

P  R T F  L I 

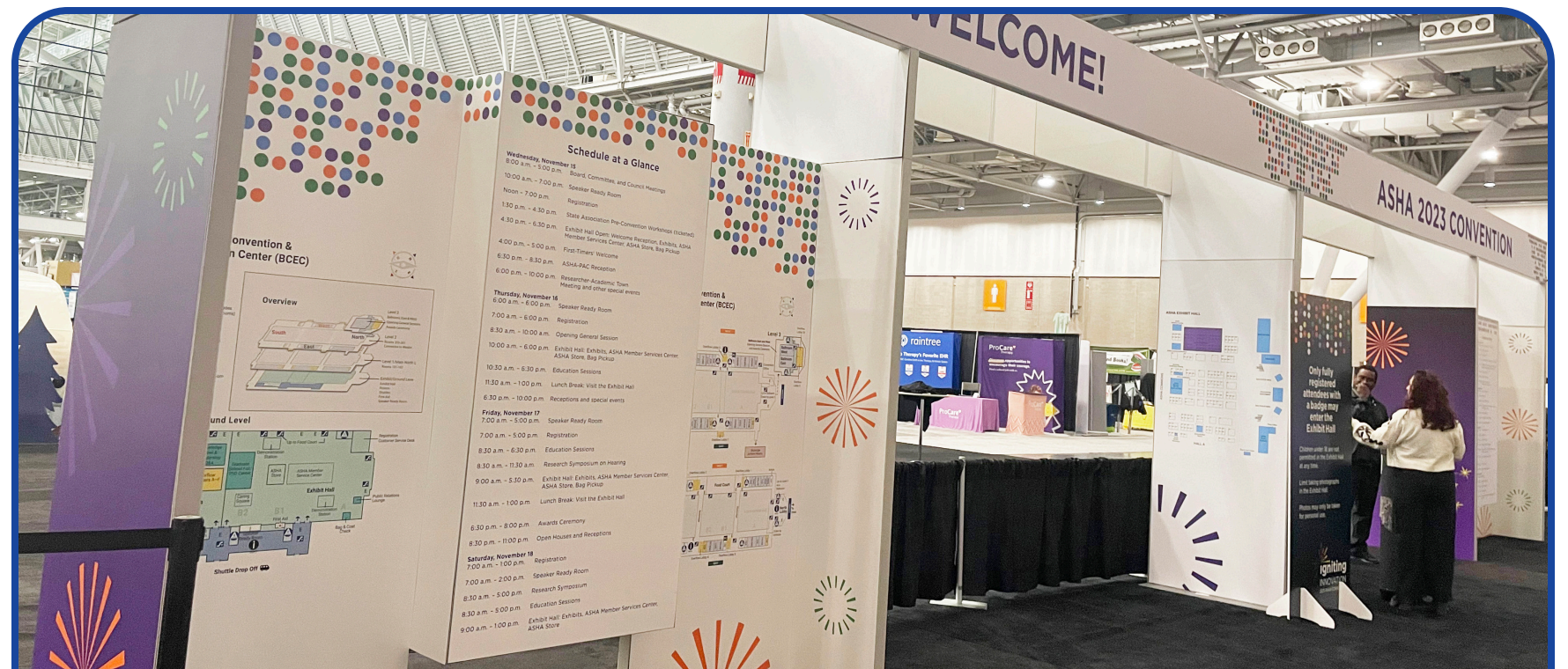
Abram “Hexablu” Kempner  
Graphic Design & Illustration

