

# Programme Primitiv

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## About Programme

Developed by the Swiss design studio Maximage, Programme is an innovative typeface which is based both on calligraphy and computer programming. The typeface was developed with the help of scripting technology.

The project started from the rather raw idea that a font's DNA is entirely contained in the calligraphic letters "o" and "n." From these two glyphs, it was thought that a computer program could build the full Latin alphabet, since a typeface is actually made out of a limited set of shapes that are repeated in all of its characters. The typeface was eventually optimized for both text and display uses. In some cases, the imperfections of the program have not been retouched to preserve the type's original essence. This is why Programme exists in a rougher style as well as in a more refined one.

The first version of Programme was featured in JRP Ringier's 2009 book *Typeface as Program*. The book provides an overview of a series of projects related to programming and type design, which took place at the École cantonale d'art de Lausanne (ECAL).

→ Released in 2013

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## Designed by Maximage Société Suisse

Maximage Société Suisse is a loose structure of designers revolving around Julien Tavelli and David Keshavjee who met studying at the École cantonale d'art de Lausanne (ECAL). Established in 2008, in Switzerland, the studio is now located between London and Geneva. Active in the fields of corporate, type, and editorial design, the studio's work is often connected with an innovative and sensitive attitude toward technology and technique. Since 2008, Maximage Société Suisse has been holding typography and graphic design workshops at ECAL. The celebrated book, *Typeface as Program*, which was published by ECAL in 2009, is an account of their work process and the result of an experimental typography project accomplished during their studies. They are also involved in the research project Workflow developed at ECAL for which a database of color profiles was generated. The studio was awarded at the Swiss Federal Design Awards in 2011 for their remarkable work.

[www.maximage.biz](http://www.maximage.biz)

Programme Primitiv  
255 pt

P r o

Programme Primitiv  
112 pt

A a

Programme Primitiv  
1 Style

Programme Primitiv

Uppercase	A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
Lowercase	a b c d e f g h i j k l m n o p q r s t u v w x y z
Standard Punctuation	, . : ; ' " - _ ( ) [ ] { } ! , ' " < > « » \ /   . @
Symbols	¤ º % © ® ™ ° § ¶ * † ‡ #
Standard Ligatures	fi fl
Proportional Lining Figures	Ø 1 2 3 4 5 6 7 8 9
Oldstyle Figures	0 1 2 3 4 5 6 7 8 9
Mathematical Symbols	+ − ± × ÷ = ≠ ≈ < > ≤ ≥ ¬ ∞ ∼ ^ μ ∕ ∩ π ∂ Δ ∏ Σ √ ∅
Currencies	\$ ¢ £ ¥ € ₣ ₧
Fractions	¼ ½ ¾
Superscript/Superies	H <sup>123</sup>
Ordinals	H <sup>º</sup>
Arrows	← → ↑ ↓ ↖ ↗ ↘ ↙
Accented Uppercases	À Á Â Ã Ä Å Æ Ç È É Ê Ë Ì Í Î Ï Ï Ñ Ò Ó Ô Õ Ö × Ø Ù Ú Û Ü Ý Þ ß à á â ã ä å æ ç è é ê ë ì í î ï ð ñ ò ó ô õ ö ÷ ø ù ú û ü ý þ ÿ
Accented Lowercases	à á â ã ä å æ ç è é ê ë ì í î ï ð ñ ò ó ô õ ö ÷ ø ù ú û ü ý þ ÿ
Stylistic Alternates	À Á Â Ã Ä Å Æ Ç È É Ê Ë Ì Í Î Ï Ñ Ò Ó Ô Õ Ö × Ø Ù Ú Û Ü Ý Þ ß à á â ã ä å æ ç è é ê ë ì í î ï ð ñ ò ó ô õ ö ÷ ø ù ú û ü ý þ ÿ

