

### 100 Ideas That Changed Art Michael Bird Finper

*The great painting and sculpture of the past is the indispensable backbone of most people's visual library, but wrangling centuries of wonderful works by thousands of artists into a digestible form that allows you to focus on their detail and direction can be tough. Enter 30-Second Great Art. It takes readers on an engrossing tour of 50 top-flight works by artists from Giotto to Marlene Dumas, including a full-page reproduction of each one, accompanied by text that puts it in the context of the world in which it was created, and adds another piece to the jigsaw puzzle of the history of art. Along the way, special spreads will offer insights into the collectors and critics of the past, as well as its creators, and a glossary for each chapter will explain specialist terms. Succinct, lively descriptions make for speedy and enjoyable reading; it's like taking a trip round the world's greatest art gallery.*

A comprehensive survey tracing the course of the Modernist movement.

*Art has changed. Today's works of art may have no obvious focal point. Traditional artistic media no longer do what we expect of them. The styles and movements that characterized art production prior to the twenty-first century no longer exist. This book provides a straightforward guide to understanding contemporary art based on the concept of the tabula rasa – a clean slate and a fresh mind. Ossian Ward presents a six-step program that gives readers new ways of looking at some of the most challenging art being produced today. Since artists increasingly work across traditional media and genres, Ward has developed an alternative classification system for contemporary practice such as 'Art as Entertainment', 'Art as Confrontation', 'Art as Joke' -- categories that help to make sense of otherwise obscure-seeming works. There are also 20 'Spotlight' features which guide readers through encounters with key works. Ultimately, the message is that any encounter with a challenging work of contemporary art need not be intimidating or alienating but rather a dramatic, sensually rewarding, and thought-provoking experience.*

*100 Diagrams That Changed The World* is a fascinating collection of the most significant plans, sketches, drawings and illustrations that have changed the way we think about the world. From primitive cave paintings to the complicated DNA double helix drawn by Crick and Watson, they chart dramatic breakthroughs in our understanding of the world and its history. This fascinating book encompasses everything from the triple spirals found on prehistoric megalithic tombs dating right up to the drawings sent out on the side of space exploration probes. Discover Leonardo da Vinci's beautiful technical drawings, pre-empting the invention of manned flight, Copernicus's bold diagrams that dared to tell us that Earth was not at the centre of the Universe, as well as the history of the more everyday diagrams that we now take for granted. Every diagram is clearly illustrated and placed into context with very accessible text even for the lay reader. Diagrams include: Egyptian Book of the Dead, Chauvet cave drawings, Aztec Calendar, sheet music, Vitruvian Man, Galileo's telescope, Hooke's Micrographia, the Porphyrian Tree, Dunhuang Star Map, Newcomen's steam engine, the Morse Code, Brooks Slave Ship, William Playfair's bar chart, Thomas Edison's light bulb, Nazi propaganda map, sewing patterns, Feynman Diagrams, the DNA double helix, IKEA flat-pack furniture instructions, the World Wide Web schematic, Carl Sagan's Pioneer Plaque.

"One thousand blank journals are currently circulating throughout the world, beckoning contributors who find the journals by chance on trains, in cafés, and anonymously left on doorsteps. Artist Someguy shares more than 250 of the best entries..."--Publisher description.

27 Questions, 27 Answers

A Biography of Place and Time

Vincent's Starry Night and Other Stories

Shatter Me

100 Ideas that Changed Film

The Girl Who Drew Butterflies

*Trace the progress of humanity—from prehistoric times to the present day—through 1,001 ideas that changed how we connect to each other and the world around us. From the ability to control fire to augmented reality, the power of humanity's ideas has revolutionized how we live and experience the world around us. 1001 Ideas That Changed the Way We Think looks at the innovations and concepts that have played a key role in our progress since before recorded history. Covering a wide range of topics—from political and religious ideas to modern innovations such as social media and clean energy—this captivating volume offers a comprehensive look at how human ideas have evolved over the millennia.*

*From the earliest cave paintings through to the internet and street art, this inspiring book chronicles the 100 most influential ideas that have shaped the world of art. Arranged in broadly chronological order, it provides a source of inspiration and a fascinating resource for the general reader to dip into. Lavishly illustrated with historical masterpieces and packed with fascinating contemporary examples, this is an inspirational and wholly original guide to understanding the forces that have shaped world art.*

