

Récapitulatif

Nombre de glyphes :
740 glyphes

Nombre de catégories :
12 catégories de glyphes

Source privilégiée :
Codex de Dresde

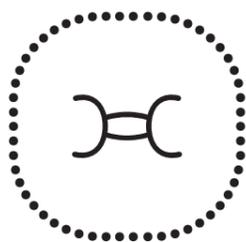
Temps restant :
10 mois

Méthodologie :
Recherche d'occurrences et de références.
Analyse et synthèse de celles-ci.

Catégories suggérées dans la proposition Unicode par Carlos Pallán

Premiers dessins

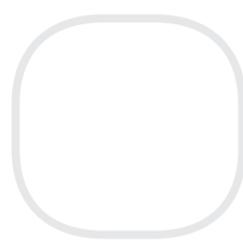
Architecture



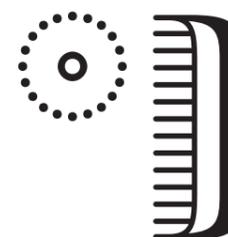
Bird and bat



Calendric sign



Compound sign



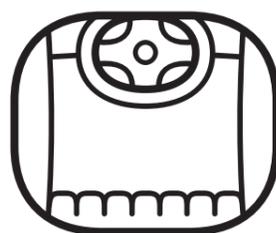
Element of attire



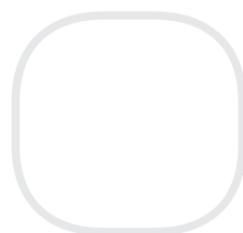
Elemental sign



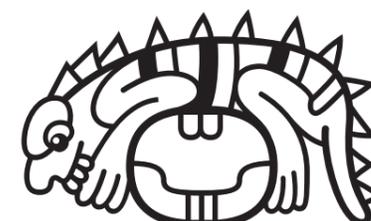
Fish



Flora



Food



Halved sign



Hand sign



Human body



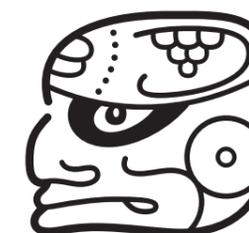
Mammal



Man-made object



Profil head I



Profil head II



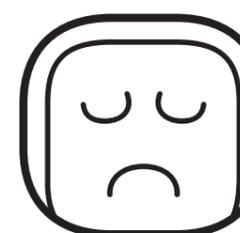
Profil head III



