

Geometry Of Design Studies In Proportion And Composition

From Homo Sapien to the Elohim Aaron Robertson's Sycamore Geometry of Design Grid Systems Islamic Design Canoemates Designing Learning Environments for Developing Understanding of Geometry and Space Designing Learning Environments for Developing Understanding of Geometry and Space The Geometry of Type The Geometry of Creation Great Blank Comic Books for Kids Shakeouts Of Rock & Roll Computer Aided Geometric Design The Fractal Geometry of Nature Quadrivium Islamic Geometric Design Sport Cars Coloring Book Geometry of Design, Revised and Updated Handbook of Research on the Psychology of Mathematics Education Geometry of Single-point Turning Tools and Drills Introduction to Three-Dimensional Design Deconstructing Product Design Louis I. Kahn Parables Drawn In Sacred Harmonies Coloring Book for Adults Ad Quadratum Eon's Door Geometry of Design Desde Aztlan The Filmmaker's Guide to Production Design Piero Della Francesca The Geometry of Creation I Heart Design Promptings Basics Design Methods Studies in Animal Painting Dance of the Incumbent Computational Geometry Address Book

From Homo Sapien to the Elohim

From the reviews: "This book offers a coherent treatment, at the graduate textbook level, of the field that has come to be known in the last decade or so as computational geometry. The book is well organized and lucidly written; a timely contribution by two founders of the field. It clearly demonstrates that computational geometry in the plane is now a fairly well-understood branch of computer science and mathematics. It also points the way to the solution of the more challenging problems in dimensions higher than two." #Mathematical Reviews#1 " This remarkable book is a comprehensive and systematic study on research results obtained especially in the last ten years. The very clear presentation concentrates on basic ideas, fundamental combinatorial structures, and crucial algorithmic techniques. The plenty of results is cleverly organized following these guidelines and within the framework of some detailed case studies. A large number of figures and examples also aid the understanding of the material. Therefore, it can be highly recommended as an early graduate text but it should prove also to be essential to researchers and professionals in applied fields of computer-aided design, computer graphics, and robotics." #Biometrical Journal#2

Aaron Robertson's Sycamore

A Sacred Geometry Chicano Codex . A black and white contemporary exploration of aztec and mayan motifs. Over 100 pages of original chicano indigenous imagery which will inspire the viewer to re-invision azteca, mayan, tolteca past, present and future.

Geometry of Design

Computer Aided Geometric Design covers the proceedings of the First International Conference on Computer Aided Geometric Design, held at the University of Utah on March 18-21, 1974. This book is composed of 15 chapters and starts with reviews of the properties of surface patch equation and the use of computers in geometrical design. The next chapters deal with the principles of smooth interpolation over triangles and without twist constraints, as well as the graphical representation of surfaces over triangles and rectangles. These topics are followed by discussions of the B-spline curves and surfaces; mathematical and practical possibilities of UNISURF; nonlinear splines; and some piecewise polynomial alternatives to splines under tension. Other chapters explore the smooth parametric surfaces, the space curve as a folded edge, and the interactive computer graphics application of the parametric bi-cubic surface to engineering design problems. The final chapters look into the three-dimensional human-machine communication and a class of local interpolating splines. This book will prove useful to design engineers.

Grid Systems

The purpose of the project is to provide the most up-to-date survey on issues dealing with practical geometry and how it might have been applied in the design of medieval architecture. Chronologically, the topics cover a wide span - from early Medieval through Late Gothic. Geographically, the monuments under discussion range from Early Medieval Florence through Carolingian Germany, Crusader Cyprus, Romanesque France and Gothic England. The applications of both geometry and metrology are considered in this volume, often with illustrations generated by computer-assisted design (CAD) software. The project therefore offers recent scholarship in the field, as well as cutting-edge technology which helps propel the pursuit of such studies. To this end, the project is the first of its kind both in terms of its focus and its comprehensiveness. Such a project is sorely needed to introduce this highly specialized discipline to other historians of art, history, and science of the Middle Ages, as well as historians in most humanistic areas.

