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|  FLORIDA ATLANTIC UNIVERSITY | COURSE CHANGE REQUEST Undergraduate Programs | | UUPC Approval <u>12-6-21</u> UFS Approval _____ SCNS Submittal _____ Confirmed _____ Banner Posted _____ Catalog _____ |
| | Department Visual Art and Art History College Arts and Letter | | |
| Current Course Prefix and Number GRA 4115C | | Current Course Title Visual Design Lab 4 | |
| <i>Syllabus must be attached for ANY changes to current course details. See Template. Please consult and list departments that may be affected by the changes; attach documentation.</i> | | | |
| Change title to: Visual Design Lab 5 Change prefix From: _____ To: _____ Change course number From: _____ To: _____ Change credits* From: _____ To: _____ Change grading From: _____ To: _____ Change WAC/Gordon Rule status** Add <input type="checkbox"/> Remove <input type="checkbox"/> Change General Education Requirements*** Add <input type="checkbox"/> Remove <input type="checkbox"/> <small>*Review Provost Memorandum</small> <small>**WAC/Gordon Rule criteria must be indicated in syllabus and approval attached to this form. See WAC Guidelines.</small> <small>***General Education criteria must be indicated in syllabus and approval attached to this form. See GE Guidelines.</small> | | Change description to: Emphasis on the practical application of accumulated design skills and creative communication through the development of high-quality graphic design portfolio works. Change prerequisites/minimum grades to: Prerequisites: GRA3112C, GRA3193C, GRA4194C, GRA4183C, GRA4521C Change corequisites to: Change registration controls to: BFA Graphic Design Major Please list existing and new pre/corequisites, specify AND or OR and include minimum passing grade (default is D-). | |
| Effective Term/Year for Changes: Fall 2022 | | Terminate course? Effective Term/Year for Termination: | |
| Faculty Contact/Email/Phone Stephanie Cunningham cunningh@fau.edu | | | |
| Approved by Department Chair _____ College Curriculum Chair _____ College Dean _____ UUPC Chair <u>Dan Meeroff</u> Undergraduate Studies Dean <u>Edward Pratt</u> UFS President _____ Provost _____ | | Date _____ <u>11/17/21</u> _____ _____ <u>11.23.21</u> _____ _____ <u>12-1-2021</u> _____ _____ <u>12-6-21</u> _____ _____ <u>12-6-21</u> _____ _____ _____ | |

Email this form and syllabus to mjenning@fau.edu seven business days before the UUPC meeting.

Fall 2022 Syllabus

Visual Design Lab 5 - GRA 4115C - 001 [3 credits]

Rm: HE918 T-Th 1:00 pm-4:50 pm

FAU FTL . 111 E Las Olas Blvd .

Professor: Annette M. Piskel / e: apiskel@fau.edu

Office Hrs: T Th 12-1 pm HE1009A (by appt.)

Course Description

Emphasis on the practical application of accumulated design skills and creative communication through the development of high-quality graphic design portfolio works.

Pre-requisites: GRA3112C, GRA3193C, GRA4194C, GRA4183C, GRA4521C

Course Objectives

- To encourage independent thinking and an awareness of one's own creative aptitude
- Examine the role and responsibility of the designer as a communicator, supporting project briefs
- Develop a conceptual and aesthetic awareness of design
- Challenge students to expand their portfolios with professional level design solutions that further those goals.
- Apply theories, styles and methods of visual organization in practical applications
- Projects given with few limitations, thus forcing students to make decisions and budget time appropriately.
- Course is structured to give students the best possible prep for the profession of GD and future goals.

Instructional Method: Face-to-Face (in-classroom)

> In classroom (face-to-face) is paired with Canvas for course requirements and any communication outside the classroom.

> Additional virtual course teaching methods and media may be utilized and on a per needed basis and will be discussed at the appropriate time, if necessary. (audio, video clips, etc.)

