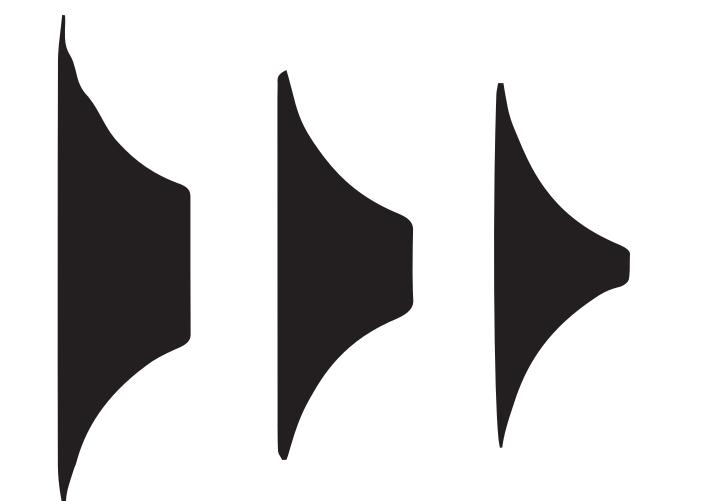
# NAYEUI BUCHANAN



GRAPHIC DESIGN



PORTFOLIO











## WHATS SO GRAPHIC

Few are yet to emerge as models that demonstrate significantly different approaches to the subject. This criticism is vivid and stimulates the belief that there is still much to be known about graphic design as process, as well as product. This paper considers the usefulness of theoretical modeling in graphic design and seeks to build a closer relationship between the work of educators, researchers, theorists, historians, critics, and practitioners (or crafts people) in a shared territory that is facilitated by the metaphor of a diagrammatic model. It is predominantly a practitioner's response to a perceived need for this form of diagrammatic representation; it is offered as an aid to identifying the future development of graphic design in an academic context-one that is more integrated with

"What is the difference between graphic design, graphic communication, graphic communication design, and the rest!?!"

practice, if that integration is desirable. History has played a part in formulating such a model, consistent with Jessica Helfland and William Drentell's view that "mapping the future of the profession will be difficult without looking back at our history to get a better idea of where we are going."" This paper looks ahead by acknowledging the past. Language use plays a critical role. For example, the use of the term "print" in basic definitions of the subject, as will be seen, is an element of the graphic design making process that is practical; but in content and context, print is arguably much less important than, for example, choice of typeface. In fact collaborative discussion about content and communication context more often ignores the technical aspects of production.

ABOUT GRAPHIC DESIGN?

Front Cover—Top (side loading)



### DELUXE HITS EDITION

- 1. The Only Exception
- 2. Hello Cold World
- 3. Ignorance
- 4. Careful
- 5. Misery Business
- 6. Still into You
- 7. That's What You Get
- 8. Crushcrushcrush
- 9. Fences
- 10. Idle Worship
- 11. Rose Colored Boy
- 12. Ain't it Fun
- 13. Hard Times
- 14. Hayley Williams Simmer

FUE

Cyan Magenta Yellow Black

RED LINE=TRIM LINE (final edge of printed piece)
Guides are included, showing safety (keep type 1/8" from edge) and bleed (anything that should print to the edge should go 1/4" beyond)









