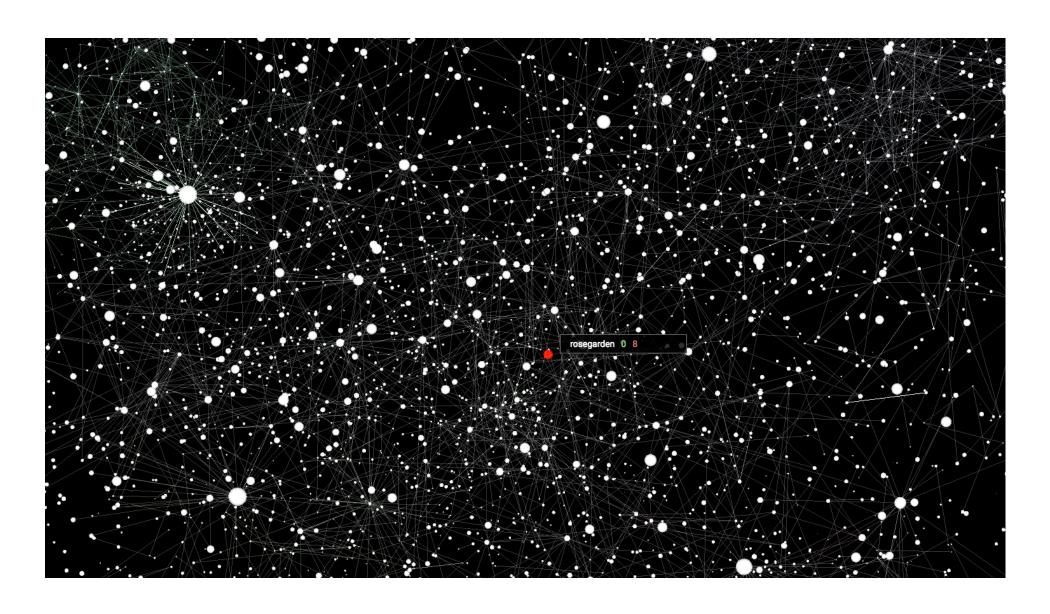
Design / Visual Language Basics



Function of Design

- Coherence, Clarity, Communication
- Visual Identity: Gives an overall identity, a branding through formal design choices (form, color, font, etc.)
- Rule-based process to structure information
- Good Design aims to be invisible! Does not take over content that it represents

Visualization is Culture Specific

- Scientific visualization deals with data that has a natural geometric structure (e.g., MRI data, wind flows)
- Information visualization handles abstract data structures such as trees or graph
- Graphic Design: Emphasis on the aesthetics and language of visual form
- Visual (Culture) Analytics: Science of analytical reasoning through visual interfaces

