# Tipografia şi regulile tipografice în design



- De ce este importanta tipografia?
- Oamenii devine vizual mai sofisticaţi

## friendly AGGRESSIVE

Traditional MODERN

feminine MASCULINE calm Chaotic



Folosirea eficienta a Tipografiei conteaza!!!





















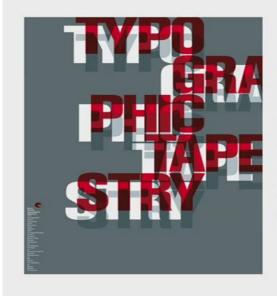
#### Terminologia şi anatomia literelor

Caractere - litere, numere, semne de punctuație



### Center for Career Development

**Majuscule/uppercase** – prezență puternică pe pagină sau monitor, atenție vizuală, emană idea de autoritate, încredere, necesită mai mult spațiu între litere







**Minuscule/Iowercase** – mai personale, mai informale, prietenie, căldură, arată mai bine apropiate..



## DANCING dancing





baza (baseline) - linia de bază pe care se află litera adică serifele corespunzătoare orizontale.

meanline - linia imaginară care se află deasupra literelor minuscule

(X-height) Înălţimea de bază a literei este determinată de înălţimea literelor mici. Acea înălţime se extinde de la baseline (linia de bază) până la meanline şi este marcată cu X.

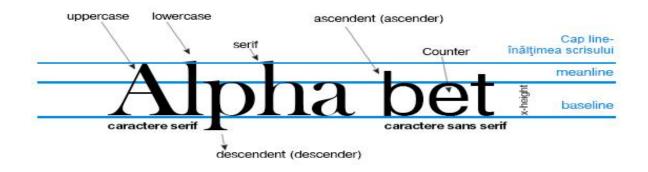
**ascendent (ascender)** - înălţimea extensiilor superioare ale literelor mici, adică partea formei literelor mici şi mari care se ridică deasupra înălţimii literei de bază (meanline).

descendent (descender) - înălţimea extensiilor de jos ale literelor mici, adică o parte dintr-o formă a literei mici, care coboară sub linia de bază (baseline).

**Ligatures** - 2 sau mai multe caractere unite într-o singură unitate. Un rafinament tipografic care compensează pentru anumite litere care sunt aranjate urât una lângă cealaltă, cum ar fi **ff,fi, fl, ffi, ffl**.

Stress(axa) – axa liniei literelor rotunjite



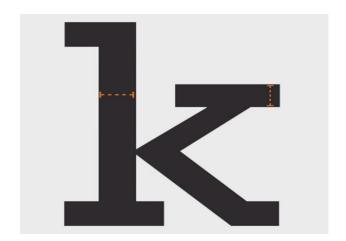


Legături – 2 sau mai multe caractere unite



- Serife, Sans Serife, Slab Serife









Typeface – un alfabet cu un design specific

Typestyles – variaţiile unui typeface în greu

Fonts – programul care generează fontul

#### **Type Families**



numele greutatea lăţimea înclinarea

Frutiger 45 Light
Frutiger 46 Light Italic
Frutiger 55 Roman
Frutiger 56 Italic
Frutiger 65 Bold
Frutiger 66 Bold Italic
Frutiger 75 Black
Frutiger 76 Black Italic
Frutiger 95 Ultra Black

Frutiger 47 Light Condensed
Frutiger 57 Condensed
Frutiger 67 Bold Condensed
Frutiger 77 Black Condensed
Frutiger 87 Extra Black Cond.



#### Cele 5 stiluri clasice şi cum să le distingem

Old Style, Transitional, Modern, Egyptian sau Slab Serif, Sans Serif

Garamond

1615, Jean Jannon

Baskerville

1757, John Baskerville

**Bodoni** 

1700, Giambattista Bodoni

Century Expanded / Egyptian

1894, Linn Boyd Benton

Helvetica

1957, Max Miedinger (de la Haas Grotesk)

### Center for Career Development



- Contrast mic în grosimea liniilor
- Serife cu brackets mai ascuţite
- Stress diagonal
- Majusculele mai scunde ca ascendentul



- Contrastul mai mare la grosimea liniilor
- Serife cu trecere mai fină, curbată
- Stress, axa aproape verticală
- X-height mare







- Contrastul mare la grosimea liniilor (atentie la leadin
- Serife drepte fără trecere, sub unghi drept
- Stress, axa verticală
- X-height mică
- Contrastul mai putin la grosimea liniilor
- Serife cu trecere mai fină, curbată
- Stress, axa aproape verticală
- x-height mare



- Sans serif
- x-height mare
- Stress putin sau inexistent



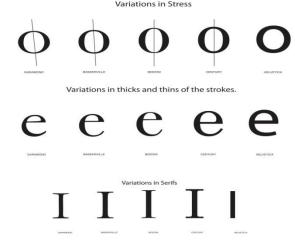
### Când dorim să găsim diferenţa dintre fonturi cel mai des urmărim/comparăm:

#### Caracteristici comune:

- variaţii în stress

- variații în stroke

- serife



#### Caracteristici individuale

- majusculele R, T, W şi minusculele h, a, e, g şi o



Designing with Type



Designing with Type



Designing with Type



Designing with Type



Designing with Type (**1**)





#### **Arial & Helvetica**

a a a	f f f
rr	tt
ec c	GGG
QQQ	RRR
1 1 1	%%%

**EXERCIŢIU** 



Inspiraţie, crearea unui typeface în Adobe Illustrator inspirat din obiecte de zi cu zi.

http://vimeo.com/45709309 http://vimeo.com/46812037



#### Reguli tipografice în design

- În ce constă designul cu textul?
- Cum citim?





#### Culli Citilli f



Cu cât mai variată este rama textuală cu atât mai uşor ochiul recunoaşte cuvântu Chiar şi fără să îl citească

how do we read?
HOW DO WE READ?

Lizibilitatea – măsoară cât de uşor distingem 2 caractere între ele



#### Distanţa între litere - Letterspacing

Spaţiul dintre litere il ajustam cu ajutorul comenzilor kerning & tracking

- Kerning reprezintă contraforma creată în spațiul dintre două litere.
- Tracking reprezintă spațiul dintre literele unui întreg rând

## Ke r ni ng Kerning

veryloose
loose
normal
tight
touching



## Spaţiul dintre rânduri – Linespacing/Leading

Distanța dintre cuvinte este pasul ritmic de bază în tipografie. Dacă spațile sunt prea înguste (Hair Spacing), ritmul este slăbit și textul este perceput ca unul monoton. Dacă spațiile sunt prea largi (Em), ritmul crește, dar lizibilitatea textului este slabă. Doar un ritm bine conceput oferă cele mai bune efecte optice, și prin ele, cea mai bună experiență interioară. Intervalele mai scurte sugerează un ritm mai lent și mai moderat, iar intervalele mai lungi, o mișcare mai rapidă și mai energică.

Distanța dintre cuvinte este pasul ritmic de bază în tipografie. Dacă spațille sunt prea înguste (Hair Spacing), ritmul este slăbit și textul este perceput ca unul monoton. Dacă spațille sunt prea largi (Em), ritmul crește, dar lizibilitatea textului este slabă. Doar un ritm bine conceput oferă cele mai bune efecte optice, și prin ele, cea mai bună experiență

Spaţiul dintre cuvinte –

Wordspasing

"In the nineteenth century, which was a dark and inflationary age in typography and type design, many compositors were encouraged to stuff extra space between sentences. Generations of twentieth-century typists were then taught to do the same, by hitting the spacebar twice after every period. Your typing as well as your typesetting will benefit from unlearning this quaint Victorian habit."

"In the nineteenth century, which was a dark and inflationary age in typography and type design, many compositors were encouraged to stuff extra space between sentences. Generations of twentieth-century typists were then taught to do the same, by hitting the spacebar twice after every period. Your typing as well as your typesetting will benefit from unlearning this quaint Victorian habit."