#### ILLUSTRATOR | 2022





















#### INDESIGN/PROCREATE | 2021







## HAWTHORN

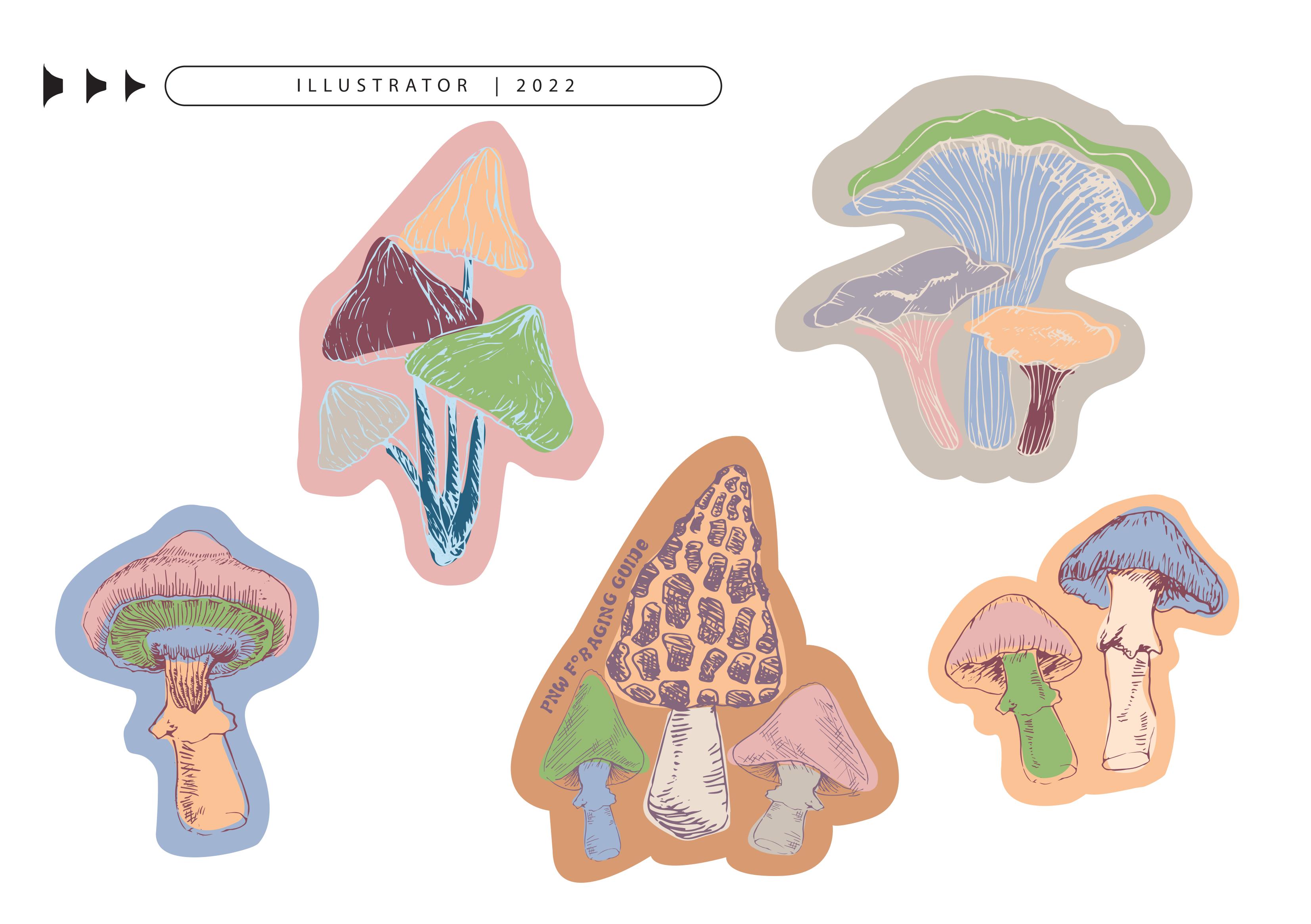


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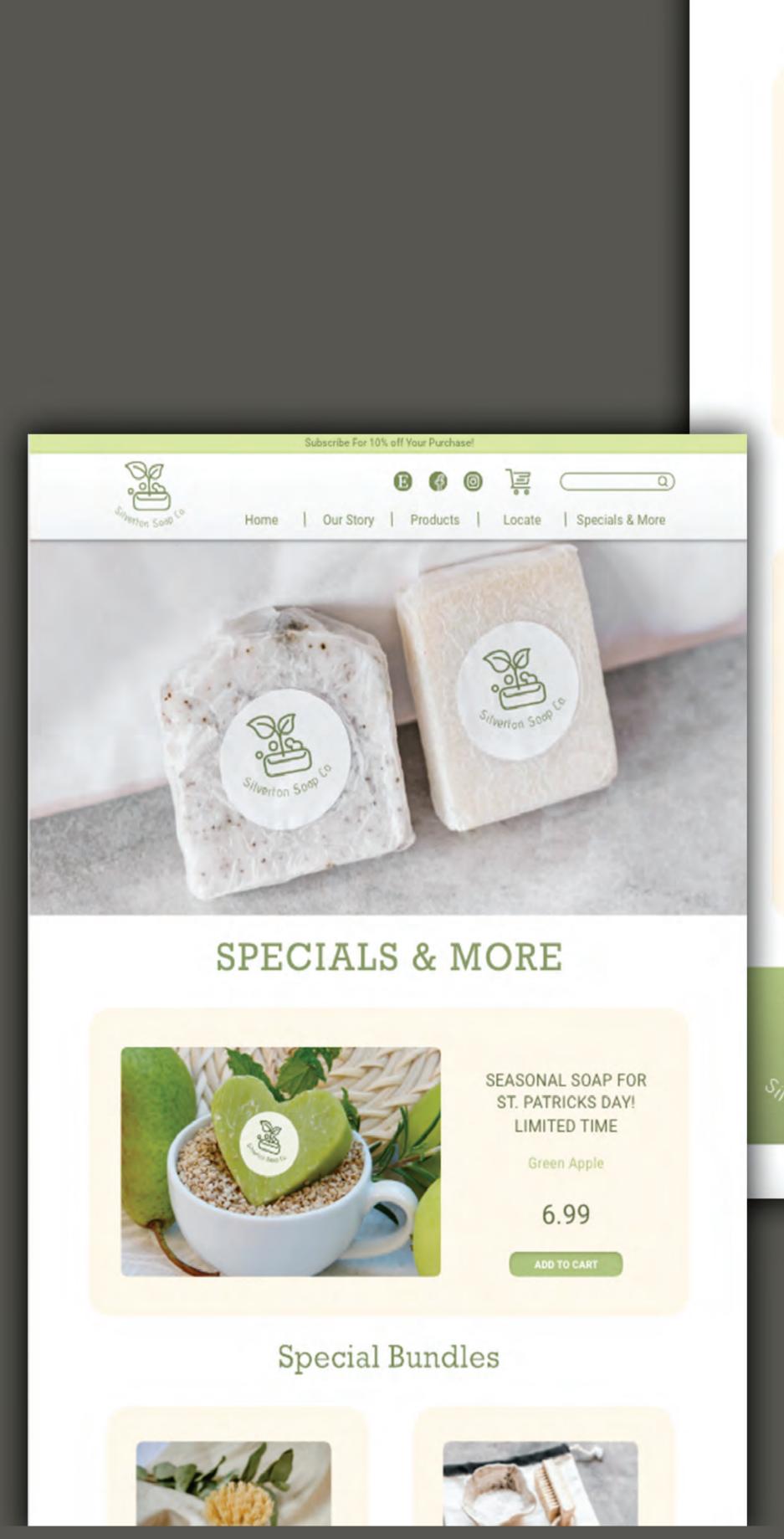
