

DM1611 - Graphic Communication

View Online



1.

Dabner D, Stewart S, Vickress A. Graphic design school: the principles and practice of graphic design. Sixth edition. Hoboken, New Jersey: Wiley; 2017.

2.

Noble I, Bestley R. Visual Research: an Introduction to Research Methodologies in Graphic Design. 3rd edition. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc; 2016.

3.

Potter N. What is a designer: things, places, messages. In: What is a designer: things, places, messages [Internet]. 4th ed. London: Hyphen Press; 2002. p. 7-9. Available from: <https://contentstore.cla.co.uk/secure/link?id=76c11a40-d6ca-e811-80cd-005056af4099>

4.

Potter N. What is a designer: things, places, messages. In: What is a designer: things, places, messages [Internet]. 4th ed. London: Hyphen Press; 2002. p. 10-4. Available from: <https://contentstore.cla.co.uk/secure/link?id=6bee0ba8-d6ca-e811-80cd-005056af4099>

5.

Bierut M. How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world. London: Thames & Hudson; 2015.

6.

Shaughnessy A. Graphic design: a user's manual. London: Laurence King; 2009.

7.

Lupton E, Phillips JC. Graphic Design: the New Basics [Internet]. Second edition, revised and expanded. New York: Princeton Architectural Press; 2015. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4518455>

8.

Dabner D, Stewart S, Vickress A. Graphic design school: the principles and practice of graphic design. Sixth edition. Hoboken, New Jersey: Wiley; 2017.

9.

Pater R. The politics of design: a (not so) global manual for visual communication. Amsterdam, The Netherlands: BIS Publishers; 2016.

10.

Lupton E. Typotheque: Writing Lessons: Modern Design Theory by Ellen Lupton [Internet]. 1988. Available from: https://www.typotheque.com/articles/writing_lessons_modern_design_theory

11.

Vanderpoel EN. Color problems: a practical manual for the lay student of color. Brooklyn, NY: The Circadian Press; 2018.

12.

Albers J. Interaction of color. 50th anniversary edition. New Haven, [Connecticut]: Yale University Press; 2013.

13.

During S. The cultural studies reader. In: The cultural studies reader [Internet]. London: Routledge; 1993. p. 90-103. Available from: <https://contentstore.cla.co.uk/secure/link?id=975978b5-d1c7-e811-80cd-005056af4099>

14.

John Berger / Ways of Seeing , Episode 1 (1972) - YouTube [Internet]. Available from: https://www.youtube.com/watch?v=0pDE4VX_9Kk

15.

Crow D. Visible signs: an introduction to semiotics in the visual arts. 2nd ed. Lausanne: AVA Academia; 2010.

16.

Lupton E, Miller JA. Design writing research: writing on graphic design. In: Design writing research: writing on graphic design [Internet]. London: Phaidon; 1999. p. 135-41. Available from: <https://contentstore.cla.co.uk/secure/link?id=ce758cf5-e0c7-e811-80cd-005056af4099>

17.

Davis M. Graphic design theory. London: Thames & Hudson; 2012.

18.

Berger J. Ways of seeing [Internet]. London: Penguin; 2008. Available from: https://www.youtube.com/watch?v=0pDE4VX_9Kk

19.

Lupton E, Phillips JC. Graphic Design: the New Basics [Internet]. Second edition, revised and expanded. New York: Princeton Architectural Press; 2015. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4518455>

20.

Dabner D, Stewart S, Vickress A. Graphic design school: the principles and practice of graphic design. Sixth edition. Hoboken, New Jersey: Wiley; 2017.

21.

Lupton E. Thinking with type: a critical guide for designers, writers, editors, & students [Internet]. 2nd rev. and expanded ed. New York: Princeton Architectural Press; 2010. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3387329>

22.

Pater R. The politics of design: a (not so) global manual for visual communication. Amsterdam, The Netherlands: BIS Publishers; 2016.

23.

Bringhurst R. The elements of typographic style. Fourth edition (version 4.0), Twentieth anniversary edition. Seattle: Hartley & Marks, Publishers; 2012.

24.

Dabner D, Stewart S, Vickress A. Graphic design school: the principles and practice of graphic design. Sixth edition. Hoboken, New Jersey: Wiley; 2017.

25.

Kane J. A type primer. 2nd ed. London: Laurence King; 2011.

26.