#### justificat şi nejustificat

#### Hyphenation & Ragged edge

Columns of text too wide are more difficult to read. We associtate these with serious letters or books and the implication is that we have to settle down with a wide column and give it all our attention. The example

#### Rivers of whitespace

Columns of text too wide are more difficult to read. We associate these with serious letters or books and the implication is that we have to settle down with a wide column and give it all our The attention. example above

had a small son called Dudley and in their opinion there was no finer boy anywhere.

The Dursleys had everything they wanted, but they also had a secret, and their greatest fear was that somebody would discover it. They didn't think they could bear it if anyone found out about the Potters. Mrs. Potter was Mrs. Dursley's sister, but they hadn't met for several years; in fact, Mrs. Dursley pretended she didn't have a sister, because her sister and her good-fornothing husband were as unDursleyish as it was possible to be. The Dursleys

Hyphenation – despărţirea cuvintelor în silabe



## Linelenght - Lungimea rândului în cadrul textului



Pentru o lectură optimă, cel mai bine este să avem între 40 şi 80 de litere într-un singur rând



#### Orfani şi văduve

#### Orphans

Loren ipsum dolor sit amet, consectetur adipieing elit. Nulla eget sapien sapien, sit amet varius enim. In duis loreret Ivo. Sed mauris est, feugiat id venenatis est, pellentesque nee nulla. Mauris eu auf sapien. Carabitur risus sapien tinicidumt justo, et bienedum elit massa eget elit. Quisque elit sit loreret itinicidumt.

Proin bibendum, mi sit amet consequat tristique, tellus sem euismod nune, in mattis odio lorem in risus. Acnem seclerisque felis arcu, Nullam eget est magna, non pulvinar mauris. combia nostra, per inceptos et himenacos. Pellentesque tincidunt ellt nulla sapien vitae ellt dictum portitor. Sed id fells non turpis vestibulum elit interdum.

Sed suscipit neque id herus lacreet sodales. Nune pellentesque seur eget veilt ultrices ornare. Curabitur sodales, arcu vitae tempor accumsan, et riusa sapien tincidunt justo, et bibendum ellit massa eget elli. Sed mauris est, feugiat id veneratis en, pellentesque nee milla. Vesithulum egestas, dui in vehicula tempos, augue num ellicium neque, nee

#### Widows

Larem ipsum dolor sit amet, consectetur adipiseing elli. Nullu eget sapien supien, sit amet varius enim. In in sed laoreet leo. Mauris eu mi sapien urma. Quisque laoreet vestibulum risus et timeidumt. Duis portitior pudvinar porta sapien ut porta. Duis ainte sague, lobortis pretium porta non. Vivanuus laculis ord sed massa laculis acutor:

Nullam eu metus urna, sit amet gravida korem. Aemean ac orci a nisl dignissim pellentesque eu quis Maccenas egestas luctus fermentum. Aemean ne fusce sit. Lorem ipsum dolor sit amet, consect-

#### etur adipiseing various elit.

Nulla eget sapiena sapiena, sit amet varius en mi sapiena. Quisque lasorest lexo. Mauris eu mi sapiena. Quisque lasorest vesstilmitum risuss et Ilmédiumt. Duis portitior pudvinar sapien ut poorta. Duis ante augue, laboritis precium poorta non, convaillis sed nurella suchor. Nullam eu mentas urma. Ilmédium se de la mise diagnisaim pellentesque eu quis sit tellas. Fasce sen tristique sem. Duis marcenas egestas luctus fermentum. Maurise un ais sapien urma.

#### Evidenţierea textului

- o facem prin schimbarea de stil a fontului selectat în caractere Italic (cursive) sau Bold (îngroşate).
- subliniere, rame, semne de evideţiere, poziţia, scris de mână, dingbats

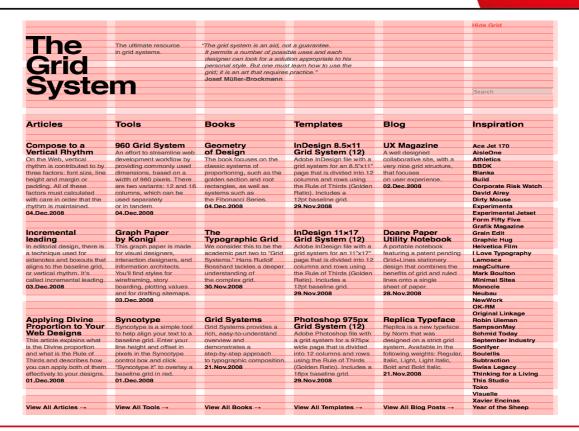


	UNDER OVERSTRIKE-THROUGH					
6 Underscore, overscore, and strike-through						
	Garamond	OLLS 1	1616			
	Baskerville	Old Style Transitional	1615 1757			
	Bodoni	Modern	1788			
	Century	Slab Serif	1894			
	Helvetica	Sans Serif	1957			
	□14-point type					
		with open x-heig	ht box.			
	□14-point type	with open x-heig with solid x-heig with 14-point op	ht box. pen box.			
	□14-point type v ■14-point type v □14-point type v	with open x-heig with solid x-heig with 14-point op	tht box.  ben box.  lid box.			
	□ 14-point type v  ■ 14-point type v  ■ 14-point type v  ■ 14-point type v	with open x-heig with solid x-heig with 14-point op with 14-point so	tht box.  ben box.  lid box.  rop-shadow box.			





- Marginile
- Grids





Cum să alegem fonturile și să le combină între ele în așa fel încat să creeze armonie? :D





#### **Board of Elections Borough Offices**

#### **General Office**

32 Broadway, 7 FI New York, NY 10004-1609 Tel: 1.212.487.5300

#### Queens Office

126-06 Queens Boulevard Kew Gardens, NY 11415 Tel: 1.718.730.6730

#### Manhattan Office

200 Varick Street, 10 FI New York, NY 10014 Tel: 1.212.866.2100

#### **Brooklyn Office**

345 Adams Street, 4 FI Brooklyn, NY 11201 Tel: 1.718.797.8800

#### **Bronx Office**

1780 Grand Concourse, 5 FI Bronx, NY 10457 Tel: 1.718.299.9017

#### Staten Island Office

1 Edgewater Plaza, 4 Fl Staten Island, NY 10305 Tel: 1.718.876.0079



#### New York State Organ Donor Registration

Register to donate your organs and tissues. If you would like to be an organ and tissue donor, you may enroll in the NYS Department of Health (DOH) Donate Life<sup>TM</sup> Registry online at www.nyhealth.gov or sign the form below. You will receive a confirmation letter from DOH, which will also provide you an opportunity to limit your donation.

By signing below, you certify that you are:

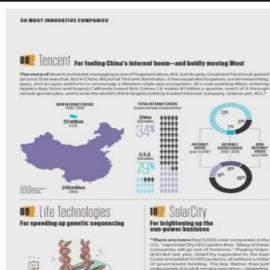
- . 18 years of age or older;
- consenting to donate all of your organs and tissues for transplantation, research, or both;
- authorizing the Board of Elections to provide your name and identifying information to DOH for enrollment in the Registry;
- and authorizing DOH to allow access to this in-formation to federally regulated organ procurement organizations and NYS licensed tissue and eye banks and hospitals upon your death.

Sic	ın		Date
~~	90.0		Dato

ierarhie vastă creată dintr-un singur typeface



### Center for Career Development



When E. and labled from the SS provide across Expose I bit separate properties of the SS provides across Expose I bit separate properties are sent to the SS provides across the Lable Exchanishops: I bit Extreme, a sent-confluction-based sequence, let a Create the state properties are the terminal general in there days between regist have taken up that was sented and quarkly devolved a text in the big belondered to the sent to the sent to the sent to the production of the sent to the sent to the sent to the sent to sent to the 2,000 products since 2009 and has increasive to sent facility. Export 5, the middle for this bit sent to the sent

Site energy to 75% of shallow t's California of Alexander Alexande

installing, financing, and maintaining every system

That's how to easy new customers into an unfamiliar technology. Its 2011 wire:

The California bound company added East Coast service in Maryland, Manual bushin, New Jores, New Jo

York, Pennsylvania, and Mackington, O.C. it now

Scientify persuaded CRI, Google, U.S. Barcorp, and other Literary Provider Editable strength Installation.



