

# CINDY GUAN

## GRAPHIC DESIGNER

Writer, illustrator, and designer based in the Bay Area who combines bookbinding and fandom culture to bring people together.



# 01 REPAIRING GREENVILLE

Designing an Architectural Case Study

In an editorial design class taught by Bob Aufuldish, I and 2 other students were selected out of the class to design a book for CCA's architecture division.

Architecture students had designed new buildings for Greenville after the town burned down in 2021, and this book documents the perspectives of the students and teachers, their design process, stories of healing from townspeople who survived, and essays written by the faculty and chair of the program.

Under student design director Sherry Chou, I implemented the design system she had developed, designing layouts and setting type and images.

A limited run was printed in 2025.





Repairing Greenville: An Architectural Case Study  
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Book design by Sherry Chou, Cindy Guan, and Lucie Tran

# REPAIRING GREENVILLE

An Architectural Case Study

A collaborative research project  
by California College of the Arts

**Edited by:**  
Mark Donohue  
Alia Brookshire

Novato, California  
ORO Editions  
2025

CCO / CCA  
ARCHITECTURE

## For Us By Us

Ahsud Abjari  
Haege Kuang  
Vivash Sart

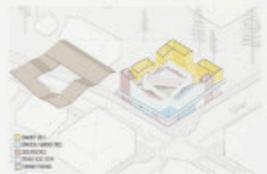


Left: Ahsud Abjari  
Middle: Haege Kuang  
Right: Vivash Sart

This project seeks to reinvent Greenville's local economy by connecting local makers, artisans, and manufacturers to the greater community. Ahsud Abjari, Haege Kuang, and Vivash Sart propose a community marketplace that offers local makers, artists, and small businesses a space to connect directly with Greenville's customers. With a central, public-facing and accessible system that opens us to accessible, local businesses who utilize the space are able to connect directly with Greenville's customers, local, local and you, too, are.



The building's ground floor is lined with commercial and workshop spaces that bring visitors in from the sidewalk, leading to their banks, a public market, and community events located in the courtyard, an open-air parking lot to provide upper-level housing units above for a market in residence program. In consultation with Greenville's community members, Ahsud, Kuang, and Sart's local-based local business as an essential component of the town's recovery. They propose that through centrally located, collective resources supporting local business owners, Greenville can rebuild a resilient local economy rooted in community connection.



How can an Innovation Center serve as both example and catalyst for **REIMAGINING** civic infrastructure?

## Timber Town Innovation

Alan Anderson  
CDA Architects



Left: Alan Anderson  
Middle: CDA Architects  
Right: Alan Anderson

Timber Town Innovation Center seeks students to engage in a very active public debate about the location and community center building for Greenville, taking various different scenarios for design and site configurations. This was a current, real project being explored through the regional leadership of the Blue Fire Collaborative, which acted as the client, representative and project partner for our studio, together with numerous additional professional consultants. Each student group was tasked with working on the program and site that was most important to the needs of the community, and active in the public imagination and dialogue, which made student site visits and participation in monthly community meetings vital to the process. The direct engagement allowed the students to hear first-hand the widely varying expressions of need and priority, and for them to identify particular in the process of synthesizing and prioritizing the many, if not.

While it was in agreement that some kind of community hub was needed, there were many different images and ideas about what exactly it should be and do. Instead of choosing one single definition or direction for the student work, it instead that one of the most important opportunities we could make to the town was to try and explore the wider range of possibilities by asking each student team to develop to our vision of a community center, drawing



While the elementary school has not yet to operate, the high school renovation project was a short-term priority to provide a safe, healthy, and modern campus. Already demonstrating its value to the community in recent years, the two-story building of the Greenville School District is a key asset to the town's recovery. The school's location and proximity to the downtown area, as well as its proximity to the downtown area, makes it a key asset to the town's recovery. The school's location and proximity to the downtown area, as well as its proximity to the downtown area, makes it a key asset to the town's recovery.

The challenge that we took on as an architect was to play the role of a facilitator, rather than a designer, to help the school district and the town of Greenville to reimagine the school's process and physical form of the town's school, rather than remaining solely on the former campus. We sought to take the previously site to live between the former downtown and the school campus, bringing community members and the school district, and engaging some of the town's most prominent educational institutions into a collaborative process in the town center. With the previous public high school project relocated to other nearby towns, the Greenville campus became available in the downtown area, which could be repurposed for temporary facilities or nearby Taylorville for several years, increasing in student population as it developed into a joint project with the nearby Taylor College in nearby Greenville, which largely focused on preparing students to participate in opportunities within the existing local economy. Our studio connected with the town of Taylorville to explore the possibility of the school for the Taylor Valley Academy, and with their planning for how they might use the facility in the coming school year. This provided a unique opportunity for our students to learn from and contribute to a dynamic real-world situation, allowing them to work closely with leaders of the Taylor Valley Academy and other local leaders as they considered options for reimagining the old school.

