

Sagmeister Made You Look

Tiré du site Internet d'Amazon.com: "Just as film, art, music, and literature have the power to move people, Stefan Sagmeister's innovative work shows that graphic design, too, can cut to the emotional quick. His desire is to transform stale thinking, and "Sagmeister : made you look" does just that. Compelling, honest, and intensely personal, "Made you look" covers 20 years of Sagmeister's graphic design. With a text by design historian Peter Hall and annotated with Sagmeister's own writing, the book features images from the studio archive, as well as specific influences and reference points for his projects and ideas. Fully illustrated with a red PVC slipcase and silver-gilded pages, this monograph is a compilation of practically all the work Sagmeister and his studio ever designed up to 2001, even the bad stuff."

The illustrator of a retelling of "Little Red Riding Hood" provides a step-by-step account of her work to reveal the principles of illustration and the role of shape and color in expressing ideas and emotions.

Why would two talented and employable young graphic designers start up their own practice without any clients, in the midst of a recession, and in a city brimming with world-renowned designers?

Karlssonwilker inc.'s tellmewhy is the improbable story of such a venture -- or act of bravura or insanity -- on the part of Hjalti Karlsson and Jan Wilker, and offers a telling, humorous, and always human insight into the workings of a young startup design studio, showcasing every single project they did in their first two years. A book as iconoclastic as their designs, tellmewhy features fresh stories of karlssonwilker's ordinary office life and its less-than-romantic tales about rooftop parties, battles with immigration, language obstacles, missed meetings, and money problems. Despite these stories -- and because of others -- karlssonwilker has produced an impressive body of work in two short years. Tellmewhy shows the happy endings, including signage for a Philadelphia restaurant, logo designs for a New York fashion house, and CD packaging for both independent and major music labels. And it presents the few unrealized designs, like an ad campaign for a TV network. All share the designers' creative and humorous take on design. Karlssonwilker intersperses these examples with its singular illustrated diagrams, faux flow charts linking the partners' biographies, work, social lives, and whatever comes to their unique minds. Tellmewhy offers both inspiration and caution for designers everywhere. A foreword by former employer Stefan Sagmeister recalls karlssonwilker's start in his design office.

The first definitive monograph of graphic designer Vaughan Oliver, one of the most consistently innovative & significant graphic designers to have emerged in the last 15 years.

Just as film, art, music, and literature have the power to move people, Stefan Sagmeister's innovative work shows that graphic design can also cut to the emotional core. Fully illustrated, with a red PVC slipcase, this monograph covers 20 years of his graphic design and features images from the studio archive as well as specific influences and reference points for his projects and ideas.

An intimate glimpse into the professional and romantic relationship between Harriet Pattison and the renowned architect Louis Kahn On a winter day in 1953, a mysterious man in a sheepskin coat stood out to Harriet Pattison, then a theater student at Yale. She would later learn he was the architect Louis Kahn (1901–1974). This chance encounter served as preamble to a fifteen-year romance, with Pattison becoming the architect's closest confidante, his intellectual partner, and the mother of his only son. Here for the first time, Pattison recounts their passionate and sometimes searing relationship. Married and twenty-seven years her senior, Kahn sent her scores of letters—many from far-flung places—until his untimely death. This book weaves together Pattison's own story with letters, postcards, telegrams, drawings, and photographs that reveal Kahn's inner life and his architectural thought process, including new insight into some of his greatest works, both built and unbuilt. What emerges is at once a poignant love story and a vivid portrait of a young woman striving to raise a family while forging an artistic path in the shadow of her famous partner.

Austrian-born, New York-based graphic designer, typographer and artist Stefan Sagmeister (born 1962) often tests and transgresses the boundary between art and design, through his imaginative implementation of typography. The Happy Film Pitch Book both documents Sagmeister's touring exhibition, The Happy Show, and anticipates his ongoing feature length film, The Happy Film. In both projects, Sagmeister undergoes a series of self-experiments (each experiment lasting three months)--with meditation, cognitive therapy, and mood-altering pharmaceuticals--attempting to improve his personal happiness. I am usually rather bored with definitions," Sagmeister says. "Happiness, however, is just such a big subject that it might be worth a try to pin it down." The Happy Show, Sagmeister's first museum show in the United States, documents his adventures in video, print, infographics, sculpture and interactive installations, most of which were custom-made for this exhibition. Here, Sagmeister offers his own witty and poignant thoughts and reasons for his ten-year exploration of happiness. Throughout the book, Sagmeister's trademark maxims serve as access points to a larger exploration of happiness, its cultural significance, our constant pursuit of it and its notoriously ephemeral nature.

Helps scientists and engineers to communicate research results by showing how to create effective graphics for use in journal submissions, grant proposals, conference posters, presentations and more.

