

PROJECT 1

Variable Remix

STORY

In music, **remixes** are songs that have been altered in some way by a new artist.

There are many ways to remix a song.

You can alter just a few parts of it to evoke a different feeling.

Or maybe, you change most of it to create something more fundamentally different.

Consider the [original version](#) of the Gorillaz song 19-2000, versus this “official” [remix](#).
Same song, but totally different!

As it turns out, we can do the same thing in graphic design, such as remixing fonts.

Olivia King [writes](#) about remixing Archivo when creating the identity for Derwent Valley:



As part of the team designing the identity for Derwent Valley, Olivia was tasked with creating a unique font under a restrictive budget. Licensing a font was out of the question because of how large the company at Derwent Valley was, too.

So, she took an open source font and remixed it.

I've been inspired by her work, and I created my own remixed version of Work Sans for a graduate course here at RISD.

Work Sans Galápagos adds “eyes” to the counters of round letterforms:



I really loved that process, so I've kept doing it.

AUTHENTIC Remixed is my version of Authentic Sans where the counters move around:

The unforgettable character
calmly mutated toward an
unpredictable shape

I selected Jost* (the font you're reading right now) for this course because it's an open source font. That means you can **legally** edit it and redistribute it for free.

So, you'll be doing exactly that :)

RECIPE

Modify the “Jost-Template.glyphs” file to introduce a variable axis and a second font master.

Decide on one big creative change (or “move”) to make to the original font.

Name your new variable axis to describe this creative decision.

Your design should change the character of the typeface, like Laurel Schwulst’s [Times Dot](#) font.

Another example is my version of AUTHENTIC Sans on the [class website](#).

You should be altering **at least (not limited to) 10 glyphs** for this big creative change.

Make these changes on the second font master to turn the font into a variable font.

Think critically about which characters you choose to change.

Will they be the first 10 letters of the alphabet?

Will they be consecutive?

Will they be all in the same case?

Are you making these changes because I told you so, or because you’re creating a usable, interesting variable font?

PRESENTATION

To present your typeface, perform it using one of the instruments on the [class website](#).

To receive a grade on your projects, you need to upload your Glyphs (.glyphs) design files and exported (.ttf) font files to your folder in the [class Drive](#).

With your individual permission, I would love to include your typefaces as options on the [class website](#) once your section is complete.