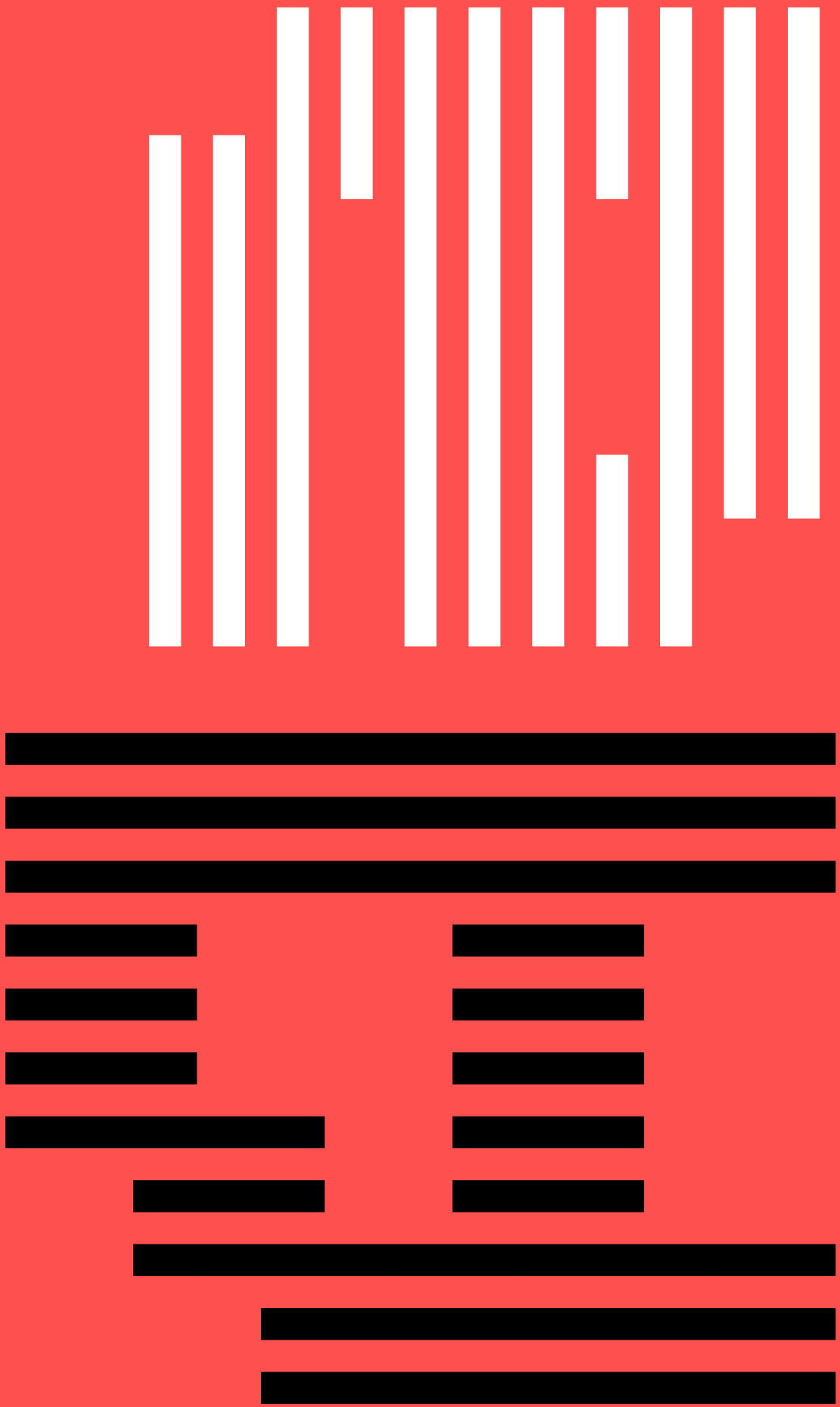
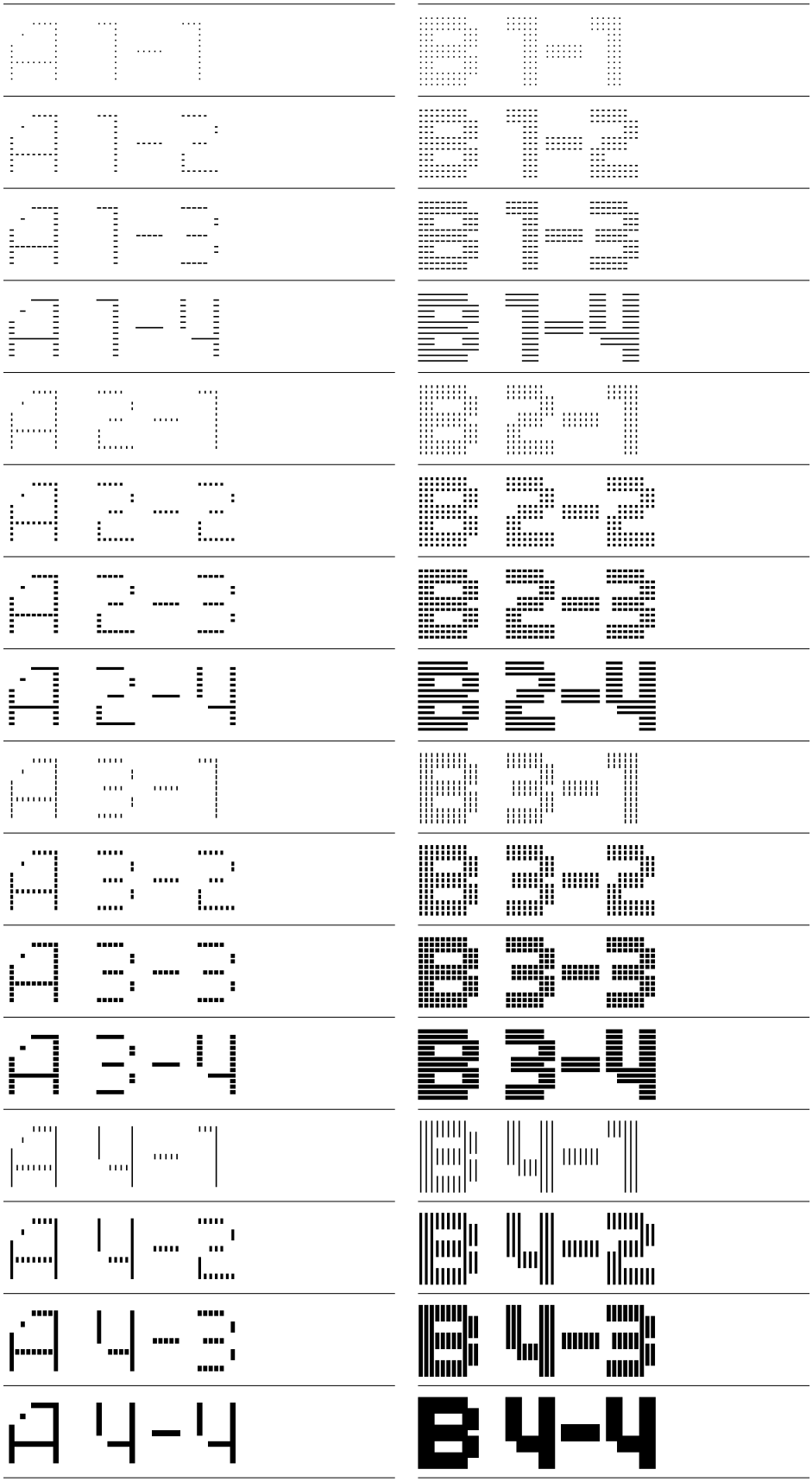
MuirMcNeil
Intersect



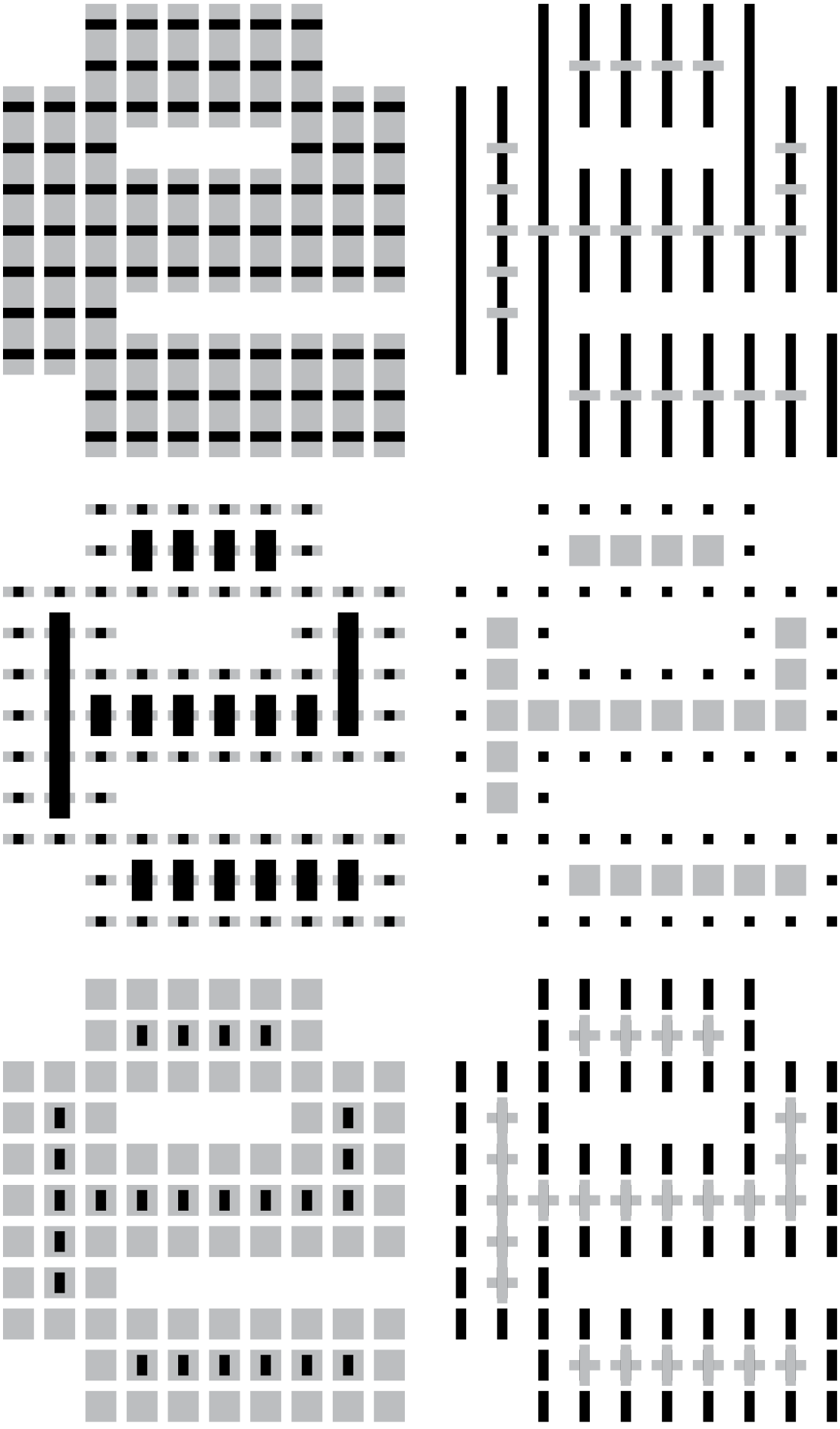
MuirMcNeil Intersect is a geometric bitmap type system in 32 variant styles designed for use in display setting.

Intersect makes use of typographic weight — the relationship between inked and uninked parts of letters and word forms. Where traditional type designs can only provide a binary contrast of black and white, form and counterform, Intersect typefaces exceed this limitation by emulating a successive range of linear tonal screens to give the illusion of tint densities within the body of the type.

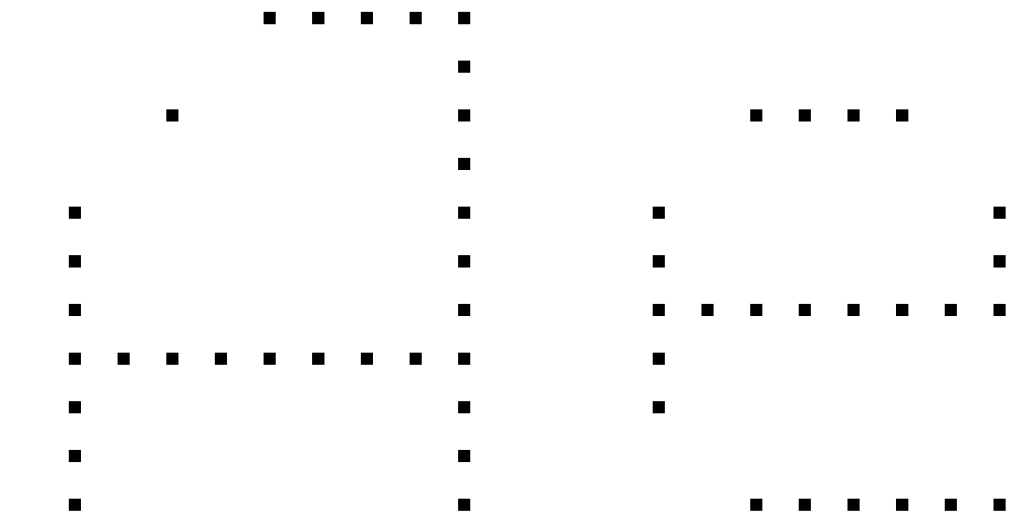
Intersect is available in two stroke widths, Intersect A, a light version with a single-dot stroke, and Intersect B, a heavy version with a three-dot stroke. Each has been designed in 16 screen patterns whose densities have been callibrated in simple numerical increments.



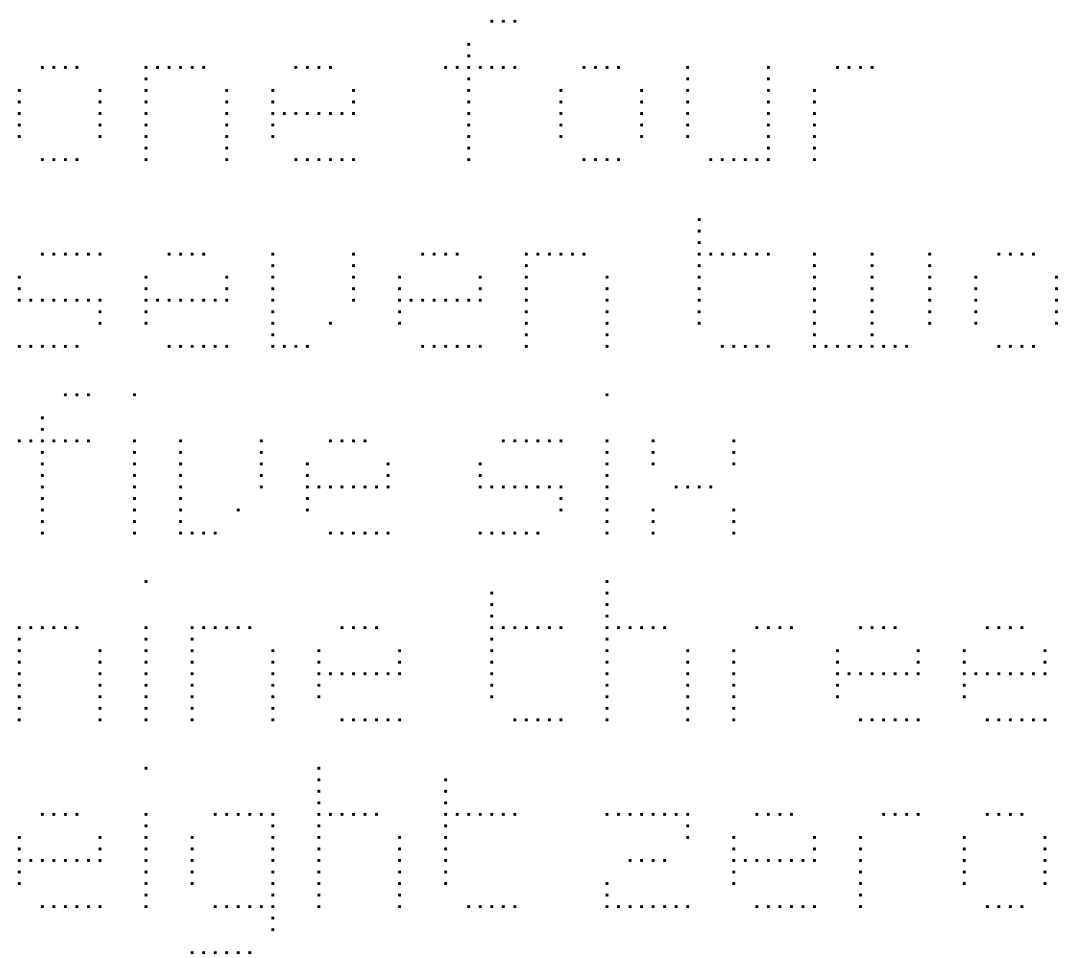
Because all Intersect contours and spaces map onto each other precisely, a wide range of visual possibilities is available to designers working in both spatial and time-based design. Using bitmap, vector or moving image design software, users can overlay selected contours either in precise registration or in easily callibrated positional offsets or transitions. Using two layers only, hundreds of basic combinations are possible.



