Pre-Press Graphics Designer Interview Questions And Answers Guide.

Global Guideline.

Pre-Press Graphics Designer Job Interview Preparation Guide.

Question # 1

Explain have you done freelance work before?

Answer:-

Why yes I have done the freelance work on many occasions maybe 150 at least.

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Question # 2

Tell me what is a blueline?

Answer:-

The final proof before the actual press run. It includes all the images at actual resolution, but everything is printed out in one color--blue.

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Question # 3

Tell me who is your favorite designer?

Answer:-

Sarah from Salted Ink. I love her clean, fresh designs that stand out without being too overdone and in your face.

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Question # 4

Tell me how familiar are you with Adobe's product line?

Answer:-

Adobe Photoshop - 80%, Illustrator - 35%, Dreamweaver - 60%, Premier - 40%

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Question # 5

Explain me what is your workload like?

Answer:-

There's a big difference between the level of attention you'll get from your freelance designer if you're providing a significant portion of their income versus sending them a small project here and there.
Before committing to a contract, set clear expectations around your requirements. Will you need closer to five or 40 hours of their time each week? Find out how booked up they are with other clients and if it's realistic for them to take on your project given your expectations and their other commitments.

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Question # 6

Explain What Has Been Your Most Successful Campaign & Why?

Answer:-

An employer might ask this question because, although you might have mentioned it on your CV or included it in your portfolio, they want to hear about your most successful campaign in your own words. With this question, the employer wants to hear about your passion for that particular campaign and why you personally think it was such a success. They're also looking to see how you judge the success of a campaign and how and what you did to make it successful. Obviously with this question, your answer will depend on your previous experience - but whichever campaign you choose, try and have some stats to hand and be careful not to take responsibility for other people's work.

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Question # 7

Explain your creative process. What are the major steps?

Answer:-

Every designer should have a detailed answer prepared for this. A good designer won't just jump in and start designing. Great designers begin by trying to understand the problem they're being asked to solve. Depending on the project, they might interview users or look through data to determine the best course of action. They should also allow for at least one round of substantive feedback and iteration before they submit their final designs.

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Question # 8

Tell us what do you know about our company/brand?

Answer:-

Employers love it when employees take an interest in their company or brand, especially in the case of designers. After all, how can you design something that matches their brand's style if you don't know anything about them?

After all, how can you design something that matches their brand's style if you don't know anything about them?

Do your homework before the interview and try to come prepared with some idea of what the company is all about. You don't need to know all of the facts, but you should try to have an understanding of their overall message and philosophy, and why you are a good fit for them.

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Question # 9

Tell us what kind of design projects interest you?

Answer:-

Liking your job has never been a requirement of employment, but good employers know that happy workers do better work-especially if they like the work they're doing. Every designer has his or her own specialty, something they like to do above all else. If what you like to do just happens to be the same job you're applying for, then you're in good shape.

Liking your job has never been a requirement of employment, but good employers know that happy workers do better work-especially if they like the work they're doing.

If you're afraid that your interests and the job you're applying for aren't the best match for one another, then try to find the best answer that is not only honest, but makes you the best candidate for the job. You could mention that you would like to work your way up into a position that would let you work on your favorite types of projects, if that's a possibility.

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Question # 10

Explain me would you call yourself a team player?

Answer:-

This question, and versions of it ("Do you prefer working alone or in a team?"), is designed to ensure you work effectively with many different individuals, from your peers to executives. When asked about your collaboration abilities, give a specific example of how you regularly interacted with colleagues in other departments or led a project team that included staff from several different levels within the firm.

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Question # 11

Explain me how would you describe your work and your influences?

Answer:-

Look for elaborate and interesting stories, search for passion for design and design-thinking. References to history, design history, art, culture, music and architecture are useful when describing choices, intentions and solutions.

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Question # 12

Explain why you would like to work with a team and why you would like to work alone?

Answer:-

This is more of a character test. Further, it can show us which way you work, how your design process develops and what type of work you want to do. Maybe you prefer a team, and you'll show and tell us how you would be good in a team, or lead a team?

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Question # 13

Explain are you comfortable being told what to design?

Answer:-

Graphic designing is not merely an art but also a science. Not just graphic designers but many creative minds out there refuse to work on ideas or suggestions that have been given by others. This is not to imply that they are closed or rude, it simply means that creative thinking is a series of thoughts for them and they believe that they will not be able to do justice to any idea that is the brain child of another human being. Some creative minds believe that their work should be products of their own minds and they should feel and personally experience whatever they are going to present on a blank surface. Working with individuals like this could be inspiring but at the same time it could also be very difficult.

