

# DESIGN

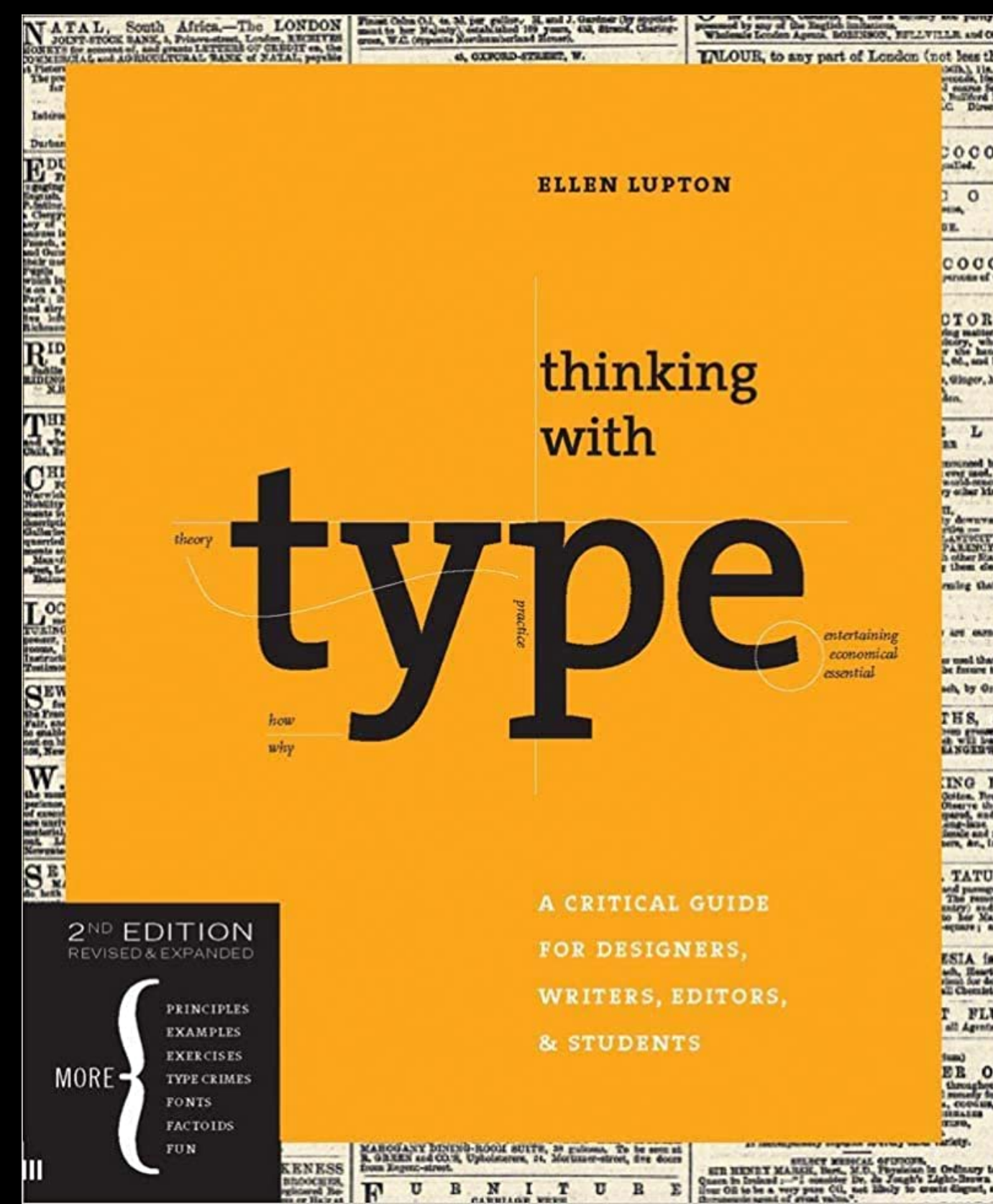
## Websites

[www.dribbble.com](http://www.dribbble.com)  
[www.awwwards.com](http://www.awwwards.com)  
[www.behance.net](http://www.behance.net)

