

# PORTFOLIO

VICTOR CANO



SELF-IDENTITY SPRING 2023 ADOBE ILLUSTRATOR



SELF-IDENTITY SPRING 2023 ADOBE ILLUSTRATOR





# my favorite things in life

v name is Victor Manuel Cano Jr., and I am currently attendina my second year in UTRGV as I plan to major in Graphic Design. I was born into a Mexican family on May 22, 2000 in McAllen, Texas and stayed there for about a month before moving to Mission, Texas to live out my life, so far. I would say that I have had several interesting life experiences in which helped me to determine the things that I like to do in my free time. For example, I like to draw my favorite animated characters from movies and shows as well as l like to play video games that involve little to no critical thinking. As you continue to read through the following spreads, you will get to know a little bit more about me.

Before I begin to share more details about myself, I have to say, that college life is not what I expected especially due to the "events" that occurred early 2020. Aside from that, I thought it would have been more hectic and boring, but I am glad that it is not.

### Time sure does fly when you have fun!

to unfold, things obviously seemed to have changed a lot. For instance, the amount of responsibilities that I have to now endure are more significant than the ones that I had during for myself has been reduced to a minimum. therefore, I feel more appreciative when I do get that time.

One of the things that I like to do in my free time is play video games. When the





moment feels right, I take out my Nintendo Switch Lite to play some Minecraft and Pokemon Shield. Even though I typically end felt more like a couple of minutes, leaving me in

# One plays the clarinent while one plays the pencil

Since I am majoring in Graphic Design, one could assume that I draw during my spare time and they would be right. Ever since my mom introduced me to it when I was a little boy, I would always be fascinated, thinking I can just draw whatever my eyes lie upon. Either in graphite or ink, usually, I end up drawing animated characters from shows and movies that I have recently seen. A smile always seems to crack through the moment I finish my so called "masterpieces".







combined one of my favorite hobbies with the use of one of my favorite technologies. During my senior year of high school, I had issues in completing my schedule, meaning I had to choose an elective. It was then when I found out that graphic design was a thing. I found the class to be more interesting than most core classes. As the school year was coming to an end, it was then that l decided to major in graphic design. During the first two years of attending UTRGV, I have learned more aspects of graphic design through the use of the Adobe Creative Cloud.

As I continue to complete my junior year of college, I hope to find more ways on how I can learn and improve in the world of graphic design.

# **Moving from** Traditional to Digital

As I transitioned from middle school to high school, I remember how technology my daily life as a student, therefore. eling less traditional than most previous hool years. However, due to my love of technology, I felt more confident in mpleting my assignments.

Ever since my uncle introduced me o a used Nintendo DS Lite before I reached double digits, I gained these new feelings f satisfaction when introduced to new chnology. I would say that my favorite echnologies belong in the categories of laptops and gaming consoles.

The whole reason why I decided o major in graphic design was that it



# **The Last Dish** on Earth

In order for me to keep doing the things that I like do, I would say that orange chicken would be the perfect candidate to give me that energy. The sweet and sour taste is just azing on its own when compared to dishes and tastes even better when npanied with a serving of fried rice.

MY FAVORITE THINGS IN LIFE MAGAZINE SPREAD

FALL 2021

ADOBE INDESIGN

CAKE RECIPE MAGAZINE SPREAD

# How to Bake a Cake

Before we can get to the steps to make a cake, choose a recipe to get you started. You can keep it simple with a yellow cake, or you can choose a slightly showier recipe, like a chocolaty devil's food cake or a vibrant red velvet cake recipe. If you're not a fan of frosting, try a German chocolate cake. We also a have a few birthday cake recipes for celebratory occasions. The possibilities are almost endless, but avoid angel food, pound cakes, sponge cakes, and chiffon cakes because they require a different method.

### Step 1: Prepare Baking Pans

it's important to prep your pans before pouring in the batter. With the exception of angel food and chiffon cakes, most recipes call for greasing and flouring the pan or lining the pan with waxed or

As for knowing what type of baking pan to use, our Test Kitchen prefers shiny pans for achieving a golden appearance. If you use temperature by 25°F and check doneness 3 to

### Step 2: Allow Ingredients to Reach Room Temperature

and butter to stand at room temperature.

This allows the butter to blend easily with other ingredients and the eggs will yield a higher Step 3: Preheat the Oven

Many recipes require ingredients such as eggs

### When a cake bakes too quickly it can develop

tunnels and cracks, too slowly and it can be coarse. Let your oven preheat for at least 10 minutes, and use an oven thermometer to make sure it reaches the proper temperature. If you're using dark cake pans, you'll want to reduce the oven temperature called for in your recipe by 25°F.

