

## FLAMETHRWR MATCHES

BRANDING | PAKCAGING





#### 5-Part Line of Matches

FLAMETHRWR matchboxes would each have a different saying related to burns or burning, which carry a more metaphorical lesson with them. Examples of these sayings would be burnin down the house, burning bridges, burnin love, feel the burn, and crash and burn. This packaging would be type heavy while being bold and sleek, with vintage elements. Each box would have some sort of element printed in thermochromic ink, so the user can heat it up with a flame and experience something visual. The ink changing color would tie in with the visuals and concepts of each saying related to burning. The user of this product would feel that they are burning and letting go of things that do not matter to them, with a fun twist on sayings everyone knows.

































































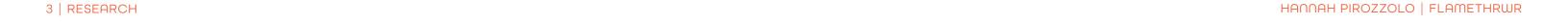








- 1. The bright colors work well together and are cohesive on different packages
- 2. Simple colors allows type to stand out
- 3. Monochromatic colors work for multiple packages
- 4. Larger matches are nice and include nice pattern
- 5. Neutral with pop of color
- 6. Gradient is fun and interesting
- 7. Warm vibrant colors and stretched type
- 8. Nice colors alternating along different bottle
- 9. Gold foil type is fun and flashy
- 10. Bright green catches attention and type stands out
- 11. Bright colors working together on different boxes
- 12. Interesting pattern
- 13. Large pattern on sleeve is interesting and colors work well
- 14. Bright colors with flat illustration grabs attention
- 15. Revered colors and clever sayings
- 16. Strong color combo
- 17. Very details and textured with many elements
- 18. Loose/ abstract shapes in black pop against colors
- 19. Vivid colors with change of shades to create variation
- 20. Neutral but pop of color works well
- 21. Neutral with pop of color and tube shape could work for matches
- 22. Colorful, mainly primary colors work well. Interesting spaced type
- 23. Detailed illustration are intruiging
- 24. Colors flipped on different box
- 25. Gold foil captures attention
- 26. Monochrom with pop of teal works well
- 27. The way they connect brings together a line of products
- 28. Color with brown paper look works well
- 29. Holographic is fresh and modern but fun
- 31. 2-color color palette works well, especially when producing something 5 times



#### ONE

## Foreign Flames

This set of matchboxes would each take on a different persona and "speak a different language." There would be simple flame characters from all over the world. Each box would have a cheat-sheet of fire-related words to teach you another language. Each matchstick "head" would be a different color and would have a small expressive face. The typography would be bold and expressive and use speech bubbles. The illustration would be kept to a minimum and would only use simple line art and fun vibrant colors.