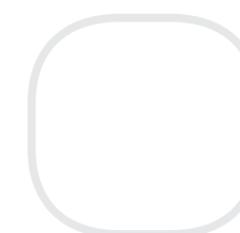
Reptile



Round sign



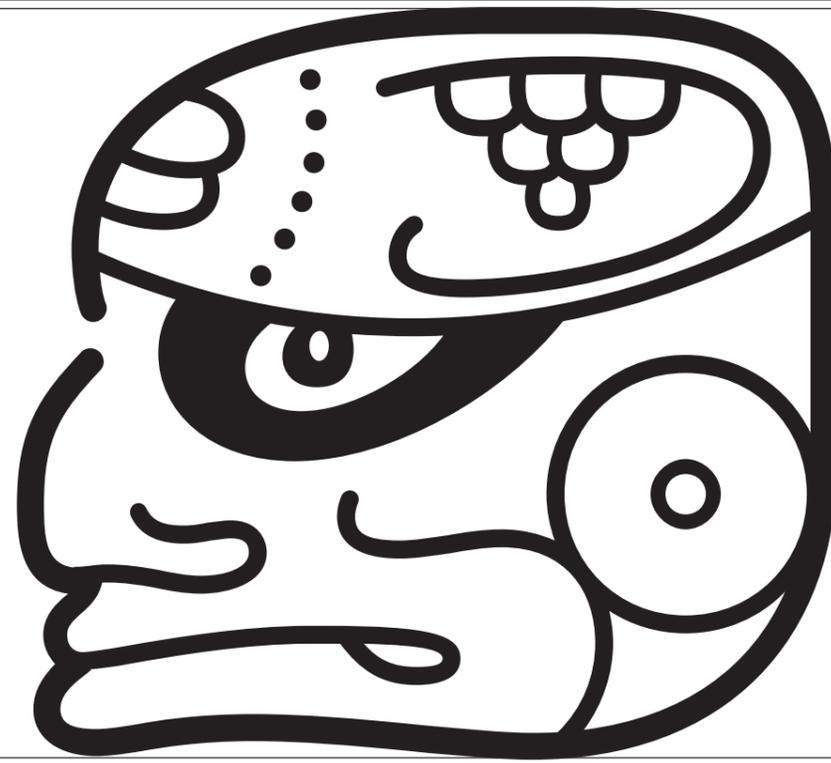
Symmetrical sign



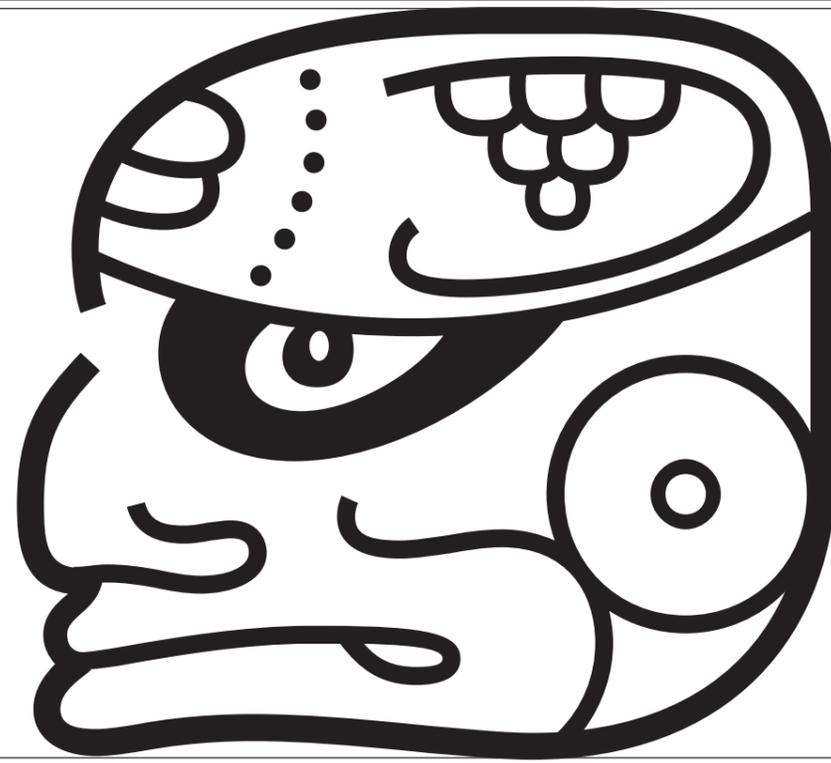
Terminaison du tracé



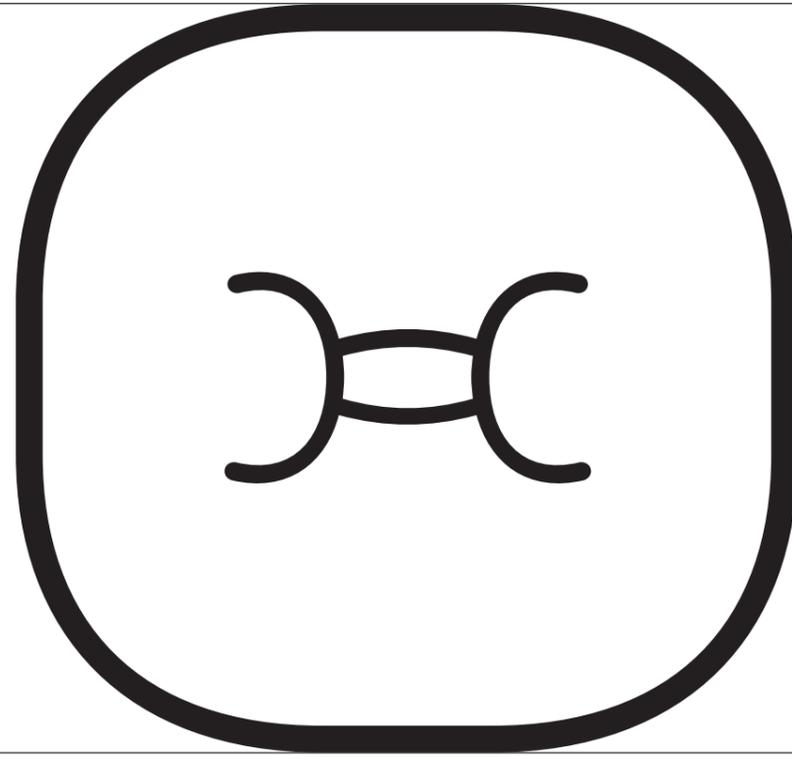
Terminaison du tracé



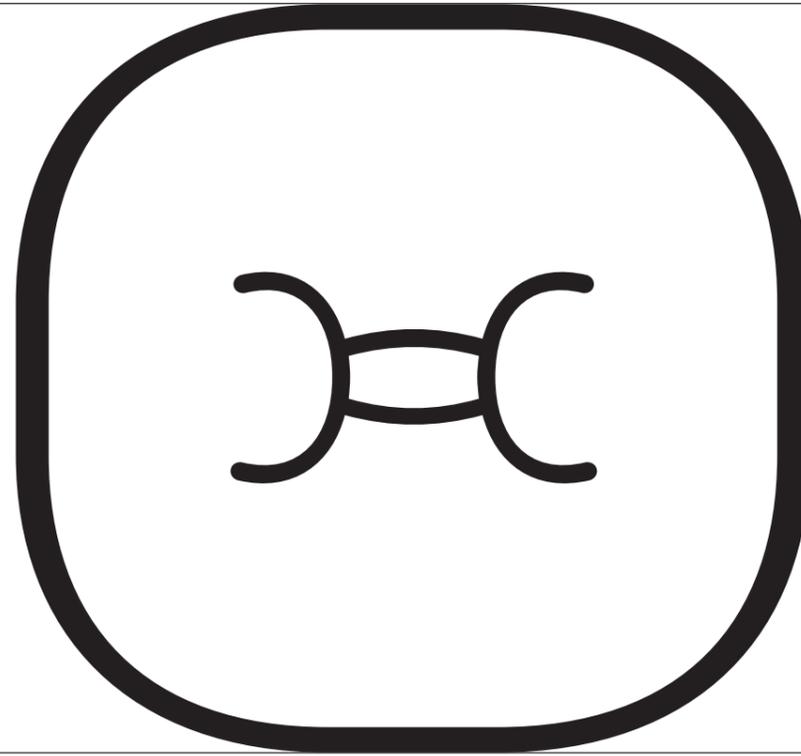
Terminaison du tracé



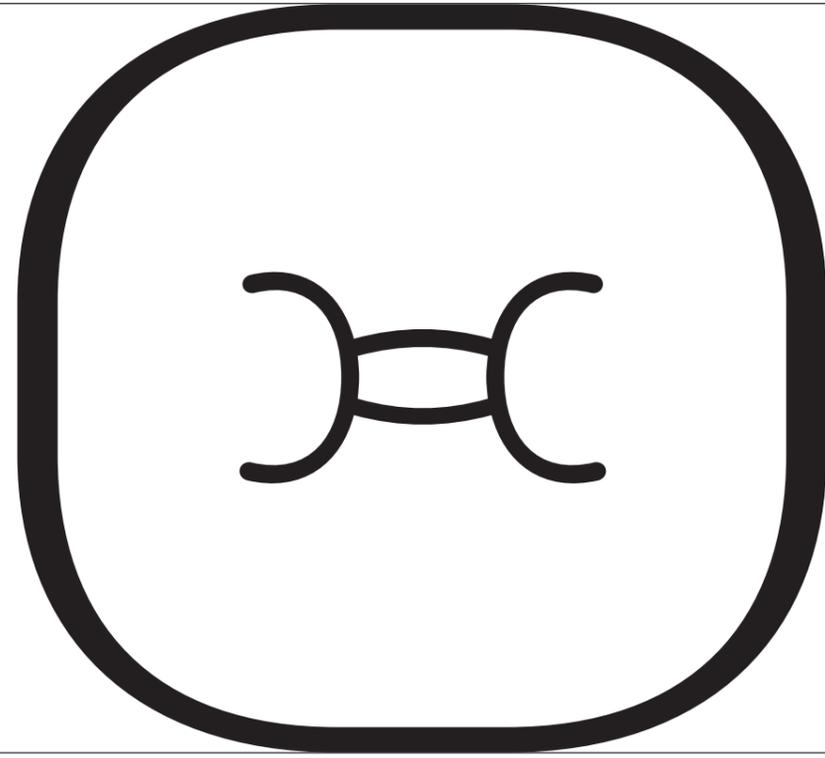
Épaisseur du trait



Épaisseur du trait



Épaisseur du trait



Variation de l'épaisseur du tracé



