



Michael Gage Costa
6/7/13

Cape May Whale Watching T-Shirt

Michael Gage Costa
6/11/13



Cape May Whale Watch & Research Center
FRONT and LEFT



Cape May Whale Watching Cruise

Michael Gage Costa
6/11/13



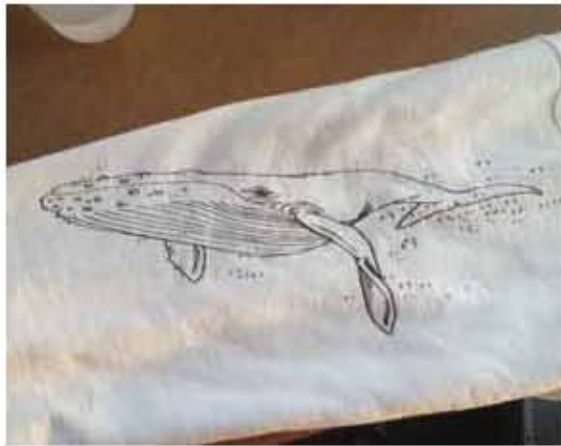
Cape May Whale Watch & Research Center
BACK and RIGHT



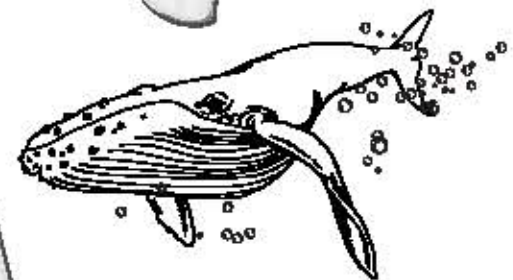
CAPE MAY WHALE WATCH & RESEARCH CENTER

Illustrations for T-Shirts and Hoodies

A series of hand-drawn illustrations which were printed as Gift Shop merchandise for this New Jersey-based research and sightseeing cruise. I sketched these by hand, then inked them and vectorized them for maximum print quality.



Cape May Whale Watching Cruise
Hoodie Sweatshirt
Michael Gage Costa
6/17/13

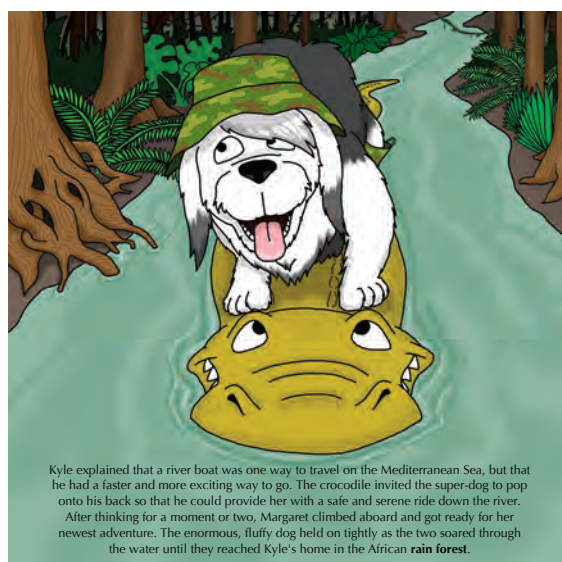
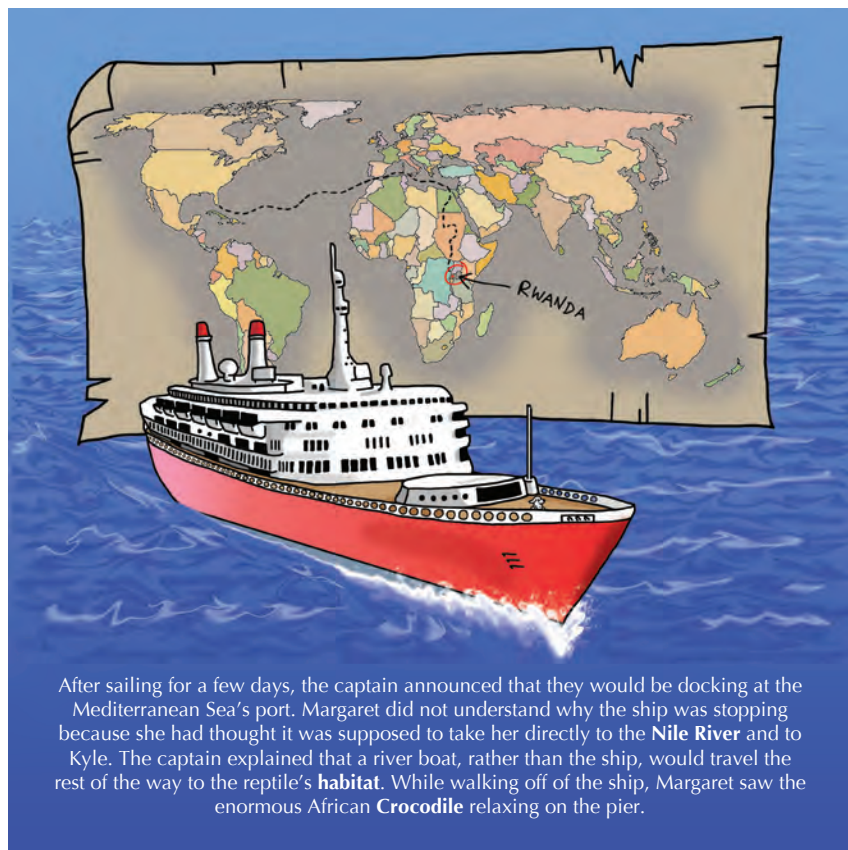


