# Update SPD 1.2 Course Tracker

- Attendance

- Blog Post status





# Typography and Design

# Design:

- 1. to conceive or execute a plan
- 2. to devise for a specific function or end
- 3. to indicate with a distinctive mark, sign, or name
- 4. to make a drawing, pattern, or sketch of

Design is about **communication**.

communicate the values of your product

As a designer it is your job to

with your audience.

A **product** has a purpose, and it's produces **values**.

These should be **expressed** in the design.

design – yes, no, and **WOW!** 

"There are three responses to a piece of

----

- Milton Glaser

Wow is the one to aim for."

# **Design Features**

- Typography
- Color
- Layout
- Everything else...

# **Typography**

Robert Bringhurst, The Elements of Typographic

"Typography is the craft of endowing human

language with a durable visual form."

Style

# **Talking about Type**

#### **Terms**



Align type on the baseline

# Kearning

Breathe

Breathe

The space between characters - Make type more legible

## Leading

In typography, leading (/'lɛdɪŋ/ LED-ing) refers to the distance between the baselines of successive lines of type. The term originated in the days of hand-typesetting, when thin strips of lead were inserted into the forms to increase the vertical distance between lines of type. The term is still used in modern pagelayout software such as QuarkXPress and Adobe InDesign.

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The space between lines - longer lines need more space

#### **Font Face**

A typeface is a style of lettering.

San serif

#### **Trueno Extra Bold**

Helvetica Neue

Serif

#### **Baskerville Bold**

Didot Italic

Script

**Lobster** 

Zaphino

#### Serif vs San Serif

The small features on the ends of strokes in some fonts are known as "Serifs."

## Serif - Superclarendon

Serif - Didot

Serif - American Typewriter

Serif - Baskerville

Serif - Georgia

San-serif - Arial

San-serif - Helvetica Neue

San-serif - DIN Alternate

San-serif - Trueno

**San-serif - Impact** 

San-serif - Avenir

Serif

# Type something

Type something

# **Font Family**

Fonts sharing a common design style are commonly grouped into font families

# Trueno Regular Italic

Trueno Ultra Light Trueno Ultra Light Italic Trueno Light Trueno Light Italic Trueno Semi Bold Trueno Semi Bold Italic Trueno Bold Trueno Bold Italic Trueno Extra Bold

Trueno Black

Trueno Black Italic

#### **Color/Value Contrast**

Making type legible is important. Creating contrast between typefaces gives you creative opportunity for communication.

#### **Contrast**

Contrast is the difference in luminance or colour that makes an object distinguishable.

Type should have good contrast.

Larger type needs less contrast.

Smaller type needs more.

Use your best judgement.

#### Contrast

Type should have some contrast ...

#### Contrast

Type should have some contrast ...

#### Contrast

Type should have some contrast ...

#### Contrast

Light text against a dark background.

Be honest with yourself, if you are having a hard time reading something someone else is having a really hard time.

#### Contrast

Type should have some contrast ...

#### Contrast

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#### Contrast

Type should have some contrast ...

#### Contrast

Color contrast is a thing!

Some colors don't contrast well and create problems for reading.

#### **Contrast**

Type should have some contrast ...

#### **Contrast**

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#### **Contrast**

Type should have some contrast ...

#### **Font/Face Contrast**

Pairing different font faces provides another opportunity for creative communication.

**Proxima Nova** - same family different weight and size

# Font/Face Contrast

Pairing different font faces provides another opportunity for creative communication.

Lobster + Roboto - Different faces

# **Google Fonts**

Google Fonts are great, their site suggests pairings.

https://fonts.google.com

Playfair + Lato - Weight and Face

# Information Hierarchy

### Hierarchy

Use the **style** type to create visual hierarchy.

Hierarchy communicates what is important

And the **order** things should be read

It **organizes** information

https://www.canva.com/learn/typeface-fonts/

# Why information Hierarchy?

Allows the designer/developer to point out to the viewer what he wants the viewer to see first.

This is very important in today's society as most

people are in a hurry.

moves on.

With the hierarchy principle, a designer can 'shout out' what is most important on the page/screen before the viewer gets bored and

Hierarchy Helps

Use styles to create a hierarchy

Without style the type is flat and uninteresting.

# **Hierarchy Helps**

Use styles to create a hierarchy.

Without style the type is flat and uninteresting.

# **Use Font Weight**

Size and weight

Use design to create a hierarchy in your type. It will organize how and what you communicate.

#### **Use Font Color**

Use design to create a hierarchy in your type. It will organize how and what you communicate.

Size and Color

#### **Use Position**

Position matters

Use design to create a hierarchy in your type. It will organize how and what you communicate.

# **Use Everything**

Use size, weight, color, etc. These are tools to help you arrange type to optimize your communication.

Size and Color

#### Quiz



# Typography Tipsd

Use one or two Typefaces or better use one font family

**Use Line spacing**. Longer lines require more space.

Use Good contrast.

Avoid Pure Black and Pure White. **Use off white and off dark and gray** instead.

Create a Hierarchy by styling each piece of information differently.

# ACTIVITY - Access via class syllabus on Github