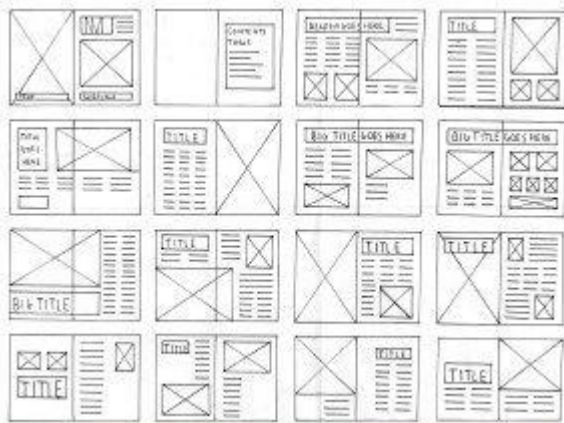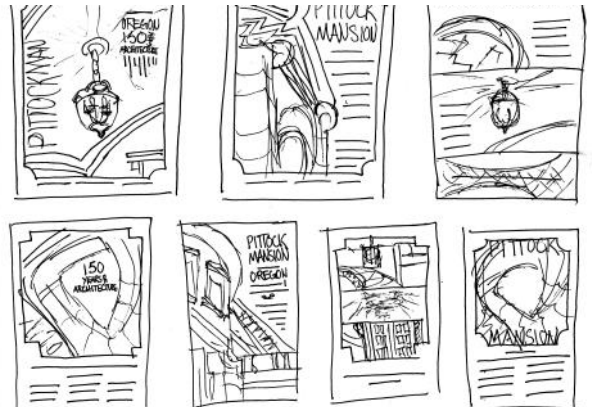# Thumbnails

A thumbnail is a small representation of a final page layout. Graphic designers use them to consider different ideas before they spend time creating the design on a computer.

They are part of the **Preliminary** planning stage in graphic design.

In proper graphic design cases, the thumbnail is not shown to the client—it is just to help the designer consider different layouts and decide which one to select to make a larger, and better quality version of, called a **Visual**, which can be shown to the client for approval.



## Basics of Thumbnails

When sketching a good thumbnail, first of all make sure the **Proportion** of the layout matches the page.
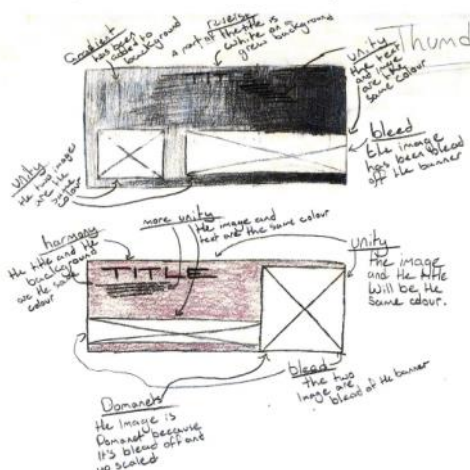Select either a **Landscape** or **Portrait** layout—if it is for a magazine, then it will probably be portrait. If you have been given a free choice, then try thumbnails for both.
If you are indicating a **Picture** use a rectangle with a cross through it.
If you are indicating a **text box**, use a series of horizontal lines.
If you are indicating a **Headline**, then this can often be indicated with the actual word.

This picture above shows a series of thumbnails for different pages of a magazine. The designer can then use them as a guide when they go to the computer to make the page using **Desk Top Publishing** software.

Thumbnails do not usually include colour, but sometimes the SQA prefers this when you are doing your assignment. Sometimes they also like a simple representation of the images to be included, the Headline, and details of the background. Extended text can be shown using lines, as above. The SQA also prefers thumbnails to be **annotated** to indicate your knowledge of layouts, elements and principals.

The image to the right shows what they may prefer for marking purposes.