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Making a Splash: Graphics that Flow.

posted by Cara Bray July 18, 2014.

Materials play such a relevant and important role in the design process, with ink, watercolour, paint, acrylic and now even digital tools breathing life into ideas with substance and form. Controllable to a degree, these flowing, artistic ingredients frequently possess a ...

~~Making a Splash: Graphics that Flow | People of Print~~

Making a Splash: Graphics that Flow by Viction:ary. Published Jul 24, 2014. “

Making a Splash: Graphics that Flow ” is a new book by Hong Kong’s publishing house Viction:ary. The new title collates

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150 trendsetting works spanning brand identities, print & packaging, typography, visual arts and artifacts. "...an exciting review that uncovers how the multifarious visual wonderment of liquid mediums triumph in marketable design.

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Collating some 150 trendsetting works spanning brand identities, print & packaging, typography, visual arts and artefacts, Making a Splash: Graphics that Flow is an engrossing review of the multifarious liquid states that command attention and interest in prototypes and visual communication designs.

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Nov 1, 2015 - Fluid-inspired graphics stir up splashes of beguiling charm with their

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unruly form and spirit. Blessed with mutability, ink and paints are let loose from creatives' hands to perform expected accidents. Collating some 150 fascinating visual projects, Makin...

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Visuals need to engage, and nothing can do it better than social media images that are making a splash in graphic design. The mystery of cropped typography Cropped typography is the little sideshow in a graphic design that can be a showstopper of its own with stunning effect. Adding more depth with 3D still life

~~Top 15 Trends In Graphic Design That Will Make A Splash~~

Making a Splash — Graphics that Flow.
ABOUT THE BOOK Fluid forms are analogues of change and endless

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possibilities. Manifesting a capricious state that take on a life of its own once lea.

~~Making a Splash—Graphics that Flow published by fiction:ary.~~

Making a Splash: Graphics that Flow [Victionary] on Amazon.com.au. *FREE* shipping on eligible orders. Making a Splash: Graphics that Flow

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One could perhaps make a ' splash screen ', with some options, that could be toggled, ie. like ' Do not show this again ' . . In it, there could be some questions, or so . . Do you want to make 2D game, 3D game, stylized, near-realistic, or so . . And, also do you want you want high-fidelity graphics, low but, fast settings, so on . .

~~Make a splash screen for first time users—~~

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Making a splash: graphics that flow. Cheung, Victor. Fluid continually deforms and shapes to its physical environment under applied force. With potential to flow and respond to texture and its surrounding, this substance has been an enduring creative influence in visual explorations, widely adopted as a dynamic colorant in image-making with the ...

~~Making a splash: graphics that flow by Cheung, Victor~~

Victionary. Making a Splash: Graphics that Flow Pap. Victionary. 2013 Book ID: 95407 Ink has been a beloved medium of artists for centuries. Gestural and capable of great contrast, the line quality is unparalleled. Think Ink examines the work of a new generation of designers who blend traditional inspiration with the

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Dec 30, 2014 - “Making a Splash: Graphics that Flow” is a new book by Hong Kong’s publishing house Viction:ary. The new title collates 150 trendsetting works spanning brand...

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Make a Splash. St Mungo's is challenging you to jump, run, swim, or immerse yourself in open water this winter. Get down to your local park, beach, or lido, put on a brave face and make a splash to raise some cash. Create your own fundraising page and challenge yourself to brave the open water anytime from December through to February.

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~~Make a Splash—St Mungo's~~

Apr 29, 2019 - Fluid-inspired graphics stir up splashes of beguiling charm with their unruly form and spirit. Blessed with mutability, ink and paints are let loose from creatives' hands to perform expected accidents. Collating some 150 fascinating visual projects, Makin...

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How to make social media graphics. Pick the right size that matches the platform. Your first step is to think about where you intend to post your image, as Facebook graphics can come in a variety of sizes while Instagram photos are generally square. Select your format carefully so that your graphic doesn't end up being cut off or looking poorly ...

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Fluid continually deforms and shapes to its physical environment under applied force. With potential to flow and respond to texture and its surrounding, this substance has been an enduring creative influence in visual explorations, widely adopted as a dynamic colorant in image-making with the help of digital editing tools. Collating applications across the fields of advertising, branding, graphic and fashion design, Splash, Drip, Brush, Flow surveys new creative approaches that fully embrace the unique characters of liquid forms in black or blended colours.

