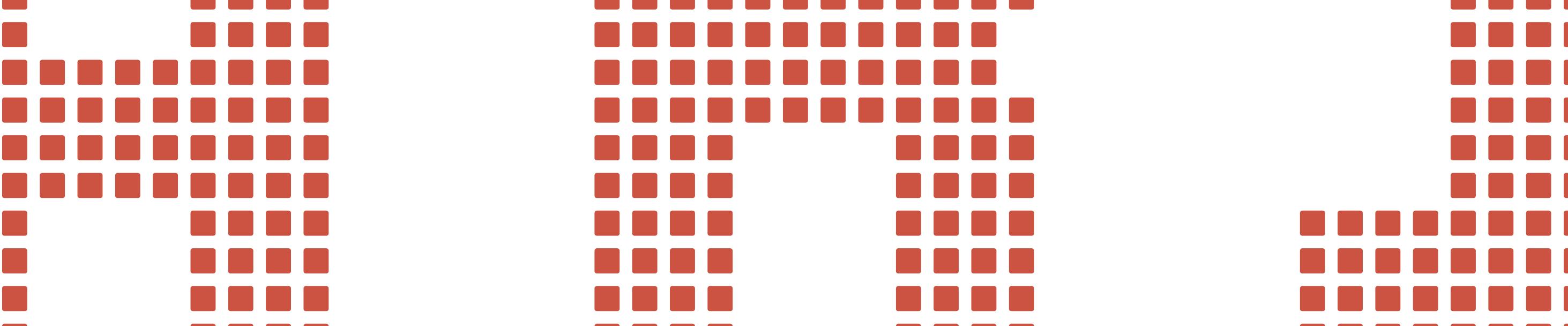


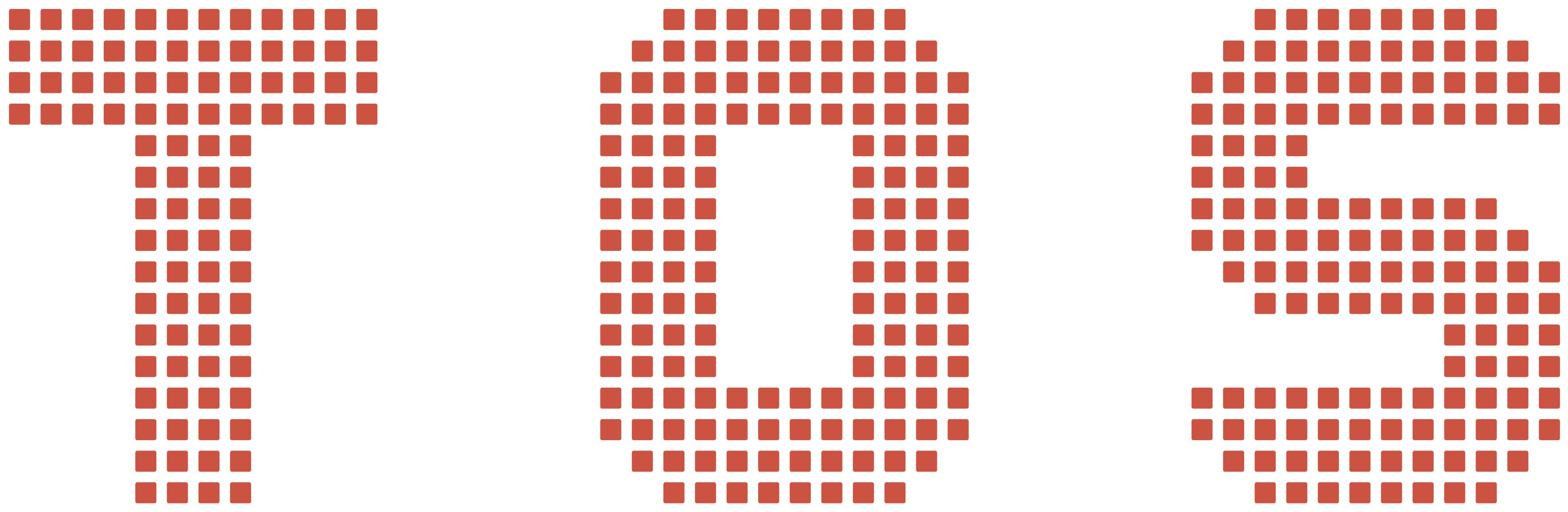
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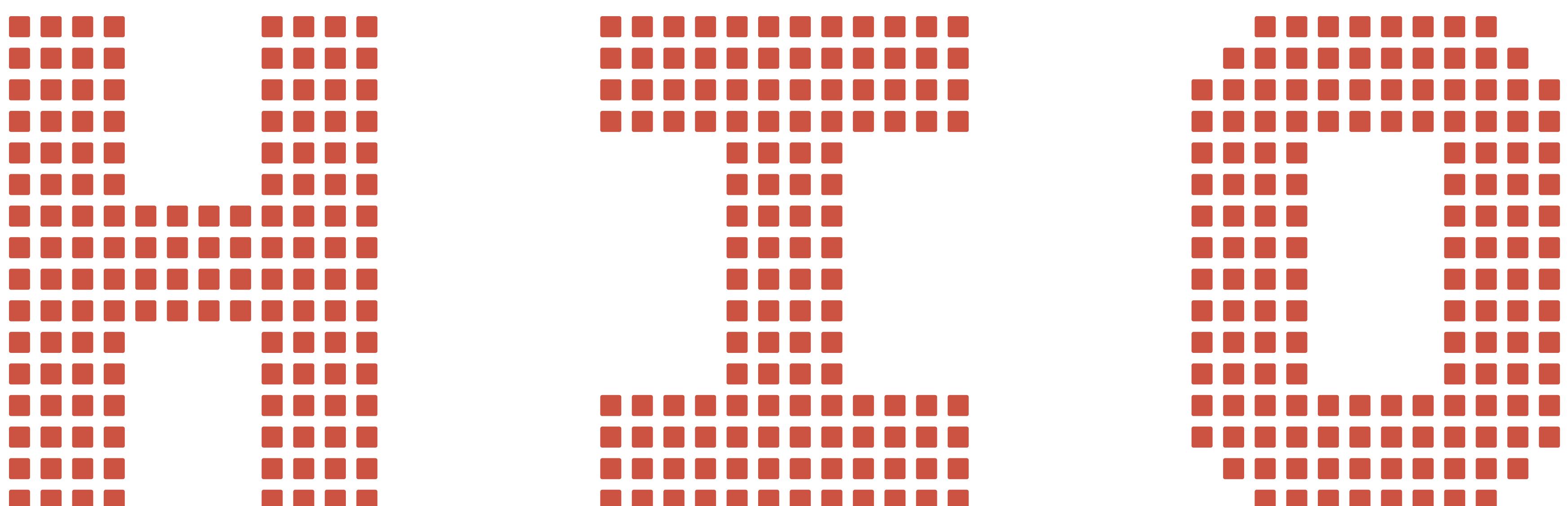
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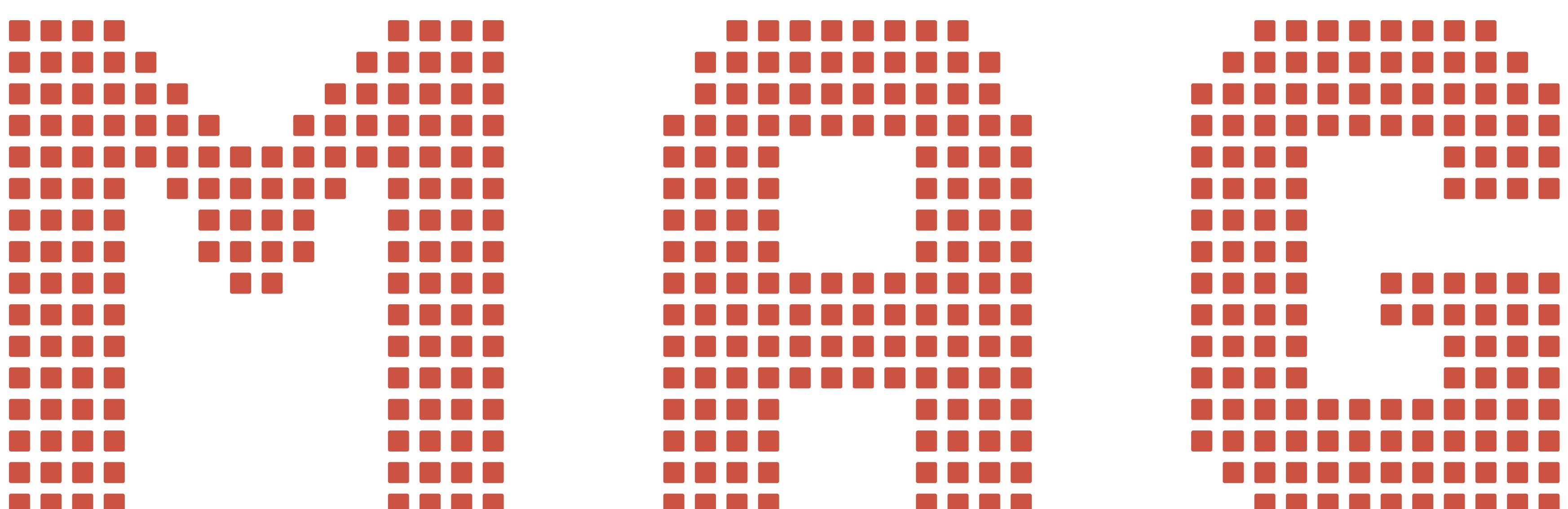




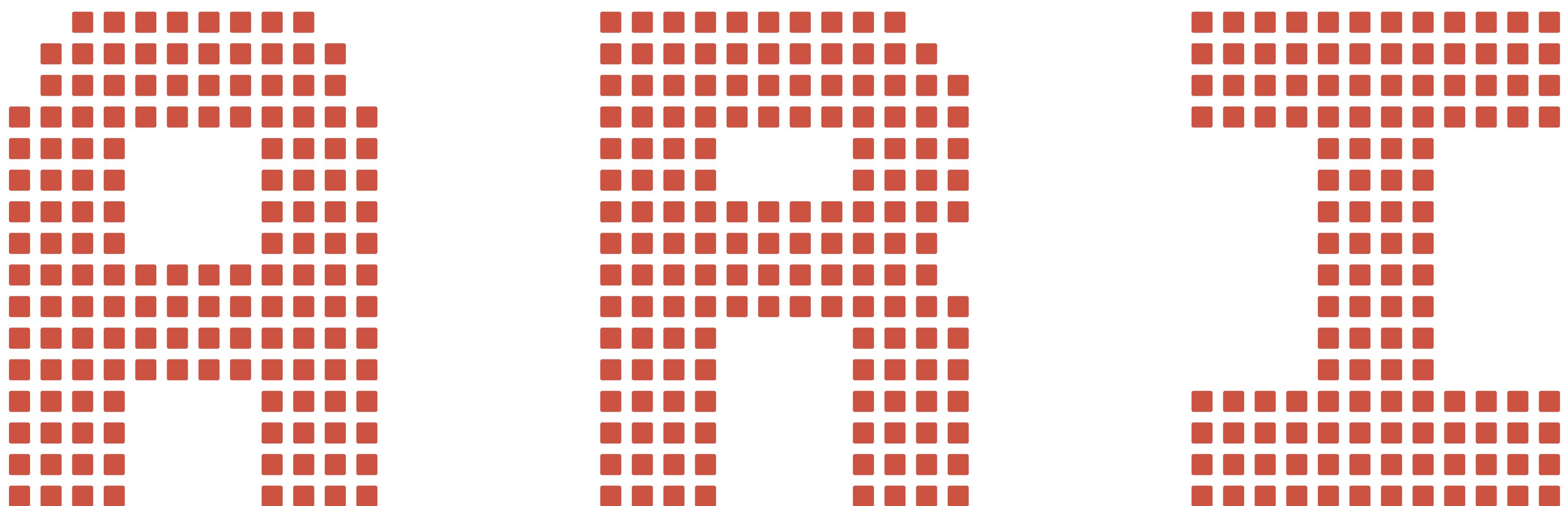
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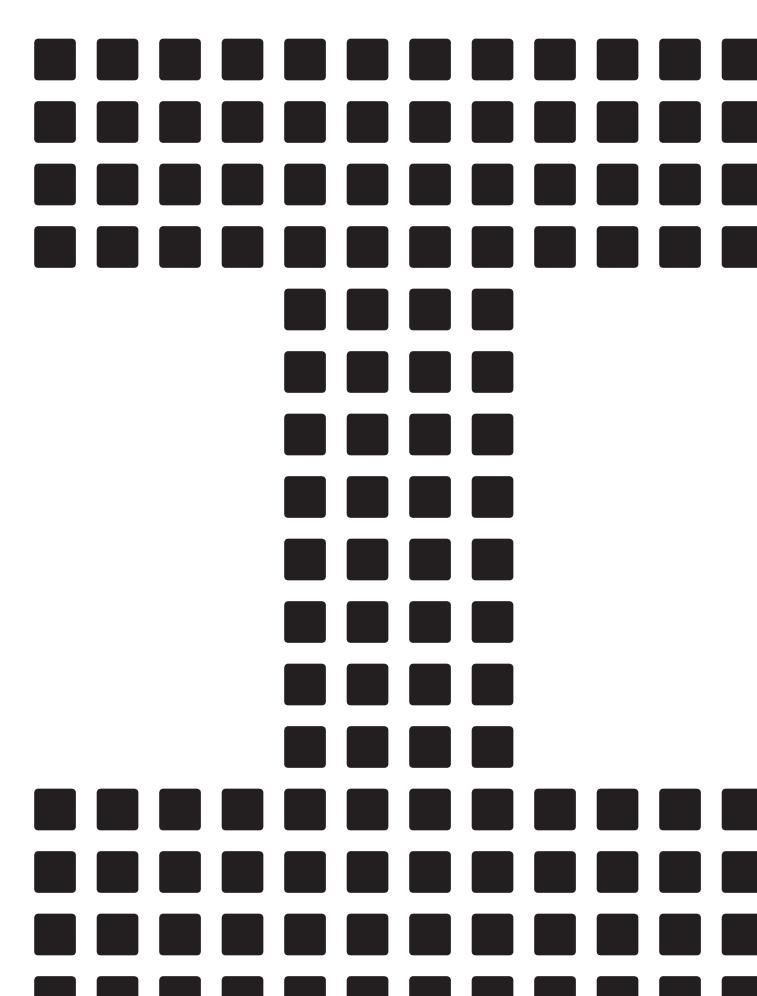
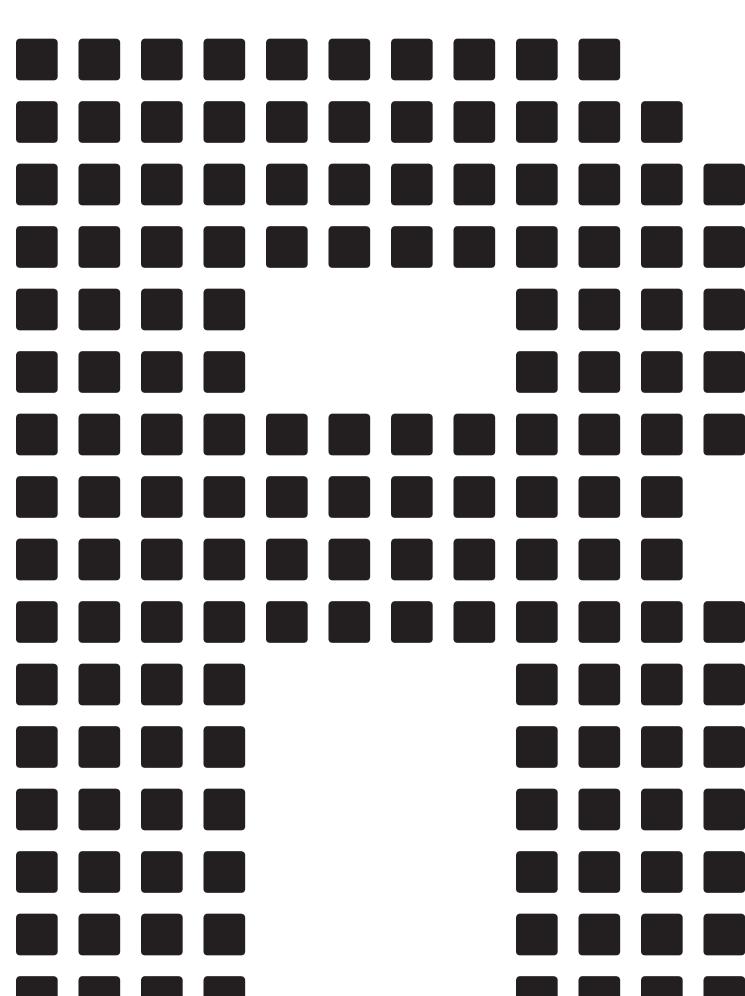
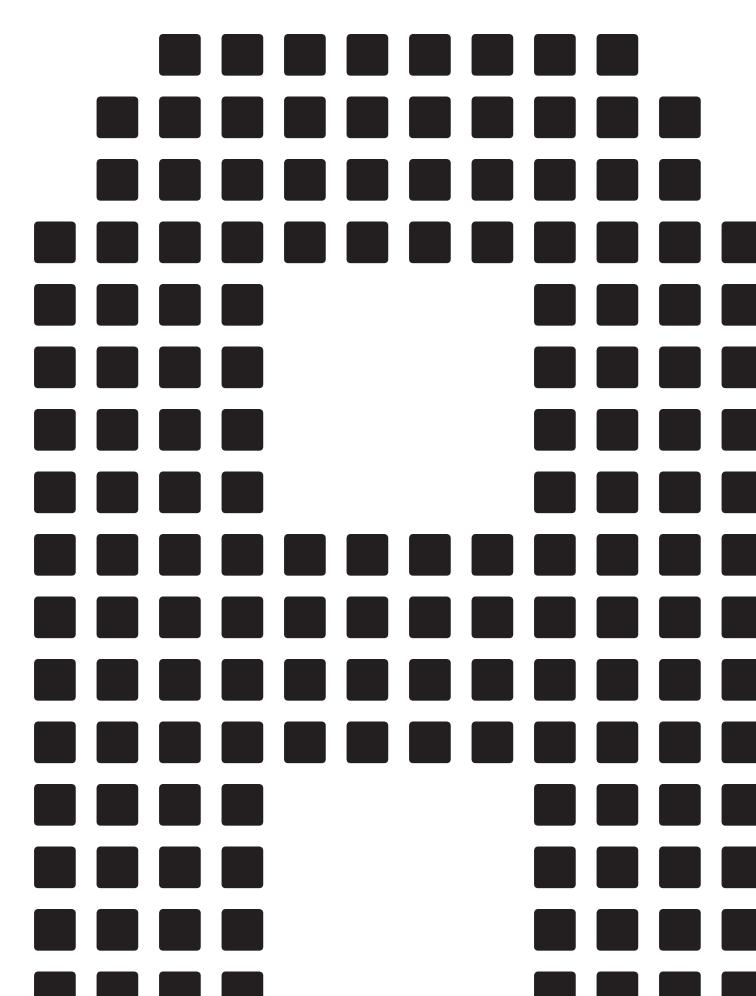
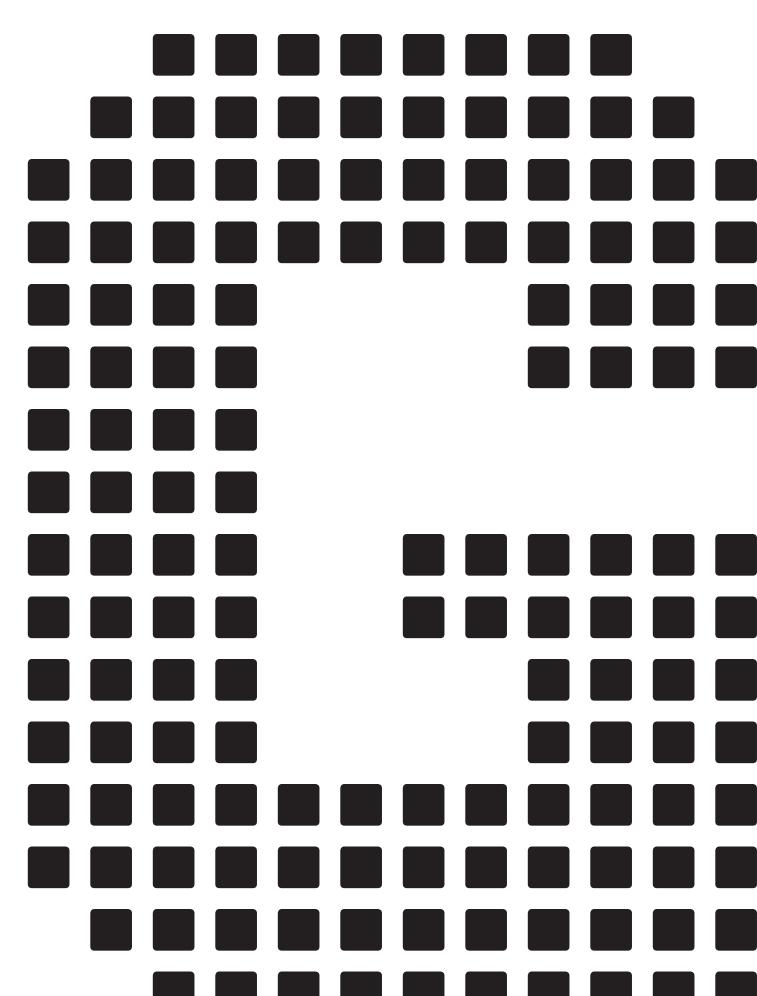
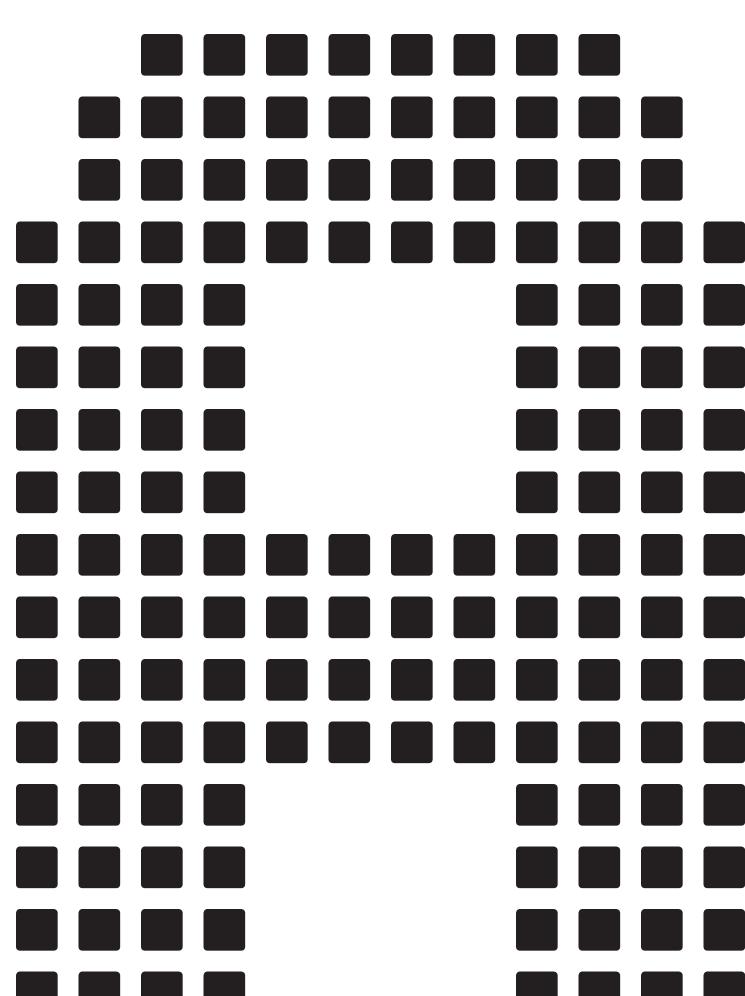
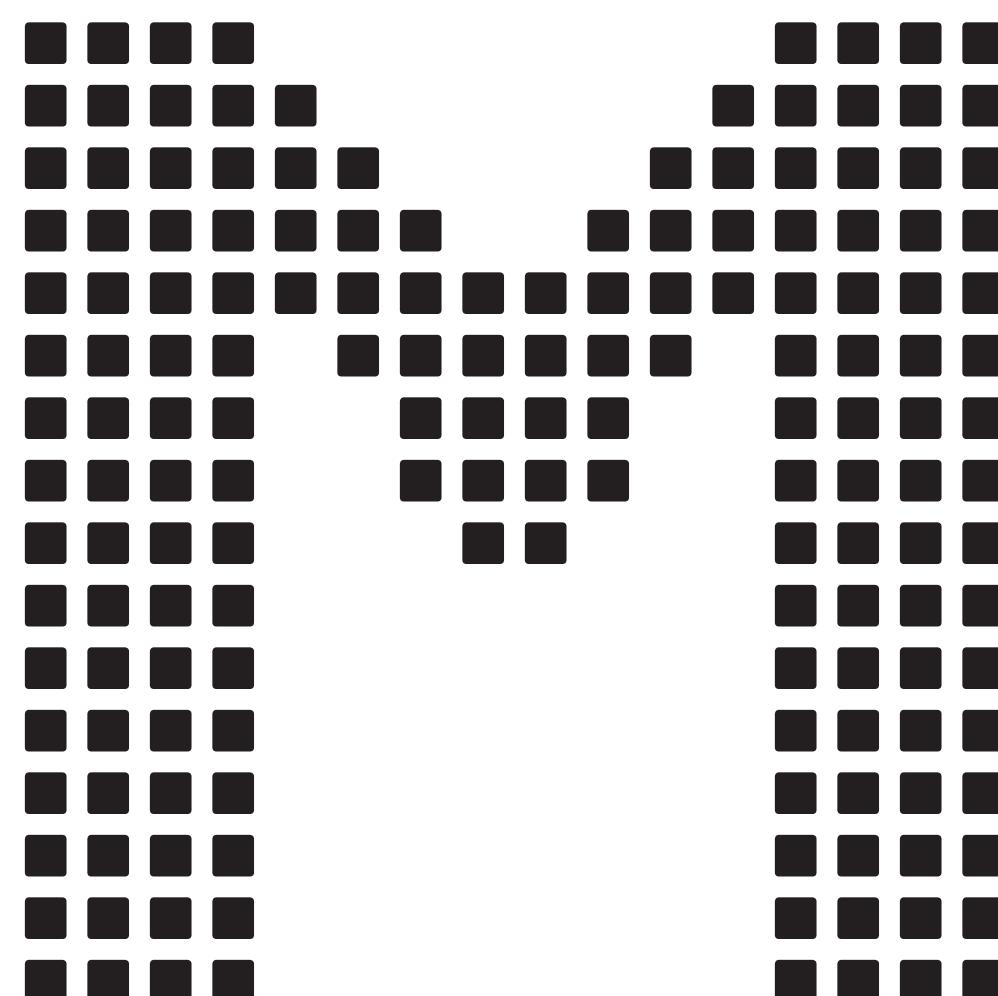
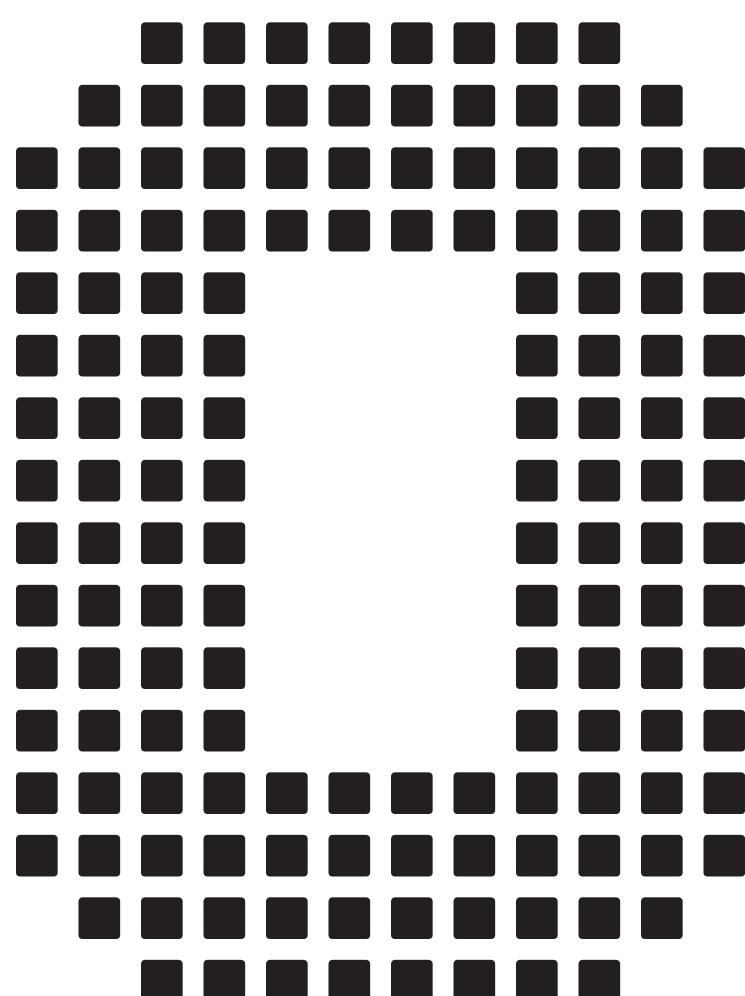
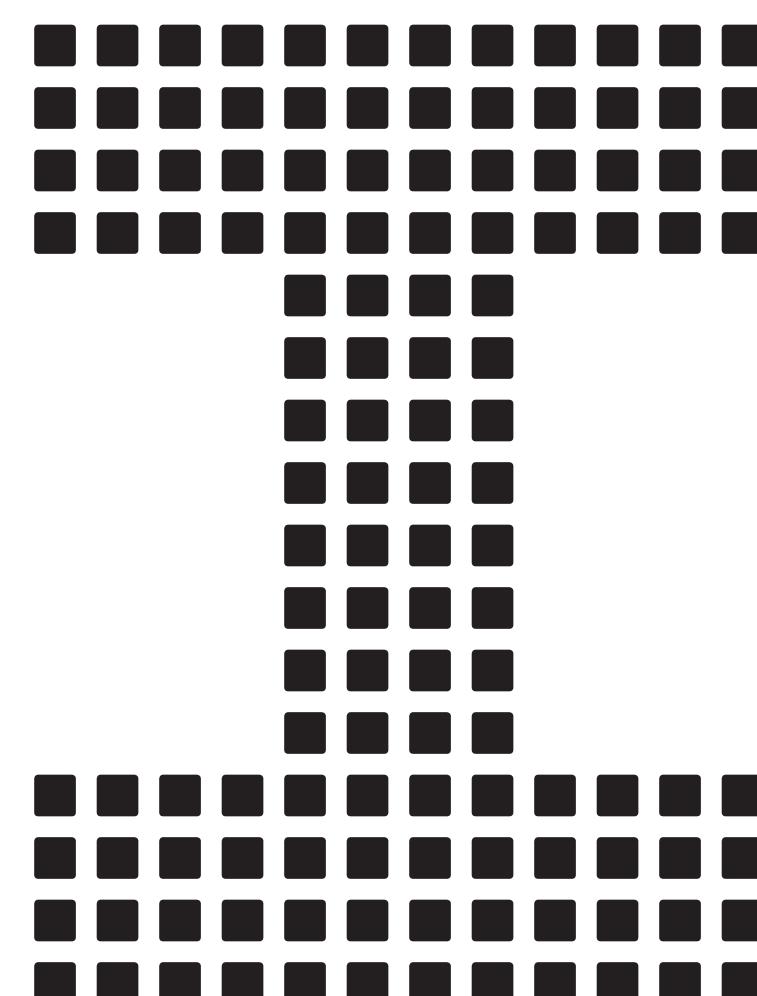
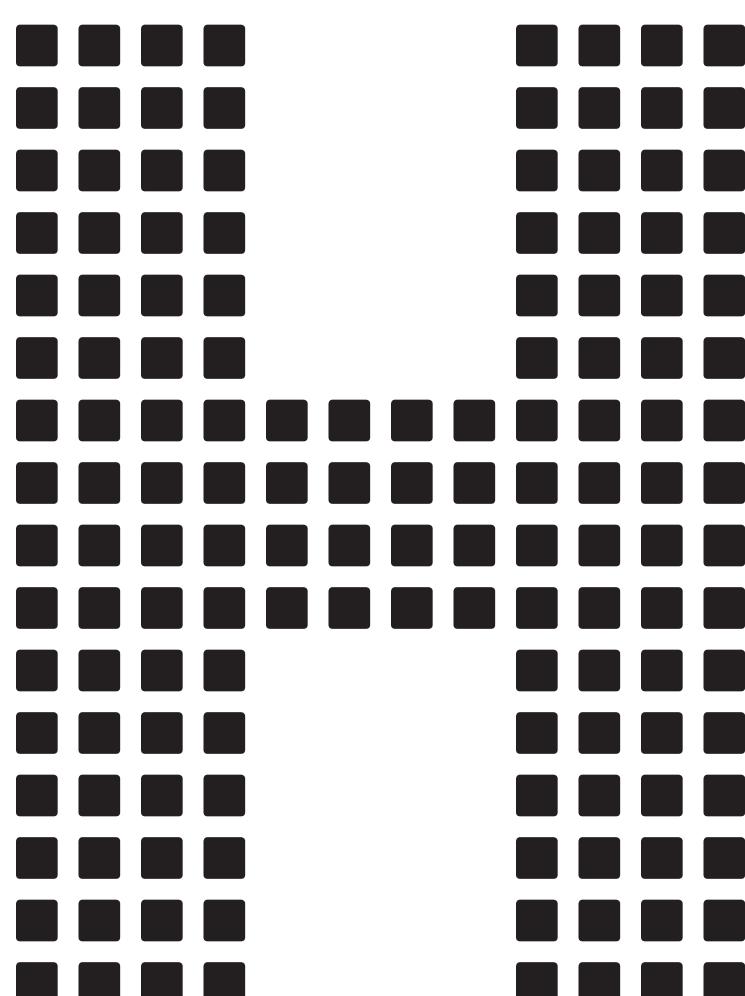
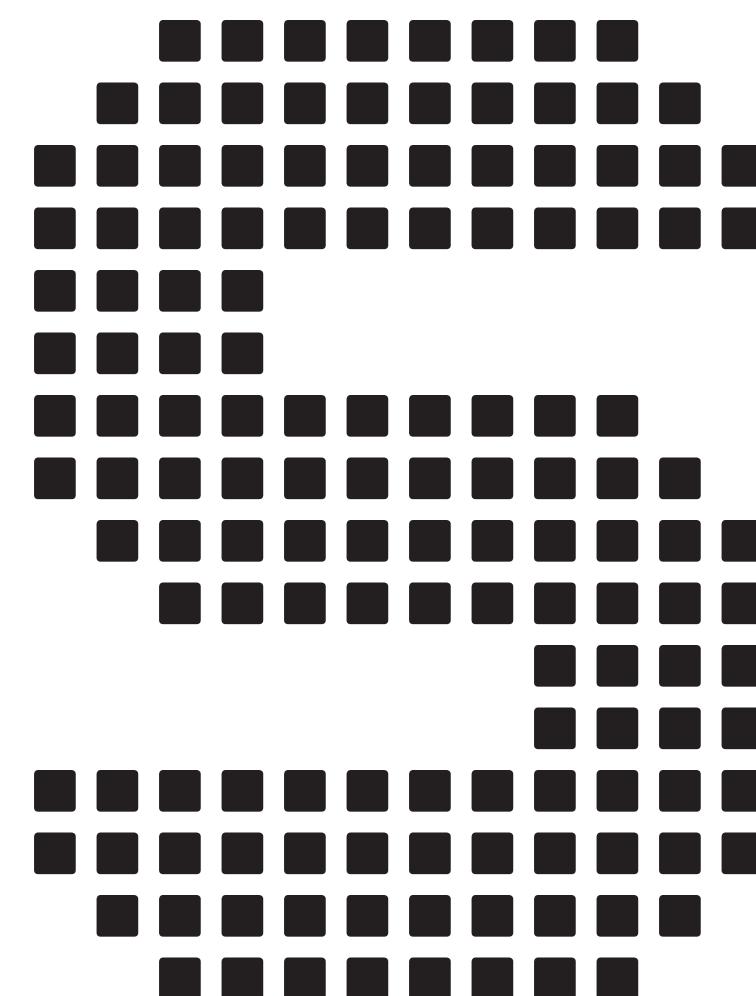
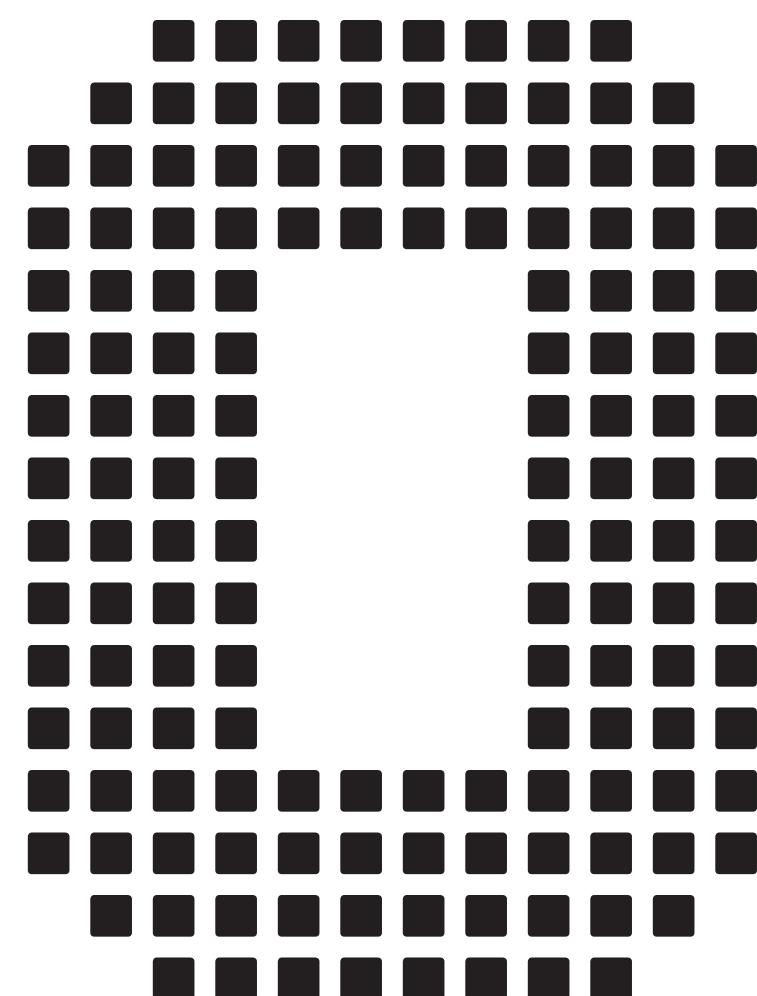
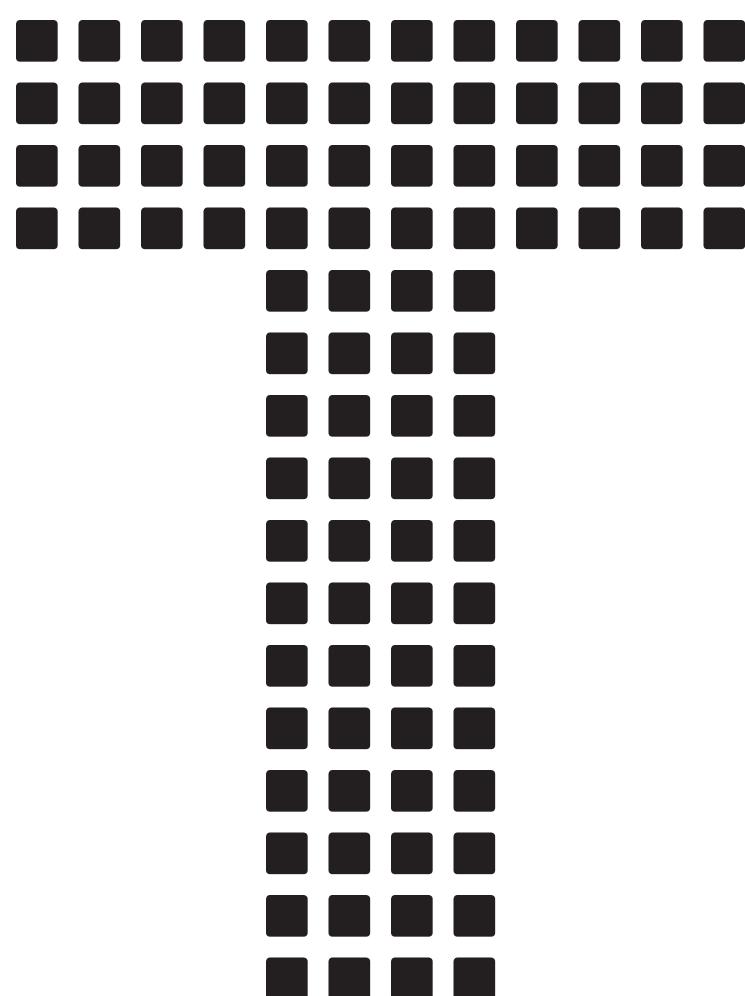
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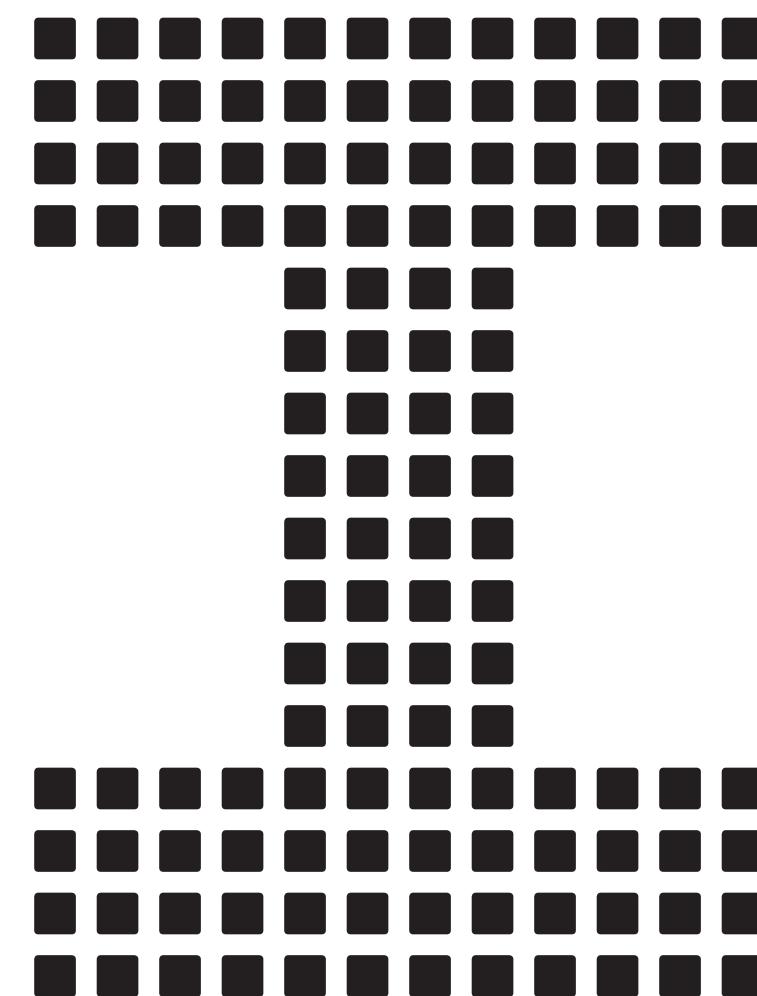
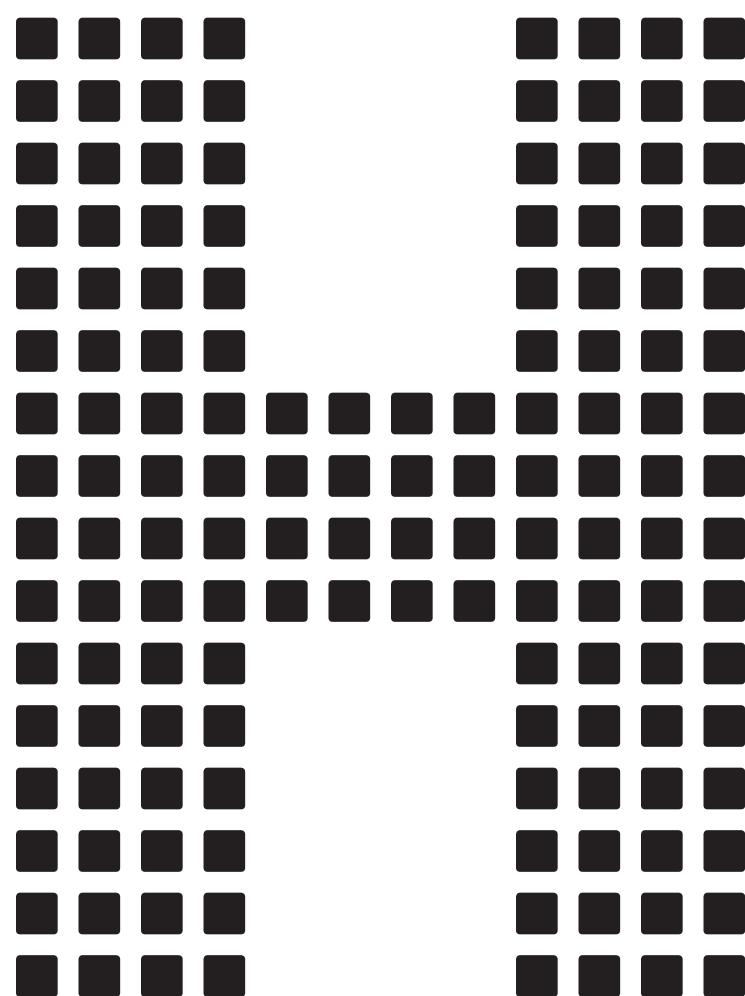
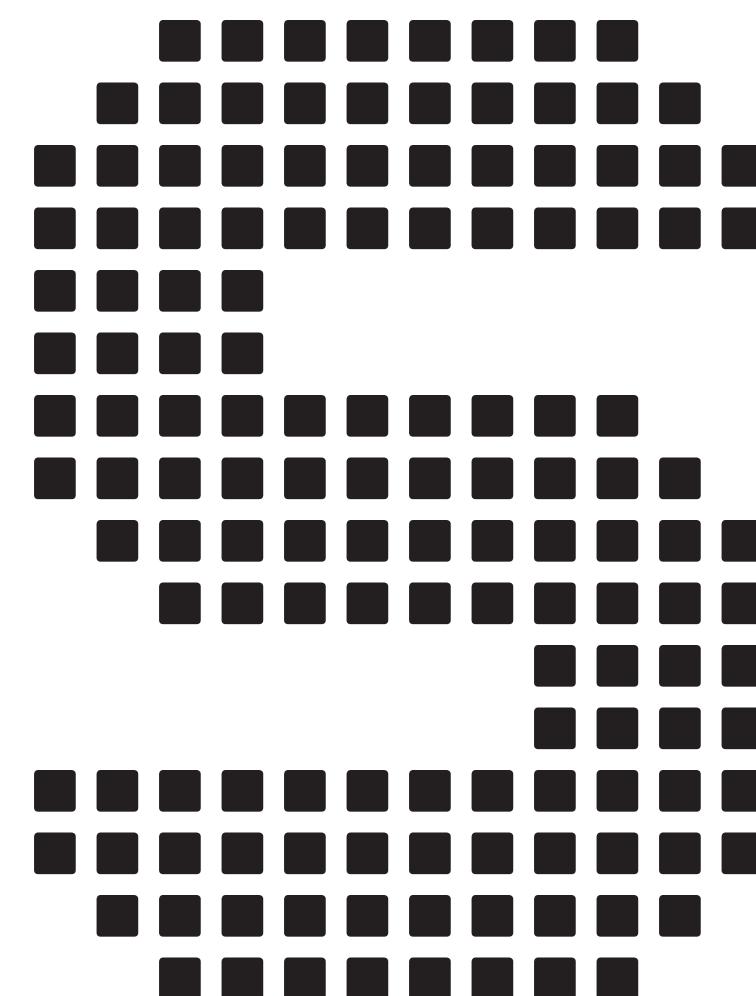
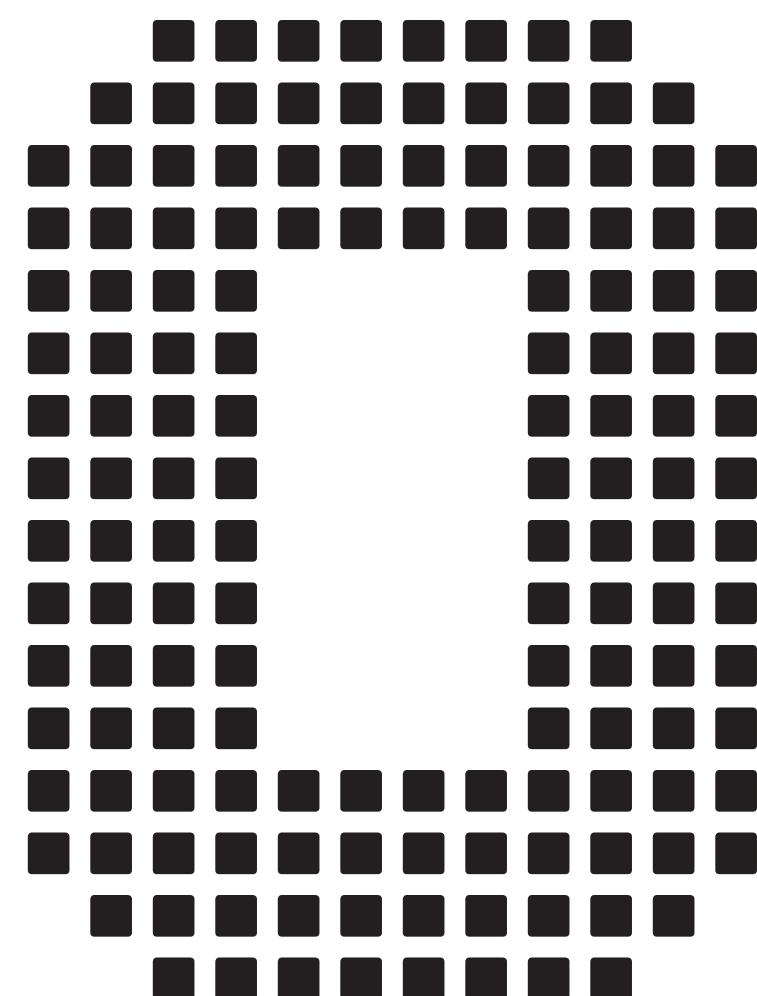
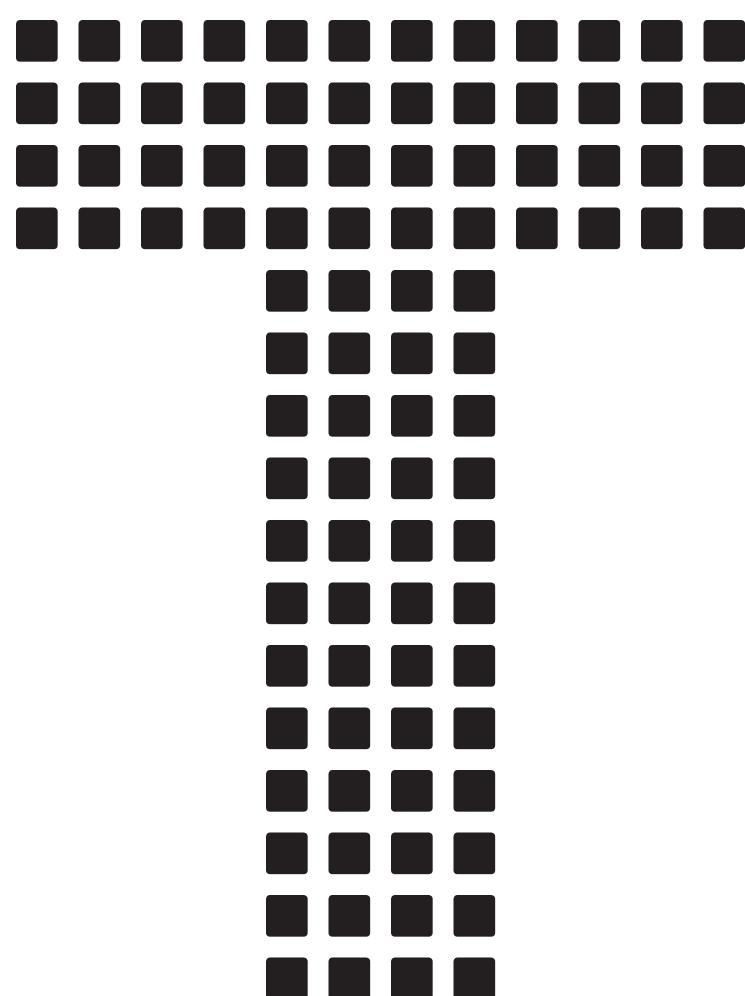
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Including the European Design Award, Print Magazine Award, and the Granshan Type Design Competition. Omagari released the book *Arcade Game Typography* in 2019 published by Thames & Hudson. It covers about two hundred and fifty pixelated fonts from beloved games from the 1970s to the early 2000s. While the book discusses both typography and video games, readers don't need a background in either to enjoy. After reading issue 352 of *Idea* magazine, Omagari's love for video games was rekindled. He began examining the world of pixelated typefaces. Toshi gave a talk about the topic.

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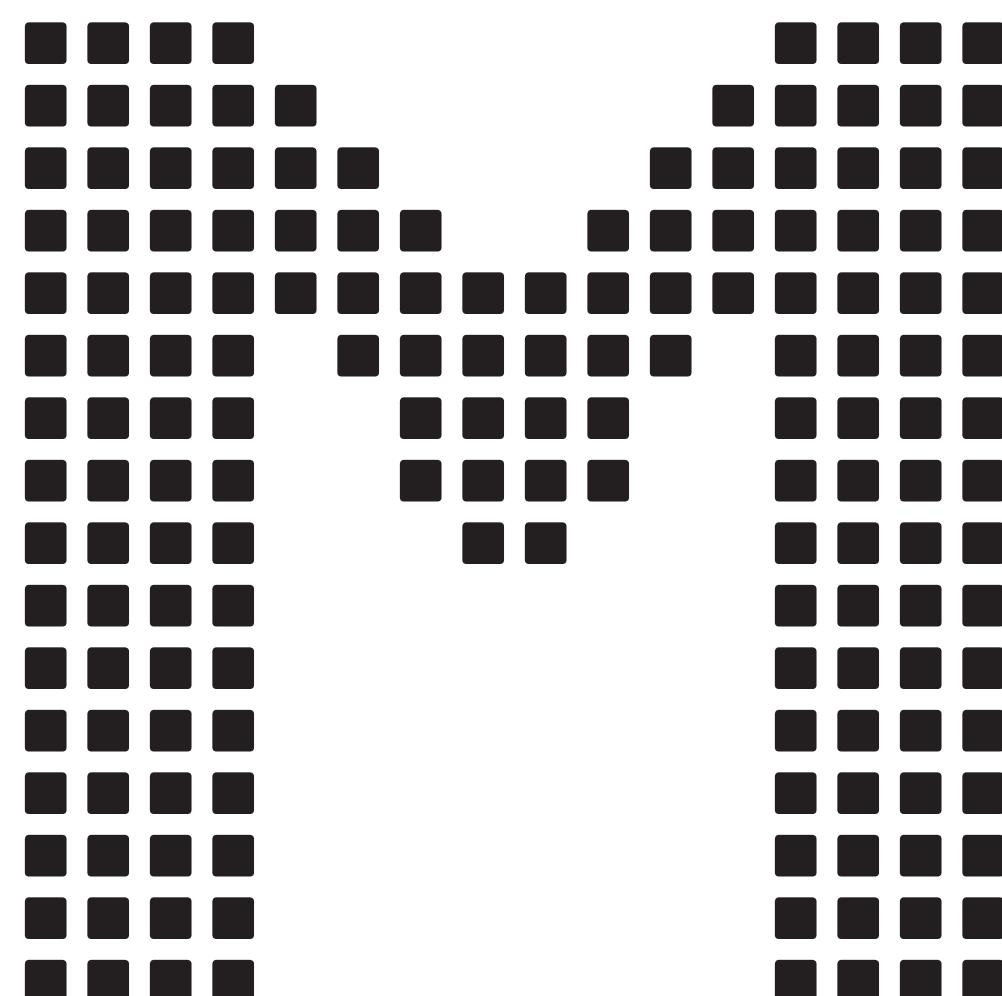
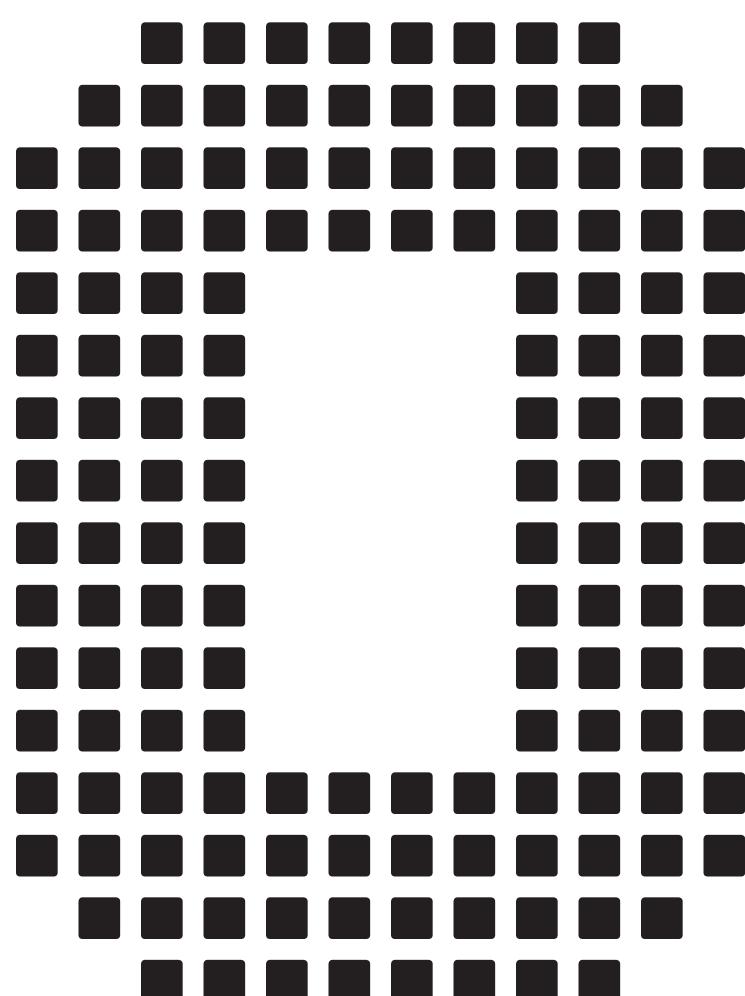
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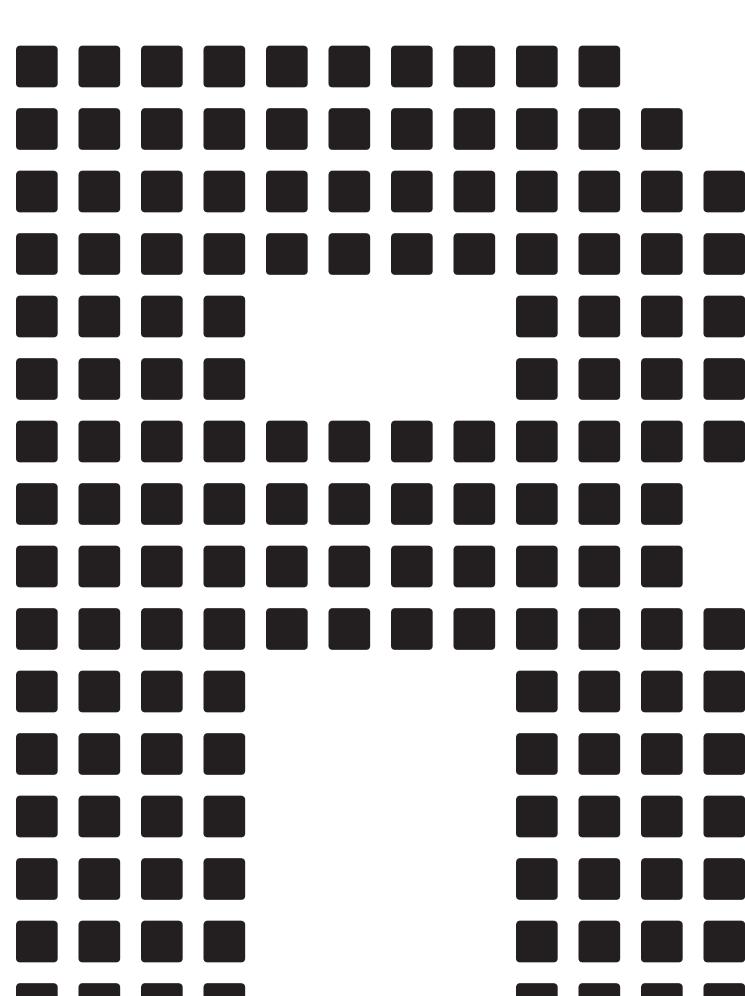
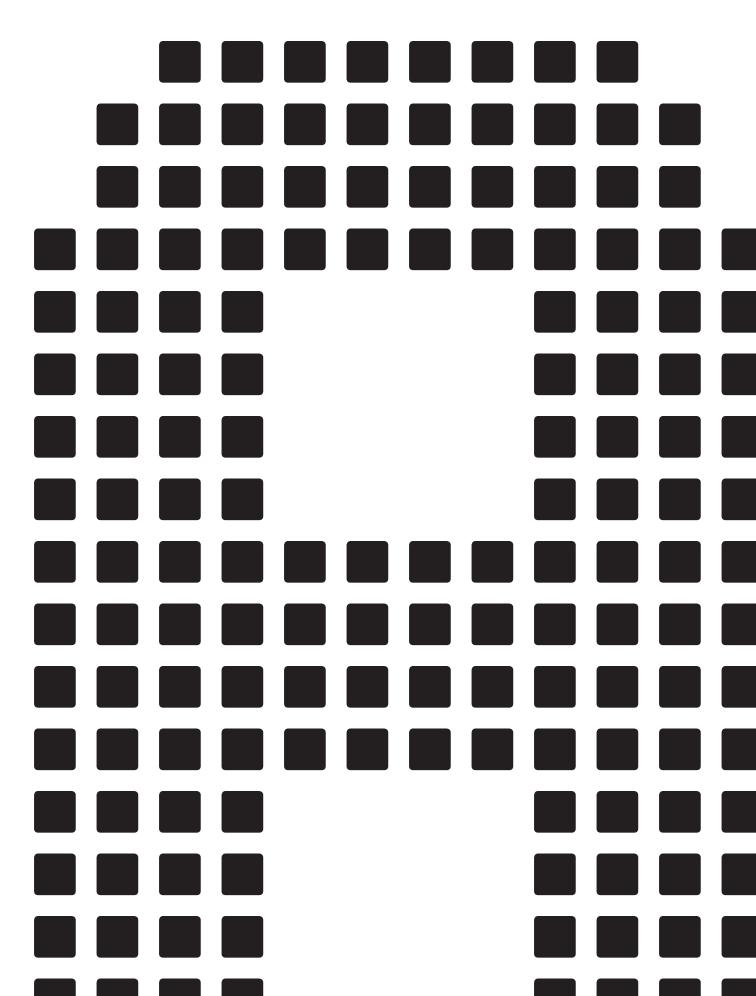
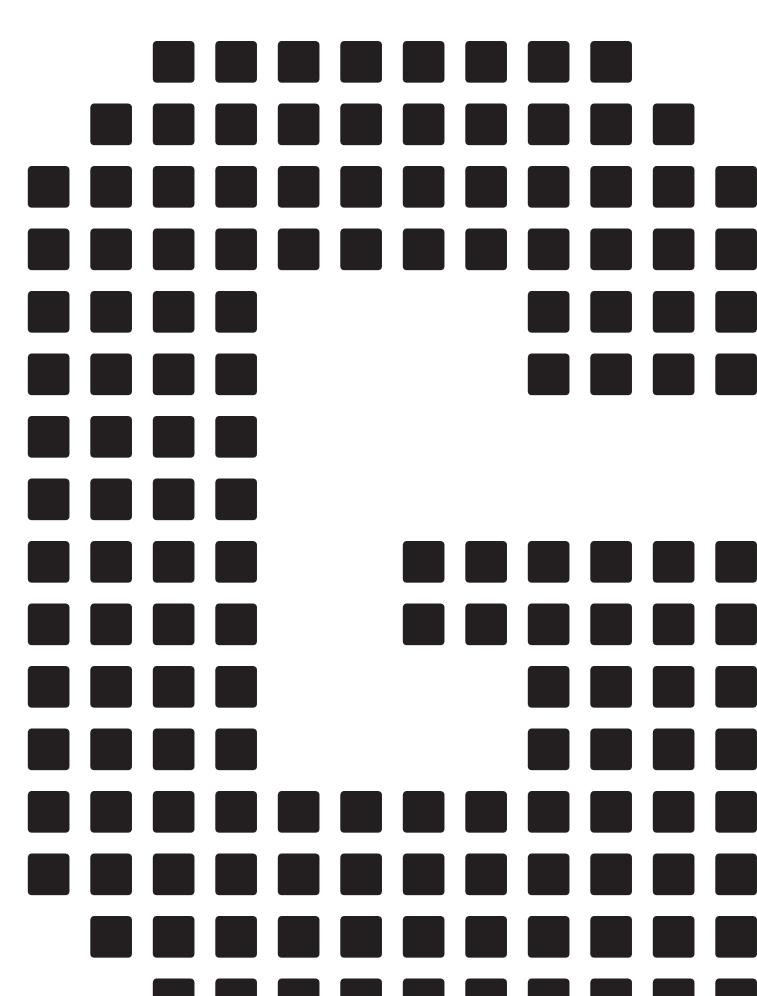
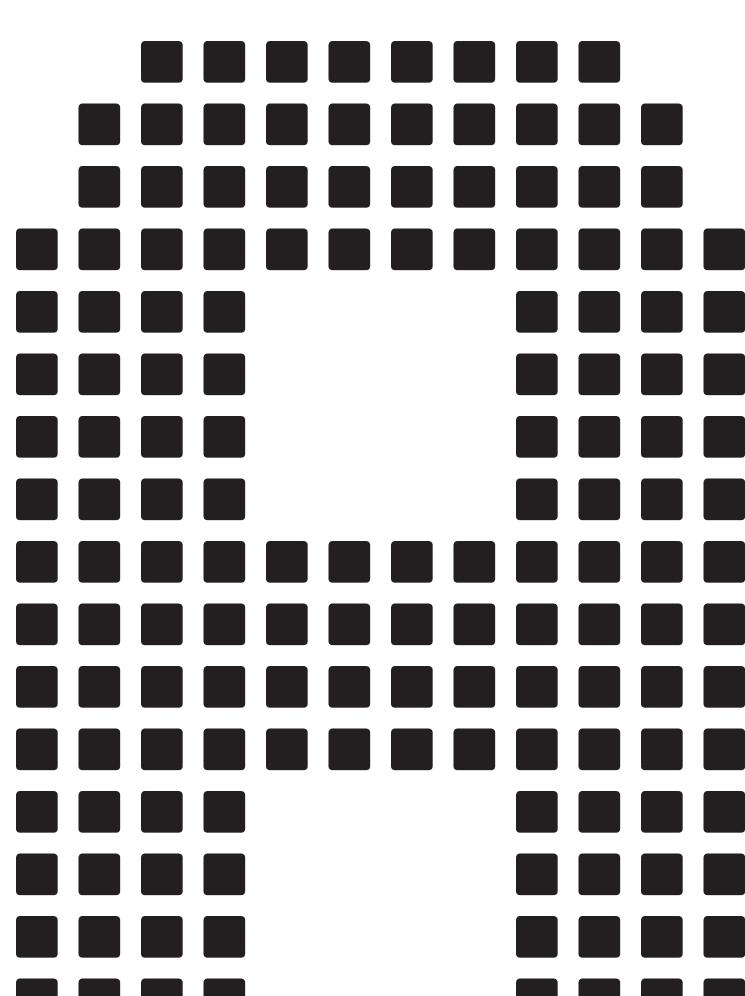
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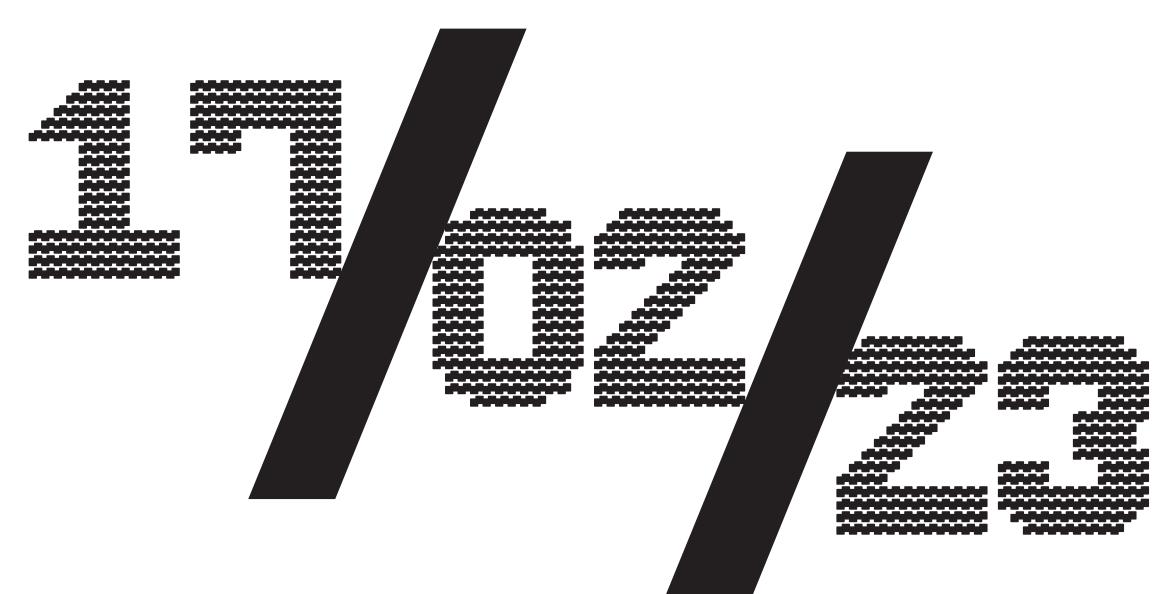


