

Antony McGarry-Thickitt

aka WedgeDoc



Graphic Design
Web Design
Artwork

wedgedoc@live.co.uk

[@wedgedoc](https://twitter.com/wedgedoc)

www.wedgedoc.com

www.artflakes.com/en/shop/wedgedoc

Email
Twitter
Web
Shop

Graphic Design — Various “Badge” or Icon format Logos

Designed for various organisations (real world and fictional)



2011—Unseen Shadows Ltd.

Transmedia Publishing company.
Figure art by Steve Penfold
(Beyond the Bunker)



2015—Batten Press

New logo for *Unseen Shadows* successor. Original elements cleaned for use. Client wanted the same image and shape as for *Unseen Shadows*.



2012—TORCH Logo

Fictional United Nations organisation
in the *Unseen Shadows* universe



2011—The Icarus Foundation

Global Paranormal activity think-tank in the *Unseen Shadows* universe

Graphic Design — Various “Badge” or Icon format Logos

Designed for various organisations (real world and fictional)



2004—Redback Design

Colleague wanted a “spider” logo for his proposed web design company

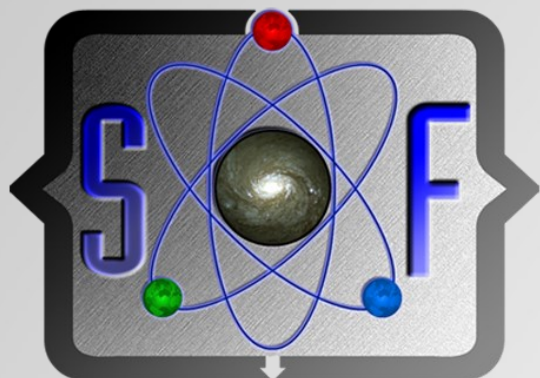
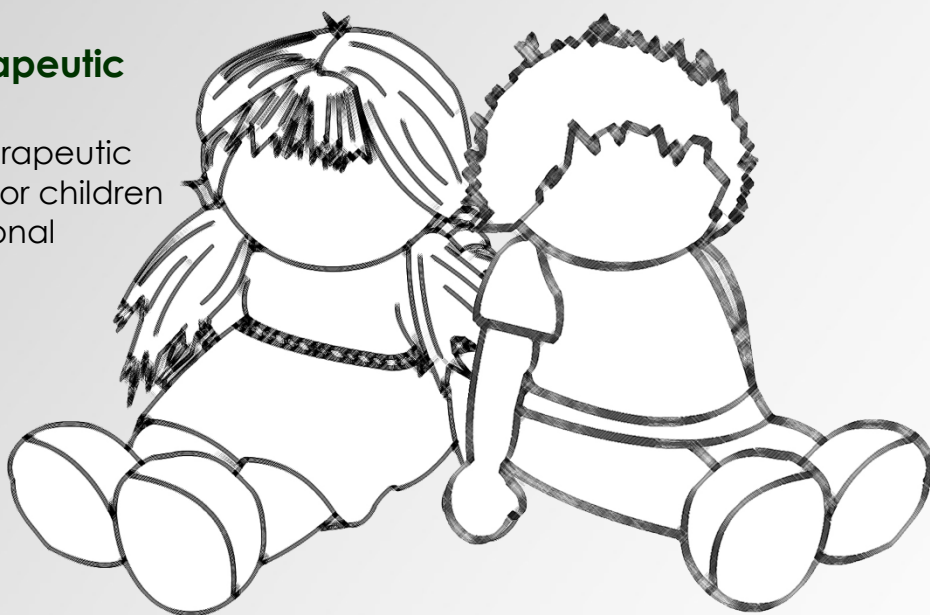


2014—James Bond 007

In 2014 I set myself an ongoing challenge to design James Bond covers. This logo was used throughout.

2015—Ragdoll Training & Therapeutic Services

Company provides holistic therapeutic assessment and interventions for children (and their families) with emotional behavioural issues.



2009—Science Friction

Logo for a “Science of Science Fiction” podcast broadcast on the *Geek Syndicate Network*. Banner version also designed

2012—Earth Colony Alliance

Concept for a science-fiction organisation. Organisational divisions / ship badges will occupy the empty area. Work in Progress



Graphic Design — Banners

Designed for various organisations, blogs and podcasts



2009—Interactive Television News

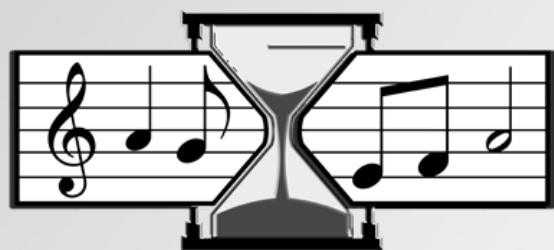
Proposed company / web-site about worldwide developments in Interactive TV.

“Badge” version also designed



2010—Global Airport Electrical Services

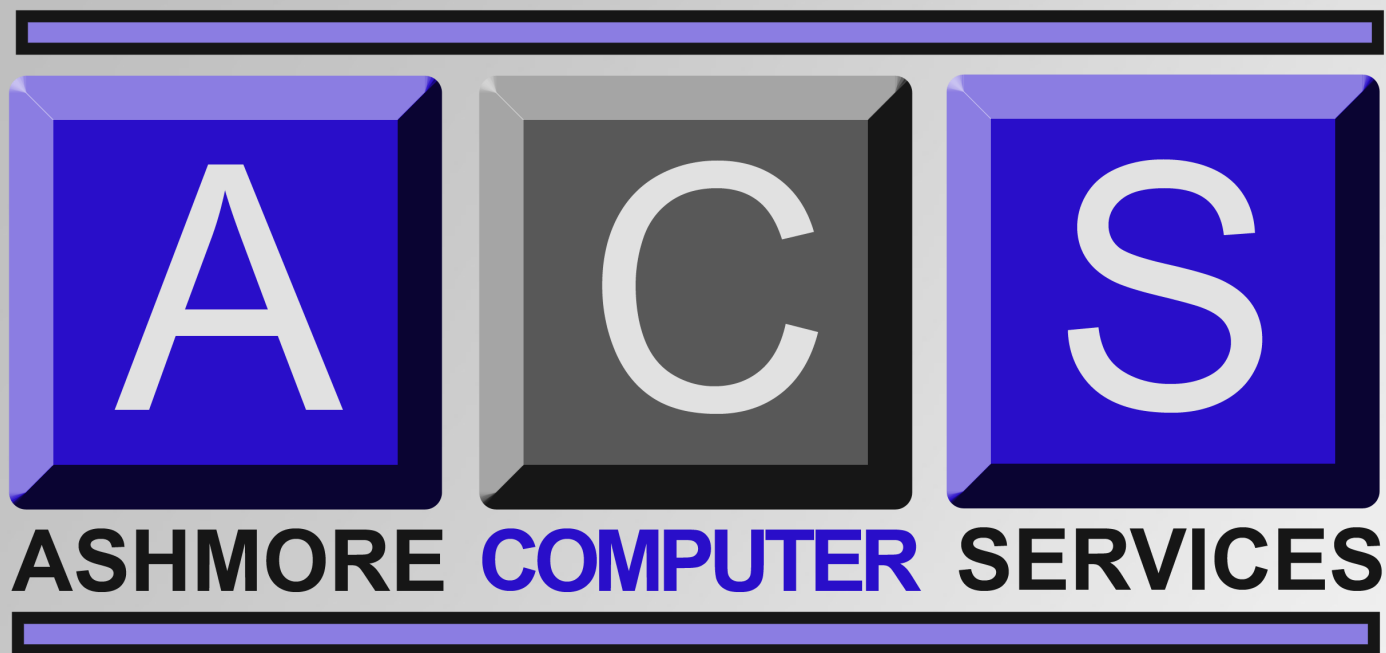
Startup company servicing airports—Gatwick initially. Two versions created—full version (left) and a “page header” version without the globe (below) for letter-heads etc.



TIME & MUSIC WITH TC

2009—Time and Music With TC

Banner for a blog site. “Badge” version also designed



2011—Ashmore Computer Services

Computer maintenance and repair company



2011—Hillside House

Bed and breakfast accommodation in Varna, Bulgaria. Web site and venue currently on hold



2009—Science Friction

Logo for a "Science of Science Fiction" podcast broadcast on the Geek Syndicate Network. "Badge" version also designed

Graphic Design — Banners

Designed for various organisations, blogs and podcasts



2008—Time Lore Podcast

A *Doctor Who* podcast where the hosts watch all of *Doctor Who* from 1963 onwards



2009—Geek Syndicate Network Banner

Proposed banner for the GS network of podcasts. Unused banner.



2014—Geek Syndicate Web Site Banner

Re-design of the *Geek Syndicate* banner for the website.

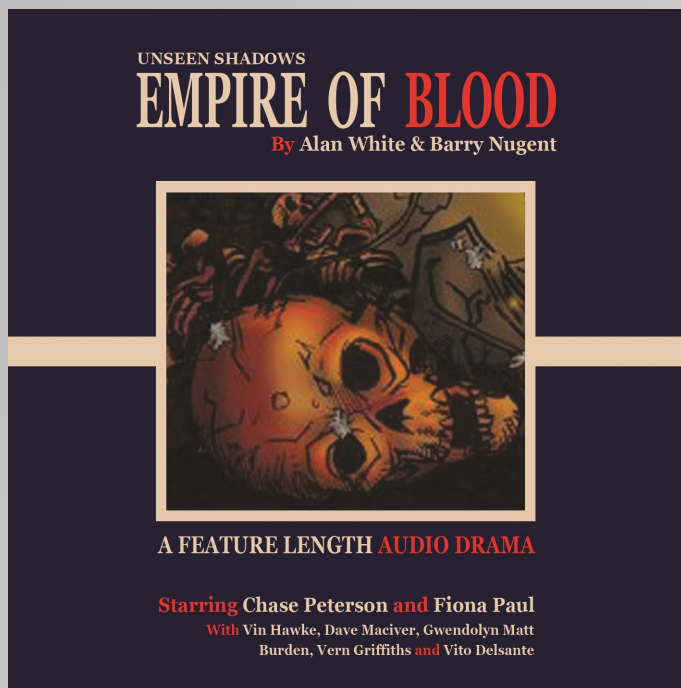
Print Design—Book Cover (Novel)

Special edition printing of *Fallen Heroes*. Cover art by Jun Bob Kim

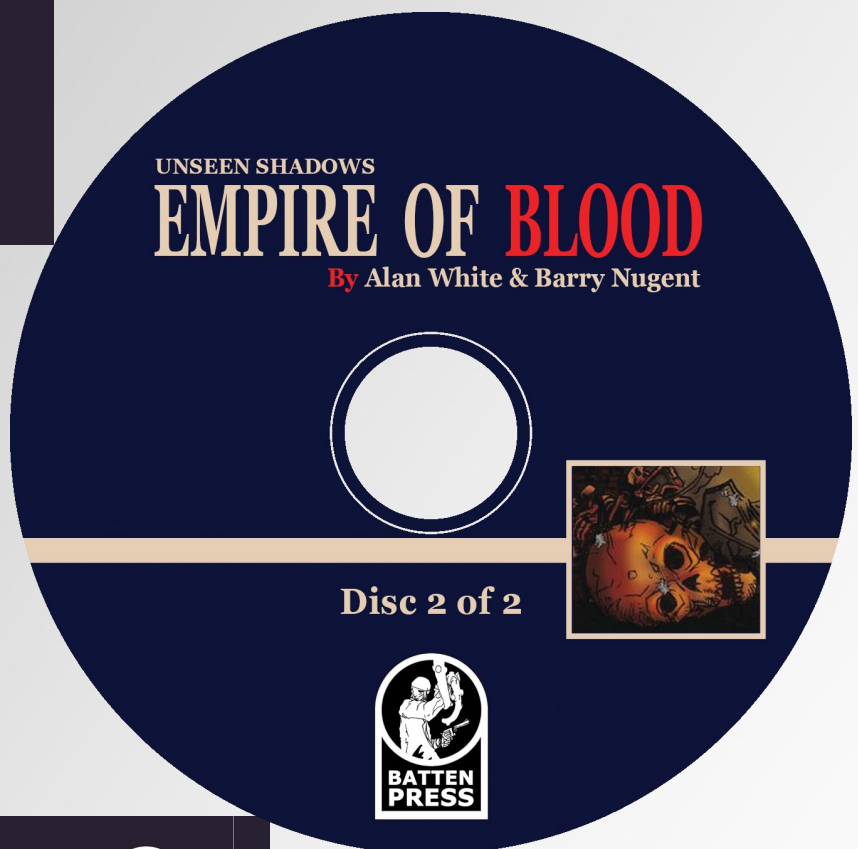


Print Design—Audio Play Cover and Label (CD)

