

Big, bold beautiful

Southwest Airlines' in-flight magazine shows how to design short, engaging stories. *continued* ▶

Big, bold, beautiful

Southwest Airlines' in-flight magazine *Spirit* is a quick read for the busy traveler. Here are the techniques that make it work.

Cover



Inside pages





You're on a Southwest 737 eagerly approaching the Grand Canyon when a two-state cloud layer obscures your view. Bummer. You reach for the in-flight magazine. What's here? Unlike *Sports Illustrated* or Oprah's *O*, an in-flight magazine has neither a regular audience nor a common topic. Because of this, it must present its material in unique, attention-getting ways. Designed in collaboration with Pentagram, *Spirit*'s short, easy-to-read articles illustrate how to design for quick impact, beautifully. Let's see what we can learn.





The basics

To create its easy-to-read look, *Spirit* uses three techniques—big headlines, big images and a vertical bar that's repeated from page to page.



To snag the busy traveler, stories in Spirit magazine are deliberately short, usually only a page or two. Most have only one image. Headlines are short and oversize. Each expresses one idea, ideal for quick comprehension (a good idea anytime, by the way). Images are big and—this is important—simple, which makes them easy to understand. Photos are favored over illustrations, which tend to be complex and less direct. A third device is a vertical bar (above, right) that appears in various colors throughout the magazine.



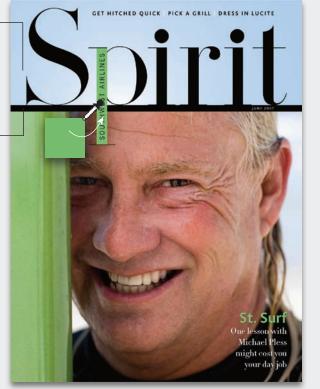
Portraits set the theme

Every cover is a close-up portrait—a powerful, universal theme. (The human face is the strongest of all images.) The format is bold, nearly square, uncluttered.

Blue sky establishes the magazine's venue and is a permanent element on every cover. Note that the clouds change.

Black horizontal bar does double duty. It's a base that blends nicely with the title, and it's a buffer that divides the blue sky above from the portrait image below.

Powerful focal point









One big close-up What do people have in common? It's their people-ness! Without a common denominator like sports or quilting to anchor the magazine, people stories are a great way to bring readers together. Even better, people pictures connect instantly. (Left) While typical covers are peppered with headlines, here, a few lines of type set quietly in the bottom-right corner allow the reader to focus entirely on the face. Note that the vertical bar color is eyedroppered from the image and connects portrait to nameplate.

Beautiful typography

Big headlines require a beautiful typeface that's fairly light on the page. HTF Didot is a glamorous choice, full of expressive lines and stylistic quirks. Here's what's cool:



Supporting typefaces

Two typefaces handle the work of body copy, captions and other small text. Key to a workhorse typeface is to choose medium, not extreme, weights and proportions.



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Deckhead and body copy | ITC Cheltenham comprises most of the magazine. An early 20thcentury workhorse, it's readable in bumpy skies and low light, and is as quirky as HTF Didot but in different ways. Its elegance quotient is zero.

Big images

Oversize photos—typically one per spread—immerse the reader in a visual "surroundscape." Key is simplicity: one focal point, no distracting backgrounds.





Single-object images are stronger To focus the reader on the subject, focus on the subject! Here, you're practically bumping into Mr. Waits, whose flinty-eyed stare tells you that you're a little too close. That's engagement—pretty good for only a photo! In contrast, the group shot, above left, divides the reader's attention nine ways, which works only if the group itself is the point! When evaluating photos, always think, "If I could show only one thing, what would it be?" Then do it.





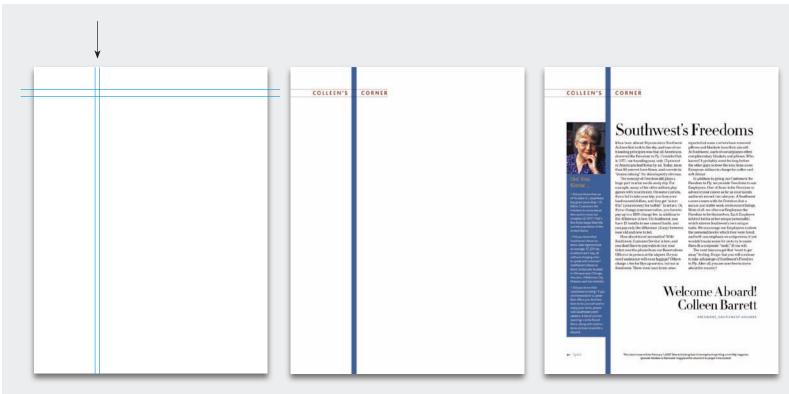
Center stage This layout illustrates the power of the center. Angled portrait divides the spread in halves, headline on the left (its contours follow his face), text on the right. The background is featureless, and even that has been blurred, leaving the reader nothing to see except, well, the thing he came to see.





