

Project Proposal TeX Development Fund

Keiran Harcombe

October 2022

1 Project Background

Micropress Inc. published an informal math font loosely based on Adobe Tekton. Since the company has gone out of business, an equivalent doesn't exist. You could of course use similar fonts such as Adobe Tekton and P22 Eaglefeather but, to purchase a license for this font would cost around \$380.00 USD. My aim with this project is to create an architectural style font.

2 Project Scope

Utilising support from the scheme

3 Research for fonts with similar use cases

Tekton Pro Regular </>

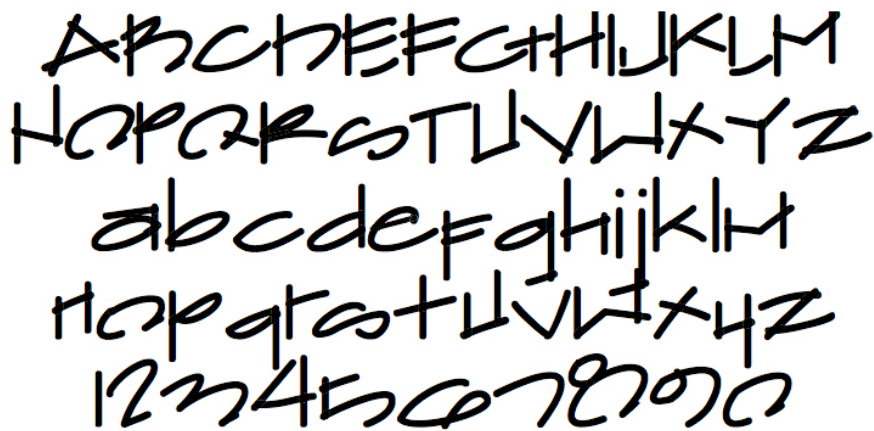
The quick brown fox jumps over the lazy dog

Figure 1: Tekton Pro designed by David Siegel[2]

P22 Eaglefeather Regular </>

The quick brown fox jumps over the lazy dog

Figure 2: P22 Eaglefeather designed by David Siegel and Frank Lloyd Wright[3]



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

Figure 3: How to Architect Font designed by Doug Patt

PREFACE

The purpose of this primer is to acquaint the beginning student with the range of graphic tools which are available for conveying architectural ideas. The basic premise behind its formulation is that graphics is an inseparable part of the design process, an important tool which provides the designer with the means not only of presenting a design proposal but also of communicating with himself and others in the design studio.

It is important to note here that graphic communication requires mental skill as well as manual skill. We must recognize that graphics, the physical end product we are always concerned with, is itself the result of a design process, a careful analysis of why, when, and where a graphic technique is employed, as well as the execution of a technique.

The various graphic conventions and techniques are presented and the rationale behind their use is explained. The order of the chapters does not imply a specific sequence to the coverage of the material, but rather, it attempts to structure the field of architectural graphics into a comprehensible format.

This handbook is not intended to be a primer on design or a handbook on sophisticated rendering techniques. No definitive drawing style is emphasized or encouraged. Each of us inevitably develops his or her own style of drawing through practice and experience.

Figure 4: Exerpt from Architectural Graphics[1]

4 High-Level Requirements

Through evaluating similar fonts :

- Ability to allow both internal and external users to access the application without downloading any software
- Ability to interface with the existing data warehouse application
- Ability to incorporate automated routing and notifications based on business rules

5 Project Risks

As with all projects, there is a moderate level of risk. Namely this applies to the announcement by Adobe discontinuing PostScript type 1 fonts. In an attempt to mitigate this risk, the font will be created using the OpenType technology.

6 Deliverables

7 Affected Parties

8 Affected Business Processes or Systems

9 Specific Exclusions from Scope

10 Implementation Plan

11 High-Level Timeline & Schedule

References

- [1] Frank Ching. *Architectural graphics*. Van Nostrand Reinhold Company, Inc., 2nd edition, 1985.
- [2] David Siegel. Tekton, 1989.
- [3] Frank Lloyd Wright. Flw eaglefeather, 1922.