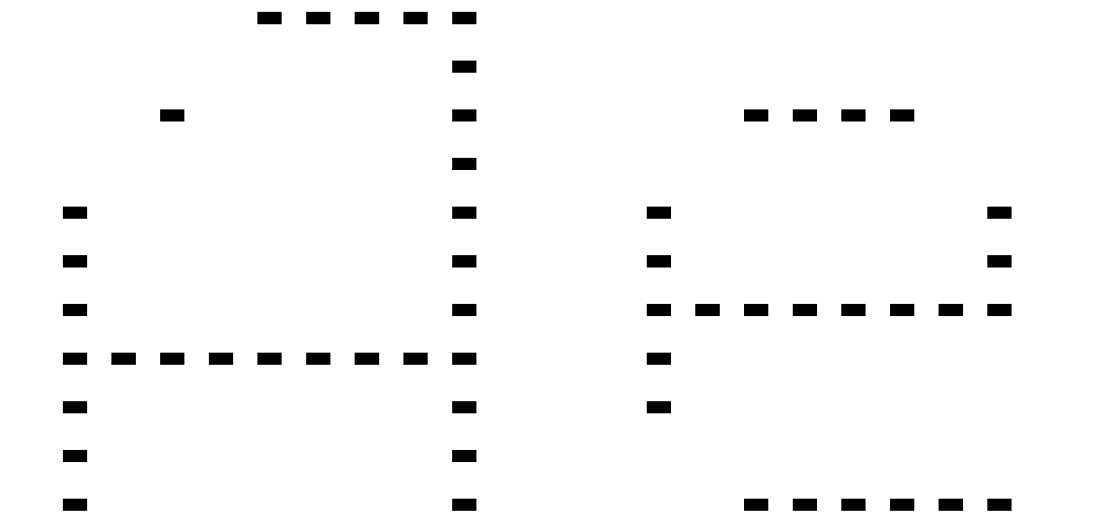
Intersect A
1-1
380pt



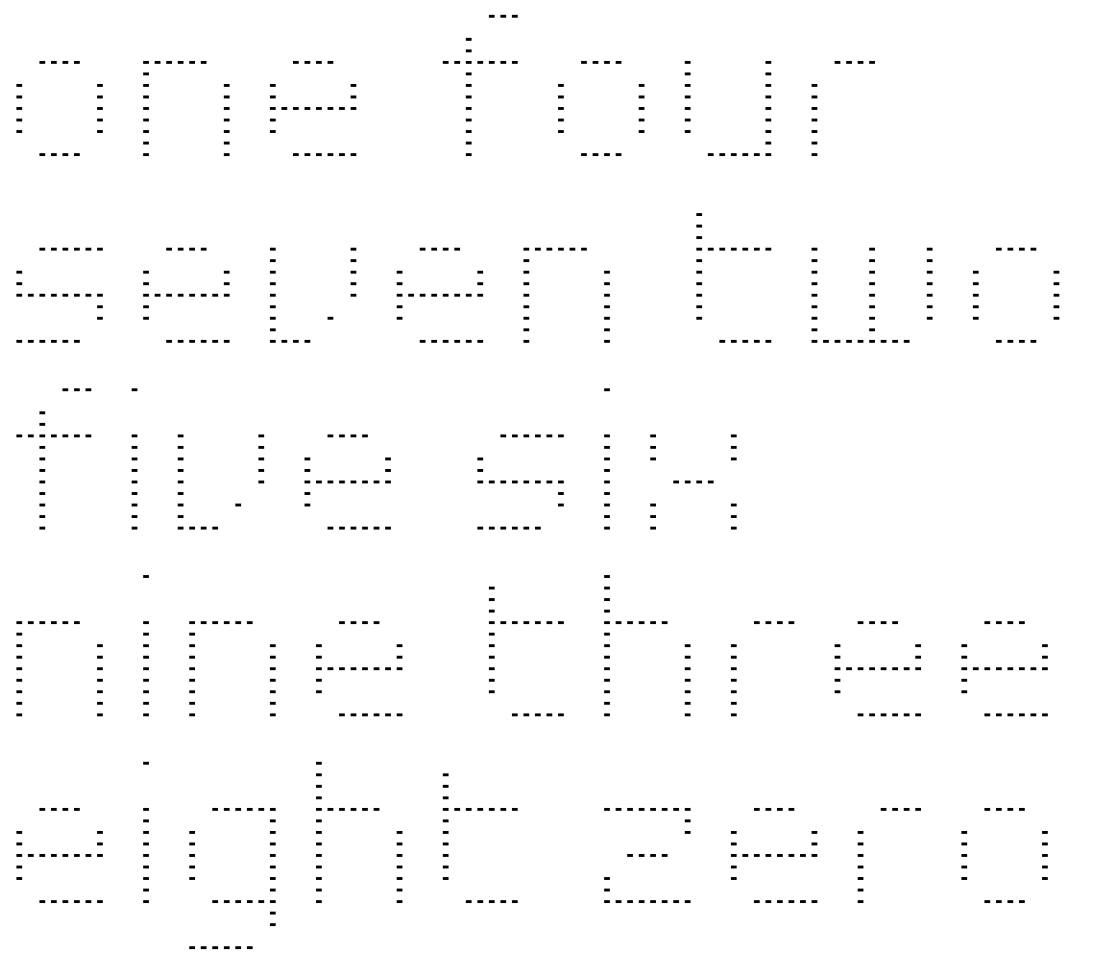
Intersect A
1-1
90pt



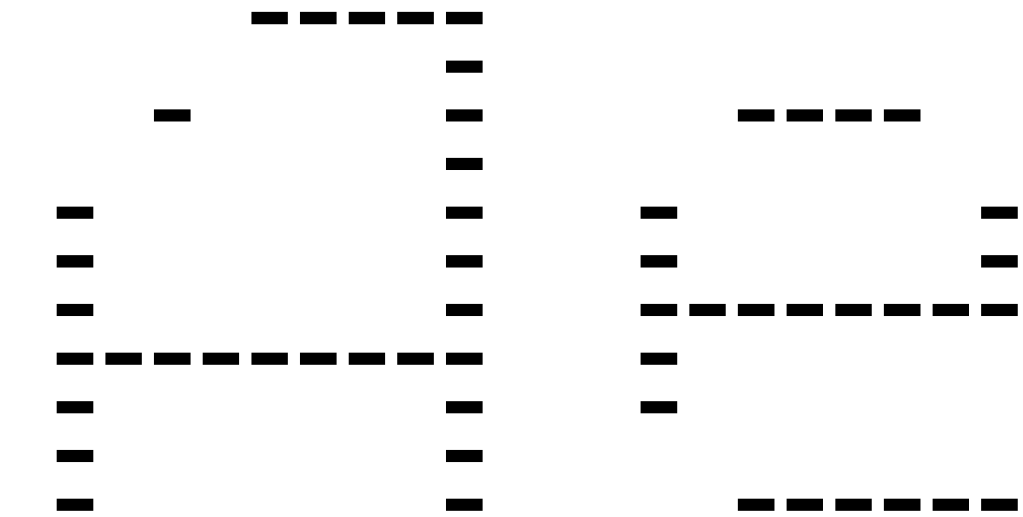
Intersect A
1-2
380pt



Intersect A
1-2
90pt

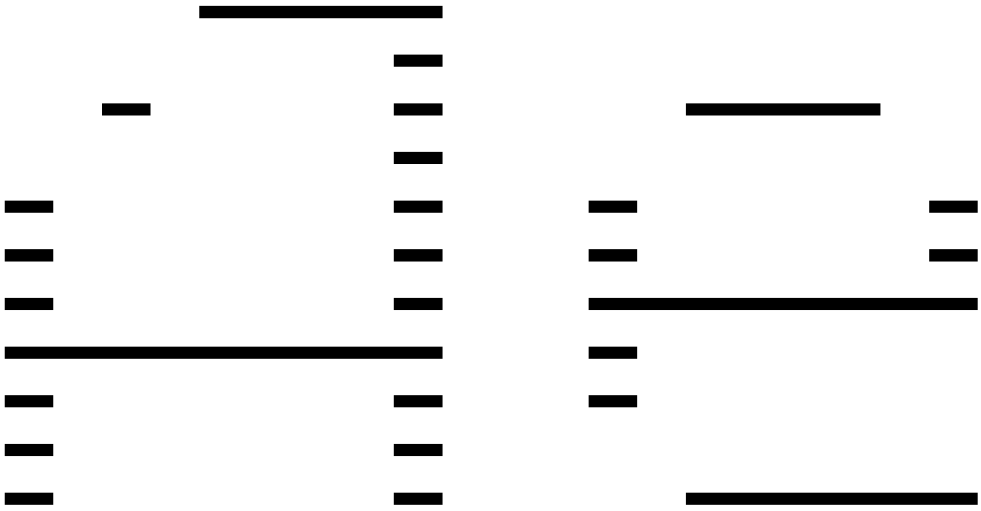


Intersect A
1-3
380pt

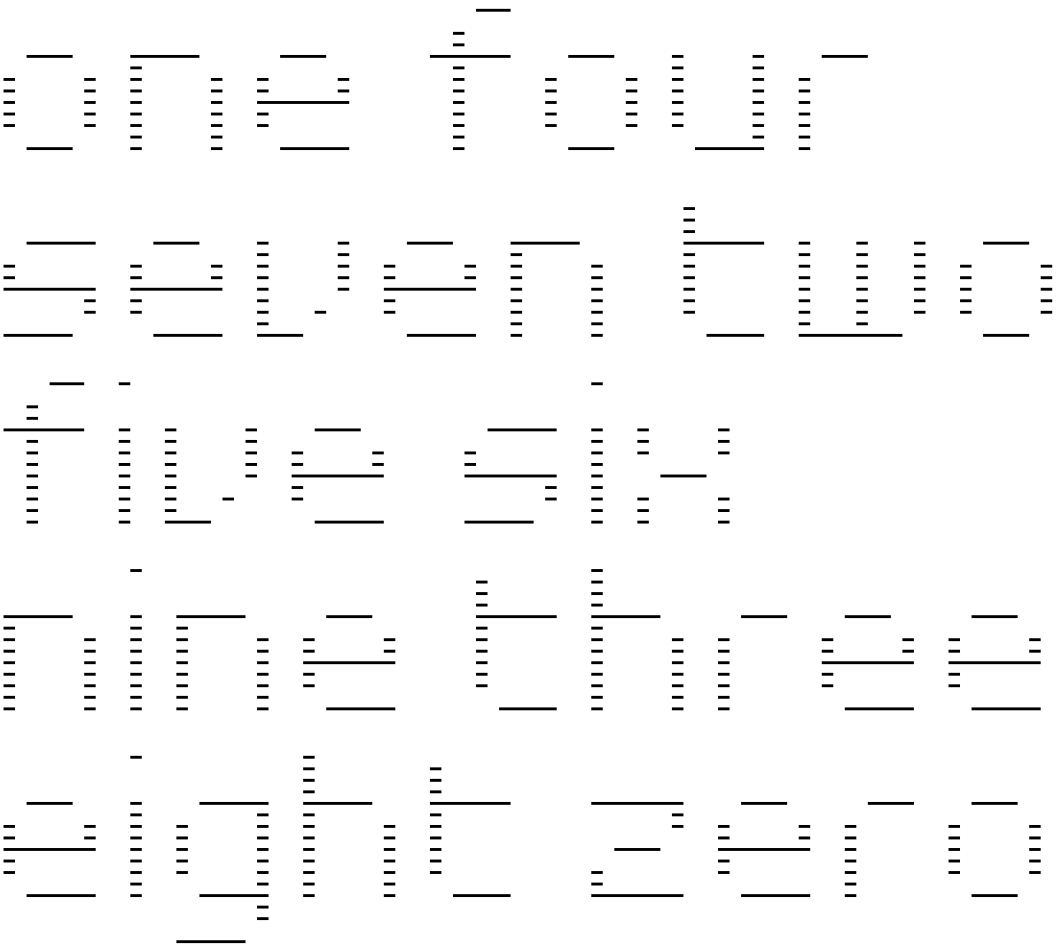


Intersect A
1-3
90pt

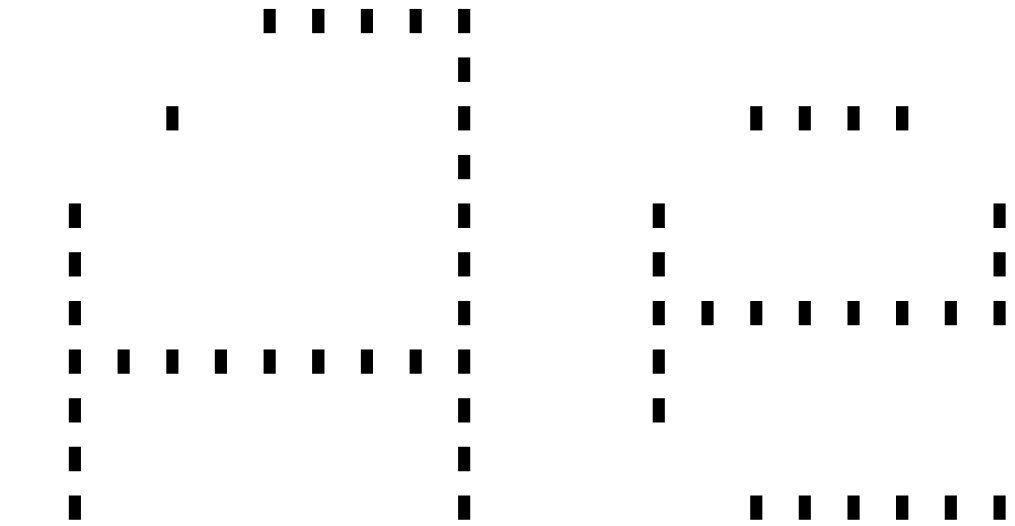
Intersect A
1-4
380pt



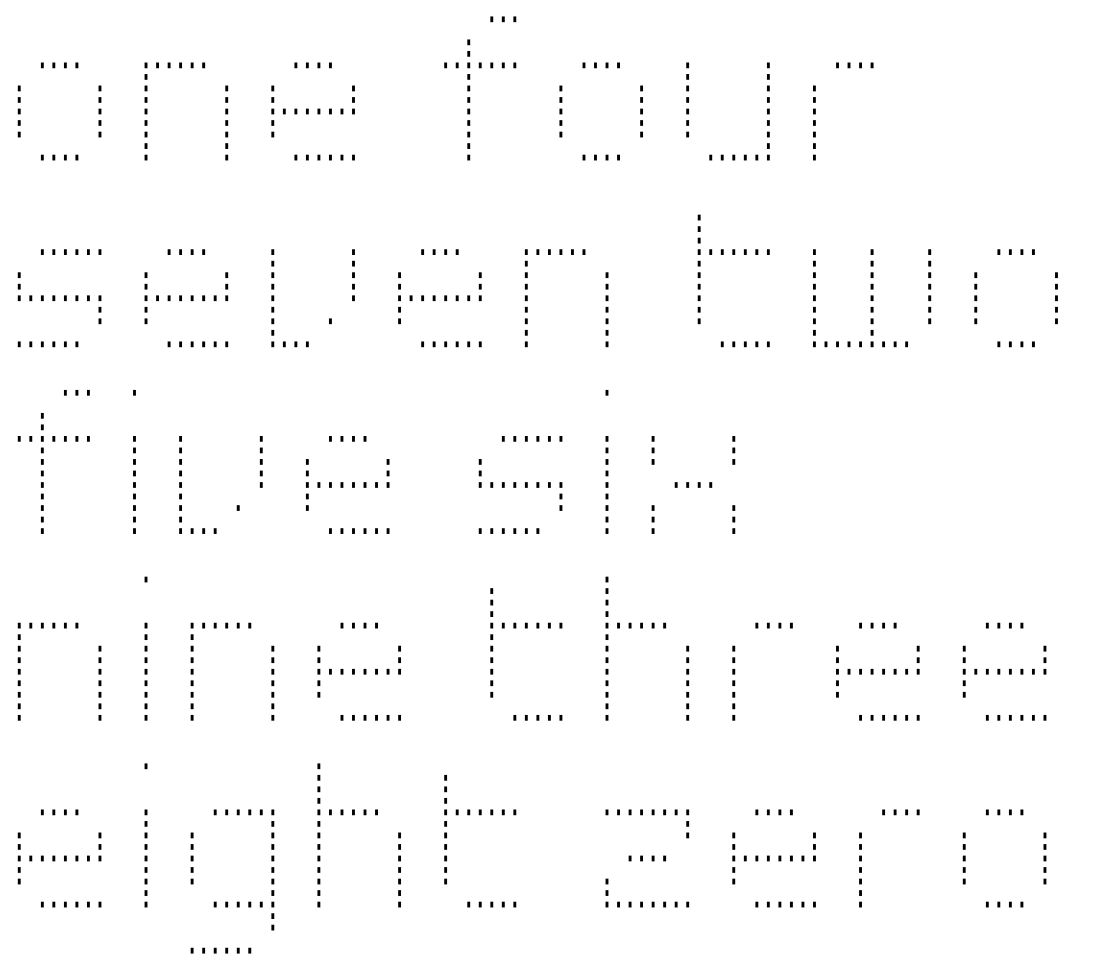
Intersect A
1-4
90pt



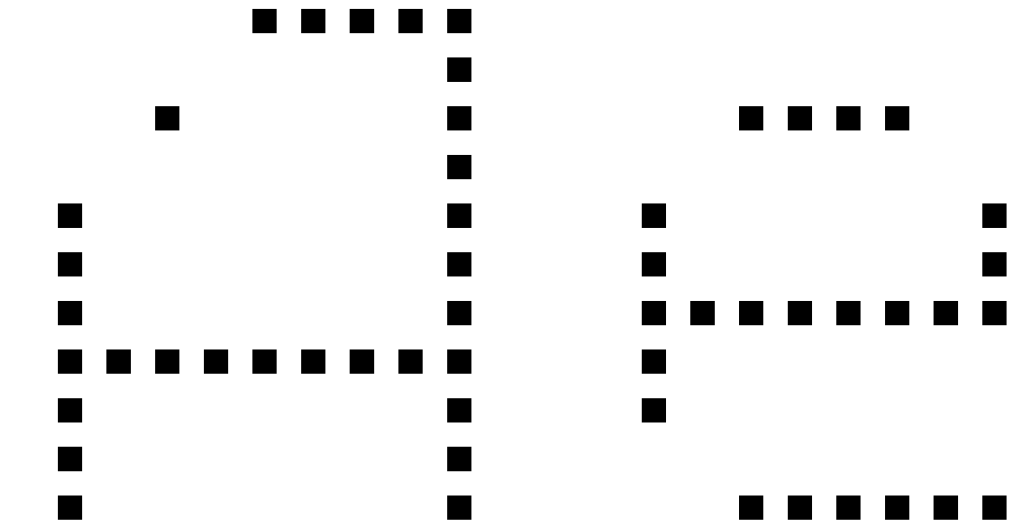
Intersect A
2-1
380pt



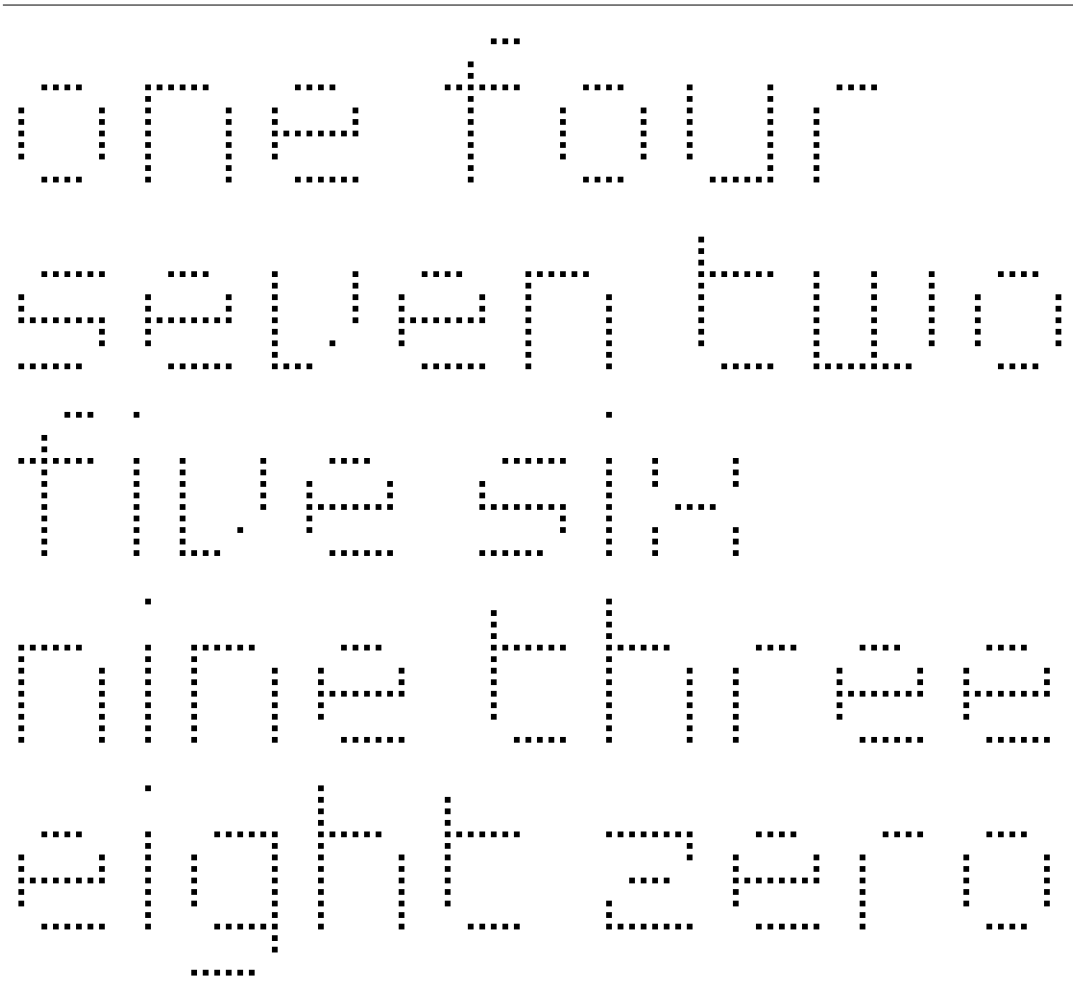
Intersect A
2-1
90pt



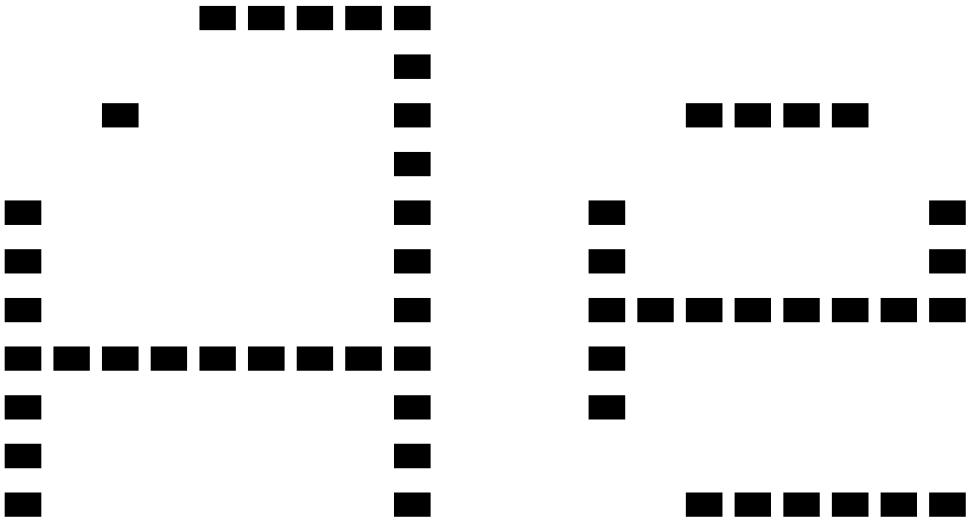
Intersect A
