

Tanaka Mapondera.



Selected graphic design.

Publication, identity, type and
interaction.

Working between form, people
& technology.

MFA Graphic Design candidate
Rhode Island School of Design '27
RISD Presidential Fellow

tanakamapondera.com ↗

SEVEN PROJECTS



01 Nocturna Music Festival

2025



Identity / Typography



02 Without Words

2026



Generative design / Publication



03 Matobo Hills Identity

2025



Identity / Cultural landscape



04 Melody / Chorus

2025



Publication / Experimental typography



05 Spatial Typography

2025



Artist book / Spatial design



06 Catch the Eggs!

2026



Creative coding / Interaction



07 A Wish for the Summer

2026



Interaction / Publication

[Click a project to explore](#)

Nocturna Music Festival

2025

IDENTITY / TYPOGRAPHY

Type that moves like music.

A typographic identity for a concept house and electronic music festival. Using Arial Black as a starting point, I built a visual language of repetition, distortion and atmospheric texture.

An accent color brings the lineup forward across posters, environmental applications and merchandise.

FOCUS

Typographic identity
Systems thinking
Print + environmental applications

Shown: identity applications and typographic explorations.



Without Words

2026

GENERATIVE DESIGN / PUBLICATION

Sound, translated into a book.

I developed a generative procedure that translates emotions experienced while listening to music into visual form. This hand-bound publication tests whether a reader can encounter that feeling without hearing the original sound.

Minimal language, floral imagery and tactile construction guide the experience.

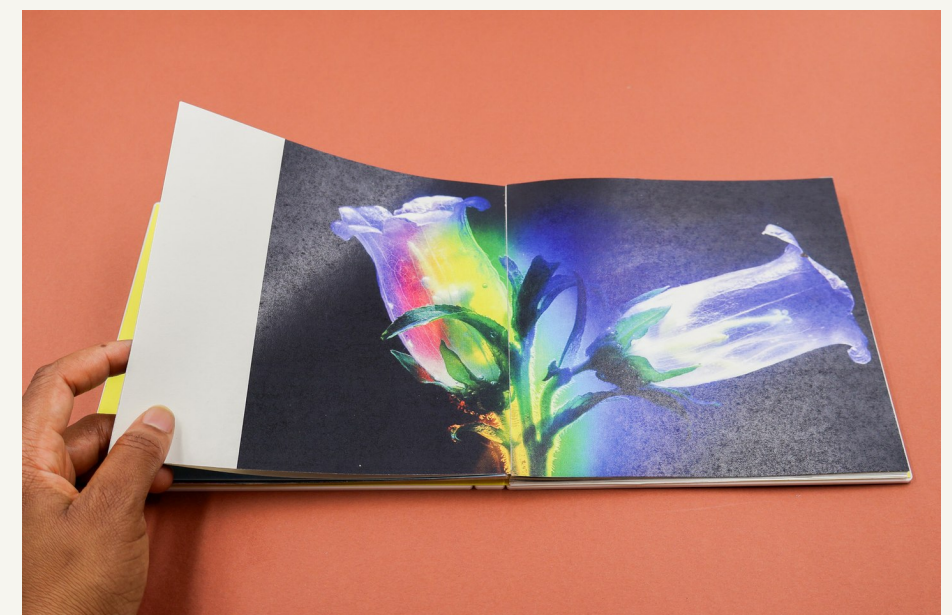
FOCUS

Synesthesia + generative design

Publication + typography

Laser cutting + bookbinding

Sound source: JVKE, This Is What Falling in Love Feels Like.



Matobo Hills Identity

2025

IDENTITY / CULTURAL LANDSCAPE

A landscape.
A living archive.