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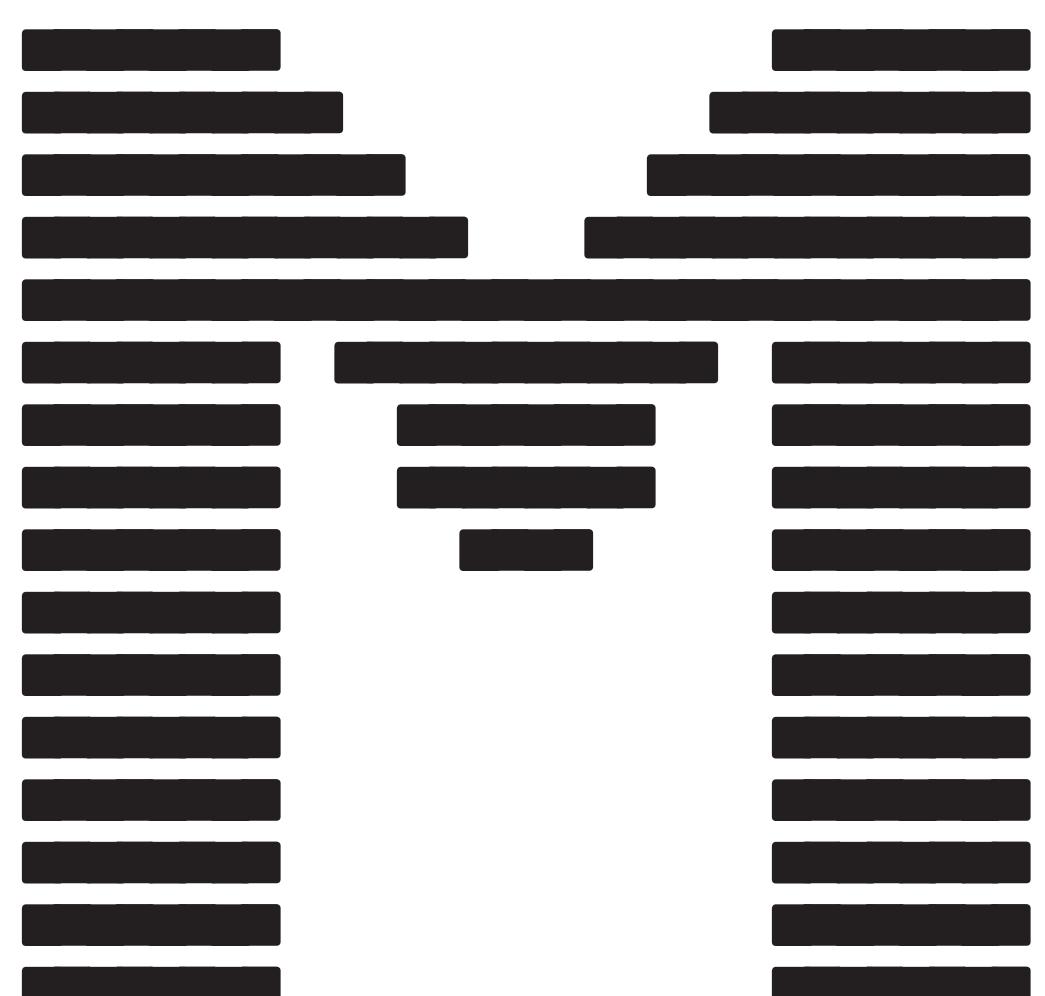
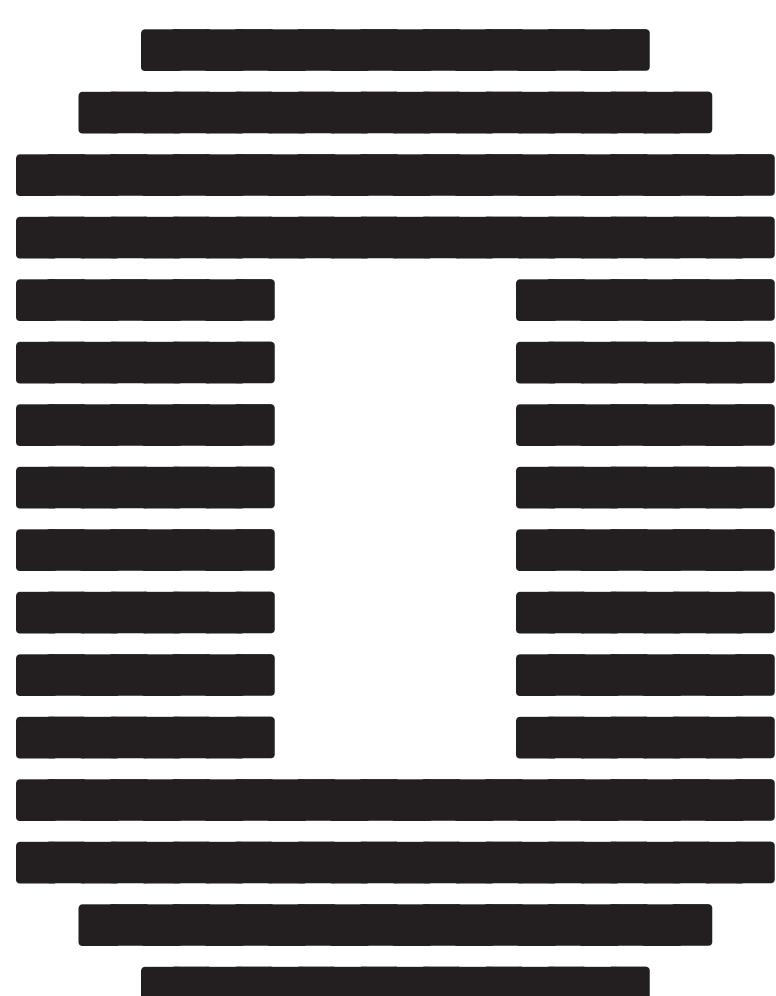
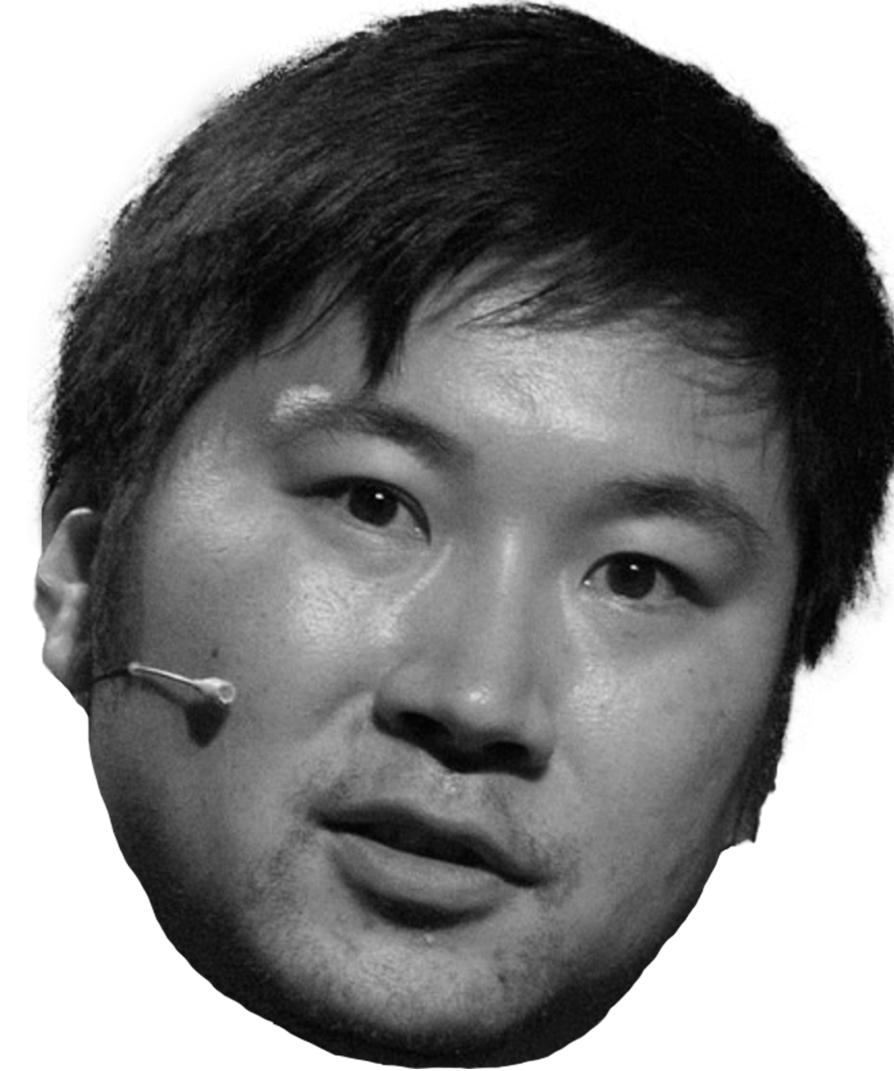
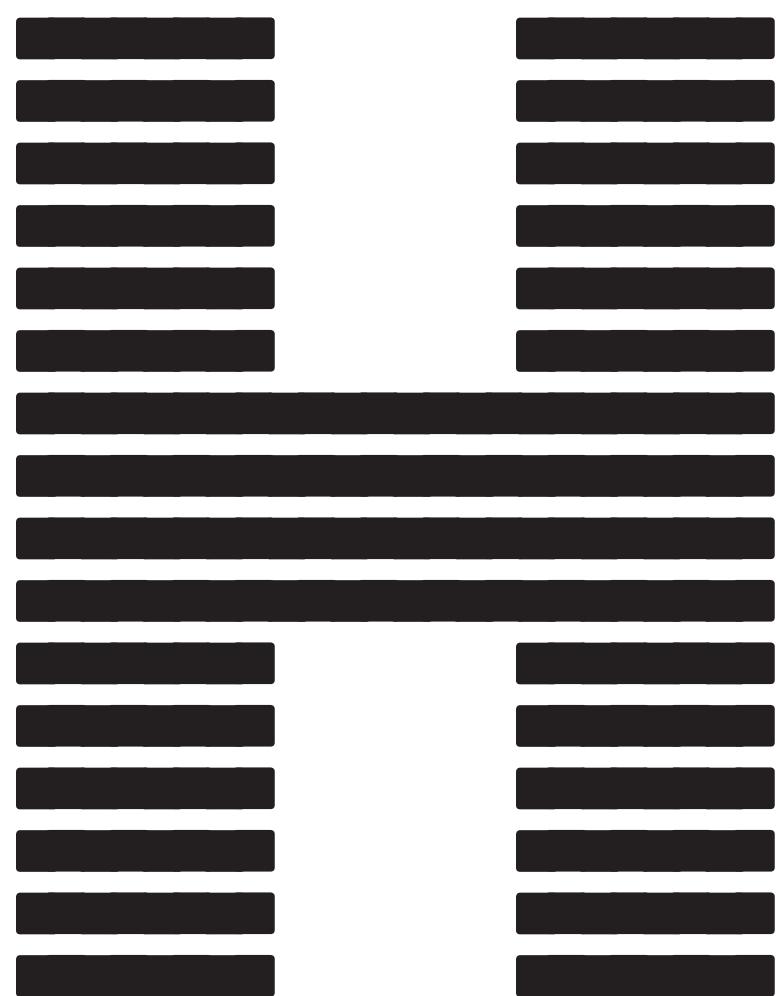
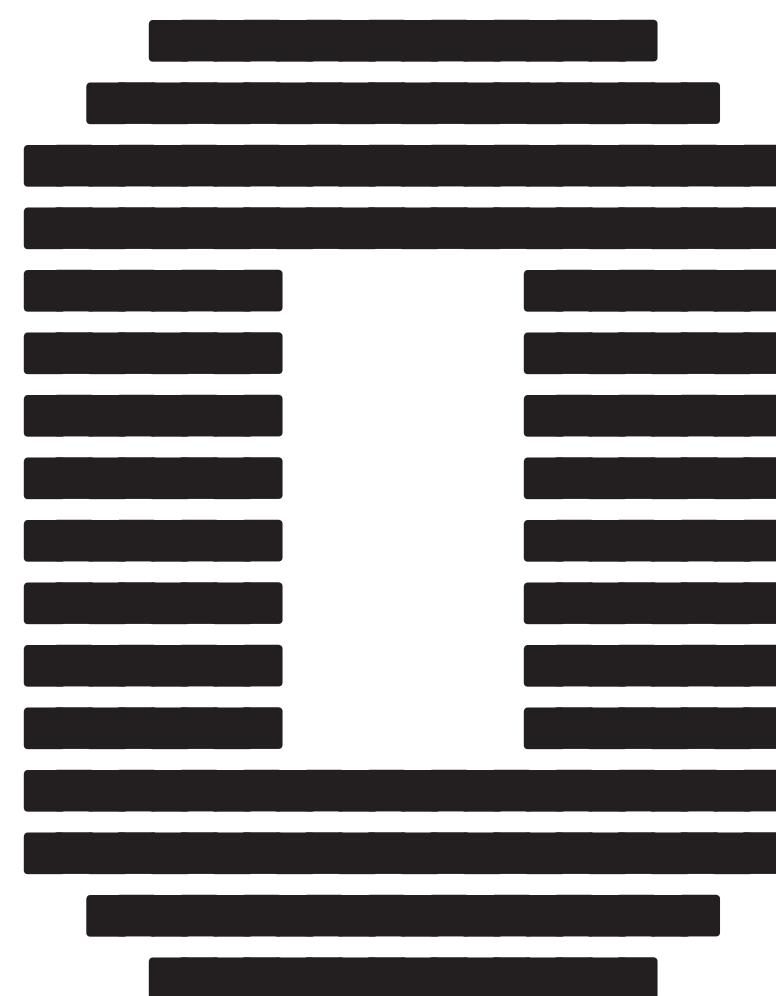
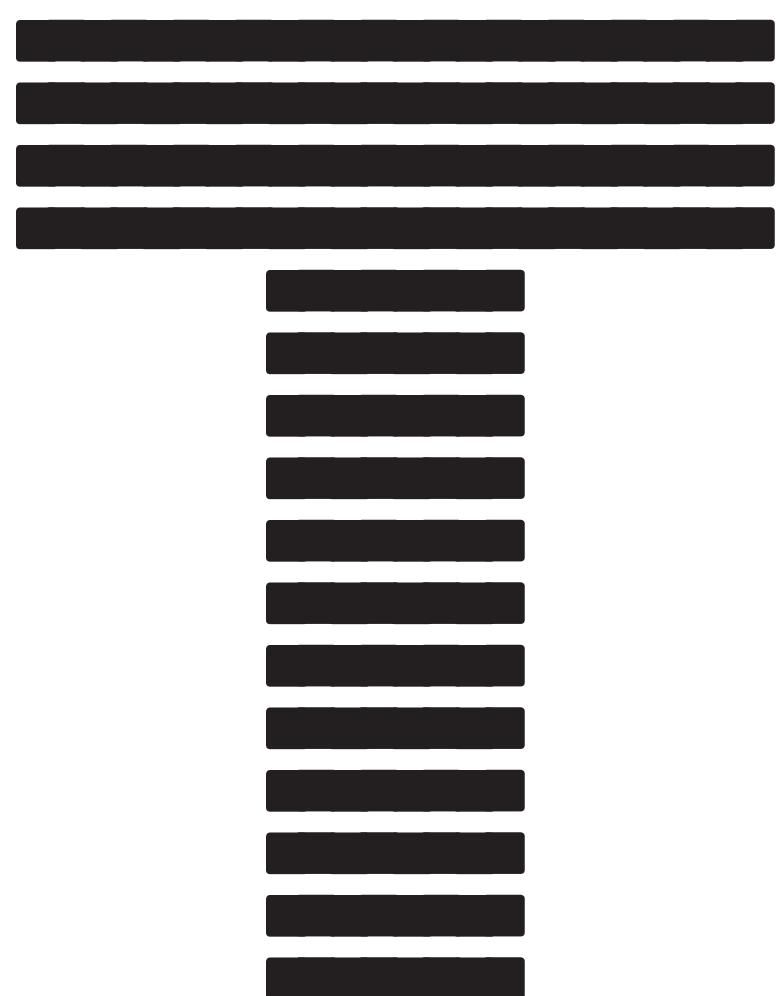
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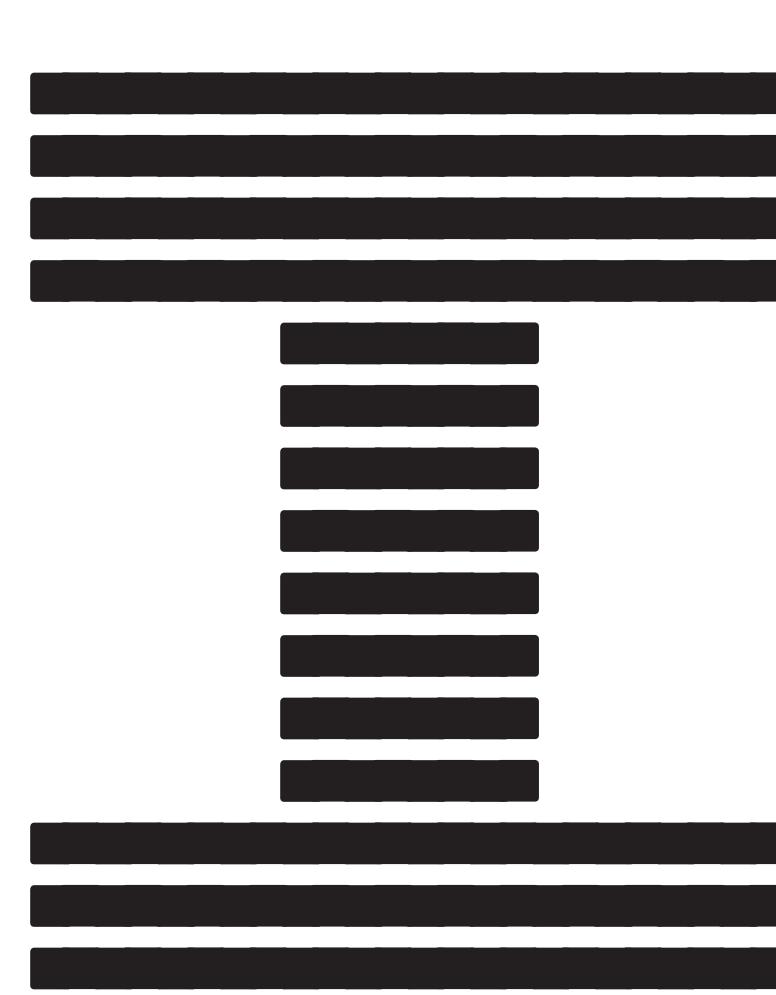
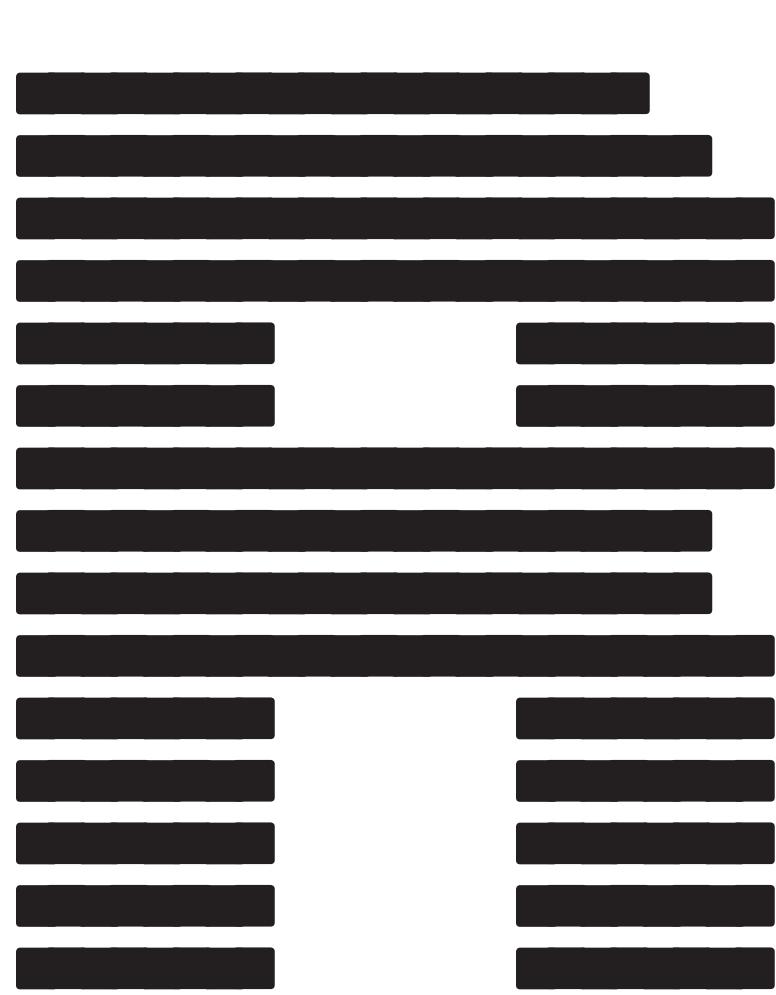
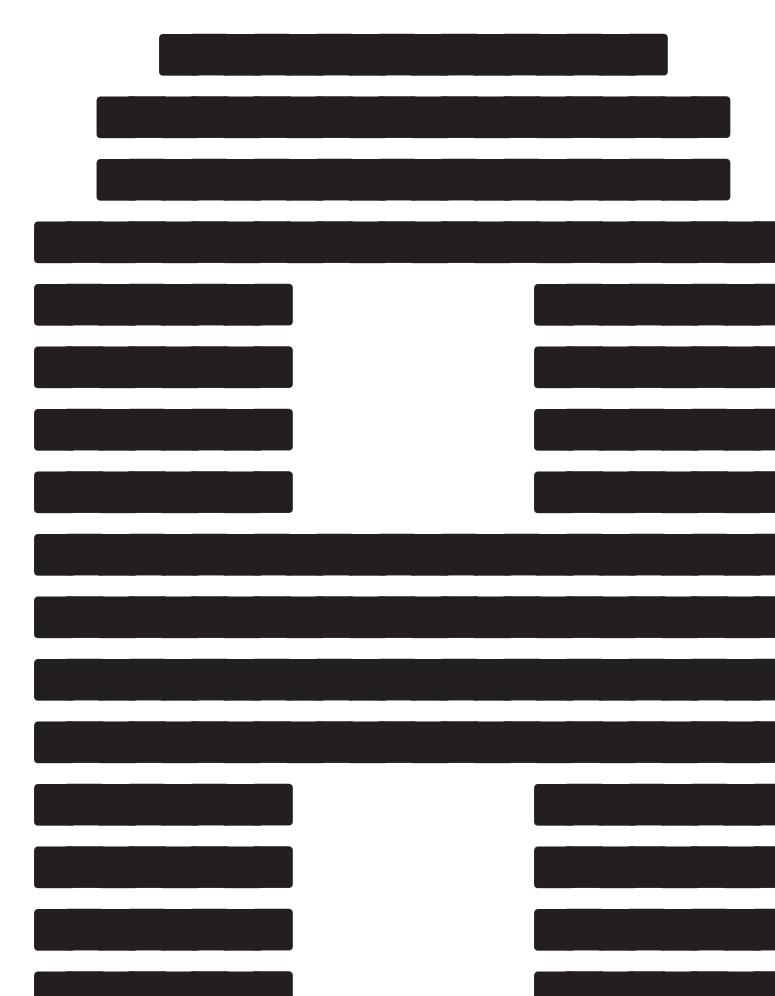
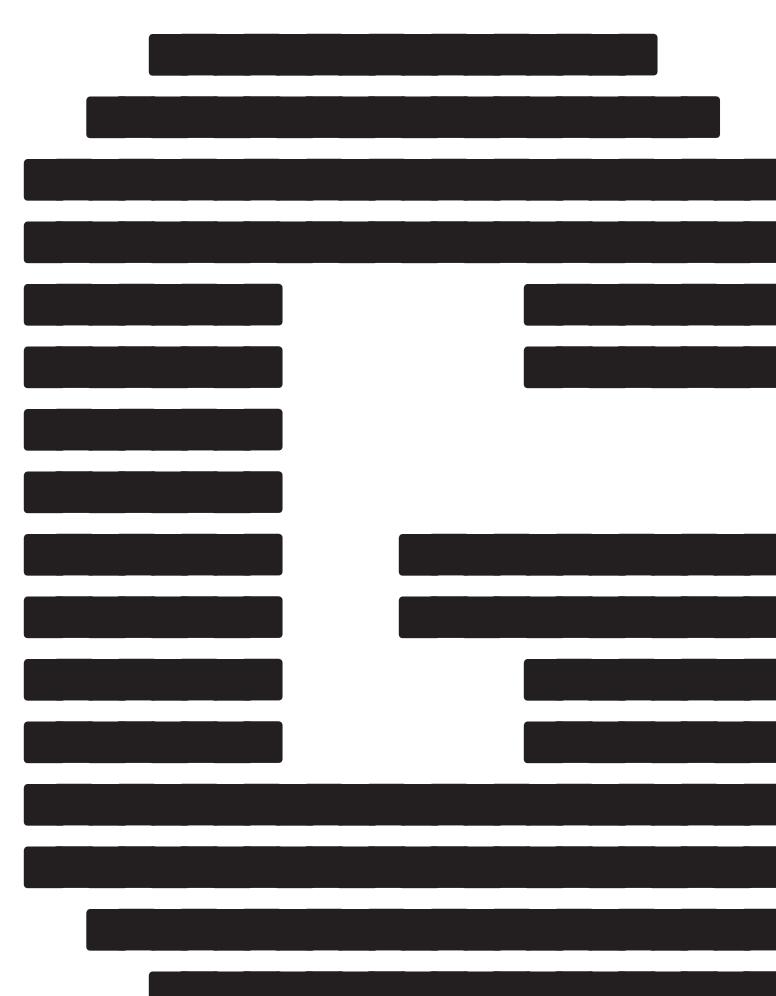
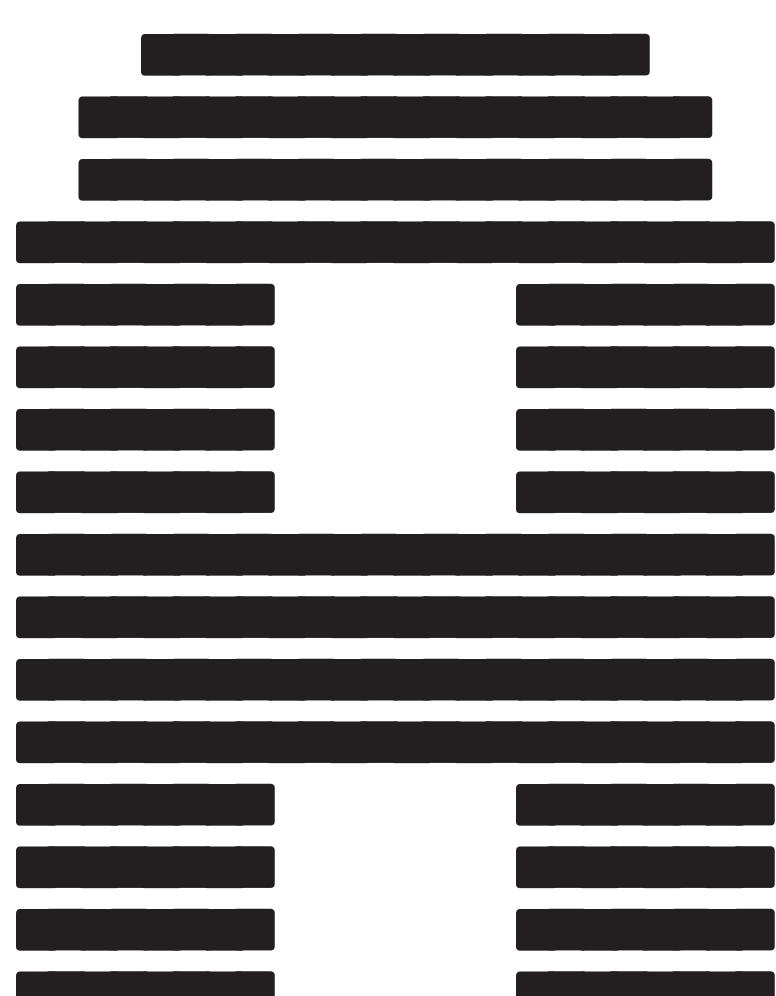
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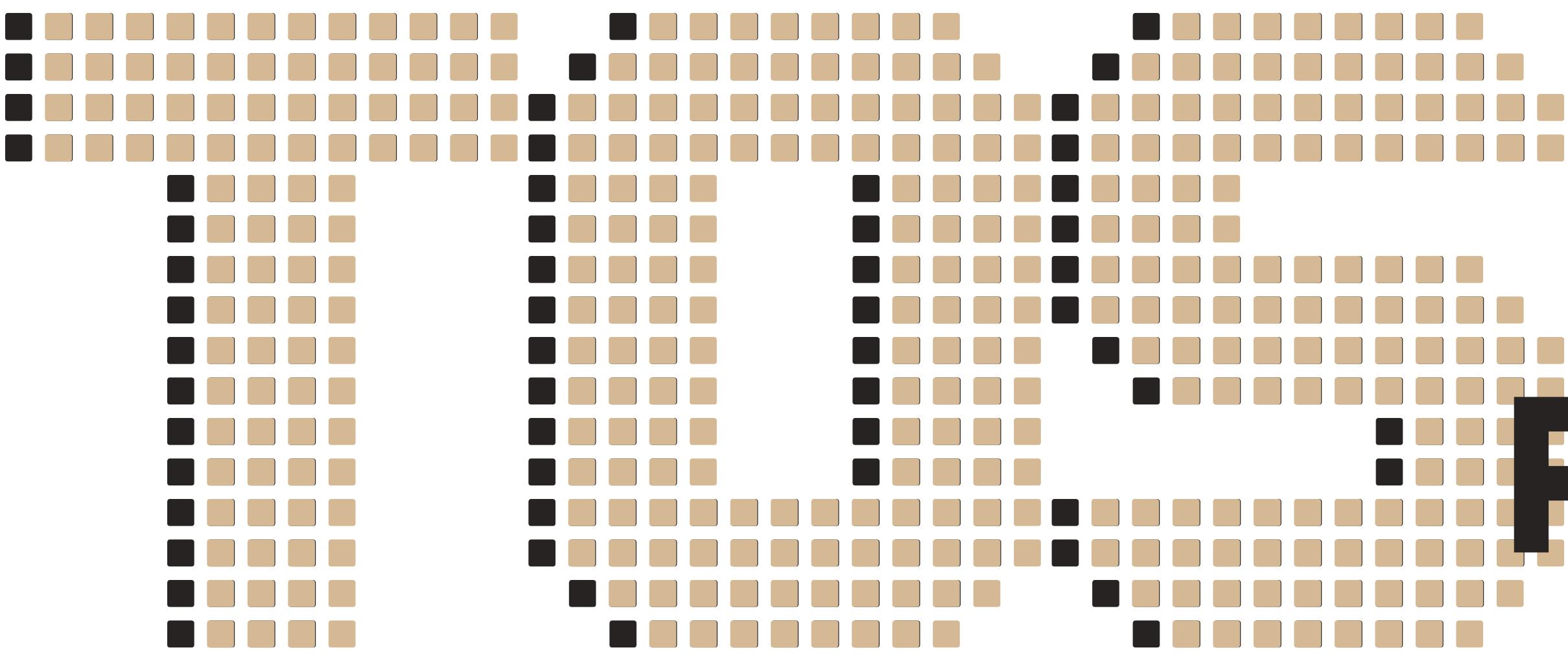
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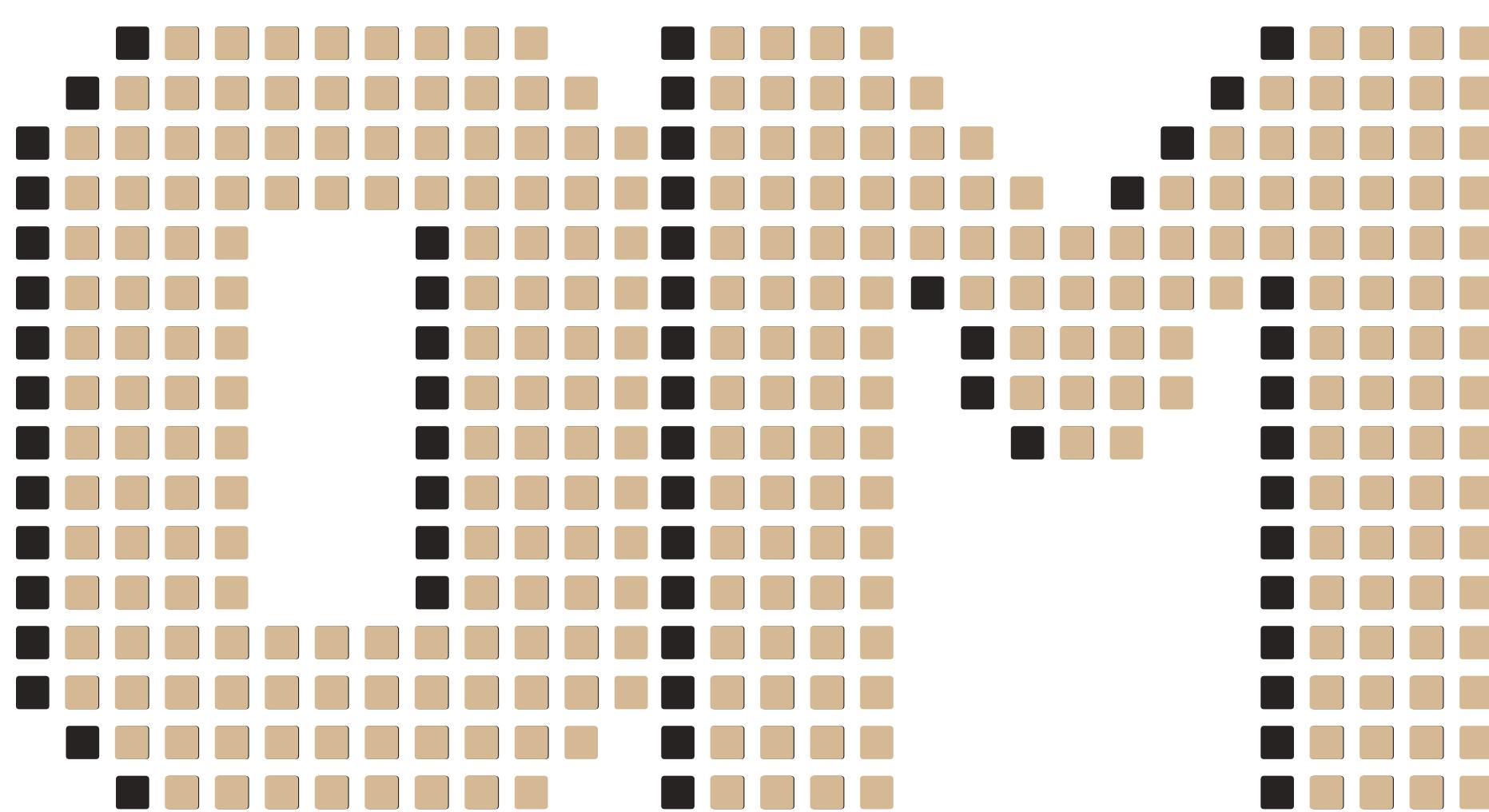
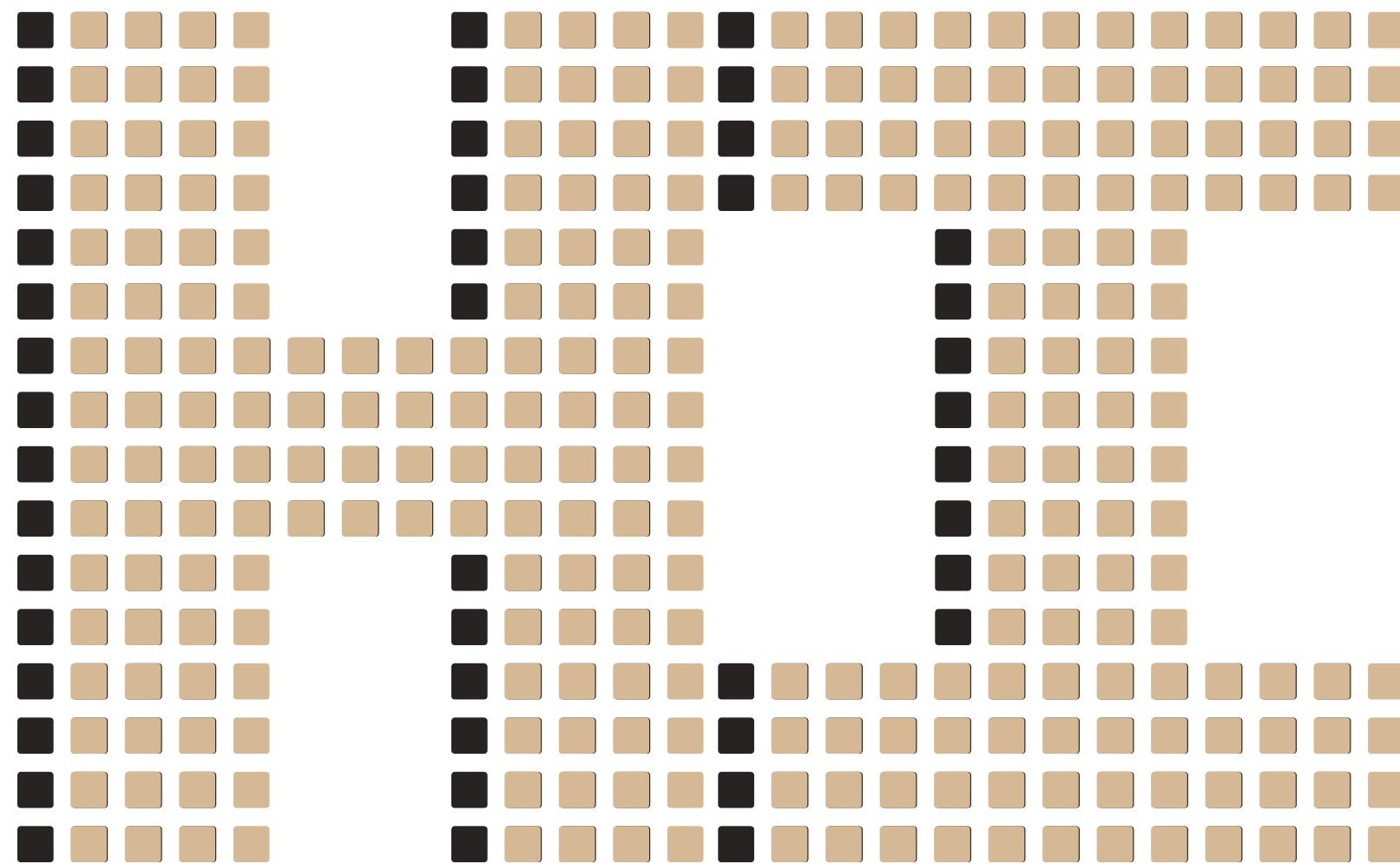
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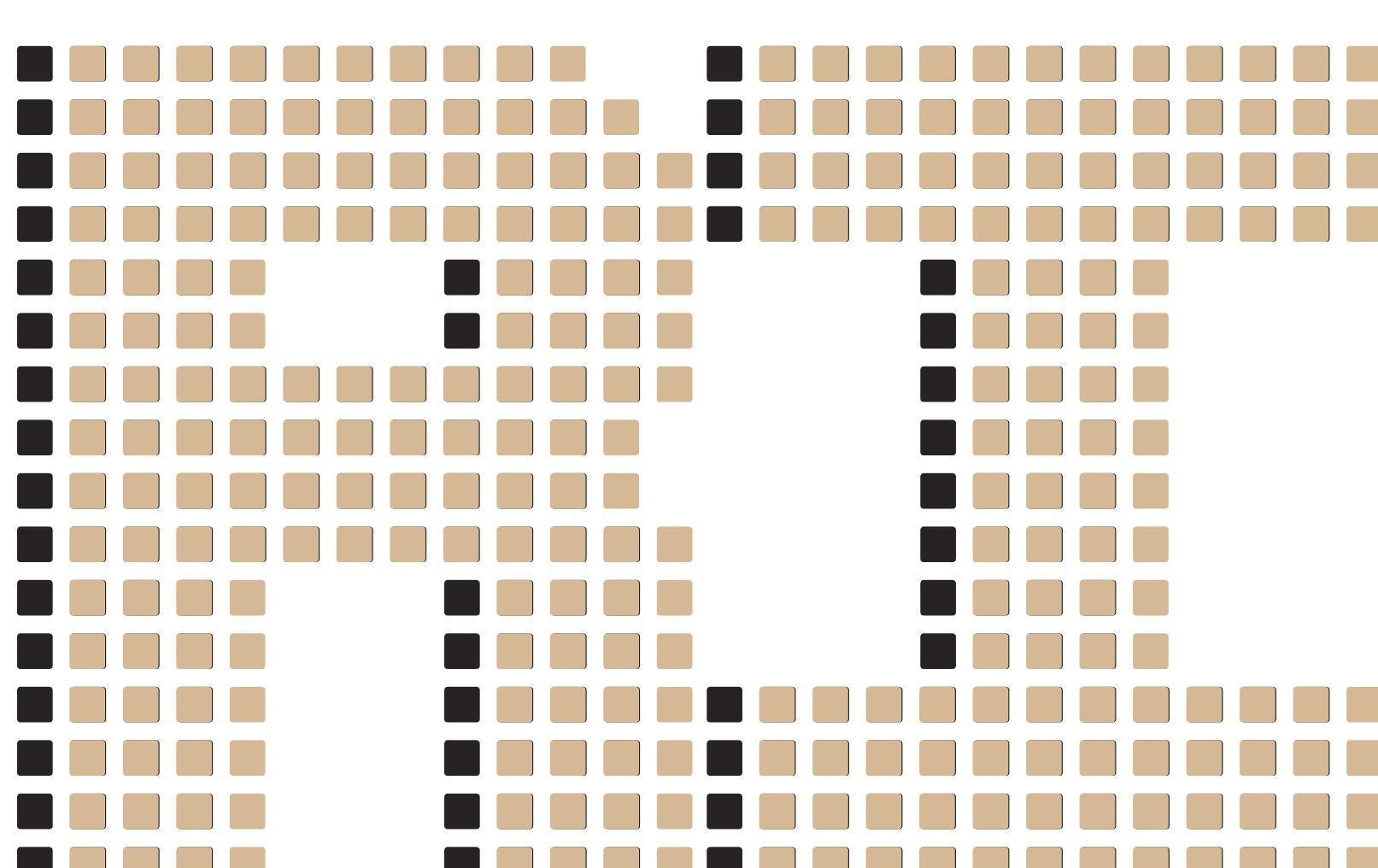
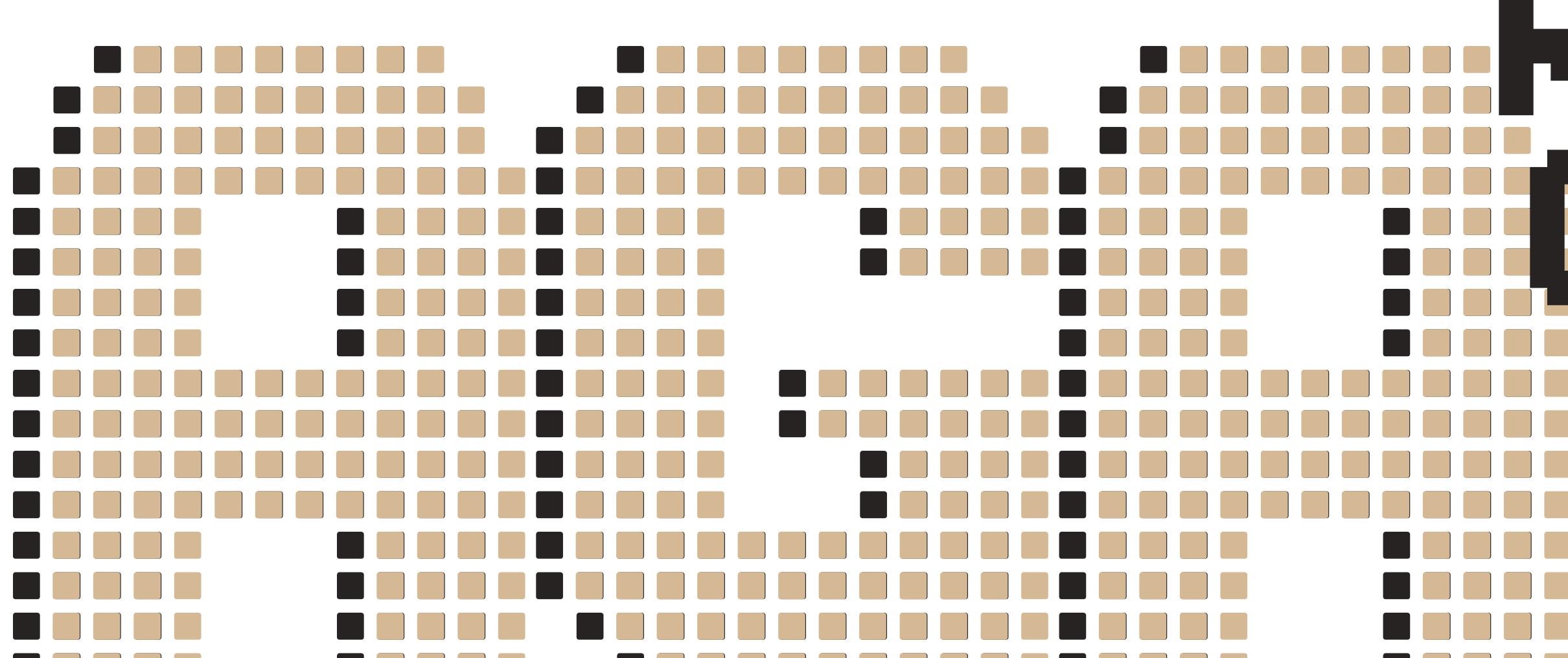
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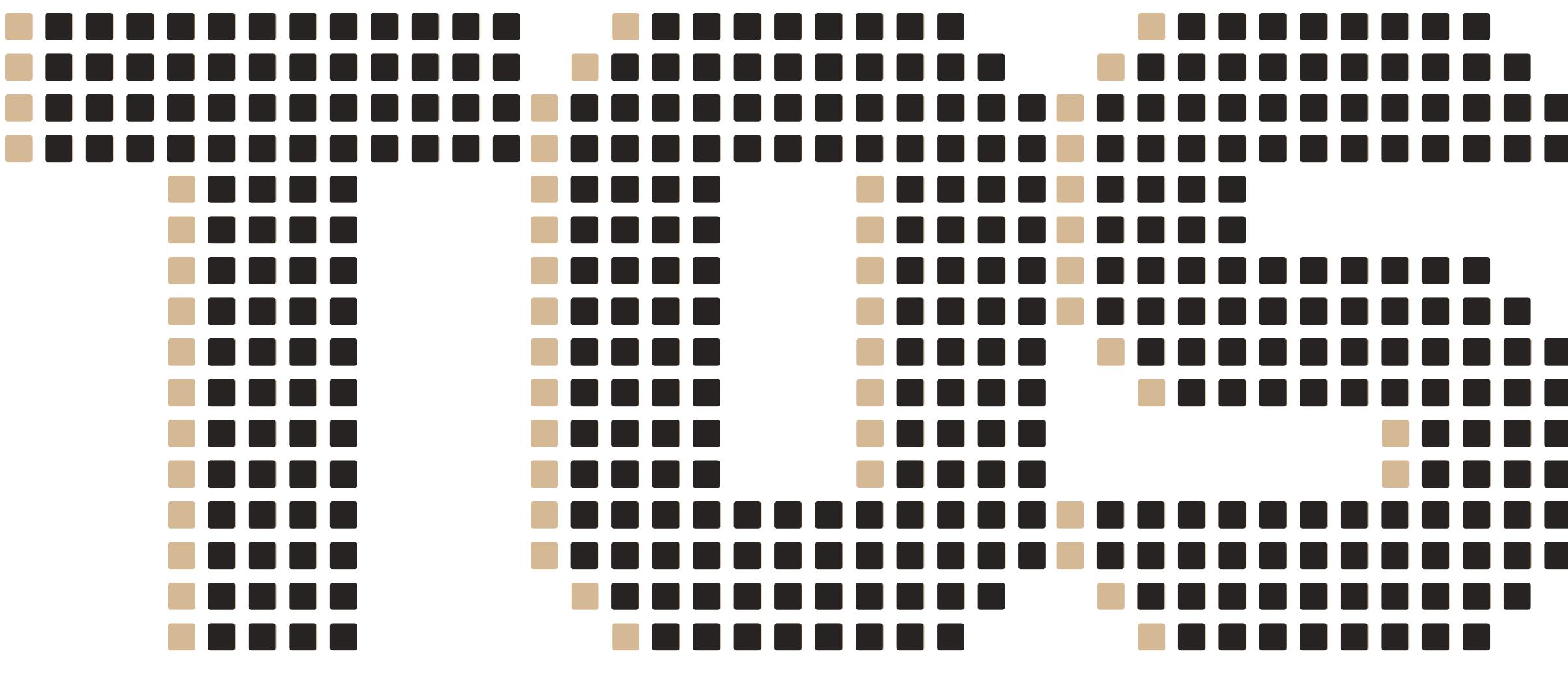


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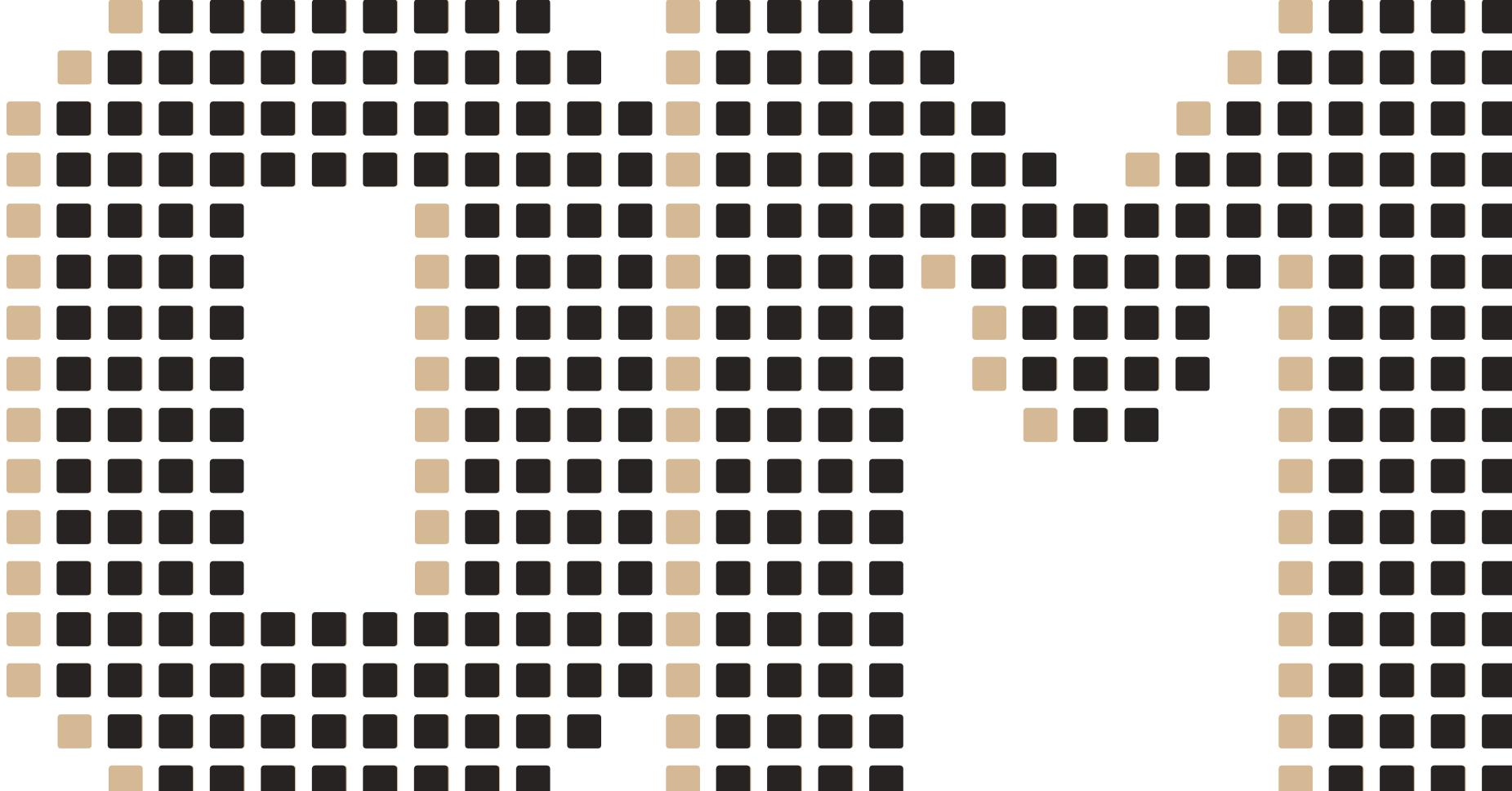
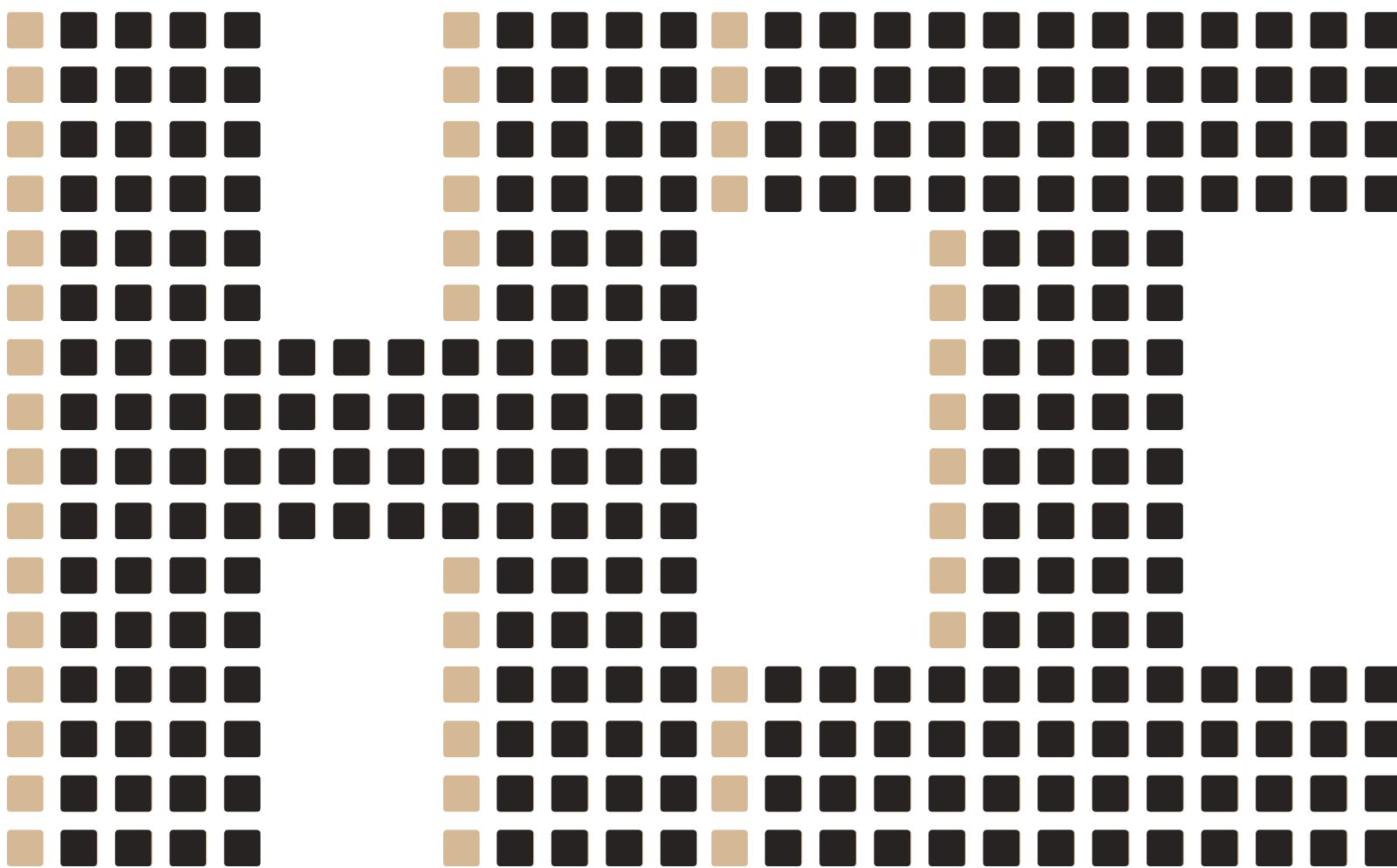


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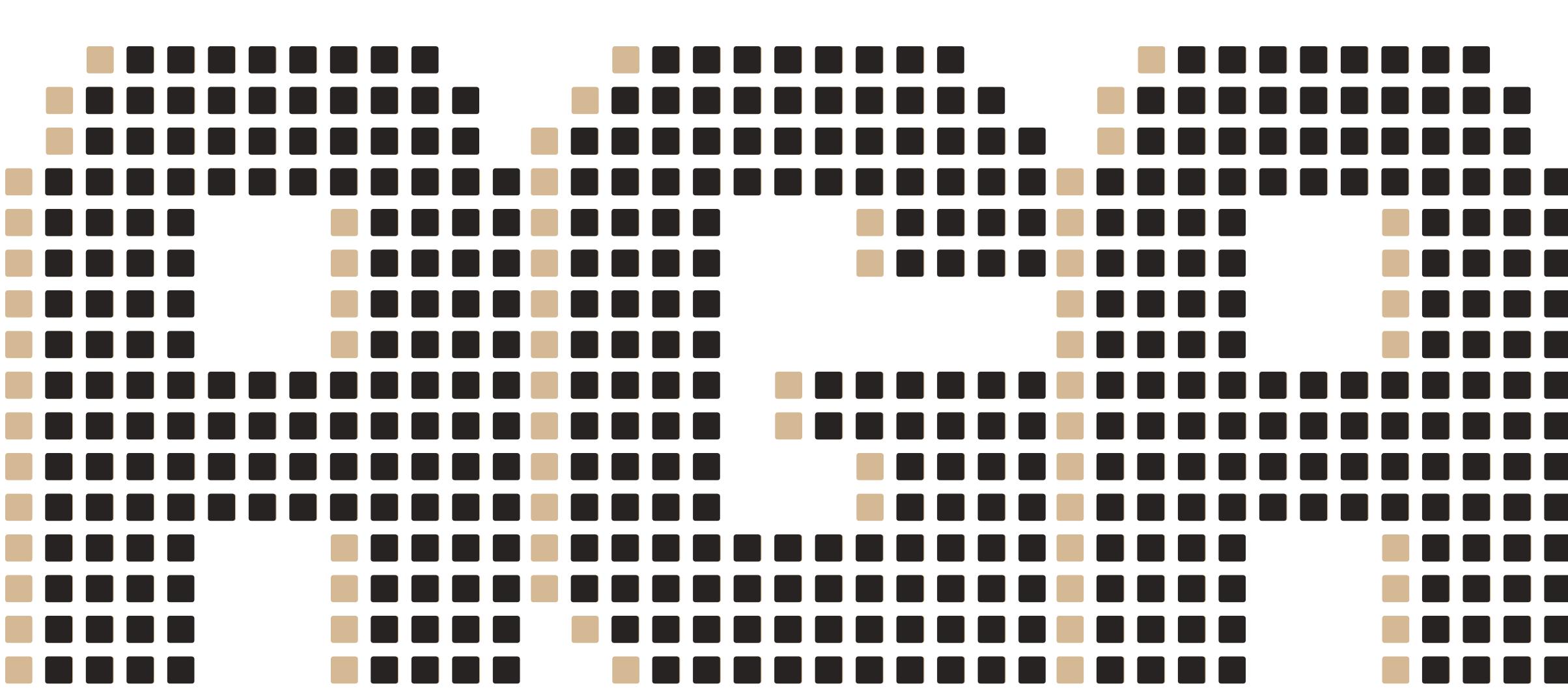
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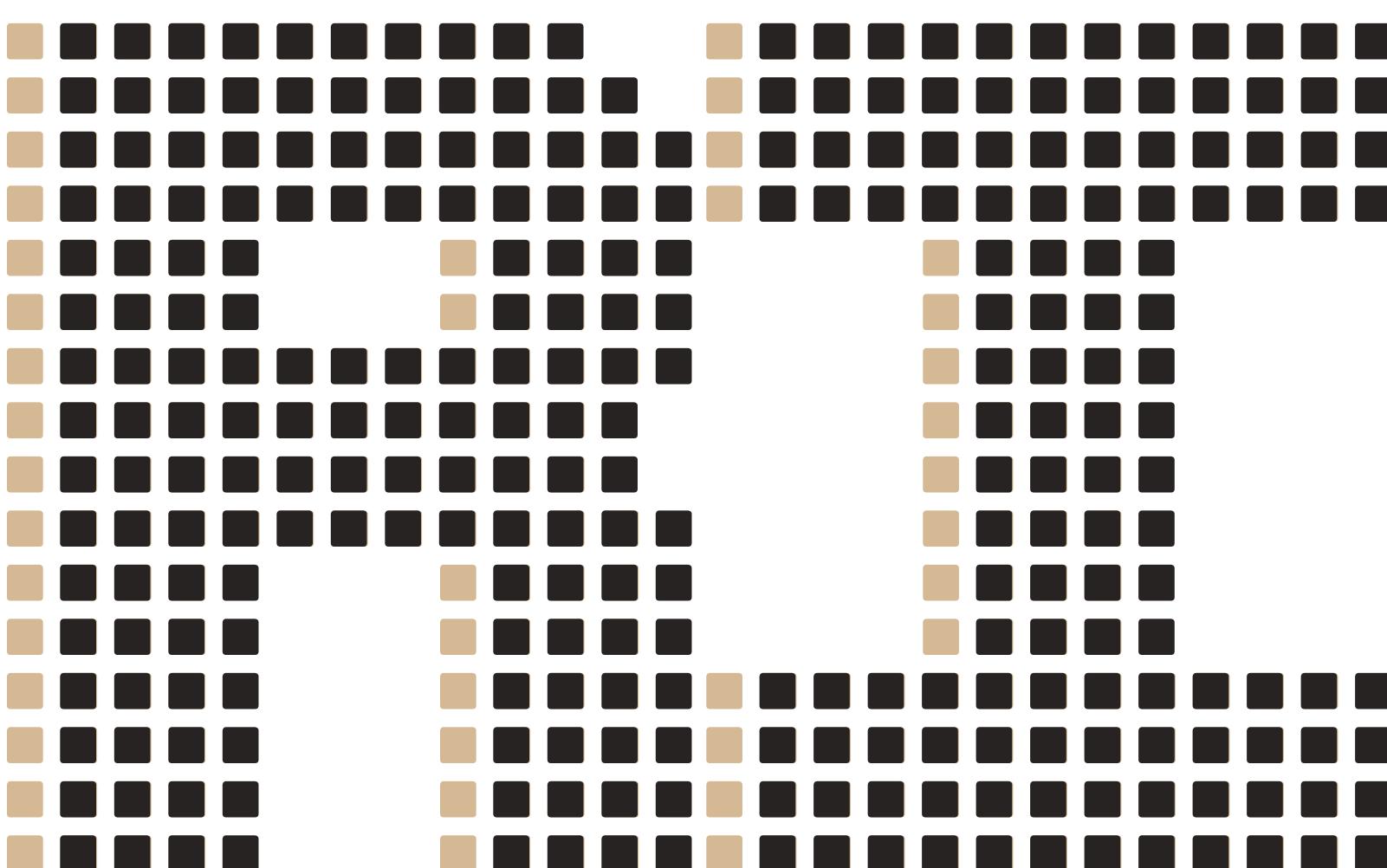
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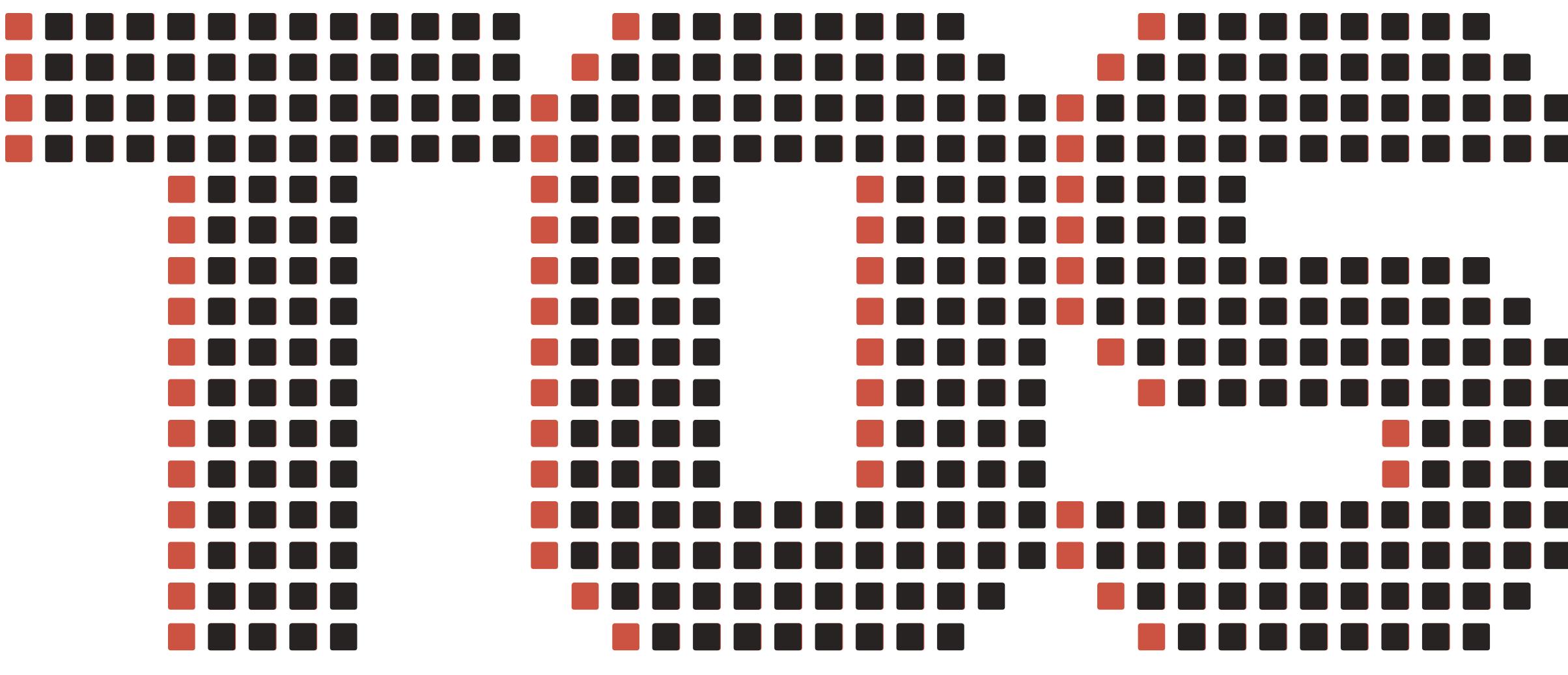