Language Support	Afrikaans, Albanian, Asu, Basque, Bemba, Bena, Breton, Bosnian, Catalan, Chiga, Cognian, Cornish, Croatian [Latin], Czech, Danish, Dutch, Embu, English, Esperanto, Estonian, Faroese, Filipino, Fijian, Finnish, Flemish, French, Friulian, Frisian, Galician, Ganda, German, Gusii, Greenlandic, Hawaiian, Hungarian, Icelandic, Inari Sami, Indonesian, Irish, Italian, Jola-Fonyi, Kabuverdianu, Kalaallisut, Kalenjin, Kamba, Kikuyu, Kinyardawanda, Latin, Latvian, Lithuanian, Lower Sorbian, Luo, Luxembourgish, Luyia, Machame, Makhwa-Meetto, Makonde, Malagasy, Malay, Maltese, Manx, Maori, Meru, Morisyen, Moldavian, North Ndebele, Northern Sami, Norwegian Bokmål, Norwegian Nynorsk, Nyankole, Oromo, Portuguese, Polish, Quechua, Provençal, Rhaeto-Romanic, Romanian, Romansh, Romany, Rombo, Rundi, Rwa, Samburu, Sango, Sangu, Sami [Inari], Sami [Luli], Sami [Northern], Sami [Southern], Samoan, Scottish Gaelic, Sena, Serbian [Latin], Spanish, Shambala, Shona, Slovak, Slovenian, Soga, Somali, Swahili, Swedish, Swiss German, Taita, Teso, Tagalog, Turkish, Upper Sorbian, Uzbek, Volapük, Vunjo, Walser, Wallon, Welsh, Western Frisian, Wolof, Zulu
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Adobe  
• Adobe Latin-1

- ISO 8859
- 8859-1 Latin-1 Western European
- 8859-2 Latin-2 Central European
- 8859-3 Latin-3 South European
- 8859-4 Latin-4 North European
- 8859-9 Latin-5 Turkish
- 8859-13 Latin-7 Baltic Rim
- 8859-15 Latin-9
- 8859-16 Latin-10 South-Eastern European

Microsoft Windows

- MS Windows 1250 Central European Latin
- MS Windows 1252 Western (Standard Latin)
- MS Windows 1254 Turkish Latin
- MS Windows 1257 Baltic Latin

- Basic Latin
- Latin-1 Supplement
- Latin Extended-A
- Latin Extended-B
- Latin Extended Additional

## OFF

## ON



This feature replaces glyph(s) with stylistic alternate(s).

[illegible]

aáàâăǎǏđĩāđǫǿæähîĥm  
ķġḡŋğňħńkrśřšŗşũûúűùů  
ȳȵȷȹȻ?



This feature replaces glyph(s) with stylistic alternate(s).

á à â ã ä å æ ç è é

၁၂၃၄၅၆၇၈၉၁၀၁၁၂၁၃၁၄၁၅၁၆၁၇၁၈၁၉၂၀



This feature replaces glyph(s) with stylistic alternate(s).

á à â ã ä å æ ç è é

à á â ã ä å ç è é



This feature replaces glyph(s) with stylistic alternate(s).

á à â ã ä å æ ç è é

à á â ã ä å æ ç è é



This feature replaces glyph(s) with stylistic alternate(s).

# hîk

# h<sup>h</sup>h



This feature replaces glyph(s) with stylistic alternate(s).

eéèêëēěėęě

eéèêëēěėė



This feature replaces glyph(s) with stylistic alternate(s).

m



This feature replaces glyph(s) with stylistic alternate(s).

□<sup>N</sup>□<sup>∇</sup>□<sup>∇</sup>□

ကန့်ကွက်



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Programme Primitiv  
60 pt

The car was  
a boxy late  
model Ford

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Programme Primitiv  
36 pt

The car was a boxy late  
model Ford sedan, white  
over black, innocuous  
bordering on invisible,  
and very fast. It had been

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Programme Primitiv  
24 pt

The car was a boxy late model Ford  
sedan, white over black, innocuous  
bordering on invisible, and very fast. It  
had been a sheriff's vehicle originally  
bought at an auction in Tennessee,  
and further modified for speed. Perry  
and I listened to the big engine idle,

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Programme Primitiv  
14 pt

The car was a boxy late model Ford sedan, white over black,  
innocuous bordering on invisible, and very fast. It had been a sher-  
iff's vehicle originally bought at an auction in Tennessee, and fur-  
ther modified for speed. Perry and I listened to the big engine idle,  
checked the dual scoops on the hood. I had not seen one of those  
on the road since high school. "You like the car?" Perry asked. "It's all  
right," I said, my eyes ahead. "I've never been much of a Ford man."  
Perry shifted in his bucket, "You know something about cars? For  
city cruising, it'll do." I spent my childhood in Riverdale, New Jersey,  
thirty miles north from long, narrow Manhattan Island, which  
sits in the bay, among other islands, outcroppings, flatlands, like