Cohen S. InDesign CC: 2014 release for Windows and Macintosh. Vol. Visual quickstart guide. [San Francisco]: Peachpit Press; 2014.

27.

InDesign User Guide [Internet]. Available from:
<https://helpx.adobe.com/indesign/user-guide.html>

28.

Samara T. Making and breaking the grid: a graphic design layout workshop [Internet]. Second edition. Beverly, Massachusetts: Rockport Publishers; 2017. Available from:
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4926459>

29.

Lupton E. Thinking with type: a critical guide for designers, writers, editors, & students [Internet]. 2nd rev. and expanded ed. New York: Princeton Architectural Press; 2010. Available from:
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3387329>

30.

Lupton E, editor. Type on screen: a guide for designers, developers, writers, and students [Internet]. First Edition. New York: Princeton Architectural Press; 2014. Available from:
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3387581>

31.

Mèuller-Brockmann J, Stephenson DQ. Grid systems in graphic design: a visual communication manual for graphic designers, typographers and three dimensional designers = Raster systeme fèur visuelle Gestaltung : ein Handbuch fèur Grafiker, Typografen und Ausstellungsgestalter. 11th ed. Sulgen: Niggli; 2016.

32.

Cohen S. InDesign CC: 2014 release for Windows and Macintosh. [San Francisco]: Peachpit Press; 2014.

33.

InDesign User Guide [Internet]. Available from:
<https://helpx.adobe.com/indesign/user-guide.html>

34.

Dabner D, Stewart S, Vickress A. Graphic design school: the principles and practice of graphic design. Sixth edition. Hoboken, New Jersey: Wiley; 2017.

35.

Elam K. Grid systems: principles of organizing type [Internet]. New York: Princeton Architectural Press; 2004. Available from:
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3387574>

36.

Mirzoeff N. How to see the world. In: How to see the world [Internet]. [London] UK: Pelican, an imprint of Penguin Books; 2015. p. 29-69. Available from:
<https://contentstore.cla.co.uk/secure/link?id=e97d0ab4-85d7-e811-80cd-005056af4099>

37.

Lupton E, Miller JA. Design writing research: writing on graphic design. In: Design writing research: writing on graphic design [Internet]. London: Phaidon; 1999. p. 121-34. Available from:
<https://contentstore.cla.co.uk/secure/link?id=442d14d2-dfc7-e811-80cd-005056af4099>

38.

Shore R. Post-Photography: The Artist with a Camera [Internet]. London: Laurence King; 2014. Available from:
https://www.amazon.co.uk/Post-Photography-Artist-Camera-Elephant-2014-09-08/dp/B0184VX3LO/ref=sr_1_2?s=books&ie=UTF8&qid=1537349810&sr=1-2&keywords=Post+Photography+-+The+Artist+with+a+Camera%2C+Robert+Shore%2C

39.

Klanten R, Ehmann S, Hèubner M. Tangible: High touch visuals. Berlin: Gestalten; 2009.

40.

Dabner D, Stewart S, Vickress A. Graphic design school: the principles and practice of

graphic design. Sixth edition. Hoboken, New Jersey: Wiley; 2017.

41.

Lectures on Digital Photography by Marc Levoy [Internet]. Available from:
<https://sites.google.com/site/marclevoylectures/home>

42.

Weinmann E, Lourekas P. Photoshop CC: 2015 release. Vol. Visual quickstart guide. [San Francisco]: Peachpit Press; 2016.

43.

Klanten R, Sinofzik A. High touch: tactile design and visual explorations. Berlin: Gestalten; 2012.

44.

Klanten R, Ehmann S, Hèubner M. Tangible: High touch visuals. Berlin: Gestalten; 2009.

45.

Weinmann E, Lourekas P. Photoshop CC: 2015 release. [San Francisco]: Peachpit Press; 2016.

46.

Brower S. Inside art direction: interviews and case studies [Internet]. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc; 2016. Available from:
<https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6941307>

47.

Heller S, Vienne V. Art direction explained, at last! London: Laurence King; 2009.

48.

Heller S, Vienne V, editors. The education [of] an art director. New York: Allworth Press; 2006.

49.

Dabner D, Stewart S, Vickress A. Graphic design school: the principles and practice of graphic design. Sixth edition. Hoboken, New Jersey: Wiley; 2017.

50.

Hollis R. About graphic design. London: Occasional Papers; 2012.

51.

Bierut M. How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world. London: Thames & Hudson; 2015.