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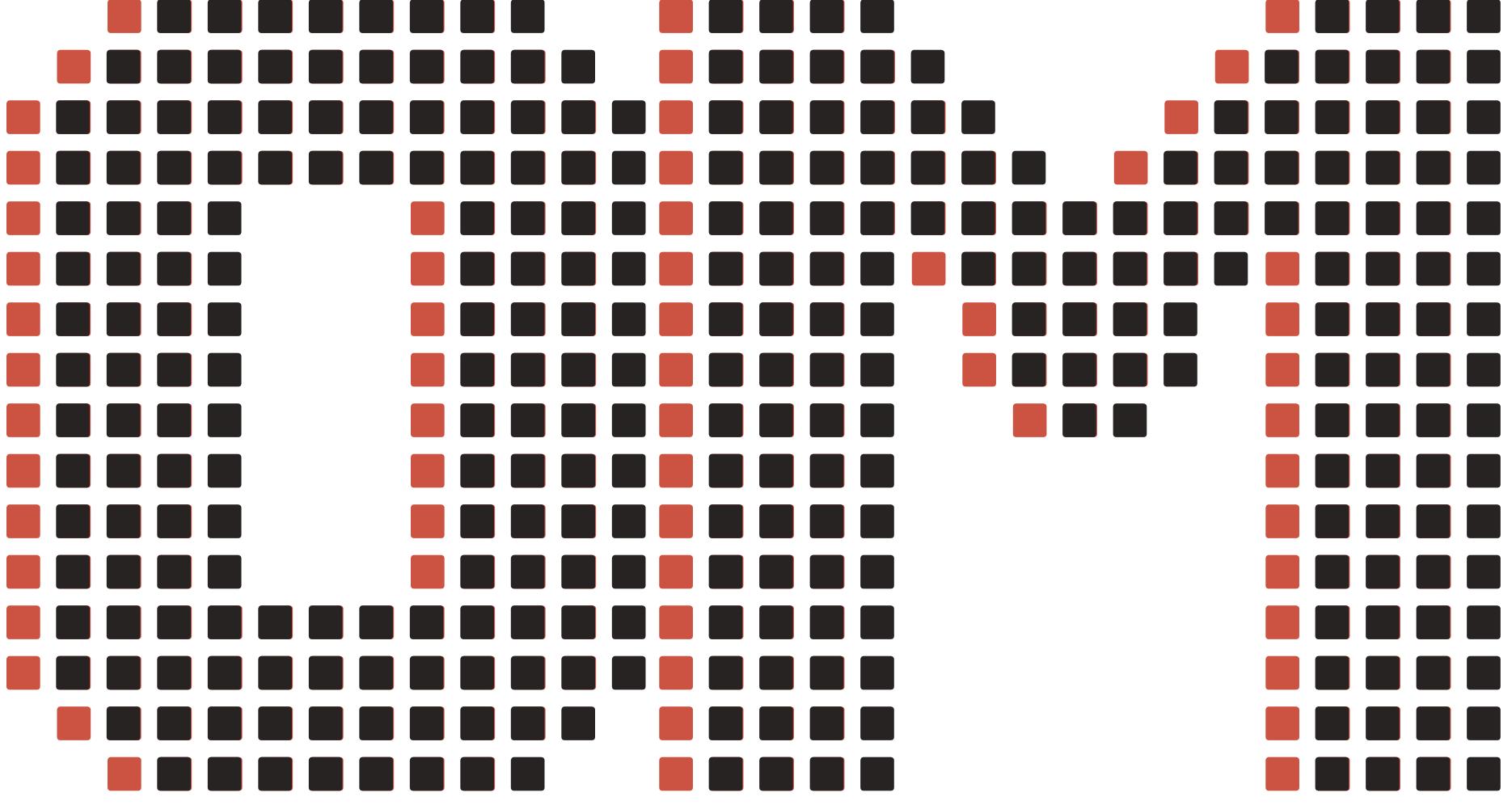
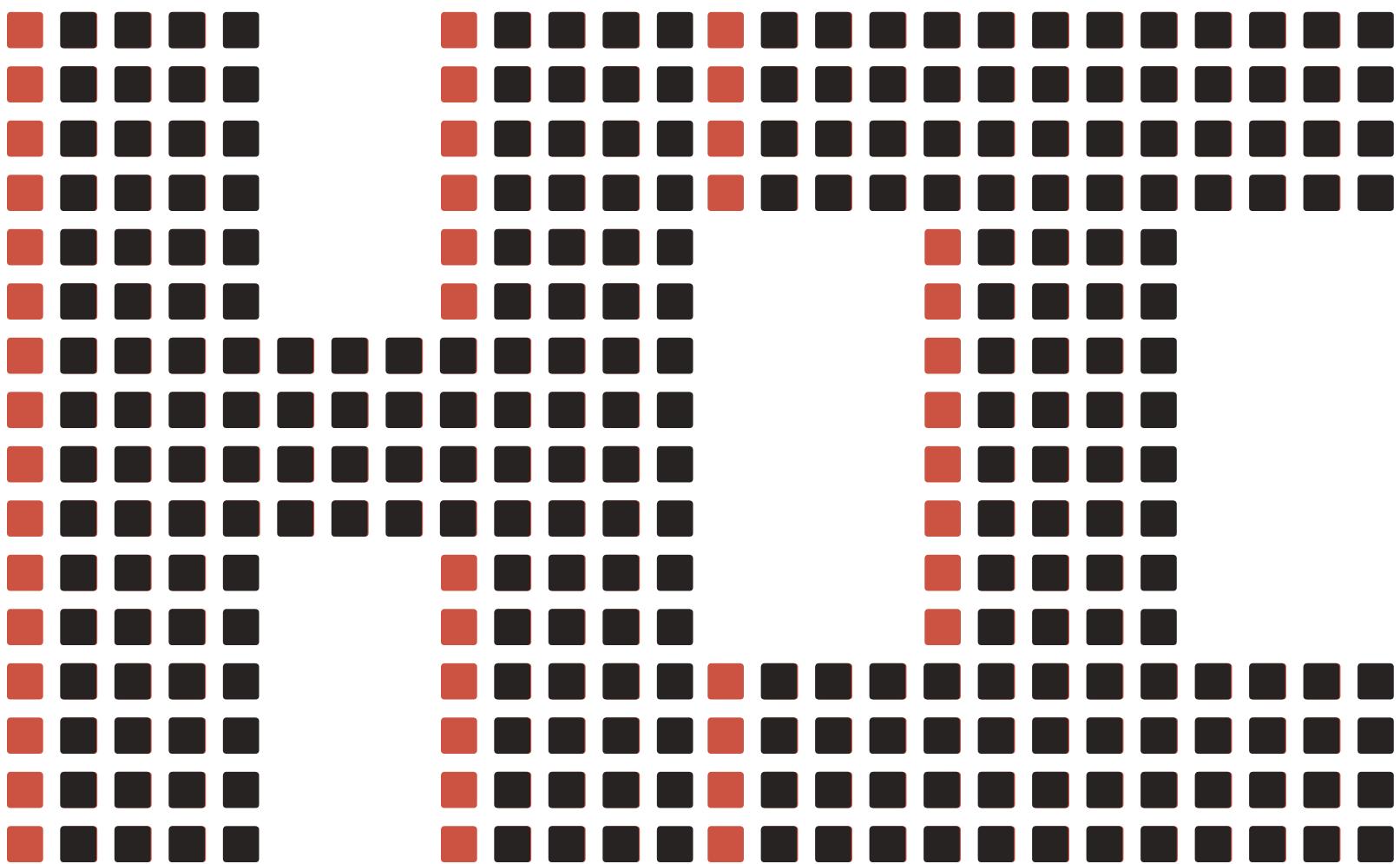


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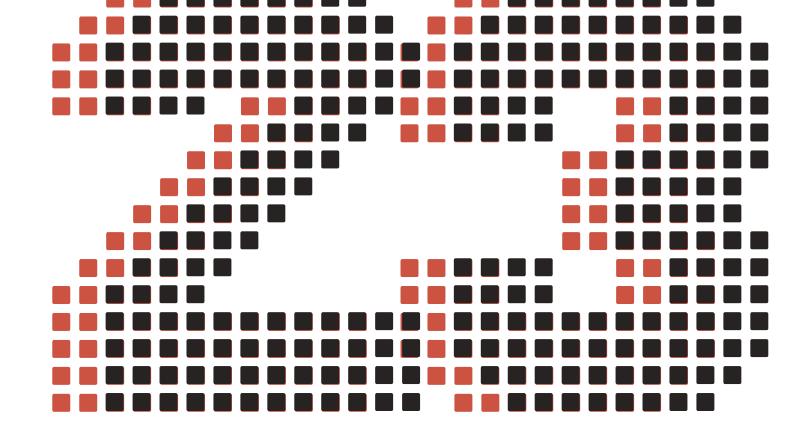
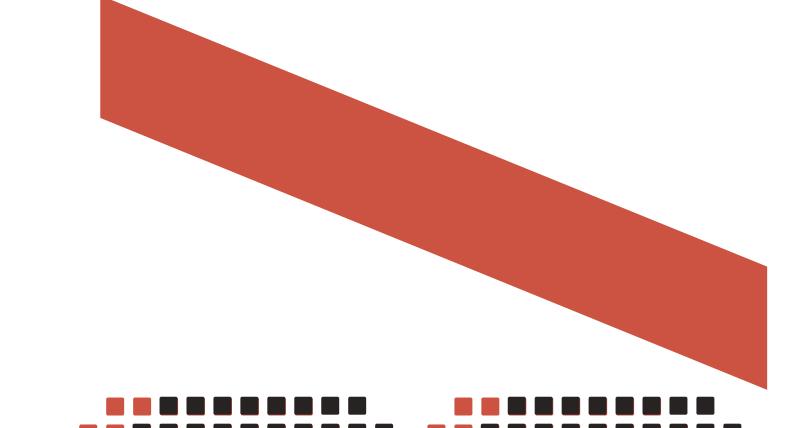
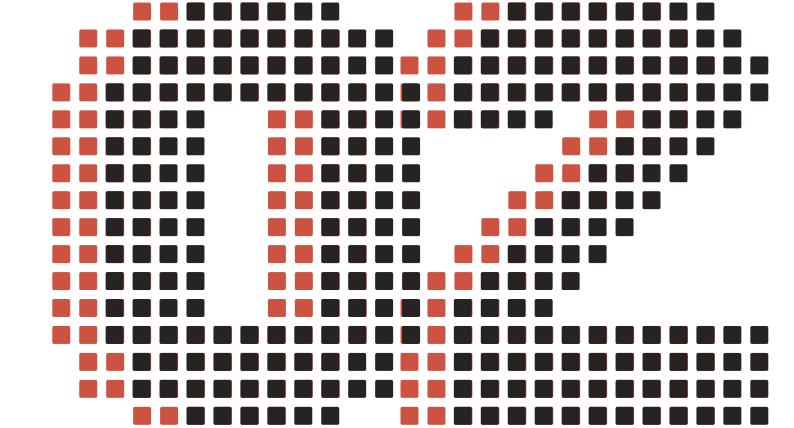
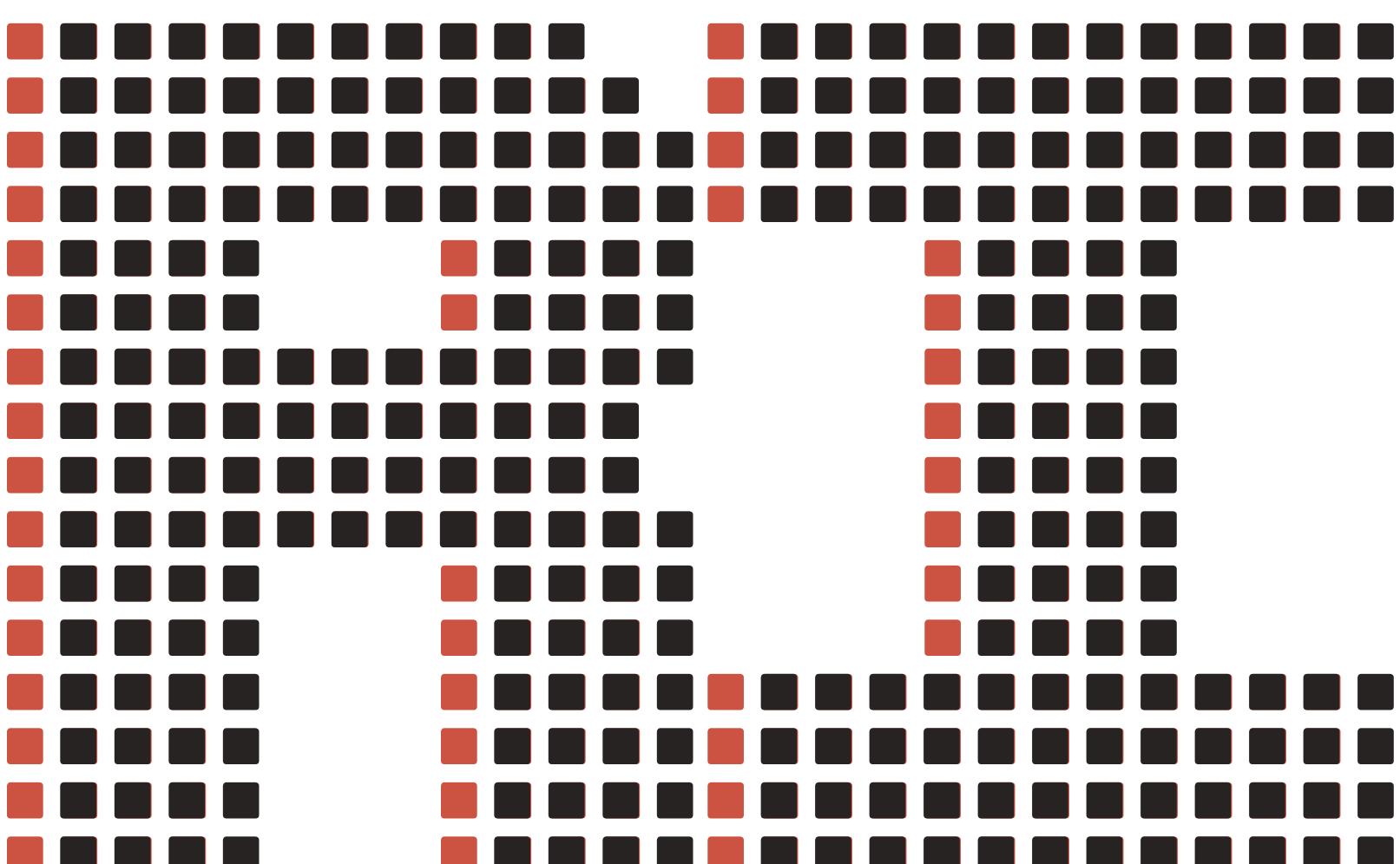
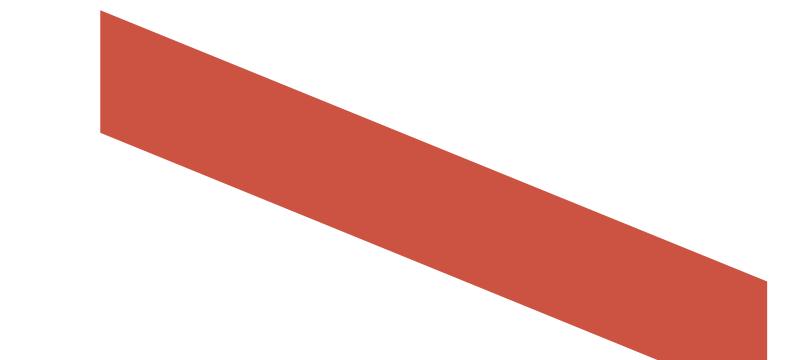
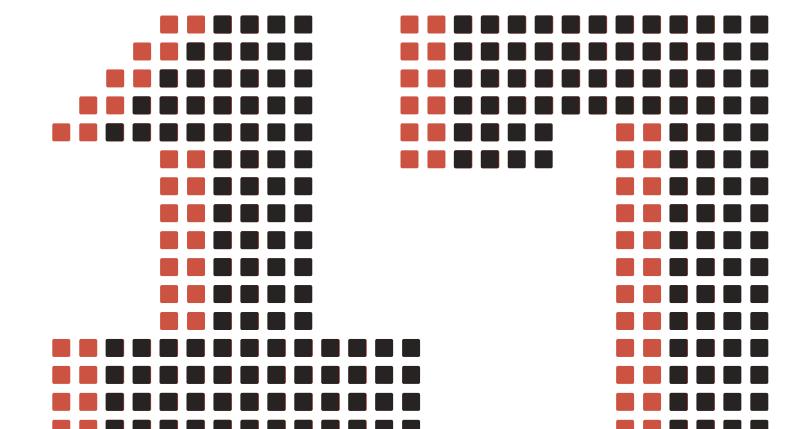
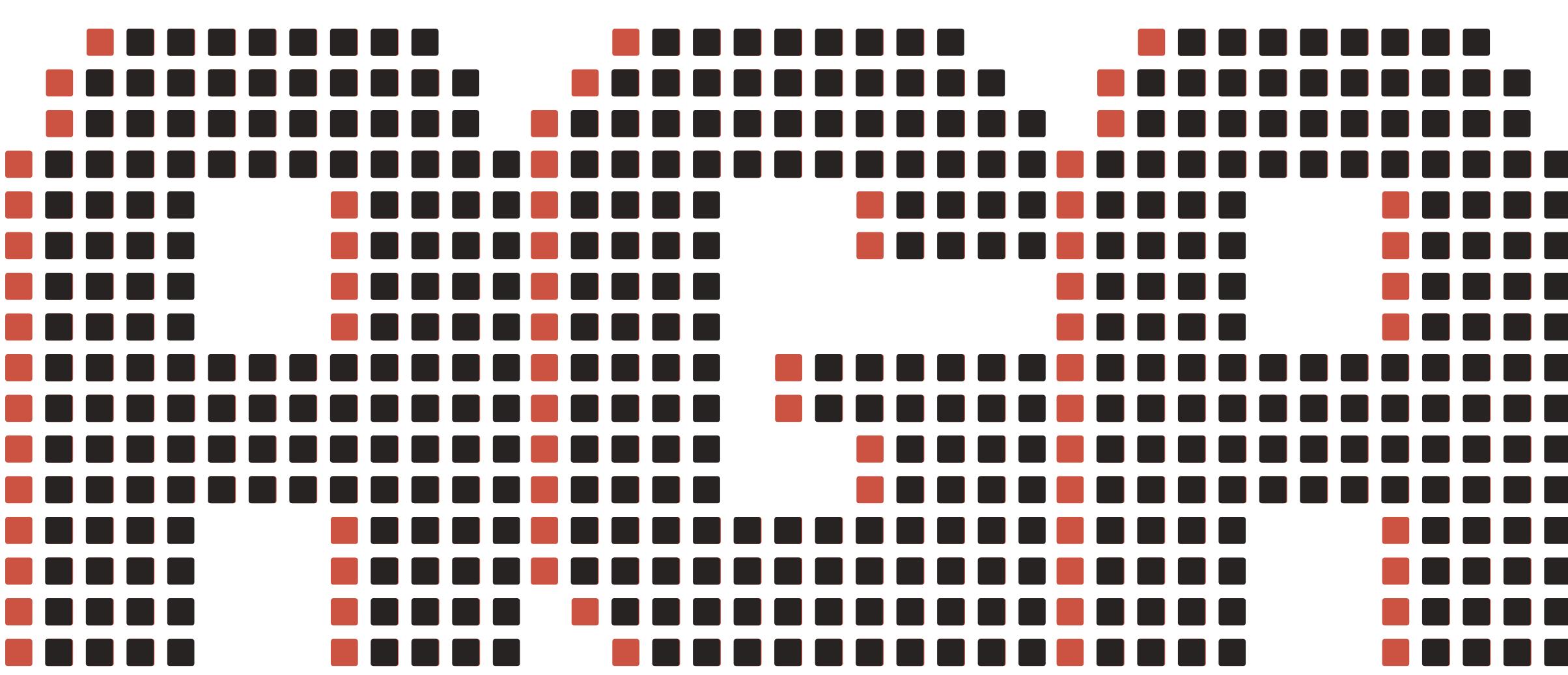


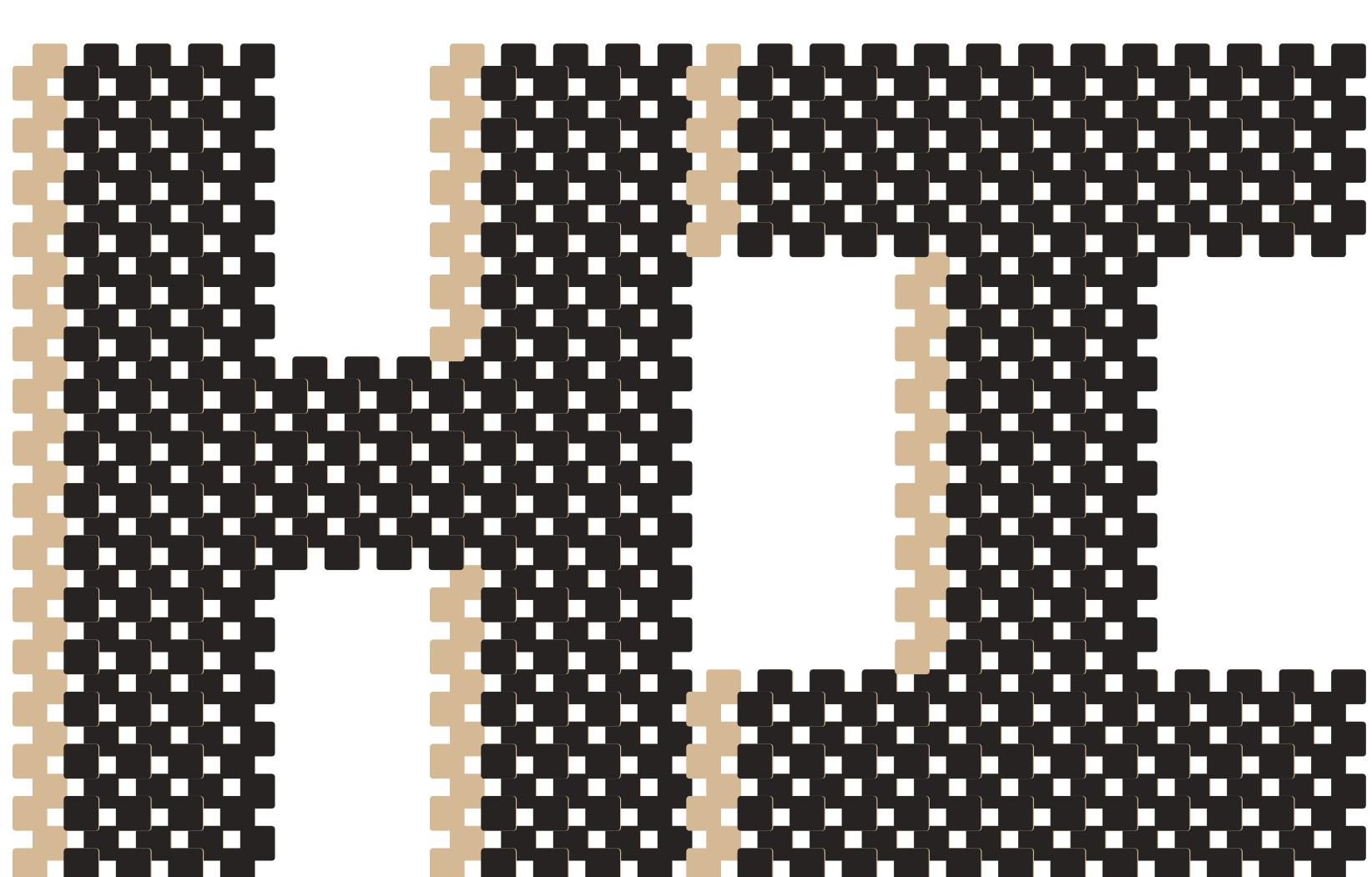
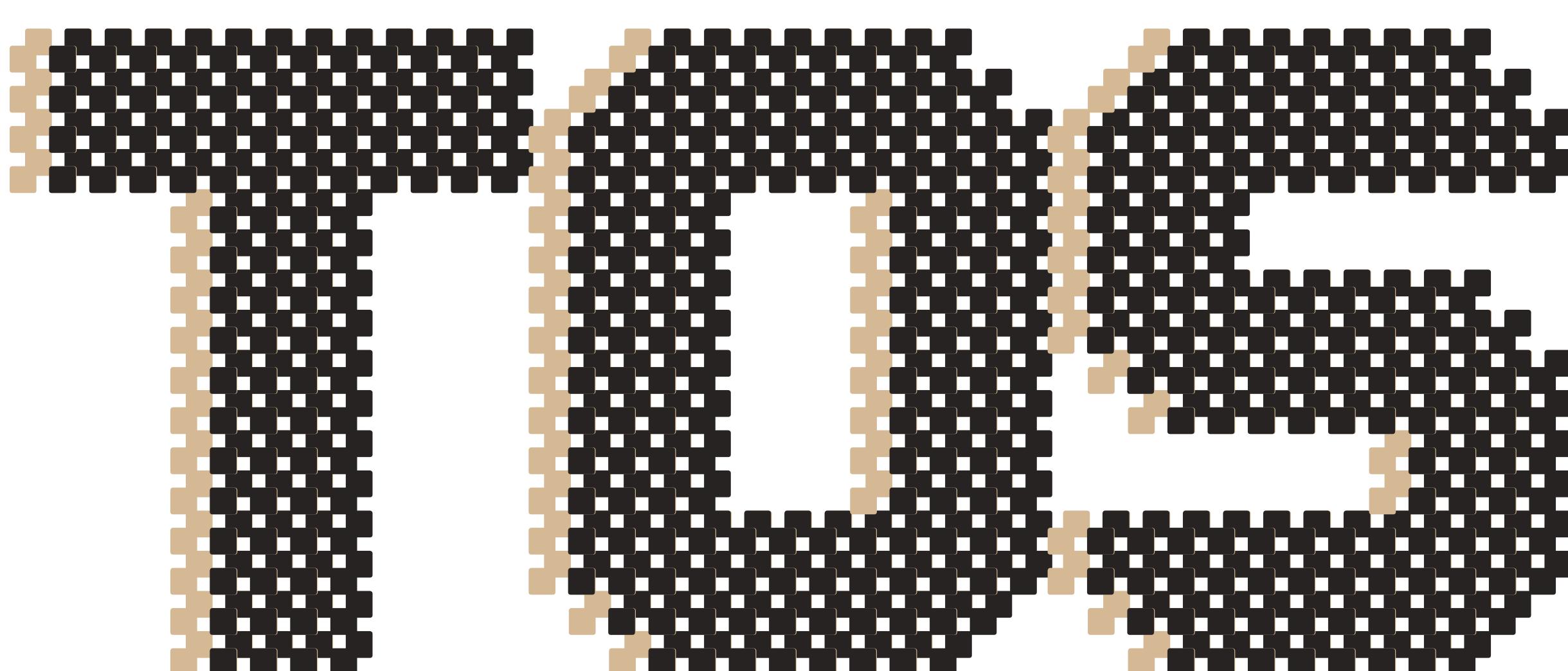
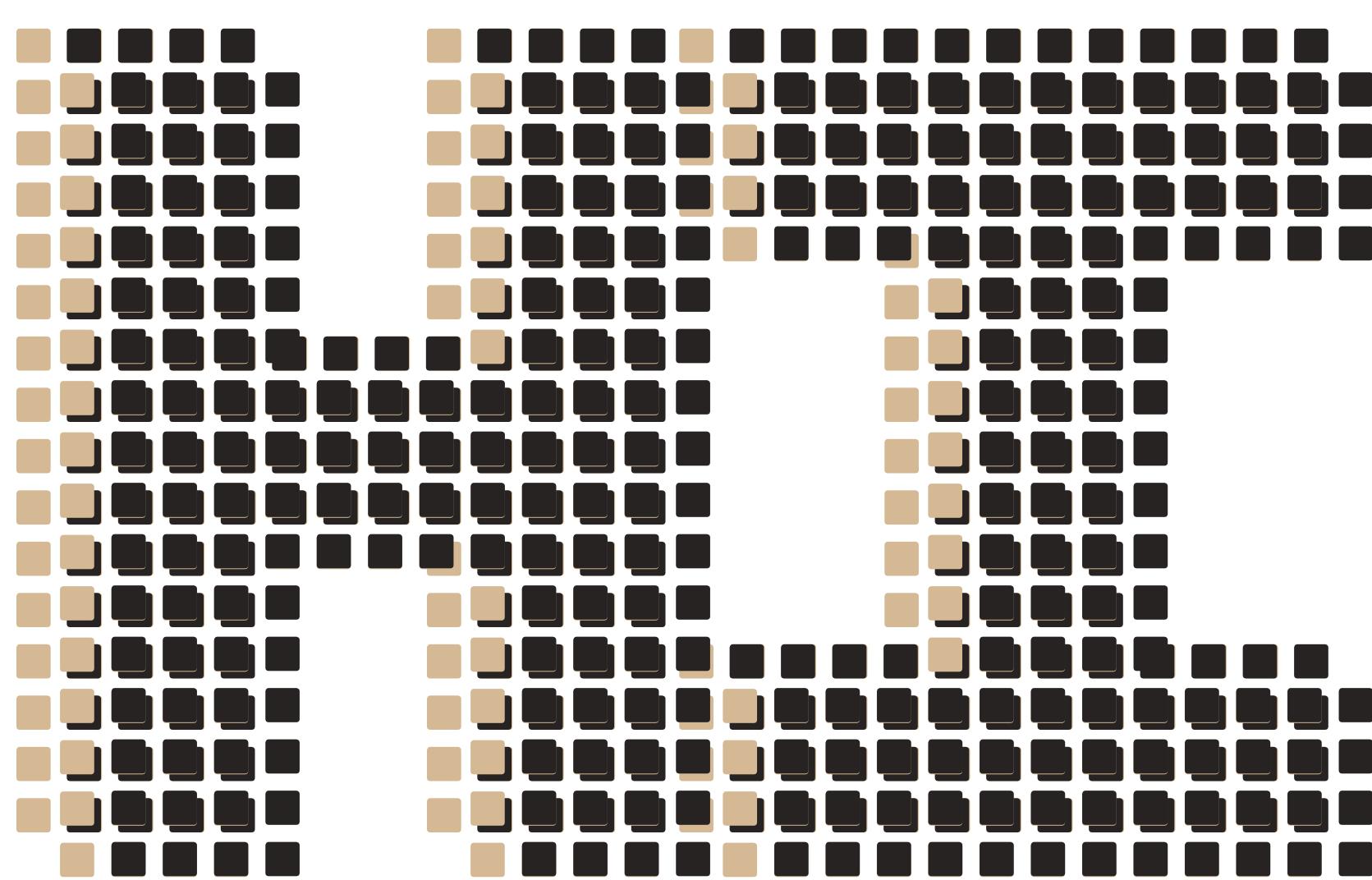


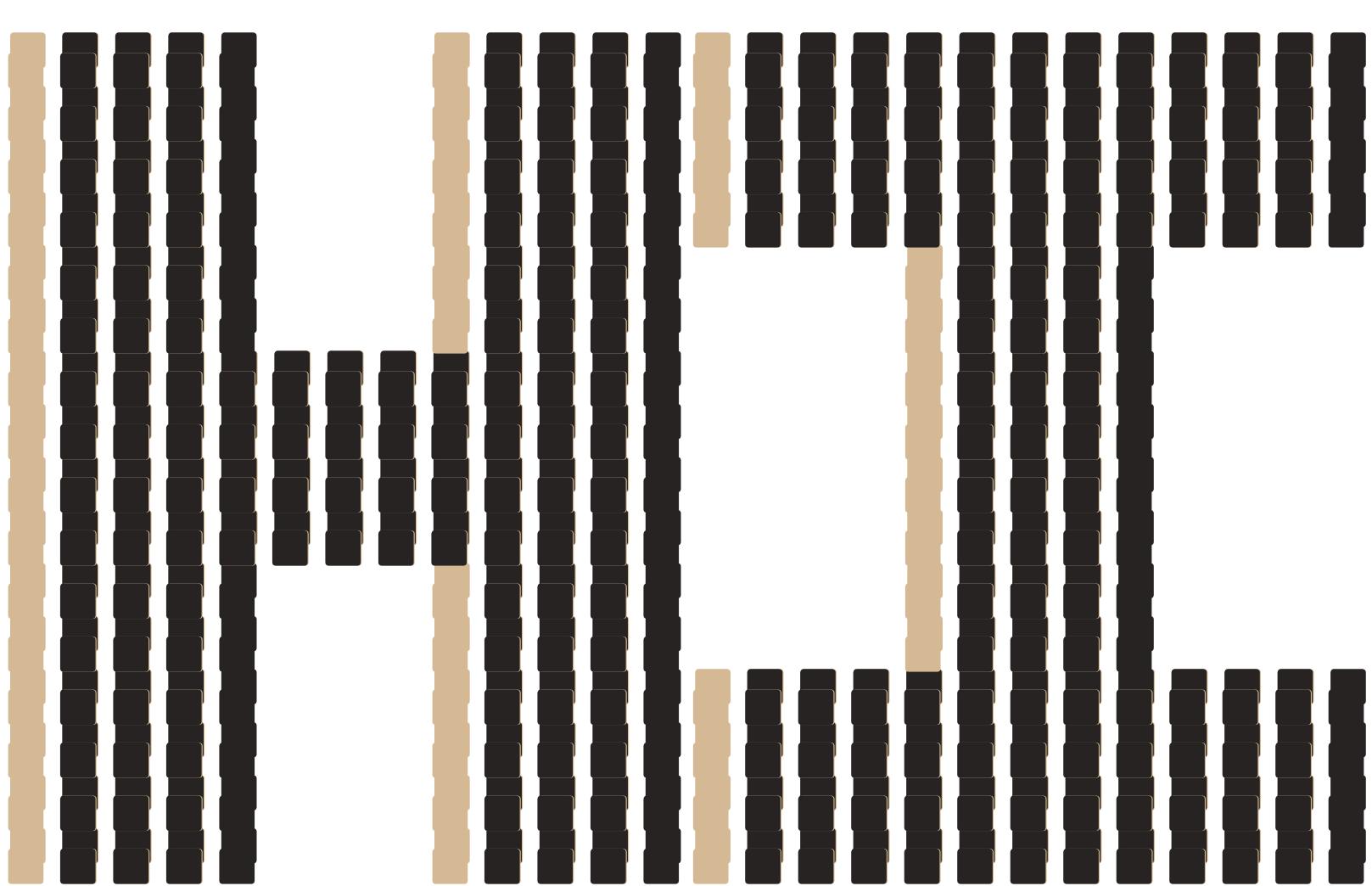
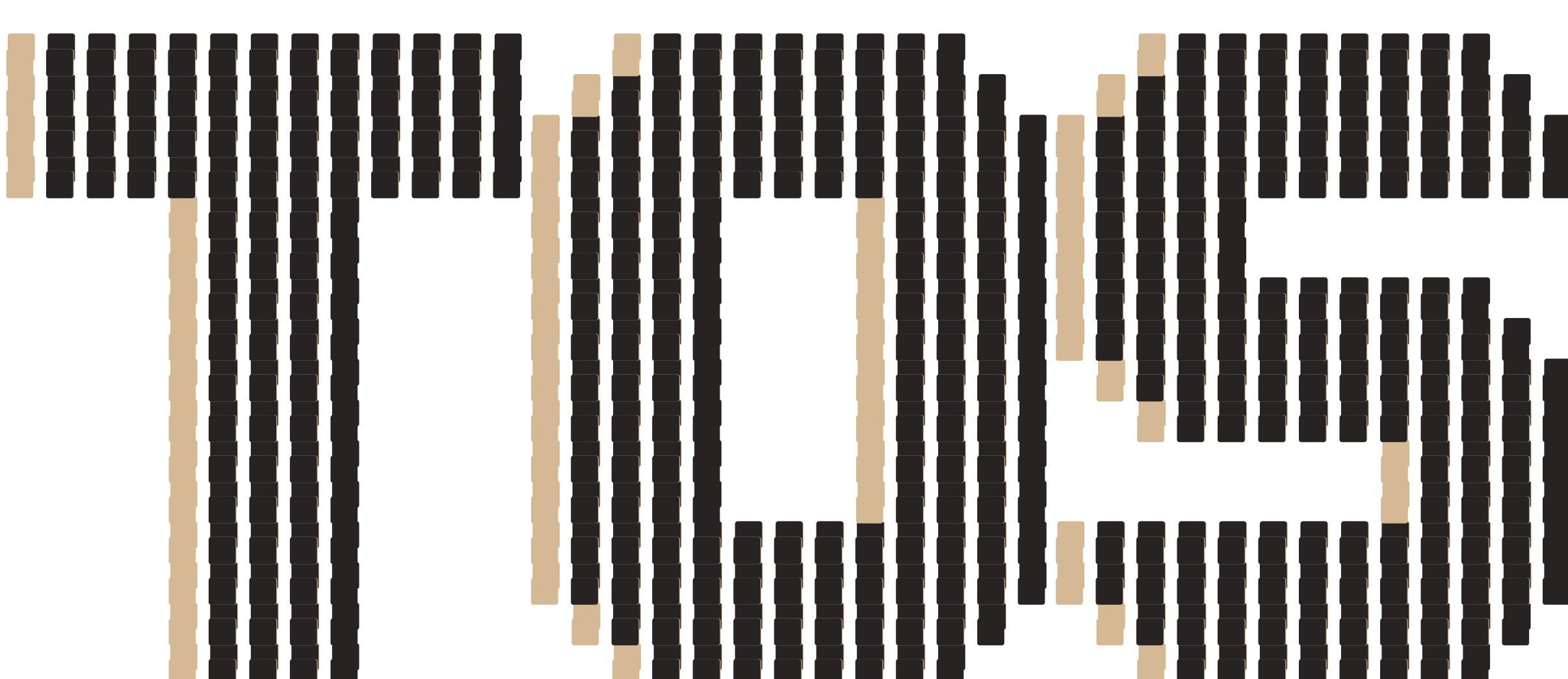
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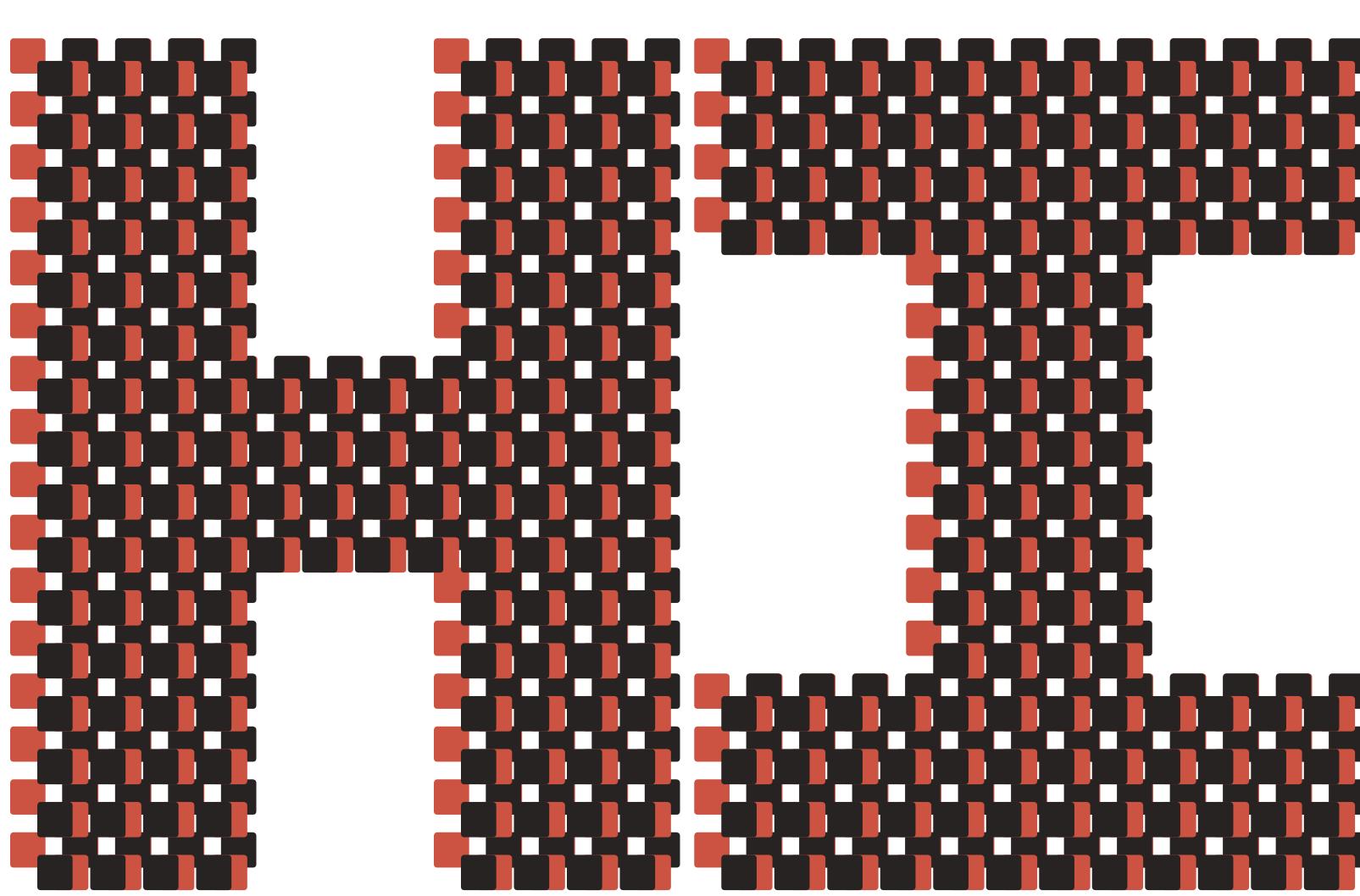
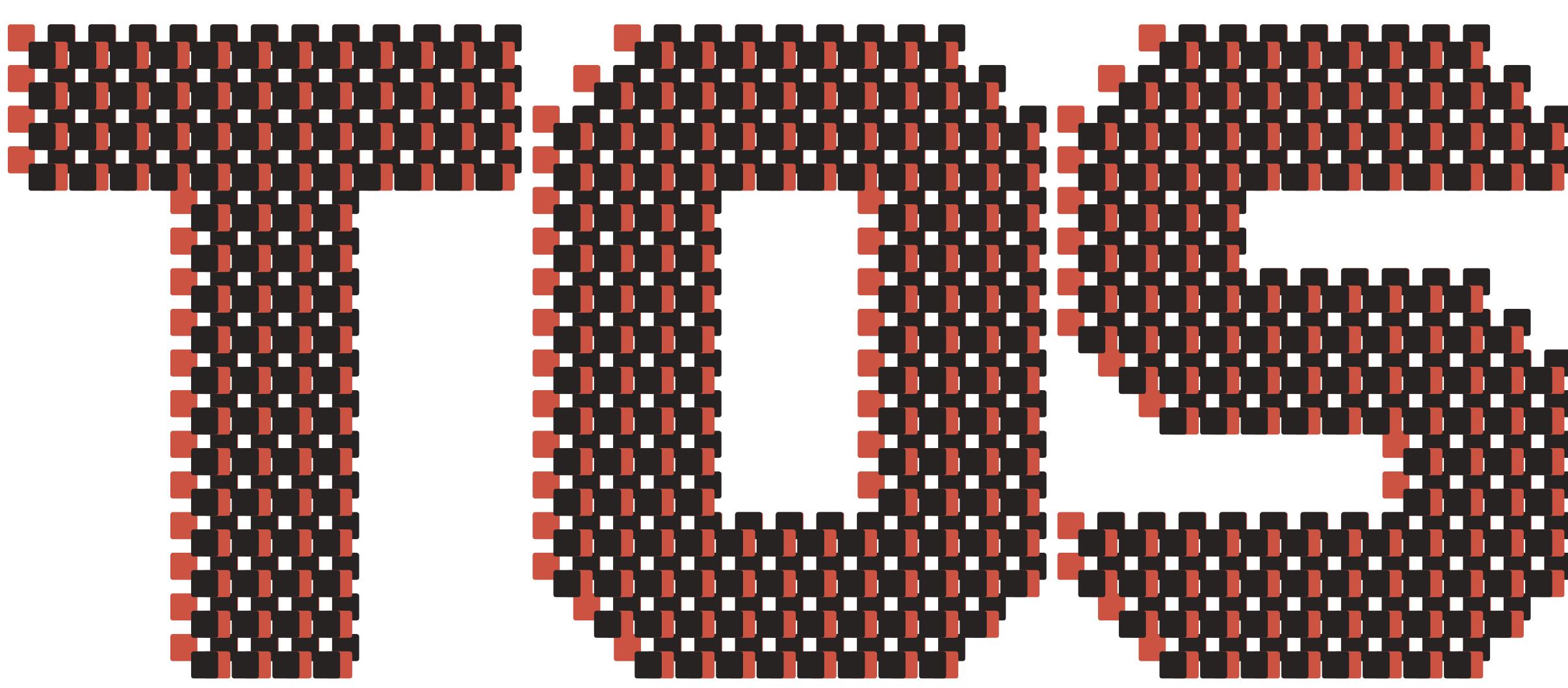
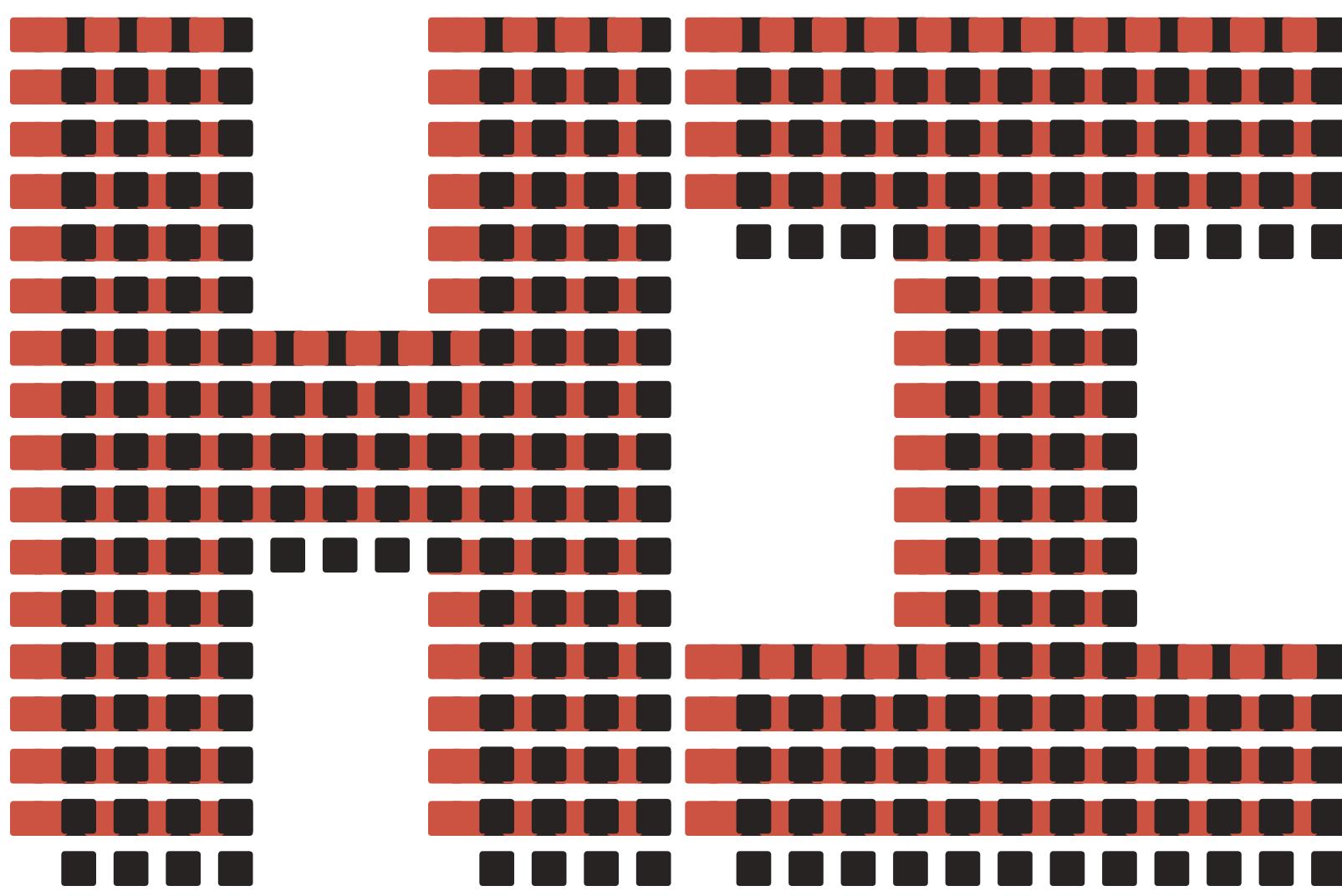
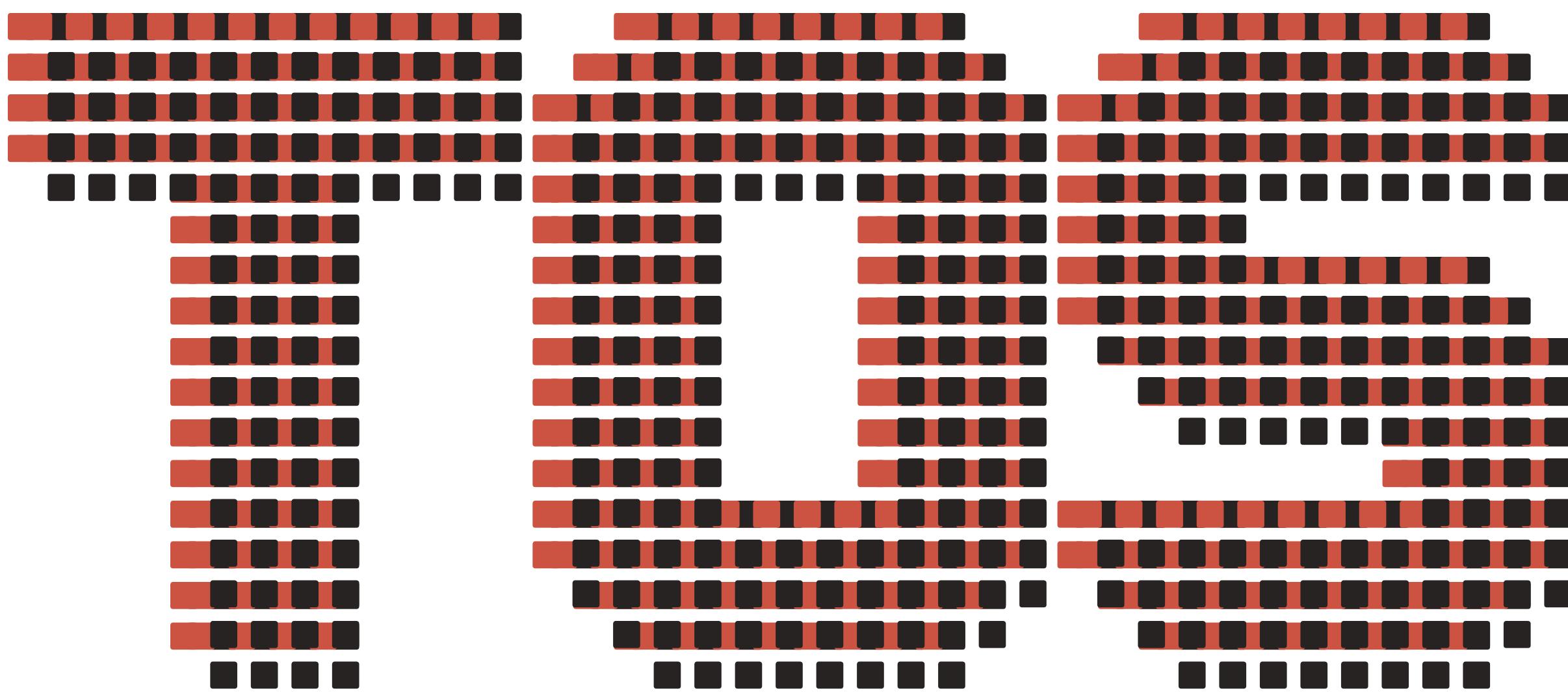


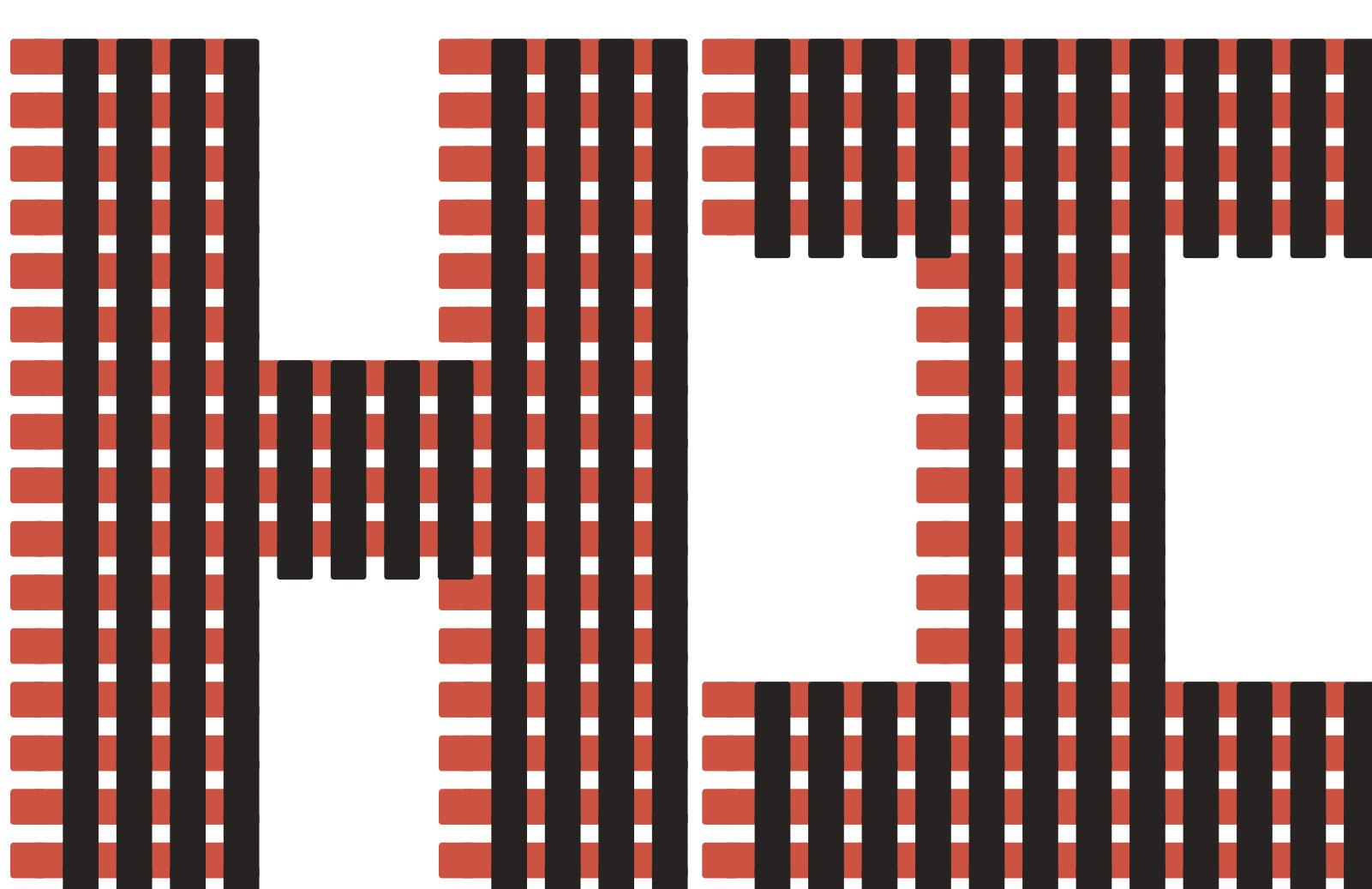
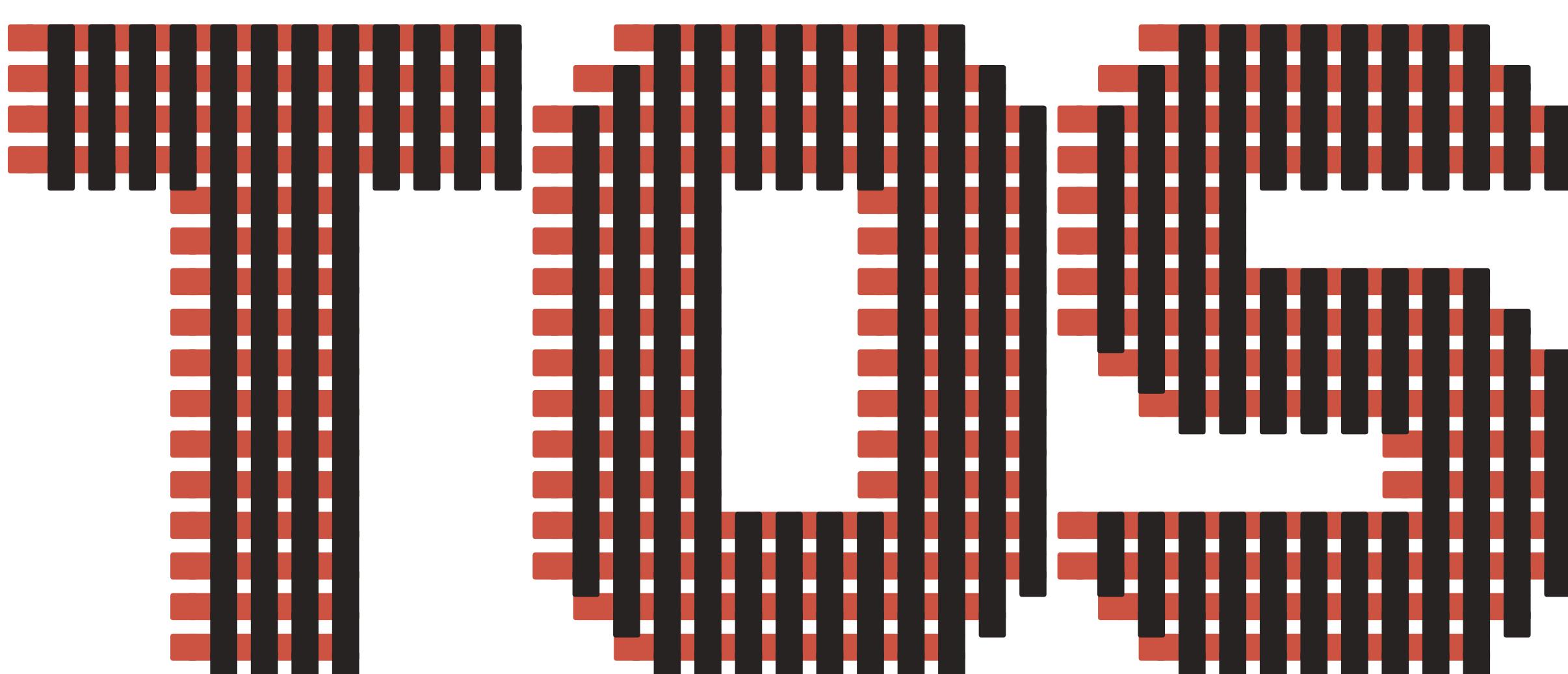
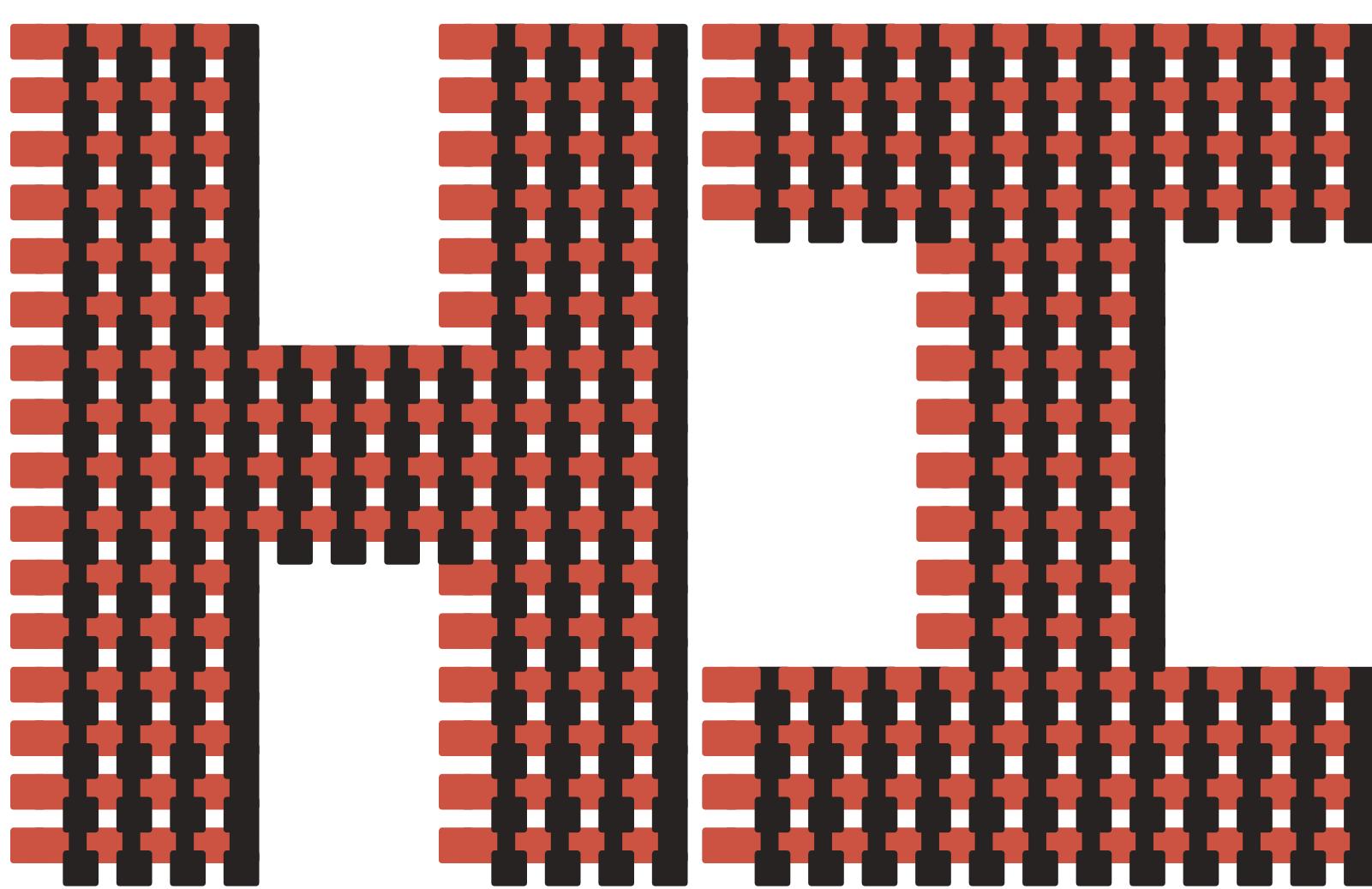
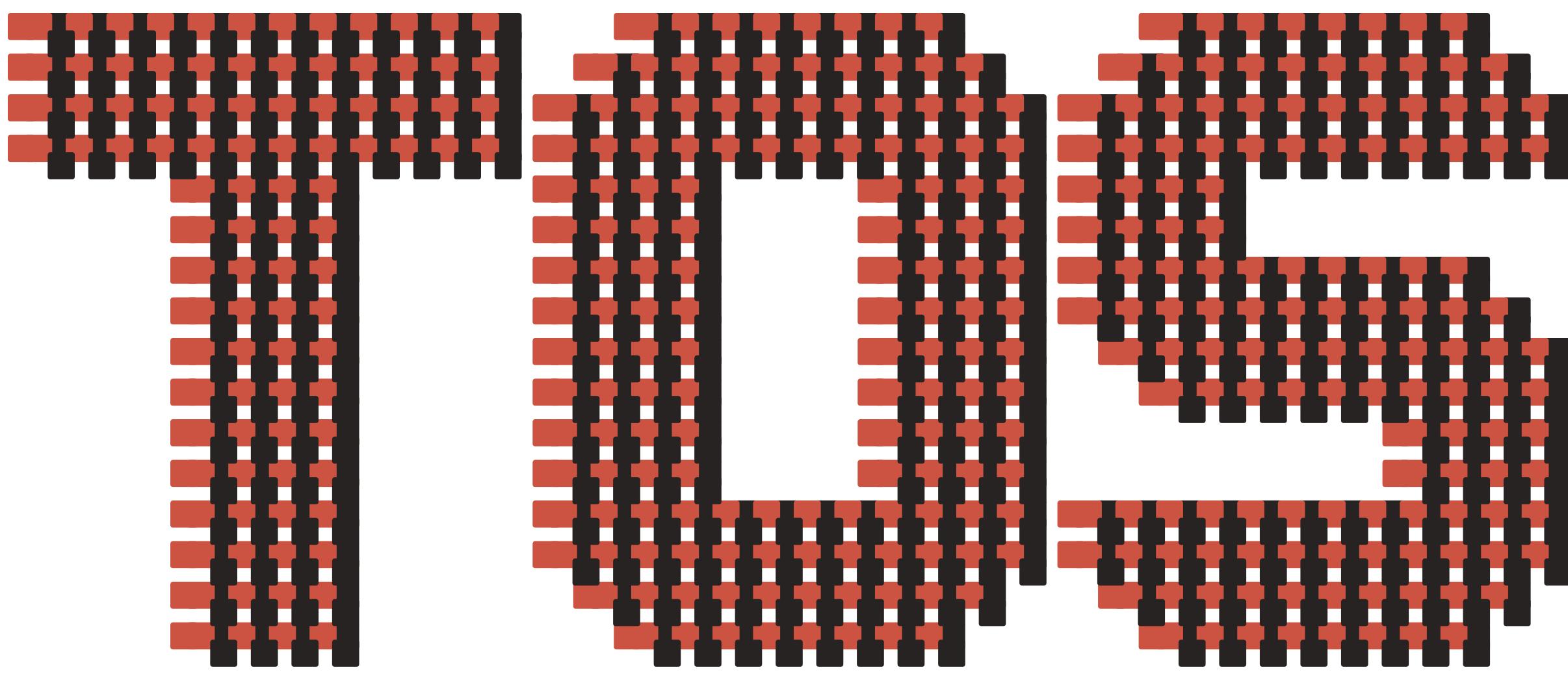
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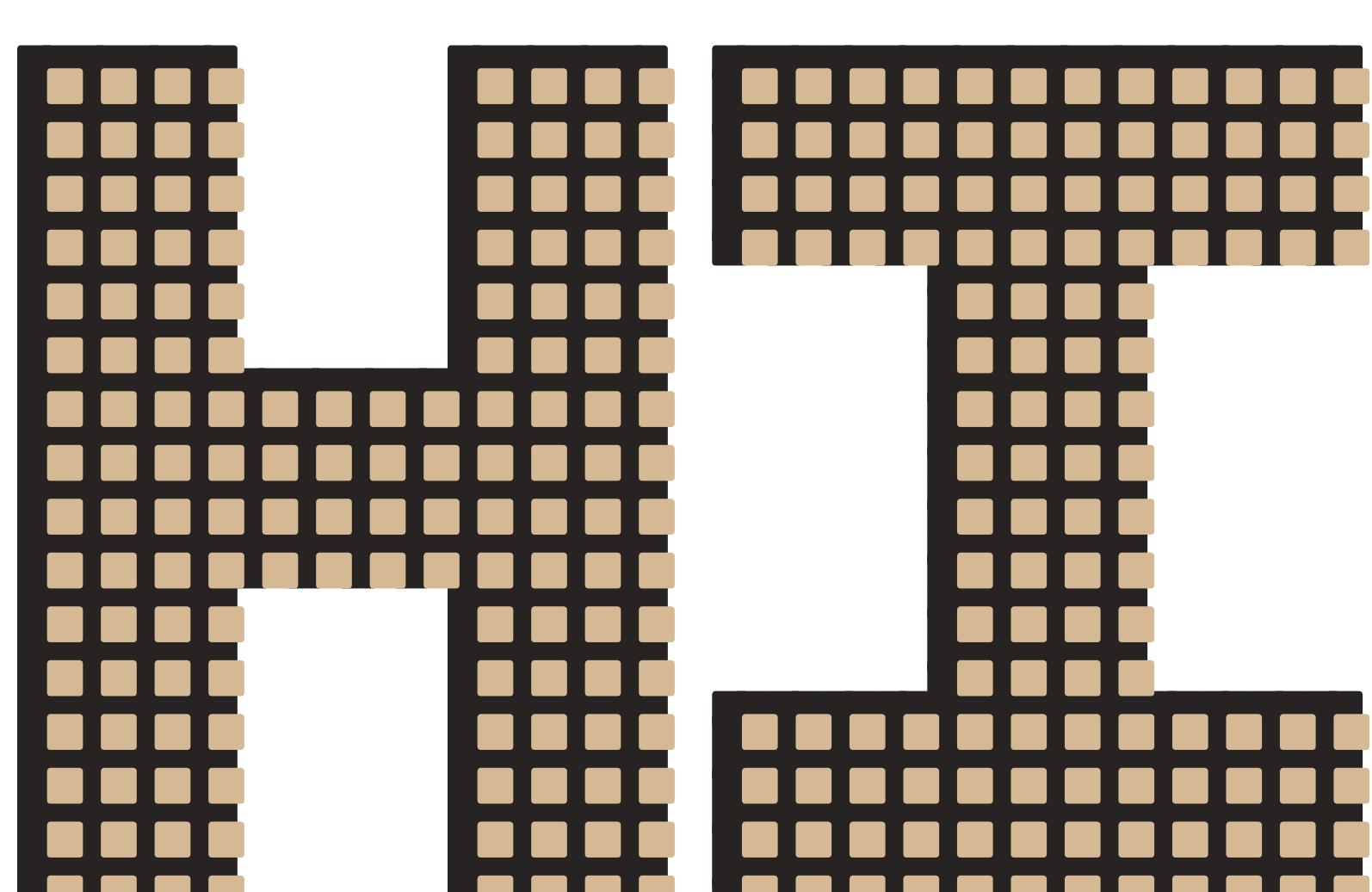
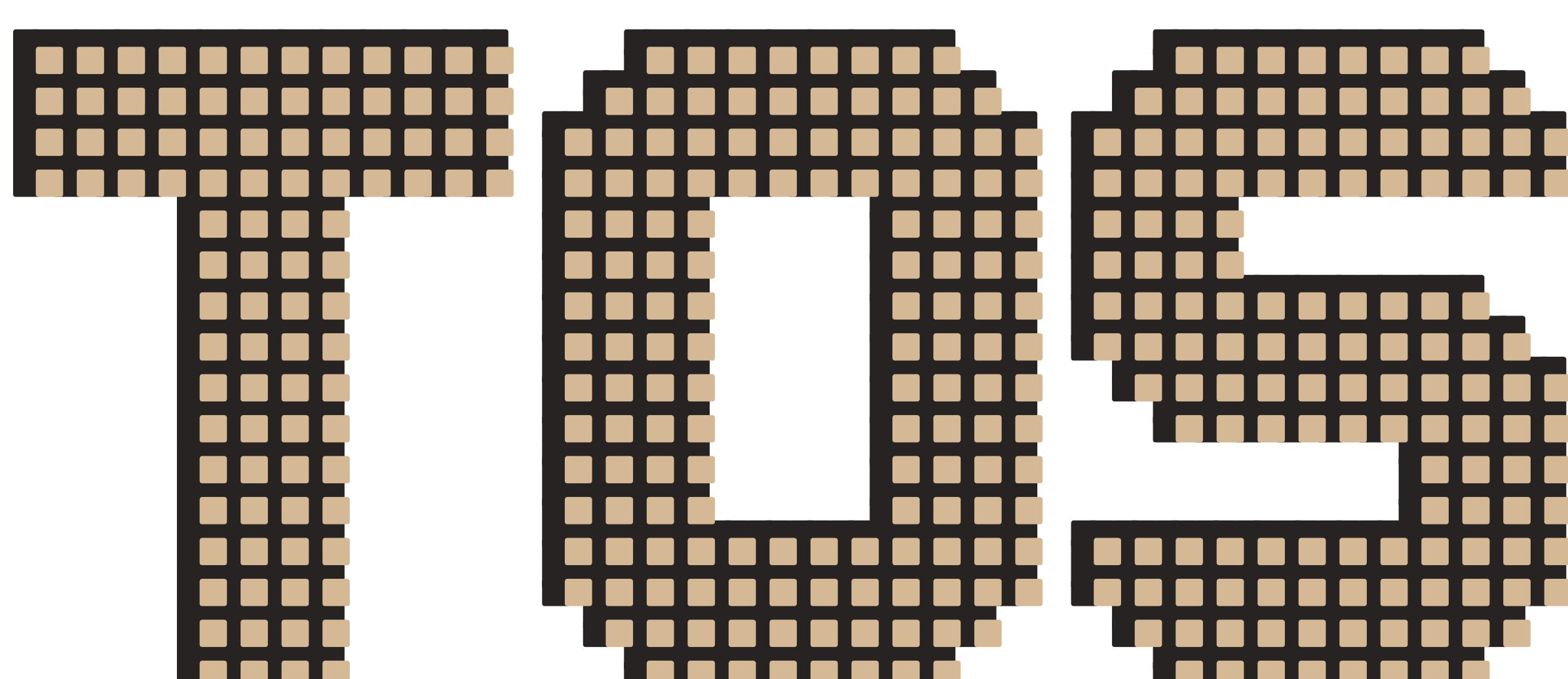
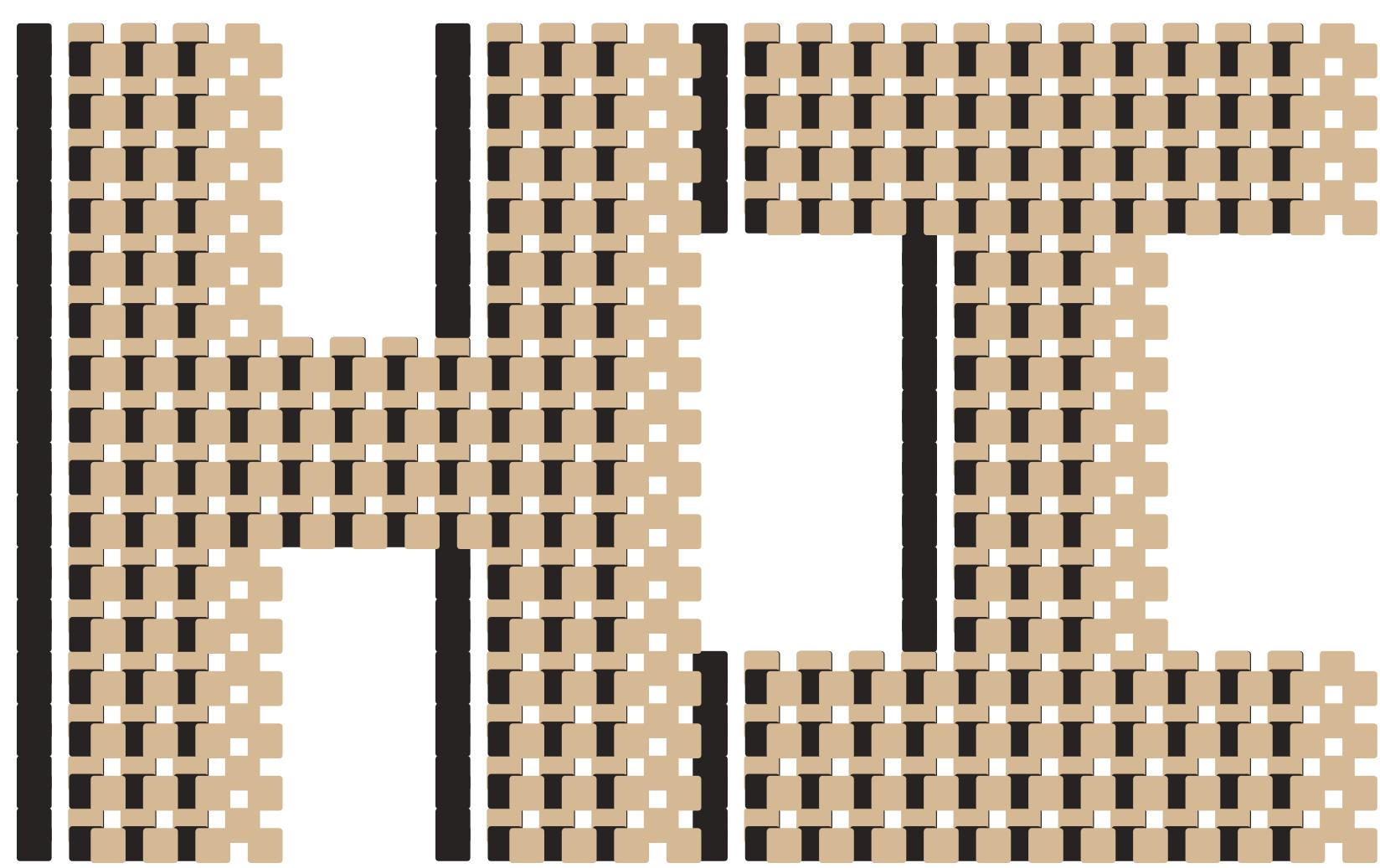
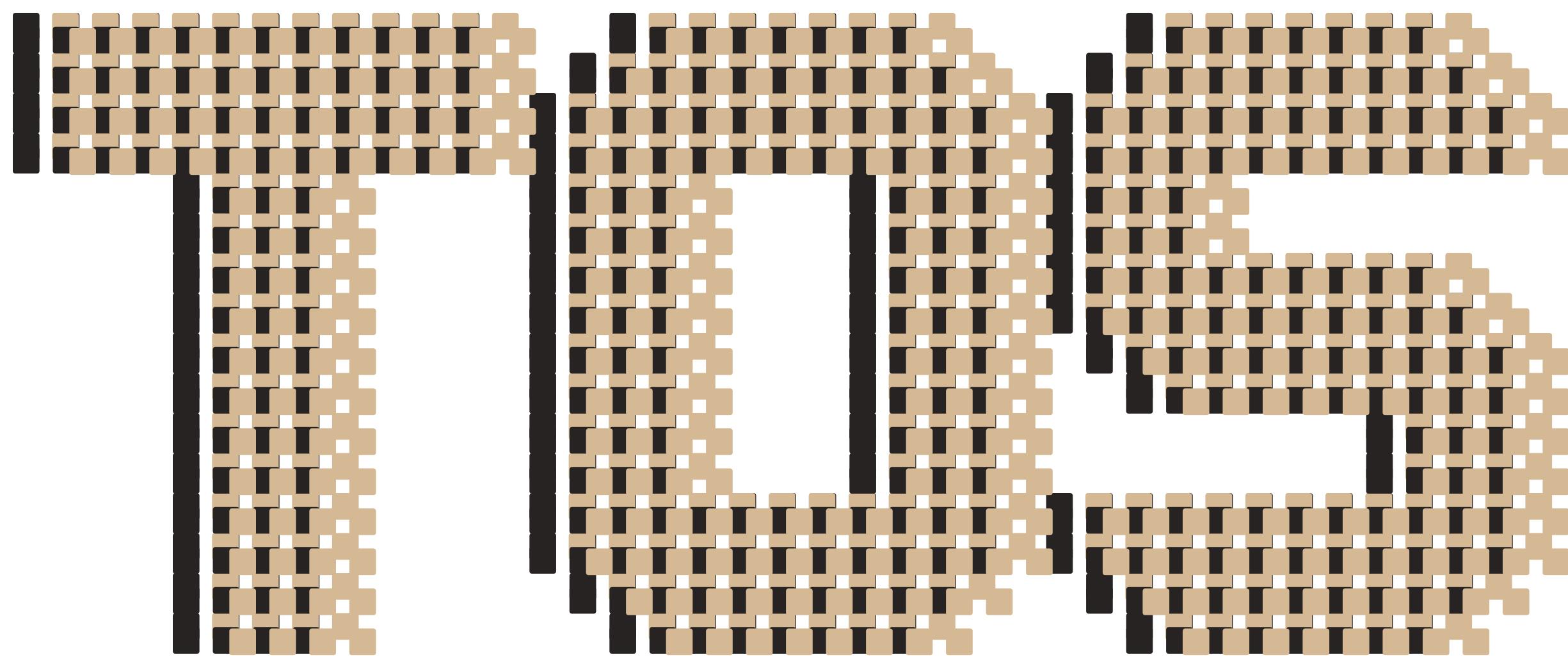


