

Designing with Type

Claudia Jacques de Moraes Cardoso

Based on Prof. Matt Ferranto, Westchester Community College, 2012

Structure of Art in 2D Design

- Components of Art
 - Subject Matter
 - Content
 - Context
 - Form/Design
 - Elements of Design
 - Space
 - Line
 - Shape
 - Value
 - Texture
 - Color
 - Type
- Principles of Organization
 - Balance
 - Emphasis & Focal Point
 - Rhythm/Movement
 - Scale & Proportion
 - Unity

Creating Visual Hierarchy

Visual Hierarchy

System

Focal Point

Hierarchy

System



What creates a condition of sameness, or similarity, in this image?

Think **Unity**

Continuity

Repetition

Alignment

Proximity

System



What creates a condition of sameness, or similarity, in this image?

System



What creates a condition of sameness, or similarity, in this image?

System

What creates a
condition of
sameness, or
similarity, in
this text?

josef müller brockmann
pizza with the pros speaker series
deceased swiss designer
5:00 pm, october 13, 2008
pyramid 2, floor 2
the art institute of indianapolis
3500 depauw boulevard
indianapolis, indiana

System

josef müller brockmann
pizza with the pros speaker series
deceased swiss designer
5:00 pm, october 13, 2008
pyramid 2, floor 2
the art institute of indianapolis
3500 depauw boulevard
indianapolis, indiana

size: consistent

color: black

alignment: flush

right

leading: consistent

case: all lower case

System

What creates a
condition of
sameness, or
similarity, in
this text?

Think with the Senses
Feel with the Mind
Art in the Present Tense
Venice Biennale
52nd International Art Exhibition
10 June – 21 November
National and Regional Pavilions
and Presentations.
Parallel Exhibitions and Projects

System

Think with the Senses
Feel with the Mind
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Parallel Exhibitions and Projects

size: consistent
color: black
alignment: flush left
leading: consistent
case: title (upper
and lower case)

Unity

Think with the Senses
Feel with the Mind
Art in the Present Tense

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Similarity =
System

Visual Hierarchy

System

Focal Point

Hierarchy

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Unity = Similarity = **System**

Difference = **Focal Point**

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Focal Point = Difference

Where does your
eye go first on
this layout?

Think **Emphasis &
Focal Point**

- Contrast
- Isolation
- Convergence
- Uniqueness
- Placement

Focal Point

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What makes it
different?

font weight
font size

Focal Point

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What makes it
different?

font weight

font size

text position

Focal Point

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What makes it
different?

font color

font size

font weight

text position

leading (line spacing)

Focal Point

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difference =
font size
leading

Focal Point

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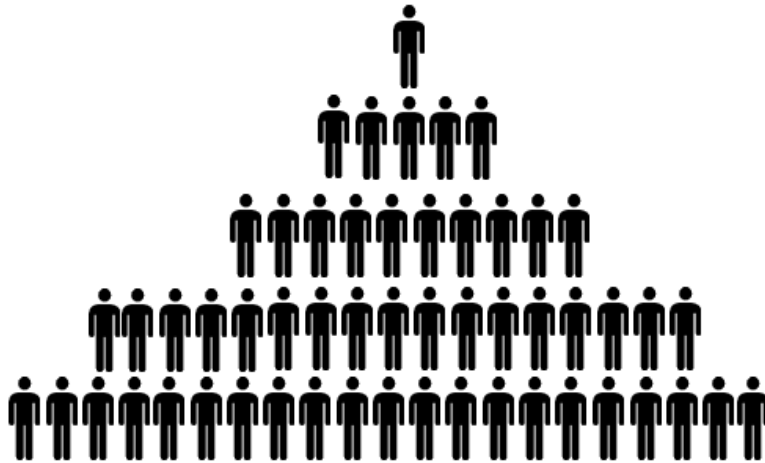
difference =
font size
font color
leading

Visual Hierarchy

System

Focal Point

Hierarchy



Hierarchy

any system of
persons or
things ranked
one above
another



Hierarchy
any system of
persons or things
ranked one above
another

Visual Hierarchy
rank or
importance
shown through
degree of
contrast with the
system



Hierarchy

any system of persons or things ranked one above another

Visual Hierarchy

rank or importance shown through degree of contrast with the system

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Visual Hierarchy
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Visual Hierarchy
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Hierarchy

Where is the
system?

What defines it?

What are its
characteristics?