Vertical bar

Unique to *Spirit* is a vertical bar that repeats throughout the magazine; it's an arbitrary device that is sometimes used to divide information, other times for decoration.



Vertical bar and kicker form horizontal and vertical lines that recur throughout the magazine (left). To accomodate different page contents, this bar moves to the left or right (below).



Vertical bar is typically used to divide one kind of information from another. Above right, it divides the editor's narrative on the right from short, bullet-style trivia on the left. Note the other contrasts used to separate information: text is white on the left, black on the right, narrow on the left, wide on the right, small on the left, big on the right, and the typefaces are different.

Variations

Big, bold, beautiful 9 of 15

The vertical bar is a flexible—and useful—layout tool. Text and photos flank it in various configurations—some on one side, some on the other, some on both and so on.



(A) Full-page image crosses beneath the bar, which is used to anchor a tiny caption; headline and text remain to the right. (B) Quarter-page image stops at the bar, while the story runs on the other side. Note the headline is at the bottom, yet still reads as a headline, not a "tail" line! (C) Standard magazine layout (illustration-head-text) required pushing the bar offstage to the extreme right, where it intersects the kicker in the upper right but exists mainly to sustain the theme.



Big objects

"The Numbers" section consists of single-object cutout photos and numerals so big that they become objects, an eye-arresting variation of the "big images" idea.



Create a verbal object Supersize numerals make it obvious that characters are graphics, too!—a beautiful typeface (HTF Didot italic) makes this appealing. The technique is contrived—it would be out of place in, say, U.S. News & World Report—but it's perfectly bite size for Spirit's diverse, on-the-fly audience.







Make a series "The Numbers" section is a series of single pages boldly presented: one big cutout, one big number, smaller headline, small text and the ubiquitous vertical bar. Everything is exaggerated. The layouts are similar but never the same. Extreme contrasts of texture—flat, smooth expanses; small, detailed text—keep the visual interest high.

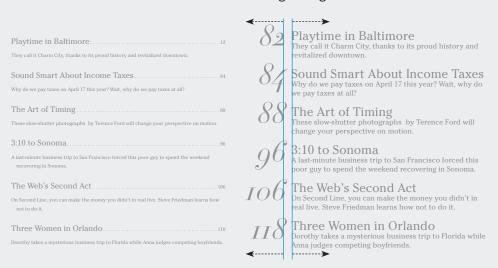
Textural contrasts—curving black sole, rectangular gray text, white expanse behind.



Big contents, page 1

Table of contents is set cinema style, number first, centered on the page. Without spacewasting dot leaders, numerals and text can be big, bold, and easy to jump right into.

Columns are aligned right and left.



Make the most of the space (Above, left) Old-style table of contents has headlines on the left and page numbers on the right connected by dot leaders, which leaves acres of basically empty space in the valuable center (left). Cinema style puts page numbers first, eliminating the dots, which allows the setting to be big and central. Here, big numbers in HTF Didot italic set the typographic theme for the magazine.

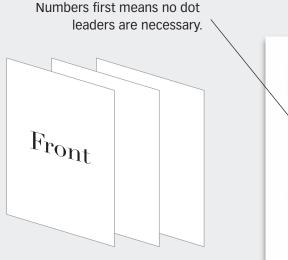
Table of contents, page 1





Big contents, page 2

Big—and unusual—"Front, Middle, Back" heads divide a long list into three skimmably short ones; key is to retain plenty of white. Cutout photo is an organic counterpoint.



Where in the magazine?

It's a cute solution to a minor problem. Because the articles in Spirit have no common subject, they're simply grouped by where they appear in the issue. This is actually useful. Big heads do a good job of getting attention; unaligned text blocks convey the light, informal feel of the magazine.

