

## 

BUT WHAT DOES THAT
REALLY MEAN?

HOW DO I DO IT?
HOW DO YOU DO IT?

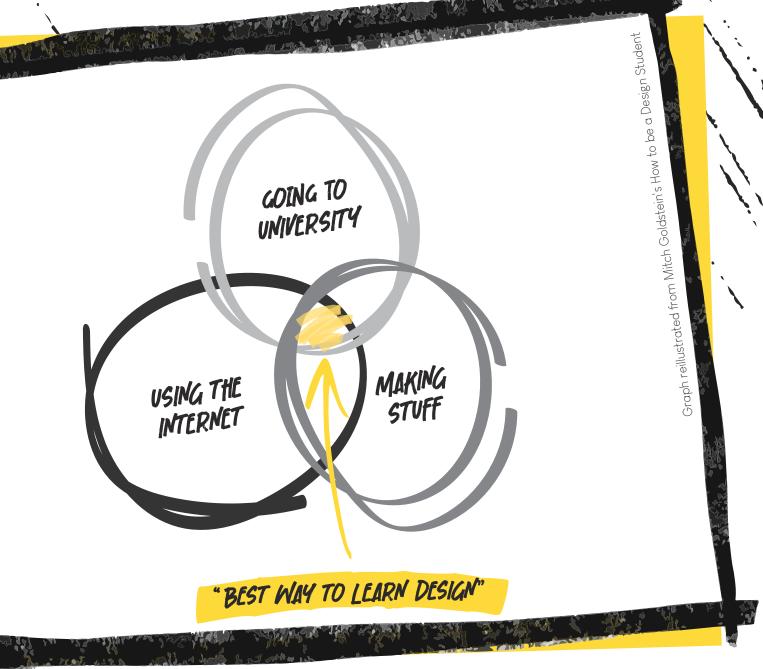
### \*MY FIRST-DAY THESIS ADVICE\*

person en sele Give your self time to make the Worst Stuff you've ever made.

For real - s give your self a full day to make garbagged work

Above is the advice that I got when I started my thesis. Feel free to keep it or pass it on to the next newbie at the end of your senior year. 1. Start designing early. After the end of the first semester start

- exploring the visual style of your thesis. The earlier you establish a style the easier it will be to apply it to the content you've
- 3. Don't over think the topic. Pick something you like or care about. It makes this project fun.





# PEARLS OF DESCRIPTION OF STREET OF S

Words of design teachers and mentors that lift up, tell it straight, and otherwise guide young designers into their own."

