Typography in the Responsive Web Putting Arial Out To Pasture



Do It With Drupal 12 October 2011 Jason Pamental (@jpamental) thinkinginpencil.com

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What We'll Cover

- Design & Typography: what & why
- Web Fonts:
 - How they work (& don't)
 - Where they work (... & don't)
 - Why developers hate them...
 - ...and why they don't have to
- * How they can be a bit more awesome

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I Will Not Bash Helvetica*

- But it's not always the best tool in our toolbox as designers
- Why? Because...

*or its low-rent cousin Arial

This Type Sucks

(but yours doesn't have to)

Type is Important

The typefaces we use become the physical embodiment of the information we convey through the sites we design



Type is Important

- Companies (read: our clients & employers) spend lots of money developing their brand image
- Much of that image is conveyed through specific selection & design of their typefaces

Type & Its Importance

(in 120 seconds or less)

- Basic design tools to convey meaning, emotion & message:
 - 1. image
 - 2. color
 - 3. composition
 - 4. language (prose)...
 - 5. and the typeface itself

Why Give One Up?

- The Swiss style dictates that type should convey only the meaning of the words it spells out
- But that eliminates the one tool that covers 90% of the page

Josef Müller-Brockmann Was Livin' The Dream

- 17 years of the web & still no decent alternatives in sight
- Admit it: text-as-gif was a worse hack than the transparent spacer.gif

A Slow Boat To China

- Options have been few & flawed
 - Text-as-GIF (hard to maintain)
 - Font tags in HTML & CSS (constrained by availability)
 - Cufon & sIFR (if you've used it, you understand)



So What's a Designer To Do?

Turns Out, Lots

- With adoption of @font-face and related font download specs in CSS3
- ...and the involvement of the type foundries themselves
- ...and even more persistence on the part of the web design community

Enter: Typekit *ahem...Adobe

- Typekit launched in 2009, followed by Fontdeck, Fonts.com & more
- Enables easy embedding & broad support for thousands of fonts
- Yes, you can also use free/open source options and host yourself. You should try it – it's fun.)
- Don't forget: it's new. There are rough edges. It pays to remember...



Let Me Give You a Hint

- Fonts were made to be printed; screen appearance was secondary (in order to aid in that whole 'writing' part)
- Explosion of devices, OS's & resolutions requires adjusting screen appearance often at sub-pixel level
- That practice is known as 'hinting' (or 'dumping hundreds of man-hours & untold mounds of money into making type not suck on Windows')



Hinting is Tricky

- See: 'How to draw a line on the screen that falls between two pixels'
- or 'Things that are like painting a portrait while blindfolded with one color & no hands'
- See the blogs at Fonts.com & Typekit.com to learn more

Open Source Type

- We're all fans of Open Source -
- So why wouldn't we all use Google Web Fonts or just host ourselves?
- Google is a tech company not a type one
- Commercial services are dedicated to bettering the web font experience and release updates & new features all the time

It's About The Type It's About Quality It's About Experience

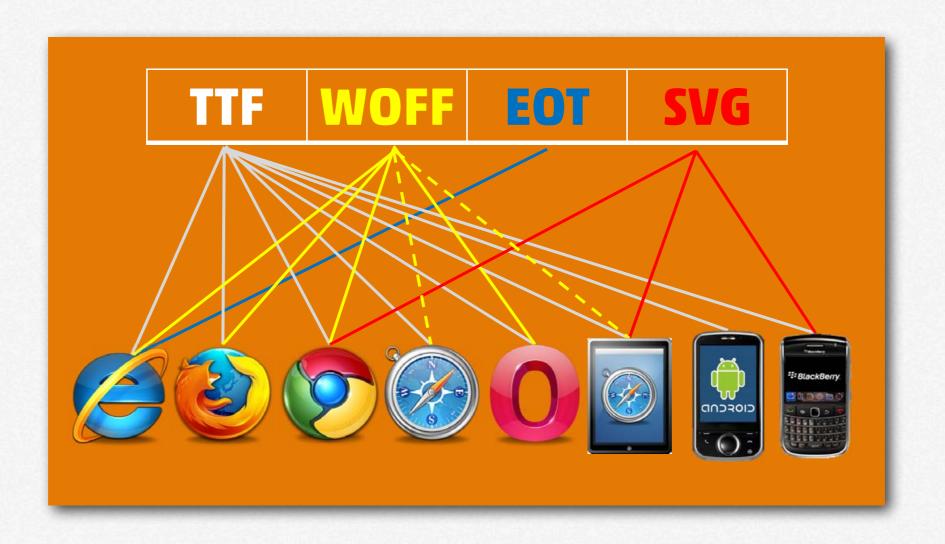
- So what's the point, you ask?
- Over a dozen (& counting) web font services, all with slightly different syntax & features
- No one format works in all browsers or on all platforms

