

# Pixel Media

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# Pixel Media

With the Pixel Media's site finished, the initial design of Pixel Media's website stayed the same, but there were a few changes though to help increase efficiency. With the original plan the Pixel Media website consisted of a home, contact, service, portfolio, contact, company, and client page. In the final design Pixel Media remained the same; also the layout of the website remained the same, having the logo and banner in on the top, having the user's eye and focus read the page from top to bottom. There were some changes though, mainly with the Careers and Contact Section. With the career section, Pixel Media was in the best interest of Pixel Media to have job listings and email links so submitting work and finding open positions would remain simple as well as accessible to all types of users rather than having them fill out an application. With the Contact page, instead of 2 forms to fill out, there is only one that gives the user more questions than narrow down what they want from Pixel Media. This is a lot easier and more efficient and will help administrators have a better understanding of what the potential client wants before returning their email. The colors and layout remained the same; the Pixel Media's fonts though were limited to 2 fonts. To avoid confusion and to increase accessibility.

## Web Domain:

Searching on websites for Pixel Media's domain name, PixelMedia.com was already taken; the best option would be to use online after the name, so it still has the company name in it and its easy for clients and users to remember. GoDaddy.com had the best offer for registering Pixelmediaonline.com

pixelmediaonline.com \$10.69/yr [www.Godaddy.com](http://www.Godaddy.com)

## Web Hosting:

Next Pixel Media is going to need a web host to put all thier files and the website up for the public to see. Godaddy has some very competitive prices and packages.

### Economy plan

10 GB Space | 300 GB Transfer

100 Email Accounts

10 MySQL Databases

3mos: \$4.99/mo

12mos:\$4.74/mo

24mos:\$4.49/mo

36mos:\$4.24/mo

### Deluxe Plan

150 GBSpace | 1,500 GB Transfer

500 Email Accounts

25 MySQL Databases

1mo: \$6.99/mo

12mos:\$6.64/mo

24mos:\$6.29/mo

36mos:\$5.94/mo

### Unlimited Plan

Unlimited Space and Transfer!

1000 Email Accounts

Unlimited MySQL Databases

1mo: \$14.99/mo

12mos:\$14.24/mo

24mos:\$13.49/mo

36mos:\$12.74/mo

# Pixel Media



## Phase 1: Client's Goals

The site's goal is to advertise their skills and services by showcasing the work Pixel Media has done. The goal is to attract more clients thus creating more business and having a steady cash flow for the client.

## Phase 2: User's Goals

The user will get all the information they need to make an informed decision in choosing Pixel Media for their creative and design needs, from samples of their work to their work history. The user should expect Pixel Media's web site to provide them everything they will need to convince them to hire Pixel Media. Making their decision as easily and quickly as possible.

## Phase 3: Target Audience/Competition

Mainly for any company or person who has the desire to have a website, video game, packaging, advertisement made or consultation on such services.

# Pixel Media

## Phase 4: Managing Content

### Home Page:

A home page that welcomes the user as well as informing the user on newly completed projects by providing a thumbnail link and a brief description of the projects.

### Services:

A page that describes the services which Pixel Media provides an image bar and a brief description for each types of service.

### Gallery:

The gallery will consist of screen capture thumbnails that link the user to external sites. Such as websites they made, websites of games they helps produce, links to larger jpegs of graphic design work.

### Company:

This page presents a brief history and description of the company as well as an image and brief biography of Pixel Media's key employees.

### Animation:

Animation will be in the banner at the top with the logo in it. It will be done in Flash.

### Contact Form:

A contact form, when filled out, it will provide us with the user's contact info, purpose of visiting the site, and the kind of information they want about Pixel Media's services. Speeding up the workflow and contact between Pixel Media and the user.

### Clients:

A gallery of client logos that are links to their website and the work Pixel Media has done for them.

