

Industriedesign A Z

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Great English Interiors - 2018-10-02

Step into British history with this marvelous collection of photographs of the country's greatest homes. Famed photographer Derry Moore and renowned interior designer David Mlinaric offer a panoramic tour inside some of Britain's finest manor houses, halls, castles, and public buildings. Bridging five centuries, this lavishly illustrated book looks at houses such as Haddon Hall, Chastleton, and Knole, each with superb examples of Tudor and Stuart interiors. Including Houghton Hall from the 18th century and Waddesdon Manor from the 19th century, the book continues into the 20th century to feature the homes of such influential figures as Nancy Lancaster, Pauline de Rothschild, and David Hicks, guiding readers through the finest examples of English interior design. The work of British masters including Inigo Jones, William Kent, and Robert Adam is beautifully portrayed in striking photographs while complementary essays enlighten readers on the events and personalities that lend each site cultural significance. Anglophiles, armchair tourists, and lovers of grand interiors will enjoy these gorgeous photographs while discovering more about the designers, architects, and trends that have made British style so alluring and enduring over the centuries.

Mackintosh - Charlotte Fiell 2017-02-03

Le travail de Charles Rennie Mackintosh mêle tradition écossaise, fonctionnalité moderne et élégance japonaise dans une oeuvre unique entre architecture et design. Éminent représentant du style de Glasgow, né au tournant du XXe siècle, Mackintosh a aussi influencé l'Art nouveau dans toute l'Europe avec son répertoire audacieux et lyrique de...

Iconic Product Design - Wolfgang Joensson 2020-10-06

You will undoubtedly recognize quite a few of the products featured in this book—the Coca-Cola bottle, the Wester & Co pocket knife, the Kitchen Aid mixer, the Le Creuset Dutch oven, the Weber grill, the Bic cristal pen, the Rolodex address file, Kikkoman soy sauce bottles, the Kodak Instamatic, the Polaroid SX-70, the SONY Walkman, the Apple MacIntosh, and the Dyson air-multiplier. Maybe they were part of your childhood or represent your ideal in design; certainly, they will evoke a sense of the familiar. Iconic Product Design is an engaging and accessible presentation of the history of product design, providing an extensive catalog of the most memorable product designs of the past 150 years. More than 130 remarkable product designs from all areas, including household appliances, everyday objects, furniture, entertainment technology and office equipment, are presented in this collection. Accompanying the images are well-researched and charming vignettes about each product, with amusing insights and fun tidbits of information about its time and place. Each one informs how design has been influenced by changes in technology, science, and society. While these products were considered innovative at their inception, all have withstood the test of time and many are still, remarkably, in use today. Iconic Product Design is a comprehensive collection of iconic product design objects, chronologically organized from the beginning of the Industrial Revolution to the present. Each spread of this richly illustrated book showcases the author's representation of the chosen design, expressing its essence and capturing its spirit. In the introductory text, he shares his concept of the term iconicity to help the reader understand what makes these products stand out and why they are considered icons today.

Scandinavian Design - Charlotte Fiell 2013

Scandtastic!: The best of design from northern Europe Scandinavians are exceptionally gifted in design. They are world-famous for their inimitable, democratic designs which bridge the gap between crafts and industrial production. The marriage of beautiful organic forms with everyday functionality is one of the primary strengths of Scandinavian design and one of the reasons why Scandinavian creations are so cherished and sought after. This all-you-need guide includes a detailed look at Scandinavian furniture, glass, ceramics, textiles, jewelry, metalware and

industrial design from 1900 to the present day, with in-depth entries on over 180 designers and design-led companies, plus essays on the similarities and differences in approach between Norway, Sweden, Finland, Iceland, and Denmark. Also included is a list of important design-related places to visit for readers planning to travel to Scandinavia. Including: DESIGNERS Verner Pantton, Arne Jacobsen, Alvar Aalto, Timo Sarpaneva, Hans Wegner, Tapio Wirkkala, Sigvard Bernadotte, Stig Lindberg, Ingeborg Lundin, Finn Juhl, and many others. COMPANIES Fritz Hansen, Artek, Le Klint, Gustavsberg, Iittala, Fiskars, Volvo, Saab, Orrefors, Royal Copenhagen, Holmegaard, Arabia, Marimekko, George Jensen, and many more.

