

Chapter 1 : Gary Olsen (Author of Getting Started Multimedia Design)

With your support, the University of Delaware Library, Museums and Press will grow with the expanding and diversifying needs of the more than 1 million UD students, faculty, staff and community members who visit annually.

For a more advanced typography planning tool, try Typecast. It has a free plan that will suit most beginners and lone designers. Typecast will also give you access to paid fonts not in the Google Fonts library. Another place to look for web fonts: Font Squirrel has a massive library of free fonts for use on websites. Last, but not least, there are a lot of great fonts, free and paid, listed right here at the Webdesigner Depot. We also have a lot of great articles on typography that move beyond the basics. Look around the site for the fonts some of them are in the Freebies section. You can find the typography articles here: Color theory deals with combinations of colors, and the human emotions they can evoke. For a great introduction to color theory, check out this article by Tutsplus: When you finish that article, do check out the two color scheme generators shown at the end. That problem gets worse with screen glare, badly configured screens, and visual impairments. Every website you have ever looked at is made from HTML. Your browser then translates that into what you see on the screen. CSS tells the browser which font the text is supposed to be, and which colors to use. Learning these languages is simple enough. However, they are also extensive, and can be combined in tons of ways, to make tons of awesome designs. I suggest starting at Code Academy. The explanations are kept simple. You are provided with coding exercises, and live feedback on your work. Once you know the basics, there are a truly staggering number of websites out there where you can learn more. It is, however, one of the most important technologies associated with web design, and so I mention it here. What can you do with it? Oh, things like fancy slide shows, calling in new content without reloading the page, improving website usability, and lots of other stuff! If you want to learn how to do those things, my recommendation is the same as in the last section: They are just that awesome. Code Academy will also teach you how to use jQuery, if you so choose. It facilitates using JavaScript in web pages by making it easier to select and manipulate the content. Learn a bit of regular JavaScript. They can sometimes get pretty intense; but you can safely ignore most of that. This mindset is death to any designer or programmer. Everyone should take time regularly to experiment with new tools, workflows, and processes. If you like them, great! If you feel you need something different, there are lists upon lists of alternatives. The full set of modern browsers Ah, the browser. Not one of them is quite the same. They all have their little quirks, and websites can look a bit different in each one. They can also look radically different, depending on how the website was coded. Thankfully, browser capabilities have reached the point where websites are starting to look almost exactly the same in each one. At least website layouts are, in general, no longer a problem. Still, the keys to ensuring the quality of your work is to test it in as many environments as possible. If your computer runs a Linux derivative like Ubuntu, you can test Safari 5, and Internet Explorer 8 and below. It must be noted that IE 8 and below are the most painful versions of IE to work with, and are hardly in use anymore. Indeed, Internet Explorer is falling out of favor in general, and fewer people use it every year. Mobile browsers Your mobile browser testing will be limited by the devices you own. That said, the well-known mobile browsers all have fairly similar capabilities. You can, however, install Chrome , and Opera Mini right now. You think this a lot of browsers to test? There are tons more! However, their user bases are comparatively small. Using quick, disposable wire-frames to start with allows you to refine your ideas a little bit before committing to anything at all. It comes with all of the basic shapes I could ever want, great sharing features, and live collaboration. Oh, and you get about 15 GB of free space to work with. For tablets, we have a list of apps that can get the job done here: How to design wireframes on your tablet. A code editor A code editor is really just a glorified version of Notepad. The difference is that these text editors come with lots of extra functions designed to make coding websites and programs easier. Remember what I was saying about people getting obsessed with their software? It gets bad with the text editor crowd. You can literally build websites in Notepad, if you want to. So which one should you start with? It works on Windows, Mac, and Linux. Again, use whatever works for you. Net, or one of the Corel apps. A local server semi-optional Lastly, you might want to install a web server on your personal

computer. Instead, you can install a server to imitate the way things work online. Learning how to work with a server on your computer can save you a lot of time when you upload your files to an actual hosting server. Alternatively, we could say you want to try your skills out for the first time. While there are certain things that simply should be done first, a lot of the details are up to you. Your process affects the outcome, almost more than anything else, including your skills and abilities. Make sure it works for you, and any clients you might be working for. Get your content together Get it from your client, or write it yourself. You could hire a copy writer and a photographer, or look for decent stock images. Whatever you have to do, get the text, images, and what-have-you together and organized. They have years and years worth of advice about how to write good content for the Internet. How will these pages be connected to each other? Here is an example of a mind map that I made for a client some time back, detailing the content architecture and navigation structure for a mid-sized site. This site included basic pages advertising a few services, and a product catalog: Wireframing Now, take everything you learned about wire-framing from the articles linked above, and have at it! Start with disposable wire-frames, and iterate quickly. Give each page of your site no more than, say, half an hour. Actually, that might be a lot. Remember, these first wireframes need not be very detailed. Create the basic layout, and nothing more. Create more detailed versions of the wire-frames for each page, including as much of the actual content as you can. Try to define, as much as possible, exactly how the user is expected to interact with each page. If you have a lot of the same type of page, for example, in a product catalog, just make one of each type. Creating Style Tiles or some equivalent So you have your website structure, planned. Style Tiles are a great way to do this. Style Tiles are a design deliverable consisting of fonts, colors and interface elements that communicate the essence of a visual brand for the web. They help form a common visual language between the designers and the stakeholders and provide a catalyst for discussions around the preferences and goals of the client. Style Tiles are similar to the paint chips and fabric swatches an interior designer gets approval on before designing a room. The files you download from this website will be Photoshop files. Coding Basically, you open up your text editor and your main browser, then you start typing. You keep typing code until a page forms in the browser that is a combination of the structure you planned in your wireframes, and the style you planned in your style tiles. The text editor I linked to above, Brackets, has a great feature for this part. You need Google Chrome installed for this. The browser window will update live with any changes you make. People used to clicking and dragging things onto their canvas may get quite frustrated, at first.

