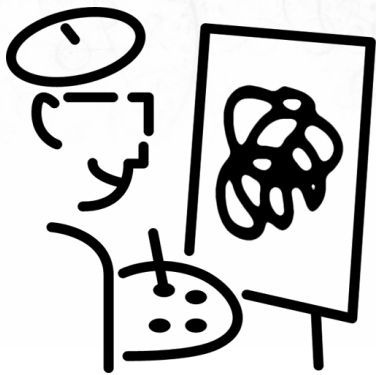
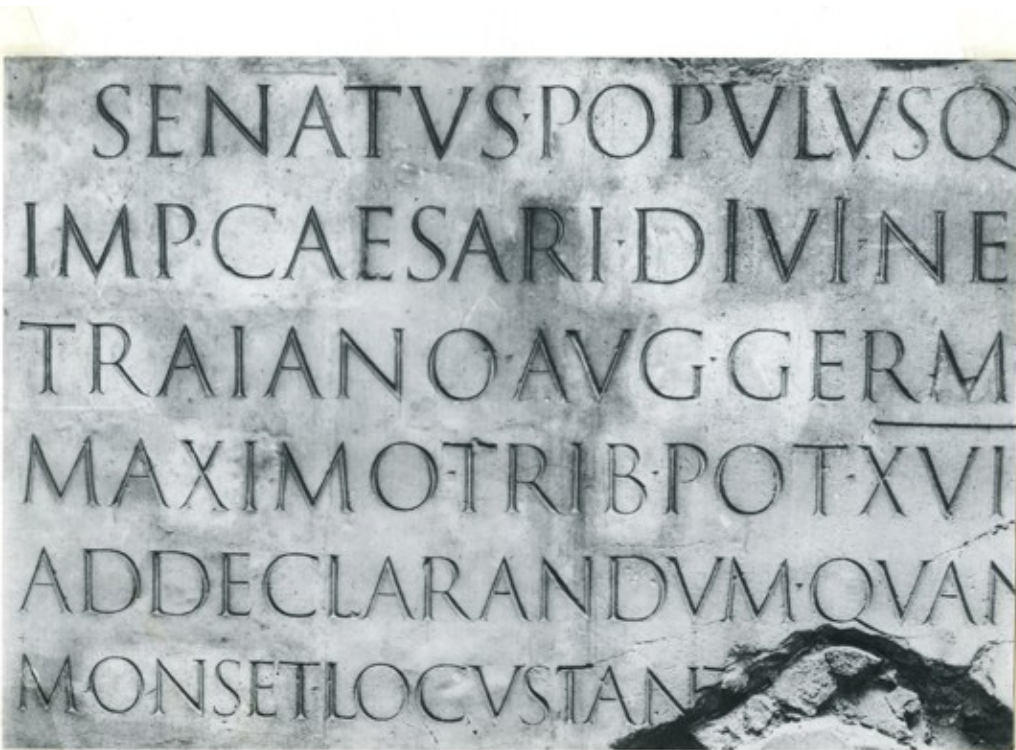


ARTGORITMY / A

LETTERISMUS A ZNAKOVÁ GRAFIKA





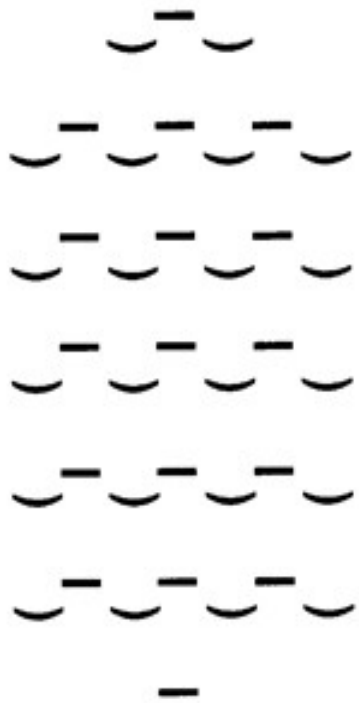
**Výtvarná složka je nedílnou
součástí každého textu,
písma i znaku**