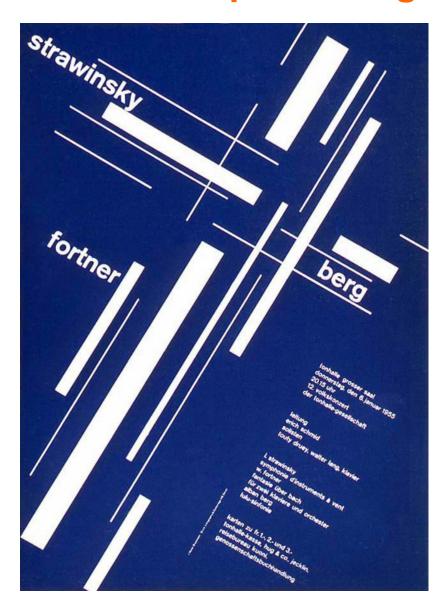
Design Fundamentals

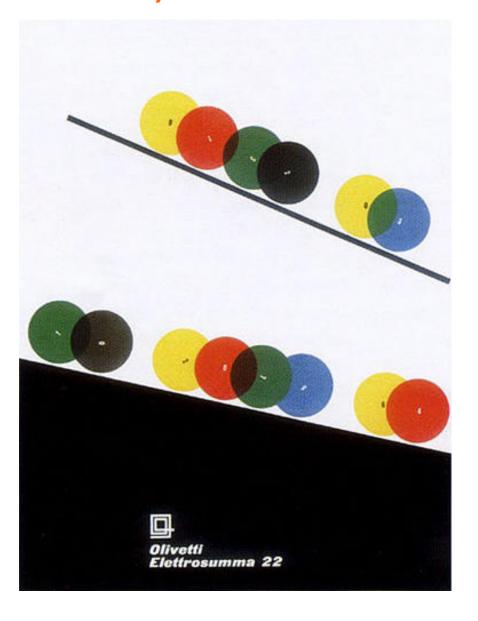
- How to organize space
- How to organize elements within a space
- What fonts to use
- What color relationships to use

Swiss Graphic Design

- Developed for Swiss Industries in 1950s after WWII
- USA corporate visual identity in 1960's (IBM, etc.), then computer (Microsoft, Apple)
- Qualities: Simplicity, legibility, objectivity
- Goal: To represent information in its pure form
- Major contributions of Swiss Design:
 - Grid System (Josef Müller-Brockmann)
 - Typography (Frutiger, Tschichold)
 - Experimentation in organizing visual elements

Swiss Graphic Design (1950s-1970s)





MAT 259 Visualizing Information















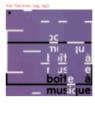














































































Swiss Graphic Design: The Origins and Growth of an International Style 1920-1965

A presentation by Richard Hollis followed by a discussion with Derek Birdsall, Ruedi Rüegg, Richard Smith and Cornel Windlin, supported by usw

at Central Saint Martins, Cochrane Theatre, Southampton Row, London, 5-30pm, 16 May 2006

Swiss Graphic Design Impact (Apple)



Typography

Swiss Graphic Design Fonts:

- Sans Serif: Arial, Futura, Helvetica, Univers, etc.
- Serif: Times New Roman

Usage Recommendations:

- Left-Aligned
- <u>Italics</u> only for titles or highlighting

Recommended Swiss Graphic Fonts

Arial typeface Helvetica typeface Helvetica Neue typeface Univers typeface Univers Condensed typeface Times New Roman typeface

Recommended Swiss Graphic Fonts

ABCDEFGHIJKLM NOPQRSTUVWXYZ abcdefghijklm nopqrstuvwxyz 1234567890 ABCDEFGHIJKLMN OPQRSTUVWXYZÀ ÅÉÎÕØabcdefghijklm nopqrstuvwxyzàåéîõ &1234567890(\$£.,!?)

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46

Text and Visual Direction is Culture Specific

- Western (descendant from Greek): Upper left to right, down
- Cyrillic: Upper left to right, down
- Semitic, Arabic Languages: Upper right to left
- Japanese, Korean, Chinese: Left-to-right, vertical top-to-bottom, and sometimes left-toright

The direction of writing also influences how we will scan information on a page

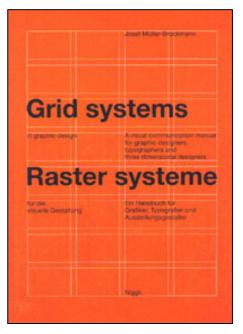
new <u>man</u> cinematic sequential pictorial

Motion, Movement Through Spatial Organization

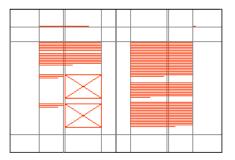


- A space becomes visually active when it is subdivided
- Balance is achieved through interplay of scale, sequence, and spatial position
- Any object placed next to each other in an image defines a relationship through spatial proximity

Structure: the Grid System (Brockmann)



- Modular Grids: Modules determine the dimensions and placement of graphic and typographic elements
- All elements are consistently placed according to the pre-determined structure once it has been defined
- The grid functions as an organizational device, but stays invisible



- Structural order also requires imagination
- Design process: begin with intuition and visual judgement, follow with rational structure

The Grid System (Brockmann)

The The ultin grid s Grid System

The ultimate resource in grid systems. "The grid system is an aid, not a guarantee.
It permits a number of possible uses and each
designer can look for a solution appropriate to his
personal style. But one must learn how to use the
grid; it is an art that requires practice."