> Only students registered for the course will have access and be able to participate to this canvas course.

Instructor Attendance Policy for In-Classroom:

Attendance is required. Working at home is not a substitute for attending class! Late Arrivals and Early departures are disruptive and not acceptable. You must remain in class until the instructor releases you. Non-penalized (excused) absences are: death in the immediate family, religious observance in your own faith, serious illness or hospitalization, jury duty, subpoena or military service. ALL other scenarios constitute an unexcused absence. Appropriate documentation is required for all excused absences. If no documentation is provided, it will be considered unexcused. In any instance where you are able to notify the instructor prior to class you must do so. You (not the instructor) are still responsible for all work assigned and catching up with the help of fellow classmates. Check the course syllabus for assignment information. Excused absences only will be allowed one (1) extra class period to complete assignments. If you are ill on the day an assignment due date to arrange the submission of your project to meet due date.

Students may withdraw without academic penalty up to the mid-point of the semester.

The course evaluation will be based on a completion of varies tasks and related required components. These will be scheduled with a variety of posted assignment tasks via canvas and reviewed in class to support the course schedule and agenda. Examples: announcements, assignment posts, uploads,

downloads, deadline submissions, crits, discussions, quizzes on specific scheduled (dates, days and times). Being late on assignments or scheduled meetings are disruptive, not acceptable and results in earned deductions.

2 absences are allowed

3 unexcused absences = drop your Final Grade by one (1) letter grade

3 Late Arrivals (10 minutes or more) or Early Departures = 1 unexcused absence

4 unexcused absences = Final Grade of (F) for the course

Arriving more than 15 minutes late or departing 15 minutes early = 1 unexcused absence

A critique absence will count as 2 absences. You must be present at the critique start!

University Attendance Policy

Students are expected to attend all of their scheduled University classes and to satisfy all academic objectives as outlined by the instructor. The effect of absences upon grades is determined by the instructor, and the University reserves the right to deal at any time with individual cases of non-attendance. Students are responsible for arranging to make up work missed because of legitimate class absence, such as illness, family emergencies, military obligation, court-imposed legal obligations or participation in University-approved activities. Examples of University-approved reasons for absences include participating on an athletic or scholastic team, musical and theatrical performances and debate activities. It is the student's responsibility to give the instructor notice prior to any anticipated absences and within a reasonable amount of time after an unanticipated absence, ordinarily by the next scheduled class meeting. Instructors must allow each student who is absent for a University-approved reason the opportunity to make up work missed 3 without any reduction in the student's final course grade as a direct result of such absence.

Preparedness/ Time Management /Open Communication

Students must be prepared with proper materials and responsible for in-class learning process and its related. Personal preparedness, time management, open communication READING and listening to instructions will keep yourself happy and on track. Being prepared from the start, this will assist you not to miss any required course items or instructions. Be prepared to secure and review all online announcements, posts, emails, hand-outs, assignment sheets, comments, annotations or lecture notes for the course using Canvas. Plan and structure yourself a routine to assist the process. Please allocate appropriate time to review any live or recorded lectures to support your learning. Students who do not participate in scheduled class reviews or critique offerings during the course should not expect private critiques at a later date. Remote offerings, live or recorded lectures will NOT be provided on an individual basis, by phone or email for any students who have missed the deadline or scheduled offerings.

NOTE: The course process will not stop for you to catch up! Lack of personal preparedness, poor work ethics, unsatisfactory habits or lack of communication will only sidetrack the process and your actions affect others. You (not the instructor) are still responsible for all work assigned and catching up on your own.

My Teaching Style

is a real-world process which aligns with the creative industry. Following the details of instructions, project specifications and meeting deadlines is very important to achieve the best end-results and solutions for the course goals as a "senior level design student" and to become a viable resource in the industry.