Left: Alan Anderson  
Middle: CDA Architects  
Right: Alan Anderson



Left: Alan Anderson  
Middle: CDA Architects  
Right: Alan Anderson



## 02 CDS COMMUNITY

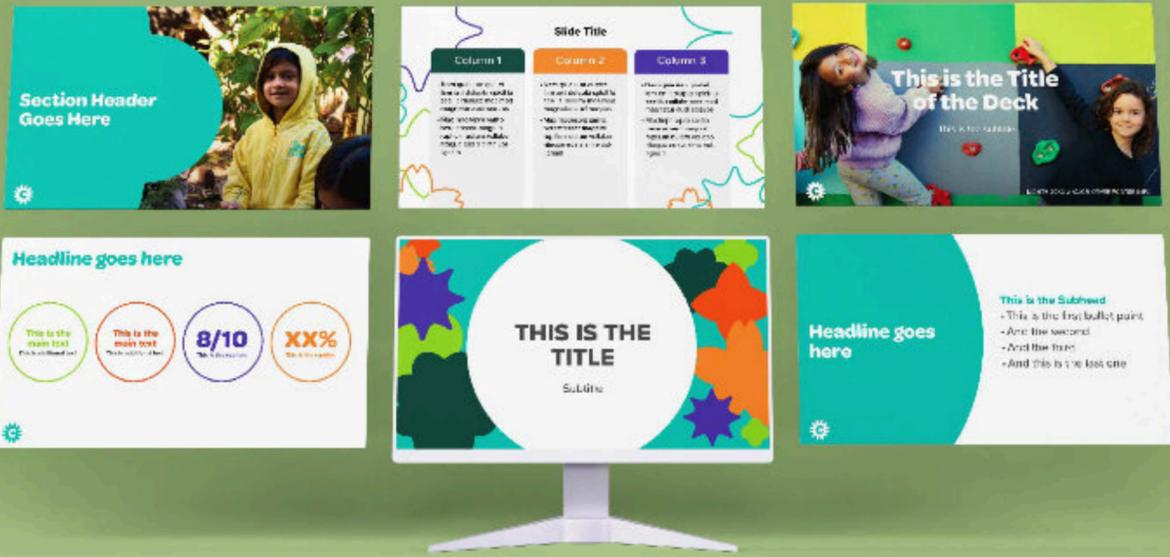
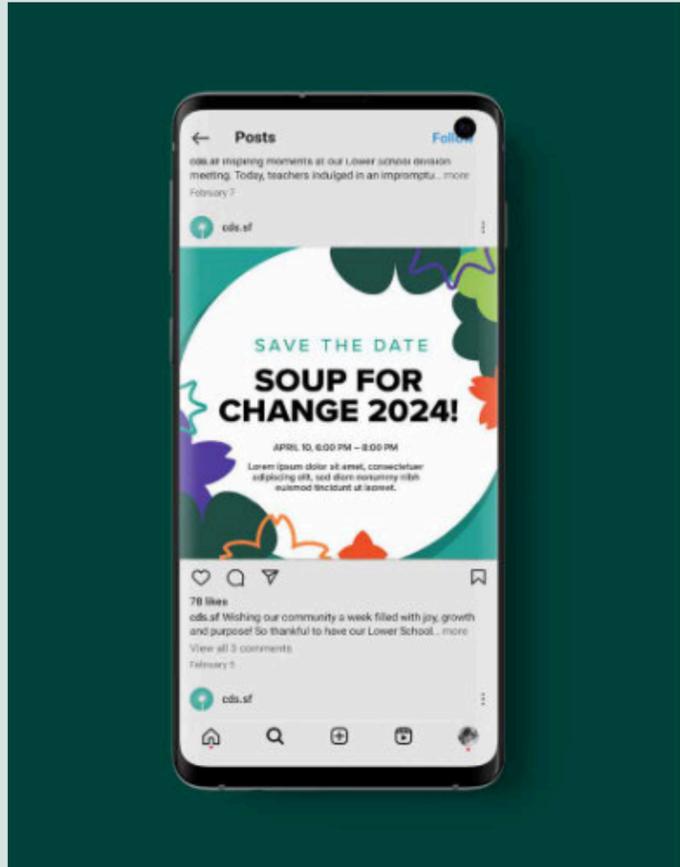
### Children's Day School Branding Campaign

A new branding system for Children's Day School's new community outreach program, aiming to give it recognizability and liven up the visual identity, with TBD\*, a student-run design studio at California College of the Arts.