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Question # 14

Tell us are our policies and standards in keeping with your own?

Answer:-

The complex process of designing graphics is a necessary part of all company campaigns and these graphics cannot be properly created without the expertise of a trained graphic designer.

It is important to ask right at this stage if this candidate's views and thought processes are in keeping with that of the company. He or she will not be able to commit himself entirely to the company if the company's views are in direct opposition to his own.

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Question # 15

Tell me are you open to criticism?

Answer:-

Individuals respond to criticism in various ways, some listen to the criticism and attempt to improve on the work that has been done, some turn a blind ear to criticism and then are a select few who cannot accept criticism and take it very personally. While hiring a graphic designer you should make sure that you hire someone who can accept constructive criticism and learn from his or her mistakes. The candidates answer will give you an insight into his or her self awareness and levels of honesty. In any event, sometimes it is nice to have a head strong designer who is unwilling to step aside from his or her beliefs.

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Question # 16

Explain the three best projects from your portfolio?

Answer:-

The candidate needs to explain the entire design process, the decisions, ideation, context, why's, do's and dont's, through describing the production and execution of a specific project.

Question the designer's decisions to discover details of projects and the reasoning behind these decisions. Ask how the designer would have made those projects even better.

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Question # 17

Explain me how would you describe your design research?

Answer:-

When discussing design research, it is necessary to cover all the angles with which the candidate is familiar, and explain the reasoning why s/he decided to use a particular technique, tool, or way of thinking to achieve a result.

Nevertheless, if a designer received the data via the client, copywriter, strategist, or UX designer, it will be necessary to conduct further research that will confirm the designer's statements, possibly upgrading the outcome.

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Question # 18

Tell us what kinds of print media have you worked with?

Answer:-

If you're applying for a job designing print media, chances are the employer is going to want to know what kind of print you've worked with in the past. This also rings true for any design job, not just print-employers want to know how comfortable you are working in different mediums.

This is because employers want to know if they're going to have to train you on anything down the line, which could be expensive on their behalf. So they want to see what you already know to gauge how much further you still need to go. Be sure to mention the types of media you've worked within, the equipment you've used and any formal training you might have received along the way.

If you can manage it, bring examples of your past print work for the employer to see. Since this is print we're talking about, it makes an even bigger impression if you have actual, physical examples that the employer can touch, hold and possibly even keep for themselves. Check out our tips for designing a unique print design portfolio for more information.

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Question # 19

Let's say someone tells you to design something without any context. What do you do?

Answer:-

Nobody likes it, but sometimes designers are asked to create something without a lot of context. A good designer can roll with the punches and find answers to their questions whether there's a detailed creative brief or not.

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Question # 20

Tell us what qualities and skills should a good graphic designer have?

Answer:-

This is a great opportunity to see how a designer thinks of their profession. "To create great designs" is not enough. A good designer will be able to articulate how their designs communicate your brand's vision and solve practical problems.

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Question # 21

Explain me do you have a blog?

Answer:-

Graphic designers who have a blog and actively take steps to showcase their domain expertise are more likely to bring additional value, advice, and experience to the

table --beyond the deliver able you've agreed upon. The right graphic designer with an active social media following or established personal brand can help create more than just a new style for your company; they can become a worthy advocate, too.

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Question # 22

Tell me what motivated you to apply for this project?

Answer:-

This question can reveal a lot about whether the graphic designer you're interviewing is genuinely interested in your company and what they'll be working on. If they aren't, it'll show in the final product -- and that's a losing situation for everyone.
Ask questions that gauge their knowledge of your business and goals, and observe how well their skills and interests align. You want a graphic designer who fundamentally understands what you are building and why it's important. Ideally, they'll already be familiar with your company or will have interacted with you as a customer in the past.

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Question # 23

Explain me when is eye catching, too much?

Answer:-

When It detracts from the message. Your work may aesthetically be incredible, but it has to effectively communicate the message.

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Question # 24

Tell me who is your favorite super hero?

Answer:-

Superman. He's humble, self-sufficient, and never once blamed his upbringings for any failure he may have had in life.

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Question # 25

Explain what processes do you find most difficult in creating a new design?

