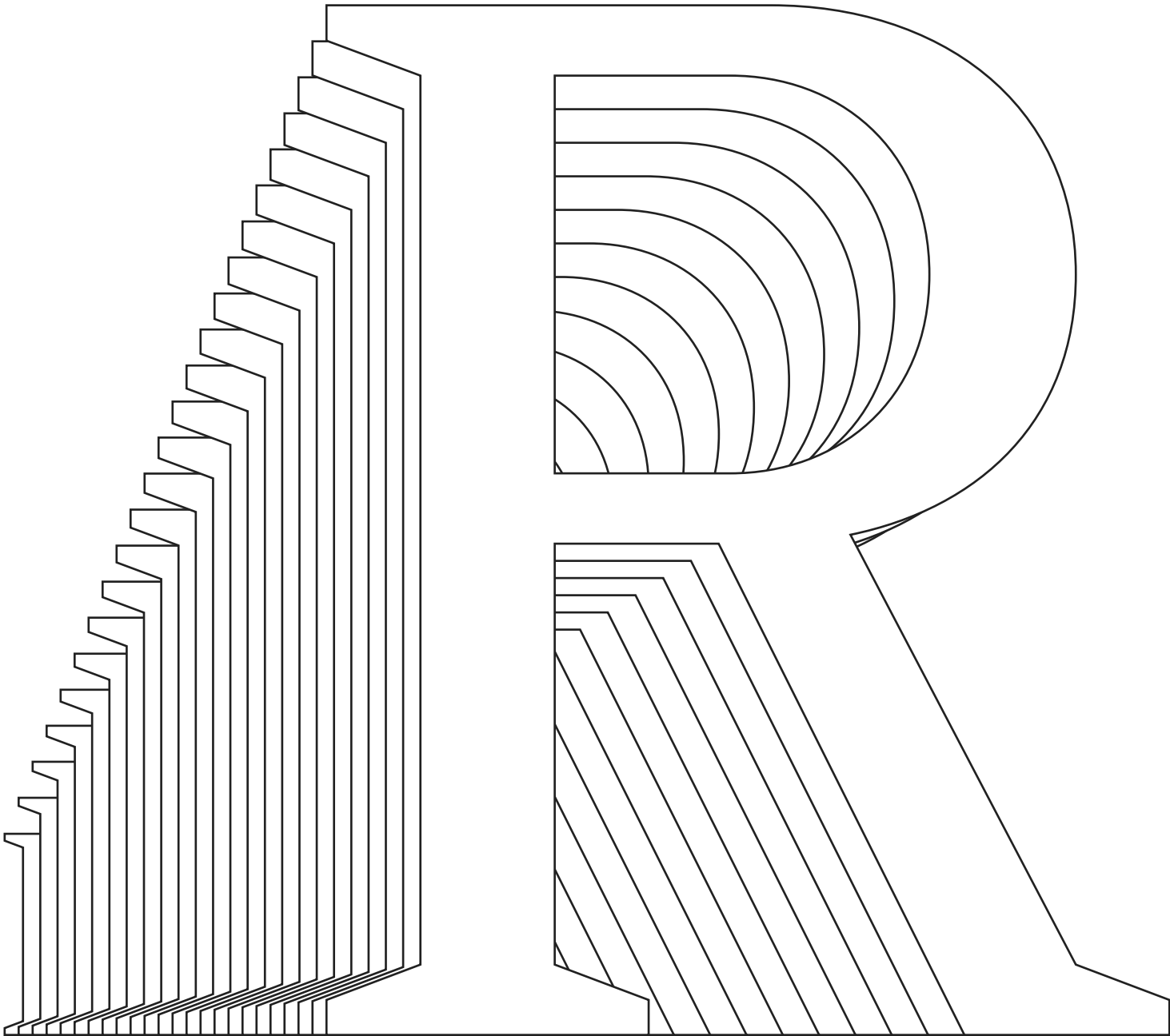


**Eli Heuer**  
**Type Specimen**  
**2011—2016**



Family Name: Toren  
Style Name: Regular

Units Per Em: 1000  
Year: 2014

Repo: [github.com/eliheuer/Toren](https://github.com/eliheuer/Toren)  
License: SIL Open Font License v1.1

