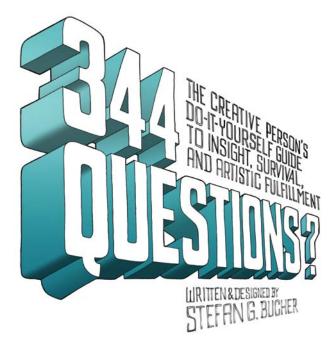




344 QUESTIONS: THE CREATIVE PERSON'S DO-IT-YOURSELF GUIDE TO INSIGHT, SURVIVAL, AND ARTISTIC FULFILLMENT

STEFAN G. BUCHER

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	ISBN 13 978-0-321-73300-9 ISBN 10 0-321-73300-2
	987654321
	Printed and bound in China.



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MY ANSWERS WON'T DO YOU ANY GOOD.

Sure, if you ask me something specific in person, I can probably be of some service to you. Sumi ink. Compressed air. Second door on the left, up the stairs, ask for Manny. And yes, you can borrow my pen. But beyond that? What can I tell you that isn't just a good guess at what might be helpful to you? The border between "universal" and "generic" is not always clearly defined. Being specific makes for better reading, but the particulars of my life aren't yours. And when it comes to life the particulars matter.

Let's be clear:

I WANT THIS BOOK TO BE USEFUL TO YOU.

There are many great how-to books and biographies out there, and even more gorgeous collections of current and classic work to awe and inspire. But looking at catalogs of artistic success won't make you a better artist any more than looking at photos of healthy people will cure your cold. You've got to take action!

Questions are very useful that way. I may have never met you, but I'm pretty sure, "What do you want to do next?" applies to you. Maybe, "What's keeping you from starting?" hits the mark, too? We are all different people, but we face a lot of the same questions.

The point of this book is to give you *lots* of questions you can use to look at your life—in a new way, with a different perspective, or maybe just in more detail than you have before—so you can find out how you work, what you want to do, and how you can get it done in a way that works for you. Specifically. This book has over 1,800 questions. Even if only 10% of them feel like they apply directly to your situation, that's 180 questions for you right there.

The more honest you are with yourself as you go through the book, and the more notes you make in it, the more valuable it will become to you. That's why this book is small, flexible, and doesn't cost a lot of money. I want you to take it with you when you go to work, keep it in your bag, and scribble into it as answers occur to you. Don't keep this book clean! Mess it up! Write in it freely! Doodle! Put a rubber band around it, so that you can keep interesting articles and extra pages of notes in it. If you keep this book in mint condition, I've failed. Because a tattered, busted-up book—filled out, and scribbled upon—means you've found out new things about yourself and you're inspired to take action.

In fact, will you do me a favor? Please dog-ear one of the pages right now, and write a swear word in the margin. Just to get started.

Of course, some of the questions are leading, and you'll probably have no trouble guessing how I'd answer some of them. But this isn't a hidden polemic. I really tried to keep the questions as open as possible. That's the whole point. What's worked well for me might be a disaster for you, and the things that make me crazy with anxiety might be worth no more than a bored yawn to you.

Your answers are what matter here.

And hey, even if you get tired of my questions after a while, there are over 500 questions by 38 amazing, thoughtful, funny, and always creative people in the book. Multiple points of view are helpful when it comes to looking at your own life, and sometimes it's just easier to hear these questions from people whose work you admire. (I don't know how you feel about the group I selected, but you better believe that I love the work they do.)

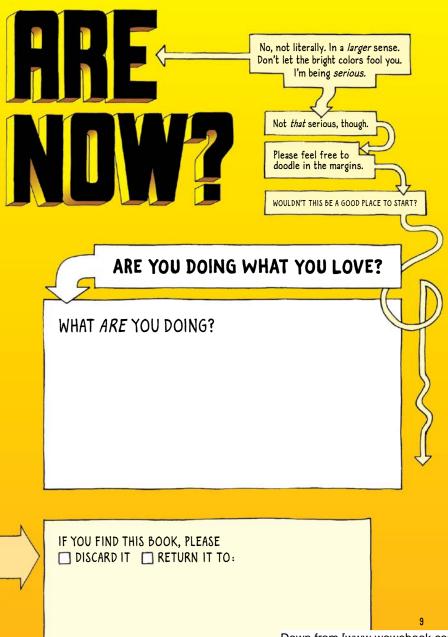
I designed the book as a sequence. There is a benefit to working through the whole thing from front to back. But you can just as easily jump to the sections that are the most pressing for you right now. You might consider putting a date on some of the pages, or even individual answers, so you can come back to them over time to see how your thoughts change as your circumstances do. Sometimes life evolves so gradually that you don't even notice what's really happening unless you create a record for yourself.

So there! Enough with the introduction!

Turn the page! Get to work!

See you on the other side!



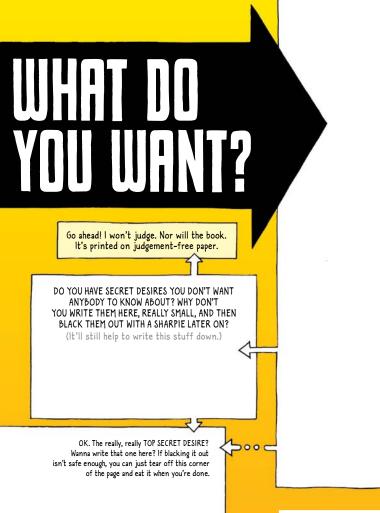


Just write whatever comes to your mind.

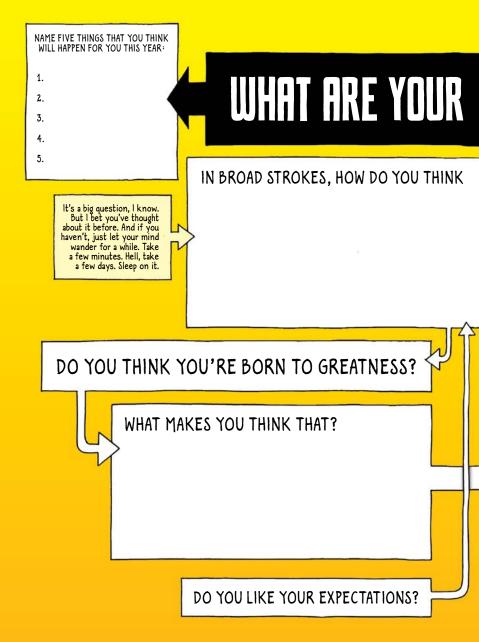


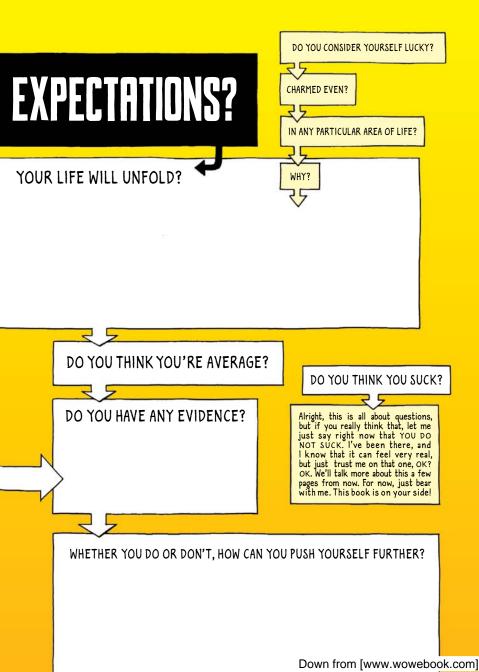
Or draw it, if you like.

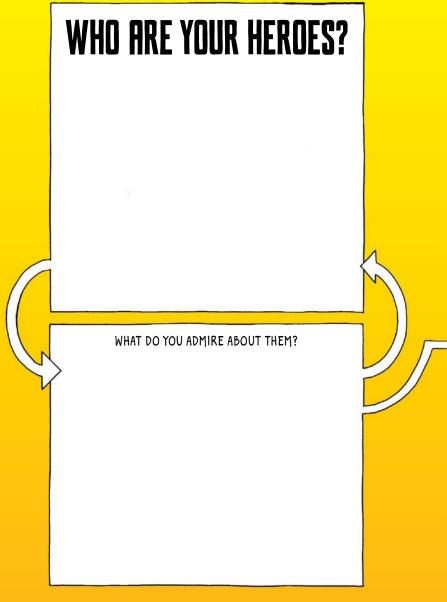
I'm asking about your life goals and such, but if you crave a sandwich, certainly jot that down, too. It's your book, and you can use it any way you like.

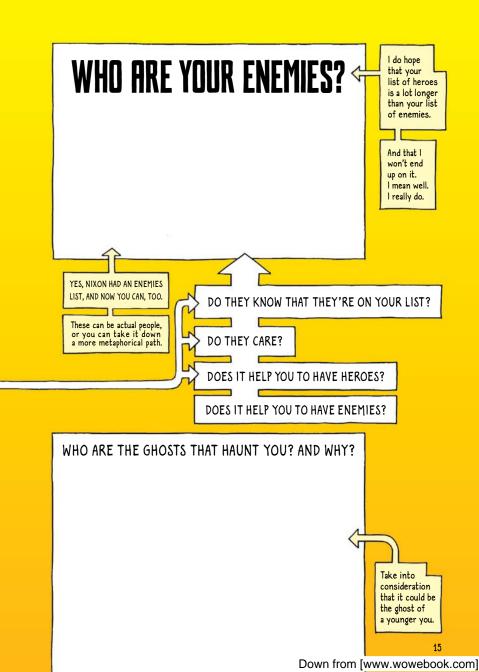


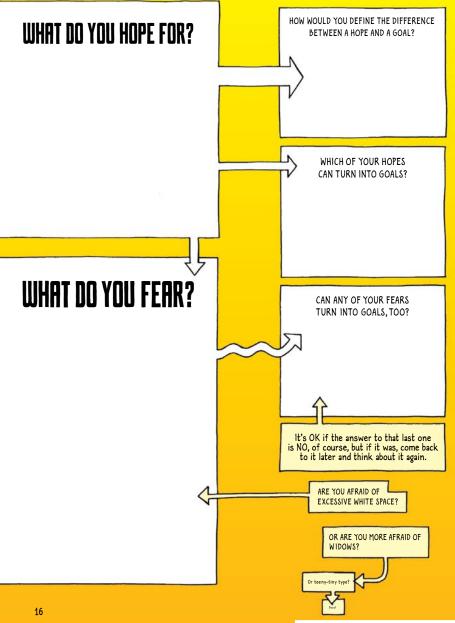
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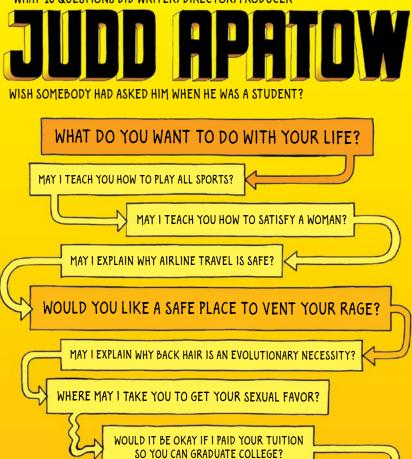






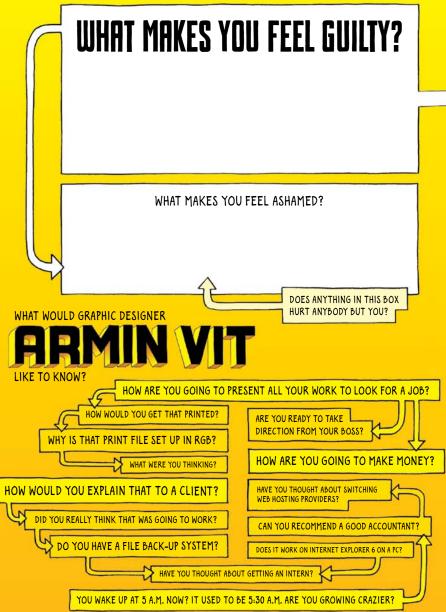


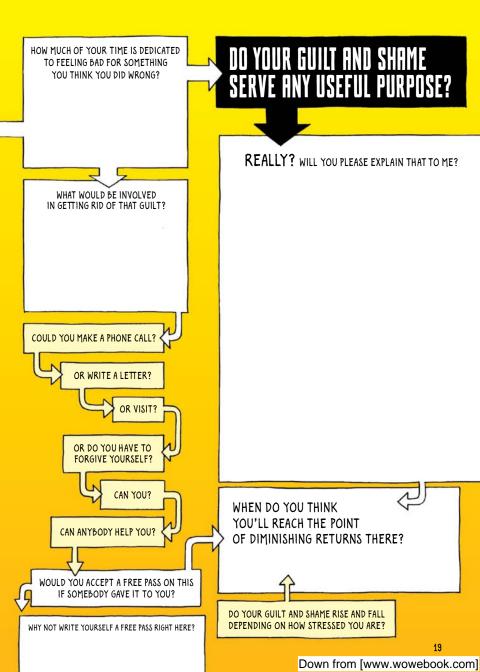
WHAT 10 QUESTIONS DID WRITER/DIRECTOR/PRODUCER

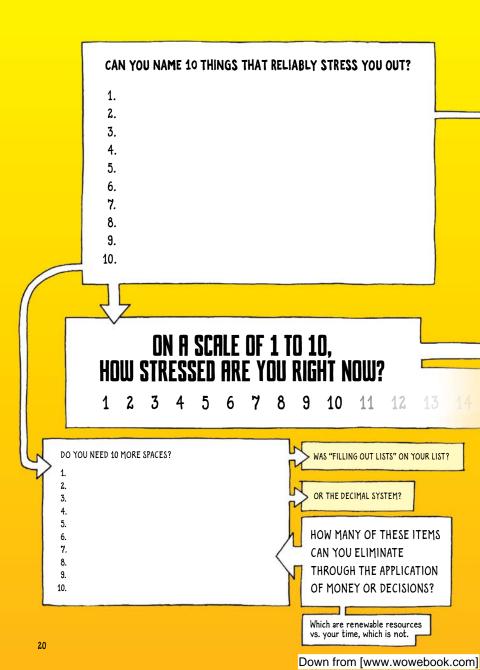


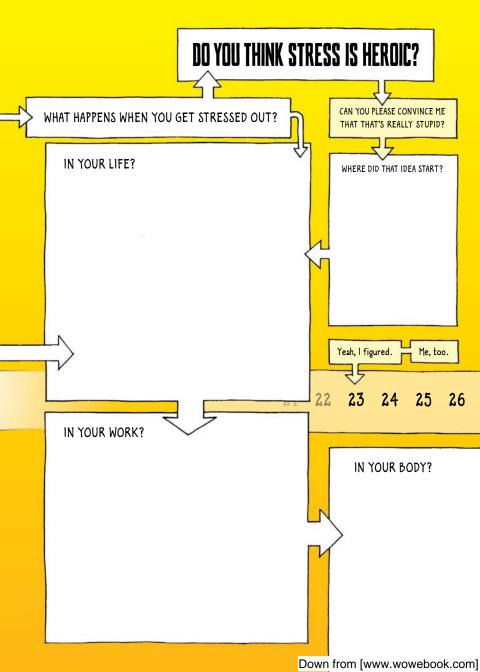
WOULD YOU LIKE TO BE AN INTERN AT MY SHOW, LATE NIGHT WITH DAVID LETTERMAN?

