10 THINGS A GRAPHIC DESIGNER COULD NOT GO A DAY WITHOUT:

1 an apple mac

While there may be a dispute between Apple and PC/ Windows users, we think that a MAC is hands down the best when it comes to designing. Without this mean machine, we'd be a lot more mean.

2 post-it notes

Some of us are just really forgetful sometimes because we just have so many things processing in our minds simultaneously (if only you could see what actually happens in there) and so post-its really help us organise things (most of the time anyway).

3 liquid sustenance

This could be in the form of a large cup of coffee (or 4), bottles of water or preferably a bottle of vodka...just kidding, we don't drink on the job. Most days.

4 fast internet connection

These days we need the internet for everything and so we become highly disgruntled if a webpage takes longer than 3 seconds to load.

5 music & earphones

Silence is awkward. It really is, especially in a studio with other designers. You start to hear yourself breathing heavily and you feel as though the walls are closing in on you... Okay not really but it is nice to have some music on while you work. Ditto goes for crowded offices and you just want to switch off and concentrate.

6 snacks

There are days when you dont get time to even think about food and your stomach declaring war can be heard above the radio in the office. It's not ideal so having something, anything to stuff your face with is handy. It also keeps your energy levels up so you don't feel like a complete zombie at the end of the day.

7 Google

Doubt that there is one designer out there that can say Google has never helped them with anything. From trying to spell a word to photoshop tutorials, Google really is our best friend (& lover for some). This goes hand in hand with number 4. Without the one, the other is practically useless and we may get slightly temperamental.

8 human contact

This could be the delivery man or the designer next to you. We need to have human contact throughout the day to remind us that we are in fact humans ourselves and not just robotic slaves. It also helps to have others around to bounce ideas off of or to brainstorm with.

9 a sketchbook

This may only apply to some designers but it helps to sketch thoughts and ideas down before processing them directly onto the computer. Anyway that was how design was orginally done many, many (okay not that many) years ago.

10 inspiration

We need to keep the juices flowing some way or other. And besides, designers just take other designer's work and make it better ;)

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