Islamic Design

What makes a product successful? How it looks? The way it functions? Its ease of use? Or do factors like price and marketing dominate? In a quest to find answers to these questions, Deconstructing Product Design engages readers in a process of critically analyzing a diverse collection of 100 innovative products, from well-known classics to contemporary objects of desire. This book aims to support critical thinking about design, facilitate discovery of patterns of success (and failure) across products, and enable designers to apply lessons learned to their own design work. Experts from multiple design disciplines contribute commentary, including: “Robert Blaich, industrial design” Jill Butler, graphic design

â€”Alan Cooper, technology design â€”Brock Danner, architecture â€”Kimberly Elam, graphic design â€”Donald Emmite, design history â€”Larimie Garcia, graphic arts â€”Scott Henderson, product design â€”Kritina Holden, human factors â€”Robert Kingslyn, graphic design â€”Jon Kolko, interaction design â€”Lyle Sandler, experience design Continue the deconstruction at <http://www.deconstructingproductdesign.com>.

Canoemates

This volume is a compilation of the research produced by the International Group for the Psychology of Mathematics Education (PME) since its creation, 30 years ago. It has been written to become an essential reference for mathematics education research in the coming years

Designing Learning Environments for Developing Understanding of Geometry and Space

The flowering of Gothic architecture depended to a striking extent on the use of drawing as a tool of design. By drawing precise "blueprints" with simple tools such as the compass and straightedge, Gothic draftsmen were able to develop a linearized architecture of unprecedented complexity and sophistication. Examination of their surviving drawings can provide valuable and remarkably intimate information about the Gothic design process. Gothic drawings include compass pricks, uninked construction lines, and other telltale traces of the draftsman's geometrically based working method. The proportions of the drawings, moreover, are those actually intended by the designer, uncompromised by errors introduced in the construction process. All of these features make these drawings ideal subjects for the study of Gothic design practice, but their geometry has to date received little systematic attention. This book offers a new perspective on Gothic architectural creativity. It shows, in a series of rigorous geometrical case studies, how Gothic design evolved over time, in two senses: in the hours of the draftsman's labor, and across the centuries of the late Middle Ages. In each case study, a series of computer graphics show in unprecedented detail how a medieval designer could have developed his architectural concept step by step, using only basic geometrical operations. Taken together, these analyses demonstrate both remarkable methodological continuity across the Gothic era, and the progressive development of new and sophisticated permutations on venerable design themes. This rich tradition ultimately gave way in the Renaissance not because of any inherent problem with Gothic architecture, but because the visual language of Classicism appealed more directly to the pretensions of Humanist princes than the more abstract geometrical order of Gothic design, as the book's final chapter demonstrates.

Designing Learning Environments for Developing Understanding of Geometry and Space

Introduction to Three-Dimensional Design is the first book to teach graphic design students the fundamentals of three-dimensional design through hands-on drawing and model projects. The book combines key concepts with carefully crafted exercises so students can apply three-dimensional design principles in practice. From initial sketches through experimental prototypes to the final model solutions, students will develop a deeper understanding of the often complex elements and principles of three-dimensional design.

The Geometry of Type

This volume reflects an appreciation of the interactive roles of subject matter, teacher, student, and technologies in designing classrooms that promote understanding of geometry and space. Although these elements of geometry education are mutually constituted, the book is organized to highlight, first, the editors' vision of a general geometry education; second, the development of student thinking in everyday and classroom contexts; and third, the role of technologies. Rather than looking to high school geometry as the locus--and all too often, the apex--of geometric reasoning, the contributors to this volume suggest that reasoning about space can and should be successfully integrated with other forms of mathematics, starting at the elementary level and continuing through high school. Reintegrating spatial reasoning into the mathematical mainstream--indeed, placing it at the core of K-12 mathematics environments that promote learning with understanding--will mean increased attention to problems in modeling, structure, and design and reinvigoration of traditional topics such as measure, dimension, and form. Further, the editors' position is that the teaching of geometry and spatial visualization in school should not be compressed into a characterization of Greek geometry, but should include attention to contributions to the mathematics of space that developed subsequent to those of the Greeks. This volume is essential reading for those involved in mathematics education at all levels, including university faculty, researchers, and graduate students.

