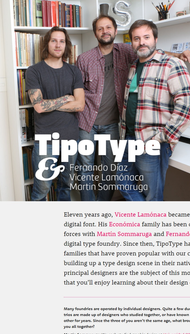

TipoTypo & Fernando Díaz Vicente Lamónaca Martin Sommaruga

Creative Characters

The faces behind the fonts

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Eleven years ago, Vicente Lamónaca became the first Uruguayan designer to publish a digital font. His Económica family has been on MyFonts.com ever since. Later, he joined forces with Martin Sommaruga and Fernando Díaz to start TipoTypo, his country's first digital type foundry. Since then, TipoType has created a library with dozens of font families that have proven popular with our customers. TipoType is also actively building up a type design scene in their native Montevideo. The foundry's three principal designers are the subject of this month's issue of Creative Characters; we hope that you'll enjoy learning about their design outlook as much as we have!

Many Montevideo residents, driven by individual designers, fight to have doors and windows painted as if designers who studied together, or who were influenced by each other for years. Since the three of you aren't the same age, who looked through you all together?

Martin Sommaruga: We each studied graphic design at [UDELAR](), Montevideo, Vicente and I were in the course's first generation. We weren't classmates, but we lived nearby and had virtually met through the local music scene first. We graduated the same year, in the same ceremony. Type design is still a new discipline in Uruguay, and it's not surprising that, for many years, we'd want to have failed something for future generations in our country to relate to. We've been influenced by the work of many local designers from different intergenerational groups. For instance, after Vicente began his graduate studies at the university, Fernando was one of his students. TipoType was born out their initial collaborations, which led to Eleven.

Before TipoType came onto the scene, where did Uruguayan designers get their fonts?

Fernando Díaz: Well, from abroad! As many readers know, not all of the fonts available in Uruguay circulated around the world are necessarily licensed. We believe our presence has helped the community understand the work involved in type design. Before things, we've helped designers from Uruguay to see how important it is to properly license fonts.

Would you say that there is something like a national "style" among Uruguay's graphic designers?

FD: A decade ago we first started designing type, I think you could say that there was a specific Uruguayan style. We were preoccupied with it ourselves back then. Even [Económica](), [Estándar]() and [Epílogo]() — we conceived and save a lot of space. That kind of concern has dissipated through the years a bit, but it's still present in Uruguay's graphic styles.

We're fortunate to be in direct contact with designers from all over South America. At conferences, it used to be common to discuss how regional and national stylistic influences influenced themselves typographically. As a matter of question, there was somehow a feeling that it almost a necessity to be able to tell if a typeface was designed in Argentina or Brazil, for example. Nowadays, as mentioned a moment ago, we believe that type designers are more concerned with searching for these identities. They simply let them surface. It's impossible to completely evade one's own identity. We think it's good to be true that using national fonts in a project can be a sign of collegiality for many Uruguayan designers, as well as for their clients. We're happy to see that it's rare to see it become more common for an fonts to be used in local contexts. It's not unusual to see Económica and Epílogo be used in Uruguayan media. Like for our country's [Tax Office (DGI)](), or our national identification papers, the Ministry of Public Health, etc.

While TipoType is a team of three, you also publish fonts from external designers. Is it difficult while to work with? What makes a font good enough for TipoType type?

Vicente Lamónaca: TipoType was born to showcase our typefaces, but from the beginning, we also wanted to collaborate with other designers. We've been published their own projects. For example, Fernando designed [Brother Mid]() together with [Ignacio Ruiz](), and I collaborated with [Paulina Varela]() on [Económica Next]().Increasingly, we're incorporating other designers into more projects. We've been fortunate to work with [Ignacio Ruiz]() — we've collaborated on [Epílogo]() — and [Rafael Saravia](), and [Kalina Ivanov]().

FD: We also collaborate with designers from across Latin American. [Rogliano]() and [Anuino]() are excellent typefaces from the Chilean type designer [Rodrigo Fuenzalida](). We've also published fonts by [Ricardo Cabello]() and [Luis Hernández](), another Chilean designer. Then we also have [Agatha](), from an Argentine design duo. We want to do what we can to encourage new designers. Establishing our annual [TipoType Award]() helped us broaden our network. This year, we'll make some changes in the run-up to the competition's launch next month. We may use the opportunity to define more clearly which characteristics TipoType fonds should fulfill.

TipoTypo uses all of the Tweaktype typefaces in progress.

Tell us more about the TipoType Award.

VL: This is intended to give emerging type designers an opportunity to publish their work with an established foundry. We had the idea before TipoType was born, but we didn't have the time to put it into practice. Now that we've finally made room, we'd like to invite others to participate in a competition. We see the award as a way of encouraging graphic designers to become involved in type design. We give them our support, assisting them with the world of commercializing and/or distributing their fonts. Our main objective is to help emerging designers that it was for us. Several our colleagues and typefaces have emerged from this competition and joined TipoType's portfolio. One example is [Juan Pablo Machado](), which is distributed for free.