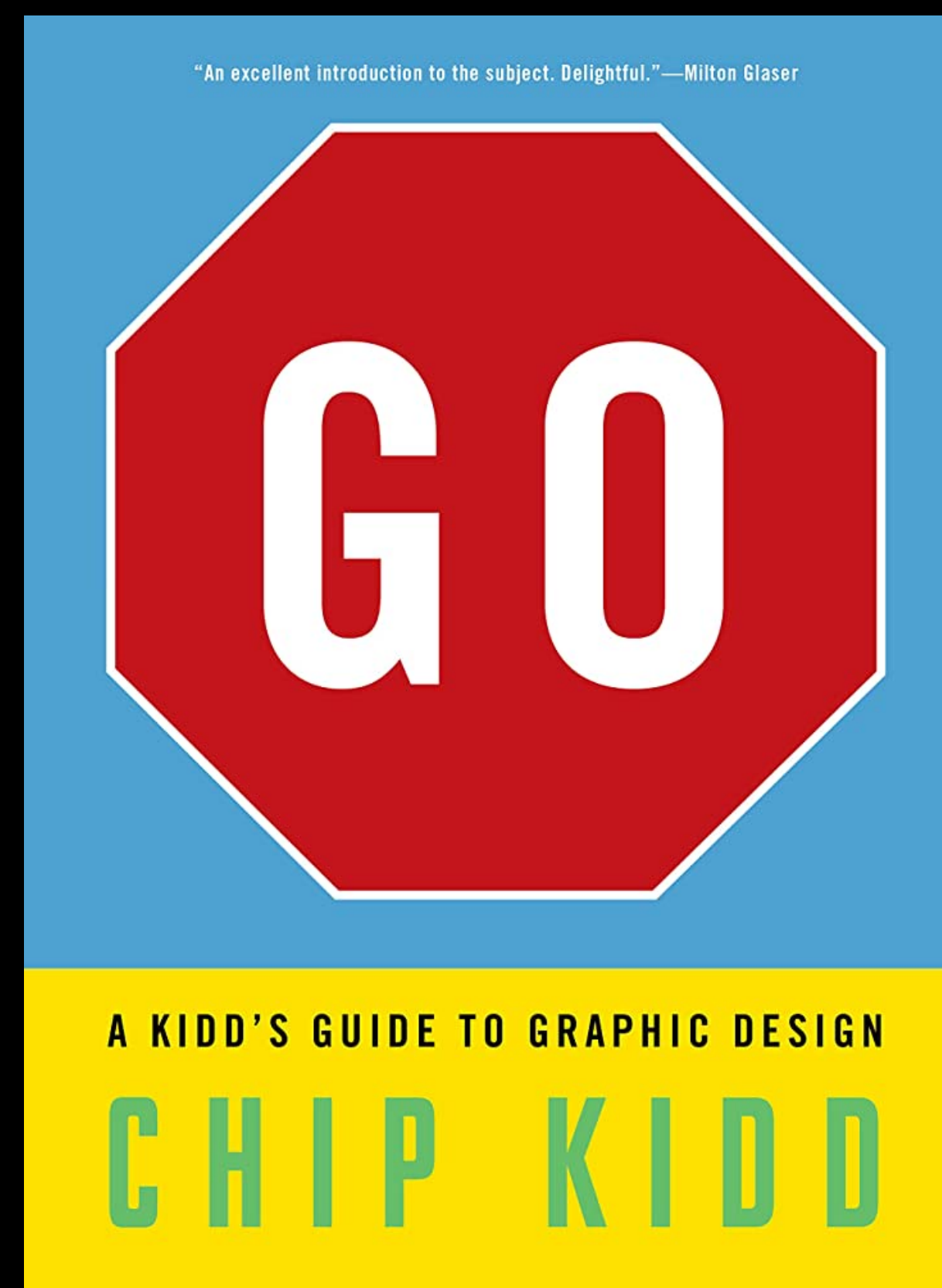
[www.typeroom.eu](http://www.typeroom.eu)  
[www.skillshare.com](http://www.skillshare.com)  
[www.theinspirationgrid.com](http://www.theinspirationgrid.com)

[www.pinterest.com](http://www.pinterest.com)  
 Search things like:  
*Graphic Design Inspiration*  
*Website Design Inspiration*

## Books



**Thinking with Type**  
by Ellen Lupton



**Go: a kidd's guide to graphic design**  
by Chip Kidd



**Graphic Design Vol 1 & 2**  
by Jens Müller & Julius Wiedemann

## Tools

There is a lot of software available to do a lot of different jobs. For motion graphics, it's After Effects with an assortment of plug-ins. There are Maya and Cinema4D for 3D creatives. And on and on. These are the core tools I think are relevant for graphic design. I tried to emphasize the free options to get your feet wet. Students also get free software and discounted software. Do not pay full price.

## Software

**www.figma.com**  
 This tool is free for basic level plans. It's a great starting point to get a handle of the software.

**www.sketch.com**  
 This is a great program that doesn't use a subscription model and it's free for students and teachers.

**Adobe XD:** This is for product and web design and is part of the Adobe Creative Cloud Suite of Software. This costs money and uses a monthly subscription model.

**Adobe Photoshop:** Photo Manipulation Tool

**Adobe Illustrator:** Vector Based for Iconography and Illustration

[www.adobe-students.com/creativecloud/buy/students.html](http://www.adobe-students.com/creativecloud/buy/students.html)

## Other Software

**www.procreate.com/ipad**  
 A favorite app among illustrators for creating all sorts of creative work.

**www.gimp.org**  
 A free version of photoshop.

**www.blender.com**  
 A 3D software that is also free to use. Industry standards are Maya or Cinema 4D