The Geometry of Creation

Great Blank Comic Books for Kids

Almost nothing is known about Louis Charles, whose abandoned handwritten manuscripts were found discovered by Sidewalk Labs in an ornate jewelry box. None of the five manuscripts were dated, but they appear to be late 19th or early 20th century. In the first of these newly discovered classics, a little boy named Aaron travels through a tree in a nonsense fantasy in the style of The Wizard of Oz, Alice in Wonderland, and The Phantom Tollbooth. His dreams and wonders take him through a magical land of creatures - Feathers, Shells, Fins, and others - as he seeks out the dread Magistrate, who

seems to be the keeper of the land.

Shakeouts Of Rock & Roll

This volume reflects an appreciation of the interactive roles of subject matter, teacher, student, and technologies in designing classrooms that promote understanding of geometry and space. Although these elements of geometry education are mutually constituted, the book is organized to highlight, first, the editors' vision of a general geometry education; second, the development of student thinking in everyday and classroom contexts; and third, the role of technologies. Rather than looking to high school geometry as the locus--and all too often, the apex--of geometric reasoning, the contributors to this volume suggest that reasoning about space can and should be successfully integrated with other forms of mathematics, starting at the elementary level and continuing through high school. Reintegrating spatial reasoning into the mathematical mainstream--indeed, placing it at the core of K-12 mathematics environments that promote learning with understanding--will mean increased attention to problems in modeling, structure, and design and reinvigoration of traditional topics such as measure, dimension, and form. Further, the editors' position is that the teaching of geometry and spatial visualization in school should not be compressed into a characterization of Greek geometry, but should include attention to contributions to the mathematics of space that developed subsequent to those of the Greeks. This volume is essential reading for those involved in mathematics education at all levels, including university faculty, researchers, and graduate students.

Computer Aided Geometric Design

Learn to turn a simple screenplay into a visual masterpiece! Top production designers share their real-life experiences to explain the aesthetic, narrative, and technical aspects of the craft. Step by step, aspiring filmmakers will discover sound instruction on the tools of the trade, and established filmmakers will enjoy a new outlook on production design. They will learn, for example, the craft behind movie magic--such as how to create a design metaphor, choose a color scheme, use space, and work within all genres of film, from well-funded studio projects to "guerilla filmmaking." This indispensable resource also contains a history of movie making and guidelines for digital production design. For the experienced filmmaker seeking new design ideas to the struggling newcomer stretching low-budget dollars, this book makes the processes and concepts of production design accessible. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a New York Times bestseller or a national bestseller, we are deeply committed to quality books that help creative professionals succeed and thrive. We often

publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.

The Fractal Geometry of Nature

Great Blank Comic Books For Kids, make your dream with drawing & designing -Matte cover -8"x10" -40 pages Use this book to make your own comic books and create your own stories.

Quadrivium

Islamic Geometric Design

Connect with your creative bliss by coloring the patterns of sacred geometry, the shapes that connect all things in nature. Feel the stress of the day melt away into joyous well-being. Adult coloring books are the fun new way to relax. Make it part of your mindfulness practice. Enjoy! 36 unique, richly detailed patterns and mandalas. Single-sided illustrations so you can display your design if you like. Hours of stress relieving meditative coloring and creative fun. Will delight artists of all ages.

Sport Cars Coloring Book

From its early days, one of the most influential forces in America has been Rock & Roll. Born in the late 1940's, Rock and Roll's popularity rapidly grew among the younger generation. In the 1950's, Elvis Presley exploded on the national scene. At the same time, Black singers like Ray Charles, Little Richard and Chuck Berry were gaining in popularity. Rock and Roll was on the way to changing America's culture. In the early 1960's The Beatles led the British Invasion and changed the world. Music merged with politics and nothing's been the same.

Geometry of Design, Revised and Updated

PIERO DELLA FRANCESCA One of the major artists of the Quattrocento, Piero della Francesca, who died in 1492, turned mathematics and perspective into a mysticism of space and light. Piero's graceful planar geometry was a precursor of Cubism and 20th century abstraction. Naomi Haskell concentrates on Piero's series of monumental Madonnas, the magnificent Madonna della Misericordia and the mysterious pregnant Goddess, the Madonna del Parto, also his Arezzo fresco cycle, the Resurrection, and the enigmatic Flagellation. Piero della Francesca has one of the most special and distinctive forms of space in painting. The bright, timeless spaces of Piero della Francesca are instantly recognizable, and

