SENSOR VARIABLE FONT MODEL

Components, architecture and flow

November 14, 2019







Presentation and objective

- This project presents a model that sets the groundwork for **establishing a** significant relationship between variable font and its application in graphical interfaces from data collected by different sensors.
- The aim is to **offer users more meaningful experiences when interacting with graphical interfaces**, giving them a connoted sense based on the relationship that exists between the data that feed an interface and the typographies that represent it.

Sensor Variable Font Model



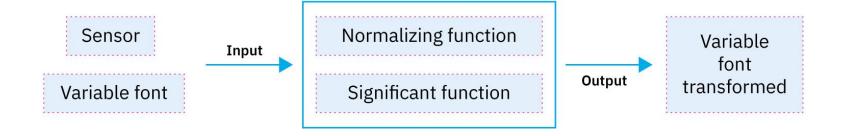
Specifications

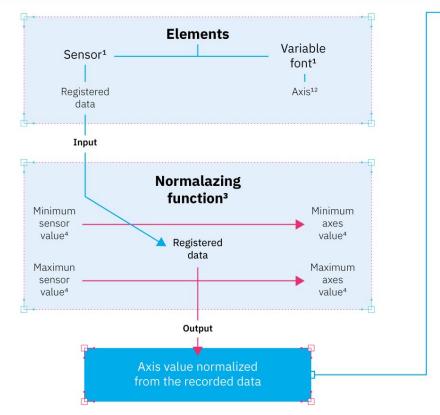
- **Flexible**. The model has parts with a higher level of abstraction that allow it to be applied to different types of interactive projects.
- **Provides meaning.** The model returns a result that conveys a certain communicative intention.
- Communicates through **typography**. The means to communicate the connoted sense are the variation axes of the variable typography.
- Based on **IoT** and human-machine interaction.



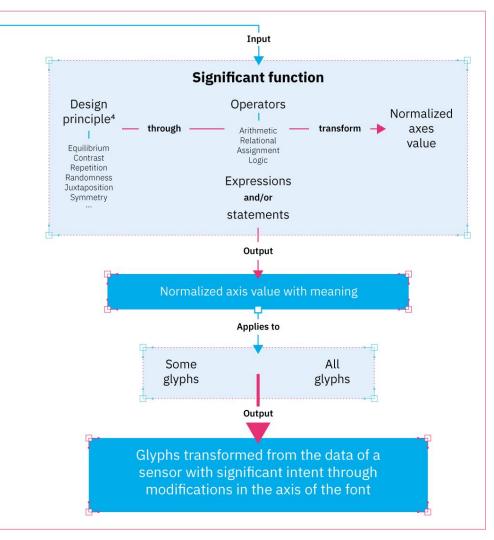


Basic architecture





- ¹ In the basic model only one sensor, one font and one axis are considered to facilitate comprehension. However, several sensors, fonts and axes can be combined to make the projects more complex.
- ² The axes depend on the selected font.
- ³ The Normalizing function allows us to establish a relationship between two ranges of values to transform the recorded data to its equivalent in the axis.
- ⁴ The minimum and maximum values of the sensor and the axis in the Normalizing function do not necessarily correspond to their actual minimum and maximum values, but they do have to be within that range.
- 5 They're just a sample. The designer has to select the ones he needs to communicate a specific meaning.







Basic example



■ In this case it has been used two kind of data recorded by the sensors, wind direction and speed, applied to a single variable font axis, slant.