Step 4: Stir Together Dry Ingredients
Dry ingredients usually include flour, baking powder and/or baking soda, and salt. Rather than adding each dry ingredient individually to the batter, whisk them together in a bowl beforehand. That way you know the ingredients are equally distributed throughout the batter.

## Step 5: Combine the Butter and Sugar

Using an electric mixer on medium to high speed, beat the butter for 30 seconds. Generally, a and a hand mixer requires a higher speed.

Add the sugar (and vanilla if the recipe calls for

it) and beat the mixture on medium speed until it is combined and has a light, fluffy texture. This will take 3 to 5 minutes. Scrape the bowl occasionally while beating. Tiny bubbles will be created as the butter and sugar are combined, which will give your cake that dreamy, light, fluffy

### Step 6: Add Eggs One at a Time

after each. Their protein creates structure around air bubbles to maintain texture.



Make a Cake

from Stratch

By: Karla Walsh

and Katlyn Moncada

as Delicious as

Your Favorite Bakery

and Wet Ingredients
Alternate between adding some of the flour mixture and some of the milk (or other liquid specified in the recipe) to the butter-egg-sugar mixture, beating until combined. Begin and end with the flour mixture. This is because when liquid is mixed into flour, gluten begins to form. Too much gluten makes for a tough cake, so be sure to start and finish with flour, and not overmix once you add liquid.

within 2 hours or refrigerate to store.

## Step 13: Frost and Decorate Using an offset spatula or table knife, generously spread the remaining frosting over the top and sides of the cake, swirling as you go. Once the cake is completely covered, go back and add more swirls as desired. Serve the cake



A freshly baked cake smothered in

homemade dessert. Intimidated?

frosting makes an irresistible

Step 7: Alternate Adding Dry

Start here.

# Step 8: Pour Batter into Pans and Bake Divide the batter evenly between the baking pans Use an offset spatula to spread the batter in an even layer. Be sure to spread it to the pan edge. Bake your cake according to your recipe's

# Step 9: Check Cake for Doneness Overbaked cake equals dry cake and no one wants that. Start checking the cake for doneness

# avoiding opening the oven door until it's time to vent letting the heat escape.

# Step 10: Cool the Cake Let the cakes cool in the pans on a wire rack for 10 minutes maximum. To remove from the pans, run a knife around the

edges of the cake to loosen it from the sides. Place a wire rack over the top of the cake and flip the pan. Lift the pan off the cake, being careful not to tear the edges of the cake. If you used waxed or parchment paper, gently peel the paper off the cake. Allow the cake to cool completely (about 1 hour). This is a key step to letting the cake firm up, making it less likely to break apart as you frost it.

# Step 11: Assemble the Cake

To avoid crumbs in your frosting, brush the ca layers with a pastry brush before assembling. Spread about ½ cup of frosting over the first layer, then carefully top with the next layer. Repeat until the cake is assembled.

# Step 12: Add the First Coat of Frosting The secret to knowing how to frost a layer cake is a crumb coat. To do this, spread a very thin layer

of frosting over the sides and top of the cake. This initial coat doesn't need to look perfect; it's another way to keep the crumbs out of the frosting. Let the cake stand for 30 minutes so the frosting