Answer:-

The initial creation phase. It's hard to narrow down ideas to decide on one main design that will successfully represent your brand/design look you're trying to achieve.

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Question # 26

Explain me when creating graphics, what do you think is the most important aspect, planning, design, or implementation?

Answer:-

All of the above. If you're missing any one of those parts of the formula it can mess up the rest of the design. You want to make sure it's consistent in all parts.

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Question # 27

Explain me about a time when you closed a deal with someone that was unsure about going forth, how did you do? What was the project for?

Answer:-

I was hired to create a logo and for a bow-turning company. After I completed it I was asked to create a website for them in the future. Months had passed without any word, so I created some sample pages to show the client. They were happy with the result and decided to move forward.

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Question # 28

Explain what's the difference between the gripped edge and the deckle of paper stock?

Answer:-

The gripped edge is the side of the paper which is held by the printing press, the deckle is the edge or side of the paper which is the "outside"

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Question # 29

What do you enjoy designing graphics for the most? Example would be, for advertisements, for websites, video games, etc.?

Answer:-

Advertisement and websites.

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Question # 30

Tell me have you worked on a project as part of a team? How did it turn out? What parts did you contribute?

Answer:-

At my current job I'm in charge heading monthly meetings to track different aspects of our company. I contribute to 5 of the 6 topics in question. I always make sure

my research is thorough, my presentations are laid out effectively and I give everybody as detailed a breakdown as I can. I ALWAYS make sure I'm able to meet the deadlines and I'm willing to help others if they aren't able to complete their aspects in time.

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Question # 31

Explain how do you work with collaborators like copywriters, developers, and project managers? Tell me about the final hand-off process?

Answer:-

Great graphic designers are team players who ask questions and solicit feedback. A good candidate will feel comfortable collaborating with clients on a project. They should be able to recommend specific file types for review, source files, and deliverables to make the final hand off as smooth as possible.

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Question # 32

Please explain us what are some of your greatest accomplishments as Pre-Press Graphics Designer?

Answer:-

If you have accolades, awards, academic achievements or other lofty accomplishments in your past, then this question is likely going to be easy for you to answer. This is your chance to blow them away with all the great stuff you've been able to accomplish in the design field so far.

However, many people may have difficulties answering this question for a number of different reasons. Maybe you don't feel as if you've accomplished much of anything, maybe you're actively working towards something big but haven't quite made it yet, or maybe your big life accomplishment has nothing to do with graphic design.

Remember why employers ask this question in the first place-they want to work with people who have ambition, because ambitious people tend to put in the work to accomplish their goals. Employers also want to understand what inspires you; what do you consider an accomplishment in the first place?

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Question # 33

Tell us what areas of your work or personal development are you hoping to explore further?

Answer:-

Discuss areas of personal development, with emphasis on visual design.
How would the designer become even better or branch out into different areas and expertise of the design spectrum?

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Question # 34

Tell me what are your qualifications and do you have previous experience being a graphic designer for any company?

Answer:-

Though all details are likely to be mentioned on the resume of the person applying for the job it would always be best to break the ice by beginning with questions like this one. However you should remember that qualifications are not directly proportionate to how well one can do the job. Very often people with even the best of qualifications find it very daunting to work under pressure so you should make sure that you hire someone who can rise to the challenge and offer you exactly what you are looking for. In addition to asking about graphic designer qualifications you should enquire about any previous work experience as well.

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Question # 35

Tell me do you prefer to sketch your designs first before converting them into digital format?

Answer:-

When you ask a question like this during an interview with designer you are basically familiarizing yourself with the way in which the candidate goes about working on a task that has been assigned. If he or she answers in a definite and confident manner then you know that he or she has a definitive plan of action and has worked on projects before. However you must appreciate the honesty of a candidate who gives a straightforward answer like, it varies from project to project. As is often the case sometimes he or she might prefer to start off by using a pencil and paper and sketching the design while ideas keep flowing into the mind whereas other times if he gets an instant idea of design in mind then he can skip the primary step and instantly start working on the computer.

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Question # 36

Tell me what are some of your greatest accomplishments as Pre-Press Graphics Designer?

Answer:-

Everybody has their own opinion on what makes a good designer, and your opinion on the subject can give potential employers some insight on how you operate. That's because the qualities you describe are going to be ones that you either already have or aspire to become better at.