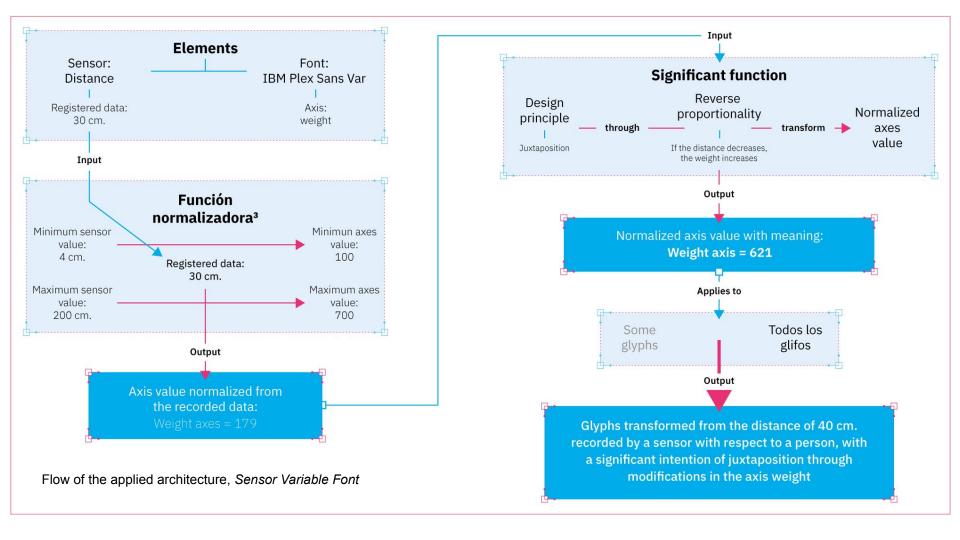


Sensor Variable Font Model

Applied example to a graphic interface



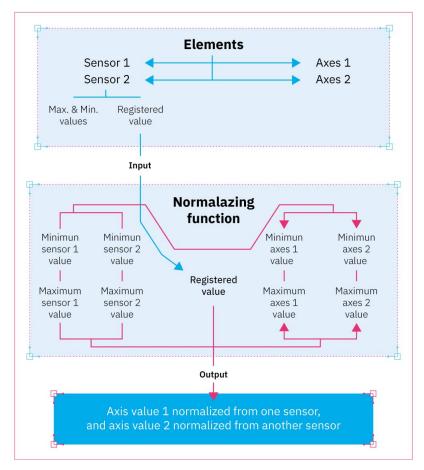
■ In this case it has been used a **distance sensor** applied to the **weight** of the font on the control panel of a car.



Model with one sensor and two axes

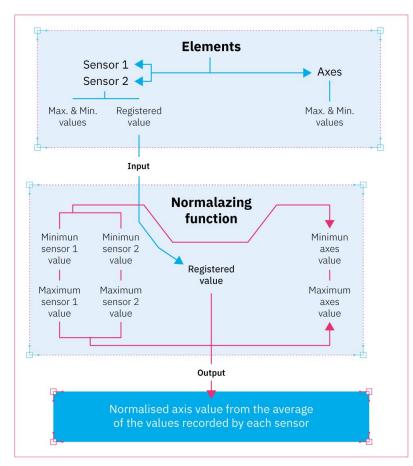
Elements Axes 1 1 sensor > Axes 2 Max. & Min. Registered Max. & Min. values value values Input **Normalazing** function Minimun Minimun Minimun axes 1 axes 2 sensor value value value Registered value Maximum Maximum Maximum axes 1 axes 2 sensor value value value Output Axis values 1 and 2 normalized from a single recorded value

Model with two sensors and two axes

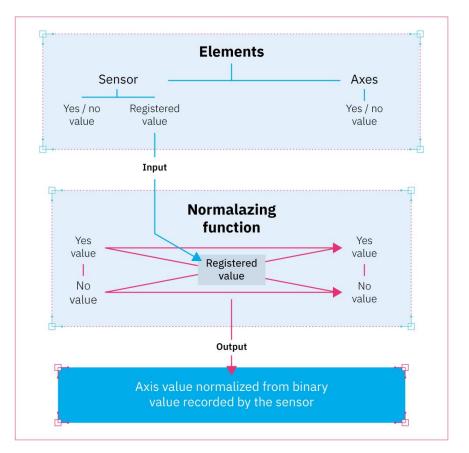


Sensor Variable Font: Semantic interfaces through variable fonts

Modelo con dos sensores y un eje de variación



Modelo con un sensor que registra valores binarios y un eje de variación binario







Visual communication techniques (Dondis, 1992)

Equilibrium > Instability

Symmetry > Asymmetry

Regularity > Irregularity

Simplicity > Complexity

Unit > Fragmentation

Economy > Profusion

Reluctance > Exaggeration

Predictability > Spontaneity

Activity > Passivity

Subtlety > Audacity

Neutrality > Accent

Transparency > Opacity

Coherence > Variation

Realism > Distortion

Flat > Deep

Singularity > **Juxtaposition**

Sequentiality > Randomness

Acuity > Diffusivity

Continuity > Episodicity





Basic Operators

Arithmetic	Relational	Assignment	Logic
Sum: +	Same as: ==	Variable name = expresion	Y (&&)
Subtraction: –	Less than: <	Incremental: m = i++	0 ()
Multiplication: *	Greater than: >		
Division: /	Less than or equal to: <=		
Remainder: %	Greater than or equal to: >=		
	Different than: !=		

Bibliographic references



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- Kenna, H. (2012). A Practice-led Study of Design Principles for Screen Typography. with reference to the teachings of Emil Ruder. (Tesis doctoral, University of the Arts London). Recuperado de http://ualresearchonline.arts.ac.uk/6051/1/HKenna_PhD_Thesis_LCC.pdf
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Thank you very much for your attention

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