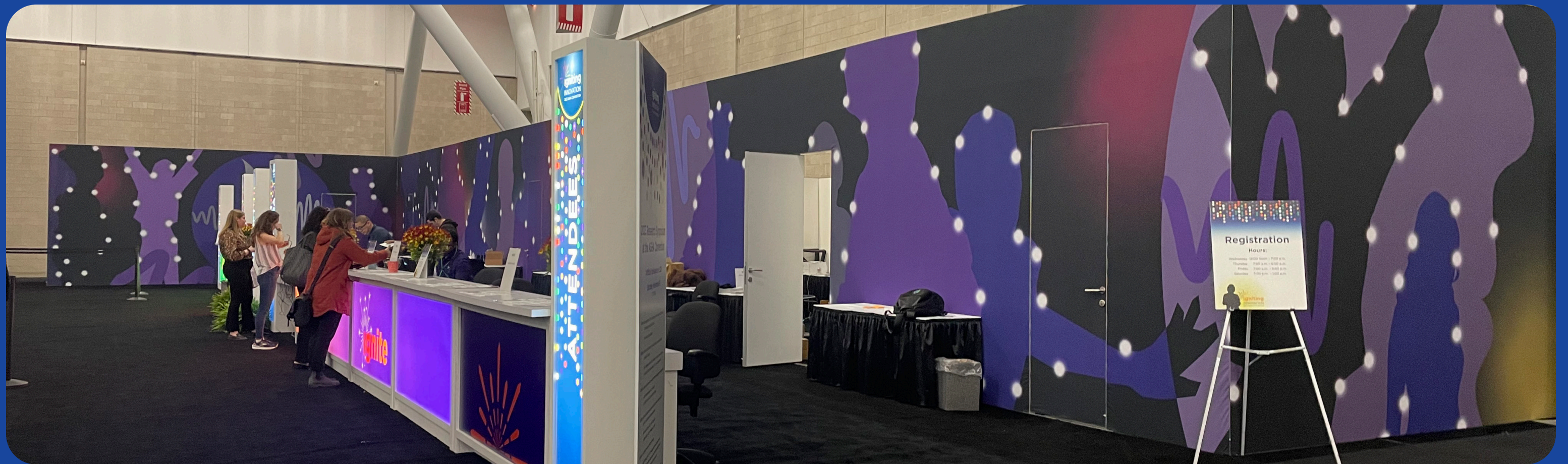
# ASHA Convention Wayfinding Graphics

## Igniting innovation!

- Digital Design
- Environmental design

The ASHA Convention is an event held by the American Speech-Language-Hearing Association, an association for those within the field of hearing and speech science, primarily within education. It is one of the largest professional development events within this field, bringing in 15,000 attendees to each event. During my internship at Willwork Global Event Services, I designed large-scale, dynamic environmental and wayfinding graphics for signage and booths that attendees would interact with throughout the event.



