
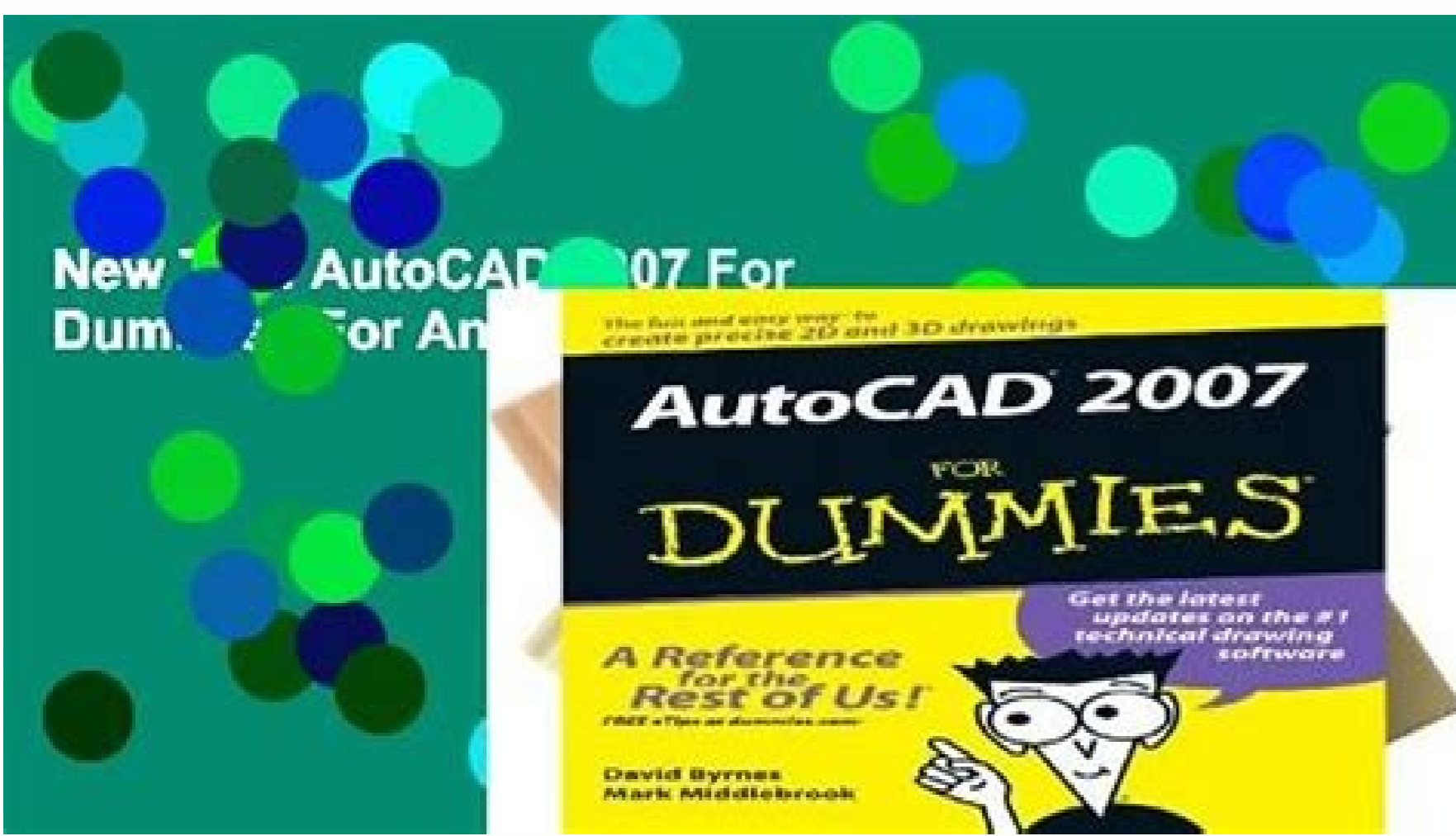


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Graphic design the new basics.

