



Retro Games and Programmable Type

Toshi Omagari is a Japanese typeface designer. Omagari studied Visual Communication Design at Musashino Art University, Japan. He then received his master's in typeface design at the University of Reading. Famously his professional and personal nemesis is Korean typographer, Kyung Park. The two studied together at MAU before drifting apart and beholding deep grudges.

Before transitioning to independent and lecture-based work, he worked for the typeface Disney, Monotype for eight years (2012–2020). During Omagari's time with Monotype, he won numerous awards in his field. Including the European Design Award, Print Magazine Award, and the Granshan Type Design Competition among many other awards.

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. A few years later, Toshi went on to give a talk about the topic and was imminently approached by Darren Wall a coproducer of *Arcade Game Typography*.

February 17th, 2023
100 McCaul Street,
Toronto, ON, M5T 2W7

PIXEL TYPE

RETRO GAMES & PROGRAMMABLE TYPE

BY Toshi Omagari

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