Cape May Whale Watching Cruise
Michael Gage Costa
7/1/13



Cape May Whale Watch & Research Center
BACK and RIGHT





MARGARET THE MAGNIFICENT

Children's Book Illustration (9"x 9" sheets, 22 pages)

Margaret the Magnificent Visits the Rain Forest was the 3rd book in an existing children's book series. The author wanted to switch to digital illustration, and contacted me to take over for her previous artist. I created the illustrations and type layouts using Photoshop and Illustrator.



Thursday - 2:45 PM
 Sat on the F bus thinking about
 my comic journal project



Friday - 9:50 AM
 Made tea for Allison
 who was home sick with a cold



Friday - 7:40 PM
 Consumed an entire rack of
 honey BBQ babyback ribs



Saturday - 7:00 PM
 Made pizza for dinner
 with Allison and my sister, Jill

COMIC JOURNAL

Comic Book of Daily Life (8½"x11" sheets, 9 pages, 36 panels)

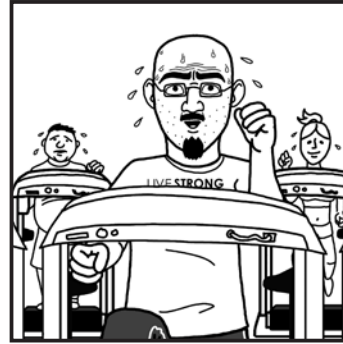
I set out to keep a journal of my day-to-day life for 2 weeks in comic form.
 Each day, I would illustrate 1-2 events that stood out to me.



Sunday - 1:25 P.M
Walked Layla around the block



Sunday - 8:00 P.M
Allison won \$150 in the 2nd Quarter of the Super Bowl



Tuesday - 4:35 P.M
Worked out at Retrofitness



Tuesday - 6:10 P.M
Drove to Allison's house in the snow



Monday - 9:40 A.M
Shaved



Monday - 6:55 P.M
Had smoothies with Danielle and Maria before Art History



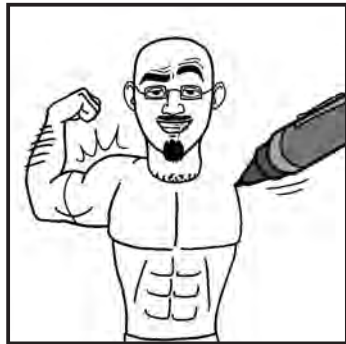
Wednesday - 3:00 P.M
Picked up my books from Mike at Main Street Comics