What the WOFF?

- Just in case you thought it should be easy...
- Some browsers support True Type
- Others EOT
- * iPhone? SVG
- Target: WOFF (but we're not there yet)

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Web Fonts Can Be Complicated



Support, So Far

WOFF Support (07/2011)









Firefox



Chrome



Safari



Mobile Safari



Opera (Mobile)



Android







Beta





limited¹

Current Version 9.0.	Current Version 5.0.1	Current Version 12.0	Current Version 5.0.5	Current Version iOS 4.3	Current Version 11.5	Current Version 2.3/3.0
Compatible 9.0 ->	Compatible 3.6 ->	Compatible 5.0 ->	Compatible 5.1 ->	Compatible iOS 5 (exptected)	Compatible 11.1 ->	Compatible -
Not compatible 5.5 6.0 7.0 8.0	Not compatible 2.0 3.0 3.5	Not compatible 4.0	Not compatible 3.1 3.2 4.0 5.0	Not compatible iOS 3.2 iOS 4.0 – 4.3	Not compatible 9.0 9.5, 9.6 10.0 – 10.6 11.1	Not compatible 2.1 2.2 2.3 3.0

¹ Firefox 5 Android (App) supports WOFF.

Created by: J. Schweinsberg

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Version: 1.0/2011-07-18



Hello, Web Standard

- Reached 'W3C Candidate Recommendation Status' Aug. 2011
- Final changes were due last week read more here: http://www.w3.org/TR/WOFF/
- Still a ways to go: only 57% of browsers in use support WOFF (all current browsers except Opera Mini & Android)
- BUT it is where the market is going

Why Are We Doing This Anyway?

- Branding consistency
- User experience: better readability
- Efficiency: real type is editable by admin users
- Accessibility: screen readers
- SEO: Google is the biggest blind user on the planet

So What Does It Take?

- Font selection & pairing: don't be shy about body text too
- Research & test: no substitute for actually seeing it yourself in IE (< 9)</p>
- Note well: ClearType won't fix everything, and XP shipped with it off anyway
- Take it for a spin it's easy to try (seriously - it's one line of code)

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Now You Might Cry

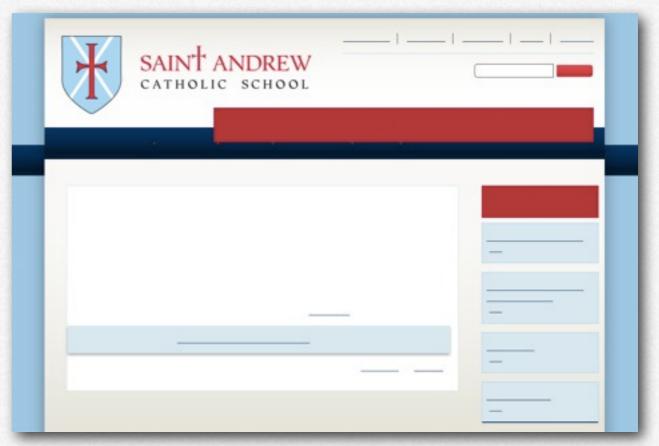
(maybe just a little bit)

Ready? Fire up that new design for your client or your boss and...

