DOTLAB DOTLAB

Project

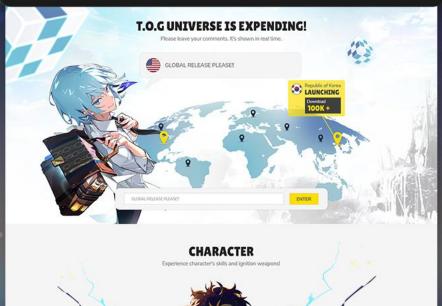
Dotlab Creative Book

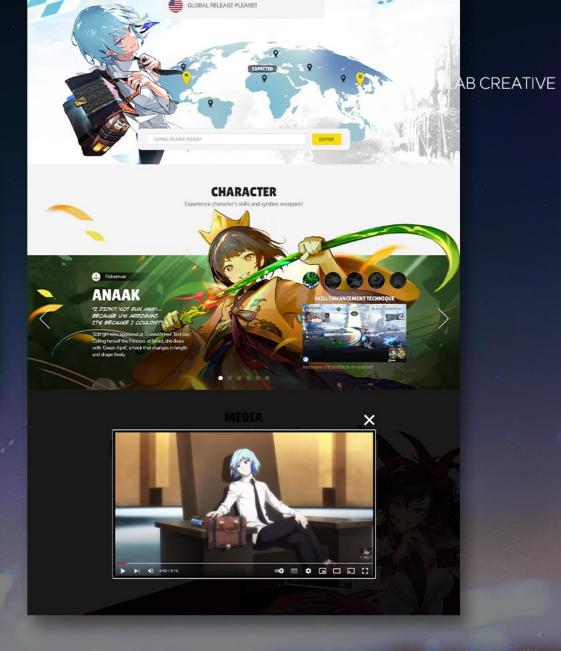


Emphasized each character's original story and action, utilizing the unique feature of its original webtoon which has a solid storyline









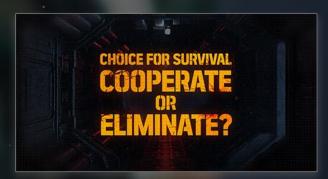




Designed copies, minimizing effects to unify the color with the logo Highlighted characters by using dark backgrounds and situational scenes to align with the thriller genre





















