

# TYPANNOT

A typographic system to  
transcribe sign languages

*Collaborateurs :*

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gestual  
script esa<sub>d</sub>\_AMIENS



# SIGN LANGUAGES

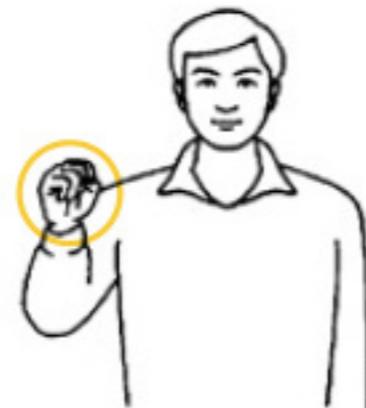


# GESTURAL LANGUAGES



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Handshape



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Position



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Mouvement



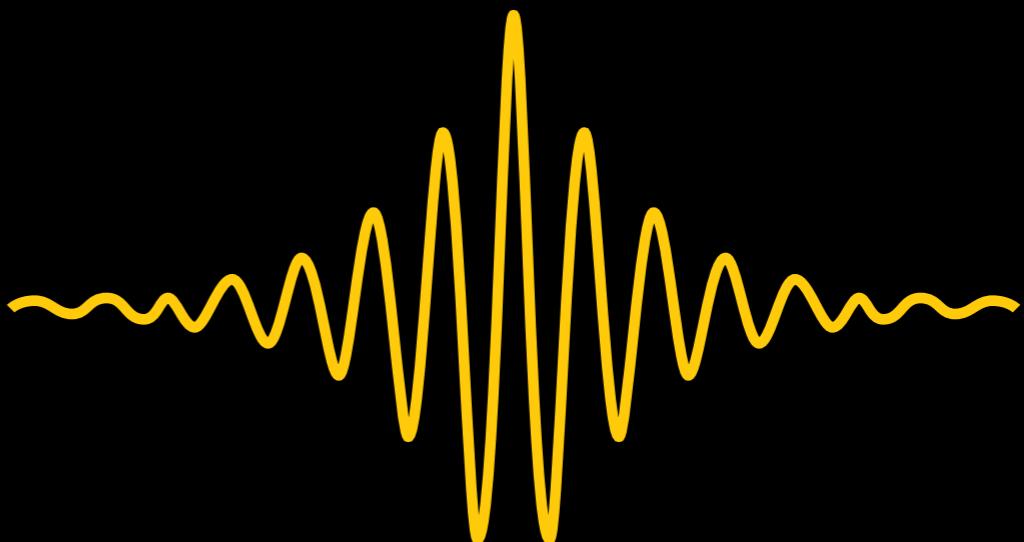
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Mouth action

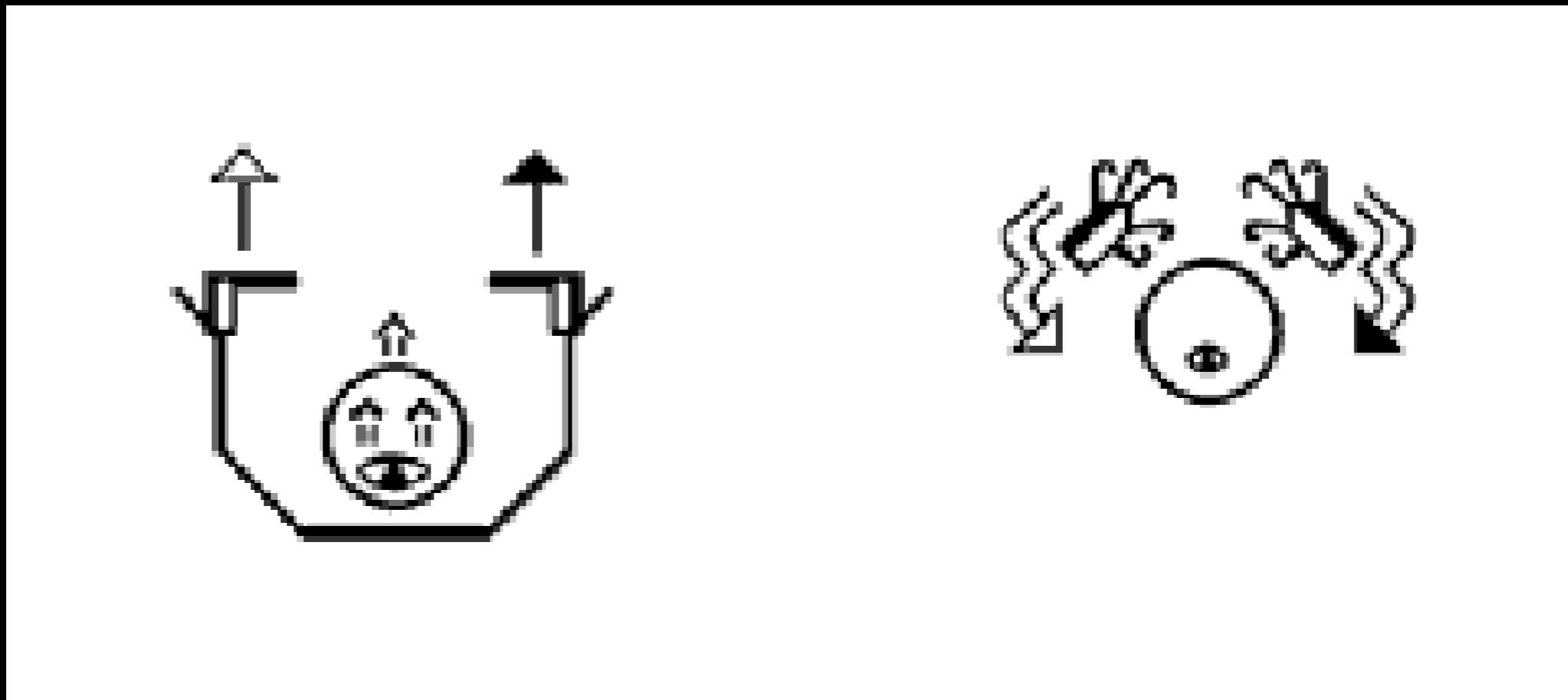
# REPRESENTING SL



# POURQUOI NE PAS ÉCRIRE EN FRANÇAIS ET UTILISER L'ALPHABET?

A = A yellow wavy line representing a sound wave.

