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Book designer - Avery Neufeld

Editor - Avery Neufeld

Cover designer - Avery Neufeld

Primary Typeface - Baskerville, designed by John Baskerville

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Suite 300, 580 California Street
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JUMP

The word 'JUMP' is rendered in a large, light blue serif typeface. Each letter has a dark blue drop shadow cast to its right and slightly downwards, creating a three-dimensional effect. The letters are set against a light blue background that transitions into a dark blue gradient at the bottom.



Baskerville

Using the language Processing and the typeface Baskerville, with the help of hours of googling, I have created a repeatable design using only text and color, which I have applied to the alphabet. By writing code that repeats a character hundreds of times, incrementally shifts each character down and left, applies a random color, and slowly darkens each iteration to black, while also choosing a random color for the top character and the background, I have created a vibrant, 3-dimensional effect that not only stands out, but also jumps off the page.

Shades of green and blue were favored by randomizing RGB (red-green-blue) values, with a higher range applied to the green and blue. The colors and the typeface were chosen for the same reason: they were my favorites.

My goal with this project was simple: to express myself by creating art that I enjoy. I love the design of Baskerville, with heavy use of serifs and high-contrast, and I love the way blues and greens remind me of nature. In addition, I love comic book covers and movie posters, which inspired the 3-D effect. Altogether, it creates a design that I personally love, and I hope will appeal to the reader as well.



Baskerville

ABC

DEFGH

IJKLM

NOPQR

STUVW

XYZ



BC

D

E





HI

IMMO

INVIN

UNCANN

RTAL

AMAZING

CIBLE

Y

IJ

The image features the letters 'I' and 'J' in a light blue, serif font. The letters are positioned on a dark grey, 3D-rendered surface that slopes upwards from the bottom left towards the top right. This surface creates a strong sense of depth and perspective, with the letters appearing to sit on top of it. The background is a solid, light mint green color. The lighting is soft, casting subtle shadows from the letters onto the surface they rest upon.



LM

NO





R

The quick
jumps over

brown fox
the lazy dog











YZ

WWWVV

WWWVV

ZZZZL

ZZZZL

JUMP

The image features the word "JUMP" in a stylized, serif font, arranged diagonally from the bottom-left to the top-right. The letters are rendered in a vibrant cyan color. The text is set against a dark grey, three-dimensional beam that tapers as it extends upwards. The background is a light blue gradient. The letters "J" and "U" are cyan, while "M" and "P" are a slightly different shade of cyan, possibly due to lighting or a gradient effect. The overall composition is dynamic and modern.

Thank you for observing my work, I hope you enjoyed the aesthetics and design. To conclude, here is the code I used for each page that contained an individual letter. Please note that this code varied slightly for each page or spread that contained more than one letter or contained words, however the majority of it remained the same for each design.

```
PFont font;
void setup()
{
  size(1000, 1000);
  background(random(200,225),
  random(225,255), random(225,255));
  font = createFont("Baskerville", 900);
  translate(0,-80);
  int col = color(random(75,125),
  random(100,150), random(100,150));
  drawText("A", width / 2, height / 2, 900, col);
}
void drawText(String letter, float x, float y, float
size, int col)
{
  translate(x, y);
  textFont(font);
  textSize(size);
  textAlign(CENTER, CENTER);
  for (int i = 700; i > 0; i--)
  {
    fill(lerpColor(col, color(0), map(i, 700, 0, 1,
    0.1)));
    text(letter, i * -1, i * 1);
  }
  {
    textFont(font);
    textSize(size);
    textAlign(CENTER, CENTER);
    {
      pushMatrix();
      fill(random(100,150), random(190,255),
      random(190,240));
      text(letter, 0,0);
      translate(width/2, height/2);
      popMatrix();
    }
  }
  {
    save("A_3D_letterset_neufeldaj.tif");
  }
}
```



The End