# FONTESQUE OPENTYPE
# Display Weights

## "Random" feature

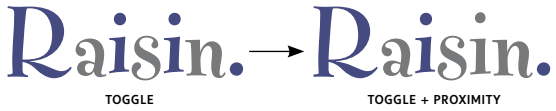
There is a contextual alternate of every character, including all spaces, accented characters, punctuation, figures, ligatures, &c., so that every character is represented by two different glyphs. Most alternates are similar in structure but slightly different in proportion, alignment, and detail, so that the overall effect enhances the original premise of Fontesque—the appearance of graceful hand lettering without mechanical repetition. pp

The "calt" feature has two parts:

**1. Toggle**

This causes every other character in text to be a "calt" glyph, so that when a character is doubled, the two glyphs are different (note double "s"). It also provides two different "looks"—useful for optimizing the appearance of display settings. And of course, further refinement may be made by manual selection from the glyph palette.

**2. Proximity**




When an alphabetic or numeric character repeats, separated by a single character, the second instance is programmed to be the other glyph for that character. Therefore, the closest that a glyph may repeat is when separated by three characters. So, with just two sets of glyphs and the "Toggle + Proximity" system, repetition will not occur until the fifth character. This works because there are no languages in which an alphabetic character appears three times in succession.

The effect falters in numbers where the same figure repeats several times, e.g. "1,000", and words such as "bubble" and "giggle", although "fusses" and "added" are OK.

## All capitals

"All caps" feature includes:
- monetary symbols
- lining figures
- brackets
- hyphens & dashes
- guillemets

DEFAULT (Save–$56!)

CASE (SAVE–$56!)

## Figure styles

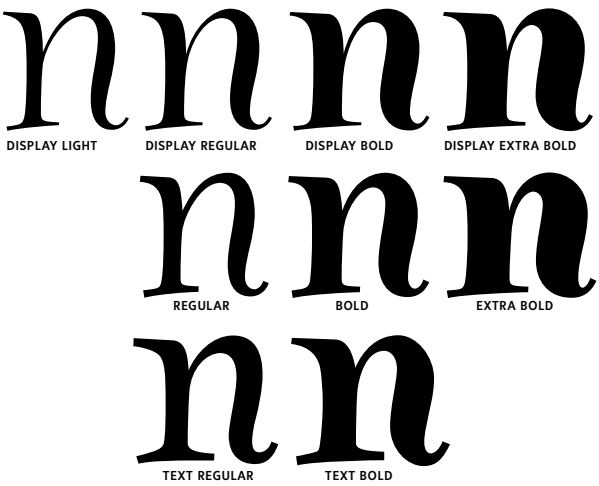
All four basic figure styles are present: tabular and proportional, lining and oldstyle. Lining figures are adjusted for All Cap setting.

TABULAR 211,744 211,744

PROPORTIONAL 211,744 211,744

## Display weights

The addition of display weights emphasizes how the Fontesque OpenType makeover presents a more sophisticated interpretation of the typeface than the original grunge-era rendering, with carefully refined drawing of the glyphs. Now there are three optical sizes: Display, Normal, and Text.




## Ornaments

The ornaments have been rationalized:

1. The same number of ornaments in each font.
2. No "flipped" versions of ornaments.
3. Ornaments are weighted according to the font they are in:

Display Light
Display Regular
Display Bold
Display Extra Bold
Regular
Bold
Extra Bold