Hierarchy

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System

size: consistent

color: black

alignment: flush left

leading: consistent

case: title (upper and
lower case)

*Think with the Senses
Feel with the Mind
Art in the Present Tense*

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Hierarchy

Focal Point

Big Difference

size: bigger

color: orange

position:

left hanging

indentation

leading: greater

case: title (upper and
lower case)

Hierarchy

Some Difference

style: oblique

*Think with the Senses
Feel with the Mind
Art in the Present Tense*

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Hierarchy

unity = system

- size: consistent
- color: black
- alignment: flush left
- leading: consistent
- case: title case (upper/lower)

focal point = big difference

dominant

- size: larger
- color: orange
- position: left hanging
indentation
- leading: greater

visual flow

some difference

sub-dominant

- style: oblique

Hierarchy

Think with the Senses
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SD

D

S

dominant

- focal point
- most important
- where eye goes first
- high contrast with system

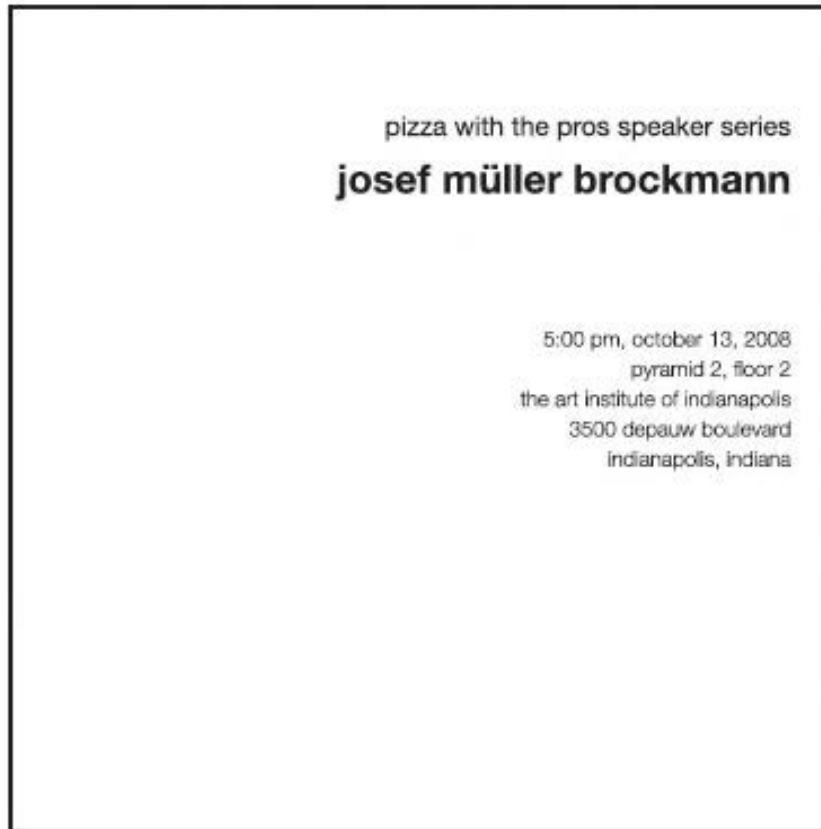
sub-dominant

- secondary importance
- where eye goes second
- some contrast with system

subordinate

- least important
- where eye goes last
- often part of system

Hierarchy



SD

D

S

dominant

- focal point
- most important
- where eye goes first
- high contrast with system

sub-dominant

- secondary importance
- where eye goes second
- some contrast with system

subordinate

- least important
- where eye goes last
- often part of system

Visual Hierarchy

Unity = System

Focal Point = Difference

Hierarchy order of importance

shown through degrees of
contrast with system

dominant

- most important
- high contrast

sub-dominant

- secondary importance
- some contrast

subordinate

- least important
- little to no contrast

HOW?