52.

Hyland A, Bateman S. Symbol. London: Laurence King; 2011.

53.

Kinross R, Neurath M. The transformer: principles of making Isotype charts [Internet]. London: Hyphen Press; 2009. Available from: <https://hyphenpress.co.uk/products/books/978-0-907259-40-4>

54.

Frutiger A. Signs and symbols: their design and meaning. New York: Van Nostrand Reinhold; 1989.

55.

Abdullah R, Hèubner R. Pictograms, icons & signs: a guide to information graphics. London:

Thames & Hudson; 2006.

56.

Modley R, Myers WR. Handbook of pictorial symbols: 3,250 examples from international sources. New York: Dover Publications; 1976.

57.

Noun Project - Icons for Everything [Internet]. Available from: <https://thenounproject.com/>

58.

Fulleylove R. "Imagination doesn't compare to our real life design history": Annie Atkins on the art of graphic design for film [Internet]. 17AD. Available from: <https://www.itnicethat.com/features/annie-atkins-graphic-design-for-film-prop-making-wes-anderson-170817>

59.

Gosling E. BBC graphic design team reveals secrets of working on The Night Manager, with Tom Hiddleston. 2016 Mar 29; Available from: <https://www.itnicethat.com/news/bbc-the-night-manager-tom-hiddleston-graphic-design-290316>

60.

Landekic L. You're Influenced by Film Title Designer Pablo Ferro and You Probably Don't Even Know It | | Eye on Design. 2018 Nov 29; Available from: <https://eyeondesign.aiga.org/youre-influenced-by-film-title-designer-pablo-ferro-and-you-dont-even-know-it/>

61.

Gosling E. It's Nice That | The Grand Budapest Hotel graphic designer on designing for Wes Anderson. 9AD; Available from: <https://www.itnicethat.com/articles/annie-atkins-grand-budapest-hotel>

62.

Lupton E. Design is storytelling. New York, NY: Cooper Hewitt; 2017.

63.

Bierut M, Drenttel W, Heller S. Looking closer 4: critical writings on graphic design [Internet]. New York: Allworth Press; 2002. Available from: <http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&direct=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN=646967>

64.

Triggs T. Fanzines. In: Fanzines [Internet]. London: Thames & Hudson; 2010. p. 204–47. Available from: <https://contentstore.cla.co.uk/secure/link?id=552a3c44-291f-e911-80cd-005056af4099>

65.

Piepmeyer A, ProQuest (Firm). Girl zines: making media, doing feminism [Internet]. New York: New York University Press; 2009. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=865810>

66.

Duncombe S, ProQuest (Firm). Notes from underground: zines and the politics of alternative culture [Internet]. 2nd ed. Bloomington, Ind: Microcosm Pub; 2008. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1912223>

67.

GF Smith [Internet]. Available from: <https://www.gfsmith.com/>

68.

Bierut M. How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world. In: How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world [Internet]. London: Thames & Hudson; 2015. p. 44–9. Available from:

<https://contentstore.cla.co.uk/secure/link?id=9928f456-bd2b-e911-80cd-005056af4099>

69.

Bierut M. How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world. In: How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world [Internet]. London: Thames & Hudson; 2015. p. 100–11. Available from: <https://contentstore.cla.co.uk/secure/link?id=6670c8d8-bc2b-e911-80cd-005056af4099>

70.

Armstrong H. Graphic design theory: readings from the field [Internet]. 1st ed. New York: Princeton Architectural Press; 2009. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3387353>

71.

Armstrong H. Graphic design theory: readings from the field [Internet]. 1st ed. New York: Princeton Architectural Press; 2009. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3387353>

72.

Ambrose G, Harris P. Format. 2nd edition. Vol. 01. Lausanne: AVA Academia; 2012.

73.

Ambrose G, Harris P. Layout [Internet]. 2nd ed. Vol. 02. Lausanne, Switzerland: AVA Academia; 2011. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4654149>

74.

Gatter M, Gatter M. Production for print [Internet]. Rev. and expanded ed. London: Laurence King; 2010. Available from: <http://lib.myilibrary.com/browse/open.asp?id=664371&entityid=https://idp.brunel.ac.uk/entity>

75.

Ambrose G, Harris P. The layout book. Second edition. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc; 2015.

76.

Smith EK. How to make books [Internet]. 1st ed. New York: Potter Craft; 2007. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=6086757>

77.