But many of these books also provide inspiration for creative thinking, advice on developing skills or commentary on the industry that can also prove invaluable for even seasoned designers. There are so many titles to pick from, you could have an entire library on the topic, but we've curated our own selection of the best graphic design books according to our own writers. His book, *Two-Dimensional Man*, is part monograph, part autobiography, part art book and part reflection on creativity. Topics include annual reports, budgeting, kerning, presenting, dealing with rejection and more. Full of honesty and plain speaking, and low on waffle and jargon, *How to Be a Graphic Designer Without Losing Your Soul* is full of sound advice on getting a design job, setting yourself up as a freelancer, founding your own company, dealing with clients, pitching and loads more. It's a detailed, very beautiful tribute with a surprising amount of interesting trivia – did you know Futura was the first typeface on the moon? Our reviewer loved the sense of place and context created by the historical photographs of 1920s Frankfurt. A book to be read thoroughly, rather than flipped through. (Image credit: Laurence King) Another excellent book from Adrian Shaughnessy, this guide covers everything you need to know to survive and prosper in the ever-shifting world of graphic design. She received the AIGA Gold Medal for Lifetime Achievement in 2007. Showcasing work from across her career, it features some of her stunning New Yorker covers and erotica, including her Kama Sutra-based alphabet. Ideas and inspiration (Image credit: Laurence King Publishing) Sometimes find yourself at a loss for creative ideas? Michael Johnson's *Now Try Something Weirder* is chock-full of prompts and ideas (233 to be precise) based on his own experiences from over three decades in graphic design. But most importantly, it made me want to create meaningful communications: images worth seeing. (Image credit: Yale University Press) Another longstanding essential on graphic design theory is this classic from Josef Albers, a hugely influential artist-educator who was member of the Bauhaus group in Germany in the 1920s. Be warned, this is not exactly a user-friendly book for contemporary designers since it advises how to teach colour experimentation rather than try to teach the practice itself. A Designer's Art probes deeply into the process of graphic design in general: why it's important; the impact it can have on society; what works, what doesn't, and most importantly, why. It's also rather lacking in visual engagement for a book on colour, but many designers describe it a lifechanging insight into how colours react interact when seen by the human eye. (Image credit: Future) This collection of over 50 short essays by graphic designer, critic and Pentagram New York partner Michael Bierut covers all kinds of design issues, from how to draw to tributes to designers and listicle-type articles such as "13 ways of looking at a typeface". It's beautifully illustrated, with more than 300 illustrations and it covers a huge breadth of the work. In this inspiring book, leading branding and identity design experts come together to offer a definitive list of the 50 best logos ever. "I recognised the inherent tension that advertising creates, and how to replicate it. But it also goes deeper, and shares a thoughtful philosophy and understanding of typography. Recent exhibitions include Face Values: Understanding Artificial Intelligence and Herbert Bayer: Bauhaus Master. The two complement each other perfectly (Image credit: Malika Favre / Counter Print) French illustrator Malika Favre is very much a graphic designer's illustrator. This isn't a linear, structured book to follow in any particular order – we find it more a book to dip in and out of to benefit from Johnson's observations and advice. (Image credit: Brand Nu) The second volume of graphic designer Radim Malinic's inspirational journal *Book of Ideas* is packed with advice on how to make it in the fast-paced creative industries. She is Senior Curator of Contemporary Design at Cooper Hewitt, Smithsonian Design Museum in New York City. The only downer is the poor quality binding, which we found fell apart very easily. And as a designer himself, the author knows all the right questions to ask. Detailing 35 projects, Bierut – who's a protégé of design legend Massimo Vignelli – illustrates the varied role that graphic design plays in the modern world. Rough sketches and rejected ideas sit alongside finished work in this beautiful crafted book. Touching on everything from the mindset needed to be a designer to taking your first steps in business, this is a must-read for anyone thinking of setting out on their own. (Image credit: Laurence King Publishing) This enlightening book is one of the best graphic design books for those just out of college or university. The author, a well-known designer and industry commentator, calls on such luminaries as Neville Brody, Natalie Hunter, John Warwicker and Andy Cruz to help pull together his ideas. Veteran designer and Pentagram New York partner Michael Bierut released this monograph, which also serves as a manual and manifesto, in 2015. His monograph, first published in 2008, revolves around 21 thought-provoking phrases, transformed into typographic works for various clients around the world and has been since updated. Organised chronologically, the book traces the impact of politics, economics, war, nationalism, colonialism, gender and art on graphic designers working in print and film and with the latest web, multimedia and emerging digital