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# Making And Breaking The Grid

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*Making And Breaking  
The Grid*

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by Mariana & Stokes*

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### **Making and Breaking the Grid, Second Edition, Updated and Expanded**

#### **A Graphic Design Layout Workshop**

Effective layout is essential to communication and enables the end user to not only be drawn in with an innovative design, but to digest information easily. Making and Breaking the Grid is a comprehensive layout design workshop that assumes that in order to effectively break the rules of grid-based design, one must first understand those rules and see them applied to real-world projects. Basics include composing typographic space, format determination, and sequencing and systemization. Various types of grids manuscript, column, modular, hierarchical are also covered. Text reveals top designers' work in process and rationale. Projects with similar characteristics are linked through a simple notational system that encourages exploration and comparison of structure ideas. Each project is shown comprehensively so readers can see its structure revealed over several pages, at a size that allows for inspection of detail. Also included are historical overviews that summarize the development of layout concepts, both grid-based and

non-grid based, in modern design practice.

### **Making and Breaking the Grid, Second Edition, Updated and Expanded**

#### **A Graphic Design Layout Workshop**

*Rockport Publishers*

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### **Making and Breaking the Grid**

#### **A Graphic Design Layout Workshop**

*Rockport Publishers*

For designers working in every medium, layout is arguable the most basic, and

most important, element. Effective layout is essential to communication and enables the end user to not only be drawn in with an innovative design but to digest information easily. Making and Breaking the Grid is a comprehensive layout design workshop that assumes that in order to effectively break the rules of grid-based design, one must first understand those rules and see them applied to real-world projects. Text reveals top designers' work in process and rationale. Projects with similar characteristics are linked through a simple notational system that encourages exploration and comparison of structure ideas. Also included are historical overviews that summarize the development of layout concepts, both grid-based and non-grid based, in modern design practice.

### **Typography Workbook**

#### **A Real-World Guide to Using Type in Graphic Design** *Rockport Publishers*

The Typography Workbook provides an at-a-glance reference book for designers on all aspects of type. The book is part of Rockport's popular Workbook series of practical and inspirational workbooks that cover all the fundamental areas of the graphic design business. This book presents an abundance of information on type - the cornerstone of graphic design - succinctly and to the point, so that designers can get the information they need quickly and easily. Whereas many other books on type are either very technical or showcase oriented, this book offers ideas and inspiration through hundreds of real-life projects showing successful, well-crafted usage of type. The book also offers a variety of other content, including choosing fonts, sizes,

and colors; incorporating text and illustrations; avoiding common mistakes in text usage; and teaching rules by which to live (and work) by. /div

### **Design Elements**

#### **A Graphic Style Manual** *Rockport Publishers*

The graphic design equivalent to Strunk & White's *The Elements of Style* This book is simply the most compact and lucid handbook available outlining the basic principles of layout, typography, color usage, and space. Being a creative designer is often about coming up with unique design solutions. Unfortunately, when the basic rules of design are ignored in an effort to be distinctive, design becomes useless. In language, a departure from the rules is only appreciated as great literature if recognition of the rules underlies the text. Graphic design is a "visual language," and brilliance is recognized in designers whose work seems to break all the rules, yet communicates its messages clearly. This book is a fun and accessible handbook that presents the fundamentals of design in lists, tips, brief text, and examples. Chapters include Graphic Design: What It Is; What Are They and What Do They Do?; 20 Basic Rules of Good Design; Form and Space-The Basics; Color Fundamentals; Choosing and Using Type; The World of Imagery; Putting it All Together? Essential Layout Concepts; The Right Design Choices: 20 Reminders for Working Designers; and Breaking the Rules: When and Why to Challenge all the Rules of this Book.

### **Layout Essentials**

#### **100 Design Principles for Using**

**Grids** *Fair Winds Press*

Adhering to certain layout and grids standards and principles is important for any job from brochures, to annual reports, to posters, to websites, to publications. However, knowing how to bend the rules and make certain grids work for the job at hand takes skill. This book outlines and demonstrates basic layout/grid guidelines and rules through 100 entries including choosing a typeface, striving for rhythm and balance with type, combining typefaces, using special characters and kerning and legibility. These essentials of grid design are critical to the success of any job.

**Grid Systems****Principles of Organizing Type** *Chronicle Books*

Although grid systems are the foundation for almost all typographic design, they are often associated with rigid, formulaic solutions. However, the belief that all great design is nonetheless based on grid systems (even if only subverted ones) suggests that few designers truly understand the complexities and potential riches of grid composition.