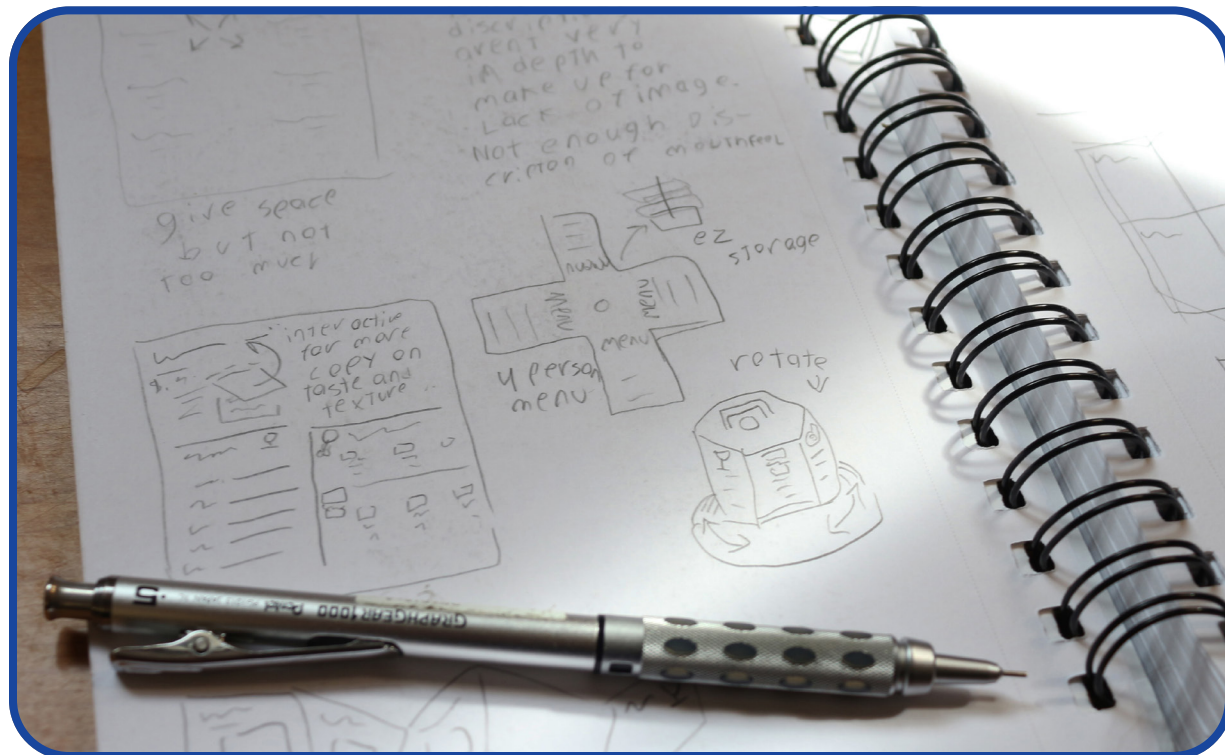


# Garden of Healing Rotating Menu Concept

## Putting a new spin on the menu.

- Brand identity
- Digital design

“Garden of Healing” is a conceptual restaurant that would serve ‘Ayurvedic cuisine’, which stems from a diet based on holistic medicinal practices that originate from India. I created an interactive rotating menu that would encourage discussion and create memorable moments. Together with the restaurant’s new brand identity created to accompany this menu, Garden of Healing would stand to represent a place of wellness, balance, and togetherness for years to come.





## Breakfast ↓

Brightening mango lassi ..... \$3.00

*A simple and refreshing drink to start the morning*

Thai style egg white omelet ..... \$8.50

*An unexpected twist to spice up your breakfast*

Sampler of watermelon ..... \$2.00

*With feta and mustard*

## Lunch ↓

Baked samosas ..... \$6.00

*A healthy take on a classic indian appetizer*

Quinoa and sweet potato pancakes ..... \$8.00

*A savory complete protein dish served with lemon garlic dip*

Cumin crusted New Zealand lamb chops ..... \$15.00

*With organic greens and red pepper coulis*

Sprouted Mung & Shiitake Ramen Soup ..... \$8.00

*Locally grown string beans, Swiss chard, carrots and sesame oil in a light shiitake mushroom broth*

# Blanche A. Ames Elementary School Logo Identity

## Showing your stripes!

- Brand identity
- Environmental design

The Blanche A. Ames Elementary School in Easton Massachusetts is a recently constructed school built to merge multiple of the town's elementary schools together. I created a logo identity and mascot that would be used around the building and on merchandise. Through an iterative process, the school chose a definitive version of the mascot, giving it the name "Stripes." Touring the classrooms, I noticed drawings of Stripes created by students. Even though the school had only just opened, the logo was already leaving an impact.



