

WORKSHOP

"Introduction to digital typeface design", Prague 5–6 April, at Vernon Gallery
TypeTogether, Veronika Burian & José Scaglione

SHORT DESCRIPTION

This workshop will provide a basic methodology and theoretical knowledge about typeface design techniques and best practices. The more advanced participants will have the opportunity to learn about the processes involved in post-production.

MATERIALS

A laptop with FontLab Studio 5.0 (the free Demo version is enough) installed per student, paper, pencils and markers.

WHO CAN PARTICIPATE

This workshop is open to advanced students, professionals and aficionados in the fields of calligraphy, lettering, graphic design, graphic communication and editorial industry. Basic knowledge of bezier curve drawing is advised but not required.

PARTICIPATION FEE

Students CZK 1900 (€75)

Professionals CZK 2780 (€110)

METHODOLOGY AND OBJECTIVES

Participants will be asked to make sketches for a pre-defined group of letters prior to the workshop. During the first few hours of the workshop students will refine the structural elements of these letters such as contrast, connections, weight of strokes and curve velocity. They will also learn the basics behind sketching an alphabet. This will be aided by a series of open critique sessions and by short theoretical lessons on letter shape drawing and optical corrections. Once the sketches reach certain level of refinement participants will learn how to digitize and improve the letter shapes in a type design application. They will be instructed on the best practices and procedures for professional alphabet development.

RESULTS

By the end of this workshop, participants will have basic knowledge and practice of the following subjects:

- . Proportions of the Latin alphabet
- . Ductus and consistency in alphabet drawing
- . Optical corrections
- . Shape and countershape (relationship between letter forms and their interior and exterior space)
- . Definition and parts of a digital font
- . Process for defining basic proportions on the digital glyph space
- . How to maintain consistency and achieve evenness in a digital font
- . Digitization and point positioning
- . Redundancy and economy principles in point positioning
- . Postscript best practices and rules for character drawing
- . Problems related to the repetition of bezier curves in different characters
- . How to generate a font file
- . How to create a valid testing procedure for a font

CONTACT

If you would like to participate in the workshop please write to info@type-together.com