Josef Müller-Brockmann



how Grid

Join The Forum

Search

Articles

The Golden Proportion

The golden section—a precise way of dividing a line, music or anything else-is showed up early in mathematics.

06.Jan.2010

Tools

Fluid 960 Grid System

A jQuery based fluid grid system template based on Nathan Smith's 960 Grid System. Allows multiple layouts including 12 or 16 fluid columns and 12 or 16 fixed columns.

06.Jan.2010

Books

Universal Principles of Design

Universal Principles of Design is the first comprehensive, cross-disciplinary encyclopedia of design.

04.Nov.2009

Templates

Photoshop 4 Column Grid

A free 4 Column Photoshop grid template for a 1024×768 screen resolution by Ray Gulick. 08.Jun.2009 Blog

Buy Slammer = Help Haiti

The grid-generating app Slammer is part of the Indie+Relief initiative. Buy it and all proceeds from today (01/20) will be donated to Haiti.

20.Jan.2010

Masonry

Masonry is a layout plugin for jQuery that arranges elements vertically then horizontally according to a grid.

06.Jan.2010

Designing for the Web

08.Oct.2009

A Practical Guide to
Designing for the Web has
written explanations of the
core principles of graphic
design in relation
to the web.

InDesign 568x792 Grid System (12)

By Dario Galvagno. Adobe InDesign file with a grid system for a 568pts x 792pts page that is divided into 12 columns and rows using the Golden Ratio. Includes a 12pt baseline grid. 16.Apr.2009

Eternal Network

Lovely minimal grid based site design that's reminiscent of old computer paper. 06.Jan.2010

Inspiration

Ace Jet 170 **AisleOne** Athletics BBDK Blanka Build Corporate Risk Watch Counter Print David Airey Design Assembly Dirty Mouse Experimental Jetset Form Fifty Five Grafik Magazine Grain Edit Graphic Hug Love Typography Lamosca Mark Boulton Minimal Sites Monocle Neubau NewWork OK-RM Original Linkage

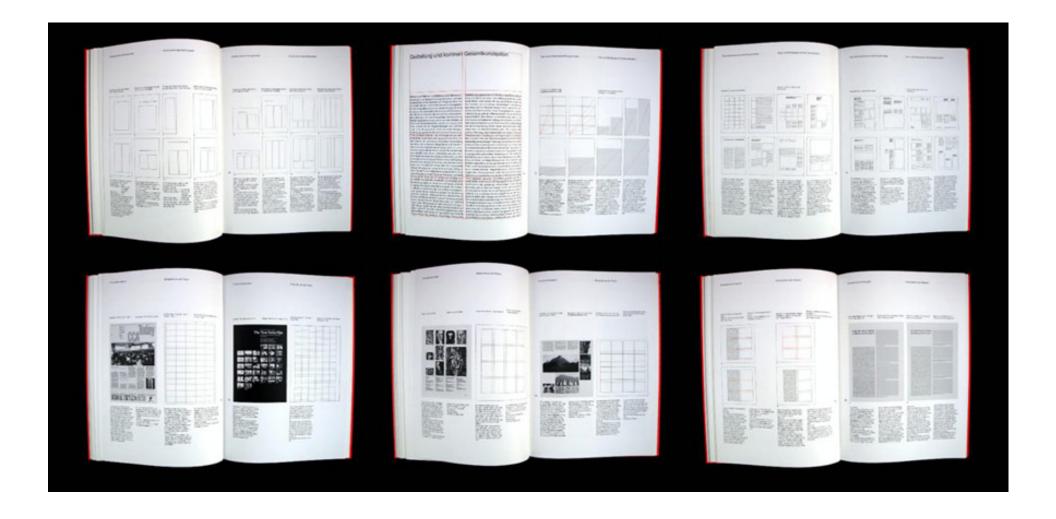
Pobin Illeman

The Golden Ratio in Web Design

You would be surprised to find out that most aesthetically pleasing designs, works of art, objects and even people have math in common. Specifically the Golden Ratio...

