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100 Masterpieces from the Vitra Design Museum Collection *Vitra Design Stiftung* Catalog of the exhibition held at the the Vitra Design Museum July 10, 1995-Jan. 21, 1996, and then on tour in Europe, Israel, Japan and the U.S., 1996-2000. Includes numerous documents. Contains biographies of each designer, extensive bibliographic information, and a history of the Vitra Design Museum. Home Stories 100 Years, 20 Visionary Interiors A mammoth history of interior design and the way it shapes our lives, in 20 iconic interiors Our homes are an expression of how we want to live; they shape our everyday routines and fundamentally affect our well-being. Interior design for the home sustains a giant global industry and feeds an entire branch of the media. However, the question of dwelling, or how to live, is found increasingly to be lacking in serious discourse. This book sets out to review the interior design of our homes. It discusses 20 iconic residential interiors from the present back to the 1920s, by architects, artists and designers such as Assemble, Cecil Beaton, Lina Bo Bardi, Arno Brandhuber, Elsie de Wolfe, Elii, Josef Frank, Andrew Geller, IKEA, Finn Juhl, Michael Graves, Kisho Kurokawa, Adolf Loos, Claude Parent, Bernard Rudofsky, Margarete Schütte-Lihotzky, Alison and Peter Smithson, Jacques Tati, Mies van der Rohe and Andy Warhol. Including historic and recent photographs, drawings and plans, the book explores these case studies as key moments in the history of the modern interior. Penny Sparke provides a concise history of the discipline of interior design, Alice Rawsthorn investigates the role of gender, and Mark Taylor discusses the discourse on interior design in the 21st century. Adam Stech offers insights into the use of colour in residential interiors and Matteo Pirola offers a detailed and richly illustrated chronology of significant events in the history of interior design. In a portfolio of photographs selected exclusively for this book, Jasper Morrison explores what makes a good interior. In addition to interviews with contemporary interior design practitioners, experts in the fields of the sociology of living and psychology provide further insight. This book is a valuable resource for anyone interested in interior design. German Design 1949-1989 Two Countries, One History *Vitra Design Museum* The fertile dual evolution of design under socialism and capitalism in postwar Germany The cheap, colorful plastic designs of East Germany pitted against the cool functionalism of West German design: German Design 1949-1989: Two Countries, One History does away with such clichés. More than 30 years after German reunification, it presents a comprehensive overview of German design history of the postwar period for the first time ever. With over 300 illustrations and numerous examples from the fields of design--fashion, furniture, graphics, automobile, industrial and interiors--the book shows how design featured in daily life on both sides of the Wall, the important part it played in the reconstruction process and how it served as a propaganda tool during the Cold War. Key objects and protagonists--from Dieter Rams or Otl Aicher in the West to Rudolf Horn or Renate Müller in the East--are presented alongside formative factors such as the Bauhaus legacy and important institutions such as the Hochschule für Gestaltung (HfG) Ulm. The exceptional case of the division of Germany allows a unique comparative perspective on the role design played in promoting socialism and capitalism. While in the Federal Republic to the West, it became a generator of the export economy and the "Made in Germany" brand, in the East it was intended to fuel the socialist planned economy and affordability for broad sections of the population was key. While the book highlights the different realities of East and West, the many cross references that connected design in both are also examined. It impressively illustrates the many facets of German design history in the postwar period: from the domestic sphere to global politics, from industrial products to design's role as a tool of protest that foreshadowed the fall of the Berlin Wall in 1989. A Century of Austrian Design 1900-2005 *Walter de Gruyter* A "Century of Austrian Design" offers a highly accessible overview of Austrian design culture from 1900 to the present against the background of the country's extremely turbulent industrial history. In the process, the key aspects are explained in essays by celebrated experts. The book attempts to delineate a specifically "Austrian" formal language, citing as examples specific achievements in historical and contemporary design. As it does so, it