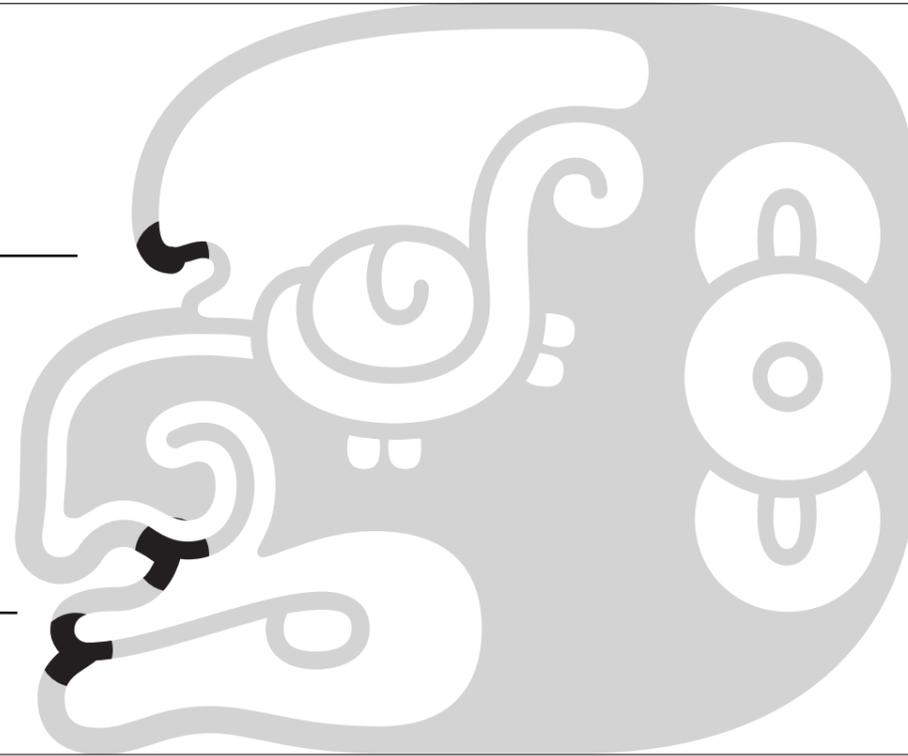
Variation de l'épaisseur du tracé



Variation de l'épaisseur du tracé

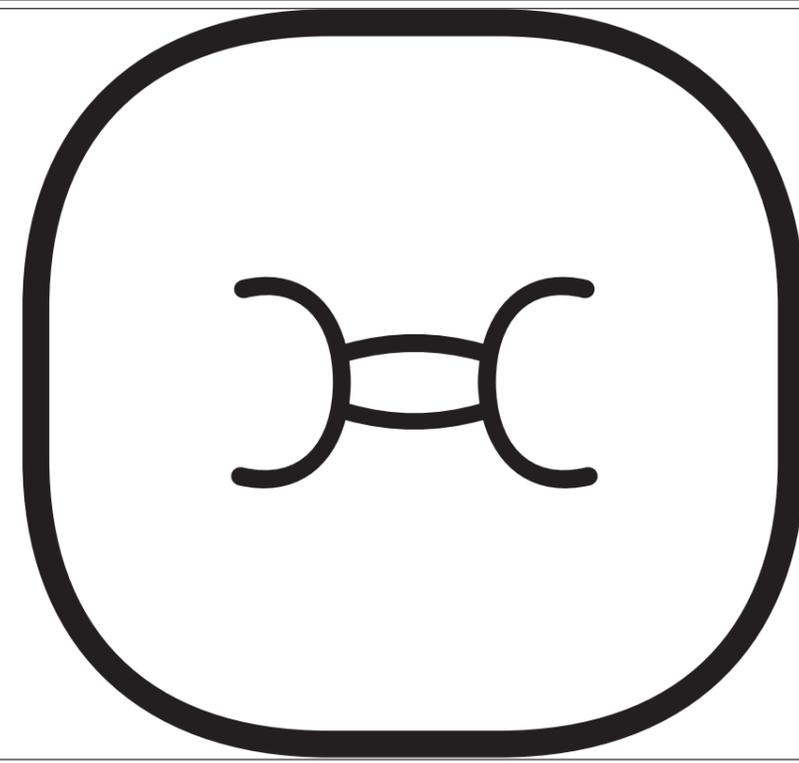
Préserver le squelette du contour à ce stade et optimiser le dessin plus tard ?

Tenter de tricher avec les connexions quand c'est possible ?



Construction

Différence du niveau de détail



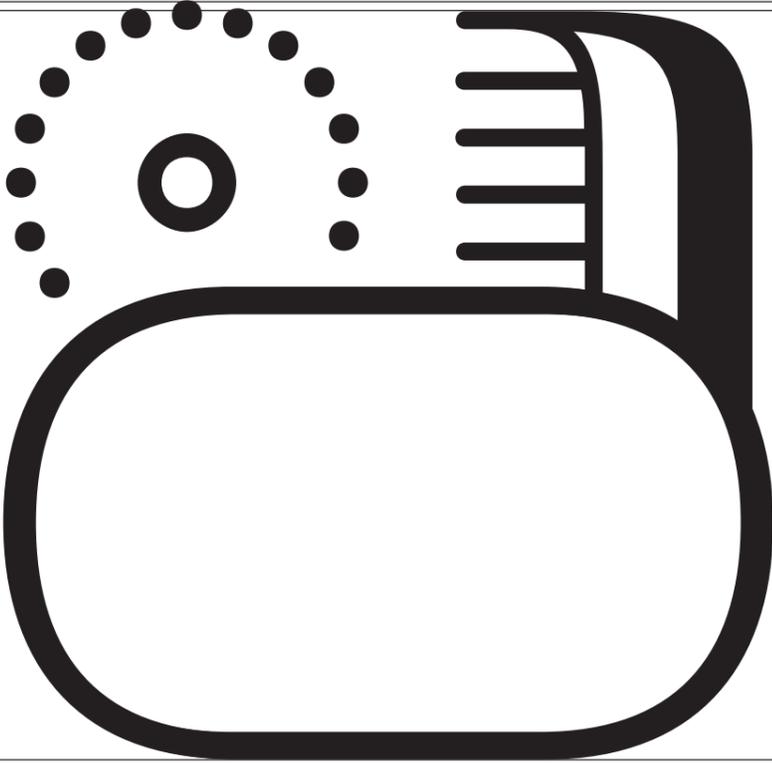
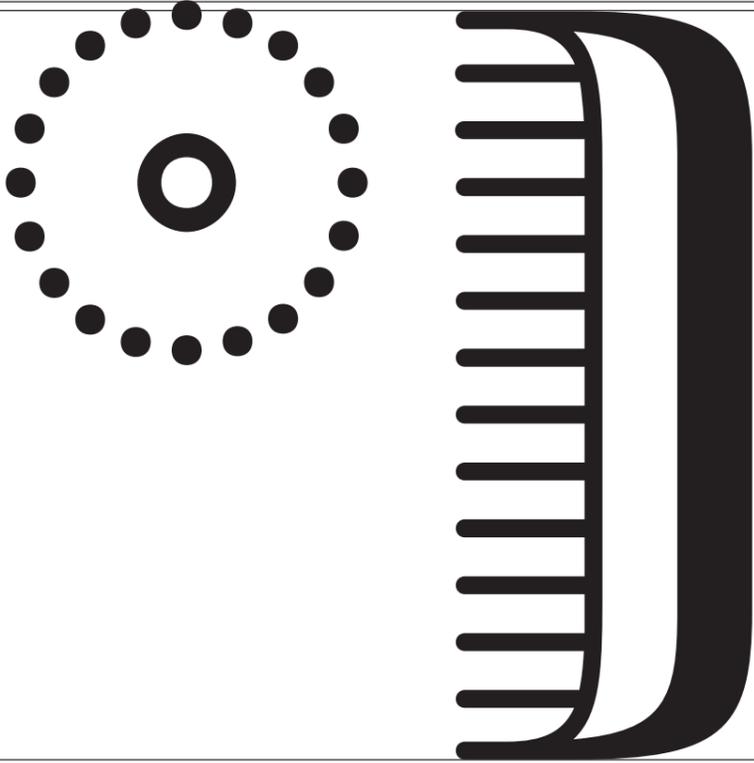
Rationalisation?