MS: For us, this project is very satisfying and enriching. Every year, we more submissions, and we have been getting better, too. We have access to meet people from other parts of the world and discover new typographic styles. We've been surprised by the quality of the work we've seen. The competitions, in the contributions we've received, are a good barometer of progress." We hope to come across typefaces that — aside from being interesting — present us with an opportunity to contribute something of our own, too.

What about the "olden days"? Before digital design and offset printing, do you know where Uruguayan printers got their metal type from?

FD: Aside from designing type, we try to examine the past of type to discover our predecessors' work, to understand what was made, and how we got here. The history of typography in our country is somewhat unexplored, although the printing history has already been documented. We're currently investigating Montevideo's first printers and the items they made. We're fascinated by history, but we aren't driven by nostalgia. With a strong understanding of our collective foundation, with a strong understanding of our country's culture, we can create a font like Alcalá Grotesk or the Rose Plate in Nick Shinn's Adobe Text Star Printing Office" employed movable type from the UK. The [Bell]() typeface, designed by [Richard Austin](), was used heavily. By the time Uruguayan printers were operating in Uruguay, the majority of them made do with used or discarded typefaces. Many of the fonts were from Germany, England, North America, and France, though. There was probably a good deal of Spanish fonts. Much of this would have been acquired from Argentina and Brazil. We also have local type foundries history between 1911 and 1914, the [Bell Foundry]() was the first fonts of movable type here. In 1938, the first Uruguayan typeface catalog was printed at the Imprenta de Lucas Bernard.

[Edward Johnston](1872–1944) was born in Java de Rioyo, Uruguay — to British parents. Many of our readers, he may be the designer from your country that they are familiar with, even though he only lived there for three years. Was that long enough for you feel a connection with him?

VL: It's true that Johnston lived here from 1872 to 1875. We could try to remark on how important the first years of life are for one's personality development, or we could even try to find psychological theories that might highlight the importance of those years in Uruguay. But we don't think that's the case. Johnston's contributions to typography are so important that we don't need to look at the question from another standpoint to say whether "El Ladrillo criollo," or even "Edward Johnston were born in Uruguay." We have no doubt about that, but we should ask: Was he Uruguayan? Probably not. The important thing that we have to do is that he can be Uruguayan, in the future. Yes, in the future. In Latin America, we are building up our typographical culture. Our typographic culture is still in its infancy. We're creating our fonts, discussions, and education. Can we create typographic history, and for what purposes do we make it? What do we want to contribute? The figure of Edward Johnston is a big and important typographic — a kind of symbol that can be spread, and bring us closer to the construction of an identity.

Johnston's story serves as a great tool for establishing connections. For instance, journalists from San José have discovered the house he lived in. We've had the opportunity to visit on more than one occasion. The strong feeling that invades your body there is undeniable, you feel certain that you're standing in a very significant place, where everything started. It's just the truth that this house is Uruguay, not in another part of the world.

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Since its release last year, Brother Std has been very, very popular. Its design isn't a revival of William Caslon IV's original specimen of Two Lines Pica, it is more like an homage to the last two hundred years of sans typefaces.

FD: That's right, the Brother Std font name. We wasn't to create a literal revival. Instead, it is a collaborative, commemorating the 200th anniversary of sans serif typefaces. We've been fascinated by the typographic history of Uruguay, and for the Lomitas Underground. It was also published ten years after it became the first digital font (Económica's pioneer face was also a sans). Even more important than these anniversaries was that Brother Mid offered an opportunity for me to collaborate with Ignacio Cortiu. Besides being one of my best friends, he's one of the most talented designers and illustrators I know. In mid-2018, we invited him to co-design a typeface with me, and we discovered the commemorative nature of the project. We thought that it would be more also to combine very important elements of the history of Uruguayan sans. Brother was over-eyes. It took us completely out of our comfort zones — but in the end, we complemented each other very well.

In the last few years, other type designers have emerged from Montevideo. How does the "type community" there compare with other cities in Latin American cities?

FD: Room our point of view, Montevideo has two advantages. The first is its scale — there are over a million inhabitants. The second is a close desire in the typographic communities in open fonts. It is possible for all of the designers an interest in typography to just meet in a bar and talk. The discipline in our country is still "new," but we also all know one another, to some degree. We've been fortunate enough to be in the community since the beginning, and we feel like we are part of a group of friends.

VL: Exactly! One of the benefits of our society is the strong "face to face" tradition. We know people we didn't know before all the time. That's a value we try to keep in our business development, too.

Friends in Buenos Aires tell us that they can get to Montevideo quickly. Do you feel like you are in a sort of dialogue with designers between the two cities? Is there a general graphic design interaction as well?