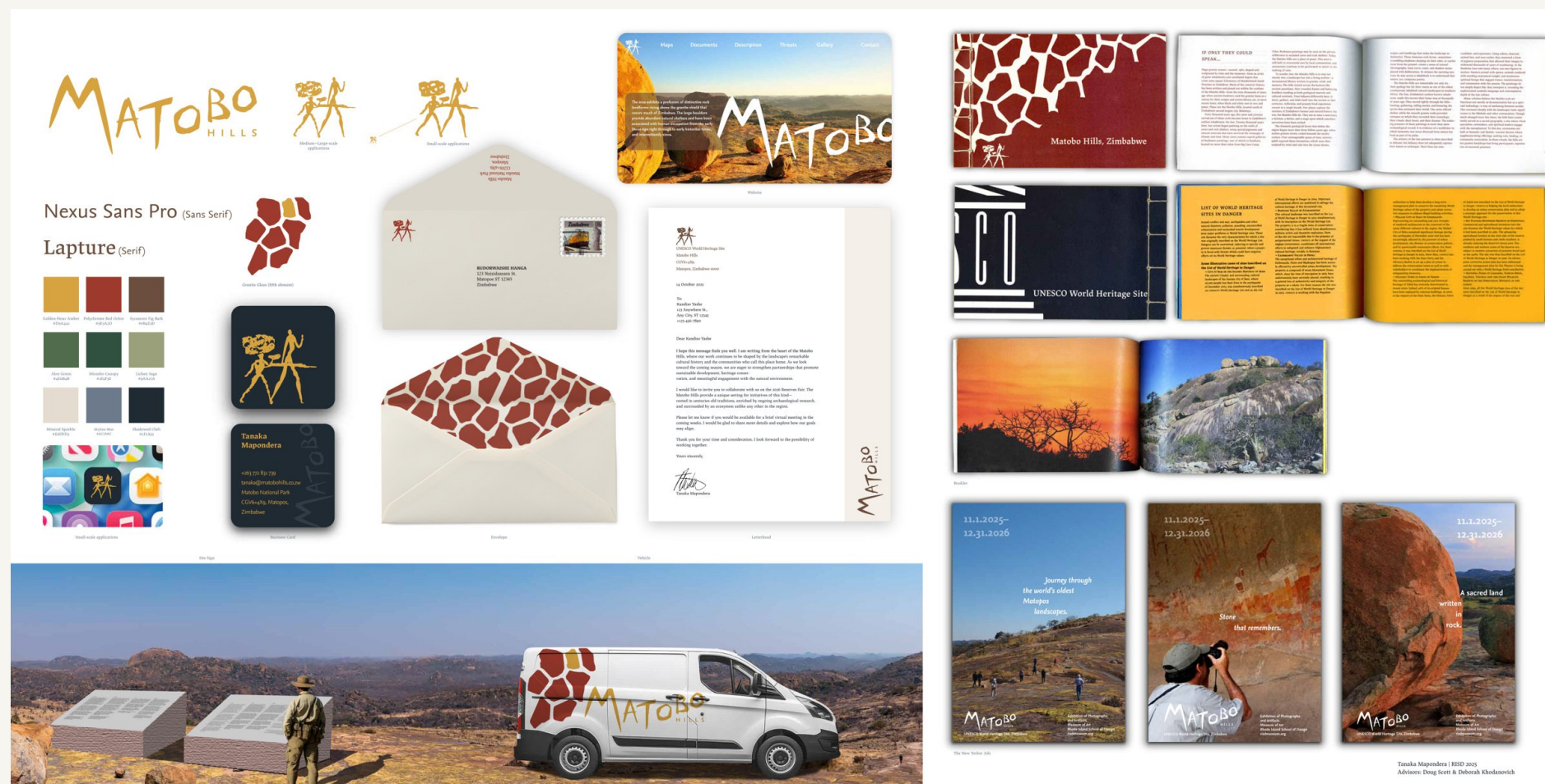
An identity system that engages Matobo Hills as both landscape and living archive. Rock formations, ritual sites and visual histories become the basis for a visual language about memory, spirituality and time.

The system extends across publications and applications at multiple scales.

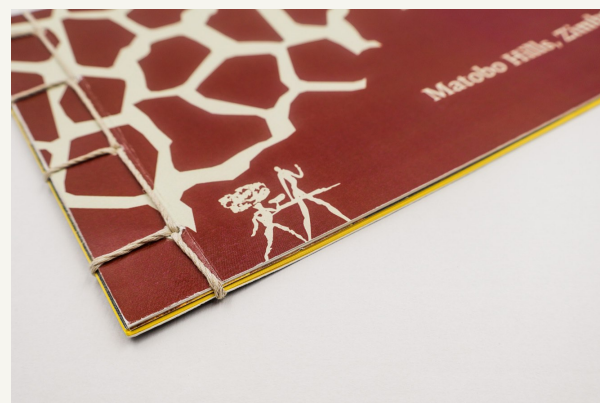
FOCUS

Identity system + naming
Publication + bookbinding
Digital + environmental applications

Shown: system overview, binding and selected publication details.



IDENTITY SYSTEM / OVERVIEW



Melody / Chorus

2025

PUBLICATION / EXPERIMENTAL TYPOGRAPHY

Two voices,
one intimate
reading space.