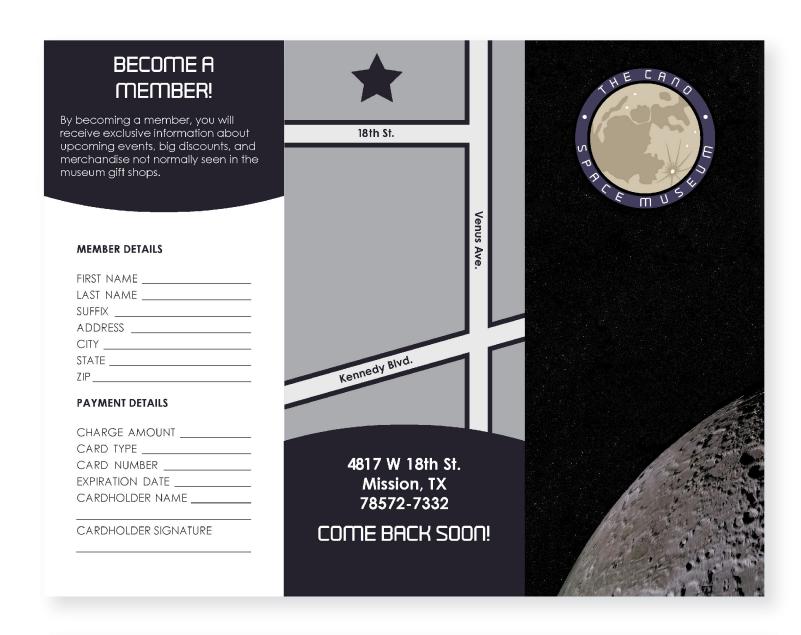
FALL 2020 ADOBE INDESIGN

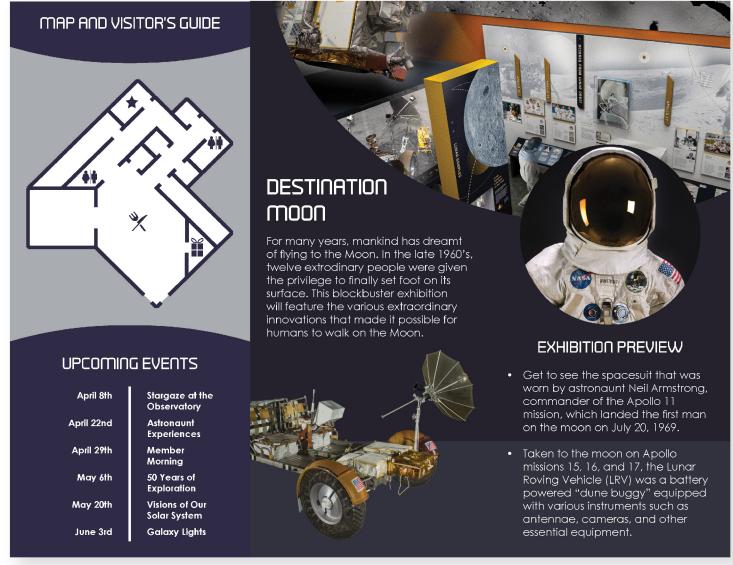


**EDITORIAL DESIGN** 



**EDITORIAL DESIGN** 





SPACE MUSEUM BROCHURE FALL 2021 ADOBE INDESIGN





MATILDA DUSKJACKET FALL 2021 ADOBE ILLUSTRATOR



JUNIOR DESIGN

**EDITORIAL DESIGN** 

ADOBE INDESIGN







HAPPI RAMEN - POINT OF SALE DESIGNS FALL 2022

ADOBE ILLUSTRATOR







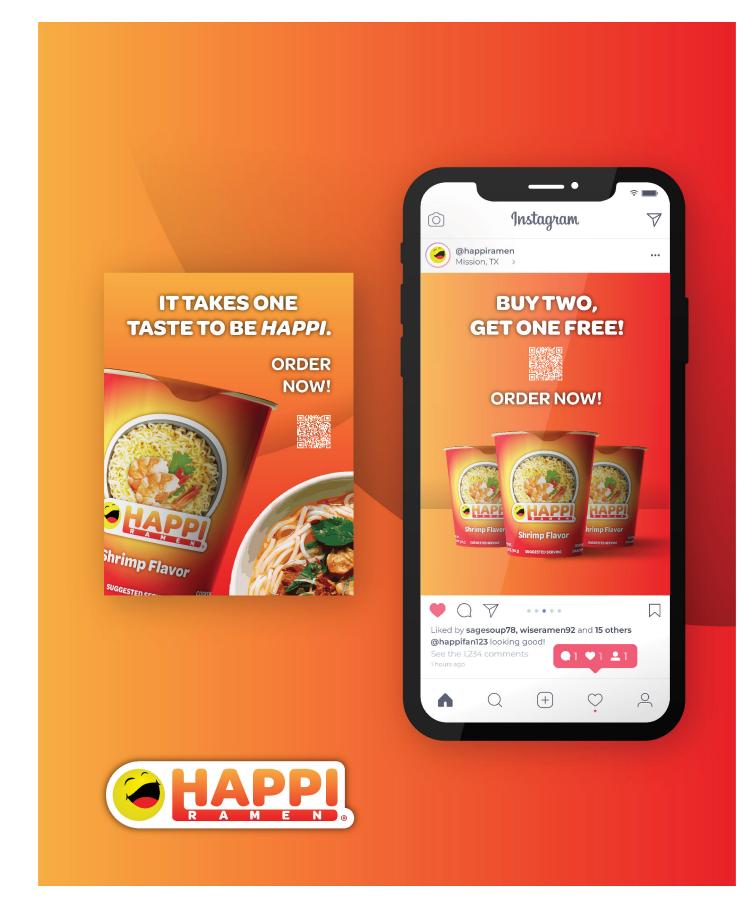