## Phase 5: Flowchart and storyboards

(See pages "Flowchart" and "Storyboards")

## Phase 6: Final Font and Color

(See screen captures of final site rendering)

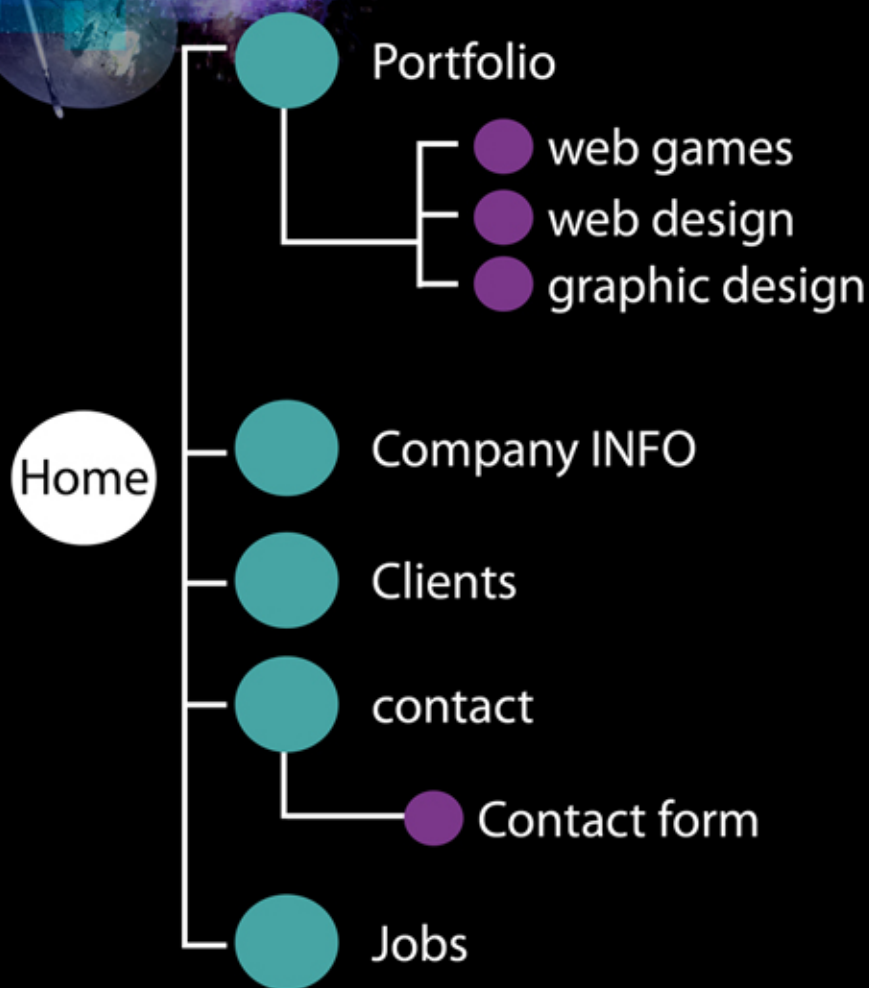
## Phase 7: Site Testing

Testing was successful and is ready for deployment.

## Phase 8: Deployment

As soon as client "pixel media" approves final designs.

# Pixel Media



## Home Page

Logo / Banner

Navigation

Intro to website/ news  
about the company.