ABCDEFGHIJK

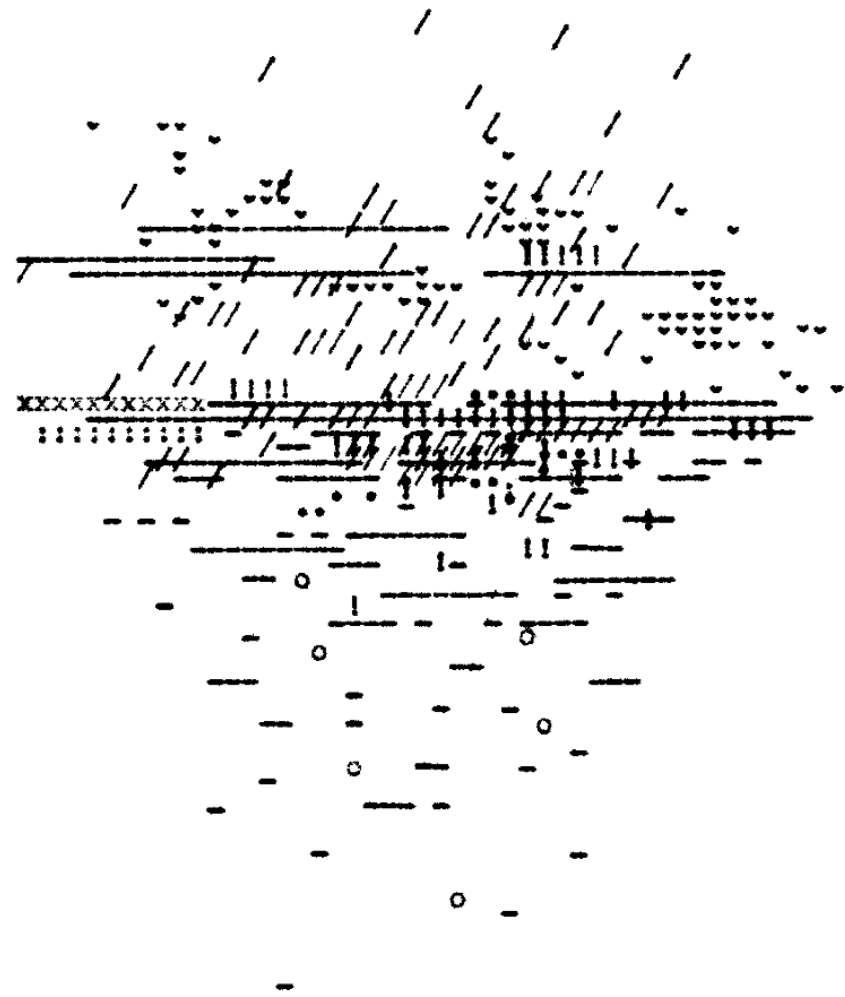
LMNOPQRST

UVWXYZ

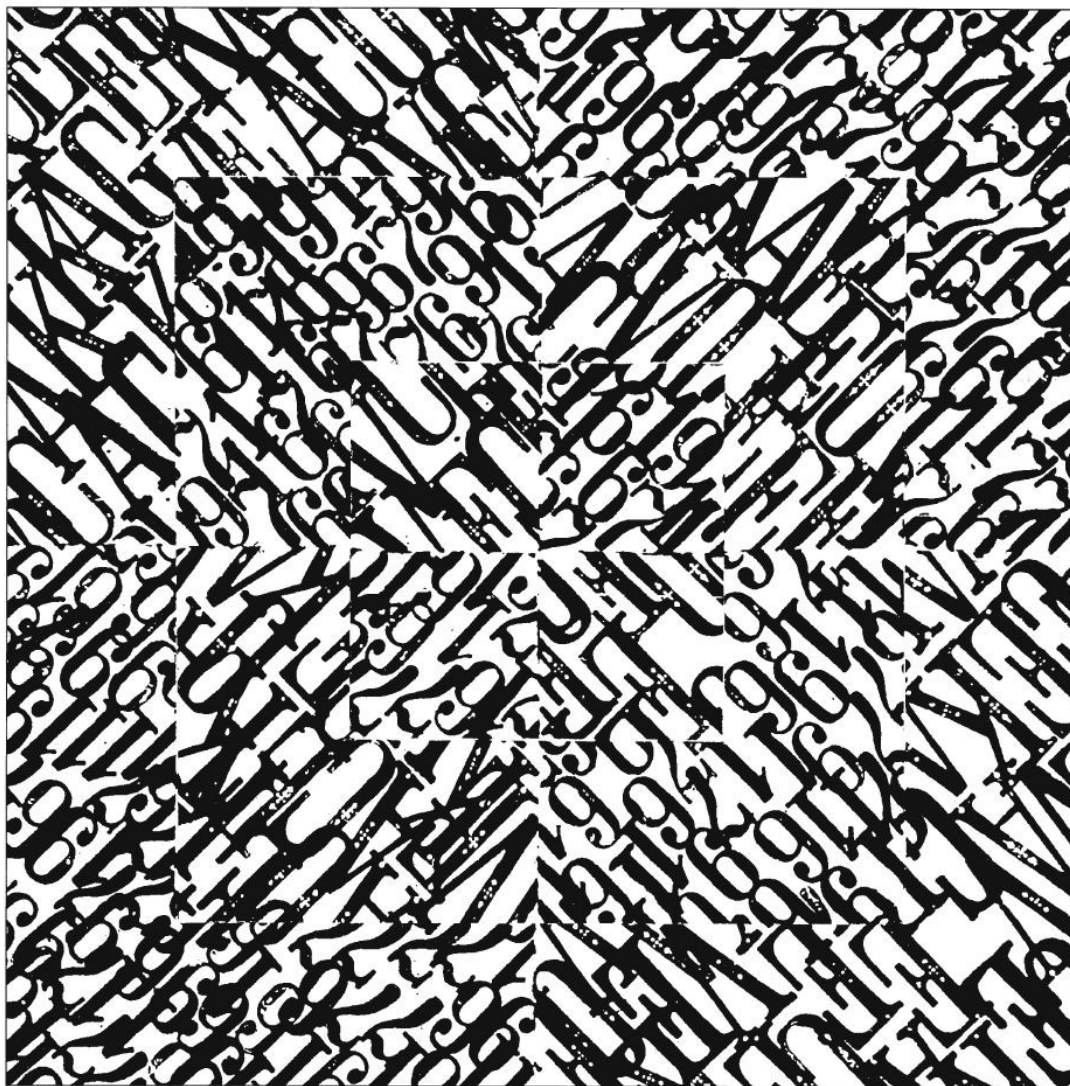
Římská nápisová kapitála (Trajánův sloup, 113 n. l.)