critics sometimes evoke Greek sculpture in connection with Piero's paintings. One might also see in his hermetic, ritualized and timeless paintings the art of Chinese landscape painting, with its evocations of emptiness, which hints at the radical void of Eastern mysticism (in Zen Buddhism and Taoism). Piero's hypnotic art coolly melds science with art, space with spirit, the personal with the cosmic, and history, myth and religion with time. Like the art of ancient Greece, Piero's paintings rejoice in eternal brilliance, an architectonic precision, a Classical feeling for proportion and harmony. In Piero della Francesca's epoch, perspective, proportion and geometry attained a fetishistic quality. Seeing was theory-laden as Michael Baxandall put it. Piero's sense of mathematics and perspective took in commercial arithmetic on the one hand, and the transcendent purity of the Pythagorean solids on the other. For Piero della Francesca, geometry, proportion, perspective and mathematics had a magical quality. His art exalts, on one level, a jouissance of mathematics and measurement, in which the science of Renaissance perspective is joyously explored. Piero seemed to learn towards the cool, impersonal, impassive scientific inquiry of Aristotelean philosophy, rather than the more sensuous, more obviously mystical aspects of Platonic philosophy. Bibliography, notes, illustrations."

Handbook of Research on the Psychology of Mathematics Education

Architects often employ design methods to help them find more creative forms. These methods make it possible to break free of the traditional canon of forms and established paradigms. At the same time, there must be enough leeway for a functional, systematic design conception to take shape. This volume focuses in depth on the design methods that have decisively shaped current architectural practice. Themes are - Diagrammatic methods (using drawings and schematic representations), -Mimetic methods (imitative), - Parametric methods (using a characteristic quantity), - Automated and digital design methods of the contemporary avant-garde, e.g. scaling, datascares, folding, and morphing.

Geometry of Single-point Turning Tools and Drills

A book that explores the awakening of society from enslavement & oppression, our ancient origins, divine concepts of Sacred Geometry & the elevation of human consciousness. This book exposes the Illuminati, the Jesuits & the fraudulent world banking system. It discusses the origins along with the Vatican corporation ties and how it relates to current time activities. It details how, with the assistance of the uncensored internet, we are discovering the real truths and are awakening to the oppression and control that we have been under for centuries. It unlocks the enigmas behind sacred geometry and how it can assist in raising our consciousness. It unlocks the hidden Enochian mysteries and lost ancient texts that were once covered-up. It discloses the widely accepted Ancient Sumerian story of Man's origin along with the how and why we were created. It reveals in detail the quantum dimensions of multi-dimensional light beings and the keys to decrypting the many hidden secrets. It assumes how we should be - powerful free-thinking beings that can rise in

consciousness and span multiple dimensions. It educates us to the inner workings of the mind and how we use the heart to pineal gland antenna to connect to all source. It explains how everything is energy, frequency and vibration and how to be in tune with higher vibrations.

Introduction to Three-Dimensional Design

The flowering of Gothic architecture depended to a striking extent on the use of drawing as a tool of design. By drawing precise "blueprints" with simple tools such as the compass and straightedge, Gothic draftsmen were able to develop a linearized architecture of unprecedented complexity and sophistication. Examination of their surviving drawings can provide valuable and remarkably intimate information about the Gothic design process. Gothic drawings include compass pricks, uninked construction lines, and other telltale traces of the draftsman's geometrically based working method. The proportions of the drawings, moreover, are those actually intended by the designer, uncompromised by errors introduced in the construction process. All of these features make these drawings ideal subjects for the study of Gothic design practice, but their geometry has to date received little systematic attention. This book offers a new perspective on Gothic architectural creativity. It shows, in a series of rigorous geometrical case studies, how Gothic design evolved over time, in two senses: in the hours of the draftsman's labor, and across the centuries of the late Middle Ages. In each case study, a series of computer graphics show in unprecedented detail how a medieval designer could have developed his architectural concept step by step, using only basic geometrical operations. Taken together, these analyses demonstrate both remarkable methodological continuity across the Gothic era, and the progressive development of new and sophisticated permutations on venerable design themes. This rich tradition ultimately gave way in the Renaissance not because of any inherent problem with Gothic architecture, but because the visual language of Classicism appealed more directly to the pretensions of Humanist princes than the more abstract geometrical order of Gothic design, as the book's final chapter demonstrates.