also sheds light on other defining moments of Austria's design culture, including the enormous potential of its inventors, the phenomenon of semi-industrial manufacturing, and the innovative design solutions advanced by the Austrian sporting goods industry. A yellow pages section with selected design addresses rounds off the volume. Serious Play Design in Midcentury America *Yale University Press* A lively exploration of eclecticism, playfulness, and whimsy in American postwar design, including architecture, graphic design, and product design This spirited volume shows how postwar designers embraced whimsy and eclecticism in their work, exploring playfulness as an essential construct of modernity. Following World War II, Americans began accumulating more and more goods, spurring a transformation in the field of interior decoration. Storage walls became ubiquitous, often serving as a home's centerpiece. Designers such as Alexander Girard encouraged homeowners to populate their new shelving units with folk art, as well as unconventional and modern objects, to produce innovative and unexpected juxtapositions within modern architectural settings. Playfulness can be seen in the colorful, child-sized furniture by Charles and Ray Eames, who also produced toys. And in the postwar corporate world, the concept of play is manifested in the influential advertising work of Paul Rand. Set against the backdrop of a society that was experiencing rapid change and high anxiety, Serious Play takes a revelatory look at how many of the country's leading designers connected with their audience through wit and imagination. Metropolis Chair Times Stühle in Ihrer Zeit / a History of Seating CHAIR TIMES takes viewers on a journey through a »sea of chairs:« 124 objects dating from 1807 to the latest 3D printed designs are arranged in the order of their production year to create a timeline of modern furniture design. Which objects would professionals in the design field want to talk about, bringing their expert knowledge to the respective topic? Serving as guide on this excursion into the history of seating design: Rolf Fehlbaum, Chairman Emeritus of Vitra. Film by Heinz Bütler. With contributions by Rolf Fehlbaum, Mateo Kries, Franco Audrito, Ronan Bouroullec, Christian Brändle, David Chipperfield, Antonio Citterio, Pierre de Meuron, Jochen Eisenbrand, Ulrich Fiedler, Susanne Graner, Jacques Herzog, Hella Jongerius, Maira Kalman, Amelie Klein, Serge Mauduit, Peter Noever, Arthur Rüegg, Leonie Samland and Ruggero Tropeano. Night Fever A Design History of Club Culture A history of the nightclub from Studio 54 to the Double Club Nightclubs and discothèques are hotbeds of contemporary culture. Throughout the 20th century, they have been centres of the avant-garde that question the established codes of social life and experiment with different realities, merging interior and furniture design, graphics and art with sound, light, fashion and special effects to create a modern Gesamtkunstwerk. Night Fever: A Design History of Club Culture examines the history of the nightclub, with examples ranging from Italian nightclubs of the 1960s that were created by members of the Radical Design group to the legendary Studio 54 in New York, Philippe Starck's Les Bains Douches in Paris and the more recent Double Club in London, conceived by German artist Carsten Höller for the Prada Foundation. Featuring films and vintage photographs, posters and fashion, Night Fever takes the reader on a fascinating journey through a world of glamour, subculture and the search for the night that never ends. Atlas of Furniture Design In 2019, the Vitra Design Museum will publish the Atlas of Furniture Design, the definitive, encyclopedic overview of the history of modern furniture design. Featuring over 1700 objects by more than 500 designers and 121 manufacturers, it includes approximately 2800 images ranging from detailed object photographs to historical images documenting interiors, patents, brochures, and related works of art and architecture. The basis for the Atlas of Furniture Design is the collection held by the Vitra Design Museum, one of the largest of its kind with more than 7000 works. The book presents selected pieces by the most important designers of the last 230 years and documents key periods in design history, including early nineteenth-century industrial furniture in bentwood and metal, Art Nouveau and Secessionist pieces and works by protagonists of classical modernism and postwar design, as well as postmodern and contemporary pieces. The Atlas of Furniture Design employed a team of more than 70 experts and features over 550 detailed texts about key objects. In-depth essays provide sociocultural and design-historical