Font

Typeface Design: Serif, Sans Serif, Display, Calligraphy

Size

Style: Bold, Italic, Underlined

Weight

Width

Color

Case: All Caps, Small Caps, Title, Superscript, Subscript

Text

Leading: Line Spacing

Alignment - Flush: Right, Left, Center, Justify, Forced Justify

Position: Indentation, Hanging Indentation

Orientation: Horizontal, Vertical, Diagonal

Direction: Left to Right, Right to Left, Top to Bottom, Bottom to Top

Grid

Alignment

Proximity

Placement: Rule of Thirds

Designing with Type

Hierarchy

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How

Font

Typeface Design: Serif, Sans Serif, Display, Calligraphy
Size

Style: Bold, Italic, Underlined

Weight

Width

Color

Case: All Caps, Small Caps, Title, Superscript, Subscript

Text

Leading: Line Spacing

Alignment - Flush: Right, Left, Center, Justify, Forced Justify

Position: Indentation, Hanging Indentation

Orientation: Horizontal, Vertical, Diagonal

Direction: Left to Right, Right to Left, Top to Bottom, Bottom to Top

Grid

Alignment

Proximity

Placement: Rule of Thirds

Baskerville

designed by
John Baskerville

in
1754

Baskerville is categorized as a transitional typeface in between classical typefaces and the high contrast modern faces. It grew out of an ongoing experimentation with printing technology. Existing printing presses did not capture the subtleties of his type, so Baskerville developed his own method of working by redesigning the press. He replaced the wooden platen with a brass one in order to allow the planes to meet more evenly, resulting in a softer typeface with rounded bracketed serifs and a vertical axis. Baskerville is most known for its crisp edges, high contrast and generous proportions.

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm
Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz
1 2 3 4 5 6 7 8 9 0 ! @ # \$ % ^ & * () , . ; " ' ? [] { }



Designing with Type

Hierarchy

dominant

- focal point
- most important
- where eye goes first
- high contrast with system

sub-dominant

- secondary importance
- where eye goes second
- some contrast with system

subordinate

- least important
- where eye goes last
- often part of system

How

Font

Typeface Design: Serif, Sans Serif, Display, Calligraphy
Size

Style: Bold, Italic, Underlined

Weight

Width

Color

Case: All Caps, Small Caps, Title, Superscript, Subscript

Text

Leading: Line Spacing

Alignment - Flush: Right, Left, Center, Justify, Forced Justify

Position: Indentation, Hanging Indentation

Orientation: Horizontal, Vertical, Diagonal

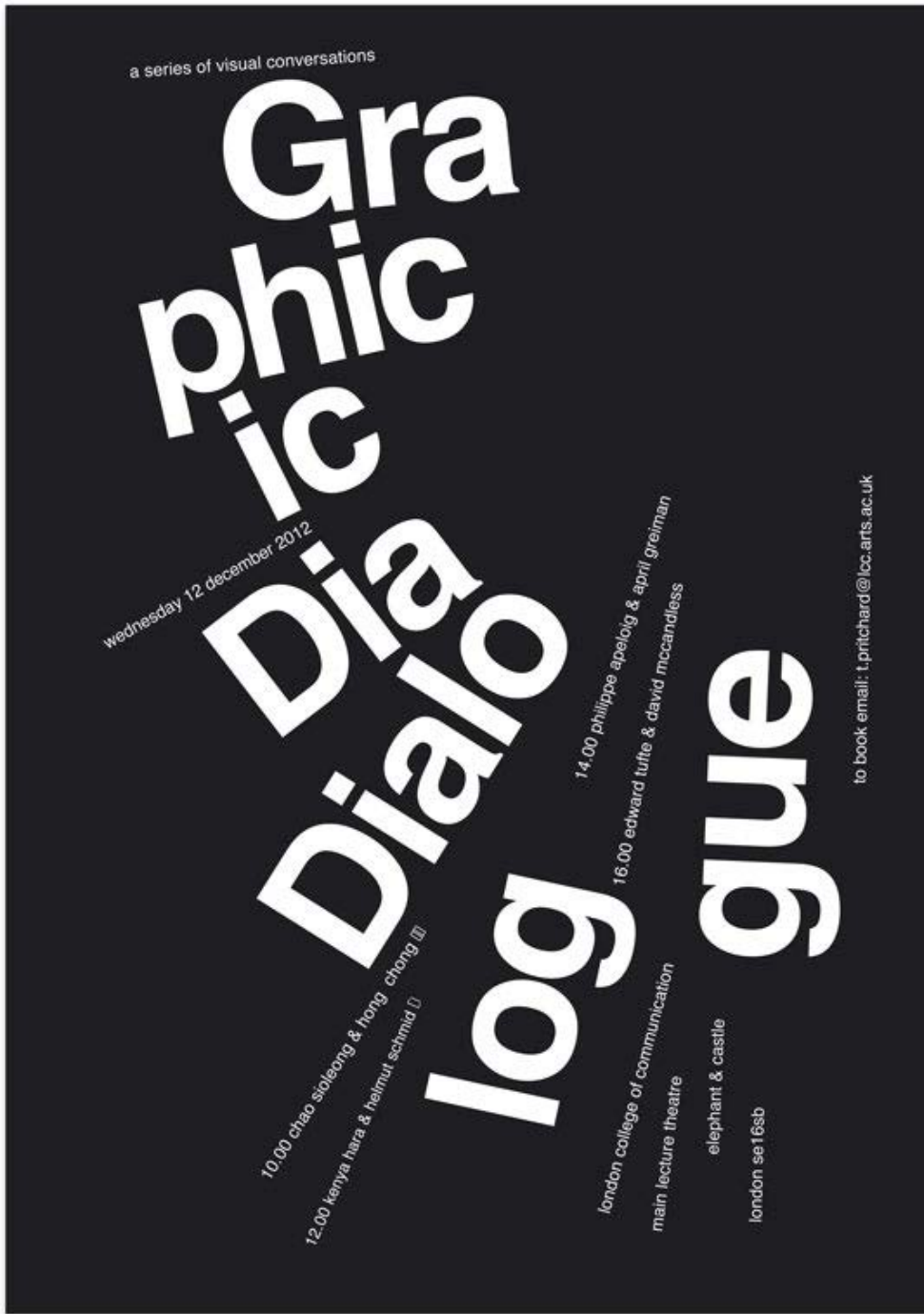
Direction: Left to Right, Right to Left, Top to Bottom, Bottom to Top