Industriedesign A-Z - Charlotte Fiell 2006

New Graphic Design - Charlotte Fiell 2013

A thought provoking round-up of today's most interesting visual communication projects, 'New Graphic Design' surveys the very latest work from 100 of the world's most exciting and groundbreaking practitioners.

The Industrial Design Reader - Carma Gorman 2003-10

This groundbreaking anthology is the first to focus exclusively on the history of industrial design. With essays written by some of the greatest designers, visionaries, policy makers, theorists, critics and historians of the past two centuries, this book traces the history of industrial design, industrialization, and mass production in the United States and throughout the world.

Design of the 20th Century - Charlotte Fiell 1999

An encyclopaedic overview of 20th century designers, styles and movements, mainly European and North American, with some outlying countries.

High-Rise City Frankfurt - Peter Cachola Schmal 2014-10-27

This skyline tour of Frankfurt, Germany is a unique volume on the city's architectural history. There are more than 100 buildings in Frankfurt that stand over 50 meters tall. This book examines the most historically and architecturally significant of them, placing them in the sociopolitical, economic, and cultural contexts of their respective periods. Illustrated with hundreds of photographs, drawings, plans, and building models, the volume examines not only existing buildings but also those that were either never developed, or that have been demolished. Organized according to geographic location, the book serves as a tour that traces the development of the city as well as specific districts such as Frankfurt City, Frankfurt Westend, Niederrad Office City, and the Frankfurt Airport.

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Design of the 20th Century - Charlotte Fiell 2012

This text is a journey through the shapes and colours, forms and functions of design history in the 20th century. It contains an A-Z of designers and design schools, which builds into a complete picture of contemporary living.

1000 Chairs - Charlotte Fiell 2017

Sit back, relax, and survey some of the most iconic chair designs in history. A must for design addicts and collectors alike, this dependable compendium presents one chair per page alongside essential information about the designer and the design, from Alvar Aalto to Eva Zeisel, from Art Nouveau to International Style. "The ultimate reference book for anyone interested in knowing the what, where, who, why and how of the most iconic chairs from the last two centuries." — Red Magazine Online, London More than any other piece of furniture, the chair has been subjected to the wildest dreams of the designers. The particular curve of a backrest, or the twist of a leg, the angle of a seat or

the color of the entire artifact all reflect the stylistic consciousness of each era.

Design Des 21. Jahrhunderts - Doris Ulmann 1971

1000 Lights: 1878-1959 - Charlotte Fiell 2005

Un panorama de la création de lampes tous styles, couleurs, formes et tailles confondus.

Graphic Design Sourcebook - Charlotte Fiell 2018-08-09

Graphic Design Sourcebook surveys the visually stunning, thought-provoking work of 100 groundbreaking practitioners, with projects ranging from websites, apps, banner ads, and infographics to social-issue posters, corporate branding, and interactive media. Every entry includes a biography and a short précis of the creator's approach, written by the designer. An introduction assesses the status of graphic design in our increasingly digitized world and offers predictions of its future trajectory.

1930s Fashion Sourcebook - Charlotte Fiell 2021-10-14

Out of the turbulence of the 1930s emerged a fashion revolution. Framed by two world-changing events, the economic crash of 1929 and the outbreak of the Second World War, unparalleled ingenuity and inventiveness from haute couture to the home-seamstress saw new trends emerge and thrive. Despite economic and material constraints, many of the silhouettes that emerged from this decade still inform how we dress today. This is decade of the skirt suit, sportswear-as-daywear, jersey fabrics and trousers. In Hollywood, the silver screen was filled with icons with slinky satin gowns, marking a new and overtly sensual direction within women's fashion design. Many of these original, never-seen-before images in this fabulous collection have been selected from popular fashion publications of the day, mail-order catalogues, and Hollywood studio press shots, including material from Chic Parisien, Harper's Bazaar, Sears, La Femme Chic and top film studios Metro-Golwyn-Mayer, RKO and Paramount. Fashion Sourcebook: 1930s is an essential guide for any vintage enthusiast.