72pt

A B C D E F G H I J

K L M N O P Q R S

T U V W X Y Z

a b c d e f g h i j k

l m n o p q r s

t u v w x y z

1 2 3 4 5 6 7 8 9 0

! ? ß & \* , . ; :

Family Name: Toren  
Style Name: Regular

Units Per Em: 1000  
Year: 2014

Repo: [github.com/eliheuer/Toren](https://github.com/eliheuer/Toren)  
License: SIL Open Font License v1.1

72pt

# Mathematical Improvements

36pt

Emacs Hypertext Rendering  
Geodesic Happy Hardcore  
Tschicholdian algorithms  
Open beautiful documents

11pt

Finally, a simple thought struck me. Those letters were designed by people. If I could understand what those people had in their minds when they were drawing the letters, then I could program a computer to carry out the same ideas. Instead of merely copying the form of the letters, my new goal was therefore to copy the intelligence underlying that form. I decided to learn what type designers knew, and to teach that knowledge to a computer. That train of thought led to my computer system called METAFONT, which I want to try to show you now. Here is the way I finally decided to create the letter A, for example, using a computer program.

Family Name: Toren  
Style Name: Mono

Units Per Em: 1000  
Year: 2014

Repo: [github.com/eliheuer/Toren](https://github.com/eliheuer/Toren)  
License: SIL Open Font License v1.1

72pt

A B C D E F G H I J

K L M N O P Q R S

T U V W X Y Z

a b c d e f g h i j k

l m n o p q r s

t u v w x y z

1 2 3 4 5 6 7 8 9 0

! ? ß & \* , . ; :

Family Name: Toren  
Style Name: Mono

Units Per Em: 1000  
Year: 2014

Repo: [github.com/eliheuer/Toren](https://github.com/eliheuer/Toren)  
License: SIL Open Font License v1.1

72pt

CLOCKWORK  
HELLO WORLD

36pt

Emacs Hypertext  
Geodesic Happy Hardcore  
Tschicholdian algorithms  
Open beautiful documents

11pt

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Family Name: Toren  
Style Name: Rotalic

Units Per Em: 1000  
Year: 2014

Repo: [github.com/eliheuer/Toren](https://github.com/eliheuer/Toren)  
License: SIL Open Font License v1.1

72pt

*A B C D E F G H I J*

*K L M N O P Q R S*

*T U V W X Y Z*

*a b c d e f g h i j k*

*l m n o p q r s*

*t u v w x y z*

*1 2 3 4 5 6 7 8 9 0*

*! ? , & \* , . , :*

Family Name: Toren  
Style Name: Rotalic

Units Per Em: 1000  
Year: 2014

Repo: [github.com/eliheuer/Toren](https://github.com/eliheuer/Toren)  
License: SIL Open Font License v1.1

72pt

# Mathematical Improvements

36pt

*Emacs Hypertext Rendering  
Geodesic Happy Hardcore  
Tschicholdian algorithms  
Open beautiful documents*

11pt

*Finally, a simple thought struck me. Those letters were designed by people. If I could understand what those people had in their minds when they were drawing the letters, then I could program a computer to carry out the same ideas. Instead of merely copying the form of the letters, my new goal was therefore to copy the intelligence underlying that form. I decided to learn what type designers knew, and to teach that knowledge to a computer. That train of thought led to my computer system called METAFONT, which I want to try to show you now. Here is the way I finally decided to create the*

Revival: Behrens Antiqua  
Foundry: Klingspor

Designer: Peter Behrens  
Year: 1907

[github.com/eliheuer/behrens-antiqua](https://github.com/eliheuer/behrens-antiqua)  
License: SIL Open Font License v1.1

