Course Link: https://vimeopro.com/focii/educational/page/6

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Course Description

Learn typography for digital and print applications. In this typography course, you'll learn how typography is used in web work, apps, advertisements, logos, print media and digital publishing.

Evaluations

After we cover each section you will find a recap section that will reinforce learned content that was discussed as well as a quiz and several exercise challenges strewn all over this course that will make our learning fun and memorable.

Who should take this course

This course is designed for anyone who enjoys type design and typography, namely; print designers, graphic and web designers, animators, sign writers and more. Whether you're a beginner in typography or even an intermediate typography user, we are sure you will gain a vast set of skills after taking this course.

Prerequisites

There are no prerequisites for this course, but you are expected to have access to programs like Adobe Photoshop, Illustrator or InDesign as well as basic working knowledge of any one of these programs and basic computer/web literacy.

What am I going to get from this course?

Learners will gain a solid understanding of typography fundamentals and how they can be applied to a variety of design projects ranging from banners, logos, magazines and more.

What is the target audience?

Sign writers, illustrators, graphic and web designers, print and layout designers and anyone into typography and lettering will benefit from this course.

Curriculum

Section 1: Introduction

- 1. Welcome
- 2. Course introduction.

(Collect all project files for this course here.)

- 3. First typography exercise
- 4. Exercise walkthrough (a)
- 5. Exercise walkthrough (b)

Section 2: Vocabulary

- 6. Introduction to vocabulary
- 5. Tracking, leading, kerning (a)
- 6. Tracking leading kerning (b)
- 7. Tracking leading kerning (c)
- 8. Tracking leading kerning (d)
- 9. Tracking leading kerning (e)

- 10. Fonts vs typefaces
- 12. Names of individual programs (a)
- 13. Names of individual programs (b)
- 14. Names of individual programs (c)
- 15. Names of individual programs (d)
- 16. Vocabulary recap
- 17. Vocabulary quiz

Section 3: Classifications

- 18. Introduction to classifications
- 19. Standard classifications (a)
- 20. Standard classifications (b)
- 20. Classifications of fonts (a)
- 21. Classifications of fonts (b)
- 22. Classification recap
- 23. Classification quiz

Section 4: User experience

- 24. Intro to UX
- 25. How fonts impact a message
- 26. How users perceive a brand and true purpose (a)
- 27. How users Perceive a brand and true purpose (b)
- 28. UX exercise
- 29. UX exercise walkthrough

30. UX recap

Section 5: Typography for advertising

- 31. App type introduction
- 32. Print vs web
- 33. Point size of apps
- 34. Contrast
- 35. App font styles/weights
- 36. Font vs web assets
- 37. App exercise introduction
- 38. App exercise walkthrough
- 39. App recap

Section 6: Adverts, web and print

- 40. Type in ads introduction
- 41. How text makes the sell
- 42. Foreign languages
- 43. Balancing text and images
- 44. Web vs. print advertising
- 45. Web advertising exercise
- 46. Web advertising exercise walkthrough
- 47. Advertising recap

Section 7: Typography for logos

- 48. Logo introduction
- 49. Logo bonus lecture
- 50. Plain text logos
- 51. Altered type logos
- 52. Logo with graphics
- 53. Logo project introduction
- 54. Logo exercise walkthrough
- 55. Logo recap

Section 8: Print and type

- 56. Type in print introduction
- 57. Understanding print mediums
- 58. Sending files to printer
- 59. Food Ad truck introduction
- 60. Food Ad truck walkthrough
- 61. Type in print recap

Section 9: Publishing

- 62. Digital publishing intro
- 63. Preparing files for digital use
- 64. Digital publishing is a combination
- 65. Food Ad truck introduction
- 66. Food Ad truck walkthrough

67. Type in print recap

Section 10: End discussions

- 68. Concluding
- 68. Additional resources
- 69. Final notes
- 70. Type final (a)
- 71. Type final (b)