#### FOR BEING THE ONLY TV NETWORK TO DELIGHT WITH DIGITAL

→ As Netflix filp-flopped on DVDs and boosted fees, and Hafu failed to land a buyer, and cable providers hyped long-promised streaming, only HBO actually put sopether a digital fix.

It's HBO Go, the first comprehensive mobile TV service. Channel subscribers can stream any episode in its library for free-from Boardwalk Eropers to Oz-That's 1,600 hours of programming (and growing). 30 times more than digital cable's HBO On Demand, HBO's goal is to reduce the churn that typically follows a season finale. 'More is more,' says, yes, Alison Moore, HBO's sensor VP of digital platforms. 'On the iPad, all you have to do is fineirse your fingerf and you see verything else HBO has done," she says That's a pretty powerful reason not to tisconnect." Early surveys show just million subscribers stick around, and IT'S of them say they watch more HBO programs because of the service.

Moore's team hoops seeking ways to cheeper him eagugarement. Wevers of the medievest farntasy series Game of Thronese can access at lactor with many, hardly trees, and other boxaness. It works Faun trees, and other boxaness. It works Faun continues to the seek of the media of the products cannot be continued to the continues of the continues of

BUT OCCUPATIVISTS BY BUT HARVON AND



**LOOK** 

#### Keeping your gas tank off E

PROCESSOR, THE PROCESSOR, AND PROCESSOR OF THE PARTY OF T bit the pump-the wound of the Oil Age-drying. up. Even if America stabilized leaq, expanded offshore drilling, and mended ferroes with wouldn't charge the fact that oil is a fleeted natural resource. With demand outpacing suppole (\$4 per gallion, \$5 per ...). It's time to hasek your Hummer and pimp a fuel-efficient ride like the lithium ion battery operated Fisher Karma Souting at \$80,000; Julenaute morkecom), a luxury hybrid sector capable of 0-60 mph in 5.3 seconds and of traveling up to 50 miles below the conventional engine kicks in. Backed by the gays who were early inventors in Netscape and Google, the Foller Kanna is a glimpse of the future (look for limited production models in late '095. Good thing, too. The clock goes ticktock.

92 PASTCOMPANY/COM MARCH 2012

#### Similar Historical Period

## Franklin Gothic 1902 Bulmer 1892

#### Same Designer (Eric Gill)

## Gill Sans Perpetua

#### Opposites

## Baskerville Myriad

Similar Body Height

## Helvetica Lubalin Graph

#### Stylistic Conflict

## Eurostile Cochin



Four score and seven years ago our fathers brought forth on this continent a new nation, conceived in liberty, and dedicated to the proposition that all men are created equal.

Now we are engaged in a great civil war, testing whether that nation, or any nation, so conceived and so dedicated, can long endure. We are met on a great battle-field of that war. We have come to dedicate a portion of that field, as a final resting place for those who here gave their lives that that nation might live. It is altogether fitting and proper that we should do this.

But, in a larger sense, we can not dedicate, we can not consecrate, we can not hallow this ground. The brave men, living and dead, who struggled here, have consecrated it, far above our poor power to add or detract. The world will little note, nor long remember what we say here, but it can never forget what they did here. It is for us the living, rather, to be dedicated here to the unfinished work which they who fought here have thus far so nobly advanced. It is rather for us to be here dedicated to the great task remaining before us-that from these honored dead we take increased devotion to that cause for which they gave the last full measure of devotion-that we here highly resolve that these dead shall not have died in vain-that this nation, under God, shall have a new birth of freedom-and that government of the people, by the people, for the people, shall not perish from the earth.

Four score and seven years ago our fathers brought forth on this continent a new nation, conceived in liberty, and dedicated to the proposition that all men are created equal.

Four score and seven years ago our fathers brought forth on this continent a new nation, conceived in liberty, and dedicated to the proposition that all men are created equal.



Lizibilitatea - măsoară abilitatea de a descifra ceva, în termeni tiporafici măsoară cât de uşor este să vedem diferenţa între 2 litere ale unui typeface

În exemplu vedem că serifele ajută sa distingem i de I, ceea ce este mai greu la sans serif

infinite millenium minimum lilies

infinite millenium minimum lilies

### Readability/citibilitatea

For art directors, there is little cachet in being a good manager. The truth is that managing is what art directors spend most of their time doing. Relatively few of our working hours are purely creative. Most of our working hours are spent managing; managing our staff, managing pre-press, production, technology or legal issues, managing budgets, managing schedules, managing the creativity of others (designers, photographers, illustrators, information graphics artists)... whether we admit it or not, that is the reality of our jobs. Management is not generally considered to be creative (although it can be); art directors don't win awards for good management. Their management skills aren't recognized or published in books or magazine articles; nor do they win the admiration of their peers for it. Most art directors received no management training in school. Art schools focus on creative work and creative thinking.

Is there an art school in this country with a course on how to manage an art department? And if there is, what self-respecting art student would sign up for it? Management is about the last thing they have on their minds. So, most art directors come to their jobs entirely unschooled in formal management techniques and with little inherent desire to think about or examine successful management techniques. Yet an art director who is a good manager has a far better chance at getting and keeping a good job. A good manager keeps his staff happy and creatively challenged, maintains good relations with the other staff entities, maximizes the budget, and successfully handles a myriad of non-creative tasks including the all-important budgetary supervision. On the other hand, the implications of poor management in the art department are enormous. Changes in technology and production have completely transformed the role of the art department. For most publications, the art department represents a fairly large cost center. A poorly managed art department can soak up budgets and waste resources that could be put to much better use. Poor management often means higher staff turnover, with the attendant search and training costs. And last but not least, the creative product suffers when there is disharmony and poor communication. A great deal can be learned from those art directors who have thrived by taking their management role seriously. Their valuable advice, gleaned from hard-won experience, can make a huse difference in your success or failure as an art director. And your management skills play a large part in the success or failure of the publication.

My best mentoring skills were learned from Peter Blank at Ziff Davis. Peter oversaw the Art Directors of over thirty magazines at one point. What I remember most is that Peter often "ran interference" for us with our editors, with management or production. Peter simultaneously championed us and was a buffer for us, often using his own clout when we couldn't push something through ourselves. He always found time to make each of us feel special and valued. He kept us motivated and operating with a full head of steam with frequent but

short staff meetings (and lavish praise). One of the smartest things that Peter did was to assign a "big brother" to each of us, someone who was responsible for showing us the ropes and answering all of our questions. This also had the effect of fostering creative collegiality within our group.

I also observed good mentoring at The Economist in London, where Aurobind Patel was the Art Director. There, everyone's workstation was in an open area, even Aurobind's. Everyone had a window. There were therefore no "secrets" and Aurobind could easily "keep his finger on the pulse". As at many magazines, there was a wall of covers. Aurobind proudly pointed out the staffers who were responsible for each cover. Every member of his staff had been given the opportunity to come up with ideas and design covers. In fact, some of them had even illustrated the covers. No wonder his staff loved him...he had given each of them the opportunity to think creatively, to think by, to think globally.

A good art director realizes that a good idea can come from anyone. This kind of openness fosters an environment in which everyone feels comfortable brainstorming. If everyone is thinking creatively, it's simply more likely that the choices will be better. Malcolm Frouman, Art Director of Businesa Week for over twenty-five years, says he'll take a good idea from anyone. He is a firm believer in a collegial approach to design and creativity. Many times, Malcolm says, he will be sitting in his office trying to come up with a solution when he will grab the first person walking by and pull him into the office to help. Or, having come up with an idea, he'll show it to a colleague immediately for feedback.

Malcolm looks for opportunities to stretch his staff. Although there is a hierarchy based on seniority, experience and talent, Malcolm often assigns something tougher than what a particular staffer is accustomed to...a cover, a special project. The benefits of this technique are manifold; the magazine gets a fresh approach, the depth of experience of the staff increases, there's a little competition, which is healthy, and the individual grows and feels more fulfilled. And if a more senior person leaves, Malcolm can more easily move people up. Although this seldom happense most of Malcolm's staff have been on board for many years.