HAPPI RAMEN - POSTER DESIGNS FALL 2022

ADOBE ILLUSTRATOR ADOBE PHOTOSHOP



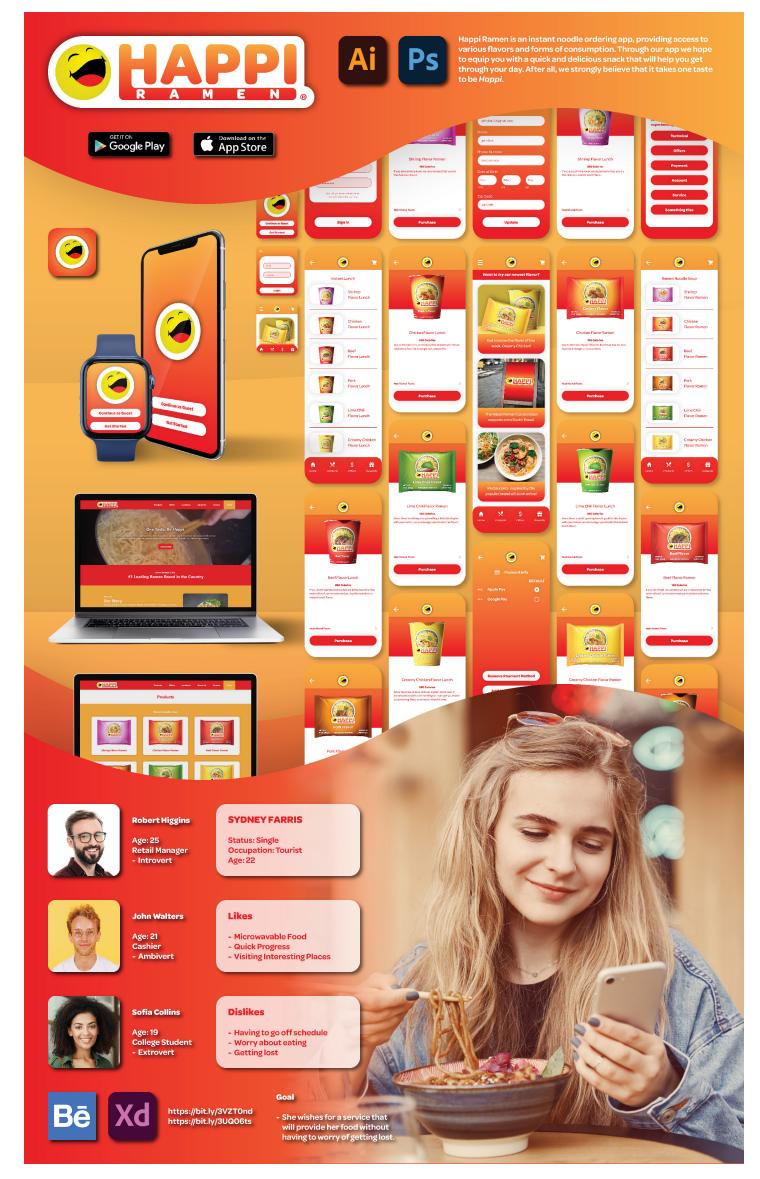


HAPPI RAMEN - BILLBOARD / SOCIAL MEDIA ADS DESIGNS FALL 2022

ADOBE ILLUSTRATOR







HAPPI RAMEN - UI/UX POSTER

FALL 2022

ADOBE ILLUSTRATOR ADOBE PHOTOSHOP



FICHAS - ADVERTISEMENT POSTER SPRING 2023

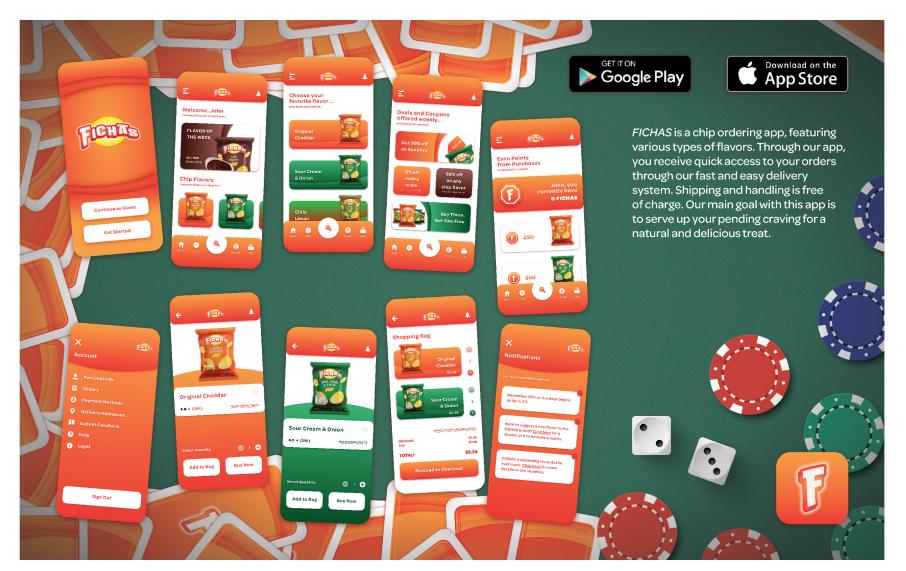
ADOBE ILLUSTRATOR
ADOBE PHOTOSHOP





**IDENTITY DESIGN** 

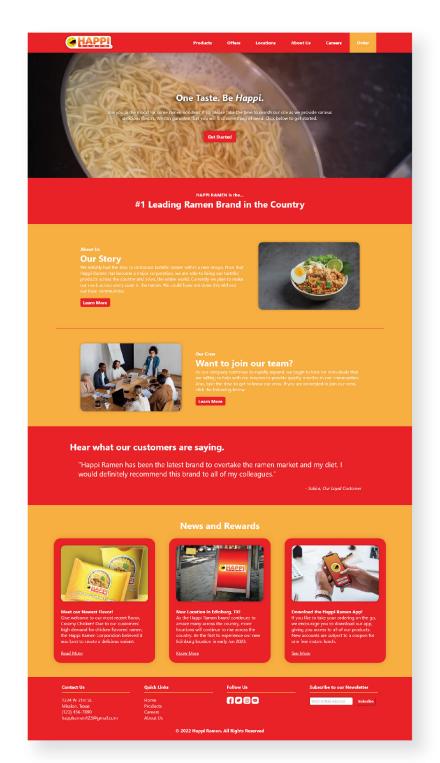