2-2
380pt



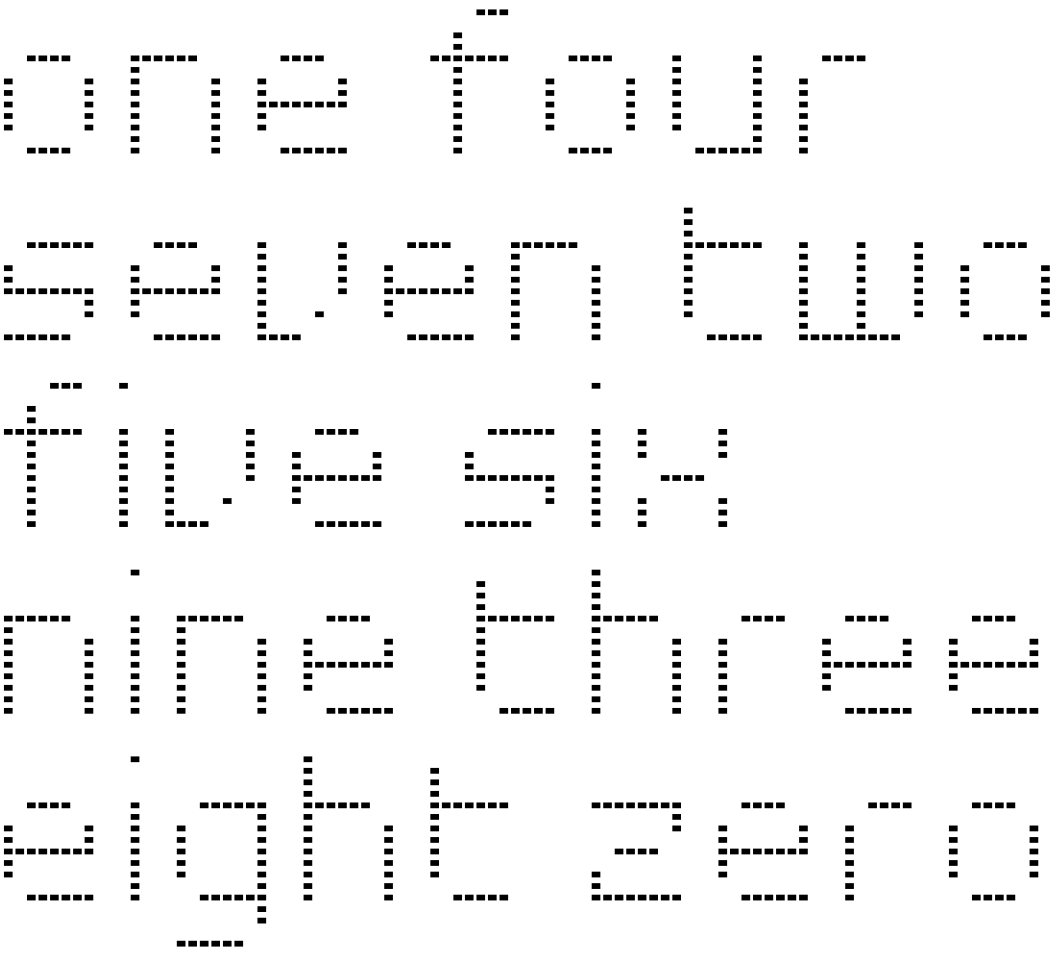
Intersect A
2-2
90pt



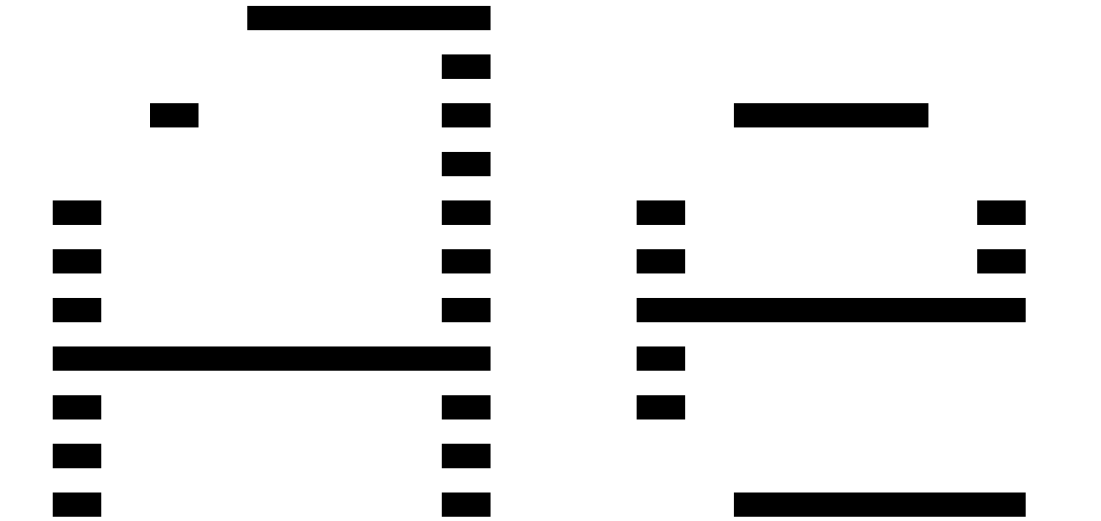
Intersect A
2-3
380pt



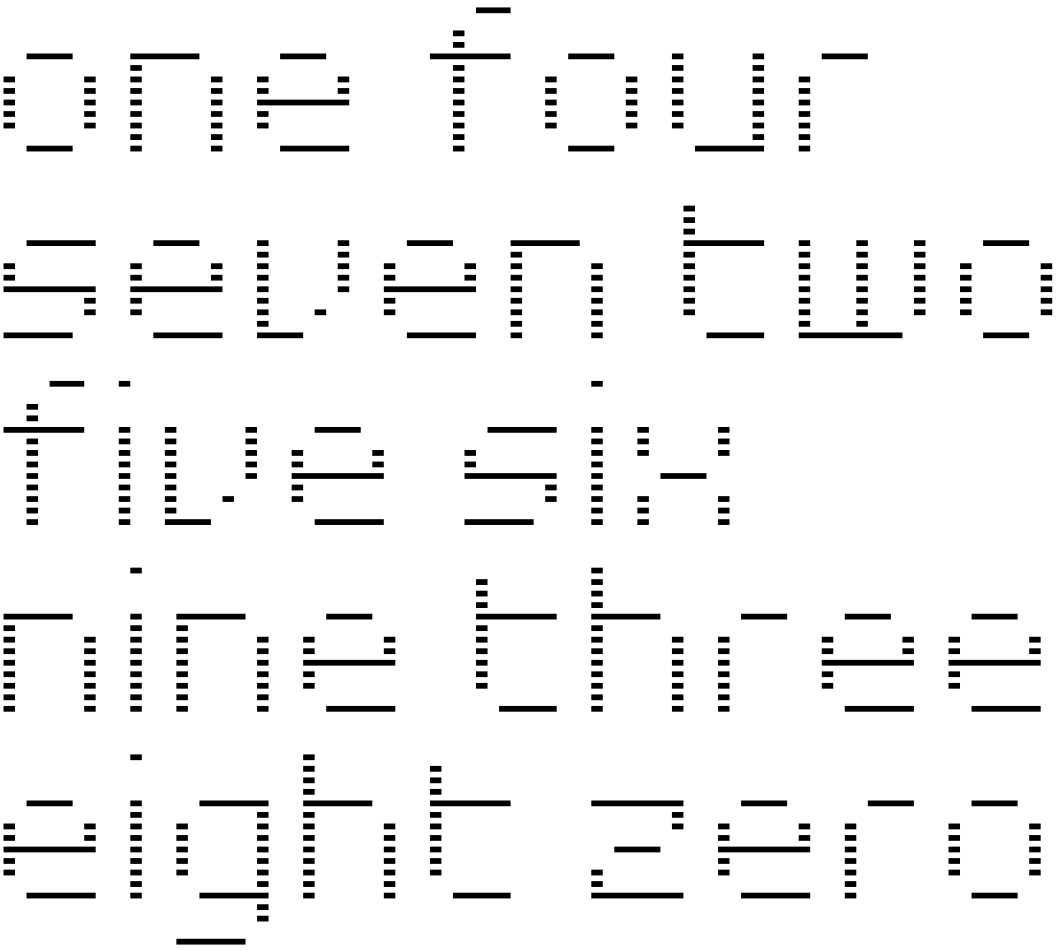
Intersect A
2-3
90pt



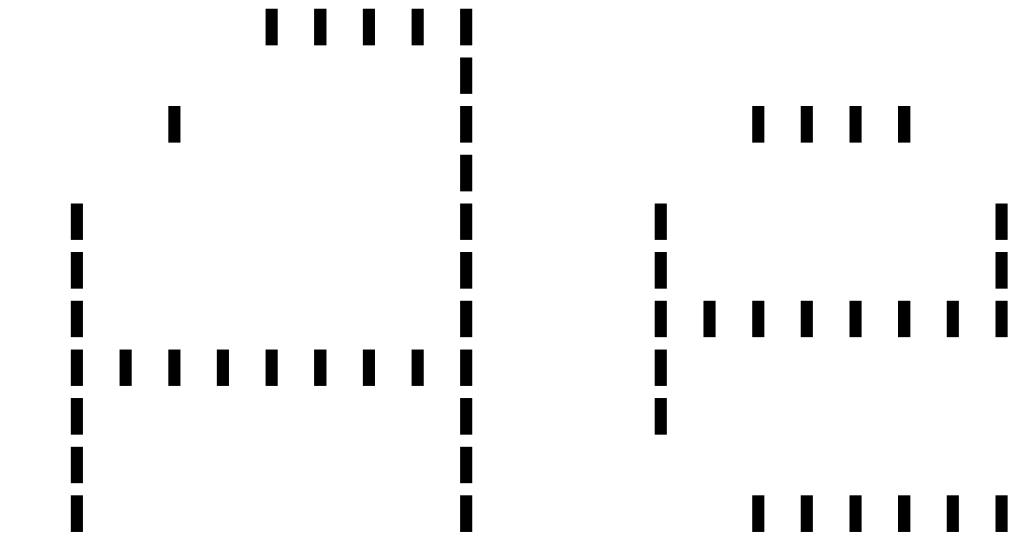
Intersect A
2-4
380pt



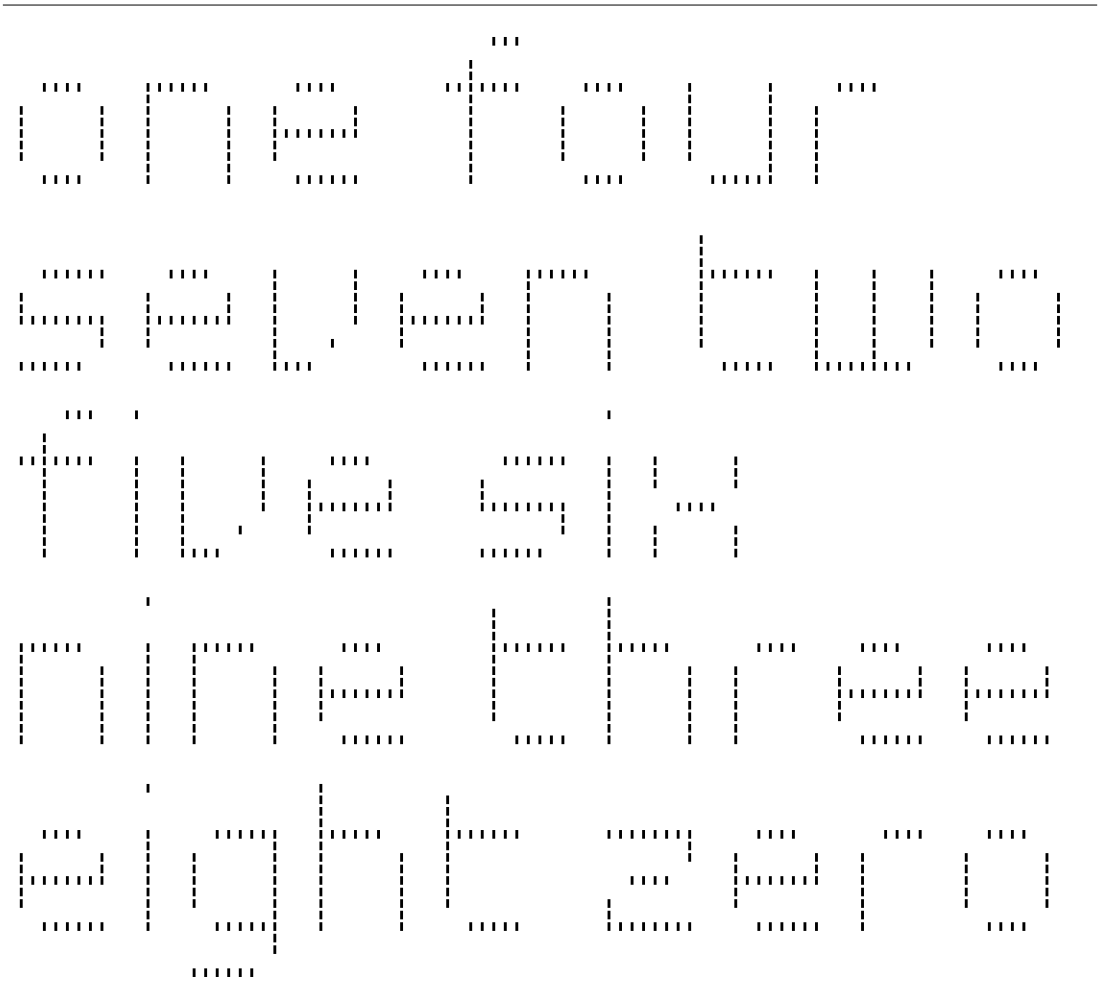
Intersect A
2-4
90pt



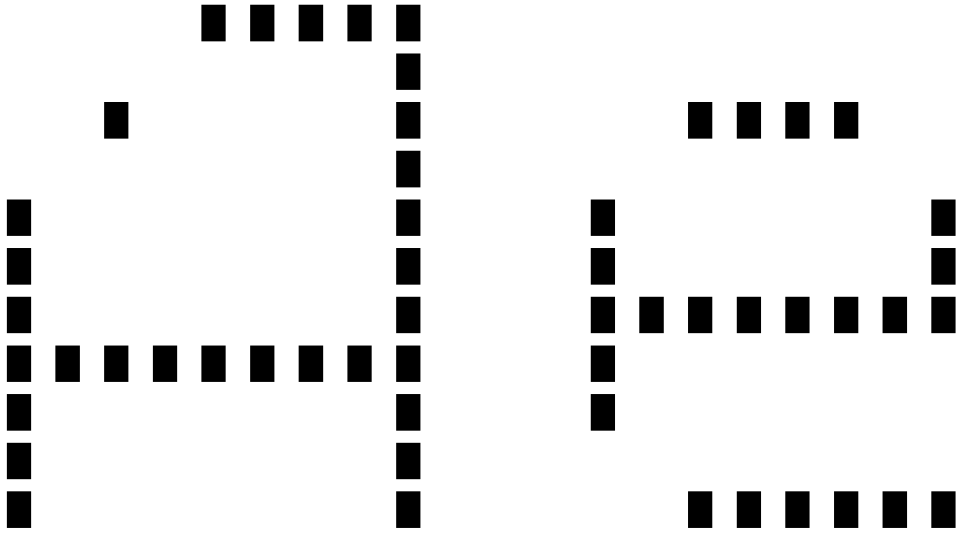
Intersect A
3-1
380pt



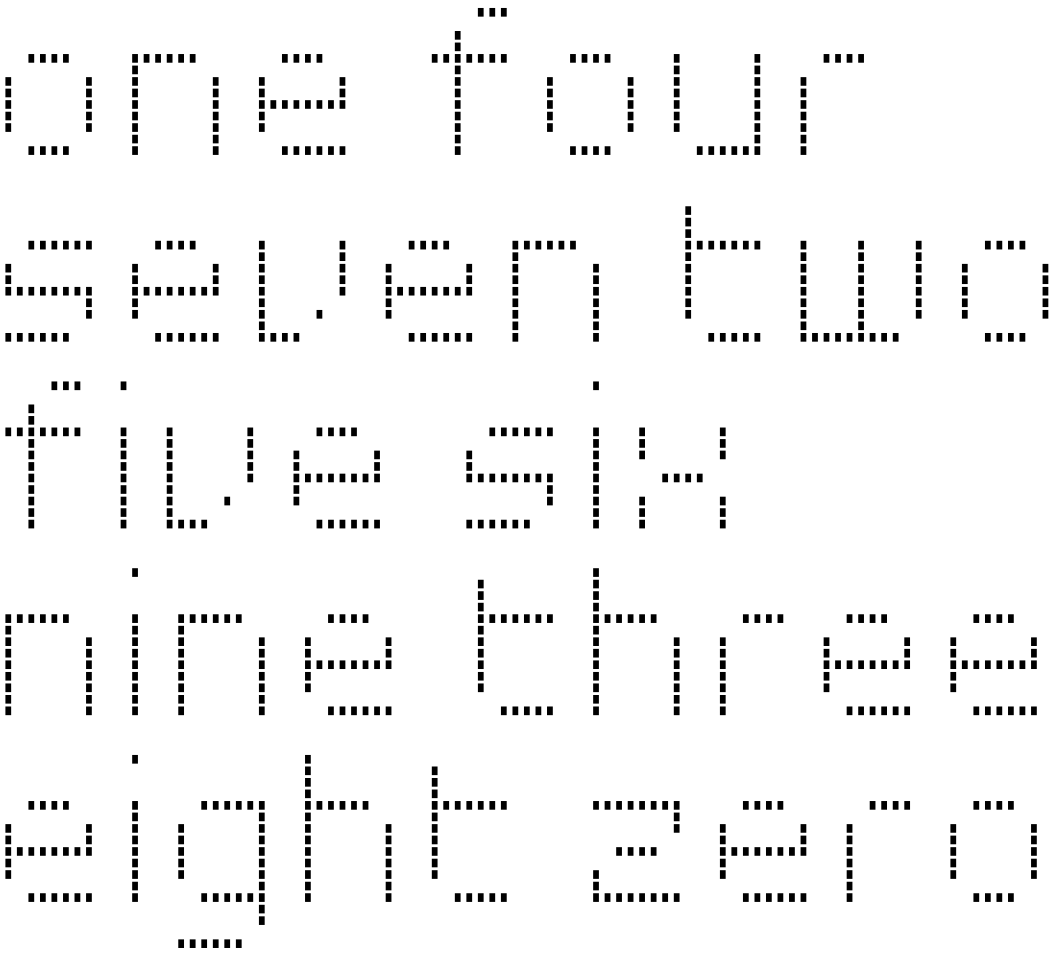
Intersect A
3-1
90pt



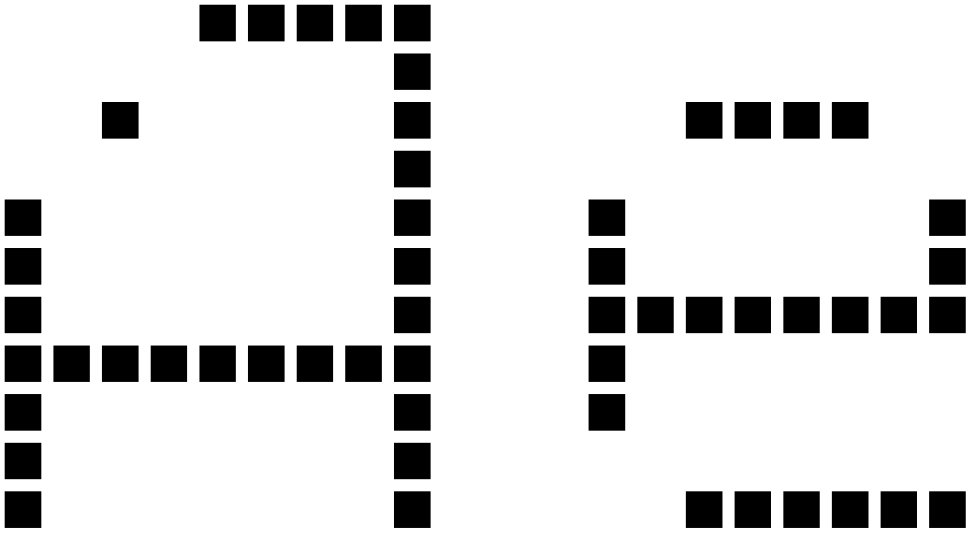
Intersect A
3-2
380pt



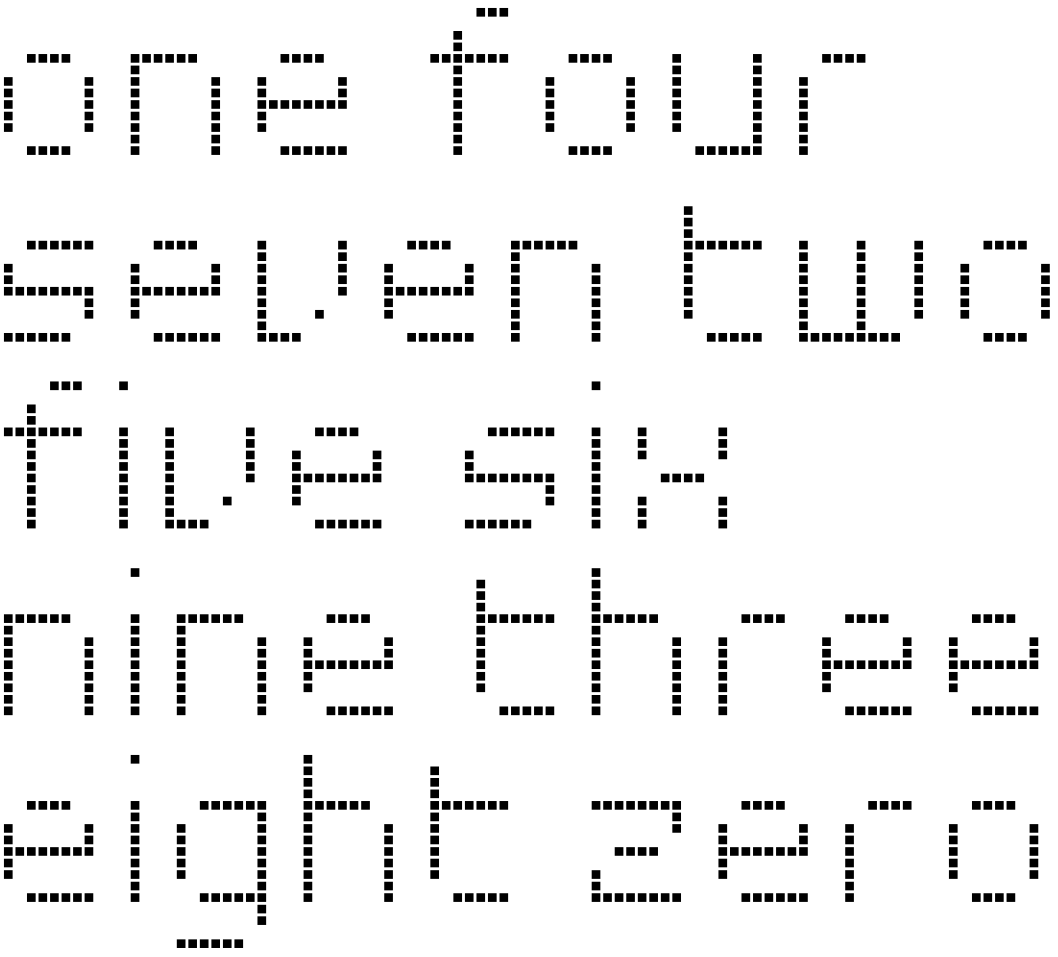
Intersect A
3-2
90pt



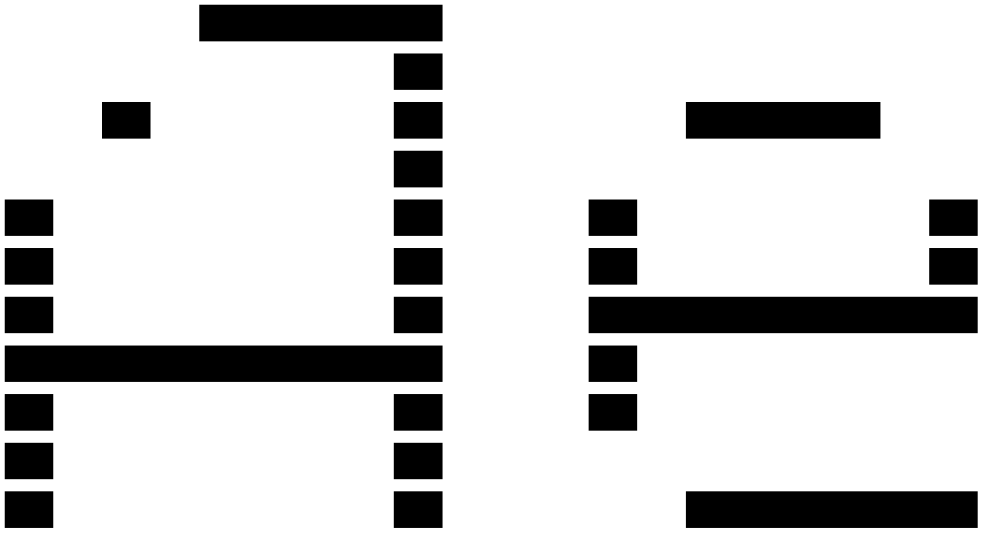
Intersect A
3-3
380pt