Mermaids have been a feature of western cinema since its inception and the number of films, television series, and videos representing them has expanded exponentially since the 1980s. Making a

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Splash analyses texts produced within a variety of audiovisual genres. Following an overview of mermaids in western culture that draws on a range of disciplines including media studies, psychoanalysis, and post- structuralism, individual chapters provide case studies of particular engagements with the folkloric figure. From Hans Christian Andersen's "The Little Mermaid" to the creation of Ursula, Ariel's tentacled antagonist in Disney's 1989 film, to aspects of mermaid vocality, physicality, agency, and sexuality in films and even representations of mermen, this work provides a definitive overview of the significance of these ancient mythical figures in 110 years of western audio-visual media.

Since this book first published in 2006, the field of information visualization has changed dramatically. First, information

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visualization has exploded online and on other digital platforms. Second, information graphics reporting has encompassed nearly every sector of communication and business. Visual reporting skills are not only relevant in traditional news environments, but many other professions as well. This edition seeks to address these changes by providing learners with a cross-platform, cross-industry approach to instruction. It will include a robust, dynamic website complete with regularly updated examples of print, online, and broadcast graphics, as well as useful tutorials and exercises. This book covers everything you need to know about reporting with graphics; information visualization and graphic design from a journalistic perspective. A companion website includes regularly updated examples of print, online, and broadcast graphics, as well as tutorials and exercises.

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Chapters include relevant case studies and conclude with essays from experts. When appropriate, resource files for exercises (such as Illustrator templates, images, and/or other visual reference material) will also be provided on the companion website. thegraphicsreporter.com

Explains how to take advantage of Google's user interface, discussing how to filter results, use Google's special services, integrate Google applications into a Web site or Weblog, write information retrieval programs, and play games.

Adobe Edge Animate is a powerful, intuitive tool for creating stunning animated and interactive content using HTML5, CSS3 and JavaScript. Edge Animate is intuitive and has powerful

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features that can save time and headaches. Content made with Edge Animate runs gracefully on mobile devices and desktops, expanding your reach on the modern web. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Edge Animate choose Adobe Edge Animate Classroom in a Book from the Adobe Creative Team. The 7 project-based lessons in this book show readers step-by-step the key techniques for working in Edge Animate and how to create Web-Standards compliant graphics with animation and interactivity using this new HTML5 authoring tool from Adobe. This new Classroom in a Book starts out by showing you how to create shapes and make transformations, then add creative typography using Web fonts within precision layouts using intuitive tools. The next project introduces motion graphics on

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a timeline with property-based keyframing, and goes on to add complexity with nested animations and easing. Integrating interactivity comes next and shows users how to choose a method depending on their knowledge of coding: beginners can use built-in code snippets or more advanced users can employ custom JavaScript. Finally, the reader learns how to use percentage-based positioning and sizing for responsive designs that dynamically adapt their content's resolution to a variety of browsers and devices. At the end of the course, the reader will have mastered Adobe Edge Animate to create interactive and animated content that runs seamlessly across desktops, smart phones, and tablets. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of

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each lesson, step-by-step instructions, and the project files for the students.” —

Barbara Binder, Adobe Certified Instructor, Rocky Mountain

Training((Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts.

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for all previous versions of Windows (included in the book, no additional downloading or printing required). You'll build a fully functional video game in the opening chapter, and then learn how to use classes and object-oriented programming, draw graphics and animation, and query data with LINQ and serialize it to files. And you'll do it all by creating games, solving puzzles, and doing hands-on projects. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! Create a fun arcade game in the first chapter, and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF (Windows Presentation Foundation) using the downloadable WPF Learner's Guide Using the Model-View-

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ViewModel (MVVM) pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio, including the free Express editions.

This is one of the first books solely dedicated to Flash 8 Video development and goes a lot deeper into the subject than other books. It is suitable for those with no previous Flash experience who want to discover the best way to create video applications for the Web. It starts with the very basics, and by the end of the book the reader will be creating advanced interactive video applications, using video alpha channels, masking, blends and filters, the Camera object, and much more.

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