It's best to go for a wide range of different qualities that show that you understand what it takes to be a successful designer. If you say something like "a good designer is creative, imaginative and has a unique sense of style," you're going to come off as a bit single-minded. Saying something like "a good designer is creative, punctual and open to feedback" will make you seem like you understand everything that goes into the job.

But don't forget that the person interviewing you is likely going to hear a lot of the same thing from every designer they talk to. Come prepared with a few unique attributes to set yourself apart from the rest of those being considered for the job. Focus on unique attributes that relate back to your own personal experiences as a designer, and also tie into the job you're applying for. Surprise the interviewer with an answer that is well thought-out and one they haven't heard a dozen times before.

Surprise the interviewer with an answer that is well thought-out and one they haven't heard a dozen times before.

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Question # 37

Tell us what's an example of a project where you disagreed with the client's feedback and how did you handle it?

Answer:-

Good designers should be able to defend and support their work in a professional, respectful way. You want designers who believe enough in their work not to be steamrolled but also who won't be difficult to work with or refuse to adapt.

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Question # 38
Tell me when working with flash, what is a reasonable timeframe for a leaderboard banner?

Answer:-

I guess 1 hour but I am not a Flash user.

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Question # 39
Tell us what is your preferred software for creating these designs?

Answer:-

QuarkXPress has merit for certain applications, but I prefer InDesign overall.

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Question # 40
Tell me why should our small firm hire you?

Answer:-

I genuinely love to collaborate, learn, and design. I strive for perfection in everything I do to ensure that each project I create is done to best of my abilities.

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Question # 41
Tell me when designing print jobs what file format would you use for photos?

Answer:-

PSD TIFF. EPS. JPG or PDF

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Question # 42
Explain me have you ever gotten tired of creating new designs?

Answer:-

No, i'm very much interested new work and new clients. I want create something new and fresh.

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Question # 43
Tell me what method of design do you use most frequently, tables, css, or standards?

Answer:-

I typically use css for design. It allows for the most versatile creations and gives you endless creative freedom.

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Question # 44
Explain me how much bleed do you normally have on your layouts?

Answer:-

Usually it depends on the printer and his press and the project, around one sixteenth to one eight of an inch sometimes one quarter inch.

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Question # 45
Please explain what is your experience with CSS?

Answer:-

I have about 2 years experience so far. I can create layouts, layers, animations, edit colors, edit dimensions and many many other things. There's so many possibilities!

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Question # 46
Tell us your design aesthetic?

Answer:-

A critical factor to consider when hiring a graphic designer is whether their work aligns with the overall design aesthetic you envision for your project.
If the designer you're considering has a portfolio full of edgy, hand-illustrated black-and-white cartoon characters, they might not be the best fit to work with a mature brand that wants to appear authoritative. It's a good idea to look through the designer's work to get a sense of whether their aesthetic jibes with your vision before getting too far into the interview process, but be sure to ask this question regardless.

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Question # 47

Tell us do you find CSS to being superior or inferior?

Answer:-

Superior or inferior to what? It's a coding language used with practically every website these days, mainly to set the style of a website.

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Question # 48

Explain your process of taking a project from initial sketch to the final product?

Answer:-

After I create the sketch (depending what the sketch is for) I typically go right into photoshop to create a mockup to send to the client or the initial design. Once I get the go-ahead, I go into wordpress and begin building it from the ground up, making sure the final project is verbatim to the initial design to please the client as much as possible.

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Question # 49

Why Did You Apply For This Job as Pre-Press Graphics Designer?

Answer:-

While the first question assessed your motivation for the industry in general, this question is designed to test your motivations and reasons for applying for this particular role. The employer wants to see how much you know about the role and company on offer and they're really asking why you think you're a good fit for this particular graphic design job. When answering this question - again, it's good to be honest - but you need to avoid citing purely selfish reasons eg. amazing salary or 40 days holiday a year. Instead of citing the aforementioned reasons, a better answer might be to say you're looking for a new challenge and you'd love the chance to work for an established brand that has a great reputation within the industry. You could also mention how your skills and experience align perfectly with the role on offer - and how your values also match those of the brands.

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Question # 50

Explain how do you incorporate feedback into your designs? What's a time you received hard criticism for your work?

Answer:-

You want to make sure you're selecting someone who can solve design problems, not create them. Great designers aren't precious about their work, and mature designers appreciate and incorporate constructive feedback.

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Question # 51

Please explain about a time when you had to work under pressure and how you overcame it?