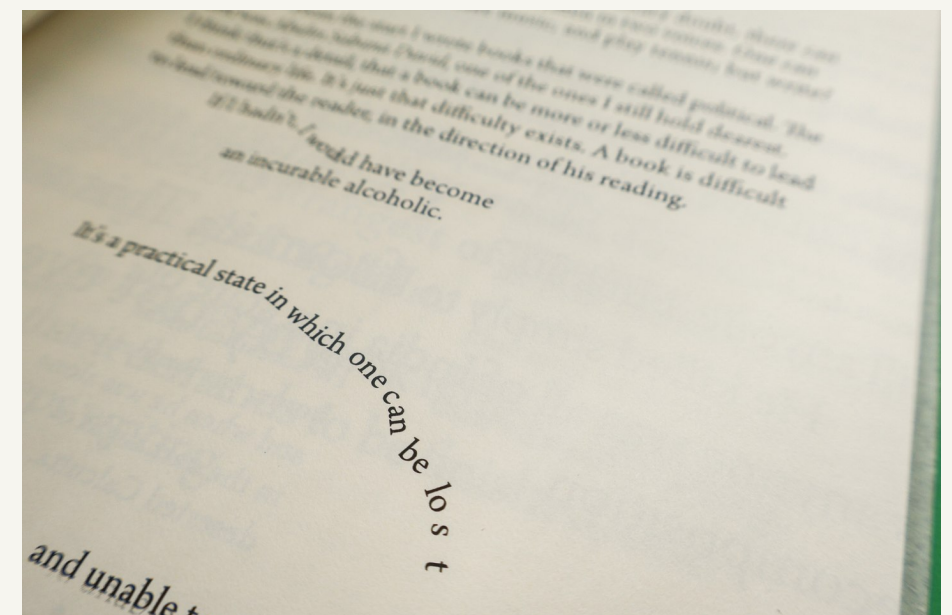
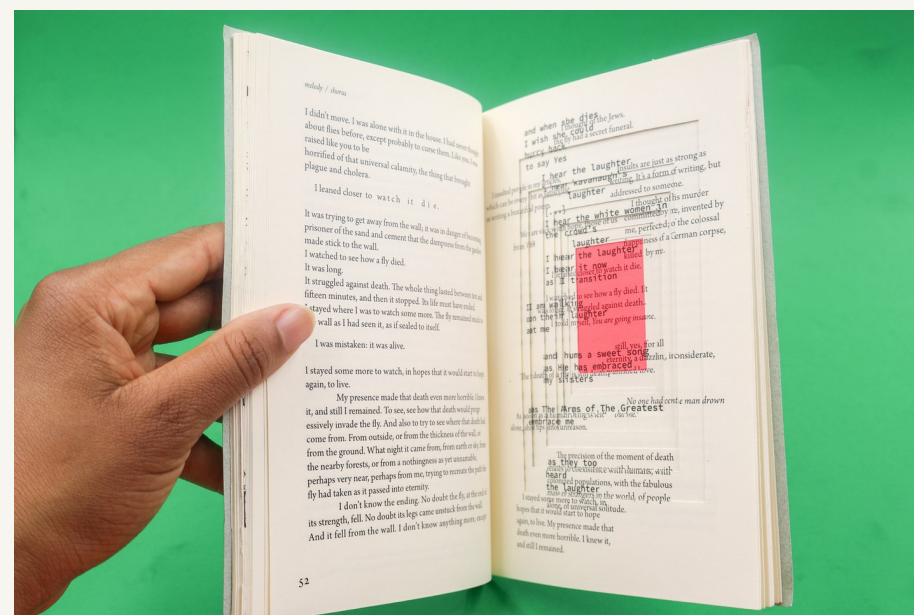
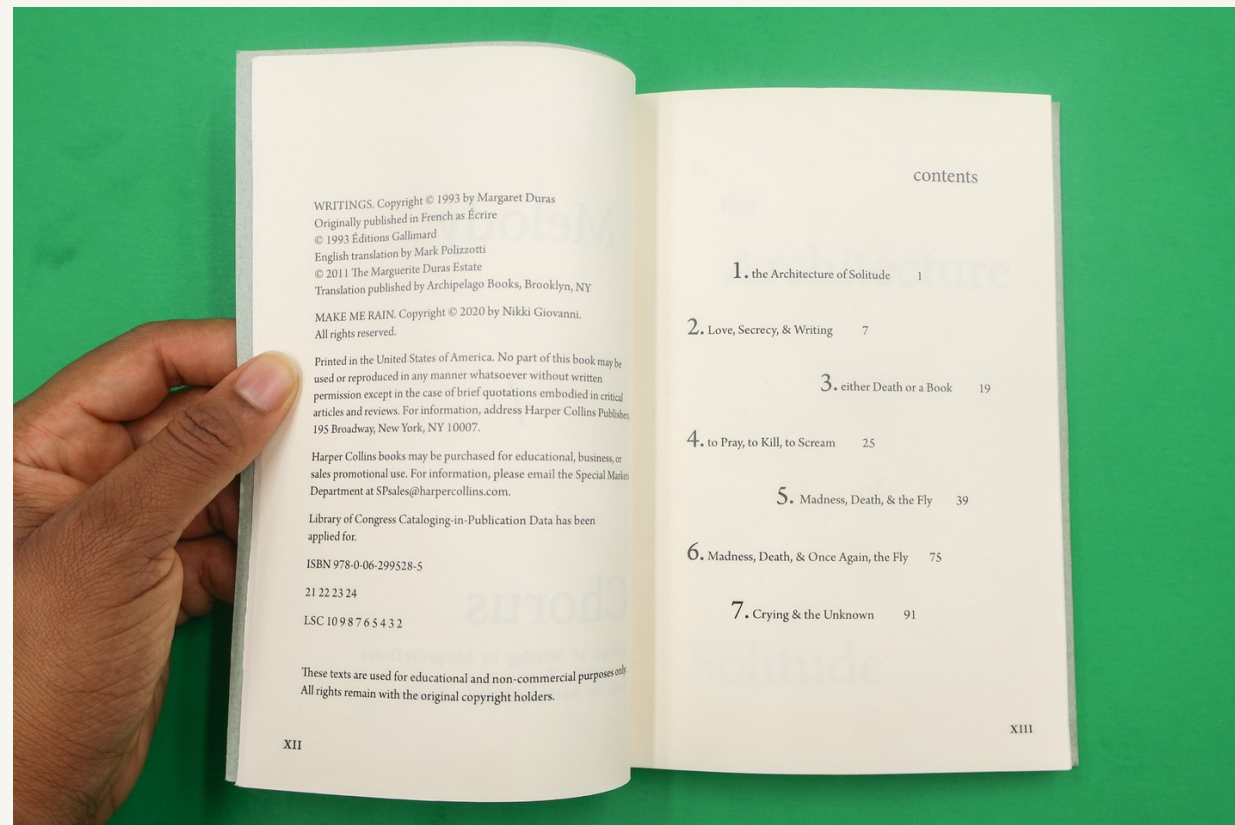
A typographic duet between
Marguerite Duras and Nikki Giovanni,
exploring solitude, grief and writing.
Serif and monospaced voices meet
through pacing, silence and spatial
composition.