Email Correspondences:

You must be VERY active and personally responsible in checking in on your entire canvas account on a regular basis. Faculty can monitor student canvas activity. All course emails correspondences will ONLY be through your CANVAS emailing resources for both sending and receiving. No email communication

will be conducted from the instructor to a student's personal email other than your FAU school address. Make sure your canvas account is active and your FAU student email address is correct. Do not email the instructor outside of canvas emails.

It is your responsibility to be prepared to support
Technology & Technical Skill Requirements:

Software:

- Canvas Learning Platform (LMS)
- Industry Software: Adobe Creative Suite
- Related: Adobe Acrobat Reader, (Word, Excel, PowerPoint)
- Google Drive + Docs/Sheets/Slides+more
- Video Communications
- Media Players, Publisher materials
- Wifi Connection

How to Tasks:

- Saving Files per specs properly for online viewing
- Upload and Download files per specifications
- Video communication for Canvas - Zoom

Tips:

- Link to Canvas (<https://canvas.fau.edu>)
- Browser Requirements (Firefox, Chrome, Safari)
- Useful: Headphones, Microphones

Hardware/Operating System:

- Current (OS) Operating System
- MAC or PC (course references MAC)

Troubleshoot

- Trouble shoot your own computer/procedural problems
- Research, seek, peer support for possible solutions first.

Graphic Design Tools

Suggested hardware, software and other graphic design tools that will help creatives of all levels work more effectively.

- Laptop or Desktop
- Monitor calibrator
- Reliable hard drive/SSD
- Graphics tablet and stylus
- Top-end smartphone
- Studio camera
- High-res monitor
- Creative software
- Emergency Battery Back-up
- Quality sketchpad or notebook
- Pantone swatch book
- Office desk
- Ergonomic chair

Methods & Evaluation

Projects involve problem-solving with and without the computer. Emphasis is placed on conceptual thinking and your understanding of visual communication theory, applications and language. This course is primarily project based to prepare the student for current industry standards. Critiques and discussion of work are important to the process of design and this class. Students are expected to participate in critiques and be able to present their ideas and work. Completion of all projects by their assigned due date is required. Final grades will be based on these factors as well as your design process, strength of concept and creativity and the quality of the work presented.

Projects: (4) + Course Final: › in-classroom and paried with canvas

You are required to complete all course requirements communicated in class and through canvas. Your activity will be evaluated, communicated and delivered in the classroom setting and varies canvas posts in announcements, pages, assignments, discussions, etc. You will support consistent participation, completion of class assignments and tasks, timeliness, process and a senior level of creativity.

Thumbnails/Sketches: You are required to submit thumbnails and refined sketches to support ideas. You need to keep a personal sketchbook for all conceptual development. Sketchbook maybe requested to review through the semester to check in our your thoughts and ideas as part of your process.

Reviews/Critiques: Note taking is highly recommended for review input, adjustments or reference. You must be present at the start of the any scheduled critique session announced and posted.

Grading Policy

The course grading is based on the completion of course requirements as discussed and scheduled. You performance through the entire semester will be used to determine and evaluate your final grade including design brief, concept development, communication, execution, craftsmanship. Thumbnails, sketches and research will support all project and count towards development. Computer “sketches” will not be accepted unless specifically indicated.

Note: Missed assignments/project deadlines are due on the specific date, day and time scheduled and posted. No extensions! Missing the schedule assignment or a project deadline will be documented as a missed requirement, no critique and will result in a penalty/ deduction. Unless supported with a non-penalized (excused) absences.

Grading Scale

| | |
|------|----------|
| A = | 93 - 100 |
| A- = | 90 - 92 |
| B+ = | 87 - 89 |
| B = | 83 - 86 |
| B- = | 80 - 82 |
| C+ = | 77 - 79 |
| C = | 73 - 76 |
| C- = | 70 - 72 |
| D+ = | 67 - 69 |
| D = | 63 - 66 |
| D- = | 60 - 62 |
| F = | 0 - 59 |

Project Evaluation:

Possible points 100 pts = 100% of grade

{point system/ percentage}

Project 1 = 20 pts = 20%

Project 2 = 20 pts = 20%

Project 3 = 20 pts = 20%

Project 4 = 20 pts = 20%
Course Final = 20 pts = 20%
Total: = 100 pts= 100%

Completion tasks listed below will be required for each project per specs and scheduled due dates.