**How to Be a Graphic Designer without Losing Your Soul** *Chronicle Books*

Published to instant acclaim in 2005, our best selling *How to Be a Graphic Designer without Losing Your Soul* has become a trusted resource for graphic designers around the world, combining practical advice with philosophical guidance to help young professionals embark on their careers. This new, expanded edition brings this essential text up to date with new chapters on professional skills, the creative process,

and global trends that include social responsibility, ethics, and the rise of digital culture. *How to Be a Graphic Designer* offers clear, concise guidance along with focused, no-nonsense strategies for setting up, running, and promoting a studio; finding work; and collaborating with clients. The book also includes inspiring new interviews with leading designers, including Jonathan Barnbrook, Sara De Bondt, Stephen Doyle, Ben Drury, Paul Sahre, Dmitri Siegel, Sophie Thomas, and Magnus Vol Mathiassen

**Drawing for Graphic Design****Understanding Conceptual Principles and Practical Techniques to Create Unique, Effective Design** *Solu Rockport Publishers*

Here is a complete, comprehensive drawing reference for design students and professionals alike who want to implement drawing as a professional tool. In *Drawing for Graphic Design*, Timothy Samara empowers readers to add drawing to their design vocabulary, featuring case studies of commercial projects from start to finish along with a showcase of real-world projects that integrate drawing as an intrinsic part of their visual communication. Filled with original author drawings and sketches, it's a must-have reference that will benefit designers of all levels.

**Design Evolution****A Handbook of Basic Design Principles Applied in Contemporary Design** *Rockport Publishers*

Presents diverse, international, in-depth case studies. While there are many books showcasing graphic design work, few present in-depth projects, exploring

concept, designer's strategy, visual problem-solving, and specifics, illustrating the concrete use of design principles to achieve intended communication goals. As a result, readers are often left with only a surface understanding of how a project might have evolved or how the visual aspects of its design are brought together to convey its intended message. The case studies in *Design Evolution* comprehensively demonstrate the real-world application of visual principles discussed in a more formal, educational context. Readers will understand how the principles for image, layout, type, and color explored in volume 1, *Design Elements*, work in combination, to execute the overall solutions showcased in this volume. The depth and range of content presented in these case studies distinguishes this book from all others in the design showcase genre -- offering readers a chance to not only be inspired by the quality and innovation of showcased projects, but to understand how they were realized.

**Basics Design 07: Grids** *Bloomsbury Publishing*

*Grids* 2nd Edition, the seventh book in the Basics Design series, has been updated with new content and visuals, exploring the construction and ordering of the page and screen through the use of grids. The grid features as a strong element in many areas of design, and presents both the student and practitioner alike with the opportunity to ground their work in solid foundations. Through detailed investigation of the principles behind grid design, this book informs and advances your understanding of this key design component, allowing you to devise grids with ease and precision for

any situation.

**Typographic Systems of Design**

**Frameworks for Type Beyond the Grid (Graphic Design Book on Typography Layouts and Fundamentals)** *Princeton Architectural Press*

Typographic organization has always been a complex system in that there are so many elements at play, such as hierarchy, order of reading, legibility, and contrast. In *Typographic Systems*, Kim Elam, author of our bestselling books, *Geometry of Design* and *Grid Systems*, explores eight major structural frameworks beyond the grid including random, radial, modular, and bilateral systems. By taking the reader through exercises, student work, and professional examples, Elam offers a broad range of design solutions. Once essential visual organization systems are understood the designer can fluidly organize words or images within a structure, combination of structures, or a variation of a structure. With clarity and substance, each system from the structured axis to the nonhierarchical radial array is explained and explored so that the reader comes away with a better understanding of these intricate complex arrangements. *Typographic Systems* is the seventh title in our bestselling *Design Briefs* series, which has sold more than 100,000 copies worldwide.

**The Grid**

**The Decision-making Tool for Every Business (Including Yours)** *Random House*

\_\_\_\_\_ This ground-breaking book from award-winning

author MATT WATKINSON reveals the fundamental, inseparable elements behind the success of every business. The Grid provides the mental scaffolding to help you: · Evaluate and refine product and service ideas · Reduce risk by considering the broader impact of strategic decisions · Identify the root causes of business challenges · Anticipate the impact of changes in the market and turn them to your advantage · Collaborate more effectively across teams Combining practical guidance with real-world examples, The Grid will bring clarity and confidence to your business decision-making.