> MAY I GIVE YOU A PIECE OF ADVICE? TAKE ALL LITERATURE COURSES.

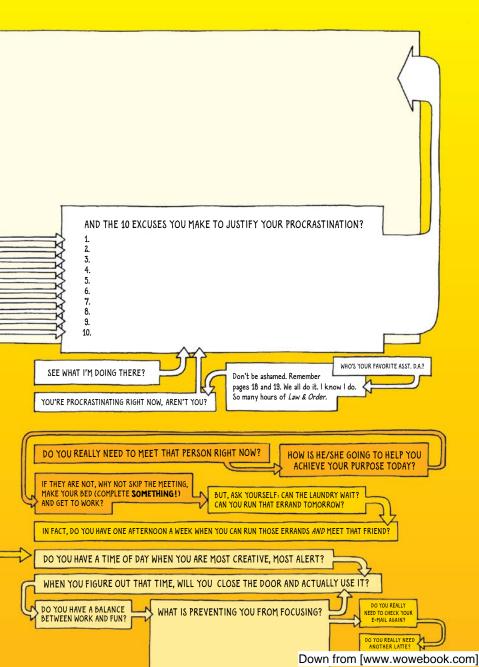




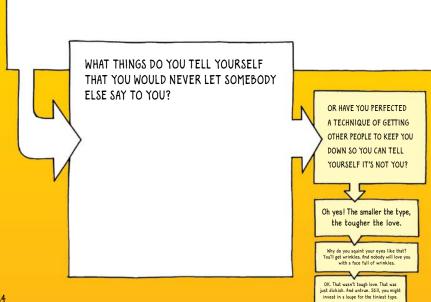








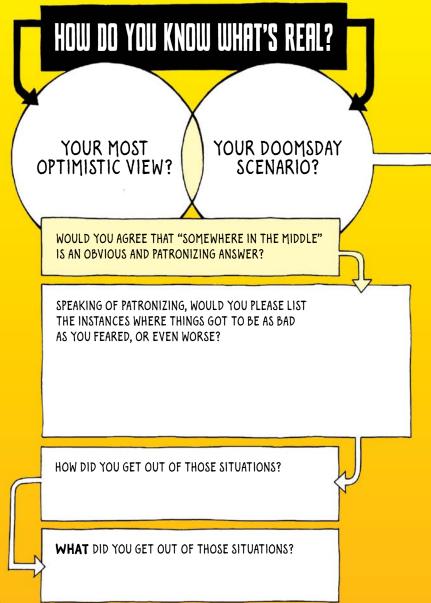
WHAT ELSE DO YOU DO TO SABOTAGE YOURSELF?



ARE YOU AFRAID OF REACHING YOUR GOALS?

WHY? WHAT DO YOU THINK SUCCESS WILL MEAN?

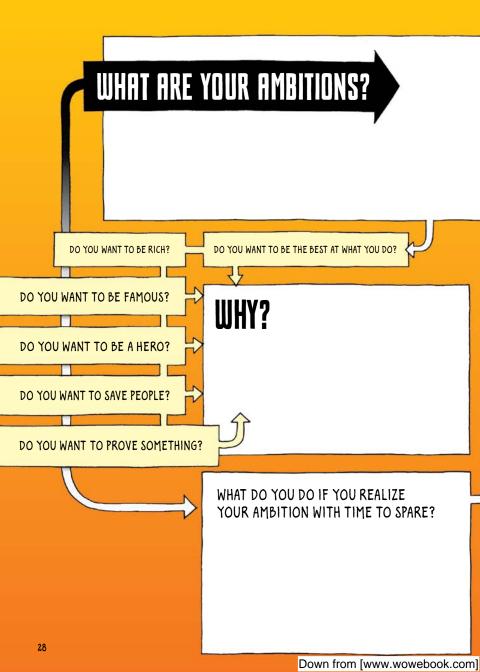
DO YOU THINK YOU DESERVE TO REACH YOUR GOALS?

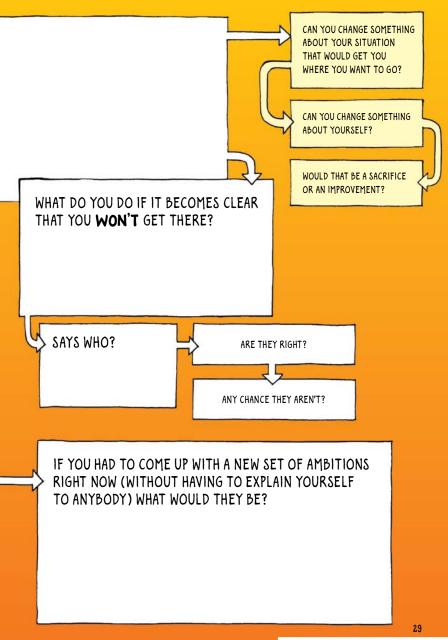


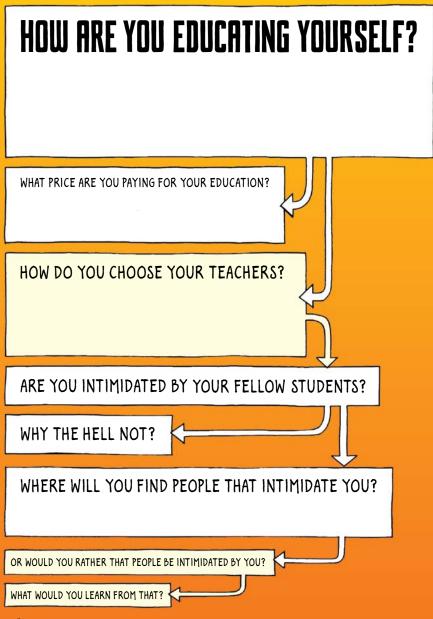
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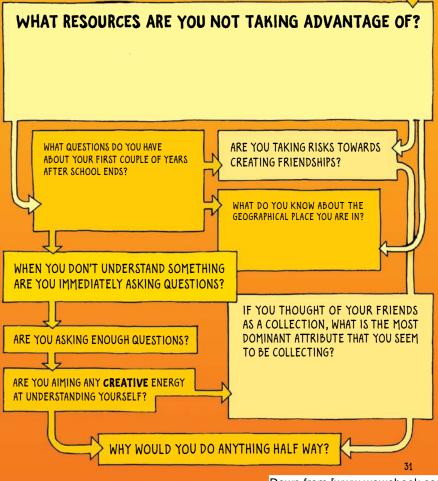




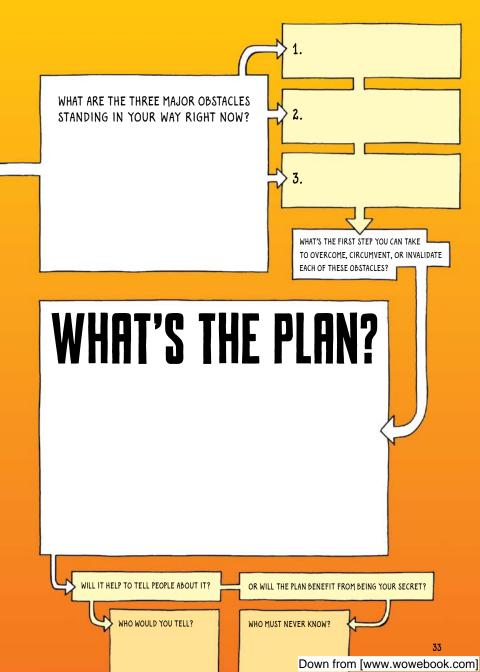
WHAT WOULD DIGITAL AGE STORYTELLER

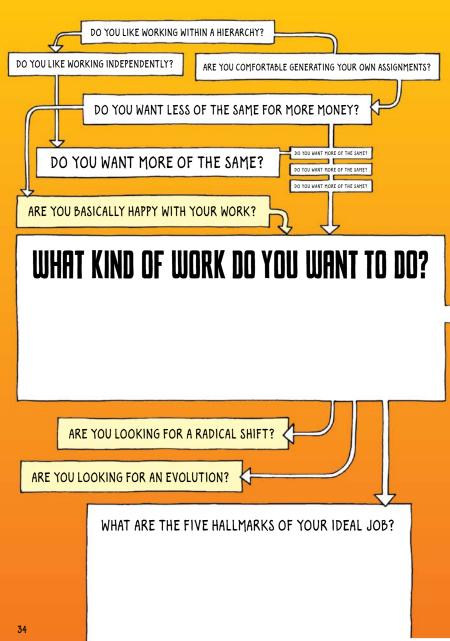


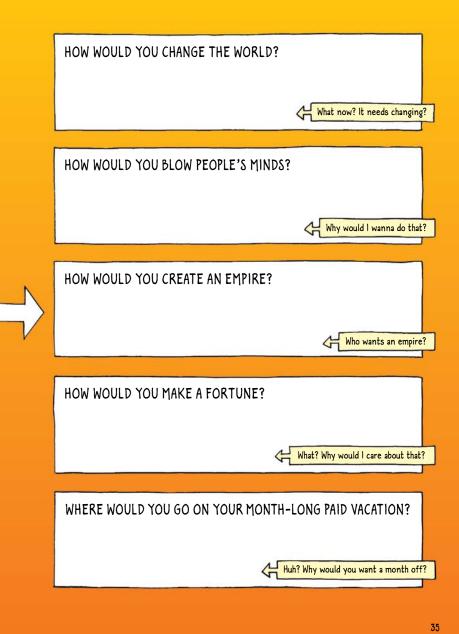
IF YOU HAD TO GRADE YOURSELF IN EACH OF YOUR CLASSES, WHAT GRADE WOULD YOU GET?

