

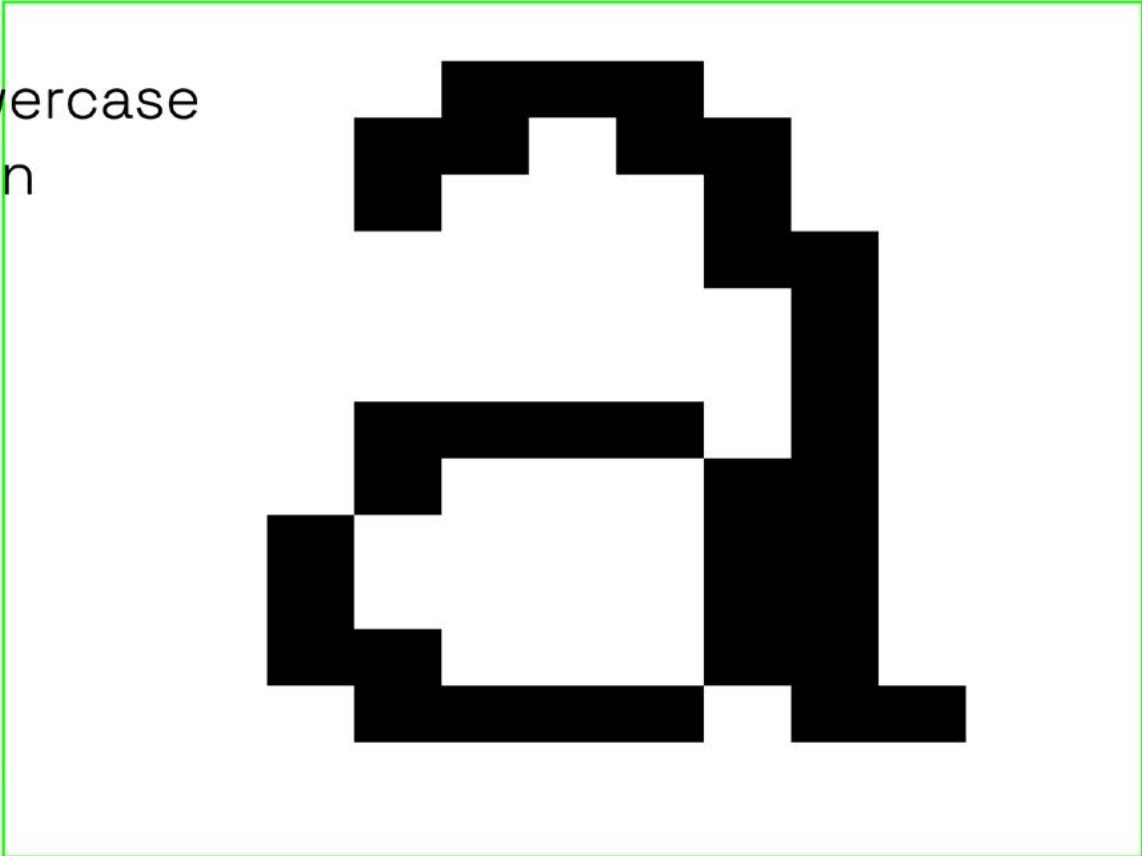
Hunter Hedgepath  
Designer

Personal Website Link

jQuery Pixel Picker Plugin Demo x +

127.0.0.1:5503

Draw the lowercase letter "a" then submit and press next



A	a	O	o	1	.
B	b	P	p	2	?
C	c	Q	q	3	!
D	d	R	r	4	@
E	e	S	s	5	#
F	f	T	t	6	\$
G	g	U	u	7	%
H	h	V	v	8	&
I	i	W	w	9	(
J	j	X	x	0	)
K	k	Y	y		
L	l	Z	z		
M	m				
N	n				

Submit

Next >

## Type in Data

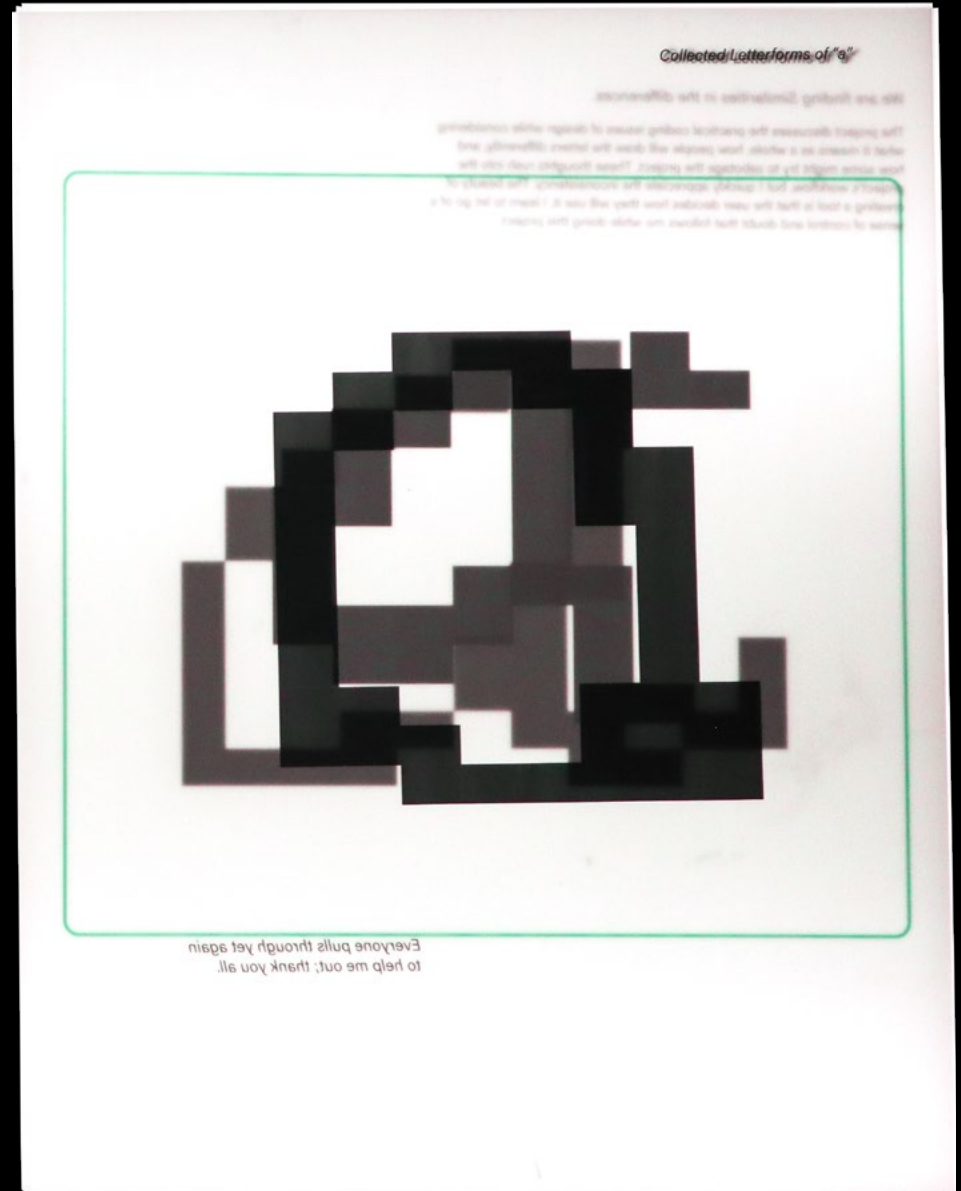
A design tool, website, and book focused on type design made from collected data.



This project explores collective behavior through the transformation of typography. I coded a website that allowed participants to collaboratively alter a typeface by submitting their own versions of the letter “a.”

Using a custom algorithm, the site dynamically replaced standard “a” characters with these unique contributions, revealing the subtle differences and shared patterns within the group.

In addition to the digital platform, I created a modular book that documents the project and visually maps the overlapping similarities between each contribution—serving as both an archive and a tool for reflection on collective design.







## Step Into the Future Card Game

The goal of the project is to establish a long term relationship with targeted cliental from an aviation conference.



This project is designed to increase client engagement with conference materials through a playful interactive experience. Attendees selected from custom personas, rolled a die, and received a deck of cards. Each deck contains insights from subject matter experts and open ended prompts. Participants were then encouraged to share their responses on a custom-built website, extending the experience beyond the event.