technologies. Its third edition includes 500 new images, a new chapter on current trends in digital design, and an expanded introduction. Through visual demonstrations and concise commentary, *The New Basics* shows students and professionals how to build interest and complexity around simple relationships between formal elements of two-dimensional design such as point, line, plane, scale, hierarchy, layers, and transparency. You'll find direct links to the best current prices for each book we've reviewed. For more essential titles for any designer's bookshelf, see our guides to the best branding books and best art books. But he doesn't oversimplify: indeed, he acknowledges the non-linear nature of branding with a crucial half step, which marks the fluid relationship between strategy and design. A no-nonsense, six-question model structures the first half; the second part analyses the design process, using over 1,000 brand identities around the world as examples. We think this thoughtful read will give everyone from novices to veterans a lot to reflect on about how they approach their practice. (Image credit: Taschen) This book is less of a fireside read and more of a reference book, but we found it no less compelling for it. It takes a fresh approach to design instruction by emphasizing visually intensive, form-based thinking in a manner that is in tune with the latest developments in contemporary media, theory, art, and technology. See our full review of *The Moderns* for more details. A grid system is an established tool used by print and web designers to create well-structured, balanced designs, and this book remains the definitive word on using grid systems in graphic design. "Seeing" very much means reading in this case. Luxuriously embossed silvery tone shimmers on the cover and sections in the book are divided using simple black shapes in reference to Futura's geometry, creating a playful feel in the process. An interesting read with insights you won't find elsewhere. (Image credit: Profile Books) The right font choice can make or break a design. It explores the science behind font design, and uncovers why different styles provoke different reactions in people. F. With the emphasis on creative collaboration and developing designs to work on multiple touchpoints, this is an inspiring and informative guide to modern design. See our full *Graphic Design for Dummies*. Famed British designer Michael Johnson divides the branding process into five key steps: investigation, strategy and narrative, design, implementation and engagement. Most of the essays were previously published in *Design Observer*, and they cover a period of around 25 years. Bringing together around 6,000 trademarks, Jens Müller examines the distillation of modernism in graphic design and how these attitudes and imperatives gave birth to corporate identity. These inspirational designs are organised into three chapters – geometric, effect and typographic – and provide a comprehensive index to inform your own work. For those looking to challenge the cut-and-paste mentality there are few resources that are both informative and inspirational. This short and sweet book is a great pick-me-up if you're stuck in a creative rut. It's a groundbreaking book that also explains how each example was created, bringing together a lot of useful and inspiring back stories in bite-size pieces. Dal Bello explores her own life journey as well as her design journey and how she connects spiritually to her work, and how she ceaselessly questions what she is doing. That's where *Ways of Seeing* comes in. You can read our full *Book of Ideas* Volume 2 review for more details. (Image credit: Workman Publishing) Want a book you can dip in and out of, every time you need a job of inspiration? Share the publication Save the publication to a stack. Like to get better recommendations? The publisher does not have the license to enable download. How do designers get ideas? Be careful turning the pages! Known as the godfather of modern branding and one of the most influential American graphic designers of the 20th century, Paul Rand has several books to his name. Here's the best one to start with. It provides in-depth guidance for both designers and entire branding teams, walking you through a universal five-stage process for brand development and implementation. This latest version includes expanded coverage of social media cross channel synergy, crowdsourcing, SEO, experience branding, mobile devices, wayfinding and placemaking. It's written in a very readable snappy, economical and jargon-free way that makes it accessible to anyone, not only designers. There are introductions to graphic design theory, essays on the industry, practical case studies, monographs, collections of ideas, and even tributes to individual typographers like Futura. The *Typeface*. For anyone starting out in the industry, the best graphic design books can offer important insights, refreshingly they stay away from jargon and design speak. Just note that despite the title, there are few images here. Fully updated for 2021, it's packed with insights into the creative process, making it a valuable resource to new and established designers alike. Design theory is all very well, but how do you put it into practice? "Show Your Work!" helped me start posting work on social media, allowing for feedback, and moving on to the next project. (Image credit: Laurence King) At university, you learn a lot of design theory, but not so much about how things work in the real world. Designer Craig Oldham takes a frank, and often irreverently witty, approach to tackling big questions