Grid

Alignment

Proximity

Placement: Rule of Thirds



Designing with Type

Hierarchy

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- most important
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How

Font

Typeface Design: Serif, Sans Serif, Display, Calligraphy
Size

Style: Bold, Italic, Underlined

Weight

Width

Color

Case: All Caps, Small Caps, Title, Superscript, Subscript

Text

Leading: Line Spacing

Alignment - Flush: Right, Left, Center, Justify, Forced Justify

Position: Indentation, Hanging Indentation

Orientation: Horizontal, Vertical, Diagonal

Direction: Left to Right, Right to Left, Top to Bottom, Bottom to Top

Grid

Alignment

Proximity

Placement: Rule of Thirds

Alignment: A Designer's BFF

How:

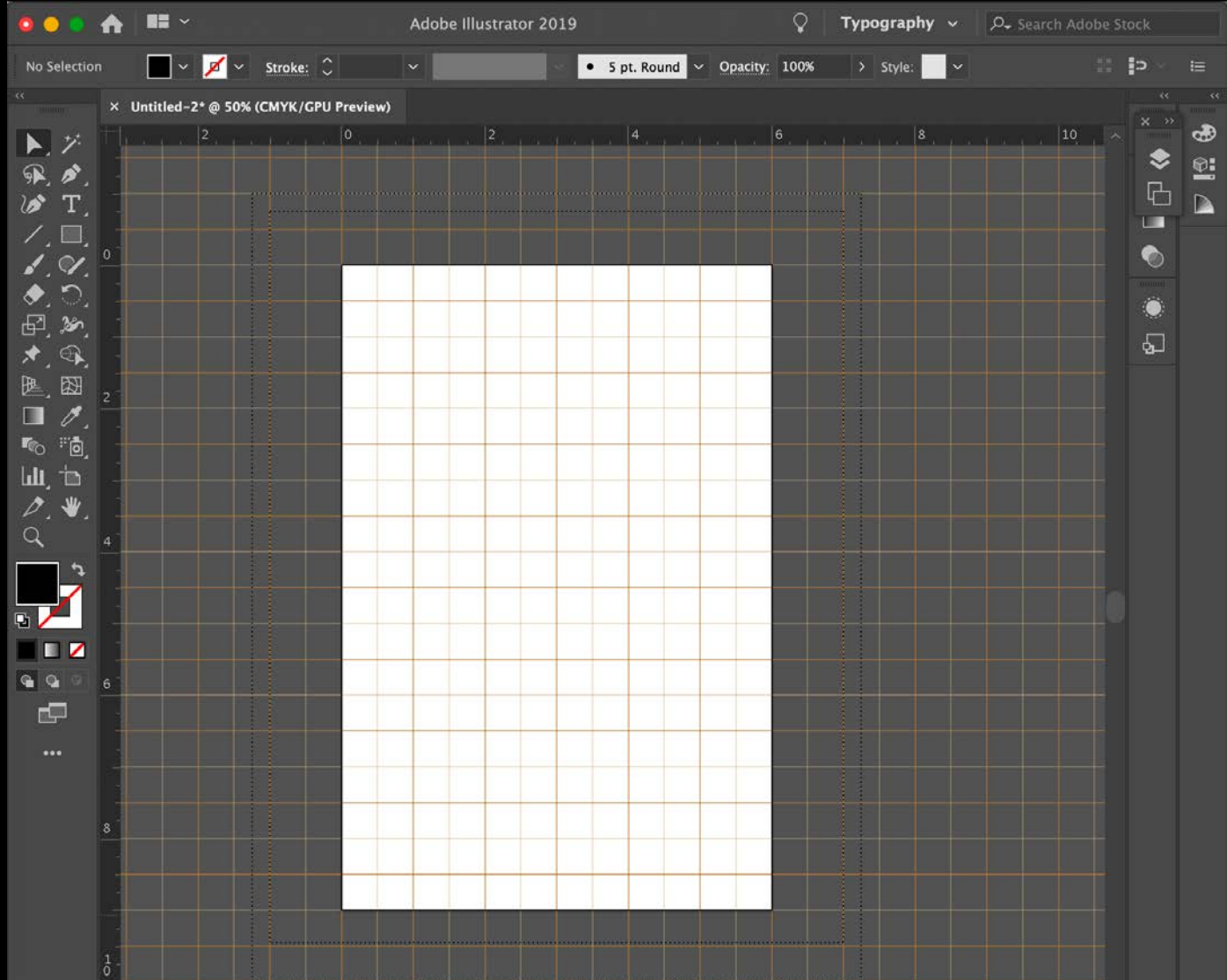
Grid

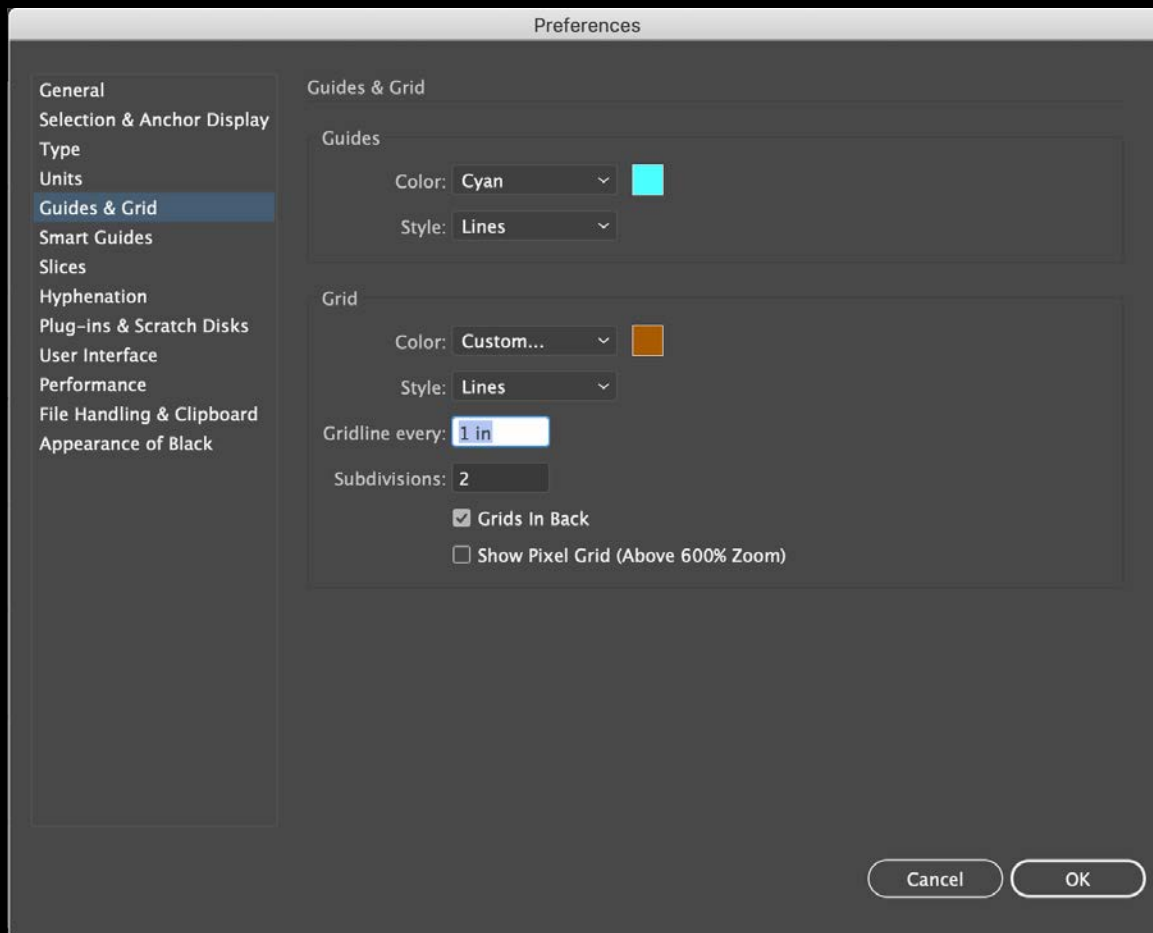
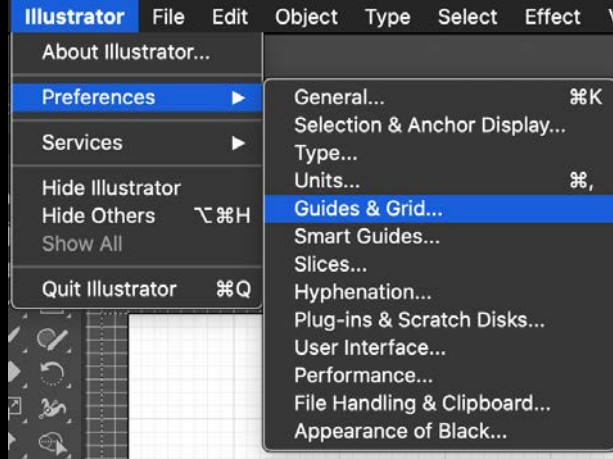
Ruler