06.Jan.2010

The Grid System (Brockmann)





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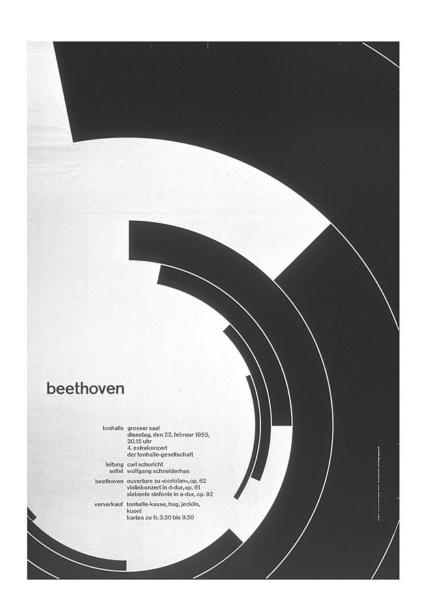
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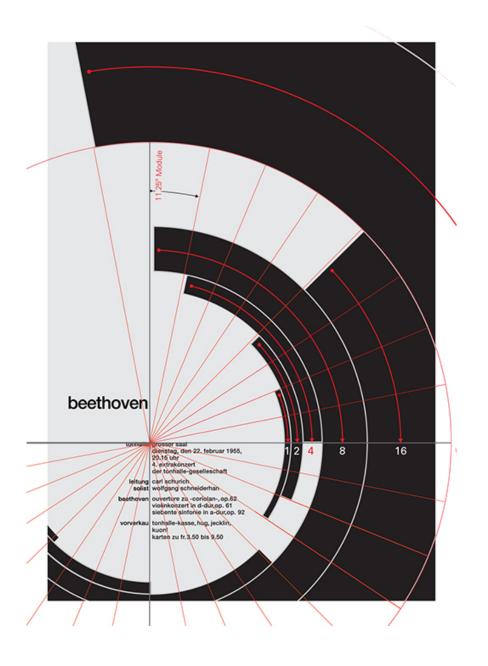
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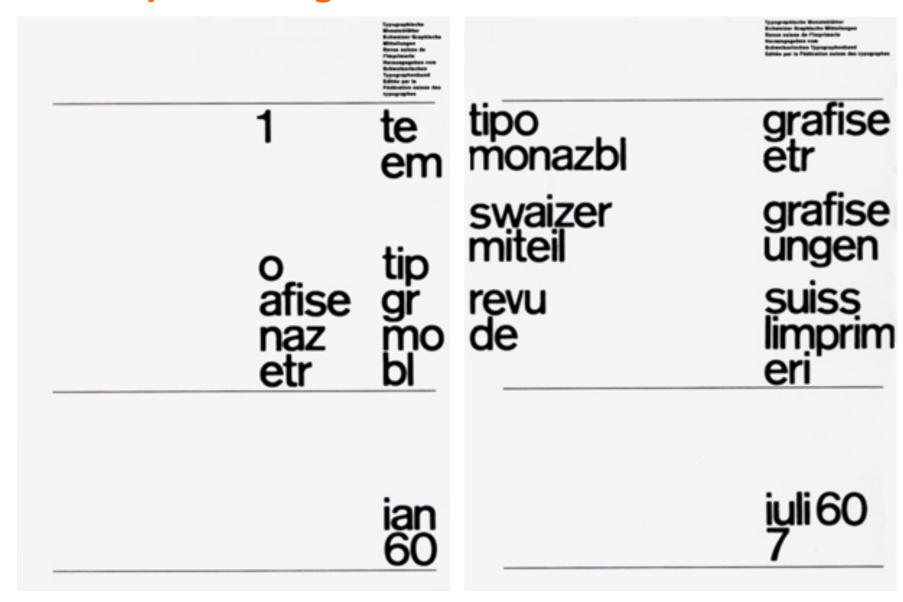
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Poster by Brockmann