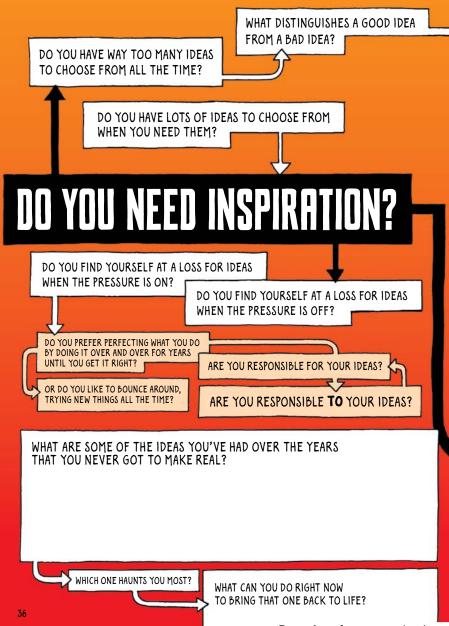




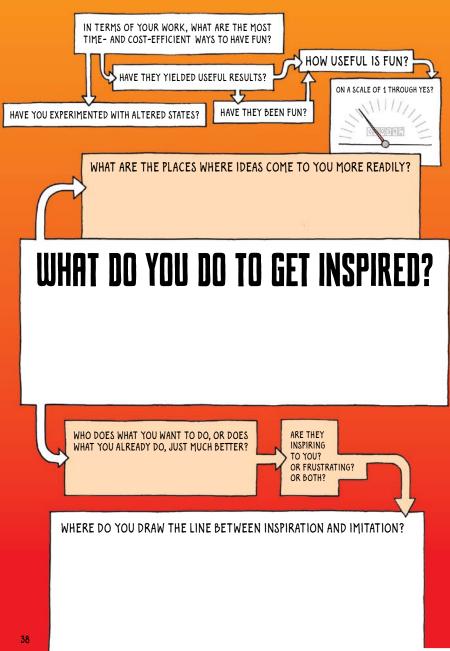


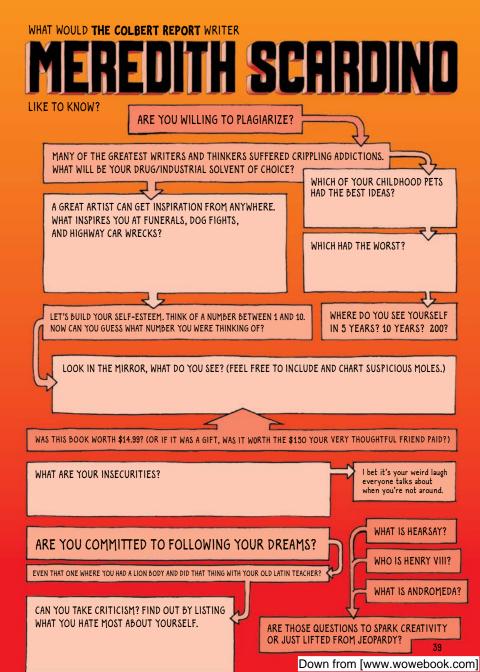


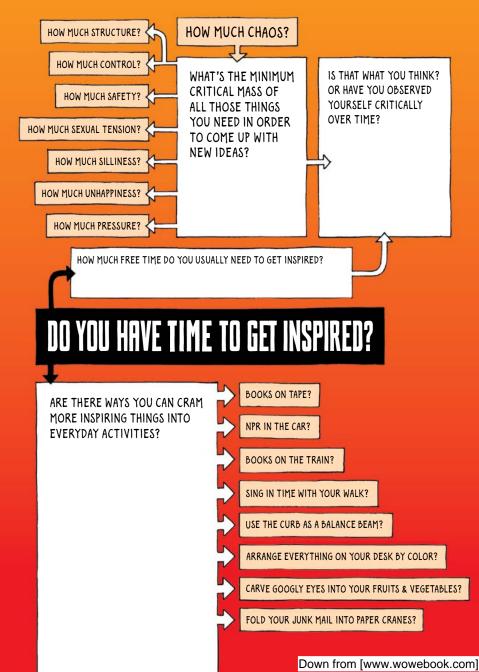






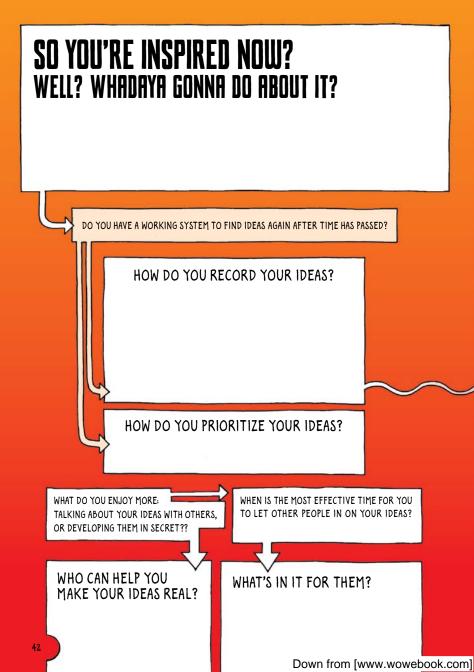




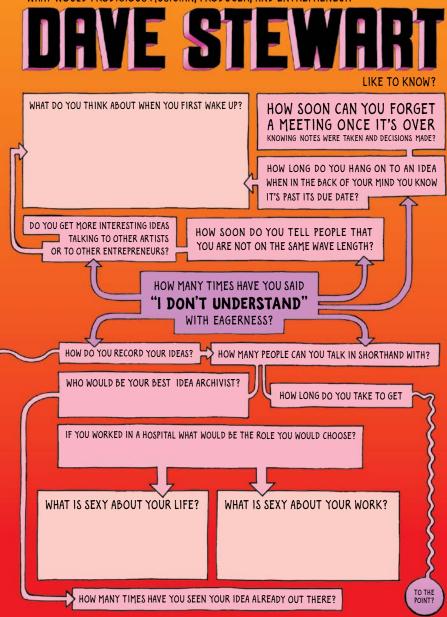


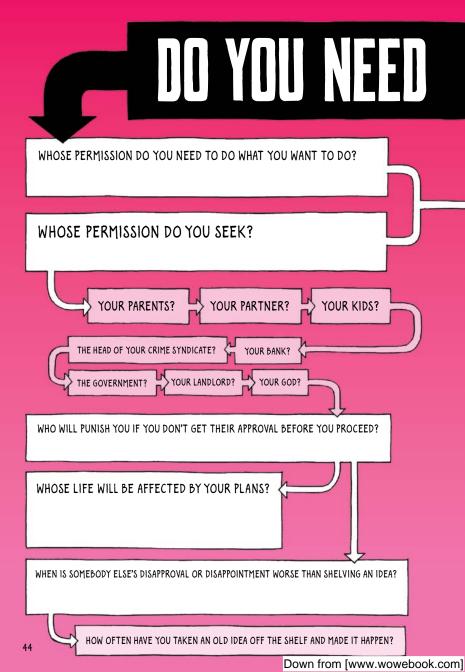
CAN YOU SCHEDULE 15 MINUTES EVERY DAY THIS WEEK TO WRITE DOWN IDEAS?

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	
-							
						<u>}</u>	
DO YOU KNOW WHEN TO SAY "ENOUGH" AND MOVE FROM INSPIRATION TO DOING THE WORK AT HAND? CAN YOU SCHEDULE AN EXTRA 15 MINUTES AT THE END OF THE WEEK TO GO OVER WHAT YOU'VE COME UP WITH?							
		ATION ONLY ET TO WORK			LAIM YOUR SHOWER E OFFICE ON YOUR TA	X RETURN?	
HAVE YOU MADE TIME TO SIMPLY REST?							
			E IN THE WISDOM IY FALLOW NOW A		Ĵ	41	



WHAT WOULD PRODIGIOUS MUSICIAN, PRODUCER, AND ENTREPRENEUR





PERMISSION?

DO YOU SEEK PERMISSION TO RECEIVE ENCOURAGEMENT OR TO AVOID PENALTY?



DO YOU THINK THEY WOULD HAVE GIVEN IT?

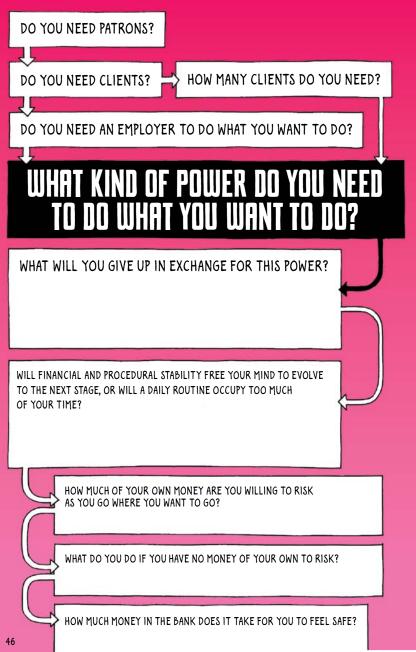
DOES THAT THOUGHT SPUR YOU ON EITHER WAY?

SAY YOU HAVE AN IDEA OR A PLAN FOR YOUR LIFE THAT'S SO GREAT THAT IT BURNS IN YOUR BRAIN EVERY DAY, THAT'S SO OBVIOUSLY EXCELLENT THAT YOU HAVE NO DOUBT IT'S WORTH EVERY DROP OF ENERGY YOU CAN GIVE IT — DO YOU STILL FEEL LIKE YOU NEED PERMISSION? EVEN IF IT'S JUST FOR PARTS OF IT?

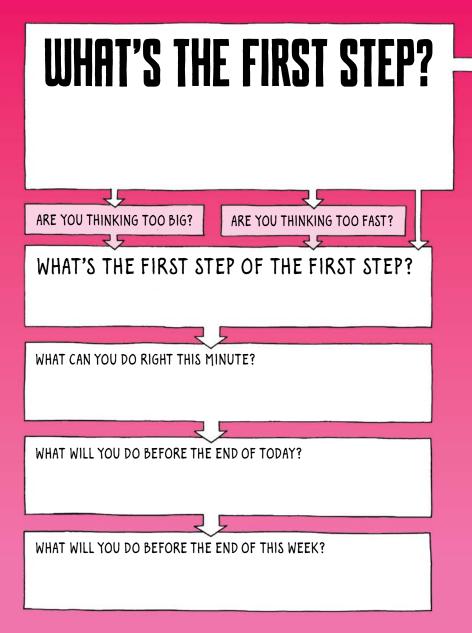
CAN YOU KEEP MOVING WITHOUT PERMISSION?

WHEN IS IT BETTER TO ASK FOR FORGIVENESS THAN PERMISSION?

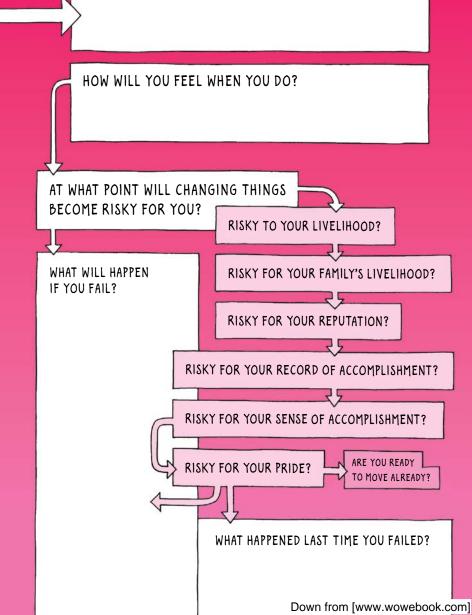
WHEN IS ASKING FOR FORGIVENESS AN UNFAIR MOVE?

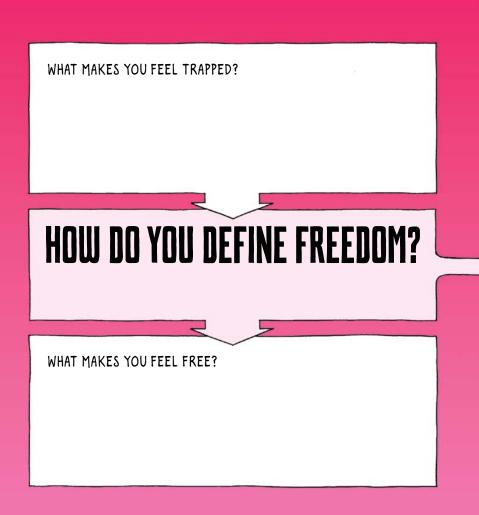






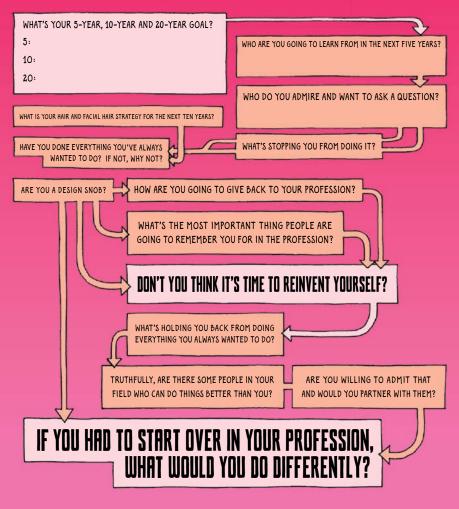
HOW WILL YOU FEEL UNTIL YOU TAKE THAT FIRST STEP?

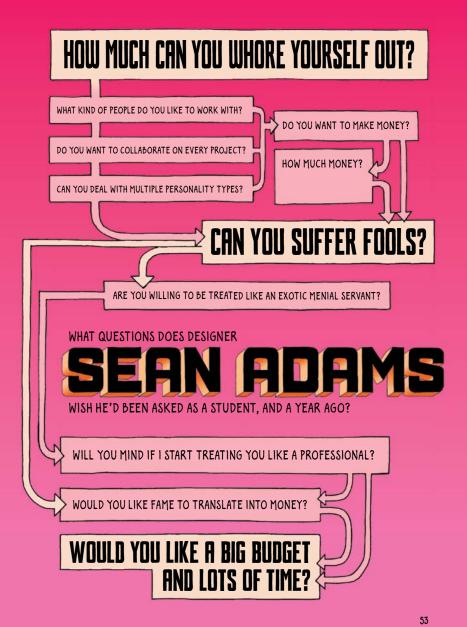






WHAT WOULD DESIGNER STANLEY HAINSWORTH LIKE TO KNOW?









TO BE MOST EFFECTIVE?

WHICH OF THE FOLLOWING ATTRIBUTES WOULD MAKE THE MOST POWERFUL COMBINATION IN YOUR SITUATION?

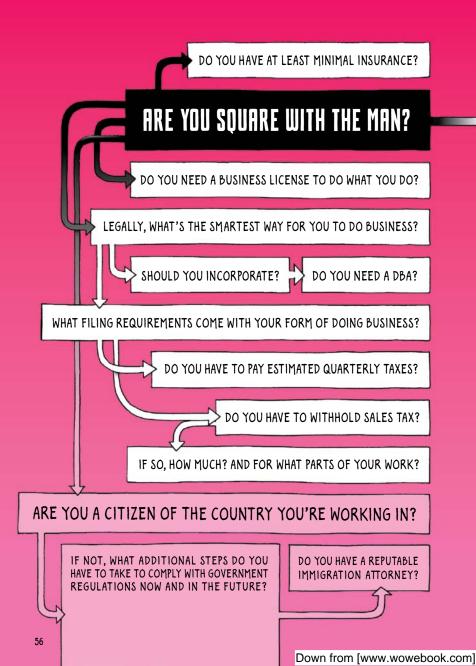
> YOUNG ESTABLISHED EXPERIENCED POWERFUL INNOVATIVE QUIRKY NIMBLE UNTIRING FUNNY INSIGHTFUL RESPONSIVE RESPONSIBLE PREDICTABLE

WHAT ARE THE ADVANTAGES OF MAKING YOURSELF LOOK LIKE A BIG COMPANY?

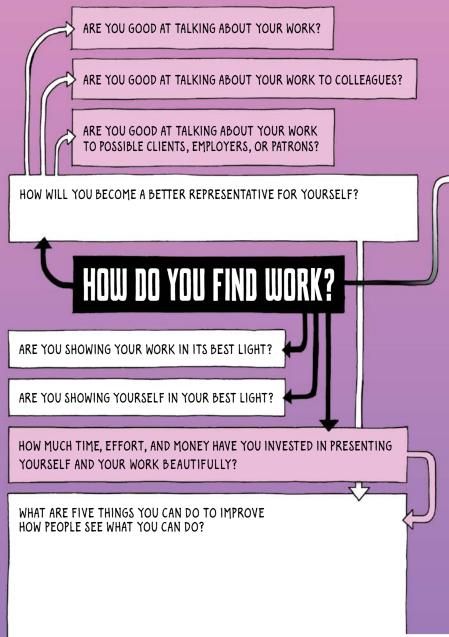
WHAT ARE THE ADVANTAGES OF MAKING YOURSELF LOOK LIKE AN INDIE UPSTART?

HOW WOULD YOUR WORK CHANGE IF YOU PRETENDED (TO YOURSELF) THAT YOU'VE ALREADY ACHIEVED ALL OF YOUR PROFESSIONAL GOALS?



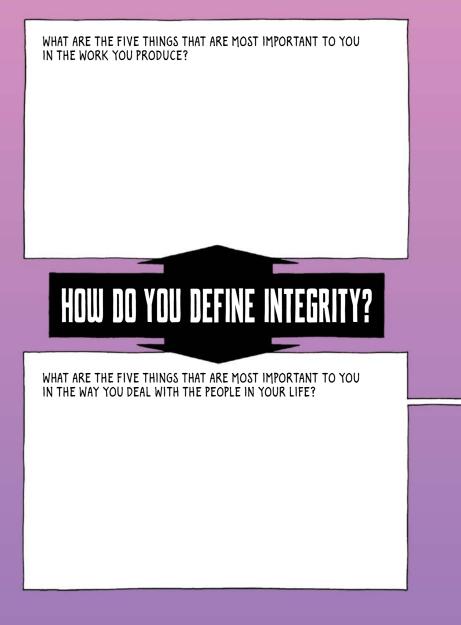


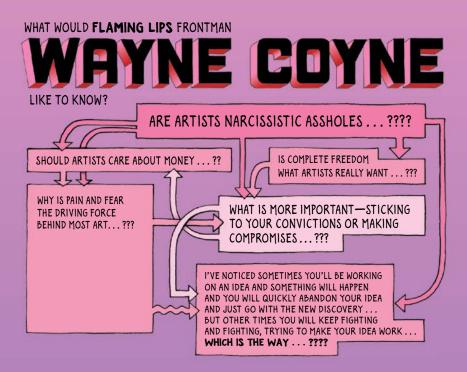
DO YOU HAVE AN ACCOUNTANT?
DO YOU HAVE AN ATTORNEY?
OR DO YOU HAVE TRUSTED ADVISORS THAT CAN TAKE THEIR PLACE?
HOW DO YOU KNOW YOU CAN TRUST THEIR ADVICE?
WOULD YOU LISTEN TO A TRUSTED ADVISOR OVER YOUR DOCTOR?
 ARE YOU A GAMBLER?
HAVE YOU HEARD THE SAYING "A STITCH IN TIME SAVES NINE"?
HOW MUCH TIME, MONEY, AND CREATIVE ENERGY WILL IT COST YOU IF YOU GET AUDITED, HAVE TO PAY FINES, PENALTIES, AND LATE FEES BECAUSE OF INSUFFICIENT PLANNING OR SHODDY PAPERWORK?
HOW MUCH IS YOUR MENTAL BANDWIDTH WORTH?
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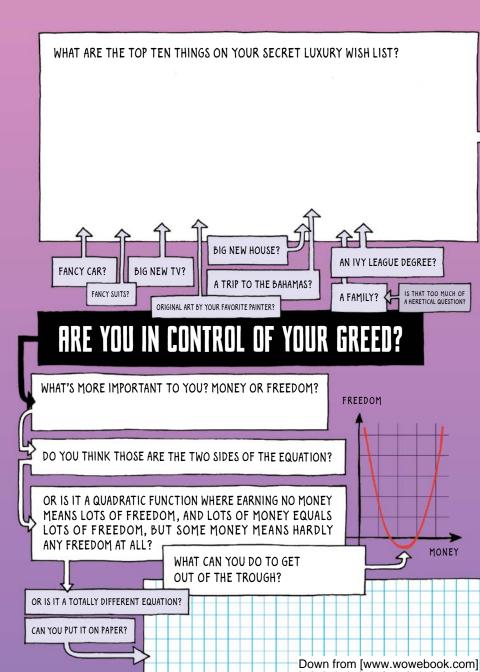




HOW DO YOU TREAT YOUR COLLEAGUES DIFFERENTLY THAN YOUR FRIENDS?