\_\_\_\_\_ 'The Grid provides you with a simple way to look at the complex system which is your business. With the possible exception of Warren Buffett, everyone needs to read this book.' RORY SUTHERLAND, VICE CHAIRMAN, OGILVY GROUP 'The Grid provides a systematic framework for looking at virtually all the critical aspects of your business, and maybe more valuable, at how each affects the others. It'll be a rare reader who doesn't come away with fresh, useful insights into his or her enterprise.' WALTER KEICHEL III, author of *The Lords of Strategy* 'Matt Watkinson distils strategic know-how into nine ingenious perspectives and, with the use of clever examples, shows us how to apply this technique of thinking to any business problem or market opportunity. An extraordinarily powerful book.' DR JULES GODDARD, author of *Uncommon Sense, Common Nonsense* 'The Grid presents a unique, joined up approach to decision-making, revealing both the holistic nature of business and all the key elements a business must consider. I can safely say that if you only read one business book in your life it should be The Grid.' PHILIP

ROWLEY, Chief Finance Officer, Sony Pictures Entertainment

## **Designing Interfaces**

### **Patterns for Effective Interaction Design** "O'Reilly Media, Inc."

Provides information on designing easy-to-use interfaces.

## **Grid Systems in Graphic Design**

### **A Visual Communication Manual for Graphic Designers**

#### **Layout for Graphic Designers**

#### **An Introduction** *Bloomsbury Publishing*

Layout for graphic design concerns the arrangement of text and images on a page. How these elements are positioned, both in relation to one another, and within the overall design scheme, will affect how content is viewed and received. Whether in print or online, it is key to powerful visual communication. *Layout for Graphic Designers* provides visual arts students with a theoretical and practical underpinning of this design subject. Packed with over 200 examples from key contemporary practices, and fully illustrated with clear diagrams and inspiring imagery, it offers an essential exploration of the subject. This third edition has been updated to include 25 new images and 6 new case studies from Lundgren + Lindqvist, TwoPoints.Net, Bruce Mau Design, Non-Format, Mind Design and Plau.

## **Educated**

#### **A Memoir** *Random House*

#1 NEW YORK TIMES, WALL STREET JOURNAL, AND BOSTON GLOBE

**BESTSELLER** • One of the most acclaimed books of our time: an unforgettable memoir about a young woman who, kept out of school, leaves her survivalist family and goes on to earn a PhD from Cambridge University “Extraordinary . . . an act of courage and self-invention.”—The New York Times **NAMED ONE OF THE TEN BEST BOOKS OF THE YEAR BY THE NEW YORK TIMES BOOK REVIEW** • ONE OF PRESIDENT BARACK OBAMA’S FAVORITE BOOKS OF THE YEAR • BILL GATES’S HOLIDAY READING LIST • FINALIST: National Book Critics Circle’s Award In Autobiography and John Leonard Prize For Best First Book • PEN/Jean Stein Book Award • Los Angeles Times Book Prize Born to survivalists in the mountains of Idaho, Tara Westover was seventeen the first time she set foot in a classroom. Her family was so isolated from mainstream society that there was no one to ensure the children received an education, and no one to intervene when one of Tara’s older brothers became violent. When another brother got himself into college, Tara decided to try a new kind of life. Her quest for knowledge transformed her, taking her over oceans and across continents, to Harvard and to Cambridge University. Only then would she wonder if she’d traveled too far, if there was still a way home. “Beautiful and propulsive . . . Despite the singularity of [Westover’s] childhood, the questions her book poses are universal: How much of ourselves should we give to those we love? And how much must we betray them to grow up?”—Vogue **NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Washington Post** • O: The Oprah Magazine • Time • NPR • Good Morning America • San Francisco Chronicle • The Guardian • The Economist • Financial Times • Newsday • New York Post • theSkimm •

Refinery29 • Bloomberg • Self • Real Simple • Town & Country • Bustle • Paste • Publishers Weekly • Library Journal • LibraryReads • Book Riot • Pamela Paul, KQED • New York Public Library

## **The Elements of Typographic Style**

### **Verson 3.2**

#### **The Designer and the Grid** *Rotovision*

Explores the design grid and how it is the driving force behind almost all graphic design.

#### **Basic Principles of Design**

Object drawing - Memory drawing - Material studies - Colour - Textile design - Lettering - Graphic exercises.