72pt

A B C D E F G H I J

K L M N O P Q R S

T U V W X Y Z

a b c d e f g h i j k l m n

o p q r s t u v w x y z

1 2 3 4 5 6 7 8 9 0

& \* ? ! ß



Revival: Behrens Antiqua  
Foundry: Klingspor

Designer: Peter Behrens  
Year: 1907

[github.com/eliheuer/behrens-antiqua](https://github.com/eliheuer/behrens-antiqua)  
License: SIL Open Font License v1.1

72pt

# Mathematical Improvements

36pt

Emacs Hypertext Rendering  
Geodesic Happy Hardcore  
Tschicholdian algorithms  
Open beautiful documents

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Family Name: UPM256  
Style Name: Regular

Units Per Em: 256  
Year: 2015

Repo: [github.com/eliheuer/upm256](https://github.com/eliheuer/upm256)  
License: SIL Open Font License v1.1

72pt

A B C D E F G H I J K

L M N O P Q R S

T U V W X Y Z

a b c d e t q h i j k

l m n o p q r s

t u v w x y z

Family Name: UPM256  
Style Name: Regular

Units Per Em: 256  
Year: 2015

Repo: [github.com/eliheuer/upm256](https://github.com/eliheuer/upm256)  
License: SIL Open Font License v1.1

72pt

# Mathematical Improvements

36pt

Emacs Hypertext Rendering  
Geodesic Happy Hardcore  
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Open beautiful documents

11pt

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Family Name: Isotherma  
Style Name: Regular

Units Per Em: 1000  
Release Date: 2014

Repo: [github.com/eliheuer/isotherma](https://github.com/eliheuer/isotherma)  
License: SIL Open Font License v1.1

72pt

Œ œ ſ 6 7 8 9 0 P R T  
a b c d e f g h i j k l m n o p  
q r s t u v w x y  
ſ 7 8 9

36pt

Emacs Hypertext Rendering  
Geodesic Happy Hardcore  
Tschicholdian algorithms  
Open beautiful documents  
functional programming language

Name: Heuer Schrift  
Style Name: Regular

Units Per Em: 1000  
Release Date: 2013

Repo: [github.com/eliheuer/HeuerSchrift](https://github.com/eliheuer/HeuerSchrift)  
License: SIL Open Font License v1.1

72pt

A B C D E F G H I J

K L M N O P Q R

S T U V W X Y Z

1 2 3 4 5 6 7 8 9 0

36pt

ETMACS HYPERTEXT RENDERING

GEODESIC HAPPY HARDCORE

TSCHICHOLDIAN ALGORITHMS

OPEN BEAUTIFUL DOCUMENT

FUNCTIONAL PROGRAMMING LANGUAGE

Family Name: Moves  
Style Name: Regular

Units Per Em: 1000  
Release Date: 2011

Repo: [github.com/eliheuer/moves](https://github.com/eliheuer/moves)  
License: SIL Open Font License v1.1

72pt

A B C D E F G H I J

K L M N O P Q R S

T U V W X Y Z

1 2 3 4 5 6 7 8 9 0

36pt

E M A C S H Y P E R T E X T R E N D E R I N G

G E O D E S I C H A P P Y H A R D C O R E

T S C H I C H O L D I A N A L G O R I T H M S

O P E N B E A U T I F U L D O C U M E N T S

F U N C T I O N A L P R O G R A M M I N G L A N G U A G E

Family Name: Fony  
Style Name: Regular

Units Per Em: 1000  
Release Date: 2013

Repo: [github.com/eliheuer/fony](https://github.com/eliheuer/fony)  
License: SIL Open Font License v1.1

72pt

A B C D E F G H I J  
K L M N O P Q R S  
T U V W X Y Z  
1 2 3 4 5 6 7 8 9 0

36pt

EMACS HYPertext  
GEODESIC HAPPY HARDCORE  
TSCHICHOLDIAN ALGORITHMS  
OPEN BEAUTIFUL DOCUMENTS  
FUNCTIONAL PROGRAMMING

Family Name: MMXI  
Style Name: Medium

Units Per Em: 2048  
Release Date: 2013

Repo: [github.com/eliheuer/MMXI](https://github.com/eliheuer/MMXI)  
License: SIL Open Font License v1.1