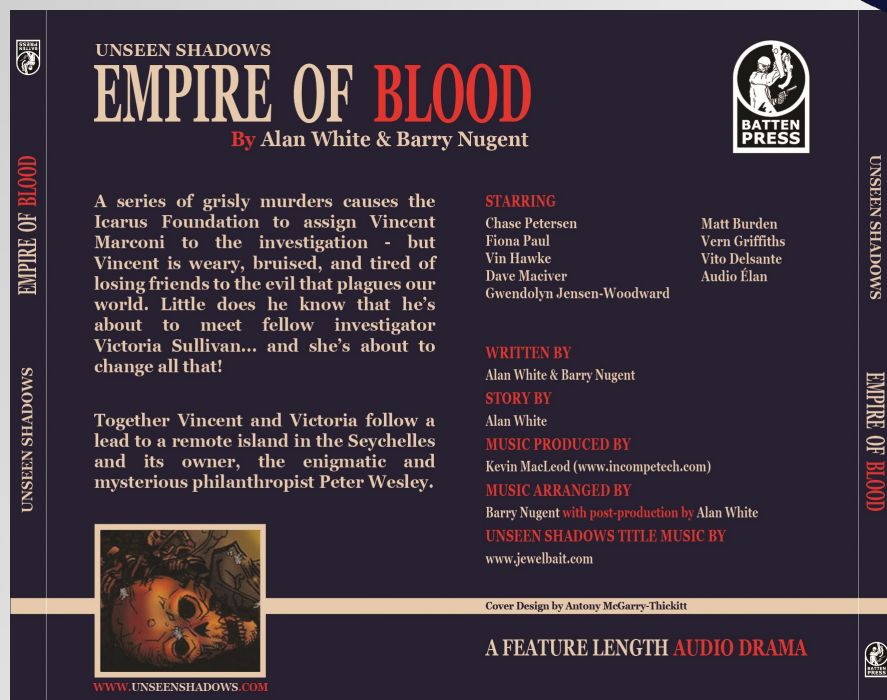
Cover and label for this audio production.



2015 CD Front



2015—CD Label



2015—CD Back

Print Design—Book Cover Spines (James Bond Novels)

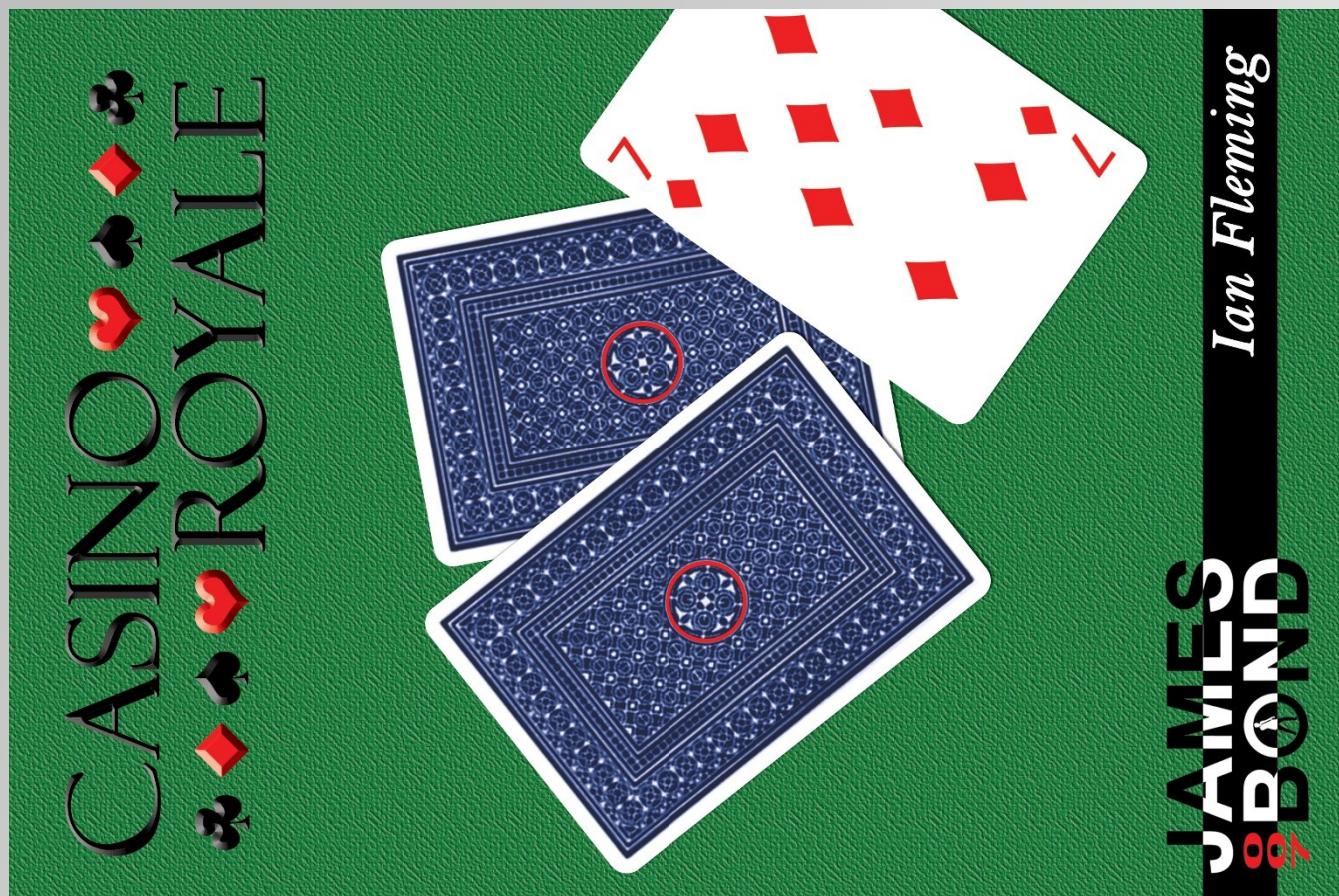
Personal project to design *James Bond* book covers.

JAMES BOND	ICEBREAKER	John Gardner	007
JAMES BOND	FOR SPECIAL SERVICES ■	John Gardner	007
JAMES BOND	LICENCE RENEWED	John Gardner	007
JAMES BOND	COLONEL SUN	Kingsley Amis	007
JAMES BOND	Octopussy and The Living Daylights	Ian Fleming	007
JAMES BOND	The Man With The Golden Gun	Ian Fleming	007
JAMES BOND	YOU ONLY LIVE TWICE	Ian Fleming	007
JAMES BOND	On Her Majesty's Secret Service	Ian Fleming	007
JAMES BOND	The Spy Who Loved Me	Ian Fleming	007
JAMES BOND	THUNDERBALL	Ian Fleming	007
JAMES BOND	FOR YOUR EYES ONLY	Ian Fleming	007
JAMES BOND	Goldfinger	Ian Fleming	007
JAMES BOND	DR. NO	Ian Fleming	007
JAMES BOND	FROM RUSSIA WITH LOVE	Ian Fleming	007
JAMES BOND	DIAMONDS ARE FOREVER	Ian Fleming	007
JAMES BOND	MOONRAKER	Ian Fleming	007
JAMES BOND	Live and Let Die	Ian Fleming	007
JAMES BOND	CASINO ROYALE	Ian Fleming	007

2014-2015—James Bond Novel Spines to show series on shelf. In Progress ...

Print Design—Book Cover (Novel)

Personal project to design *James Bond* book covers.



**JAMES
BOND**

CASINO ROYALE

Ian Fleming

007



Le Chiffre is a businessman with expensive tastes, and SMERSH's chief operative in France. But as his dissolute lifestyle threatens to ruin him, his only hope is to risk his paymasters' money at the card table.

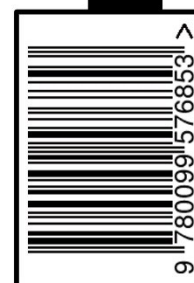
James Bond, the finest gambler in the service, has a deadly new mission: to outplay Le Chiffre and shatter his Soviet cell.

Amidst the opulence of Casino Royale, the two men face each other for a game with the highest stakes of all.



"A superb gambling scene, a torture scene which still haunts me, and, of course a beautiful girl"

