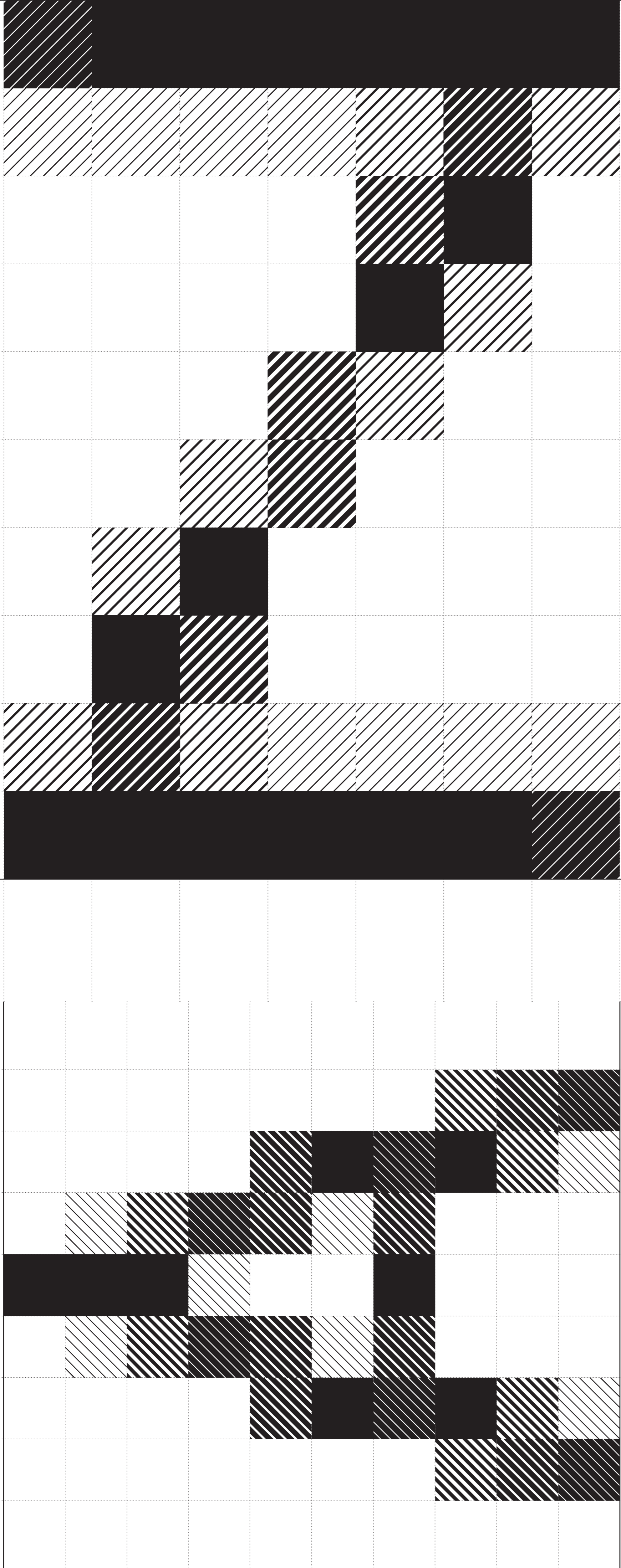


ANTI ALIAS BEGAN AS AN EXPLORATION OF THE QUALITY OF HIGH-RESOLUTION TYPEFACES WHEN RENDERED ON A LOW-RESOLUTION SCREEN. IT TAKES ITS NAME FROM THE TECHNIQUE USED TO MINIMIZING THE DISTORTION ARTIFACTS THAT RESULT FROM THE SHIFT BETWEEN HIGH-RES TO LOW-RES DISPLAYS.

IN COMPUTER GRAPHICS, ANTI ALIASING IMPROVES THE APPEARANCE OF POLYGON EDGES, SO THEY ARE NOT 'JAGGED' BUT ARE SMOOTHED OUT ON THE SCREEN. BY DETERMINING WHAT PERCENTAGE OF THE PIXEL IS OCCUPIED BY A GIVEN REGION AND USING THAT PERCENTAGE AS THE COLOR. IN AN ANTI-ALIASED MODE AND WHEN THE RESOLUTION IS INSUFFICIENT TO SHOW THE DETAIL OF A TYPEFACE, THE EDGES OF EACH LETTER BLEND INTO GRAY AND APPEAR MUCH SMOOTHER.

THE FAMILY'S 7 BUILDING BLOCKS ARE COMPOSED OF DIAGONAL LINES VARYING IN WIDTH AND DENSITY; THE THICKER AND MORE DENSE THE LINES ARE, THE DARKER THE AREA LOOKS FROM A DISTANCE. IT PRESENTS THE VISUAL QUALITY OF A BLOWN-UP ANTI-ALIASED TYPEFACE, WHILE WORKING AROUND THE LIMITS OF TYPE-DESIGN SOFTWARES THAT LACK THE OPTION TO SET DIFFERENT OPACITIES TO GLYPH PATHS.

ANTI ALIAS IS DESIGNED BY MAURANN STEIN.



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Numerals & Symbols - 160 pt

ANTI ALIAS
 REGULAR

A B C D E F G H I J
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THERE THE
 ARISTOTELIAN
 DICTUM THAT
 THE WHOLE IS
 GREATER THAN
 THE SUM OF
 ITS PARTS IS
 ASSUMED. AND
 THIS VITALLY
 CONCERNS
 TYPOGRAPHY.

IS THE GRID A PROGRAMME?
 TO DESCRIBE THE PROBLEM IS PART OF THE
 SOLUTION. THIS IMPLIES: NOT TO MAKE CREATIVE
 DECISIONS AS PROMPTED BY FEELING BUT BY
 INTELLECTUAL CRITERIA. THE MORE EXACT
 AND COMPLETE THESE CRITERIA ARE, THE MORE
 CALLY: IF THE GRID IS
 CONSIDERED AS A PROPORTIONAL
 REGULATE, A SYSTEM, IT IS
 SELECTION. DESIGNING MEANS: TO PICK OUT
 CREATIVE THE WORK BECOMES. THE CREATIVE
 DETERMINING ELEMENTS AND COMBINE THEM. SEEN
 IN THESE TERMS, DESIGNING CALLS FOR METHOD.
 MODULE OF LE CORBUSIER, WHICH
 CAN, OF COURSE, BE USED AS
 A GRID BUT IS PRIMARILY A
 PROGRAMME. ALBERT EINSTEIN
 SAID OF THE MODULE: "IT IS A
 SCALE OF PROPORTIONS THAT
 MAKES THE BAD DIFFICULT AND
 THE GOOD EASY..."

Excerpts from *Designing Programs* by Karl Gerstner