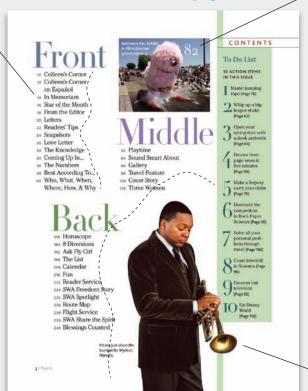


Table of contents, page 2

Note reversed page number and caption.

- Master jumping rope (Page 76)
- Whip up a bigleague shake (Page 62)
- Open your spring style with a sleek umbrella (Page 64)

A list of to-dos (Above) This is clever! A second contents list right of the vertical bar tells the reader what useful tips will be found in the articles. Big numbers serve as bullets.

Freeform layout (Left) Columns of short lines have organic edges ideal for freeform layouts. Here, a cutout of jazz great Wynton Marsalis is jockeyed into the open space. The layout varies issue to issue depending on the photos.

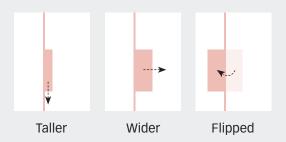




Captions, callouts and other small bits of text seem minor, but they are the first and sometimes only—things read. Colorful flags put them in the spotlight.

Air Force Sheckler soars at the Dew Tour.

> Flag-style caption waves for attention; note its contrasting background. Flags must attach to the "pole" but can be placed atop almost any image. The savvy editor knows the makeit-or-break-it value of these bits of text, which are always read before just about anything else. The tiny caption above even has its own headline! Below, the flag can be any height or width. It can also flip sides.



WHOWHAT WHEN WHERE | HOW WHY Like many marquee athletes, peo skate-boarder Ryan Sheckler didn't start out like Tiger Woods: His lather didn't strap him eto a skateboard when he was 4. Rather Sheckler decided on his own to hop on and shed—when he was 4.

'I thid it just because it was fun," the fwi-time Drw Tour winner says, 'and because it was the cost thing to do.' Having grown up in San-Clemente, Calit, where all the older kids were skateboarding, he wanted to be like them. "I just thought it was sick," he says, meuring 'cool'
By the age of 7, Sheckler's older neighbors began imitating him, and he won his first competition. 'I realized,' he says, "that this might be the way to go." Meeting his idol. Tony Hawk, that same year only confirmed his decision to keep on skating. "My dad asked me what I wanted for my any data assent me what i warroes are my birthday. Sheckder says. And I loid him to skate with Tony. My dad e-mailed him, and Tony showed up at the YMCA Skate Park. I was just on ruth." Rad indeed. But it wassif all e-mail persousion. The grade-school kid was already the heirapparent to the aging legend's throne. New 17, Sheckler has soon the Stam City Jim, the Vans Triple Crown, the World Cup of Skateboarding, the X-Gam and the atomismentioned Dew Tour, A trophy case like that suggests be has the talent and the grit to rack up victories and turn heads with his airpower for the next couple of decades. With so many accomplishments, what left for the highflying kid from San Clem-ente? Staying down to earth. "I'm basically keeping on with what I do." he says in between practicing verts to the five-city Dew Tour that starts on June 21 in Baltimore. "There's a lot of crazy things that have happened in the last few years. But I'm trying to keep a level head."

Vertical bar separates text from photo, but note the headline runs right across.

Fun with bubbles Below, looking like a voice balloon but acting like a flag, a "Click This" caption has an entirely different shape and color. Centered type conforms to its shape.



Article resources



Typefaces

- **1** Bliss 2
- 2 HTF Didot
- 3 ITC Cheltenham Std.

Credits

Spirit magazine (www.spiritmag.com) is published for Southwest Airlines by Pace Communications (www.pacecommunications.com). Editorial director Jay Heinrichs worked with DJ Stout of Pentagram (www.pentagram.com) on the magazine's original design. Each issue is designed by Spirit design director Kevin de Miranda, senior associate art director Brody Price and assistant art director Emily Buxkemper, all of whom also track down art and assign photography and illustration. Lauren Chesnutt is photo editor. The pages shown in this article include the work of freelance photo editor Kathy Marcus and designer Christine Xoinis.



