
Books Received

Alexander, Zeynep Çelik and John May, eds. *Design Technics: Archaeologies of Architectural Practice*. Minneapolis: University of Minnesota Press, 2020. ISBN: 978-1-5179-0685-6 (pbk). 296 pages. Black and white illustrations.

This book is an edited collection of architectural and design histories that explore the role of technology in architecture. The authors argue that commonplace methods—such as, modeling, rendering, and specifying, among others—are agents in the construction of the human versus mechanisms strictly for innovation, as well as places of reflection for architectural designers and humanities scholars alike.

Ambrose, Gavin; Paul Harris, Nigel Ball. *The Fundamentals of Graphic Design*, 2nd ed. London: Bloomsbury Visual Arts, 2019. ISBN: 978-1-4742-6997-1 (pbk). 192 pages. Color illustrations.

As an introductory guide for students, this book explains what graphic designers do and how they do it by profiling real-world practitioners, historical influences, and offering practical advice. The second edition demonstrates technology's influence on the field, exemplifying digital design tools, apps, social media, and web design.

Ambrose, Gavin and Paul Harris. *Format for Graphic Designers*, 3rd ed. London: Bloomsbury, 2019. ISBN: 9-781-4742-9063-0 (pbk). 208 pages. Color illustrations.

Citing numerous contemporary international designers and case studies, this book introduces the traditional and experimental use of format in both print and digital design, exploring its purpose and role in constructing a design narrative. The new edition includes an instructional guide for students to create their own format designs.

Anderson, Stephen and Lynne Mesher. *Retail Design*, 2nd ed. London: Bloomsbury, 2019. ISBN: 9-781-4742-8925-2 (pbk). 192 pages. Color illustrations.

In the *Basics Interior Design* series, *Retail Design* explores the principles of interior design within contemporary, global retail spaces. It features a step-by-step guide to the retail design process and strategies for successfully interrelating brands, products, and consumers. A new chapter presents insights into consumer behavior and in-depth studies of context, layout, circulation, and pace. New case studies of global retailers and extended explorations of interactivity and sustainability are available in the new edition.

Breen, Laura. *Ceramics and the Museum*. London: Bloomsbury. 2019 ISBN: 978-1-3500-4784-6 (pbk). 256 pages. Black and white illustrations.

This book analyzes how the interaction between art-oriented ceramic practice and museum practice in Britain since the 1970's has led to the identity construction of ceramics as an art form. The author cites the impact of policy making, the transition from object to project, and the facilitation of multi-sensory engagements with ceramic material and process by museums. Breen illuminates gaps between narrative and practice that deconstruct the art.

Busbea, Larry D. *The Responsive Environment: Design, Aesthetics, and the Human In the 1970's*. Minneapolis: University of Minnesota Press, 2020. ISBN: 978-1-5179-0710-5 (pbk). 344 pages. Black and white illustrations.

This book explores the responsive environment as an object and method of design at the height of its theoretical development. Citing key contributors such as Gregory Bateson, Marshall McLuhan, Nicholas Negroponte, and Paolo Soleri, among others, the author shows how living space came to be reimagined as modifiable by its sensitized inhabitants. Architectural and design case studies, theories, and practice demonstrate emergent ideas about environmental awareness, and the fixation with "smart" technologies, environments, materials, and atmospherics.

Costanza-Chock, Sasha. *Design Justice: Community-Led Practices to Build the Worlds We Need*. Cambridge: MIT Press, 2020. ISBN: 978-0-2620-4345-8 (pbk). 360 pages. Black and white illustrations.

Through a study of multiple community-led design practices rooted in different social movements, *Design Justice* examines the exclusionary power of universalistic-design principles and practices, and explores how structural inequalities might be better deconstructed when design is led by marginalized communities and organized by collective liberation and ecological survival.

Fujita, Haruhiko and Christine Guth, eds. *Encyclopedia of East Asian Design*. London: Bloomsbury Visual Arts, 2020. ISBN: 978-1-3500-3647-5 (hbk). 576 pages. Black and white and color illustrations.

An encyclopedia surveying numerous design objects of East Asia, including textiles, ceramics, interiors, graphics, and environments. With objects organized by country, the histories, traditions, practices, and issues behind each object are contextualized regionally and through a critical perspective.

Hester, Randolph T. Jr. and Amber D. Nelson. *Inhabiting the Sacred in Everyday Life: How to Design a Place that Touches Your Heart, Stirs You to Consecrate and Cultivate It as Home, Dwell Intentionally within It, Slay Monsters for It, and Let It Loose in Your Democracy*. Staunton: George F. Thompson Publishing, 2019. ISBN: 978-1-938086-65-6 (pbk). 304 pages. Color illustrations.

Using theoretical frameworks and international case studies, this book provides a manual for creating sacred places according to deeply held values and purposes, both in private interiors and public exteriors and on individual- and community-scales. Organized into two parts, the first presents the authors' anecdotes that have informed their community design philosophy; the second presents concrete strategies for instilling the sacred in any place.