Answer:-

Sometimes, unforeseen circumstances can bring additional pressure to the job and employers want to make sure that the designers they work with aren't going to fall apart the minute the going gets tough. Questions like this tell the employer two things-not only how you handle pressure, but what constitutes a stressful situation in your book.
Questions like this tell the employer two things-not only how you handle pressure, but what constitutes a stressful situation in your book.
Be ready to answer this with an anecdote or example from your life that shows you know how to keep cool under pressure. Stories about deadlines, editorial mandates or last-minute changes are good to include, because these are the kind of stresses that will naturally occur in the design field. Showing that you've already dealt with these kinds of stresses makes you a stronger, more experienced candidate.

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Question # 52

Please explain would you consider yourself a team player?

Answer:-

No matter if you're an in-house designer or working freelance from home, you are a part of something greater and you belong to a team of people all working towards the same goal. When employers ask this question, they're not looking for a simple "yes" or "no." They're looking for some sort of indication as to where you fit in the team.
Are you the type of person who naturally ends up leading the team? Are you happy to just play whatever role is necessary on the team to get the job done? Are you the type of person who can always be counted on to put in the extra work to do last-minute tasks that pop up? These are the type of things that employers want to know.
If you're a bit of a lone wolf, it's okay to run without a pack, but you're going to have to make some sort of concessions to your future employers. If you work best alone, find some other way that you can contribute to the team. Suggest that you're happy to participate in planning and development meetings, or that you'll check in on a regular basis with your team through e-mail.
If you're a bit of a lone wolf, it's okay to run without a pack, but you're going to have to make some sort of concessions to your future employers.
Employers just want to make sure that everything will keep running smoothly if they hire you, and that you'll be able to get along and work effectively beside the people who already work there.

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Question # 53

Explain me what do you think of (x) project?

Answer:-

Suggest a few projects, or ask a designer to select a project and then dissect it. The candidate should be able to pick it apart.
Listen for answers that explain context, goals, references, influences and pure aesthetics, as well as identifying problems, solutions, and outcome of the chosen direction. If the candidate can elaborate with quick solutions to a set of specific problems, that's even better.

Question # 54

Explain if you were asked to design a logo for our company what would it look like?

Answer:-

One of the best ways to gauge how much the person being interviewed knows about your company would be by asking that person to design a logo for the company keeping in mind its policies and its target audience. If you are able to get a quick and satisfactory response then you know that you are hiring someone who has prior knowledge about the company and someone who can think quickly as well as under pressure. In this present day and age where there is cut throat competition between companies you cannot afford to hire a person who takes up a lot of time to come up with new ideas.

Question # 55

Explain are you comfortable working in a team?

Answer:-

In any company, the graphic designer cannot be working independently and not in consonance with the rest of the marketing and advertising bodies. It is vital to ask this question so as to ensure that you are hiring someone who can easily communicate and get along with other people. Thinks might get extreme when your creative team or ad agency attempts to communicate its advertisement ideas to a person who is unwilling to be receptive. Such difficulties often might lead to a dysfunctional and non cooperative team and will eventually lead to the loss of both time and money.

Question # 56

Explain what's the difference between rich black and auto black?

Answer:-

Rich black is used when you have a large area to cover. Auto black is used for smaller elements such as text and little areas. Rich black is "blacker than black" and uses different RGB combinations to achieve a darker look, whereas auto black is only 100% black.

Question # 57

Explain me what is your design process like?

Answer:-

The graphic designer you're considering should be able to articulate a clear path to achieving your desired results. An inability to do so could mean they don't have enough experience to suit your needs.
For example, here's how veteran graphic designer Ian Paget of Logo Geek kicks off a project with a new client: "I start my design process by creating a list of goals that can be used as a tick-list to refer to during the design phase and when selecting the best solution. We cover areas such as the brand's story, values, competition and target audience."
Having a well-defined, agreed upon design process like this is key to the success of the designer-client relationship.

Question # 58

Tell Me What Do You The Most Important Qualities Of A Graphic Designer Are?

Answer:-

An employer will ask this question because they're looking for your opinion on what makes a great graphic designer in terms of qualities and skills - something which should be easy to name if you're a great designer yourself. When trying to prepare an answer for this question, think about the skills and traits you have which help you in your day-to-day work - examples could include things like patience, strong communication skills and a great eye for detail, as well as more technical things such as familiarity with the whole Adobe Creative Suite. With this type of question, there are no real right or wrong answers - an employer is looking for your opinion and the reasons behind your opinion.