4. Light and Regular weights have "open" ornaments, Bold and Extra Bold weights have "solid" ornaments:

**German cap ß**

GROß GROß

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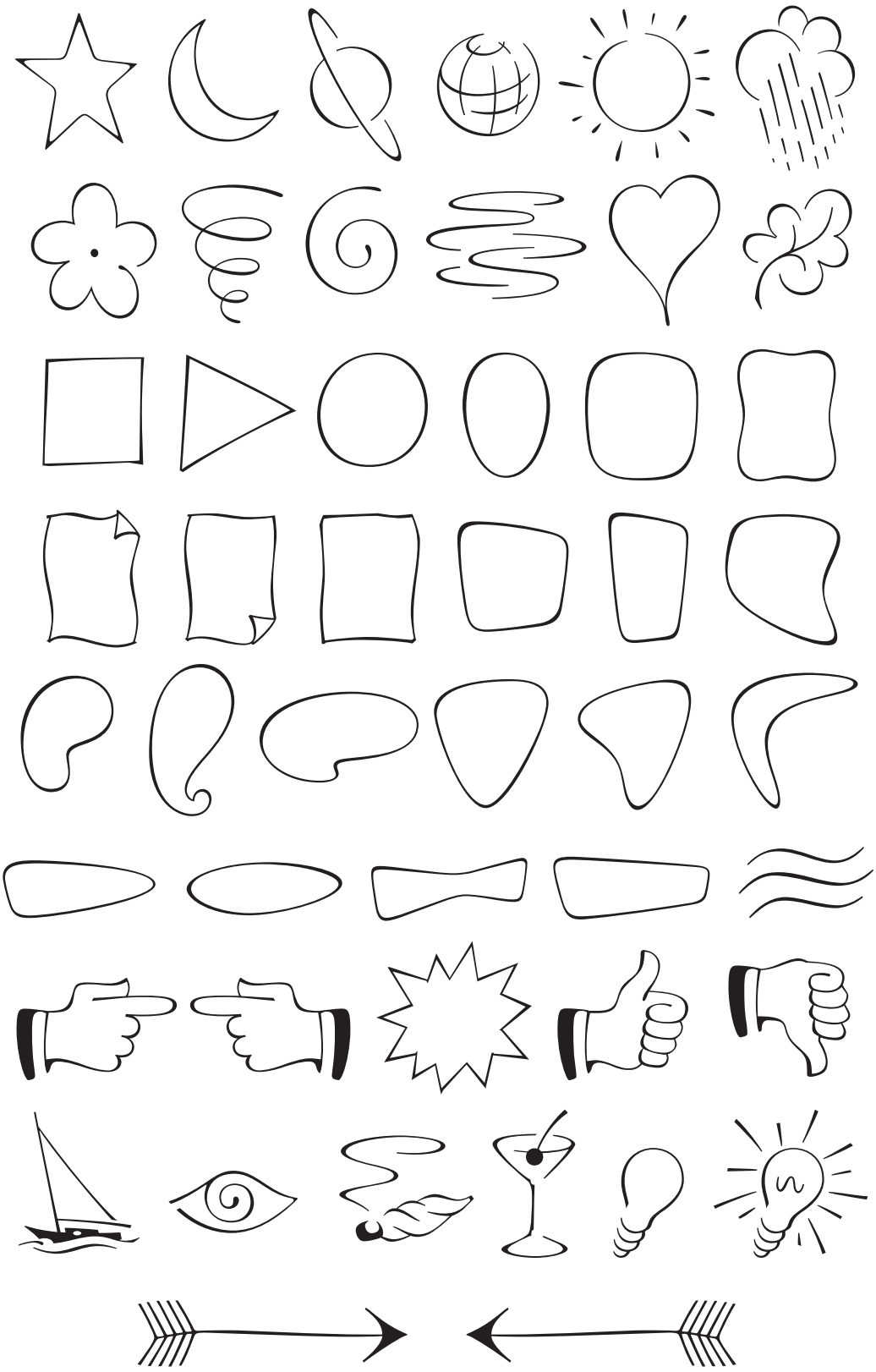
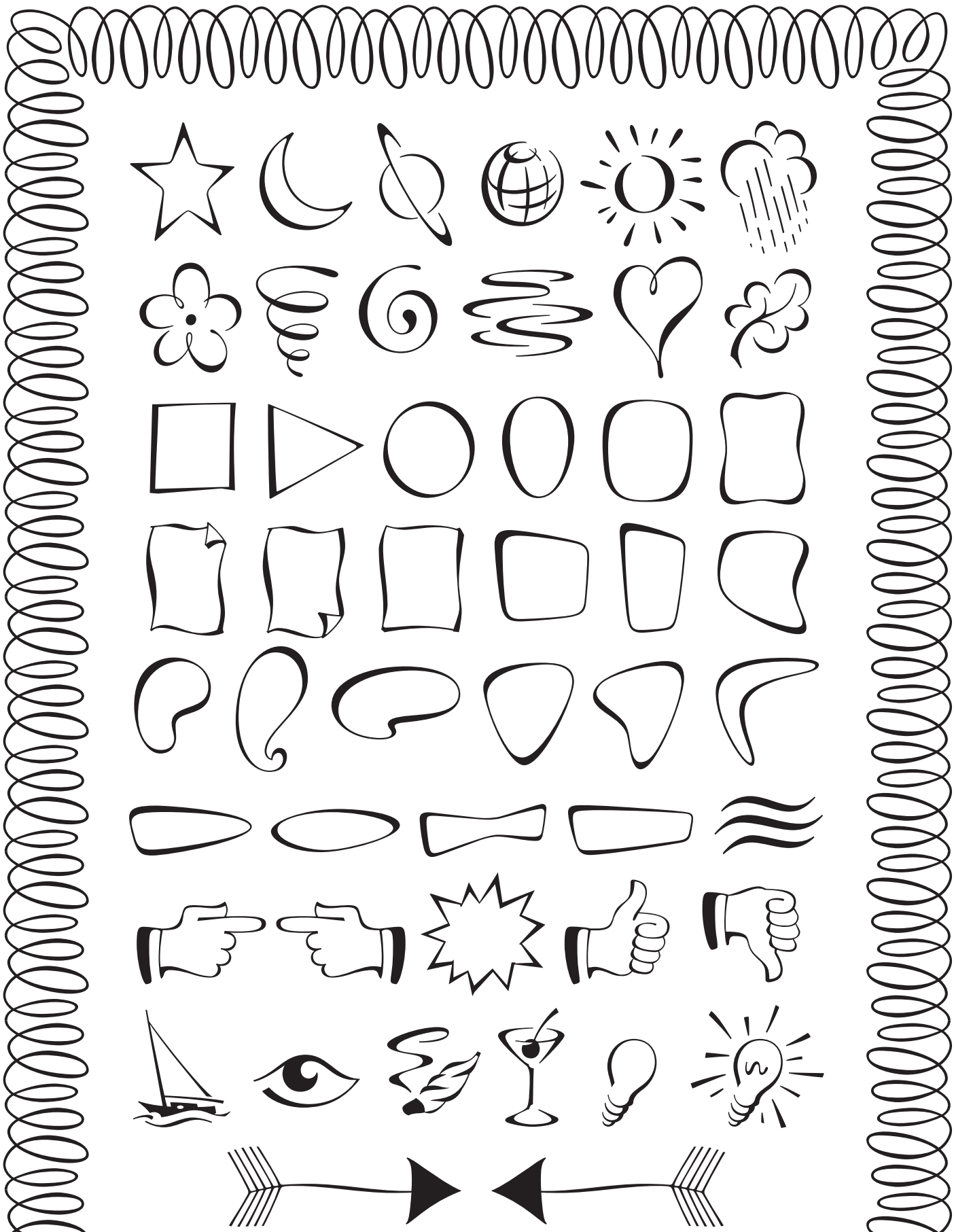


Fontesque Display Regular ~ Ornaments



# Fontesque Display Bold ~ Ornaments

# Fontesque Display Extra Bold ~ Ornaments