VL: Besides being geographically very close, Buenos Aires and Montevideo — as well as Argentina and Uruguay, generally — have a common historical background. This dates back to the time both nations were established. The Río de la Plata was a natural border, but it also connected the two cities for hours. Because of this, the typographic styling and aesthetics are quite similar/related, however, we now believe that we have our own design vision. We, fortunately, see a lot more different methods — and sometimes even different goals — when designing type. The good thing is that our relationship with Argentina is very close, and we can share our work. Even students at each design careers didn't really include type as a possibility, so we've built a system that is sometimes fun for the skills sets learned in academia, but we get together to look at each others' work, and often wonder, "how did he do that?" But beyond technical or procedural aspects, we also have different conceptions, interests, and backgrounds when it comes to type design. For example, I tend to have a more geometric and modular way of working, while my own even include authentic calligraphy.

FD: In most cases, my ideas for creating new typefaces appear to grow out of graphic design or lettering. Often, I can't find the exact typeface I have in mind and that becomes the seed of something new. This was the case for Libertad, which was published in 2016. Before that, I'd been working on a font for a newspaper in Montevideo. Sometimes, I do market research to understand a trends, but in the end, I always end up listening to my instincts.

TipoType typefaces are used in Uruguay and throughout the world in a diverse array of projects.

Arya is one of my favourite TipoType families; I'm especially fond of Arya Double and Arya Triple — primarily type is a great game. Arya is packed to design; do you try to strike a specific balance between serious and playful as your product catalog expands?

VL: Arya was born out of an experiment. It's part of a trilogy, along with Freya and Yuya. In these three typefaces, I wanted to yield different results from the same geometric matrix. Arya is modular. While it's true that there was a specific goal in mind when I started to work on it, I also wanted to always like to test the possibility of achieving different results from a mixture of the same basic pieces. As we've mentioned, each of us has a different personality. The Martin and Fernando take more formal paths; their work is more historically accurate and is better documented, too. My way of working is a little freer, because I'm not so much concerned about respecting traditional type-design aspects.

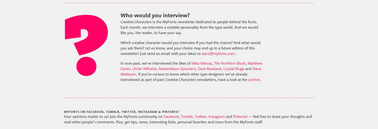
Rufina and Rumba are large serif and sans serif font families, respectively. They each seem like they can be used by designers to tackle a wide variety of projects. Did you set them to be used together?

MS: Rumba began as a learning exercise in everything that type design involves; it was the first family I published. It isn't a response to a specific problem, or at the beginning I did not consider specific premises or objectives for it. I wanted to learn, and I wanted to publish. Rufina was born from the fonts that I used the most often, as a result of my own practice. I had decided to design a sans serif because at that time, I thought they were easier to start with. My first goal was for the result to work well in different text sizes. From the experience I gained with Rumba, Marisol would later be born. I wanted a serif whose design would become a strong ally in text settings. For Rufina and Rufina Stencil, my idea was to complement a Rumba and find a serif that would work well with it. Rufina Slab is a more contrasted structure with a bit more serifs, but its terminals refer to handwriting. It's the tip of a flexible pen or a brush. While Rumba and Rufina were not conceived to be used together as a system, several of our clients have done it with good results.

Finally, I have to ask you about TypeBlend! What is it, exactly? From the name, I like it already; it sounds to me like it combines two of my most-favourite things.

Martin: TypeBlend emerged as a way of blending two interests of mine. Since 2015, I've been home-brewing. I've always told Vicente and Fernando that the process of designing a typeface and the designing/producing of a beer recipe have many things in common. There's a mix of variables that can lead to an infinite number of unique results. We planned a workshop where attendees could learn about it and then worked on a typeface that could be used in beers or label designs.

Stop right there! You've already told me more than enough to want to visit Montevideo. In the mean time, good luck with all of your future type design projects.



This edition of Creative Characters was edited by Dan Reynolds

Dan Reynolds is a designer with a focus on letters. He writes typefaces, builds fonts, writes about typography, and teaches, too. Originally from Baltimore, he's spent most of his adult life in Germany, living in Berlin since 2009. From one he has been part of the communication design faculty at the Bauhaus University in Weimar, with a fellowship there in 2014. He's also worked in the product marketing department, and then in the font development group. He was a co-founder of the Offenbach Typosalmanach; similar type houses since have opened in Basel, Berlin, Hamburg, Saarbrücken, Stockholm, and Zürich.

Who would you interview?

Creative Characters is the MyFonts newsletter dedicated to people behind the fonts. Each month, we interview a designer, typeface personality from the type world. And we would like you, the reader, to have your say.

Which creative character would you interview if you had the chance? And what would you ask them? Let us know, and your choice may end up in a future edition of this newsletter! Just send an email with your ideas to [mynf@fonts.com]().

In now post, we've interviewed the likes of Mika Melvas, The Northern Block, Matthew Butterick, Jeremy Tankard, Jonathan Hoefler, Tobias Frere-Jones, Cyrus Highsmith, and Steve Matteson. If you're curious to know which other type designers we've already interviewed as part of past Creative Characters newsletters, have a look at the archive.

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Colophon
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