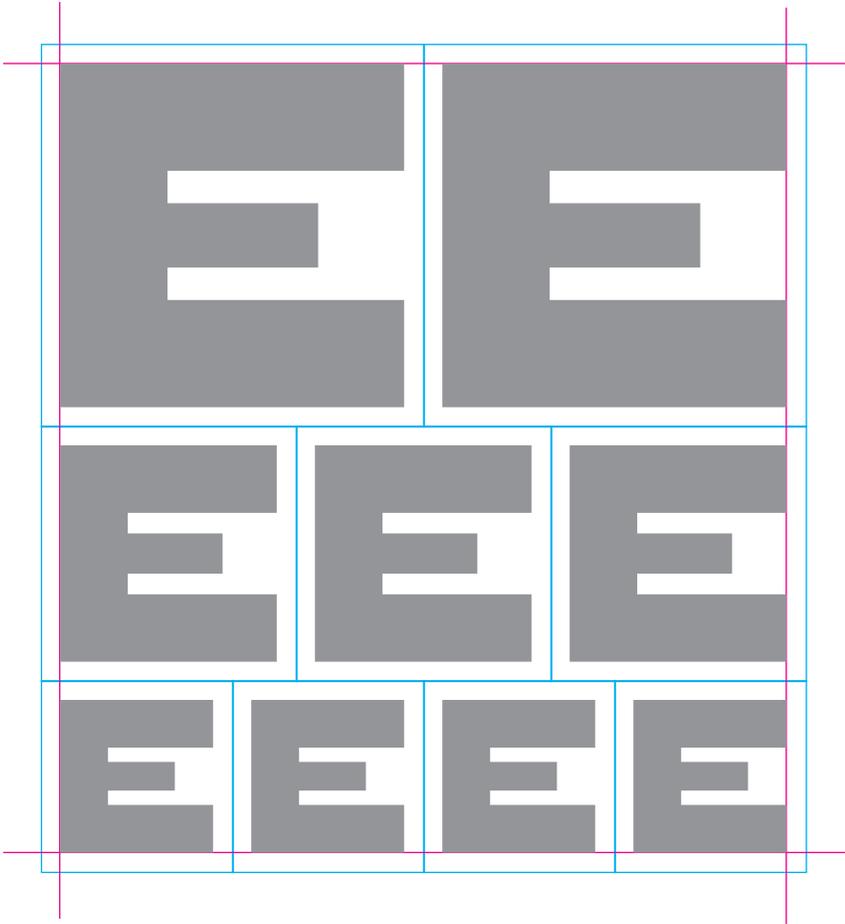
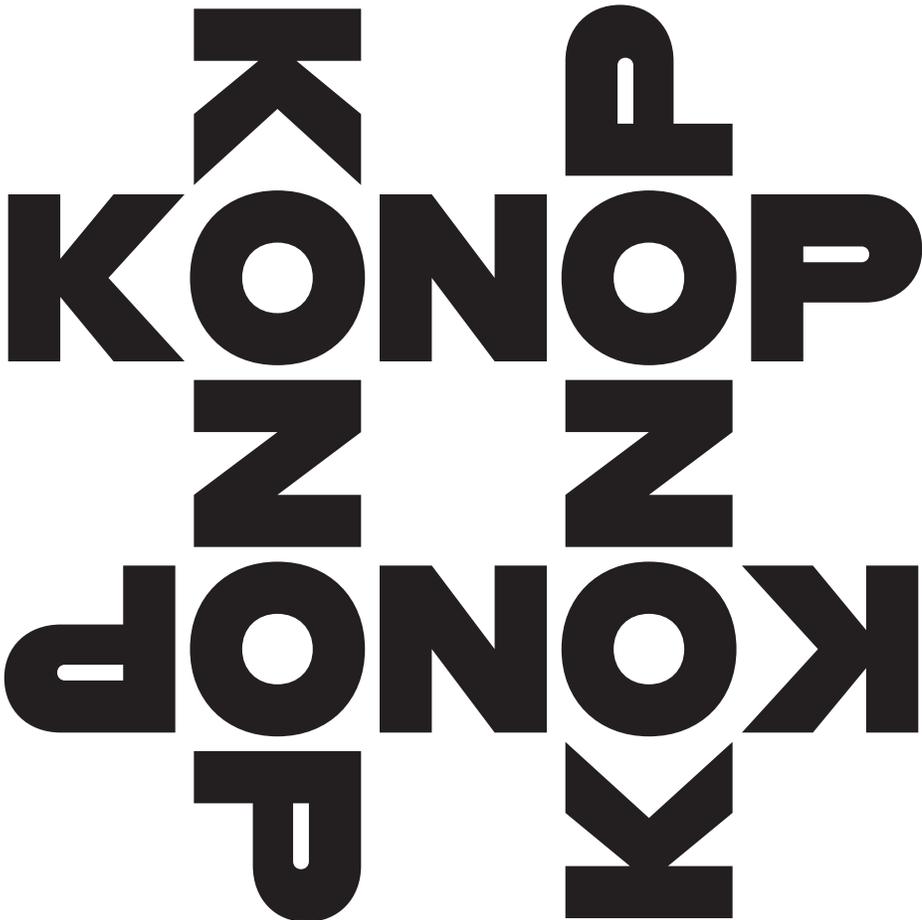