“What would happen if Harry met Sally in the age of Tinder and Snapchat? . . . A field guide to Millennial dating in New York City” (New York Daily News). When New York-based graphic designers and long-time friends Timothy Goodman and Jessica Walsh found themselves single at the same time, they decided to try an experiment. The old adage says that it takes 40 days to change a habit—could the same be said for love? So they agreed to date each other for 40 days, record their experiences in questionnaires, photographs, videos, texts, and artworks, and post the material on a website they would create for this purpose. What began as a small experiment between two friends became an Internet sensation, drawing 5 million unique (and obsessed) visitors from around the globe to their site and their story. 40 Days of Dating: An Experiment is a beautifully designed, expanded look at the experiment and the results, including a great deal of material that never made it onto the site, such as who they were as friends and individuals before the 40 days and who they have become since.

Art Chantry's contrarian ways have placed him in the pantheon of great modern designers. Some People Can't Surf: The Graphic Design of Art Chantry is the first survey of this visual iconoclast, who also designed the book and packed it with hundreds of his vibrant images. Gritty, funny, and refreshingly low-tech, his award-winning work has promoted countless bands, social causes, and non-profits. Tracing Chantry's career from his covers and layouts for the seminal music magazine The Rocket, to album covers for such cult bands as Mudhoney, the Reverend Horton Heat, and the Fastbacks, Some People Can't Surf is a comprehensive look at his creative evolution. Complete with commentary on the unusual origins and unorthodox processes behind his work, as well as providing context for his oft-copied look, Some People Can't Surf is a much-anticipated exploration of this idiosyncratic design master.

This aesthetic evolution has occurred in tandem with the artist's peripatetic movements around the globe in pursuit of the perfect wave. Over 300 colour images of works from the

1980s until today capture the acerbic wit and tremendous talent of the enigmatic artist. Textual contributions from Bickerton's family and friends, As well as scholarly essays by art historian Abigail Solomon-Godeau and MCA Chicago Curator Dominic Molon, are interspersed with the artist's commentary. An interview between the artist and Serpentine Gallery Co-Director Hans Ulrich Obrist is brought to vivid life by the renderings of Ignacio Noe.

* A fascinating look inside the minds of 42 creative masterminds, such as Stefan Sagmeister, George Lois, Morag Myerscough and Harry Gruyaert In Creatives for Creativity Steve Brouwers (creative director at SBS) interviews 42 makers - painters, photographers, graphic designers, conceptual artists, furniture designers, video artists, advertisers - from all around the world. He asks them about their childhood, their creative process, their inspirations and their most memorable achievements. The question that kicks off every interview - "What is creativity to you?" - results in an inspiring collection of personal conversations that provide an extraordinary insight into the artists' minds. Interviews with: Nel Aerts, Alain Biltereyst, Conrad Botes, Jenny Brosinski, Tad Carpenter, Emily Forgot, Matt Clark, Jim Dive, Sue Doeksen, Bendt Eyckermans, Paul Fuentes, Harry Gruyaert, Ryan Gander, Tony Gum, Stephanie Hier, Wade Jeffree & Leta Sobierajski, Maira Kalman, Erik Kessels, George Lois, Anna Mac, Debbie Millman, Jonathan Monk, Mr Bingo, Morag Myerscough, Navid Nuur, Gemma O'Brien, Max Pinckers, Pixie Pravda, Kay Rosen, Stefan Sagmeister, Paula Scher, Yuko Shimizu, Sammy Slabbinck, John Stezaker, Charline Tyberghein, David Uzochukwu, Joris Van De Moortel, Anne-Mie Van Kerckhoven, Dominic Wilcox, Matt Willey and Shawna X.

"The New York Times has been offering up dream weekends with practical itineraries in its popular weekly '36 Hours' column since 2002. The many expert contributors, experienced travelers, and accomplished writers all have brought careful research, insider's knowledge, and a sense of fun to hundreds of cities and destinations, always with an eye to getting the most out of a short trip. Want to read what Sam Sifton suggests in his beloved borough of Brooklyn, or David Carr advises in Minneapolis, Mark Bittman in Death Valley, or Ariel Kaminer in Lower Manhattan? Here is where to do it, with full-color photographs to entice you and handy maps to guide you."--Amazon.com.

Provides information about environmental issues and technology, ranging from the home, workplace, and community, to social, cultural, and political arenas, and offers tips and advice to promote environmentally sustainable practices.

In this collection of essays about visual culture, Rick Poynor directs a critical eye at brands, billboards, magazine, architecture, tattoos and trends in cosmetic surgery. A key target is the pervasiveness of sexual imagery in the market place and the media's symbiotic relationship with porn.