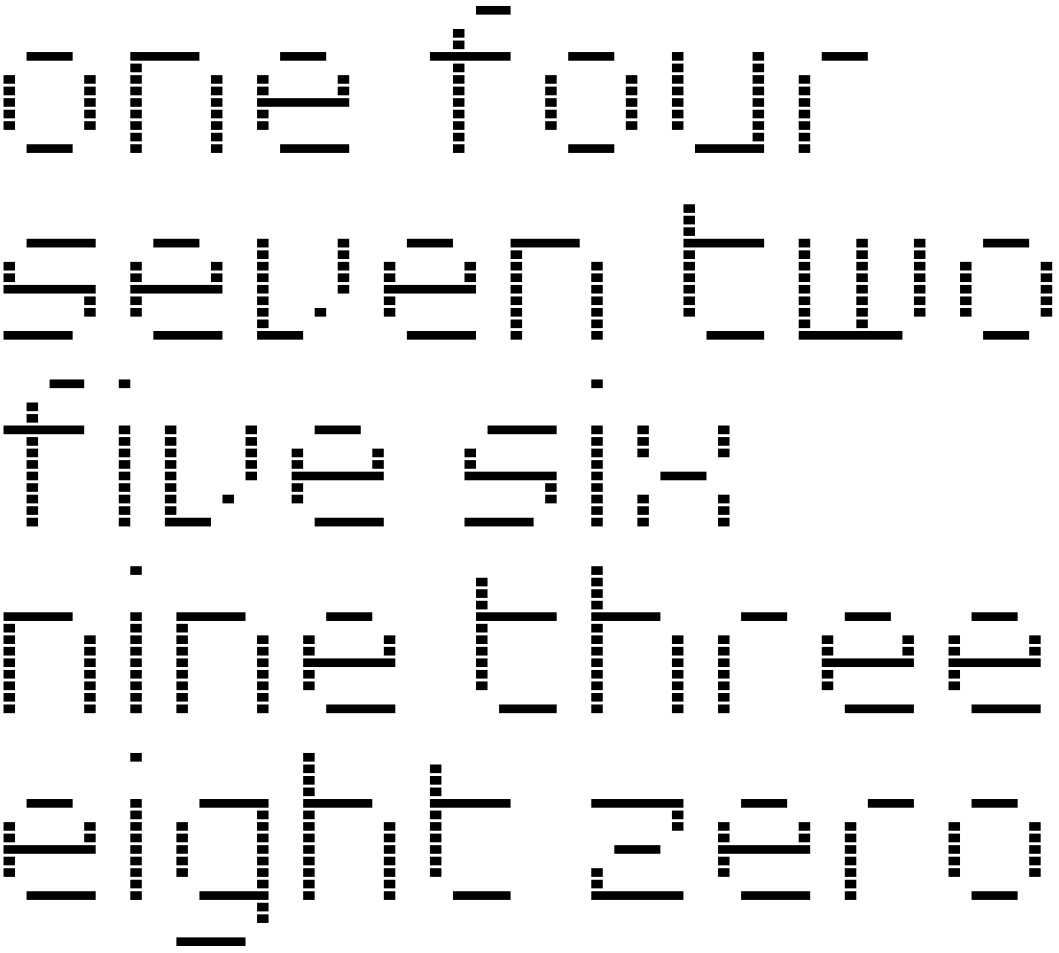
Intersect A
3-3
90pt



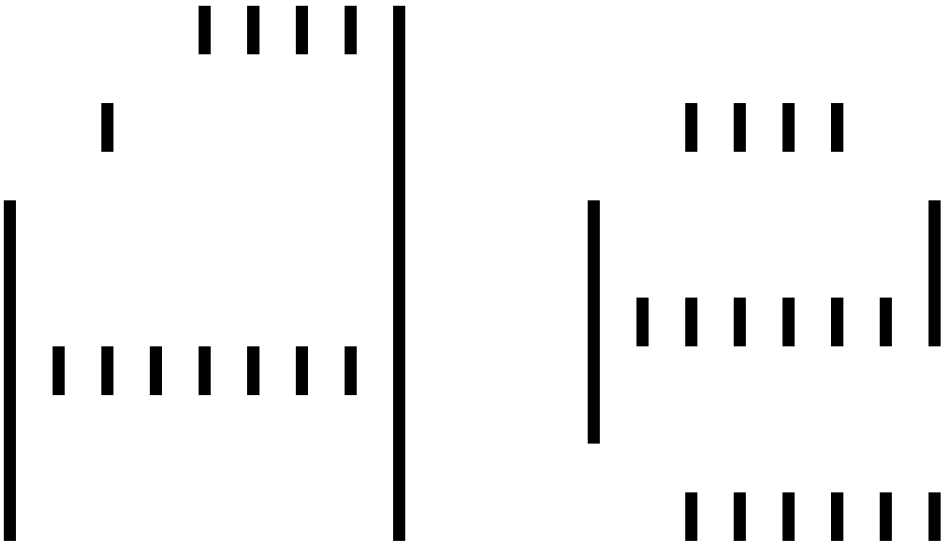
Intersect A
3-4
380pt



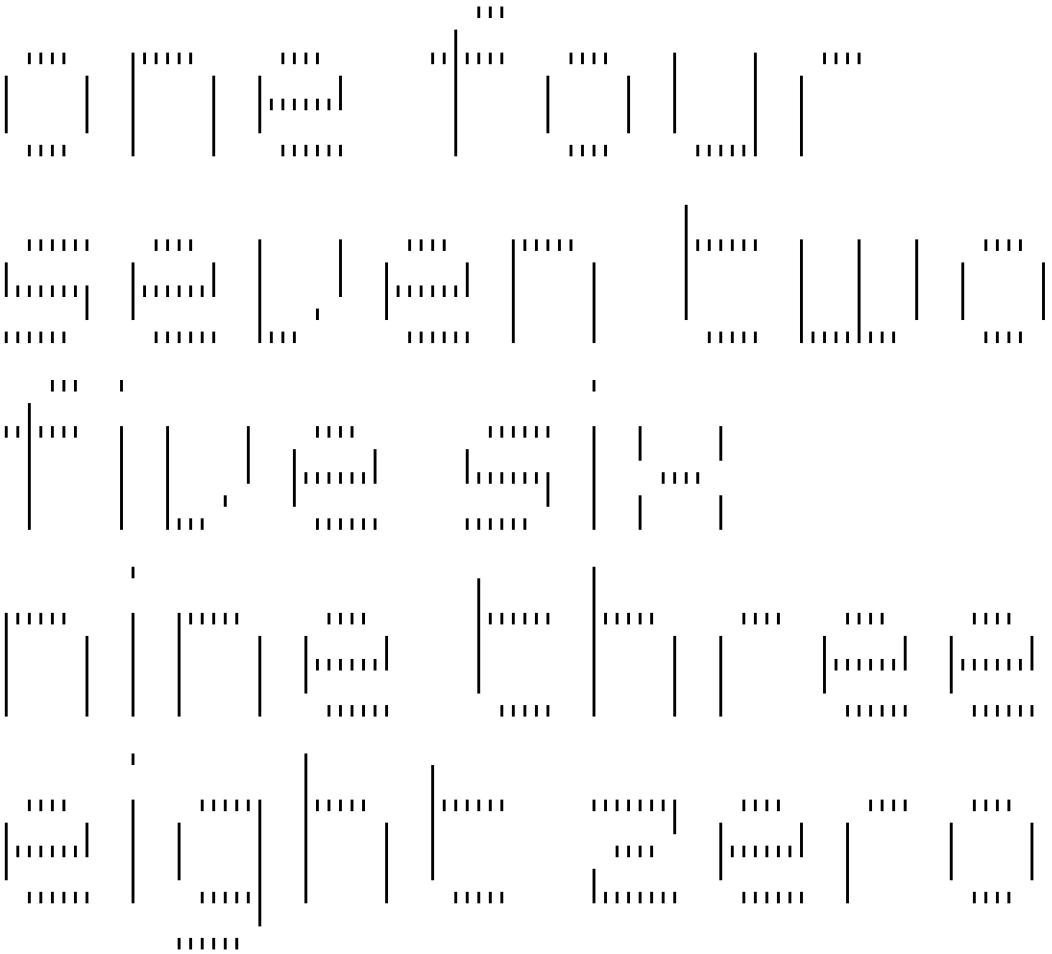
Intersect A
3-4
90pt



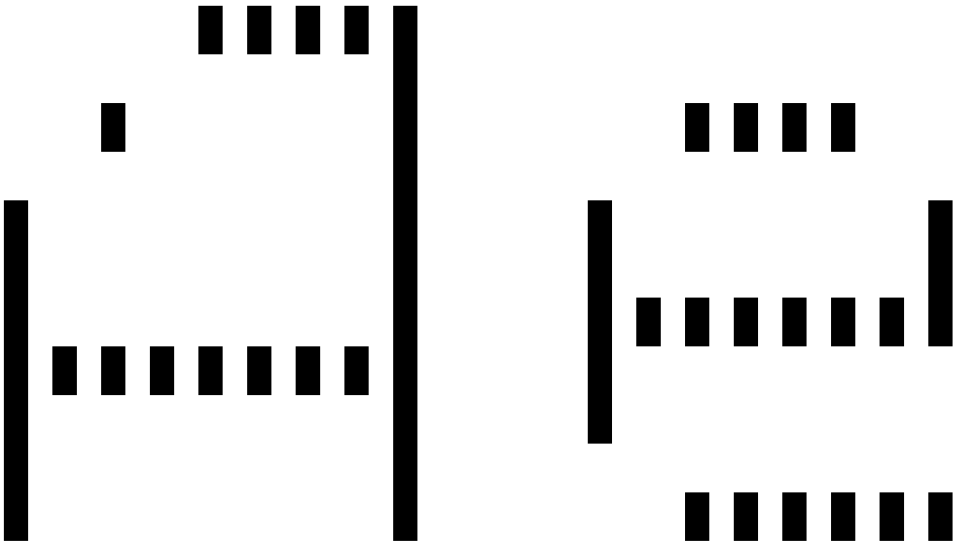
Intersect A
4-1
380pt



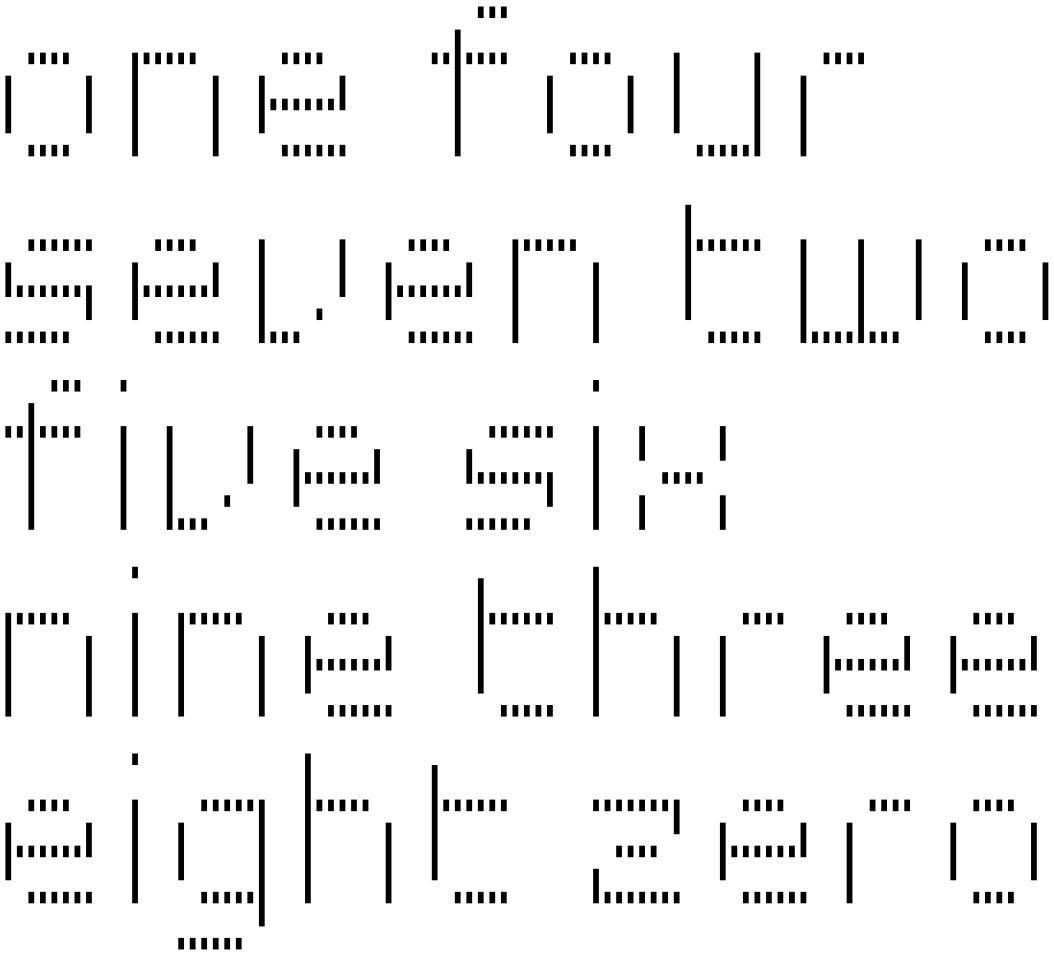
Intersect A
4-1
90pt



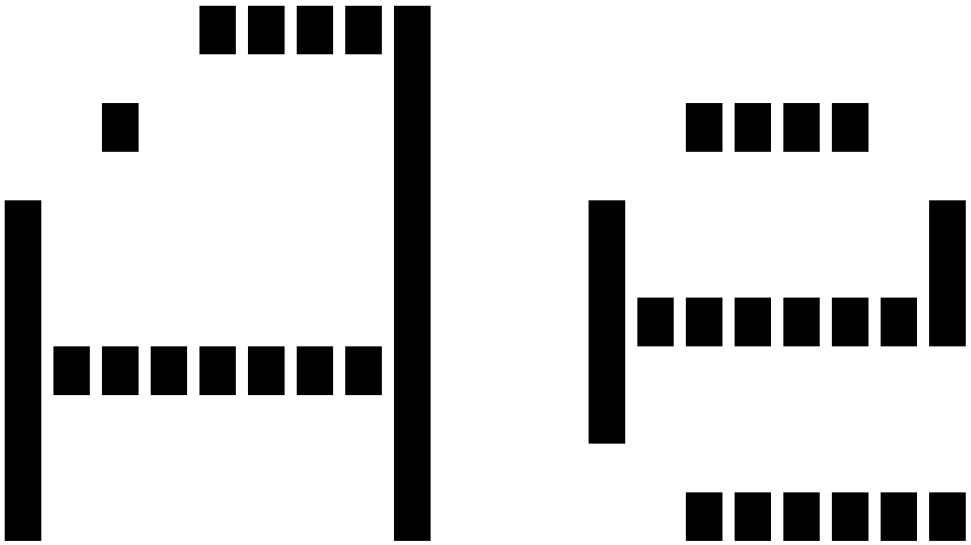
Intersect A
4-2
380pt



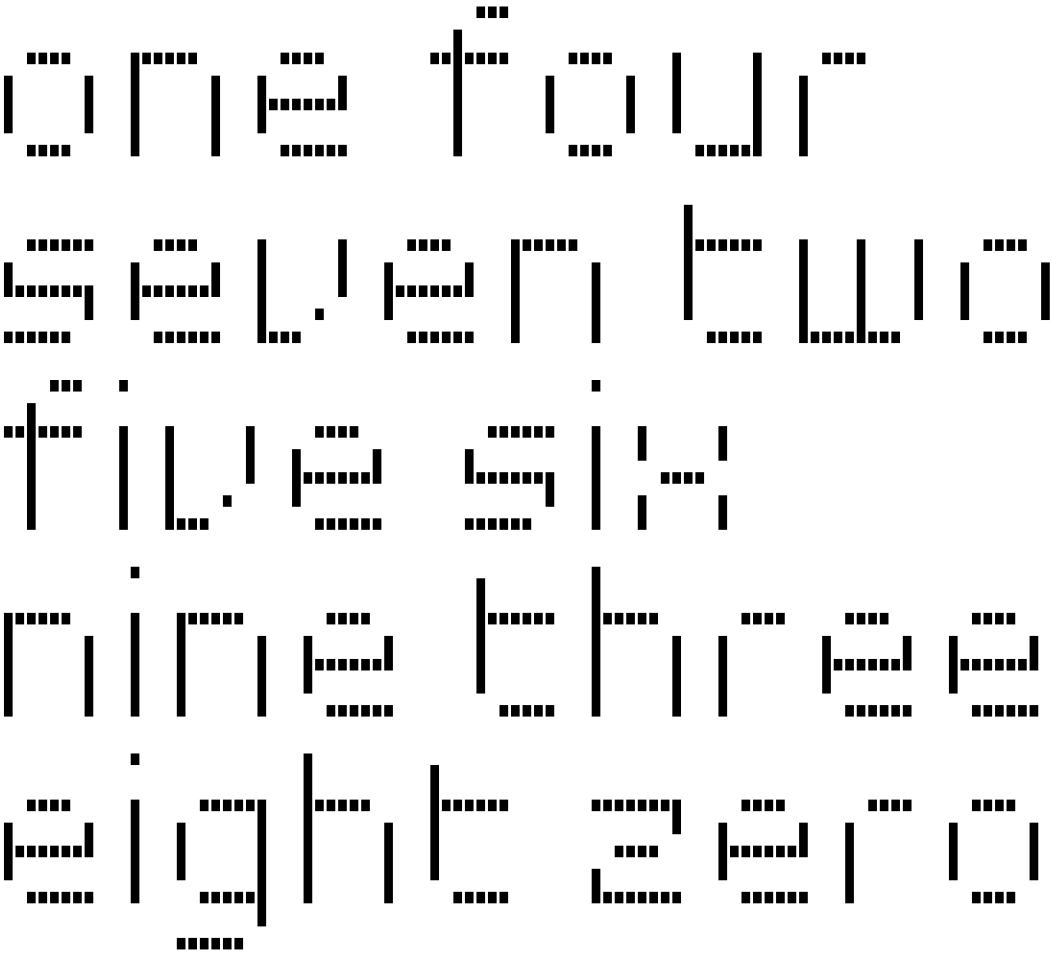
Intersect A
4-2
90pt



Intersect A
4-3
380pt



Intersect A
4-3
90pt



Intersect A
4-4
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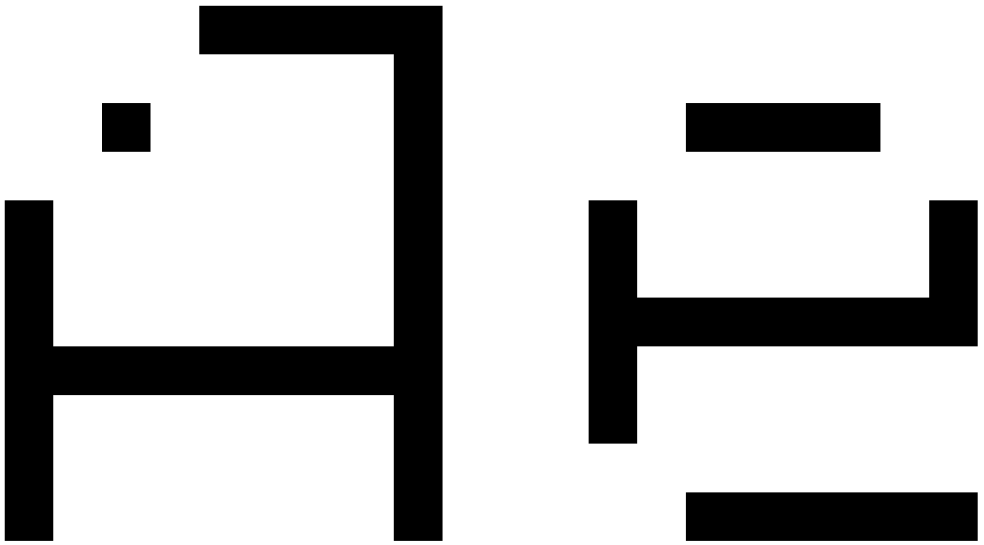
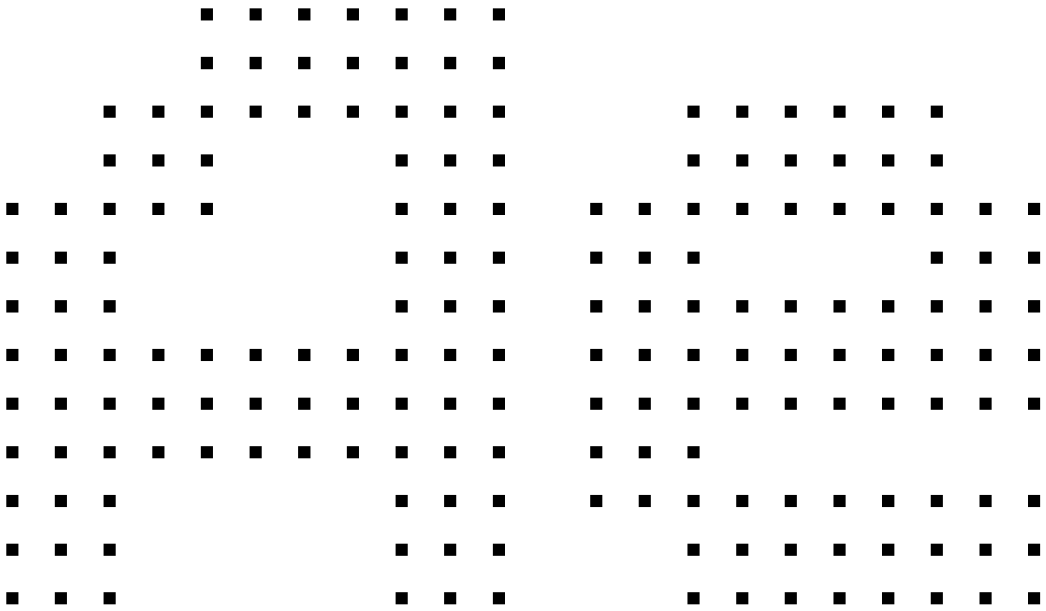