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John McWade Publisher and creative director Gaye McWade Associate publisher Dexter Mark Abellera Staff designer

Before & After magazine

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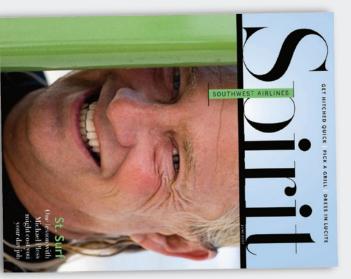


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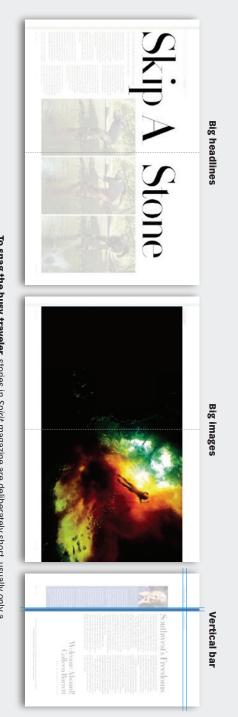
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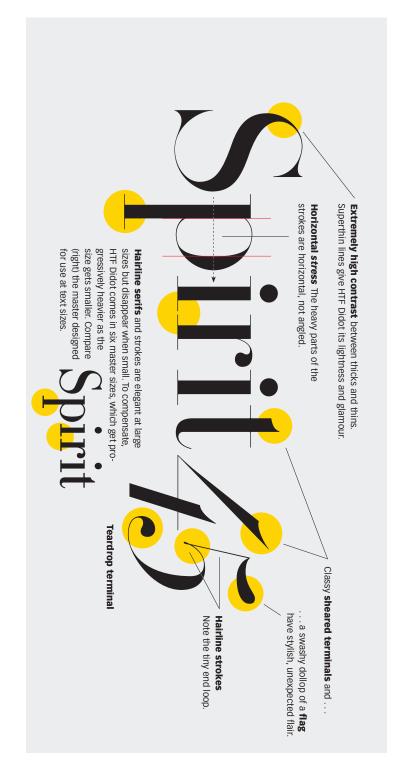




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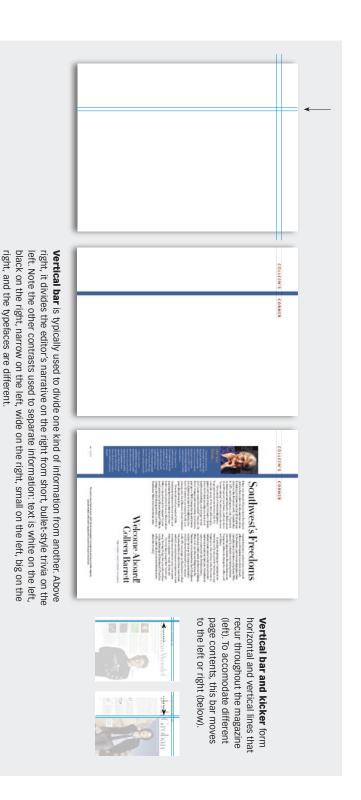




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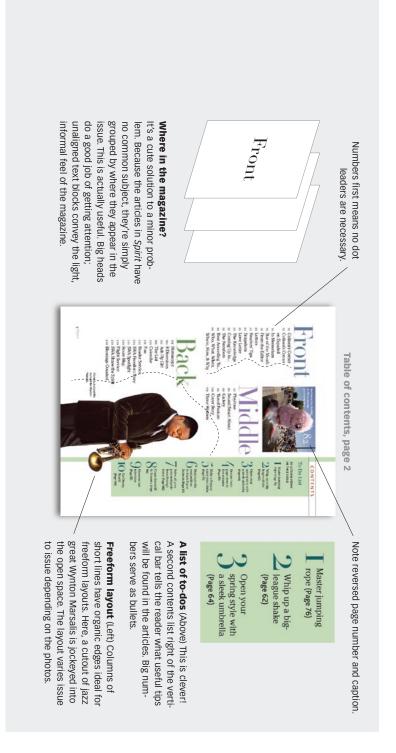
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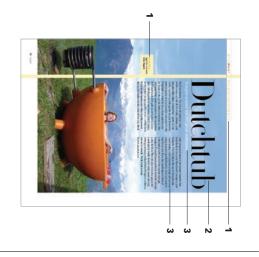


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Spirit magazine (www.spiritmag.com) is published for Southwest Airlines by Pace Communications (www.pacecommunications.com). Editorial director Jay Heinrichs worked with DJ Stout of Pentagram (www.pentagram.com) on the magazine's original design. Each issue is designed by Spirit design director Kevin de Miranda, senior associate art director Brody Price and assistant art director Emily Buxkemper, all of whom also track down art and assign photography and illustration. Lauren Chesnutt is photo editor. The pages shown in this article include the work of freelance photo editor Kathy Marcus and designer Christine Xoinis.

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