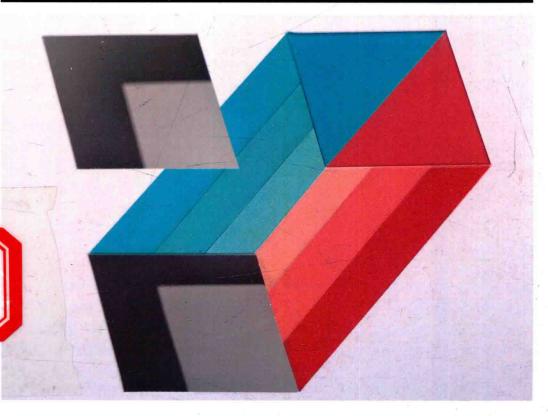
DESIGN

Gavin Ambrose Paul Harris

DESIGN THINKING FOR VISUAL COMMUNICATION

Second Edition



BLOOMSBURY

DESIGN

Gavin Ambrose Paul Harris

DESIGN THINKING FOR VISUAL COMMUNICATION

Second Edition

Fairchild Books

An imprint of Bloomsbury Publishing Plc

B L O O M S B U R Y LONDON · NEW DELHI · NEW YORK · SYDNEY

Fairchild Books

An imprint of Bloomsbury Publishing Plc

Imprint previously known as AVA Publishing

50 Bedford Square London WC1B 3DP UK 1385 Broadway New York NY 10018 USA

www.bloomsbury.com

FAIRCHILD BOOKS, BLOOMSBURY and the Diana logo are trademarks of Bloomsbury Publishing Plc

© Bloomsbury Publishing Plc, 2010, 2015

Gavin Ambrose has asserted his right under the Copyright, Designs and Patents Act, 1988, to be identified as Author of this work.

All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or any information storage or retrieval system, without prior permission in writing from the publishers.

No responsibility for loss caused to any individual or organization acting on or refraining from action as a result of the material in this publication can be accepted by Bloomsbury or the author.

British Library Cataloguing-in-Publication Data A catalogue record for this book is available from the British Library.

ISBN: PB: 978-1-4725-7271-4
ePDF: 978-1-4725-7272-1
Library of Congress Cataloging-in-Publication Data
Ambrose, Gavin and Harris, Paul
Design Thinking for Visual Communication 2e
includes glossary and index
ISBN 978-1-472-57271-4

Typeset by Gavin Ambrose Printed and bound in China



Futro Fanzine

This poster, created by Futro, appropriates a famous fast-food logo and adapts it to the context of organized religion by making it appear like a church building or bishop's mitre. The appropriation transfers the fast-food brand characteristics and color scheme to the new context and implies that organized religion is akin to a massive global brand with great marketing muscle. The design questions how people view both large corporations and religion.

Introduction

6

'You cannot hold a design in your hand. It is not a thing. It is a process. A system. A way of thinking.'
Bob Gill, *Graphic Design as a Second Language*

Design is an iterative process and design thinking is present in each stage of the journey from client brief to finished work. Different solutions can be produced for any given brief and these can differ widely in levels of creativity, practicality and budget.

This book aims to present an overview of the design thinking involved at each stage of the design process: the methods used by designers to generate and refine creative ideas, the key considerations that help shape them and the feedback and review elements that allow design teams to learn from each job and contribute to future commissions.

Through detailed studies of contemporary work and analysis of the basic theories, we examine how a designer can generate and resolve ideas to produce creative solutions that best meet the stated aims of a brief.

Stages of thinking

An overview of the different stages of the design process and the key considerations at each stage to produce a successful design, with a focus on the design brief and project definition stage.

Research

This section looks at the stage at which information is collected to help generate design ideas.

This includes consumer profiles and target group definitions, quantitative and qualitative information and feedback from past projects.

Idea generation

Here we look at how designers use different methods and sources of inspiration to generate creative solutions to the brief. These include sketching, brainstorming and the different paradigms used through design history.

Refinement

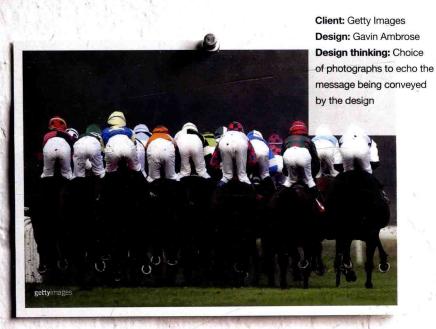
This section looks at how a general design concept can be refined. We will examine how images, words, color and substrates can be used to enhance the idea and increase its effectiveness.

Prototyping

Design ideas need to be presented and articulated to test target group acceptance and receive client approval. Here we see how models, dummies and storyboards can help to convey ideas so that they can be understood in this context.