FICHAS - MOCKUP FICHAS - APP ADVERTISEMENT SPRING 2023

ADOBE ILLUSTRATOR ADOBE PHOTOSHOP ADOBE XD

**IDENTITY DESIGN** 







<u> HAPPI</u>

Products Offers Locations About Us Careers Order

**Products** 

Offers

FALL 2022

ADOBE DREAMWEAVER

WEB DESIGN

Get 20% off on

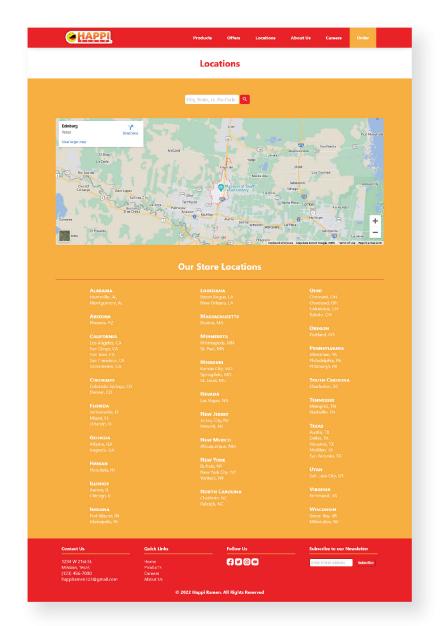
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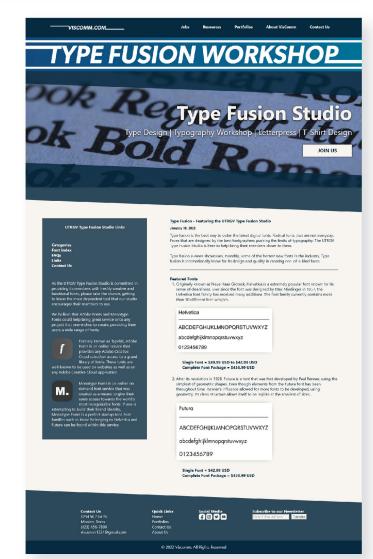