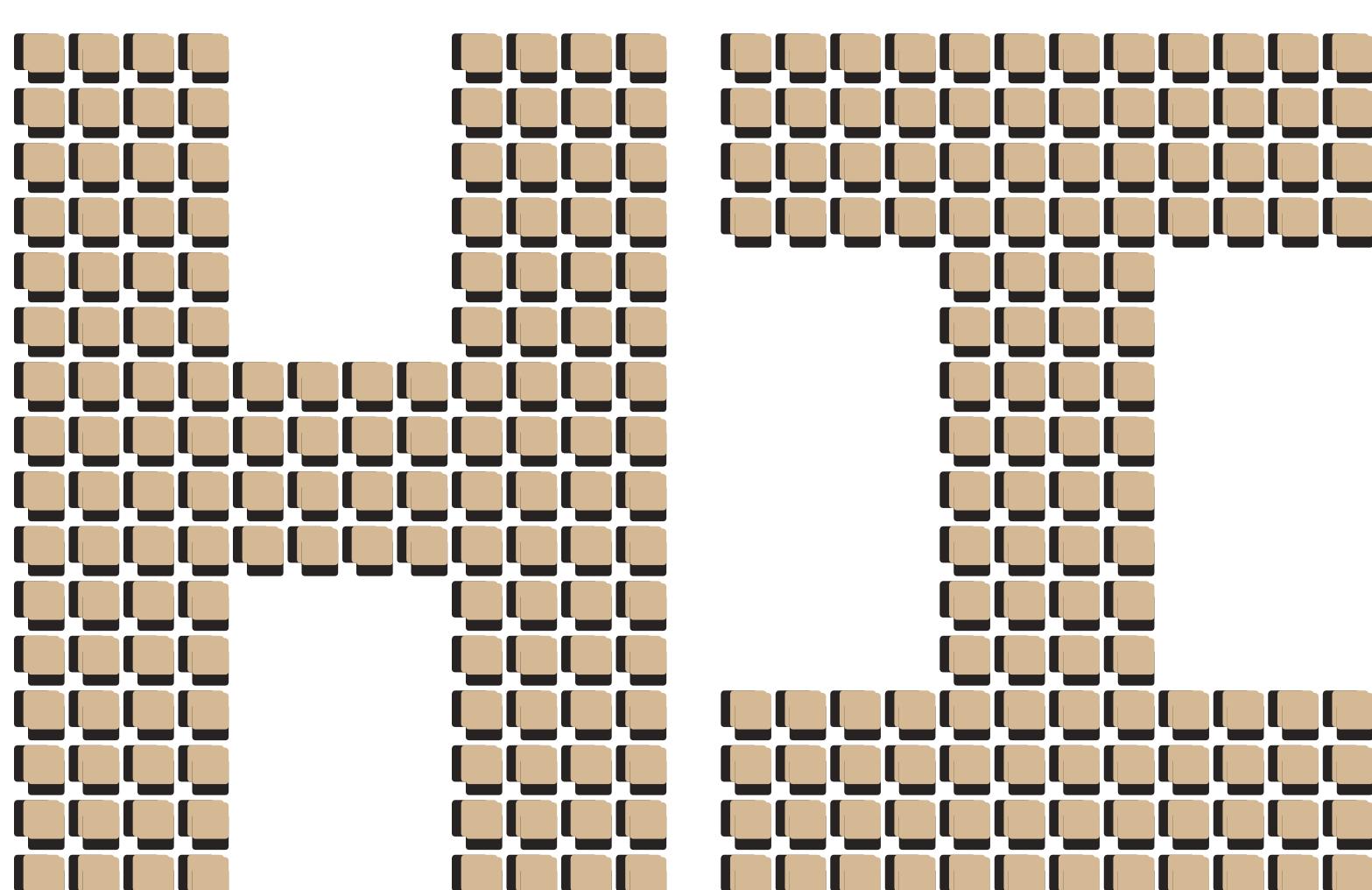
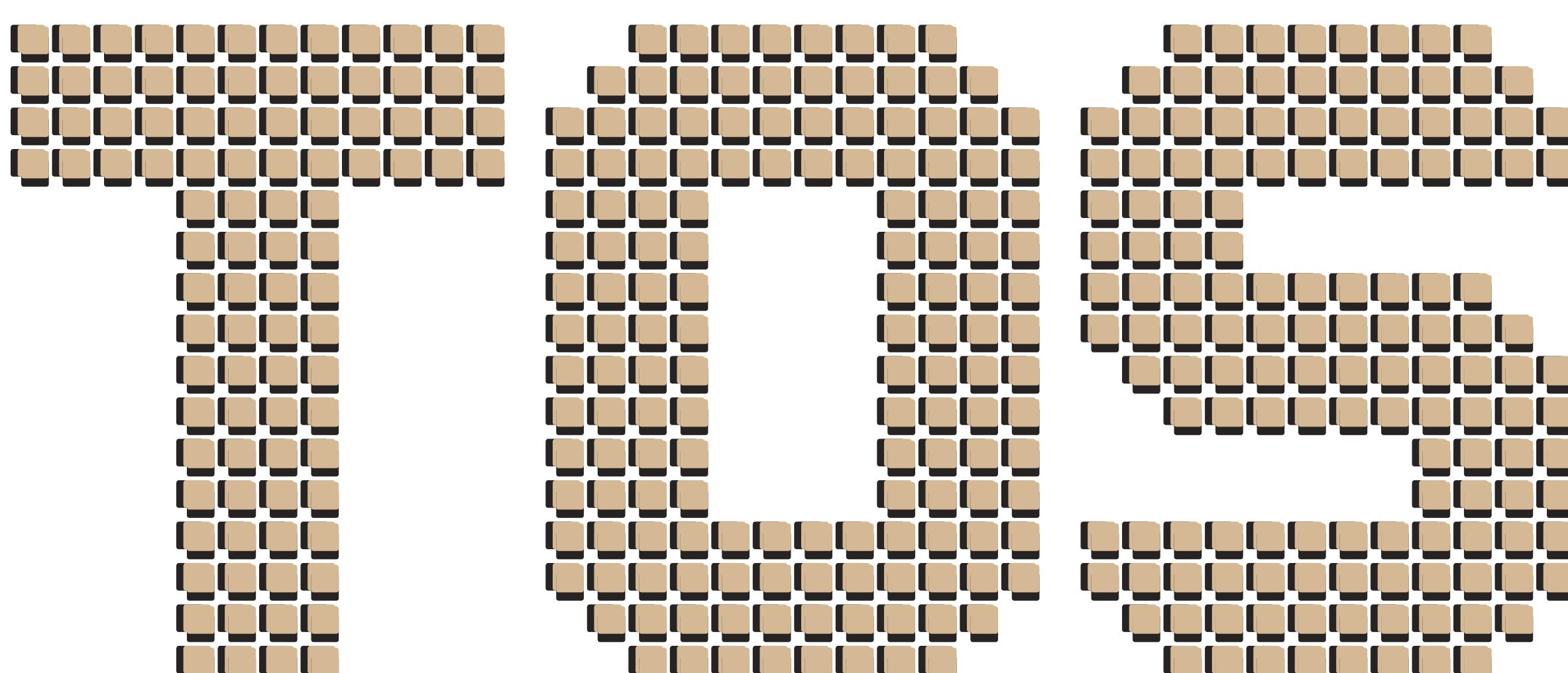
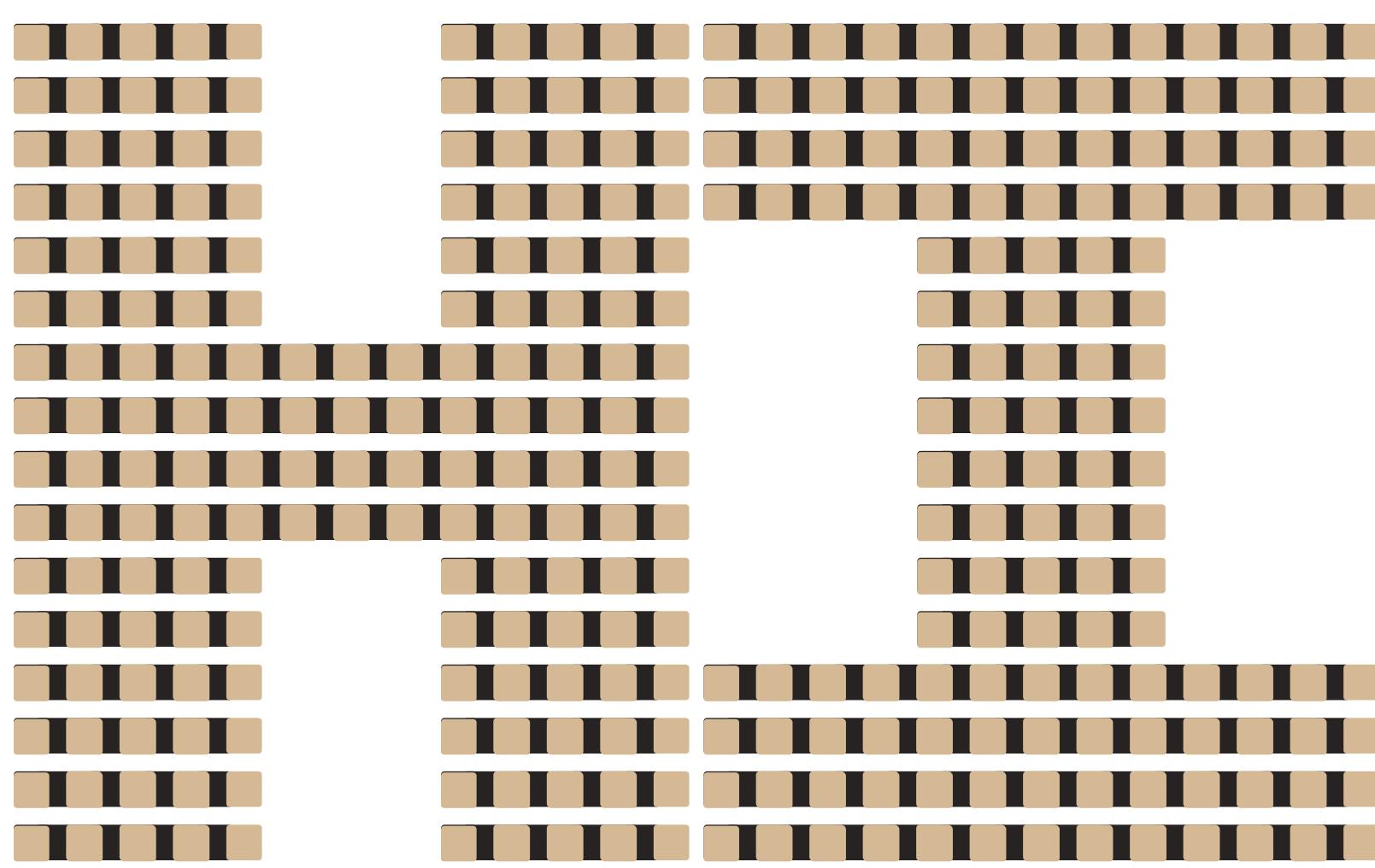
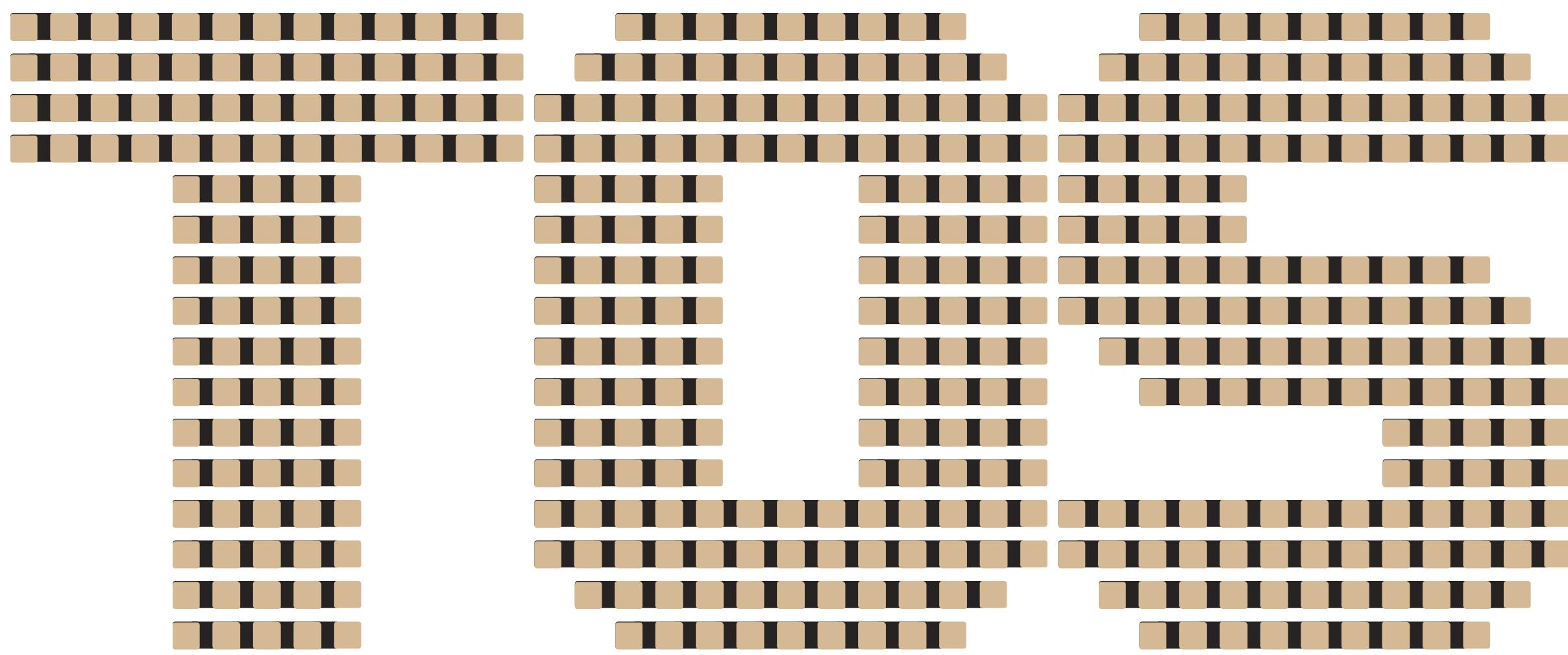


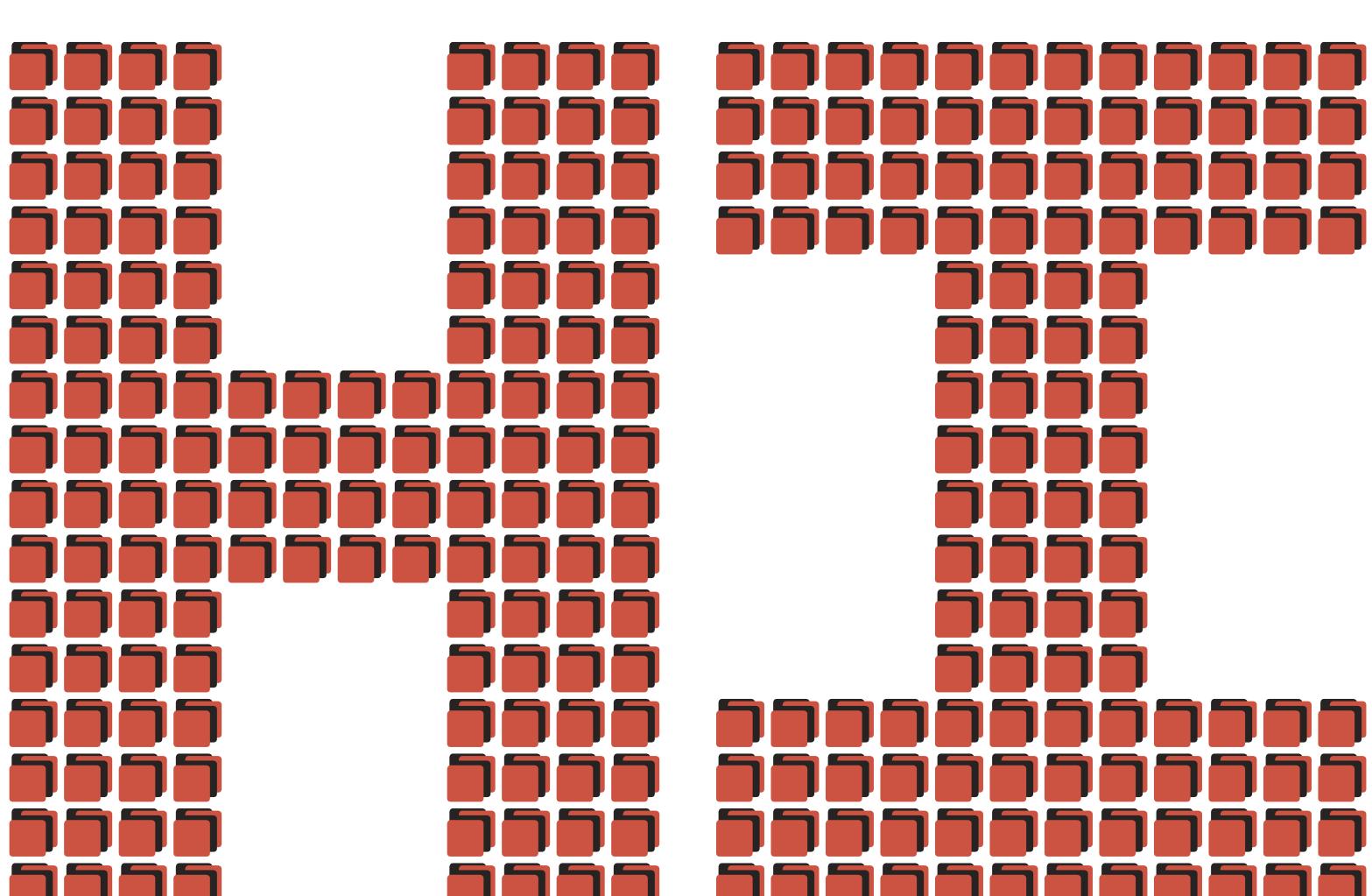
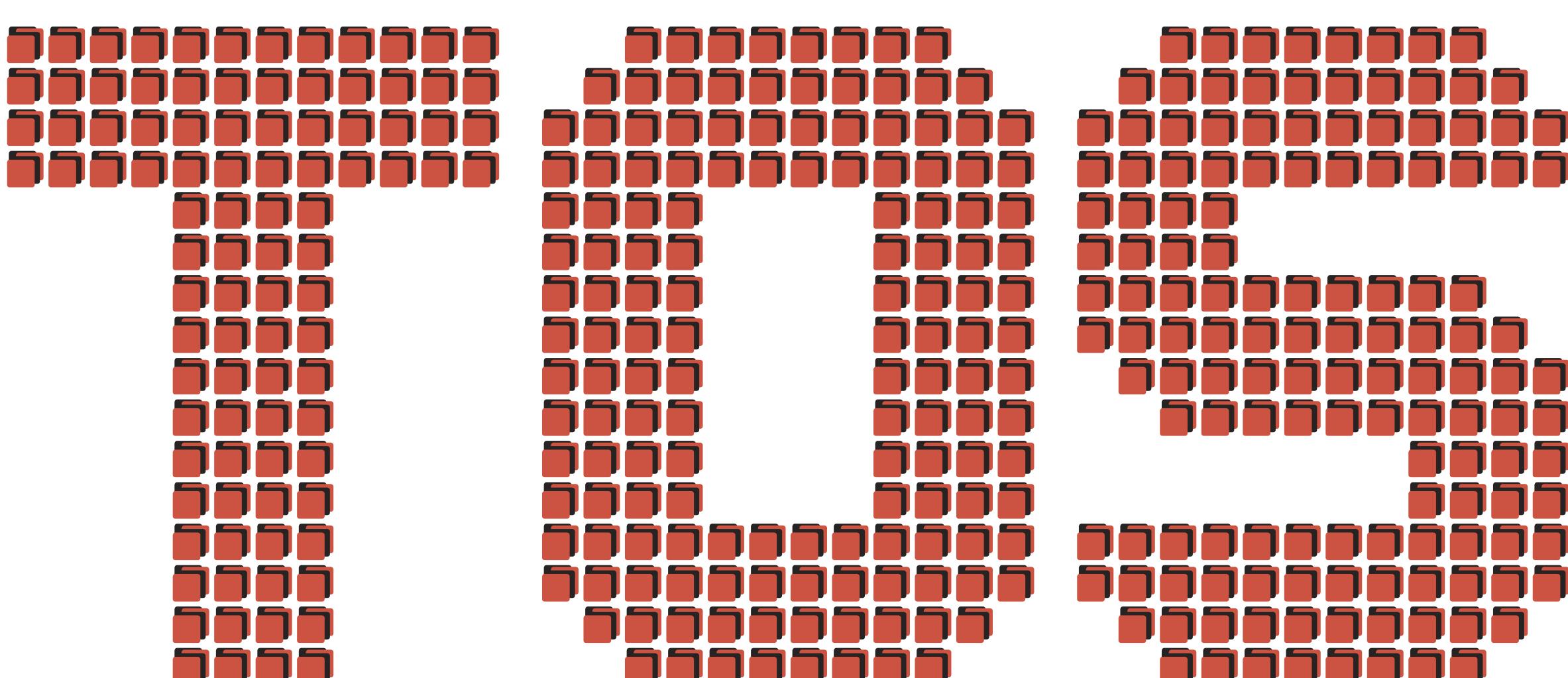
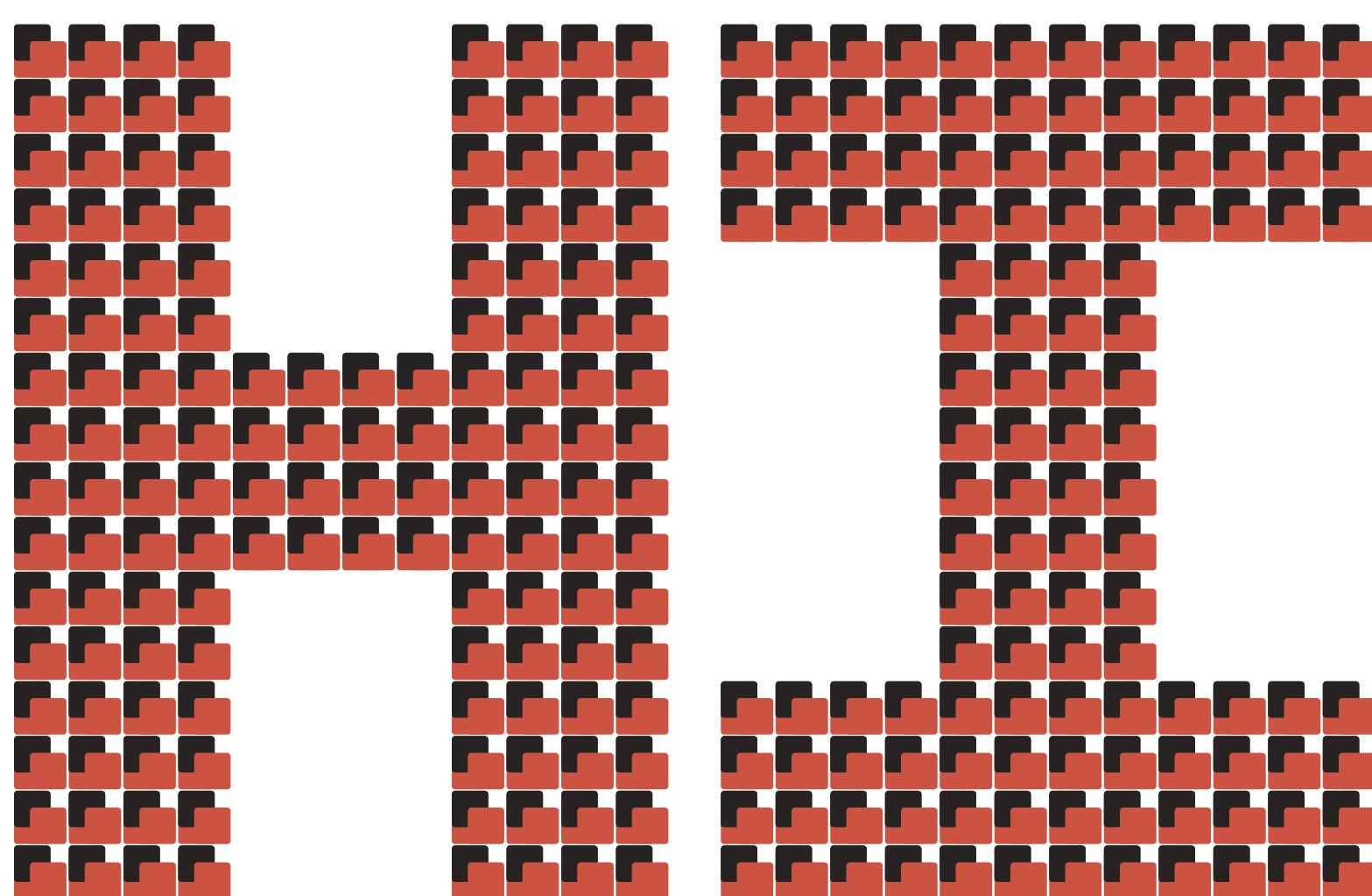
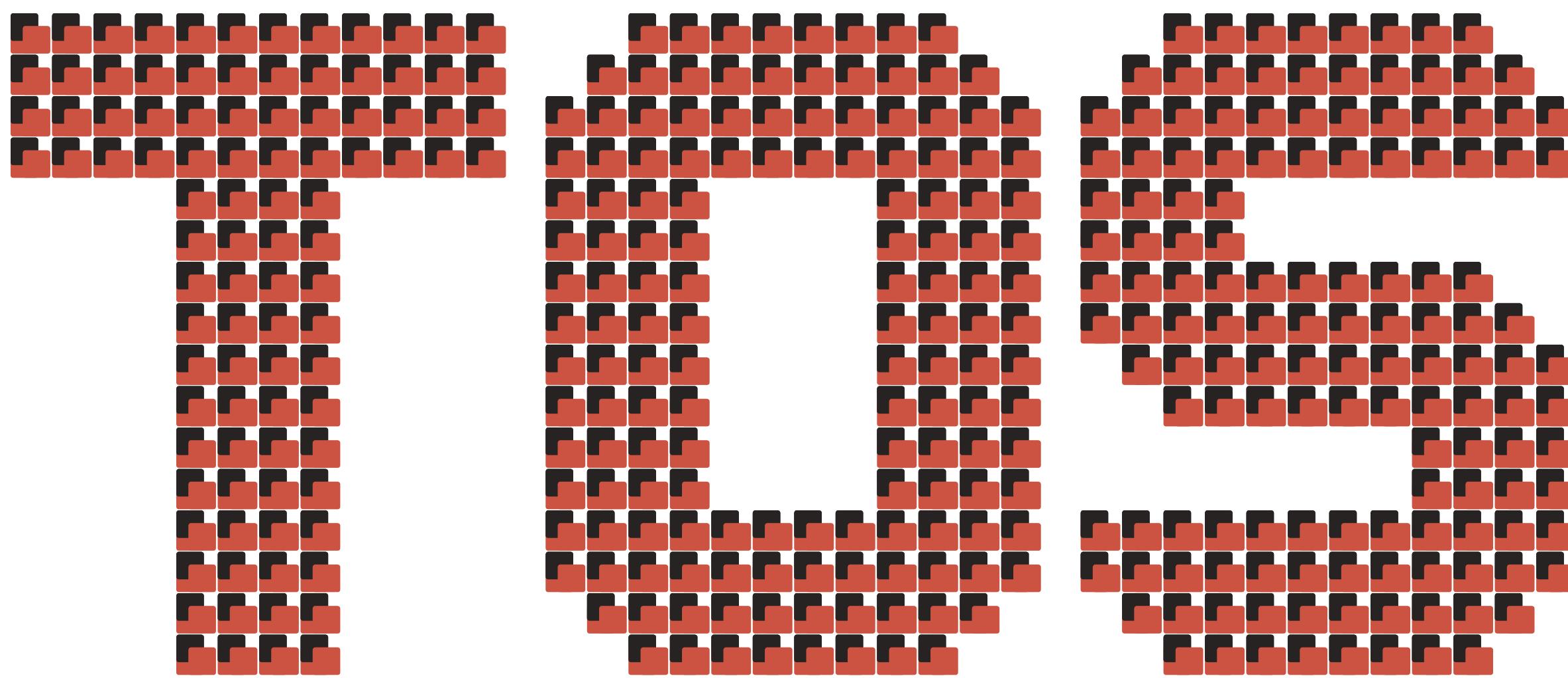










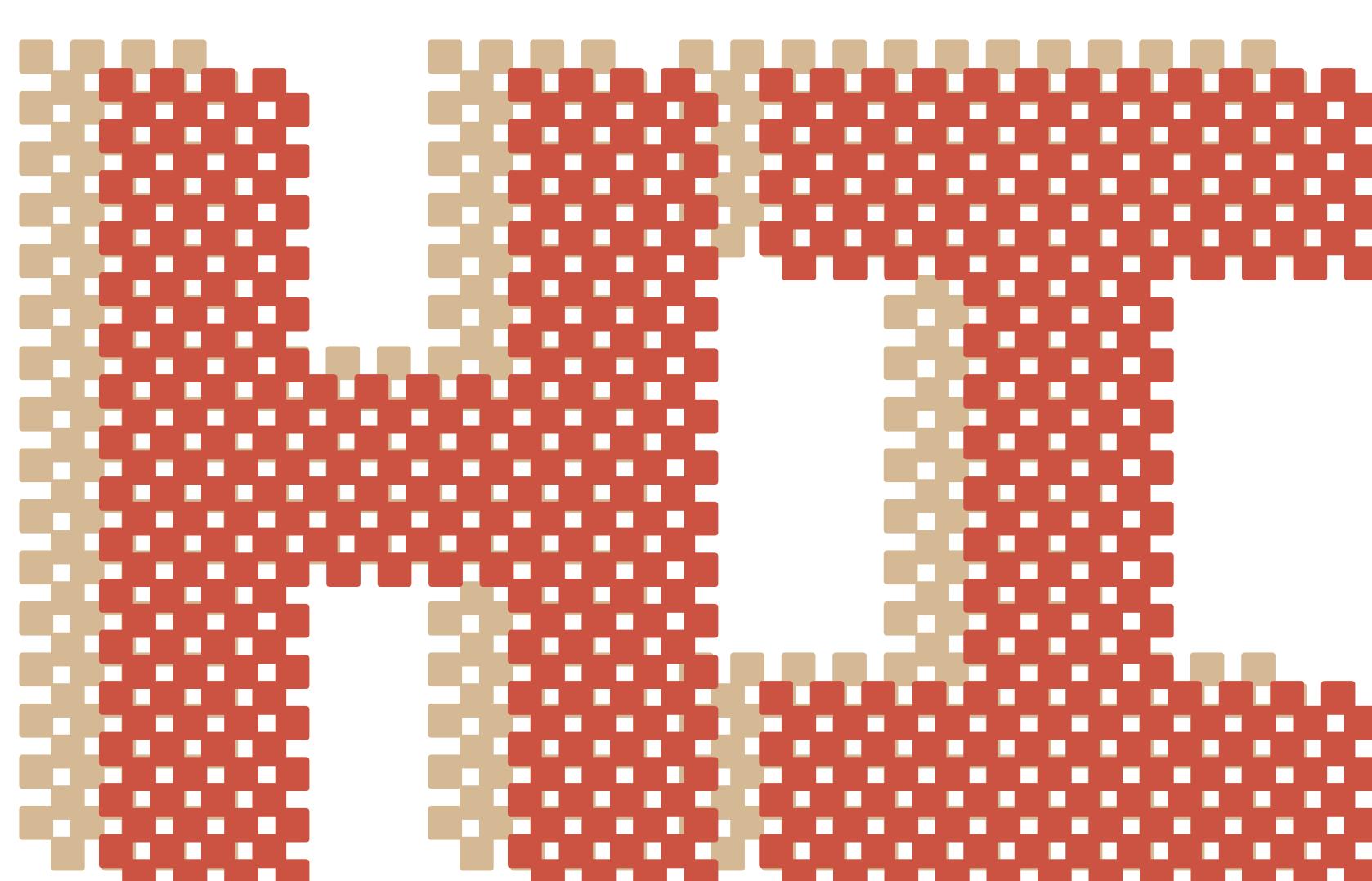
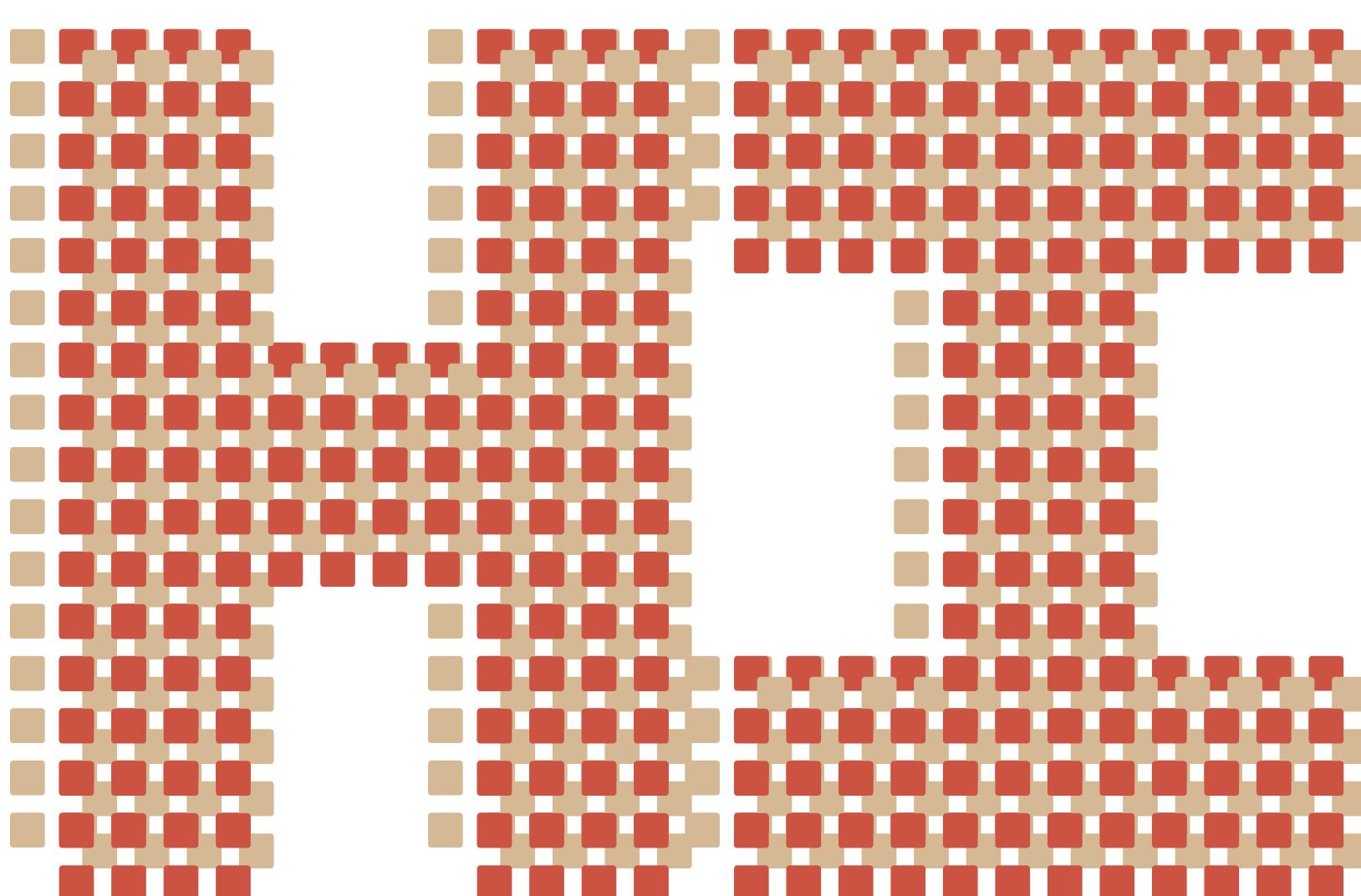
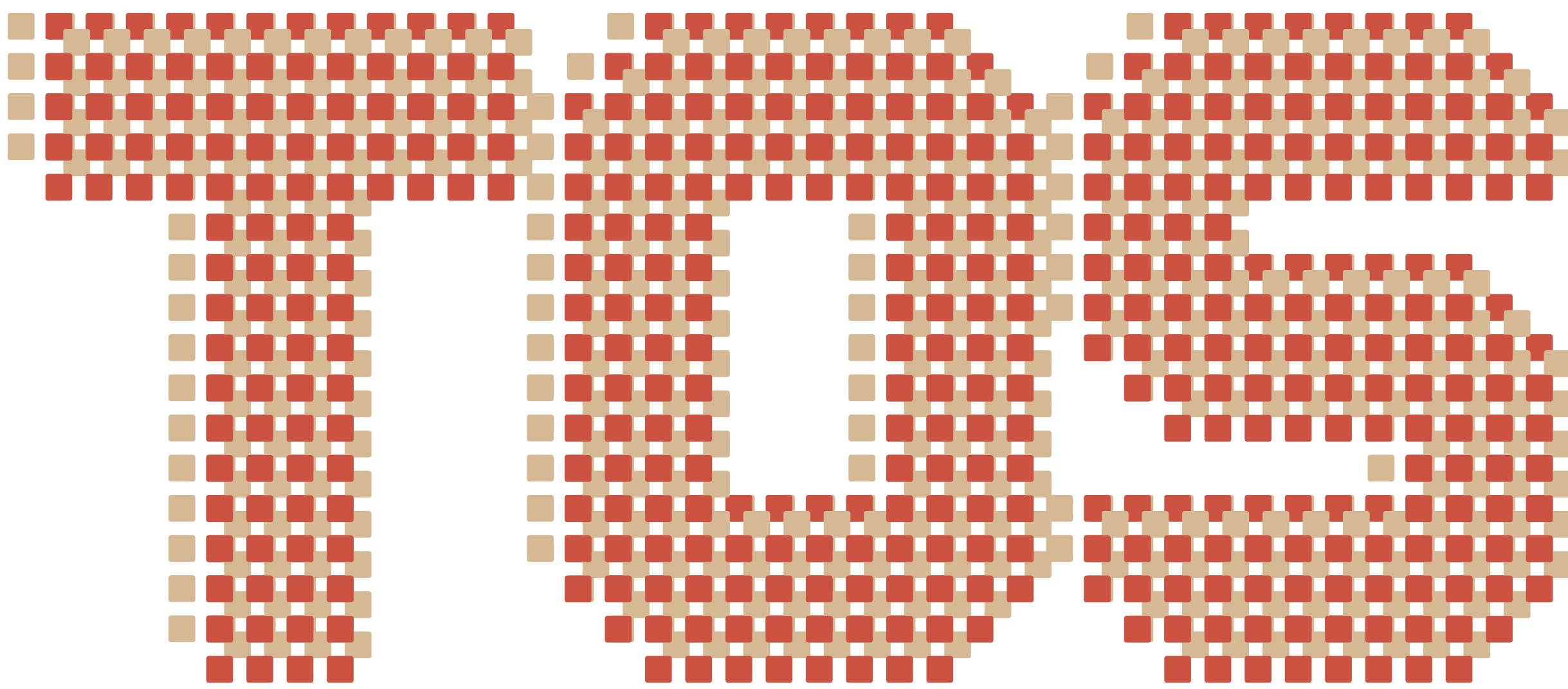