Huppatz, D. J. *Design: The Key Concepts*. London: Bloomsbury Visual Arts, 2019. ISBN: 978-1-3500-6814-8 (pbk). 192 pages. Black and white illustrations.

In this introductory guide to key design concepts—such as, thinking, service, interaction, experience, and systems—diverse case studies are used to frame design within social and economic issues such as technology, development, and sustainability. Includes topic discussion prompts and an annotated bibliography.

Johung, Jennifer. *Vital Forms: Biological Art, Architecture and the Dependencies of Life*. Minneapolis: University of Minnesota Press, 2019. ISBN: 978-1-5179-0305-3 (pbk). 200 pages. Black and white illustrations.

This book explores how art and architecture have engaged in reimagining life on cellular and subcellular levels. The author uses a broad range of case studies to elucidate ever-changing relationships between objects, bodies, and environments and argues that these interactions are integral to life in the age of biotechnology.

Kaji-O'Grady, Sandra and Chris Smith. *LabOratory: Speaking of Science and Its Architecture*. Cambridge: MIT Press, 2019. ISBN: 978-0-2620-4332-8 (hbk). 360 pages. Color illustrations.

An in-depth study of eleven laboratories from around the globe, this illustration-dominant book explores how the cathedral-like grandeur, scale, and investment in laboratory architecture function to recruit scientists, engage the public, and attract funding, and it critically examines the interrelation between laboratory design and scientific ideologies.

Kuang, Cliff, and Robert Fabricant. *User Friendly: How the Hidden Rules of Design are Changing the Way We Live, Work, and Play*. New York: Farrar, Straus and Giroux, 2020. ISBN: 978-0-3742-7975-2 (hbk). 416 pages. Black and white illustrations.

Through a critical investigation of pivotal historical events such as women's rights, World War II, and the rise of the digital era, this book examines how the once unknown and previously hidden principles of user-experience design have shaped, and continue to shape, the trajectory of our world.

Nottingham, Anitra and Jeremy Stout. *The Graphic Design Process: How to Be Successful in Design School*. London: Bloomsbury Visual Arts, 2019. ISBN: 978-1-3500-5078-5 (pbk). 200 pages. Color illustrations.

This book functions to demystify design school for early-career students. The authors present key terminology and best practices by citing real-world practitioners and challenges, along with how-to's and advice for developing design concepts, responding to design briefs, and understanding how critique is an evaluative tool.

Saunders, Cathie Ruggie and Martha Chiplis. *For the Love of Letterpress: A Printing Handbook for Instructors and Students*, 2nd ed. London: Bloomsbury Visual Arts, 2019. ISBN: 978-1-3500-5128-7 (pbk). 208 pages. Color illustrations.

For the Love of Letterpress presents historical, technical, and aesthetic information to illustrate how modern digital technologies have bolstered the traditional art. The authors advocate that the centuries-old process continues to carry value for twenty-first-century designers and artists. The second edition includes an updated collection of letterpress work and commissions from the United States, United Kingdom, and Europe.

Scott, James; Richard Cork, Zoe Penn, Andy Hall, Anouk Mercer, David Ferry, and Grace Saull. *The Healing Arts: The Arts Project at Chelsea and Westminster Hospital*. London: Unicorn Publishing Group, 2019. ISBN: 978-1-9126-9026-8 (hbk). 208 pages. Color illustrations.

This collection of essays chronicles the twenty-five year history of the CW+ charity and partner Chelsea and Westminster Hospital, which currently holds more than 1,000 works of art. Numerous visual and digital art exhibitions are documented and illuminate how patients' experience of care and recovery has changed since integrating arts into the daily life of the hospital.

Tungate, Mark, ed. *Epica Book 31: Creative Communications* (32nd ed). London: Bloomsbury Visual Arts, 2019. ISBN: 978-1-3500-6578-9 (hbk). 400 pages. Color illustrations.

The annual publication from the Epica awards, containing over 1,000 color images of the 2019 award winners in advertising, design, media, public relations, and digital communication. Includes behind-the-scenes interviews with jurors and Grand Prix winners.

Vial, Stephane. *Being and the Screen: How the Digital Changes Perception*. Translated by Patsy Baudoin. Cambridge: MIT Press, 2020. ISBN: 978-0-2620-4316-8 (hbk). 280 pages. Black and white illustrations.

Being and the Screen is an inquiry into digital technology and its relationship to perception. Utilizing phenomenological and epistemological methods, the author argues that there is no difference between real and virtual, machine and us, and gives cause to relearning how to perceive. Published with support from the University of Nîmes, France.

van Wageningen, Mark. *Type and Color: How to Design and Use Multicolored Typefaces*. Hudson: Princeton Architectural Press, 2019. ISBN: 9781616898465 (hbk). 176 pages. Color illustrations.

This book explores how color instills words with new, expressive potential, with an insider look into the process of designing multicolored typefaces. Meant for graphic design professionals, the author presents a study of chromatic type specimens, instructions for creating multilayer type, and implementations across print and digital media.