Rationalisation?



Comment représenter un glyphe-composant ?



Harmonisation par un système de composants récurrents

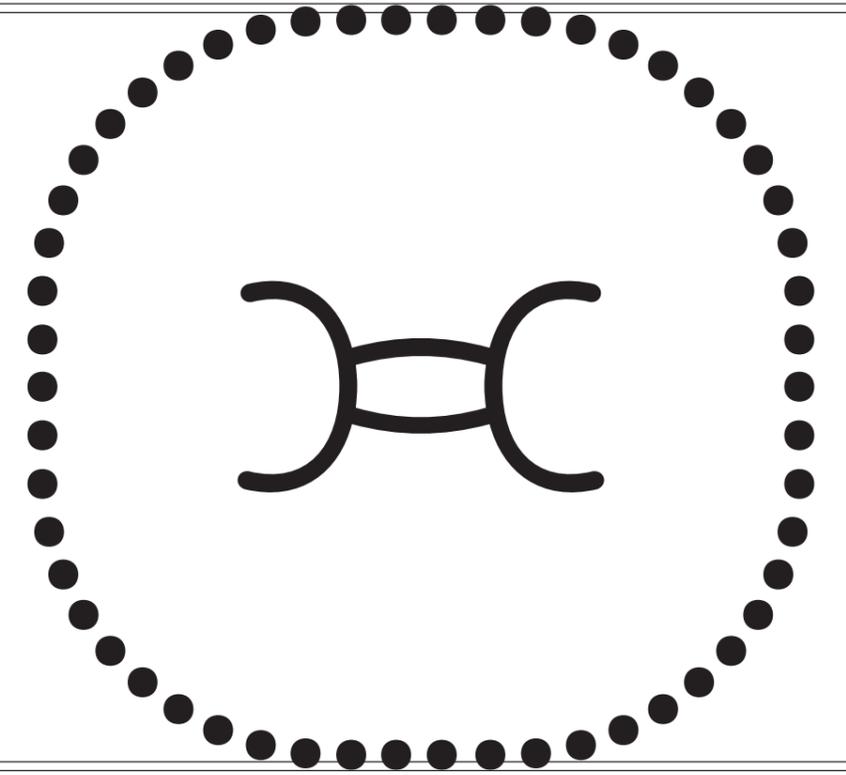
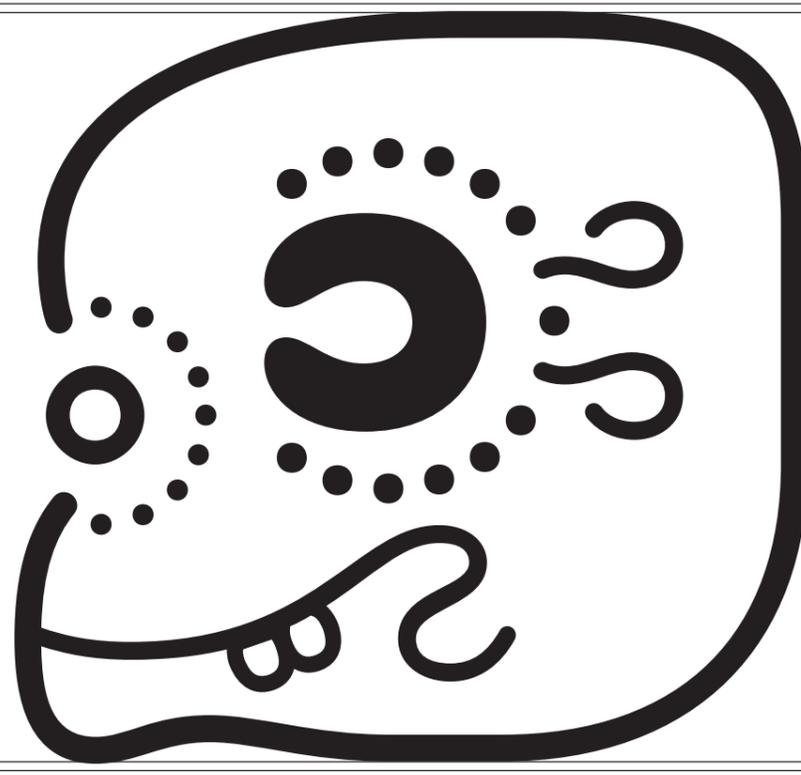
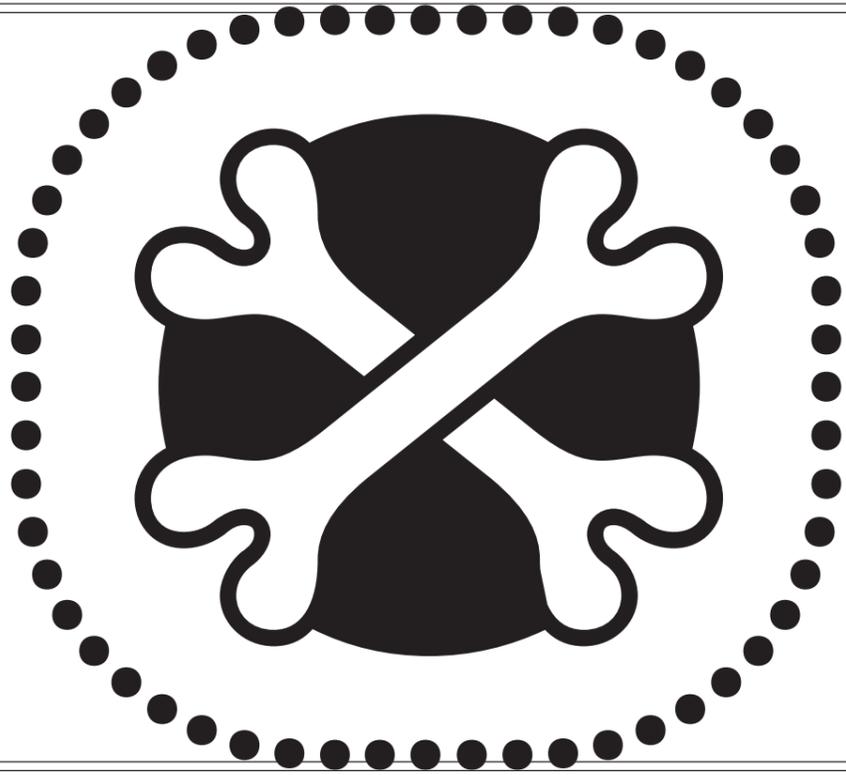
Composant
– Quadrillage