Many clients come in need of a makeover or a project that builds on existing design, and Children's Day School (CDS), a K–8 public school in San Francisco's Mission District, was no different.

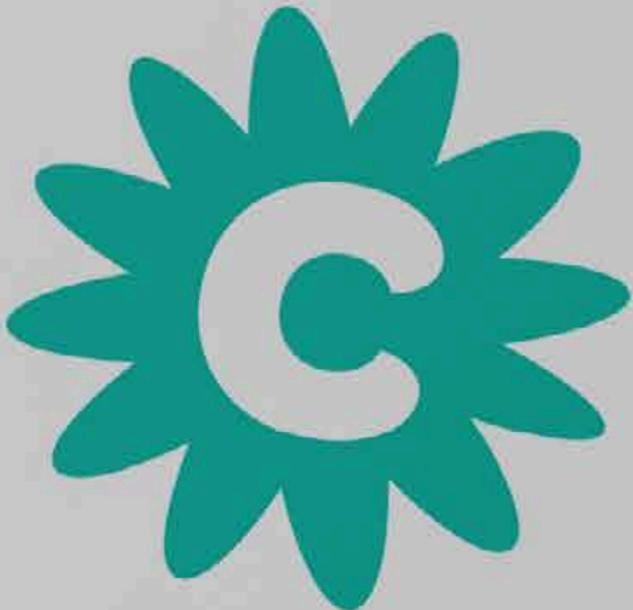
They were planning a new community outreach program and wanted a design for it, a "sub-brand" to its current brand, that spoke to what CDS was really about—its inclusiveness and social consciousness, its unique blend of STEM and arts, and above all, its community.