Implementation

This section looks at how ideas come to life through production. Implementation must ensure that design details are put into effect and that the client is happy with the final product.





Getty Images

These cards were created by Gavin Ambrose to announce the upcoming office move for the sports department at Getty Images. The images by Julian Herbert (top) and Mike Hewitt (bottom) depict dramatic movement, reflecting the physical movement of the company's office. The cards also use humor; as one group of animals is running away, the other group is just arriving.







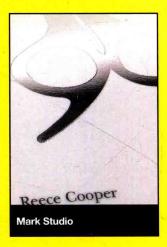
| Stages of thinking | 10 |
|---------------------|----|
| Stage 1 – Define | 12 |
| Stage 2 – Research | 16 |
| Stage 3 – Ideate | 18 |
| Stage 4 - Prototype | 20 |
| Stage 5 – Select | 22 |
| Stage 6 - Implement | 24 |
| Stage 7 – Learn | 26 |
| Industry view: | |
| NB Studio | 28 |
| | |



Research32Identifying drivers34Information gathering36Target groups40Samples and42Industry view:42

44

Tanner Christensen



| Idea generation | 48 |
|--------------------|----|
| Basic design | |
| directions | 50 |
| Questions and | |
| answers | 52 |
| Themes of thinking | 54 |
| Inspiration and | |
| references | 58 |
| Brainstorming | 60 |
| Value | 64 |
| Inclusion | 68 |
| Sketching | 70 |
| Industry view: | |
| Planning Unit | 72 |







| Heimement | 10 |
|----------------------|-----|
| Thinking in images | 78 |
| Thinking in signs | 80 |
| Appropriation | 90 |
| Humor | 94 |
| Personification | 96 |
| Visual metaphors | 98 |
| Modification | 100 |
| Thinking in words | 104 |
| Type 'faces' | 106 |
| Thinking in shapes | 108 |
| Thinking in color | 114 |
| Thinking in | |
| technology | 120 |
| Industry view: Laver | nia |
| & Cienfuegos | 124 |

| Prototyping | 128 |
|----------------------|-----|
| Developing designs | 130 |
| 'Types' of prototype | 136 |
| Vocabulary | 138 |
| What to do if you | |
| get stuck | 142 |
| Industry view: | |
| Second Story | 144 |
| | |

| Implementation | 148 |
|-------------------|-----|
| Format | 152 |
| Materials | 156 |
| Finishing | 160 |
| Media | 164 |
| Scale | 166 |
| Series/Continuity | 168 |
| Industry view: | |
| Design is Play | 172 |

| Exercises | 176 |
|-----------|-----|
| Glossary | 188 |
| Index | 190 |
| Credits | 192 |

DESIGN

Gavin Ambrose Paul Harris

DESIGN THINKING FOR VISUAL COMMUNICATION

Second Edition

Fairchild Books

An imprint of Bloomsbury Publishing Plc

B L O O M S B U R Y

Fairchild Books

An imprint of Bloomsbury Publishing Plc

Imprint previously known as AVA Publishing

50 Bedford Square London WC1B 3DP UK 1385 Broadway New York NY 10018 USA

www.bloomsbury.com

FAIRCHILD BOOKS, BLOOMSBURY and the Diana logo are trademarks of Bloomsbury Publishing Plc

© Bloomsbury Publishing Plc, 2010, 2015

Gavin Ambrose has asserted his right under the Copyright, Designs and Patents Act, 1988, to be identified as Author of this work.

All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or any information storage or retrieval system, without prior permission in writing from the publishers.

No responsibility for loss caused to any individual or organization acting on or refraining from action as a result of the material in this publication can be accepted by Bloomsbury or the author.

British Library Cataloguing-in-Publication Data
A catalogue record for this book is available from the British Library.

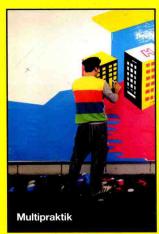
ISBN: PB: 978-1-4725-7271-4
__ePDF: 978-1-4725-7272-1
Library of Congress Cataloging-in-Publication Data
Ambrose, Gavin and Harris, Paul
__Design Thinking for Visual Communication 2e
__includes glossary and index
__ISBN 978-1-472-57271-4

Typeset by Gavin Ambrose Printed and bound in China



Futro Fanzine

This poster, created by Futro, appropriates a famous fast-food logo and adapts it to the context of organized religion by making it appear like a church building or bishop's mitre. The appropriation transfers the fast-food brand characteristics and color scheme to the new context and implies that organized religion is akin to a massive global brand with great marketing muscle. The design questions how people view both large corporations and religion.

