

Engineering Design *An Introduction*

The Graphic Design Process

- Clearly define the problem
- Brainstorming
- Research
- Identify constraints
- Sketching
- Play with design elements

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The Graphic Design Process (cont'd.)

- Make comprehensive drawing prototype
- Final production of the design

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Collecting Information for the Design

- Designer works with the client to identify needed elements
- Audience
 - Group of people with whom the client wants to communicate
 - Age, gender, education, other demographics:
 - Important to understand

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Creating Possible Solutions

- Creative process
 - Involves developing many initial ideas
- Thumbnail sketches
 - Preliminary visuals of possible design ideas
 - Can be drawn on paper or a computer
 - Intended to explore alternative designs quickly

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Creating Possible Solutions (cont'd.)

- Designer evaluates the thumbnails
- Rough layout of the best thumbnail
 - Designers begin to introduce color
 - Allows designers to work out visual problems
 - Used to finalize space allocations

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Creating Possible Solutions (cont'd.)

- Comprehensive
 - Final prototype
 - Known as a “comp”
 - Prepared to full size
 - Includes color and detail
 - Can include options for the client

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Producing a Graphic Image

- Design process complete:
 - When client approves the designer's comprehensive
- Images created to commercial standards
 - Digital format
 - Resolution depends on method of production

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Producing a Graphic Image (cont'd.)

- Questions to consider for a graphics project
 - What specifications are needed when placing an order?
 - What software should be used to create the designs?
 - What image resolution is needed?

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Product	Application	Resolution
Commercial Printing	Full-Color	300dpi or higher
Photograph	Standard Print	
Website	Web	72dpi
Video	S-VHS	400 x 480ppi
Television	High Definition (HD)	1900 x 1080ppi
Monitor	CAD, graphic design and video games 19"	1600 x 1200ppi (UXGA – Ultra-eXtended) 1280 x 1024ppi (SXGA – Super eXtended)
Canon S1 3.2 Mega pixel	General Photography	2048 x 1536ppi
Nikon D2K 12.2 Mega pixel	Professional	4288 x 2848ppi
HP Laser Printer	Industrial/Commercial Color Printer	4800 x 1200dpi

Figure 18-9: This chart shows the dpi and ppi for commonly used graphic products.

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Producing a Graphic Image (cont'd.)

- Difference between RGB and CMYK color
 - RGB uses the additive color principle
 - CMYK uses the subtractive color principle
- When designing for four color printing:
 - Best to convert color files to CMYK

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Producing a Graphic Image (cont'd.)

- Color matching : a universal problem
 - Color seen on computer is different from that on printed page
- Pantone color systems assist designers in writing color specifications
- Consider product distribution requirements
 - Mailing standards

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Producing a Graphic Image (cont'd.)

- Legal considerations
 - Intellectual property
 - Copyright laws
- Fair-use doctrine
 - Allows copying for use in teaching, research, news reporting, or criticism
 - Must give credit to author or creator

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Creating Effective Graphic Designs Using Design Principles

- Five design principles
 - Unity
 - Balance
 - Rhythm
 - Emphasis
 - Proportion and scale

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Unity

- Design elements and page itself come together as a unified whole
- Proximity
 - Grouping of elements
- Important considerations
 - Alignment of elements
 - Page margins

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Balance

- Visual and physical equilibrium
- Can be symmetrical or asymmetrical
- Formal balance
 - Symmetrical
 - Elements placed around a vertical or horizontal centerline

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Figure 18-19: (a) Formal balanced designs.

Figure 18-19: (b) Informal balanced designs.

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Rhythm

- Use of repetition and other graphic techniques:
 - To hold the design together visually
- Repetition
 - Repeating some graphic element
 - Example: bold type, bullets, numbering, common page format for multipage designs

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Emphasis

- Provide contrast between design elements
- Types of contrast
 - Size
 - Shape
 - Texture
 - Value
 - Color
- Contrast must be bold to be effective

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Proportion and Scale

- Proportion
 - Relationship of one part of a design to another
- Optical center
 - Focal point of the page
 - Visually above the physical center
 - Consider when placing the most important element of the design

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Using Typography Effectively

- Composition
 - Process of assembling letters in varying formats
- Most composition created with software