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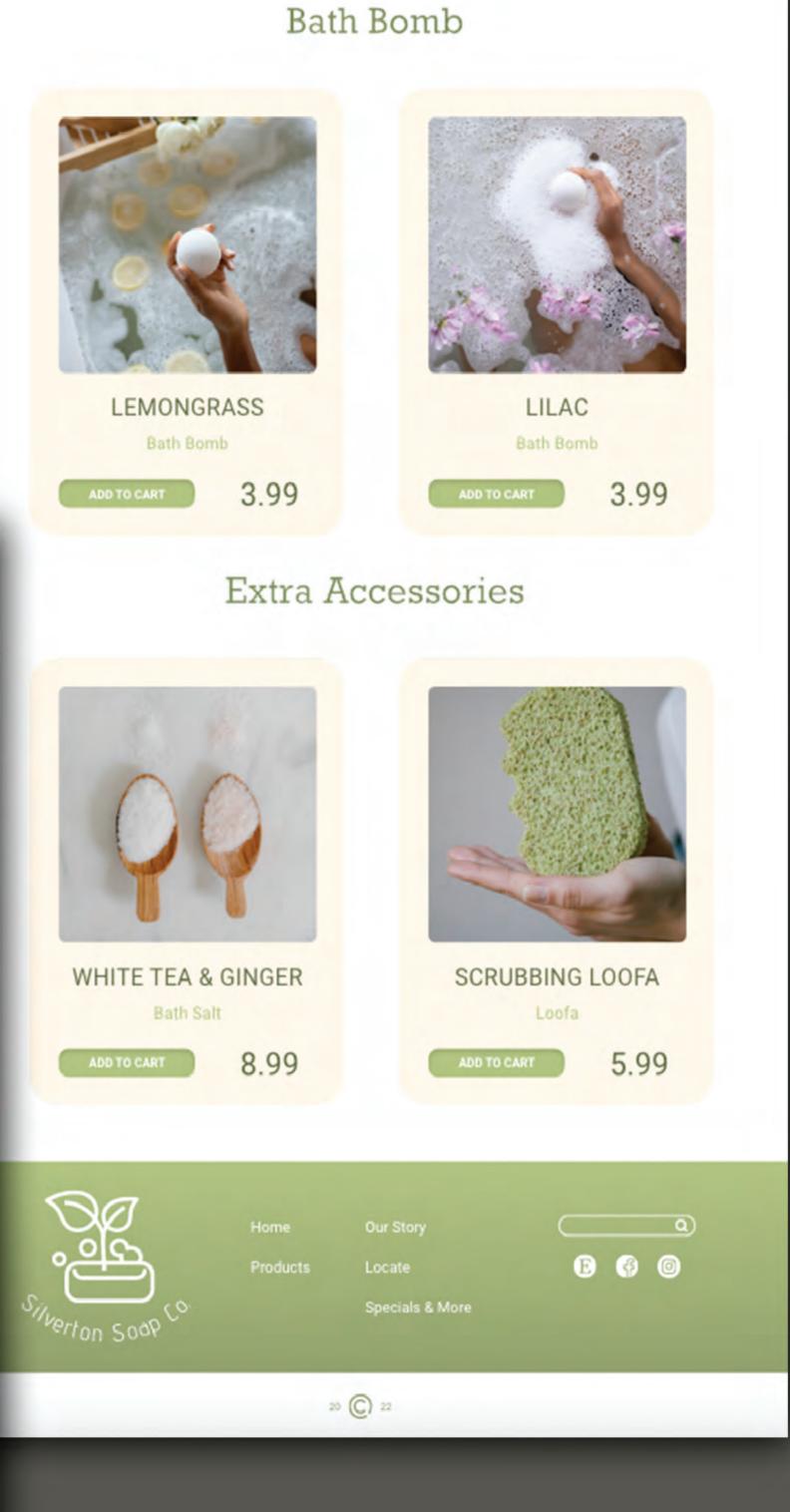