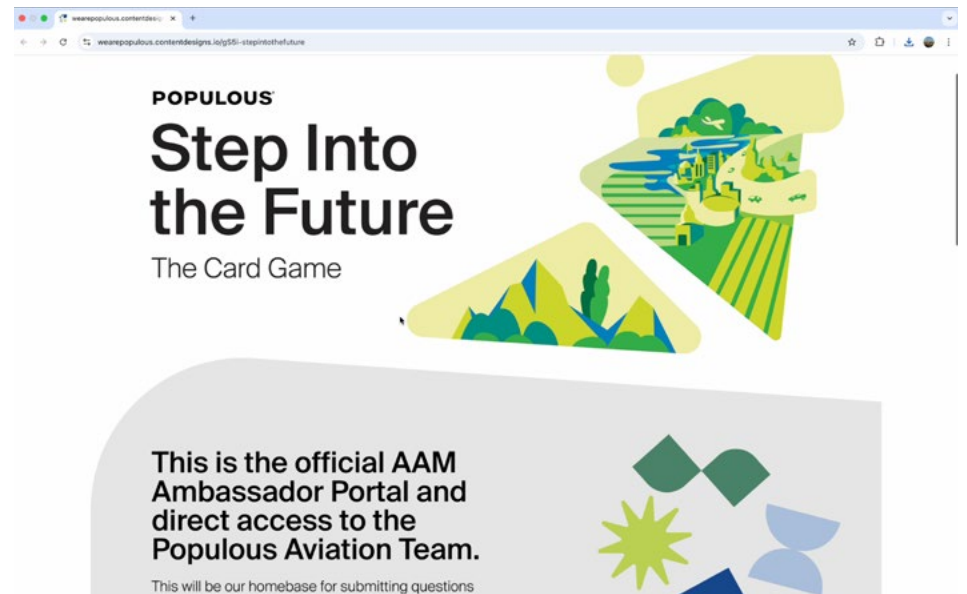
**My contributions included:**

**Illustration & Package Design:** Created persona-driven visuals and physical components.

**Web Design & Development:** Built a platform for participants to explore and share content.

**Art Direction:** Ensured visual cohesion across print and digital.

**Interactive Strategy:** Designed a gamified system to encourage active participation.





## Guardian of the Forest

3D Modeling, Unity, C# Coding, 3D animation, and game design coming together to create a unique adventure.

### World Building: Environment

The environment is one of the most critical aspects of world creation, so I decided to make my own 3D models and utilize the Terrain feature in Unity.

You can tell the shift in regions by changing terrain features, such as different types of trees, grass, more or less water, etc.

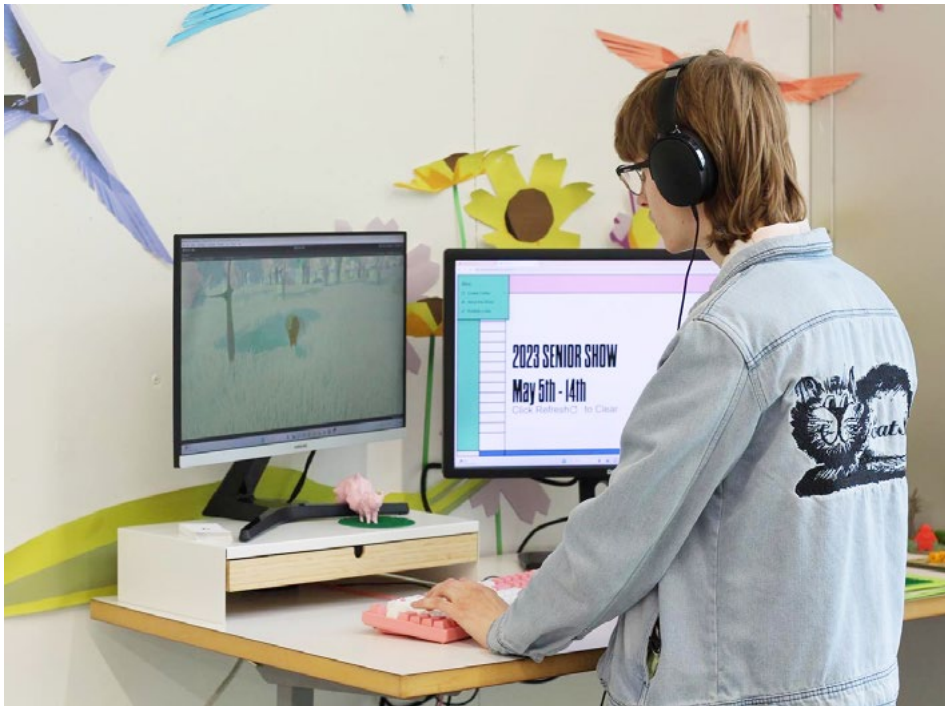
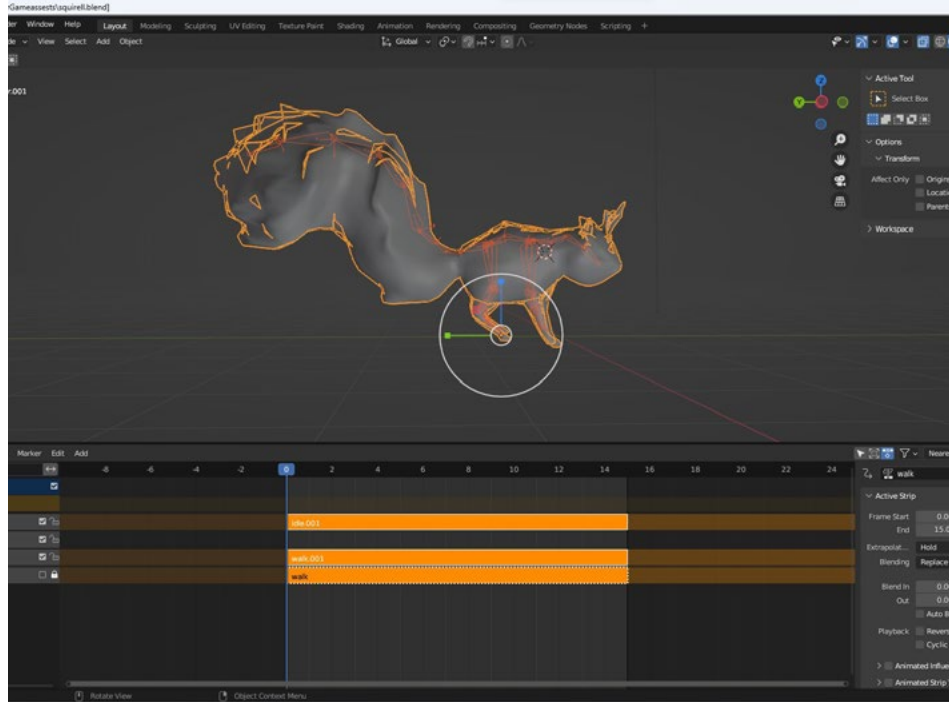
As the region changes, the stamina bar decreases speed changes.

Each object in the environment had to be thoughtfully modeled to be an optimized component in the game. This means the poly count had to be relatively low while not compromising aesthetics.

12 I want the player to feel like they are wandering through almost a magical "Earth-like" place. As they travel to each location, the player should not only see a shift in the objects, but the sounds and atmosphere should also change.

13 I would like to add elements to the world to create a more atmospheric experience for the game. I have considered lighting, skybox images, shading and textures, and noises. Learning how to make a feeling and space for my game has translated into my work experience.





Drawn to the multidisciplinary nature of game design, I dedicated my senior year to developing a game that blends narrative, animation, and interactivity. The game follows a spirit who can transform into different animals to survive threats like loggers, poachers, and natural disasters. Through this process I explored storytelling through mechanics and atmosphere.

**My contributions included:**

**Game Development:** Programmed core mechanics in C# using Unity.

**3D Modeling & Animation:** Learned Blender to model and animate characters and environments.

**Worldbuilding:** Designed gameplay around transformation, survival, and environmental storytelling.

**Research:** Studied game theory and narrative design to shape the player experience.





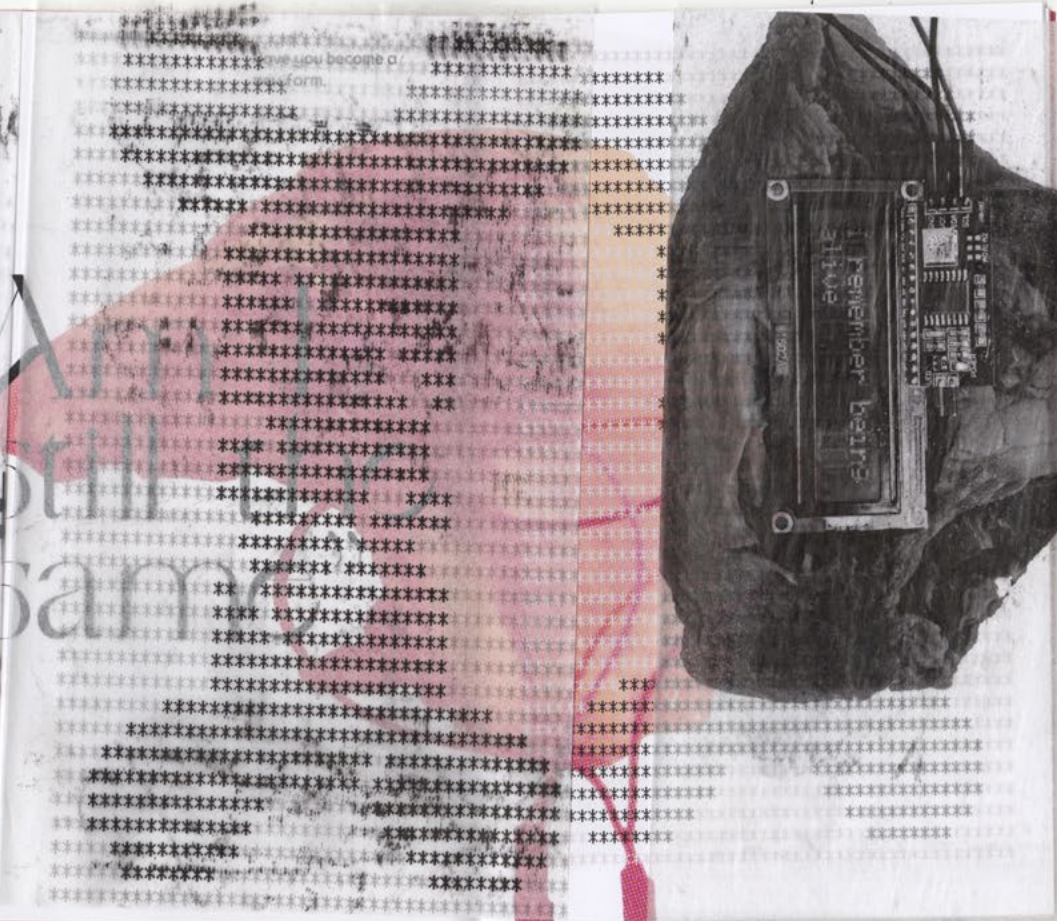
## Hello Creator

This project is a speculative concept of how food could be impacted by technology, and how this untraditional communication between humans and food would change our relationships with one another.

