
MuirMcNeil

A geometric
bitmap type system
in four sizes and
twelve weights

Interact

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Interact

MuirMcNeil Interact is a geometric bitmap type system in 23 variants.

Interact was originally designed by 8vo in 1994 as part of an invited submission to the American Center of Design Journal. It was first implemented as a system of grid-based bitmap typefaces, in lowercase characters only, for screen use. Taking as a starting point the optical characteristics of the stroke junctions in Wim Crouwel's 'vormgevers' lettering of 1968, Interact employs horizontal and vertical lines as well as 45-degree pixel steps to modulate a set of stroke junctions which have the effect of optically rounding the letterforms.

Interact has been extensively expanded and revised by MuirMcNeil as a type system in four scale-related groups with a comprehensive range of 12 calibrated weights. A full set of capital letters, punctuation marks and accented characters for Western European languages has also been implemented.

Interact 02 06

Interact 02 12

Interact 02 18

Interact 03 06

Interact 03 06

Interact 03 10

Interact 03 14

Interact 03 18

Interact 04 06

Interact 04 09

Interact 04 09

Interact 04 09

Interact 04 12

Interact 04 15

Interact 04 18

Interact 06 06

Interact 06 09

Interact 06 09

Interact 06 09

Interact 06 10

Interact 06 12

Interact 06 14

Interact 06 16

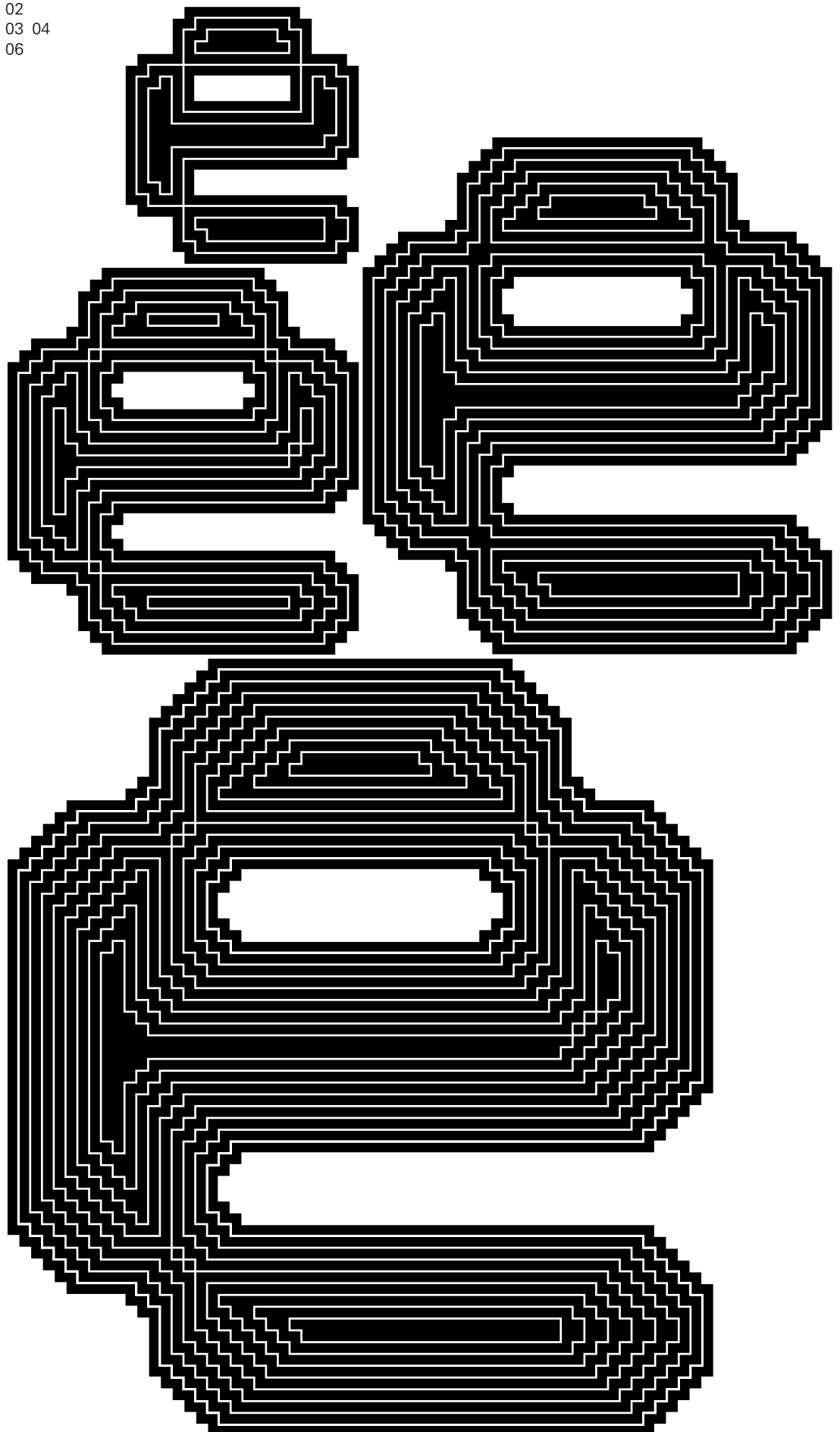
Interact 06 18

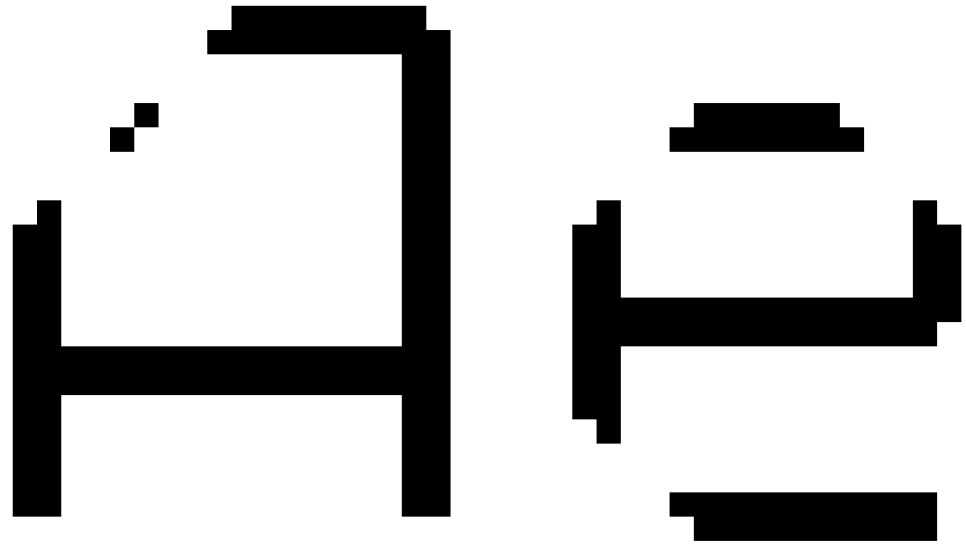
The MuirMcNeil Interact typefaces follow a mathematical progression in which type size hierarchies are scaled in exact proportion to a constant pixel resolution.

There are four resolutions in the Interact system: 02, 03, 04 and 06. These numbers refer to the scale ratios of the bitmap contours. When used in size relationships which correspond to these numerical proportions, the bitmap contours of the type will occupy a consistent grid.

Because Interact contours and spaces can be configured to 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 calibrated positional offsets or transitions.