# LOGOGRAPHIC APPROACH COMPREHENSION



*SignWriting*  
V. Sutton 1985

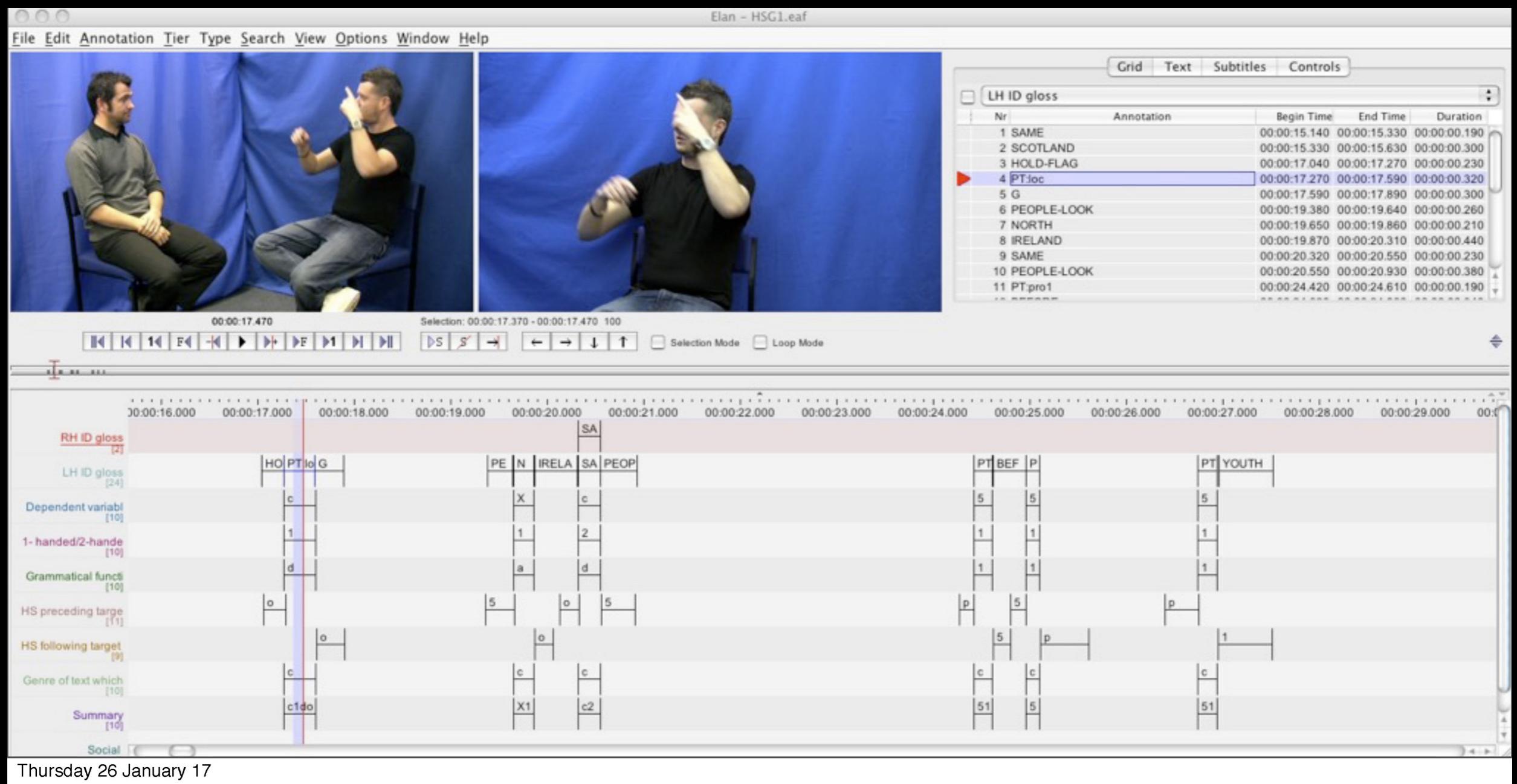
# PHONOLOGIC APPROACH ANALYSIS

□ ■ X  r 0 [↑ → 0 ]  
■ ) (  ↴ 0  
.. ■ 2 3 X ⚡ 2 3 ↳ 0  
■  2 X 

*HamNoSys*  
*Université de Hambourg 1985*

# ELAN

## Describing gesture to analyse it's structure



Thursday 26 January 17

# CURRENT LIMITATIONS



High level representation / low level of decomposition  
limiting searchability in parameters components

Representation is based on what is visible  
(handshapes, position, trajectory)  
surface effects of body parts transformation

Transcription is focusing on handshape  
biased perspective diminishes role of limbs

Unable to be both analytical and readable  
limiting communication levels

# TYPANNOT

A typographic system for transcribing SL at a deep phonological level.

- For who ?

Researchers in SL

- Why ?

addressing limitations of current systems  
thus promoting new types of analysis

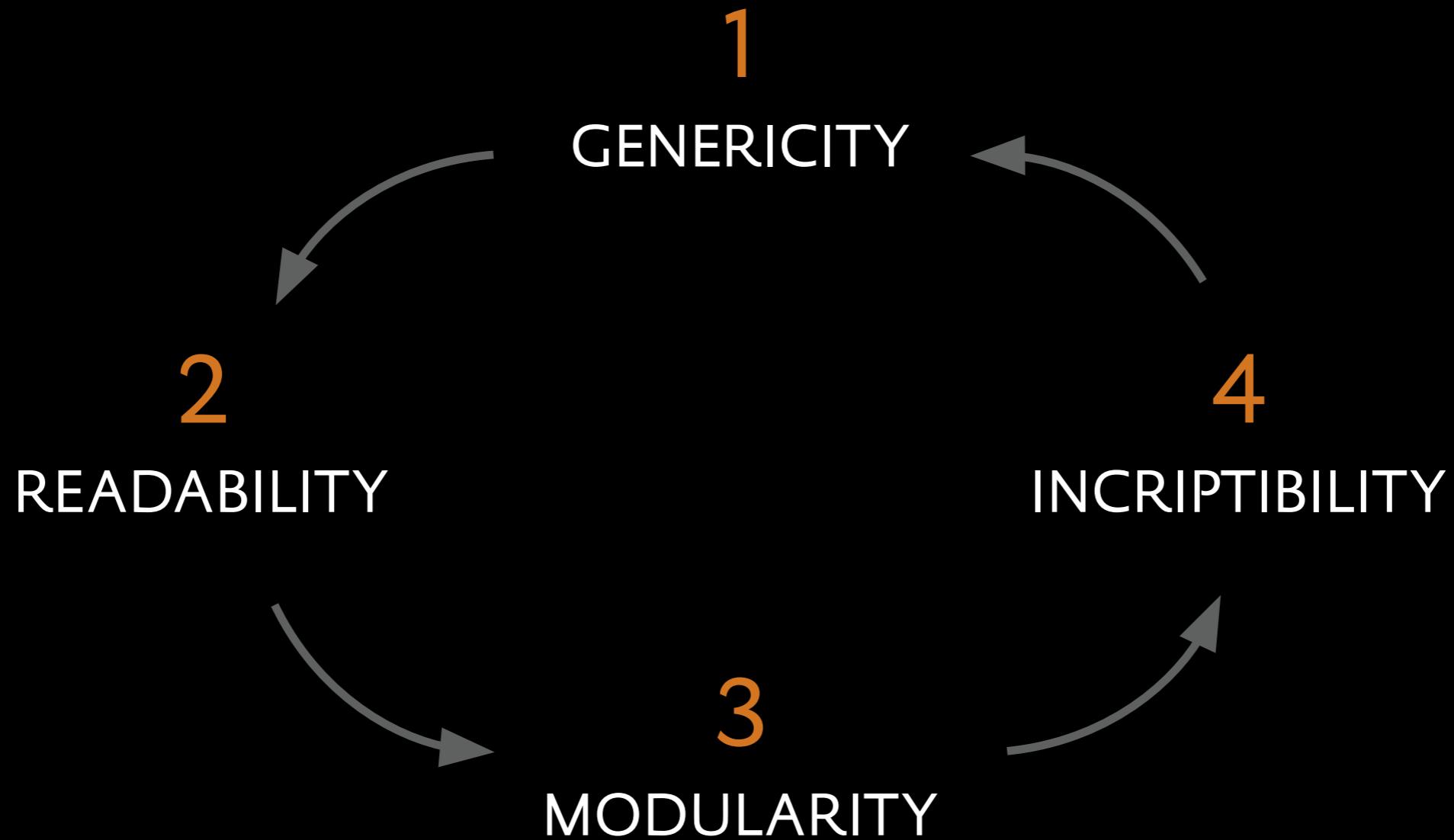
- How ?

- using an articulatory approach
- associating linguistic, typographic  
and programming expertise

