



GOLA

Graphic Design
League of America



Billy
vs.
The Principles
of Design

DIRECT EDITION



7 58606 04359 0
\$1.95 US \$2.95 CAN

Graphic Design League of America

Special Issue #1

Created by:

Mike Smith

Written by:

Mike Smith

Art by:

Mike Smith

Concept developed for:

Pete Anania

Featuring:



Night and the city
sleeps...

But wait... what light
through yonder window
breaks?

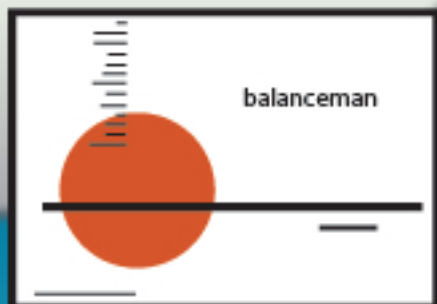
Someone is still
awake.

Man, I'm never gonna finish this
project... I wish I understood
what makes a good design. If
only I someone could clue me
in...

Maybe **we**
could help....

WHO are
you?!?

We are...
**The Graphic Design
League of America**
and we have the
answers you need...




Balance can be
symetrical
or asymetrical.

It can also be
achieved
with color.



He's
floating!

Next,
Rhythm...



Rhythm is created to give the illusion of movement. It is in my cape in the form of lines and in the air around me in the shapes that I have created.

More importantly than the illusion of movement, it gives the eye a path to follow, leading the viewer where you want him to go.

Next, Emphasis.

Did someone call...

...CAPTAIN EMPHASIS?!?



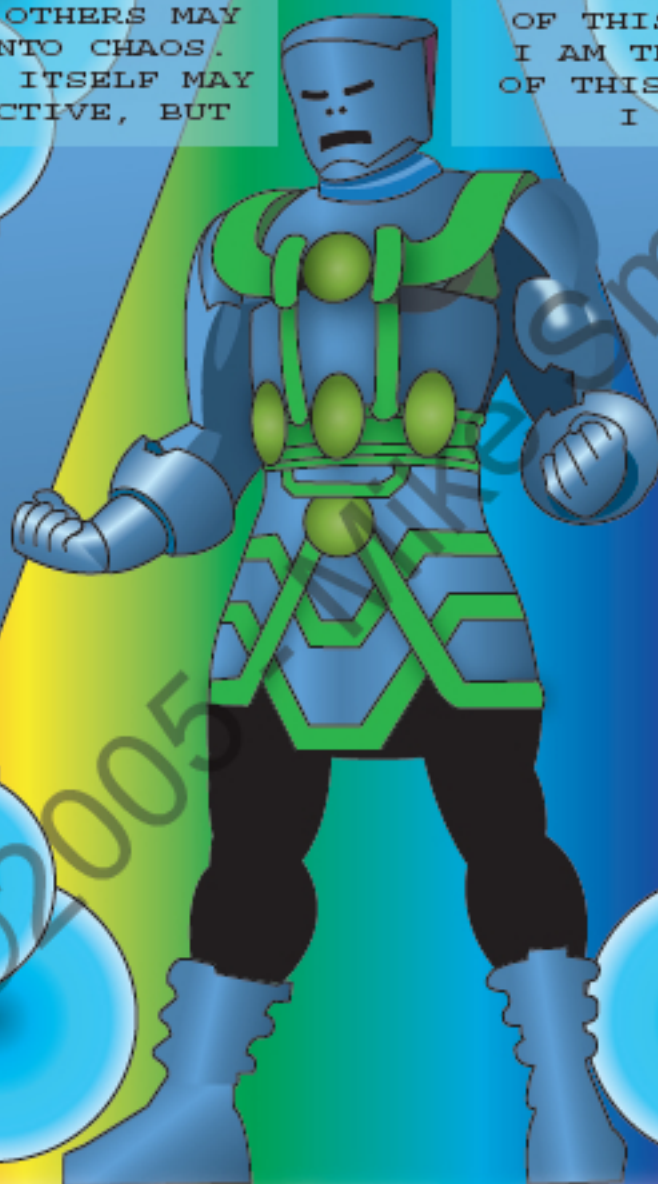
sheesh...
there he goes
again!

That's all
he EVER does!

Finally,
Unity.

I AM THE UNDERLYING
PRINCIPLE THAT
ENCOMPASSES ALL
OF THE ELEMENTS AND
PRINCIPLES OF
DESIGN. I AM ALL
OF THEM WORKING IN
UNISON TO BRING
COHERENCE TO THE
PIECE AS A WHOLE.
WITHOUT THE OTHERS
I CANNOT BE. WITHOUT
ME, THE OTHERS MAY
ERUPT INTO CHAOS.
CHAOS IN ITSELF MAY
BE EFFECTIVE, BUT

IT IS NOT SOMETHING
TO BE USED LIGHTLY.
LIKE THE FORCE, I,
AND I ALONE, BRING
HARMONY BETWEEN THE
PARTS THAT MAKE THE
WHOLE. IN THE BOOK
YOU NOW HOLD, I AM
IN THE LAYOUT, THE
PALLETTE, AND THE
OVERALL IDEA. I
PERMEATE THE ESSENCE
OF THIS PROJECT.
I AM THE ESSENCE
OF THIS CREATION.
I AM...



UNITY

WOW! I sure learned a lot! I just hope that I was able to capture the essence of what I learned and convert it into this nifty comic book. Well, only thing left to do is to turn it in to my professor. Gee, I hope he likes it!



Graphic Design
League of America

HALL OF ... DESIGN

Billy
vs.
The Principles
of Design

Did Billy learn his lessons?
Will his professor like the outcome?
The world may never know, but at
least Billy can now get some sleep
and study for his Biology final.



ON SALE NOW!

The quick brown
fox jumped over
the lazy dog

A Designer's Guide to Typography

Michael A. Smith

T T TT T¹ T₁ F I

"It's not crap. And that's a technical term." - *Post Modern*

"Simply the best book on the market for the typographical student and the seasoned professional?" - *Graphic Arts Monthly*

"It's the Who, What, Where, When, and Why of typographical design." - *Print Magazine*



The organization of letters on a blank sheet — or screen — is the most basic challenge facing anyone who practices design. What type of font to use? How big? How should those letters, words, and paragraphs be aligned, spaced, ordered, shaped, and otherwise manipulated? Typographical expert Michael A. Smith has the answers. In this book you will find answers to all your questions regarding typography, numerous examples and typographical art, as well as a comprehensive list of the major mistakes often made by beginners.

Trained by the best in the graphic design industry, Michael A. Smith has worked in all of the major areas of graphic design, from print media to the internet. Sought after for his typographical skills, the author has finally taken all his knowledge on the subject and compiled it in this easy-to-read book, giving you a concise yet limitless look into the typographical toolbox of his mind.

This is your one-stop-shop for all things typographical.

IN YOUR COLLEGE BOOKSTORE