News, details on newest  
project

Newest Project

Navigation

Copyright information

## Service Page

Logo / Banner

Navigation

Details about web service

thumbnail link button

Details about game design service

thumbnail link button

Details about graphic design service

thumbnail link button

Navigation

Copyright information

## Company Page

Logo / Banner

Navigation

Intro to company and  
company history

Photo

Employee history

Photo

Employee history

Photo

Employee history

Navigation

Copyright information



## Client Page

Logo / Banner

Navigation

Client  
Logo

Client  
Logo

Client  
Logo

Client  
Logo

Client  
Logo

Client  
Logo

Client  
Logo

Client  
Logo

Navigation

Copyright information

## Career Page

Logo / Banner

Navigation

Intro to Career Section

News, details on open  
creative positions

News, details on open  
non-creative positions

Navigation

Copyright information

## Contact Page

Logo / Banner

Navigation

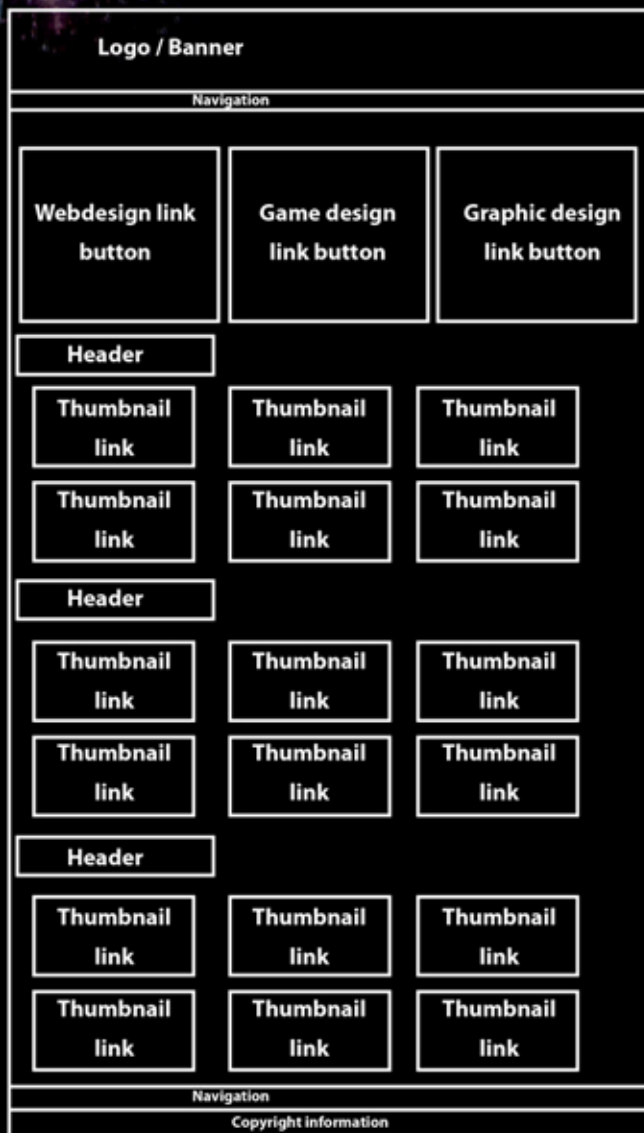
Contact information

contact form

Navigation

Copyright information

## Gallery Page



# Pixel Media



# Pixel Media

**Pixel Media**

Services | Portfolio | **Company Info** | Clients | Careers

**Pixel Media**

"You had it. We brought it back!"

Pixel Media was acquired for the most of The Sims. After working in the software industry, Paul had a taste of creating a software company that creates video games, and specifically the cutting edge technology. Pixel Media is 7 year veterans in the software industry and proud to be an award winning for industry for mobile games.

**Morgan**  
Morgan is the Senior Creative Director and has been with Pixel Media for 5 years. She has worked on many projects including mobile games, video games, and software applications. She has a passion for creating beautiful and functional user interfaces.

**Paul**  
Paul is the founder and CEO of Pixel Media. He has over 10 years of experience in the software industry. He has a passion for creating beautiful and functional user interfaces.

**Lauren**  
Lauren is the Senior Designer and has been with Pixel Media for 3 years. She has worked on many projects including mobile games, video games, and software applications. She has a passion for creating beautiful and functional user interfaces.

Services | Portfolio | **Company Info** | Clients | Careers | **Contact Us**

**Pixel Media**

Services | Portfolio | Company Info | **Clients** | Careers

To access our client's websites, please click on their logos.

[Jucy](#)
[LIVE](#)
[Globe](#)
[Sun](#)

[GN](#)
[element](#)
[Wii](#)
[PAC SUN](#)

Services | Portfolio | Company Info | Clients | **Careers** | **Contact Us**

# Pixel Media

## Company

**Pixel Media**

Services Portfolio Company Info Clients Careers

**Pixel Media**

"You had it. We brought it later!"