— Raymond Chandler

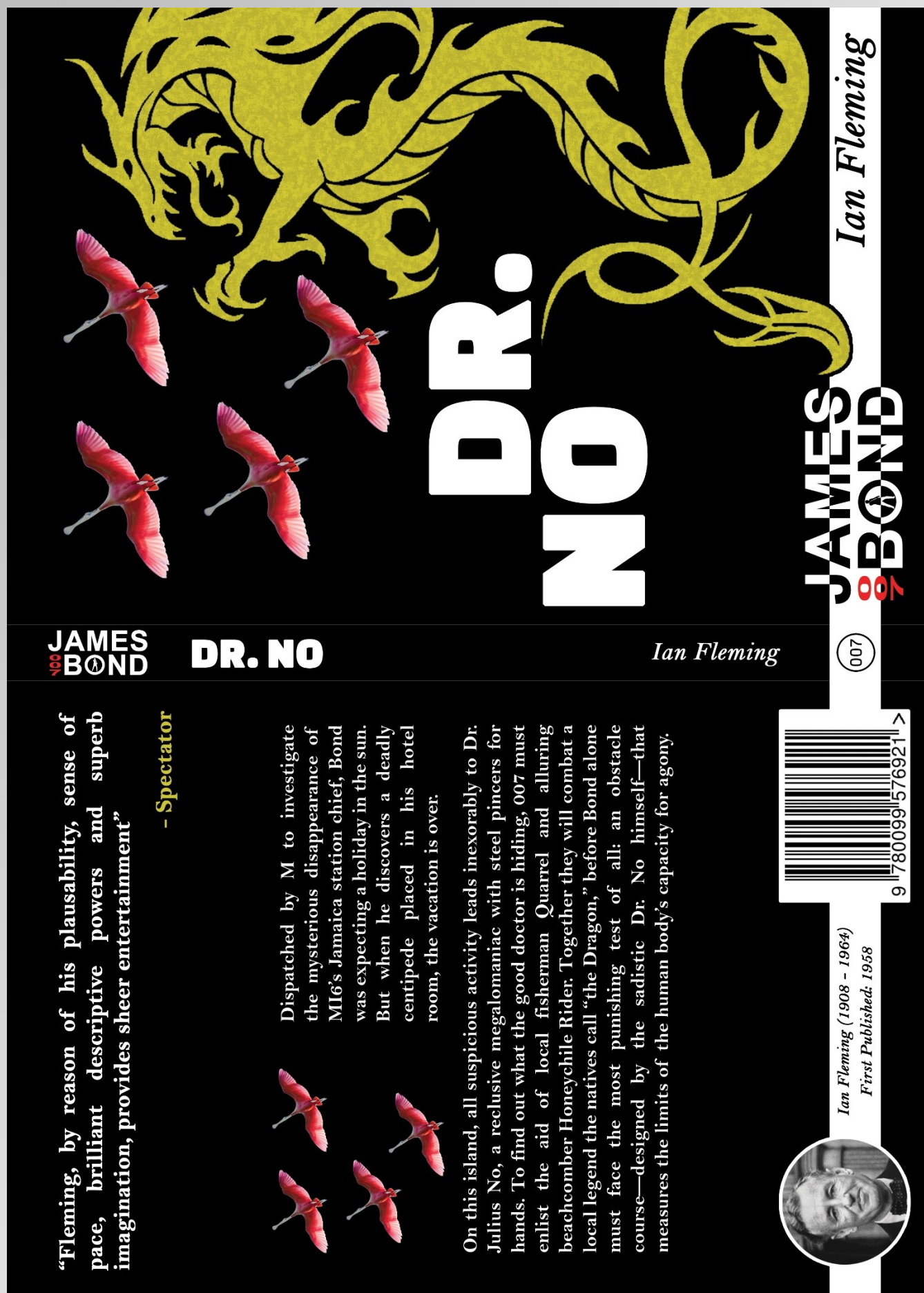


*Ian Fleming (1908 - 1964)
First Published: 1953*



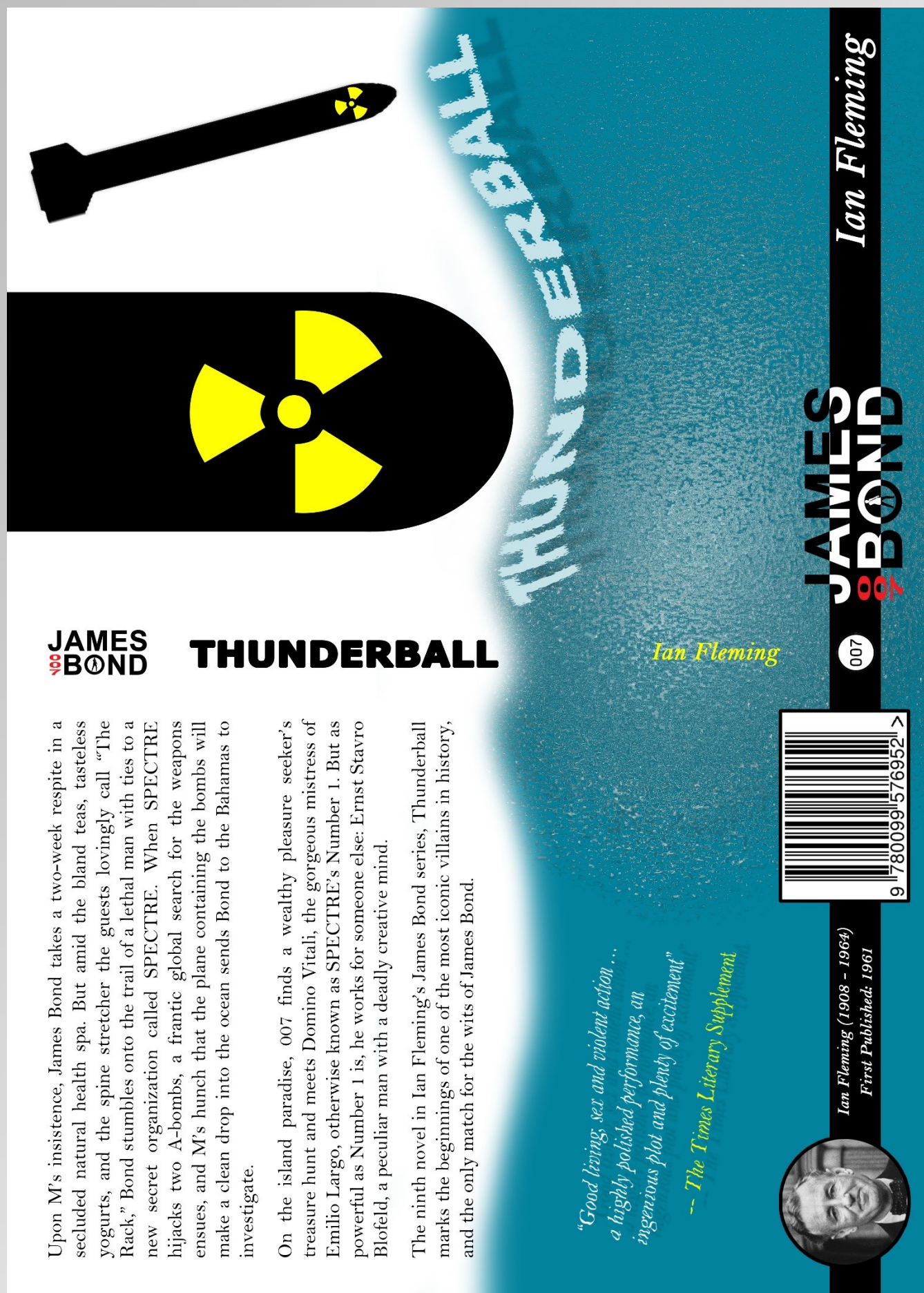
Print Design—Book Cover (Novel)

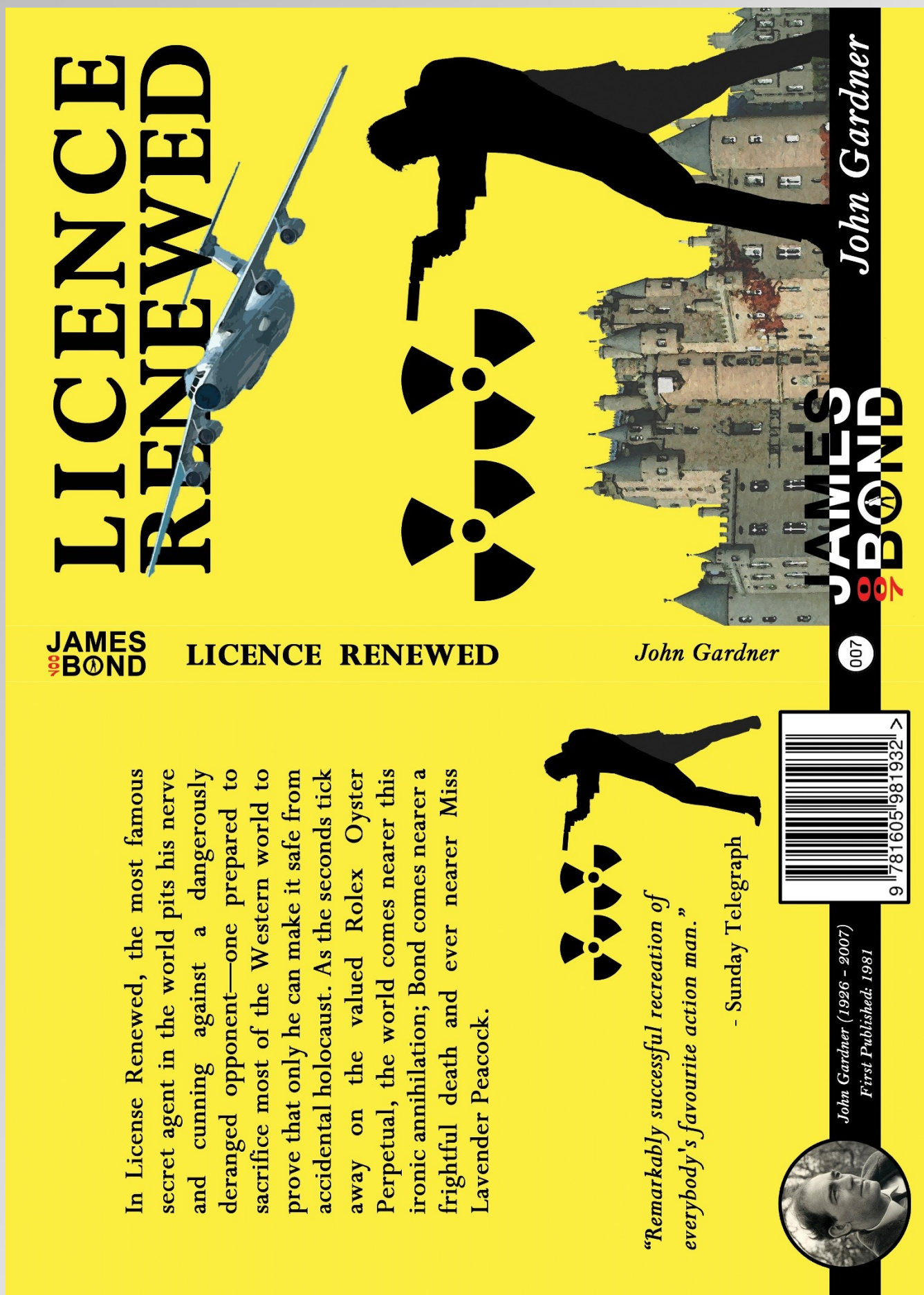
Personal project to design *James Bond* book covers.



Print Design—Book Cover (Novel)

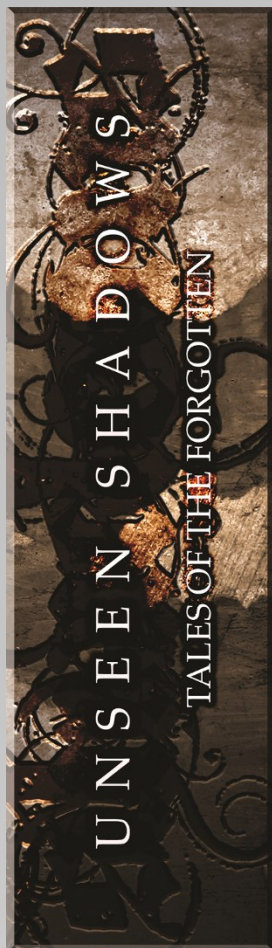
Personal project to design *James Bond* book covers.





Print Design—Trade Paperback Comic Cover

Cover for *Tales of the Forgotten*—main cover art by Peter Mason.



UNSEEN SHADOWS



TALES OF THE FORGOTTEN



When truth must be stolen from the mouths of the wicked, it falls beyond the reach of mere heroes.

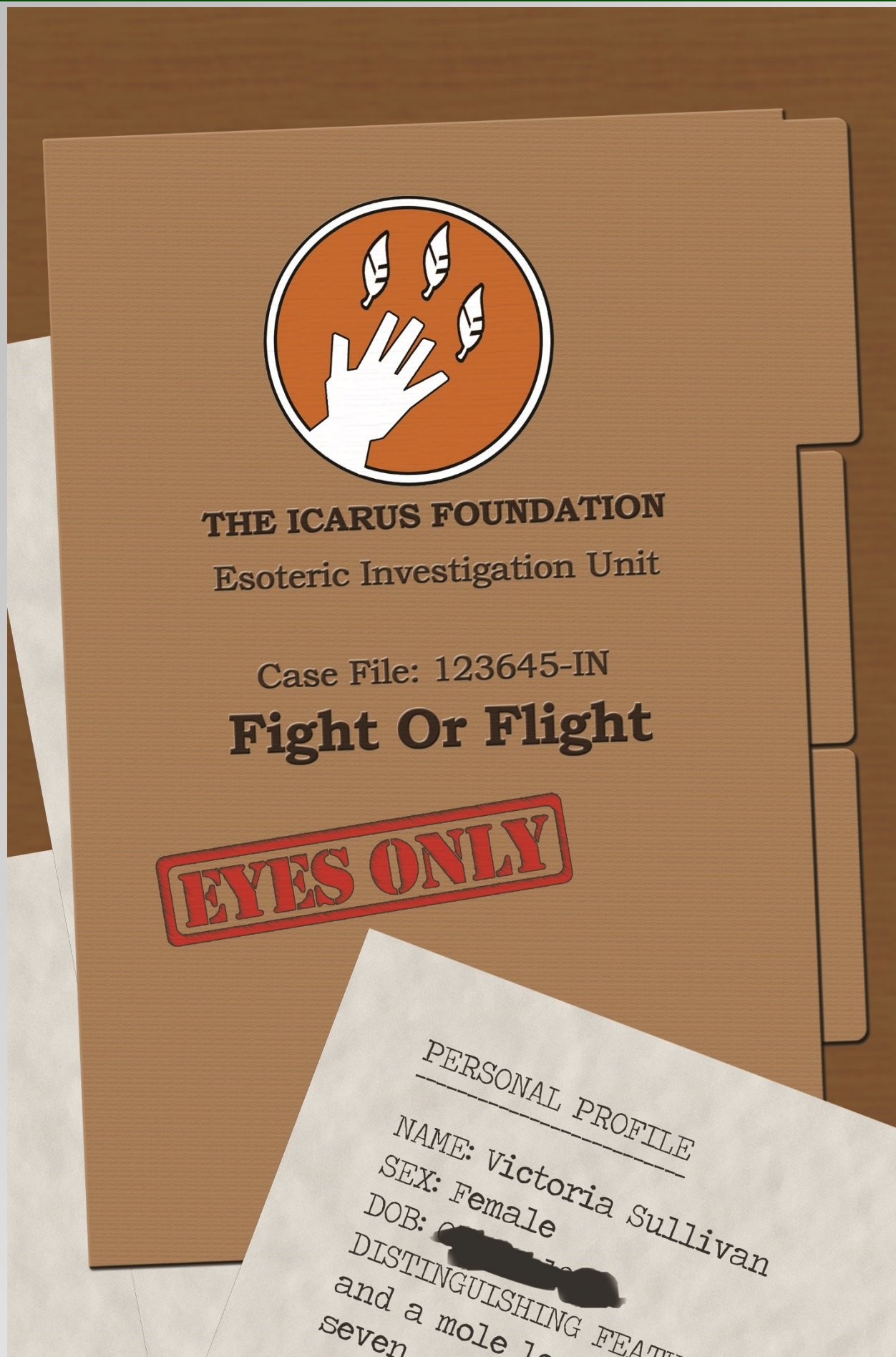
Liars, loners, losers – trapped on the outskirts of a war fought in silence and shadow. Drawn into darkness, they flee it, they study it, they make it their home.