Acclaimed designers Sagmeister & Walsh explore the essence of beauty and the transformative power of beautiful design In this groundbreaking highly visual book, world-renowned designers Stefan Sagmeister and Jessica Walsh set out on a mission: to find out what beauty is and the many ways that it impacts our lives. They turn to philosophy, history, and science to understand why we are drawn to beauty and how it influences the way we feel and behave. Determined to translate their findings into action, Sagmeister & Walsh show us how beauty can improve the world.

This book offers a richly illustrated overview of the Netherlands distinguished graphic design history from 1890 to the present day. Packed with the work of its greatest exponents, including Jan Toorop, Theovan Doesburg, Piet Zwart and many more, this book presents a feast of visual imagery that will delight all graphic designers, artists and historians of art and design.

Featuring 75 of the world's most influential designers, this book presents the story of graphic design through the fascinating personal stories and significant works that have shaped the field. Arranged in chronological order, the book shows the development of design, from early innovators such as Edward McKnight Kauffer and Alexey Brodovitch to key figures of mid-century Swiss Design and corporate American branding. The book profiles masters of typography, such as Wim Crouwel and Neville Brody; visionary magazine designers, such as Leo Lionni and Cipe Pineles; designers who influenced the world of film, such as Saul Bass and Robert Brownjohn; and the creators of iconic poster work, such as Armin Hofmann, Rogério Duarte and Yusaku Kamekura. Combining insightful text and key visual examples, this is a dynamic and richly illustrated guide to the individuals whose vision has defined the world of graphic design.

Louis I. Kahn: The Nordic Latitudes is a new and personal reading of the architecture, teachings, and legacy of Louis I. Kahn from Per Olaf Fjeld's perspective as a former student. The book explores Kahn's life and work, offering a unique take on one of the twentieth century's most important architects. Kahn's Nordic and European ties are emphasized in this study that also covers his early childhood in Estonia, his travels, and his relationships with other architects, including the Norwegian architect Arne Korsmo. The authors have gathered personal reflections, archival material, and other student work to offer insight into the wisdom that Kahn imparted to his students in his famous masterclass. Louis I. Kahn: The Nordic Latitudes addresses Kahn's legacy both personally and in terms of the profession, documents a research trip the University of Pennsylvania's Louis I. Kahn Collection, and confronts the affiliation of Kahn's work with postmodernism.

More than 500 examples of the visual interpretation of music on the limited space of a CD cover are collected here. Featured designers include Andrew Cullen, Tomato, Mark Neal and Designers Republic.

"Three D â Graphic Scenarios" highlights a current trend in international graphic design. More and more visual designers are staging three-dimensional scenarios and turning them into posters, flyers, book and magazine covers, and animated films. The result is new and evocative pictorial worlds that range from playfully arranged still lifes to room-filling installations. Common to them all is the use of analogue design techniques that give real objects precedence over perfectly simulated computer representations. Edited by Gerrit Terstiege, editor in chief of the design journal form, and designed by the prizewinning Frankfurt-based design studio Pixelgarten, "Three D â Graphic Scenarios" provides an inspiring look at the various drafting techniques and expressive tools associated with its subject. The publication is rounded out by an essay by Steven Heller, for many years the art director of the New York Times, and an interview with the noted graphic designer Stefan Sagmeister, one of the leading exponents of this trend.

THE SUNDAY TIMES BESTSELLER 'Few books change one's life; in 48 hours this has improved mine' Jenni Russell, Sunday Times How can we make it easier to be happy? Using the latest cutting-edge

research, Professor Paul Dolan reveals that wellbeing isn't about how we think - it's about what we do. By making deliberate choices that bring us both pleasure and meaning, we can redesign our lives for maximum happiness - without thinking too hard about it. 'Outstanding, cutting-edge, and profound. If you're going to read one book on happiness, this is the one' Nassim Nicholas Taleb 'Bold and original ... what I wish for my grandchildren: a life that is rich in activities both pleasurable and meaningful' Daniel Kahneman, author of Thinking Fast and Slow

Containing a body of work that spans more than three decades, Pass Thru Fire is a stunning collection of the lyrics of an American original. Through his many incarnations—from proto punk to glam rocker to elder statesman of the avant garde—Lou Reed's work has maintained an undeniable vividness and raw beauty, fueled by precise character studies and rendered with an admirable shot of moral ambiguity. Beginning with his formative days in the Velvet Underground and continuing through his remarkable solo career—albums like Transformer, Berlin, New York, Magic and Loss, and Ecstasy—Pass Thru Fire is crucial to an appreciation of Lou Reed, not only as a consummate underground musician, but as one of the truly significant poets of our time.