# PROCESS

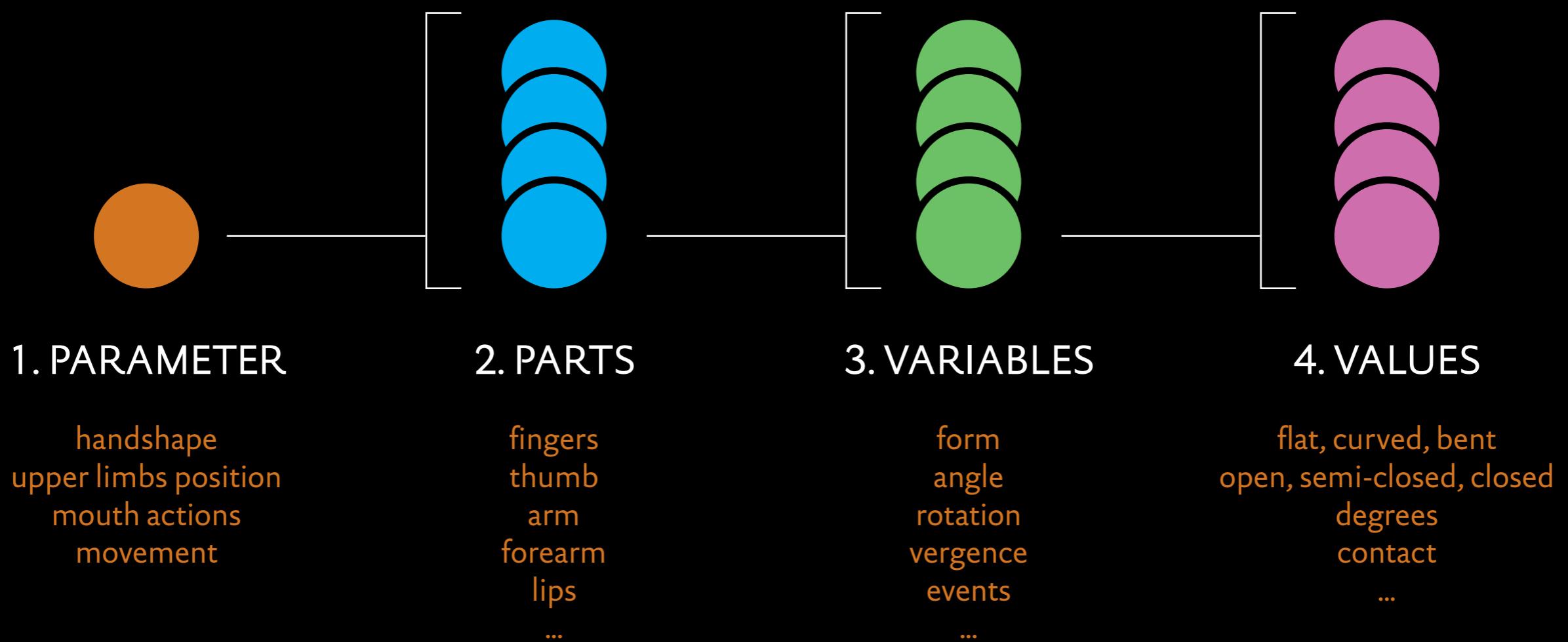
1. linguistic structuration of a parameter
2. annotators test the graphematic formula
3. designing caracters adresssing low level representation
4. developping a consistant syntax
5. designing glyphs adresssing high level representation
6. developping input interface and implementing font