HOW DO YOU TREAT CHECKERS, WAIT STAFF, AND AIRLINE EMPLOYEES?

HOW DO YOU FEEL ABOUT THOSE DIFFERENCES?



WHAT ARE THE TOP TEN THINGS YOU WANT TO ACHIEVE WITH YOUR WORK?

IF YOU HAD TO PUT ALL 20 OF THESE ITEMS ON ONE MASTER LIST, HOW WOULD YOU RANK THEM?

WHAT WOULD DIRECTOR THREETO KNOW?

WHY DOES IT LOOK LIKE YOUR VISUALS COME BEFORE THE STORY?

WHAT DO YOU LOOK FOR IN AN ACTOR?

WHAT INTERESTS YOU IN A STORY?

HOW CLOSE DOES THE END PRODUCT COME TO WHAT INTERESTED YOU?

IF ORIGINALITY IS THE ART OF CONCEALING YOUR SOURCE WHY ARE YOU DOING SUCH A TERRIBLE JOB?

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HOW DO YOU DEAL WITH COMPETITION?

IS IT A USEFUL FUEL TO YOU?

DOES IT SPUR YOU ON TO WORK HARDER?

DOES YOUR WORK GET BETTER AS A RESULT?

DO YOU HAVE SOMETHING TO PROVE?

DO YOU HAVE AN AXE TO GRIND?

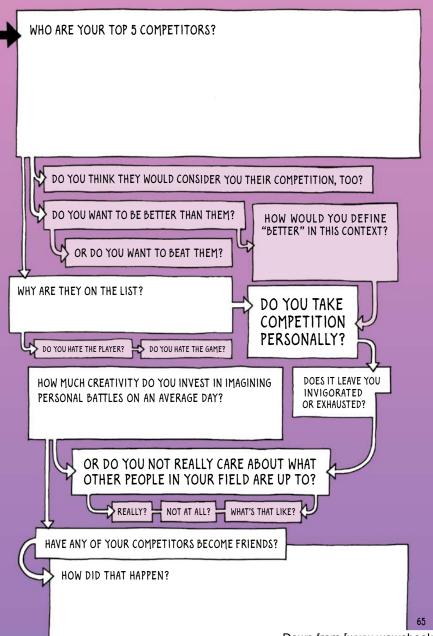
WHERE DO YOU DRAW THE LINE BETWEEN THE TWO?

WHAT THREE THINGS WOULD YOU CHANGE ABOUT YOUR WORK IF YOU NO LONGER HAD TO COMPETE WITH ANYBODY?

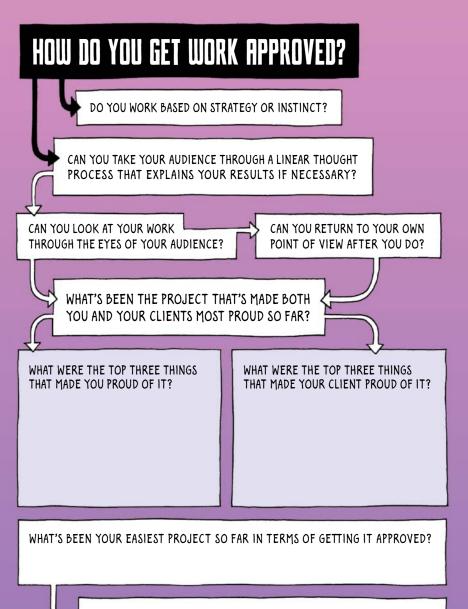
CAN YOU SEE THE NEXT QUESTION COMING?

WHY CAN'T YOU MAKE THOSE CHANGES ANYWAY?

NO, SERIOUSLY, WHY CAN'T YOU?

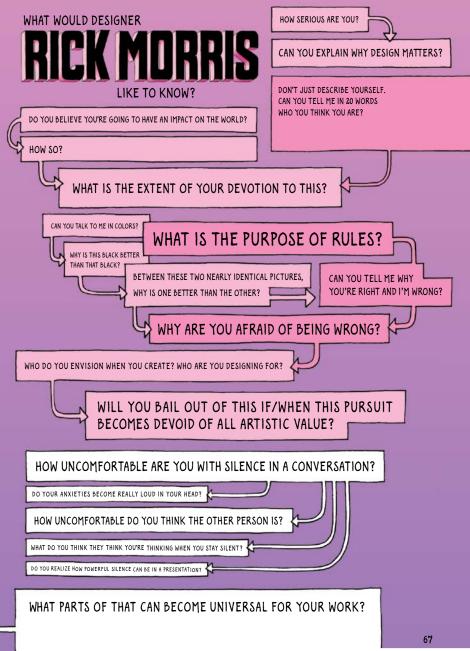


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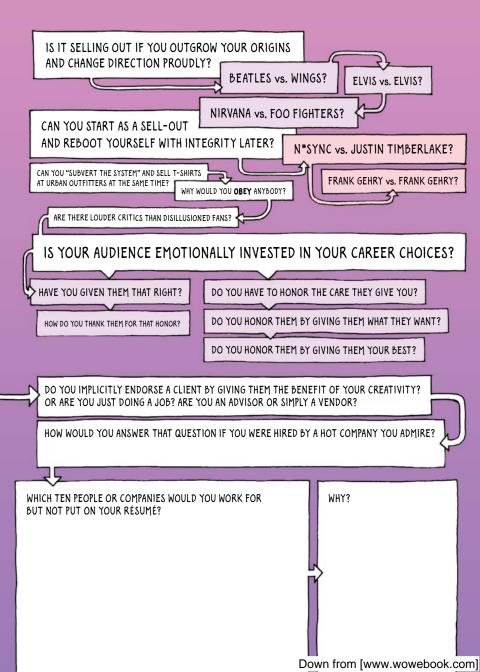
WHY DO YOU THINK IT WENT SO SMOOTHLY?

66



ARE YOU SELLING OUT?

ſ	_	FIRST OF ALL, WHAT DO YOU THINK ACTUALLY CONSTITUTES "SELLING OUT"?
	5	IS IT DOING HALF-ASSED WORK FOR GREAT CLIENTS?
	4	IS IT DOING GREAT WORK FOR HALF-ASSED CLIENTS?
	5	IS IT DOING ANY WORK AT ALL FOR CLIENTS YOU WOULD PUT IN LIFE'S "EVIL" COLUMN IF IT WEREN'T FOR THEIR TASTY, TASTY PAYCHECK?
	ž	IS IT REHASHING OLD IDEAS OVER AND OVER JUST BECAUSE IT'S EASY?
l	{ 	OR IS THAT ACTUALLY PART OF ACHIEVING MASTERY? OR REFINING YOUR ARTISTIC VOICE?
		FOR A COMPANY YOU DON'T OTHERWISE SUPPORT IF THEIR MONEY CAN FUND A SELF-GENERATED PROJECT THAT YOU OTHERWISE COULDN'T AFFORD? HOW DO YOU FEEL ABOUT THE ARGUMENT "IF I DON'T DO IT, SOMEBODY ELSE WILL?"
	W	HICH TEN PEOPLE OR COMPANIES WOULD YOU NEVER WORK FOR?
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HOW DO YOU FIND THE KIND OF WORK YOU WANT TO DO?

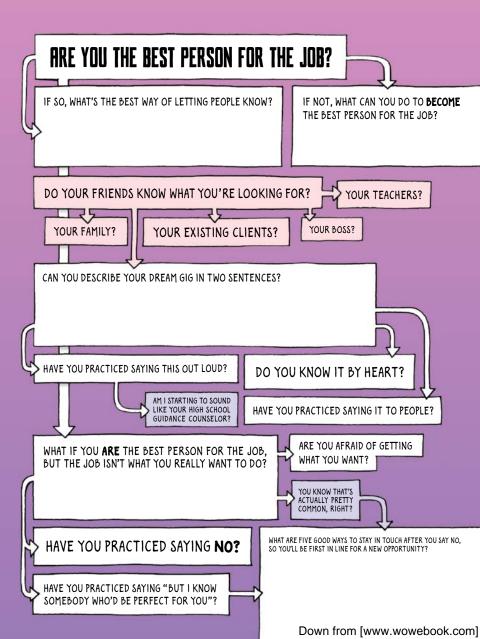
JUST TO RECAP, WHAT ARE THE THREE THINGS ANY JOB OR ASSIGNMENT MUST OFFER TO MAKE IT WORTHWHILE FOR YOU?

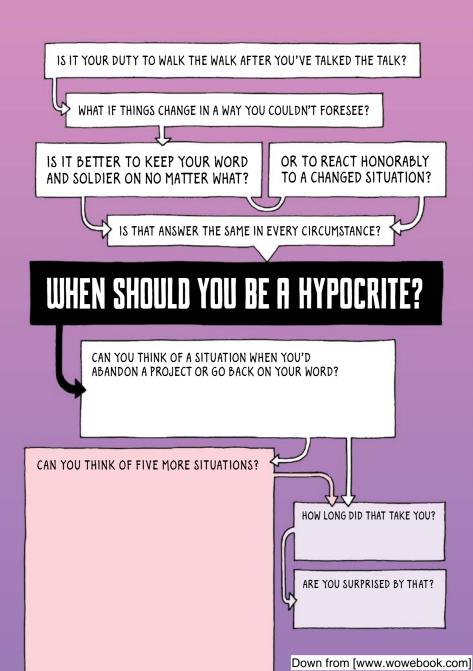
AND WHAT ARE THE THREE THINGS THAT MAKE IT SOMETHING YOU KNOW YOU'LL END UP HATING OR RESENTING?

HOW CAN YOU GET BETTER AT RECOGNIZING THE FORMER, AND REMINDING YOURSELF OF THE LATTER?

WHAT ARE THE FIVE EASIEST PLACES TO FIND PEOPLE LOOKING FOR SOMEBODY LIKE YOU?

WHAT ARE THE FIVE EASIEST PLACES TO INTRODUCE YOURSELF TO PEOPLE WHO DON'T EVEN KNOW THEY NEED YOUR HELP YET?





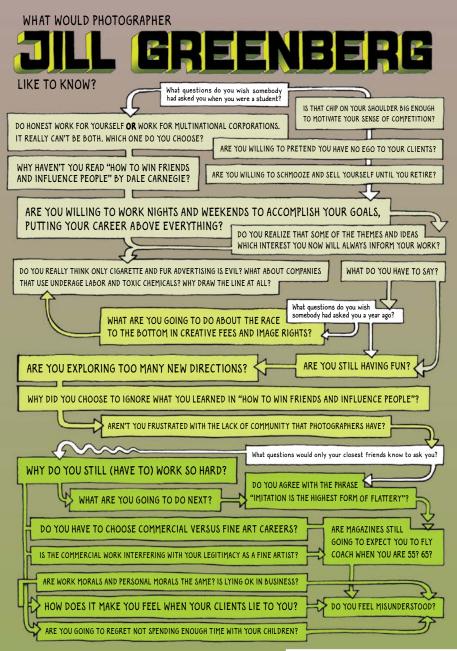


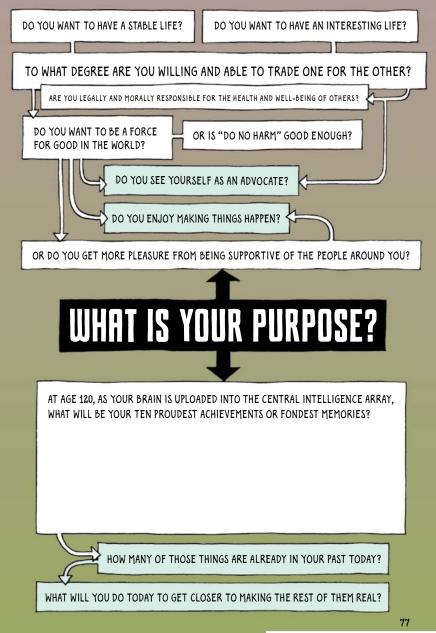
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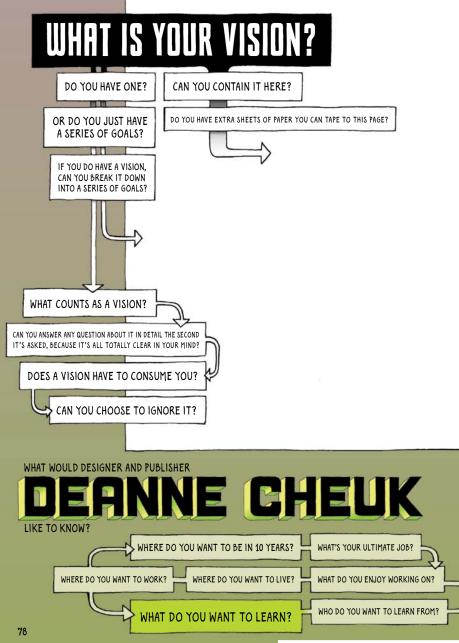


