GUNAR FONT FAMILY

A geometric sans serif font family containing 18 fonts. Designed by The Northern Block Type Foundry.

Bb Dd Cc Aa Hh Ff Ee Gg Kk Mm Nn 00 Pp Qq Ss Rr Tt Uu VV Ww XX Yy Zz

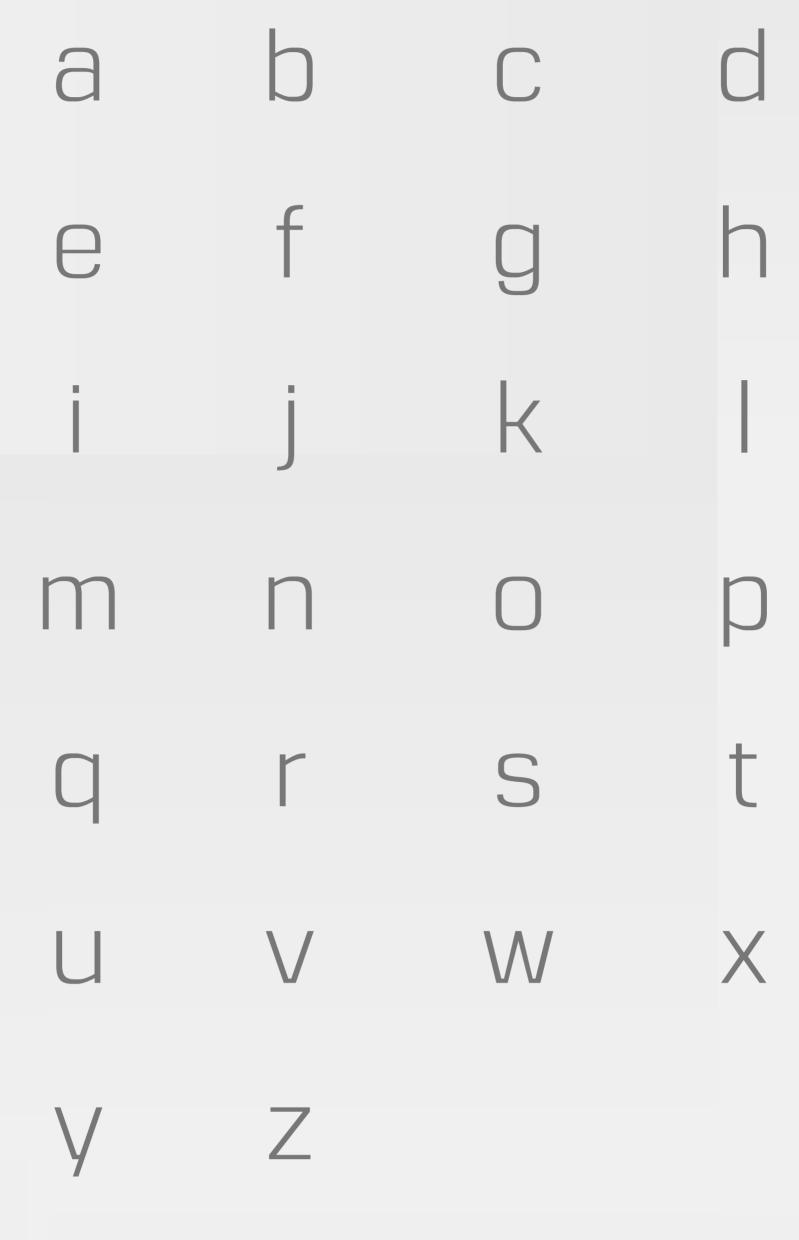


Technology has affected society and its surroundings in a number of ways. In many societies, technology has helped develop more ADVANCED economies and has allowed the rise of a **leisure class**. "Social Media Revolution" produced by Socialnomics author Erik Qualman contains numerous statistics on social media including the fact that 93% of businesses use it for marketing and that if Facebook were a country it would be the THIRD largest.