Pixel Media was founded in the wake of Post Super after working in the video game industry. Post had a vision of creating a studio for companies that create new games, and applications for cutting edge technologies. Pixel Media is a small studio of the best talent in the industry to create and produce the award winning products for which Super is renowned.

**Marissa**  
Marissa is the studio's Creative Director and has worked with clients such as EA, EA GAMES, EA GAMES 2, EA GAMES 3, EA GAMES 4, EA GAMES 5, EA GAMES 6, EA GAMES 7, EA GAMES 8, EA GAMES 9, EA GAMES 10, EA GAMES 11, EA GAMES 12, EA GAMES 13, EA GAMES 14, EA GAMES 15, EA GAMES 16, EA GAMES 17, EA GAMES 18, EA GAMES 19, EA GAMES 20, EA GAMES 21, EA GAMES 22, EA GAMES 23, EA GAMES 24, EA GAMES 25, EA GAMES 26, EA GAMES 27, EA GAMES 28, EA GAMES 29, EA GAMES 30, EA GAMES 31, EA GAMES 32, EA GAMES 33, EA GAMES 34, EA GAMES 35, EA GAMES 36, EA GAMES 37, EA GAMES 38, EA GAMES 39, EA GAMES 40, EA GAMES 41, EA GAMES 42, EA GAMES 43, EA GAMES 44, EA GAMES 45, EA GAMES 46, EA GAMES 47, EA GAMES 48, EA GAMES 49, EA GAMES 50, EA GAMES 51, EA GAMES 52, EA GAMES 53, EA GAMES 54, EA GAMES 55, EA GAMES 56, EA GAMES 57, EA GAMES 58, EA GAMES 59, EA GAMES 60, EA GAMES 61, EA GAMES 62, EA GAMES 63, EA GAMES 64, EA GAMES 65, EA GAMES 66, EA GAMES 67, EA GAMES 68, EA GAMES 69, EA GAMES 70, EA GAMES 71, EA GAMES 72, EA GAMES 73, EA GAMES 74, EA GAMES 75, EA GAMES 76, EA GAMES 77, EA GAMES 78, EA GAMES 79, EA GAMES 80, EA GAMES 81, EA GAMES 82, EA GAMES 83, EA GAMES 84, EA GAMES 85, EA GAMES 86, EA GAMES 87, EA GAMES 88, EA GAMES 89, EA GAMES 90, EA GAMES 91, EA GAMES 92, EA GAMES 93, EA GAMES 94, EA GAMES 95, EA GAMES 96, EA GAMES 97, EA GAMES 98, EA GAMES 99, EA GAMES 100.

**Paul**  
Paul is the studio's Creative Director and has worked with clients such as EA, EA GAMES, EA GAMES 2, EA GAMES 3, EA GAMES 4, EA GAMES 5, EA GAMES 6, EA GAMES 7, EA GAMES 8, EA GAMES 9, EA GAMES 10, EA GAMES 11, EA GAMES 12, EA GAMES 13, EA GAMES 14, EA GAMES 15, EA GAMES 16, EA GAMES 17, EA GAMES 18, EA GAMES 19, EA GAMES 20, EA GAMES 21, EA GAMES 22, EA GAMES 23, EA GAMES 24, EA GAMES 25, EA GAMES 26, EA GAMES 27, EA GAMES 28, EA GAMES 29, EA GAMES 30, EA GAMES 31, EA GAMES 32, EA GAMES 33, EA GAMES 34, EA GAMES 35, EA GAMES 36, EA GAMES 37, EA GAMES 38, EA GAMES 39, EA GAMES 40, EA GAMES 41, EA GAMES 42, EA GAMES 43, EA GAMES 44, EA GAMES 45, EA GAMES 46, EA GAMES 47, EA GAMES 48, EA GAMES 49, EA GAMES 50, EA GAMES 51, EA GAMES 52, EA GAMES 53, EA GAMES 54, EA GAMES 55, EA GAMES 56, EA GAMES 57, EA GAMES 58, EA GAMES 59, EA GAMES 60, EA GAMES 61, EA GAMES 62, EA GAMES 63, EA GAMES 64, EA GAMES 65, EA GAMES 66, EA GAMES 67, EA GAMES 68, EA GAMES 69, EA GAMES 70, EA GAMES 71, EA GAMES 72, EA GAMES 73, EA GAMES 74, EA GAMES 75, EA GAMES 76, EA GAMES 77, EA GAMES 78, EA GAMES 79, EA GAMES 80, EA GAMES 81, EA GAMES 82, EA GAMES 83, EA GAMES 84, EA GAMES 85, EA GAMES 86, EA GAMES 87, EA GAMES 88, EA GAMES 89, EA GAMES 90, EA GAMES 91, EA GAMES 92, EA GAMES 93, EA GAMES 94, EA GAMES 95, EA GAMES 96, EA GAMES 97, EA GAMES 98, EA GAMES 99, EA GAMES 100.