## **The Story Grid**

#### **What Good Editors Know** *Black Irish Entertainment LLC*

WHAT IS THE STORY GRID? The Story Grid is a tool developed by editor Shawn Coyne to analyze stories and provide helpful editorial comments. It's like a CT Scan that takes a photo of the global story and tells the editor or writer what is working, what is not, and what must be done to make what works better and fix what's not. The Story Grid breaks down the component parts of stories to identify the problems. And finding the problems in a story is almost as difficult as the writing of the story itself (maybe even more difficult). The Story Grid is a tool with many applications: 1. It will tell a writer if a Story ?works? or ?doesn't work. 2. It pinpoints story problems but does not emotionally abuse the writer, revealing exactly where a Story (not the person creating the Story'the Story) has failed. 3. It will tell the writer the specific

work necessary to fix that Story's problems. 4. It is a tool to re-envision and resuscitate a seemingly irredeemable pile of paper stuck in an attic drawer. 5. It is a tool that can inspire an original creation.

**The Book Thief** *Knopf Books for Young Readers*

#1 NEW YORK TIMES BESTSELLER • ONE OF TIME MAGAZINE'S 100 BEST YA BOOKS OF ALL TIME The extraordinary, beloved novel about the ability of books to feed the soul even in the darkest of times. When Death has a story to tell, you listen. It is 1939. Nazi Germany. The country is holding its breath. Death has never been busier, and will become busier still. Liesel Meminger is a foster girl living outside of Munich, who scratches out a meager existence for herself by stealing when she encounters something she can't resist—books. With the help of her accordion-playing foster father, she learns to read and shares her stolen books with her neighbors during bombing raids as well as with the Jewish man hidden in her basement. In superbly crafted writing that burns with intensity, award-winning author Markus Zusak, author of *I Am the Messenger*, has given us one of the most enduring stories of our time. "The kind of book that can be life-changing." —The New York Times "Deserves a place on the same shelf with *The Diary of a Young Girl* by Anne Frank." —USA Today DON'T MISS BRIDGE OF CLAY, MARKUS ZUSAK'S FIRST NOVEL SINCE THE BOOK THIEF.

**Off the Grid** *Penguin*

The Red Desert of Wyoming is a beautiful and punishing place for anybody, even for game warden Joe Pickett and his friend Nate Romanowski in this #1 New York Times bestselling

thriller... Nate is off the grid, recuperating from wounds and trying to deal with past crimes, when he is suddenly surrounded by a small team of elite professional special operators. They're not there to threaten him, but to make a deal. They need help destroying a domestic terror cell in Wyoming's Red Desert, and in return they'll make Nate's criminal record disappear. But they are not what they seem, as Nate's friend Joe Pickett discovers. They have a much different plan in mind, and it just might be something that takes them all down—including Nate and Joe.

**The Johns Hopkins Guide to Digital Media** *JHU Press*

The study of what is collectively labeled "New Media"—the cultural and artistic practices made possible by digital technology—has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field, with many universities now offering it as a major. The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers, students, and the curious can quickly turn for reliable information on the key terms and concepts of the field. The contributors present entries on nearly 150 ideas, genres, and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual, artistic, and social practices of our time. The result is an easy-to-consult reference for digital media scholars or anyone wishing to become familiar with this fast-developing field.

**Design, Typography Etc**

**A Handbook** *Verlag Niggli AG*

Why does a newspaper look different

than a magazine or a book? What effect does using a certain typeface or a specific grid have? And why do some layouts just seem right, and others seem simply wrong? This handbook aims to convey the essential principles that will enable the reader to acquire the skills necessary to be independently creative in the field of graphic design. Richly illustrated with numerous examples from around the world, this volume addresses the most important aspects of good book, poster and advert design, offering guidance on everything from the correct use of colors and fonts through to column width and line spacing. Sketches and clarifying text serve to explain technical terms that are indispensable to understanding the interface of designing and producing print media.