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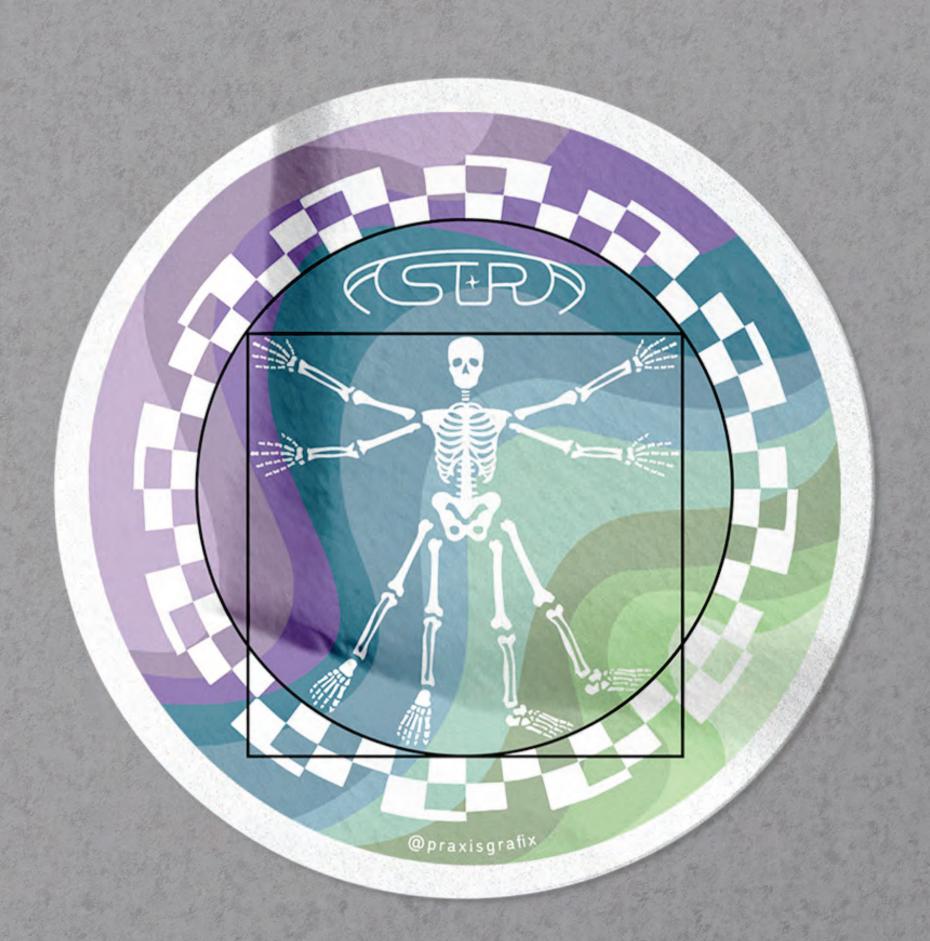


