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Design Fundamentals for New Media by James Gordon Bennett

Fundamental design principles will always remain the same, but the digital technology that can support them is evolving and affecting their application in a profound way. In this unique and timely book, artist and educator James Bennett explores essential elements of design within the context of the "new media" reality in which today's designers learn and work.

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1. Introduction to New Media and Interaction Design Valeria Gasik 2013 2. Topics• What is New Media?• Interaction Design Fundamentals• User-centered Design 3. In your opinion:What is New Media? 4. Several ways to describe it 5. New Media technologies are described as theones with the nature of digital interactivity. 6.

Fundamentals of new media - SlideShare

Introduction to design fundamentals and principles as they relate to new media. Concepts and practice of graphic design, typography, and colour theory will be explored in relation to specific media such as print, web, and other new media applications. Monday, April 2, 2007.

Design Fundamentals for New Media: Alternative Cultures ...

The fundamentals of design are the foundation of every visual medium, from fine art to modern web design. They're even present in seemingly unimportant details, like the fonts that make up most compositions. What do these examples have in common? Some very basic elements, including line, shape, form, texture, and balance.

Beginning Graphic Design: Fundamentals of Design

1. Being a New Media Designer. 2. The Design Process. 3. Space. 4. Line. 5. Shape. 6. Value. 7. Texture. 8. Color. 9. Using Color. 10. Composition and Layout. 11. Balance. 12. Perspective. 13. Repetition and Rhythm. 14. Association. 15. Abstraction. 16. Style. 17. Emphasis. 18. Type. 19. Time. 20. Interactivity. 21. Incorporating Additional Media.

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