

EDITORIAL DESIGN - CASE STUDY

Nocturne

A quarterly for the hours after dark.

An arts & culture magazine — the grid, the type system, the cover architecture and the feature spreads that hold four issues a year together.

SCOPE	Art direction · grid · type · 96 pages/issue
CRAFT	Print-first, screen-aware
SYSTEM	One grid, endless spreads

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Nocturne

OVERVIEW

Nocturne is a quarterly arts & culture magazine — ninety-six pages an issue, four issues a year. I art-directed the whole thing: the grid, the type system, the cover architecture, and the feature-spread language that keeps a magazine of many voices reading as one publication.

CHALLENGE

A magazine is the hardest kind of system: it has to feel fresh every issue and identical every issue at the same time. Too rigid and it reads like a template; too loose and the shelf falls apart. The brief I set: a framework a small editorial team can pour new stories into on deadline, that still looks art-directed on every page.

STRATEGIC THINKING

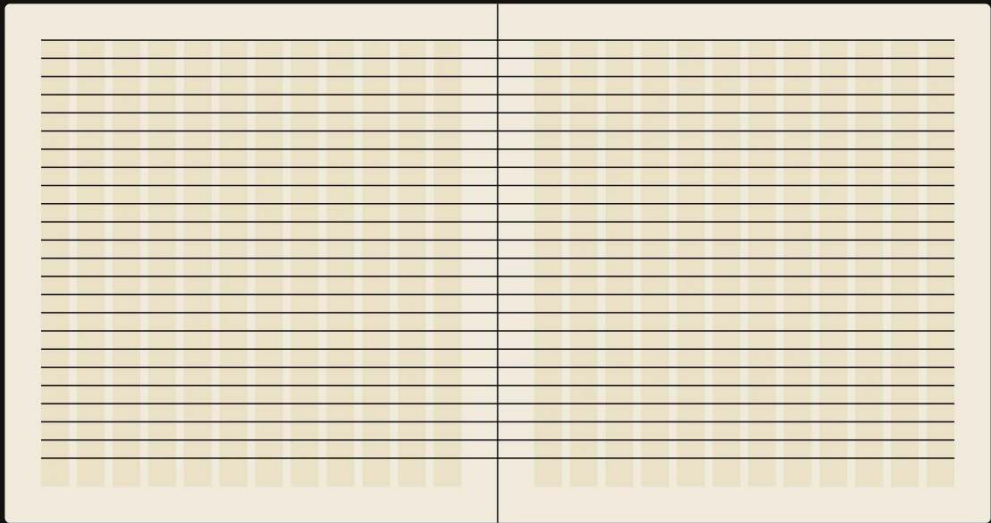
I built one grid and one type system and let the images and headlines do the changing. A twelve-column grid on an 8-point baseline holds everything; a high-contrast Didone carries the drama of the openers while a calm serif carries the read. The cover architecture fixes the masthead and moves only the season colour, the image and one coverline — so four issues read as one shelf.

THE GRID

The grid

THE GRID

Twelve columns, one baseline



12-COL · 8PT BASELINE · SYMMETRIC MARGINS

Margins

Outer 28 · gutter 18 · top 34

Baseline

8pt grid, everything snaps

Columns

12 — features span 8, sidebars 3

Rag

Ragged-right body, justified captions

Feature spreads

One grid, endless spreads



PH. STUDIO NOCTURNE

FEATURE

The Long Dark

On the artists who only work at night.

WORDS - A. REYES

N

"The city changes key after midnight."



PORTFOLIO - 12 PAGES

Typography

TYPE SYSTEM

High drama for heads, calm for the read

Nocturne

Masthead / display

The long dark

Feature headline

On the artists who only work at night.

Deck / standfirst

Set ragged-right on an 8pt baseline for a long, quiet read.

Body - MRD Serif

THE COVER SYSTEM

The cover system

THE COVER SYSTEM

Four issues, one unmistakable shelf



MASTHEAD FIXED · SEASON IMAGE · ONE COVERLINE · SAME GRID

Editorial details

THE DETAILS

The furniture of a good magazine

CONTENTS

Issue 01

- 12 The Long Dark
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- 78 The Turn



“The city changes
key after midnight.

PULL QUOTE OVER IMAGE

SECTION DIVIDER & FOLIO

II

NIGHT SHIFT

N

[Multiple lines of horizontal bars representing text blocks]

OUTCOMES & REFLECTION

The outcome

FINAL SOLUTION

One grid, endless spreads. The feature openers run big and cinematic, the text spreads stay quiet and readable, the photo essays breathe, and the covers line up as a set across Winter, Spring, Summer and Autumn — all from the same framework, masthead and type.

RESULTS

A magazine the team can actually make on deadline. New stories drop into an existing spread language instead of being designed from scratch, the covers stay recognisable issue to issue, and the publication reads as one art-directed voice across ninety-six pages — every quarter.

LESSONS LEARNED

Editorial design is rhythm, not layout. The craft isn't a beautiful spread; it's a framework flexible enough to surprise and strict enough to stay coherent across a year of issues made by many hands. Set the tempo, and the pages keep time.

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