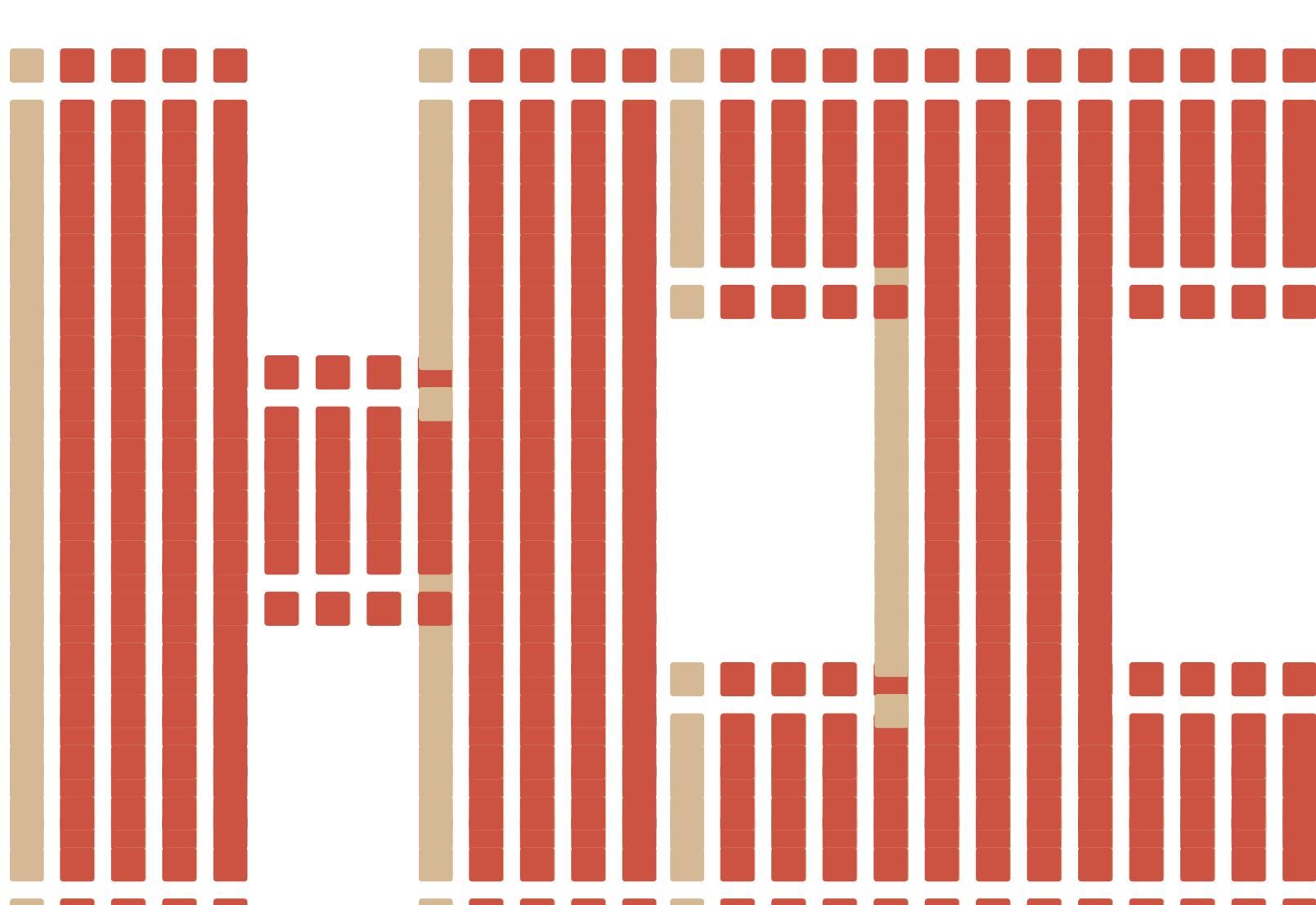
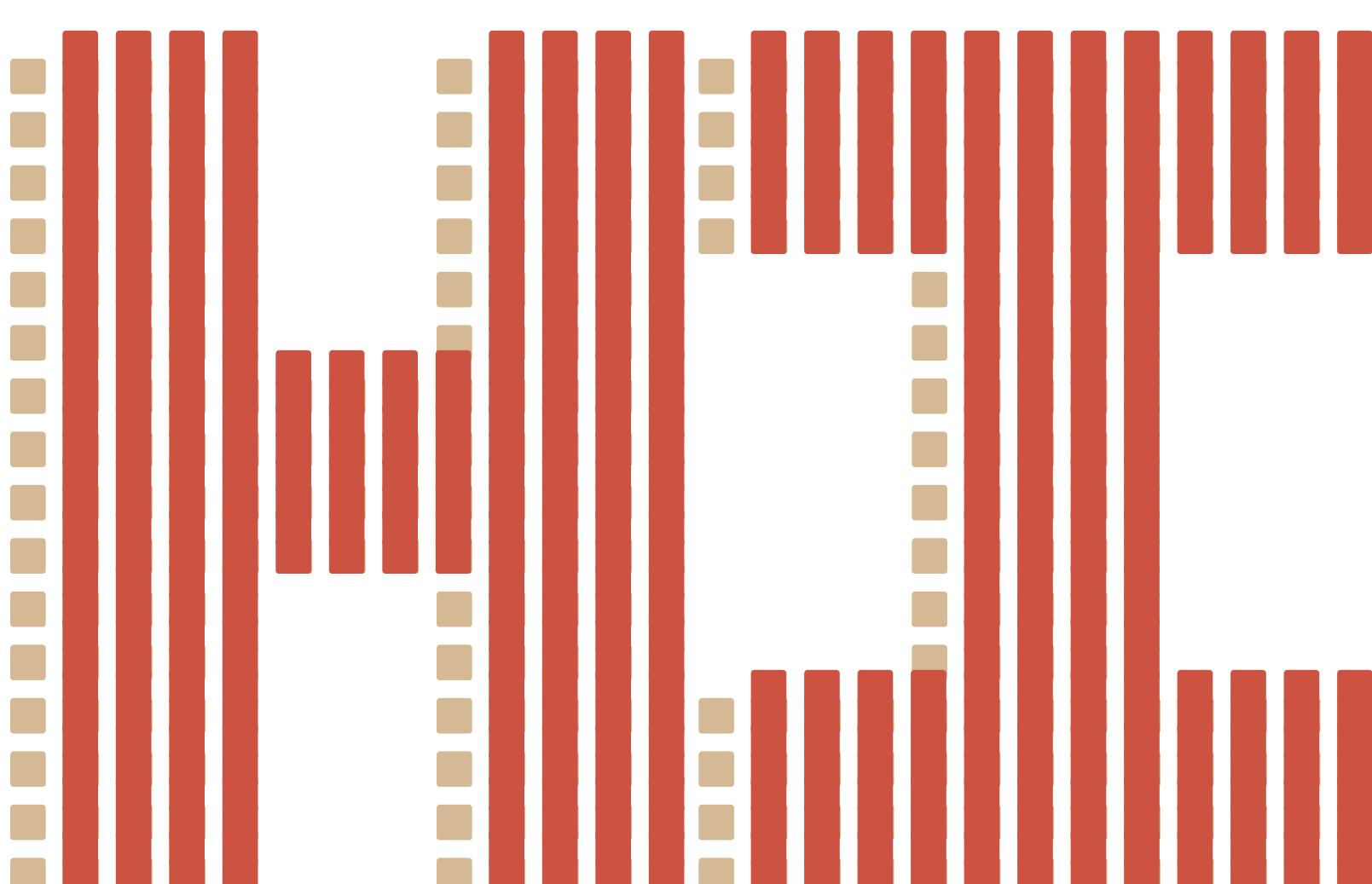
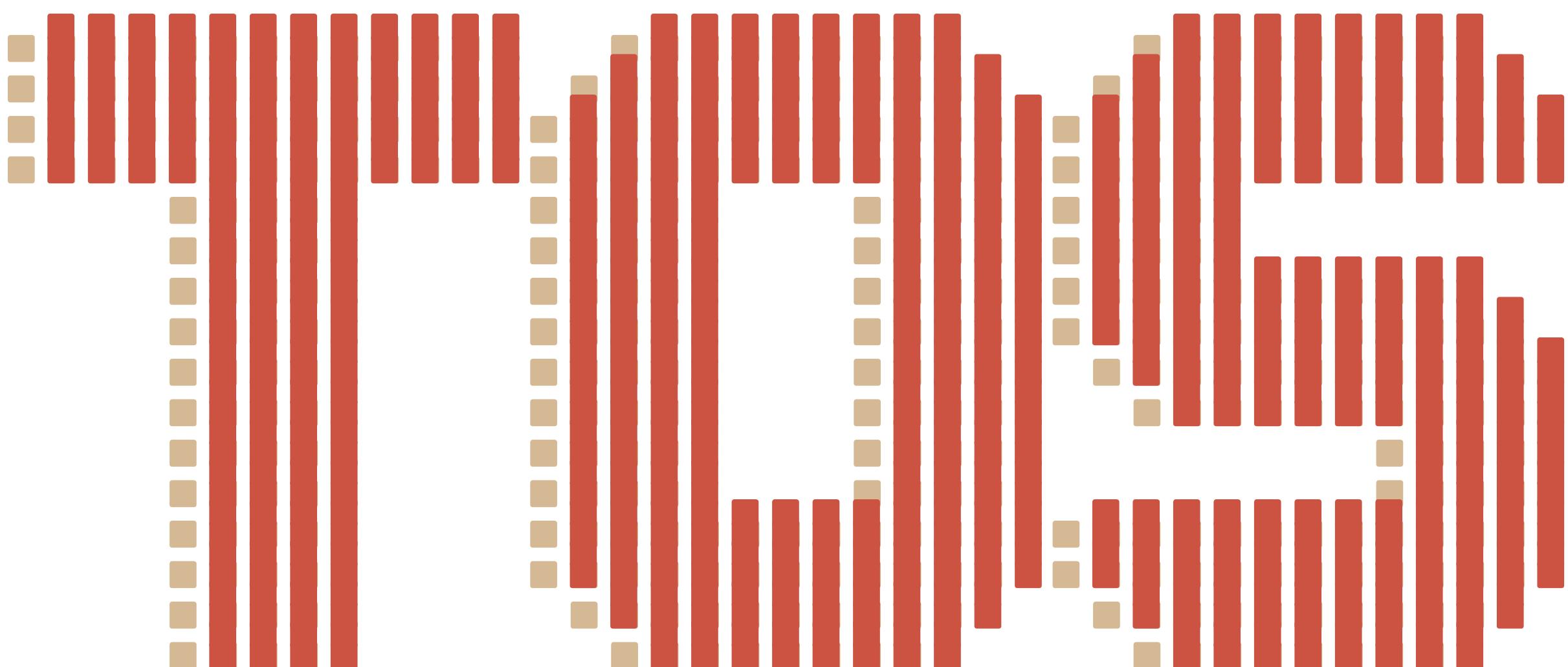
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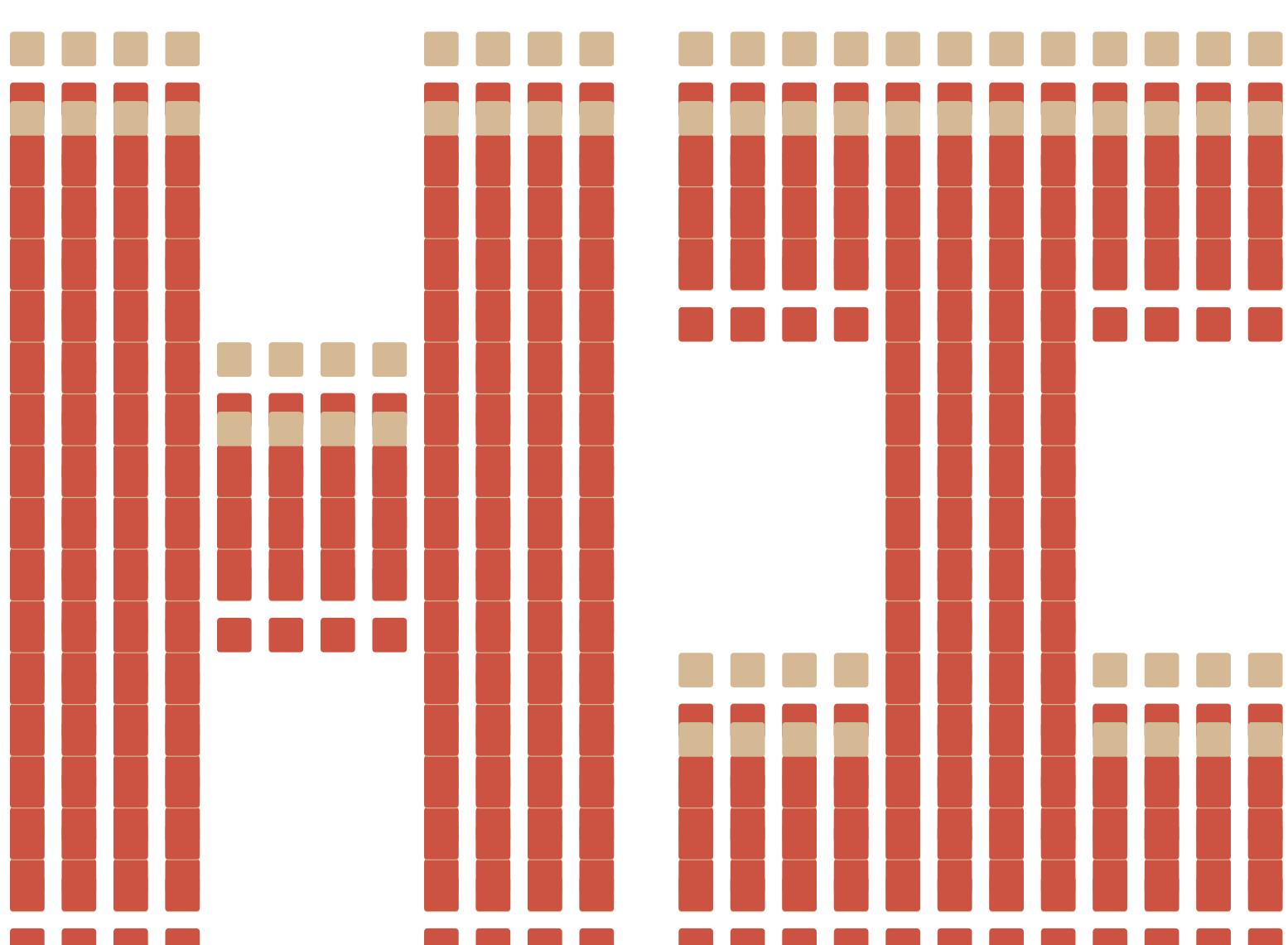
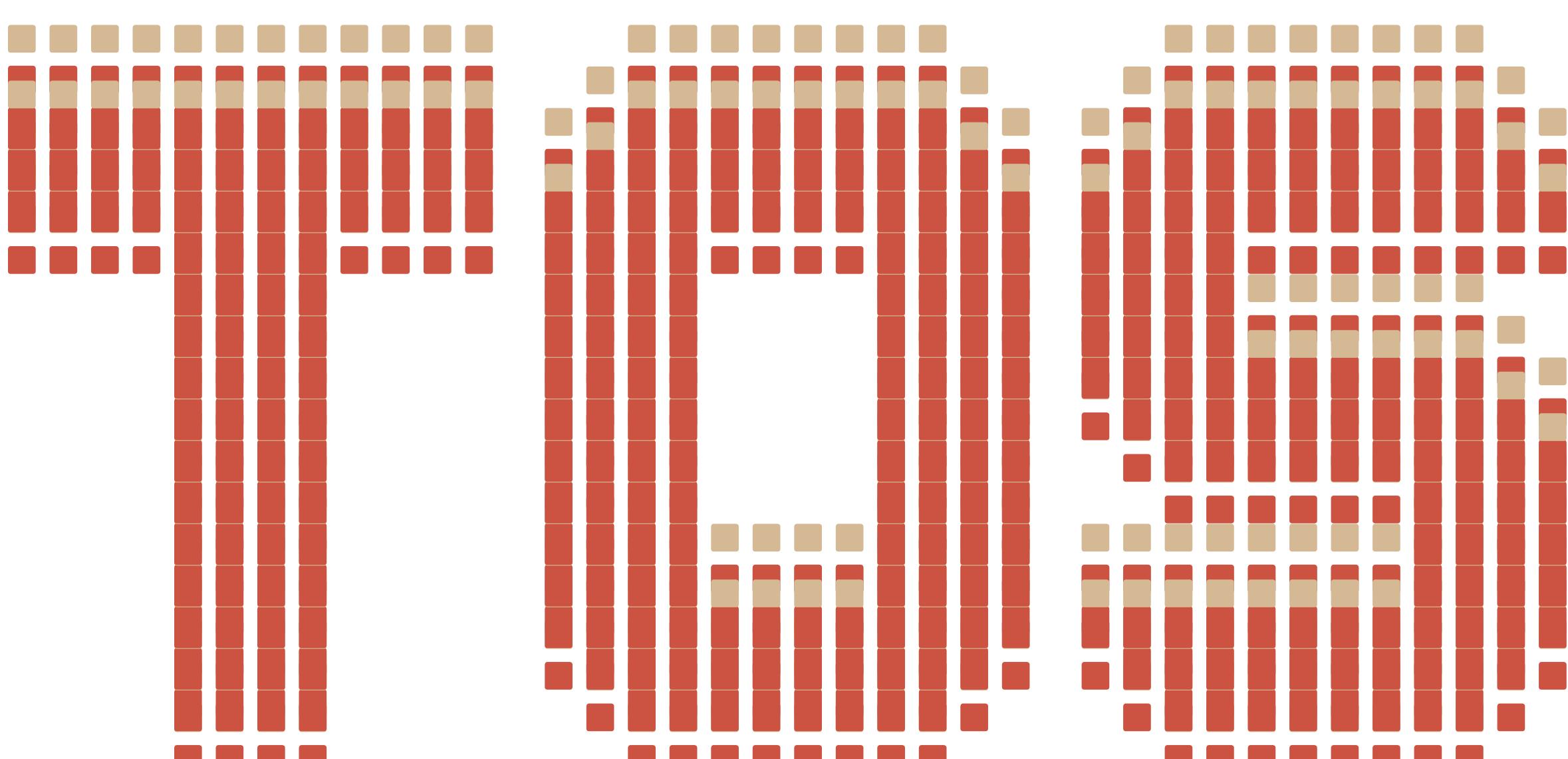
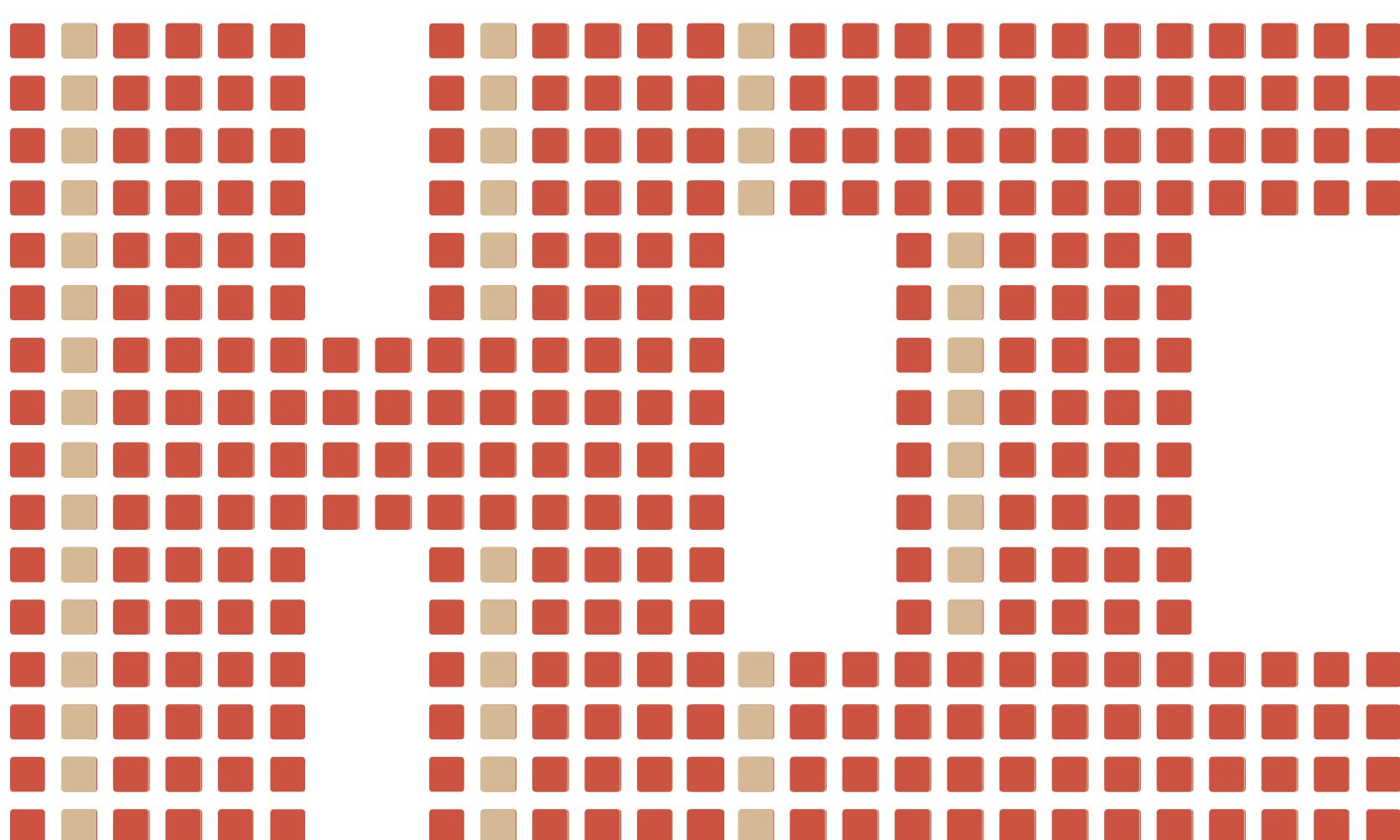
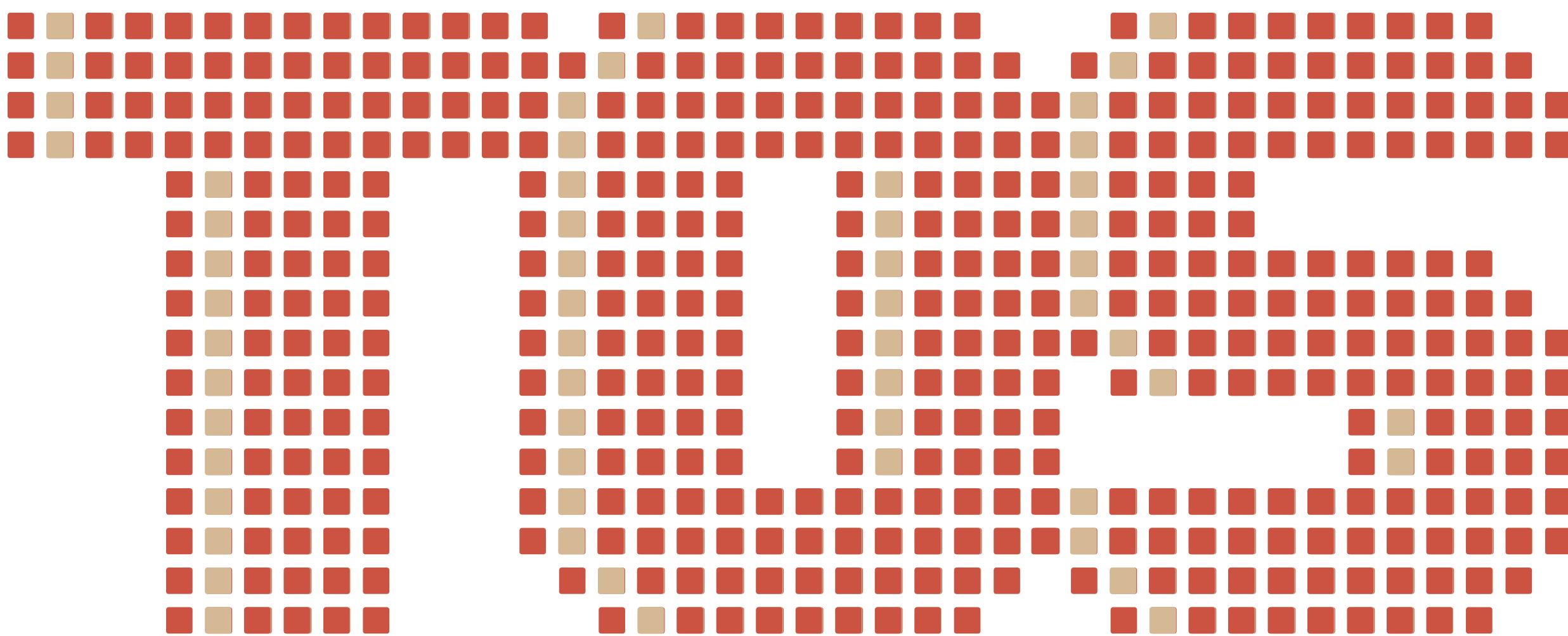
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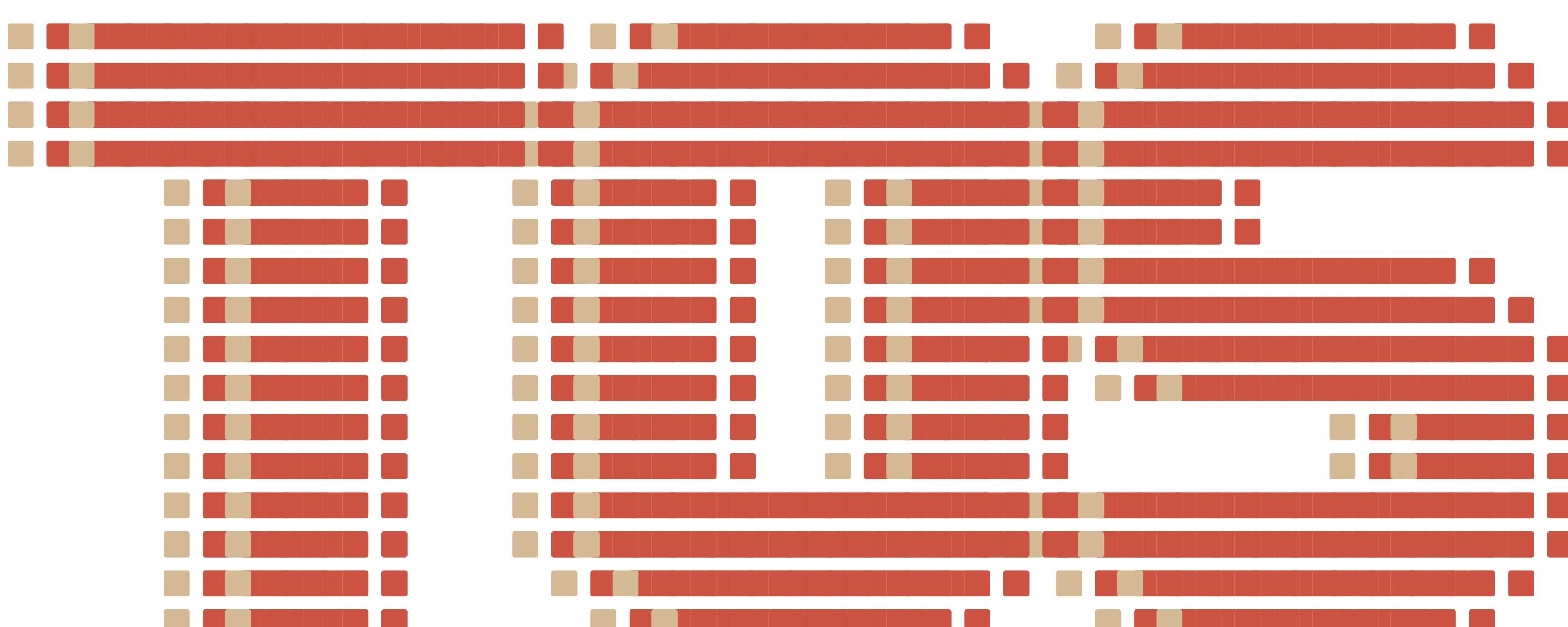
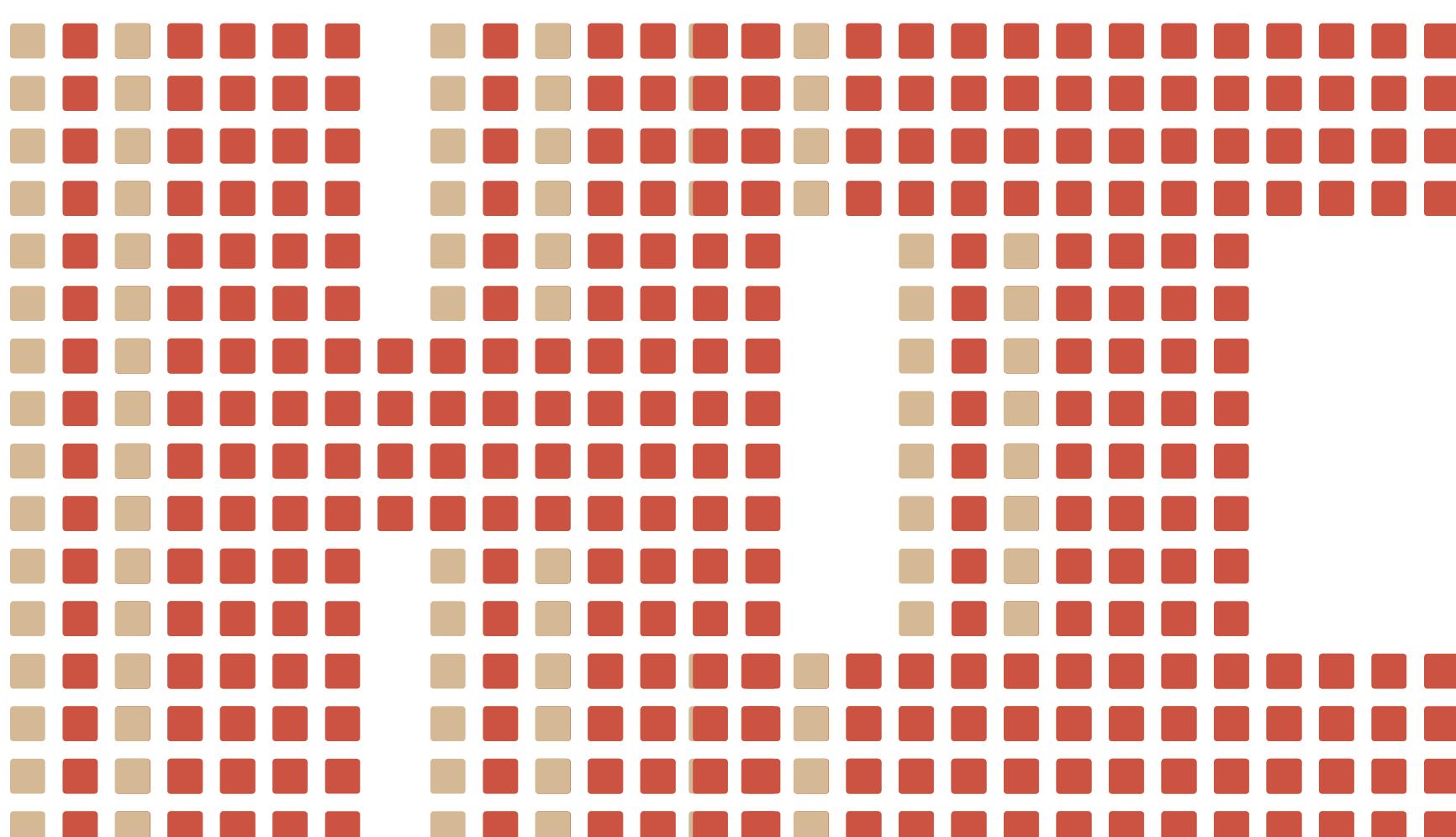
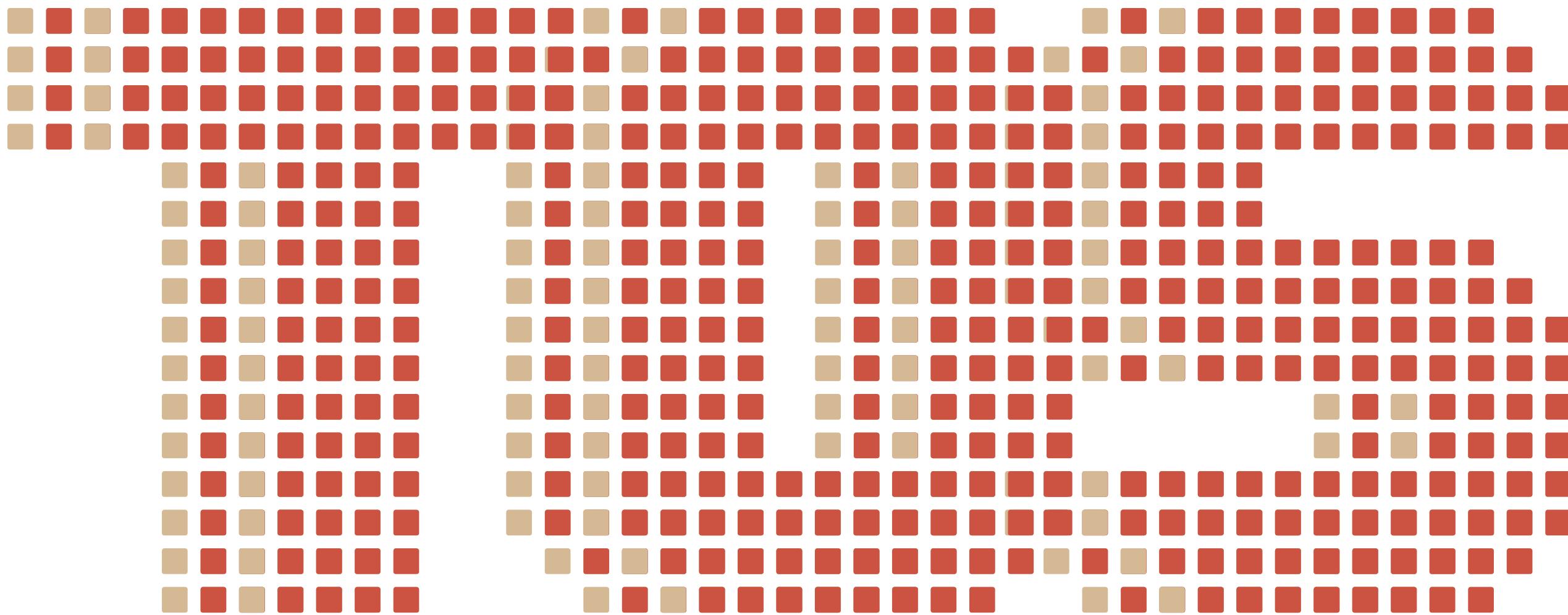
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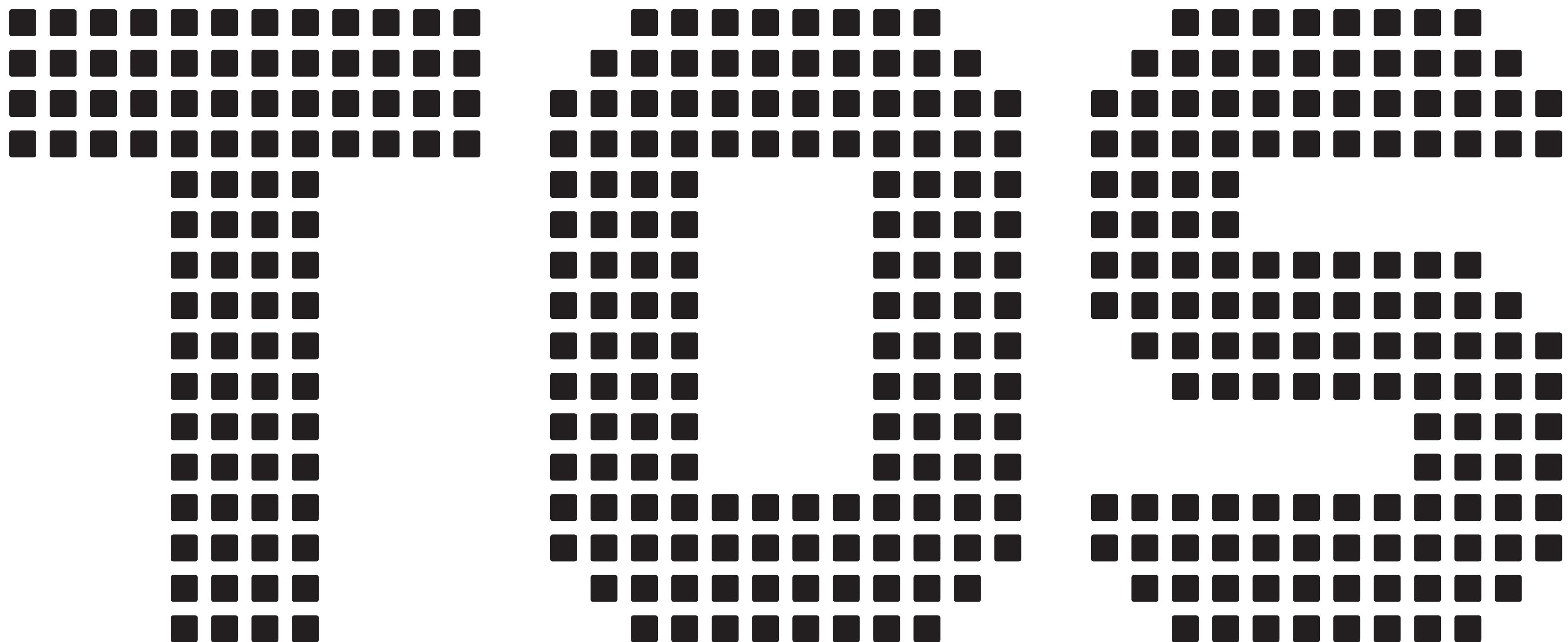
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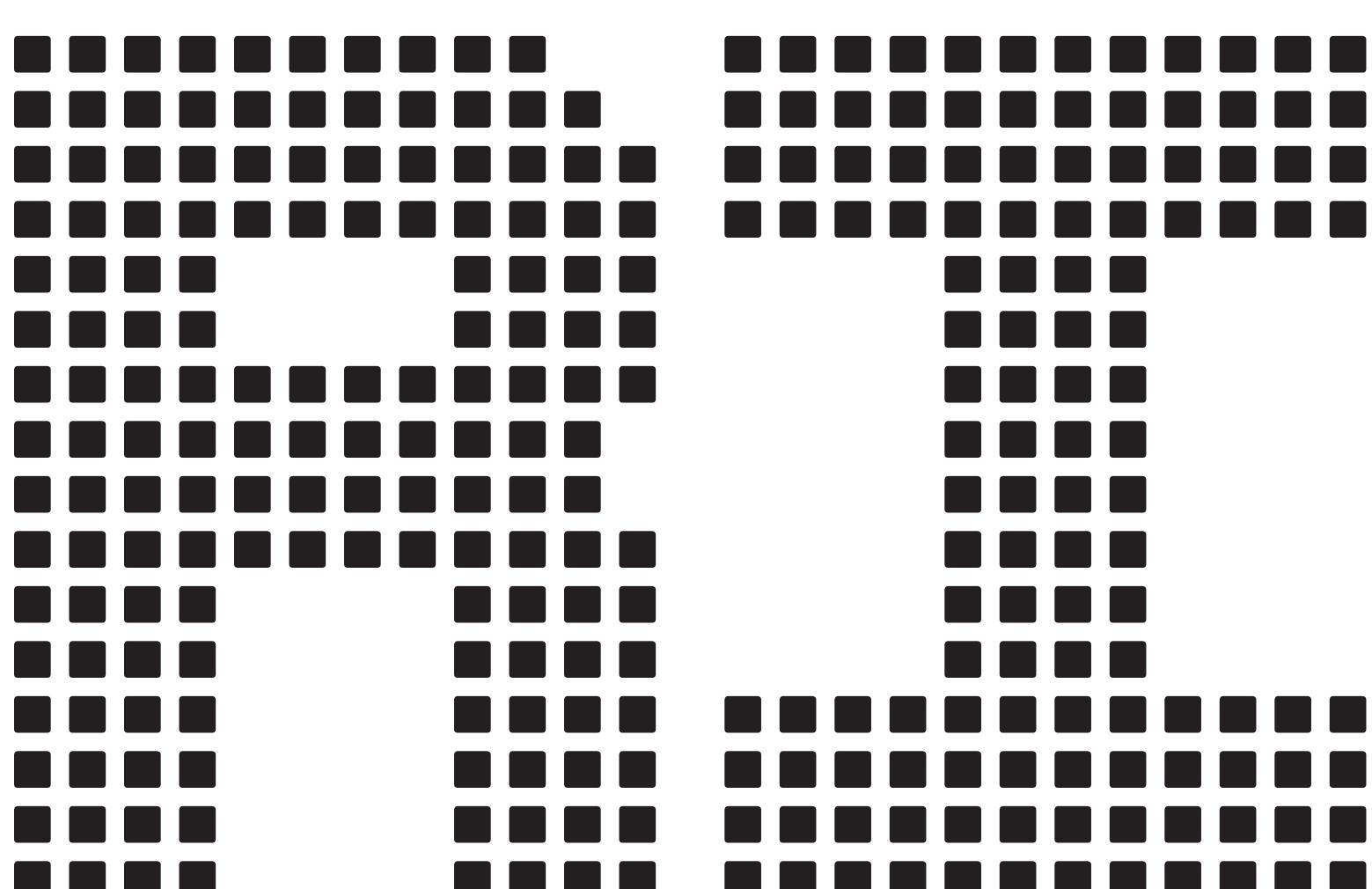
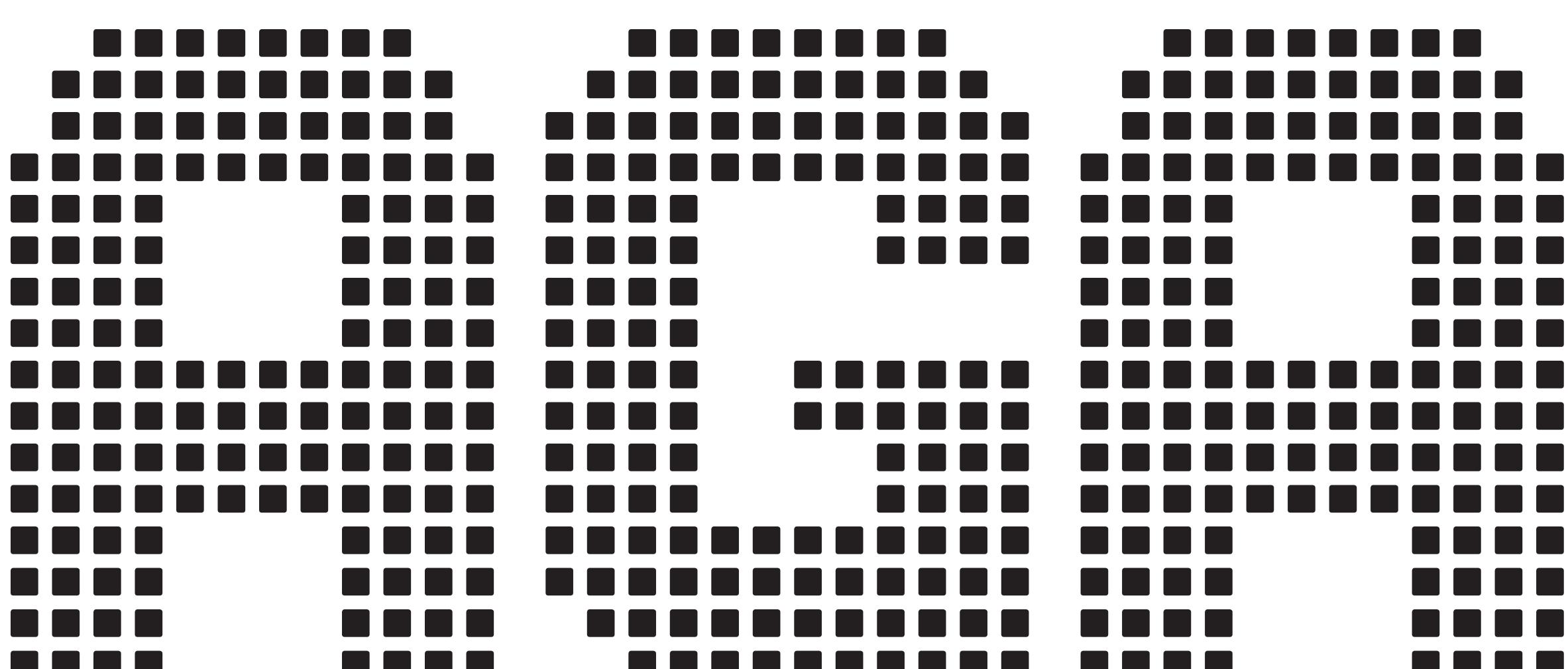
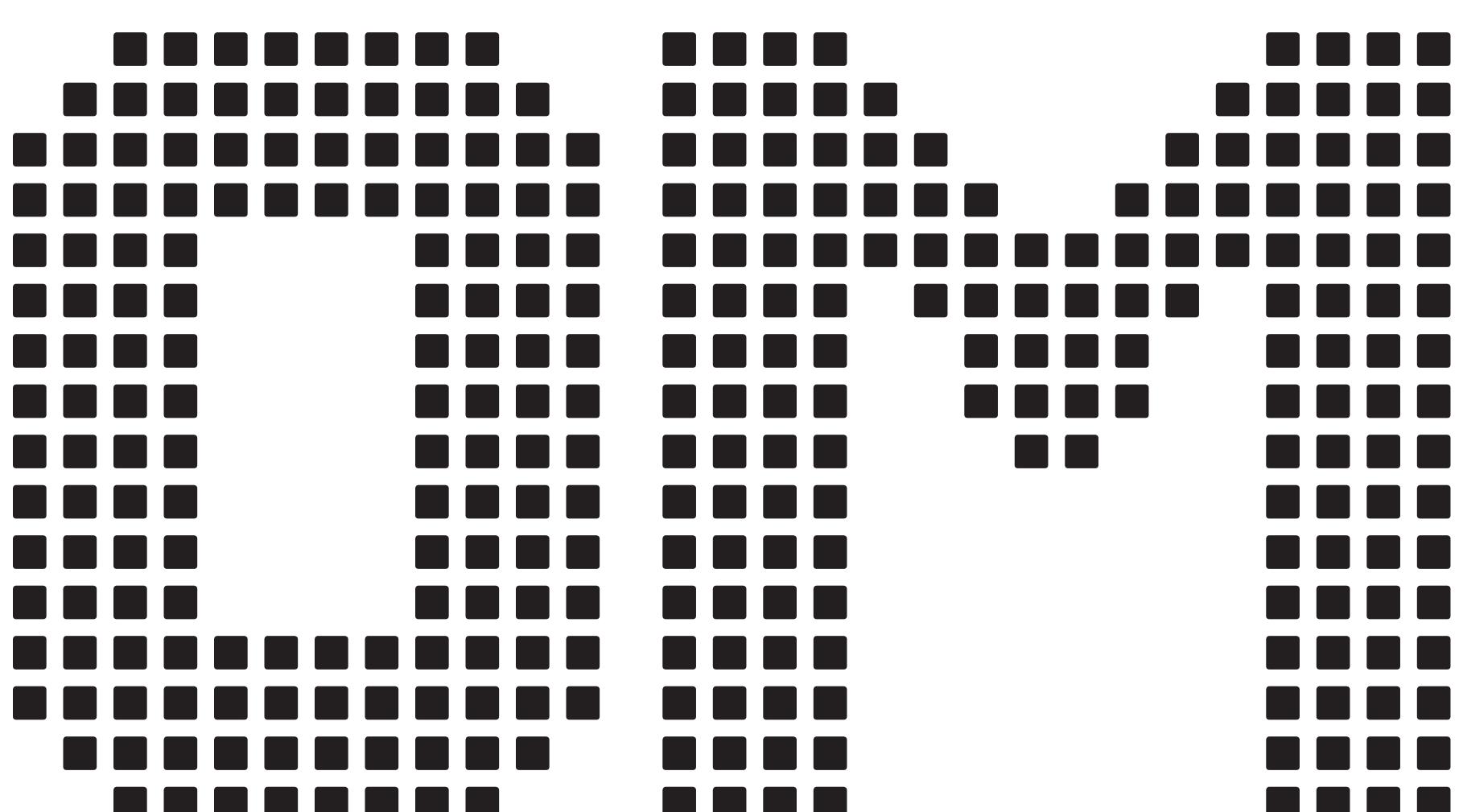
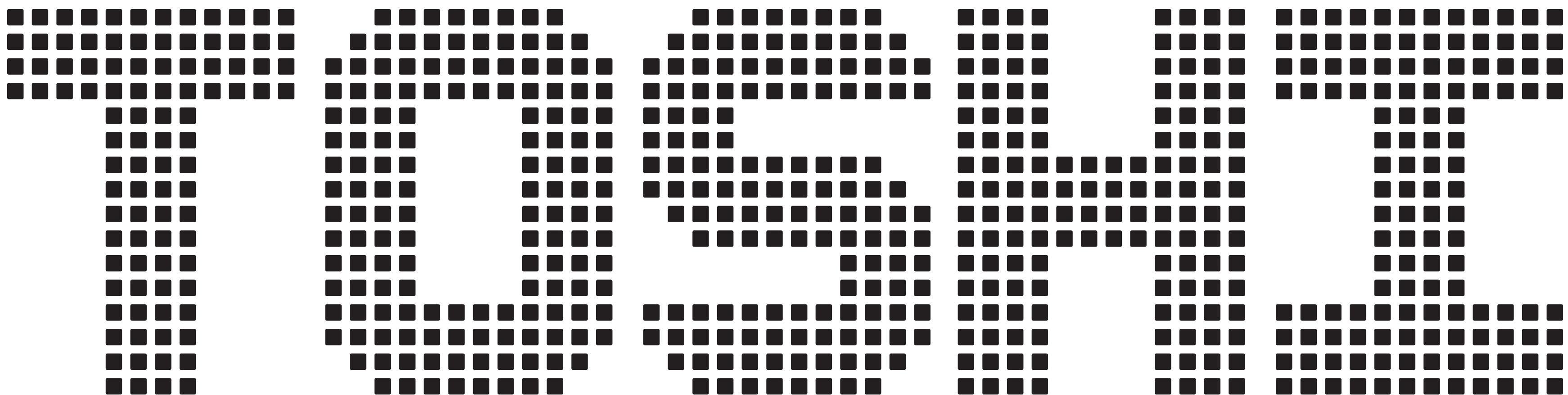