Lewis AW. Basic Bookbinding [Internet]. New York, UNITED STATES: Dover Publications; 1957. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=1894531>

78.

Zeier F, Li I. Books, boxes, and portfolios: binding, construction, and design step-by-step. New York, NY: Design Press; 1990.

79.

Lupton E, Phillips JC. Graphic design: the new basics [Internet]. Second edition, revised and expanded. New York: Princeton Architectural Press; 2015. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4518455>

80.

Dabner D, Stewart S, Vickress A. Graphic design school: the principles and practice of graphic design. Sixth edition. Hoboken, New Jersey: Wiley; 2017.

81.

Hollis R. About graphic design. London: Occasional Papers; 2012.

82.

Noble I, Bestley R. Visual Research: an Introduction to Research Methodologies in Graphic Design. 3rd edition. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc; 2016.

83.

Potter N. What is a designer: things, places, messages. 4th ed. London: Hyphen Press; 2002.

84.

Crow D. Visible signs: an introduction to semiotics in the visual arts. 2nd ed. Lausanne: AVA Academia; 2010.

85.

Pater R. The politics of design: a (not so) global manual for visual communication. Amsterdam, The Netherlands: BIS Publishers; 2016.

86.

Samara T. Making and breaking the grid: a graphic design layout workshop [Internet]. Second edition. Beverly, Massachusetts: Rockport Publishers; 2017. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4926459>

87.

During S. The cultural studies reader. In: The cultural studies reader [Internet]. London: Routledge; 1993. p. 90–103. Available from: <https://contentstore.cla.co.uk/secure/link?id=975978b5-d1c7-e811-80cd-005056af4099>

88.

John Berger / Ways of Seeing , Episode 1 (1972) - YouTube [Internet]. Available from: https://www.youtube.com/watch?v=0pDE4VX_9Kk

89.

Pater R. The politics of design: a (not so) global manual for visual communication. Amsterdam, The Netherlands: BIS Publishers; 2016.

90.

Samara T. Making and breaking the grid: a graphic design layout workshop [Internet]. Second edition. Beverly, Massachusetts: Rockport Publishers; 2017. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=4926459>

91.

Lupton E. Thinking with type: a critical guide for designers, writers, editors, & students [Internet]. 2nd rev. and expanded ed. New York: Princeton Architectural Press; 2010. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3387329>

92.

Mirzoeff N. How to see the world. Vol. 8. [London] UK: Pelican, an imprint of Penguin Books; 2015.

93.

Lupton E, Miller JA. Design writing research: writing on graphic design. London: Phaidon; 1999.

94.

Shore R. Post-Photography: The Artist with a Camera [Internet]. London: Laurence King; 2014. Available from: https://www.amazon.co.uk/Post-Photography-Artist-Camera-Elephant-2014-09-08/dp/B0184VX3LO/ref=sr_1_2?s=books&ie=UTF8&qid=1537349810&sr=1-2&keywords=Post+Photography+-+The+Artist+with+a+Camera%2C+Robert+Shore%2C

95.

Klanten R, Ehmann S, Hèubner M. Tangible: High touch visuals. Berlin: Gestalten; 2009.

96.

Klanten R, Sinofzik A. High touch: tactile design and visual explorations. Berlin: Gestalten; 2012.

97.

Hollis R. About graphic design. London: Occasional Papers; 2012.

98.

Lupton E. Design is storytelling. New York, NY: Cooper Hewitt; 2017.

99.

Albers J. Interaction of color. 50th anniversary edition. New Haven, [Connecticut]: Yale University Press; 2013.

100.

Hyland A, Bateman S. Symbol. London: Laurence King; 2011.

101.

Bierut M. How to use graphic design to sell things, explain things, make things look better, make people laugh, make people cry, and (every once in a while) change the world. London: Thames & Hudson; 2015.

102.

Shaughnessy A. Graphic design: a user's manual. London: Laurence King; 2009.

103.

Lupton E. Typotheque: Writing Lessons: Modern Design Theory by Ellen Lupton [Internet]. 1988. Available from:

https://www.typotheque.com/articles/writing_lessons_modern_design_theory

104.

Mèuller-Brockmann J, Stephenson DQ. Grid systems in graphic design: a visual communication manual for graphic designers, typographers and three dimensional designers = Raster systeme fèur visuelle Gestaltung : ein Handbuch fèur Grafiker, Typografen und Ausstellungsgestalter. 11th ed. Sulgen: Niggli; 2016.