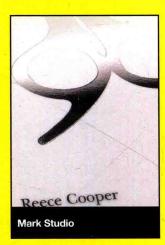


| Stages of thinking | 10 |
|---------------------|----|
| Stage 1 – Define | 12 |
| Stage 2 - Research | 16 |
| Stage 3 – Ideate | 18 |
| Stage 4 - Prototype | 20 |
| Stage 5 – Select | 22 |
| Stage 6 - Implement | 24 |
| Stage 7 – Learn | 26 |
| Industry view: | |
| NB Studio | 28 |



NB Studio

| Research | 32 |
|-----------------------|----|
| Identifying drivers | 34 |
| Information gathering | 36 |
| Target groups | 40 |
| Samples and | |
| feedback | 42 |
| Industry view: | |
| Tanner Christensen | 44 |



| dea generation | 48 |
|--------------------|----|
| Basic design | |
| directions | 50 |
| Questions and | |
| answers | 52 |
| Themes of thinking | 54 |
| Inspiration and | |
| references | 58 |
| Brainstorming | 60 |
| Value | 64 |
| Inclusion | 68 |
| Sketching | 70 |
| Industry view: | |
| Planning Unit | 72 |
| | |







| Refinement | 76 |
|----------------------|------|
| Thinking in images | 78 |
| Thinking in signs | 80 |
| Appropriation | 90 |
| Humor | 94 |
| Personification | 96 |
| Visual metaphors | 98 |
| Modification | 100 |
| Thinking in words | 104 |
| Type 'faces' | 106 |
| Thinking in shapes | 108 |
| Thinking in color | 114 |
| Thinking in | |
| technology | 120 |
| Industry view: Laver | rnia |
| & Cienfuegos | 124 |
| | |

| Prototyping | 128 |
|----------------------|-----|
| Developing designs | 130 |
| 'Types' of prototype | 136 |
| Vocabulary | 138 |
| What to do if you | |
| get stuck | 142 |
| Industry view: | |
| Second Story | 144 |
| | |

| Implementation | 148 |
|-------------------|-----|
| Format | 152 |
| Materials | 156 |
| Finishing | 160 |
| Media | 164 |
| Scale | 166 |
| Series/Continuity | 168 |
| Industry view: | |
| Design is Play | 172 |

| Glossary | 188 |
|----------|-----|
| Index | 190 |
| Credits | 192 |

Introduction

6

'You cannot hold a design in your hand. It is not a thing. It is a process. A system. A way of thinking.'
Bob Gill, *Graphic Design as a Second Language*

Design is an iterative process and design thinking is present in each stage of the journey from client brief to finished work. Different solutions can be produced for any given brief and these can differ widely in levels of creativity, practicality and budget.

This book aims to present an overview of the design thinking involved at each stage of the design process: the methods used by designers to generate and refine creative ideas, the key considerations that help shape them and the feedback and review elements that allow design teams to learn from each job and contribute to future commissions.

Through detailed studies of contemporary work and analysis of the basic theories, we examine how a designer can generate and resolve ideas to produce creative solutions that best meet the stated aims of a brief.

Stages of thinking

An overview of the different stages of the design process and the key considerations at each stage to produce a successful design, with a focus on the design brief and project definition stage.

Research

This section looks at the stage at which information is collected to help generate design ideas.

This includes consumer profiles and target group definitions, quantitative and qualitative information and feedback from past projects.

Idea generation

Here we look at how designers use different methods and sources of inspiration to generate creative solutions to the brief. These include sketching, brainstorming and the different paradigms used through design history.

Refinement

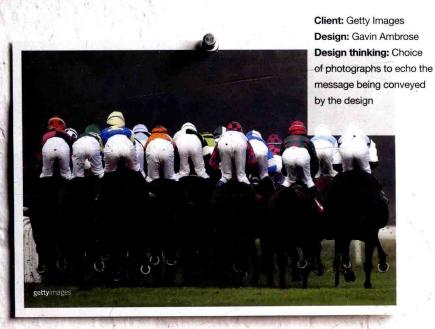
This section looks at how a general design concept can be refined. We will examine how images, words, color and substrates can be used to enhance the idea and increase its effectiveness.

Prototyping

Design ideas need to be presented and articulated to test target group acceptance and receive client approval. Here we see how models, dummies and storyboards can help to convey ideas so that they can be understood in this context.

Implementation

This section looks at how ideas come to life through production. Implementation must ensure that design details are put into effect and that the client is happy with the final product.





Getty Images

These cards were created by Gavin Ambrose to announce the upcoming office move for the sports department at Getty Images. The images by Julian Herbert (top) and Mike Hewitt (bottom) depict dramatic movement, reflecting the physical movement of the company's office. The cards also use humor; as one group of animals is running away, the other group is just arriving.





此为试读, 需要完整PDF请访问: www.ertongbook.com