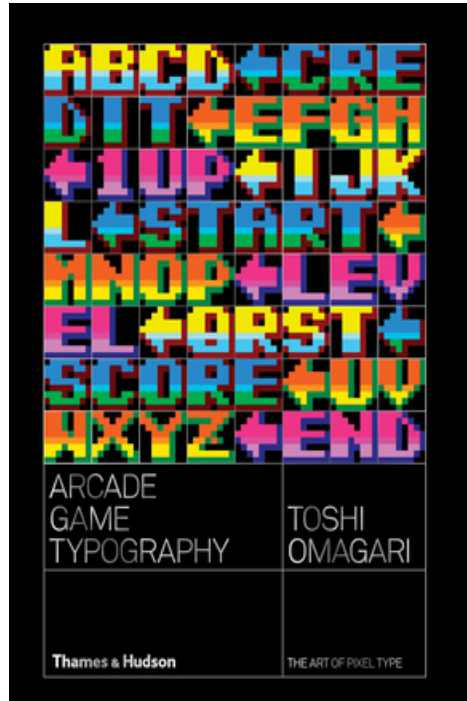


Lire des livres électroniques Arcade Game Typography: The Art of Pixel Type

By Toshi Omigari



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Arcade Game Typography presents readers with a fascinating new world of typography: the pixel typeface. Video game designers of the 70s, 80s, and 90s faced color and resolution limitations that stimulated incredible creativity. With

each letter having to exist in a small pixel grid, artists began to use clever techniques to create elegant character sets within a tiny canvas. This book presents typefaces on a dynamic and decorative grid, taking reference from high-end type specimens while adding a suitably playful twist. Arcade Game Typography recreates that visual aesthetic, fizzing with life and color. Featuring pixel typefaces carefully selected from the first decades of arcade video games,

Arcade Game Typography presents a completist survey of a previously undocumented outsider typography movement, accompanied by insightful commentary from author Toshi Omigari, a Monotype typeface designer himself. Gathering an eclectic range of typography, from hit games such as

Super Sprint,

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