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Thread: [Polymath - Hand Lettering](#)

cortz - December 15, 2014, 6:18 pm

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Foreword:

This was originally made as a school project, I thought I would eventually turn it into something for the group Polymath. I was unsure about it's completion at the time, so this was made unannounced to the world. Now that Polymath is on the verge of being sold, there's no more need to continue this project. And so here it is. Spanning across almost 3 months, this is one of the proudest work I've done to date.

The Process [\(Click to View\)](#)

Oct. 23, 2014 - Initial sketch to get a feel of letter spacing and overall design. Lines are there to maintain a consistent 55 degree angle.

Oct. 29, 2014 - Refined edges even more, tweaked letter forms more. Redrew the 'P' to look much better now.

Nov. 5, 2014 - Initial flourish design sketch

Nov. 6, 2014 - I removed all the excess line weights in the second design, and redrew some parts of it to flow much better.

Nov. 13, 2014 - After finalizing flourish design, it's time to combine everything, I retraced all the letters and tightened up the edges as much as I can to prepare for work in illustrator.

Nov. 25, 2014 - Working file in Illustrator, making sure all spaces are consistent and edges are smooth. (Revision 3, not final)

Dec. 11, 2014 - Final version completed. Project concludes.

Closing:

Critique is not needed but welcome. This project has already received countless critiques and revisions over the course of it's development, so I have a good idea of what I can do to improve already.

So just enjoy and appreciate the beautiful hand lettered typography that took many, many hours and sleepless nights to complete. Something of a rare sight here on HF.

Sunkist S0D4 - December 15, 2014, 7:58 pm

What tools did you use to hand write the typography?

Looks quite stunning honestly.

cortz - December 15, 2014, 8:16 pm

I was mostly using HB/H lead + lead holder along with eraser and eraser shield. Misc items are just rulers, triangles..etc..

ZerFallen - December 15, 2014, 8:37 pm

Very nice, such a clean style. Shame it's going to waste however I like it quite a bit! 10/10

cortz - December 15, 2014, 8:46 pm

Waste, probably not. It's considered to be placed in a gallery at my college, achievement enough for me.

If the group didn't sell they might not pick it up anyways. It's worth maybe about a thousand or so. But on HF, i wouldn't let it go for anything less than 400.

Razor 1911 - December 16, 2014, 3:47 am

nice design and very clean.. i need to think really hard to come up with a critic hehe great job sir

Noctua - December 16, 2014, 9:42 am

Looks really neat and professional, great job.

cortz - December 16, 2014, 3:56 pm

Thanks for the positive feedback.

The only conflict I have with it is the 3 flourishes (2 on top, 1 to the right) with the 'dotted' endings. With them, it sort of feels like 'flies' on the screen. But without it the whole piece becomes unbalanced.

I eventually just concluded that it was a necessary evil.

Griev?us - December 16, 2014, 4:00 pm

Quote:so this was made unannounced to the world.

I think that was a bit.. announced to someone already ?

cortz - December 16, 2014, 4:09 pm

(Dec 16, 2014 05:00 PM)Grievous Wrote: [\[CITE\]](#) I think that was a bit.. announced to someone already ?

Well it was still WIP at the time. Seems like ages ago thinking back lol.

I asked for a lot of critique and feedback on it from people outside of HF. So I should probably just rephrase it as 'unannounced to HF' :p

Isaac Newton - December 17, 2014, 1:07 pm

Dang just when I thought this place was dead. ?

Would be more great if the flourish things somehow had uniform thickness in the thick places(like

non-uniform endings- nono), as in the type.

cortz - December 17, 2014, 1:30 pm

Having the flourishes as thick as the type is not ideal. Flourishes are there as decorative elements in formal script, the main thing here is the type itself. It's necessary to maintain a sense of hierarchy or else it would look really hectic.

However, it's not exactly a set in stone rule, if I were writing in textura quadrata, then the flourishes can/should be as thick as the type. It really depends on the situation and the designer's choice.

Isaac Newton - December 17, 2014, 1:55 pm

Meh I did not mean them to be as thick as type, I meant as the type has uniform thickness at thick places, so should the flourishes. For example these curves I'm talking about-

Whereas this is nice (Like the thickness doesn't ends abruptly and merges in continuity with curve)-

cortz - December 17, 2014, 2:07 pm

Oh my apologies.

Yeah there are still unfortunately a few kinks in it :/

It's more of a technical mishandling on my part. I tried my best to fix them but to no avail. I actually almost forgot about them till you just mentioned it :p

I'll go ahead and redraw those curves, as much as I'd hate to do that cause they're rather tedious. But there are a few very minor details that need fixing anyways.

I believe it's only the 2 you mentioned that had problems, off the top of my head. If not I'll do a double check while I'm working with it.

AntontheGreat - December 17, 2014, 5:39 pm

dude that is god like. 10/10 for me buddy