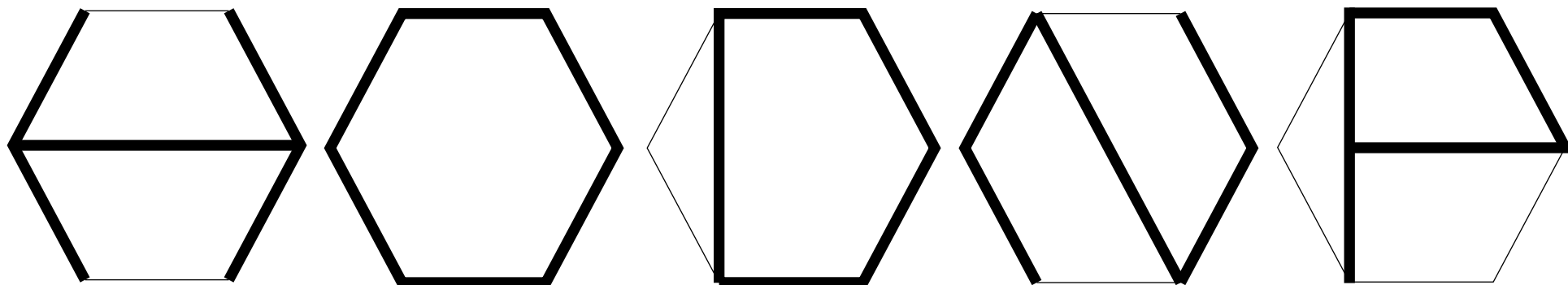


- \*shapes vs. lines
- \*pixels vs. ink/blocks vs. strokes
- \*mathematically based vs layout based
  - \*simplicity vs. intricacy
- design vs. informational
- abstract vs. realistic
- interactive
- moving vs. stable
- golden ratio
- \*computer games/snake
  - \*data/code
- \*perspective/illusion of dimensionality
- mobility
- destruction/withering
- light vs color
- definite text
- texture vs display of texture
- reality vs superficial
- tangible vs intangible
- imprint vs layover
- if you don't see the whole letter can it be recognized?
- overlaying letters
- swapping letters and numbers
- dom events

shapes vs. lines

Sample Typeface 1



shapes vs. lines

Sample Typeface 2

H O D N P

data/code

Sample Typeface 3

HODNP

computer games/"snake"

Sample Typeface 4



HOIHP

perspective/illusion of dimensionality

Sample Typeface 5