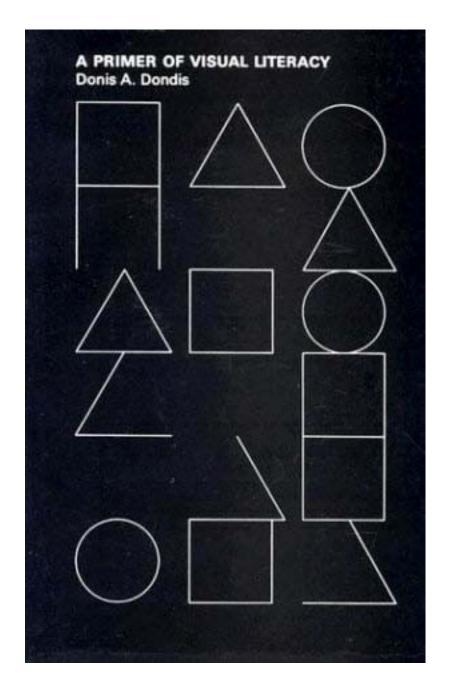


Swiss Graphic Design



Swiss Graphic Design





"A Primer of Visual Literacy"
Donis A. Dondis

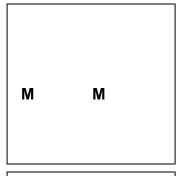
MIT PRESS, 1974

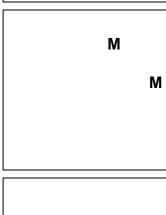
Clarifies the basic elements of design to show how they are used in simple syntactical combinations

Visual Basic Literacy: Basic Units (Dondis)

- Dot: Minimal unit, pointer, marker of space
- Line: Joins dots, articulator of space
- Shape: Line describes and encloses space
- Direction: Thrust of movement
- Tone: The intensity of lightness or darkness
- Color: Associative and symbolic meanings
- Texture: Quality of touching, looks/feels like
- Scale: Relative proportion & measurement
- Space: Organization of
- Motion: Visual elements guiding the viewer

Visual Organization / Space (Macro-micro, willi kunz)

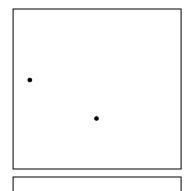




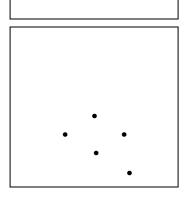
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- Size and proportion of space are determined at the beginning
- Space is visually subdivided by the tension that develops between an element and the boundaries of the space
- Space: Depending on their visual placement within a given space, the same elements will assume different visual aspects of weight and movement

Visual Groupings in Space



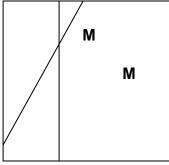
- Attraction & Grouping: 2 dots fight for attention in their interaction
- Distanced: Create individual statements as they repel each other
- Close together: There is an attraction force
- Perception: dictates to make whole out of units
 - Connect the dots!! (we do it with the stars)



