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Milton Glaser was a world renowned graphic design artist from the US, specifically, New York City. Glaser is known mostly for the "I LOVE NY" logo and many of his posters, along with his overall grasp on art and graphic design. In the documentary, *To Inform and Delight*, you are given insight into Milton Glaser's life as his career prolonged.

There were many things I learned from the documentary about Glaser. The top five were, working with others, experimenting and expanding your skill, using other aspects of design, influence and detail. In the documentary, you learn that despite how famous an individual may be for their work, there is lots of partnership and group work that goes on to create popular posters and designs. Glaser works with many other designers to create his designs. Glaser even exclaims that working with others makes work more interesting.

He also teaches you about experimenting and exploring. Glaser's work is not all the same. He uses influence from different art styles such as Russian constructivism and even using influence from the actual project. In his work, you can see tons of different colors, shapes, images and compositions.

Glaser also mentions in the documentary that he uses his ability to draw to help build upon his design. This teaches you that it is good to incorporate what you know, rather than always trying something new. As for influence, Milton Glaser talks about how design should bring out the commonalities between people. It shows that it is important to have meaning behind your work, which can influence your audience and other designers.

Out of all of Milton Glaser's work, I think one of the most interesting is his logo design for Laguardia Arts. This design sticks out to me because of the thought put behind it. It is a great representation of Glaser's ability to truly embody the brand or message of the project he's working on. The logo consists of "La," which is placed as if the letters were notes in music. In this case, you can actually sing out the logo. Overall, I really enjoyed his editorial work in regards to magazines and newspapers, because his work brings lots of emotion and creativity to an audience. I really like Milton Glaser's ability to use color and imagery to create his work.

Aside from his ability to draw and use shapes in his work, Glaser also incorporates typography into his work. In the documentary he briefly discusses his typography design and what it means to him. All of the typography shown had very artistic and decorative features, as opposed to standard typography that simply focuses on serifs or height and weight. Personally, I don't think typography plays a big role in Milton Glaser's work simply because his work is very image and art based. You are drawn into the colors and the figures of most of his work. However, I do feel that Glaser still had a very strong hold on typography, simply being that he is an amazing designer.

When it comes to style, Milton Glaser does not “trust style.” When discussing his take on style, Glaser says that he doesn’t want to be encapsulated by style because that idea would force him to redefine himself as a designer. He also mentions that in that time, the specific style would define his work too much. I feel that Glaser believes this strongly, simply based on the spectrum of work he has created.

Overall, I really enjoyed this documentary. It introduces you to a pioneer of graphic design, and an individual that has influences on the work people create today. Milton Glaser is a very interesting designer. You get a look into his personal life and growth as a designer. The documentary does a really good job of exploring his career as a person who loves what he does, rather than painting Glaser as an individual who feels as if they are better than everyone around him. I liked the aspect of having other designers in the documentary to help tell his story. I learned a lot about the process of graphic design and the influence it can have on an audience, if done well. Milton Glaser definitely deserves the title of the best graphic designer.