# METHODOLOGY



deep articulatory representation

# BRAKING DOWN INFORMATION



# Bricks of information



**L**  
left



**R**  
right



**1**  
index



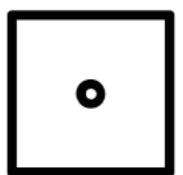
**2**  
middle



**3**  
ring



**4**  
pinky



**T**  
thumb



**F**  
flat



**C**  
curved



**B**  
bent



**fo**  
full  
open



**o**  
open



**sc**  
semi  
closed



**c**  
closed



**G**  
grouped



**X**  
crossed



**K**  
stacked



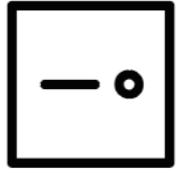
**Re**  
reverse



**CO**  
contact

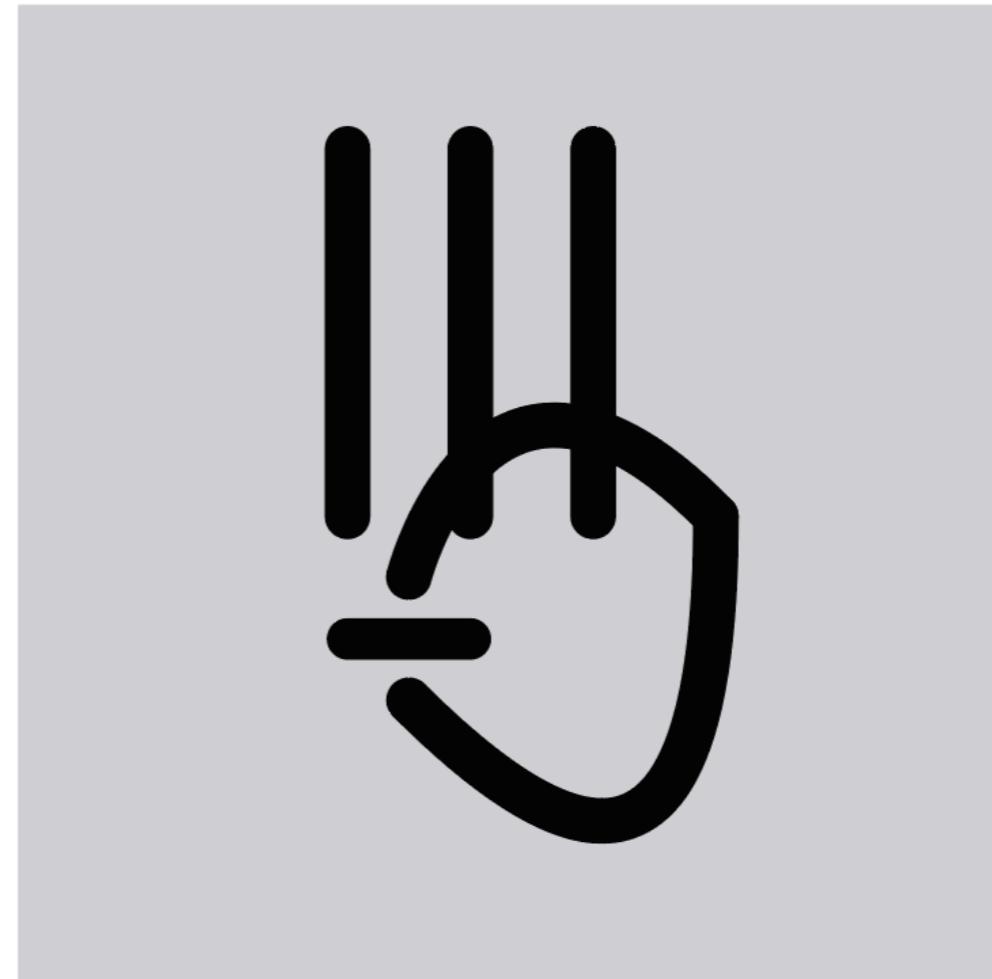


