

TYPOGRAPHY

OF BARTEK WIATREK

NOVE

The project started
with a word
'Playback' that
indicated a route of
my journey in the
subject of
'surveillance'.

PLAYBACK









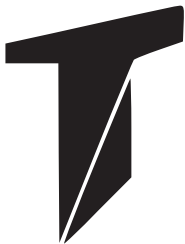








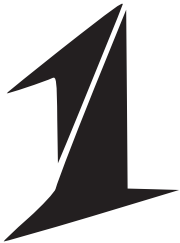
















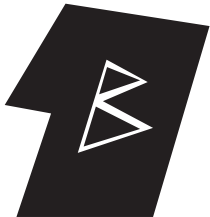


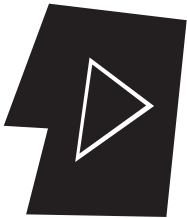


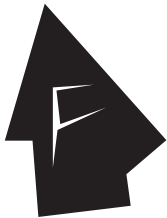
Ransome was a next step in developing a type preferable for a specific of my project on 'Surveillance'.

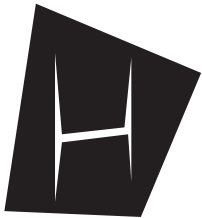
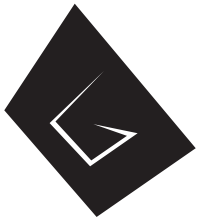


RANSOME

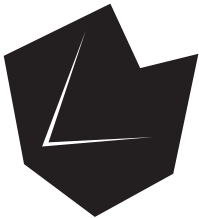
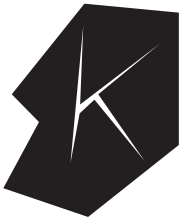




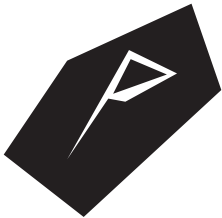
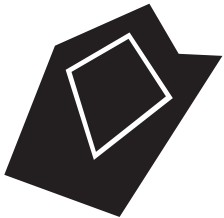


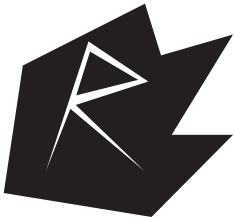
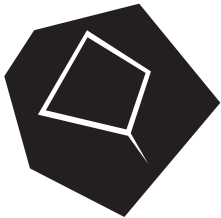




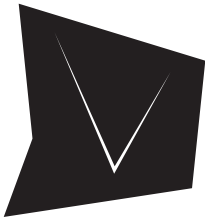
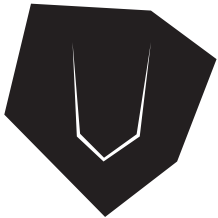




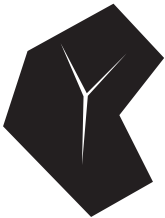












Shards are a final development of the 'ransome' typeface, where it was developed as a part of the story for 'The Unknown' Animation.

SHARDS