#### TWO

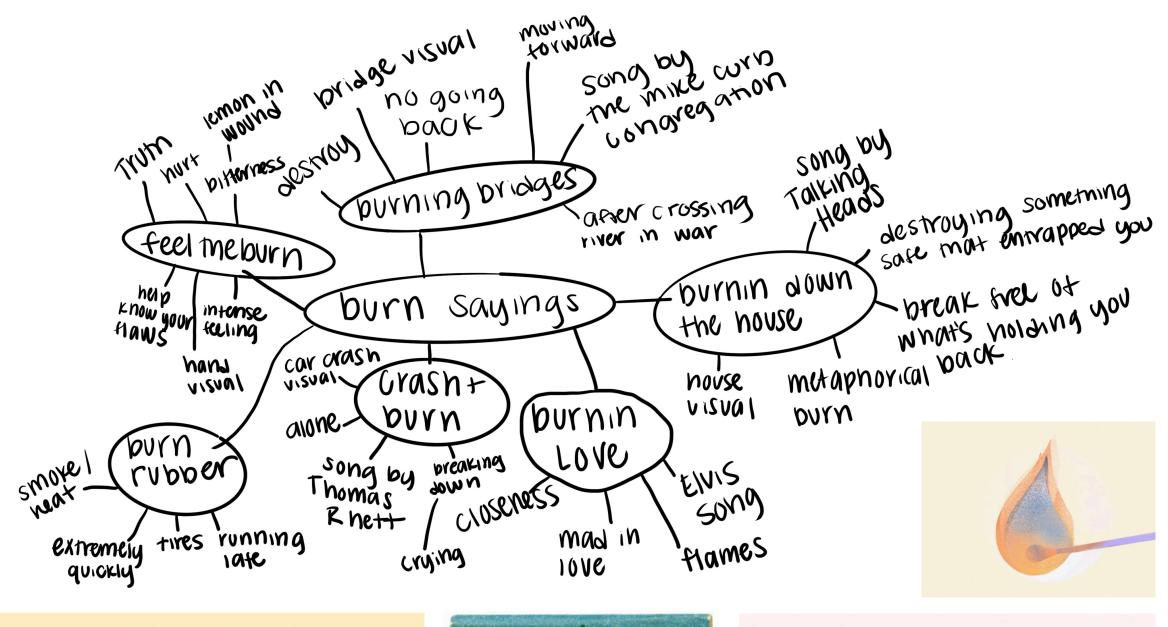
## Pyromaniacs

The matchboxes would each have a different saying related to burns or burning, which carry a more metaphorical lesson with them. Examples of these sayings would be burnin down the house, burning bridges, burn baby burn, feel the burn, hunka hunka burnin love, burn rubber, crash and burn, etc. This packaging would be type heavy while being bold and sleek. Each box would have some sort of element printed in thermochromic ink, so the user can heat it up with a flame and experience something visual. The ink changing color would tie in with the visuals and concepts of each saying related to burning.

#### **THREE**

### Brain on Fire

This set of matchstick boxes would include matchstick games to play, which make you think and really use your brain. This ties into the idea of flames and having bright, exciting ideas. Matchsticks would be illustrated as having brains on the head of the match. There would be some sort of tactile element for the user by having to open a part of the box to unfold the instructions to set up a matchstick "puzzle" to solve. These could all have big graphic names to match the game that they give you instructions for.





