**OP**  
opposed



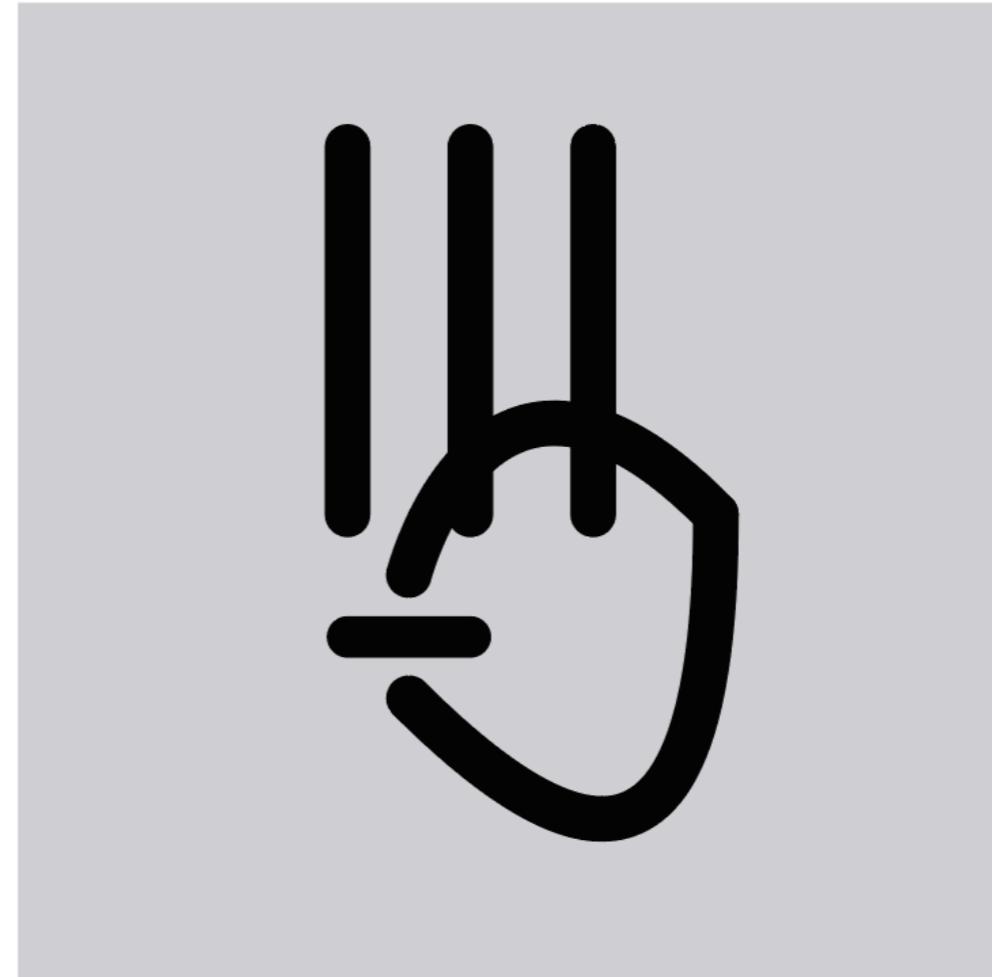
**NOP**  
non  
opposed

# Genericity

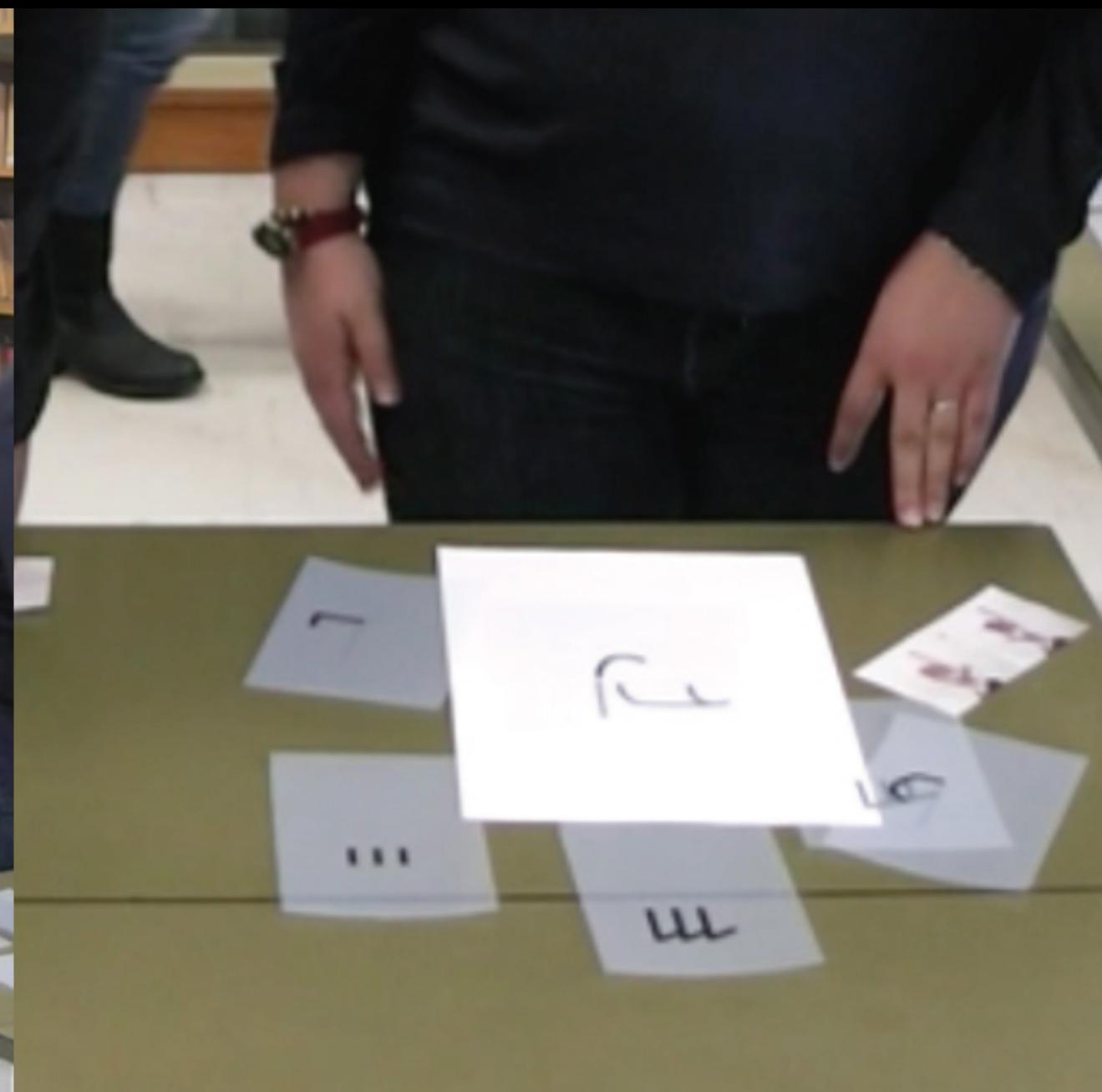


R	1Csc	2Fo	3Fo	4Fo	TCsc	CO1
→	...	↖	↘	...	↑	↓

# Genericity + Readability



R	1Csc	2Fo	3Fo	4Fo	TCsc	CO1
→	...	↖	↘	...	↑	↓



ଭି

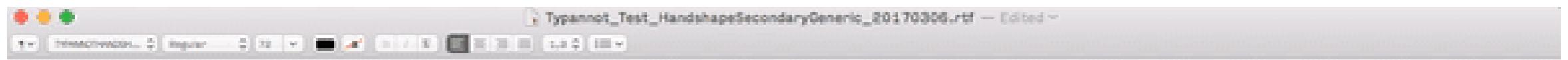
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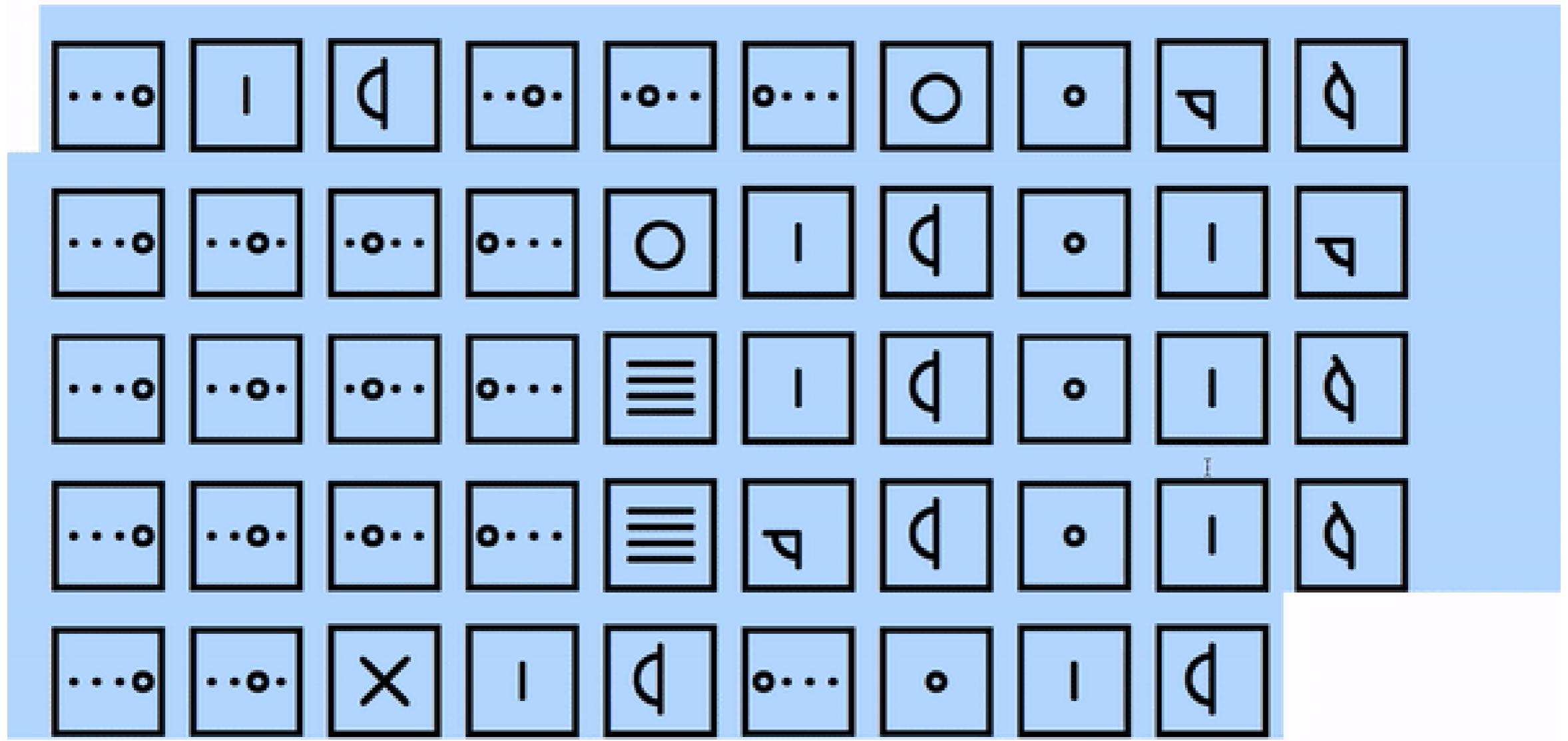
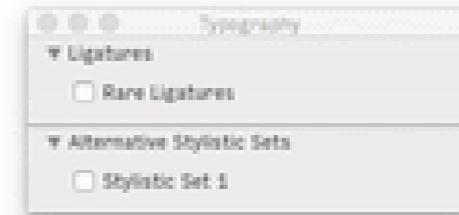
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## Typannot Handshape Regular v 0.1