Design School Wisdom by Brooke Johnson

## GOGGE



what is

what is graphic design

what is the problem with graphic design

what is a thesis

what is my thesis

what is a pecha kucha

what is my pecha kucha style

what is the salary of a graphic designer

what is a good side hustle

what is the point

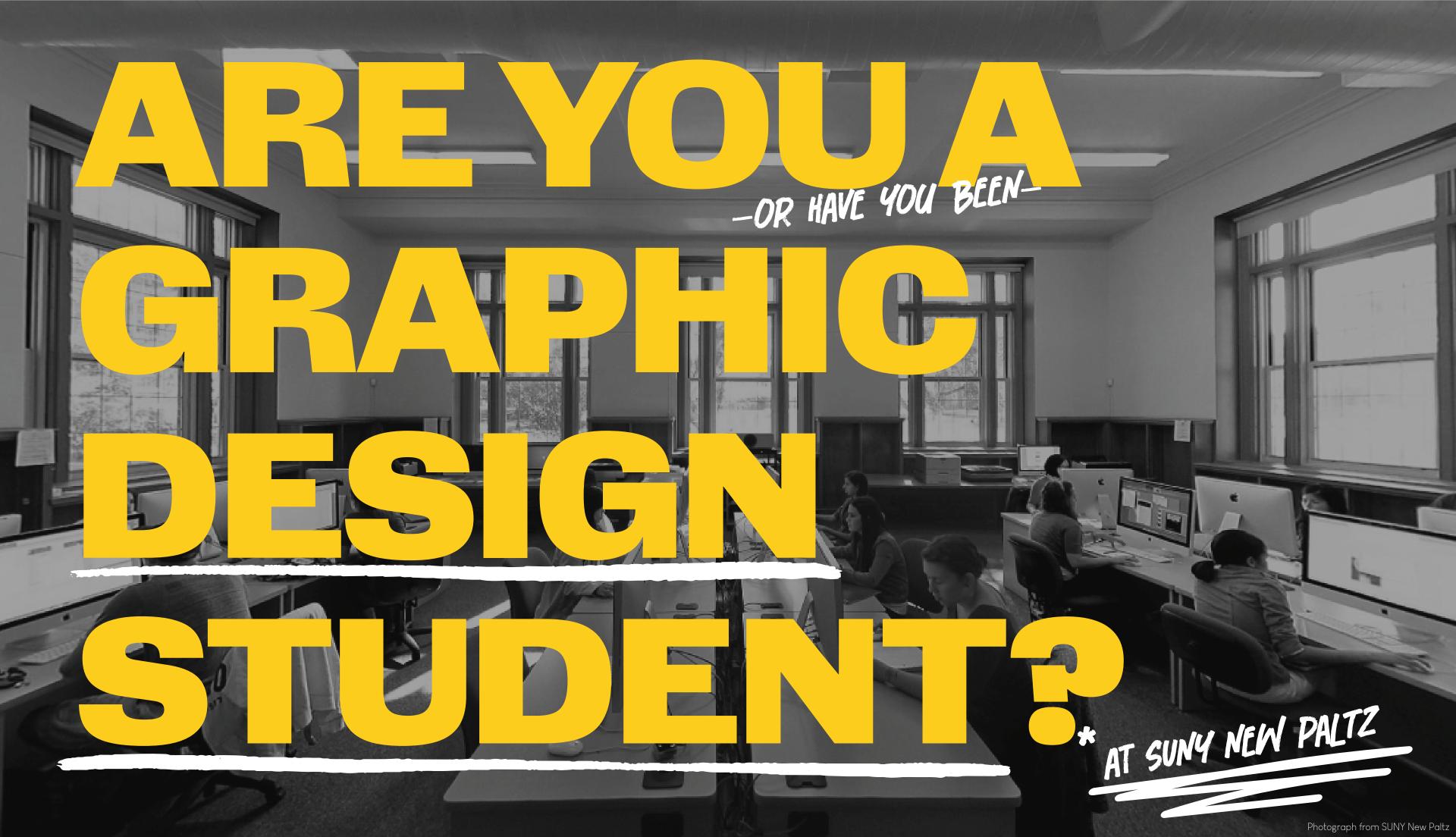


Kirsty Carter (A Practice for Everyday Life)

To explore + To keep exploring

images from goodreads.com

BE







West us retained 4

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unidea

A find an idea \* right idea

A work on idea A that 3 ever \* love idea \* Submit







MY ICONIC MOMENTS IN OLD LIBRARY









MY GUIDE OF OLD LIBRARY

(WORKSHEETS)

Try all the techniques you can while you are at college + Don't forget humor and fantasy in your work

Think big + Don't think small

Sketch, sketch, sketch +

Design affects the way we perceive information. You must undersatand the consequences of your work before placing a new artifact into the world + "Technology is the answer, but what

You suck — use this status wisely, then it's only temporary + It's a long-distance run, not a sprint

Find it out for yourself + There are easier ways to earn money, honestly

X-acto knives are very sharp

SOUND ADVICE + WARNING

Don't fall in love with your ideas

Don't ever apologize for a job, + If you're not enjoying it, don't do it

Enjoy yourself + Don't do what you think your professor wants to see

Explore, invent +

Keep studying + Beware of

graphic design

Pay close attention to the things you like and why + Don't be lazy in world. Always seek to overperform

Enjoy + Don't waste time

Learn to learn + Don't be arrogant

Whatever you do, explore the extremes, and don't lose your sense of humor + If there is something else you want to do apart from design then do something else

Work hard + Don't work too much

Keep it simple + Don't mix ideas

Keep it simple + Mix ideas

Do as much research as

you can + Never copy, only get influneced

Work your ass off +

HERE ARE SOME SOUND ADVICE
PLUS A WARNING FROM (6 CHOS)
BY OUR ALUMNS AND CURRENT S

but also don't fall in love with all your ideas

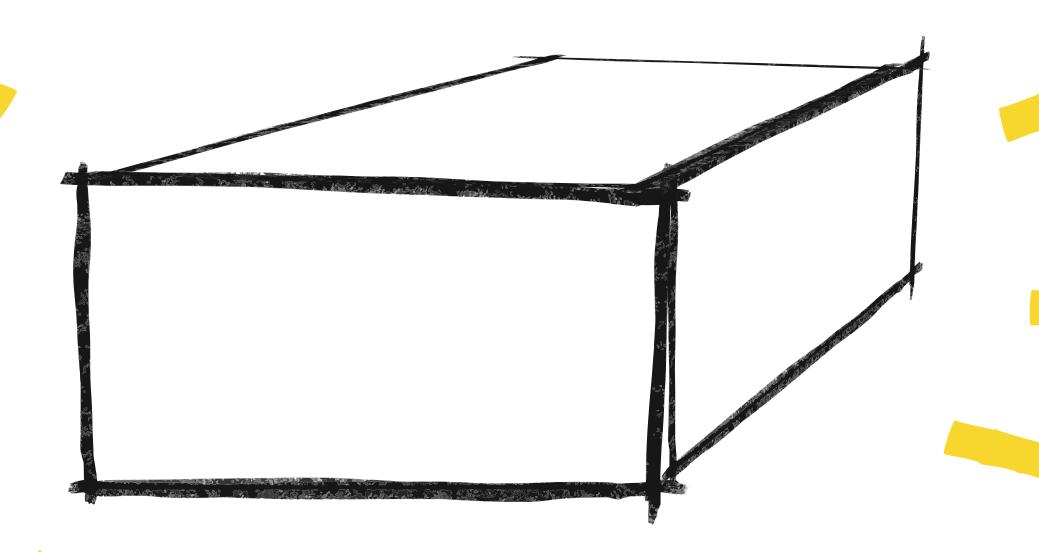
Pay close attention to the thing will you like and why + Pon't be lazy in your work. thinking or actions in the

world Always seek to overperform

KEEP STUDYING PLUS BEWARE OF GRAPHIC DESIGN!!! Fy all the ter + Don't forget

NOW IN ZINE FORM





BOX



### ad students BEVARE

I ROAM OLD LIBRARY AND WILL ASK YOU QUESTIONS





## THANKYOU

KNOW SOMETHING I DONT? CONTACT ME: torress16@newpaltz.edu
(400 DEFINITELY DO)