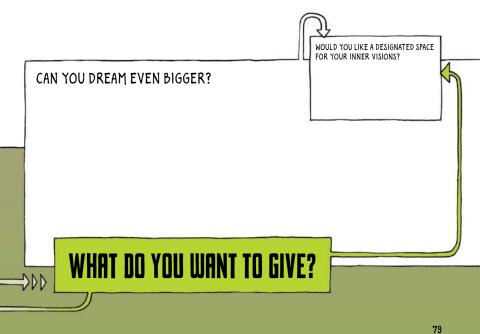


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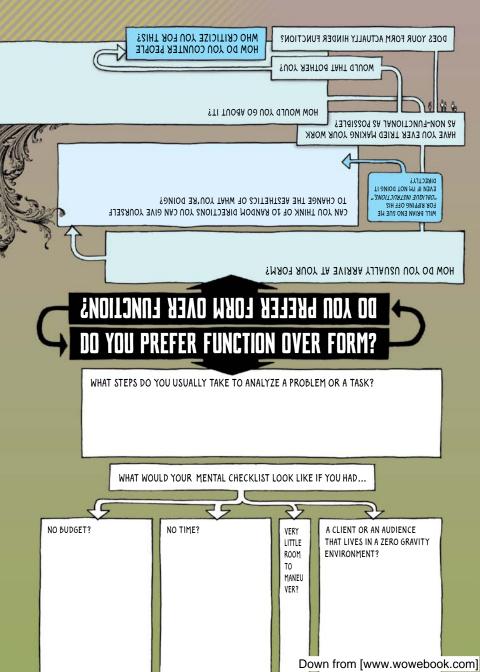






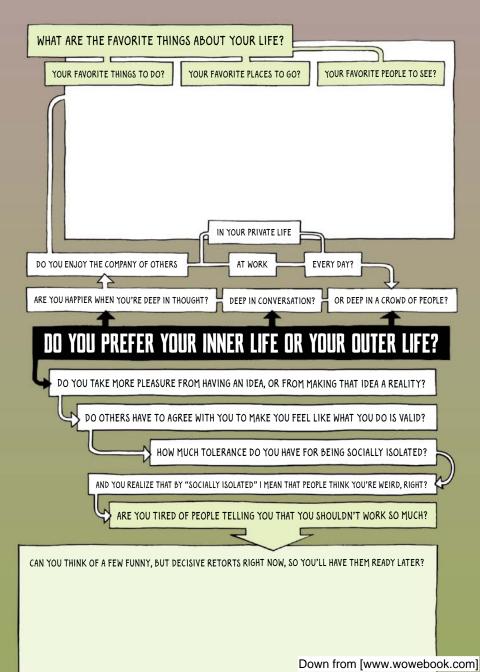


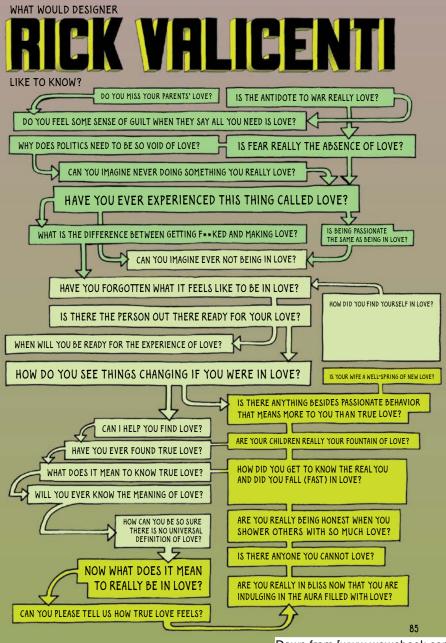
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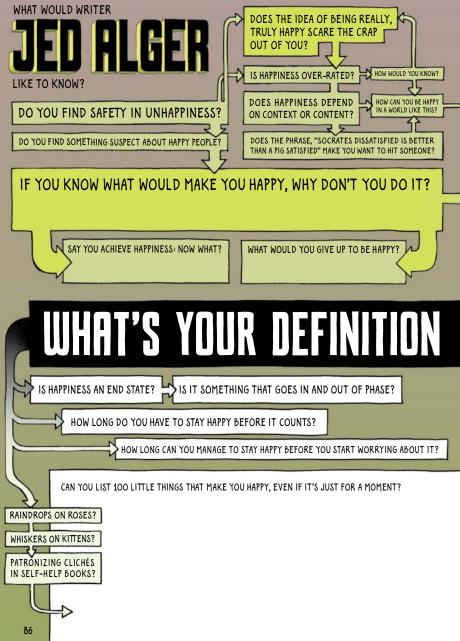


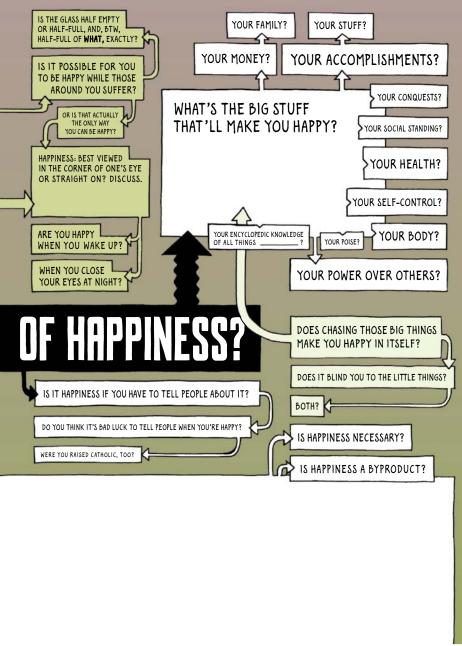
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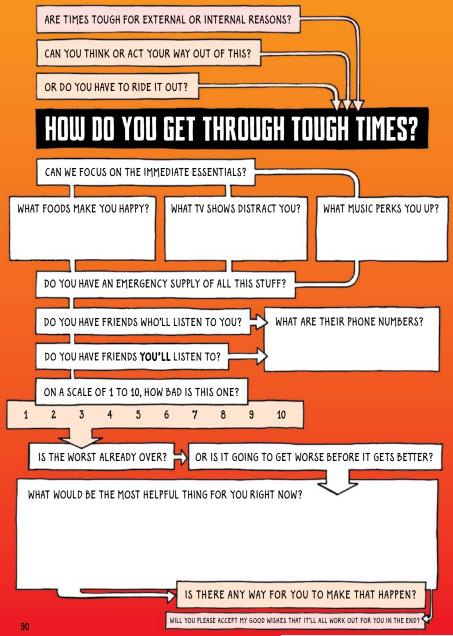


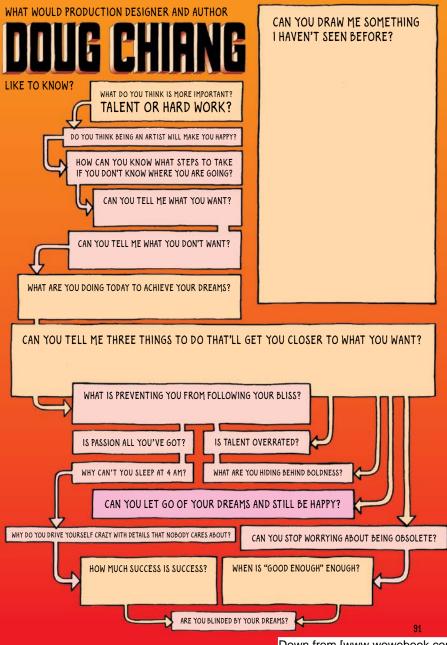
JUST HAPPENED?

ARE YOU AFRAID OF CALAMITY?

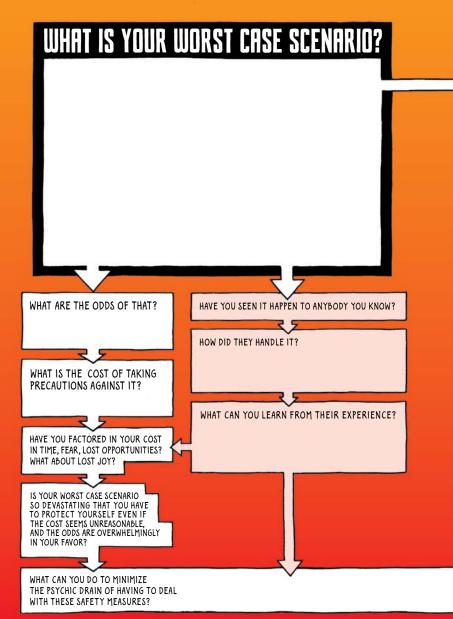
Are you afriad of feeling stupid?







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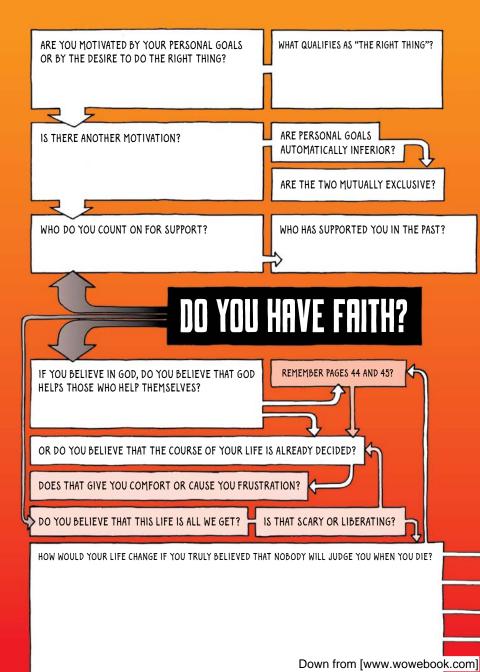


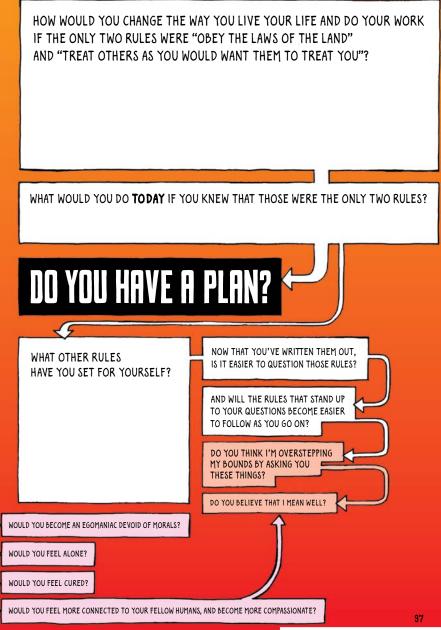




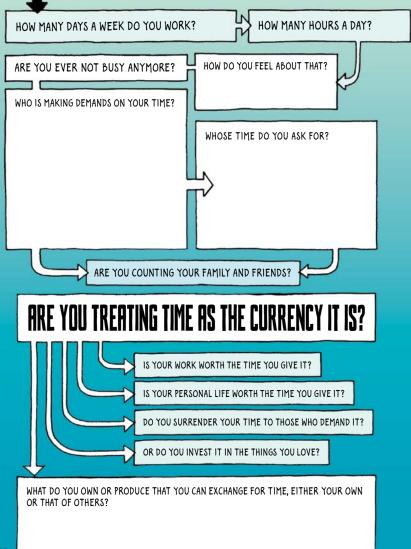


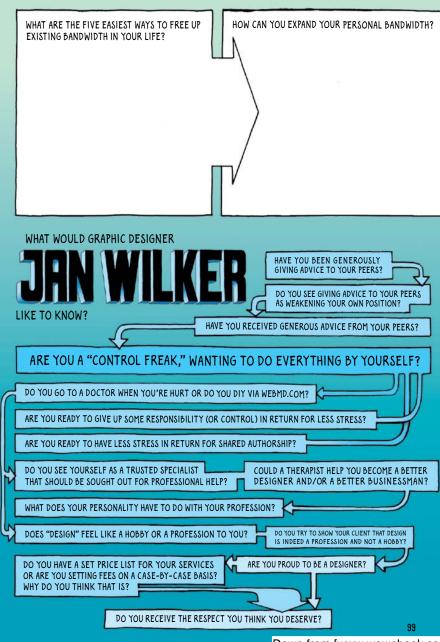
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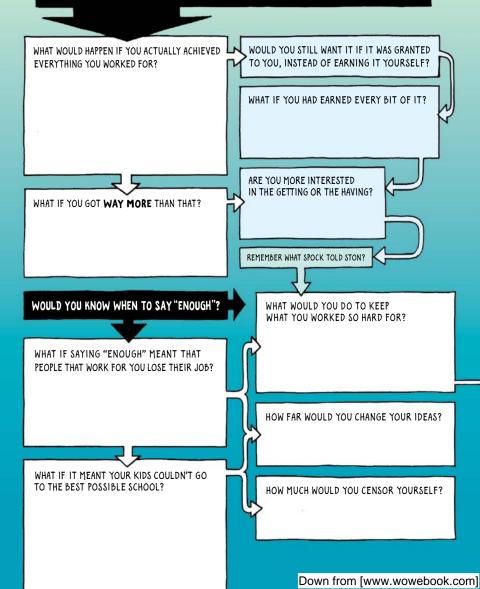
HOW DO YOU DEAL WITH LIMITS ON YOUR BANDWIDTH?



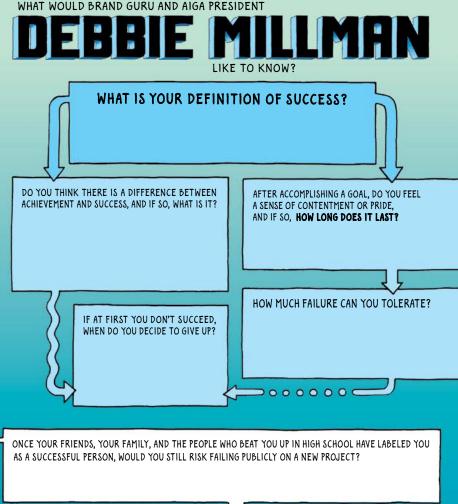


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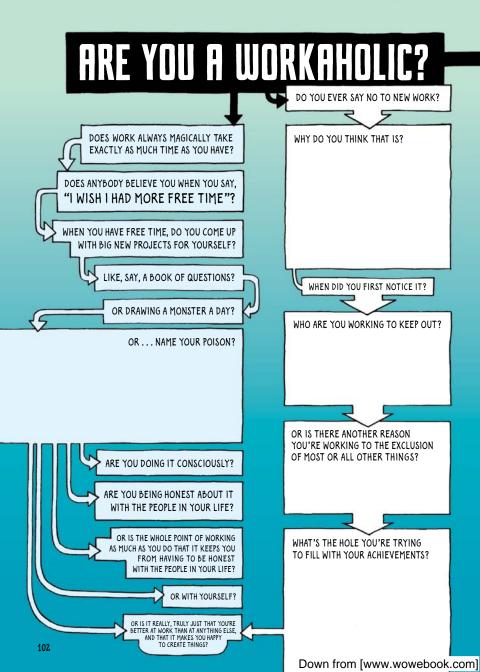
HOW DO YOU HANDLE TOO MUCH SUCCESS?