context to four historical epochs of furniture design and the pieces highlighted here, enriched by a detailed annex containing designer biographies, glossaries, and elaborate information graphics. The Atlas of Furniture Design is an indispensable resource for collectors, scholars and experts, as well as a beautifully designed object that speaks to design enthusiasts. Eames Furniture Sourcebook *Vitra Design* Through models, material studies, prototypes and production examples of the Eames estate held at the Vitra Design Museum, the Eames Furniture Sourcebook aims to reconstruct the genesis of the most relevant furniture designs by Charles and Ray Eames and shed light on their influence on the development of new and innovative materials. New insights in thinking processes and work practices of this legendary designer couple are revealed, designers whose work was driven by philosophical ideals that privileged knowledge, discovery and discipline, and embraced the potential of technology and science for the common good. Design in the USA *Oxford University Press* From the Cadillac to the Apple Mac, the skyscraper to the Tiffany lampshade, the world in which we live has been profoundly influenced for over a century by the work of American designers. Meikle explores the fascinating history of American design in this new addition to the Oxford History of Art series. From the industrialisation of the nineteenth century and the mass production of the machine age to the information-based society of the present, Design in the USA examines how design, consumerism and culture all connect. Objects of Desire Surrealism and Design in Dialogue *Vitra Design Museum* Surrealism expanded our reality by drawing upon myths, dreams, and the subconscious as sources of artistic inspiration. Beginning in the 1930s, the movement made a crucial impact on design, and it continues to inspire designers to this day. »Objects of Desire: Surrealism and Design« is the first book to document this fascinating conversation. It includes numerous essays and a comprehensive selection of images which traces these reciprocal exchanges by juxtaposing exemplary artworks and design objects. Among the featured artists and designers are Gae Aulenti, Achille Castiglioni, Giorgio de Chirico, Le Corbusier, Salvador Dalí, Marcel Duchamp, ntoni Gaudí, Frederick Kiesler, René Magritte, Carlo Mollino, Meret Oppenheim, and many others. The book is rounded off with historical text material as well as short texts and statements by contemporary designers. This in- depth examination makes one thing abundantly clear: form does not always follow function -- it can also follow our obsessions, our fantasies, and our hidden desires. The Bauhaus: #redefinedesign *Vitra Design* This volume offers the most comprehensive overview of the extended concept of design that was initiated at the Bauhaus. Alongside rare exhibits from design, architecture, art, film and photography--some of which have never previously been published--the book documents the development processes as well as the socio-political concepts behind the Bauhaus. To underline their relevance for today's creative practice, these ideas are contrasted to current themes in design such as the digital revolution, and the works of numerous present-day artists and designers. The lavishly illustrated publication features essays by renowned authors such as Arthur Rüegg and Jan Boelen, a glossary of the basic ideas behind design at the Bauhaus, as well as a detailed catalogue section. Among others, Olaf Nicolai, Adrian Sauer, Wilfried Kühn and Joseph Grima have created artistic works on the topic especially for the exhibition. Numerous short articles by distinguished designers, artists and architects from all over the world, who, with their ideas, projects and theories reflect on the topicality of the Bauhaus and its influence on 21st-century design, form part of this new and contemporary look at the movement. With works by Josef Albers, Marcel Breuer, Walter Gropius, Marianne Brandt, Wassily Kandinsky, Ludwig Mies van der Rohe, Herbert Bayer and many others. Baranger Motion Displays R.F. Collection The Baranger Motion Displays were produced by Baranger Studios in Pasadena, CA between 1937 and 1957 and were lent to thousands of jewellers' shops over the years. Primarily during the 1990s, Rolf Fehlbaum, Vitra Chairman Emeritus and founder of the Vitra Design Museum, worked to assemble a carefully selected a comprehensive collection of these objects in Weil am Rhein.00With large-scale illustrations of the different Motion Displays and an atmospheric photo essay featuring black-and-white details of the objects, the book provides an unprecedented and in-depth view into this collection. In an accompanying essay, Bill Shaffer traces the success story of the displays and sheds light on the significance of the red cases in which they