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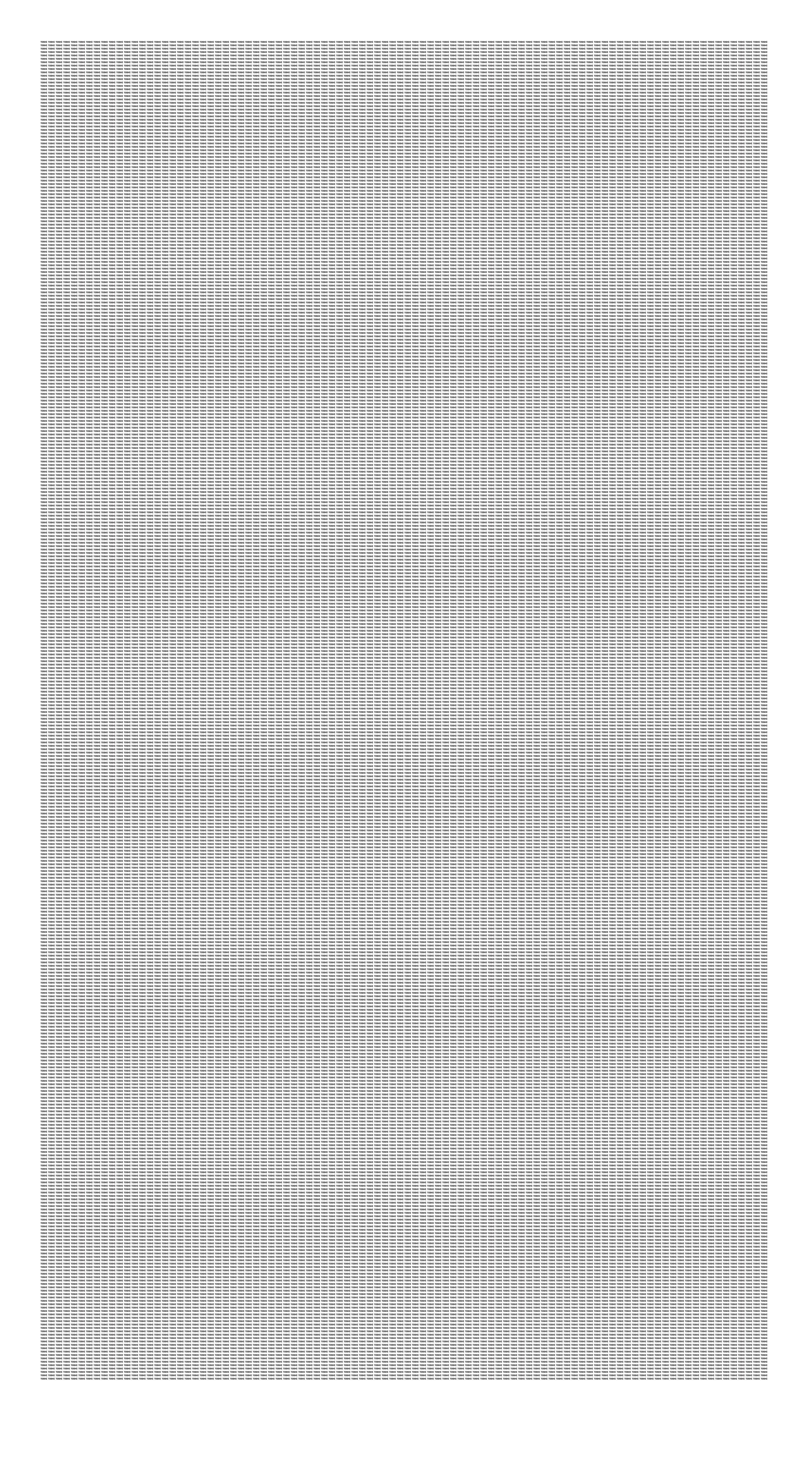
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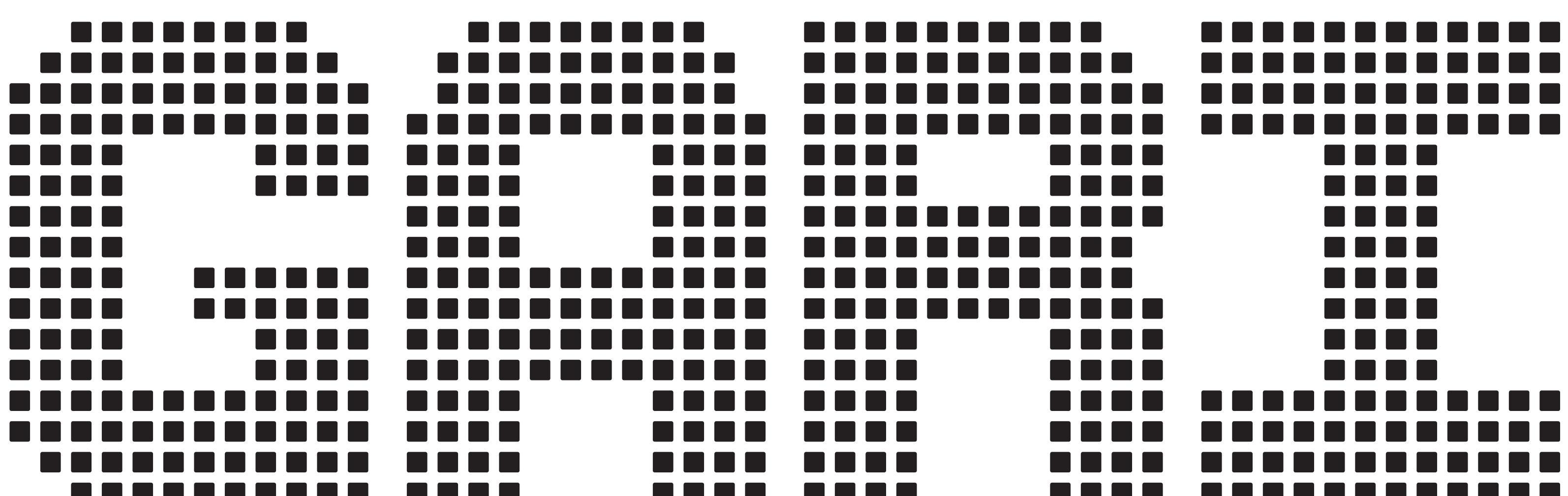
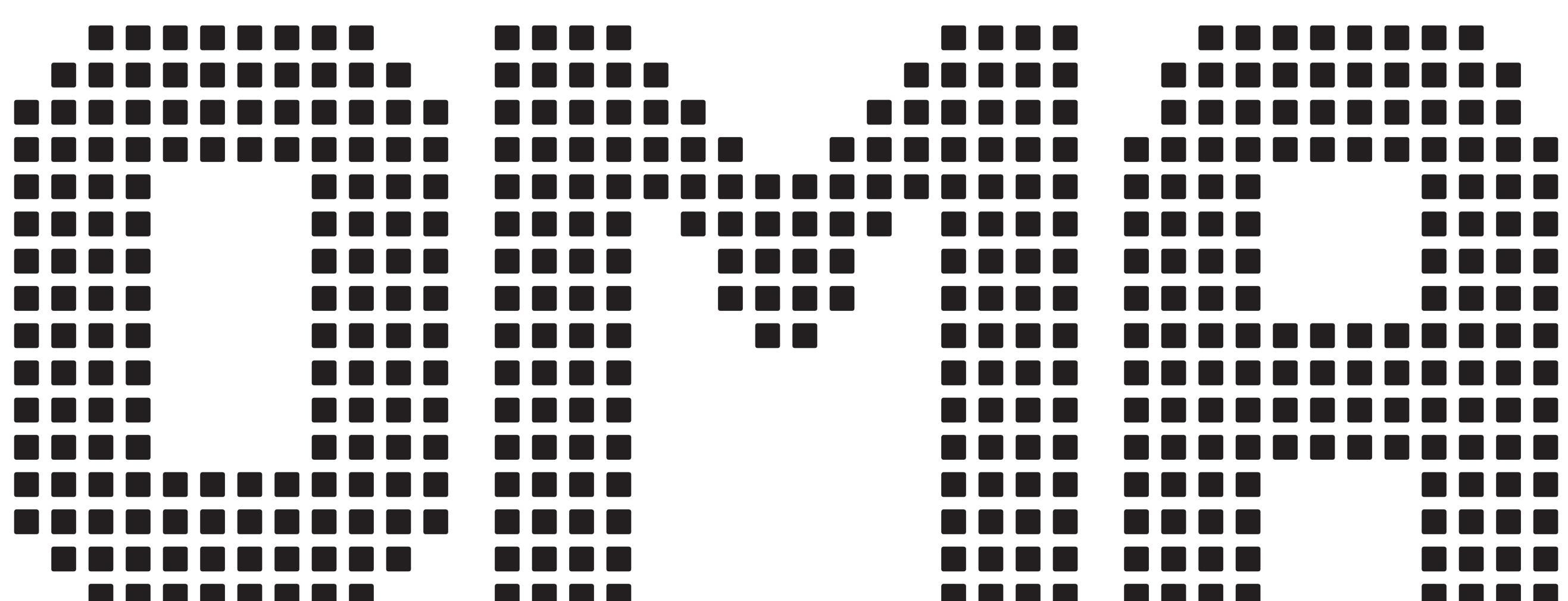
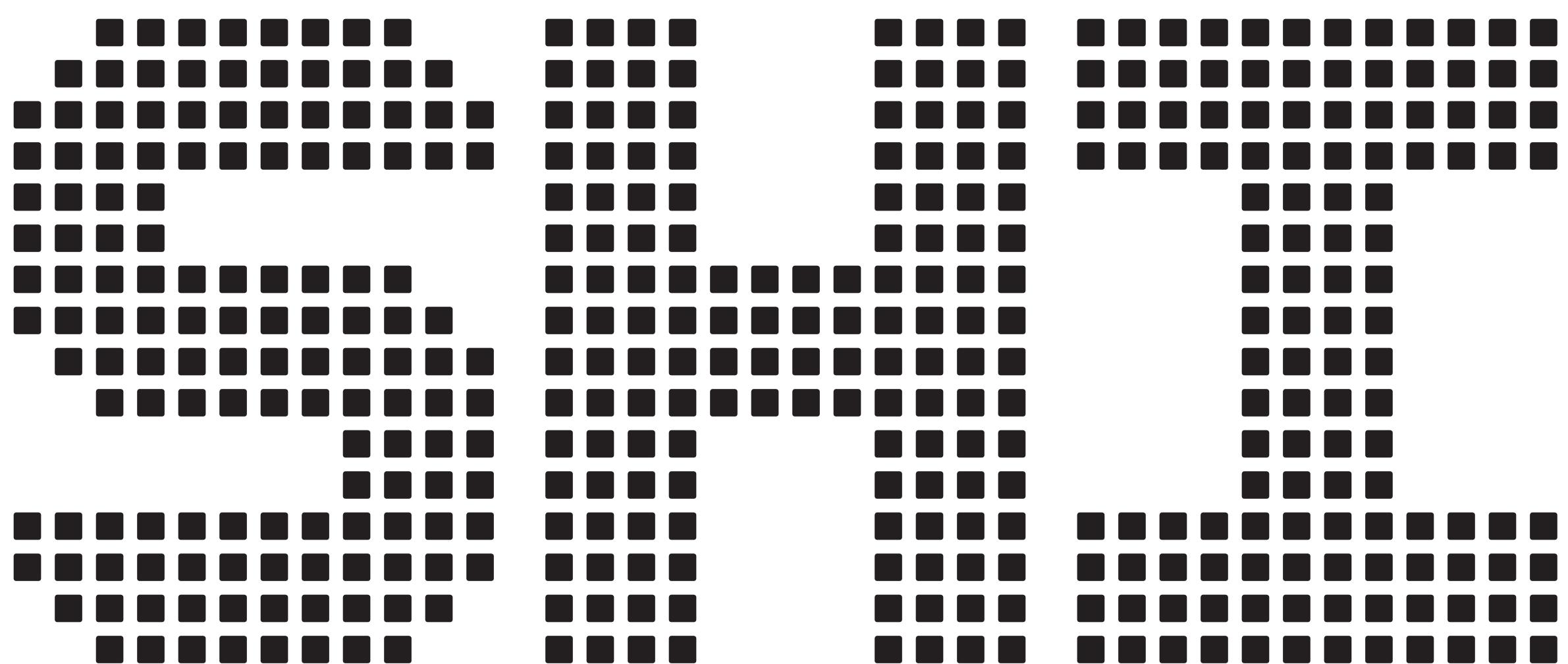
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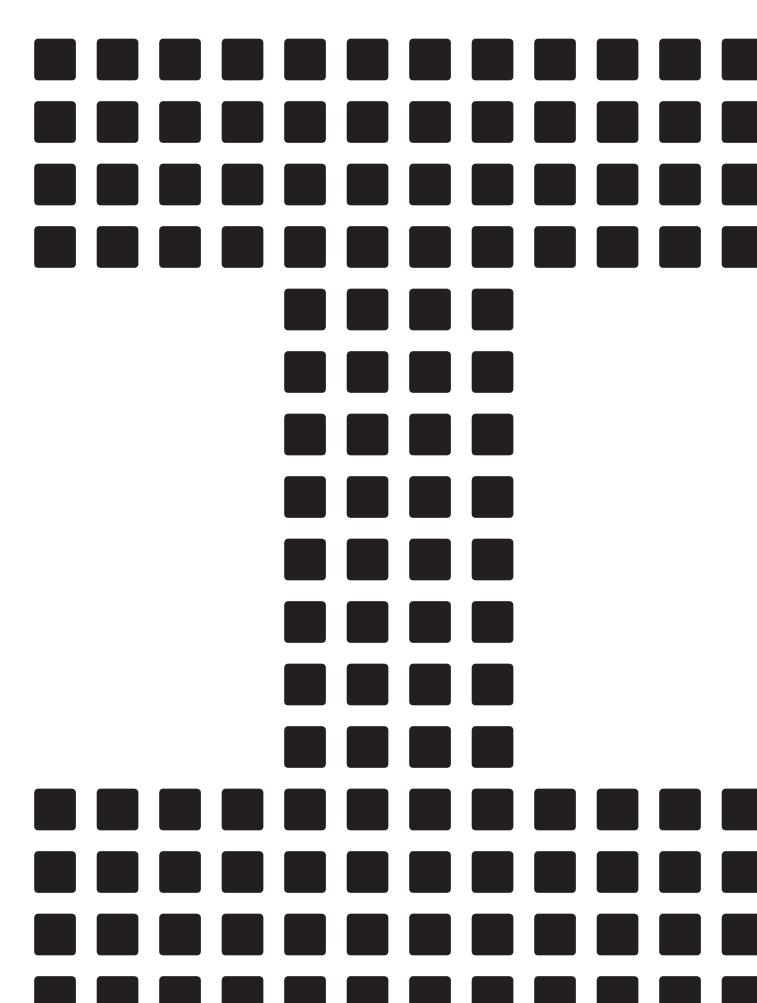
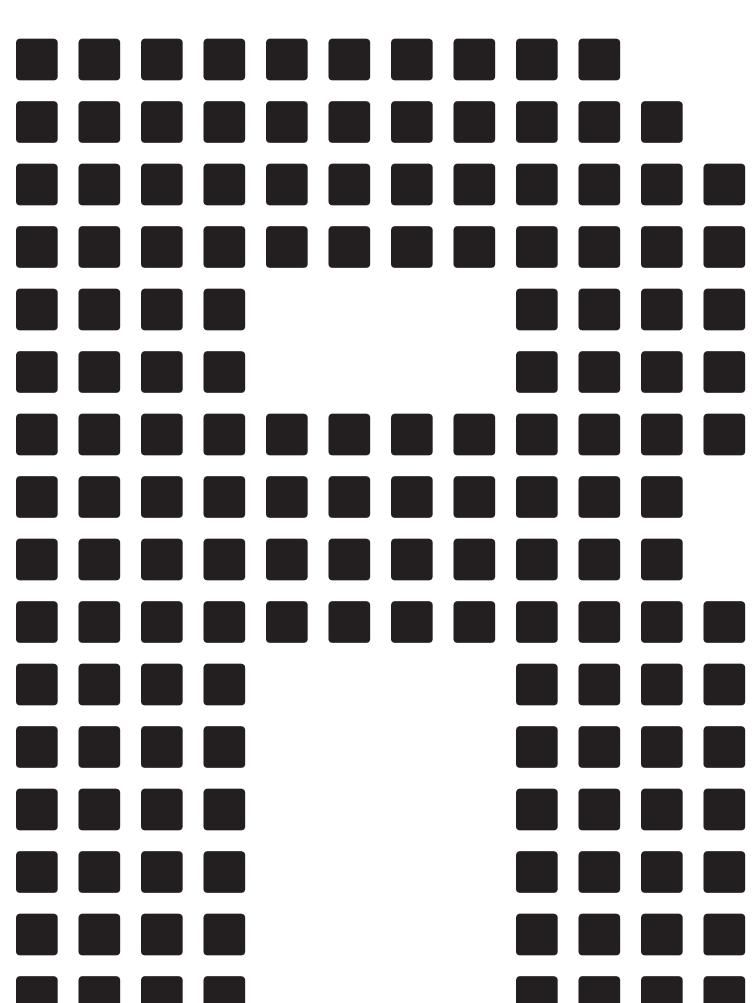
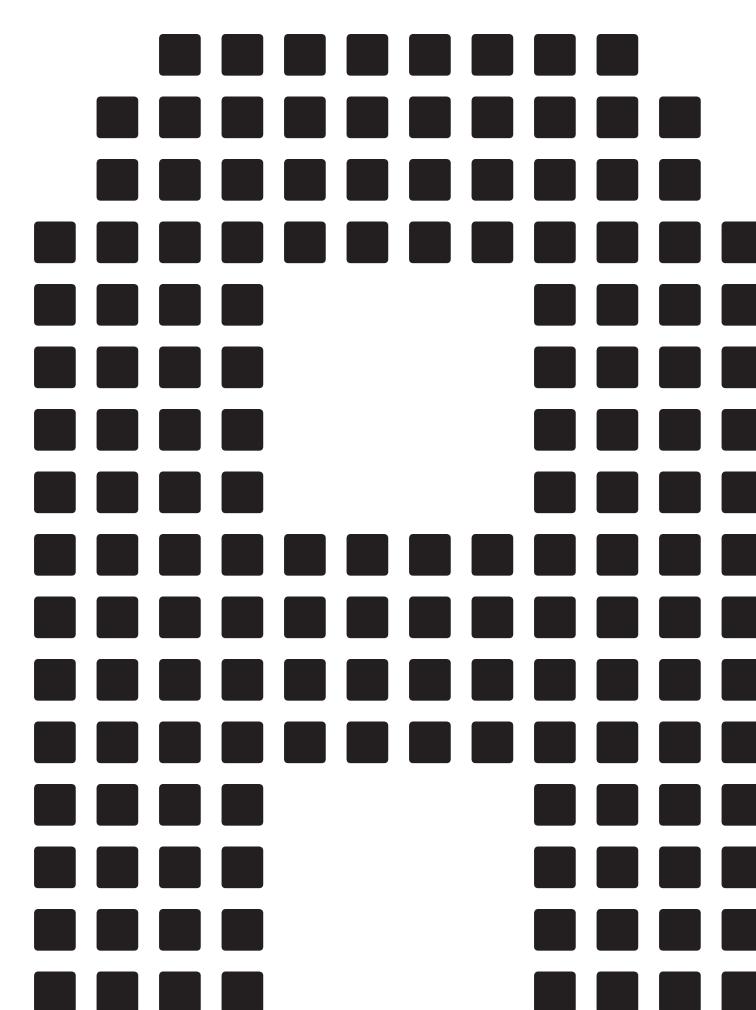
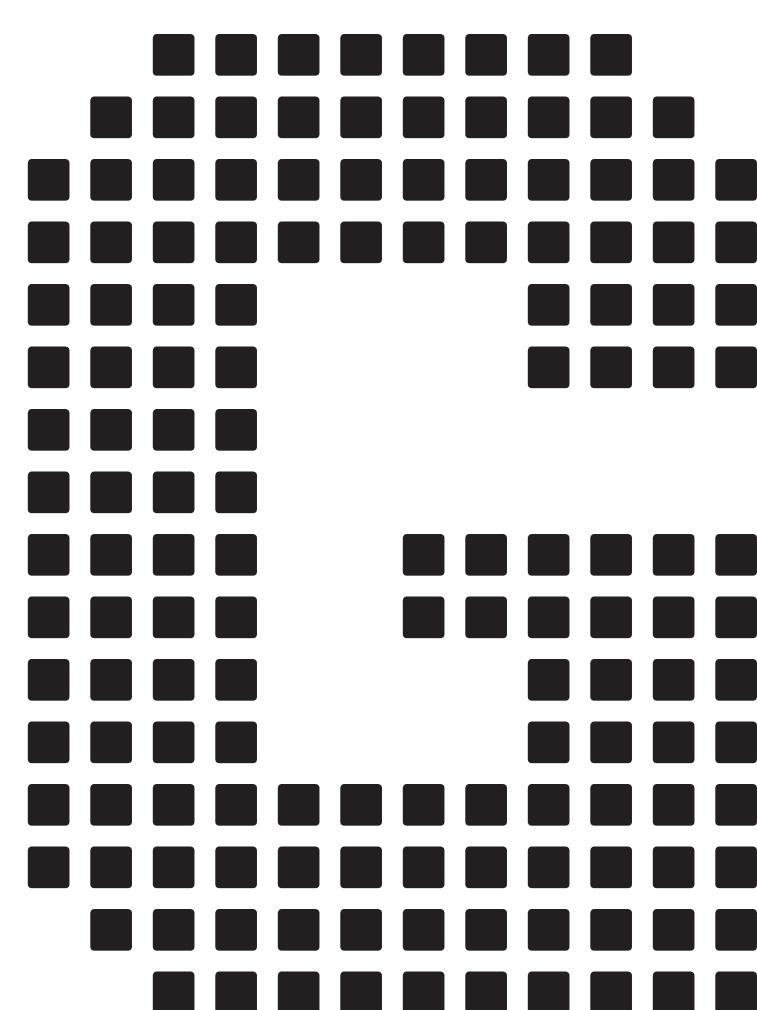
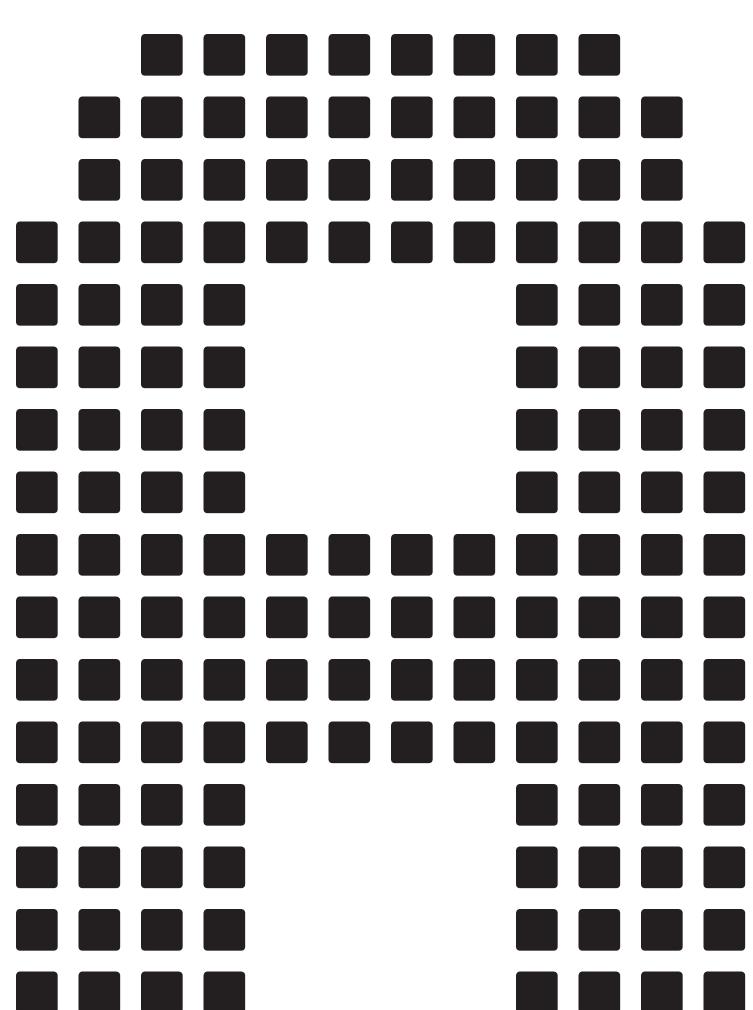
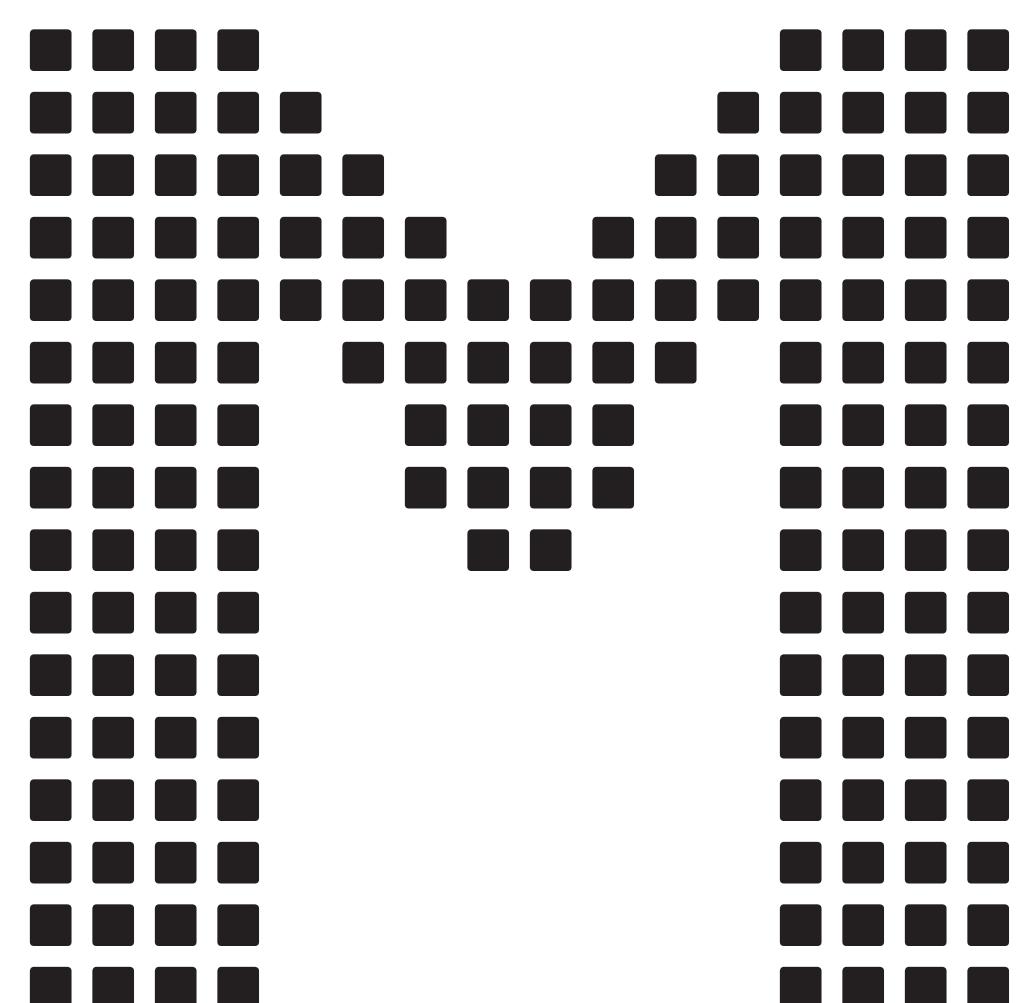
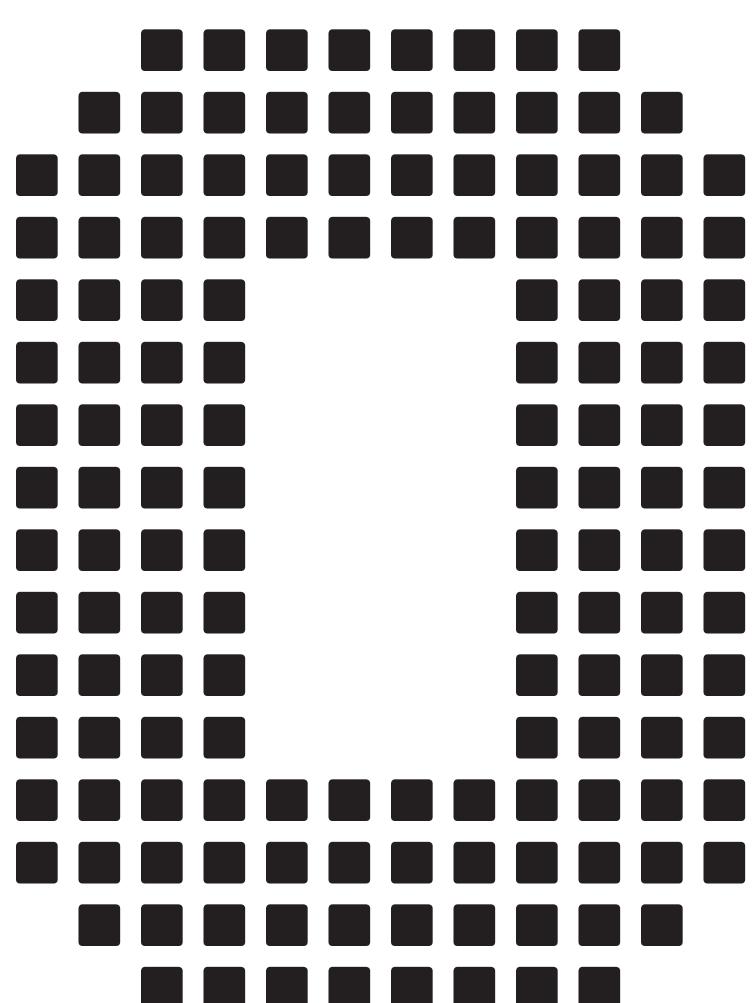
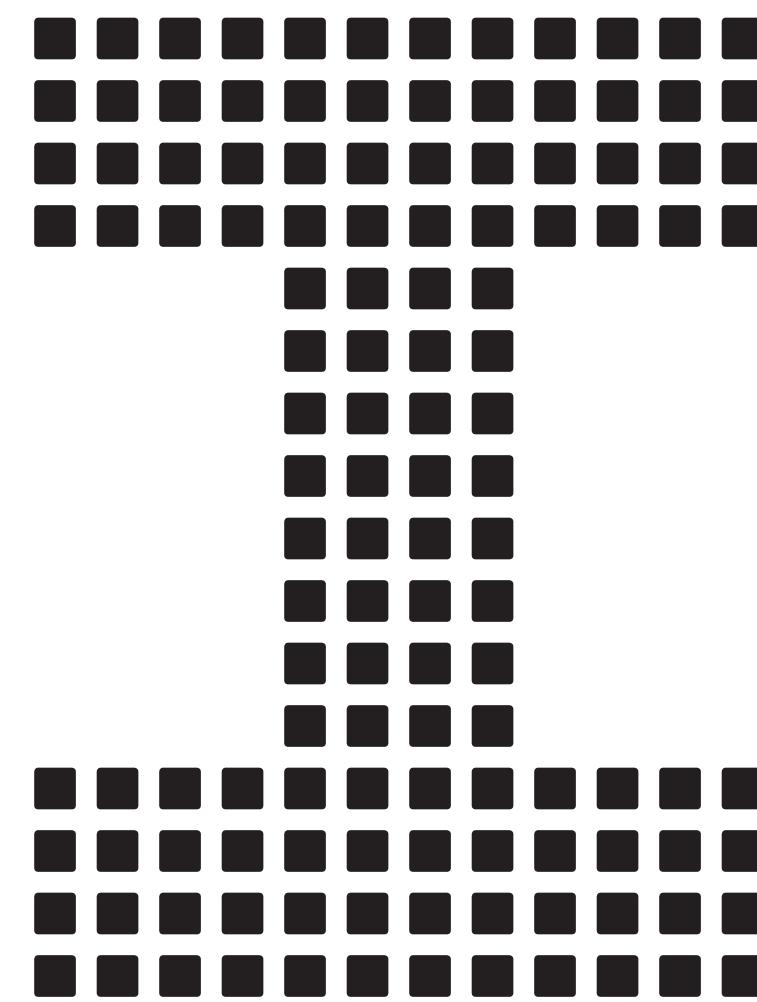
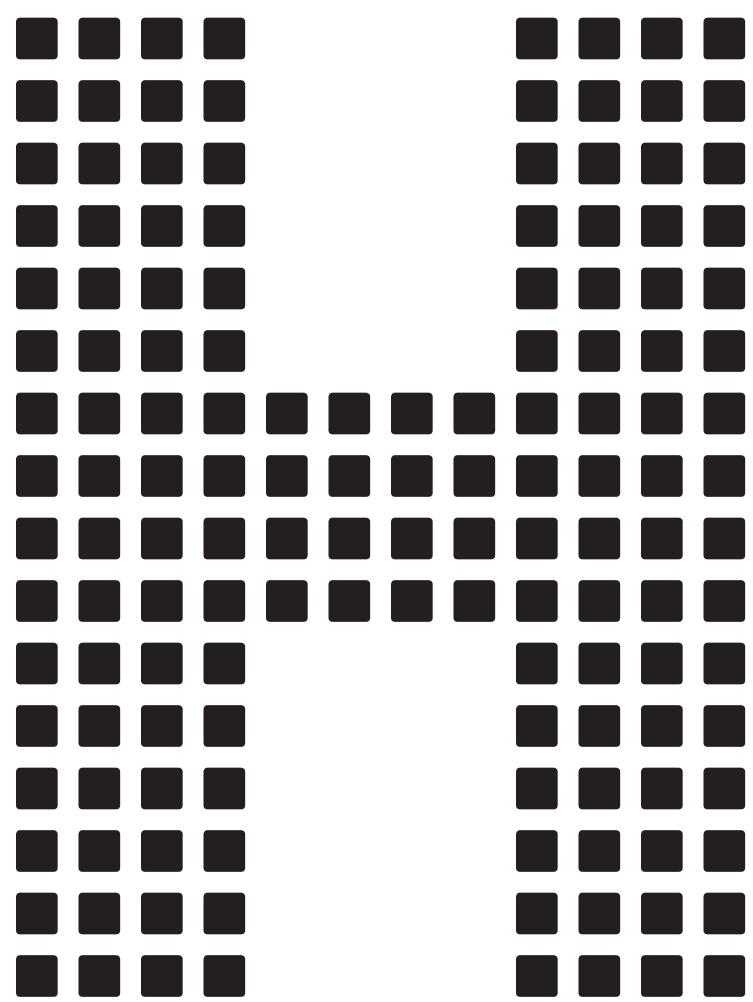
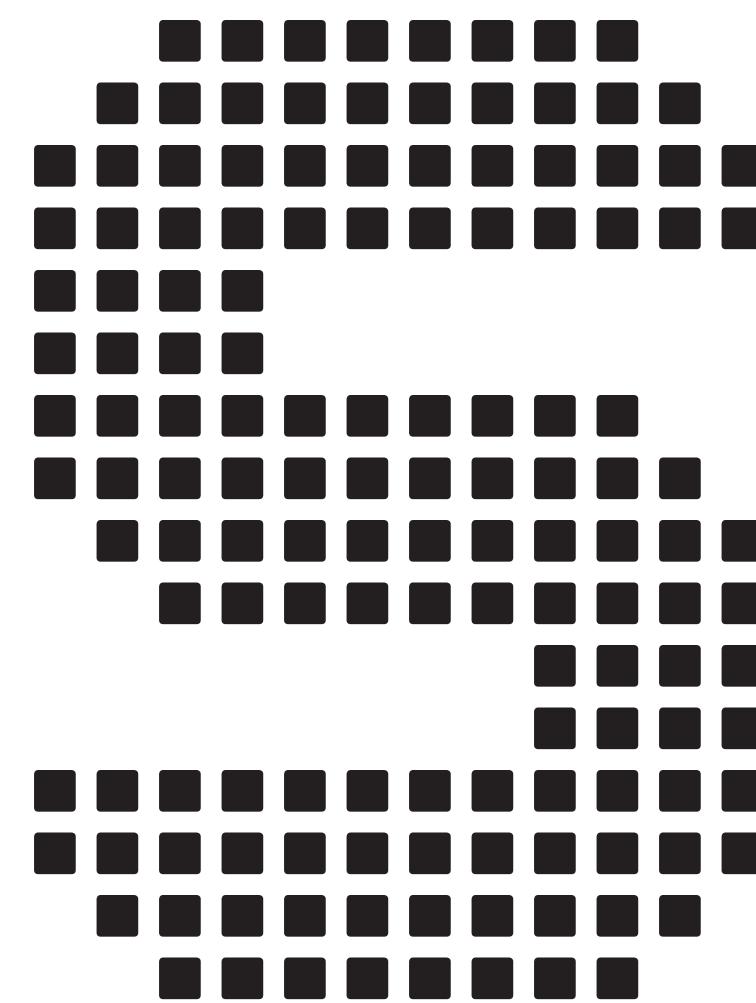
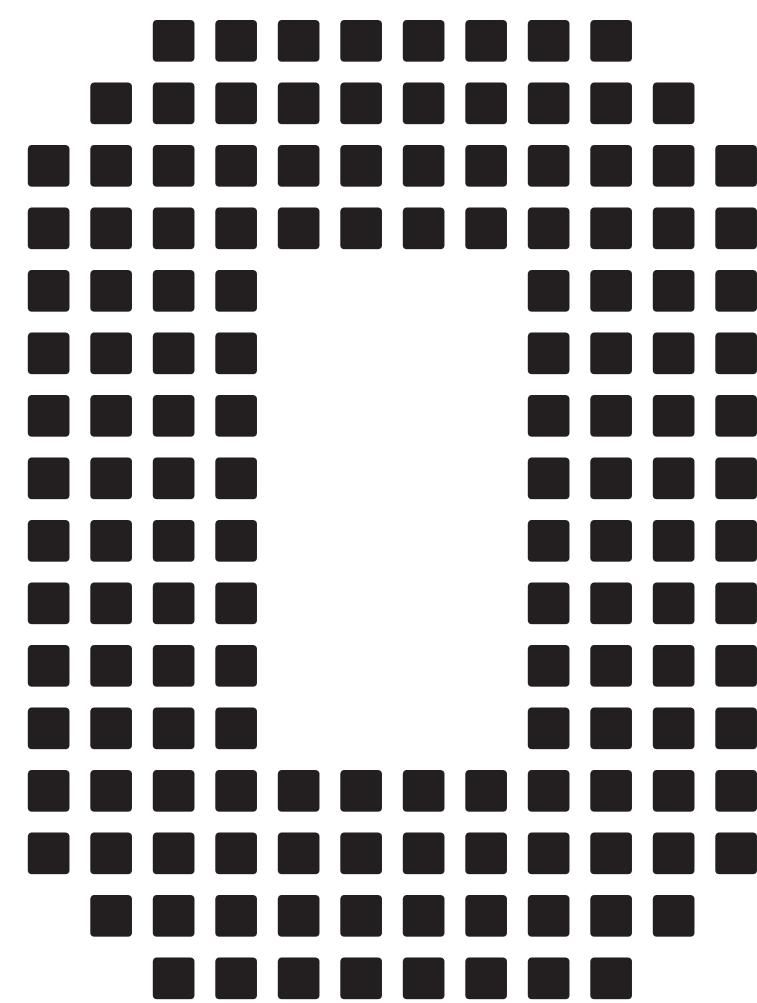
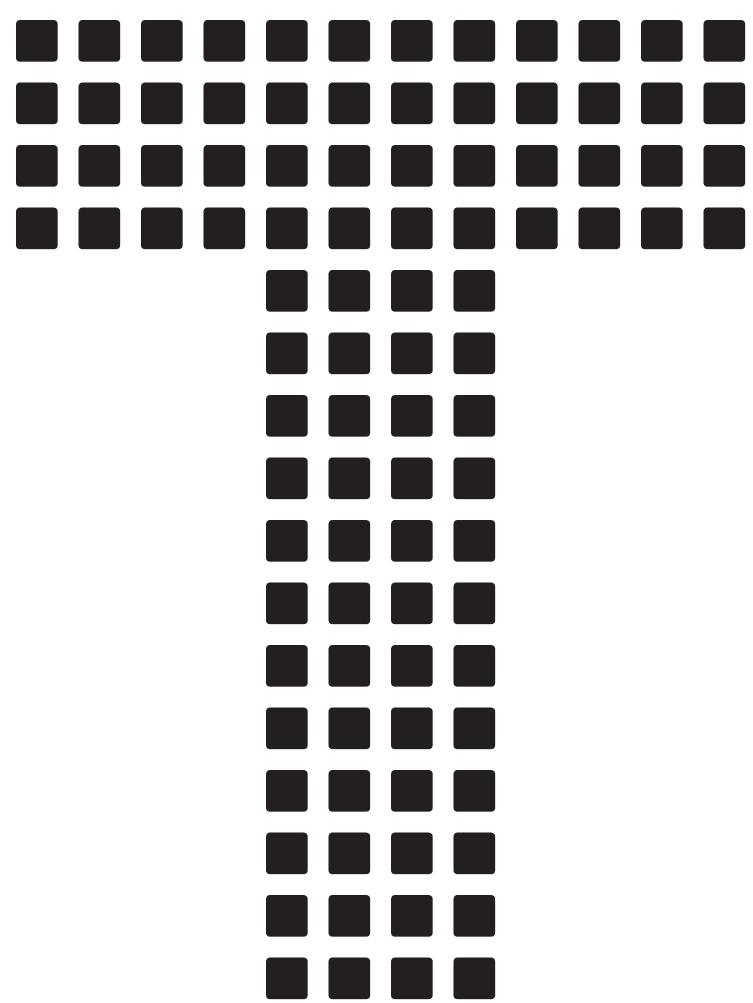
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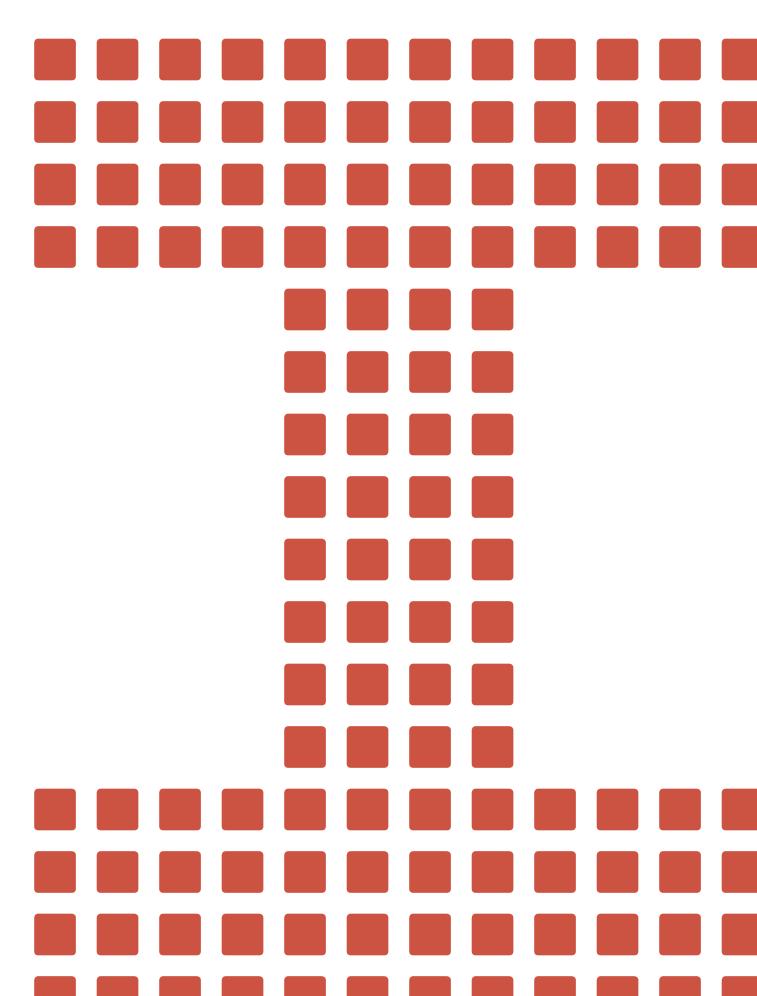
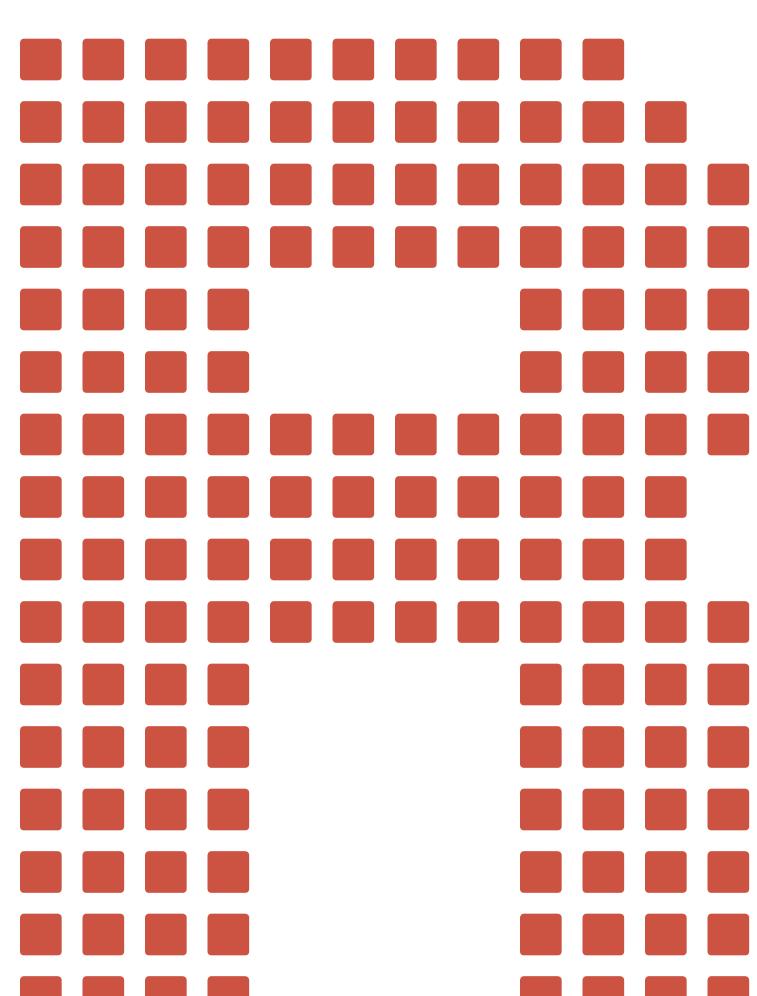
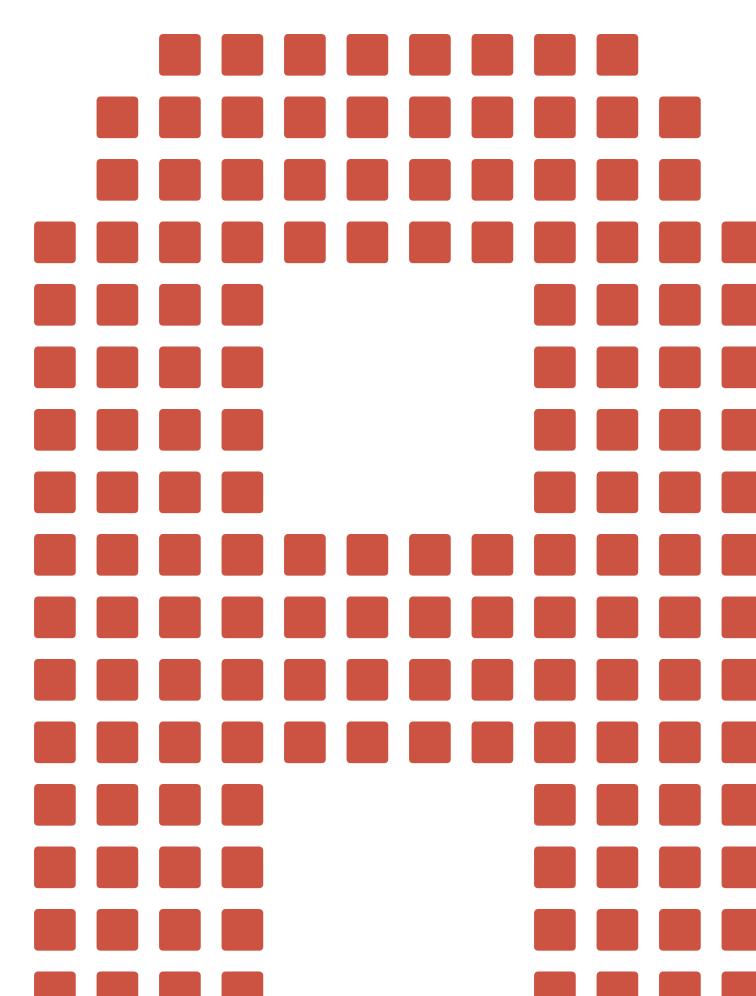
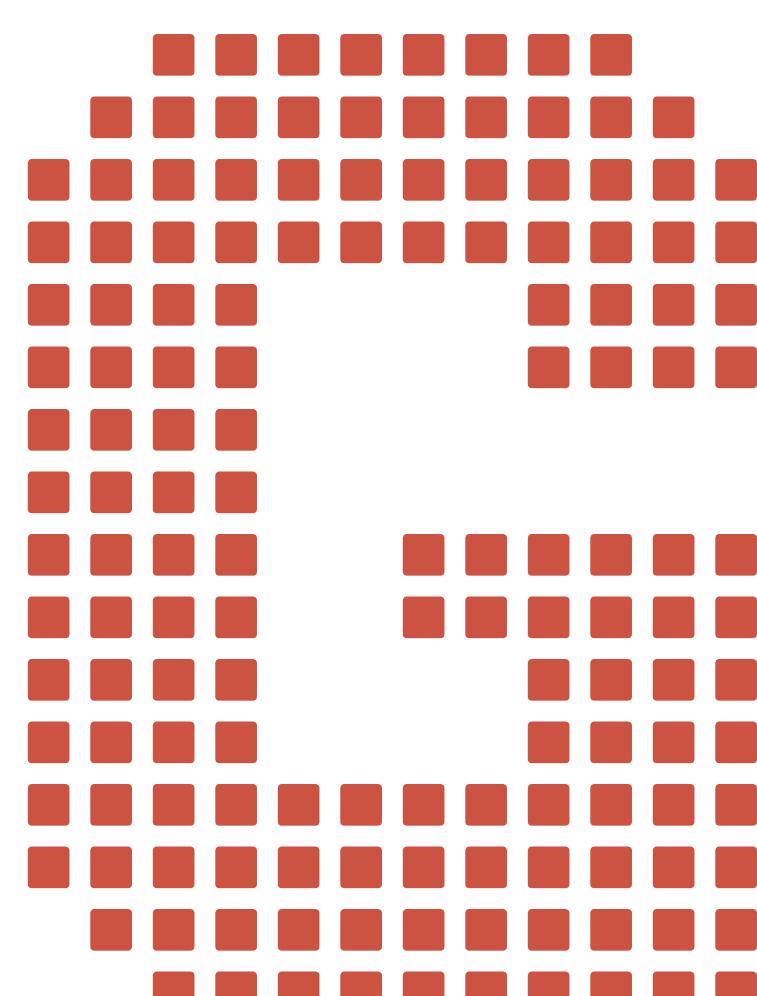
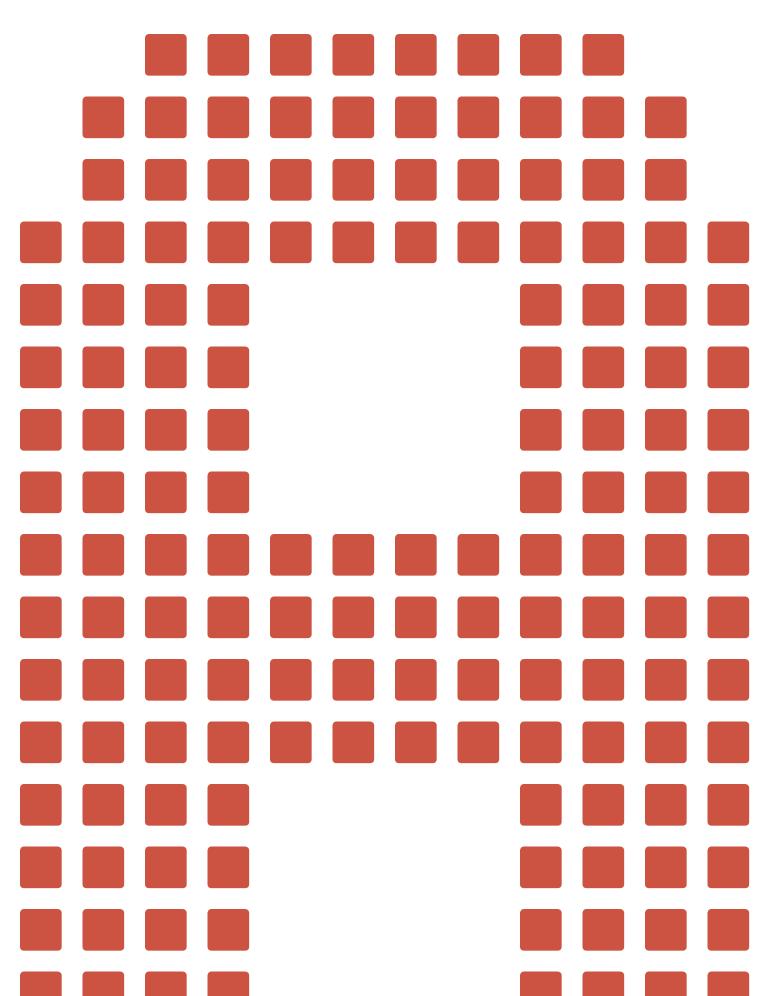
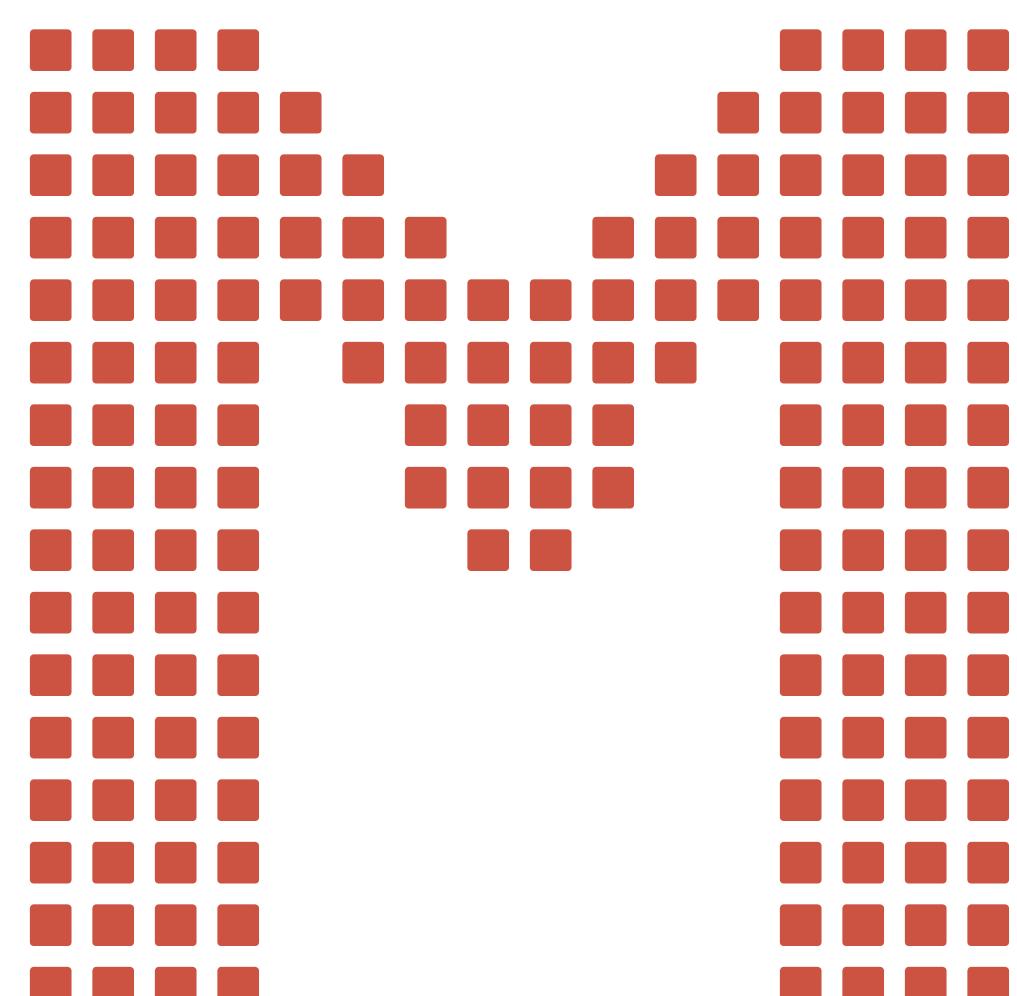
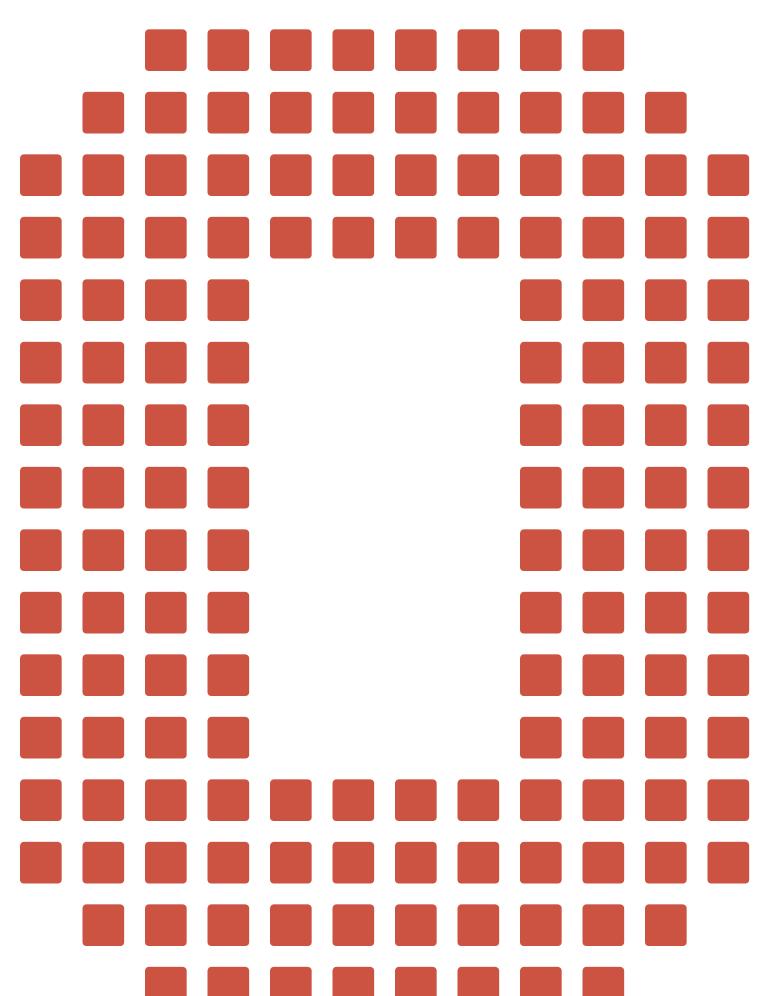
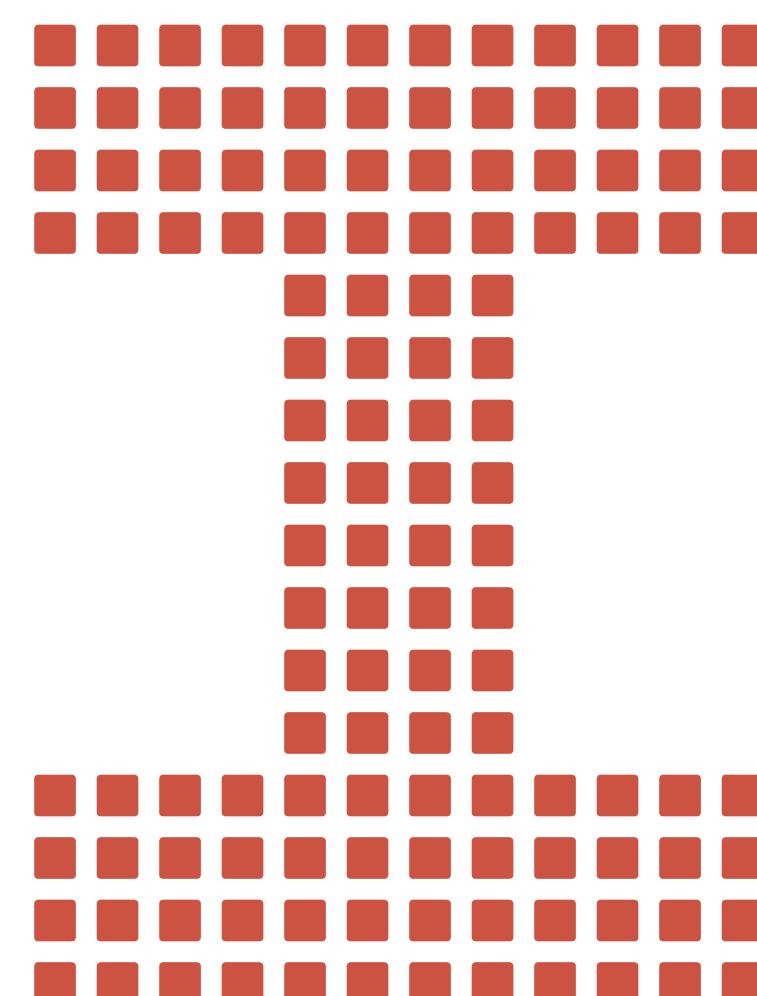
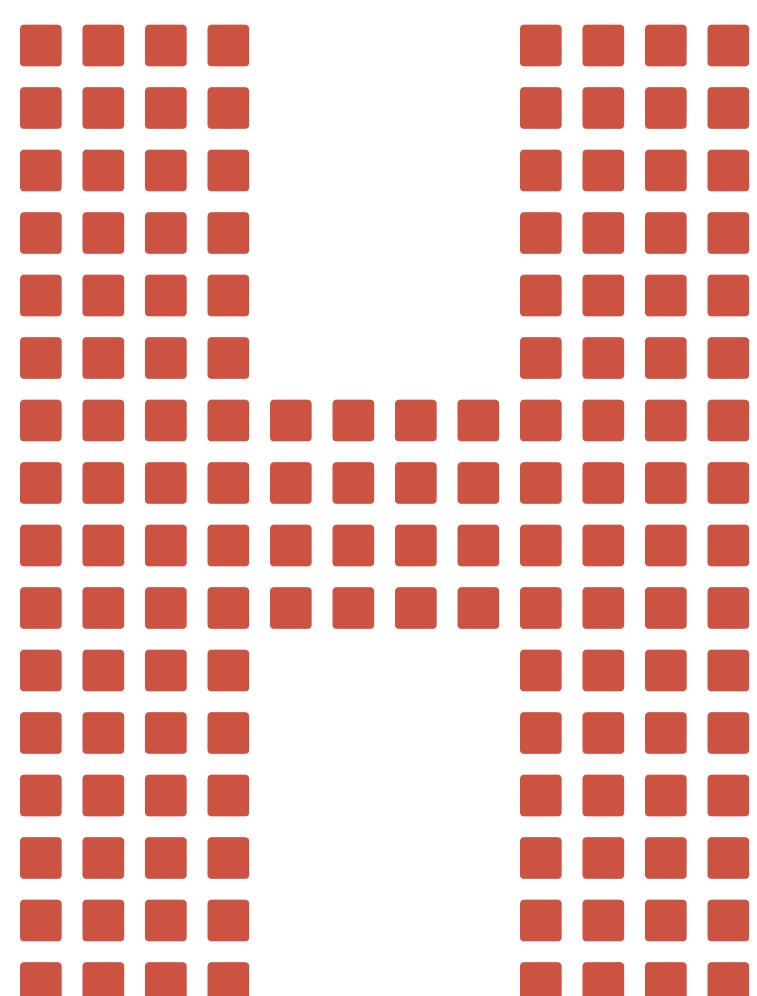
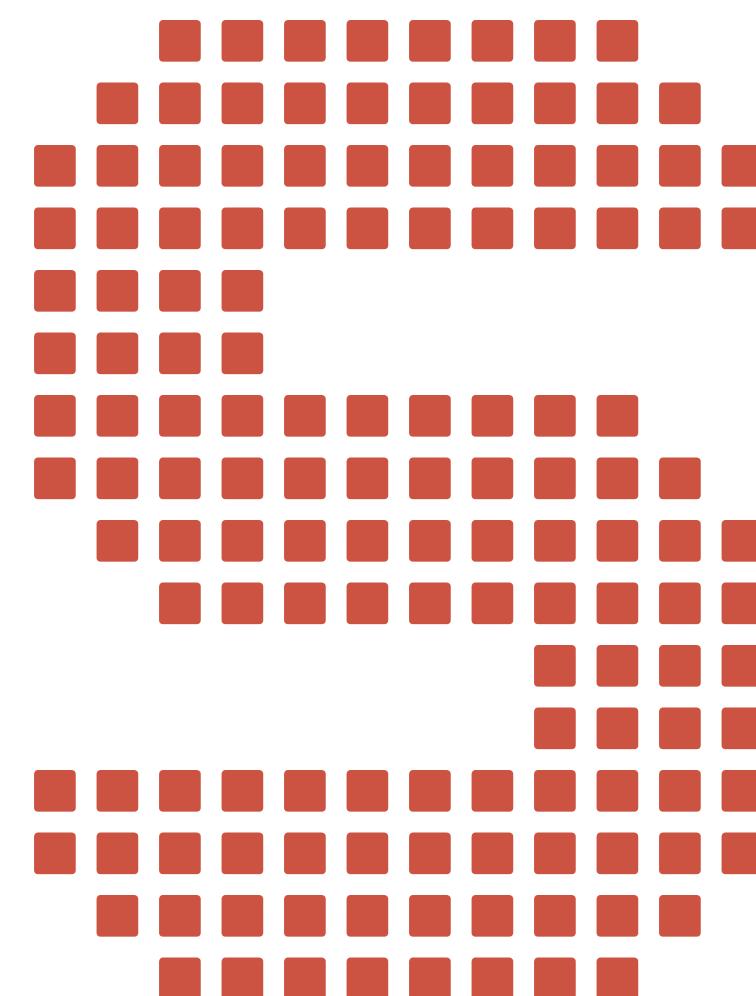
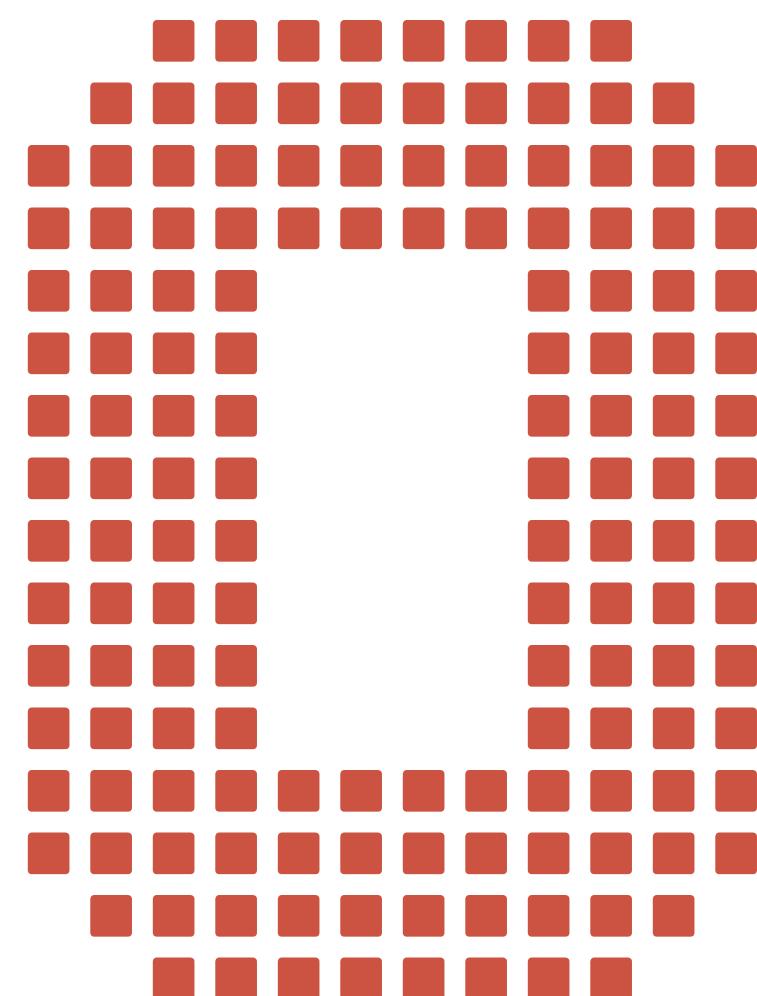
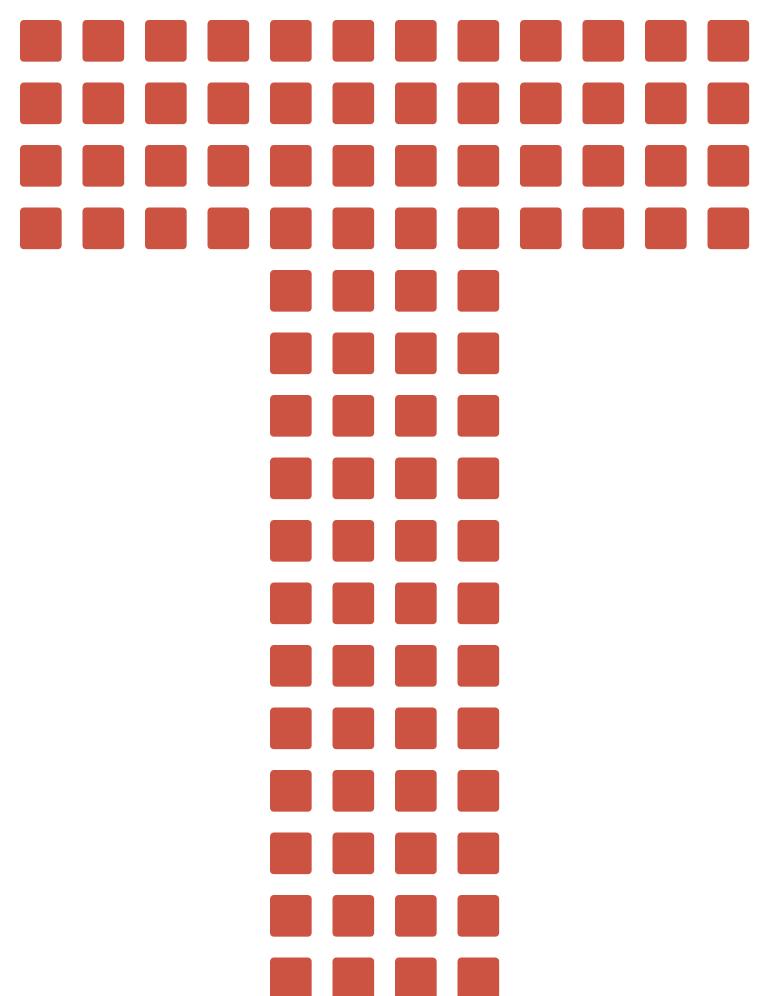
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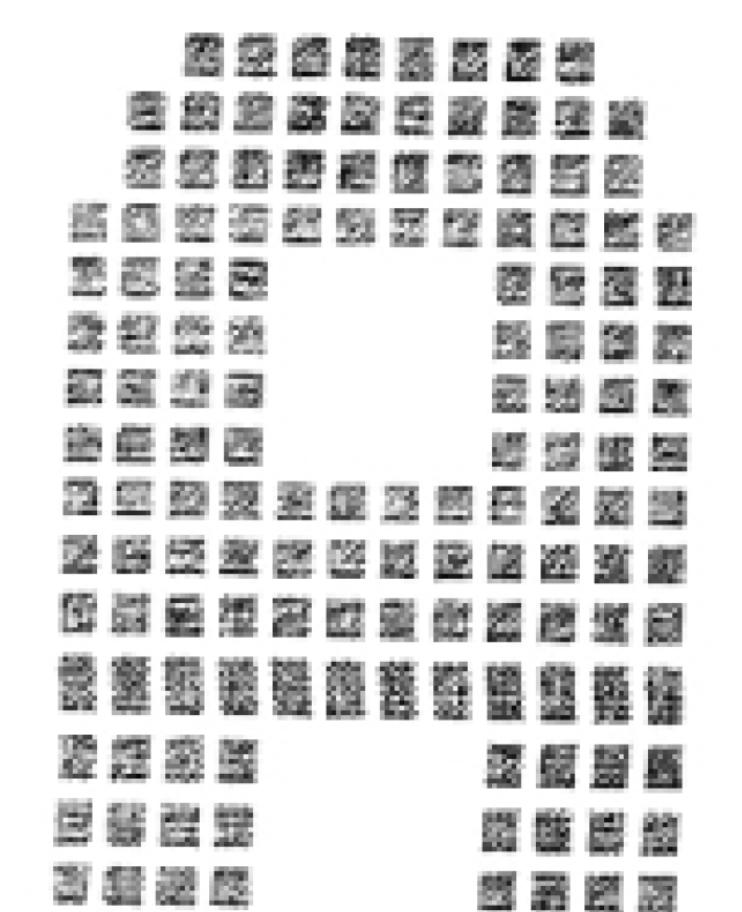
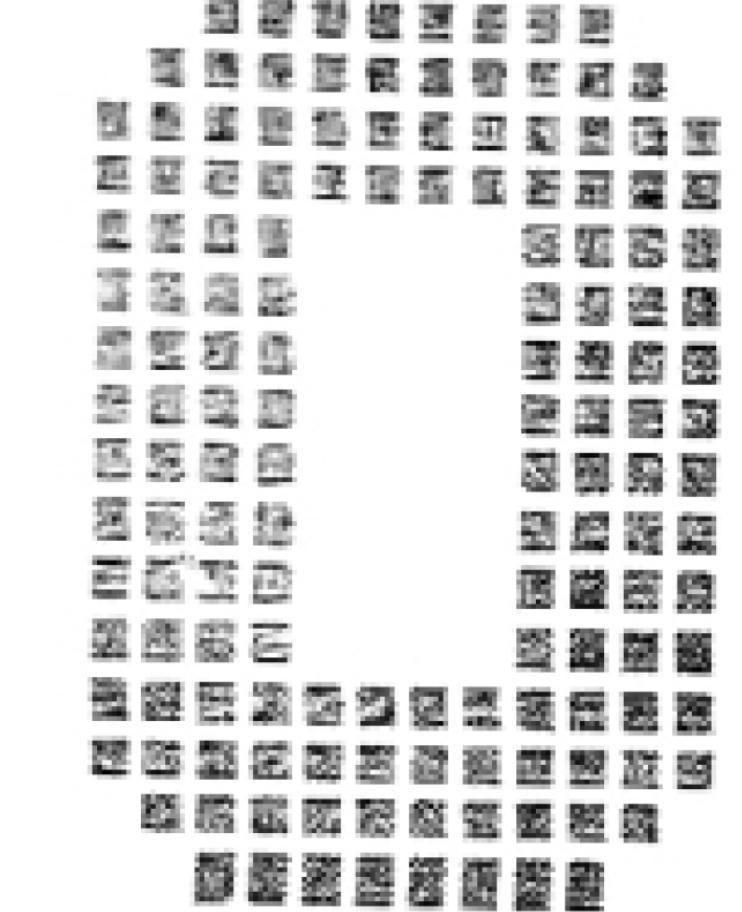
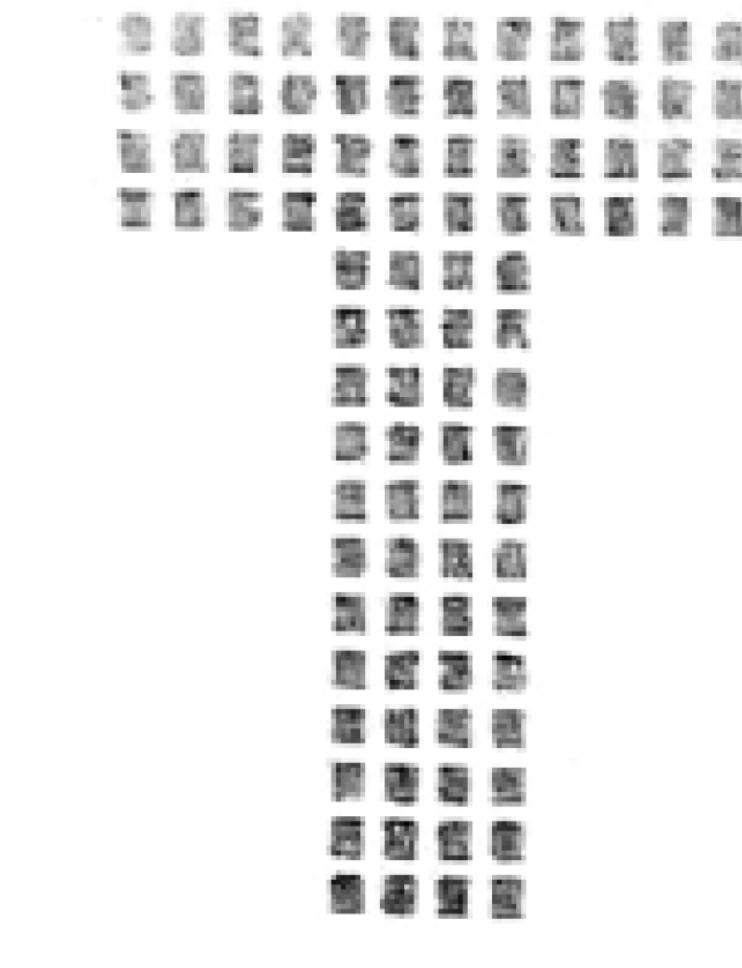
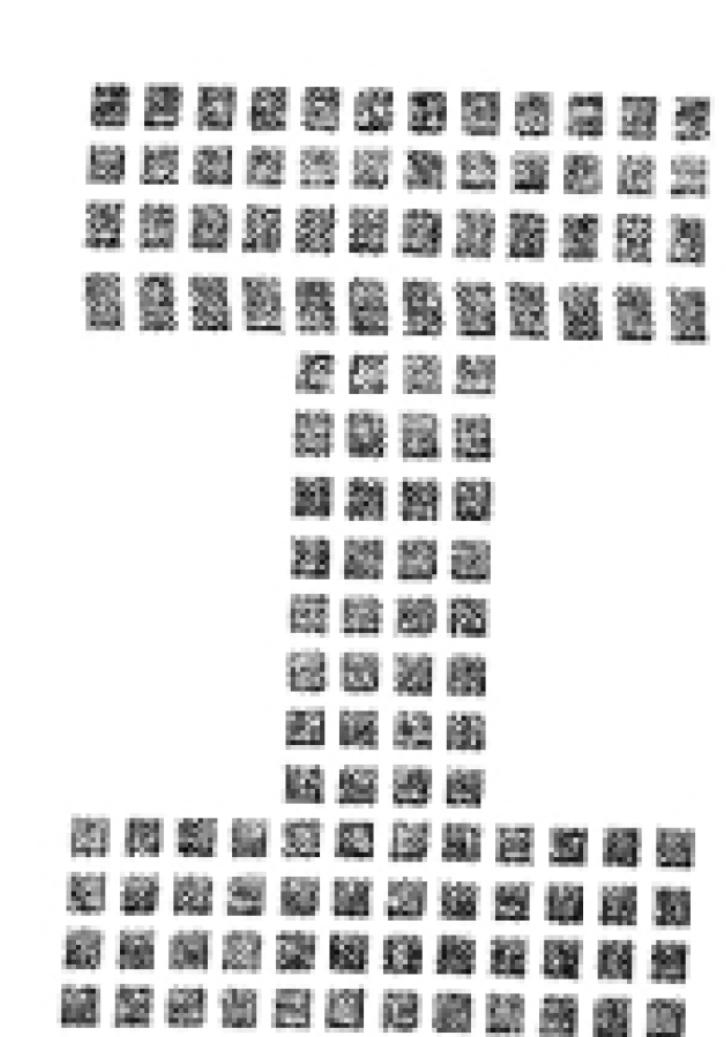
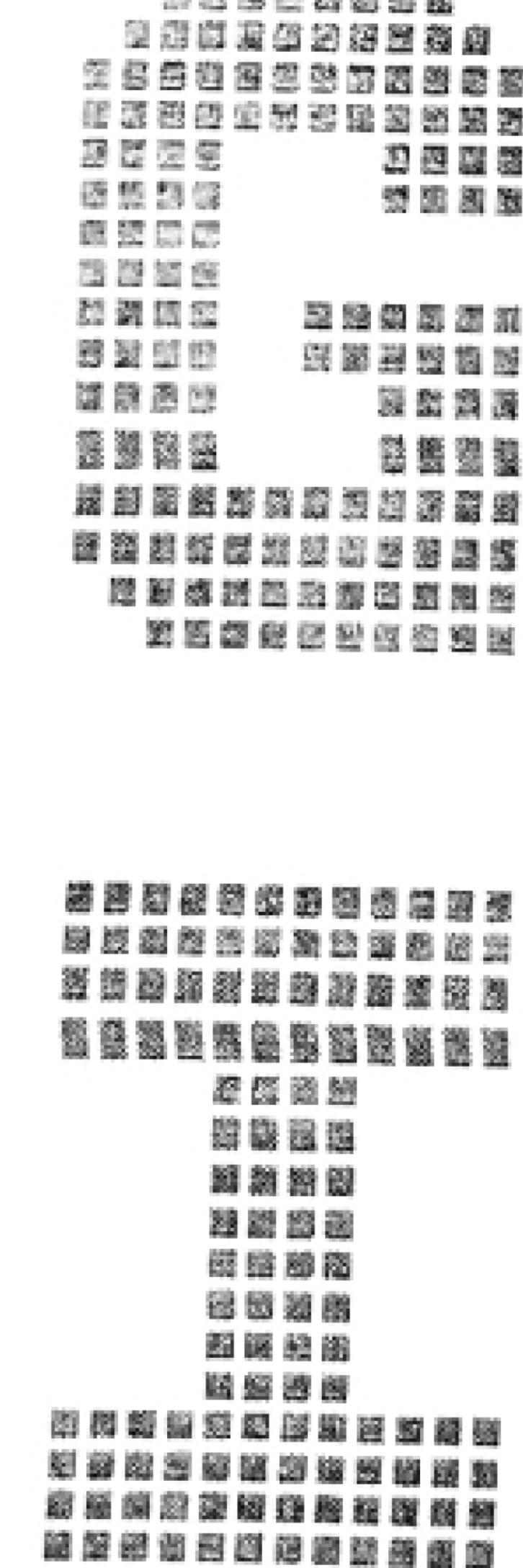
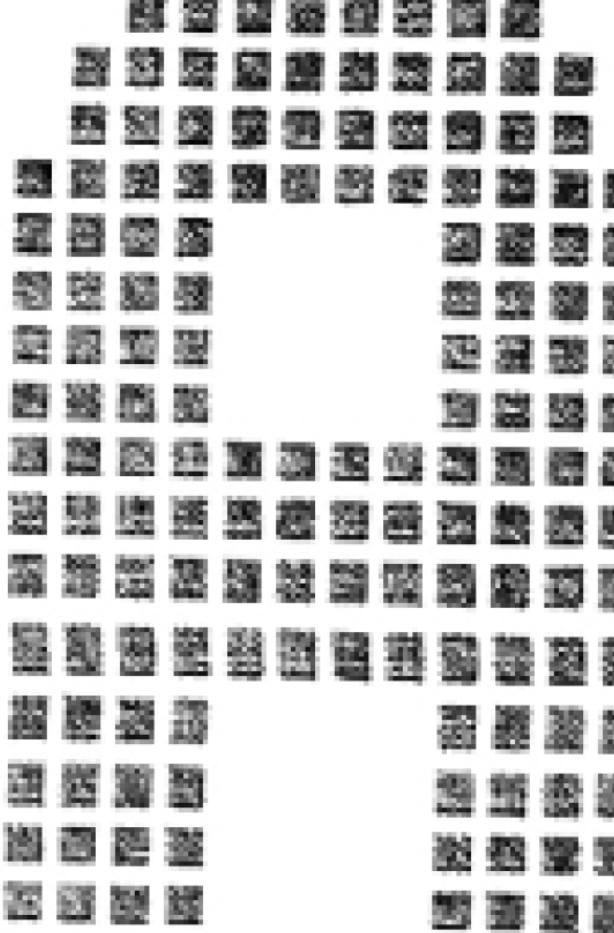




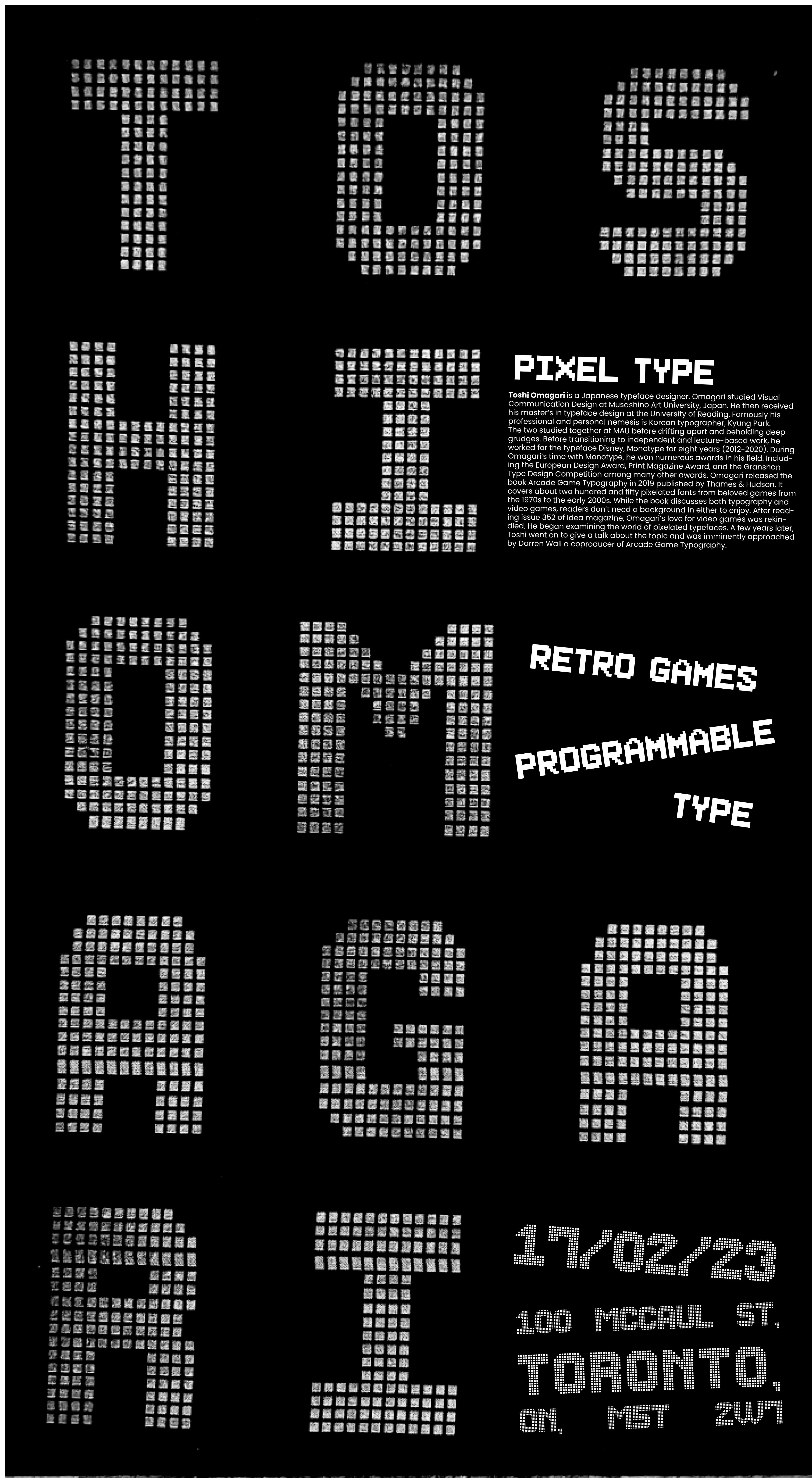
RETRO GAMES PROGRAMMABLE TYPE

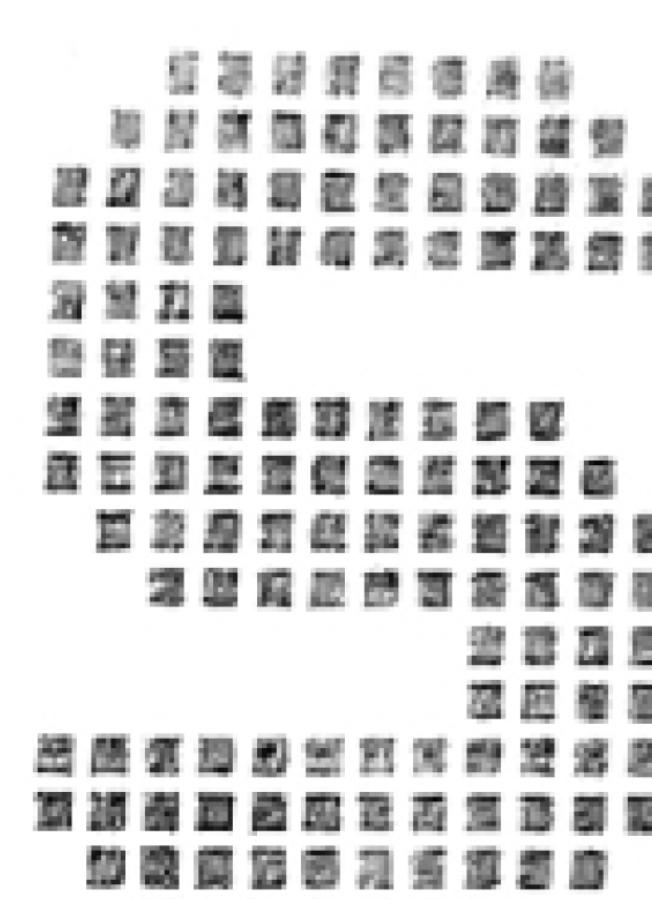
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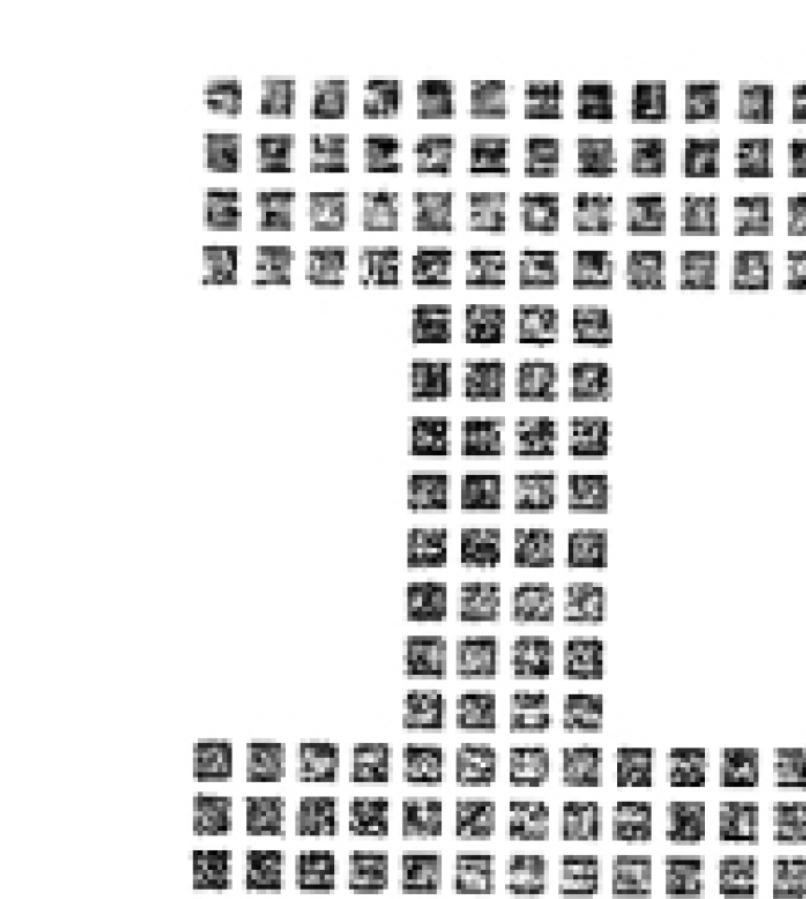
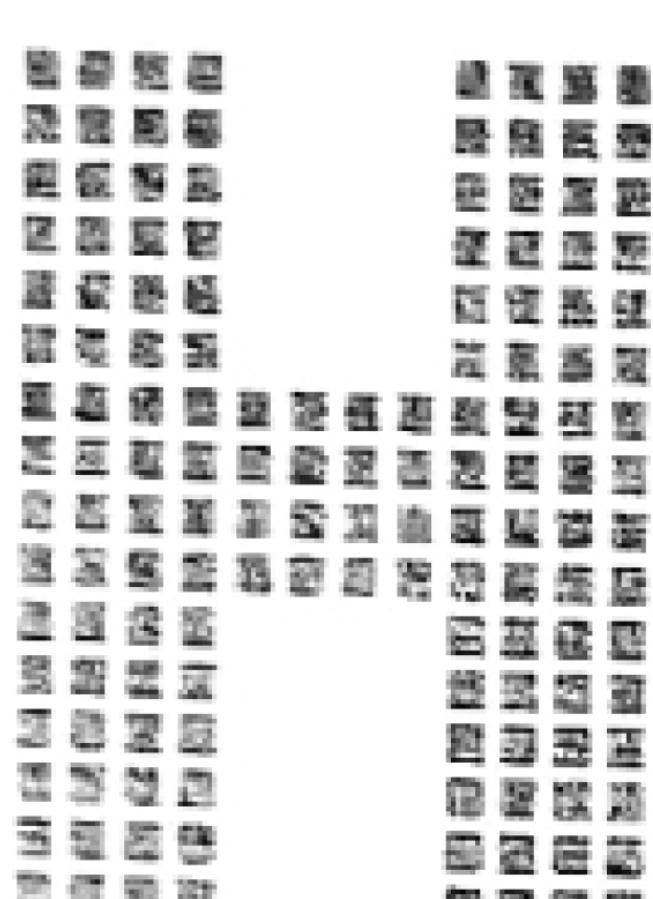


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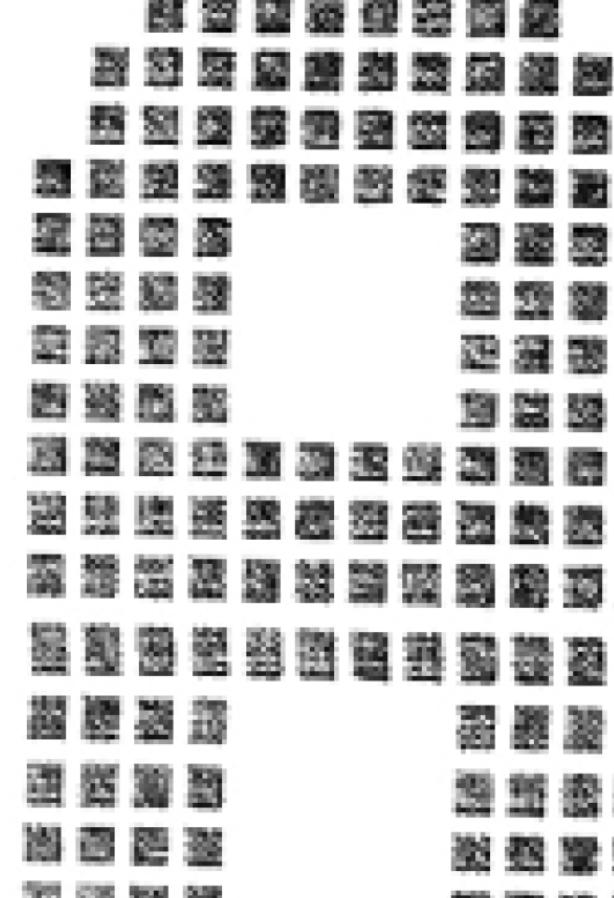
RETRO GAMES PROGRAMMABLE TYPE