105.

Tschichold J. The new typography: a handbook for modern designers. [New ed.]. Vol. Weimar and now : German cultural criticism. Berkeley, Calif: University of California Press; 2006.

106.

Bierut M, Drenttel W, Heller S. Looking closer 4: critical writings on graphic design [Internet]. New York: Allworth Press; 2002. Available from: <http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&direct=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN=646967>

107.

Poynor R. Typography now two: implosion. London: Booth-Clibborn Editions; 1998.

108.

Ambrose G, Harris P. The layout book. Second edition. Vol. Required reading range. Course reader. London: Fairchild Books, an imprint of Bloomsbury Publishing Plc; 2015.

109.

Ambrose G, Harris P. The fundamentals of typography. 2nd ed. Lausanne: AVA Academia; 2011.

110.

Ambrose G, Harris P. The fundamentals of creative design [Internet]. 2nd ed. Vol. AVA academia. Lausanne: AVA Publishing; 2011. Available from: <http://lib.myilibrary.com/browse/open.asp?id=342615&entityid=https://idp.brunel.ac.uk/entity>

111.

Bhaskaran L. Size matters: effective graphic design for large amounts of information. Hove [U.K.]: RotoVision; 2004.

112.

Shaughnessy A. Graphic design: a user's manual. London: Laurence King; 2009.

113.

Fletcher A. The art of looking sideways. London: Phaidon; 2001.

114.

Bierut M, editor. Looking closer 4: critical writings on graphic design [Internet]. New York: Allworth Press; 2002. Available from: <http://search.ebscohost.com/login.aspx?authtype=ip,shib&custid=s1123049&direct=true&db=nlebk&db=nlabk&site=ehost-live&scope=site&AN=646967>

115.

Ambrose G, Harris P. Format. 2nd edition. Vol. Basics design. Lausanne: AVA Academia; 2012.

116.

Armstrong H. Graphic design theory: readings from the field [Internet]. 1st ed. New York: Princeton Architectural Press; 2009. Available from: <https://ebookcentral.proquest.com/lib/brunelu/detail.action?docID=3387353>

117.

Meggs PB, Purvis AW, Meggs PB. Meggs' history of graphic design [Internet]. Sixth edition. Hoboken, New Jersey: Wiley; 2016. Available from: <http://lib.myilibrary.com/browse/open.asp?id=915535&entityid=https://idp.brunel.ac.uk/entity>

118.

Butterick's Practical Typography [Internet]. Available from: <http://practicaltypography.com/>

119.

Typewolf [Internet]. Available from: <https://www.typewolf.com/>

120.

Fonts In Use - Type at work in the real world. [Internet]. Available from: <https://fontsinuse.com/>

121.

Cohen S. InDesign CC: 2014 release for Windows and Macintosh. [San Francisco]: Peachpit Press; 2014.

122.

Weinmann E, Lourekas P, Chelius C. Illustrator CC. 2014 release. [San Francisco]: Peachpit Press; 2015.

123.

Weinmann E, Lourekas P. Photoshop CC: 2015 release. [San Francisco]: Peachpit Press; 2016.

124.

Illustrator User Guide [Internet]. Available from: <https://helpx.adobe.com/illustrator/user-guide.html>

125.

InDesign User Guide [Internet]. Available from:
<https://helpx.adobe.com/indesign/user-guide.html>

126.

Photoshop User Guide [Internet]. Available from:
<https://helpx.adobe.com/photoshop/user-guide.html>

127.

InDesignSecrets [Internet]. Available from: <https://indesignsecrets.com/>

128.

Phlearn youtube channel: The Quick Start Guide to Photoshop (Part 1) [Internet]. 23AD.
Available from:
<https://www.youtube.com/watch?v=ryOgl4EDgn8&list=PL7JpMMpENaD3Bz9v-2xuJXI3fipeDwprW&index=2>

129.

Howard Pinsky: youtube photoshop tutorials [Internet]. Available from:
<https://www.youtube.com/user/IceflowStudios/playlists>

130.

Spoon Graphics: Photoshop and Illustrator tutorials [Internet]. Available from:
https://www.youtube.com/channel/UC_mkC8ChfzCJcuSqSMwvUWw/playlists

131.

Lynda: Online Courses, Classes, Training, Tutorials [Internet]. Available from:
<https://www.lynda.com/>