like how to get a job and how to make money from graphic design. New projects include the books *Health Design* "Thinking and Extra Bold", a feminist career guide for designers. The *New Basics* explains the key concepts of visual language that inform any work of design—from a logo or letterhead to a complex web site. See our more in-depth *Now You See It* review for more details. (Image credit: AVA) Visual communication rests on the power of semiotics, a concept that David Crow examines in expert detail in this seminal book. Dealing with the principles of written communication and its relationship to imagery, and rounded off with an examination of audience understanding, this is a valuable assessment of academic yet essential design theory. (Image credit: Valiz) Capitalism couldn't exist without graphic design, Ruben Pater argues in this intriguing history of the trade. We found Anthony Burrill's *Work Hard & Be Nice to People* to be sharp and beautifully concise, cutting all the fat from the message, while Burrill's lack of pretension and full heart make this an enthralling read. The book is basically an inspiring account of what Burrill values in creatives in a re-worked version of his previous book *Make it Now*, with added material. Apparently, fonts have the power to even alter the taste of your food. Find out if your favourite logo makes the cut, and how it came about in the first place. *Typography books* (Image credit: Hartley & Marks) First published in 1992, this history and guide to typography from typographer Robert Bringhurst is a design industry classic. It details how to be a graphic designer (Image credit: Pop Press) You've seen his world-famous prints, now read his book. Plus if you reference this book smartly in the company of other creatives, you'll probably be taken that little bit more seriously. (Image credit: Rockport) Creating your own type designs is a great way to understand typography in general. Colorful, compact, and clearly written, *The New Basics* is the new indispensable resource for anyone seeking a smart, inspiring introduction to graphic design and destined to become the standard reference work in design education. With fun diagrams and drawings too, this is a lighthearted yet considerate look at how to be creative. (Image credit: Laurence King) Featuring work by acclaimed designers such as Paul Brand, Neville Brody and Stefan Sagmeister, this book covers all the key elements of great design. We've divided the selection into topic areas to make the titles easier to browse, so can skip straight to the best logo design books, typography books, titles that offer advice on how to become a designer and books that offer ideas and inspiration. We were pleased to find he has some suggestions about what can be done about it too. Designer monographs (Image credit: Image Publishing Group) Monographs can often be disappointing. There's also a foreword from *Design Matters* podcast host Debbie Millman. (Image credit: Johnson Banks) Anyone thinking of working in branding, or already doing it, should read this book. Noted designer Steven Heller, art critic and curator Nancy Spector and psychologist and Happiness: *The Science Behind Your Smile* author Daniel Nettle contribute essays to the book. *The Senses: Design Beyond Vision, Beauty & "Cooper Hewitt Design Triennial, How Posters Work, and Beautiful Users*. This chunky textbook is the sort of thing that should be on every graphic design student's bookshelf, and on any agency coffee table too. (Image credit: Future) Our reviewer found this beautiful hardback book to be a fascinating read on a key period in graphic design history. Written by legendary Swiss graphic designer Josef Müller-Brockmann, this visual communication manual is packed with examples on how to work correctly at a conceptual level. We reckon this is a must-read for any student or practising designer. (Image credit: Penguin) To create successful work that's designed to be seen, you need to understand how people see things. That's not to say that it's heavy going. However, Pentagram partner Michael Gericko's *Graphic Life* is a refreshing exception. This book offers pointers on how to navigate agency life in a highly amusing and irreverent manner, but it's also practical. And whether you're doing it as a fun side project or ultimately want to earn serious money as a type designer, this book by Alex Fowkes can help get you started. Part inspiration and part workbook, it features a host of real-world projects and sketches of well-known type designers, including interviews about their processes. The graphic designer and journalist looks at how labour, branding, marketing, and social media have transformed the design industry, focusing on how invisible systems influence design. Pater uses clear language and examples to show the links between graphic design and capitalism. She delves into topics like embracing failure taking risks and generating empathy as a designer. *Design theory and history Graphic Design: A History* is an informative and engaging history of graphic design that's been updated for the latest edition. Our picks cover everything from all-time classics to more contemporary titles, many of them written by graphic designers. So this is a great book for illustrators, but also one of the best graphic design books. Re-released in 2022 as an expanded edition, this large-format book is divided into some of Favre's most frequent themes, with a big focus on women. "I began to understand composition and context in every ad I saw," he says. And the book itself is truly a thing of beauty. We found its infographics and flow diagrams bring