Opposites repel, similars attract

Weight, Im/Balance, Dis/Order, Un/Stable

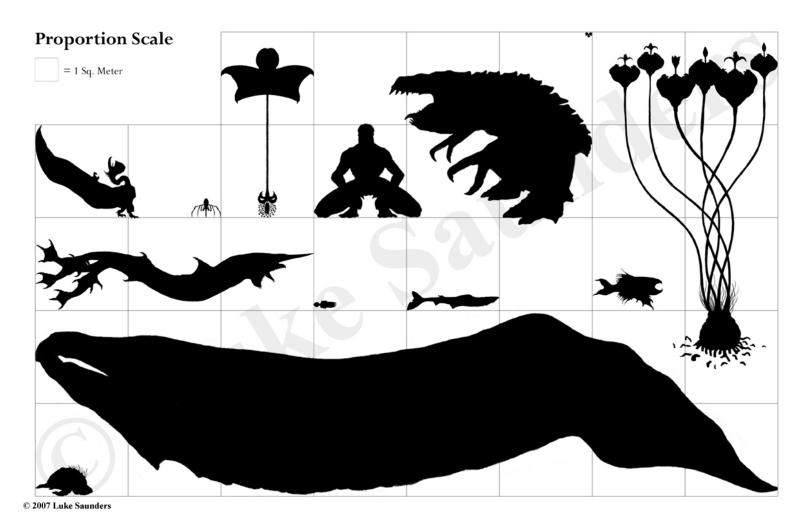






- Balance: Physiological, psychological
 - H-V construct: man to his environment
- Stress: Unstable causes stress
 - Stabilization: relative stress/balance
- Lower-left: most stable
- Harmony: (centered), no visual surprise
 - Search for balance with off-center mark
- Ambiguity: may obscure intent & meaning
 - Slightly off-center mark confounds
- Visual elements in stress location: more weight

Scale: Relative proportion & measurement



Color Relationships

- Black & White or color?
- If <u>black and white</u> what about grey tones?
- If <u>color</u>, how many? (Limit to 3 to 6?)