Question # 59

Walk me through your portfolio. Which pieces are you most proud of, and why?

Answer:-

Every designer should be prepared to showcase their best work. Make sure you ask them to explain the problem each piece was meant to solve and how they accomplished that.

Question # 60

Explain how do you measure the success of your designs?

Answer:-

A good designer should always be looking for feedback and opportunities to iterate. They should care about metrics like conversion rates, click-throughs, and user feedback even if they aren't measured by them.

Question # 61

Why did you leave your last job as Pre-Press Graphics Designer?

Answer:-

This is not your own personal forum for airing out all of the grievances you had with your last employer, and doing so is not going to help you get the job. Instead, you want to remain professional and honest without coming across as someone who makes a lot of unnecessary problems. Put a positive spin on your reasoning as much as you can.

For example, money is a common reason why people leave their jobs, and it's not unreasonable to seek out new employment opportunities in order to increase your income level. However, telling a potential employer that you left over money is going to signal to them that you might do the same thing to them one day, or that it'll be expensive to keep you. Instead, you can say that you felt there was no longer any room to grow at your last company, or that you were looking for new opportunities to advance your career.

In some cases, you'll be interviewing for a job without having actually left the last one. That's okay, but expect to answer a lot of questions about what you do at your current job, why you're thinking of leaving it and how long it'll take you to be able to start your new job.

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Question # 62

Tell us how do you handle criticism?

Answer:-

Let's be honest-artists and designers sometimes have a tendency to turn into divas when faced with criticism or editorial guidelines. It can be frustrating to work in a creative field and have outside factors hinder your creative expressions. But for a professional graphic designer, criticism is a part of the job; employers want to know that you'll be able to suck it up and make changes to your design when necessary.

Let's be honest-artists and designers sometimes have a tendency to turn into divas when faced with criticism or editorial guidelines.

What's important here is to impart upon the interviewer that you can take direction, that you're open to the ideas of others, and that you understand how to work within a hierarchy. However, the interviewer might try to throw in different follow-up questions or add modifiers to test how you work when treated unfairly or when given bad criticism.

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Question # 63

Tell me what graphic design software do you most commonly make use of?

Answer:-

Everyone has their own likes and dislikes and it would be better to inquire about which software he or she makes use of most often. Some of the best graphic design softwares available include, Serif Draw Plus, Corel Draw, Corel PaintShop Pro, Corel Photoshop Pro, Xara, Serif PhotoPlus, ACDSee Photo Editor, Corel Photo Impact, Cyber Link, PhotoDirector, PhotoStudio among many others. Asking this question will not only give you a heads up about which software you will probably need to download or purchase if you decide to hire this particular candidate but it will also give you an insight into how skilled a designer he or she really is.

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Question # 64

Tell us why did you become a designer?

Answer:-

When discussing this theme, the energy and imagination behind the answers will give you an idea of the designer's character and spirit.

Based on the answers, an interviewer can expand the interview based on the designer's concept and style preferences, influences, historical references and everything that drives his/her's professional career.

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Question # 65

Explain me how long does it take for you to deliver the final product?

Answer:-

Time is money, and the more time you take on a project, the more money it will cost your employers in the long run. However, this can be a problematic question to answer, because you also need to look out for your own interests. Many designers make the mistake of underselling how long it actually takes them to finish a project, which can create a whole heap of problems down the road.

After all, if you say it takes you one hour to do a project that actually takes three, your employer is going to hold you to that statement and you'll find yourself overwhelmed with deadlines you just can't meet. It's almost better in this instance to overestimate how much time you take, just to give yourself a buffer in case you're hit with a particularly difficult assignment. However, that can also be a dangerous game to play, because it may make you look less attractive than other candidates who can work faster than you.

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What's important here is to give the interviewer a sense of how you manage your time. If it takes you longer than others to get a job done, then you need to be able to show why that extra time makes for a better final product. Break down your workflow into blocks of time so they know exactly how you work and what you use your time for.

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Question # 66

Explain me what have you done to improve your knowledge of graphic design?

Answer:-

Employers want to work with designers who are already good at what they do, but they also want designers who will continue to improve with time instead of stagnating. You didn't get to where you are by doing nothing, so talk about your experiences getting here.