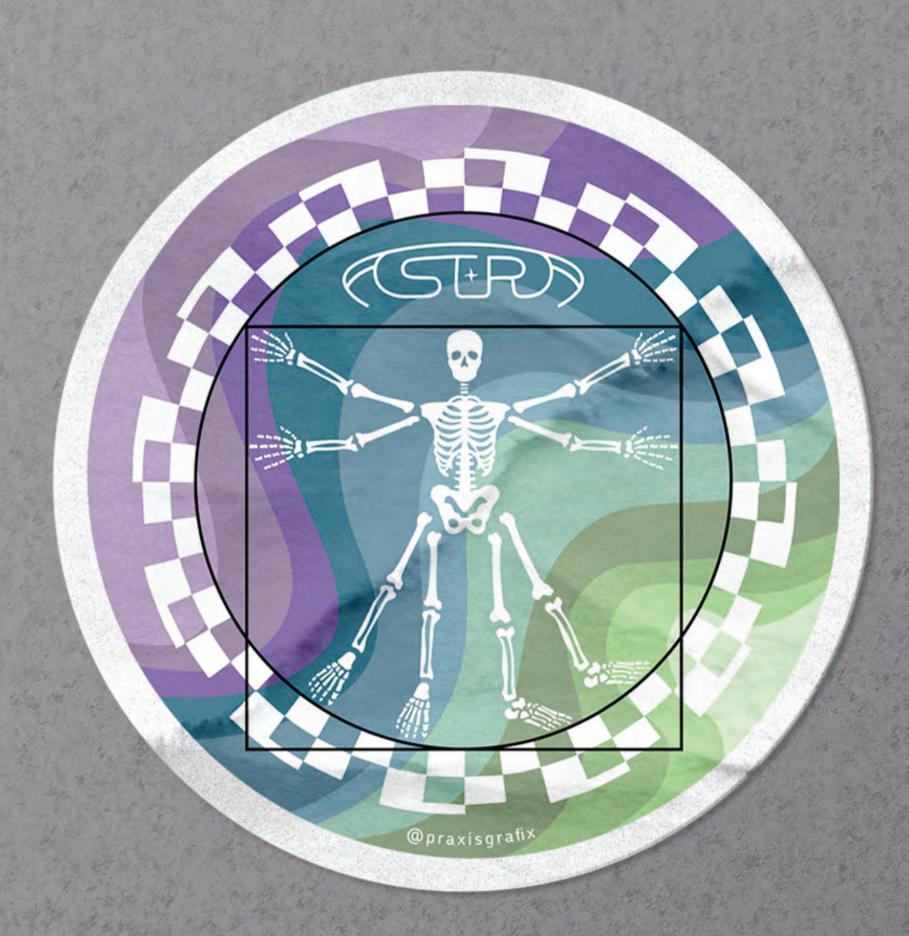


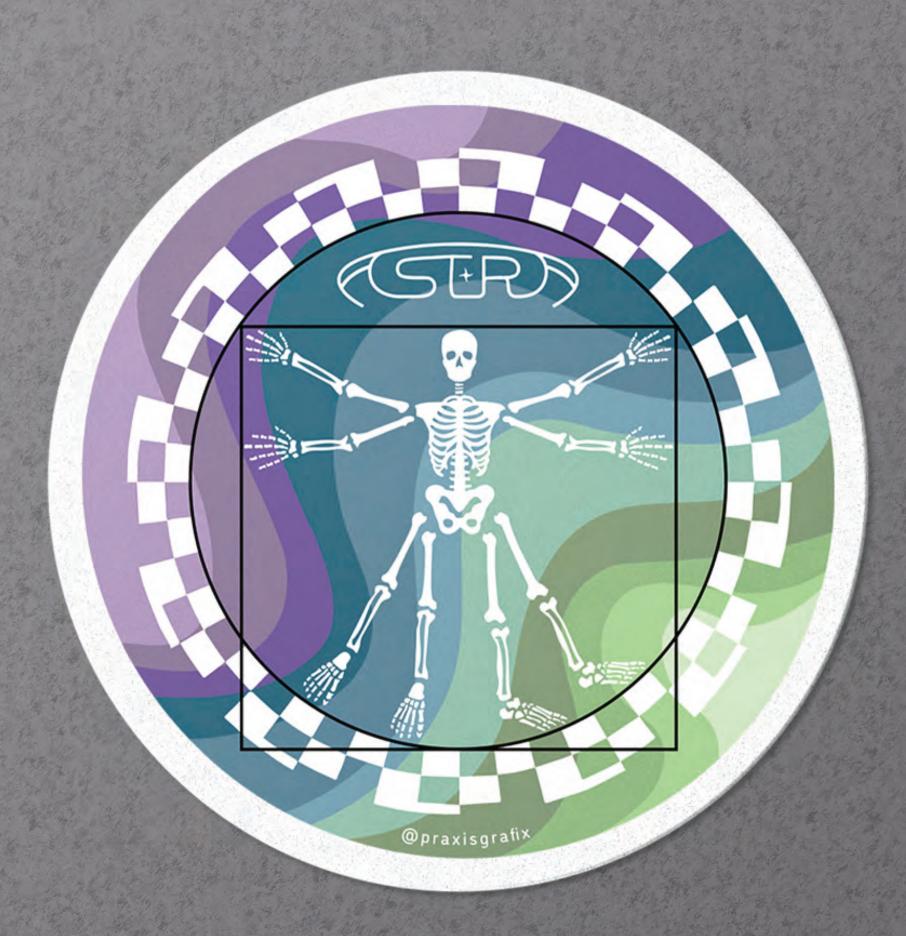