COMMUNITY  
CHILDREN'S DAY SCHOOL



COMMUNITY  
CHILDREN'S DAY SCHOOL

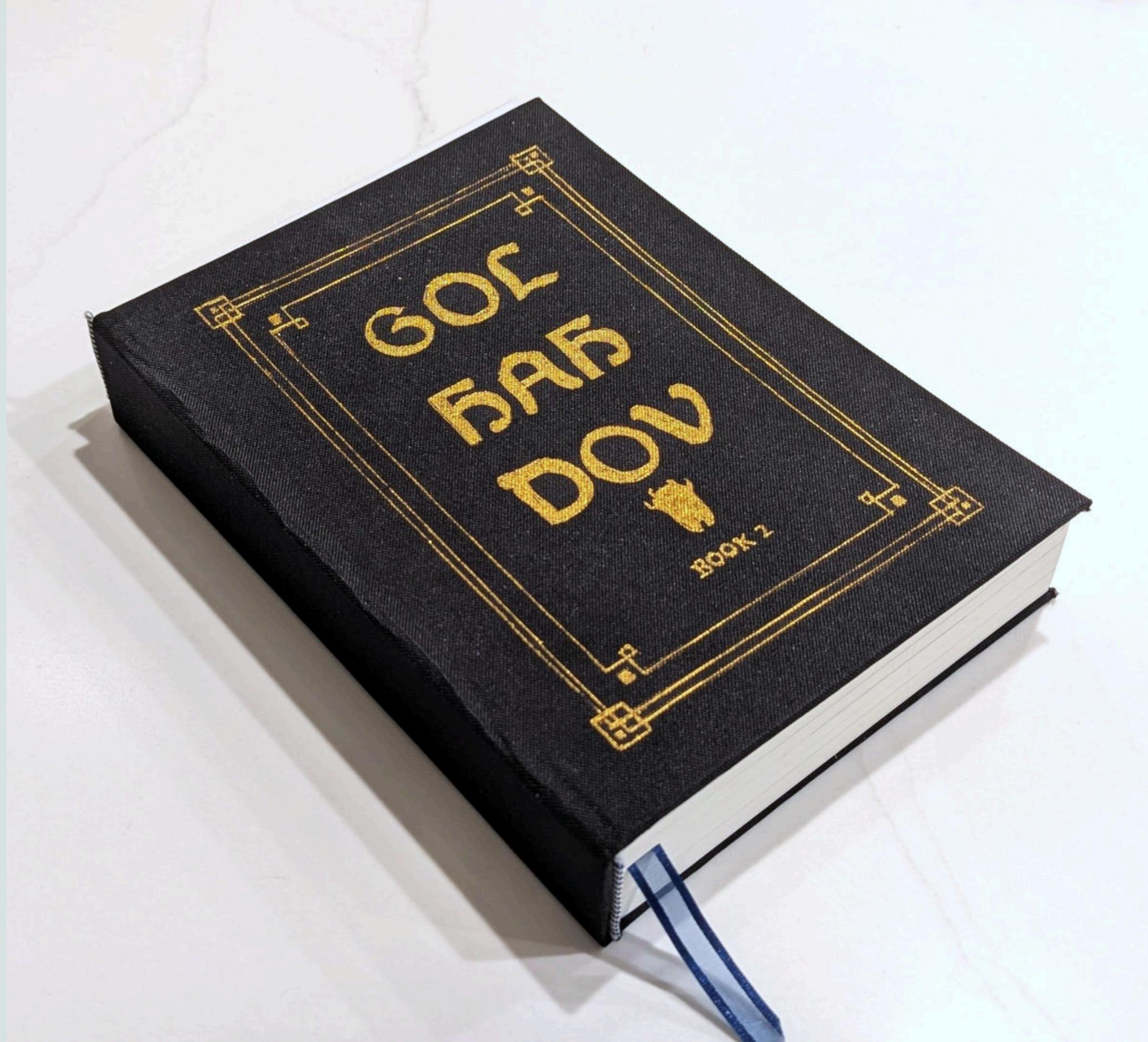


## 03 GOL HAH DOV

Fanfiction Typeset and Fanbinding

*GOL HAH DOV* is a wildly popular fanfiction based on the video game *Skyrim*, written over the course of two years. I've always loved being able to hold the books I love in my hands to reread over and over, spurring me to create this passion project in my final semester of college; not for any class, but because I wanted to enough to devote hours of free time to it.

Collaborating with an artist who made the cover design, interior illustrations, and strong ideas for the style, I typeset the 376,776-word manuscript and bound it into two physical volumes.





# 04 THE TAROT

## Classification Diagram of Tarot Cards

A diagram of the classification and meaning of all 88 tarot cards that can bring you from a complete beginner to tarot to being able to conduct your own tarot reading!

Featuring custom handlettering inspired by the work of Jessica Hische, the muted palette with gold accents evokes fantasy, spirituality, and antiquity.



AND'S, FIRE...

THE HIGH PRIESTESS

...the Magician is the  
The High Priestess is the  
...knowledge and hidden

1

# THE MAGICIAN

**UPRIGHT** Manifestation, resourcefulness  
**REVERSED** Manipulation, poor planning  
As a master manifestor, The Magician brings  
you need to make your dreams come true. Ser  
now is at your fingertips.

## 05 SUMAC & STERLING

Restaurant Branding Concept

Sumac and Sterling is a brand concept for a high-end tea house inspired by the arts and crafts movement. In keeping with the theme, the monogrammatic logo resembles the vines and leaves of a plant, and both it and the graphics developed for this concept were executed using hand-carved lino prints.