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You'll want to provide your educational background, but also talk about some of the classes you took and why that made you a better graphic designer. Have you learned new software over the past few years? Have you tried your hand at designing a different type of media than you're used to? Do you spend time reading design books, blogs and forums? These are all great things to mention.

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Question # 67

Tell me what Makes You Stand Out As A Graphic Designer?

Answer:-

With this question, the employer is basically asking you why they should hire you over any other candidate and they're also testing how well you know yourself as a professional graphic designer. Again, with this question it's important to be honest and to think about what qualities and experience you might possess as a graphic designer that other candidates might not - this could be your previous client base, the range and depth of your experience - or even some of the techniques you've picked up in your career. Whatever reasons you give, be sure to have some examples to hand so you can back them up.

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Question # 68

Explain me what Attracted You To The Graphic Design Industry?

Answer:-

With this question, the interviewer is obviously keen to find out where your passion lies and what your motivations are for working in the industry. When trying to prepare your answer to this question, think about what it is that makes you want to continue to work in the graphic design industry. Is it the creativity aspect? The chance to create pieces which will be seen by thousands of people every day? Or the fact you get to create lots of different pieces of work every year? With this type of answer, it's easy to tell who's being false and who's being honest so whatever answer you give, try and stay true to yourself and avoid copying anyone else.

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Question # 69

Tell me what do you do when a client wants a reverse ad?

Answer:-

Help them achieve their goal. I would suggest things that would make their campaign successful, be it reserve advertising. Ultimately it's the client's decision what direction they want to go. My job is to help them reach their destination successfully. Make sure they're confident in their brand and willing to take the risk.

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Question # 70

Explain What Is Your Favorite Part Of The Design Process?

Answer:-

This question can seem a bit personal - but again, it's just another question to try and determine what makes you tick as a designer. Again, with this one it all comes to down to personal opinion and - as with any other interview question - it's important to be honest because if you lie here, it could come back to haunt you later down the line. In general, the design process can be split into three chunks - the initial consultation, the creative process and the final negotiations/finished results. If you can't pick one particular stage, you could pick out different aspects of each and explain why you enjoy them.

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Question # 71

Explain what kind of design software are you familiar with?

Answer:-

When interviewers ask this question, they're trying to find out if you're able to use their in-house software, or how quickly you'd be able to learn if you're unfamiliar with it. Obviously, your best-case scenario is to know ahead of time what kind of software they use. If you already know how to use their preferred software, this will be a pretty straightforward answer.

If you don't know their software or you have no idea what they use, this can be a tricky question to answer. Tell them what you do know, and try to include any program you think they might use. If you use something that's similar to another program, that can also be a big help and the interviewer might not always be able to make that connection, so be sure to do it for them. For example, if you use one of the many Photoshop alternatives out there, you probably understand the basics of Photoshop too.

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Question # 72

Tell us how good are you about sticking to your deadlines?

Answer:-

Employers are looking for designers who can not only deliver results, but do so in a timely manner. Failing to meet your deadlines can cost your employer money or make them lose face to their customers, clients and business associates. If you are good about keeping up on your deadlines, you'll be good to go when it comes time to answer this question.

If sticking to your deadlines is something that you have a hard time with, then you need to at least show the interviewer that you respect deadlines and that you do whatever it takes to get your job done. Give examples of times when you weren't able to complete a task on deadline, and explain why you fell behind and how you rectified the situation. Did you ask for an extension ahead of time? Did you bring in another designer to help you with the work?

Keep in mind, there's no reason to punish yourself if you've missed the odd deadline here or there in the past. Potential employers want to know how you're going to handle their deadlines, so you can always turn a negative experience into something positive.

Read More Answers.

Question # 73

Explain what is your biggest design challenge?

Answer:-

If you were confronted by a tough challenge, we want to hear about it. Why was it the biggest challenge in your career? What happened, what did you do to overcome it, what tools and processes were employed?

Most design work goes unseen and behind the curtains in the design process. We want to hear your design hero story. Alternatively, describe your dream challenge and how you would design a process to help you deal with it.

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Question # 74

Tell us what is your design approach?

Answer:-

The design process is essential to how design candidates develop and create their work. Insight and the way they work can distinguish their quality. As the design process becomes more thorough, the results become more elaborate and detailed.

Also, the design process is often limited by budget and time, and a useful insight would be how s/he and the design teams that s/he has worked with in the past handled various situations and briefs.