# Goodbye Creator

\*\*\*\*\*  
\*\*\*\*\*

“All  
still  
same”



This project aimed to reimagine how we communicate about food and its relationship to ethics and the environment. Through research into food philosophies and sustainability, I crafted a unique, multi-sensory experience that combined poetry, technology, and print. The final work included an interactive Arduino-powered display and a handmade zine that documented the process and ideas behind it.

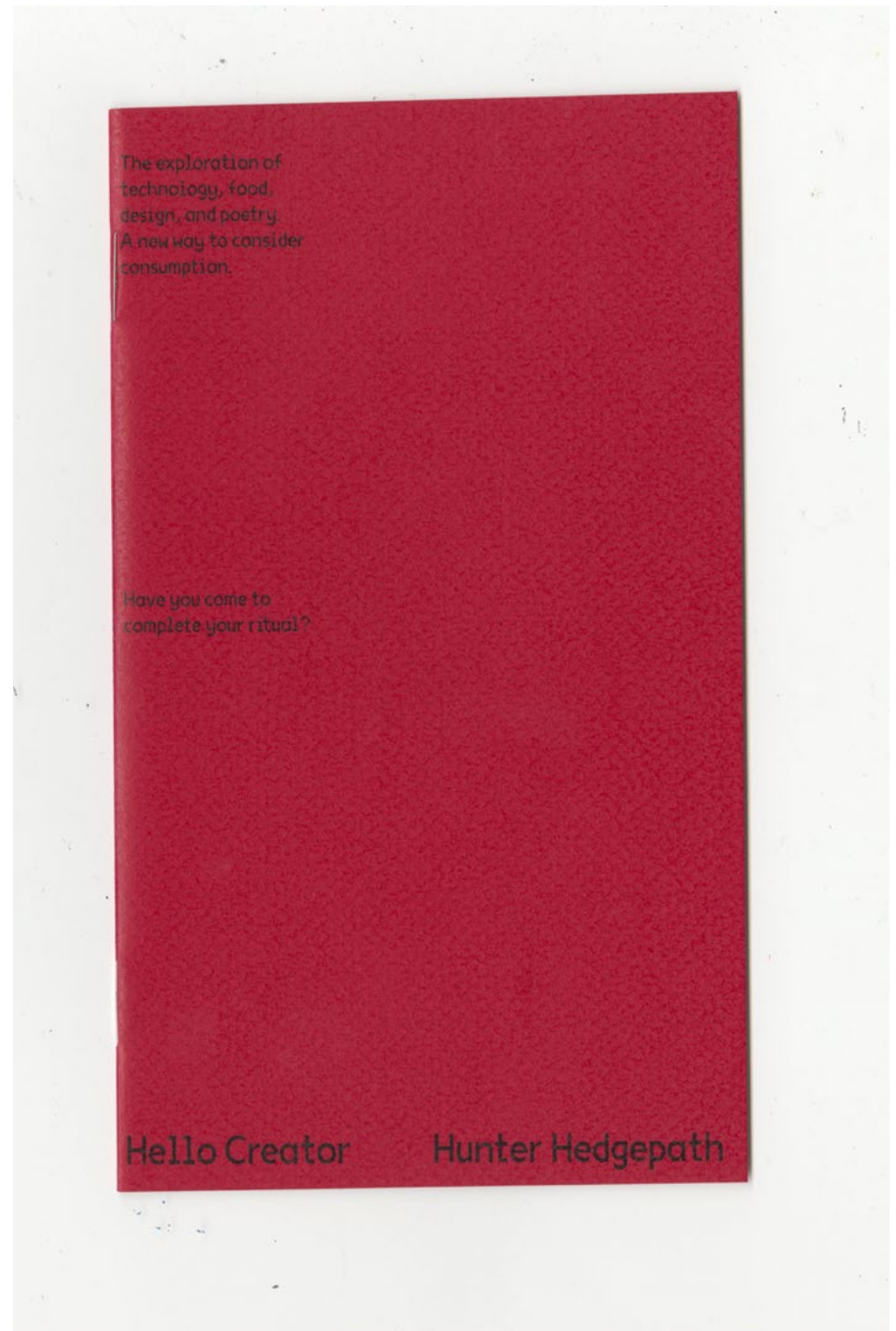
**My contributions included:**

**Research & Writing:** Investigated food ethics and authored an original poem in response.

**Creative Coding:** Programmed an LCD Arduino screen to display poetic text in real time.

**Publication Design:** Designed and produced a zine as a physical extension of the concept.

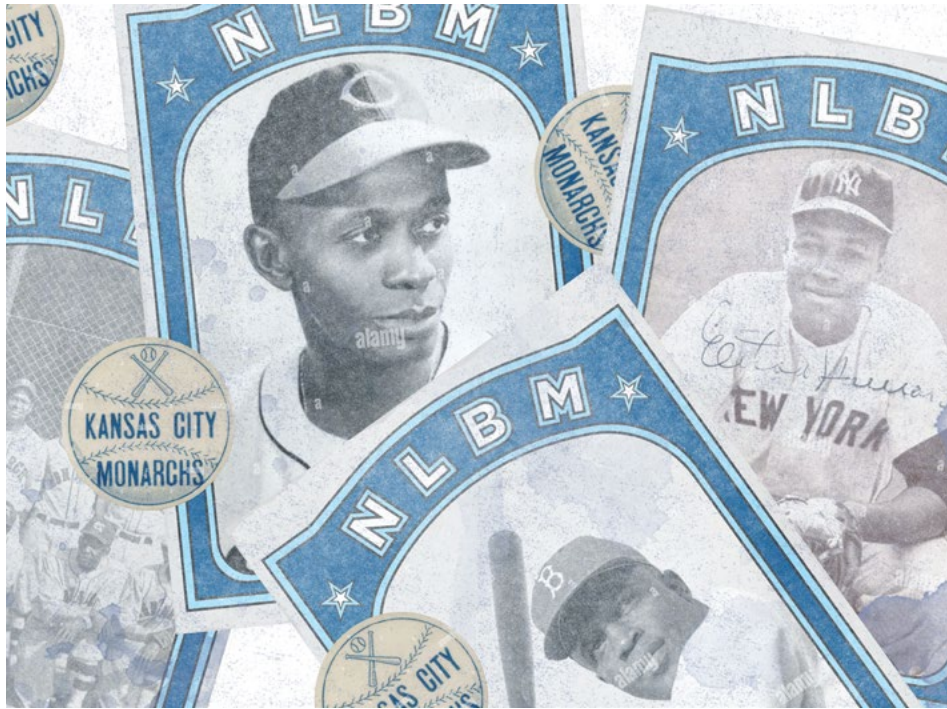
**Documentation:** Captured the process and outcomes to reflect the project's layered narrative.





## Layout Designs for Marketing Proposals

The goal was to intergrate our brand ethics of entrepreneurial creativity, excellence, integreity and enjoyment with an outside brand or non profit organization in order to win new projects.





## Macroblank CD Album

This project began with two questions. "why would someone purchase a CD?" and "how can you connect the user's interaction with the artist's philosophy?"



plunder  
x 03

49877Z

macro  
blank

A spark happens when the collision of old and new comes together to form a new way of interpretation. This new form is the offspring of remixing.



STANK  
MECH.

BO  
N  
N

BO  
N  
N

all CD-roms  
please open, read and print  
before use. page 05

...to monitor and reconstruct  
...between technology and  
...time, bridge a





Inspired by vaporwave artist Macroblank and his remix-driven ethos, this project reimagines an album as a physical book—an open canvas meant to be taken apart, sampled, and reinterpreted. Each CD contains isolated sound frequencies for remixing, while the book layers analog and digital processes to evoke the texture of vaporwave sound-making.