#1 Creative Brief 2 pts
#2 Thumbnail Ideas 4 pts
#3 Refined Concept Sketches 4 pts
#4 Progress Digital Draft Layout 4 pts
#5 Final Digital Project 6 pts

Evaluation:

+ concept
+ development
+ execution
+ craftsmanship
+ participation

A = outstanding performance

B = good performance

C = average performance

D = poor performance

F = failure in passing the course

Note: if you earn C- or less in your major this is not a passing grade for the BFA Graphic design degree

Deductions:

-1 point will be deducted for each project assignment task that was posted or received late. Late means, that it is past the required deadline date / time requested. (no matter if its seconds or minutes after) no exceptions! The project is first evaluated and graded with the appropriate earn points then the 1 pt deduction will be subtracted. If the project is not turned in 30 mins after the designated deadline date/time, then it will be documented as a fully missed task and it earns { 0 } points! no extensions!

• Additional deductions

- .25 of a point will be deducted for each project assignment task that does not adhere to the given project instructions and specifications.

> Instructions and specifications will be provided per each project assignment task. Important: whether your project was received late or you missed the deadline time frame entirely, please continue to complete and upload the assigned task to keep your creative process moving forward.

> Subject to change: Instructor reserves the rights to change the project assignments and due dates given in this course.

Tools of the Trade

> critical thinking and participation

- black sharpie permanent markers: various point sizes, pencils, erasers
- 8 x 10" min. artist sketchbook white
- mounting adhesive: rubber cement and pick up, masking tapes
- x-acto knife and blades #11, scissors
- 18" metal ruler with non-slip back
- 24" self-healing cutting mat
- T-square, Rt. Triangle, Proportion Scale
- Lt. weight tracing paper-roll or sheets
- Smooth White Paper Pad 14 x 17
- black-on-black core matte board (10x 15" or 15 x 20") Note: only when requested
- 3-ring Binder (for handouts + notes)

- Portable back-up drives (hd/ flash/usb/ jump/firewire) various capacities
- File storage/ cloud services: dropbox, google drive, apple icloud, ms one drive
- digital camera (cell phone camera)

It is your responsibility to be prepared! Students are responsible for having the necessary tools and materials to execute their projects.

Classroom Materials

As a student enrolled in the program you are given access to printers, paper and various bindery items when in the classroom setting. These materials are to be used only for class projects and with instructor approval. They are a benefit and should not to be abused so we may continue to provide for all students. NO materials will be supplied by instructor.

Recommended Books

The Mac is Not a Typewriter, Robin Williams, Peachpit Press; 2 edition, ISBN 0201782634
 Graphic Design Solutions, 6th Edition, Robin Landa, Wadsworth Publishing, ISBN-13: 978-1337554053
 Graphic Design: A User's Manual, Adrian Shaughnessy, Laurence King, ISBN 9781856695916
 The Grid, Allen Hurlburt, Wiley, ISBN-10 047128923X
 Bringham's Elements of Typographic Style
 Books are available at the campus bookstore if open or on-line at amazon.com, half price books and related book buying websites. Amazon provides students with free 2 day shipping:
www.amazon.com/gp/student/signup/info

Websites

<http://www.aiga.org> (American Institute of Graphic Artists)
 University Center for Excellence in Writing, www.fau.edu/UCEW/

Additional References

Print Journals/Design Magazines: Communication Arts, Graphis, Print, How, ID, EYE, Juxtapoz, Metropolis. Most of these journals also have on-line content.