Design Museum: A-Z of Design & Designers - Deyan Sudjic 2015-11

The official Design Museum guide to the world's leading designers and design studios Covers all aspects of design from architecture and products to graphics and 3D computer environments Introduction by Deyan Sudjic, Director of the Design Museum Full of insightful and rare factual information making it an invaluable resource for anyone studying or interested in design Design Museum is moving to a new West London location in 2015 In its new location, the Design Museum aims to double its attendance to one million visitors per annum, thereby increasing its already established global recognition as one of the most important design institutions in the world The official Design Museum: A-Z of Design & Designers is the guide to the world's leading design innovators - from Alvar Aalto and Joe Colombo to Charles and Ray Eames and Zaha Hadid. It covers all aspects of design, from architecture, automotive design and heavy industrial design to product design, graphic design and interactive design, as well as key styles, themes, movements, technologies and materials. Each entry features an authoritatively written text as well as key biographical information where appropriate. This beautifully illustrated book is an important reference work on design that includes not only acknowledged pioneers of modern design, but also a roster of leading contemporary designers and design studios. It is an essential must-have book for design students, designers and design aficionados alike.

Understanding Industrial Design - Simon King 2016-01-20

With the coming flood of connected products, many UX and interaction designers are looking into hardware design, a discipline largely unfamiliar to them. If you're among those who want to blend digital and physical design concepts successfully, this practical book helps you explore seven long-standing principles of industrial design. Two present and former design directors at IDEO, the international design and innovation firm, use real-world examples to describe industrial designs that are sensorial, simple, enduring, playful, thoughtful, sustainable, and beautiful. You'll learn how to approach, frame, and evaluate your designs as they extend beyond the screen and into the physical world. Sensorial: create experiences that fully engage our human senses Simple: design simple products that provide overall clarity in relation to their purpose Enduring: build products that wear well and live on as classics Playful: use playful design to go beyond functionality and create emotional connections Thoughtful: observe people's struggles and anticipate their needs Sustainable: design products that reduce environmental impact Beautiful: elevate the experience of everyday products through beauty

The Fundamentals of Product Design - Richard Morris 2017-03-23

Provides an integrated and cohesive view of the product design process,

covering materials, manufacturing, idea generation, computer-aided design, engineering functions, product types, and market research. This updated edition explores recent developments such as additive manufacture and crowd funding, and includes more consumer and lifestyle orientated products for a more product-based focus, supported by a range of new innovative examples and case studies from internationally-renown designers and studios. The second edition also features a supportive document map that helps to reveal the steps in product creation, new projects and activities for every chapter, and additional references and web sources to allow students to further explore the world of product design. Full of inspiring images covering a wide variety of product design examples, Richard Morris presents an engaging introduction to this sizeable topic that can be used as a useful guide to the processes involved in product design.

1000 Lights - Charlotte Fiell 2013

Conçue comme pendant à notre classique 1000 Chairs, cette édition contient une incroyable sélection de plus de 1000 luminaires. Vous découvrirez, présentées chronologiquement par décennie, les lampes électriques les plus intéressantes du XXème siècle, de superbes abat-jour en vitrail de Tiffany, en passant par les modèles les plus audacieux de la fin des années 1960 et des années 1970, jusqu'aux dernières lampes LED high-tech. Arts and Crafts, Art nouveau, Art déco, Mouvement moderne, De Stijl, après-guerre, pop, radical, post-moderne et contemporain: tous les grands styles sont présentés dans ce livre, à travers 640 pages de créations vraiment lumineuses.

Anwendung der Integrierten Produktentwicklung als Vorgehensmodell für die systematische Entwicklung von Sportgeräten - Andreas Krüger 2016-01-01

Der Sportartikelmarkt ist ein weltweit wichtiger Markt. Allerdings bewegen sich die Sportgerätehersteller auf einem wettbewerbsintensiven Markt. Um bei den gegebenen Marktbedingungen als Sportgerätehersteller markt- und konkurrenzfähig zu bleiben, ist ein strukturiertes und systematisches Vorgehen im Produktentwicklungsprozess aus ökonomischer Sicht unabdingbar. Zur Unterstützung eines systematischen Produktentwicklungsprozesses werden Vorgehensmodelle genutzt. Ein potentielles Modell zur Unterstützung des Produktentwicklungsprozesses stellt die Integrierte Produktentwicklung dar. Ziel dieser Studie ist die Untersuchung des sinnvollen und wirksamen Einsatzes der Integrierten Produktentwicklung für die Sportgeräteentwicklung. Nach einer Ausarbeitung sportgerätetechnischer Grundlagen werden drei Produktentwicklungsprojekte aus verschiedenen Bereichen des Sports in einem akademischen Umfeld durchgeführt und unter Anwendung des qualitativen Forschungsansatzes Insider Action Research untersucht. Für die Objektivierung der Ergebnisse werden objektive und subjektive Bewertungskriterien genutzt. Die Ergebnisse der Studie zeigen, dass der Sportgeräteentwicklung in einem akademischen Umfeld mit der Integrierten Produktentwicklung ein geeignetes Vorgehensmodell als Orientierungshilfe bereitgestellt werden kann. Durch die Anwendung der Integrierten Produktentwicklung kann ein systematischer Produktentwicklungsprozess erreicht werden, was sich im Allgemeinen positiv auf die Produktqualität, die Entwicklungszeit und die Kosten auswirkt. Es bleibt die Frage offen, inwiefern diese Ergebnisse auch in dem industriellen Kontext der Sportgerätehersteller gelten.