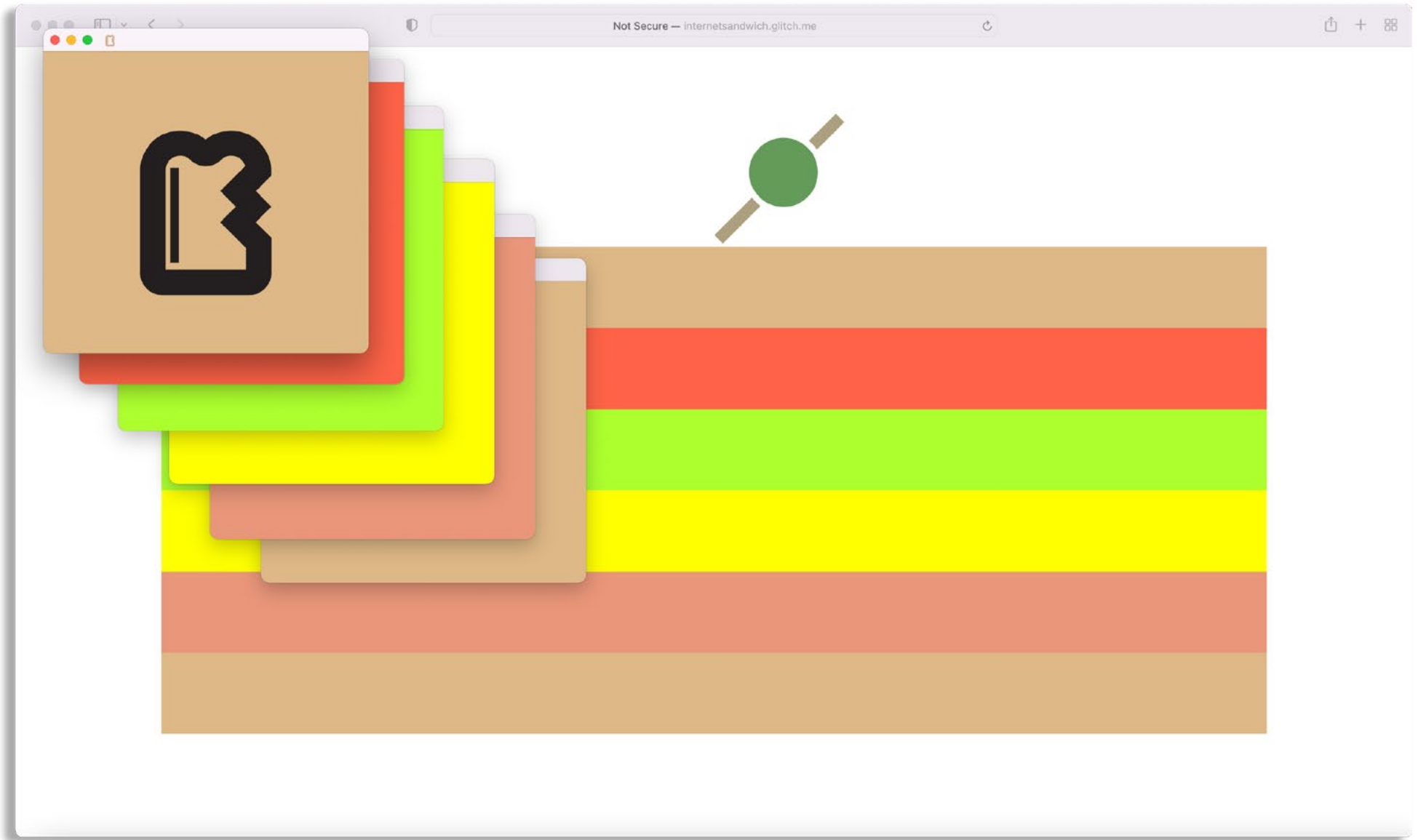
**My contributions included:**

**Concept & Art Direction:** Translated vaporwave aesthetics into physical form, honoring remix culture.

**Generative Design:** Used TouchDesigner to create Perlin noise textures, later laser cut into fabric.

**Image & Print Production:** Combined Photoshop, mark-making, and vellum printing for layered compositions.

**Fabrication:** Employed laser cutting and book making techniques to bring digital textures into tactile, physical publications.