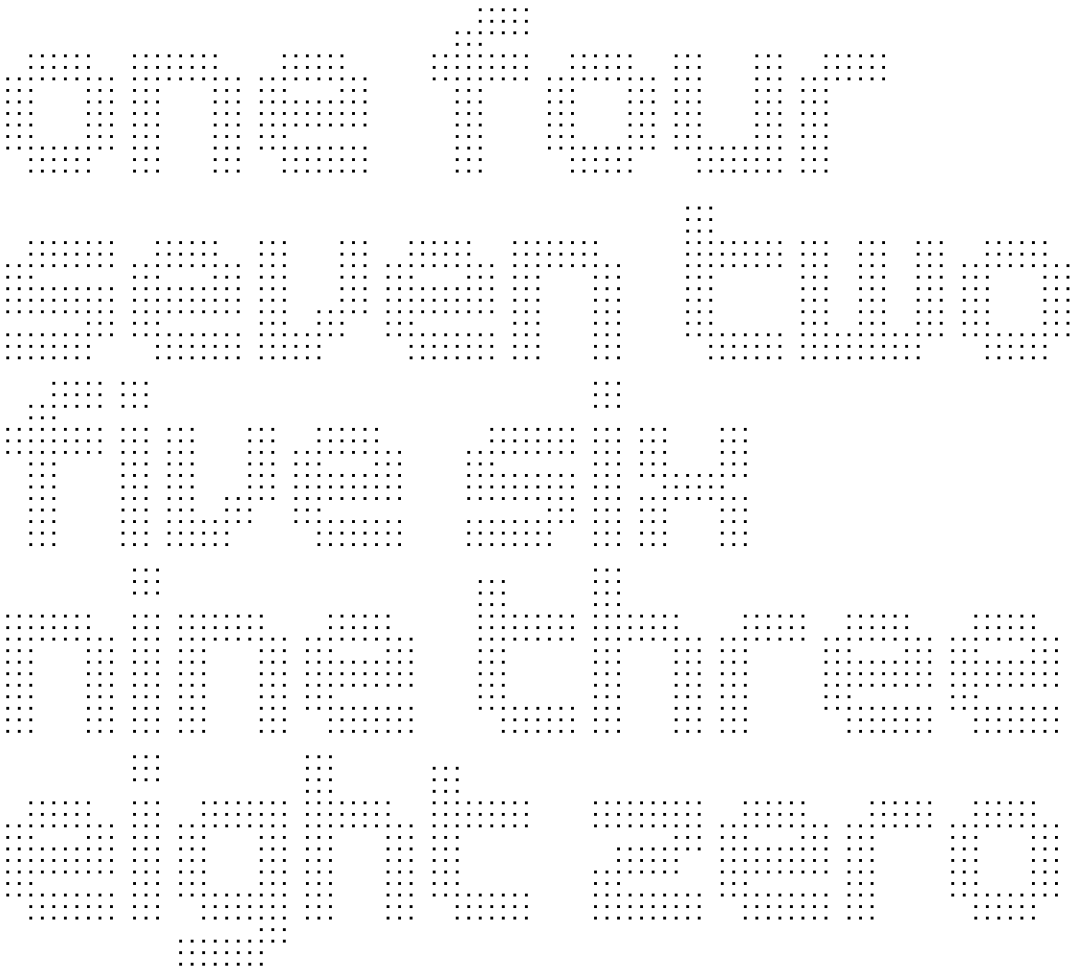
Intersect A
4-4
90pt

one four
seven two
five six
nine three
eight zero

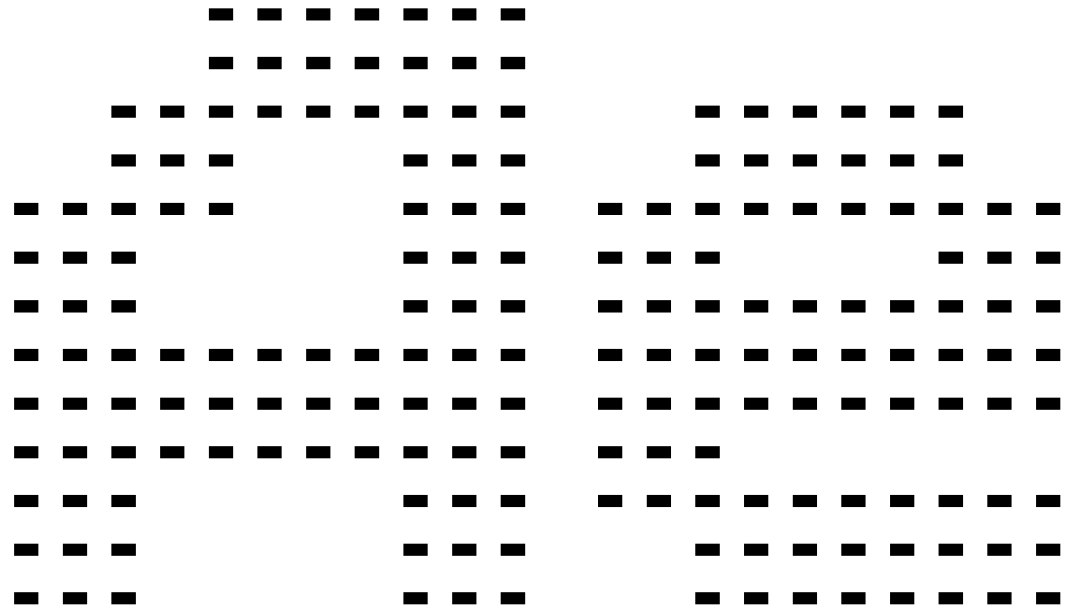
Intersect B
1-1
380pt



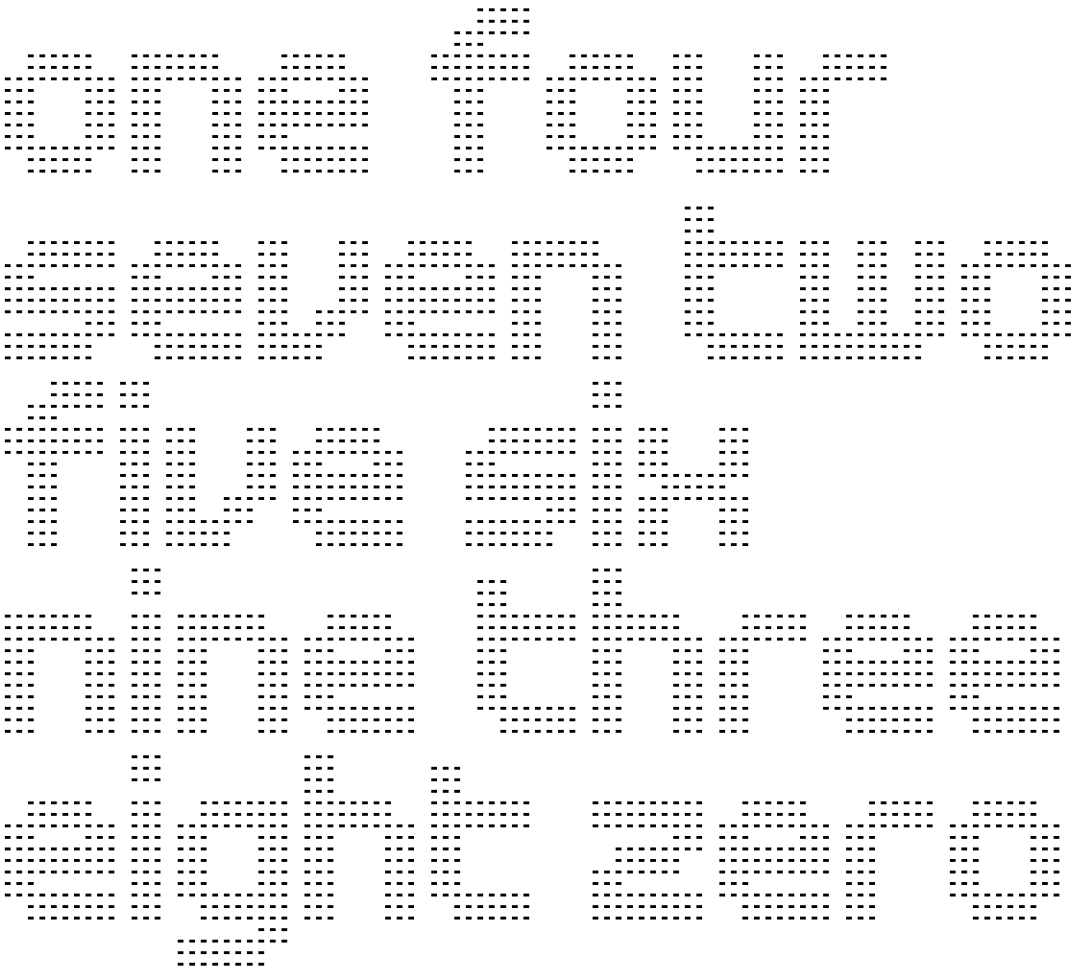
Intersect B
1-1
90pt



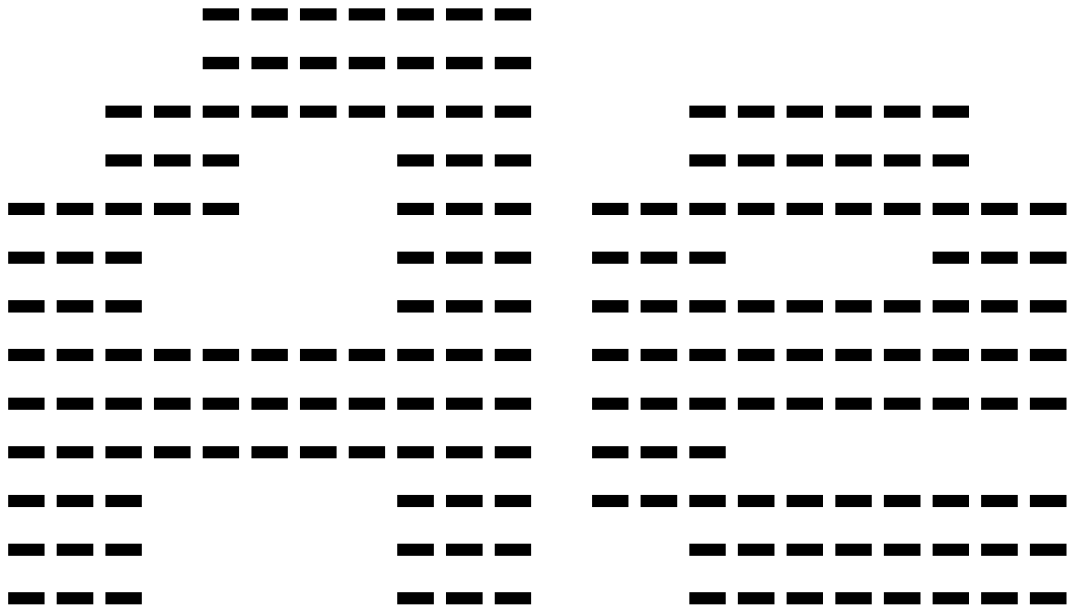
Intersect B
1-2
380pt



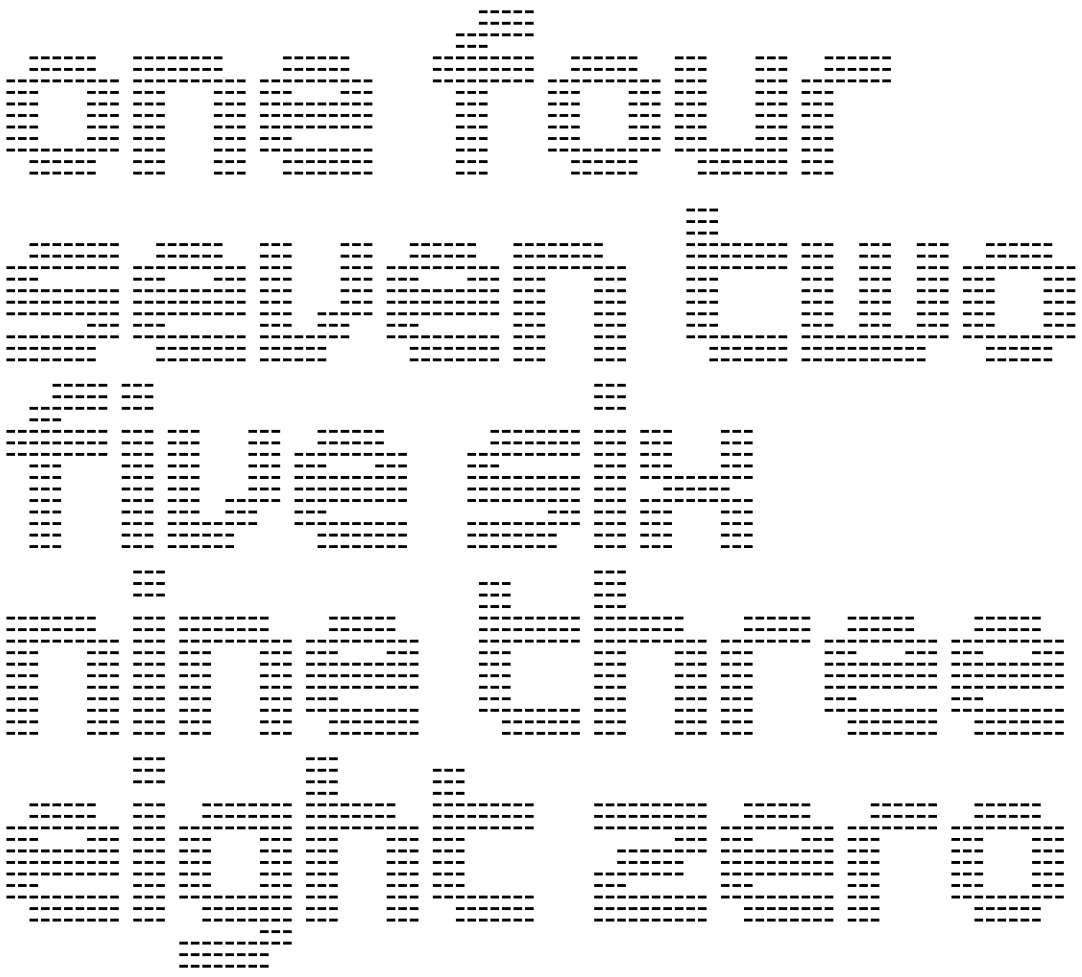
Intersect B
1-2
90pt



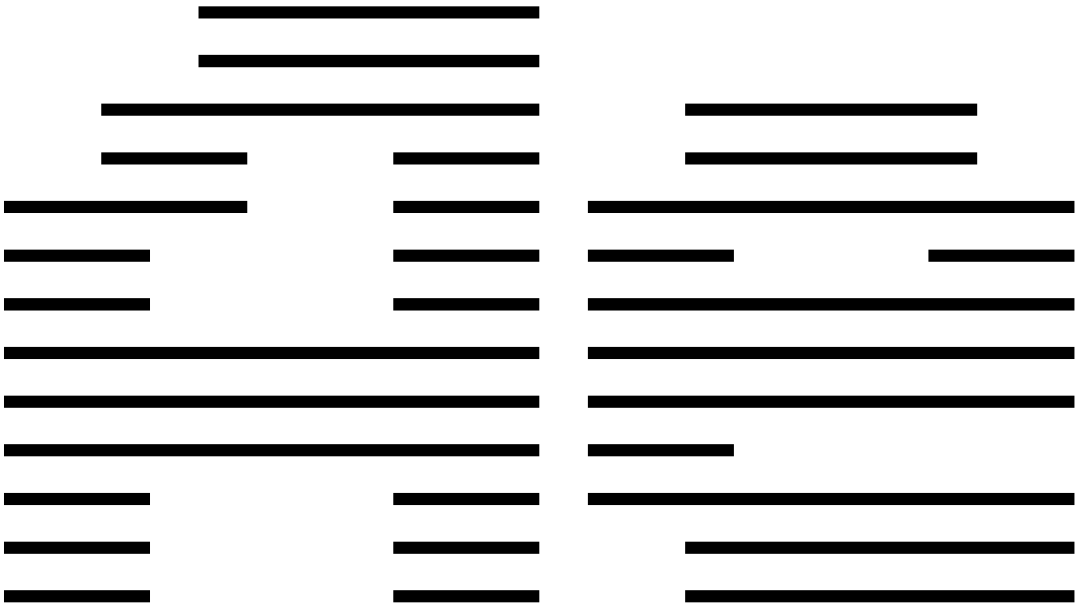
Intersect B
1-3
380pt



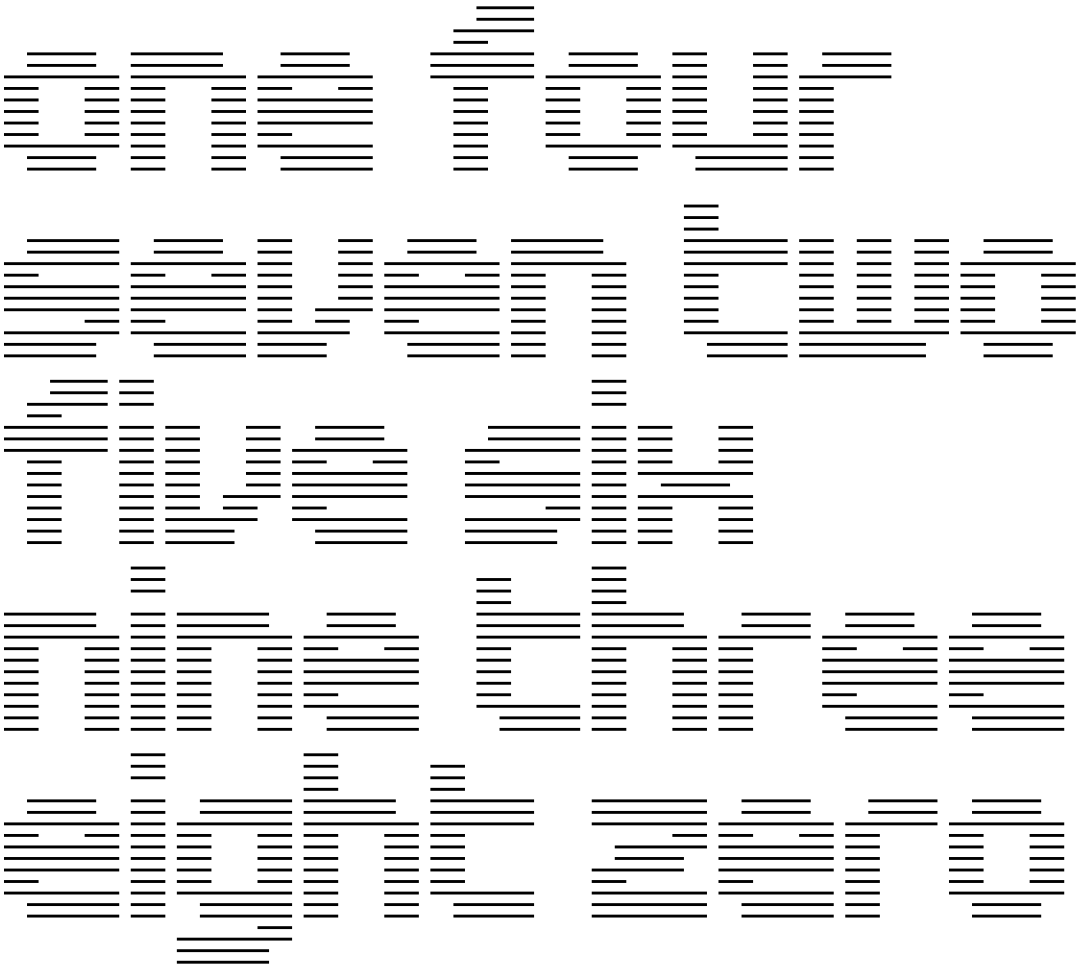
Intersect B
1-3
90pt



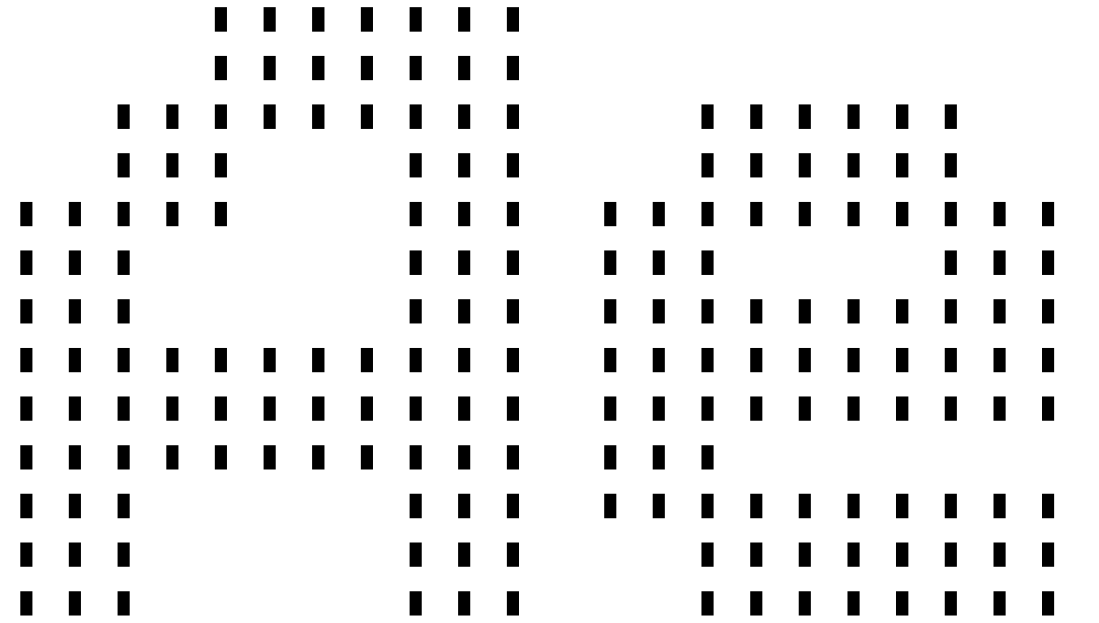