They are the Forgotten – a flickering circle of torch-light in an expanding world of Unseen Shadows.

MATURE READERS



2012—Trade Paperback wraparound cover (*Tales of the Forgotten*)



FIGHT OR FLIGHT

BASED ON CHARACTERS FROM THE NOVEL
FALLEN HEROES BY BARRY NUGENT

WRITTEN BY

COREY BROTHERRSON

ART BY

JORGE OLIVEIRA

COLOURS BY

JORGE OLIVEIRA

LETTERS BY

PAUL MCLAREN

COVER BY

ANTONY MCGARRY-THICKITT



VICTORIA SULLIVAN

An investigator for Icarus whose frequent rule breaking has landed her in hot water on more than one occasion.



THE ICARUS FOUNDATION

A global think tank, dedicated to monitoring the activities of cults around the world and intervening when any those cults threatens human life by supernatural means or otherwise. When that time comes the task is left up to a special unit set up within Icarus - *The Esoteric Investigations Unit*.

BEHIND THE SHADOWS

The Heart Which Makes Us

Lizzie Boyle talks about her work writing for this third *Unseen Shadows* anthology and the heroine of her tale, Kathryn Monroe.



You know that moment when you open a box of chocolates and you don't know which one to have first? That's how it felt when Barry asked if I would write for *Unseen Shadows*.

"Choose a character," he said, "and write the story you want."

There are so many great characters in the *Unseen Shadows* universe, but – as if instinctively reaching for the orange cream among the chocolates – I knew which one was for me.

Kathryn Monroe.

In case you don't know Kathryn, she's a criminal psychologist and crime scene investigator who used to work for Luther Washington at TORCH. Her ability to read evidence and get into the minds of criminals is so powerful that she sometimes seems psychic.

She appears in the novel *Fallen Heroes* in a few important scenes, but she isn't a central character in the main story. In fact, for all her talents, by the time *Fallen Heroes* takes place, she has already quit working for TORCH.

What intrigued me about Kathryn was not her presence in *Fallen Heroes*, but her absence. Who was she? Why had she quit? How had she and Luther developed such a

Print Design—ID Cards

Cards for wallets / lanyards to be used for ID by various organisations.



2015—Geek Syndicate member ID Card.

Created for members of the Geek Syndicate web site to use on Press Visits etc.

2015—ID Card for the fictional “UNIT” Organisation (BBC TV).

This design was not authorised or commissioned by the BBC.

Created for Personal Use.



2015—ID Card for the fictional “Torchwood” Organisation (BBC TV) Personal Use

This design was not authorised or commissioned by the BBC.

Created for Personal Use.

Print Design—ID Cards

Cards for wallets / lanyards to be used for ID by various organisations.



2015—ID Card for the fictional “SHIELD” organisation seen in *Marvel* comics, films and television series’. Based on various cards seen on screen.

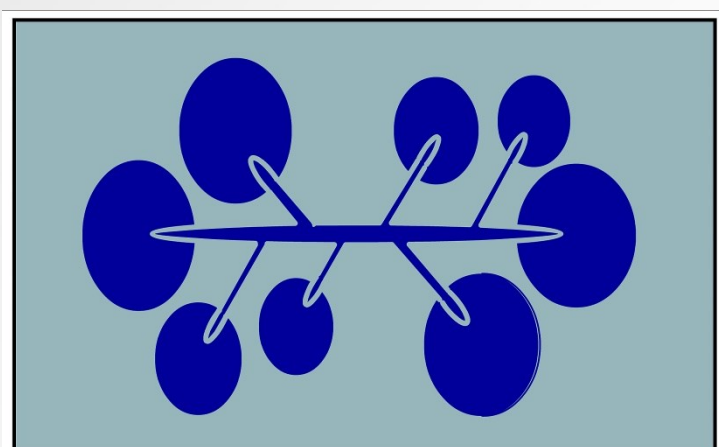
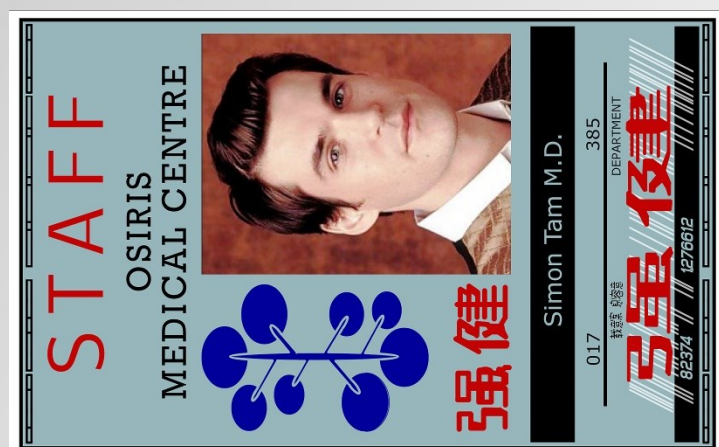
Not authorised or commissioned by the creators.



2015—ID Card for “ISIS”, a fictional secret intelligence service organisation seen in the animated television series, *Archer*.

This design is based upon one commercially available.

Not authorised or commissioned.



2015—Medical ID Card for Simon Tam from the *Firefly* Television series. Designed for use when Cosplaying. Based on a similar card seen on screen.

REVIEWS: STAR TREK INTO DARKNESS

FTL

HALF PAST DANGER

DOCTOR WHO

Your Quarterly Guide to the Murky Underbelly of Geekdom

GEEK SYNDICATE



Viruses - Sci-Fi's
Favourite Little Bugs



Rachel Nichols
Talks Continuum



Interviewed: Kim-Jee
Woon on The Last Stand



Learn about Iron
Man's Evolution

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JUNE 2013

2013—Magazine available at www.geeksyndicate.co.uk & www.issuu.com

I guess I was starting to get a little worried about MAOS when the show runners spent much of the late summer trying to play down expectations for the show. The pilot had played at Comic-Con to a largely positive buzz and the idea of a S.H.I.E.L.D. focussed show set within the existing movie continuity was an excellent one even before you added in Clark Gregg's scene stealing Phil Coulson's return from the dead. Then you had the Whedon name attached to it, which although Joss himself wasn't too directly involved, always adds a new level of geeky anticipation. What are we going to get? We're getting a superhero show, on the TV! With heroes and villains and superpowers and movie tie-ins and everything! It's going to be awesome!



Well no, it was never going to be that awesome. Here's the thing: first seasons are tough. For a start the creators are writing in a vacuum, with no real idea how the actors will bed into their characters and no real idea how any given concept will play with the audience. It takes time to find the groove that you can settle into. Secondly, MAOS was going out on a major network, and needed to find a major audience; a couple of million on a cable channel is great, but is cancellation bait on a prime-time slot. Finally, this really hadn't been tried before, and whilst it didn't appear that way at first, the show was going to tie over to the films in a big way but wasn't really allowed to show its hand. We'll come back to that last point in moment.

All this led to an initial few episodes that felt really, really safe. Personally, I don't think that they're bad TV, but they are definitely pretty stock "procedural" format episodes: the team turn up somewhere, do a thing and then go home. They've got all the gear and the information you'd expect but this could be any show really, passing an hour without really standing out from the crowd when it really, really should have. The characters suffer from the same problem; a fair bit of potential but slightly too safe and slightly too bland. By the time we reached the *Thor: The Dark World* crossover, you could sense the critical tide starting to turn.

I'll pause on this episode a second because it starts to sum up where MAOS was struggling. This episode - titled *The Well* - was touted as a big crossover with the films and initially was set in London, after the battle in Greenwich at the films climax. However, it doesn't look like Greenwich, it looks like a studio backlot, so we don't get the impression of any globe-trotting. Add to that the fact that the plot really hasn't got anything to do with *The Dark World*, dealing with a different Asgardian and a super weapon that had been left on Earth for decades, and so could really have been used as a story any time in the series. Again, it's not a bad episode and in retrospect even manages to foreshadow Agent Ward's storyline, but it's just sort of... fine. We go back to Asgardian craziness in the series second half in the episode *Yes Men*. This one actually features a character from the *Thor* films and a proper villain from the comics. It's a hell of a lot more fun. It's a telling contrast.



AGENTS OF S.H.I.E.L.D.

A Series in Retrospective



NOTE: This article contains spoilers for both the *Marvel's Agents of S.H.I.E.L.D.* television show and some of the recent *Marvel Cinematic Universe* films.

It's been a long year for the *Marvel Cinematic Universe*'s first foray into TV. Launched to massive anticipation and built around a fan-favourite, breakout character, *Marvel's Agents of S.H.I.E.L.D.* quickly became a lightning rod for disillusionment, before roaring back in its final act into the hearts of many of those that had dismissed it. That said, there were some who always liked it and some who will never forgive it. It's been a topsy-turvy ride for both the show, and those who watch and comment on it. So here's my thoughts on the show - which will be referred to as "MAOS" from now on - over this first year. Other opinions, of course, are available.

GEEK SYNDICATE



"Doctor, Who ARE you?"

Image © BBC

final spark needed for the oncoming Time War and the idea of "The First Question" that Moffat played with this year: there is more to The Doctor. In *Silver Nemesis*, the Doctor's companion, Ace explicitly asks "who are you?" as the story ends. Speaking of Ace, she is an intriguing companion. It's clear that the Doctor knows more about his companion than he lets on.

Unfortunately for McCoy, the damage from the Colin Baker era had already been done. The viewers had talked with their feet and it ironically wasn't until near the end of the series that McCoy managed to get the series back on its feet. And then it was cancelled. In the 1996 televised movie the Seventh Doctor was shot down in his prime.

8. The Ninth Doctor - Christopher Eccleston - (2005)



Eccleston is the man that should be congratulated for bringing *Doctor Who* back to our television screens. In the same way that Christopher Nolan and Christian Bale gave Batman his edge through gritty realism, Russell T Davies and Eccleston made us believe in the Doctor again in a serious manner that destroyed the image of bad sets and bad plots from the end of the classic series.

Eccleston's Doctor was a tough, damaged soul, more so than any other Doctor before or since. Having survived The Time War, this is a darker Doctor than we had ever seen before, yet still distinctly the man we have always known. Having a truly twenty-first century edge to him, we saw Eccleston grow as he recovered from his past and started to live life more, thanks to his companion Rose. Eccleston portrayed this Doctor as weary traveller who started cynical yet managed to become the warmer man we knew. His shock exit at the end of his first season was, with hindsight, just what was needed for the show. Eccleston had given the series the shot in the arm, grounding it and giving it a solid base, whilst leaving at a time where the fans would want more.

