



BA (Hons) Graphic Design and Illustration Reading and Materials List

The requirement is to have access to the materials, not necessarily to own them. For example they may be accessed in a local art club, library, StudyNet or open access studio.

Equipment and materials: these can be acquired as you work through the course materials, they do not necessarily have to be purchased at the start of your course and what you require may vary in quantity and range depending on the work you carry out.

It is important to note that for students undertaking the final major project at Level 6, the materials requirements will be defined by the brief agreed with their tutors, and that these requirements cannot be pre-determined. The scope, scale and nature of the project may require additional expenditure on materials over and above those associated with the rest of the course, and students need to be aware of the need to make allowances for this in considering the overall cost of the course.

Please note the following materials are required at all levels of study.

General	<p>Computer: Mac or PC Operating system: OSX (Mac) Windows 7 (PC) or above Browser: Firefox Broadband 8Mbps download/2Mbps upload Digital camera/scanner</p> <p>Adobe Creative Cloud (previously Adobe Creative Suite). Adobe Creative Cloud is accessed via a monthly subscription.</p> <p>Please note: You will be eligible for Adobe's educational discount on presenting a proof of status letter which will be provided at enrolment.</p> <p>Please check whether Adobe Creative Cloud is available in your country by following this link.</p> <p>If Creative Cloud is not available in your area, find an official Adobe partner in your area here. They will be able to advise you on the best way to acquire the software.</p> <p>Access to Microsoft Office, or an alternative software package for word processing and presentations.</p>
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Equipment/ materials	<ul style="list-style-type: none">• A3 cutting mat• Block printing inks starter kit• Acrylics/watercolour or gouache starter kits• Scalpel and 10A blades• Lino cutter set and blades• Fine liner pens (various widths)• Range of pencils (5B, 4B, 3B, 2B, B, HB, H)• Thin and medium artist paintbrushes• Adhesive• A4 or A3 sketchbooks• Layout paper (A3)• Tracing pad (A3)• Marker pens, black, range of greys, dark medium and light and primary colours.• Mounting board
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The following list provides details of books that are deemed both essential and recommended to you for your studies.

Core reading: These titles refer to books and texts that are considered to be necessary to your studies. However you are not required to purchase these books, provided you can access them otherwise.

Recommended reading: These titles refer to books and texts that you may find interesting and will complement your learning.

Reading List	Core Reading	Recommended Reading	StudyNet
Kane, J. (2002) <i>A Type Primer</i> Publisher: Laurence King	✓		
Marshall, L. & Meachem, L. (2010) <i>How to use images</i> Publisher: Laurence King	✓		✓
Taylor, F. (2010) <i>How to Create a Portfolio and Get Hired</i> Publisher: Laurence King	✓		✓
Dubberly, H. (2004) <i>How do you Design? A Compendium of Models</i> http://www.dubberly.com/wp-content/uploads/2008/06/ddo_designprocess.pdf	✓		
Baldwin, J. & Roberts, L. (2006) <i>Visual Communication: From Theory to Practice</i> Publisher: AVA Publishing	✓ *(Semiotics covered)		✓
De Bono, E. (1990) <i>Lateral Thinking: A Textbook of Creativity</i> Publisher: Penguin Books Ltd.	✓		
Barnard, M. (2013) <i>Graphic Design as Communication</i> Publisher: Routledge	✓ *(Semiotics covered)		✓
Noble, I & Bestley, R (2011) <i>Visual Research: An Introduction to Research Methodologies in Graphic Design</i> Publisher: AVA Publishing	✓ *(Semiotics covered)		✓
Berger, John <i>Ways of Seeing</i> Publisher: Penguin Classics	✓		

Jury, D. (2006) <i>What is Typography?</i> Publisher: RotoVision		✓	
Weimann, E. & Lourekas, P. (2013) <i>Illustrator CS6 for Windows and Macintosh: Visual QuickStart Guide</i> Publisher: Peachpit Press		✓	✓
Cohen, S. (2012) <i>InDesign CS6 for Macintosh and Windows: Visual Quickstart Guide</i> Publisher: Peachpit Press		✓	✓
Weinmann, E. & Lourekas, P. (2012) <i>Photoshop CS6 for Windows and Macintosh: Visual Quickstart Guide</i> Publisher: Peachpit Press		✓	✓
Eskilson, S. J. (2007) <i>Graphic Design: A New History</i> Publisher: Laurence King		✓	
Ingledeu, J. (2011) <i>The A-Z of Visual Ideas: How to Solve any Creative Brief</i> Publisher: Laurence King		✓ (Highly recommended)	
Lupton, Ellen (2004) <i>Thinking with Type: A Primer for Designers</i> Publisher: Princeton Architectural Press		✓	
Dondis, D. A. (1973) <i>A Primer of Visual Literacy</i> Publisher: MIT PRESS (Out of Print?)		✓	
Cheng, K. (2006) <i>Designing Type</i> Publisher: Laurence King		✓	
Dabner, D. (2004) <i>Graphic Design School: The Principles and Practices of Graphic Design</i> Publisher: Thames and Hudson		✓	✓

Male, A. (2007) <i>Illustration: A Theoretical and Contextual Perspective</i> Publisher: AVA Publishing		✓	✓
Bringhurst, R. (2004) <i>The Elements of Typographic Style</i> Publisher: Hartley & Marks		✓	
Hart, H. (1983) <i>Hart's Rules for Compositors and Readers</i> Publisher: Oxford University Press		✓	
Stern, S. (2008) <i>The Illustrator's Guide to Law and Business Practice (UK orientated)</i> Publisher: Association of Illustrators (2008)		✓	
Crow, D. (2010) <i>Visible Signs: An Introduction to Semiotics in the Visual Arts</i> Publisher: AVA Publishing		✓* (Highly recommended - semiotics covered)	✓
D'Alleva, A. (2012) <i>Methods and Theories of Art History</i> Publisher: Laurence King		✓	
Sturken, M & Cartwright, L. (2001) <i>Practice of Looking: an Introduction to Visual Culture. 2nd ed.</i> Publisher: Oxford University Press		✓	
Barnet, S. (2010) <i>A Short Guide to Writing about Art. 10th ed.</i> Publisher: Pearson Education		✓	