FLAME THRWR





























FLAME THRWR FLAME































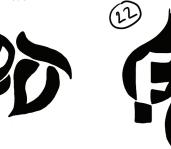




















#### 6 | LOGO SKETCHES

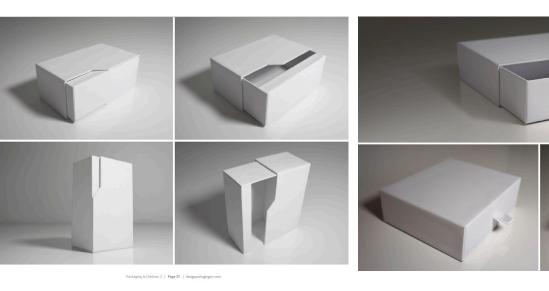






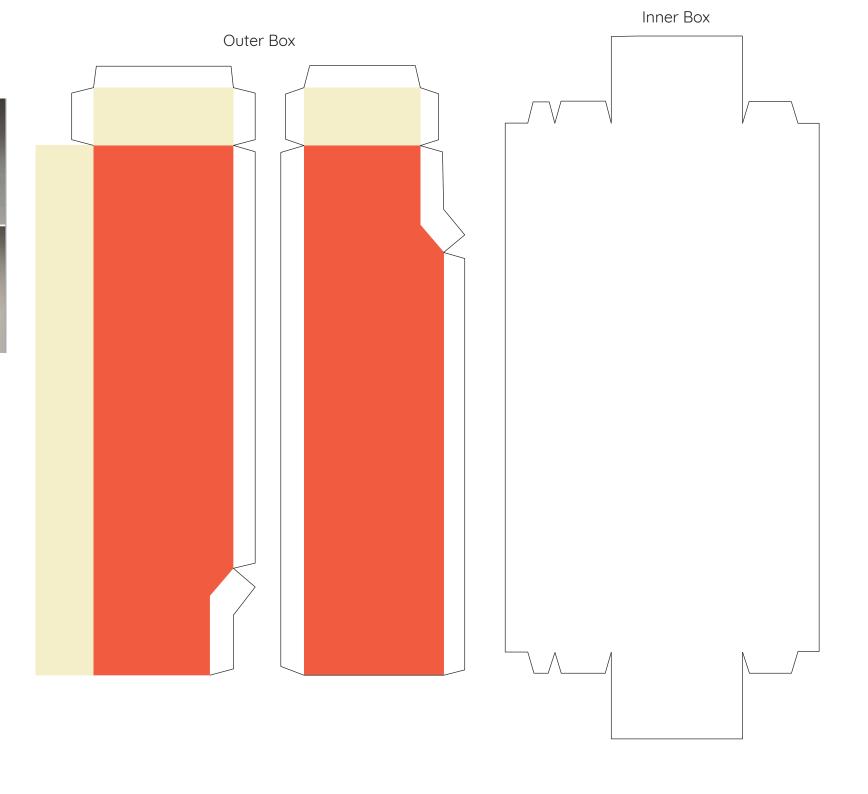


7 | LOGO REFINEMENT

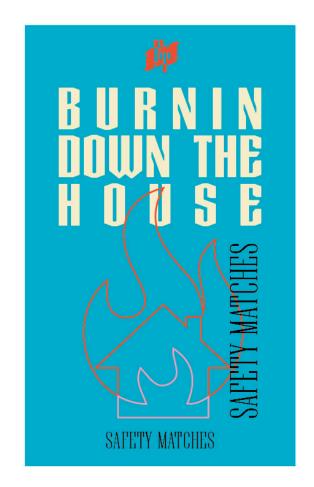


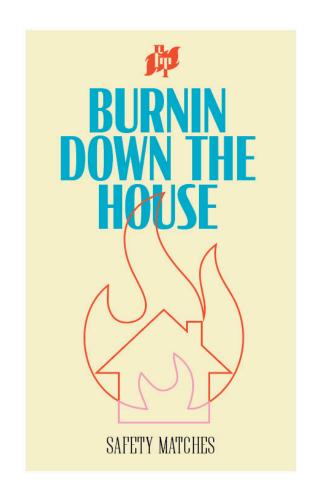
RIBBON-LESS DRAWER BOX

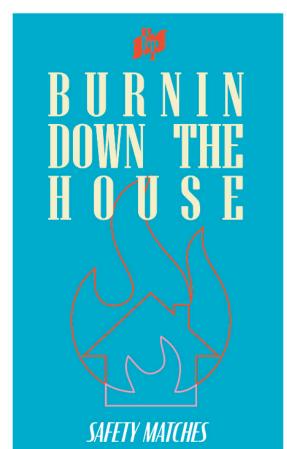
# DRAWER BOX

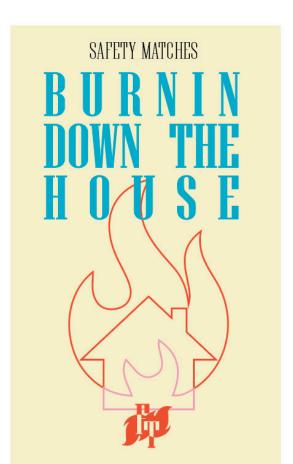


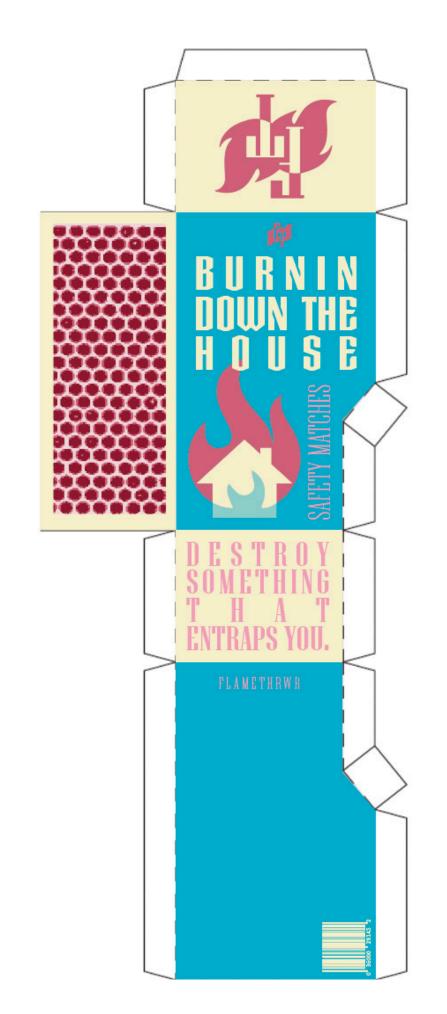
8 | OUTER PACKAGE IDEATION HANNAH PIROZZOLO | FLAMETHRWR