*A chronicle of the key ideas that have shaped the adverts we see everyday, 100 Ideas That Changed Advertising offers a fascinating insight into an ever-changing and fast moving industry. Arranged broadly chronologically, the book looks at the overnight revolutions, the flashes of inspiration, and the long-term evolutions that advertisers have wrought upon their industry. Author Simon Veksner guides us through the key ideas behind these changes, from the development of the first advertising formats and the history of branding, to the creative revolutions of the 1960s and the digital age. Looking forward, the book considers the most recent thinking in reaching new audiences, including the rise of neuromarketing and the latest behavioural economics. Illustrated with hundreds of examples of adverts and explaining their power to inspire, delight, and annoy, but above all, to make us buy, the book is an absorbing guide to a turbulent industry.*

*The Short Story of Art is a new and innovative introduction to the subject of art. Simply constructed, the book explores 50 key works, from the wall paintings of Lascaux to contemporary installations, and then links these to sections on art movements, themes, and techniques. The design of the book allows the student or art enthusiast to easily navigate their way around key periods, artists and styles. Accessible and concise, it simplifies and explains the most important and influential concepts in art, and shows how they are linked. The book explains how, why, and when art changed, who introduced certain things, what they were, where they were produced, and whether they matter. It demystifies artistic jargon, giving readers a thorough understanding and broad enjoyment of art.*

*On 17 April, 2003 Charles Saatchi will open the new Saatchi Gallery in a spectacular renovated County Hall across the river from Westminster. The enterprise will be the focus for Saatchi's vision of radical, ground-breaking British art in a venue that is accessible to the widest public.100 is the book that will mark the occasion with one hundred works that Saatchi believes made a difference to the perception of British art. The work of twenty-seven artists has been chosen from Saatchi's collection and of course the selection includes the shark and the sheep in formaldehyde, the head made of blood and Tracey's bed. It will be a landmark publication for a landmark occasion. After the provocation of the famous Sensation show at the Royal Academy in 1997, a generation of young artists have become household names. What was once so provocative has now entered the visual vocabulary of a wider public. What was once so daring is now demonstrated to be more than ephemeral. Saatchi's vision is defined in 100.*

**Art by Tattooists**

**The Lessons of History**

**Reflections by 100 Authors, Actors, Musicians, and Other Remarkable People**

**100 Ideas that Changed Advertising**

**Art That Changed the World**

**100 Ideas that Changed Fashion**

Tattoos and tattoo culture have gone mainstream in the last few years, with popular TV shows such as LA Ink, Miami Ink, and London Ink making celebrities out of tattooists and their clients. Highly skilled artists, many tattooists have moved beyond the artwork they draw on skin to create personal work on canvas. Art by Tattooists is the first book to showcase this art. The book features twenty-six international artists who use a variety of mediums, from ink, watercolor, acrylic paint, and oil to lino printing, painting on wood and board, and even examples of tattoo-style street art and skateboard graphics. Many of the artists are heavily influenced by the imagery they use as tattooists—roses, hearts, skulls, scrolls, birds, pin-ups, etc.—and carry this into their personal work. Other work features colors, themes, or subject matter that is more subtly related to tattoo styles. Given the current popularity of all things tattoo-related, the book will have a wide appeal, not only to anyone interested in tattoo art and culture but also to artists, illustrators, designers, and students.

A visual history of tea towel design, from the 1950s to today. Both practical and beautiful, the tea towel has over the last century established itself firmly as an essential piece of domestic design. This lavishly illustrated book explores 100 of the best tea towel designs from the 1950s to today. Featured are tea towels from well-known textile designers such as Lucienne Day, Emma Bridgewater, Pat Albeck, Cath Kidston, Orla Kiely and Angela Harding, as well as collectable tea towels from key retail stores such as Heal's and Selfridges. Together they showcase a rich visual history of textiles and homeware design of the last century. With full-page images and close-up details, The Art of The Tea Towel will appeal to those interested in both textile design and homeware.