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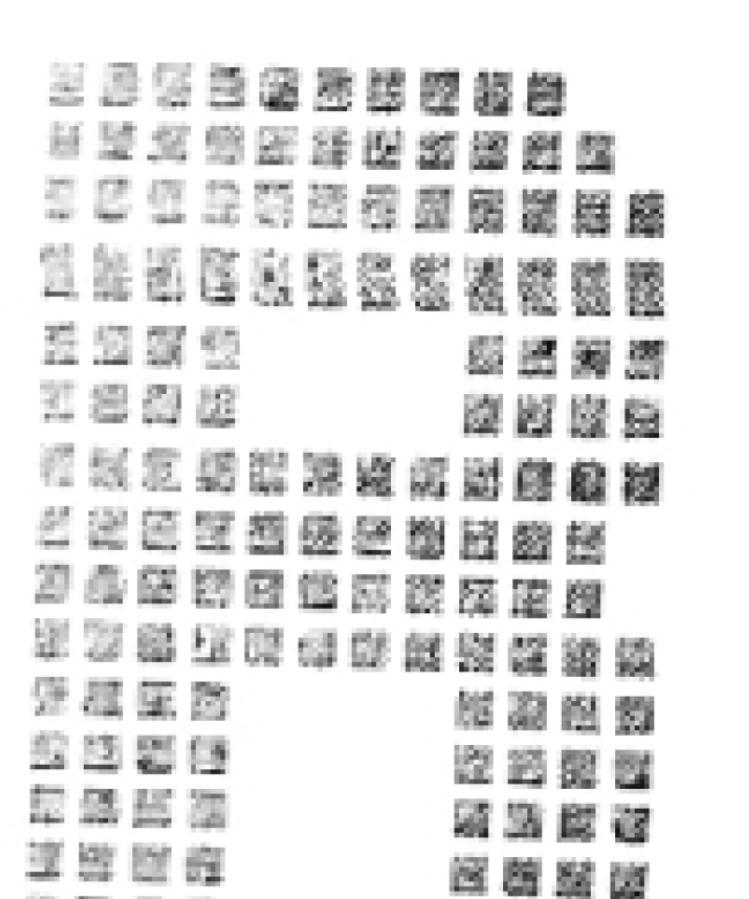
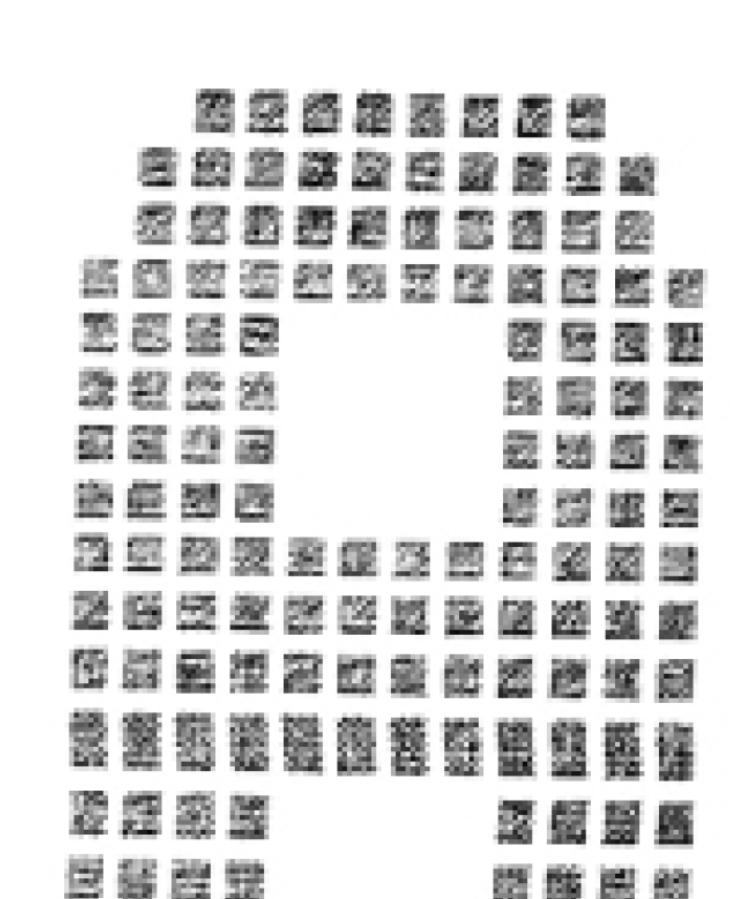
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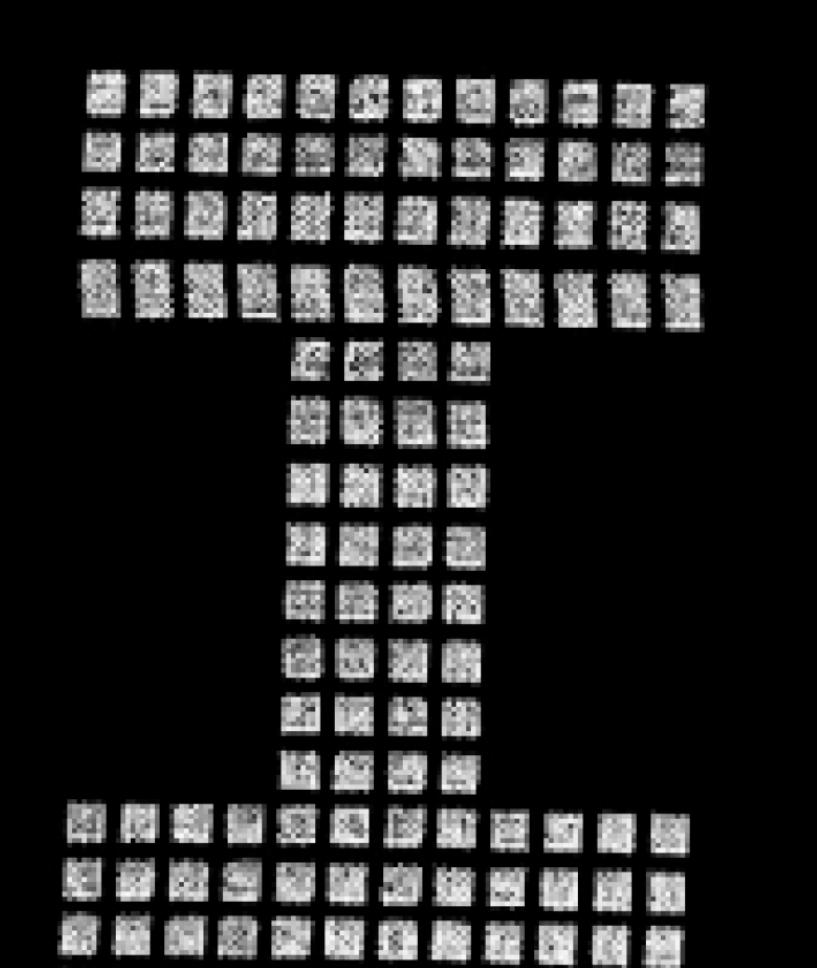
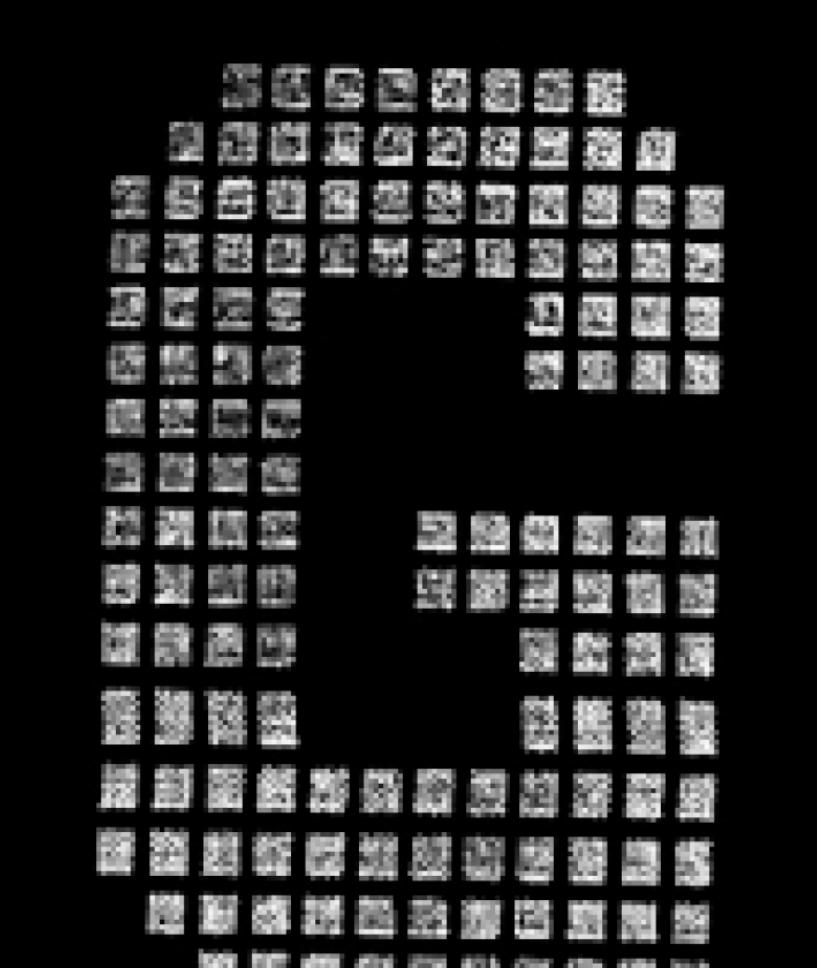
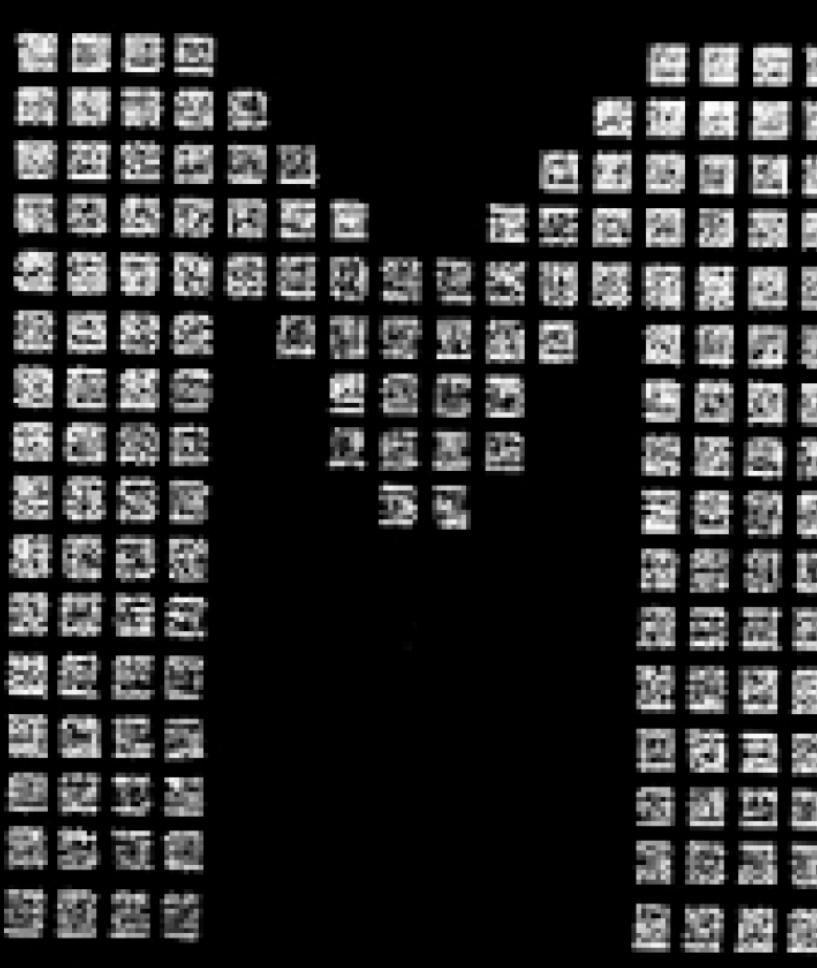
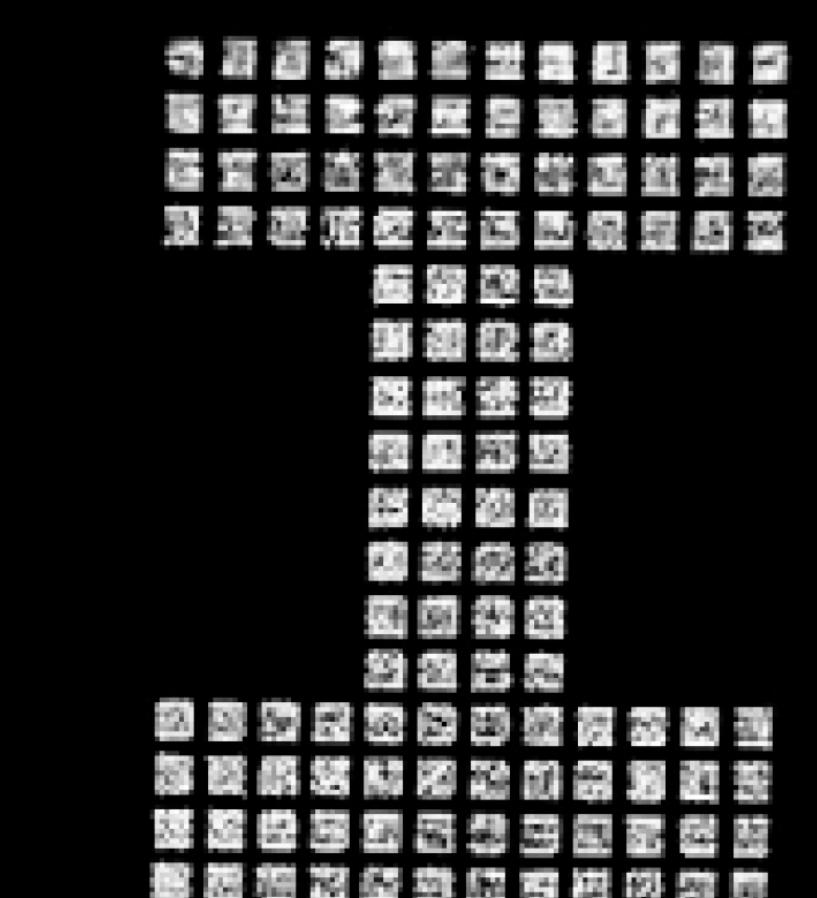
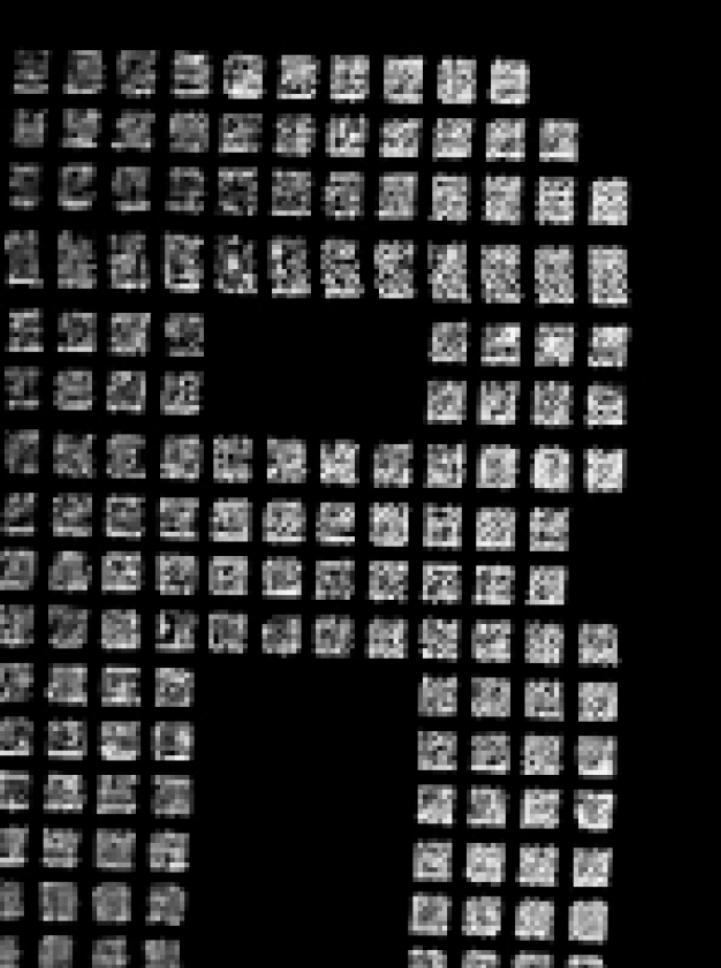
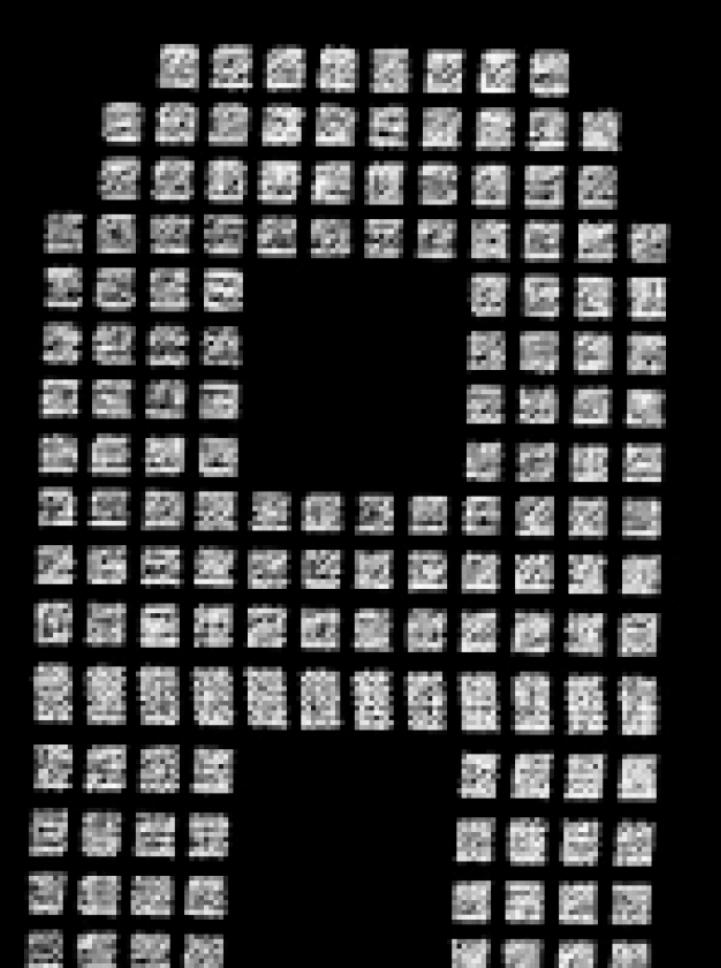
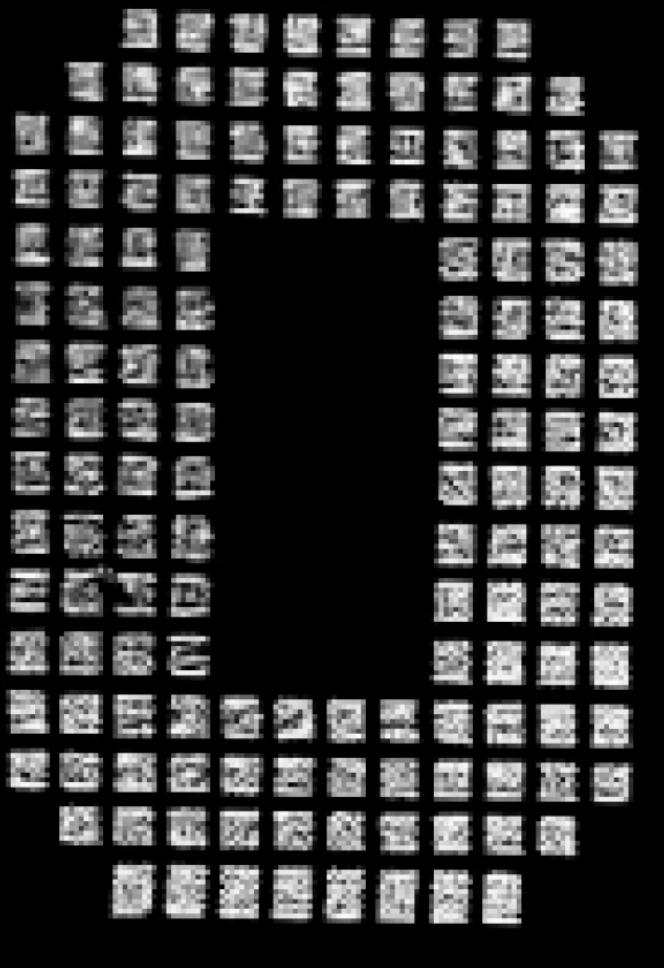
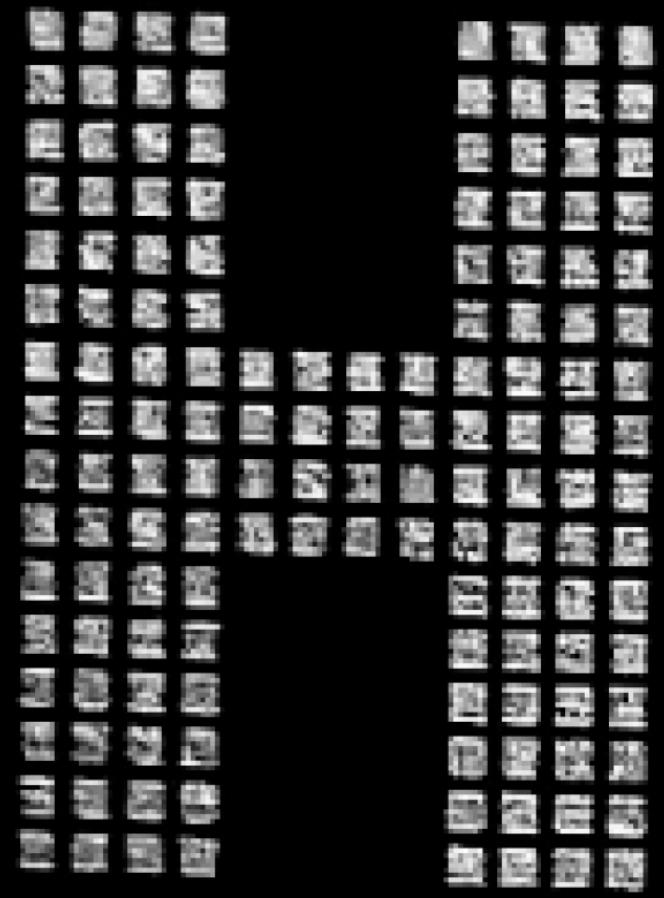
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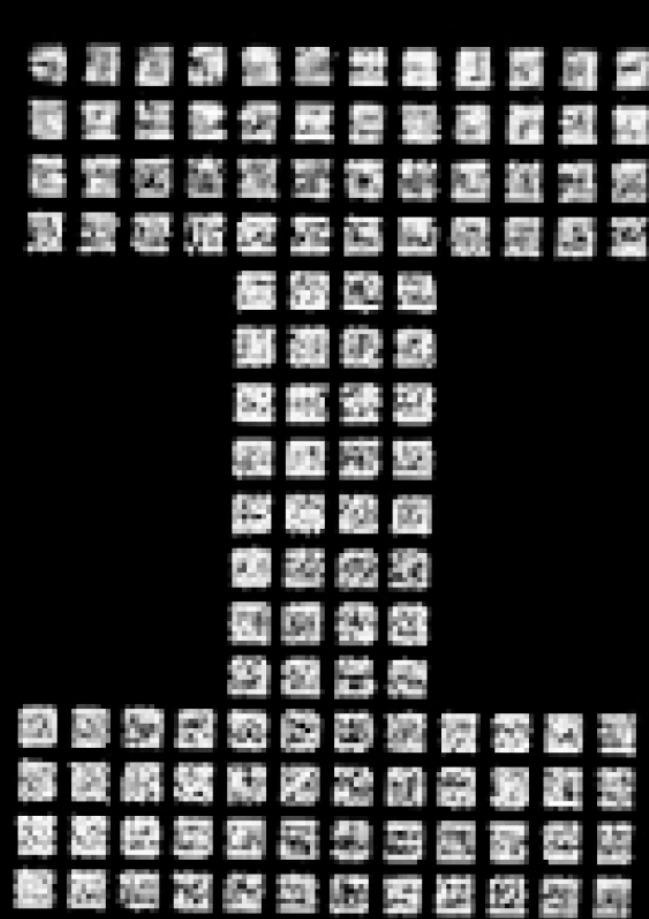
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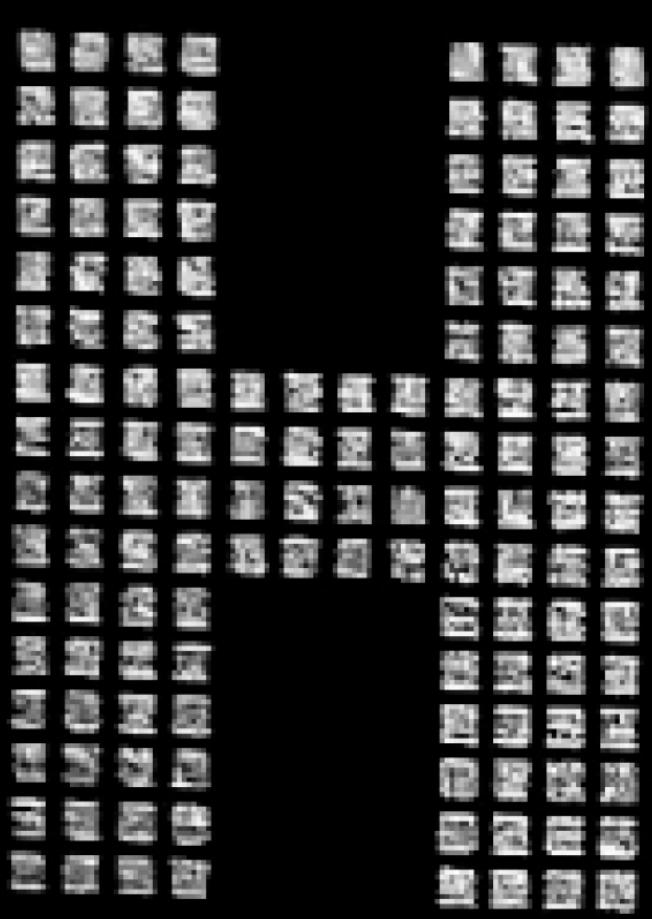
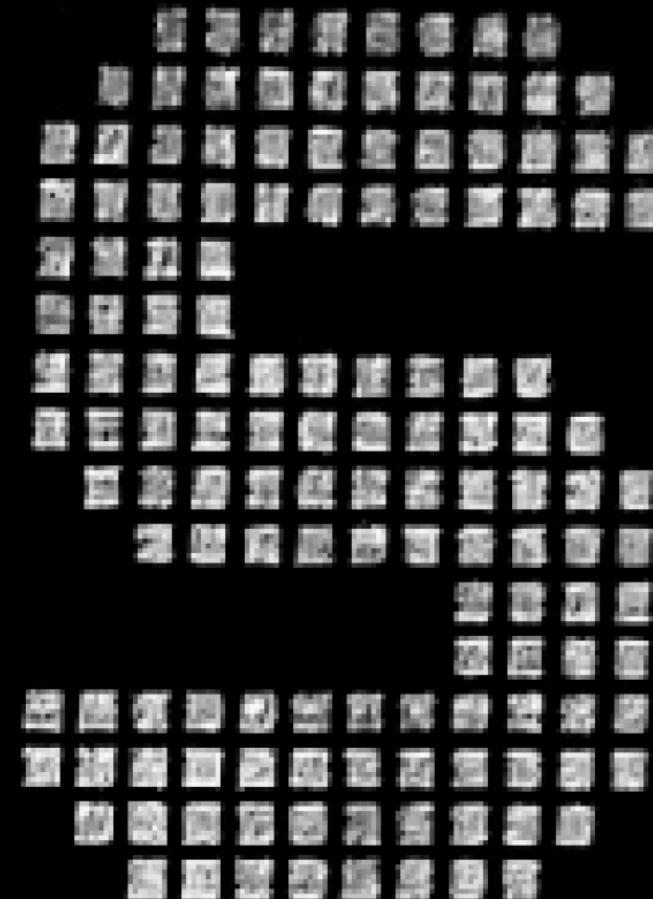
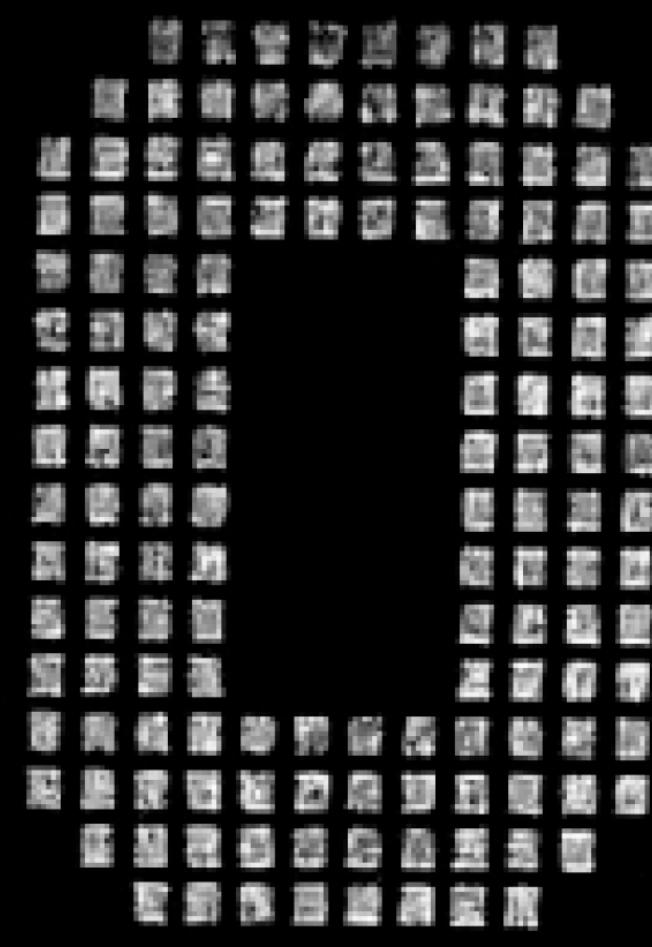
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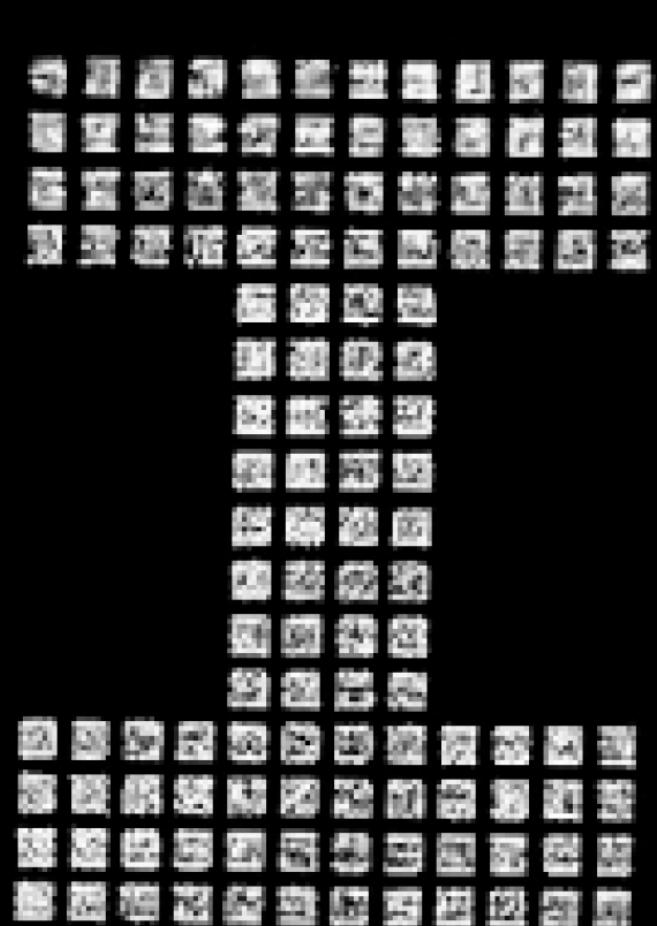
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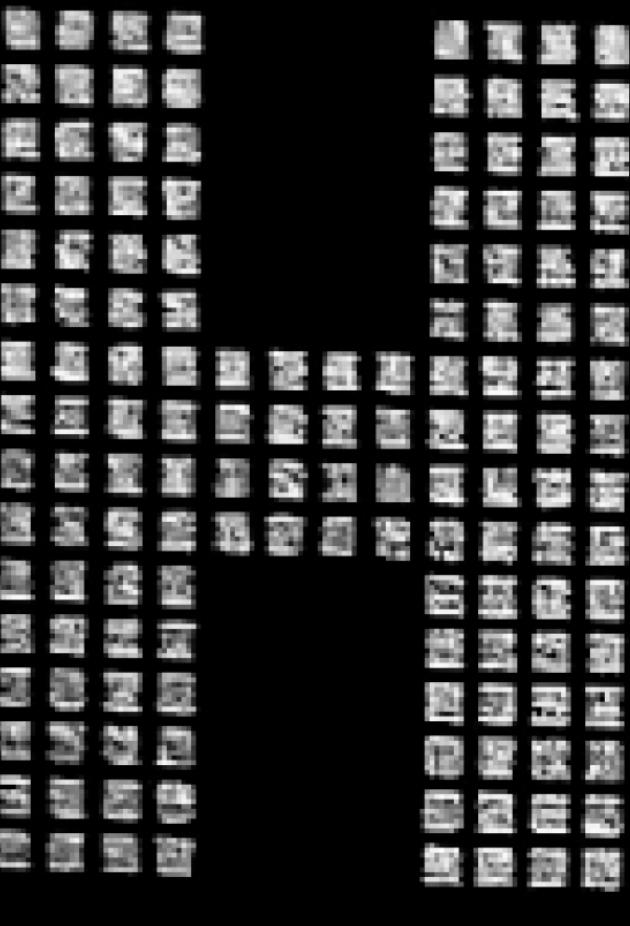
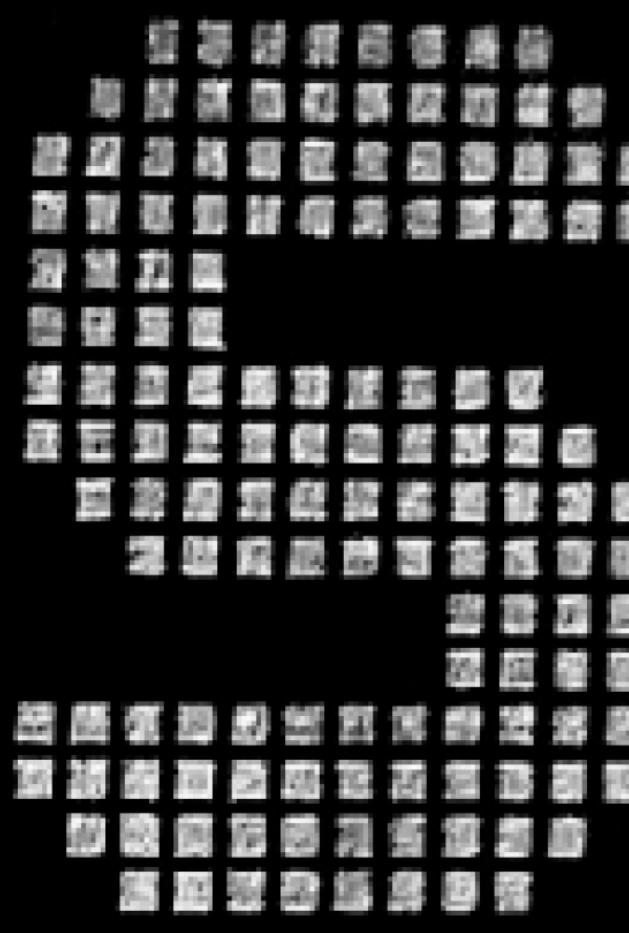
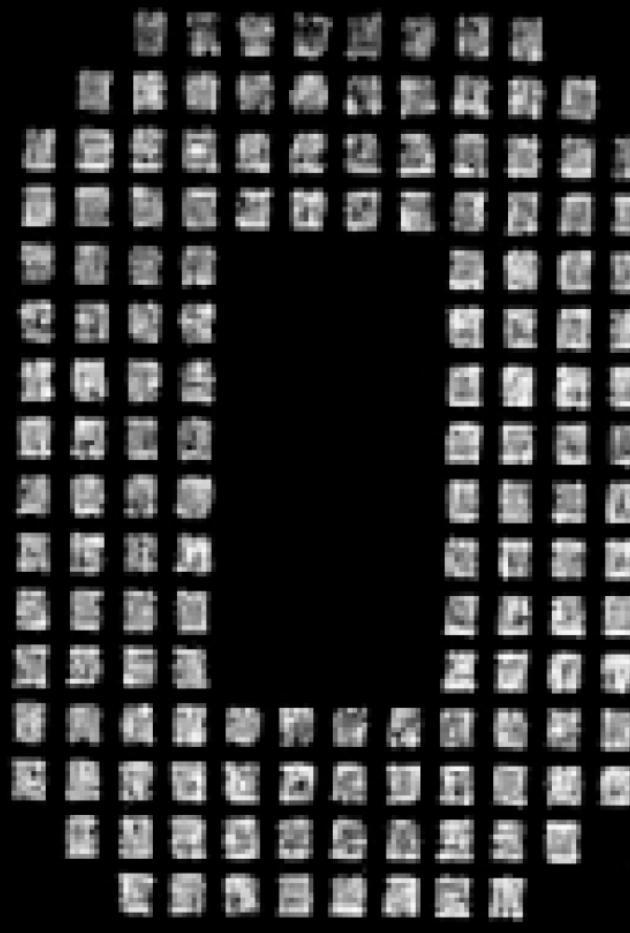
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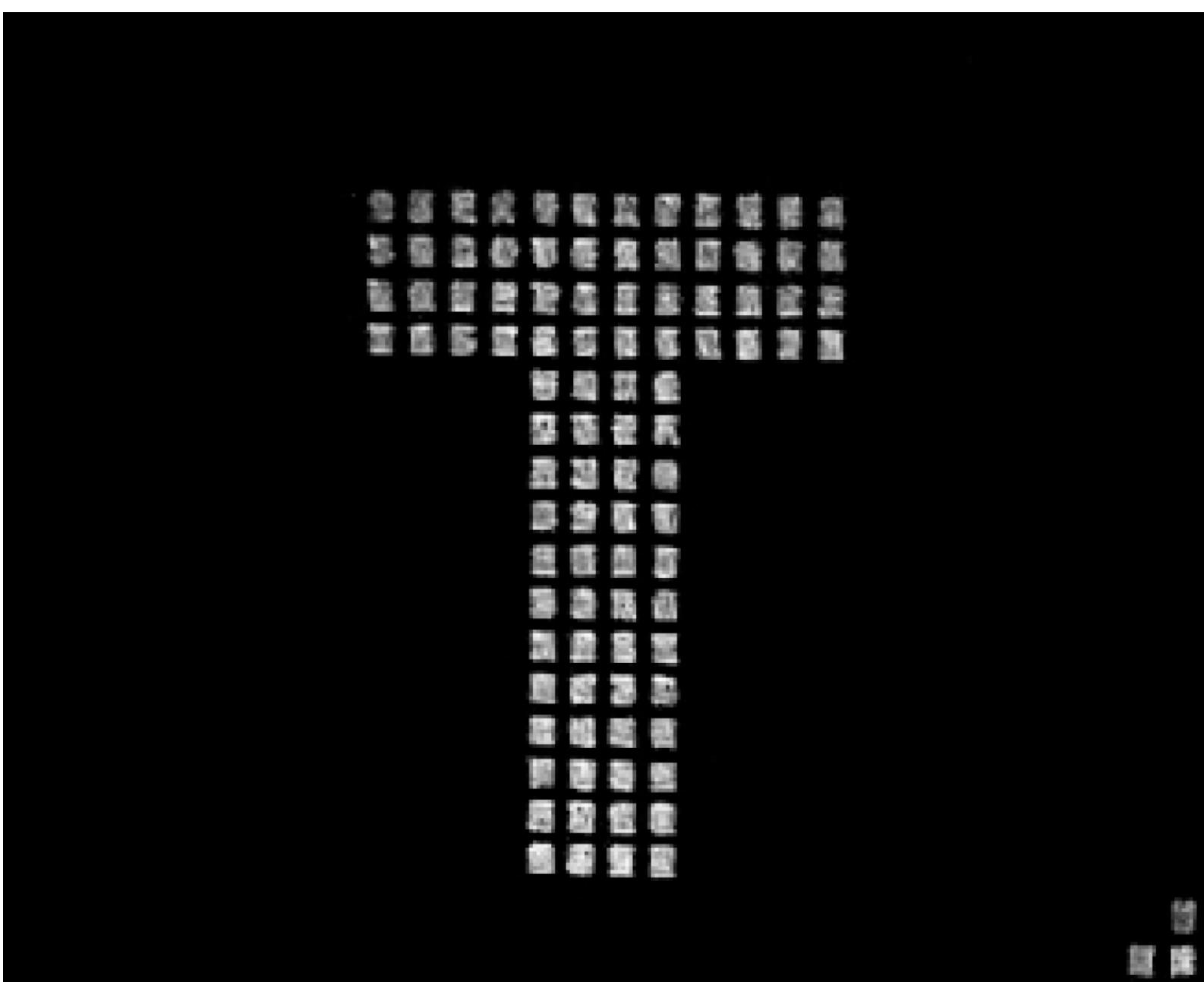


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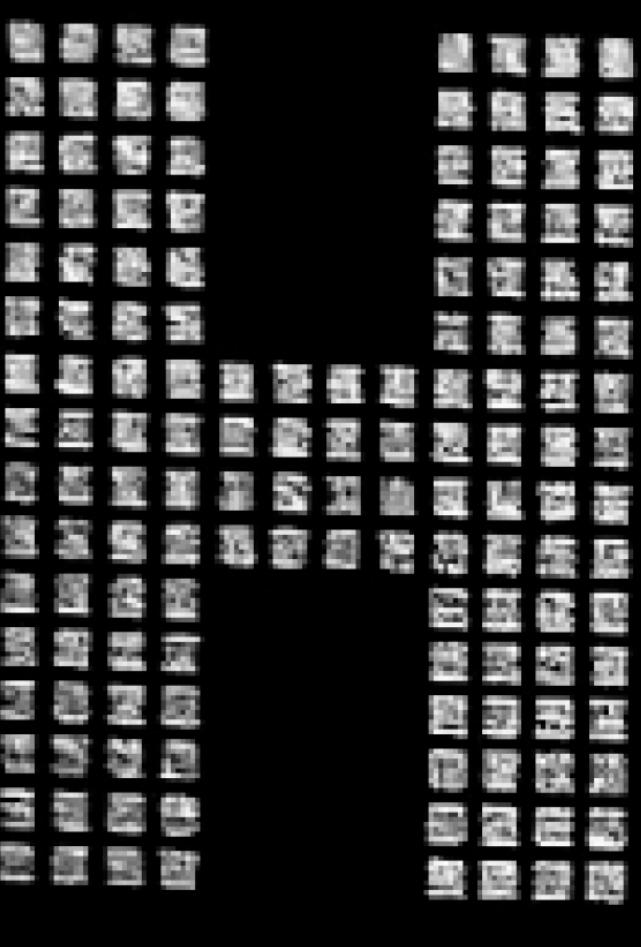
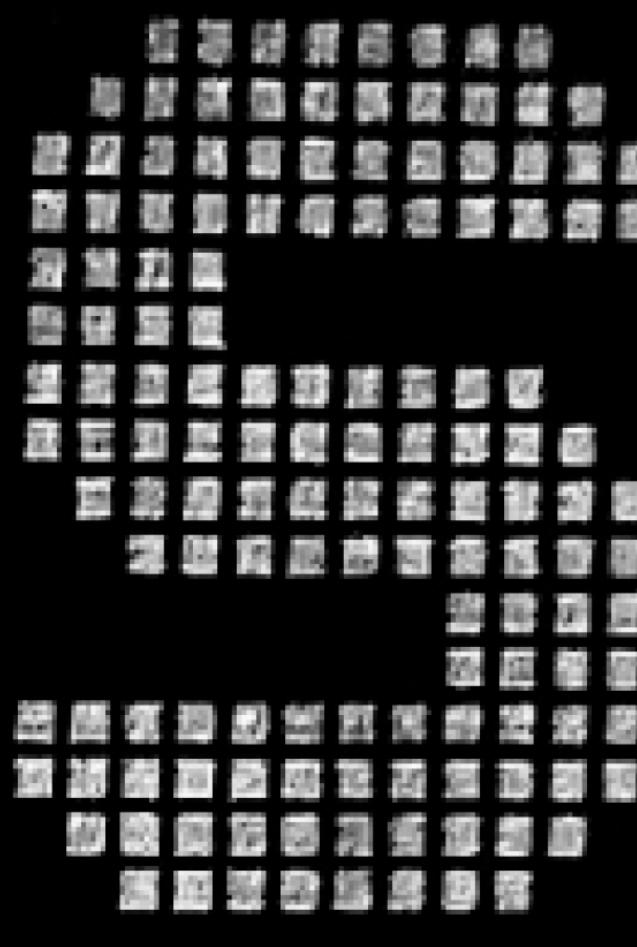
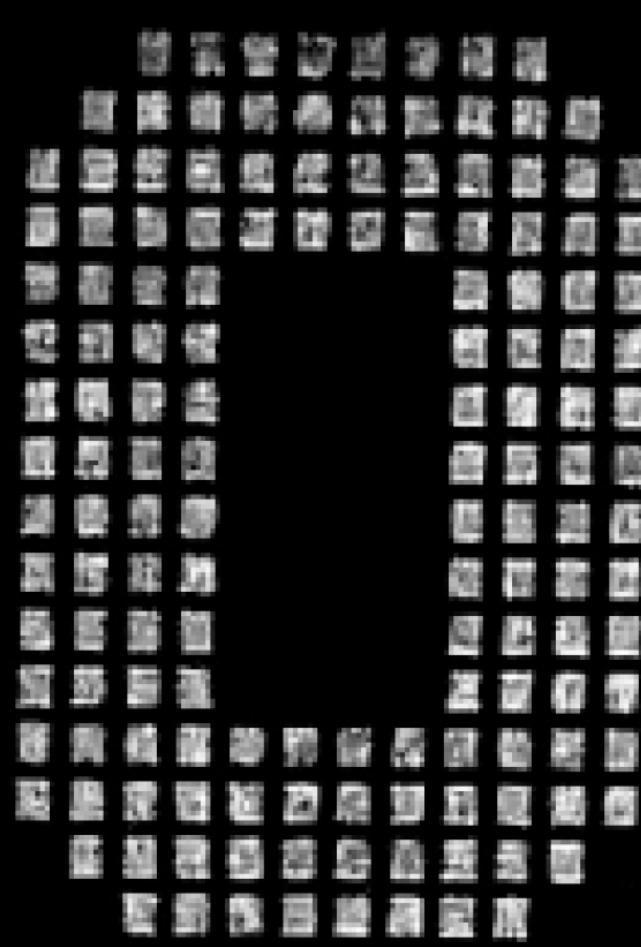
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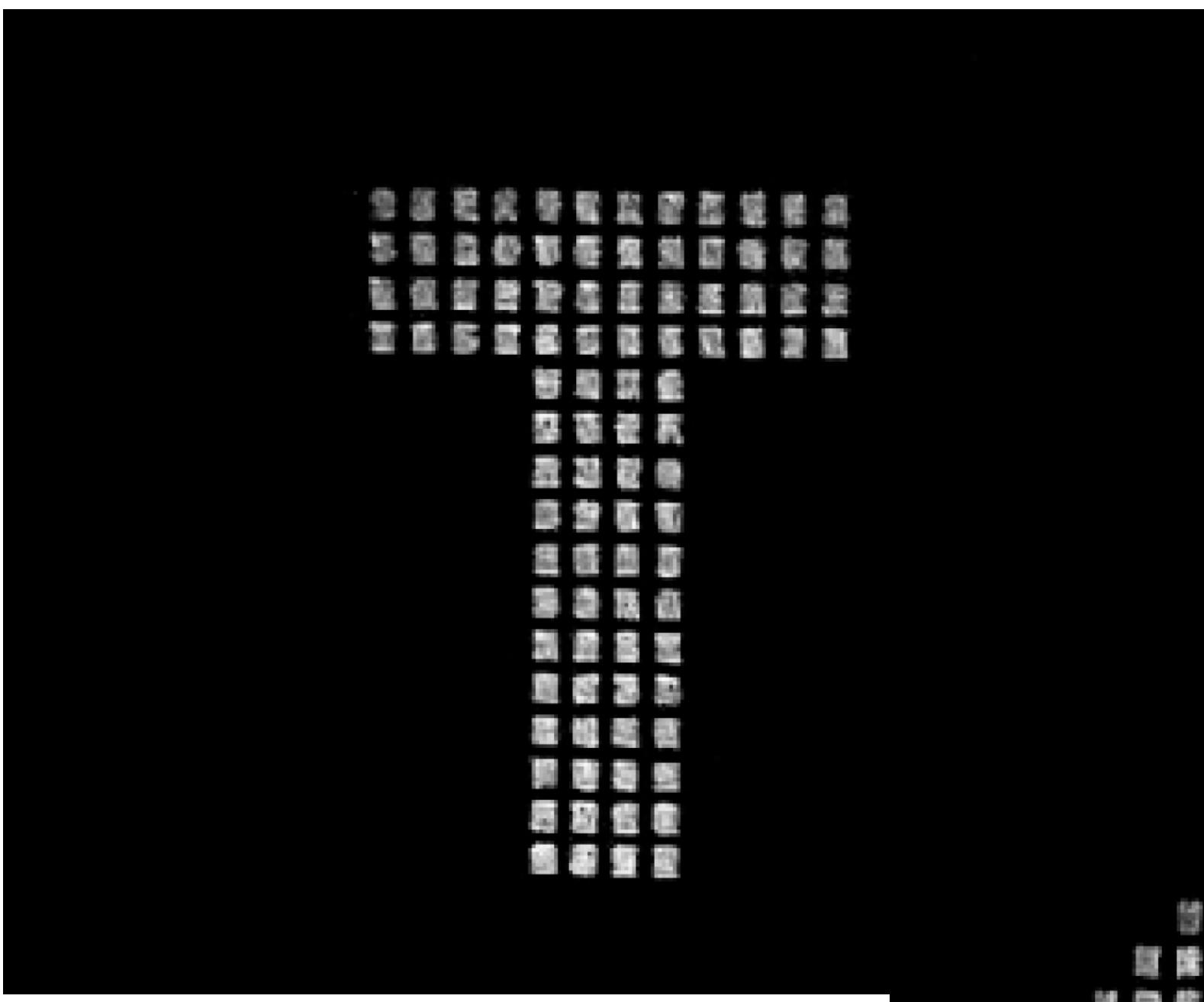
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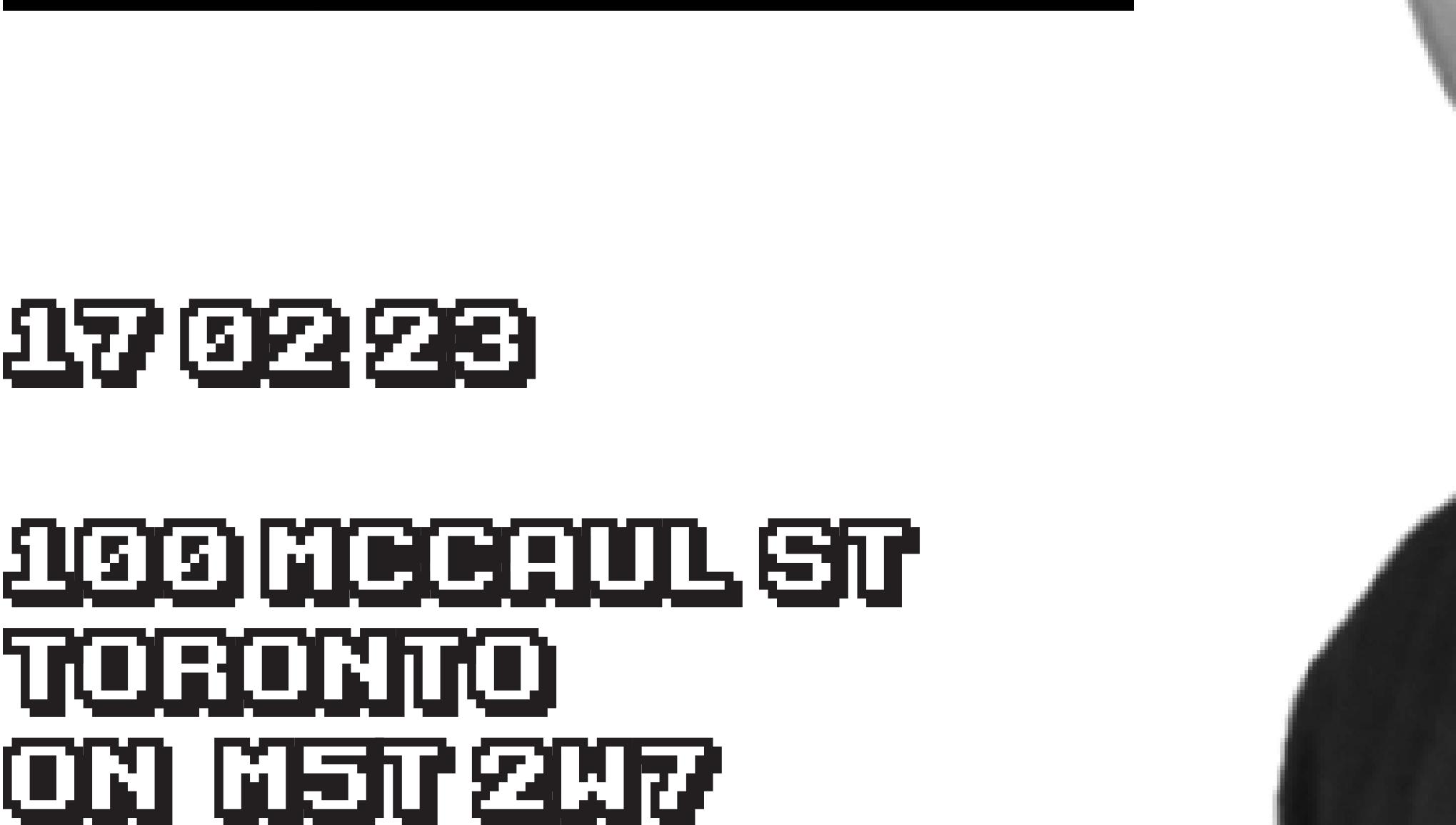
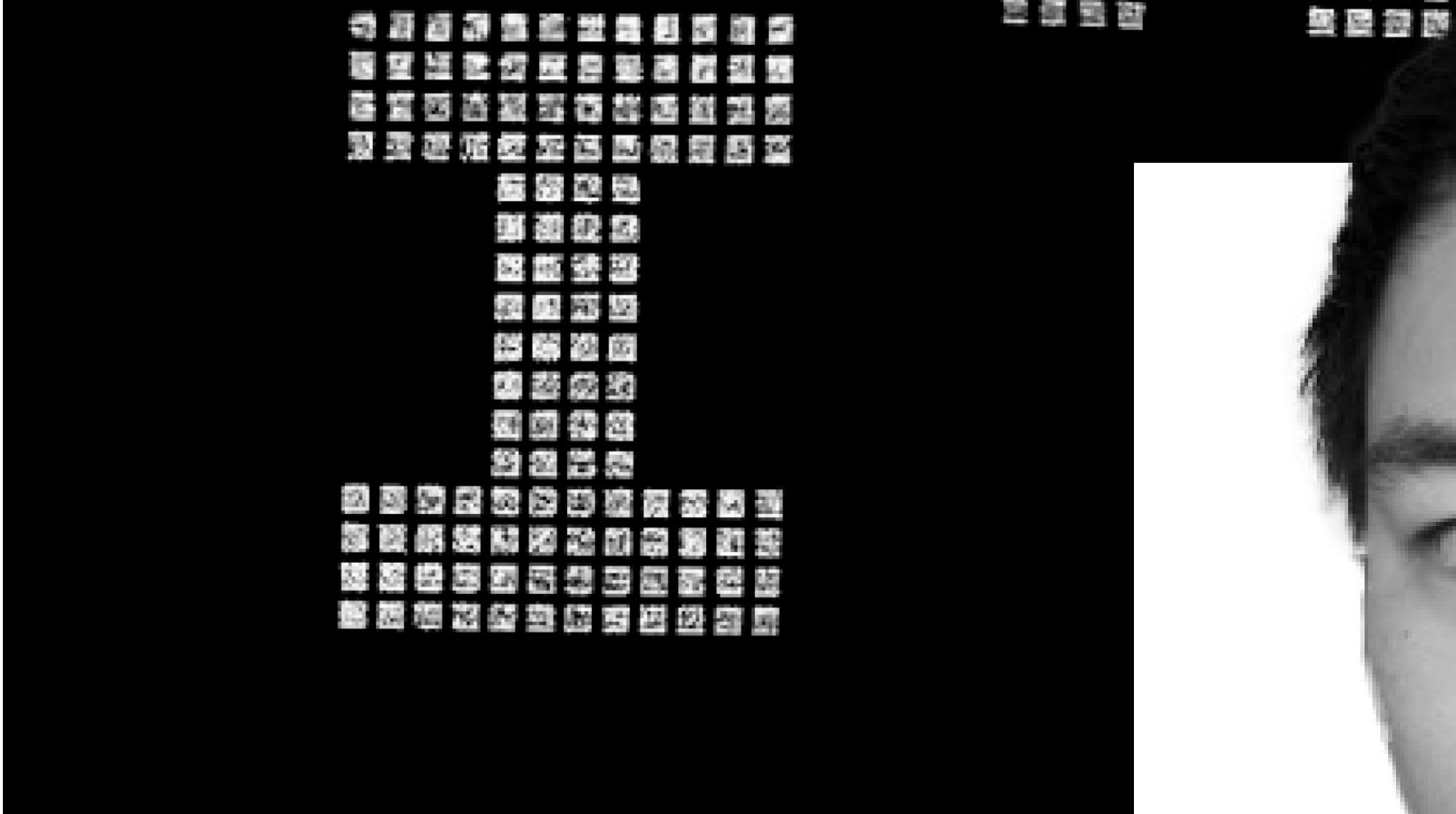
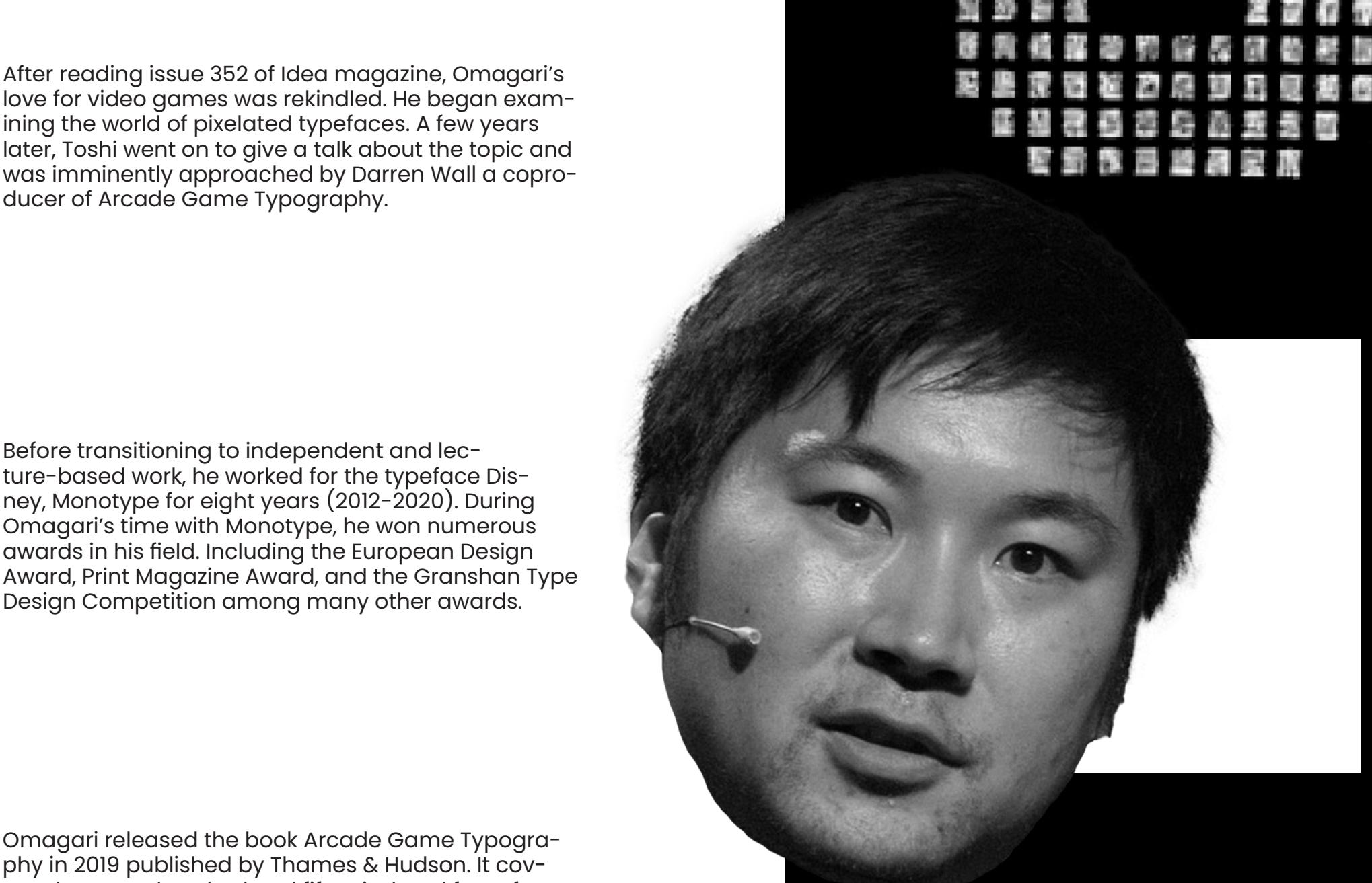
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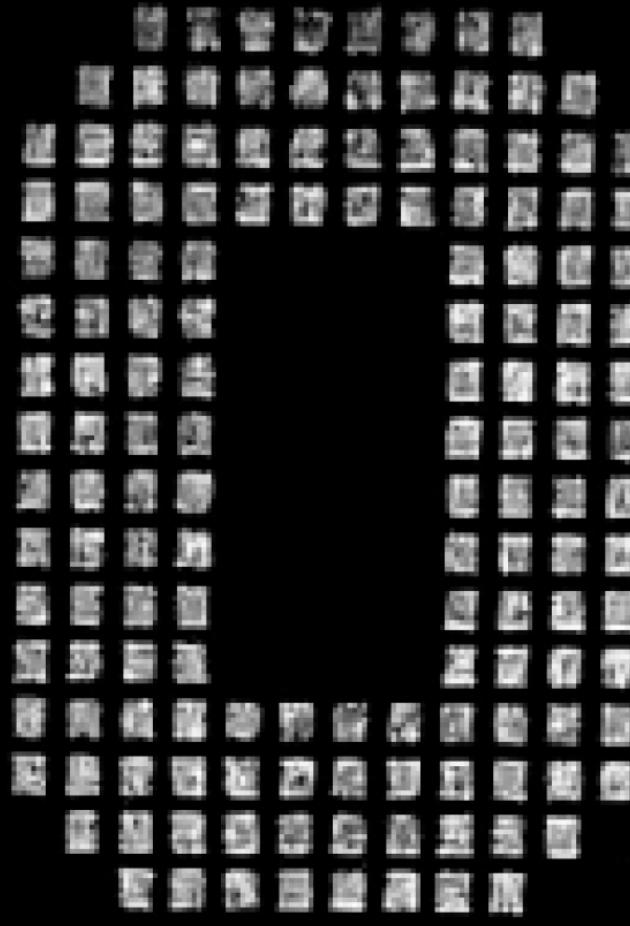
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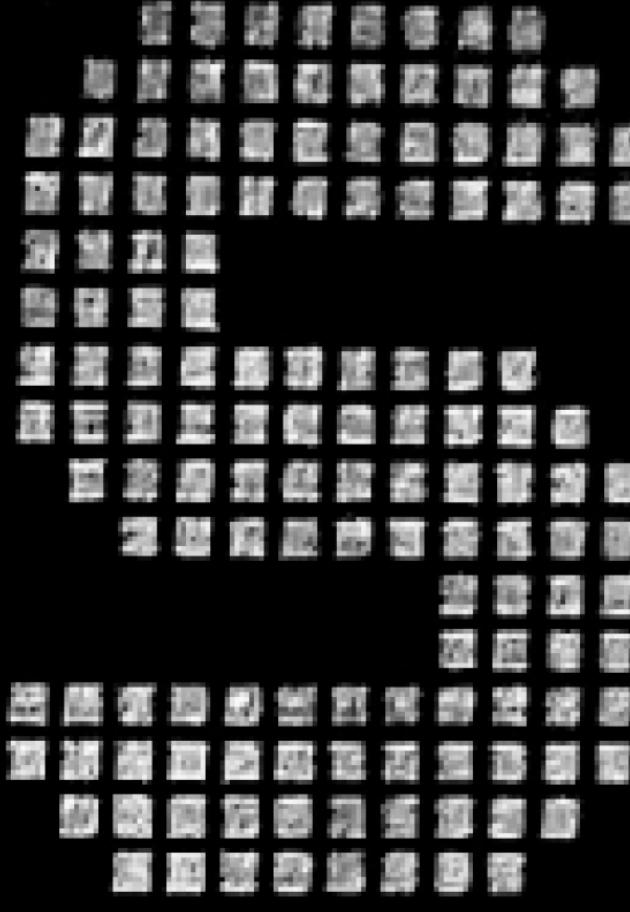
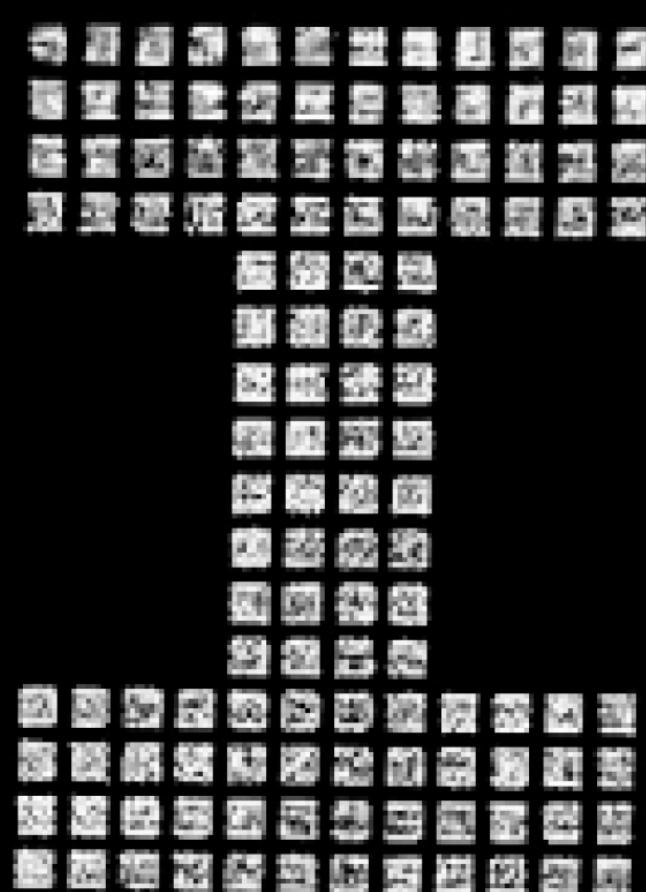
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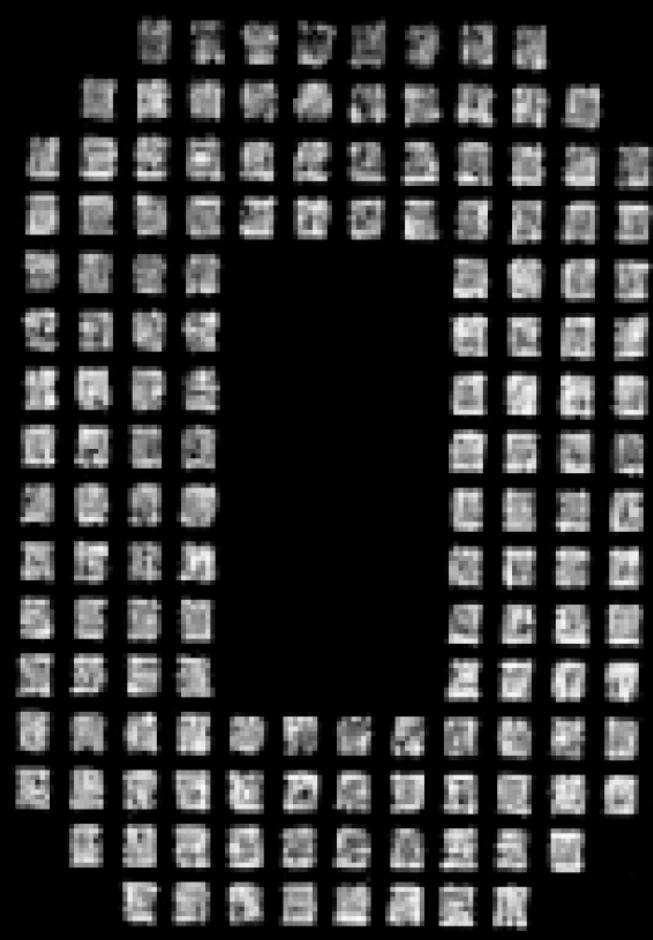
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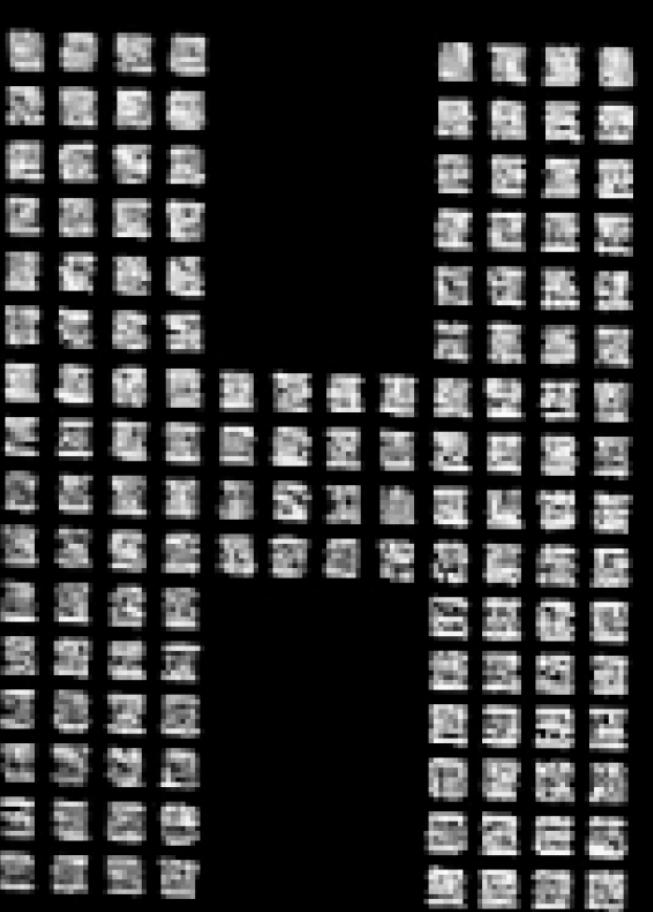


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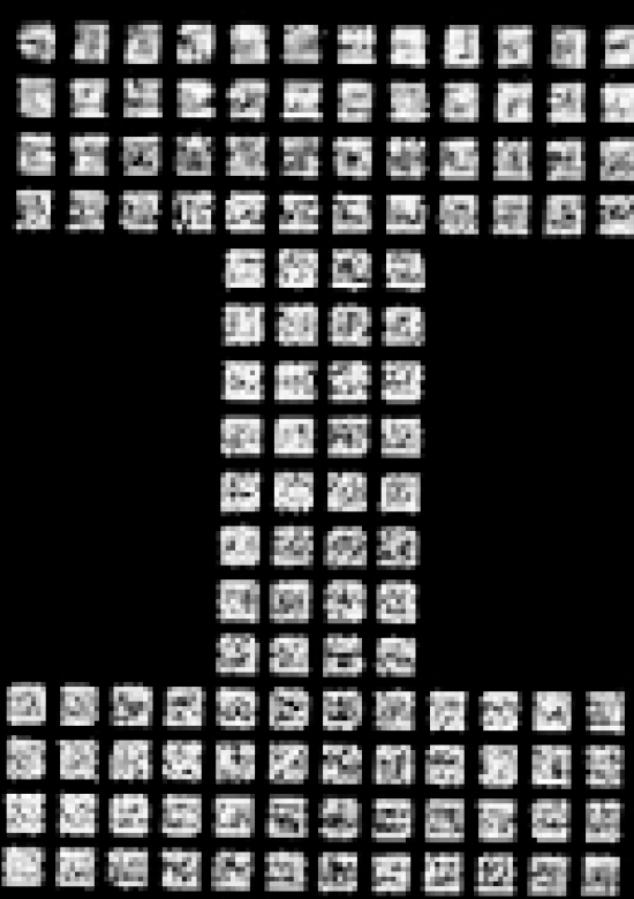