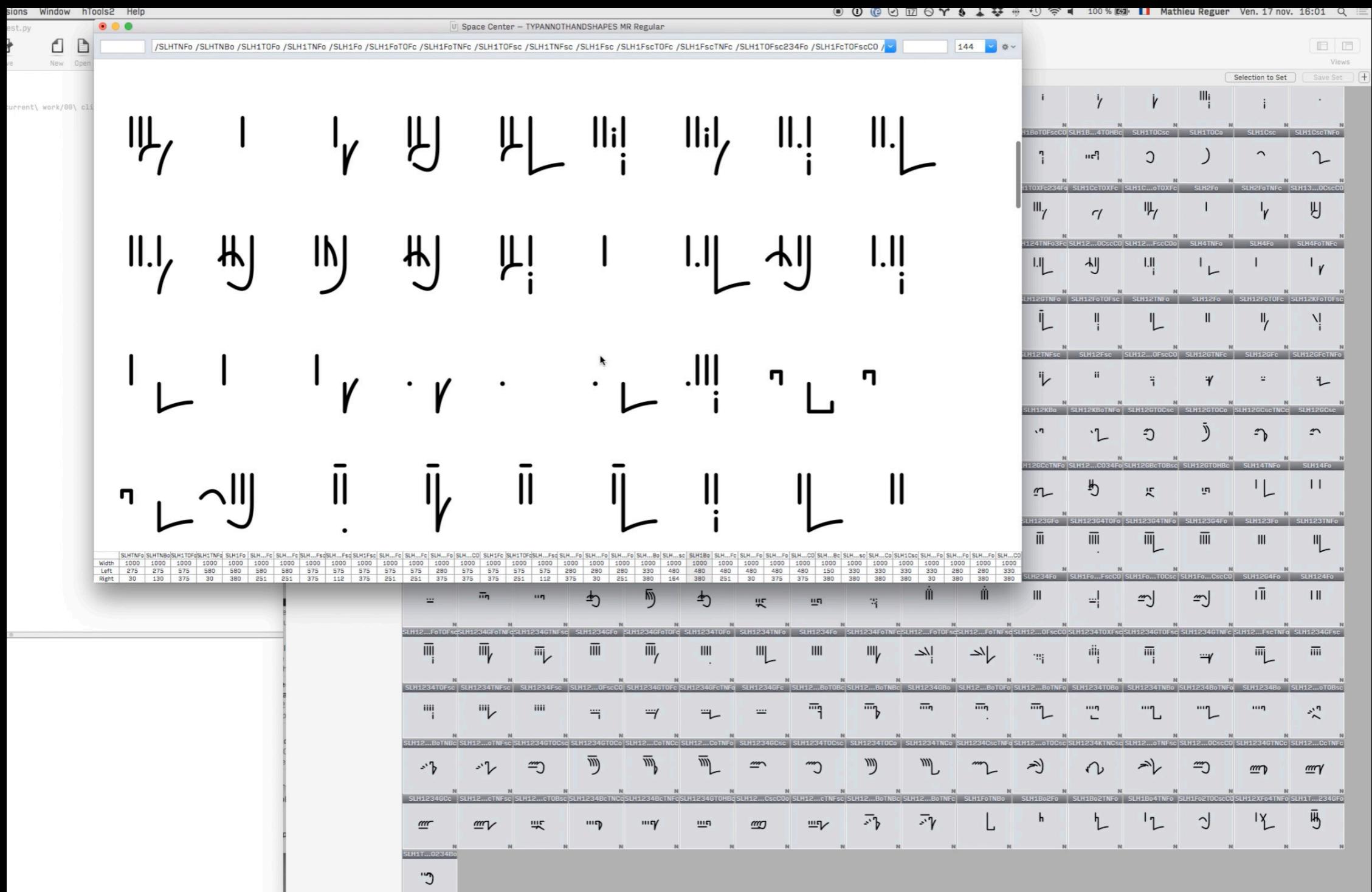
Test des features OpenType pour les handicapes composées

10 mars 2017



# Modularity

## Generating composed glyphs



# GLYPH REPERTOIRE

291 600 possible combinations

65 000 glyphs limitation (opentype format)

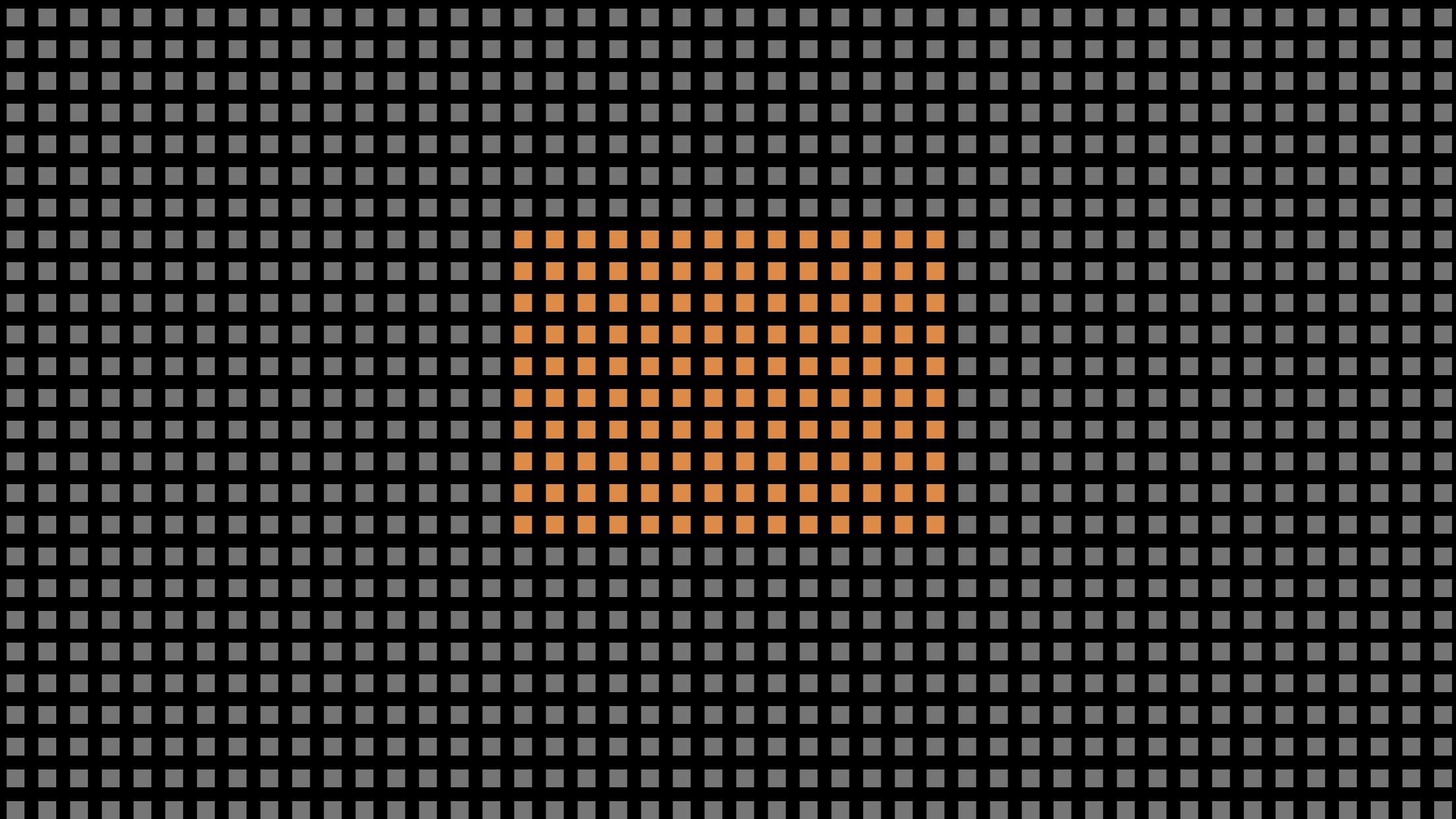
selection based on which criteria?

