



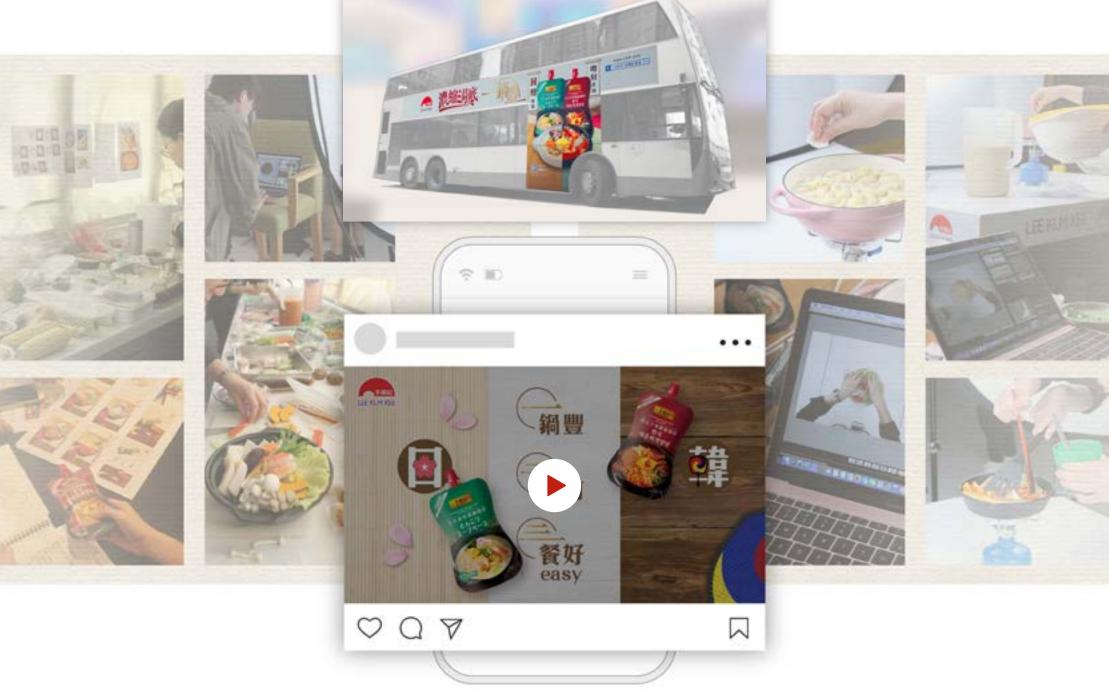


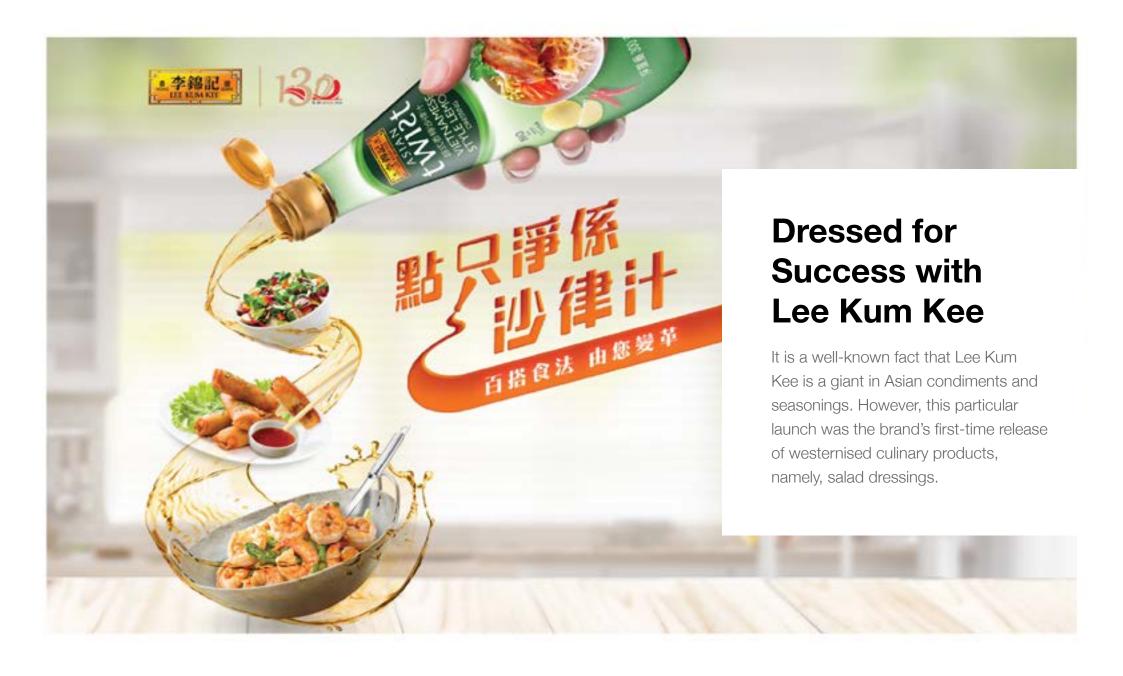
It's Not all Pun and Games...