JUNIOR DESIGN

HAPPI RAMEN - WEB DESIGN











VISCOM WEB DESIGN FALL 2022 ADOBE DREAMWEAVER



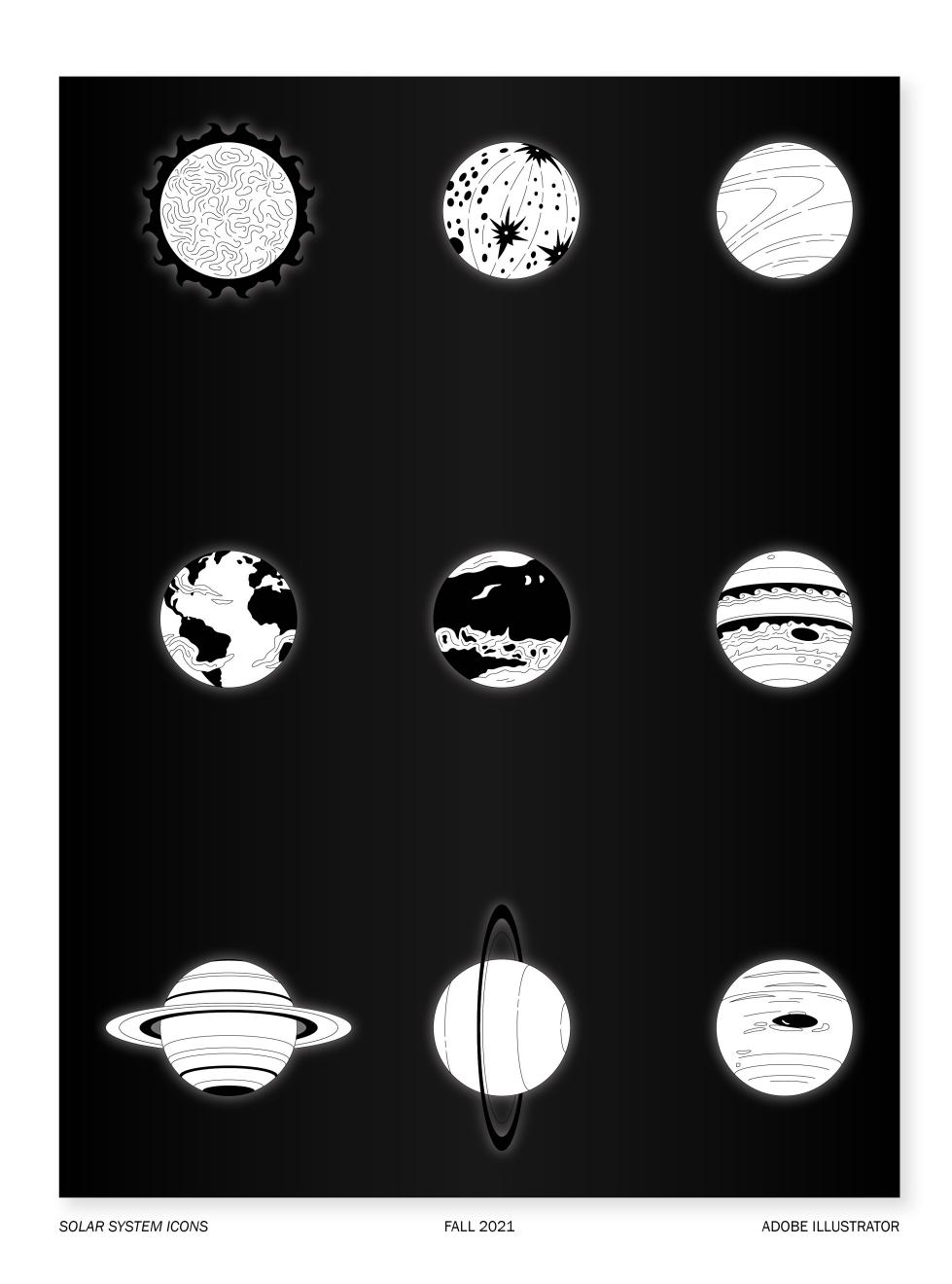
CHRISTMAS - ICON DESIGN AS A VISUAL SYSTEM FALL 2021