GUNAR GLYPHSET

Uppercase (72 pt Gunar Regular)

Lowercase (72 pt Gunar Regular)



Alternative lowercase (72 pt Gunar Regular, example 57 pt)

Technology is the making Technology is the making

ĊDĐĎDĐĐĒÉĚĢÊËËËËĒĒĒ FGĞĞĢĠHĦḤIJĺĬÎÏÏİijÌĪĮĨJKĶLĹ

Accented characters (32 pt Gunar Regular)

ĽĻĻĿŁMMNŃŇŅŅNŊÑOÓŎ ÔÔÖŌÓŐŌÓÒØØÕŐŒPÞQRŔ ŘŖSŚŠŞŞTŦŤŢŢŢŢUÚŮÛÜ ÚŮÜÜÜÜÜÜÜWWWX YÝŶŸŸZŹŽZ adádădádâqâdäääaqàdād ą q å å ã ã æ æ b b c ć č ç c d ð d' d đ d deeééěęęêêêëëëeeeèèēē ęęẽẽfggğğġġġġhħḥiıíĭîïï iìijīįĩjkķlĺľļļŀļłmmnńňnnnnn ñoóŏôộöọòőōÓÖØØõõœœpþ qrŕř,sśšşşsßtŧťţţţtuúúûüű ů ü ü u u ű ū ų ů ũ v w w ŵ w x y y ý ý ŷŷÿÿÿZŹŽZ Ligatures (72 pt Gunar Regular) Th ch ct fb ff

ffi ffi ffi fh fj fk fi fl sp st Numerals, currency, math, punctation and symbols (32 pt Gunar Regular)

> 1234567890\$£€¥¢ $+ - \times \div = \approx < > \leq \geq \pm \% \%_0 \frac{1}{2} \frac{1}{4}$ 3/4 5/8 1/8 7/8 3/8 @ & § ® TM © ¶ † ‡ .,:;...+ ? ; !;\/(){}[]* f ° ′ ° ′ ° ′ ° ′ ° ° ° a o

5 variations of numerals (72 pt Gunar Regular)

WEIGHTS & STYLES

Thin Thin Italic the 20th century, the term was uncommon Light in English, and usually referred to the de-**Light Italic** scription or study of the useful arts. The Italic term was often connected to technical edu-Regular cation, as in the Massachusetts Institute of Medium Technology. "Technology" rose to promi-Medium Italic nence in the 20th century in connection DemiBold with the Second Industrial Revolution. The DemiBold Italic meanings of technology changed in the **Bold** early 20th century when American social **Bold Italic** scientists, beginning with Thorstein Veblen, ExtraBold translated ideas from the German concept **ExtraBold Italic** of Technik into "technology." In German Black and other European languages, a distinc-**Black Italic** tion exists between Technik and Technolo-Heavy gie that is absent in English, as both terms **Heavy Italic**

Text set in 24 pt From wikipedia.org

GUNAR IN NEGATIVE

The font also has great legibility on negative spaces.

Aa Bb Cc Dd Ee

Regular

16 pt

Legibility is the degree to which glyphs (individual characters) in text are understandable or recognizable based on appearance. Which relate to the ability to distinguish one letter from the other." Legibility includes factors such as "x-height, character shapes, stroke contrast, the size of its counters, serifs or lack thereof, and weight."

Italic

16 pt

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Bold

16 pt

Legibility is the degree to which glyphs (individual characters) in text are understandable or recognizable based on appearance. Which relate to the ability to distinguish one letter from the other." Legibility includes factors such as "x-height, character shapes, stroke contrast, the size of its counters, serifs or lack thereof, and weight."

GUNAR IN BODYTEXT

Due to its large x-height and natural width Gunar also has great legibility at small point sizes.

x-height



Body text example in 16 pt Regular/Bold From wikipedia.org

HISTORY OF GRAPHICAL USER INTERFACE

In computing, graphical user interface (GUI, sometimes pronounced 'gooey') is a type of user interface that allows users to interact with electronic devices through graphical icons and visual indicators such as secondary notation, as opposed to text-based interfaces, typed command labels or text navigation. GUIs were introduced in reaction to the perceived steep learning curve of command-line interfaces (CLI), which require commands to be typed on the keyboard.