This innovative title looks at the history of the Web from its early roots in the research projects of the US government to the interactive online world we know and use today. Fully illustrated with images of early computing equipment and the inside story of the online world’s movers and shakers, the book explains the origins of the Web’s key technologies, such as hypertext and mark-up language, the social ideas that underlie its networks, such as open source, and creative commons, and key moments in its development, such as the movement to broadband and the Dotcom Crash. Later ideas look at the origins of social networking and the latest developments on the Web, such as The Cloud and the Semantic Web. Following the design of the previous titles in the series, this book is in a new, smaller format. It provides an informed and fascinating illustrated history of our most used and fastest-developing technology.

Artists’ Letters is a treasure trove of carefully selected letters written by great artists, providing the reader with a unique insight into their characters and a glimpse into their lives. Arranged thematically, it includes writings and musings on love, work, daily life, money, travel and the creative process. On the theme of friendship, for example, letters provide evidence of a creative community between peers, with support and mutual appreciation that helps to dispel the myth of the artist as solitary genius. Letters between Vincent van Gogh and Paul Gauguin show an ongoing conversation and exchange of ideas. We see mutual admiration between Claude Monet and Berthe Morisot, and Picasso’s quick notes to Jean Cocteau illustrate their closeness. Correspondence, some of which includes sketches and drawings, is reproduced with the transcript and some background and contextual information alongside. The book brings together a collection of treasures found in letters, which in our digital age are an increasingly lost art.

This accessible book demonstrates how ideas influenced and defined graphic design. Lavishly illustrated, it is both a great source of inspiration and a provocative record of some of the best examples of graphic design from the last hundred years. The entries, arranged broadly in chronological order, range from technical (overprinting, rub-on designs, split fountain); to stylistic (swashes on caps, loud typography, and white space); to objects (dust jackets, design handbooks); and methods (paper cut-outs, pixelation).

Beyond Flash

100 Ideas that Changed Street Style

Arts and Minds

100 Ideas that Changed the World

How Maria Merian's Art Changed Science

100 Ideas that Changed Architecture

"Published for the Paul Mellon Centre for Studies in British Art."

From the earliest cave paintings through to the internet and street art, this inspiring book chronicles the 100 most influential ideas that have shaped the world of art. Arranged in broadly chronological order, it provides a source of inspiration and a fascinating resource for the general reader to dip into. The book shows how developments in materials and technology have radically changed the way that art is produced. Each entry explores when an idea first evolved and how it has resurfaced in the work of different artists up to the present day. Illustrated with historical masterpieces and packed with fascinating contemporary examples, this is an inspirational and wholly original guide to understanding the forces that have shaped world art.

This compelling book chronicles the most influential ideas that have shaped photography from the invention of the daguerreotype in the early 19th century up to the digital revolution and beyond. Each idea is presented through lively text and arresting visuals, and explores when the idea first evolved and its subsequent impact on photography.

An enthralling journey through 40,000 years of art, from prehistoric cave paintings right up to the present day. Discover artists and their art around the world, in exciting and imaginative tales about artists and the way they created their work. Written by educator and art historian Michael Bird, and illustrated by Kate Evans, the book also features

reproductions of the famous artworks discussed, a comprehensive timeline of events, and extra feature spreads on places connected with art. This is a beautiful and engaging introduction to art for any home or school library.

This inspiring book chronicles the most influential ideas that have shaped industrial and product design. Written by two experts on modern design, it provides a concise history of the subject, and offers a fascinating resource to dip into for the general reader. From the origins of modern design in the craft movements of the 19th and early 20th century, and the changes brought about by mass production, the book traces the most important ideas in design through the modern movement and post-war consumer society to more recent ideas such as Open-Source Design and Biomimicry.

Writers' Letters

A Pocket Guide to Key Movements, Works, Themes & Techniques

The First 20 Hours

100

The Art of the Tea Towel

Ways of Looking

The #1 New York Times bestseller. Over 4 million copies sold! Tiny Changes, Remarkable Results No matter your goals, Atomic Habits offers a proven framework for improving—every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: make time for new habits (even when life gets crazy); overcome a lack of motivation and willpower; design your environment to make success easier; get back on track when you fall off course; ...and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits—whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

The renowned and influential book artist Hedi Kyle shows you step-by-step how to create her unique designs, using folding techniques. Projects include flag books, blizzard books, the fishbone fold and nesting boxes. This is a wonderful insight into the work of a truly skilled artist.