Ch. Morgenstern



V. Havel



E. Ovčáček



A. Chatterjee

J
A
N
U
A
R
Y
2005

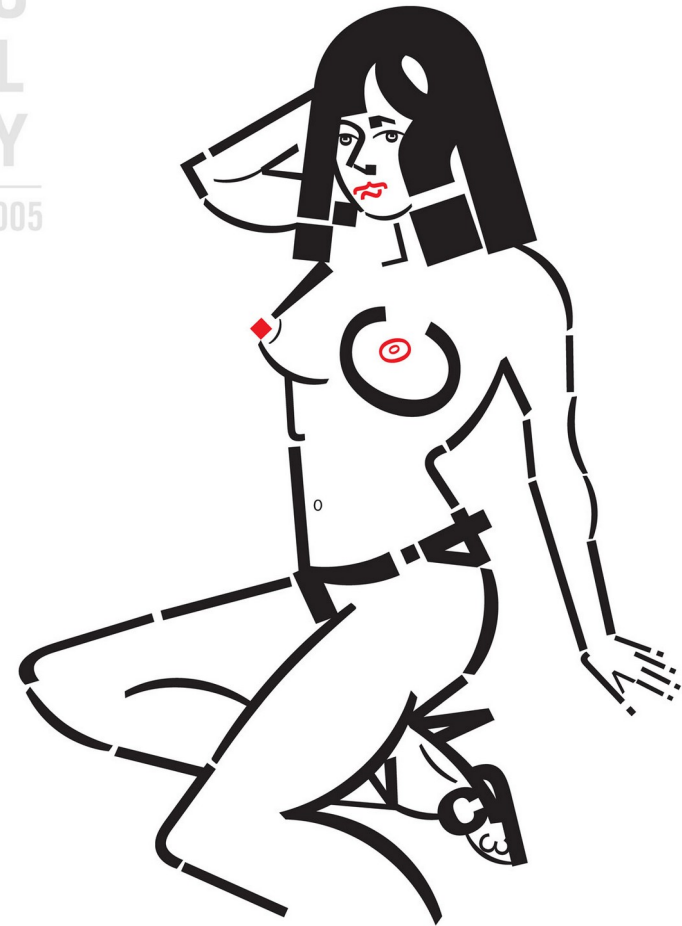


MISS BODONI

Beautiful Bodoni, brimming with style and sophistication. This Italian woman has voluptuous curves and always looks best well-kissed. She moved in aristocratic circles in her formative years (the Duke of Palm was especially impressed with her copped up assets) and then enjoyed a glittering career, particularly in the world of fashion. She's often seen in Paris and Milan and her face regularly appears in leading style magazines.

S S M T W T F S S M T W T F S S M T W T F S S M
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

J
U
L
Y
2005

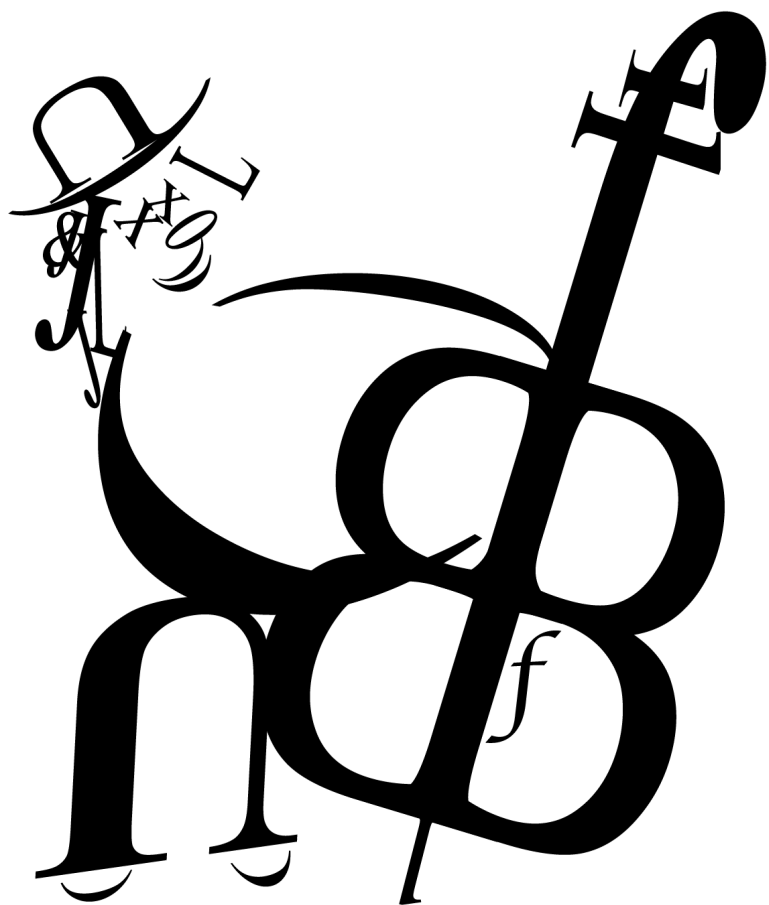


MISS FRANKLIN GOTHIC

Some might describe Miss Franklin Gothic as a Brooklynite. Others would call her a Bronx and Jersey York, especially as her regular weight is extra bold. Either way, this stylish miss makes quite an impression even when her better nature is tight. She's worked for big names like Procter & Gamble and Microsoft, and she's also starred in movies - you'll see her in the opening credits for Star Wars. Sunny, solid and stronger than other stars, she looks good at low resolution. This New Jersey type can get down and dirty with the best of them.

F S S M T W T F S S M T W T F S S M T W T F S S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

