

Fleur

The Storyteller Pros: As the storyteller you're strong at creating stories and narratives. You have a good imagination which allows you to create good concepts. Your strengths lay in creating comics, writing scripts for animation and even putting a story in a painting.

Cons: You lack the imagination of storytelling and you need more passion in your work. Try to think more about what's going on in your work. Ask questions and think outside the box, but keep your imagination in check and try not to go overboard.

The Illustrator Pros: You can create great illustrations. You're very skilled with digital drawing and are a master of Illustrator, Photoshop and other painting programs. Equipped with a tablet and a stylus you can create great art. When people see your work they recognize it was done by you because of your vibrant and unique illustrative style.

Cons: As an Illustrator you may lack versatility and may find it difficult to try different artistic styles. Try drawing in different art styles, look at other artist's works and get inspired. Don't forget that there are other aspects of Design that you should not ignore.

The Innovator Pros: You're a quick learner; you grasp programs and software quickly. When it comes to the technical aspects your team looks to you for help. You're up to date with new software and gadgets. You're good at animating, programming and 3D digital programs.

Cons: You need to brush up on your technological skills and know how. Don't be out dated and use tutorials. You may also be weaker in the more artistic areas. Don't be scared to practice some traditional art and keep trying to improve your technological skills.

Michela

The Photographer Pros: You have a great eye for composition. You know how to use lighting and shadows in your favour. You can take photos of the most basic of things and make it seem artistic. You have a keen eye for detail.

Cons: You may think taking "selfies" and the use of "Instagram" with filters makes you a photographer. It does not. Keep in mind the rule of thirds; use a real professional camera and not your phone. Be more dynamic in your photos and take risks and pay attention to composition and focus.

The Scribe Pros: You're good at Typography and Editorial Design. You can make great book lay outs and turn a boring booklet into a piece of art. You see letters for more than just that, you see them as an aspect of art and design.

Cons: You have a hard time making grids and making them fun. When you see typography and booklets, all you see are letters and words. Look past the words and look at the lay out, white space and the harmony of text and image.

The Iconographer Pros: Your work is iconic you're great at making logos, icons, symbols and buttons. You can keep things simple and elegant or dynamic and fun. Designing a good logo or icons is just as important as everything else as they can make a long last impression.

Cons: Having a good logo and/or icons is good but it's pointless if the overall package is weak. Do not dedicate too much time on just your logo/icon/symbols but keep in mind a strong logo makes a good first impression of a project.

Barry

The Tinkerer Pros: Good at crafts, schematics, building models and campaigning (also guerrilla marketing), as the tinkerer you're good with your hands. You're also good at brain storming, mind mapping and generating ideas and solutions. In a technology dominant world you still manage to come up with and make interesting designs.

Cons: You may find it harder when it comes to more traditional aspects like building models or structures. Don't be afraid to get dirty, managing to build something can be and feel rewarding. Rome wasn't built in a day, and neither were projects so take time and learn to plan ahead.

The Merchant Pros: Advertising, marketing and sales are all your strong points. You know how to be charming enough to sell anything and you have a talent for even making junk look good. You know all about the industry and your competitors. You know what makes profit and how to make a name for yourself. You're the brains behind the operation.

Cons: Fortune isn't in your favour, and the world of advertising can be a shady industry. Don't forget that art and design has a corporate aspect too. Learn about what's on the market and what current trends are but don't let greed get in the way.

The Animator Pros: The world of animation and movement is at your finger tips. Stop motion, 2D or even 3D you manage it all. You're also good at media and film editing and know your way around editing software such as After Effects.

Cons: For those animators, who excel at animation do not forget other design aspects. Don't neglect typography and editorial and forget traditional arts, but this doesn't mean you should stop practicing your animation skill. Keep watching tutorials and keep learning.

Silvio

The Manipulator Pros: Warping around reality and alerting photographs, your works are like an illusion. Whether it's a collection of stock photos or your own resources you're very skilled at manipulating to create a great piece of work, even its just a simple poster or mass of images for a campaign.

Cons: Photo-manipulation is a big factor in the graphic design industry but you can't expect the photos to do all the work for you. Learn how to make them look real and use them to your advantage. Simply copy and pasting them together will not create anything.

The Herald Pros: You're the one that does the talking. You know how to deal with clients and know what to say and when to say it. You're charismatic and charming. With any art industry there'll be clients. You know how to make presentations fun and keep people interested. You're the face of the group and represent your team.

Cons: Don't be shy not only with your people skills but also in your work. Be daring and take a few risks. Share your opinions and discuss amongst your team. Deep breaths, confidence and energy are key to public speaking no matter how small or large the crowd.

The Painter Pros: In your hands a paint brush or a simple HB pencil (or even a Stylus) is like a magic wand. Your strengths are in the purest form of art, painting. Whether its oil paint on a canvas or a set of digital brushes on a painting software you can create a master piece.

Cons: Being able to paint is a great talent do do not limit yourself to one style. Broaden your horizon, learn all types of techniques and styles and learn different mediums (or software). For you traditional painters do not forget however that today's world is dominated by technology so learn to adapt.

R. B. Cardona

The Brander Pros: The A brander is jack of all trades and a hard worker. Slogans, type, logos or naming your product are all some of your strengths. Good branding is what sets apart a good product from a great product. Creating a brand is creating the entire image and impression for the client.

Cons: A brander can't be a master of none. Consistency is key and following the guidelines is important. When starting a project keep these in mind. Designing a brand or even re-branding is a large task, so you have to prepare yourself and be disciplined to work and pull through.

The Minimalist Pros: You understand the concept of “less is more”. You know how to keep design clean and simple but still manage to get your point across. Your designs also have a modern edgy look making them very bold and contemporary. You know how to use white space to your advantage and know how to use even the simplest of shapes to make create something unique.

Cons: Keep in mind the essentials and strip away unnecessary detail. Too much on a page will look less like art and more like clutter. Be organized in your work and keep to the basics. Minimalism isn’t about less work; it’s about clean refined work. Don’t be afraid of simple patterns or geometric designs. Keep in mind unity and simplicity and things can work out.

The Weaver Pros: Packaging is your forte. To you a box is not just something to put things in but it’s an untouched canvas. The outer package of a product is the first thing people see and you know that your designs will aim to please. Designing a good package is all about getting good attention. If it’s great on the outside, it’s great on the inside.

Cons: Think outside the box – literally. Packaging doesn’t have to be a cube. Try different shapes. Packaging isn’t all about price tags and serial bars. Learn to have fun with it. Much like a logo, good packaging makes a first impression. Don’t neglect the design aspect, or even the materials of the packaging.