7. The Eighth Doctor - Paul McGann (1996)



If McGann had been given more time in the TARDIS, I've no doubt he would be higher up on my list. McGann in just over an hour managed to embody everything that the Doctor should be. He was kind, compassionate and this particular Doctor was a romantic. A funny Time Lord, McGann's Doctor encouraged his companions to become better people, to become what they should be. The Eighth Doctor always saw the best in people which makes it even sadder that this Doctor is the one that will face The Time War and make the most difficult decision in all of his lives.

For many people the television movie was a blip best forgotten, McGann's performance being the only saving grace. But I really liked it



Patrick Troughton, Mischevious Wanderer

Image © BBC

"Who am I?"
WHO ... AM ... I?"

"It's the end...but
the moment has
been prepared
for..."

GEEK SYNDICATE

COMIC REVIEW

ROBIN THE HOOD Issue #1



Writer: Ken Janssens

Artist: Bob Gordon

Colours: Escomit

Publisher: Bluewater Comics

Before the bow and arrow... before the Merry Men... before the legend, there was just Robin, a young man stealing to survive and support his uncle. And it was all working out smoothly... until he stole from the wrong man and fell for the right woman.

I picked this title up on a whim while browsing through the latest releases on [Comixology](#). I'm something of a Robin Hood fan and, although the cover art didn't blow me away, the synopsis was intriguing enough to make me pick it up. Essentially, this comic is set up as a prequel to the legend of Robin Hood that the reader may be more familiar with. That said, there

is some hidden (and hinted at) back story to the tale and we're introduced to a Robin who has already begun a life of crime, so it's not quite an origin story.

We're thrown straight into the action here, with our Blonde hero escaping the clutches of a certain noble from whom a ring has been relieved. There is no real setting to the story, so while this is a prequel to the Legends of Robin Hood, I'm still not sure whether the intention of the writer is that this is set in a historical Nottinghamshire or Yorkshire, a semi-historical or even a fantasy equivalent. A sheriff is referenced, but no jurisdiction mentioned and the village where our hero's uncle resides is not named. Of course, this is not really a problem and it could well be an intentional choice to have a generic medieval setting.

The character is given a twist (as referenced in the blurb). This Robin does not use a bow. The blurb is actually quite misleading, as it becomes apparent that the plucky thief used to shoot with great proficiency but events led to him swearing to never shoot again. An element of guilt drives the thievery that Robin performs and is sure to be explored more thoroughly in future issues. Our tale ends as our hero attempts to hold-up a carriage that turns out to be more than he bargained for.

This first issue serves as a nice little opening of the adventure. The reader is not spoon fed eve-

ry piece of background to the story but that background does begin to be built here. In this regard, the writing finds a nice balance. I have to admit though that I found the dialogue a little stunted in places. The choice of phrasing sometimes didn't feel quite right which resulted in me having to re-read some pages to determine the meaning. Combined with some seemingly sudden scene jumps, I found my enjoyment lessened somewhat.

The artwork is generally solid throughout. If I have a criticism it's that sometimes the faces of the characters are not consistently drawn and sometimes seem a little two-dimensional. The art does also feature some over-sized weaponry (massive balled mace, I'm looking chiefly at you), but frankly that's not a massive issue! The colours are superb - a vibrant pallet that reflects the lush world of the forest setting of the story.

Overall, I enjoyed this comic and will definitely pick up issue two to see how the story continues. The twist applied to Robin (and some other characters) so far is certainly enough to keep the story fresh and I'm intrigued at how long the story will last before the legend truly begins.

Antony McGarry-Thickitt

Rating:

G G G G G

YOU ARE THE HERO - A HISTORY OF FIGHTING FANTASY GAMEBOOKS



Fighting Fantasy gamebooks have sold over 17 million books worldwide, in over 30 languages. But when Steve Jackson and Ian Livingstone sat down to write *The Warlock of Firetop Mountain* they had no idea this one book would go on to spawn another eighty or more titles, and have an immeasurable impact on a generation of children growing up in the 1980s.

Part history, part celebration, **YOU ARE THE HERO** chronicles more than three decades of Fighting Fantasy. Written by Jonathan Green (author of seven Fighting Fantasy titles), this mighty tome will appeal to anyone who ever wiled away a washed-out summer holiday with only two dice, a pencil, and an eraser for company.

I remember the first time I encountered a *Fighting Fantasy* gamebook. I was actually quite late to the party. I was in the small public library in Cemaes on Anglesey and about to check out with a *Choose Your Own Adventure* book - of which I and my brother owned two and played regu-

larly. The librarian recommended some other books to me. Books with amazing artwork on the cover inside and out, books with green spines and a yellow logo in the corner. I withdrew two: *Trial of Champions* and *Robot Commando*. I fell immediately in love with this range, devoured what I could from the library and bought (or had bought for me) as many as I could. I wasn't alone: The *Fighting Fantasy* series went on to remain bestsellers throughout the 1980s, even beating Roald Dahl to the tops of the sales lists.

You Are The Hero is a book that delves into the rich history of the series. A series that produced fifty-nine titles in its original run, spawned countless imitators (of various quality), and saw a successful re-launch almost thirty years after its origin. Initially funded through **Kickstarter**, author Jonathan Green set out to produce a work that chronicled the evolving nature of the series and look back at its legacy.

Green is uniquely situated to produce such a work. Not only was he a fan of the series when it launched, but he was inspired enough to submit his own books to the publishers of the range. These books were published towards the end of the series and Green has also written new



adventures for the re-launched series, as well as writing other gamebooks and a series of steam punk novels. The passion he has for the series shines through the work, which also manages to be objective when dealing with Green's own contributions.

The book is dotted with various "fighting fantasy facts" which add to the main body with snippets of information. I found these to be useful additions and fun little box-outs. Particularly amusing was the box-out detailing some of the titles of the adventures in their Japanese translations. It is also interesting to see how the entire game-book genre, certainly those with rule systems spawned from this pivotal series and how many authors and illustrators from those series' actually worked for Steve Jackson and Ian Livingstone in some capacity at *Games Workshop* and *White Dwarf* magazine. On a personal level, finding about the origins of Joe Dever and Gary Chalk's series, *Lone Wolf*, was very enlightening.

As well as being informative, *You Are The Hero* is beautifully presented. It opens as if a gamebook itself, with a minimal contents page reflective of that found in any of the gamebooks followed by a "how to read"

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GEEK SYNDICATE

section. I have to say, that while I really enjoyed the nostalgia of the contents page, I would have liked a full contents and/or an index - as a non-fiction work, I feel both are essential inclusions.

Jonathan Green has done a fantastic job in putting together the artwork for *You Are The Hero*. Not only has he gained permission to use some of the existing artwork from the original series of books and there-launches but also commissioned new pieces of work from the original artists. The full page spreads featuring coloured cover art are particularly impressive. Each section is also bolstered by cover images as well as scans of either production sketches by the artists or production work by writers of the adventures.

In short, *You Are The Hero* is a magnificent work that manages to be objective and passionate about the series it discusses. A more fitting tribute to the series that saw me through my youth I can't really imagine.

For any interested in adventure game-books or for those with children who are reluctant readers, I heartily recommend trawling the bookshops, [Amazon](#) and [ebay](#). Pick up this book for a bit of a flavour as to what they are about.

To Steve Jackson, Ian Livingstone and Jonathan Green: YOU ARE THE HEROES. At least you are my heroes.

GS Antony McGarry-Thickitt



www.geeksyndicate.co.uk

1

Web Site Design

Examples of web sites designed for companies and organisations



2007—Caski Absolute

www.caskiabsolute.com. Site for joint UK / US company association working in the Nuclear power sector.

2009—Pembrokeshire Conservatives

www.pembrokeshireconservatives.com.

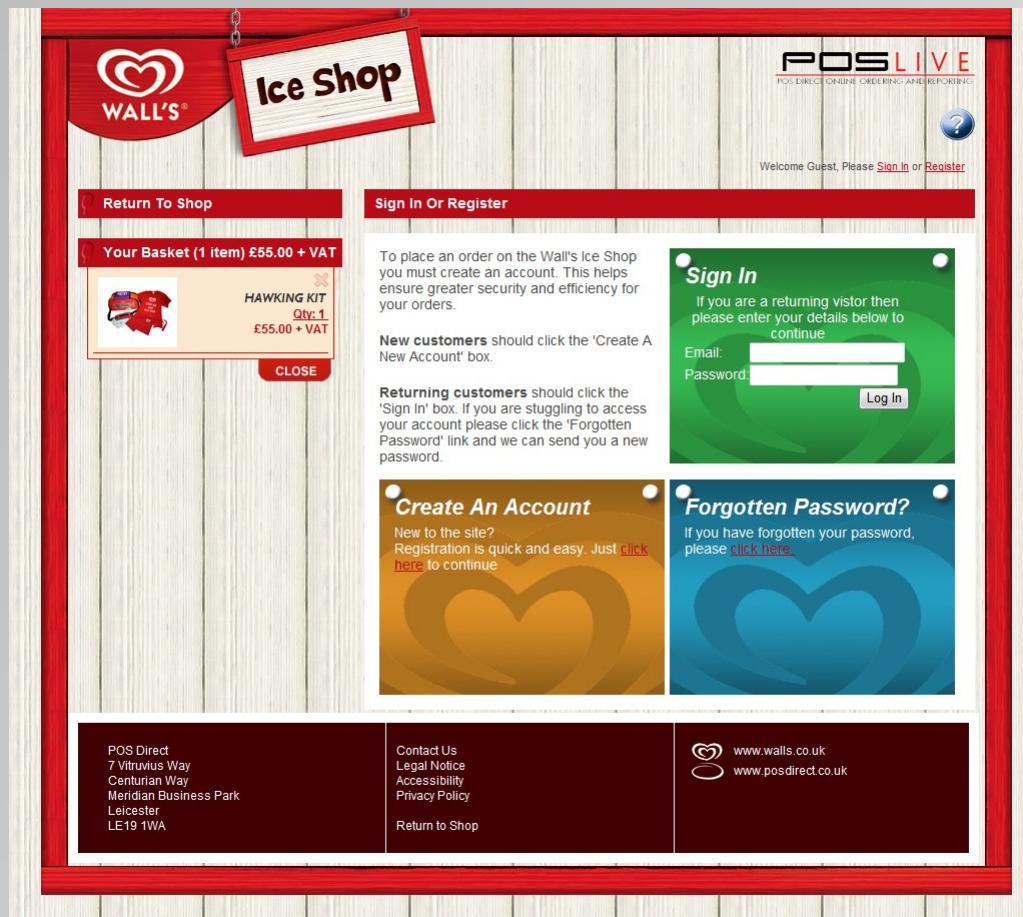
Site for the association for this political party in Pembrokeshire, South Wales.

Design brief was to mimic David Cameron's constituency web site as much as feasible.



Web Site Design

Examples of web sites designed for companies and individuals



2011—Walls Ice Shop

walls.poslive.co.uk.

The “Display Equipment” area of Wall's ice shop. This site is hosted and run by the company who fulfil POS orders for Wall's.

The design brief for this site was to emulate the company's (then) new site design.