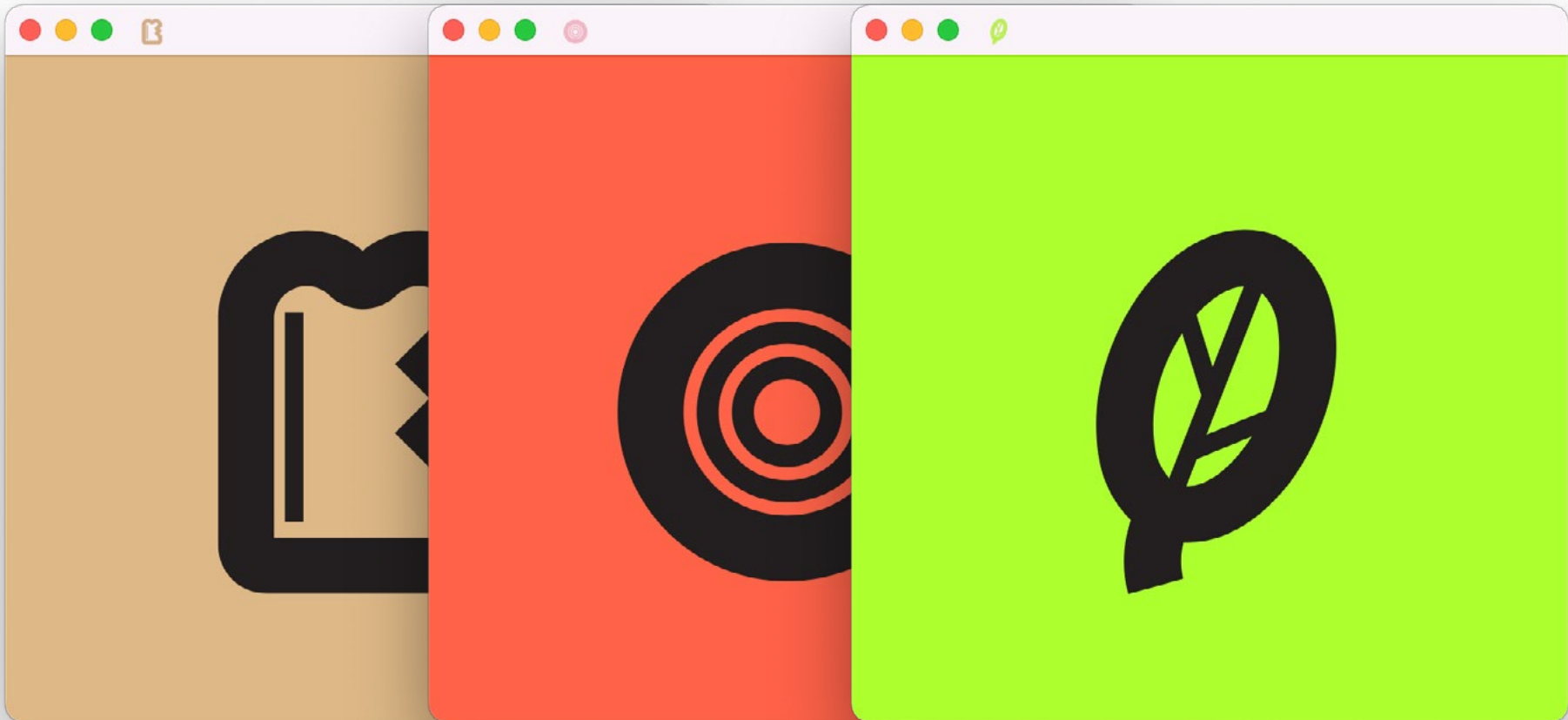


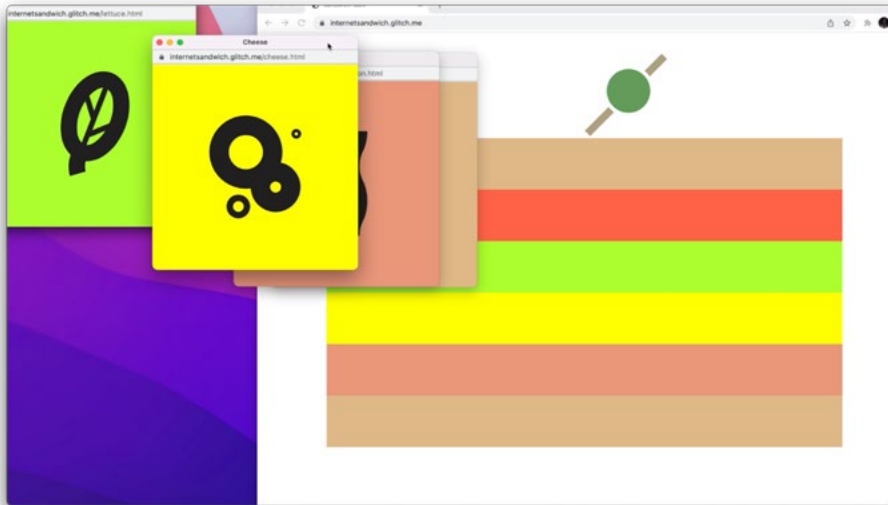
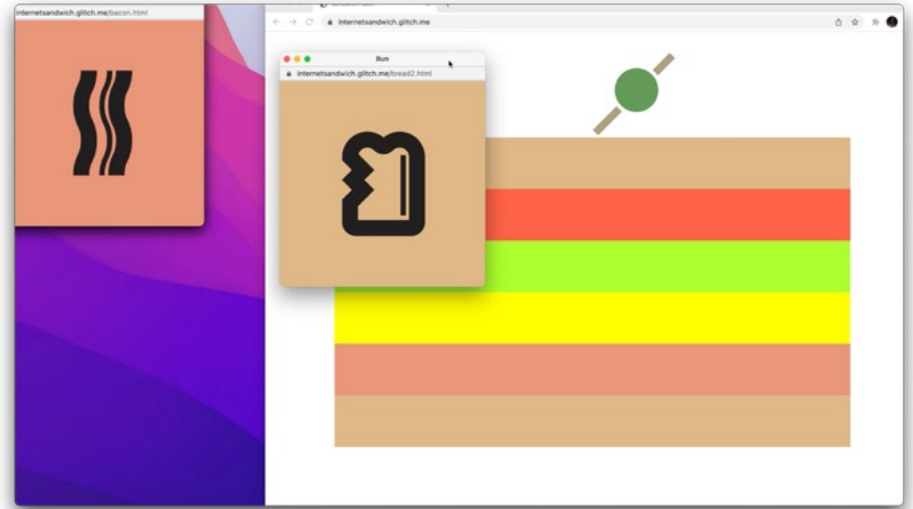
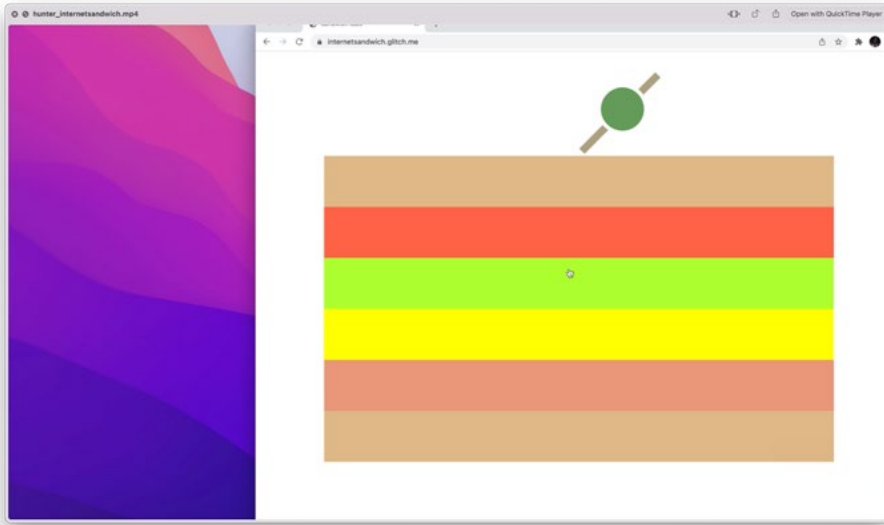
## Internet Sandwich

A single serving website that expands the possibilities of the “tab”.

## [Internet sandwich link](#)

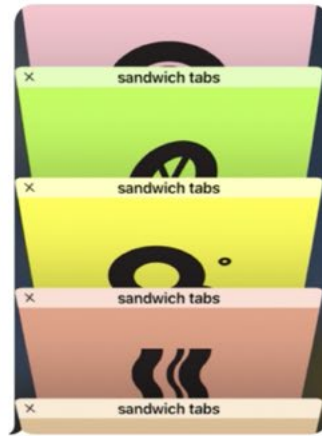
I wrote the Javascript in this website to force the web browser to accept “pop-ups” while bypassing any authorization restrictions. The simple conversation of changing what a tab could be, creates interesting debates over security ethics .





