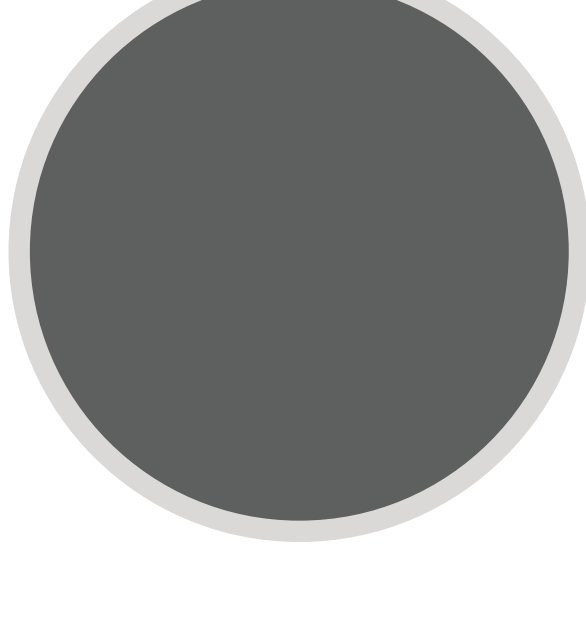


## Author



Andrew Johnson



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## User Interfaces for Variable Fonts

5 Marzo,1997

The tools we design with have a unique effect on the way we work, constraining and empowering us while we explore, examine and create. Variable fonts give us a new, wide open typographic space with which to work. Instead of prescribing value to individual UI elements in a vacuum, we should take a hybrid and calculated approach to variable font interfaces.



### ENABLING VARIABLE FONTS

Within our design tools, variable fonts present a unique challenge, allowing users to select and change different properties of the typeface that are exposed by the typeface designer. These changes occur along an interpolation axis—or a line that reflects variation values of a font:



A variable font can have any number of axes, but these can generally be reduced down to a few commonly used axes mostly likely to be used for Responsive Design. These default axes are called registered axes in the spec. Each one has a different set of use cases:

**Font Weight**– (wght): For adapting font weight to the container size, the weight of other elements, changes to hierarchy and screen resolution.

**Font Width**– (wdth): For fitting the width of the typeface to the width of a container.

**Font Italicization**– (ital): For changing how italicised the type is.

**Font Slant**– (slnt): For changing how oblique the type is.

**Font Optical size**– (opsz): For adapting to container size, font size and adjusting hierarchy and typographic color.

These axes take advantage of much of the layout-based adaption variable fonts provide. Some of these concepts are best illustrated in Erik Van Blokland's, responsive lettering.



Mito o Verdad de que los Unicornios

existen

5 Marzo,1997



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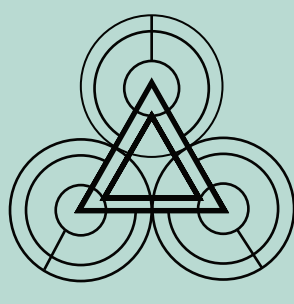
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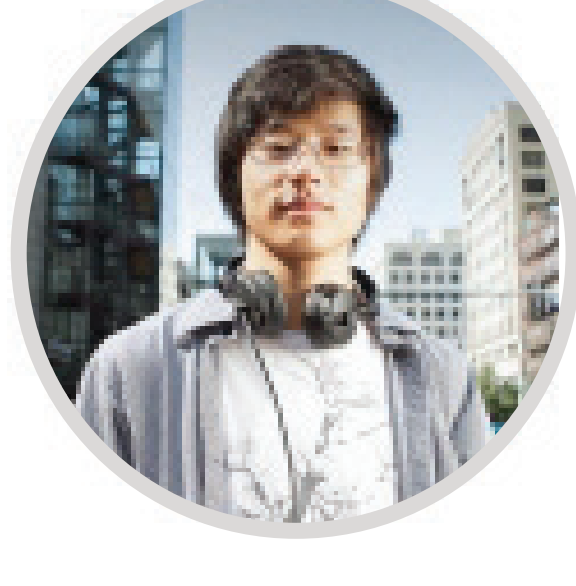