Intersect B
1-4
380pt



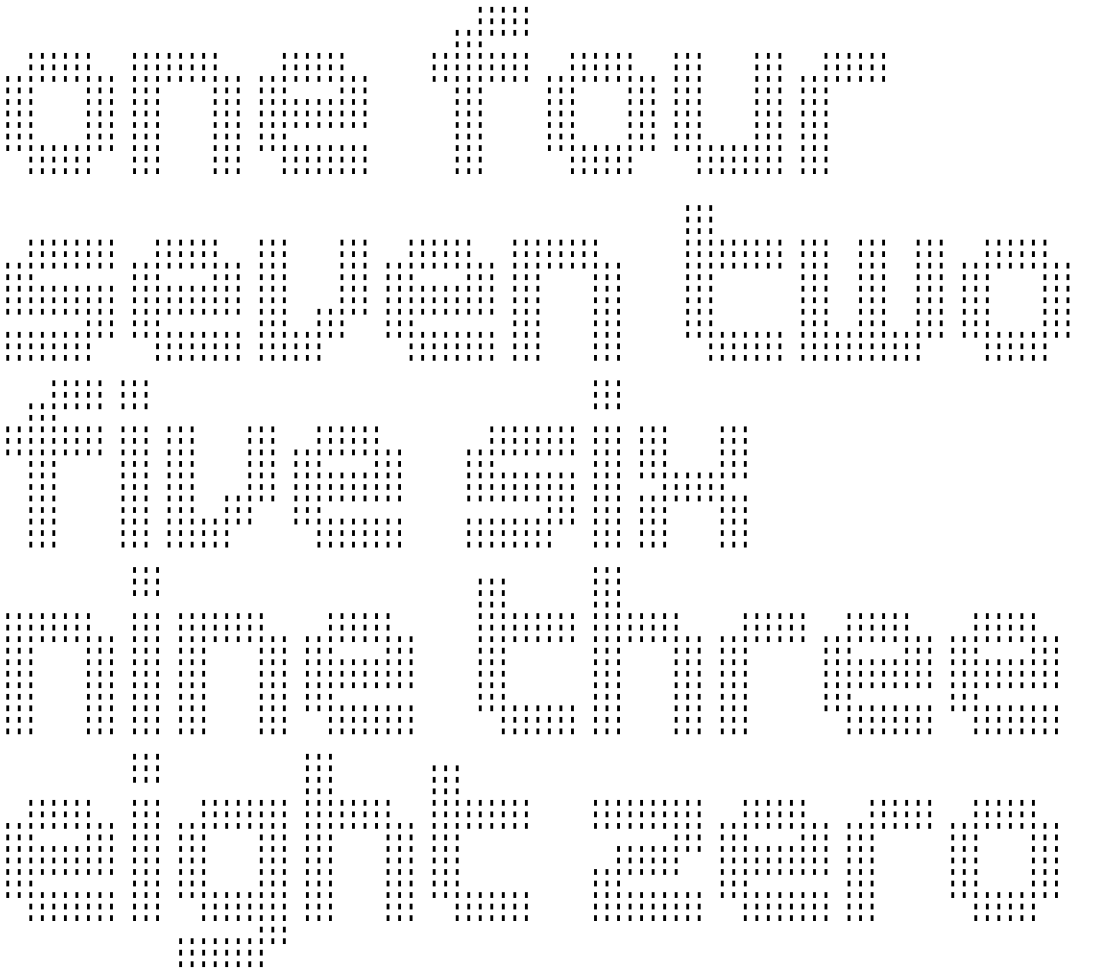
Intersect B
1-4
90pt



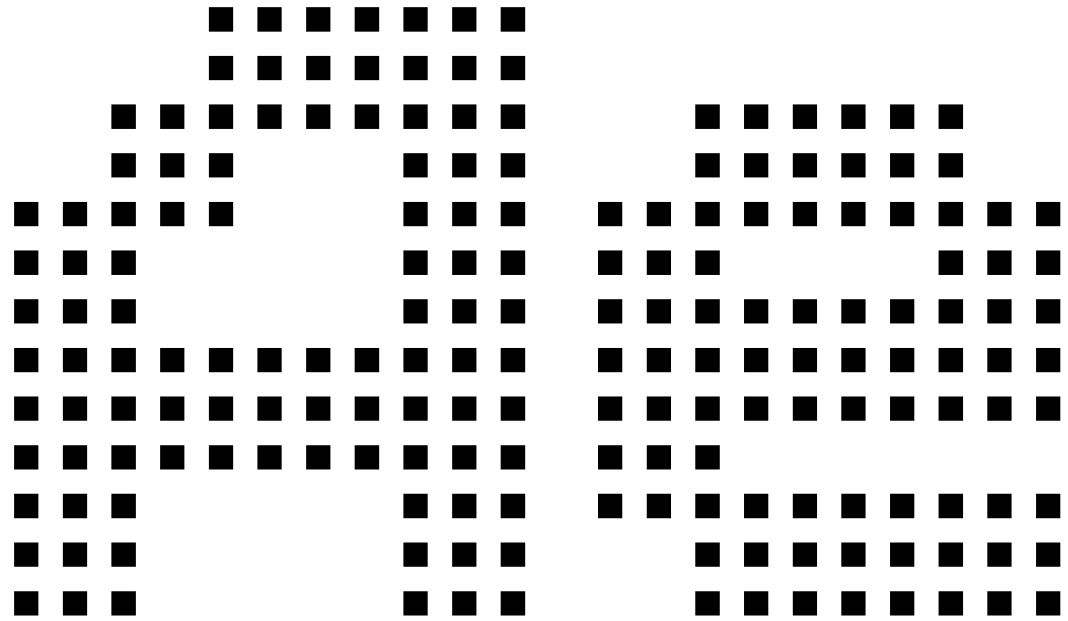
Intersect B
2-1
380pt



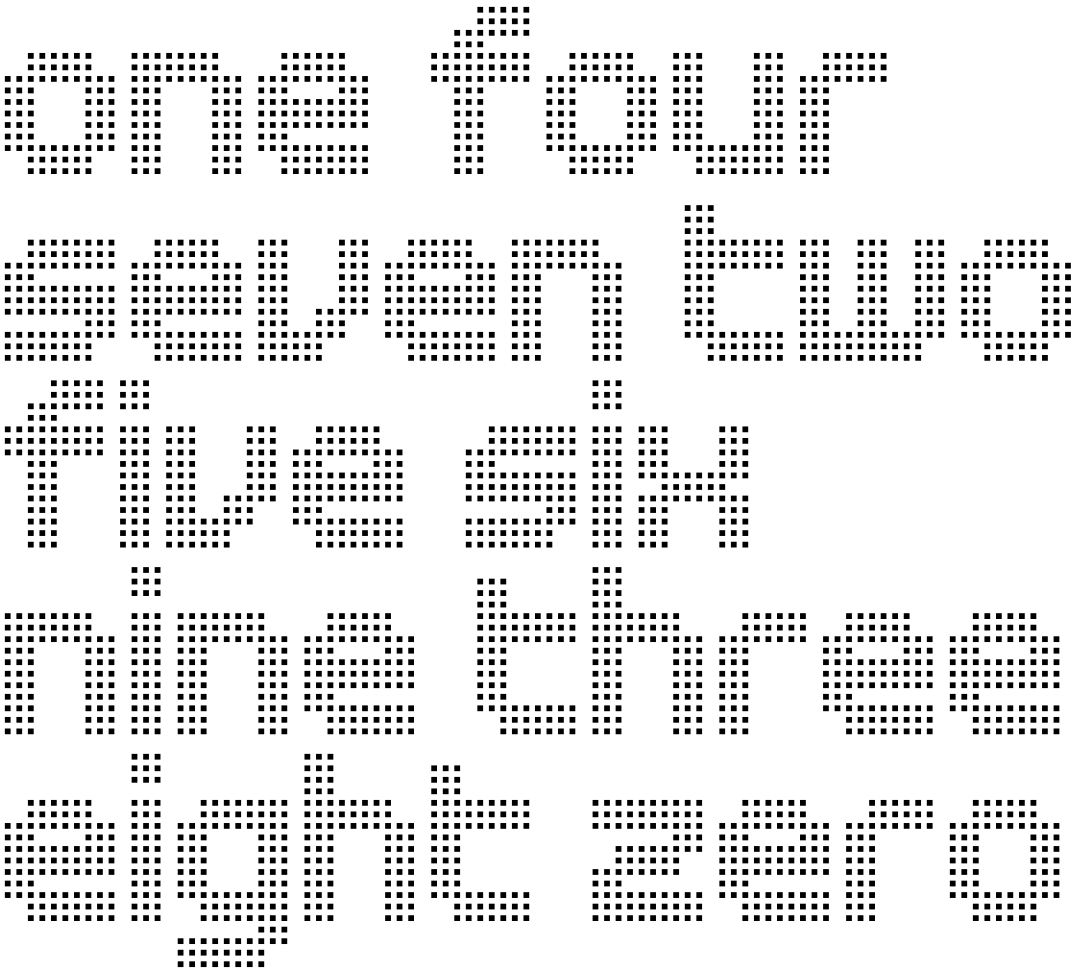
Intersect B
2-1
90pt



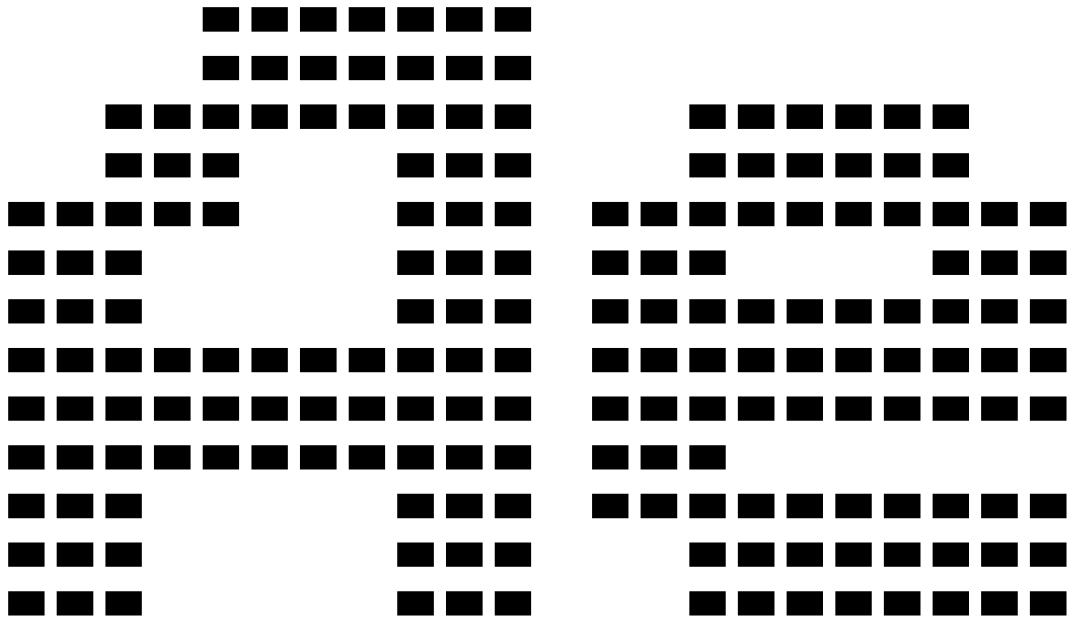
Intersect B
2-2
380pt



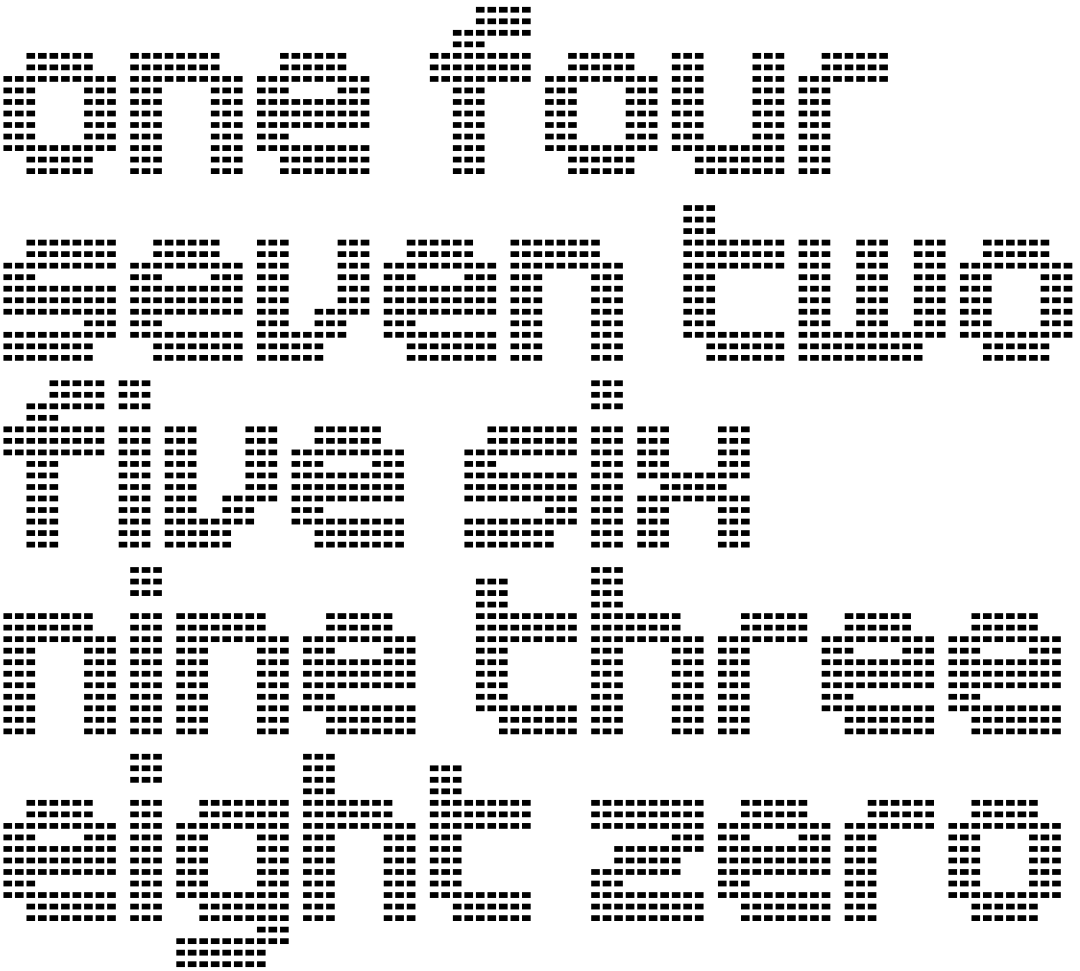
Intersect B
2-2
90pt



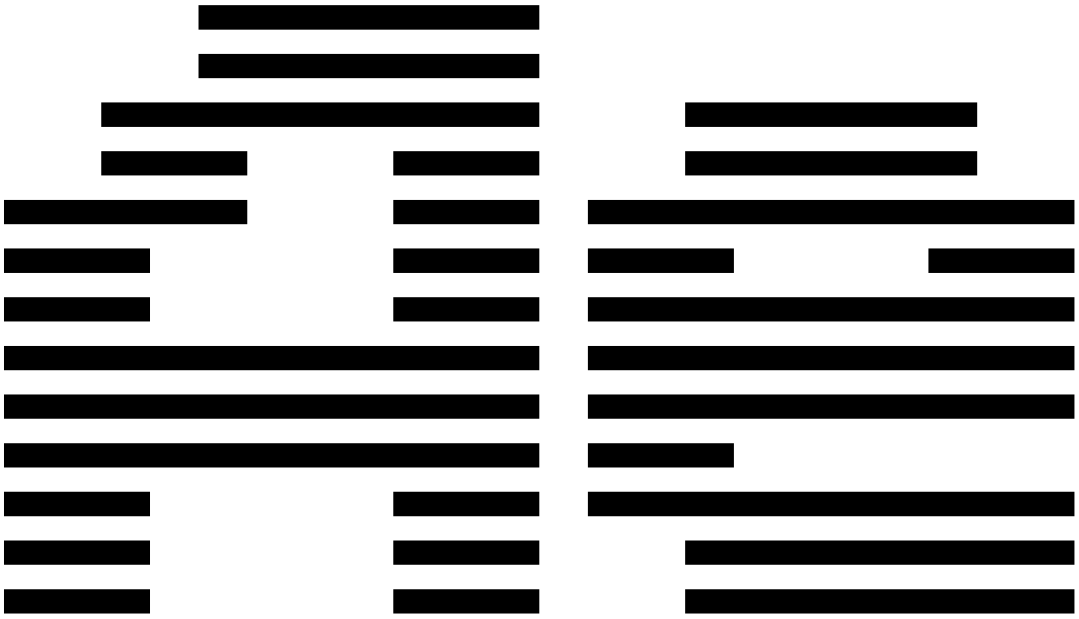
Intersect B
2-3
380pt



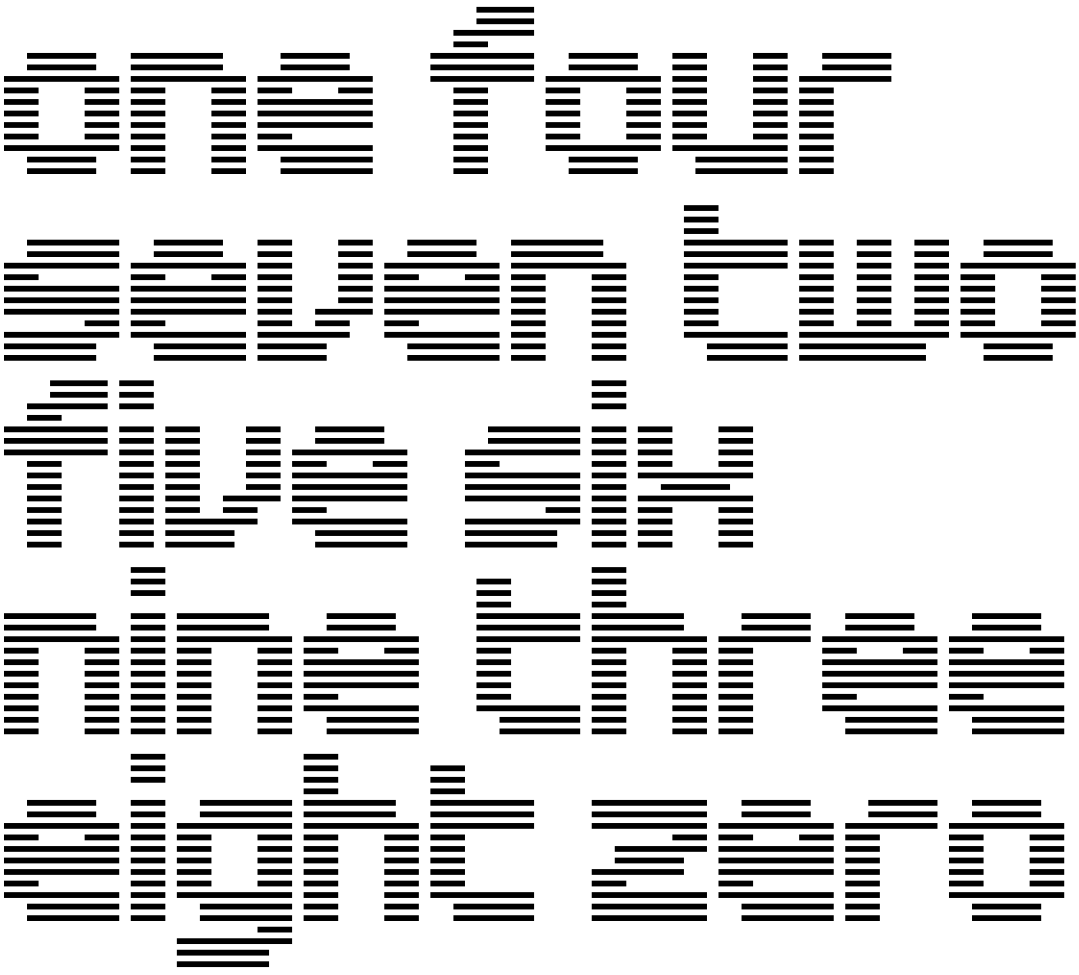
Intersect B
2-3
90pt



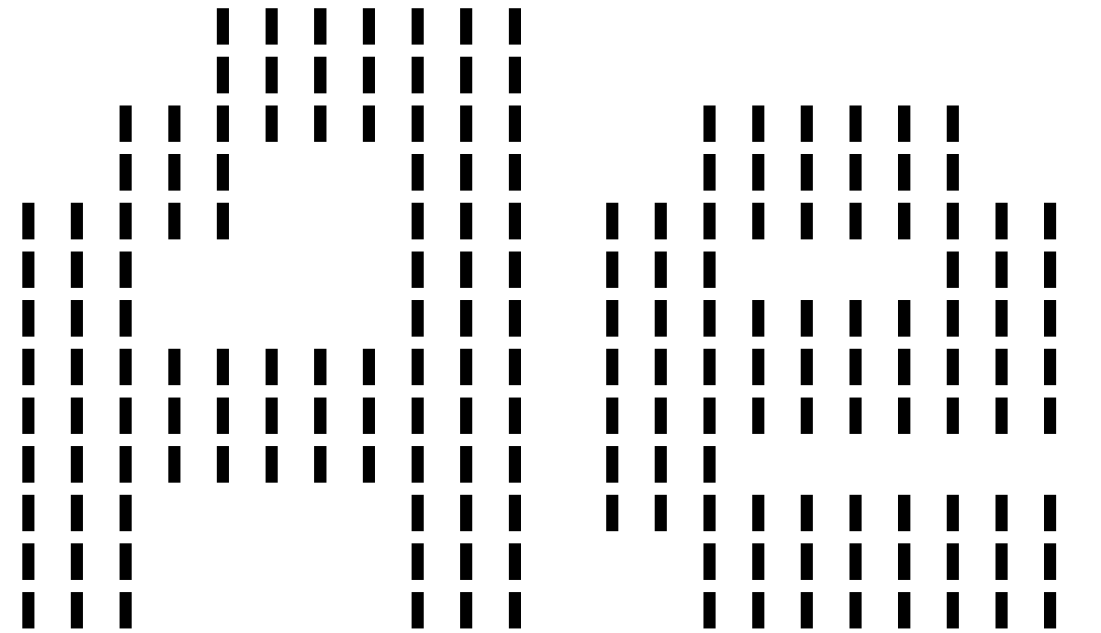
Intersect B
2-4
380pt