Malcolm's job, among other things, is to see that the work of all the designers comes together as a cohesive magazine each week. He constantly gives feedback and suggestions, preferring to give constructive criticism on an individual basis in private. Even if there's a potential lesson for everyone in an individual's mistake, he doesn't believe in criticizing publicly. A generic memo or a general comment at a staff meeting is a better way of imparting the message. Some of Malcolm's Art Directors went on to art direct their own magazines. Laura Baer, now Art Director of Prevention, says she learned good mentoring skills from Malcolm. 'I bring in a lot more bagels, for one thing'. But when she first left Business Week to become Art Director of PC Magazine, she says.' Thad a huge learning



FOR ART DIRECTORS, THERE IS LITTLE CACHET in being a good manager. The truth is that managing is what art directors spend most of their time doing. Relatively few of our working hours are purely creative. Most of our working hours are spent managing: managing our staff, managing pre-press, production, technology or legal issues, managing budgets, managing schedules, managing to their (designers, photographers, illustrators, information graphics artists)... whether we admit it or not, that is the reality of our jobs. Management is not generally considered to be creative (although it can be); art directors don't win awards for good management. Their management skills aren't recognized or published in books or magazine articles; nor do they win the admiration of their peers for it. Most art directors received no management training in school. Art schools focus on creative work and creative thinking.

Is there an art school in this country with a course on how to manage an art department? And if there is, what self-respecting art student would sign up for it? Management is about the last thing they have on their minds. So, most art directors come to their jobs entirely unschooled in formal management techniques and with little inherent desire to think about or examine successful management techniques. Yet an art director who is a good manager has a far better chance at getting and keeping a good job. A good manager keeps his staff happy and creatively challenged, maintains good relations with the other staff entities, maximizes the budget, and successfully handles a myriad of non-creative tasks including the all-important budgetary supervision. On the other hand, the implications of poor management in the art department are enormous. Changes in technology and production have completely transformed the role of the art department. For most publications, the art department represents a fairly large cost center. A poorly managed art department can soak up budgets and waste resources that could be put to much better use. Poor management often means higher staff turnover, with the attendant search and training costs. And last but not least, the creative product suffers when there is disharmony and poor communication. A great deal can be learned from those art directors who have thrived by taking their management role seriously. Their valuable advice, gleaned from hard-won experience, can make a huge difference in your success or failure as an art director. And your management skills play a large part in the success or failure of the publication.

MY BEST MENTORING SKILLS were learned from Peter Blank at Ziff Davis. Peter oversaw the Art Directors of over thirty magazines at one point. What I remember most is that Peter often "ran interference" for us with our editors, with management or production. Peter simultaneously championed us and was a buffer for us, often using his own clout when we couldn't push something through ourselves. He always found time to make each of us feel special and valued. He kept us motivated and operating with a full head of steam with frequent but short staff meetings (and lavish praise). One of the smartest things that Peter did was to assign a "big brother" to each of us, someone who was responsible for showing us the ropes and answering all of our questions. This also had the effect of fostering creative collegiality within our group.

I also observed good mentoring at The Economist in London, where Aurobind Patel was the Art Director. There, everyone's workstation was in an open area, even Aurobind's. Everyone had a window. There were therefore no "secrets" and Aurobind could easily "keep his finger on the pulse". As at many magazines, there was a wall of covers. Aurobind proudly pointed out the staffers who were responsible for each cover. Every member of his staff had been given the opportunity to come up with ideas and design covers. In fact, some of them had even illustrated the covers. No wonder his staff loved him... he had given each of them the opportunity to think expenses the history of them the opportunity to think expenses.

A GOOD ART DIRECTOR REALIZES that a good idea can come from anyone. This kind of openness fosters an environment in which everyone feels comfortable brainstorming. If everyone is thinking creatively, it's simply more likely that the choices will be better. Malcolm Frouman, Art Director of BusinessWeek for over twenty-five years, says he'll take a good idea from anyone. He is a firm believer in a collegial approach to design and creativity. Many times, Malcolm says, he will be sitting in his office trying to come up with a solution when he will grab the first person walking by and pull him into the office to help. Or, having come up with an idea, he'll show it to a colleague immediately for feedback.

Malcolm looks for opportunities to stretch his staff. Although there is a hierarchy based on seniority, experience and talent, Malcolm often assigns something tougher than what a particular staffer is accustomed to... a cover, a special project. The benefits of this technique are manifold, the magazine gets a fresh approach, the depth of experience of the staff increases, there's a little competition, which is healthy, and the individual grows and feels more fulfilled. And if a more senior person leaves, Malcolm can more easily move people up. Although this seldom happens: most of Malcolm's staff have been on board for many years.

Malcolm's job, among other things, is to see that the work of all the designers comes together as a cohesive magazine each week. He constantly gives feedback and suggestions, preferring to give constructive criticism on an individual basis in private. Even if there's a potential lesson for everyone in an individual's mistake, he doesn't believe in criticizing publicly. A generic memo or a general comment at a staff meeting is a better way of imparting the message. Some of Malcolm's Art Directors went on to art direct their own magazines. Laura Baer, now Art Director of Prevention, says she learned good mentoring skills from

OR ART DIRECTORS, THERE IS LITTLE CACHET in being a good manager. The truth is that managing is what art directors spend most of their time doing. Relatively few of our working hours are purely creative. Most of our working hours are spent managing: managing our staff, managing pre-press, production, technology or legal issues, managing budgets, managing schedules, managing the creativity of others (designers, photographers, illustrators, information graphics artists)...whether we admit it or not, that is the reality of our jobs. Management is not generally considered to be creative (although it can be); art directors don't win awards for good management. Their management skills aren't recognized or published in books or magazine articles; nor do they win the admiration of their peers for it. Most art directors received no management training in school. Art schools focus on creative work and creative thinking.

Is there an art school in this country with a course on how to manage an art department? And if there is, what self-respecting art student would sign up for it? Management is about the last thing they have on their minds. So, most art directors come to their jobs entirely unschooled in formal management techniques and with little inherent desire to think about or examine successful management techniques. Yet an art director who is a good manager has a far better chance at getting and keeping a good job. A good manager keeps his staff happy and creatively challenged, maintains good relations with the other staff entities, maximizes the budget, and successfully handles a myriad of non-creative tasks including the all-important budgetary supervision. On the other hand, the implications of poor management in the art department are enormous. Changes in technology and production have completely transformed the role of the art department. For most publications, the art department represents a fairly large cost center. A poorly managed art department can soak up budgets and waste resources that could be put to much better use. Poor management often means higher staff turnover, with the attendant search and training costs. And last but not least, the creative product suffers when there is disharmony and poor communication. A great deal can be learned from those art directors who have thrived by taking their management role seriously. Their valuable advice, gleaned from hard-won experience, can make a huge difference in your success or failure as an art director. And your management skills play a large part in the success or failure of the publication.

Y BEST MENTORING SKILIS were learned from Peter Blank at Ziff
Davis. Peter oversaw the Art Directors of over thirty magazines at one
point. What I remember most is that Peter often "ran interference"
for us with our editors, with management or production. Peter simultaneously
championed us and was a buffer for us, often using his own clout when we
couldn't push something through ourselves. He always found time to make each of

us feel special and valued. He kept us motivated and operating with a full head of steam with frequent but short staff meetings (and lavish praise). One of the smartest things that Peter did was to assign a "big brother" to each of us, someone who was responsible for showing us the ropes and answering all of our questions. This also had the effect of fostering creative collegiality within our group.

I also observed good mentoring at The Economist in London, where Aurobind Patel was the Art Director. There, everyone's workstation was in an open area, even Aurobind's. Everyone had a window. There were therefore no "secrets" and Aurobind could easily "keep his finger on the pulse". As at many magazines, there was a wall of covers. Aurobind proudly pointed out the staffers who were responsible for each cover. Every member of his staff had been given the opportunity to come up with ideas and design covers. In fact, some of them had even illustrated the covers. No wonder his staff loved him... he had given each of them the opportunity to think creatively, to think big, to think globally.