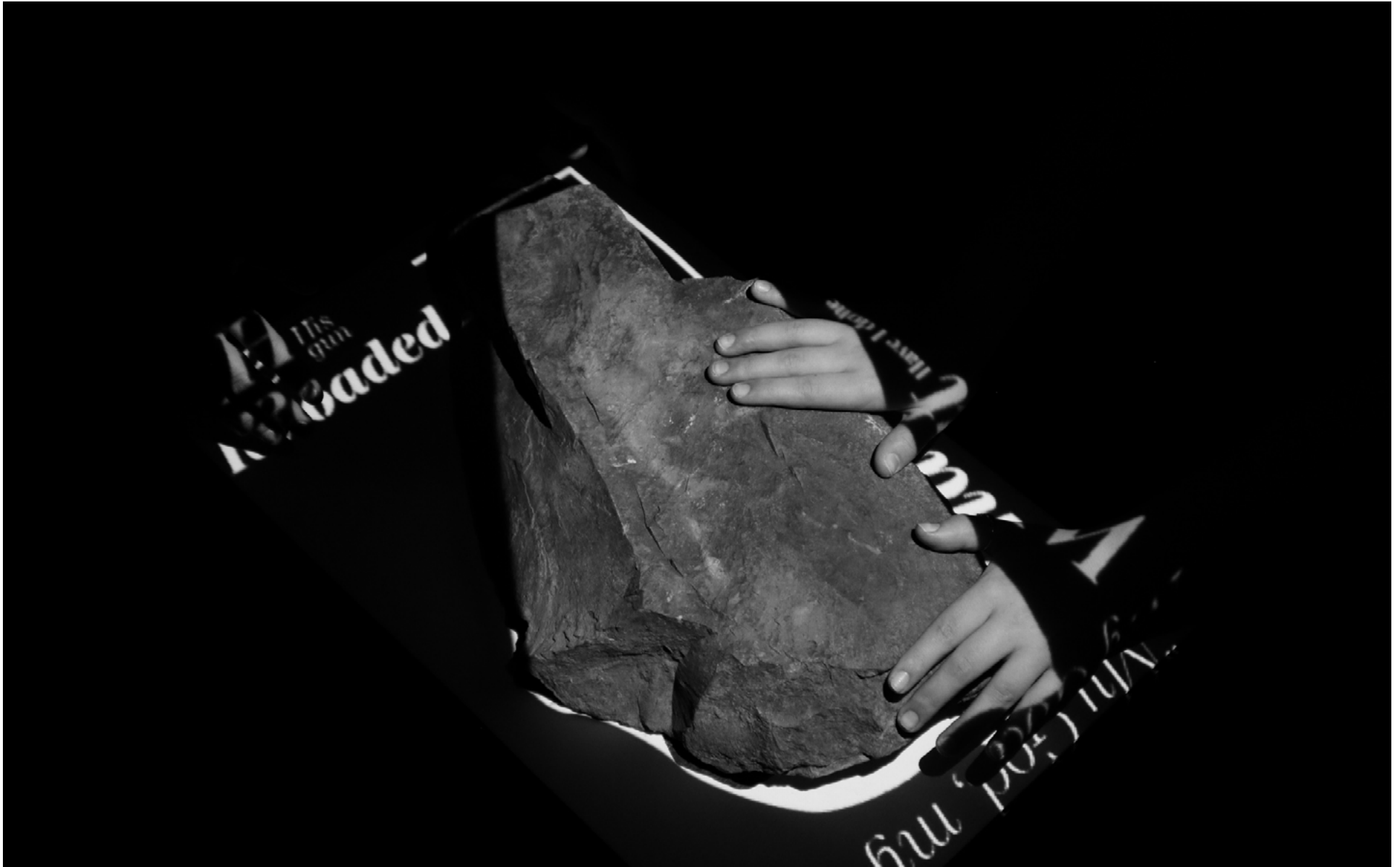
Yooo

It's a whole sandwich



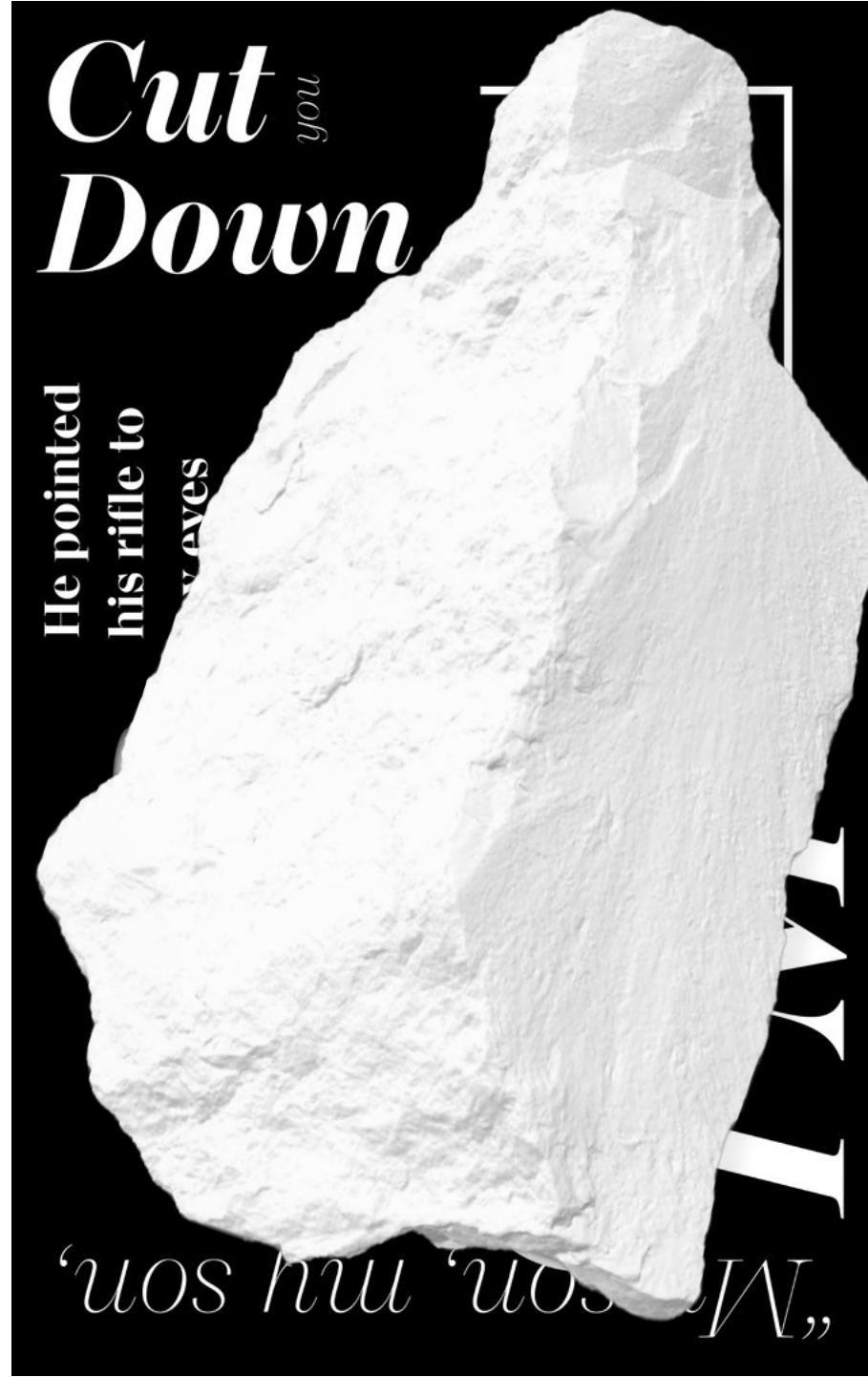
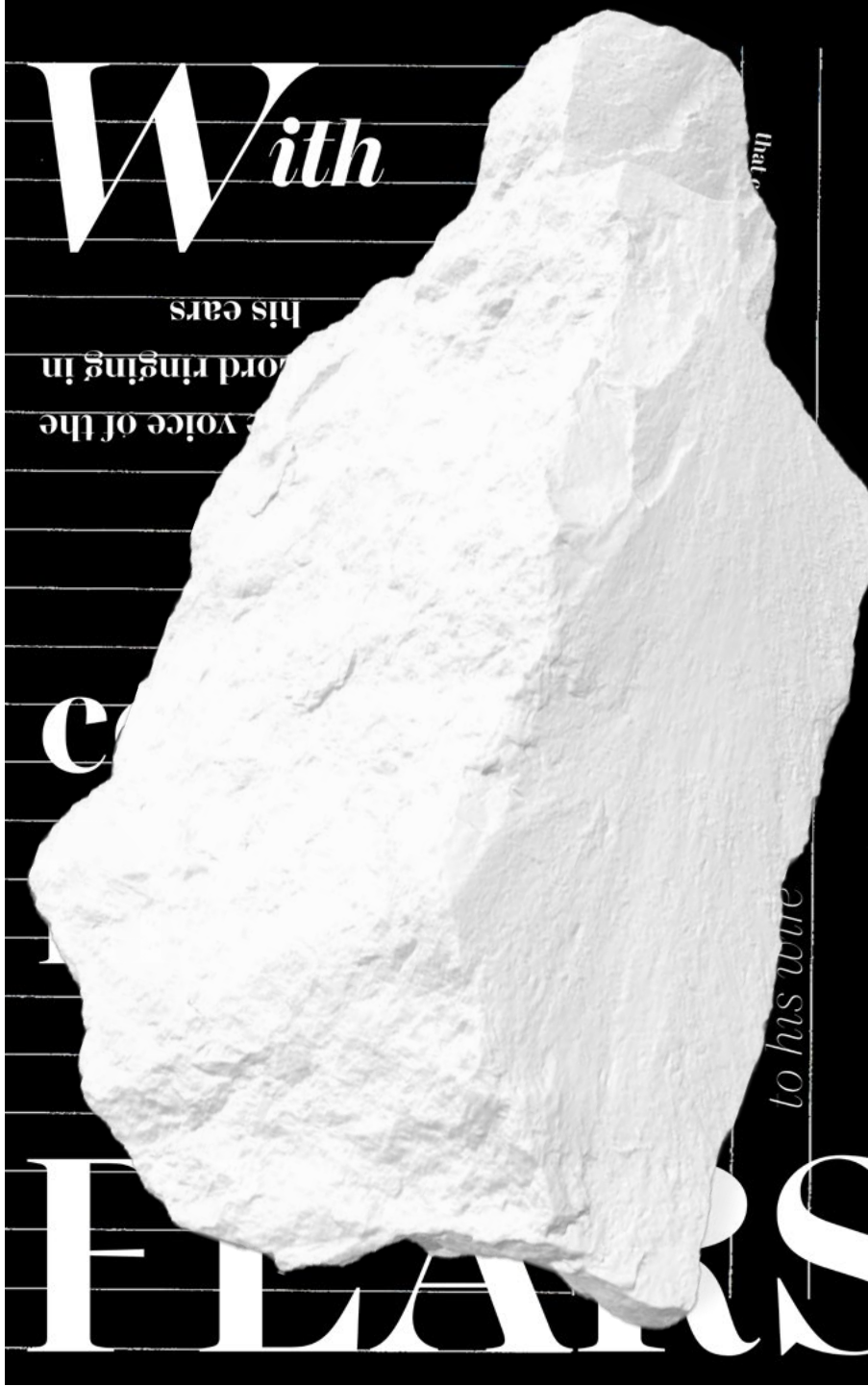
You like it 😊

Yeah it's awesome



## I Stood in the Room

This book was intended for an exhibit format. The digital and analog melding of this project speaks to the somber tone of the original song lyrics.



## [I Stood in the Room Link](#)

This book is a sculptural reading experience that merges physical interaction with digital storytelling. Built using CNC milling, 3D scanning, projection mapping, TouchDesigner, and custom code, the piece responds to touch—turning a digital page beneath a rock as the reader engages with it. The content explores themes of hardship, struggle, and emotional weight.

### **My contributions included:**

**Creative Technology:** Integrated TouchDesigner, projection mapping, and custom coding for interactive page-turning.

**Fabrication:** Used CNC milling, 3D scanning, and laser cutting to shape the physical form.

**Concept & Interaction Design:** Translated emotional themes into a tactile, immersive experience.





## Squirrels vs. Lumberjacks Board Game

A board game about rivalry and deforestation. I used the method of play testing to explore user experience.



# THE LUMBERJACK

Choose One additional action for each Sawmill

- Move
- Chop
- Explore
- Build
- Destroy
- Grow

Sawmill  
1 VP ea.

X4 X2

Row of gear tokens: 6 red gears with yellow centers, 2 black gears with white centers.



"I see you've found my bunker... Now listen here we can do this the easy way or the hard way. Now are you going to cooperate or not?"

Pay 3 wood and 2 acorns now or loose a sawmill later. If you can pay now then complete or take the reward.

### Reward

Move up to 2 squares or move the lumberjack to any tile.

Complete  
1 VP

# LUMBERJACK'S

Choose One additional action for each Sawmill

- Chop
- Explore
- Build
- Destroy
- Grow

Sawmill  
1 VP ea.

X4 X2

Row of gear tokens: 6 red gears with yellow centers, 4 black gears with white centers.



# Squirrels

Choose One additional action for each Squirrel

Completed Quest

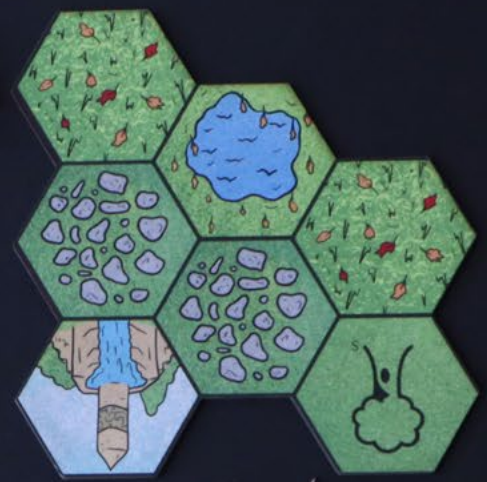
Move Gather Explore Nest Destroy Grow

Squirrels  $\times 1$  ea. Per Turn

Nest 1 VP ea.  $\times 3$   $\times 2$



Official Game Rules to Lumberjacks Vs. Squirrels



Quest Card



# THE LUMBERJACK

Choose One additional action for each Sawmill

Move Chop Explore Build Destroy Grow

Completed Quest

Sawmill 1 VP ea.  $\times 4$   $\times 2$

"Hey thank you! Now I could really use some help fixing my house. Thanks for making it there. I wish you had a good idea... How about making a big cabin next to a lake?"

Finish by: Bring me a lake tile and giving 3x Wood tokens all at once.

Reward: You help me build your house. I'll give you 2 VP.

Complete 2 VP

"Please sign some change... I am very hungry... And eat... Please"

This is an ongoing quest. For every 10 wood tokens you give receive 1 VP immediately. This counts as one of your VP's to end the game.

"Heeee... I wonder where this cabin is!"

Finish by: Going to all of the explore tiles and give 3x Action to get access from the village.

Reward: You know the right knowledge that I need to explore. I'll give you 1 VP.

Complete 1 VP

"I see you've found my brother... Now listen here we can do this the easy way or the hard way. Now are you going to cooperate or not?"

Play a wood and a action now or lose a sawmill. If you can pay now then complete or save the reward.

