

Royalty is not a font design, it is a font concept. The characters are designed to form typographic **patterns** within which the words are still discernible. All character **shapes** are based on **geometric** elements, but the geometric expression is tempered by using softer, almost calligraphic treatments of individual parts of a glyph. This **juxtaposition** of geometry and calligraphy is reminiscent of medieval manuscripts when Royalty is set in text. The spacing of the font is set to be deliberately **disturbing**, encouraging new **shapes** and textures to emerge. The counter space becomes all-important; it's not important what is read but what is seen. The glyphs of Royalty are designed to be interchangeable.