The book uses type and the turn of a
page to shape a slow, atmospheric
reading experience.

FOCUS

Multiple voices + editorial pacing
Experimental typography
Publication + bookbinding

Texts by Marguerite Duras and Nikki Giovanni.



Spatial Typography

2025

ARTIST BOOK / SPATIAL DESIGN

Typography in three dimensions.

A hand-bound artist book exploring El Lissitzky's spatial typographic principles. A laser-cut cover and variable opening structures allow the pages to stand, extend and collapse.

The narrative shifts as the reader handles the object, treating words, pages and folds as architectural planes.

FOCUS

Spatial + experimental typography
Laser-cut cover
Variable structures + bookbinding



VARIABLE STRUCTURES / THE BOOK IN SPACE

Catch the Eggs!

CREATIVE CODING / INTERACTION

A game played
with the
whole body.

Built in p5.js with body-pose tracking from ml5.js, Catch the Eggs! connects movement in a room to a real-time digital game.

Sound, colorful visuals, touch-free navigation and the reward of winning create an experience designed to evoke curiosity, anticipation and joy.

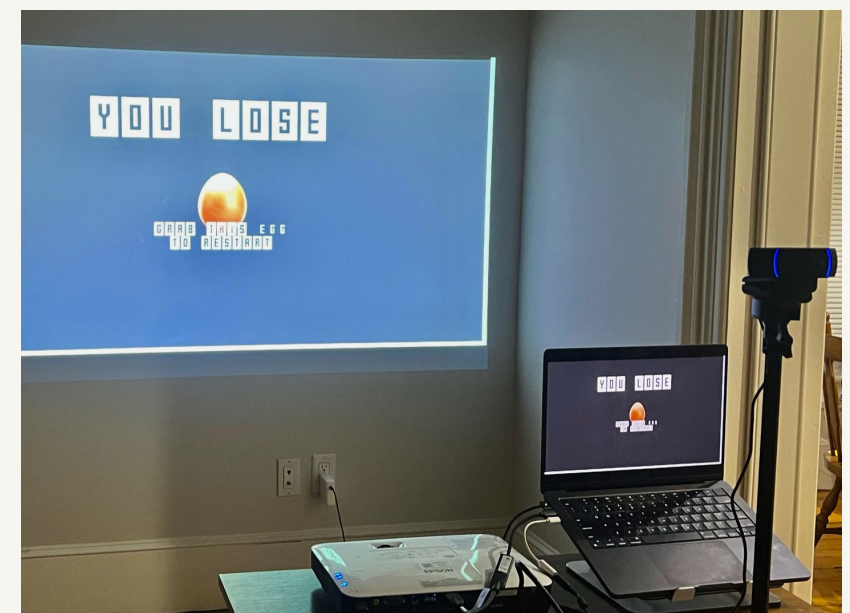
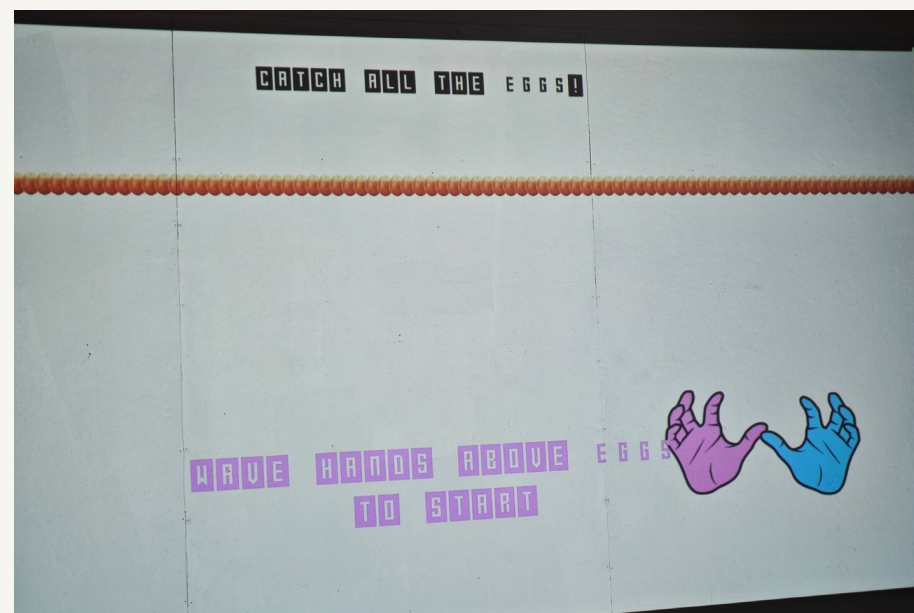
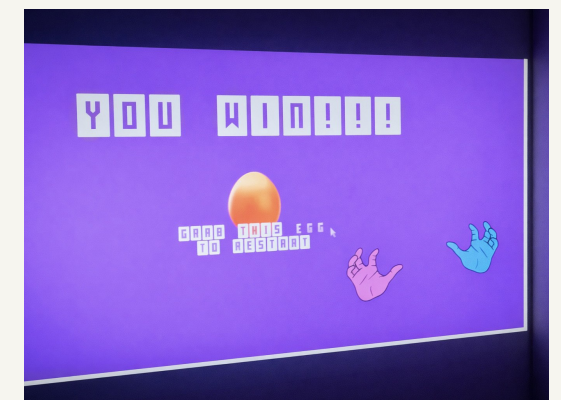
FOCUS

p5.js + ml5.js

Body-pose interaction

Sound + spatial experience

Shown: physical play, installation setup and game states.



A Wish for the Summer

2026

INTERACTION / PUBLICATION

A spoken wish. A printed memory.

An interactive installation that turns spoken wishes into typographic portraits. A participant's words populate their body image in real time, and the portrait is printed with the wish as its caption.

The experience continues through a take-away publication and journaling cards, moving from voice and gesture to a shared, physical record.

FOCUS

Speech recognition + body tracking
Live typography + thermal printing
Publication + audience participation

An analog-digital-analog cycle of reflection, play and care.

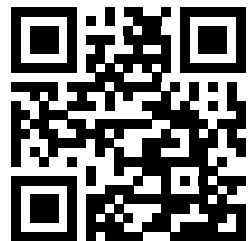


Say hello.

Working between form,
people & technology.

I work across graphic design, industrial design
and interactive experiences.

Based in Providence, Rhode Island.
From Harare, Zimbabwe.



[SCAN FOR THE PORTFOLIO](#)

tanakamapondera.com

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