Thursday - 2:15 A.M
Couldnt sleep



Friday - 9:45 P.M
Watched Midnight Run with Allison



Saturday - 9:30 A.M
Drew a realistic cartoon of myself



Sunday - 1:00 P.M
Jogged four laps around Holmdel Park



Monday - 9:50 A.M
Shaved at Allison's house



Saturday - 1:10 P.M
Bought a Valentines Day present for Allison



Saturday - 10:15 P.M
Went out for drinks with Allison, Sara, and Jon



Monday - 3:50 P.M
Took extensive notes in Geology class



Tuesday - 5:25 P.M
Shopped for groceries



CALVIN & HOBBS

Mural for Baby's Room

In preparation for the arrival of my baby boy Charlie, I wanted to decorate his room with something that would be whimsical, fun, and imaginative, but more timeless than the typical decor of a baby's room. I decided to create an homage to one of my favorite artists and creative inspirations, Bill Watterson. Using a blank brown wall as a canvas, I adapted Watterson's original watercolor painting to an acrylic paint palette for my mural. It was important to me that the actual characters, Calvin and Hobbes, be reproduced flawlessly, so to ensure this I meticulously recreated Watterson's original drawing as a vector, printed them to a vinyl decal, and integrated them into my painting.



RSVP

The favor of reply is requested
on or before *October 6*

M _____

___ Accepts with pleasure #___

___ Declines with regret



Please visit our wedding website:

[www.theknot.com/ourwedding/
AllisonRemuzzi&MichaelCosta](http://www.theknot.com/ourwedding/AllisonRemuzzi&MichaelCosta)



Rehearsal & Dinner

John and Jennifer Costa would like you
to join our family on *November 5*

6:00 Rehearsal at St. Anselm

7:00 Dinner at Undici Taverna Rustica
11 West River Road ☞ Rumson, NJ 07760

If you cannot attend, please indicate on RSVP card

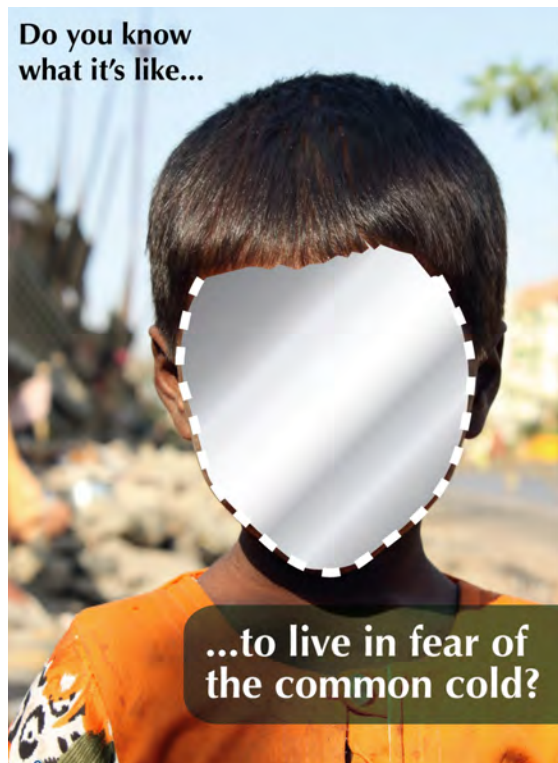




WEDDING INVITATION

Folding Card and Inserts (7"x 10", letterpress, die-cut, inserts 4.8"x 3.5")

My fiancé and I decided the best way to personalize our unique sense of style was for me to design our invitations myself. We wanted it to feel very contemporary and sleek, while still paying homage to the traditional wedding aesthetic. I decided to focus on the monogram, and designed it around a foldable flap in which our two initials would literally come together and be joined in the center by the letter C in our shared surname. The rest of the design took form around this concept.



PUBLIC SERVICE ANNOUNCEMENTS

“Do you know what it's like...?” Series (13"x19" cardstock, semi-reflective paper)

I find that many people have a lot of difficulty seeing things from any perspective other than their own. I also believe that if people took the time to do this more often, they would greatly benefit from the experiences of others. I created this PSA series that asked the viewer to consider what it would be like to step into the shoes of a stranger. The faces were removed and replaced with a mirror to encourage the viewer to see themselves in an unfamiliar situation.