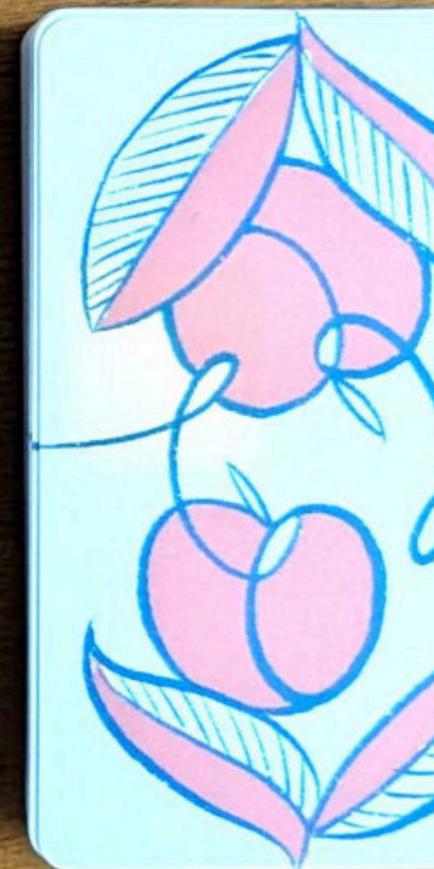
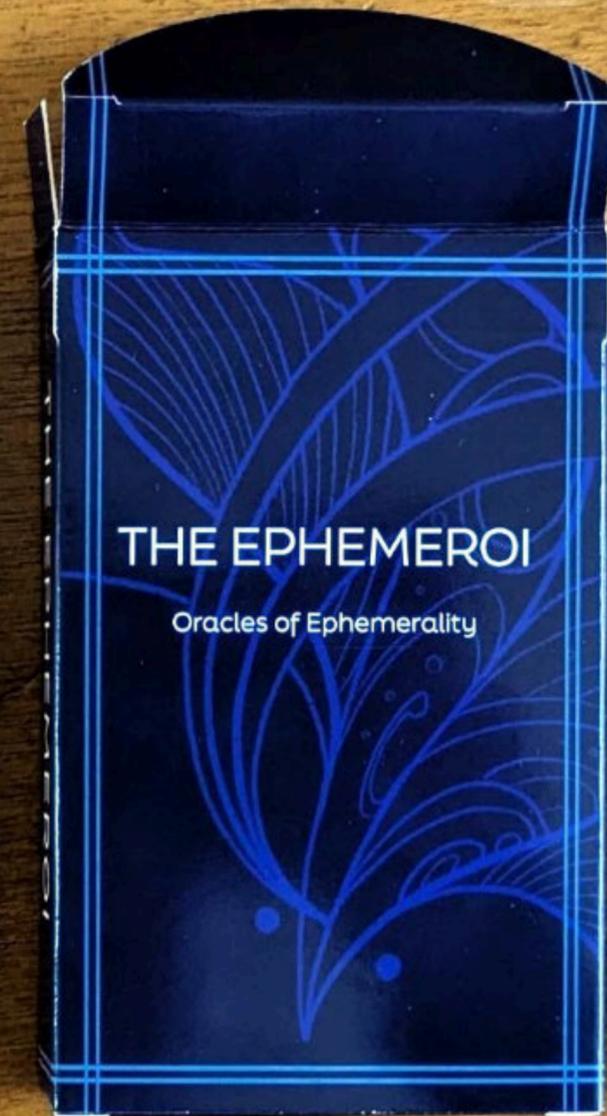
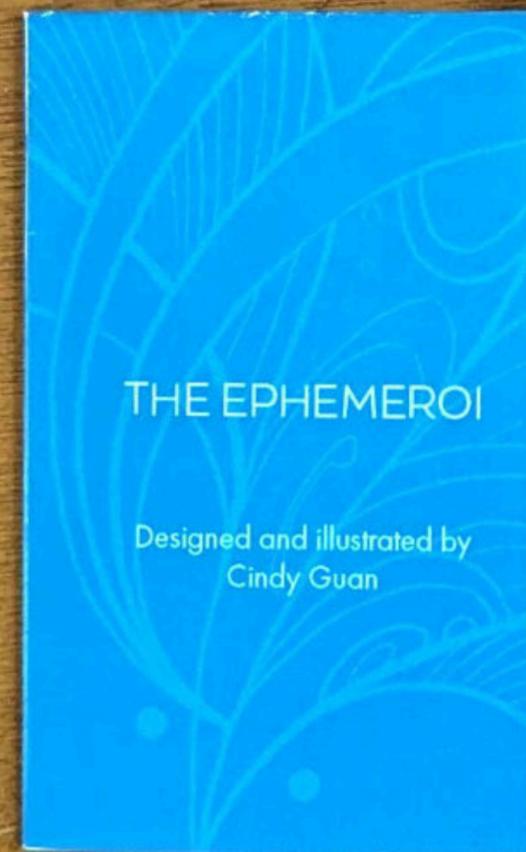
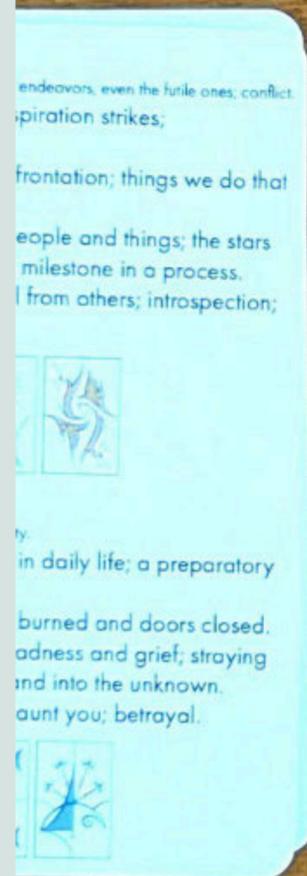
## 06 THE EPHEMEROI

