Art Chantry Speaks: A Heretic's History of 20th Century Graphic Design

Art Chantry
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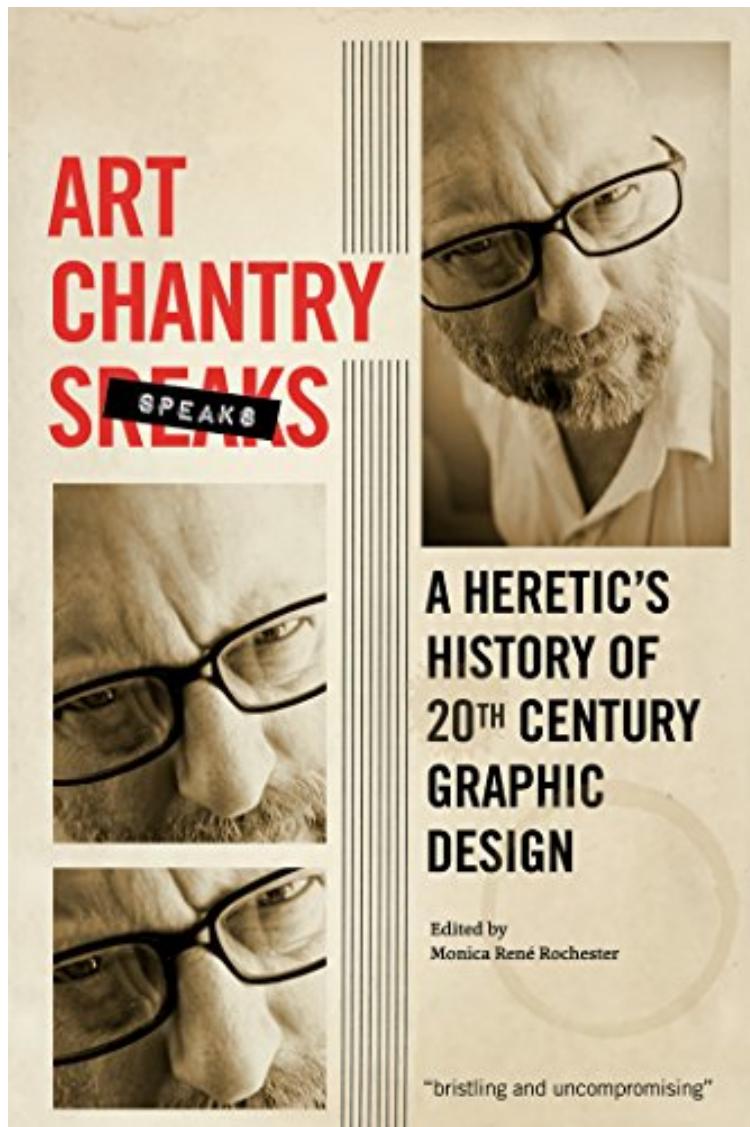
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Art Chantry : Art Chantry Speaks: A Heretic's History of 20th Century Graphic Design before purchasing it in order to gage whether or not it would be worth my time, and all praised Art Chantry Speaks: A Heretic's History of 20th Century Graphic Design:

6 of 6 people found the following review helpful. Art Chantry Rocks!By Tom DyerFirst, you must know Art can be a curmudgeon. From Tacoma. And highly opinionated. It happens, however, he has a very qualified opinion. Art has designed a couple million album covers and posters. He was Art Director for the long-deceased Seattle music rag The

Rocket. He basically gave Sub Pop their look when they started out. Early in his book, Art claims he is no scholar, but he is in fact an erudite observer, with a passion for thoughtful and obscure detail. He knows his subject deeply and well. He has a keen eye. And most importantly for this book, he can string words together in a way that makes you want to jump to the next page and then go back 5 pages to see if he really said what you thought. His writing is a greedy little pleasure to read.So what does Art have to say? The first chunk of the book is a reasonably linear description of graphic design in the 20th century. You donrsquo;t have to be a designer to get it. It is constantly illustrated, with Art directing the reader to actually focus on the detail that is in front of them. He looks at design through his unique lenses which are punk rock, commercial design and typography (for starters). The second section is his reflection on his design heroes (and a couple villains), some well known, some I had never heard of. In all cases Art is sublimely articulate about why he loves or despises (or both) these designers. The final section is about obsolete items from the printing trade. If you want to know what Art thinks about packaging design for boxes of carbon paper, you may wish to start here.ldquo;A Hereticrsquo;s Historyrdquo; is a great read, entertaining, informative and ultimately satisfying. Buy it.2 of 2 people found the following review helpful. for better and for worseBy Chris Hanisso why would you want to read this book?first of all: yoursquo;re living in it.the entirety of your life is surrounded by the graphic arts, for better and for worse, and if you donrsquo;t smarten up and start examining what this environment is doing to the way you think about the world, wersquo;ll yoursquo;re gonna get eaten alive, or be a dick.art chantry knows your pain. well, not if yoursquo;re some jerk who contracted his work and didnrsquo;t pay him. in that case, he donrsquo;t know s*** about you, because thatrsquo;s not how he rolls.how does he roll? like a real human being with some street smarts. from years of real life experience (take notes, kids!)you will learn something here. you just canrsquo;t avoid absorbing the stink lines coming off the page into your olfactory center. it is the real, in language, accessible to the masses.an astounding, amazeballs book of awesome.1 of 1 people found the following review helpful. who has forgotten more useful information about graphic design and print production than most ...By Motown MissileHopefully this is the first of many volumes by Art Chantry, who has forgotten more useful information about graphic design and print production than most designers ever knew in the first place. Incisive knowledge from one of America's best, yet underrated designers, his writing style gets to the point quickly and leaves you thinking afterward "That totally makes sense..why didn't I think of it before?"You'll want several copies of this book, because once you've read it yourself you'll want everyone in your social circle to read it (and own it) too. Order now while it's still available!

There used to be a time when designers were trained in the history of composition. Now you just buy a fuckin' piece of software and now you've become a designer."Art Chantry . . . Is he a Luddite?" asks a Rhode Island School of Design poster promoting a Chantry lecture. "Or is he a graphic design hero?"For decades this avatar of low-tech design has fought against the cheap and easy use of digital software. Chantry's homage to expired technology, and his inspired use of Xerox machines and X-Acto blade cuts of printed material, created a much-copied style during the grunge period and beyond.Chantry's designs were published in Some People Can't Surf: The Graphic Design of Art Chantry (Chronicle Books), exhibited at the Seattle Art Museum, the Rock and Roll Hall of Fame, the Museum of Modern Art, the Smithsonian, and the Louvre.More recently, Chantry has drawn upon his extraordinary collection of twentieth-century graphic art to create compelling histories of the forgotten and unknown on essays he has posted on his Facebook page. These essays might lionize the unrecognized illustrators of screws, wrenches, and pipes in equipment catalogs. Other posts might reveal how some famous artists were improperly recognized.Art Chantry Speaks is the kind of opinionated art history you've always wanted to read but were never assigned.

About the AuthorArt Chantry: Art is a graphic designer (and 2017 AIGA Medalist) most often associated with the logos, posters and album art he created for countless punk, grunge and rock bands and their labels. . His work has been exhibited at the Rock and Roll Hall of Fame, Museum of Modern Art, Seattle Art Museum, the Smithsonian and the Louvre.Monica Reneacute; Rochester: Born and raised in South Carolina before becoming a West Coast Convert in the 90's, Monica has worked and played in the music and book industries for the past 20+ years, while keeping a hand (and scissors!) in the fine arts field as a collagist.