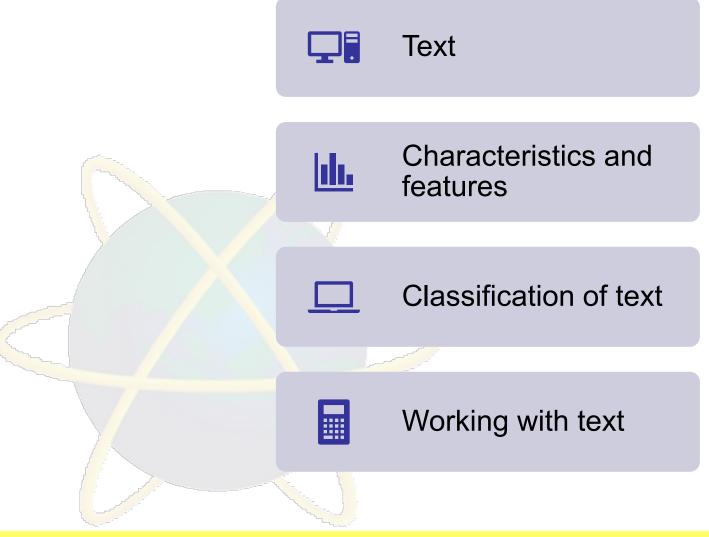
# Introduction to Multimedia Applications CT801-4-0-OIMA



**Text & Typography** 

# **Topic & Structure of the lesson**





# **Learning Outcomes**



At the end of this lecture you will be able to:-



List the characteristics and features of an typography



Classify the font used in multimedia application



Use appropriate fonts for electronic design / presentation

# Key Terms you must be able to use



If you have mastered this topic, you should be able to use the following terms correctly in your assignments and exams:

Typeface **Font** Sans-serif Serif Anti-aliasing Kerning Leading

# **Definition - Text**



A graphic representation

To articulate a concept or idea

To explain how an application works

To guide the user navigating through an application

# **Types of Text**



		Printed text:	Text appears on paper.
		Scanned text:	Text that is scanned from printed text. (Use Optical Character Recognition (OCR) software)
		<u></u>	
		Electronic text:	Texts that are read by computer and transmitted electronically over networks.
		Hypertext:	Text that has been linked. When click on a word that has been linked, computer launches the object of that link, or display additional text, or jump to another part of the application
	£	Animating text	The process of movement or change, performed by an artificially-created text-specific object."
		3D text	An effect created by a graphics designer in any text to give a three-dimensional look to that text by using different types of tools



#### **Printed text**

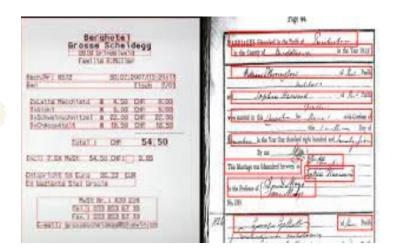




#### **Scanned Text**







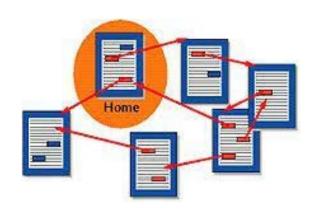


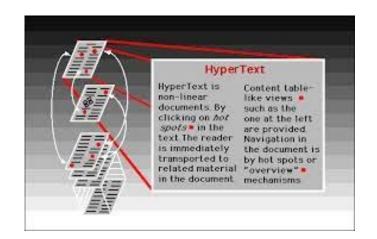
#### **Electronic text**





#### **HyperText**







#### **Animating Text**











# **Definition of Typeface & Fonts**



#### Typeface:

- A specific set of characters, numbers, punctuation and symbols having the same design and weight.
- A typeface family would include all the various weights, sizes, and styles available for a particular design
- Example: Helvetica, Times, Courier are typefaces

#### Font:

- A particular collection of glyphs of a typeface of a given size, weight and style, for example `Times Roman Bold 12 point'.
- An entire group of letters and characters of a specific design
- Example: Times Roman 12point italic is a font



Fonts can be classified by:

Monospaced or proportional

Serif, San serif, and decorative

Bitmap and outline



(monospaced/proportional)

# Monospaced font:

- Fixed-width
- Every character occupies the same amount of space horizontally, regardless of its shapes
- Example: Courier





(Proportional)

# Proportional font:

- The space each letter occupies depends on the width of the letter shape
- Allows to fit more words on to a line
- Example: Lucida Bright, Times, Baskerville, Bembo, Garamond, Helvetica



# Classification of Fonts (serif)



#### Serif:

- The little strokes added to the ends of character shapes
- This strokes are present in serifed fonts, but omitted in sans serif fonts, which consequently have a plainer look
- Example of Sans serif font: Helvetica, Univers, Arial, Gill Sans