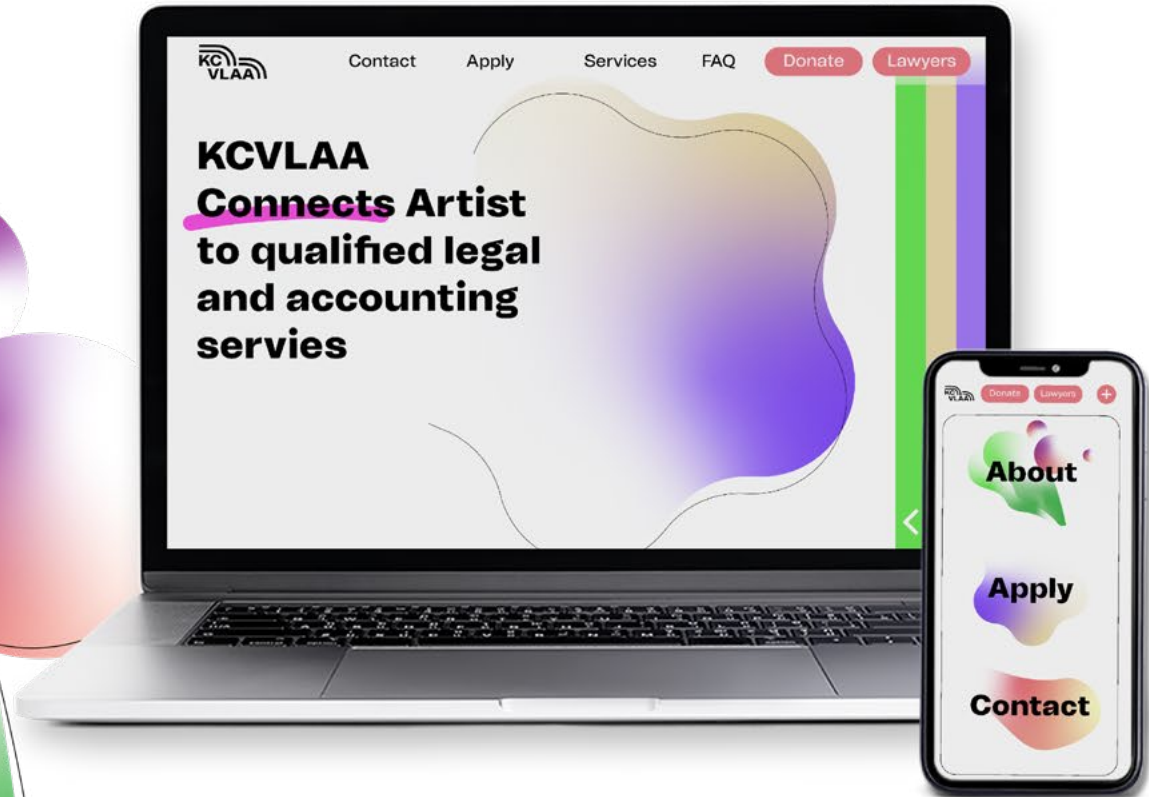
Reward: You are up to a sawmill or save the contract to me.

Complete 1 VP



## UX Case Study

A website which combines the needs of its users and the looks of the organization.



## KCVLAA Website

Designed for the Kansas City Volunteer Lawyers and Accountants.

I worked on researching, conceptualizing, user testing, wire-framing, and prototyping for this project.

I wanted to make a website that was functional and appealing to artists. I interviewed various designers and artists to achieve this goal.

Understanding the Audience

UX Case Study

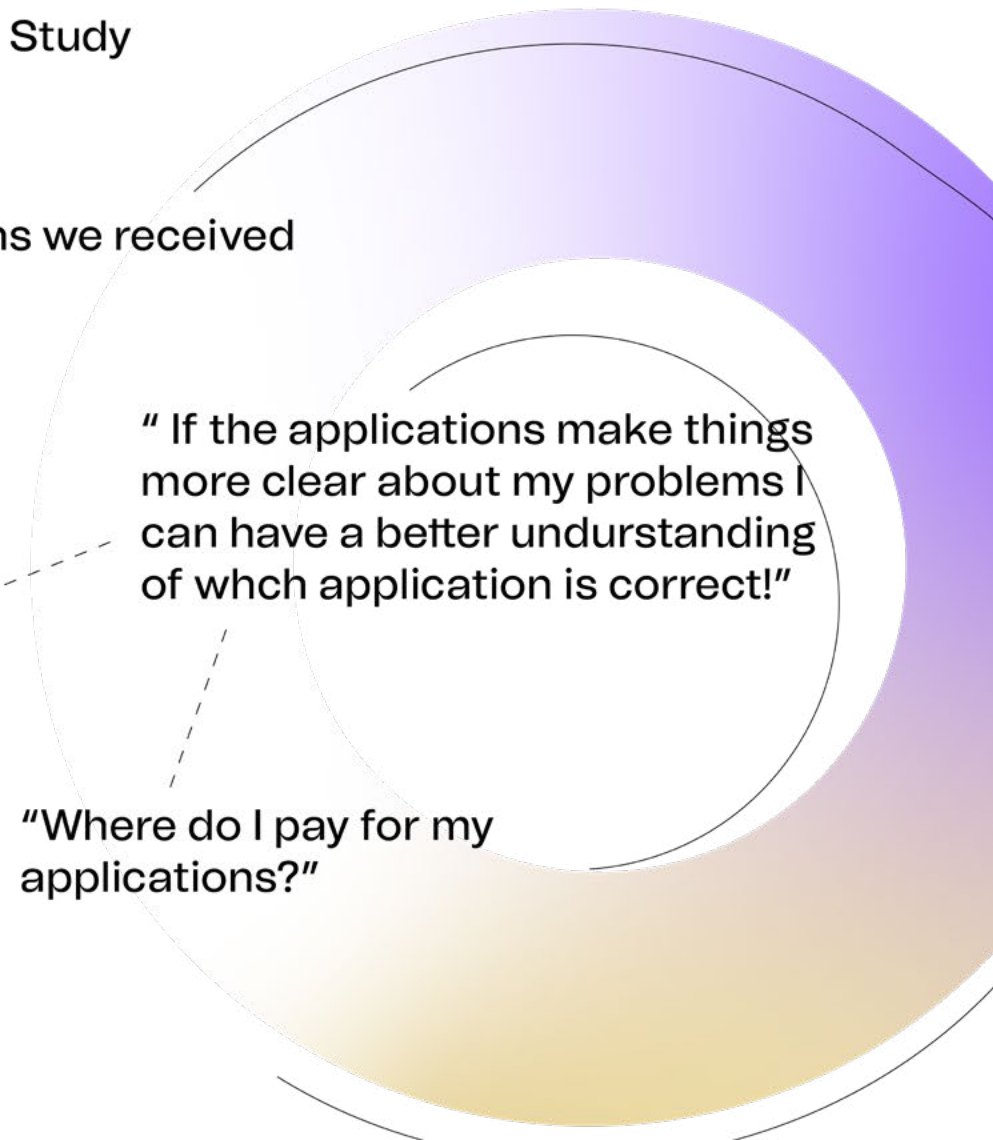
# Client Emotions

Questions we received

"where can I find the right lawyer?"

" If the applications make things more clear about my problems I can have a better understanding of which application is correct!"

"Where do I pay for my applications?"





**About**

**Apply**

**Contact**



Donate

Lawyers



Finding the right application can be a little tricky.