### **Making and Breaking the Grid**

### **A Graphic Design Layout Workshop**

### **Designing Web Navigation**

### **Optimizing the User Experience**

*"O'Reilly Media, Inc."*

Thoroughly rewritten for today's web environment, this bestselling book offers a fresh look at a fundamental topic of web site development: navigation design. Amid all the changes to the Web in the past decade, and all the hype about Web 2.0 and various "rich" interactive technologies, the basic problems of creating a good web navigation system remain. Designing Web Navigation demonstrates that good navigation is not about technology—it's about the ways people find information, and how you guide them. Ideal for beginning to intermediate web designers, managers, other non-designers, and web development pros

looking for another perspective, Designing Web Navigation offers basic design principles, development techniques and practical advice, with real-world examples and essential concepts seamlessly folded in. How does your web site serve your business objectives? How does it meet a user's needs? You'll learn that navigation design touches most other aspects of web site development. This book: Provides the foundations of web navigation and offers a framework for navigation design Paints a broad picture of web navigation and basic human information behavior Demonstrates how navigation reflects brand and affects site credibility Helps you understand the problem you're trying to solve before you set out to design Thoroughly reviews the mechanisms and different types of navigation Explores "information scent" and "information shape" Explains "persuasive" architecture and other design concepts Covers special contexts, such as navigation design for web applications Includes an entire chapter on tagging While Designing Web Navigation focuses on creating navigation systems for large, information-rich sites serving a business purpose, the principles and techniques in the book also apply to small sites. Well researched and cited, this book serves as an excellent reference on the topic, as well as a superb teaching guide. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.

### **The Graphic Design Reference & Specification Book**

**Everything Graphic Designers Need to Know Every Day** Rockport Pub

The Graphic Design Reference & Specification Book should always be next to a designer's computer. Completely practical with only the most needed information, this valuable book provides designers with all the little details that can make or break a design, such as how much space to leave in the gutter when designing barrel folds, how to layout a template for a box, and the ratios of each part, as well as metric conversion charts, standard envelope sizes in the USA, Europe, Canada and Asia, and much more. This hardworking handbook is compact and accessible and is a must-have for any graphic designer.

**The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration** *McGraw Hill Professional*

Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution.

Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in The Big Book of Conflict-Resolution Games delivers everything you need to make your workplace more efficient, effective, and engaged.

**Best Practices for Graphic Designers, Grids and Page Layouts**

**An Essential Guide for Understanding and Applying Page Design Principles** *Rockport Pub*

This unique, go-to guide for designers fully details the essential layout and design skills needed to succeed in this competitive industry. With fun and practical application, it offers valuable insight into strategy and business when working in the real world with real clients, starting with basic information on layout principles before delving more deeply into theory and application on a project-by-project basis. Illustrated with real-world assignments and case studies, this guide offers a behind-the-scenes take on the entire process and steps necessary to go from concept to final outcome, including how to overcome challenges presented along the way.

**Design School: Layout**

**A Practical Guide for Students and Designers**

Design School: Layout is an instructive guide for students, recent graduates, and self-taught designers. It provides a comprehensive introduction to creating and changing layouts: a crucially important skill that underpins practically every aspect of graphic design. You'll get in-depth analysis of all the major areas of theory and practice used by

experienced professional designers. Each section provides explanation and visual examples of grid systems and in-depth discussion of compositional principles and strategies. The text is interspersed with tests designed to help you retain key points you've covered in the preceding spreads, and includes illustrations sections with real world scenarios. This in-depth guide avoids the temptation to stray into other areas of design technique, preferring to cover the essential, detailed skills of the professional graphic designer to arm you with the knowledge needed for a successful start to your chosen career.

### **Breaking the Grid**

#### **How to Buy Nothing, Make Everything, and Live Sustainably**

*Familius*

An all-encompassing, granular-level guide to building a successful off-the-grid homestead written by someone who had done it himself!

#### **Designing with CSS Grid Layout**

*SitePoint*

Layout in CSS has always been a tricky task: hacking solutions using positioning, floats, and the one-dimensional flexbox has never been very satisfactory. Fortunately, there is a new tool to add to our arsenal: CSS Grid Layout. It is an incredibly powerful layout system that allows us to design pages using a two-dimensional grid - offering the kind of fine-grained layout control that print designers take for granted! Grid Layout has been in development for a while, but has recently been made a W3C candidate recommendation and has been added to most of the major browsers, so is ready for prime time. This short selection of tutorials, hand-

picked from SitePoint's HTML & CSS channel, will get you up and running with Grid Layout and using it on your own sites in no time. This collection includes: An Introduction to the CSS Grid Layout Module by Ahmad Ajmi Seven Ways You Can Place Elements Using CSS Grid Layout by Nitish Kumar How to Order and Align Items in Grid Layout by Nitish Kumar A Step by Step Guide to the Auto-Placement Algorithm in CSS Grid by Nitish Kumar How I Built a Pure CSS Crossword Puzzle by Adrian Roworth This book is suitable for front end developers and web designers with some CSS experience.

