

ANIMATED SYMMETRICAL TYPOGRAPHY

Scott Kim

P.O.Box 2499, EL Granada, CA 94018, USA

At the 1995 Symmetry Congress, graphic artist John Langdon gave a presentation on his symmetrical lettering designs featured in his book "Wordplay". In 1975, independent of Mr. Langdon, I too started created symmetrical lettering designs, which I call "inversions". A collection of my lettering designs was publish in 1981 as a book called "Inversions". Some inversions read the same upside down and right side up, some display mirror symmetry. Usually the form of the word expresses the meaning of the word.

Since the book I have continued to create lettering designs that explore other types of symmetries, including tessellation, recursion, figure/ground relations, 3-dimensional patterns and symmetries in time. I have also animated my lettering for a movie shown at the Siggraph computer graphics conference in 1996, and turned it into interactive computer games in my work as a multimedia designer.

In this talk I will show examples of my work in slides, video and computer games, and demonstrate the process of creating a new inversion by improvising inversions on words and names suggested by the audience.