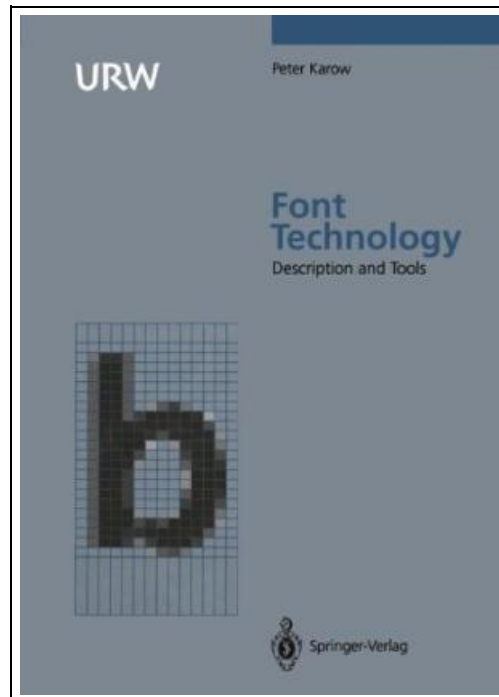# Font Technology

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Reviews

This publication is definitely not simple to begin on studying but quite fun to see. It really is full of knowledge and wisdom I am just effortlessly can get a satisfaction of studying a created pdf.
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FONT TECHNOLOGY

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Condition: New. Publisher/Verlag: Springer, Berlin | Methods and Tools | Computers have changed typography and prepress as well as printing. Typefaces are manufactured by "digital punch cutters" with a PC, not any more by punch cutters. Typefaces are constructed an output by a new technolgy, the so-called fonttechnology. The book by Peter Karow covers the whole area of it. It offers various chapters about (among others) issues like intelligent font scaling, kerning, quality of type, legibility, and problems of different output devices. It is interesting to read about Gutenberg setting, the font market, optical scaling, and last but not least a "hand on" Kanjhi, the Chinese/Japanese Glyphs. Furthermore, Fonttechnology contains a number of valuable and instructive appendices. Almost everything one has to know about type and computers! | Directory.- 1. Introduction.- 2. Computer, like you and me.- Competition for the designer.- Putting type through the mincer.- Big shots.- Splines.- Big brother.- Programmers.- Machine control.- The art of math.- In brief.- Open questions to GGL.- Statistics.- Kerning.- Trapping (shrinking and spreading).- Kanji Metafont.- Sukeringu.- Machine formats.- Management.- 3. Typeface Market.- Typefaces are digital.- Standards and work division.- Typeface standards.- Areas for application of typefaces.- Typeface prices.- Typeface market.- Summary.- 4. Font Production in past and present.- 5. Third Abstraction.- Programmer's estimations.- 6. Font Technology.- Hand-digitizing.- Originals.- Designing on the screen?.- Quality.- Database.- 7. Intelligent Font Scaling.- Commentary.- List of instructions.- Rating the various scaling techniques.- Kind of contour description.- Conversion speed.- Memory requirements for a font.- Supported font layout.- Supported font metrics.- General output quality.- Effects of scaling techniques on font production.- Number of available fonts.- Future improvements for scalers: Universal RIPs.- Future screen fonts.- Glossary of instructions.- Employee and employer.- 8. Effects of Rasterization.- Resolution capability of the human eye.- Representation of a typeface.- DTP of the future.- 9. Letter...

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