#### **STEP 1: KICKOFF**

Understand the goal/idea



#### **STEP 3: BRAINSTORM**

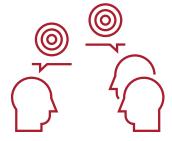
Brainstorm strategies and ideas



#### **STEP 5: PRESENT**

Present the idea with a proof and mockup





### **STEP 2: RESEARCH**

Collect information, inspiration and research



#### **STEP 4: DESIGN**

Develop concepts and designs



## **STEP 6: FINALIZE**

Finalize revisions until the goal is reached





# THE CREATIVE DESIGN PROCESS

## **STEP 1: KICKOFF**

Example: Create stickers that will instill hope for being outside, together, campfires, skiing, biking, friends, etc. No shape limits yet, just create some icons. Guitars, etc. All images should include a version of Bergmanbrand.com or We Help Brands Take Shape or Bergman but againi subtle and cool. Think Volcom, Vans, Hurley, etc.

## **STEP 2: RESEARCH**

Collect information, inspiration and research.



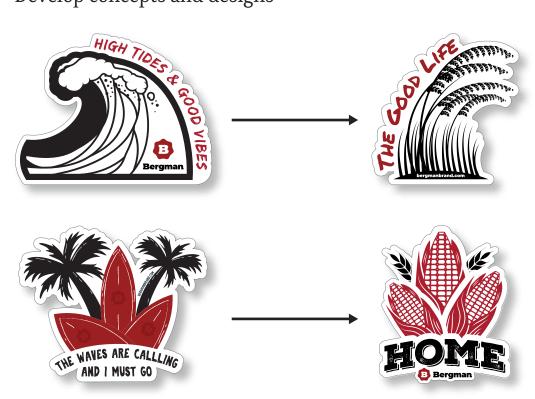


## **STEP 3: BRAINSTORM**

Stronger Together, Take me to the Mountains, The Mountains are Calling, Let the Good Times Roll, Stay Calm & Rock On, Friends, Caring, Together, Nebraska, Kansas, Wheat, Field, Corn, Prairie, Tractors, Windmill, Grass...

## STEP 4: DESIGN

Develop concepts and designs



# STEP 5: PRESENT

Present the idea with a proof and mockup



# STEP 6: FINALIZE

Finalize revisions until the goal is reached