Ugly or Nothing

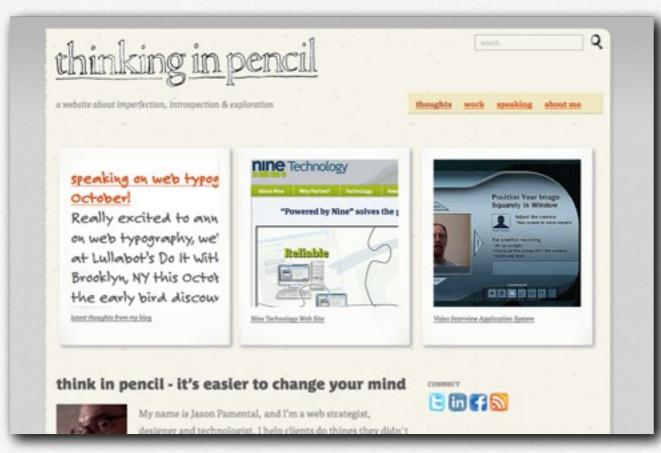


Firefox: displays page w/fallbacks first, then 'pops' into web font



Webkit: draws page without rendering any type until web font loads

Ugly or Nothing



Firefox: displays page w/fallbacks first, then 'pops' into web font



Webkit: draws page without rendering any type until web font loads

What's FOUT About

- FOUT (Flash Of Unstyled Text) is what happens before those lovely web fonts load
- Ugly or Nothing either can be a deal-breaker with clients
- You can mitigate either with Google's WebFont Loader & some creative layering of your CSS

WebFont Loader

- Several services (Fonts.com, Typekit
 & Google Web Fonts) support it
- Injects classes into your HTML indicating status of web fonts in your page: loading, active, inactive
- Allows you to craft 'loading CSS' using web-safe fallbacks, adjusting size, line-height & letter-spacing

It's the Responsive Thing To Do

- Adjusting your CSS can eliminate jarring redraw/reflow of your text
- Makes sure your design holds up during loading & on older devices
- Can even have <noscript> CSS-only loading for further refinement (Fonts.com only I think)
- It's the web things go wrong, and a professional will plan for that

What About 日本?

- File size for most weights of Western fonts is ~40-60k
- Could be ~200k+ for Arabic or...
- Over ~2MB for Japanese
- Embedding that would be... unwise
- Fonts.com can dynamically subset that font and deliver only the characters used on the page

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Buy or Borrow

- Self-hosting: more complex to set up initially & on your own for updates
- BUT provides better solution for large scale sites & areas of local service and poor connectivity
- Services: continually updating, CDN speed, huge selection
- Tied to recurring cost

What Needs to Happen

- Compatibility
- Quality
- Speed
- * Education:
 - Print designers know typography but not about the vagaries of the web
 - Web designers know usability but not about typography
 - Front-end dev's need to know how to configure/implement properly

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Getting Better

- Conferences like Amersand focused entirely on web fonts
- Jason Santa Maria is writing On Web Typography for A Book Apart
- ...and
- I'm working on one also for O'Reilly (and you are all the first to know!)

That's a Lot of Work

- But the user wins: better design, enhanced readibility, richer experience
- And the client wins: better branding, greater engagement
- And we win: by pushing the boundaries further, we take design to a higher level - and get more & better work because of it

Thank You!

Jason Pamental (@jpamental) jason@thinkinginpencil.com

many thanks to Monotype & Schoolyard for their support









Resources

- Fonts.com & their blog http://blog.fonts.com
- My Fonts.com articles w/demo, sample code: http://bit.ly/pF5qlr
- Typekit & their blog http://blog.typekit.com
- Google's Web Fonts http://www.google.com/webfonts
- Ethan Marcotte's excellent book Responsive Web Design

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