Decorative Art 70s - Charlotte Fiell 2013

The cellular BC25 Capsule Building in Tokyo and the brutalist Barbican Complex in London were just two of a host of revolutionary architectural projects to erupt onto the world's skyline in the 1970s.

Careers in Focus - Facts on File 2010-05-17

Profiles jobs in manufacturing such as aerospace engineers, cost estimators, industrial designers, industrial engineers, and more.

Sketching User Experiences: Getting the Design Right and the Right Design - Bill Buxton 2010-07-28

Sketching User Experiences approaches design and design thinking as something distinct that needs to be better understood—by both designers and the people with whom they need to work—in order to achieve success with new products and systems. So while the focus is on design, the approach is holistic. Hence, the book speaks to designers, usability specialists, the HCI community, product managers, and business executives. There is an emphasis on balancing the back-end concern with usability and engineering excellence (getting the design right) with an up-front investment in sketching and ideation (getting the right design). Overall, the objective is to build the notion of informed design: molding emerging technology into a form that serves our society and reflects its values. Grounded in both practice and scientific research, Bill Buxton's

engaging work aims to spark the imagination while encouraging the use of new techniques, breathing new life into user experience design. Covers sketching and early prototyping design methods suitable for dynamic product capabilities: cell phones that communicate with each other and other embedded systems, "smart" appliances, and things you only imagine in your dreams Thorough coverage of the design sketching method which helps easily build experience prototypes—without the effort of engineering prototypes which are difficult to abandon Reaches out to a range of designers, including user interface designers, industrial designers, software engineers, usability engineers, product managers, and others Full of case studies, examples, exercises, and projects, and access to video clips that demonstrate the principles and methods

Manufacturing Processes for Design Professionals - Rob Thompson 2007-11-30

An encyclopaedic guide to production techniques and materials for product and industrial designers, engineers, and architects. Today's product designers are presented with a myriad of choices when creating their work and preparing it for manufacture. They have to be knowledgeable about a vast repertoire of processes, ranging from what used to be known as traditional "crafts" to the latest technology, to enable their designs to be manufactured effectively and efficiently. Information on the internet about such processes is often unreliable, and search engines do not usefully organize material for designers. This fundamental new resource explores innovative production techniques and materials that are having an impact on the design industry worldwide. Organized into four easily referenced parts—Forming, Cutting, Joining, and Finishing—over seventy manufacturing processes are explained in depth with full technical descriptions; analyses of the typical applications, design opportunities, and considerations each process offers; and information on cost, speed, and environmental impact. The accompanying step-by-step case studies look at a product or component being manufactured at a leading international supplier. A directory of more than fifty materials includes a detailed technical profile, images of typical applications and finishes, and an overview of each material's design characteristics. With some 1,200 color photographs and technical illustrations, specially commissioned for this book, this is the definitive reference for product designers, 3D designers, engineers, and architects who need a convenient, highly accessible, and practical reference.

Design Now! - Charlotte Fiell 2007

"Not only an in-depth exploration of contemporary design practice, this book is also a rallying call for a more sustainable approach to product design of every type, from lighting and furniture design to consumer electronic equipment, transportation, product architecture, and environmental design." -- Publisher website.

