MAS 962: DIGITAL TYPOGRAPHY

ps#4.

In PS3, we touched upon the exciting area of text filtering that dealt with pseudo-shape info, meaning, and visual form inherent to all letters of the alphabet. I guess you could categorize the work as mainly 'expressive'. In this problem set we deal with the 'analytic' problem of text filtering, i.e. to seek the existence of reversible transforms.

1) Read Chapter 4 in Bringhurst. In 24pt Helvetica, line-spacing of 28pt, center the following text:

The cat always ate the jam that the old lady brought to church. Everyone loved the cat. Why did everyone not love the dog?

Please place the result as a GIF tacked to your problem set page for review.

2) Create a JAVA program consisting of an area where text is displayed (a TextArea can be used, but you can build your own TextArea as everyone seems to be doing with the restriction that it should be monospaced and monochrome
black and white only>). There are 2 buttons labeled "expand" and "revert". When you press the "expand" button, bloat the existing text so that there is >1 (greater than 1) character added to the text. This can be a space character or what not if you like. Each time you press the "expand" button another set of characters will be added. When "revert" is pressed, the result should revert to the previous result (do NOT cache the previous results, but make a reversible transform). It should know when it is reverted to its most basic state. Furthermore the transitions should be animated to visually describe your process of filtering, although this is not the most important aspect of the exercise.

3) With the same JAVA app of #2, extend the "expand" to imply a process by which the meaning of the input text is "expanded" and the opposite for "revert" produces the inverse transform (again, no NOT cache the previous results). I loosely define "meaning" as the significance of the words, or else the structure of the interrelations between the letters or else the structure of the input sentence/word arrangements themselves. In PS3 all of you discovered a unique way to interpret the "meaning" in this manner.