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Question # 75

Let us say you are designing a new logo for our company. What would it look like?

Answer:-

This question gives you an opportunity to observe a designer's thought process first-hand and see how well they understand your company or product.

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Question # 76

Explain what would you say will be future of design? Or the next big thing?

Answer:-

Let your creative juices flow, we want to hear the craziest and wildest ideas of what might next drive the design industry. Extra points for storytelling!

For example, VR (virtual reality) is opening a big space in the consumer world: from gaming to virtual museums and any kind of virtual experiences. In regard to visual design and interaction, VR is one of the new mediums for design inclusion from the graphic and interactive perspective.

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Question # 77

Explain me if you do work with us, will you be using your own hardware?

Answer:-

Different companies have different provisions available for the graphic designers which they hire where some companies prefer it when their employees make use of their hardware, other companies would rather have designers working on their own machinery, which they are probably more comfortably using. This is a very important question to ask during the interview as if you are not willing to provide the necessary equipment and hardware and the graphic designer does not really have all that is required to do the job in a proper manner then there is no point going ahead from the interview to the next level. By asking a question like this you know exactly where you stand with the candidate.

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Question # 78

Explain how long does a typical project take you to create from sketch to finish?

Answer:-

It depends on the complexity of the project. A simple logo design takes about 1 week. An entire brand and website design can take up to a couple of months.

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Question # 79

Explain What's The One Piece In Your Portfolio That You're Most Proud Of?

Answer:-

Now, at first, you might think that this question is the same as the "most successful" one - but it's actually a bit different. Why? Because with this question, the employer is asking for your opinion as an individual - they're asking for you to judge a piece of work based on your own feelings, rather than things like stats and success rates. Why? Because this gives them an insight into who you are as an individual and helps them to assess how well you'd fit in with their current workforce.

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Question # 80

Tell us what is your biggest design career moment?

Answer:-

From awards, to happy clients, consumers, engaged public, social movement, and tangible results in skyrocketing numbers and profits, we want to hear it all.

How did it start, what happened, and why did you succeed?

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Question # 81

Tell me how would your other clients describe working with you?

Answer:-

When a graphic designer has a page of their portfolio website dedicated to testimonials or keeps an offline copy of positive reviews they've received from past clients, it tells you their customers are happy with their results and willing to publicly vouch for them. If they don't offer to share, just ask.

However, if they're unable to produce a few positive testimonials, that's might be an indication they are unable to sustain good client relationships or produce quality results. Tread lightly.

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Question # 82

Explain me what are your graphic design career goals?

Answer:-

This is an interview minefield that can be tricky to cross, especially if your career goals don't necessarily include staying with a company for an extended period of time. You want to be honest, but you don't want to come off as someone who is simply using this job as a stepping stone to something bigger. Employers realize that their employees aren't always going to stay with the company for the entirety of their career, but they also want to work with people who are committed.

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Question # 83

Explain which process of a project creation do you enjoy the most?

Answer:-

Electronic set up of the comp, laying out the pages, and including placeholders, and of course, seeing that comp come out of the printer a sparkling design.

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Question # 84

Can you tell me more about your design background?

Answer:-

Finding out more about the designer's background, based on his or her general introduction can provide us with relevant information about the design school the candidate attended, past/current work positions, design experience, problems and projects that s/he found along the way and how this translates to his/her current design career and future aspirations.

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Question # 85

Tell us what field, industry, type of work do you prefer?

Answer:-

From digital to print to 360 solutions, from social causes to luxury projects, pinpoint candidates' interests and preferences, and build up the talk to personal goals, project goals and things they want to do and create but haven't had a chance to do.

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Question # 86

Tell me what brands do you most admire and how do they influence your work?

Answer:-

This is a good opportunity to see whether a designer is abreast of current design trends and a good fit for your specific business needs. They should be able to articulate what makes a brand stand out, graphically speaking, whether that brand is directly related to your business or if it shares similar attributes.

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Question # 87

Tell us what software do you use, and when?

Answer:-

Standard skills are a must, from Adobe to Sketch, but look for the extra during an interview.
Processing, illustration, animation, video, art skills, and the like, that bring extra potential to specific clients and projects.

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Question # 88

Tell us the biggest freelance job you've done?

Answer:-

Creating my own brand. I built my website, portfolio website, graphics, and following from the ground up, teaching myself as I went. It's always a work in progress and takes a lot of time to maintain but it's so worth it!

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