Precursors

A precursor to GUIs was invented by researchers at the Stanford Research Institute, led by Douglas Engelbart. They developed the use of text-based hyperlinks manipulated with a mouse for the On-Line System (NLS).

The concept of hyperlinks was further refined and extended to graphics by researchers at Xerox PARC and specifically Alan Kay, who went beyond text-based hyperlinks and used a GUI as the primary interface for the Xerox Alto computer. Most

developed a pointer-based system called the Sketchpad in 1963. It used a light-pen to guide the creation and manipulation of objects in engineering drawings.

PARC user interface

The PARC user interface consisted of graphical elements such as windows, menus, radio buttons, check boxes and icons. The PARC user interface employs a pointing device in addition to a keyboard. These aspects can be emphasized by using the alternative acronym WIMP, which stands for windows, icons, menus and pointing device.

Evolution

The Xerox Star Workstation introduced the first commercial GUI O>S as shown above. Following PARC the first GUI-centric computer operating model was the Xerox 8010 Star Information System in 1981,[8] followed by the Apple Lisa (which

Modern Technology INCREASED

Big Problem, Smart Solution

Facebook Puts the Brakes

THE SCIENCE BEHIND

The Silicon Valley Titans

INSTAGRAM

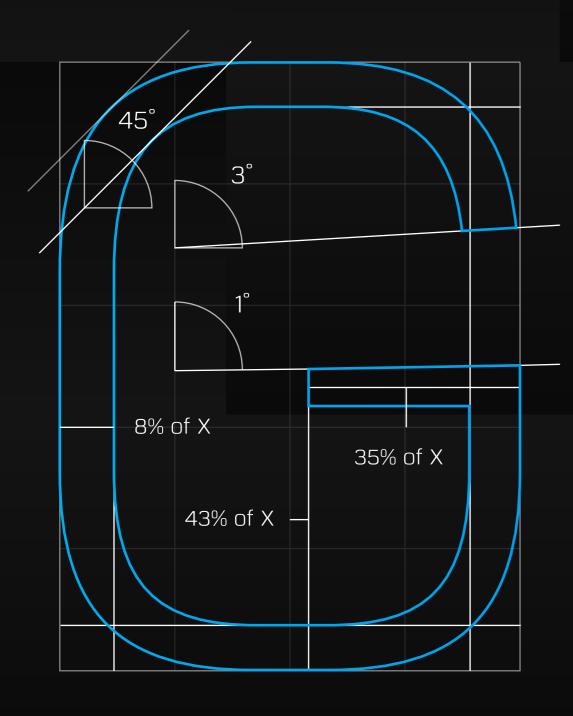
GUNAR SIZES

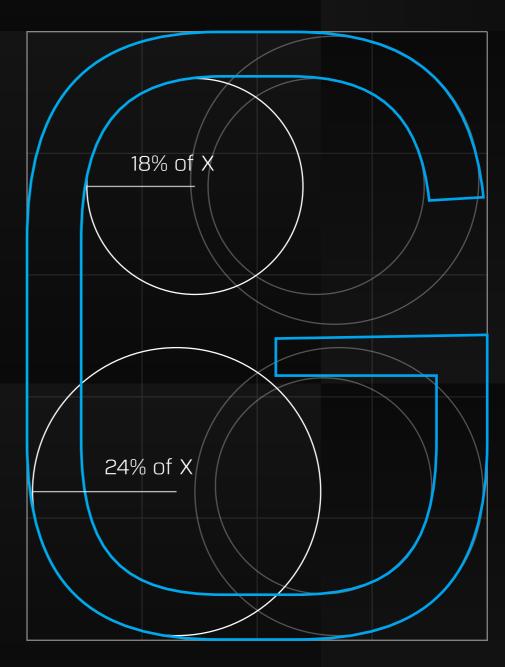
10 pt The use of the term technology has changed significantly over the last 200 years. Before the 20th century, 12 pt the term was uncommon in English, and usually referred to the description or study of t 14 pt the useful arts. The term was often connected to technical education, as in the Massachusetts Institute of Technology. "Technology" rose to p 16 pt 18 pt prominence in the 20th century in connection with the Se cond Industrial Revolution. The meanings of technolo 20 pt gy changed in the early 20th century when Ame 22 pt rican social scientists, beginning with Thorst 24 pt ein Veblen, translated ideas from the Ger 26 pt man concept of Technik into "technol 28 pt lgy." In German and other European 30 pt languages, a distinction exists be 32 pt tween Technik and Technologie 34 pt that is absent in English, as b 36 pt oth terms are usually transl 38 pt ated as "technology". By th 40 pt e 1930s, "technology refe 42 pt erred not to the study of 44 pt