37 500 basic repertoire

27 500 available glyphs

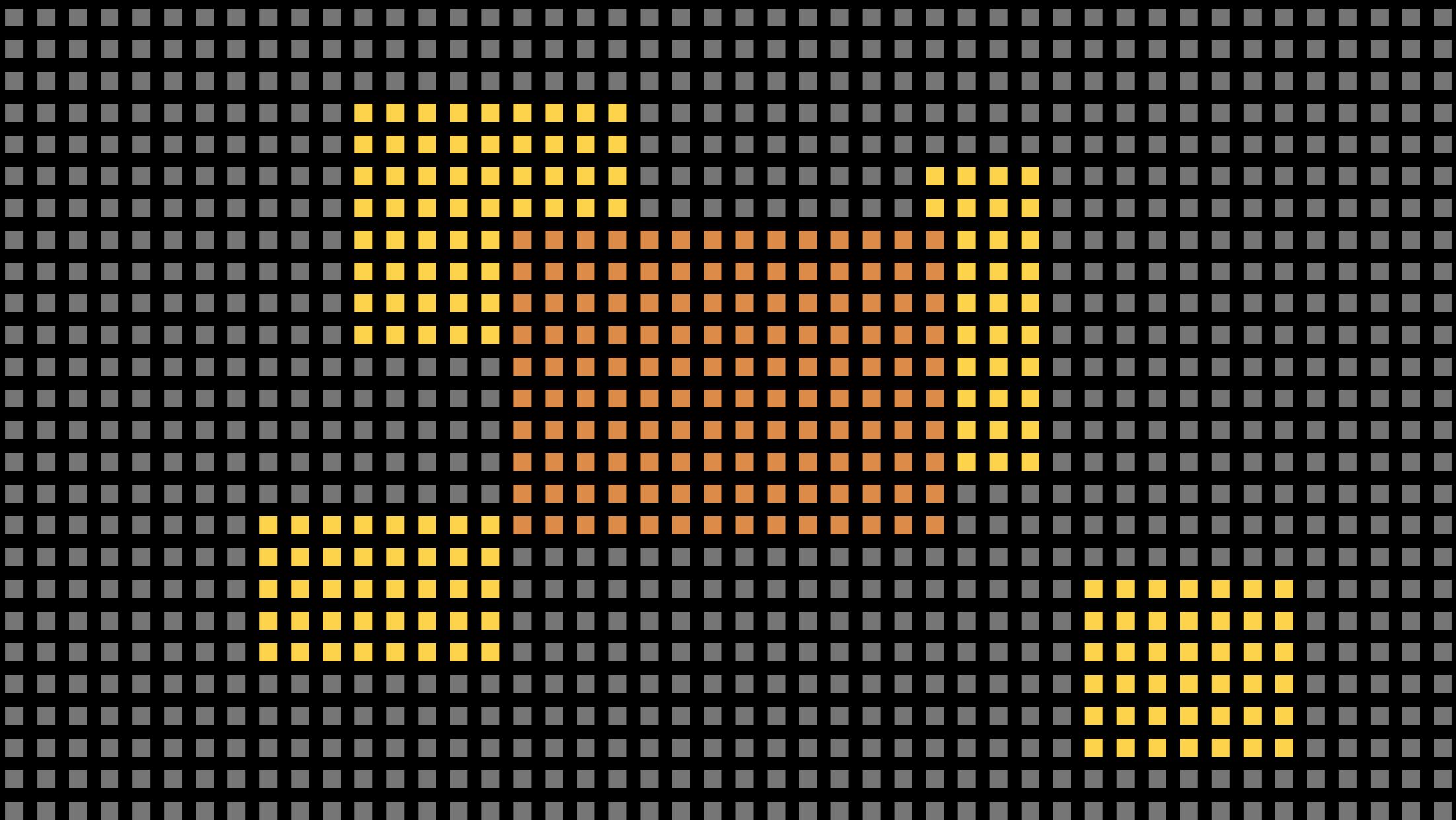
# Modularity

## Generating a repertoire



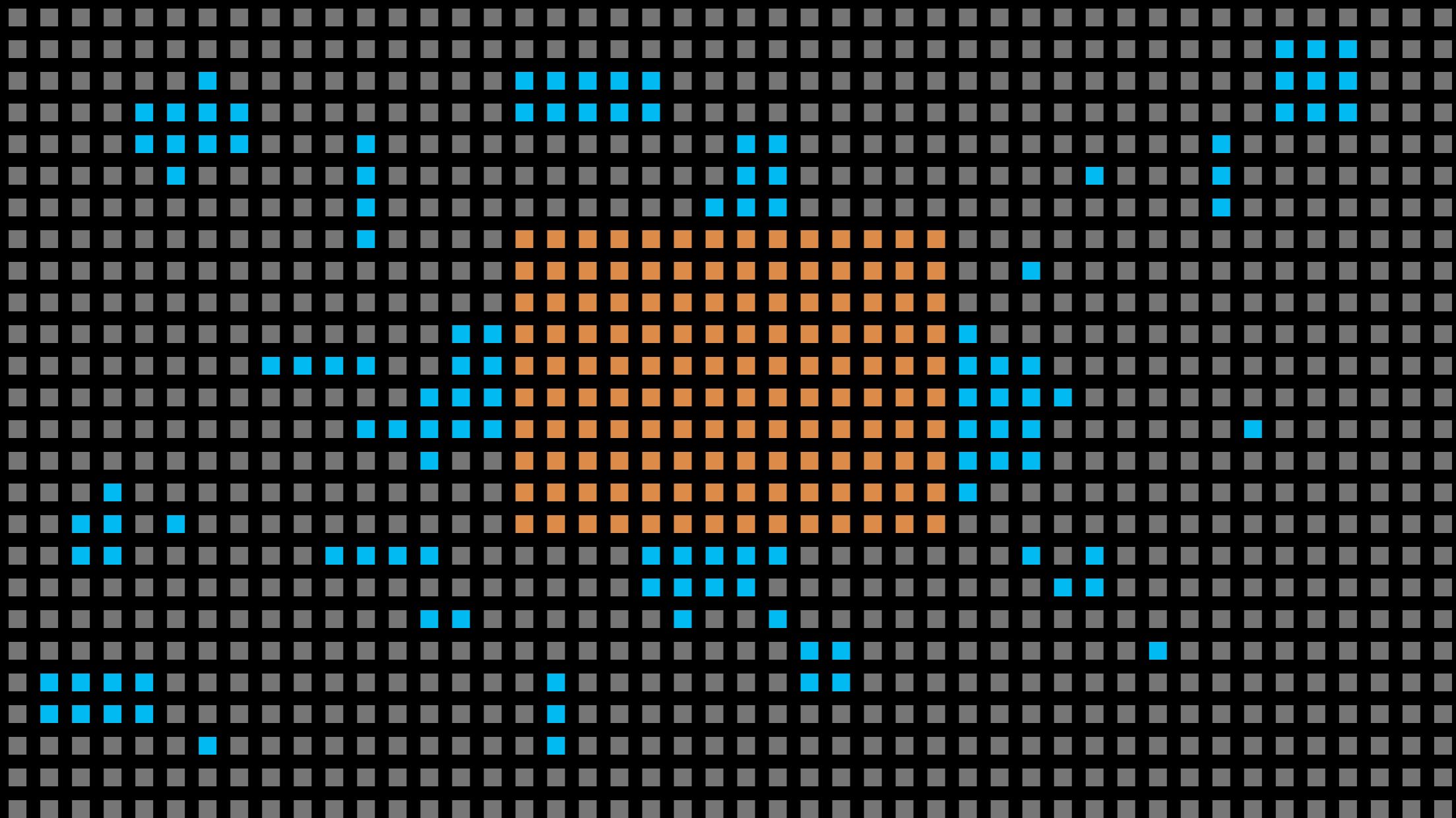
# Modularity

## Top down approach



# Modularity

## Bottom up approach



# INPUT INTERFACES

The interface is a digital tool for creating hand shapes. At the top, there's a navigation bar with icons for grid, list, and settings, followed by tabs: Handshape, Loc. Ini., Mouvement, Mouth Action, Whole Face, and Interface Graphique (with a dropdown arrow). Below the tabs is a large 3D model of a hand with a cyan-tinted thumb. To the right of the hand is a black silhouette of a hand with fingers spread. A vertical column of icons on the right side shows different hand shapes. Below these are eight smaller icons representing specific hand configurations. The bottom section contains several rows of controls:

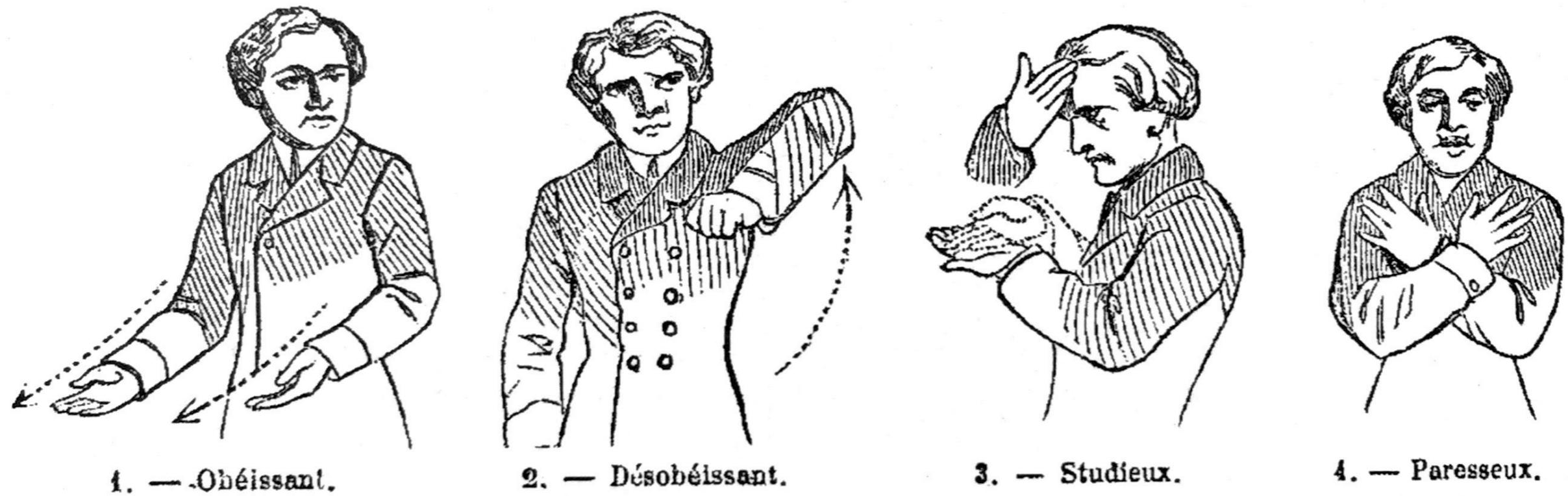
- A row of buttons: a blue square with a white arrow pointing right, a blue square with a white arrow pointing left, a blue square with three dots, and a blue square with three horizontal dots.
- A row of labels: shape, angle, action fingers, and action thumb.
- A row of symbols: I, C, Π, δ, φ, Ψ, O, X, ≡, and -o.
- A row of colored squares: blue, red, green, and orange.
- On the far right, there are additional icons: a blue square with a white arrow pointing down, a red circle with a white X, a green circle with a white arrow pointing right, and a red circle with a white arrow pointing right.

The labels "RIGHT", "INDEX", "THUMB", "non opposed", "curved", and "semi-closed" are highlighted in blue, indicating they are selected or active.