#### Serif (Minion Pro)

- Old Style (Adobe Jenson Pro)
- Transitional (ITC New Baskerville)
- Modern (Bodoni)

Slab Serif (Clarendon)
Sans serif (Myriad)

Script (Coronet)

Blackletter (Teutonic No. 1)
DISPLAY (LiquidCrystal)

Monospaced (Courier)



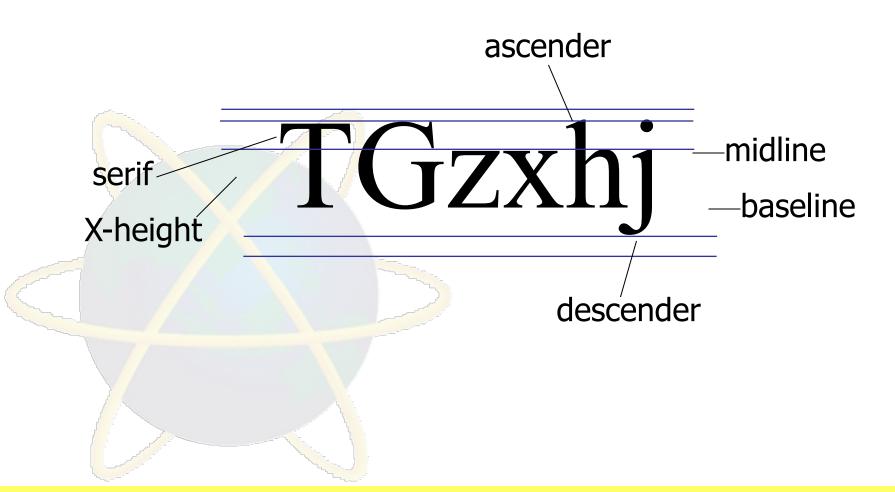
(ITC Zapf Dingbats)

(Dingbat)



# Font explanation







Bodomi ABCDEFGHIJKLMNOPQRST UVWXYZ

Serif: A serif is a line or curve extension from the end of a letter. Serif fonts are best used for body text.

Bodomi ABCDEFGHIJKLMNOPQR STUVWXYZ Sans Serif: The French word sans means "without", so a sans serif font is one without extensions.

Sans serif fonts are best used for titles

Bodomi ABCDEFGHIJKLMNOPQRSTUV WXYZ Decorative: Decorative fonts, such as scripts type, are more stylish. They are best used for emphasis

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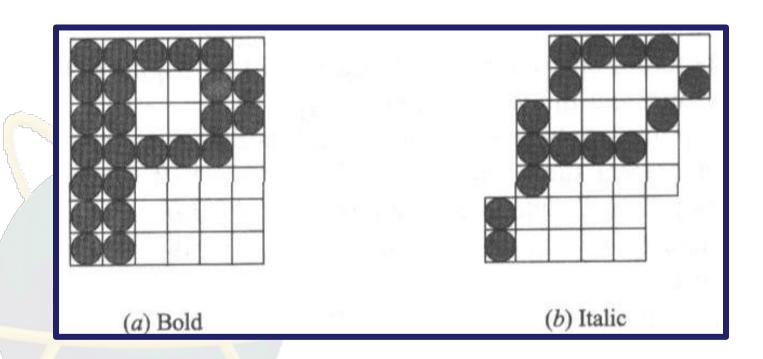
(Bitmap)

#### Bitmap font:

- Just the same as bitmap graphic
- Stored as single characters made up of dots that are called to the screen as we use them
- Have rough, jagged appearance

# Bitmap font - example





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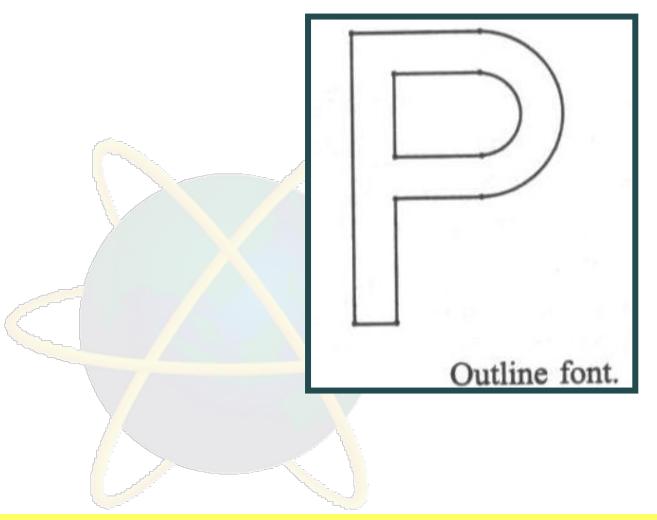
(Outline)

#### Outline font:

- Vector graphic
- Composed of filled-in outlines
- Always look smooth and well-shaped, no matter the size
- Use outline fonts when we develop multimedia presentations for a more professional look