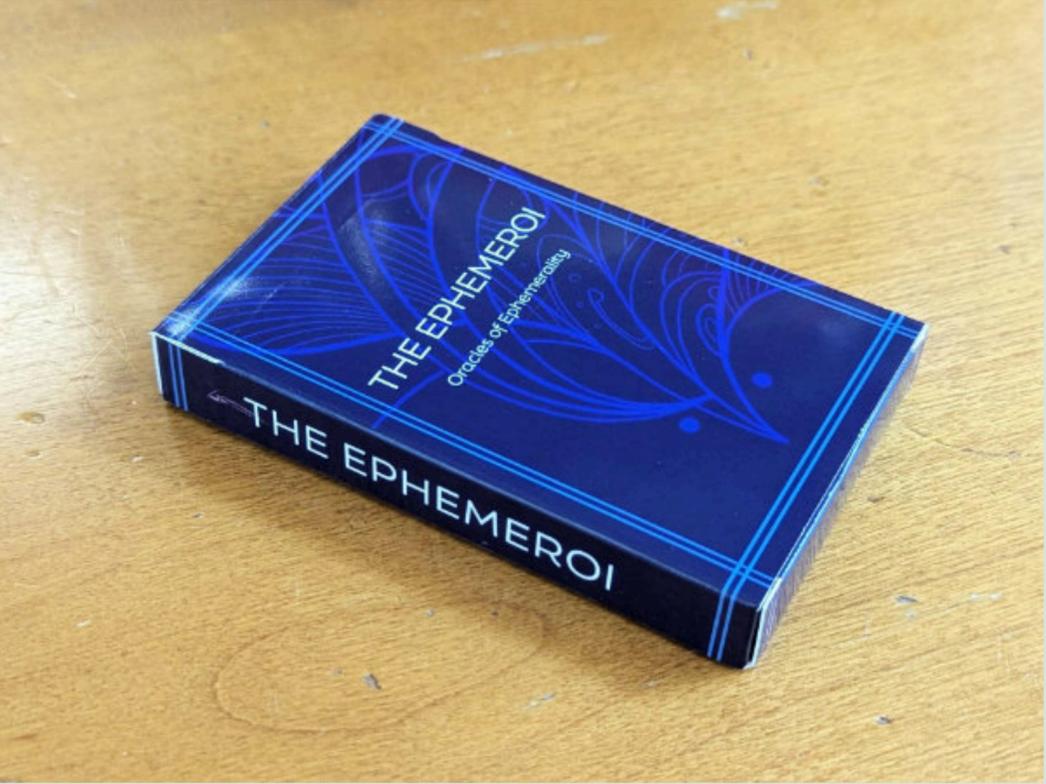
Oracle Cards Design Thesis Project

Complete with an enclosed instruction booklet, modular hand-drawn art, and unique fronts and backs, the Ephemeroi is a set of 40 cards that can be used to play hanafuda games, make card divinations, construct modular artworks, and tell prompt-based stories, all in one deck.

The variety of ways this deck can be played, as well as the nature of play and games, represents the given theme: ephemerality.

A limited run was printed and sold in 2024.