were delivered to the jewellers.00Along with *Robots 1:1* and *Space Fantasies 1:1*, *Baranger Motion Displays* is the third publication to focus on the R.F. Collection. Visitors can view the collection of Motion Displays at the Vitra Campus in Weil am Rhein as part of the ?Wunderkammer? (cabinet of curiosities), which also presents other parts of Rolf Fehlbaum's wide-ranging collection. In order for readers to be able to experience the wonders of these moving objects for themselves, each Motion Display has been given a QR Code in the book which links to an entertaining video clip of the display in action. Verbalising the Visual Translating art and design into words [Bloomsbury Publishing Verbalising the Visual: Translating Art and Design into Words](#) by Michael Clarke introduces readers to a broad range of language and terminology: formal and informal, academic and colloquial, global and local, all of which can be found in current art and design discourse. Exploring the complex relationship between language, objects and meaning, *Verbalising the Visual* shows students how to select and effectively employ language to present oral and written critical assessments of visual culture. It includes a variety of examples and case studies that explore the many ways in which language is used to discuss, describe, analyze and critically evaluate art and design. Alexander Girard: a Designer's Universe Exhibiting Craft and Design Transgressing the White Cube Paradigm, 1930-Present [Taylor & Francis Exhibiting Craft and Design: Transgressing the White Cube Paradigm, 1930-present](#) investigates the ways that craft and design objects were collected, displayed, and interpreted throughout the second half of the twentieth century and in recent years. The case studies discussed in this volume explain the notion the neutral display space had worked with, challenged, distorted, or assisted in conveying the ideas of the exhibitions in question. In various ways the essays included in this volume analyse and investigate strategies to facilitate interaction amongst craft and design objects, their audiences, exhibiting bodies, and the makers. Using both historical examples from the middle of the twentieth century and contemporary trends, the authors create a dialogue that investigates the different uses of and challenges to the White Cube paradigm of space organization. At First Sight Everyday Graphic Design [Lars Muller Publishers Pierre Mendell's work](#) is characterised by elements which are often missing in much contemporary graphic design: vibrancy, communicative force, poetry, and humor. His cultural posters and corporate design identities--including his designs for Vitra and Siemens, for which he is probably best known--are timeless yet contemporary. The success of his designs demonstrate that the strength of all graphic work depends on an overarching concept, not on current fads. Pierre Mendell: At First Sight aims to encourage designers to trust in the power of the idea and the impact of simple forms, as well as to see their work as a cultural expression of the wider society in which we live. AUTHOR: Pierre Mendell was born in 1929. He studied graphic design in Basle with Armin Hofmann, and later cofounded the design firm Mendell & Oberer in Munich. He has been awarded the Gold Medal from both the German and the New York Art Directors Clubs, and his work belongs in the design collections of The Museum of Modern Art, New York and the Stedelijk Museum, Amsterdam. 200 illustrations Alvar Aalto Second Nature Der Architekt und Designer Alvar Aalto (1898-1976) war einer der wichtigsten Vertreter organischer Gestaltung im 20. Jahrhundert. Seine Architektur fasziniert bis heute durch natürliche Materialien und skulpturale, geschwungene Formen. Für das Sanatorium in Paimio entwarf Aalto 1932 den ersten Freischwinger aus Holz, seine Savoy Vase (1936) gilt heute als das Symbol finnischen Designs schlechthin. Die Ausstellung gibt einen umfassenden Einblick in das Werk Aaltos, präsentiert seine wichtigsten Bauten, Möbeln und Leuchten und geht den Inspirationen nach, die sein Werk prägten. Schlüsselthemen sind Aaltos Dialog mit wichtigen Künstlern wie Hans Arp, Alexander Calder oder Laszlo Moholy-Nagy, seine intensiven internationalen Verbindungen, seine Auseinandersetzung mit Fragen des rationalen Bauens, aber auch seine Suche nach einer Gestaltung, die stets den Menschen in den Mittelpunkt stellt. 