GOOD ART DIRECTOR REALIZES that a good idea can come from any-A one. This kind of openness fosters an environment in which everyone fee comfortable brainstorming. If everyone is thinking creatively, it's simply one. This kind of openness fosters an environment in which everyone feels more likely that the choices will be better. Malcolm Frouman, Art Director of BusinessWeek for over twenty-five years, says he'll take a good idea from anyone. He is a firm believer in a collegial approach to design and creativity. Many times, Malcolm says, he will be sitting in his office trying to come up with a solution when he will grab the first person walking by and pull him into the office to help. Or, having come up with an idea, he'll show it to a colleague immediately for feedback. Malcolm looks for opportunities to stretch his staff. Although there is a hierarchy based on seniority, experience and talent, Malcolm often assigns something tougher than what a particular staffer is accustomed to ... a cover, a special project. The benefits of this technique are manifold; the magazine gets a fresh approach, the depth of experience of the staff increases, there's a little competition, which is healthy, and the individual grows and feels more fulfilled. And if a more senior person leaves, Malcolm can more easily move people up. Although this seldom happens: most of Malcolm's staff have been on board for many years.

Malcolm's job, among other things, is to see that the work of all the designers comes together as a cohesive magazine each week. He constantly gives feedback and suggestions, preferring to give constructive criticism on an individual basis in private. Even if there's a potential lesson for everyone in an individual's mistake, he doesn't believe in criticizing publicly. A generic memo or a general comment at a staff meeting is a better way of imparting the message. Some of Malcolm's Art Directors went on to art direct their own magazines. Laura Baer, now Art Director of Prevention, says she learned good mentoring skills from

For art directors, there is little cachet in being a good manager. The truth is that managing is what art directors spend most of their time doing. Relatively few of our working hours are purely creative. Most of our working hours are spent managing: managing our staff, managing pre-press, production, technology or legal issues, managing budgets, managing schedules, managing the creativity of others (designers, photographers, illustrators, information graphics artists)...whether we admit it or not, that is the reality of our jobs. Management is not generally considered to be creative (although it can be); art directors don't win awards for good management. Their management skills aren't recognized or published in books or magazine articles; nor do they win the admiration of their peers for it. Most art directors received no management training in school. Art schools focus on creative work and creative thinking.

Is there an art school in this country with a course on how to manage an art department? And if there is, what self-respecting art student would sign up for it? Management is about the last thing they have on their minds. So, most art directors

come to their jobs entirely unschooled in formal management techniques and with little inherent desire to think about or examine successful management techniques. Yet an art director who is a good manager has a far better chance at getting and keeping a good job. A good manager keeps his staff happy and creatively challenged, maintains good relations with the other staff entities, maximizes the budget, and successfully handles a myriad of non-creative tasks including the all-important budgetary supervision.

On the other hand, the implications of poor management in the art department are enormous. Changes in technology and production have completely transformed the role of the art department. For most publications, the art department represents a fairly large cost center. A poorly managed art department can soak up budgets and waste resources that could be put to much better use. Poor management often means higher staff turnover, with the attendant search and training costs. And last but not least, the creative product suffers when there is disharmony and poor communication. A great deal can be learned from those art directors who have thrived by taking their management role seriously. Their valuable advice, gleaned from hard-won experience, can make a huge difference in your success or failure as an art director. And your management skills play a large part in the success or failure of the publication.

My best mentoring skills were learned from Peter Blank at Ziff Davis. Peter oversaw the Art Directors of over thirty magazines at one point. What I remember most is that Peter often "ran interference" for us with our editors, with management or production. Peter simultaneously championed us and was a buffer for us, often using his own clout when we couldn't push something through ourselves. He always found time to make each of us feel special and valued. He kept us motivated and operating with a full head of steam with frequent but short staff meetings (and lavish praise). One of the smartest things that Peter did was to assign a "big brother" to each of us, someone who was responsible for showing us the ropes and answering all of our questions. This also had the effect of fostering creative collegiality within our group.

I also observed good mentoring at The Economist in London, where Aurobind Patel was the Art Director. There, everyone's workstation was in an open area, even Aurobind's. Everyone had a window. There were therefore no "secrets" and Aurobind could easily "keep his finger on the pulse". As at many magazines, there was a wall of covers. Aurobind proudly pointed out the staffers who were responsible for each cover. Every member of his staff had been given the opportunity to come up with ideas and design covers. In fact, some of them had even illustrated the covers. No wonder his staff loved him...he had given each of them the opportunity to think creatively, to think big, to think globally,

A good art director realizes that a good idea can come from

anyone. This kind of openness fosters an environment in which everyone feels comfortable brainstorming. If everyone is thinking creatively, it's simply more likely that the choices will be better. Malcolm Frouman, Art Director of BusinessWeek for over twenty-five years, says he'll take a good idea from anyone. He is a firm believer in a collegial approach to design and creativity. Many times, Malcolm says, he will be sitting in his office trying to come up with a solu-

tion when he will grab the first person walking by and pull him into the office to help. Or, having come up with an idea, he'll show it to a colleague immediately for feedback. Malcolm looks for opportunities to stretch his staff. Although there is a hierarchy based on seniority, experience and talent, Malcolm often assigns something tougher than what a particular staffer is accustomed to ... a cover, a special project. The benefits of this technique are manifold; the magazine gets a fresh approach, the depth of experience of the staff increases, there's a little competition, which is healthy, and the individual grows and feels more fulfilled. And if a more senior person leaves, Malcolm can more easily move people up. Although this seldom happens: most of Malcolm's staff have been on board for many years.

Malcolm's job, among other things, is to see that the work of all the designers comes together as a cohesive magazine each week. He constantly gives feedback and suggestions, preferring to give constructive criticism on an individual basis in private. Even if there's a potential lesson for everyone in an individual's mistake, he doesn't believe in criticizing publicly. A generic memo or a general comment at a staff meeting is a better way of imparting the message. Some of

A good art director

realizes that

a good idea can

come from anyone.

For art directors, there is little cachet in being a good manager. The truth is that managing is what art directors spend most of their time doing. Relatively few of our working hours are purely creative. Most of our working hours are spent managing managing our staff, managing pre-press, production, technology or legal issues, managing budgets, managing schedules, managing the creativity of others (designers, photographers, illustrators, information graphics artists)...whether we admit it or not, that is the reality of our jobs. Management is not generally considered to be creative (although it can be); art directors don't win awards for good management. Their management skills aren't recognized or published in books or magazine articles; nor do they win the admiration of their peers for it. Most art directors received no management training in school. Art schools focus on creative work and creative thinking.

Is there an art school in this country with a course on how to manage an art department? And if there is, what self-respecting art student would sign up for it? Management is about the last thing they have on their minds. So, most art directors

come to their jobs entirely unschooled in formal management techniques and with little inherent desire to think about or examine successful management techniques. Yet an art director who is a good manager has a far better chance at getting and keeping a good job. A good manager keeps his staff happy and creatively challenged, maintains good relations with the other staff entities, maximizes the budget, and successfully handles a myriad of non-creative tasks including the all-important budgetary supervision.

On the other hand, the implications of poor management in the art department are enormous. Changes in technology and production have completely transformed the role of the art department. For most publications, the art department represents a fairly large cost center. A poorly managed art department can soak up budgets and waste resources that could be put to much better use. Poor management often means higher staff turnover, with the attendant search and training costs. And last but not least, the creative product suffers when there is disharmony and poor communication. A great deal can be learned from those art directors who have thrived by taking their management role seriously. Their valuable advice, gleaned from hard-won experience, can make a huge difference in your success or failure as an art director. And your management skills play a large part in the success or failure of the publication.

My best mentoring skills were learned from Peter Blank at Ziff Davis. Peter oversaw the Art Directors of over thirty magazines at one point. What I remember most is that Peter often "ran interference" for us with our editors, with management or production. Peter simultaneously championed us and was a buffer for us, often using his own clout when we couldn't push some

thing through ourselves. He always found time to make each of us feel special and valued. He kept us motivated and operating with a full head of steam with frequent but short staff meetings (and lavish praise). One of the smartest things that Peter did was to assign a "big brother" to each of us, someone who was responsible for showing us the ropes and answering all of our questions. This also had the effect of fostering creative collegiality within our group.