2012—Wedding Information site

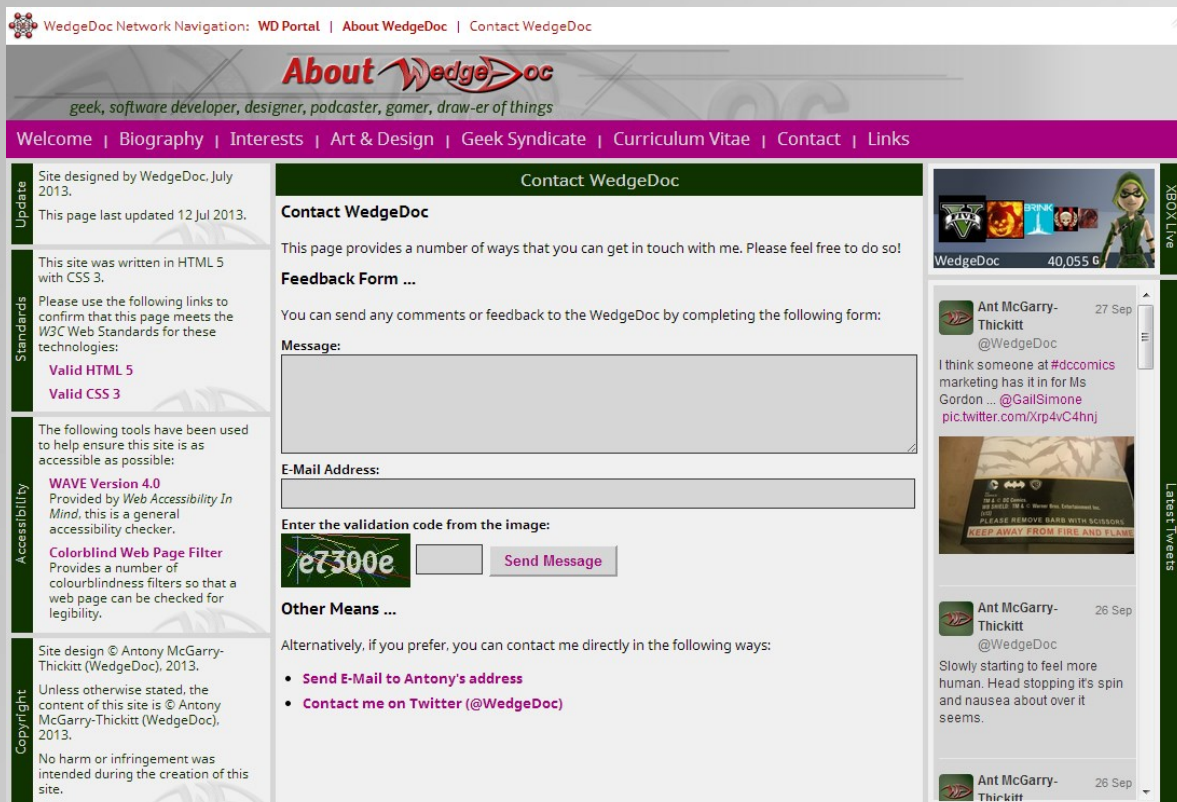
www.wedgedoc.com/wedding.

This small information site was designed for guests to my wedding to see the venue, RSVP etc.



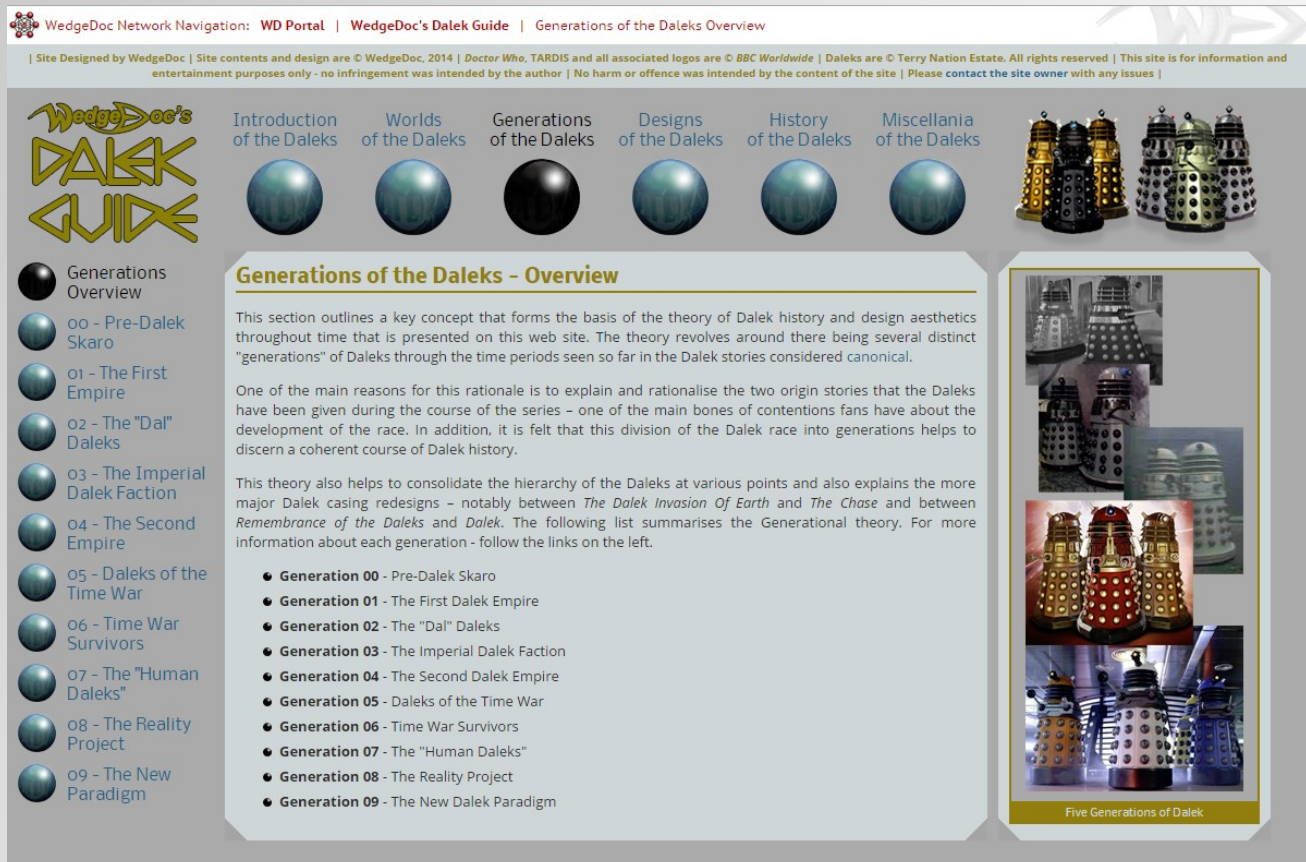
Web Site Design

Examples of personal web sites.



2013—Personal web site

www.wedgedoc.com. My own personal site.



2014—Dalek Information Site

www.wedgedoc.com/dalekguide/. An information site about the most famous critter in BBC's long running tea-tome show.

Web Site Design

Examples of personal web sites.

WedgeDoc Network Navigation: [WD Portal](#) | [WedgeDoc-umented](#) | [Designing 007 – A Personal Project. Part 8 – Licence Renewed to Icebreaker](#)



Search

[Home](#) [About WedgeDoc-umented](#) [General Geekery](#) [Video Gaming](#) [Contact Information](#)

Recent Posts

[Designing 007 – A Personal Project. Part 8 – Licence Renewed to Icebreaker](#)



As a personal design challenge, I decided to produce a range of James Bond 007 book covers. This time, it's John Gardner's first three novels.

[Read Full Post...](#)

Posted: 2015-Oct-13, 09:59:47 BST | Category: [Art and Design, Tutorials](#) | Comments: 0 »

[Additional Paternity Leave – Looking Back](#)



Last week, I returned to work after three and a bit months on Additional Paternity, caring for our daughter. Read on for some honest reflections on this time.

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Posted: 2015-Jul-28, 14:01:04 BST | Category: [Life and Times](#) | Comments: 0 »

[Designing 007 – A Personal Project. Part 7 – The Man With the Golden Gun to Colonel Sun](#)



As a personal design challenge, I decided to produce a range of James Bond 007 book covers. In part 7 I look at the final Fleming Covers and Amis' sequel.

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Posted: 2015-Feb-02, 16:38:15 BST | Category: [Art and Design, Tutorials](#) | Comments: 0 »

[Designing 007 – A Personal Project. Part 6 – The Spy Who Loved Me to You Only Live Twice](#)



As a personal design challenge, I decided to produce a range of James Bond 007 book covers. In part 6 I look at the covers of the tenth to twelfth novels.

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[Designing 007 – A Personal Project. Part 5 – Goldfinger to Thunderball](#)



As a personal design challenge, I decided to produce a range of James Bond 007 book covers. In part 5 I look at the covers of the seventh to ninth novels.

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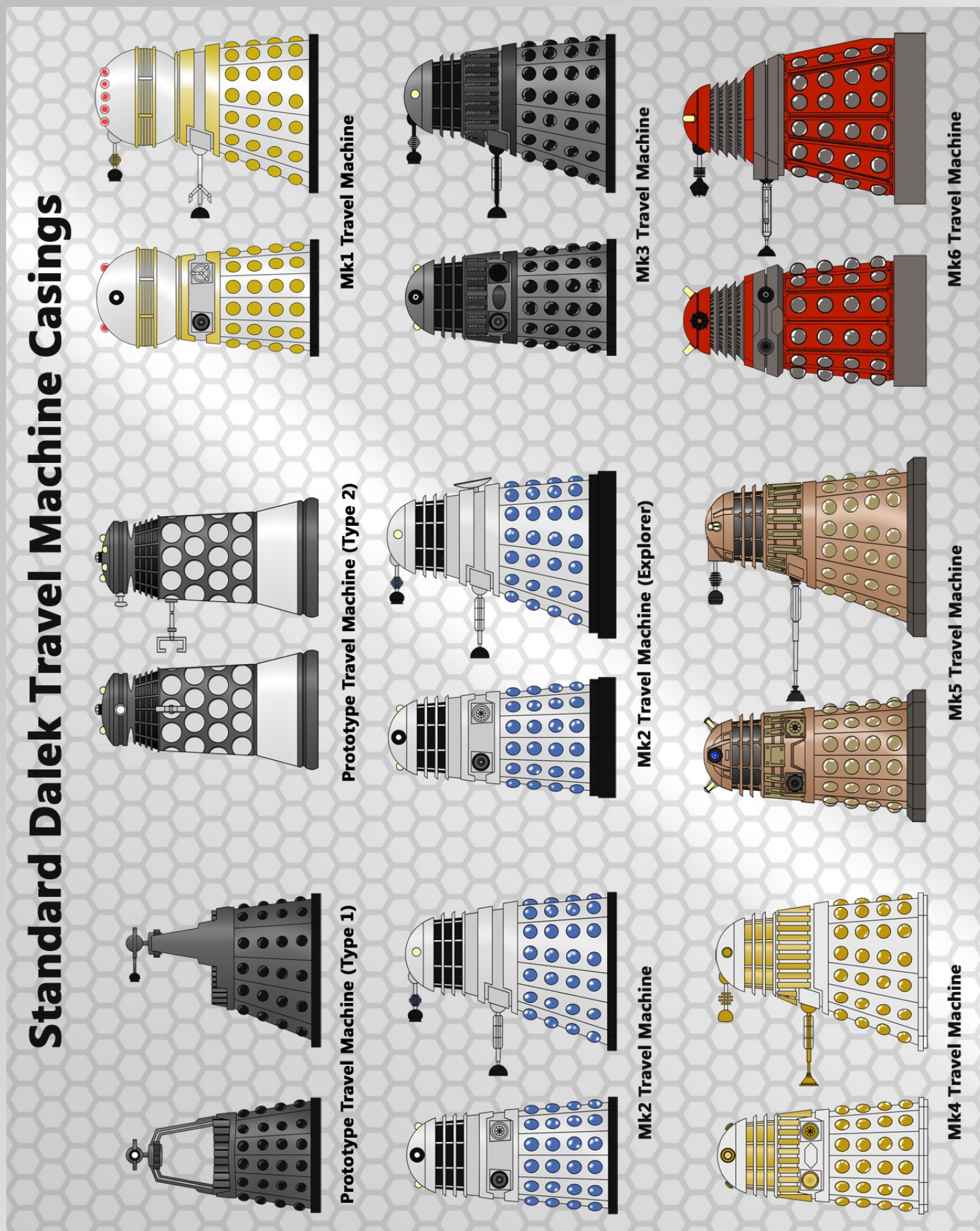
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designed by 

2014—Wordpress Blog Theme

www.blog.wedgedoc.com/. Personal blog. Created in order to learn how wordpress themes work. Theme created from scratch.