**DIGI
TALK
ONOP**

**USER
GUIDE**

**WOOD
TYPE
KONOP**

HWT Konop was designed primarily with wood type in mind, to take advantage of characteristics unique to wood type. It's a monospaced design based on a square, allowing pieces of type to be arranged horizontally or vertically in any orientation on the press bed.



It comes in three sizes—12 line, 8 line, and 6 line—designed to fit together modularly in a 2:3:4 ratio. All three sizes have the same sidebearings (margins) around the letters so that, when different sizes are used together, the sides of the characters line up perfectly, so that all of your type will line up from one line to the next.

On the press bed, working with Konop as wood type, all of this works intuitively, like building blocks. The digital version of Konop is a bit less straightforward, but the same arrangements are possible.



12 Line = 144 point



8 Line = 96 point



6 Line = 72 point

DIGITAL KONOP

Font Size. The wood type version of Konop comes in three sizes: 12 line, 8 line, and 6 line. Digital Konop comes in three styles corresponding to these three wood type sizes. A “line” in wood type is 12 points. So, to match the wood type version, set the 12 Line style at 144 points, the 8 Line style at 96 points, and the 6 Line Style at 72 points.

Of course, digital Konop is not restricted to these sizes, but if you want to use the three styles together, the point sizes you choose should relate to one another in the same 2:3:4 ratio. The formula is simple:

Set **8 Line** at $\frac{2}{3}$ the size of **12 Line**.

Set **6 Line** at $\frac{1}{2}$ the size of **12 Line**.

For example, if you set the 12 Line style at 60 points, use 40 points for the 8 Line style and 30 points for the 6 Line style.

ROTATE

Normal

ROTATE

90 Left (stylistic set 1)

ROTATE

180 (stylistic set 2)

ROTATE

90 Right (stylistic set 3)

Character Rotation. In the wood type version of Konop, it’s simple to rotate any character just by picking it up and turning it. To do this in Digital Konop, you could rotate the entire text block. But what if you want to rotate a single character within a text block?

Digital Konop lets you do that, too. It includes three OpenType stylistic sets to accomplish this: 90 Left (stylistic set 1), 180 (stylistic set 2), and 90 Right (stylistic set 3). To rotate one or more characters, select them and apply one of these stylistic sets.



Half-width Characters. While most of the characters in Konop are square, some are half-width. This allows for more flexibility than if they were all square. These include the space character and many of the punctuation characters. These characters tend to look better in conventional horizontal settings. But, if you want characters to line up both vertically and horizontally, an extra space can be added before or after to make them full width.

Use a dash if you want a full-width hyphen.



There are also half-width alternates for capital letter I and number 1. These can be used by choosing Half-width Alternates (stylistic set 4).



USAGE TIPS

Always set Konop solid, with no leading. This means the line spacing should be the same as the point size.

Don't use tracking or word spacing. It should always be set to zero or default spacing.

Don't use kerning. It will cause missalignment if you want characters to line up from one line to the next. (Konop has no built-in kerning.)

If you are mixing styles of Konop, it's usually best not to use them on the same line of text. For complex arrangements, if your application allows it, put them into separate text blocks and arrange manually.

Symmetry and ambiguity. Some characters can be used in different orientations to represent the same character or a different character. You can use this creatively in your designs.