72pt

**A B C D E F G H I J**

**K L M N O P Q R S**

**T U V W X Y Z**

**a b c d e f g h i j k**

**l m n o p q r s**

**t u v w x y z**

**1 2 3 4 5 6 7 8 9 0**



Family Name: MMXI  
Style Name: Medium

Units Per Em: 2048  
Release Date: 2013

Repo: [github.com/eliheuer/MMXI](https://github.com/eliheuer/MMXI)  
License: SIL Open Font License v1.1

72pt

# Mathematical Artificial

36pt

Emacs Hypertext Rendering  
Geodesic Happy Hardcore  
Tschicholdian algorithms  
Open beautiful documents  
Functional programming language

12pt

Finally, a simple thought struck me. Those letters were designed by people. If I could understand what those people had in their minds when they were drawing the letters, then I could program a computer to carry out the same ideas. Instead of merely copying the form of the letters, my new goal was therefore to copy the intelligence underlying that form. I decided to learn what type designers knew, and to teach that knowledge to a computer.

Family Name: MMXI  
Style Name: Med Oblique

Units Per Em: 2048  
Release Date: 2013

Repo: [github.com/eliheuer/MMXI](https://github.com/eliheuer/MMXI)  
License: SIL Open Font License v1.1

72pt

***ABCDEFGHIJ***

***KLMNOPQRS***

***TUVWXYZ***

***abcdefghijkl***

***lmnopqrs***

***tuvwxyz***

***1234567890***

Family Name: MMXI  
Style Name: Med Oblique

Units Per Em: 2048  
Release Date: 2013

Repo: [github.com/eliheuer/MMXI](https://github.com/eliheuer/MMXI)  
License: SIL Open Font License v1.1

72pt

***Mathematical  
Artificial***

36pt

***Emacs Hypertext Rendering  
Geodesic Happy Hardcore  
Tschicholdian algorithms  
Open beautiful documents  
Functional programming language***

12pt

*Finally, a simple thought struck me. Those letters were designed by people. If I could understand what those people had in their minds when they were drawing the letters, then I could program a computer to carry out the same ideas. Instead of merely copying the form of the letters, my new goal was therefore to copy the intelligence underlying that form. I decided to learn what type designers knew, and to teach that knowledge to a computer.*

Family Name: MMXI  
Style Name: Black

Units Per Em: 2048  
Release Date: 2013

Repo: [github.com/eliheuer/MMXI](https://github.com/eliheuer/MMXI)  
License: SIL Open Font License v1.1

72pt

**A B C D E F G H I J**

**K L M N O P Q R S**

**T U V W X Y Z**

**a b c d e f g h i j k**

**l m n o p q r s**

**t u v w x y z**

**1 2 3 4 5 6 7 8 9 0**

Family Name: MMXI  
Style Name: Black

Units Per Em: 2048  
Year: 2013

Repo: [github.com/eliheuer/MMXI](https://github.com/eliheuer/MMXI)  
License: SIL Open Font License v1.1

72pt

# **Mathematical Artificial**

36pt

**Emacs Hypertext Rendering  
Geodesic Happy Hardcore  
Tschicholdian algorithms  
Open beautiful documents  
Functional programming**

12pt

**Finally, a simple thought struck me. Those letters were designed by people. If I could understand what those people had in their minds when they were drawing the letters, then I could program a computer to carry out the same ideas. Instead of merely copying the form of the letters, my new goal was therefore to copy the intelligence underlying that form. I decided to learn what type designers knew, and to teach that knowledge to a computer.**

Family Name: Ashley  
Style Name: Regular

Units Per Em: 1000  
Release Date: 2014

Repo: None  
License: None

72pt

A B C D E F G H I J  
K L M N O P Q R S  
T U V W X Y Z

36pt

THIS FONT WAS  
DESIGNED BY ASHLEY  
IN A WORKSHOP  
ELI TAUGHT AT  
POWERPOINT

**Info:**

**git repo here: <https://github.com/eliheuer/type-specimens>**