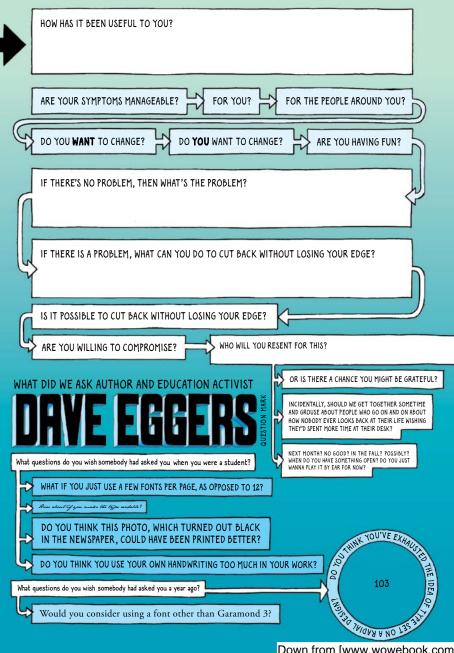


WHAT WOULD BRAND GURU AND AIGA PRESIDENT

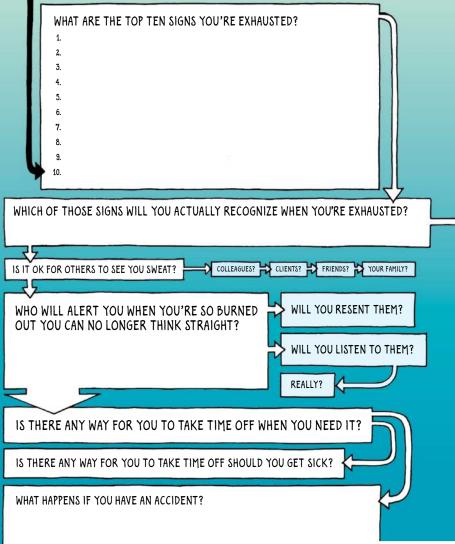


HOW DO YOU MAKE SURE THAT SUCCESS GIVES YOU MORE FREEDOM, NOT LESS?



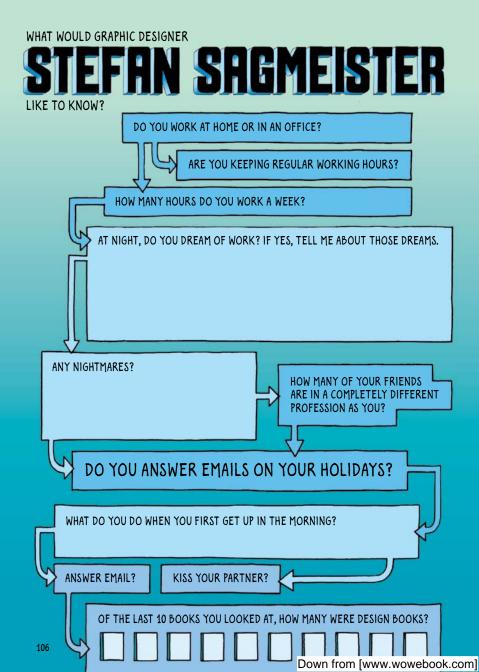


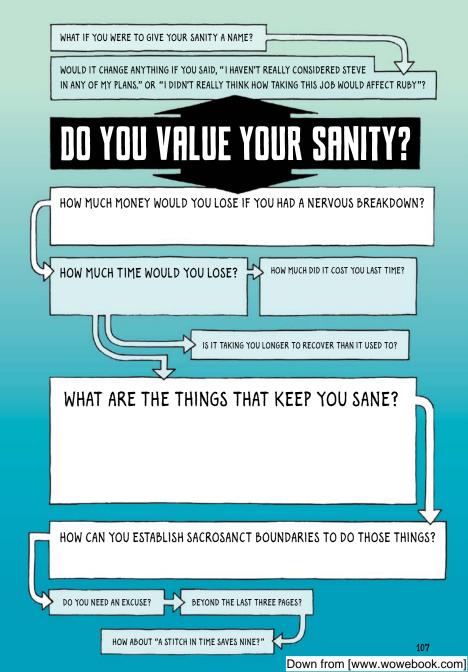
WHAT DO YOU DO WHEN YOU'VE Exhausted Yourself?

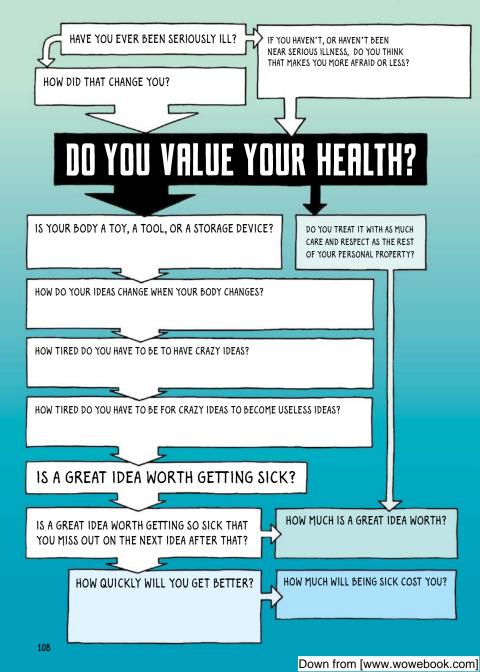


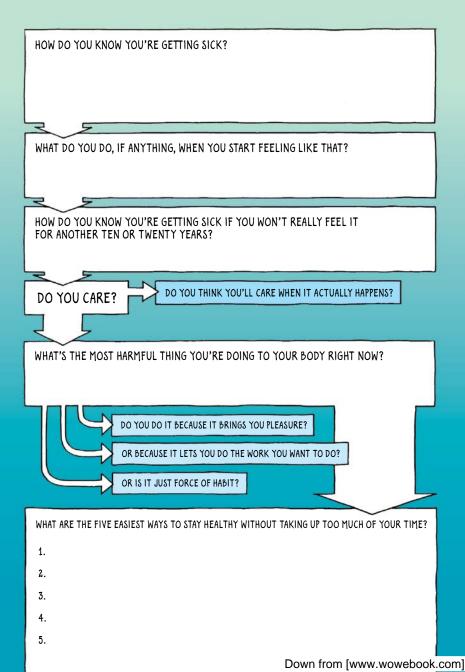


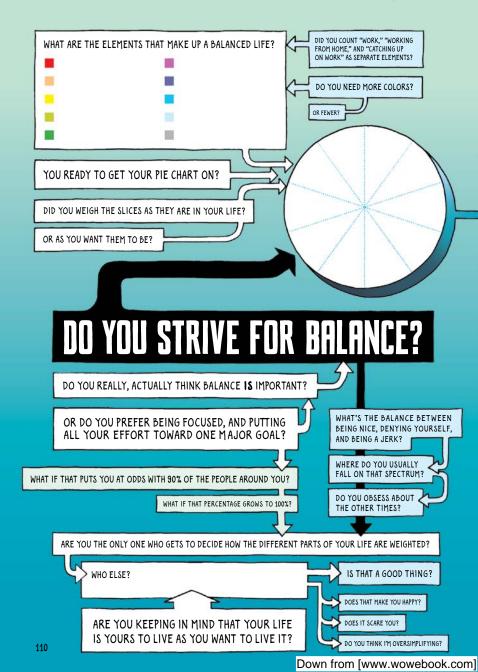
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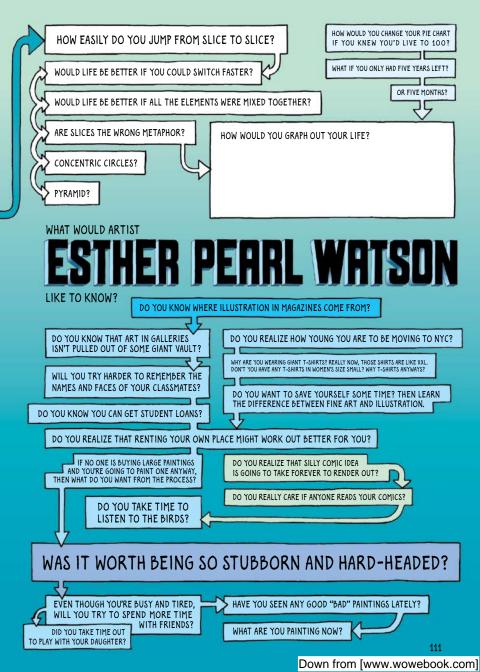






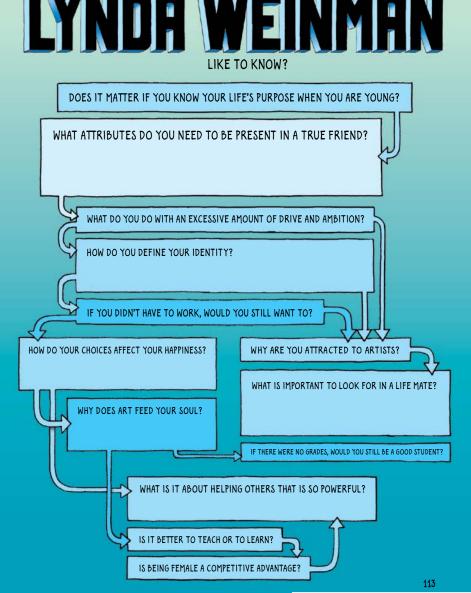




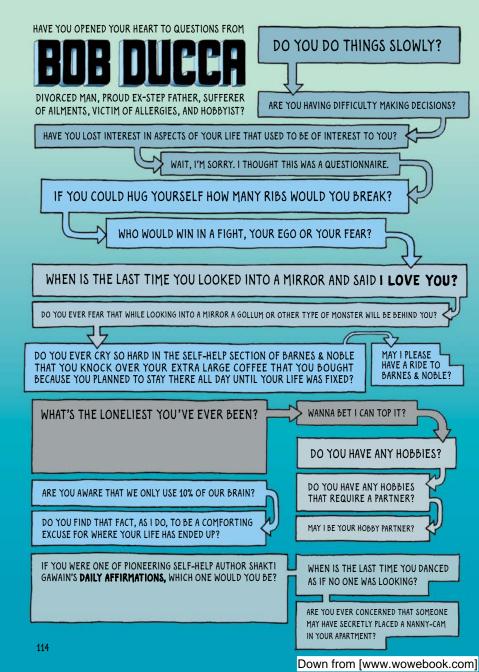


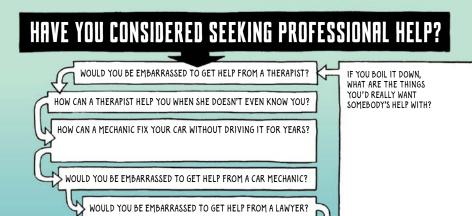
WHEN SOMEBODY ASKS YOU WHAT YOU'RE MOST PROUD OF, WHAT'S YOUR FIRST THOUGHT? AND WHAT'S THE ANSWER YOU GIVE THEM? IF THE ANSWER YOU GIVE IS DIFFERENT FROM THE ANSWER IN YOUR HEAD, WHY DO YOU THINK THAT IS? **WHAT ARE YOUR PRIORITIES?** DO YOU PLACE MORE VALUE ON YOUR WORK OR ON THE REST OF YOUR LIFE? IF YOU HAD TO CHOOSE YOUR WORK OR YOUR FRIENDS. WHAT WOULD YOU CHOOSE? IF YOU HAD TO CHOOSE YOUR WORK OR YOUR PARTNER, WHAT WOULD YOU CHOOSE? IF YOU HAD TO CHOOSE YOUR WORK OR YOUR FAMILY, WHAT WOULD YOU CHOOSE? IF YOU HAD TO CHOOSE YOUR WORK OR YOUR HEALTH, WHAT WOULD YOU CHOOSE? DO YOU THINK YOU CAN HAVE ALL OF THOSE THINGS WITHOUT COMPROMISING YOUR WORK? DO YOU THINK YOU CAN HAVE ALL OF THOSE THINGS WITHOUT SHORT-CHANGING THE PEOPLE IN YOUR LIFE? WHY NOT? DO YOU THINK YOU DESERVE ALL OF THOSE THINGS?

WHAT WOULD TEACHER AND LYNDA.COM FOUNDER



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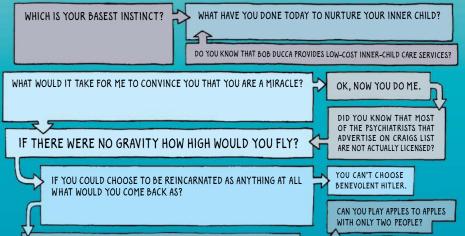




WOULD YOU BE EMBARRASSED TO GET HELP FROM AN ACCOUNTANT?

HOW MUCH TIME, MONEY, AND FRUSTRATION WILL THEY SAVE YOU IN THE LONG RUN?

WHO KNOWS YOU WELL ENOUGH TO GIVE YOU A GREAT REFERRAL?



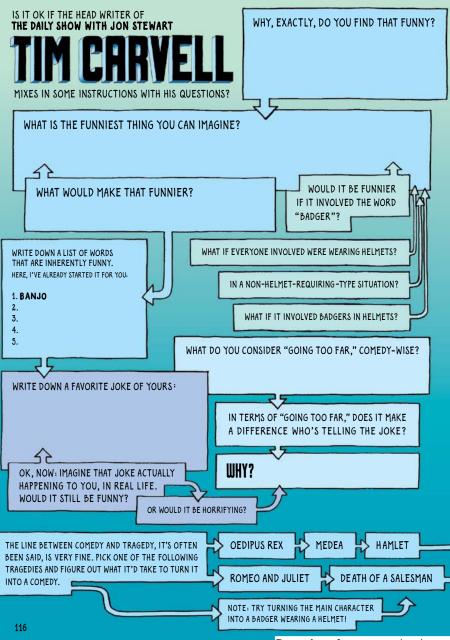
WHICH GAME WOULD YOU RATHER PLAY WITH DEATH; CHESS OR UNO?

DID YOU KNOW THAT A SMILE IS A FROWN TURNED UPSIDE DOWN?

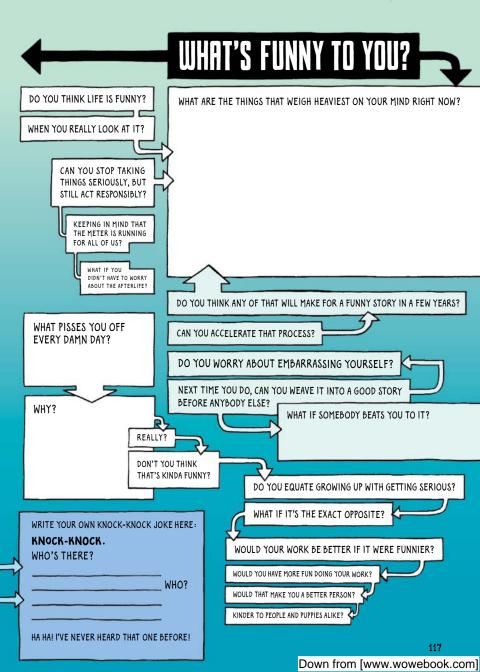
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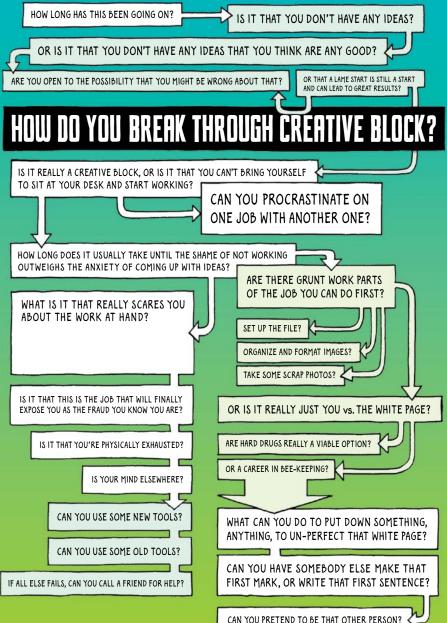
DID YOU KNOW THAT THE PAGAN PEOPLES OF NORTHERN EUROPE BELIEVED THAT A SMILE

IS A FROWN THAT HAS COMMITTED SUICIDE?