D. Harris



R. Hernych



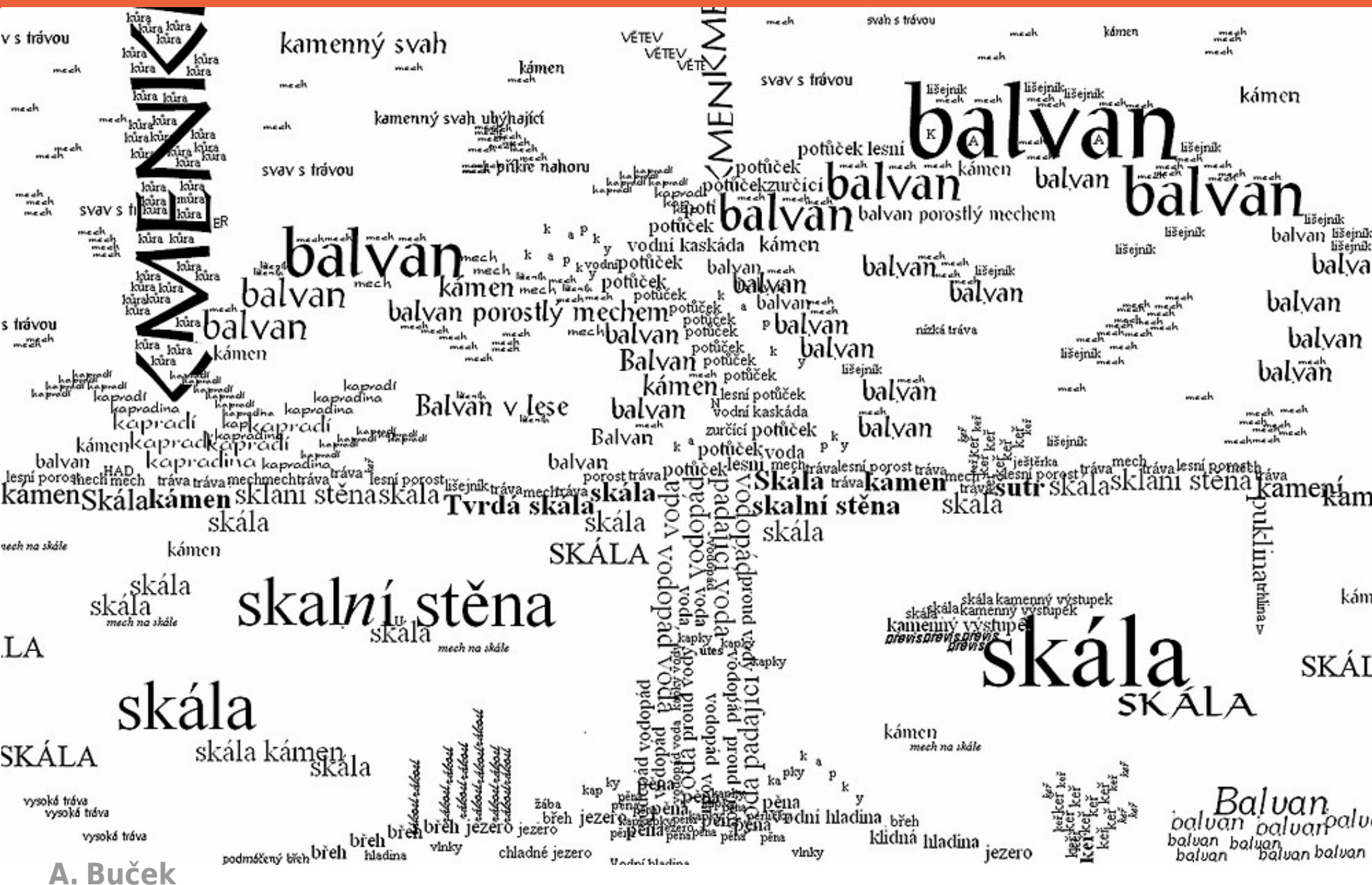
M. Bišof



E. Roth



V. Michal



A. Buček

Manipulace se znaky na počítači

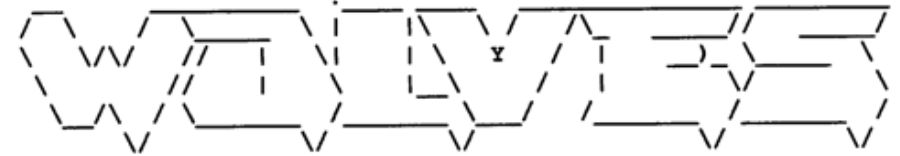
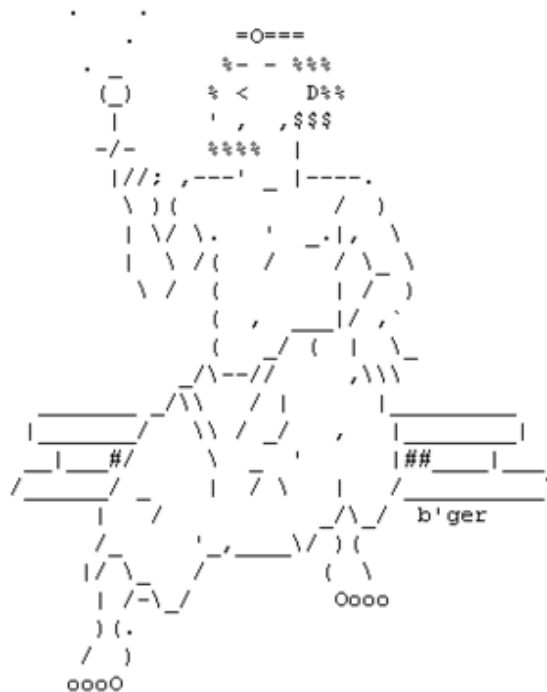
ASCII art