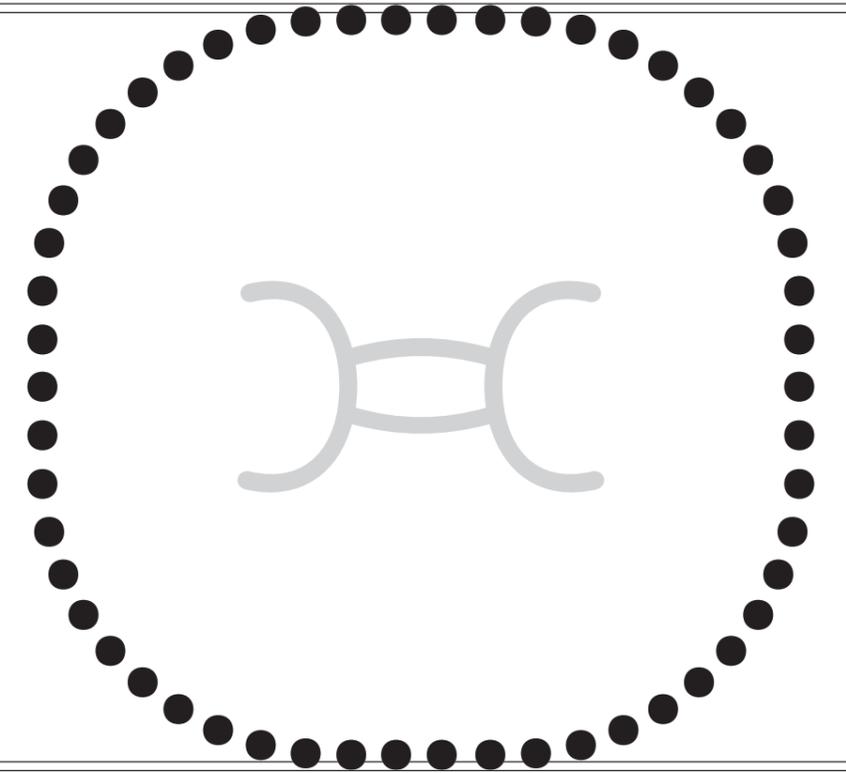
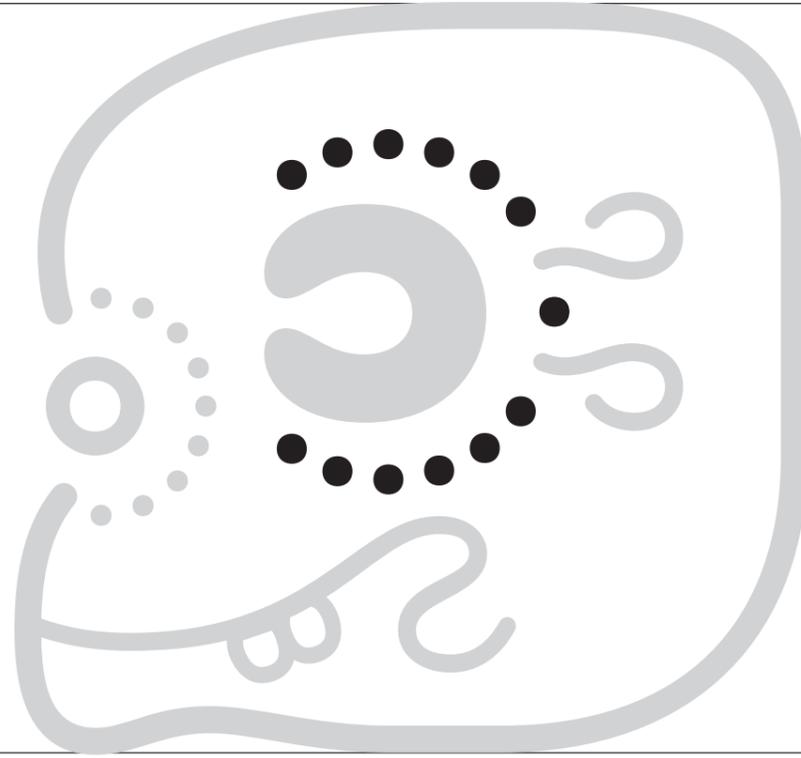
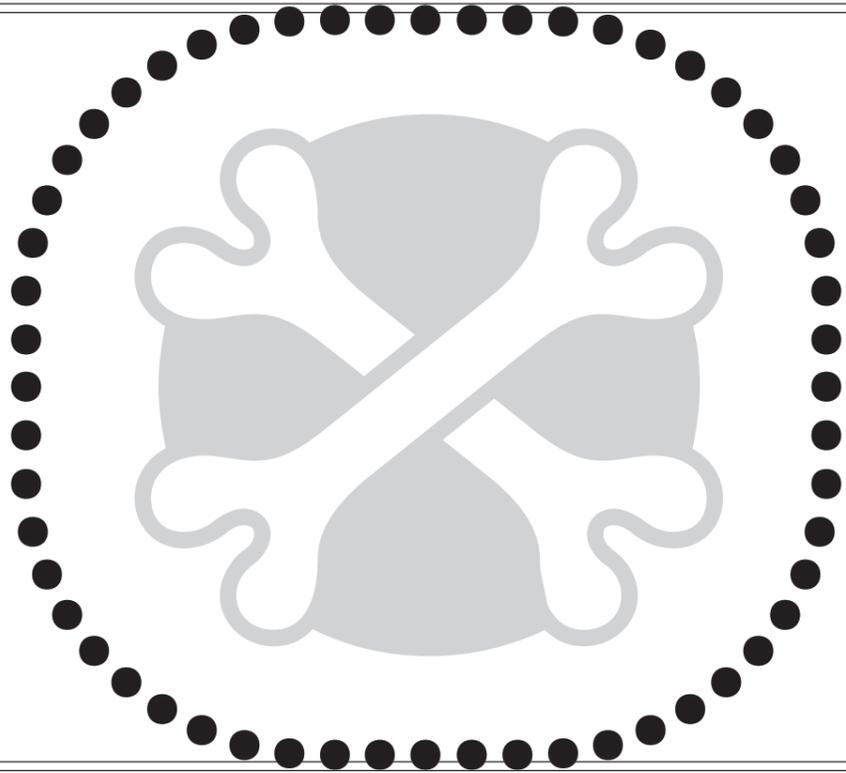
Composant
– Quadrillage