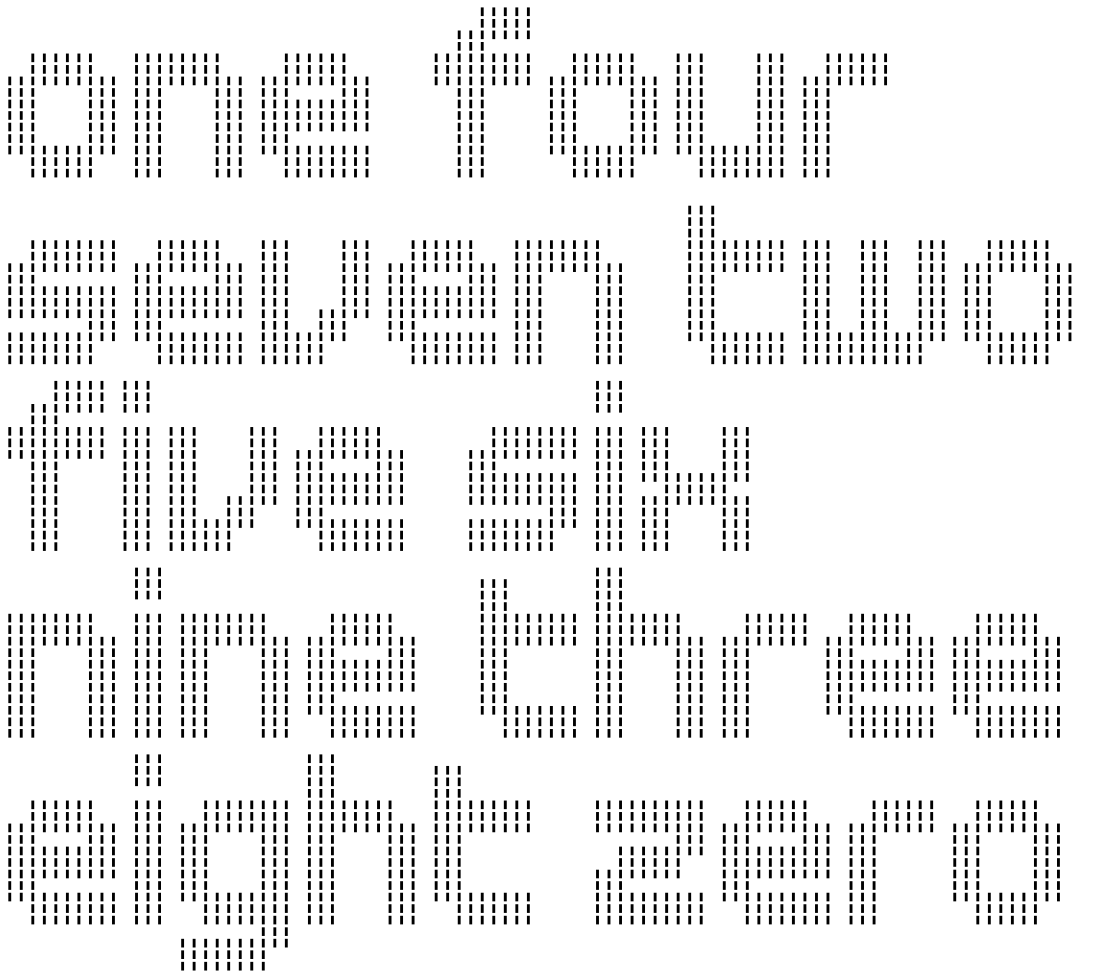
Intersect B
2-4
90pt



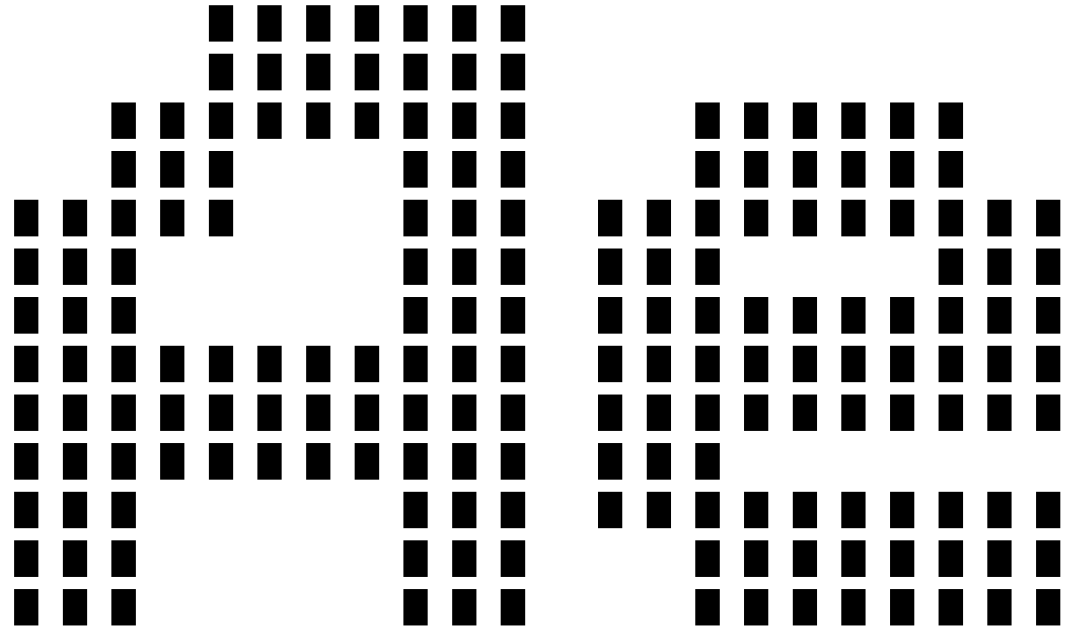
Intersect B
3-1
380pt



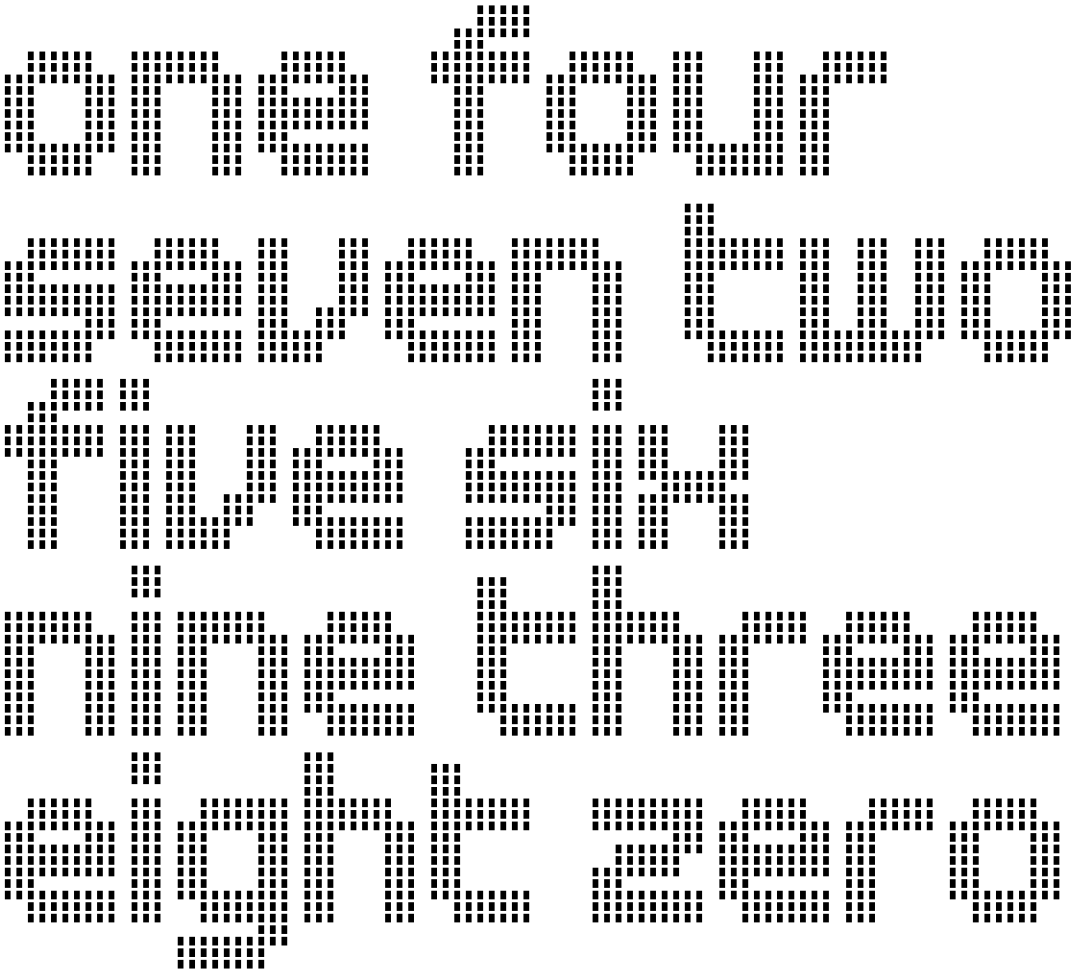
Intersect B
3-1
90pt



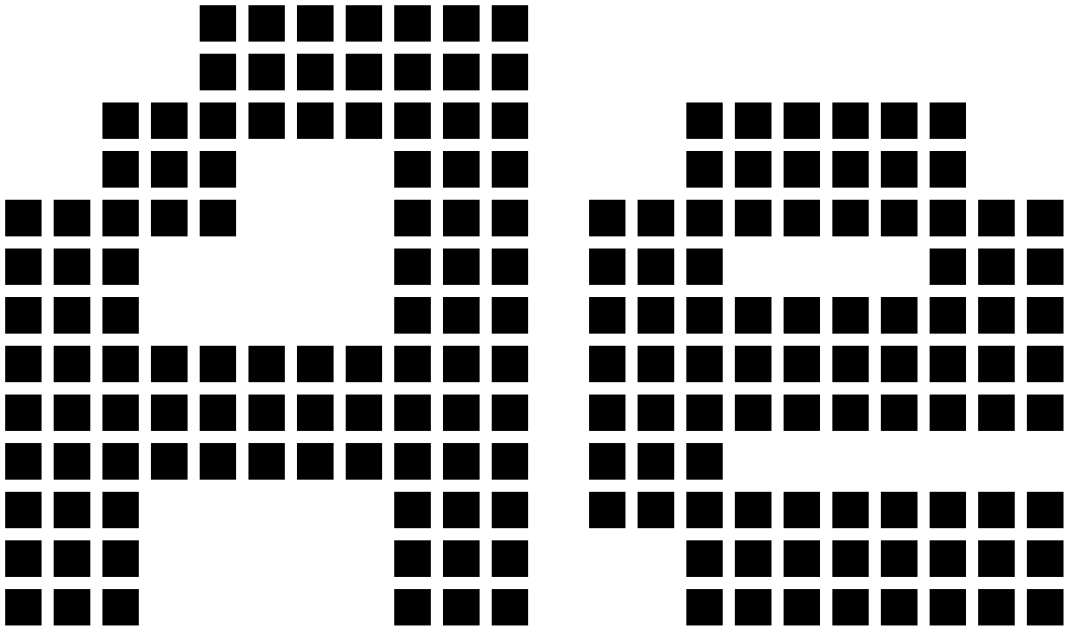
Intersect B
3-2
380pt



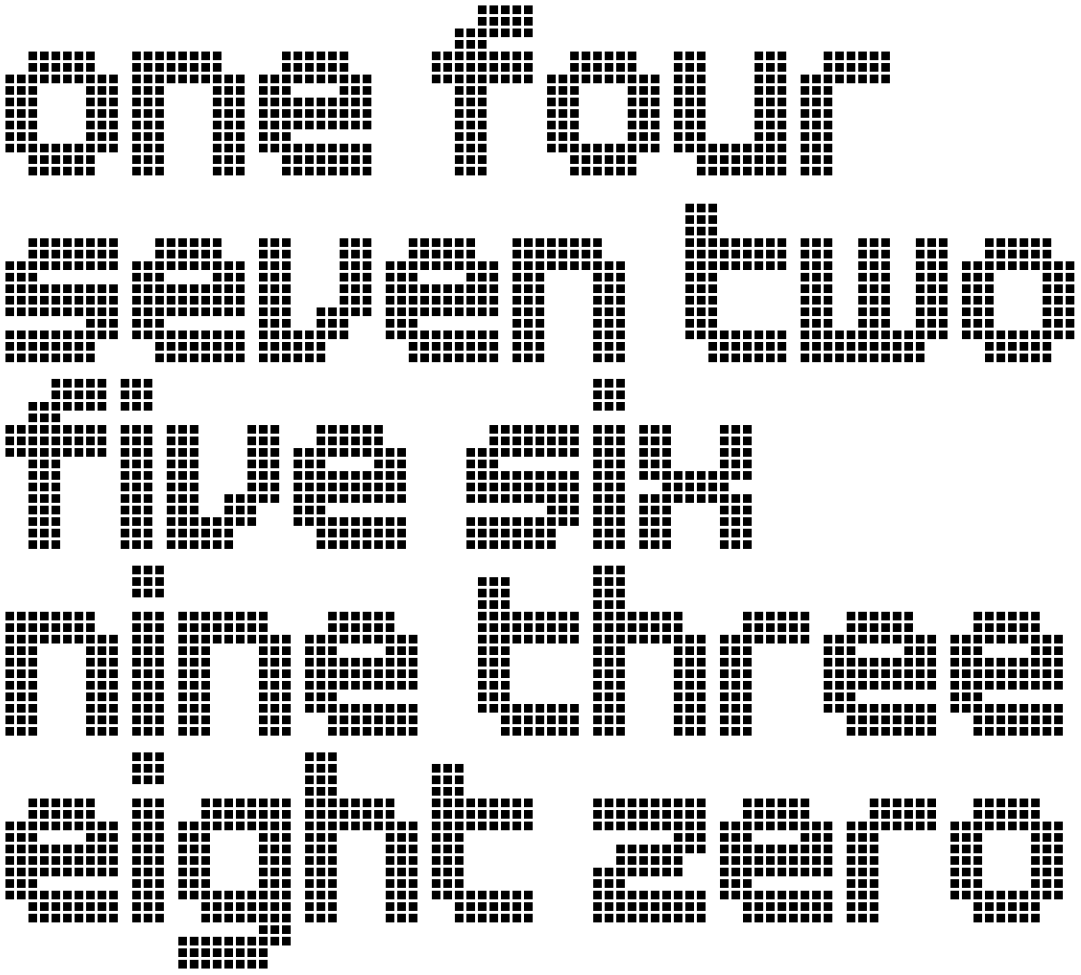
Intersect B
3-2
90pt



Intersect B
3-3
380pt

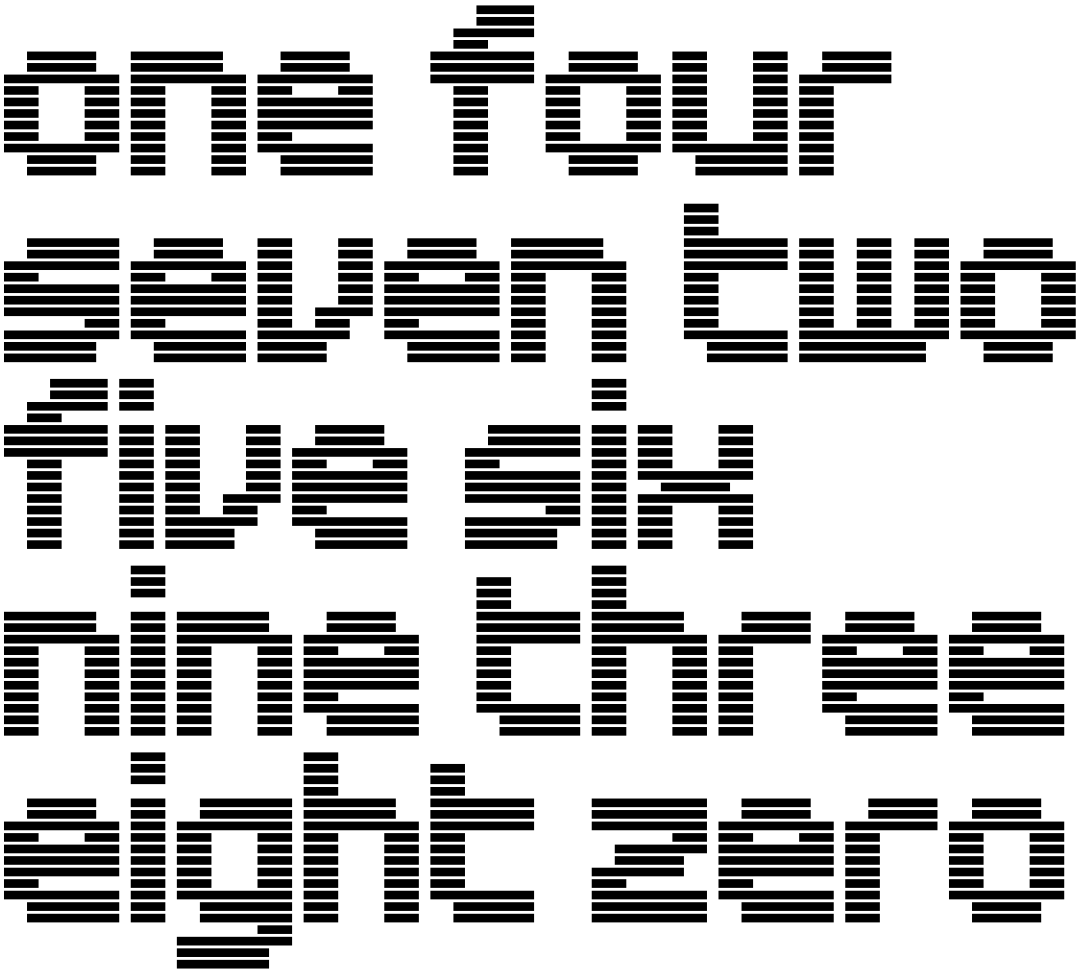


Intersect B
3-3
90pt

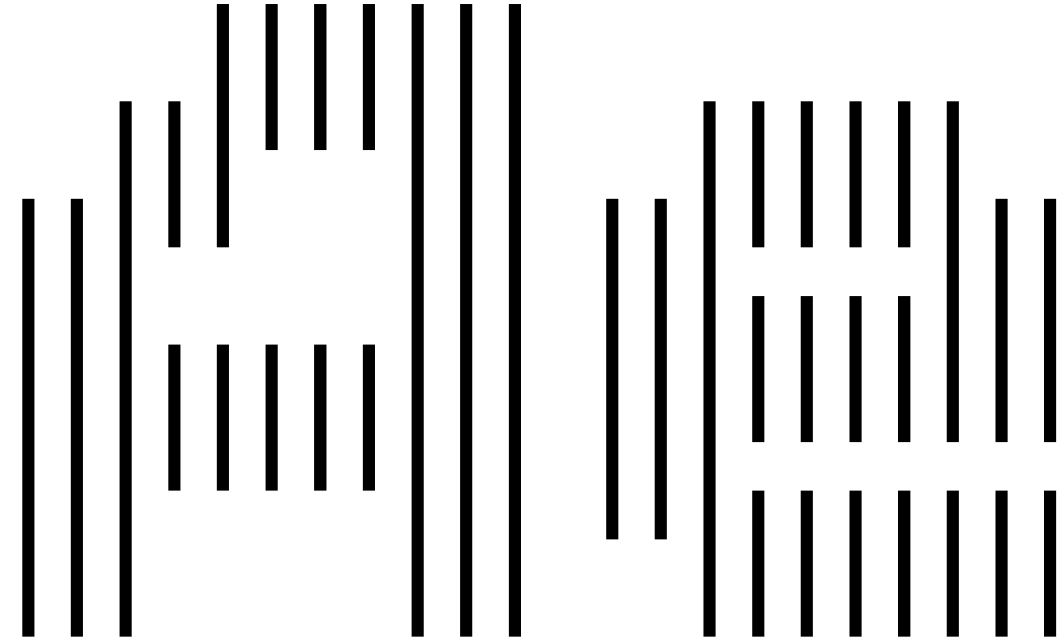


Intersect B
3-4
380pt

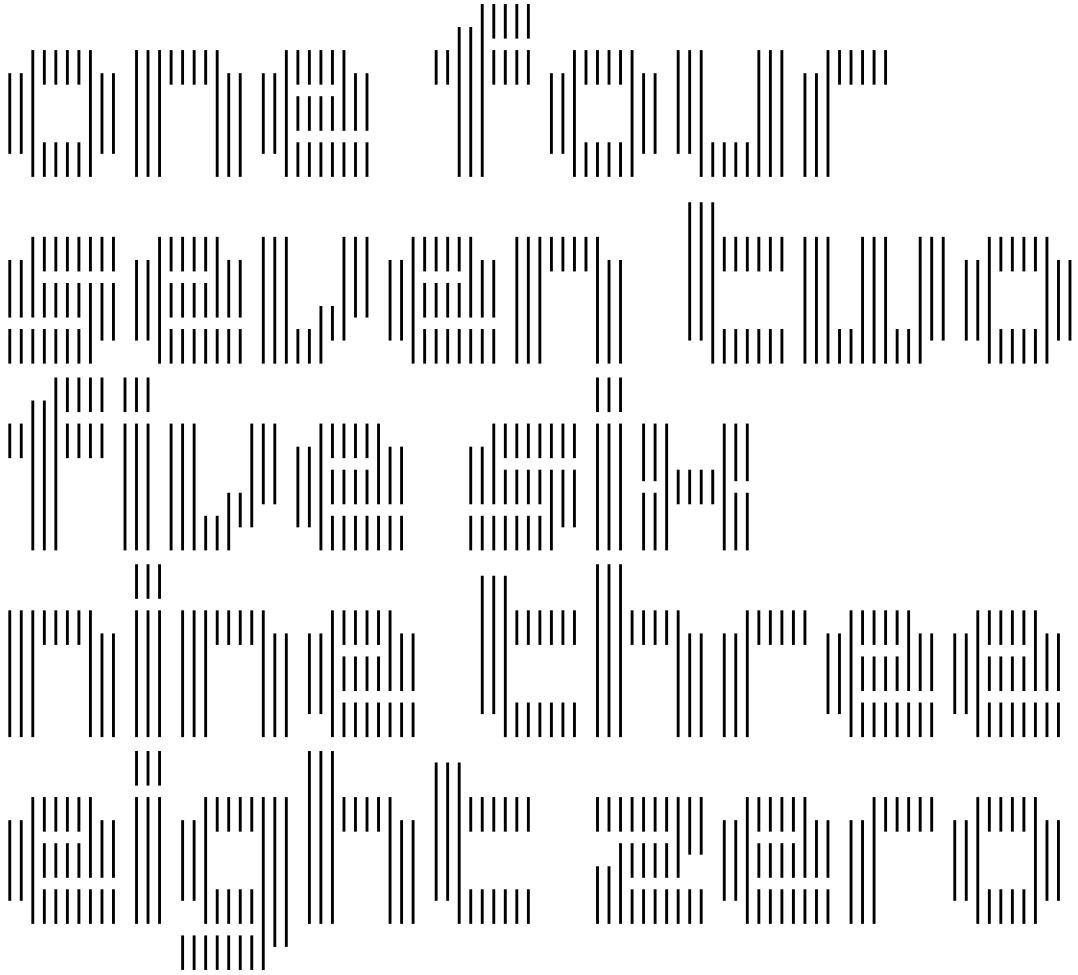
Intersect B
3-4
90pt