A gripping thriller about a woman who must help cover the tracks of her serial killer sister -- only to discover her sibling isn't the only serial killer in town. Carrie wants a normal life. Carrie Lawrence doesn't need a happily ever after. She'll just settle for "after." After a decade of helping her sister hide her victims. After a lifetime of lies. She just wants to be safe, boring, and not trekking through the woods at night with a dead body wrapped in a carpet. Becca wants to get away with murder. Becca Lawrence doesn't believe in happily ever after because she's already happy. She's gotten away with murder for a decade and has blackmailed her sister into helping her hide the evidence—what more could a girl want? But first they have to stop a serial killer. When thirteen bodies are discovered in their small town, people are shocked. But not as shocked as Carrie, who thought she knew all the details of Becca's sordid pastime. When Becca swears she's not behind the grisly new crimes, they realize the town has a second serial killer who has the sisters in his sights, and what he wants is . . . Carrie.

The book examines the graphic design profession primarily through the lens of the business community it serves. The author draws from over three decades of design experience to provide readers with a firsthand account of the creative process, that is, advancing good ideas and personal vision within the corporate cultures and organizational dynamics that are predisposed to resist them. A focus on the collaboration necessary to bring design ideas to life sets this book apart from others in the genre.

For more than 20 years, Rian Hughes has been a versatile designer, illustrator and lettering artist working for international clients in the fields of publishing, music, sports, telecommunications, fashion and more. He has specialized in creating logo designs for the comic industry, notably for DC and Marvel products. He has also designed logos for posters, CDs, and clothing, and produced branding for clients such as Cartoon Network and the BBC. This compendium is packed full of the best of his logo designs and offers an insight into the creative process behind his work.

With the amount of progress the world has made in attitudes and achievements to-date, the time cannot be more apt than now for a celebration of women in the creative industry today. DESIGN(H)ERS is a stunning showcase of 30 female talents spanning across a variety of design mediums to highlight the diversity that women bring to their respective fields. With insightful interviews revolving around the thoughts and stories of pioneers who have already made their mark, this book serves to inspire and encourage the creatives of the future.

This book is a clarion call to artists, writers, and scientists to explore their willingness to wonder and drive to discover. Inspired by a quote from Ray Bradbury, Explode Every Day is a bold new exhibition harnessing the energy of wonder. This book features works touching on certain facets of wonder, including themes of the perceptual/visionary, technological/scientific, and time/cosmos. In compelling essays on the history of wonder and its intersection with myriad disciplines, including psychology, literature, and science, today's great minds consider the many avenues for this phenomena. Interviews with the exhibition's artists provide insight into individual processes of creativity and innovation. The result is an awe-inspiring exploration of the richness of wonder: from the every day to the ineffable. "

A playbook for creative thinking, created for contemporary students and practitioners working across the fields of graphic design, product design, service design and user experience. Design is Storytelling is a guide to thinking and making created for contemporary students and practitioners working across the fields of graphic design, product design, service design, and user experience. By grounding narrative concepts in fresh, concrete examples and demonstrations, this compelling book provides designers with tools and insights for shaping behaviour and engaging users. Compact, relevant and richly illustrated, the book is written with a sense of humour and a respect for the reader's time and intelligence. Design is Storytelling unpacks the elements of narrative into a fun and useful toolkit, bringing together principles from literary criticism, narratology, cognitive science, semiotics, phenomenology and critical theory to show how visual communication mobilizes instinctive biological processes as well as social norms and conventions. The book uses 250 illustrations to actively engage readers in the process of looking and understanding. This lively book shows how designers can use the principles of storytelling and visual thinking to create beautiful, surprising and effective outcomes. Although the book is full of practical advice for designers, it will also appeal to people more broadly involved in branding, marketing, business and communication.

Volume—a word that refers to sound, collections, and the measurement of space—is a crucial characteristic of both graphic design and popular music. While expressing different aspects of these two pervasive cultural mediums, the term also introduces a discussion on their many links. Volume: Writings on Graphic Design, Music, Art, and Culture is a collection of both new and classic writings by frequent Emigre contributor and educator Kenneth FitzGerald that survey the discipline of graphic design in context with the parallel creative fields of contemporary music and art. The topics of the writings are diverse: the roles of class in design, design education, Lester Bangs and Creem magazine, pornography, album cover art, independent record labels, anonymity and imaginary creative identities, and design as cultural chaos-maker.

'Show me something I've never seen before and will never be able to forget - if you can do that, you can do anything.' It's 1957, long before computers have replaced the trained eye and skilful hand. Our narrator at State University is determined to major in Art, and after several risible false starts, he accidentally ends up in a new class: 'Introduction to Graphic Design'. His teacher is the enigmatic Winter Sorbeck, equal parts genius, seducer and sadist. Sorbeck is a bitter yet fascinating man whose assignments hurl his charges through a gauntlet of humiliation and heartache, shame and triumph, ego-bashing and enlightenment. Along the way, friendships are made and undone, jealousies simmer, and the sexual tango weaves and dips. By the end of their 'Introduction to Graphic Design', Sorbeck's students will never see the world in the same way again. And, with Chip Kidd's insights into the secrets of graphic design, neither will you.

