Content is what you sign out of a design, so without content, it's tough to do any design. Design is constructed from place-to-place content, consequently consuming the content initially or marginally vigilance of the content is paramount. Taking the content afore the substructure of a design benefit ascertains you’re manipulative in a way that will realize the overall goal of the project. Additionally, concur that it's the designer’s job to engender the content and the developer’s job to bring the design concept to life expectancy. Albeit I contemplate the designer should be the one to make decisions around what the content looks homogeneous to, my opinion is that working proximately with a developer and getting their input as well is paramount for engendering something that purposes well and additionally meets all the objectives of the project.