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CHRISTOPH NIEMANN
LIKE TO KNOW?
IS THERE TIME FOR ANOTHER COFFEE?
WHAT IS THE CREATIVE PROBLEM YOU ARE TRYING TO SOLVE?
IS YOUR IDEA OF THE CREATIVE PROBLEM THE SAME AS YOUR CLIENT'S IDEA OF THE PROBLEM?

CAN YOU REPHRASE IT IN THREE SENTENCES?

WHAT ELEMENTS SHOULD YOUR SOLUTION NOT CONTAIN?

WHAT WOULD A STUPID, SIMPLE, UNCREATIVE BUT WORKABLE SOLUTION LOOK LIKE?

WHO IS THE PROTOTYPICAL READER/USER WHO SHOULD BE IMPRESSED BY YOUR WORK? (FRIEND? COLLEAGUE? MOM? HERO?)

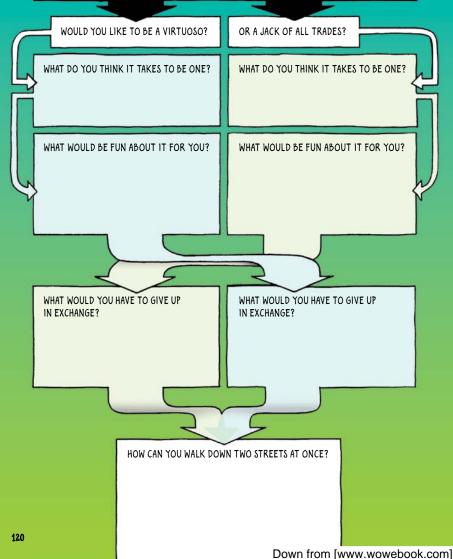
WHAT REACTION SHOULD READERS/USERS HAVE WHEN THEY SEE YOUR WORK (DESIRE TO LAUGH, THINK, ACT, PURCHASE)?

WILL BROWSING THE WWW REALLY INSPIRE YOU OR KEEP YOU FROM ACTUALLY TACKLING YOUR CREATIVE PROBLEM?

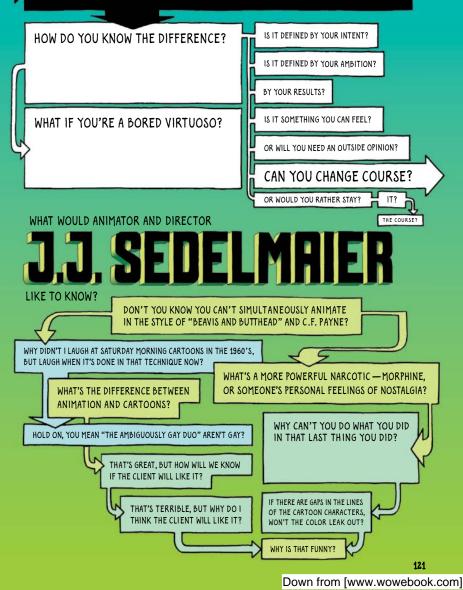
IS THERE TIME FOR YET ANOTHER COFFEE?

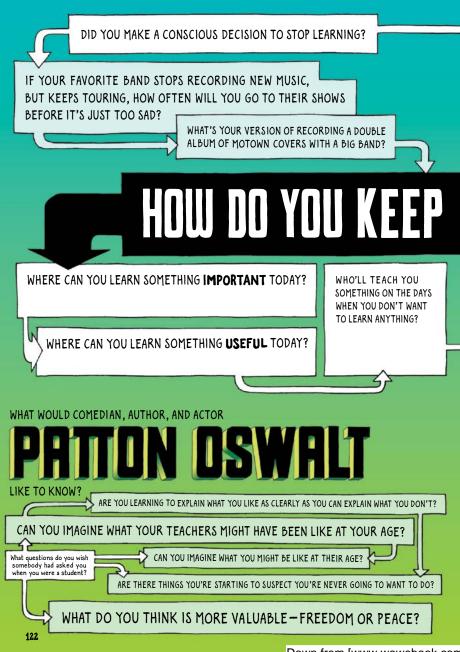
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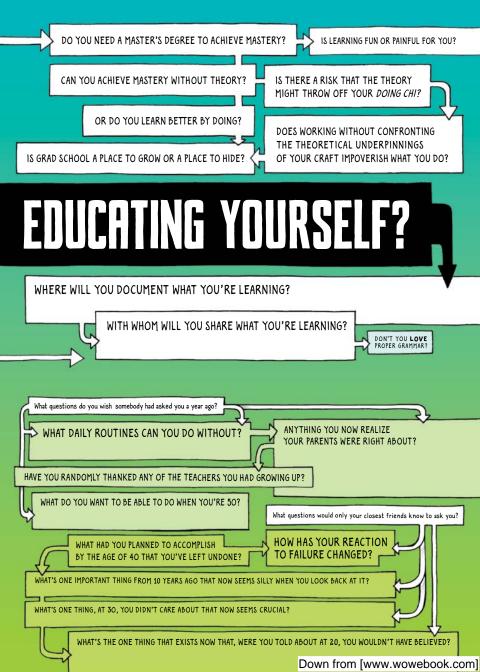
ARE YOU A VIRTUOSO?



OR DO YOU JUST DO THE SAME THING OVER AND OVER?







WHAT WOULD AUTHOR, ARTIST, PRODUCER, AND CATDOG CREATOR

36. 37. 38. 39. 40. 41. 43. 44. 45.

56.

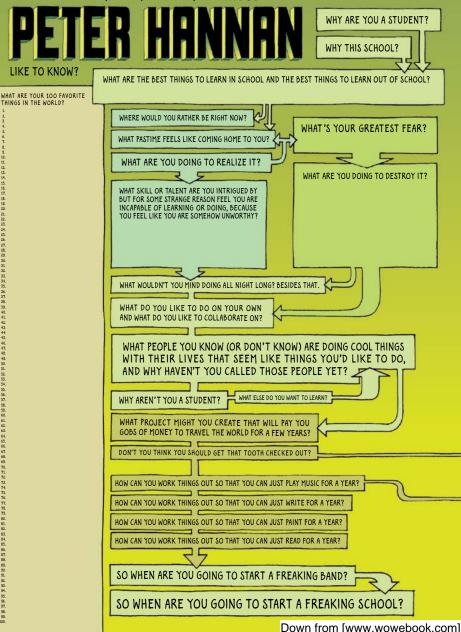
59 61. 62. 63.

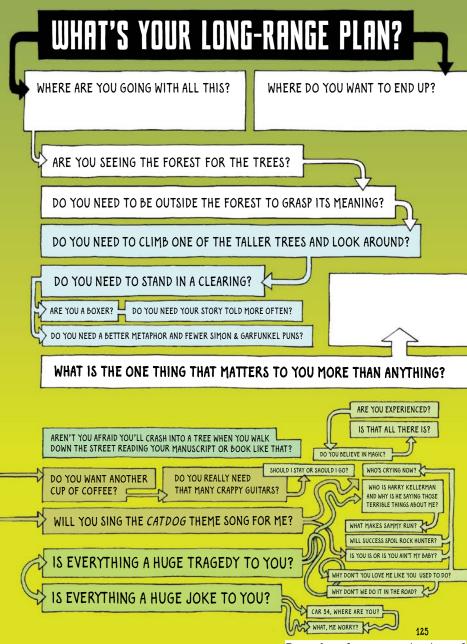
65 66 67. 68. 69.

70. 71. 72. 73. 74. 75. 76.

77. 78. 79.

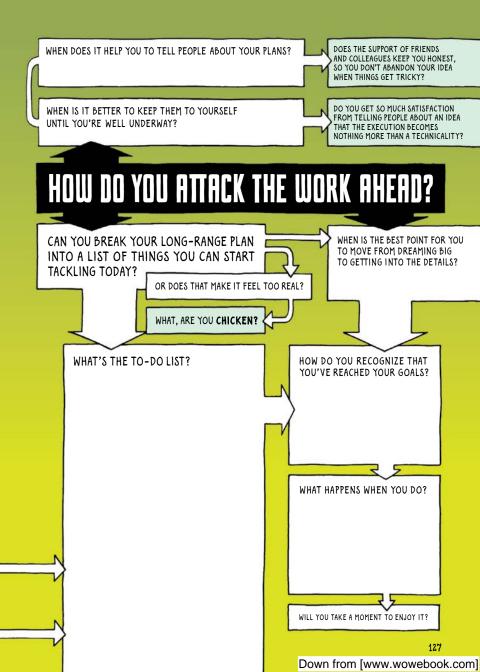
86. 87. 88. 89. 90. 91.



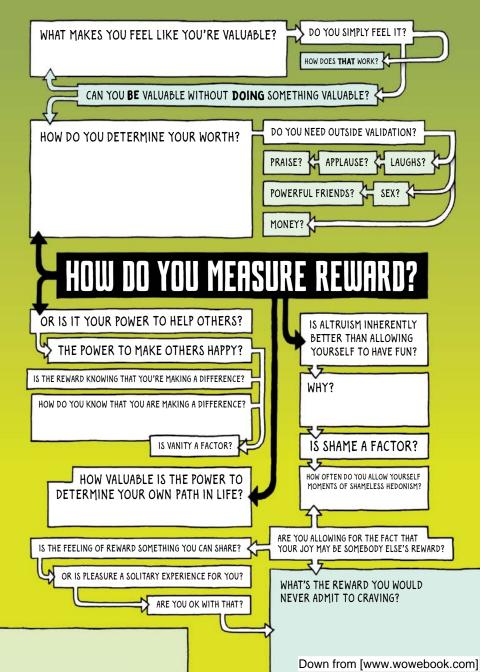


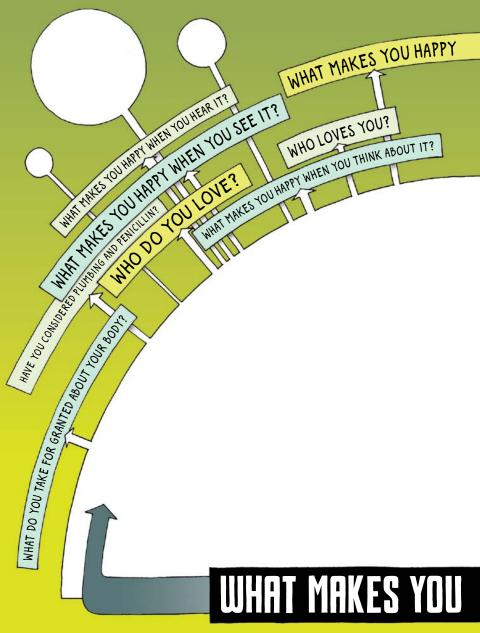
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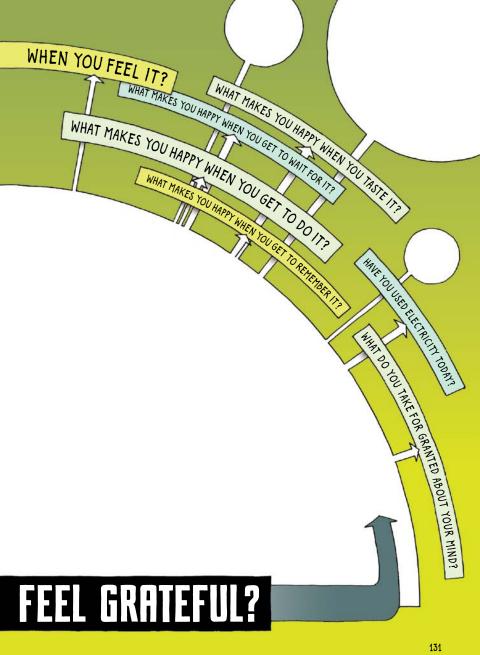


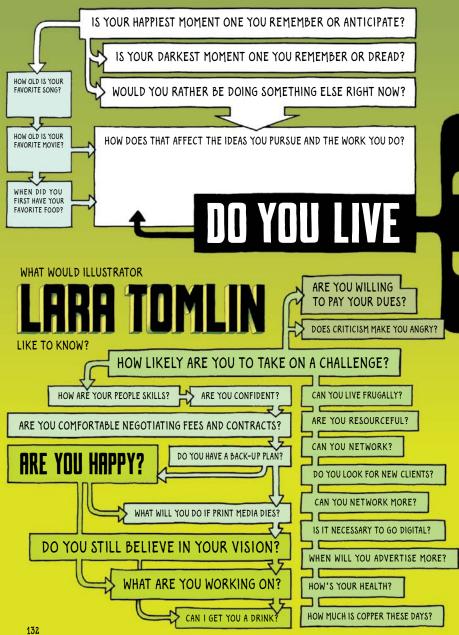




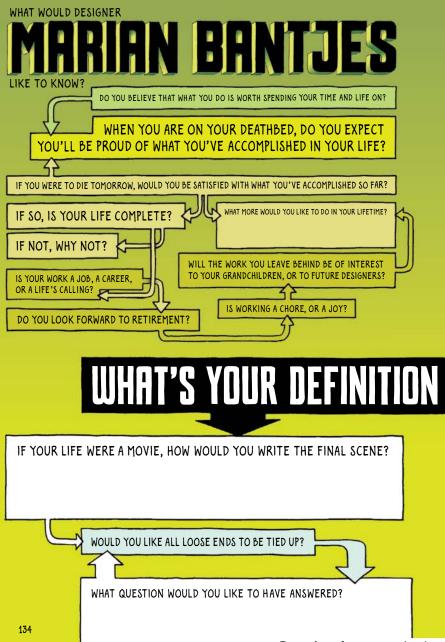


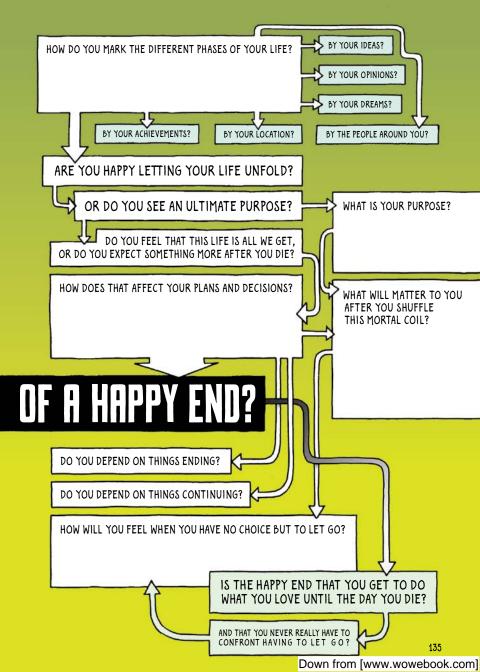












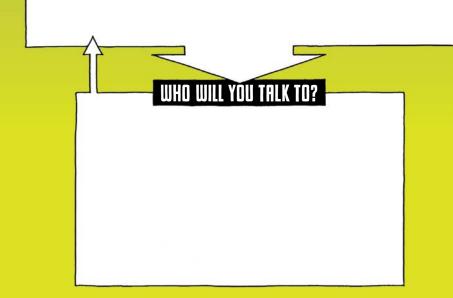




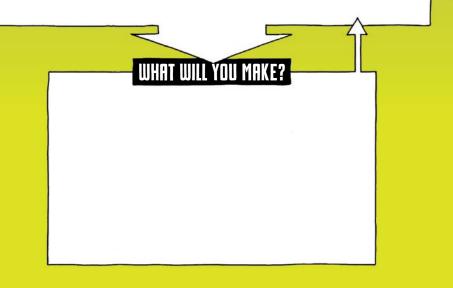
WHAT DO YOU WANT TO DO?