"Soup一聲" was so well-received by the client that it became the foundation for the entire advertising campaign. The slogan connected especially well with younger consumers that Lee Kum Kee was targeting. We came up with the concept and key visuals, while also managing the entire production process from model recruitment to video shooting and photo retouching.











Humour through Motion Graphics

In order to appeal to an audience of young professionals, I created a motion graphics story with three brief episodes. They depicted a series of humorous and relatable aspects of work life, such as office gossip, and incorporated the new dressing range as a tasty respite.



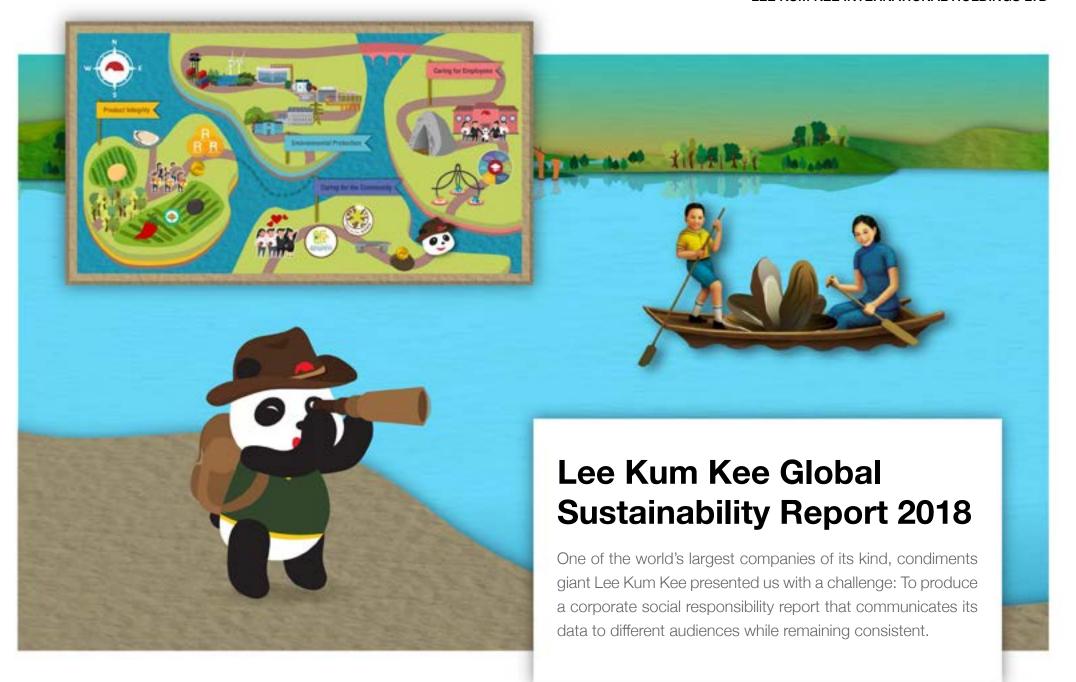














Motion Graphic Video

Our team created an animated video that condensed the lengthy, data-filled report into three minutes of content, allowing Lee Kum Kee stakeholders and employees to absorb the data easily and effectively. The clip was produced in three languages to engage a greater number of viewers from around the world.