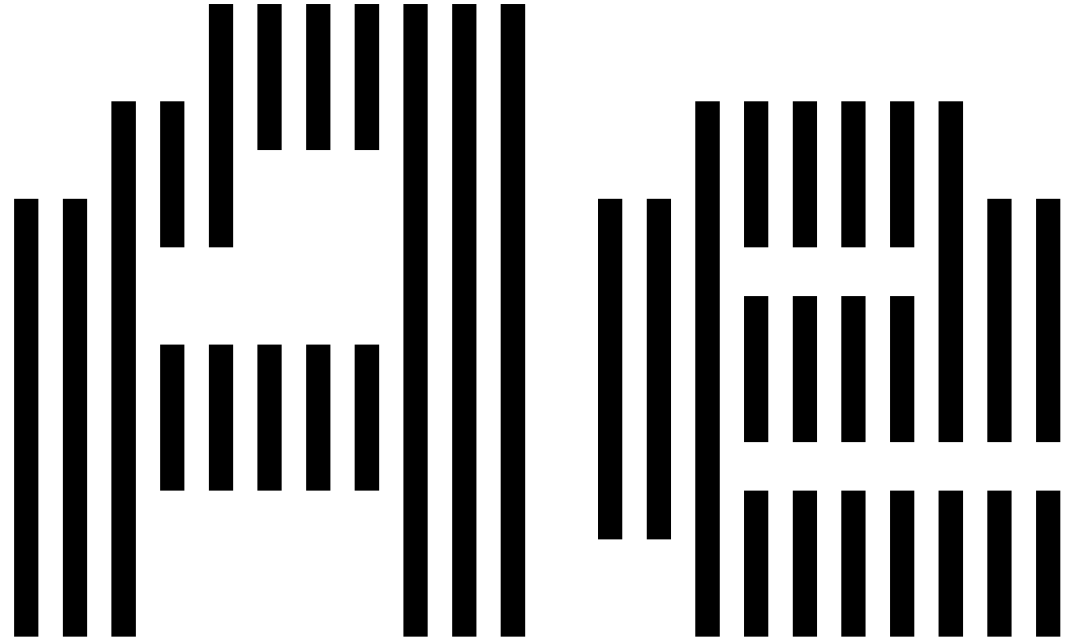
Intersect B
4-1
380pt



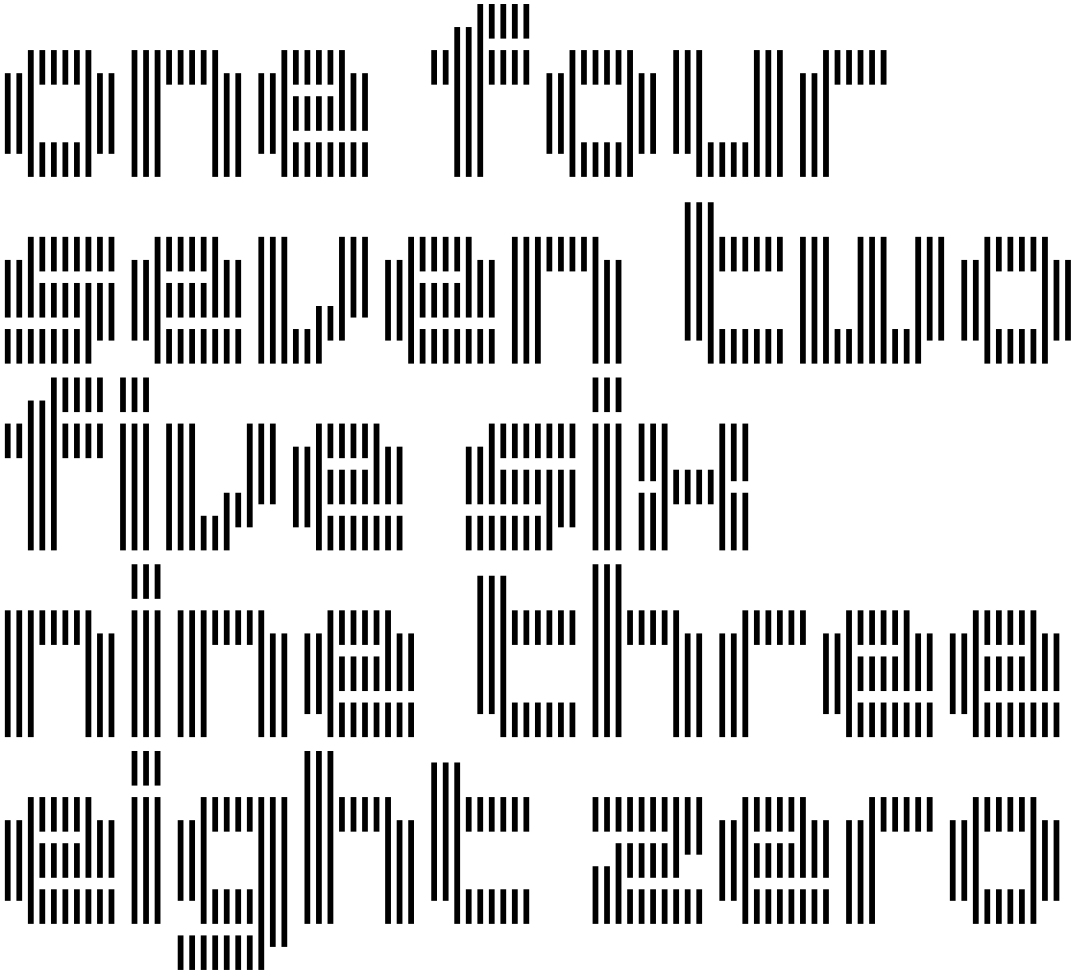
Intersect B
4-1
90pt



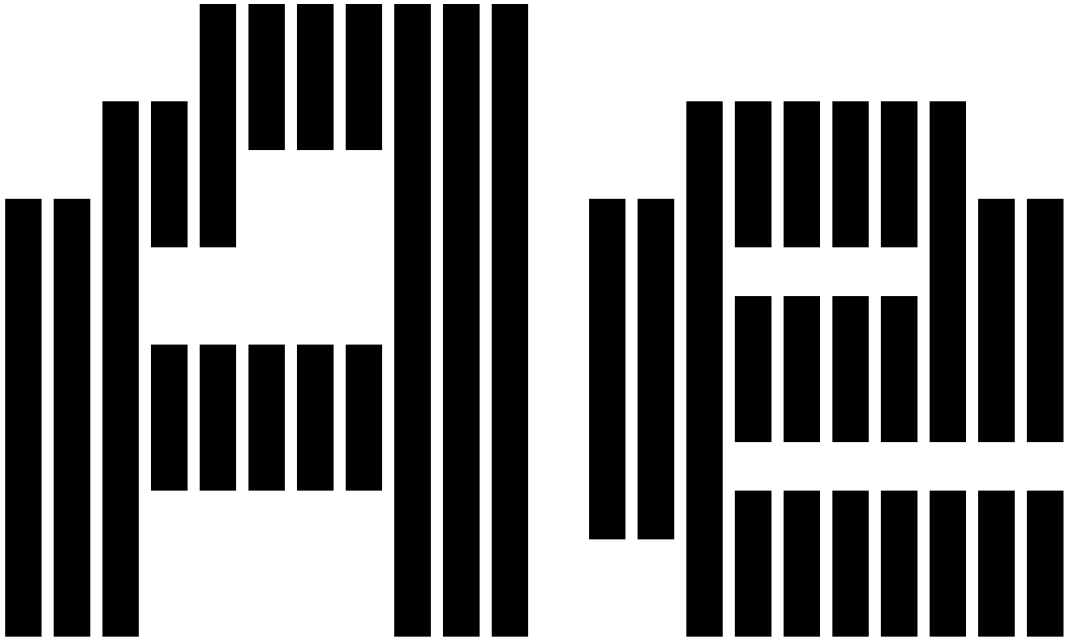
Intersect B
4-2
380pt



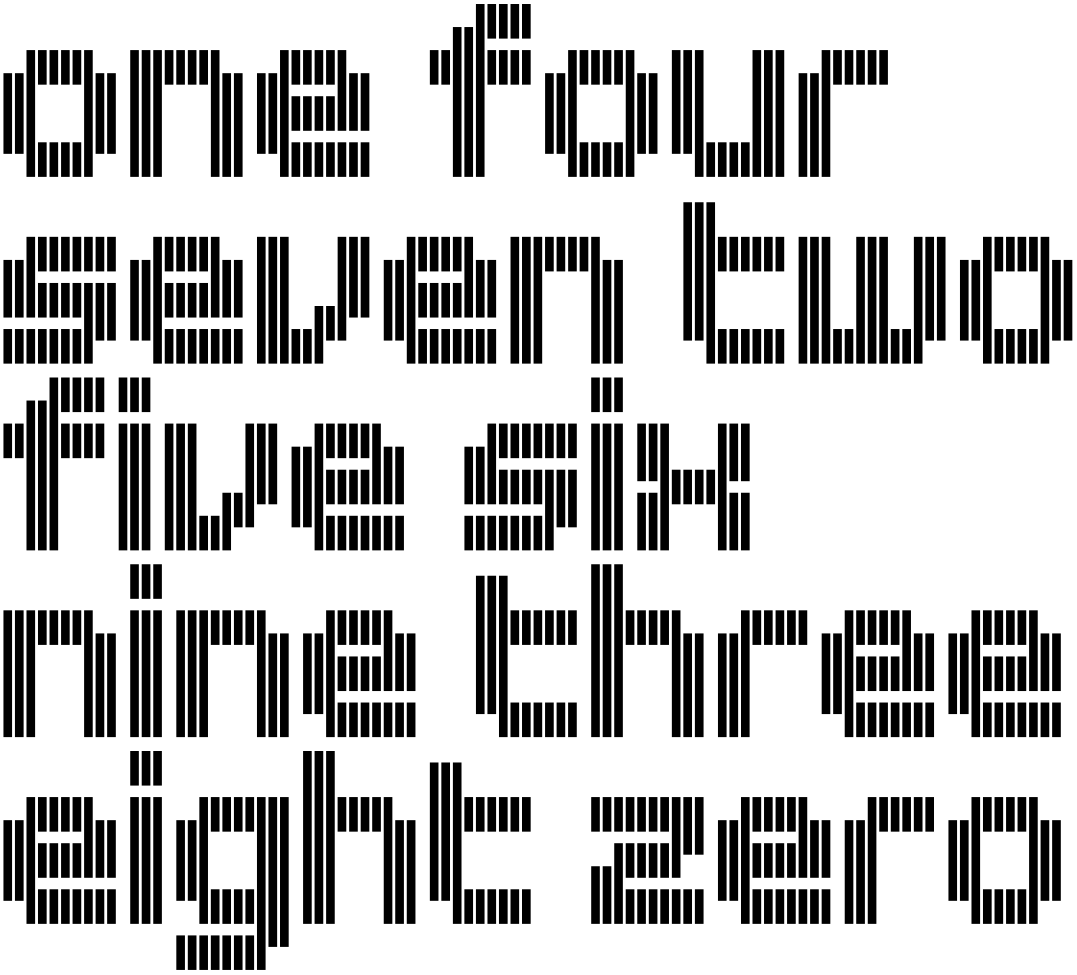
Intersect B
4-2
90pt



Intersect B
4-3
380pt



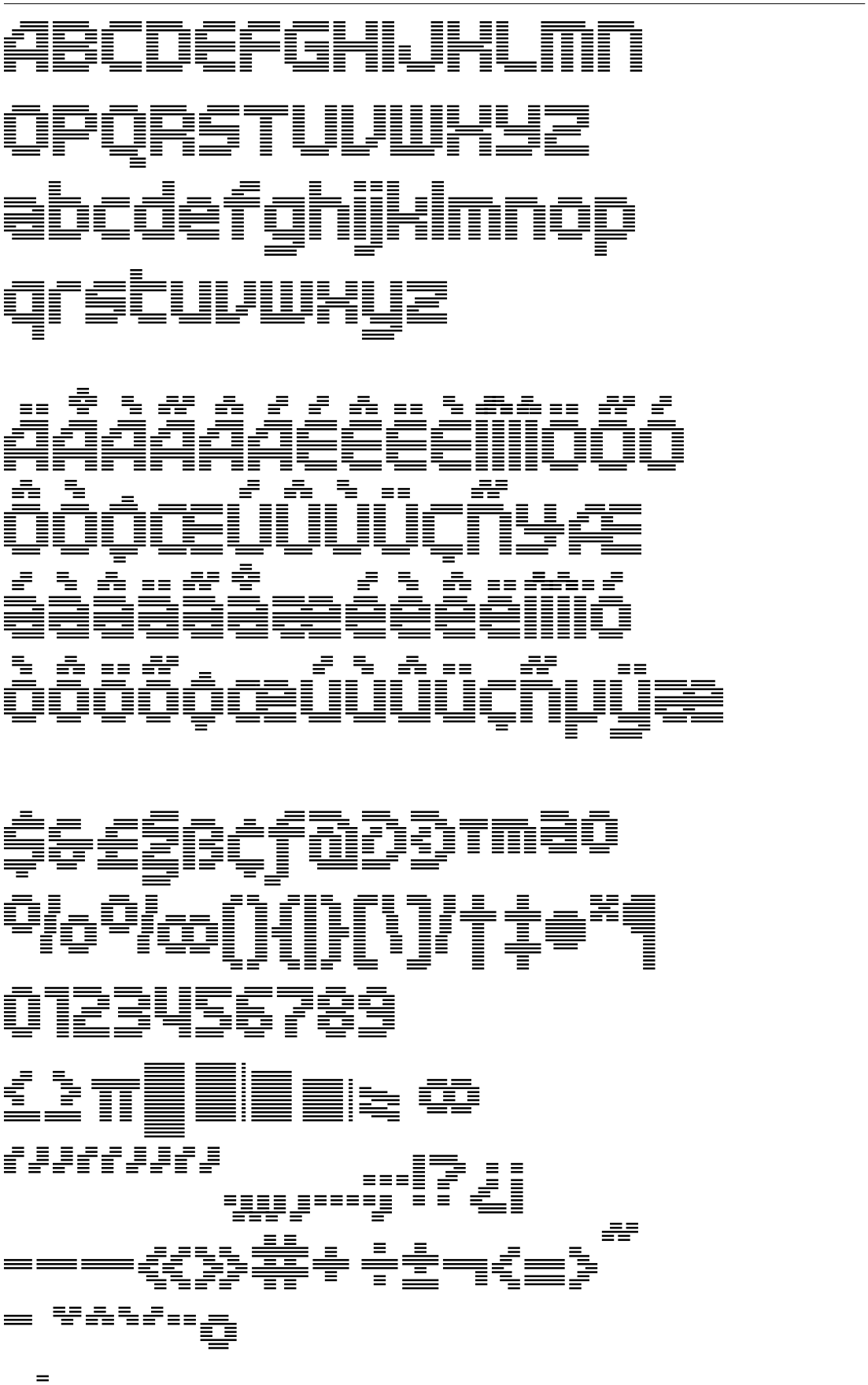
Intersect B
4-3
90pt



Intersect B
4-4
380pt

Intersect B
4-4
90pt

one four
seven two
five six
nine three
eight zero

Latin 1 standard character set in OTF, TTF, WOFF and WOFF 2 encoding.

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