I also observed good mentoring at The Economist in London, where Aurobind Patel was the Art Director. There, everyone's workstation was in an open area, even Aurobind's. Everyone had a window. There were therefore no "secrets" and Aurobind could easily "keep his finger on the pulse". As at many magazines, there was a wall of covers. Aurobind proudly pointed out the staffers who were responsible for each cover. Every member of his staff had been given the opportunity to come up with ideas and design covers. In fact, some of them had even illustrated the covers. No wonder his staff loved him...be had given each of them the opportunity to think creatively, to think big, to think globally.

A good art director realizes that a good idea can come from anyone. This kind of openness fosters an environment in which everyone feels comfortable brainstorming. If everyone is thinking creatively, it's simply more likely that the choices will be better. Malcolm Frouman, Art Director of BusinessWeek for over twenty-five years, says he'll take a good idea from anyone. He is a firm believer in a collegial approach to design and creativity. Many times, Malcolm says, he will be sitting in his office trying to come up with a solu-

tion when he will grab the first person walking by and pull him into the office to help. Or, having come up with an idea, he'll show it to a colleague immediately for feedback. Malcolm looks for opportunities to stretch his staff. Although there is a hierarchy based on seniority, experience and talent, Malcolm often assigns something tougher than what a particular staffer is accustomed to...a cover, a special project. The benefits of this technique are manifold; the magazine gets a fresh approach, the depth of experience of the staff increases, there's a little competition, which is healthy, and the individual grows and feels more fulfilled. And if a more senior person leaves, Malcolm can more easily move people up. Although this seldom happens; most of Malcolm's staff have been on board for many years.

Malcolm's job, among other things, is to see that the work of all the designers comes together as a cohesive magazine each week. He constantly gives feedback and suggestions, preferring to give constructive criticism on an individual basis in private. Even if there's a potential lesson for everyone in an individual's mistake, he doesn't believe in criticizing publicly. A generic memo or a general comment at a staff meeting is a better way of imparting the message. Some of

A good art director

realizes that

a good idea can

come from anyone.



Entry points/ punctele de focalizare

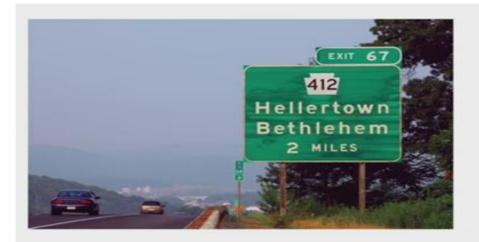




42 (10 0)-08

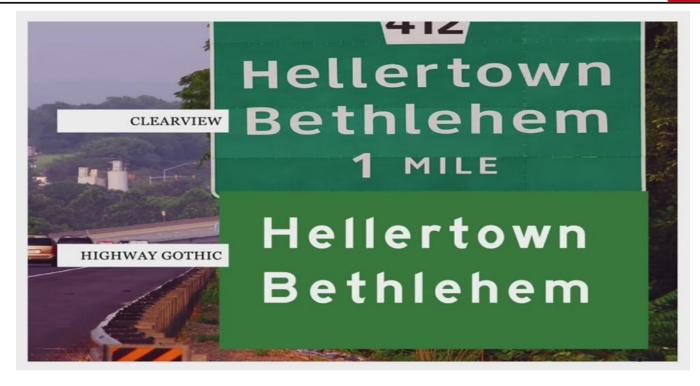


## Ce poate sa deranjeze lizibilitatea?









X-height, counter mai mare ajută lizibilitatea

Kerning PairsNamet et volecae qui tenihicipis autatem hil inverna temodiae doluptiundi volupti bearibus. Pisquat ibusam sed quo maximus delectes etur asperfe rrovid everis ut ipist
que resequatust, sum as mossinisque voluptae ent ratusda nimusci atuscie ndaepedis atur
maionseque quunt. Vendam, nonsequunt eum reribus daestiur? Um facepta cus nis il moluptio de nim facimusae. Ut et ma natur antium il in coresec ullacestruquis suntis voluptassim
fugiam re intia nemporitis et latemquam as exero quas sim si ut quam experferor se voluptia
voloria dolorepernam re etur aut omnimus cum cusandi ium aut maximus eicient ecatibus ut
ea nobis el maio id que dolo molenda epelibus molupta idem verest, voleni voloresti od que
ped que od eum eossusam, si repudam voluptae comnist, nemporeriori consed es ut

Keming PairsNamet et volecae qui tenihicipis autatem hil inverna temodiae doluptiundi volupti bearibus. Pisquat ibusam sed quo maximus delectes etur asperfe rrovid everis ut ipist que resequatust, sum as mossinisque voluptae ent ratusda nimusci atuscie ndaepedis atur maionseque quunt. Vendam, nonsequunt eum reribus daestiur? Um facepta cus nis il moluptio de nim facimusae. Ut et ma natur antium il in coresec ullacestruquis suntis voluptassim fugiam re intia nemporitis et laternquam as exero quas sim si ut quam experferor se voluptia voloria dolorepernam re etur aut omnimus cum cusandi ium aut maximus elicient ecatibus ut ea nobis el maio id que dolo molenda epellibus molupta idem verest, voleni voloresti od que ped que od eum eossusam, si repudam voluptae comnist, nemporeriori consed es ut voloreprem

Each material has its specific characteristics which we must understand if we want to use it. This is no less true of steel and concrete [than of wood, brick, and stone]. We must remember that everything depends on how we use a material, not on the material itself. New Materials are not necessarily superior. Each material is only what we make of it. We must be as familiar with the functions of our buildings as with our materials. We must learn what a building can be, what it should be, and also what it must not be... And just as we acquaint ourselves with materials, just as we must understand functions, so we must become familiar with the psychological and spiritual factors of our day. No cultural activity is possible otherwise; for we are dependent on the spirit of our time.

Each material has its specific characteristics which we must understand if we want to use it. This is no less true of steel and concrete [than of wood, brick, and stone]. We must remember that everything depends on how we use a material, not on the material itself. New Materials are not necessarily superior. Each material is only what we make of it. We must be as familiar with the functions of our buildings as with our materials. We must learn what a building can be, what it should be, and also what it must not be... And just as we acquaint ourselves with materials, just as we must understand functions, so we must become familiar with the psychological and spiritual factors of our day. No cultural activity is possible otherwise; for we are dependent on the spirit of our time.

1 52 70

Each material has its specific characteristics which we must understand if we want to use it. This is no less true of steel and concrete [than of wood, brick, and stone]. We must remember that everything depends on how we use a material, not on the material itself. New Materials are not necessarily superior. Each material is only what we make of it. We must be as familiar with the functions of our buildings as with our materials. We must learn what a building can be, what it should be, and also what it must not be... And just as we acquaint ourselves with materials, just as we must understand functions, so we must become familiar with the psychological and spiritual factors of our day. No cultural activity is possible otherwise; for we are dependent on the spirit of our time.



## lerarhia in design — organizarea vizuală a textului





















### Ierarhia sistematizată – conduce cititorul prin text

- Formează o structură predictibilă bazată pe margini, imagini și tipografie

- foloseşte contrastul în:

- Mărime
- Greutate
- Culoare
- Orientare
- Poziţie



- Creaţi-vă un plan de conţinut
- Răspundeţi la întrebările: Ce doriţi să comunicaţi? cui?
- Împărţiţi info. după importanţă



## Deviled Eggs

Smoked Salmon, Wasabi and Caviar

#### Ingredients

- · 4 large cage-free eggs
- ¼-½ cup mayonnaise
- \* 1 oz smoked salmon, finely diced
- 1 1/2 thep dill, finely snipped
- · 1 15 thep chives, finely snipped
- \* 1 small shallot, finely minced
- 1 16 tsp dry wasabi
- ¼ oz sturgeon roe

lace eggs in a medium sauce pot. Add enough cold water to cover and salt. Bring to a simmer over medium heat. As soon as water begins to simmer, cover pot and take off heat. Let eggs sit in pot for ten minutes. After the time has elapsed, drain eggs. Crack the wider end of the eggs but do not remove the shells. Return the cracked eggs to the pot and cover with cold water and a few ice cubes. Let stand until cool, then peef.