Let us Help you find which one you

tal

Applications



Donate

Lawyers

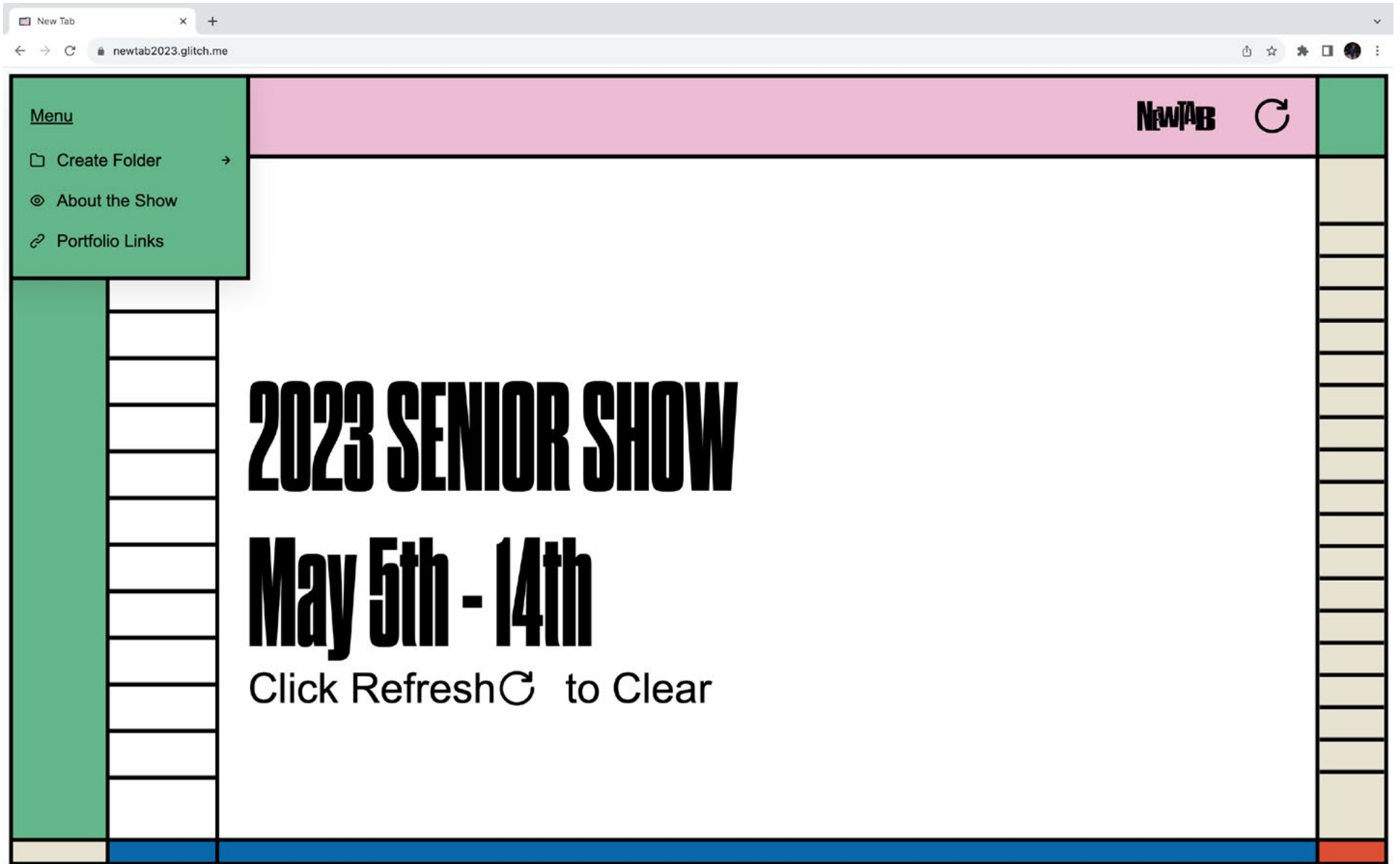


**Are you filing as an art organization?**  
\*Drag circle to answer  
Yes or no

No

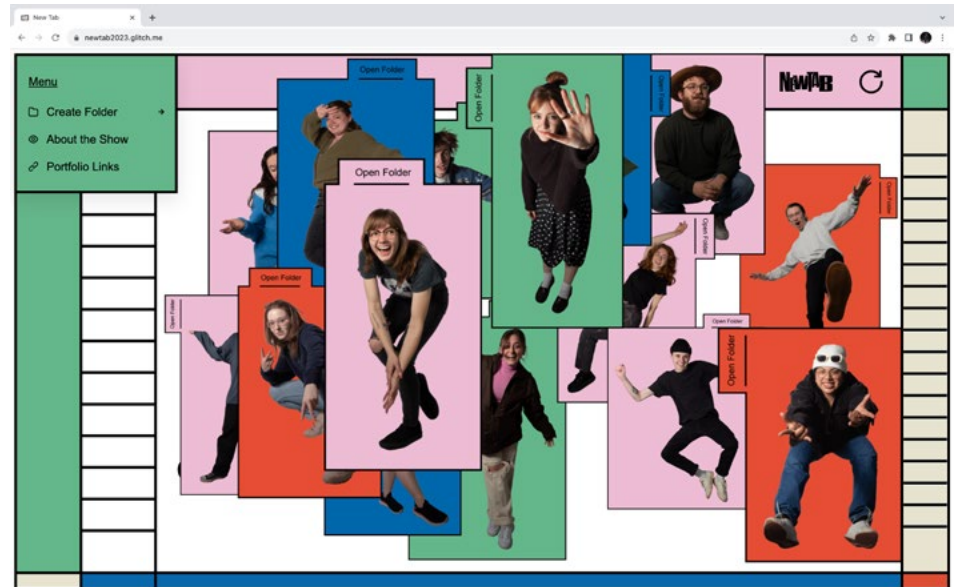
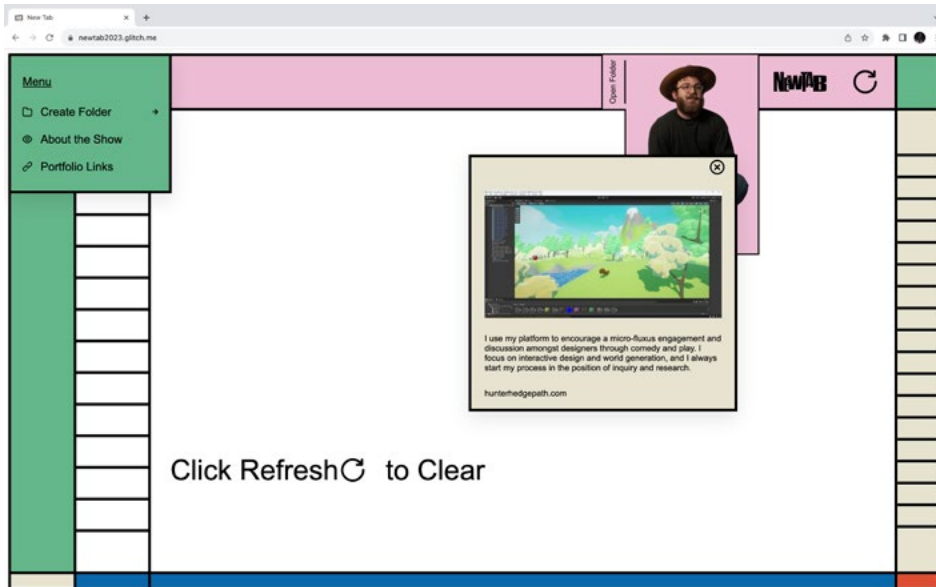
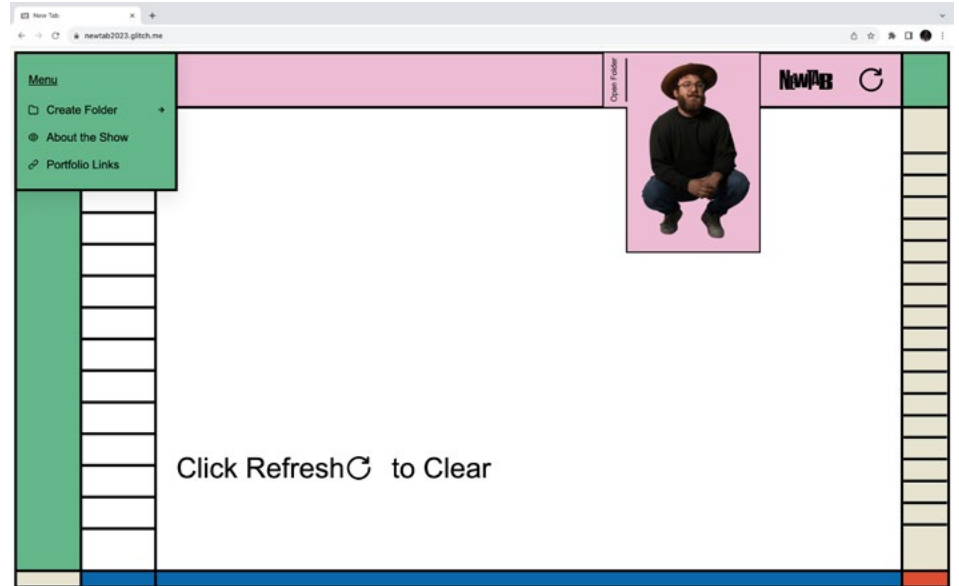
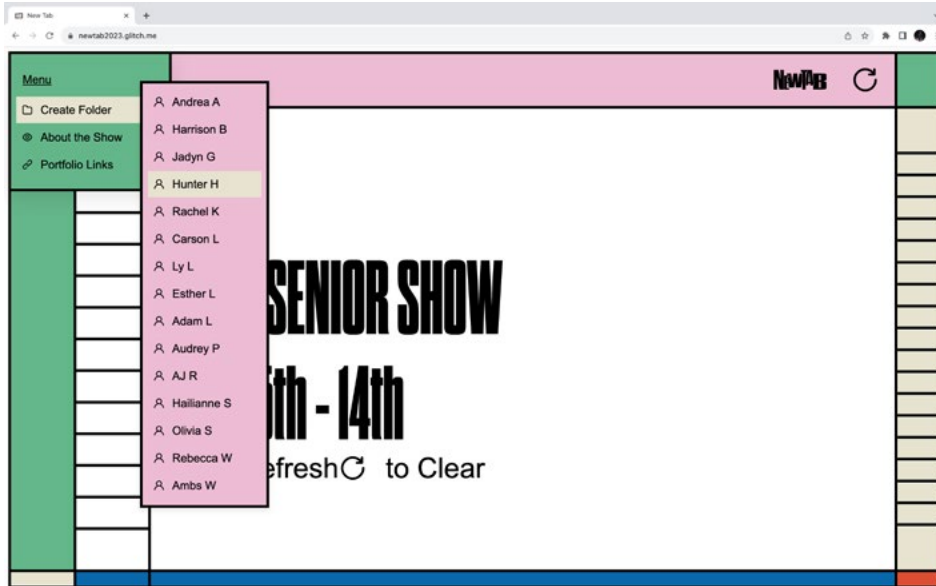
Yes





## New Tab Website

As the Art Director of this collaborative website I was in charge of creating a unique and collaborative place to hold our senior thesis projects.





Thank you for checking out  
my portfolio!

hunter.hedgepath.hh@gmail.com  
573-855-5605