

MILTON GLASER

“To many, Milton Glaser is the embodiment of American graphic design during the latter half of this century. His presence and impact on the profession internationally is formidable. Immensely creative and articulate, he is a modern renaissance man — one of a rare breed of intellectual designer-illustrators, who brings a depth of understanding and conceptual thinking, combined with a diverse richness of visual language, to his highly inventive and individualistic work.”¹



Milton Glaser’s work is imaginative and original. He takes ideas and gets to the heart of them with his imagery. Glaser’s work is bold, colorful, sometimes psychedelic and modern, sometimes iconic. He is one of the most influential graphic artists in the world.

Born in 1929, Glaser received his education from the High School of Music and Art and the Cooper Union Art School in New York. A Fullbright Scholarship allowed Glaser to attend the Academy of Fine Arts in Bologna, Italy.²

Signal accomplishments in Glaser’s life include co-founding the revolutionary Pushpin Studio (1954), the *New York Magazine* with Clay Felker (1968) and Milton Glaser Inc (1974).³



DESIGNING IS WORK

Glaser's formation of his own company led to increasingly diverse projects, such as the 600-foot mural for the Federal Office Building in Indianapolis. His work is award-winning with honors from the American Institute of Graphic Arts, the Society of Illustrators, Art Directors Clubs, and the Type Directors Club. He received the 2004 Lifetime Achievement Award from the Smithsonian Cooper-Hewitt, National Design Museum, for his profound and meaningful long-term contribution to the contemporary practice of design.

Throughout Glaser's prolific career, museums of the caliber of the New York Museum of Modern Art and the Centre Georges Pompidou in Paris have presented exhibits of his work. Glaser is likewise re-known for his graphic design productions such as the *I Love NY* icon and the Bob Dylan album cover portrait. Glaser is an influential figure in both the design and education communities, contributing essays and granting interviews extensively on design. Interviews with him appear in *Macworld*, *Step-by-Step Magazine*, *Commercial Art* and *Metropolis Magazine*.⁴