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**Programme Primitiv**  
12 pt

The car was a boxy late model Ford sedan, white over black, innocuous bordering on invisible, and very fast. It had been a sheriff's vehicle originally bought at an auction in Tennessee, and further modified for speed. Perry and I listened to the big engine idle, checked the dual scoops on the hood. I had not seen one of those on the road since high school. "You like the car?" Perry asked. "It's all right," I said, my eyes ahead. "I've never been much of a Ford man." Perry shifted in his bucket, "You know something about cars? For city cruising, it'll do." I spent my childhood in Riverdale, New Jersey, thirty miles north from long, narrow Manhattan Island, which sits in the bay, among other islands, outcroppings, flatlands, like a silhouette of a right whale navigating a rocky passage; on the area map, among blank-faced formations, all like itself colored yellow for density of population, it lies like a smelt in a

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**Programme Primitiv**  
10 pt

The car was a boxy late model Ford sedan, white over black, innocuous bordering on invisible, and very fast. It had been a sheriff's vehicle originally bought at an auction in Tennessee, and further modified for speed. Perry and I listened to the big engine idle, checked the dual scoops on the hood. I had not seen one of those on the road since high school. "You like the car?" Perry asked. "It's all right," I said, my eyes ahead. "I've never been much of a Ford man." Perry shifted in his bucket, "You know something about cars? For city cruising, it'll do." I spent my childhood in Riverdale, New Jersey, thirty miles north from long, narrow Manhattan Island, which sits in the bay, among other islands, outcroppings, flatlands, like a silhouette of a right whale navigating a rocky passage; on the area map, among blank-faced formations, all like itself colored yellow for density of population, it lies like a smelt in a pan. In the old days, Riverdale was a lumbering town. No one who lived in it was out of sound of the big saws in the mill by the lake. Then one year there were no more logs to make lumber. But you may never have heard of Riverdale. Nothing happened really there. It was a small and ugly town.

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**Programme Primitiv**  
8 pt

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**Programme Primitiv**  
6 pt

The car was a boxy late model Ford sedan, white over black, innocuous bordering on invisible, and very fast. It had been a sheriff's vehicle originally bought at an auction in Tennessee, and further modified for speed. Perry and I listened to the big engine idle, checked the dual scoops on the hood. I had not seen one of those on the road since high school. "You like the car?" Perry asked. "It's all right," I said, my eyes ahead. "I've never been much of a Ford man." Perry shifted in his bucket, "You know something about cars? For city cruising, it'll do." I spent my childhood in Riverdale, New Jersey, thirty miles north from long, narrow Manhattan Island, which sits in the bay, among other islands, outcroppings, flatlands, like a silhouette of a right whale navigating a rocky passage; on the area map, among blank-faced formations, all like itself colored yellow for density of population, it lies like a smelt in a pan. In the old days, Riverdale was a lumbering town. No one who lived in it was out of sound of the big saws in the mill by the lake. Then one year there were no more logs to make lumber. But you may never have heard of Riverdale. Nothing happened really there. It was a small and ugly town. The city had come back to me in a dream. Rising up through the tranquil sleep of a warm May

evening in the noisy and busy New York, the reverie left in its wake a delicious sense of peace. All cities begin as a point of activity, usually a harbor, and settlement concentrically grows around this point in increasingly wider rings. Manhattan is unique in its shape and circumstances and in its growth, which resembled a thermometer. Riverdale had no center, just Main Street. Bad weather would come in one day when the fall was over and would stay for the six following months. I prayed for my dead dog, but I didn't pray when Emily died. God would make an exception. He would let her into Heaven. In the early summer of my fourteenth year a lorry pulled up outside our house. I was sitting on the front step rereading a comic. The driver came toward me, covered in a fine, pale dust, which gave his face a ghostly look. "Cement," he said. It's not that I was being shy. It was just that—well, for one, I don't even remember the event. It's a blank: a white slate, a black hole. I was able to date the occasion with complete certainty because that afternoon I had been sledding with my lifelong friend and enemy, Perry Boy, and we had quarreled, because his new Christmas sled would not go as fast as my old one. Snow was never heavy in our part of the world, but this Christmas it had