Academic Integrity

Students at Florida Atlantic University are expected to maintain the highest ethical standards. Academic dishonesty is considered a serious breach of these ethical standards, because it interferes with the university mission to provide a high-quality education in which no student enjoys an unfair advantage over any other. Academic dishonesty is also destructive of the university community, which is grounded in a system of mutual trust and places high value on personal integrity and individual responsibility. Harsh penalties are associated with academic dishonesty. For more information, see University Regulation 4.001.

Counseling and Psychological Services (CAPS) Center

Life as a university student can be challenging physically, mentally and emotionally. Students who find stress negatively affecting their ability to achieve academic or personal goals may wish to consider utilizing FAU's Counseling and Psychological Services (CAPS) Center. CAPS provides FAU students a range of services – individual counseling, support meetings, and psychiatric services, to name a few – offered to help improve and maintain emotional well-being. For more information, go to <http://www.fau.edu/counseling/>

Disability Policy:

In compliance with the Americans with Disabilities Act Amendments Act (ADAAA), students who require reasonable accommodations due to a disability to properly execute coursework must register with Student Accessibility Services (SAS) and follow all SAS procedures. SAS has offices across three of

FAU's campuses – Boca Raton, Davie and Jupiter – however disability services are available for students on all campuses. For more information, please visit the SAS website at www.fau.edu/sas/.

Recordings:

Students enrolled in this course may record video or audio of class lectures for their own personal educational use. A class lecture is defined as a formal or methodical oral presentation as part of a university course intended to present information or teach students about a particular subject. Recording class activities other than class lectures, including but not limited to student presentations (whether individually or as part of a group), class discussion (except when incidental to and incorporated within a class lecture), labs, clinical presentations such as patient history, academic exercises involving student participation, test or examination administrations, field trips, and private conversations between students in the class or between a student and the lecturer, is prohibited. Recordings may not be used as a substitute for class participation or class attendance and may not be published or shared without the written consent of the faculty member. Failure to adhere to these requirements may constitute a violation of the University's Student Code of Conduct and/or the Code of Academic Integrity.

COVID-19 Statement

Due to the surge in COVID-19 cases and the delta variant, all students regardless of vaccination status are expected to wear masks while indoors in any FAU facilities, including classrooms and laboratories. Students experiencing flu-like symptoms (fever, cough, shortness of breath), or students who have come in contact with confirmed positive cases of COVID-19, should immediately contact FAU Student Health Services (561-297-3512). Symptomatic students will be asked to leave the classroom to support the safety and protection of the university community.

For additional information visit <https://www.fau.edu/coronavirus/>.

In classes with face-to-face components, quarantined or isolated students should notify me immediately as you will not be able to attend class. I will not be able to offer an online version of the class but will make reasonable efforts to assist students in making up the work. Vaccinated students have much lower chances of needing to quarantine and a much lower chance of missing class time.

SCHEDULE

Important Dates

| | |
|-----------|--|
| AUG 24 | Course Starts |
| AUG 30 | Last day to drop/add classes without late fees |
| SEPT 6 | Labor Day |
| OCT 29 | Last day to drop a course with W |
| NOV 11 | Veterans Day |
| NOV 25-28 | Thanksgiving Break |
| DEC 2 | Last Day of Course |
| DEC 4 | Classes End Officially |
| DEC 6-8 | Reading Days |
| DEC 9-15 | Final Exam Days |
| DEC 17 | Semester Ends |
| DEC 20 | Grades Due to Registrar |

