

# FONTS

---

FONTS



# FONT'S

---

FONT'S

# Fonts

---

Fonts

FOUNTS

---

FOUNTS



# FONTS

---

FONTS



*Fonts*

---

Fonts



*FONTS*

---

FONTS



# **FONTS**

---

FONTS





# Fonts

---

Fonts

# FONTTS

---

FONTTS

# FONTS

---

FONTS



# FONTS

---

FONTS

# FONTS

---

FONTS

# FONTS

---

FONTS

*FONTS*

---

FONTS



# FONTS

---

FONTS





# FOUNTS

---

FOUNTS



FONTS

---

FONTS



# FONTS

---

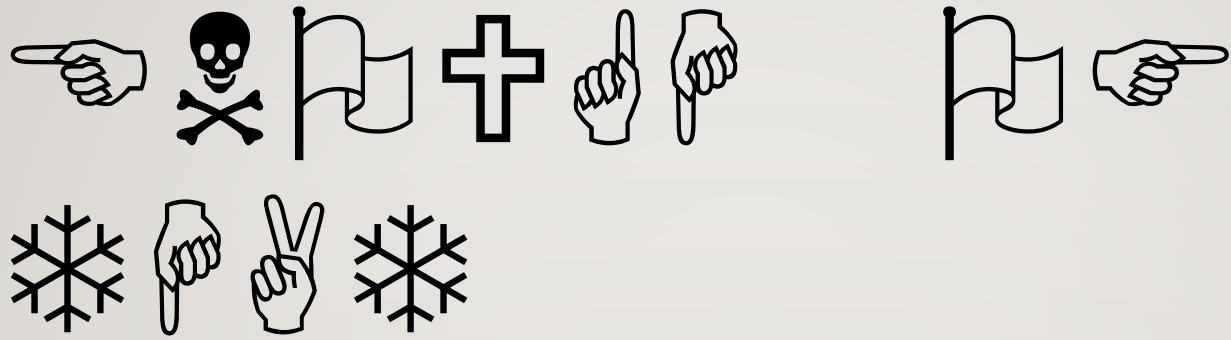
FONTS



# FONTS

---

FONTS



# FONTS

---

- Arial
- Times New Roman
- Sans Serif (Century Gothic)
- Georgia
- Franklin Gothic
- Verdana

# IT SEEMS SIMPLE

---

- Something as apparently basic as font choice requires consideration
  - Alignment
  - Contrast
  - Spacing
  - Serif (or not)
  - Lean
  - Bold / Underline / Italic / Ligature / Non-breaking space

# IT SEEMS SIMPLE

---

- Something as **apparently basic** as font choice **requires** consideration
  - Alignment
  - Contrast
  - Spacing (Monospace v. Proportional)
  - Serif (or not)
  - *Lean*
  - **Bold** / Underline / *Italic* / Ligature / Non-breaking space
  - (Ultimately, we're talking about "kerning")



# IT SEEMS SIMPLE (COURIER)

---

```
// Hit (): return true if mouse is inside bug
// and update hit taken count
Bool Bug::IsHit(const Position &MousePosition) {
    if (GetBmp(GetDirection()).IsInside(MousePosition)) {
        ++HitsTaken;
        return true;
    }
    else
        return false;
}
```

# IT SEEMS SIMPLE (COURIER)

---

```
// Hit (): return true if mouse is inside bug
// and update hit taken count
Bool Bug::IsHit(const Position &MousePosition) {
    if (GetBmp(GetDirection()).IsInside(MousePosition)) {
        ++HitsTaken;
        return true;
    }
    else
        return false;
}
```