# Version 1



# Version 2



# Version 3



# Final Version

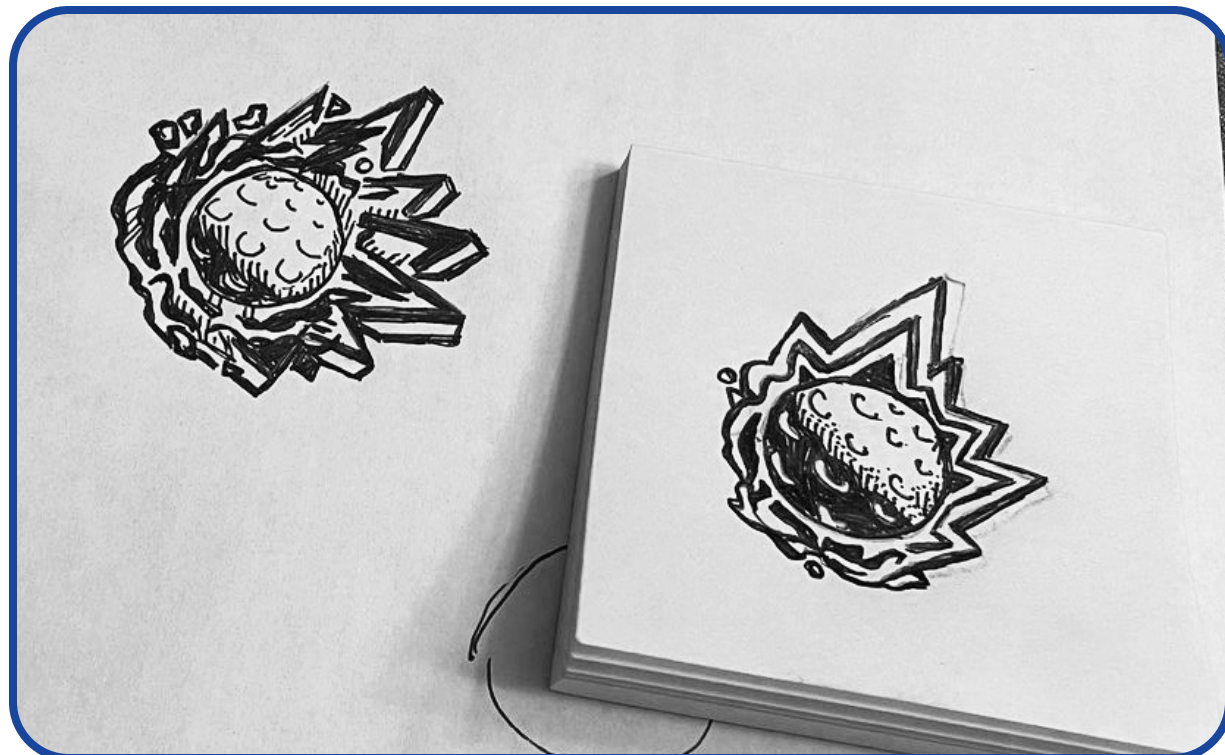


# Minigolf + Powerups Game

## What the putt?!

- Print Design
- Editorial Layout

“Minigolf plus Powerups” (Stylized as Minigolf + Powerups) is a print and play game I created that adds gameplay modifiers to the traditional game of minigolf, such as swapping places with other players or holding the golf club upside down. The game includes original never-before-seen systems to “roll dice” using the golf ball or golf pencils. That means no extra equipment is needed. All you have to do is print and play!





# MINIGOLF + POWERUPS

A game by Hexablu. - [hexablu.itch.io/minigolfwithpowerups](https://hexablu.itch.io/minigolfwithpowerups)



NAME	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	TOTAL

If Powerups are drawing out the length of the round, be courteous to other minigolfers behind you. Your group can always return to regular minigolf rules to quickly move to the next hole.

Keep In mind If the minigolf course you are playing has any sort of house rules, leaderboards or special challenges. e.g. "Free Icecream if you get a hole in one on the final hole." **NEVER** use this game as an excuse to break the rules of the establishment.

DICE	ROLL	POWERUP
Release an upright golf pencil from centerpoint of the circle, the side that the pencil falls on is your dice roll. Alternatively, you can putt a golf ball onto the paper itself, and the closest segment to the ball is your dice roll.		Swap places with another player of your choice after your turn.
		You get an extra turn immediately after your first, that is not added to your score.
		After your turn, roll the dice again. "Teleport" the ball in any direction by walking the amount of paces you rolled in a straight line, and then placing the ball there.
		At the start of your turn, hit the ball with the club upside down. <i>(be safe and mindful. if you somehow injure anyone you are disqualified)</i>
		At the start of your turn, kick the ball or propel the ball in any means without using the club or your hands. <i>(be safe and mindful. if you somehow injure anyone you are disqualified)</i>
		At the start of your turn, the other players must stand on the green and become obstacles, you must putt the ball around them. <i>(be safe and mindful. if you somehow injure anyone you are disqualified)</i>

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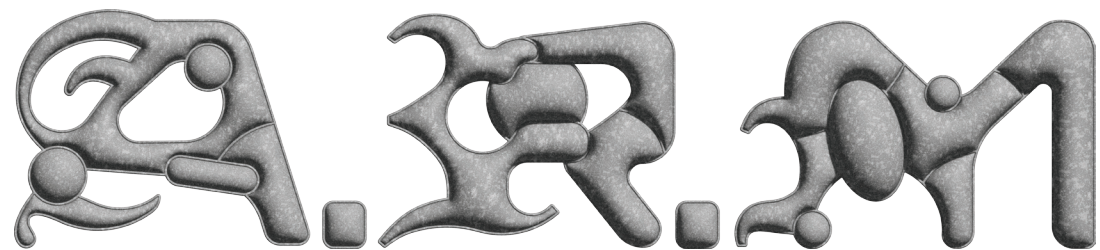
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# Alternate Reality Monthly Zine

## Stories that take you places.

- Print Design
- Editorial Layout

Alternate Reality Monthly, abbreviated to A.R.M, is a zine I created to celebrate storytelling and the worlds that people dream up in their heads. These topics are explored through interviews, articles, and short stories. The brand embraces a very mismatched and maximalist design style, pulling together fonts and typography from drastically different eras and styles, evoking the feeling of a publication issued across all time and space.