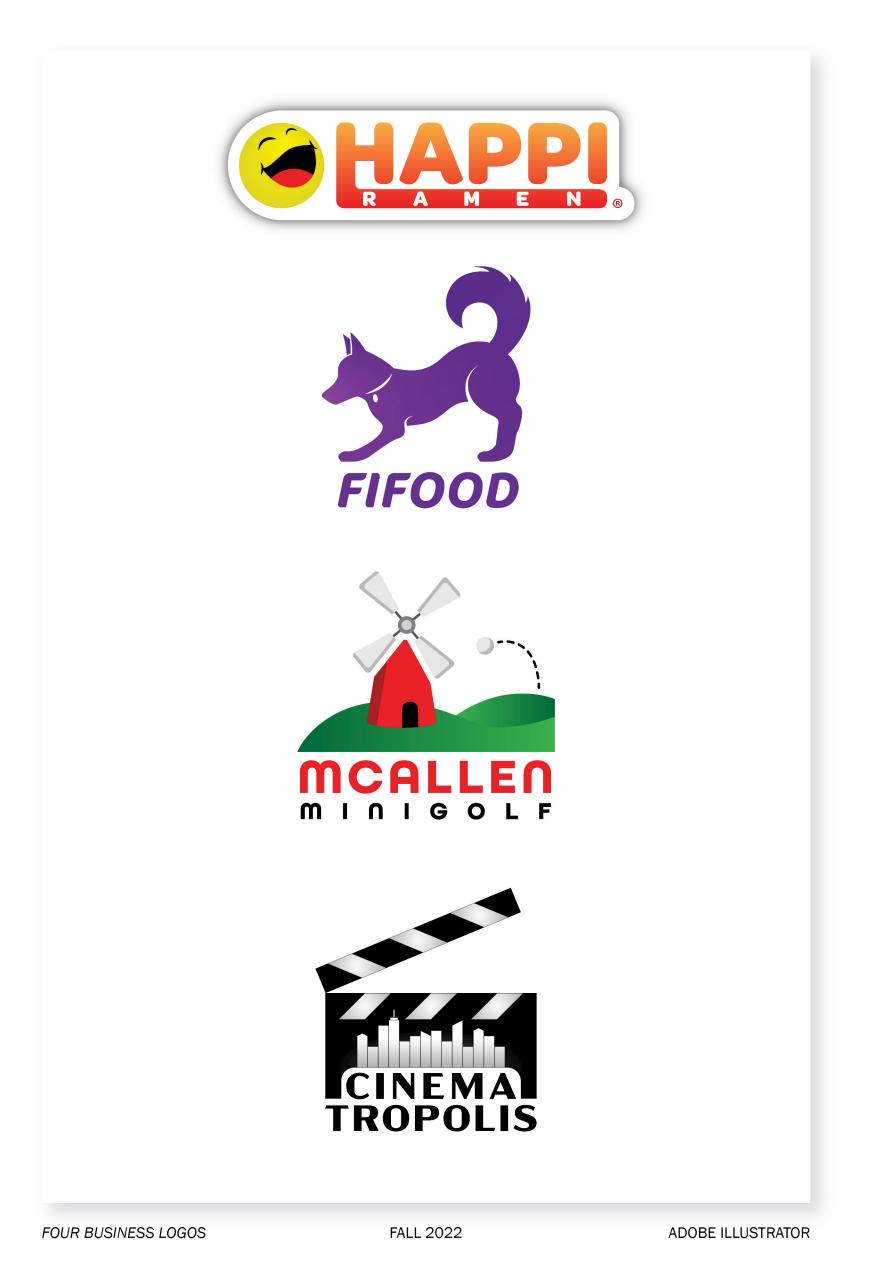
ADOBE ILLUSTRATOR



JUNIOR DESIGN

**ICON DESIGN** 

















PROJECT 1: Photoshop Recipe Cards
DESIGNER: Victor Cano





Open the image you plan to apply the dispersion effect on (ballodil).
Name the default layer (if not yet) "Background".
Displicate he Background layer by pressing the AT key and dragging to the top, then proceed to hide in Name it "Layer 1".
On the loostbut, click on the Lass feet (I) and select around the area of interest. Right click > Till.
On the loostbut, click on the Lass feet (I) and select around the area of interest. Part of the ST to the last of the ST to State I have selected the selected feet of the ST to State I have selected feet of the selected feet of t



ARTS 2314 Design Comm II (DC 2) PROJECT 1: Photoshop Recipe Cards



ARTS 2314 Design Commil (DC.2)
RROJECT 1: Hibitoshop Roupe Cards

GUITCH EFFECT

Select the image that you wish to apply the glitch effect. [Marigola]

After making sure that the image mode is set to RGB color, name the current layer Original.

Image > All sthemats > Desaturate

Dublicate the Original layer.

Dublicate the Original layer.

Dublicate the Original layer.

Click the loan for the Red channel to deselect it, then press OK.

Hold the Stiff key and nuage the layer left or right, using the keyboard curvate keys.

Packed the Stiff key and nuage the layer left or right, using the keyboard curvate keys.