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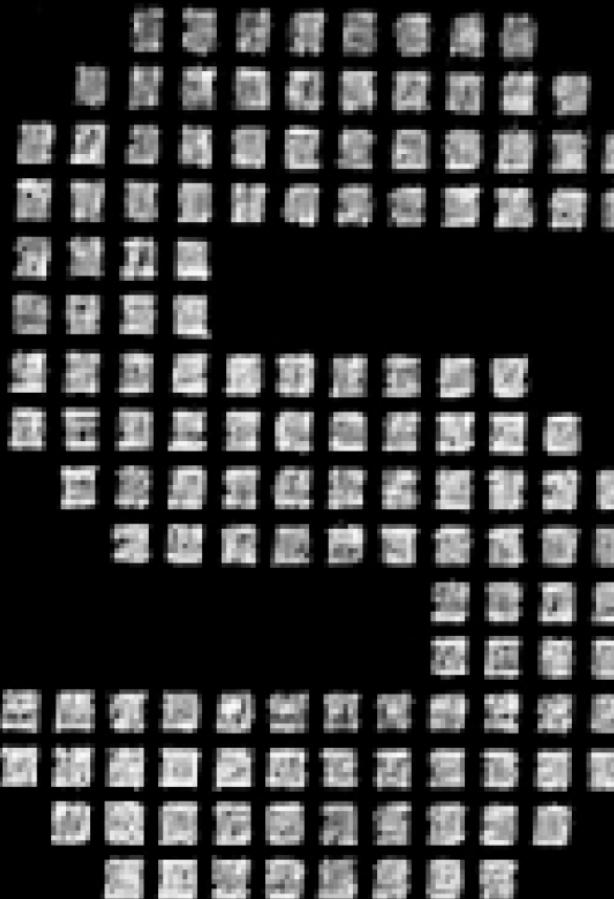
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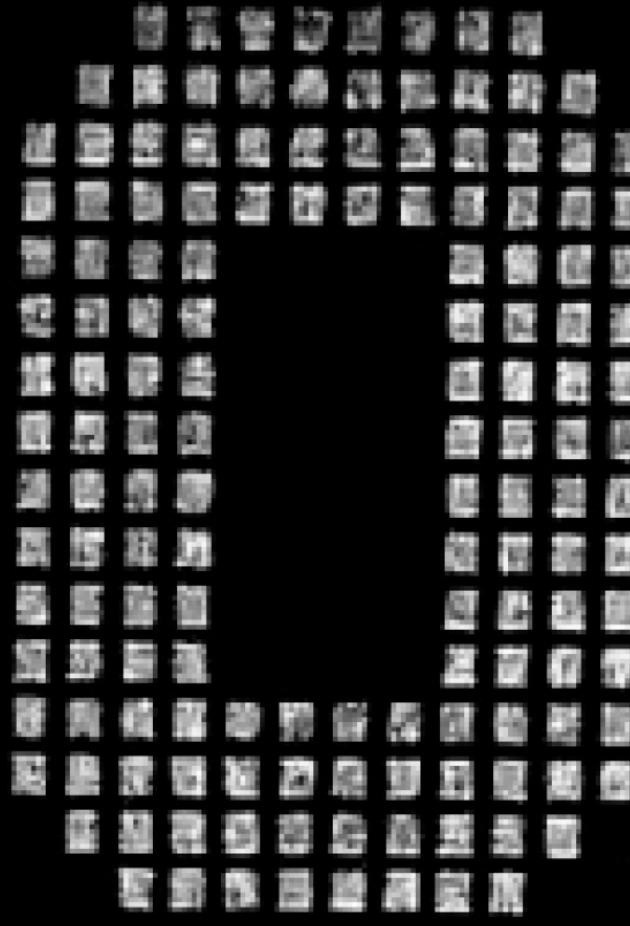


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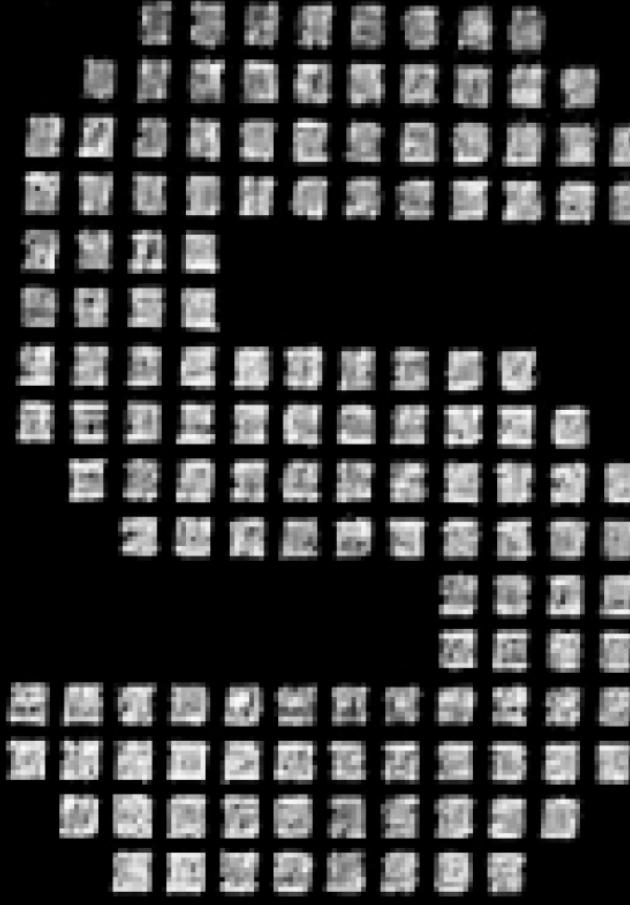
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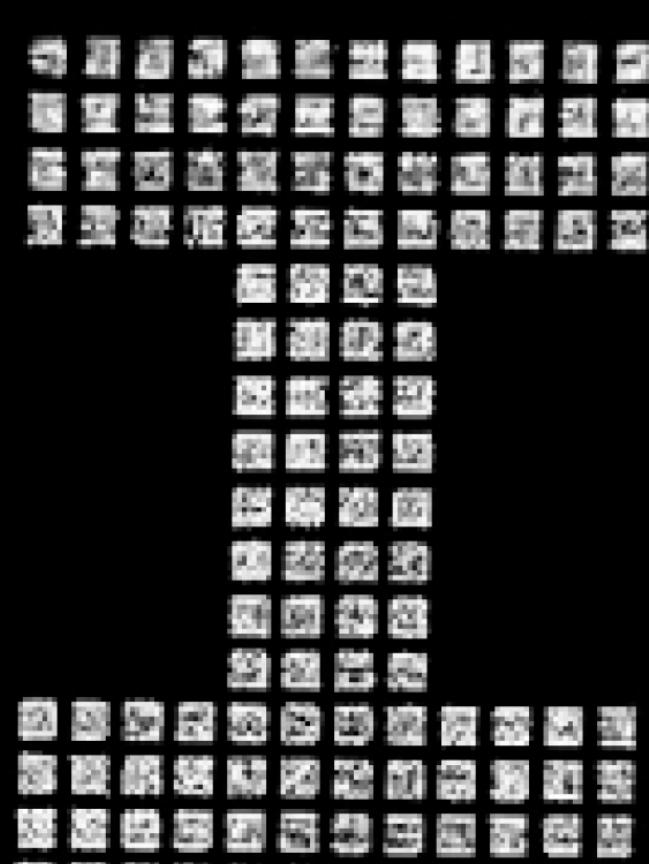
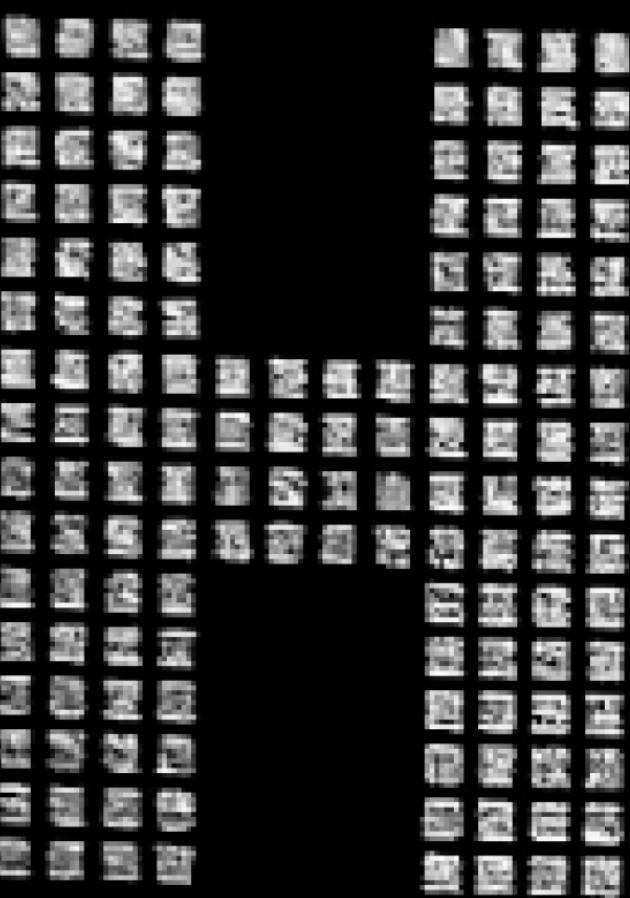
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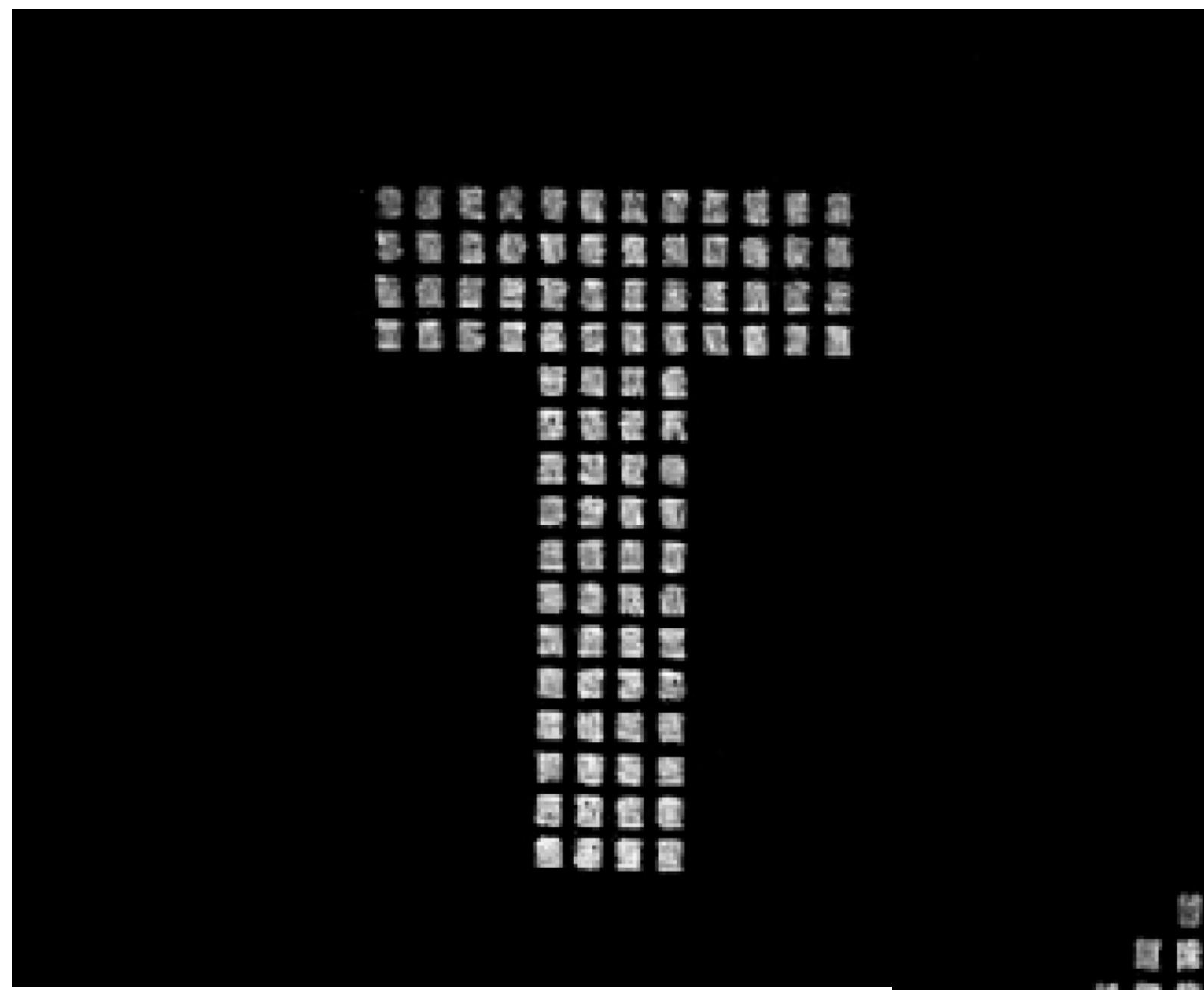
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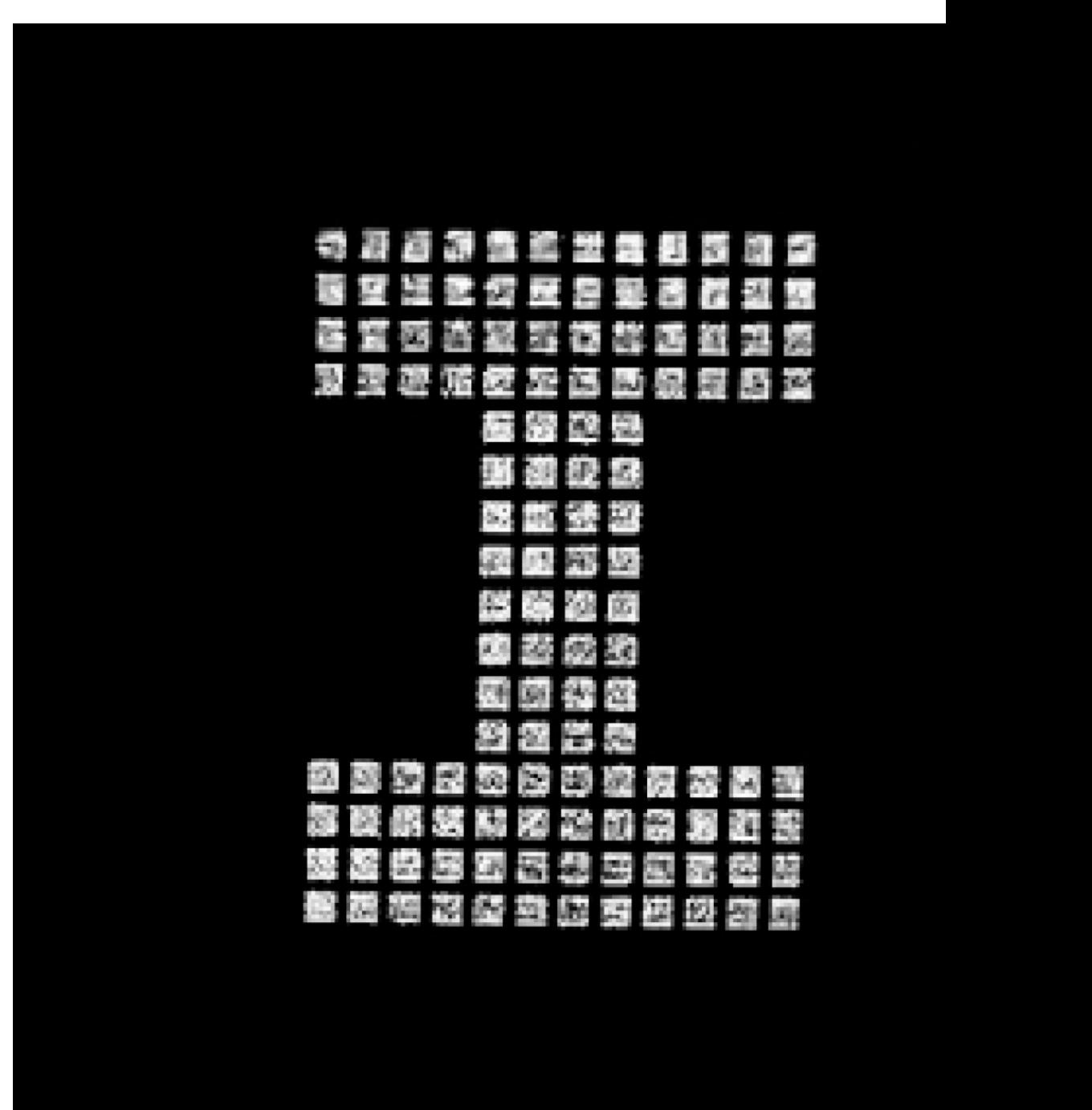


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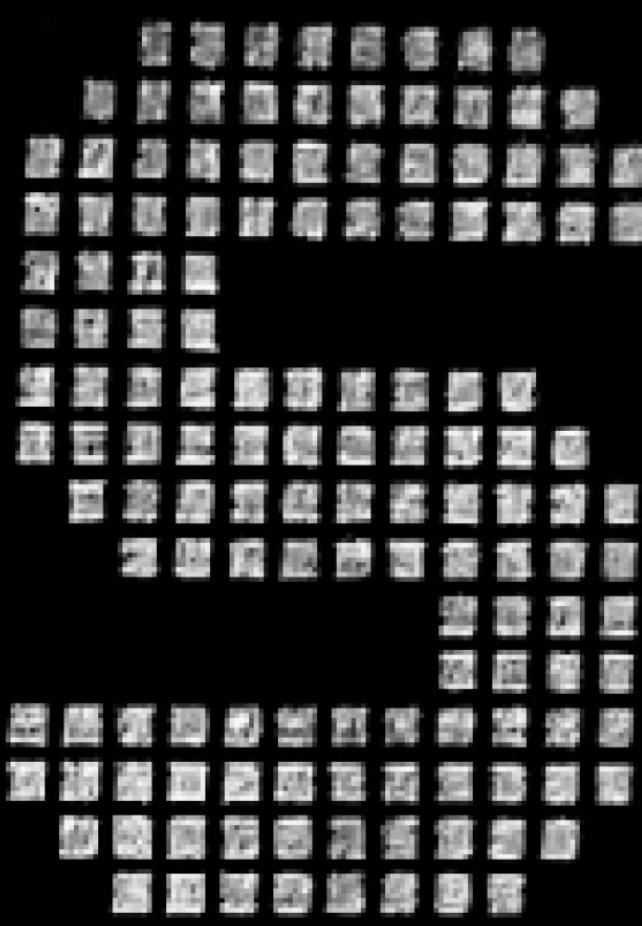
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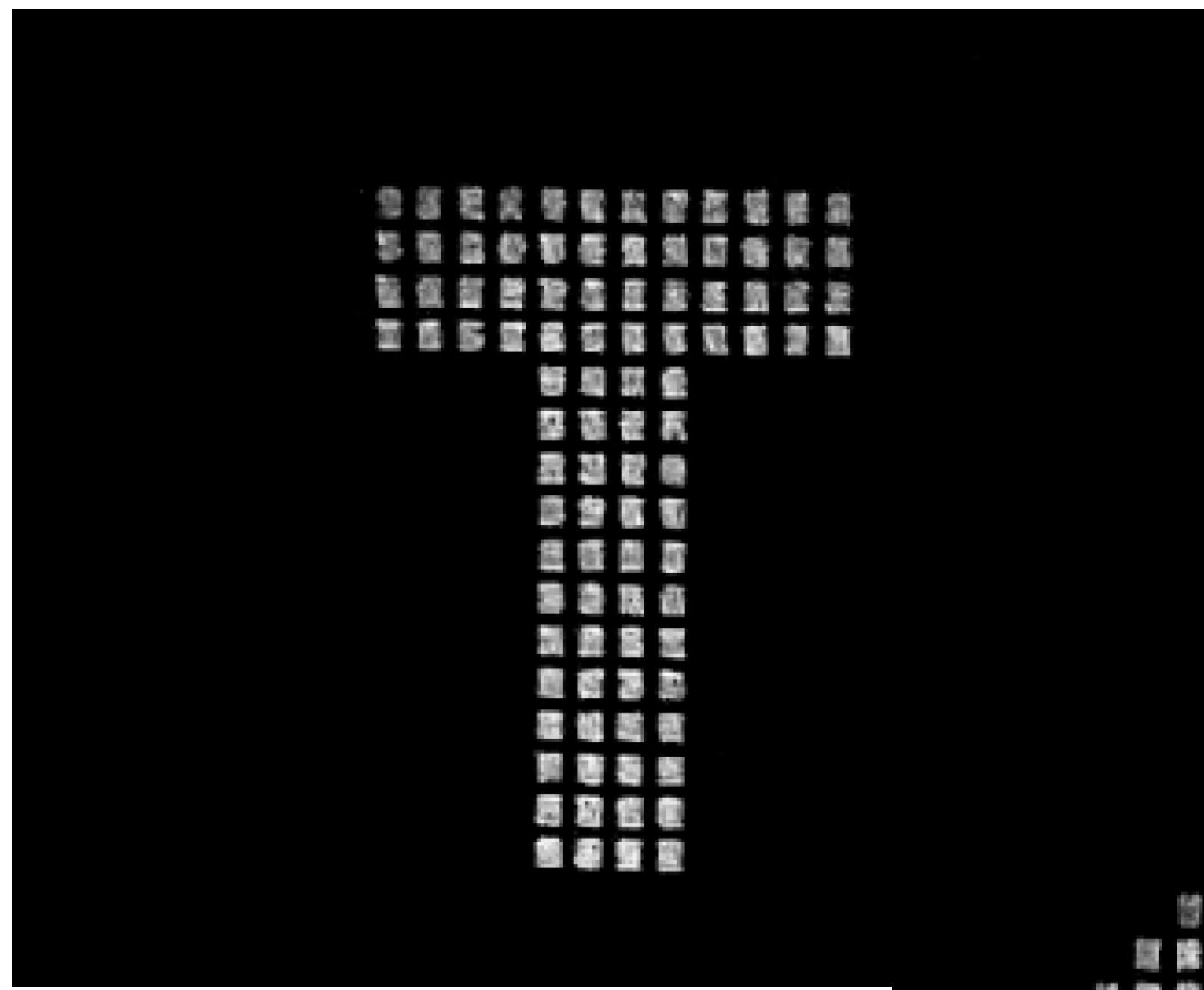
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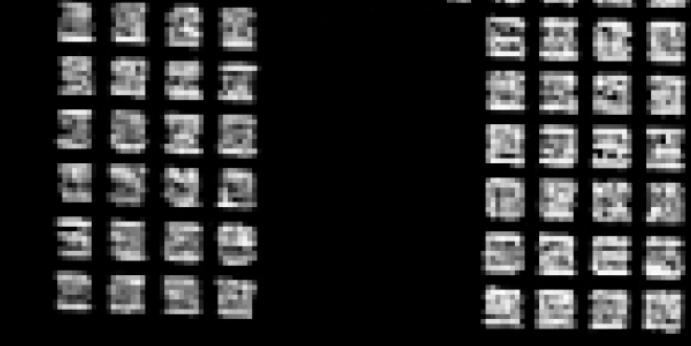
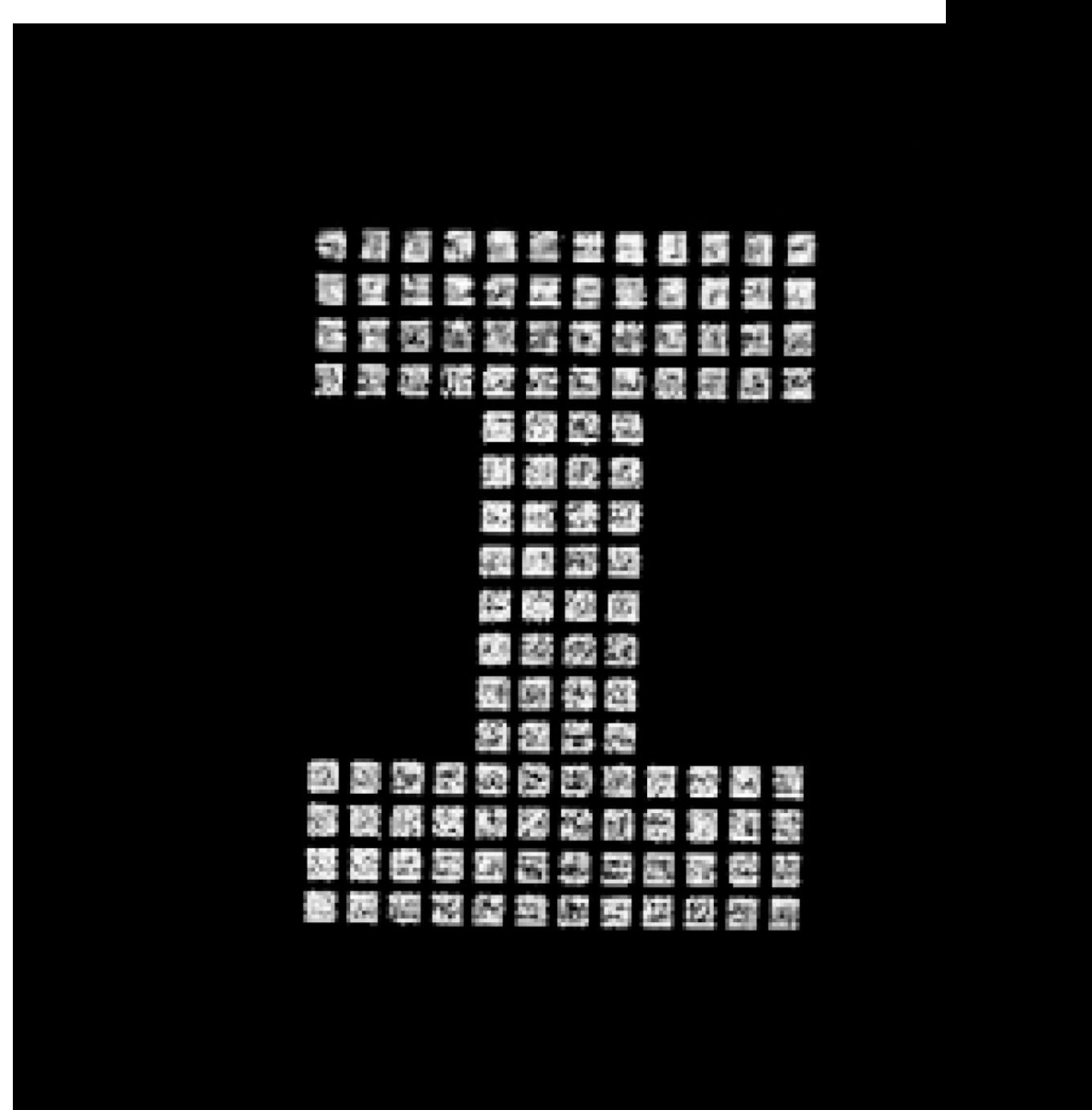


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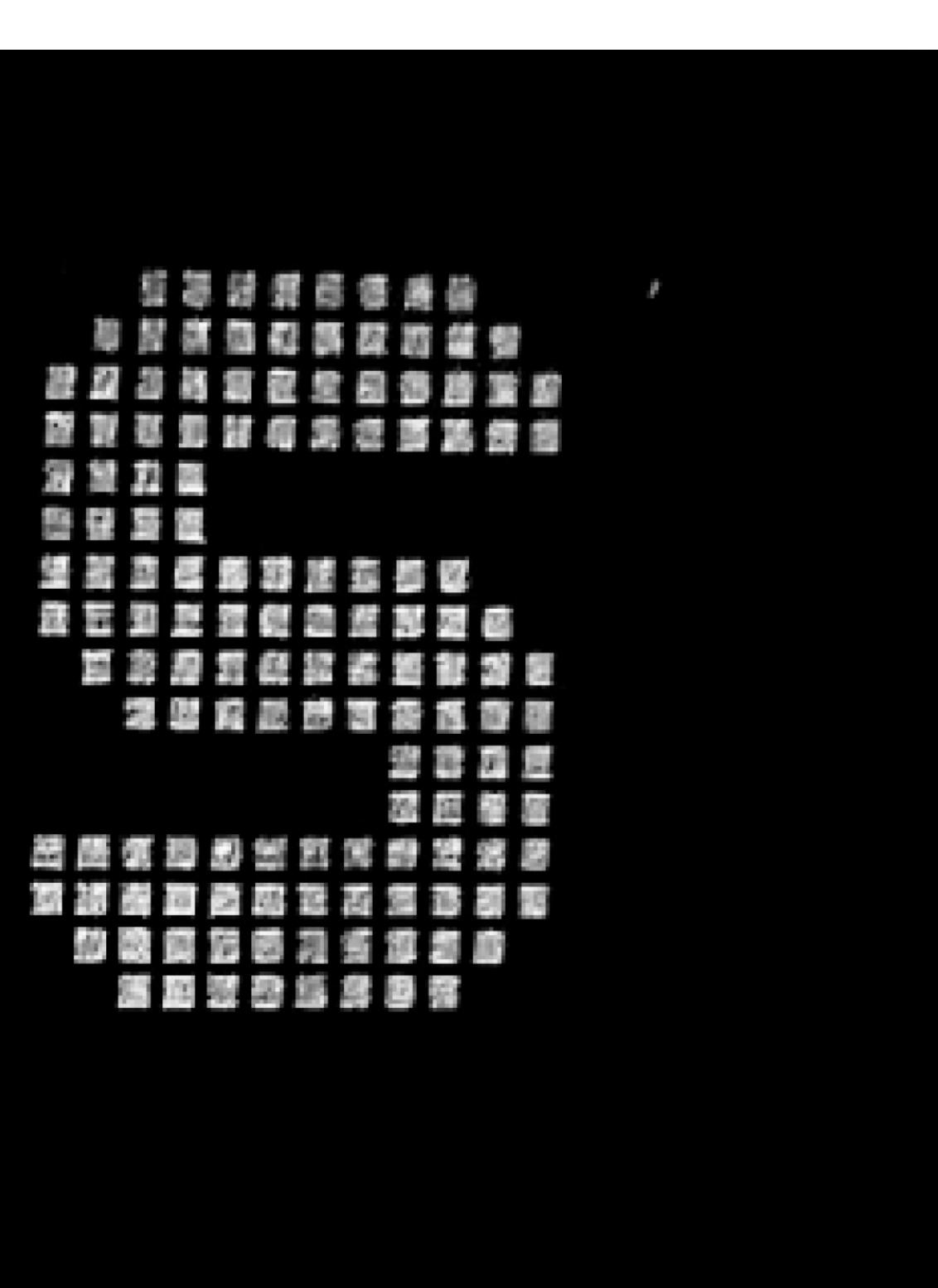
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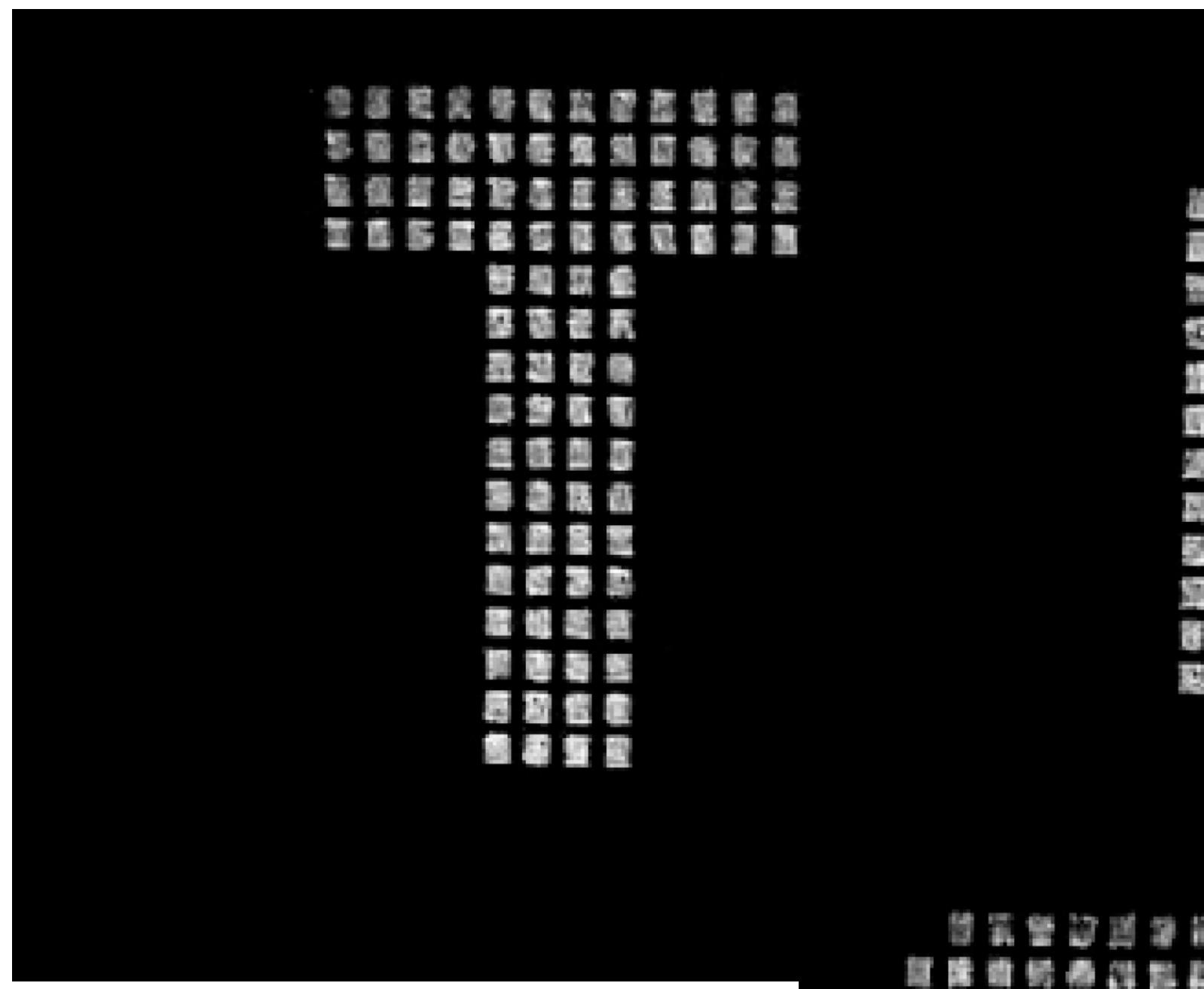
PIXEL TYPE

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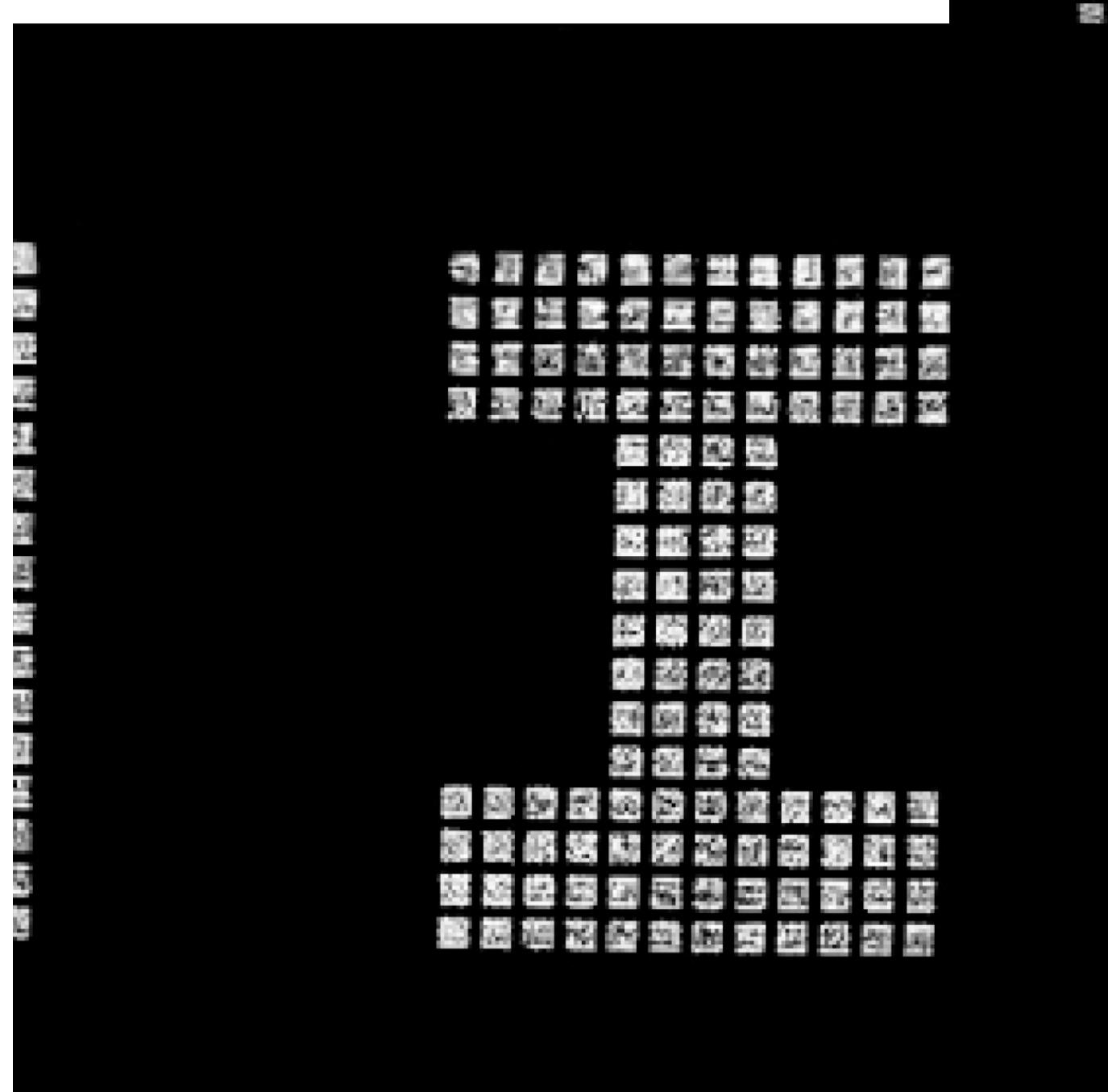
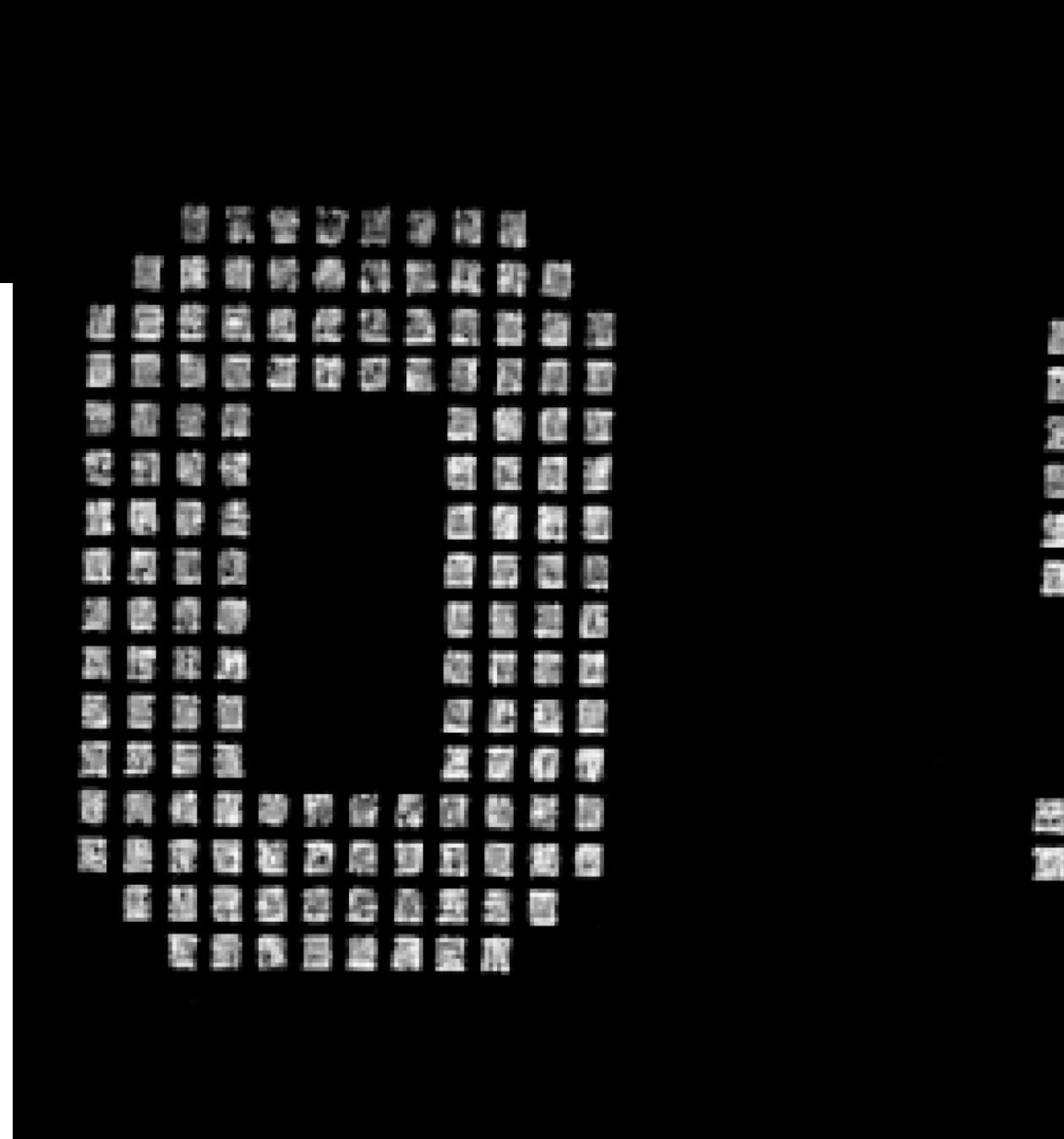
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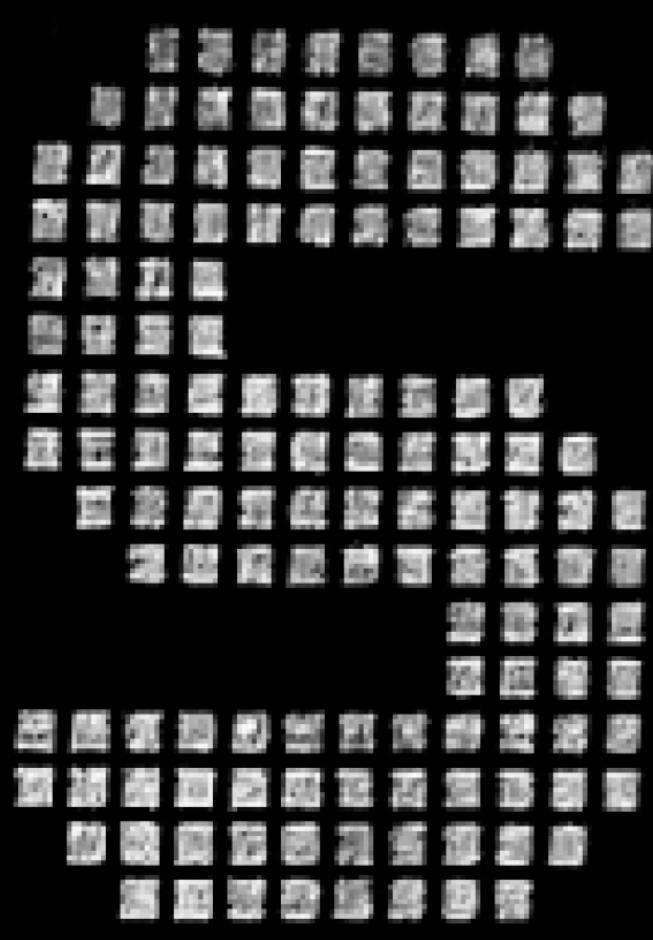
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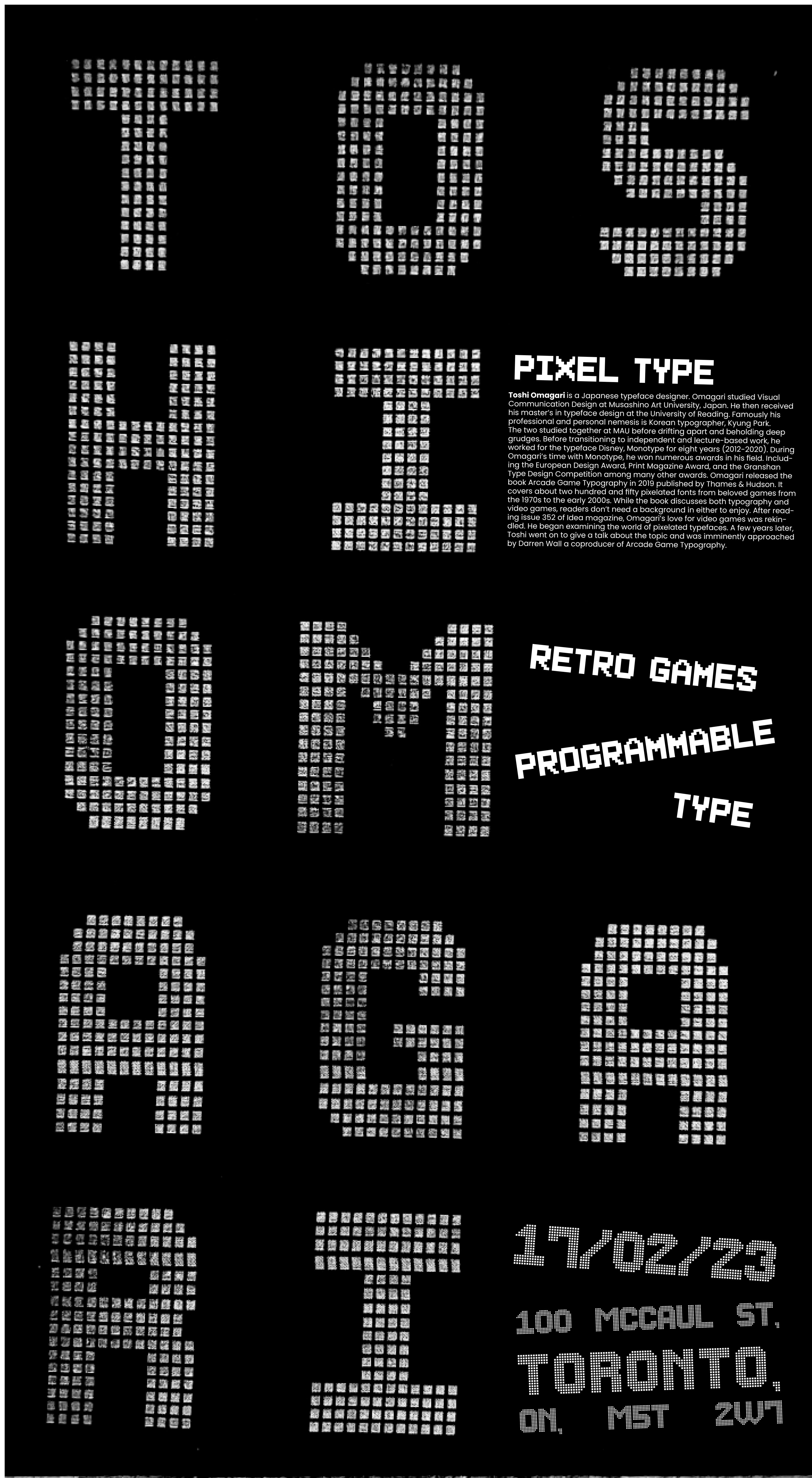
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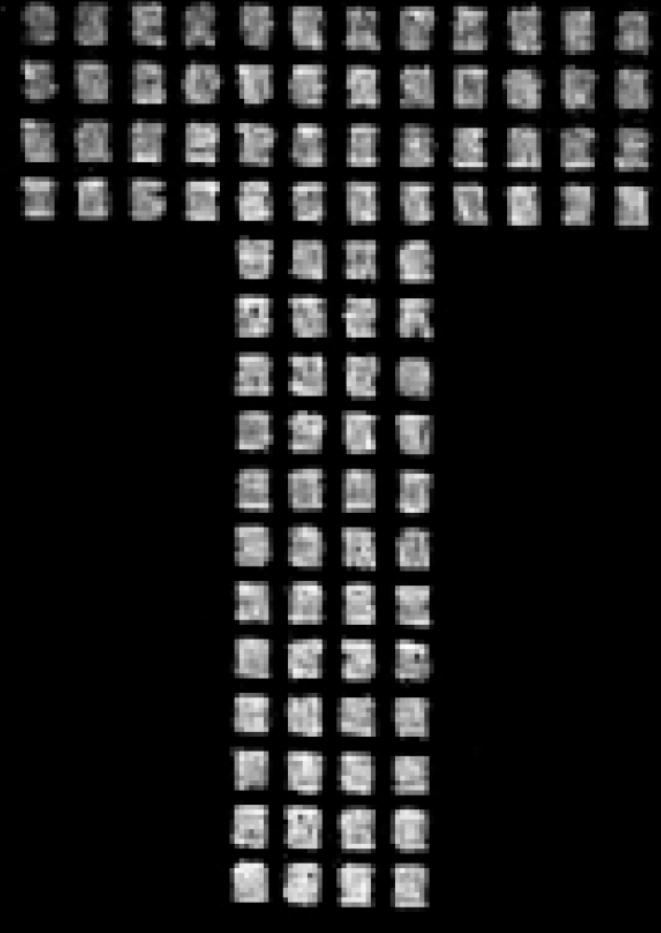
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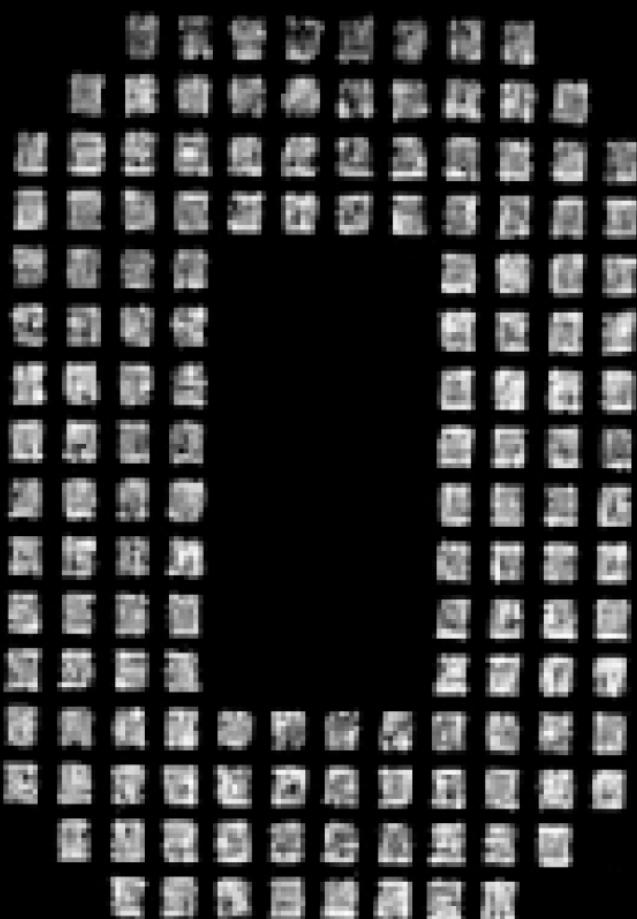


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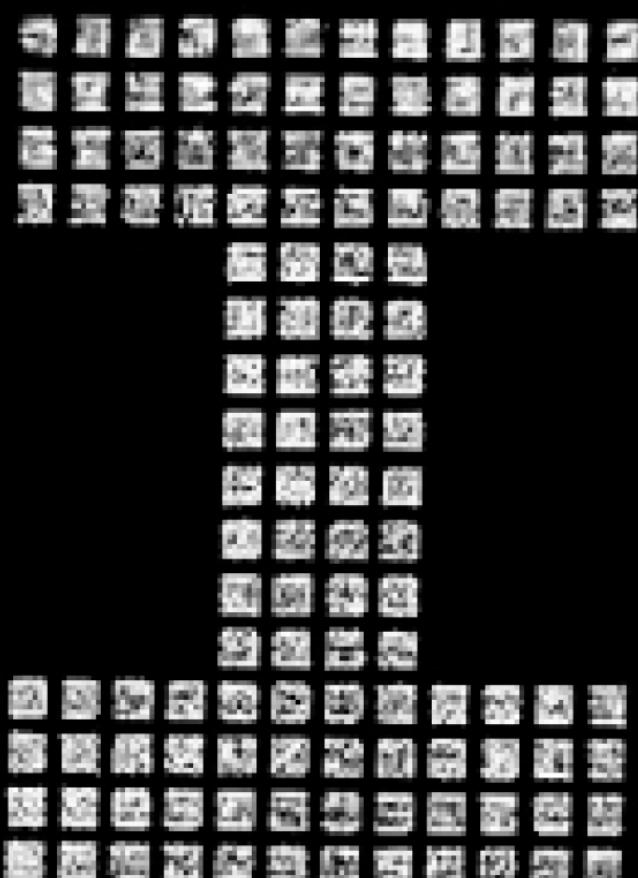
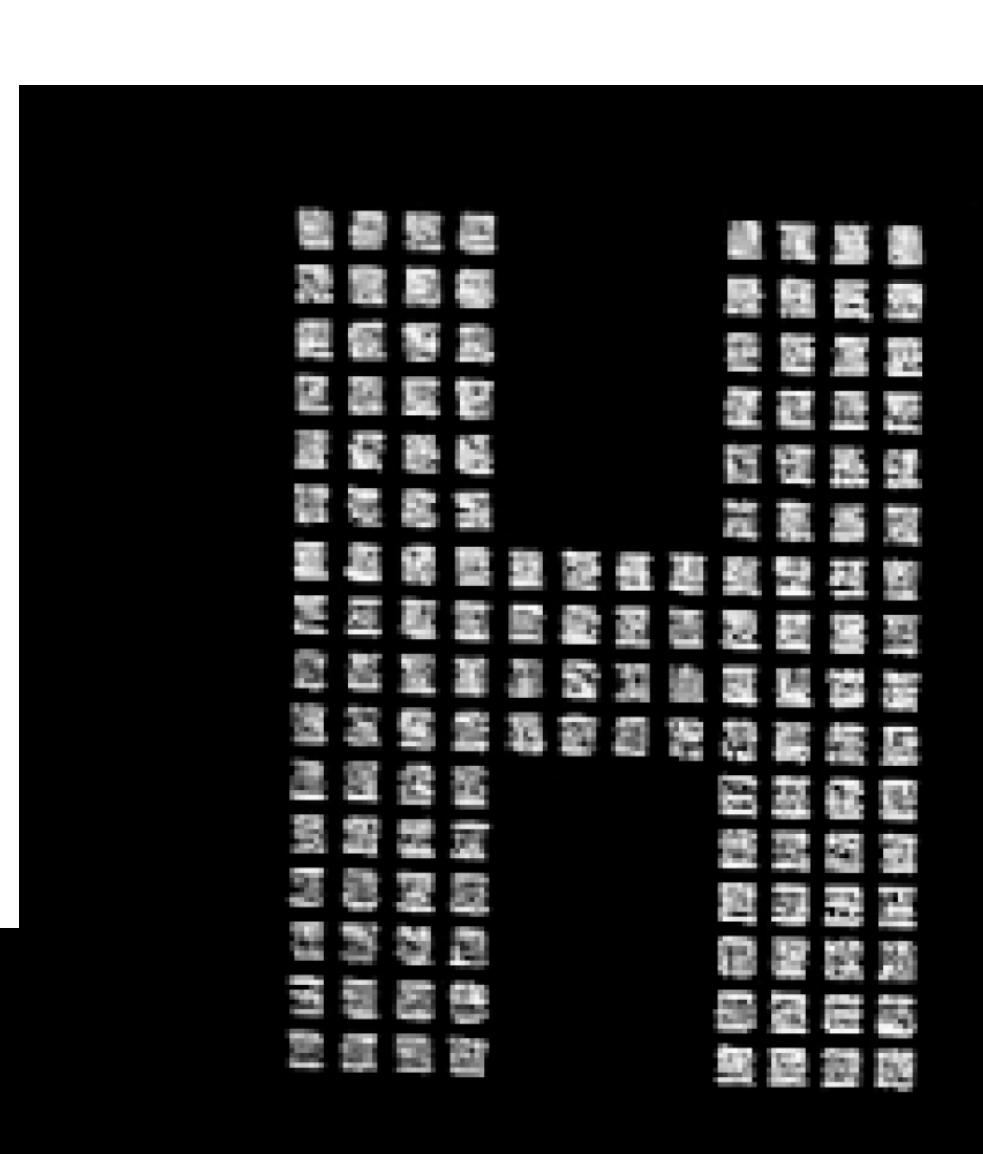
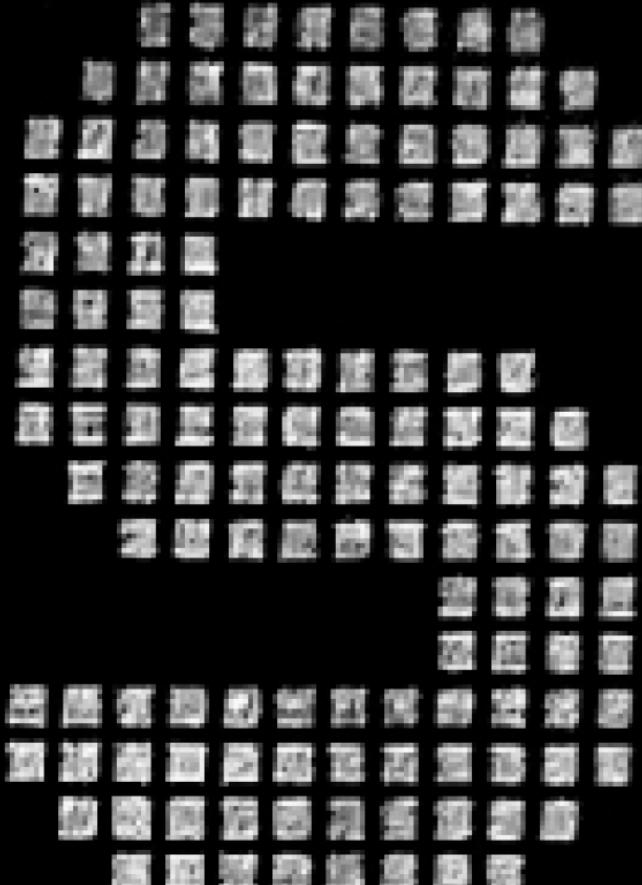


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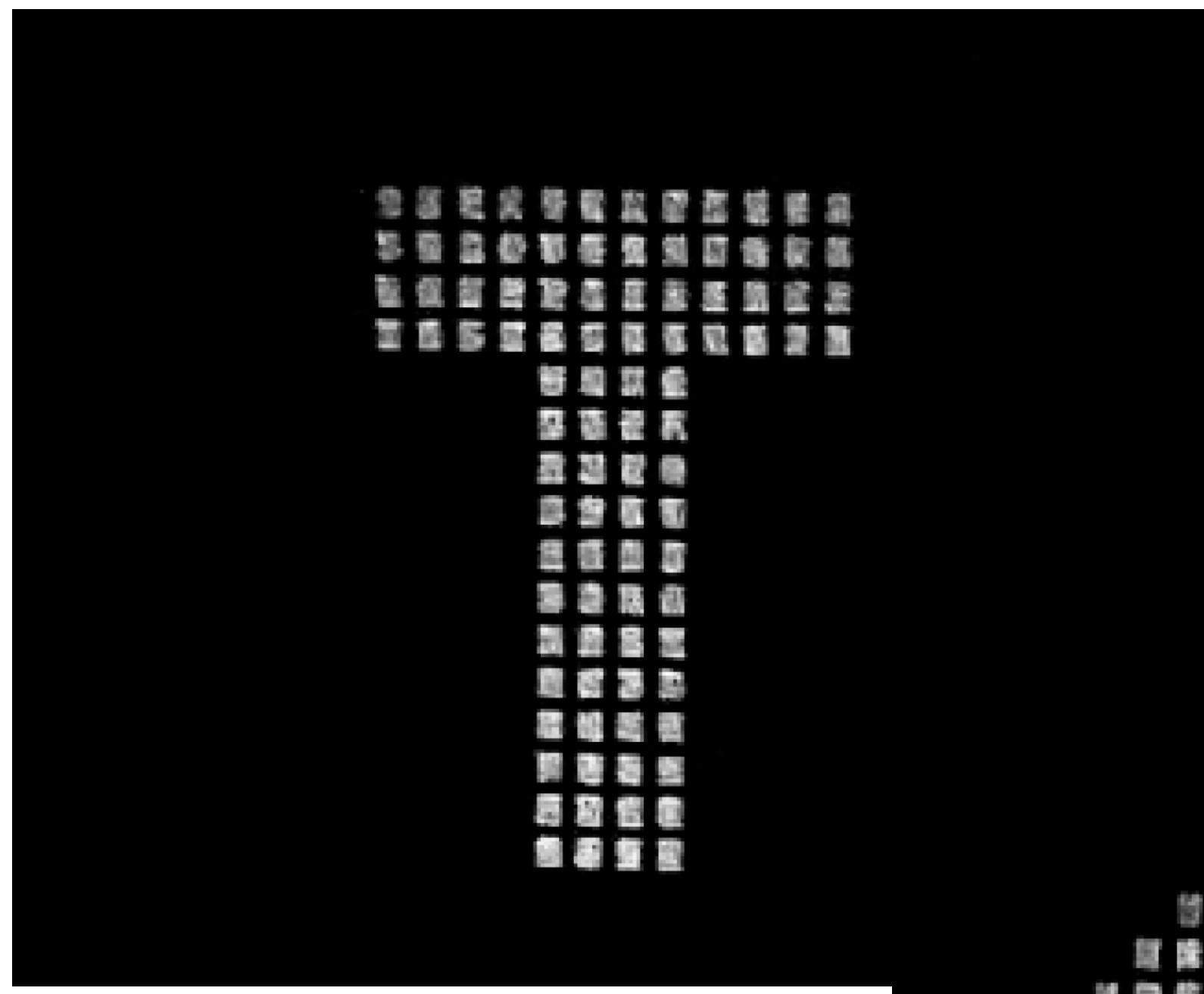


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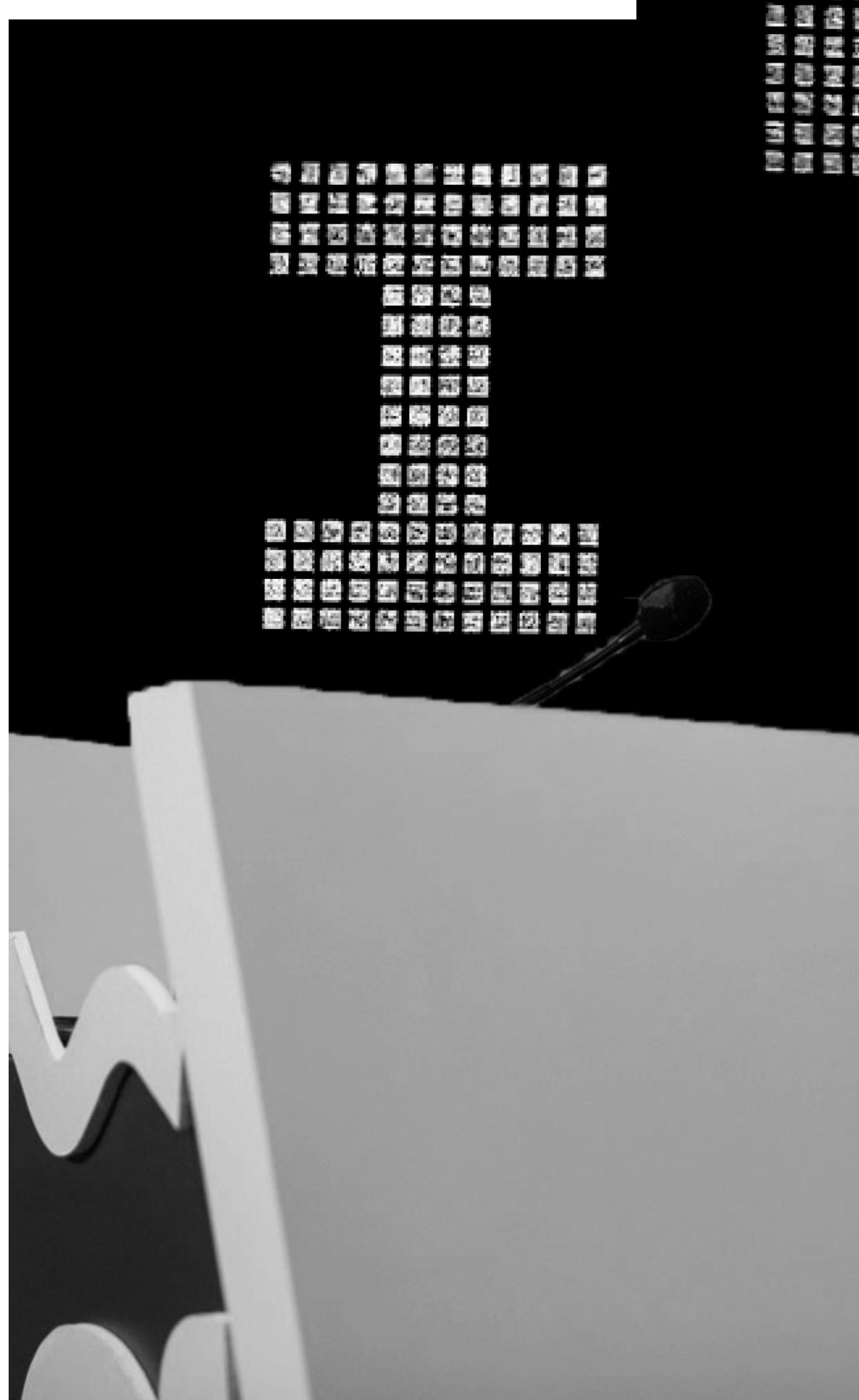
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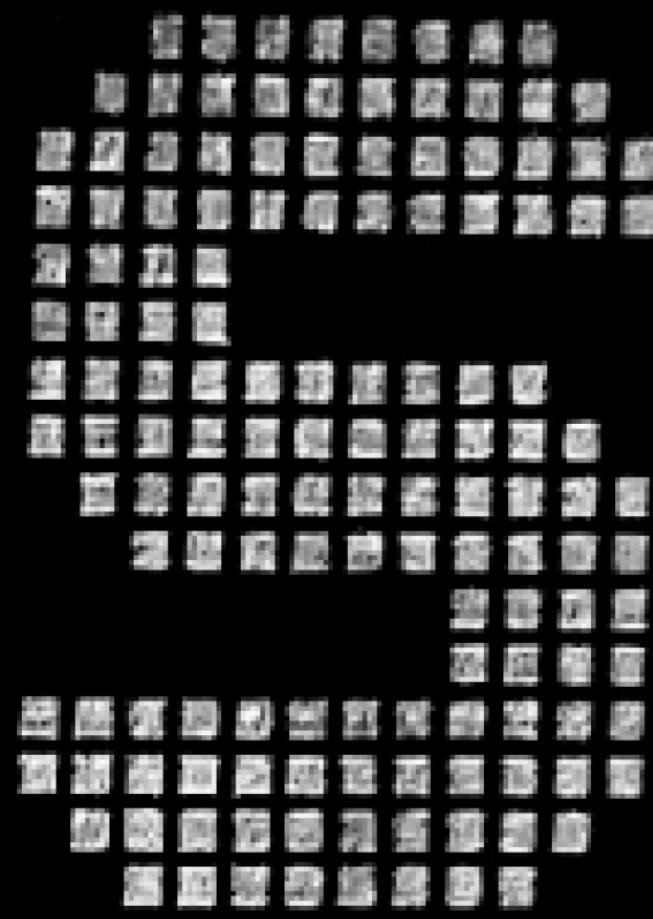
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