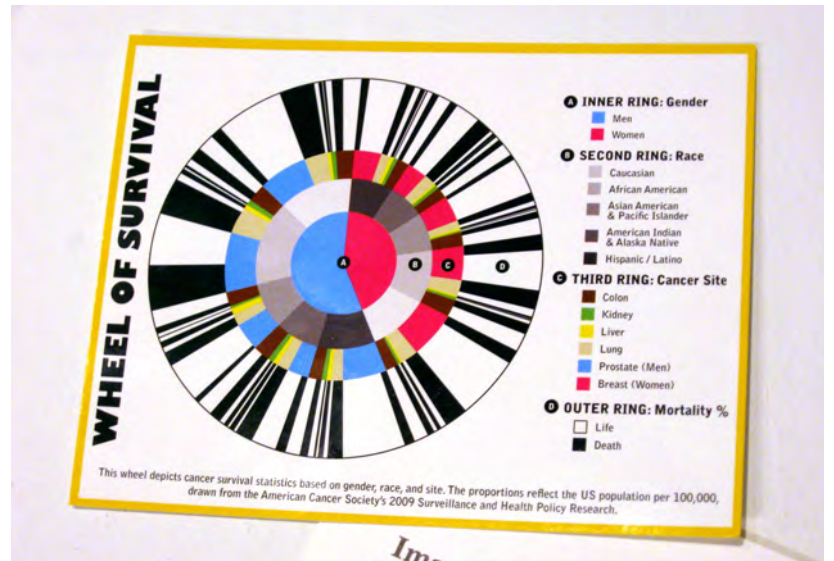


CANCERTAINMENT

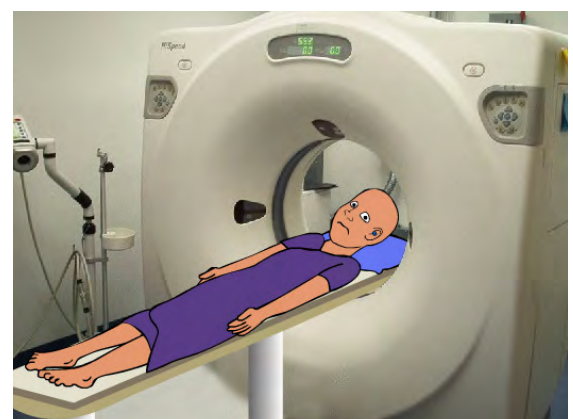
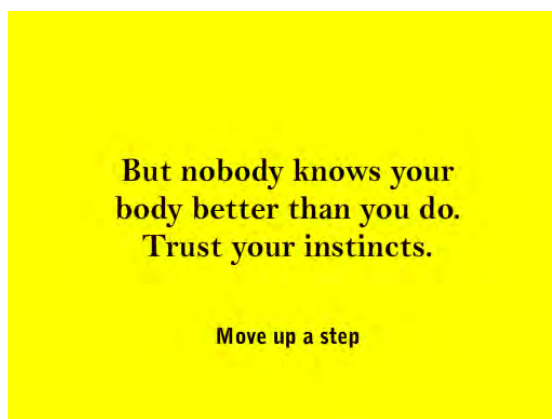
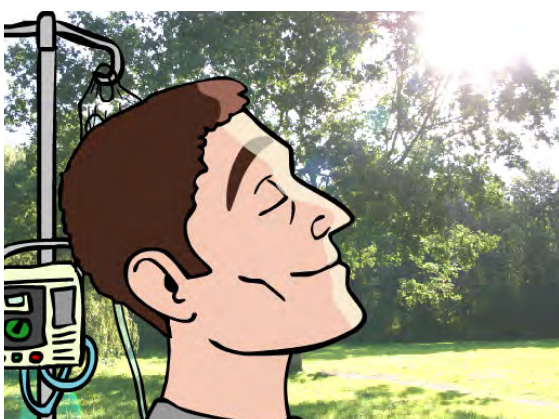
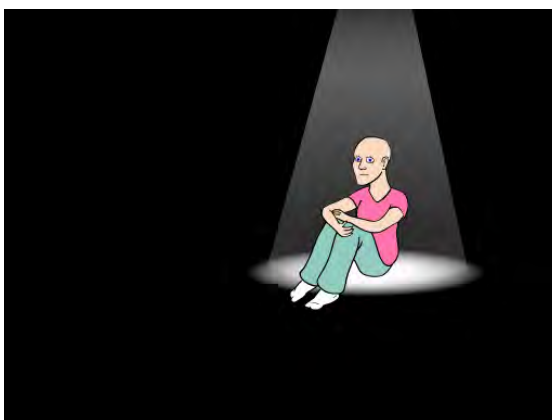
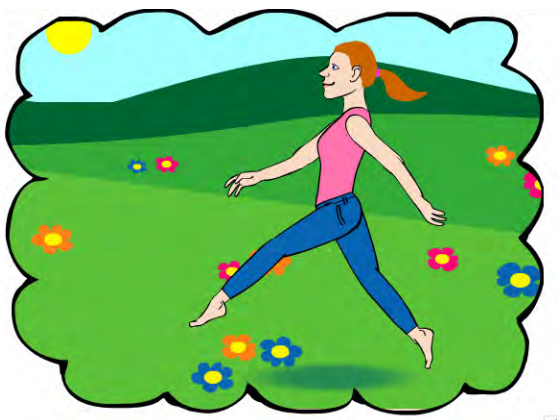