A concise survey of the culture and civilization of mankind, The Lessons of History is the result of a lifetime of research from Pulitzer Prize – winning historians Will and Ariel Durant. With their accessible compendium of philosophy and social progress, the Durants take us on a journey through history, exploring the possibilities and limitations of humanity over time. Juxtaposing the great lives, ideas, and accomplishments with cycles of war and conquest, the Durants reveal the towering themes of history and give meaning to our own.

This inspiring book chronicles the most influential ideas that have shaped architecture. Entertainingly written by an expert on architecture, it provides a concise history of the subject, and offers a fascinating resource to dip into for the general reader. Starting with the basic building 'components' of door, window, column and beam and the Classical orders, it then goes on to explore historical movements such as the Picturesque and Beaux-Arts, innovative materials such as steel and reinforced concrete, technical innovations, such as the lift and electric lighting, through to modern movements such as Universal Design and Deconstruction. Arranged in a broadly chronological order, the ideas are presented through informative text and arresting visuals, exploring when each idea first evolved and the subsequent impact it has had up to the present day.

100 Ideas that Changed ArtLaurence King Publishing

100 Ideas that Changed Design

The Language of Art and Design

The King's Pictures

100 Ideas that Changed Art

The Dress

Transformative Art Movements and the Paintings That Inspired Them

**Forget the 10,000 hour rule— what if it’s possible to learn the basics of any new skill in 20 hours or less? Take a moment to consider how many things you want to learn to do. What’s on your list? What’s holding you back from getting started? Are you worried about the time and effort it takes to acquire new skills—time you don’t have and effort you can’t spare? Research suggests it takes 10,000 hours to develop a new skill. In this nonstop world when will you ever find that much time and energy? To make matters worse, the early hours of practicing something new are always the most frustrating. That’s why it’s difficult to learn how to speak a new language, play an instrument, hit a golf ball, or shoot great photos. It’s so much easier to watch TV or surf the web . . . In The First 20 Hours, Josh Kaufman offers a systematic approach to rapid skill acquisition— how to learn any new skill as quickly as possible. His method shows you how to deconstruct complex skills, maximize productive practice, and remove common learning barriers. By completing just 20 hours of focused, deliberate practice you’ll go from knowing absolutely nothing to performing noticeably well. Kaufman personally field-tested the methods in this book. You’ll have a front row seat as he develops a personal yoga practice, writes his own web-based computer programs, teaches himself to touch type on a nonstandard keyboard, explores the oldest and most complex board game in history, picks up the ukulele, and learns how to windsurf. Here are a few of the simple techniques he teaches: Define your target performance level: Figure out what your desired level of skill looks like, what you’re trying to achieve, and what you’ll be able to do when you’re done. The more specific, the better. Deconstruct the skill: Most of the things we think of as skills are actually bundles of smaller subskills. If you break down the subcomponents, it’s easier to figure out which ones are most important and practice those first. Eliminate barriers to practice: Removing common distractions and unnecessary effort makes it much easier to sit down and focus on deliberate practice. Create fast feedback loops: Getting accurate, real-time information about how well you’re performing during practice makes it much easier to improve. Whether you want to paint a portrait, launch a start-up, fly an airplane, or juggle flaming chainsaws, The First 20 Hours will help you pick up the basics of any skill in record time . . . and have more fun along the way.**

**Writer's Letters** is a collection of fascinating letters written by great writers, from Dickens to De Beauvoir

The gripping first installment in New York Times bestselling author Tahereh Maffi's Shatter Me series. One touch is all it takes. One touch, and Juliette Ferrars can leave a fully grown man gasping for air. One touch, and she can kill. No one knows why Juliette has such incredible power. It feels like a curse, a burden that one person alone could never bear. But The Reestablishment sees it as a gift, sees her as an opportunity. An opportunity for a deadly weapon. Juliette has never fought for herself before. But when she's reunited with the one person who ever cared about her, she finds a strength she never knew she had. And don't miss Defy Me, the shocking fifth book in the Shatter Me series!