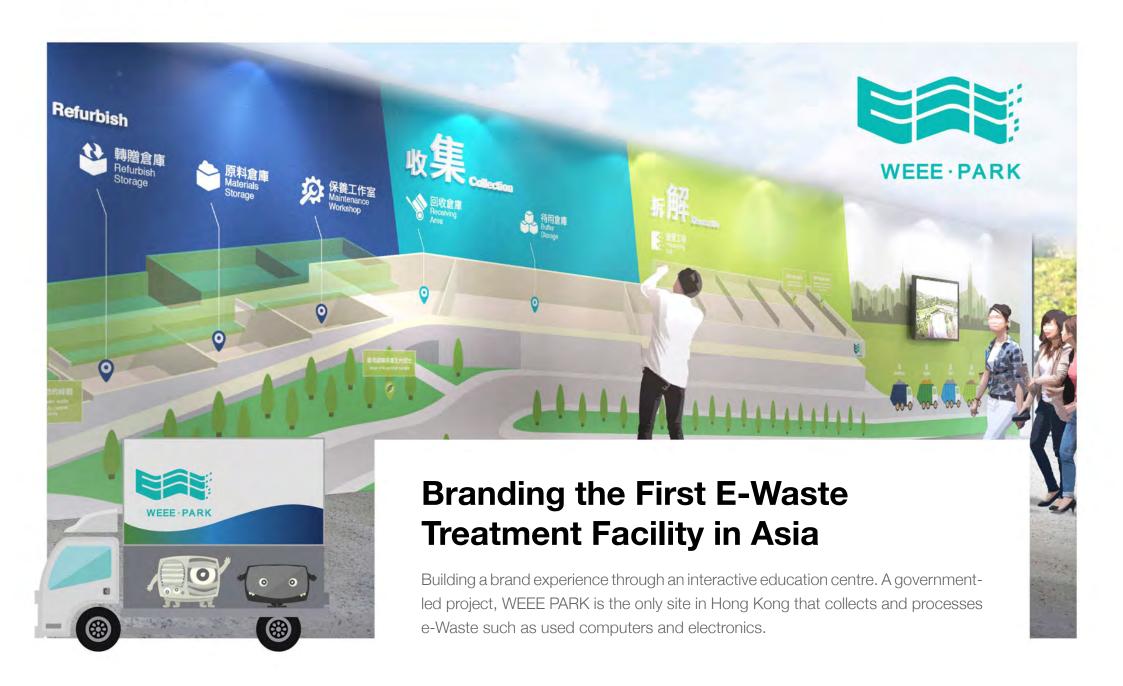




Lee Kum Kee Global Sustainability Report 2017

Transform the 100-page report and communicate one message through multiple channels. We settled on three methods: 1. Print Format 2. Interactive Website 3. Motion Graphics Video

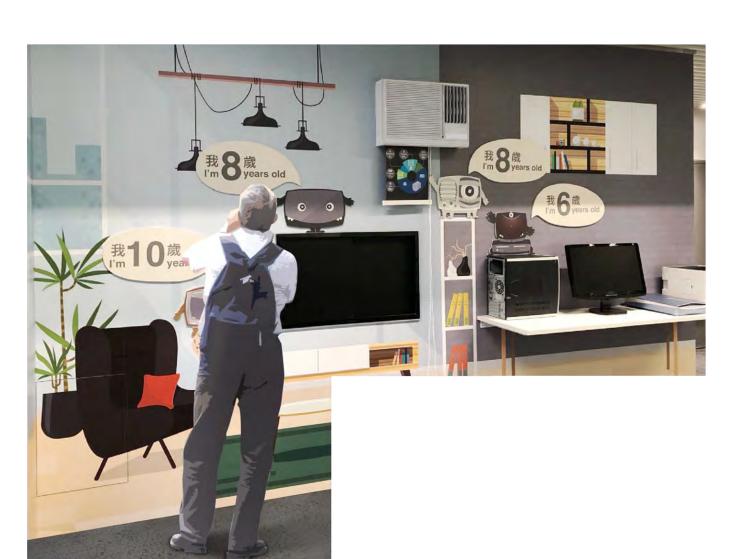






Education Centre

We created a linear experience exhibit in a long, narrow space in three sections, illustrating how appliances are responsibly processed. The first introduced the Park and its core concepts; the second presented various products that were being processed onsite.

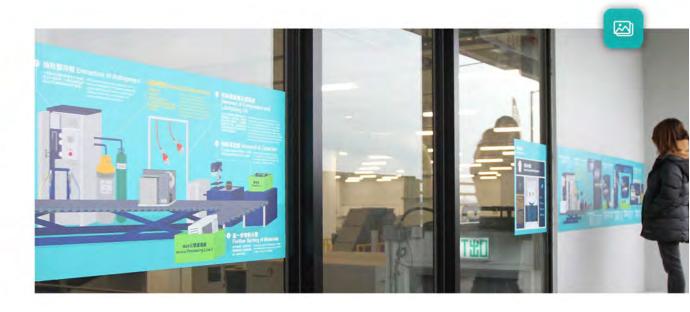




ADAPTATIONS

The third section displayed real-time data such as the number of devices that had been processed and how much raw material was salvaged.