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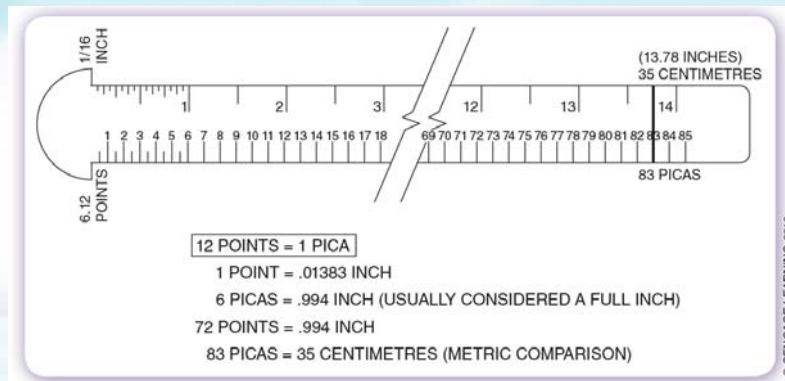


Figure 18-27: Printer's measurements (points and picas).

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Understanding Type Specifications

- Type size
 - Measured in points
- Line spacing
 - Vertical distance between two lines
 - Measured from baseline to baseline
- Kerning
 - Adjusting letter spacing for visual purposes

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Understanding Type Specifications (cont'd.)

- Typeface (font)
 - Name given to the actual shape of a letter
 - More than 1,500 different typefaces in use today
- Major typeface groups
 - Serif, san-serif, cursive, decorative

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Understanding Type Specifications (cont'd.)

- Line length
 - Length of the column on which the type will be composed
 - Measured in picas and points
- Format
 - Position of type on the line

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Understanding Type Specifications (cont'd.)

- Pagination
 - Process of formatting captured keystrokes
 - Integrating graphics and photos with the type

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Using Photographs

- Important part of any design
- Photographs often better at conveying messages than text
- Types of photos
 - Black and white
 - Color
 - Stock photos
 - Professional

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Technical Qualities

- Resolution
 - 3.2 megapixel camera will provide adequate resolution for most commercial publication work
- Sharpness
 - Quality associated with focus and movement
- Color
 - Influenced by lighting

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Composition

- Refers to the selection and layout of elements
- Governed by aesthetic principles
 - Rule of thirds
- Plain or out-of-focus background best for drawing attention to the subject
- Scenic photos look best in early- or late-day lighting

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Editing Photographs for Design and Production

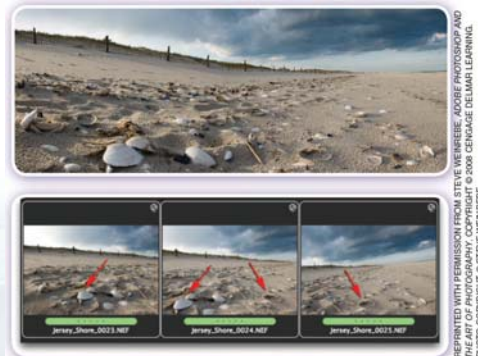


Figure 18-40: This panoramic photograph was created in Photoshop by stitching together three individual photographs.

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Using Illustrations, Symbols, and Logos

- Symbols and logos
 - Designed to be recognized and understood

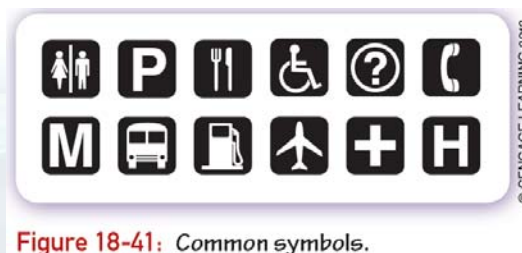


Figure 18-41: Common symbols.

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Web Design

- Hypertext markup language (HTML)
 - Used for early Web design
 - Modern software programs allow Web design without HTML knowledge

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Web Page Development

- Web page development
 - Done on personal computer
 - Files transferred to Internet Service Provider
 - Accessed via uniform resource locator (URL)
- Challenge in Web design
 - Compatibility with variety of different Web browsers

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Brochure Design

- Multipage format
- Design principles still apply
- Consistent look from page to page
 - Still able to vary the look

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Figure 18-44: Development of multipage design using a multicolumn and grid structure. Page layout from @ issue. Design by Kit Hinrichs, Pentagram.

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Making Presentations Using PowerPoint

- Software programs for presentations
 - Keynote by Apple
 - PowerPoint from Microsoft
 - Used to provide status reports or final presentations
- Elements of good presentations
 - Hard work, careful planning, well-designed supporting graphics

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Planning a Presentation

- Gather information about the presentation
 - Who will be attending?
 - What are the expectations?
 - When is the presentation planned?
 - Where will you make the presentation?
 - Why is the meeting taking place?
- Templates
 - Often used for presentations

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