

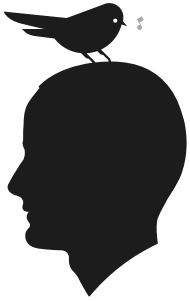
## Awards

### Carl Bender

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### 2009

- AIGA SF 2009 Gala, "Hung Up" Participant
- AIGA SF Enrichment Scholarship Recipient
- AIGA Rick Tharp Scholarship Recipient
- Boisset Family Vineyards Award for Design Excellence
- Adobe, CommArts and FWA Site of The Day awards for QuakeQuiz

### 2008

- Adobe Design Achievement Awards: Semifinalist in Print Communication for Urban Planning book
- W3 Gold winner for work done on Adobe RIA showcase
- W3 Gold winner for Tuft + Co.

### 2006

- Horizon Interactive Silver Award for Elkhart General Hospital website.
- Horizon Interactive Bronze Awards for Commodore Homes website
- Horizon Interactive Bronze Award for Ten Thousand Villages e-commerce website.

### 2005

- Horizon Interactive Gold Award for Woods Services.
- Horizon Interactive Silver Award for The Food Trust.

### 2004

- Horizon Interactive Bronze Award for Mor-Ryde

### 2003

- Jammy Nomination: Best Album Design for Lotus' Germination

### 2002

- Better Business Bureau of Western Michigan "Best in Advertising" for Ed Gray Studio

### Work Featured On

- [www.lovelypackage.com](http://www.lovelypackage.com)
- [www.bitique.co.uk](http://www.bitique.co.uk)
- [www.formfiftyfive.com](http://www.formfiftyfive.com)
- [www.strangeattractor.com](http://www.strangeattractor.com)
- [www.typojungle.net](http://www.typojungle.net)
- [www.1983.com](http://www.1983.com)
- [www.digitalthread.com](http://www.digitalthread.com)
- [www.netdiver.net](http://www.netdiver.net)
- [www.zeroin.gr](http://www.zeroin.gr)
- [www.lounge72.com](http://www.lounge72.com)
- [www.designerslife.com](http://www.designerslife.com)
- [www.ilovedzn.com](http://www.ilovedzn.com)
- [www.xygoxen.net](http://www.xygoxen.net)
- [www.mixinvisuals.com](http://www.mixinvisuals.com)

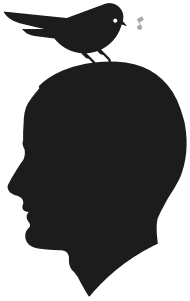
## Published Works

**Carl Bender**

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### 2010

- Anarkon, The Beautiful Ordinary, Wood and NEUE Magazine in **Gallery Magazine** Vol. 5, April 2010
- The Beautiful Ordinary, Wood and NEUE Magazine in **HOW Magazine's** International Design Issue, March 2010
- The Beautiful Ordinary in **CMYK Magazine** #46, February 2010
- Anarkon featured on **LovelyPackage.com**, January 2010
- The Urban Environment, Anarkon, Columbia Rebranding, The Beautiful Ordinary and Wood in **Design & Design Book of The Year** by Index Books, January 2010

### 2009

- Anarkon in **Faux Magazine**, November 2009
- QuakeQuiz.com in **Communication Arts** Interactive Design Annual # 5, June 2009
- Mundane Saves the World magazine in **HOW Magazine's** International Design Issue, March 2009
- **Mastery**, Academy of Art Masters Guidebook, September 2009
- Poster entitled, *(y)ours* in **Democracy** by Fleuron, October 2009

### 2006

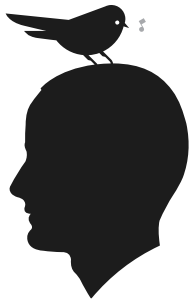
- RedReactor.com in **Web Design Index**, Edited by Günter Beer, 2006

## Interview

Academy of Art Web Stories  
Interviewed by Academy of Art  
May 2009

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The distinguished School of Graphic Design is pleased to announce that recent graduate Carl Bender has been awarded the prestigious 2009 AIGA Enrichment Scholarship.

Known for being a dynamic leader in the world of graphic design, Academy of Art University has had the unique distinction of being named the winner of the prominent AIGA Enrichment Scholarship five times since 2000, clinching all the top honors along the way.

This year's AIGA scholarship format was updated to chose a winner from each school. Carl not only won the \$500 scholarship for Academy of Art University, he also earned the grand prize, The Rick Tharp Scholarship. His work, including the award-winning pieces, can be see online at [79nm.com](http://79nm.com) and Carl's own site, [okaybeta.com](http://okaybeta.com).