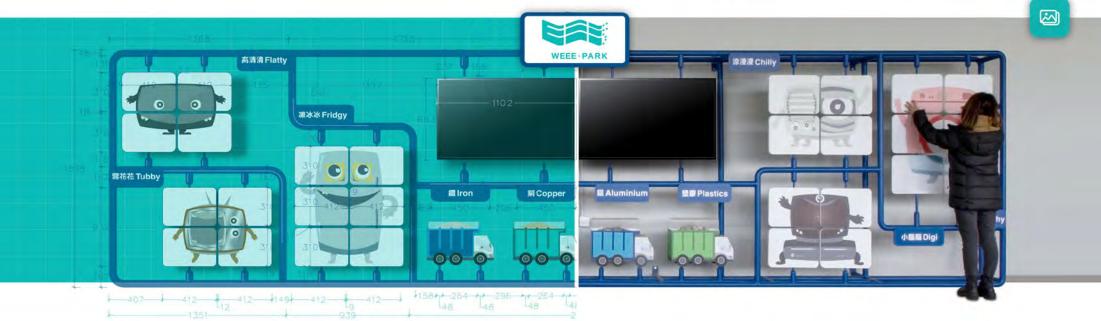
While creating the interface for the exhibit, we developed six original mascots to provide a slice of interaction, entertainment and education.

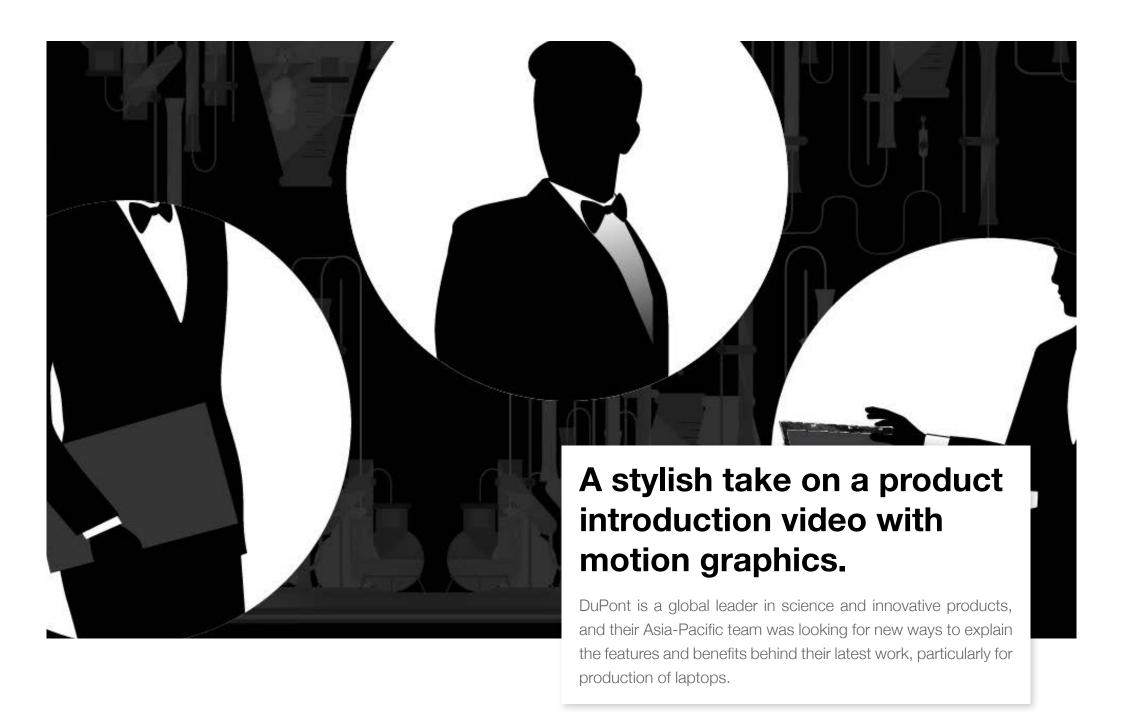


INTERACTIVE

While creating the interface for the exhibit, we developed six original mascots to provide a slice of interaction, entertainment and education. The mascots starred in a motion graphics video that we created, telling a fairy tale-like story from their perspective as "abandoned" products that turn against mankind. In response?



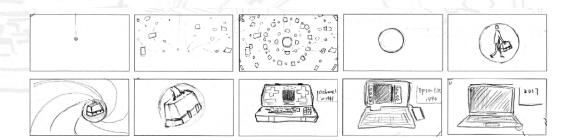




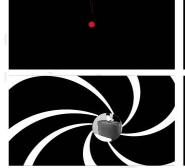
Using Storytelling to Sell an Intangible Product

I crafted a story that described the life of a secret agent to reflect the advanced technology and durability of the materials in a three-minute video.

From concept development to story boards, script writing to animation and voice talent recording, I monitored the process at every step of the way.

























Thank you

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