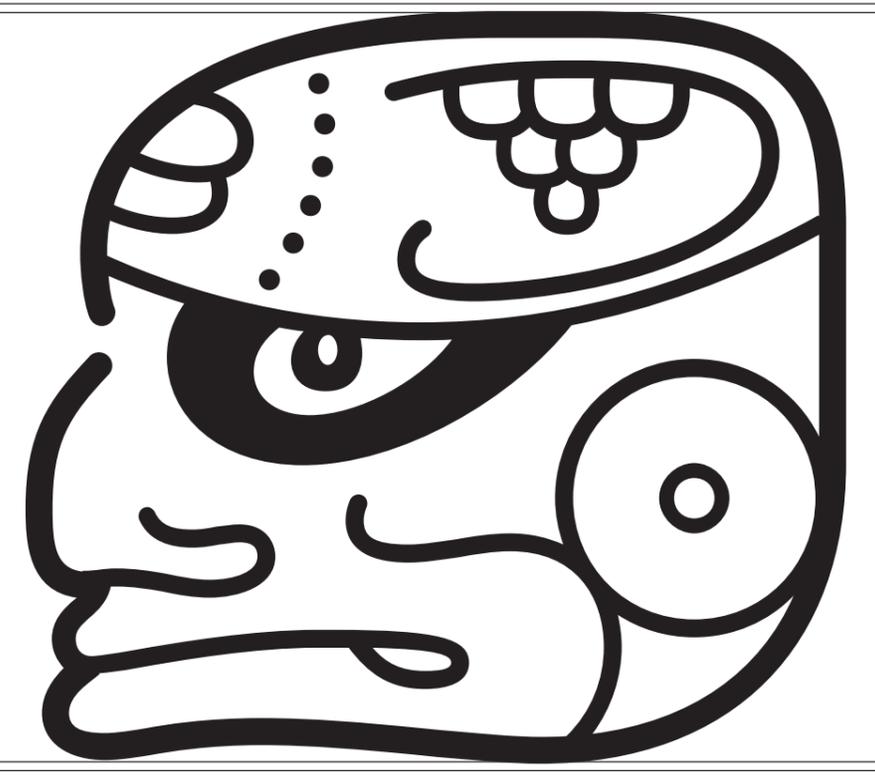
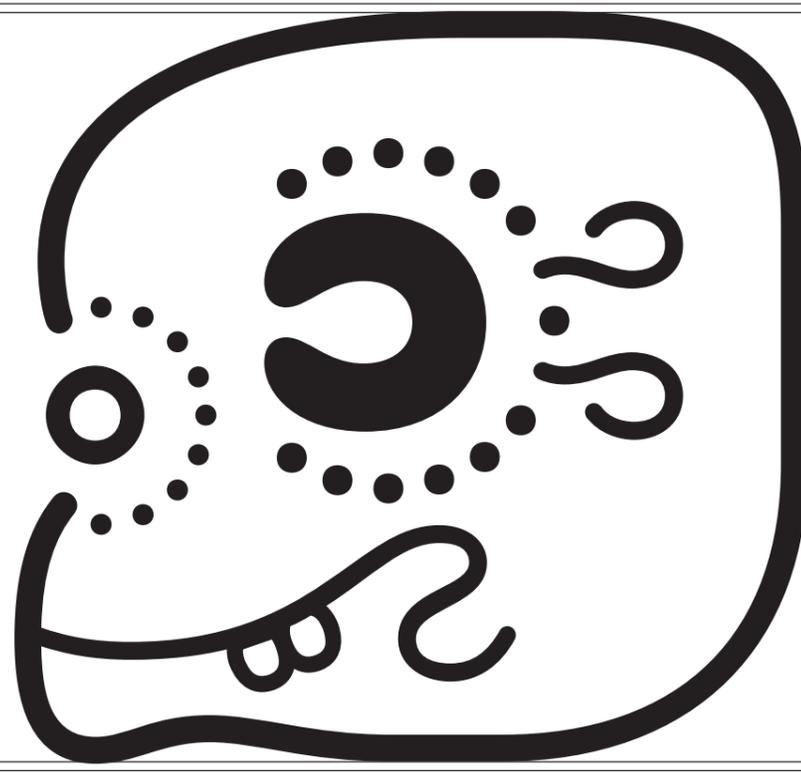
Composant
– Point épais