The Industrial Design Reference & Specification Book - Dan Cuffaro 2013-09-15

To make designs that work and endure (and are also legal), designers need to know—or be able to find—an endless number of details. Whether it's what kind of glue needs to be used on a certain surface, metric equivalents, thread sizes, or how to apply for a patent, these details are essential and must be readily available so designers can create successful products efficiently. The Industrial Design Reference & Specification Book provides designers with a comprehensive handbook they can turn to over and over again. These pages are filled with information that is essential to successful product design, including information on measurement conversions, trademark and copyright standards, patents and product-related intellectual property rights/standards, setting up files for prototyping and production runs, and manufacturing and packaging options to optimize the design. It is an essential resource for any industrial or product designer.

Morris - Charlotte Fiell 2017-03

"An overview of the multi-faceted work of the English innovator, William Morris. This volume looks at the anti-industrialist who supported the artisan and the handmade object at a time when history was gazing clearly in the opposite direction."--Provided by publisher.

Industrial Design A-Z - Charlotte Fiell 2016

From consumer products and packaging to transportation and equipment, this comprehensive work traces the evolution of industrial design from the Industrial Revolution to the present day.

Redesigning Higher Education Initiatives for Industry 4.0 - Raman, Arumugam 2019-03-29

The Fourth Industrial Revolution is introducing automation technology into all major disciplines, including business, engineering, and education. Higher education institutions need to incorporate this digital

transformation in order to remain competitive. Redesigning Higher Education Initiatives for Industry 4.0 is an essential reference source that discusses education strategies for human-computer interactions in an automated world and the role of education in conjunction with artificial intelligence and virtual technologies. Featuring research on topics such as e-learning, mobile devices, and artificial intelligence, this book is ideally designed for professionals, IT specialists, researchers, librarians, administrators, and educators.

Dwell - 2006-02

At Dwell, we're staging a minor revolution. We think that it's possible to live in a house or apartment by a bold modern architect, to own furniture and products that are exceptionally well designed, and still be a regular human being. We think that good design is an integral part of real life. And that real life has been conspicuous by its absence in most design and architecture magazines.

Design Scandinave - Charlotte Fiell 2013

Pourquoi la Scandinavie abrite-t-elle tant de talent du design et de l'innovation? La réponse est dans ce livre élégant et stylé, où l'on découvre un siècle de lignes poétiques parfaitement maîtrisées, nées en Norvège, en Suède, au Danemark, en Islande et en Finlande. Abolissant les frontières entre productions artisanale et industrielle, ...

Ultimate Collector Cars - Charlotte & Peter Fiell 2020-11

Questo libro è un'antologia automobilistica, rivolta sia ai collezionisti più esperti, sia agli amatori sbalorditi. Un vero gioiello per gli intenditori, che passa in rassegna 100 delle più magnifiche, eccellenti e bramate auto di tutti i tempi per raccontare un'avvincente storia di design automobilistico e sforzo ingegneristico, caratterizzata dalla costante ricerca di prestazioni sempre migliori sia sulla pista che fuori, dalla prima vincitrice della 500 Miglia di Indianapolis, la Marmon Wasp del 1910, alla futuristica Aston Martin Valkyrie del 2020.

The Authority of Everyday Objects - Paul Betts 2007-12-07

"Paul Betts first came to my attention through his pioneering article on the post-1945 Bauhaus myth as a joint German-American venture. This book is a landmark study of cultural continuities and ruptures, institutional realignments, and individual careers that introduces a breath of fresh air into a field of research long staled by received ideas. It demonstrates the rewards of approaching the years from 1933 to 1945 as a revealing window onto the subsequent history of West Germany."—Wolfgang Schivelbusch "The Authority of Everyday Objects is a small gem of the new cultural history. This is a work of striking originality and insight that fits the development of industrial design in postwar Germany into the country's broader social, cultural and political history, constructing an analytical narrative that carries from the Third Reich into the Cold War. It illuminates not merely cultural transformation but the wider social history of twentieth-century Germany."—Stanley G. Payne, author of *A History of Fascism, 1914-1945* "The Authority of Everyday Objects is a refreshing, innovative, and convincing approach to post-World War II Western consumer society. Design—as a weapon in Cold War competition and as a vehicle for German redemption by revitalizing Bauhaus traditions—is thoroughly researched and wonderfully presented in Paul Betts' book. This well-illustrated work convinces the reader that design was a part of *gluecklich Leben* ("lucky life") and *schoen wohnen* ("beautiful living"), and a factor in the politicization of material culture."—Ivan T. Berend, author of *Decades of Crisis: Central and Eastern Europe before World War II* and *History Derailed: Central and Eastern Europe in the Long Nineteenth Century*

