

CHAPTER HIGHLIGHTS

- Text tradition.
- Codes for computer text.
- Font technologies.
- Multimedia text.
- Guidelines for use of text in multimedia.

POWERS OF TEXT

- Multimedia developers value text for:
 - Universality
 - Clarity
 - Efficiency
 - Powers of abstraction, engagement, and suggestion
- Developers can explore new uses for text in a media-rich environment.

TEXT TRADITION – TYPEFACES

- Text properties are grounded in the print tradition.
- Typeface is a family of characters sharing a common design.
 - Arial
 - Chicago
 - New York
 - Palatino

TEXT TRADITION - TYPEFACE CATEGORIES

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Serif Typefaces

characters have a slight decoration at the ends of each letter

Ex: Times New Roman



Script Typefaces

Simulate handwriting or calligraphy

Ex: Edwardian Script



Sans Serif Typefaces

characters do not have any decoration

Ex: Arial



Symbol Typefaces

characters are symbols rather than normal text

Ex: Webdings, Wingdings

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TEXT TRADITION - SIZE & STYLE

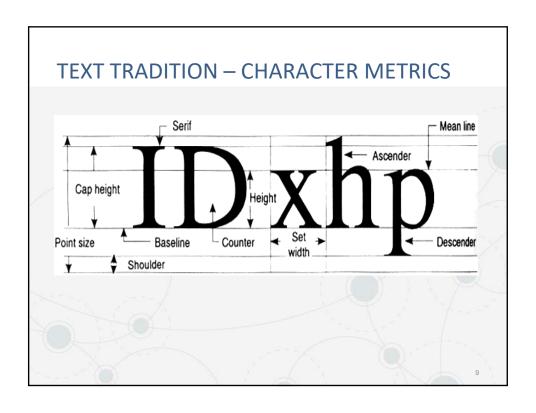
- Style: appearance of characters such as:
 - Bold
 - Italic
 - Underline
- Point size: measure of type size.
 - 1 Point = 1/72 of an inch
 - 1 Pica = 12 points
 - 6 picas = 1 inch

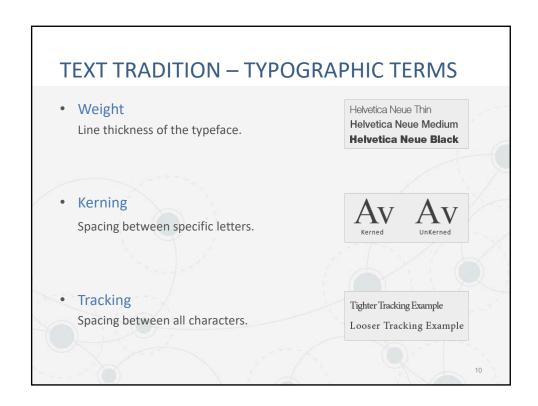
TEXT TRADITION - FONTS

- Font Complete set of characters of a particular typeface, style, and size.
 - Monospaced fonts: same width assigned to each character.
 - Proportional fonts: adjust width based on shape.

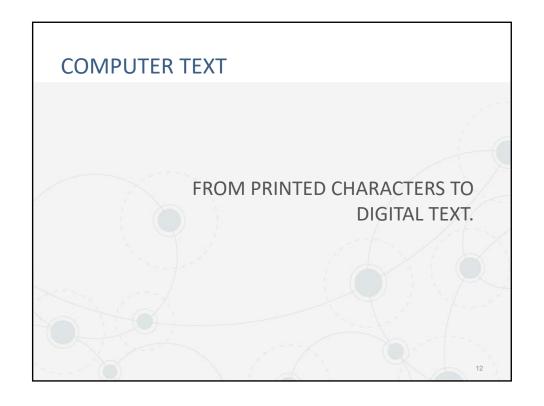
TEXT TRADITION - CASE

- When type was set by hand, the type for a font was kept in a drawer or case
- The upper drawer held the capital letters, and the lower drawer held the smaller letters
- From this we get the terms uppercase and lowercase





TEXT TRADITION — TYPOGRAPHIC TERMS Condensed/extended text Narrow width of text / widen width of text. Helvetica Nueue Condensed Helvetica Nueue Extended Leading Spacing between lines. This paragraph has a small amout of leading. The lines are close together This paragraph has a standard amount of leading. The lines are not as close. Alignment & Justification Alignment positions text relative to document's margins. Justification adjusts line length to produce straight edges on left and right margins.



FONT TECHNOLOGIES

- Two techniques for displaying text on computer
 - Bitmapped fonts
 - Outline fonts

BITMAPPED FONTS

- Pixels that make the letter are described by a binary code, or a "mapping" of the character.
 - Every character is stored as a bitmapped letter, number, or symbol.
 - Require large memory and storage capacity.

BITMAPPED FONTS

- Advantages
 - Precise control over letter appearance.
 - Letters can be edited at pixel level.
- Disadvantages
 - Letters can't be easily scaled.
 - Requires separate bitmaps for each typeface, style, and point size to be used.
 - Requires large storage capacities.
 - Limits flexibility in use of text fonts to those stored on the computer.

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OUTLINE FONTS

- Store a description of the character to be displayed.
 - Description is a series of commands to create the letter on the computer display.
- · Outline font technology:
 - Adobe Postscript
 - TrueType

OUTLINE FONTS

- Advantages
 - Fonts are easily scaled.
 - Requires smaller storage capacity.
- Disadvantages
 - Commands can't be edited to create unique characters.
 - Font families are controlled through license of Postscript and TrueType fonts.

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JAGGIES and **TEXT**

- Text is displayed on a monitor as a pattern of pixels.
 - Pixels are generally very small squares.
 - Squares can display straight lines with smooth edges.
 - Squares that display curved or diagonal lines produce a stair-stepped effect called JAGGIES.





ANTI-ALIASING THE JAGGIES

- Jaggies produce an alias of the true character.
- Anti-aliasing creates a smooth edge by blending the color of the text with the color of the background.



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INSTALLED FONTS — THE PROBLEM

- ASCII and Unicode are standard.
- Fonts are not standardized across computer platforms.
 - If the font is not available, it will substitute one that is.
 - The result may not be acceptable.
- Solution
 - Use only widely available fonts. (Cross Browser Font List)
 - Package the unique font with the application.

MULTIMEDIA TEXT

- Two main forms:
 - Editable: text produced by word processors or text editors.
 - Easy to alter content.
 - Can search and spell check.
 - Graphics: image of text that can be manipulated to produce a wide range of artistic effects.
 - · Make original word picture.
 - Solves problem of installed fonts.

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MULTIMEDIA TEXT & SOUND

- Speech recognition: software analyzes human speech and converts words to editable text.
 - Requires specialized "intelligent" software.
 - Accuracy may depend on training and speaker's voice.
- Speech synthesis: software analyzes text and reproduces it as spoken words.

ADDING TEXT TO MULTIMEDIA APPS

Several methods to incorporate text in an authoring application.

- Direct entry in a text box or text field.
- Copy and paste from existing text source.
- File import for large text files.
- Scan text with OCR application for text that exists only in print media.
 - Optical Character Recognition accuracy will vary based on fonts and quality of
 source material.

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GUIDELINES for TEXT in Multimedia Apps

- Be selective.
- Be brief.
- Make text readable.
- Be consistent.
- Be careful
- Be respectful.
- · Combine text with other media.
- Make text interactive.

WRAP UP

- Traditional text features.
- Computer text codes.
- Font technologies.
- Multimedia text.
- Adding text to multimedia applications.
- Guidelines for using text.
- The Elements of Typographic Style Applied to the Web