Guides

Unity Alignment – Grid

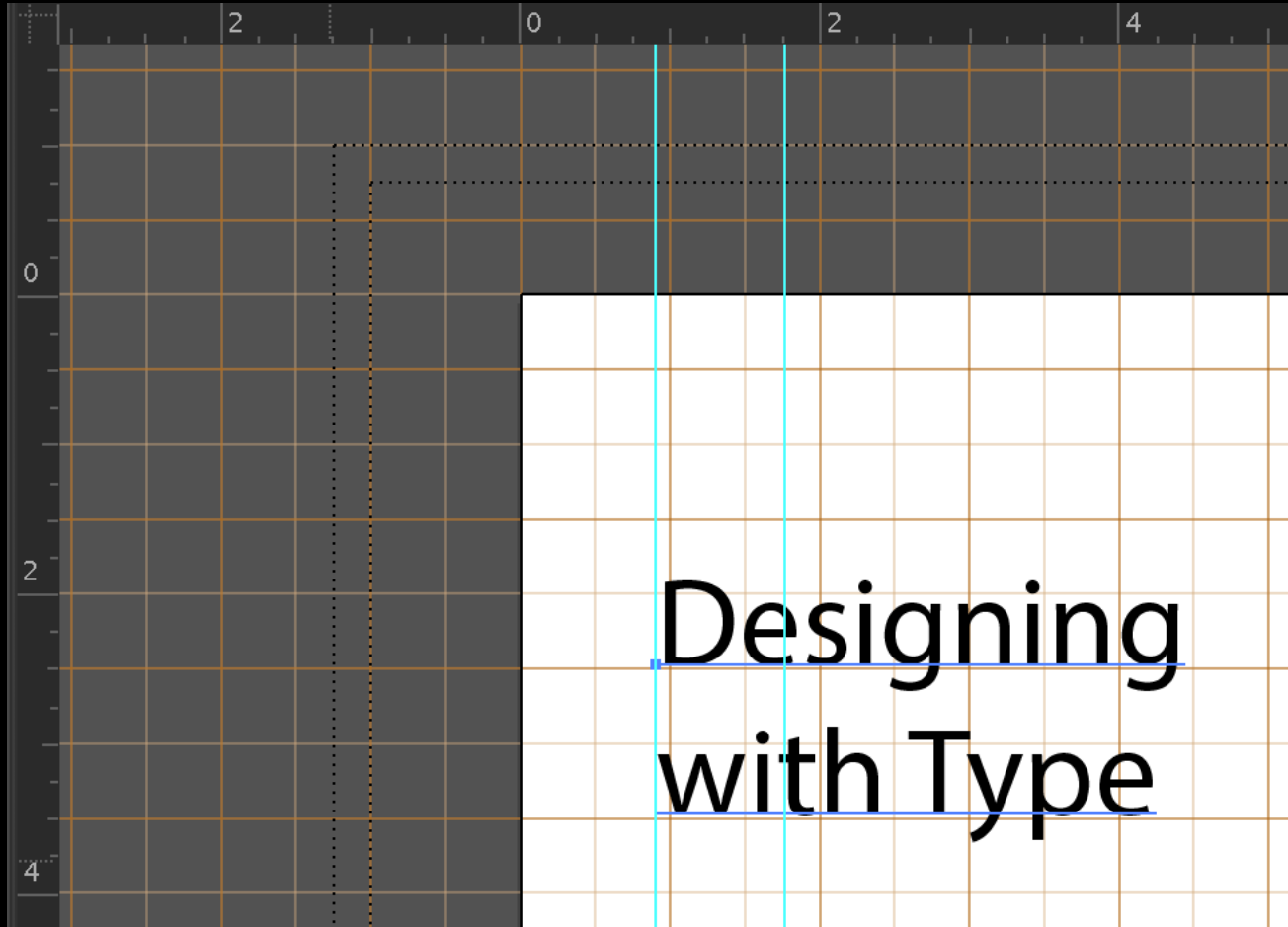
Adobe CC

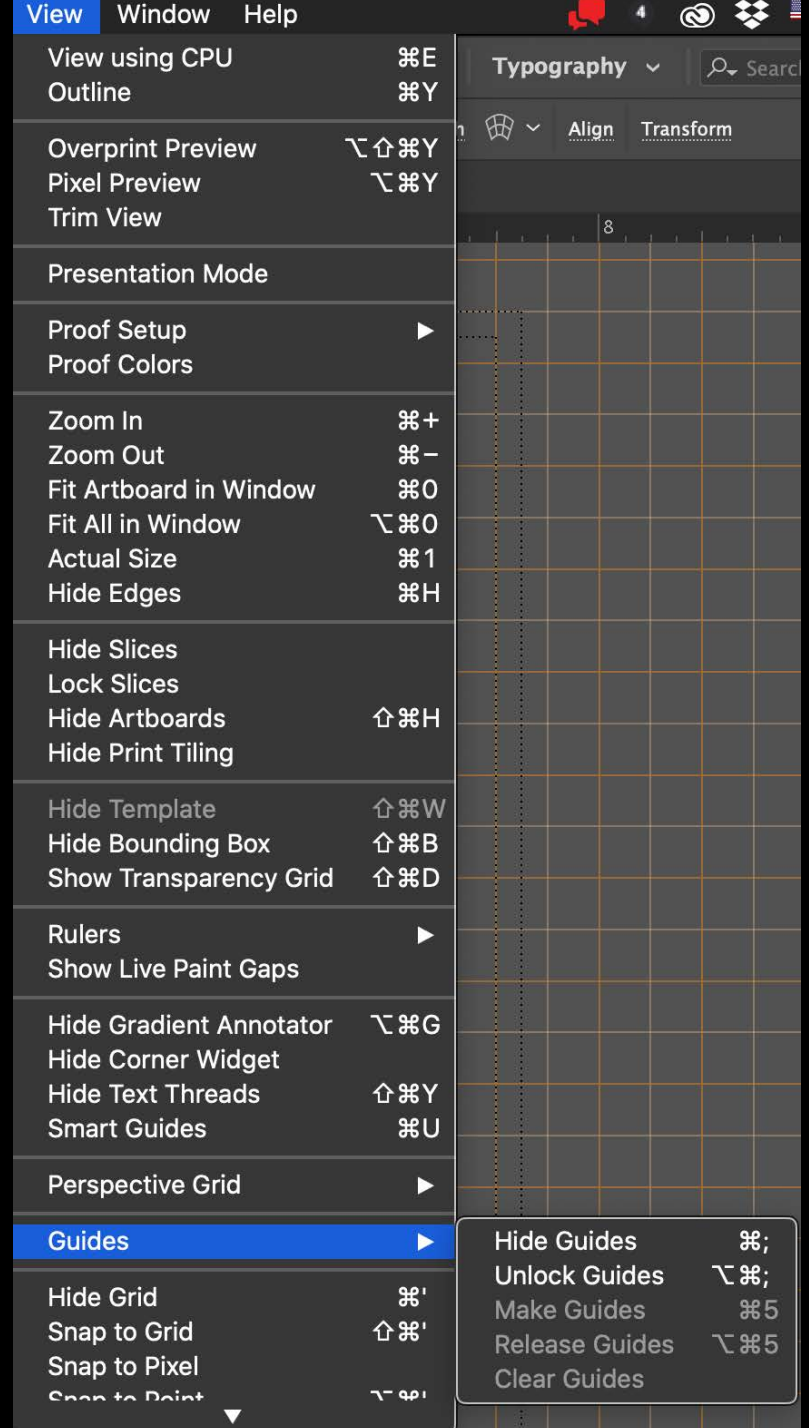
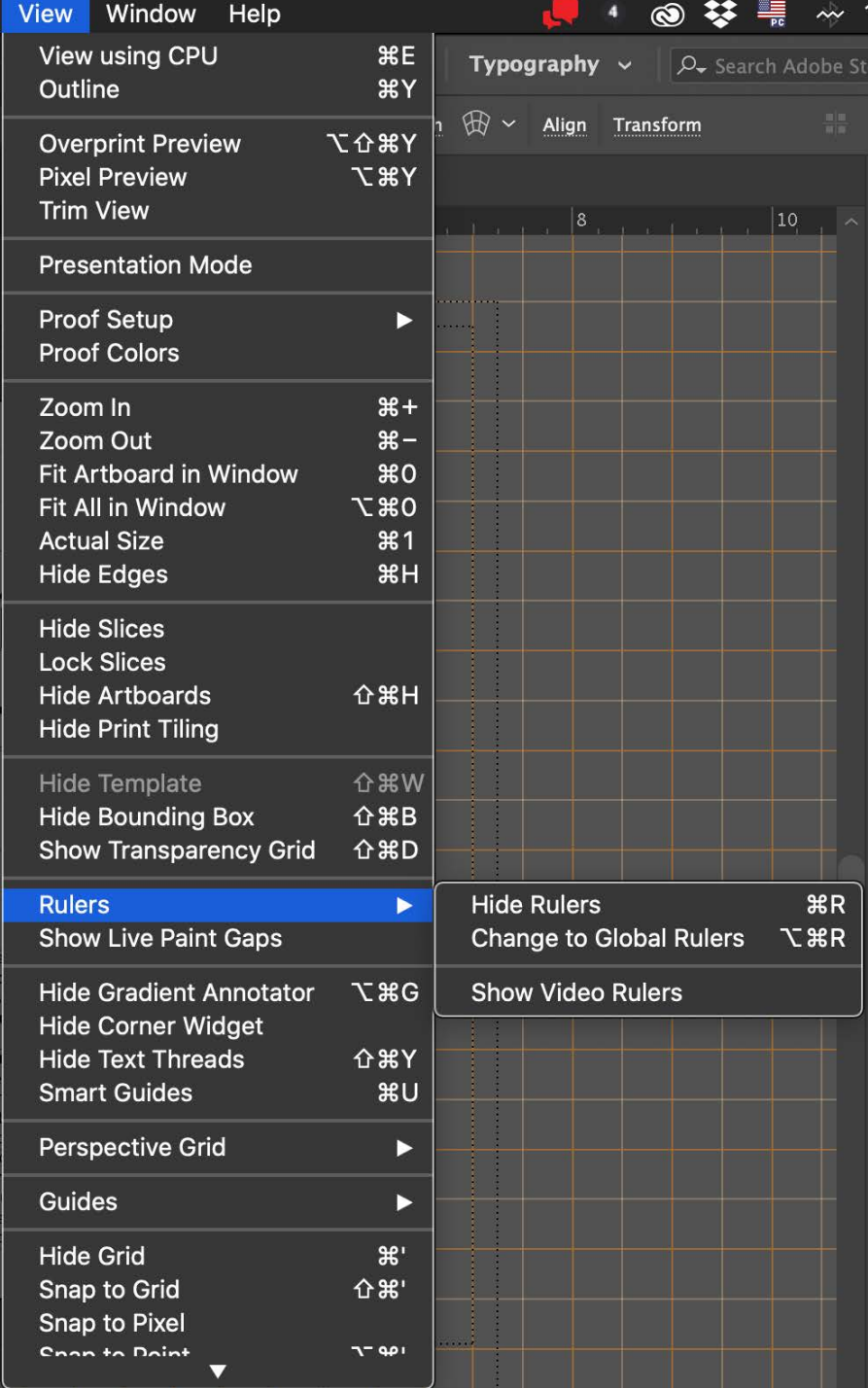




Unity Alignment – Ruler & Guides

Adobe CC





Structure of Art in 2D Design

- Components of Art
 - Subject Matter
 - Content
 - Context
 - Form/Design
 - Elements of Design
 - Space
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 - Shape
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 - Unity

Creating Visual Hierarchy

Visual Hierarchy

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Focal Point = Difference

Hierarchy order of importance

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- secondary importance
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HOW?

Font

Typeface Design: Serif, Sans Serif, Display, Calligraphy

Size

Style: Bold, Italic, Underlined

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Color

Case: All Caps, Small Caps, Title, Superscript, Subscript

Text

Leading: Line Spacing

Alignment - Flush: Right, Left, Center, Justify, Forced Justify

Position: Indentation, Hanging Indentation

Orientation: Horizontal, Vertical, Diagonal

Direction: Left to Right, Right to Left, Top to Bottom, Bottom to Top

Grid

Alignment: Adobe CC: Grid, Ruler, Guides

Proximity

Placement: Rule of Thirds