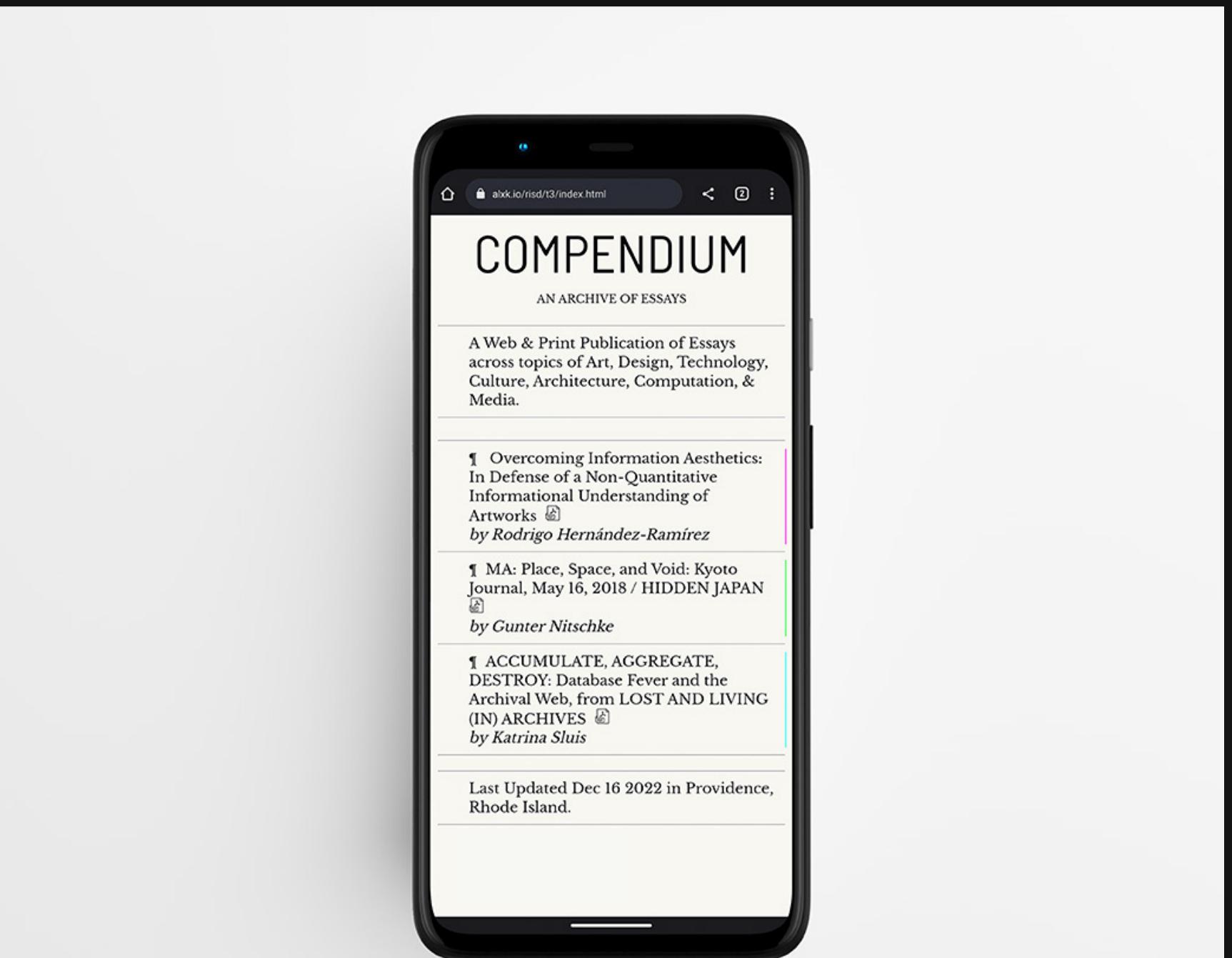


COMPENDIUM

PRINT & WEB

A project working with multiple complex long-form texts to design readable, engaging, and typographic interpretations of the text across three surfaces: mobile, desktop, and print with the aim of maintaining a consistency for the everyday multi-platform reader, approaching the design & typography to make the most of each medium and its affordances and virtues.

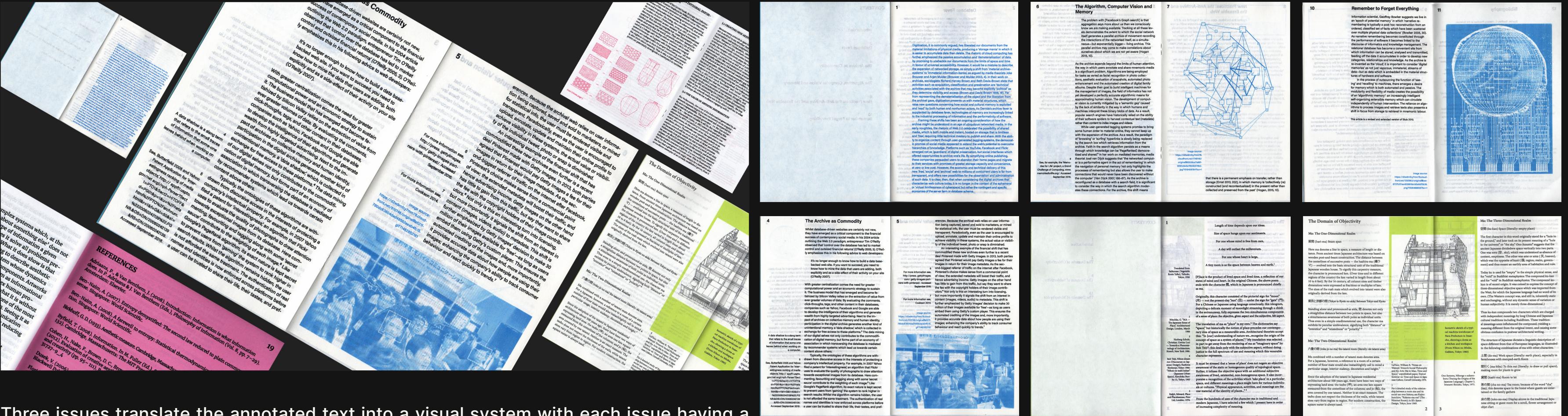


01. COMPENDIUM

RISD

This section displays a grid of pages from the print version of the COMPENDIUM, specifically focusing on essays related to space and place. The pages are heavily annotated with red and blue ink, highlighting specific terms and concepts. The annotations include definitions, etymologies, and personal notes. The essays cover topics such as 'The Domain of Objectivity', 'The One-Dimensional Realm', 'The Two-Dimensional Realm', 'The Three-Dimensional Realm', and 'The Realm of Experience'. The print version uses a mix of black and white photography, line drawings, and detailed text blocks to present the complex ideas of the essays.

01. COMPENDIUM



Three issues translate the annotated text into a visual system with each issue having a distinct iconographic, typographic, and color identity while being streamlined through a standardized design system.

These three editions are based on three research articles based on [1] database and the archival web [2] the concept of 'ma' in Japanese culture four-dimensions and [3] information aesthetics, a non-quantitative understanding of artworks.