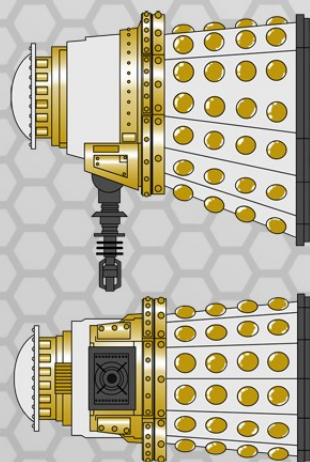
27



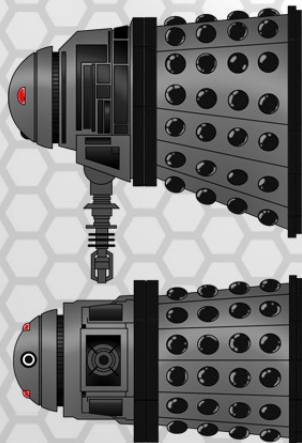
2014—Dalek Casings

A showcase of casings used by Daleks over the years. Designed for WedgeDoc's *Dalek Guide*. Not authorised by the BBC or the Terry Nation Estate.

Special & Other Dalek Casings



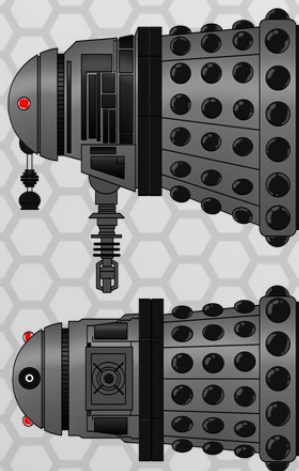
Mk1 Special Weapon Casing



Mk2 Special Weapon Casing



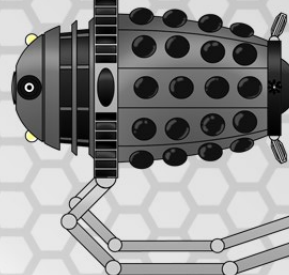
Bombardier Casing



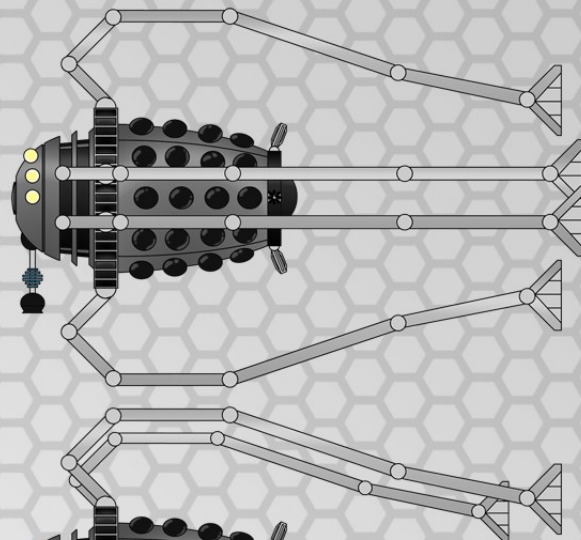
Airborne Casing



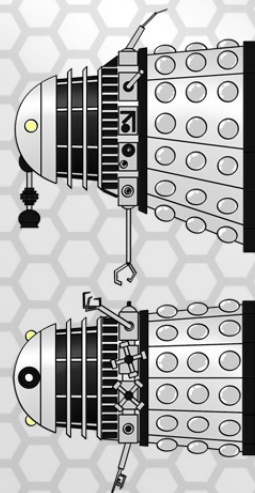
Marine Casing



Spider Casing



Strider Casing

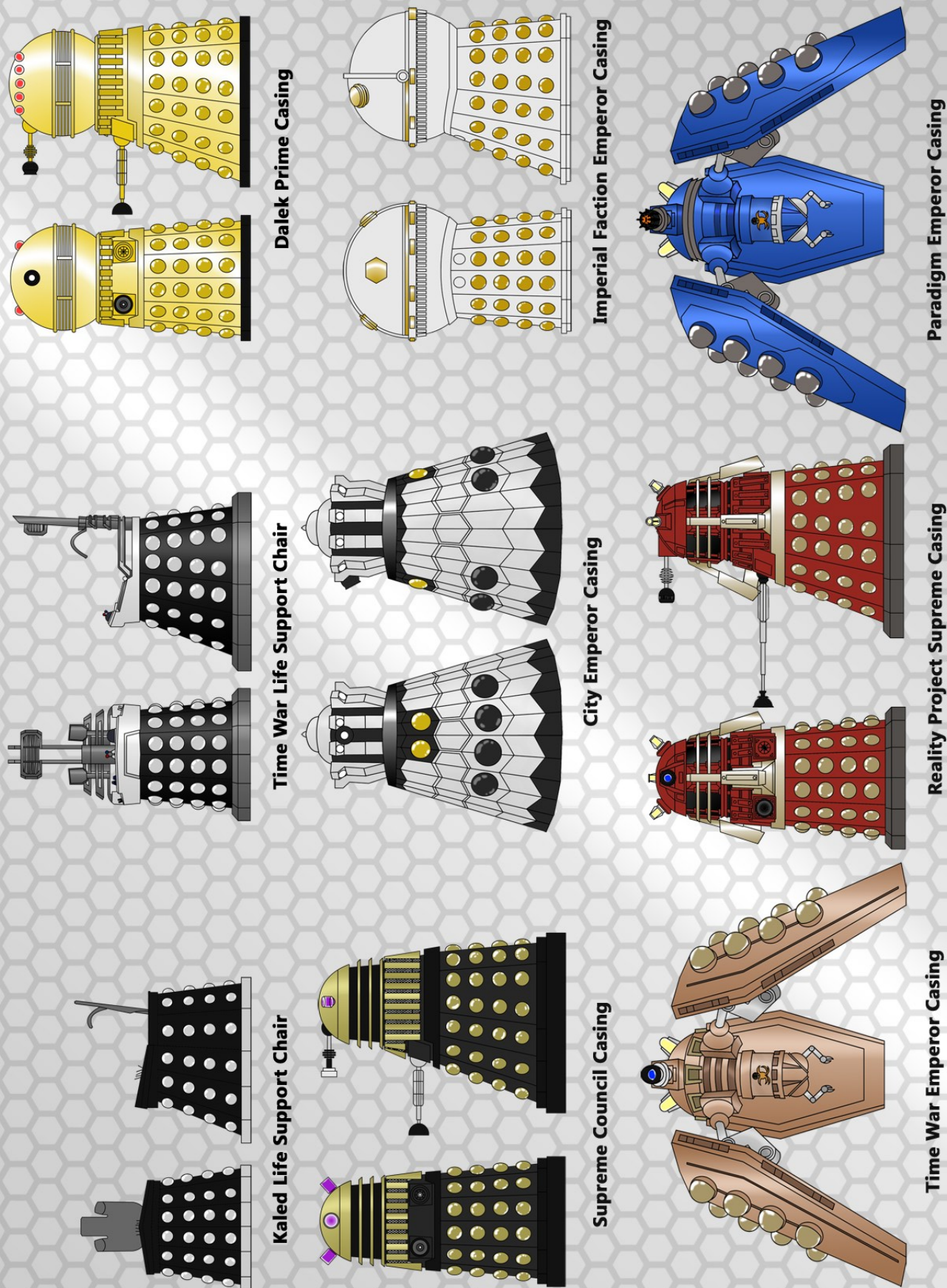


Construction Casing

2014—Special Dalek Casings

A showcase of special casings used by the Dalek over the years. Designed for WedgeDoc's *Dalek Guide*. Not authorised by the BBC or the Terry Nation Estate.

Dalek Leadership Casings



2014—Dalek Leadership Casings

A showcase of casings used by Dalek leaders over the years. Designed for WedgeDoc's *Dalek Guide*. Not authorised by the BBC or the Terry Nation Estate.

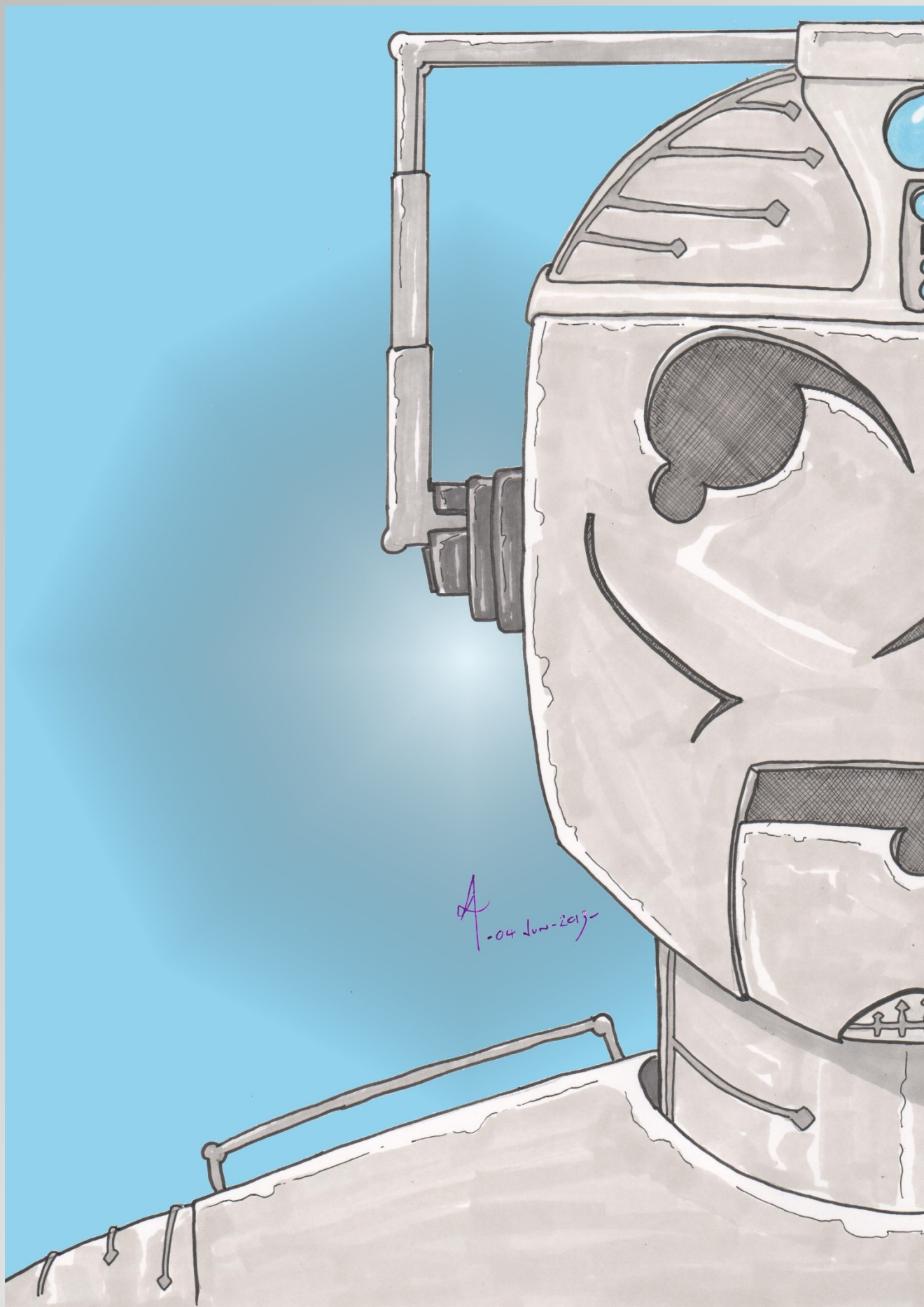


2011—Last Stand of the Hooded Man

Inspired by the death of Robin of Loxley in the classic series *Robin of Sherwood*.