Course Calendar

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Week Class @ [1:00 pm to 2:50 pm] Tuesday/Thursday

| | |
|--------------------|---|
| Week 1 | T AUG 24 Course Overview / assign Project 1 TH AUG 26 written brief due + intro discussion post + work day |
| Week 2 | T AUG 31 thumbnails due + work day TH SEPT 02 sketches refined due + work day |
| Week 3 | T SEPT 07 digital progress due, critique + work day TH SEPT 09 revisions, refinement + work day |
| Week 4 | T SEPT 14 prep for project deadline + work day TH SEPT 16 DUE: Project 1 / assign Project 2 |
| Week 5 | T SEPT 21 written brief due + work day TH SEPT 23 thumbnails due + work day |
| Week 6 | T SEPT 28 sketches refined due + work day TH SEPT 30 digital progress due, critique + work day |
| Week 7 | T OCT 05 revisions, refinement + work day TH OCT 07 prep for project deadline + work day |
| Week 8 | T OCT 12 |
| <i>mid-term wk</i> | TH OCT 14 written brief due + work day |
| Week 9 | T OCT 19 thumbnails due + work day TH OCT 21 sketches refined due + work day |
| Week 10 | T OCT 26 digital progress due, critique + work day TH OCT 28 revisions, refinement + work day |
| Week 11 | T NOV 02 prep for project deadline + work day TH NOV 04 DUE: Project 3 / assign Project 4 |
| Week 12 | T NOV 09 written brief due + work day TH NOV 11 NO CLASS |
| Week 13 | T NOV 16 sketches refined due + work day TH NOV 18 digital progress due, critique + work day |
| Week 14 | T NOV 23 revisions, refinement + work day TH NOV 25 -28 Thanksgiving Break No classes |
| Week 15 | T NOV 30 prep for project deadline + work day DEC 02 DUE: Project 4 / Last Class for this Course |
| Week 16 | M-W DEC 6-8 Reading days |

DEC 9-15 DUE: Course Final Project on designated Exam Day /
Remote Upload @10:30 am > Projects Per Specs *(note: tentative date)

Class preparedness and participation count toward final grade.

Please note: no spray glue is permitted in the buildings—including stairwells.

Unauthorized use of Electronic Devices: Cellular phones must be turned off and stowed while in class.

Use of electronic devices such as phones, pagers, texting device, or games of any kind is not permitted in class such use will result in a disciplinary referral.

*Subject to change: Instructor reserves the rights to change the project assignments and due dates given in this course calendar.

Bibliography

Thinking with Type, 2 ed., Ellen Lupton, Princeton Architectural Press, ISBN-10 1568989695

Decoding Design, Maggie McNab, How Books, ISBN-10 1581809697

Visual Language for Designers, Connie Malamed, Rockport Publishers, ISBN-10 1592537413