# IT SEEMS SIMPLE (TIMES NEW ROMAN)

---

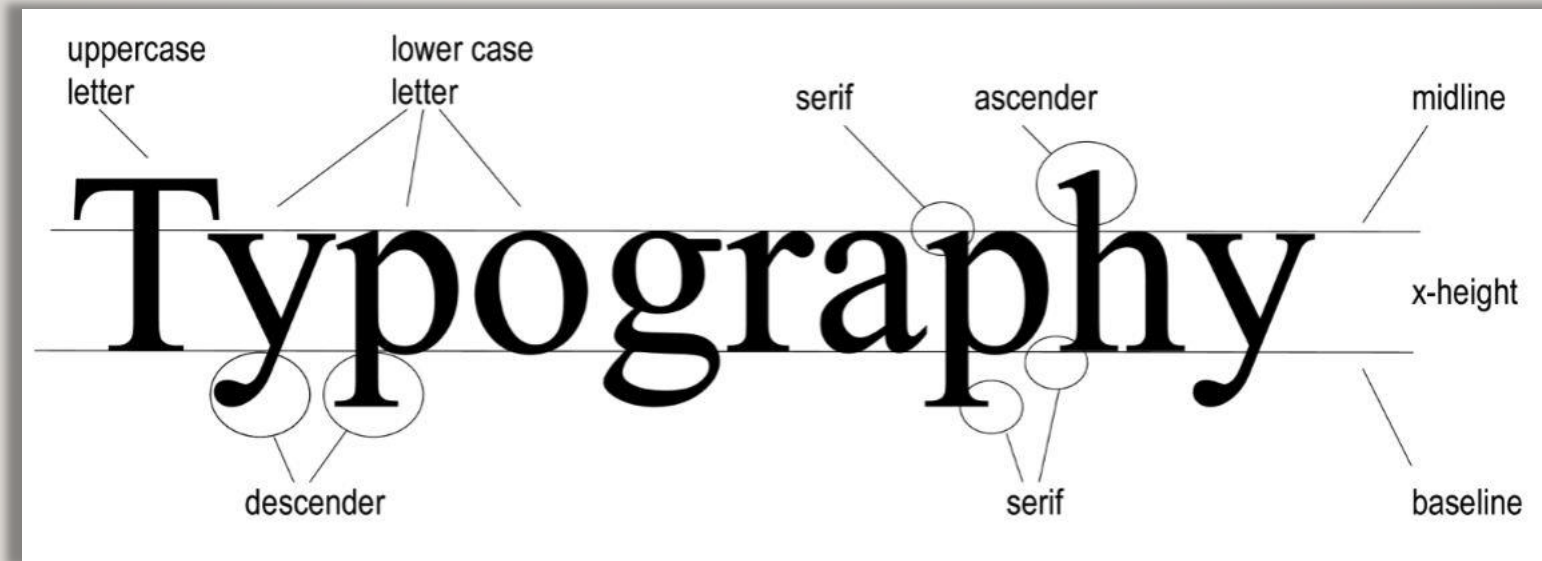
*// Hit O: return true if mouse is inside bug*

*// and update hit taken count*

```
Bool Bug::IsHit (const Position &MousePosition) {  
    if (GetBmp (GetDirection O).IsInside (MousePosition)) {  
        ++HitsTaken;  
        return true;  
    }  
    else  
        return false;  
    }
```