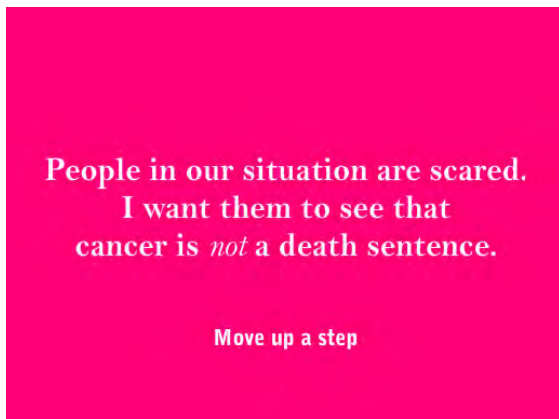
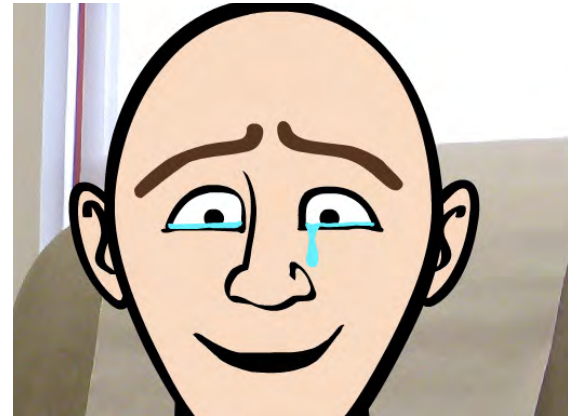
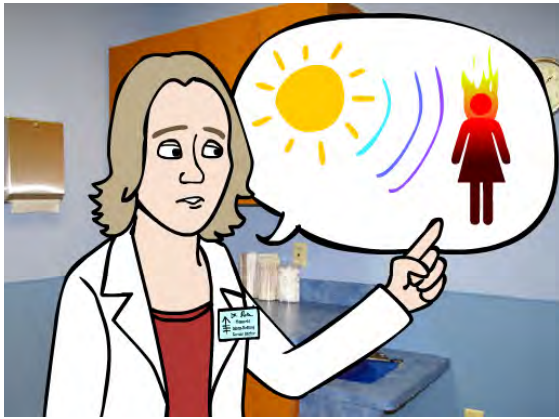
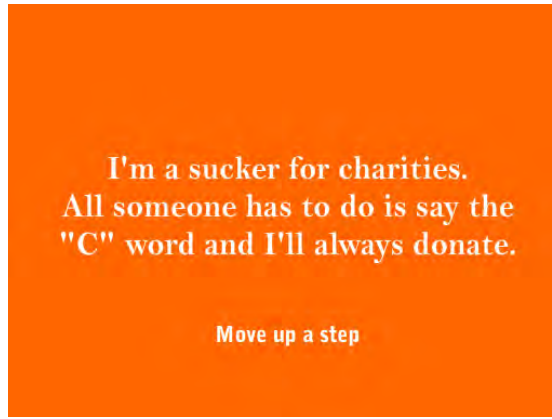
Senior Thesis Animated Game Installation

(52 Flash animations, 4"x6" postcards, 34" prize wheel, Wii technology, mixed media)