oldschool : 95 znaků

high ascii : 128 znaků

často používané znaky pro obrysy:

```
/\| - _ = . : ' ` " ~ < > ( ) [ ]
```



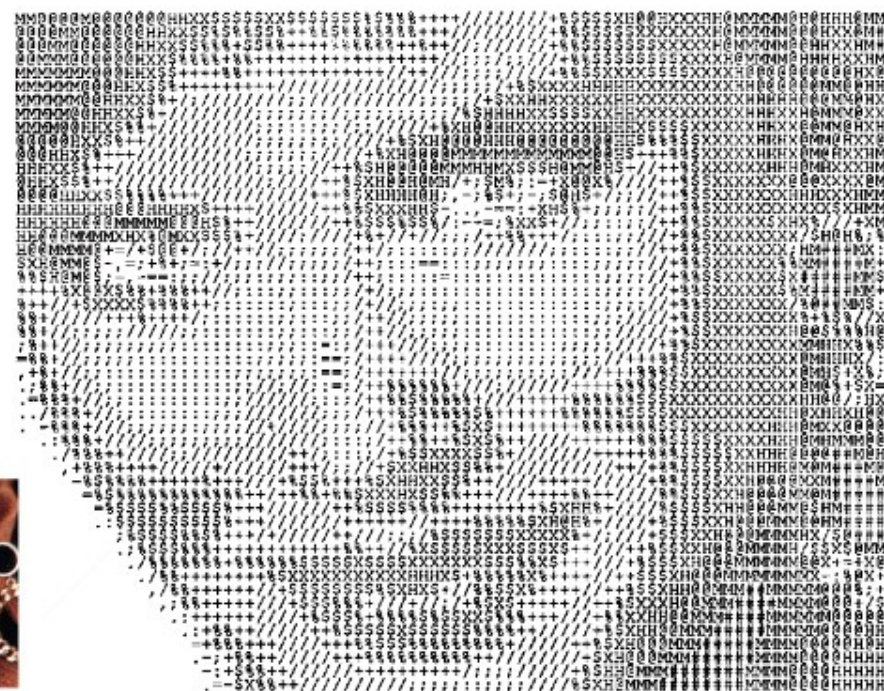
Pseudografika

Nejenom výtvarná hra –
v řadě aplikací nelze
použít grafiku

Výtvarné možnosti
omezeny na znaky
textových terminálů
a mechanických tiskáren

Šedá stupnice pomocí znaků s různou „hustotou“

*WMB8&%\$#@
oahkbpqwm
LCJUyxZ0OQ
rcvunxzjft
/\|()1{ }[]
-_+<>i!lI?
. , ^ : " ; ~



Kvalitnější šedou získáme přetiskem znaků

M M M M M M M H H H H H X H X O Z W A H 0 0 3 = I * + + = + - . - ^
W W W W W W W # # # * + + - - - - = - -
0 0 + -
0 0 0 0 0
0 0 +
+