Chapter 2 : 10 Tips For Getting Started in Graphic Design - Wonder Forest

Online video tutorial - Multimedia design course Print Back to index Business card, letterhead and 12 page brochure for a fictional brand What we will create on this course.

Dana Fox I love helping other creatives kick butt in the real world. Social Links photo I get a lot of questions in my inbox asking me how to get started in the design biz, so I figured it would be easier to just write a post about it to share my tips. This will cover the basics about what you need and how to jump right in! An artistic background definitely helps and also means that things will come easier to you. I believe that design is art and that to be successful in this industry, you need to have a sense of artistic know-how. Design is not a career path to choose if you simply want to make money and place yourself into some sort of industry. Before you can design, you need to understand design. That means everything from colour theories to styles to where you draw your inspiration from. You also need to love it. Not the cheapo versions like Elements, but the real, full featured CS ones. The version you start out with is really up to you. I think the whole integrated addition of Adobe Bridge really ruined the whole flow for me. Either way, they all pretty much do the same things. If you really want to go all out, grab a suite version which includes Illustrator among other things. I have a Wacom Bamboo which is not the most top-of-the-line tablet, but it has treated me well and does what I need it to. Trust me on this! There will be times when you will be designing something and just wish you had a tablet to make things more free-flowing. Along with these things you should probably invest in a decent computer and a great monitor. If Photoshop takes more than 2 minutes to open, that is probably a sign that you need a better computer. This is totally up to you and what you are most comfortable with using. If you have a techy friend, get them to build you a computer. Usually barebones PC kits are a fraction of the cost of a manufactured system and like WAY cheaper than a Mac and run better without all of that pre-installed crap on them. Head on over to a site like DaFont and take your pickings! Remember to adhere to the license terms which differ per font. Learn Your Stuff I find the best way to learn Photoshop is to just start playing around with it. Create a new document and test out all of the tools. Import a photo and try to add some effects to it. Do a search on YouTube for a tutorial and follow it. Be patient and keep trying. If you are someone who learns better by book, I will include a few highly rated books at the bottom of this post. You will need to decide what type of designer you want to be. Web development, animation, multimedia, print? What appeals to you the most? Unfortunately, some employers are still stuck in the mindset that you need some sort of degree to qualify for an ARTS job despite your experience some, not all, so if this worries you it is something to look into. A few years ago there was a company who wanted to hire me to do all of their design work, and during a telephone interview asked for my education and degrees. Fortunately, that is not the kind of client I would want to work for anyways. This could be what sets you apart from other designers. Keep trying new things and building your skills. A great way to learn how to do certain things is to try to redesign other styles or graphics. Build a Portfolio A great way to build a portfolio is to create graphics for make-believe brands. Come up with a business name and try to design all of the marketing material for it. This was a long list, but hopefully of use to some of you. If you have any questions feel free to leave a comment! Want to work from home? Check out my 7 Tips for Working at Home! Some books to check out:

Chapter 3 : Getting Started in Fusion

Getting started in multimedia design by Gary Olsen, , North Light Books edition, in English - 1st ed.

Chapter 4 : Intuos Getting Started | Wacom

Getting started in multimedia design. [Gary Olsen] -- No matter how reluctantly or enthusiastically any reader embraces the second stage of the computer revolution, it is clear that all businesspeople, whether in small or large companies, must be at.

Chapter 5 : InDesign tutorials | Learn how to use InDesign CC

Accomplished multimedia designer Gary Olsen shares creative advice, business tips and other secrets to success. This is an essential handbook for the designer who wants to start creating websites, interactive CDs or any other type of multimedia design.

Chapter 6 : Design Entrepreneurship: Keys to Starting a Graphic Design Business

Getting started in multimedia design. by Gary Olsen. Publication date Topics Multimedia systems., System design. Publisher North Light Books.

Chapter 7 : Get started with InDesign |

Help Design Your New ACM Digital Library We're upgrading the ACM DL, and would like your input. Please sign up to review new features, functionality and page designs.

Chapter 8 : Getting started in multimedia design (edition) | Open Library

How to Get Started Registration Visit Register to begin. New students will create an SF State ID and SF State Password before registering. Former students may use their SF State ID to log in, register and pay for classes.

Chapter 9 : The ultimate guide to getting started in web design | Webdesigner Depot

- Web design is a huge field with multiple areas of specialization, and often the term is used to identify anything from creating the visual design of sites all the way through the development of sophisticated web applications.