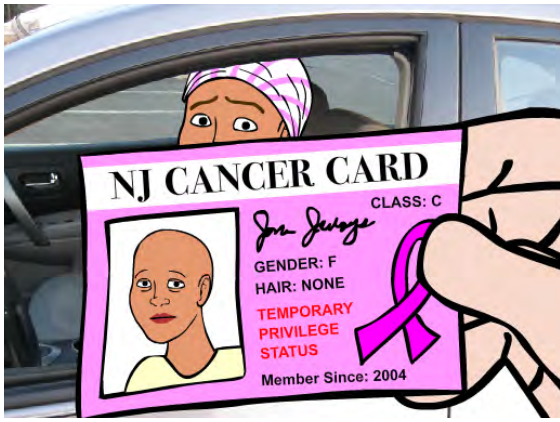
My battle with cancer is one of my life-changing experiences that is often difficult to share. In my work I use humor and interactivity to invite the viewer to go beyond their traditional role as spectator. Games are also a natural vehicle for opening this sort of dialogue. By taking an ironic approach to this potentially uncomfortable topic, I hope to demystify the experience of the disease, raise awareness, and connect with the viewer on a deeper emotional level.



At the end of the game, the player would spin the “Wheel of Survival” to determine their fate. The wheel was a complex information graphic breaking down survival statistics by gender, race, and site.

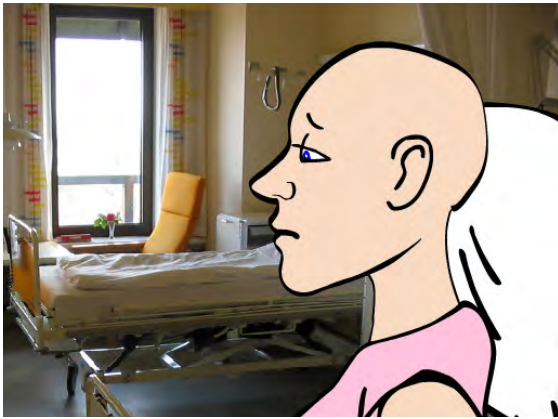
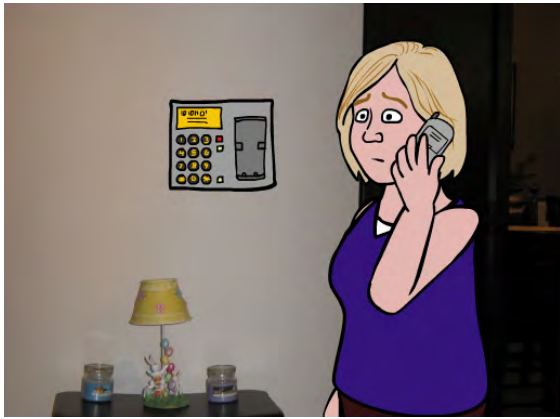


The project featured over 50 Flash animations that depicted the real-life experiences of cancer survivors. These experiences, both good and bad, dictated the player's progress through the game.



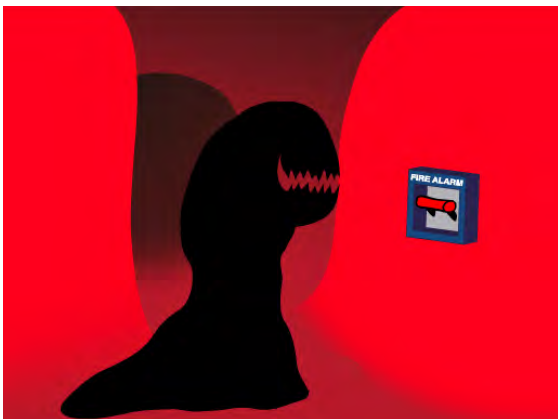
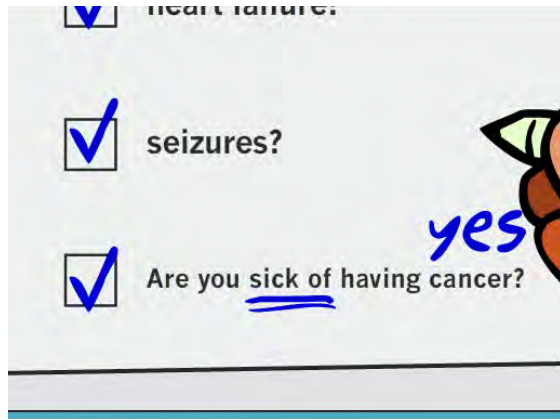
Every week in the hospital,
I need to get spinal taps
to make sure the cancer didn't
travel to my spine.

Move down a step



The freakiest part about melanoma?
It's one of the few cancers
you can see with your own eyes.

Move down a step



I remember people dying.

Move down a step



I cannot have children...
a dream that was very
hard to get over.

Move down a step

