ps#2.

Please observe the same file conventions outlined in ps1.

1) Read Chapter 2 in Bringhurst. Bring these images to your local computer setup (click 'load image' on your browser) and adjust the kerning. Post your 2 results as gifs.

1840-1842   **1840-1842**

2) Write a JAVA program with a screen size of (540 by 382) with only one main canvas area. Your program should do the following:

Like a TTY window, it should display an 80 by 24 matrix of characters in a font that is fixed-width (i.e. non-proportionally spaced)

When the cursor is near one of the cells and typing occurs, place the letter that is typed into that cell. Repeat for wherever the cursor is, and whatever key is currently pressed, place that character in the cell.

3) Using the framework developed in 2:

Using your encoding/decoding engine developed in PS1, apply the engine actively to the matrix of characters such that the input from the keyboard begins to affect the character substrate in realtime (try to make it run quickly). In other words, as you type and place letters into the substrate, the placed letters react according to your encoding rules of PS1.

There are some subtleties in this description. For instance, when a letter is typed, how soon does it get translated? Does translation occur in the horizontal direction or maybe the vertical direction instead? When letters are placed into the substrate, are they inserted such that the existing text gets wrapped over? Many many possibilities ... all to be uncovered by the new generation of typographer ...