

MAS 962: **DIGITAL TYPOGRAPHY**

ps#7.

We've been driving around the boundary of visual form and lexical content. Let's make things more exciting by focusing on an element that many of the mas962 participants have embraced. Namely, the phonetics of the words.

- 1) Read Chapter 7. Explain why the typographic grid is a useful concept. Can you think of any aspects of the grid useful for writing computational codes?
- 2) Create the modified classic mas962 applet with the TextArea input, button to transform the text in the TextArea, and a Panel to display graphical output. When text is input, label the following consonantal occurrences: (note that these mappings are not completely accurate as there are sounds like 'j' where that can imply both the beginning and ends of the word "judge". for the sake of this class i believe that they are sufficient. i guess you could also spell the words literally to be accurate "juj").

Stops

Stops are sounds produced when the airflow in the oral cavity is completely blocked off. *p, b, t, d, k, g, q.*

Fricatives

Fricatives are sounds produced when the airflow is forced through a narrow opening in the vocal tract so that noise produced by friction is created. *f, v, th, s, z, sh, h.*

Affricate

An affricate is a single sound, beginning as a stop but releasing secondarily into a fricative. *ch, j.*

Nasals

Nasals are voiced and produced with a complete obstruction in the oral cavity where airflow is channeled into the nasal passage. *m, n, ng.*

Liquids

Liquid are sounds that are "smooth" and "flow easily". *l, r.*

Glides

Vowel-like articulations that precede and follow true vowels. *y, w, wh.*

Source: Akmajian, A., Demers, R. and R. Harnish. Linguistics: An Introduction to Language and Communication. Cambridge: MIT Press. 1984.

Use some coloring legend of your choice to label the different consonantal sounds as being registered. Note that letters like 'c' are ambiguous because they can both assume an 's' or 'k' sound. For all unregistered constants, register them as "unregistered" so that when you type text you will be 're-trained' to type 'kat' or 'sentipede'.

3) Using the framework of (2), and staying within a monochromatic palette, use your typeface(s) of PS4 and PS5 to visualize and emphasize the consonantal sounds described above. Recall that you have 2 parameters to choose from, "noise" and "blur". Also recall that you have the 3rd dimension of "time" that can be very useful.