DETAILS OF GUNAR

The height of the letter is equal to the size of "X".

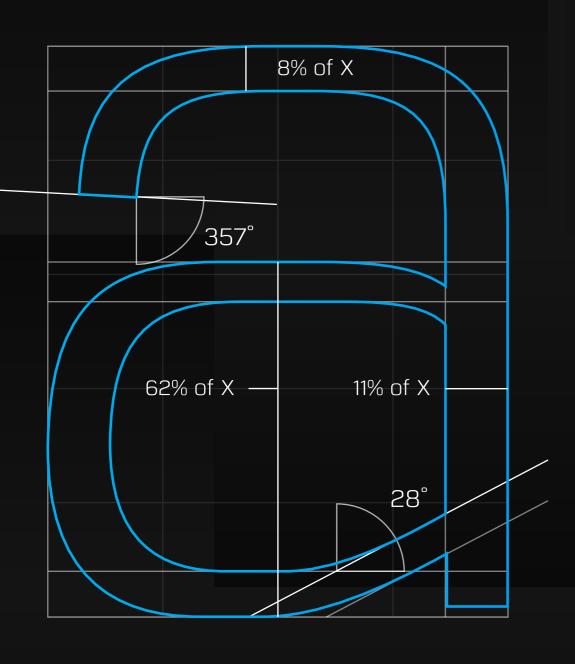
Height (X) = 100% Width (Y) = 75% of X

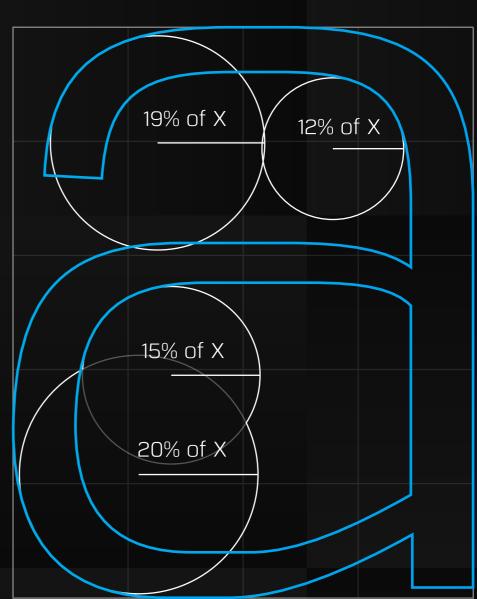




Height (X) = 100%

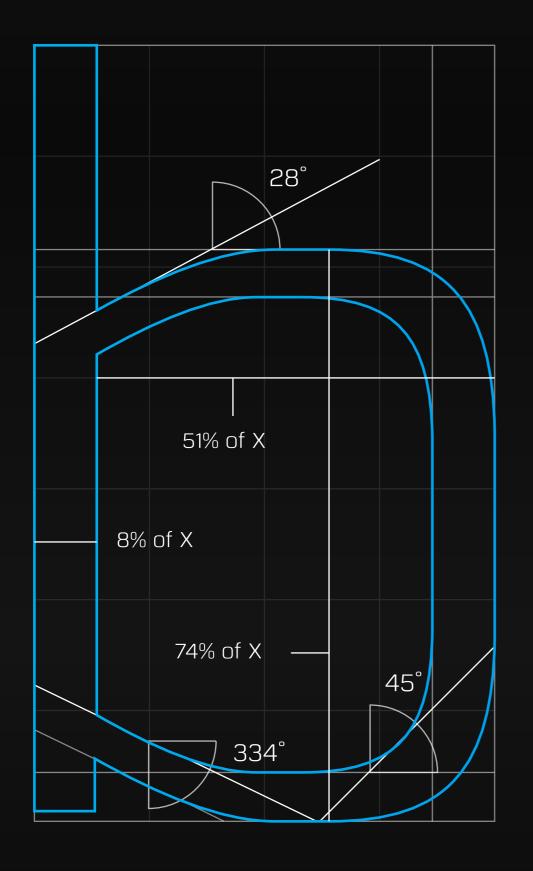
Width (Y) = 80% of X

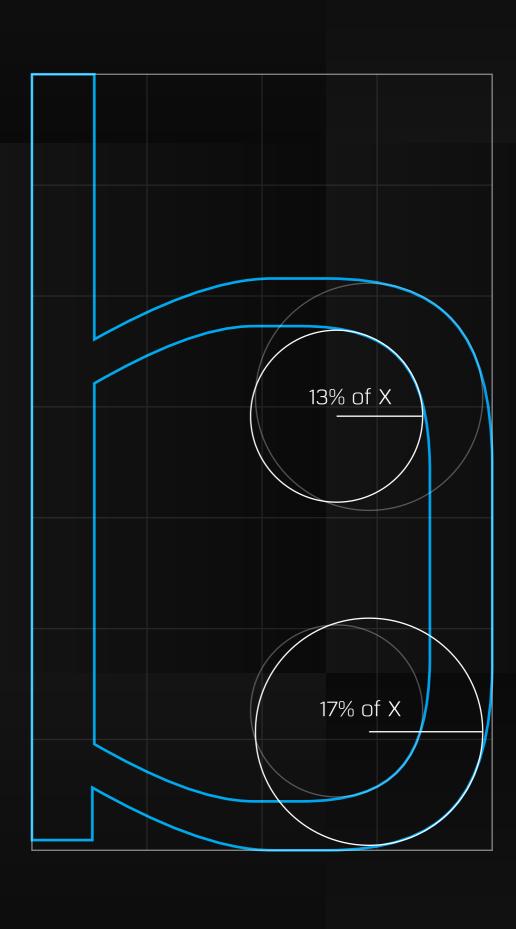




Height (X) = 100%

Width (Y) = 59% of X





Cos'è questa cosa? Tschüß! Estoy Bien ¡Gracias! Jó napot kívánok Încântat de cunoștință Hvað segir þú? Fyrirgefðu Jak się masz? Kjører ny teknologi Arduen lök? Neil

ALTERNATIVE GLYPHS

ad ee gg yy

In computing, graphical user interface (GUI, sometimes pronounced 'gooey') is a type of user interface that allows users to interact with electronic devices through graphical icons and visual indicators such as secondary notation, as oppos-ed to text-based interfaces, typed command labels or text navigation. GUIs were introduced in reaction to the perceived steep learning curve of commandline interfaces (CLI), which require commands to be typed on the keyboard. The actions in GUI are usually performed through direct manipulation of the graphical elements. Besides in computers, GUIs can be found in hand-held devices such as MP3 players, portable media players, gaming devices, house-hold appliances, office, and industry equipment.

GUNAR LIGATURES

Th ch ct fb ff ffi st

ffl fh fj fk fi fl sp

The couple watched the flow of water in the fjords. The stars are really special she gasped. "This fish is secretly a griffin" he replied while pointing down to a suspicious looking fish in the ocean. "A goofball can affect us all if the cliffhanger is cruel" the fish said while giving the boy an offended look. "Those are some nice cufflinks!" she said, trying to cheer the fish up. "Please press the offkey" he said, clearly not impressed, to the engineer who controlled the virtual game.