to life creative processes like pitching and giving feedback, and its short, sharp chapters make everything clear and easy to follow. (Image credit: Laurence King) Here's a great business book that doesn't read like a typical business book. If you find inspiration and want to update your graphic design toolkit, take a look at our guide to the best graphic design tools. The best graphic design books Logo and branding books Alina Wheeler's best-selling guide to branding is both a design classic, and relevant to a modern audience (it's been updated five times). Smith, Freytag Anderson (for Fraher Architects) and Ico Design (for David Rowland). This is combined with illuminating interviews with many of the creatives involved. Leading typographers Jonathan Hoefler and Tobias Frere-Jones call it "the finest book ever written about typography", and we can see why from the moment we open the pages. It's a beautifully written manual combining practical, theoretical and historical information. While you hope for a recontextualisation of the author's work, often what you get is more of an elevated portfolio. Combining personal essays that discuss the realities of his 30-year career, he proves that throughout highs and lows, humour can be a saving grace. Even if you think you already know it all, this fantastic book might teach you some new things about why the greatest fonts work so well, and give you a fresh new perspective on type design. (Image credit: Laurence King Publishing) Futura: The Typeface was published to mark the 90th anniversary of the world's permanently modern-looking second most famous sans serif. Lupton is founding director of the Graphic Design MFA Program at MICA (Maryland Institute College of Art) in Baltimore, where she has authored numerous books on design processes, including *Thinking with Type*, *Graphic Design Thinking*, *Graphic Design: The New Basics*, and *Type on Screen*. He's generous in sharing his own experiences and ideas and provides plenty of practical advice in a down-to-earth way. But to understand why certain typefaces resonate with people, you need to understand their history. Written by art critic and painter John Berger and based on a BBC TV series, this bestseller explores the way we view art. Designer Greg Bunbury says the book was responsible for a "pivotal shift" in his design studies. And that's exactly the subject Simon Garfield's book *Just My Type* explores. Indeed, the appendix of the Latin alphabet and its characters is a great piece of eye-candy all designers will adore. There are sections on education, portfolios, jobs, working processes and personal development. review for more details. David Airey, author of *Logo Design Love*, gets a lot of questions about running a design business, and he answers them in this refreshingly, straightforward guide. That's the question that this book sets out to answer. Albers moved to the US in the 1930s and taught at Black Mountain College before chairing the design department at Yale. Anyone working in logo design will get a lot out of this book. To create great work, you need to know the great work that came before. In her own words, her work is underpinned by "grids and geometric structures as a backbone for each composition". We also get insights from Bierut's own reminiscences of his development as a designer. Bierut's writing has an engaging and witty sincerity to it. In a world in which even rebellion and anti-consumerist strategies are appropriated to serve economic growth, it's an illuminating read. The designer, who works under the name Brand Nu, shares his musings on creativity and working in design, along with his career learnings. An entertaining and invaluable resource, packed with tips on the things you won't have been taught at design school. (Image credit: Counter-Print) This isn't a book for learning the practical ins and outs of graphic design, but it can be very inspiring when it comes to considering deeper questions. We think it's quite brilliantly put together. As design guru Paula Scher says: "Alina Wheeler explains better than anyone else what identity design is and how it functions." The book is split into three sections: brand fundamentals, process basics and case studies. This allows it to successfully reveal the sense of innovation and experimentation of the time, even in work for rather conservative clients. The book takes the form of a series of profiles of about 60 key designers whose work across magazines, books, record covers, advertisements, posters, packaging and more shaped the contemporary graphic design landscape as we know it, making it a comprehensive resource for students. Her book *Design Is Storytelling* was published by Cooper Hewitt in 2017. Pentagram's second longest-service partner's 519-page monograph is filled with huge photography, offering an almost architectural experience, but he also reveals the threads that connect the places, stories, and symbols in his work. Paul Sahre is one of the most influential graphic designers of his generation, and he lectures about graphic design all over the world. It might just help you get the best out of your design practice without selling your soul or being horrible to people along the way. (Image credit: Workman Publishing) Even the most talented designers won't get anywhere if no one sees their work. Authors Steven Hiller and Gail Anderson hone in on professional techniques and provide a refresher on colour, narrative, illusion, humour, simplicity, ornaments and more, in a way that's instantly accessible and easy to understand. Related articles:



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