#### **Q. How does it feel to be a winner not only once, but twice?**

Great. Yeah, what can I say. It was an honor to know that the judges, all from such amazing companies, liked my work enough to award me both scholarships. There were lots of VERY talented people in the running, some of which I had gone through school with, and to be honest, I was a little surprised to have received even one, let alone two.

#### **Q. Did you go to the AIGA Portfolio Day event to receive your award? What were your impressions?**

I didn't actually make it to Portfolio Day. In the haze of finishing up my degree, graduation and spring show the information got buried and I didn't realize they were awarding the scholarships on that day.

When a friend of mine texted me that morning to let me know I had won, I was really confused. Needless to say I felt like a bit of an idiot for not being there, but Mary Scott was gracious enough to accept them in my absence.

#### **Q. What do you think it is about your work that made it stand out from the rest?**

If I had to take a guess I would say that all of my submissions shared the common theme of attempting do some good in the world, and a common theme, regardless of what it was, was what I think they were looking for.

While sometimes an important part of its function, I think design can be utilized for so much more than simply greasing the wheels of commerce. The projects I submitted attempted to either educate an audience about some important topic or simply make them smile and for a second see some unexpected beauty or truth.

#### **Q. How has your training at Academy of Art University prepared you to be an award-winning designer?**

I had to smile after reading this question. "Award Winning Designer," just sounds odd at this stage for some reason... Actually I might have to put that on my business card from now on... "Carl Bender: Award Winning Designer." :)

I think more so than the conceptual and technical skills I've picked up at the Academy, finding my own unique perspective as a designer has been invaluable and Design Department does a good job in facilitating that process. There are so many great designers out there doing stunning work, but if you don't have a voice, a perspective, a reason for doing what you're doing, it's easy to get lost in the crowd.

#### **Q. Which Academy instructor has been most influential to you?**

Yikes. That's a hard one. Every instructor I've had has been the right instructor for me at the specific time I was instructed by them. There has been more than one instructor that really stuck their neck out for me, recommended me for one thing or another, or got me involved outside of the classroom, and that has been invaluable.

The first instructor that made me think I might actually be doing something right was Hunter Wimmer and that early vote of confidence went a really long way. Brian Singer, Michael Kilgore, Stan Zienka and Jennifer Sterling were all exactly what I needed at the time I took their class. More recently Michael Sainato was really beyond helpful and encouraging as my final semester advisor... I can't say enough good things about him. And of course, Phil Hamlett. He was the reason I came to the Academy in the first place and as a director has been really helpful in connecting me with the right people at the right time and going above and beyond the call of duty in so many ways.

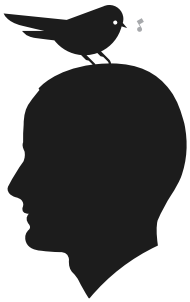
#### **Q. What are your goals after you graduate?**

Next week I'm going on a month long vacation, relaxing and officially closing this last academic chapter of my life. When I get back in July I'll be starting work full time at, "I shot him because I loved him, damn him," a design firm doing a lot of socially motivated design.

## Interview

Zeroin.com  
January 2006

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**Q. Hey Carl, please give us an idea of your background, your influences and inspirations.**

I got into interactive design my last few years of college and was able to get an internship with a great company that had some faith in me, though in retrospect my work wasn't that fantastic at the time. Back then I was really only interested in interactive design but have since been able to branch out and do more print work over the past two years which I've loved. As far as inspirations go I would say music is a big one, I can't work without a huge set of headphones on and some good music. Other designers / artist that I've respected in the past and present include Non-Format, Mike Young & Mike Cina, Thomas Brodahl, Thomas Schmidt, Mike Hansen, Dave Kinsey, The Heads of State, and the ton of other amazing people and work I come across every day on the web.

**Q. You have worked in various fields (print, web, cd-rom). What do you enjoy doing the most?**

Print, without a doubt. I love having something to hold in my hands at the end of the day, and though it's proven to have just as many production headaches as interactive design, I really enjoy it. In a perfect world I'd like to be doing a balance of about 70% print work and 30% interactive work.

**Q. Why don't you tell us more about your experience of working for the music industry?**

My experience with the music industry has been great thus far. I've found that record labels or bands give me a lot more creative freedom than some other clients do. I think some of my most interesting work has come out of those situations. Over the years I've been able to work with some great people that trust my aesthetic and really respect what I do. Working with clients like that makes the design process go way more smoothly and those types of projects are usually the most fun to work on.