0Exhibition: Vitra Design Museum, Weil am Rhein, Germany (27.09.2014-03.01.2015). Design & Applied Arts Index Fresh Dialogue Two New Voices in Graphic Design [Princeton Architectural Press Fresh Dialogue 2](#) showcases the design ideas and practices of four exciting new designers through discussion and vivid colour images. Warren Corbitt and Matt Owens are part of One9ine, a design company specializing in visual communications. They share an in-depth knowledge of editorial redesign, brand identity and website development. Kevin Lyons was recently named one of the "top forty designers under 30" by I. D. Magazine. Susan Parr's company, ReVerb, is a 10-year-old design consultancy, research bureau and trend-watching agency. A Dictionary of Modern Design [Oxford University Press Over 950 entries From the Arts and Crafts Movement to Postmodernism, Apple to Frank Lloyd Wright](#), this fascinating dictionary covers the past 160 years of international design, with accessible entries on branding, graphics, industrial design, functionalism, and fashion. New entries on digital design and sustainable design bring the coverage up to date. The dictionary's international focus takes in major movements, key concepts, design terminology, and important design institutions, museums, and heritage sites. The new edition reflects the growing global importance of design, with coverage of India, China, the countries of the Pacific Rim, Eastern Europe and East Asia, and demonstrates how developments in the design of technology influence everyday life, with new entries on fonts, games developers such as Gunpei Yokoi of Nintendo, Android, Samsung, and BlackBerry, and a fully revised entry on Apple. The A-Z entries are complemented by an extensive bibliography and a timeline. Victor Papanek: the Politics of Design [Vitra Design Museum The designer, author and design activist Victor J. Papanek](#) anticipated an understanding of design as a tool for political change and social good that is more relevant today than ever. He was one of the first designers in the mainstream arena to critically question design's social and ecological consequences, introducing a new set of ethical questions into the design field. Victor Papanek: The Politics of Design presents an encompassing overview of Papanek's oeuvre, at the heart of which stood his preoccupation with the socially marginalized and his commitment to the interests of areas then called the Third World, as well as his involvement in the fields of ecology, bionics, sustainability and anti-consumerism. Alongside essays and interviews discussing Papanek's relevance in his own era, this book also presents current perspectives on his enduring legacy and its influence on contemporary design theory. Original Papanek family photographs, art and design work, drawings, correspondence and countless materials from the Victor J. Papanek Foundation archive at the University of Applied Arts Vienna are reproduced here for the first time, alongside work by both Papanek's contemporaries and designers working today. Isamu Noguchi Sculptural Design [Thomas Reed Publications Herman Miller A Way of Living](#) [Phaidon Press A chronicle of the rich history of this innovative furniture company, from its founding in the early twentieth century to today](#) For more than 100 years, Michigan-based Herman Miller has played a central role in the evolution of modern and contemporary design, producing timeless classics while creating a culture that has had a remarkable impact on the development of the design world. Ten chapters and thousands of illustrations tell the Herman Miller story as never before, documenting its defining moments and key leaders - making Herman Miller: A Way of Living an indispensable addition to the bookshelves of design-lovers around the globe. "a company archive that is rich with material from and about the legendary figures who helped make Herman Miller a leader in postwar American design." —Pilar Viladas, T Magazine Women in Design From Aino Aalto to Eva Zeisel (More than 100 profiles of pioneering women designers, from industrial to fashion design) [Laurence King Publishing "Offering an alternative, female-focused history, Women in Design is an essential new tome dedicated to the innovators who have shaped the design world" - ELLE Decoration](#) Featuring more than 100 profiles of pioneering women designers, some who have achieved global recognition such as Ray Eames, Charlotte Perriand and Zaha Hadid, it also introduces the fascinating and often untold stories of lesser-known designers, who have similarly shaped and enriched the story of design. An excerpt from the book: "This book is, first and foremost, a celebration of some truly remarkable women whose careers in design have been exceptional. They can rightly be called exceptional because, despite the odds stacked against them, the