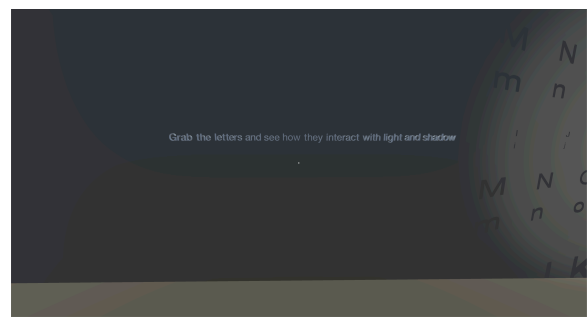
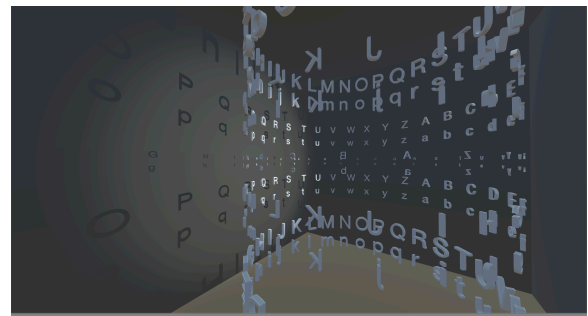




While working typography, we are normally given 2 dimensional means to work with it. When it comes to the idea of being able to experiment with 3D typography there are a variety of ways to do it such as modeling letters in Maya, printing letters with a 3D printer, or even emulating a 3D look in programs such as Illustrator or Photoshop. These processes can take time to create individual letters in, so it can make it hard for designers to even consider the possibility of using 3D typography in different and practical ways.

Throughout working on this project I knew that I wanted to find ways to study 3D typography. This process was quite long in finding what exactly I wanted to narrow it down to. I found that working on a way to study the form of 3D typography itself was the direction I wanted my project to head.



My project aims to create a space where designers can enter and interact with 3D typography in real time, with a main focus on its interaction with light and shadow. The two main observations that I have made while using this project have been the way that light interacts on the letters themselves, as well as the forms that the shadows of the letters create. These observations made using this project can possibly be used as a tool for experimental typography. The interaction between the type and light is a theatrical experience and an interesting study.

When in the room, users are first placed within a pillar surrounded by a small and large letters. This is simply a visualization to observe how light and shadow can interact with a continuous movement of the typography. On the other end of the room are words and letters that can be interacted with on the opposite wall to observe type and light in ways previously mentioned.