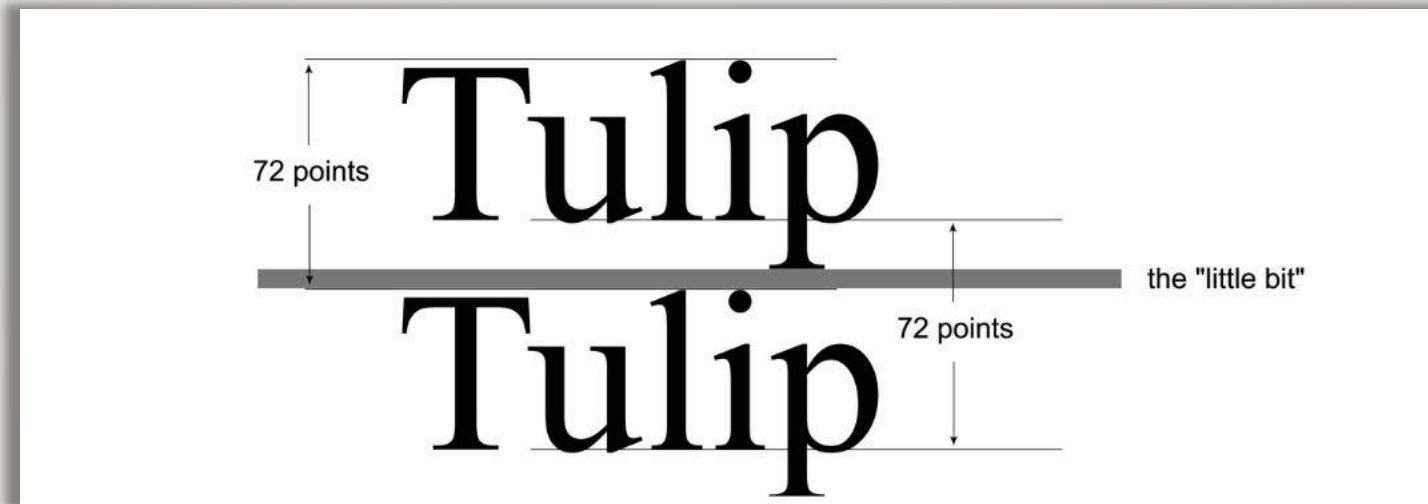
# KERNING

---



# KERNING

---



# KERNING

---

B B B B B B B

# KERNING

---

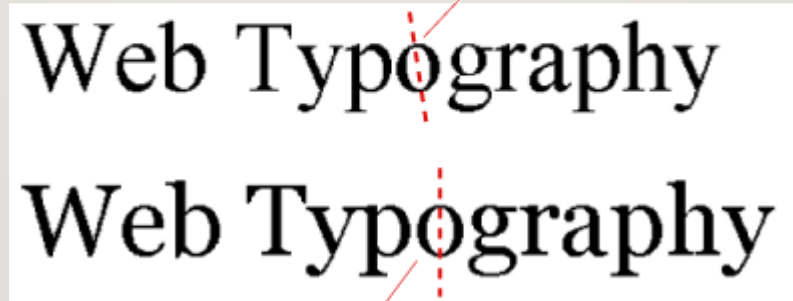
- ◆ The point size is also the distance between successive baselines, assuming no space is added between lines as is commonly done. It is clear that without the "little bit," the letters in successive lines would touch, seriously hampering legibility.

# KERNING

---

The **Georgia font** is a wider font size than Times and is easier to read on the Web.

The letter "o" in **Times News Roman font** has an *oblique* stress.

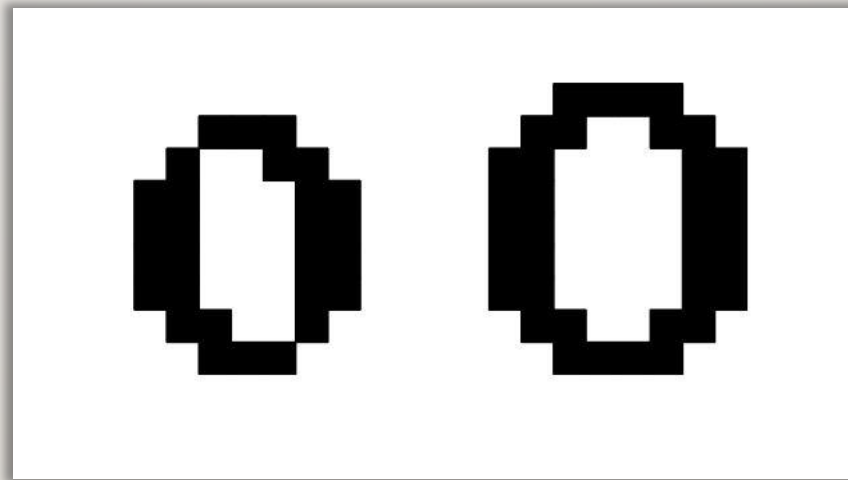


The letter "o" in **Georgia font** has a *vertical* stress.



# KERNING

---



# KERNING

---

- This is 12 point Times New Roman. By looking at the font and reading these words, you can see the structure and characters of the font and how they impact legibility. While the differences may be subtle, it is those differences that often make the difference between a legible and illegible, or at least difficult-to-read, typeface.
- This is 12 point Georgia. By looking at the font and reading these words, you can see the structure and characters of the font and how they impact legibility. While the differences may be subtle, it is those differences that often make the difference between a legible and illegible, or at least difficult-to-read, typeface.



# KERNING

---

- Again, it seems simple, but when kerning goes wrong, it goes very, very wrong.
- Let's watch!