Deconstructing Product Design

An exploration of the construction and meaning of Islamic geometric patterns. Throughout their long history the craft traditions of the Islamic world evolved a multitude of styles applied to a great variety of media but always with unifying factors that make them instantly recognizable. Harmony is central. There are two key aspects to the visual structure of Islamic design--calligraphy using Arabic script (one of the world's great calligraphic traditions) and abstract ornamentation using a varied but remarkably integrated visual language. Focusing on Islamic geometric patterns, simple and complex, man-made and in nature, this book offers unique insight into Islamic culture.

Louis I. Kahn

Thank you for buying my book. I hope to inspire everyone with my poems of life, love and so much more. This book is dedicated to my daughter's, my grandbabies and my fellow poet's. Feel free to email me your thoughts at Scorpio1966Mosier@aol.com

Parables

Geometry of Single-Point Turning Tools and Drills outlines clear objectives of cutting tool geometry selection and optimization, using multiple examples to provide a thorough explanation. It addresses several urgent problems that many present-day tool manufacturers, tool application specialists, and tool users, are facing. It is both a practical guide, offering useful, practical suggestions for the solution of common problems, and a useful reference on the most important aspects of cutting tool design, application, and troubleshooting practices. Covering emerging trends in cutting tool design, cutting tool geometry, machining regimes, and optimization of machining operations, Geometry of Single-Point Turning Tools and Drills is an indispensable source of information for tool designers, manufacturing engineers, research workers, and students.

Drawn In

Composed of six previously published works.

Sacred Harmonies Coloring Book for Adults

Vote the Incumbent out

Ad Quadratum

Presents a new style of adult coloring book that features 45 Model Show Cars in a way that makes creating a work of art simple. Each design features pre-shaded areas which make the concept of shading very easy.

Eon's Door

Geometry of Design

Although the grid system is the most prevalent system of visual organization, it is often associated with rigid, formulaic design.

Desde Aztlan

At last, a mathematical explanation of how art works presented in a manner we can all understand. Kimberly Elam takes the reader on a geometrical journey, lending insight and coherence to the design process by exploring the visual relationships that have foundations in mathematics as well as the essential qualities of life. Geometry of Design takes a close look at a broad range of twentieth-century examples of design, architecture, and illustration (from the Barcelona chair to the paintings of Georges Seurat, from the Braun hand blender to the Conico kettle), revealing underlying geometric structures in their compositions. Explanations and techniques of visual analysis make the inherent mathematical relationships evident and a must-have for anyone involved in art, design, or architecture graphic arts. The book focuses not only on the classic systems of proportioning, such as the golden section and root rectangles, but also on less well known proportioning systems such as the Fibonacci Series. Through detailed diagrams these geometric systems are brought to life giving an effective insight into the design process.

The Filmmaker's Guide to Production Design

This work takes a close look at a broad range of 20th-century examples of design, architecture and illustration, revealing underlying geometric structures in their compositions.

Piero Della Francesca

Simple and Elegant Address Book This beautifully designed address book is a classic way to keep track of contact information for everyone in your life. DETAILS: 130 Pages Crisp White Pages with a Thick Cardstock Cover Stylish, Elegant Cover Art Dimensions: 6" x 9" Perfect Bound Lined Spaces For: Name, Email, Phone, Address and Notes

The Geometry of Creation

Do you frequently find yourself asking, Why?" This book will, prayerfully, prompt you to see God acting in every circumstance in your life, from the mundane to the monumental; to appreciate that the Creator does, indeed, cause "all

things [to] work for good to them that love God, to them who are called according to His purpose." (Romans 8:28) Through prose and poems based on personal experiences, the author shares pieces of her journey through faith-building events. If you have trouble focusing on God and His agenda, this book will sharpen your vision and lead you to reconsider God's purpose for the events in which you may find yourself involved on a daily basis.

I Heart 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.