# A.R.M.

Alternate Reality Monthly

VOL 1, ISSUE 1 - Nov 6th 2023

VOL 1, ISSUE 1 - Nov 6th 2023

“Short stories  
from throughout  
the multiverse.”

Featuring exclusive interview  
from up-and-coming speculative  
fiction author **See Page 3 >**



## Interview With The Author of upcoming novel *FIRST HOME*: **Boston Thomas**

**Abram:** Hello! Tell the readers a bit about yourself as we get started here.

**Boston:** Hi, my name is Boston, I do writing sometimes- (laughs) I'm 17 years old, I've been working on some of my more recent writing projects for the past couple months now.

**Abram:** I'd chat to talk a bit about who you are as a creative, The way you intertwine some of your passions and hobbies into your storytelling is very unique, can you tell us a bit more about that?

**Boston:** Writing does take up a lot of my time when i'm not doing schoolwork in all honesty, but yes it has kinda consumed my life at this point, (laughs) -when you create a world you get so attached to, a lot of that time isn't just spent on writing, it also goes into the worldbuilding the world around that writing, creating artwork of that world to bring it to life.

**Abram:** As a game developer building a world myself, I completely understand what you mean. Can you tell us a bit more about what you do outside of writing?

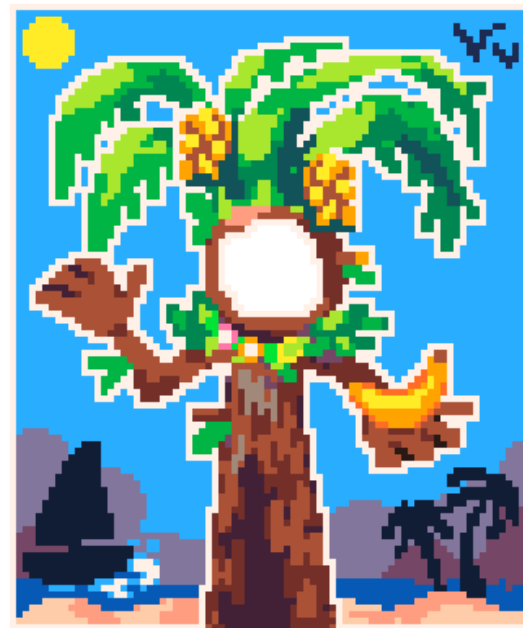
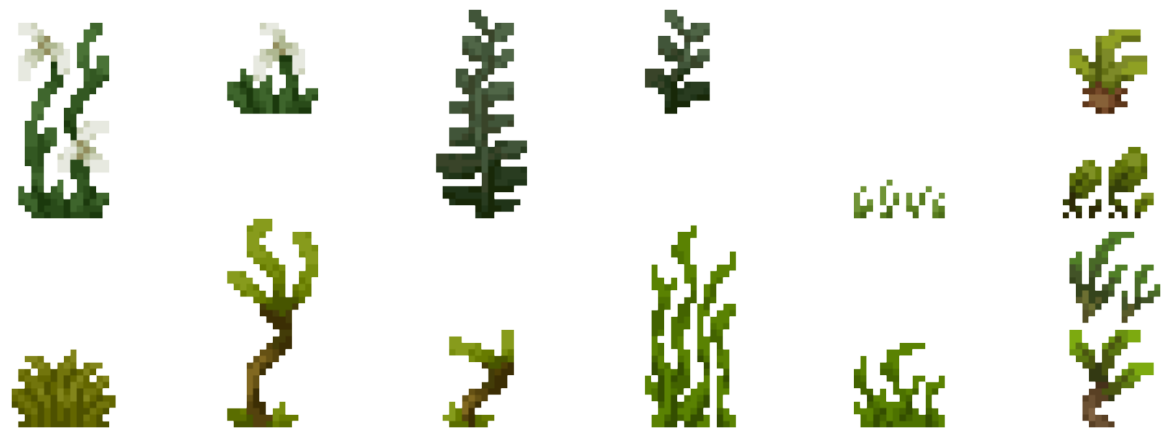
# Love Tropics Environmental Assets

## Gaming for the planet!

- Digital Design
- Environmental design

Love Tropics is an organization that runs an annual fundraiser event within a virtual game-world. Every year, as an organizer and texture artist, I lead teams of volunteers to help in the creation of these virtual event experiences. My role is to create pixel-art virtual representations of the same plants and animals we will be supporting in real life, which are used as an education tool throughout the event.