 α



Concept

Designed to avoid ordinary
'Romance of the three kingdoms'
visuals

Arranged character illustrations and copies to emphasize actions





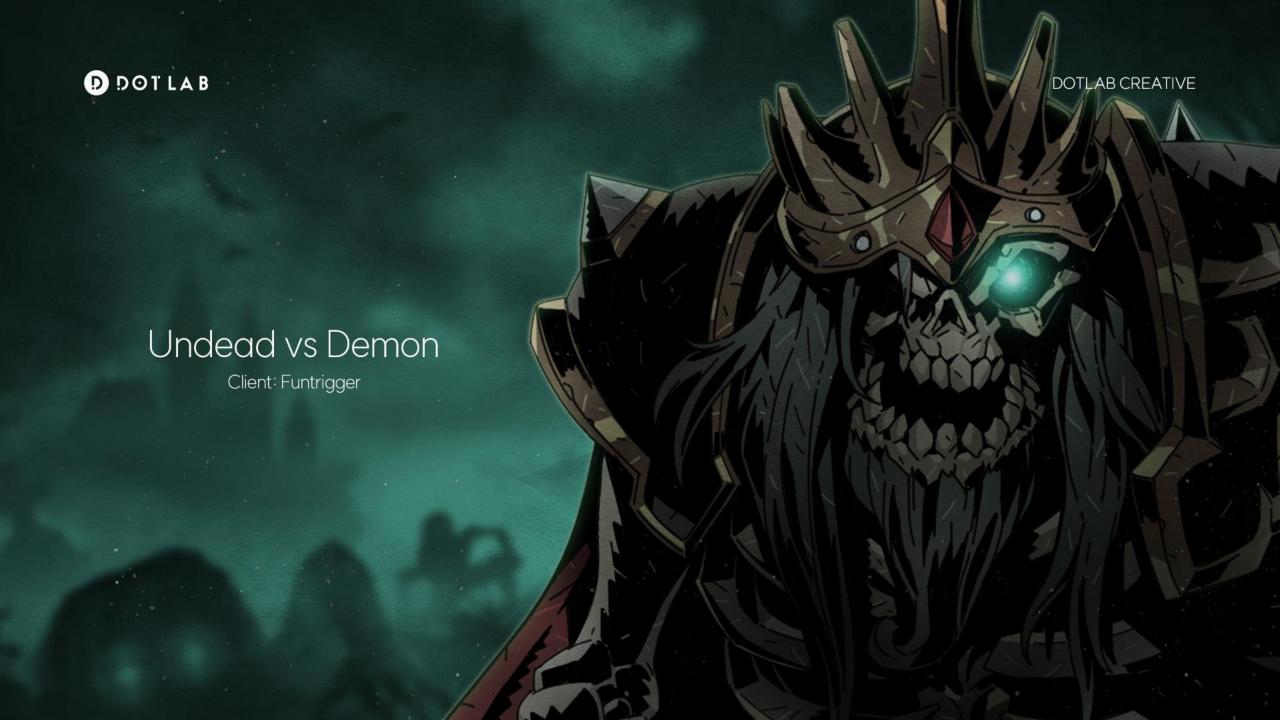












R







Concept

Created to build anticipation of the game by placing the demon in the center against the dark background and using characters with auras and bright light effects in their eyes.





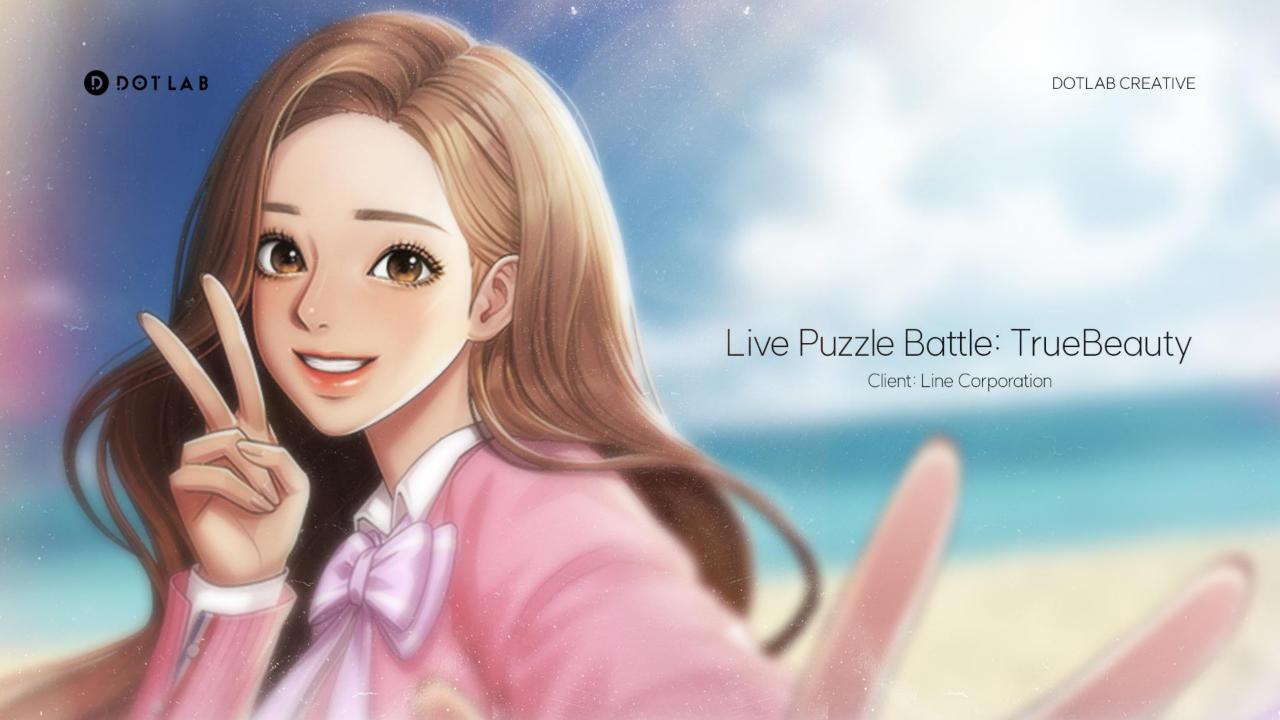








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Unified colors and emphasized the original IP to create coherence between puzzles and characters



