Packed the Stiff key and the Stiff key and draw a red angle across the image. The selected area left or right to affect the Wave tool (V) in order to nuage the selected area left or right to affect the selected of the Stiff keys or the Stiff keys of the Stiff keys or the Stiff keys or



ARTS 2314 Design Commill (DC 2) PROJECT 1: Photoshop Recipe Cards DESIGNER: Victor Cano

12 SPECIAL EVENT FALL 2020 ADOBE ILLUSTRATOR POST CARDS

PHOTOSHOP TOOLS RECIPE CARDS SPRING 2021

ADOBE PHOTOSHOP

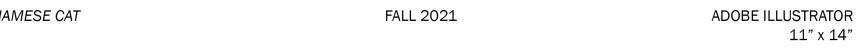


JUNIOR DESIGN

CARD DESIGN



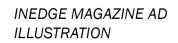












FALL 2021

ADOBE ILLUSTRATOR 11" x 14"



ROMEO VS. TYBALT

FALL 2021

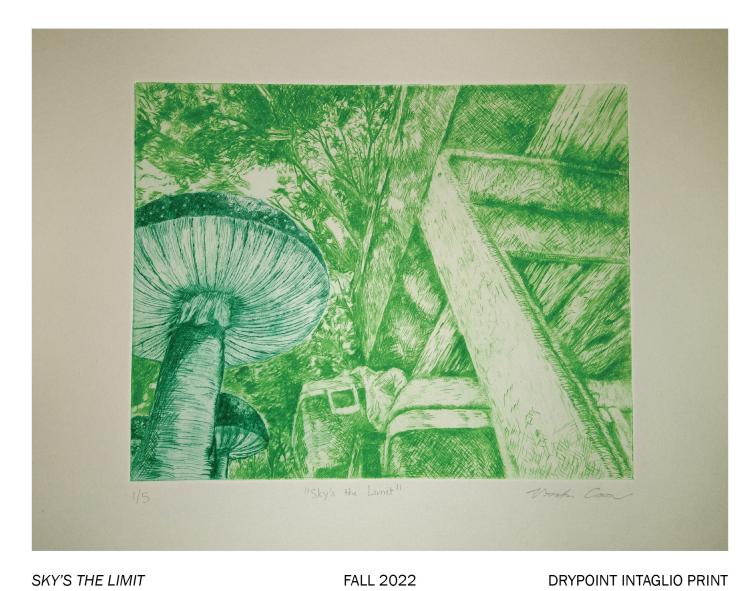
ADOBE ILLUSTRATOR 11" x 14"





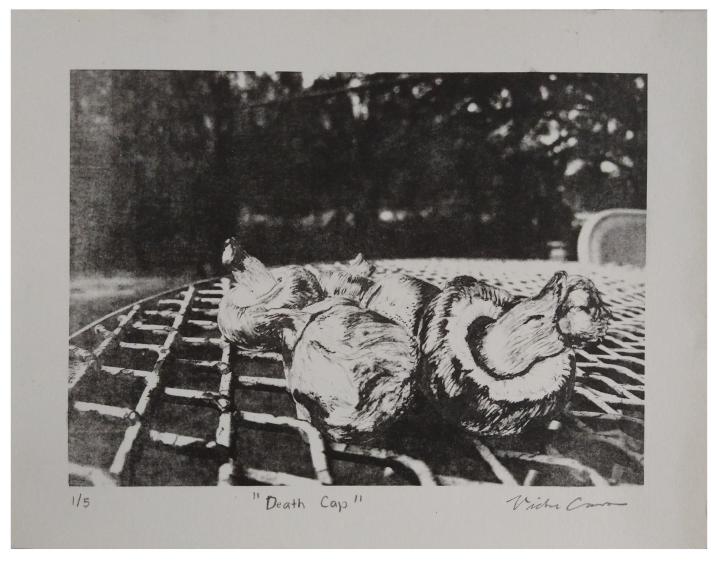


DIGITAL ILLUSTRATIONS



SKY'S THE LIMIT

DRYPOINT INTAGLIO PRINT 11" x 15"



DEATH CAP FALL 2022

POLYESTER LITHO PRINT 8.5" x 11"



SELF-PORTRAIT



CHARCOAL ON MIXED MEDIA 18" x 24"





STUDIO ART



BANNWORTH PARK MISSION, TX

SPRING 2023

KALLITYPE 8.5" x 11"



"DEATH CAP" REFERENCE

SPRING 2023

GUM BICHROMATE 8.5" x 11"



STUDIO ART