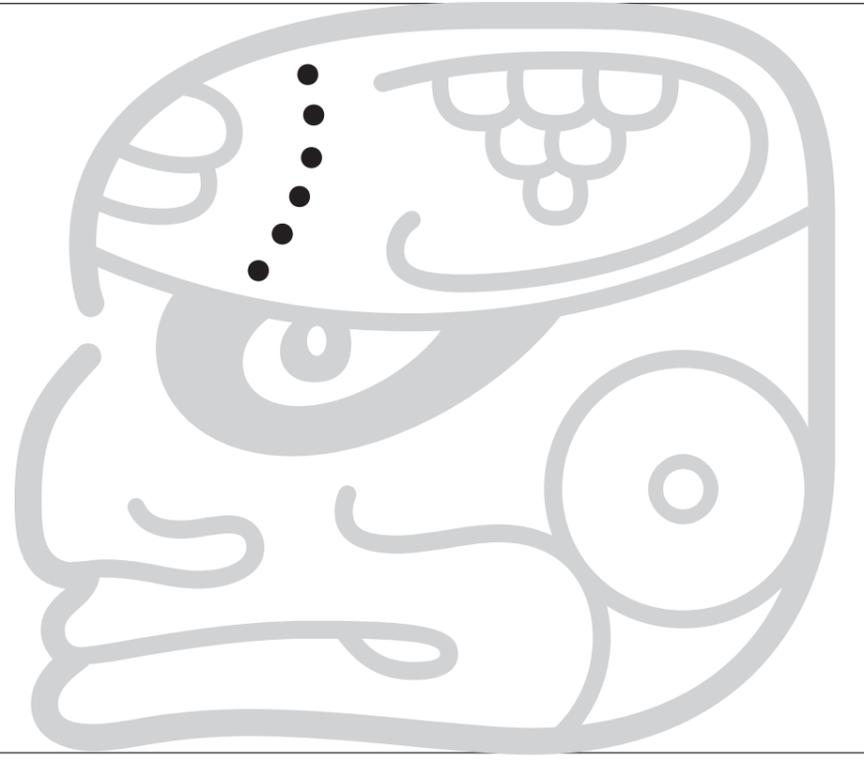
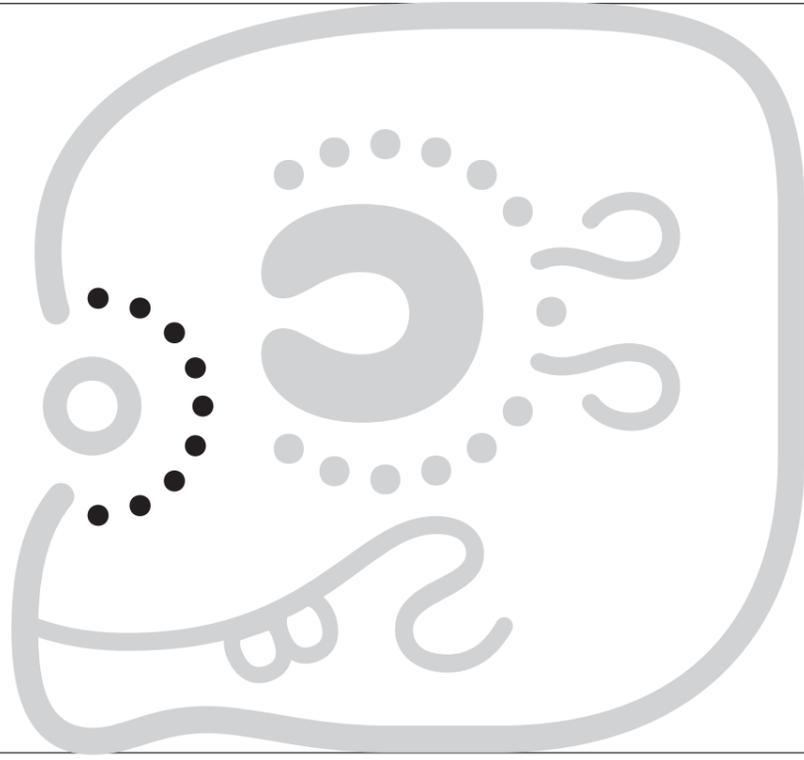
Composant
– Point épais



Composant
– Point fin



Composant
– Point fin



Merci!