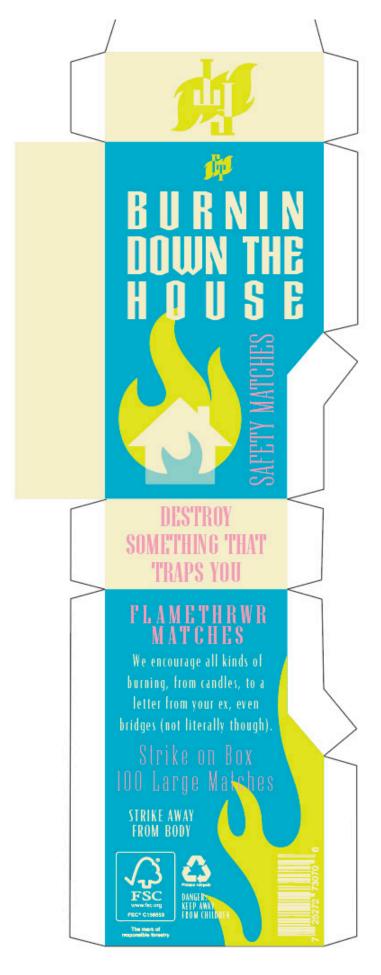


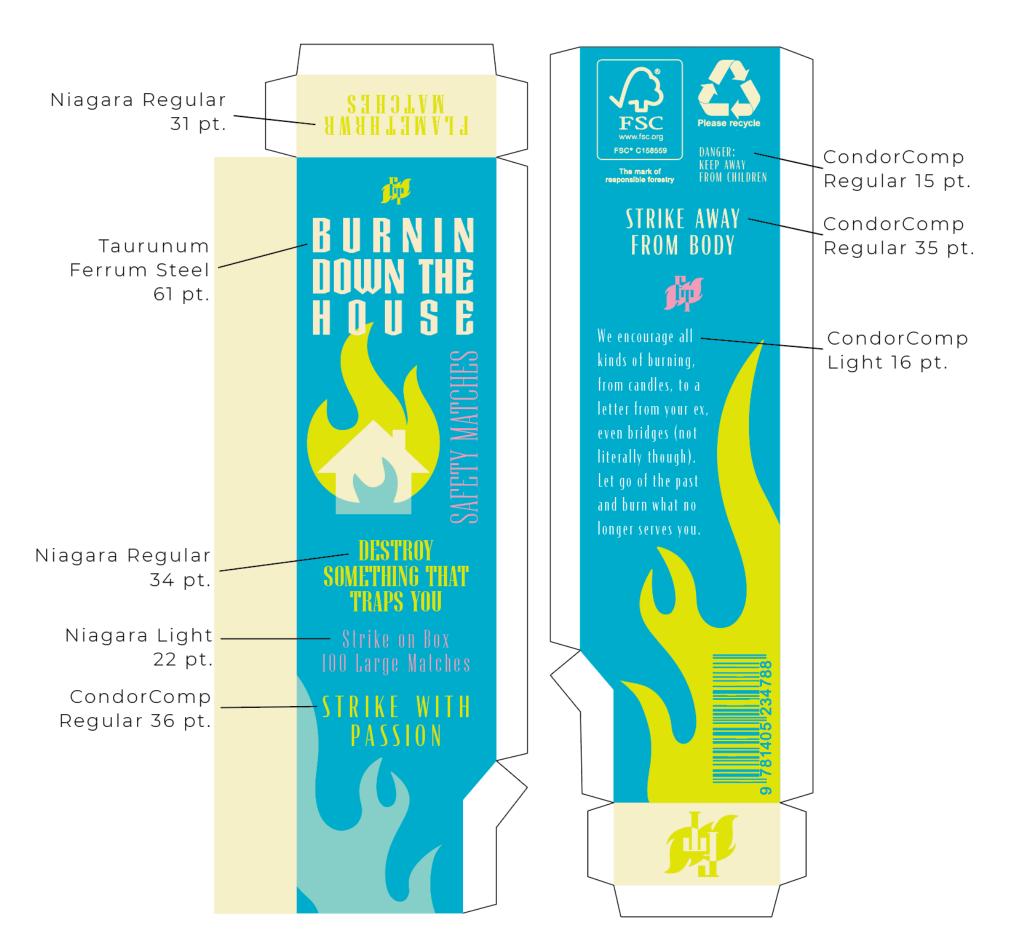




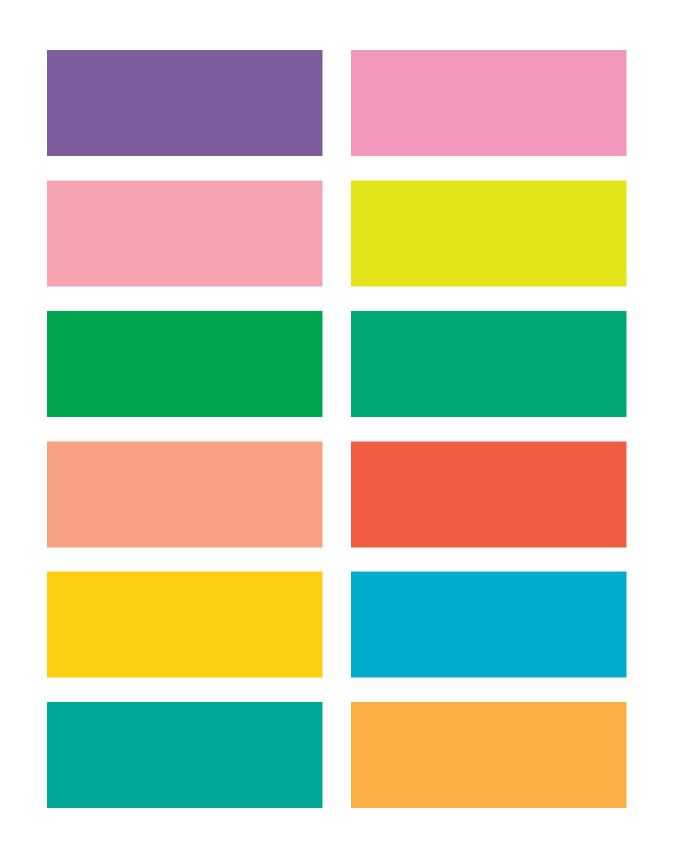








10 | PANEL STUDY DISSECTION HANNAH PIROZZOLO | FLAMETHRWR



