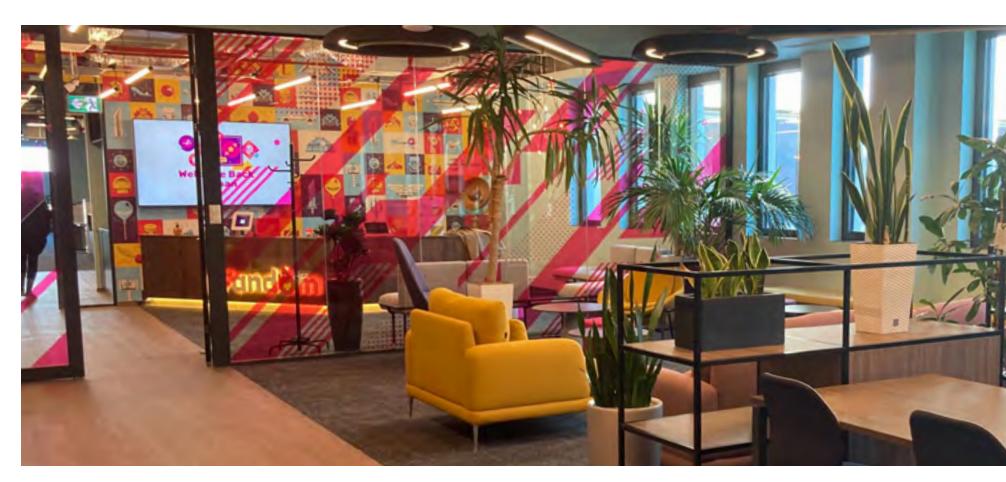


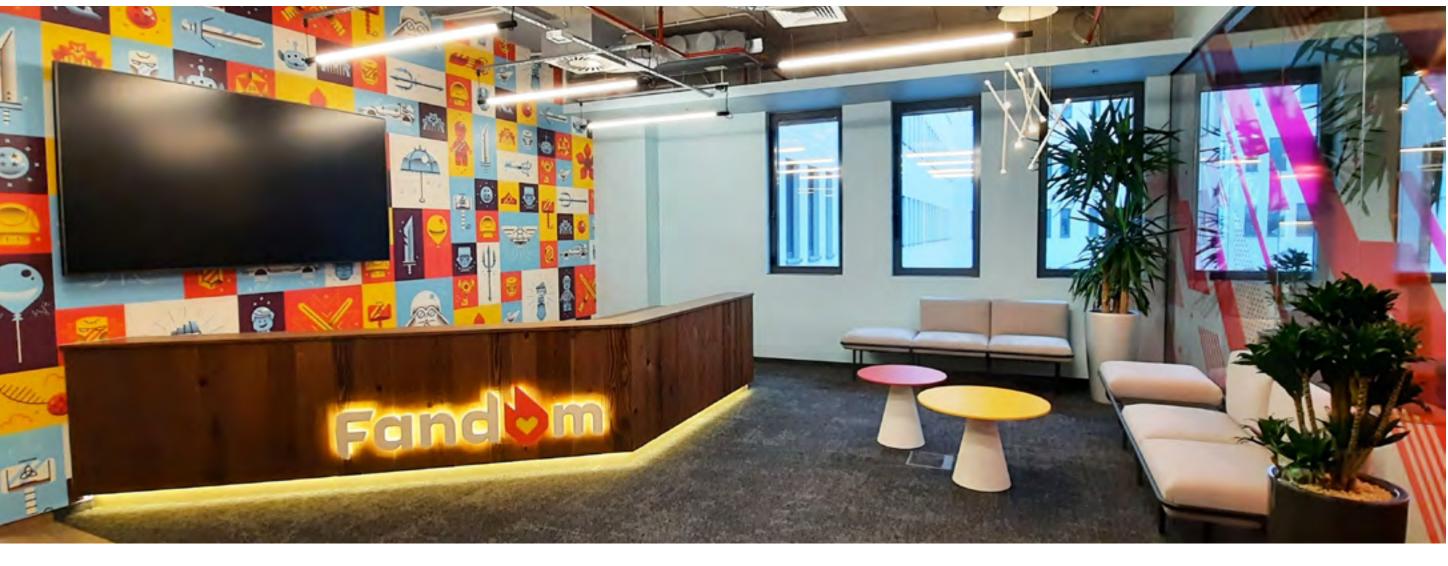




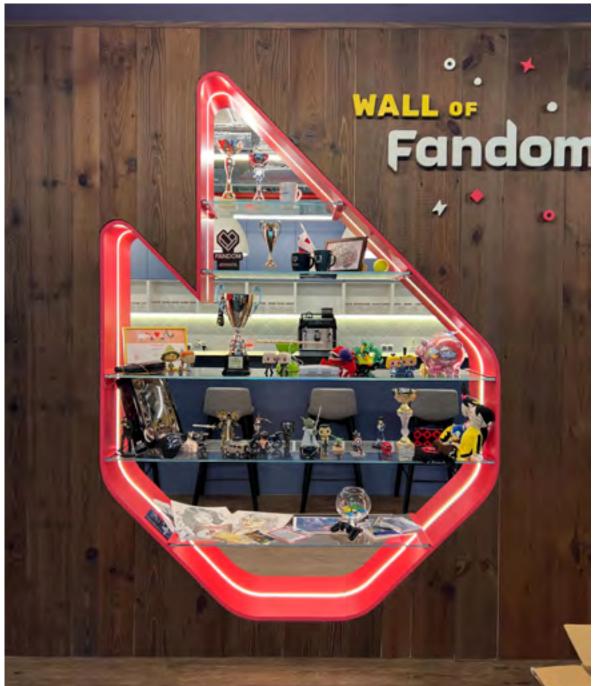