**Lancey**  
Lancey is the studio's Creative Director and has worked with clients such as EA, EA GAMES, EA GAMES 2, EA GAMES 3, EA GAMES 4, EA GAMES 5, EA GAMES 6, EA GAMES 7, EA GAMES 8, EA GAMES 9, EA GAMES 10, EA GAMES 11, EA GAMES 12, EA GAMES 13, EA GAMES 14, EA GAMES 15, EA GAMES 16, EA GAMES 17, EA GAMES 18, EA GAMES 19, EA GAMES 20, EA GAMES 21, EA GAMES 22, EA GAMES 23, EA GAMES 24, EA GAMES 25, EA GAMES 26, EA GAMES 27, EA GAMES 28, EA GAMES 29, EA GAMES 30, EA GAMES 31, EA GAMES 32, EA GAMES 33, EA GAMES 34, EA GAMES 35, EA GAMES 36, EA GAMES 37, EA GAMES 38, EA GAMES 39, EA GAMES 40, EA GAMES 41, EA GAMES 42, EA GAMES 43, EA GAMES 44, EA GAMES 45, EA GAMES 46, EA GAMES 47, EA GAMES 48, EA GAMES 49, EA GAMES 50, EA GAMES 51, EA GAMES 52, EA GAMES 53, EA GAMES 54, EA GAMES 55, EA GAMES 56, EA GAMES 57, EA GAMES 58, EA GAMES 59, EA GAMES 60, EA GAMES 61, EA GAMES 62, EA GAMES 63, EA GAMES 64, EA GAMES 65, EA GAMES 66, EA GAMES 67, EA GAMES 68, EA GAMES 69, EA GAMES 70, EA GAMES 71, EA GAMES 72, EA GAMES 73, EA GAMES 74, EA GAMES 75, EA GAMES 76, EA GAMES 77, EA GAMES 78, EA GAMES 79, EA GAMES 80, EA GAMES 81, EA GAMES 82, EA GAMES 83, EA GAMES 84, EA GAMES 85, EA GAMES 86, EA GAMES 87, EA GAMES 88, EA GAMES 89, EA GAMES 90, EA GAMES 91, EA GAMES 92, EA GAMES 93, EA GAMES 94, EA GAMES 95, EA GAMES 96, EA GAMES 97, EA GAMES 98, EA GAMES 99, EA GAMES 100.

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## Client

**Pixel Media**

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To access our client's websites, please click on their logos.

JUCY JUCY LIVE Wii PAC-SUN GN element Wii PAC-SUN

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# Pixel Media

## Career

Pixel Media

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Want to join the Pixel Media team? Take a look below to see which positions are available. We always receive resumes and profiles, so we may not have room for everyone, so we advise you to apply to the position you are most interested in.

**Creative jobs Available**

- Graphic Designer
- Production Artist
- Illustrator
- Photographer
- Video Production
- Print Services

**Non-Creative jobs**

- Web Designer
- Web Programmer
- Account Executive
- Business Development
- Project Manager

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## Contact

Pixel Media

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Need more information? Please fill out the form so we can further assist you.

Name

Email

Phone

Web Design

Event Design

Graphic Design

What service do you want to be contacted about?

Illustration

Design

Services

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## Gallery