# BURNIN DOWN THE HOUSE

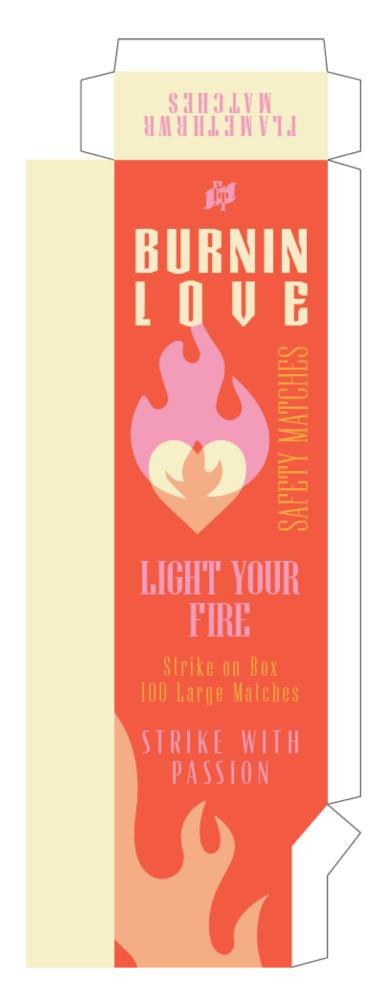
BURNIN DOWN THE HOUSE

## **BURNIN DOWN THE HOUSE**

ERIC MACHAT HEADLINE

## BURNIN DOWN THE HOUSE

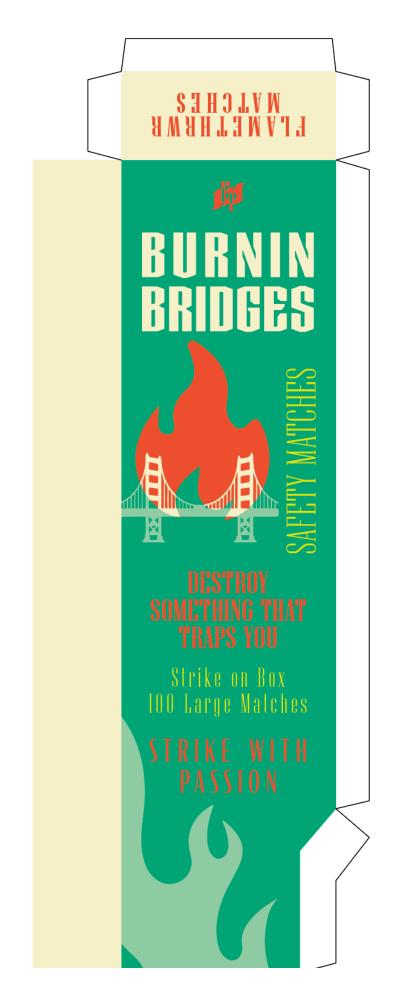