#### **Dune Penguin**

"Includes an updated afterward by Brian Herbert"--Back cover.

### **Book Design Made Simple**

#### **A Step-By-Step Guide to Designing and Typesetting Your Own Book Using Adobe Indesign**

Book Design Made Simple gives DIY authors, small presses, and graphic designers-novices and experts alike-the power to design their own books. It's the first comprehensive book of its kind, explaining every step from installing Adobe® InDesign® right through to sending the files to press. For those who want to design their own books but have little idea how to proceed, Book Design Made Simple is a semester of book design instruction plus a publishing class rolled into one. Let two experts guide you through the process with easy step-by-step instructions, resulting in a professional-looking top-quality book

### **Graphic Design School**

#### **The Principles and Practice of**

**Graphic Design** *John Wiley & Sons*

Graphic Design School allows students to develop core competencies while understanding how these fundamentals translate into new and evolving media. With examples from magazines, websites, books, and mobile devices, the Fifth Edition provides an overview of the visual communications profession, with a new focus on the intersection of design specialties. A brand-new section on web and interactivity covers topics such as web tools, coding requirements, information architecture, web design and layout, mobile device composition, app design, CMS, designing for social media, and SEO.

**She's on the Money** *Random House Australia*

Through her phenomenally popular and award-winning podcast, *She's on the Money*, Victoria Devine has built an empowered and supportive community of women finding their way to financial freedom. Honest, relatable, non-judgemental and motivating, Victoria is a financial adviser who knows what millennial life is really like and where we can get stuck with money stuff. (Did someone say 'Afterpay'...?) So, to help you hit your money goals without skimping on brunch, she's put all her expert advice into this accessible guide that will set you up for a healthy and happy future. Learn how to be more secure, independent and informed with your money - with clear steps on how to budget, clear debts, build savings, start investing, buy property and much more. And along with all the practical information, Victoria will guide you through the sometimes-tricky psychology surrounding money so you can establish the values, habits and confidence that will help you build your

wealth long-term. Just like the podcast, the book is full of real-life money stories from members of the *She's on the Money* community who candidly share their experiences, wins and lessons learned to inspire others to turn their stories around, too. And with templates and activities throughout, plus a twelve-month plan to get you started, you can immediately put Victoria's recommendations into action in your own life. You are not alone on your financial journey, and with the money principles in this book you'll go further than you ever thought possible.

**Introduction to Probability** *CRC Press*

Developed from celebrated Harvard statistics lectures, *Introduction to Probability* provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC). Additional

**A Graphic Design Student's Guide to Freelance****Practice Makes Perfect** *John Wiley & Sons*

A complete guide to freelance graphic design—created specifically for design students Why wait until you graduate? Freelancing is a great way to jumpstart your career in graphic design. It lets you apply what you've been learning in school, close the gaps in your education with real-world experience, enhance your portfolio—and make a little money at the same time. *A Graphic Design Student's Guide to Freelance: Practice Makes Perfect* covers everything you need to know to begin successfully

freelancing as a designer, including how to set up your business, deal with legal and financial issues, find clients, and work with them effectively. This full-color guide is divided into sections that correspond to your particular skill level as a student—beginner, intermediate, or advanced. These sections give you specific tasks and goals to help your freelance design work go smoothly as you progress from your very first professional job to gain experience with a range of projects and clients and prepare to move into a full-time graphic design career once you complete your studies. Complete with sample forms available online (invoices, a proof approval form, job jacket, and more) and 175 color images, including samples of paid work created by students, *A Graphic Design Student's Guide to Freelance: Practice Makes Perfect* will help you navigate the world of freelance design with confidence. Inside this book, you will learn to:

- Write a business plan
- Purchase key equipment
- Set rates and draw up contracts
- Find and manage

- clients
- Create and show concepts
- Market your company
- Expand your business
- Develop your portfolio
- And more

### **Making and Breaking the Grid**

*Rockport Publishers*

The first section, *Making the Grid*, begins with an exposition of basic grid types, illustrating and defining the most common ones used in traditional design work. A selection of relevant projects shows how these grids organize information appropriate to each application and can provide a framework for composition. The second part of the book, *Breaking the Grid*, focuses on designs that challenge grid-based notions of organization. A brief discussion addressing the breaking down of structure is followed by a second set of relevant projects - this time, showing the grid reworked or discarded in favor of alternative compositional approaches. Working designers and students alike will find this book a valuable reference, as well as a source of inspiration for new approaches to laying out their projects.