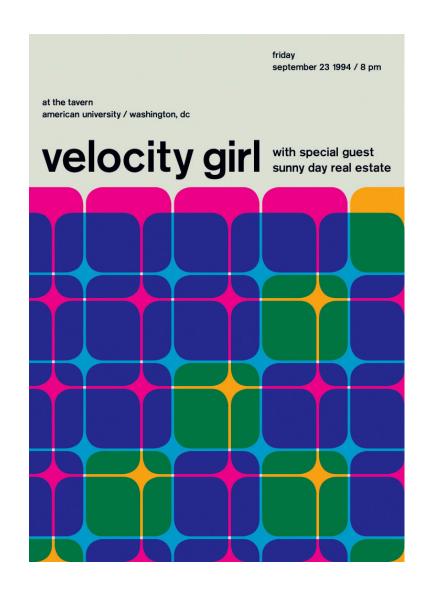
Color Tools & References

http://tristen.ca/hcl-picker/#/hlc/6/1/21313E/ EFEE69

Problems of equidistant HSV

Swissted Graphic Posters

Color Relationships

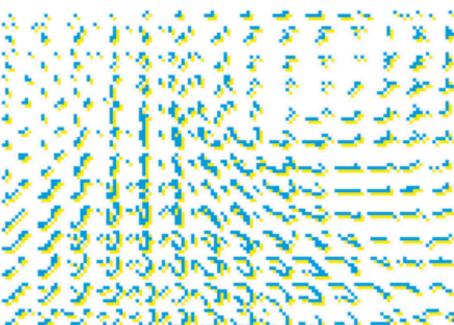




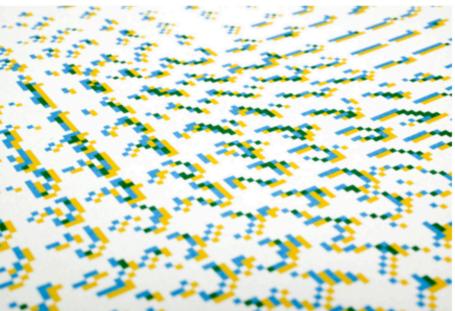












Conceptual Design

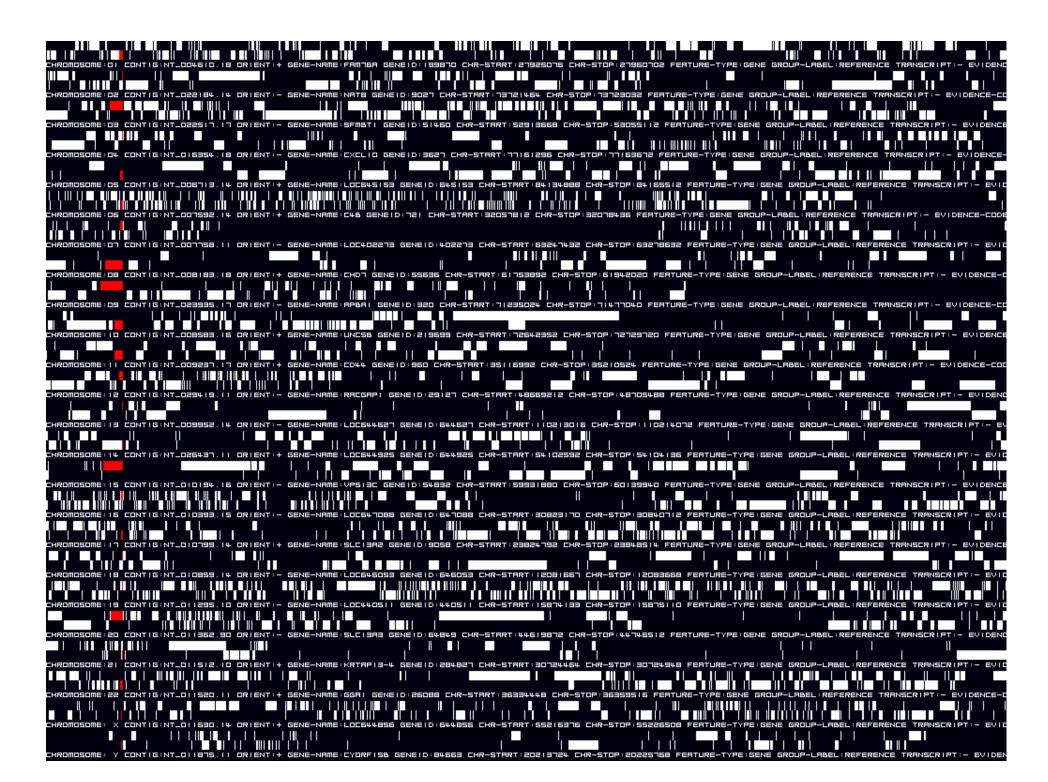
First phase of a project where quick sketches are used for **idea definition**:

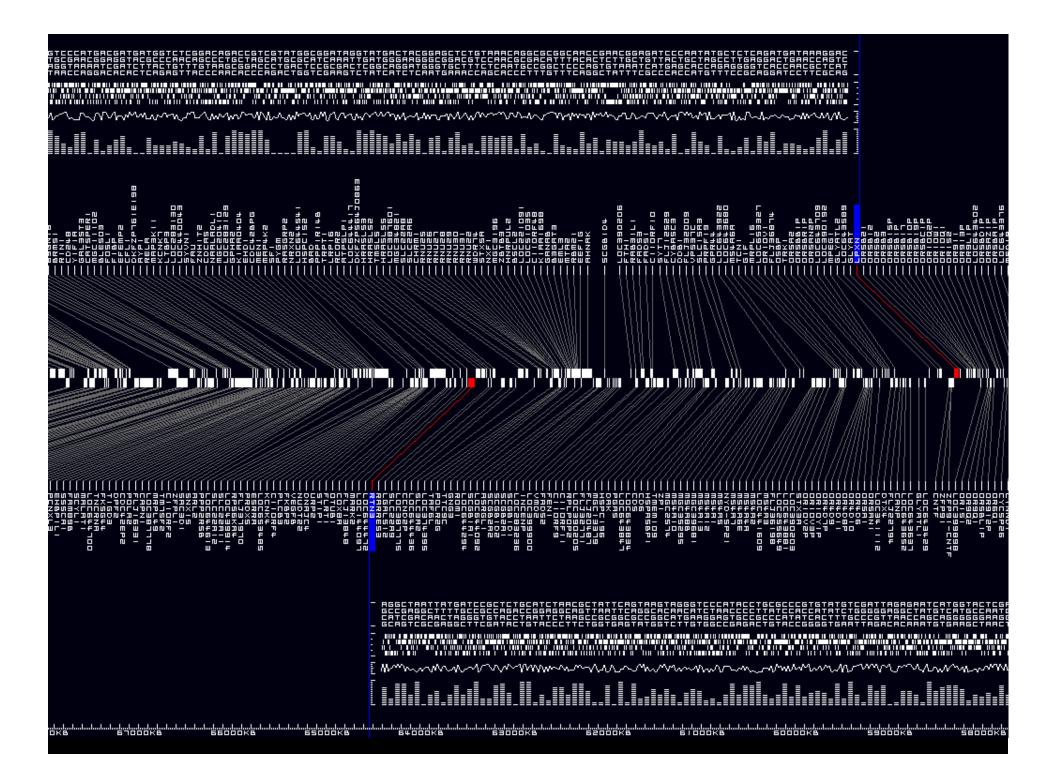
- Provides a description of the proposed system
- What are the elements, how do they interface
- What it will look like
- Defines both the functionality and aesthetics of the project