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SUN 29 NOV

## Author



Andrew Johnson



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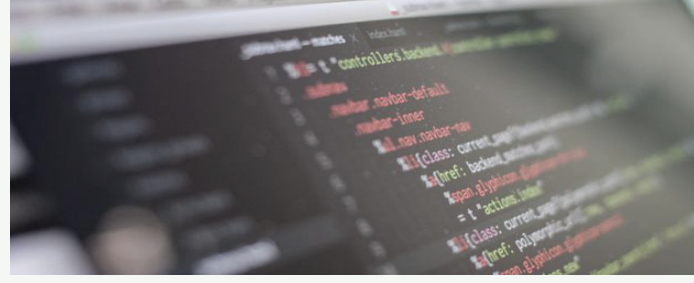
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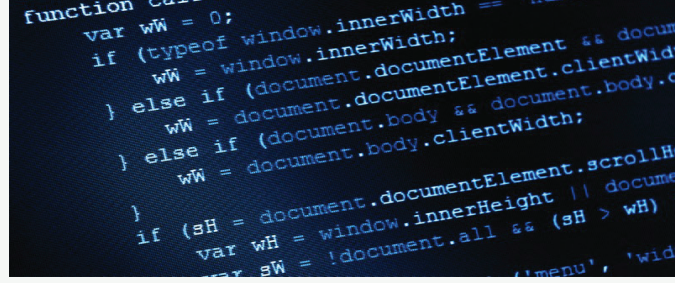
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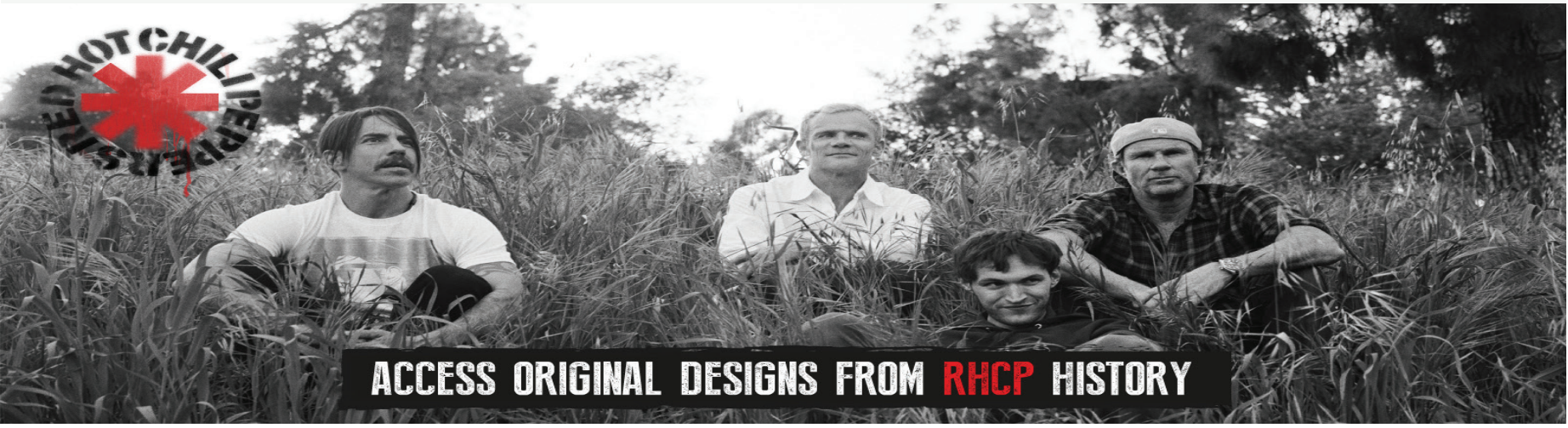
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ACCESS ORIGINAL DESIGNS FROM RHCP HISTORY