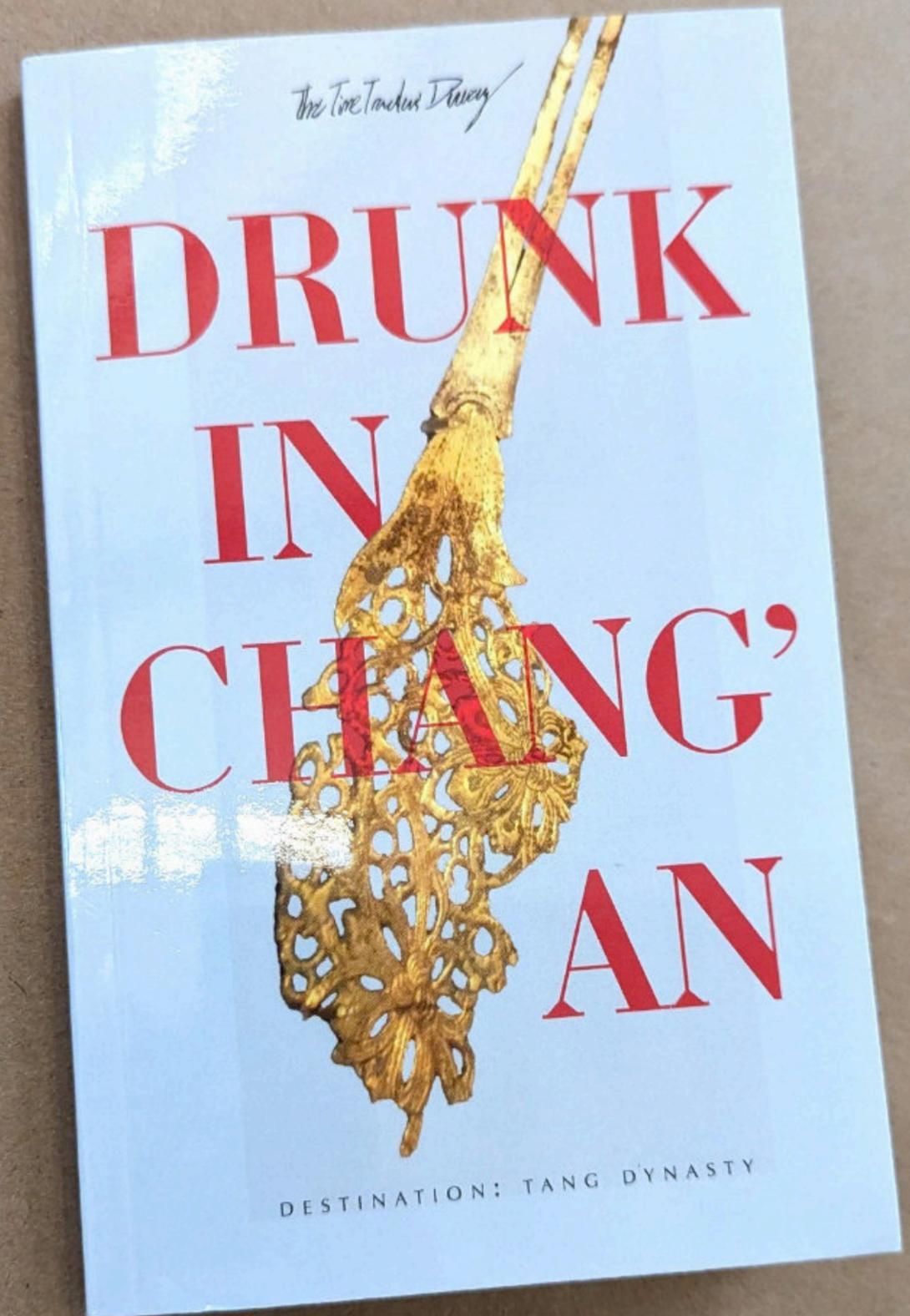




## 07 DRUNK IN CHANG'AN

Time Travel Journal Concept

Based on the concept of a time traveler documenting different periods of history, this edition of *The Time Traveler's Diary* focuses on daily life in Tang Dynasty China. This journal combines elements of the old and new, depicting ancient works of art and earthy colors with bold type and graphic uses of imagery to create a distinctly anachronistic style.



When meeting people, men and women covered their hands with their sleeves. If they needed to use their hands, they folded the sleeves back across their forearms. Those sleeves were ideal places to hide daggers if one had a murderous intent. Men's skirts were tied at their waists. The hems brushed the floor and covered the feet, exposing only the toes of shoes.

The everyday apparel for patricians was much plainer. In fact, it was very similar to that for commoners: baggy trousers and tunics with round collars. However, there were no restrictions on the lengths of the tunics nor the kind of fabric for them. Silk was, of course, the preferred cloth. The standard headgear for men was a cloth cap of turban that wrapped around the forehead and rose up at the back to form projections in various shapes above the head. It was tied in a knot at the back, and the ends of the excess material hung down like tails. Sometimes the ends were starched or lacquered so that they juttied out vertically like wings. Boots were common footwear because horseback riding was an essential mode of transportation for