ASCII art → ANSI art





- *ASCIIprinter*
- *Computatorvision*
- *Java*
- *Moebius*
- *Calligraph*

L. Ondráková



Letteristická stylizace

Písmo součástí obrazu

- filtrace do vrstev
- zpracování grafickými technikami vč. znakové kresby

➤ *Elephant*

filtr ‚Letterist‘

➤ *Ascii-Art*

J. Soukal



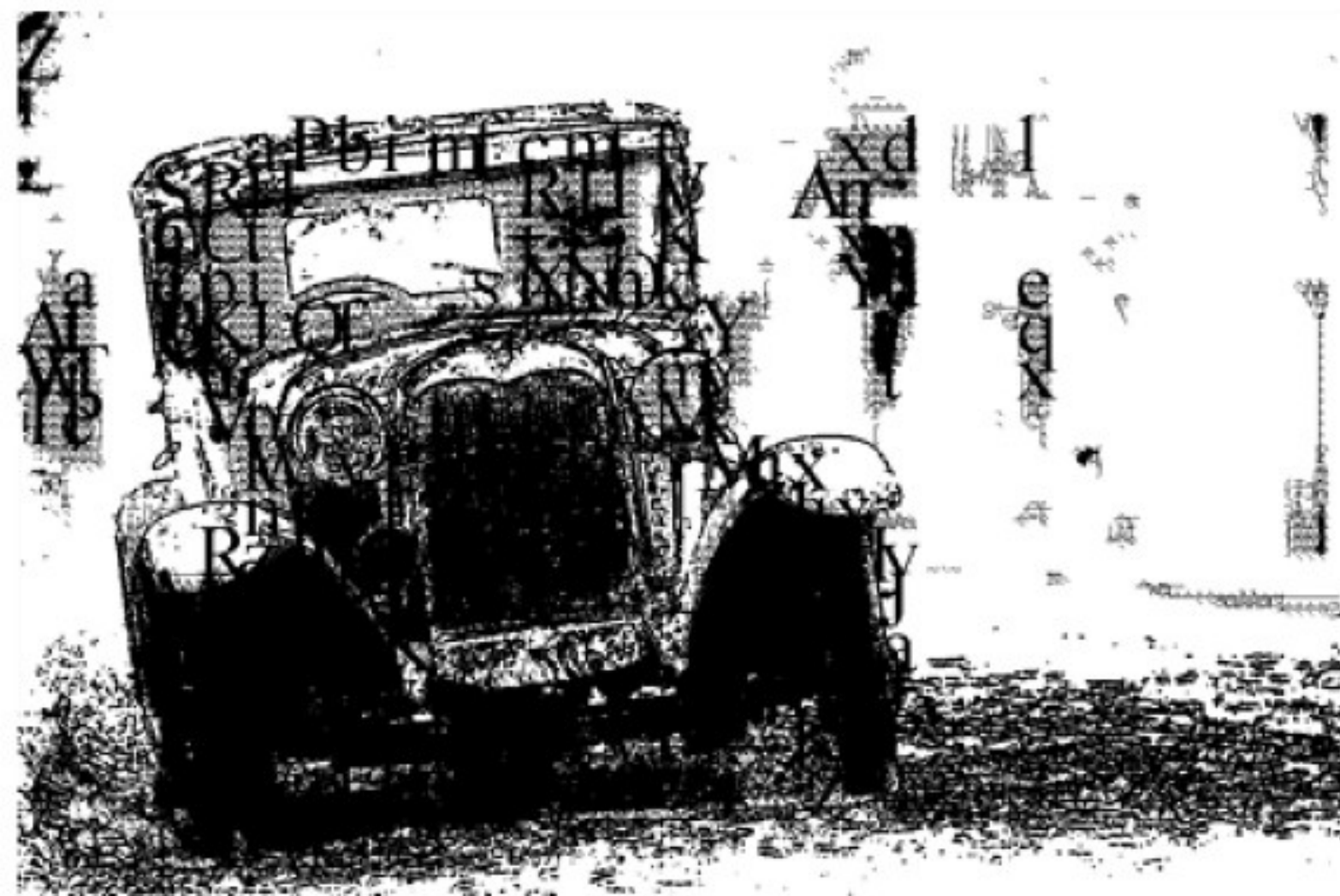
Hledání hran — obrysová kresba

Úprava tonality a prahování — plošná kresba, stínování

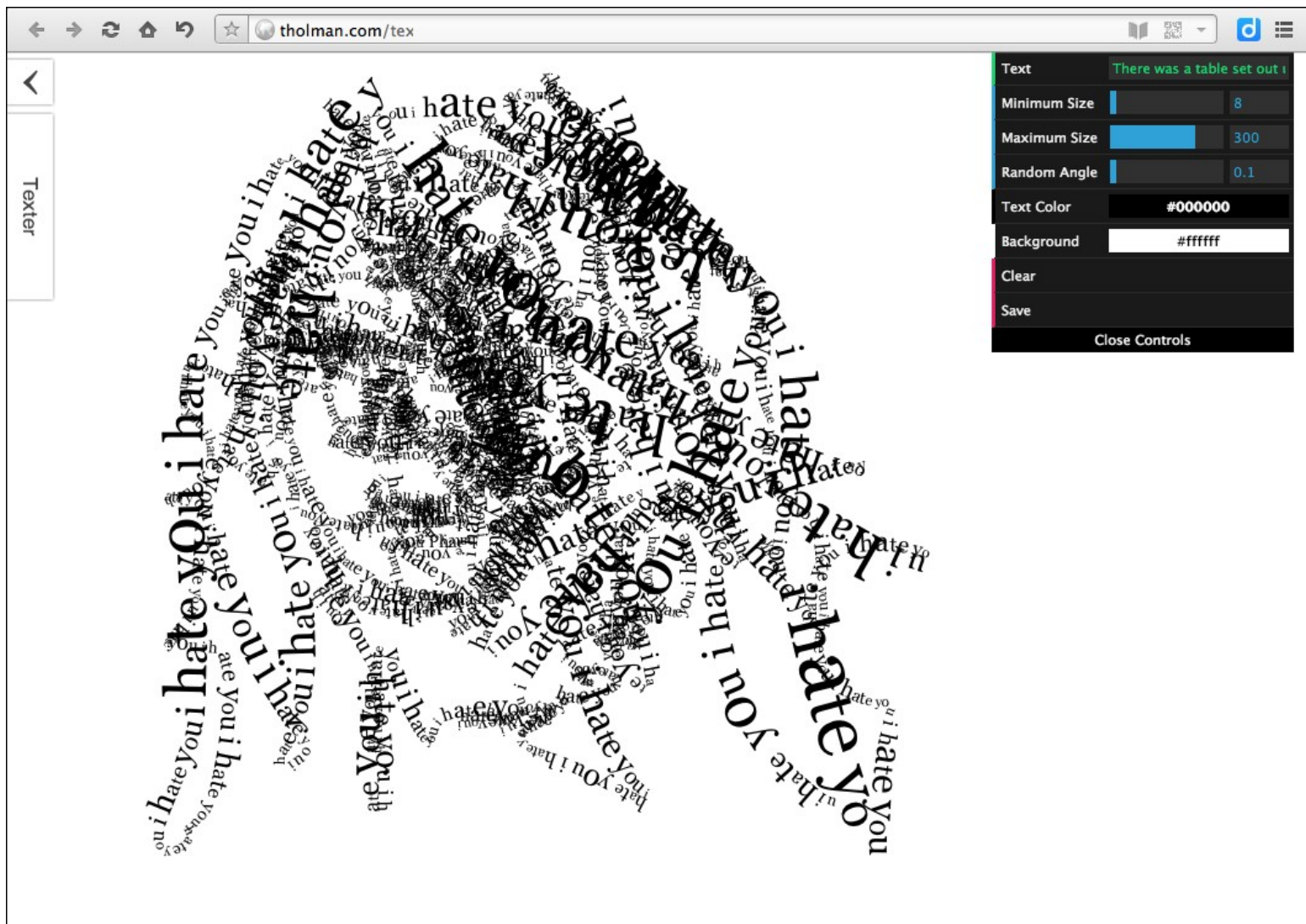
Letterizace s různými parametry

**výběr písma a znakové sady, styl mapování,
pravděpodobnost shody tvaru ...**





J. Soukal



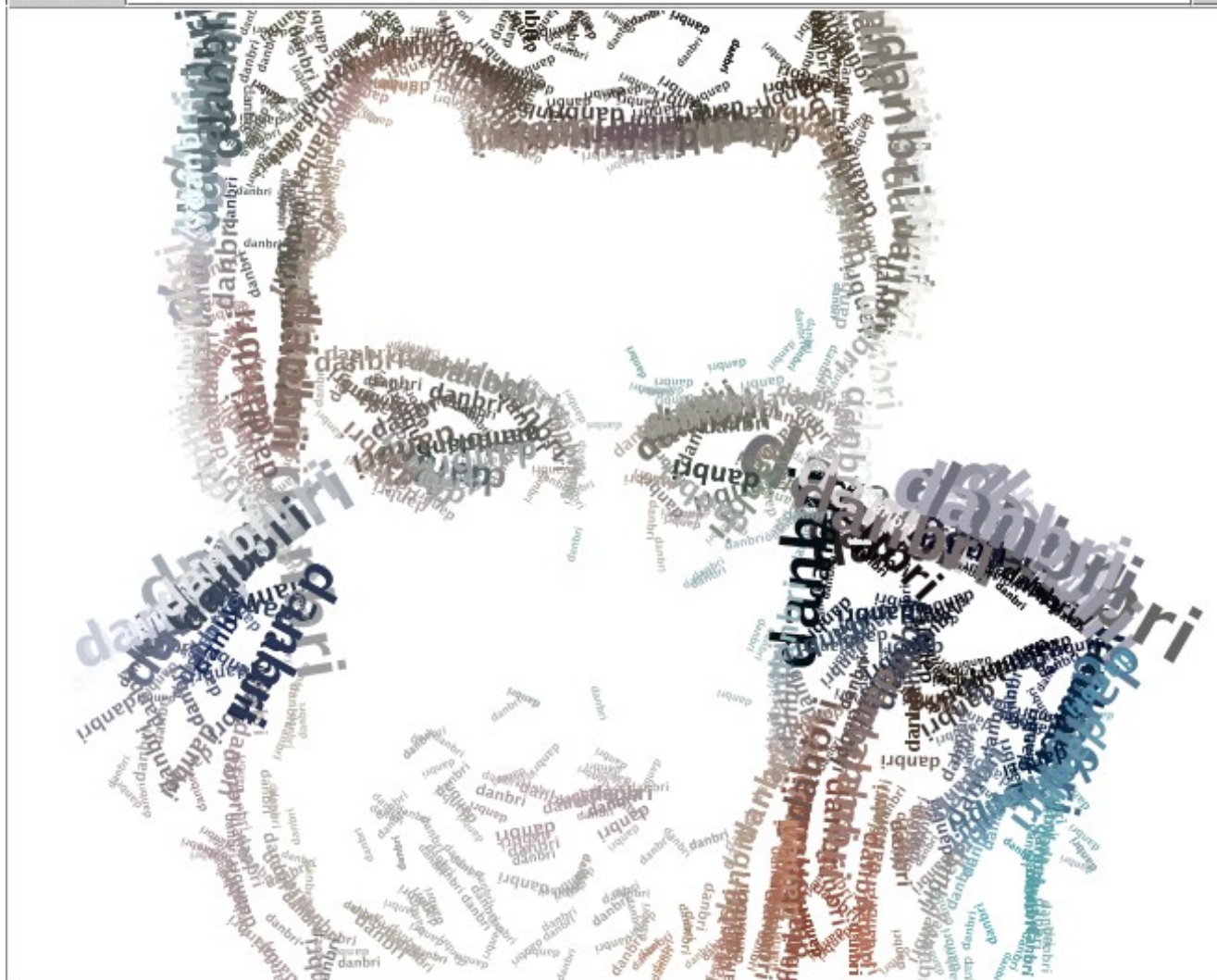
➔ **Texter**





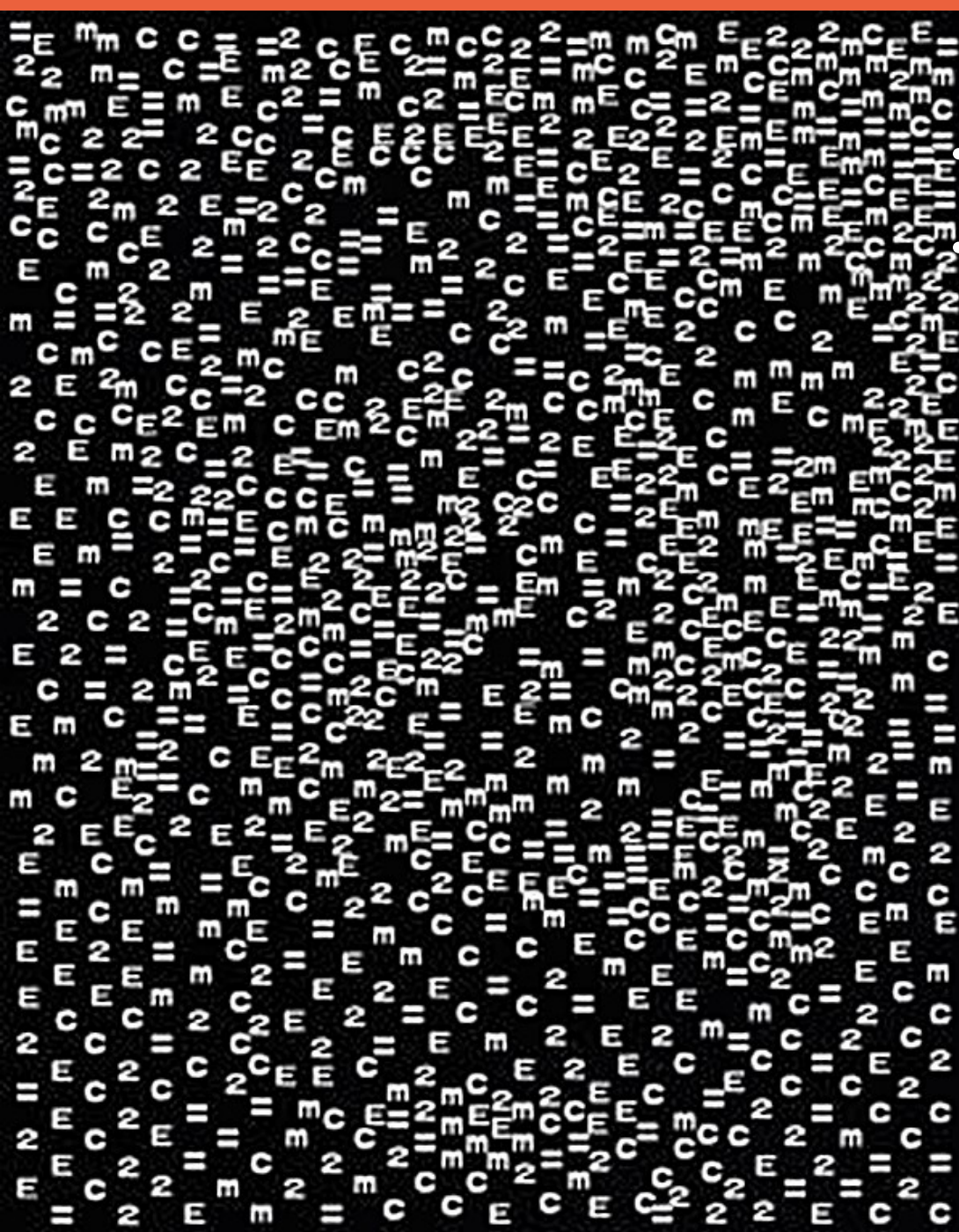