women featured here created significant bodies of work within what was - and to a certain extent still is - the male-dominated field of design. By highlighting their extraordinary achievements, our intention is to contextualize the role of women in design over the last one hundred years or so in order to trace how the status of female designers has evolved, while at the same time assessing where it stands today. In the past, all too often the work of female designers was overlooked in the literature on design, while also being woefully under-represented in exhibitions and museum collections. This book seeks to redress these outstanding omissions. The primary reasons for this paucity of representation are that - as in other male-dominated professions - women were often either largely excluded from certain areas of endeavour or had no option but to take on subordinate roles. Women designers and their work have, also, all too often been assessed through the lens of the patriarchy, meaning they have either been entirely defined by their gender or their contributions have been subsumed under that of their 'more famous' husbands, brothers, fathers or lovers. This book attempts to tell a very different story, one that appraises their activities within the wider landscape of the feminist movement - both past and present. It is only now that women designers working in developed free-market economies are beginning to enjoy anything like equality with their male counterparts when it comes to professional access and recognition, let alone parity of remuneration. As for women living elsewhere in the world, having any kind of professional career, let alone one in design, is still often largely an impossible dream." A Whole New Mind Why Right-Brainers Will Rule the Future [Penguin New York Times Bestseller](#) An exciting--and encouraging--exploration of creativity from the author of *When: The Scientific Secrets of Perfect Timing* The future belongs to a different kind of person with a different kind of mind: artists, inventors, storytellers-creative and holistic "right-brain" thinkers whose abilities mark the fault line between who gets ahead and who doesn't. Drawing on research from around the world, Pink (author of *To Sell Is Human: The Surprising Truth about Motivating Others*) outlines the six fundamentally human abilities that are absolute essentials for professional success and personal fulfillment--and reveals how to master them. A Whole New Mind takes readers to a daring new place, and a provocative and necessary new way of thinking about a future that's already here. *Arquitecturas diminutas diseños de arquitecto en el siglo XX* [Typographic Design Form and Communication John Wiley & Sons](#) For more than two decades, the type book of choice for design professionals and students *Typographic design* has been a field in constant motion since Gutenberg first invented movable type. Staying abreast of recent developments in the field is imperative for both design professionals and students. Thoroughly updated to maintain its relevancy in today's digital world, *Typographic Design, Fifth Edition* continues to provide a comprehensive overview of every aspect of designing with type. This Fifth Edition of the bestselling text in the field offers detailed coverage of such essential topics as the anatomy of letters and type families, typographic syntax and communication, design aesthetics, and designing for legibility. Supplementing these essential topics are theoretical and structural problem-solving approaches by some of the leading design educators across the United States. Unwrapping the underlying concepts about typographic form and message, *Typographic Design, Fifth Edition* includes four pictorial timelines that illustrate the evolution of typography and writing within the context of world events—from the origins of writing more than 5,000 years ago to contemporary typographic applications. Features in this new edition include: A new chapter that analyzes typography on screen New case studies featuring typographic design in books, information graphics, web design, and environmental design New designer profiles that reveal innovative typographic design processes Material presented in full color throughout with many new images *World Architecture The Lucky, Plucky Chairs* A charming tale for little and big design enthusiasts with wonderful illustrations by the renowned artist Maira Kalman is a fun and engaging way for children to learn about some of the masterpieces of design. When a set of eight classic old No. 14 Thonet chairs are threatened with certain doom, their ingenuity saves the day! Together they discover not only a way to escape but a world of the most wonderful