Printable Art Poster Design

Examples of Artwork altered for poster / canvas printing



2013—Cyber-Poster

Half portrait of a re-designed Cyberman from BBC's *Doctor Who* series

Printable Art Poster Design

Examples of Artwork altered for poster / canvas printing



2008—Oracle Pondering

Originally drawn for my wife, DC Comics' Barbara Gordon from her "Oracle" days



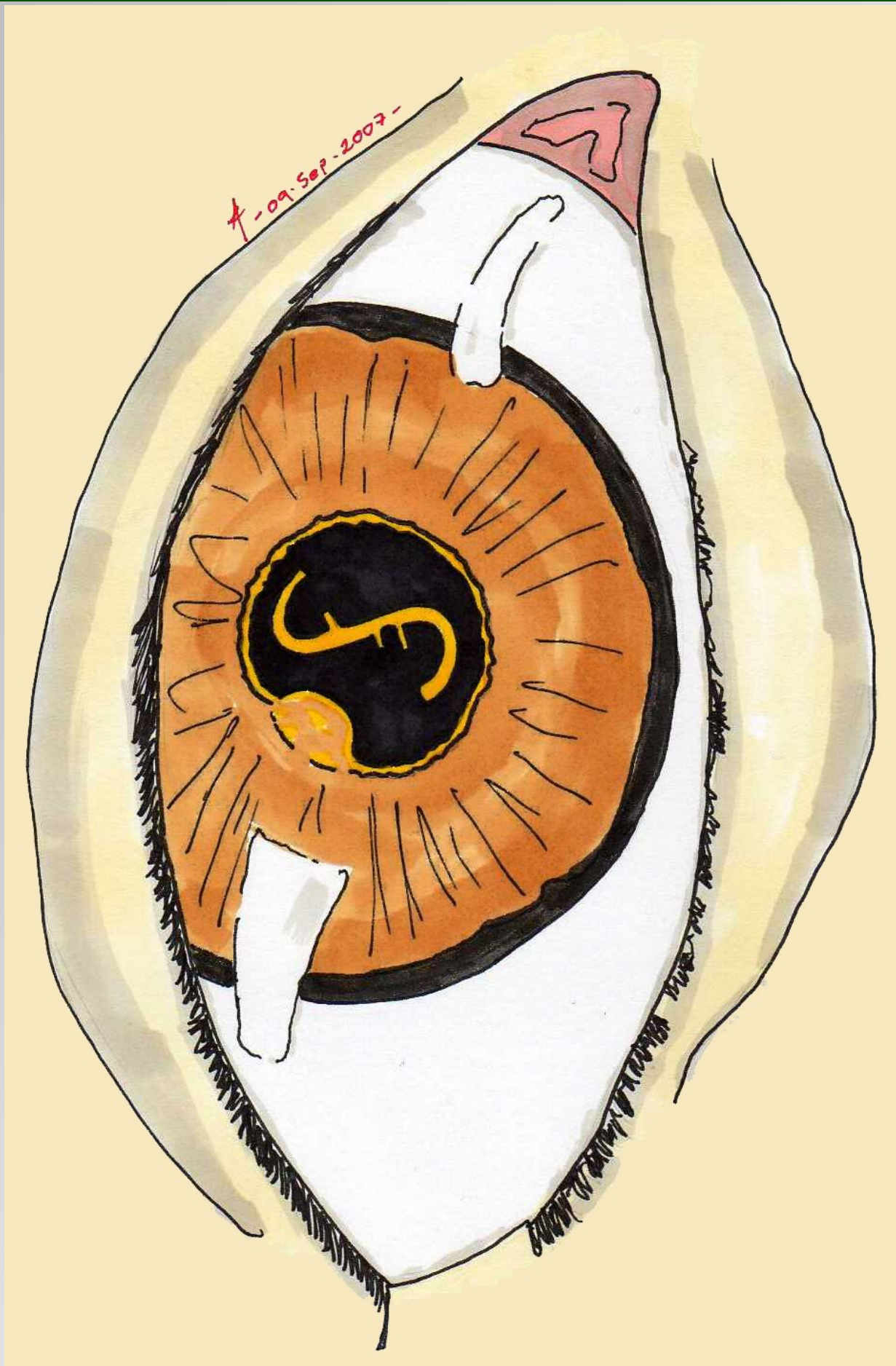
2008—Seventh Doctor Portrait

Portrait of Sylvester McCoy as the Doctor laid over a time vortex tunnel



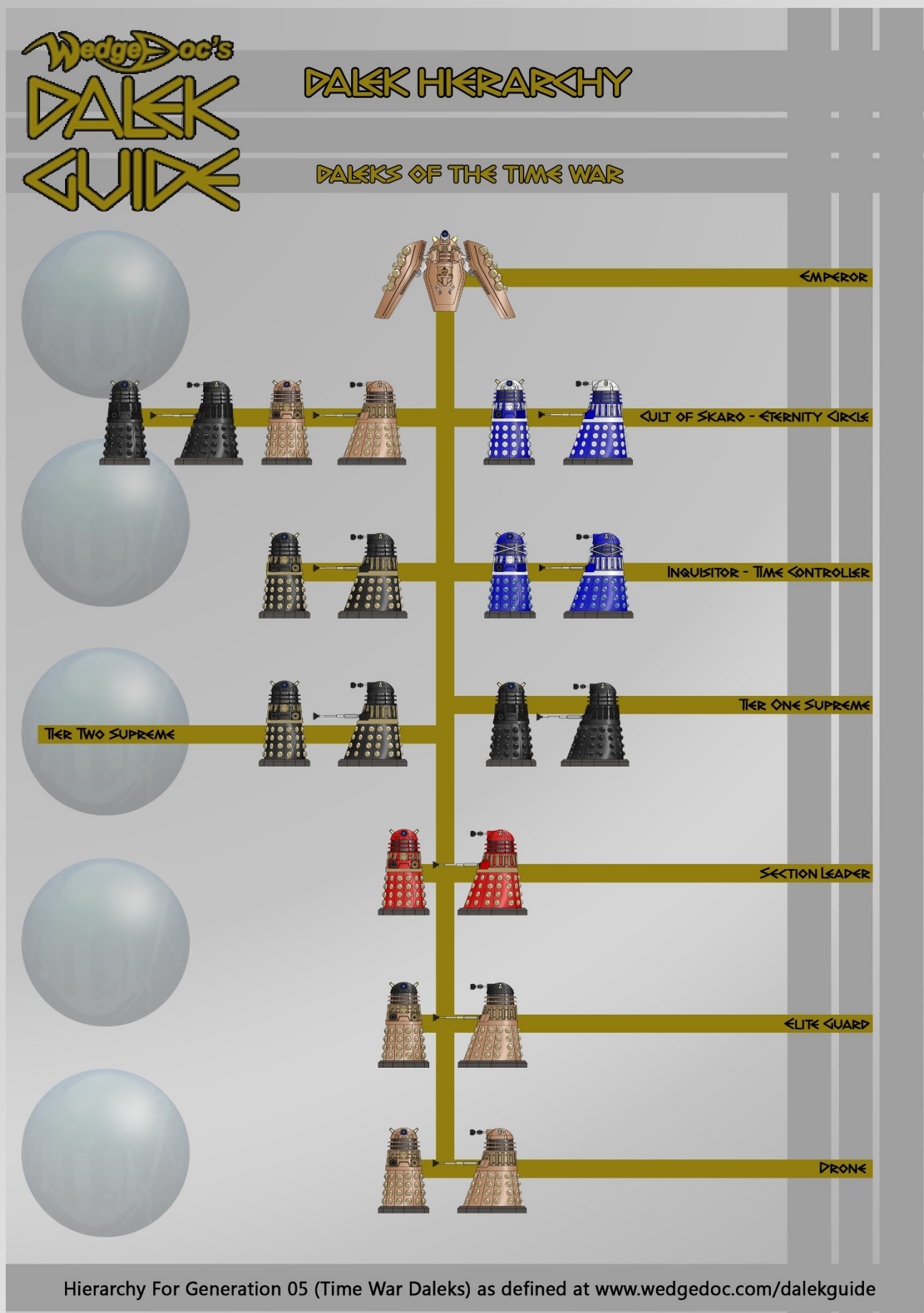
2006—Inara Sera (Morena Baccarin) Portrait

Portrait of the character Inara Sera (played by Morena Baccarin) from the *Firefly* television series.



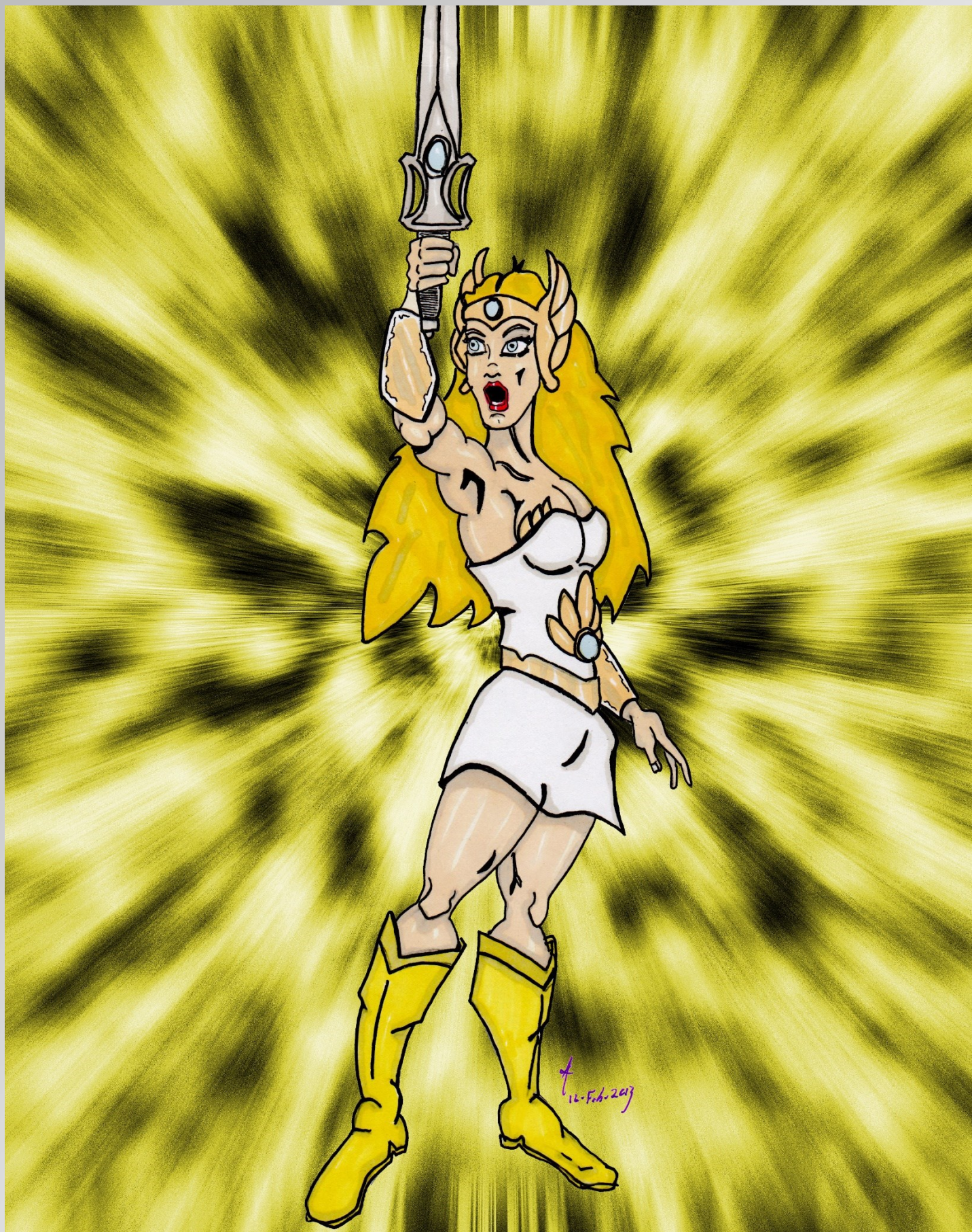
2007—Eye of the Heroes

A comic style eye with the single helix sign from NBC's *Heroes* television series



2014—Dalek Hierarchy

Sheet showing Dalek hierarchy. Designed for WedgeDoc's *Dalek Guide*



2013—She-Ra Transformation

Filmation and Mattel's She-Ra from the Masters of the Universe line

Printable Art Poster Design

Examples of Artwork altered for poster / canvas printing



2009—Personal Avatar

Self-portrait in comic form used as an avatar on various sites / portfolios.