

TERRIBLE TYPEFACE

ART 3313

F_24

START: 09.04.24

END: 09.09.24

[COURSE WWW](#)

WORKSHOP 01 / TERRIBLE TYPEFACE (?)

PROJECT DESCRIPTION

We are going to make some pretty terrible typefaces this week.

This project has two primary goals:

1. Put your computer away to explore (typo)graphic form with alternative methods.
2. Get your computer back out and turn the mess you made into a functioning typeface.

Using ANY material other than the computer, make the following characters on 8.5 x 11" paper (each):

ABCDEFGHIJKLMNOPQRSTUVWXYZ
.! ? (and 1 wild card)

Work quickly! Don't stop to overthink the fine details. Our objective is to explore form, texture, method, system, and process. We will work first in the analog, and explore digital documentation of our findings after the fact. Consider qualities of your object that can help inform the typographic form of your letters and characters.

DISCLAIMER: This is NOT a proper way to make a typeface. The goal of this project is to intentionally misuse our tools as designers and focus on the process. It is important to approach typography with care and extreme detail when necessary, which is most all of the time.

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PROJECT BREAKDOWN

STEP 01: CONSIDER / GATHER MATERIALS

Using any tool except your computer (paint, collage, alternative printing methods, natural elements, etc, create a series of typographic experiments on 8.5" x 11" paper until you have created the following characters:

ABCDEFGHIJKLMNOPQRSTUVWXYZ.!? (and 1 wild card)

These experiments should be in black and white, and eventually will be scanned or photographed and modified into .svg files, so keep that in mind (or ignore it, but ignore it intentionally).

STEP 02: DISCUSS / OBSERVE OUTPUTS AS A CLASS

COVER THE WALLS! It is hard to observe your work and experiments when looking at them right in front of your on the table. Pin em' up, step back, and digest. What do you see? What do you see that you didn't see when you were making? Is there a pattern, intentional or otherwise? Etc.

STEP 03: DOCUMENTATION / TYPEFACE PREP

Create an Illustrator file with the following:

- RGB Color Scheme (web)
- 30 art-boards at 350px x 350px each.

Photograph or scan your best experiments, which should be a total of 30 (A-Z.!? and a wild card).

Using Photoshop, edit each character until they are as close to pure black and white as you can get them. Convert them to Bitmaps and export them as TIFF files to drop in Illustrator.

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STEP 04: MAKE A TERRIBLE TYPEFACE

Open source tools are cool. Although there are many professional tools for type design, they can also be expensive. Since our goal is just to play and experiment, we are going the lo-fi route.

Download Font Forge:

<https://fontforge.org/en-US/>

Font Forge is nice because it is free, but intuitive is not a word I would use to describe it... Be patient, explore, look up tutorials, and pay attention when we walk through the process in class.

After exporting each of your character art-boards from Illustrator as .svg files, import them into their respective slots in the Font Forge software. Import your wild card into all the empty spaces, no matter what the characters should be.

Export your font as a .ttf file. Make sure to name the font and put your info in the metadata.

*I can't stress enough how important some tutorial and Google "how-to" searches will be for this software.

Viola! You now have a working (although probably terrible) typeface that you can share and work with.

SUBMIT YOUR FINAL EXPORTED TYPEFACES TO THE CANVAS ASSIGNMENT.

TIMELINE

09.04.24 - PROJECT START / INTRODUCTION

HOMEWORK - CREATE ANALOG LETTERFORMS / EDIT LETTERFORMS

09.09.24 - PRESENTATION OF OUTPUTS / FONT FORGE DEMO

CREATE WORKING FONTS / PROJECT END