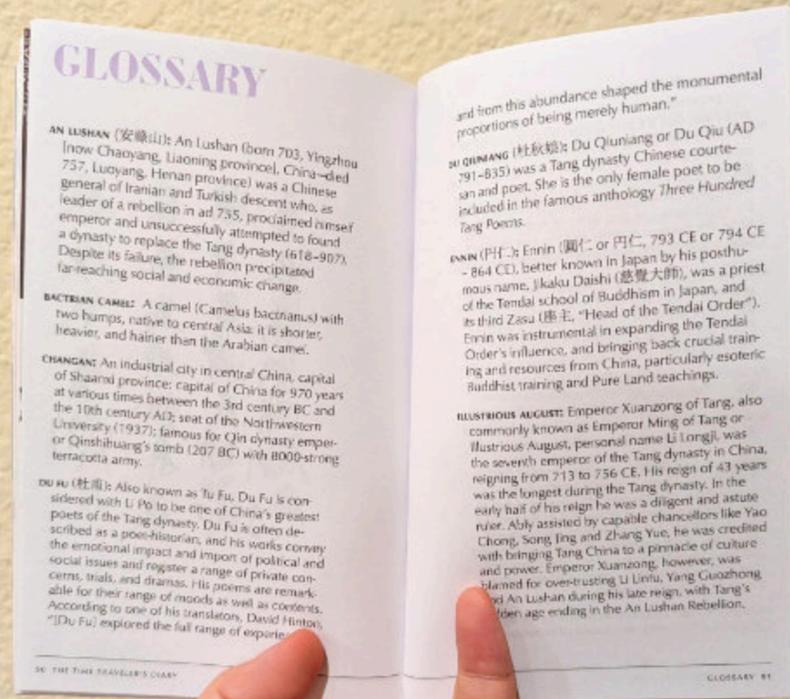
the upper classes. The skin of a deer that roamed the forests of the south supplied the best leather for them. The hides were dyed red before the bootmakers set to work.

Peasants wore raincoats made out of reeds or straw that hung down from their necks and covered their bodies. The well-to-do used oiled cloth to protect themselves from downpours. A collection of medical prescriptions had a bizarre formula for waterproofing cloth:  
Place spiders  
in a pot and  
feed them



玉石

JADE



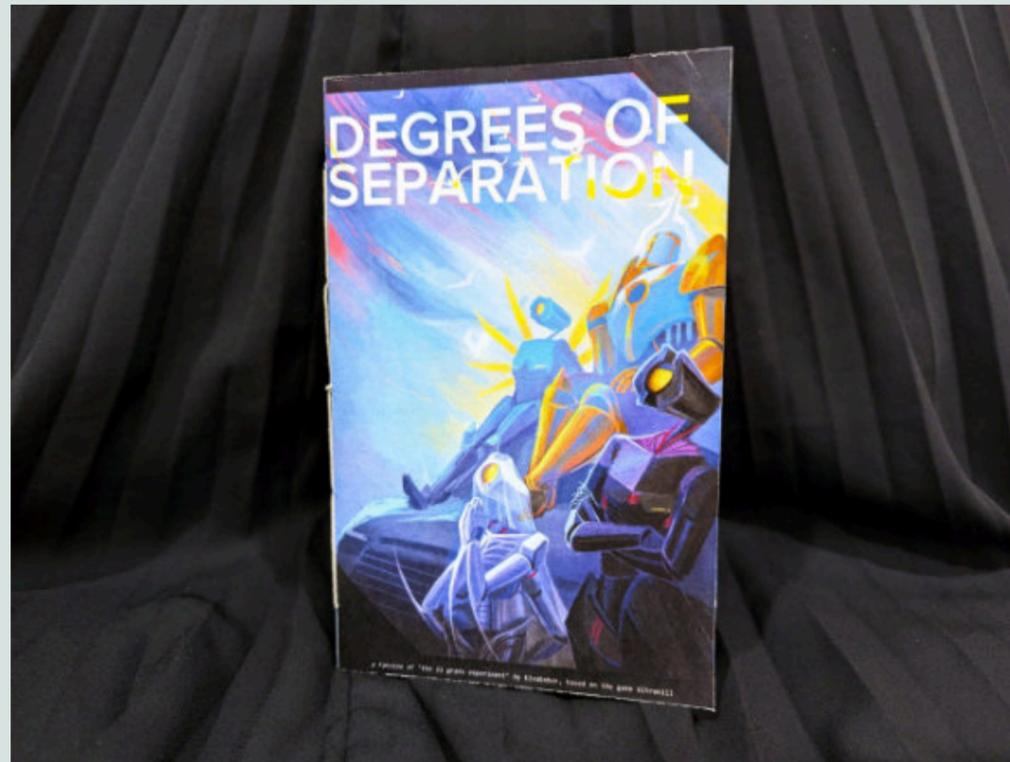
# 08 DEGREES OF SEPARATION

Self-published Fanzine

To celebrate the community of readers and artists who follow the ongoing Ultrakill fanfiction *the 21 grams experiment*, I designed a 96-page art book for all the fanart that has been made for it as a gift to the author, including creating the cover art and binding it together in a saddle-stitch fanzine.

For me, book design, whether mostly type or mostly image, is the union of passion and the labor of love that is fandom.





**LIKED WHAT YOU SAW?**  
**LET'S CHAT!**

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