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EROI_BANNER

Concept

Composed to provide contrast between characters or emphasis in-game features, utilizing the characteristics of the strategy game and the character development







C













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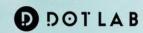
Designed copies and backgrounds to align with the character illustration style and the newly updated characters











Pmang New Matgo
Client: NEOWIZ



 α



Concept

Expressed to harmonize with seasonal and eye-catching creatives for "Hwatu", utilizing adorable characters as the main point while considering its traditional aspect



 α













Expressed the distinctiveness of each character, inspired by ancient gods, by designing backgrounds reflecting their mythic characteristics with matching colors









Emphasized action by featuring the main character, aligning with the "girl knights" concept













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S

Concept

Placed small and cute characters and objects alongside other elements
Used round fonts and applied effects to create a sense of texture

































LL

Concept

Used cute fonts and sea backgrounds to create the cool and refreshing atmosphere













O







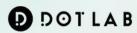
Concept

Expressed with a focus on the aerial action of the dragon fights and additional rewards

O







Picking The Best Sword

Client: Nexture





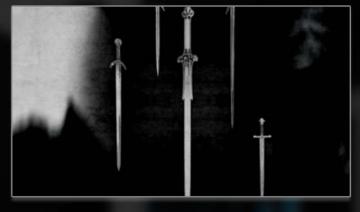
Used rough brush fonts to align with the "Wuxia" concept Applied gold and silver colors to the fonts, which are commonly found in Wuxia content







Combined characters and images related to random draws, reflecting the characteristic of the gacha concept













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Emphasized the tough side of characters

Designed backgrounds using the landmark of the battle locations





















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Expressed each dragons' elements by using various compositions Used hatching dragons' illustrations to show the game's feature





Designed to inform the collaboration with "The God of High School" by featuring confrontations between characters, the webtoon's contents, and dynamic action by using in-game playing scenes and characters





S

 α





Concept

Placed copies in a torn paper style to align with the game's apocalypse concept

Applied contrasting colors and made a distance between characters to convey confrontation and to give a three-dimensional feeling

















Taking advantage of the feel of an 8-bit pixel game, all game elements and copies are expressed in an 8-bit art style to express the fun elements and effects of the game















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Z



Concept

We designed to focus on the characteristics, expressions, and weapons of each character with a clean background















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0

R





Concept

The background is expressed with a sense of space to heighten expectations for the game, and we express the confrontation and character characteristics in color







K



KOREAN BI



ENGLISH BI



Concept

In the case of Korean BI, it is expressed with elements such as a tower, shield, and knife to show that it is a defense game that protects the tower. English BI is designed in a way that shows the atmosphere of a casual and cute game



The fun elements of the game and cute characters are expressed in a funny way through memes or parodies. Make the background as simple as possible to focus on the character or situation







We emphasized the game itself by using the in-game screenshots and expressed the story in a way that fits well with the characters





Seoul Store

Client: BRANDI

DOT LAB

Concept

Created weekly promotion pages to align with the week's concept Used design elements and colors that match the promotions' theme, highlighting copies and titles with them







S

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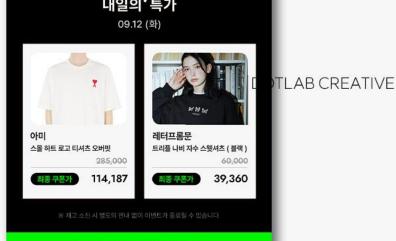
내일 특가 상품도 놓치지 마세요!

PUSH 켜기

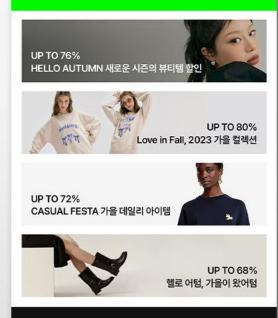
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- · 본 프로모션은 운영 기간(23.09.11 ~ 09.17)동안 오전 11시 오픈됩니다.





더 많은 기획전 보러가기 >



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