Ryoji Ikeda

Japanese sound and visual artist

- Uses scale, light, shade, volume, shadow, electronic sounds, rhythm
- Datamatics (2013)
- http://www.armoryonpark.org/photo_gallery/ slideshow/ryoji_ikeda





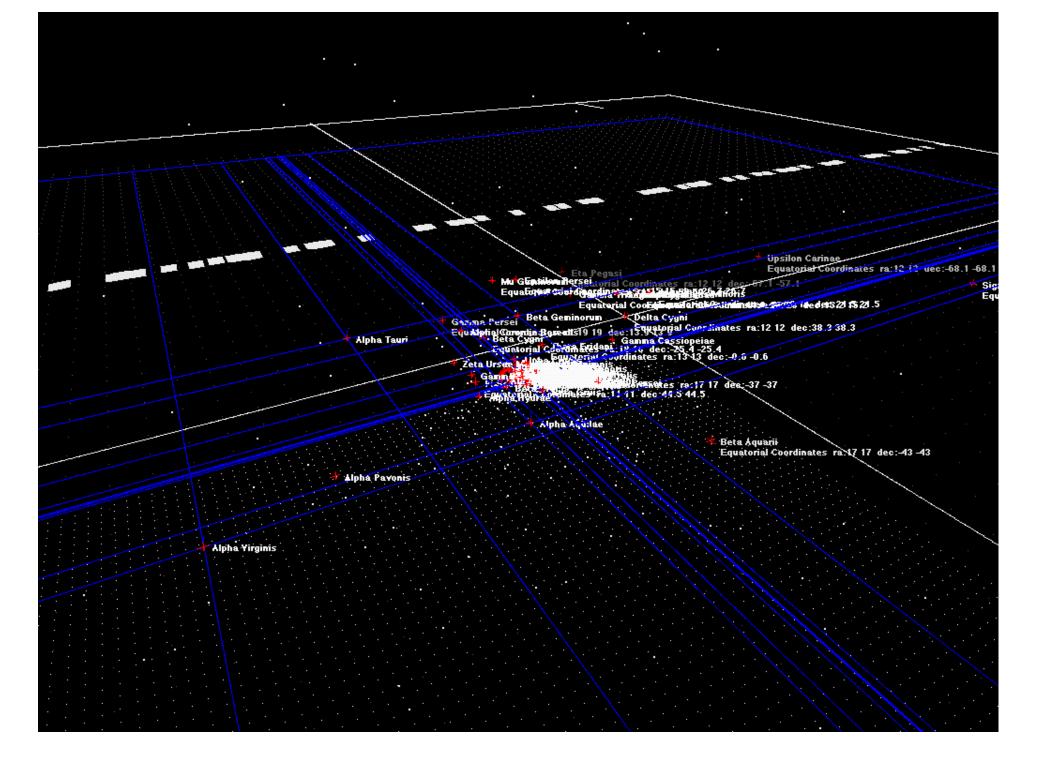


Image Complexity – Balance & Sub Division

- Too ordered is boring
- Too chaotic is confusing

Find a space between those two extremes

Strategy: Create an ordered system and then slightly disturb it

Resources: Some Design Firms & Others

- Metadesign
- Bruce Mau (SPL)
- LTL (Architectural design)
- Columbia School of Architecture
- Sensable City MIT
- LTL Architects
- Herzog de Meuron
- OMA (Office of Metropolitan Architecture)