Gently cut eggs in half lengthwise. Carefully scoop out the yolks and place in a bowl. Set aside the whites. With a fork, mash the yolks until smooth. Add the smaller amount of mayo and all remaining ingredients, except for the roe. Combine well. If mixture is too thick, add more mayo until easily spoonable. Fill egg white crater with enough of the filling so it has a slightly rounded dome. If not serving immediately, gently cover and chill until needed.

Right before serving, add a dollop of caviar to each egg half and garnish with a tiny dill sprig or more finely minced chives.





## **CAREER NIGHT**

Tuesday February 15
Warren Student Center
Ackerman Pavilion Rm 205
LIGHT REFRESHMENTS.
BRING YOUR RESUMES!
+6 great portfolio reviewers
will be available for critiques

CASE STUDY 2

CENTURY BUILDING

ByLAURARASKIN

### What Lies Behind

A 100-year-old office building's quiet exterior conceals a chic affordable housing and mixed-use development—a first for Pittsburgh's downtown core.

Capacity The architects were limited in what they could be to after the extense; so they focused on

FTEAM
ARDETECT Group Steedung Architecture. Product
Studio (architect of necord and energy comultivet).
Owner has Development Study
Engineers And Engineers (Study
Engineers And Engineers (Study
Engineers Comunity (Study)
Engineering Comunity (Study)
Engineering Comunity (Study)
Engineering Comunity (Study)

HEEV FRAMETERS
LECATION Frinduign, IN (Ninghery Ruer waters
Green area 78.500 ftt(1.786-ml)
Completed Nursh 2000

Cost (200) million
Annual parthesised energy use\* (based on simulation) in observe (2002 Myror), 20% million from bose case.

Annual content fundament\* (provided of) in the COpt

\*Crergs and carbon intensity are based or \$7,000-square-hair conditioned area.

\*SOURCES
Metablishes curtainwell (in Compositive Abusine Commission descriptions) with their rest of fitting Wilhalms Commission (in The Passing Control Million Programs) (in The Passing Control Million Passing Control No. 1 The Passing Control No. 1 The Passing Only on their Million Passing Control No. 1 The Passing Williams and Control Million Passing Control No. 1 The Passing Williams and Control Million Passing Control No. 1 The Passing Williams and Control Million Million Control Million Million Control Million Million Control Million Million Control Million Cont

Christing Switches

Children Carrier water-source hear pumps; Carrier 13

SECR ductions split unit, continue belier

Architect jate Einscheus (and her relationship with Pittleurgh based developer BEI Gatti a "river feet." The refer statisflucentals of the years ago on a design for a bussing and missed our development that was shortlisted in a competition sponsessed by the Trimburgh Cultivan Trust. Then, the opportunity areas for feat in transferred to one year old Centrally Building a spec office in Pittleurght's vibrant downstown cultivate district, time to be residential units with constructed and office report made hower flows the colded to Einscheus; a partner in the constructed and the report made hower flows the colded to Einscheus; a partner in the constructed and the report made hower flows the colded to Einscheus; a partner in the constructed and the colded and the colded to the colded

"He was great because he thought things could be done differently," says Eisenberg, Gastiproposed that the building make a significant persentage of its wast affectable;—there had never been each housing in Patchwaght downstress core before. The had to do retand insome development anywhere and have them succord to ledded near why; a west possible in Printingshi," says Eisenberg, Gasti instant that the building one a good-mersal housing and in Printingshi, "says Eisenberg, Gasti instant that the building one a good-mersal housing and successful the same and the same and the same and the same and materials and the same and the same and the same and materials and the design part."

On a meet tour of the LEDG-Gold centified Century Building, when his conquest TEX Development Group, has its efficil. Get illustic about her has two was measured to Development Group. As its efficil called about her has two was measured from the cents when he consistence to devail has surprised the point of the contraction of the cont

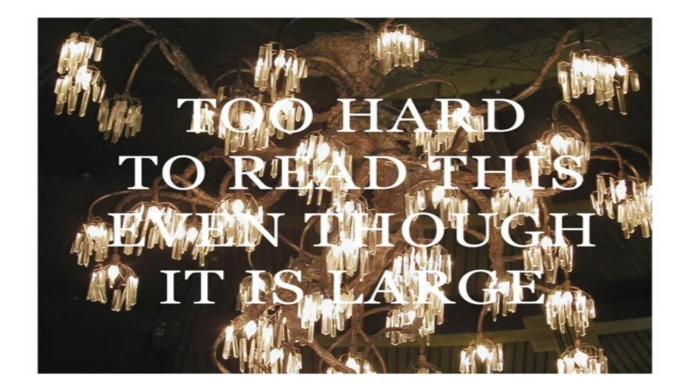
The Centrary Building recovation was completed in July 2009 and by October 1, it had achieved 100 persons occupancy in the Just decade. Philaburgh has undergone something of a remainment from a strictly post industrial, brass tacks city to an affendable stompting ground for foodles and un enthusians. It's not surprising that the Century Building is in high demand.

From the outside, the 22 story concerns structure, with its float to-ceiling windows and partitated copper window byse, specians not to have changed much. The Primary-Innia Historical and Maneum Commission, under the auspices of the National Park Service, remotered almost and changes to the Faculte, including the addition of windows the haiding was added to the National Register of Historic Pares in 2008. The splanform change to the extension is the highly germ hillboard on the nursthern divisation of the haiding depicting a

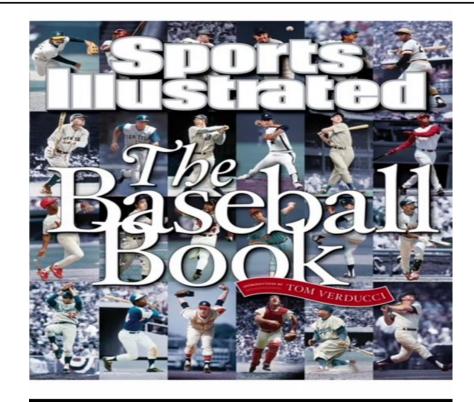
greensourcamapcom January-February 2012: 49