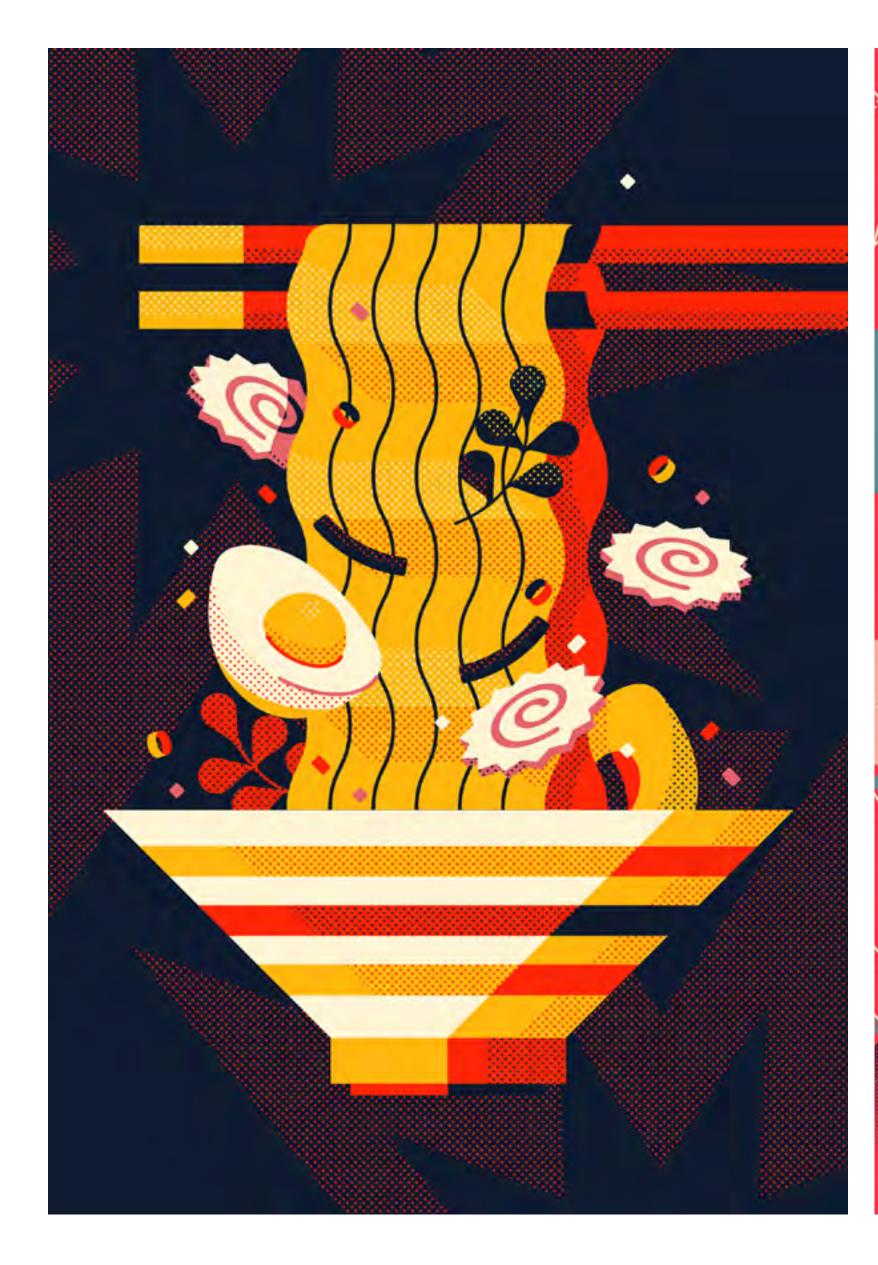




















FOR THE LOVE OF FANS



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