Through 100 groundbreaking dresses, The Dress traces the past and present influences and reinterpretations in clothing design. From the Victorian crinoline to Vivienne Westwood's mini-crini of 1985, from Herve Leger's 1985 bandage dress to Christopher Kane's 2006 neon version, each landmark dress gives examples of how fashion ideas have been reborn and referenced throughout time by designers. By making connections between designers and across decades, the book allows the reader to discover the breadth of influence in this field, the magic of inspired originality from fashion designers and an overview of fashion history. From beaded and bias-cut to frou-frou to corseted, Chanel to Yves Saint Laurent, laced to bustled, each dress tells a fashion story through anecdotes and analysis, with historic and cross-cultural references, beautiful imagery, and immaculate referencng.

In this beautiful nonfiction biography, a Robert F. Sibert Medal winner, the Newbery Honor-winning author Joyce Sidman introduces readers to one of the first female entomologists and a woman who flouted convention in the pursuit of knowledge and her passion for insects. One of the first naturalists to observe live insects directly, Maria Sibylla Merian was also one of the first to document the metamorphosis of the butterfly. Richly illustrated throughout with full-color original paintings by Merian herself, The Grew Who Drew Butterflies will enthrall young scientists. Bugs, of all kinds, were considered to be "born of mud" and to be "beasts of the devil." Why would anyone, let alone a girl, want to study and observe them? The Girl Who Drew Butterflies answers this question. Booklist Editor's Choice Chicago Public Library Best of the Year Kirkus Best Book of the Year Bulletin Blue Ribbon Book Junior Library Guild Selection New York Public Library Top 10 Best Books of the Year

How the Royal Society of Arts Changed a Nation

The Short Story of Art

The Work that Changed British Art

From Masaccio to Matisse, 50 Artworks That Changed the Way We See Things

How to Learn Anything . . . Fast!

A Children's History of Art

This inspiring book chronicles the most influential ideas that have shaped film since its inception. Entertaining and intelligent, it provides a concise history as well as being a fascinating resource to dip into. Arranged in a broadly chronological order to show the development of film, the ideas include innovative concepts, technologies, techniques, and movements. From the silent era's masterpieces to today's blockbusters and art house movies, these highly illustrated pages are a chance to discover or rediscover films from all around the world.

"For almost 300 years, an organisation has quietly tried to change almost every aspect of life in Britain. That organisation is the Royal Society for the Encouragement of Arts, Manufactures and Commerce, often known simply as the Royal Society of Arts. It has acted as Britain's private national improvement agency, in every way imaginable - essentially, a society for the improvement of everything and anything. This book is its history. From its beginnings in a coffee house in the mid-eighteenth century, the Society has tried to change Britain's art, industry, laws, music, environment, education, and even culture. It has sometimes even succeeded. It has been a prize-fund for innovations, a platform for Victorian utilitarian reformers, a convenor of disparate interest groups, and the focal point for social movements. There has never been an organisation quite like it, constantly having to reinvent itself to find something new to improve. The book rewrites many of the old official histories of the Society and updates them to the present day, incorporating over half a century of further research into the periods they covered, along with new insights into the organisation's evolution. The book reveals the hidden and often surprising history of how a few public-spirited people tried to make their country better, offering lessons from their triumphs and their failures for all would-be reformers today"--

Publication contains 27 questions posed by high school students and answered by art educators from the Fondation Beyeler, along with Swiss art experts.

A full-color graphic guide to the foundational vocabulary needed to discuss art and design at the undergraduate, graduate, and commercial levels.

Every once in a while, an idea comes along that makes the entire world sit up and take notice. From the earliest understandings of our place in the solar system, via Darwinism, DNA, neutrons and quarks, right up to the theories that are pushing the boundaries of our knowledge today, we are forever propelled forward by our most gifted scientific minds. In this fascinating book, former BBC Focus magazine editor Jheni Osman explores 100 of the most forward thinking, far-reaching and downright inspired ideas and inventions in history, each nominated by experts from all fields of science and engineering. With selections from established authorities such as Brian Cox, Patrick Moore, Richard Dawkins and Marcus du Sautoy, Osman covers topics as diverse as the Big Bang, vaccination, computing, radioactivity, human genomes, the wheel and many more. Each essay looks at the logic behind these great inventions, discoveries, theories and experiments, studying the circumstances that brought them into being and assessing the impact that they had on the world at large. An intriguing and thought-provoking collection, 100 Ideas that Changed the World offers us a glimpse into the minds behind history's greatest eureka moments.

