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Learn what it takes to become a skilled graphic communicator! This edition of *Graphic Communications Today* is a staple for beginners as well as a smart, easy-to-use resource guaranteed to spur the creativity of aspiring designers, professional graphic artists, journalists and others. Written in a personal and engaging style, and loaded with examples of some of the finest graphic art in the world, the authors explain modern design principles and shows readers how to apply them to their own work. Extraordinarily complete coverage straddles a variety of media, including: magazines, newspapers, television and film, interactive multimedia, Web sites and more!

This is a clear, comprehensive, full-color introduction and reference for students and professionals who are creating engineering drawings and graphics with CAD software or by hand. It provides excellent technical detail and motivating real-world examples, illuminating theory with a colorful, highly-visual format complemented with concise text. Designed for busy, visually-oriented learners, this guide expands on well-tested material, fully updated for the latest ASME standards, materials, industries and production processes. Its up-to-date examples range from mechanical, plastic, and sheet metal drawings to modern techniques for civil engineering, architecture, and rapid prototyping. Throughout, clear, easy, step-by-step descriptions teach essential sketching and visualization techniques, including the use of 3D and 2D CAD. All color visuals are tightly integrated with text to promote rapid mastery. Colorful models and animations on a companion website bring the material to life, and hands-on projects and tear-out worksheets make this guide ideal both for learning and for ongoing reference.

A comprehensive history of data visualization—its origins, rise, and effects on the ways we think about and solve problems. With complex information everywhere, graphics have become indispensable to our daily lives. Navigation apps show real-time, interactive traffic data. A color-coded map of exit polls details election balloting down to the county level. Charts communicate stock market trends, government spending, and the dangers of epidemics. *A History of Data Visualization and Graphic Communication* tells the story of how graphics left the exclusive confines of scientific research and became ubiquitous. As data visualization spread, it changed the way we think. Michael Friendly and Howard Wainer take us back to the beginnings of graphic communication in the mid-seventeenth century, when the Dutch cartographer Michael Florent van Langren created the first chart of statistical data, which showed estimates of the distance from Rome to Toledo. By 1786 William Playfair had invented the line graph and bar chart to explain trade imports and exports. In the nineteenth century, the "golden age" of data display, graphics found new uses in tracking disease outbreaks and understanding social issues. Friendly and Wainer make the case that the explosion in graphical communication both reinforced and was advanced by a cognitive revolution: visual thinking. Across disciplines, people realized that information could be conveyed more effectively by visual displays than by words or tables of numbers. Through stories and illustrations, *A History of Data Visualization and Graphic Communication* details the 400-year evolution of an intellectual framework that has become essential to both science and society at large.

Now in its fourth edition, this book is one of the leading texts on the evolution of electronic mass communication in the last century, giving students a clear understanding of how the media of yesterday shaped the media world of today. *Now Media, Fourth Edition* (formerly *Electronic Media: Then, Now, Later*) provides a comprehensive view of the beginnings of electronic media in broadcasting and the subsequent advancements into 'now' digital media. Each chapter is organized chronologically, starting with the electronic media of the past, then moving to the media of today, and finally, exploring the possibilities for the media of the future. Topics include the rise of social media, uses of personal communication devices, the film industry, and digital advertising, focusing along the way on innovations that laid the groundwork for 'now' television and radio and the Internet and social media. New to the fourth edition is a chapter on the amazing world of virtual reality technology, which has spawned a 'now' way of communicating with the world and becoming a part of video content, as well as a discussion of the impacts of the COVID-19 pandemic on media consumption habits. This book remains a key text and trusted resource for students and scholars of digital mass communication and communication history alike. The new 'now' edition also features updated online instructor materials, including PowerPoint slides and test banks. Please visit [www.routledge.com/cw/medoff](http://www.routledge.com/cw/medoff) to access these support materials.

The *Graphic Communication Handbook* is a comprehensive and detailed introduction to the theories and practices of the graphics industry. It traces the history and development of graphic design, explores issues that affect the industry, examines its analysis through communications theory, explains how to do each section of the job, and advises on entry into the profession. The *Graphic Communication Handbook* covers all areas within the industry including pitching, understanding the client, researching a job, thumbnail drawings, developing concepts, presenting to clients, working in 2D, 3D, motion graphics and interaction graphics, situating and testing the job, getting paid, and getting the next job. The industry background, relevant theory and the law related to graphic communications are situated alongside the teaching of the practical elements. Features include: introductions that frame relevant debates case studies, examples and illustrations from a range of campaigns philosophical and technical explanations of topics and their importance.

Comprehensive text that provides up-to-date content reflecting the changes that have taken place as digital technology has revolutionized almost every aspect of printing and related operations.

This new edition updates and expands the scholarship of the 1st edition, examining media effects in

A lot has happened in the world of digital design since the first edition of this title was published, but one thing remains true: There is an ever-growing number of people attempting to design everything from newsletters to advertisements with no formal training. This book is the one place they can turn to find quick, non-intimidating, excellent design help from trusted design instructor Robin Williams. This revised and expanded classic includes a new chapter on designing with type, more quizzes and exercises, updated projects, and new visual and typographic examples that give the book a fresh, modern look. In *The Non-Designer's Design Book, 4th Edition*, Robin turns her attention to the basic principles that govern good design. Perfect for beginners, Robin boils great design into four easy-to-master principles: contrast, repetition, alignment, and proximity (C.R.A.P.). Readers who follow her clearly explained concepts will produce more sophisticated and professional work immediately. Humor-infused, jargon-free prose interspersed with design exercises, quizzes, and illustrations make learning a snap—which is just what audiences have come to expect from this bestselling author.