# GESTURAL INPUT



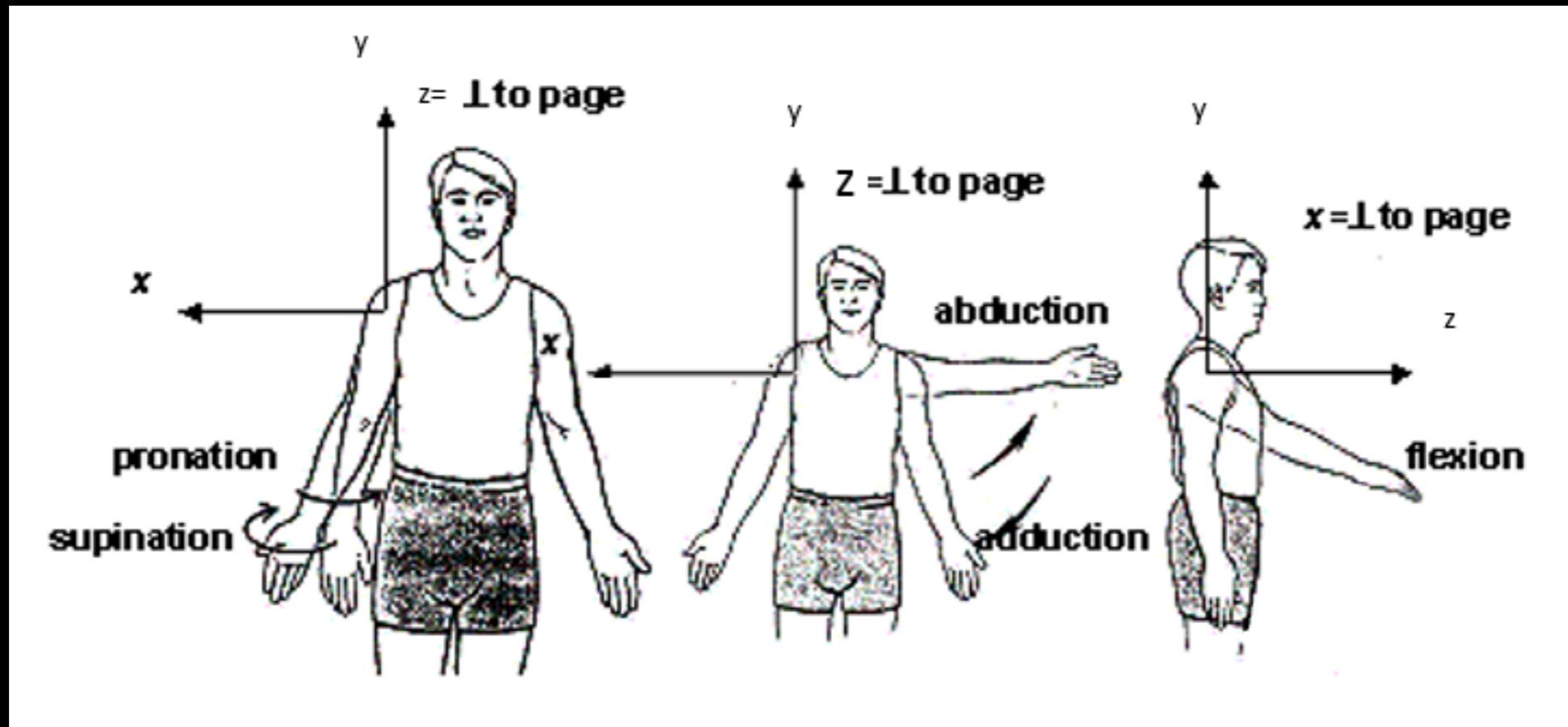
# UPPER LIMBS REPRESENTATION



*Dessins de signes LSF*

*Pierre Pélissier 1856*

# 3 PARTS      7 VARIABLES



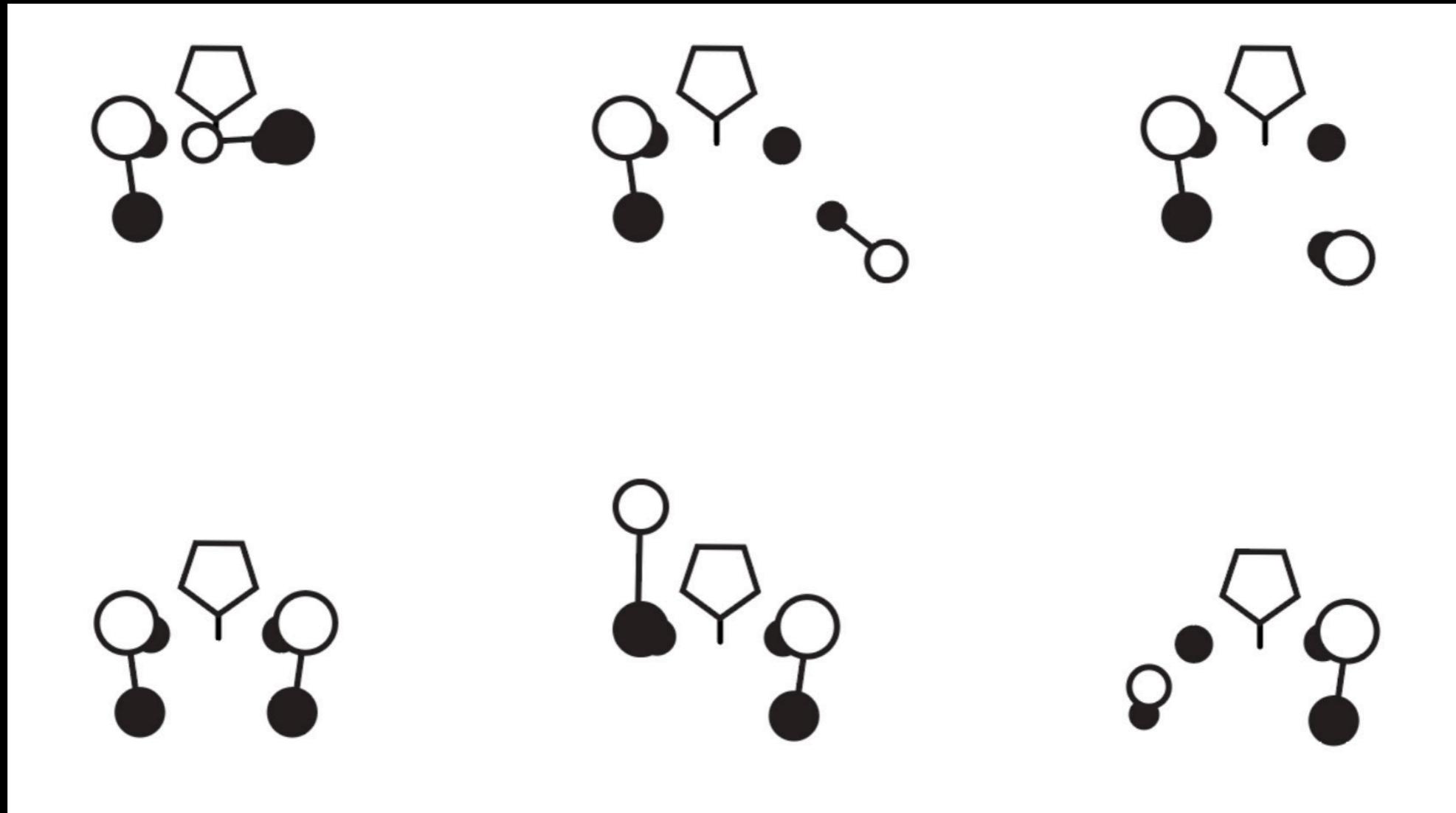
ARM  
flexion-extension  
adduction-abduction

FOREARM  
flexion-extension  
rotation

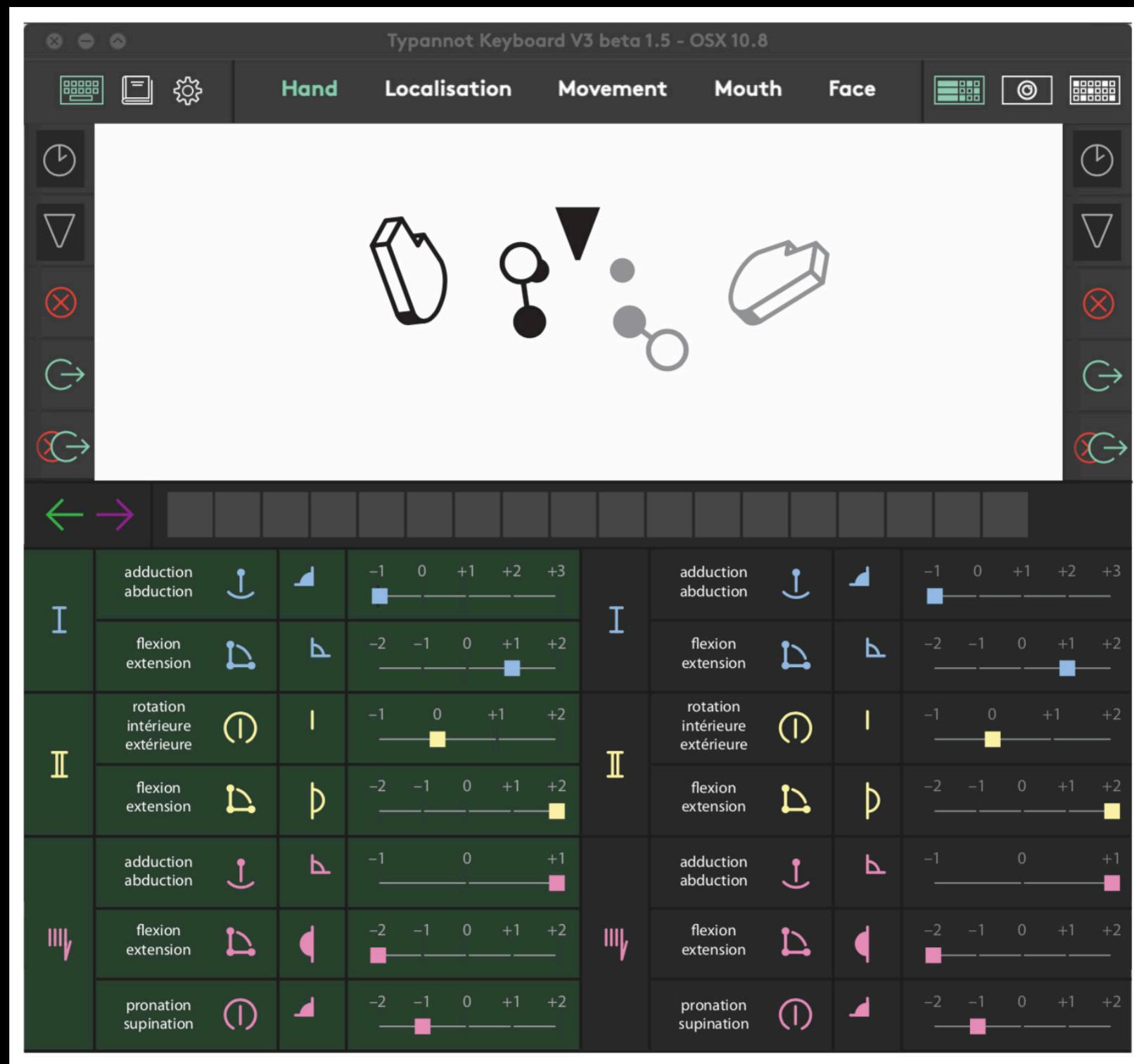
HAND  
flexion-extension  
adduction-abduction  
pronation-supination

# REPRESENTING THIRD DIMENSION

typographically!



# PARAMETRIC INPUT INTERFACE



# FURTHER

Releasing a first version

- handshape
- upper limb configuration

Unicode registration

Two more parameters

- mouth actions
- movement

# MERCI

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