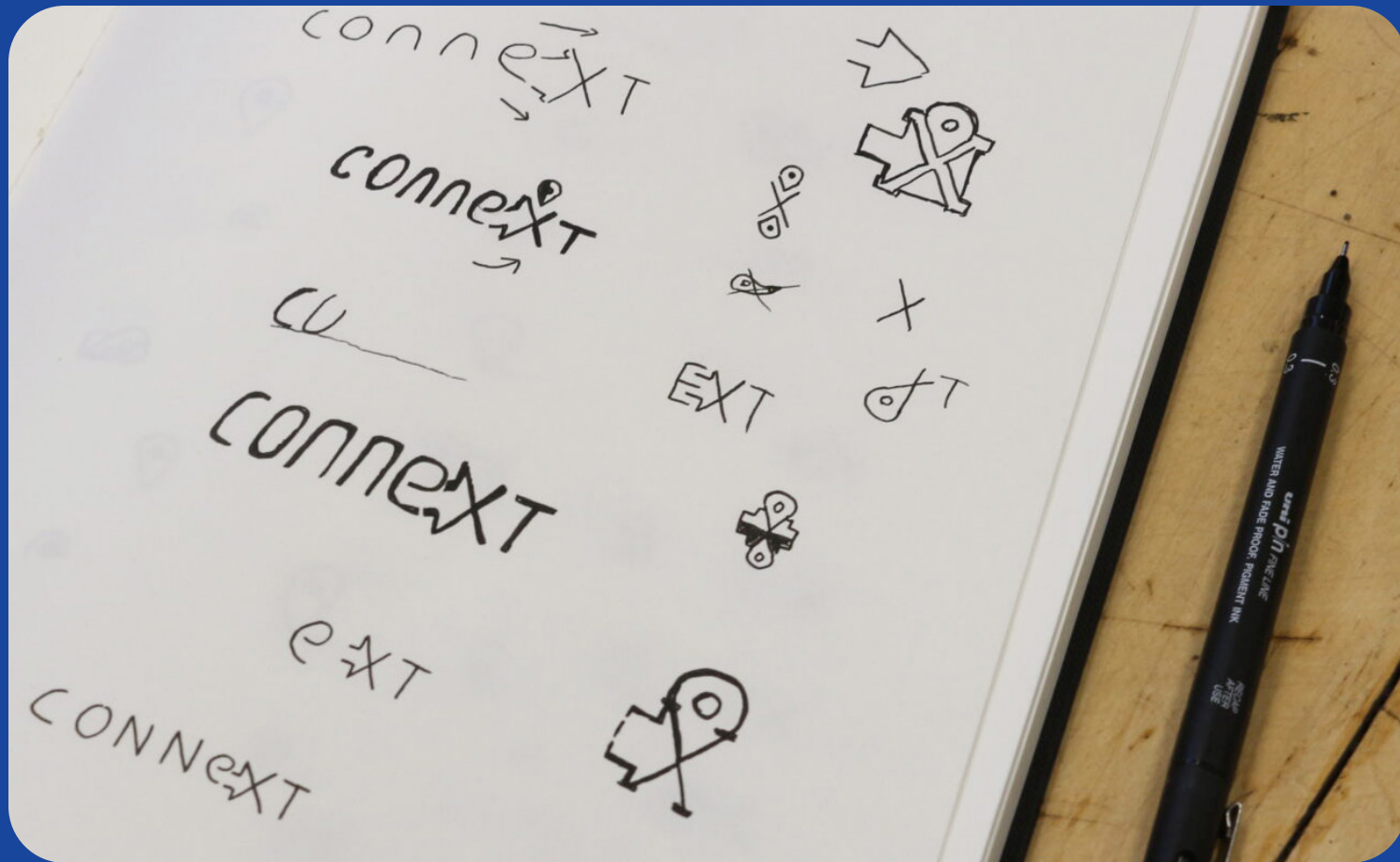
# Teamwork CONNEXT Logo Identity

## Putting retail installations on the map.

- Brand identity
- Digital design

Teamwork, a company known to many as a trusted partner in retail installation, produces and installs stunning transformative retail displays and remodels. I was tasked with creating a logo for Teamwork CONNEXT, the company's in-house proprietary web system that allows clients to review everything about their retail projects. I personally surveyed employees of Teamwork to gather valuable insight that would be used to build the framework of CONNEXTS's visual refresh.