# **Outline font - example**





# **Working with Text**





Be concise



Be consistent

- </>
  </>
  </>
  </>
  ...
- Use appropriate fonts (If application is for a single user, can use extensive and smaller text. For group, text kept to a minimum)
- Q

Makes theme clear

Text-heavy production should not use busy background

Consider type styles and colors

Integral. If we can not integrate with non-text components, we lose the opportunity to make information more accessible and interesting

#### Make text readable



# To make text readable, always

- Check the precise shape of characters,
- Spacing
- Layout of lines, paragraphs,
- Kerning,
- Anti-aliasing
- Leading

# Method: Kerning



When two letters are placed next to each other, the total amount of space between them looks too great or too small.

We may adjust the spacing to make it look more uniform.

The process of adjustment is called *kerning*.

However, kerning is subtle

# Kerning



kerned not kerned

# Method: Anti-aliasing



Process of smoothing the edges of a bitmap by blending the colors on the edge of the image with the adjacent colors,

Thereby improving the quality of the image display.

Fonts can appear jagged.

Jaggies are a form of aliasing caused by undersampling

If we sample at a higher rate, the individual pixels get smaller. So the jagged effect becomes less noticeable

A technique called anti-aliasing is used to reduce the jaggies

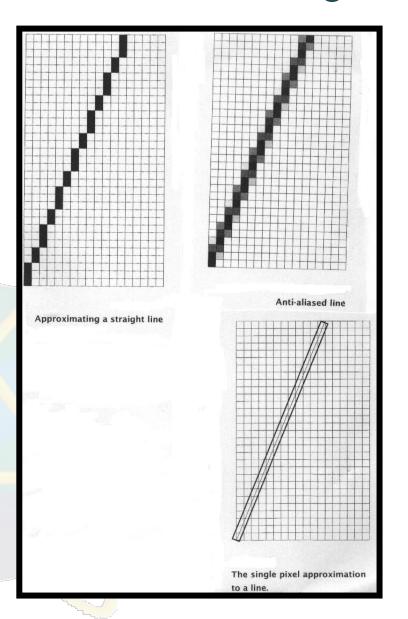
# Anti-aliasing



# aliased anti-aliased

aliased anti-aliased

# Anti-aliasing





# **Method: Leading**



The spacing between lines of text.

This is defined when a font is designed but can often be altered in order to change the appearance of the text or for special effects.

It is measured in points and is normally 120% of the height of the text.

# **Tips: Working with Text**



Use as few different typefaces as possible but vary the weight and size and style

The size of the font should vary with the importance of the message

Make sure the fonts are well spaced

- Leading
- Kerning

Avoid too much text (overcrowded screen)

Centered text blocks are difficult to read.

Settings and quality of the monitor (brightness, contrast, color balance...)

What fonts are available to the user

# **Tips: Working with Text**



Use upper case only for first words of sentences, proper names, etc (ALL CAPS IS HARD TO READ)

Use two point of leading between lines unless its already there

Don't use underlining for emphasis (Users might assume the underlined word is a link.)

Use typeface that is legible

Take note of letter and word spacing

Don't use animated text

Mixed upper and lowercase letters are easier to read than all capitals.

#### **Text Manipulation Software:**



#### Fontographer, FontMonger, FontChameleon

Allow us to create Font.

# ResEdit, Type-Designer, Typestyler, Microsoft WordArt, Adobe Photoshop

 Allow us to create special effect for text, like dramatically bending, slanting, resizing, adding fills and shadows to text.

#### Specular's LogoMotion ,Xaos Tools' TypeCaster

Allow us to create 3-D text

#### Illustrator, Freehand EPS

Can be used to create text in 3-D and then animate the text

# **Quick Review Question**



01

Define the term text

02

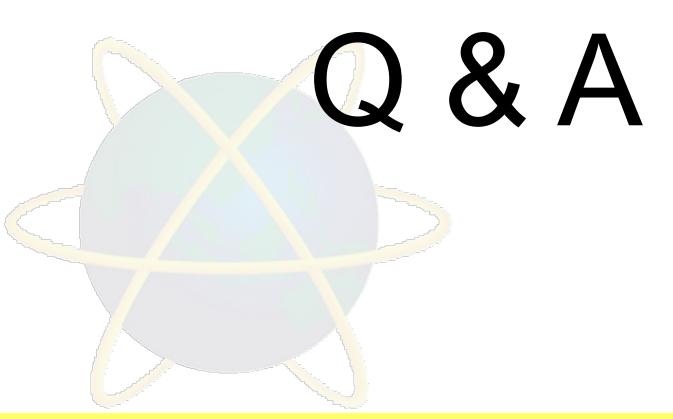
Identify and explain the different classification of font

03

Explain the 3 method used to make text more readable

#### **Question and Answer Session**





#### **Next Session**