02
03 04
06





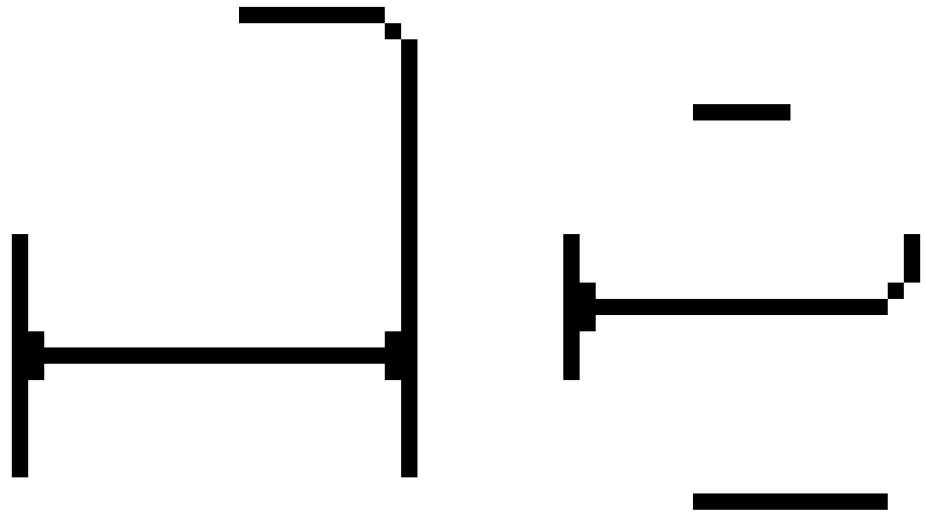
three two
zero five
seven nine
eight four
one six ten



three two
zero five
seven nine
eight four
one six ten



three two
zero five
seven nine
eight four
one six ten



three two
zero five
seven nine
eight four
one six ten

the

three two
zero five
seven nine
eight four
one six ten



three two
zero five
seven nine
eight four
one six ten



three two
zero five
seven nine
eight four
one six ten



three two
zero five
seven nine
eight four
one six ten

three two

three two
zero five
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eight four
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the

three two
zero five
seven nine
eight four
one six ten



one four
seven two
five six
nine three
eight zero



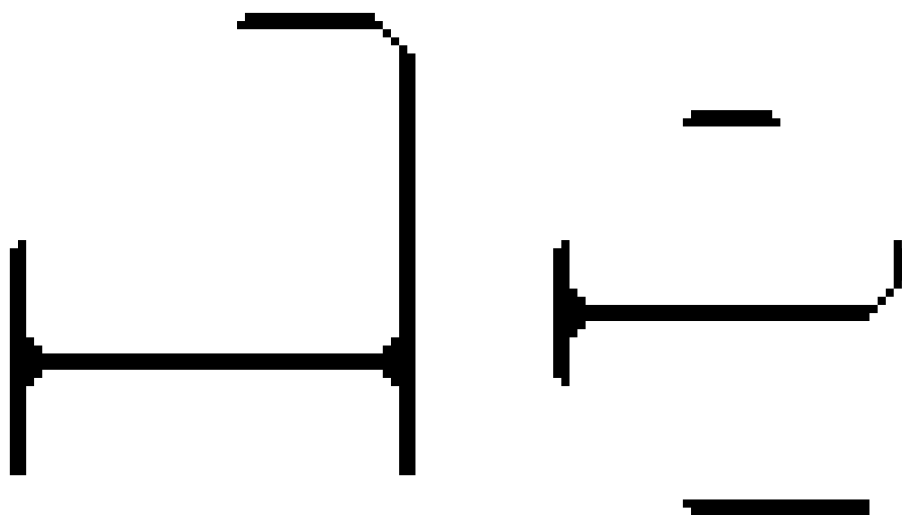
one four
seven two
five six
nine three
eight zero

Aa

one four
seven two
five six
nine three
eight zero



one four
seven two
five six
nine three
eight zero



one four
seven two
five six
nine three
eight zero

12

one four
seven two
five six
nine three
eight zero

ae

one four
seven two
five six
nine three
eight zero

ae

one four
seven two
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nine three
eight zero



one four
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**one four
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five six
nine three
eight zero**