Logo Renditions:

CONN  XT      CONN  XT

CONN  XT      CONN  XT

TEAMWORK  
CONNECT

TEAMWORK  
CONNECT

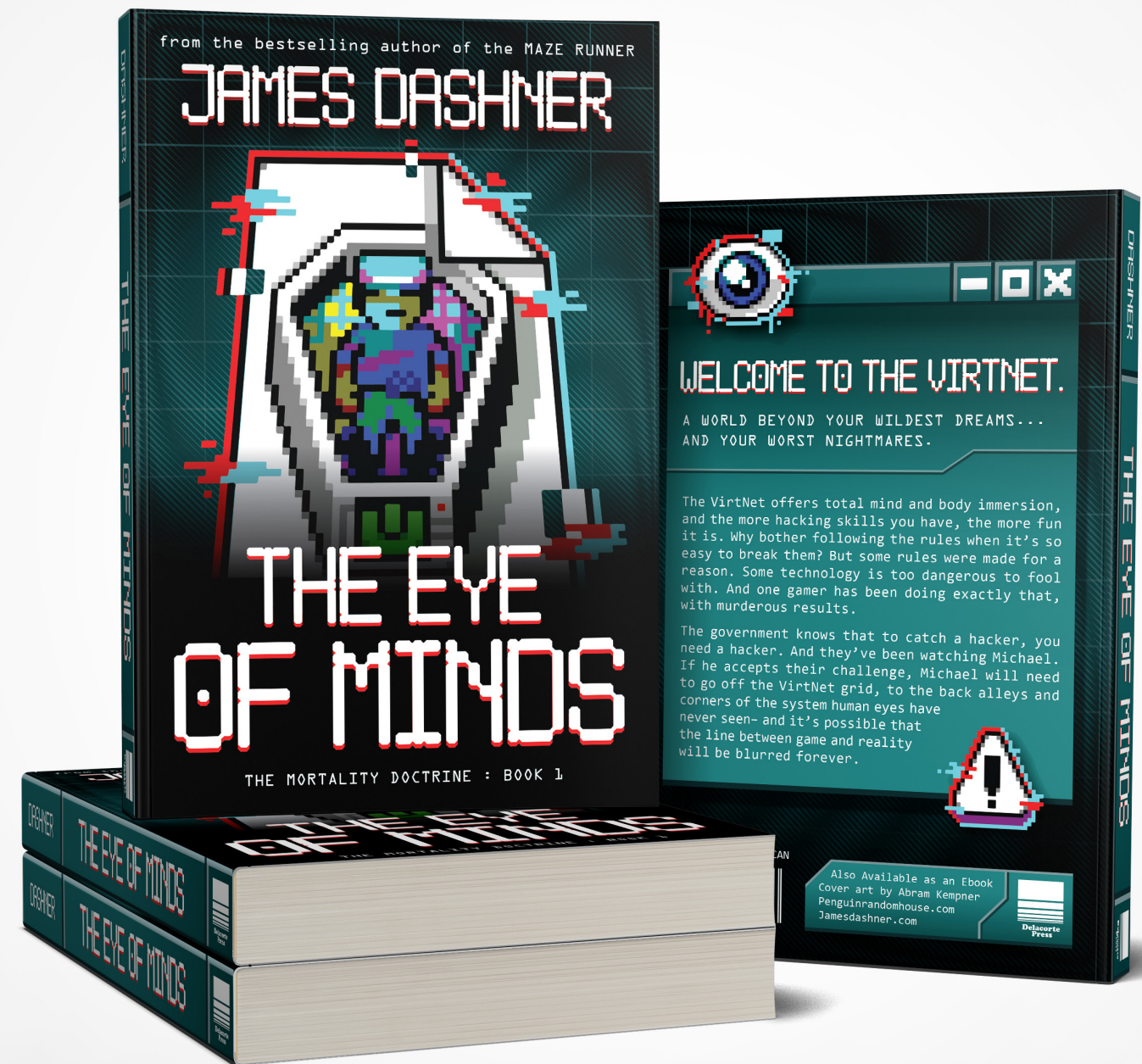
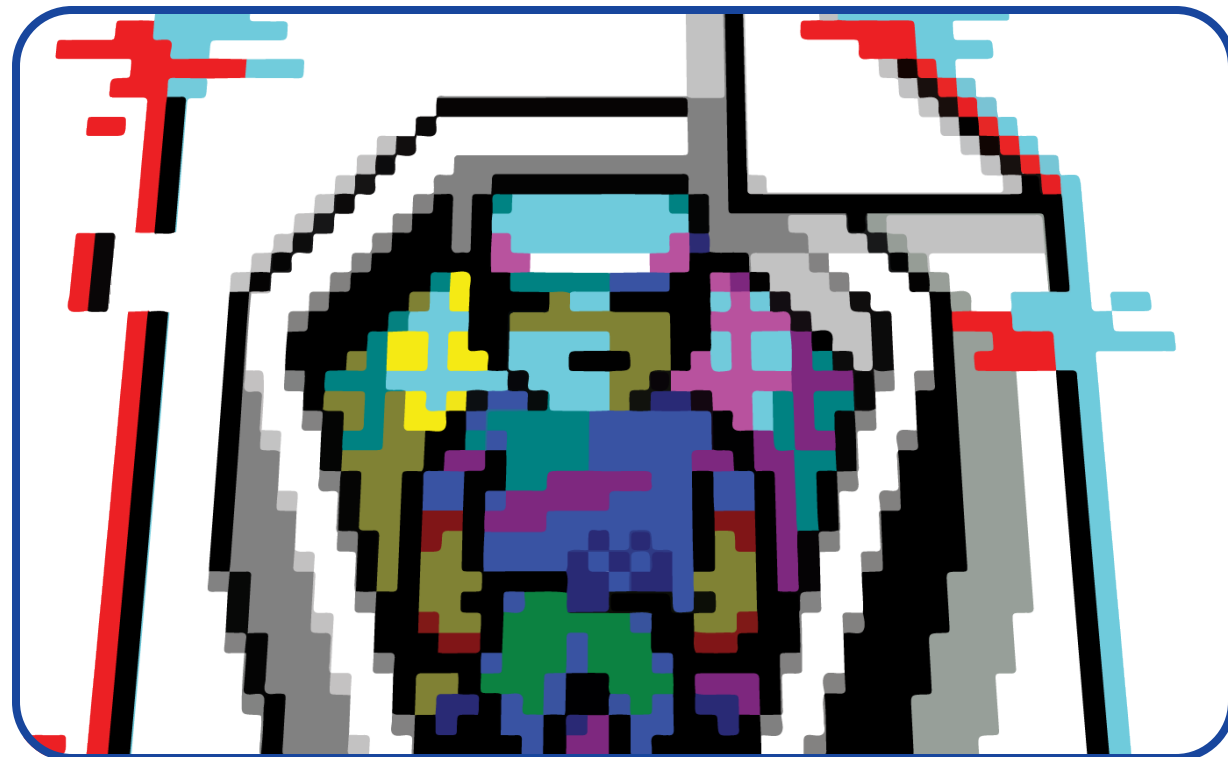
TEAMWORK  
CONNECT