100 of the best designs

Atomic Habits

Leonardo da Vinci to David Hockney

The Books That Changed My Life

1001 Ideas That Changed the Way We Think

*St Ives is unique in British art history. Between the Second World War and the 1970s, many progressive artists chose to work and often settle around this small port in the far west of Cornwall. Drawing on fresh research, Michael Bird has created a fascinating and highly readable account of St Ives and its artists.*

*One hundred of today's most prominent literary and cultural icons talk about the books that hold a special place in their hearts—that made them who they are today. Leading authors, politicians, CEOs, actors, and other notables share the books that changed their life, why they love them, and their passion with readers everywhere. Regan Arts has teamed up with the literary charity 826National, which will receive a portion of the book's proceeds to provide students ages 6–18 with opportunities to explore their creativity and improve their writing skills. Contributors include Al Roker, Carl Hiaasen, Dave Eggers, Emma Straub, Eric Idle, Fay Weldon, Fran Lebowitz, Gillian Flynn, Gregory Maguire, Jeff Kinney, Jim Shepard, Laura Lippmann, Lev Grossman, Liev Schreiber, Margaret Atwood, Mayim Bialik, Nelson DeMille, Rosanne Cash, Susan Orlean, Tim Gunn, and Tommy Hilfiger, among others.*

*Experience the uplifting power of art on this breathtaking visual tour of 2,500 paintings and sculptures created by more than 700 artists from Michelangelo to Damien Hirst. This beautiful book brings you the very best of world art from cave paintings to Neoexpressionism. Enjoy iconic must-see works, such as Leonardo da Vinci's Last Supper and Monet's Waterlilies and discover less familiar artists and genres from all parts of the globe. Art That Changed the World covers the full sweep of world art, including the Ming era in China, and Japanese, Hindu, and Indigenous Australian art. It analyses recurring themes such as love and religion, explaining key genres from Romanesque to Conceptual art. Art That Changed the World explores each artist's key works and vision, showing details of their technique, such as Leonardo's use of light and shade. It tells the story of avant-garde works like Manet's Le Dejeuner sur l'herbe (Lunch on the Grass), which scandalized society, and traces how one genre informed another - showing how the Impressionists were inspired by Gustave Courbet, for example, and how Van Gogh was influenced by Japanese prints. Lavishly illustrated throughout, look no further for your essential guide to the pantheon of world art. Charting the movements, developments, and ideas that transformed the way women dress, this book gives a unique perspective on the history of twentieth-century fashion. From the invention of the bias cut and the stiletto heel to the designers who changed the way we think about clothes, the book is entertaining, intelligent, and a visual feast.*

*This compelling book chronicles 75 of the most influential artists from the dawn of the 20th century to the present, and from around the world. Each entry provides a fascinating insight into the artist and his or her vision of what they were trying to do, while also acknowledging the lasting effect or impression of their work. Arranged in a broadly chronological order, the book gives a sense of the impact each artist has had on the development of art practice over the last 100 years. Key dates in each artists career are clearly drawn out in the accompanying timeline. Through a combination of lively text and arresting visuals, this is an inspirational and wholly original guide to some of the artists whose vision has helped to shape the modern art world.*

*Line Color Form*

*The Formation and Dispersal of the Collections of Charles I and His Courtiers*

*An Easy & Proven Way to Build Good Habits & Break Bad Ones*

*100 Ideas that Changed the Web*

*Modernism*

*100 Diagrams That Changed The World*

100 Ideas that Changed Street Style is a look-by-look dissection of the key ideas that changed the way we dress — from the middle of the 20th century to the present day — explaining the most iconic items of clothing and how they were worn, what the look was born of, its cultural background, how it was received, and how it still resonates in fashion today. The modern wardrobe owes its development not just to fashion designers in Paris or Milan but also to gangs and movements brought together by a shared appreciation of music, sport or a particular underground culture, and a certain style that defines membership. These styles have rocked establishments, created stereotypes, expressed social division as much as they have united people, entered the language, spread around the world, and, above all, transformed dress for a wider public.

Art Visionaries

100 Ideas that Changed Graphic Design

How to Experience Contemporary Art

100 Ideas that Changed Photography

1000 Journals Project

30-Second Great Art