Project 2
CSS Typeface

Watch Wyoscan, Dexter Sinister, 2012

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19 July - 2 August 2017

In this project, you will experiment formally in HTML, CSS and Javascript through the creation of a bespoke typeface. Your typeface should somehow take advantage of the unique medium of the web. How is a typeface on-line (on a screen) different than one in a book (on a printed page)? How do the media differ? What are the dynamic properties of the web that printed matter lacks? And vice-versa: is there anything that printed matter has that the web doesn't? The concept for your typeface should come across formally and also allude to the way it was created (HTML, CSS and Javascript).

Your typeface should exist in at least two visual "states". These states can take advantage of the HTML/CSS hover state, continuously run like a screensaver, or be triggered in other ways as you like (scrolling, resizing your window, a media query, etc.).

You must also create a website to display your typeface, considering the fonts conceptual subject. How can your website focus not only to reinforce but to push forward the concept of your typeface? How will your typeface be used? What material can you present in your typeface to contextualize it? Can the website surprise viewers in some way that further explores the concept of the typeface?

INSTRUCTIONS
1.   Create a typeface using only HTML, CSS and Javascript. It should have a complete character set.

2.   Once you've designed and built your typeface, create a website to display your complete typeface. On this website, your typeface itself should be used as the primary form of communication.

SCHEDULE
First Sketch / 24 July
Create three unique directions for your typeface. Begin by sketching the letters H O D N O P. Conceptually and formally, each direction should be uniquely different from each other. While sketching, consider how each typeface would exist as code and in the browser space.

Second Sketch / 26 July
Based on feedback, design "HODNOP" in three additional directions for P3. If you have a favorite direction, see how far you can push it. Try creating specific words in your typeface that aren't HODNOP. Try seeing what happens when you have a whole sentence. Then show how at least one letter of your typeface exists in code. Continue to think about how your typeface as a whole will behave on the web.
Tips:

1. **Ask yourself: What makes a typeface specific to the screen or the web?**
2. **Think about your typeface in two states. (How does your typeface "breathe"?)**
3. **Think about what your typeface would do if it were a screen saver.**

Website development / 31 July
Present two directions your website could take.

Final / 2 August
Present a final website containing typeface.

REFERENCES
Instructions for a Typeface by Laurel Schwulst, 2010
Enter the Void Trailer by Gasper Noe, 2011
Watch Wyoscan by Dexter Sinister, 2012
Letter & Spirit by Dexter Sinister, 2012
Rhythmetic by Norman McLaren and Evelyn Lambart, 1956
Now by Weiyi Li, 2011
Now Is More Than Ever by Damon Zucconi
Unicode by Joerg Piringer, 2012
Sweethearts by Emmett Williams, 1966, and Mindy Seu, 2014
Whitney's Responsive W by Experimental Jetset, 2013
bOOg by Freeware/Delaware, 2012
Computed Type by Christoph Knoth, 2013
Radim Pesko's typefaces
Place a Stone, Studio Moniker
Wim Crouwel Grids

TECH EXAMPLE
https://jsfiddle.net/aotxp1qu/2/