# “The Eye of Minds” Redesign Concept

The world is virtual; The danger is real.

- Print design
- Editorial Layout

“The Eye of Minds” is a young adult science fiction novel written by Author James Dashner. The novel follows a group of young hackers trying to take down a cyber-criminal in a world where users can visit a lifelike VR simulation by stepping into metal “coffin-like” machines called NerveBoxes. This conceptual book cover redesign would draw in new readers with thought provoking visuals that help to better communicate the genre, while making use of the novel’s unique identity to highlight what truly sets it apart.







# WELCOME TO THE VIRTNET.

A WORLD BEYOND YOUR WILDEST DREAMS...  
AND YOUR WORST NIGHTMARES.

The VirtNet offers total mind and body immersion, and the more hacking skills you have, the more fun it is. Why bother following the rules when it's so easy to break them? But some rules were made for a reason. Some technology is too dangerous to fool with. And one gamer has been doing exactly that, with murderous results.

The government knows that to catch a hacker, you need a hacker. And they've been watching Michael. If he accepts their challenge, Michael will need to go off the VirtNet grid, to the back alleys and corners of the system human eyes have never seen- and it's possible that the line between game and reality will be blurred forever.



US \$9.99 / \$10.99 CAN



Also Available as an Ebook  
Cover art by Abram Kempner  
[Penguinrandomhouse.com](http://Penguinrandomhouse.com)  
[Jamesdashner.com](http://Jamesdashner.com)



DASHNER

THE EYE OF MINDS

Delacorte Press



from the bestselling author of the MAZE RUNNER

# JAMES DASHNER



# THE EYE OF MINDS

THE MORTALITY DOCTRINE : BOOK 1



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