and imaginative chairs from around the globe. The Thonets discover, too, that they have a talent for the stage! This charming tale by Rolf Fehlbaum, with delightful illustrations by Maria Kalman, is accompanied by a brief and informative glossary of twenty-two of the most innovative chairs created in 150 years. *Library Catalog of the Metropolitan Museum of Art* [Macmillan Reference USA](#) This supplement offers a guide to materials catalogued by the Metropolitan Museum's Thomas J. Watson Library from January 1990 to December 1992. The collection is devoted to some 5000 years of art and archaeology from the days of ancient Egypt to the contemporary scene. *Museums Journal "Indexes to papers read before the Museums Association, 1890-1909. Comp. by Charles Madeley": v. 9, p. 427-452.* *Robots 1:1* *ROBOTS 1:1* explores the space-themed toys in the R. F. Robot Collection held by the Vitra Design Museum. Largely produced in Japan between 1937 and 1973, these figures of robots (and the occasional astronaut) have been carefully researched and compiled over the years by Rolf Fehlbaum, Chairman Emeritus of Vitra and founder of the Vitra Design Museum, who describes them as »small kinetic sculptures of great originality. Ever since the term's first appearance in Czech writer Karel Čapek's science fiction play »R. U. R.« in 1921, robots have both served and taken over the work of humans, creating human dependency and at times a shift in the power dynamics of a society. *ROBOTS 1:1* is unique in that it shows the toys and their original packaging (when available) in a scale of 1:1, with the largest robot determining the size of the book. In this way, it conveys something of the uncanny nature of the robots and their ambivalence, while the vivid illustrations on the boxes give an idea of the futuristic fantasies developed over the period. *ROBOTS 1:1* is limited to an edition of 1,000 copies, numbered and signed by Rolf Fehlbaum. A USB stick with 34 short films demonstrating a selection of robots in action is integrated into the spine of the book, alongside a poster featuring 80 robots in chronological order of their release. Switzerland [Rough Guides Ron Arad](#) [Gingko PressInc](#) Arad has consolidated two decades

of interior design experience to become one of the leading designers of his generation. This book features such projects of his as the Adidas sports cafes, Belgo restaurants, the Tel Aviv opera house and an installation at Fondation Cartier. 100 capolavori dalla collezione del Vitra Design Museum American Design in the Twentieth Century Personality and Performance [Manchester University Press](#) Author Greg Votolato presents the intricate story of how design evolved as a profession and a leisure activity. Votolato demonstrates that design in affluent American culture is as much about personalization of the material world as it is about the performance and appearance of manufactured goods. 114 illustrations. **Sittings** [Prestel Pub](#) This book is the culmination of an advertising campaign by the exclusive design company Vitra, which had the idea of photographing famous personalities sitting on Vitra chairs. The resulting photographs collected in **Sittings** are remarkable in their portrayal of word-famous personalities from the fine and performing arts, commenting on the link between style and status. Vitra hired the Swiss photographer Christian Coigny to shoot the campaign. What began as an attempt to amuse the public became a celebrated campaign that lasted for a decade. This book is a testament to Coigny's tact, insight, and creative skill, each photograph capturing a unique moment and revealing something new about its subject. **Fresher Styles for Web Designers More Eye Candy from the Underground** [Peachpit Press](#) **Fresher Styles for Web Designers** surveys eight innovative, contemporary visual design styles that break the mold and offer creative solutions to a variety of interactive design challenges. Readers will learn practical ways to incorporate these design approaches into their commercial work, using specific online examples as illustration. In 2001, Cloninger wrote **Fresh Styles for Web Designers**, arguing that beauty actually enhances usability. Since then, styles and technologies have evolved, but clients still expect sites that both function well and visually entice. This book will inspire web designers and developers to deliver sites that do both. There are plenty of web design books that teach code. There are several books about contemporary print design that discuss visual aesthetics. This book stands out because it synthesizes experimental web design innovations with commercial marketing goals (without ignoring usability concerns).