Envisioning Information, Graphics Pr, Edward R. Tufte, ISBN-10 0961392118
How to Be a Graphic Designer without Losing Your Soul (Expanded Edition), Adrian Shaughnessy, Princeton Architectural Press, ISBN-10 1568989830
The Grid, Allen Hurlburt, Wiley, ISBN-10 047128923X
Grid Systems in Graphic Design, Josef Muller-Brockmann, Verlag Niggli AG, ISBN-10 3721201450
Design Form & Chaos, Paul Rand, Yale University Press, ISBN-10 0300055536
Color Design Workbook: A Real World Guide to Using Color in Graphic Design, Adams & Morioka, Rockport Publishers, ISBN-10 1592534333
Interaction of Color: Revised and Expanded Edition, Josef Albers, Yale University Press, ISBN-10 0300115954
Design Studies: Theory and Research in Graphic Design, Audrey Bennett, Princeton Architectural Press, ISBN-10 156898586X
Visual Research: An Introduction to Research Methodologies in Graphic Design, Ian Noble & Russell Bestley, Ava Publishing, ISBN-10 2940373205
Looking Closer, editors: Bierut, Heller, Drenttel, Holland, Allworth Press, ISBN-10 1880559153
Looking Closer 2, editors: Bierut, Heller, Drenttel, Holland, Allworth Press, ISBN-10 1880559560
Looking Closer 3, editors: Bierut, Heller, Drenttel, Holland, Allworth Press, ISBN-10 1581150229
Looking Closer 4, Bierut, Heller, Drenttel, Allworth Press, ISBN-10: 1581152353
Citizen Designer: Perspectives on Design Responsibility, Steven Heller, Allworth Press, ISBN-10 1581152655
Do Good Design: How Designers Can Change the World, David B. Berman, Peachpit Press, ISBN-10 032157320X
Design Literacy: Understanding Graphic Design, Steven Heller, Allworth Press; 2nd edition, ISBN-10 1581153562
Graphic Master 8, Dean Lem Associates Inc, ASIN 0914218131
Graphic Design: A New History, Stephen J. Eskilson, Yale University Press, ISBN-10 0300120117
Designing Brand Identity, Alina Wheeler, Wiley Publishing, 2003, ISBN 0471213268
Working With Style, Suzanne West, Watson-Guption Publications, New York 1990, ISBN 0-8230-5872-7
Designs for Marketing, Primo Angelli, F & W Publishers, 1991 reprint, ISBN 0-93560-3654
How to Create a Portfolio and Get Hired, Fig Taylor, ISBN 978-1-85669-672-2
Production for Print, Mark Gatter, ISBN 978-1-85669-699-9
Business and Legal Forms for Graphic Designers, Tad Crawford and Eva Doman Bruck, ISBN 1-880559-26-9
Graphic Artists Guild Handbook Pricing and Ethical Guidelines ISBN 0-932102-07-7
Box Bottle Bag: The World's Best Package Designs from TheDieline.com, Andrew Gibbs, How, ISBN-10 1600614191
Really Good Packaging Explained: Top Design Professionals Critique, Rob Wallace, Rockport Publishers, ISBN-10 1592535453
The Packaging and Design Templates Sourcebook 2, Luke Herriott, RotoVision, ISBN-10 2888931249
Fishel, Catharine. Inside the Business of Graphic Design: 60 Leaders Share their Secrets of Success, Gear, Malcolm. Inside/Outside, New York: Van Nostrand Reinhold, 1993.
Graphic Design Processes: Universal to Unique, Hiebert, Kenneth J. NY: Van Nostrand Reinhold, 1992
The Education of a Graphic Designer, Heller, Steven. New York: Allworth Press.
Graphic Design Processes: Universal to Unique, Hiebert, Kenneth J. NY: Van Nostrand Reinhold, 1992
Graphics Master 5, Lem, Dean Phillip. Hawaii: Dean Lem Associates, Inc, 1993.
The History of Graphic Design, Meggs, Philip. Fourth Edition. New York: John Wiley and Sons Inc., 2005.
Typography Now II, Poyner, Rick & Booth-Clibborn, Edward. North Light Books, 1998

Magazine Publications:

Print, Emigre, Communication Arts, Graphis

Design Sites

www.aiga.org
www.graphiccompetitions.com
miami.aiga.org
thetheproject.com
www.creativereview.co.uk/cr-blog
[www.designerslist.info*](http://www.designerslist.info)
www.septemberindustry.co.uk
www.underconsideration.com
www.thedieline.com
www.smashingmagazine.com
www.swiss-miss.com
thedieline.com
designobserver.com
kuler.adobe.com
imprint.printmag.com
viz.cwrl.utexas.edu
www.graphis.com
ww.designboom.com
fastcodesign.com

Text Resources

gutenberg.org

Fonts Resources

www.t26.com
fontspace.com
www.typography.com
myfonts.com
www.google.com/webfonts
abstractfonts.com
www.letterheadfonts.com
www.fontsquirl.com
www.houseind.com
1001freefonts.com
www.fontshop.com
urbanfonts.com

Image Resources

www.sxc.hu
cutcaster.com
istock.com
www.shutterstock.com
www.vecteezy.com
www.gettyimages.com
www.veer.com
www.punchstock.com
www.masterfile.com
www.dreamstime.com/
www.bridgemanart.com
creativecommons.com

pixmac.com

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