WHAT'S ON YOUR BIG LIST?

WHAT'S THE FIRST THING YOU'LL DO



WHEN YOU CLOSE THIS BOOK?



- 53 Sean Adams is a co-founder of AdamsMorioka. He is the co-author of *Logo Design Workbook, Color Design Workbook,* and *Masters of Design.* He is a national President ex officio of AIGA, a Fellow of the Aspen Design Conference, and teaches at Art Center College of Design. → adamsmorioka.com
- 86 Jed Alger is a writer. After 20 years as a copywriter and creative director at Hill Holiday, Ogilvy & Mather, and Wieden + Kennedy he now focuses on writing, concepting, and strategy under the Jed Co. banner. → jedalger.com
- 17 Judd Apatow is the writer/director of The 40-Year-Old Virgin, Knocked Up, and Funny People, and has produced more than two dozen movies, including Anchorman and Superbad. He was an executive producer for The Larry Sanders Show, The Ben Stiller Show, Freaks & Geeks, and Undeclared, which he also created. → @juddapatow
- 134 Marian Bantjes is a designer, typographer, writer, and illustrator working internationally from her base on a small island off the west coast of Canada. She is known for her detailed and lovingly precise vector art, her obsessive hand work, her patterning and ornament. She is the author of the book *I WONDER.* → bantjes.com
- 128 Ken Carbone is a designer, artist, musician, author, and teacher. He is the co-founder and chief creative director of the Carbone Smolan Agency, a design and branding company in New York City. He is the author of *The Virtuoso: Face to Face with 40 Extraordinary Talents.* He blogs about design for *Fast Company.* → carbonesmolan.com
- 116 Tim Carvell is the head writer for The Daily Show with Jon Stewart. He also writes the "Planet Tad" column for Mad Magazine, and has written for Fortune Magazine, McSweeney's Quarterly Concern, The New York Times, Modern Humorist, Entertainment Weekly, and Slate.com. → @timcarvell
- 78 Deanne Cheuk is an artist and designer. She has been commissioned by American Express, Dell, Levi's, Nike, Target, MTV, The Gap, Urban Outfitters, Juicy Couture, *The Guardian*, and *The New York Times Magazine* for her illustrative type, illustration, and art direction. Her first book is called *Mushroom Girls Virus*. → deannecheuk.com
- 91 Doug Chiang is an Academy Award[®]-winning film designer and artist. He worked on films such as *Terminator 2: Judgment Day* and *Forrest Gump*, and served as design director for Lucasfilm on *Star Wars Episode I* and *Star Wars Episode II*. He was a production designer on *The Polar Express* and *Beowulf*, and collaborated with author Orson Scott Card on the illustrated sci-fi book *Robota*. → dchiang.com
- 61 Wayne Coyne is the multiple Grammy[®] Award-winning lead singer, lyricist, and principal songwriter for the band The Flaming Lips. He is a painter, and experimental artist, and filmmaker. In 2009, his song, "Do You Realize??" was declared the official rock song of the State of Oklahoma by executive order. → flaminglips.com
- **47 Russell M. Davies** is an author, strategist, and advertising person. He is a head of planning at Ogilvy, a partner at RIG, and a founder of Newspaper Club. He writes a column for *Campaign* and another for *Wired*, as well as the blogs *a good place for a cup of tea and a think* and *eggbaconchipsandbeans*, which became a book. → **russelldavies.com**

- 53 Tarsem Singh Dhandwar is the director of the *The Cell, The Fall,* and *Immortals.* His commercials and music videos have won countless awards, including the Cannes Grand Prixe Award, eight MTV Awards, and a Grammy[®], and are part of the permanent collection of the Museum of Modern Art in New York. → tarsem.org
- 126 Arem Duplessis is the design director of *The New York Times Magazine*. He has held design-director and art-director positions at titles including *Spin*, *GQ*, and *Blaze* magazines. *The New York Times Magazine* was most recently awarded 'Design Team of the Year' by The Art Directors Club. → nytimes.com/pages/magazine
- 103 Dave Eggers is the author of seven books, including What Is the What, and Zeitoun. He is the founder and editor of McSweeney's, and co-founder of 826 National, a network of nonprofit writing and tutoring centers for youth. → mcsweeneys.net
- Staren Fowler is the Emmy Award[®]-winning executive producer of *The Electric Company* and the creative director of its offshoot, *Prankster Planet*, a 360° interactive learning/gaming experience for kids. She spent five years at Nickelodeon's Creative Lab before making other breakthrough series for Sesame Workshop. She likes → funnychangemakers.com
- 22 Jona Frank is a photographer and director. Her books include High School and Right: Portraits from the Evangelical Ivy League. Her work has been exhibited internationally and is in several prominent collections, including the J. Paul Getty Museum and SFMOMA. She is at work on a series of photos about a group of boys in Southern California. → jonafrank.com
- 31 Ze Frank is a digital age storyteller. He rose to Internet fame in 2001 with his viral video How To Dance Properly and has been making online art toys and collaborative play spaces ever since. His groundbreaking videoblog The Show With Ze Frank is now celebrating its fifth anniversary. Ze is now the president of making people feel awesome at star.me → zefrank.com
- 76 Jill Greenberg is an award-winning and often controversial photographer who straddles the line between assignments and her own personal work. Her books include Bear Portraits, Monkey Portraits, and catalogs for her shows Ursine and End Times. Her clients include Universal Pictures, HBO, New York Magazine, and Microsoft. → manipulator.com
- 52 Stanley Hainsworth is the founder of Tether. Previously, Hainsworth was VP of global creative for Starbucks. He also spent 12 years at Nike as a creative director and another four as global creative director at Lego. He has used his various hairstyles to great effect in various and sundry homeless and 'bad guy' roles in movies, stage, and television. → tetherinc.com
- 124 Peter Hannan is the creator and executive producer of the Nickelodeon animated television series CatDog. He also wrote and sang the CatDog theme song. He is the author and illustrator of The Sillyville Saga, the Super Goofballs series, and another series of young adult illustrated novels called Wally, King of Flurb. → peterhannan.com
- 101 Debbie Millman is president of the design division at Sterling Brands, host of the radio show Design Matters, and a design blogger for Fast Company. She is the author of the books How To Think Like A Great Graphic Designer, Essential Principles of Graphic Design, Look Both Ways, and Brand Thinking and Other Noble Pursuits. → debbiemillman.com

- 67 Rick Morris is a classically trained, self-taught artist/illustrator who successfully transitioned into the world of motion graphics. His works have appeared as opening titles for films such as *Mi Vida Loca* and *The Big Tease*, on TV programs such as *The Sopranos*, and in commercials for Toyota, Panasonic, and Nike. → nobleassassins.com + rockhoneystudio.com
- 114 Seth Morris (aka Bob Ducca) is a writer and actor. He currently writes for *Funny Or Die* and sometimes acts in different TV shows and movies. → funnyordie.com/seth
- 119 Christoph Niemann is an illustrator whose work has appeared on the covers of The New Yorker, Newsweek, Wired, and The New York Times Magazine. He is the author of many books, among them The Pet Dragon, I LEGO N.Y. and SUBWAY, based on The Boys and the Subway, the first entry of his Abstract City blog. → christophniemann.com
- B3 David Norland is a composer for film and television. His work includes the acclaimed score for the documentary Anvil! The Story of Anvil, and commercials for Acura, Lexus, and Range Rover. After rising to prominence as half of the electronica duo Solar Twins, he now produces artists such as Frankmusik and UK soprano Helen White. → davidnorland.com
- **122** Patton Oswalt is an American stand-up comedian, writer, and actor. His comedy albums include *Feelin' Kinda Patton, Werewolves and Lollipops*, and the Grammy®-nominated *My Weakness Is Strong.* He is the author of the book *Zombie Spaceship Wasteland*, and starred in numerous films including *Big Fan* and *Ratatouille.* → pattonoswalt.com
- 81 Martha Rich is an acclaimed illustrator and teacher. She obsessively paints underwear, wigs, lobsters, and Loretta Lynn. She is currently back in Philadelphia studying for her MFA in Painting at the University of Pennsylvania. → martharich.com
- 106 Stefan Sagmeister is a two-time Grammy[®] Award-winning graphic designer. He has designed albums for Lou Reed, OK Go, The Rolling Stones, and David Byrne. His work has been profiled in *The New York Times* and *Rolling Stone*. He is the author of the books *Made You Look* and *Things I Have Learned In My Life So Far.* → sagmeister.com
- 39 Meredith Scardino parlayed degrees in painting from Cornell and Parsons into a job for animation maverick Bill Plympton, writing for VH-1's Best Week Ever, The Late Show with David Letterman, and winning two Emmy[®] Awards for her work as a writer on The Colbert Report. → wn.com/Meredith_Scardino
- 121 J.J. Sedelmaier is an animation director, designer, and producer of commercials and animated shorts. With Robert Smigel he created *The Ambiguously Gay Duo, The X-Presidents,* and *Fun With Real Audio* for SNL. His company, J.J. Sedelmaier Productions, Inc. launched the first season of MTV's "Beavis and Butthead" series in 1993. → jjsedelmaier.com
- **43 Dave Stewart** is a prodigious musician, producer, and entrepreneur. Co-founder of Eurythmics, he has also written with and produced an array of legendary artists. Dave co-wrote the book *The Business Playground: Where Creativity and Commerce Collide.* → **davestewart.com**
- 132 Lara Tomlin is an illustrator specializing in hand-tinted copper-plate etchings. Her work appears in the pages of *The New Yorker, The New York Times, Forbes, Time Magazine, Manhattan Theater Club, The Financial Times, Harvard Business Review, Garden & Gun Magazine,* and the *Bulletin of Atomic Scientists.* → theispot.com/artist/tomlin

- 75 Jakob Trollbäck is a self-taught designer from Sweden. He leads Trollbäck + Company, an innovative and highly successful company, creates seminal and award-winning designs, and is an acknowledged industry leader in branding and immersive motion graphic design. He has presented at the TED Conference. He is a DJ. → trollback.com
- 85 Rick Valicenti, founder and principal of Thirst (3st.com), has been creating and designing for 30 years. His work has been featured in every major graphic design publication, and in person with designers and students on six continents. Rick is editor and author of the book *Emotion As Promotion The Book of Thirst*, published by Monacelli Press. → 3st.com
- 18 Armin Vit is the co-founder, with his wife Bryony Gomez-Palacio, of UnderConsideration, a graphic design firm and publishing enterprise all rolled into one. Together they have authored a number of books on graphic design, the most recent efforts being Graphic Design, Referenced and the self-published Flaunt. → underconsideration.com
- 111 Esther Pearl Watson is an illustrator and comic book artist. She is the author of the comic Unlovable and—with her husband Mark Todd—of the book Whatcha Mean, What's A 'Zine?—The Art of Making Zines and Mini-Comics. → estherwatson.com
- 113 Lynda Weinman is best known as the author of numerous web design books, the co-founder, with her husband Bruce Heavin, of lynda.com, and the co-founder of the Flashforward Conference & Film Festival. She rotoscoped the empirial throne room scene on the Death Star in Star Wars Episode VI: Return of the Jedi. → lynda.com
- 99 Jan Wilker is the co-founder of karlssonwilker inc., the internationally renowned New York design agency. Wilker and co-founder Hjalti Karlsson published a book about their studio, TELLMEWHY—The First 24 Months of a New York Design Company, which offers an honest portrayal of setting up a design studio as well as raising a smile. → karlssonwilker.com
- 136 Doyald Young was a teacher and designer specializing in logotypes, corporate alphabets, and typefaces. His creations include Young Baroque, ITC Éclat, Home Run, and the formal script Young Gallant. He wrote and designed the books *Logotypes & Letterforms, Fonts & Logos, Dangerous Curves*, and the forthcoming *Learning Curves*. → doyaldyoung.com

Stefan G. Bucher is the author and designer of the books All Access — The Making of Thirty Extraordinary Graphic Designers, 100 Days of Monsters, The Graphic Eye, and You Deserve A Medal. He has created designs for Sting, David Hockney, and The New York Times. His time-lapse drawings appear on the TV show The Electric Company on PBS and on his Daily Monster[®] blog. → 344design.com + dailymonster.com

IN LOVING MEMORY of my kind friends and wonderful teachers, Norm Schureman and Doyald Young.

THANK YOU to Nikki Echler McDonald, Tracey Croom, and Glenn Bisignani at Peachpit, Joel Arquillos, Hank Bedford, Stephen Berkman, Tom Biederbeck, Allison Bond, Alyson Buoncristiani, Meagan Day, Bill Eckenrod, Kristin Ellison, Christopher Farah, Liz Farrelly, Lenny Feldsott, Karla Field, Jeff Fischer, Christina Galante, Rick Gershon, Bruce Heavin, Jim Heimann, Natalia Ilyin, Lisa Jann, Matthew Knott-Craig, Sharon Ludtke, David Mayes, Tim Moraitis, Pat McGuire, Jennifer Morita, Marcia Mosko, Steven Moss, Emily Potts, Peter S. Sloane, Jennifer Stone, Terry Stone, Mark Sylvester, Amanda Van Goethen, Suzanne Wertheim, Emily Wong, Simon Zirkunow, and *Vielen Dank* to my Mom & Dad, of course. Special thanks to my kind, patient, and generally wonderful girlfriend Andy Mallett.



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