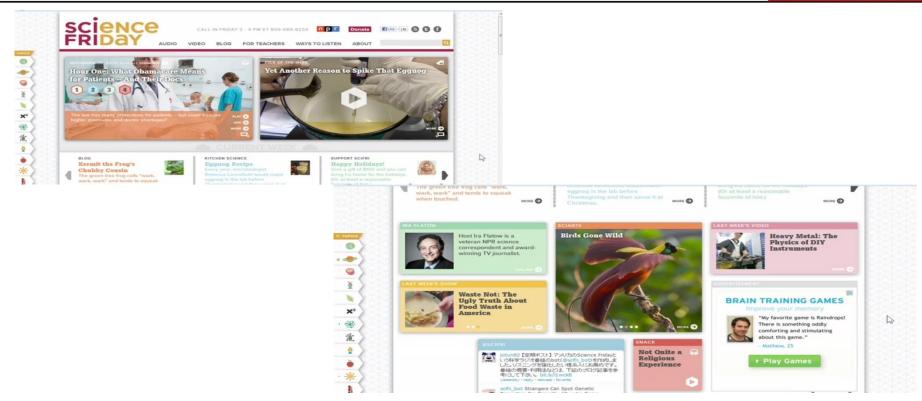




# Contrastul: formal - informal

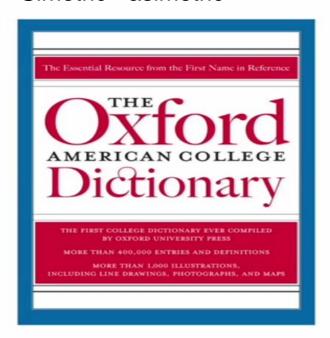


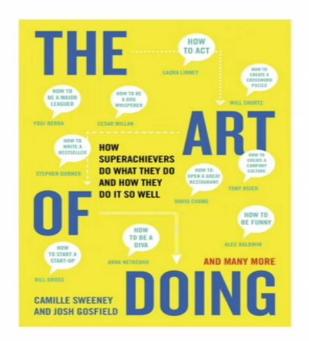






### Simetric - asimetric







## complex - simplu





### Margini/grid – ne ajută să organizăm textul, să-i creăm o structură

CHAPTER X

The Critics

AVING retired home, he sent for some new books to dissipate his distress, and he invited several scholars to dinner for the purpose of recreation. Twice as many came as he had invited, like wasps attracted by honey. These parasites were urgent to eat and talk; they praised two sets of persons, the dead and themselves, but never their contemporaries, except the master of the house. If one of them made a witty remark, the others lowered their eyes and bit their lips in annovance because they had not said it themselves. They had less dissimulation than the mages because the objects of their ambition were smaller. Each of them sought the post of a lackey and the reputation of a great man; they said insulting things to each other under the delusion that they were being witty. They had heard something of Babouc's mission. One of them privately begged him to exterminate an author who had not sufficiently praised him five years before; another asked for the death of a citizen who had never laughed at his comedies; a third required the extinction of the Academy because he had never been able to get into it. When the meal was over. each of them went away alone, because in the whole gang there were not two men who could endure each other or even speak except at the houses of the rich men who invited them to their tables. Babouc felt it would be no great hardship if these vermin perished in the general destruction.

---

CHAPTER XI

The Philosophers

S soon as he had got rid of them, he began to read some new books. He at once recognised the spirit of his guests. He read with indignation those journals of calumny, those archives of bad taste, dictated by envy, baseness and hunger; those cowardly satires where the vulture is spared and the dove torn to pieces; those novels devoid of imagination where are to be found the portraits of so many women whom the author does not know.

He threw all these detestable works in the fire and went out in the evening for a walk. He was introduced to an old scholar who had not come to increase the number of his parasites. This scholar always avoided the crowd; was acquainted with men, profited by it, and was reserved in his communications. Babouc talked to him regretfully of what he had read and seen.

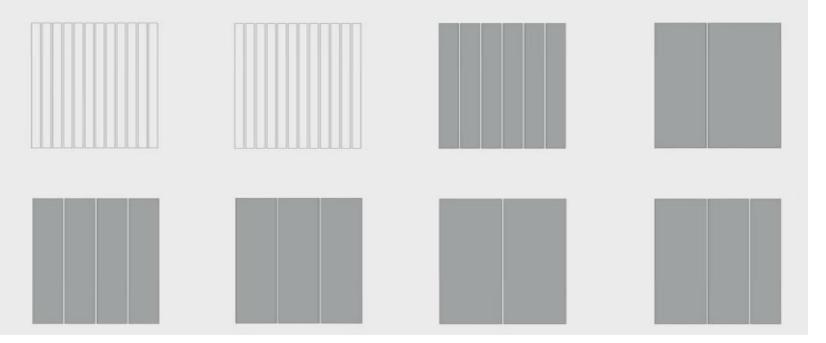
"You have been reading very paltry books," said this wise man of letters, "but in all ages and countries and in all genes, the bad abounds and the good is rare. You received the dregs of pedantry in your house because in all professions those who are least worthy to appear always thrust themselves forward with the greatest impudence. Truly wise men live among themselves, in retired tranquility; among us there are still men and books worthy of your attention."

While he was speaking, they were joined by another man of letters; their talk was so pleasant and instructive, lifted so far above prejudices and so agreeable to virtue, that Babouc confessed he had never heard anything like it.

139



Gridul de 12 coloane rămâne un clasic şi se foloseşte la organizarea conţinutului revis web site-urilor





## Grid inegal – coloane de diferite dimensiuni, complex dar organizat





#### Grid de 3 coloane

CASE STUDY 2

CENTURY BUILDING



and must incoming air. "I like to tell people

that the incoming air feels like spring or fall

bilie: For Scoo a year, residents can keep bilizes in green-painted storage containers. Inside the building the narrow isotprint was deceptively tricky to fit out. The architects had to contend with the spughetti of utility shafts and vertical circulation while trying to preserve the units' integrity. "The plan was to run [piping] above the halfway and the kitchens. If [the mechanical subcontractors] had their was, we would have had a drop in coiling," says Eizenberg. For the poothermal evoters, there are four open loop wells to entract and return ground

50 January February 2012 generous emigrom



water. They tap into Pittsburghts Yourth nather than summer or winter," says Yates. river," an underground water source, says Other interventions that led to LEED Rick Yates, president of RAY Engineering Gold included the use of recycled and locally and the project's mechanical engineer. "The sourced material in the building: the other thing we did is take the building's diversion of much of the construction waste constant stream of exhaust and put it to a recycling center; and a low window tothrough an energy recovery wheel," he says. wall ratio, according to Gary Modrier, local In the winter, this "desigrant" wheel adds architect and LEED consultant. Gatti made the building attractive to older moisture and warreth to incoming air by transferring it from outgoing air. The reverse

people and those with physical disabilities. occurs in the summer-outgoing air cools but "He has a policy that the affordable tenants have full access to everything in the building," says Eisenberg, To-that end,





unity are indistinguishable, and all tenants have access to a roof divile with a reill, refaces to loange, and views of the Allecherry River. There's an "intimidation by the old

architecture that stops experimentation," in Pith/burgh. "Even the convention center Mexiconed by Rafael Vistolyl is well behaved." says Elzenberg. The Century Building was Gatti's attempt to do something not quite so

Millionand puanted on the side advertises on site blue storage. somialners beeg

inched of the yout and dark would seen in needed weeks, perhibect

leaves to the roof deck, which has great stown of the Klaybery Sheer and the city. The business studio lefts are per Timularly propuls



staid. "Hopefully this will encourage more

four of afforshible housing," (III)

variety of product in that area and reduce the

greensurcemap.com\_lanuary+frebruary.2012.53 \_\_\_



Grid de 5 coloane





Ce ar trebui să evită în tipografie?



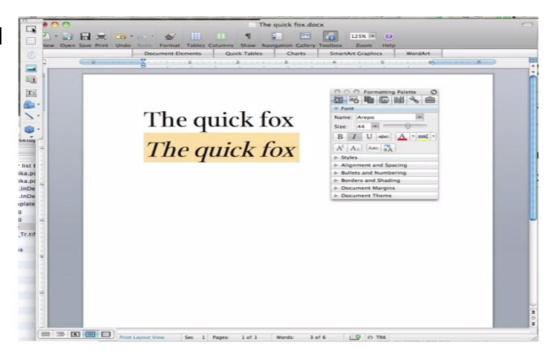


Harmonious Balance AaBbCcDdEeFfGg HhliJjKkLlMmNn

Harmonious Balance
AaBbCcDdEeFfGg
HhliJjKkLlMmNn



- Bold şi italic artificial





## Blog-uri, link-uri

AisleOne www aisleone net BeautifulType www.beautifultype.net Design Observer www.designobserver.com Easily Amused http://johndberry.com/blog The End Grain www.end-grain.net FontBook www.fontbook.com The FontFeed www fontfeed com Fonts In Use http://fontsinuse.com Grain Edit http://grainedit.com I Love Typography www.ilovetypography.com jon tangerine www.jontangerine.com LetterCult www.lettercult.com Letterpress Daily www.letterpress.dwolske.com Ralf Herrmann: Wayfinding and Typography www.opentype.info/blog

RockPaperInk rockpaperink.com Type Directors Club Online ww.tdc.org Typedia www.typedia.com Typefoundry www.typefoundry.blogspot.com Typeradio www.typeradio.org typo/graphic posters www.typographicposters.com Typographica www.typographica.org Typography Served www.typographyserved.com Typophile www.typophile.com Typoretum www.blog.typoretum.co.uk We Love Typography www.welovetypography.com Woodtyper www.woodtyper.com