V. Lazareva

Location: file:/home/mf/dev/svg/danbri.svg



142.83556 h: 110.99999

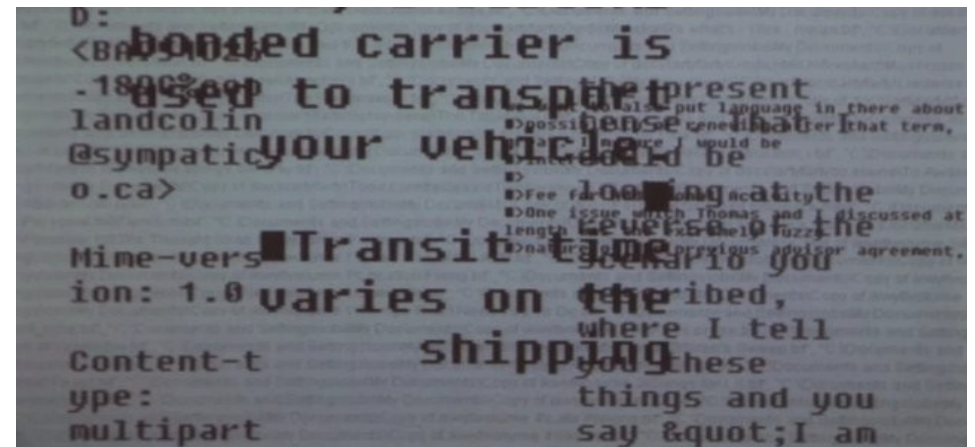
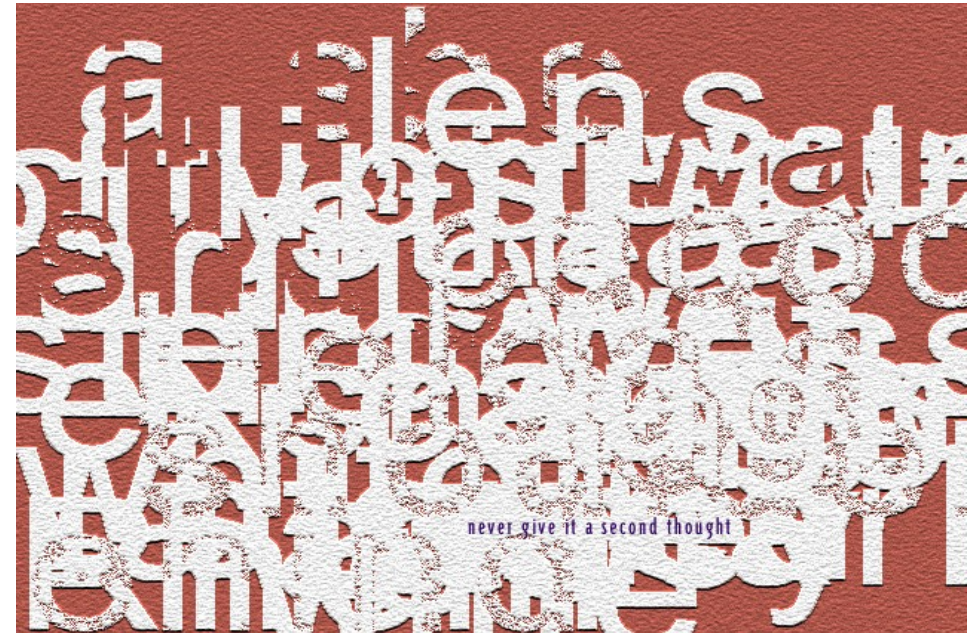
➔ **Textorizer**



Vážná výtvarná tvorba i originální estetika

K. Knowlton





➔ **Textorgan**

ISEA, 2000

Ars Electronica, 2000

Kinetická typografie



V. Čosić: z ASCII filmu *Zvětšenina (Blow Up)*





Sebastian Lange: Flickermood 2.0

[\[→ \]](#)

+ další ukázky, vč. návodu jak na to (viz seznam *Letterism*)

[\[→ \]](#)

Básně zdrojového kódu

„Need not rhyme, must compile“

```
/*  
 * Author: Droggl 2014-05-23  
 *  
 * Compile: g++ ./poetry.cpp -std=c++11  
 */  
  
#include <memory>  
#include <utility>  
  
#define a(h) int  
#define a_splint  
  
a() main () { char acterization; };  
  
int egral, con; struct ion {  
void operator &&(  
int imate_discriminator ){};  
int egral, deduct;} io,n ,_;  
  
long be; class y {}  
long_be, bossy ;  
  
#define decline a  
void smile() {  
signed file;  
  
for (char it;;); y  
for_clarity ;_  
  
and 0; auto matio=n ;}
```

Source Code Poetry

[→]

Zadání

Vyjádřete se graficky pomocí písma a znaků

Napište kaligram nebo obrazovou báseň,
vytvořte *moderní a neobvyklý* ASCII art,
upravte obraz v letteristickém stylu,
zpracujte text pomocí kinetické typografie,
vytvořte abstraktní textové video ...

Výstup

**Alespoň jedna ukázka libovolné techniky
ve vhodném grafickém formátu**