Promptings

A Reader Views Award winner and Eric Hoffer Award finalist The Dark Forest is moving and a horde of bloodthirsty monsters is on the hunt. For the peaceful denizens of Erla, time is running out. Two thousand years have passed since the three clans fled the world of humans through Eon's Door to find sanctuary in a realm called Erla, and now a prophecy left to them by the ancient race that created the tree portal is coming true. A trusted sage has stolen the portal's key and is using the awesome power that separated the worlds to tear apart the very soul of Nature. The key must be taken back and Eon's Door closed--before it's too late. Hope lies with a "child of doubt" from the world the clans left behind and the courageous young Erlan who's been sent to find him. Together they must retrieve the key and close Eon's Door. It won't be easy. Abominations of beasts and trees stand between them and their goal. Even worse, the sage knows the prophecy and is expecting them. "Avatar meets The Lord of the Rings." "A captivating storyline with a lovely surprise at the end beautiful imagery, and a great read." Sift Book Reviews

Basics Design Methods

Who says having all your dreams come true is a good thing? Serenity Winters is taking the summer off. After her last year included crushing on the wrong guy (again), having her best friend move all the way across the country, and an unexpected

loss she's still not prepared to deal with, she deserves it. And a visit to see Maia in California seems the perfect getaway. Beaches, bonfires and boys? Yes please! But Rennie's dreams aren't so easy to elude. Sketching what she can remember of them helps some, but her drawings are taking on a life of their own and the dreams they represent are starting to come true. Enter Alex, who may or may not be perfect. (No, who is she kidding? He's perfect. Great hair, plus he can quote Hamlet and Yoda? Come on!) But Alex has secrets of his own, namely a hidden ability to transport himself through time using a book as a portal. Could it be that both Rennie and Alex are being drawn in to the same mystery? They better find out quickly, because her dreams are getting louder. And they know her by name.

Studies in Animal Painting

Islamic geometric designs are admired worldwide for their beauty and marvellous intricacy, yet in truth they are seldom understood. Indeed, their complexity and artistry can seem almost beyond the powers of human ingenuity. In this handsomely illustrated volume, artist and teacher Eric Broug analyses and explains these complex designs in their historical and physical context. His own original drawings accompany magnificent photographs of mosques, madrasas, palaces and tombs from the Islamic world, ranging from North Africa to Iran and Uzbekistan, and from the 8th to the 19th centuries. Chapters are devoted to each of the main families of geometric design fourfold, fivefold and sixfold and to the complex combined patterns. Every design is carefully explained, and illustrated with a wealth of stunning photographs and clear, meticulously detailed drawings. Readers can follow the design processes by which these patterns were created and even learn to reproduce and invent geometric patterns for themselves, using exactly the same tools as the Islamic craftsmen of old: a ruler and a pair of compasses.

Dance of the Incumbent

The Geometry of Type explores 100 traditional and modern typefaces in detail, with a full spread devoted to each entry. Characters from each typeface are enlarged and annotated to reveal key features, anatomical details, and the finer, often-overlooked elements of type design, which shows how these attributes affect mood and readability. Sidebar information lists the designer and foundry, the year of release and the different weights and styles available, while feature boxes explain the origins and best uses for each typeface, such as whether it is suitable for running text or as a display font for headlines. To help the reader spot each typeface in the wider world, the full character set is shown, and the best letters for identification are highlighted. This beautiful and highly practical work of reference for font spotters, designers and users is a close-up celebration of typefaces and great type design.

Computational Geometry

Three classic fractals, tamed. Galaxies and eddies. Scaling fractals. Nonscaling fractals. Self-mapping fractals. Randomness. Stratified random fractals. Fractional brown fractals. A book-within-the-book, in color. Random tremas; texture. Miscellany. Of men and ideas.

Address Book

I Heart Design is a collection of “favorite” designs as selected by 80 prominent graphic designers, typographers, teachers, scholars, writers and design impresarios. Designers have preferences, like modern over postmodern, serif over sans serif, decorative over minimal, but designers could not be engaged in design practice if they did not love design. The reasons for such a charged emotion varies from individual to individual, but there are certain commonalities regarding form, function, outcome, and more. Design triggers something in all of us that may be solely aesthetic or decidedly content-driven, but in the final analysis, we are drawn to it through the heart. Designs featured include the iconic CBS eye, the stark Kodak identity, the Coca-Cola bottle, and, of course, The Rolling Stones’ Sticky Fingers album cover.

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