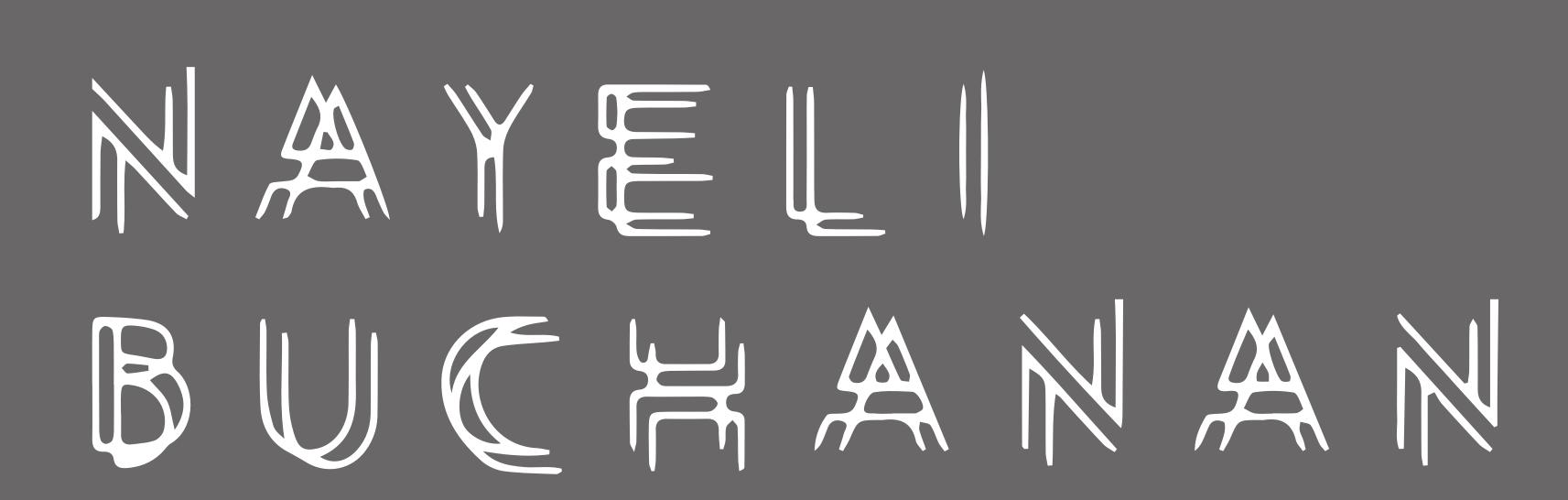






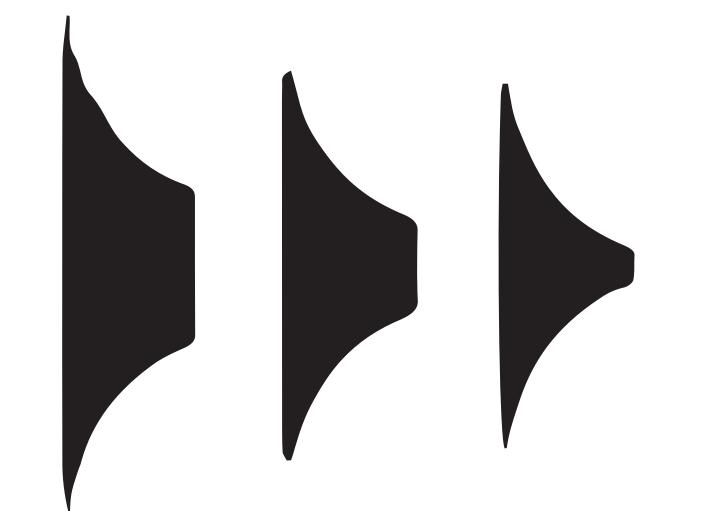








GRAPHIC DESIGN



THANK YOU