B is for Bauhaus - Deyan Sudjic 2014-03-27

This book is not a dictionary, though it tells you all you need know about everything from Authenticity to Zips. It's not an autobiography, though it does offer a revealing and highly personal inside view of contemporary culture. It's an essential tool kit for understanding the modern world. It's about what makes a Warhol a genuine fake; the creation of national identities; the mania to collect. It's also about the world seen from the rear view mirror of Grand Theft Auto V; digital ornament and why we value imperfection. It's about drinking a bruisingly dry martini in Adolf Loo's American bar in Vienna, and about Hitchcock's film sets. It's about fashion and technology, about politics and art.

Eichler - Paul Adamson 2002

Joseph Eichler was a pioneering developer who defied conventional wisdom by hiring progressive architects to design Modernist homes for the growing middle class of the 1950s. He was known for his innovations, including built-ins for streamlined kitchen work, for introducing a multipurpose room adjacent to the kitchen, and for the classic atrium that melded the indoors with the outdoors. For nearly twenty years, Eichler Homes built thousands of dwellings in California, acquiring

national and international acclaim. *Eichler: Modernism Rebuilds the American Dream* examines Eichler's legacy as seen in his original homes and in the revival of the Modernist movement, which continues to grow today. The homes that Eichler built were modern in concept and expression, and yet comfortable for living. Eichler's work left a legacy of design integrity and set standards for housing developers that remain unparalleled in the history of American building. This book captures and illustrates that legacy with impressive detail, engaging history, firsthand recollections about Eichler and his vision, and 250 photographs of Eichler homes in their prime. Paul Adamson, AIA, holds a Master of Architecture degree from Columbia University and has practiced in New York and San Francisco. He is currently a designer at the San Francisco firm of Hornberger + Worstell, Inc. He lives in Kensington, California. Marty Arbunich is director-publisher of the Eichler Network, a Bay Area-based company devoted exclusively to supporting and preserving the architecture and lifestyle surrounding California's 11,000 Eichler homes. He lives in San Francisco.

Motorcycle - Steven E. Alford 2008-01-03

Easy Rider. *Motocross Grand Prix*. James Dean in *Rebel Without a Cause*. The motorcycle is a global icon of untamed freedom, symbolizing a daring and reckless lifestyle of adventure. Yet there are few books that chronicle how and when this legendary vehicle roared down the open road. *Motorcycle* explores the roots of the rebel's ultimate ride. After early incarnations as a nineteenth-century steam-powered bicycle and multi-wheeled vehicles, the modern motorcycle came into its own as a cheap, mobile military asset during World War I. From there, it rapidly spread through modern culture as a symbol of rebellion and subversive power, and *Motorcycle* tracks the symbolic role that the bike has played in literature, art, and film. The authors also investigate the international

subcultures that revolve around the motorcycle and scooter. They chart the emergence of American biker culture in the 1950s, when decommissioned fighter pilots sought new ways to satiate their desire for thrill and danger, and explore how the motorcycle came to represent the untamed nonconformity of the American West. In contrast, smaller scooters such as the Vespa and moped became the utilitarian vehicle of choice in space-starved metropolises across Europe and Asia. Ultimately, the authors argue, the motorbike is the exemplary Modernist object, dependent on the perfect balance of man and machine. An unprecedented and wholly engrossing account, *Motorcycle* is an essential reading for the Harley-Davidson roadhog, bike collector, or anyone who's felt the power of the unmistakable king of the road. *Directory to Industrial Design in the United States* - Charles Burnette 1992

Design Handbook - Charlotte Fiell 2006

"Knowledge is power: A to Z design definitions... At last: a highly affordable, user-friendly handbook on design that covers all the major concepts, materials, and styles over the last 150 years with concise, easy-to-understand definitions. ... It's packed cover to cover with outstanding images too. An absolutely indispensable book for all design fans!" - product description.

EcoSuss - Brian Burns 2008

Ecosuss is a compilation of the work of 29 design students, 6 environmental studies students and one professor over a three-month period in the spring of 2008. The knowledge in this book was guided by over thirty years of research by Brian Burns and many others. The book is about "sussing out" the environmental consequences of industrial design in Canada. The aim is to build a bridge to the best knowledge available and to help young designers develop sustainable practices.