BURNIN DOWN THE HOUSE

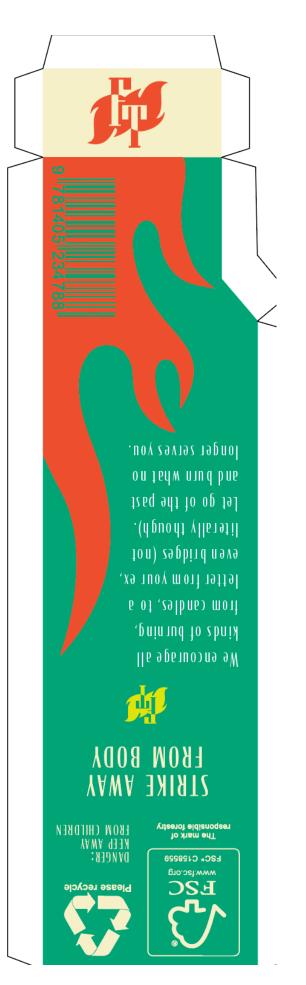


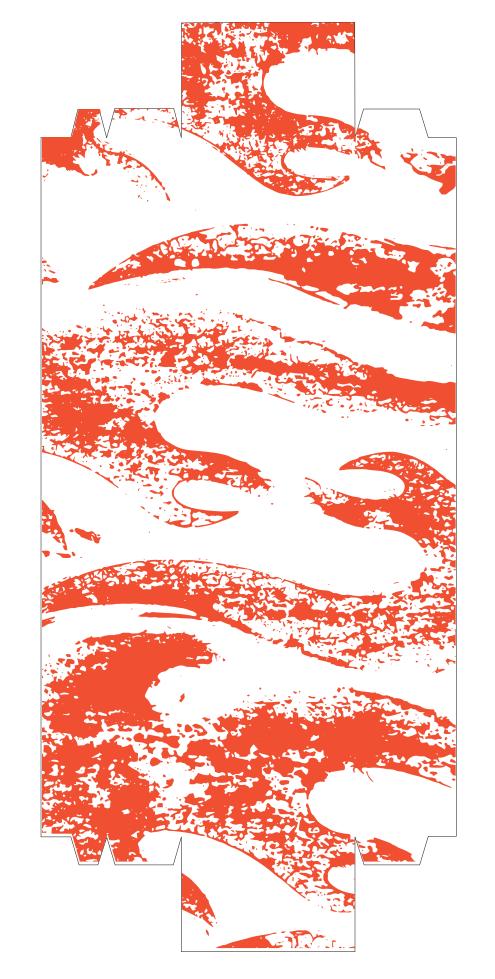




12 | SECOND VARIATION HANNAH PIROZZOLO | FLAMETHRWR







13 | THIRD VARIATION HANNAH PIROZZOLO | FLAMETHRWR